# Numerical Program Analysis via Mathematical Execution

#### **Zhendong Su**

ETH Zurich

### **Floating-point code**



Important: bugs can lead to disasters
 Challenging: hard to get right

# Why difficult?

□ FP Math ≠ Real Math
Non-linear relations
Transcendental functions
sin, log, exp,

1 double foo(double x){

3

4

5

6

7

9

}

8 return x;

#### Challenging for all known approaches

## **New perspective: ME**

#### **Analyzing numerical programs**

- Coverage-based testing
- (ρ, φ)
  Boundary value analysis
  Numerical exception detection

**Floating-point constraint solving** 

Mathematical **Execution (ME)** 

**Mathematical optimization (MO)** 

#### input x drives p to satisfy $\phi \leftrightarrow x$ minimizes r

### **FP constraints**

Solving the floating-point constraint  $\pi$ 

$$(SIN(x) = x) \land (x \ge 10^{-10})$$

Satisfiable if x is floating-point

For  $x \in \mathbb{F}$ ,  $SIN(x) = x \Leftrightarrow x \simeq 0$ 

Unsatisfiable if x is real

For  $x \in \mathbb{R}$ ,  $SIN(x) = x \Leftrightarrow x = 0$ 

# Step 1



Simulate  $\pi$  with a floating-point program  ${\bf R}$ 

- $R(x) \ge 0$  for all x
- $R(x) = 0 \Leftrightarrow x \models \pi$





Minimize R as if it is a mathematical function

► Let *x*<sup>\*</sup> be the minimum point

$$\pi$$
 satisfiable  $\Leftrightarrow \mathsf{R}(x^*) = 0$ 

### **Construct R**

Necessary Conditions to meet :

1. 
$$R(x) \ge 0$$
 for all  $x$   
2.  $R(x) = 0 \Leftrightarrow x \models \pi$ 

Constraint $\pi$	Program <b>R</b>
x == y	$(x - y)^2$
$x \leq y$	$x \le y ? 0 : (x - y)^2$
$\pi_1 \wedge \pi_2$	$R_1 + R_2$
$\pi_1 \lor \pi_2$	$R_1 * R_2$
R can be constru	icted from a CNF form

### Minimize R

Unconstrained programming techniques:

- Local optimization
- Monte Carlo Markov Chain (MCMC)
- We use them as black-box
- Do not analyze  $\pi$ ; execute R



# **Theoretical guarantees**

Let R satisfy (1)  $R(x) \ge 0$ , and (2)  $R(x) = 0 \Leftrightarrow x \models \pi$ , and  $x^*$  be a minimum point of R. Then

 $\pi$  satisfiable  $\Leftrightarrow \mathsf{R}(x^*) = 0$ .

#### Threats

- ► Floating-point inaccuracy when calculating with **R**
- Sub-optimal x\*



### XSat & results

- Developed the ME-based XSat tool
- Evaluated against MathSat and Z3
- Used SMT-Comp 2015 FP benchmarks
- Result summary
  - 100% consistent results
  - 700+X faster than MathSat
  - 800+X faster than Z3

### Generalizations

Coverage-based testing of FP code

Boundary value analysis

□FP exception detection

Path divergence detection

### **Coverage-based testing**

### Goal

To generate test inputs to cover all branches of a program like this:

- pointer operations: &, \*
- type casting: (int\*), (unsigned)
- bit operations ^, &, >>
- floating-point comparison

```
double __ieee754_fmod(double x, double y){
 Zero[] = \{0.0, -0.0,\};
  hx = *(1+(int*)\&x);
  lx = *(int*)\delta x;
  hy = *(1+(int*)\&y);
  ly = *(int*) \& y;
  sx = hx \& 0x 8000000;
  hx ^=sx;
  hy &= 0x7ffffff;
  if((hy|ly)==0||(hx>=0x7ff00000)||
     ((hy|((ly|-ly)>>31))>0x7ff00000))
    return (x*y)/(x*y);
  if(hx<=hy) {
    if((hx<hy)||(lx<ly)) return x;</pre>
    if(lx==ly)
      return Zero[(unsigned)sx>>31];
}
  if(hx<0x00100000) {
   if(hx==0) {
```

#### State-of-the-art & Challenges

#### Symbolic execution

- Path explosion
- Constraint solving

#### **Search-based testing**

- Fitness function
- Search strategies

#### Our approach

- No path issues
- No need to solve

constraints

Effective for FP

programs

### **Our approach**



Step 1: Derive a program F00\_R from F00 s.t.
F00\_R(x) ≥ 0 for all x, and
F00\_R(x) = 0 ⇔ x covers a new branch
Step 2: Repeatedly minimize F00\_R until > 0





#### F00\_I: Instrumented program





#### **F00\_R: Representing function**

double F00\_R(double x) {

}

 $r = 1; F00_I(x); return r;$ 

Generated test inputs

*X*: A set of  $FOO_R$ 's global minimum points, which saturates (therefore covers) all branches of FOO

#### Example

Generate an input set to cover  $\{0_T, 0_F, 1_T, 1_F\}$ 



#### Step 1: Construct F00\_R

covered at $I_i$	$pen(l_i, op, a, b)$
Ø	0
{ <i>i</i> <sub>F</sub> }	R <sub>a op b</sub>
$\{i_T\}$	$R_{\neg(a \ op \ b)}$
$\{i_T, i_F\}$	r

- r: global variable
- FOO\_R:  $x \rightarrow r$
- $R_{a op b}$ : Branch distance



#### **Branch distance** $R_{a op b}$

A helper function to quantify how far a and b are from attaining branch *a op b*.

$$R_{a==b}$$
 defined as  $(a-b)^2$   
 $R_{a\geq b}$  defined as  $(a\geq b)$  ?  $0: (a-b)^2$ 

covered at $I_i$	$pen(l_i, op, a, b)$
Ø	0
{ <i>i</i> <sub>F</sub> }	R <sub>a op b</sub>
$\{i_T\}$	$R_{\neg(a \ op \ b)}$
$\{i_T, i_F\}$	r

- No branch is covered
- Any input is a minimum point
- Assume  $x^* = 0.7$



covered at $I_i$	$pen(l_i, op, a, b)$
Ø	0
{ <i>i</i> <sub>F</sub> }	R <sub>a op b</sub>
$\{i_T\}$	$R_{\neg(a \ op \ b)}$
$\{i_T, i_F\}$	r

- $1_F, 0_T$  are covered
- F00\_R attains minimum at -3 or 2
- Assume  $x^* = -3$



covered at $I_i$	$pen(l_i, op, a, b)$
Ø	0
{ <i>i</i> <sub>F</sub> }	R <sub>a op b</sub>
$\{i_T\}$	$R_{\neg(a \ op \ b)}$
$\{i_T, i_F\}$	r

- $1_F, 1_T, 0_T$  are covered
- F00\_R attains minimum at  $\geq 1$
- Assume  $x^* = 5.1$



covered at $I_i$	$pen(l_i, op, a, b)$
Ø	0
{ <i>i</i> <sub>F</sub> }	R <sub>a op b</sub>
$\{i_T\}$	$R_{\neg(a \ op \ b)}$
$\{i_T, i_F\}$	r

- All branches are covered
- $\forall x, FOO_R(x) = 1$
- Termination



### **Our implementation CoverMe**





### **Experiments**

#### Benchmarks: Fdlibm

- Sun's math library
- Reference for Java SE 8's math library
- Used in Matlab, JavaScript and Android
- Heavy on branches (max=114, avg=23)



CoverMe covers

- $\approx$  90% branches in 7 seconds
- $\approx$  18% more branches than AFL with 1/10 time
- $\approx$  40% more branches than Austin with speedups of several orders of magnitudes

# ME in the long run

Offers a new general analysis paradigm

Complements existing approaches

Random concrete execution (CE)

Symbolic execution (SE)

Abstract execution (AE)

## **New perspective: ME**

#### **Analyzing numerical programs**

- Coverage-based testing
- (ρ, φ)
  Boundary value analysis
  Numerical exception detection

**Floating-point constraint solving** 

Mathematical **Execution (ME)** 

**Mathematical optimization (MO)** 

#### input x drives p to satisfy $\phi \leftrightarrow x$ minimizes r