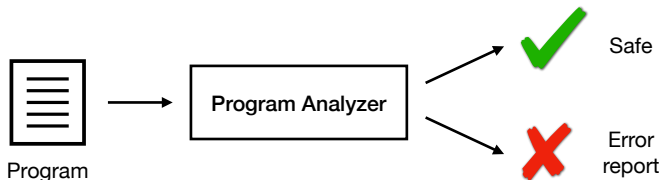


EC3204: Programming Languages and Compilers

Lecture 10 — Semantic Analysis (1) *Introduction*

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Fall 2024

Semantic Program Analysis



- Program analysis is a technology for discovering bugs or proving safety.
- Widely used to find SW vulnerabilities and bugs in the industry.
 - ▶ VCC (Microsoft), Danfy (AWS), SAGE (Microsoft), SMTChecker (Ethereum Foundation), JavaPathFinder (NASA), and many others.



Microsoft



ethereum
foundation



An Ideal Analyzer: Sound and Complete

An automatic analyzer A is ideal iff it is **sound** and **complete**.

- **Soundness:**

for every program p , $A(p, \phi) = \text{safe} \implies p$ satisfies ϕ

If p is proven to be safe by A , p is indeed safe.

(=) If p is unsafe, A must return unsafe (contrapositive).

(=) A misses no errors, i.e., A produces **no false negatives**.

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- **Completeness:**

for every program p , $A(p, \phi) = \text{safe} \iff p$ satisfies ϕ

If p is safe, A must prove its safety.

(=) If A returns unsafe, p is unsafe (contrapositive).

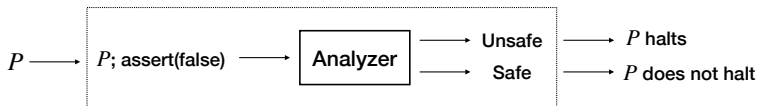
(=) A produces **no false positives**.

An ideal analyzer: No false negatives & No false positives

Hard Limit: Undecidability

We cannot have an ideal analyzer that can always produce a correct answer (safe or unsafe) for any program.

(Proof by Contradiction) Suppose exact analysis is possible. Then, we can solve the Halting problem!



Theorem (Rice Theorem)

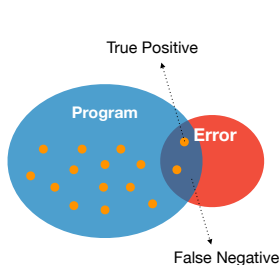
Let \mathbb{L} be a Turing-complete language. Let ϕ be a nontrivial semantic property, i.e., there are \mathbb{L} programs that satisfy ϕ and \mathbb{L} programs that do not satisfy ϕ . There exists no algorithm A such that

for every program $p \in \mathbb{L}$, $A(p, \phi) = \text{true} \iff p \text{ satisfies } \phi$.

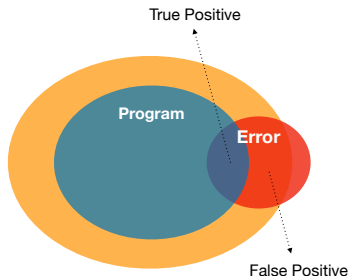
Side-Stepping Undecidability via Approximation

Any automatic analyzer compromises soundness or completeness.

	Under-approximation	Over-approximation
Analysis Goal	complete but unsound	sound but incomplete
Examples	fuzzing, symbolic execution	formal verification, abstract interpretation



Under-approximation



Over-approximation

Fuzzing (Random Testing)

```
1 void testme (int x, int y) {  
2     z = 2 * y;  
3     if (z == x) {  
4         if (x > y + 10) {  
5             /* some error */  
6         }  
7     }
```

Suppose our goal is to find an input that triggers the error at line 5.

- Q. Test cases for reaching line 5?
 - ▶
- Q. Success probability of random testing? (assume $0 \leq x, y \leq 100$)
 - ▶

Fuzzing (Random Testing)

```
1 void testme (int x, int y) {  
2     z = 2 * y;  
3     if (z == x) { /* x = 2 * y */  
4         if (x > y + 10) { /* y > 10 */  
5             /* some error */  
6         }  
7     }
```

Suppose our goal is to find an input that triggers the error at line 5.

- Q. Test cases for reaching line 5?
 - ▶ $(x,y) : (22, 11), (24, 12), \dots, (100, 50)$
- Q. Success probability of random testing? (assume $0 \leq x, y \leq 100$)
 - ▶ 0.04%

Symbolic Execution

Testing methods that analyze program behavior based on logical formulas.

```
1 void testme (int x, int y) {  
2     z = 2 * y;  
3     if (z == x) {  
4         if (x > y + 10) {  
5             /* some error */  
6         }  
7     }
```

- 1 Generate the constraint (α, β : symbolic inputs for x and y).

$$(x = \alpha) \wedge (y = \beta) \wedge (z = 2 * y) \wedge (z = x) \wedge (x > y + 10)$$

- 2 Solve the constraint using an SMT solver.¹

$$[x \mapsto 22, y \mapsto 11, z \mapsto 22, \underline{\alpha \mapsto 22, \beta \mapsto 11}]$$

¹E.g., Z3 – <https://github.com/Z3Prover/z3>

Symbolic execution with **invariant inference**.

```
1  @pre:  $n \geq 0$  /* precondition: assumed to be true at the entry */
2  @post:  $j = n$  /* postcondition: expected to be true at the exit */
3  void testme (int  $n$ ) {
4      int  $i := 0$ ;
5      int  $j := 0$ ;
6      while ( $i \neq n$ ) {
7           $i := i + 1$ ;
8           $j := j + 1$ ;
9      }
10     return;
11 }
```

- Fuzzing and symbolic execution cannot prove the postcondition.
- To prove it, we must compute the **loop invariant** that summarizes the behavior of infinite iterations.

$$\underline{i = j} \wedge i = n \rightarrow j = n$$

Verification Challenge: Invariant Inference

```
1  @pre:  $\top$ 
2  @post:  $\text{sorted}(rv, 0, |rv| - 1)$ 
3  bool BubbleSort (int  $a[]$ ) {
4    int[]  $a := a_0$ ;
5    @ $L_1 : \left\{ \begin{array}{l} -1 \leq i < |a| \\ \wedge \text{partitioned}(a, 0, i, i + 1, |a| - 1) \\ \wedge \text{sorted}(a, i, |a| - 1) \end{array} \right\}$ 
6    for (int  $i := |a| - 1$ ;  $i > 0$ ;  $i := i - 1$ ) {
7      @ $L_2 : \left\{ \begin{array}{l} 1 \leq i < |a| \wedge 0 \leq j \leq i \\ \wedge \text{partitioned}(a, 0, i, i + 1, |a| - 1) \\ \wedge \text{partitioned}(a, 0, j - 1, j, j) \\ \wedge \text{sorted}(a, i, |a| - 1) \end{array} \right\}$ 
8      for (int  $j := 0$ ;  $j < i$ ;  $j := j + 1$ ) {
9        if ( $a[j] > a[j + 1]$ ) {
10          int  $t := a[j]$ ;
11           $a[j] := a[j + 1]$ ;
12           $a[j + 1] := t$ ;
13        }
14      }
15    }
16    return  $a$ ;
17 }
```

$\text{sorted}(a, l, u) \iff \forall i, j. l \leq i \leq j \leq u \rightarrow a[i] \leq a[j]$

$\text{partitioned}(a, l_1, u_1, l_2, u_2) \iff$

$\forall i, j. l_1 \leq i \leq u_1 < l_2 \leq j \leq u_2 \rightarrow a[i] \leq a[j]$

Abstract Interpretation

Execute the program with abstract inputs.

```
1 void testme (int x) {  
2     y = x * 12 + 9 * 11;  
3     assert (y % 2 == 1); /* Goal: prove the safety */  
4 }
```

- Underapproximation-based approaches cannot prove the safety.
- Verification approaches can prove the safety, but exact symbolic encoding on realistic programs is too expensive.
- We can prove the assertion using more lightweight reasoning.

even number + odd number = odd number

Abstract Interpretation

Of course, abstract interpretation is not a panacea.

```
1 void testme (int x) {  
2     y = x;  
3     y = y + x + 1;  
4     assert (y % 2 == 1); /* false alarm */  
5 }
```

any number + any number + odd number = any number

Summary

- Achieving an *ideal* analyzer is undecidable, i.e., impossible.
- Principles of program analysis: approximate behavior.

	Under-approximation	Over-approximation
Analysis Goal	complete but unsound	sound but incomplete
Examples	fuzzing, symbolic execution	formal verification, abstract interpretation

- In this course, we will focus on **abstract interpretation**, as it is arguably the most common and cost-effective approach in compilers.
- If you are interested in other analysis approaches, consider joining our lab or taking my Software Engineering course.