

TouchGuru: Static Analysis for Mobile Development Environments

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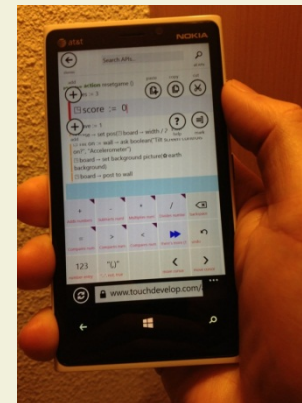
Joint work with
Lucas Brutschy and Pietro Ferrara

Challenges of Mobile App Development



- Event-based execution
- Mobile environment
- Persistent storage
- Diverse platforms

- Education
- End-user programming
- Independent developers



Cloud-Based Static Analysis

```
action main ()  
  | var pic := senses → take camera picture  
  || pic → resize(100, 100)  
end action
```

TouchGuru

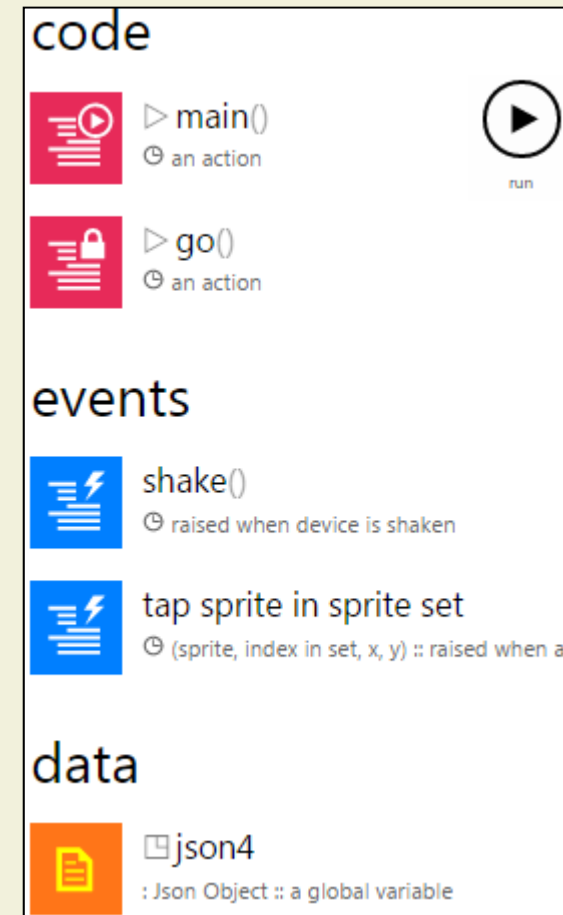
Analyze app for all:

- event schedules
- platforms
- environment interactions

```
action main ()  
  | var pic := senses → take camera picture  
  | pic → resize(100, 100)  
  | ← When calling resize: Object whose field/method is accessed might be invalid  
end action
```

TouchDevelop Language

- Statically-typed, imperative
- Sequential execution
- Code is structured into
 - actions (procedures)
 - event handlers
- Data is stored in
 - local variables
 - persistent global variables
 - heap records
- Rich API



Overview of Static Analysis: Actions

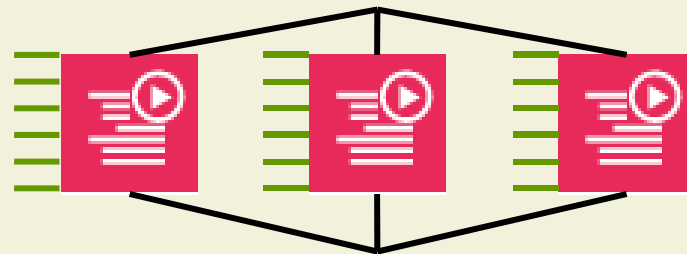
- Semantics of statements

$$\mathbb{S} : Stmt \rightarrow (\Sigma \rightarrow (Label \rightarrow \Sigma))$$



- Semantics of any action

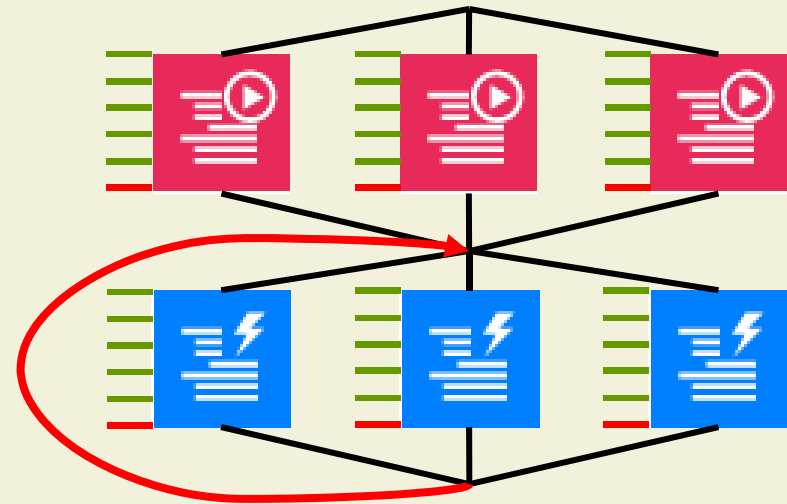
$$\mathbb{A}(\sigma) := \lambda l. \bigsqcup_{a \in Actions} (\mathbb{S}[a](\sigma)(l))$$



Overview of Static Analysis: Events

- Semantics of any event

$$\mathbb{E}(\tau) := \lambda l. \bigsqcup_{e \in Events} \mathbb{S}[e] (\bigsqcup_{l' \in Exit} \tau(l')) (l)$$



- Semantics of an app

$$\mathbb{L}(\sigma) := lfp_{\mathbb{A}(\sigma)}^{\sqsubseteq} \lambda \tau. (\tau \nabla \mathbb{E}(\tau))$$

Challenge 1: Late Failing

- To increase robustness, many erroneous operations result in invalid value

```
if 0 ≤ index ≤ boards → size
then
  b := boards → at( index );
else
  b := media → create board;
b → post to wall;
```

- Abstract domain tracks origin of invalid-values for better error reporting

$$\text{InvalidDom} := \text{Id} \rightarrow \mathcal{P}(\{ \text{Valid} \} \cup (\{ \text{Invalid} \} \times \text{Label}))$$

Challenge 2: Mobile Environment

var x := senses → acceleration stable → x ❌

if senses → has accelerometer **then**
var x := senses → acceleration stable → x ✅

media → songs → random → play ❌

if not media → songs → is empty **then**
 media → songs → random → play ✅

if senses → has accelerometer **then**
var x1 := senses → acceleration stable → x
var x2 := senses → acceleration stable → x
if x1 ≠ x2 **then abort** ❌

■ Some aspects of the mobile environment

- are stable
- change occasionally
- change frequently

Mobile Environment: Solution

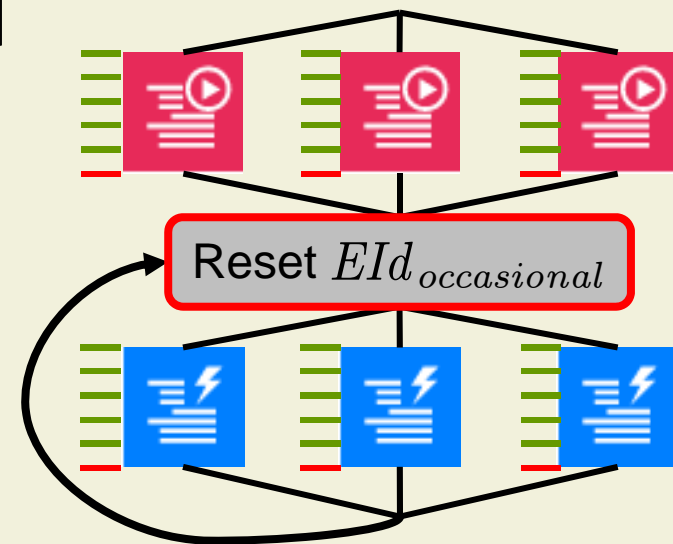
- We model the environment via three sets of abstract identifiers

$$EId = EId_{stable} \cup EId_{occasional} \cup EId_{volatile}$$

- No information is tracked for “volatile” identifiers
- Information for “occasional” identifiers is reset before each event handler

- Semantics of any event

$$\mathbb{E}(\tau) := \lambda l. \bigsqcup_{e \in Events} \mathbb{S}[e] \left(\bigsqcup_{l' \in Exit} \tau(l') \Big|_{\overline{EId_{occasional}}} \right) (l)$$



Challenge 3: Persistent Storage

Global variables
are persistent

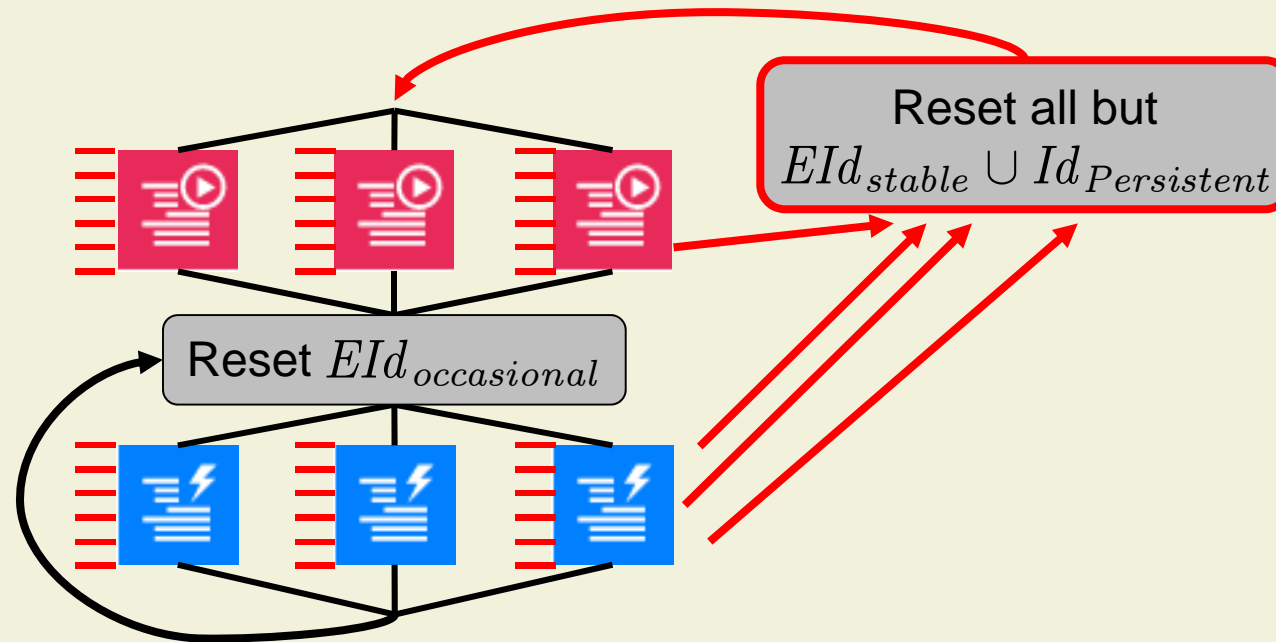
```
data level: Number
action main {
  ...
  boards → at( level ) → post to wall;
  ...
  level := level + 1;
  if level = 3 then
    "Game over!" → post to wall;
    level := 0;
  end
```

Intended invariant:
 $0 \leq \text{level} \leq 2$

Assume that
boards has
three elements

Execution may
be terminated
here

Persistent Storage: Solution



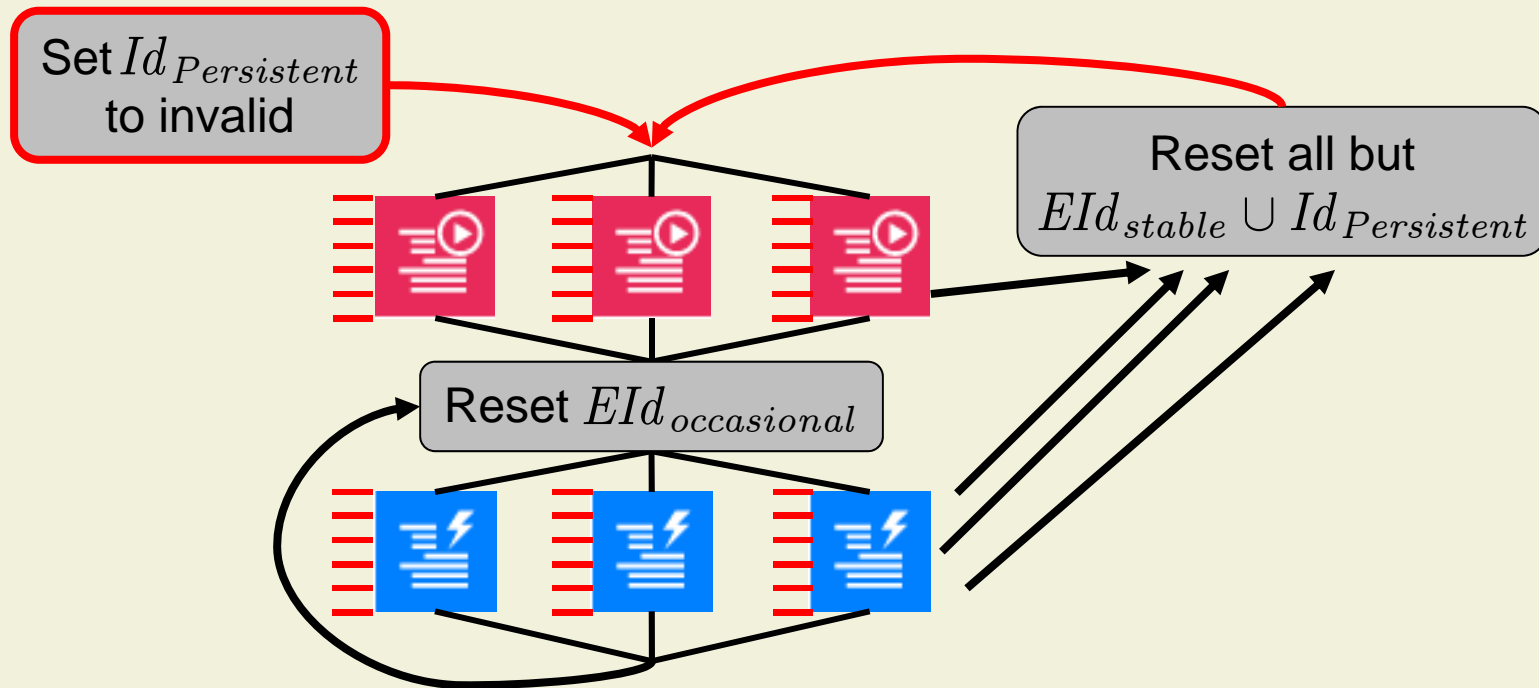
- Fresh execution from σ

$$\mathbb{L}(\sigma) := \text{lfp}_{\mathbb{A}(\sigma)}^{\sqsubseteq} \lambda \tau. (\tau \nabla \mathbb{E}(\tau))$$

- Next execution

$$\mathbb{R}(\tau) := \mathbb{L}(\bigsqcup_{l \in \text{Label}} \tau(l) |_{Id_{Persistent} \cup EId_{stable}})$$

Persistent Storage: Solution (cont'd)



- Next execution
- Semantics of program

$$\mathbb{R}(\tau) := \mathbb{L} \left(\bigsqcup_{l \in Label} \tau(l) \mid_{Id_{Persistent} \cup EId_{stable}} \right)$$

$$\mathbb{P} := lfp_{\tau_0}^{\sqsubseteq} \lambda \tau. (\tau \nabla \mathbb{R}(\tau))$$

Experimental Results: Performance

- Implemented in Sample
 - Inter-procedural analysis
 - Value domain: octagons, strings, invalid
 - Heap abstraction: points-to and may/must container analysis

	#Scripts	#LOC		#Alarms		Time	
		Sum	Avg.	Sum	Avg.	Sum	Avg. [s]
root set	50,431	17,149,776	340.06	23,466	0.47	2d22h29'04"	5.03

- Complex analysis (three nested fixed points)

Experimental Results: Precision

- Manual inspection of 51 random scripts
 - 34 alarms
 - 85% precision: 29 true and 5 false alarms
- Ten most frequently executed scripts

Script	PID	#LOC	#Runs	Time [s]	#True	#False
Flip a Virtual Coin!	htmh	30	45,300	0.01	0	0
My Online Meetings	mpuj	333	41,100	1.47	0	3
WiFi/3G Swap	kmjn	44	40,800	0.07	0	0
Line Runner	dvvx	261	16,600	11.48	1	0
internet speedtest	qwzu	39	9,150	0.05	0	0
doodle jump	ajkc	221	9,000	9.14	1	0
where am I ??	kblp	98	8,100	0.40	2	0
CloudHopper	wbxsa	255	8,050	19.43	1	9
BreakIt! Touch	zids	180	7,700	3.98	0	2
doodle jump	ybcy	221	6,700	6.10	1	0
Total		1,682		52.13	6	14

Conclusions

- TouchGuru is an efficient and precise analysis for TouchDevelop
- Some of the addressed challenges occur also in other mobile platforms
- TouchDevelop is an attractive research platform
 - Simple language, small scripts
 - Cloud support