Symbolic Execution(Working title)

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Abstract

Contents

1 Introduction **2**

2 Summary of theory **3**

3 Basic symbolic execution for the *SImPL* language **4**
3.1 description 4
3.2 Introducing the *SImPL* language 4
3.2.1 Interpreting *SImPL* 5

4 Further extensions **6**

5 Conclusion **7**

A Source code **8**

B Figures **9**

Chapter 1

Introduction

Chapter 2

Summary of theory

Chapter 3

Basic symbolic execution for the *SImPL* language

3.1 description

In this chapter we will describe the process of implementing symbolic execution for a simple imperative language called *SImPL* .

3.2 Introducing the *SImPL* language

SImPL **(Simple Imperative Programming Language)** is a small imperative programming language, designed to highlight the interesting use cases of symbolic execution. The language supports only one type, namely the set integers $\mathbb{N}$. Furthermore we will interpret 0 as *false* and any other integer as *true*. *SImPL* supports basic variables that can be assigned the value of any expression, as well as basic branching functionality through an **If - Then - Else** statement. Furthermore it allows for looping through a **While - Do** statement.

We will describe the language formally, by the following Context Free Grammar:

$\langle int \rangle$ ::= 0 | 1 | -1 | 2 | -2 | ...

$\langle var \rangle$ ::= a | b | c | ...

$\langle exp \rangle$ ::= $\langle int \rangle$
| $\langle var \rangle$
| $\langle exp \rangle + \langle exp \rangle \mid \langle exp \rangle - \langle exp \rangle \mid \langle exp \rangle * \langle exp \rangle \mid \langle exp \rangle \ / \ \langle exp \rangle$
| $\langle exp \rangle > \langle exp \rangle \mid \langle exp \rangle == \langle exp \rangle$

$\langle stm \rangle$ ::= $\langle exp \rangle$
| $\langle var \rangle = \langle exp \rangle$
| $\langle stm \rangle \ \langle stm \rangle$
| if $\langle exp \rangle$ then $\langle stm \rangle$ else $\langle stm \rangle$
| while $\langle exp \rangle$ do $\langle stm \rangle$
| Print E

$\langle prog \rangle$ ::= $\langle stm \rangle$

where $+, *, -, /$ denotes the usual arithmatic operators on integers, and $>$, $==$ denotes the comparison-operators of *greater-than* and *equal-to* respectively. When interpreting a comparison-operator we will return 0 for *false* and 1 for *true*. Finally we see that a program $\langle prog \rangle$ is simply a sequence of one or more statements.

3.2.1 Interpreting *SImPL*

In order to work with *SImPL* , we have build a simple interpreter using the *Scala* programming language. We use a simple recursive strategy, where we recursively interpret statements from left to right, each time returning a potentially updated *environment* containing bindings of variable names to integer values.

Chapter 4

Further extensions

Chapter 5

Conclusion

Appendix A

Source code

Appendix B

Figures