

Inference of Robust Reachability Constraints

Yanis Sellami^{1,2}, Guillaume Girol², Frédéric Recoules², Damien Couroussé¹, Sébastien Bardin²

¹ Univ. Grenoble Alpes, CEA List, France

² Université Paris-Saclay, CEA List, France





Automatic Bug Detection

Programs have bugs

Bugs can be exploited → Vulnerabilities

```
void f() {  
    uint a, b = read();  
    if (a + b == 0)  
        /* bug */  
    else  
        ...  
}
```

We need automated methods to detect bugs



Automatic Bug Detection

Programs have bugs

Bugs can be exploited → Vulnerabilities

```
void f() {  
    uint a, b = read();  
    if (a + b == 0)  
        /* bug */  
    else  
        ...  
}
```

We need automated methods to detect bugs

Example: Symbolic Execution

- Explore the program paths
- Finds program input that exhibits the bug
- Sound: no false positives



Automatic Bug Detection

Programs have bugs

Bugs can be exploited → Vulnerabilities

```
void f() {  
    uint a, b = read();  
    if (a + b == 0)  
        /* bug */  
    else  
        ...  
}
```



Example: Symbolic Execution

- Explore the program paths
- Finds program input that exhibits the bug
- Sound: no false positives

We need automated methods to detect bugs



False Positive in Practice

Example

```
void g() {  
    uint a = read();  
    uint b; /* uninitialized */  
    if (a + b == 0)  
        /* bug */  
    else  
        ...  
}
```



False Positive in Practice

Example

```
void g() {  
    uint a = read();  
    uint b; /* uninitialized */  
    if (a + b == 0)  
        /* bug */  
    else  
        ...  
}
```

Symbolic Execution?

- Very easy: $a = 0, b = 0$



False Positive in Practice

Example

```
void g() {  
    uint a = read();  
    uint b; /* uninitialized */  
    if (a + b == 0)  
        /* bug */  
    else  
        ...  
}
```

Symbolic Execution?

- Very easy: $a = 0, b = 0$

The Issue

- Depends on uncontrolled initial value (b)
- The formal result is not reliably reproducible



False Positive in Practice

Example

```
void g() {  
    uint a = read();  
    uint b; /* uninitialized */  
    if (a + b == 0)  
        /* bug */  
    else  
        ...  
}
```

Symbolic Execution?

- Very easy: $a = 0, b = 0$

The Issue

- Depends on uncontrolled initial value (b)
- The formal result is not reliably reproducible

Practical Causes of Unreliable Assignments

- Interaction with the environment
- Stack canaries
- Uninitialized memory/register dependency
- Choice of undefined behaviors

We need to characterize the replicability of bugs



Robust Reachability [Girol et. al., CAV 2020]

Idea

- Partition of the input space
 - What is controlled
 - What is uncontrolled

```
void g() {  
    uint a = read();  
    uint b; /* uninitialized */  
    if (a + b == 0)  
        /* bug */  
    else  
        ...  
}
```

controlled ↓ ↓ uncontrolled

a b



Robust Reachability [Girol et. al., CAV 2020]

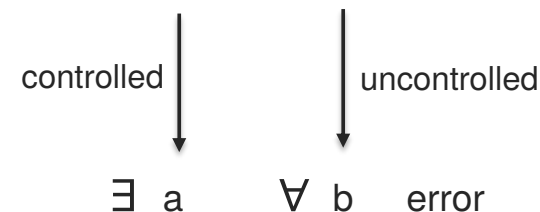
Idea

- Partition of the input space
 - What is controlled
 - What is uncontrolled

Focus: Reliable Bugs

- Controlled input that triggers the bug independently of the value of the uncontrolled inputs

```
void g() {  
  uint a = read();  
  uint b; /* uninitialized */  
  if (a + b == 0)  
    /* bug */  
  else  
    ...  
}
```





Robust Reachability [Girol et. al., CAV 2020]

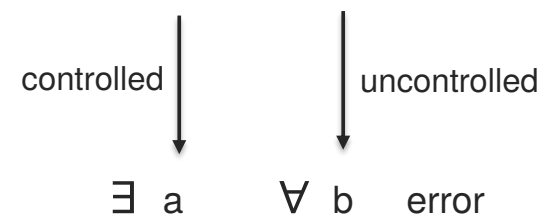
Idea

- Partition of the input space
 - What is controlled
 - What is uncontrolled

Focus: Reliable Bugs

- Controlled input that triggers the bug independently of the value of the uncontrolled inputs

```
void g() {  
  uint a = read();  
  uint b; /* uninitialized */  
  if (a + b == 0)  
    /* bug */  
  else  
    ...  
}
```



↓
Not Robustly Reachable



Robust Reachability [Girol et. al., CAV 2020]

Idea

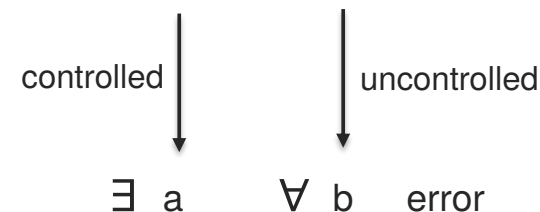
- Partition of the input space
 - What is controlled
 - What is uncontrolled

Focus: Reliable Bugs

- Controlled input that triggers the bug independently of the value of the uncontrolled inputs

Extension of Reachability and Symbolic Execution

```
void g() {  
  uint a = read();  
  uint b; /* uninitialized */  
  if (a + b == 0)  
    /* bug */  
  else  
    ...  
}
```



↓
Not Robustly Reachable



The Remaining Problem

Example 3

- Memcopy with slow and fast path
- Fast path is buggy but slow path is not

```
typedef struct { unsigned char bytes[32]; } uint256_t;

void memcpy(void* dst, const void* src, size_t n) {
    if (((dst | src | n) & 0b11111))
        /* slow path */
        for (size_t i = 0; i < n; i += 1)
            dst[i] = src[i];
    else /* fast path */
        for (size_t i = 0; i <= (n >> 5); i += 1)
            (uint256_t*)dst[i] = (uint256_t*)src[i];
}
```



The Remaining Problem

Example 3

- Memcopy with slow and fast path
- Fast path is buggy but slow path is not

```
typedef struct { unsigned char bytes[32]; } uint256_t;

void memcpy(void* dst, const void* src, size_t n) {
    if (((dst | src | n) & 0b11111))
        /* slow path */
        for (size_t i = 0; i < n; i += 1)
            dst[i] = src[i];
    else /* fast path */
        for (size_t i = 0; i <= (n >> 5); i += 1)
            (uint256_t*)dst[i] = (uint256_t*)src[i];
}
```

safe →

buggy →



The Remaining Problem

Example 3

- Memcopy with slow and fast path
- Fast path is buggy but slow path is not
- Reachability: Vulnerable

```
typedef struct { unsigned char bytes[32]; } uint256_t;

void memcpy(void* dst, const void* src, size_t n) {
    if (((dst | src | n) & 0b11111))
        /* slow path */
        for (size_t i = 0; i < n; i += 1)
            dst[i] = src[i];
    else /* fast path */
        for (size_t i = 0; i <= (n >> 5); i += 1)
            (uint256_t*)dst[i] = (uint256_t*)src[i];
}
```

safe →

buggy →



The Remaining Problem

Example 3

- Memcopy with slow and fast path
- Fast path is buggy but slow path is not
- Reachability: Vulnerable

memory alignment constraint

```
typedef struct { unsigned char bytes[32]; } uint256_t;

void memcpy(void* dst, const void* src, size_t n) {
    if (((dst | src | n) & 0b11111)) ← memory alignment constraint
        /* slow path */
        for (size_t i = 0; i < n; i += 1)
            dst[i] = src[i];
    else /* fast path */
        for (size_t i = 0; i <= (n >> 5); i += 1)
            (uint256_t*)dst[i] = (uint256_t*)src[i];
}
```

safe →

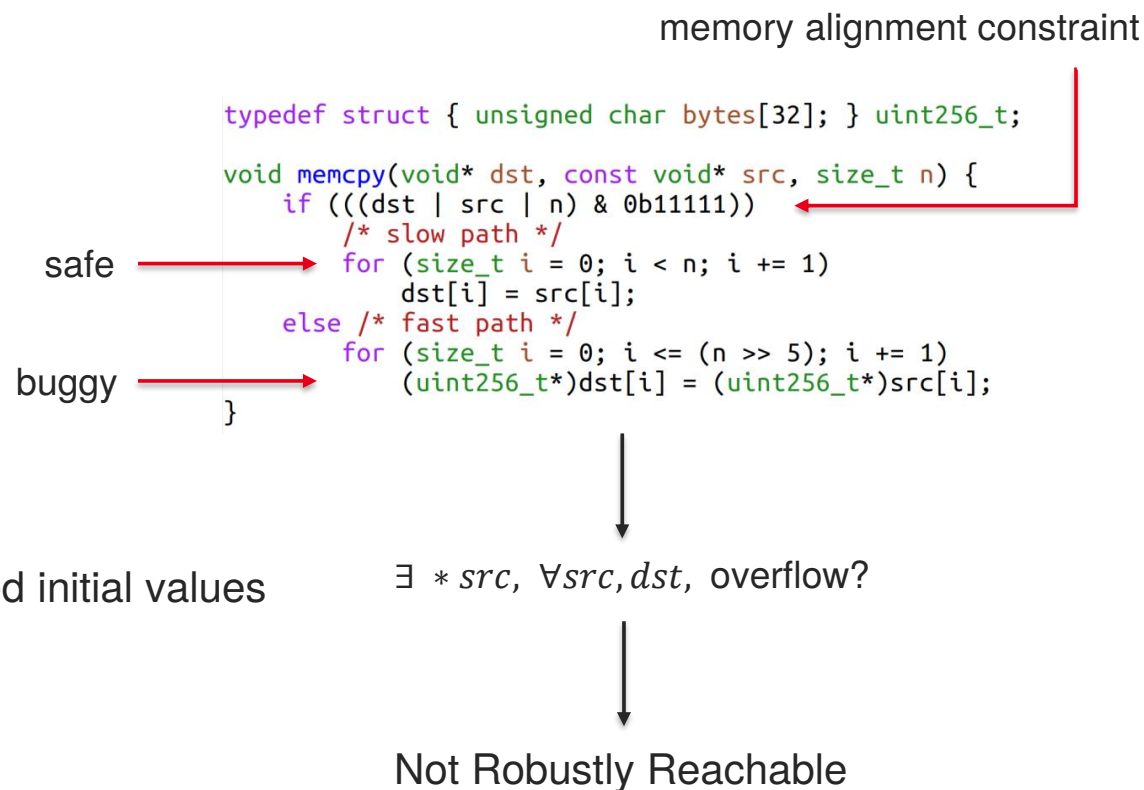
buggy →



The Remaining Problem

Example 3

- Memcopy with slow and fast path
- Fast path is buggy but slow path is not
- Reachability: Vulnerable
- Robust Reachability: Not reliably triggerable
 - Taking the fast path depends on uncontrolled initial values



The bug is serious but not robustly reachable – The concept is too strong



Robust Reachability Constraints

Definition

- Predicate on program input sufficient to have Robust Reachability

```
typedef struct { unsigned char bytes[32]; } uint256_t;

void memcpy(void* dst, const void* src, size_t n) {
    if (((dst | src | n) & 0b11111))
        /* slow path */
        for (size_t i = 0; i < n; i += 1)
            dst[i] = src[i];
    else /* fast path */
        for (size_t i = 0; i <= (n >> 5); i += 1)
            (uint256_t*)dst[i] = (uint256_t*)src[i];
}
```



Robust Reachability Constraints

Definition

- Predicate on program input sufficient to have Robust Reachability

```
typedef struct { unsigned char bytes[32]; } uint256_t;  
void memcpy(void* dst, const void* src, size_t n) {  
    if (((dst | src | n) & 0b11111))  
        /* slow path */  
        for (size_t i = 0; i < n; i += 1)  
            dst[i] = src[i];  
    else /* fast path */  
        for (size_t i = 0; i <= (n >> 5); i += 1)  
            (uint256_t*)dst[i] = (uint256_t*)src[i];  
}
```



$\exists *src, \forall src, dst, \boxed{src \% 32 = 0 \wedge dst \% 32 = 0} \Rightarrow \text{overflow}$

(src and dst aligned on 32bits)



Robust Reachability Constraints

Definition

- Predicate on program input sufficient to have Robust Reachability

Advantages

- Part of the Robust Reachability framework
- Allows precise characterization

```
typedef struct { unsigned char bytes[32]; } uint256_t;  
void memcpy(void* dst, const void* src, size_t n) {  
    if (((dst | src | n) & 0b11111))  
        /* slow path */  
        for (size_t i = 0; i < n; i += 1)  
            dst[i] = src[i];  
    else /* fast path */  
        for (size_t i = 0; i <= (n >> 5); i += 1)  
            (uint256_t*)dst[i] = (uint256_t*)src[i];  
}
```



$\exists *src, \forall src, dst, \boxed{src \% 32 = 0 \wedge dst \% 32 = 0} \Rightarrow \text{overflow}$

(src and dst aligned on 32bits)



Robust Reachability Constraints

Definition

- Predicate on program input sufficient to have Robust Reachability

Advantages

- Part of the Robust Reachability framework
- Allows precise characterization

How to Automatically Generate Such Constraints?

```
typedef struct { unsigned char bytes[32]; } uint256_t;  
void memcpy(void* dst, const void* src, size_t n) {  
    if (((dst | src | n) & 0b11111))  
        /* slow path */  
        for (size_t i = 0; i < n; i += 1)  
            dst[i] = src[i];  
    else /* fast path */  
        for (size_t i = 0; i <= (n >> 5); i += 1)  
            (uint256_t*)dst[i] = (uint256_t*)src[i];  
}
```



$\exists *src, \forall src, dst, \boxed{src \% 32 = 0 \wedge dst \% 32 = 0} \Rightarrow \text{overflow}$

(src and dst aligned on 32bits)



Contributions

- **New program-level abduction algorithm for Robust Reachability Constraints Inference**
 - Extends and generalizes Robustness, made more practical
 - Adapts and generalizes theory-agnostic logical abduction algorithm
 - Efficient optimization strategies for solving practical problems
- **Implementation of a restriction to Reachability and Robust Reachability**
 - First evaluation of software verification and security benchmarks
 - Detailed vulnerability characterization analysis in a fault injection security scenario

Target: Computation of ϕ such that $\exists C$ *controlled value*, $\forall U$ *uncontrolled value*, $\phi(C, U) \Rightarrow reach(C, U)$

Abduction of Robust Reachability Constraints



Abductive Reasoning

[Josephson and Josephson, 1994]

- Find missing precondition of unexplained goal
- Compute ϕ_M in $\phi_H \wedge \phi_M \models \phi_G$

Abduction of Robust Reachability Constraints



Abductive Reasoning

[Josephson and Josephson, 1994]

- Find missing precondition of unexplained goal
- Compute ϕ_M in $\phi_H \wedge \phi_M \models \phi_G$

Theory-Specific Abduction

[Bienvenu 2007, Tourret et. al. 2017]

- Handle a single theory

Specification Synthesis

[Albarghouthi et. al. 2016, Calcagno et. al. 2009, Zhou et. al. 2021]

- White-box program analysis

Abduction of Robust Reachability Constraints



Abductive Reasoning

[Josephson and Josephson, 1994]

- Find missing precondition of unexplained goal
- Compute ϕ_M in $\phi_H \wedge \phi_M \models \phi_G$

Theory-Agnostic First-order Abduction

[Echenim et al. 2018, Reynolds et al. 2020]

- Efficient procedures
- Genericity

Theory-Specific Abduction

[Bienvenu 2007, Tourret et. al. 2017]

- Handle a single theory

Specification Synthesis

[Albarghouthi et. al. 2016, Calcagno et. al. 2009, Zhou et. al. 2021]

- White-box program analysis

Abduction of Robust Reachability Constraints



Abductive Reasoning

[Josephson and Josephson, 1994]

- Find missing precondition of unexplained goal
- Compute ϕ_M in $\phi_H \wedge \phi_M \models \phi_G$

Theory-Specific Abduction

[Bienvenu 2007, Tournet et. al. 2017]

- Handle a single theory

Specification Synthesis

[Albarghouthi et. al. 2016, Calcagno et. al. 2009, Zhou et. al. 2021]

- White-box program analysis

Theory-Agnostic First-order Abduction

[Echenim et al. 2018, Reynolds et al. 2020]

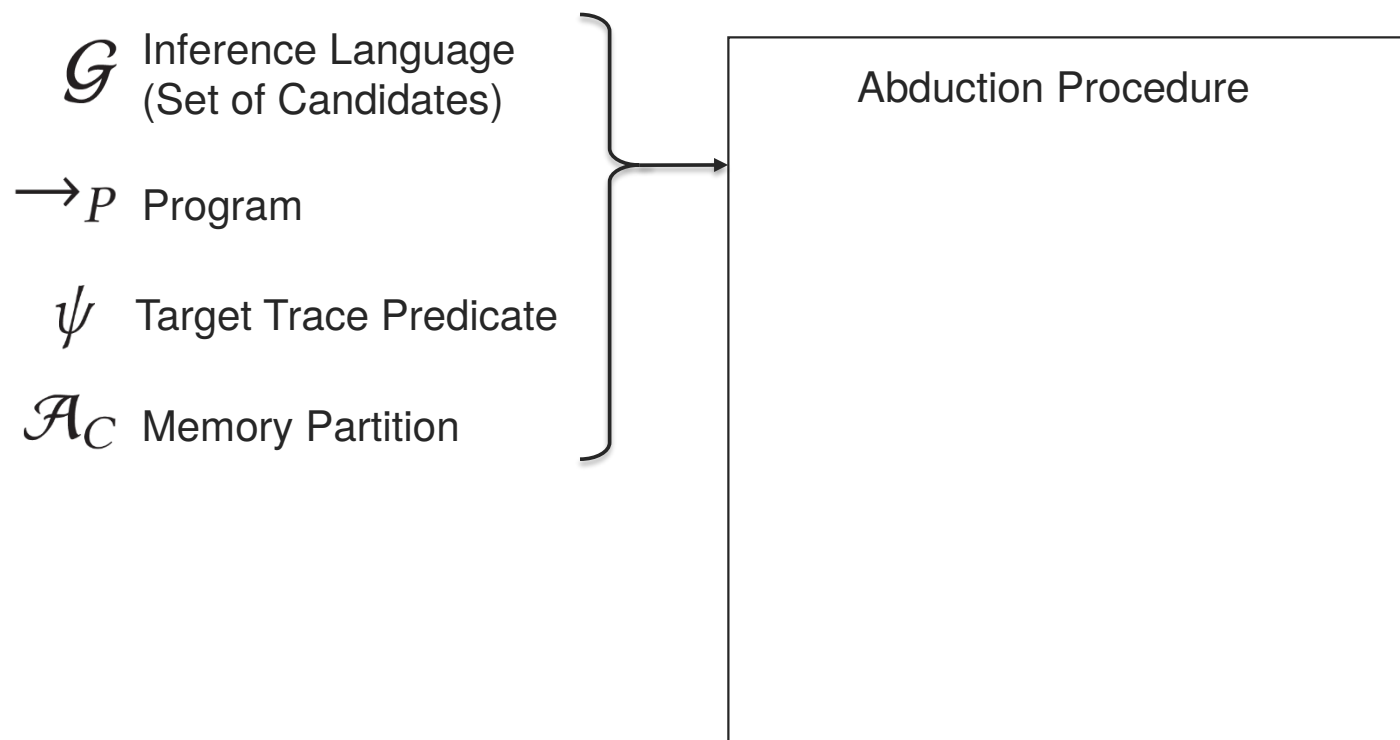
- Efficient procedures
- Genericity

Our Proposal: Adapt Theory-Agnostic Abduction Algorithm to Compute Program-level Robust Reachability Constraints

- Program-level
- Generic

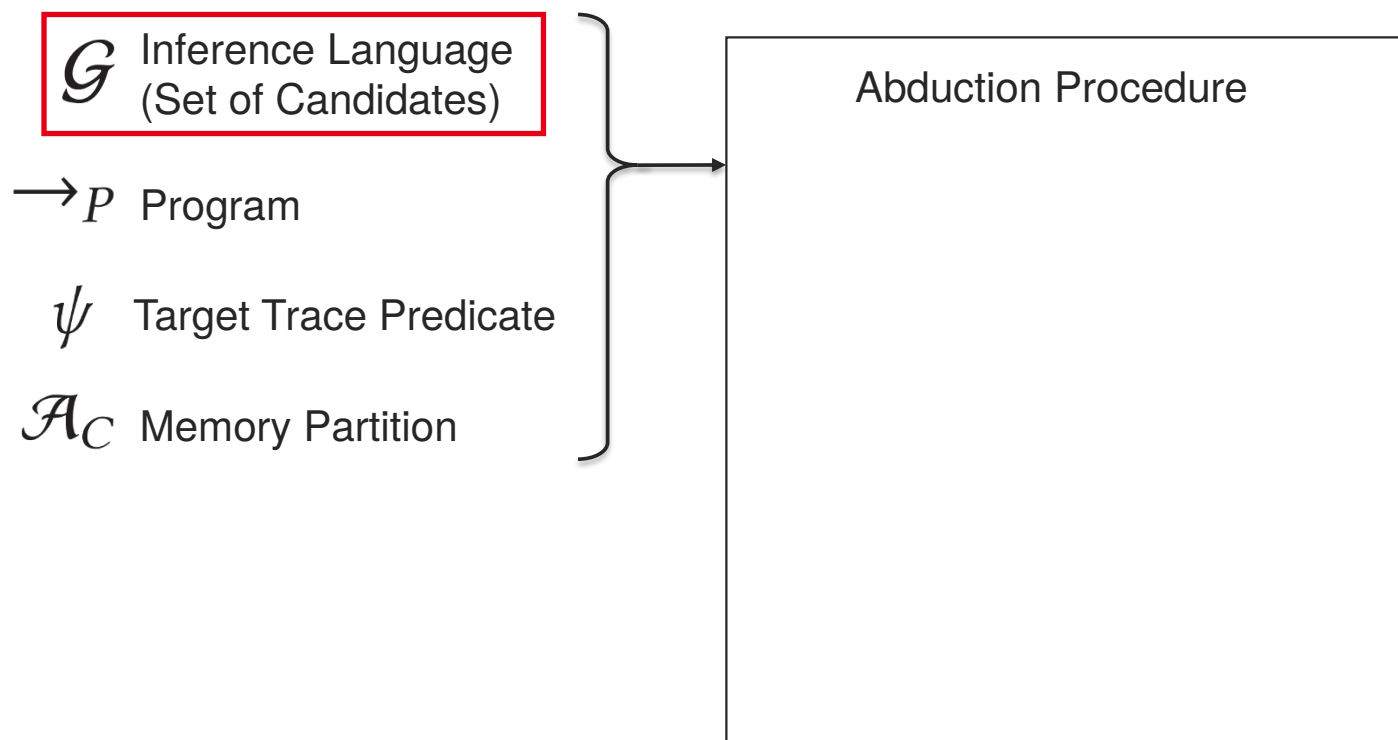


Our Solution (Framework)



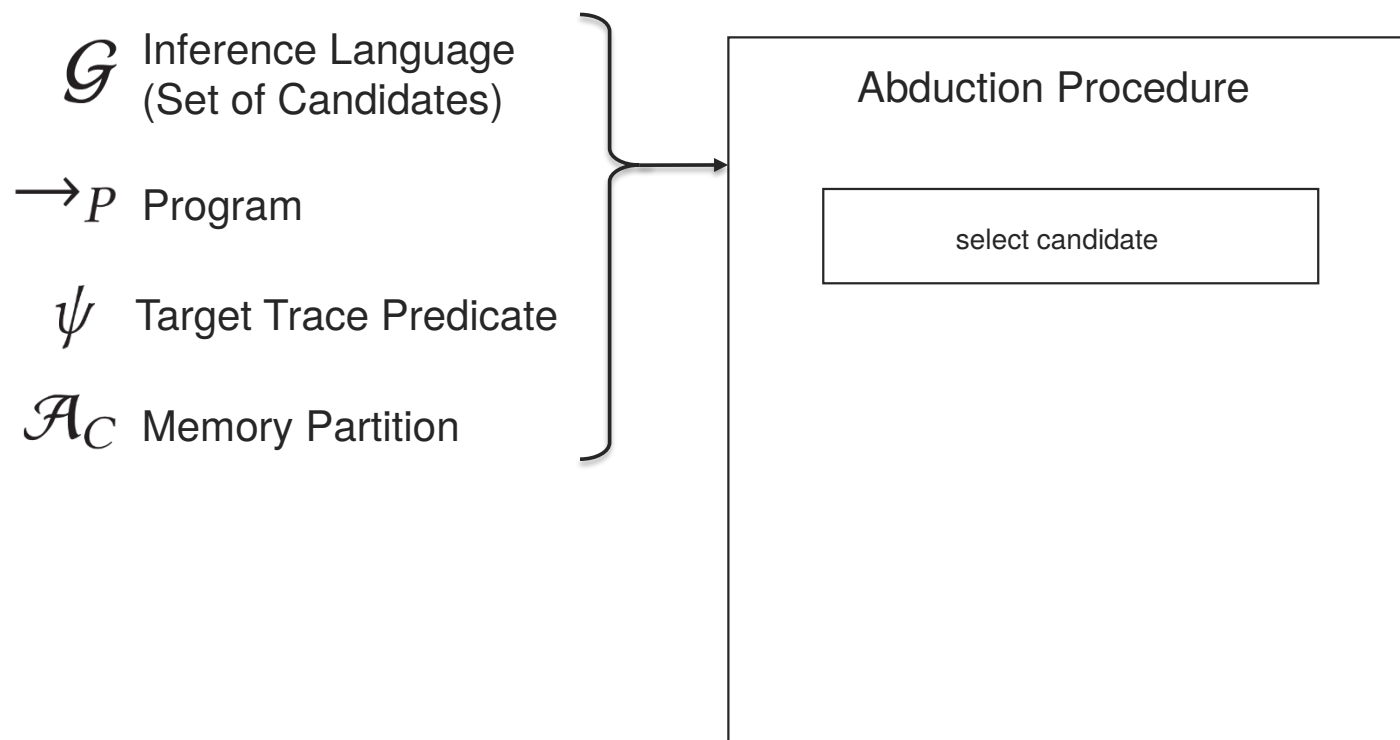


Our Solution (Framework)



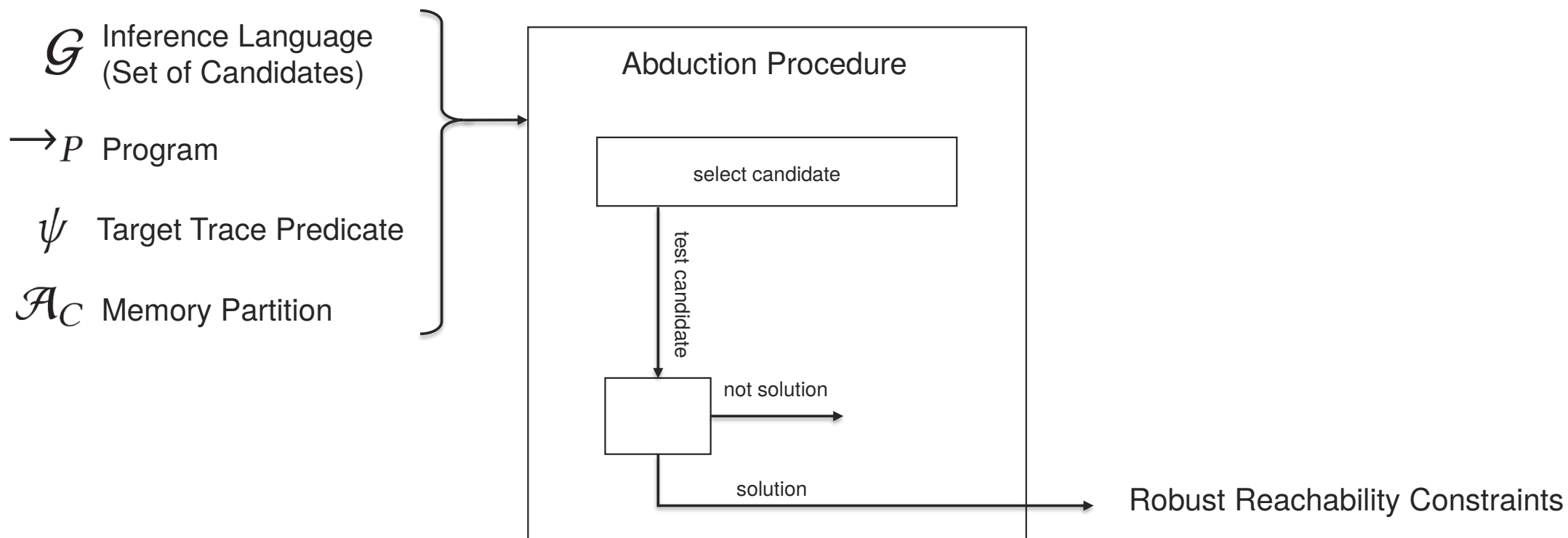


Our Solution (Framework)



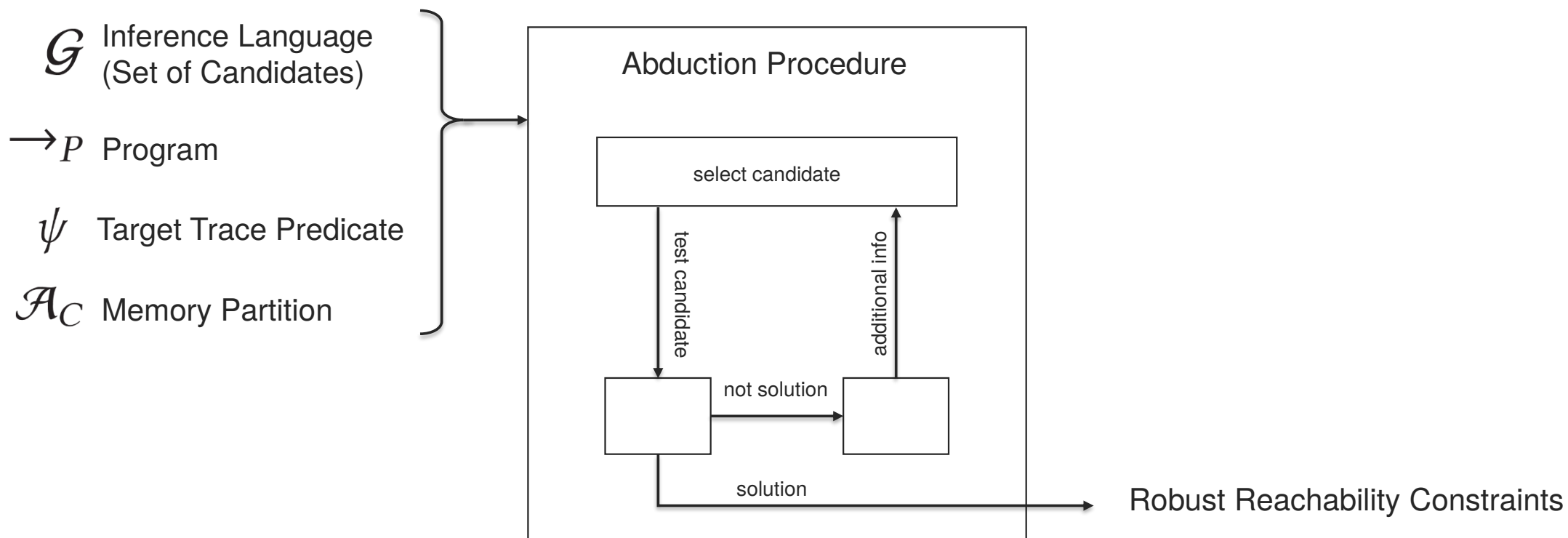


Our Solution (Framework)



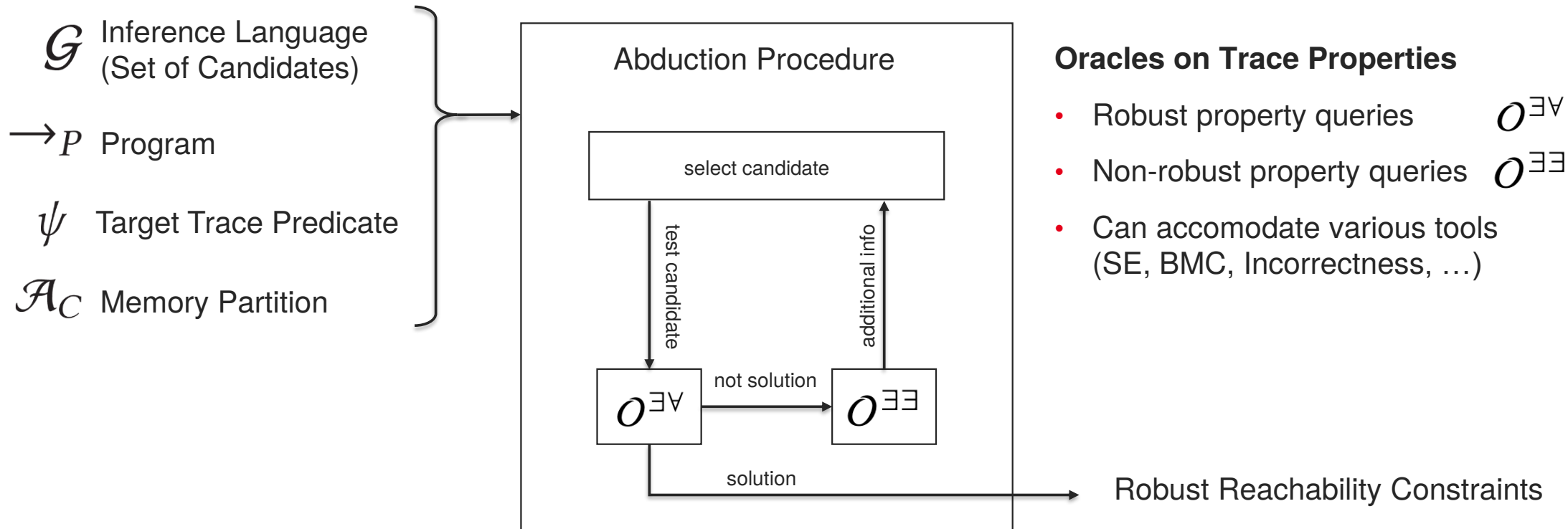


Our Solution (Framework)





Our Solution (Framework)





Our Solution (Baseline Algorithm)

$\text{BASELINERCINFER}(\mathcal{G}, \rightarrow_P, \psi, \mathcal{A}_C)$

```

1 if  $\top, s \leftarrow O^{\exists\exists}(\rightarrow_P, \psi, \top)$  then
2    $R \leftarrow \{y = s\}$  if  $y = s \in \mathcal{G}$  else  $\emptyset$ ;
3   for  $\phi \in \mathcal{G}$  do
4     if  $O^{\exists\forall}(\rightarrow_P, \mathcal{A}_C, \psi, \phi)$  then
5        $R \leftarrow \Delta_{\min}(R \cup \{\phi\})$ ;
6       if  $\neg O^{\exists\exists}(\rightarrow_P, \psi, \neg(\bigvee_{\phi' \in R} \phi'))$  then
7         return  $R$ ;
8   return  $R$ ;
9 return  $\{\perp\}$ ;
  
```

Theorem:

- **Termination** when the oracles terminate
- **Correction** at any step when the oracles are correct
- **Completeness** w.r.t. the inference language when the oracles are complete



Our Solution (Baseline Algorithm)

$\text{BASELINERCINFER}(\mathcal{G}, \rightarrow_P, \psi, \mathcal{A}_C)$

```
1 if  $\top, s \leftarrow O^{\exists\exists}(\rightarrow_P, \psi, \top)$  then
2    $R \leftarrow \{y = s\}$  if  $y = s \in \mathcal{G}$  else  $\emptyset$ ;
3   for  $\phi \in \mathcal{G}$  do
4     if  $O^{\exists\forall}(\rightarrow_P, \mathcal{A}_C, \psi, \phi)$  then
5        $R \leftarrow \Delta_{\min}(R \cup \{\phi\})$ ;
6       if  $\neg O^{\exists\exists}(\rightarrow_P, \psi, \neg(\bigvee_{\phi' \in R} \phi'))$  then
7         return  $R$ ;
8   return  $R$ ;
9 return  $\{\perp\}$ ;
```

Theorem:

- **Termination** when the oracles terminate
- **Correction** at any step when the oracles are correct
- **Completeness** w.r.t. the inference language when the oracles are complete
- Under correction and completeness of the oracles
 - **Minimality** w.r.t. the inference language
 - **Weakest** constraint generation when expressible



Making it Work

The Issue

- Exhaustive exploration of the inference language is inefficient

Key Strategies for Efficient Exploration

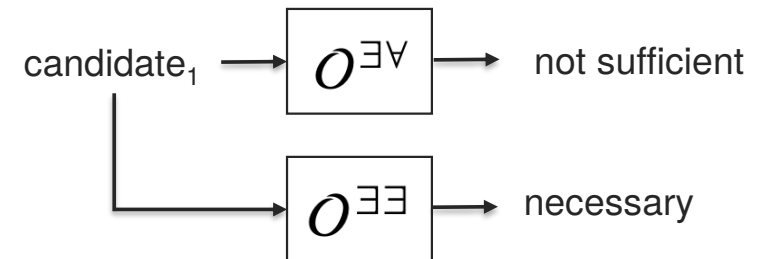
- Necessary constraints
- Counter-examples for Robust Reachability
- Ordering candidates

Making it Work: Necessary Constraints



The Idea

- Find and store Necessary Constraints





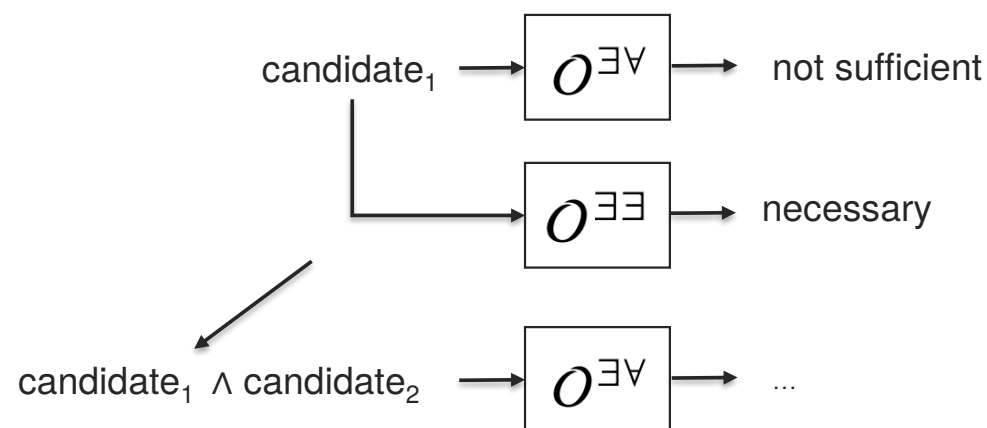
Making it Work: Necessary Constraints

The Idea

- Find and store Necessary Constraints

Usage

- Build a candidate solution faster
- Additional information on the bug
- Emulate unsat core usage in the context of oracles

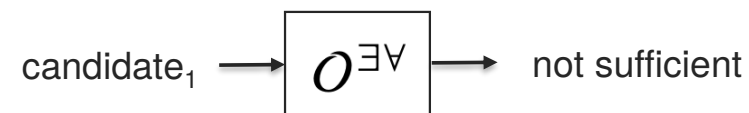




Making it Work: Counter-Examples

The Idea

- Reuse information from failed candidate checks



The Issue

- Non Robustness ($\forall\exists$ quantification) does not give us counter-examples



Making it Work: Counter-Examples

The Idea

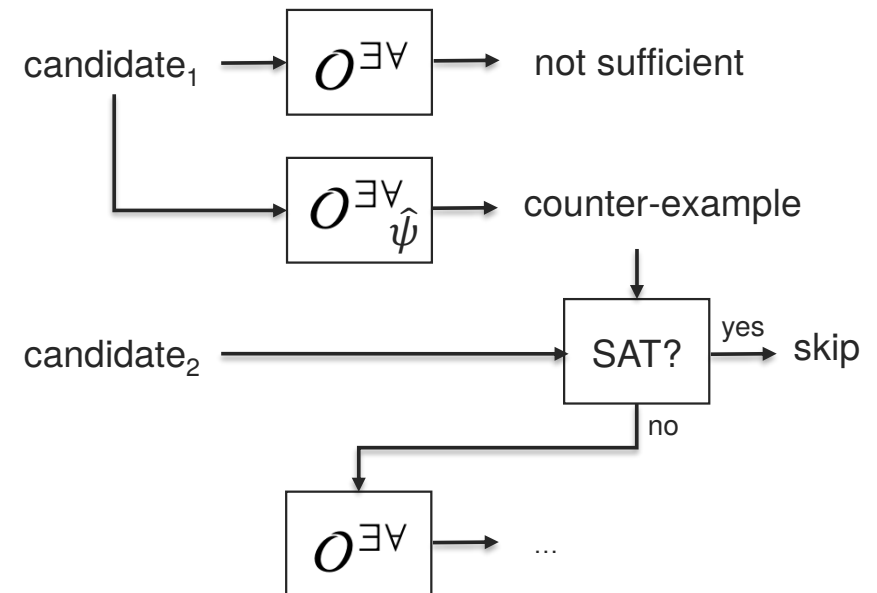
- Reuse information from failed candidate checks

The Issue

- Non Robustness ($\forall\exists$ quantification) does not give us counter-examples

Proposal

- Use a second trace property that ensures the bug does not arise
- Prune using these counter-examples





Experimental Evaluation

Implementation BINSEC

- (Robust) Reachability on binaries
- Tool: **BINSEC** [Djoudi and Bardin 2015]
- Tool: **BINSEC/RSE** [Girol at. al. 2020]

Prototype

- **PyAbd**, Python implementation of the procedure
- Candidates: Conjunctions of equalities and disequalities on memory bytes

Research Questions

- 1) Can we compute non-trivial constraints?
- 2) Can we compute weakest constraints?
- 3) What are the algorithmic performances?
- 4) Are the optimization effective?

Benchmarks

- Software verification (SVComp extract + compile)
- Security evaluation (FISSC, fault injection)

Results: Generating Constraints (RQ1, RQ2)



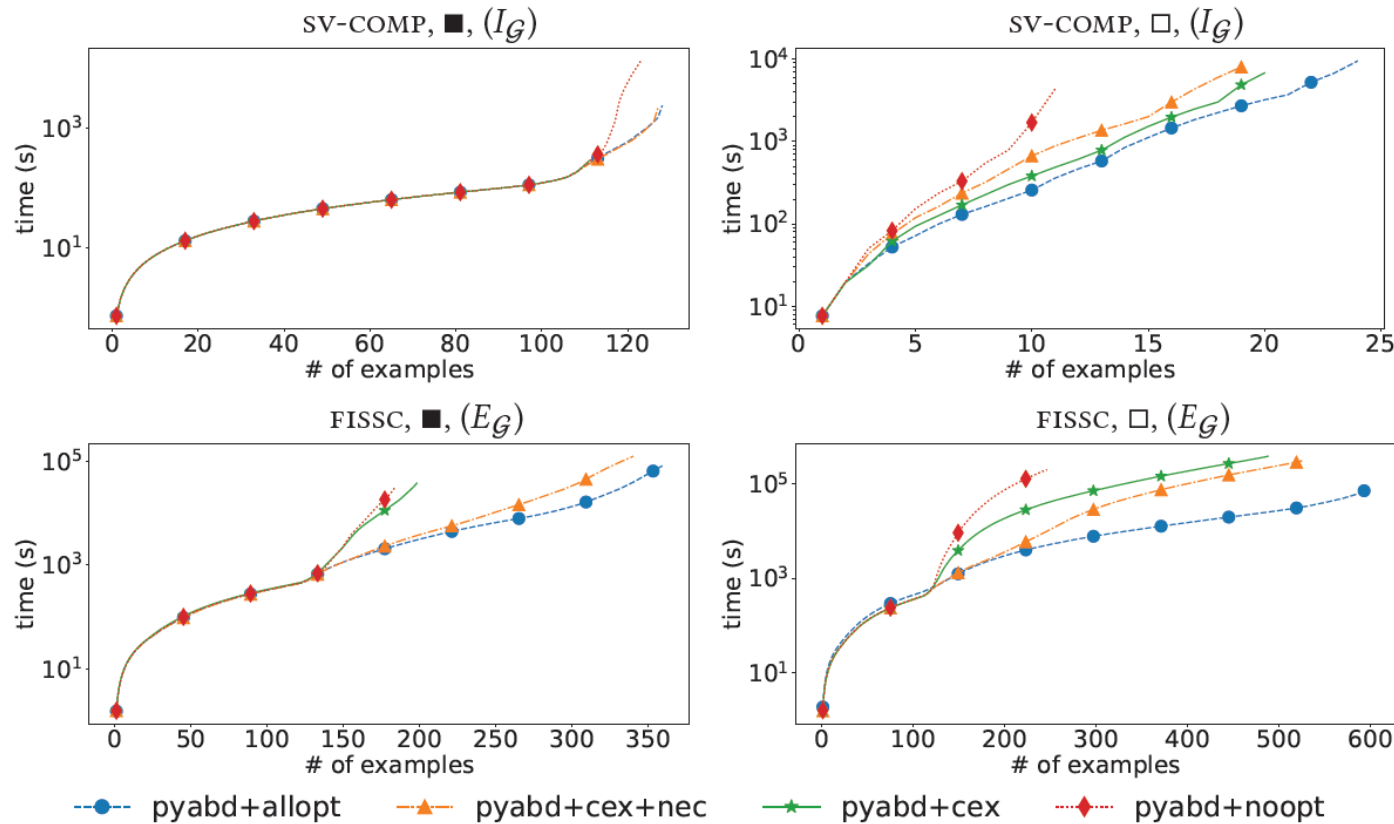
	SV-COMP ($E_{\mathcal{G}}$)		SV-COMP ($I_{\mathcal{G}}$)		FISSC ($E_{\mathcal{G}}$)		FISSC ($I_{\mathcal{G}}$)	
	■	□	■	□	■	□	■	□
# programs	147	64	147	64	719	719	719	719
# of robust cases	111	3	111	3	129	118	129	118
# of sufficient rrc	122	5	127	24	359	598	351	589
# of weakest rrc	111	3	120	4	262	526	261	518

Inference languages

- (dis-)Equality between memory bytes ($E_{\mathcal{G}}$)
- + Inequality between memory bytes ($I_{\mathcal{G}}$) → More expressivity but more candidates

We can find more reliable bugs than Robust Symbolic Execution

Results: Influence of the ‘Efficient Strategies’ (RQ4)



Significantly improves the capabilities of the method

Each strategy matters

Fig. 5. Cactus plot showing the influence of the strategies of Section 5 on the computation of the first sufficient k -reachability constraint with PyABD.



Results: Vulnerability Characterization on a Fault-Injection Benchmark

	PyABD	BINSEC/RSE	BINSEC
unknown	170	273	170
not vulnerable (0 input)	4414	4419	3921
vulnerable (≥ 1 input)	226	118	719
$\geq 0.0001\%$	226	118	—
$\geq 0.01\%$	209	118	—
$\geq 0.1\%$	173	118	—
$\geq 1.0\%$	167	118	—
$\geq 5.0\%$	166	118	—
$\geq 10.0\%$	118	118	—
$\geq 50.0\%$	118	118	—
100.0%	118	118	—

Our Solution:

- Finds and characterize vulnerabilities in-between Reachability and Robust Reachability

Conclusion



Conclusion

- We propose a precondition inference technique to improve the capabilities of Robust Reachability
- We adapt theory-agnostic abduction algorithm to $\exists\forall$ formulas and apply it at program-level through oracles
- We demonstrates its capabilities on simple yet realistic vulnerability characterization scenarii



 BINSEC

(hiring)



Conclusion

Conclusion

- We propose a precondition inference technique to improve the capabilities of Robust Reachability
- We adapt theory-agnostic abduction algorithm to $\exists\forall$ formulas and apply it at program-level through oracles
- We demonstrates its capabilities on simple yet realistic vulnerability characterization scenarii

Preconditions **explain** the vulnerability
Can be reused for understanding, counting, comparing



 BINSEC

(hiring)



Conclusion

Conclusion

- We propose a precondition inference technique to improve the capabilities of Robust Reachability
- We adapt theory-agnostic abduction algorithm to $\exists\forall$ formulas and apply it at program-level through oracles
- We demonstrates its capabilities on simple yet realistic vulnerability characterization scenarii

Preconditions **explain** the vulnerability
Can be reused for understanding, counting, comparing

Questions?



 BINSEC

(hiring)

