



# Linters-Sanitizers Tutorial

## HY-255

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# Linters

- ▶ A linter is a tool that scans your code and finds issues that can lead to
  - ▶ Bugs
  - ▶ Inconsistencies
    - ▶ Code Health
    - ▶ Style
- ▶ Some linters can even help you to fix the issues mentioned above!

# Clang-tidy

## ▶ Installation

- ▶ `sudo apt-get install clang-tidy`

## ▶ Documentation

- ▶ <https://clang.llvm.org/extra/clang-tidy/>

## ▶ Checking

- ▶ `clang-tidy testhy255.c -checks="*"`

## ▶ Fixing

- ▶ `clang-tidy testhy255.c -checks="*" -fix`

Name prefix	Description
<code>abseil-</code>	Checks related to Abseil library.
<code>altera-</code>	Checks related to OpenCL programming for FPGAs.
<code>android-</code>	Checks related to Android.
<code>boost-</code>	Checks related to Boost library.
<code>bugprone-</code>	Checks that target bugprone code constructs.
<code>cert-</code>	Checks related to CERT Secure Coding Guidelines.
<code>clang-analyzer-</code>	Clang Static Analyzer checks.
<code>concurrency-</code>	Checks related to concurrent programming (including threads, fibers, coroutines, etc.).
<code>cppcoreguidelines-</code>	Checks related to C++ Core Guidelines.
<code>darwin-</code>	Checks related to Darwin coding conventions.
<code>fuchsia-</code>	Checks related to Fuchsia coding conventions.
<code>google-</code>	Checks related to Google coding conventions.
<code>hicpp-</code>	Checks related to High Integrity C++ Coding Standard.
<code>linuxkernel-</code>	Checks related to the Linux Kernel coding conventions.
<code>llvm-</code>	Checks related to the LLVM coding conventions.
<code>llvmlibc-</code>	Checks related to the LLVM-libc coding standards.
<code>misc-</code>	Checks that we didn't have a better category for.
<code>modernize-</code>	Checks that advocate usage of modern (currently "modern" means "C++11") language constructs.
<code>mpi-</code>	Checks related to MPI (Message Passing Interface).
<code>objc-</code>	Checks related to Objective-C coding conventions.
<code>openmp-</code>	Checks related to OpenMP API.
<code>performance-</code>	Checks that target performance-related issues.
<code>portability-</code>	Checks that target portability-related issues that don't relate to any particular coding style.
<code>readability-</code>	Checks that target readability-related issues that don't relate to any particular coding style.
<code>zircon-</code>	Checks related to Zircon kernel coding conventions.

# Cppcheck

- ▶ Installation

- ▶ `sudo apt-get install cppcheck`

- ▶ Documentation

- ▶ <https://sourceforge.net/p/cppcheck/wiki/Home/>

- ▶ Checking

- ▶ `cppcheck --language=c . --enable=all --inconclusive --max-ctu-depth=1024 --force`

# Sanitizers

- ▶ Sanitizers are tools provided by compilers that check code at runtime
- ▶ There are different sanitizers that each handles a category of bugs
  1. Address Sanitizer
    - ▶ <https://clang.llvm.org/docs/AddressSanitizer.html>
  2. Leak Sanitizer
    - ▶ <https://clang.llvm.org/docs/LeakSanitizer.html>
  3. Undefined Behavior Sanitizer
    - ▶ <https://clang.llvm.org/docs/UndefinedBehaviorSanitizer.html>
  4. Memory Sanitizer
    - ▶ <https://clang.llvm.org/docs/MemorySanitizer.html>
  5. Thread Sanitizer
    - ▶ <https://clang.llvm.org/docs/ThreadSanitizer.html>

# How to use Sanitizers

1. You need a recent gcc or clang version
  - ▶ GCC  $\geq$  5
  - ▶ Clang  $\geq$  3.1
  - ▶ The same compiler flags apply for both compilers
2. Address Sanitizer
  - ▶ `gcc -fsanitize=address -fno-omit-frame-pointer -g`
  - ▶ `ASAN_OPTIONS=abort_on_error=1:detect_stack_use_after_return=1:strict_init_order=1 gdb a.out`
3. Leak Sanitizer
  - ▶ `gcc -fsanitize=leak -fno-omit-frame-pointer -g`
4. Undefined Behavior Sanitizer
  - ▶ `gcc -fsanitize=undefined -fno-omit-frame-pointer -g`
5. Memory Sanitizer
  - ▶ `clang -fsanitize=memory -fno-omit-frame-pointer -g`
6. Thread Sanitizer
  - ▶ `gcc -fsanitize=thread -fno-omit-frame-pointer -g`

# Example #1



```
//Address
void buffer_overflow(void)
{
    char x = 'a';
    char * a = malloc(sizeof(char) * 10);
    memcpy(a, &x, 11);
    free(a);
}
```

# Reading Address Sanitizer Output

```
> ./a.out
=====
==866152==ERROR: AddressSanitizer: stack-buffer-overflow on address 0x7ffc6255fd21 at pc 0x7fd0a0315e4b bp 0x7ffc6255fce0 sp 0x7ffc6255f488
READ of size 11 at 0x7ffc6255fd21 thread T0
#0 0x7fd0a0315e4a in __interceptor_memcpy /usr/src/debug/gcc/libsanitizer/sanitizer_common/sanitizer_common_interceptors.inc:827
#1 0x55f527a622eb in buffer_overflow /home/gxanth/Downloads/sanitizers.c:15
#2 0x55f527a6255e in main /home/gxanth/Downloads/sanitizers.c:47
#3 0x7fd0a00f830f in __libc_start_call_main (/usr/lib/libc.so.6+0x2d30f)
#4 0x7fd0a00f83c0 in __libc_start_main@GLIBC_2.2.5 (/usr/lib/libc.so.6+0x2d3c0)
#5 0x55f527a62134 in _start (/home/gxanth/Downloads/a.out+0x1134)

Address 0x7ffc6255fd21 is located in stack of thread T0 at offset 33 in frame
#0 0x55f527a62218 in buffer_overflow /home/gxanth/Downloads/sanitizers.c:12

This frame has 1 object(s):
[32, 33] 'x' (line 13) <== Memory access at offset 33 overflows this variable
HINT: this may be a false positive if your program uses some custom stack unwind mechanism, swapcontext or vfork
(longjmp and C++ exceptions *are* supported)
SUMMARY: AddressSanitizer: stack-buffer-overflow /usr/src/debug/gcc/libsanitizer/sanitizer_common/sanitizer_common_interceptors.inc:827 in __interceptor_memcpy
Shadow bytes around the buggy address:
 0x10000c4a3f50: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 0x10000c4a3f60: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 0x10000c4a3f70: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 0x10000c4a3f80: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 0x10000c4a3f90: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
=>0x10000c4a3fa0: f1 f1 f1 f1[01]f3 f3 f3 00 00 00 00 00 00 00 00
 0x10000c4a3fb0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 0x10000c4a3fc0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 0x10000c4a3fd0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 0x10000c4a3fe0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 0x10000c4a3ff0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
Shadow byte legend (one shadow byte represents 8 application bytes):
Addressable: 00
Partially addressable: 01 02 03 04 05 06 07
Heap left redzone: fa
Freed heap region: fd
Stack left redzone: f1
Stack mid redzone: f2
Stack right redzone: f3
Stack after return: f5
Stack use after scope: f8
Global redzone: f9
Global init order: f6
Poisoned by user: f7
Container overflow: fc
Array cookie: ac
Intra object redzone: bb
ASan internal: fe
Left alloca redzone: ca
Right alloca redzone: cb
Shadow gap: cc
==866152==ABORTING
```



# Example #2



```
//Leak
struct list *memory_leak(int x)
{
    struct list *node = malloc(sizeof(struct list));
    return NULL;
}
```

# Example #3

```
//Undefined  
void overflow(int argc)  
{  
    int k = 0x7fffffff;  
    k += argc;  
}
```

# Example #4

```
//Memory
void unitialized(int argc)
{
    int a[10];

    a[5] = 0;

    if (a[argc])
        printf("xx\n");
}
```