

# APPLYING FORMAL METHODS TO ANALYSIS OF SEMANTIC DIFFERENCES BETWEEN VERSIONS OF SOFTWARE

## DIFFKEMP: Static Analysis of Semantic Differences of Large-scale C Projects

- Some projects must maintain **semantic stability** between versions, e.g., system libraries.
- We want to **automatically** check that the semantics of certain functions was not modified.
- Tools based on **formal methods** are very **precise but slow**.
- DIFFKEMP: open-source **highly scalable** framework for identifying semantic differences.

Are the following functions semantically equal?

```

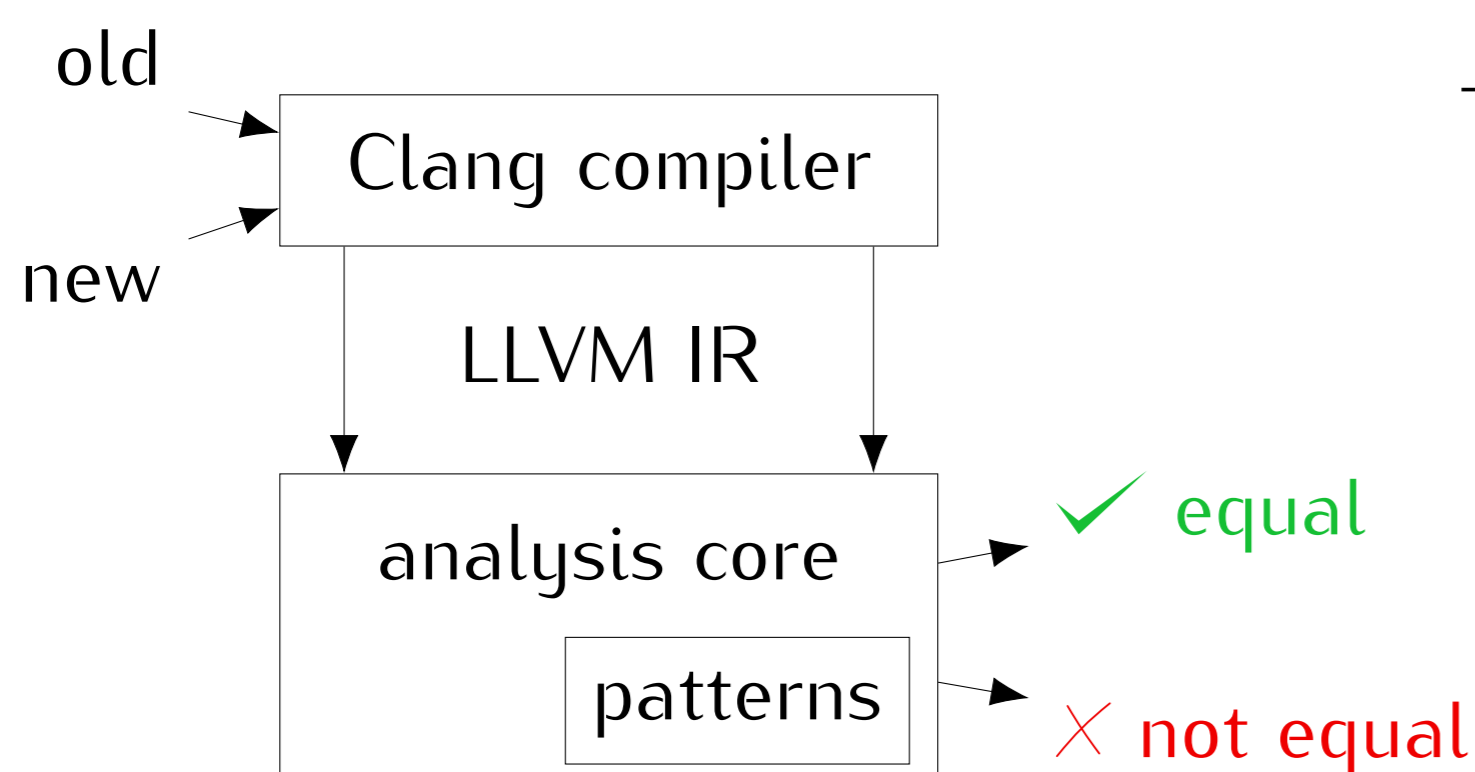
int f(int a) {
    int r;
    r = 0;
    if (a > 100) {
        r = a - 10;
    } else {
        r = f(a + 11);
        r = f(r);
    }
    return r;
}

int f(int x) {
    int r;
    r = 0;
    if (x < 101) {
        r = f(11 + x);
        r = f(r);
    } else {
        r = x - 10;
    }
    return r;
}
    
```

renamed variable

inverse condition + swapped branches

## The Basic Comparison Algorithm



The analysis in DIFFKEMP is built on several concepts:

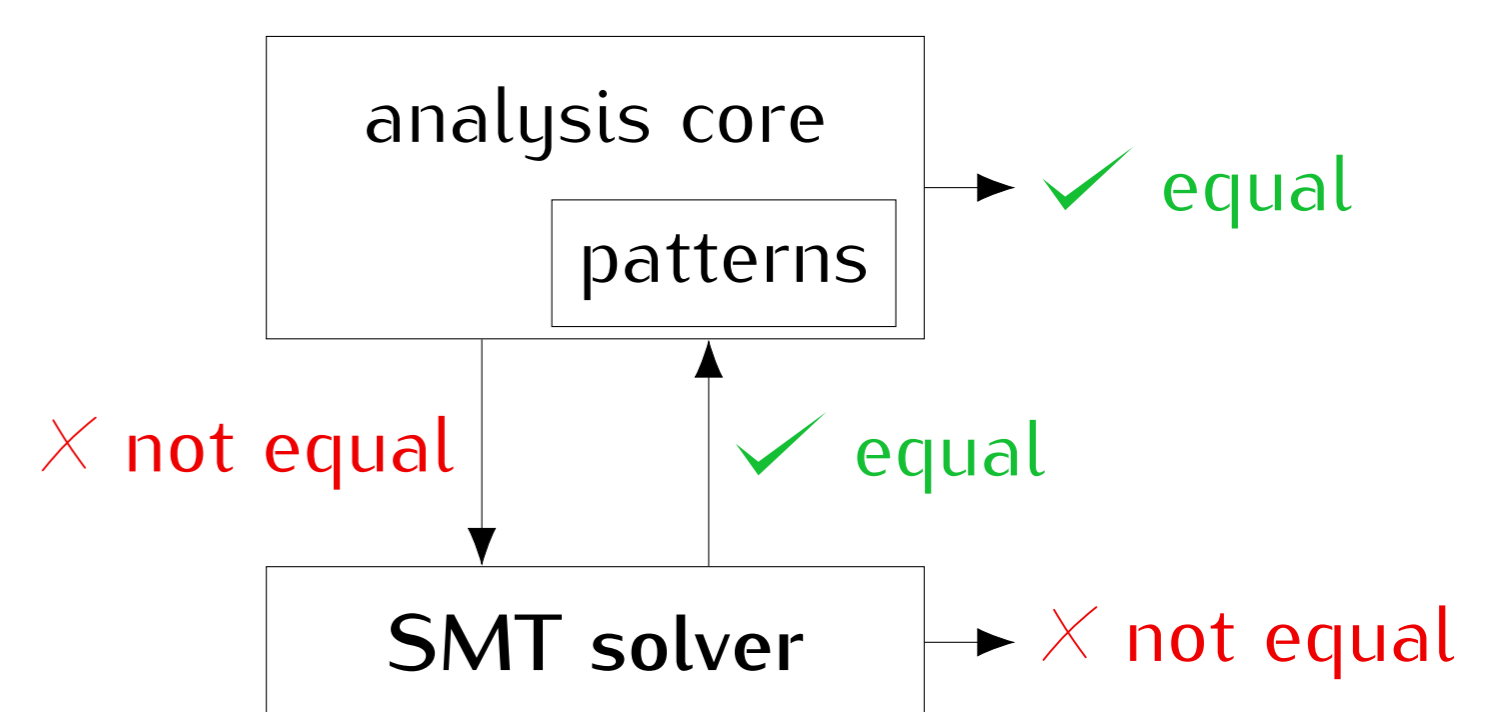
- The versions are compiled into the **LLVM Intermediate Representation (IR)** to make the comparison simpler.
- Where possible, versions are compared **instruction-by-instruction**.
- DIFFKEMP contains a number of pre-defined **change patterns** that are known to preserve semantics (e.g., refactoring a code block into a new function).

## Integrating Formal Methods into the Analysis Core

- The list of built-in patterns does **not cover all refactorings**.
- We aim to check equality of **complex arithmetic and logic** changes.
- When a difference is found and **no pattern** is available, **encode** the equivalence of the following blocks **into a formula**:

$$\begin{aligned}
 &size_1 = size_2 \wedge offset_1 = offset_2 \wedge val_1 = val_2 \wedge \\
 &mask_1 = (((1 \ll size_1) - 1) \ll offset_1) \wedge ret_1 = ((val_1 \& mask_1) \gg offset_1) \wedge \\
 &mask_2 = (1 \ll size_2) - 1 \wedge ret_2 = (val_2 \gg offset_2) \& mask_2 \wedge \\
 &\neg(ret_1 = ret_2)
 \end{aligned}$$

- Use an **SMT solver** to check satisfiability. The blocks are equal, iff the formula is unsatisfiable.



## Results and Experiments

	SMT Off	SMT On
Correct equal	56	60
Correct not-equal	125	125
Incorrect not-equal	91	87
Incorrect equal	0	0

Evaluated on simple hand-made programs, the EqBENCH benchmark and the Linux kernel.

```

if (reg & 0xff000000) {
    unsigned char size, offset;
    size = (reg >> 24) & 0x3f;
    offset = (reg >> 16) & 0x1f;
    mask = ((1 << size) - 1) << offset;
    return (val & mask) >> offset;
} else {
    return val;
}

if (reg & 0xff000000) {
    unsigned char size, offset;
    size = (reg >> 24) & 0x3f;
    offset = (reg >> 16) & 0x1f;
    mask = (1 << size) - 1;
    return (val >> offset) & mask;
} else {
    return val;
}
    
```