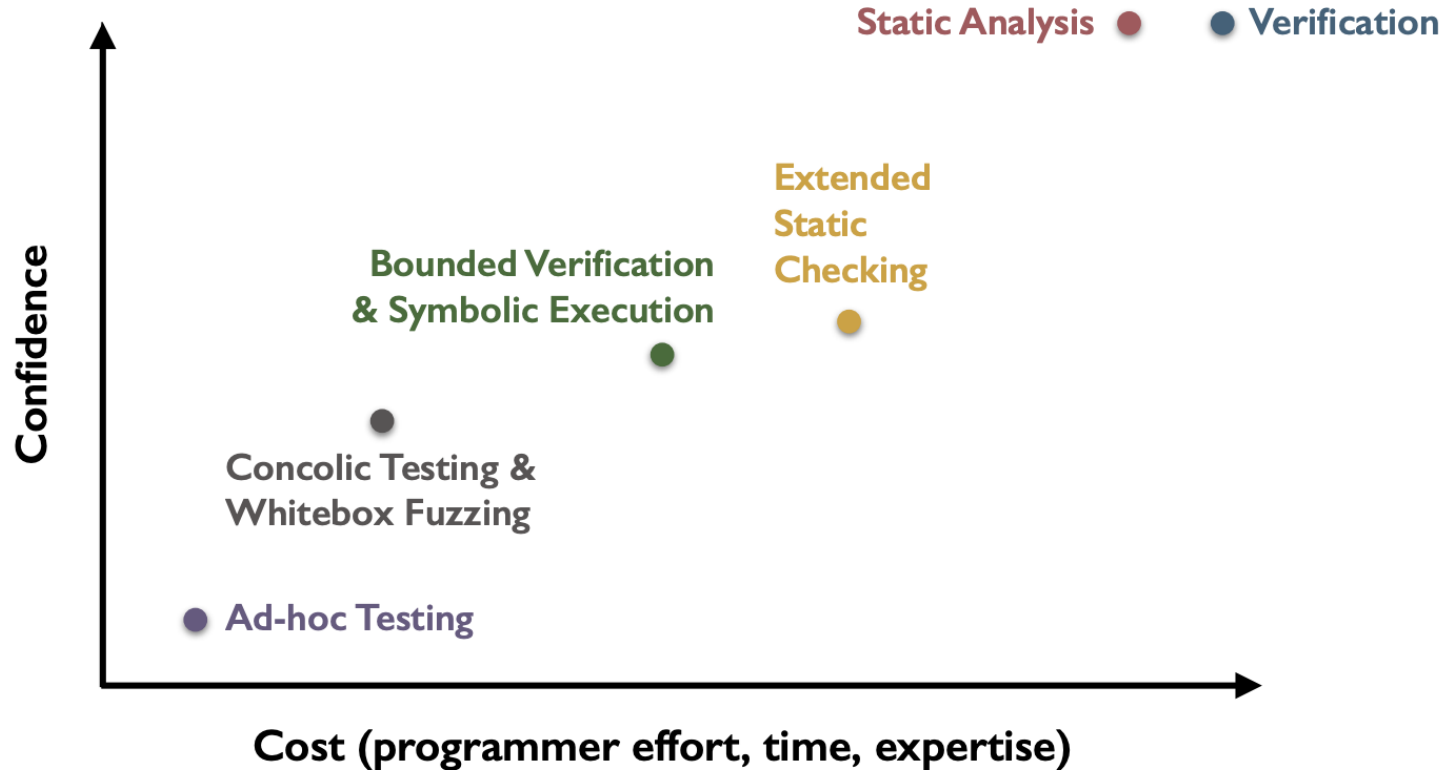


CMSC 433

Programming Language Technologies and Paradigms

Concolic Execution

Spectrum of program validation methods



Path explosion

How to test the following program effectively?

```
foo(a,b,c) {  
    x = 0;  
    y = 0;  
    if(a > 1){x = 1;}  
    else{x = 10;}  
  
    if(b > 10){y = 2;}  
    else{y = 20;}  
  
    if(c > 20){z = 3;}  
    else{z = 30;}  
    return (x + y) + z;  
}
```

With nested 'if' statements of depth N,
the number of possible paths are
 $O(2^N)$.

- 1:[a > 1, b <= 10, c <= 20]
- 2:[a > 1, b > 10, c > 20]
- 3:[a <= 1, b > 10, c > 20]
- 4:[a <= 1, b <= 10, c <= 20]
- 5:[a <= 1, b > 10, c <= 20]
- 6:[a > 1, b > 10, c <= 20]
- 7:[a <= 1, b <= 10, c > 20]
- 8:[a > 1, b <= 10, c > 20]

Environment modeling

```
foo(n) {  
    if(e) {  
        x = lib(n) ; // lib() is a library function:  
    }else{  
        x = 2*n-4;  
    }  
    return 1/x;  
}
```

- If we don't establish a symbolic model for the “lib()” function, we cannot check the true branch symbolically.
- But we can still executes that branch concretely!
- So the symbolic model for the library function is just to improve the precision!

Solver limitation

```
foo(x, y) {  
    int m = x*x*x;  
    if(m == y) {  
        assert(...);  
    }else{  
        ...;  
    }  
    return 1;  
}
```

Path condition $x*x*x == y$ is generally beyond the capability of many modern solvers.

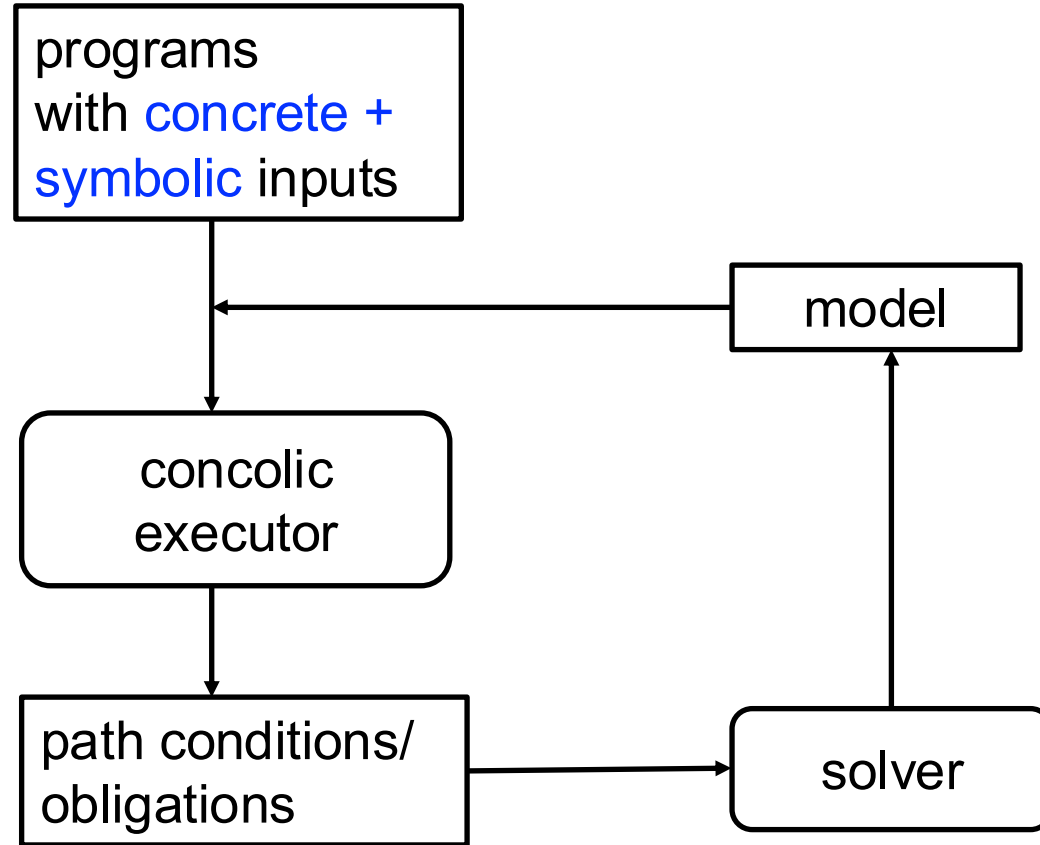
Concolic execution

- ▶ Concolic = Concrete + symbolic
- ▶ Initially developed around 2005:
 - *DART: Directed Automated Random Testing*, by Patrice Godefroid; Nils Klarlund; Koushik Sen, 2005
 - *CUTE: a concolic unit testing engine for C*, by Koushik Sen; Darko Marinov; Gul Agha, 2005

Concolic Execution Steps

- ▶ 1: generate random **concrete** input and **symbolic** input
- ▶ 2: run program with the *two* inputs
 - maintain the concrete+symbolic states
- ▶ 3: For branching, generate path conditions
 - just like in the symbolic execution
 - but don't fork(), only go to feasible path
- ▶ 4: After one run, negate the result Path Conditions, send them to solver, to get other concrete input
- ▶ Go to 2, re-run the program

Architecture



Concolic execution

Step 1: construct random values as initial input:

```
foo(x, y) {  
    z = x+y;  
    if(x == 32467289)  
        return x/y;  
    else  
        return 0;  
}
```

Variable	value	sym.value
x	1	x
y	1	y

Concolic execution

Step 2: execute the program with both the concrete and symbolic values, maintaining the program state:

```
foo(x, y){  
  z = x+y;  
  if(x == 32467289)  
    return x/y;  
  else  
    return 0;  
}
```

Variable	value	sym.value
x	1	x
y	1	y
z	2	x+y

Concolic execution

For branch, the executor branches according to the **concrete values**, and we add a “path condition” to the **target** branch:

```
foo(x, y){  
    z = x+y;  
    if(x == 32467289)  
        return x/y;  
    else  
        return 0;  
}
```

Variable	value	sym.value
x	1	x
y	1	y
z	2	x+y

x != 32467289

Concolic execution

When finish and get the path conditions, we negate the path conditions and send it to solver, to get new inputs:

```
foo(x, y){  
  z = x+y;  
  if(x == 32467289)  
    return x/y;  
  else  
    return 0;  
}
```

Variable	value	sym.value
x	32467289	x
y	1	y
z	32467290	x+y

`x == 32467289`

Concolic execution

With the new path condition and obligations, we can generate final constraints:

```
foo(x, y) {  
    z = x+y;  
    if(x == 32467289)  
        return x/y;  
    else  
        return 0;  
}
```

Variable	value	sym.value
x	32467289	x
y	1	y
z	32467290	x+y

$x == 32467289$

The general form

Conceptually, we negate one of PCs one time:

```
int foo(int x, int y){  
    if(b1){ b1  
        if(b2){ b1  $\wedge$  b2  
            return x/y;  
        }else ...;{}  
    }else{  
        return 0;  
    }  
}
```

Practical Issues of Symbolic Execution

- ▶ Path explosion
- ▶ Loops and recursions
- ▶ Environment modeling

Path explosion

- ▶ In concolic execution, the number of paths explored can be controlled, according to metrics such as:
 - the total number
 - the coverage
 - the timeout
 - etc.

Loops and recursions

Loops introduce non-termination:

```
sum(int n) {  
    s = 0, i = 0;  
    while(i<=n) {  
        s = s+i;  
        i = i+1;  
    }  
    return s;  
}
```

Loops and recursions

No need to finitize the loops.

```
sum(n) {  
    s = 0, i = 0;  
    while(i<=n) {  
        s = s+i;  
        i = i+1;  
    }  
    return s;  
}
```

Environment modeling

```
foo(n) {  
    if(e) {  
        x = lib(n) ; //lib() is a library function:  
    }else{  
        x = 3*n;  
    }  
    return 1/x;  
}
```

- If we don't establish a symbolic model for the “lib()” function, we cannot symbolic check the true branch.
- But we can still concolic executes that branch!

Summary

- ▶ Concolic execution is a more practical (and flexible) infrastructure for program testing
 - sacrifice completeness for usability
- ▶ Many practical tools with many applications
 - with many improvements