

Ben Greenman presents:

ESP: Path-Sensitive Program Verification in Polynomial Time

Manuvir Das
Sorin Lerner
Mark Seigle

PLDI 2002

"Full-scale verification of large code bases is infeasible"

Benchmark

- ❖ **gcc 2.5.3**, from the SPEC'95 benchmark suite
- ❖ 140K LOC
- ❖ 2,149 functions
- ❖ 66 files
- ❖ 1,086 global & static variables
- ❖ 450-function strongly-connected-component

Safe I/O

- ❖ 646 calls to **printf** print to valid, open files

Challenges

- ❖ 15 file handles
 - ❖ 32,768 "initial" states
- ❖ "many" branch points

~~Challenges~~ Observations

Independent

❖ 15 file handles

~~❖ 32,768 "initial" states~~

30 initial states

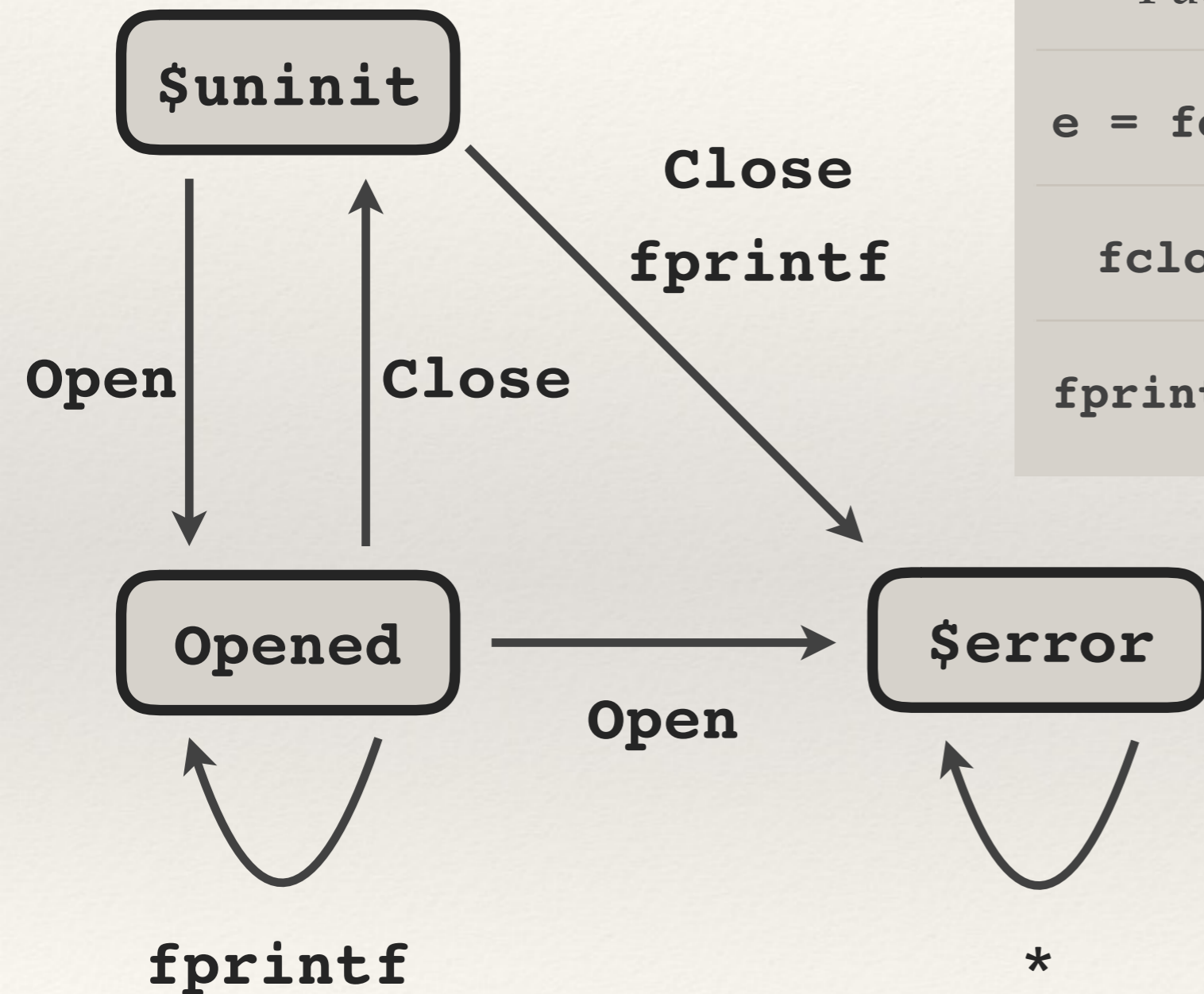
❖ "many" branch points

Mostly "boring"

Goal: Safe I/O

```
void main(){  
    if (b1)  
        f = fopen(fname, "w");  
    if (b2)  
        x = 0;  
    else  
        x = 1;  
    if (b1)  
        fclose(f);  
}
```

Property FSM



Pattern	Transition	New?
<code>e = fopen(_)</code>	Open	Y
<code>fclose(e)</code>	Close	N
<code>fprintf(e, _)</code>	Print	N

ESP

- ❖ CFG construction
- ❖ Value flow computation
- ❖ Abstract CFG construction
- ❖ Interface expression computation
- ❖ Property simulation

CFG construction

Das, PLDI'00

```
foo(&s1);  
foo(&s2);  
bar(&s3);
```

```
foo(struct s *p) {  
    *p.a = 3;  
    bar(p);  
}
```

```
bar(struct s *q) {  
    *q.b = 4;  
}
```

CFG construction

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```

p

q

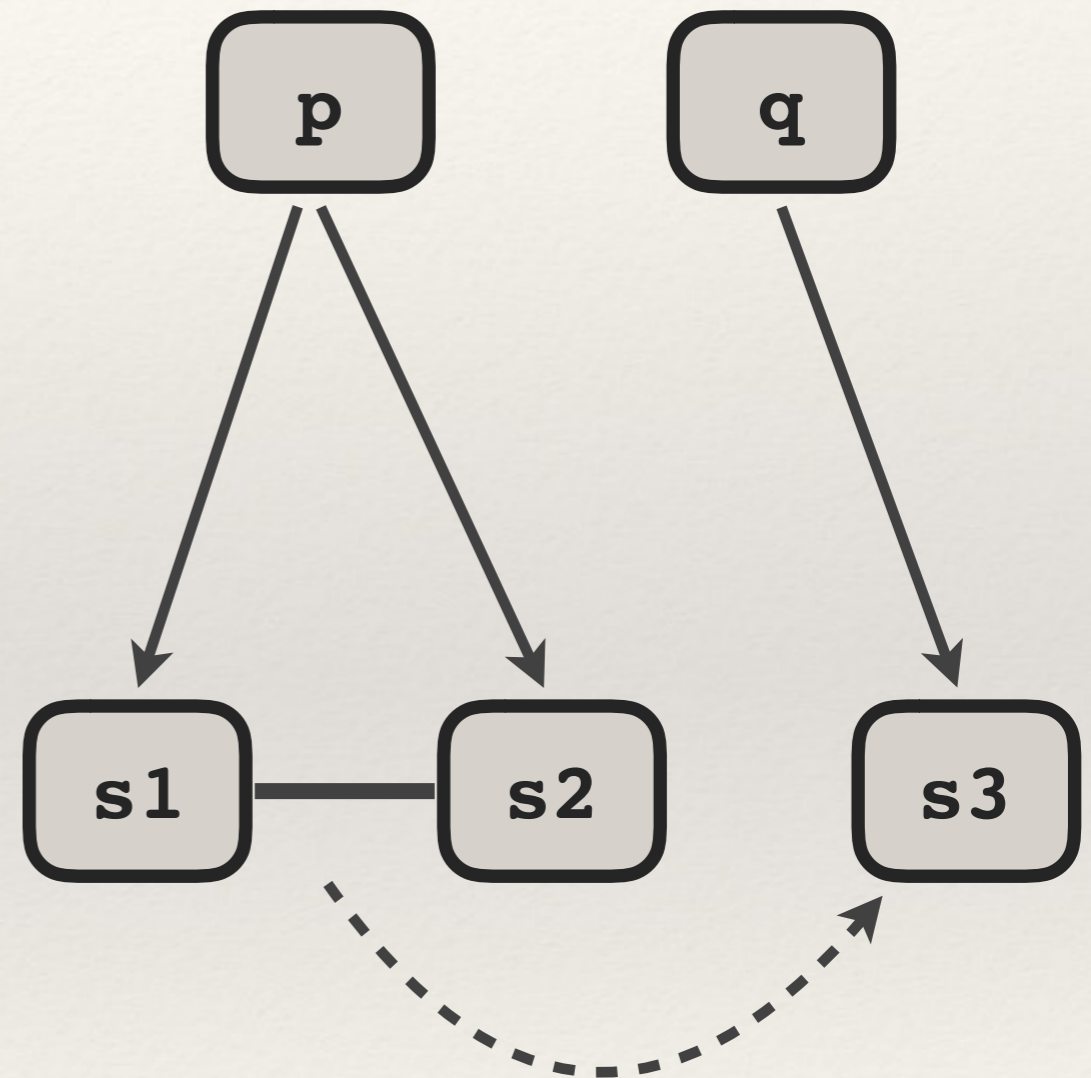
s1

s2

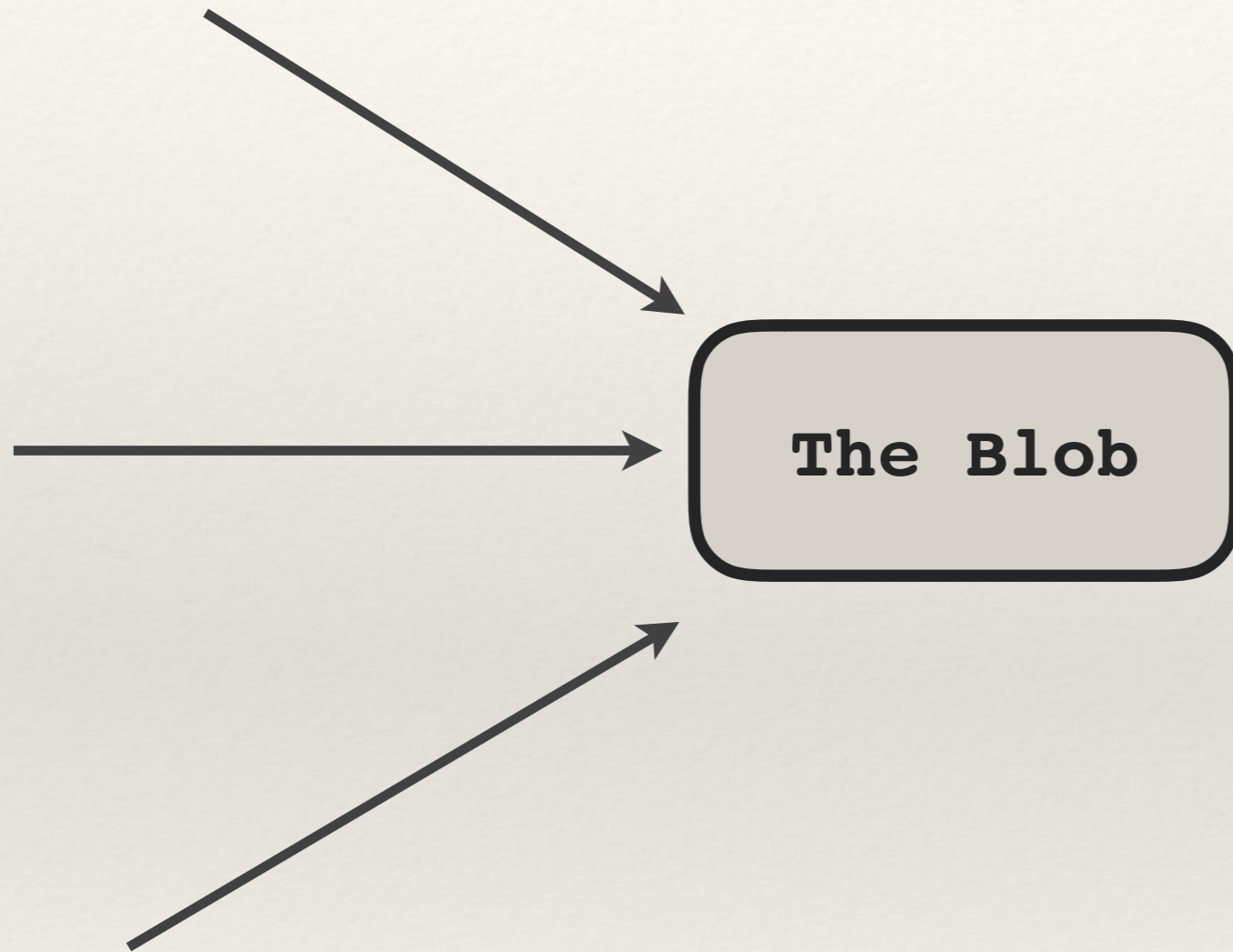
s3

CFG construction

```
foo(&s1);  
foo(&s2);  
bar(&s3);  
  
foo(struct s *p) {  
    *p.a = 3;  
    bar(p);  
}  
bar(struct s *q) {  
    *q.b = 4;  
}
```



CFG construction



Value-Flow computation

Das, Liblit, Fahndrich, Rehof;
PLDI'01

```
id(r) {  
    return r;  
}  
  
p = id(&x); // A  
q = id(&y); // B  
*p = 3
```

Value-Flow computation

```
id(r) {  
    return r;  
}
```

```
p = id(&x); // A  
q = id(&y); // B  
*p = 3
```

p

r

q

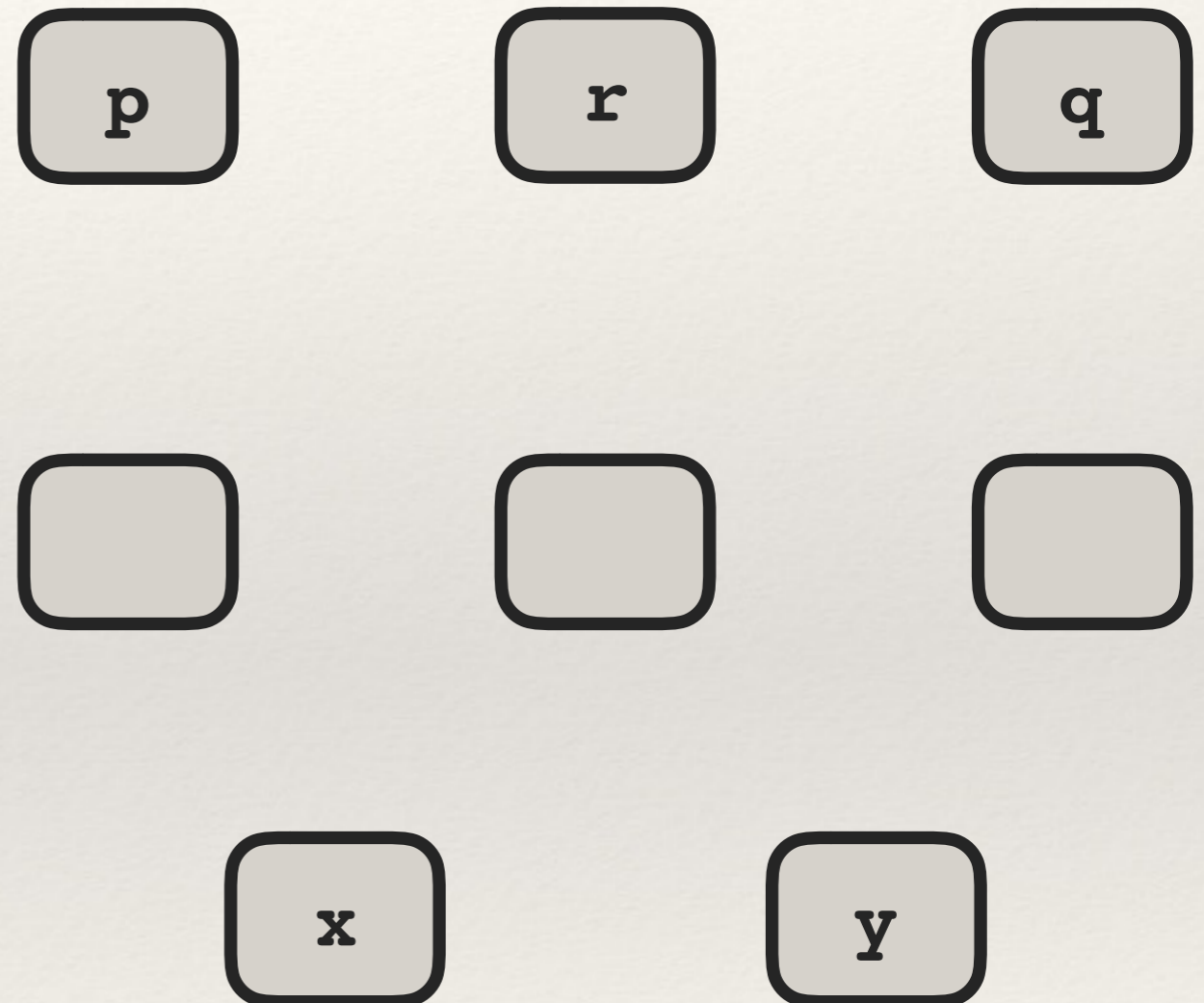
x

y

Value-Flow computation

```
id(r) {  
    return r;  
}
```

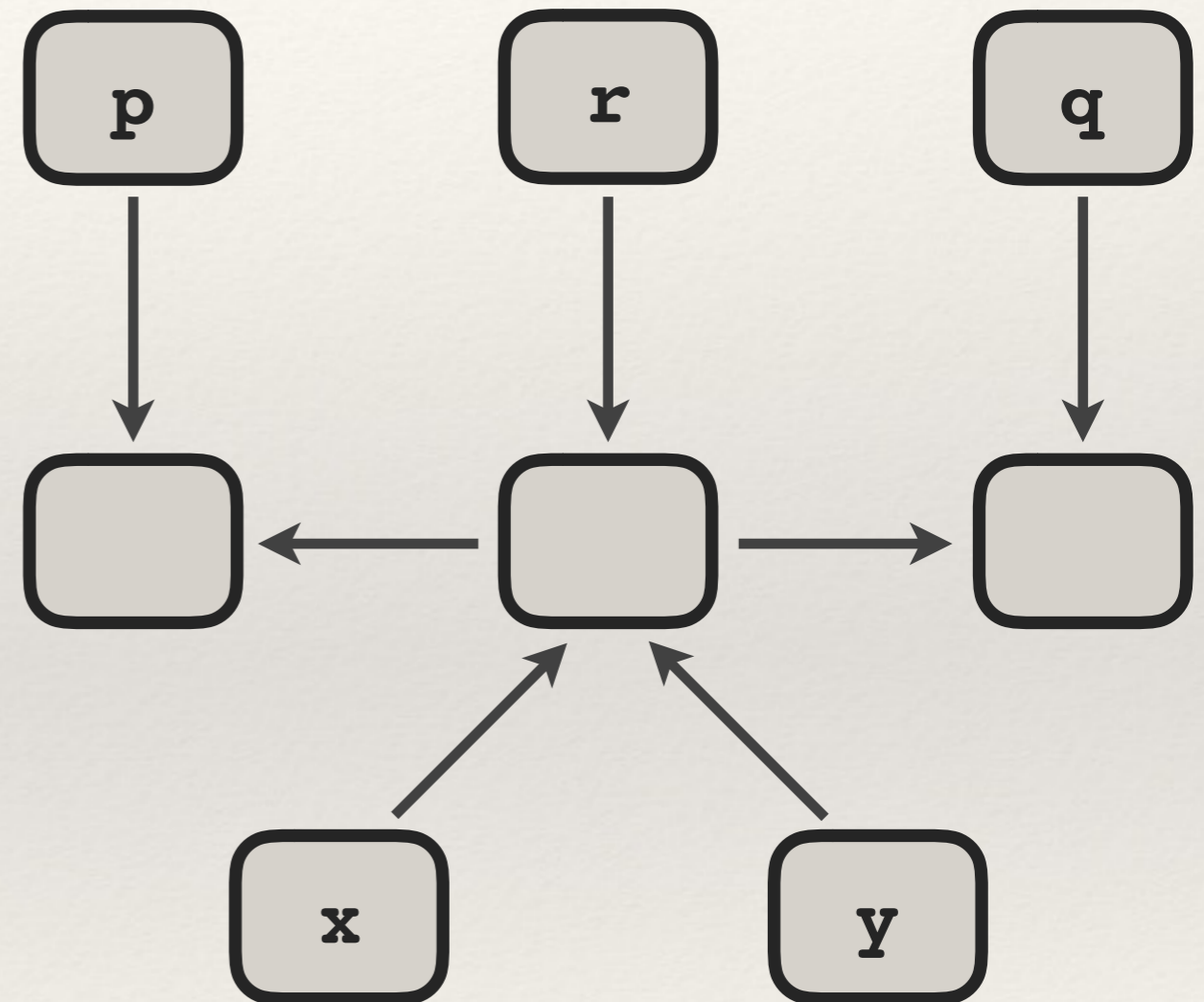
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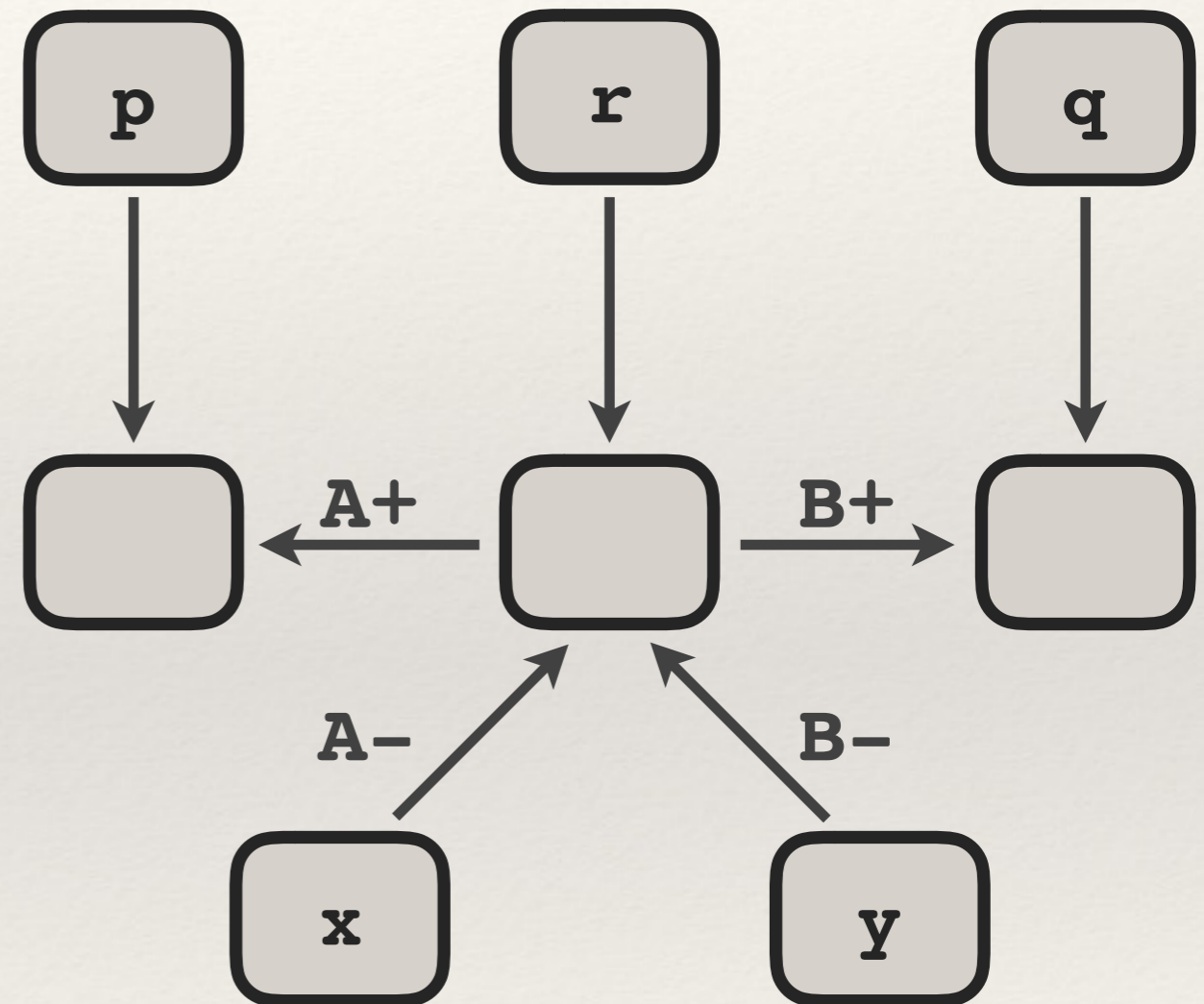
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Value-Flow computation

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id(r) {  
    return r;  
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```
p = id(&x); // A  
q = id(&y); // B  
*p = 3
```



Abstract CFG construction

```
FILE *f1, *f2;  
int p1, p2;  
  
B: doStuff() {  
    if (p1)  
        x: rtl(f1);  
    if (p2)  
        y: rtl(f2);  
    doStuff();  
}  
  
C: rtl(FILE *f) {  
    fprintf(f, ?);  
}
```

Abstract CFG construction

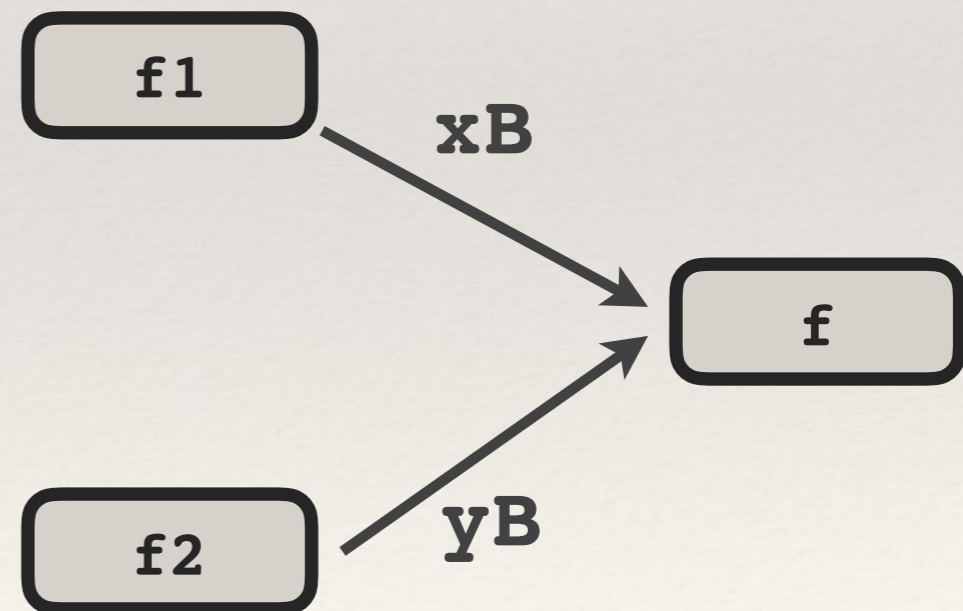
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Interface Expression computation

- ❖ Interface = **inNodes** + **outNodes**
 - ❖ **inNodes** = globals U params U *(globals U params)
 - ❖ **outNodes** = globals U ret U *(globals U ret) U params
- ❖ **Mod_Set(f)** = all variables **f** may modify
- ❖ **Alias_Set(x)** = all exprs. that may get the same value

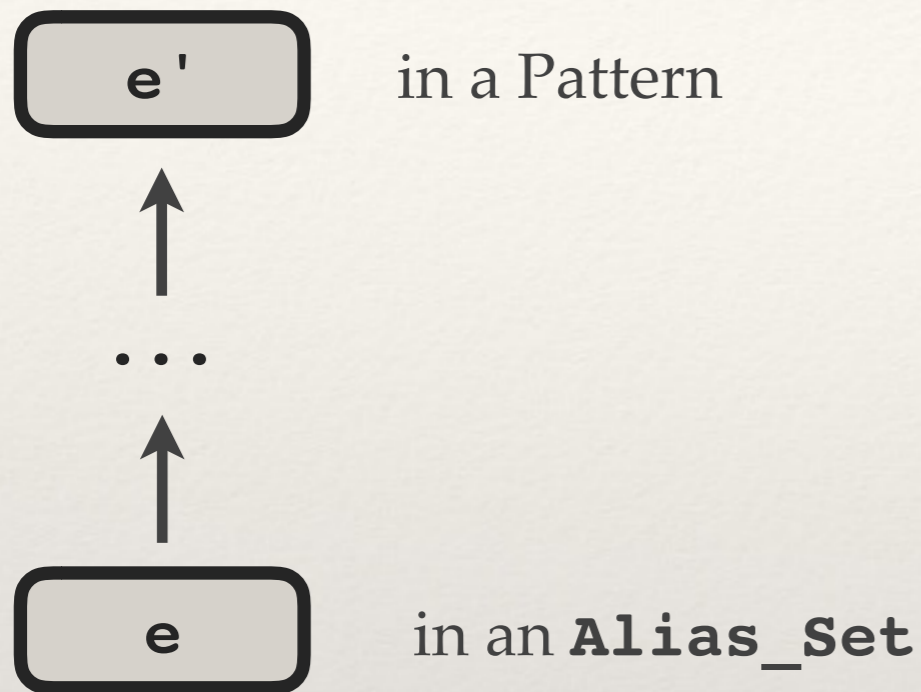
Property Simulation (intra)

e'

in a Pattern

Pattern	Transition	New?
<code>e = fopen(_)</code>	Open	Y
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Property Simulation (intra)



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<code>e = fopen(_)</code>	Open	Y
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Property Simulation (intra)



in a Pattern



...

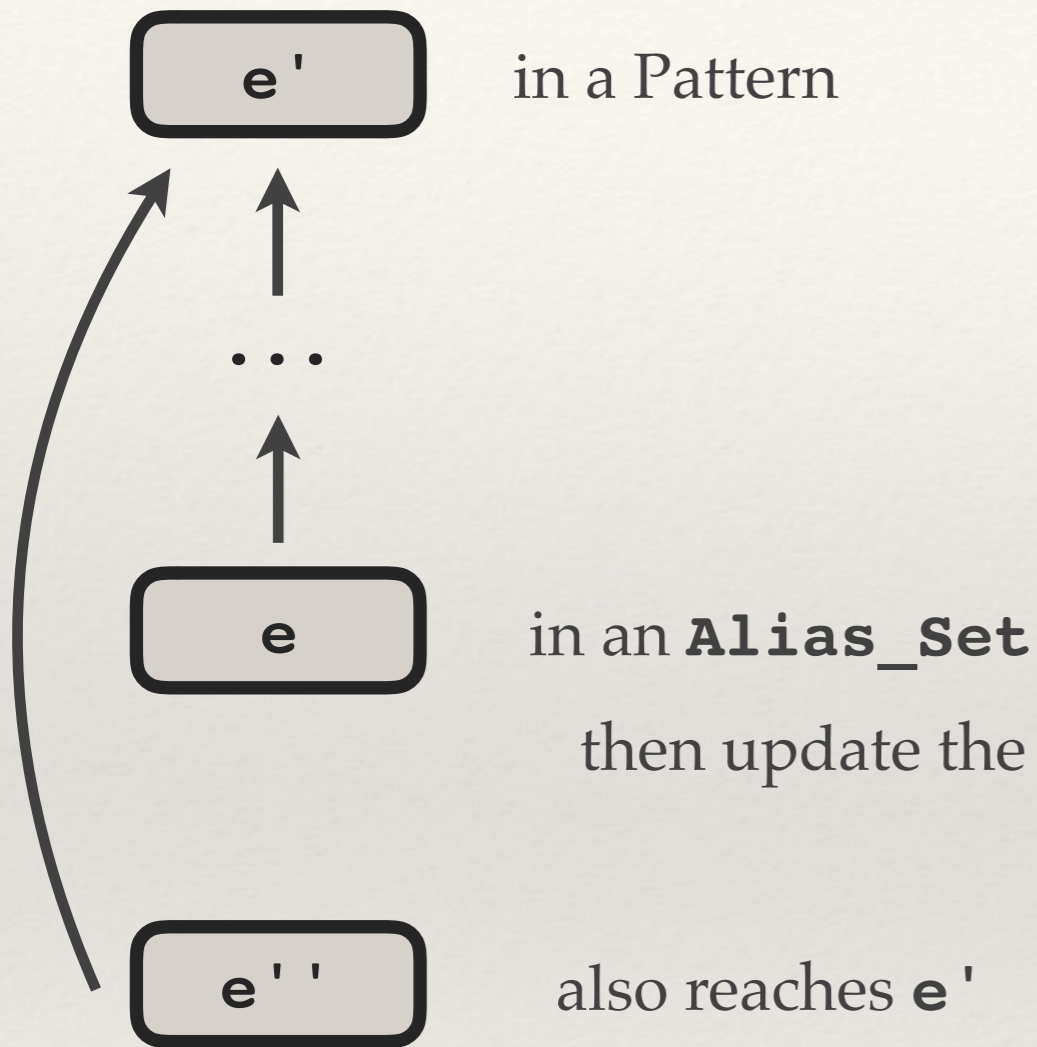


in an **Alias_Set**

then update the *state* of the **Alias_Set**

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<code>e = fopen(_)</code>	Open	Y
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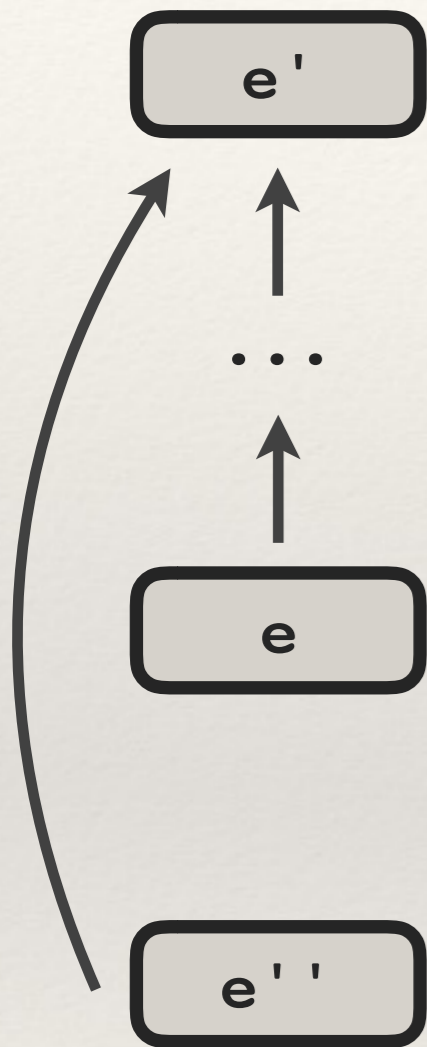
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then update the *state* of the **Alias_Set**

Property Simulation (intra)



in a Pattern

in an **Alias_Set**

then update the *state* of the **Alias_Set**

also reaches e'

then add **id** transition for the **Alias_Set**

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Property Simulation (inter)

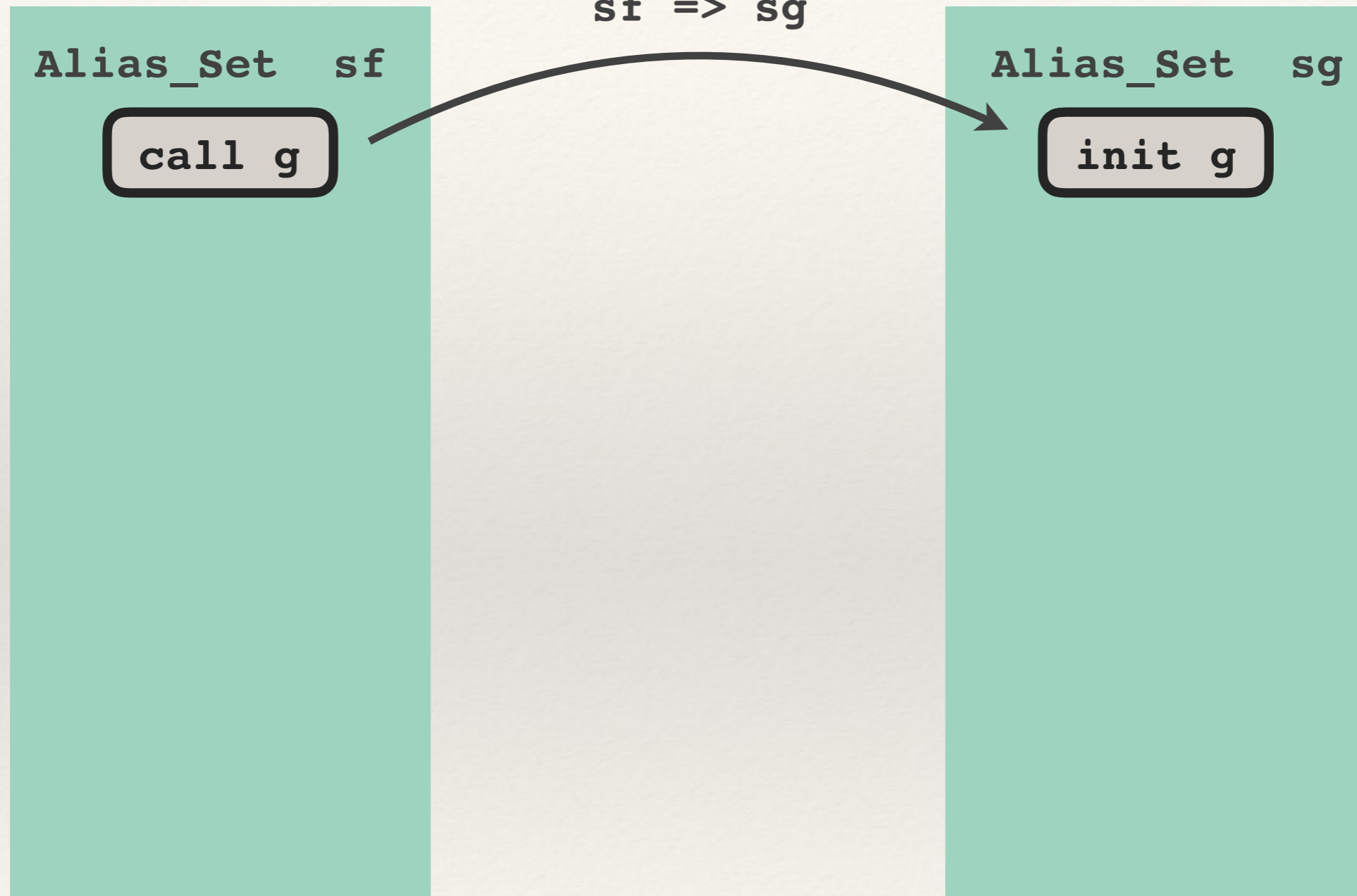
f:

```
Alias_Set sf
```

```
call g
```

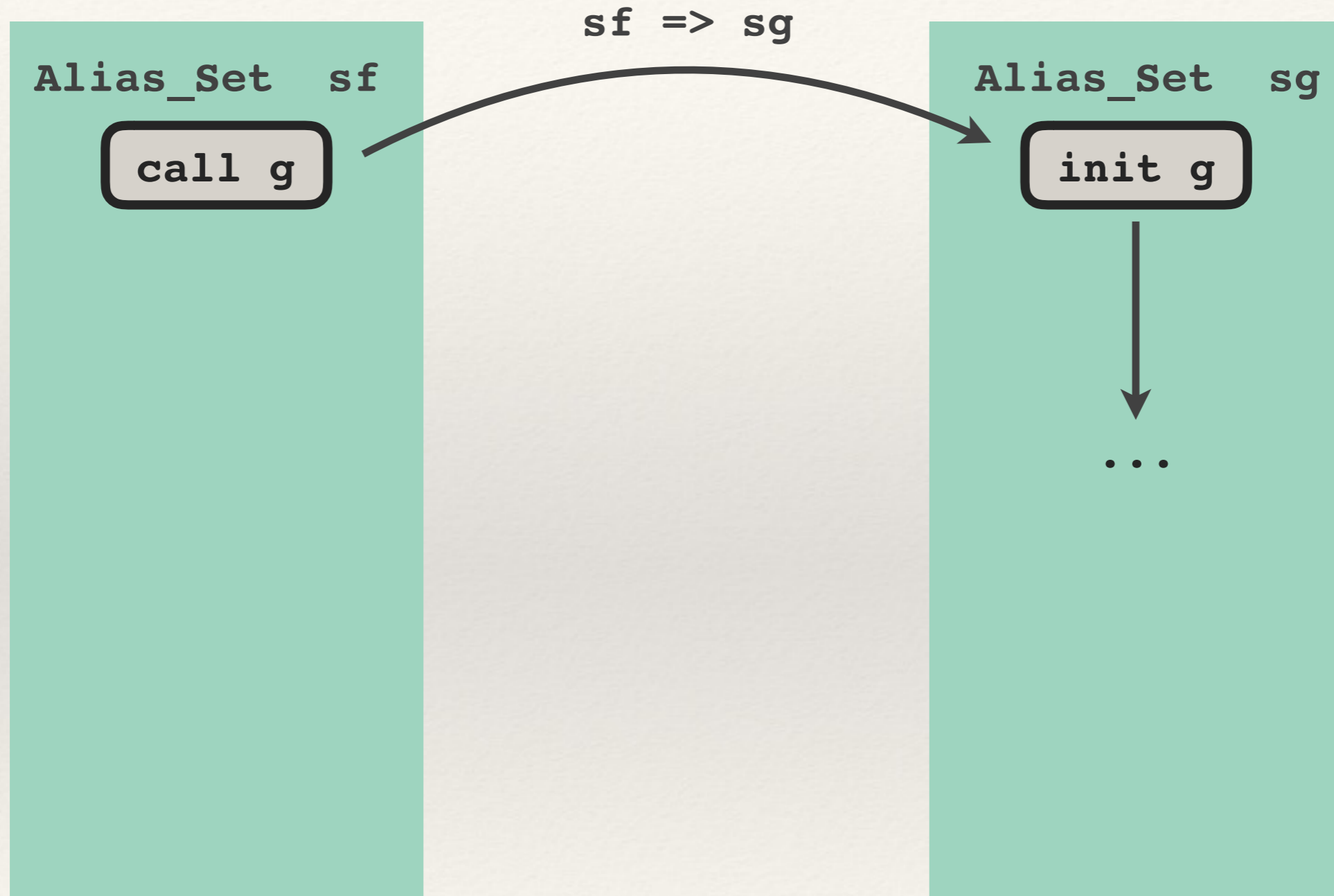
Property Simulation (inter)

f:



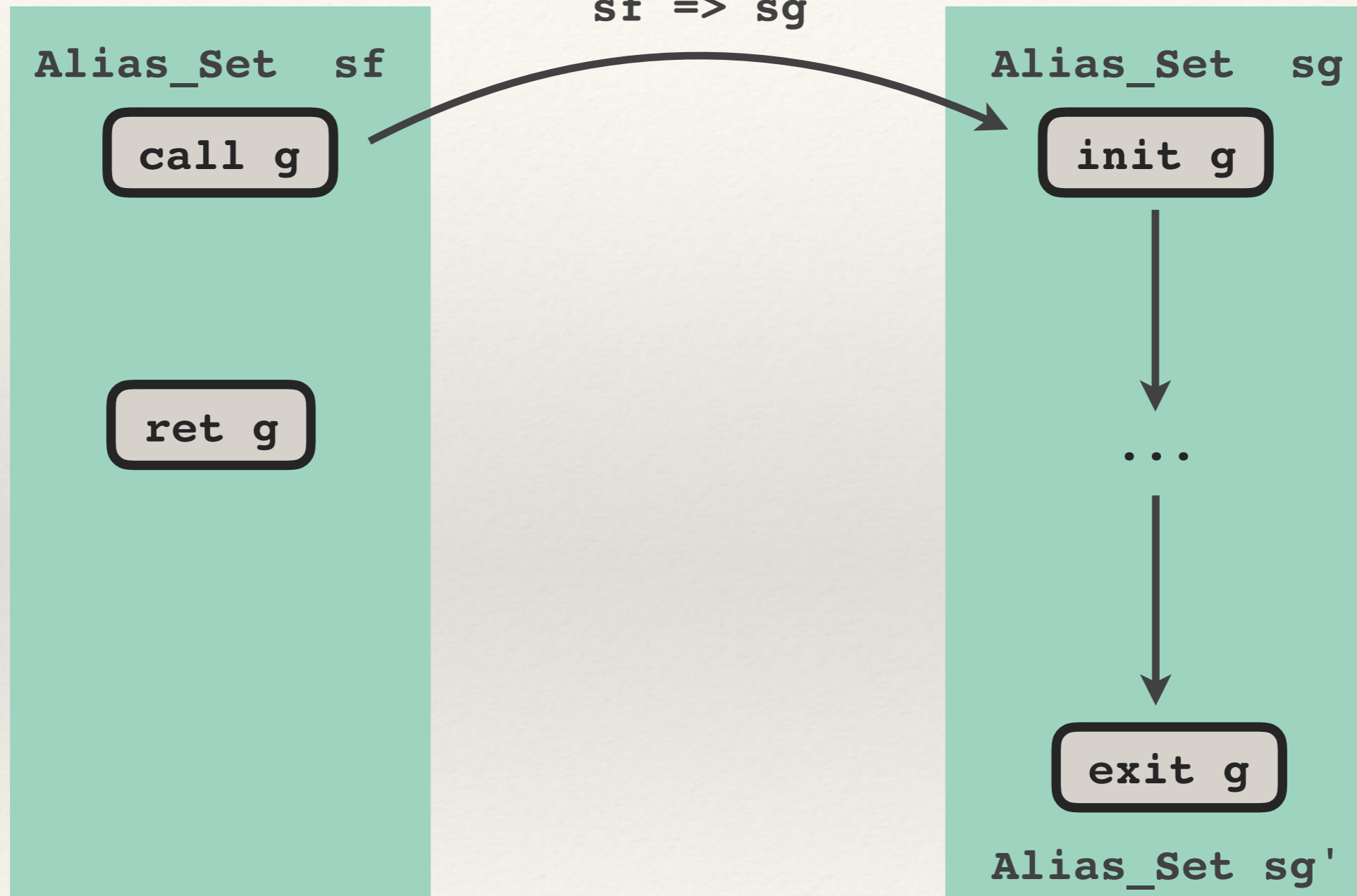
Property Simulation (inter)

f:



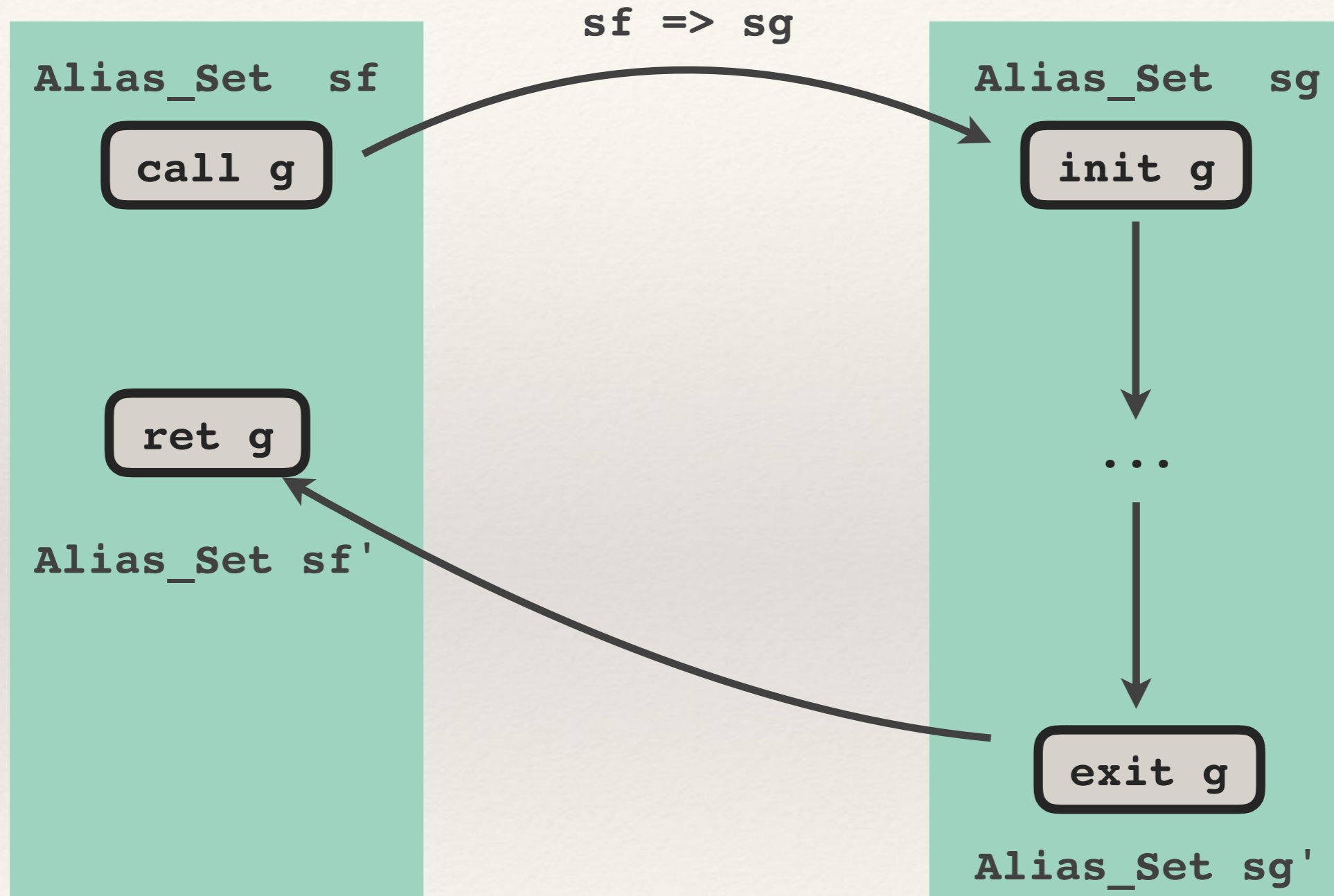
Property Simulation (inter)

f:



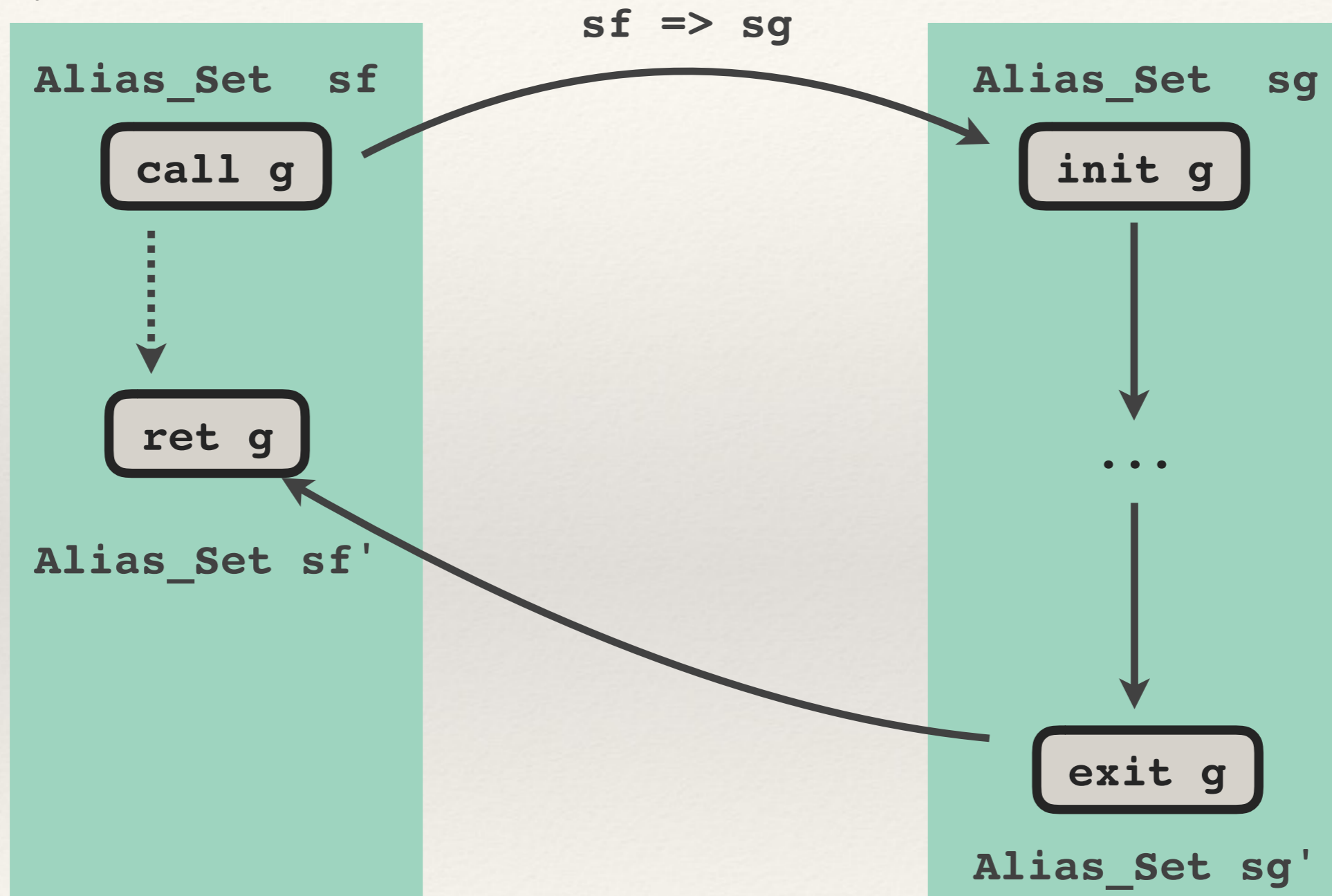
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f:



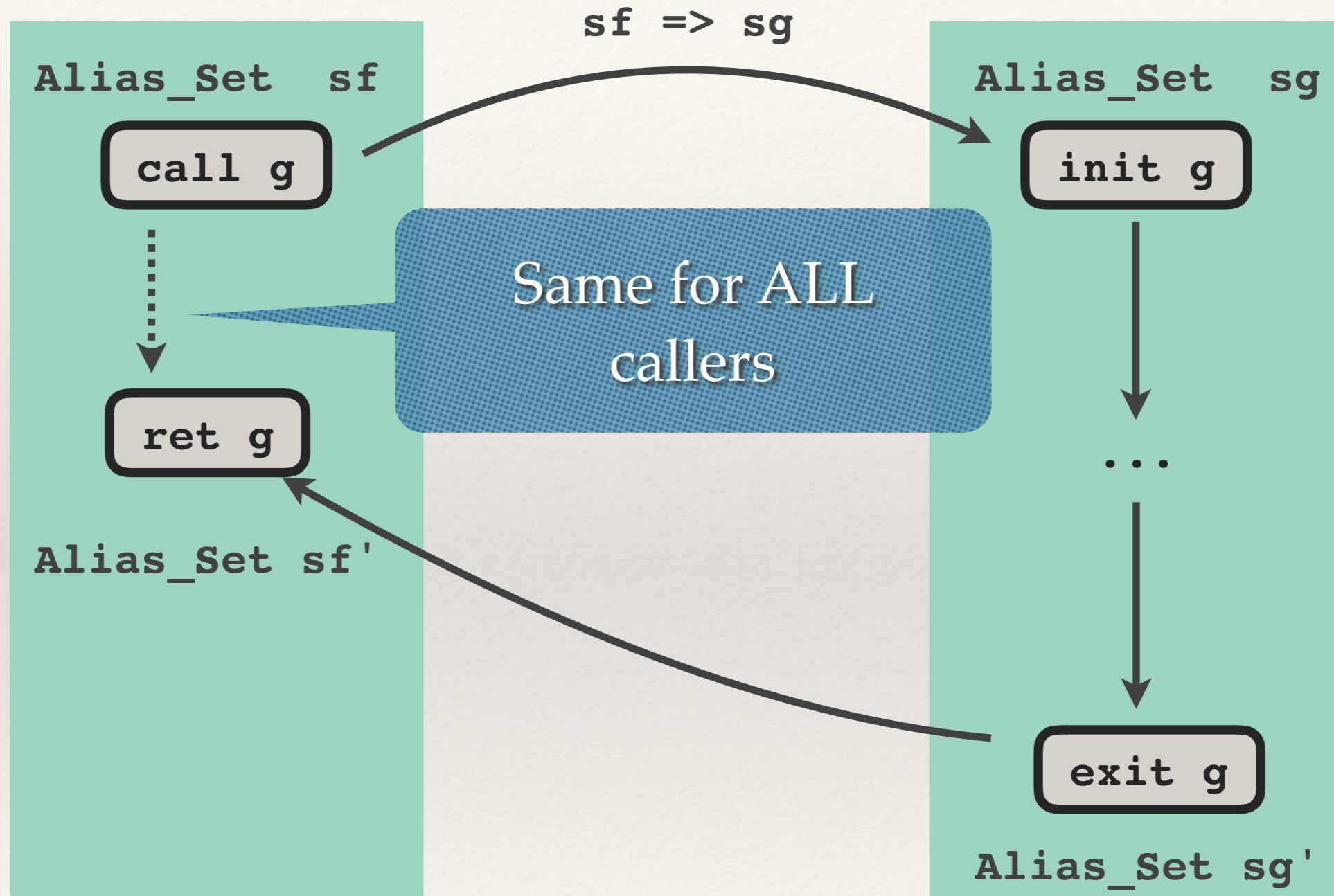
Property Simulation (inter)

f:



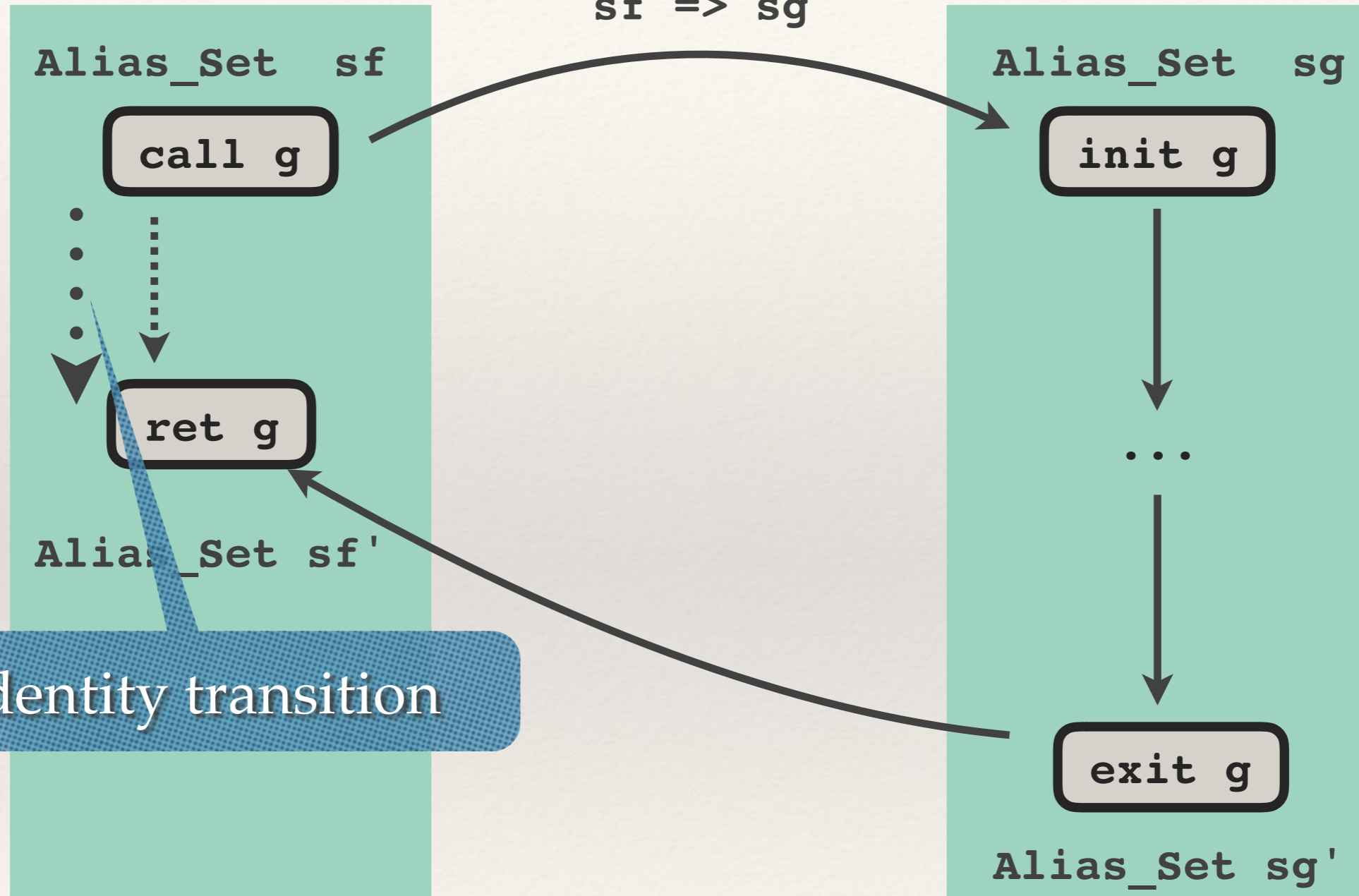
Property Simulation (inter)

f:



Property Simulation (inter)

f:



Example

```
FILE *f1, *f2;
int p1, p2;

A: compile() {
    if (p1)
        f1 = fopen();
    if (p2)
        f2 = fopen();
    doStuff();
}
```

```
B: doStuff() {
    if (p1)
        x: rtl(f1);
    if (p2)
        y: rtl(f2);
    doStuff();
}

C: rtl(FILE *f) {
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    doStuff();
}

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}
```

2 More Examples

```
if (dump)
    flag = 1;
else
    flag = 0;

if (dump)
    f = fopen();

if (flag)
    fclose(f);
```



```
if (dump) {
    f = fopen();
    flag = 1;
} else
    flag = 0;

if (flag)
    fclose(f);
```



ESP

- ❖ CFG construction
- ❖ Value flow computation
- ❖ Abstract CFG construction
- ❖ Interface expression computation
- ❖ Property simulation

Summary

- ❖ independent values
- ❖ temporal properties
- ❖ few relevant branches
- ❖ implicit correlations

Discussion I

- ❖ "This is a useful, non-trivial property *that cannot be expressed using types.*"

Agree / Disagree?

Discussion II

- ❖ related work: **Vault** keeps typestate

Do you think Vault (or Rust) will be "the future"?

Discuss III

- ❖ Benchmark: **gcc 2.5.3** from SPEC'95
 - ❖ SPEC is not free
 - ❖ SPEC'95 was retired in 2000

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Discuss III

- ❖ Benchmark: **gcc 2.5.3** from SPEC'95
 - ❖ SPEC is not free (~\$300)
 - ❖ SPEC'95 was retired in 2000
- ❖ Only evaluates correct code!
- ❖ Evaluation doesn't measure CFG-building time

Discuss VI

- ❖ Das, PLDI 2000 analyzed a 1.4 million LOC program
 - ❖ ... it was MS Word 97
- ❖ Why is Word so big?

Notes

- ❖ implementation "extends" IFDS
- ❖ polynomial runtime (fast "in practice")
- ❖ useful starting point for SLAM