



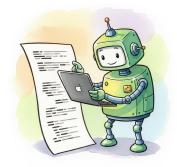


# PatchAgent: A Practical Program Repair Agent Mimicking Human Expertise

**Zheng Yu,** Ziyi Guo, Yuhang Wu, Jiahao Yu, Meng Xu, Dongliang Mu, Yan Chen, Xinyu Xing



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# Agenda

- Motivation Example
- PatchAgent Design
- Evaluation and Results





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### A Global Buffer Overflow Bug

```
1 const M3OpInfo c_operations[] = { /* ... */ };
2 const M3OpInfo c_operationsFC[] = { /* ... */ };
4 static inline const M3OpInfo*
5 GetOpInfo(m3opcode_t opcode) {
      switch (opcode >> 8) {
      case 0x00:
          return &c_operations[opcode];
      case OxFC:
          return &c operationsFC[opcode & 0xFF];
      default:
          return NULL;
14 }
16 M3Result
17 Compile_BlockStat(IM3Compilation o) {
      m3opcode_t opcode;
      Read_opcode (&opcode, &o);
      IM3OpInfo opinfo = GetOpInfo(opcode);
      _throwif(unknownOpcode, opinfo == NULL);
      if (opinfo->compiler) { // global overflow
          (*opinfo->compiler) (o, opcode)
      else {
24
          Compile Operator (o, opcode);
25
26
27 }
```

```
=35=ERROR: AddressSanitizer: global-buffer-overflow

READ of size 8 at 0x55bc18 thread T0

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.....
#8 0x55d715 in LLVMFuzzerTestOneInput /app_fuzz/fuzzer.c:30
#9 0x552e14 in fuzzer::Fuzzer::ExecuteCallback (BuildId: f0fdeb36a)
....

0x555bc18 is located 88 bytes after global variable c_operations
SUMMARY: AddressSanitizer: global-buffer-overflow
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# What ability do human/LLM have?



#### **View Code**

The viewcode API retrieves the code context by specifying file names and line numbers



#### **Find Definition**

The find\_definition finds the definition location of symbols by specifying their names and reference locations



#### **Validate**

The validate API to check if the patch can mitigate the PoC and pass all functional tests

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GetOpInfo(m3opcode_t opcode) {
    switch (opcode >> 8) {
    case 0x00:
        return &c_operations[opcode]; ....
```



```
#3 0
#3 0
#4 0
#4 0
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#5 operations, so I need to add a boundary
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#8 0
#5 0
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#2 0x

#3 0

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...

#8 0. The report indicates that the overflow occurred in c_operations, so I need to add a boundary check before performing pointer arithmetic.

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```



#### Final Patch

```
1 GetOpInfo(m3opcode_t opcode) {
2    switch (opcode >> 8) {
3    case 0x00:
4 +    if(opcode < sizeof(c_operations))
5        return &c_operations[opcode];
6 +    break;
7    case 0xFC:
8 +    if(opcode & 0xFF < sizeof(c_operations))
9        return &c_operationsFC[opcode & 0xFF];
10 +    break;
11    default:
12        return NULL;
13    }
14 }</pre>
```





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#8
#9

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To address the global overflow vulnerability in the opinfo structure, you can introduce bounds checking before dereferencing. The patch ensure that opinfo points to a valid memory location

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```
Final Patch
```

```
1 M3Result Compile_BlockStat(IM3Compilation o) {
2    m3opcode_t opcode;
3    Read_opcode (&opcode, &o);
4 +    if (opcode < 0 || opcode > MAX_OPCODE)
5 +        return unknwonOpcode;
6    IM3OpInfo opinfo = GetOpInfo(opcode);
7    _throwif(unknownOpcode, opinfo == NULL);
8    if (opinfo->compiler) {
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#### Too small code range

```
#8
#9
#1
#2
#3
#4
#4
#5
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3    Read_opcode (&opcode, &o);
4 + if (opcode < 0 || opcode > MAX_OPCODE)
5 +    return unknwonOpcode;
6    IM3OpInfo opinfo = GetOpInfo(opcode);
7    _throwif(unknownOpcode, opinfo == NULL);
8    if (opinfo->compiler) {
```



According to the address sanitizer report, a global overflow occurred at line 22 in the /source/m3 compile.c. So I want to view lines 21 to 23 in /source/m3 compile.c.



\_throwif(unknownOpcode, opinfo == NULL); if (opinfo->compiler) { (\*opinfo->compiler) (o, opcode)



It appears that the overflow occurs in opinfo.

I would like to locate the definition of opinfo.



The variable opinfo is defined at line 20 in the /source/m3 compile.c.



Great, now I want to view lines 17 to 20 in /source/m3 compile.c







#### Too small code range

```
=35=ERROR: AddressSanitizer: global-buffer-overflow
READ of size 8 at 0x55bc18 thread TO
    #0 0x55969b in Compile BlockStat /source/m3 compile.c:22
                To address the global overflow vulnerability in
                the opinfo structure, you can introduce bounds
                checking before dereferencing. The patch ensure
                that opinfo points to a valid memory location
                                                                  536a)
    0x555bc18 is located 88 bytes after global variable c_operations
    SUMMARY: AddressSanitizer: global-buffer-overflow
```



```
M3Result Compile BlockStat(IM3Compilation o) {
    m3opcode t opcode;
    Read opcode (&opcode, &o);
    if (opcode < 0 || opcode > MAX_OPCODE)
        return unknwonOpcode;
    IM3OpInfo opinfo = GetOpInfo(opcode);
    _throwif(unknownOpcode, opinfo == NULL);
    if (opinfo->compiler) {
```

#### Final Patch

Why not continue exploring related function?



According to the address sanitizer report, a global overflow occurred at line 22 in the /source/m3 compile.c. So I want to view lines 21 to 23 in /source/m3 compile.c.



throwif(unknownOpcode, opinfo == NULL); if (opinfo->compiler) { (\*opinfo->compiler) (o, opcode)



It appears that the overflow occurs in opinfo. I would like to locate the definition of opinfo.



The variable opinfo is defined at line 20 in the /source/m3 compile.c.



Great, now I want to view lines 17 to 20 in /source/m3 compile.c



m3opcode t opcode; read opcode(&opcode,&o);

IM3OpInfo opini GetOpInfo(opcode);





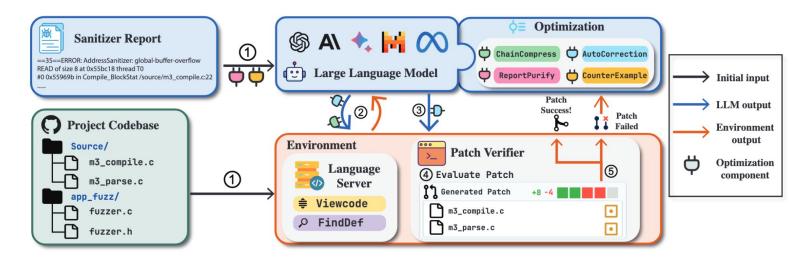
# Agenda

- Motivation Example
- PatchAgent Design
- Evaluation and Results





### **Patch Agent**

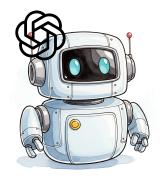


The process begins with the **sanitizer report** and the **project codebase** (1). The LLM retrieves the code context using the **viewcode** and **find\_definition** APIs (2) and then **generates a patch** (3). The patch is subsequently validated by the patch verifier (4). If the patch is incorrect, the agent will **refine the patch or gather additional context** (5), iterating until a correct patch is generated or the budget is exhausted.

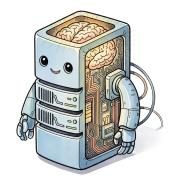




#### **Common Tool Call Process**



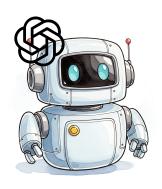
LLM



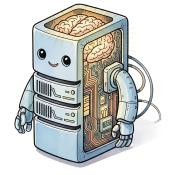








```
{
    "action": "viewcode",
    "path": "src/m3_compile.c",
    "start_line": 21,
    "end_line": 23
}
```



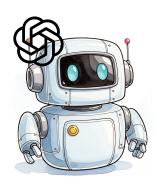
Environment (Language Server)

LLM



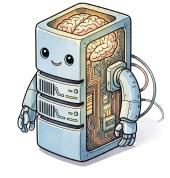






```
{
    "action": "viewcode",
    "path": "src/m3_compile.c",
    "start_line": 21,
    "end_line": 23
}
```

```
21| _throwif(unknownOpcode, opinfo = NULL);
22| if (opinfo→compiler) {
23| (*opinfo→compiler) (o, opcode)
```



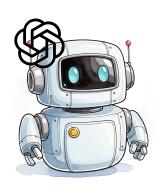
Environment (Language Server)

LLM

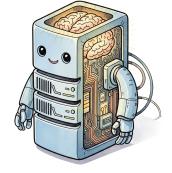




# Tool Call Process (with Auto Correction)



```
{
    "action": "viewcode",
    "path": "src/m3_compile.c",
    "start_line": 21,
    "end_line": 23
}
```



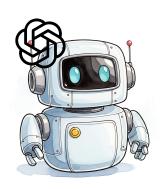
Environment (Language Server)

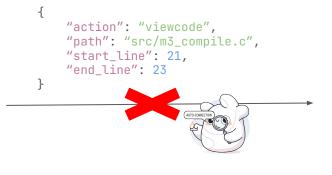
LLM

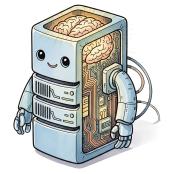




# Tool Call Process (with Auto Correction)





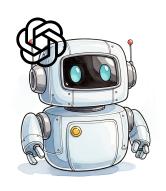


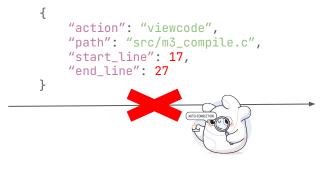
LLM

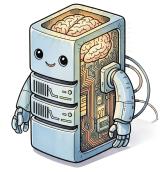




# Tool Call Process (with Auto Correction)





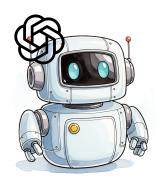


LLM





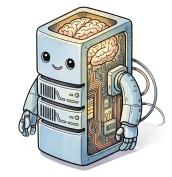
# Tool Call Process (with Auto Correction)



LLM

```
{
    "action": "viewcode",
    "path": "src/m3_compile.c",
    "start_line": 17,
    "end_line": 27
}
```

```
17| Compile_BlockStat(IM3Compilation o) {
18| m3opcode_t opcode;
19| Read_opcode (&opcode, &o);
20| IM3OpInfo opinfo = GetOpInfo(opcode);
21| _throwif(unknownOpcode, opinfo = NULL);
22| if (opinfo→compiler) {
23| (*opinfo→compiler) (o, opcode)
24| } else {
25| Compile_Operator (o, opcode);
26| }
27| }
```







#### **Code Viewing Enhancement**

Expanded code range visibility and corrected file path references

- Resolved issues with narrow code display windows that limited readability
- Fixed incorrect file path typos that were breaking navigation links

#### **Symbol Definition Resolution**

Enhanced alias symbol detection and lookup

- Improved the "Find Definition" feature to properly handle aliased symbols
- Resolved cases where symbol aliases were not being recognized or linked correctly

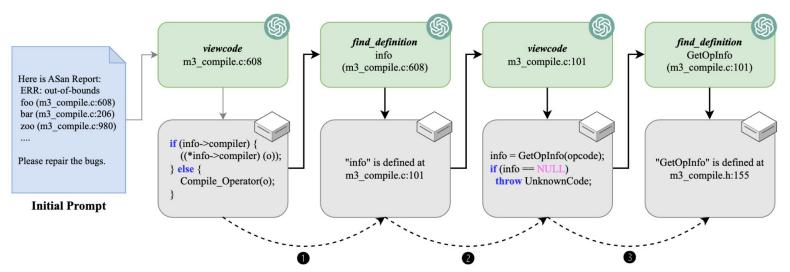
#### **Validation System Updates**

Standardized patch format processing

- Fixed validation errors related to inconsistent patch formats
- Ensured all patch submissions now follow proper formatting standards



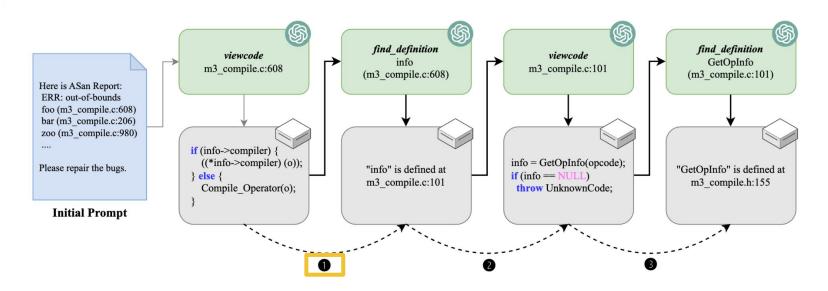




The LLM takes the initial prompt as input and starts interacting with the language server. The black bold arrows illustrate the interaction without chain compression, while the black dashed arrows represent the **compressed interaction process**. The original interaction **chain of length four** was compressed into a **single interaction**.



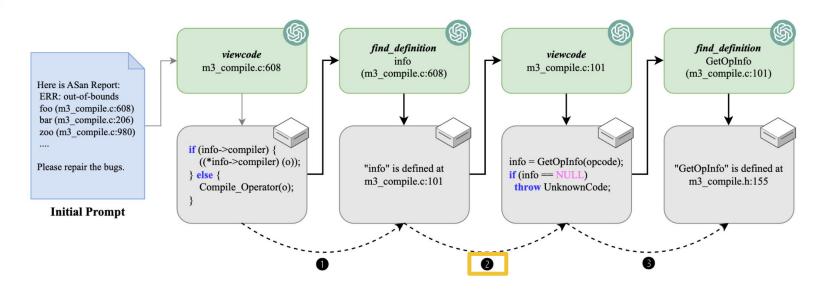




1. After the LLM sends a viewcode action, the mechanism determines that the crash is caused by the dereference of info and the line where info located **appears in both the viewed code snippet and the sanitizer report.** This indicates that it is a valuable symbol to explore.



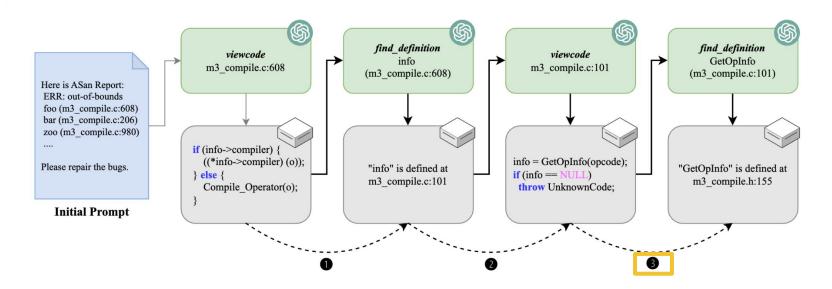




2. Using only the find\_definition action to locate the definition of info is **insufficient to reveal its complete information.** Therefore, the mechanism first generates another viewcode action to obtain the definition code snippet of info.







3. Then, it identifies that **the variable relies on another symbol**, GetOpInfo, and **recursively** finds its definition location.





# Agenda

- Motivation Example
- PatchAgent Design
- Evaluation and Results

#### **Dataset Overview**

We created a dataset comprising 178 cases sourced from OSS-Fuzz, Huntr and ExtractFix on **9 distinct bug types**: stack overflow, heap overflow, integer overflow, use-after-free, double free, global overflow, divide by zero, invalid free, and null dereference.





Project	Lang	Source	LoC	#Vulns	#Test
assimp	C++	OSS-Fuzz	347.0K	3	474
c-blosc	C	OSS-Fuzz	88.8K	2	1643
c-blosc2	C++	OSS-Fuzz	117.1K	7	1284
h3	C	OSS-Fuzz	17.2K	1	124
hoextdown	C	OSS-Fuzz	7.1K	1	83
hostap	C	OSS-Fuzz	438.0K	4	19
htslib	C	OSS-Fuzz	66.5K	1	159
hunspell	C++	OSS-Fuzz	83.9K	11	128
irssi	C	OSS-Fuzz	64.4K	3	5
krb5	C	<b>OSS-Fuzz</b>	301.6K	1	125
libplist	C	OSS-Fuzz	12.1K	3	34
libsndfile	C	<b>OSS-Fuzz</b>	56.4K	5	141
libtpms	C	OSS-Fuzz	115.0K	1	6
libxml2	C	OSS-Fuzz	200.4K	10	3272
lz4	C	OSS-Fuzz	18.6K	2	22
md4c	C	OSS-Fuzz	8.0K	4	24
openexr	C++	OSS-Fuzz	227.8K	3	111
sleuthkit	C	OSS-Fuzz	196.2K	5	2
wasm3	C	OSS-Fuzz	22.8K	8	35062
zstd	C	OSS-Fuzz	93.4K	5	28
gpac	C	Huntr	743.7K	32	711
libmobi	C	Huntr	19.1K	5	12
mruby	C	Huntr	62.2K	10	61
radare2	C	Huntr	841.3K	20	858
yasm	C	Huntr	132.1K	3	44
binutils	C	ExtractFix	666.8K	2	20
coreutils	C	ExtractFix	86.1K	4	573
jasper	C	ExtractFix	44.7K	2	16
libjpeg	C	ExtractFix	46.9K	4	530
libtiff	C	ExtractFix	85.9K	11	74
libxml2	C	ExtractFix	200.4K	5	3272





#### **Effectiveness Evaluation**

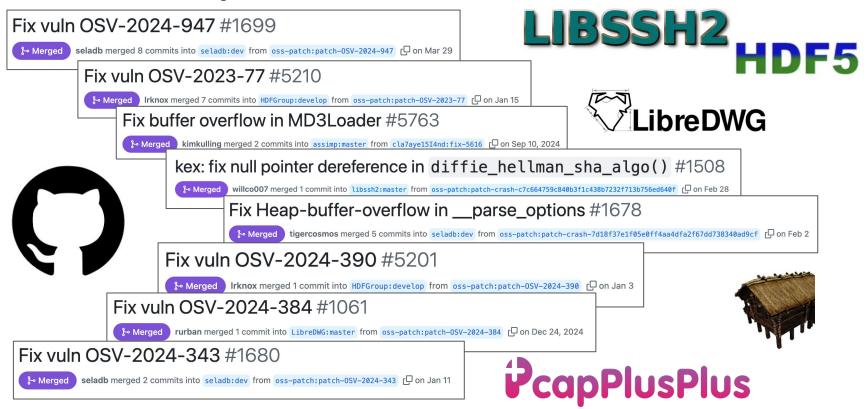
Model	Temporal Error	<b>Spatial Error</b>	<b>Null Dereference</b>	Numeric Error	Total
GPT-4o GPT-4 Turbo	13/23 (56.52%) 11/23 (47.83%)	96/125 (76.80%) 87/125 (69.60%)	23/23 (100.00%)	7/7 (100.00%) 7/7 (100.00%)	139/178 (78.09%) 126/178 (70.79%)
	,	,	21/23 (91.30%)	, , , , , , , , , , , , , , , , , , ,	
Claude-3 Opus	14/23 (60.87%)	108/125 (86.40%)	22/23 (95.65%)	7/7 (100.00%)	151/178 (84.83%)
Claude-3 Sonnet Claude-3 Haiku	8/23 (34.78%) 9/23 (39.13%)	77/125 (61.60%) 93/125 (74.40%)	17/23 (73.91%) 19/23 (82.61%)	6/7 (85.71%) 7/7 (100.00%)	108/178 (60.67%) 128/178 (71.91%)
	, ,	,	,	•	
Union	20/23 (86.96%)	114/125 (91.20%)	23/23 (100.00%)	7/7 (100.00%)	164/178 (92.13%)

This table compares the effectiveness of **PatchAgent** when utilizing different LLMs to repair vulnerabilities. The **Union** row represents the combined results of **PatchAgent** across all models, demonstrating the overall improvement in repair accuracy achieved through the collaborative use of multiple models.





### **Github Pull Requests**





#### **Thanks**



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