

Program Testing and Analysis: Symbolic and Concolic Testing (Part 2)

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Warm-up Quiz

What does the following code print?

```
var sum = 0;
var array = [11, 22, 33];
for (x in array) {
    sum += x;
}
console.log(sum);
```

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0012

66

Something else

Warm-up Quiz

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Some JS engines

Something else

Warm-up Quiz

What does the following code print?

```
var sum = 0;
var array = [11, 22, 33];
for (x in array) {
    sum += x;
}
console.log(sum);
```

Arrays are objects



**For-in iterates over
object property names
(not property values)**



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Warm-up Quiz

What does the following code print?

```
var sum = 0;
var array = [11, 22, 33];
for (x in array) {
    sum += x;
}
console.log(sum);
```

For arrays, use
traditional for loop:

```
for (var i=0;
     i < array.length;
     i++) ...
```

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Some JS engines

Something else

Outline

1. Classical **Symbolic Execution**
2. **Challenges** of Symbolic Execution
3. **Concolic** Testing
4. Large-Scale Application in **Practice**

Mostly based on these papers:

- *DART: directed automated random testing*, Godefroid et al., PLDI'05
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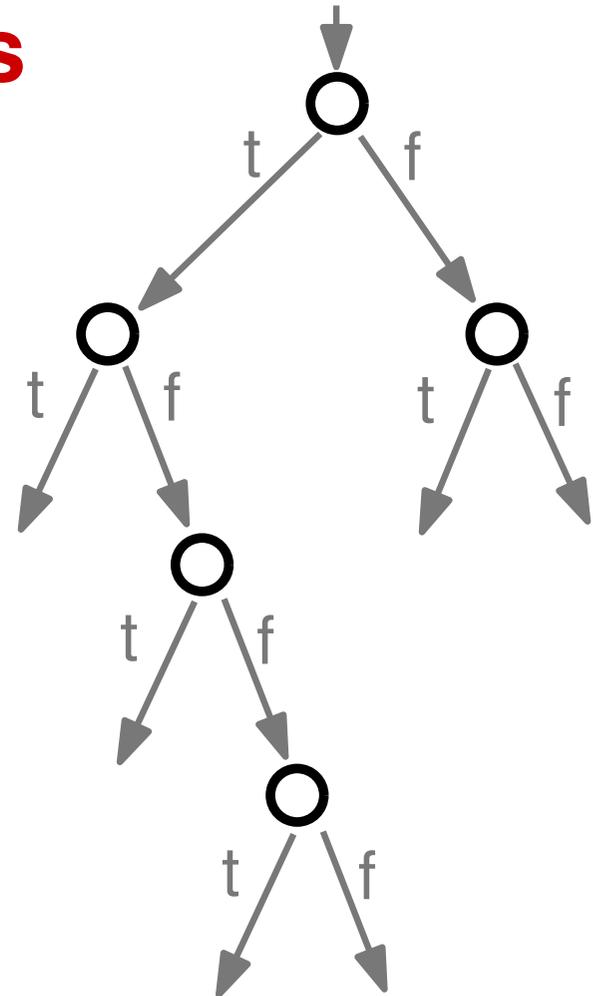
Example

```
function f(a, b, c) {  
  var x = y = z = 0;  
  if (a) {  
    x = -2;  
  }  
  if (b > 5) {  
    if (!a && c) {  
      y = 1;  
    }  
    z = 2;  
  }  
  assert(x + y + z != 3);  
}
```

Execution Tree

All possible execution paths

- Binary tree
- Nodes: **Conditional statements**
- Edges: Execution of sequence on non-conditional statements
- Each **path** in the tree represents an **equivalence class of inputs**



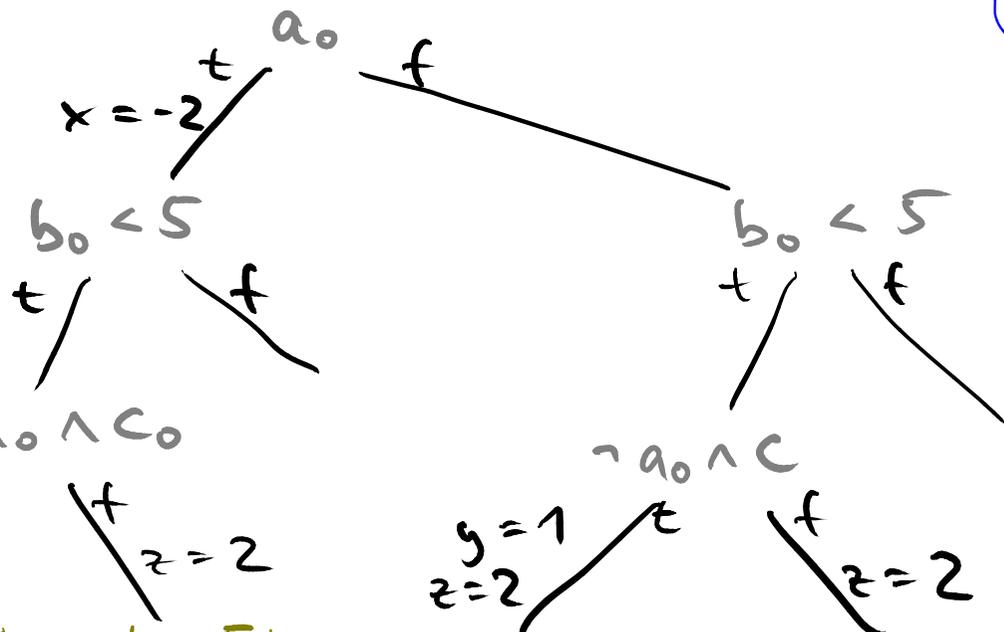
Symbolic execution

$a = a_0, b = b_0, c = c_0$

Symbolic values

$x = y = z = 0$

```
function f(a, b, c) {
  var x = y = z = 0;
  if (a) {
    x = -2;
  }
  if (b < 5) {
    if (!a && c) {
      y = 1;
    }
    z = 2;
  }
  assert(x + y + z != 3);
}
```



execution tree

$a_0 \wedge b_0 < 5 \wedge \neg a_0 \wedge c_0$	$a_0 \wedge b_0 < 5 \wedge \neg(\neg a_0 \wedge c)$	$\neg a_0 \wedge b_0 \geq 5 \wedge \neg a_0 \wedge c_0$	$\neg a_0 \wedge b_0 < 5 \wedge \neg(\neg a_0 \wedge c)$
$\underbrace{\hspace{10em}}_{\text{infeasible}}$	$\underbrace{\hspace{10em}}_{0+1+2=3}$	$\underbrace{\hspace{10em}}_{\text{bug}}$	$\underbrace{\hspace{10em}}$

Quiz

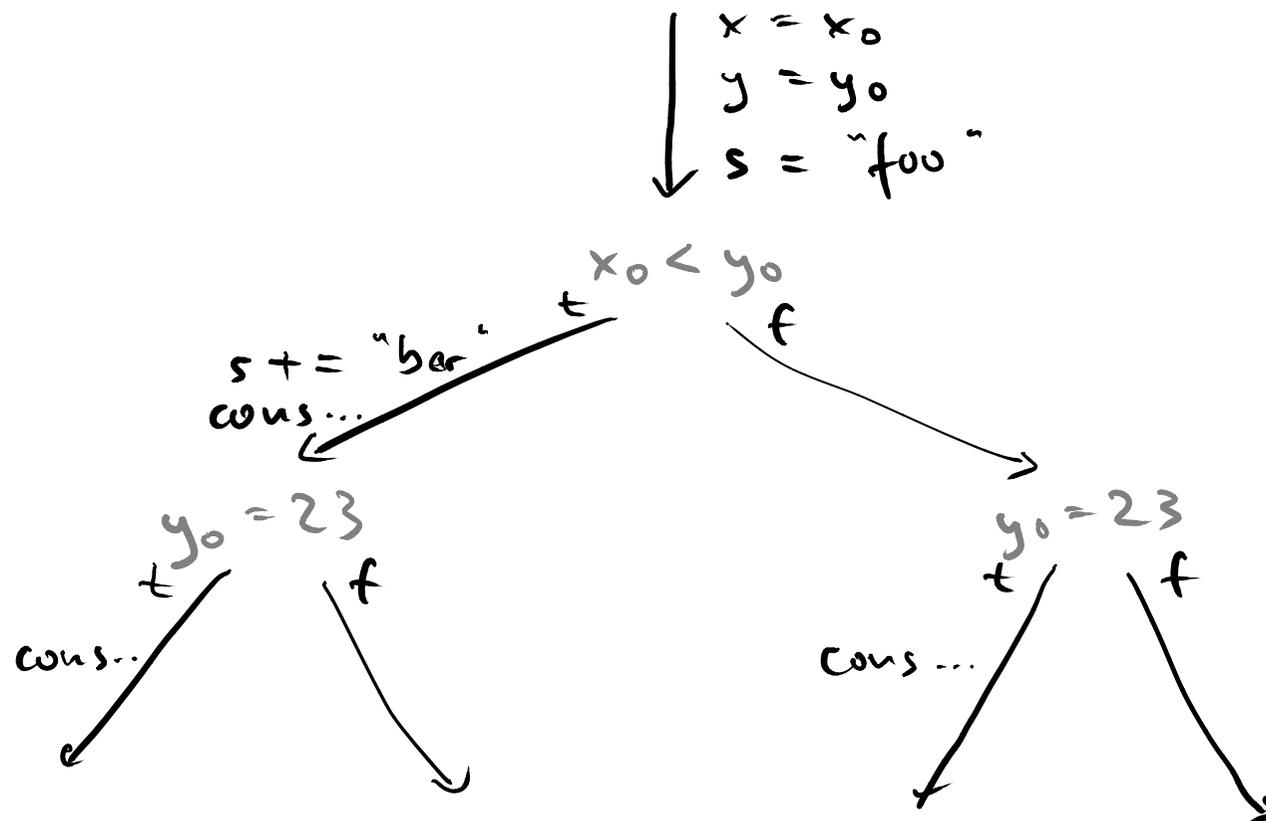
Draw the execution tree for this function. How many nodes and edges does it have?

```
function f(x,y) {  
  var s = "foo";  
  if (x < y) {  
    s += "bar";  
    console.log(s);  
  }  
  if (y === 23) {  
    console.log(s);  
  }  
}
```

```

function f(x, y) {
  var s = "foo";
  if (x < y) {
    s += "bar";
    console.log(s);
  }
  if (y === 23) {
    console.log(s);
  }
}

```



→ 3 nodes, 7 edges.

Symbolic Values and Symbolic State

- **Unknown values**, e.g., user inputs, are kept symbolically
- **Symbolic state** maps variables to symbolic values

```
function f(x, y) {  
    var z = x + y;  
    if (z > 0) {  
        ...  
    }  
}
```

Symbolic Values and Symbolic State

- **Unknown values**, e.g., user inputs, are kept symbolically
- **Symbolic state** maps variables to symbolic values

```
function f(x, y) {  
  var z = x + y;  
  if (z > 0) {  
    ...  
  }  
}
```

Symbolic input
values: x_0, y_0

Symbolic state:
 $z = x_0 + y_0$

Path Conditions

Quantifier-free formula over the symbolic inputs that encodes all **branch decisions** taken so far

```
function f(x, y) {  
    var z = x + y;  
    if (z > 0) {  
        ...  
    }  
}
```

Path Conditions

Quantifier-free formula over the symbolic inputs that encodes all **branch decisions** taken so far

```
function f(x, y) {  
    var z = x + y;  
    if (z > 0) {  
        ...  
    }  
}
```

Path condition:

$$x_0 + y_0 > 0$$

Satisfiability of Formulas

Determine whether a path is **feasible**:

Check if its path condition is satisfiable

- Done by powerful **SMT/SAT solvers**
 - SAT = satisfiability,
SMT = satisfiability modulo theory
 - E.g., Z3, Yices, STP
- For a satisfiable formula, solvers also provide a **concrete solution**
- Examples:
 - $a_0 + b_0 > 1$: Satisfiable, one solution: $a_0 = 1, b_0 = 1$
 - $(a_0 + b_0 < 0) \wedge (a_0 - 1 > 5) \wedge (b_0 > 0)$: Unsatisfiable

Applications of Symbolic Execution

- General goal: Reason about behavior of program
- Basic applications
 - Detect infeasible paths
 - Generate test inputs
 - Find bugs and vulnerabilities
- Advanced applications
 - Generating program invariants
 - Prove that two pieces of code are equivalent
 - Debugging
 - Automated program repair

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Problems of Symbolic Execution

- **Loops and recursion:** Infinite execution trees
- **Path explosion:** Number of paths is exponential in the number of conditionals
- **Environment modeling:** Dealing with native/system/library calls
- **Solver limitations:** Dealing with complex path conditions
- **Heap modeling:** Symbolic representation of data structures and pointers

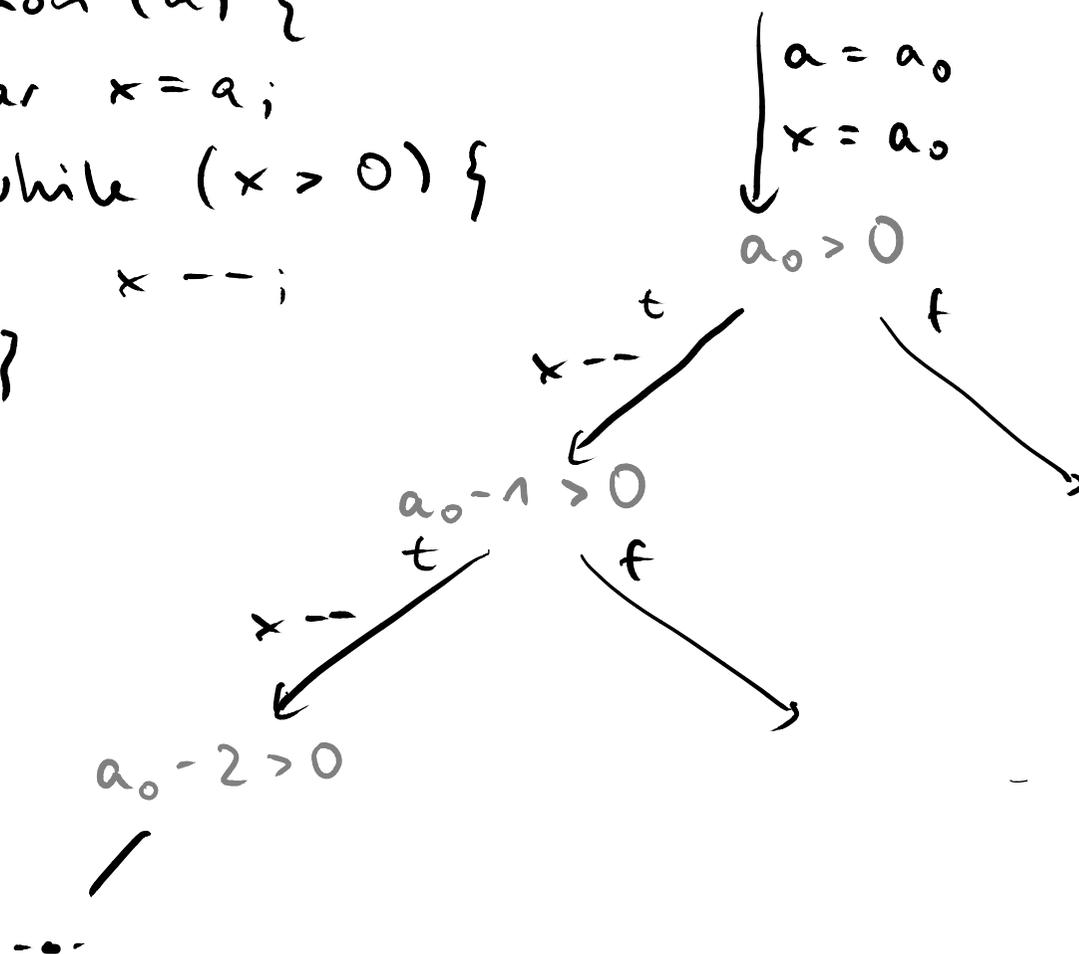
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```

function (a) {
  var x = a;
  while (x > 0) {
    x--;
  }
}

```



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Modeling the Environment

- Program behavior may depend on **parts of system not analyzed** by symbolic execution
- E.g., native APIs, interaction with network, file system accesses

```
var fs = require("fs");  
var content = fs.readFileSync("/tmp/foo.txt");  
if (content === "bar") {  
    ...  
}
```

Modeling the Environment (2)

Solution implemented by **KLEE**

- If all arguments are concrete, forward to OS
- Otherwise, provide **models that can handle symbolic files**
 - Goal: Explore all possible legal interactions with the environment

```
var fs = {  
  readFileSync: function(file) {  
    // doesn't read actual file system, but  
    // models its effects for symbolic file names  
  }  
}
```

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One approach: Mix symbolic with concrete execution

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Concolic Testing

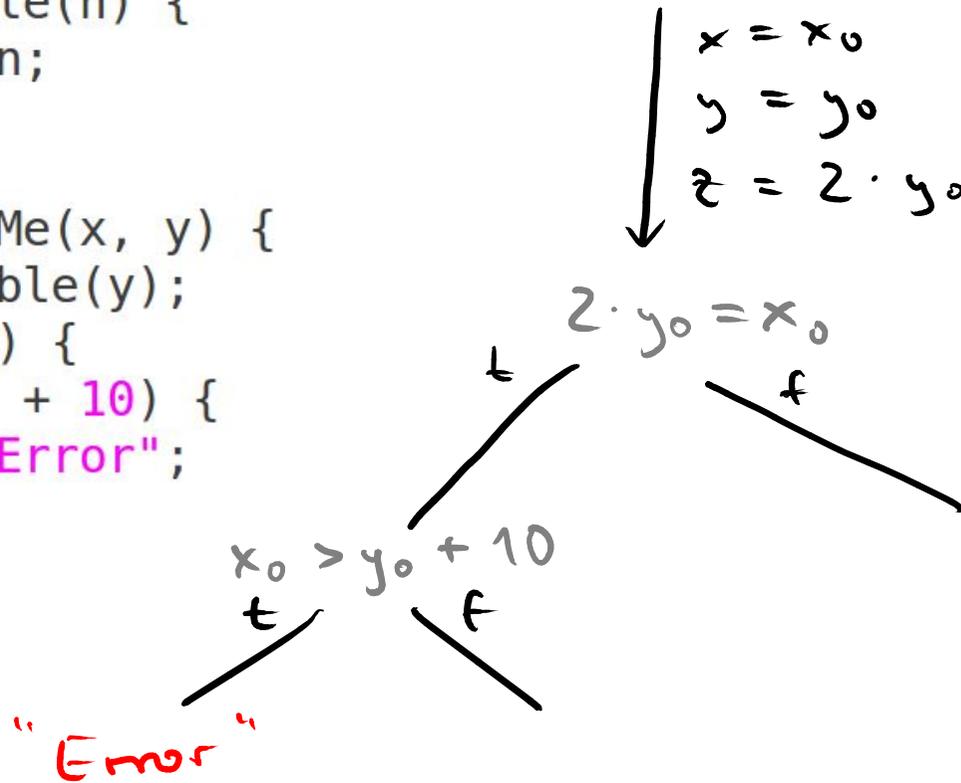
**Mix concrete and symbolic execution =
"concolic"**

- Perform concrete and symbolic execution
side-by-side
- Gather path constraints while program executes
- After one execution, negate one decision, and re-execute with new input that triggers another path

Concolic execution: Example

```
function double(n) {
  return 2 * n;
}
```

```
function testMe(x, y) {
  var z = double(y);
  if (z === x) {
    if (x > y + 10) {
      throw "Error";
    }
  }
}
```



Execution 1:

```

function double(n) {
  return 2 * n;
}

function testMe(x, y) {
  var z = double(y);
  if (z === x) {
    if (x > y + 10) {
      throw "Error";
    }
  }
}

```

Concrete
executionSymbolic
executionPath
conditions $x = 22, y = 7$ $x = x_0, y = y_0$ $x = 22, y = 7$
 $z = 14$ $x = x_0, y = y_0$
 $z = 2 \cdot y_0$ $x = 22, y = 7$
 $z = 14$ $x = x_0, y = y_0$
 $z = 2 \cdot y_0$ $2 \cdot y_0 \neq x_0$ Solve: $2 \cdot y_0 = x_0$ Solution: $x_0 = 2, y_0 = 1$

Execution 2:

```
function double(n) {
  return 2 * n;
}
```

```
function testMe(x, y) {
  var z = double(y);
  if (z === x) {
    if (x > y + 10) {
      throw "Error";
    }
  }
}
```

Concrete
exec.Symbolic
exec.Path
constraint $x = 2, y = 1$ $x = x_0,$
 $y = y_0$ $x = 2, y = 1$
 $z = 2$ $x = x_0,$
 $y = y_0$
 $z = 2 \cdot y_0$

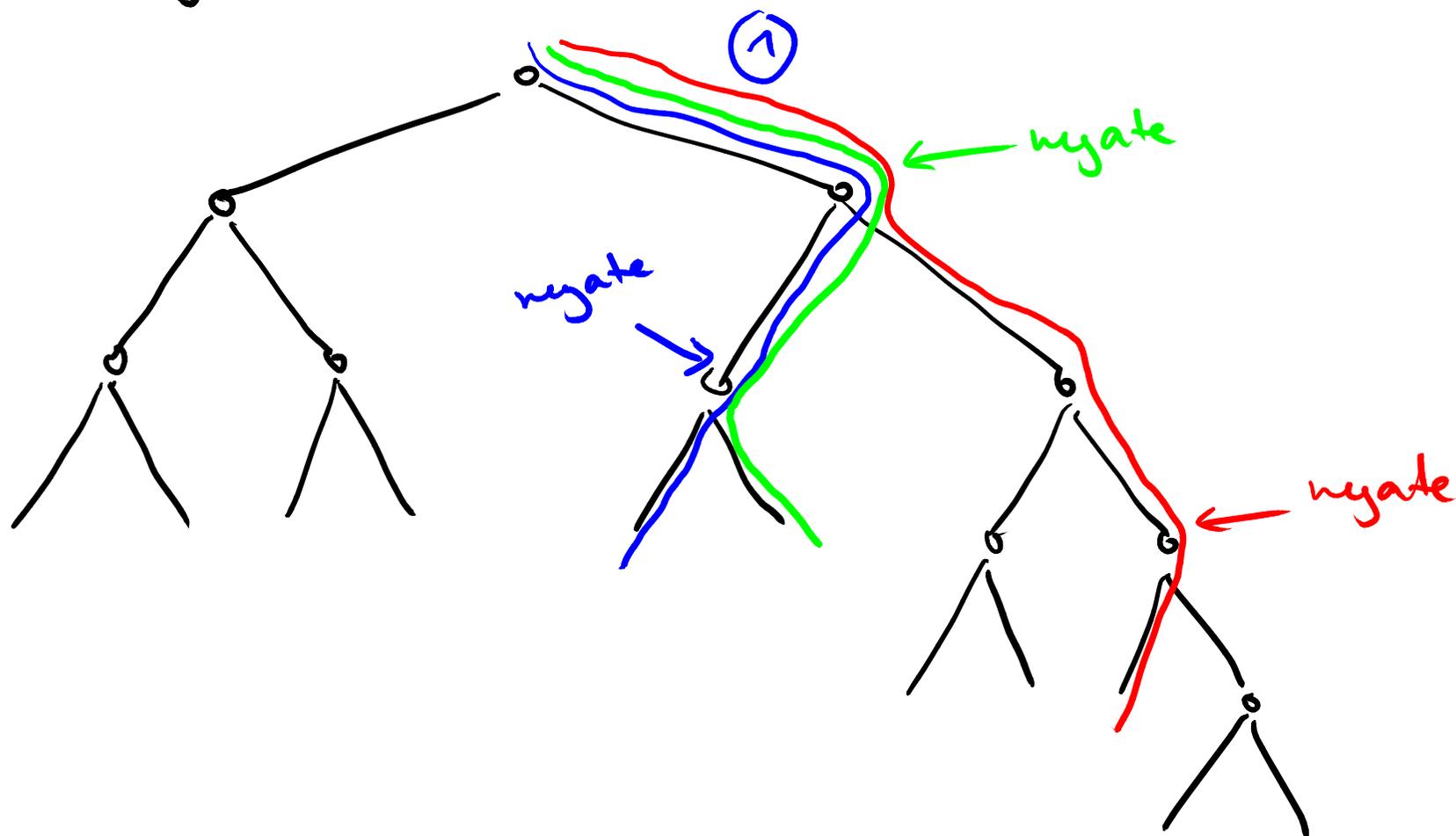
— " —

 $2 \cdot y_0 = x_0$

— " —

 $2 \cdot y_0 = x_0 \wedge$
 $x_0 \leq y_0 + 10$ Solve: $2 \cdot y_0 = x_0 \wedge$
 $x_0 > y_0 + 10$ Solution: $x_0 = 30, y_0 = 15$
↳ Will hit error!

Exploring the execution tree



etc.

Algorithm

Repeat until all paths are covered

- **Execute** program with concrete input i and collect **symbolic constraints** at branch points: C
- **Negate one constraint** to force taking an alternative branch b' : Constraints C'
- Call constraint solver to **find solution** for C' : **New concrete input** i'
- **Execute** with i' to take branch b'
- Check at runtime that b' is indeed taken
Otherwise: "divergent execution"

Divergent execution : Example

```
function f(a) {
  if (Math.random() < 0.5) {
    if (a > 1) {
      console.log("took it");
    }
  }
}
```

First execution

$a = 0$

taken

not taken

Second execution

$a = 2$

not taken

path constraint

$$a_0 \leq 1$$

Solver:

$$a_0 = 2$$

→ divergent
execution

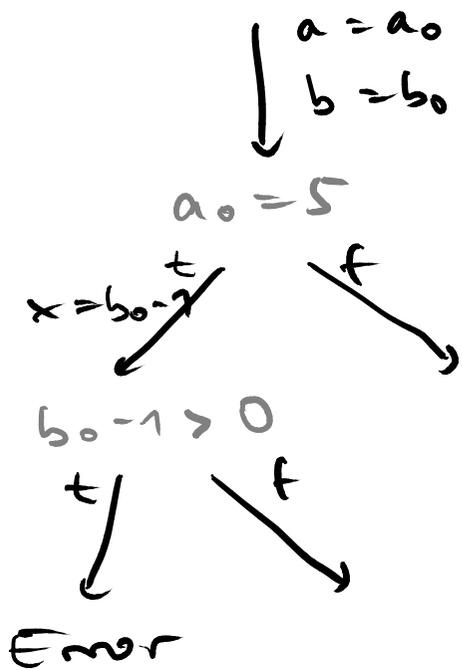
Quiz

After how many executions and how many queries to the solver does concolic testing find the error?

Initial input: $a=0$, $b=0$

```
function concolicQuiz(a, b) {  
  if (a === 5) {  
    var x = b - 1;  
    if (x > 0) {  
      console.log("Error");  
    }  
  }  
}
```

Quiz:



Exec. 1

$$a_0 = 0, b_0 = 0$$

$$\text{Solve } a_0 = 5 \rightarrow a_0 = 5$$

Exec. 2

$$a_0 = 5, b_0 = 0$$

$$\text{Solve: } b_0 - 1 > 0 \wedge a_0 = 5$$

$$\rightarrow a_0 = 5, b_0 = 2$$

Exec. 3

\rightarrow reach error

\Rightarrow 3 executions, 2 queries

Benefits of Concolic Approach

When symbolic reasoning is impossible or impractical, **fall back to concrete values**

- Native/system/API functions
- Operations not handled by solver (e.g., floating point operations)

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Large-Scale Concolic Testing

- **SAGE**: Concolic testing tool developed at Microsoft Research
- Test robustness against unexpected **inputs read from files**, e.g.,
 - Audio files read by media player
 - Office documents read by MS Office
- Start with known input files and handle **bytes read from files as symbolic input**
- Use concolic execution to compute variants of these files

Large-Scale Concolic Testing (2)

- Applied to hundreds of applications
- Over **400 machine years of computation** from 2007 to 2012
- Found **hundreds of bugs**, including many security vulnerabilities
 - One third of all the bugs discovered by file fuzzing during the development of Microsoft's Windows 7

Summary: Symbolic & Concolic Testing

Solver-supported, whitebox testing

- Reason **symbolically** about (parts of) inputs
- Create new inputs that **cover not yet explored paths**
- More **systematic** but also more **expensive** than random and fuzz testing
- **Open challenges**
 - Effective exploration of huge search space
 - Other applications of constraint-based program analysis, e.g., debugging and automated program repair