

Ada Semantic Interface Specification

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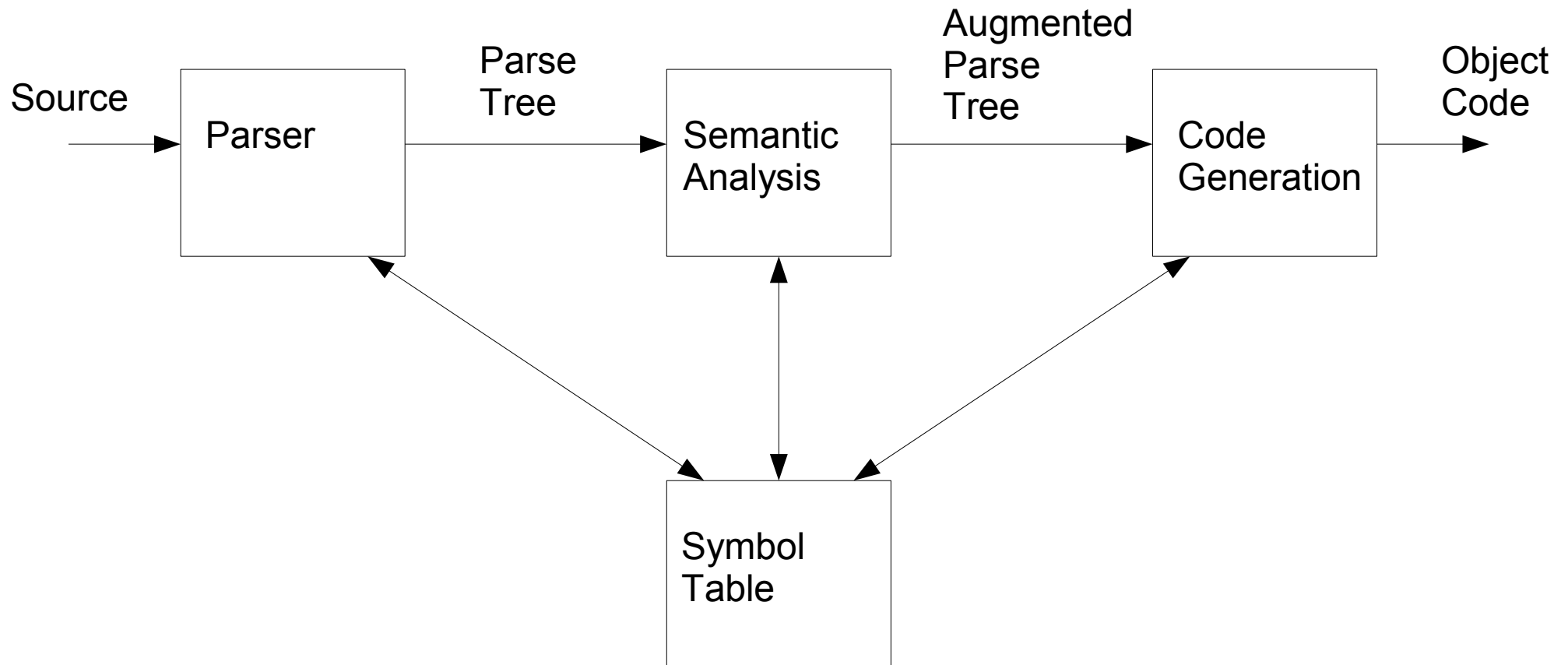
Outline

- Motivation: What is the problem?
- Overview of ASIS-for-GNAT
- An example application: ATC
- ASIS in action
- Conclusions

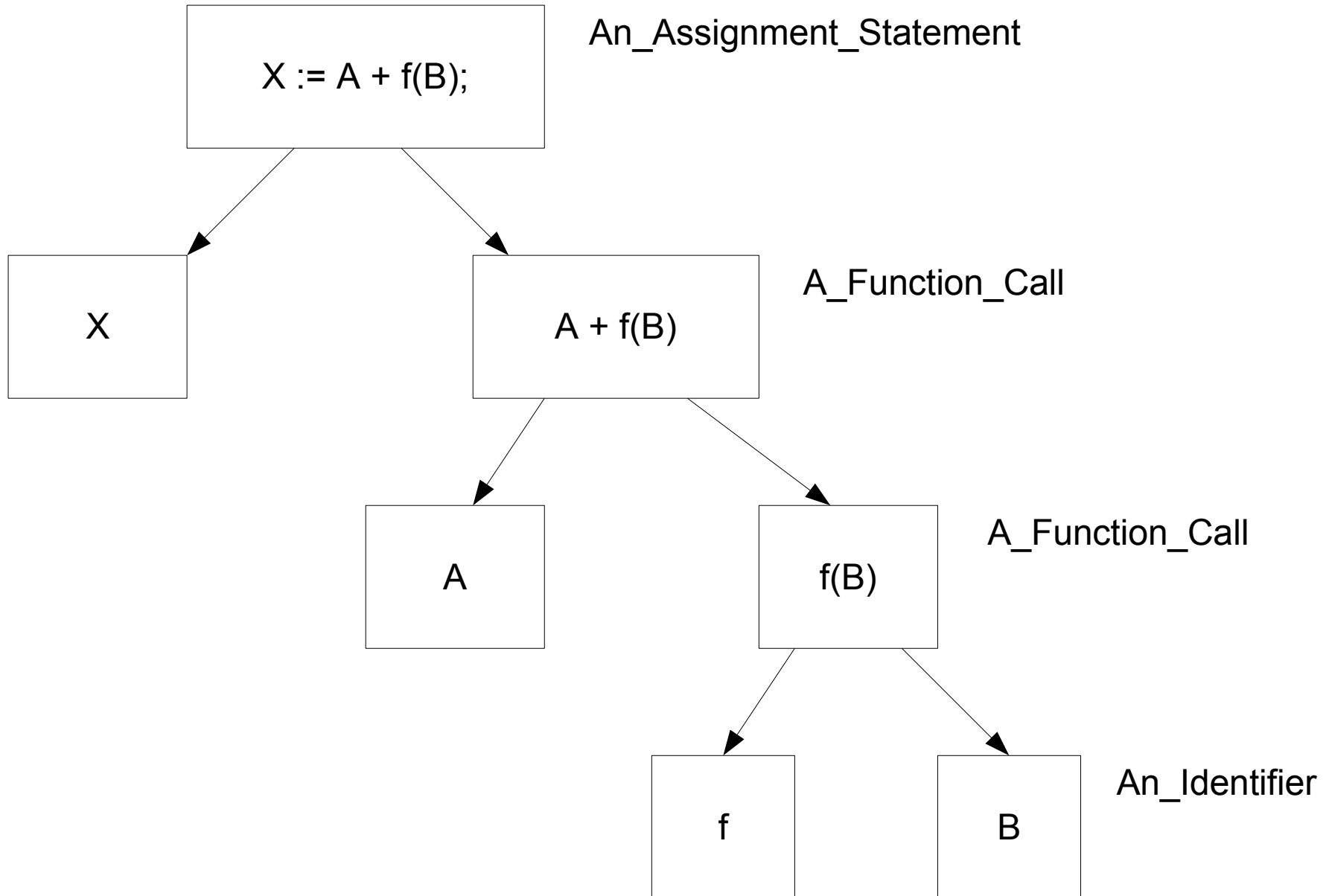
Motivation

- *Software analysis programs are useful.*
 - Style or documentation checkers
 - Specialized translators
 - Optimizers
 - Static analysis of correctness or security properties
- *Software analysis programs are hard to write.*
 - Lexical analysis and parsing
 - Symbol table management
 - Representing type information
 - Tracking modules and scopes

Compiler Overview



Abstract Syntax Tree



ASIS

- What is ASIS?
 - ASIS is an Ada library for analyzing Ada programs.
 - Compiler dumps parse tree and symbol table.
 - Analysis program uses ASIS library to access that information. No need to parse, etc, on its own.
- ASIS is standard.
 - ISO/IEC 15291:1999.
 - Analysis program's source code compatible across compilers.
 - Dumped files have compiler-specific format.

ASIS-for-GNAT

Compilation Command:

```
> gnatmake -gnatc -gnatt sample_1.adb
```

-gnatc : Parse and semantically analyze. No code generation.

-gnatt : Output “tree” files for use with ASIS.

Resulting Files (size given first):

```
    644 sample_1.adb (Source file)
336,923 sample_1.adt (Tree file)
  1,358 sample_1.ali (“Ada Library Interface” file)
```

ASIS library opens and uses the tree files

Ada Taint Checker (ATC)

- ATC is a program I wrote for a class at UVM*.
- ATC statically analyzes a program to see if “tainted” input data is ever output without first being sanitized.
- ATC uses ASIS. In addition it
 - Constructs control flow graphs
 - Does a data flow analysis
- Using ASIS made ATC much easier to write but ASIS doesn't do everything.

* The current version of ATC is “proof of concept” only. Many facilities are unimplemented.

Processing an ASIS Context

```
procedure Process_Context(...) is
  Units : Asis.Compilation_Unit_List :=
    Asis.Compilation_Units.Compilation_Units(The_Context);
  Next_Unit : Asis.Compilation_Unit;
  -- etc...
begin
  for J in Units'Range loop
    Next_Unit      := Units(J);
    Next_Unit_Origin :=
      Asis.Compilation_Units.Unit_Origin(Next_Unit);

    case Next_Unit_Origin is
      when Asis.An_Application_Unit =>
        Unit_Processing.Process_Unit(Next_Unit);

      when Asis.A_Predefined_Unit => ...
      when Asis.An_Implementation_Unit => ...
    end case;
  end loop;
end Process_Context;
```

Traversing the Abstract Syntax Tree

- ASIS represents the AST as a tree of `Asis.Element` objects.
- ASIS provides a generic recursive procedure that traverses the AST.
- You must instantiate that procedure using a processing procedure of your own.
- Your procedure gets to examine each element in parse tree order.

Processing a Unit

```
procedure Process_Unit (The_Unit : Asis.Compilation_Unit) is  
    Unit_Decl : Asis.Element := Asis.Unit_Declaration(The_Unit);  
begin  
    New_Line;  
    Put_Line("BUILDING CONTROL FLOW GRAPH");  
    Process_Construct(Unit_Decl);  
    Dump_CFG;  
  
    New_Line;  
    Put_Line("ITERATING DATA FLOW EQUATIONS");  
    Compute_Dataflow;  
end Process_Unit;
```

Processing Statement Elements

```
-- Various ASIS packages "withed"

procedure Pre_Operation(E : Element; ...) is
  -- etc...
begin
  case Element_Kind(E) is
    when A_Statement =>
      case Statement_Kind(E) is
        when An_Assignment_Statement => ...
        when An_If_Statement => ...
        when A_While_Loop_Statement => ...
        when A_For_Loop_Statement => ...
        when A_Procedure_Call_Statement => ...
        when others =>
          Unsupported_Feature("Unsupported AST Element");
      end case;

    -- This is where declarations are handled.
    when others => null;
  end case;
end Pre_Operation;
```

Ada Expressions

- Statements contain expressions
 - `X := A + f(B);`
- Most expressions are function calls.
 - `function"+"(L : Integer; R : Integer);`
- Other expression kinds include selection (array elements, record members), attribute expressions, etc, etc.

Processing Expression Elements

```
function Is_Tainted(E : Asis.Element; ...) return Boolean is
  -- etc...
begin
  case Expression_Kind(E) is
    -- Literals are not tainted.
    when An_Integer_Literal => return False;
    when An_Identifier =>
      Name : Program_Text := Name_Image(E);
      -- etc...

    -- Unwind one layer of parentheses using recursion.
    when A_Parenthesized_Expression =>
      return Is_Tainted(Expression_Parenthesized(E));

    -- Most expressions are function calls (eg built-in operators).
    when A_Function_Call =>
      return Handle_Function_Call;

    when others =>
      Internal_Error("Unexpected expression kind encountered");
  end case;
  return True;
end Is_Tainted;
```

Semantic Information

- ASIS does more than make the AST available.
 - Given an identifier, ASIS can find the corresponding declaration.
 - ASIS can “untangle” named parameter associations in subprogram calls.
 - `My_Procedure(P2 => Arg2, P1 => Arg1);`
 - ASIS can locate argument modes from procedure declarations.
 - `procedure My_Proc(P1 : in out Integer);`
 - etc.

Processing Subprogram Arguments

```
function Has_Tainted_Input return Boolean is  
  Actual_Expression : Expression;  
  Mode               : Mode_Kinds;  
begin  
  for I in Procedure_Arguments'Range loop  
    Actual_Expression :=  
      Actual_Parameter(Procedure_Arguments(I));  
    Mode := Mode_Kind(Procedure_Formals(I));  
    if Mode = An_In_Mode or Mode = An_In_Out_Mode then  
      if Is_Tainted(Actual_Expression) then  
        return True;  
      end if;  
    end if;  
  end loop;  
  return False;  
end Has_Tainted_Input;
```


Conclusion

- Writing ASIS programs isn't trivial.
 - ASIS requires a fair amount of administrative overhead.
 - Ada is a rich language: Full support for all Ada features requires significant work.
 - ASIS doesn't do everything.
- BUT... it's a lot easier than having to build a full scale parser and symbol table manager.
- Ada's overall clean design helps make ASIS possible. Too bad there's no ASIS for C++.