

Bauhaus

—

A Tool Suite for Program Understanding and Reverse Engineering

Department of Programming Languages
Institute for Software Technology
University of Stuttgart

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- ① Introduction
- ② Infrastructure
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- ④ Summary

Bauhaus - Introduction

The Bauhaus Project

Goal:

- Provide **methods, techniques and tools** for program understanding on all levels of abstraction
 - source code \longleftrightarrow architecture level
- Improve **quality and efficiency** of software development processes

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Bauhaus - Infrastructure

Key idea: Source code as most important source of information

→ Compiler technology

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Applications:

- Source code navigation
- Anomaly detection
- Architecture recovery and validation
- Quality assessment

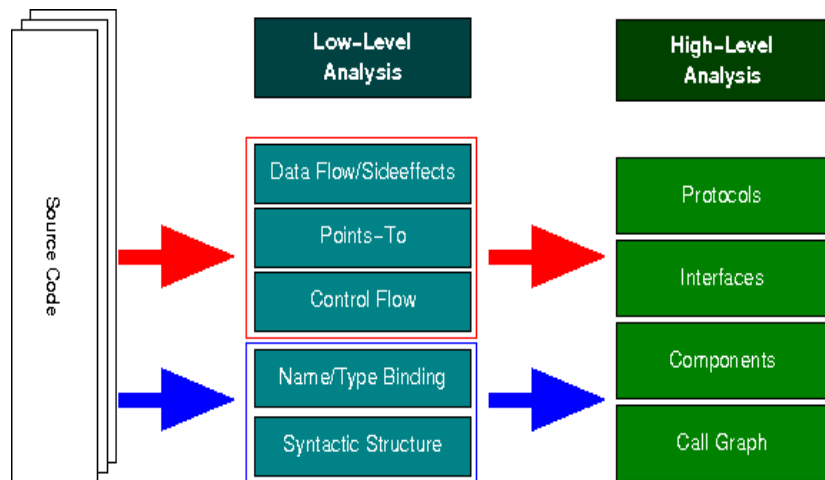
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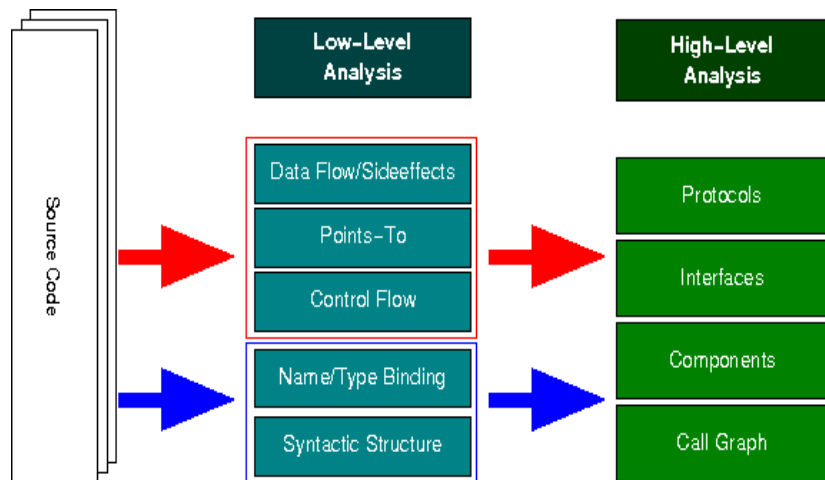
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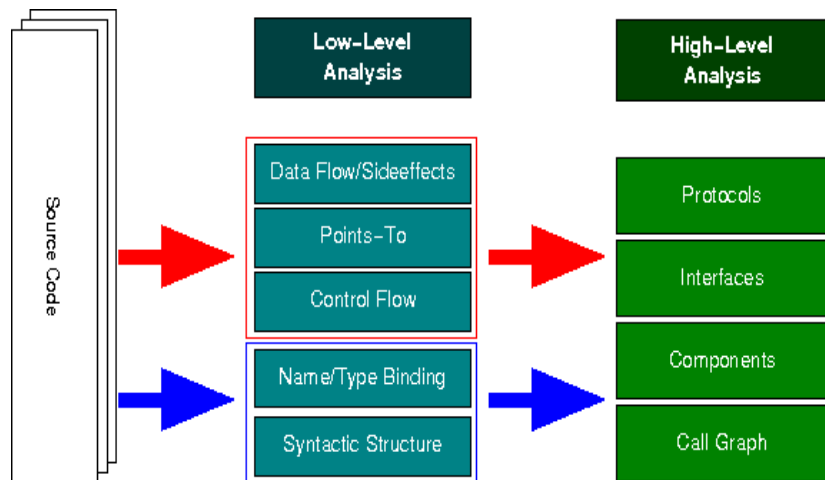
Infrastructure



Infrastructure



Infrastructure



Infrastructure – Technical Details

Tools:

- 124 tools and analyses
- Wide range of high quality tools for program understanding and reverse engineering
- Mature front ends for the analysis of C and C++
- Research prototypes for Java, Ada and Cobol
- 2 intermediate representations for high and low level program understanding
- Special for tools for visualisation

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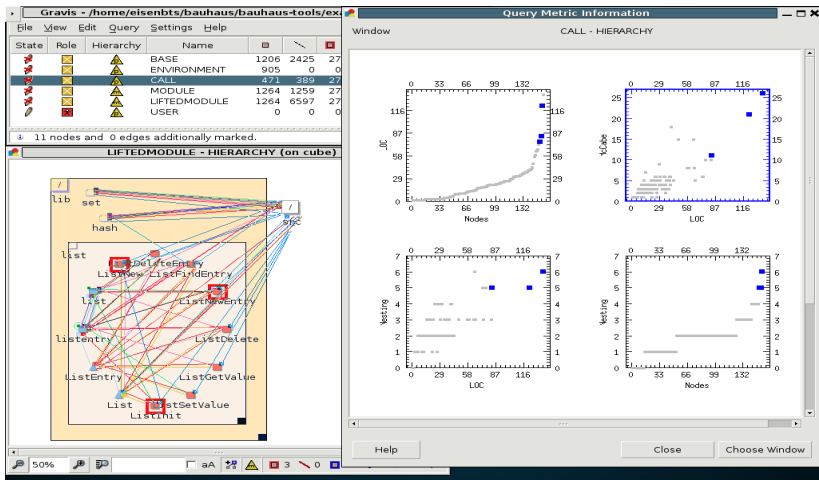
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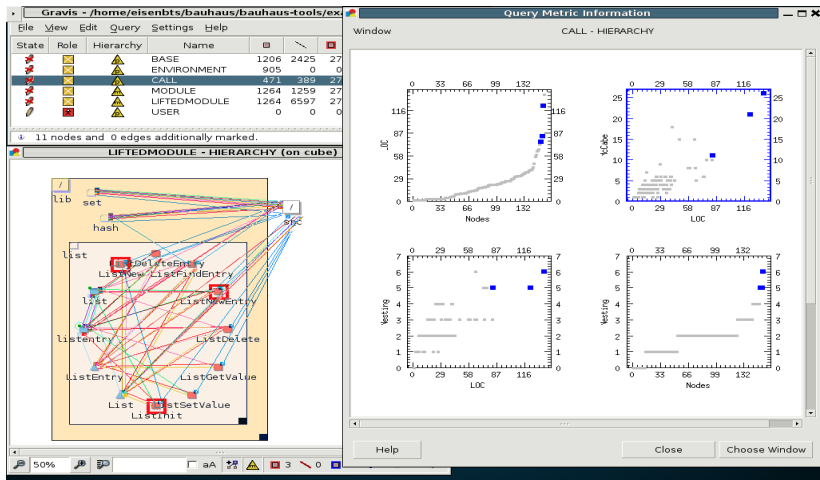
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Software Quality Assessment

Software Quality – Metrics



Software Quality – Metrics



Find Code Duplication

Clones

The image displays a software development environment with four windows:

- Clones Table:** A table listing various clones with their roles, hierarchies, names, and counts.
- Hierarchy Diagram:** A tree diagram showing relationships between clones like SetIntersect, SetJoin, RelAtR, RelReJete, RelReLate, RelObj, and SetMinus.
- Code Editor (Left):** Shows C code for SetJoin, including comments and implementation details.
- Code Editor (Right):** Shows C code for SetMinus, including comments and implementation details.

State	Role	Hierarchy	Name	374	1705	0	0	0	0	0
		BASE		374	1705	0	0	0	0	0
		ENVIRONMENT		87	0	0	0	0	0	0
		CALL		189	389	0	0	0	0	0
		MODULE		417	402	0	0	0	0	0
		LIFTEDMODULE		417	5073	0	0	0	0	0
		USER		0	0	0	0	0	0	0
		Clones		7	5	0	0	2	1	

```
/*
 * SetJoin
 *
 * Join two gives Sets to a resulting Set. The resulting Set is
 * explicitly permitted to be one of the joining Sets */
void
SetJoin (a, b, result)
    Set *a, *b, *result;
{
    int words;
    Set *a_set, *b_set;
    Set *a_set, *b_set;
    if (a == b)
        *result = *a;
    else
        *result = SetJoin (a, b);
}
Set *SetJoin (a, b)
{
    Set *a_set, *b_set;
    Set *result;
    int i = 0, j = 0;
    while (j < b->n)
        Set = SetJoin (a, b);
}
```

```
/*
 * SetMinus
 *
 * Calculate (Set a) - (Set b). The resulting Set is
 * explicitly permitted to be one of a,b.*/
void
SetMinus (a, b, result)
    Set *a, *b, *result;
{
    int words;
    Set *a_set, *b_set;
    Set *a_set, *b_set;
    if (a == b)
        *result = SetJoin (a, b);
    else
        *result = SetJoin (a, b);
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}
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Clones

The image displays a software development environment with four windows:

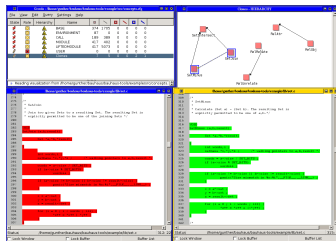
- Clones Table:** A table showing the state of various clones. The 'Clones' row is highlighted.
- Hierarchy Diagram:** A tree diagram showing relationships between clones: SetIntersect, SetJoin, RelReInter, RelReRelate, RelObj, and RelAtR.
- Code Editor (Left):** Shows the source code for `SetJoin` in `lib/set.c`. The code is mostly redacted with black bars.
- Code Editor (Right):** Shows the source code for `SetIntersect` in `lib/set.c`. The code is mostly green.

State	Role	Hierarchy	Name	374	1705	0	0	0	0	0
✗	✗	⚠	BASE	374	1705	0	0	0	0	0
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342
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Clones

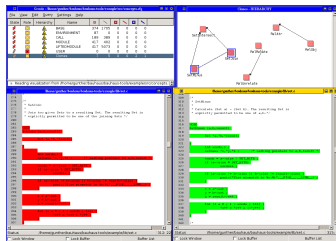


Token-based vs IML-based clone analysis

Types of duplication:

- Type 1: exact copy
- Type 2: copy with consistent substitution
- Type 3: additional insertions and deletions

Clones



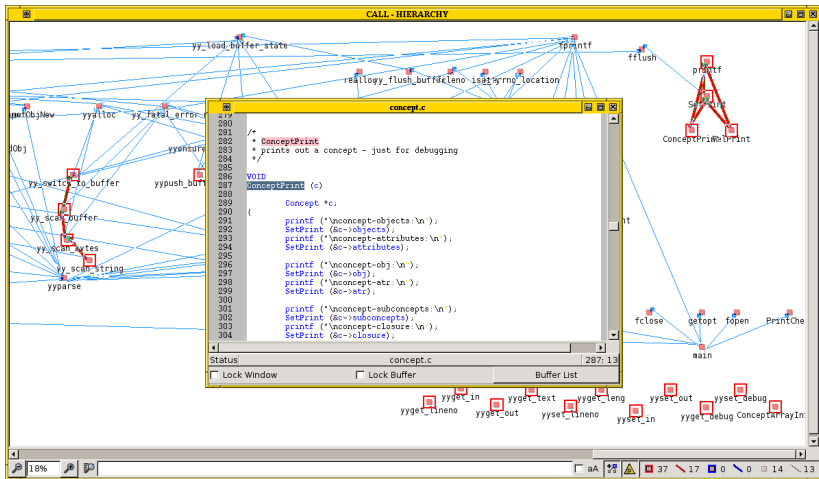
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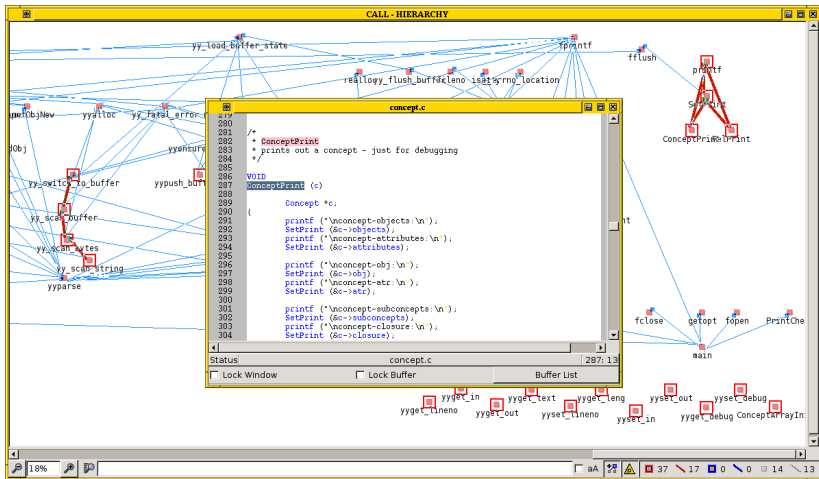
Find Dead Code

Dead Code



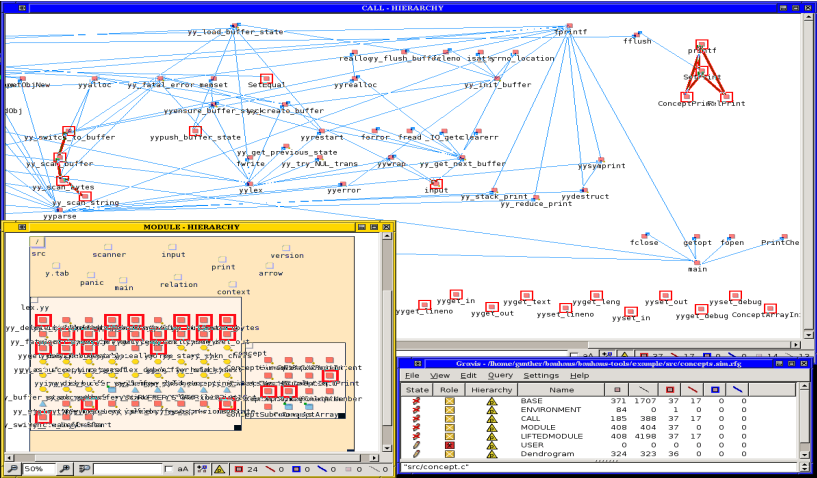
Dead code: Routines that are not reachable from subroutine main

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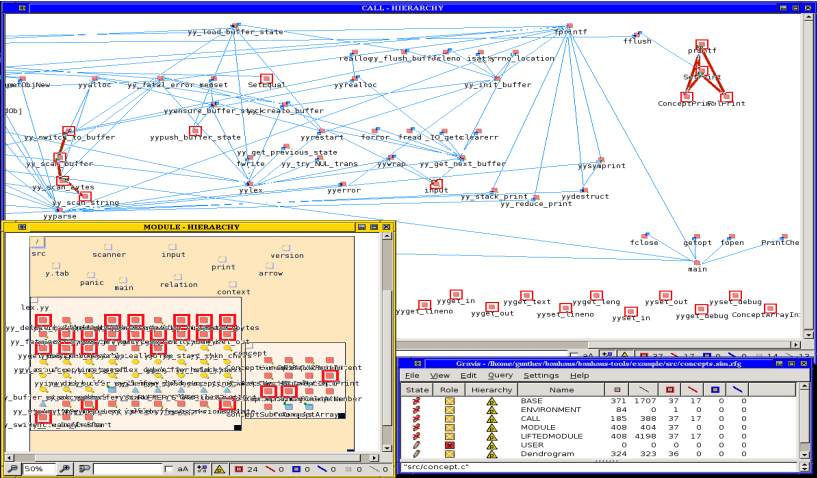
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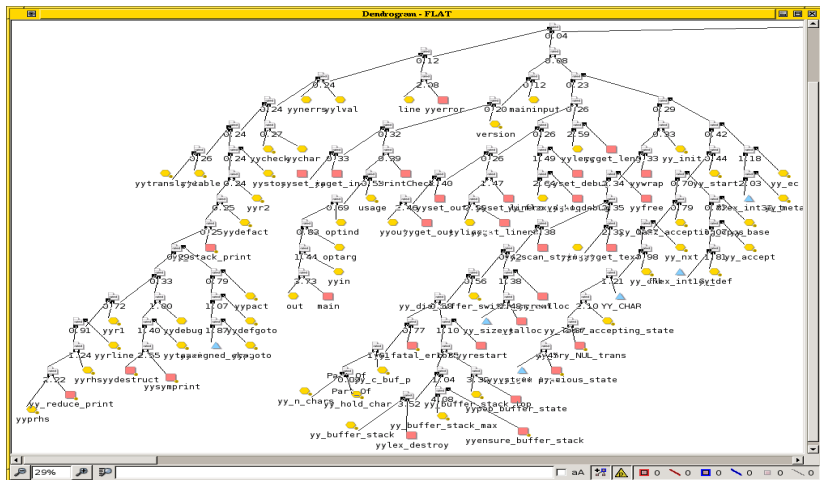
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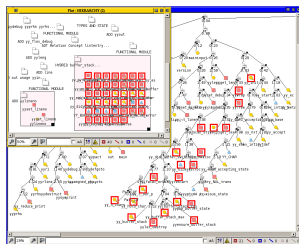
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Architecture Recovery

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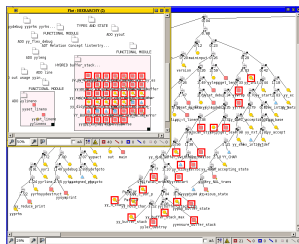


Architecture Recovery



- 14 automatic recovery techniques
- 7 categories of components: ADT, ADO, Function Library, ...
- 1 iterative semiautomatic recovery process
- Validation of hypothetical architectures – Reflexion method

Architecture Recovery



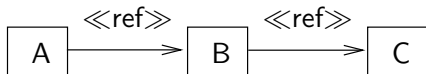
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Architecture Validation

Validation of hypothetical Architectures

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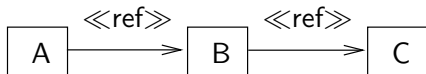
1. Draw hypothetical model



Validation of hypothetical Architectures

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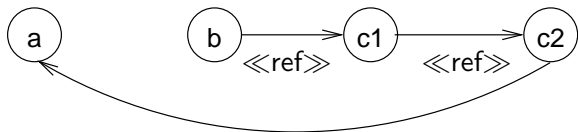
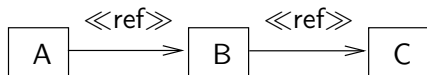
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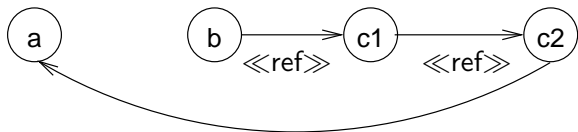
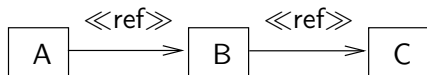
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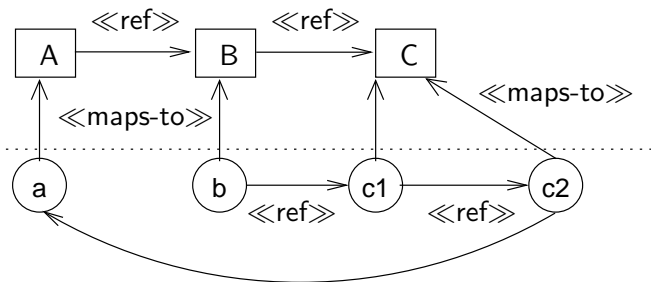
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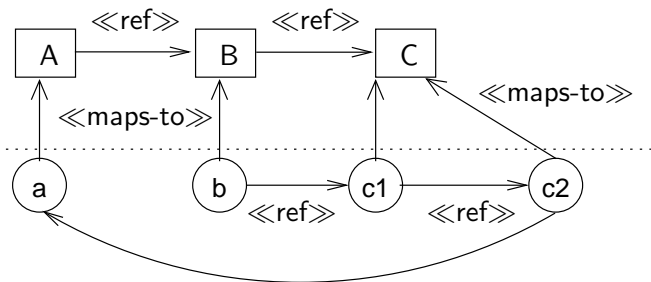
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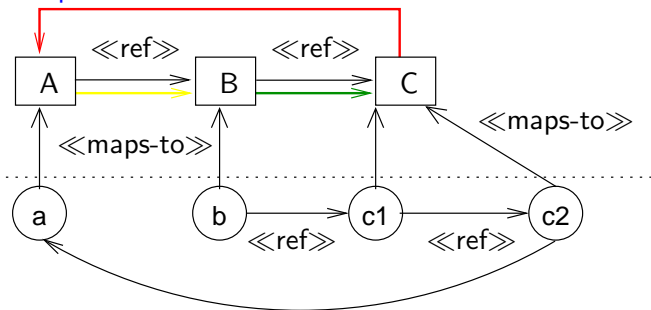
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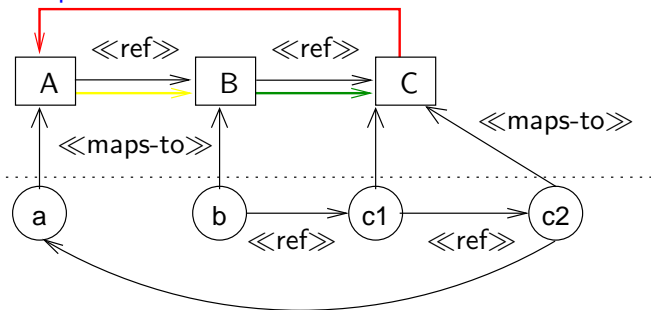
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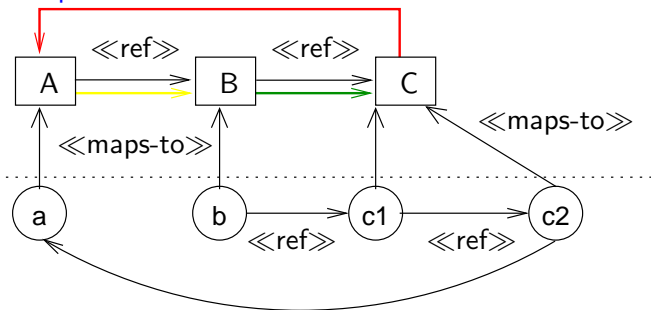
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Reflexion Method:

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Protocol Analysis

Examples

- Variables must be defined before read
- Sequence constraints for operations on objects
- Interactions between software components
- Network protocols

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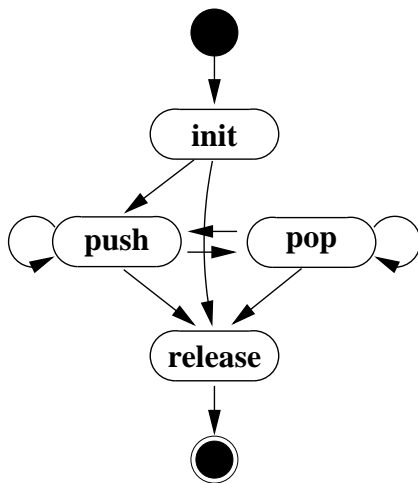
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Applications:

- Program understanding
- Verification

Protocol representation:

- Control flow graphs
- Finite automatons



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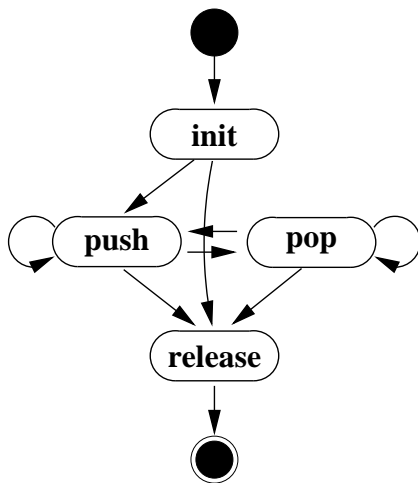
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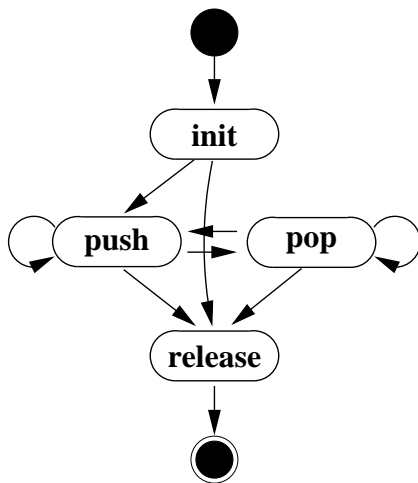
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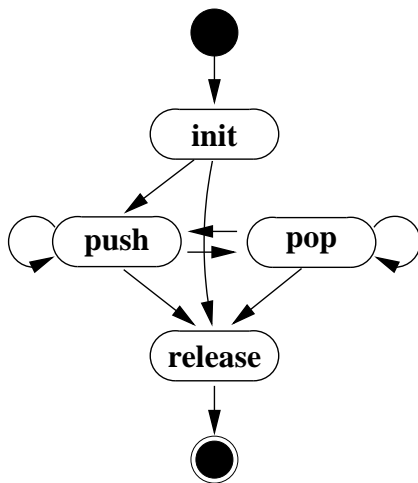
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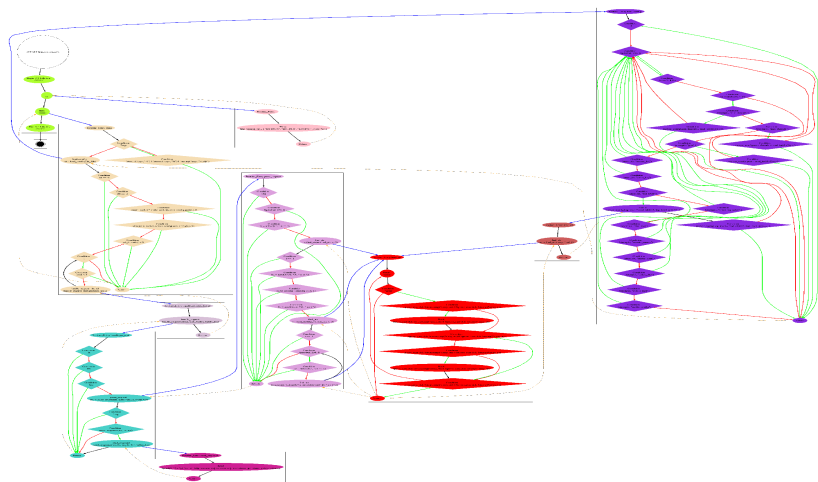
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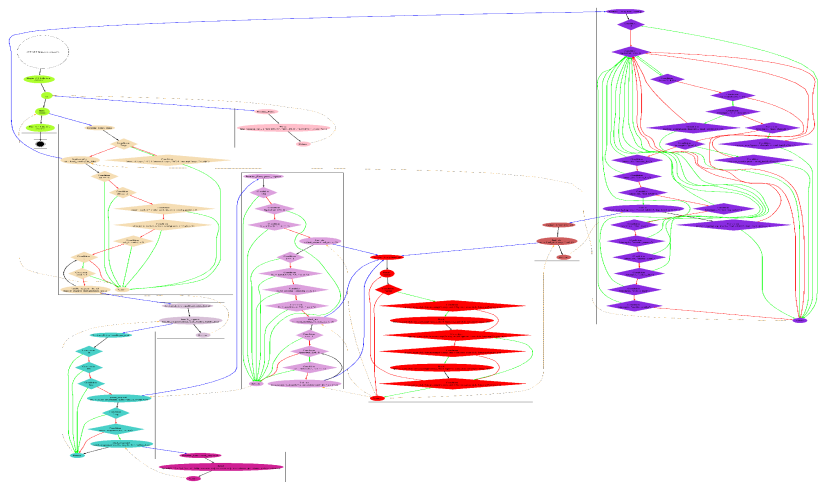
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Example: Global Variable in a Web Server



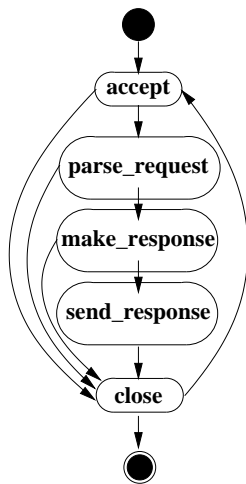
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Web Server – Network Communication

Implementation of HTTP:

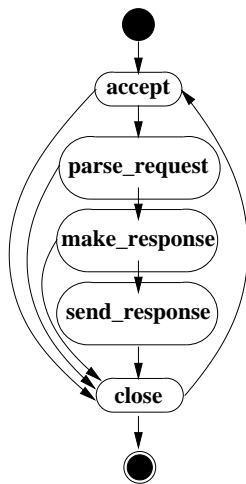
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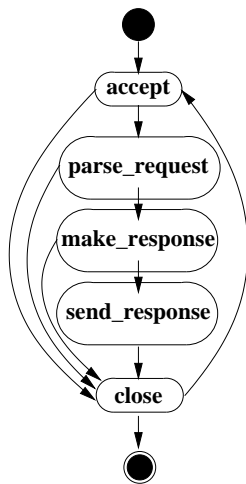
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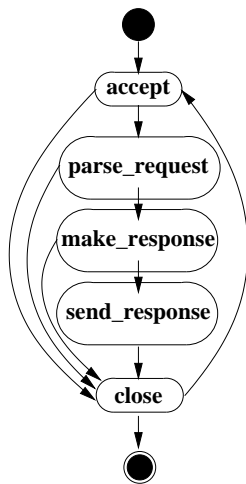
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More Information

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