

# Using Infer to find Bugs

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- Introduction and Overview
- Labs:
  - Docker and Infer Installation
  - Lab One: Basic Infer Usage
  - Lab Two: **Inferbo**: Buffer Overflow Analysis
  - Lab Three: **Quandary**: Static Source-Sink Analysis
  - Lab Four: **Linting with AL**



- Today is self-paced lab directed learning
- Lunch is 12:30 - 1:30
- All content is available from GitHub from the user "DSTCyber"
- WiFi is available:
- Feedback Welcome: email me



# Purpose of Today

What is the goal of today?

- Introduction to static analysis for finding bugs
- Practical experience with a useful tool
- Equip you with one more skill
- Have you develop *realistic expectations* of what Infer can do

We will be auditing three games that were developed in C - Angband, Skynet and BSD Games.



# Infer: An Introduction

Infer is

- a **static analysis** tool for **finding bugs** in software
- for C, C++, Objective C, and Java (Servers and Mobile Apps)
- on very large code bases
- using continuous integration processes
- with a reputation for finding *thousands* of bugs a month
- and is used by Facebook, Uber, Spotify, ...

Timeline:

- **2000s:** Queen Mary University: Separation Logic and Bi-Abduction - Cristiano Calcagno, Dino Distefano and Peter O'Hearn
- **2009:** Monoidics startup
- **2013:** Facebook buys out Monoidics
- **2015:** Facebook opens sources Infer



Australian Government  
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# Infer: What makes it useful?

How does it do it?

- Compositional program analysis - analyzes procedures independently to
- Produce logical summaries, using the theories of
- **Abstract Interpretation**: "Inferbo"  
eg intervals domains, bitvector arithmetic domains, etc
- **Separation Logic** using Bi-abduction
- **Source-Sink Analysis** - "Quandary"
- **Linting** - "AL"



# Infer: How does it work?

## Operations:

- Infer *hooks* the *compilation* process
- Processes the parsing phases:  
Parse Tree, AST, Use-Defs, Control Flow Graphs  
Type Information, Data Flow
- Parse data is analyzed, summarised and stored
- Then a set of **checkers** and **linters** are applied
- produce bug reports



# Understanding the Reports

## Understanding Infer's bug reports:

- Static analysis is about *all possible* executions  
NOT *actual executions* that are constrained by runtime behaviours.
- **Think: "Could this be a *plausible* execution?"**
- Infer makes mistakes!  
Certain checkers are terrible ...
- Some syntactic constructs in C confuse the checkers  
Incomplete and buggy implementation





To use Infer productively:

- Learn to triage the bug reports efficiently
- Read the first and last lines of each bug report  
Ignore the middle!
- Look for code smell in functions and translation units  
Bugs patterns are repeated by the same author...
- Think: Can we fuzz this?  
Combine static analysis with dynamic testing ...



# Getting Started!

Setup the training environment:

- **Source the training:**

<https://github.com/DSTCyber/infer-training>

- **Create a working directory for the training**

- **Get the training material**

<https://github.com/DSTCyber/infer-training.git>

- **Open the lab notes:**

[/infer-training/docs/lab/infer\\_training\\_lab.pdf](/infer-training/docs/lab/infer_training_lab.pdf)

- **Get started!**

