

# Program Testing

## Symbolic Execution



Yue Duan

# Outline

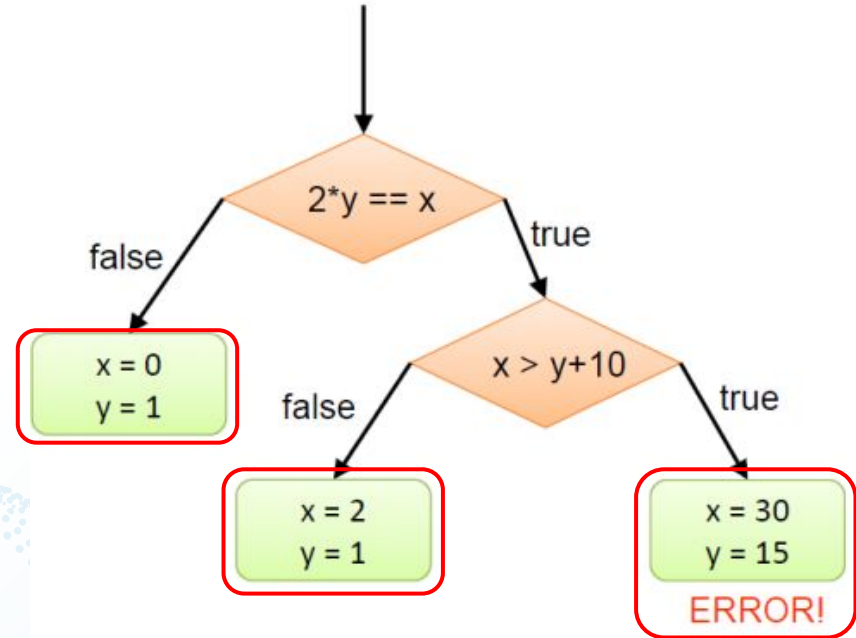
- Introduction to symbolic execution
- Research paper:
  - KLEE: Unassisted and Automatic Generation of High-Coverage Tests for Complex Systems Programs
  - Automated Whitebox Fuzz Testing

# Introduction to Symbolic Execution

- Symbolic Execution
  - assumes **symbolic values** for inputs rather than obtaining **actual inputs** as normal execution of the program would
  - arrives **expressions** in terms of those symbols for expressions and variables in the program
  - collects **constraints** in terms of those symbols for the possible outcomes of each conditional branch
  - aims to **explore all paths** in the program by generating specific inputs

# Introduction to Symbolic Execution

```
int foo(int v) {  
    return 2*v;  
}  
  
void test_me(int x, int y) {  
    int z = foo(y);  
    if (z == x)  
        if (x > y+10)  
            ERROR;  
}
```



# Problems

- Problem 1: Path explosion
  - states grow exponentially
  - unbounded loop iterations

```
1  void testme_inf () {  
2      int sum = 0;  
3      int N = sym_input();  
4      while (N > 0) {  
5          sum = sum + N;  
6          N = sym_input();  
7      }  
8  }
```

# Problems

- Problem 2: Unsolvable formulas
  - non-linear computation is general hard to solve
  - solver could take too long

```
1  int twice (int v) {  
2      return (v*v) % 50;  
3  }
```

# Problems

- Problem 3: Environment interactions
  - External function calls and system calls are hard to model
  - For efficiency, symbolic execution system usually model
    - file system related calls
    - string operations

```
1 int main()  
2 {  
3     FILE *fp = fopen("doc.txt");  
4     ...  
5     if (condition) {  
6         fputs("some data", fp);  
7     } else {  
8         fputs("some other data", fp);  
9     }  
10    ...  
11    data = fgets(..., fp);  
12 }
```

# Concolic Testing

- Symbolic + concrete execution
  - run symbolic execution dynamically
  - execute the program on some concrete input values
- Example
  - generate random input:  $x=22$ ,  $y=7$
  - execute the program both concretely and symbolically

```
int foo(int v) {  
    return 2*v;  
}  
  
void test_me(int x, int y) {  
    int z = foo(y);  
    if (z == x)  
        if (x > y+10)  
            ERROR;  
}
```



# Concolic Testing

- Example (Cont.)
  - concrete execution takes the 'else' branch on Ln.7
  - symbolic execution generates the path constraint:  $x \neq 2*y$
  - a negation will make the path constraint:  $x == 2*y$
  - solve the path constraint and get a new test input:  $x=2, y=1$
  - test the program with the new input

```
int foo(int v) {  
    return 2*v;  
}  
  
void test_me(int x, int y) {  
    int z = foo(y);  
    if (z == x)  
        if (x > y+10)  
            ERROR;  
}
```

# Concolic Testing

```
int foo(int v) {  
    return 2*v;  
}  
  
void test_me(int x, int y) {  
    int z = foo(y);  
    if (z == x)  
        if (x > y+10)  
            ERROR;  
}
```

Concrete  
Execution

concrete  
state

x = 22  
y = 7

Symbolic  
Execution

symbolic  
state

x =  $x_\theta$   
y =  $y_\theta$

path  
condition

# Concolic Testing

```
int foo(int v) {  
    return 2*v;  
}  
  
void test_me(int x, int y) {  
    int z = foo(y);  
    if (z == x) ←  
        if (x > y+10)  
            ERROR;  
}
```

Concrete  
Execution

concrete  
state

x = 22  
y = 7  
z = 14

Symbolic  
Execution


symbolic  
state

x =  $x_\theta$   
y =  $y_\theta$   
z =  $2*y_\theta$

path  
condition

# Concolic Testing

```
int foo(int v) {  
    return 2*v;  
}  
  
void test_me(int x, int y) {  
    int z = foo(y);  
    if (z == x)  
        if (x > y+10)  
            ERROR;  
}
```



Concrete  
Execution

concrete  
state

$x = 22$   
 $y = 7$   
 $z = 14$

Symbolic  
Execution

symbolic  
state

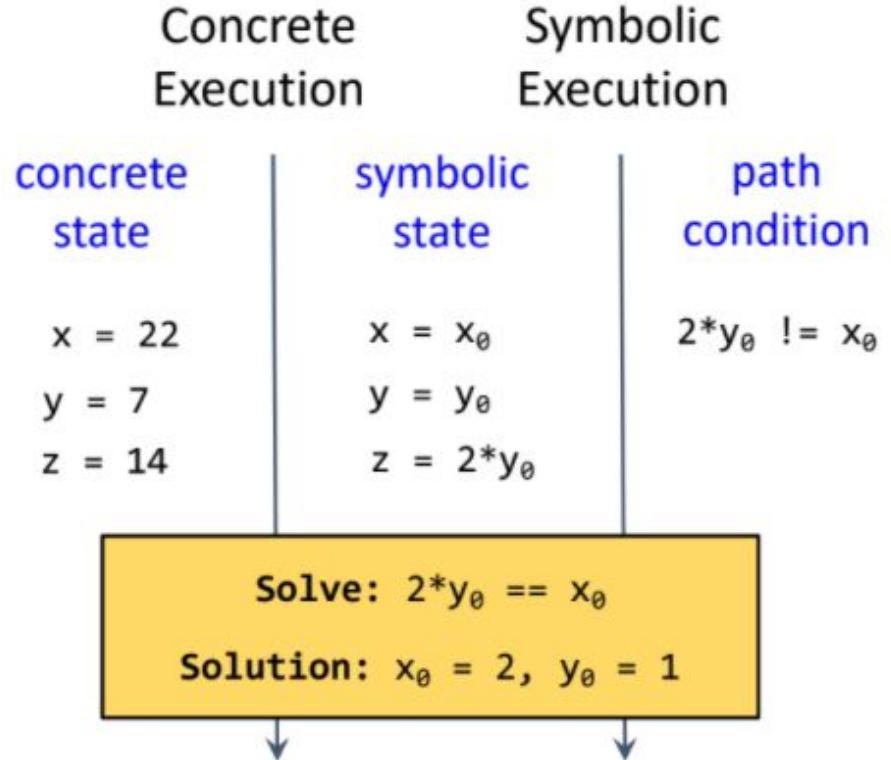

$x = x_\theta$   
 $y = y_\theta$   
 $z = 2*y_\theta$

path  
condition

$2*y_\theta \neq x_\theta$

# Concolic Testing

```
int foo(int v) {  
    return 2*v;  
}  
  
void test_me(int x, int y) {  
    int z = foo(y);  
    if (z == x)  
        if (x > y+10)  
            ERROR;  
}
```



# Concolic Testing

```
int foo(int v) {  
    return 2*v;  
}  
  
void test_me(int x, int y) {  
    int z = foo(y);  
    if (z == x)  
        if (x > y+10)  
            ERROR;  
}
```

Concrete  
Execution

concrete  
state

$x = 2$   
 $y = 1$

Symbolic  
Execution

symbolic  
state

$x = x_0$   
 $y = y_0$

path  
condition

# Concolic Testing

```
int foo(int v) {  
    return 2*v;  
}  
  
void test_me(int x, int y) {  
    int z = foo(y);  
    if (z == x) ←  
        if (x > y+10)  
            ERROR;  
}
```

Concrete  
Execution

concrete  
state

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

Symbolic  
Execution

symbolic  
state

$x = x_\theta$   
 $y = y_\theta$   
 $z = 2*y_\theta$

path  
condition

# Concolic Testing

```
int foo(int v) {  
    return 2*v;  
}  
  
void test_me(int x, int y) {  
    int z = foo(y);  
    if (z == x)  
        if (x > y+10) ←  
            ERROR;  
}
```

Concrete  
Execution

concrete  
state

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

Symbolic  
Execution

symbolic  
state

$x = x_\theta$   
 $y = y_\theta$   
 $z = 2*y_\theta$

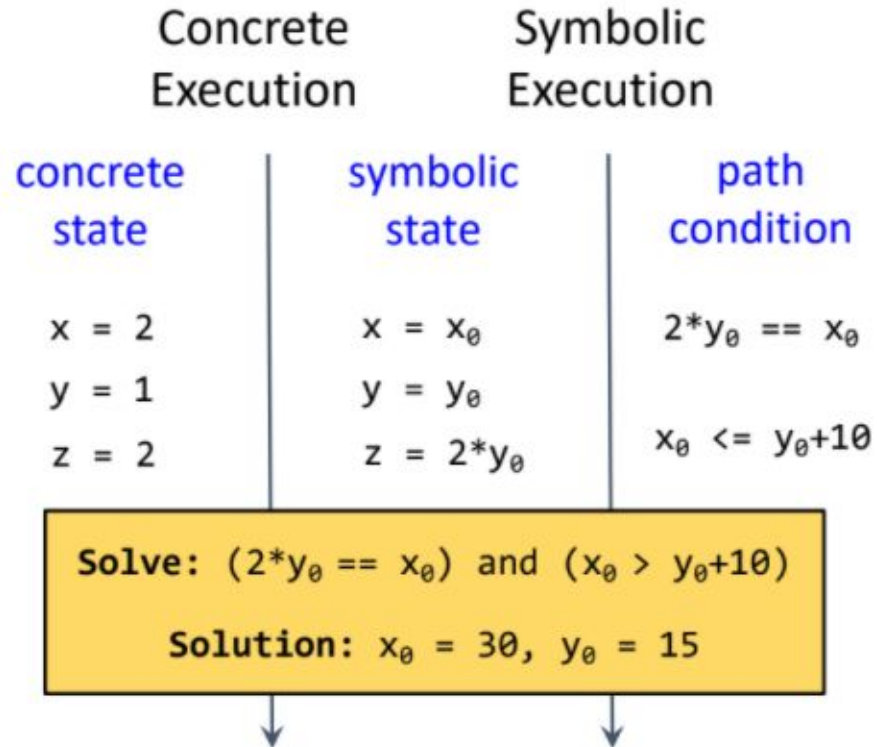

path  
condition

$2*y_\theta == x_\theta$



# Concolic Testing

```
int foo(int v) {  
    return 2*v;  
}  
  
void test_me(int x, int y) {  
    int z = foo(y);  
    if (z == x)  
        if (x > y+10)  
            ERROR;  
}
```



# Concolic Testing

- Benefits:
  - solve complex formulas
    - $x == (y * y) \bmod 50$ , unsolvable if  $x$  and  $y$  are both symbolic
    - if some value is concretized, then it becomes solvable
  - External library call and system call
    - e.g., `fd = open(filename)`
    - set filename to its concrete value `"/tmp/abc.txt"`
    - execute the system call concretely
    - set fd to be concrete after the system call return

# Online V.S Offline Approaches

- Online
  - encounter a new symbolic branch
  - solve path constraints for both 'true' and 'false'
  - if both feasible, fork the execution states
- Offline
  - trace-based approach
  - choose an input, execute the program and collect execution trace
  - compute path contracts from the trace
  - negate each conjunct, solve the new path constraint and generate new inputs
  - start again

# Online V.S Offline Approaches

- Pros and Cons

	Online	Offline
Efficiency	High	Low
Implementation difficulty	High	Low
Symbolic State	Quickly exploded	No state management

# Implementations

- Dynamic Instrumentation
  - source code needed:
    - compile C/C++ into LLVM bytecode
    - add instrumentation during compilation
  - binary:
    - run in QEMU with two machines (concrete and symbolic)
    - convert TCG IR to LLVM bytecode
- Trace-based
  - collect execution trace using tools such as Pintrace and tracecap
  - convert trace into IR
  - perform analysis on IR

# Implementations

- Pure Interpretation or Simulation
  - interpret binary execution and add symbolic execution logic
  - Pros:
    - full control
    - easy to implement
  - Cons:
    - low efficiency (all instructions must be interpreted)

# KLEE: Unassisted and Automatic Generation of High-Coverage Tests for Complex Systems Programs

Cristian Cadar, Daniel Dunbar, Dawson Engler

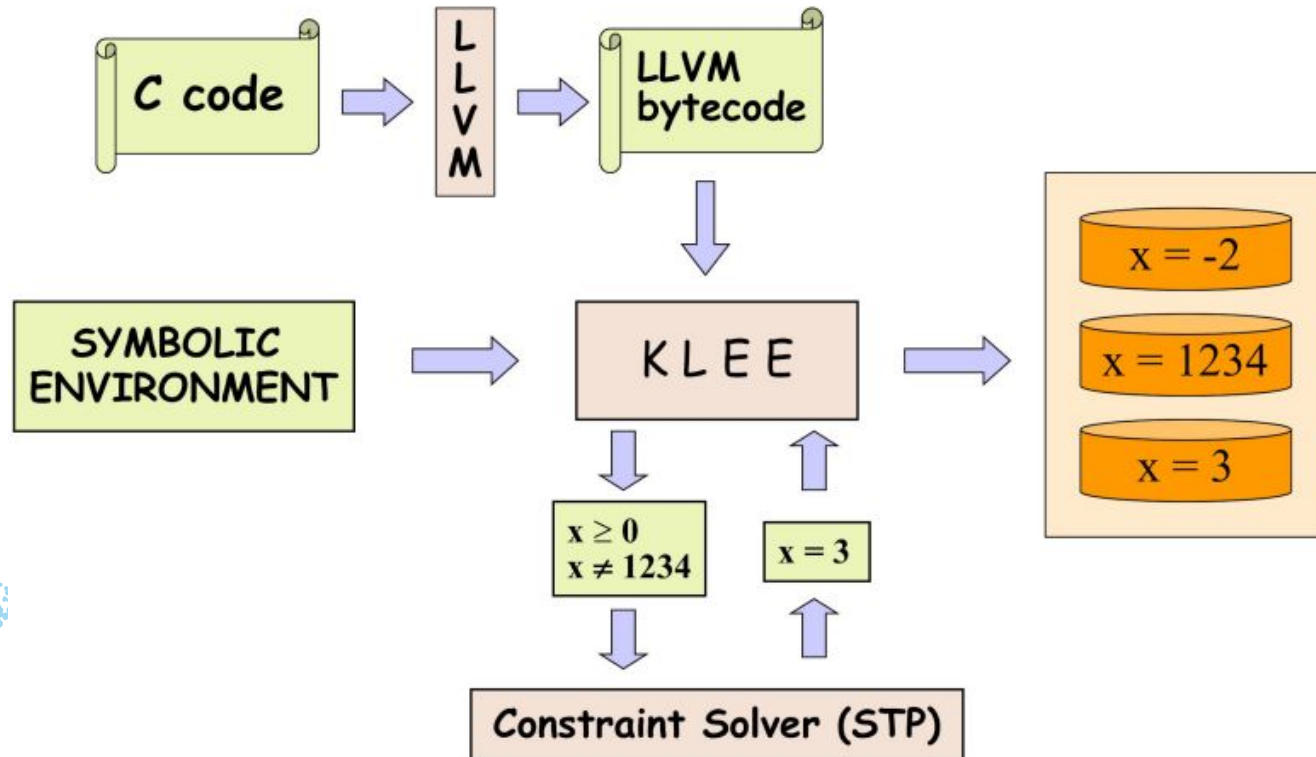
OSDI 2008

# Introduction

- Operates on LLVM bytecode
- A **symbolic process** (or **state**) is the state of a symbolically executing process
  - register file, stack, heap, program counter, path condition
  - storage locations(stack, heap, registers) contain **symbolic expressions**
- when symbolic execution counters a branch
  - state is cloned
  - update instruction pointer and path condition accordingly



# KLEE Architecture



# State Exploration

- Problem:
  - The number of states grow exponentially
- Solution
  - use compact state representation:
    - copy-on-write at the object level
    - heap as an immutable map can be shared among states
    - heap can be cloned in constant time

# Path Selection

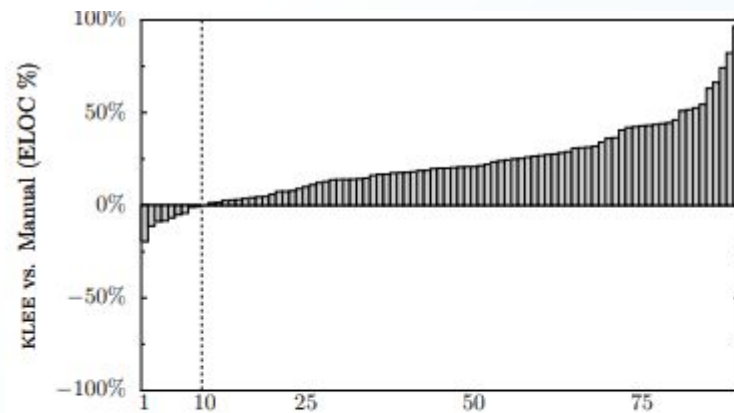
- Multiple concurrent states, representing different program executions
- Aim:
  - good code coverage
- Problem:
  - which state to run at each step?
- Solution
  - two strategies
    - random path selection
    - coverage-optimized search

# Environment Modeling

- Problem:
  - interactions with the environment are complex
- Solution:
  - model semantics and redirects library calls to these models
- Example: symbolic file system
  - single directory with N symbolic files
  - co-exist with real file system
    - when called with concrete file name, will open real file
      - `int fd = open("/etc/fstab", O_RDONLY);`
    - when called with symbolic file name, will form and match each of the N symbolic files
      - `int fd = open(argv[1], O_RDONLY);`

# Evaluation

- Metrics: Line coverage
- Dataset:
  - Coreutils, Busybox, HiStar
- Results:
  - in much shorter time, better coverage than tests manually developed for over 15 years



**Figure 6:** Relative coverage difference between KLEE and the COREUTILS manual test suite, computed by subtracting the executable lines of code covered by manual tests ( $L_{man}$ ) from KLEE tests ( $L_{klee}$ ) and dividing by the total possible:  $(L_{klee} - L_{man})/L_{total}$ . Higher bars are better for KLEE, which beats manual testing on all but 9 applications, often significantly.

# Evaluation

- Found 10 unique bugs in Coreutils
- Found 21 bugs in Busybox
- Found 21 bugs in Minix
- All memory errors

```
paste -d\\ abcdefghijklmnopqrstuvwxyz  
pr -e t2.txt  
tac -r t3.txt t3.txt  
mkdir -Z a b  
mkfifo -Z a b  
mknod -Z a b p  
md5sum -c t1.txt  
ptx -F\\ abcdefghijklmnopqrstuvwxyz  
ptx x t4.txt  
seq -f %0 1  
  
t1.txt: "\t \tMD5(  
t2.txt: "\b\b\b\b\b\b\b\b\t"  
t3.txt: "\n"  
t4.txt: "a"
```

**Figure 7:** KLEE-generated command lines and inputs (modified for readability) that cause program crashes in COREUTILS version 6.10 when run on Fedora Core 7 with SELinux on a Pentium machine.

# Automated Whitebox Fuzz Testing

Patrice Godefroid, Michael Y. Levin, David Molnar

NDSS 2008

# Motivation

```
void top(char input[4])  
{  
    int cnt = 0;  
    if (input[0] == 'b') cnt++;  
    if (input[1] == 'a') cnt++;  
    if (input[2] == 'd') cnt++;  
    if (input[3] == '!') cnt++;  
    if (cnt >= 3) crash();  
}
```

input = "good"

$I_0 \neq \text{'b'}$

$I_1 \neq \text{'a'}$

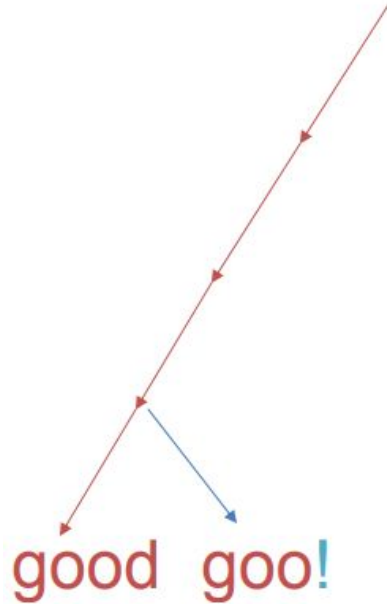
$I_2 \neq \text{'d'}$

$I_3 \neq \text{'!'}$

- Traditional trace-based approach
  - Collect constraints from trace
  - create new constraints by negating
  - solve  $\Rightarrow$  new input
  - start again with new input

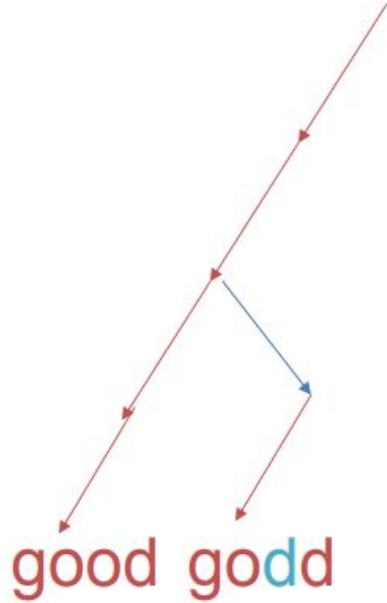


# Motivation



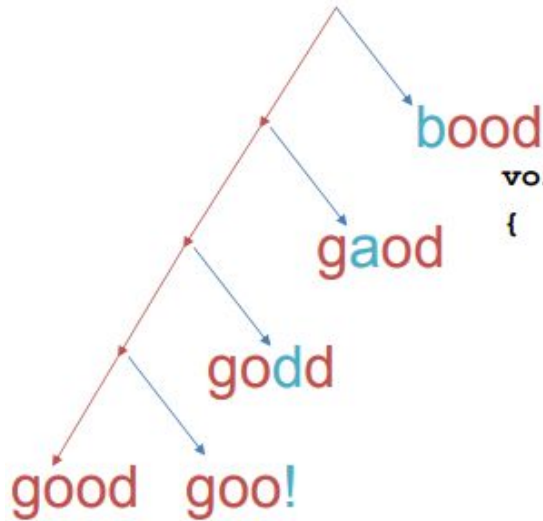
```
void top(char input[4])
{
    int cnt = 0;
    if (input[0] == 'b') cnt++;  $I_0 \neq \text{'b'}$ 
    if (input[1] == 'a') cnt++;  $I_1 \neq \text{'a'}$ 
    if (input[2] == 'd') cnt++;  $I_2 \neq \text{'d'}$ 
    if (input[3] == '!') cnt++;  $I_3 = \text{'!'}$ 
    if (cnt >= 3) crash();
}
```

# Motivation



```
void top(char input[4])
{
    int cnt = 0;
    if (input[0] == 'b') cnt++;  $I_0 \neq \text{'b'}$ 
    if (input[1] == 'a') cnt++;  $I_1 \neq \text{'a'}$ 
    if (input[2] == 'd') cnt++;  $I_2 == \text{'d'}$ 
    if (input[3] == '!') cnt++;  $I_3 \neq \text{'!'}$ 
    if (cnt >= 3) crash();
}
```

# Key Idea: One Trace Many Tests



```
void top(char input[4])
```

```
{
```

```
    int cnt = 0;
```

```
    if (input[0] == 'b') cnt++;
```

```
    I0 == 'b'
```

```
    if (input[1] == 'a') cnt++;
```

```
    I1 == 'a'
```

```
    if (input[2] == 'd') cnt++;
```

```
    I2 == 'd'
```

```
    if (input[3] == '!') cnt++;
```

```
    I3 == '!'
```

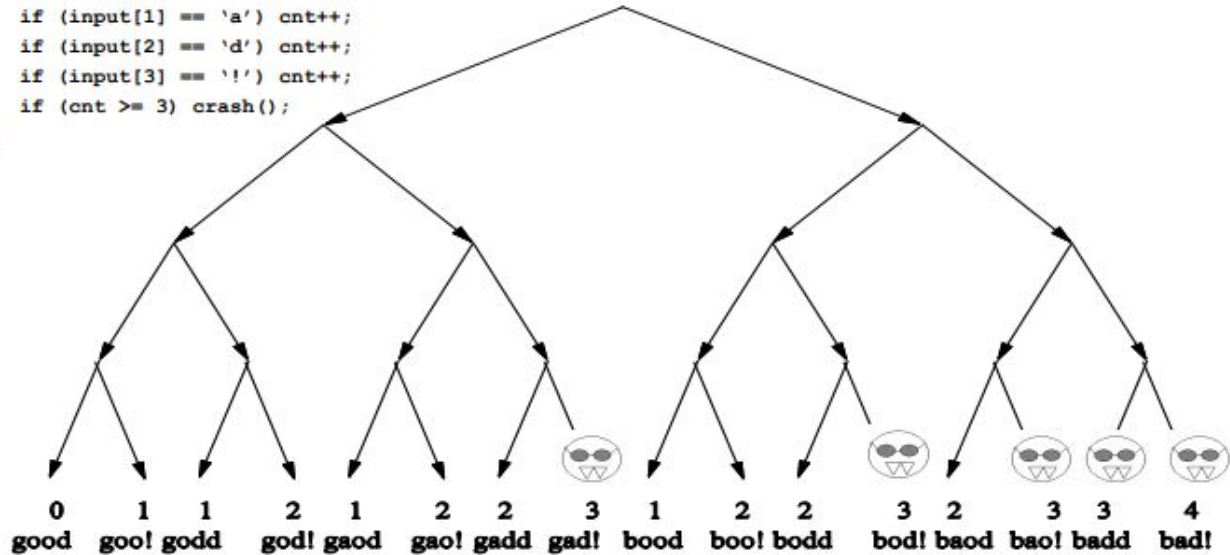
```
    if (cnt >= 3) crash();
```

```
}
```

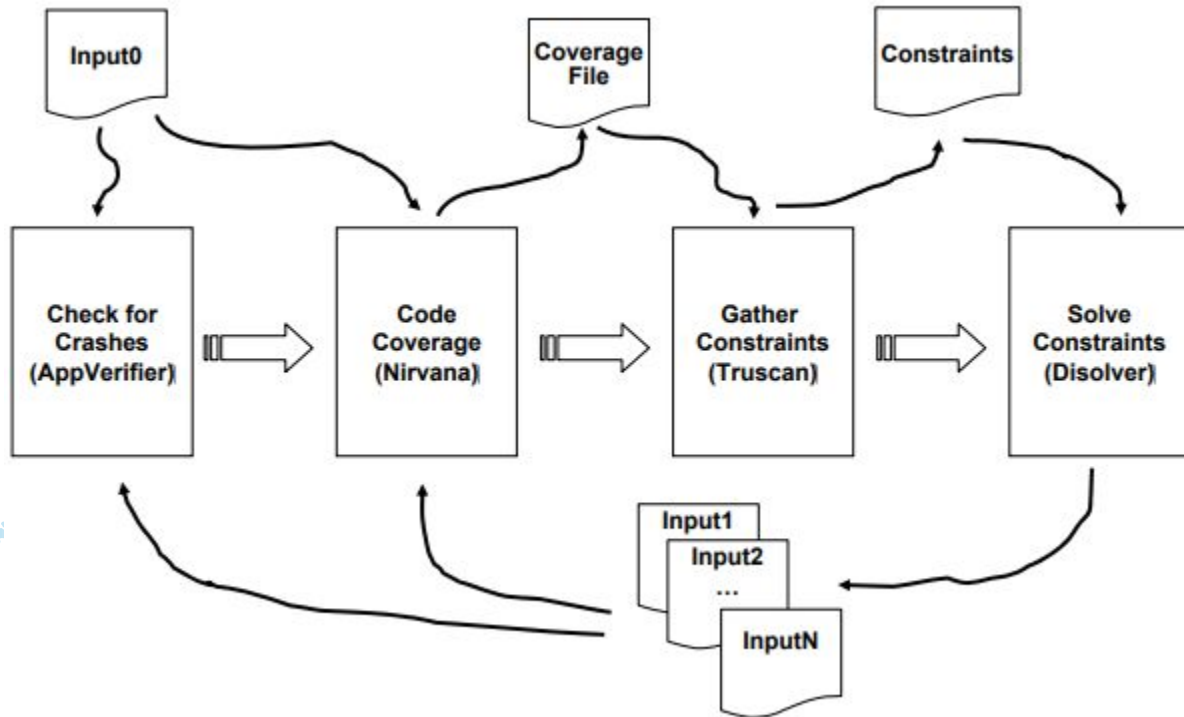
“Generation 1” test cases

# Key Idea: One Trace Many Tests

```
void top(char input[4])
{
    int cnt = 0;
    if (input[0] == 'b') cnt++;
    if (input[1] == 'a') cnt++;
    if (input[2] == 'd') cnt++;
    if (input[3] == '!') cnt++;
    if (cnt >= 3) crash();
}
```



# SAGE Architecture



# Case Study

## ANI Parsing - MS07-017

Critical, **out-of-band** security patch; affected Vista

```
RIFF...ACONLIST
B...INFOINAM....
3D Blue Alternat
e v1.1..IART....
.....
1996..anh$...$.
.....
..rate.....
.....seq ..
..LIST..framic
on.....
```

Seed file

```
RIFF...ACONB
B...INFOINAM....
3D Blue Alternat
e v1.1..IART....
.....
1996..anh$...$.
.....
..rate.....
.....seq
..anh..framic
on.....
```

SAGE-generated  
crashing test case

Only  
**1 in  $2^{32}$**  chance  
at random!

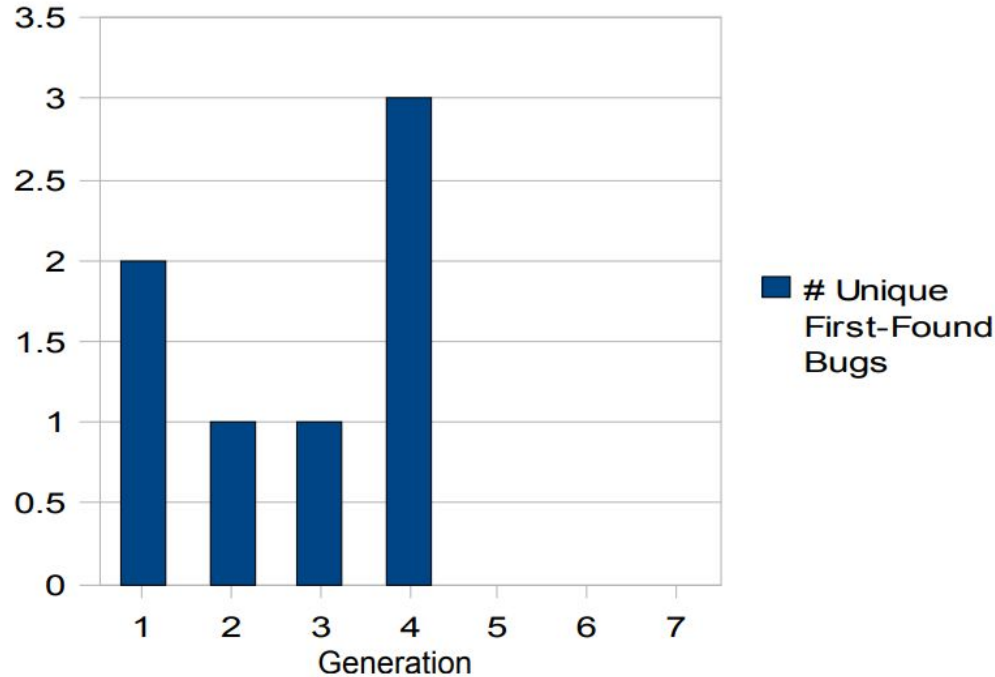
# Evaluation

- Very large dataset

<b>App Tested</b>	<b>#Tests</b>	<b>Mean Depth</b>	<b>Mean #Instr.</b>	<b>Mean Size</b>
ANI	11468	178	2,066,087	5,400
Media 1	6890	73	3,409,376	65,536
Media 2	1045	1100	271,432,489	27,335
Media 3	2266	608	54,644,652	30,833
Media 4	909	883	133,685,240	22,209
Compression	1527	65	480,435	634
Office 2007	3008	6502	923,731,248	45,064

# Evaluation

- Most bugs found are 'shallow'





**Thank you!**

**Questions?**