Lecture 15: Concolic Testing

17-355/17-665/17-819: Program Analysis

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Recap: Symbolic Execution

```
1  int x=0, y=0, z=0;
2  if(a) {
3    x = -2;
4  }
5  if (b < 5) {
6    if (!a && c) { y = 1; }
7    z = 2;
8  }
9  assert(x + y + z != 3);
```

Verification of assert(Q):

$$\forall x : P \Rightarrow Q$$

Bug-finding of assert(Q):

$$\exists x : P \wedge \neg Q$$

line	g	E
0	true	$a \mapsto \alpha, b \mapsto \beta, c \mapsto \gamma$
1	true	$\ldots, x \mapsto 0, y \mapsto 0, z \mapsto 0$
2	$\neg\alpha$	$\ldots, x \mapsto 0, y \mapsto 0, z \mapsto 0$
5	$\neg\alpha \wedge \beta \geqslant 5$	$\ldots, x \mapsto 0, y \mapsto 0, z \mapsto 0$
9	$\neg\alpha \wedge \beta \geqslant 5 \wedge 0+0+0 \neq 3$	$\ldots, x \mapsto 0, y \mapsto 0, z \mapsto 0$

Recap: Soundness and Completeness

- Soundness = “Doesn’t lie” or “all claims are true”
- Completeness = “All truths are claimed”
- For Verification (claim is “*program is correct*”)
  - Soundness: Reasoning along all possible paths (over-approximation)
- For Bug-Finding (claim is “*a bug exists*”)
  - Soundness: Reasoning along feasible paths only (under-approximation)

- Soundness & Completeness is impossible in general (Rice’s theorem)
  - Most systems are sound but incomplete (e.g. can’t prove all programs, or can’t find all bugs)

Recap: Bugs and Reachability

Common trick: convert error case into reachability problem

- assert(p) → if(!p) **ERROR**;
- *x → if(x == NULL) { **ERROR**; } return *x;
- a[i] → if(i < 0 || i > a.length) { **ERROR**; } return a[i];

”Bug finding” is now just about finding inputs that execute every program path

Gotchas: Halting problem and infinite loops

Consider external functions

```
1   int double (int v) {
2       return 2*v;
3   }
4
5   void bar(int x, int y) {
6       z = double (y);
7       if (z == x) {
8           if (x > y+10) {
9               ERROR;
10          }
11      }
12  }
```

Exercise: Under what path constraints do we hit ERROR?

Consider external functions

```
 5  void bar(int x, int y) {
 6       z = double (y);
 7       if (z == x) {
 8            if (x > y+10) {
 9                 ERROR;
10            }
11       }
12  }
```

Consider: What if we could not (or did not want to) analyze the external function?

Consider external functions

```
 5  void bar(int x, int y) {
 6       z = double (y);
 7       if (z == x) {
 8            if (x > y+10) {
 9                 ERROR;
10            }
11       }
12  }
```

Consider: What if we could not (or did not want to) analyze the external function?

Consider external functions

```
1   int foo(int v) {
2       return v*v%50;
3   }
4
5   void baz(int x, int y) {
6       z = foo(y);
7       if (z == x) {
8           if (x > y+10) {
9               ERROR;
10          }
11      }
12  }
```

Consider: What if our solver cannot handle non-linear arithmetic or modulo?

Consider external functions

```
1   int foo(int v) {
2       return v*v%50;
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5   void baz(int x, int y) {
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7       if (z == x) {
8           if (x > y+10) {
9               ERROR;
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```

Option 1: Set $\Sigma(z)$ to be a fresh symbolic var

Option 2: Set $\Sigma(z)$ to be a concrete value by ”executing” foo(y) for some y that satisfies path constraint seen so far.

Exercise: How do these options differ in terms of under- or over-approximation?
Recall: soundness/completeness or bug finding or verification

Concolic Execution (= Concrete + Symbolic)

1. Instrument program to collect path constraints during concrete execution (*concrete + symbolic store updates simultaneously*)
2. Run program with concrete inputs (initially random) to collect path constraint *g*
   - Sanity check: Inputs should always be a valid solution to *g*
3. Negate last clause in *g* and solve for model
4. If SAT, then get satisfying assignment as new input and repeat from 2
5. If UNSAT, then pop off last clause and repeat from 3

Concolic Execution: Example

```
1  int double (int v) {
2      return 2*v;
3  }
4
5  void bar(int x, int y) {
6      z = double (y);
7      if (z == x) {
8          if (x > y+10) {
9              ERROR;
10         }
11     }
12 }
```

Concolic Execution: Example

```
1   int double (int v) {
2       return 2*v;
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5   void bar(int x, int y) {
6       z = double (y);
7       if (z == x) {
8           if (x > y+10) {
9               ERROR;
10          }
11      }
12  }
```

1. Input: x=0, y=1
   - Path: (2*y != x)
   - Next: (2*y == x) :: **SAT**
2. Input: x=2, y=1
   - Path: (2*y == x) && (x <= y+10)
   - Next: (2*y == x) && (x > y+10) :: **SAT**
3. Input: x=22, y=11
   - Path: (2*y == x) && (x > y+10)
   - **Bug found!!**

Concolic Execution

- **Key advantage**: Always have a concrete input in parallel
- When constraint cannot be modeled (e.g. external function, features not handled by solver), **replace with concrete value**.
- **Soundness**: Concrete replacement is a true under-approximation

Concolic Execution: Example

```
1   int foo(int v) {
2       return v*v%50;
3   }
4
5   void baz(int x, int y) {
6       z = foo(y);
7       if (z == x) {
8           if (x > y+10) {
9               ERROR;
10          }
11      }
12  }
```

1. Input: x=22, y=7
   - Path: (49 != x). // y*y%50 = 49%50 = 49
   - Next: (49 == x) :: **SAT**
2. Input: x=49, y=7
   - Path: (49 == x) && (x > y+10)
   - **Bug found!!**

Concolic Execution: Example

```
1   int foo(int v) {
2       return v*v%50;
3   }
4
5   void baz(int x, int y) {
6       z = foo(y);
7       if (z == x) {
8           if (x > y+10) {
9               ERROR;
10          }
11      }
12  }
```

1. Input: x=0, y=8
   - Path: (14 != x) // y*y%50 = 64%50 = 14
   - Next: (14 == x) :: **SAT**
2. Input: x=14, y=8
   - Path: (14 == x) && (x <= y+10)
   - Next: (14 == x) && (x > y+10) :: **SAT**
3. Input: x=14, y=2
   - Path: (4 != x)
   - **Under-approximate!**

Popular Symbolic/Concolic Tools

- DART (Directed Automated Random Testing)
- CUTE (Concolic Unit Testing Engine)
- KLEE (“dynamic symbolic execution”)
- SAGE (Scalable, Automated, Guided Execution aka ”whitebox fuzzing”)
- Java PathFinder
- Angr
- PyExZ3
- Jalangi