

Developing Frama-C Plug-ins in OCaml

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http://frama-c.com

- ▶ platform dedicated to source code analysis of C programs
- ► ANSI/ISO C 99 + a formal specification language ACSL
- developed by CEA LIST and Inria Proval since 2005
- open source and released under LGPL v2.1
- extensible platform through plug-ins
- ▶ 1 plug-in = 1 analyser
- collaboration between analysers
- several static analysers
- ▶ both academic and industrial purposes

Several tools inside one platform



frama C Software Analyzers

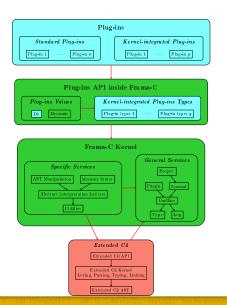
Frama-C development overview

- ▶ fully written in OCaml (> 100 kloc)
- minimal number of dependencies (long-term support+easier installation):
 - ► Fork of CIL (Necula and al, Berkeley)
 - OCamlGraph
 - ▶ LablGtk2
- big API for developing analysers
- support : API documentation, Plug-in Development Guide, mailing-list, BTS, wiki, ...





Frama-C architecture





```
frama C
Software Analyzers
```

running example :

Loop counter

```
loop_counter.ml:
let main () =
   Format.printf "Counting number of loops...@."

(* execute your plug-in among the others *)
let () = Db.Main.extend main

$ frama-c -load-script loop_counter
```





```
(* register your plug-in to access basic services *)
include Plugin.Register
  (struct
   let name = "loop counter"
   let shortname = "loop"
   let help =
        "Count the number of loops in the program"
   end)
```

- default options (-loop-help, -loop-debug, -loop-verbose)
- way to add command line options
- way to display messages





Format-like functions for user messages:

- ▶ feedback, result, warning, abort, error, fatal, ...
- consistent message taxonomy anywhere in Frama-C

```
let nb_loops = ref 0
let main () =
  feedback ~level:2 "Counting number of loops...";
  result "Program contains %d loops" !nb_loops
```







Functors for registering parameters

```
(* boolean option '-loop' initialized to [false] *)
module Enable =
  False(struct
    let option_name = "-loop"
    let help = "enable count of loops in the program'
    let kind = 'Correctness
  end)
let main () =
  (* compute iff the option is set *)
  if Enable.get () then begin
    feedback ~level:2 "Counting number of loops...";
    result "Program contains %d loops" !nb_loops
  end
```





Plug-in Makefile and configure

- may include a generic Makefile
- only set few variables
- may also write easily a configure from a generic one

Frama-C installation directories

```
FRAMAC_SHARE :=$(shell frama-c.byte -print-path)
```

FRAMAC_LIBDIR :=\$(shell frama-c.byte -print-libpath)

PLUGIN_NAME := Loop_counter PLUGIN_CMO := loop_counter

include \$(FRAMAC_SHARE)/Makefile.dynamic

```
$ make & sudo make install
```

\$ frama-c -loop





Counting loops while visiting

```
let nb_loops () =
 nb_loops := 0;
 let count_loop = object
    (* visit the AST in place by inheritance *)
    inherit Visitor.frama_c_inplace
    (* only implement what is required *)
    method vstmt s = match s.Cil_types.skind with
    | Cil_types.Loop _ -> incr nb_loops; Cil.DoChildren
    -> Cil.DoChildren
  end
  in
  (* visit the AST with our custom visitor *)
  Visitor.visitFramacFile count_loop (Ast.get());
  !nb_loops
```



Provide access to your analyser to other plug-ins

- safe dynamic typing facilities provided by the Frama-C kernel
- the only way to define mutually-recursive plug-ins
- ▶ one interface, several implementations





- ▶ journal = OCaml script replaying user actions
- automatically generate on need/on user request
- ► help debugging
- ► kind of macro language
- quick plug-in prototyping





- ▶ project = one AST + associated global states
- as many projects as you want
- default project : no need to add extra parameters to analysers
- only require to register global states

```
(* a reference to an int option by project *)
module Nb_loops =
   State_builder.Option_ref
    (Datatype.Int)
    (struct
      let name = "Loop_counter.Nb_loops"
      let dependencies = [ Ast.self ]
      let kind = 'Correctness
      end)
```





possible to extend the Frama-C GUI in many ways

```
(* dedicated panel for our plug-in *)
let loop_counter_panel =
  let box = GPack.hbox () in
  ... (* adding widgets to the box *)
  let refresh () = ... in
  "Loop counter", box#coerce, Some refresh
let main main ui =
 (* attach our new panel to the GUI *)
  main_ui#register_panel loop_counter_panel
(* run our main when creating the GUI *)
let () = Design.register_extension main
```





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- both academic and industrial purposes
- documentations and supports

Join the growing community

