


Debugging memory corruptions in C++

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4Developers Offline

Who am I

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Table of contents

1. Introduction

The problem: Data corruptions

(Some) Dark corners of C++

Knowing your hardware

2. Solutions

What C++ gives for preventing data corruptions

What compiler and tools give

Manual corruption detection techniques

Introduction

Introduction

The problem: Data corruptions

What is data corruption

Unintended change of data

May be caused by hardware failure

May be caused by programming mistake

Buffer overflows

Reading or writing outside of memory buffer range

Can happen on stack or heap

Usually related to array-like structures

Access to object after:

- × underlying memory was free'd
- × it was deleted
- × it was moved from


Stack

		...	previous stack frame
stack frame	ebp+16	3rd function argument	
	ebp+12	2nd argument	
	ebp+8	1st argument	
	ebp+4	return address	
	ebp	old ebp value	
	ebp-4	1st local variable	
	...		
	ebp-n*4 = esp	current stack pointer	

```
void a()  
{  
    int32_t t[1];  
    t[2] = 0xbad;  
}
```

Stack smashing

```
void a()  
{  
    int32_t t[1];  
    t[2] = 0xbad;  
}
```

...	previous frame			...	previous frame	
ebp+4	return address	0x12344321		ebp+4	return address	0xbad
ebp	old ebp value	0xffffbeef		ebp	old ebp value	0xffffbeef
ebp-4	t[0]	0		ebp-4	t[0]	0

Introduction

(Some) Dark corners of C++



r/cpp · Posted by u/eyun89 11 days ago

Just started learning C++ coming from Python and just realized that that Python has been my programming mama, doing my laundry and spoon-feeding me all this time.

Can point to either to:

- nothing (nullptr)

- anything valid

- invalid object

- inaccessible memory on other device

Can point to:

- Valid object

- Invalid object

Behave like value if assigned to


```
// Store pointer in internal structure  
// Return handle  
extern "C" unsigned c_api(char const *name);  
// Use the name somewhere  
extern "C" void c_api2(unsigned handle);
```

```
context call(std::string&& prefix, std::string&& name) {  
    std::string s_v{prefix + "_" + name};  
    auto handle{c_api(s_v.c_str())};  
    context c{std::move(s_v), handle};  
    return c;  
}
```

```
struct context {  
    context(std::string&& name, unsigned handle)  
        : name_{name}, handle_{handle} {}  
    context(context const &) = delete;  
    context& operator=(context const &) = delete;  
    context(context&&) = default;  
    context& operator=(context&&) = default;  
    ~context() = default;  
    std::string const name_;  
    unsigned const handle_;  
};
```

```
int main() {  
    auto c{call("p", "n")};  
    c_api2(c.handle_);  
}
```

```
context call(std::string&& prefix, std::string&& name) {  
    std::string s_v{prefix + "_" + name};  
    auto handle{c_api(s_v.c_str())};  
    context c{std::move(s_v), handle};  
    return c;  
}
```

String null termination

String null termination

C style string ✓ / ✗

std::string ✓

std::string_view ✓ / ✗

Implicit constructors and assign operators

		Compiler implicitly does				
	default constructor	destructor	copy constructor	copy assignment	move constructor	move assignment
You do	nothing	defaulted	defaulted	defaulted	defaulted	defaulted
	any constructor	not declared	defaulted	defaulted	defaulted	defaulted
	default constructor	user declared	defaulted	defaulted	defaulted	defaulted
	destructor	defaulted	user declared	defaulted	defaulted	not declared
	copy constructor	not declared	defaulted	user declared	defaulted	not declared
	copy assignment	defaulted	defaulted	defaulted	user declared	not declared
	move constructor	not declared	defaulted	deleted	deleted	user declared
	move assignment	defaulted	defaulted	deleted	deleted	not declared

Based on Howard Hinnant Accu 2014 slides https://accu.org/content/conf2014/Howard_Hinnant_Accu_2014.pdf.

Overriding new and delete

The library provides default implementation for the global allocation and deallocation functions

Any definition of global allocation / deallocation function in C++ program replaces default one

Allocation and deallocation functions may also be declared and defined for any class

Flavours of allocation and deallocation functions change between standard versions

Flavours of operator new

```
replaceable allocation functions
[[nodiscard]] (since C++20)

void* operator new ( std::size_t count ); (1)
void* operator new[]( std::size_t count ); (2)
void* operator new ( std::size_t count, std::align_val_t al ); (3) (since C++17)
void* operator new[]( std::size_t count, std::align_val_t al ); (4) (since C++17)

replaceable non-throwing allocation functions
[[nodiscard]] (since C++20)

void* operator new ( std::size_t count, const std::nothrow_t& tag ); (5)
void* operator new[]( std::size_t count, const std::nothrow_t& tag ); (6)
void* operator new ( std::size_t count,
                    std::align_val_t al, const std::nothrow_t& ); (7) (since C++17)
void* operator new[]( std::size_t count,
                    std::align_val_t al, const std::nothrow_t& ); (8) (since C++17)

non-allocating placement allocation functions
[[nodiscard]] (since C++20)

void* operator new ( std::size_t count, void* ptr ); (9)
void* operator new[]( std::size_t count, void* ptr ); (10)

user-defined placement allocation functions

void* operator new ( std::size_t count, user-defined-args... ); (11)
void* operator new[]( std::size_t count, user-defined-args... ); (12)
void* operator new ( std::size_t count,
                    std::align_val_t al, user-defined-args... ); (13) (since C++17)
void* operator new[]( std::size_t count,
                    std::align_val_t al, user-defined-args... ); (14) (since C++17)

class-specific allocation functions

void* T::operator new ( std::size_t count ); (15)
void* T::operator new[]( std::size_t count ); (16)
void* T::operator new ( std::size_t count, std::align_val_t al ); (17) (since C++17)
void* T::operator new[]( std::size_t count, std::align_val_t al ); (18) (since C++17)

class-specific placement allocation functions

void* T::operator new ( std::size_t count, user-defined-args... ); (19)
void* T::operator new[]( std::size_t count, user-defined-args... ); (20)
void* T::operator new ( std::size_t count,
                    std::align_val_t al, user-defined-args... ); (21) (since C++17)
void* T::operator new[]( std::size_t count,
                    std::align_val_t al, user-defined-args... ); (22) (since C++17)
```

Flavours of operator delete

replaceable usual deallocation functions

<code>void operator delete (void* ptr) throw();</code>	(1)	(until C++11)
<code>void operator delete (void* ptr) noexcept;</code>		(since C++11)
<code>void operator delete[] (void* ptr) throw();</code>	(2)	(until C++11)
<code>void operator delete[] (void* ptr) noexcept;</code>		(since C++11)
<code>void operator delete (void* ptr, std::align_val_t al) noexcept;</code>	(3)	(since C++17)
<code>void operator delete[] (void* ptr, std::align_val_t al) noexcept;</code>	(4)	(since C++17)
<code>void operator delete (void* ptr, std::size_t sz) noexcept;</code>	(5)	(since C++14)
<code>void operator delete[] (void* ptr, std::size_t sz) noexcept;</code>	(6)	(since C++14)
<code>void operator delete (void* ptr, std::size_t sz, std::align_val_t al) noexcept;</code>	(7)	(since C++17)
<code>void operator delete[] (void* ptr, std::size_t sz, std::align_val_t al) noexcept;</code>	(8)	(since C++17)

replaceable placement deallocation functions

<code>void operator delete (void* ptr, const std::nothrow_t& tag) throw();</code>	(9)	(until C++11)
<code>void operator delete (void* ptr, const std::nothrow_t& tag) noexcept;</code>		(since C++11)
<code>void operator delete[] (void* ptr, const std::nothrow_t& tag) throw();</code>	(10)	(until C++11)
<code>void operator delete[] (void* ptr, const std::nothrow_t& tag) noexcept;</code>		(since C++11)
<code>void operator delete (void* ptr, std::align_val_t al, const std::nothrow_t& tag) noexcept;</code>	(11)	(since C++17)
<code>void operator delete[] (void* ptr, std::align_val_t al, const std::nothrow_t& tag) noexcept;</code>	(12)	(since C++17)

non-allocating placement deallocation functions

<code>void operator delete (void* ptr, void* place) throw();</code>	(13)	(until C++11)
<code>void operator delete (void* ptr, void* place) noexcept;</code>		(since C++11)
<code>void operator delete[] (void* ptr, void* place) throw();</code>	(14)	(until C++11)
<code>void operator delete[] (void* ptr, void* place) noexcept;</code>		(since C++11)

user-defined placement deallocation functions

<code>void operator delete (void* ptr, args...);</code>	(15)	
<code>void operator delete[] (void* ptr, args...);</code>	(16)	

class-specific usual deallocation functions

<code>void T::operator delete (void* ptr);</code>	(17)	
<code>void T::operator delete[] (void* ptr);</code>	(18)	
<code>void T::operator delete (void* ptr, std::align_val_t al);</code>	(19)	(since C++17)
<code>void T::operator delete[] (void* ptr, std::align_val_t al);</code>	(20)	(since C++17)
<code>void T::operator delete (void* ptr, std::size_t sz);</code>	(21)	
<code>void T::operator delete[] (void* ptr, std::size_t sz);</code>	(22)	

<code>void T::operator delete (void* ptr, std::size_t sz, std::align_val_t al);</code>	(23)	(since C++17)
<code>void T::operator delete[] (void* ptr, std::size_t sz, std::align_val_t al);</code>	(24)	(since C++17)

class-specific placement deallocation functions

<code>void T::operator delete (void* ptr, args...);</code>	(25)	
<code>void T::operator delete[] (void* ptr, args...);</code>	(26)	

class-specific destroying deallocation functions

<code>void T::operator delete(T* ptr, std::destroying_delete_t);</code>	(27)	(since C++20)
<code>void T::operator delete(T* ptr, std::destroying_delete_t, std::align_val_t al);</code>	(28)	(since C++20)
<code>void T::operator delete(T* ptr, std::destroying_delete_t, std::size_t sz);</code>	(29)	(since C++20)
<code>void T::operator delete(T* ptr, std::destroying_delete_t, std::size_t sz, std::align_val_t al);</code>	(30)	(since C++20)

Introduction

Knowing your hardware

Memory accesses and alignment

Data can be read and write from memory in different size chunks

Depending on architecture / memory type

Memory accessess are always word size aligned

Shorter accesses are translated to longer ones under the hood

E.g. *first / last byte enable* in PCI TLBs

Currently word size is almost never less then 4 bytes, and always power of 2

Most memory accesses are not directly accessing memory, but go through cache

Caches may be handled automatically or manually

- Coherent cache - no need to care

- Incoherent cache - need to manually flush / invalidate to ensure data is valid

Need to be aware how used architecture is handling caches

Most memory accesses are not directly accessing memory, but go through cache

Caches may be handled automatically or manually

- Coherent cache - no need to care

- Incoherent cache - need to manually flush / invalidate to ensure data is valid

Need to be aware how used architecture is handling caches

A tale of an impossible bug:

big.LITTLE and caching

 Rodrigo Kumpera and Bernhard Urban  September 12, 2016

Solutions

Solutions

What C++ gives for preventing data corruptions

Defensive checks

Check if not null

Non-zero size / length check

Bounds checking

Secure memory access functions

Available either in Visual Studio or C11 compatible environment

`memcpy_s`

`memset_s`

`strcpy_s`

`strncpy_s`

`memmove_s`

`getenv_s`

`qsort_s`

std:: memory manipulation algorithms

`std::copy`

`std::copy_n`

`std::fill`

Explicitly showing ownership and lifetime

Automatically deleted when all owners go out of scope

`std::unique_ptr` - single owner, lives as long as owner scope

`std::shared_ptr` - multiple owners, lives as long as all owners scope

`std::weak_ptr` - non owning, reference to `std::shared_ptr` with validity check

Range checked access to containers

Accessing containers with operator[] does not check bounds

In particular, for `std::array` or `std::vector` memory outside container can be accessed

C++11 added `.at()` function that throws if index is out of range

Still little troublesome if `-fno-exceptions` is set

Solutions

What compiler and tools give

Static analyzers

Analyzing source code to find potential bugs

Some open source examples:

- Clang analyzer

- Cppcheck

- BLAST

Some proprietary examples:

- Visual Studio

- PVS-Studio

- Coverity

- Klocwork



GGribkov July 15, 2019 at 04:30 PM

Errors that static code analysis does not find because it is not used

<https://habr.com/en/company/pvs-studio/blog/460121/>

Useful warnings to eliminate some leaks

- Wall -Wextra -Wpedantic
- Wuninitialized / -Wmaybe-uninitialized
- Wnon-virtual-dtor
- Weffc++

Any other warnings:

<https://gcc.gnu.org/onlinedocs/gcc-9.1.0/gcc/Warning-Options.html>

https://gcc.gnu.org/onlinedocs/gcc-9.1.0/gcc/C_002b_002b-Dialect-Options.html

<https://clang.llvm.org/docs/DiagnosticsReference.html>

Clang's consumed annotations

Class can be marked with consumable attribute, and be in: unconsumed, consumed, or unknown state.

The compiler can generate warning (with `-Wconsumed` flag) if object is in unwanted state. Feature in development and may change as in Clang's documentation.

Clang's consumed annotations (2)

```
extern void *OpenResource();  
extern void CloseResource(void *);  
extern void ExecuteResource(void *, int);
```

Clang's consumed annotations (3) - Example class

```
struct resource {  
    resource() : handle_{OpenResource()}{}  
    resource(resource const&) = delete;  
    resource& operator=(resource const&) = delete;  
    resource(resource&& other) : handle_{other.handle_} {  
        other.invalidate();  
    }  
    resource& operator=(resource&& other) {  
        this->handle_ = other.handle_;  
        other.invalidate();  
        return *this;  
    }  
    ~resource() { if (handle_) CloseResource(handle_); }  
    void execute(int v) { ExecuteResource(handle_, v); }  
private:  
    void invalidate() { handle_ = nullptr; }  
    void *handle_;  
};
```

Clang's consumed annotations (4.1) - Using annotations

```
struct [[ clang :: consumable ( unconsumed ) ]] resource {
```

Clang's consumed annotations (4.2) - Using annotations

```
[[clang::return_typestate(unconsumed)]]  
resource() : handle_{OpenResource()}{}
```

Clang's consumed annotations (4.3) - Using annotations

```
[[clang::callable_when(unconsumed)]]  
void execute(int v) { ExecuteResource(handle_, v); }
```


Clang's consumed annotations (4.4) - Using annotations

```
[[clang::set_typestate(consumed)]]  
void invalidate() { handle_ = nullptr; }
```

Clang's consumed annotations (4.full) - Using annotations

```
struct [[clang::consumable(unconsumed)]] resource {
    [[clang::return_typestate(unconsumed)]]
    resource() : handle_{OpenResource()}{}
    resource(resource const&) = delete;
    resource& operator=(resource const&) = delete;
    resource(resource&& other) : handle_{other.handle_} {
        other.invalidate();
    }
    resource& operator=(resource&& other) {
        if (&other == this) return *this;
        this->handle_ = other.handle_;
        other.invalidate();
        return *this;
    }
    ~resource() { if (handle_) CloseResource(handle_); }
    [[clang::callable_when(unconsumed)]]
    void execute(int v) { ExecuteResource(handle_, v); }
private:
    [[clang::set_typestate(consumed)]]
    void invalidate() { handle_ = nullptr; }
    void *handle_;
};
```

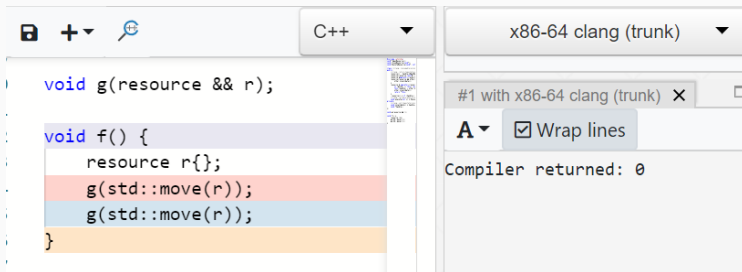
Clang's consumed annotations (5) - Compile with -Wconsumed

```
resource r{};  
g(std::move(r));  
r.execute(2);
```

warning: invalid invocation of method 'execute' on object
'r' while it is in the 'consumed' state [-Wconsumed]
r.execute(2);

Clang's consumed annotations (6) - not always work

With clang-trunk as of 14.07.2019



Fast runtime memory issues detector

Can be built into binary with clang and gcc

Different types of sanitizers available:

1. AddressSanitizer - to detect user after free and buffer overflow
2. ThreadSanitizer - to detect data races
3. MemorySanitizer - to detect uninitialized memory usage
4. UndefinedBehaviorSanitizer - to detect some UB
5. Stack protector - to detect stack smashing

Compiling with sanitizer support

Binary has to be compiled with -O0 to prevent false positives resulting from optimizations

Binary has to be compiled with -g to have symbols

Use one of flags:

-fsanitize=[...] to enable [...] sanitizer

More in docs:

<https://gcc.gnu.org/onlinedocs/gcc/Instrumentation-Options.html>

(*)This is not necessary to execute with sanitizers enabled

-fstack-protector[-(all/strong/explicit)]

Running with sanitizer support

If compiled with flag, simply run executable.

If compiled without flag use `LD_PRELOAD=libasan.so`

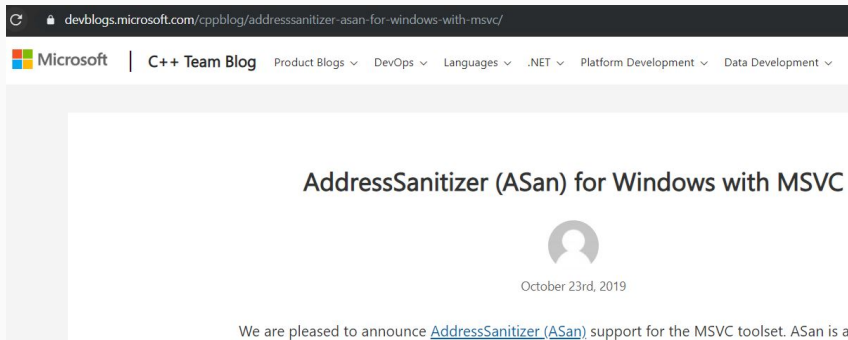
```
#include <cstdlib>
int main()
{
    malloc(7);
}
```

```
LD_PRELOAD=/usr/lib/x86_64-linux-gnu/libasan.so.4 ./testasan
=====
==12309==ERROR: LeakSanitizer: detected memory leaks

Direct leak of 7 byte(s) in 1 object(s) allocated from:
    #0 0x7f73fe91cb50 in __interceptor_malloc (/usr/lib/x86_64-linux-gnu/libasan.so.4+0xdeb50)
    #1 0x55be95bc4657 in main /home/mnowak/test/testasan.cpp:4
    #2 0x7f73fe46eb96 in __libc_start_main (/lib/x86_64-linux-gnu/libc.so.6+0x21b96)

SUMMARY: AddressSanitizer: 7 byte(s) leaked in 1 allocation(s).
```

So cool? MSVC also has it!



heaptrack

Valgrind

Electric fence / DUMA / GWP-Asan

Microsoft Application Verifier / Static Driver Verifier

Solutions

Manual corruption detection techniques

Memory tagging

Reserve additional space before and after memory buffer

Fill it with unique value (canary) on allocation

Check if canary was not overwritten before deallocation

Memory tagging

Reserve additional space before and after memory buffer

Fill it with unique value (canary) on allocation

Check if canary was not overwritten before deallocation

On ARM there is built-in HW feature for this

Allocation tracking

1. On every allocation record address and size of buffer.
2. On every deallocation delete recorded entry.
3. On library unload / process exit check if anything left on the list.

Memory pools

All allocations and deallocations go through custom functions instead of default `new` / `delete` / `malloc` / `free`

Memory pools

All allocations and deallocations go through custom functions instead of default `new` / `delete` / `malloc` / `free`

Can be made using:

- Overriding default `new` / `delete` operators
- Placement `new` and custom deleters
- Custom allocator
- `std::pmr`

Hand crafted stack smashing detector

Put canary value on stack and verify it after function call

Need to have optimizations and inlining disabled

Example works for both standalone functions and class members, need adjustments for `std::function` and lambdas

Hand crafted stack smashing detector (1)

```
void a()
{
    volatile int32_t c[100000];
    int const i = 12;
    std::cout << std::hex << c[100000 + i] << "\n";
    c[100000 + i] = 1;
}

struct asd
{
    int q(int &, int &&) { return 0; }
    static std::string p(int v) { return std::to_string(v); }
};

int main()
{
    func_caller(a)();
    asd a1;
    int s = 2;
    func_caller_o(a1, q)(s, std::move(s));
    func_caller(asd::p)(10);
}
```

Hand crafted stack smashing detector (2)

```
#define func_caller_o(i, f) stack_smashing_detector<decltype(i)>{i}(&decltype(i)::f)  
#define func_caller(f) stack_smashing_detector<void>()(f)
```

Hand crafted stack smashing detector (3)

```
template <class W>
struct stack_smashing_detector
{
    template <typename Wi = W,
              typename = typename std::enable_if_t<std::is_void_v<Wi>>>
    stack_smashing_detector() : object_{nullptr} {}
    template <typename Wi = W,
              typename = typename std::enable_if_t<!std::is_void_v<Wi>>,
              typename = Wi>
    stack_smashing_detector(Wi &w) : object_{&w} {}

    ...

private:
    W *object_;
};
```

Hand crafted stack smashing detector (4)

```
template <typename R, typename... Args>
caller<R, Args...> operator()(
    typename function_t<W>::template type<R, Args...> func)
{
    return caller{*this, func};
}
```

Hand crafted stack smashing detector (5)

```
template <typename W>
struct function_t
{
    template <typename R, typename... Args>
    using type = R (W::*)( Args... );
};

template <>
struct function_t<void>
{
    template <typename R, typename... Args>
    using type = R (*)( Args... );
};
```

Hand crafted stack smashing detector (6)

```
template <typename R, typename... Args>
struct caller
{
    using function_concrete_t =
        typename function_t<W>::template type<R, Args...>;

private:
    function_concrete_t func_;
    stack_smashing_detector &parent_;

public:
    caller(stack_smashing_detector &parent, function_concrete_t func)
        : parent_{parent}, func_{func} {}
};
```

Hand crafted stack smashing detector (7)

```
R __attribute__((noinline, optimize("O0"))) operator()(Args... args)
{
    uint32_t __CANARY__[4]{0xDEADBEEF, 0xDEADBEEF, 0xDEADBEEF, 0xDEADBEEF};
#define CANARY_CHECK \
    if (__CANARY__[0] != 0xDEADBEEF || __CANARY__[1] != 0xDEADBEEF || \
        __CANARY__[2] != 0xDEADBEEF || __CANARY__[3] != 0xDEADBEEF) \
    { \
        std::cout << "Error" << std::endl; \
        std::abort(); \
    }
```

Hand crafted stack smashing detector (8)

```
if constexpr (std::is_void_v<R>)
{
    if constexpr (std::is_same_v<void, W>)
    {
        func_(std::forward<Args>(args)...);
    }
    else
    {
        (parent_.object_ -> *func_)(std::forward<Args>(args)...);
    }
    CANARY_CHECK;
}
```


Hand crafted stack smashing detector (9)

```
else
{
    if constexpr (std::is_same_v<void, W>)
    {
        auto &&retval{func_(std::forward<Args>(args)...)};
        CANARY_CHECK;
        return retval;
    }
    else
    {
        auto &&retval{(parent_.object_ ->*func_)(std::forward<Args>(args)...)};
        CANARY_CHECK;
        return retval;
    }
}
};
```

Have second pair of eyes look at your code

May see something you have missed

May just resolved similar issue

Will have unbiased, out of the box view



Thanks for your attention!

Mateusz Nowak

<https://www.linkedin.com/in/mateusz-nowak-qq/>

<https://github.com/noqqaqq>

Feedback is appreciated 😊