

Static Analysis for Dynamic Updates



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Agenda

- Problem Introduction
 - Dynamic System Updates
 - Analysis of updates

Agenda

- Main discovery
 - Challenges to overcome
 - packaging and resource management
 - classloading simulation
 - event system
 - event opposition
 - dynamic update policies
 - HotSwap
 - LiveRebel

Agenda

- Results
 - case study
 - zt-zip
- Conclusion & Future work

Dynamic System Updates

- Updating a program without interruption
 - long running computation
 - 24 x 7 availability

Dynamic System Updates



Dynamic System Updates

- 40 years of research
 - scientific apps
 - web-scale
- Kernel / User space
- Full / partial solutions
- Process restart + state migration
- On-the-fly patching

Analysis of updates

- Almost non-existent
- Requirements are obvious & natural
- No de-facto solution in industry

Basic Questions

- What exactly is changed?
- Do we support these changes?

Theory of updates

- Application version
 - identifier
 - archive
- Update
 - old version => new version
 - static analysis vs. using runtime info

Existing DSU solutions (Java)

- HotSwap
- Play! Framework
- PROSE system
- LiveRebel

Static Analysis

- Scan archives: old vs. new
- Determine where they differ
 - Folders
 - Scan further
 - Nested archives
 - Extract and analyse it
 - Class files
 - Analyse structure and members
 - Resources

Static Analysis: details

- `liverebel.xml`
 - application name: apples vs. oranges
 - application version
- Mark every archive
 - modules
 - libraries

Problem 1: packaging and resources

- Zip + meta-information
 - jar
 - war
 - ear
- Complexity grows
 - more managed components
 - everything can be updated

Problem 2: classloading simulation

- Hierarchy of types
- Special components in program
 - must be updated
- Supertypes
- Must follow runtime logic

Solution 1: event system

- general archives events
- special entries events
- class level events
- method related events
- fields events
- inner classes related events

Event opposition

- new class added
 - class removed
- method body change
 - method body change

Dynamic update policies

- Every DSU solution is different
- Compatible
 - Compatible with warnings
- Incompatible

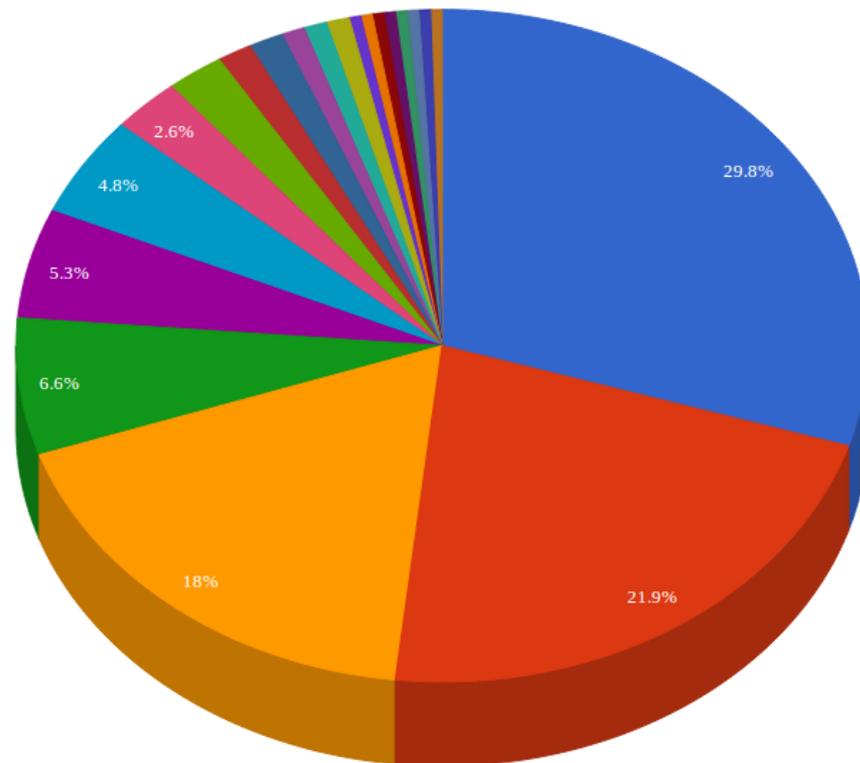
Case study: HotSwap vs. LiveRebel

Changes to Class structure ?		
Changes to method bodies	✓	✓
Adding/removing Methods	✓	✗
Adding/removing constructors	✓	✗
Adding/removing fields	✓	✗
Adding/removing classes	✓	✗
Adding/removing annotations	✓	✗
Changing static field value	✓	✗
Adding/removing enum values	✓	✗
Changing interfaces	✓	✗
Replacing superclass	✗	✗
Adding/removing implemented interfaces	✗	✗

Case study: results

- Real world projects:
 - **zt-zip**
 - OSS library for zip manipulations
 - 50KB

- Changed method body
- Changed class
- New method
- New class
- Removed method
- Changed resource
- Changed class from non-final to final
- Changed constructor body
- New constructor (Existing objects will not be affected.)
- Removed instance field
- New instance field (New instance field will not be initialized on the existing objects.)
- Removed constructor (Existing objects will not be affected.)
- Removed static field
- Anonymous inner class changed the implemented interface
- Changed method visibility from package to private
- Changed method visibility from public to private
- Changed static initializer (The static initializer will be reinvoked)
- Changed static initializer (The static initializer will not be reinvoked (but will be when changing back to the old version))
- New directory
- New static field
- New static field with constant value



case study: results

- HotSwap:
 - Compatible: 1 (out of 6)
 - Incompatible: 5 (out of 6)
- LiveRebel
 - Compatible: 3 (out of 6)
 - Compatible with warnings: 3 (out of 6)
 - Incompatible: 0

Case study: fun fact

- zt-zip 1.2 => 1.3 differences:
 - META-INF/MANIFEST.MF
 - liverebel.xml

Questions again

- What exactly is changed?
- Do we support these changes?

Conclusion

- Changelog-like diff
 - answers to what is changed
- Compatibility policy file
 - answers if update is supported

Future work

- Engine extensibility
- Analysis
 - more queries
 - understanding real world updates
 - build tools to consume output
- Runtime information