Program Analysis

•••

YEGOR BUGAYENKO

Lecture #6 out of 10 90 minutes

All visual and text materials presented in this slidedeck are either originally made by the author or taken from public Internet sources, such as website. Copyright belongs to their respected authors.

Basics

Quality of Analysis

Abstract Interpretation

Approximation

Chapter #1:
Basics

Program Analysis ... @yegor256

Syntactic & Semantic Property

<u>Semantic</u> property can be completely defined with respect to the set of executions of a program, while a <u>syntactic</u> property can be decided directly based on the program text.

Rice's Theorem

Rice's theorem states that all non-trivial semantic properties of programs are undecidable.

A property is <u>non-trivial</u> if it is neither true for every partial computable function, nor false for every partial computable function.

Halting problem is the problem of determining, from 1) a description of an arbitrary computer program and 2) an input, whether the program will finish running, or continue to run forever. A general algorithm to solve the halting problem for all possible program—input pairs **cannot exist**.

Non-trivial Properties

Examples of a non-trivial properties:

- A program exits
- A program prints "Hello"
- A program dies with "Segmentation Fault"
- A program prints user password to the console

Static Analysis

Consider two C++ programs given to a static analyzer (e.g. Clang Tidy):

```
int f() {
  int x = 0;
  return 42 / x;
}
```

Expected answers from Clang Tidy:

```
Yes! :) No :(
```

Style Checking

Consider two C++ programs given to a style checker (e.g. cpplint):

Expected answers from cpplint:

```
Extra space before (in No:(
function call; { should
almost always be at the end
of the previous line
```

Dynamic Analysis

Consider this C++ programs given to a dynamic analyzer:

```
int* foo() {
   return (int*) 42;
}
int main() {
   int* p = foo();
   return *p;
}
```

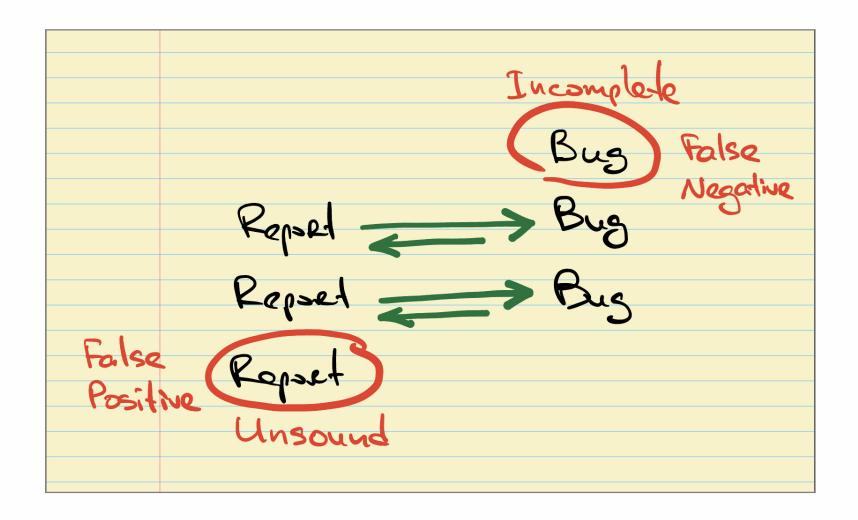
```
$ gcc main.cpp
$ ./a.out
Segmentation fault: 11
```

Chapter #2:

Quality of Analysis

[Sound Metrics Experiment]

Sound & Complete



Program Analysis ... @yegor256

[Sound Metrics Experiment]

Precision & Recall

Precision is the fraction of relevant instances among the retrieved instances (100% precision means soundness).

Recall is the fraction of relevant instances that were retrieved (100% recall means completness).

$$\text{Precision} = \frac{TP}{TP + FP} \qquad \text{Recall} = \frac{TP}{TP + FN} \qquad \text{Accuracy} = \frac{TP + TN}{TP + TN + FP + FN}$$

[Sound Metrics Experiment]

Experiment

Say, we give a few programs to a static analyzer:

Chapter #3:

Abstract Interpretation

Chapter #4:

Approximation