Detection of undefined behavior using KLEE

Pavel Iatchenii

What is undefined behavior

- Not unspecified behavior
- Not implementation-defined behavior
- "Behavior, upon the use of a non-portable or erroneous program construct or of erroneous data, for which International Standard imposes no requirements" (C99 standard)
- "Anything at all can happen; the Standard imposes no requirements. The program may fail to compile, or it may execute incorrectly..." (comp.lang.c)

What is unintentional behavior

This is well-defined behavior, opposite to undefined behavior, which usually goes against programmers’ intent and may also be a bug.

UB in symbolic execution

- Injection of checks by KLEE: division by zero, overshift overflow
- Natural processing by KLEE: dereferencing a nullptr, reaching an unreachable program point, etc
- Cases that are hard to catch without code instrumentation: integer overflow, use of a misaligned pointer, etc

How it works in LLVM right now

LLVM UndefinedBehaviorSanitizer consists of several parts:

- Code generator, uses compile-time instrumentation to insert certain kinds of checks along with handlers
- Runtime, implements handlers and exits the program if so configured

How much work has been done in KLEE

KLEE version of UB detector consists of several parts:

- Unchanged LLVM code generator to insert handlers
- Adopted LLVM runtime to accurately analyse the passed arguments containing source location and values of handlers
- Custom tests with symbolic variables for different types of UB

How to start detecting UB

- Build bitcode with -fsanitize=* sanitizer options of your choice
- Run KLEE, the rest is done by KLEE runtime itself
- NEW! It is now possible to detect cases of UB in the next poster examples and many others, check out LLVM docs to explore more

Examples of undefined behavior

Signed integer overflow

```c
signed int sum(signed int x, signed int y) {
    return x + y;
}
```

If sum of x and y exceeds 2147483647.

Pointer overflow

```c
char access(char *ptr, int offset) {
    return *(ptr + offset)
}
```

If ptr is a nullptr or the calculation blows past the end of address space.

Usage of invalid builtin

```c
int ctz(unsigned int x) {
    return __builtin_ctz(x);
}
```

If x is zero.

Use of misaligned pointer

```c
char *pass(__attribute__((align_value(4))) char *ptr) {
    return ptr;
}
```

If ptr is not aligned to 4 bytes.

Examples of unintentional behavior

Unsigned integer overflow

```c
unsigned int sum(unsigned int x, unsigned int y) {
    return x + y;
}
```

If sum of x and y exceeds 4294967295.

Implicit truncation

```c
unsigned char convert(signed int x) {
    return x;
}
```

If that results in data loss.

Violation of nullable attribute

```c
char *__NonNull pass(char *ptr) {
    return ptr;
}
```

If ptr is a nullptr.