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Incremental Symbolic Execution

by

Sarmad Makhdoom

A dissertation submitted in partial fulfillment of the requirements
for the degree of Master of Science in the School of Science and Engineering
at the Lahore University of Management Sciences,
Lahore, Pakistan

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ABSTRACT

Scaling software analysis techniques based on source-code, such as symbolic execution and data flow analyses, remains a challenging problem for systematically checking software systems. In this work, we aim to efficiently apply symbolic execution in increments based on versions of code. Our technique is based entirely on dynamic analysis and patches completely automated test suites based on the code changes. Our key insight is that we can eliminate constraint solving for unchanged code by checking constraints using the test suite of a previous version. Checking constraints is orders of magnitude faster than solving them. This is in contrast to previous techniques that rely on inexact static analysis or cache of previously solved constraints. Our technique identifies ranges of paths, each bounded by two concrete tests from the previous test suite. Exploring these path ranges covers all paths affected by code changes up to a given depth bound. We show that complete bounded symbolic execution on an earlier version of code combined with incremental symbolic execution with our proposed technique provides equal coverage and bug-finding ability to the complete bounded symbolic execution of modified code. Our experiments show that incremental symbolic execution based on dynamic analysis is an order of magnitude faster than running complete standard symbolic execution on the new version of code.

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Chapter 1

INTRODUCTION

In three decades time, symbolic execution has come up as a powerfully effective tool as program analysis tool that is based on the exploration of program paths [8, 16]. For the symbolic execution *path conditions* are to be built —given a path, then this path represents an input variable constraint. One of the applications of symbolic execution is to generate test inputs for the enhancement of code coverage. In order to automate the symbolic execution, solvers of constraints are required; in some techniques decision procedures are used instead of solvers [3, 10] that control the constraints class in the ensuing path conditions.

When it comes to constraint solving technology, a lot of change has been seen in the last constraint. In this regard SAT [26] and SMT [3, 10] are worth mentioning. In order to decrease the complexity of formula solving in the real application, raw computation has evolved with efficient results. These innovation have opened arenas for more detailed researches in this regard, as in the present era handling constraints of modern programming and traditional analyses like test input generation [15, 13, 21, 5] are not the only things that can be handled effectively but the non-conventional ones are also being done like program equivalence assessment [20], for the modification of data structures for error recovery [11] and for the approximation of the consumption of power [22].

1.1 Problem Statement

Despite the advances in the field of symbolic execution, a basic limiting factor is its complex path-based analysis. Due to this complex analysis, symbolic execution takes significant time and its use becomes impractical for integrating in development work flow. A key observation, however, is that in a development work flow, code changes in increments and the increments are often very small. Numerous latest research projects have worked and implemented on this topic. Two approaches have been used. One approach is to use static analysis to find differences in the code flow graph (CFG) and either prune symbolic execution by eliminating paths that will not be changed for sure [19] or use heuristics to guide a manual test suite towards code changes [18]. The other approach is based on caching previous results of symbolic analysis so that future runs are faster [29, 28]. The later technique does not utilize the information about code changes directly and relies on the fact that similar code will result in similar path conditions and hence the solving can greatly benefit from caching prior results.

1.2 Thesis and Proposed Technique

This thesis presents a novel technique for incremental symbolic execution using a pure dynamic analysis approach without caching any prior results. Our key insight is that while solving path conditions is costly, generating and checking them is orders of magnitude faster. Instead of performing an inexact static analysis to eliminate generation of path conditions, we generate path conditions and use the prior test suite to check satisfiability. The tests are kept in memory and efficiently divided along different paths of exploration to check against the generated path condition. Storing concrete tests and checking their satisfiability is much more efficient than caching path conditions, canonicalizing them, and comparing them.

Paths in changed code do not match any prior tests and have to be fully explored. The first and last such path delineate a *range* that can be explored. This builds on our previous work on *ranged symbolic execution* [24] that introduced the concept of ranges of paths to be explored and used it to enable parallel symbolic execution.

The basic idea behind the ranged symbolic execution is that *state* of a symbolic execution can be determined by a *test input*. It states that if we introduce some sort of ordering in the execution like always execute true branch first followed by the false branch for each non-deterministic branching statement in the program during the exploration, we can pause and resume the symbolic execution. Such mechanism is already implemented in common symbolic execution [15, 5, 2], by doing so we can always partition the execution tree into two different sets with the help of two test inputs; One consists of *explored* paths while the other set consists of *unexplored* paths. Moreover, among the test inputs a *linear ordering* can be defined if we follow order as discussed above in the exploration. These two test inputs should not execute the same path or should not lead the program to an infinite loop. The ordering defines which path in the program should execute first during the symbolic execution. So a well-ordered pair of tests, lets say $\langle \tau, \tau' \rangle$, expresses a *range* of two paths that bound some space in the execution tree $[\rho_1, \dots, \rho_k]$ in which a path ρ_1 is taken by τ and path ρ_k is taken by τ' , and for $1 \leq i < k$, path ρ_{i+1} is executed after ρ_i .

The encoding allows us to separate out the ranges affected by code changes for incremental symbolic execution. We generate and solve path conditions for all test cases in this range and generate new tests in the test suite. For all paths that have a matching test case from prior version, we copy the old test. Any tests that no longer have a matching path get discarded automatically. This enables a totally automated maintenance of symbolic execution generated test suite.

1.3 Contributions

We make the following contributions:

- **Dynamic analysis for unchanged path identification.** We introduce a pure dynamic analysis based approach that identifies paths unaffected by code changes by using efficient constraint checking using a prior test suite.
- **Identification of affected path ranges.** We identify each range of affected paths and based on our previous work on ranged symbolic execution [24], represent it succinctly and efficiently using only two concrete tests.
- **Incremental symbolic execution.** Using dynamic analysis to identify unchanged paths and identifying changed paths in ranges, we are able to use ranged symbolic execution to explore the affected ranges completely up to the given depth bound. This enables very efficient incremental symbolic execution without any dependence on inexact static analysis and without caching complicated path conditions.
- **Implementation.** We implemented incremental symbolic execution on top of our ranged symbolic execution [24] which is in turn built upon KLEE [5]. KLEE is an open-source tool for symbolic execution, which works on LLVM [1] is a transitional/intermediate language of compiler which is just like assembly language and it has only branches that either evaluated true or false. But it has much more information as compared to assembly language.
- **Evaluation.** We evaluated incremental symbolic execution using 85 programs in the GNU Coreutils—the broadly used set of utilities in Unix environment. We observed that incremental symbolic execution is 73% faster and we are saving 80% solver time by giving 67% less queries.

Chapter 2

ILLUSTRATIVE OVERVIEW

Symbolic execution (forward) is used for the execution of symbolic values [9, 16]. Symbolic execution constitute of two paradigms; defining the semantics of operations and secondly to maintain a *path condition*. A path condition defines necessary constraints on input variables that are need to satisfied in order to execute the related path.

```
1 int middle(int a, int b, int z) {
2   if (a<b) {
3     if (b<z) return b;
4     else if (a<z) return z;
5     else return a;
6   } else if (a<z) return a;
7   else if (b<z) return z;
8   else return b; }
```

Program 1: To find middle of three integers

The program 1 has a function that selects the middle integer values from the three integers. The execution tree for such a program is illustrated in figure 2.1 and the 6 path conditions are depicted in it. For the solution of the path conditions for each of the paths, off shelf SAT solvers are used that are meant for concrete tests. For instance, for path 2 the solution can be, A=1, B=3 and C=3. In this way values can be found for the 6 path conditions. The whole program is done symbolically and then a test suite in generated for this particular version of code. The tests are comprised of discreet values and take the program to those paths.

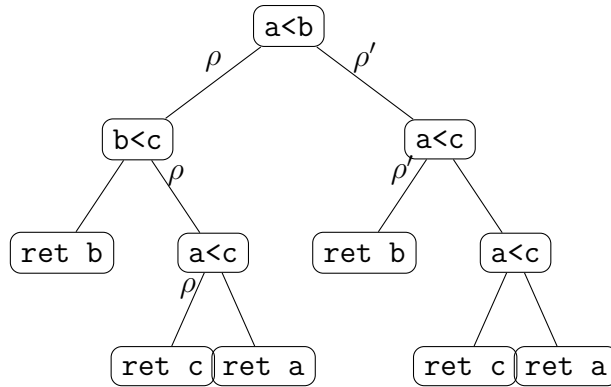


Figure 2.1: Execution tree of program 1

In order to execute the program symbolically, the integer inputs behavior is taken into consideration for example, A, B and C. While making conditional statements both the possible outcomes are considered. The operations on symbols are operated algebraically.

Six paths are explored during the symbolic execution of program middle:

- path 1: [A < B < C] L2 -> L3
- path 2: [A < C < B] L2 -> L3 -> L4
- path 3: [C < A < B] L2 -> L3 -> L4 -> L5
- path 4: [B < A < C] L2 -> L6
- path 5: [B < C < A] L2 -> L6 -> L7
- path 6: [C < B < A] L2 -> L6 -> L7 -> L8

Program 2 shows a newer version of the program. Let's assume line numbers 4 and 8 are changed in this version of the program. This results in the new execution tree shown in Figure 2.2. Here we can see that the path conditions are also changed. We need to identify the change in the execution tree in order to perform incremental symbolic execution. We will use our previously generated test suite to find the difference in the execution tree.

```

1 int middle(int a, int b, int c) {
2   if (a<b) {
3     if (b<c) return b;
4     else if (a<=c) return c;
5     else return a;
6   } else if (a<c) return a;
7   else if (b<c) return c;
8   else return a; }

```

Program 2: Modified version of mid shown in Program 1

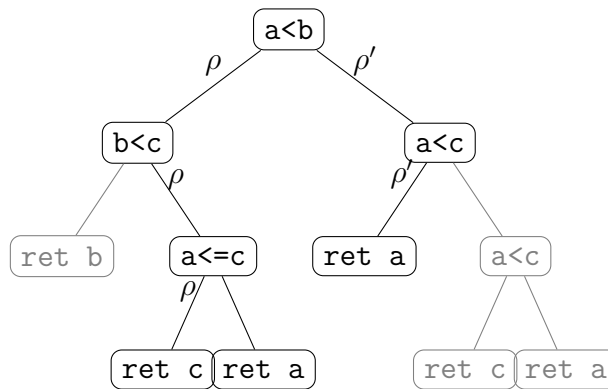


Figure 2.2: Execution tree of program 2

We start by analyzing the modified tree while maintaining a list of all tests satisfying the current paths. We explore the first path that will take left most path in the execution tree. We build the path condition as usual and check against satisfying tests. Since this path is unchanged one test from previous suite will be attached to this path and we can output this test without using any solver calls. Any branches that are unsatisfied by any test from previous suite are discarded. We later show that no new valid path can appear between two valid tests from the previous suite. The second test input will not remain attached to the second path. The program will take some path but it won't be the one we discovered last time. The path condition would be different this time and no test from previous suite will validate with it. We now know a point where path are starting to diverge. This is the starting point of our range that we need to reexamine for the changes.

We then keep on exploring paths and finding test cases from previous suite that satisfy them until we come to some situation where an old test take the same exact path generating the old path condition in the program. In this example that would be the path condition 6 where program will take exact same path again and will validates the path condition as well. At this point, we mark the previous test case as our last point in the range that is affected by code modification. Now after this analysis we have a range that states that the program is changed from this path condition to next path condition. We will complete symbolic execution only on the area identified in the program that will results in 3 new tests. These tests are those, which were invalidated, in the newer version of the program and results in the new path conditions. We then use the SAT solver to evaluate them and add these new values to our test suite. We can safely remove our old test inputs that are invalidated in the next run and reuse that are still valid.

Chapter 3

TECHNIQUE

In this section we will discuss our approach to dynamically figure out the areas in the execution tree that is modified in the newer version of code. We will first discuss the key idea behind the incremental symbolic testing procedure (Section 3.1), then discuss our algorithm for handling ranges by giving test inputs (Section 3.2), then discuss why it is not possible to have feasible search space between two valid test cases in the execution tree (Section 3.3) and last will talk about implementation part of our technique (Section 3.4). This thesis assumes a standard bounded depth-first symbolic execution where path exploration is systematic and for each condition, the 'true' branch is explored before the 'false' branch. Such exploration is standard in commonly used symbolic execution techniques, such as generalized symbolic execution using JPF [15], CUTE [21], and KLEE [5].

3.1 Incremental Symbolic Execution

Whenever we execute a program symbolically, the interpreter generates a symbolic execution tree characterizing the execution paths followed by the symbolic execution. In this tree it associates a directed arc connecting the associated nodes with each transition between the statements. For every IF statement execution, the associated node has two arcs leaving the node, which represents the TRUE and FALSE part respectively. For every concrete input the program takes a path in that execution tree.

When we execute a program symbolically, we explore its execution tree and maintains the state of program in the form of path-conditions. When the executor reaches the leaf node, it solves the path condition to get the concrete values. If we supply those concrete values to the program as an input, it will follow the same exact path in the program's execution tree.

It is nature of software engineering that programs tend to change. These changes occur due to bug fixes or addition of new features in the program. Every change in the program code results in the new modified execution tree. In our technique we dynamically figure out the area in the execution tree which is either modified in the new version or it was not present in the previous version of the execution tree.

Testing a program exhaustively requires much time in case of symbolic execution or even with any program testing technique. When new versions are developed, it is obvious understanding that testing those versions should take lesser time because most of the code remains same. But due to the nature of symbolic execution we cannot do that, we have to test the program completely once again that would take as much time as we spent on the base version. In our technique we first symbolically execute the base version of the program, which results in generation of a comprehensive test suite by solving the path conditions. While executing the new version symbolically we use previous test suite in order to produce test suite for the new version. While in the process of exploring states we compare and validate each new path condition with the one we already have in the test suite of base version. If we have a successful comparison, we just add that test case to the new test suite instead of calling the solver. In incremental testing most of the code remains same so is the execution tree. Comparing new path conditions with the old ones is less costly than solving the path condition for the concrete inputs.

3.2 Algorithm

Algorithm 1 is used to find and evaluate affected ranges in the program execution tree. It splits test suite on each branch condition in two sets. One set contains all those tests that are satisfiable if that branch evaluated true and other set contains all those test cases that result in false evaluation of branch condition. At this point, if any of the true or false side gets no test cases and all tests go on the other side then that area was infeasible before and we do not need to explore it again. That is first benefit of using our approach in terms of time saving. If any test case is not satisfiable at this point, we start exploring that path with the help of symbolic execution until some other path in the way matches with our previous test inputs.

Algorithm 1: IncrementalExplore to explore new ranges and not solving the present path conditions in the new program

Input: A finite set $TestSuite = \{t_1, t_2, \dots, t_n\}$ of test cases

```

1 for each  $b$  in BranchCondition do
2    $T_{true} \leftarrow split(TestSuite, b); T_{false} \leftarrow split(TestSuite, \neg b)$ 
3    $T_{invalid} \leftarrow TestSuite - (T_{true} \cup T_{false})$ 
4   if  $T_{invalid} \neq \emptyset$  then
5     if  $T_{true} = \emptyset$  then
6        $exploreAndSolve(T_{true})$ 
7        $IncrementalExplore(T_{false})$ 
8     if  $T_{false} = \emptyset$  then
9        $exploreAndSolve(T_{false})$ 
10       $IncrementalExplore(T_{true})$ 
11  else
12     $IncrementalExplore(T_{true})$ 
13     $IncrementalExplore(T_{false})$ 

```

We will discuss it with the help of an example. Figure 3.1 shows the execution tree of new version of the program which is unknown to the executor before starting execution. We give test cases to the executor before it start exploring the code. On each branching node

it will split the test suite into two possible subsets where one set belongs to the left side of the tree and other belongs to the right side. On each branch we also validate the test inputs to see whether they are still satisfiable or not.

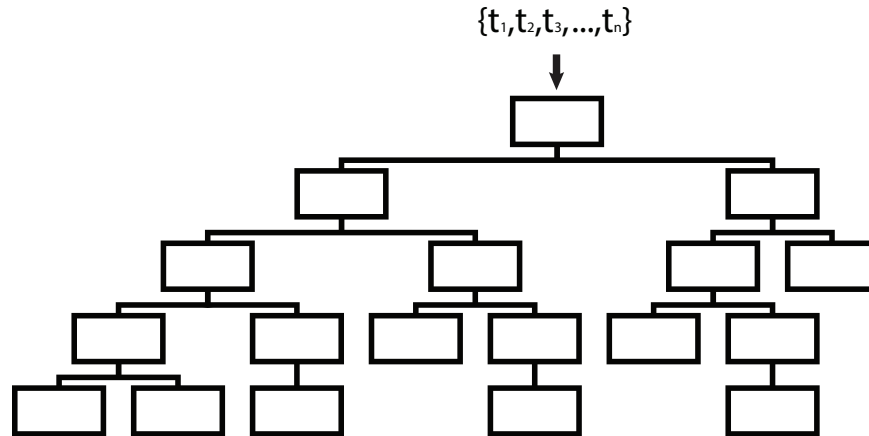


Figure 3.1: Execution tree of new program without execution

In order to understand the concept of finding ranges in the program, lets say one of the test cases reaches the leaf node in the execution tree (as shown in figure 3.2). We compare and validate this test case, and lets say, it turns out to be successfully validated. We then move to the next test case from the test suite, while executing the next test case we discover that next test case is not validating. These validations fail due to change in the execution tree because of change in the path condition. We mark this test case as the start of our range; range which needs to be explored for new test inputs.

We keep on testing the program until all other test cases either fail or we do not find any path in the exploration that matches with the one we already have. Lets say, in figure 3.3, we come across a test case which successfully validates with the current path condition. This is the point where we close our range. So our range starts from the left most test case to the last valid test case as shown in figure 3.3. That range would have all the new states that need to be explored. And any tests present in this area should be solved with the solver for concrete inputs. These tests are added to the new test suite because either they were not

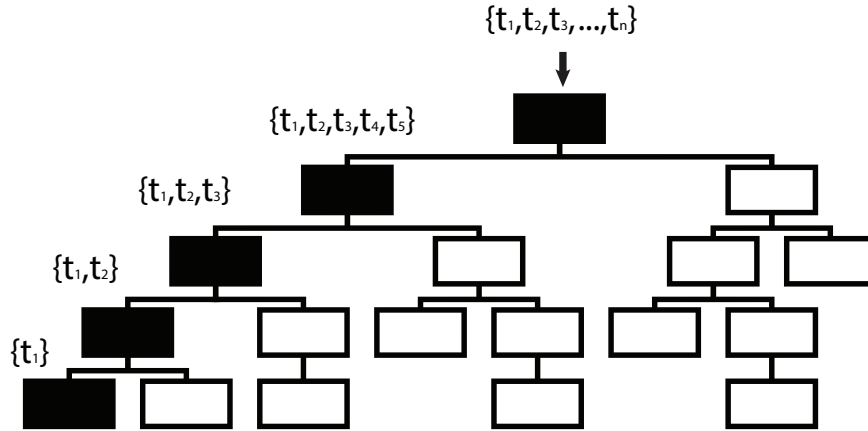


Figure 3.2: Execution tree of new program with one valid test reaching the leaf

present in the old test suite or they were invalidated.

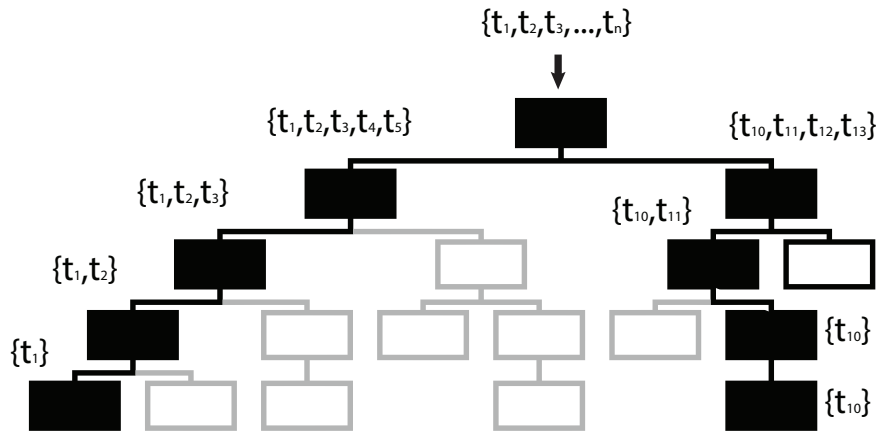


Figure 3.3: Range for modified execution tree with two bounded test cases

We can get such multiple ranges in the execution tree of modified program. As we have already stated that the symbolic execution for incremental testing is in order while exploring the program state space so these ranges would be non-overlapping and we can safely run them in parallel on multiple machines to achieve more speed up for incremental testing.

3.3 Infeasible space becomes feasible

Figure 3.4 shows a scenario where some area is infeasible in the first run of the program analysis. It can be any new area that is introduced during the process of change or it is the area that was not solved by the solver in the first run. A valid question to ask is, how our technique behaves if an infeasible area becomes feasible? This infeasible area is bounded by two valid test cases and our algorithm states that there would not be a feasible area in two consecutive valid test cases. It can be explained with the figure easily that this case cannot happen in the reality of the program execution. In order to make infeasible area accessible or solvable now, there must be some change at the node pointed in the figure. Because if that area is feasible now there must be some change in the code that directs the symbolic executor to follow that path in the infeasible area.

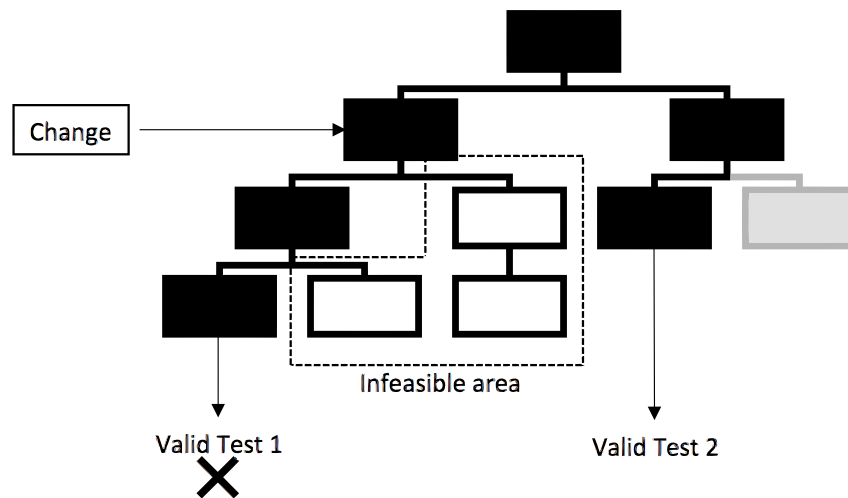


Figure 3.4: Execution tree of program bounded by two valid test cases having infeasible area

Change at node pointed in the figure invalidates test case 1. If there is a change in the path of test case 1, that would not be compared with the one we already have in the previous test suite. To make infeasible area feasible, we must have some invalid test case (test case that was not found in the test suite of base version). So our algorithm would not skip any

area that is affected by the change. Furthermore making test case 1 invalid would be an indication that we are looking for an affected code range. That might be the starting point of the range or that invalid test case comes in the middle of any modified range that we are in the process of exploring by our algorithm.

Chapter 4

IMPLEMENTATION

As we discussed earlier, the novelty of our technique is to work only on the modified ranges in the program dynamically and solve only those ranges while keeping all those test cases that are valid from the previous test suite. Instead of first finding the ranges and then solving for new test cases, we started exploring for new states as we encounter with some invalid test case.

We modified state-of-the-art tool KLEE [5] that operates on the LLVM [1] bitcode for our implementation of our technique. KLEE takes LLVM bitcode, performs symbolic analysis, and produces test cases along with their path condition files. Test cases generated by the KLEE contains the actual values to use for symbolic data in order to reproduce the path that KLEE followed. These can be used for obtaining code coverage as well as for reproducing the bugs. We used these test inputs, called seeds, generated by KLEE, as an input test suite to the new program.

If we execute KLEE by providing seeds, it stores them in hashmaps. While executing a program symbolically it takes all these seeds side by side. On every branching condition in the program, it divides the seeds for both branches. Any number of seeds that belong to the true side of the branch are associated with it and vice versa. On each step it removes those seeds that are no longer validating with current state of the program. A branch is considered infeasible if all seeds go on the other side.

We took advantage of this seeding system in KLEE to implement our incremental technique. For every branch seeds are compared and divided. If all seeds are validated, it means there is no change in the program. But if any seed fails to validate, it marks our starting point of the range. We start exploring for new states from that point until we find some other seed in the way that was present before and still validating. We modified KLEE so that instead of just checking and moving forward when seeds are supplied, when some seeds fail to validate it starts exploring the program further. We then make new path conditions and solve them in the end for concrete values. These new path conditions and concrete values are added to the new test suite of the program so that they can serve as seeds for the next incremental run.

Comparing and validating the seeds are very easy processes because KLEE uses hashes for seeds as well as the program states, so comparisons would not take much of the computing powers. To validate a seed it just make sure that previous input values for the test case still satisfy the current path condition. This is also not a very CPU intensive job as compared to finding new values by giving path conditions to the solver.

Chapter 5

EVALUATION

To evaluate the incremental symbolic execution we used the GNU core utilities¹ - shell, text manipulation and utilites regarding basic file operations for Unix operating system. The utilites are programs between 2000 - 6000 lines of code and fairly medium sized programs. Some of these program performs basic tasks with lot of error checks and thus forms a deep search tree while other performs multiple functions and form a broad search tree. Moreover, because these are included in the every GNU operating systems and they evolve much during the passage of time. We have much iteration available that are the results of bug fixes and feature improvements.

KLEE [5] symbolic execution tool also used these coreutils in order to evaluate their tool. We build our incremental approach above the codebase of KLEE, these utilites were found very helpful in comparing our results with the original KLEE execution results.

We ran KLEE on all Coreutils for one hour and chose the 85 utilities for which KLEE covered maximum paths in this time. We chose version 7.1 as the base version of the Coreutils and then incrementally test one minor update release that is version 7.2 and one major update release that is version 8.1. We ran KLEE on base version completely and then incrementally ran version 7.2 and version 8.1.

¹<http://www.gnu.org/s/coreutils>

5.1 Methodology

We carried out our incremental experiments on the Texas Advanced Computing Center (TACC)². Their Lonestar Linux cluster ensures unfailing running of these experimentations because they only allow one job to the processes while running tests.

We first generated complete test suite for base version 7.1 on specific depth taken from our depth analysis which we executed earlier. We performed incremental symbolic analysis on version 7.2 providing the test suite we gathered in base version. Then we executed version 8.1 incrementally by giving version 7.2 test suite as an input. For the sake of comparison we also executed the unmodified symbolic executor on version 7.2 and version 8.1 to generate complete test suites.

Every utility in the Coreutils are executed independently on different machine in TACC system but each execution of the utility is checked on the same machine with and without incremental technique.

5.2 Experimental Results

Table 5.1 and Table 5.2 show the results of all 85 programs we tested. First column in every version has time (in seconds) taken for the whole process to execute symbolically, second column tells the time took symbolic execution to solve each utility path conditions by the SMT solver, third column shows the number of queries sent to the solver and last column shows the number of test cases produced by the KLEE for each version. In most of the utilities number of test cases are same in all versions of the Coreutil programs. But the execution time in symbolic analysis with and without incremental approach is significantly

²<http://tacc.utexas.edu>

different. Incremental symbolic execution is almost 73% faster checking the same utility for the same number of test cases.

If we summarize the results on the basis of time required testing complete Coreutils programs, our incremental approach is about 73% faster and we are saving about 80% solver time by giving 67% less queries. Figure 5.1 shows a plot of the execution time of all 85 utilities with and without using our incremental approach on version 7.2 (in incremental seeds of version 7.1 were used). Similarly in Figure 5.2 execution time plot for symbolic execution of major Coreutils version 8.2 is shown without incremental testing and with incremental by providing test cases generated in version 7.2. Time taken for each utility with incremental approach is shown as squares in the plot while time taken without using incremental approach is shown as circles.

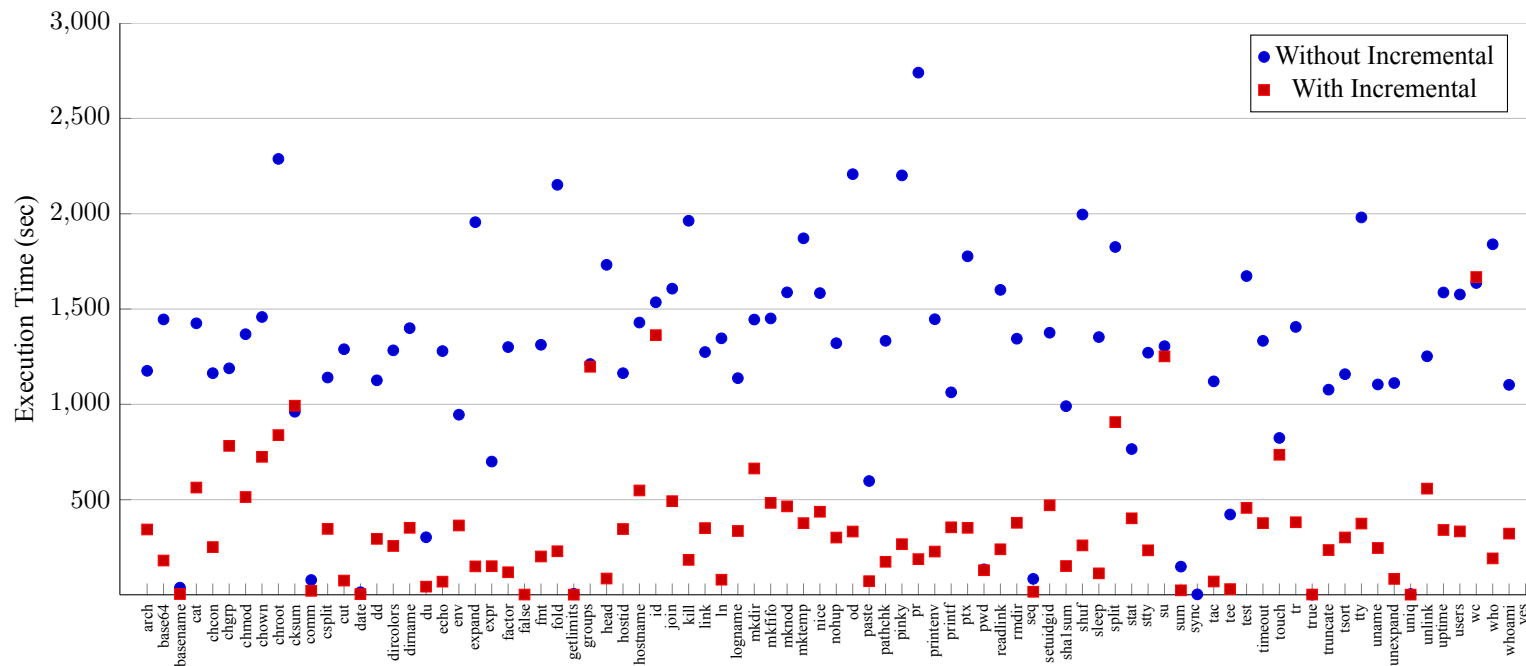


Figure 5.1: Execution time of 85 program from GNU Coreutils suite version 7.2 using incremental and non-incremental approach. Square boxes show the time for symbolic execution time by using incremental testing providing seeds from version 7.1. Circle shows the execution time of version 7.2 without using incremental technique.

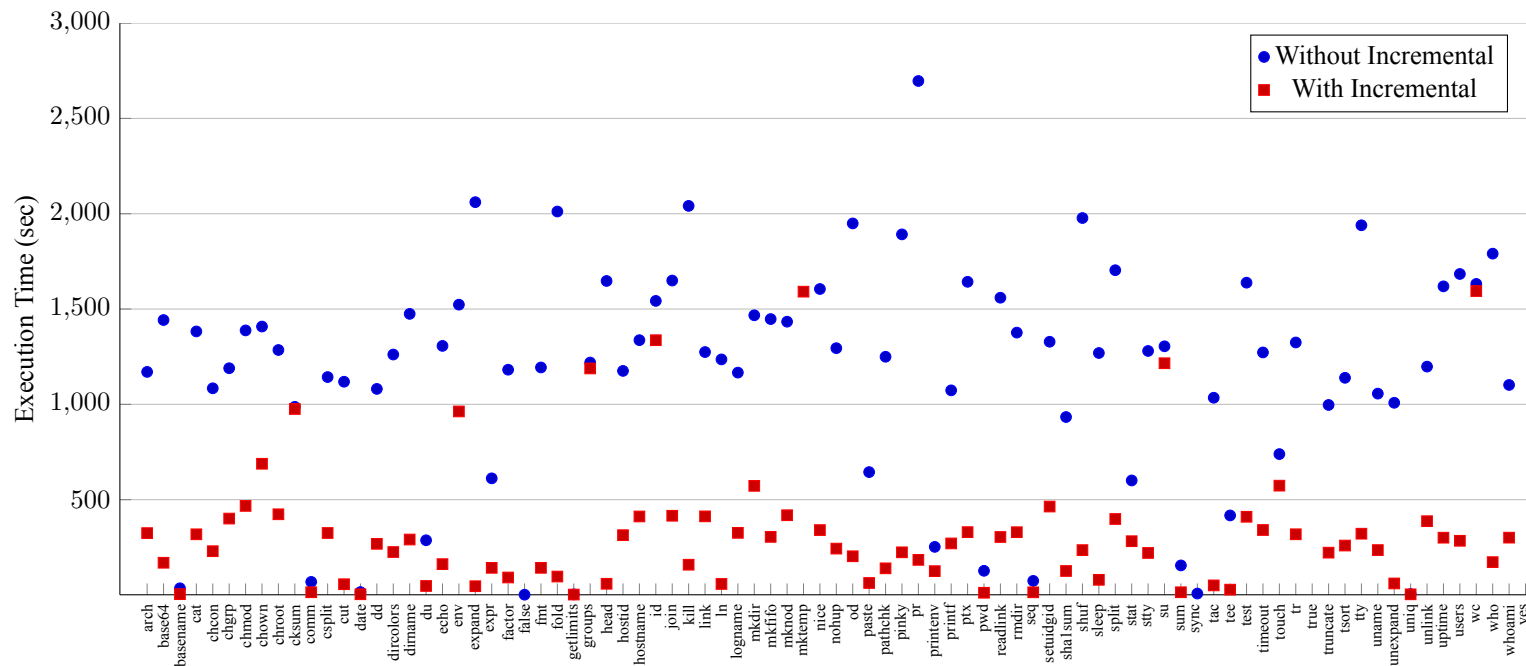


Figure 5.2: Execution time of 85 program from GNU Coreutils suite version 8.1 using incremental and non-incremental approach. Square boxes show the time for symbolic execution time by using incremental testing providing seeds from version 7.2. Circle shows the execution time of version 8.1 without using incremental technique.

5.3 Discussion on results

In symbolic execution, major portion of time is consumed at the solver side where it finds the solution of the path condition. In our approach we are reducing the number of queries sent to the solver. Finding a solution of a path condition using any solver is very costly. Our approach just compares the new path condition with the old path conditions and on successful comparison we just add those tests to the new version's test suite. Normally in new version of the program most of the source code remains unchanged if it is not very major update. That is why large number of test cases are reused in the process of building new test suite. Only few test cases were solved for concrete inputs using solver. These calls are very less in the incremental testing, that is shown in our analysis as well in Table 5.1. This small number of calls to the solver is actual cause of time saving in the incremental testing.

There are some utilities in the evaluation where numbers of test cases generated are different in the incremental and non-incremental version. That situation arises when those utilities call some external function calls to the operating system and those calls results in different manner. This happens because KLEE environment system is incomplete and did not entertain some system calls. So we checked those utilities independently and found out that they are using syscalls in certain areas that are not being executed symbolically during the analysis but their results are used in the program analysis. So these results turn out to be different in incremental and non-incremental. In case of different results from the syscall, the path condition varies from the ones we already have in the test suite and fails to validate. KLEE behave differently on these utilities each time when we executed them because of inbuilt limitations of the KLEE. That is the reason we have different number of test cases in our incremental and non-incremental version of the program.

Table 5.1: Symbolic execution results for 85 program from GNU Coreutils suite of Unix utilities of version 7.1, 7.2 (with and without incremental)

CoreUtil	v7.1				v7.2 wo/ Incremental				v7.2 w/ Incremental 7.1			
	Time (seconds)	Solver	Tests	Queries	Time (seconds)	Solver	Tests	Queries	Tests (seconds)	Solver	Tests	Queries
arch	1249	1030	3896	5106	1176	991	3896	5108	344	270	3896	1169
base64	1485	1401	1516	3011	1446	1386	1516	3010	181	158	1516	1419
basename	45	22	377	643	38	20	377	643	5	0	377	150
cat	972	768	3358	4719	1425	1152	4212	5136	564	355	4212	1900
chcon	1206	984	3876	5123	1164	981	3876	5123	251	177	3876	1209
chgrp	1311	929	3584	5177	1189	879	3584	5177	782	190	3584	1557
chmod	1540	1315	4011	6782	1368	1221	4011	6782	514	438	4011	2713
chown	1626	1152	3594	5886	1458	1056	3594	5886	725	359	3594	2259
chroot	1424	1182	3885	4709	2288	2034	5714	6661	839	658	5714	2747
cksum	1016	1010	88	348	961	958	88	348	993	991	88	115
comm	81	44	611	1466	78	42	611	1466	22	2	611	803
csplit	1271	1061	3754	5739	1141	987	3721	5664	347	273	3754	1846
cut	1271	1039	4580	5349	1289	1058	4580	5349	76	21	4580	716
date	21	8	146	538	14	7	146	538	4	0	146	300
dd	1224	1016	4053	7622	1126	954	4053	7608	295	223	4053	3506
dircolors	1424	1194	4208	5330	1283	1097	4208	5331	257	176	4208	1090
dirname	1591	1338	3885	4618	1400	1233	3885	4617	352	276	3885	652
du	336	223	1882	2315	303	216	1882	2315	44	1	1882	320
echo	1378	1159	4495	4863	1279	1089	4495	4862	70	19	4072	616
env	1081	705	3422	3799	946	616	3422	3799	365	11	3422	321
expand	2326	1992	5916	6875	1956	1743	5920	6881	150	45	6493	1634
expr	766	644	1793	6264	700	593	1793	6260	151	113	1793	2334
factor	1415	1151	5016	6920	1301	1053	5016	6919	119	31	5016	1921

CoreUtil	v7.1				v7.2 wo/ Incremental				v7.2 w/ Incremental 7.1			
	Time (seconds)	Solver	Tests	Queries	Time (seconds)	Solver	Tests	Queries	Tests (seconds)	Solver	Tests	Queries
false	2	1	9	174	1	0	9	174	2	0	9	31
fmt	1417	1154	5368	6471	1313	1080	5533	6628	202	113	5533	1265
fold	2486	2080	7754	9310	2152	1898	7754	9310	229	20	7754	1623
getlimits	6	1	20	192	6	1	20	192	2	0	20	79
groups	1279	67	666	1030	1212	65	666	1030	1197	26	666	236
head	1930	1639	5120	6130	1732	1530	5120	6125	86	17	5120	1000
hostid	1243	1021	3860	5064	1164	977	3860	5064	346	264	3860	1165
hostname	1446	1200	4430	5751	1429	1212	4430	5751	548	366	4430	1291
id	1626	304	1607	2510	1536	288	1607	2510	1363	114	1607	841
join	1713	1456	4950	8295	1607	1431	4950	8296	492	409	4950	3286
kill	2135	1850	4254	5422	1963	1791	4361	5579	184	101	4254	1757
link	1374	1139	4079	6286	1274	1088	4079	6287	351	270	4079	2179
ln	1414	1197	4107	7890	1346	1145	4107	7891	80	11	4107	3726
logname	1233	1015	3860	5063	1137	957	3860	5064	336	259	3860	1162
mkdir	1593	1359	4227	6621	1445	1264	4227	6621	664	580	4227	2351
mkfifo	1571	1315	4550	5904	1451	1269	4550	5905	483	294	4550	1325
mknod	1596	1328	4828	6328	1588	1403	4828	6335	465	272	4828	1470
mktemp	2144	1816	5768	7870	1871	1653	5768	7870	377	284	5768	2069
nice	1939	1656	5137	8773	1584	1407	5078	8699	437	286	5137	3594
nohup	1484	1184	5550	7182	1321	1093	5550	7182	301	192	5550	1605
od	2438	2057	6956	7963	2208	1974	6959	7968	333	260	6956	3480
paste	631	493	2436	6438	598	494	2426	6828	72	27	2426	3511
pathchk	1381	1143	4768	5891	1333	1123	4768	5891	174	98	4768	1060
pinky	2418	1914	5632	5925	2201	1851	5632	5925	266	5	5632	277
pr	2893	2863	484	1027	2740	2722	484	1027	188	179	484	391
printenv	1723	1456	4501	4840	1447	1272	4501	4840	228	43	4501	314
printf	1236	1069	2709	14166	1063	933	2487	13977	355	276	2522	9912

CoreUtil	v7.1				v7.2 wo/ Incremental				v7.2 w/ Incremental 7.1			
	Time (seconds)	Solver	Tests	Queries	Time (seconds)	Solver	Tests	Queries	Tests (seconds)	Solver	Tests	Queries
ptx	2085	1836	3507	6893	1777	1645	3511	6917	352	293	3505	3363
pwd	8	3	35	212	134	86	1037	1244	130	83	1037	1162
readlink	1730	1474	4444	5256	1601	1429	4444	5256	240	167	4444	709
rmdir	1542	1284	4776	6406	1344	1160	4776	6405	379	183	4776	1576
seq	89	61	390	678	85	57	390	678	17	3	390	138
setuidgid	1486	1143	2792	13288	1376	1075	2792	13288	471	248	2792	10442
sha1sum	1052	868	3796	4152	991	826	3796	4151	152	89	3796	341
shuf	2223	1927	5789	8425	1996	1797	5789	8425	260	193	5789	2552
sleep	1535	1253	5363	6058	1353	1122	5363	6058	113	19	5363	672
split	1937	1636	5174	7507	1826	1553	4924	6221	907	671	4927	2814
stat	796	300	2177	2754	766	292	2177	2753	402	2	2177	486
stty	1331	1114	3998	9440	1271	1098	3998	9440	234	165	3998	5050
su	1358	97	947	1378	1305	93	947	1378	1252	27	947	390
sum	166	108	1128	1373	149	104	1128	1373	24	1	1128	162
sync	6	2	35	212	3	1	35	212	1	0	35	41
tac	1169	964	3960	4812	1121	923	3961	4813	71	7	3961	665
tee	460	354	2126	2411	422	339	2126	2411	31	1	2126	161
test	1894	1597	4959	6455	1673	1482	4959	6456	457	371	4959	1299
timeout	1484	1250	3982	6561	1333	1164	3982	6561	377	302	3982	2535
touch	975	879	1703	8748	824	754	1703	7956	736	602	1703	8396
tr	1539	1287	4631	6094	1406	1227	4628	6088	381	298	4629	1565
true	2	1	9	174	2	0	9	174	2	0	9	31
truncate	1126	966	3141	4766	1077	933	3141	4766	236	190	3141	1475
tsort	1268	1063	3498	5237	1158	1003	3498	5237	302	236	3498	1708
tty	2170	1819	5720	7115	1981	1758	5720	7115	375	262	5720	1357
uname	1175	967	3778	5060	1104	927	3778	5060	246	177	3778	1251
unexpand	1124	905	4141	4699	1112	896	4159	4721	85	9	4141	615

CoreUtil	v7.1				v7.2 wo/ Incremental				v7.2 w/ Incremental 7.1			
	Time (seconds)	Solver	Tests	Queries	Time (seconds)	Solver	Tests	Queries	Tests (seconds)	Solver	Tests	Queries
uniq	10	3	59	250	5	2	59	250	2	0	59	59
unlink	1307	1088	3882	5284	1252	1096	3882	5285	558	378	3882	1348
uptime	1793	1514	4196	4984	1587	1403	4196	4986	341	255	4196	673
users	1751	1512	4196	4983	1576	1399	4196	4985	334	255	4196	673
wc	1678	1645	660	1047	1637	1613	660	1047	1668	1655	660	341
who	2065	1693	5199	5563	1840	1546	5199	5563	192	4	5199	302
whoami	1166	961	3860	5067	1102	930	3860	5064	322	245	3860	1164
yes	1	0	2	2	0	0	2	2	0	0	2	2

Table 5.2: Symbolic execution results for 85 program from GNU Coreutils suite of Unix utilities of version 8.1 (with and without incremental)

CoreUtil	v8.1 wo/ Incremental				v8.1 w/ Incremental 7.2			
	Time (seconds)	Solver	Test	Queries	Tests (seconds)	Solver	Tests	Queries
arch	1170	1025	3896	5101	325	275	3896	1163
base64	1442	1376	1516	3009	169	146	1516	1378
basename	35	19	377	643	4	0	377	101
cat	1383	1147	4212	5136	318	136	4212	827
chcon	1084	945	3876	5099	230	179	3876	1193
chgrp	1190	886	3584	5134	401	188	3584	1512
chmod	1388	1242	4011	6747	467	432	4011	2668
chown	1408	999	3594	5841	688	364	3594	2203
chroot	1285	1119	3982	4815	423	354	5811	1032
cksum	987	984	88	349	976	974	88	115
comm	69	41	611	1464	14	1	611	747
csplit	1143	1008	3754	5730	325	277	3754	1824
cut	1119	962	4580	5349	56	20	4580	606
date	15	7	146	536	4	0	146	248
dd	1081	935	4053	7582	268	209	4053	3429
dircolors	1261	1116	4208	5327	225	178	4208	1012
dirname	1475	1324	3885	4615	291	255	3885	643
du	287	216	1900	2333	47	1	1900	326
echo	1307	1163	4729	5098	162	91	4729	1235
env	1523	1317	4321	5744	963	748	4321	3802
expand	2061	1863	5916	6442	46	6	5919	505
expr	612	515	1793	6264	142	113	1793	2300
factor	1182	997	5016	6918	92	29	5016	1811

CoreUtil	v8.1 wo/ Incremental				v8.1 w/ Incremental 7.2			
	Time (seconds)	Solver	Test	Queries	Tests (seconds)	Solver	Tests	Queries
false	1	1	9	174	0	0	9	31
fmt	1194	1025	5368	6470	142	91	5368	1087
fold	2012	1758	7754	9308	97	14	7754	1472
getlimits	3	1	20	192	2	0	20	36
groups	1219	63	666	1030	1188	26	666	236
head	1647	1477	5120	6128	59	15	5120	896
hostid	1176	1031	3860	5062	314	262	3860	1153
hostname	1337	1169	4430	5736	412	369	4430	1264
id	1543	288	1607	2508	1337	114	1607	831
join	1650	1472	4950	8277	416	373	4950	3208
kill	2041	1874	4361	5579	159	98	4254	1471
link	1274	1126	4079	6265	412	273	4079	2145
ln	1236	1098	4108	7891	58	10	4108	3709
logname	1166	1022	3860	5059	326	275	3860	1167
mkdir	1467	1273	4227	6589	573	530	4227	2310
mkfifo	1447	1279	4550	5893	305	268	4550	1315
mknod	1434	1205	4828	6311	418	270	4828	1441
mktemp	4224	3996	5846	28266	1591	1507	5846	22042
nice	1605	1413	5078	8674	340	285	5137	3461
nohup	1295	1100	5550	7138	243	187	5550	1550
od	1949	1716	6959	7972	203	145	6959	2488
paste	645	501	2472	6333	63	25	2426	3879
pathchk	1250	1098	4768	5853	140	93	4768	989
pinky	1892	1547	5632	5925	224	4	5632	204
pr	2696	2678	484	1027	184	179	484	345
printenv	252	199	1627	1962	125	75	1627	1074
printf	1073	970	2594	14155	270	224	2522	9280

CoreUtil	v8.1 wo/ Incremental				v8.1 w/ Incremental 7.2			
	Time (seconds)	Solver	Test	Queries	Tests (seconds)	Solver	Tests	Queries
ptx	1643	1513	3508	6900	330	286	3508	3360
pwd	127	83	1037	1244	12	0	1037	111
readlink	1559	1402	4447	5254	304	169	4447	708
rmdir	1376	1210	4776	6374	329	187	4776	1539
seq	74	55	390	678	14	3	390	182
setuidgid	1328	1049	2792	13282	464	249	2792	10332
sha1sum	934	799	3796	4152	126	87	3796	311
shuf	1978	1741	5789	8420	235	191	5789	2482
sleep	1269	1084	5363	6058	80	17	5363	645
split	1704	1433	4924	6221	399	243	4924	1204
stat	601	269	2129	2852	282	2	2124	623
stty	1280	1116	3998	9360	220	165	3998	4916
su	1305	91	947	1378	1216	27	947	341
sum	155	106	1128	1373	14	1	1128	111
sync	7	2	35	212	1	0	35	41
tac	1035	892	3961	4815	50	6	3960	556
tee	417	331	2126	2411	28	1	2126	111
test	1638	1449	4959	6452	410	349	4959	1272
timeout	1272	1125	3982	6553	341	296	3982	2470
touch	739	687	1448	7752	573	551	1439	8231
tr	1325	1166	4629	6078	318	273	4628	1590
true	1	0	9	174	0	0	9	31
truncate	997	863	3142	4781	222	186	3142	1542
tsort	1139	1010	3498	5235	259	218	3498	1656
tty	1939	1666	5720	7098	321	260	5720	1329
uname	1056	923	3778	5037	235	183	3778	1215
unexpand	1008	857	4159	4706	60	7	4141	539

CoreUtil	v8.1 wo/ Incremental				v8.1 w/ Incremental 7.2			
	Time (seconds)	Solver	Test	Queries	Tests (seconds)	Solver	Tests	Queries
uniq	5	2	59	250	3	0	59	59
unlink	1198	1055	3882	5277	387	349	3882	1330
uptime	1619	1422	4196	4984	301	253	4196	676
users	1684	1515	4196	4982	284	249	4196	662
wc	1632	1608	660	1048	1594	1586	660	301
who	1791	1504	5199	5563	172	3	5199	243
whoami	1102	956	3860	5059	301	247	3860	1153
yes	0	0	2	2	0	0	2	2

Chapter 6

RELATED WORK

In the language of programming, imperative programs are constituted of those commands that change the state of the programs. The symbolic execution of imperative program was introduced by Clarke [9] and King [16]. The symbolic execution has now progressed from these traditional methods in the past decade. Now object oriented symbolic execution and *lazy initialization* are being used for pointer aliasing in Generalized symbolic execution [15] and PREFIX [4] has proven effectively good in finding bug on real code executed by symbolic execution.

Owing to the effectiveness of symbolic execution, extensive studies are being done from the past 7 years. DART [13] has experimented with symbolic execution by combining it with concrete execution with the result that it would get the branch conditions apart from execution path. In order to avoid the condition in which function executes on another path, DART negates the last branch condition for the purpose of making a new path condition. And hence, DART emphasize on those path conditions that are comprised of integers. This barrier was overcome through SMART [2] that came up with inter-procedural static analysis techniques to calculate the summaries of procedures. SMART [12] also comes in handy as it reduce the paths that DART explores. As far as CUTE [21] is concerned it helps in handling constraints on references by extending to DART.

The technique of negation of branch predicates is also utilized by EGT [6] and EXE [7].

These also make use of symbolic execution in order to generate test cases. The purpose of these is to enhance the accuracy of symbolic pointer analysis to control pointer arithmetic and bit-level memory locations. In this regard the most recent tool till date in the KLEE [5] when it comes to the EGT/EXE family. In the realm of industry and academics KLEE has been extensively used by many users for being open sourced. KLEE works on those programs written in C/C++ that are unmodified as well as on LLVM byte code [1]. KLEE has proven effective for many off the shelf programs. KLEE is also being utilized as enabling technology by ranged symbolic execution.

6.1 Incremental Symbolic Execution based on Static Analysis

In order to optimize the symbolic execution of affected paths, the directed incremental symbolic execution [19] is used to tell apart the differences in program versions. The purpose of this is to avoid the modified behavior in the affected paths. In those program versions in which previously symbolic execution has been done, the motivation of this procedure is to avoid symbolically executing paths in them. For this purpose, in order to single out the affected locations a reachability analysis is utilized that then guide the symbolic exploration.

DISE [19] makes use of static analysis to detect code blocks that are caused by a change. After detecting code blocks DISE makes use of dynamic analysis to modify the execution tree for symbolic execution. The execution of DISE takes place only after static analysis of both CFGs programs so it generate only affected path conditions. Usually the user requires a test suite with the use of DISE to check which conditions get outdated but it is not clear as to how it is done. The advantage that our technique holds is that it operates on dynamic analysis alone. With the help of previous execution, the range of symbolic execution is determined through validating path conditions. The advantage of a pure dynamic technique is its ability to estimate precisely as compared to DISE that over-estimate the influence of

a change that occurs. The benefits of DISE and dynamic analysis can be done if in an extension, ideas from DISE are combined with dynamic analysis in order for the static analysis to improve a portion and in this way more benefits can be attained.

Katch [18] combines static and dynamic analysis for increased coverage of software patches. Katch uses heuristics basic on static analysis to select tests from a manual test suite that are most likely to hit modified code and then it uses heuristics based on dynamic analysis to change the test inputs to increase chances of hitting modified code. The dynamic analysis is built upon symbolic execution. Since the problem of code reachability is undecidable in general, Katch hopes that the heuristics will lead to modified code in most cases. Our idea of incremental symbolic execution does not depend a manual test suite and instead does bounded exhaustive symbolic execution. Our claim is that if the fault can be found using standard symbolic execution, we will be able to find it in less time. Or, in other words, our incremental symbolic execution can explore the program up to a deeper depth bound in the same time due to the time saved by incremental execution.

6.2 Incremental Symbolic Execution based on caching solutions to path constraints

Green [28] is a technique of caching that store path conditions and then store their solution. The benefit of Green is that it slices the path condition so that these can be reduced and hence analyzed so satisfy-ability. Once done, heuristic is performed on them that is based on canonization in order to maximize the chance of getting matches with the path and finally stores them. Green provides an effective checking in incremental situations although it is not an incremental symbolic execution tool. The benefit in using Green for the incremental setting is that many path conditions may be matched from the previous execution and hence solving is avoided. Path conditions are complicated structures which involves some work

done in order to compare them and map the variations even when Green is used. The process of comparison becomes more complicated with the increase in the size of cache. In comparison the process of validation of a path condition is much quicker and there is no need of any lookup as well.

Memoized symbolic execution [29] is an innovative technique that uses the results of previously run symbolic execution and then stores these in a trie-based data structure. Memoized uses these again for the maintenance and updation of trie during the next run of symbolic execution on the modified program. The results in technique based on ranged symbolic execution is efficient as compared to the incremental symbolic execution for being cost effective concrete test versus storing and the comparison of symbolic execution results in tries.

6.3 Other ways to scale symbolic execution

Some recent studies has put forward some technique for parallel symbolic execution [23, 27, 24]. ParSym [23] used this technique of parallel symbolic execution while taking every path exploration as a unit of work and to distribute work among parallel workers it made use of a central server. Although this technique is beneficial in applying a direct approach for parallelization [14, 7] yet symbolic constraints for every branch needs to be communicated among the workers. On the other hand, static partitioning [27] makes use of symbolic execution's first shallow run in order to minimize the communication overhead during the process of running parallel symbolic execution. For this purpose, pre-conditions are made that are made by using conjunctions of clauses on path conditions that come in the process of shallow run and to restrict the symbolic execution by each worker. This is done to program such paths that satisfy the pre-condition for that worker's path exploration. The drawback of creating the pre-conditions is that the ranges of the workers who explore overlap, because of

which the efforts go wasted. Ranged symbolic execution [24] removes this very discrepancy and utilizes the dynamic load balancing so that workers may not encounter any overlap and hence the communication is kept low. Eventually the incremental analysis can have a substantial influence on the scalability.

Hybrid concolic testing [17] guides the symbolic execution periodically by searching randomly. This is helpful in increasing the code coverage. The flaw that this technique holds is that it explores overlapping range as well while hopping from symbolic execution of one area of code to the other. Compositional symbolic execution [12] avoids re-exploration by making use of method summaries. Staged symbolic execution [25] is applied on symbolic execution in stages instead of traditional approaches of its implementation. In fact the incremental symbolic execution is staging when generalized, stages are the code version and codes infer codes automatically.

All the above mentioned techniques can be utilized in combination with incremental execution.

Chapter 7

CONCLUSION

In this work, we showed how to scale symbolic execution for efficiently analyzing program increments. The basis innovation of our work is to apply symbolic execution in increments with only dynamic analysis. Our approach does not use any form of static analysis or caching of previous results for completely automated incremental testing.

The key idea of our technique is that we can use previously generated test cases for identification of code changes in the new version. Checking constraints is easy and time saving job instead of solving them. As an empowering technology we implemented our technique over the open-source tool KLEE that is state-of-the-art tool to execute C programs symbolically. Our results consist of testing 85 programs from Coreutils suite shows that our approach provides a significant speedup on increments testing. We finished execution in 73% less time by giving 67% less queries to the solver for 85 programs.

Our technique for automated software testing lead us to the place where we can test increments of the program more efficiently and effectively. We hope that our results would act as a benchmark for researchers of this field.

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