Homework #1
COSC 6351: Software Engineering

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Date: February 08 , 2020.

1 Mutation Fuzzer Technique

We have created a mutation fuzzer with 7 different mutation techniques: 3 from random mutation-based fuzzing technique (Insert, Delete, and Flip) and 2 from AFL mutation-based fuzzer (Bit flip and Byte flip) and 2 newly generated mutators (Arithmetic mutation and Operator mutation). Beside those, we also performed multiple fuzzing with those mutators (i.e. Multiple Random, Multiple AFL, and Multiple (Random + AFL)). We have applied our mutation fuzzer on the seed inputs of bc tool.

The results of running newly generated inputs on 100 programs shows in 1.

Mutation Approach	**# Mutated Programs**	**# Invalid Programs**	**# Statement Coverage (Total = 1863 lines)**
Random (Insert)	100	78	1127
Random (Delete)	100	71	1126
Random (Flip)	100	81	1155
AFL (Bit flip)	100	95	1094
AFL (Byte flip)	100	97	1092
Multiple Random	100	95	1167
Multiple AFL	100	98	1125
Multiple (Random + AFL)	100	100	1124
Operator Only	100	100	1097
Number Only	100	45	1084

Table 1: Number of mutated programs, invalid programs and statement coverage for different mutation operations.

Our Mutation fuzzer consists of:

1.0.1 Random Mutators

- **Insert**: In these technique, we insert a random character at random position.
- **Delete**: In these technique, we delete a character from random position.
- **Flip**: In these technique, we flip a random character at random position.

1.0.2 AFL

- We have implemented **Walking bit flips** which consists Flipping a single bit, Flipping two bits in a row, and Flipping four bits in a row. The number of flipped bits differs from 1 to 4 (randomly). For a random

input, we converted input to ASCII value and then converted to binary. We considered 8 bits and number of flipped bits randomly have been chosen in the range of 1 to 5.

- In **Walking byte flips** we did the same approach but we chose 8 number of flipped bits (randomly).

1.0.3 Multiple Random

We Applied all of our 3 random mutation techniques (Insert, Delete, and Flip) one by one on our seed programs (called "Multiple Random").

1.0.4 Multiple AFL

We Applied all of our 2 AFL mutation techniques (Walking bit flips and Walking byte flips) one by one on our seed programs (called "Multiple AFL").

1.0.5 Multiple (Random + AFL)

Here, we apply mutation multiple times on our seed programs with all random and AFL mutations.

1.0.6 Operator Mutation

In this mutation techniques, we focused on mutating only arithmetic operator (+, -, *, /). For example, given a program, we iterator over inputs, and if we found an operator, we replace it with other operators or delete it from program. Note that, for each operator, we perform this mutation just once in program.

1.0.7 Number Mutation

Same as arithmetic operator mutation techniques, but here we perform mutation on numbers [0-9] only.

2 Results

We generate 100 mutated programs with 17 input seeds of `bc` tool.

- Among random mutations, Delete has lowest invalid programs and lowest statement coverage. On the other hand, Flip is highest in generating invalid programs and statement coverage.
- For AFL, byte flip generates more invalid programs and cover more statements than bit flip.
- AFL has highest invalid programs but lowest statement coverage compared to Random mutation techniques.

- Mutation on arithmetic operators "Operator Only" has highest invalid programs and statement coverage compared to mutation on numbers "Number Only".
- "Multiple (Random + AFL)", and mutation on arithmetic operators "Operator Only" have the highest number of invalid programs among other techniques. However, mutation on numbers "Number Only" has lowest number of invalid programs.
- "Multiple Random" mutation technique has the highest number of statement coverage among other techniques. And, mutation on numbers "Number Only" has lowest number of statement coverage.