# Software Bugs and Detections

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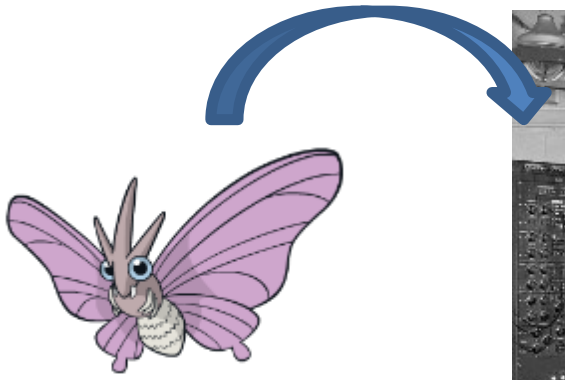
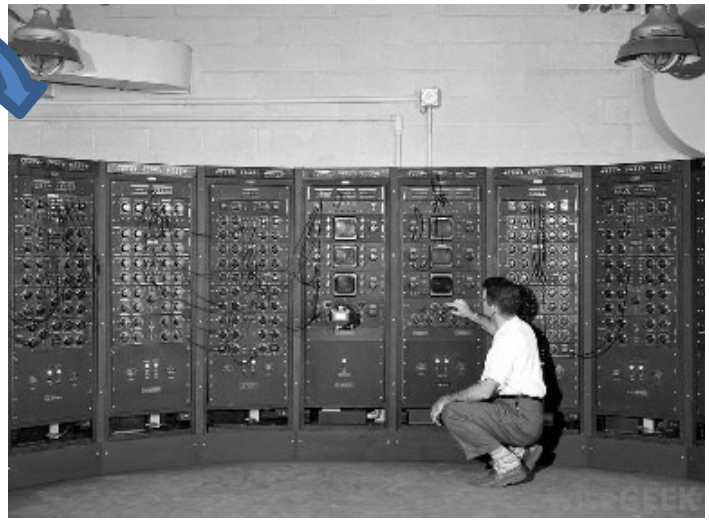
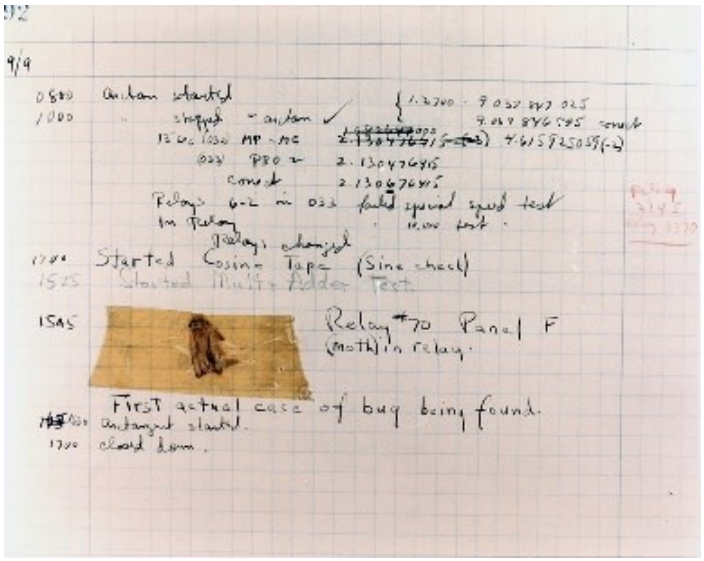
# Why do we call it “bug”?





On 1947, a moth flied into a computer device…
Then the computer couldn’t work…




The researchers recorded it…
It’s the first “actual” bug being found

# Importance of catching bugs

Sometimes your program works well even with a bug

The crash of ARIANE 5:
It's because of an integer overflow bug in the launching program.

# Static Program Analysis

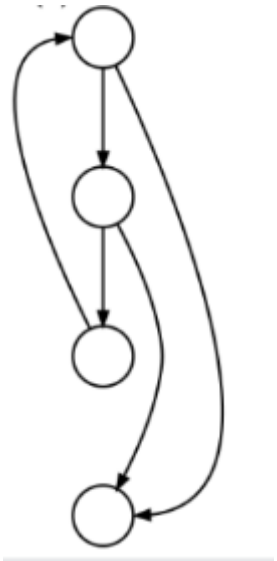
We analyze the program to discover potential vulnerabilities, without really executing it.

**Pinpoint** static analyzer by our research group.
It has found bugs in:

# A glimpse of Static Analysis: workflow

Source code of Program





Program Representation

Buffer Overflow Checker

Memory Leak Checker

Divide-by-zero Checker

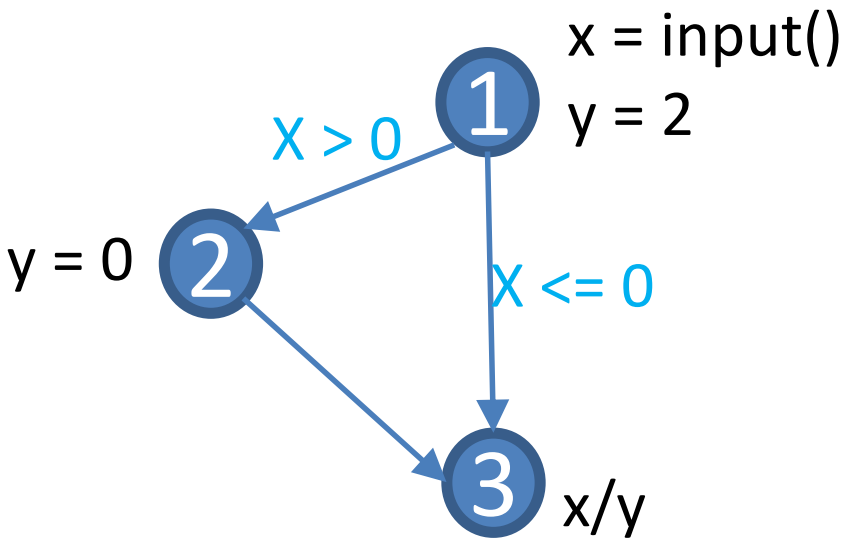
.....


Bug Checkers

# Hunting divide-by-zero bug!

```
1  int main() {
2      int x = input();
3      int y = 2;
4      if(x > 0) {
5          y = 0;
6      }
7      x / y; // divide-by-zero!
8  }
```

1. Source code




2. Graph Representation

1 -> 3 safe!
1 -> 2 -> 3 unsafe! (y could be zero)

3. Checker

# My work: Program Representation

Python

C++

Java

Different languages have different representations!

...
C++14
C++17
C++20
...

Different versions could lead to different representations!

**A unified Representation:**
can express different languages with different versions!

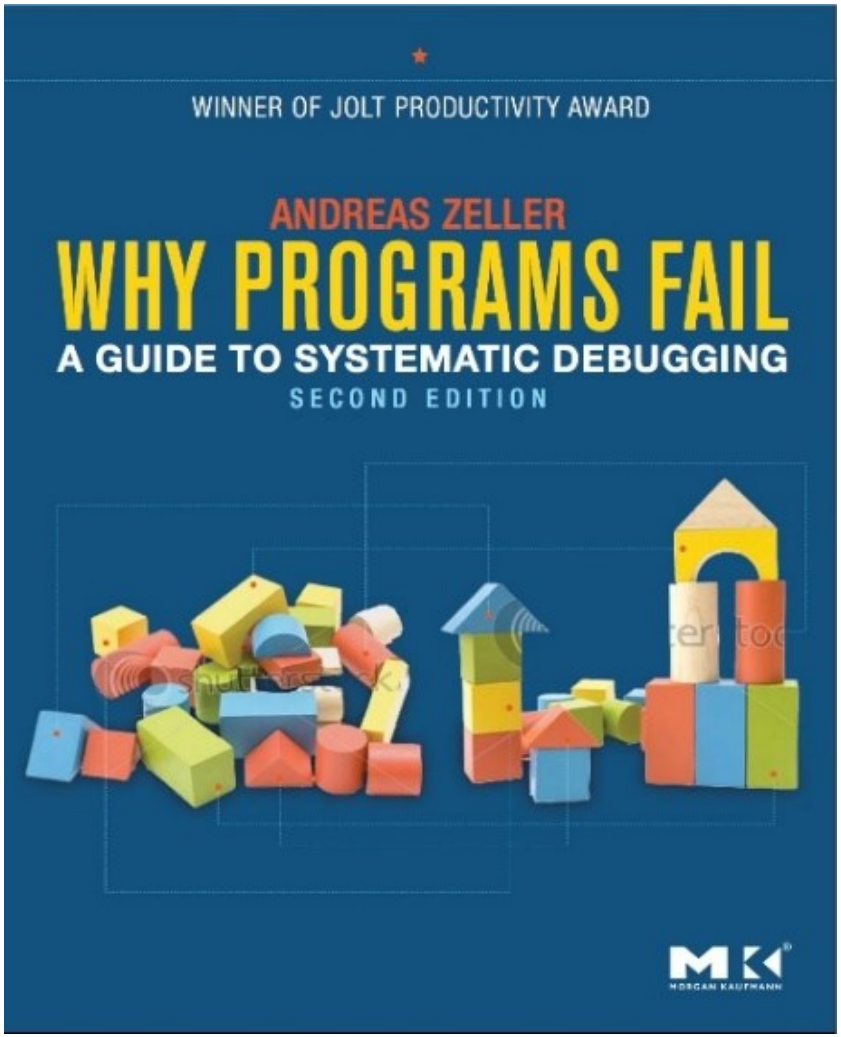
# Take away ideas

How to write less bugs?

1. Don't write all the code before you run it. Instead write code incrementally.
2. Write comments
   - // this line is for bla bla…
3. When a bug appears, do not try to fix it by randomly changing some code you think is wrong. Instead read through your code and think.

# Thank you

Q & A




*A recommended book about "debug"*