# Code Analysis with... Databases (!?)

Adrian Herrera

#### \$ whoami

Then



#### **Australian Government**

**Department of Defence** 

Defence Science and Technology Group

#### \$ whoami

Then Now



**Australian Government** 

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#### Outline

- Why code analysis using databases?
- Datalog
  - Toy examples
- "Real-world" tools

#### Caveats



1 am not an expert in any of this 1



# **Automated Code Auditing?**



Silvio\_Cesare\_hacking.jpg

#### "Automated" Code Auditing

#### Manual analysis

- Human expertise/intuition
- Doesn't scale X

#### Grep

- 🔸 Widely known/available 🗸
- Doesn't understand syntax, let alone semantics X

#### Weggli

- Search language = target language
- Poor composition X

### Weggli

Example query to find memcpy to stack variables

```
weggli '{
    _ $buf[_];
    memcpy($buf,_,_);
}' ./target/src
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```

What if I want to compose queries?

What about across basic blocks?

What about across functions?

# Can we do better?

# Treat the program as a database!

Perform queries on "facts" stored in the DB + infer additional "facts"



- Declarative logic programming language
- Subset of Prolog
- Bottom up (vs. top-down) evaluation
  - Not Turing complete (guaranteed termination)

# High-level Approach

- Stores facts
- New facts can be deduced via rules
- Facts can be *queried*

#### Who Uses This?

- CodeQL
- Glean
- Parfait
- DDisasm











```
.decl edge(x: number, y: number)
.input edge

.decl path(x: number, y: number)
.output path

path(x, y) :- edge(x, y).
path(x, y) :- path(x, z), edge(z, y).
```

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```

### Syntax

Where do input facts come from?

Comma separated values (CSV)

1	2
2	3

# Syntax

#### Outputs are also CSV

1	2
2	3
1	3

# Let's build some code analyses

#### Steps

- 1. Extract syntactic facts
- 2. Derive facts
- 3. Perform queries

### Steps

- 1. Extract syntactic facts
- 2. Derive facts
- 3. Query

#### 1. Extract Syntactic Facts

- Decide how to represent code
- Ingest the codebase into the database
- Language dependent
  - Cclyzer++ extracts facts from LLVM IR
  - Doop extracts facts from Java Bytecode
  - o Ddisasm extracts facts from assembly code

#### 1. Extract Syntactic Facts

```
struct S {
  int *f;
}

S *v1 = h1();
S *v2 = h2();
v1 = v2;
int *v3 = h3();
v1.f = v3;
int *v4 = v1.f;
```

#### 1. Extract Syntactic Facts

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struct S {
  int *f;
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int *v4 = v1.f;
```

```
.type var <: symbol
.type obj <: symbol
.type field <: symbol
.decl assign( a:var, b:var )
.decl new( v:var, o:obj )
.decl load( a:var, b:var, f:field )
.decl store( a:var, f:field, b:var )
assign("v1","v2").
new("v1", "h1").
new("v2", "h2").
new("v3","h3").
store("v1", "f", "v3").
load("v4","v1","f").
```

# Steps

- 1. Extract syntactic facts
- 2. Derive facts
- 3. Query

#### 2. Derive new facts

```
.decl alias( a:var, b:var ) output
alias(X,X) := assign(X,_).
alias(X,X) := assign(_,X).
alias(X,Y) :- assign(X,Y).
alias(X,Y) := load(X,A,F), alias(A,B), store(B,F,Y).
.decl pointsTo( a:var, o:obj )
.output pointsTo
pointsTo(X,Y) := new(X,Y).
pointsTo(X,Y) := alias(X,Z), pointsTo(Z,Y).
```

### Steps

- 1. Extract syntactic facts
- 2. Derive facts
- 3. Query

#### 3. Query

#### Run the Datalog engine

```
pointsTo
v1 h1
v1 h2
v2 h2
   h3
\nabla 4
vЗ
    h3
```

```
struct S {
   int *f;
}

S *v1 = h1();
S *v2 = h2();
v1 = v2;
int *v3 = h3();
v1.f = v3;
int *v4 = v1.f;
```

### "Real World" Analyses

Lots of cool tools available

- Ddisasm (Assembly)
- Cclyzer++ (LLVM)
- Doop (Java)
- Treeedb (TreeSitter)

#### Treeedb

- TreeSitter is an incremental parser
  - Works on broken code!
- Transforms code into Abstract Syntax Tree (AST)
- Treeedb puts AST into a Datalog database to query



#### Treeedb Example

Find all constant-value binary expressions:

```
.decl const_binop(expr: JavaBinaryExpression)

const_binop(expr) :-
    java_binary_expression(expr),
    java_binary_expression_left_f(expr, l),
    java_binary_expression_right_f(expr, r),
    java_decimal_integer_literal(l),
    java_decimal_integer_literal(r).

.decl show_const_binop(text: JavaNodeText)
show_const_binop(text) :-
    const_binop(expr),
    java_node_text(expr, text).
```

#### Treeedb Example

```
.decl const_binop(expr: JavaBinaryExpression)

const_binop(expr) :-
    java_binary_expression(expr),
    java_binary_expression_left_f(expr, l),
    java_binary_expression_right_f(expr, r),
    java_decimal_integer_literal(l),
    java_decimal_integer_literal(r).

.decl show_const_binop(text: JavaNodeText)
show_const_binop(text) :-
    const_binop(expr),
    java_node_text(expr, text).
```

```
class Main {
    public static void main(String[] args) {
        int x = 2 + 2;
    }
}
```

#### CodeQL

CodeQL is a "Frankenstein Datalog" 🤖

Query to find all redundant "if" blocks

```
from IfStmt ifstmt, BlockStmt block
where ifstmt.getThen() = block and block.getNumStmt() = 0
select ifstmt, "This 'if' statement is redundant."
```

#### CodeQL

```
from IfStmt ifstmt, BlockStmt block
where ifstmt.getThen() = block and block.getNumStmt() = 0
select ifstmt, "This 'if' statement is redundant."
```

```
if (x = 10) {
} else {
    // Do stuff...
}
```

#### CodeQL

- Very powerful
- ... But very complex
- Free to use on open-source code

#### Summary

- Treating a codebase as a database is powerful
- Starting to become more prevalent (e.g., CodeQL)
- Not just static analysis!

```
// The "fuzzing frontier"
.decl frontier(block: BasicBlock)
frontier(pred_bb) :-
   block_predecessors(bb, pred_bb),
   block_cov(pred_bb, _),
   !block_cov(bb, _).
```