

Liveness-Driven Random Program Generation

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Motivation

Context: automatic tool for finding *missed optimizations*

Generated source code:

```
int f(int p, int q) {  
    return q + (p % 6) / 9;  
}
```

($p \% 6 \in [-5, 5]$,
division truncates to 0)
recently fixed

Clang:

```
movw r2, #43691  
movt r2, #10922  
smmul r2, r0, r2  
add r2, r2, r2, lsr #31  
add r2, r2, r2, lsl #1  
sub r0, r0, r2, lsl #1  
movw r2, #36409  
movt r2, #14563  
smmul r0, r0, r2  
asr r2, r0, #1  
add r0, r2, r0, lsr #31  
add r0, r0, r1  
bx lr
```

GCC:

```
mov r0, r1  
bx lr
```

Randomized differential testing

popularized by Yang et al., “Finding and understanding bugs in C compilers”, PLDI '11

How to find compiler bugs:

- ▶ generate random source code
- ▶ compile with different compilers
- ▶ compare binaries (code or behavior)

Csmith: standard C program generator, has found hundreds of bugs

this work: ldrngen, new random C code generator

A problem with Csmith

```
...
...
...
for (g_2 = 28; (g_2 > (-25)); --g_2)
...
...
...
func_1:
    movl $27, %eax
.L2:
    movl %eax, g_2(%rip)
    subl $1, %eax
    movl $7, g_11(%rip)
    cmpl $-26, %eax
    jne .L2
    movl g_3042(%rip), %eax
    ret
...
...
...
for (g_11 = 0; (g_11 <= 6); g_11 += 1)
...
...
...
return g_3042;
```

162 LOC (without 100 lines of inits)
compiles to 8 instructions:

```
func_1:
    movl $27, %eax
.L2:
    movl %eax, g_2(%rip)
    subl $1, %eax
    movl $7, g_11(%rip)
    cmpl $-26, %eax
    jne .L2
    movl g_3042(%rip), %eax
    ret
```

vast majority of code is **dead code**

Liveness and dead code

live variable: variable that may be used in the future

dead variable: variable that is definitely not used in the future

```
x = y + z;
```

```
return x;
```

x **live** after assignment

```
x = y + z;
```

```
return y;
```

x **dead** after assignment

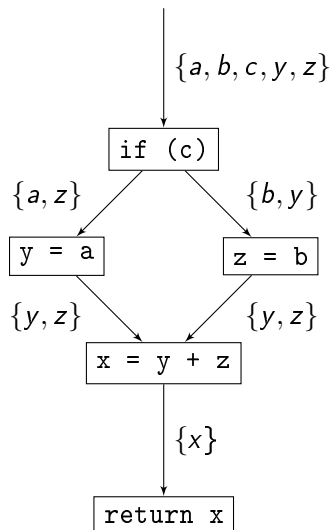
by extension: **live code** computes value maybe used in future

dead code elimination: standard compiler pass, removes dead code

Dead \neq unreachable: dead code more than if (false) ...

Live variable analysis

backwards data flow analysis



live-in set S^\bullet : live before S
live-out set S° : live after S

transfer function for $v = e$:

$$S^\bullet = (S^\circ \setminus \{v\}) \cup FV(e)$$

control flow split:

$$S^\circ = \bigcup_{S_i \in \text{succ}(S)} S_i^\bullet$$

compute **least fixed point**

Generation of fully live programs

want to generate **fully live** programs: all statements are live

idea: perform liveness analysis during (backwards!) generation

but I am lazy:

- ▶ do **not** want to generate a control flow graph
- ▶ do **not** want to backtrack/iterate to fixed point

long-forgotten idea:

structural data-flow analysis

Structural (full) liveness analysis

liveness triple: $\langle S^\bullet \rangle S \langle S^\circ \rangle$

$$\text{Assign} \frac{v \in S^\circ \quad S^\bullet = (S^\circ \setminus \{v\}) \cup FV(e)}{\langle S^\bullet \rangle v = e \langle S^\circ \rangle}$$

$$\text{Sequence} \frac{\langle S_1^\bullet \rangle S_1 \langle S_2^\bullet \rangle \quad \langle S_2^\bullet \rangle S_2 \langle S_2^\circ \rangle \quad S_2^\bullet \neq \emptyset}{\langle S_1^\bullet \rangle S_1 ; S_2 \langle S_2^\circ \rangle}$$

$$\text{If} \frac{\langle S_1^\bullet \rangle S_1 \langle S^\circ \rangle \quad \langle S_2^\bullet \rangle S_2 \langle S^\circ \rangle \quad S^\bullet = S_1^\bullet \cup S_2^\bullet \cup FV(c)}{\langle S^\bullet \rangle \text{if } (c) S_1 \text{ else } S_2 \langle S^\circ \rangle}$$

side conditions to ensure full liveness

program S fully live iff $\langle S^\bullet \rangle S \langle \emptyset \rangle$ derivable

Example: Failed derivation

Programs with dead code cannot be proved fully live:

$$\text{Sequence} \frac{\text{Assign} \frac{x \notin \{y\} \not\Leftarrow}{\langle S^\bullet \rangle x = y + z \langle \{y\} \rangle} \quad \langle \{y\} \rangle \text{ return } y \langle \emptyset \rangle}{\langle S^\bullet \rangle x = y + z; \text{ return } y \langle \emptyset \rangle}$$

Analyzing loops

While

$$\frac{\langle B^\bullet \rangle \quad B \quad \langle B^\circ \rangle \quad L^\bullet = B^\bullet \cup L^\circ \quad L^\circ \neq \emptyset \quad B^\circ = L^\circ \cup B^\bullet \cup FV(c) \text{ (minimal)}}{\langle L^\bullet \rangle \text{ while } (c) \quad B \quad \langle L^\circ \rangle}$$

Not constructive: How to compute the fixed point?

Not a problem for random generation: choose least fixed point.

Example derivation

$$\begin{array}{c} \langle\{a, b, n\}\rangle \quad n = n - 1 \quad \langle\{a, b, n\}\rangle \\ \hline \langle\{a, n, t\}\rangle \quad b = t \quad \langle\{a, b, n\}\rangle \quad \vdots \\ \hline \langle\{b, n, t\}\rangle \quad a = b \quad \langle\{a, n, t\}\rangle \quad \vdots \\ \hline \langle\{a, b, n\}\rangle \quad t = a + b \quad \langle\{b, n, t\}\rangle \quad \vdots \\ \hline \langle\{a, b, n\}\rangle \quad t = a + b; a = b; b = t; n = n - 1 \quad \langle\{a, b, n\}\rangle \\ \hline \langle\{a, b, n\}\rangle \quad \text{while } (n > 0) \{ t = a + b; a = b; b = t; n = n - 1 \} \quad \langle\{a\}\rangle \\ \hline \vdots \\ \hline \langle\{n\}\rangle \quad a = 0; b = 1; \text{while } (n > 0) \{ t = a + b; a = b; b = t; n = n - 1 \}; \text{return } a \quad \langle\emptyset\rangle \end{array}$$

From structural analysis to code generation (1/2)

$$\text{Assign} \frac{v \in S^\circ \quad S^\bullet = (S^\circ \setminus \{v\}) \cup FV(e)}{\langle S^\bullet \rangle \quad v = e \quad \langle S^\circ \rangle}$$

```
let assignment  $S^\circ =$   
  let  $v = \text{random\_select } S^\circ$  in  
  let  $e = \text{random\_expression } ()$  in  
  (" $v = e$ ",  $(S^\circ \setminus \{v\}) \cup FV(e)$ )
```

From structural analysis to code generation (2/2)

$$\text{if } \frac{\langle S_1^\bullet \rangle S_1 \langle S^\circ \rangle \quad \langle S_2^\bullet \rangle S_2 \langle S^\circ \rangle \quad S^\bullet = S_1^\bullet \cup S_2^\bullet \cup FV(c)}{\langle S^\bullet \rangle \text{ if } (c) S_1 \text{ else } S_2 \langle S^\circ \rangle}$$

```
let branch  $S^\circ =$   
  let (t,  $S_1^\bullet$ ) = random_statements  $S^\circ$  in  
  let (f,  $S_2^\bullet$ ) = random_statements  $S^\circ$  in  
  let c = random_expression () in  
  ("if (c) t else f",  $S_1^\bullet \cup S_2^\bullet \cup FV(c)$ )
```

Generation of loops

While

$$\frac{\langle B^\bullet \rangle \quad B \quad \langle B^\circ \rangle \quad L^\bullet = B^\bullet \cup L^\circ \quad L^\circ \neq \emptyset \quad B^\circ = L^\circ \cup B^\bullet \cup FV(c) \text{ (minimal)}}{\langle L^\bullet \rangle \text{ while } (c) \quad B \quad \langle L^\circ \rangle}$$

Idea:

- ▶ generate random variable set B' , condition c
- ▶ **assume** least fixed point $B^\circ = L^\circ \cup B' \cup FV(c)$
- ▶ generate body given B°
- ▶ add statements to **ensure** all $v \in B'$ used in body and live-in

Implementation (1/2)

Plugin for [Frama-C](#) analysis platform

Generator: about 600 lines of OCaml

Features:

- ▶ arithmetic, simple arrays and pointers
- ▶ if, while
- ▶ for loops implementing map-reduce on arrays:

```
v = ...;
for (unsigned int i = 0; i < N; i++) {
    v = v o f(arr[i]);
}
```

- ▶ many flags for customization:

```
-fp -fp-only -int-only -bitwise -div-mod
-expr-depth -stmt-depth -block-length -loops
-max-args -max-live
```

Implementation (2/2)

Limitations:

- ▶ no `struct` (coming at some point)
- ▶ very limited use of pointers, no pointer arithmetic
- ▶ strictly structured code only (no `break`, `continue`, `goto`)
- ▶ a single function, no `main` function

`Csmith` is much, much more general.

Evaluation

1000 programs generated each

	generator	min	median	max	total
lines of code	Csmith	25	368.5	2953	459021
	ldrgen	12	411.5	1003	389939
instructions	Csmith	1	15.0	1006	45606
	ldrgen	1	952.5	4420	1063503
unique opcodes	Csmith	1	8	74	146
	ldrgen	1	95	124	204

generator	time (sec)	lines/sec	instrs/sec
Csmith	871	527	52.4
ldrgen	124	3140	8562.8

Summary

- ▶ random program generation for testing compiler optimizations
- ▶ **fully live** programs by structural analysis during generation
- ▶ much more effective than Csmith **for this use case**

`https://github.com/gergo-/ldrgen`

Thank you for your attention

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