

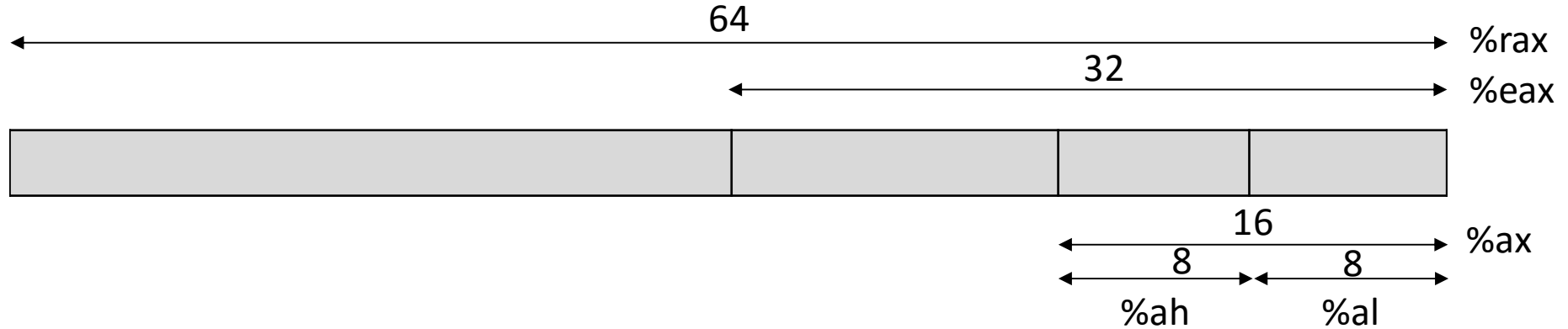
# Defining x86-64 Semantics in K

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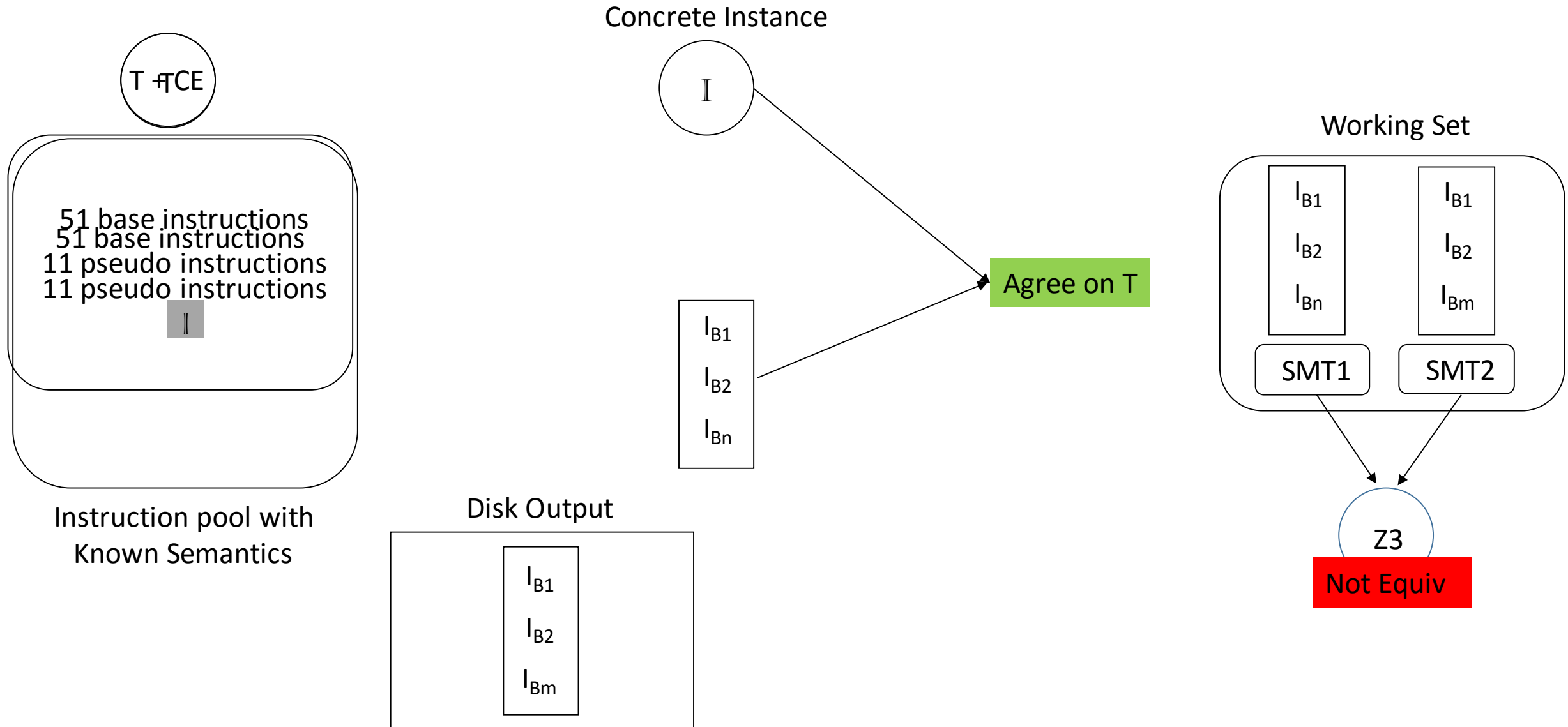
# Some minor details on nomenclature



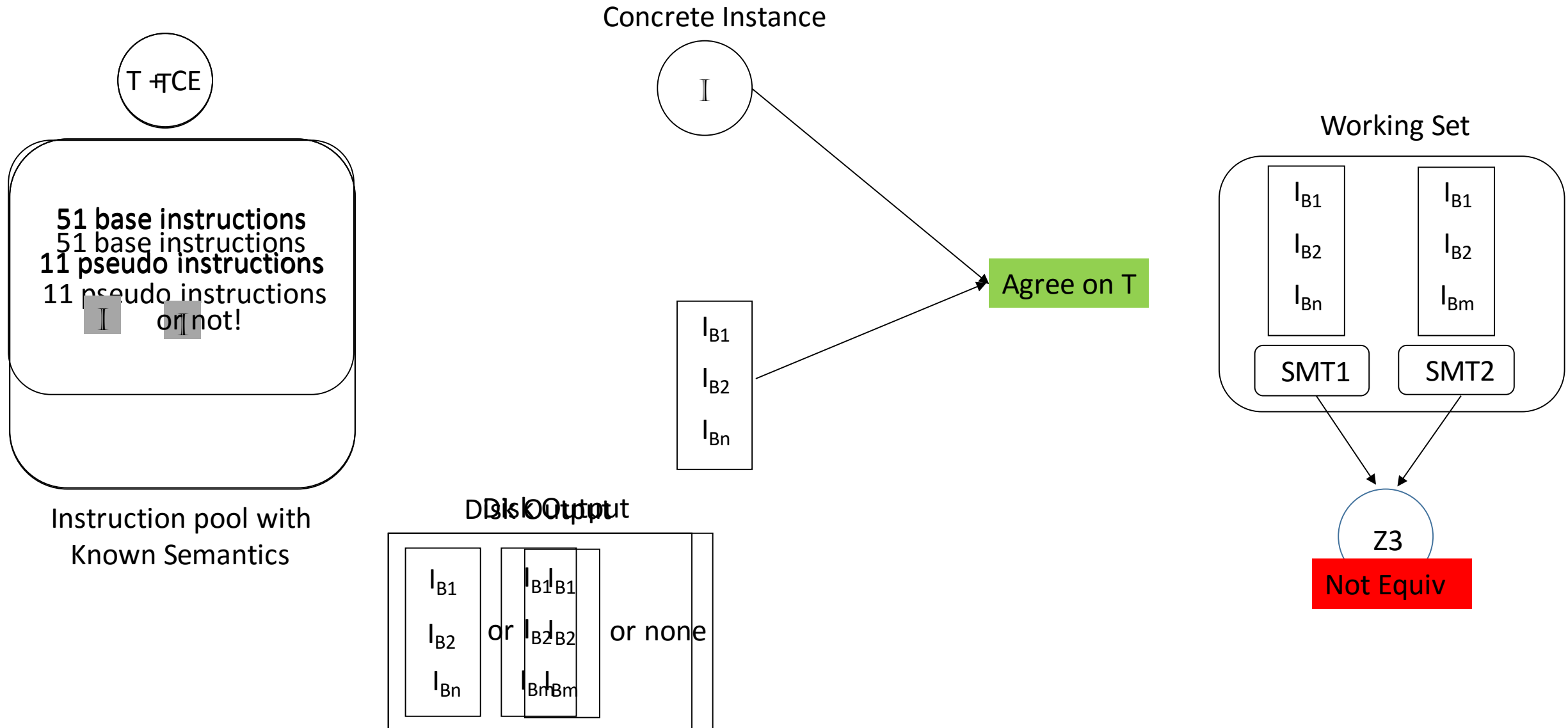
Registers	64 bit	32bit	16 bit	Upper 8	Lower 8
Concrete	<code>%rax</code> <code>%rbx</code> <code>%rcx</code>	<code>%eax</code> <code>%ebx</code> <code>%ecx</code>	<code>%ax</code> <code>%bx</code> <code>%cx</code>	<code>%ah</code> <code>%bh</code> <code>%ch</code>	<code>%al</code> <code>%bl</code> <code>%cl</code>
Generic names	r64	r32	r16	rh	r8

Generic instruction (CODE): `incb r8`  
Concrete Instruction or an instance  
of above: `incb %bl`

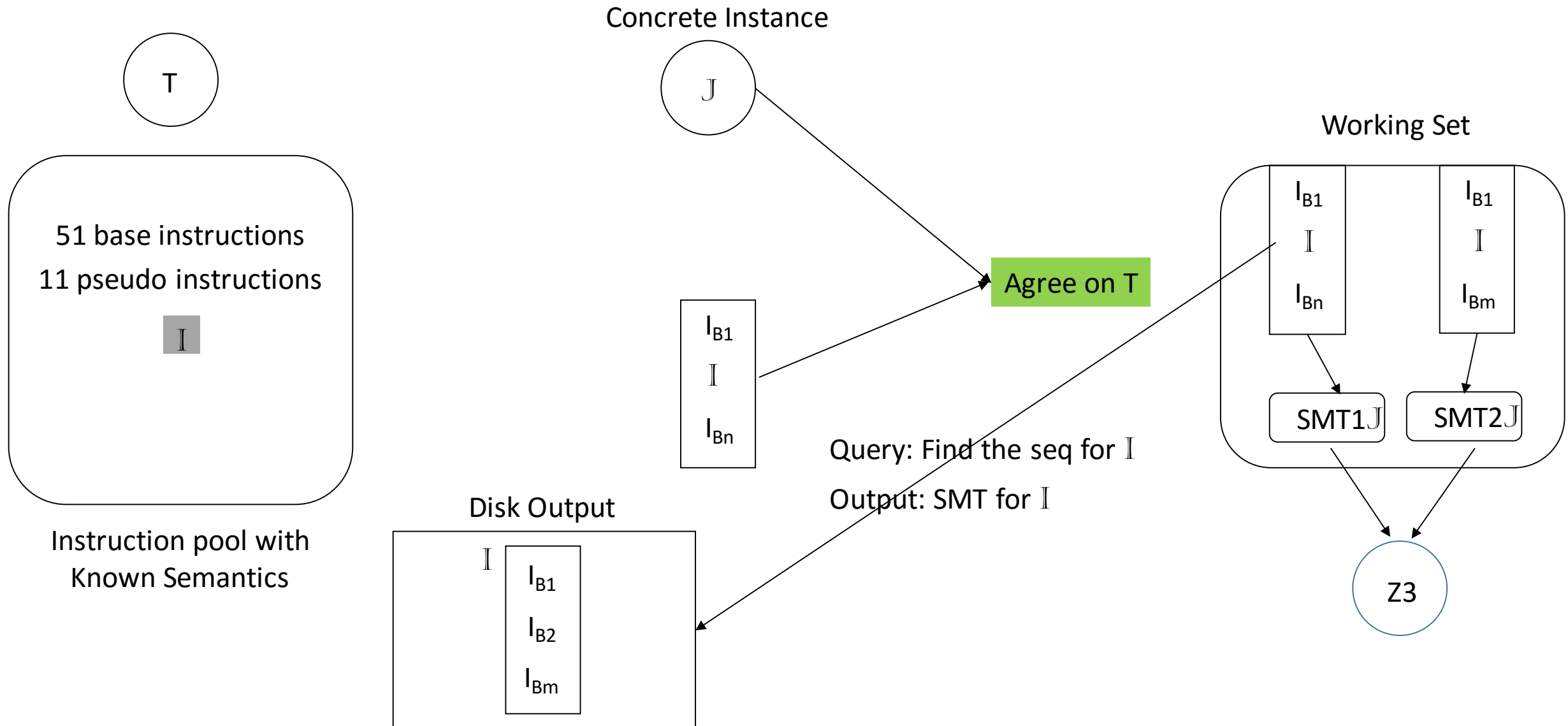
# Stratified Synthesis (Stratum 0 instruction I)



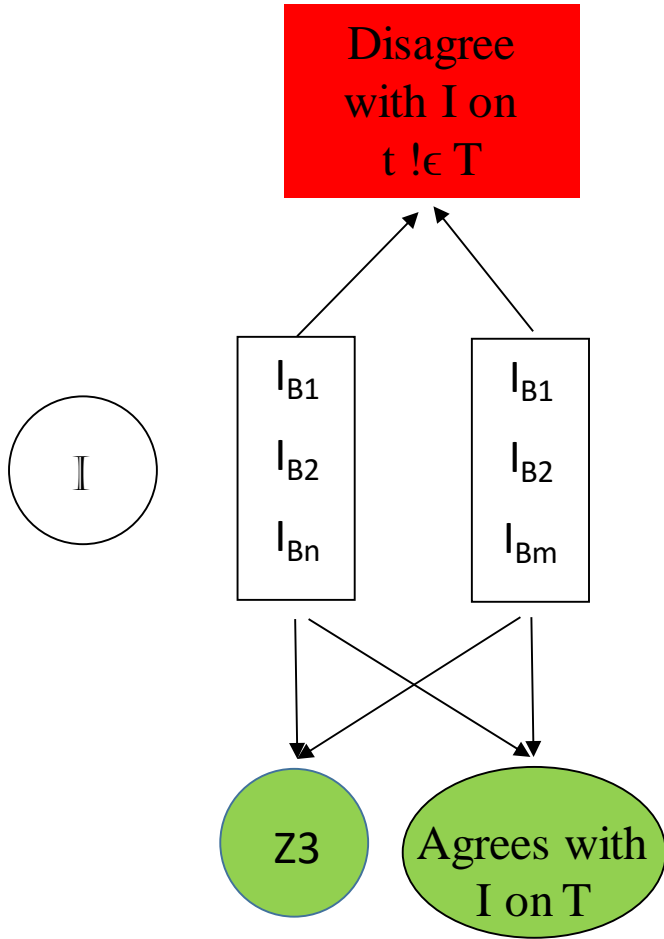
# Stratified Synthesis (Stratum 0 instruction I)



# Stratified Synthesis (Stratum 1 instruction J)



# Strata's Correctness guarantee



- Proving equivalence with the hand – written formulas in Stoke.
- In case of discrepancy, always the stratified formulas are proven correct either by consulting manuals or by testing on real inputs.

# Output of strata

Concrete instruction(CI): **addq %rcx %rbx**

orq %rbx, %rbx       # CODE=orq\_r64\_r64  
adcq %rcx, %rbx       # CODE=adcq\_r64\_r64

Instruction sequence (  $IS_{CI}$  )

%rbx :  $(0x0_1 \circ \%rcx + 0x0_1 \circ \%rbx)[63:0]$

%cf :  $(0x0_1 \circ \%rcx + 0x0_1 \circ \%rbx)[64:64] = 0x1_1$

%zf :  $(0x0_1 \circ \%rcx + 0x0_1 \circ \%rbx)[63:0] = 0x0_{64}$

%sf :  $(0x0_1 \circ \%rcx + 0x0_1 \circ \%rbx)[63:63] = 0x1_1$

Bitvector Formula

%rbx :  $(\text{plus}(\text{concat} \langle 0x0 | 1 \rangle \langle \%rcx | 64 \rangle) (\text{concat} \langle 0x0 | 1 \rangle \langle \%rbx | 64 \rangle))[63:0]$

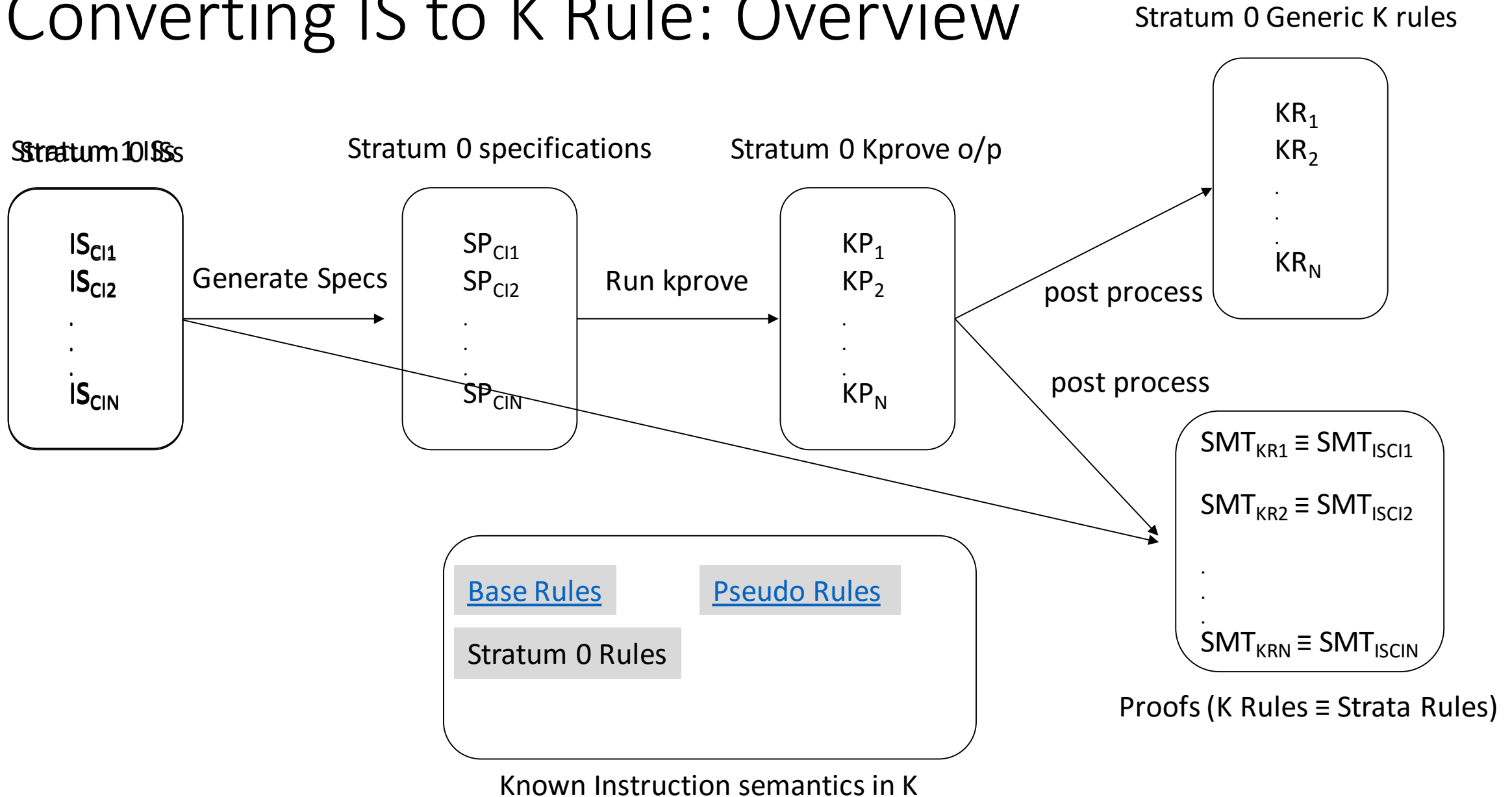
%cf :  $(= (\text{plus}(\text{concat} \langle 0x0 | 1 \rangle \langle \%rcx | 64 \rangle) (\text{concat} \langle 0x0 | 1 \rangle \langle \%rbx | 64 \rangle))[64:64] \langle 0x1 | 1 \rangle)$

%zf :  $(= (\text{plus}(\text{concat} \langle 0x0 | 1 \rangle \langle \%rcx | 64 \rangle) (\text{concat} \langle 0x0 | 1 \rangle \langle \%rbx | 64 \rangle))[63:0] \langle 0x0 | 64 \rangle)$

%sf :  $(= (\text{plus}(\text{concat} \langle 0x0 | 1 \rangle \langle \%rcx | 64 \rangle) (\text{concat} \langle 0x0 | 1 \rangle \langle \%rbx | 64 \rangle))[63:63] \langle 0x1 | 1 \rangle)$

$SMT_{ISCI}$

# Converting IS to K Rule: Overview





# Converting IS to K Rule: Demo

- Generating Spec file from a concrete instruction sequence
- Symbolically execute that spec file
- Infer generic K rule.

# Challenges

- The synthesized sequences agree with the target instruction only on the target's write set
  - I: Registers not in the read/write set might get clobbered ([after](#) [before](#) [spec](#) [after](#))
  - II: Registers exclusively in read set might get clobbered
  - III: Sub-registers not in write set might get clobbered. ([Spec](#), [K rule](#))
- The generated rules could be extremely complex and huge, which in turn slow down further symbolic execution.
  - Use [simplification lemmas](#). ( [after](#) [before](#) [after](#) )

# Simplification lemmas (~30)

- $BV[I:J] \circ BV[J:K] \Rightarrow BV[I:K]$
- $BV[0 : \text{bitwidth}(BV)-1] \Rightarrow BV$
- $(BV1[0:63] \circ BV2[0:63])[0:31] \Rightarrow BV2[0:31]$
- $(BV1[0:63] \circ BV2[0:63])[64:96] \Rightarrow BV1[0:31]$
- $(BV1[0:63] \circ BV2[0:63])[32:96] \Rightarrow (BV1[0:31] \circ BV2[32:63])$
- $(BV[32:63])[0:8] \Rightarrow BV[32:39]$
- $(BV1 \text{ boolOp } BV2)[I:J] \Rightarrow BV1[I:J] \& BV2[I:J]$
- $(\text{cond ? } BV1:BV2)[I:J] \Rightarrow (\text{cond ? } BV1[I:J]:BV2[I:J])$
- $BV \circ (\text{cond ? } BV2 : BV3) \Rightarrow (\text{cond ? } BV \circ BV1: BV \circ BV2)$
- $(\text{cond ? } BV1 : BV2) \text{ binOp } (\text{cond ? } BV3 : BV4) \Rightarrow (\text{cond ? } BV1 \text{ binOp } BV3 : BV2 \text{ binOp } BV4)$

# Proving K Rules $\equiv$ Strata Rules

## Motivation & Demo

- To expose flaws in strata's symbolic engine's.
  - Upon discrepancy we can use the counter example to test which one is right.
- To gain the same confidence in K rules as we have in strata.
- Verified simplification of K rules. (eg. vmovmskpd\_r32\_xmm )
- Examples: ( eg. x86-cmovnll\_r32\_r32, vpmovsxwq\_ymm\_ymm )

## Case study when z3 says "failed to prove"

- [z3EquivFormulas/x86-shlq\\_r64\\_cl.py](#)
- Help fixing a bug in K rule.

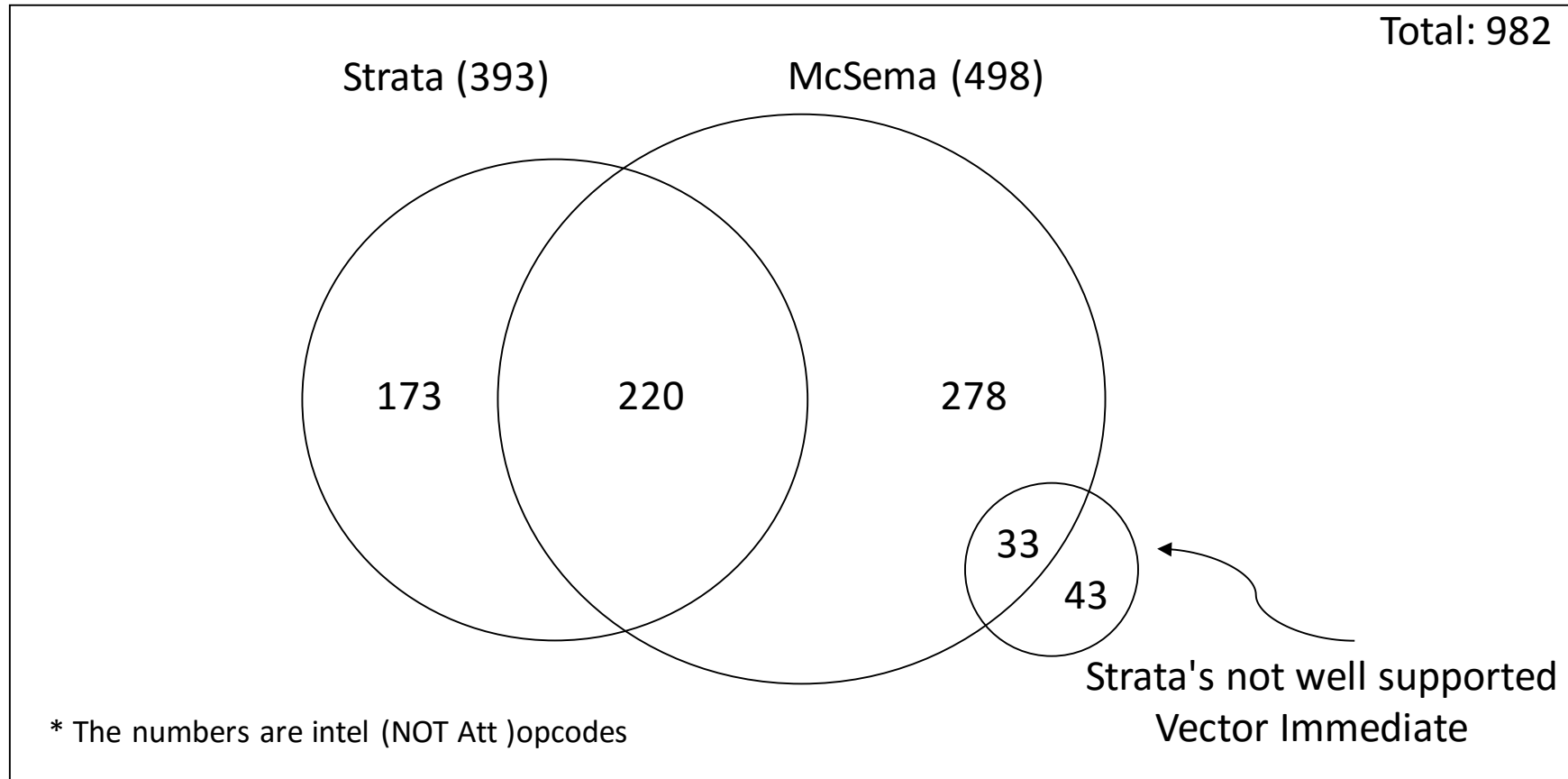
# Proving K Rules $\equiv$ Strata Rules : Limitations

- For proving equivalence of floating point instruction variants we need to use UIFs. (eg. x86-vfmadd132sd\_xmm\_xmm\_xmm.py)
- Although the operational semantics have the more precise semantics (as they don't have UIFs), but we cannot verify them. But can test!

# K Rules Vs Strata Rules

- The formal specification of vector instruction in K are more precise:  
Does not contain UIFs.
- K rules are executable, so are strata's instruction sequences ( after pretending/ appending the save/restore code for scratchpad registers)

# Opcode support (Strata Vs McSema)



# Going forward

- Borrowing semantics from McSema !
  - Borrow Candidates:
    - Not well supported vector immediate (33)
    - McSema only supported instructions (278)
  - How?
    - We have the LLVM's base instruction semantics (like the semantics for *gptr*, *bitcast*, etc)
    - We can run the sym-ex on LLVM instruction sequence, which at the end write symbolic values to virtual registers (which in our case are the hardware registers or flags)
- Extend stratification instead!
  - Improve base instruction
  - Better heuristics to guide search.
- Generalize the K rules to Immediate (already done) & Memory (TBD).