CSC2/455 Software Analysis and Improvement

Introduction

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URCS
Outline

Classical Compiler Analysis

Program Analysis

Fundamental Issues

Administrivia
```c
#include <stdio.h>

int main(void) {
    int N = 10000;
    int sum = 0;

    for(int i = 1; i < N; i++) {
        sum += i;
    }

    if(sum > 0) {
        printf("%d: %x\n", sum, sum);
    } else {
        printf("sum is zero\n");
    }

    return 0;
}
```
main:
    pushq  %rbp
    movq  %rsp, %rbp
    subq  $16, %rsp
    movl  $10000, -4(%rbp)
    movl  $0, -12(%rbp)
    movl  $1, -8(%rbp)
    jmp  .L2
.L3:
    movl  -8(%rbp), %eax
    addl  %eax, -12(%rbp)
    addl  $1, -8(%rbp)
.L2:
    movl  -8(%rbp), %eax
    cmpl  -4(%rbp), %eax
    jl   .L3
    cmpl  $0, -12(%rbp)
    jle  .L4
    movl  -12(%rbp), %edx
    movl  -12(%rbp), %eax
    movl  %eax, %esi
    leaq  .LC0(%rip), %rdi
    movl  $0, %eax
    call  printf@PLT
    jmp  .L5
.L4:
    leaq  .LC1(%rip), %rdi
    call  puts@PLT
.L5:
    movl  $0, %eax
    leave
    ret
main:
    subq  $8, %rsp
    movl  $9999, %eax

.L2:
    movl  $49995000, %ecx
    movl  $49995000, %edx
    leaq  .LC0(%rip), %rsi
    movl  $1, %edi
    movl  $0, %eax
    call  __printf_chk@PLT
    movl  $0, %eax
    addq  $8, %rsp
    ret

The compiler:

- Eliminated the for loop
  - Replaced it with the value computed
- Eliminated the else part of the if/then
  - Because it would never execute
How did it do that?

How do you think the compiler did this?
Compilers today

- GNU Compiler Collection (GCC)
- LLVM
  - Many proprietary compilers based on LLVM
- Visual Studio
- Proprietary compilers
  - Intel icc
  - NVIDIA/Portland Group
Outline

Classical Compiler Analysis

Program Analysis

Fundamental Issues

Administrivia
Analysis (and Verification)

- How many times will this loop execute?
- Will this condition always be true?
- Is this value always a constant?
- Are there bugs in a given piece code?
  - NULL pointer dereferences?
  - Data races (in concurrent code)?
- Is this code correct (according to some specification)?
• Safety properties
  • Informally, “something bad will never happen”
  • Formally, a property that is always true

• Liveness properties
  • Informally, “something good will eventually happen”
  • Formally, a property that will eventually be true

• Other properties:
  • All allocated memory is freed
  • All open files are closed
Program Analysis Tools today

- (Synopsys) Coverity
- GrammaTech CodeSonar
- Facebook Infer
- Frama-C
- PVS-Studio
- Microsoft SLAM
- Lots of others...
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Administrivia
What does this Python program do?

for i in range(n):
    print("boom!")
Strategy: Run (or Interpret) the program

- Running the program and observing what it does is a perfectly reasonable way of analyzing a program
  - Maybe run it in a simulator/VM or interpreter
- What problems do you anticipate with this strategy?
Some potential problems

- Too long
- Infinite loop (aka non-termination)
- Number of inputs may be infinite!
  - Behaviour may depend on input
def collatz(n):  # n is a positive integer
    while n > 1:
        print(n)
        if n % 2 == 0:
            n = n // 2  # integer division
        else:
            n = 3 * n + 1
    for i in range(n):
        print("boom!"))
Some runs: $n=5$

5
16
8
4
2
1
boom!
Some runs: n=12

12
6
3
10
5
16
8
4
2
1
boom!
• This program will print only 1 boom!

• *If* the loop terminates
  • Only if \( n \) is always reduced to 1
  • Is it always? ($500 reward!)

• Can we determine if the loop terminates?
  • For any \( n \)?
  • For a fixed \( n \)?
Undecidability: The Halting Problem

- In general, an algorithm cannot determine if a program will terminate on a given input
- What does this imply for program analysis?
  - End of this course?
Program Analysis

- Program analysis needed for optimization ("making programs faster")
  - Reducing number of operations
  - Substituting cheaper operations
  - Increasing parallelism of operations
- Also need for verification ("security")
  - Will this program crash for any input?
  - Will this program leak memory? (malloc but no corresponding free)
  - Will this program read another user's files?
  - Can a program be subverted to obtain root access?
- Computers everywhere, such questions far more important now!
  - 4.4B people have smartphones!
Mission Impossible?

- No general technique to analyze programs
  - Many different approaches
- We will study many of these
  - Basic
  - Advanced
  - Recent advances
Roadmap of the course: Part I

- Dataflow Analysis (DFA)
  - Mostly used in compilers
  - Automatic, fast, and approximate
- You’ll construct the “mid-end” of a compiler for a subset of the C language
  - Introduces you to the engineering and theoretical aspects
- One specialized non-compiler tool: Oracle’s Soufflé
Some topics from part I

- How do we represent programs for analysis?
- Analyses
  - Identifying expressions that have the same value
  - Detecting the last use of a variable
  - Recognizing that an expression has already been computed
  - Determining code that is always executed
  - Identifying unused code
  - etc.
Program Analysis: Part II

- **Abstract Interpretation (AI)**
  - Automatic, slower, and approximate
  - Specialized tools: Facebook Infer, many others

- **Model Checking**
  - Automatic, fast (but not as fast as DFA), and precise
  - Can be intractable
  - We’ll look at CBMC, perhaps also Spin

- **Symbolic Execution**
  - Automatic, fast, and precise
  - Can be intractable
  - We’ll look at KLEE and maybe Angr

- **Deductive Techniques**
  - Manual to semi-automated, as fast as you think, and precise
  - Essentially involves writing proofs
  - We’ll look at (Microsoft) Dafny
Some things program analysis makes possible

- Fast Javascript
  - pioneered by Google’s V8
- Safe in-kernel execution of user-provided code
  - Linux eBPF
  - pioneered by Sun’s DTrace
- Safe systems programming languages
  - Rust
- Airplanes in the sky
  - Remember Boeing 737 MAX?
Where program analysis is being used

- Compilers
- Program security industry
  - Conventional programs
  - Programs on “blockchain”
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Administrivia
Instructor: Dr. Sreepathi Pai
- E-mail: sree@cs.rochester.edu
- Office: Wegmans Hall 3409
- Office Hours: Monday 15:00 to 16:00 (or by appointment)

TAs:
- Scott Sikorski
Class: Gavett 301
  - M,W 1025–1140

Course Website
  - https://cs.rochester.edu/~sree/courses/csc-255-455/spring-2023/

Blackboard
  - Announcements, Discussions

Gradescope
  - Assignments, Homeworks, Grades, etc.
Three textbooks
  - Aho, Lam, Ullman, Sethi, *Compilers: Principles, Techniques, and Tools*
  - Cooper and Torczon, *Engineering a Compiler*

This course requires a lot of reading!
  - Books and materials have been placed on reserve
  - Some online, some in Carlson Library
Grading

- Homeworks: 15%
- Assignments: 70% (5 to 6)
- Exams/Project: 15% (TBD)
- Graduate students should expect to read a lot more, and work on harder problems.

There is no fixed grading curve.

See course website for late submissions policy.
Academic Honesty

- Unless explicitly allowed, you may not show your code to other students
- You may discuss, brainstorm, etc. with your fellow students but all submitted work must be your own
- All help received must be acknowledged in writing when submitting your assignments and homeworks
- All external code you use must be clearly marked as such in your submission
  - Use a comment and provide URL if appropriate
- If in doubt, ask the instructor
- It is a violation of course honesty to make your assignments on GitHub (or similar sites) public

All violations of academic honesty will be dealt with strictly as per UR’s Academic Honesty Policy.
Course Goals

- Write your own compilers
- Modify existing compilers
- Read about new analyses (in research papers)
- Create new analyses
- Use analysis tools and frameworks