## Learning to Explore Paths for Symbolic Execution

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@ ACM CCS 2021

### Symbolic Execution

#### A powerful technique widely adopted in security



Can be used to generate "good" tests



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### Path Exploration and Explosion



**Coverage Objective of Symbolic Execution:** 

 $\underset{tests}{\arg\max} \frac{|\bigcup_{t \in tests} \text{coverage}(t)|}{totalTime}$ 

**Path Explosion:** 

#states is exponential in #branches
#states explodes at deep branches

e.g., 10k-100k states for coreutils

Candidate States:  $a_0 b_0 c_0 d_0 e_0$ 

Tests Generated:

 $a_0 - b_0 - e_0$ 

Need a Good Strategy to Select Promising States!

#### State Selection Strategies

State Selection Strategies:

(can be deterministic or probabilistic)



The Ideal State Selection Strategy?

**Coverage Objective of Symbolic Execution:**  $\arg \max_{tests} \frac{|\bigcup_{t \in tests} \operatorname{coverage}(t)|}{totalTime}$ **Selection with an Ideal Reward Function:**  $\operatorname{reward}(s) = \frac{|\bigcup_{t \in testsFrom(s)} \operatorname{coverage}(t)|}{\sum_{d \in \text{statesFrom}(s)} \operatorname{stateTime}(d)}$ 

Cannot Calculate testsFrom and statesFrom!

### **Existing State Selection Heuristics**

**Existing Heuristics:** select states based on certain property of the states. Often get stuck in program parts favoring the property but fail to explore other parts



**Expectation for Learning:** an adaptive strategy subsuming individual heuristics

#### Learch: our Learned Strategy



Icons made by <u>Kiranshastry</u> from <u>www.flaticon.com</u> 5

### Learch: Line Coverage on coreutils



#### Learch: UBSan Violations on coreutils



#### Obtaining a Supervised Dataset

a b c f f

	States				Cov		Ne	NewCov	
I	$a_0-c_0-f_0-g_0$				a, c, f, g		a, c	a, c, f, g	
2	$a_0-c_0-f_0-c_1-f_1-g_1$				a, c, f, g		Ø		
3	$a_0-b_0-d_0$			a, b, d		b, d			
a <sub>0</sub>	<b>c</b> <sub>0</sub>	$f_0$	<b>g</b> 0	cı	f <sub>l</sub>	gı	b <sub>0</sub>	$d_0$	
I	2	2	2	Ι	Ι	2	2	2	
Time Spent by Each State									



#### Obtaining a Supervised Dataset



State	Time	TotalCov	TotalTime	Reward
a <sub>0</sub>	I.	6	15	0.4
<b>c</b> <sub>0</sub>	2	4	10	0.4
f <sub>0</sub>	2	4	8	0.5
<b>8</b> 0	2	4	2	2
CI	Ι	0	4	0
fı	Ι	0	3	0
gı	2	0	2	0
b <sub>0</sub>	2	2	4	0.5
d <sub>0</sub>	2	2	2	I

### Obtaining a Supervised Dataset

Procedure genData

Input: a set of training programs a set of strategies

**Output:** a supervised dataset 😂



### Final Iterative Learning Algorithm

**Iteration I:** 

**Manual Heuristics** 



### Final Iterative Learning Algorithm



#### Instantiation Learch on KLEE

Features: stack, successor, testCase, coverage, constraint, depth, cpicnt, icnt, covNew, subpath

**UBSan Violations:** Integer overflow, oversized shift, out-ofbound array reads/writes, pointer overflow, null deference

Run 4 learned strategies, each taking a quarter of the total time limit, and combine all generated tests

#### Evaluation: Line Coverage (8h runs)



#### Evaluation: UBSan Violations (8h run)



#### 46 reports to developers, 13 confirmed, 11 fixed

### Evaluation: Seeding AFL (8h runs)

#### **Discovering Paths**

objcopy		readelf	make	sqlite	
sgs	<b>2489</b>	nurs:depth 433	rps <b>5582</b>	sgs <b>4243</b>	
Learch	2882	Learch 453	Learch <b>5689</b>	Learch <b>4364</b>	

#### **Detecting UBSan Violations**



# Evaluation: Design Choices (Ih runs)

Line Coverage

**UBS**an Violations

#### **566 566 560 563 618**

4 individual strategies

Learch

## 7 |757093884 individual strategiesLearch

517	<b>541</b>	618	62	70	88
linear	rnn	Learch	linear	rnn	Learch



