



Symbolic Analysis

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What is Symbolic Analysis

- Static analysis considers all paths are feasible
- Dynamic considers one path or a number of paths
- Symbolic analysis reasons about path feasibility
 - Much more precise
 - Scalability is an issue
- A lot of applications
 - Input generation
 - Vulnerability detection/Fuzzing
 - Verification
 - Many many others

An Example

```
1: x=input()
2: if (x>0)
3:   y=...;
4: else
5:   y=...;
6:   if (x>10)
10:    z=y
```

Basic Idea

- Explore individual paths in the program; models the conditions and the symbolic values along a path to a symbolic constraint; a path is feasible if the corresponding constraint is satisfiable (SAT)
- Similar to our per-path static analysis, a worklist is used to maintain the paths being explored
- Upon a function invocation, the current worklist is pushed to a stack and a new worklist is initialized for path exploration within the callee
- Upon a return, the symbolic value of the return variable is passed back to the caller

Another Example

```
1: x=input()
2: if (x>0)
3:   y=...;
4: else
5:   y=...;
6: t= f (x)
7: if (t>0)
8:   z=y
```

```
10: f (k) {
11:   if (k<=-10)
12:     return k+10;
13:   else
14:     return k;
```

Language

<i>Program</i>	$p ::= m^*$
<i>Function</i>	$m ::= f(x)\{s\}$
<i>Constant</i>	$c ::= \dots -1 0 1 \dots \mathbf{true} \mathbf{false}$
<i>Expression</i>	$e ::= x c e_1 \mathbf{op} e_2$
<i>Statement</i>	$s ::= x = e x = f(e) x = \mathbf{unknown}() s_1; s_2 $ $\mathbf{if} (e) \mathbf{then} s_1 \mathbf{else} s_2 \mathbf{ret}^f x$
<i>Operators</i>	$\mathbf{op} ::= + - \dots > \geq = \neq \wedge \vee \dots$

Definitions

$v \in \text{SymValue}$		$\rho \in \text{Constraint}$
$\sigma \in \text{SymStore}$	$::=$	$\text{Variable} \mapsto \text{SymValue}$
$\omega \in \text{Worklist}$	$::=$	$\mathcal{P}(\text{Stmt} \times \text{Constraint} \times \text{SymStore})$
$\Omega \in \text{WLStack}$	$::=$	$\overline{\text{Worklist}}$
$\gamma \in \text{RetConstraint}$	$::=$	$\mathcal{P}(\text{Constraint})$
$\Gamma \in \text{RCStack}$	$::=$	$\overline{\text{RetConstraint}}$

$\sigma \downarrow ::= \bigwedge_{x \in \sigma} x = \sigma(x)$, the operator turns a store to a logical conjunction.

$\langle s, \rho, \sigma \rangle \bowtie_x^f \gamma ::= \bigcup_{\rho' \in \gamma} \{ \langle s, \rho \wedge \rho', \sigma[x \mapsto rt_f] \rangle \}$, the operator propagates the constraints collected in the callee to the caller for an invocation $x=f(e)$; s is the statement right after the invocation. rt_f represents the return value of f .

$select(\omega)$ chooses the next symbolic state $\langle s, \rho, \sigma \rangle$ to explore.

$follow(\rho)$ determines the feasibility of a path condition ρ and realizes some user specified path pruning heuristics.

Symbolic Execution Semantics

EXPRESSION RULES $e \rightarrow v$

$$\frac{}{c \rightarrow c}$$

(E-CONST)

$$\frac{}{x \rightarrow x}$$

(E-VAR)

$$\frac{e_1 \rightarrow v_1 \quad e_2 \rightarrow v_2}{e_1 \mathbf{op} e_2 \rightarrow v_1 \mathbf{op} v_2}$$

(E-OP)

Symbolic Execution Semantics

STATEMENT RULES $\langle s, \rho, \sigma \rangle \rightarrow \mathcal{P}(\langle s, \rho, \sigma \rangle)$

$$\frac{e \rightarrow \rho_0}{\langle x = e; s, \rho, \sigma \rangle \rightarrow \{\langle s, \rho, \sigma[x \mapsto \rho_0] \rangle\}} \quad (\text{S-ASSIGN})$$

$$\frac{e \rightarrow v \quad \rho_1 = \rho \wedge v \quad \rho_2 = \rho \wedge \neg v \quad \text{follow}(\rho_1 \wedge \sigma \downarrow) = \mathbf{true} \quad \text{follow}(\rho_2 \wedge \sigma \downarrow) = \mathbf{false}}{\langle \mathbf{if } e \mathbf{ then } s_1 \mathbf{ else } s_2; s, \rho, \sigma \rangle \rightarrow \{\langle s_1; s, \rho_1, \sigma \rangle\}} \quad (\text{S-IF-T})$$

$$\frac{e \rightarrow v \quad \rho_1 = \rho \wedge v \quad \rho_2 = \rho \wedge \neg v \quad \text{follow}(\rho_1 \wedge \sigma \downarrow) = \mathbf{true} \quad \text{follow}(\rho_2 \wedge \sigma \downarrow) = \mathbf{true}}{\langle \mathbf{if } e \mathbf{ then } s_1 \mathbf{ else } s_2; s, \rho, \pi, \sigma \rangle \rightarrow \{\langle s_1; s, \rho_1, \sigma \rangle, \langle s_2; s, \rho_2, \sigma \rangle\}} \quad (\text{S-IF-BOTH})$$

$$\frac{r \text{ a fresh symbolic variable}}{\langle x = \mathbf{unknown}(); s, \rho, \sigma \rangle \rightarrow \{\langle s, \rho, \sigma[x \mapsto r] \rangle\}} \quad (\text{S-UNINTPRT})$$

Symbolic Execution Semantics

GLOBAL RULES $\boxed{\langle \Omega, \Gamma \rangle \Rightarrow \langle \Omega', \Gamma' \rangle}$

$$\frac{\langle s, \rho, \sigma \rangle = \text{select}(\omega) \quad \langle s, \rho, \sigma \rangle \rightarrow t}{\langle \Omega \circ \omega, \Gamma \rangle \Rightarrow \langle \Omega \circ \omega[t / \langle s, \rho, \sigma \rangle], \Gamma \rangle} \quad (\text{G-STMT})$$

$$\frac{\langle y = f(e); s_0, \rho, \sigma \rangle = \text{select}(\omega) \quad f(x)\{s\} \text{ is a method} \quad e \rightarrow v \quad \omega' = \{\langle s, \rho, \sigma[x \mapsto v] \rangle\}}{\langle \Omega \circ \omega, \Gamma \rangle \Rightarrow \langle \Omega \circ \omega \circ \omega', \Gamma \circ \{\} \rangle} \quad (\text{G-CALL})$$

$$\frac{\langle \text{ret}_f x, \rho, \sigma \rangle = \text{select}(\omega) \quad f(y)\{s\} \text{ is a method} \quad \omega' = \omega - \langle \text{ret}_f x, \rho, \sigma \rangle \quad \gamma' = \gamma \cup \{\rho \wedge \text{rt}_f = \sigma(x)\}}{\langle \Omega \circ \omega, \Gamma \circ \gamma \rangle \Rightarrow \langle \Omega \circ \omega', \Gamma \circ \gamma' \rangle} \quad (\text{G-RET})$$

$$\frac{\langle x = f(e); s, \rho, \sigma \rangle = \text{select}(\omega) \quad \omega' = \omega[\langle s, \rho, \sigma \rangle \bowtie_x^f \gamma / \langle x = f(e); s, \rho, \sigma \rangle]}{\langle \Omega \circ \omega \circ \{\}, \Gamma \circ \gamma \rangle \Rightarrow \langle \Omega \circ \omega', \Gamma \rangle} \quad (\text{G-POST-CALL})$$

A More Realistic Example

```
1
2  int readData(char type){
3      int sum=0;
4      if('F'==type){
5          Scanner cin=new Scanner(Reader("input"));
6          while(cin.hasNext()){ // cin.hasNext()*
7              sum += cin.nextInt(); // cin.nextInt() *
8          }
9          cin.close();
10     }else{
11         Socket s=new Socket("1.1.1.1");
12         while(s.hasNext()){ // hasNext() *
13             sum += s.nextInt(); // nextInt() *
14         }
15         s.close();
16     }
17     return sum;
18 }

19 int readAndNoti(){
20     int type=readUserInput(); //readUserInput() *
21     int s= readData(type);
22     if( s>=0 )
23         print("Zero or Positive");
24     else
25         print("negative");
26     return s;
27 }
28 void main(){
29     int rawInput=readAndNoti();
30     assert(rawInput>=0);
31     ...
32 }
```

Constraints

$$C1: 'F' = type \wedge \neg x_1 \wedge RET = 0,$$

$$C2: 'F' = type \wedge x_1 \wedge \neg x_2 \wedge RET = y_1,$$

$$C3: 'F' = type \wedge x_1 \wedge x_2 \wedge \neg x_3 \wedge RET = y_1 + y_2,$$

$$C4: 'F' \neq type \wedge \neg w_1 \wedge RET = 0,$$

$$C5: 'F' \neq type \wedge w_1 \wedge \neg w_2 \wedge RET = z_1,$$

$$C6: 'F' \neq type \wedge w_1 \wedge w_2 \wedge \neg w_3 \wedge RET = z_1 + z_2.$$

$$C7: 'F' = type \wedge \neg x_1 \wedge RET = 0 \wedge RET = RET2 \wedge RET2 < 0,$$

$$C8: 'F' = type \wedge x_1 \wedge \neg x_2 \wedge RET = y_1 \wedge RET = RET2 \wedge RET2 < 0,$$

$$C9: 'F' = type \wedge \neg x_1 \wedge RET = 0 \wedge RET = RET2 \wedge RET2 \geq 0,$$

$$C10: 'F' = type \wedge x_1 \wedge \neg x_2 \wedge RET = y_1 \wedge RET = RET2 \wedge RET2 \geq 0,$$

$$C11: 'F' \neq type \wedge \neg w_1 \wedge RET = 0 \wedge RET = RET2 \wedge RET2 < 0,$$

$$C12: 'F' \neq type \wedge w_1 \wedge \neg w_2 \wedge RET = z_1 \wedge RET = RET2 \wedge RET2 < 0,$$

$$C13: 'F' \neq type \wedge \neg w_1 \wedge RET = 0 \wedge RET = RET2 \wedge RET2 \geq 0,$$

$$C14: 'F' \neq type \wedge w_1 \wedge \neg w_2 \wedge RET = z_1 \wedge RET = RET2 \wedge RET2 \geq 0.$$

Technical Challenges

- How to encode a program to constraints
 - Arrays, loops, heap, strings
- How to solve constraints
 - Propositional logic and SAT/SMT solving