

# C Program Correctness Checker

A Logic Programming project  
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# Symbolic Input

Statically analyze a C program with symbolic input to check for errors.

- Integer Overflow
- Array Overflow
- Divide by Zero
- Struct Overflow

# Example – Int Overflow

```
/* Int_overflow_test.c */  
int main(int argc, char** argv)  
{  
    int elements; // elements is symbolic  
    int y = elements + 5; // potential int overflow  
    return 0;  
}
```

# Example – Array Overflow

```
/* dynamic_array_test.c */  
int main(int argc, char** argv){  
    int elements; // elements is symbolic  
    int* some_array = malloc(elements * sizeof(int));  
    some_array[10] = 42;      /* overflow if elements < 10 */  
    free(some_array);  
    return 0;  
}
```

# Game plan

- Design a Haskell Data Structure to represent a C program
- Write a parser for this data structure that parses the program and creates a solver query
- Pass the query to the solver to see if any errors are found

# The Parser

C code:

```
Int index;  
index = 8 + 5;
```

Yices code

```
(define index::int)  
(assert ( = ( + 8 5 )  
            index ))
```

# Prefix notation

All the C expressions had to be converted to prefix notation for the Yices solver.

$X = 5 + 4 + 9 / 7 * 33$

Becomes

$( = ( + ( * 33 ( / 9 7 ) ) ( + 5 4 ) ) x )$

# Shunting-yard algorithm

I used a version of the shunting yard algorithm by Dijkstra

Like the evaluation of RPN, the shunting yard algorithm is stack-based. For the conversion there are two text variables (strings), the input and the output. There is also a stack that holds operators not yet added to the output queue. To convert, the program reads each symbol in order and does something based on that symbol.

[http://en.wikipedia.org/wiki/Shunting-yard\\_algorithm](http://en.wikipedia.org/wiki/Shunting-yard_algorithm)



# Test 1

```
t2 = ["/ * static_array_test */",  
      "int main(int argc, char** argv)",  
      "{",  
      "int index;",  
      "int next;",  
      "index = 5 + 8;",  
      "next = index * 2;",  
      "}"]
```

# Test1

```
(define index::int)
(define next::int)
(assert ( = ( + 5 8 ) index ))
(assert ( = ( * 2 index ) next ))
(assert (or (> index 2147483647)
            (< index -2147483648)
            (> next 2147483647)
            (< next -2147483648) ))
(check)
(show-model)
```

# Test1 results

yices test.ys

unsat

unsat

The context is unsat. No model.

# Test2

```
t3 = ["/ * static_array_test */",  
      "int main(int argc, char** argv)",  
      "{",  
      "int index;",  
      "int next;",  
      "next = index * 2;",  
      "}"]
```

# Test2

```
(define index::int)
(define next::int)
(assert ( = ( * 2 index ) next ))
(assert (or (> index 2147483647)
            (< index -2147483648)
            (> next 2147483647)
            (< next -2147483648) ))
(check)
(show-model)
```

# Test2 results

yices test.ys

sat

(= index -2147483649)

(= next -4294967298)

# Branches

```
Int x, y;  
If( x < 10)  
    y = 4;  
else  
    y = 6;
```

```
(define x::int)  
(define y::int)  
(assert (< x 10 ))  
(assert (= y 4))
```

---

```
(define x::int)  
(define y::int)  
(assert (>= x 10 ))  
(assert (= y 6))
```

# Alternative to branching

## if-Then-Else

Yices provides an if-then-else construct that applies to any type. An if-then-else term can be written using either one of the two following forms

$(\text{ite } \langle c \rangle \ \langle t1 \rangle \ \langle t2 \rangle)$   $(\text{if } \langle c \rangle \ \langle t1 \rangle \ \langle t2 \rangle)$



# Arrays

How to represent?

- Function types - Yices does not have a distinct type construct for arrays. In Yices, arrays are the same as functions
- Bitvector
- N separate variables

# Loops

```
Int x = 0;  
For (i = 0; i < 10; i++){  
    X++;  
}
```

```
(define x::int)  
(define i::int)  
(assert (< i 10 ))  
(assert (= x ??))
```

# Function Calls

- Ignore if void function and the function doesn't modify global state
- If there is a return value, analyze the function being called to get constraints on possible return values

# Function Call Example

```
/* Int_overflow_test.c */
int main(int argc, char** argv)
{
    Int elements; // symbolic
    int y = test(elements );
}

Int test(int e){
    Return e % 100;
}
```

```
(define elements::int)
(define y::int)
(assert (and
          (>= y 0)
          (< y 100)))
```

# Future work

## Implement

- Branching
- Arrays
- Structs
- Loops
- Function Calls
- Recursion

# Questions?