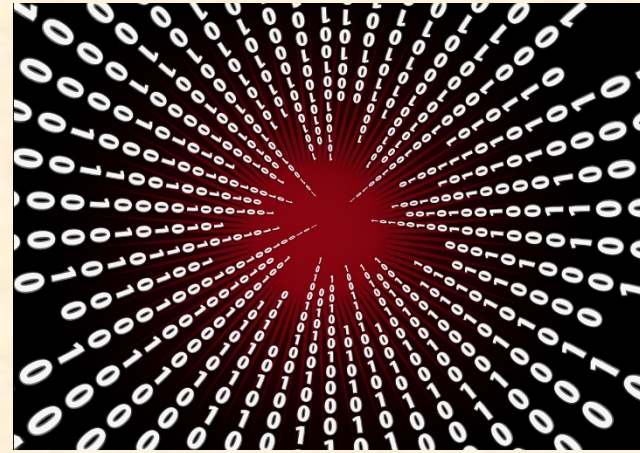


18-642: Code Style for Compilers

9/25/2017



Coding Style: Language Use



■ Anti-Patterns:

- **Code compiles with warnings**
- **Warnings are turned off or over-ridden**
- **Insufficient warning level set**
- **Language safety features over-ridden**

■ Make sure the compiler understands what you meant

- A warning means the compiler might not do what you think
 - Your particular language use might be “undefined”
- A warning might mean you’re doing something that’s likely a bug
 - It might be valid C code, but should be avoided
- Don’t over-ride features designed for safe language use

The C Language Doesn't Always Play Nice

■ Defined, but potentially dangerous

- `if (a = b) { ... } // a is modified`
- `while (x > 0); {x = x-1;} // infinite loop`

■ Undefined or unspecified → dangerous

- You might think you know what these do ...

... but it varies from system to system

- `int *p = NULL; x = *p; // null pointer dereference`
- `int b; c = b; // uninitialized variable`
- `int x[10]; ... b = x[10]; // access past end of array`
- `x = (i++) + a[i]; // when is i incremented?`



Language Use Guidelines & Tools

■ MISRA C, C++

- Guidelines for critical systems in C (e.g., no malloc)
- Portability, avoiding high risk features, best practices

■ CERT Secure C, C++, Java

- Rules to reduce security risks (e.g., buffer overflows)
- Includes list of which tools check which rules

■ Static analysis tools

- More than compiler warnings (e.g., strong type warnings)
- Many tools, both commercial and free. Start by going **far** past “-Wall” on gcc

■ Dynamic Analysis tools

- Executes the program with checks (e.g., memory array bounds)
- Again, many tools. Start by looking at Valgrind tool suite



MISRA C:2012 with Security

Let the Language Help!



■ Use enum instead of int

- `enum color {black, white, red}; // avoids bad values`

■ Use const instead of #define

- `const uint64_t x = 1; // helps with type checking`
`uint64_t y = x << 40; // avoids 32-bit overflow bug`

■ Use inline instead of #define

- If it's too big to inline, the call overhead doesn't matter
- Many compilers inline automatically even without keyword

■ Use typedef with static analysis

- `typedef uint32_t feet; typedef uint32_t meters;`
`feet x = 15;`
`meters y = x; // feet to meters assignment error`

■ Usestdint.h for portable types

- `int32_t` is 32-bit integer, `uint16_t` is 16-bit unsigned, *etc.*



2012 Open Source Coverity Scan

■ Sample size: 68 million lines of open source code

- Control flow issues: 3,464 errors
- Null pointer dereferences: 2,724
- Resource leaks: 2,544
- Integer handling issues: 2,512
- Memory – corruptions : 2,264
- Memory – illegal accesses: 1,693
- Error handling issues: 1,432
- Uninitialized variables: 1,374
- Uninitialized members: 918



■ Notes:

- Warning density 0.69 per 1,000 lines of code
- Most open source tends to be non-critical code
- Many of these projects have previously fixed bugs from previous scans

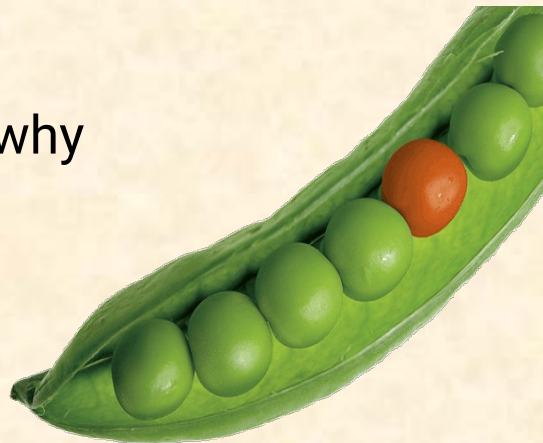
Deviations & Legacy Code

■ Use deviations from rules with care

- Use “pragma” deviations sparingly; comment what/why

■ What about legacy code that generates *lots* of warnings?

- Strategy 1: fix one module at a time
 - Useful if you are refactoring/re-engineering the code
 - Sometimes might need to keep warnings off for 3rd party headers
- Strategy 2: turn on one warning at a time
 - Useful if you have to keep a large codebase more or less in synch
- Strategy 3: start over from scratch
 - If the code is bad enough this is more efficient ... if business conditions permit



Language Style Best Practices

■ Adopt a safe coding style

- MISRA C & CERT C are good starting points
- Specify a static analysis tool and config settings
 - To degree practical, let machines find the style problems
- When static analysis is set up, add dynamic analysis

■ The point of good style is to avoid bugs

- Let the compiler find many bugs automatically
- Reduce chance of compiler mistaking your intention

■ Coding style pitfalls:

- “The code passes tests, so warnings don’t matter”
- Real bugs lost in a huge mass of warnings
- Making it too easy to deviate from style rules

