

# S<sup>2</sup>E

## A Platform for In-Vivo Multi-Path Analysis of Software Systems

Vitaly Chipounov, Volodymyr Kuznetsov,  
George Candea

*School of Computer & Communication Sciences*



ÉCOLE POLYTECHNIQUE  
FÉDÉRALE DE LAUSANNE

# Bug Finding

# Bug Finding

```
int main(argc, argv)
{
    if (argc == 2) {
        printf("%c", *argv[2]);
        return -1;
    }

    return 0;
}
```

# Bug Finding

```
int main(argc, argv)
{
    if (argc == 2) {
        printf("%c", *argv[2]);
        return -1;
    }

    return 0;
}
```

```
$ ./prog
```

# Bug Finding

```
int main(argc, argv)
{
    if (argc == 2) {
        printf("%c", *argv[2]);
        return -1;
    }

    return 0;
}
```

```
$ ./prog
```

```
$ ./prog p1
```

```
Segmentation fault
```

# Bug Finding

```
int main(argc, argv)
{
    if (argc == 2) {
        printf("%c", *argv[2]);
        return -1;
    }

    return 0;
}
```

```
$ ./prog
```

```
$ ./prog p1
```

```
Segmentation fault
```

```
$ valgrind ./prog p1
```

```
Invalid read of size 1
main (prog.c:10)
```

# Performance Profiling

# Performance Profiling

```
int matrixSum(matrix_t m)
{
    int sum=0;

    for(i = 0; i < m.w; i++)
        for(j = 0; j < m.h; j++)
            sum += m[i][j];

    return sum;
}
```



# Performance Profiling

```
int matrixSum(matrix_t m)
{
    int sum=0;

    for(i = 0; i < m.w; i++)
        for(j = 0; j < m.h; j++)
            sum += m[i][j];

    return sum;
}
```

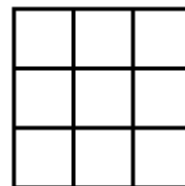


# Performance Profiling

```
int matrixSum(matrix_t m)
{
    int sum=0;

    for(i = 0; i < m.w; i++)
        for(j = 0; j < m.h; j++)
            sum += m[i][j];

    return sum;
}
```

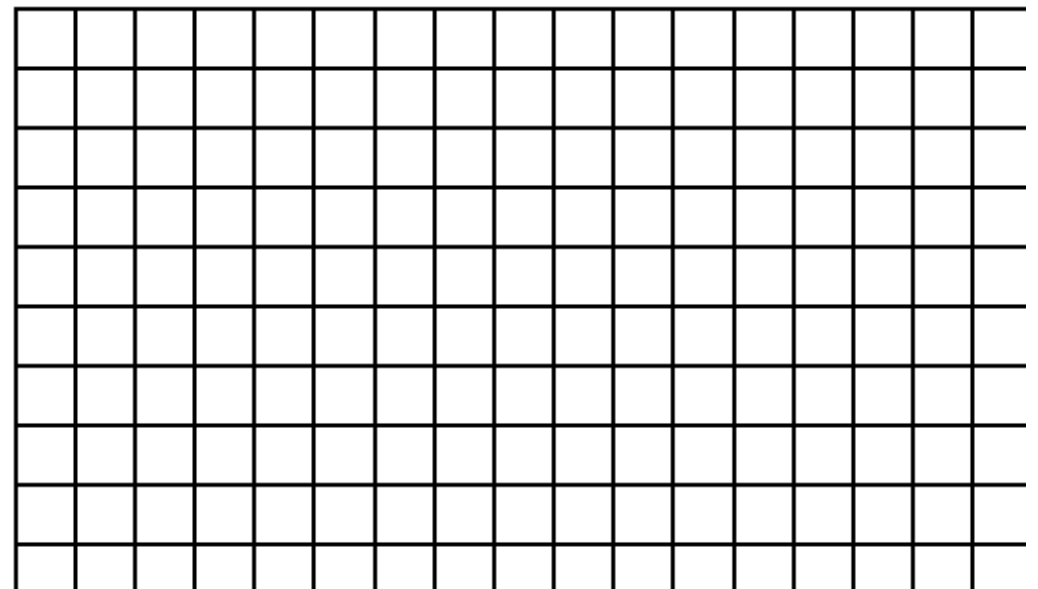


# Performance Profiling

```
int matrixSum(matrix_t m)
{
    int sum=0;

    for(i = 0; i < m.w; i++)
        for(j = 0; j < m.h; j++)
            sum += m[i][j];

    return sum;
}
```



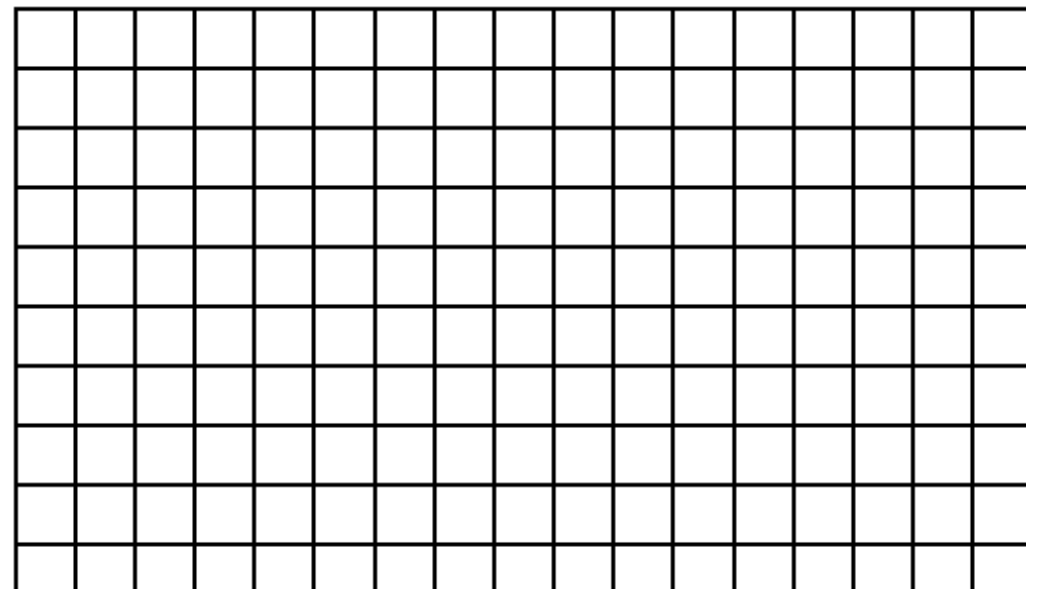
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```
int matrixSum(matrix_t m)
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    int sum=0;

    for(i = 0; i < m.w; i++)
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            sum += m[i][j];

    return sum;
}
```

OProfile



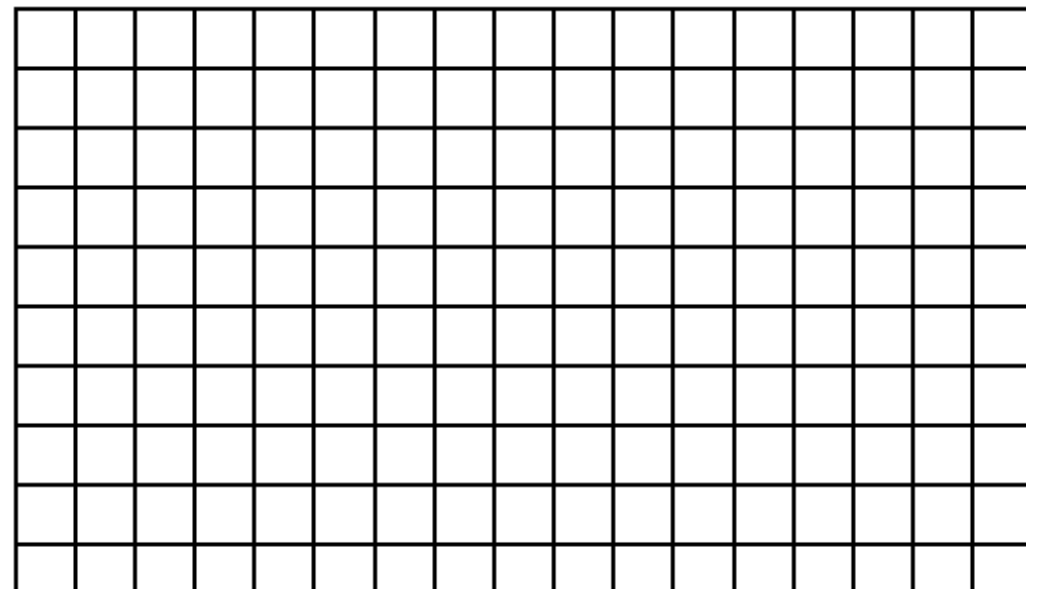
# Performance Profiling

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int matrixSum(matrix_t m)
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    int sum=0;

    for(i = 0; i < m.w; i++)
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            sum += m[i][j];

    return sum;
}
```

OProfile



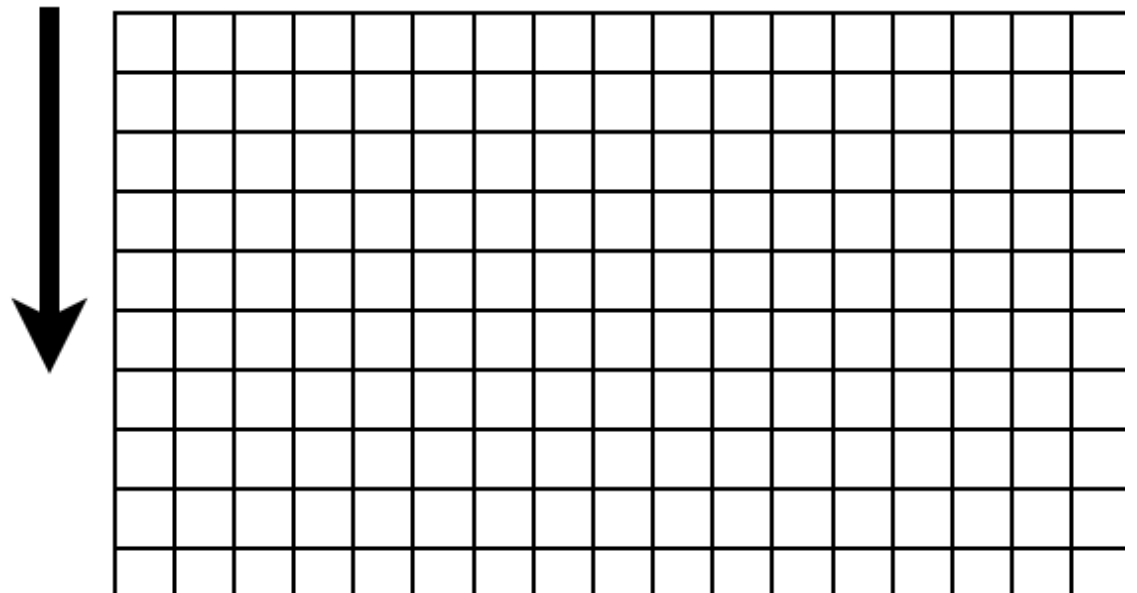
# Performance Profiling

```
int matrixSum(matrix_t m)
{
    int sum=0;

    for(i = 0; i < m.w; i++)
        for(j = 0; j < m.h; j++)
            sum += m[i][j];

    return sum;
}
```

OProfile



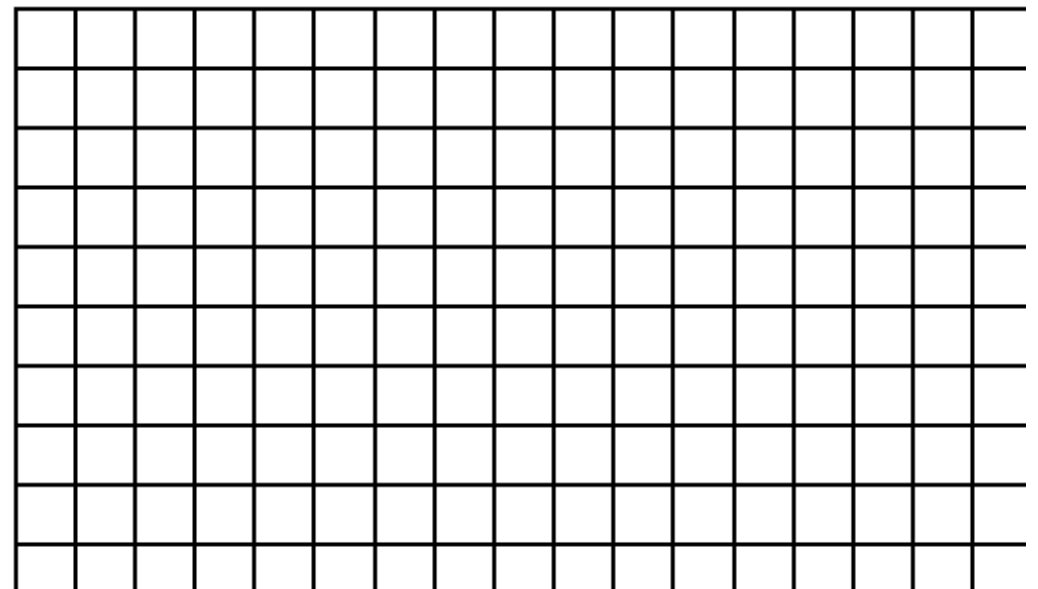
# Performance Profiling

```
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{
    int sum=0;

    for(i = 0; i < m.w; i++)
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            sum += m[i][j];

    return sum;
}
```

OProfile



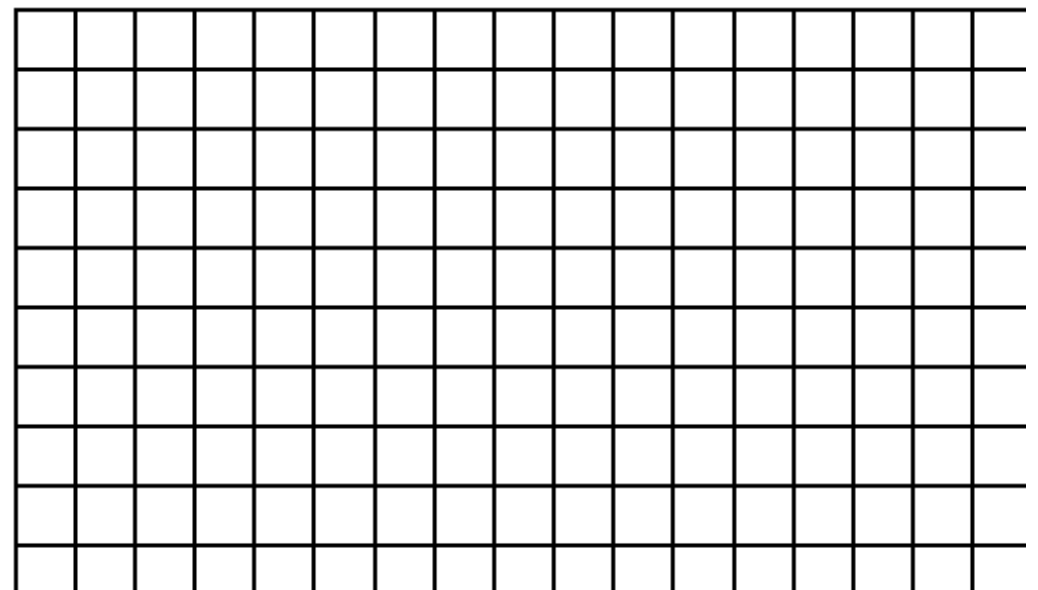
# Performance Profiling

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int matrixSum(matrix_t m)
{
    int sum=0;

    for(i = 0; i < m.w; i++)
        for(j = 0; i < m.h; j++)
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}
```

OProfile





# Analyses

- Bug finding
- Performance profiling
- Verification/Certification
- Security analysis
- ...

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- Bug finding
- Performance profiling
- Verification/Certification
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- ...

Check properties on execution paths

## Bug Finding

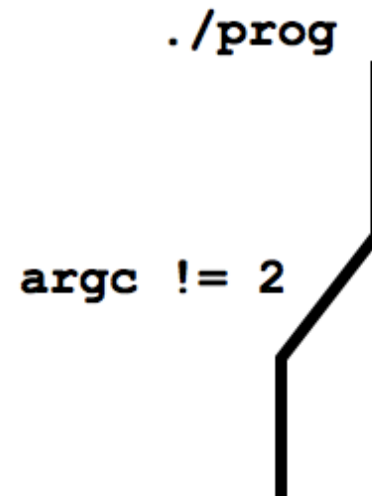
```
int main(argc, argv)
{
    if (argc == 2) {
        printf("%c", *argv[2]);
        return -1;
    }

    return 0;
}
```

## Bug Finding

```
int main(argc, argv)
{
    if (argc == 2) {
        printf("%c", *argv[2]);
        return -1;
    }

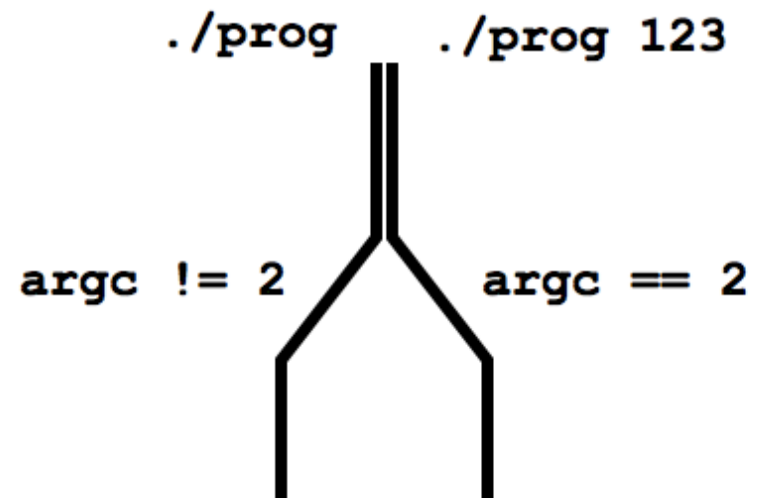
    return 0;
}
```



## Bug Finding

```
int main(argc, argv)
{
    if (argc == 2) {
        printf("%c", *argv[2]);
        return -1;
    }

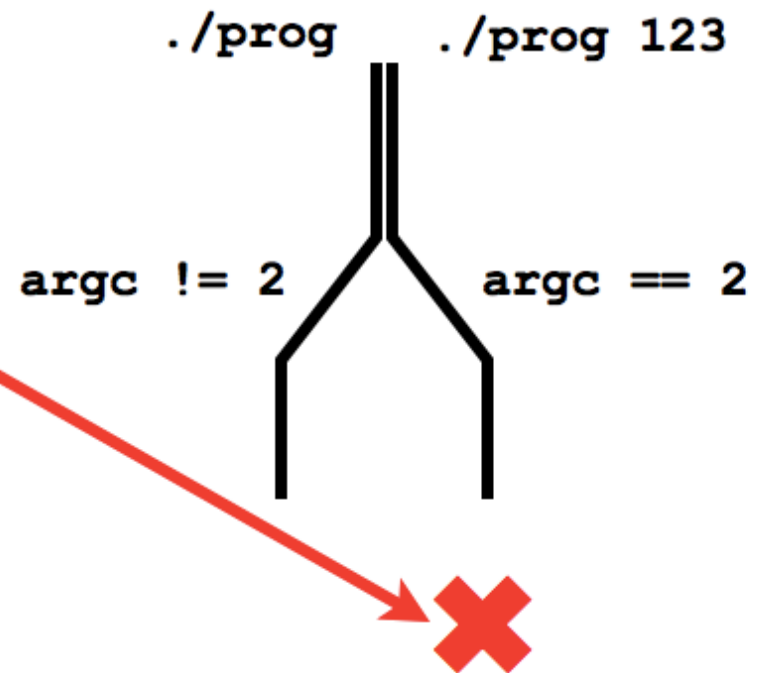
    return 0;
}
```



## Bug Finding

```
int main(argc, argv)
{
  if (argc == 2) {
    printf("%c", *argv[2]);
    return -1;
  }

  return 0;
}
```



## Performance Profiling

```
int matrixSum(matrix_t m)
{
    int sum=0;

    for(i = 0; i < m.w; i++)
        for(j = 0; j < m.h; j++)
            sum += m[i][j];

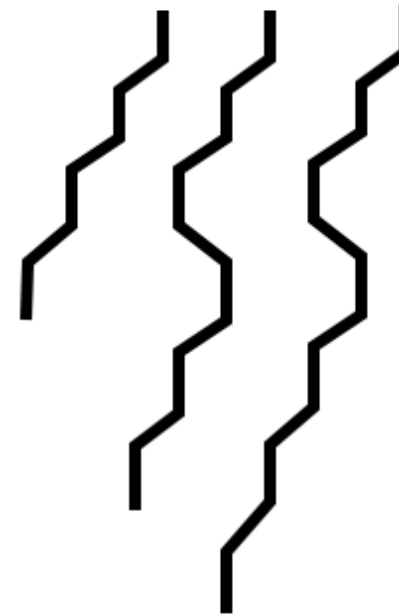
    return sum;
}
```

# Performance Profiling

```
int matrixSum(matrix_t m)
{
    int sum=0;

    for(i = 0; i < m.w; i++)
        for(j = 0; j < m.h; j++)
            sum += m[i][j];

    return sum;
}
```



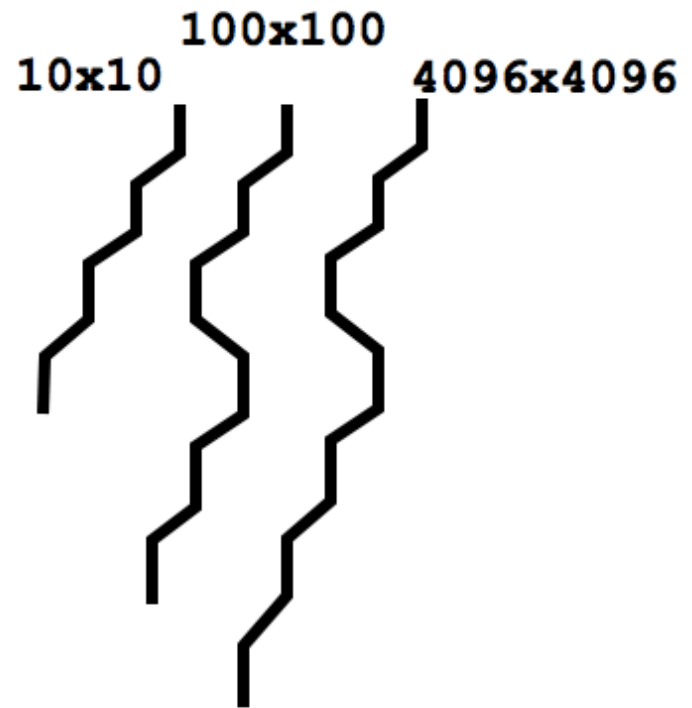


# Performance Profiling

```
int matrixSum(matrix_t m)
{
    int sum=0;

    for(i = 0; i < m.w; i++)
        for(j = 0; j < m.h; j++)
            sum += m[i][j];

    return sum;
}
```

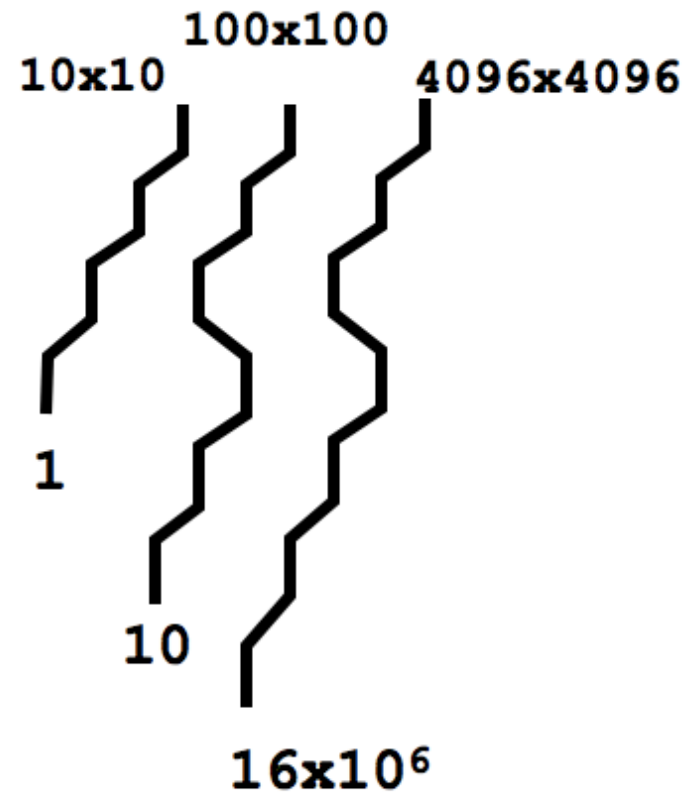


## Performance Profiling

```
int matrixSum(matrix_t m)
{
    int sum=0;

    for(i = 0; i < m.w; i++)
        for(j = 0; j < m.h; j++)
            sum += m[i][j];

    return sum;
}
```



**Cache misses**

# Systematic Path Enumeration

- Automatically finding the right paths
  - To detect bugs*
  - To expose performance issues*
  - To ...*

# *In-Vivo* Multi-Path Analysis

Analyze a *living* system, for maximum realism

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Analyze a *living* system, for maximum realism



*In Vivo*

# *In-Vivo* Multi-Path Analysis

Analyze a *living* system, for maximum realism



*In Vitro*



*In Vivo*

# Challenge

# Challenge

$2^{\text{system size}}$  paths



# Today's Approaches

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Analyze only some of the paths  
*Introduces false negatives (FNs)*

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Analyze only some of the paths  
*Introduces false negatives (FNs)*

Abstract away parts of the paths  
*Introduces false positives (FPs)*

# Outline

- Theory  
*Execution consistency models*
- System  
*S<sup>2</sup>E: Platform for in-vivo multi-path analysis*
- Results  
*Using S<sup>2</sup>E in practice*

**<http://s2e.epfl.ch>**

# Outline

- Theory  
*Execution consistency models*
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# Execution Consistency Models

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- Specify the set of paths to be analyzed

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- Principled FPs/FNs trade-offs




# Execution Consistency Models

- Specify the set of paths to be analyzed
- Principled FPs/FNs trade-offs
- Remember memory consistency models ?

# Consistency Models in S2E

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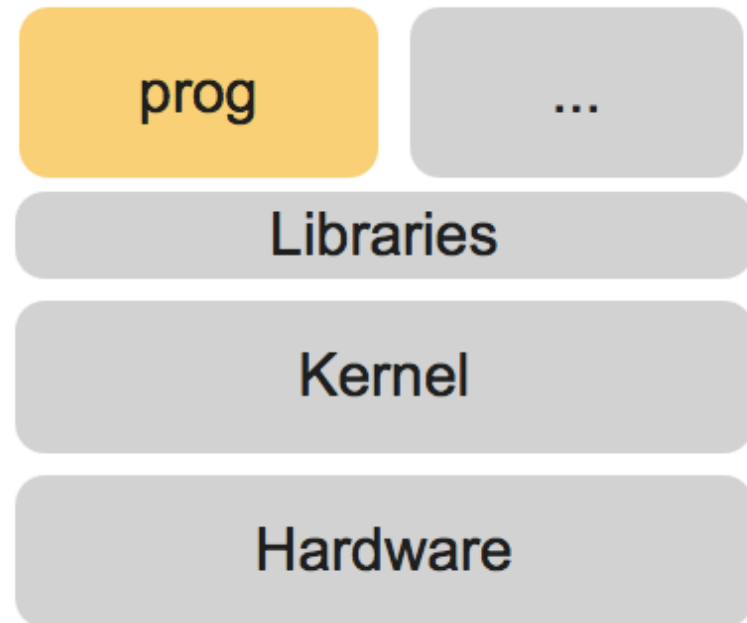
```
int main(argc, argv) {  
    if (argc == 0) {  
        ...  
    }  
  
    p = malloc(...);  
  
    if (p == NULL) {  
        ...  
    }  
    ...  
}
```



prog

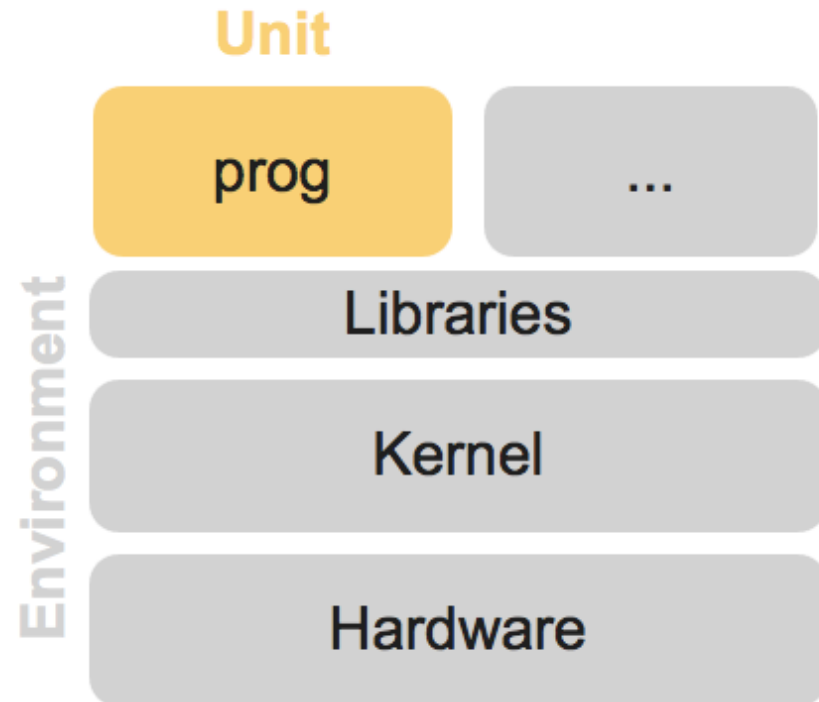
# Consistency Models in S2E

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



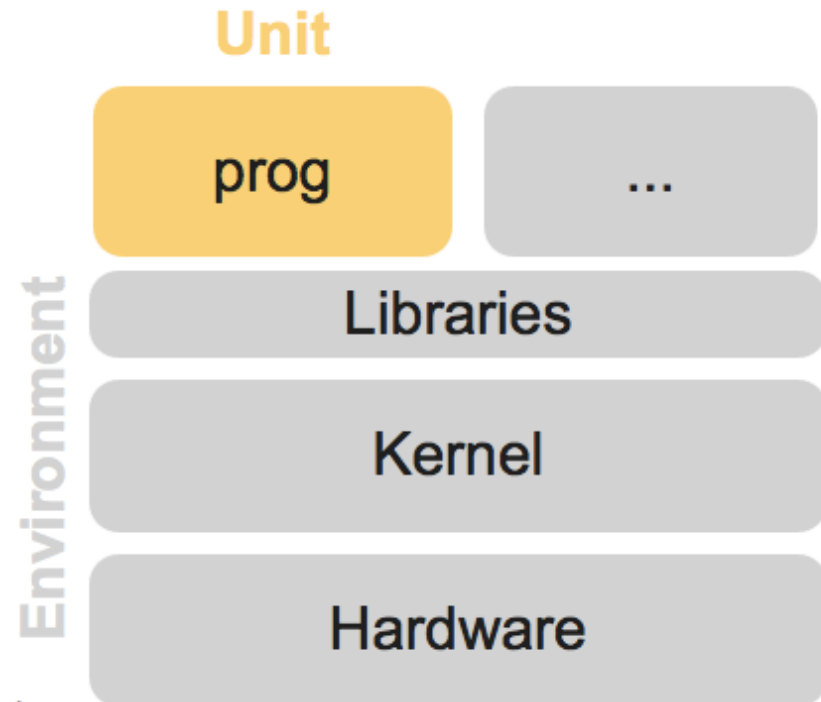
# Consistency Models in S2E

```
int main(argc, argv) {  
    if (argc == 0) {  
        ...  
    }  
  
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    }  
    ...  
}
```



# Consistency Models in S2E

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

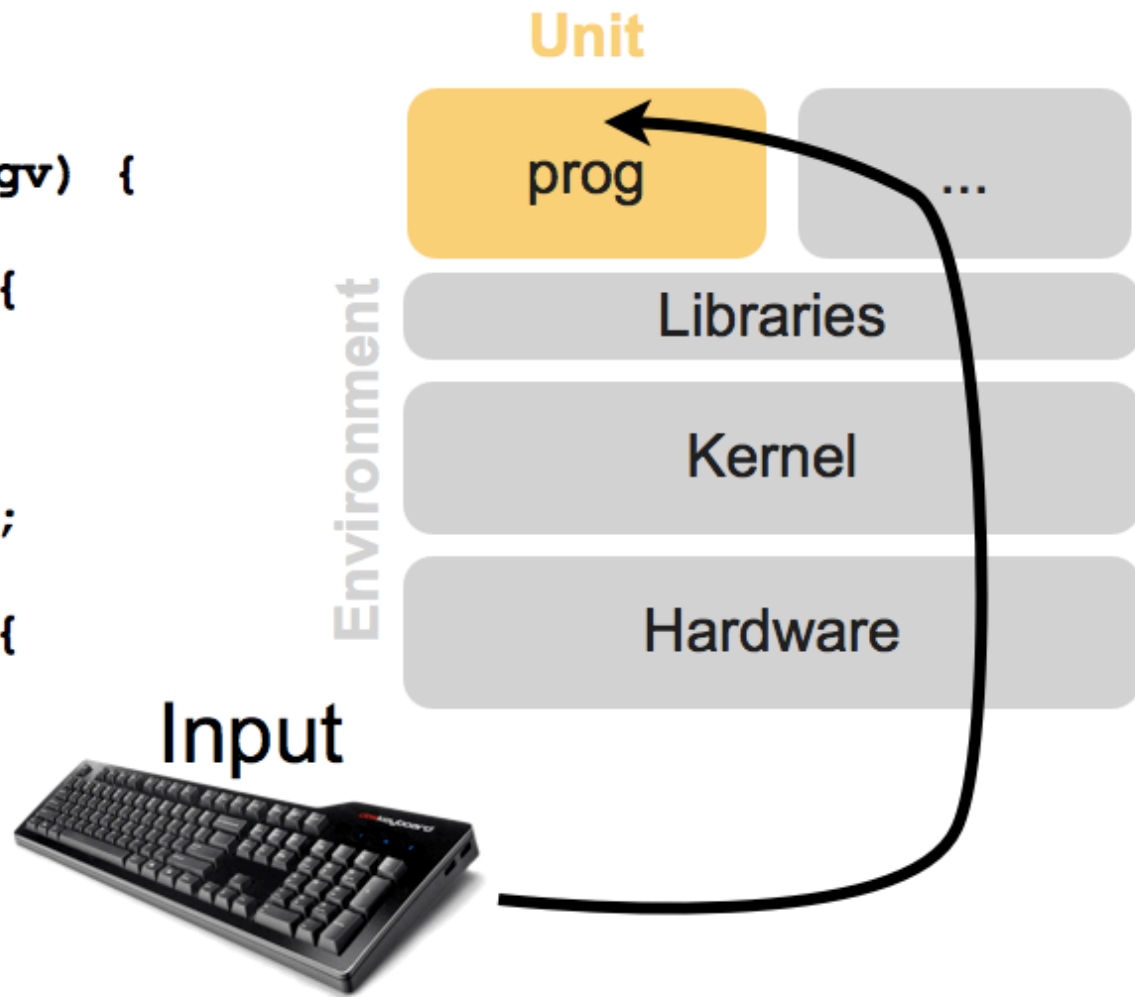


Input



# Consistency Models in S2E

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



# Consistency Models in S2E

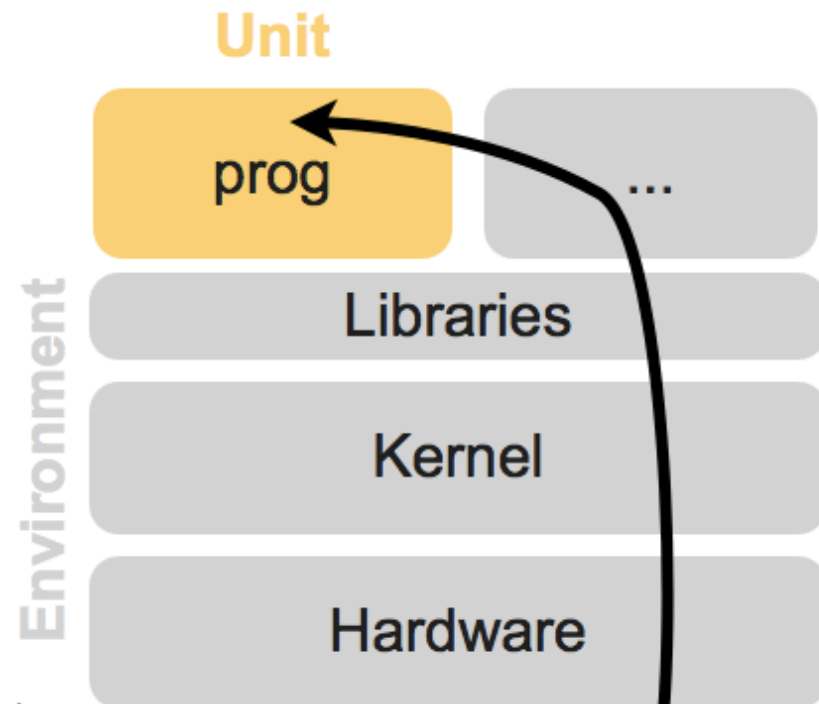
```
int main(argc, argv) {
```

```
    if (argc == 0) {  
        ...  
    }
```

```
    p = malloc(...);
```

```
    if (p == NULL) {  
        ...  
    }
```

```
    ...  
}
```



Input





# Consistency Models in S2E

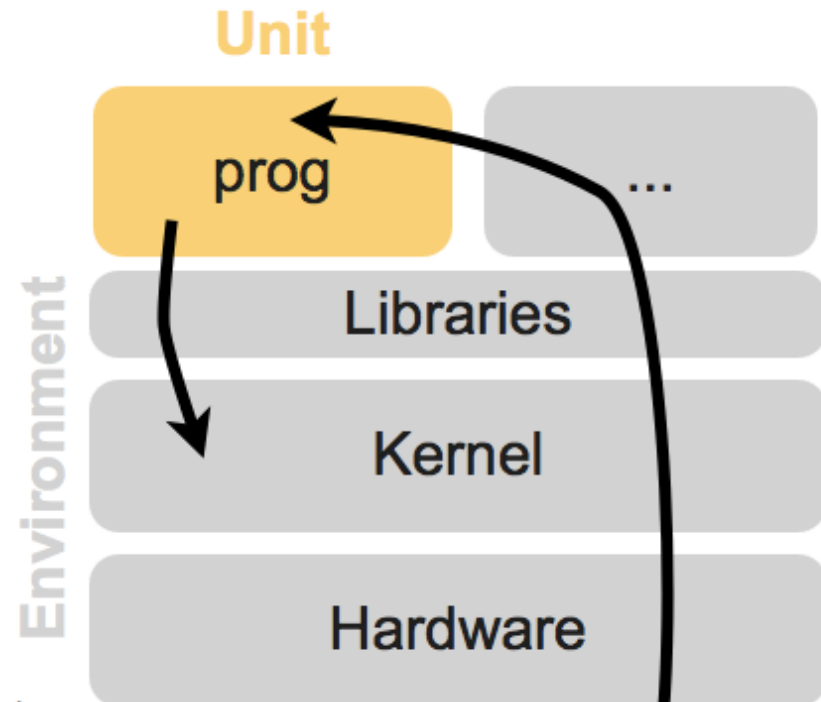
```
int main(argc, argv) {
```

```
    if (argc == 0) {  
        ...  
    }
```

```
    p = malloc(...);
```

```
    if (p == NULL) {  
        ...  
    }
```

```
    ...  
}
```



Input



# Consistency Models in S2E

```
int main(argc, argv) {
```

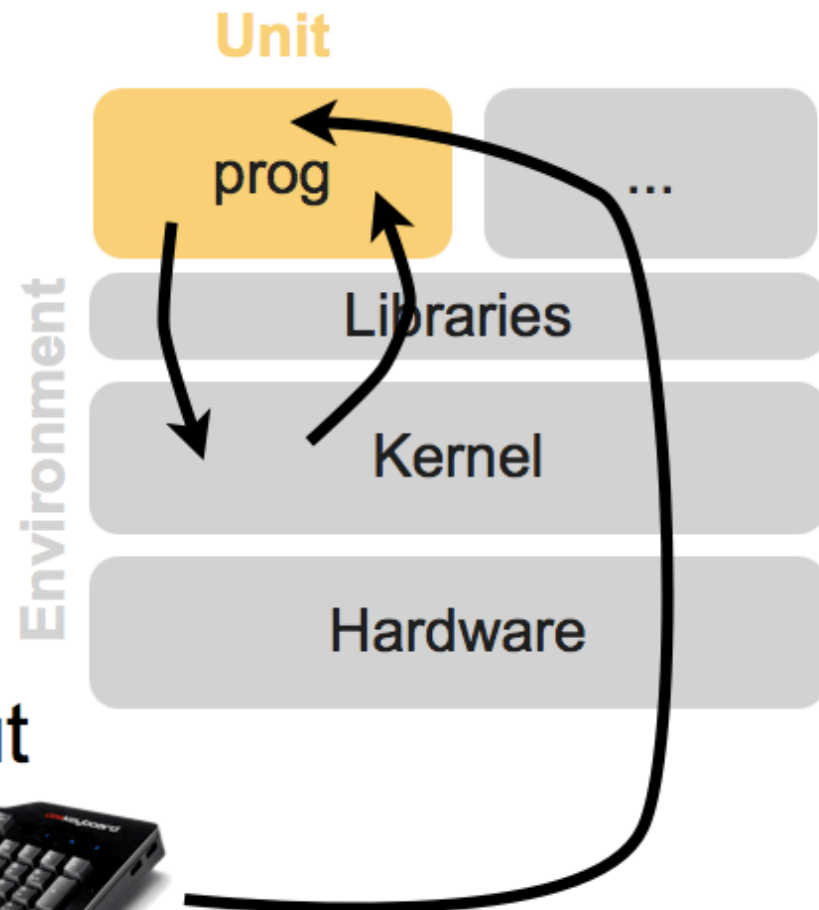
```
    if (argc == 0) {  
        ...  
    }
```

```
    p = malloc(...);
```

```
    if (p == NULL) {  
        ...  
    }
```

```
    ...  
}
```

Input



# SC-SE

## Strictly Consistent *System*-Level Execution

```
int main(argc, argv) {  
    if (argc == 1) {  
        ...  
    }  
  
    p = malloc(...);  
    if (p == NULL) {  
        ...  
    }  
    ...  
}
```

Unit

Environment

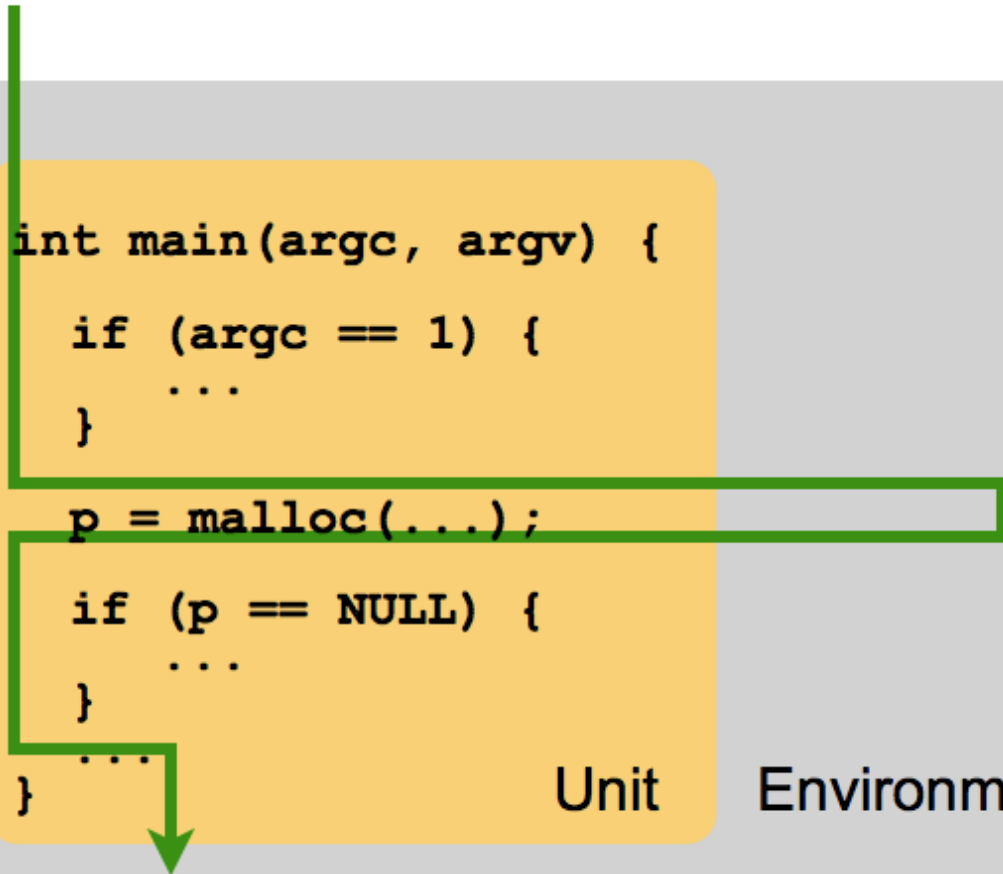
# SC-SE

## Strictly Consistent *System*-Level Execution

```
int main(argc, argv) {  
    if (argc == 1) {  
        ...  
    }  
    p = malloc(...);  
    if (p == NULL) {  
        ...  
    }  
    ...  
}
```

Unit

Environment



# SC-SE

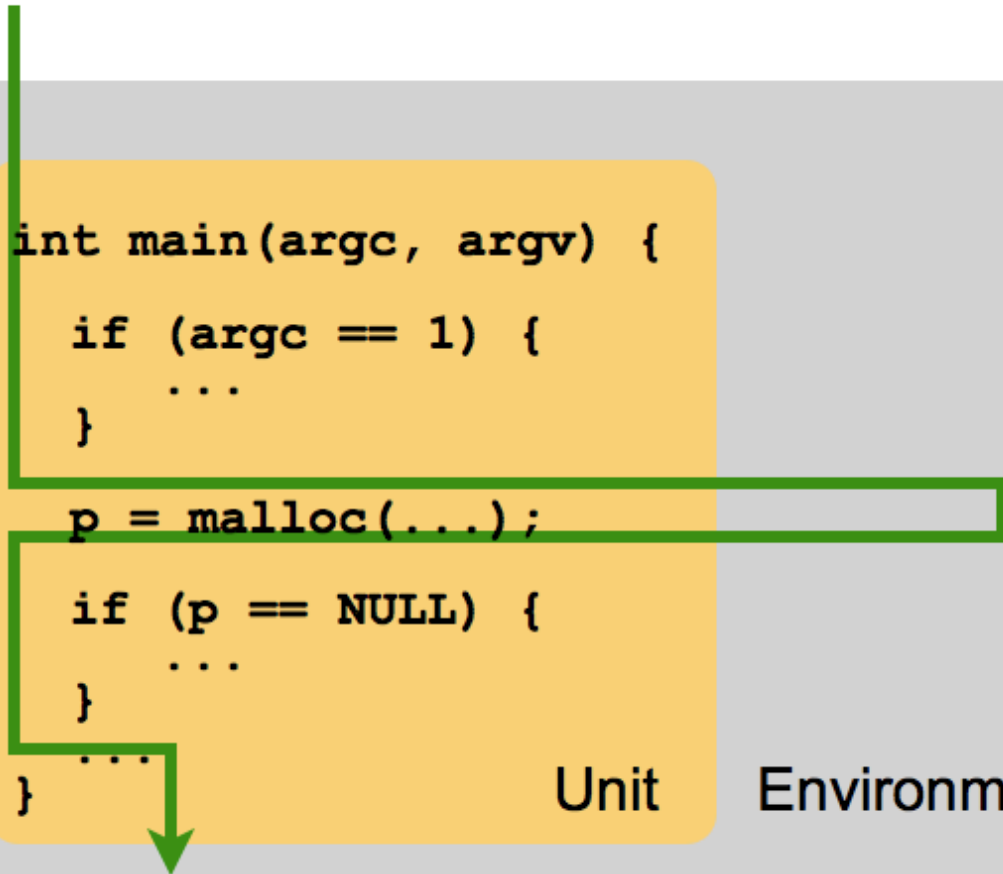
## Strictly Consistent *System*-Level Execution

### System Input

```
int main(argc, argv) {  
    if (argc == 1) {  
        ...  
    }  
  
    p = malloc(...);  
  
    if (p == NULL) {  
        ...  
    }  
    ...  
}
```

Unit

Environment





# SC-SE

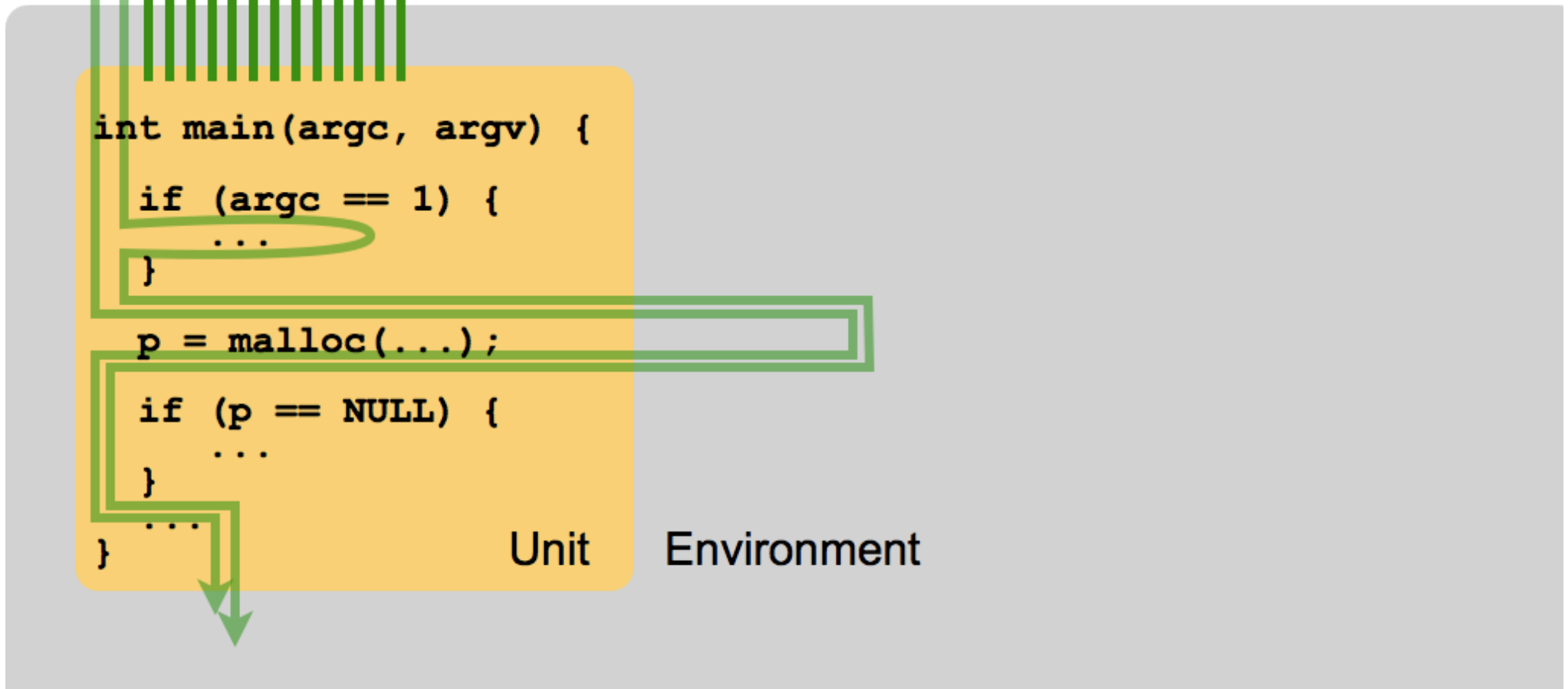
## Strictly Consistent *System*-Level Execution

### System Input

```
int main(argc, argv) {  
  if (argc == 1) {  
    ...  
  }  
  p = malloc(...);  
  if (p == NULL) {  
    ...  
  }  
  ...  
}
```

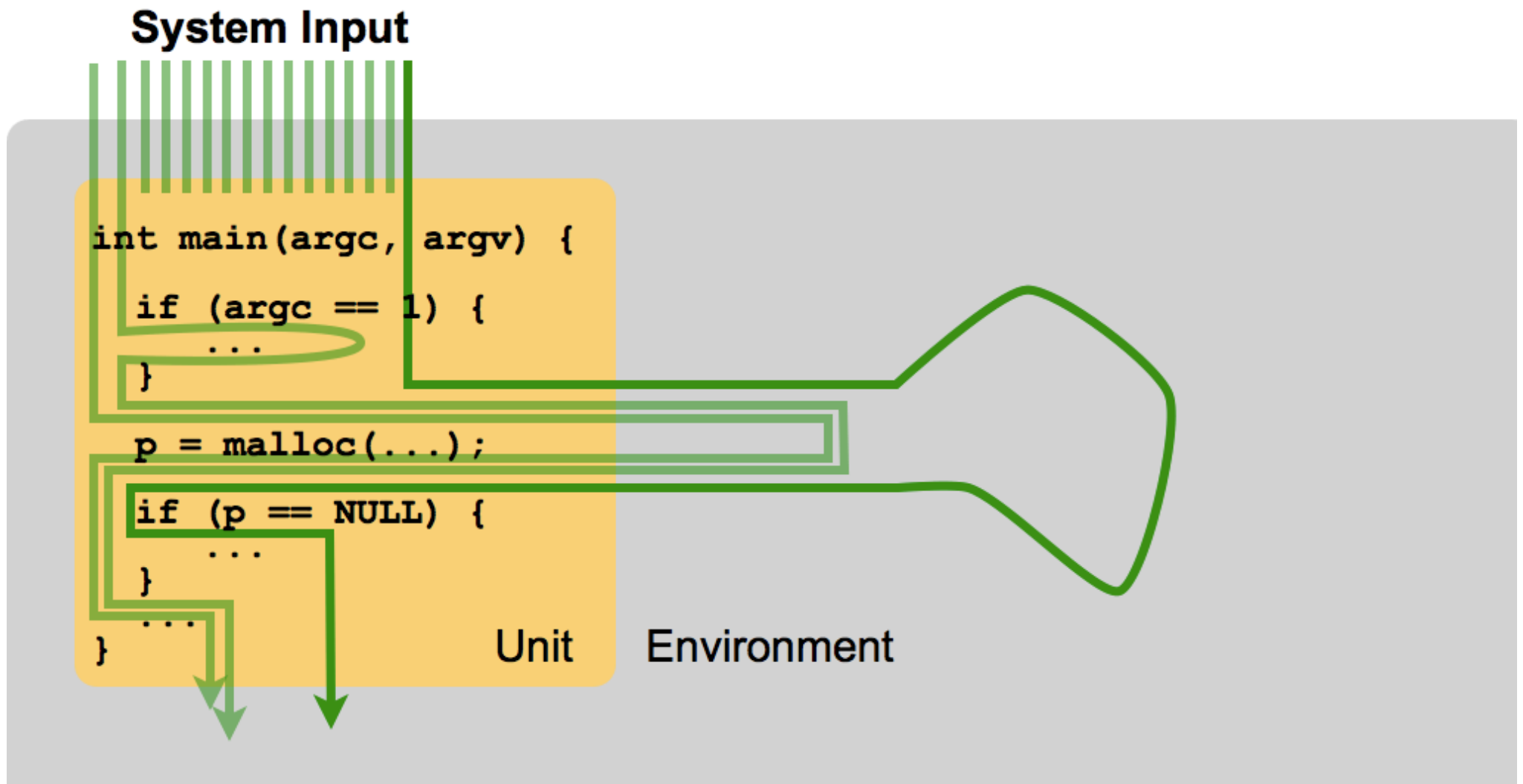
Unit

Environment



# SC-SE

## Strictly Consistent *System*-Level Execution





# SC-SE

## Strictly Consistent *System*-Level Execution

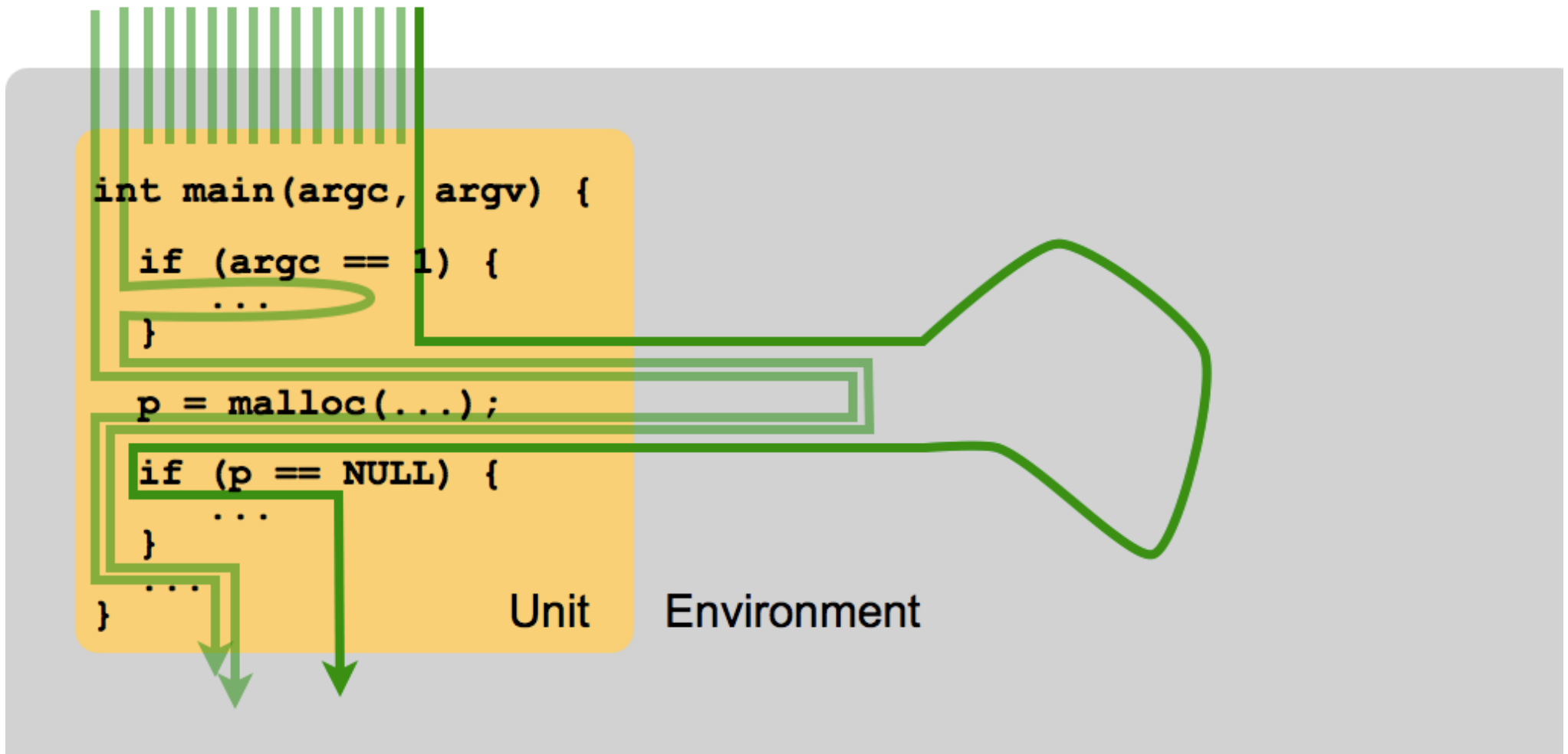
Zero FNs  
Zero FPs

**System Input**

```
int main(argc, argv) {  
  if (argc == 1) {  
    ...  
  }  
  p = malloc(...);  
  if (p == NULL) {  
    ...  
  }  
  ...  
}
```

Unit

Environment



# SC-SE

Strictly Consistent *System*-Level Execution

Zero FNs  
Zero FPs

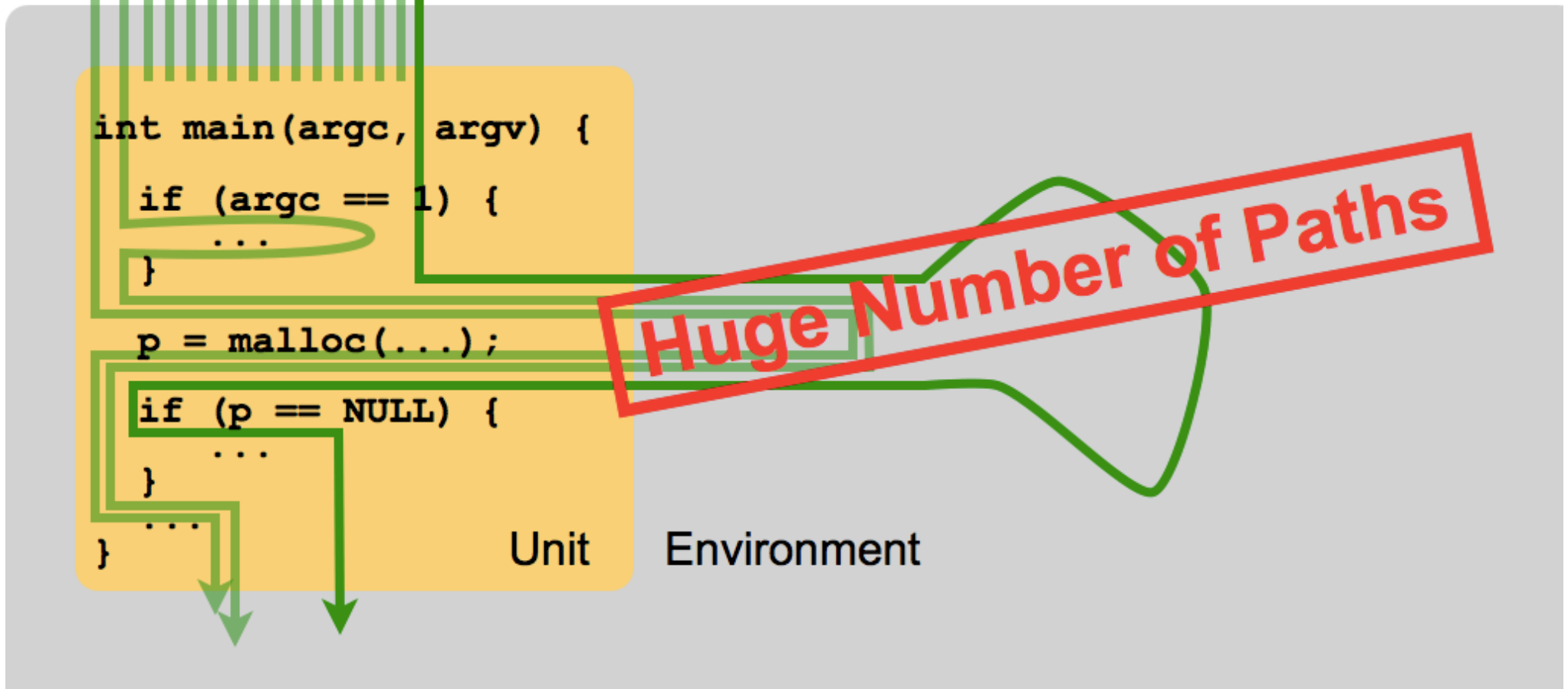
System Input

```
int main(argc, argv) {  
  if (argc == 1) {  
    ...  
  }  
  p = malloc(...);  
  if (p == NULL) {  
    ...  
  }  
  ...  
}
```

Unit

Environment

**Huge Number of Paths**



# SC-UE

## Strictly Consistent *Unit-Level* Execution

```
int main(argc, argv) {  
    if (argc == 1) {  
        ...  
    }  
  
    p = malloc(...);  
    if (p == NULL) {  
        ...  
    }  
    ...  
}
```

Unit

Environment

# SC-UE

## Strictly Consistent *Unit-Level* Execution

### Unit Input

```
int main(argc, argv) {  
    if (argc == 1) {  
        ...  
    }  
  
    p = malloc(...);  
    if (p == NULL) {  
        ...  
    }  
    ...  
}
```

Unit

Environment

# SC-UE

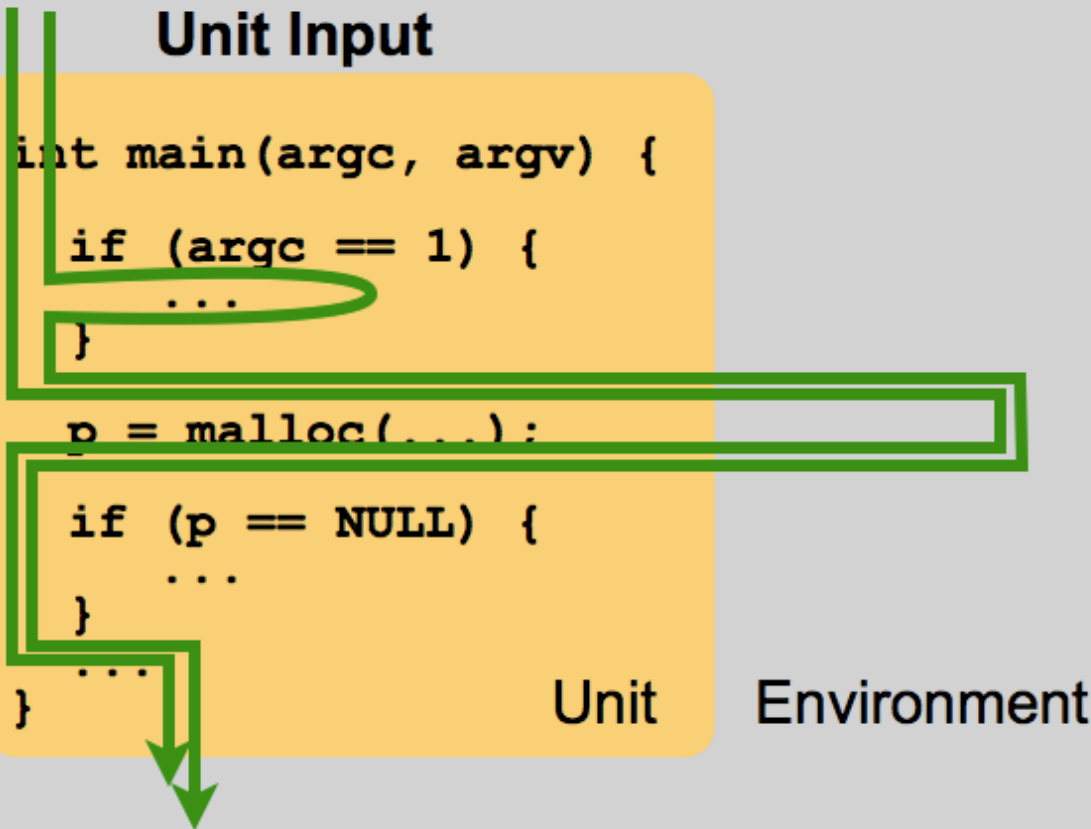
## Strictly Consistent *Unit-Level* Execution

### Unit Input

```
int main(argc, argv) {  
    if (argc == 1) {  
        ...  
    }  
    p = malloc(...);  
    if (p == NULL) {  
        ...  
    }  
    ...  
}
```

Unit

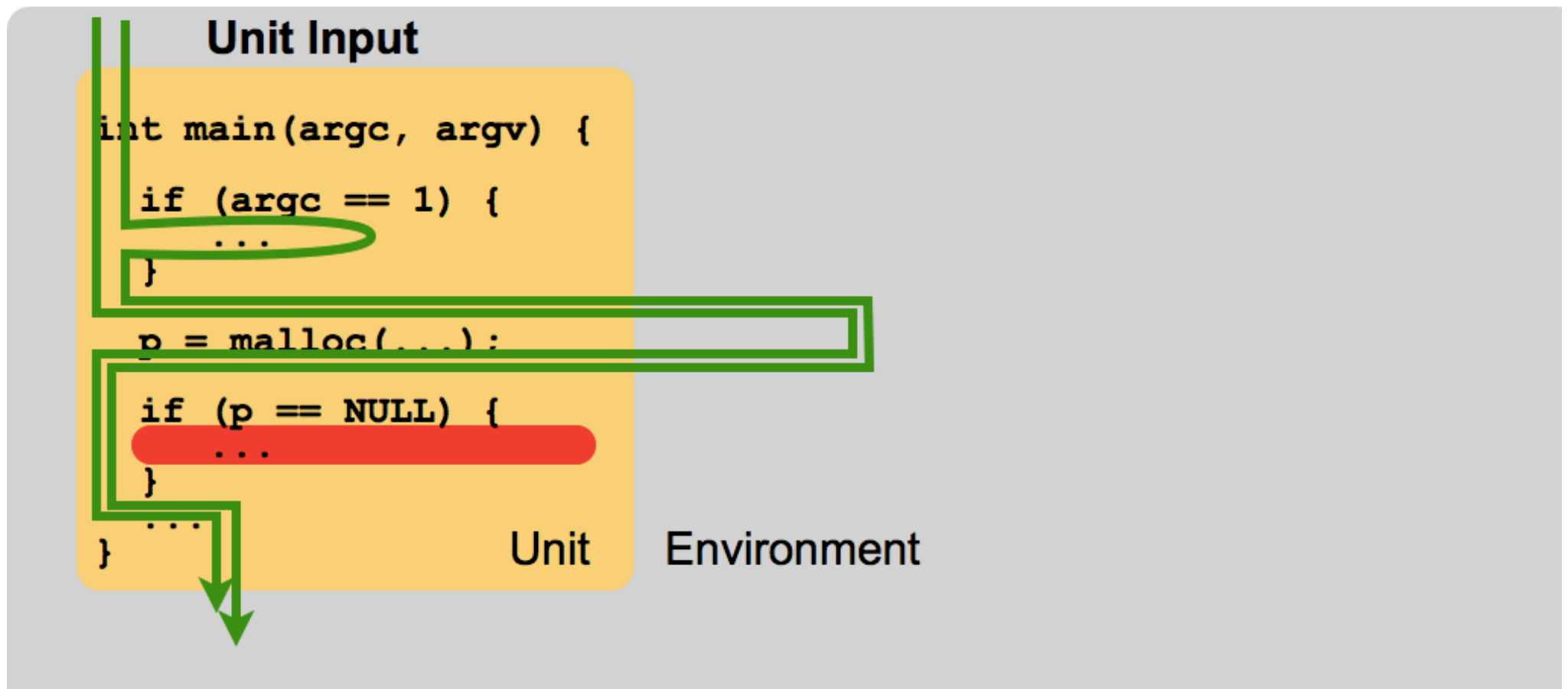
Environment



# SC-UE

## Strictly Consistent *Unit-Level* Execution

Presence of FNs



# RC

## Relaxed Consistency

### Unit Input

```
int main(argc, argv) {  
    if (argc == 1) {  
        ...  
    }  
  
    p = malloc(...);  
  
    if (p == NULL) {  
        ...  
    }  
    ...  
}
```

# RC

## Relaxed Consistency

### Unit Input

```
int main(argc, argv) {  
    if (argc == 1) {  
        ...  
    }  
  
    p = malloc(...);  
    if (p == NULL) {  
        ...  
    }  
    ...  
}
```

Relax returned values  
 $p' \in \{\text{NULL}, p\}$

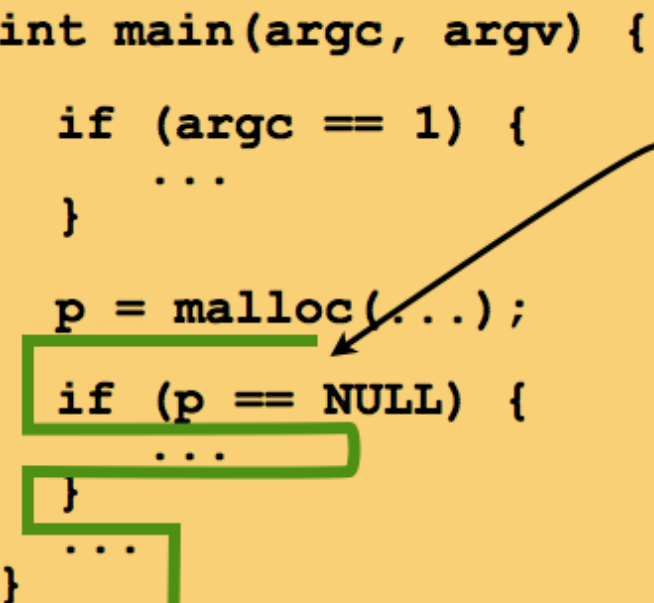


# RC

## Relaxed Consistency

### Unit Input

```
int main(argc, argv) {  
    if (argc == 1) {  
        ...  
    }  
  
    p = malloc(...);  
    if (p == NULL) {  
        ...  
    }  
    ...  
}
```



Relax returned values  
 $p' \in \{\text{NULL}, p\}$

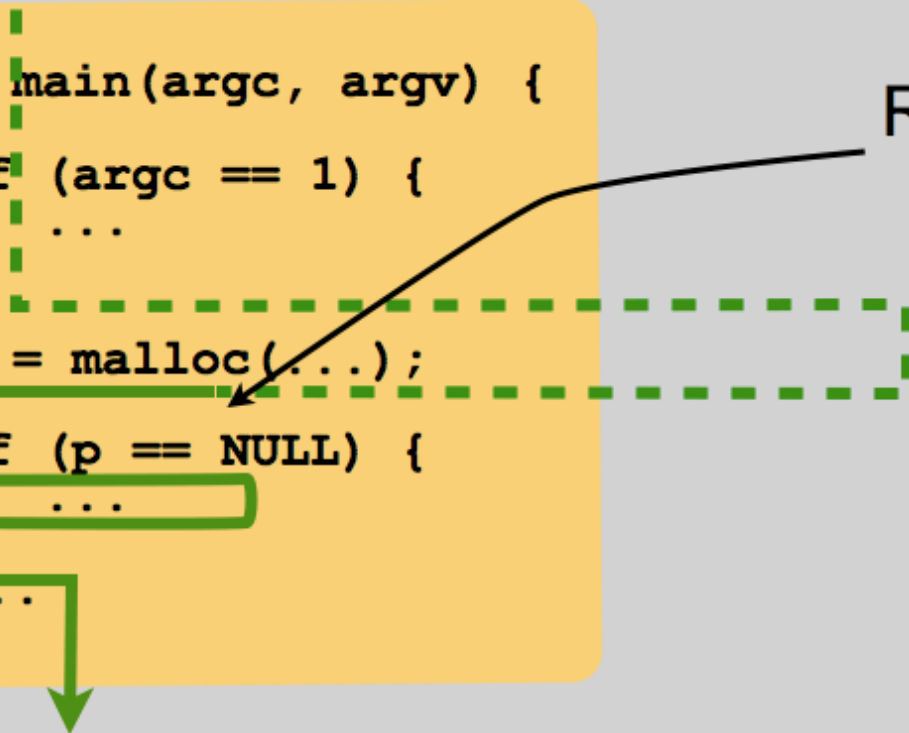
# RC

## Relaxed Consistency

### Unit Input

```
int main(argc, argv) {  
  if (argc == 1) {  
    ...  
  }  
  p = malloc(...);  
  if (p == NULL) {  
    ...  
  }  
  ...  
}
```

Relax returned values  
 $p' \in \{\text{NULL}, p\}$



# RC

## Relaxed Consistency

### Unit Input

```
int main(argc, argv) {  
  if (argc == 1) {  
    ...  
  }  
  p = malloc(...);  
  if (p == NULL) {  
    ...  
  }  
  ...  
}
```

Relax returned values  
 $p' \in \{\text{NULL}, p\}$

Introduces memory leak

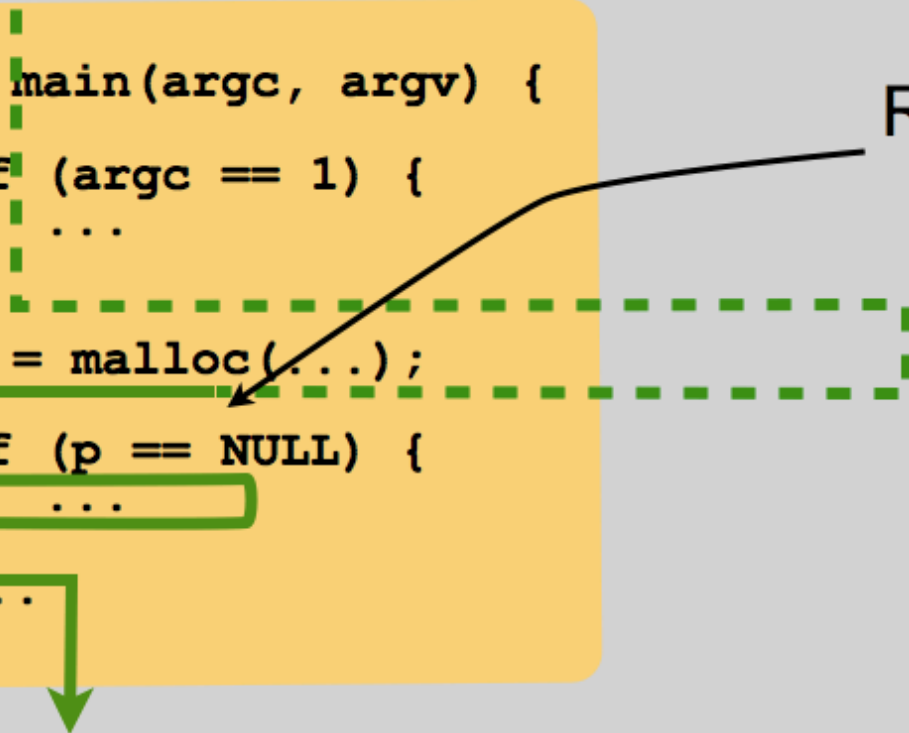
# RC

## Relaxed Consistency

### Unit Input

```
int main(argc, argv) {  
  if (argc == 1) {  
    ...  
  }  
  p = malloc(...);  
  if (p == NULL) {  
    ...  
  }  
  ...  
}
```


Relax returned values  
 $p' \in \{\text{NULL}, p\}$





# Execution Consistency Models

Model	FNs w.r.t. unit	FPs w.r.t. unit	# system paths
-------	--------------------	--------------------	-------------------





# Execution Consistency Models

Model	FNs w.r.t. unit	FPs w.r.t. unit	# system paths
Concrete			

# Execution Consistency Models








Model	FNs w.r.t. unit	FPs w.r.t. unit	# system paths
Concrete			
SC-SE			

# Execution Consistency Models








Model	FNs w.r.t. unit	FPs w.r.t. unit	# system paths
Concrete			
SC-SE			
SC-UE			





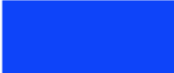






# Execution Consistency Models

Model	FNs w.r.t. unit	FPs w.r.t. unit	# system paths
Concrete			
SC-SE			
SC-UE			
RC			












# Execution Consistency Models

Model	FNs w.r.t. unit	FPs w.r.t. unit	# system paths
Concrete			
SC-SE			
SC-UE			
RC			












# Execution Consistency Models

Model	FNs w.r.t. unit	FPs w.r.t. unit	# system paths
Concrete			
SC-SE			
SC-UE			
RC			
CFG			












# Execution Consistency Models

Model	FNs w.r.t. unit	FPs w.r.t. unit	# system paths
Concrete			
SC-SE			
SC-UE			
RC			
CFG			
Local			

# Execution Consistency Models

Model	FNs w.r.t. unit	FPs w.r.t. unit	# system paths	Uses
Concrete				Valgrind
SC-SE				KLEE
SC-UE				DART
RC				RevNIC
CFG				Disassemblers
Local				DDT

# Execution Consistency Models

Model	FNs w.r.t. unit	FPs w.r.t. unit	# system paths	Uses
Concrete				Valgrind
SC-SE				KLEE
SC-UE				DART
RC				RevNIC
CFG				Disassemblers
Local				DDT

**Design your own models**

# Outline

- Theory  
*Execution consistency models*
- System  
*S<sup>2</sup>E: Platform for in-vivo multi-path analysis*
- Results  
*Using S<sup>2</sup>E in practice*

**<http://s2e.epfl.ch>**

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# Symbolic Execution

# Symbolic Execution

```
int func(int a, int b)
{
    if (a > 0) {
        ...
    }

    if (b < 0) {
        ...
    }
}
```

# Symbolic Execution

`a=1 b=2 a=3 b=5 a=5 b=2 a=10 b=22`

```
int func(int a, int b)
{
    if (a > 0) {
        ...
    }

    if (b < 0) {
        ...
    }
}
```

# Symbolic Execution

$a = \lambda$   $b = \delta$

```
int func(int a, int b)
{
    if (a > 0) {
        ...
    }

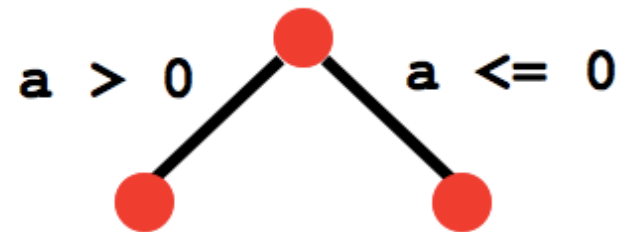
    if (b < 0) {
        ...
    }
}
```

# Symbolic Execution

$a = \lambda$   $b = \delta$

```
int func(int a, int b)
{
    if (a > 0) {
        ...
    }

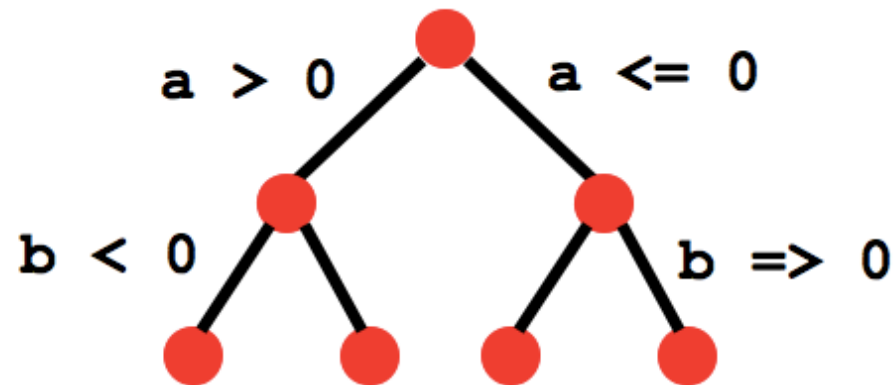
    if (b < 0) {
        ...
    }
}
```



# Symbolic Execution

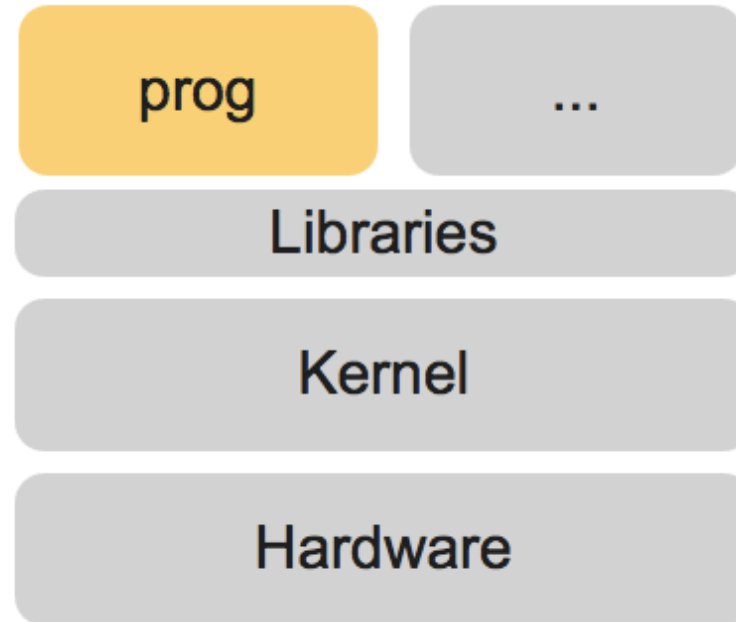
$a = \lambda$   $b = \delta$

```
int func(int a, int b)
{
    if (a > 0) {
        ...
    }
    if (b < 0) {
        ...
    }
}
```



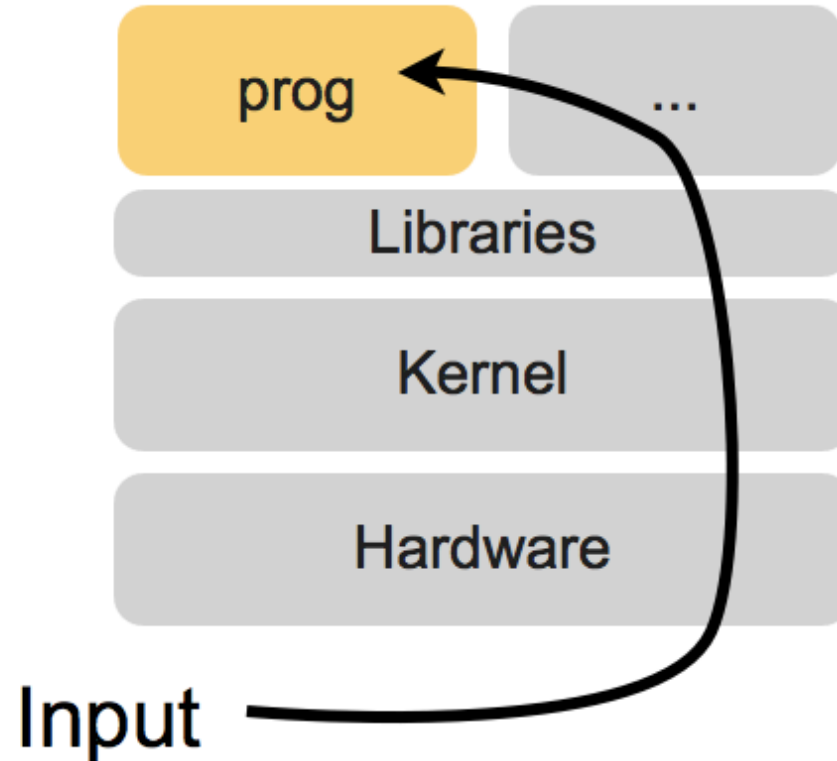
# Concrete ➔ Symbolic

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



# Concrete $\Rightarrow$ Symbolic

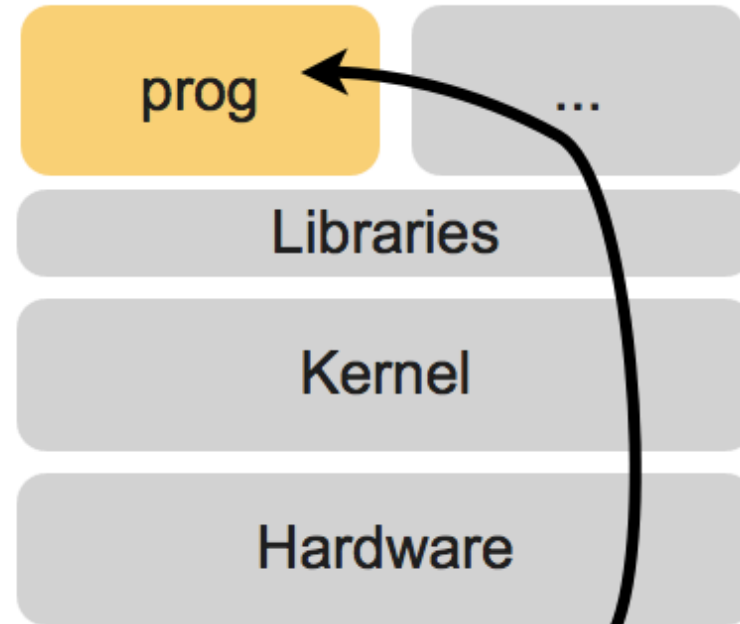
```
int main(argc, argv) {  
    if (argc == 0) {  
        ...  
    }  
  
    p = malloc(...);  
  
    if (p == NULL) {  
        ...  
    }  
    ...  
}
```





# Concrete ➔ Symbolic

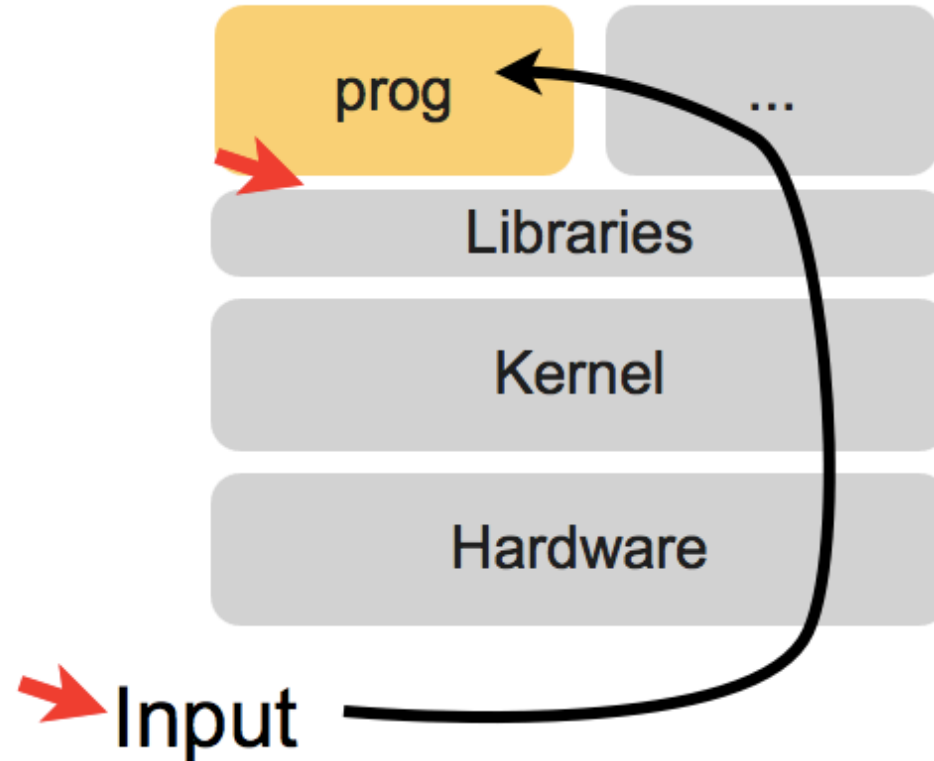
```
int main(argc, argv) {  
    if (argc == 0) {  
        ...  
    }  
  
    p = malloc(...);  
  
    if (p == NULL) {  
        ...  
    }  
    ...  
}
```



➔ Input

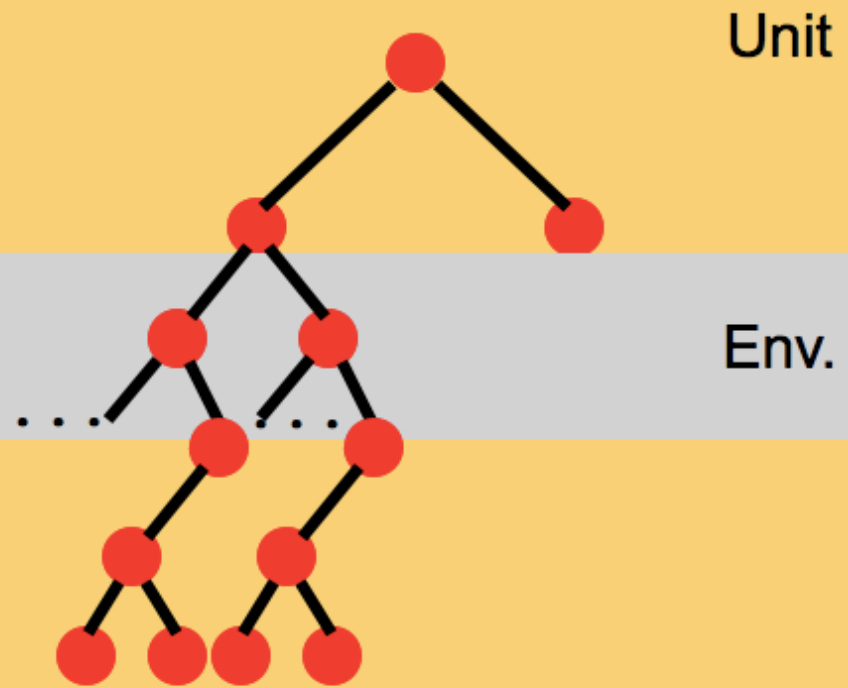
# Concrete $\Rightarrow$ Symbolic

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

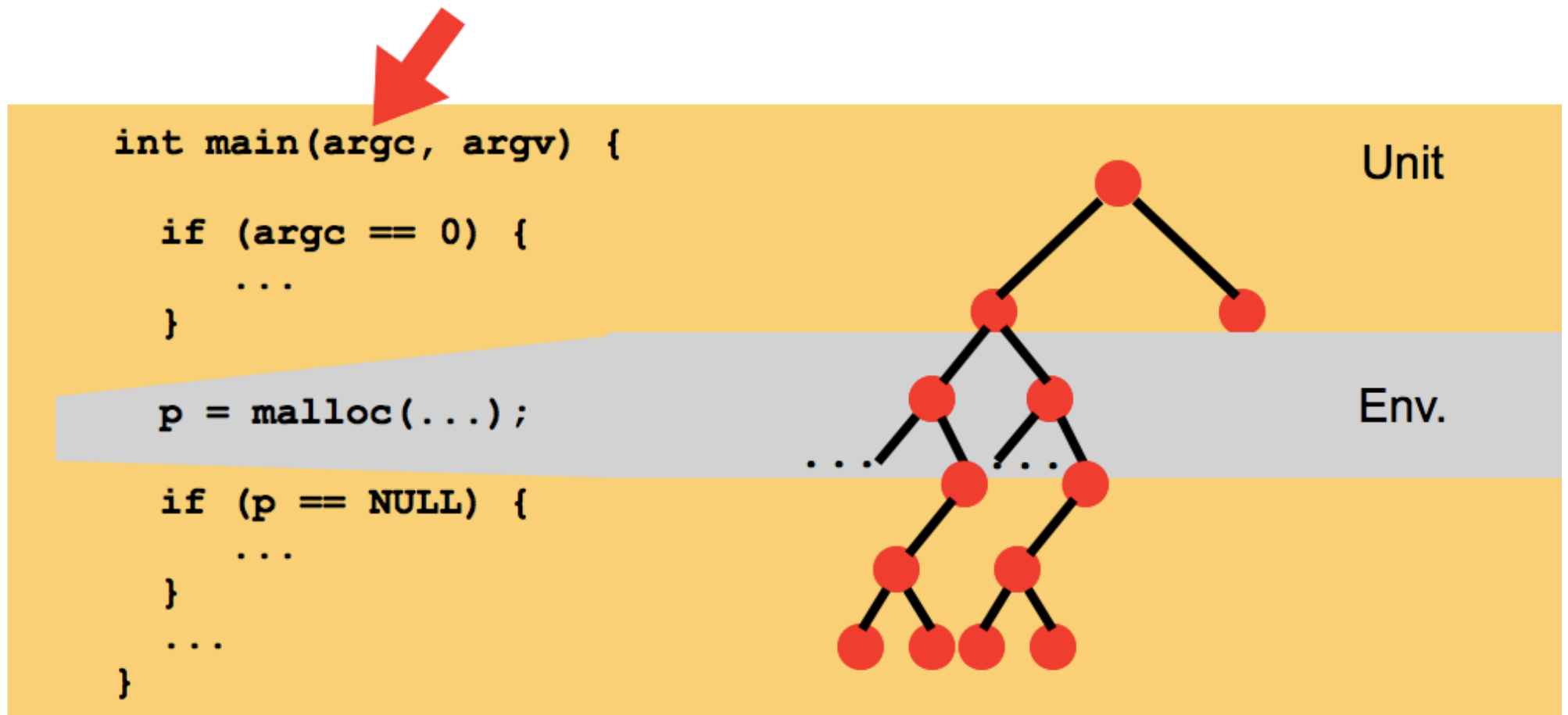


# Concrete $\Rightarrow$ Symbolic

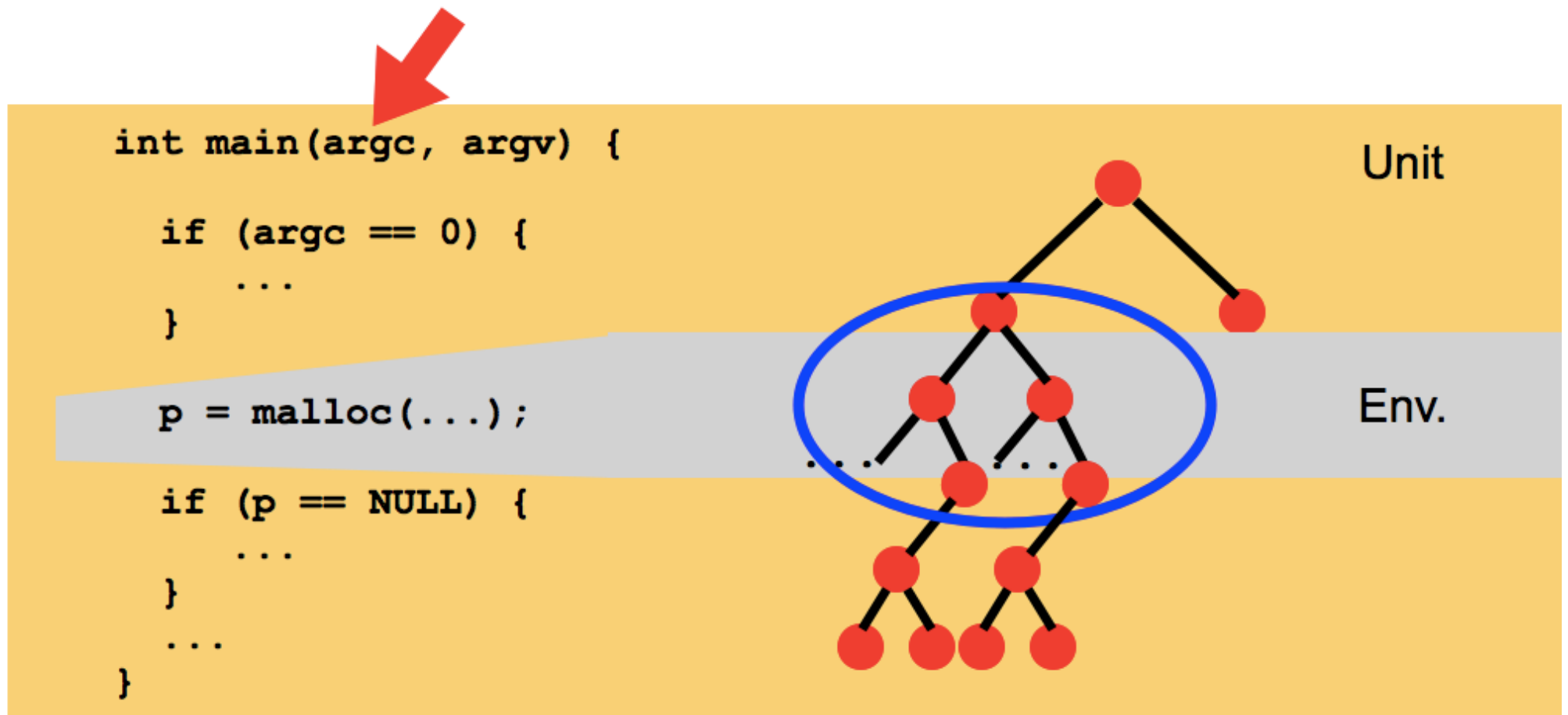
```
int main(argc, argv) {  
    if (argc == 0) {  
        ...  
    }  
    p = malloc(...);  
    if (p == NULL) {  
        ...  
    }  
    ...  
}
```



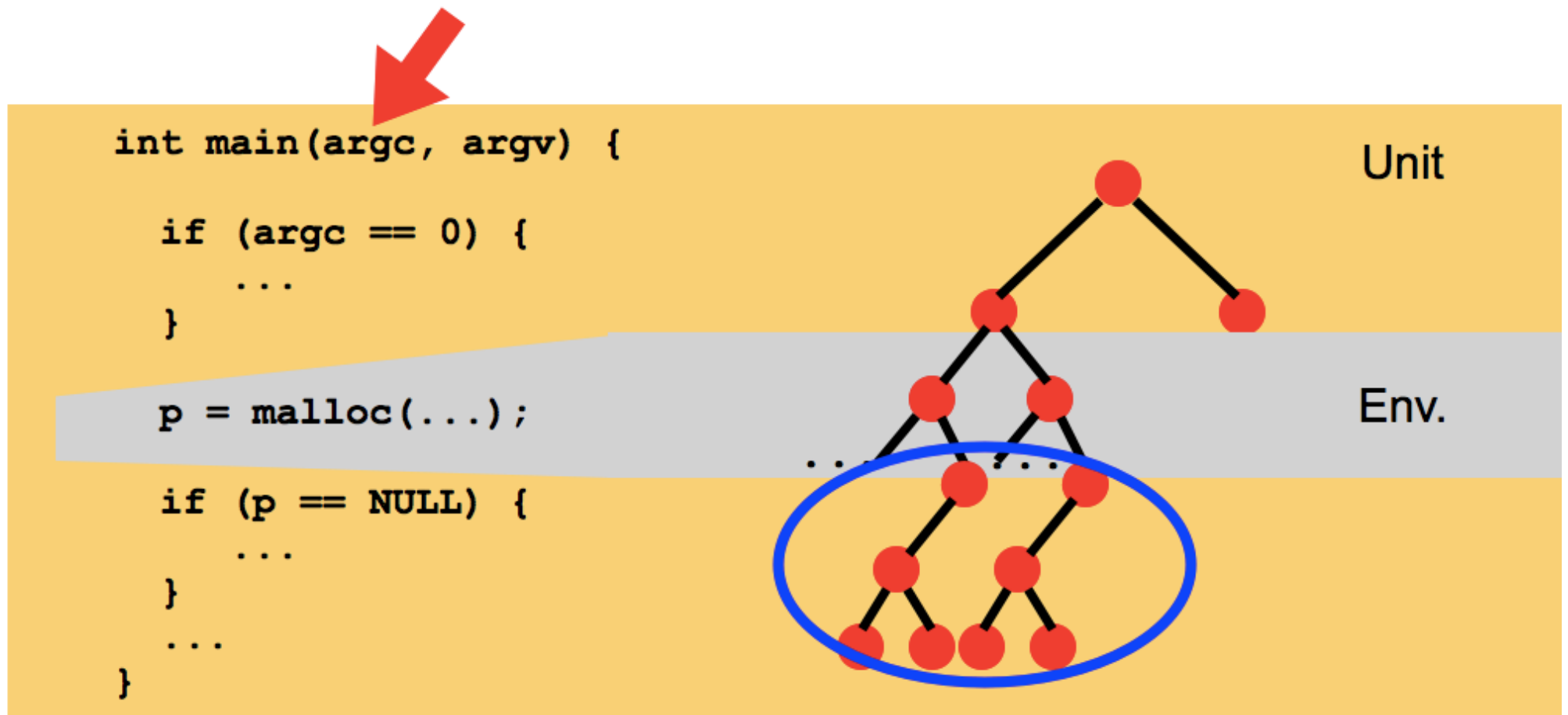
# Concrete $\Rightarrow$ Symbolic



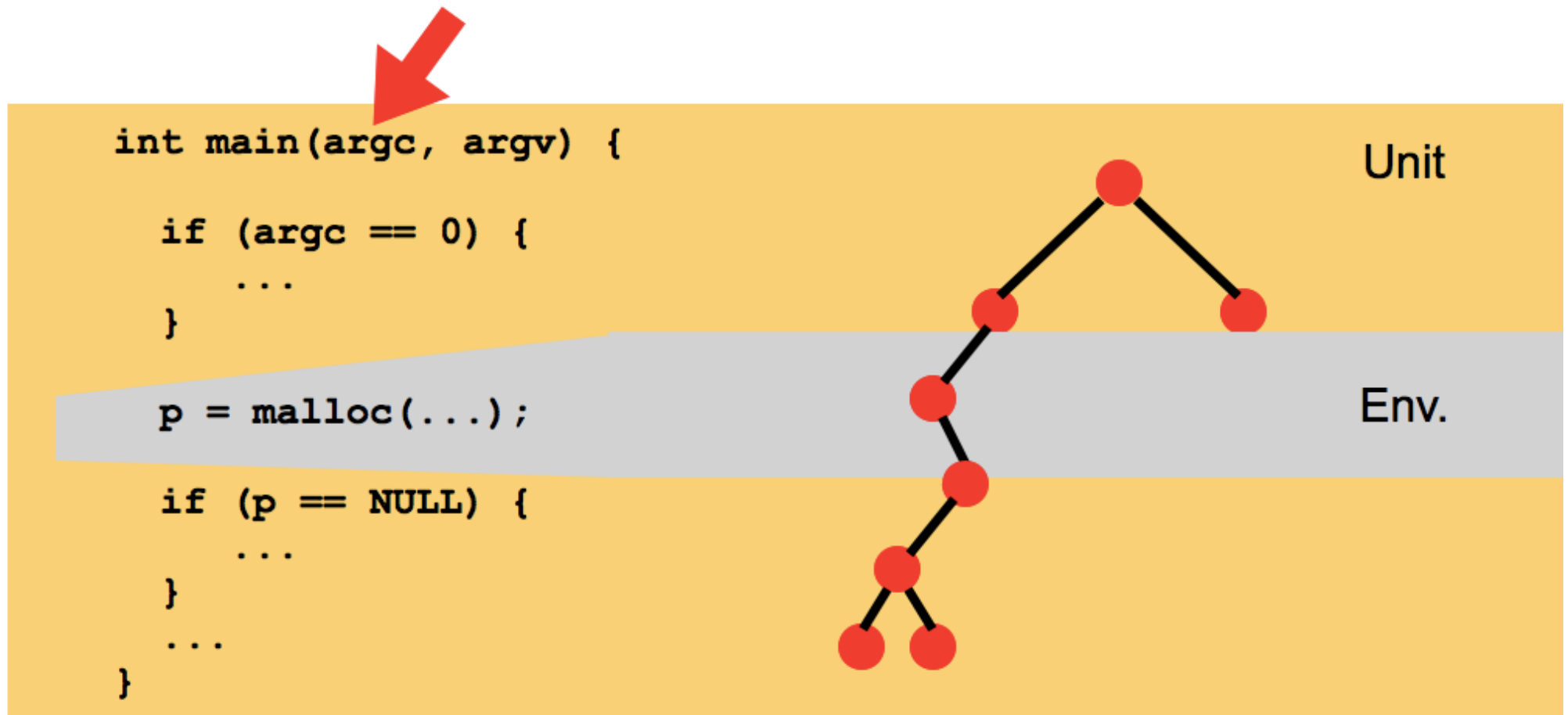
# Concrete $\Rightarrow$ Symbolic



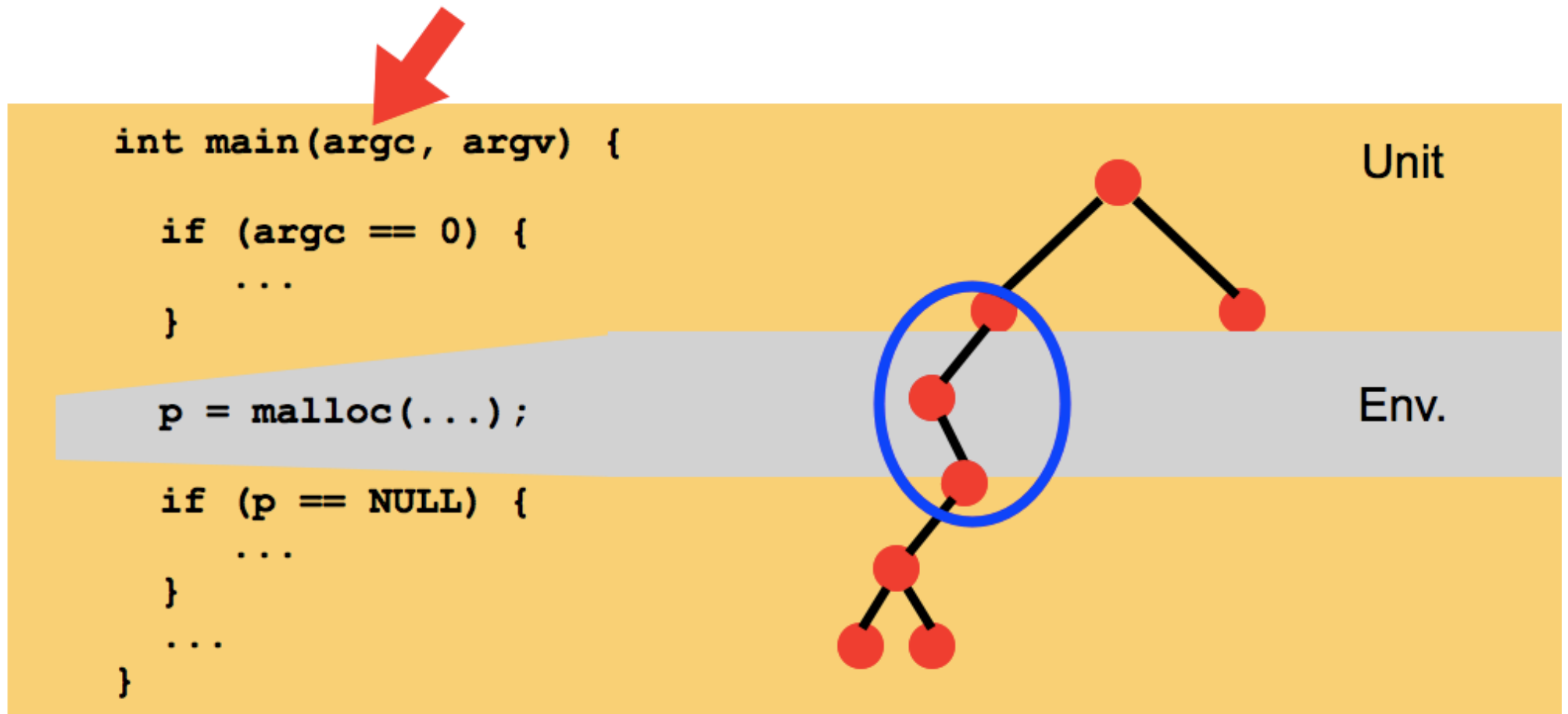
# Concrete $\Rightarrow$ Symbolic



# Symbolic $\Rightarrow$ Concrete

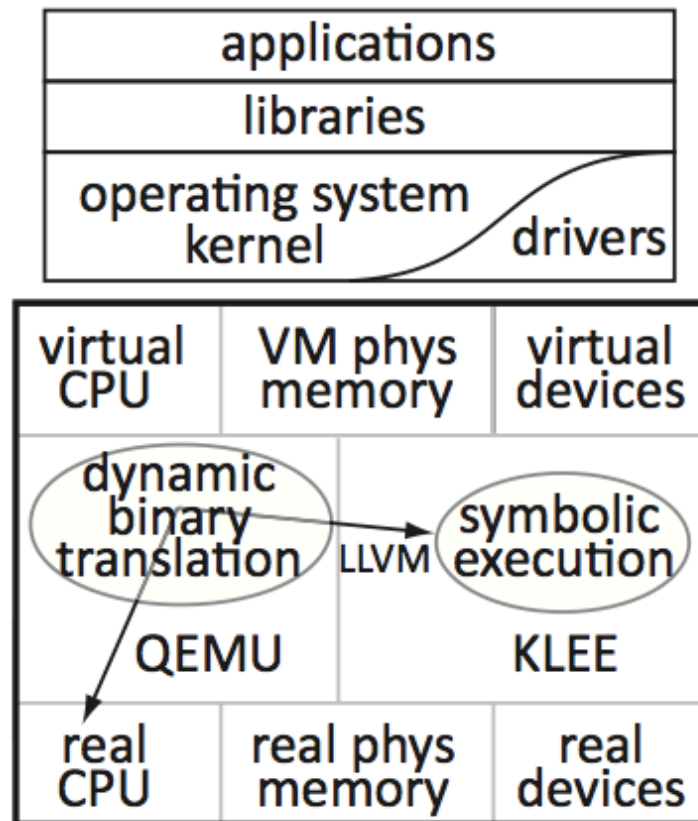


# Symbolic $\Rightarrow$ Concrete

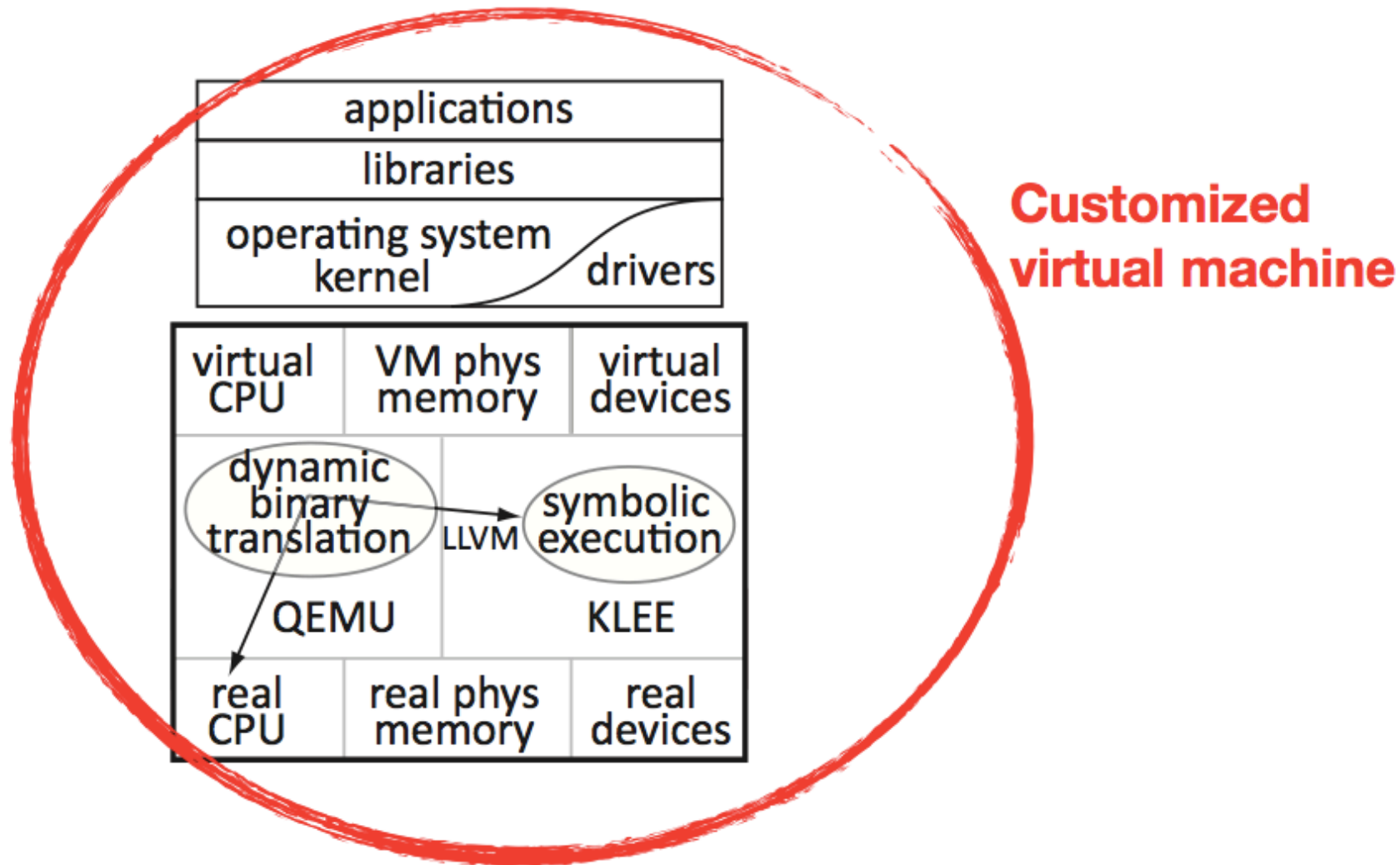




# S2E Is A Virtual Machine

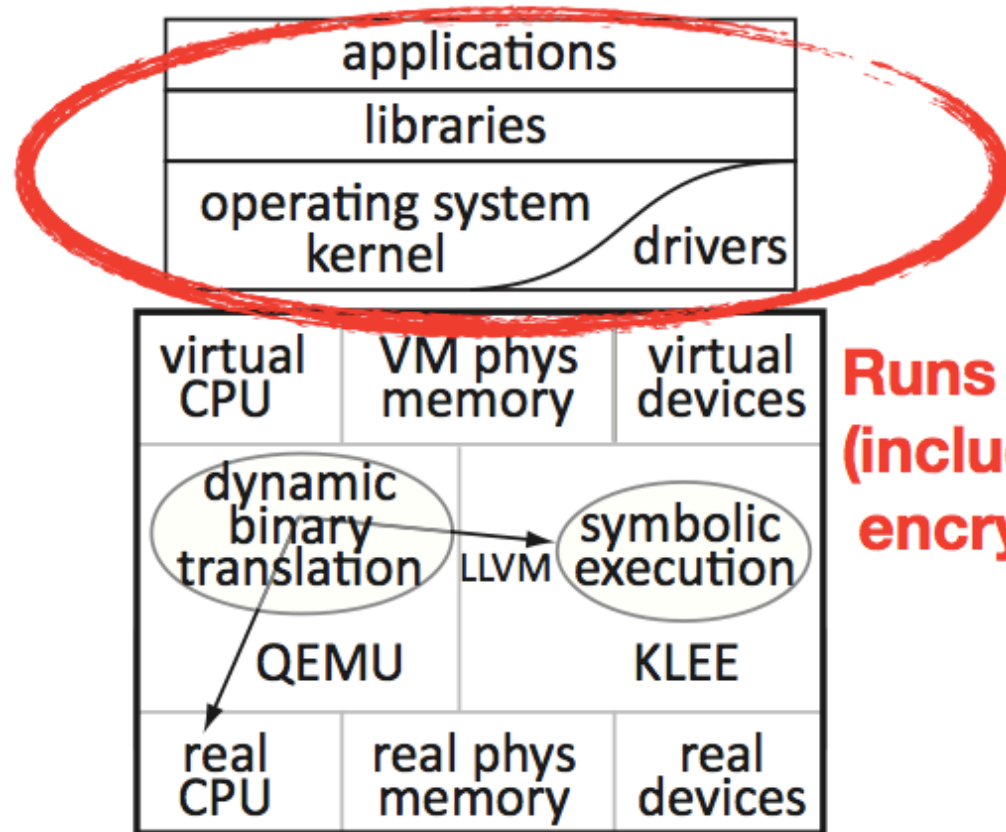


# S2E Is A Virtual Machine



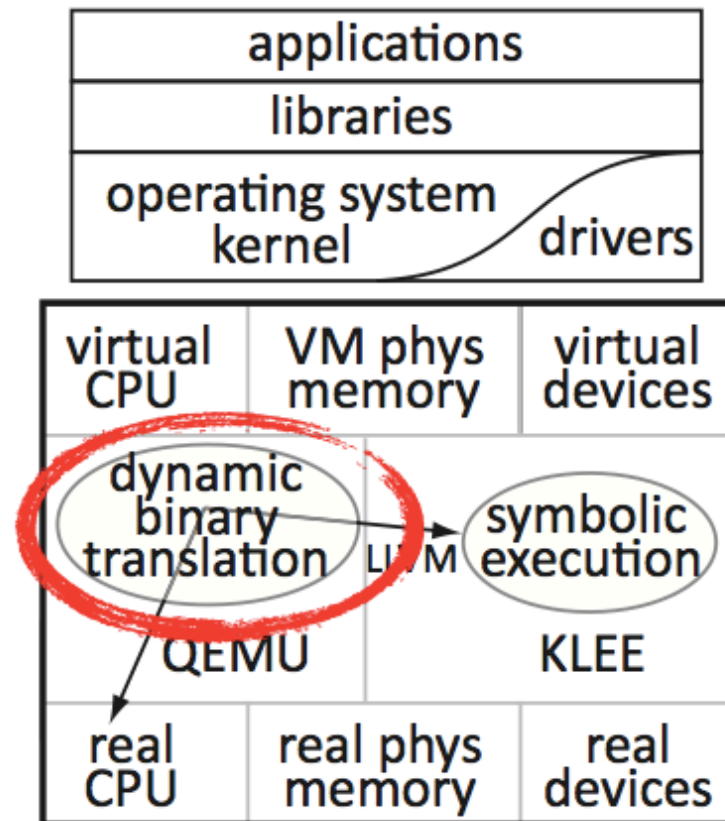
**Customized  
virtual machine**

# S2E Is A Virtual Machine



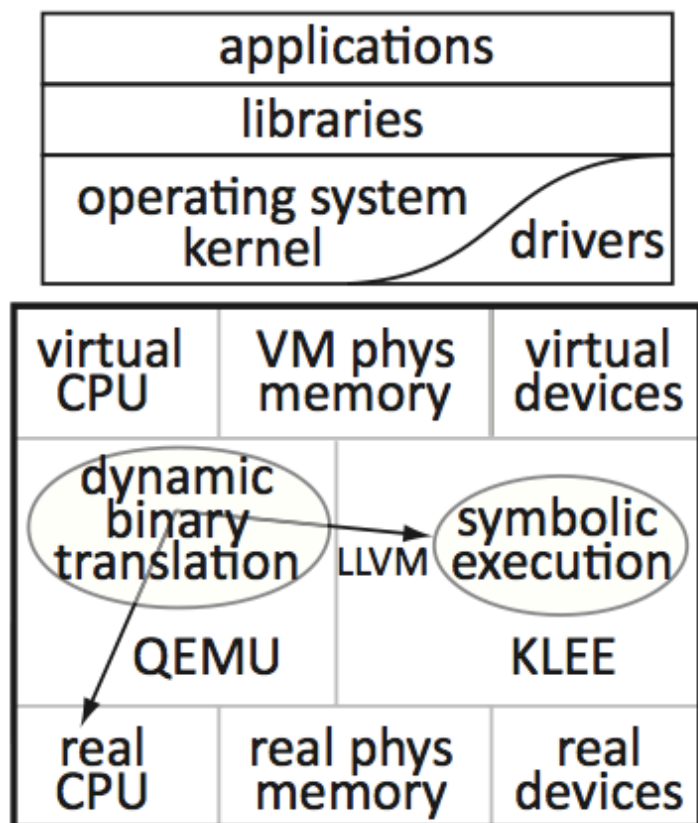
**Runs unmodified x86 binaries  
(including proprietary/obfuscated/  
encrypted binaries)**

# S2E Is A Virtual Machine



**Selection done at runtime**  
**Most code runs "natively"**

# S2E Is A Virtual Machine



**Shared concrete/symbolic state representation**

# Outline

- Theory  
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# Outline

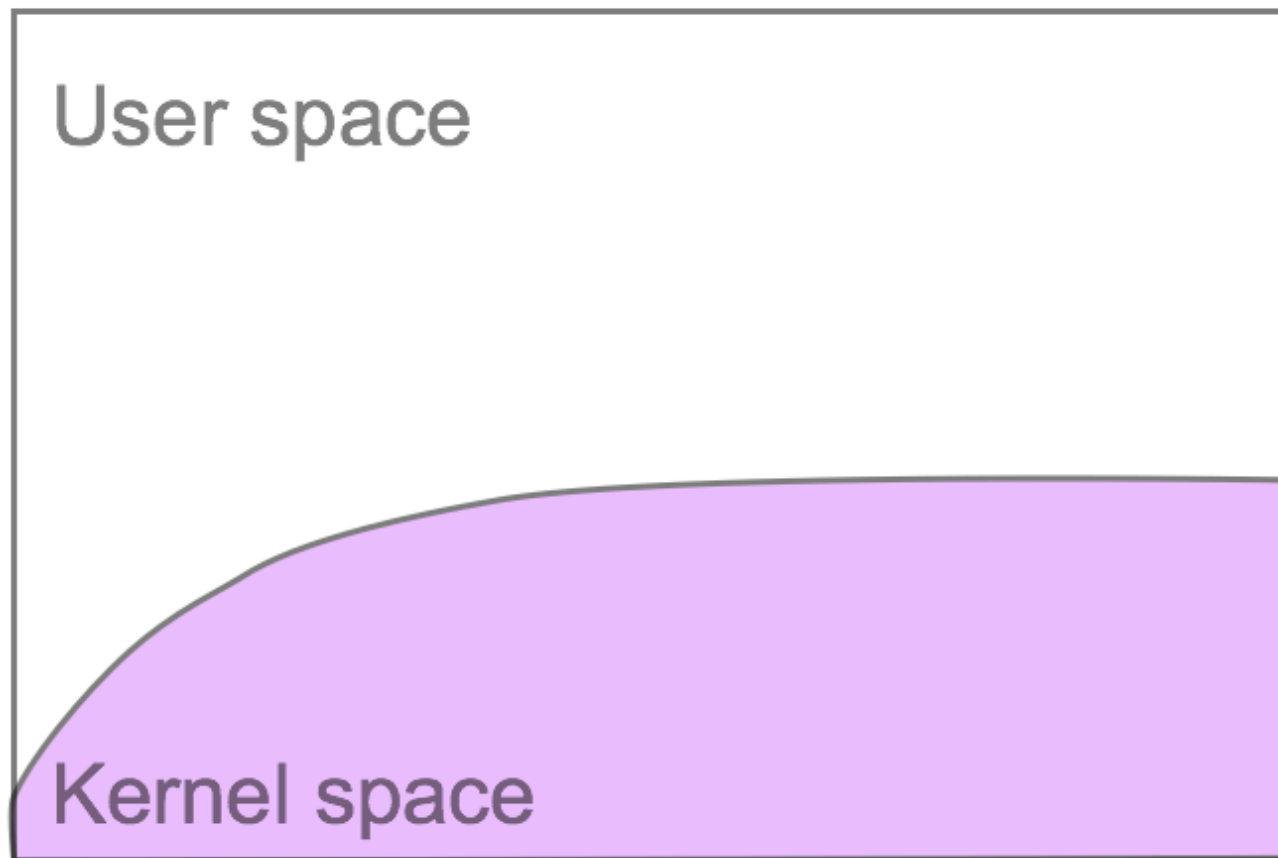
- Theory  
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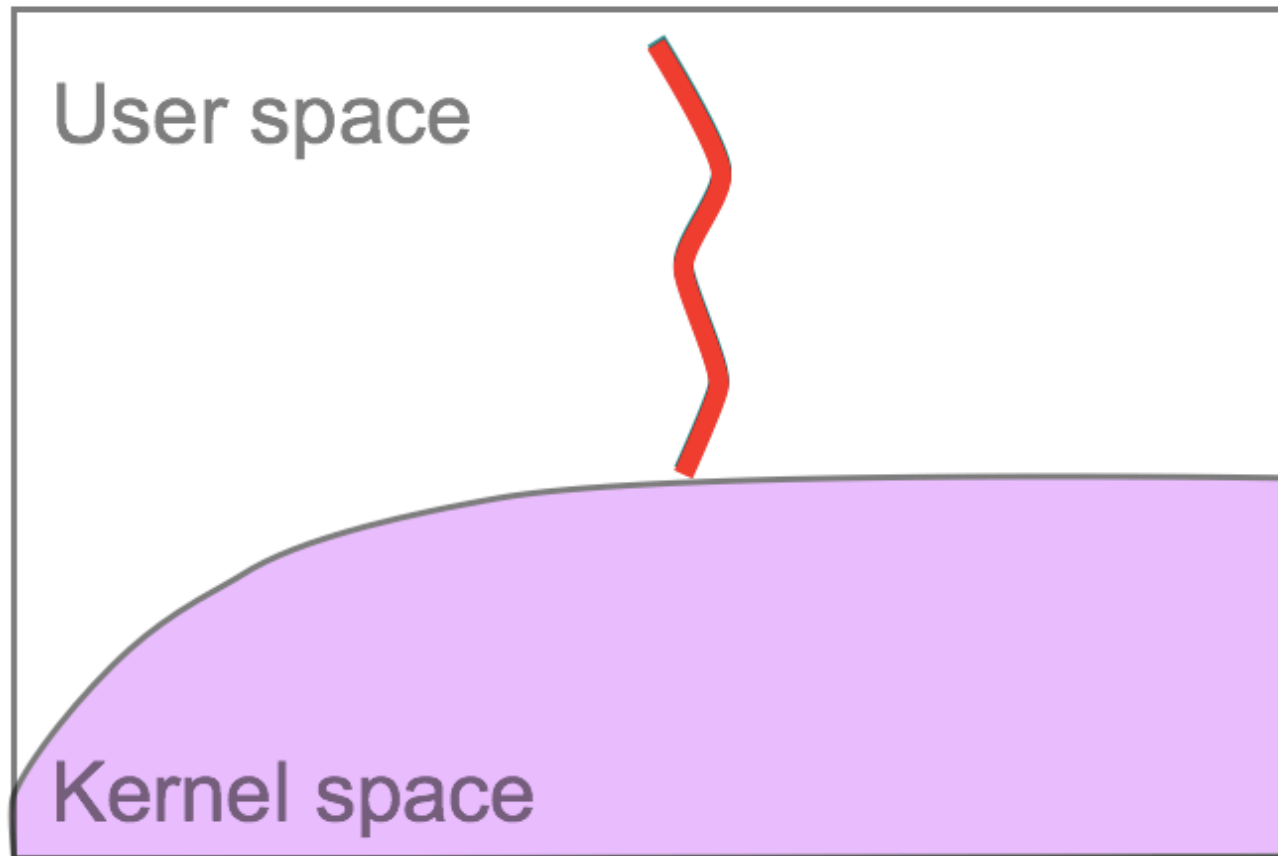
# Multi-Path Performance Profiling



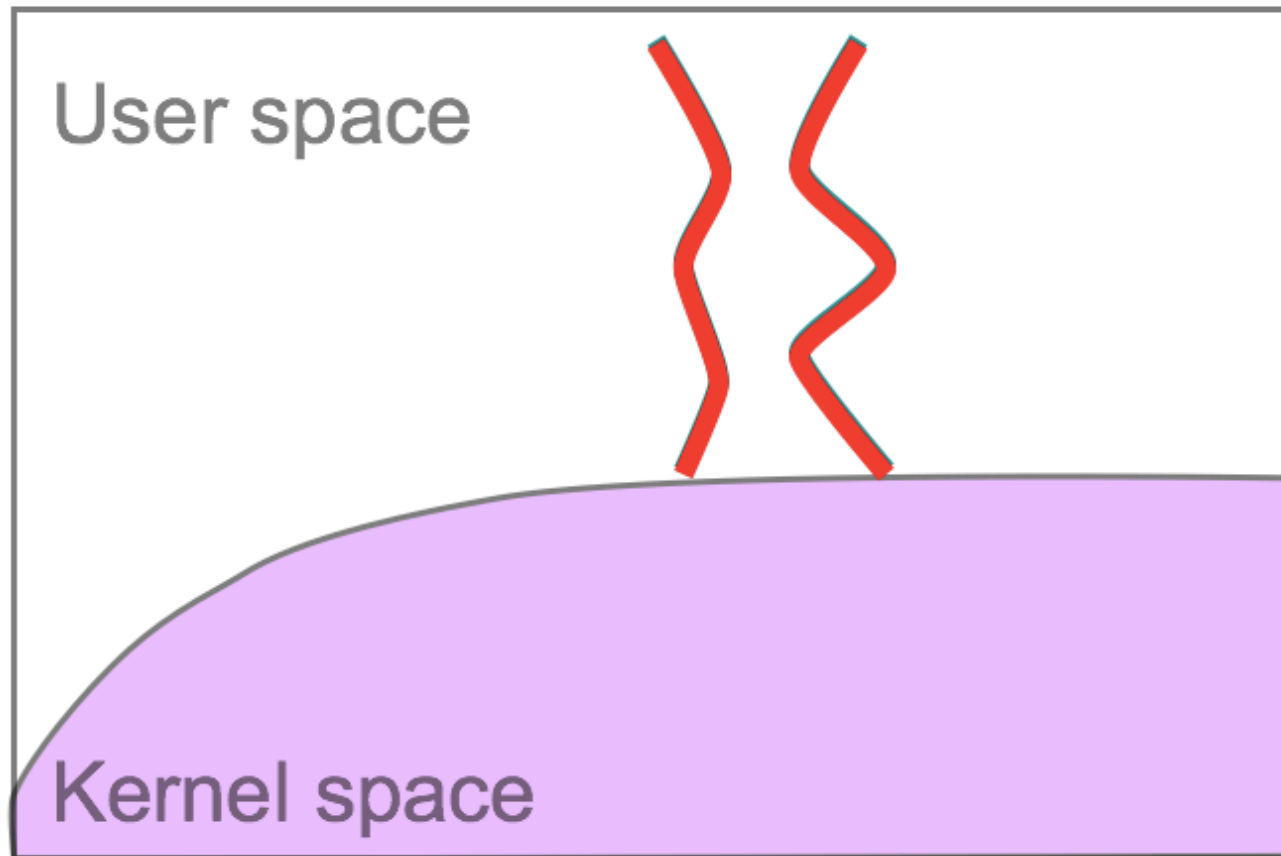
# Single-Path Performance Profiling



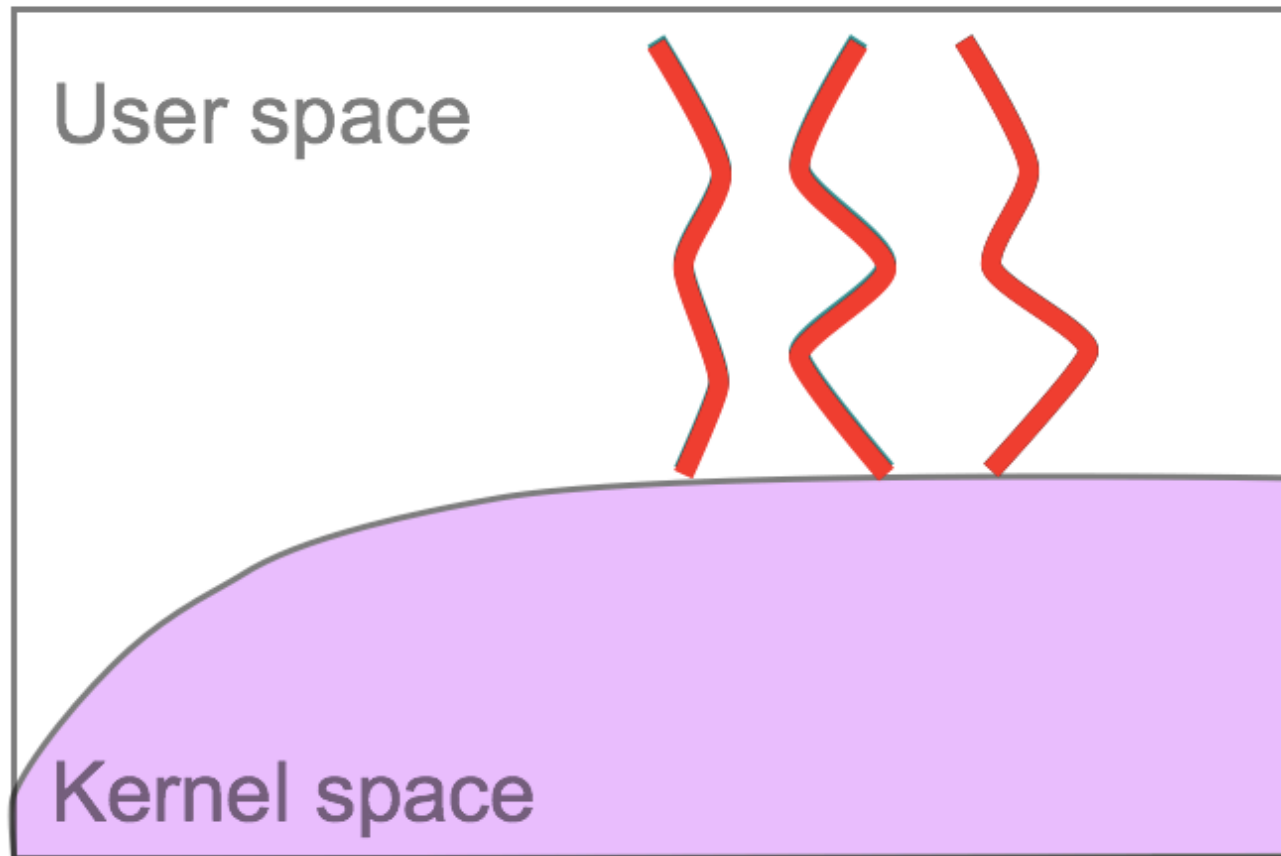
# Single-Path Performance Profiling



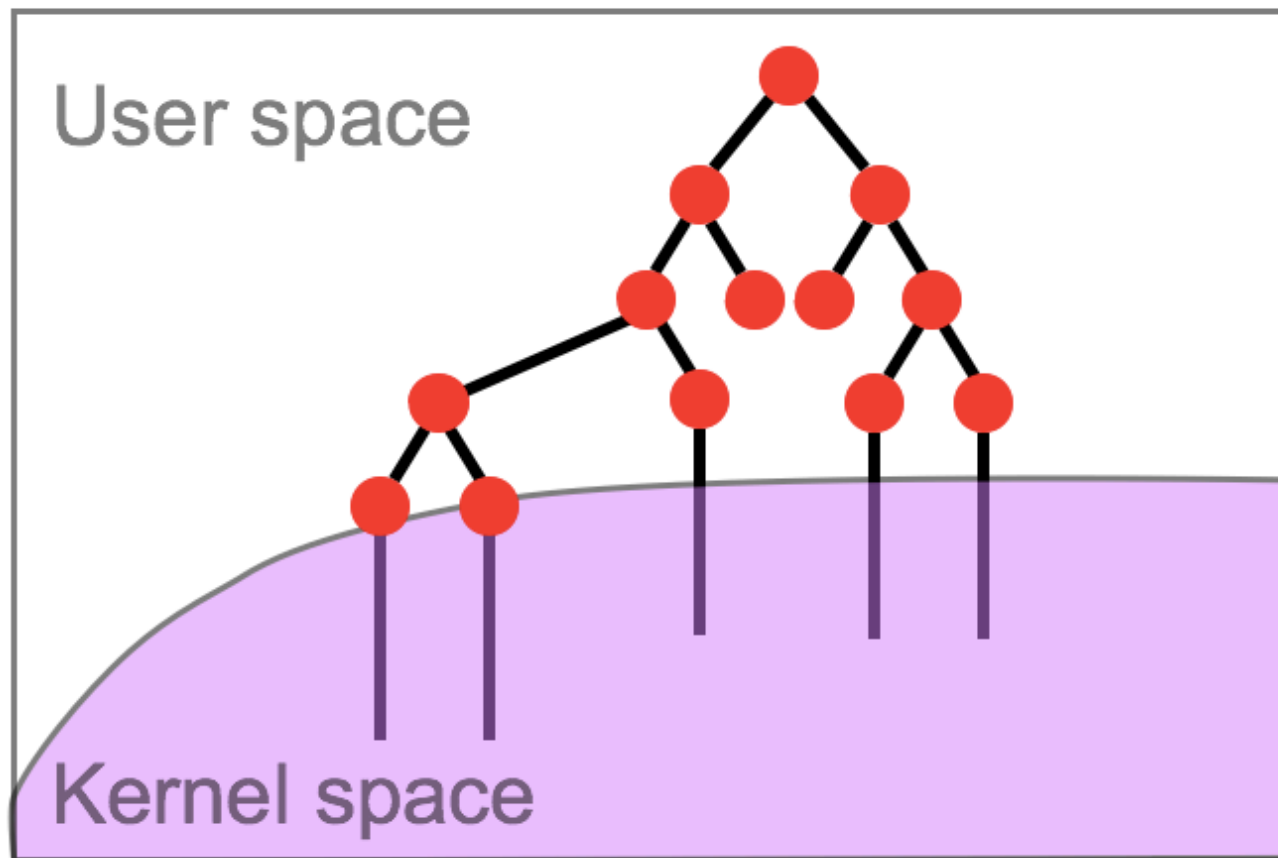
# Single-Path Performance Profiling



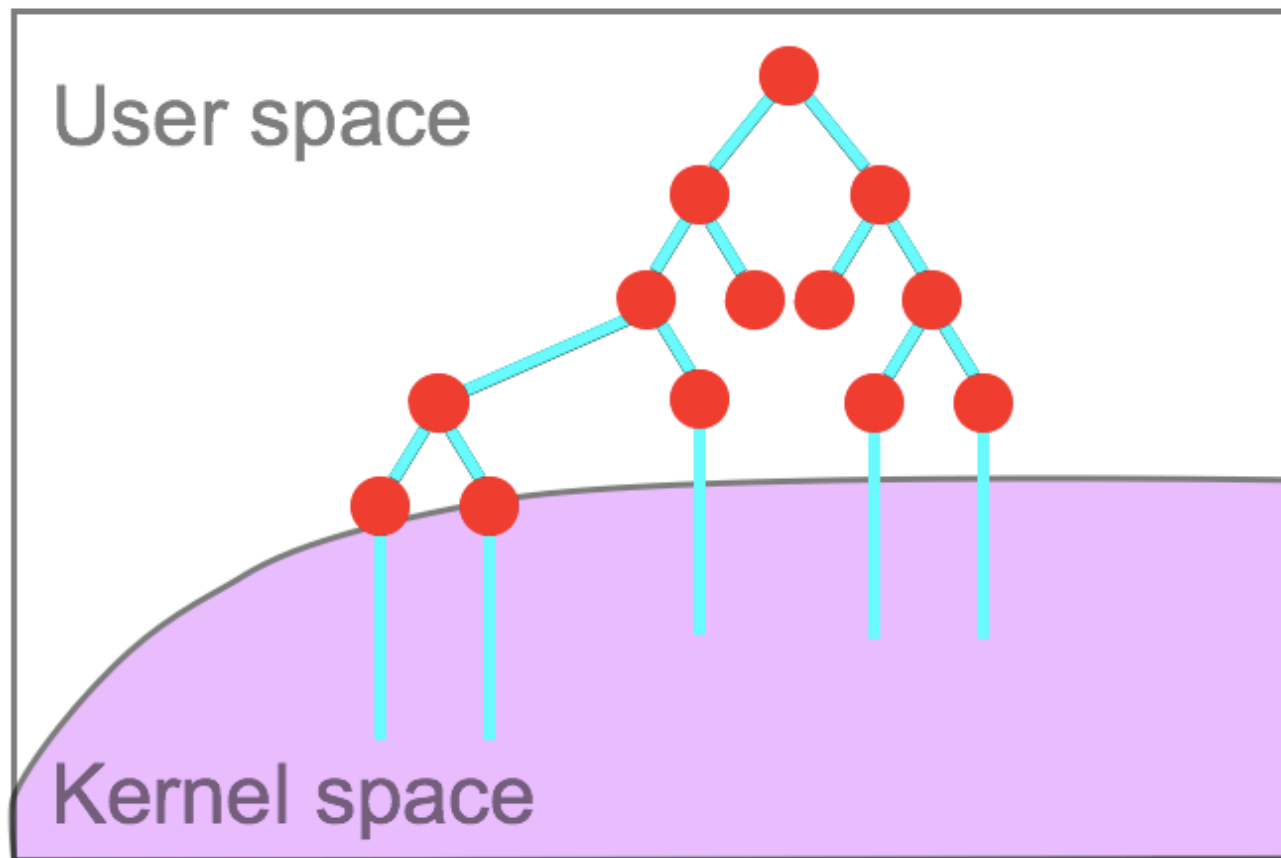
# Single-Path Performance Profiling



# Multi-Path In-Vivo Profiling



# Multi-Path In-Vivo Profiling



# PROF<sub>s</sub>

- Cache Simulator  
*Models arbitrary cache hierarchies*
- Instruction Counter  
*Machine instructions*
- MMU Monitor  
*Tracks TLB misses and page faults*

# Finding Performance Envelopes

- Upper and lower bound on performance
- Fastest and slowest execution path
- Metrics?
  - # instructions, cache misses, page faults, ...



# Finding Performance Envelopes

*ping*

# Finding Performance Envelopes

*ping*



# Finding Performance Envelopes

*ping*



# Finding Performance Envelopes

*ping*



**>1.5 million  
instructions**

# Finding Performance Envelopes

*ping*



- Unbounded instruction count
- Infinite loop bug

**>1.5 million  
instructions**

# Infinite Loop in Ping

```
void process_options(optptr...) {  
    ...  
    while (totlen > 0) {  
        ...  
        opt = optptr;  
        ...  
        switch (*opt) {  
            case OPTION_ROUTE_RECORD:  
                length = *++opt;  
  
                if (length < 4)  
                    continue;  
            }  
            ...  
        }  
    }  
}
```

# Infinite Loop in Ping

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void process_options(optptr...) {  
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            }
        }
        ...
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```

# Infinite Loop in Ping

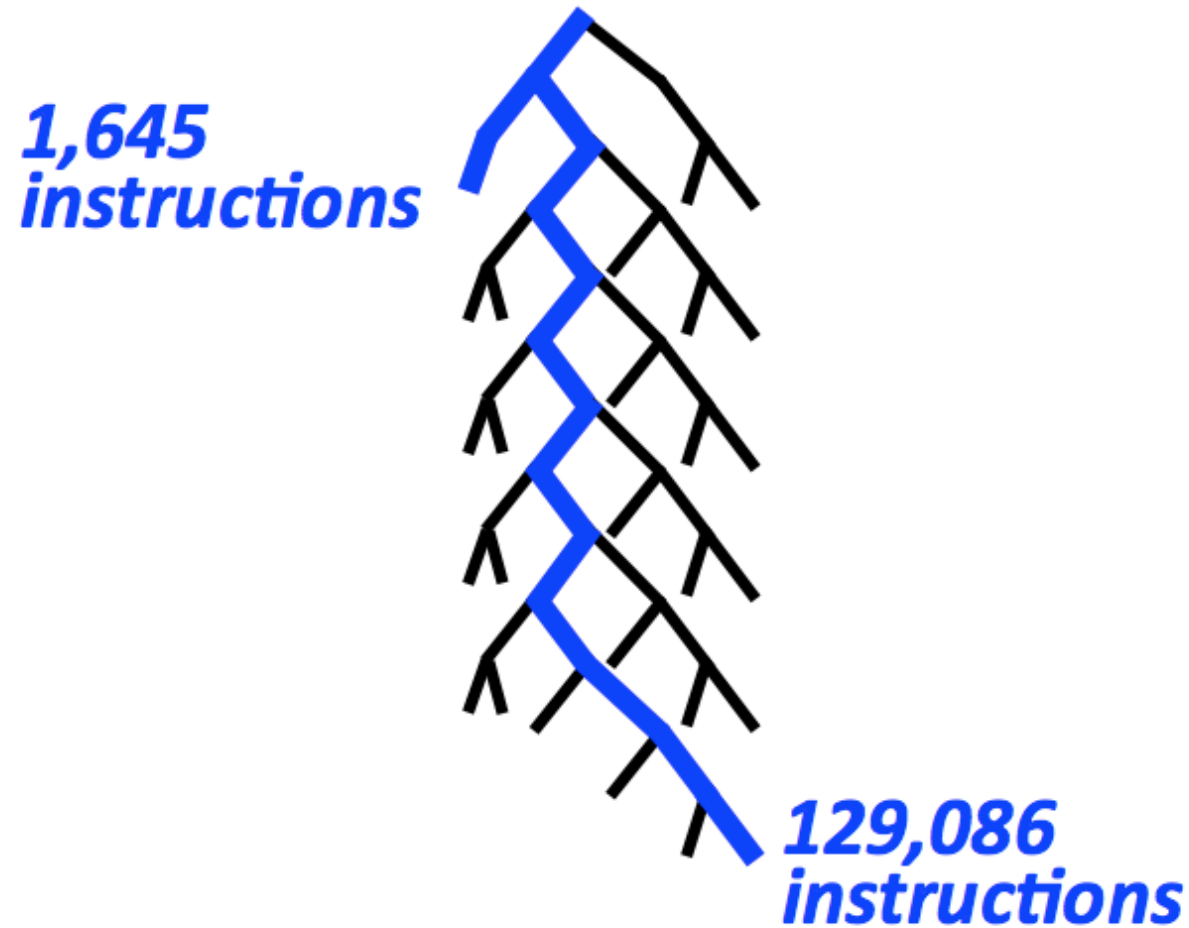
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                length = *++opt;  
  
                if (length < 4)  
                    continue;  
            }  
            ...  
        }  
    }  
}
```

# Perf. Envelope for Patched Ping

# Perf. Envelope for Patched Ping



# Other Uses of S2E

- Reverse engineering [Eurosys'10]
- Automated closed-source driver testing [USENIX'10]
- File system corruption impact analysis  
*University of Wisconsin-Madison*
- Symbolic execution of sensor networks  
*RWTH Aachen University*
- File system equivalence checking  
*Max Planck Institute for Software Systems*
- Energy profiling, privacy analysis, ...

# Conclusion

- Execution consistency models
- Platform for in-vivo multi-path analysis
- Use of symbolic execution in performance analysis



**<http://s2e.epfl.ch>**

Ready-for-use VM, demos, tutorials,  
source code, documentation