

CMSC 631 – Program Analysis and Understanding Fall 2003

Tools Based on Data Flow Analysis

Administrivia

- Office hour change:
 - TuTh 10-11, or by appointment
 - (Friday office hour conflicted with SysChat)
- Typo on HW1 fixed
 - Ignore “induction variables” part
 - Copy statement is of form $x := y$
 -
- Papers for next time
 - Don't get caught up in unfamiliar terms in survey
 - Second “paper” is really for marketing purposes

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Class So Far

- Too hard/easy?
- Amount of reading?
- Background assumptions?

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Terminology

- *Interprocedural*
 - Multiple procedures at a time
- *Intraprocedural*
 - One procedure at a time

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Sound and Complete

- All program analyses must be approximate
 - see paper for Thursday
- A program checking system is *sound* if
 - Every dynamic error that could occur is detected
 - But the static checking system may complain about things that can't actually happen
- A program checking system is *complete* if
 - Everything that is detected is an actual error
 - But some actual errors may not be caught

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The Tools

- Is LCLint
 - Inter- or intraprocedural?
 - Sound? Complete?
- Is ESP
 - Inter- or intraprocedural?
 - Sound? Complete?

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No (Useful) Tool for C is Sound

```
char *s, *t;
intptr_t i, j;

j=0;
for (i = 0; i < s; i++) j++;
t = (char *) j;
```

- So what?
 - At least we know what we're sound up to
 - It's not any better in theory in other languages
 - Proof: Write a C interpreter in Java

Big Questions

- What are the tradeoffs between testing and static analysis?
 - Other techniques for detecting errors?
-
- What does it mean for a program to be correct?
 - Annotations?
 - Redundancy

Questions About the Tools

- Is the analysis scalable?
 - Full vs partial correctness
- What kinds of annotations are necessary?
 - Will programmers actually use them?
- What problems can be solved?
 - How flexible are the tools?

LCLint

- Tries to detect three classes of errors:
 - Null pointer dereferences
 - Uninitialized memory
 - Allocation/deallocation problems
 - (Plus more stuff not in this paper)
- Technique: Data flow analysis

Null Pointer Errors

- Three “nullness” states possible:
 - null = may be NULL
 - notnull = definitely not NULL
 - renull = don't care
- Example from paper:

```
extern char *gname;
void setName(**@null@*/ char *pname) {
    gname = pname;
}
```

Discussion

- Annotations
 - Syntax?
 - Location? (with code/somewhere else)
 - Default assumptions?
- How do we merge states?

Allocation of Memory

- Six allocation states
 - only = unshared, must deallocate or pass on
 - keep = “like only, except that the caller may safely use the reference after the call”
 - temp = can't deallocate or make external ref
 - owned/dependent = shared ref with one owner
 - shared = garbage collected

- Example:

```
null [out] only void *malloc(size_t size);  
void free(null [out] only void *ptr);
```

Discussion

- Are these properties orthogonal?
- How does aliasing play in to this?
- Issues that arise in practice?

- see restrict, Vault, unique pointers in Cyclone

Analysis Algorithm

- Treat CFG as acyclic graph
 - No back edges – loops?
- Assume preconditions initially true
- Propagate facts forward
 - Handling of function calls?
 - Soundness? Main?
 - What objects are the facts about?
 - How does this choice interact with modeling of loops?
- Check that postcondition is met at exit

Experience

- Database example
 - 1000 lines source, 300 lines interface spec (?)
 - 15 annotations needed
 - Found some errors
 -
- LCLint example
 - > 100,000 lines of code
 - A few days of work; # annotations?
 - 75 places comments used to suppress warnings
 - Found a few more bugs after passed LCLint

ESP

- Path-sensitive program checker
 - Programmer specifies automaton
 - Errors states = potential bugs in program
 - Programmer specifies automaton transitions
 - E.g., fclose(f) puts f in the closed state
 - ESP simulates automaton for a particular object (e.g., a file) along all program paths
 - If the automaton enters error state, signal an error

Example Automaton

