

Software Security and Proved Compilation

Alexandre Pilkiewicz

Gallium Team

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- Broad area: Programming languages

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- Specifically:
 - Design of (functional) languages
 - Compilation
 - Type system
 - Programming safety

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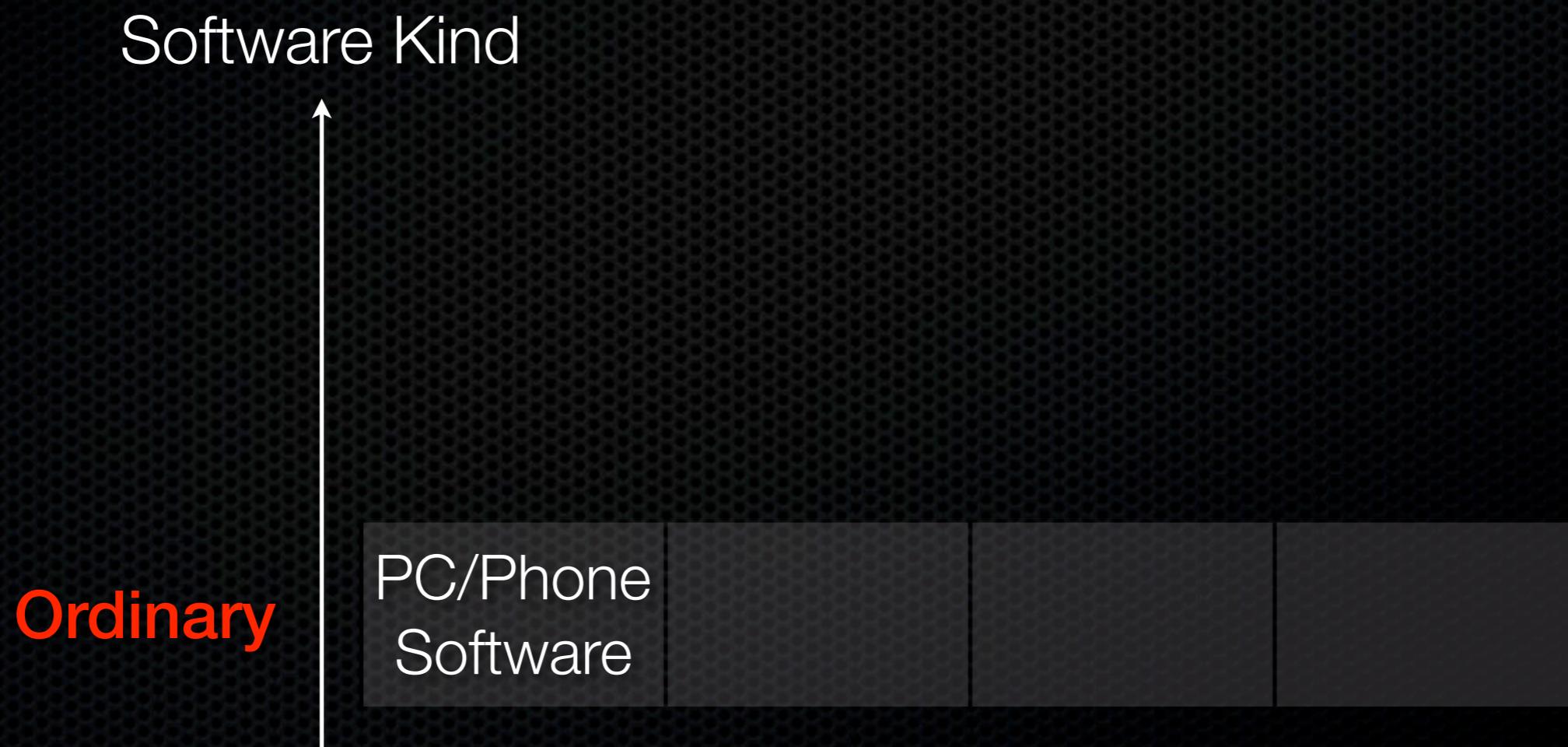
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Programing Safety?

- Lots of bugs everywhere. OK? Not OK?

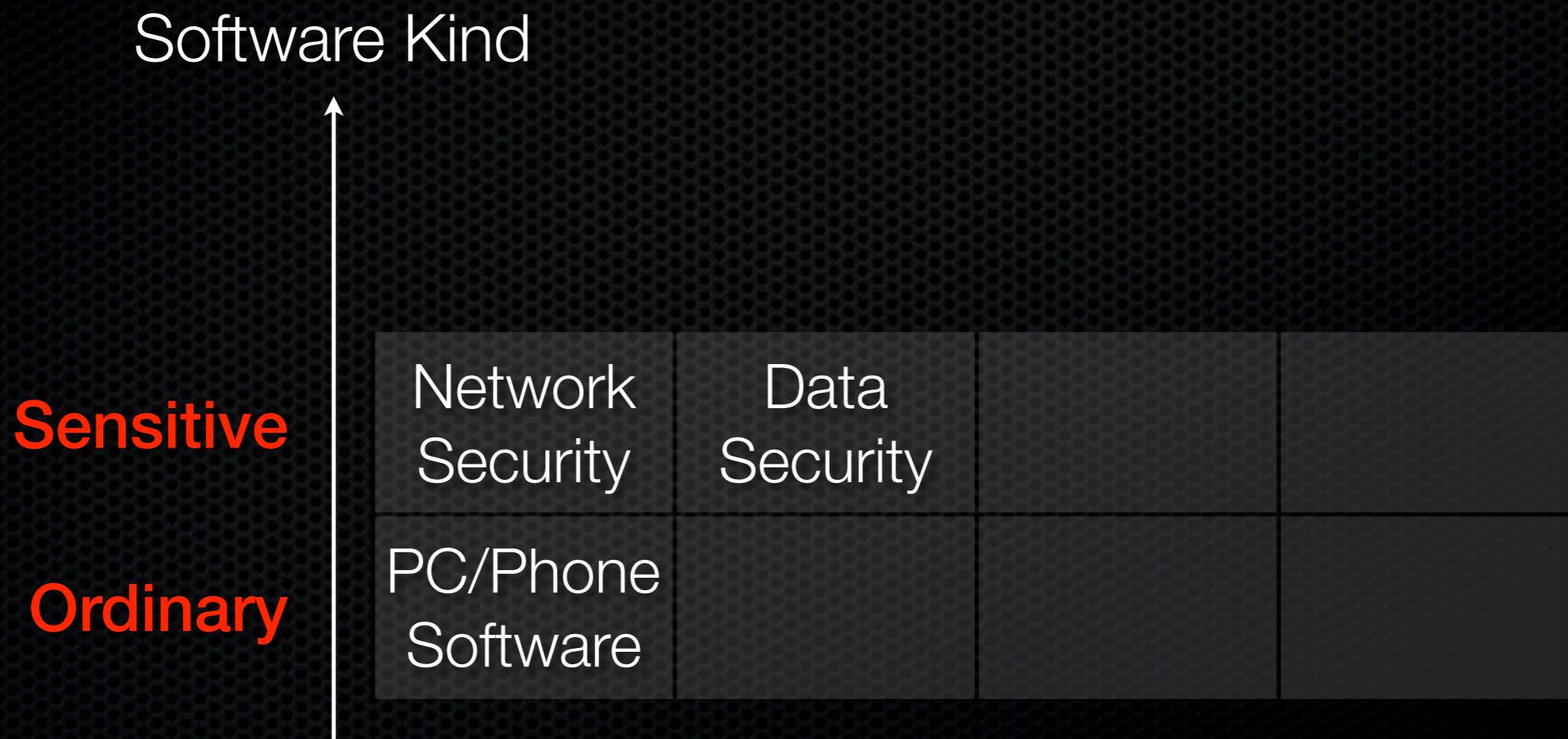
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		Software Kind			
		Railways	Medical	Nuclear plants	Airplane
Critical	Sensitive	Network Security	Data Security		
	Ordinary	PC/Phone Software			

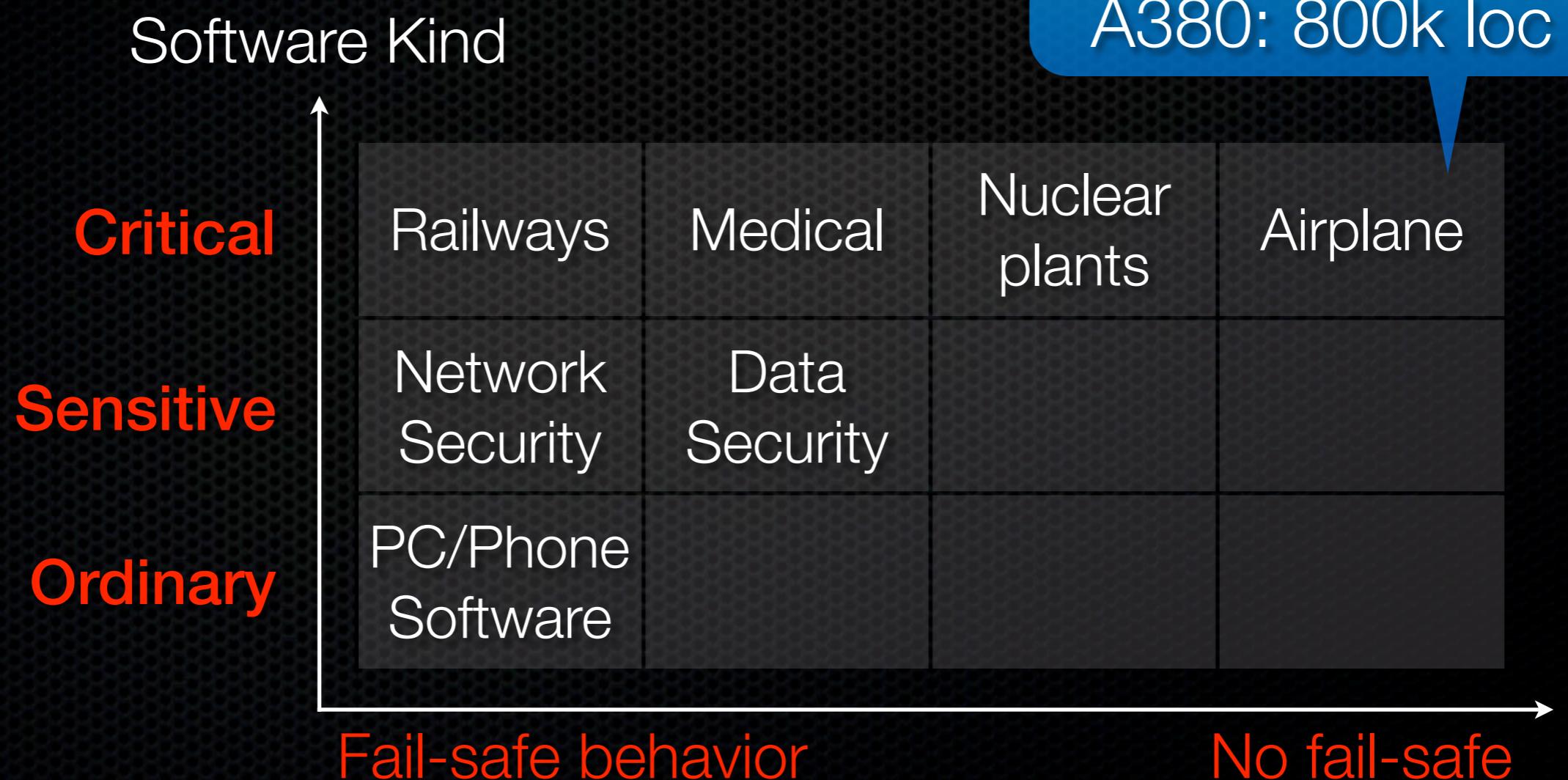
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Medical: Therac 25 radiation therapy machine (1985-87)

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 - Electron beam therapy (direct low dose)
 - Megavolt X-ray (high dose on a metallic target)

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Transportation: easy to gain full access to a car

Checkoway et al.

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Checkoway et al.

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 - Accessing the network of car repair shops
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 - Cruise control
 - (De)activate brakes

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DO-178

The logo consists of the text "DO-178" in white, sans-serif font, positioned on a red, right-angled triangular background. The triangle is oriented such that its hypotenuse runs from the bottom-left towards the top-right, and its vertical side is aligned with the left edge of the slide's content area.

Testing is not always cheap

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Testing is not always cheap

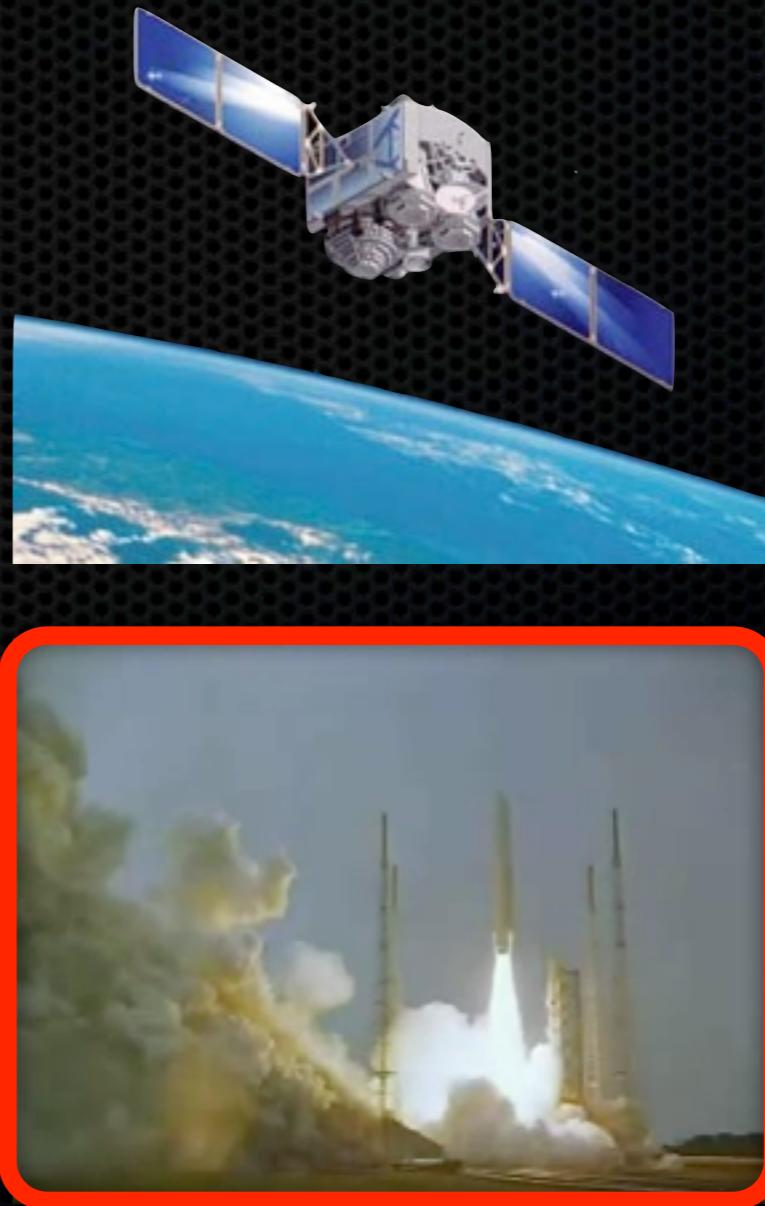


Testing is not always cheap



Testing is not always cheap

Ariane 5 launch
4 June 1996
\$130 million direct
cost



Testing is not exhaustive

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- Back to Therac 25 radiation machine

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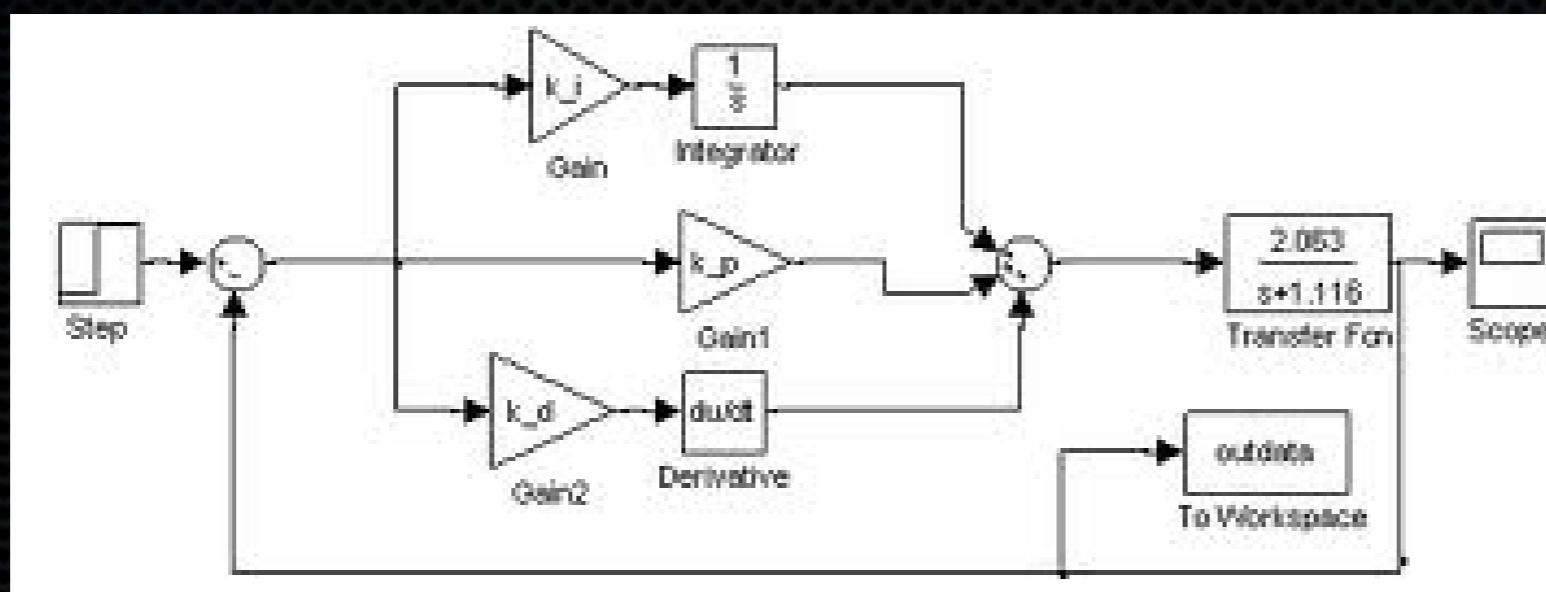
More systematic tools

More systematic tools

Simulink,
Scade

More systematic tools

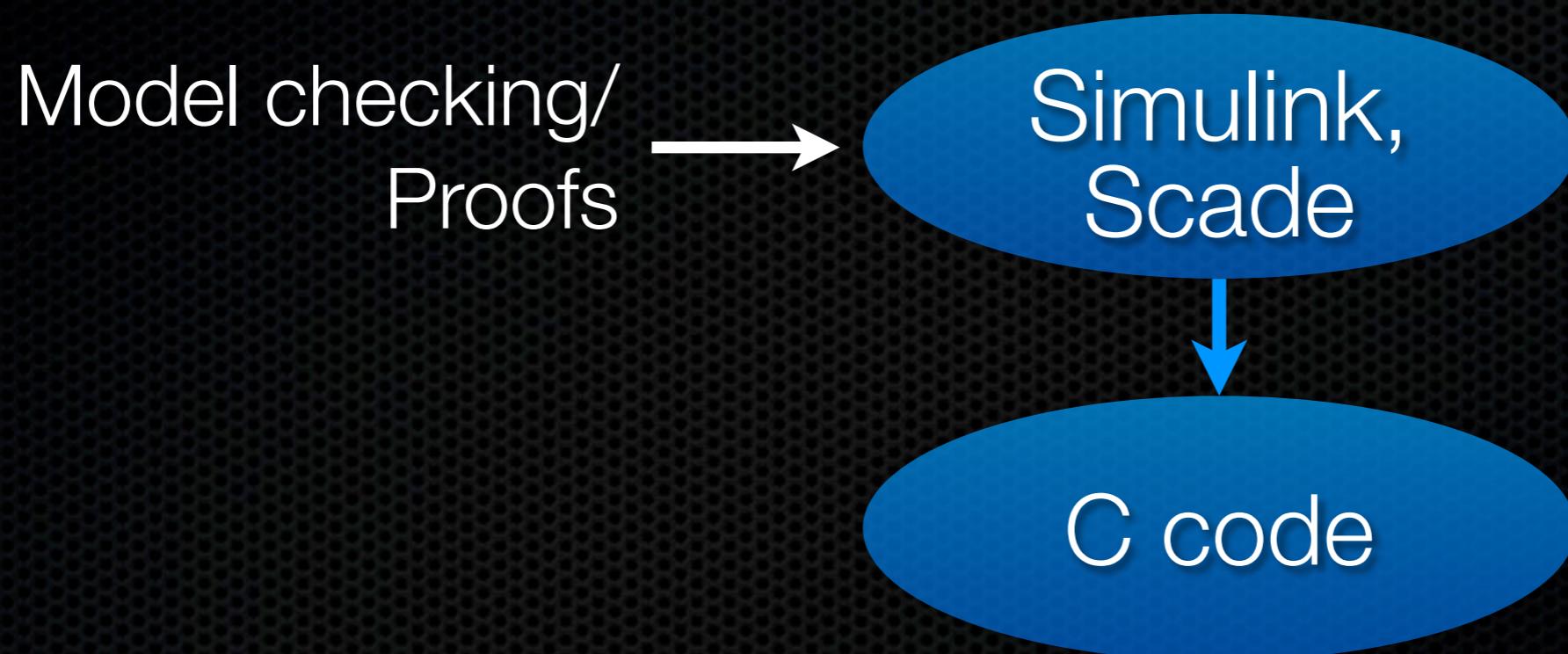
Simulink,
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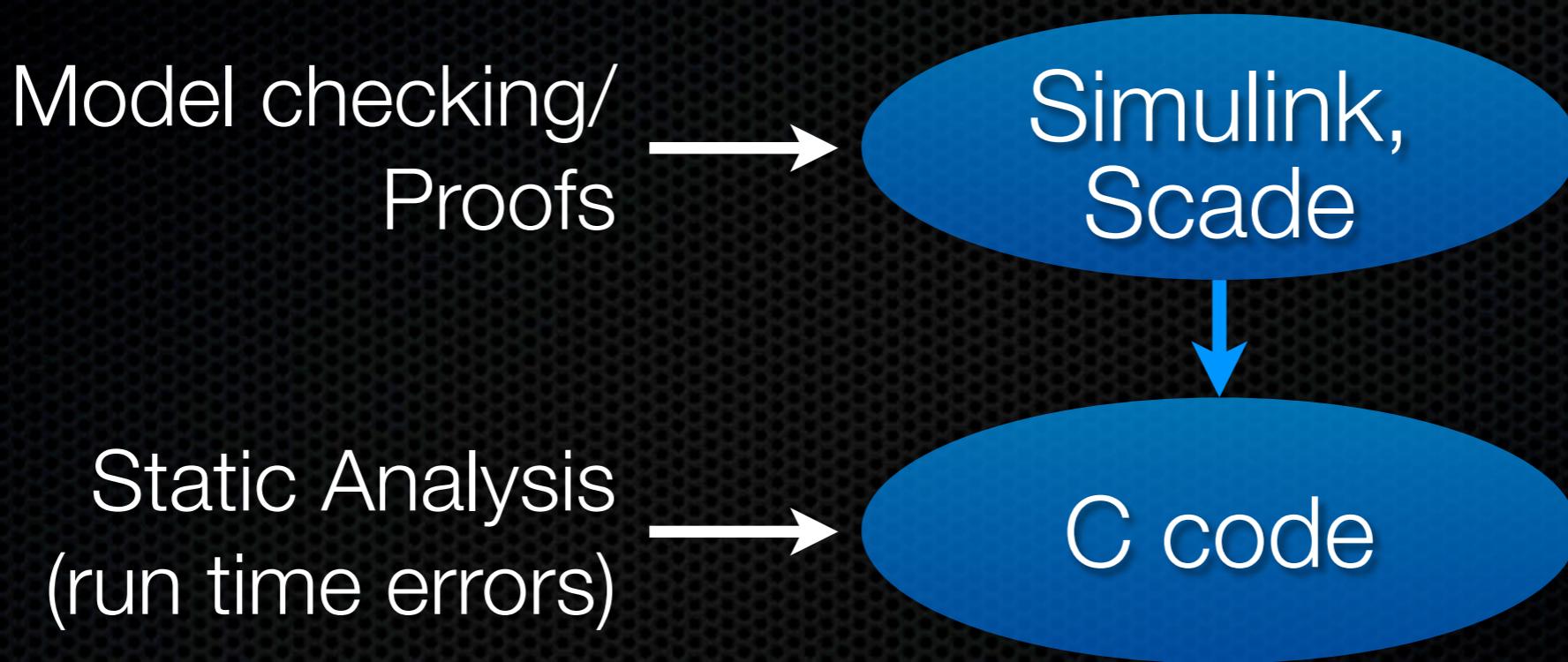
More systematic tools

Model checking/
Proofs → Simulink,
Scade

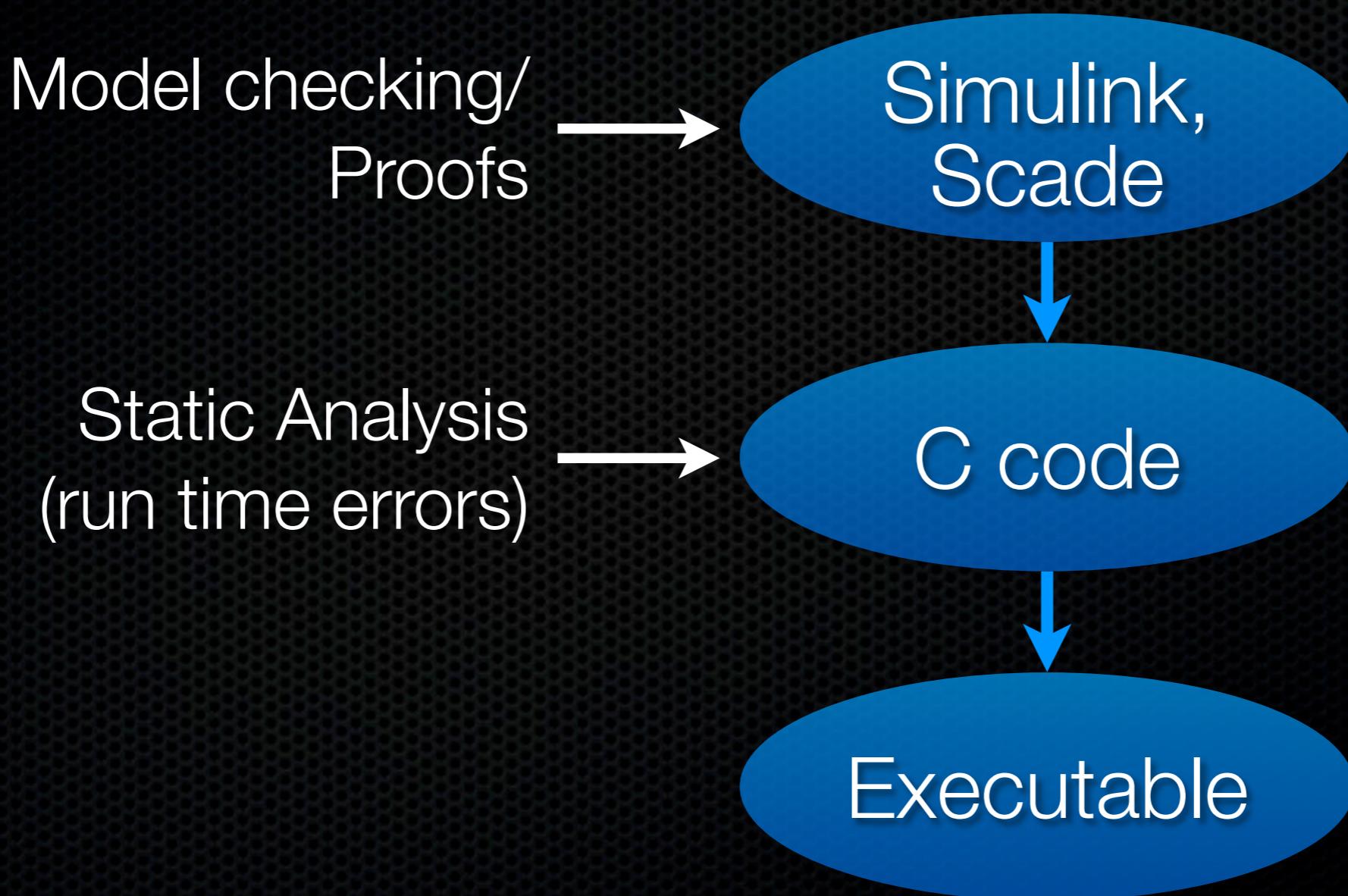
More systematic tools



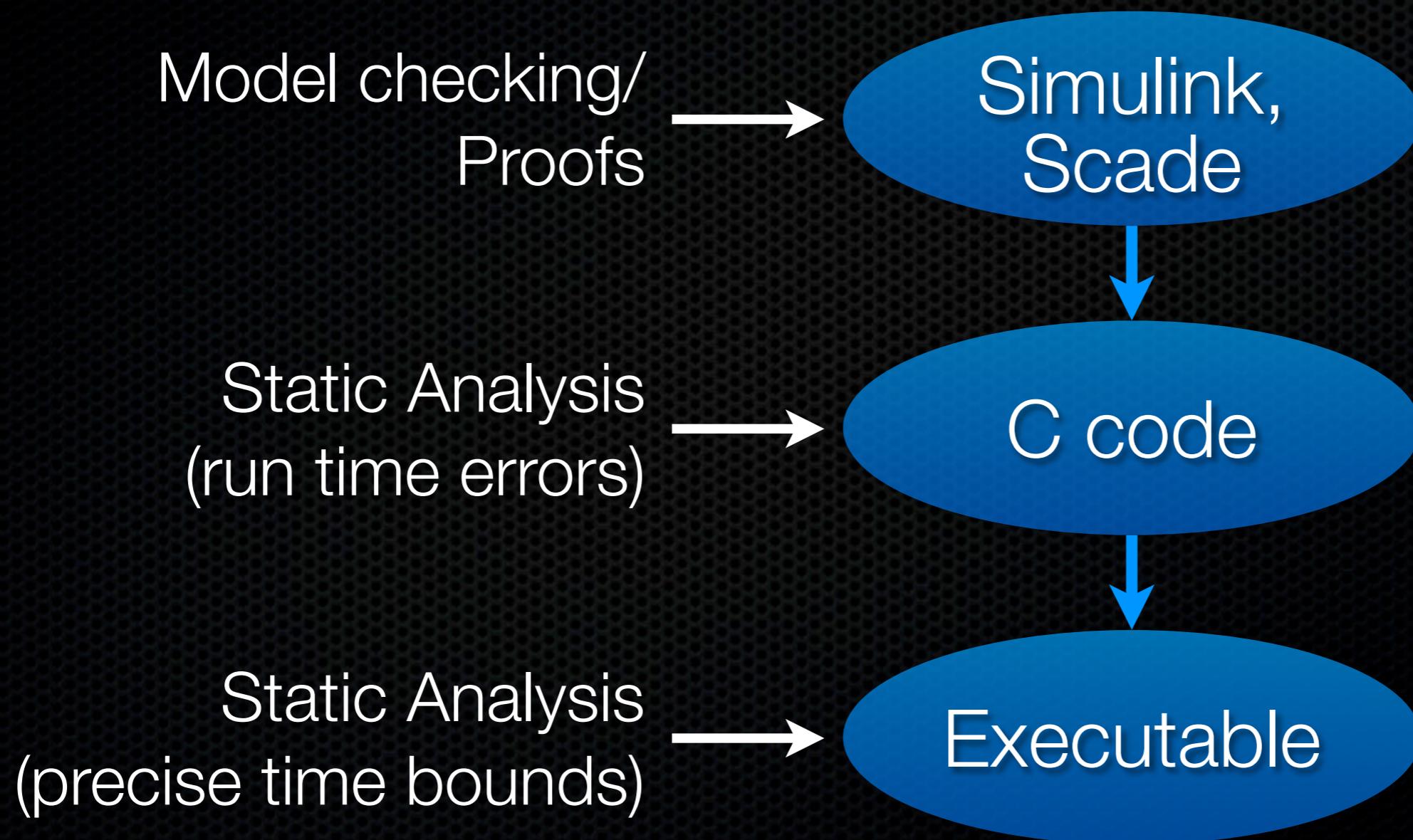
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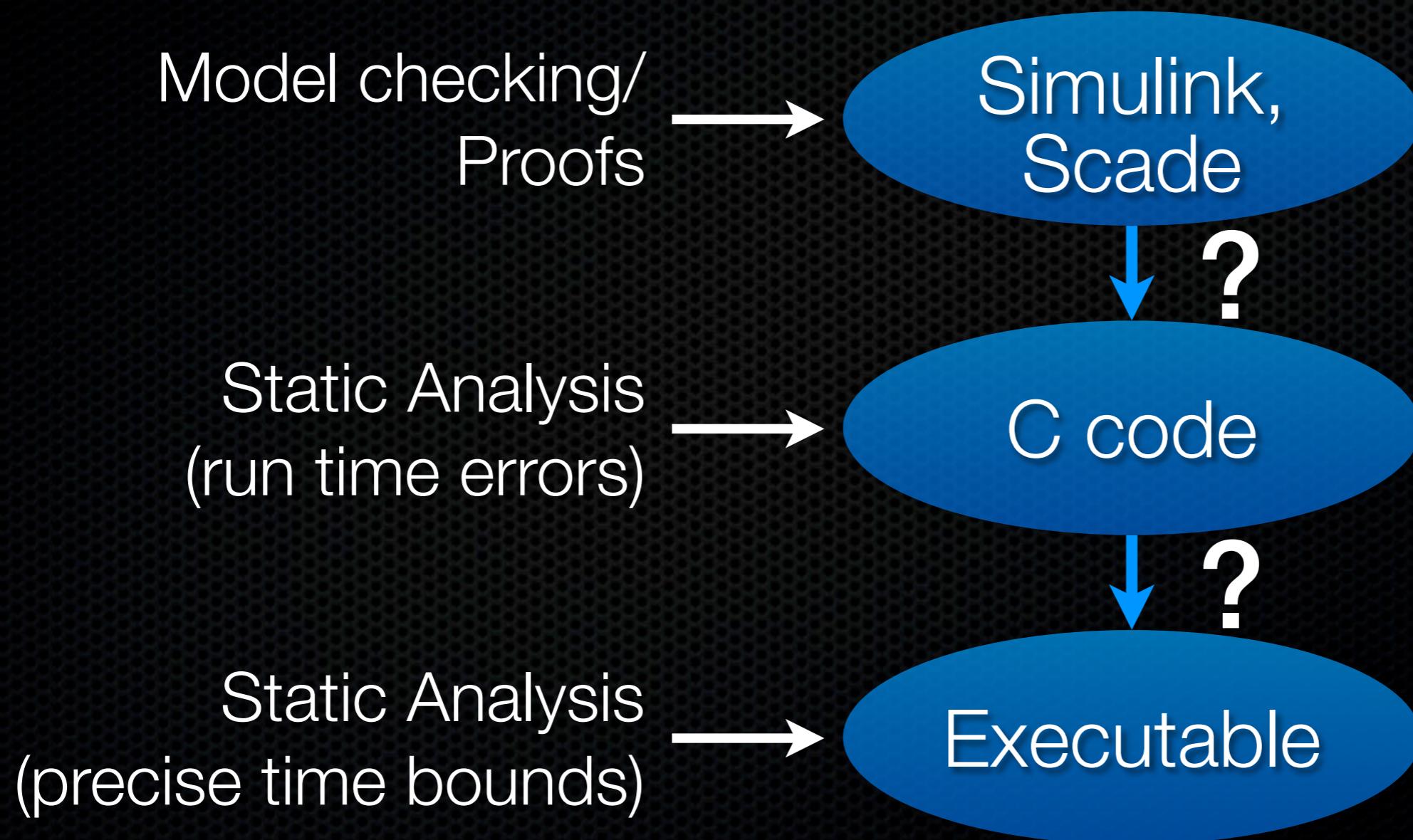
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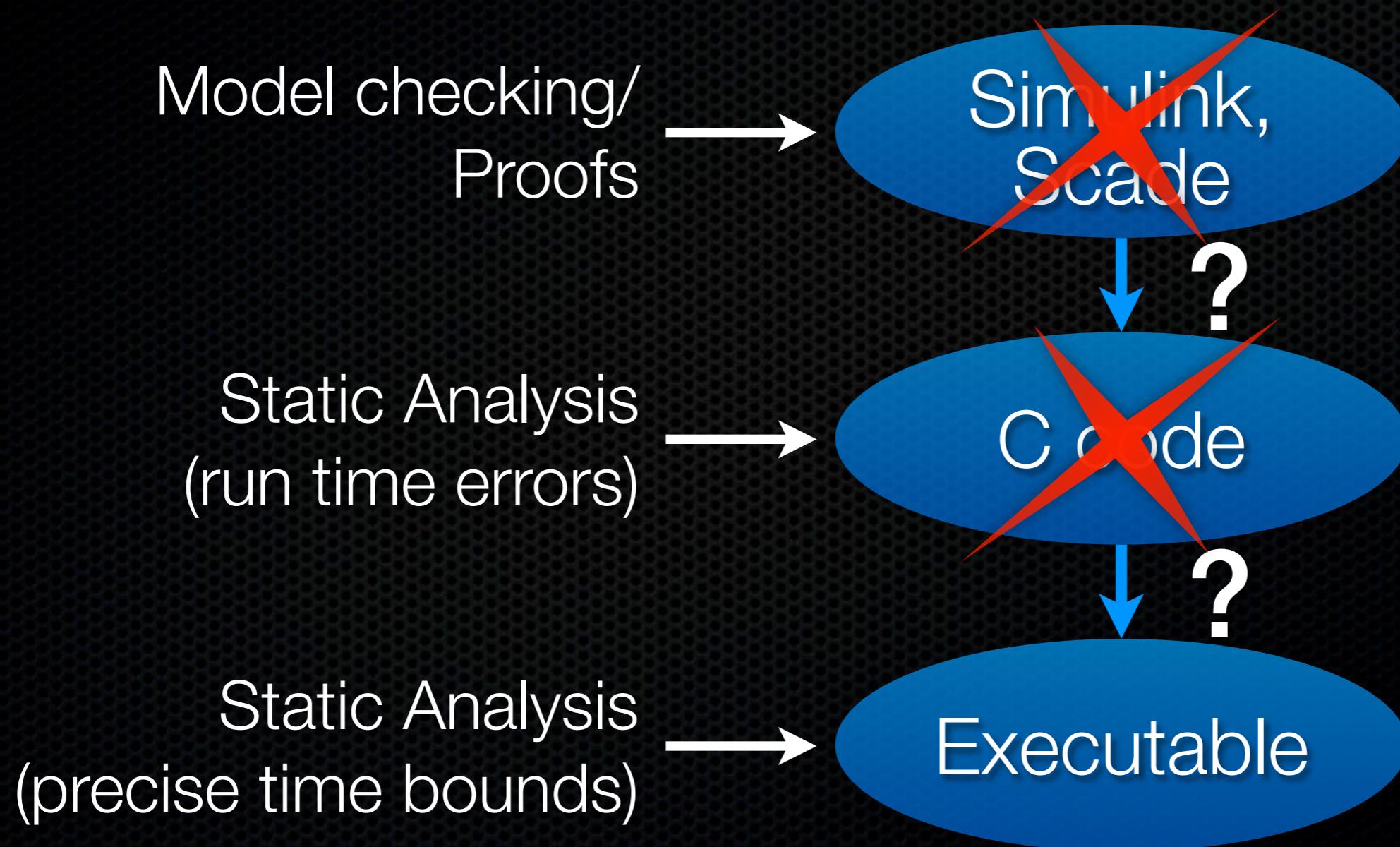
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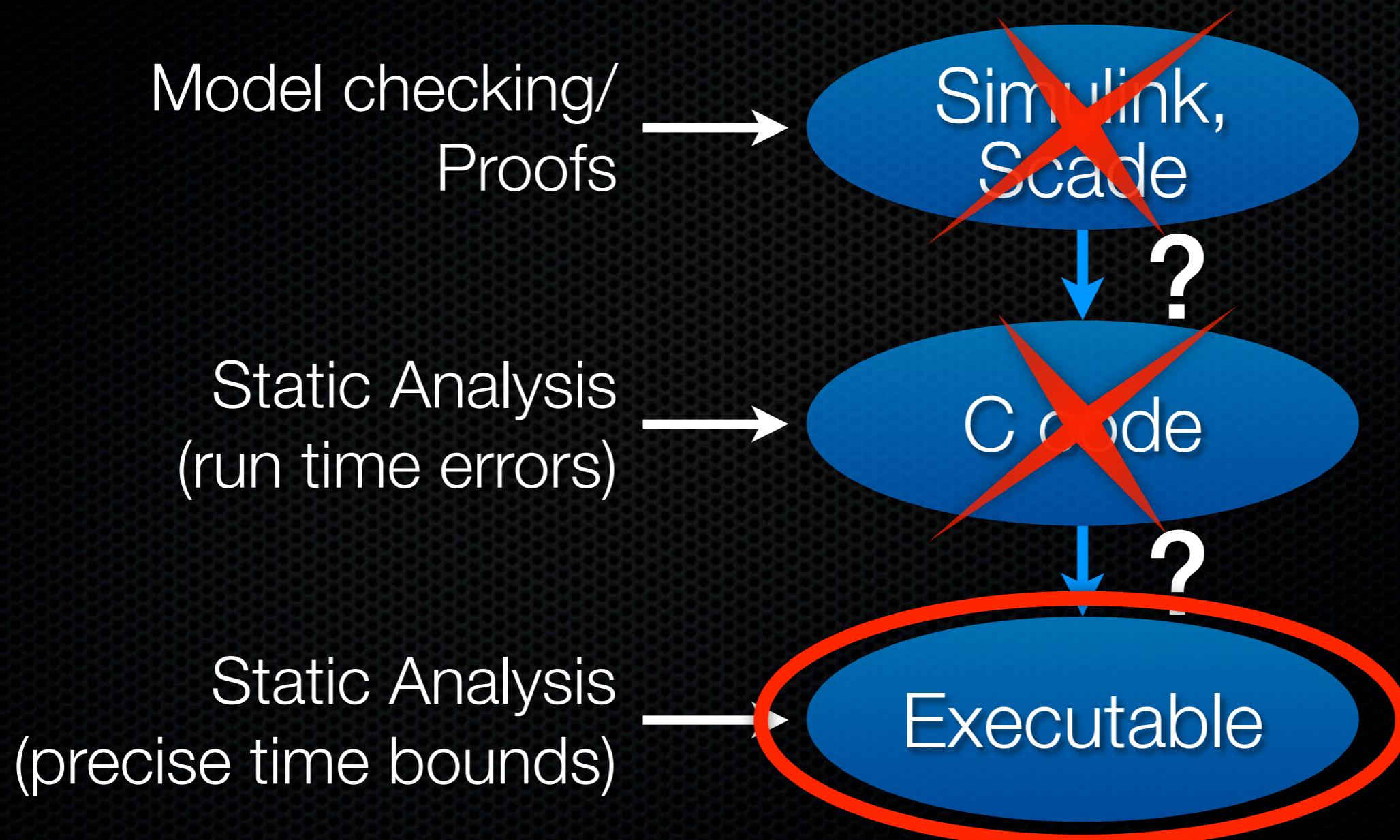
More systematic tools



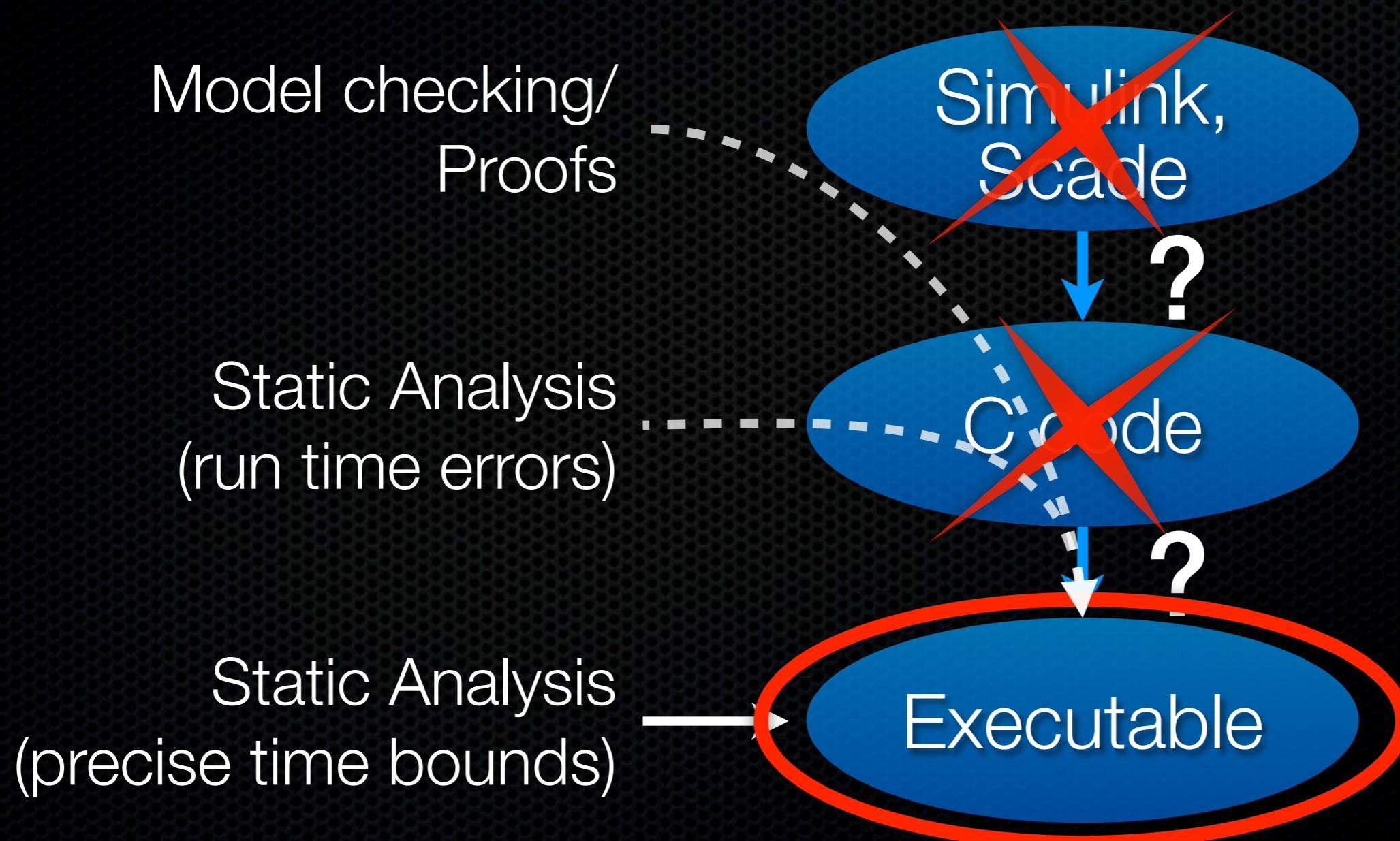
More systematic tools



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More systematic tools



How complicated is a compiler?

```
double dotproduct( int n, double * a, double * b ) {  
    double dp = 0.0;  
    int i;  
    for ( i = 0; i < n; i++ )  
        dp += a[ i ] * b[ i ];  
    return dp;  
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Compiled with Tru64/Unix and
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...by Xavier Leroy

```

double dotproduct(int n, double a[], double b[]) {
    dp = 0.0;
    if (n ≤ 0) goto L5;
    r2 = n - 3; f1 = 0.0; r1 = 0; f10 = 0.0; f11 = 0.0;
    if (r2 > n || r2 ≤ 0) goto L19;
    prefetch(a[16]); prefetch(b[16]);
    if (4 ≥ r2) goto L14;
    prefetch(a[20]); prefetch(b[20]);
    f12 = a[0]; f13 = b[0]; f14 = a[1]; f15 = b[1];
    r1 = 8; if (8 ≥ r2) goto L16;
    L17: f16 = b[2]; f18 = a[2]; f17 = f12 * f13;
        f19 = b[3]; f20 = a[3]; f15 = f14 * f15;
        f12 = a[4]; f16 = f18 * f16;
        f19 = f29 * f19; f13 = b[4]; a += 4; f14 = a[1];
        f11 += f17; r1 += 4; f10 += f15;
        f15 = b[5]; prefetch(a[20]); prefetch(b[24]);
        f1 += f16; dp += f19; b += 4;
        if (r1 < r2) goto L17;
    L16: f15 = f14 * f15; f21 = b[2]; f23 = a[2]; f22 = f12 * f13;
        f24 = b[3]; f25 = a[3]; f21 = f23 * f21;
        f12 = a[4]; f13 = b[4]; f24 = f25 * f24; f10 = f10 + f15;
        a += 4; b += 4; f14 = a[8]; f15 = b[8];
        f11 += f22; f1 += f21; dp += f24;
    L18: f26 = b[2]; f27 = a[2]; f14 = f14 * f15;
        f28 = b[3]; f29 = a[3]; f12 = f12 * f13; f26 = f27 * f26;
        a += 4; f28 = f29 * f28; b += 4;
        f10 += f14; f11 += f12; f1 += f26;
        dp += f28; dp += f1; dp += f10; dp+=f11;
        if (r1 ≥ n) goto L5;
    L19: f30 = a[0]; f18 = b[0]; r1 += 1; a += 8; f18 = f30 * f18;
        b += 8; dp += f18;
        if (r1 < n) goto L19;
    L5: return dp;
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    f10 += f14; f11 += f12; f1 += f26;
    dp += f28; dp += f1; dp += f10; dp+=f11;
    if (r1 >= n) goto L5;
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So, bugs in compilers?

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Yep

■ ■ ■

© SJ

- Regehr et al (2008 and 2010):

■ ■ ■

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 - 13 production-quality C compilers tested

▪ ▪ ▪

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 - Around 300 previously unknown bugs

▪ ▪ ▪

© SJ

- Regehr et al (2008 and 2010):
 - 13 production-quality C compilers tested
 - 13 production-quality C compilers found buggy
 - Around 300 previously unknown bugs
- Just have a look at bug trackers...

But what exactly is a
compiler bug?

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- Crash of the compiler, wrong errors, reject correct files

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Solutions?

Solutions?

- Testing?

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Solutions?

- Testing?
- Very simple compiler, manually checked executable



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DO-178



Solutions?

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- Proving it correct!



DO-178

Solutions?

- Testing?
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- Clear and precise specification



DO-178

Solutions?

- Testing?
- Very simple compiler manually checked executable
- Proving it correct!
- Clear and precise specification
- Yes, feasible! CompCert (4 person.years, Leroy & al.)



DO-178

How to prove programs?

- Method B
- Program in C, prove with Frama-C
- Program in Coq, prove in Coq
- ...

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- Method B
- Program in C, prove with Frama-C
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-u:-- exemple.v

Bot L6

(co-u:-- *response*

All L1

(Co

-u:-- *goals*

All L1

(Co



```
Definition square (x:Z): Z :=  
  x * x.
```

-u:-- *goals* All L1 (Co
square is defined

-u:** exemple.v

Bot L7

(co-u:-- *response* All L1 (Co



```
Definition square (x:Z): Z :=  
  x * x.
```

```
Lemma square_positive:  
  forall (x:Z), square x >= 0.
```

```
Proof.
```

1 subgoal

```
=====
```

```
| forall x : Z, square x >= 0
```

-u:-- *goals* All L4 (Co

(co-u:-- *response* All L1 (Co

-u:** exemple.v

Bot L11



```
Definition square (x:Z): Z :=  
  x * x.
```

```
Lemma square_positive:  
  forall (x:Z), square x >= 0.
```

```
Proof.  
  unfold square.
```

1 subgoal

```
=====
```

```
| forall x : Z, x * x >= 0
```

-u:-- *goals* All L4 (Co

(co-u:-- *response* All L1 (Co

-u:** exemple.v

Bot L12



```
Definition square (x:Z): Z :=  
  x * x.  
  
Lemma square_positive:  
  forall (x:Z), square x >= 0.  
Proof.  
  unfold square.  
  intro x.  
  destruct x.
```

3 subgoals

| 0 * 0 >= 0

subgoal 2 is:

Zpos p * Zpos p >= 0

subgoal 3 is:

Zneg p * Zneg p >= 0

-u:-- *goals*

All L4

(Co

-u:-- exemple.v

Bot L14

(co-

-u:-- *response*

All L1

(Co



```
Definition square (x:Z): Z :=  
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Lemma square_positive:  
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Proof.  
  unfold square.  
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  destruct x.  
  compute; congruence.  
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```

-u:-- *goals* All L1 (Co
Proof completed.



```
Definition square (x:Z): Z :=  
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```

```
Lemma square_positive:  
  forall (x:Z), square x >= 0.
```

```
Proof.
```

```
  unfold square.
```

```
  intro x.
```

```
  destruct x.
```

```
  compute; congruence.
```

```
  compute; congruence.
```

```
  compute; congruence.
```

```
Qed.
```

```
-u:-- *goals*           All L1 (Co  
square_positive is defined
```

Correct Compiler?

Correct Compiler?

prog_c

Correct Compiler?

compile prog_c = 0K

Correct Compiler?

compile prog_c = 0K executable

Correct Compiler?

compile prog_c = 0K executable
^ Has_Behavior beh executable

Correct Compiler?

- Terminate or not

compile prog_c = 0K executable
^ Has_Behavior beh executable

Correct Compiler?

- Terminate or not
- Returned value
- Input/Output

compile prog_c = 0K executable
^ Has_Behavior beh executable

Correct Compiler?

- Terminate or not
- Returned value
- Input/Output
- System calls
- Volatile memory access

compile prog_c = 0K executable
^ Has_Behavior beh executable

Correct Compiler?

compile prog_c = 0K executable
^ Has_Behavior beh executable
→ Has_Behavior beh prog_c.

Correct Compiler?

Theorem compiler_correct:

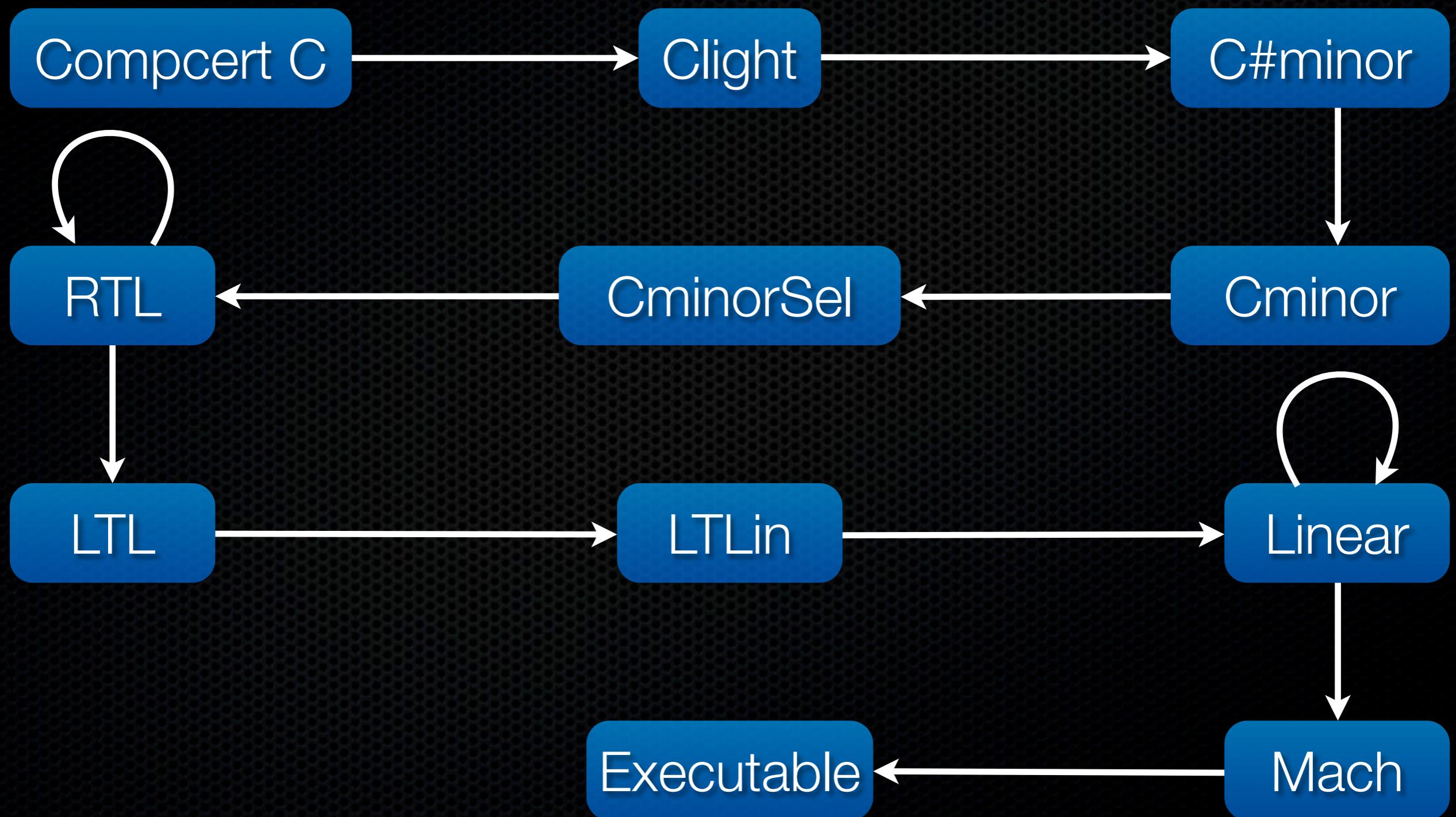
$$\begin{aligned} & \forall \text{prog_c executable beh,} \\ & \quad \text{compile prog_c = OK executable} \\ & \wedge \text{Has_Behavior beh executable} \\ & \rightarrow \text{Has_Behavior beh prog_c.} \end{aligned}$$

Everything proved at once?

Compcert C

Executable

Everything proved at once?



Proof of optimizations

Proof of optimizations

- Implement it in Coq and prove it



Proof of optimizations

- Implement it in Coq and prove it



- «Off the shelf» optimizer, proved validator

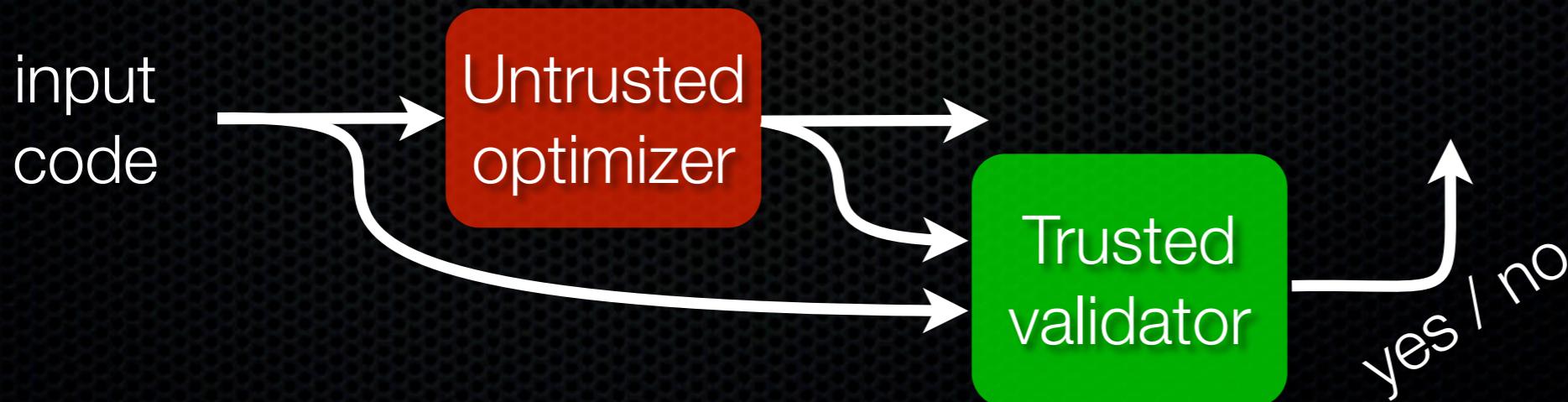


Proof of optimizations

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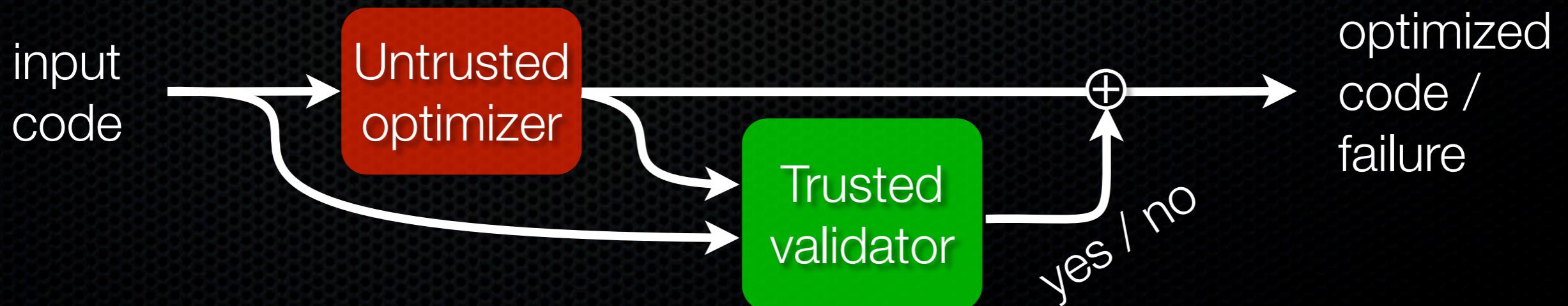


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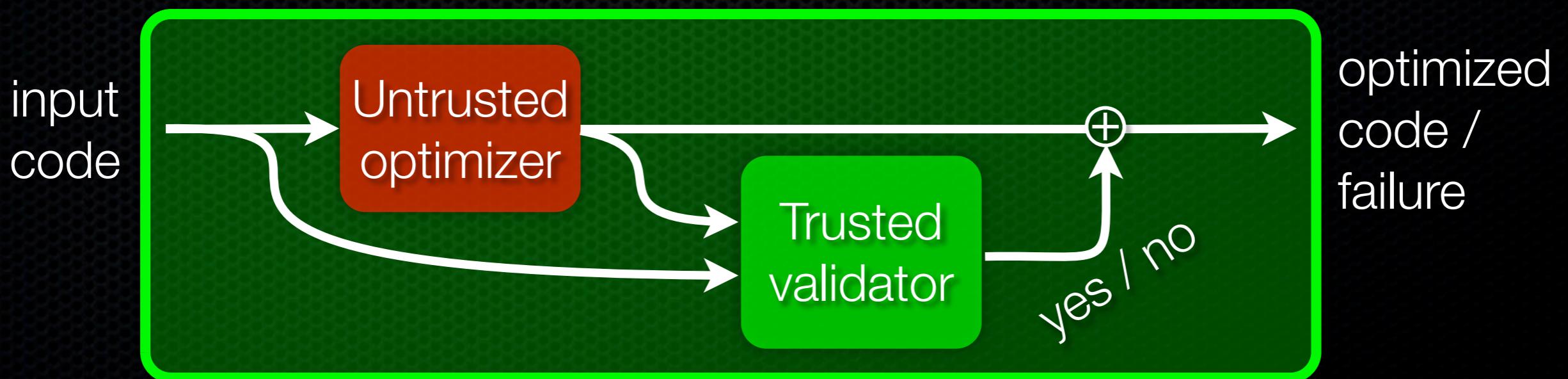


Proof of optimizations

- Implement it in Coq and prove it



- «Off the shelf» optimizer, proved validator



Validated optimizations

- Lazy code motion
- Software pipelining
- ...
- Polyhedral optimizations

Validated optimizations

- Lazy code motion
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- ...
- Polyhedral optimizations

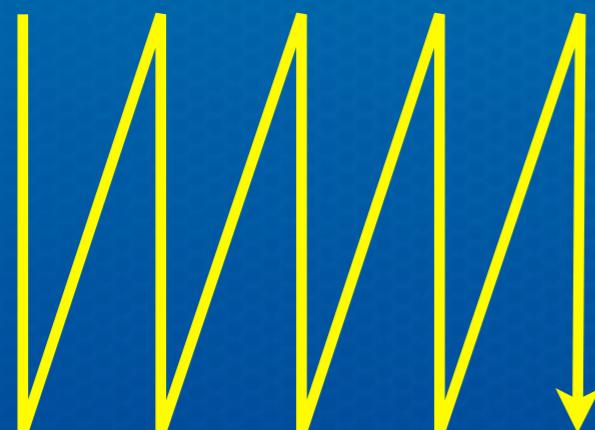
Optimizing loop nests

Polyhedral optimizations

```
for c = 0 to nb_c
    for l = 0 to nb_l
        M[l][c] = 0;
    done;
done;
```

Polyhedral optimizations

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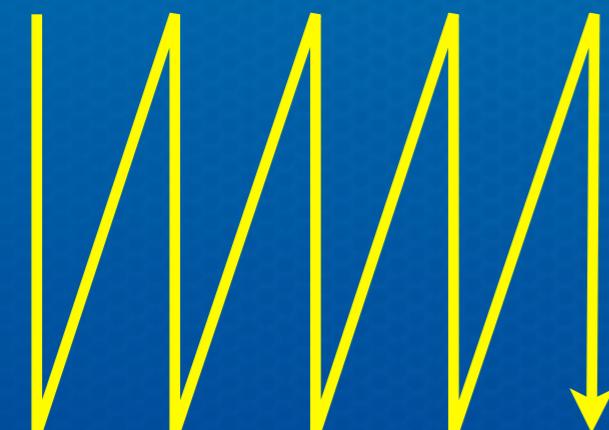


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done;
```

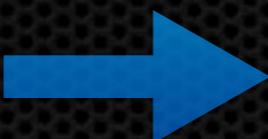


```
for l = 0 to nb_l  
  for c = 0 to nb_c  
    M[l][c] = 0;  
  done;  
done;
```

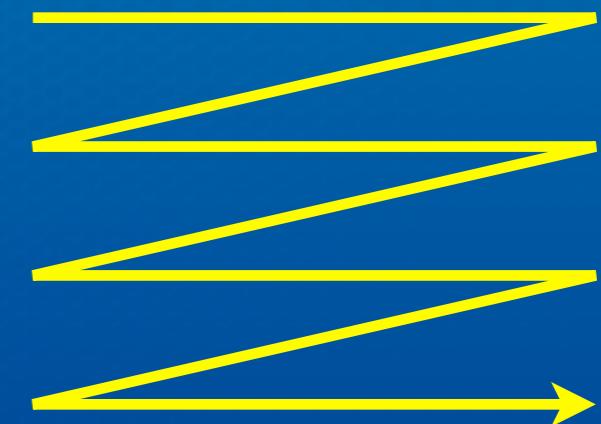
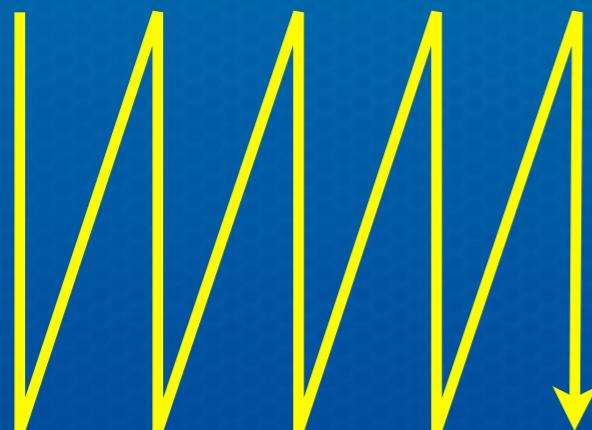


Polyhedral optimizations

```
for c = 0 to nb_c  
  for l = 0 to nb_l  
    M[l][c] = 0;  
  done;  
done;
```



```
for l = 0 to nb_l  
  for c = 0 to nb_c  
    M[l][c] = 0;  
  done;  
done;
```

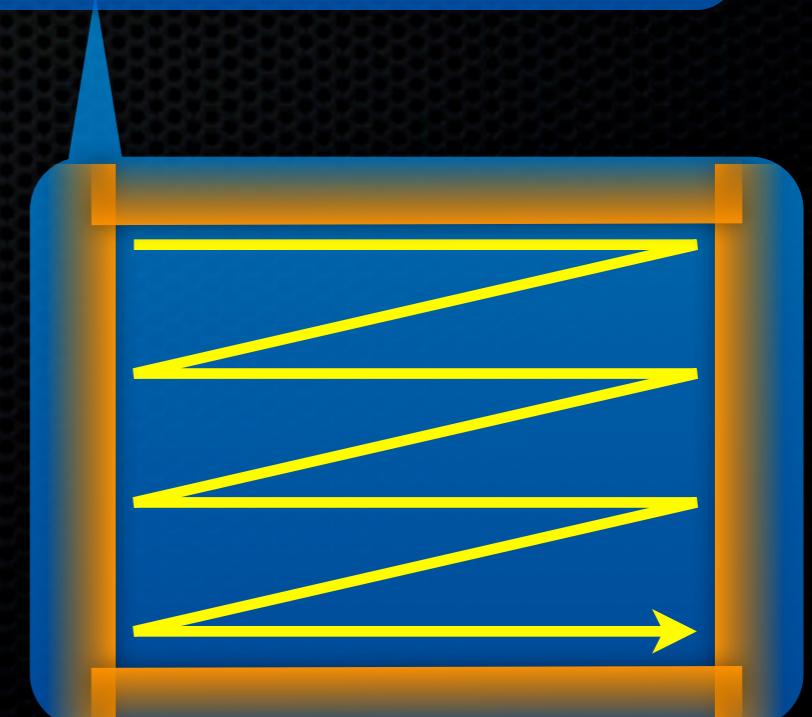
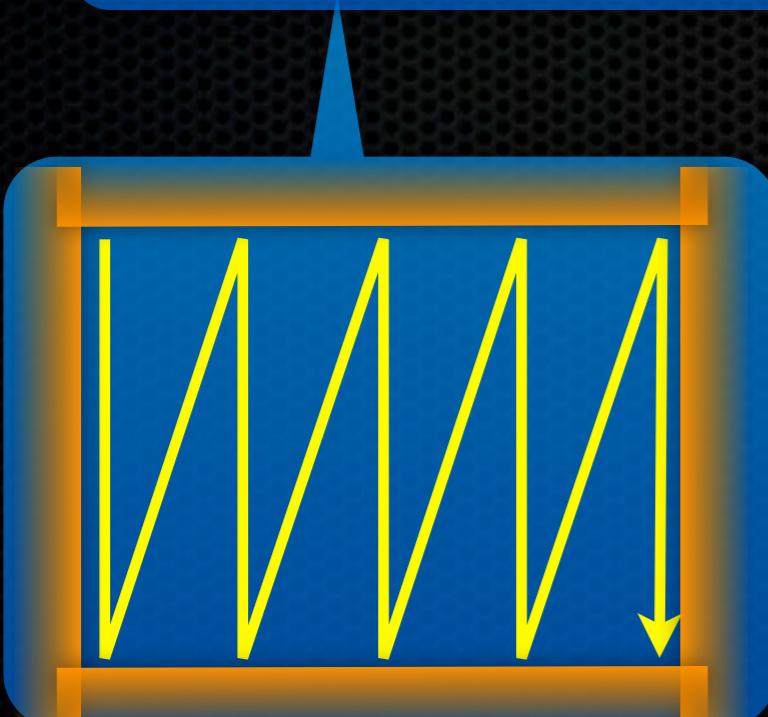


Polyhedral optimizations

```
for c = 0 to nb_c  
  for l = 0 to nb_l  
    M[l][c] = 0;  
  done;  
done;
```



```
for l = 0 to nb_l  
  for c = 0 to nb_c  
    M[l][c] = 0;  
  done;  
done;
```



Take home message

- Bugs are dangerous
- You can (and even should) prove your code
- You then need a proved compiler
- Such a compiler exists
- and is getting better!