# Faster Runtime Verification during Testing via Feedback-Guided Selective Monitoring

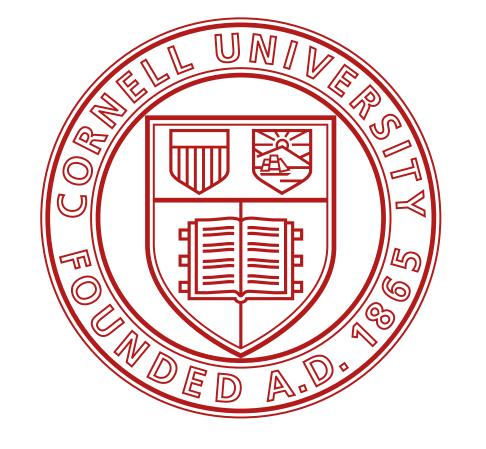
Shinhae Kim, Saikat Dutta, and Owolabi Legunsen Cornell University







Nov. 18th, 2025 @ ASE





• Monitors program executions against formal specifications (specs)

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**Spec:** Appendable\_TheadSafe

"Two threads should not access the same Appendable object"

"Internal values can be corrupted"

Monitors program executions against formal specifications (specs)

**Spec:** Appendable\_TheadSafe

**Event:** safe\_append

append(..) is called by the same thread T

Event: unsafe\_append

• append(..) is called by a thread T' s.t., T' != T

unsafe\_append\* → violation <a>\_\_\_\_\_\_</a>



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private double eval(final String f x, final double xi) throws .. {
  String number;
  for (int i = 0; i < f x.length(); i++) {
    final char character = f x.charAt(i);
    if (character >= '0' && character <= '9') {
       hasNumber = true;
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       if (i == (f x.length() - 1)) {
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(monitor for the StringBuilder instance)

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       if (i == (f_x.length() - 1)) {
  number = new StringBuilder()
                   .append(number).append(character).toString();
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#### **RV Incurs High Overhead**

• Has detected hundreds of bugs regarding correct JDK API usage [1-3]

<sup>[1]</sup> Legunsen et al., "How Good are the Specs? A Study of the Bug-Finding Effectiveness of Existing Java API Specifications," ASE 2016

<sup>[2]</sup> Legunsen et al., "How Effective are Existing Java API Specifications for Finding Bugs during Runtime Verification?," JASE 2019

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"Is the iterator's next() called only after its hasNext() returns true?"

"Is a synchronized collection being accessed safely within synchronization?"

"Is the OutputStream flushed before calling toByteArray() on the underlying ByteArrayOutputStream?"

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#### **Great! However...**

A recent study shows that **runtime overhead** can be as high as 5,000x compared to unit testing only, or 27 hours [4]

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- [2] Legunsen et al., "How Effective are Existing Java API Specifications for Finding Bugs during Runtime Verification?," JASE 2019
- [3] Miranda et al., "Prioritizing Runtime Verification Violations," ICST 2020
- [4] Guan and Legunsen, "An In-Depth Study of Runtime Verification Overheads During Software Testing," ISSTA 2024

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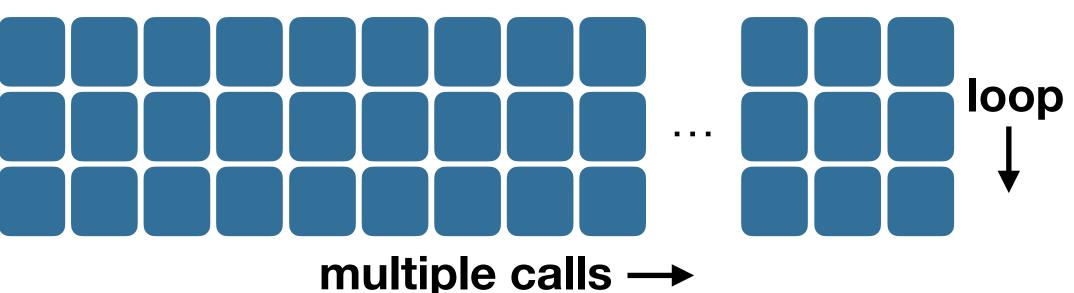
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- **Trace**: [safe\_append, safe\_append] // iteration 1
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- **Trace**: [safe\_append, safe\_append] // iteration 3

• • •

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Event: safe\_append
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```
(other methods)
private double eval(final String f x, final double xi) throws .. {
  String number;
  for (int i = 0; i < f x.length(); i++) {
     final char character = f x.charAt(i);
     if (character >= '0' && character <= '9') {
       hasNumber = true;
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       if (i == (f x.length() - 1)) {
       68,000,157 monitors for the same trace
```

- Runtime Verification creates and uses numerous monitors
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```
(+) RV monitors the executions of multiple tests and loops against multiple specs
                                            68,000,157 monitors for the same trace
       multiple calls →
```

- Runtime Verification creates and uses numerous monitors
  - Loops, multiple calls to a method, ...

We present **Valg**, the first on-the-fly **selective monitoring** technique for RV and the first to use **reinforcement learning (RL)** to speed up RV

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unsafe_append → violation 

unsafe_append → in the second in
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```

- Attaches a reinforcement learning agent to monitor creation location
- Selectively creates monitors based on past trace observations

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Learning objective: Reducing redundant monitors while preserving unique ones

How?

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- 1) Formulate as two-armed bandit problem [5]
  - Actions: {'create', 'ncreate'}

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- Actions: {'create', 'ncreate'}
- · Binary reward for 'create' and continuous reward for 'ncreate'

$$R_{\text{create},t} \doteq 0 \text{ if } (\text{trace}_t \text{ is redundant}) \text{ else } 1$$
  $R_{\text{ncreate},t} \doteq \frac{\sum_{k=0}^{t-1} 1(\text{trace}_k \text{ is redundant})}{\sum_{k=0}^{t-1} 1(\text{trace}_k \text{ is observed})}$ 

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#### 2) Select based on action-value method

- Exponential-recency weighted average to estimate rewards for each action [5]
- Epsilon-greedy to enable stochastic exploration (vs. exploitation) [5]

[5] Sutton and Barto, "Reinforcement Learning: An Introduction," MIT Press, 2018

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- 2) Select based on action-value method Convergence threshold Initial values
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State-of-the-Art (SoTA) RV

Valg

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@ iteration 1

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State-of-the-Art (SoTA) RV

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68,000,157 monitors

[create] @ iteration 1
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[ncreate] @ iteration 3
Trace: [safe\_append, safe\_append]

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2 monitors

#### More Technical Details in Paper

- Rationale for the algorithm selection
- Convergence logic
- Initial value selection
- Selective monitoring for another class of specs
- Handling of 'partially-bound' monitors
- Valg-related optimizations
- Many interesting discussions

RQ1: How does Valg compare with SoTA techniques?

**Experiment Setup** 

64 Java open-source projects with 160 JDK API specs

Baselines: Two SoTA techniques (JavaMOP<sup>[6]</sup> and TraceMOP<sup>[6]</sup>)

RQ2: How does Valg compare with random sampling approaches?

[6] "TraceMOP: A Trace-Aware Runtime Verification Tool for Java," 2024, https://github.com/SoftEngResearch/tracemop

RQ1: How does Valg compare with SoTA techniques?

Experiment Setup

64 Java open-source projects with 160 JDK API specs

Baselines: Two SoTA techniques (JavaMOP<sup>[6]</sup> and TraceMOP<sup>[6]</sup>)

- Valg is up to 20.2x (4.3 hrs) and 551.5x (24.3 hrs) faster
- Valg reduces 3.02 days down to 11.6 minutes for three projects in total
- Valg preserves 99.6% of unique violations detected by the baseline

[6] "TraceMOP: A Trace-Aware Runtime Verification Tool for Java," 2024, https://github.com/SoftEngResearch/tracemop

RQ3: What is the impact of hyperparameter tuning?

RQ4: How effective and efficient is Valg as code evolves?

**Experiment Setup** 

Valg with **default** hyperparameters vs. **tuned** hyperparameters 1,472 versions of 46 projects for evolution experiments

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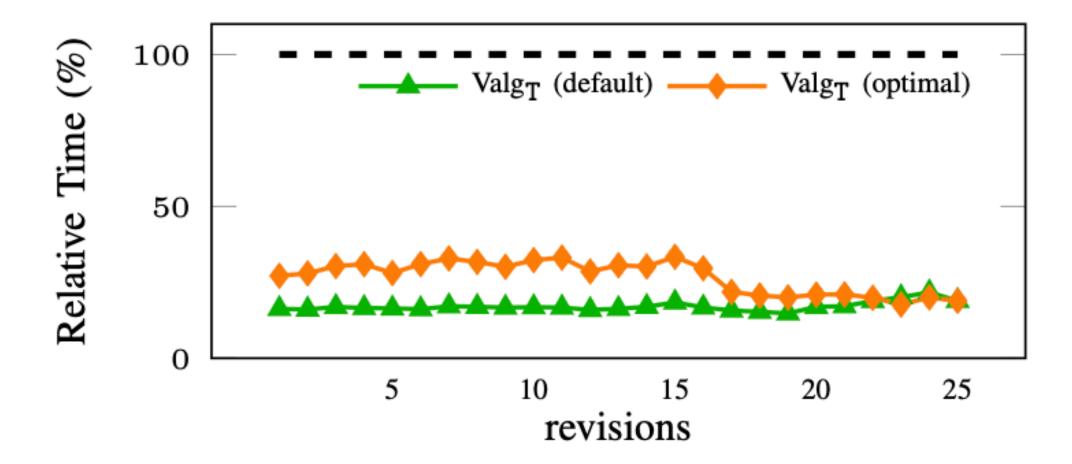
**Experiment Setup** 

Valg with **default** hyperparameters vs. **tuned** hyperparameters 1,472 versions of 46 projects for evolution experiments

- Valg's unique trace preservation ratio improves from 76.7% to 95.1%
- Tuned hyperparameters preserve Valg's effectiveness as programs evolve

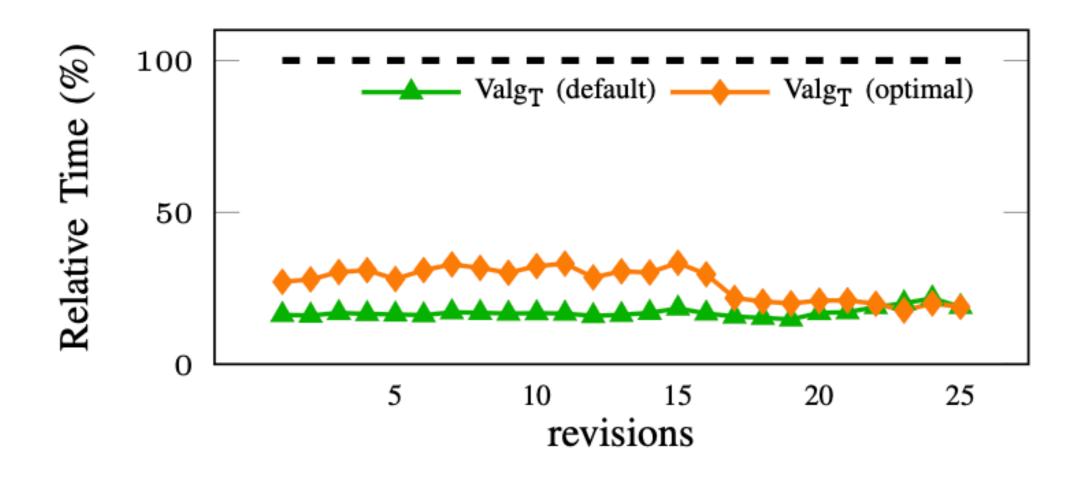
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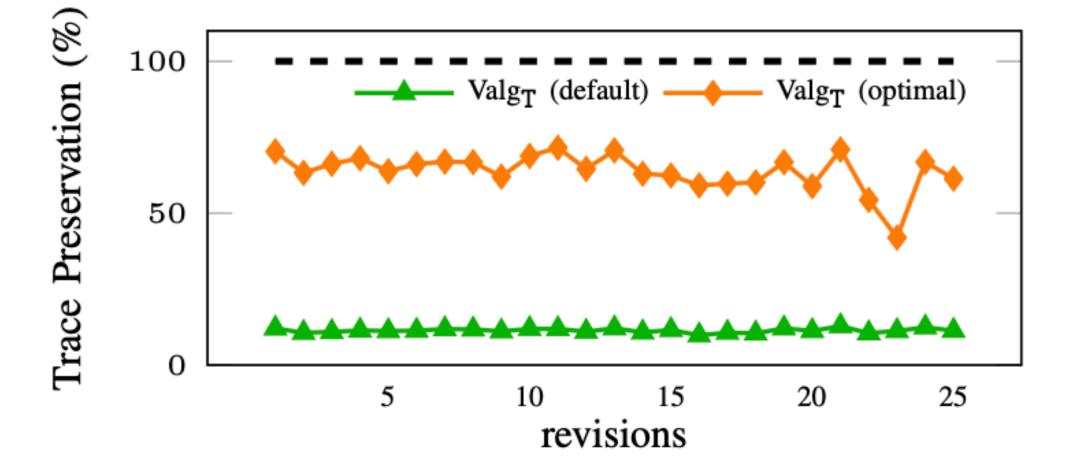
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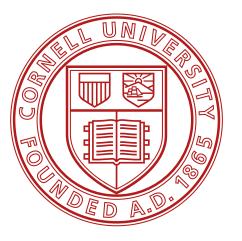


RQ3: What is the impact of hyperparameter tuning?

RQ4: How effective and efficient is Valg as code evolves?







#### Conclusion

We present **Valg**, the first on-the-fly **selective monitoring** technique for RV and the first to use **reinforcement learning** to speed up RV

- Valg is significantly faster than all baselines while preserving violations
- Hyperparameter tuning improves unique trace preservation with little cost
- The tuning's effectiveness is preserved across future versions

Artifact https://github.com/SoftEngResearch/Valg

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