# Symbolic Heap Abstraction with Demand-Driven Axiomatization of Memory Invariants

#### Isil Dillig Thomas Dillig Alex Aiken

#### Stanford University



• Goal of heap analysis: Statically describe all possible points-to relations in the heap for any execution of the program.

- Goal of heap analysis: Statically describe all possible points-to relations in the heap for any execution of the program.
- Heap analyses can be characterized as *relational* or *non-relational*:

- Goal of heap analysis: Statically describe all possible points-to relations in the heap for any execution of the program.
- Heap analyses can be characterized as *relational* or *non-relational*:
  - A relational analysis tracks correlations between points-to targets of two memory locations

- Goal of heap analysis: Statically describe all possible points-to relations in the heap for any execution of the program.
- Heap analyses can be characterized as *relational* or *non-relational*:
  - A relational analysis tracks correlations between points-to targets of two memory locations
  - A non-relational heap analysis does not.

- Goal of heap analysis: Statically describe all possible points-to relations in the heap for any execution of the program.
- Heap analyses can be characterized as *relational* or *non-relational*:
  - A relational analysis tracks correlations between points-to targets of two memory locations
  - A non-relational heap analysis does not.
- Relational heap analyses are more precise, but also more expensive.

```
if(*)
 *x = a;
else
 *x = b;
y = x;
assert(*x == *y);
```

3

・ 同 ト ・ ヨ ト ・ ヨ ト

# Non-relational: а

▲ 同 ▶ ▲ 国 ▶ ▲ 国

#### Non-relational:



• Does not encode x and y must point to same location

#### Non-relational:



- Does not encode x and y must point to same location
- Cannot prove the assertion

イロト イボト イヨト イヨト

э



- Perform case split on possible heaps.
- Can prove assertion because in both heaps x and y point to same location.

• Advantages:

-

- Advantages:
  - Each abstract location points to exactly one target location per heap





- Each abstract location points to exactly one target location per heap
- ⇒ precise relational reasoning





- Each abstract location points to exactly one target location per heap
- ⇒ precise relational reasoning
- Disadvantages:





- Each abstract location points to exactly one target location per heap
- ⇒ precise relational reasoning
- Disadvantages:
  - Generates exponential number of heaps





- Each abstract location points to exactly one target location per heap
- ⇒ precise relational reasoning
- Disadvantages:
  - Generates exponential number of heaps
  - Duplicates shared portion of the heaps



- Each abstract location points to exactly one target location per heap
- ⇒ precise relational reasoning
- Disadvantages:
  - Generates exponential number of heaps
  - Duplicates shared portion of the heaps
  - ⇒ Very expensive and unscalable



#### • Advantages:

- Each abstract location points to exactly one target location per heap
- ⇒ precise relational reasoning

#### • Disadvantages:

- Generates exponential number of heaps
- Duplicates shared portion of the heaps
- ⇒ Very expensive and unscalable

#### This talk:

Scalable and precise relational heap analysis *without* performing explicit case splits on the heap



We can achieve relational reasoning by enforcing two important memory invariants that real computer memories satisfy:



We can achieve relational reasoning by enforcing two important memory invariants that real computer memories satisfy:

• Existence: Every memory location has at least one value



We can achieve relational reasoning by enforcing two important memory invariants that real computer memories satisfy:

- Existence: Every memory location has at least one value
- Uniqueness: Every memory location has at most one value



We can achieve relational reasoning by enforcing two important memory invariants that real computer memories satisfy:

- Existence: Every memory location has at least one value
- Uniqueness: Every memory location has at most one value

 $\Rightarrow$  Heap splitting is one way of enforcing these invariants.

Enforce memory invariants symbolically using constraints on a single heap abstraction.

• No explicit case splits on the heap, but solver may internally need to perform case analysis

- No explicit case splits on the heap, but solver may internally need to perform case analysis
- Still advantageous because:

- No explicit case splits on the heap, but solver may internally need to perform case analysis
- Still advantageous because:
  - Solver can often prove a constraint SAT or UNSAT without considering all cases: eager vs. lazy

- No explicit case splits on the heap, but solver may internally need to perform case analysis
- Still advantageous because:
  - Solver can often prove a constraint SAT or UNSAT without considering all cases: eager vs. lazy
  - Don't duplicate shared portions of the heap

- No explicit case splits on the heap, but solver may internally need to perform case analysis
- Still advantageous because:
  - Solver can often prove a constraint SAT or UNSAT without considering all cases: eager vs. lazy
  - Don't duplicate shared portions of the heap
  - No heuristics for merging "similar" heaps



 To encode that x cannot point to a and b at the same time, we can use two constraints φ and ¬φ

周 ト イ ヨ ト イ ヨ ト

-



 To encode that x cannot point to a and b at the same time, we can use two constraints φ and ¬φ

伺い イヨト イヨト

-



 To encode that x cannot point to a and b at the same time, we can use two constraints φ and ¬φ ⇒ Uniqueness

伺い イヨト イヨト



- To encode that x cannot point to a and b at the same time, we can use two constraints φ and ¬φ ⇒ Uniqueness
- Also encodes that x must point to either a or b



- To encode that x cannot point to a and b at the same time, we can use two constraints φ and ¬φ ⇒ Uniqueness
- Also encodes that x must point to either a or  $b \Rightarrow$  Existence





Isil Dillig Thomas Dillig Alex Aiken Symbolic Heap Abstraction with Demand-Driven Axiomatization

(日)

3
## Enforcing Memory Invariants



### Correlation between x and y preserved

• x and y point to different locations under  $\phi \wedge \neg \phi$ 

 $\Rightarrow$  Can prove the assertion!

・ 同 ト ・ ヨ ト ・ ヨ ト

### Memory Invariants on Unbounded Locations

• Easy to enforce these invariants when each abstract location corresponds to one concrete location.

### Memory Invariants on Unbounded Locations

- Easy to enforce these invariants when each abstract location corresponds to one concrete location.
- But what about abstract locations that represent multiple concrete locations?

```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}
y = x;
// 0 <= k < size
assert(x[k] == y[k]);</pre>
```

```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}
y = x;
// 0 <= k < size
assert(x[k] == y[k]);</pre>
```



• Most techniques represent the array with a summary node.



- Most techniques represent the array with a summary node.
- Graph encodes that any element in x may point to either a or b.

```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}
y = x;
// 0 <= k < size
    assert(x[k] == y[k]);</pre>
```



```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}
y = x;
// 0 <= k < size
assert(x[k] == y[k]);</pre>
```



Encodes that an element of x cannot point to both a and b

```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}
y = x;
// 0 <= k < size
assert(x[k] == y[k]);</pre>
```



Encodes that an element of x cannot point to both a and b
... but erroneously encodes x[1] and x[2] must have same value!

```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}
y = x;
// 0 <= k < size
assert(x[k] == y[k]);</pre>
```



### Conclusion

• To enforce memory invariants symbolically, we need a way to refer to individual elements in summary locations.

• Use the symbolic heap from our previous work that allows distinguishing individual elements in a summary location.

- Use the symbolic heap from our previous work that allows distinguishing individual elements in a summary location.
  - This basic symbolic heap does not enforce memory invariants

- Use the symbolic heap from our previous work that allows distinguishing individual elements in a summary location.
  - This basic symbolic heap does not enforce memory invariants
- Describe new technique to enforce memory invariants on the symbolic heap without explicit case splits

• Abstract locations that represent more than one concrete location are qualified by index variables.

Isil Dillig Thomas Dillig Alex Aiken Symbolic Heap Abstraction with Demand-Driven Axiomatization

伺 ト イヨ ト イヨト

```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}
y = x;
// 0 <= k < size
assert(x[k] == y[k]);</pre>
```



・ 同 ト ・ ヨ ト ・ ヨ ト

э

• Abstract locations that represent more than one concrete location are qualified by index variables.

```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}
y = x;
// 0 <= k < size
assert(x[k] == y[k]);</pre>
```



| 4 同 ▶ | 4 回 ▶ | 4 回 ▶

- Abstract locations that represent more than one concrete location are qualified by index variables.
  - Index variables allow us to refer to individual elements inside the abstract location

```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}
y = x;
// 0 <= k < size
assert(x[k] == y[k]);</pre>
```



• Bracketing constraints on points-to edges qualify which elements in the source location may and must point to which elements in the target location.

```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}
y = x;
// 0 <= k < size
assert(x[k] == y[k]);</pre>
```



• Bracketing constraints on points-to edges qualify which elements in the source location may and must point to which elements in the target location.

```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}
y = x;
// 0 <= k < size
assert(x[k] == y[k]);</pre>
```



• A D > • D > • D =

• Bracketing constraints on points-to edges qualify which elements in the source location may and must point to which elements in the target location.

```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}
y = x;
// 0 <= k < size
assert(x[k] == y[k]);</pre>
```



< ロ > < 同 > < 三 > < 三 >

3

#### This heap does not enforce memory invariants

```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}
y = x;
// 0 <= k < size
assert(x[k] == y[k]);</pre>
```



#### This heap does not enforce memory invariants

• Uniqueness violated because conjunction of may conditions is not unsatisfiable.

```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}
y = x;
// 0 <= k < size
assert(x[k] == y[k]);</pre>
```



### This heap does not enforce memory invariants

- Uniqueness violated because conjunction of may conditions is not unsatisfiable.
- Existence violated because disjunction of must conditions is not valid.

Modify the basic symbolic heap such that:



Modify the basic symbolic heap such that:

- Inforces the existence and uniqueness of memory contents
  - Symbolically using constraints

Modify the basic symbolic heap such that:

- Inforces the existence and uniqueness of memory contents
  - Symbolically using constraints
  - $\bullet\,$  Replace original constraints with new constraints  $\Delta$  enforcing these invariants.

Modify the basic symbolic heap such that:

- Inforces the existence and uniqueness of memory contents
  - Symbolically using constraints
  - $\bullet\,$  Replace original constraints with new constraints  $\Delta$  enforcing these invariants.
- Preserves all the partial information encoded in the original symbolic heap

Modify the basic symbolic heap such that:

- Inforces the existence and uniqueness of memory contents
  - Symbolically using constraints
  - $\bullet\,$  Replace original constraints with new constraints  $\Delta$  enforcing these invariants.
- Preserves all the partial information encoded in the original symbolic heap
  - Restore existing information by adding quantified axioms relating  $\Delta$  to the original constraints

▲ □ ▶ ▲ □ ▶ ▲ □ ▶

• Consider any location A for which invariants are violated.

- Consider any location A for which invariants are violated.
- Replace constraint on i'th edge from A with constraint Δ<sub>i</sub> enforcing memory invariants on each concrete element in A.

- Consider any location A for which invariants are violated.
- Replace constraint on i'th edge from A with constraint Δ<sub>i</sub> enforcing memory invariants on each concrete element in A.
- These  $\Delta_i$ 's are of the form  $\Gamma_i \wedge \Theta_i$

- Consider any location A for which invariants are violated.
- Replace constraint on i'th edge from A with constraint Δ<sub>i</sub> enforcing memory invariants on each concrete element in A.
- These  $\Delta_i$ 's are of the form  $\Gamma_i \wedge \Theta_i$



- Consider any location A for which invariants are violated.
- Replace constraint on i'th edge from A with constraint Δ<sub>i</sub> enforcing memory invariants on each concrete element in A.
- These  $\Delta_i$ 's are of the form  $\Gamma_i \wedge \Theta_i$



- Consider any location A for which invariants are violated.
- Replace constraint on i'th edge from A with constraint Δ<sub>i</sub> enforcing memory invariants on each concrete element in A.
- These  $\Delta_i$ 's are of the form  $\Gamma_i \wedge \Theta_i$



- Consider any location A for which invariants are violated.
- Replace constraint on i'th edge from A with constraint Δ<sub>i</sub> enforcing memory invariants on each concrete element in A.
- These  $\Delta_i$ 's are of the form  $\Gamma_i \wedge \Theta_i$



- Consider any location A for which invariants are violated.
- Replace constraint on i'th edge from A with constraint Δ<sub>i</sub> enforcing memory invariants on each concrete element in A.
- These  $\Delta_i$ 's are of the form  $\Gamma_i \wedge \Theta_i$



- Consider any location A for which invariants are violated.
- Replace constraint on i'th edge from A with constraint Δ<sub>i</sub> enforcing memory invariants on each concrete element in A.
- These  $\Delta_i$ 's are of the form  $\Gamma_i \wedge \Theta_i$


## Enforcing Existence and Uniqueness on the Symbolic Heap

- Consider any location A for which invariants are violated.
- Replace constraint on i'th edge from A with constraint Δ<sub>i</sub> enforcing memory invariants on each concrete element in A.
- These  $\Delta_i$ 's are of the form  $\Gamma_i \wedge \Theta_i$



•  $\Gamma$ : Each concrete element  $\rightarrow$  one abstract target

# Enforcing Existence and Uniqueness on the Symbolic Heap

- Consider any location A for which invariants are violated.
- Replace constraint on i'th edge from A with constraint Δ<sub>i</sub> enforcing memory invariants on each concrete element in A.
- These  $\Delta_i$ 's are of the form  $\Gamma_i \wedge \Theta_i$



- $\Gamma$ : Each concrete element  $\rightarrow$  one abstract target
- $\Theta$ : In this abstract target, select one concrete element.



イロト イボト イヨト イヨト

э



• Want to ensure *i*'th element of A points to exactly one  $B_i$ .



- Want to ensure *i*'th element of A points to exactly one  $B_i$ .
- Introduce an uninterpreted function  $\delta(i)$  that selects an edge for the *i*'th element.



- Want to ensure *i*'th element of A points to exactly one  $B_i$ .
- Introduce an uninterpreted function  $\delta(i)$  that selects an edge for the *i*'th element.



- Want to ensure *i*'th element of A points to exactly one  $B_i$ .
- Introduce an uninterpreted function  $\delta(i)$  that selects an edge for the *i*'th element.



- Want to ensure *i*'th element of A points to exactly one  $B_i$ .
- Introduce an uninterpreted function  $\delta(i)$  that selects an edge for the *i*'th element.



- Want to ensure *i*'th element of A points to exactly one  $B_i$ .
- Introduce an uninterpreted function  $\delta(i)$  that selects an edge for the *i*'th element.



- Want to ensure *i*'th element of A points to exactly one  $B_i$ .
- Introduce an uninterpreted function  $\delta(i)$  that selects an edge for the *i*'th element.



- Want to ensure *i*'th element of A points to exactly one  $B_i$ .
- Introduce an uninterpreted function  $\delta(i)$  that selects an edge for the *i*'th element.

•  $\Rightarrow$  Each concrete element in A has exactly one abstract target.

< ロ > < 同 > < 三 > < 三 >



- Want to ensure *i*'th element of A points to exactly one  $B_i$ .
- Introduce an uninterpreted function  $\delta(i)$  that selects an edge for the *i*'th element.
- $\Rightarrow$  Each concrete element in A has exactly one abstract target.
- Correctly allows different indices to point to same target.

< ロ > < 同 > < 三 > < 三 >

```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}
y = x;
// 0 <= k < size
    assert(x[k] == y[k]);</pre>
```



イロト イポト イヨト イヨト

```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}
y = x;
// 0 <= k < size
    assert(x[k] == y[k]);</pre>
```



```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}</pre>
```



(日)

```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a;
    else x[i] = b;
}
y = x;
// 0 <= k < size
assert(x[k] == y[k]);</pre>
```



3

• We can now prove the assertion!

```
for(int i=0; i<size; i++)

{

if(*) x[i] = a;

else x[i] = b;

}

y = x;

// 0 <= k < size

assert(x[k] == y[k]);

\delta(i) \leq 0

\delta(i) \leq 0

\delta(i) \leq 0

\delta(i) \geq 1

b
```

#### We can now prove the assertion!

• Because x [k] and y [k] point to different locations under  $\delta(k) \le 0 \land \delta(k) \ge 1 \Rightarrow \text{UNSAT}$ 

- 4 同 ト 4 ヨ ト 4 ヨ ト

-

Isil Dillig Thomas Dillig Alex Aiken Symbolic Heap Abstraction with Demand-Driven Axiomatization

< ロ > < 回 > < 回 > < 回 > < 回 >

æ

```
for(int i=0; i<size; i++)
{
    if(*) x[i] = a[i];
    else x[i] = b[i];
}
y = x;
// 0 <= k < size
assert(x[k] == y[k]);</pre>
```

< 同 > < 三 > < 三 >



- 4 同 1 4 三 1 4 三 1

э



(日)



• Encodes x[i] cannot point to a and b at the same time.

▲ □ ▶ ▲ □ ▶ ▲ □ ▶



- Encodes x[i] cannot point to a and b at the same time.
- But x[i] can still point to two different elements in a

# Constructing $\Theta$

 $\langle true, false \rangle$ 

< ロ > < 部 > < き > < き > <</p>

æ



• Want the heap abstraction to encode that *i*'th element of A must point to exactly one element in B.

A > <



• Want the heap abstraction to encode that *i*'th element of A must point to exactly one element in B.



- Want the heap abstraction to encode that *i*'th element of A must point to exactly one element in B.
- Since  $\tau$  is a function, each element in A is mapped to exactly one element in B.



- Want the heap abstraction to encode that *i*'th element of A must point to exactly one element in B.
- Since  $\tau$  is a function, each element in A is mapped to exactly one element in B.
- Since  $\tau$  is uninterpreted, each element in A is mapped to an unknown element in B.



(日)

э



(日)



• Now encodes that each element in x points to exactly one concrete element in a or b.



- Now encodes that each element in x points to exactly one concrete element in a or b.
- Can now prove assertion.

-

• So far, we have enforced the memory invariants; but we did not preserve all the information in the original symbolic heap.

• So far, we have enforced the memory invariants; but we did not preserve all the information in the original symbolic heap.



• Using original heap, can prove x[2] cannot point to a[4].

• So far, we have enforced the memory invariants; but we did not preserve all the information in the original symbolic heap.



- Using original heap, can prove x[2] cannot point to a[4].
- But using the modified heap, we can no longer prove this.

## Preserving Existing Information

#### Solution:

If edge in original heap is qualified by  $\langle \phi_{may}, \phi_{must} \rangle$ , then introduce axioms of the form:

伺 ト イヨ ト イヨト
If edge in original heap is qualified by  $\langle \phi_{may}, \phi_{must} \rangle$ , then introduce axioms of the form:

• Can prove everthing provable under original symbolic heap

If edge in original heap is qualified by  $\langle \phi_{may}, \phi_{must} \rangle$ , then introduce axioms of the form:

- Can prove everthing provable under original symbolic heap
  - And much more because we have relational reasoning

If edge in original heap is qualified by  $\langle \phi_{may}, \phi_{must} \rangle$ , then introduce axioms of the form:

- Can prove everthing provable under original symbolic heap
  - And much more because we have relational reasoning
- Set of provable assertions is now monotonic with respect to the precision of the original heap abstraction

If edge in original heap is qualified by  $\langle \phi_{may}, \phi_{must} \rangle$ , then introduce axioms of the form:

- Can prove everthing provable under original symbolic heap
  - And much more because we have relational reasoning
- Set of provable assertions is now monotonic with respect to the precision of the original heap abstraction
  - This does not hold without enforcing memory invariants!



• We implemented this technique as part of our Compass program analysis system



- We implemented this technique as part of our Compass program analysis system
- Verified memory safety properties (absence of buffer overruns, null derefereces, and casting errors) in a number of Unix Coreutils applications and on OpenSSH.

	Relational	Non-relational
Time (s)	261	788
Max memory used (MB)	208	763
# reported buffer errors	2	77
# reported null errors	3	53
# reported cast errors	0	28
Total # of errors	5	158
Total # of false positives	1	154

▲圖 ▶ ▲ 臣 ▶ ▲ 臣

	Relational	Non-relational
Time (s)	261	788
Max memory used (MB)	208	763
# reported buffer errors	2	77
# reported null errors	3	53
# reported cast errors	0	28
Total # of errors	5	158
Total # of false positives	1	154

• Compared relational symbolic heap with basic non-relational symbolic heap for verifying memory safety in OpenSSH.

伺 ト イヨ ト イヨト

	Relational	Non-relational
Time (s)	261	788
Max memory used (MB)	208	763
# reported buffer errors	2	77
# reported null errors	3	53
# reported cast errors	0	28
Total # of errors	5	158
Total # of false positives	1	154

- Compared relational symbolic heap with basic non-relational symbolic heap for verifying memory safety in OpenSSH.
- Relational analysis symbolically enforces memory invariants.

< 同 > < 三 > < 三 >

	Relational	Non-relational
Time (s)	261	788
Max memory used (MB)	208	763
# reported buffer errors	2	77
# reported null errors	3	53
# reported cast errors	0	28
Total # of errors	5	158
Total # of false positives	1	154

• Relational technique is very precise.

	Relational	Non-relational
Time (s)	261	788
Max memory used (MB)	208	763
# reported buffer errors	2	77
# reported null errors	3	53
# reported cast errors	0	28
Total # of errors	5	158
Total # of false positives	1	154

- Relational technique is very precise.
- Technique without memory invariants reports many false positives.

イロト イボト イヨト イヨト

	Relational	Non-relational
Time (s)	261	788
Max memory used (MB)	208	763
# reported buffer errors	2	77
# reported null errors	3	53
# reported cast errors	0	28
Total # of errors	5	158
Total # of false positives	1	154

- Relational technique is very precise.
- Technique without memory invariants reports many false positives.

イロト イボト イヨト イヨト

	Relational	Non-relational
Time (s)	261	788
Max memory used (MB)	208	763
# reported buffer errors	2	77
# reported null errors	3	53
# reported cast errors	0	28
Total # of errors	5	158
Total # of false positives	1	154

- Relational technique is very precise.
- Technique without memory invariants reports many false positives.
- Surprisingly, more precise is also more efficient.

イロト イボト イヨト イヨト

	Relational	Non-relational
Time (s)	261	788
Max memory used (MB)	208	763
# reported buffer errors	2	77
# reported null errors	3	53
# reported cast errors	0	28
Total # of errors	5	158
Total # of false positives	1	154

- Relational technique is very precise.
- Technique without memory invariants reports many false positives.
- Surprisingly, more precise is also more efficient.
  - Memory invariant alone is sufficient to discharge many facts.

イロト イボト イヨト イヨト

# Thank You!



```
Dillig, I., Dillig, T., Aiken, A.:
Fluid updates: Beyond strong vs. weak updates.
In: ESOP (2010) 246–266
```



Reps, T.W., Sagiv, S., Wilhelm, R.: Static program analysis via 3-valued logic. In: CAV (2004) 15–30



Gopan, D., Reps, T., Sagiv, M.: A framework for numeric analysis of array operations. In: POPL (2005) 338–350



Bogudlov, I., Lev-Ami, T., Reps, T., Sagiv, M.: Revamping TVLA: Making parametric shape analysis competitive. Lecture Notes in Computer Science **4590** (2007) 221

Manevich, R.: Partially Disjunctive Shape Analysis. PhD thesis, Tel Aviv University (2009)

▲ 同 ▶ ▲ 国 ▶ ▲ 国