

# Automatic Proxy App Generation through Input Capture and Generation

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# Input Generation Example

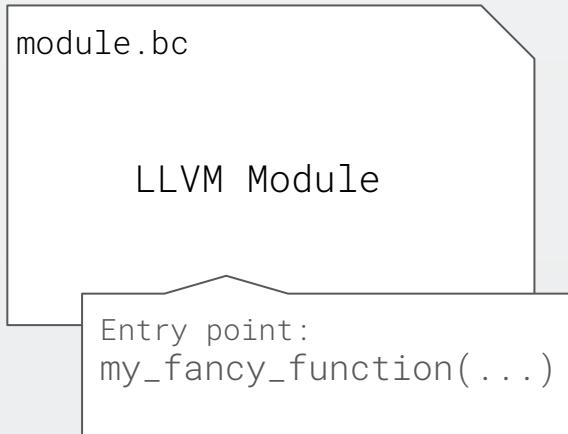
```
typedef struct LinkedList {
    int Payload;
    struct LinkedList *Next;
} LinkedList;

void sum(LinkedList *LL) {
    int S = 0, L = 0;
    while (LL != 0) {
        S += LL->Payload;
        L += 1;
        LL = LL->Next;
    }
    printf("Length: %i, sum %i\n", L, S);
}
```

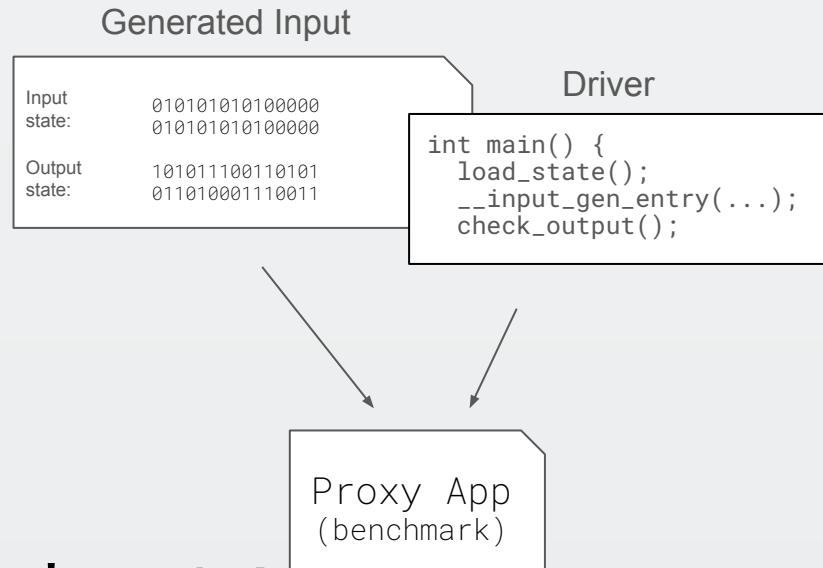
```
$ input-gen linked_list.ll --...
Length: 4, sum 1422
$ input-gen linked_list.ll --...
Length: 12, sum 5621
```

# What does our tool do?

What you need



What you get



You can run any\* code!

# Input Generation Flow

```
define fn1(%p: ptr) {
bb0:
...
%a = load %p : i64
%b = ...
store %b, %p2 : f32
...
```

1. Instrument side effects



```
define __input_gen_entry() {
entry:
%p = __inputgen_ptr_arg()
br %bb0
bb0:
...
%a = call __inputgen_load_i64(%p, 8)
%b = ...
call __inputgen_store_f32(%b, %p2, 4)
...
```

Allocate random amount of mem and return it

Have we previously stored here?  
**Yes?** -> Return that  
**No?** -> Pull out a value out of thin air and pretend it was stored there

Store at the location while not overwriting the real initial state (values we ‘pretended’ were there)

# Input Generation Flow Cont.

```
void generate_inputs() {
    while (true) {
        RandomSeed = ...
        InputGeneratorRuntime = new(RandomSeed);
        __input_gen_entry();
        if (finishedSuccessfully)
            dump_generated_input_state();
    }
}
```

We explore various random seeds and store the generated inputs

Driver

```
int main() {
    load_state();
    __input_gen_entry(...);
    check_output();
```

Original Code

```
define fn1(%p: ptr) {
bb0:
...
%a = load %p : i64
%b = ...
store %b, %p2 : f32
...
```

Proxy App

Generated Input

Input state:	010101010100000
	010101010100000
Output state:	101011100110101
	011010001110011

# Evaluation, Future Work

ComPile: Dataset of ~750,000 LLVM IR modules

We ran input gen on 50 of them and got the following results:

Number of functions: **853**

Number of functions instrumented: **373** (-480)

Number of functions input gen succeeded: **192** (-181)

Number of functions for which generated input ran: **181** (-11)

Future plans:

- ‘Hints’ to the inputgen runtime from static analysis
- Focusing on (evaluating) branch coverage
- Matching profile information (branch probabilities) -> Scaling out programs

Thank you!

# Input Recording Flow

```
define fn1(i32 %arg) {
bb0:
  ...
  %a = load %p : i64
  %b = ...
  store %b, %p2 : f32
  ...
}
```

1. Instrument  
side effects

```
define fn1(i32 %arg) {
entry:
  __record_i32_arg(%arg)
  br %bb0
bb0:
  ...
  %a = call __record_load(%p, 8)
  %b = ...
  call __record_store(%b, %p2, 4)
  ...
}
```

2. Record state

3. Generate Driver

```
int main() {
  load_state();
  fn1(...);
  check_output();
```

Proxy App

4. Bundle everything

Input	010101010100000
state:	010101010100000
Output	101011100110101
state:	011010001110011