

Static Error Detection Using Semantic Inconsistency Inference

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Source-Sink Errors

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 - -Does a null pointer reach a dereference?
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- Typical examples of source sink errors include:
 - -Does a null pointer reach a dereference?
 - -Does a tainted input reach a security-critical operation?
 - -Does a closed file reach a read operation?
- Detection of these errors requires finding a “feasible” path between the source and the sink.

Inconsistency Errors

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...
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b=*x;
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- A prototypical example:

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...  
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```
- Inconsistency detection can be seen as a variation of type inference.
- The above program would not type check because `x` cannot have both **maybe-null** and **non-null** types.

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- Source-sink analyzers assume closed programs. In open programs, sources can come from “the outside”.
- Inconsistency errors are more local and hence easier to inspect and understand.
- Source-sink errors lie on a single program path. Inconsistencies can involve multiple program paths.

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- An inconsistency error arises if two equivalent expressions are used in ways that indicate **contradictory** beliefs of the programmer.
- Question #1: When are expressions equivalent?
- Question #2: How do we know if two uses indicate contradictory beliefs of the programmer?

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 &| \text{if}^\rho (x = C_i) s_1 \text{ else } s_2 \\
 &| x \leftarrow^\rho y \mid f(x_1, \dots, x_n)^\rho \mid s_1;^\rho s_2
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- Constructors model type-state properties.
e.g. `locked/unlocked`, `null/non-null`, `tainted/clean` etc.
- The only sources are constructor assignments; and the only sinks are check statements.
- Program points ρ are unique identifiers for every statement in the program.

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- Add constructors `null` and `non-null`.
- Instrument every pointer dereference with a check statement:

For every dereference

`*x`

add a check:

`check(x=non-null)`

Guards

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- We represent constraints as boolean formulas and call them *guards*.
- Useful to differentiate between two kinds of guards:
 - 1 *Statement guards* γ^ρ that describe the conditions under which a statement ρ is reached.
 - 2 *Constructor guards* $\Gamma^p(x)(j)$ which describe the conditions under which a variable x evaluates to constructor C_j .

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2. $\neg SAT(\gamma^{\rho_0} \wedge \bigvee_{j \neq i} \Gamma(x)(j))$
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3. $SAT(\gamma^{\rho_1} \wedge \bigvee_{j \neq i} \Gamma(y)(j))$

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- $$SAT(\gamma^{\rho_1} \wedge \bigvee_{j \neq i} \Gamma(y)(j))$$

At ρ_1 it is possible for y to be C_j

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- Given a points-to graph (V, E) and two pointer variables $v_1, v_2 \in V$, we define congruence as:

$$v_1 \cong v_2 \Leftrightarrow \forall v_3 \in V. (((v_1, v_3) \in E) \Leftrightarrow (v_2, v_3) \in E)$$

Congruence

- The definition of congruence (or semantic equivalence) depends on the language and types of expressions.
- An especially problematic case is pointers.
- Given a **guarded** points-to graph (V, E) and two pointer variables $v_1, v_2 \in V$, we have:

$$v_1 \cong v_2 \Leftrightarrow \forall v_3 \in V. (((v_1, v_3)^{g_1} \in E) \Leftrightarrow (v_2, v_3)^{g_2} \in E) \wedge g_1 \equiv g_2$$

Inconsistency Example

example.c

```
b = (p!=NULL)
q = p;
if(b)
    *p = 8;
*q = 4;
```

The Analysis

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The Analysis

```
if(p=null)
  b ← C0
else
  b ← C1;
```

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b = (p!=NULL)
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  *p = 8;
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The Analysis

```
if(p=null)           $\gamma = (p=null)$ 
  b  $\leftarrow C_0$ 
else
  b  $\leftarrow C_1$ ;
```


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The Analysis

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if(p=null)
  b ← C0
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$\Gamma(b)(C_0) = (p=null)$

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```
if(p=null)
  b ← C0
else
  b ← C1
  γ=(p=non-null)
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The Analysis

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  b ← C1;           Γ(b)(C1) = (p=non-null)
  
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  b ← C0
else
  b ← C1;
q ← p;           q ≅ p
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$\gamma = \Gamma(b)(C_1) = (p = \text{non-null})$

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if(p=null)
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  b ← C1;
q ← p;
if(b=C1)
  check(p=non-null);
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if(p=null)
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  b ← C1;
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  check(p=non-null);  ¬SAT(γ ∧ Γ(p)(null))

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$q \cong p$

$\neg SAT(\gamma \wedge \Gamma(p)(null))$
 $SAT(\gamma \wedge \Gamma(q)(null))$

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- Consider these slightly different function definitions:

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void f(int* x)          void f'(int* x)
{
  if(x)
    *x = 2;
  g(x);
}
void g(int* y)          void g'(int* y)
{
  *y=3;
}                       {
                        if(y)
                          *y=3;
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Revised Definition for Interprocedural Inconsistencies

- Consider two check statements $check^{\rho_0}(x = C_i)$ and $check^{\rho_1}(y = C_i)$. An inconsistency error arises if:

1. $x \cong y$
2. $\neg SAT(\gamma^{\rho_0} \wedge \bigvee_{j \neq i} \Gamma(x)(j)) \wedge InCaller(\rho_0)$
3. $SAT(\gamma^{\rho_1} \wedge \bigvee_{j \neq i} \Gamma(x)(j)) \wedge InCallee(\rho_1)$

Implementation and Results

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- We found 518 inconsistency errors and 77 source-sink errors with a false positive rate of 19.5%.

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- We analyzed OpenSSH, OpenSSL, Samba, Sendmail, Pine, MPlayer, and the entire Linux kernel to find source-sink and inconsistency errors.
- We found 518 inconsistency errors and 77 source-sink errors with a false positive rate of 19.5%.
- Developers of Samba and Linux claim the errors found by our tool had not been detected by other static analysis tools, from which they receive regular checking.

Sample Linux Error Report

```
/* Linux, net/sctp/output.c, line 270 */
236 pmtu = ((packet->transport->asoc) ?
237   (packet->transport->asoc->pathmtu) :
238   (packet->transport->pathmtu));
...
269 if (sctp_chunk_is_data(chunk)) {
270   retval = sctp_packet_append_data(packet, chunk);
...
286 }

538 sctp_xmit_t sctp_packet_append_data (struct sctp_packet *packet,
539                                     struct sctp_chunk *chunk)
540 {
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543 struct sctp_transport *transport = packet->transport;
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545 struct sctp_association *asoc = transport->asoc;
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562 rwnd = asoc->peer.rwnd;
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/* OpenSSL, e_chil.c line 1040 */
static int hwcrhk_rsa_mod_exp(BIGNUM *r, const BIGNUM *I,
                              RSA *rsa, BN_CTX *ctx)
967  {
985  if ((hptr = RSA_get_ex_data(rsa, hndidx_rsa))!= NULL)
987  {
990    if(!rsa->n){
994    goto err;
995    }

997  /* Prepare the params */
998  bn_expand2(r, rsa->n->top); /* Check for error !! */
    ...
1027 }
1028 else {
    ...
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```

Related Work



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Thanks for listening!