

## CS499: THE ANNOTATED MIDTERM

**MEDIAN: 90**

**MEAN: 89**

---

1. Which of the following is NOT often a characteristic of conventional embedded software?

- a. A sophisticated GUI is a primary component of the system
- b. Written in a low-level language such as C or C++
- c. Involves computation connecting sensors and actuators
- d. More critical that it behaves well than for typical application software

Literally nobody missed this. I think I can pass to the next question.

---

2. Which of the following is a true statement?

- a. libFuzzer is often faster than AFL, due to its focus on fuzzing functions rather than executables.
- b. Coverage-driven fuzzers never require re-compiling a program.
- c. There is a single, best fuzzer that almost always outperforms other approaches.
- d. Fuzzers like AFL generate new inputs from scratch for every test, rather than adapting previously discovered or provided inputs.

22 (of 31) of you got the right answer, (a). 8 people answered (d), but AFL and so forth work precisely by modifying inputs they already have in the queue. 1 person put (b) which would be nice, but no such luck.

---

3. Failed test/crash triage is

- a. usually easy, because fuzzers only discover a small number of bugs, and distinguishing them is always simple.
- b. a manual process in which no automatic assistance is possible.
- c. an important part of the full process of discovering, reporting, or fixing bugs with fuzzing.
- d. only possible in languages such as Java that support garbage collection.

Almost everyone chose, correctly, (c); one person put (a) and that would also be nice but is not true.

---

4. Simulating hardware faults is

- a. best done by actually modifying hardware.
- b. an important part of file system testing.
- c. not important, outside of the most mission-critical systems such as medical devices or nuclear power plants.
- d. most commonly performed by modifying AFL or another fuzzer.

Really surprised here; 22 of you picked (b), but 4 picked (a) – which is really hard and would be slow, 4 picked (d) – which I have no idea how that would even work and 2 picked (c), again not true. You'd like your laptop not to lose the file system every time you run out of battery, for example.

---

5. The choice of programming language in a system under test

- a. is of no interest testers, vs. developers.
- b. is usually a functional language such as Lisp or Haskell, for embedded systems.
- c. is important because it influences the kinds of bugs that will be most prevalent.
- d. is usually determined after testing is complete.

We had 25 (correct) (c) answers, and 4 (b) answers (the opposite is true: nobody writes embedded Haskell or Lisp, really), plus 2 (a) answers. But (c) is why (b) is wrong – language influences bug types and fuzzing tools available.

---

6. Test case reduction is

- a. always based on complex machine-learning algorithms using neural nets.
- b. currently a completely manual activity.
- c. based on systematically trying to remove or change parts of a test.
- d. not particularly useful to testers, vs. developers.

28 people correctly chose (c); 2 picked (b) – but there are tools here, in fact purely manual reduction is very seldom done (too hard). 1 person chose (a) which is just not true. I think I haven't even mentioned neural nets.

---

7. DeepState is

- a. based on the idea of generalizing or parameterizing unit tests.
- b. used for coordinating testing across docker containers, via Amazon APIs.
- c. written primarily in Java.
- d. not useful for embedded and low-level code.

Again, 28 correct (a) answers. 2 people chose (b) because we mentioned docker a lot, probably. 1 person chose (c) and I hope it was a joke!

---

## 8. Sanitizers

- a. add to the set of circumstances under which code will crash.
- b. slow down fuzzing.
- c. sometimes produce a hard-to-manage amount of output.
- d. all of the above

Almost everyone got (d) here; there was one (a) which is true, but so are (b) and (c).

---

## 9. Two sanitizers we discussed in class are:

- a. address sanitizer and database sanitizer.
- b. address sanitizer and undefined behavior sanitizer.
- c. memory sanitizer and cloud sanitizer.
- d. hand sanitizer and logic sanitizer.

29 of you answered (b) correctly; 2 people somehow thought there was a database sanitizer, which sounds neat but I have no idea what it would do.

---

## 10. Which of the following is true?

- a. DeepState is a closed-source, proprietary system only available under an expensive license.
- b. AFL is better than libFuzzer.
- c. libFuzzer is better than AFL.
- d. It is easy to construct small programs most or even perhaps all current fuzzer cannot easily generate a crashing input, despite the fact that one exists and can easily be determined by a human.

Again, nobody missed this!