#### CSC2125 Type Qualifiers Homework with Solutions

## 1 CCured

Consider the following C program fragment.

```
char *foo () {
    char A[10];
    char *p;
    p = A;
    p = p + 20;
    return p;
}
```

- What type qualifier (SAFE, SEQ, or DYN) will CCured infer for p? Explain.
   SEQ. The memory areas to which p can point, namely A, are of homogenous type (char), so p isn't DYN. Pointer arithmetic is performed on p, so p isn't SAFE. Therefore, p is SEQ.
- 2. Will CCured insert any runtime checks into foo? Explain.

According to [2], no, since **p** is never dereferenced or cast to SAFE. (The CCured implementation does insert run-time checks, but this cannot be inferred from [2].)

3. Write a small function **bar** which calls **foo**, does not perform any checks on the value returned by **foo**, and uses the return value in a way that violates memory safety.

```
void bar () {
    char *q = foo ();
    *q = 'a';
}
```

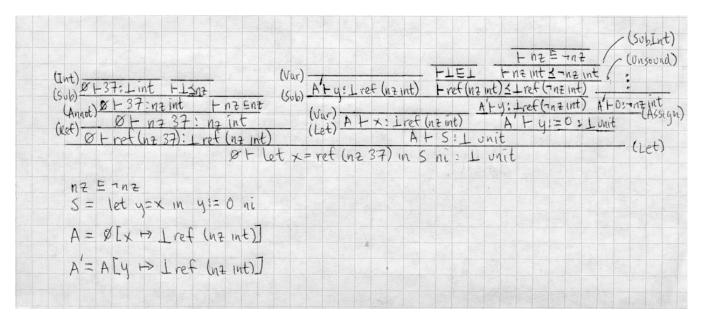
Since q points to a local variable in foo, the statement \*q = 'a' is unsafe since foo is out of scope. CCured does not insert an appropriate run-time check into bar to prevent this operation.

# 2 Flow-Insensitive Type Qualifiers

Consider the program P, written in the functional language used in [1]:

```
let x = ref(nonzero 37) in
let y = x in
  y := 0;
ni ni
```

Using the type-checking rules in [1], but with (Unsound) instead of (SubRef), show that this program type-checks. Specifically, prove  $\emptyset \vdash P : \bot$  unit, assuming nonzero int  $\preceq \neg$  nonzero int. Show that type-checking fails (as it should) using the correct rule, (SubRef), instead of (Unsound).



Using the (SubRef) rule would yield the premise  $\vdash$  nonzero int =  $\neg$ nonzero int, which is false (not provable).

### 3 Flow-Sensitive Type Qualifiers

Consider the function declarations

```
void acquire (unlocked lock_t *1);
void release (locked lock_t *1);
```

where acquire changes the qualifier of its unlocked argument to locked and release changes the qualifier of its locked argument to unlocked. The locked and unlocked qualifiers are incomparable (incompatible). For each of the following program fragments, state whether it will pass equal's flow-sensitive type-checking and, if not, whether the restrict construct could be used to make it pass (without changing the semantics of the program). Briefly justify your answers.

Where 11 and 12 are initially unlocked.

Pass, since 11 and 12 are both initially unlocked, 1 is inferred to be unlocked at the join point following the if-then-else block.

Where 1 is initially unlocked.

Fail, since 1 is inferred to be potentially locked and unlocked at the join point following the first if-block. Restrict doesn't enable type-checking here since the cause of the failure is equal's path-insensitivity, not its imprecise alias analysis.

```
3. for (i = 0; i < N; i++)
{
     acquire (&L[i]);
     release (&L[i]);
}</pre>
```

Where L is an array of N distinct locks, each initially unlocked.

Fail, since equal does not infer that both occurrences of L[i] refer to the same lock. Replacing the body of the for loop with

```
restrict l = L[i] in
{
    acquire (&l);
    release (&l);
}
```

enables the program to pass.

```
4. struct locknode {
    lock_t *lock;
    struct locknode *next;
  };
  while (L != NULL)
  {
    acquire (L->lock);
    release (L->lock);
    L = L->next;
  }
```

Where L initially points to the head of a list of locknodes, each with an initially unlocked lock.

Pass; the equal implementation infers that both occurences of L->lock refer to the same lock, which seems to be inconsistent with the paper and equal's behaviour on the previous program.

### References

[1] Jeffrey S. Foster, Manuel Fahndrich, and Alexander Aiken. "A Theory of Type Qualifiers." In ACM SIGPLAN Conference on Programming Language Design and Implementation (PLDI'99), Atlanta, Georgia, May 1999. http://citeseer.ist.psu.edu/foster99theory.html.

[2] G. C. Necula, S. McPeak, and W. Weimer. CCured: Type-safe retrofitting of legacy code. In Twenty-Ninth ACM Symposium on Principles of Programming Languages, Portland, OR, Jan. 2002.