CSC2/455 Software Analysis and Improvement Introduction

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URCS

Program Analysis

Fundamental Issues

Program Analysis

Fundamental Issues

```
#include <stdio.h>
int main(void) {
  int N = 10000;
  int sum = 0;
  for(int i = 1; i < N; i++) {</pre>
    sum += i;
  }
  if(sum > 0) {
    printf("%d: %x\n", sum, sum);
  } else {
    printf("sum is zero\n");
  }
  return 0;
}
```

Compiled with gcc -00

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

Compiled with gcc -01

1

nain:	
subq	\$8, %rsp
movl	\$9999, [%] eax
.L2:	
movl	\$49995000, %ecx
movl	\$49995000, %edx
leaq	.LCO(%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 do you think the compiler did this?

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

Program Analysis

Fundamental Issues

- 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

- (Synopsys) Coverity
- GrammaTech CodeSonar
- Facebook Infer
- Frama-C
- PVS-Studio
- Microsoft SLAM
- Lots of others...

Program Analysis

Fundamental Issues

for i in range(n):
 print("boom!")

- 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?

- Too long
- Infinite loop (aka non-termination)
- Number of inputs may be infinite!
 - Behaviour may depend on input

- 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?

- 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 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!

- No general technique to analyze programs
 - Many different approaches
- We will study many of these
 - Basic
 - Advanced
 - Recent advances

- 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

- How do we represent programs for analysis?
- Analyses
 - Identifing 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

- 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?

- Compilers
- Program security industry
 - Conventional programs
 - Programs on "blockchain"

Program Analysis

Fundamental Issues

- 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
 - Rival and Yi, Introduction to Static Analysis: An Abstract Interpretation Perspective, MIT Press, 2020
- This course requires a lot of reading!
 - · Books and materials have been placed on reserve
 - Some online, some in Carlson Library

- 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.

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