HOIST: A System for Automatically Deriving Static Analyzers for Embedded Systems

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- Hoist makes it significantly easier to do static analysis of embedded software
 - E.g. TinyOS
- Automatically derives transfer functions for analyzing object code
 - This is new
 - Hoisted transfer functions are maximally precise
 - Brute-force approach that works well for small architectures





Use Static Analysis to Eliminate...

- Concurrency errors
- Deadline misses
- Stack overflow
- Language-level errors
 Array bound violations
 - Null pointer dereferences
 - Numerical problems



• Everything else Jim Larus talked about!



Abstract Transfer Functions

	[3	6]
+	[366	0]
	[396	6]

	[3	8	6]
&	[36	5(50]

	??11?001
&	?00110??
=	?001?00?

	??11?001
+	?00110??
	•••

Bitwise

Interval

Transfer Functions can be Hard

- Domain / operation mismatch
- Condition codes input and output
- Hard to know where precision matters
- Lots of transfer functions:
 # domains * # instructions * # architectures

• Result: Wasted time, bugs, imprecision

Hoist Contributions

- Derive transfer functions with
 - Near-zero developer effort
 - Maximal precision
 - Sufficient performance
 - High confidence in correctness



- Extract complete result table for instruction
 - Dest register + cond codes
- Ideas:
 - No high-level model of instruction
 - Brute force



- Generate complete abstract transfer function
- Ideas:
 - Recursive
 decomposition of
 abstract domain
 - Speedup through dynamic programming



- Binary decision diagrams can compactly represent many functions
- Encode transfer function as vector of BDDs
- Ideas:
 - Variable ordering matters
 - Operation ordering matters



 Turn BDD into code implementing the transfer function



- Probabilistically or exhaustively verify
 - Correctness
 - Maximal precision
- Original result table is ground-truth

Hoisting Atmel AVR Architecture

- Up to 45 minutes to Hoist a bitwise operation
- Up to 34 hours to Hoist an interval operation
- Dominated by BDD library
- Parallelizes trivially across operations

Performance at Analysis Time

- Analyze programs that ship with TinyOS for worst-case stack depth
 - Analysis time increases from 8.3s to 8.9s for the program that takes longest to analyze

Precision in Bitwise Domain

- Fed random bitwise values to Hoisted and hand-written operations
 - 59% more known bits in result register
 - 130% more known bits in condition codes
- Analyzed 26 TinyOS programs
 - 8% more known bits in result register
 - 40% more known bits in condition codes
- Hand-written operations had been tuned for months

Twist #1: Pseudo-Unary Ops

• Problem:

-xor 0?10??11, 0?10??11 == 0?00??00 However:

- -xor r3, r3 == 00000000
- Oops! Maximal precision doesn't help here
- Solution: Create a pseudo-unary version of each binary operation
 - $-E.g. xor_1, sub_1, and_1, or_1$
 - Without these, analysis fails miserably
 - Not fun to implement these by hand

Twist #2: Interacting Domains

- If a register contains
 [160..210] and ???11011
- We can show that it actually contains [187..187] and 10111011
- In general: Use Hoist to create a reduced product of the interval and bitwise domains
 - [Cousot & Cousot 79] says this is impossible
 - For finite domains we can brute-force it
 - Maximally precise

Elephant in the Closet

- Hoist does not scale to machines bigger than 8 bits
 - 8 bit is important: Many architectures, huge sales volume, used in critical systems
- Current work
 - Replace BDDs with high-level symbolic representation
 - Gain scalability but lose many other advantages of Hoist



Conclusions

- Reduce barriers to entry for analyzing embedded software
- Hoist generates transfer functions for interval and bitwise domains
 - Near-zero specification effort, maximal precision
- We use Hoisted operations in day-to-day development / use of our static analyzer
 - Biggest benefit is never wondering if the transfer functions are the problem