



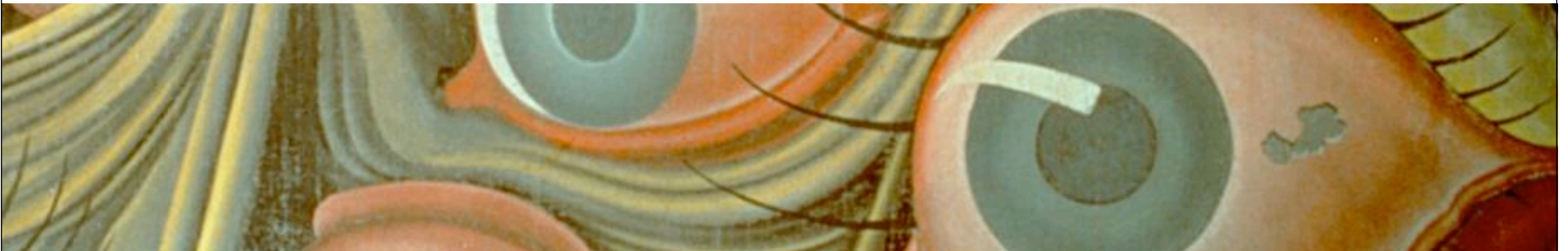
**Jan Vitek**

# Orthodoxy

## Static is Better



how *dynamic* is dynamic?



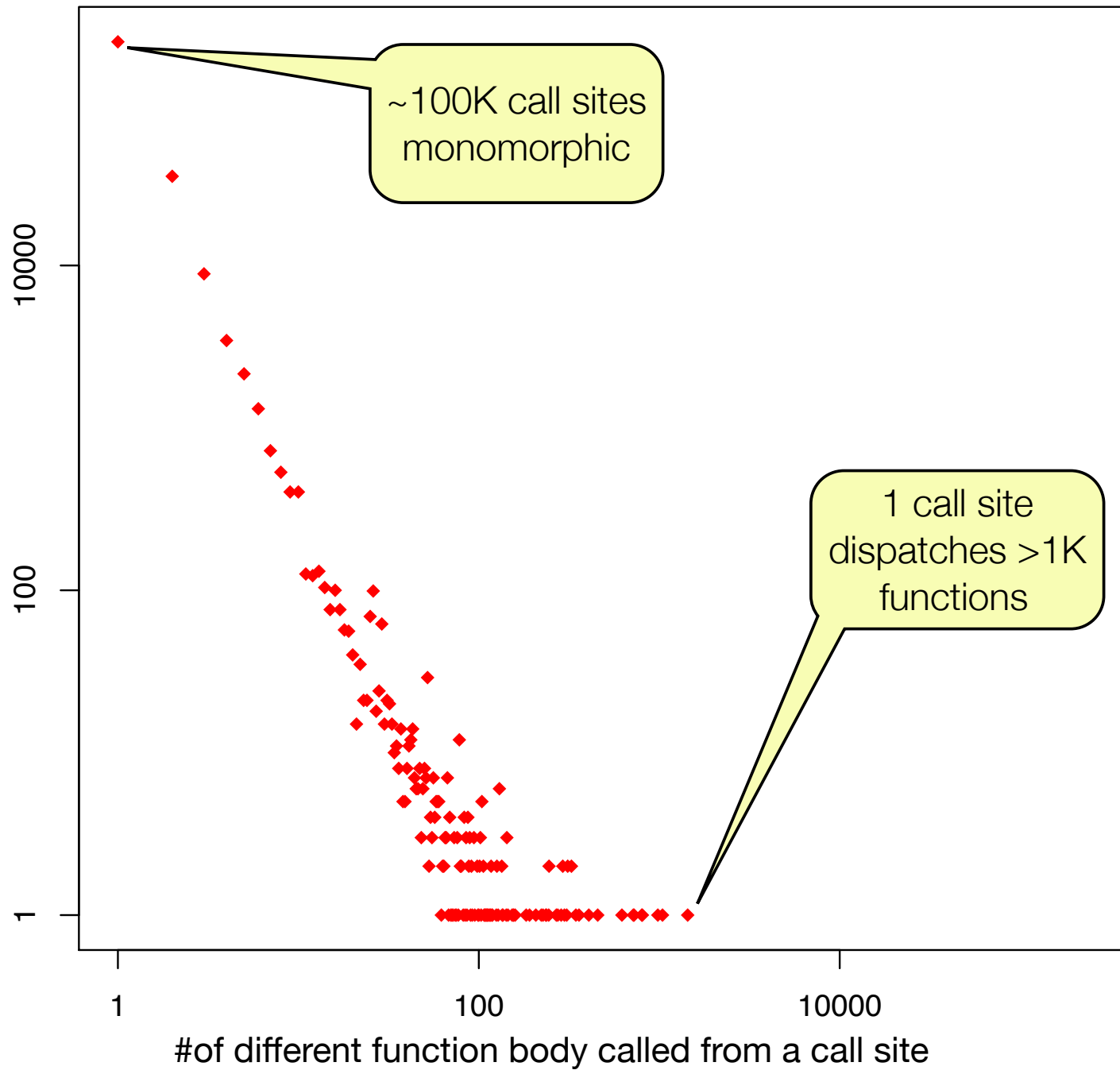
Richards, Lesbrene, Burg, Vitek. **An Analysis fo the Dynamic Behavior of JavaScript Programs.** PLDI'10

# assumptions

1. Call-site Dynamism is Low
2. Properties are Added at Object Initialization
3. Properties are Rarely Deleted
4. `eval` is Infrequent and Harmless
5. ....

Call-site Dynamism is Low

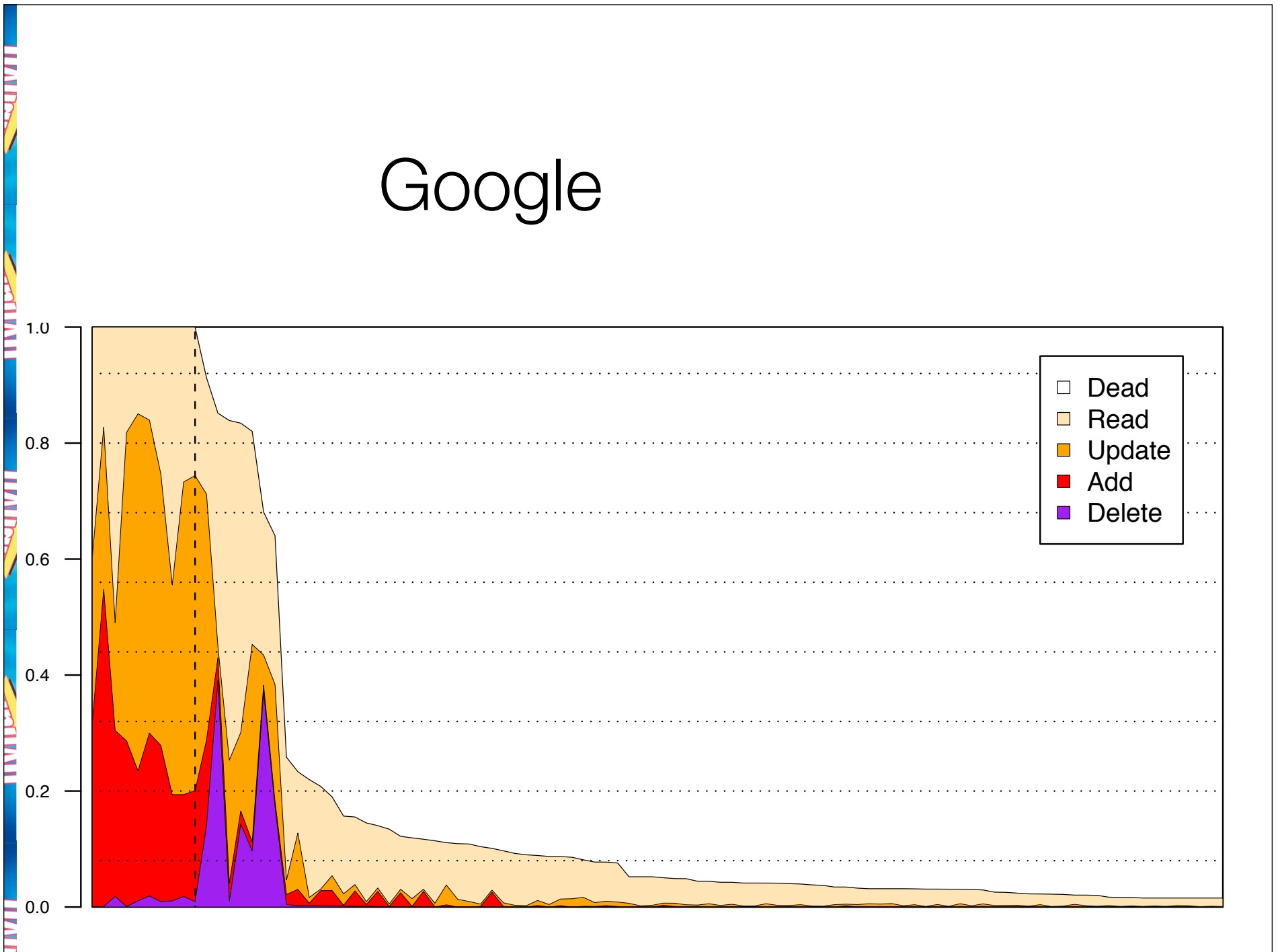






Properties are Added at Object Initialization

# Google



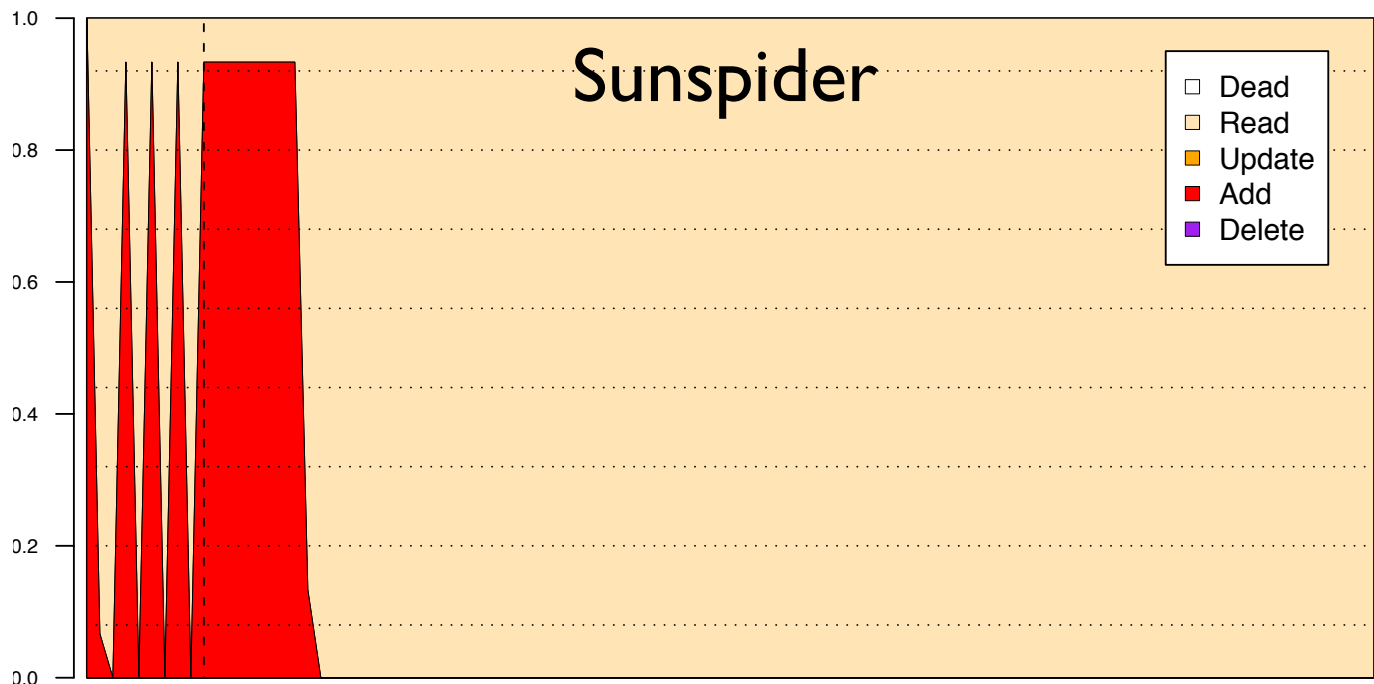


# benchmarks for free

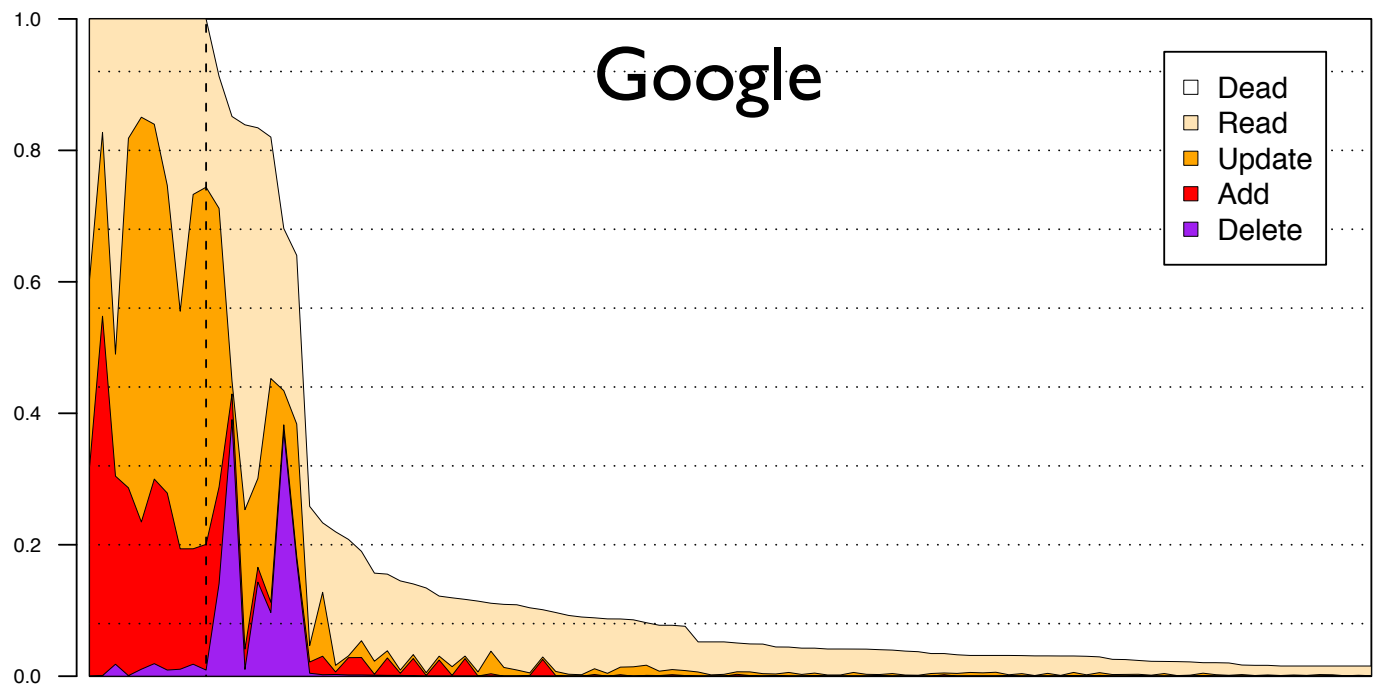


Richards, Gal, Eich, Vitek. **JSBench: Automating the Construction of JavaScript Benchmarks.** OOPSLA'11

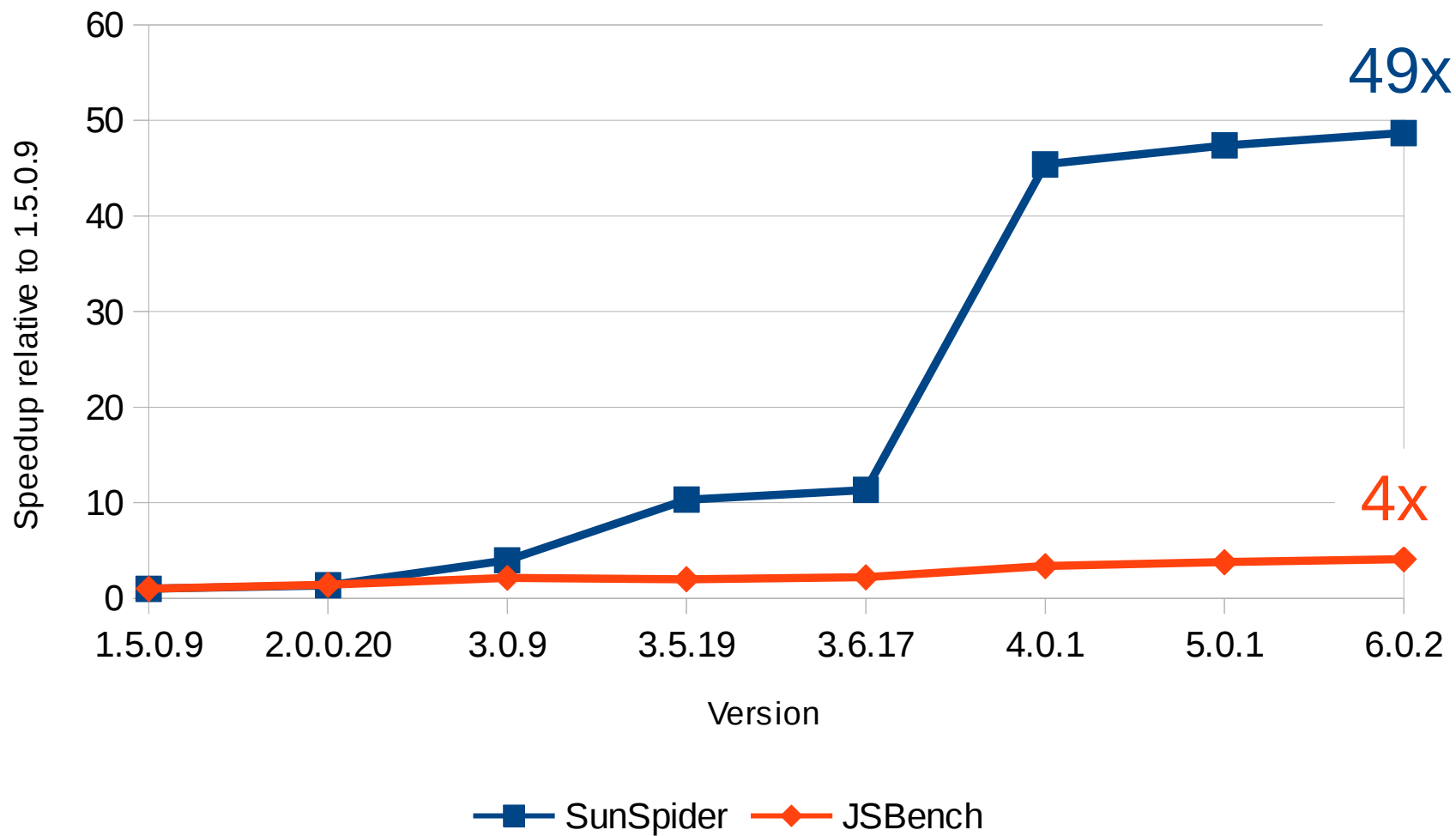
# Sunspider



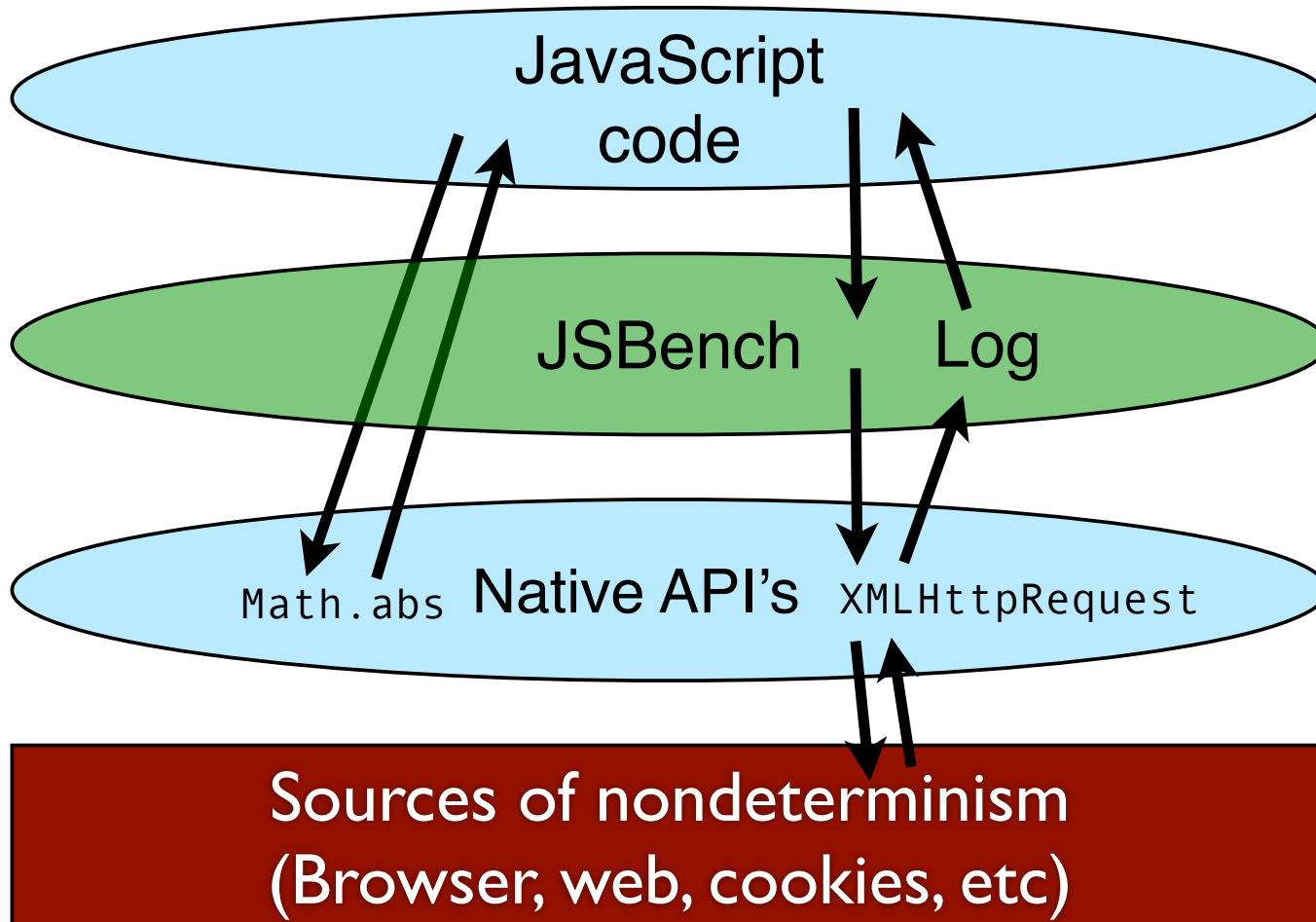
# Google



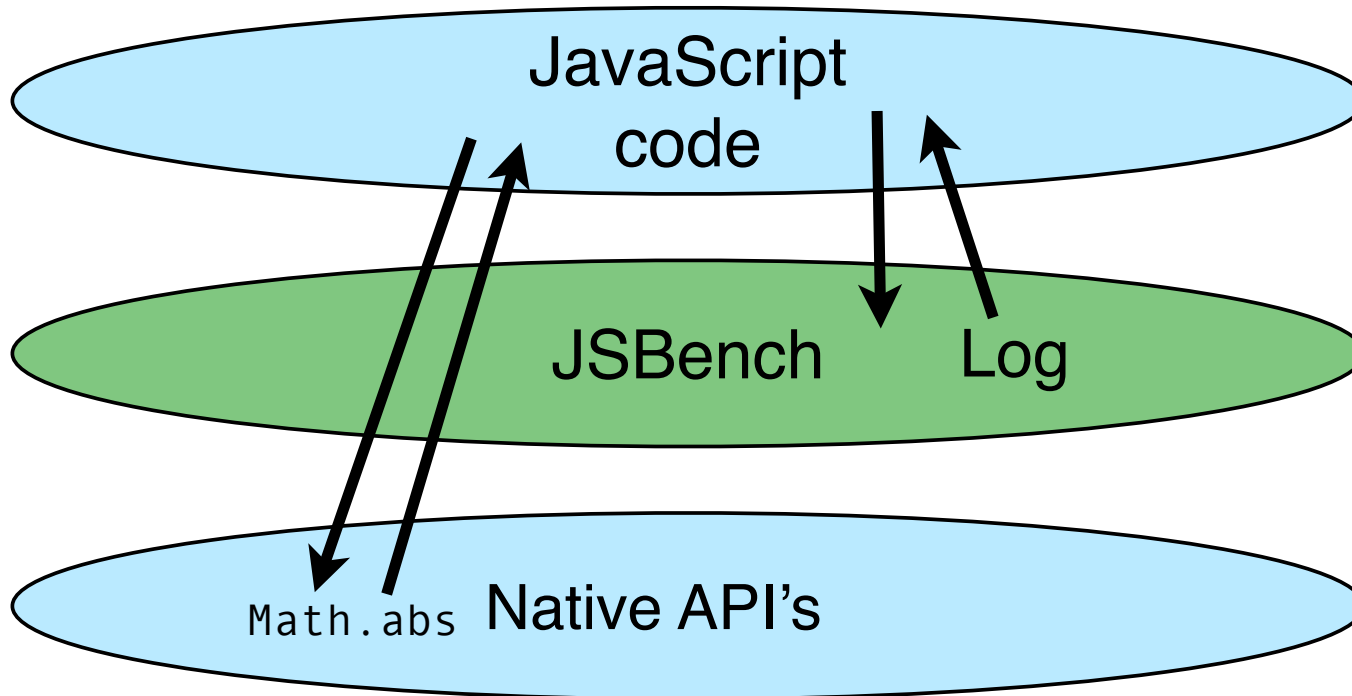
## Firefox Speedup SunSpider vs JSBench



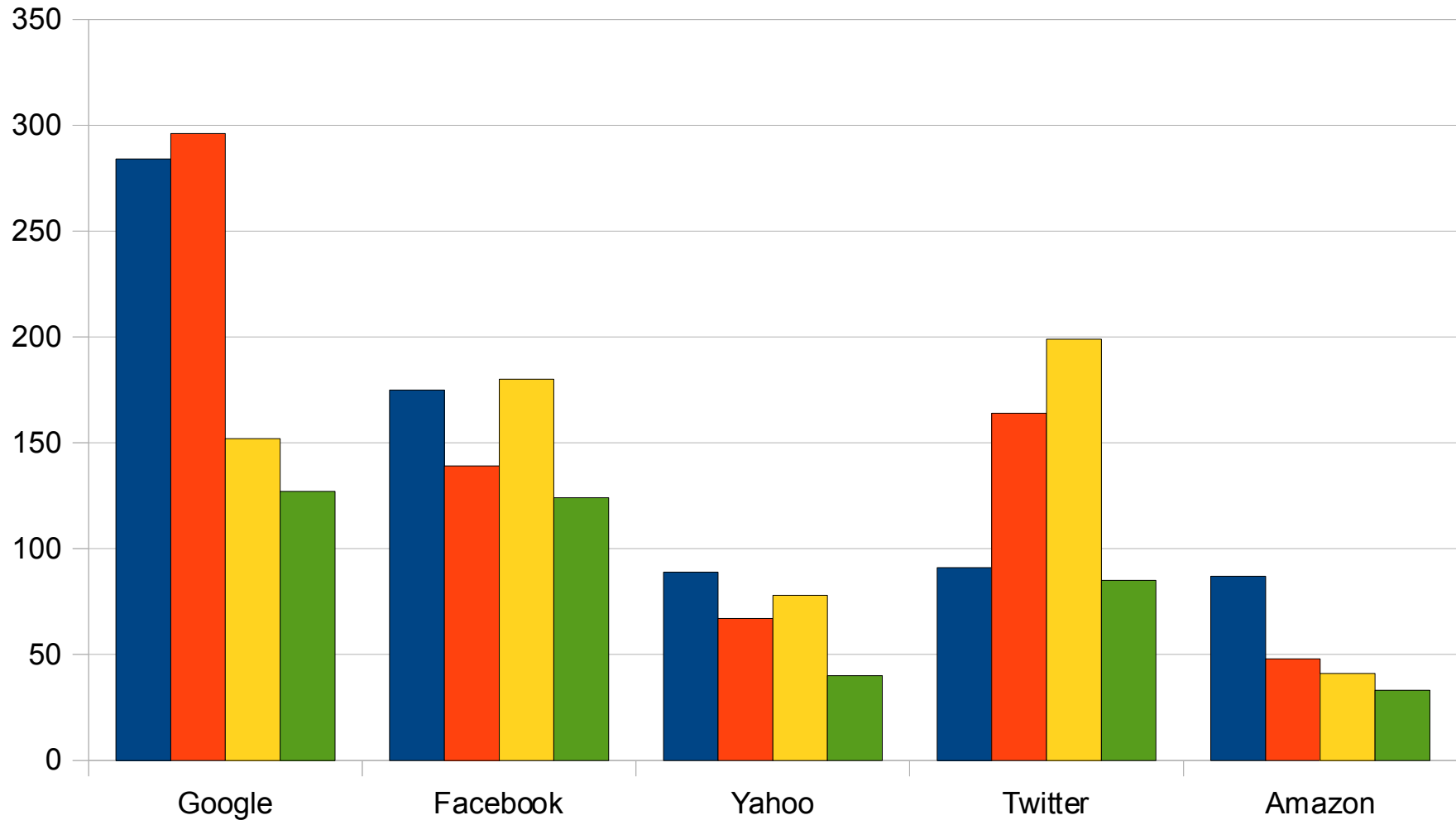
# Record



# Replay

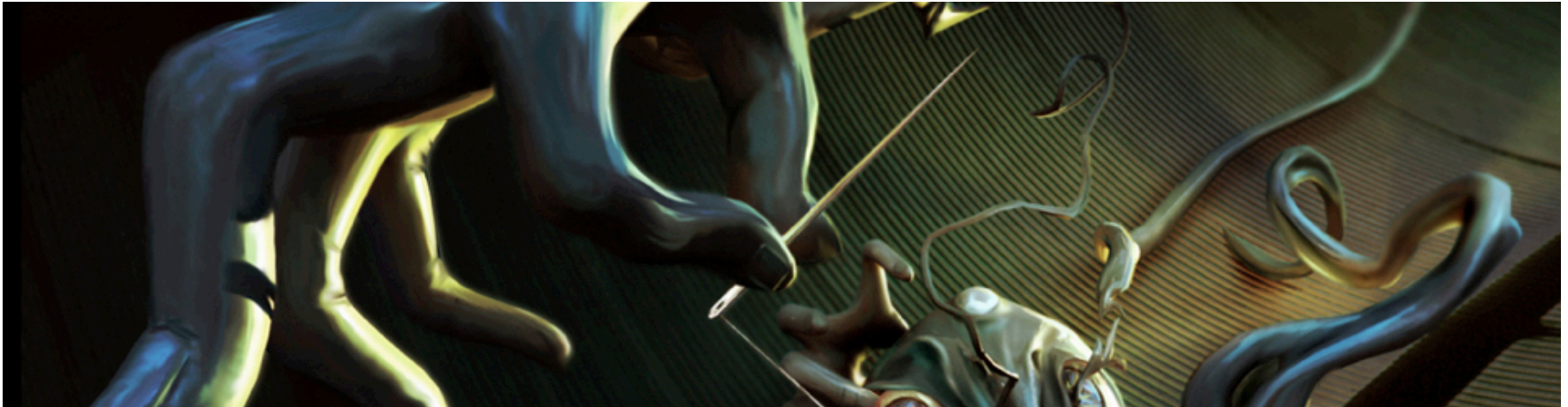


# Browser wars



■ Chrome 15 ■ Firefox 6 ■ Opera 11 ■ Safari 5

# looking for the mythical eval



Richards, Hammer, Burg, Vitek. **The Eval that Men Do: A Large-scale Study of the Use of Eval in JavaScript Applications.** ECOOP 2011

# A Flash of Eval

```
var flashVersion = parse();
flash2Installed = flashVersion == 2;
flash3Installed = flashVersion == 3;
flash4Installed = flashVersion == 4;
flash5Installed = flashVersion == 5;
flash6Installed = flashVersion == 6;
flash7Installed = flashVersion == 7;
flash8Installed = flashVersion == 8;
flash9Installed = flashVersion == 9;
flash10Installed = flashVersion == 10;
flash11Installed = flashVersion == 11;
for (var i = 2; i <= maxVersion; i++)
    if (eval("flash"+i+"Installed") == true)
        actualVersion = i;
```



# Corpus

- Top 10,000 web sites (from Alexa.com)

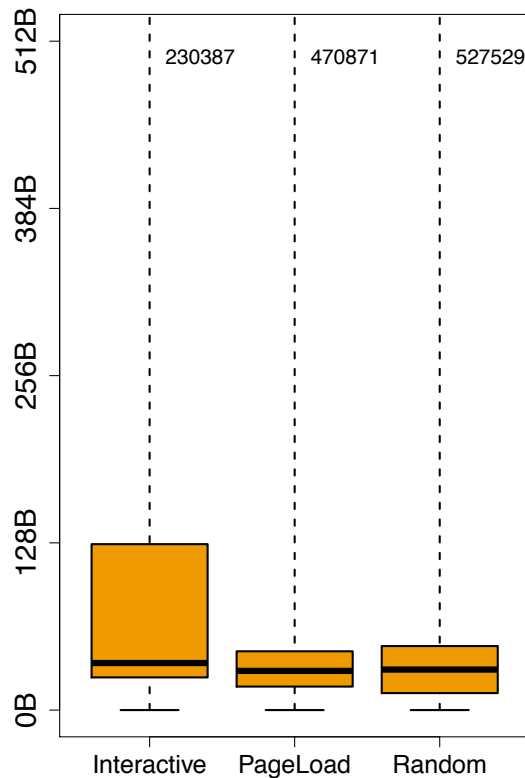
**3,346MB** JavaScript, **337MB** of eval strings, **550,358** calls

# Eval Usage

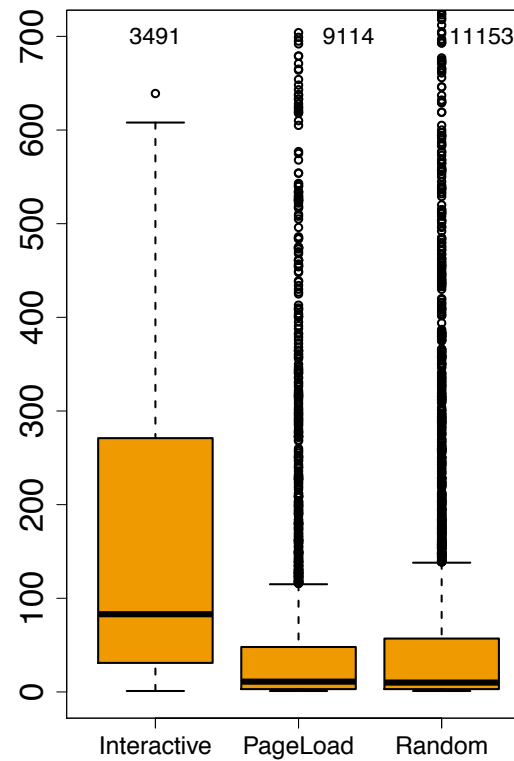
100% of top 100 sites use JavaScript

82% use eval!

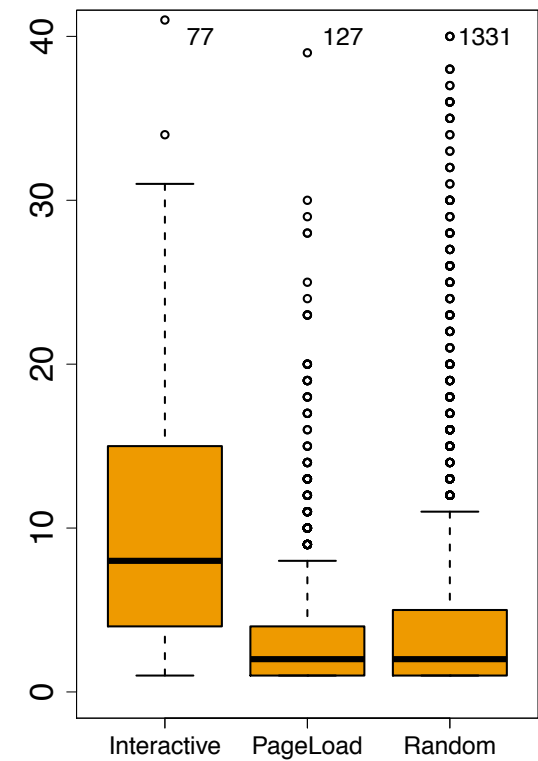
## String Size



## Calls



## Call Sites



# The Shape of Eval

## Identified common patterns:

JSON

```
eval({"x": 2})
```

JSONP

```
eval("f({x: 2})")
```

Library

Read

```
eval("obj . f")
```

Assign

```
eval("id = x")
```

Typeof 

```
eval('typeof('+x+')!=="undefined")
```

Try 

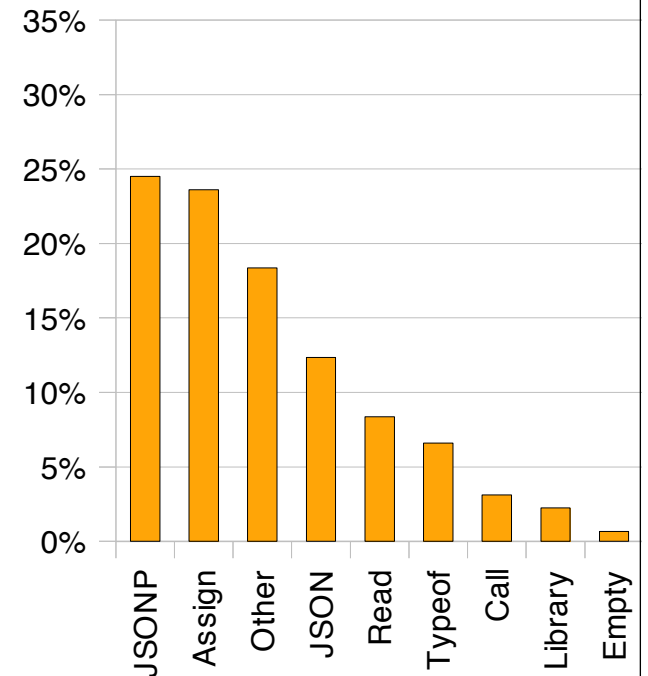
```
eval('try{throw v=14}catch(e){}')
```

Call 

```
eval('get("menu")')
```

Empty

(Other)



(a) INTERACTIVE

## Provenance of eval strings:

Constant

```
eval("x")
```

Composite

```
eval(x+"y")
```

Synthetic

```
eval("eval(''+x+'')")
```

DOM

```
eval(document.getElementById("x").text)
```

AJAX

```
eval(xmlhttprequest.responseText)
```

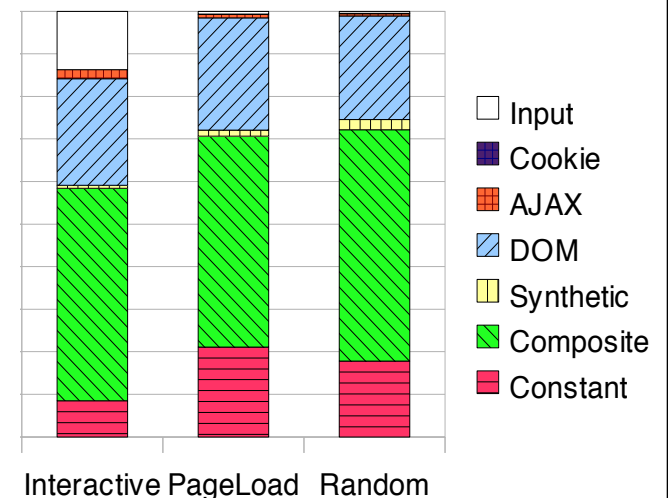
Cookies

```
eval(document.cookie.substr(...))
```

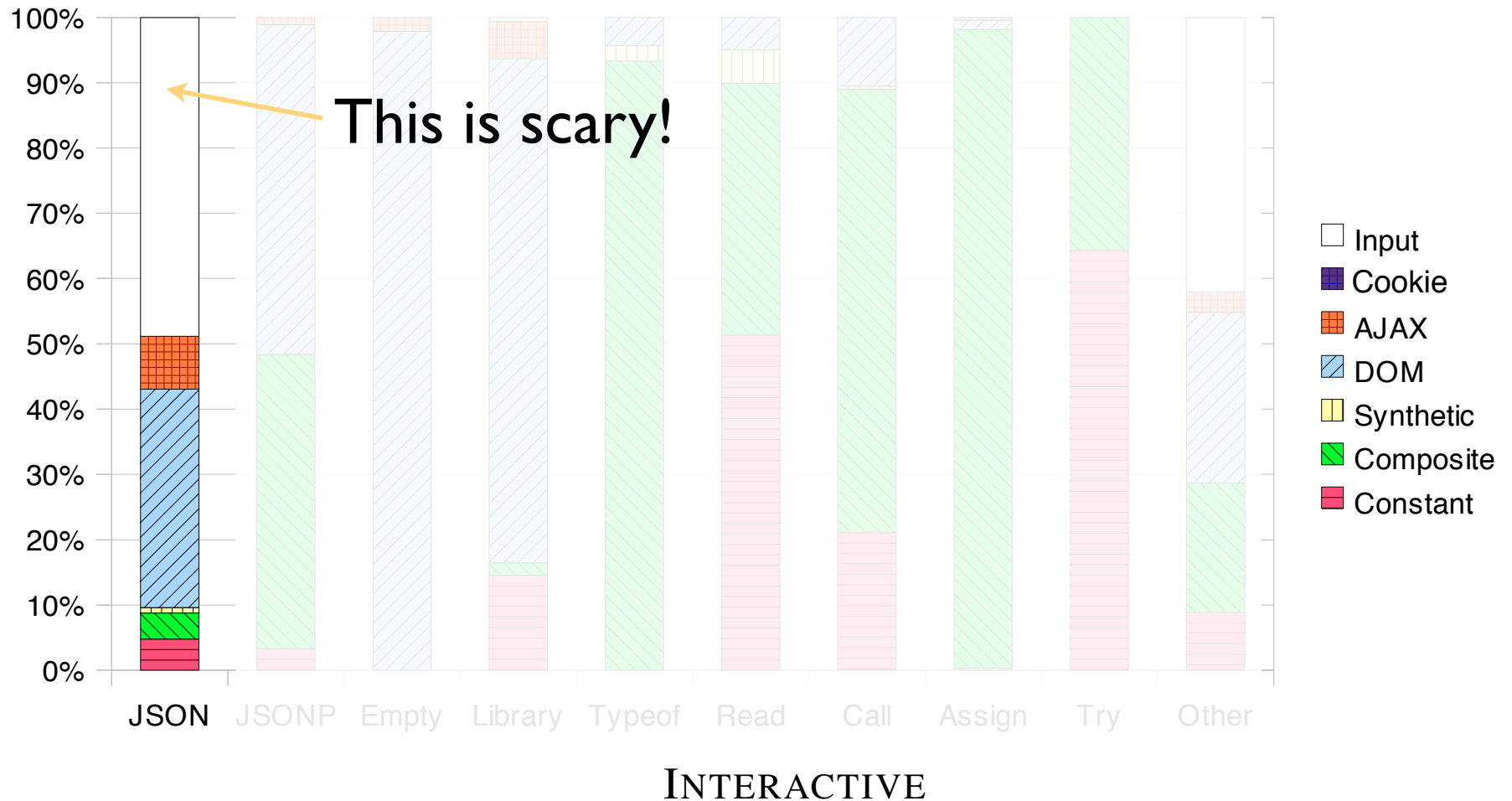
Input

```
eval(document.getElementById("username").value)
```

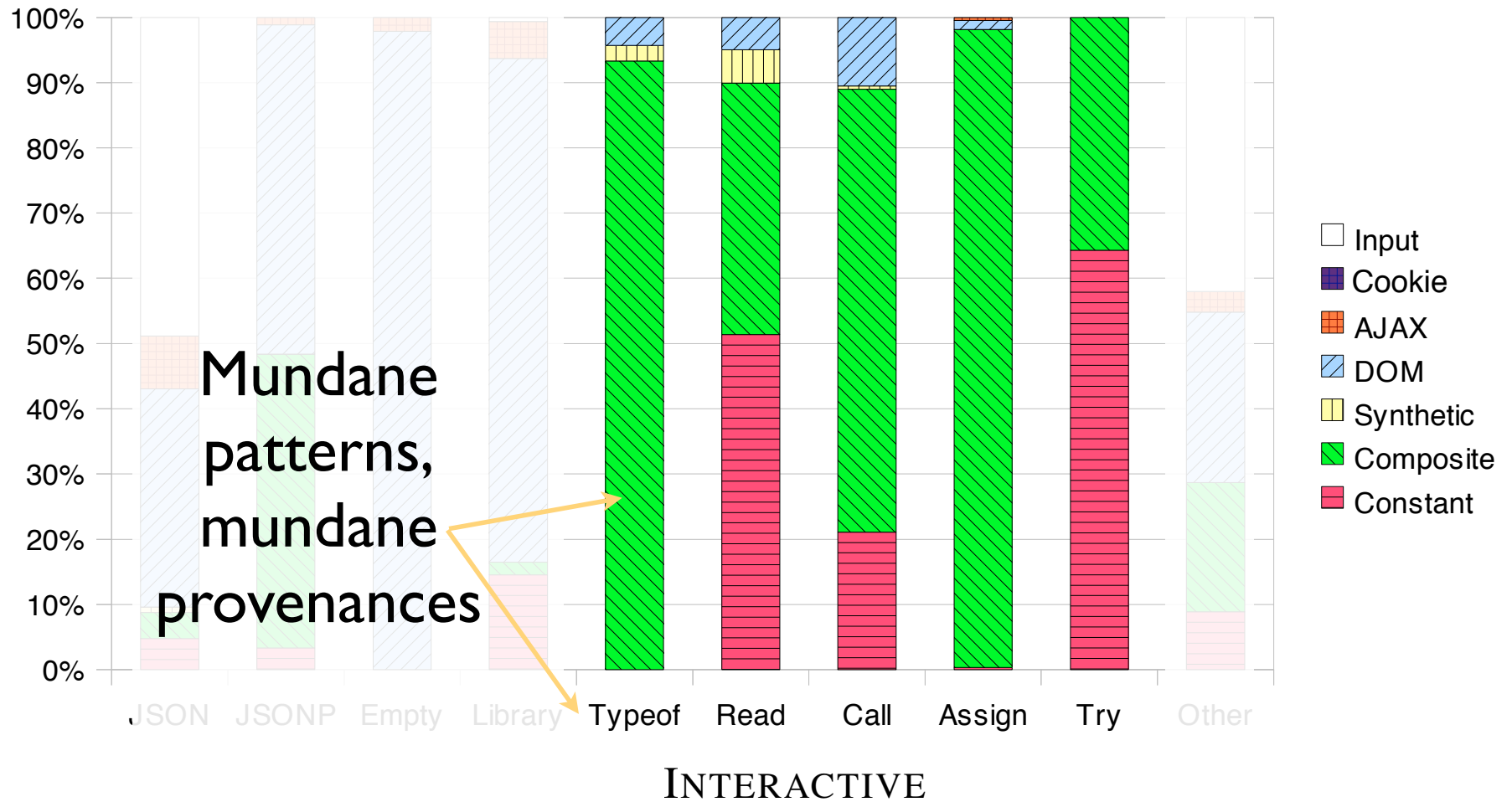
# The Root of Eval



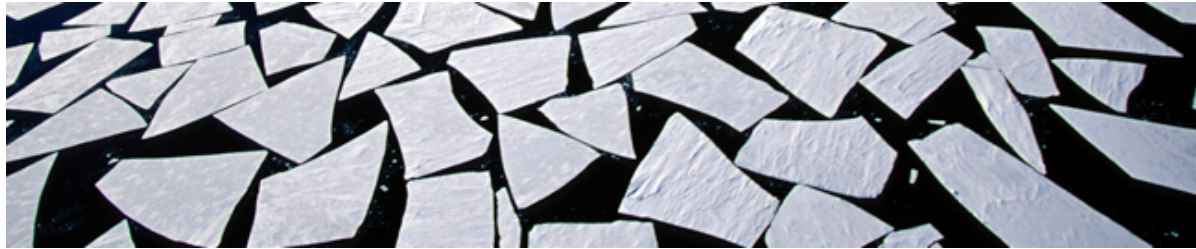
# Provenance v Patterns

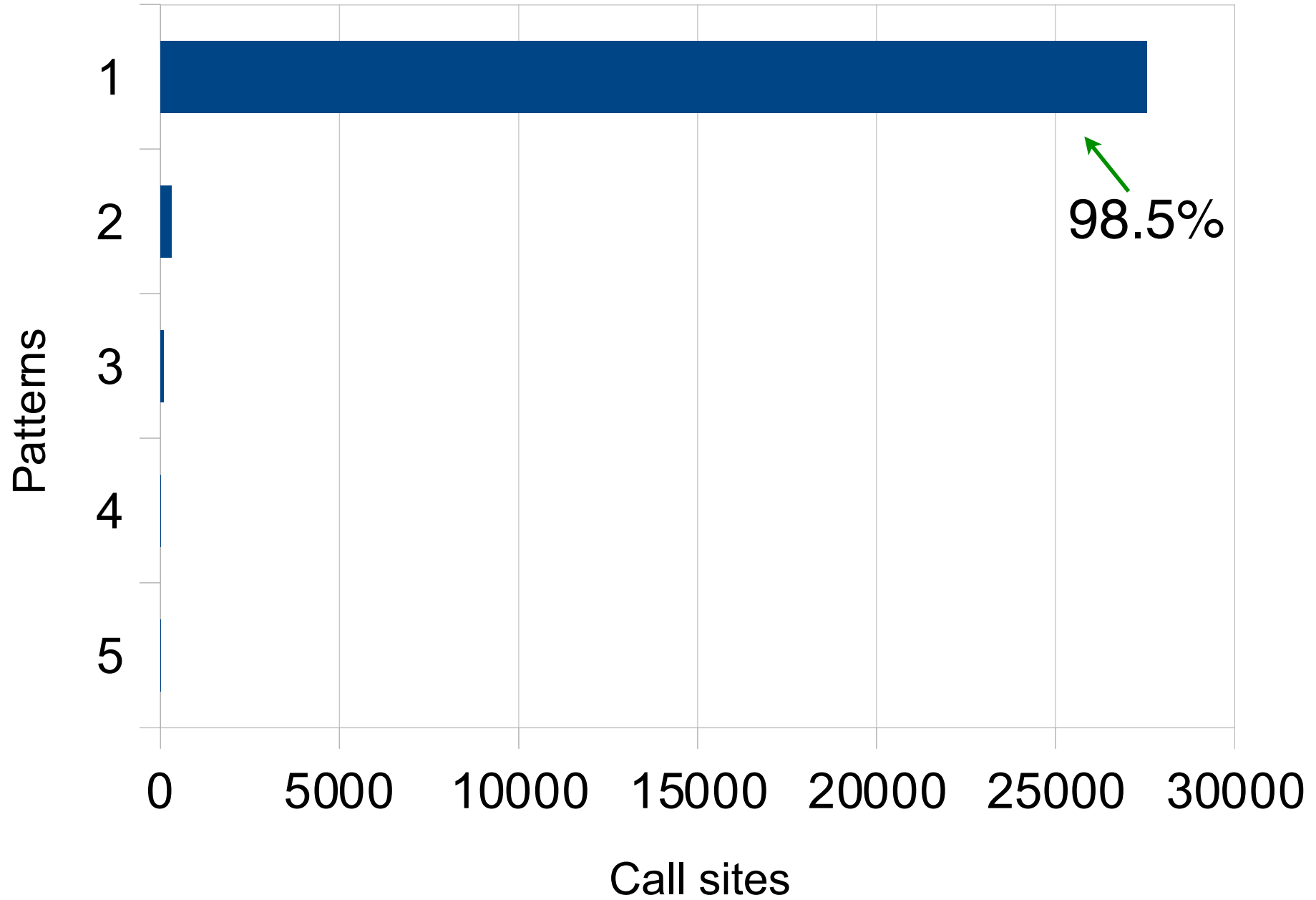


# Provenance v Patterns



# eval begone!



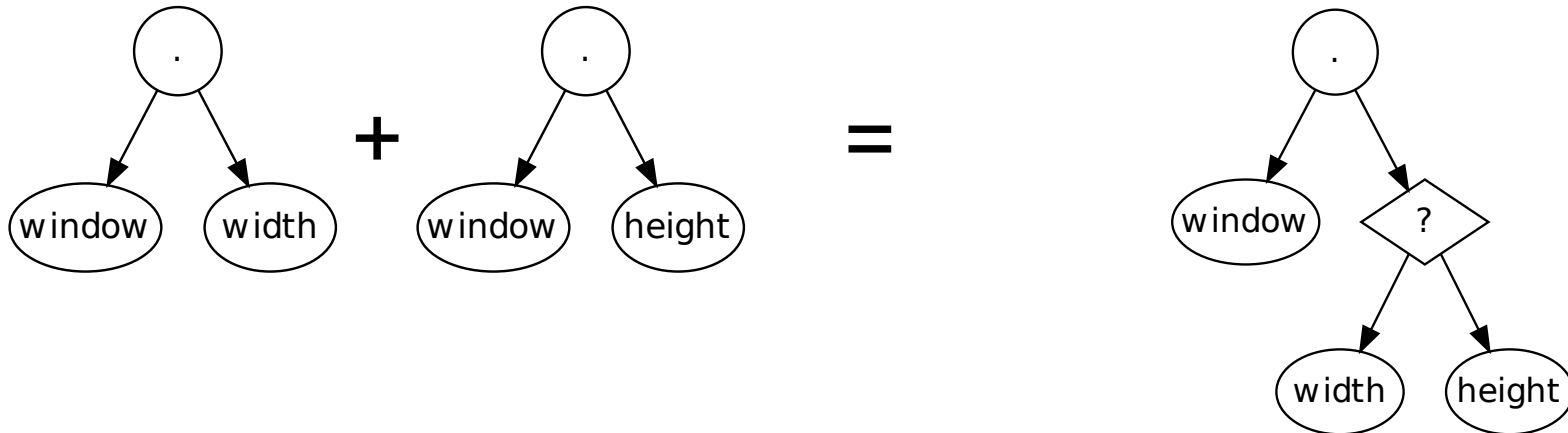




# Example classifier

```
window.width = 10;  
window.height = 20;  
  
function getDimension(x){  
  d = eval("window." + x);  
}  
  
getDimension("width");  
getDimension("height");
```

```
d = (x == "width"  
  ? window.width  
  : window.height);
```



# Validation

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Once we've generated a classifier, can it accept new input?

- Evals from interactive use of top 100 web pages
- Train on  $k$  strings, test on remainder
- With  $k \geq 3$ , 95% of sites with no misprediction

# Planet Dynamic

or: How I Learned to Stop  
Worrying and Love Reflection

