

DART:
Directed Automated Random Testing

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Motivation

- Software testing: “usually accounts for 50% of software development cost”
 - “Software failures cost \$60 billion annually in the US alone”
- Unit testing: applies to individual software components
 - Goal: “white-box” testing for corner cases, 100% code coverage
 - Unit testing is usually done by developers (not testers)
- Problem: in practice, unit testing is rarely done properly
 - Testing in isolation with manually-written test harness/driver code is too expensive, testing infrastructure for system testing is inadequate
 - Developers are busy, (“black-box”) testing will be done later by testers...
 - Bottom-line: many bugs that should have been caught during unit testing remain undetected until field deployment (corner cases where severe reliability bugs hide)
- Idea: help **automate unit testing** by eliminating/reducing the need for writing manually test driver and harness code → **DART**

DART: Directed Automated Random Testing

1. **Automated** extraction of program interface from source code
 2. Generation of test driver for **random** testing through the interface
 3. Dynamic test generation to **direct** executions along alternative program paths
- Together: (1)+(2)+(3) = DART
 - Any program that compiles can be run and tested this way:
 - No need to write any test driver or harness code!

Example (C code)

```
int double(int x) {  
    return 2 * x;  
}
```

```
void test_me(int x, int y) {  
    int z = double(x);  
    if (z==y) {  
        if (y == x+10)  
            abort(); /* error */  
    }  
}
```

- (1) Interface extraction:
- parameters of toplevel function
 - external variables
 - return values of external functions

- (2) Generation of test driver for random testing:

```
main(){  
    int tmp1 = randomInt();  
    int tmp2 = randomInt();  
    test_me(tmp1,tmp2);  
}
```

- Closed (self-executable) program that can be run

Problem: probability of reaching `abort()` is extremely low!

DART Step (3): Directed Search

```
main(){
```

```
int t1 = randomInt();
```

```
int t2 = randomInt();
```

```
test_me(t1,t2);
```

}

```
int double(int x) {return 2 * x; }
```

```
void test_me(int x, int y) {
```

```
int z = double(x);
```

```
if (z==y) {
```

```
if (y == x+10)
```

```
abort(); /* error */
```

}

}

Concrete Execution

Symbolic Execution

Path Constraint

x = 36, y = 99

create symbolic
variables x, y

DART Step (3): Directed Search

```
main(){
    int t1 = randomInt();
    int t2 = randomInt();
    test_me(t1,t2);
}

int double(int x) {return 2 * x; }

void test_me(int x, int y) {
    int z = double(x);
    if (z==y) {
        if (y == x+10)
            abort(); /* error */
    }
}
```

Concrete Execution

Symbolic Execution

Path Constraint

**x = 36, y = 99,
z = 72**

```
create symbolic
variables x, y
z = 2 * x
```

DART Step (3): Directed Search

```
main(){
```

```
    int t1 = randomInt();
```

```
    int t2 = randomInt();
```

```
    test_me(t1,t2);
```

```
}
```

```
int double(int x) {return 2 * x; }
```

```
void test_me(int x, int y) {
```

```
    int z = double(x);
```

```
    if (z==y) {
```

```
        if (y == x+10)
```

```
            abort(); /* error */
```

```
    }
```

```
}
```

Concrete
Execution

Symbolic
Execution

Path
Constraint

Solve: $2 * x == y$

Solution: $x = 1, y = 2$

create symbolic
variables x, y

$2 * x != y$

$x = 36, y = 99,$
 $z = 72$

$z = 2 * x$

DART Step (3): Directed Search

```
main(){
    int t1 = randomInt();
    int t2 = randomInt();
    test_me(t1,t2);
}

int double(int x) {return 2 * x; }

void test_me(int x, int y) {
    int z = double(x);
    if (z==y) {
        if (y == x+10)
            abort(); /* error */
    }
}
```

Concrete
Execution

Symbolic
Execution

Path
Constraint

$x = 1, y = 2$

create symbolic
variables x, y

DART Step (3): Directed Search

```
main(){
    int t1 = randomInt();
    int t2 = randomInt();
    test_me(t1,t2);
}

int double(int x) {return 2 * x; }

void test_me(int x, int y) {
    int z = double(x);
    if (z==y) {
        if (y == x+10)
            abort(); /* error */
    }
}
```

Concrete
Execution

Symbolic
Execution

Path
Constraint

$x = 1, y = 2, z = 2$

create symbolic
variables x, y

$z = 2 * x$

DART Step (3): Directed Search

```
main(){
    int t1 = randomInt();
    int t2 = randomInt();
    test_me(t1,t2);
}

int double(int x) {return 2 * x; }

void test_me(int x, int y) {
    int z = double(x);
    if (z==y) {
        if (y == x+10)
            abort(); /* error */
    }
}
```

Concrete
Execution

Symbolic
Execution

Path
Constraint

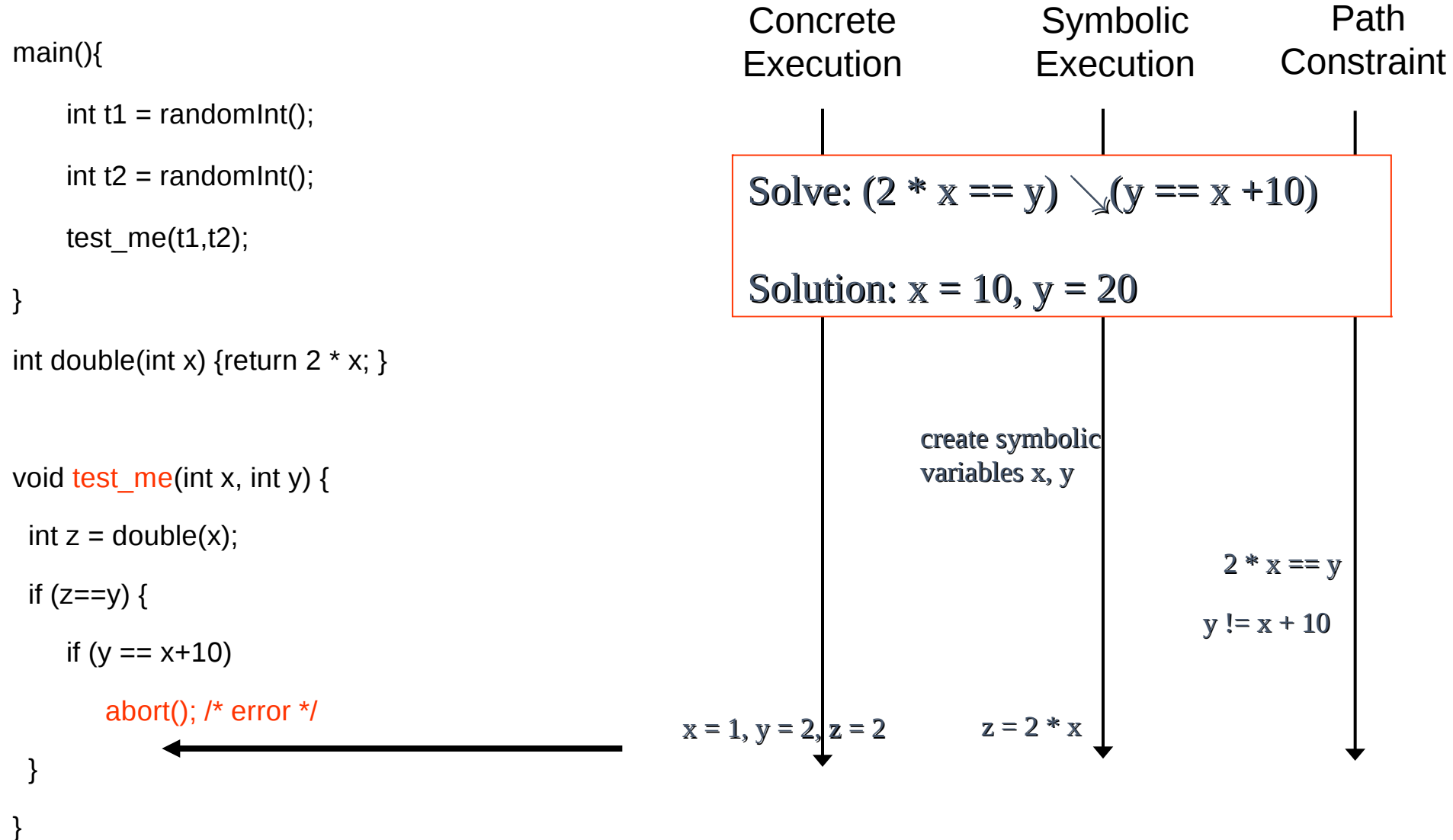
$x = 1, y = 2, z = 2$

create symbolic
variables x, y

$z = 2 * x$

$2 * x == y$

DART Step (3): Directed Search



DART Step (3): Directed Search

```
main(){
```

```
int t1 = randomInt();
```

```
int t2 = randomInt();
```

```
test_me(t1,t2);
```

}

```
int double(int x) {return 2 * x; }
```

```
void test_me(int x, int y) {
```

```
int z = double(x);
```

```
if (z==y) {
```

```
if (y != x+10)
```

```
abort(); /* error */
```

}

}

Concrete Execution

Symbolic Execution

Path Constraint

x = 10, y = 20

create symbolic
variables x, y

DART Step (3): Directed Search

```
main(){
    int t1 = randomInt();
    int t2 = randomInt();
    test_me(t1,t2);
}

int double(int x) {return 2 * x; }

void test_me(int x, int y) {
    int z = double(x);
    if (z==y) {
        if (y == x+10)
            abort(); /* error */
    }
}
```

Concrete Execution

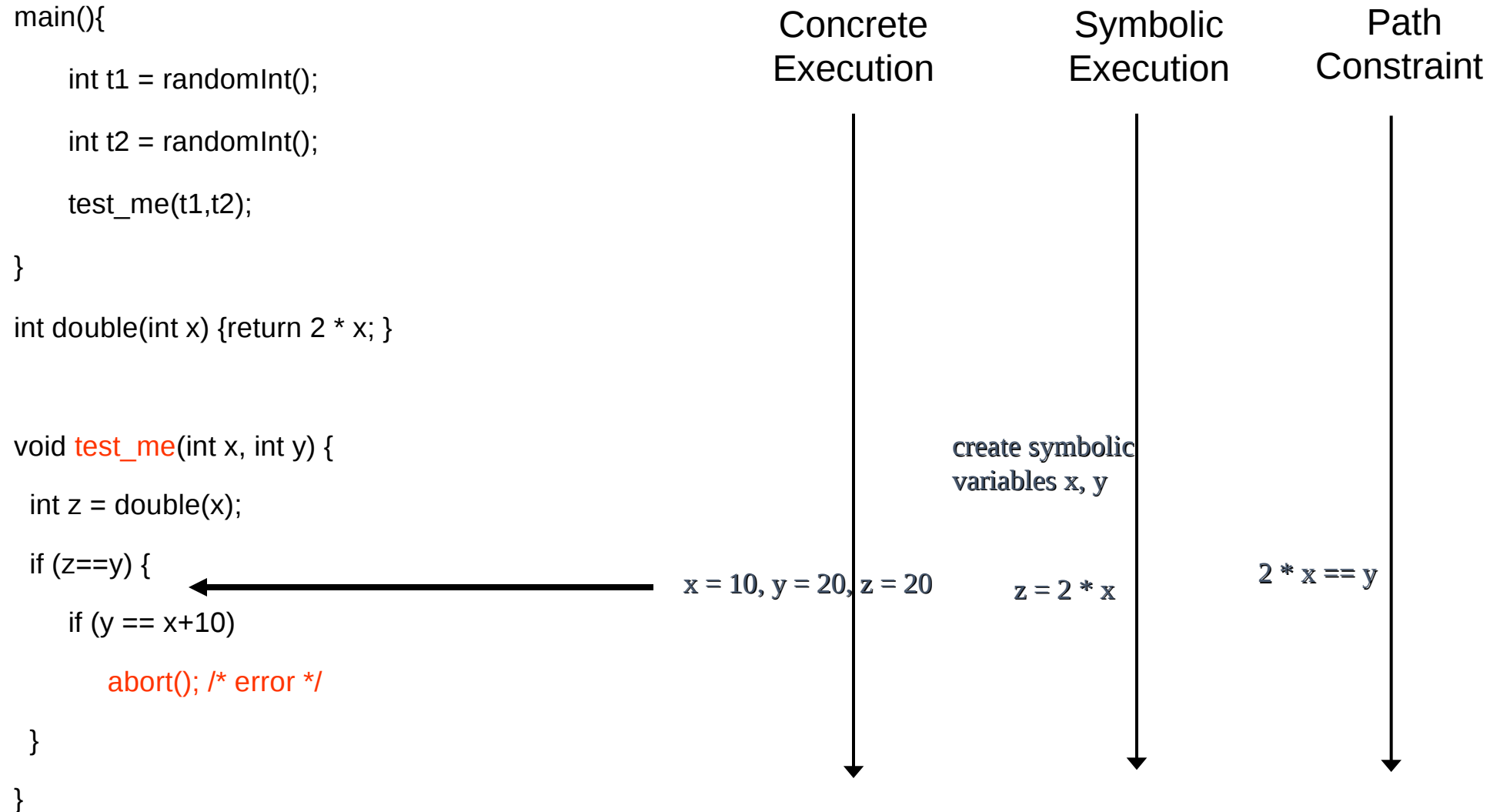
Symbolic Execution

Path Constraint

x = 10, y = 20, z = 20

```
create symbolic
variables x, y
z = 2 * x
```

DART Step (3): Directed Search

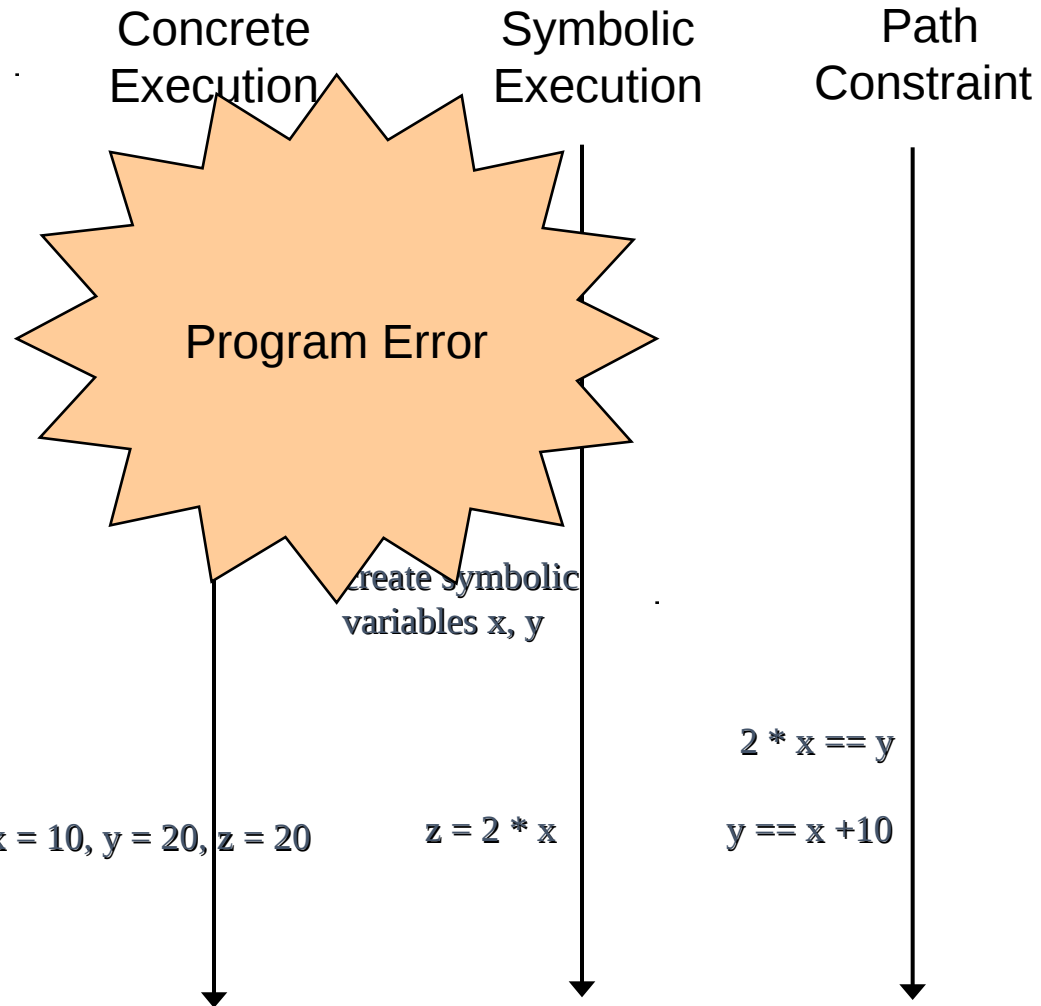


DART Step (3): Directed Search

```
main(){
    int t1 = randomInt();
    int t2 = randomInt();
    test_me(t1,t2);
}

int double(int x) {return 2 * x; }

void test_me(int x, int y) {
    int z = double(x);
    if (z==y) {
        if (y == x+10)
            abort(); /* error */
    }
}
```



Directed Search: Summary

- Dynamic test generation to **direct** executions along alternative program paths
 - collect symbolic constraints at branch points (whenever possible)
 - negate one constraint at a branch point to take other branch (say **b**)
 - call constraint solver with new path constraint to generate new test inputs
 - next execution driven by these new test inputs to take alternative branch **b**
 - check with dynamic instrumentation that branch **b** is indeed taken
- Repeat this process until all execution paths are covered
- Significantly improves code coverage vs. pure random testing

Other Advantages of Dynamic Analysis

```
1 struct foo { int i; char c; }
2
3 bar (struct foo *a) {
4     if (a->c == 0) {
5         *((char *)a + sizeof(int)) = 1;
6         if (a->c != 0) {
7             abort();
8         }
9     }
10 }
```

- Dealing with dynamic data is easier with concrete executions
- Due to limitations of alias analysis, static analysis tools cannot determine whether “a->c” has been rewritten
 - “the abort **may** be reachable”
- In contrast, DART finds the error easily (by solving the linear constraint `a->c == 0`)

Experiments: NS Authentication Protocol

- Tested a C implementation of a security protocol (Needham-Schroeder) with a known attack
 - About 400 lines of C code; experiments on a Linux 800Mz P-III machine
 - DART takes less than 2 seconds (664 runs) to discover a (partial) attack, with an unconstrained (possibilistic) intruder model
 - DART takes 18 minutes (328,459 runs) to discover a (full) attack, with a realistic (Dolev-Yao) intruder model
 - DART found a new bug in this C implementation of Lowe's fix to the NS protocol (after 22 minutes of search; bug confirmed by the code's author)
- In contrast, a systematic state-space search of this program composed with a concurrent nondeterministic intruder model using [VeriSoft](#) (a sw model checker) does not find the attack

A Larger Application: oSIP

- Open Source SIP library (Session Initiation Protocol)
 - 30,000 lines of C code (version 2.0.9) 600 externally visible functions

Attack: send a packet of size 2.5 MB (cygwin) with no 0 or “|” character

- Results:

- DART crashed 65% of the externally visible functions within 1000 runs

- Most of these due to missing(?) NULL-checks for pointers...

oSIP version 2.0.9 (August 2004)

```
Int osip_message_parse (osip_message_t * sip,  
                        const char *buf)
```

```
{ [ ... ]
```

```
char *tmp;
```

```
tmp = alloca (strlen (buf) + 2);
```

```
osip_strncpy (tmp, buf, strlen (buf));
```

```
osip_util_replace_all_lws (tmp);
```

alloca fails and returns NULL

crash!

oSIP version 2.2.0 (December 2004)

```
Int osip_message_parse (osip_message_t * sip,  
                        const char *buf, size_t length)
```

```
{ [ ... ]
```

```
char *tmp;
```

```
tmp = osip_malloc (length + 2);
```

```
if (tmp==NULL) { [... print error msg and return -1; ]  
}
```

```
osip_strncpy (tmp, buf, length);
```

```
osip_util_replace_all_lws (tmp);
```