

# Patch Validation via Symbolic Canvassing

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# 1. Introduction

- Automated program repair tool generates a lot of patches
- Patch validation is important
  - No crash
  - No regression error

## 2. Symbolic Memory Manipulation

### 2.1. Dynamic analysis

- Run the code until crash location
- Snapshot at target function entry
- Analyze snapshotted memory state as a graph
- Select candidate nodes from accessed pointers and memory

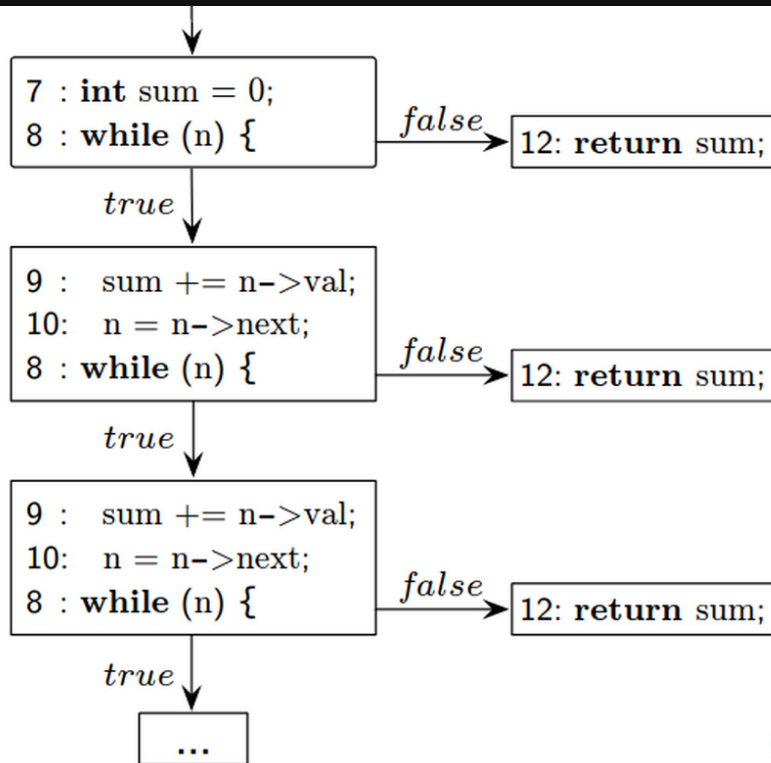
## 2.2. K-Bounded Lazy Initialization

```

1 : struct node {
2 :   int val;
3 :   struct node *next;
4 : };
5 :
6 : int listSum(node *n) {
7 :   int sum = 0;
8 :   while (n) {
9 :     sum += n->val;
10:    n = n->next;
11:  }
12:  return sum;
13: }

```

(a) C code



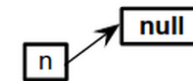
(b) Paths explored

Path constraints:

Symbolic inputs:

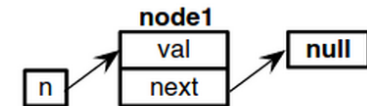
**Path A**

$n = \text{null}$



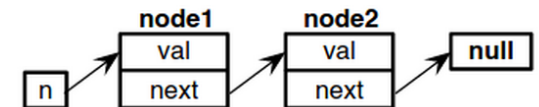
**Path B**

$n \neq \text{null}$   
 $n = \&\text{node1}$   
 $\text{node1.next} = \text{null}$



**Path C**

$n \neq \text{null}$   
 $n = \&\text{node1}$   
 $\text{node1.next} \neq \text{null}$   
 $\text{node1.next} = \&\text{node2}$   
 $\text{node2.next} = \text{null}$



# 3. Validation

## 3.1. Patches

- All patches are instrumented as meta program
- Can apply same state to multiple patches
- Fork state at patch selection

## 3.2. Run with Same State

- Generate crashing memory state
- Record manipulated memory and constraints to the shadow memory
  - Expanded memory by lazy initialization
  - Constraints of each path
- Apply the shadow memory and constraints to the other patches
- Rerun the patched program with crashing memory state

## 4. Filter Out Incorrect Patches

- Given each memory state and constraints, classify them with crash or non-crash
- Determine correct patch