

Week-7

L1 Symbolic Testing - I

- Symbolic execⁿ is a means of analyzing a given prg; to determine what inputs cause each prg. part to execute. It is used to exercise diff. execⁿs of the prg. Reachability & infecⁿ problems for logic-based testing can be solved by sym. execⁿ.

- 1	sum(a, b, c)	Normal	Symbolic execn.
2	$x = a+b$	1. 2 3 4 $\begin{matrix} x \\ y \end{matrix}$ $\begin{matrix} z \\ a+b \\ c \end{matrix}$	1. $\begin{matrix} x \\ y \\ z \\ a+b \\ c \end{matrix}$
3	$y = b+c$	2. $\begin{matrix} 4 \\ - \end{matrix}$ $\begin{matrix} z \\ a+b \\ c \end{matrix}$	2. $\begin{matrix} x \\ \alpha_1 + \alpha_2 \\ - \end{matrix}$ $\begin{matrix} z \\ - \\ - \end{matrix}$
4	$z = x+y - b$	3. $\begin{matrix} 8 \\ - \end{matrix}$ $\begin{matrix} z \\ - \\ - \end{matrix}$	3. $\begin{matrix} - \\ \alpha_2 + \alpha_3 \\ - \end{matrix}$ $\begin{matrix} z \\ - \\ - \end{matrix}$
5	return $x+y$	4. $\begin{matrix} - \\ - \\ 9 \end{matrix}$ $\begin{matrix} z \\ - \\ - \end{matrix}$	4. $\begin{matrix} - \\ - \\ - \end{matrix}$ $\begin{matrix} z \\ \alpha_1 + \alpha_2 + \alpha_3 \\ - \end{matrix}$
end.		5. return g	5. returns $(\alpha_1 + \alpha_2 + \alpha_3)$

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- x = input()
y = input()
int twice(int v) {
    return 2 * v
}
main() {
    int x = 0, y = 1
    z = twice(y)
    if (z == x)
        if (x > y + 10)
            cout << "true"
        else
            cout << "false"
    else
        cout << "false"
}

```

L2 Symbolic Testing - 2

- Program proving involves proving programs correct. It is diff. from testing, where a prog. is tested only against a set of test cases.
 - Formal methods \rightarrow involve mathematical techniques that are based on deriving formal methods from a prog. or sys. under test. They have mathematically sound semantics. 3 techniques \rightarrow model checking, theorem proving, prog. analysis.
 - In testing, one can be assured that sample test runs work correctly by carefully checking the results.

Correct execⁿ of prog. for inputs not in the sample is still in doubt.

- In passing, we formally prove that prog. meets its Speciaⁿ w/o executing the prog. at all. They might need to done by hand.
- Symbolic execⁿ → testing technique that executes a prog. symbolically for a set of inputs.
 It uses symbolic values instead of concrete data values. Prog. variables are represented as symbolic exp. over the input values. Symbolic state σ maps vars. to sym. expressions. Sym. PC (path constraint) is a quantifier free, first order formula over sym. expressions.
- It generates test inputs for each execⁿ path. It is a seq. of T & F. All the execⁿ paths are represented using a tree, c/d the execⁿ tree.
- At beginning, σ is init to empty map. At the read statement, execⁿ adds the mapping assigning the var being read to σ . At assignment $v = e$, update σ by mapping $v \rightarrow \sigma(e)$.
- Prev. e.g. $\sigma = \{x \mapsto x_0, y \mapsto y_0\}$ & so on.
- At the end of symbolic execⁿ, PC is solved using a constraint solver to generate concrete input values. It can also be terminated if the prog. hits an exit statement or error.

Ex. test one of

$$\text{sum} = 0 \quad (\forall i \in [1, n] N_i > 0) \wedge (N_{n+1} \leq 0)$$

$$N = \text{sys. input}() \quad \text{while } N \geq 0:$$

Sum = sum + N

$$N = \text{sys. input}()$$

$$\left\{ \begin{array}{l} N \mapsto N_{n+1}, \text{sum} \mapsto \sum_{i \in [1, n]} N_i \end{array} \right.$$

- In gen. symb. execⁿ of code containing loops may result in an ∞ no. of paths if the "Terminating" conditions for the loop is symbolic.
- Symb. testing is dep. on constraint solver that takes a path constraint & gives a set of input values to be used as test cases. If PC can't be efficiently solved by a constraint solver, we can't generate test inputs. \Rightarrow Key disadvantage.
- Modern day SMT solvers can handle much amt. of data. Comp. have more memory & hence, process data faster. \Rightarrow Concolic Testing

L3

Concolic Testing - I

- DART (directed automated random testing) or concolic (concrete + symbolic) testing performs symb. execⁿ dynamically, while progr. is executed on some concrete inputs. Concrete state : values of all vars in the progr.
- We gen. random inputs for the progr. Collect symbolic PC along this execⁿ. Gen. inputs that denies progr. along diff. execⁿ paths. Repeat till all execⁿ paths are explored.
- DART, three main techniques -
 1. automated extraction of the interface of a progr. with its ext. envt. using static source code parsing.
 2. automatic generation of test driver for this interface that performs random testing to simulate the most gen. envt. the progr. can operate in.
 3. Dynamic analysis of how progr. behaves under random testing & automatic generaⁿ of new tests

visits to direct systematically the execⁿ along alternative prog. paths.

- DART dynamically gathers knowledge abt. the execⁿ of prog.; also cld directed search. PC is a vector that contains values that are solnⁿ of symb constraints gathered from predicates in branch statements during pscr. execⁿ.

L7.4 Concolic execⁿ - 2

- Execⁿ model of dart helps to execute the prog. normally & symbolically. In symbolic execⁿ, DART collects PC over symbolic var. & solves th constraints to gen. values for next test case.
- Memory (M) \Rightarrow a mapping from memory addresses m to say 32-bit words. \leftarrow updating memory
- Symbolic var. \rightarrow identified by their addresses.
- Symb. exp. \rightarrow exp. e \rightarrow set of addresses m that occurs in it.
- about (prog. execⁿ) or halt (prog. execⁿ finished)
- DART Th. \rightarrow
 1. if run-DART prints "Bug Found" \Rightarrow some input of P leads to an about.
 2. if vice-versa to 1 \Rightarrow all paths in Excs (P) have been exercised.
 3. run-DART runs forever.

L5 Summary

- DART distinguishes 3 types of func -
 1. "prog. func" → defined in the prog.
 2. "ext. func" → func controlled by met. & hence part of ext. interface.
 3. "library func" → not defined in prog., but are controlled by the prog.
- DART uses constraint solver IP-solver for efficiently solving any linear constraint using eval & int. programming techniques.