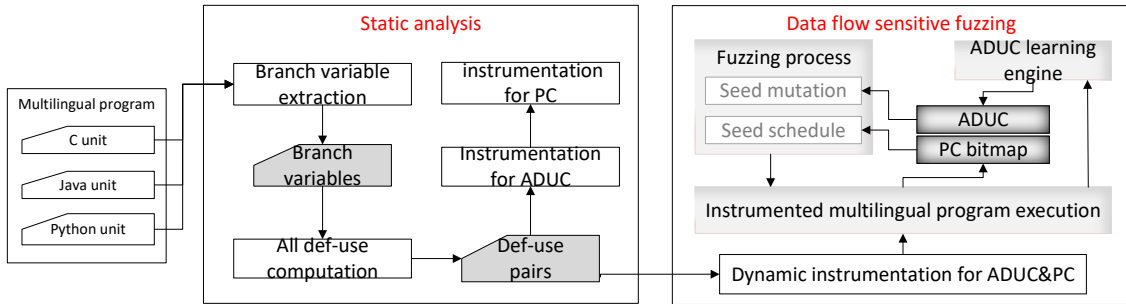


## Overview



PC: path coverage, ADUC: all def-use coverage

## Example

```

1 int Process (int List) {
2   int Len = len (List);
3   if (Len == 0) {
4     return 0;
5   }
6   int Res = 1;
7   for (int i = 0; i < Len; i++) {
8     int Val = List[i];
9     if (Val == 1) {
10      Res += Val;
11    }
12    else if (Val == 2) {
13      Res *= Val;
14    }
15    else
16    {
17      Res += Res/Val;
18    }
19  }
20  return Res;
21 }

```

Branch variables:

Len:  
Def (s2) -> P-Use (s3)

i:  
Def (s7) -> P-Use (s7)

Val:  
Def (s8) -> P-Use (s9)  
-> C-Use (s10)  
-> P-Use (s12)  
-> C-Use (s13)  
-> C-Use (s17)

List0 = [1,2,3,4,...,100]  
-> Val = 100

Mutation by item:  
List1 = [**11**,2,3,4,...,100]  
-> Val = 100  
List2 = [1,**21**,3,4,...,100]  
-> Val = 100

.....  
List1023 = [1,2,3,4,...,**991**, 100]  
-> Val = 100  
List1023 = [1,2,3,4,...,99, **1001**]  
-> Val = **1001**

=> Val is only determined by List[99]

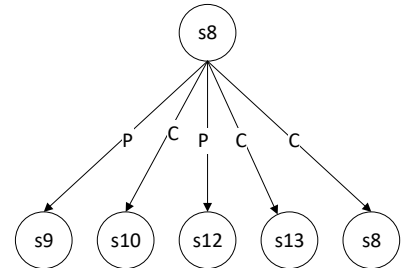
List0 = [1,2,3,4,...,100]  
-> Val =  $\sum \text{Hash}(\text{List1}[i])$

Mutation by item:  
List1 = [**11**,2,3,4,...,100]  
-> Val =  $\sum \text{Hash}(\text{List1}[i])$   
List2 = [1,**21**,3,4,...,100]  
-> Val =  $\sum \text{hash}(\text{List1}[i])$

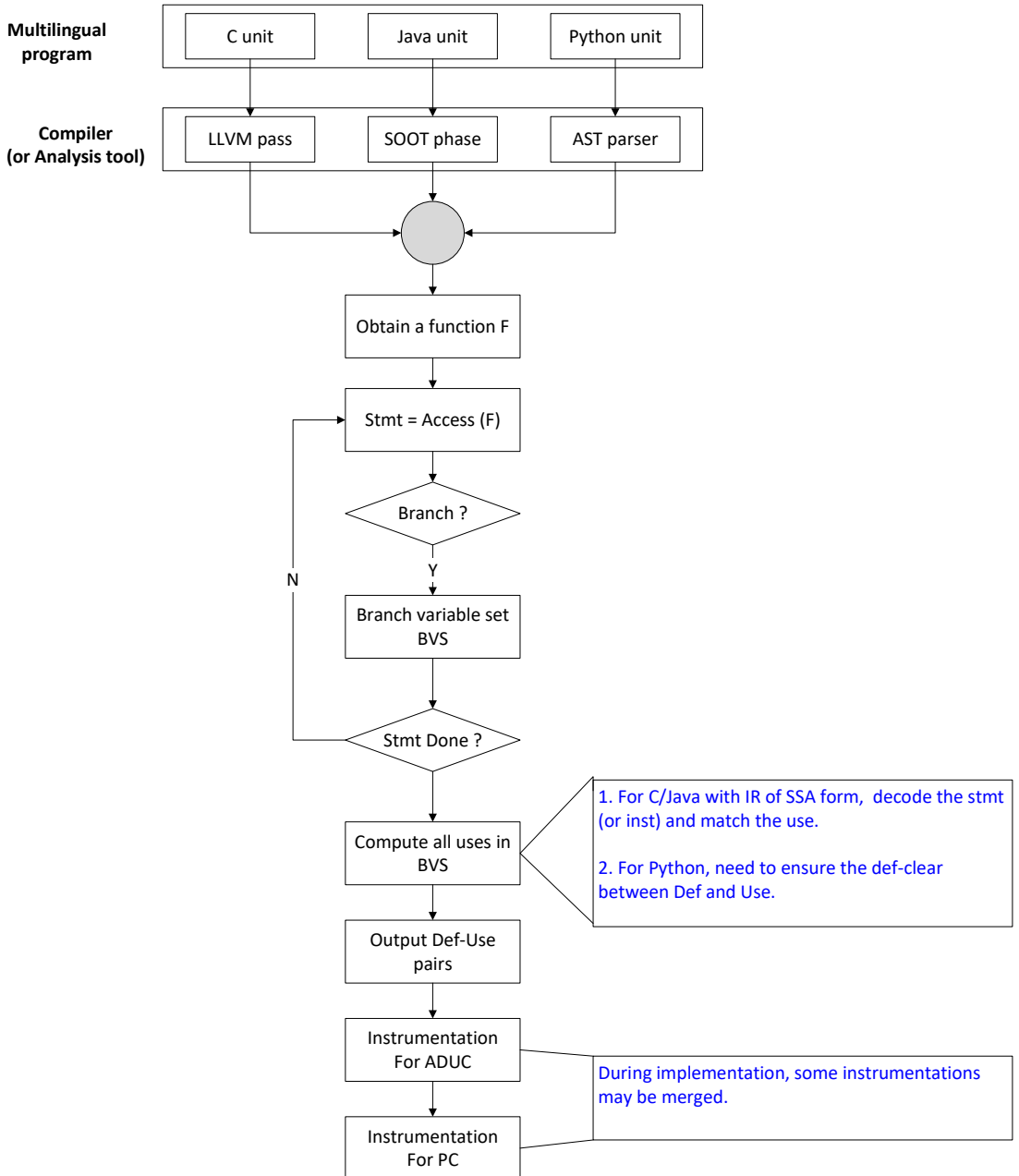
.....  
List1023 = [1,2,3,4,...,**991**, 100]  
-> Val =  $\sum \text{Hash}(\text{List1}[i])$   
List1023 = [1,2,3,4,...,99, **1001**]  
-> Val =  $\sum \text{Hash}(\text{List1}[i])$

=> Val is determined by each List[i]  
=> ADUC change -> seed schedule  
=> P-Use -> seed mutation  
=> C-Use -> directed fuzzing

Value = hashed bitmap



## Static phase



## Runtime

