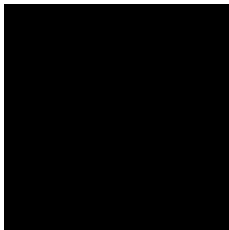
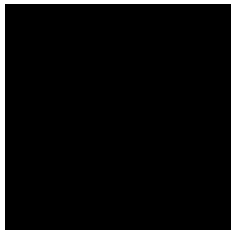


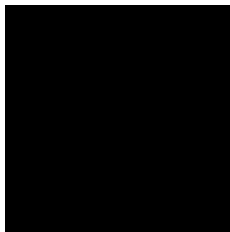
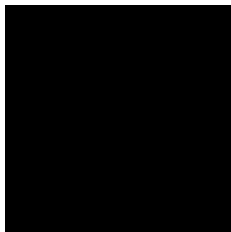
# Tamarin: Concolic Disequivalence for MIPS

Abel Nieto

# A Tale of Two Boxes

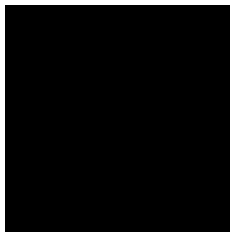
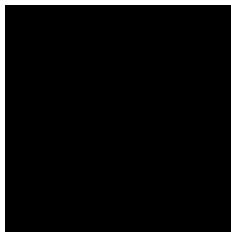


# A Tale of Two Boxes

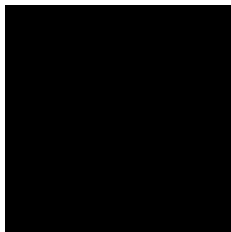




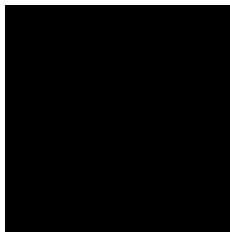
## A Tale of Two Boxes



## A Tale of Two Boxes



nom nom

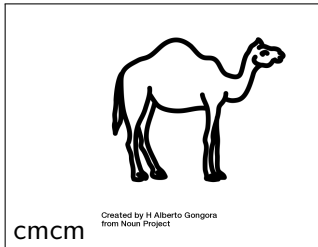


nom nom

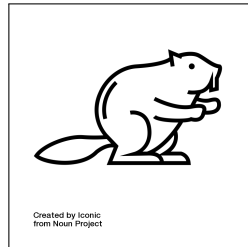
\_\_\_\_\_

\_\_\_\_\_

# A Tale of Two Boxes



≠



# The Problem

Given MIPS program  $P_1$  and  $P_2$ , when are they equivalent?



# The Problem

Attempt 1: two programs are equivalent if they give the same output (resp.) for all inputs.

# The Problem

Attempt 1: two programs are equivalent if they give the same output (resp.) for all inputs.

# The Problem

Attempt 1: two programs are equivalent if they give the same output (resp.) for all inputs.

What's an input?

# The Problem

Attempt 1: two programs are equivalent if they give the same output (resp.) for all inputs.

What's an input? Register \$1 and \$2.

# The Problem

Attempt 1: two programs are equivalent if they give the same output (resp.) for all inputs.

What's an input? Register \$1 and \$2.

What's an output?

# The Problem

Attempt 1: two programs are equivalent if they give the same output (resp.) for all inputs.

What's an input? Register \$1 and \$2.

What's an output? Register \$3.

# The Problem

Attempt 1: two programs are equivalent if they give the same output (resp.) for all inputs.

What's an input? Register \$1 and \$2.

What's an output? Register \$3.

Don't care about (most) CPU interrupts/IO.

# The Problem

Attempt 1: two programs are equivalent if they give the same output (resp.) for all inputs.



# The Problem

Attempt 1: two programs are equivalent if they give the same output (resp.) for all inputs.

Problem: undecidable via Rice's theorem.

# The Problem

Attempt 2: two programs are  $S$ -equivalent if they cannot be told apart after  $S$  steps.

# The Problem

Attempt 2: two programs are  $S$ -equivalent if they cannot be told apart after  $S$  steps.

$S$ -equivalent (e.g. for  $S = 10$ ), but not equivalent:

```
# P_1
add $3, $1, $2
```

```
# P_2
    add $4, $0, 1 # counter
    add $5, $0, 42 # upper bound
loop:
    slt $6, $4, $5
    beq $6, $0, end
    add $4, $4, 1
    beq $0, $0, loop
end:
    add $3, $1, $1
```

# The Problem

Attempt 2: two programs are  $S$ -equivalent if they **cannot be told apart** after  $S$  steps.

$R_1$	$R_2$	$S$ -equiv
-------	-------	------------

# The Problem

Attempt 2: two programs are  $S$ -equivalent if they **cannot be told apart** after  $S$  steps.

$R_1$	$R_2$	$S$ -equiv
$v$	$v$	yes

# The Problem

Attempt 2: two programs are  $S$ -equivalent if they **cannot be told apart** after  $S$  steps.

$R_1$	$R_2$	$S$ -equiv
$v$	$v$	yes
$v$	$w \neq v$	no

# The Problem

Attempt 2: two programs are  $S$ -equivalent if they **cannot be told apart** after  $S$  steps.

$R_1$	$R_2$	$S$ -equiv
$v$	$v$	yes
$v$	$w \neq v$	no
$v$	error	no

# The Problem

Attempt 2: two programs are  $S$ -equivalent if they **cannot be told apart** after  $S$  steps.

$R_1$	$R_2$	$S$ -equiv
$v$	$v$	yes
$v$	$w \neq v$	no
$v$	error	no
error	error	yes



# The Problem

Attempt 2: two programs are  $S$ -equivalent if they **cannot be told apart** after  $S$  steps.

$R_1$	$R_2$	$S$ -equiv
$v$	$v$	yes
$v$	$w \neq v$	no
$v$	error	no
error	error	yes
non-termination	???	yes
...		

## The Problem

Attempt 2: two programs are  $S$ -equivalent if they **cannot be told apart** after  $S$  steps.

Which inputs?

## The Problem

Attempt 2: two programs are  $S$ -equivalent if they **cannot be told apart** after  $S$  steps.

Which inputs?

Try some inputs by hand: low coverage, fast (unit tests)

## The Problem

Attempt 2: two programs are  $S$ -equivalent if they **cannot be told apart** after  $S$  steps.

Which inputs?

Try some inputs by hand: low coverage, fast (unit tests)

Try all  $2^{64}$  values of \$1 and \$2: high coverage, slow (but decidable)

## The Problem

Attempt 2: two programs are  $S$ -equivalent if they **cannot be told apart** after  $S$  steps.

Which inputs?

Try some inputs by hand: low coverage, fast (unit tests)

Try all  $2^{64}$  values of \$1 and \$2: high coverage, slow (but decidable)

**Tamarin:** use concolic testing to check if the programs are disequivalent