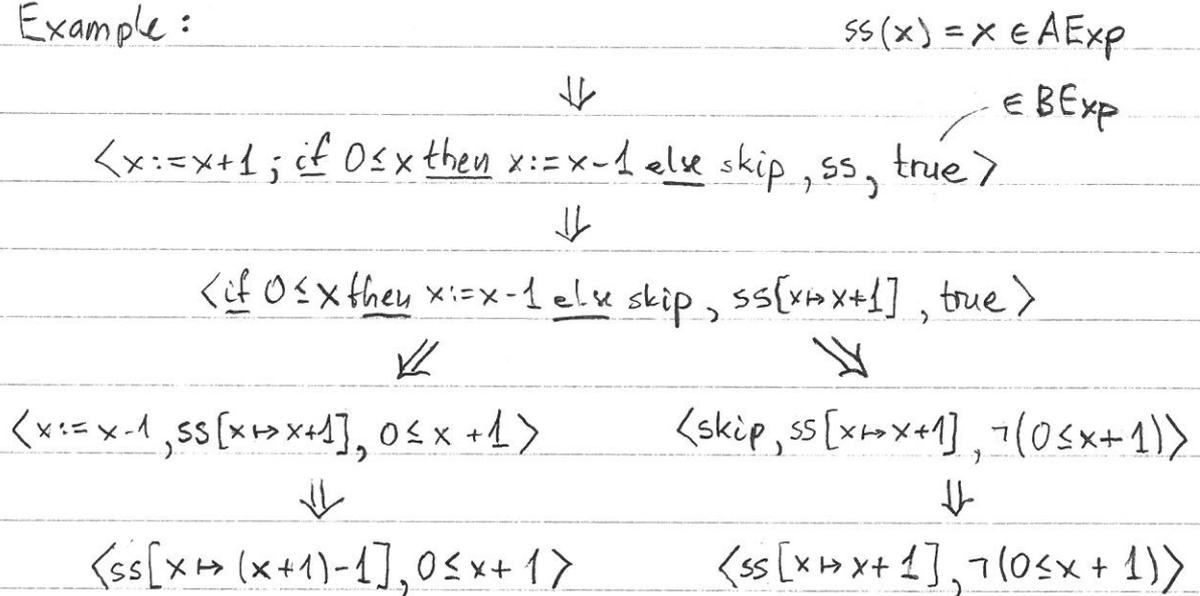


## SYMBOLIC EXECUTION

- Symbolic Execution can be seen as Abstract Interpretation in the symbolic domain of expressions. E.g.,  $x$  plus 1 gives as result the syntactic term  $x+1$ . We add to configurations a third component called a path condition, which collects the symbolic Boolean guards along executions.

Example:



We obtained two paths. A path is called feasible if its path condition is a satisfiable Boolean formula.

- Testing: Symbolic execution was developed originally, in 1976 by James King (see Course Literature) for testing purposes:
  - pick a (path) coverage criterion  $CC$ ;
  - for the given program  $S$ , generate all paths  $\text{Paths}_{CC}^S$  in  $S$  according to criterion  $CC$ ; (finitely many, of finite length)
  - symbolically execute all paths in  $\text{Paths}_{CC}^S$ ;
  - collect the corresponding final path conditions  $\text{PConds}_{CC}^S$ ;
  - for each  $pc \in \text{PConds}_{CC}^S$ , use SAT to find a satisfying assignment  $\dagger$ : state!; execution from this state will exercise this path, and we can compute the endstate.

## • The Formal Set-up

A symbolic configuration  $\langle S, ss, pc \rangle$  consists of:

a statement  $S \in \text{Stm}$

a symbolic state  $ss: \text{Var} \rightarrow \text{AExp}$ , initially  $\text{id}_{\text{var}}$

a path condition  $pc \in \text{BExp}$ , initially true

Evaluation  $\text{SA}[a](ss)$  is simply  $a[ss]$ , i.e., the arithmetic expression  $a$  where the variables are substituted with expressions according to  $ss$ . For example  $\text{SA}[x-1]([x \mapsto x+1]) = (x+1)-1$ .

Similarly,  $\text{SB}[b](ss) \stackrel{\text{def}}{=} b[ss]$ .

We give an SOS-style symbolic execution (see rules).

Later, we will extend While with additional statements and see how symbolic execution can be used for program verification.

Symbolic execution is very expressive. But it is limited to a finite number of paths of finite length: bounded exploration, for instance by unfolding loops a given factor  $k$ .

Also, expressions may grow quickly in size.

• Rules for symbolic execution

[skip<sub>SE</sub>] <skip, ss, pc> ⇒ <ss, pc>

[ass<sub>SE</sub>] <x := a, ss, pc> ⇒ <ss[x ↦ SA[a](ss)], pc>

[asm<sub>SE</sub>] <assume P, ss, pc> ⇒ <ss, pc ∧ SB[P](ss)>

[asr<sub>SE</sub>] <assert P, ss, pc> ⇒ <ss, pc> if pc ⇒ SB[P](ss)

[hav<sub>SE</sub>] <havoc X, ss, pc> ⇒ <ss[x<sup>1</sup> ↦ x<sup>0</sup>, ..., x<sup>n</sup> ↦ x<sup>0</sup>], pc>  
where {x<sup>1</sup>, ..., x<sup>n</sup>} = X and x<sup>0</sup>, ..., x<sup>0</sup> are fresh

[comp<sub>SE</sub><sup>1</sup>] 
$$\frac{\langle S_1, ss, pc \rangle \Rightarrow \langle ss', pc' \rangle}{\langle S_1; S_2, ss, pc \rangle \Rightarrow \langle S_2, ss', pc' \rangle}$$

[comp<sub>SE</sub><sup>2</sup>] 
$$\frac{\langle S_1, ss, pc \rangle \Rightarrow \langle S_1', ss', pc' \rangle}{\langle S_1; S_2, ss, pc \rangle \Rightarrow \langle S_1'; S_2, ss', pc' \rangle}$$

[if<sub>SE</sub><sup>1</sup>] <if b then S<sub>1</sub> else S<sub>2</sub>, ss, pc> ⇒ <S<sub>1</sub>, ss, pc ∧ SB[b](ss)>

[if<sub>SE</sub><sup>2</sup>] <if b then S<sub>1</sub> else S<sub>2</sub>, ss, pc> ⇒ <S<sub>2</sub>, ss, pc ∧ SB[¬b](ss)>

[while<sub>SE</sub><sup>1</sup>] <while b do S, ss, pc> ⇒ <S; while b do S, ss, pc ∧ SB[b](ss)>

[while<sub>SE</sub><sup>2</sup>] <while b do S, ss, pc> ⇒ <ss, pc ∧ SB[¬b](ss)>

where: SA[a](ss)  $\stackrel{def}{=} a[ss]$  SB[b](ss)  $\stackrel{def}{=} b[ss]$