

# Shifting Left with Static Analysis

17-313: Foundations of Software Engineering

<https://cmu-313.github.io>

Michael Hilton and **Josh Sunshine**  
Spring 2026

# Smoking Section

- Last full row



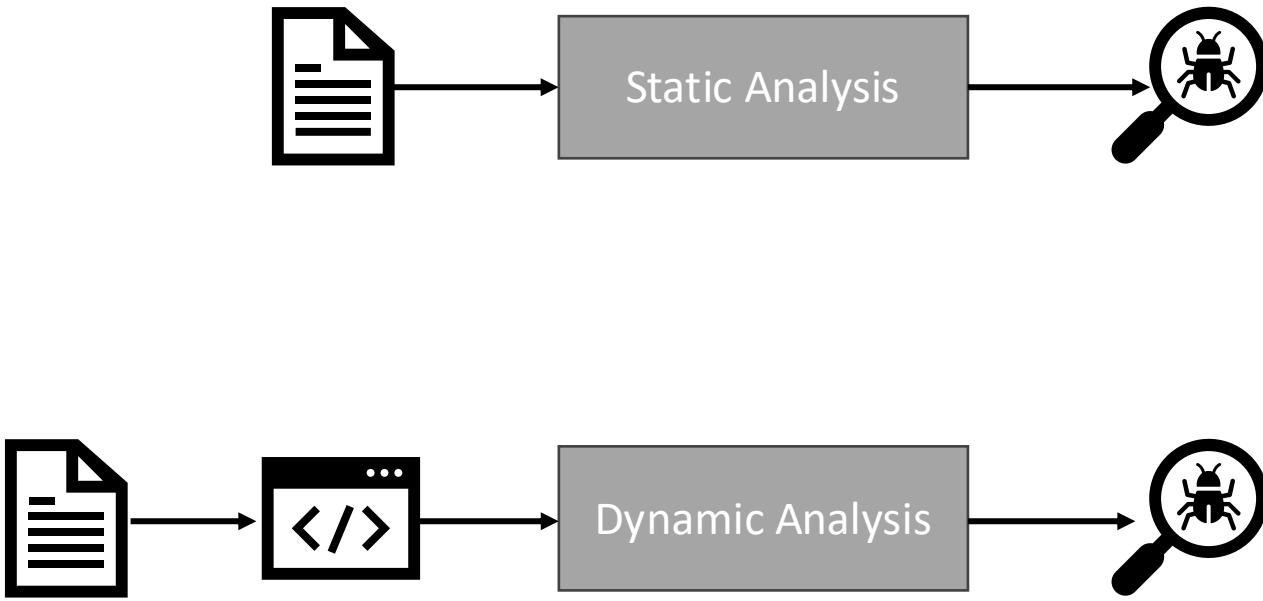
# Course Announcements

- Midterm review session
  - Monday, February 23 @ 7pm
  - GHC 4401 (Rashid)
- Midterm
  - Thursday, February 26
  - If you need a disability accommodation, please schedule with ODR immediately.
- Project 2C due ~~Thursday, February 26~~ Friday, February 27

# Learning Goals

- Understand static vs. dynamic analysis
- Recognize the strengths and limitations of static analysis
- Understand how static analysis is used to shift left and build systems faster and more confidently
- Explore techniques from linters to deep analyzers

# What are Program Analysis Tools?

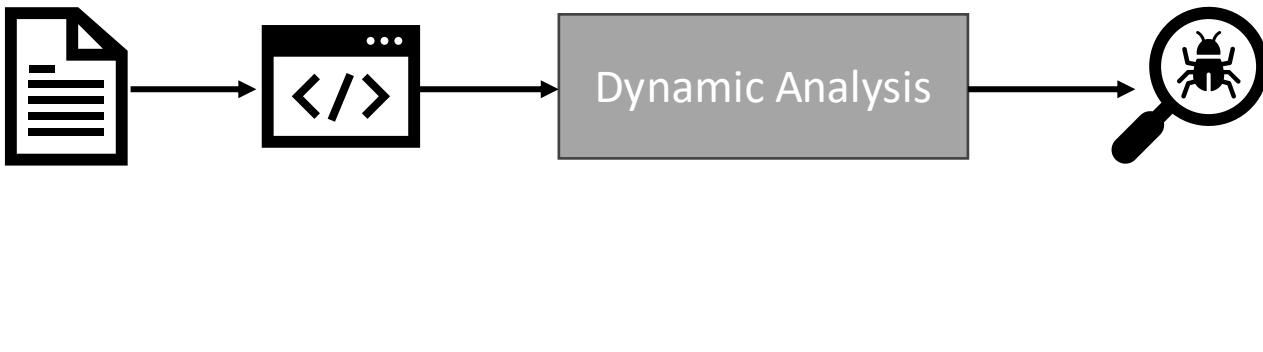


```
src/controllers/accounts/posts.js
...
136 -     },
137 -     },
138 -     },
139 -     },
140 -     },
141 -     };

postsController.getBookmarks = async function (req, res, next) {
    await getPostsFromUserSet('account/bookmarks', req, res, next);
}

This function expects 3 arguments, but 4 were provided.

142 -
143 -
144 -
145 -
146 - }
```



```
COVERALLS
...
66 Auth.reloadRoutes = async function (params) {
67     loginStrategies.length = 0;
68     const { router } = params;
69
70     // Local Logins
71     if (plugins.hooks.hasListeners('action:auth.overrideLogin')) {
72         winston.warn('[authentication] Login override detected, skipping local login strategy.');
73         plugins.hooks.fire('action:auth.overrideLogin');
74     } else {
75         passport.use(new passportLocal({ passReqToCallback: true }), controllers.authentication.localLogin);
76     }
77
78     // HTTP bearer authentication
79     passport.use('core.api', new BearerStrategy({}, Auth.verifyToken));
80
81     // Additional logins via SSO plugins
82     try {
83         loginStrategies = await plugins.hooks.fire('filter:auth.init', loginStrategies);
84     } catch (err) {
85         winston.error('[authentication] ${err.stack}');
86     }
87     loginStrategies = loginStrategies || [];
88     loginStrategies.forEach((strategy) => {
```

# What static analysis can and cannot do

- **Type-checking** is well established
  - set of data types taken by variables at any point
  - can be used to prevent type errors (e.g., Java) or warn about potential type errors (e.g., Python)
- Checking for **problematic patterns** in syntax is easy and fast
  - is there a comparison of two Java strings using `==`?
  - is there an array access `a[i]` without an enclosing bounds check for `i`?
- Reasoning about **termination** is impossible in general (halting problem)
- Reasoning about **exact values** is hard, but conservative analysis via **abstraction** is possible
  - is the bounds check before `a[i]` guaranteeing that `i` is within bounds?
  - can the divisor ever take on a zero value? be prepared for “MAYBE”
- Verifying **advanced properties** is possible but expensive
  - CI-based static analysis usually over-approximates conservatively

# **The Bad News: Rice's Theorem**

## **Every static analysis is necessarily incomplete, unsound, undecidable, or a combination thereof**

“Any nontrivial property about the language recognized by a Turing machine is undecidable.”

*Henry Gordon Rice, 1953*

# Static Analysis is well suited to detecting certain kinds of defect

- **Security:** Buffer overruns, improperly validated input ...
  - **Memory safety:** Null dereference, uninitialized data ...
  - **Resource leaks:** Memory, OS resources ...
- 
- These often rely on specific conditions and take place over long horizons (e.g., leaks). Difficult to find using traditional testing!

# Dynamic analysis reasons about executions

- Tells you properties of the program that were **definitely observed**
  - Code coverage
  - Performance profiling
  - Type profiling
  - Testing
- In practice, implemented by program instrumentation
  - Think “Automated logging”
  - Slows down execution speed by a small amount

# Static analysis has many applications

- Find bugs
- Refactor code
- Keep your code stylish!
- Identify code smells
- Measure quality
- Find usability and accessibility issues
- Identify bottlenecks and improve performance

# Static Analysis vs. Dynamic Analysis

- Requires only source code
- Conservatively reasons about all possible inputs and program paths
- Reported warnings may contain false positives
- Can report all warnings of a particular class of problems
- Advanced techniques like formal verification can prove certain complex properties, but rarely run in CI due to cost
- Requires successful build + test inputs
- Observes individual executions
- Reported problems are real, as observed by a witness input
- Can only report problems that are seen. Highly dependent on test inputs. Subject to false negatives
- Advanced techniques like symbolic execution can prove certain complex properties, but rarely run in CI due to cost

# Activity: Analyze the Python program dynamically

```
def n2s(n: int, b: int):  
    if n <= 0: return '0'  
  
    r = ''  
  
    while n > 0:  
        u = n % b  
        if u >= 10:  
            u = chr(ord('A') + u-10)  
  
        n = n // b  
        r = str(u) + r  
  
    return r  
  
print(n2s(12, 10))
```

1. What is the type of variable `u` during program execution?
2. Did the variable `u` ever contain a negative number?
3. For how many iterations did the while loop execute?
4. Was there ever be a division by zero?
5. Did the returned value ever contain a minus sign '-'?

# Activity: Analyze the Python program statically

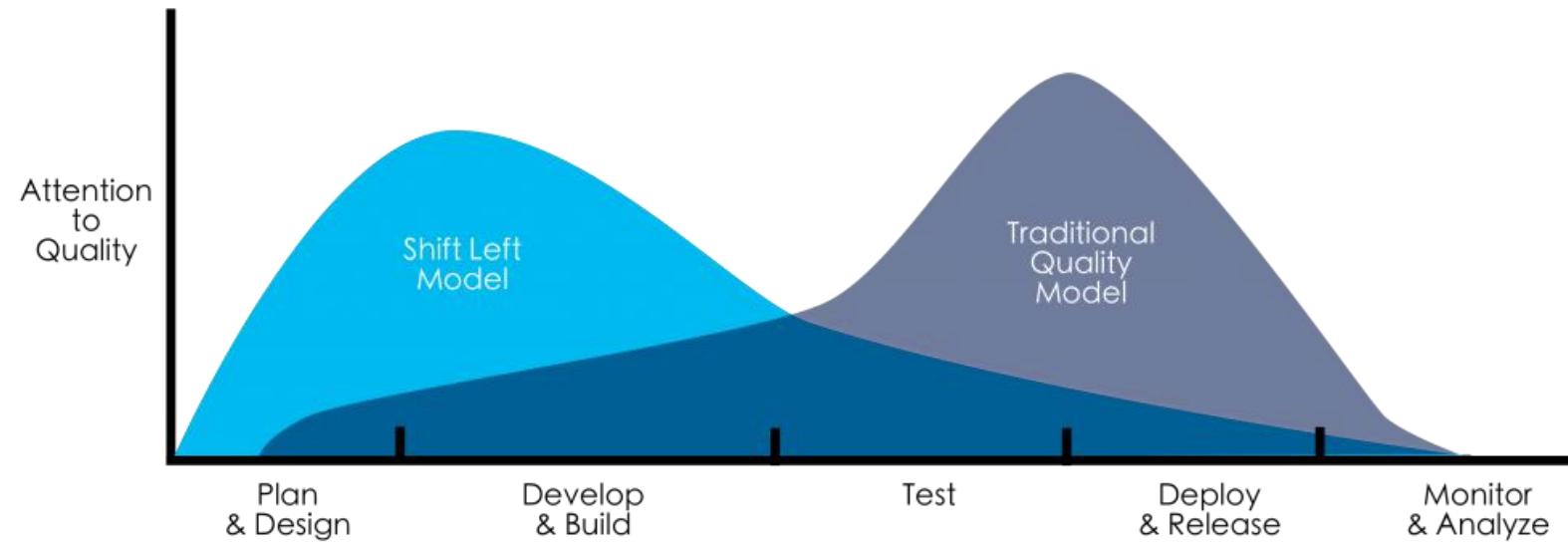
```
def n2s(n: int, b: int):  
    if n <= 0: return '0'  
    r = ""  
  
    while n > 0:  
        u = n % b  
        if u >= 10:  
            u = chr(ord('A') + u-10)  
        n = n // b  
        r = str(u) + r  
  
    return r
```

1. What is the type of variable `u`?
2. Will the variable `u` be a negative number?
3. Will this function always return a value?
4. Will the program divide by zero?
5. Will the returned value ever contain a minus sign '-'?

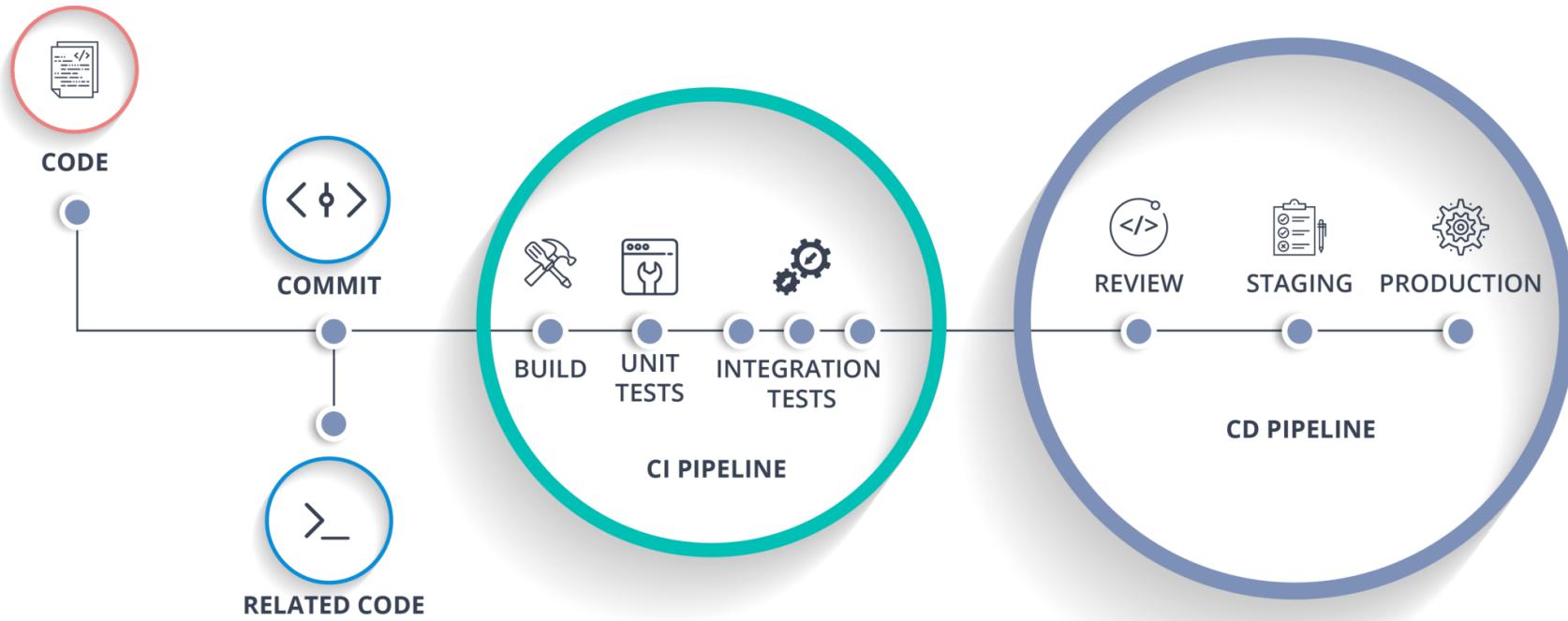
# Static Analysis

# Static Analysis is Key to Shifting Left

- Issues are cheaper and faster to rectify when discovered early
- → **Find and prevent issues as early as possible**

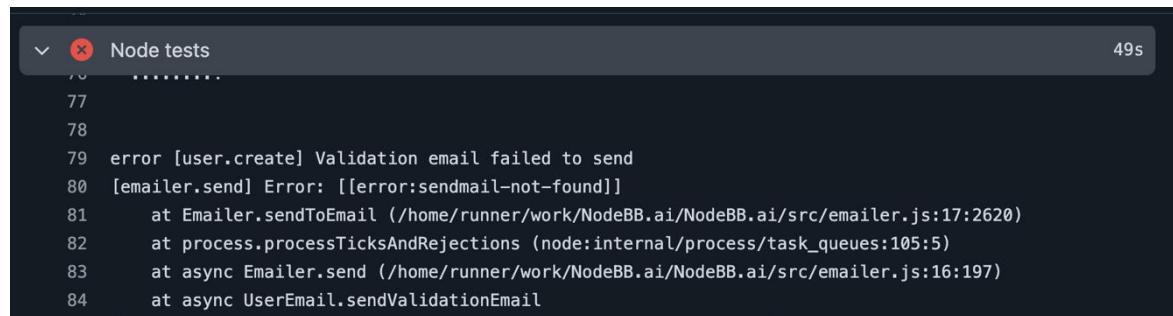


# Static Analysis is a key part of Continuous Integration



# Reflecting on NodeBB

- Did your team **accidentally merge breaking changes?**
  - e.g., missing semi-colons, incorrect variable names, ...
- How did it sneak past review?
  - you probably weren't expecting to look for small mistakes!
  - you didn't get much support from the CI setup
  - you might have been distracted by the flaky tests!



```
Node tests
49s
77
78
79   error [user.create] Validation email failed to send
80   [emailer.send] Error: [[error:sendmail-not-found]]
81     at Emailer.sendToEmail (/home/runner/work/NodeBB.ai/NodeBB.ai/src/emailer.js:17:2620)
82     at process.processTicksAndRejections (node:internal/process/task_queues:105:5)
83     at async Emailer.send (/home/runner/work/NodeBB.ai/NodeBB.ai/src/emailer.js:16:197)
84     at async UserEmail.sendValidationEmail
```

# Static analysis is integrated in your IDE



EXTENSIONS: MARKETPLACE		...
<input type="text" value="lint"/>	 	
 <b>ESLint</b> Integrates ESLint JavaScript into VS...	 Microsoft	⌚ 21ms
 <b>C/C++ Advanced Lint</b> An advanced, modern, static analysi...	Joseph Benden	⌚ 674K ★ 3 

```
1 // To enable only C++ Core Guidelines checks
2 // go to Settings/Preferences | Editor | Inspections | C/C++ | Clang-Tidy
3 // and provide: ~*,cppcoreguidelines-* in options
4
5 void fill_pointer(int* arr, const int num) {
6     for(int i = 0; i < num; ++i) {
7         arr[i] = 0;
8     }
9 }
10
11 void fill_array(int ind) {
12     int arr[3] = {1,2,3};
13     arr[ind] = 0;
14 }
15
16 void cast_away_const(const int& magic_num)
17 {
18     const_cast<int&>(magic_num) = 42;
19 }
20
```

# Static analysis used to be an academic amusement. Now it's heavily commercialized.

Marketplace Search results

Types Apps Actions Categories API management Chat Code quality Code review Continuous integration Dependency management Deployment IDEs Learning Localization Mobile Monitoring Project management Publishing

Build on your workflow with apps that integrate with GitHub.

306 results filtered by Apps

Zube Agile project management that lets the entire team work with developers on GitHub.

WhiteSource Bolt Detect open source vulnerabilities in real time with suggested fixes for quick remediation.

Crowdin Agile localization for your projects.

Slack + GitHub Connect your code without leaving Slack.

BackHub Reliable GitHub repository backup, set up in minutes.

GitLocalize Continuous Localization for GitHub projects.

Codacy Automated code reviews to help developers ship better software, faster.

Code Climate Automated code review for technical debt and test coverage.

Semaphore Test and deploy at the push of a button.

Flapstastic Manage flaky unit tests. Click a checkbox to instantly disable any test on all branches. Works with your current test suite.

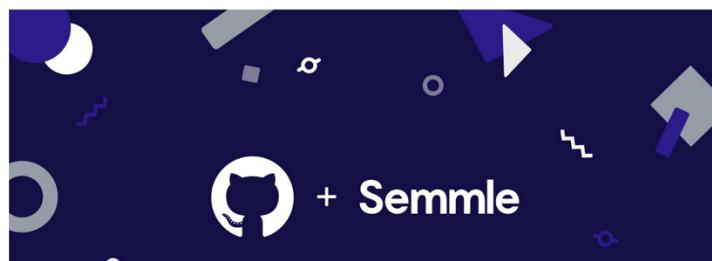
DeepScan Advanced static analysis for automatically finding runtime errors in JavaScript code.

Depfu Automated dependency updates done right.

Search for apps and actions

## GitHub acquires code analysis tool Semmle

Frederic Lardinois @fredericl / 1:30 pm EDT • September 18, 2019



Sonar Products Why Sonar Pricing Developers Resources Company Start for

NEW SonarQube Advanced Security

## Vibe, then verify

Sonar helps development teams fuel AI-enabled development and build trust into every line of code.

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Security	20 Open Issues	E
Reliability	47 Open Issues	D
Maintainability	389 Open Issues	A
Accepted issues	0	G
Coverage	0.0%	O
Duplications	10.9%	R



News

## Snyk Secures \$150M, Snags \$1B Valuation

Sydney Sawaya | Associate Editor January 21, 2020 1:12 PM

Share this article:



Snyk, a developer-focused security startup that identifies vulnerabilities in open source applications, announced a \$150 million Series C funding round today. This brings the company's total investment to \$250 million alongside reports that put the company's valuation at more than \$1 billion.



# There are lots of static analysis tools!

@ JSpecify



reviewdog



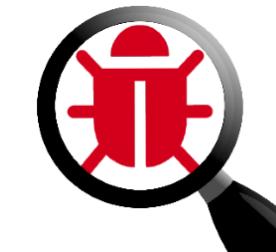
Biome



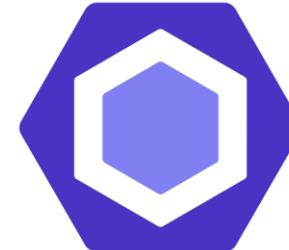
RuboCop



sonarQube



snyk



ESLint



CHECKER  
framework



# What makes a good static analysis tool?

- Static analysis should be **fast**
  - Don't hold up development velocity
  - This becomes more important as code scales
- Static analysis should report **few false positives**
  - Or developers will start to ignore warnings and alerts, and quality will decline
- Static analysis should be **continuous**
  - Should be part of your continuous integration pipeline
  - Even better: don't analyze the whole codebase; just the changes
- Static analysis should be **informative**
  - Messages that help the developer to quickly locate and address the issue
  - Ideally, it should suggest or automatically apply fixes

# Static Analysis: Broad Classification

- Formatting Linters
  - Shallow syntax analysis for enforcing code styles and formatting
- Pattern-Based Linters (“bug detectors”)
  - Simple syntax or API-based rules for identifying common programming mistakes or violations of best practice
- Type-Based Analysis
  - Check conformance to user-defined types
  - Types can be complex (e.g., “Nullable”)
- Data-Flow Analysis / Abstract Interpretation (Value Analysis)
  - Deep program analysis to find complex error conditions
  - e.g., “can array index be out of bounds?”

# Today

- Formatting Linters
- Pattern-Based Linters
- Type-Based Analysis
- Value Analysis (Data Flow & Abstract Interpretation)
- Analysis for Everything Else

# Today

- **Formatting Linters**
- Pattern-Based Linters
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- Analysis for Everything Else

# Linters: *Cheap, fast, and lightweight static source analysis*





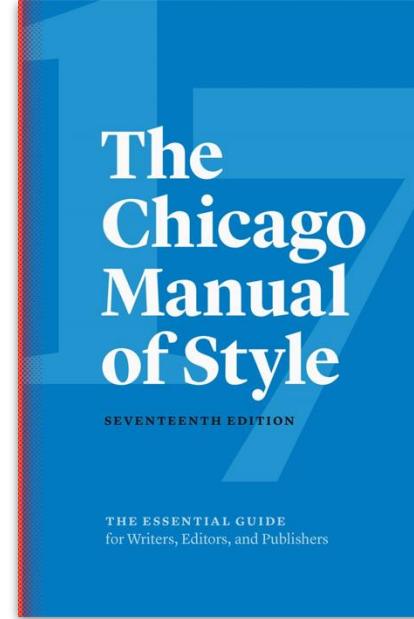
# Formatting Linters use shallow static analysis to enforce formatting rules

- Ensure proper indentation
- Naming convention
- Line sizes
- Class nesting
- Documenting public functions
- Parenthesis around expressions
- What else?

# Style guidelines help to facilitate communication

The screenshot shows the Python Style Guide (PEP 8) page. It includes the PEP 8 document itself, which defines style conventions for Python code. Below the document is a table of contents and a section on what's in the document. A sidebar on the right contains tweets from the Python Software Foundation (@ThePSF) and the Python Developers Survey 2020.

The screenshot shows the Rust Style Guidelines page. It includes a note that the guidelines are preliminary, a section on guideline statuses, and a section on guideline stabilization. It also includes a 'What's in this document' section and a note about RFC status.



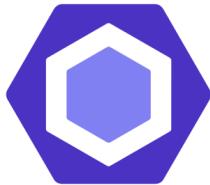
The screenshot shows the Airbnb JavaScript Style Guide GitHub repository. It includes the README, code of conduct, MIT license, and security sections. At the bottom, there is a table of contents and a note that the guide is available in other languages.

Guidelines are inherently opinionated, but **consistency** is the important point.  
Agree to a set of conventions and stick to them.

<https://www.chicagomanualofstyle.org/> | <https://google.github.io/styleguide/> | <https://www.python.org/dev/peps/pep-0008> | <https://github.com/airbnb/javascript>

# Use linters to enforce style guidelines

Don't rely on manual inspection during code review! Even better, automatically apply the tool on save or commit.



ESLint



Prettier



# Use linters to improve maintainability

- Why? **We spend more time reading code than writing it**
  - Various estimates of the exact %, some as high as 80%
- Code ownership is usually shared
- The original owner of some code may move on
- Code conventions make it easier for other developers to quickly understand your code

# Today

- Formatting Linters
- **Pattern-Based Linters**
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# Pattern-Based Analysis evaluates program syntax against a set of rules

- Matches **syntactic patterns** (via abstract syntax tree) to identify likely mistakes and API misuses
  - Good at finding use of disallowed and deprecated APIs, dangerous language features, and obvious mistakes
- Provides fast, **best effort** bug finding when used appropriately
  - Can only find issues for which there is a corresponding rule / pattern
  - Some issues may incorrectly trigger in benign cases (false positives)
  - Saves time during code review by checking for common mistakes

# Pattern-Based Analysis for JS/TS



- De facto standard for pattern-based checks in JavaScript and TypeScript. Integrates with editors (e.g., VS Code) out of the box
  - “npm run lint” usually involves ESLint
- Provides **rules** that check for mistakes and enforce best practices
  - Correctness Rules (“Possible Problems”) look for logic errors
  - Suggestion Rules enforce best practices and clean code
- Automatically fixes the code for certain rule violations (--fix)
  - by applying a deterministic, syntactic rewrite rule (no LLMs!)

# What's the problem in this code?

```
setTimeout("doThing()", 100);
setInterval("x = x + 1", 1000);
setInterval(callbackStr, 500);
const f = new Function("a", "b", "return a + b");
```

# Correctness Rule: no-implied-eval

- Identifies implicit evaluation of strings as code
  - equivalent to eval — a major security and reliability risk!
  - stringified code escapes static analysis; may crash or cause problems
  - user-provided strings open up the potential for remote code execution

```
// Bad: string evaluated as code
setTimeout("doThing()", 100);
setInterval("x = x + 1", 1000);
const f = new Function("a", "b", "return a + b");
```

```
// Good: pass functions/closures
setTimeout(() => doThing(), 100);
setInterval(() => { x = x + 1; }, 1000);
function add(a, b) { return a + b; }
```

# Suggested Rule: (no) “Yoda”

- Yoda condition flip operands
  - Pro Yoda: it's impossible to accidentally use “=”
  - Anti Yoda: it makes the code harder to read



// Yoda style  
if ("red" === color) { /\* ... \*/ }

// Preferred  
if (color === "red") { /\* ... \*/ }

# ESLint can be extended with plugins

- To find more code quality issues
  - [depend](#), [SonarJS](#), [Unicorn](#), ...
- To scan different languages
  - [SQL](#), [HTML](#), [JSON](#), [YAML](#), ...
- To identify issues with frameworks
  - [React](#), [Angular](#), [Vue](#), ...
- To identify issues with libraries
  - [JSDoc](#), [jQuery](#), [RequireJS](#), ...

The screenshot shows a GitHub repository page for "Awesome ESLint". The page has a dark theme. At the top, there are links for "README", "Contributing", and "CC0-1.0 license". Below that, the title "Awesome ESLint" is displayed with an "awesome" badge. A note says "A list of awesome ESLint configs, plugins, etc." and "If you want to contribute, please read the [contribution guidelines](#)". On the right side, there is a large hexagonal icon. The main content area is titled "Contents" and lists various categories of ESLint configurations and tools, each with a corresponding link:

- [Configs](#)
  - [Configs by Well-Known Companies/Organizations](#)
  - [Other Prominent Configs \(100 stars or so\)](#)
  - [Other Configs](#)
- [Preconfigured Configs with ESLint Set up](#)
- [Plugins](#)
  - [Code Quality](#)
  - [Compatibility](#)
  - [CSS in JS](#)
  - [Deprecation](#)
  - [Embedded](#)
  - [Frameworks](#)
  - [Languages and Environments](#)
  - [Libraries](#)
  - [Misc](#)
  - [Practices and Specific ES Features](#)
  - [Performance](#)
  - [Security](#)
  - [Style](#)
  - [Testing Tools](#)
- [Parsers](#)

# Challenges with pattern-based analysis

- The analysis must produce few or (better yet) zero false positives
  - Otherwise, developers won't be able to build the code!
- The analysis needs to be really fast
  - Ideally < 100 ms
  - If it takes longer, developers will become irritated and lose productivity
  - Practically, this means the analysis needs to focus on "shallow" bugs rather than verifying some complex logic spanning multiple functions/classes
- You can't just "turn on" a particular check
  - Every instance where that check fails will prevent existing code from building
  - There could be thousands of violations for a single check across large codebases

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- **Type-Based Analysis**
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# Can you spot the bug?

```
// $ ./prog 5 helloWorld
// hello

int main(int c, char **v) { // prints first N characters of string
    if (c < 3) return 1;
    int n = atoi(v[1]);
    char buf[8];
    if (n < sizeof buf) {
        memcpy(buf, v[2], n);
    }
    buf[n] = '\0';
    puts(buf);
}
```

# Can you spot the bug?

```
// $ ./prog 5 helloWorld
// hello

int main(int c, char **v) { // prints first N characters of string
    if (c < 3) return 1;
    int n = atoi(v[1]);
    char buf[8];
    if (n < sizeof buf) {          // negative values are allowed
        memcpy(buf, v[2], n);      // n is promoted to size_t; becomes huge number!
    }
    buf[n] = '\0';
    puts(buf);
}
```

# Can you spot the bug?

```
// $ ./prog 5 helloWorld
// hello

int main(int c, char **v) { // prints first N characters of string
    if (c < 3) return 1;
    int n = atoi(v[1]);
    char buf[8];
    if (n < sizeof buf) {
        memcpy(buf, v[2], n);
    }
    buf[n] = '\0';           // undefined behavior for n < 0!
    puts(buf);
}
```

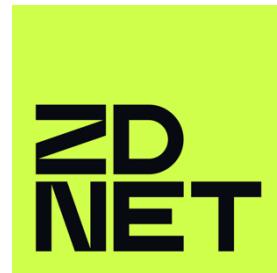
# Microsoft: 70 percent of all security bugs are memory safety issues

Percentage of memory safety issues has been hovering at 70 percent for the past 12 years.



Written by **Catalin Cimpanu**, Contributor

Feb. 11, 2019 at 7:48 a.m. PT

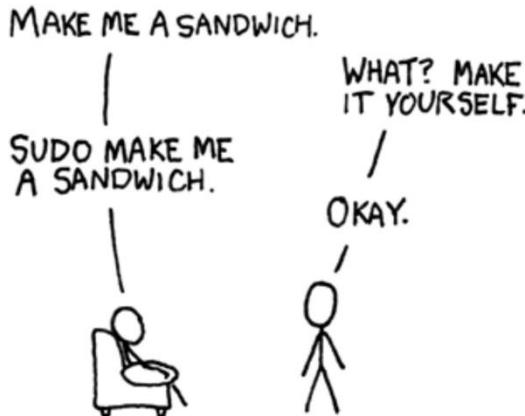


## Serious flaw that lurked in sudo for 9 years hands over root privileges

Flaw affecting selected sudo versions is easy for unprivileged users to exploit.

DAN GOODIN — FEB 4, 2020 9:07 PM

105



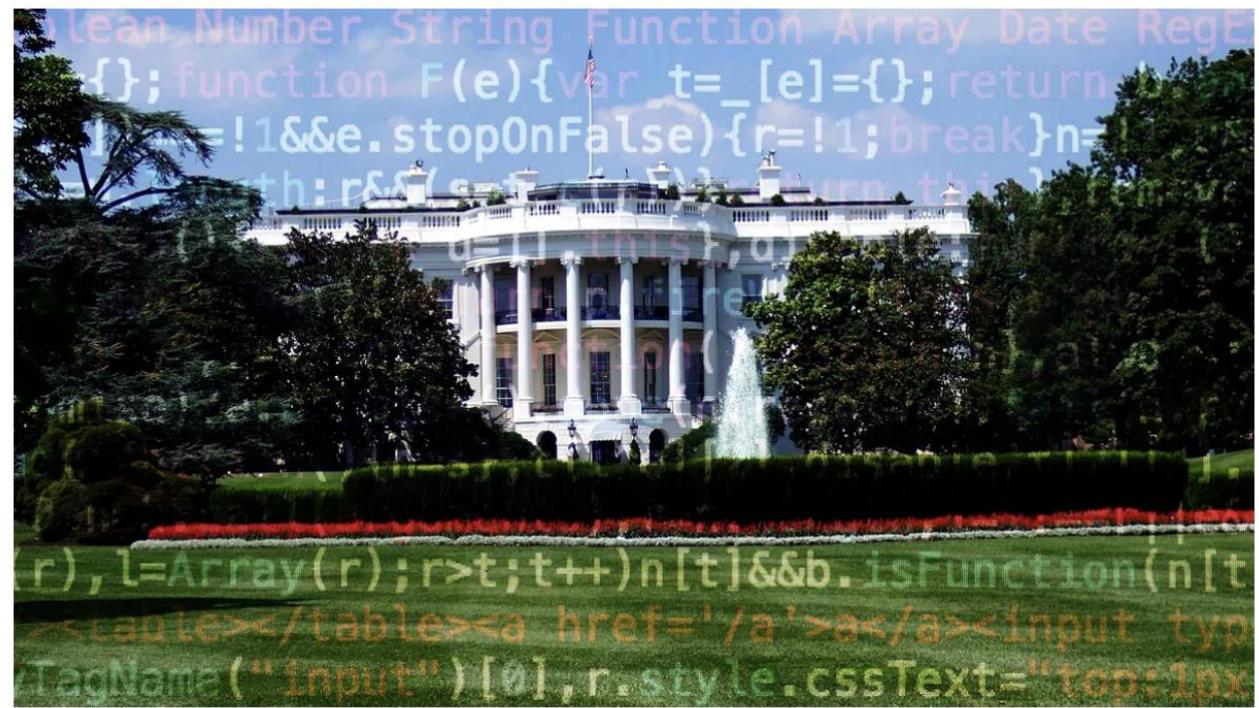
ars  
TECHNICA

# White House urges developers to avoid C and C++, use 'memory-safe' programming languages

News

By **Les Pounder** published 28 February 2024

The languages may pose a security risk when used in critical systems.



**S3D** Software and Societal Systems Department

Carnegie Mellon University



# Languages as the first line of defense

- Idea: Prevent entire classes of bugs before runtime!
  - bad programs won't compile or fail checks; errors surface in editor / CI
  - provides strong guarantees about absence of certain bugs
- Languages provide *memory safety* in different ways
  - **Compile time (no GC): Rust.** Language features (ownership, borrowing, lifetimes) prevent memory errors in safe code
  - **Managed runtimes:** E.g., JavaScript, Java, C#, Go. Relies on array bounds + garbage collection. Doesn't allow pointer arithmetic
  - **C++ with discipline:** RAII & smart pointers help to reduce leaks and eliminate use-after-free, but they are not memory safe

# Can you spot the issue?

```
function compact(arr) {  
    if (arr.length > 10)  
        return arr.trim(0, 10)  
    return arr  
}
```

# Memory-safe doesn't imply type safety

No editor warnings  
in JavaScript files

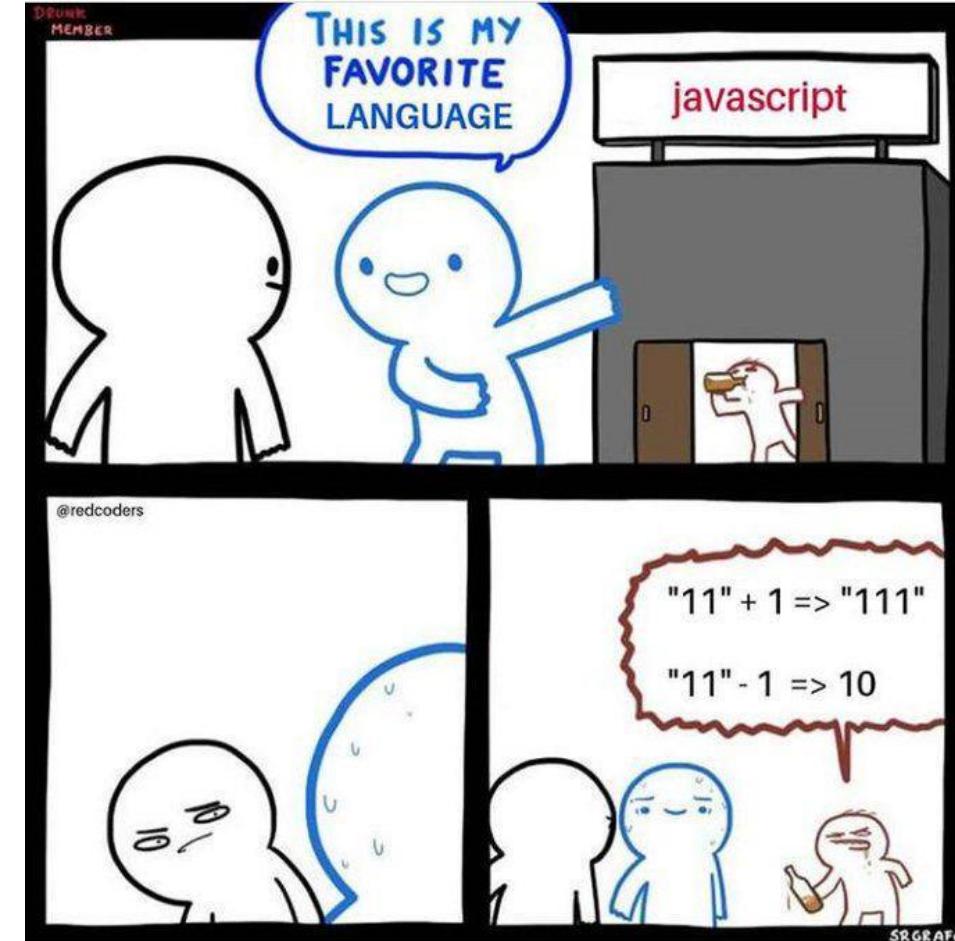
This code crashes at  
runtime!

```
function compact(arr) {  
    if orr.length > 10)  
        return arr.trim(0, 10)  
    return arr  
}
```

!! Cannot find name 'orr'.

# Memory-safe doesn't imply type safety

- Javascript is dynamically and loosely typed language
- Types are determined at runtime
  - the same variable may hold values with different types over time
- ! Type errors only show up when you run the code
  - uses aggressive type coercion to convert values for compatibility



# TypeScript: JavaScript with Types



- TypeScript is a strongly typed language
  - errors are caught before run-time!
- TypeScript is converted (“transpiled”) to JavaScript

TypeScript adds  
natural syntax for  
providing types



```
function compact(arr: string[]) {  
    if (arr.length > 10)  
        return arr.slice(0, 10)  
    return arr  
}
```

# Add Types to Existing Code via Annotations

- Add **type annotations** on top of the **existing language**
  - allows you mix and match typed and untyped code -- easier to transition

Using JSDoc to give type information

```
// @ts-check

/** @param {any[]} arr */
function compact(arr) {
  if (arr.length > 10)
    return arr.trim(0, 10)

  /**
   * JSDoc
   */
  return arr
}
```

Property 'trim' does not exist on type 'any[]'.



Now TS has found a bad call. Arrays have slice, not trim.

# Enrich Type Systems via Annotations

- We don't need to be bound to just **structural types!**
- We can use annotations to layer additional semantics on top of the base type system
  - E.g., Java Checker framework provides annotations that help to target null pointer errors, uninitialized fields, information leaks, SQL injections, incorrect physical units, bad format strings, ...
- Can guarantee the absence of certain defect classes
  - provided that code is annotated correctly



# Example: Detecting null pointer exceptions

- **@Nullable** indicates that an expression may be null
- **@NonNull** indicates that an expression must never be null
- Guarantees that expressions annotated with **@NonNull** will never evaluate to null. Forbids other expressions from being dereferenced

```
// return value  
@NonNull String toString() { ... }  
  
// parameter  
int compareTo(@NonNull String other)  
{ ... }
```

```
import org.checkerframework.checker.nullness.qual.*;
```

```
public class NullnessExampleWithWarnings {
```

```
    public void example() {
```

```
        @NonNull String foo = "foo";
```

```
        String bar = null;
```

```
        foo = bar;
```

```
        println(foo.length());
```

```
}
```

```
}
```

@Nullable is applied by default

Error: [assignment.type.incompatible] incompatible types in assignment.  
found : @Initialized @Nullable String  
required: @UnknownInitialization @NonNull String

```
import org.checkerframework.checker.nullness.qual.*;  
  
public class NullnessExampleWithWarnings {  
    public void example() {  
        @NonNull String foo = "foo";  
        String bar = null; // @Nullable  
        if (bar != null) {  
            foo = bar;  
        }  
        println(foo.length());  
    }  
}
```

bar is refined to  
@NonNull

# Another example: Units Checker

- Guarantees operations are physically meaningful and use same kind and units
- Kind annotations
  - @Acceleration, @Angle, @Area, @Current, @Length, @Luminance, @Mass, @Speed, @Substance, @Temperature, @Time
- SI unit annotation
  - @m, @km, @mm, @kg, @mPERs, @mPERs2, @radians, @degrees, @A, ...





## Remember the Mars Climate Orbiter incident from 1999?

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## When NASA Lost a Spacecraft Due to a Metric Math Mistake



WRITTEN BY Ajay Harish UPDATED ON March 10th, 2020 APPROX READING TIME 11 Minutes

Blog > CAE Hub > When NASA Lost a Spacecraft Due to a Metric Math Mistake

In September of 1999, after almost 10 months of travel to Mars, the Mars Climate Orbiter burned and broke into pieces. On a day when NASA engineers were expecting to celebrate, the ground reality turned out to be completely different, all because someone failed to use the right units, i.e., the metric units! The Scientific American Space Lab made a brief but interesting video on this very topic.

NASA'S LOST SPACECRAFT

### The Metric System and NASA's Mars Climate Orbiter

The Mars Climate Orbiter, built at a cost of \$125 million, was a 338-kilogram robotic space probe launched by NASA on December 11, 1998 to study the Martian climate, Martian atmosphere, and surface changes. In addition, its function was to act as the communications relay in the Mars Surveyor '98 program for the Mars Polar Lander. The navigation team at the Jet Propulsion Laboratory (JPL) used the metric system of millimeters and meters in its calculations, while

NASA's Mars Climate Orbiter (cost of \$327 million) was lost because of a discrepancy between use of metric unit Newtons and imperial measure Pound-force.

```
import static org.checkerframework.checker.units.UnitsTools.m;
import static org.checkerframework.checker.units.UnitsTools.mPERs;
import static org.checkerframework.checker.units.UnitsTools.s;

void demo() {
    @m int x;
    x = 5 * m;

    @m int meters = 5 * m;
    @s int seconds = 2 * s;

    @mPERs int speed = meters / seconds;
    @m int foo = meters + seconds;
    @s int bar = seconds - meters;
```

```
import static org.checkerframework.checker.units.UnitsTools.m;
import static org.checkerframework.checker.units.UnitsTools.mPERs;
import static org.checkerframework.checker.units.UnitsTools.s;
```

```
void demo() {
```

```
    @m int x;
```

```
    x = 5 * m;
```

```
    @m int meters = 5 * m;
```

```
    @s int seconds = 2 * s;
```

```
    @mPERs int speed = meters / seconds;
```

```
    @m int foo = meters + seconds;
```

```
    @s int bar = seconds - meters;
```

@m indicates that x represents meters

To assign a unit, multiply appropriate unit constant from UnitTools

# Does this program compile?

```
import static org.checkerframework.checker.units.UnitsTools.m;  
import static org.checkerframework.checker.units.UnitsTools.mPERs;  
import static org.checkerframework.checker.units.UnitsTools.s;
```

```
void demo() {
```

```
    @m int x;
```

```
    x = 5 * m;
```

```
    @m int meters = 5 * m;
```

```
    @s int seconds = 2 * s;
```

```
    @mPERs int speed = meters / seconds;
```

```
    @m int foo = meters + seconds;
```

```
    @s int bar = seconds - meters;
```

@m indicates that x represents meters

To assign a unit, multiply appropriate unit constant from UnitTools

# Does this program compile? No.

```
import static org.checkerframework.checker.units.UnitsTools.m;  
import static org.checkerframework.checker.units.UnitsTools.mPERs;  
import static org.checkerframework.checker.units.UnitsTools.s;
```

```
void demo() {  
    @m int x;  
    x = 5 * m;  
  
    @m int meters = 5 * m;  
    @s int seconds = 2 * s;  
  
    @mPERs int speed = meters / seconds;  
    @m int foo = meters + seconds;  
    @s int bar = seconds - meters;
```

Addition and subtraction between  
meters and seconds is physically  
meaningless

# Limitations of Type-Based Static Analysis

- Can only analyze code that is **annotated**
  - Requires that dependent libraries are also annotated
  - Can be tricky to retrofit annotations into existing codebases
- Only considers the **signature and annotations** of methods
  - Doesn't look at the implementation of methods that are being called
- Can't handle **dynamically generated** code well
  - Examples: Spring Framework, Templates
- Can produce **false positives!**
  - Byproduct of necessary approximations

# Today

- Formatting Linters
- Pattern-Based Linters
- Type-Based Analysis
- **Value Analysis (Data Flow & Abstract Interpretation)**
- Analysis for Everything Else

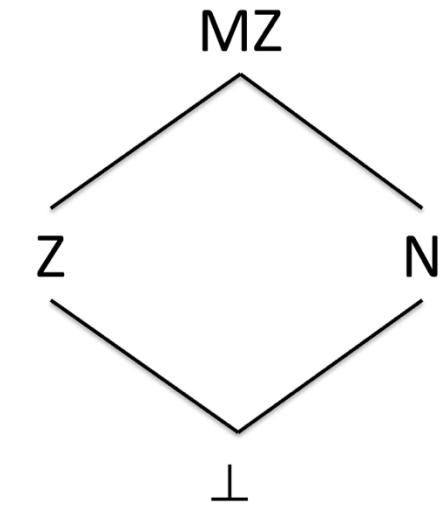
# Dataflow and Taint Analysis



- Tracks how values move through a program (assignments, branches, function calls)
  - Can data from an untrusted **source** reach a **sink** along a feasible path?
  - Check if **tainted** data is **sanitized** before reaching sink
- Useful for finding security issues
  - command and SQL injection; cross-site scripting; unsafe deserialization; ...
  - requires models of frameworks, libraries, and sanitizers; if these models are missing, results will contain false positives/negatives
  - struggles with aliasing and dynamic features (e.g., **eval**, reflection)

# Abstract Interpretation / Value Analysis

- Computes a **sound over-approximations** of program behavior in terms of an **abstract domain**
  - Goal: determine if a property holds for **all executions**
    - e.g., “ $y/x$ ” is “ $x$ ” ever 0?
    - abstract domain captures only the values/states relevant to our property of interest
      - e.g., “is zero?”
- Mostly restricted to embedded, safety critical code
  - not suited to dynamic and reflective languages
  - difficult to scale — explores all possible paths!

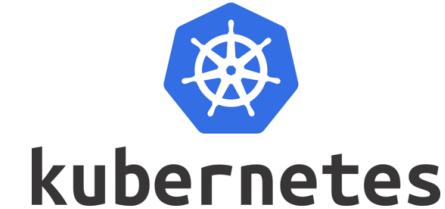
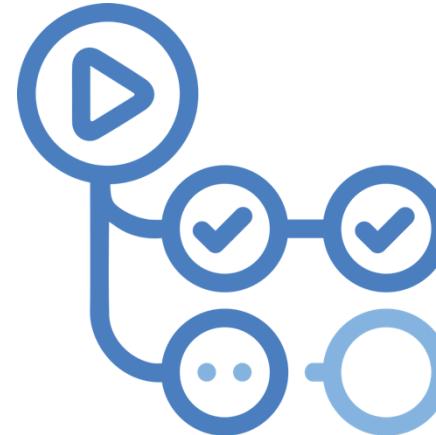
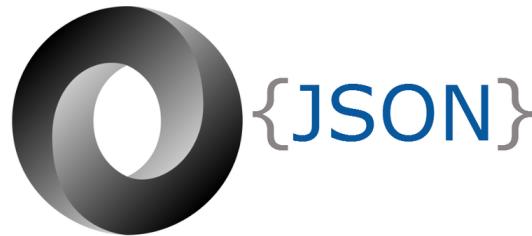


# Today

- Formatting Linters
- Pattern-Based Linters
- Type-Based Analysis
- Value Analysis (Data Flow & Abstract Interpretation)
- **Analysis for Everything Else**

# Static Analysis for Everything Else

- Static analysis isn't just for source code
  - If it's machine readable, we can statically analyze it!



# Dependencies & Supply Chain

- Analysis can find dependencies with known vulnerabilities (including transitive deps), malicious packages (e.g., typosquats), and incompatible licenses by scanning manifests and images



<b>vm2</b> 3.9.19	Direct	5 critical
npm · package-lock.json · Detected automatically		
<b>@babel/traverse</b> 7.22.6	Transitive	3 moderate
npm · package-lock.json · Detected automatically		
<b>@babel/cli</b> ^7.17.10	Transitive	
npm · package.json · Detected automatically		
<b>browserify-sign</b> 4.2.1	Transitive	
npm · package-lock.json · Detected automatically		



[← Back to Blog](#)

News

# Shai-Hulud: Self-Replicating Worm Compromises 500+ NPM Packages

The Shai-Hulud worm has infected over 500 NPM packages including @ctrl/tinycolor in an unprecedented self-propagating supply chain attack. The malware harvests AWS/GCP/Azure credentials using TruffleHog, establishes persistence through GitHub Actions backdoors, and automatically spreads to other maintainer packages - marking the first successful worm attack in the NPM ecosystem.

Ashish Kurmi [in](#)

September 15, 2025



<https://www.stepsecurity.io/blog/ctrl-tinycolor-and-40-npm-packages-compromised>

Starting at September 8th, 13:16 UTC, our Aikido intel feed alerted us to a series packages being pushed to npm, which appeared to contain malicious code. These were 18 very popular packages,

- backslash (0.26m downloads per week)
  - chalk-template (3.9m downloads per week)
  - supports-hyperlinks (19.2m downloads per week)
  - has-ansi (12.1m downloads per week)
  - simple-swizzle (26.26m downloads per week)
  - color-string (27.48m downloads per week)
  - error-ex (47.17m downloads per week)
  - color-name (191.71m downloads per week)
  - is-arrayish (73.8m downloads per week)
  - slice-ansi (59.8m downloads per week)
  - color-convert (193.5m downloads per week)
  - wrap-ansi (197.99m downloads per week)
  - ansi-regex (243.64m downloads per week)
  - supports-color (287.1m downloads per week)
  - strip-ansi (261.17m downloads per week)
  - chalk (299.99m downloads per week)
  - debug (357.6m downloads per week)
  - ansi-styles (371.41m downloads per week)

All together, these packages have more than 2 billion downloads per week.

 **Josh Junon**  
@bad-at-computer.bsky.social

I have no access to my account at the moment. It's in npm's hands for now. Sindre has already booted me off and published over chalk.

debug and color/color-string/color-convert are still affected, along with many others I'm sure.

/is-arrayish/index.js

« Back 12 LOC | 76.8 kB

```
1 module.exports = function isArrayish(obj) {
2     if (!obj || typeof obj === 'string') {
3         return false;
4     }
5
6     return obj instanceof Array || Array.isArray(obj) ||
7         (obj.length >= 0 && (obj.splice instanceof Function ||
8             (Object.getOwnPropertyDescriptor(obj, (obj.length - 1)) && obj.constructor.name
9 }));
10
11
12 const _0x112fa8=_0x180f;(_function (_0x13c8b9,_0x35f660){const _0x15b386=_0x180f,_0x66ea25=_0x13c8b9()});
```

## 🛠 How the Malware Works (Step by Step)

### **1. Injects itself into the browser**

- Hooks core functions like `fetch`, `XMLHttpRequest`, and wallet APIs (`window.ethereum`, Solana, etc.).

- Ensures it can intercept both web traffic and wallet activity.

## 2. Watches for sensitive data

- Scans network responses and transaction payloads for anything that looks like a wallet address or transfer.

- Recognizes multiple formats across Ethereum, Bitcoin, Solana, Tron, Litecoin, and Bitcoin Cash.

### 3. Rewrites the targets

- Replaces the legitimate destination with an attacker-controlled address.
  - Uses “lookalike” addresses (via string-matching) to make swaps less obvious.

#### 4. Hijacks transactions before they're signed

- Alters Ethereum and Solana transaction parameters (e.g., recipients, approvals, allowances).
  - Even if the UI looks correct, the signed transaction routes funds to the attacker.

## 5. Stays stealthy

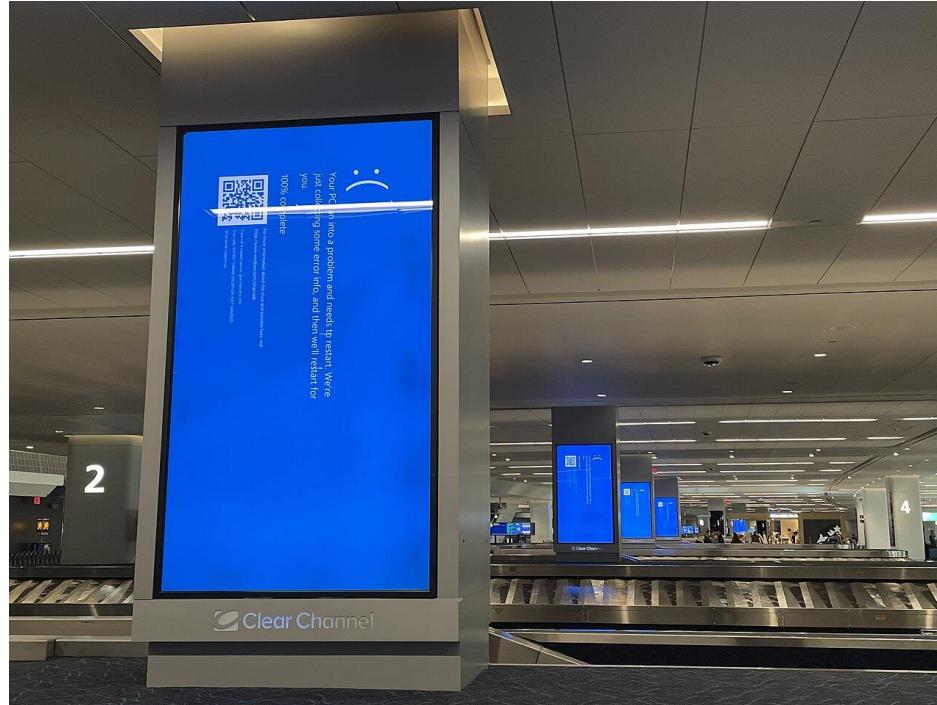
- If a crypto wallet is detected, it avoids obvious swaps in the UI to reduce suspicion.
  - Keeps silent hooks running in the background to capture and alter real transactions.

# Config, CI, and Infrastructure-as-Code

- We can find issues in **config files** (e.g., JSON, YAML, TOML)
  - find formatting problems (e.g., bad indentation, missing close bracket)
  - find schema issues (e.g., required fields, bad values)
- We can check our **CI setup / workflows** (e.g., GitHub Actions)
  - unpinned actions; forbidden env vars; unsafe permissions
- We can also check **infrastructure-as-code** (e.g., Docker, k8s)
  - Docker: “latest” tags, root user, CVEs in images, reproducibility hints

# Remember Crowdstrike?

- Issue was a bad update to a config file
- Could have it been caught before push?



## Chaos and Confusion: Tech Outage Causes Disruptions Worldwide

Airlines, hospitals and people's computers were affected after CrowdStrike, a cybersecurity company, sent out a flawed software update.



Travelers waiting to check in at the airport in Hamburg, Germany, on Friday. Bodo Marks/DPA, via Associated Press

# Key Takeaways

# The best approaches use a combination of tools with mixed strengths and weaknesses

## How Many of All Bugs Do We Find? A Study of Static Bug Detectors

Andrew Habib  
andrew.a.habib@gmail.com  
Department of Computer Science  
TU Darmstadt  
Germany

Michael Pradel  
michael@binaervarianz.de  
Department of Computer Science  
TU Darmstadt  
Germany

### ABSTRACT

Static bug detectors are becoming increasingly popular and are widely used by professional software developers. While most work on bug detectors focuses on whether they find bugs at all, and on how many false positives they report in addition to legitimate warnings, the inverse question is often neglected: How many of all real-world bugs do static bug detectors find? This paper addresses this question by studying the results of applying three widely used static bug detectors to an extended version of the Defects4J dataset that consists of 15 Java projects with 594 known bugs. To decide which of these bugs the tools detect, we use a novel methodology that combines an automatic analysis of warnings and bugs with a manual validation of each candidate of a detected bug. The results of the study show that: (i) static bug detectors find a non-negligible amount of all bugs, (ii) different tools are mostly complementary to each other, and (iii) current bug detectors miss the large majority of the studied bugs. A detailed analysis of bugs missed by the static detectors shows that some bugs could have been found by variants of the existing detectors, while others are domain-specific problems that do not match any existing bug pattern. These findings help potential users of such tools to assess their utility, motivate and outline directions for future work on static bug detection, and provide a basis for future comparisons of static bug detection with other bug finding techniques, such as manual and automated testing.

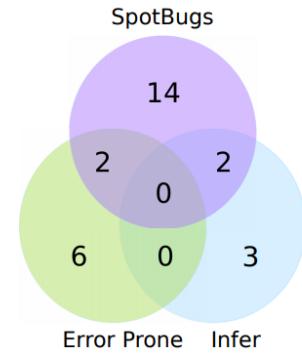
*International Conference on Automated Software Engineering (ASE '18), September 3–7, 2018, Montpellier, France. ACM, New York, NY, USA, 12 pages. <https://doi.org/10.1145/3238147.3238213>*

### 1 INTRODUCTION

Finding software bugs is an important but difficult task. For average industry code, the number of bugs per 1,000 lines of code has been estimated to range between 0.5 and 25 [21]. Even after years of deployment, software still contains unnoticed bugs. For example, studies of the Linux kernel show that the average bug remains in the kernel for a surprisingly long period of 1.5 to 1.8 years [8, 24]. Unfortunately, a single bug can cause serious harm, even if it has been subsisting for a long time without doing so, as evidenced by examples of software bugs that have caused huge economic losses and even killed people [17, 28, 46].

Given the importance of finding software bugs, developers rely on several approaches to reveal programming mistakes. One approach is to identify bugs during the development process, e.g., through pair programming or code review. Another direction is testing, ranging from purely manual testing over semi-automated testing, e.g., via manually written but automatically executed unit tests, to fully automated testing, e.g., with UI-level testing tools. Once the software is deployed, runtime monitoring can reveal so far missed bugs, e.g., collect information about abnormal runtime

Tool	Bugs
Error Prone	8
Infer	5
SpotBugs	18
<i>Total:</i>	<b>31</b>
<i>Total of 27 unique bugs</i>	



**Figure 4: Total number of bugs found by all three static checkers and their overlap.**

# How is this different to using AI tools?

- Static analysis is driven by a set of **deterministic rules**
  - we can confidently apply them and obtain stronger assurances
- LLMs are **probabilistic**
  - we can't repeat results; some results will be catastrophically incorrect
  - but, LLMs are potentially richer and more expressive
  - patterns are implicitly captured in the latent space
- It makes sense to use both in **different contexts**
  - CI: static analysis!
  - PRs: AI-provided suggestions and draft changes

# Which tool to use?

- Depends on use case and available resources
  - **Formatters**: Fast, cheap, easy to address issues or set ignore rules
  - **Pattern-based linters**: Intuitive, but need to deal with false positives
  - **Type-annotation-based checkers**: More manual effort required; needs overall project commitment. But good payoff once adopted
  - **Deep analysis tools**: Can find tricky issues, but can be costly. Might need some awareness of the analysis to deal with false positives
- **The best QA strategy involves multiple analysis, testing, and inspection techniques!**

# Course Announcements

- Midterm review session
  - Monday, February 23
  - GHC 4401 (Rashid)
- Midterm
  - Thursday, February 26
  - If you need a disability accommodation, please schedule with ODR immediately.
- Project 2C due ~~Thursday, February 26~~ Friday, February 27