Advanced Software Testing and Debugging (CS598)

Symbolic Execution

Fall 2020

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Brief history

• **1976**: A system to generate test data and symbolically execute programs (Lori Clarke)
• **1976**: Symbolic execution and program testing (James King)

• **2005-present**: practical symbolic execution
  • Using SMT solvers
  • Heuristics to control exponential explosion
  • Heap modeling and reasoning about pointers
  • Environment modeling
  • Dealing with solver limitations
Program execution paths

- **Program** can be viewed as binary tree with possibly infinite depth
- Each **node** represents the execution of a conditional statement
- Each **edge** represents the execution of a sequence of non-conditional statements
- Each **path** in the tree represents an equivalence class of inputs
Example

Code under test

```csharp
void CoverMe(int[] a) {
    if (a == null)
        return;
    if (a.Length > 0)
        if (a[0] == 1234567890)
            throw new Exception("bug");
}
```
Random testing?

- **Random Testing**
  - Generate random inputs
  - Execute the program on those (concrete) inputs

- **Problem:**
  - Probability of reaching error could be astronomically small

**Code under test**

```csharp
void CoverMe(int[] a) {
    if (a == null)
        return;
    if (a.Length > 0)
        if (a[0] == 1234567890)
            throw new Exception("bug");
}
```

Probability of **ERROR** for the gray branch:

\[ \frac{1}{2^{32}} \approx 0.000000023\% \]
The spectrum of program testing/verification

- Random/fuzz testing
- Concolic testing & whitebox fuzzing
- Bounded verification & symbolic execution

Confidence vs. Cost (programmer effort, time, expertise)
This class

• KLEE: Unassisted and Automatic Generation of High-Coverage Tests for Complex Systems Programs (OSDI'08)

• Hybrid Concolic Testing (ICSE'07)
Symbolic execution

- Symbolic Execution
  - Use symbolic values for inputs
  - Execute program symbolically on symbolic input values
  - Collect symbolic path constraints (PCs)
  - Use SMT/SAT solvers to check if a branch can be taken

```c
int foo(int i) {
    int j=2*i;
    i=i++;
    i=i*j;
    if(i<1)
        i=-i;
    return i;
}
```
Symbolic execution: example

Code under test

```c
int foo(int i) {
    int j=2*i;
    i=i++;
    i=i*j;
    if(i<1)
        i=-i;
    return i;
}
```

Concrete execution

```c
i=1
i=1, j=2*1
i=1+1
i=2*2
4<1=false
return i;  
```

Symbolic execution

```c
i=i_0
PC=true, i=i_0, j=2*i_0
PC=true, i=i_0+1, j=2*i_0
PC=true, i=(i_0 +1) * 2i_0, j=2*i_0
PC=true, i=(i_0 +1) * 2i_0, j=2*i_0

PC=(i_0 +1) * 2i_0 < 1, i=-(i_0 +1) * 2i_0, ...
PC=(i_0 +1) * 2i_0 < 1, return -(i_0 +1) * 2i_0
PC=(i_0 +1) * 2i_0 >= 1, return (i_0 +1) * 2i_0
```

Generated test1:

```
i=i_0=0
```

Generated test2:

```
i=i_0=1
```
Symbolic execution: bug finding

- How to extend symbolic execution to catch non-crash bugs?
- Add dedicated checkers at dangerous code locations!
  - Divide by zero example: \( y = \frac{x}{z} \) where \( x \) and \( z \) are symbolic variables and assume current PC is \( p \)
    - Check if \( z==0&\&p \) is possible!

```c
int foo(int i) {
    int j=2*i;
    i=i++;
    i=i*j;
    if(i<1)
        i=-i;
    i=j/i;
    return i;
}
```

We can easily generate a dedicated checker for each kind of bug (e.g., buffer overflow, integer overflow, …)
Challenges: path explosion

• Interleaving two search heuristics:
  • **Random Path Selection**: when a branch point is reached, the set of states in each subtree has equal probability of being selected
  • **Coverage-Optimized Search**: selects states likely to cover new code in the immediate future, based on
    • The minimum distance to an uncovered instruction
    • The call stack of the state
    • Whether the state recently covered new code
Challenges: optimizing SMT queries

• Expression rewriting
  • Simple arithmetic simplifications ($x \times 0 = 0$)
  • Strength reduction ($x \times 2n = x << n$)
  • Linear simplification ($2 \times x - x = x$)

• Constraint set simplification
  • $x < 10 \&\& x = 5$  -->  $x = 5$

• Implied value concretization
  • $x + 1 = 10$  -->  $x = 9$

• Constraint independence
  • $i<j \&\& j < 20 \&\& k > 0 \&\& i = 20$  -->  $i<j \&\& i<20 \&\& i=20$
Challenges: optimizing SMT queries (cont.)

- Counter-example cache
  - $i < 10 \land i = 10$ (no solution)
  - $i < 10 \land j = 8$ (satisfiable, with variable assignments $i \rightarrow 5, j \rightarrow 8$)
- Superset of unsatisfiable constraints
  - $\{i < 10, i = 10, j = 12\}$ (unsatisfiable)
- Subset of satisfiable constraints
  - $\{i < 10\}$ (satisfiable with $i \rightarrow 5, j \rightarrow 8$)
- Superset of satisfiable constraints
  - Same variable assignments might work

Figure 2: The effect of KLEE’s solver optimizations over time, showing they become more effective over time, as the caches fill and queries become more complicated. The number of executed instructions is normalized so that data can be aggregated across all applications.
Challenges: environment modeling

**int fd = open("t.txt", O_RDONLY);**

- If all arguments are concrete, forward to OS directly

**int fd = open(sym_str, O_RDONLY);**

- Otherwise, provide models that can handle symbolic files
  - Goal is to explore all possible interactions with the environment
- About 2,500 LoC to define simple models for roughly 40 system calls
  - e.g., open, read, write, stat, lseek, ftruncate, ioctl

```c
ssize t read(int fd, void *buf, size_t count) {
  ...
  struct klee_fd *f = &fds[fd];
  ...
  /* sym files are fixed size: don’t read beyond the end. */
  if (f->off >= f->size)
    return 0;
  count = min(count, f->size - f->off);
  memcpy(buf, f->file_data + f->off, count);
  f->off += count;
  return count;
}
```

Sketch of KLEE’s model for read()
KLEE implementation

C → LLVM → LLVM bitcode

Symbolic environment ↔ KLEE

Path condition → Constraint Solver
Concrete solution → Generated tests
Benchmarks

• 89 programs in GNU Coreutils (version 6.10), roughly 80,000 lines of library code and 61,000 lines in the actual utilities, including ones
  • Managing the file system (e.g., ls, dd, chmod)
  • Displaying and configuring system properties (e.g., logname, printenv)
  • Controlling command invocation (e.g., nohup, nice, env)
  • Processing text files (e.g., sort, od, patch)

• Two other UNIX utility suites: Busybox, a widely-used distribution for embedded systems, and the latest release for Minix

• The HiStar operating system kernel
We now give
new statement or branch in the main utility code. A user
generates by only emitting tests cases for paths that hit a
median coverage per application. The last rows shows the aggre-
(aggregate) coverage across all tools of 84.5%. We get
100% line coverage on 16 tools, over 90% on 56 tools,
minimum coverage achieved on any tool is 62.6%.
while the worst along with the best,
Importantly,
and over 80% on 77 tools (86.5% of all tools). The min-
imum was 512 and (to pick a random number) 160 were
no matter how many times the branch ran dynamically).
We believe such high coverage on a broad swath of ap-
cations.
Hitting system call failure paths is useful for getting the
maximum coverage achieved on any tool is 62.6%.

<table>
<thead>
<tr>
<th>Coverage (w/o lib)</th>
<th>COREUTILS</th>
<th>BUSYBOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>KLEE tests</td>
<td>Devel. tests</td>
<td>KLEE tests</td>
</tr>
<tr>
<td>100%</td>
<td>16</td>
<td>1</td>
</tr>
<tr>
<td>90-100%</td>
<td>40</td>
<td>6</td>
</tr>
<tr>
<td>80-90%</td>
<td>21</td>
<td>20</td>
</tr>
<tr>
<td>70-80%</td>
<td>7</td>
<td>23</td>
</tr>
<tr>
<td>60-70%</td>
<td>5</td>
<td>15</td>
</tr>
<tr>
<td>50-60%</td>
<td>-</td>
<td>10</td>
</tr>
<tr>
<td>40-50%</td>
<td>-</td>
<td>6</td>
</tr>
<tr>
<td>30-40%</td>
<td>-</td>
<td>3</td>
</tr>
<tr>
<td>20-30%</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>10-20%</td>
<td>-</td>
<td>3</td>
</tr>
<tr>
<td>0-10%</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Overall cov.</td>
<td>84.5%</td>
<td>67.7%</td>
</tr>
<tr>
<td>Med cov/App</td>
<td>94.7%</td>
<td>72.5%</td>
</tr>
<tr>
<td>Ave cov/App</td>
<td>90.9%</td>
<td>68.4%</td>
</tr>
</tbody>
</table>

Table 2: Number of COREUTILS tools which achieve line coverage in the given ranges for KLEE and developers’ tests (library code not included). The last rows shows the aggregate coverage achieved by each method and the average and median coverage per application.
Coreutils bugs detected

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>paste -d\ abcdefghijklmnopqrstuvwxyz</td>
<td>pasting text lines</td>
</tr>
<tr>
<td>pr -e t2.txt</td>
<td>printing with error handling</td>
</tr>
<tr>
<td>tac -r t3.txt t3.txt</td>
<td>repeating text lines</td>
</tr>
<tr>
<td>mkdir -Z a b</td>
<td>creating directories with zero permissions</td>
</tr>
<tr>
<td>mkfifo -Z a b</td>
<td>creating FIFOs with zero permissions</td>
</tr>
<tr>
<td>mklnod -Z a b p</td>
<td>creating symbolic links with zero permissions</td>
</tr>
<tr>
<td>md5sum -c t1.txt</td>
<td>generating MD5 checksums for file t1.txt</td>
</tr>
<tr>
<td>ptx F\ abcdefghijklmnopqrstuvwxyz</td>
<td>printing with error handling</td>
</tr>
<tr>
<td>ptx x t4.txt</td>
<td>printing with error handling</td>
</tr>
<tr>
<td>seq -f %0 1</td>
<td>sequential file printing</td>
</tr>
</tbody>
</table>

**Figure 7:** KLEE-generated command lines and inputs (modified for readability) that cause program crashes in COREUTILS version 6.10 when run on Fedora Core 7 with SELinux on a Pentium machine.
Busybox bugs detected

<table>
<thead>
<tr>
<th>date -I</th>
<th>cut -f t3.txt</th>
</tr>
</thead>
<tbody>
<tr>
<td>ls --co</td>
<td>install --m</td>
</tr>
<tr>
<td>chown a.a</td>
<td>nanmeter -</td>
</tr>
<tr>
<td>kill -1 a</td>
<td>envdir -</td>
</tr>
<tr>
<td>setuidgid</td>
<td>setuidgid</td>
</tr>
<tr>
<td>&quot;&quot;</td>
<td>envuidgid</td>
</tr>
<tr>
<td>printf &quot;% B</td>
<td>envdir -</td>
</tr>
<tr>
<td>od t1.txt</td>
<td>arp -Ainet</td>
</tr>
<tr>
<td>od t2.txt</td>
<td>tar tf_ /</td>
</tr>
<tr>
<td>printf %</td>
<td>top d</td>
</tr>
<tr>
<td>printf %Lo</td>
<td></td>
</tr>
<tr>
<td>tr [</td>
<td></td>
</tr>
<tr>
<td>tr [=</td>
<td></td>
</tr>
<tr>
<td>tr [a-z</td>
<td></td>
</tr>
<tr>
<td>t1.txt: a</td>
<td></td>
</tr>
<tr>
<td>t2.txt: A</td>
<td></td>
</tr>
<tr>
<td>t3.txt: \t\n</td>
<td></td>
</tr>
</tbody>
</table>

Figure 10: KLEE-generated command lines and inputs (modified for readability) that cause program crashes in BUSYBOX. When multiple applications crash because of the same shared (buggy) piece of code, we group them by shading.
Inconsistencies between Coreutils and Busybox

<table>
<thead>
<tr>
<th>Input</th>
<th>BUSYBOX</th>
<th>COREUTILS</th>
</tr>
</thead>
<tbody>
<tr>
<td>comm t1.txt t2.txt</td>
<td>[does not show difference]</td>
<td>[shows difference]</td>
</tr>
<tr>
<td>tee -</td>
<td>[does not copy twice to stdout]</td>
<td>[does]</td>
</tr>
<tr>
<td>tee &quot; &quot; &lt;t1.txt</td>
<td>[infinite loop]</td>
<td>[terminates]</td>
</tr>
<tr>
<td>cksum /</td>
<td>&quot;4294967295 0 /&quot;</td>
<td>&quot;/: Is a directory&quot;</td>
</tr>
<tr>
<td>split /</td>
<td>&quot;: Is a directory&quot;</td>
<td>&quot;missing operand&quot;</td>
</tr>
<tr>
<td>tr [ 0 '===' 1 ]</td>
<td>[duplicates input on stdout]</td>
<td>&quot;binary operator expected&quot;</td>
</tr>
<tr>
<td>sum -s &lt;t1.txt</td>
<td>&quot;97 1 -&quot;</td>
<td>&quot;97 1&quot;</td>
</tr>
<tr>
<td>tail -21</td>
<td>[rejects]</td>
<td>[accepts]</td>
</tr>
<tr>
<td>unexpand -f</td>
<td>[accepts]</td>
<td>[rejects]</td>
</tr>
<tr>
<td>split -</td>
<td>[rejects]</td>
<td>[accepts]</td>
</tr>
<tr>
<td>ls --color-blah</td>
<td>[accepts]</td>
<td>[rejects]</td>
</tr>
<tr>
<td>t1.txt: a</td>
<td>t2.txt: b</td>
<td></td>
</tr>
</tbody>
</table>

**Table 3:** Very small subset of the mismatches KLEE found between the BUSYBOX and COREUTILS versions of equivalent utilities. The first three are serious correctness errors; most of the others are revealing missing functionality.
Inconsistencies between Coreutils and Busybox: how?

```c
unsigned mod_opt(unsigned x, unsigned y){
    if((y&-y)==y) // power of two?
        return x& (y-1);
    else
        return x%y;
}
```

```c
unsigned mod_opt(unsigned x, unsigned y){
    return x%y;
}
```

Every assertion can be treated as a branch statement with two outgoing branches (i.e., hold or not); symbolic execution will try to cover both!
Discussion

• Strengths
• Limitations
• Future work
This class

• KLEE: Unassisted and Automatic Generation of High-Coverage Tests for Complex Systems Programs (OSDI'08)
• Hybrid Concolic Testing (ICSE'07)
Symbolic execution: coverage problem

Symbolic execution may not reach deep into the execution tree. Specially when encountering loops.
Solution: concolic execution

Concolic = Concrete + Symbolic

• Generate a random seed input to dive into the program execution tree
• Concretely execute the program with the random seed input and collect the path constraint, e.g., $a \land \land b \land \land c$
• In the next iteration, negate the last conjunct to obtain the constraint: $a \land \land b \land \land \lnot c$
• Solve it to get input to the path which matches all the branch decisions except the last one
Concolic execution

Code under test

```c
void CoverMe(int[] a) {
    if (a == null)
        return;
    if (a.Length > 0)
        if (a[0] == 1234567890)
            throw new Exception("bug");
}
```

Choose next patch

<table>
<thead>
<tr>
<th>Constraints to solve</th>
<th>Data</th>
<th>Monitor</th>
<th>Observed constraints</th>
</tr>
</thead>
<tbody>
<tr>
<td>a!=null</td>
<td>null</td>
<td>a==null</td>
<td>a!=null</td>
</tr>
</tbody>
</table>
| a!=null && a.Length>0| {}   | a!=null &
                    | !(a.Length>0) |
| a!=null &&          | {}   | a==null &
                    | a.Length>0 &
                    | && a[0]!=1234567890 |
| a[0]==123...        | {123...} | a==null &
                    | a.Length>0 &
                    | && a[0]==1234567890 |

DONE, no path left!
Concolic execution: another example

Code under test

```csharp
void CoverMe(int[] a, int b) {
    if (a == null)
        return;
    if (a.Length > 0)
        if (a[0] == hash(b))
            throw new Exception("bug");
}
```

Choose next patch

<table>
<thead>
<tr>
<th>Constraints to solve</th>
<th>Data</th>
<th>Monitor</th>
</tr>
</thead>
<tbody>
<tr>
<td>a==null</td>
<td>null, 0</td>
<td>a==null</td>
</tr>
</tbody>
</table>
| a!=null &
a.Length>0      | {}, 0  | a!=null &
|                      |       | !(a.Length>0) |
| a!=null &
a.Length>0 &
a[0]!=hash(b) | {1}, 0 | a!=null &
|                      |       | a.Length>0 &
|                      |       | a[0]!=hash(b) |
| a!=null &
a.Length>0 &
a[0]!=hash(0) | {434...}, 0 | a!=null &
|                      |       | a.Length>0 &
|                      |       | a[0]==434... |

Concretized!  

DONE, no path left!
Limitations

Explored by concolic execution
Limitations: a comparative view

**Concolic testing**: wide and shallow

**Random testing**: narrow and deep
Limitations: example

Example ( ) {
    state = 0;
    while(1) {
        s = input();
        c = input();
        if(c=='.' && state==0)
            state=1;
        else if(c=='\n' && state==1)
            state=2;
        else if (s[0]=='U' &&
            s[1]=='I' &&
            s[2]=='U' &&
            s[3]=='C' &&
            state==2) {
            COVER_ME:;
        }
    }
}

• **COVER_ME** can be hit on an input sequence
  • s = ‘UIUC’
  • c : ‘.’ ‘\n’

• **Random testing** can get to state = 2, but difficult to get ‘UIUC’ as a sequence
  • Probability: \(1/(2^8)^4 \approx 2.3 \times 10^{-10}\)

• **Concolic testing** can generate ‘UIUC’, but explores many paths to state = 2

Similar code structure in
  • Text editors (vi)
  • Parsers (lexer)
  • Event-driven programs (GUI)
Hybrid concolic testing

while (not required coverage) {
  while (not saturation)
    perform random testing;
  Checkpoint;
  while (not increase in coverage)
    perform concolic testing;
  Restore;
}

Interleave random testing and concolic testing for deep & broad search to increase coverage
Hybrid concolic testing: example

Example ( ) {
    state = 0;
    while(1) {
        s = input();
        c = input();
        if(c==':' && state==0)
            state=1;
        else if(c=='\n' && state==1)
            state=2;
        else if (s[0]=='U' &&
            s[1]=='I' &&
            s[2]=='U' &&
            s[3]=='C' &&
            state==2) {
            COVER_ME:;
        }
    }
}
Implementation

• An extension on the CUTE:
  • A concolic execution engine for C
  • Code instrumentation via CIL, a framework for parsing and transforming C programs\(^1\)
  • Constraint solving via lp\_solve, a library for integer linear programming\(^2\)

\(^1\) https://github.com/cil-project/cil
\(^2\) http://lpsolve.sourceforge.net/5.5/
Testing red-black tree

<table>
<thead>
<tr>
<th>Seed</th>
<th>Random Testing</th>
<th>Concolic Testing</th>
<th>Hybrid Concolic Testing</th>
</tr>
</thead>
<tbody>
<tr>
<td>523</td>
<td>32.27</td>
<td>52.48</td>
<td>66.67</td>
</tr>
<tr>
<td>7487</td>
<td>32.27</td>
<td>52.48</td>
<td>67.02</td>
</tr>
<tr>
<td>6726</td>
<td>32.27</td>
<td>52.48</td>
<td>66.67</td>
</tr>
<tr>
<td>5439</td>
<td>32.27</td>
<td>52.48</td>
<td>67.73</td>
</tr>
<tr>
<td>4494</td>
<td>32.27</td>
<td>52.48</td>
<td>69.86</td>
</tr>
<tr>
<td>Average</td>
<td>32.27</td>
<td>52.48</td>
<td>67.59</td>
</tr>
</tbody>
</table>

Table 1. Results of Testing Red-Black Tree
Testing Vim editor

<table>
<thead>
<tr>
<th>Seed</th>
<th>Random Testing</th>
<th>Concolic Testing</th>
<th>Hybrid Concolic Testing</th>
</tr>
</thead>
<tbody>
<tr>
<td>877443</td>
<td>8.01</td>
<td>21.43</td>
<td>41.93</td>
</tr>
<tr>
<td>67532</td>
<td>8.16</td>
<td>21.43</td>
<td>40.39</td>
</tr>
<tr>
<td>98732</td>
<td>8.72</td>
<td>21.43</td>
<td>33.67</td>
</tr>
<tr>
<td>32761</td>
<td>7.80</td>
<td>21.43</td>
<td>35.45</td>
</tr>
<tr>
<td>28683</td>
<td>9.75</td>
<td>21.43</td>
<td>40.53</td>
</tr>
<tr>
<td>Average</td>
<td>8.17</td>
<td>21.43</td>
<td>37.86</td>
</tr>
</tbody>
</table>

Table 2. Results of Testing the VIM Test Editor
Discussion

• Strengths
• Limitations
• Future work
Symbolic execution engines you may want to try

• C family: KLEE (http://llvm.org/)
• C#: Pex/IntelliTest (http://research.microsoft.com/en-us/projects/pex/)
• Java: Java PathFinder (https://github.com/SymbolicPathFinder/jpf-symbc)
• JavaScript: Jalangi2 (https://github.com/Samsung/jalangi2)
• Binaries (x86, ARM, ...): S2E (https://s2e.systems/)
Further readings

- Koushik Sen, Darko Marinov, Gul Agha. CUTE: A Concolic Unit Testing Engine for C. 2005, FSE.
Thanks and stay safe!