

Static Analysis of Reference-Counted Objects for the C Programming Language

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 - ⚠ Perform inter-procedural analysis
 - ⚠ Limited support for language features

The Problem



```
1  ref_init(x);    // Initializes the counter to 1
2  ref_acquire(x); // Increments the counter by 1
3  ref_release(x); // Decrements the counter by 1
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- Counter must equal the number of references



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```

- Counter is handled by the programmer
- Counter must equal the number of references
- Incorrect counters can cause memory leaks or use-after-free anomalies



```
1 struct inode *inode_alloc(struct fs *fs) {  
2     struct inode *i = ref_alloc(sizeof(*i));  
3     if (i == NULL) return NULL;  
4     i->i_fs = fs;  
5     return i;  
6 }
```



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Q2 How does `ref_alloc` behave?



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Q3 How should `inode_alloc` behave?



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Q2 How does `ref_alloc` behave?

Q3 How should `inode_alloc` behave?

Q4 Is this code correct?

Our Approach



1. **Annotations**
2. **Static analysis**
 - 2.1 Simplification
 - 2.2 Annotation checking
 - 2.3 **State calculation**
 - 2.4 **State checking**



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Q3 How should `inode_alloc` behave?

Which structures are reference-counted?



```
1 struct inode {  
2     ...  
3 } REF_TYPE;
```

```
1 struct fs {  
2     ...  
3 } REF_TYPE;
```



```
1 struct inode *inode_alloc(struct fs *fs) {  
2     struct inode *i = ref_alloc(sizeof(*i));  
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6 }
```

Q1 Which structures are reference-counted? ✓

Q2 How does ref_alloc behave?

Q3 How should inode_alloc behave?

How does `ref_alloc` behave?



```
1 extern void REF_TYPE *ref_alloc(size_t size)
2   REF_ACQUIRE_IF(__return__ != NULL, __return__);
```



```
1 struct inode *inode_alloc(struct fs *fs) {  
2     struct inode *i = ref_alloc(sizeof(*i));  
3     if (i == NULL) return NULL;  
4     i->i_fs = fs;  
5     return i;  
6 }
```

Q1 Which structures are reference-counted? ✓

Q2 How does ref_alloc behave? ✓

Q3 How should inode_alloc behave?

How should inode_alloc behave?



```
1 struct inode *inode_alloc(struct fs *fs)
2     REF_ACQUIRE_IF(__return__ != NULL, __return__)
3 {
4     ...
5 }
```



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1 struct inode *inode_alloc(struct fs *fs)
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```

Q1 Which structures are reference-counted? ✓

Q2 How does ref_alloc behave? ✓

Q3 How should inode_alloc behave? ✓

Q4 Is this code correct? ?



```
foreach module-ast:  
    m = simplify(module-ast)  
    check_annotations(m)  
    c = control_flow_graph(m)  
    → s = calculate_state(c)  
    → check_state(m, s)
```

Is this code correct?



```
struct inode *i = ref_alloc(sizeof(*i));  
if (i == NULL)
```

$i == \text{NULL}$

```
return NULL;
```

$i \neq \text{NULL}$

```
i->i_fs = fs;  
return i;
```

i	+1
fs	-1

Is this code correct?



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struct inode *i = ref_alloc(sizeof(*i));  
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$i == \text{NULL}$

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return NULL;
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$i \neq \text{NULL}$

```
i->i_fs = fs;  
return i;
```

i	+1	✓
fs	-1	

- Return value must have a reference delta of +1
 - `REF_ACQUIRE_IF(__return__ != NULL, __return__)`

Is this code correct?



```
struct inode *i = ref_alloc(sizeof(*i));  
if (i == NULL)
```

$i == \text{NULL}$

```
return NULL;
```

$i \neq \text{NULL}$

```
i->i_fs = fs;  
return i;
```

i +1 ✓

fs -1 ⚠

- Return value must have a reference delta of +1
 - `REF_ACQUIRE_IF(__return__ != NULL, __return__)`
- Any other value must have a reference delta of 0

Discussion



- Implemented in the FAUCCC static analyzer



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- Checks the Linux-compatible JITTY operating system



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- Number of annotations:
 - 33 / 605 structures ($\sim 5\%$)
 - 220 / 4433 functions ($\sim 5\%$)



- Implemented in the FAUCCC static analyzer
- Checks the Linux-compatible JITTY operating system
- Catches bugs before they are committed
 - Makes effectiveness evaluation difficult
- Number of annotations:
 - 33 / 605 structures ($\sim 5\%$)
 - 220 / 4433 functions ($\sim 5\%$)
- Very fast (<1 second) for most modules



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- Reference cycles are not handled
- Conditional reference counting operations are rejected

```
if (a == 2) ref_acquire(x);  
/* ... */  
if (b == 2) ref_release(x);
```



- Aliased parameters can cause false negatives
- Reference cycles are not handled
- Conditional reference counting operations are rejected

```
if (a == 2) ref_acquire(x);  
/* ... */  
if (b == 2) ref_release(x);
```

→ These limitations are solvable



- Apply the approach to other projects (Linux, FreeBSD, ...)



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- Add initialization analysis



- Apply the approach to other projects (Linux, FreeBSD, ...)
- Add initialization analysis
- Add finalization analysis

- Static analyzer for reference-counting
- Annotations instead of conventions or heuristics
- Performs fast intra-procedural analysis

Q & A



For further questions:
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