

Software Reliability Group

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Chopped Symbolic Execution

- **Problem:** heavily-branching uninteresting code might hinder deep exploration
- **Solution:** mark code, create state snapshot, skip code, recover snapshot and execute *relevant* branches of skipped code if side-effects influence current state
- David will present his work later

Floating-Point Arithmetic

- **Problem:** missing floating point support in KLEE
- **Solution:** implement it—twice

JIT Fuzzing Solver

- **Problem:** traditional constraint-solving is often slow and boring
- **Solution:** take a set of constraints, translate them into a program, if input traverses only true branches it represents satisfying assignment, use fuzzer to find these inputs

Quality of Symbolic Executors

- **Problem:** many people use symbolic executors to test software, only few people test symbolic executors
- **Solution:** combine program generation with differential testing for symbolic executors

Array Constraint Optimisations

- **Problem:** high solving time for constraints involving large arrays
- **Solution:** use semantics-preserving constraint transformations to improve solving time

Program Transformations

- **Problem:** path explosion and high solving time
- **Solution:** use program transformations to improve solving time and to aid exploration

Binary-level Symbolic Execution

- **Problem:** KLEE executes LLVM bitcode
- **Solution:** add support for native binaries