Bpf\_verifier.h

Line 362 🡪 bpf\_verifier\_env

Struct containing all used structs for a single bpf\_check call

It seems like the

* scalar boundary conditions are controlled through adjust\_scalar\_min\_max\_vals
* ptr boundary conditions through adjust\_ptr\_min\_max\_vals (funny how these naming conventions are working out...)
* and these are both called through  adjust\_reg\_min\_max\_vals.

Tracing back, adjust\_reg\_vals gets called through check\_alu\_ops,

which is only called through do\_check,

which is only called via do\_check\_common (in verfier.c at least),

which is then called by both do\_check\_subprog, and do\_check\_main,

which brings us back to the top level bpf\_check

MOV isn't mentioned anywhere else outside check\_alu, and it is even in the comment note that adjust\_reg handles all alu ops except end, neg, and mov.

Cool!