

Steering Symbolic Execution to Less Traveled Paths

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Background and Motivations



- Testing is important, but can be ineffective
 - Software is complex with large or infinite state space
 - Manual testing is tedious and ad hoc
 - Random testing is not systematic

- Symbolic execution is promising
 - Systematically explores a program
 - Generates test cases with high coverage



Symbolic Execution



- Uses symbolic values for inputs to explore a program
- Forks at branch conditions

- Follows both directions by updating path constraints
- Solves path constraints to generate test cases

Main Challenges



- Complex constraints
- Path explosion

Goal: Guide Symbolic Execution to Profitable Paths





Key issue: How to guide toward profitable paths?



Less Traveled Paths



Benefits

- Cover the program better
- Locate more bugs

Difficulties

- Define "footprints"
- Use "footprints" to guide path exploration



Subpath-Guided Path Exploration



- How to define "footprints"?
 - Length-n Subpath Program Spectra

- How to use "footprints" to guide path exploration?
 - Subpath-Guided Search (SGS)



Program Spectra



- Program profiling
 - Counting different program execution events
- Profiling of different events provides various program spectra
 - Branch Hit Spectra
 - Branch Count Spectra
 - Complete Path Spectra
 - Path Spectra
 - Path Count Spectra





Length-n Subpath Program Spectra

Each subpath has n branches

- Contiguous sub-sequences of execution paths
- Varying n leads to a spectrum of modeling precision
- Fills the gap between branch coverage & complete path coverage





Subpath Guided Search (SGS)

- Maintain a structure $e = \langle \pi_n, f \rangle$
 - \circ π_n is a length n subpath
 - o f is the frequency of π_n
- For each execution, track the most recent length-n path segment
- Pick a pending execution with the lowest f to explore next
 - Break ties randomly

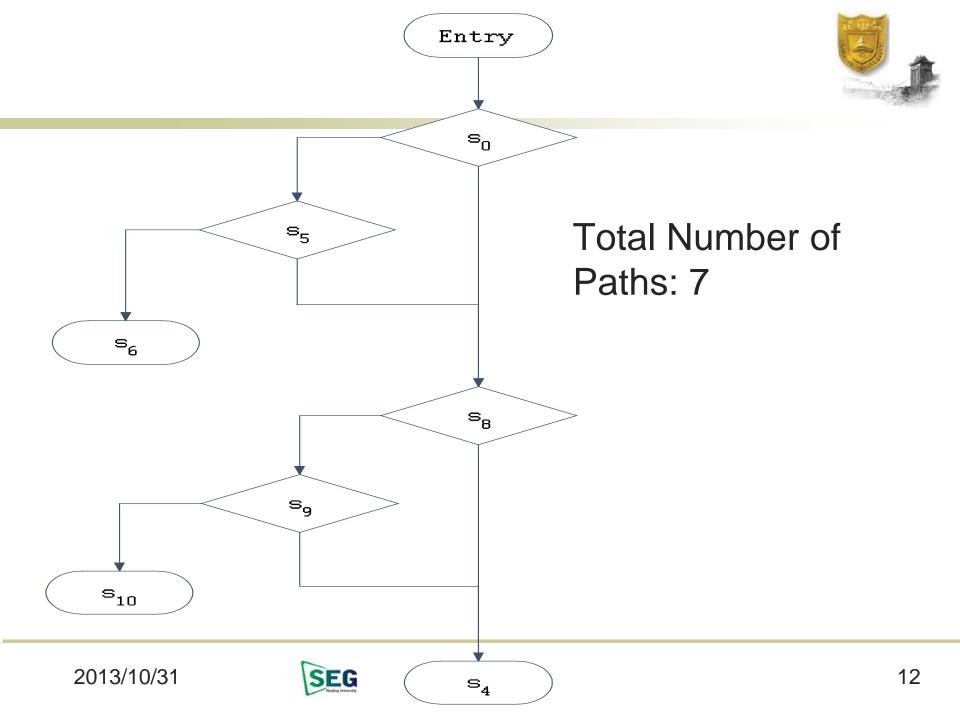


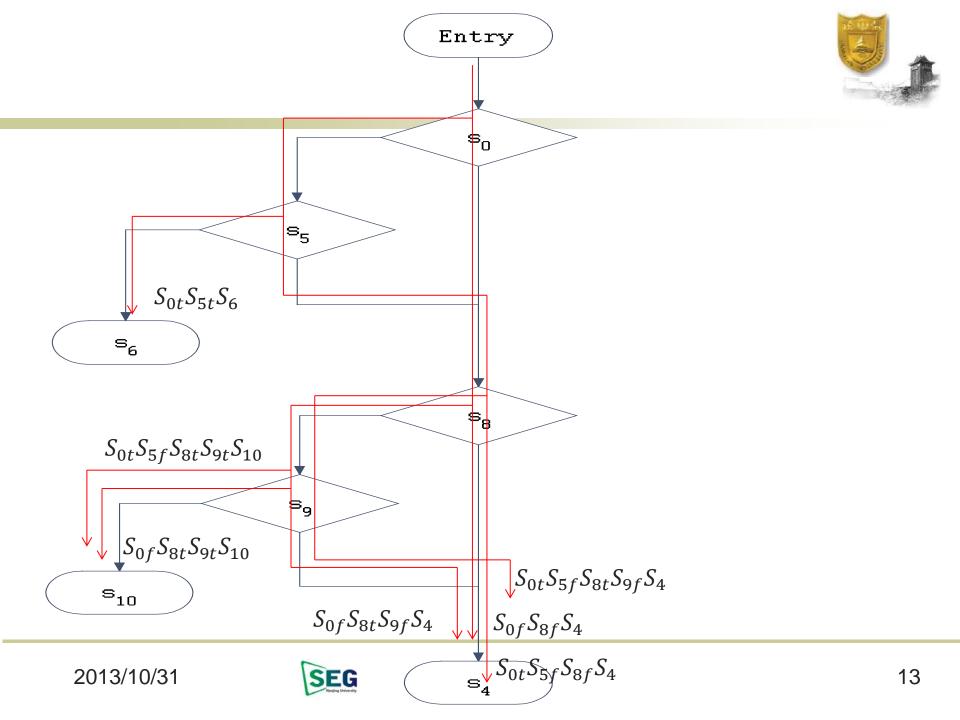
Example

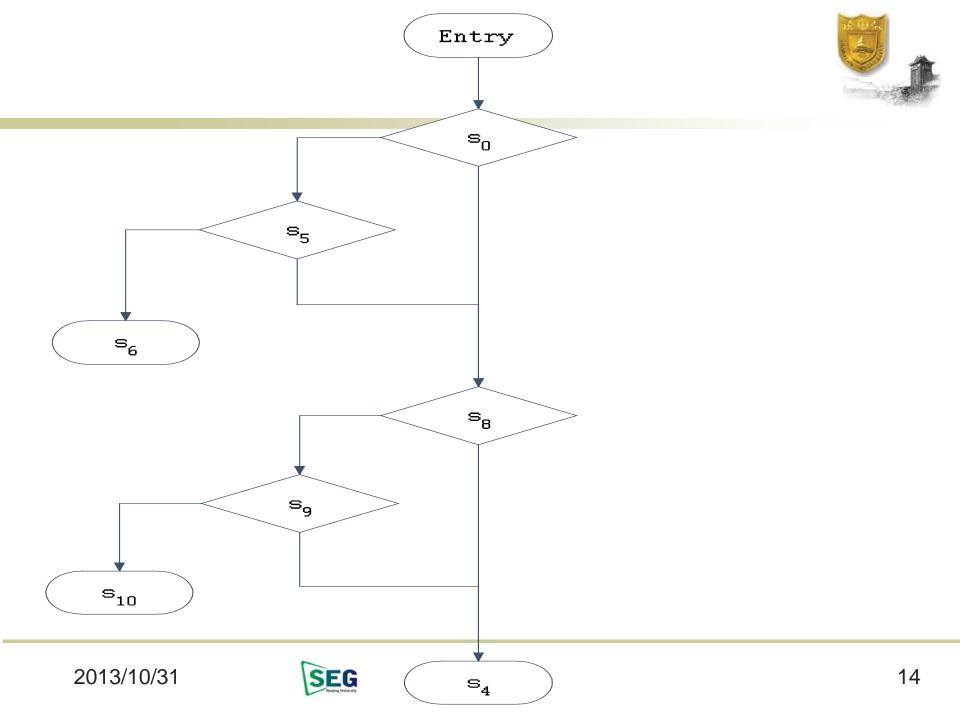


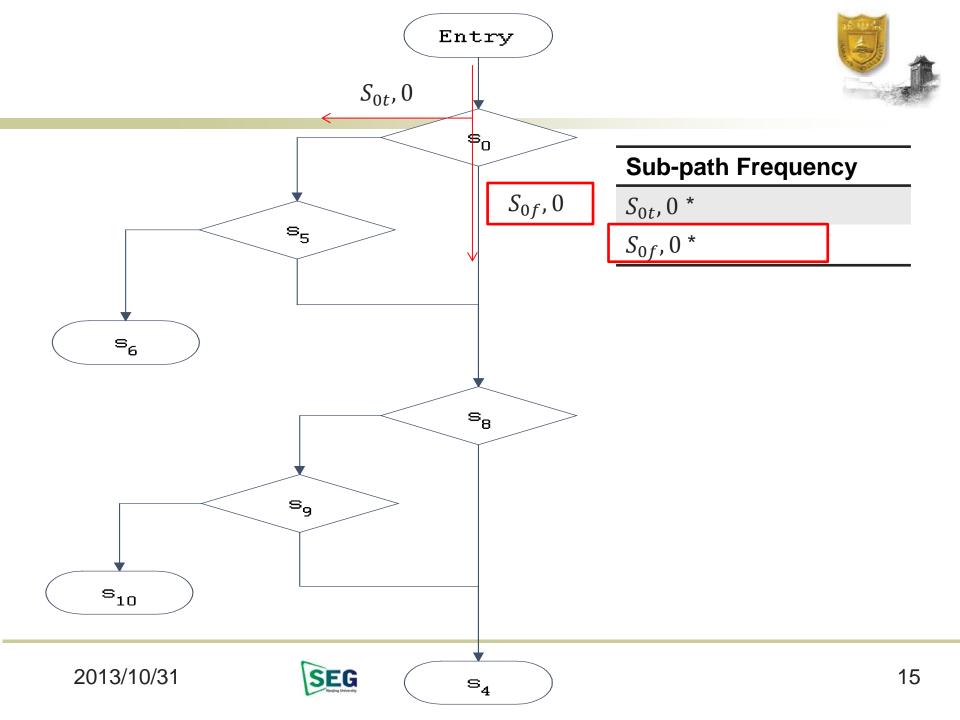
```
main(x, y) {
s_0: if (x > y)
s_1: \mathbf{x} = \mathbf{f}(\mathbf{x});
     \mathbf{else}
s_2: ;
s_3: g (x, y);
s_4: return;
     int f (a) {
s_5: if (a > 0)
s_6: ABORT;
    _{
m else}
s_7: return -a;
```

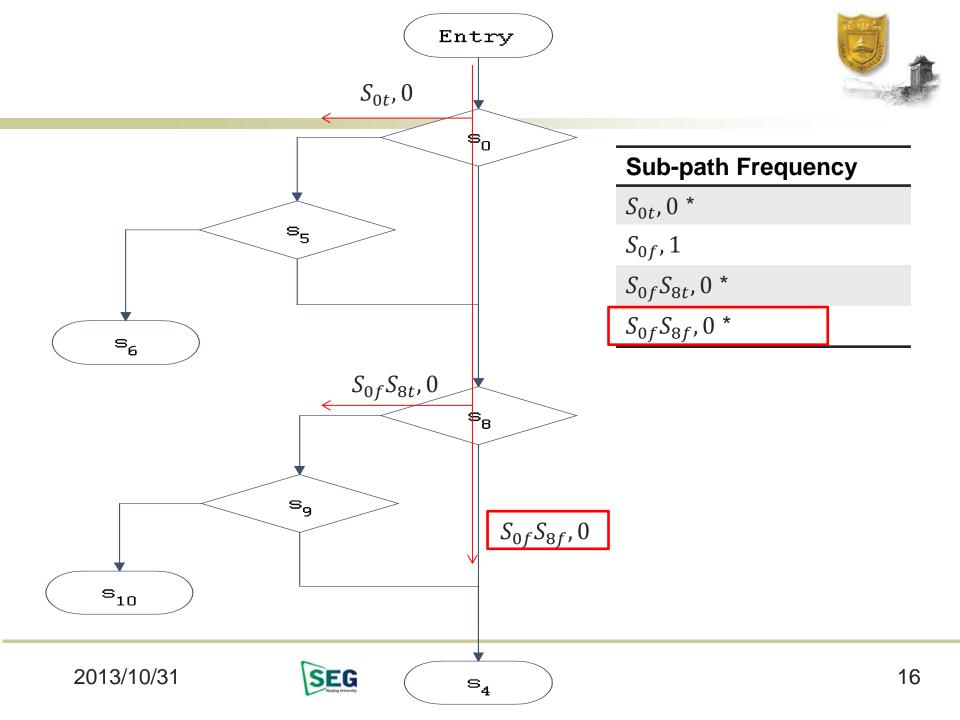
```
g (a, b) {
s_8: if (a == 0)
s_9: if (b == 0)
s_{10}: \overrightarrow{ABORT};
      _{
m else}
s_{11}:
     _{
m else}
s_{12}: print a/b;
s_{13}: return;
```

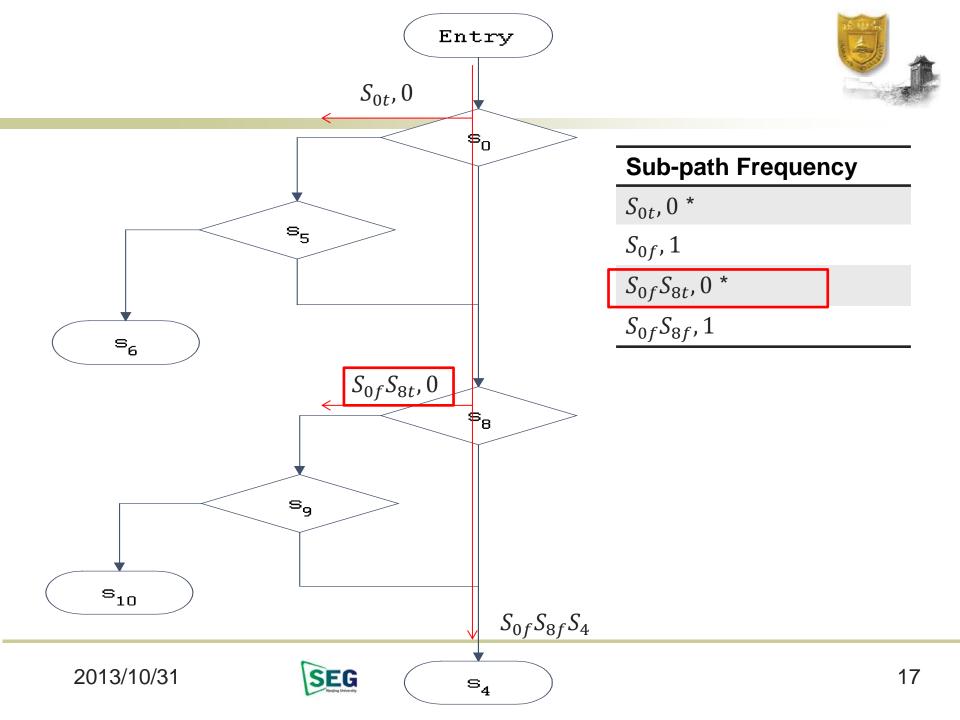


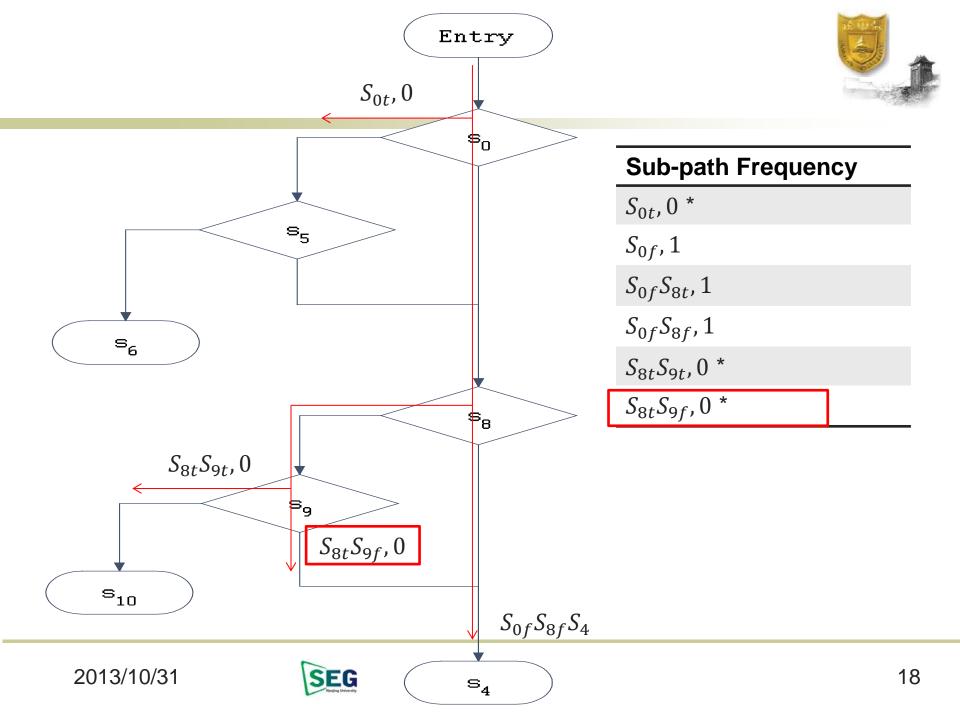


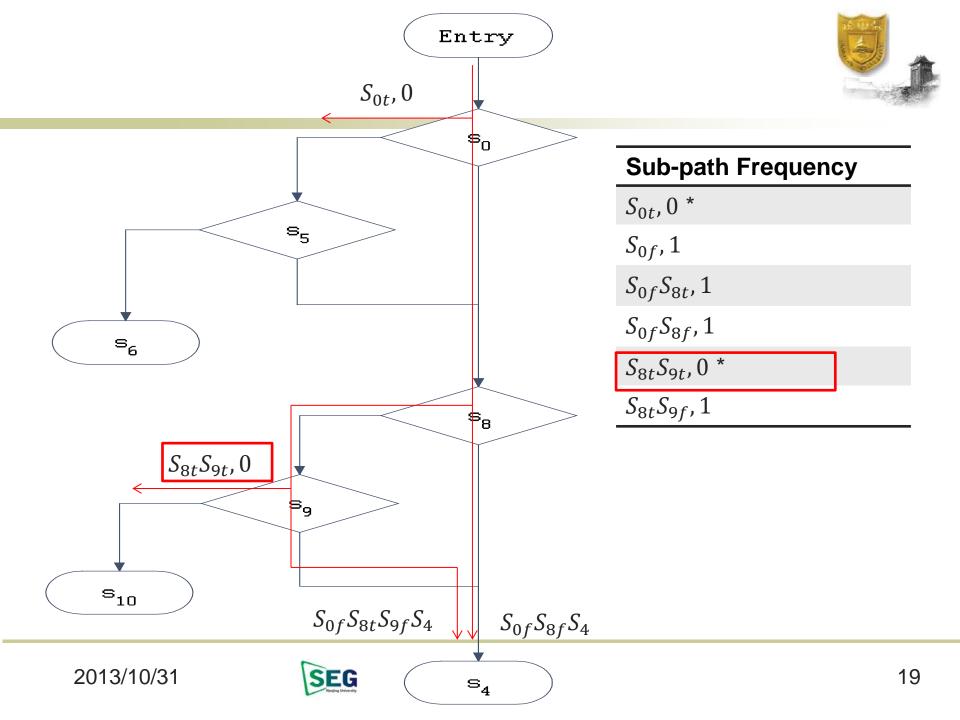


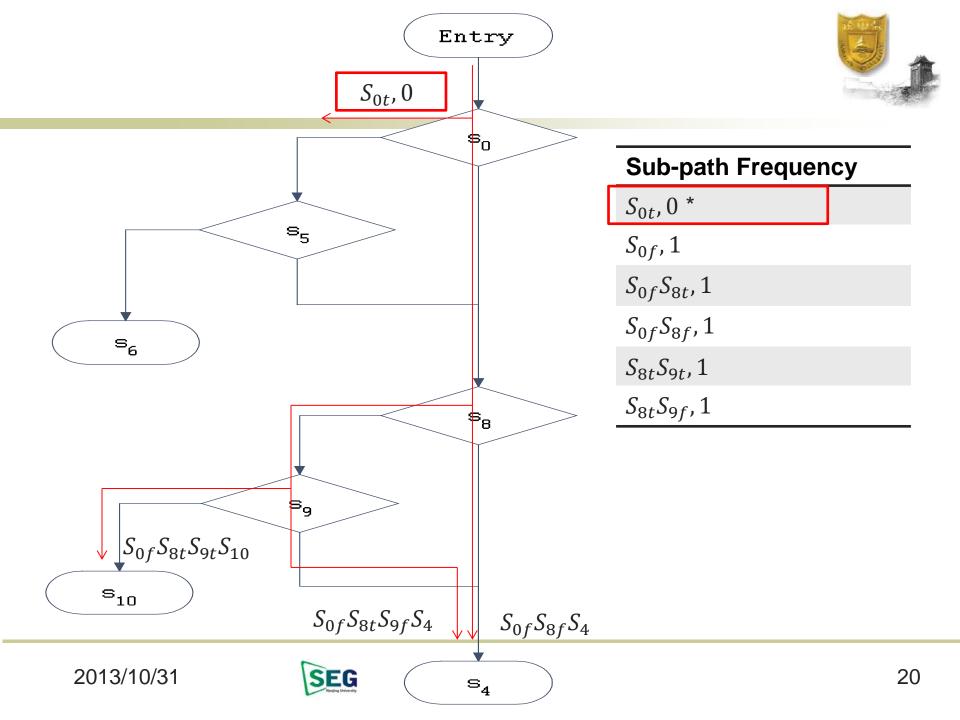


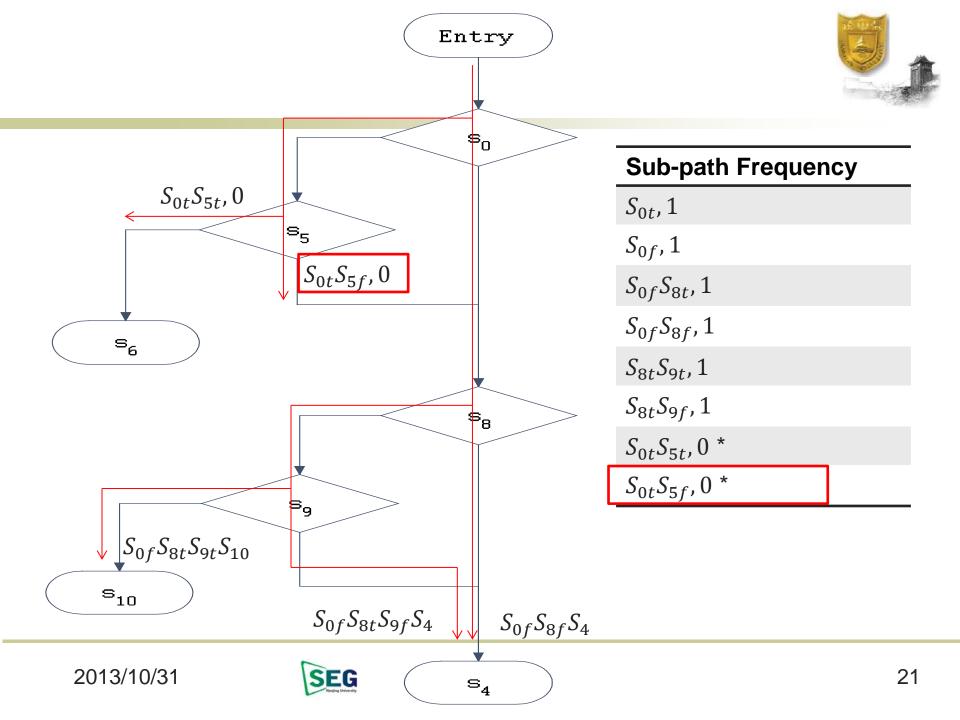


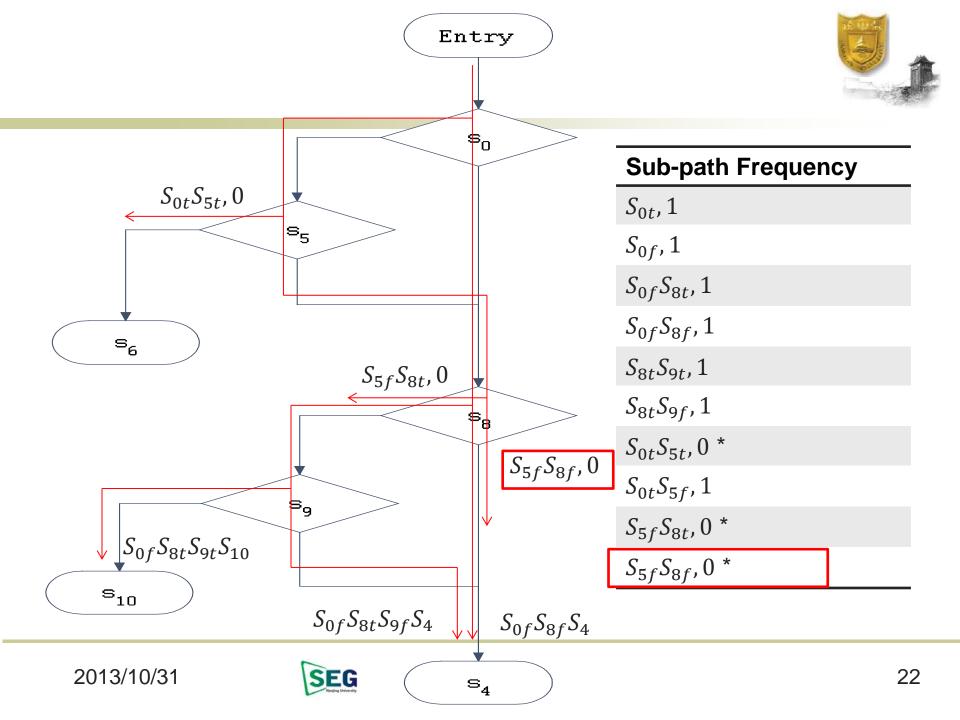


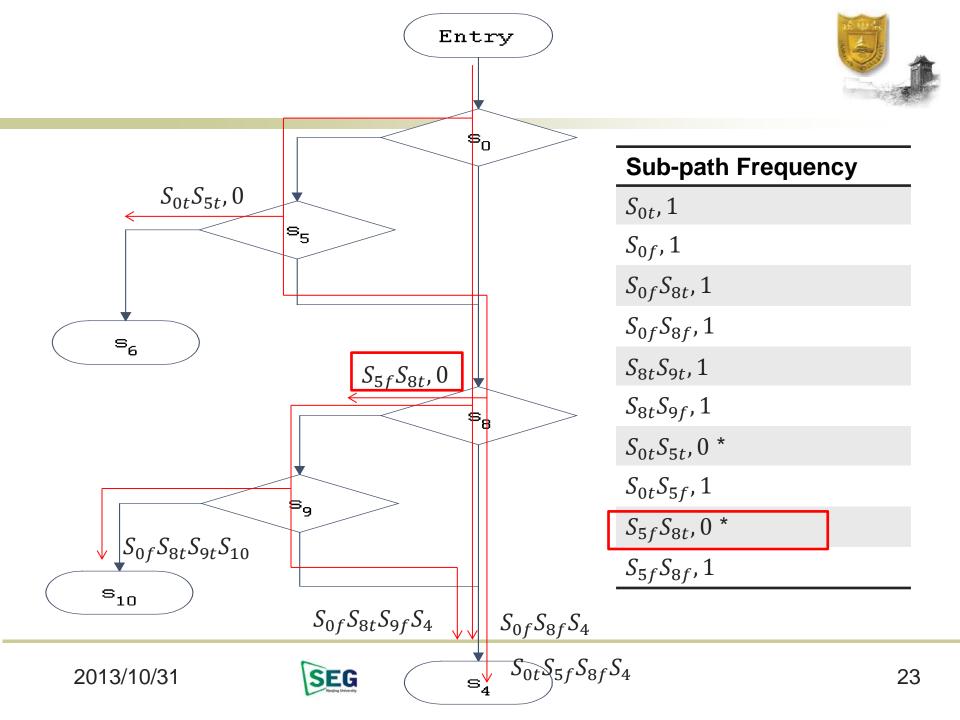


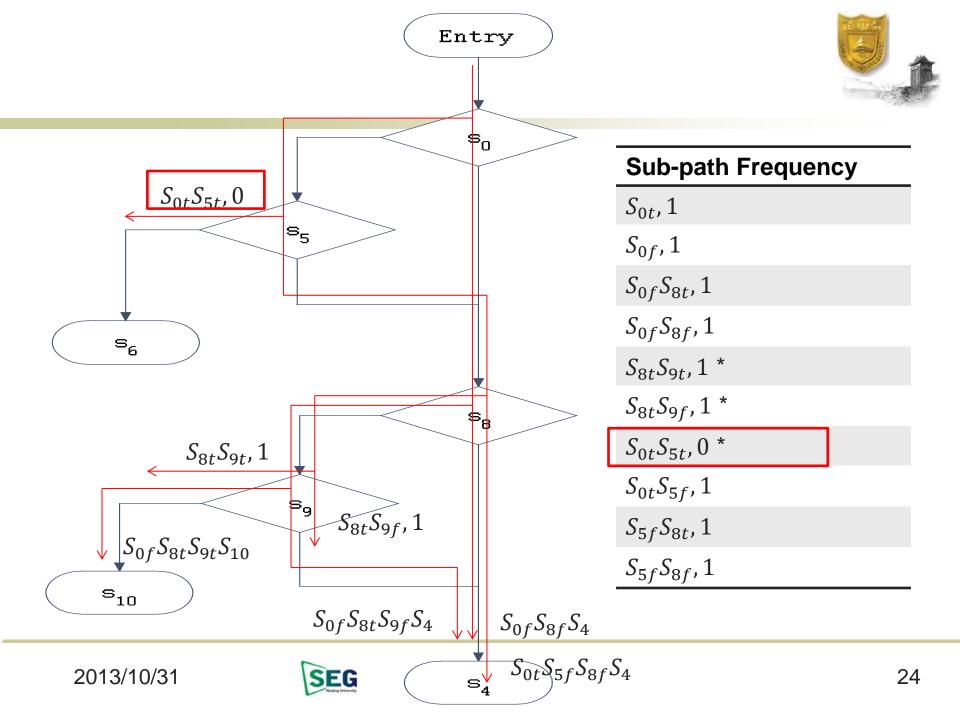


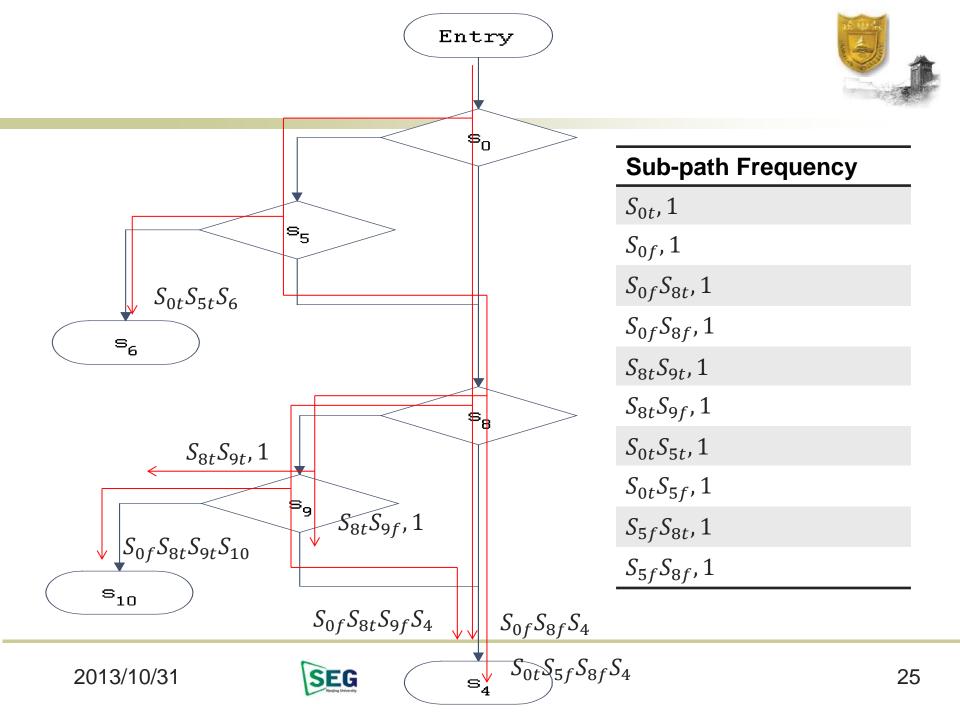












Evaluation: Research Questions



What impact do different choices of n have?

Can they be effectively combined?

How does our strategy compare to existing strategies?

Evaluation Setup



- Implement SGS in KLEE
- Evaluation subjects: GNU core utilities
- Evaluated search strategies
 - Length-n SGS with varying n (n = 1, 2, 4, 8)
 - Existing strategies implemented in KLEE
- Evaluation metrics
 - How well a program is covered?
 - How effective in locating bugs?



KLEE Strategies



- DFS
- Random State
- Random Path
- Non-Uniform Random Selection
 - covnew
 - depth
 - o icnt
 - o md2u



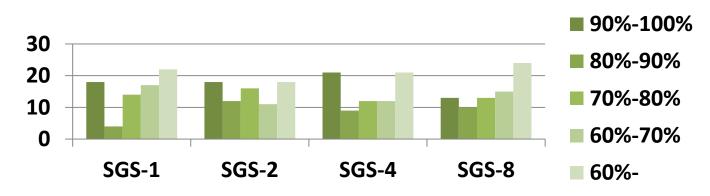
Program Coverage

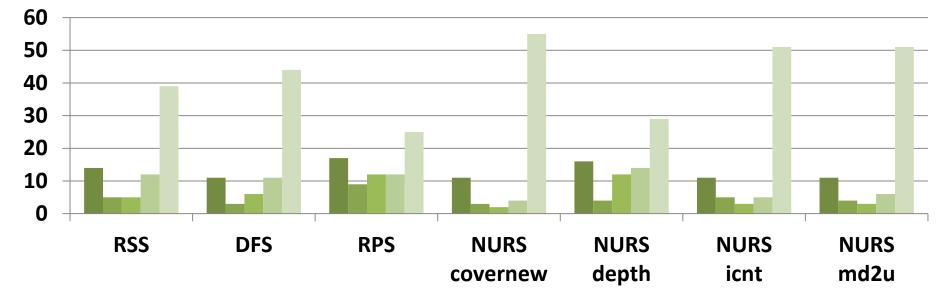


- 75 programs (2K 10K LOC in size)
- Run each strategy for 1 hour
- Output test cases exploring new statements or triggering errors
- Re-execute test cases to measure statement coverage

Coverage Distribution

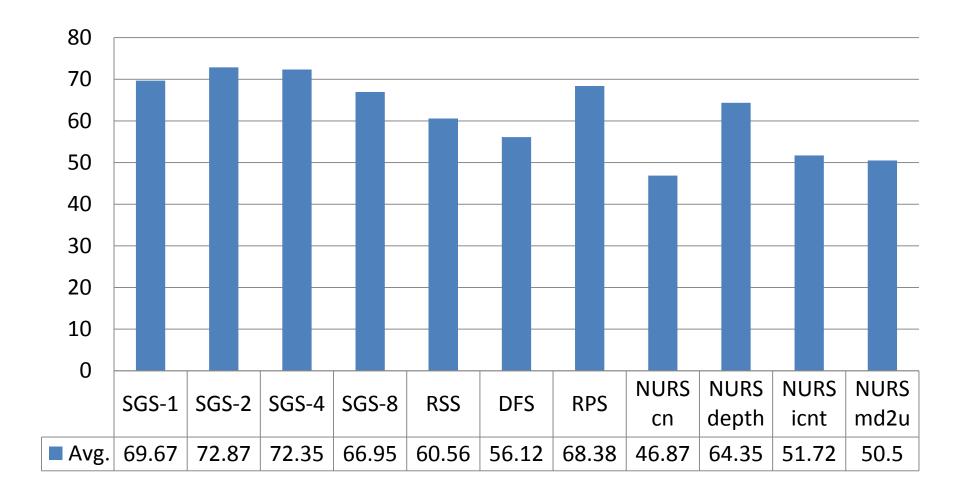






Average Coverage (%)

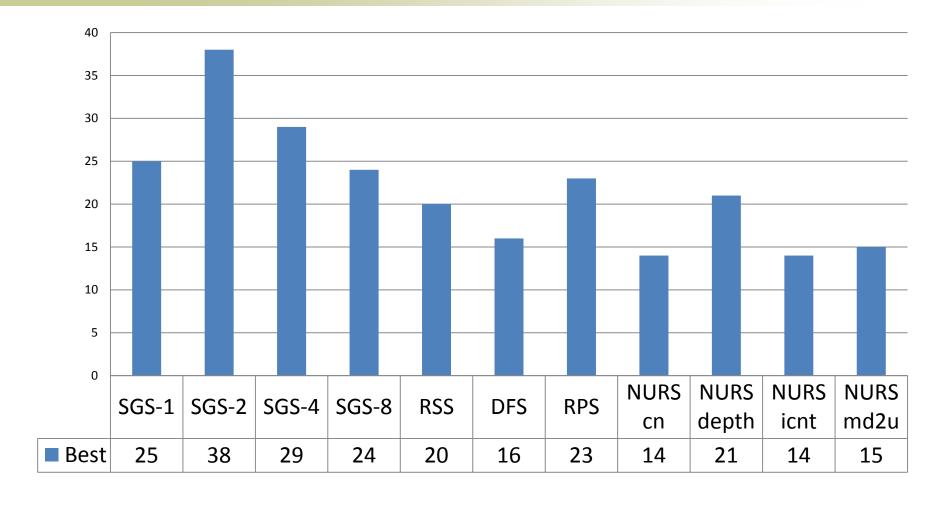






"Best" Counts





Results Recap



- Result 1: SGS yields higher coverage
- Result 2: No uniform best n for SGS

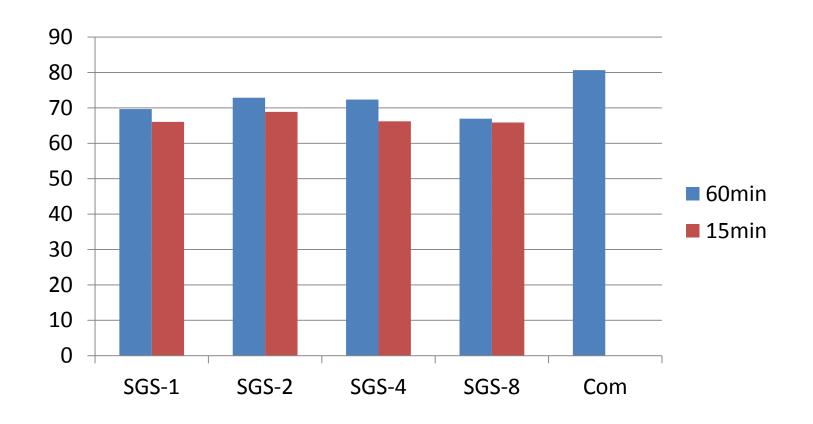
Combined SGS



- Run SGS with length 1, 2, 4, 8 for 15 minutes each
- Combine all the generated test cases

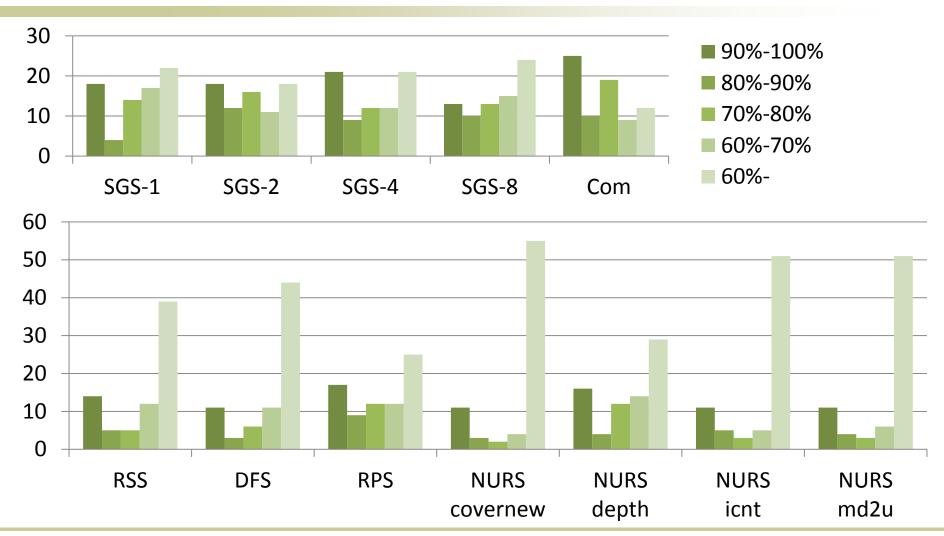
Average Coverage (%)





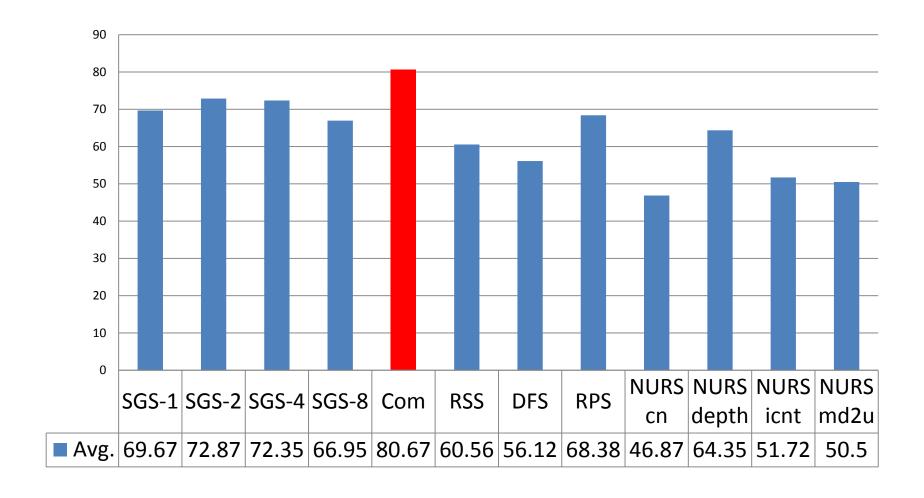
Coverage Distribution





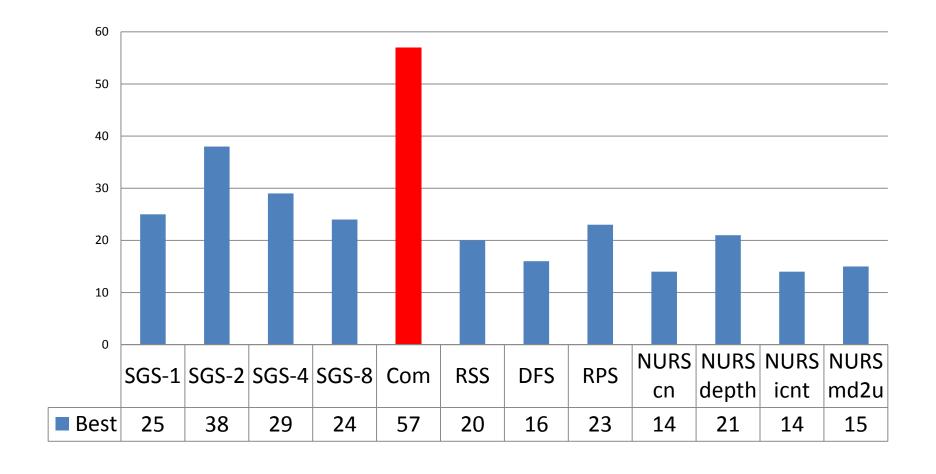
Average Coverage (%)





"Best" Counts





Results Recap



Result 3: Combined SGS performs uniformly the best



Result 4: SGS yields more bug reports

Result 5: SGS has acceptable overhead



Bug Detection: Killing Mutants

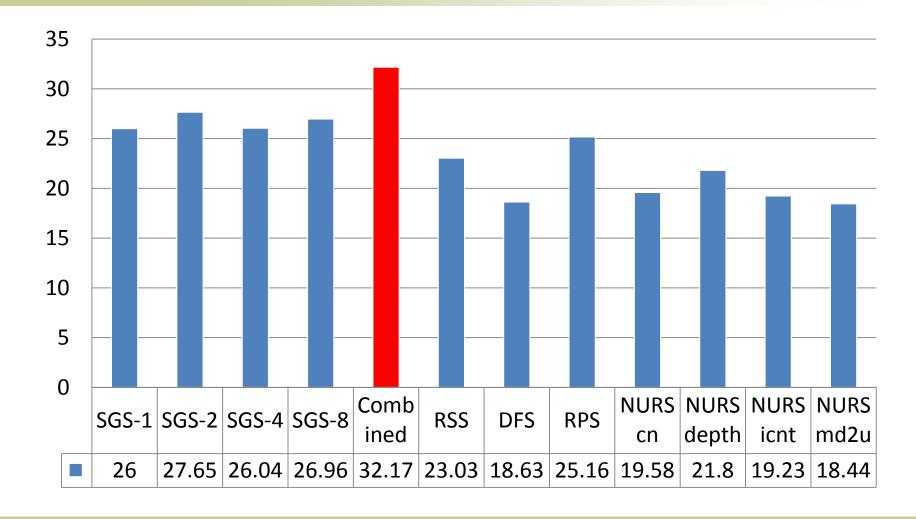


- 40 programs (which produce deterministic output)
- Run each different strategy for 1 hour
- Output all terminated test cases
- Generate mutants of the 40 programs
- Re-execute test cases on both original program and mutants
- Compare their outputs to see if mutants were killed



Average Kill Rate(%)

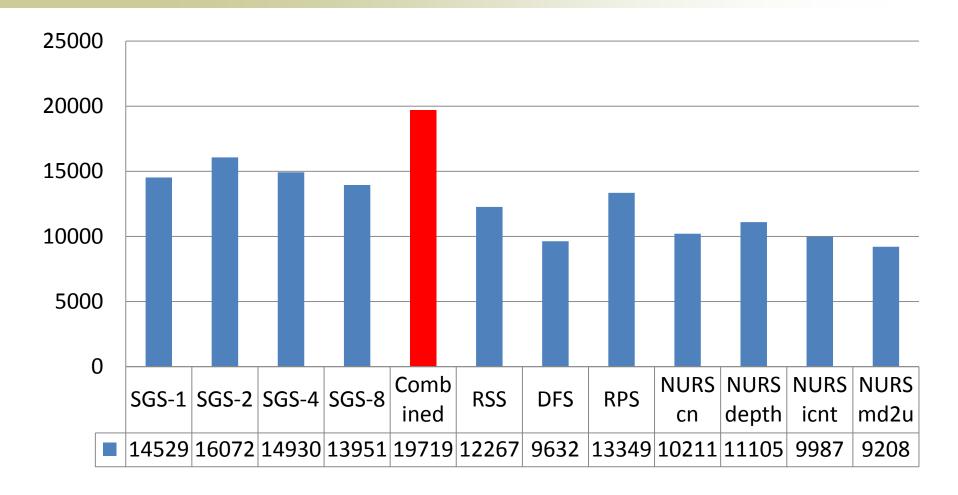






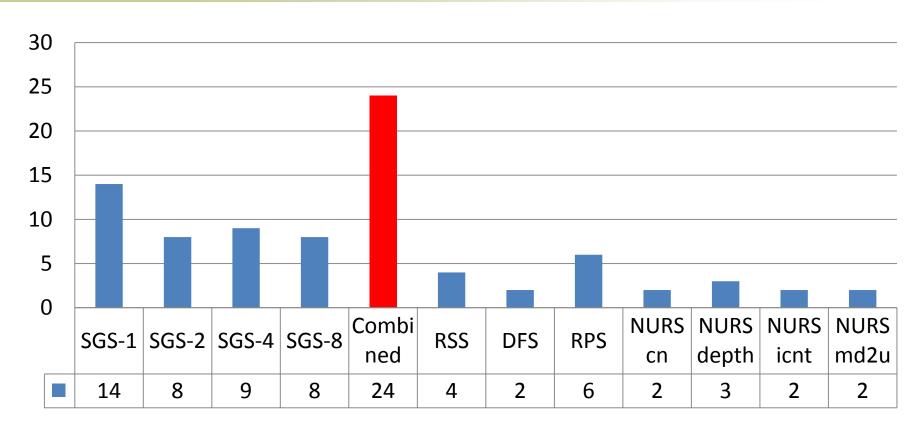
Total Kill Number





"Best" Counts





Result 6: SGS kills more mutants

Impact of Different Length n



- Shorter length => less contextual information
- Longer length => more contextual information
- Combined SGS strikes a good balance
 - Efficiency
 - Effectiveness



Summary



- Introduced length-n path spectra to guide path exploration
 - Uniform, parameterized technique
 - Steering toward less traveled paths
- Implemented in KLEE and extensively evaluated
 - SGS outperforms existing search strategies
 - SGS exhibits different behavior with varying length n
 - Combined SGS performs the best

Thanks!

