A «NEW» STATIC ANALYZER: THE COMPILER

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June 2019
Agenda

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- Need for Speed
- Libraries, Libraries and again Libraries (libadalang)
- Clang/LLVM – SonarQube
- SAFe Toolset
- Future Activities

June 2019
Need for Speed

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Need for Speed

The size of software codebases is increasing dramatically:

<table>
<thead>
<tr>
<th>Year</th>
<th>System</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>1974</td>
<td>F16A Plane</td>
<td>135 K</td>
</tr>
<tr>
<td>1981</td>
<td>Space Shuttle PFS</td>
<td>400 K</td>
</tr>
<tr>
<td>2008</td>
<td>ESA ATV</td>
<td>1 M</td>
</tr>
<tr>
<td>2012</td>
<td>NASA Curiosity</td>
<td>2.5 M</td>
</tr>
<tr>
<td>2012</td>
<td>F35 Plane</td>
<td>10 M</td>
</tr>
<tr>
<td>Nowadays</td>
<td>Car</td>
<td>10-150 M</td>
</tr>
</tbody>
</table>

Compilers and Static Analyzers need to be fast and efficient (i.e. able to “digest” large codebases in a reasonable time).
Need for Speed
Need for Speed

- Deep vs. Shallow Parsing

- Unforgiving vs. Forgiving Parsing
Libraries, Libraries and Again Libraries

Are we siblings?

I don’t know! Do you use my libraries?

Static Analyzer

Compiler
Suppose that for a given language we have a compiler and a static analyzer that are two separate software products, using different libraries and technologies (each one of them as its own lexer, parser, semantic analyzer and so on).

Suppose the developer community behind that language and tools is not very big and doesn’t have many resources, lots of energy.

In case the language changes, evolves, for whatever reason, which of the two tools (the compiler or the static analyzer) will keep up with the language evolution?

In the same way, which of the two tools will be more performant?
PC-Lint does not support the latest C/C++ Standards.

Frama-C Semantic Analyzer cannot process all C/C++ constructs.

Cppcheck sometimes stops when “digesting” “strange” codebases (e.g. Brotli).

Ada ASIS does not support Ada 2012 (but the GNAT compiler does).

In the Ada “libadalang” GitHub website we have: “Libadalang does not (at the moment) provide full legality checks for the Ada language. If you want such a functionality, you’ll need to use a full Ada compiler, such as GNAT.”

and so on…
“The LLVM Project is a collection of modular and reusable compiler and toolchain technologies. (...) The LLVM Core libraries provide a modern source- and target-independent optimizer, along with code generation support for many CPUs. (...) Clang is an LLVM native C/C++/Objective-C compiler, which aims to deliver amazingly fast compiles.”

In fewer words Clang/LLVM is a compilation toolchain where absolutely everything is built in a modular fashion as collection of reusable libraries.
In the Clang/LLVM toolchain the two static analyzers are Clang-Check (a.k.a. Clang-SA) and Clang-Tidy.

Clang-Check relies on a set of Clang modules to perform things like lexical analysis, parsing, semantic analysis, AST manipulation and the like.

Clang-Tidy relies on the very same Clang modules plus some additional modules of Clang-Check itself (this is why Clang-Tidy can be considered a sort of superset of Clang-Check).
Libraries, Libraries and Again Libraries

```c
CXXCursor cursor = clang_getTranslationUnitCursor(unit);
clang_visitChildren(
    cursor,
    [](CXXCursor c, CXXCursor parent, CXClientData client_data)
    {
        if (clang_Location_isFromMainFile(clang_getCursorLocation(c))) {
            if (strcmp("Fun", clang_getCString(clang_getCursorKindSpelling())))
                printf("Function not found in file ", clang_getCString(clang_getCursorLocation(c)));
        }
        return CXChildVisit &nullptr);
    },
clang_disposeTranslationUnit(unit);
```
“libclang” is nothing but a simple C API (with Python bindings) exposing Clang functionalities (i.e. modules) to external applications (deep / forgiving parsing);

thanks to “libclang” also these third-party applications can use the very same modules/libraries of Clang (for instance they could parse a C program as efficiently as Clang does).
Libraries, Libraries and Again Libraries

Robust Software Engineering

IKOS: Inference Kernel for Open Static Analyzers

The objective of this project is to perform scalable, precise static analysis of C and C++ code for aviation.

To this end, we have developed a tool, IKOS, that relies on the theory of Abstract Interpretation for analyzing C and C++ code. IKOS is really a framework for static analysis based on abstract interpretation. It relies on the LLVM framework for its front-end and implements various analyses based on its own library of abstract interpretation components (forward iterators, abstract domains, ...).

Latest News

October 2018: IKOS 2.0 released on GitHub.

Other Information

IKOS website
IKOS downloads

Active Members

Maxime Arthaud
Guillaume Brut
Nija Shi

Past Members

Arnaud Hamon
Jorge Navas
Ekdele-Jane Simms
Sarah Thompson
Arnaud Venet

June 2019

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**Libadalang**

Libadalang is a library for parsing and semantic analysis of Ada code. It is meant as a building block for integration into other tools. (IDE, static analyzers, etc.)

Libadalang provides mainly the following services to users:

- Complete syntactic analysis with error recovery, producing a precise syntax tree when the source is correct, and a best effort tree when the source is incorrect.

- Semantic queries on top of the syntactic tree, such as, but not limited to:
  - Resolution of references (what a reference corresponds to)
  - Resolution of types (what is the type of an expression)
  - General cross references queries (find all references to this entity)

Libadalang does not (at the moment) provide full legality checks for the Ada language. If you want such a functionality, you’ll need to use a full Ada compiler, such as GNAT.

If you have problems building or using Libadalang, or want to suggest enhancements, please open a GitHub issue. We also gladly accept pull requests!
<table>
<thead>
<tr>
<th>File</th>
<th>Description</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>init</strong>.py</td>
<td>Remove all unicode_literals imports from <strong>future</strong></td>
<td>2 years ago</td>
</tr>
<tr>
<td>ast.py</td>
<td>S419-013: Make referenced_decl return the instantiation.</td>
<td>3 days ago</td>
</tr>
<tr>
<td>documentation.py</td>
<td>Reject aggregate projects in the project unit provider</td>
<td>3 months ago</td>
</tr>
<tr>
<td>grammar.py</td>
<td>Sort imported entities in all Python scripts</td>
<td>7 months ago</td>
</tr>
<tr>
<td>lexer.py</td>
<td>lexer: replace uses of the “ada_lexer.patterns” helper</td>
<td>3 months ago</td>
</tr>
</tbody>
</table>

https://github.com/AdaCore/libadalang/commit/a748ee6e6a4d332e6fcf1866c2485b2069e9f2c
Libadalang and ASIS

ASIS is widely used for static analysis of Ada code, and is an ISO standard. It is still the go-to tool if you want to create a tool that analyses Ada code. Also, as explained above, Libadalang is not mature yet, and cannot replace ASIS in tools that require semantic analysis.

However, there are a few reasons you might eventually choose to use Libadalang instead of ASIS:

1. The ASIS standard has not yet been updated to the 2012 version of Ada. More generally, the advantages derived from ASIS being a standard also means that it will evolve very slowly.

2. Syntax only tools will derive a lot of advantages on being based on Libadalang:
   - Libadalang will be completely tolerant to semantic errors. For example, a pretty-printer based on Libadalang will work whether your code is semantically correct or not, as long as it is syntactically correct.
   - Provided you only need syntax, Libadalang will be much faster than ASIS' main implementation (AdaCore's ASIS), because ASIS always does complete analysis of the input Ada code.

3. The design of Libadalang's semantic analysis is lazy. It will only process semantic information on-demand, for specific portions of the code. It means that you can get up-to-date information for a correct portion of the code even if the file contains semantic errors.

4. Libadalang has bindings to C and Python, and its design makes it easy to bind to new languages.

5. Libadalang is suitable to write tools that work on code that is evolving dynamically. It can process code and changes to code incrementally. Thus, it is suitable as an engine for an IDE, unlike AdaCore's ASIS implementation.
Interesting related projects:

- **libadalang-tools** - Libadalang-based tools
- **lal-checkers** - Libadalang-based code checking infrastructure

- **ada_language_server** - prototype implementation of the Microsoft Language Server Protocol for Ada/SPARK
- **langkit** - Language creation framework.
Clang / LLVM – SonarQube Integration

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SonarQube – What is it?

Source Code Files

SonarQube Engine

Analyses Results

SonarQube Database
SonarQube / Plugins / Sensors

- **SonarQube**
  - **Plugin-1** e.g. Ada
  - **Plugin-I** e.g. C/C++
  - **Plugin-M** e.g. Java

- **Pre-Processing** e.g. scanning and parsing
  - **Sensor-1** e.g. CppCheck
  - **Sensor-J** e.g. PC-Lint
  - **Sensor-M** e.g. GCOV

- **Post-Processing** e.g. MeasureComputers (Ex. Decorators)
  - **Post-Processing** e.g. MeasureComputers (Ex. Decorators)
SonarQube C++ plugin (Community)

- Parser supporting C89, C99, C11, C++03, C++11, C++14 and C++17 standards
  - Microsoft extensions: C++/CLI, Attributed ATL
  - GNU extensions
  - CUDA extensions

- Sensors for static code analysis:
  - Cppcheck warnings support (http://cppcheck.sourceforge.net/)
  - GCC/G++ warnings support (https://gcc.gnu.org/)
  - Clang Static Analyzer support (https://clang-analyzer.llvm.org/)
  - Clang Tidy warnings support (http://clang.llvm.org/extra/clang-tidy/)
  - PC-Lint warnings support (http://www.gimpel.com/)
  - (…) many others
Clang / LLVM – SonarQube Integration

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Clang 9 documentation

JSON Compilation Database Format Specification

This document describes a format for specifying how to replay single compilations independently of the build system.

Background

Tools based on the C++ Abstract Syntax Tree need full information how to parse a translation unit. Usually this information is implicitly available in the build system, but running tools as part of the build system is not necessarily the best solution:

- Build systems are inherently change driven, so running multiple tools over the same code base without changing the code does not fit into the architecture of many build systems.
- Figuring out whether things have changed is often an IO bound process; this makes it hard to build low latency external tools based on the build system.
- Build systems are inherently sequential in the build graph, for example due to generated source code. While tools that run independently of the build still need the generated source code to exist, running tools multiple times over unchanging source does not require serialization of the runs according to the build dependency graph.
SAFe Toolset

compile_commands.json

Project.json

normalized
compile_commands.json

Project.Int
run_pclint.sh

Project.cppcheck
run_cppcheck.sh

Project_clang-sa.sh

Project_clang-tidy.sh

Project_comp.sh

sonar-project.properties
run_sonar.sh
The SAFe Toolset is an Ubuntu Virtual Machine containing various open source tools that can be used to perform Software Verification and Validation.

In particular the current version (June 2019) of the SAFe VM contains:

- Clang – v. 9.0.0 - https://clang.llvm.org - the “new” compiler toolset from LLVM Foundation, with its Clang-SA and Clang-Tidy static analyzers.
- SonarQube – v. 7.7. - https://www.sonarqube.org/ - a code quality platform used to show and manage the issues found by the static analyzers.
Optionally the SAFe VM may also contain:
- **PC-Lint** (or PC-Lint Plus) – v. 9.0.0L - [https://www.gimpel.com/](https://www.gimpel.com/) - but its license needs to be acquired from Gimpel.

Apart from the static analyzers the SAFe VM contains also some (native and cross) build environments, that is:
- **GNU GCC** Version 7.3.0 - [https://gcc.gnu.org/gcc-7/](https://gcc.gnu.org/gcc-7/) - Native
- **Clang** Version 9.0.0 - [https://clang.llvm.org](https://clang.llvm.org) - Native and Cross (Multiplatforms – use the command “llc --version” to see the supported architectures).
- **GNU Arm Embedded Toolchain** - v. 5-2016-q3 - [https://launchpad.net/gcc-arm-embedded](https://launchpad.net/gcc-arm-embedded) - Cross.
Should a user need to work on a codebase not supported by the provided build environments, she would need to install the corresponding compilation toolchain.

Additionally Spazio IT has complemented the SAFe Toolset with:

- a specially modified version of SonarQube - https://www.sonarqube.org/;
- a specially modified version of the SonarQube C++ Community Plugin - https://github.com/SonarOpenCommunity/sonar-cxx;
- the SAFacilitator – an application largely simplifying the static analyzers usage and the integration of their results into SonarQube – more info @ https://www.spazioit.com/pages_en/sol_inf_en/code_quality_en/safe-toolset/
The development of the SAFe Toolset has been funded by the European Space Agency Contract # RFP/3-15558/18/NL/FE/as.
Future/Current Activities

June 2019
Spazio IT has just started working on Software Verification and Validation and Artificial Intelligence (especially Machine Learning). This research work is active on two complementary fronts:

1. how to verify and validate AI software
2. how to improve the “traditional” verification and validation activities with the adoption of AI techniques.

Some new generations of static analyzers may be based on AI techniques.
Thank you for your time!