

# Boosted Symbolic Execution for Software Reliability and Security

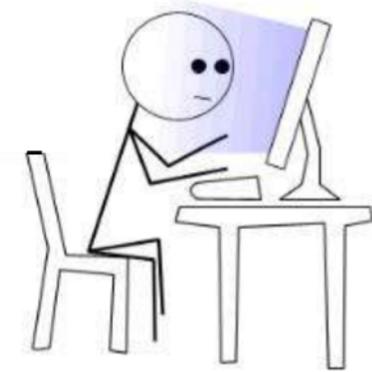
Qualifying Exam by Haoxin TU

- Background
  - What are software **reliability** and **security**?
  - What is **symbolic execution**? Why we need it?
  - Different **types** of symbolic execution
- Main **challenges** in symbolic execution
- Related work
  - Towards **boosting** symbolic execution
  - Towards improving **reliability** of software
    - Symbolic execution for structured test-case generation
  - Towards improving **security** of software
    - Symbolic execution for vulnerability detection
    - Symbolic execution for automatic exploit generation
  - Research gaps
- Research plans and ongoing work
- Conclusion

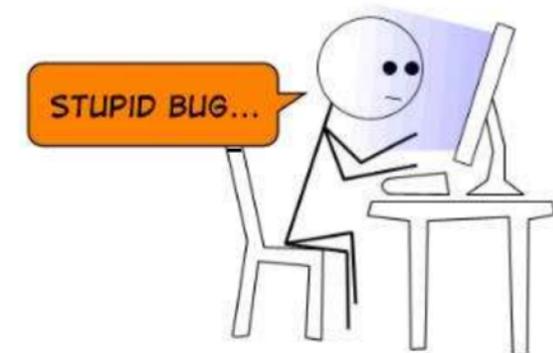
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# Background: software is everywhere

Programs are still written by humans,  
and will be written by humans



To Err is Human → Software Bugs



# Background: bugs are always terrible



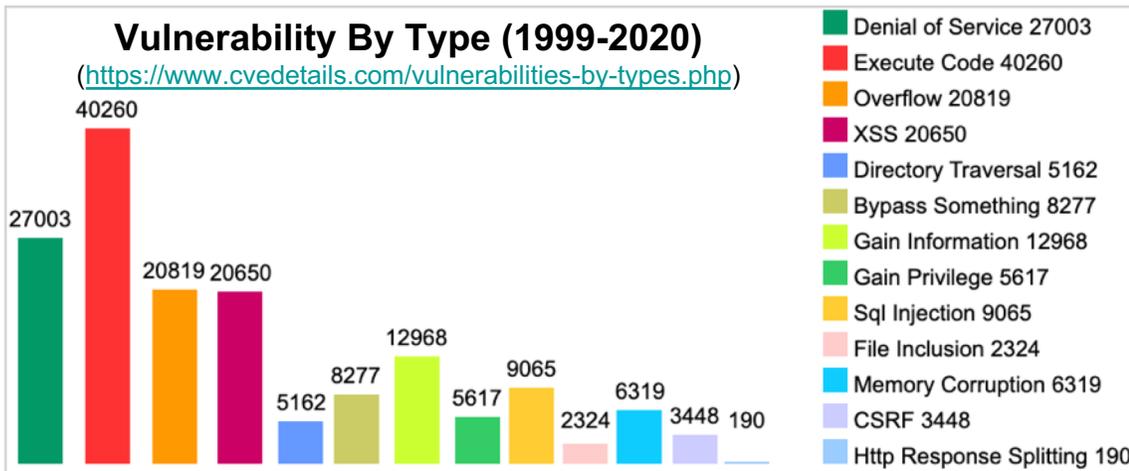
Your PC ran into a problem and needs to restart. We're just collecting some error info, and then we'll restart for you. (0% complete)

A crash



Even worse ...

Security flaws



In short, bugs degrade **reliability** and **security** of software!

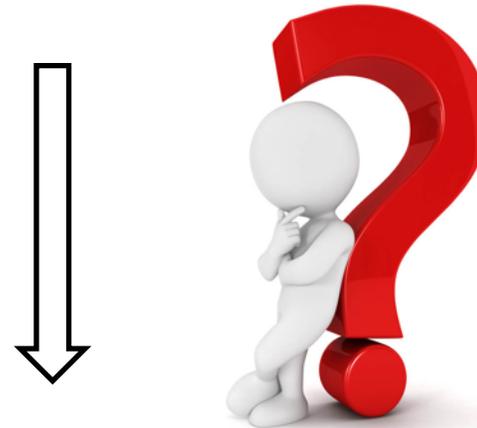
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# Background: reliability

## □ What is software **reliability**?

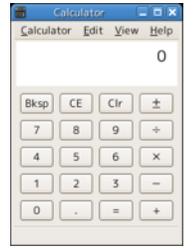
- The extent to which software performs intended functions without a **failure (bug)**

A **failure (bug)** is always triggered by an **input**



35231+15200-2055  
45\*11112121

...



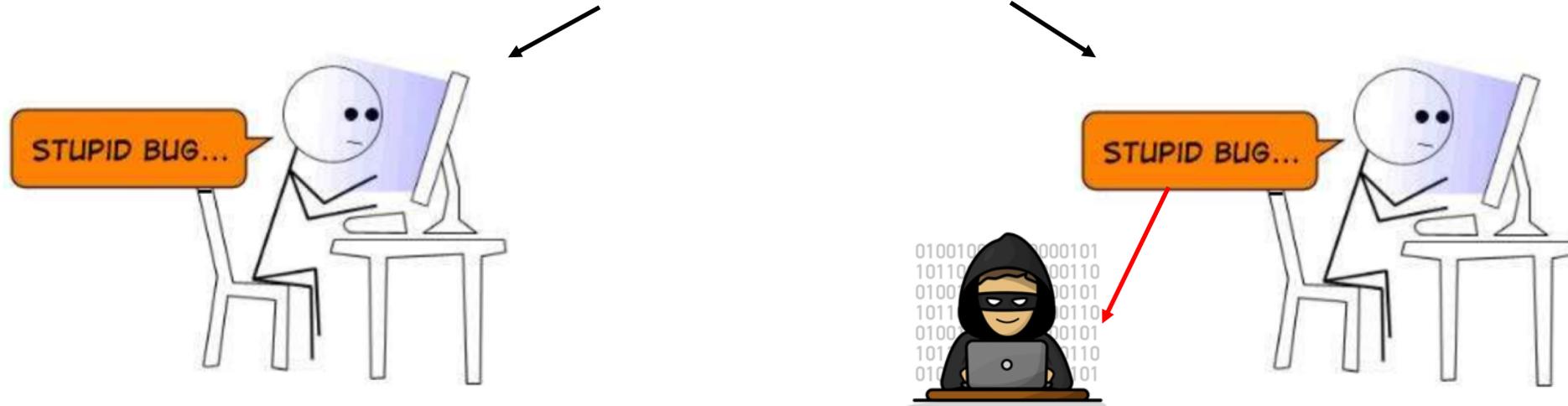
What kinds of **inputs** should we generate to trigger **bugs**?  
(Depends on different types of software under test)

# Background: security

## ❑ What is software **security**?

- The extent to which software **continue** to function correctly under **malicious attacks**

## From improving software **reliability** to **security**



- Find bugs

- Find **important** bugs and prove them
- (An exploitable bug == A vulnerability)

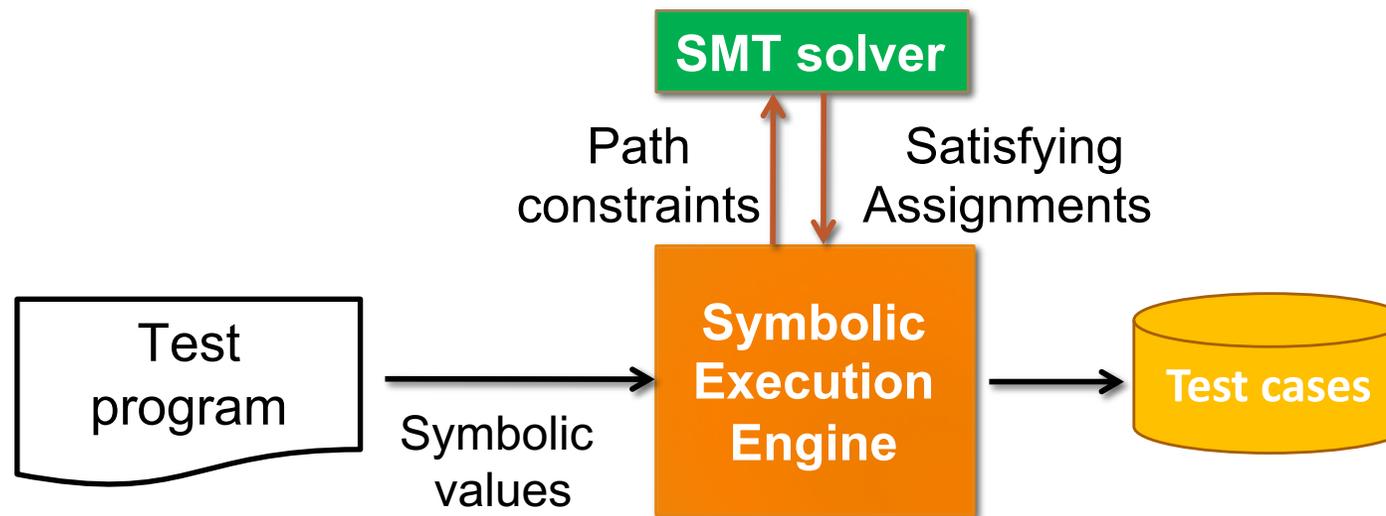
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# Background: symbolic execution (1/4)

## □ What is symbolic execution?

- Proposed in 1976\*, one of the most popular program analysis techniques, which scales for many **software testing** and **computer security** applications

## • Key idea

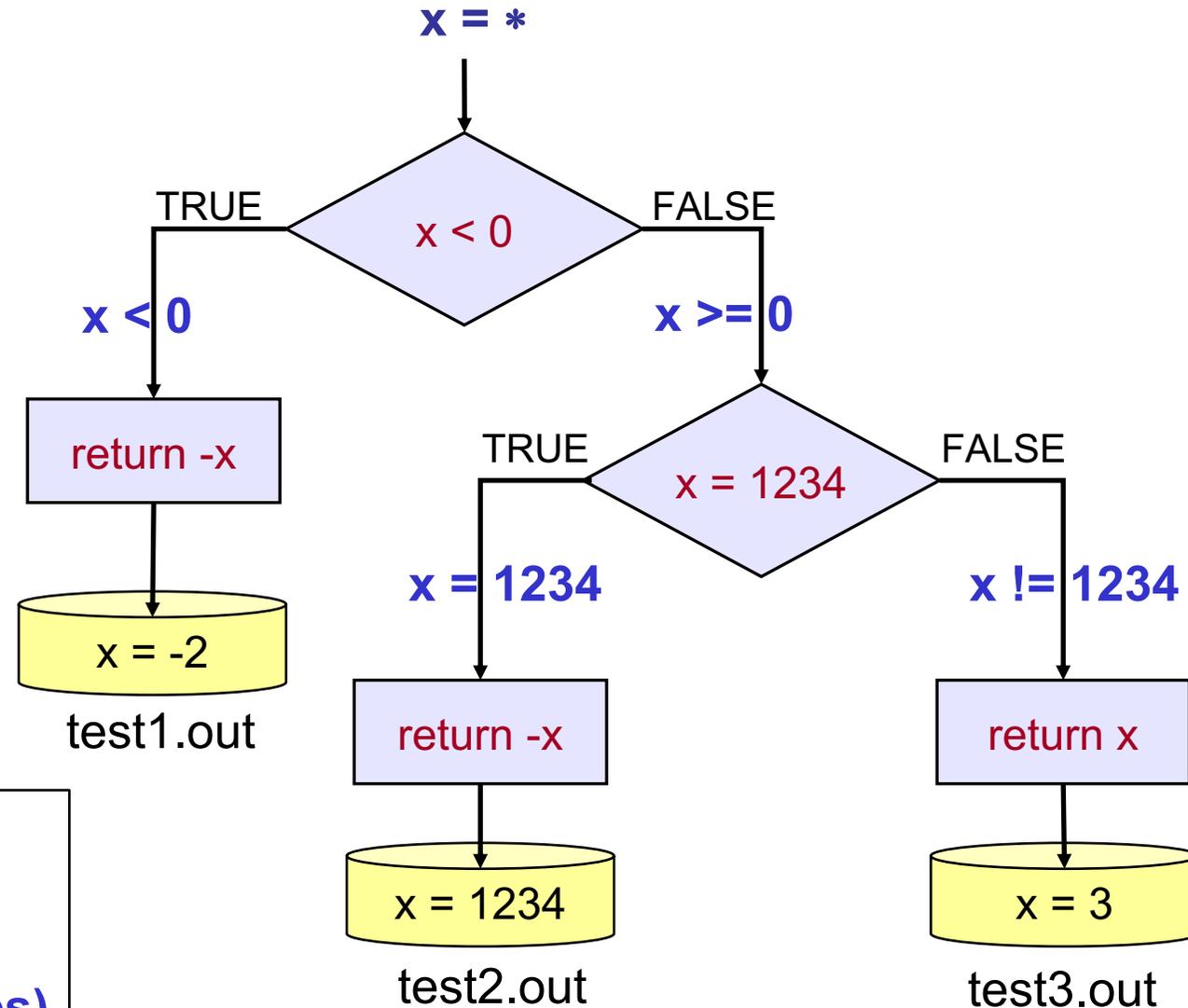


**Symbolic Execution** (referred to as **SE**)

# Background: symbolic execution (2/4)

## □ A toy example

```
int bad_abs(int x)
{
  if (x < 0)
    return -x;
  if (x == 1234)
    return -x;
  return x;
}
```



$x < 0;$   
 $x \geq 0 \ \&\& \ x = 1234;$   
 $x \geq 0 \ \&\& \ x \neq 1234;$   
(path constraints)

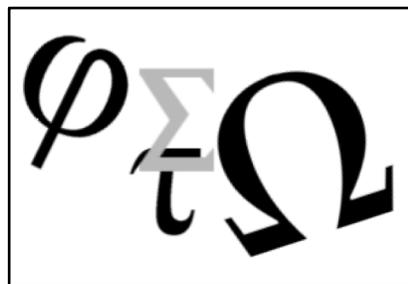


test1.out  
test2.out  
test3.out  
(test cases)

# Background: symbolic execution (3/4)

## □ How could that work?

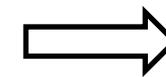
- Execute the program with symbolic inputs
- Represent *equivalent execution paths* with *path constraints*
- **Solve path constraints** to obtain one representative input that exercises the program to go down that specific path



Path constraints



Constraint Solver

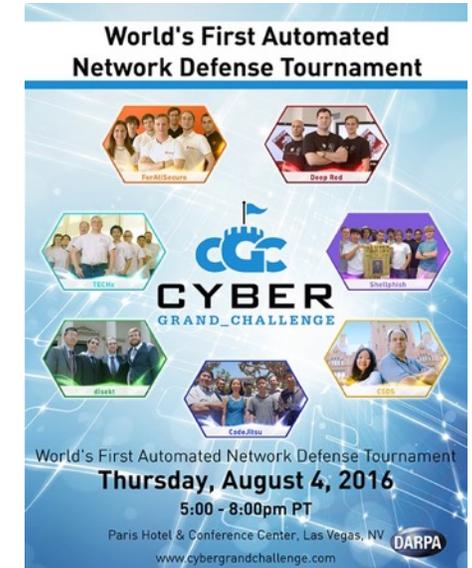


**Worked!**

# Background: symbolic execution (4/4)

## □ Why we need it?

- **Reason 1 : Software is unreliable and unsecure**
  - Advanced software testing and verification approaches should be used
- **Reason 2 : Symbolic execution is a promising approach**
  - Has been used in many domains
    - high-coverage test generation, automated debugging, automated program repair, exploit generation, wireless sensor networks, online gaming, ...
  - Has been used in many program languages
    - C/C++, C#, Java, Python, JavaScript, .Net, Ruby, ...



<https://www.darpa.mil/news-events/cyber-grandchallenge>

- **Milestone: DARPA Cyber Grand Challenge (CGC)**
- **Ability** of each team:
  - Automatic **vulnerability finding, patching, and exploit generation** at run-time

**Symbolic execution** is an integral part in the approaches of **TOP 3** winning teams!

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# Background: types of SE (1/3)

## □ Static SE and dynamic SE

### • **Static (classic SE)**

- Fully symbolic execution

### • **Practical issue:**

- Constraint solver limitations
  - dealing with complex path constraints

### • **Dynamic (modern SE)**

- Mix **concrete** and **symbolic** execution
- Also called **concolic** execution

### • **Benefits:**

- More effective
- More practical

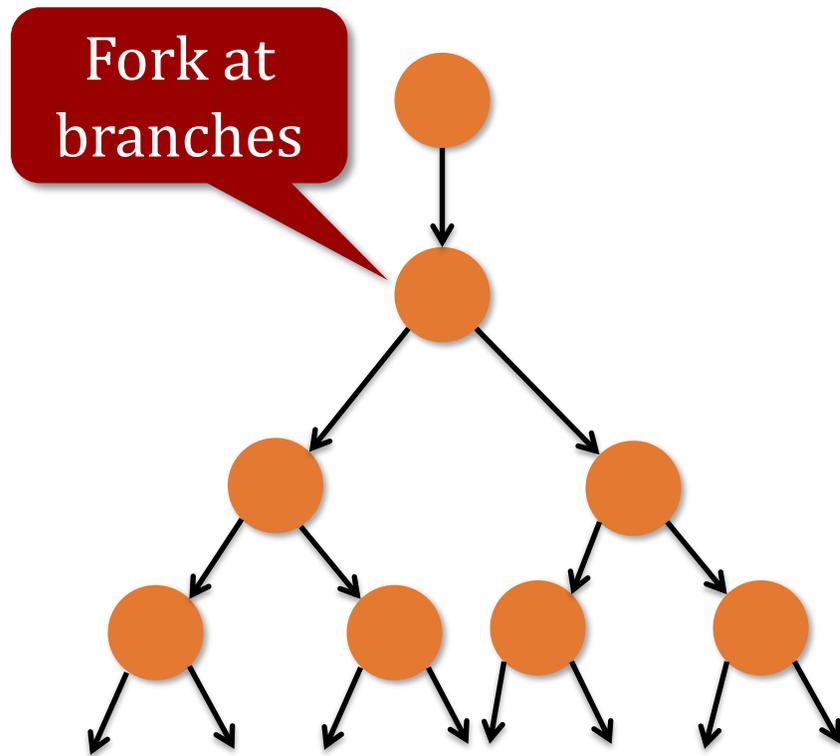


**The ability of constraint solver improved greatly!**

# Background: types of SE (2/3)

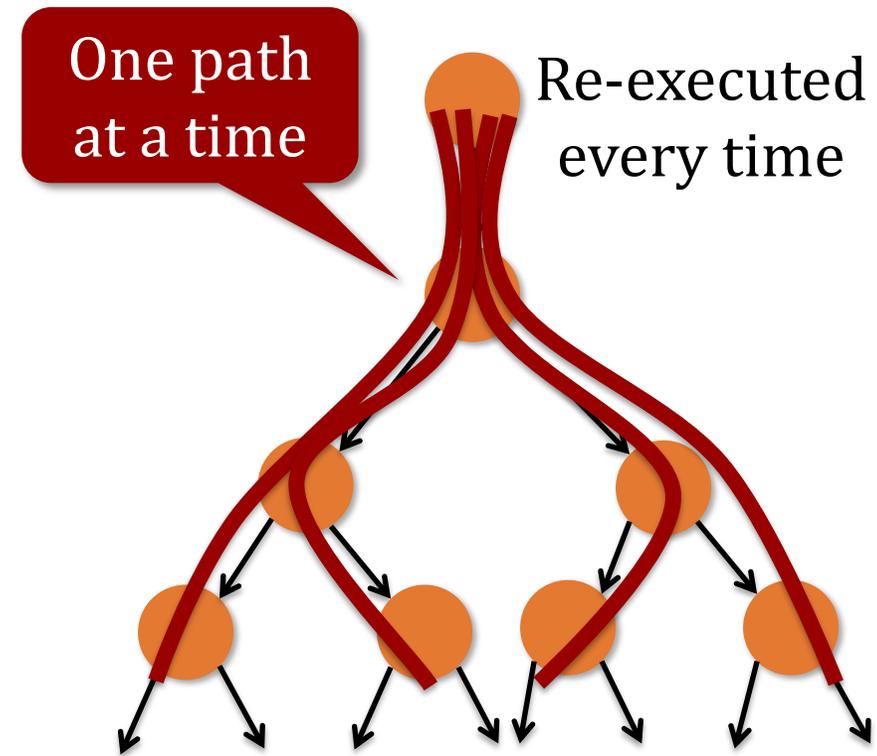
- Online SE and Offline SE

## Online



- Main issue: **Hit Resource Cap**

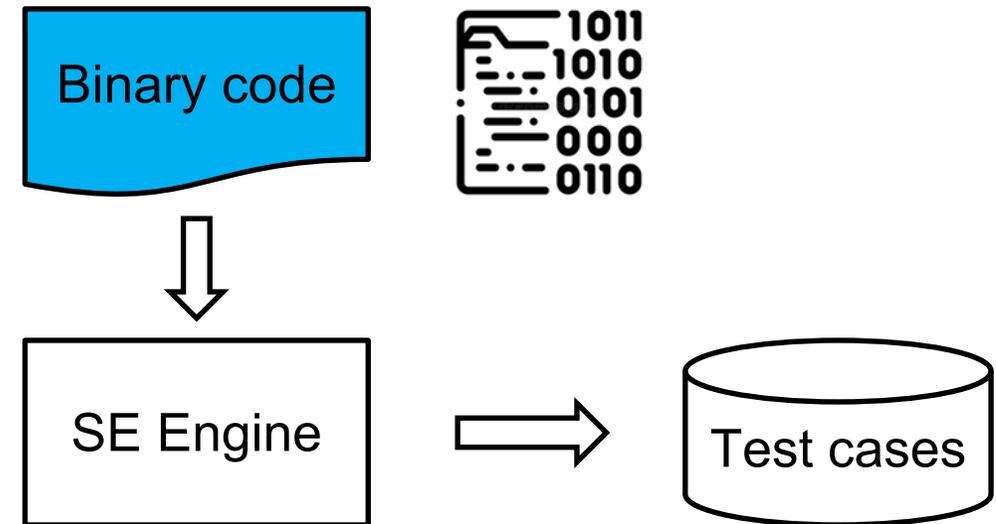
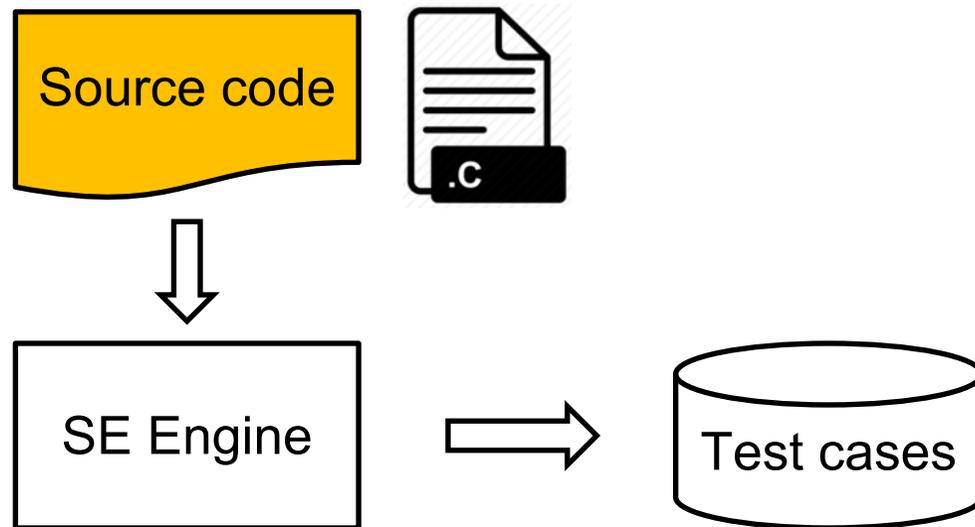
## Offline



- Main issue: **Inefficient**

# Background: types of SE (3/3)

- Source code-based SE and binary-based SE



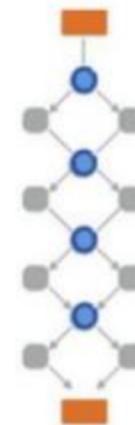
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# Main challenges: path explosion (1/5)

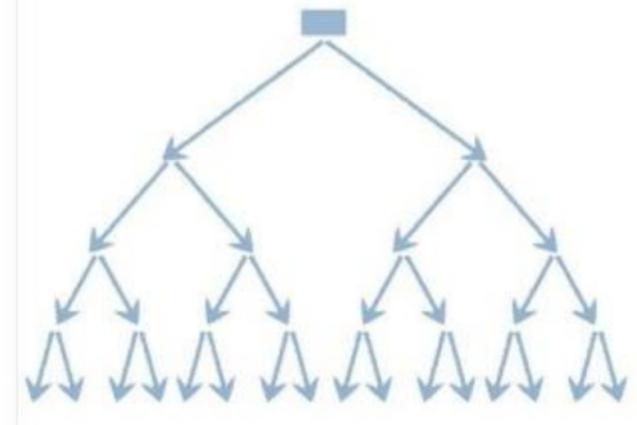
## □ How does symbolic execution deal with path explosion?

```
void process(char input[3]) {  
    int counter = 0;  
    if (input[0] == 'a') counter++;  
    if (input[1] == 'b') counter++;  
    if (input[2] == 'c') counter++;  
    if (counter >= 3) success();  
    error();  
}
```

- Exponentially many execution paths



4 conditional nodes



16 ( $2^4$ ) execution paths

## • Possible solutions

1. Random search (DFS and BFS)
2. Coverage-guided search
  - consider new coverage

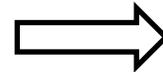
# Main challenges: memory modeling (2/5)

## □ How does the engine handle symbolic loads or symbolic writes?

1. `int array [N] = { 0 };`
2. `array [i] = 10; // i symbolic`
3. `assert(array[j] != 0); // j symbolic`

### • Possible solutions

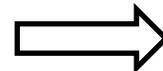
1. Fully symbolic
  - consider **any possible** outcome
2. Fully concrete
  - consider **one possible** outcome
3. Partial symbolic and concrete
  - concretize writes,
  - concretize loads when hard



**N** states  
accurate but not scale



**1** state  
scale but not accurate



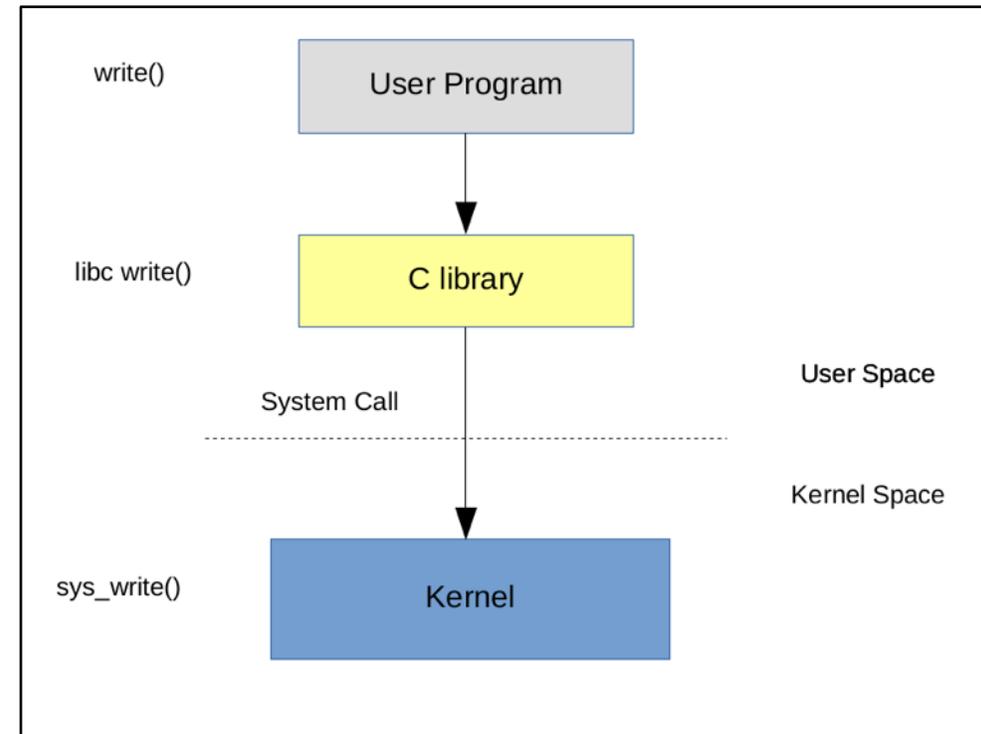
**K** states  
scale but (in) accurate

# Main challenges: environment modeling (3/5)

## □ How does the engine handle interactions across the software stack?

```
int main(argc, argv) {  
    if (argc == 0) {  
        ...  
    }  
  
    p = malloc(...);  
  
    if (p == NULL) {  
        ...  
    }  
    ...  
}
```

Run  
→



### • Possible solutions

1. Fully modeling the environment
2. Partially modeling the environment
3. Native execution

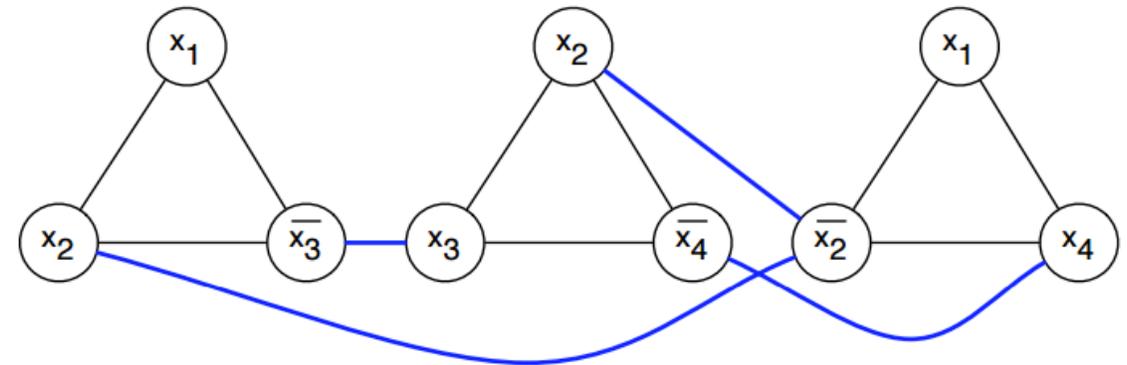
# Main challenges: constraint solving (4/5)

## □ How does a constraint solver handle complex constraints?

$$(x_1 \vee x_2 \vee \bar{x}_3) \wedge (x_2 \vee x_3 \vee \bar{x}_4) \wedge (x_1 \vee \bar{x}_2 \vee x_4)$$

- **Bottleneck**

1. NP Complete problem
  - (although practical in practice)
2. Dominates the runtime

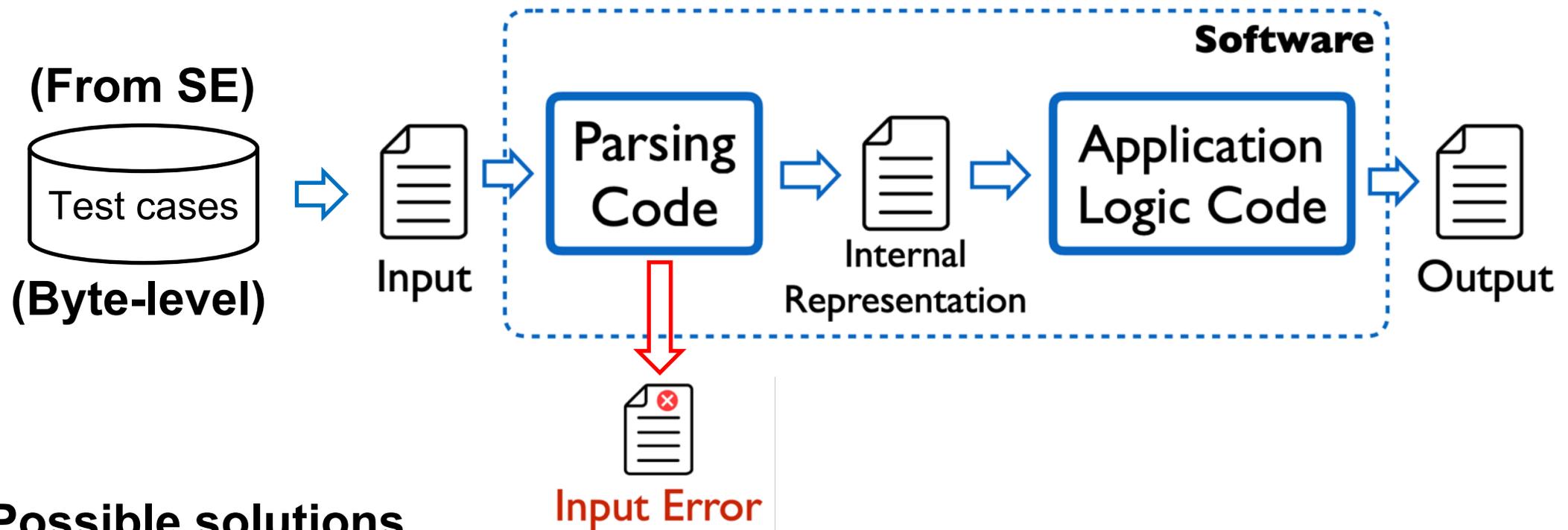


**SAT** or **UNSAT**?

- **Possible solutions**

1. Irrelevant constraint elimination
2. Incremental solving
3. Caching

## □ How does symbolic execution generate structured test cases?

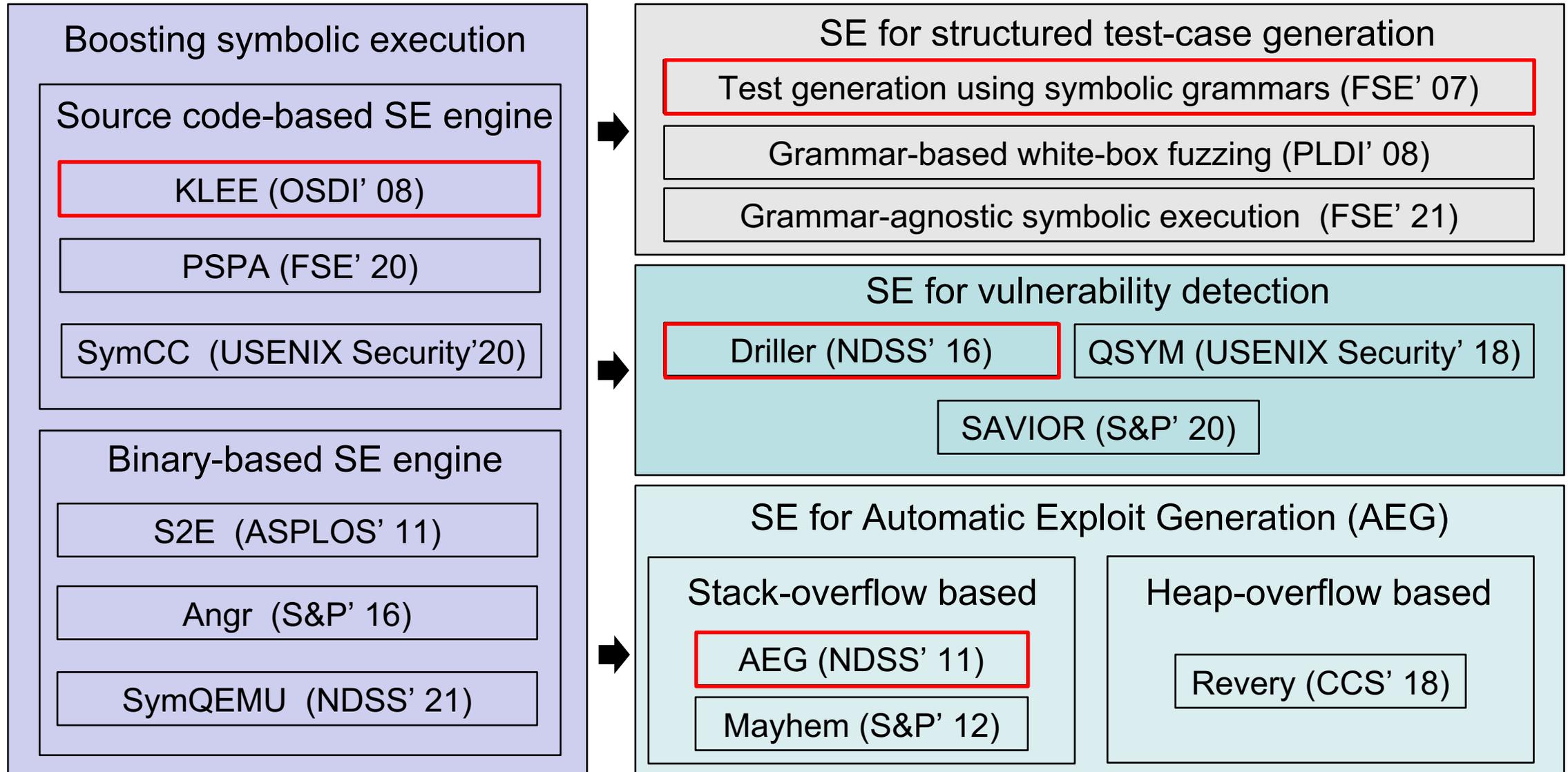


### • Possible solutions

1. Grammar-based generation
  - Use grammar specification to guide generation
2. Program mutation
  - Modifying existing programs

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# Related work (overall picture)



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## □ Problem: Testing System Code Is Hard

- Solution

- Based on *symbolic execution* and *constraint solving* techniques

- KLEE aims to resolve **three scalability challenges**

1. Exponential number of paths

- Random path search
- Coverage-optimized search

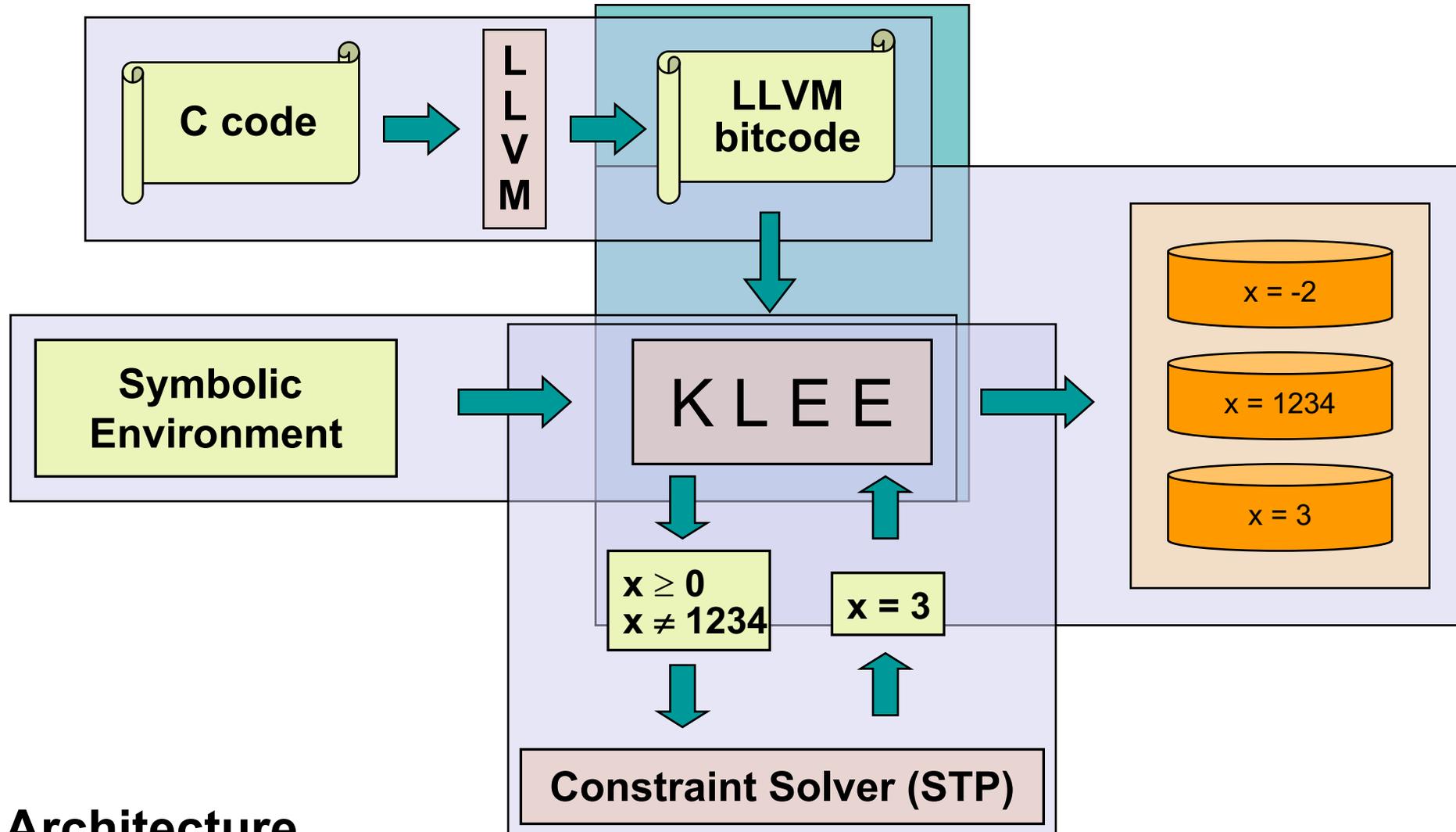
2. Expensive constraint solving

- Eliminating irrelevant constraints
- Caching solution

3. Interaction with environment

- Support for symbolic command line arguments, files, links, pipes, etc.

# Boosting SE : KLEE (OSDI'08)



- KLEE Architecture

## □ Results are promising

- Automatically generate high coverage test suites
  - Over 90% on average on ~160 user-level apps
- Find deep bugs in complex systems programs
  - Including higher-level correctness ones
- **Pros**
  - ✓ High coverage grantee
  - ✓ Good bug-finding capability
- **Cons**
  - Path exploration strategy is simple
  - Lack of support symbolic write/read, float point, etc.

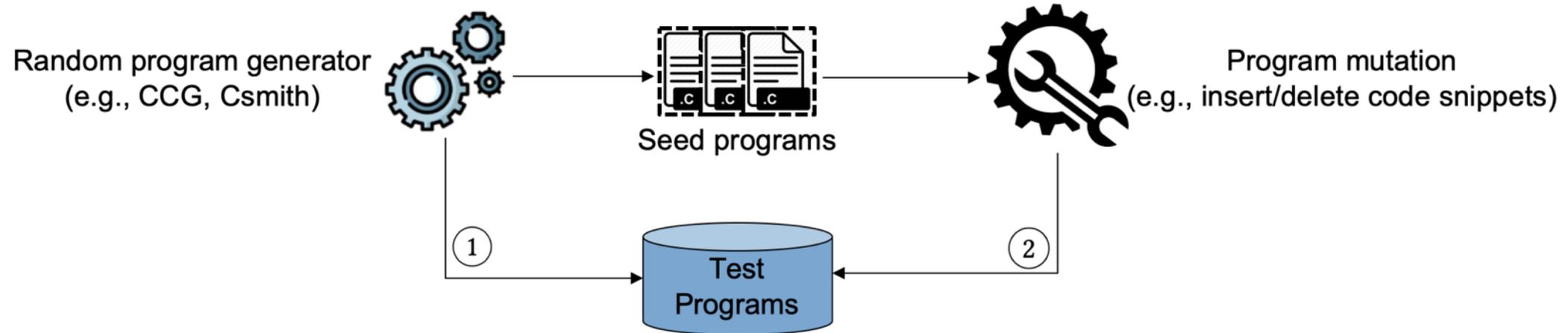
# Boosting SE

Approaches	Main ideas	Pros and cons
<b>KLEE</b> (OSDI' 08)	<ol style="list-style-type: none"> <li>1. Random and Coverage-optimized search</li> <li>2. Eliminating irrelevant constraints and caching</li> <li>3. Support for environment modeling</li> </ol>	<ul style="list-style-type: none"> <li>✓ High code coverage and good bug-finding capability</li> <li>○ Search strategies are simple</li> <li>○ Lack of support (e.g., float point)</li> </ul>
<b>KLEE was improved ...</b>		
<b>S2E</b> (ASPLOS' 11)	<ol style="list-style-type: none"> <li>1. Selective symbolic execution</li> <li>2. Relaxed execution consistent model</li> </ol>	<ul style="list-style-type: none"> <li>✓ Scale to testing large real systems</li> <li>○ High overhead</li> </ul>
<b>Angr</b> (S&P' 16)	<ol style="list-style-type: none"> <li>1. Reproduce many existing approaches in offensive binary analysis in a coherent framework</li> <li>2. Present the different analyses and the challenges</li> </ol>	<ul style="list-style-type: none"> <li>✓ A unified framework for effective binary analysis</li> <li>○ High overhead (interpreting)</li> </ul>
<b>SymCC</b> (USENIX Security' 20) <b>SymQEMU</b> (NDSS' 21)	<ol style="list-style-type: none"> <li>1. Compilation-based (rather than interpreting) symbolic execution for source code/binary</li> <li>2. Perform the instrumentation on the IR level (Programming language independent)</li> </ol>	<ul style="list-style-type: none"> <li>✓ Fast symbolic execution</li> <li>✓ Architecture independent and low implementation complexity</li> <li>○ Offline (Inefficiency issue)</li> </ul>

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# Improving reliability of software

- ❑ Target software which needs structured test inputs (e.g., **compilers**)
  - How to generate **valid** test programs for compiler testing?



Can symbolic execution help?

Compiler testing



## □ CESE (FSE' 07)

### • Main idea

- Uses symbolic grammars that balance the random enumeration test generation and directed symbolic test generation

### 1. Grammar for *SimpCalc* inputs

Expressions $e$	$::=$	$(e) \mid e * e \mid e / e \mid e \% e \mid e + e \mid e - e$ $\mid e \vee e \mid e \wedge e \mid -e \mid l \mid n$
Letters $l$	$::=$	$[a - zA - Z]$
Numbers $n$	$::=$	$[0 - 9]$

### 2. Symbolic grammar

Letters $l$	$::=$	$\alpha$
Numbers $n$	$::=$	$\beta$

“11+11” ✓

“11+1x” ✗

## □ CESE (FSE' 07)

- **Pros**

- ✓ Generate structured test cases
- ✓ Improve the code coverage compared to existing single random testing or symbolic execution

- **Cons**

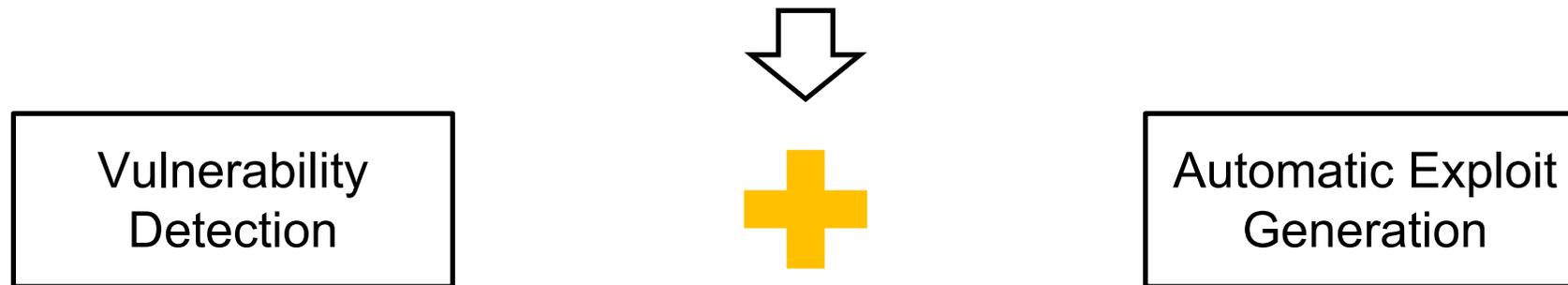
- Limited scope
- Need grammar specification

# Improving **reliability** of software

Approaches	Main ideas	Pros and cons
<b>CESE (FSE'07)</b>	<ol style="list-style-type: none"> <li>1. Combine the advantage of selective enumerative generation with symbolic execution</li> <li>2. The use of symbolic grammars that balance the two competing requirements</li> </ol>	<ul style="list-style-type: none"> <li>✓ Achieves better coverage on structured test cases</li> <li>○ <b>Limited scope</b></li> <li>○ <b>Need grammar specification</b></li> </ul>
<b>CESE was improved ...</b>		
<b>Grammar-based fuzzing (PLDI'08)</b>	<ol style="list-style-type: none"> <li>1. Generation of higher-level symbolic constraints</li> <li>2. A custom constraint solver that solves constraints on symbolic grammar tokens.</li> </ol>	<ul style="list-style-type: none"> <li>✓ Applicable to large software (e.g., JavaScript interpreter)</li> <li>○ <b>Need grammar specification</b></li> </ul>
<b>Grammar-agnostic SE (ISSTA'21)</b>	<ol style="list-style-type: none"> <li>1. Symbolize tokens instead of input bytes</li> <li>2. Collecting the byte-level constraints of token values</li> <li>3. Token symbolization and constraints solving</li> </ol>	<ul style="list-style-type: none"> <li>✓ No need grammar</li> <li>✓ Achieves better coverage and speedups</li> <li>○ <b>Limited scope (simple Java)</b></li> </ul>

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- ❑ Question: Given a program, how to **find vulnerabilities** and **generate exploits** for them automatically?



- **Random testing (Fuzzing)**
  - **Inefficiency**
- **Symbolic execution**
  - **Path explosion**
- **Hybrid testing**
  - **Combine fuzzing and symbolic execution**
- **Stack overflow based**
  - **Restore stack layout**
- **Heap overflow based**
  - **Restore heap layout**

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## ❑ Driller (NDSS' 16)

### Fuzzing vs Symbolic execution

```
x = input()

def recurse(x, depth):
    if depth == 2000:
        return 0
    else {
        r = 0;
        if x[depth] == "B":
            r = 1
        return r + recurse(x
[depth], depth)

if recurse(x, 0) == 1:
    print "You win!"
```

Fuzzing Wins

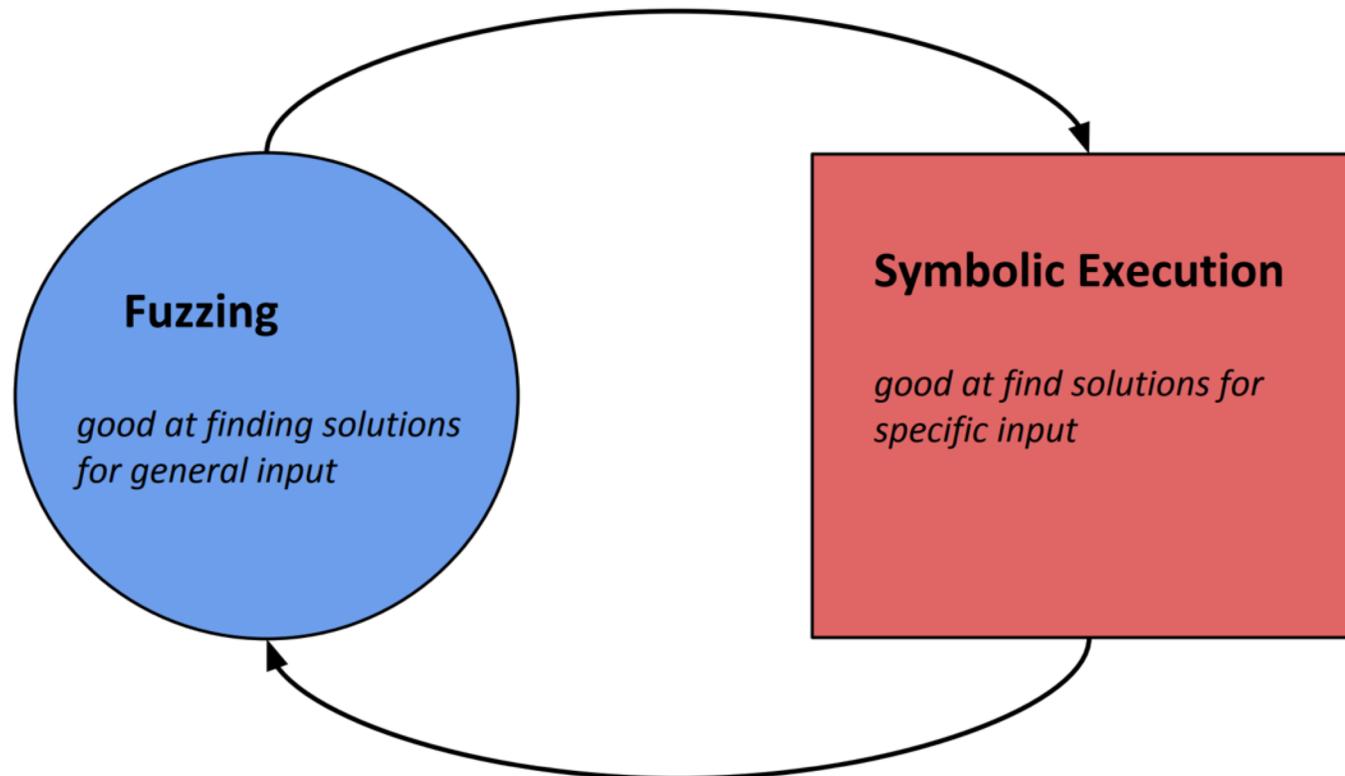
```
x = int(input())
if x >= 10:
    if x^2 == 152399025:
        print "You win!"
    else:
        print "You lose!"
else:
    print "You lose!"
```

Symbolic execution Wins

## ❑ Driller (NDSS' 16)

### • Main idea

- Combine **fuzzing** and **symbolic execution** to leverage their strengths while mitigating their weakness



# Improving **security** of software

## ❑ Results

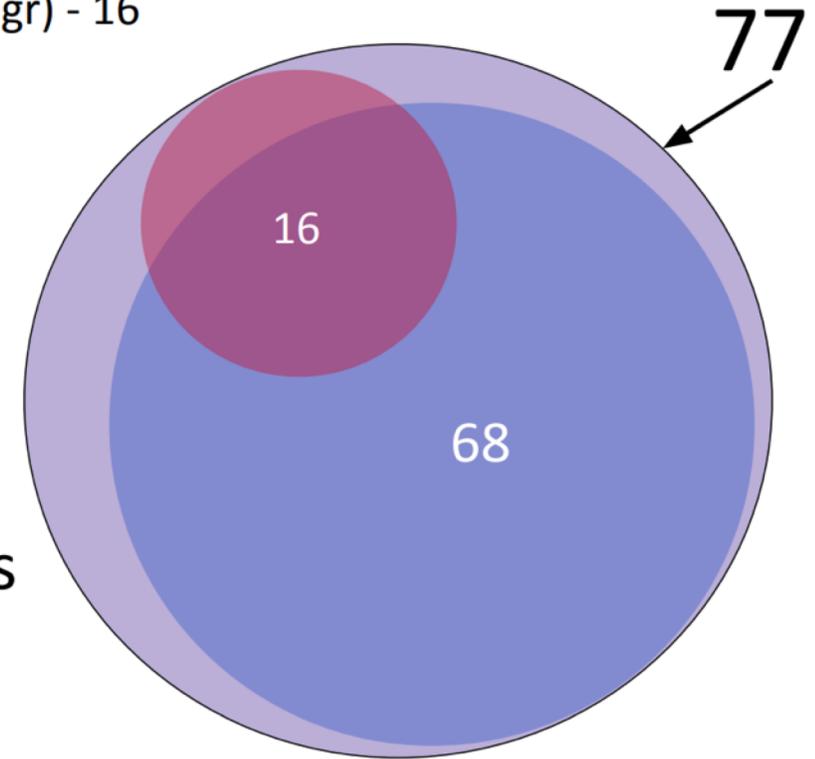
● Symbolic Execution (angr) - 16

● Fuzzing (AFL) - 68

● S & F Shared - 13 total

● Driller - 77

77 / 128 binaries



Binary Crashes per Technique

## • Pros

- ✓ Complement fuzzing and symbolic execution
- ✓ Explore deep code region

## • Cons

- Performance issue inherited from symbolic execution

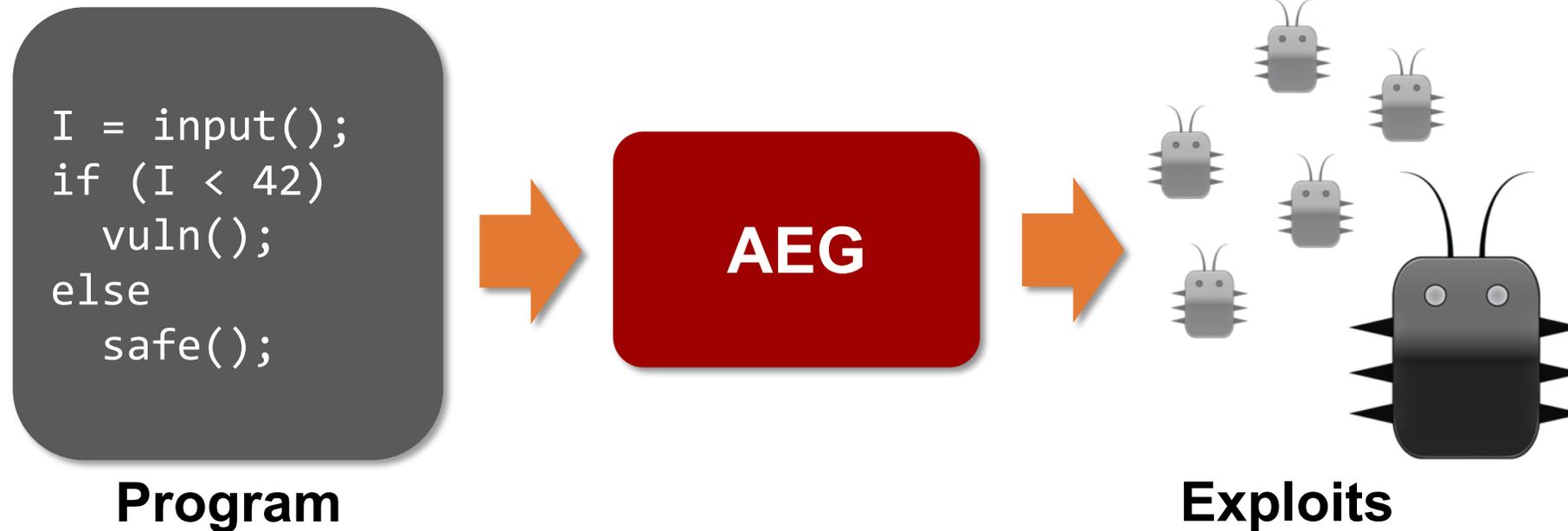
# Improving **security** of software

Approaches	Main ideas	Pros and cons
<b>Driller</b> (NDSS'16)	<ol style="list-style-type: none"> <li>1. Combine fuzzing and symbolic execution</li> <li>2. Fuzzing finds solutions for general conditions</li> <li>3. SE finds solutions for specific conditions</li> </ol>	<ul style="list-style-type: none"> <li>✓ Complement fuzzing and symbolic execution</li> <li>✓ Could identify deep bugs</li> <li>○ <b>Performance issue</b></li> </ul>
<b>Driller was improved ...</b>		
<b>QSYM</b> (USENIX Security' 18)	<ol style="list-style-type: none"> <li>1. Tightly integrate the symbolic emulation with the native execution into hybrid fuzzing</li> <li>2. Optimistically solve constraints and prune uninteresting basic blocks</li> </ol>	<ul style="list-style-type: none"> <li>✓ Fast symbolic execution through efficient emulation.</li> <li>○ <b>High implementation effort</b></li> <li>○ <b>Coverage-guided search</b></li> </ul>
<b>SAVIOR</b> (S&P '20)	<ol style="list-style-type: none"> <li>1. Replace the coverage-centric design</li> <li>2. Enhance hybrid testing with bug-driven prioritization and bug-guided verification</li> </ol>	<ul style="list-style-type: none"> <li>✓ Improve vulnerability detection capability</li> <li>○ <b>Incomplete bug labeling</b></li> </ul>

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# Improving **security** of software

## ❑ What is Automatic Exploit Generation (AEG)?



Automatically **Analyze vulnerabilities & Generate Exploits**

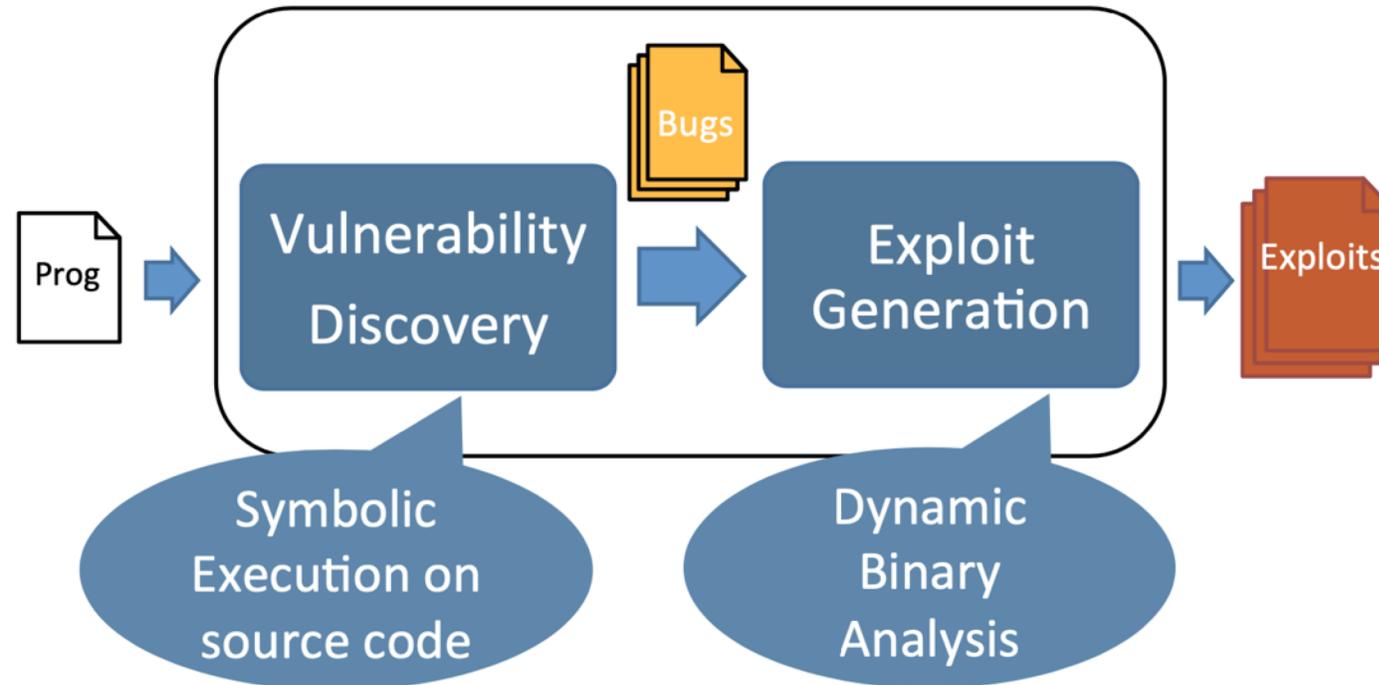
# Improving **security** of software

## □ AEG (NDSS'11)

- **Problem**

- How to make AEG more practical?

- **Solution**



# Improving **security** of software

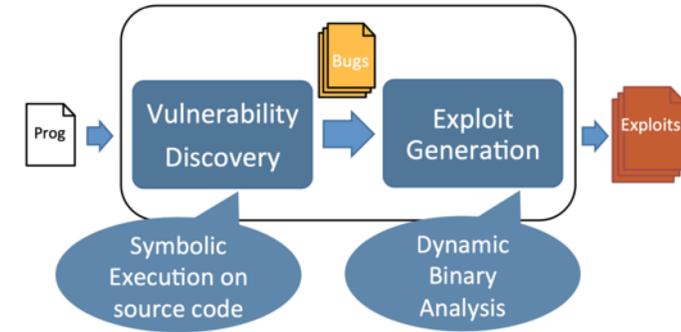
## □ AEG (NDSS'11)

### • **Symbolic execution (Preconditioned)**

- Goal: Discover “buggy” predicates
- Key insights:
  - Exploring: only explore buggy paths (Fast)
  - Searching: buggy (most likely to exploit)-path-first (Fast still)
    - Search for exploitable path in paths along buggy paths

### • **Dynamic binary analysis**

- Goal: Test exploitability of buggy path
- Key insight:
  - Generate runtime information and exploit constraints



## □ AEG (NDSS'11) - Results

Name	Advisory ID	Time	Exploit Type	Exploit Class
Iwconfig	CVE-2003-0947	1.5s	Local	Buffer Overflow
Htget	CVE-2004-0852	< 1min	Local	Buffer Overflow
Htget	-	1.2s	Local	Buffer Overflow
Ncompress	CVE-2001-1413	12. 3s	Local	Buffer Overflow
Aeon	CVE-2005-1019	3.8s	Local	Buffer Overflow
Tipxd	OSVDB-ID#12346	1.5s	Local	Format String
Giftpd	OSVDB-ID#16373	2.3s	Local	Buffer Overflow
Xserver	CVE-2007-3957	31.9s	Remote	Buffer Overflow
Aspell	CVE-2004-0548	15.2s	Local	Buffer Overflow
Corehttp	CVE-2007-4060	< 1min	Remote	Buffer Overflow
Exim	EDB-ID#796	< 1min	Local	Buffer Overflow
Socat	CVE-2004-1484	3.2s	Local	Format String
Xmail	CVE-2005-2943	< 20min	Local	Buffer Overflow
Expect	OSVDB-ID#60979	< 4min	Local	Buffer Overflow
Expect	-	19.7s	Local	Buffer Overflow
Rsync	CVE-2004-2093	< 5min	Local	Buffer Overflow

Analyzed **14** applications for 3 hours and generated **16** working exploits

- **Pros**
  - ✓ An end-to-end system for automatic exploit generation
  - ✓ Fast vulnerability discovery and effective exploit generation
- **Cons**
  - **Need source code**
  - **Only stack overflow based**
  - **Performance issue**

# Improving **security** of software

Approaches	Main ideas	Pros and cons
<b>AEG (NDSS'11)</b>	<ol style="list-style-type: none"> <li>1. Model exploit generation for control flow hijack attacks as a formal verification problem</li> <li>2. Combine source code and binary level analysis</li> <li>3. Precondition symbolic execution</li> </ol>	<ul style="list-style-type: none"> <li>✓ An end-to-end system for automatic exploit generation</li> <li>○ <b>Need source code</b></li> <li>○ <b>Only stack overflow based</b></li> </ul>
<b>AEG (NDSS'11) was improved ...</b>		
<b>Mayhem (S&amp;P' 11)</b>	<ol style="list-style-type: none"> <li>1. Hybrid symbolic execution: actively managing execution paths without exhausting memory</li> <li>2. Index-based memory modeling (Work on binary)</li> </ol>	<ul style="list-style-type: none"> <li>✓ Balance between speed and memory requirements</li> <li>○ <b>Only stack overflow based</b></li> </ul>
<b>Revery (CCS '18)</b>	<ol style="list-style-type: none"> <li>1. Search for exploitable states in paths diverging from crashing paths (not in the same path)</li> <li>2. Generate control-flow hijacking exploits for heap-based vulnerabilities</li> </ol>	<ul style="list-style-type: none"> <li>✓ Target on heap overflows</li> <li>✓ Improve exploit derivability</li> <li>○ <b>Limitations of diverging path exploration</b></li> </ul>

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# Research gaps

Domains	Existing solutions	Limitations
<b>Boosting symbolic execution</b>	<ol style="list-style-type: none"> <li>1. Path exploration and memory modeling (KLEE)</li> <li>2. Scalability and environment model (S2E)</li> <li>3. Performance (SymCC, SymQEMU)</li> </ol>	<ul style="list-style-type: none"> <li>○ Path exploration: coverage guided or random</li> <li>○ Lack of security foundations</li> </ul>
<b>Structured test case generation</b>	<ol style="list-style-type: none"> <li>1. Symbolic grammar (CESE)</li> <li>2. Grammar constraints and costumed solver(PLDI'08)</li> <li>3. Token-level symbolization (ISSTA' 21)</li> </ol>	<ul style="list-style-type: none"> <li>○ Limited scale of software</li> <li>○ Well-defined inputs (e.g., C) can not be generated</li> </ul>
<b>Vulnerability detection</b>	<ol style="list-style-type: none"> <li>1. Hybrid fuzzing (fuzzing + SE) (Driller)</li> <li>2. Symbolic emulation for better performance (QSYM)</li> <li>3. Bug-driven selection and verification (SAVIOR)</li> </ol>	<ul style="list-style-type: none"> <li>○ Bug-labeling strategy is not complete (only UBSan)</li> <li>○ Limited scale of software</li> </ul>
<b>Automatic exploit generation</b>	<ol style="list-style-type: none"> <li>1. Exploit generation as formal verification (AEG)</li> <li>2. Hybrid symbolic execution for efficiency (Mayhem)</li> <li>3. Target heap overflow and diverging path (Revery)</li> </ol>	<ul style="list-style-type: none"> <li>○ Diverging path exploration strategy is random</li> <li>○ Limited exploitable types</li> </ul>

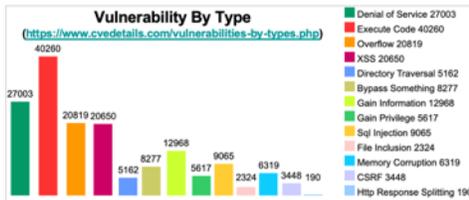
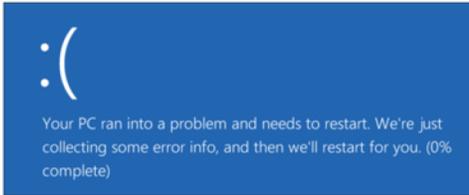
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# Research plans

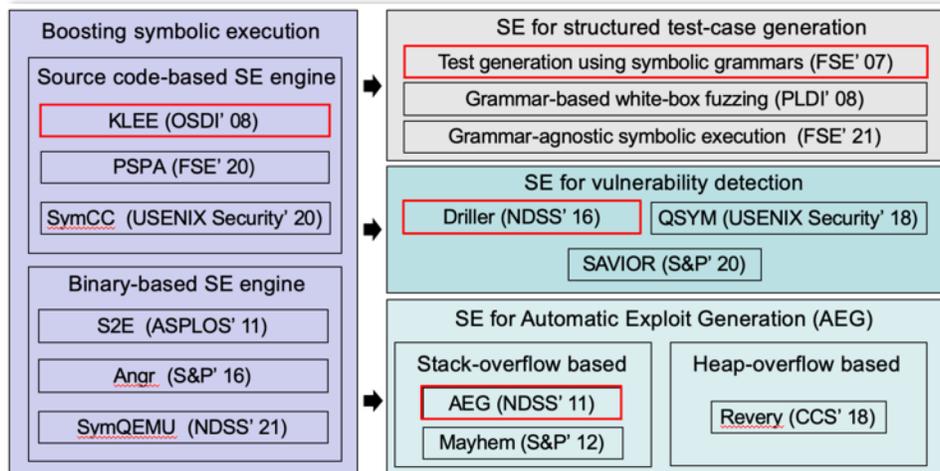
Plans	Highlights	Status
Symbolic dynamic memory allocation for SE	<ol style="list-style-type: none"> <li>1. Most SE engine models concrete address for dynamic allocated memory</li> <li>2. Tricky bugs may be triggered by different allocated address; symbolic address can alleviate this problem</li> </ol>	<p>➤ Ongoing work</p> 
Grammar-guided test generation for compilers	<ol style="list-style-type: none"> <li>1. Grammar specifications for large software are usual available (ANTLR supports 100+ grammars)</li> <li>2. Scalable grammar-guided SE for test case generation</li> </ol>	<p>➤ Future work (More investigation)</p> 
Bug-oriented path exploration for SE	<ol style="list-style-type: none"> <li>1. Path explosion is still a open and unaddressed challenge</li> <li>2. Exploring buggy execution paths first under limited resource can be useful for effective vulnerability detection</li> </ol>	<p>➤ Future work (More investigation)</p> 
Automatic exploit generation	<ol style="list-style-type: none"> <li>1. Effective and efficient diverging path exploration (using SE rather than fuzzing)</li> <li>2. Attack targets setting for generating working exploits</li> </ol>	<p>➤ Ongoing work</p> 

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# Conclusion

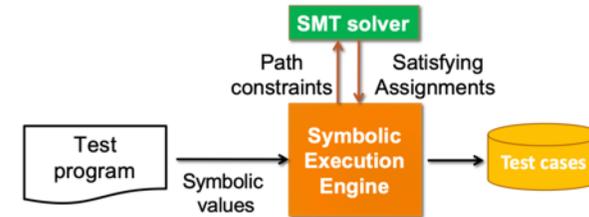


In short, bugs degrade **reliability** and **security** of software!



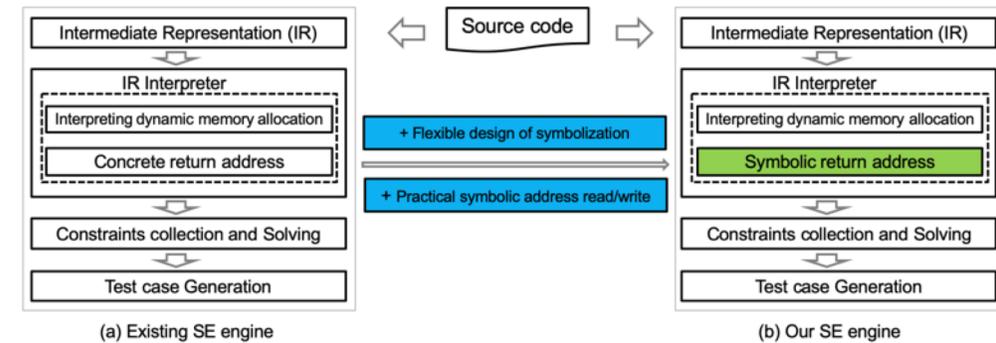
## What is symbolic execution?

- Proposed in 1976\*, one of the most popular program analysis techniques, which scales for many **software testing** and **computer security** applications.
- Key idea: **virtually** simulate the execution of a program by using **symbolic** values, collect path constraints and solve them to generate test cases



\*James C. King. 1976. Symbolic execution and program testing. *Commun. ACM* 19, 7 (July 1976), 385–394.

## Symbolic dynamic memory allocation for symbolic execution (2/2)



### Goal

- Improve code coverage and bug-finding capability

- [1] Automated Test Generation: “**A Journey from Symbolic Execution to Smart Fuzzing and Beyond**” (Keynote by Koushik Sen)
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## □ Acknowledgement

Some pictures are adapted from the presentation slides of above references.

# Thank you && Questions?

## Boosted Symbolic Execution for Software Reliability and Security

Qualifying Exam by Haoxin TU