

# A UB AND IFNDR ANNEX FOR C++

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# The Problem

- ▶ The C++ Standard has a lot of Undefined Behavior and IFNDR
- ▶ They are hard to identify
  - ▶ The behavior of the program is undefined
  - ▶ Undefined behavior
  - ▶ The behavior is undefined
  - ▶ The behavior ... is undefined
  - ▶ The effect of ... is undefined
  - ▶ The result ... is undefined
  - ▶ Has runtime-undefined behavior
- ▶ They are often hard to understand. Usually no examples. You are on your own.
- ▶ Sometimes UB is left implicit.

# The Problem continued

- ▶ We could edit the standard and unify the wording across the whole document but...
- ▶ We normally don't treat the standard as a tutorial so we still don't have a good place for all of the examples
- ▶ We would not have all the UB and IFNDR cases in one place
- ▶ The solution for this is an Annex



# What is an Annex?

- ▶ ISO/IEC Directives Part 2 says
  - ▶ Annexes are used to provide additional information to the main body of the document and are developed for several reasons, for example:
    - ▶ when the information or table is very long and including it in the main body of the document would distract the user;
    - ▶ set apart special types of information (e.g. software, example forms, results of interlaboratory tests, alternative test methods, tables, lists, data);
    - ▶ to present information regarding a particular application of the document.
  - ▶ They can be normative or Informative
    - ▶ Normative annexes provide additional normative text to the main body of the document.
    - ▶ Informative annexes provide additional information intended to assist the understanding or use of the document.

# What are the Goals?

- ▶ Create an informative Annex for UB and an informative Annex for IFNDR with plain English explanations and code examples.
- ▶ To target
  - ▶ Developers and trainers
  - ▶ Tools developers
  - ▶ Security analysts
- ▶ Document all explicit UB
  - ▶ Documenting implicit UB could be error prone. We need to specify it.
- ▶ Adding/Removing UB has to be part of WG21 process for proposals

# Why is it Important for C++?

- ▶ We want a “safer” language.
- ▶ UB is a trap for the unaware developer.
- ▶ Even “experts” can’t easily identify UB.
- ▶ A common set of examples to make UB more concrete.
- ▶ If we don’t document it, we don’t know if it is getting better or not.



# Why is it Important for Clang?

- ▶ Our users want a “safer” language.
- ▶ We can communicate about UB to a users more effectively.
- ▶ It gives us a list of targets for: tools, diagnostics and extensions.
- ▶ We can move faster to implement solutions:
  - ▶ We already have “Safe” extensions e.g.
    - ▶ -fwrapv
    - ▶ -fno-strict-aliasing
    - ▶ -D\_LIBCPP\_HARDENING\_MODE
    - ▶ RFC for Hardening mode
      - ▶ <https://discourse.llvm.org/t/rfc-hardening-mode-for-the-compiler/87660>

# The Process

- ▶ Write a proposal(s) to create a UB and IFNDR Annex
  - ▶ <http://wg21.link/p1705>
- ▶ Present proposal to Evolution and Core Working groups
- ▶ Refine proposal and maybe write follow-up proposals
  - ▶ <http://wg21.link/p3075>
- ▶ Proposal gets accepted
- ▶ Iterate over Annex wording (We are here!)
  - ▶ <https://github.com/cplusplus/draft/pulls?q=is%3Apr+is%3Aopen+label%3Aub-ifndr>
- ▶ Final acceptance of Annex wording



# Call To Action

- ▶ Annex could use more editors!
- ▶ Help identify implicit UB and write Defect Reports or even better papers
  - ▶ <https://github.com/cplusplus/CWG> or core reflector
- ▶ Let's implement features in clang to diagnose/specify/eliminate UB