## 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

main:	
pushq movq subq movl movl jmp .L3:	%rbp %rsp, %rbp \$16, %rsp \$10000, -4(%rbp) \$0, -12(%rbp) \$1, -8(%rbp) L2
.L3: 1	
movl addl addl .L2:	-8(%rbp), %eax %eax, -12(%rbp) \$1, -8(%rbp)
.LZ. movl	-Q(Wrhr) Yoor
cmpl il	-8(%rbp), %eax -4(%rbp), %eax .L3
cmpl	\$0, -12(%rbp)
jle	.L4
movl movl	-12(%rbp), %edx -12(%rbp), %eax
movl	%eax, %esi
leaq	.LCO(%rip), %rdi
movl	\$0, %eax
call	printf@PLT
jmp .1.4:	.L5
leaq call	.LC1(%rip), %rdi puts@PLT
.L5:	<b>*^ *</b>
movl leave ret	\$0, %eax

## Compiled with gcc -01

main:	
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

- 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"
- Liveness properties
  - Informally, "something good will eventually happen"
- 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

- 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

**Program Analysis** 

Fundamental Issues

- Instructor: Dr. Sreepathi Pai
  - E-mail: sree@cs.rochester.edu
  - Office: Wegmans 3409
  - Office Hours: Wednesday 13:30 to 14:30
- TAs:
  - Avi Saven
  - Fangzhou Liu



- Class: LeChase 141 (LCHAS 141)
  - M,W 1025-1140
- Course Website
  - https://cs.rochester.edu/~sree/courses/ csc-255-455/spring-2020/
- Blackboard
  - Announcements
- Gradescope
  - Assignments, Homeworks, Grades, etc.
- Piazza
  - Help

- Four textbooks
  - Aho, Lam, Ullman, Sethi, *Compilers: Principles, Techniques* and *Tools*
  - Cooper and Torczon, Engineering a Compiler
  - Allen and Kennedy, *Optimizing Compilers for Modern Architectures*
  - Muchnick, Advanced Compiler Design and Implementation
  - Research Papers
- This course requires a lot of reading!
  - Books and materials have been placed on reserve
  - Some online, some in Carlson Library
- See Blackboard for information on accessing Reserves

- Homeworks: 10%
- Assignments: 65% (5 to 6)
- Exams: 25% (midterm + final)
- 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

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