

A Bounded Symbolic-Size Model for Symbolic Execution



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Symbolic Execution: Introduction

- Systematic program analysis technique
 - Run program with symbolic inputs
- Many applications:
 - Test input generation
 - Bug finding
 - ...
- Active research area
- Used in industry



SAMSUNG

**TRAIL
OF
BITS**

FUJITSU

 **Microsoft**

KLEE

Motivation

- Size of input affects program behavior

Motivation

- Size of input affects program behavior

$|input| \geq 5$

```
int osip_via_parse(const char *hvalue) {
    if (hvalue == NULL) return OSIP_BADPARAMETER;
    const char *version = strchr(hvalue, '/');
    if (version == NULL) return OSIP_SYNTAXERROR;
    const char *protocol = strchr(version + 1, '/');
    if (protocol == NULL) return OSIP_SYNTAXERROR;
    if (protocol - version < 2) return OSIP_SYNTAXERROR;
    ...
    const char *host = strchr(protocol + 1, ' ');
    if (host == NULL) return OSIP_SYNTAXERROR;
    if (host == protocol + 1) {
        while (0 == strncmp(host, " ", 1)) {
            host++;
            if (strlen(host) == 1) return OSIP_SYNTAXERROR;
        }
        host = strchr(host + 1, ' ');
    }
    ...
}
```

BUG

$|input| = 1$

```
int osip_uri_parse_headers(const char *headers) {
    const char *equal = strchr(headers, '=');
    const char *_and = strchr(headers + 1, '&');
    ...
}
```

BUG

Motivation

- Size of input affects program behavior
- The problem: **concrete-size model**

$|input| \geq 5$

```
int osip_via_parse(const char *hvalue) {
    if (hvalue == NULL) return OSIP_BADPARAMETER;
    const char *version = strchr(hvalue, '/');
    if (version == NULL) return OSIP_SYNTAXERROR;
    const char *protocol = strchr(version + 1, '/');
    if (protocol == NULL) return OSIP_SYNTAXERROR;
    if (protocol - version < 2) return OSIP_SYNTAXERROR;
    ...
    const char *host = strchr(protocol + 1, ' ');
    if (host == NULL) return OSIP_SYNTAXERROR;
    if (host == protocol + 1) {
        while (0 == strncmp(host, "", 1)) {
            host++;
            if (strlen(host) == 1) return OSIP_SYNTAXERROR;
        }
        host = strchr(host + 1, ' ');
    }
    ...
}
```

BUG

$|input| = 1$

```
int osip_uri_parse_headers(const char *headers) {
    const char *equal = strchr(headers, '=');
    const char *_and = strchr(headers + 1, '&');
    ...
}
```

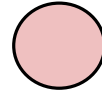
BUG

Concrete-Size Model



```
int n; // symbolic
int z; // symbolic

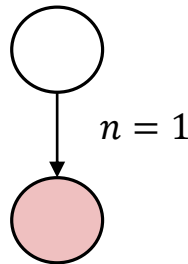
char *p = malloc(n);
for (unsigned i = 0; i < n; i++) {
    if (z == 0) {
        break;
    }
    p[i] = i;
}
```



Concrete-Size Model

```
→ int n; // symbolic
   int z; // symbolic

   char *p = malloc(n);
   for (unsigned i = 0; i < n; i++) {
       if (z == 0) {
           break;
       }
       p[i] = i;
   }
```

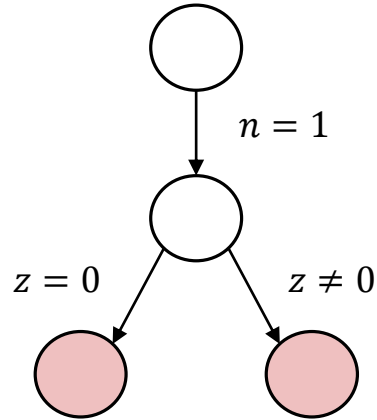


concretize symbolic size n

Concrete-Size Model

```
int n; // symbolic
int z; // symbolic

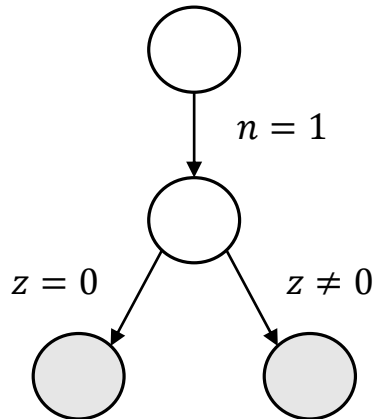
char *p = malloc(n);
for (unsigned i = 0; i < n; i++) {
  if (z == 0) {
    break;
  }
  p[i] = i;
}
```



Concrete-Size Model

```
int n; // symbolic
int z; // symbolic

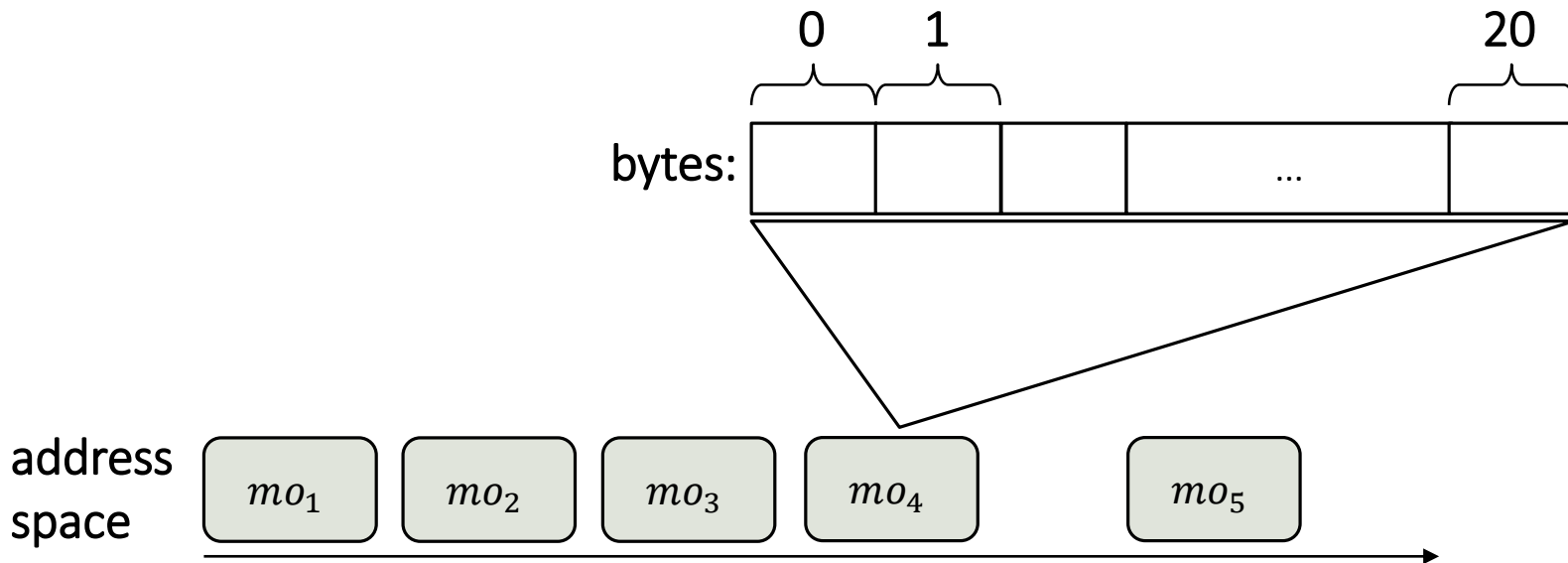
char *p = malloc(n);
for (unsigned i = 0; i < n; i++) {
  if (z == 0) {
    break;
  }
  p[i] = i;
}
```



only 2 paths explored

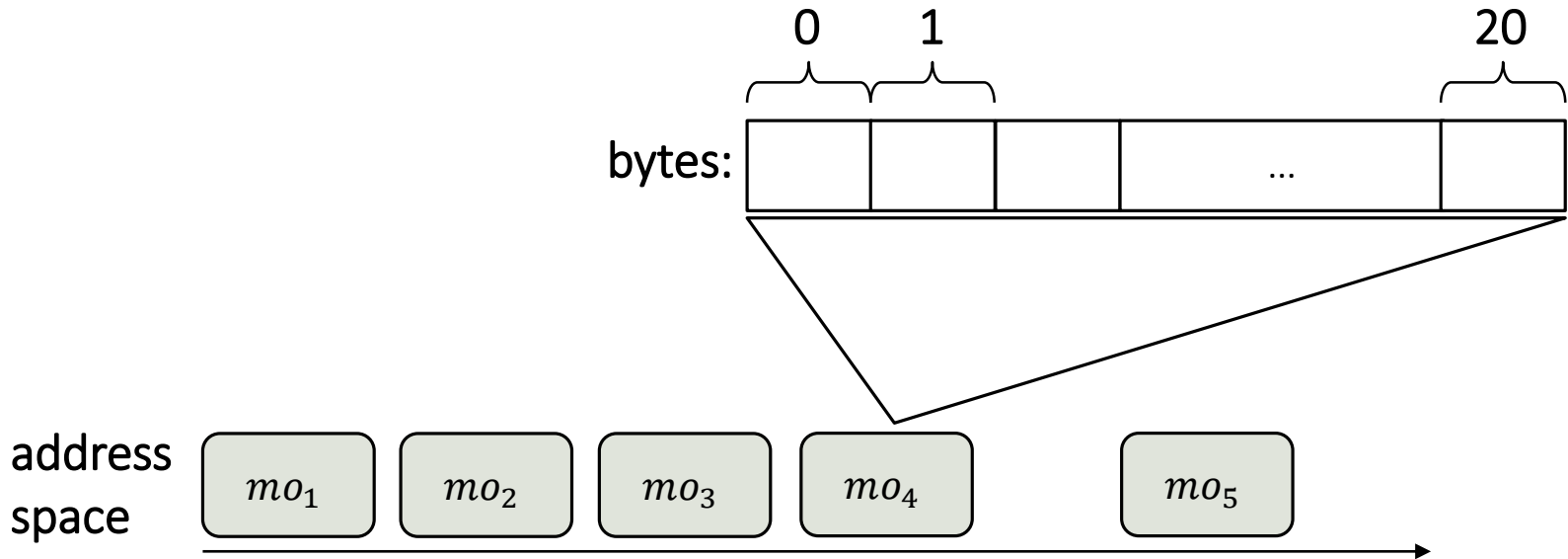
Concrete-Size Model

- Linear address space
- Explicit encoding (QF_ABV)



Fully Symbolic-Size Model

- Linear address space → impossible to avoid overlapping
- Explicit encoding (QF_ABV) → high memory consumption



Bounded Symbolic-Size Model

A memory object has:

- Fixed (concrete) capacity
- Symbolic size : 0, 1, ... , capacity

Bounded Symbolic-Size Model

A memory object has:

- Fixed (concrete) capacity
- Symbolic size : 0, 1, ... , capacity

- Works with a linear address space ✓

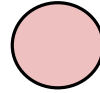
Bounded Symbolic-Size Model

A memory object has:

- Fixed (concrete) capacity
- Symbolic size : 0, 1, ... , capacity

- Works with a linear address space ✓
- Controllable memory consumption (user-specified capacity) ✓

Symbolic-Size Model

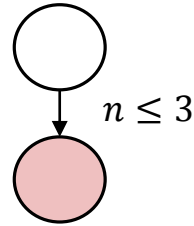


```
int n; // symbolic
int z; // symbolic

char *p = malloc(n); // capacity = 3
for (unsigned i = 0; i < n; i++) {
    if (z == 0) {
        break;
    }
    p[i] = i;
}
```

Symbolic-Size Model

```
int n; // symbolic
int z; // symbolic
char *p = malloc(n); // capacity = 3
for (unsigned i = 0; i < n; i++) {
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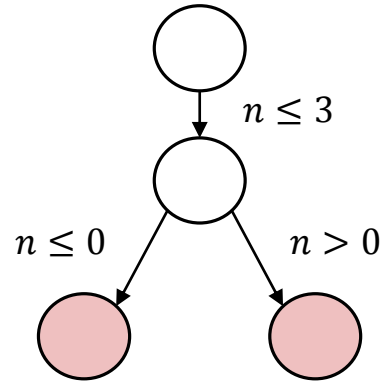


add capacity constraint

Symbolic-Size Model

```
int n; // symbolic
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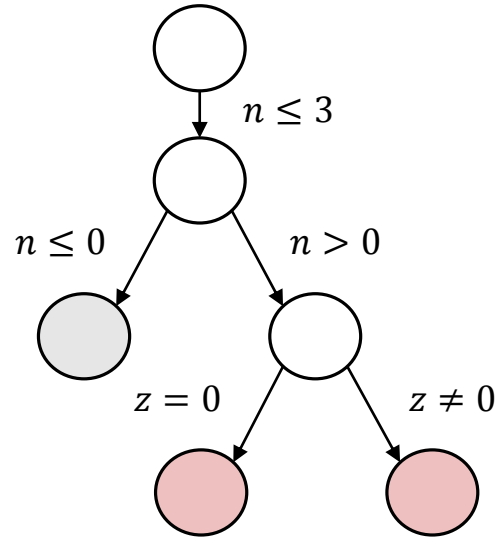
char *p = malloc(n); // capacity = 3
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```



Symbolic-Size Model

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int n; // symbolic
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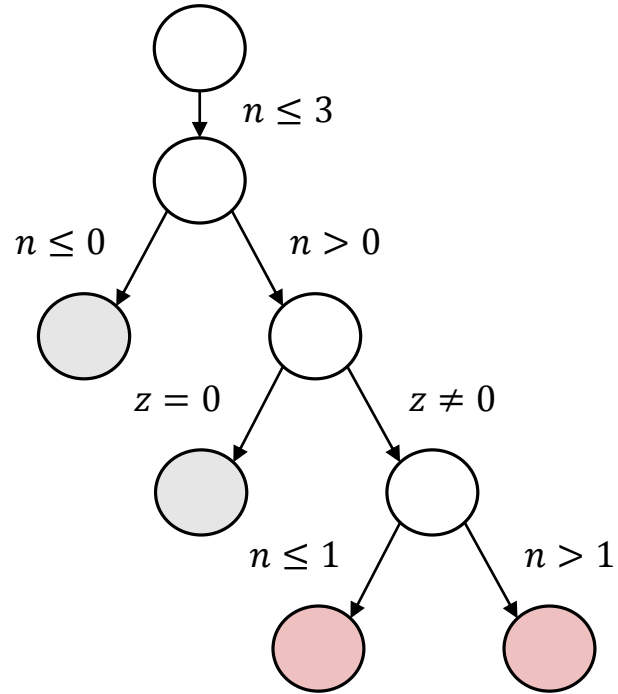
char *p = malloc(n); // capacity = 3
for (unsigned i = 0; i < n; i++) {
  if (z == 0) {
    break;
  }
  p[i] = i;
}
```



Symbolic-Size Model

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int n; // symbolic
int z; // symbolic

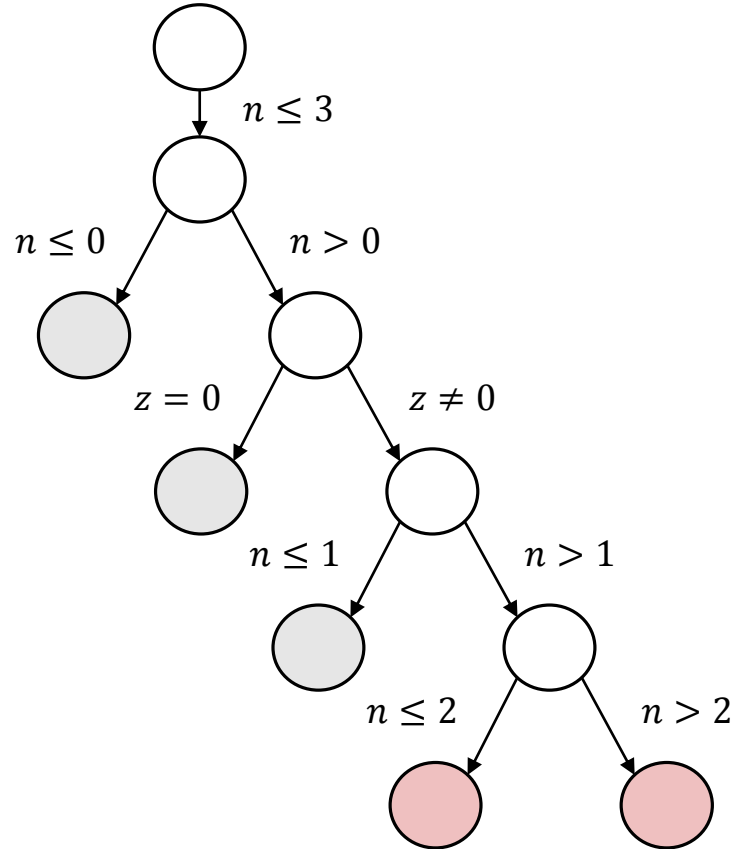
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for (unsigned i = 0; i < n; i++) {
    if (z == 0) {
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}
```



Symbolic-Size Model

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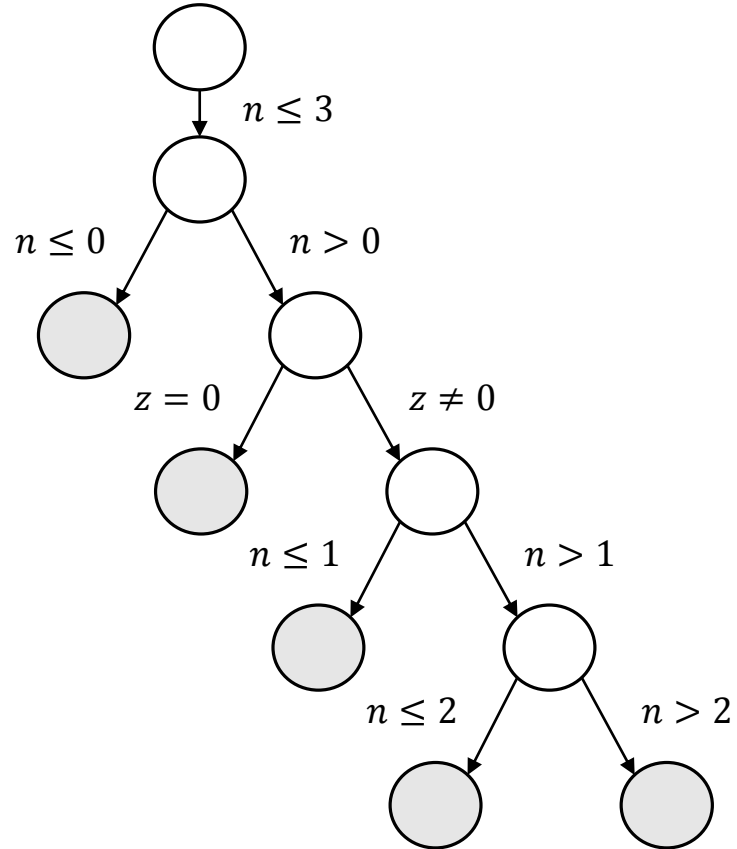
char *p = malloc(n); // capacity = 3
for (unsigned i = 0; i < n; i++) {
    if (z == 0) {
        break;
    }
    p[i] = i;
}
```



Symbolic-Size Model

```
int n; // symbolic
int z; // symbolic

char *p = malloc(n); // capacity = 3
for (unsigned i = 0; i < n; i++) {
  if (z == 0) {
    break;
  }
  p[i] = i;
}
```



5 paths explored

Arising Challenges

- Additional symbolic-size expressions
- Amplifies path explosion
 - Especially with **size-dependent loops**

Merging Approach

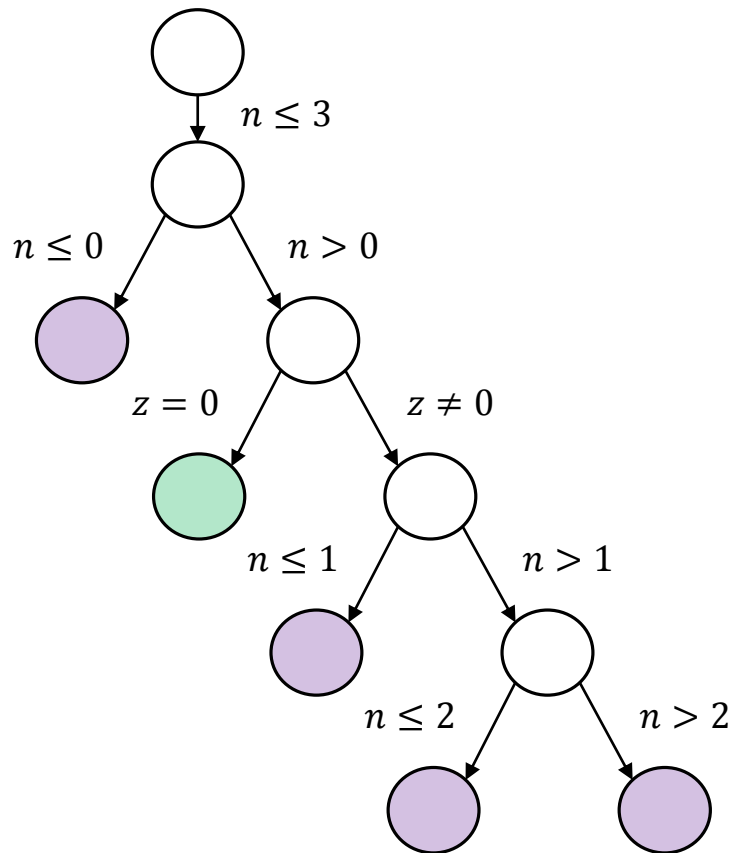
- Detect **symbolic-size dependent** loops
- Execute the loop till **full exploration**
- **Merge** the resulting states

Merging Approach

```
int n; // symbolic
int z; // symbolic

char *p = malloc(n); // capacity = 3
for (unsigned i = 0; i < n; i++) {
  if (z == 0) {
    break;
  }
  p[i] = i;
}
```

group states by loop exit



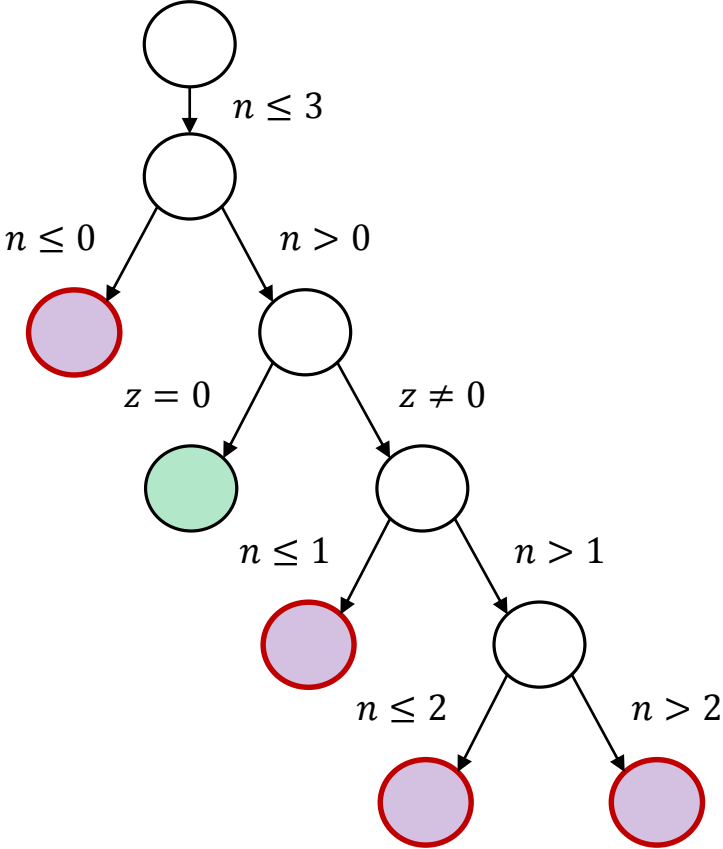
Merging Approach

$(n \leq 0) \vee$
 $(n > 0 \wedge z \neq 0 \wedge n \leq 1) \vee$
 $(n > 0 \wedge z \neq 0 \wedge n > 1 \wedge n \leq 2) \vee$
 $(n > 0 \wedge z \neq 0 \wedge n > 1 \wedge n > 2)$

merged constraint

$(n > 0 \wedge z = 0)$

merged constraint



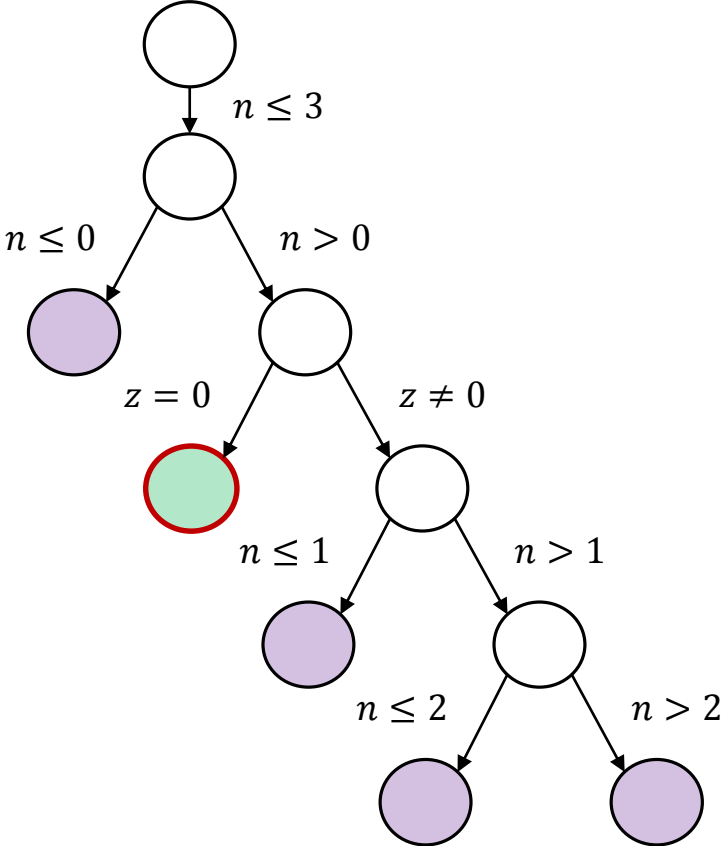
Merging Approach

$(n \leq 0) \vee$
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$(n > 0 \wedge z = 0)$

merged constraint



Merging Optimization

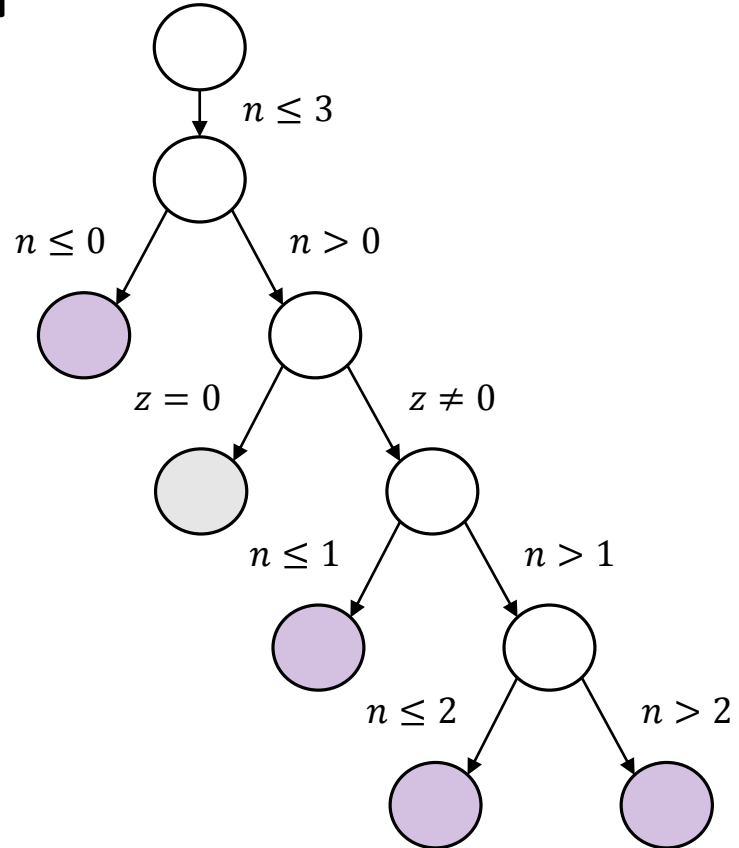
$(n \leq 0) \vee$

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$(n > 0 \wedge z \neq 0 \wedge n > 1 \wedge n > 2)$

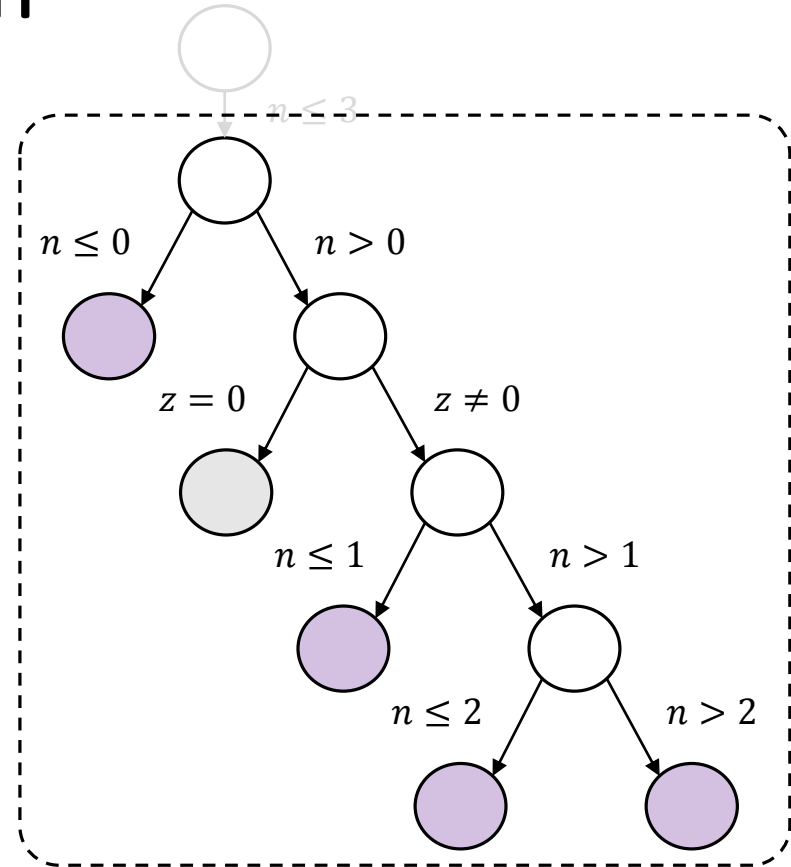
merged constraint



Merging Optimization

$(n \leq 0) \vee$
 $(n > 0 \wedge z \neq 0 \wedge n \leq 1) \vee$
 $(n > 0 \wedge z \neq 0 \wedge n > 1 \wedge n \leq 2) \vee$
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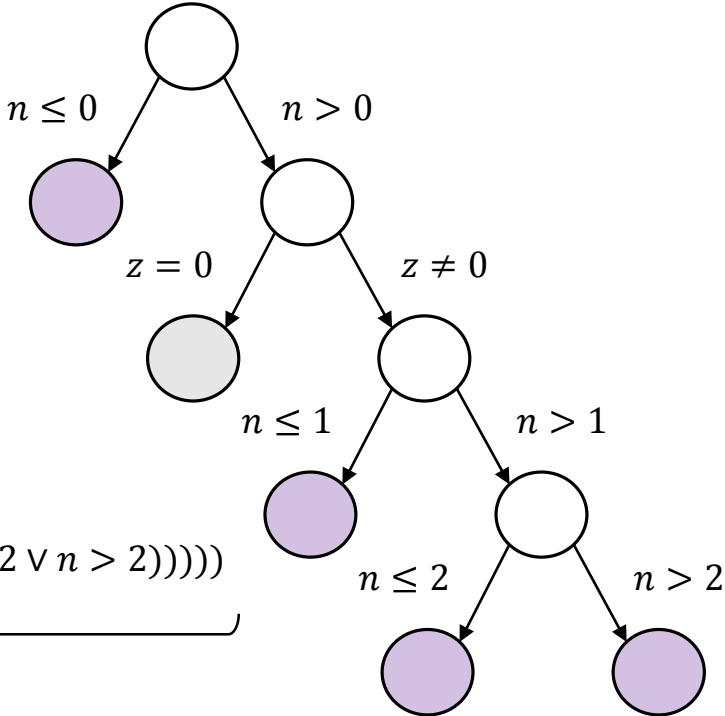
merged constraint



Merging Optimization

$(n \leq 0) \vee$
 $(n > 0 \wedge z \neq 0 \wedge n \leq 1) \vee$
 $(n > 0 \wedge z \neq 0 \wedge n > 1 \wedge n \leq 2) \vee$
 $(n > 0 \wedge z \neq 0 \wedge n > 1 \wedge n > 2)$

merged constraint



$(n \leq 0 \vee (n > 0 \wedge z \neq 0 \wedge (n \leq 1 \vee (n > 1 \wedge (n \leq 2 \vee n > 2))))))$

merged constraint

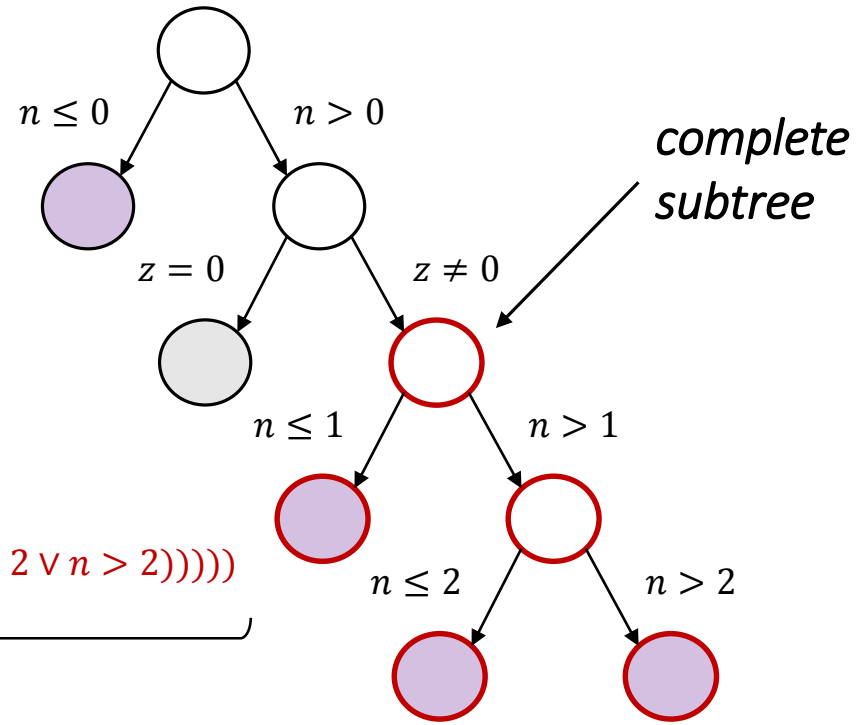
Merging Optimization

$(n \leq 0) \vee$
 $(n > 0 \wedge z \neq 0 \wedge n \leq 1) \vee$
 $(n > 0 \wedge z \neq 0 \wedge n > 1 \wedge n \leq 2) \vee$
 $(n > 0 \wedge z \neq 0 \wedge n > 1 \wedge n > 2)$

merged constraint

$(n \leq 0 \vee (n > 0 \wedge z \neq 0 \wedge (n \leq 1 \vee (n > 1 \wedge (n \leq 2 \vee n > 2))))))$

merged constraint



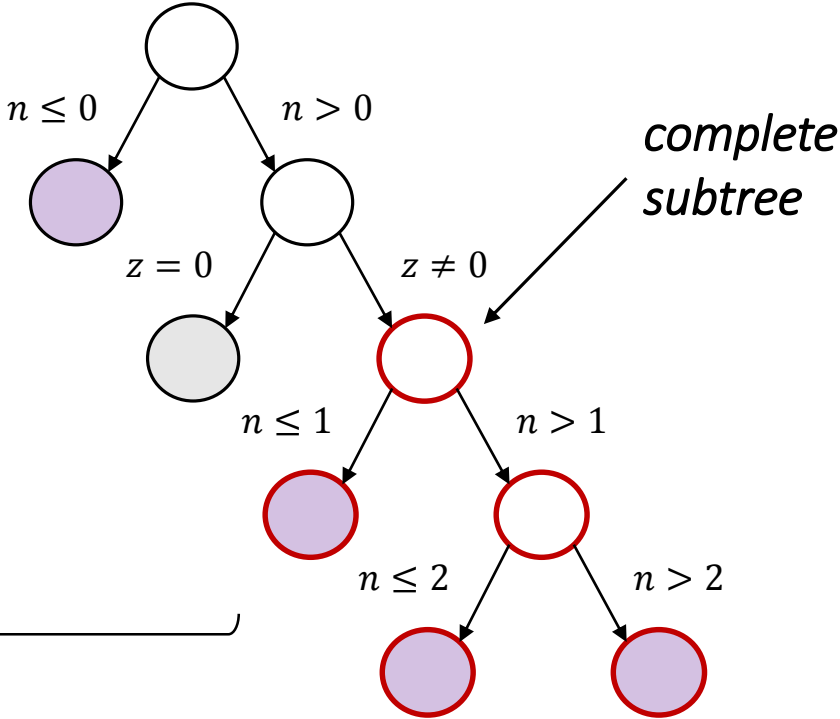
Merging Optimization

$(n \leq 0) \vee$
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 $(n > 0 \wedge z \neq 0 \wedge n > 1 \wedge n \leq 2) \vee$
 $(n > 0 \wedge z \neq 0 \wedge n > 1 \wedge n > 2)$

merged constraint

$(n \leq 0 \vee (n > 0 \wedge z \neq 0))$

merged constraint



Evaluation

API Testing

- GNU libtasn1 (*17 API's*)
- libpng (*13 API's*)
- GNU oSIP (*48 API's*)

Whole-program testing

- GNU Coreutils (*99 programs*)

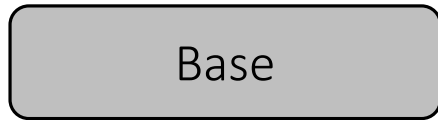
Implementation

- On top of ***KLEE***

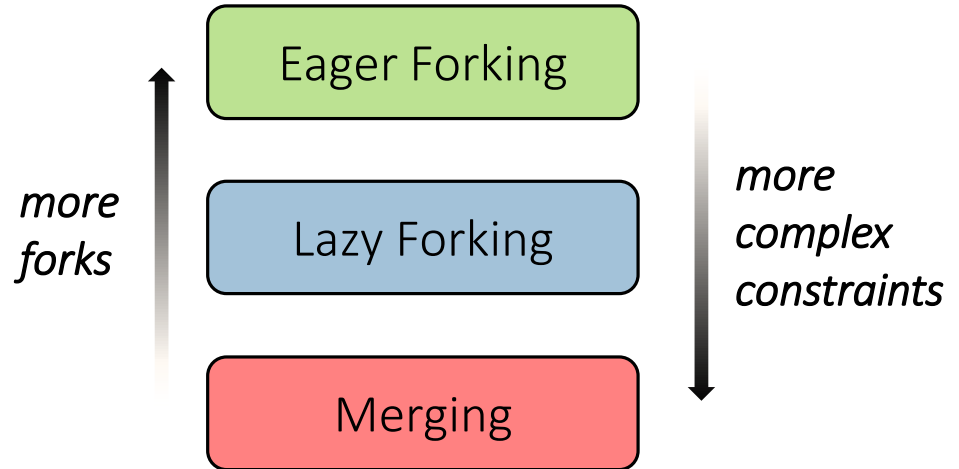


Evaluation: Approaches

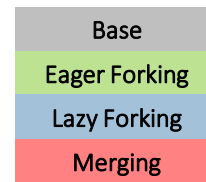
Concrete-size Model



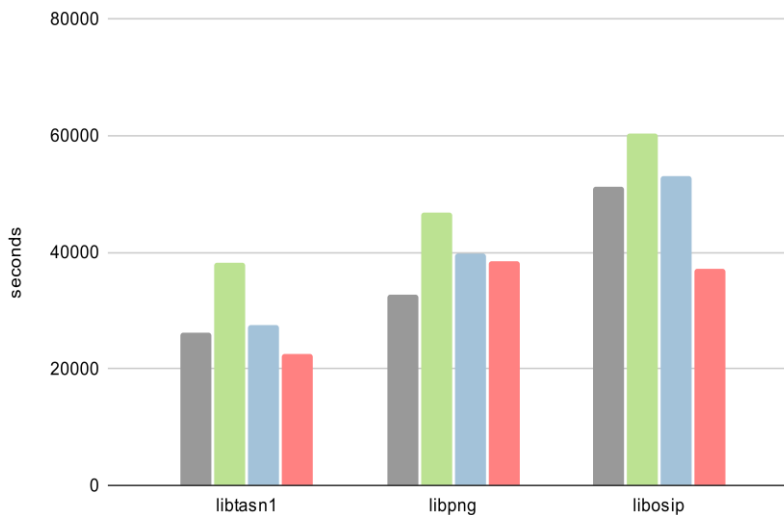
Bounded Symbolic-Size Model



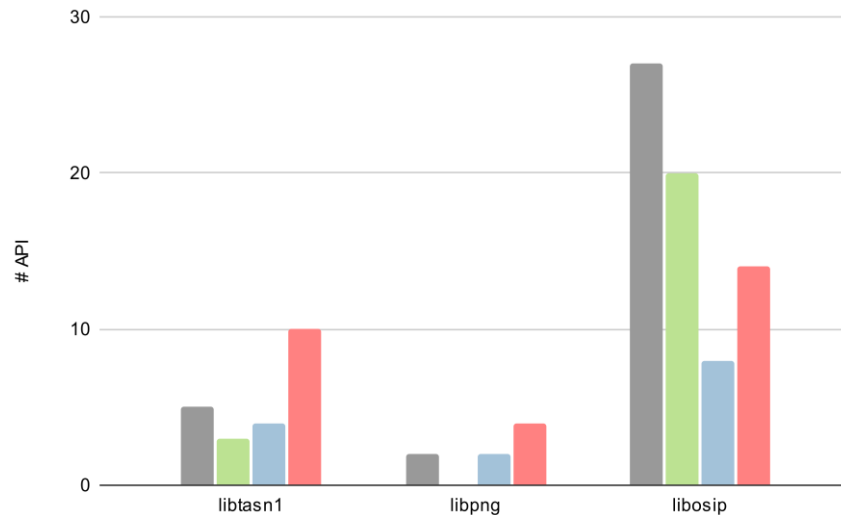
API Testing: Analysis Time



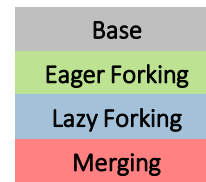
Total Time



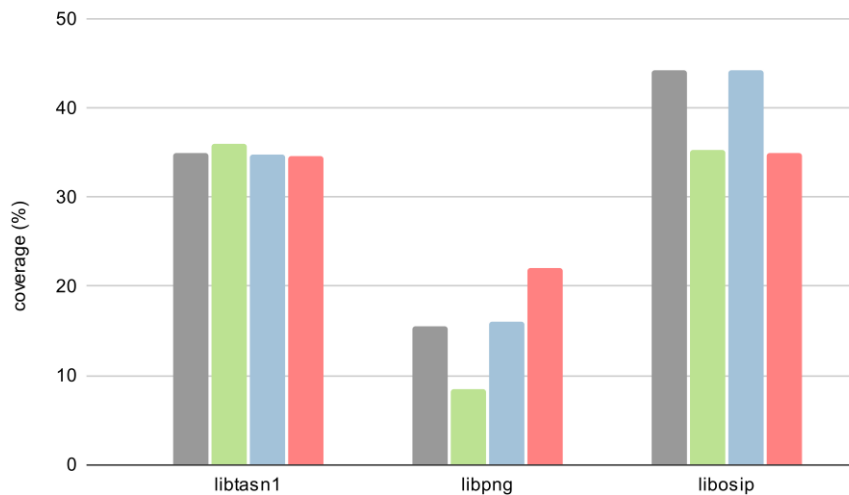
Scoreboard



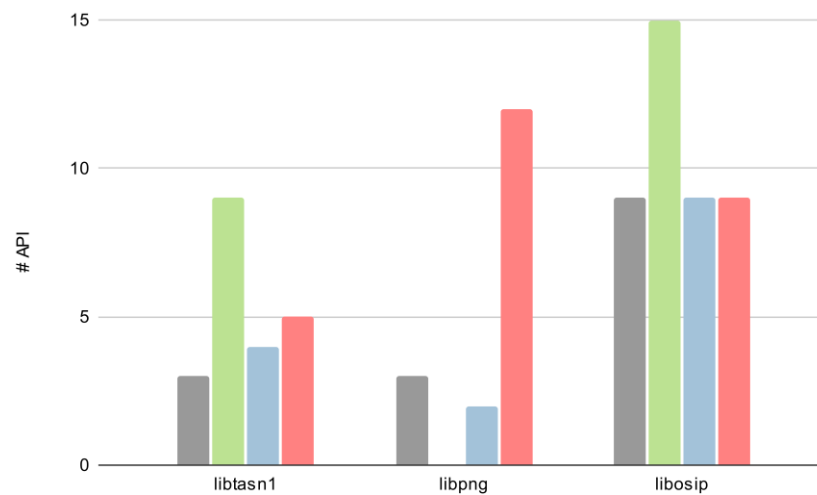
API Testing: Coverage



Total Coverage



Scoreboard

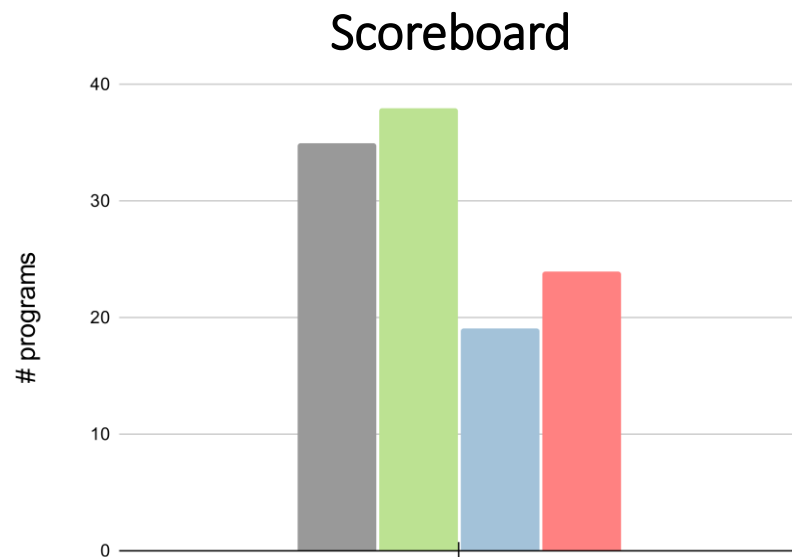
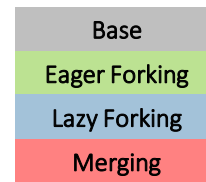


API Testing: Found Bugs

- GNU libtasn1
 - one *out-of-bound-read*
- GNU oSIP
 - three *out-of-bound-read's*
 - one *integer-underflow*

Evaluation: GNU Coreutils

- In 94 programs, all approaches timeout:
 - Compare coverage
- In the rest 5 programs:
 - Merging approach is faster



Summary

- Bounded modeling of variable-size inputs
- Evaluated in API testing and whole-program testing
- Found previously unknown bugs

Future Work

- Applying in other domains (patch testing, program repair, ...)
- Better encoding in state merging

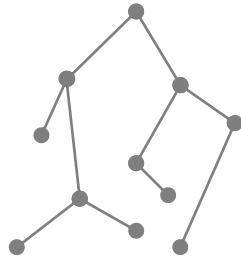


<https://github.com/davidtr1037/klee-symsize>

Backup

Main Challenges

Path
Explosion



Constraint
Solving

$$\begin{aligned}x &= 1 \wedge z > 1 \wedge \text{select}(a_2, 7) = 1 \\y &> 10 \wedge z > 1 \wedge z + y < 77 \\a &> b + 23 \wedge c - a > 56 \\w &> s * 6 \wedge t > w\end{aligned}$$

Concrete-Size Model

- A memory object has a concrete size
- Leads to concretizations (on allocations)
 - Less coverage
 - Missed bugs

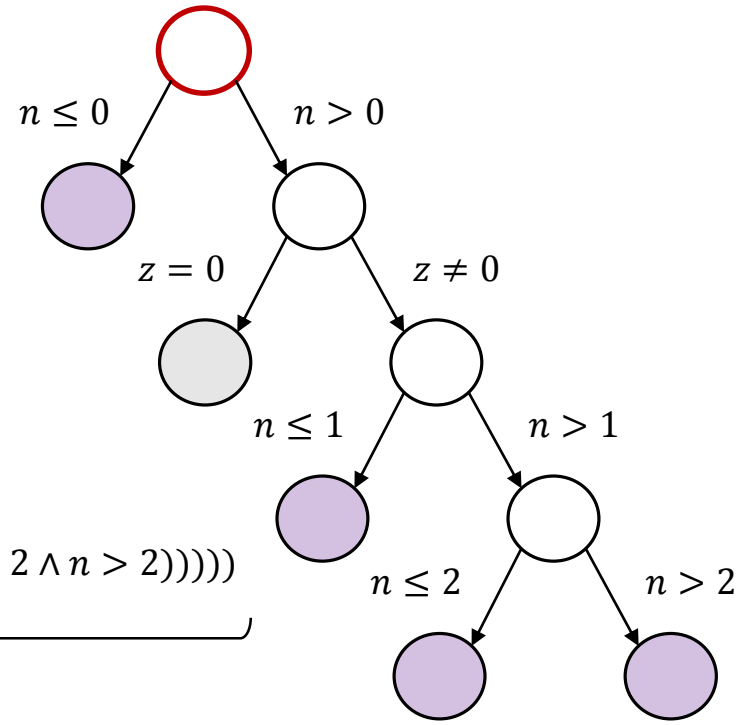
Merging Optimization

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 $(n > 0 \wedge z \neq 0 \wedge n > 1 \wedge n \leq 2) \vee$
 $(n > 0 \wedge z \neq 0 \wedge n > 1 \wedge n > 2)$

merged constraint

$(n \leq 0 \vee (n > 0 \wedge z \neq 0 \wedge (n \leq 1 \vee (n > 1 \wedge (n \leq 2 \wedge n > 2))))))$

merged constraint



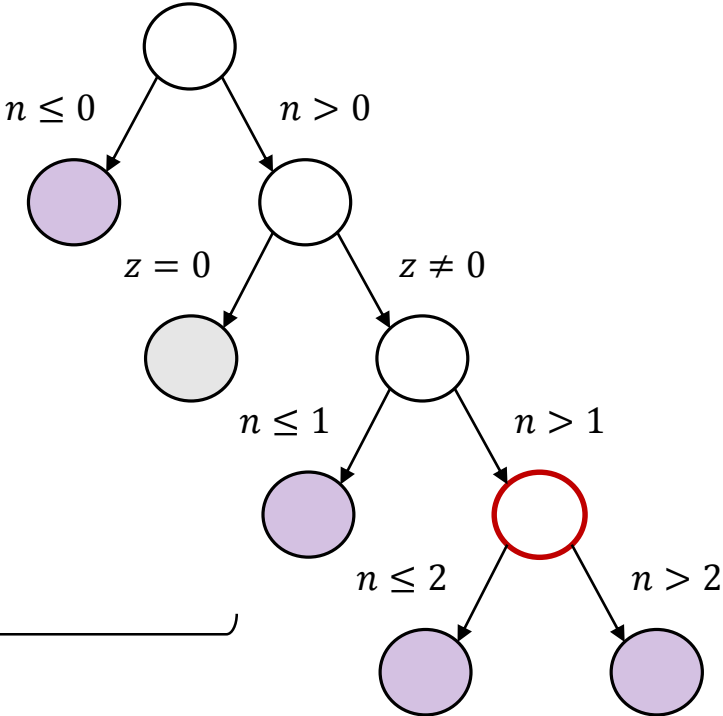
Merging Optimization

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 $(n > 0 \wedge z \neq 0 \wedge n > 1 \wedge n > 2)$

merged constraint

$(n \leq 2 \vee n > 2)$

merged constraint



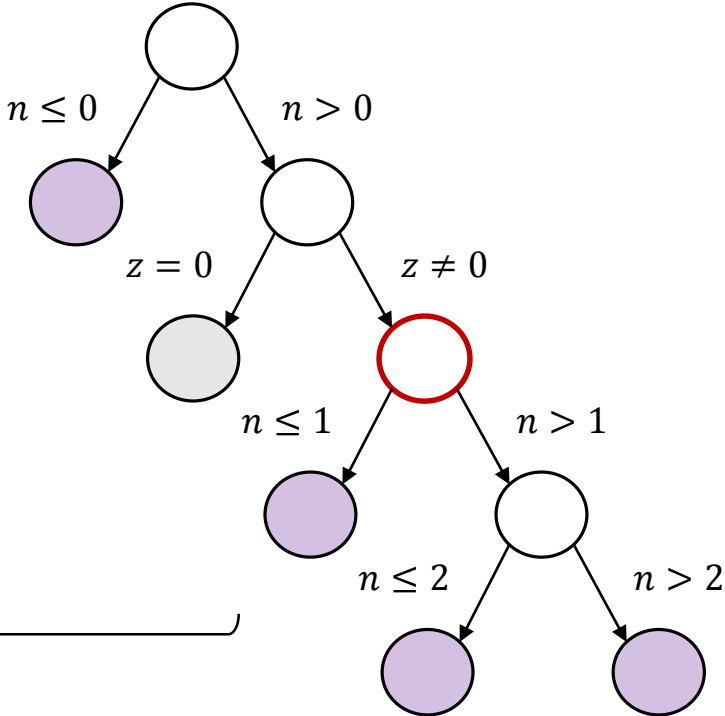
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 $(n > 0 \wedge z \neq 0 \wedge n > 1 \wedge n > 2)$

merged constraint

$(n \leq 1 \vee (n > 1 \wedge (n \leq 2 \wedge n > 2)))$

merged constraint



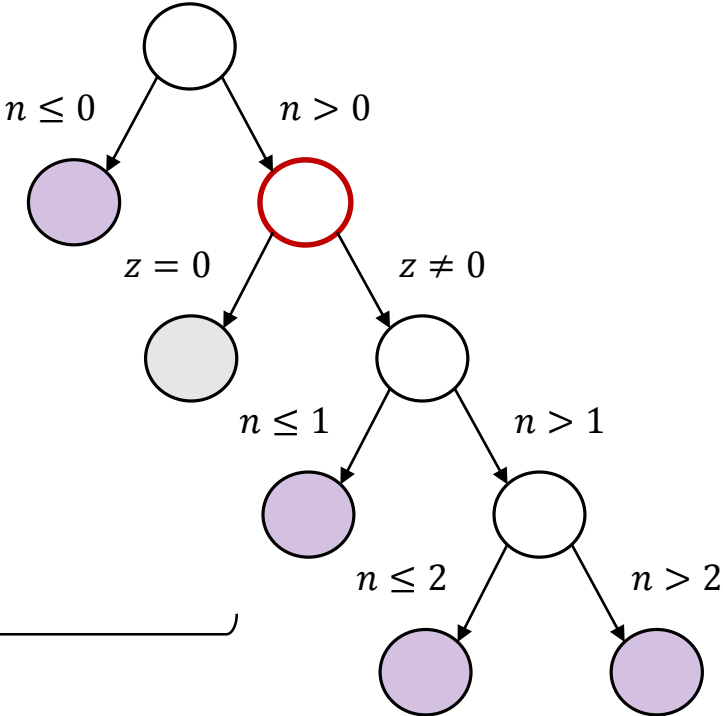
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 $(n > 0 \wedge z \neq 0 \wedge n > 1 \wedge n > 2)$

merged constraint

$(z \neq 0 \wedge (n \leq 1 \vee (n > 1 \wedge (n \leq 2 \wedge n > 2))))$

merged constraint



Evaluation

Compare different modes:

- Concrete-size model
 - *Base*
 - Concretize to max value
- *Bounded symbolic-size model*
 - *Eager Forking*
 - Fork at allocation time for each possible value
 - *Lazy Forking*
 - Fork on-demand (standard)
 - *Merging*

Summary & Future Work

- Bounded modeling of variable-size inputs
- Evaluated in API testing the whole-program testing
- Found previously unknown bugs

Future research directions:

- Applying in other domains (patch testing, program repair, ...)
- Better encoding in state merging

Available on GitHub: <https://github.com/davidtr1037/klee-symsize>