

WISE: Automated Test Generation for Worst-Case Complexity

Jacob Burnim
Sudeep Juvekar
Koushik Sen





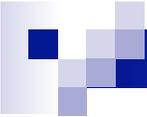
Performance-Directed Testing

- Automated testing has focused on correctness bugs.
- **Goal:** Apply to software performance.
 - Find performance bottlenecks.
 - Security: **Algorithmic** denial-of-service.
- Today: Computational complexity testing.
 - How slow is an operation **in the worst case**?
 - Does a function meet its **algorithmic complexity** spec?



Performance-Directed Testing

- Example: Performance bug in Jar
 - Reported by Sun on May 15, 2009
 - update method $O(N^2)$ instead of $O(N)$
 - $O(N)$ look-up on every file, rather than $O(1)$
 - wasted 75% of run-time building `rt.jar`



Goal of WISE

- **W**orst-case **I**nputs from **S**ymbolic **E**xecution

Input

Size: N

```
// insertion sort
for(i = 0 .. N-1)
  for(j = i .. 1)
    if (A[j] < A[j-1])
      swap(A[j], A[j-1])
    else
      break
```

Goal of WISE

- **W**orst-case **I**nputs from **S**ymbolic **E**xecution

Input

Size: N

```
// insertion sort
for(i = 0 .. N-1)
  for(j = i .. 1)
    if (A[j] < A[j-1])
      swap(A[j], A[j-1])
    else
      break
```

WISE

Output

1: **1**

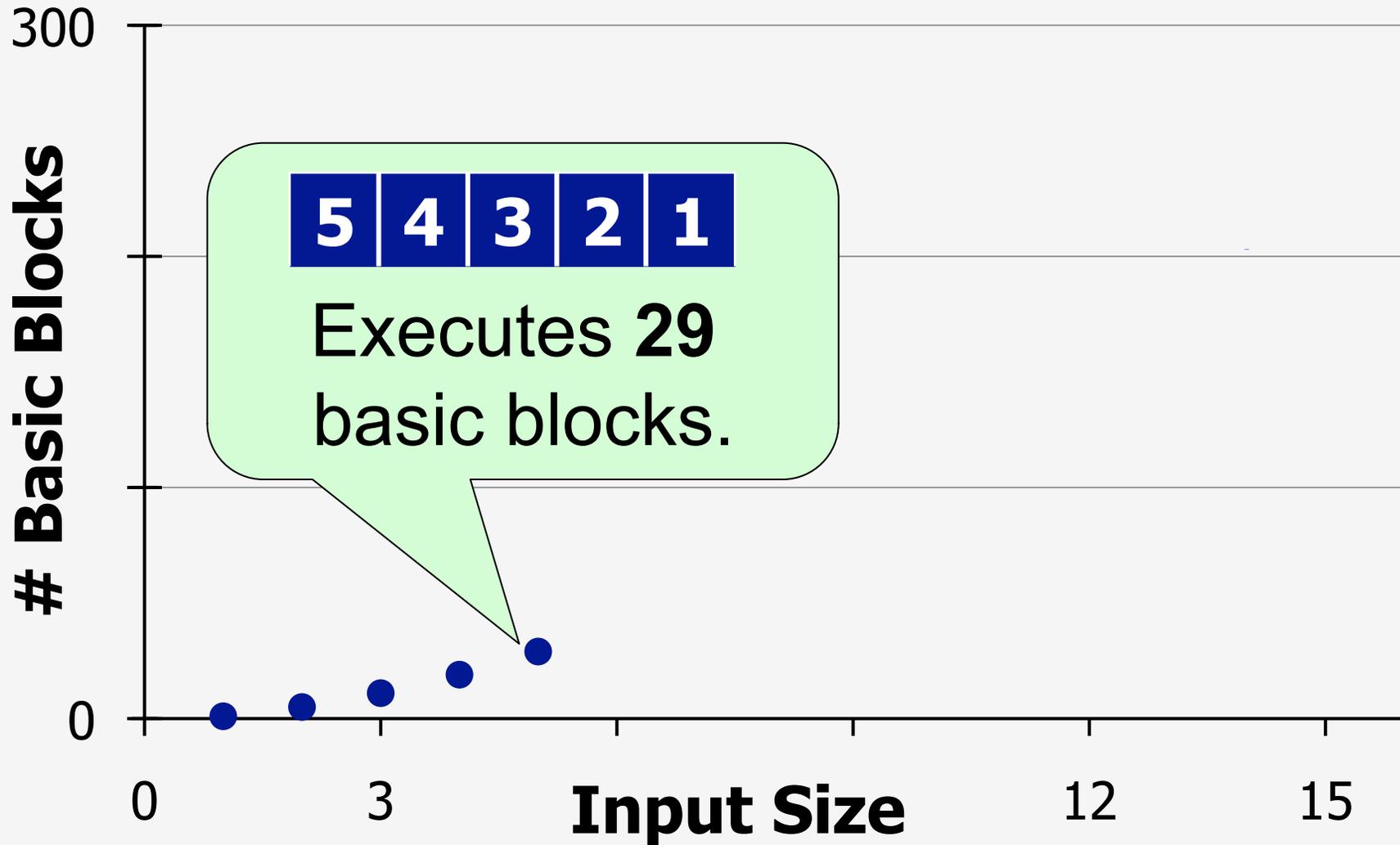
2: **2 1**

3: **3 2 1**

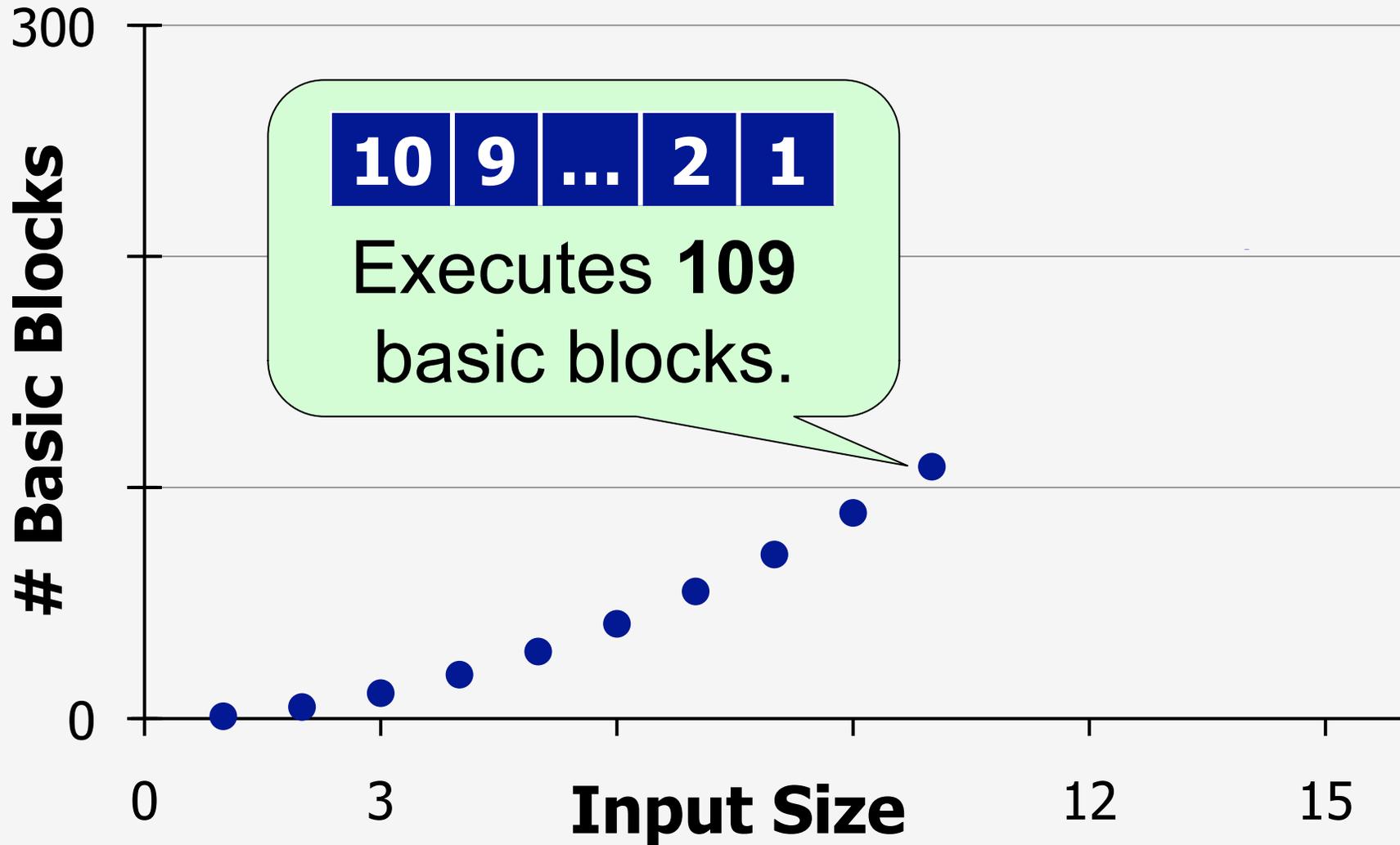
...

N: **N ... 2 1**

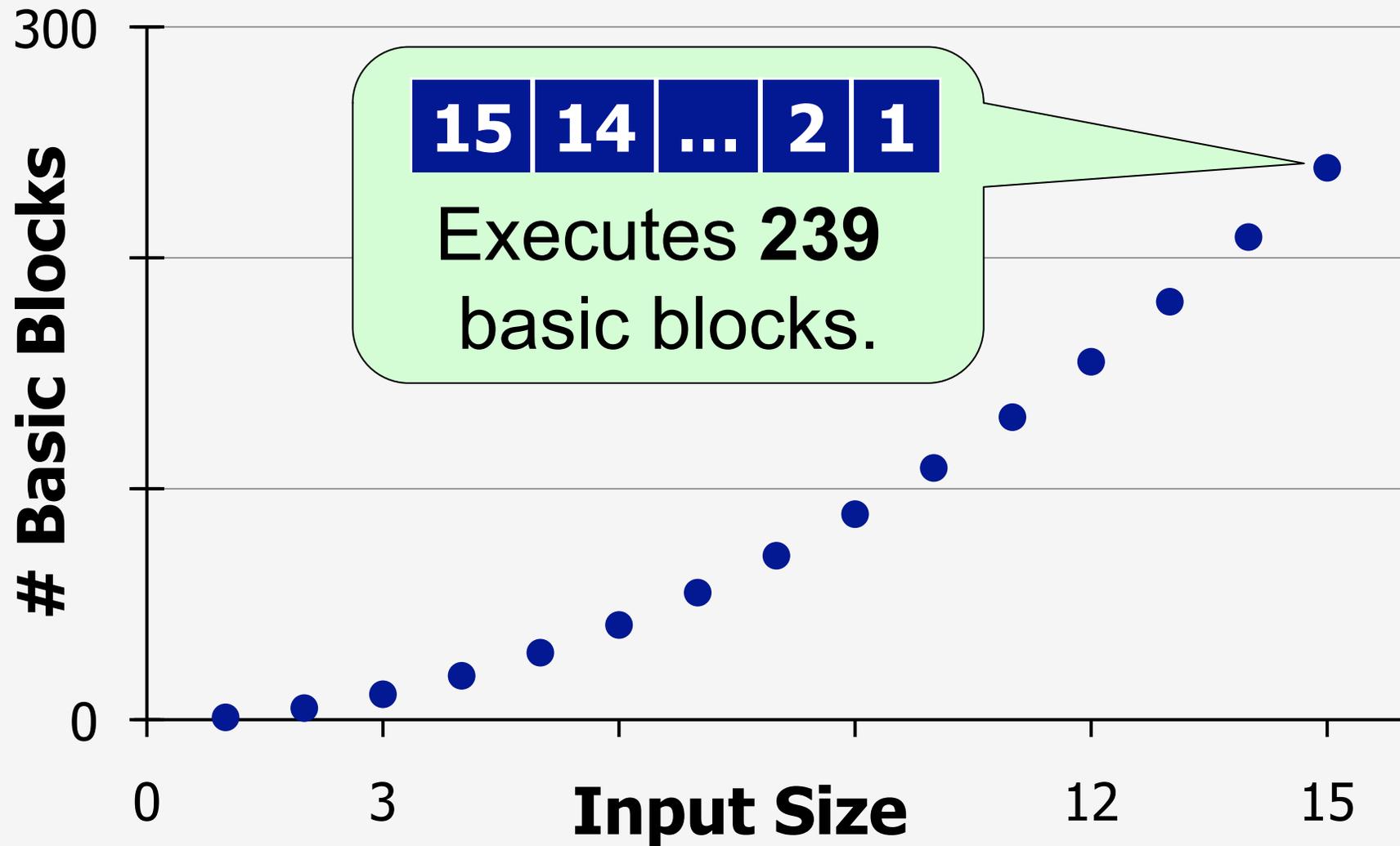
Worst-Case Empirical Complexity



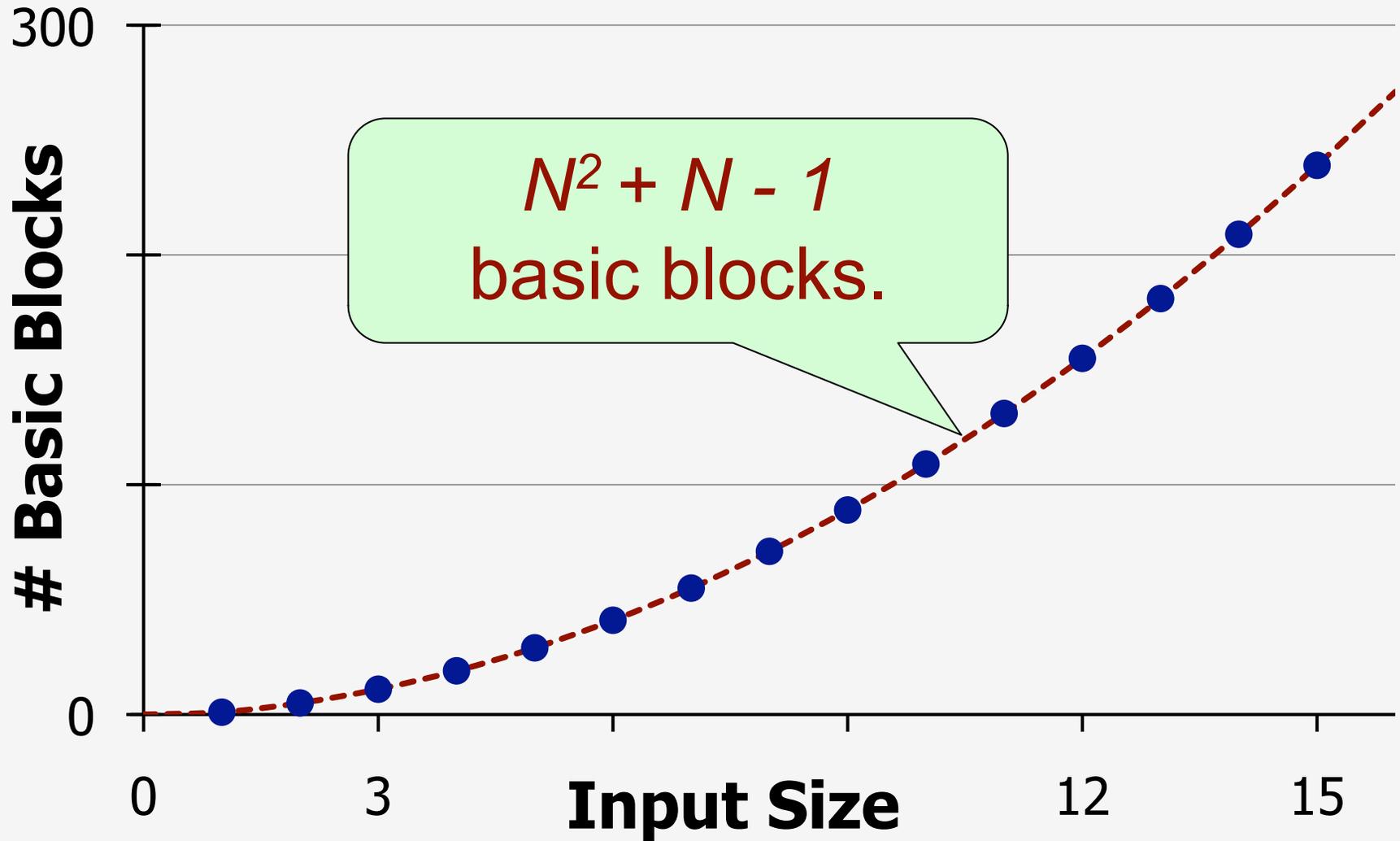
Worst-Case Empirical Complexity



Worst-Case Empirical Complexity



Worst-Case Empirical Complexity





Overview of WISE

- Uses symbolic test generation to explore possible program executions.
 - Widely used in automated software testing. (DART, CUTE, SAGE, EXE, KLEE, JPF, ...)
- **Key Idea:**
 - Learn from executions on small inputs.
 - *In Quicksort, pivot should be smaller than all elements to which it's compared.*



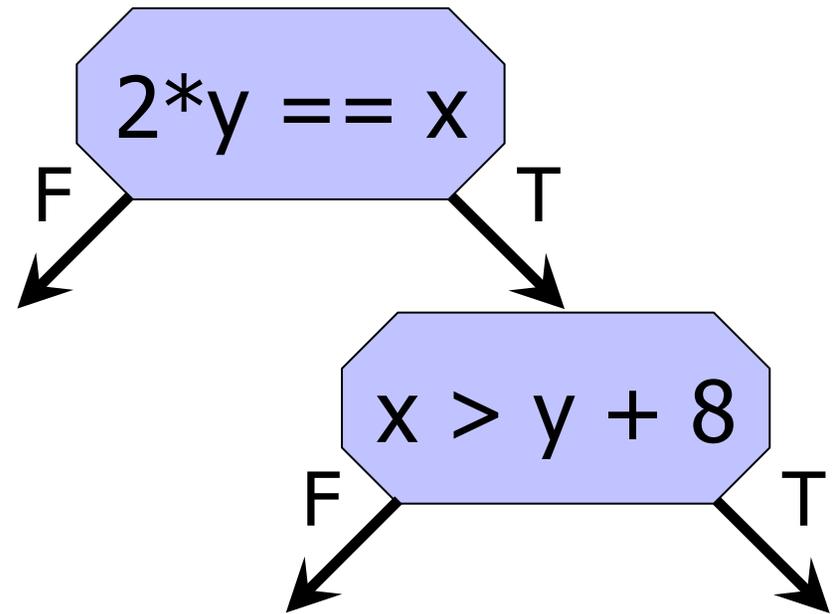
Outline

- Motivation + Goal of WISE
- **Background: Symbolic Test Generation**
- Naïve Algorithm for Finding Complexity
- WISE Algorithm
- Evaluation
- Conclusions + Future Work

Symbolic Test Generation

- **Goal:** A test input for every program path.

```
f(int x, int y)
{
    z = 2*x;
    if (z == x)
        if (x > y + 8)
            print("Hi")
}
```

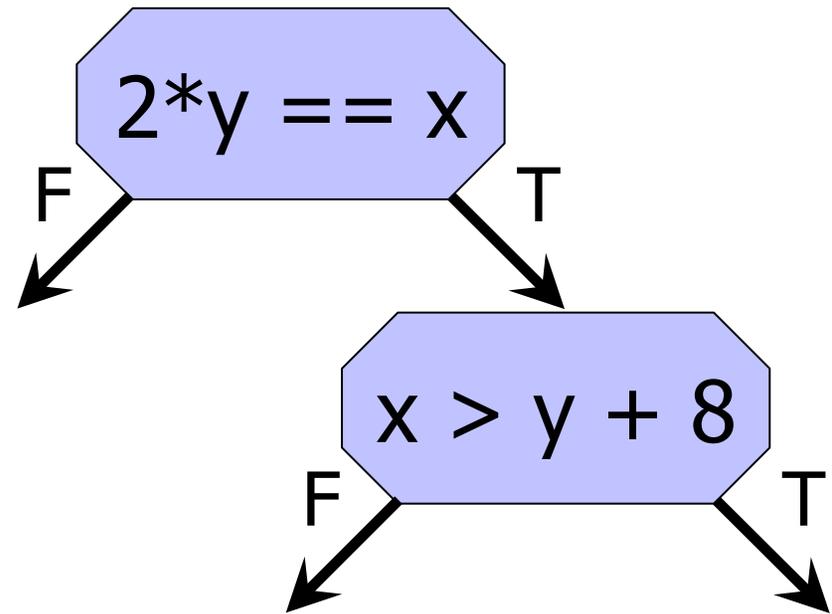


Computation Tree

Symbolic Test Generation

- **Depth-first search** of computation tree.

```
f(int x, int y)
{
    z = 2*x;
    if (z == x)
        if (x > y + 8)
            print("Hi")
}
```

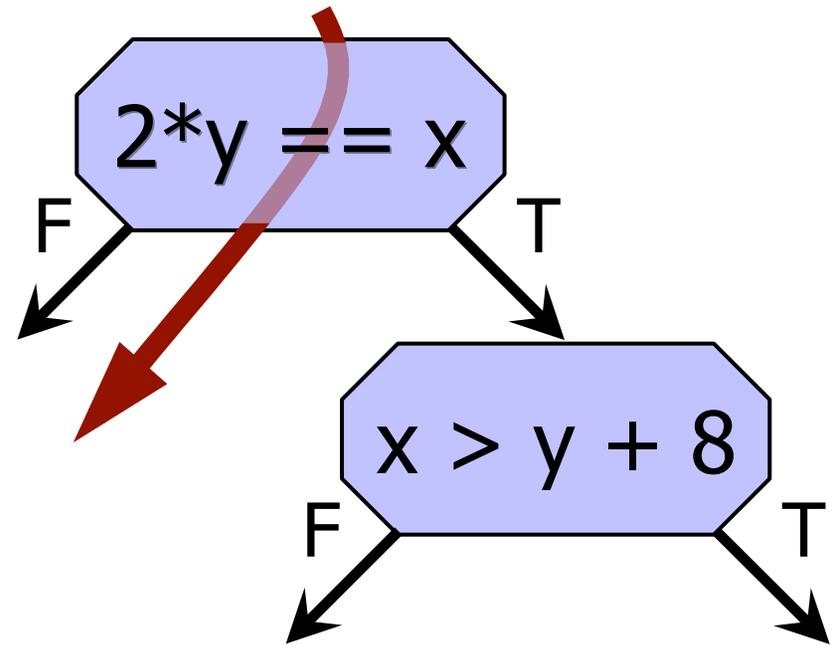


Computation Tree

Symbolic Test Generation

- **Depth-first search** of computation tree.

```
f(int x, int y)
{
    z = 2*x;
    if (z == x)
        if (x > y + 8)
            print("Hi")
}
```



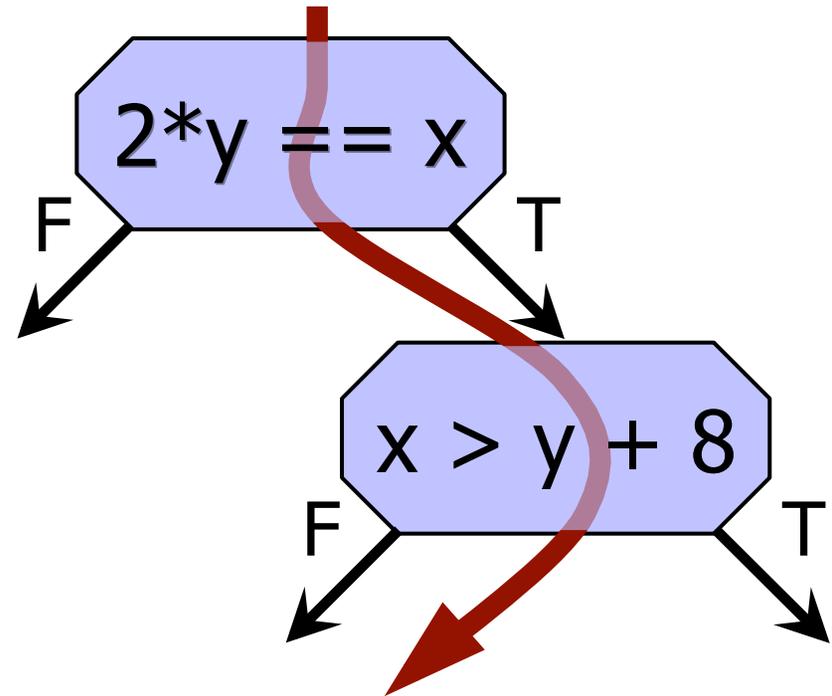
$\Phi(\text{path}):$ $2y \neq x$

Input: $x = 0, y = 1$

Symbolic Test Generation

- **Depth-first search** of computation tree.

```
f(int x, int y)
{
    z = 2*x;
    if (z == x)
        if (x > y + 8)
            print("Hi")
}
```



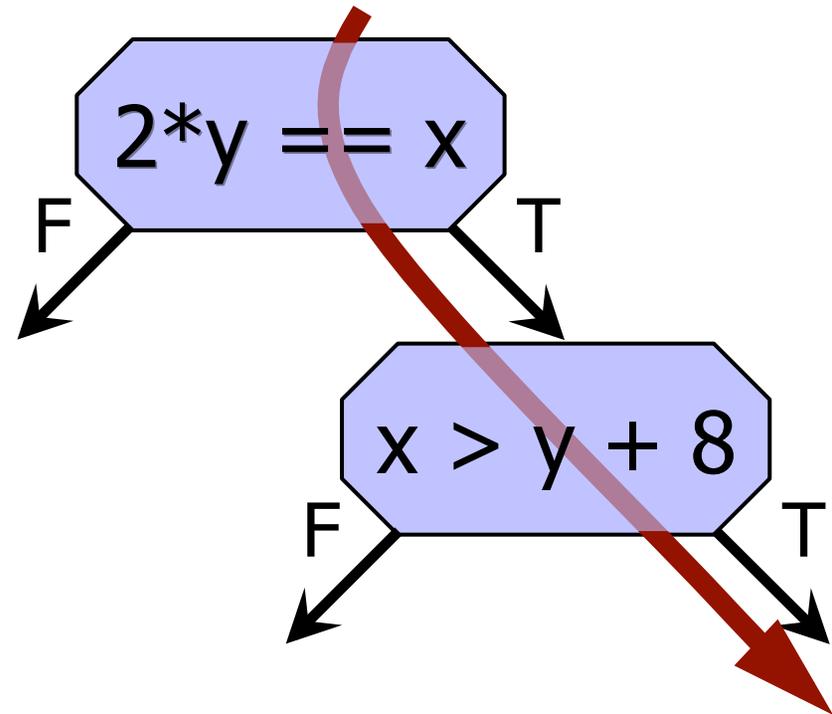
$\Phi(\text{path}): 2y = x \wedge x \leq y + 8$

Input: $x = 1, y = 2$

Symbolic Test Generation

- **Depth-first search** of computation tree.

```
f(int x, int y)
{
    z = 2*x;
    if (z == x)
        if (x > y + 8)
            print("Hi")
}
```



$\Phi(\text{path}): 2y = x \wedge x > y + 8$

Input: $x = -10, y = -20$

Symbolic Test Generation

- **Depth-first search** of computation tree.

```
f(int x, int y)
{
    z = x * y;
    if (z < 0)
        if (x > y + 8)
            print("Hi");
}
```

How can symbolic test generation be used to find computational complexity?

$\Phi(path): 2y = x \wedge x > y + 8$
Input: $x = -10, y = -20$



Outline

- Motivation + Goal of WISE
- Background: Symbolic Test Generation
- **Naïve Algorithm for Finding Complexity**
- WISE Algorithm
- Evaluation
- Conclusions + Future Work



Symbolic Execution for Complexity

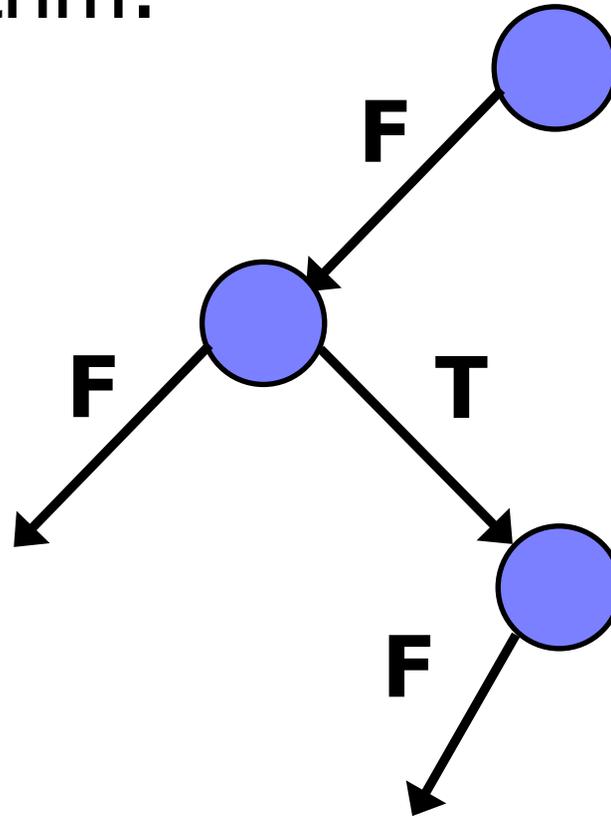
- Naïve Algorithm:

- Generate every execution on N inputs.
- Return input for **longest** execution.

Symbolic Execution for Complexity

- Naïve Algorithm:

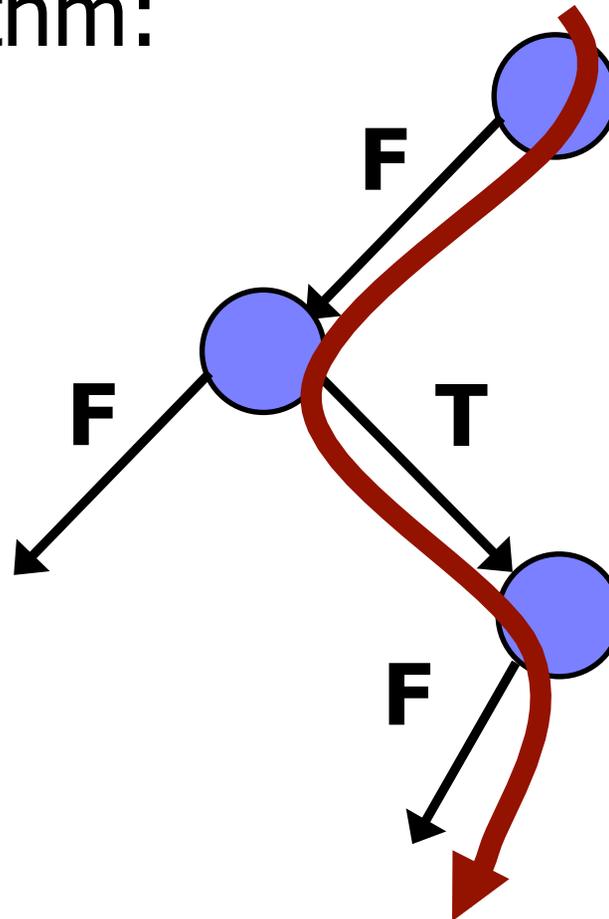
N=2:



Symbolic Execution for Complexity

- Naïve Algorithm:

N=2:

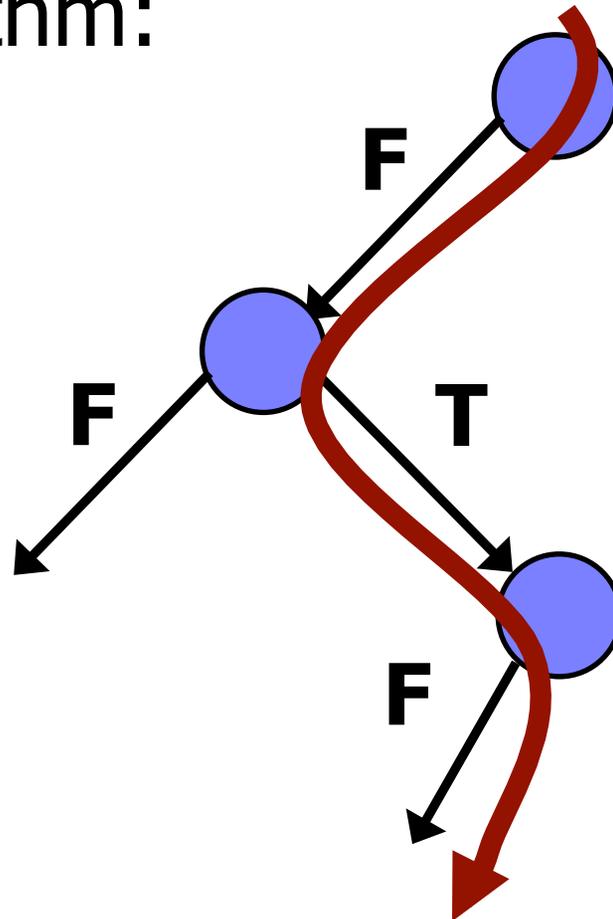


Longest Execution (4 basic blocks)

Symbolic Execution for Complexity

- Naïve Algorithm:

N=2:

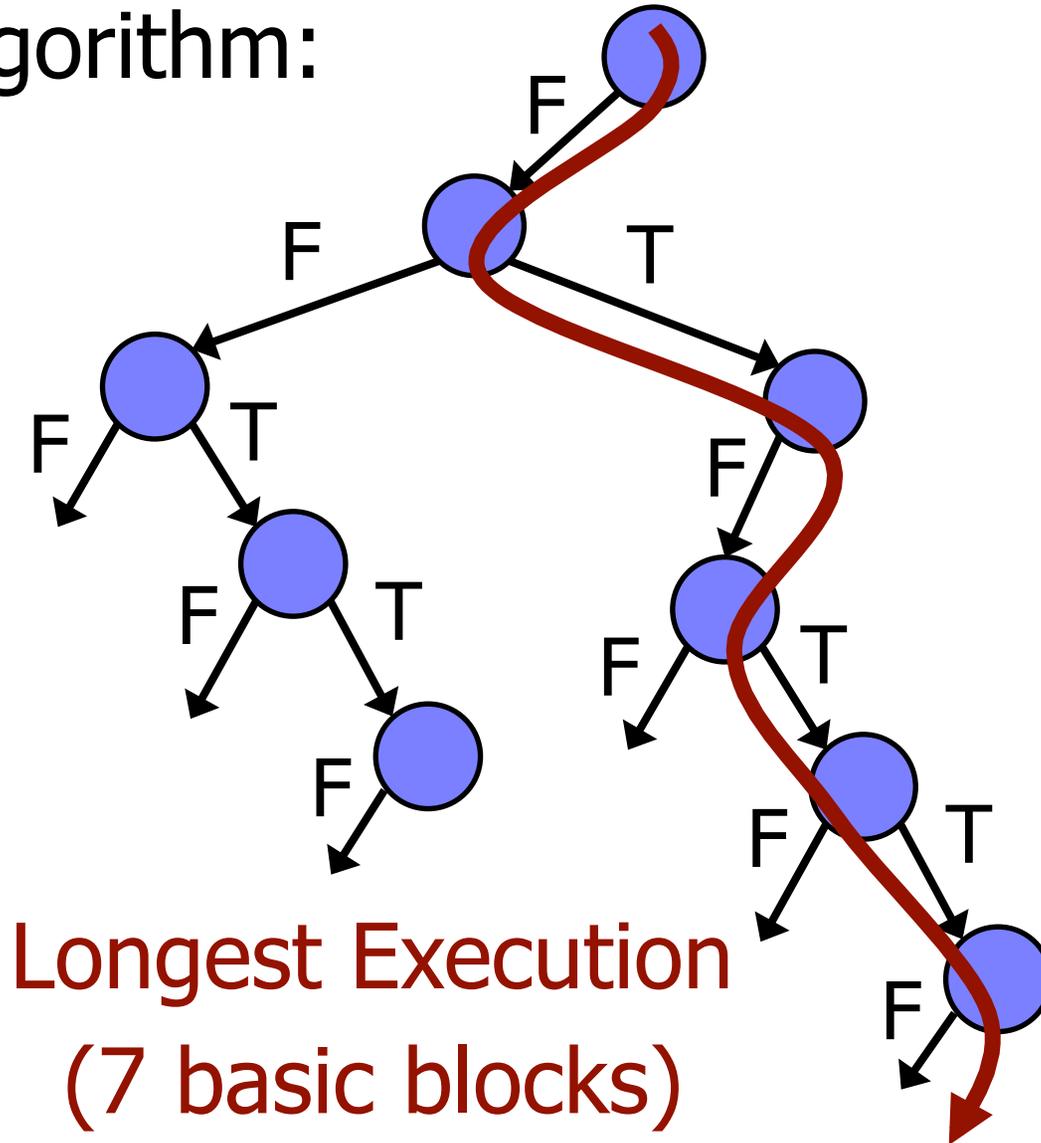


Worst-case Input: **2** | **1**

Symbolic Execution for Complexity

- Naïve Algorithm:

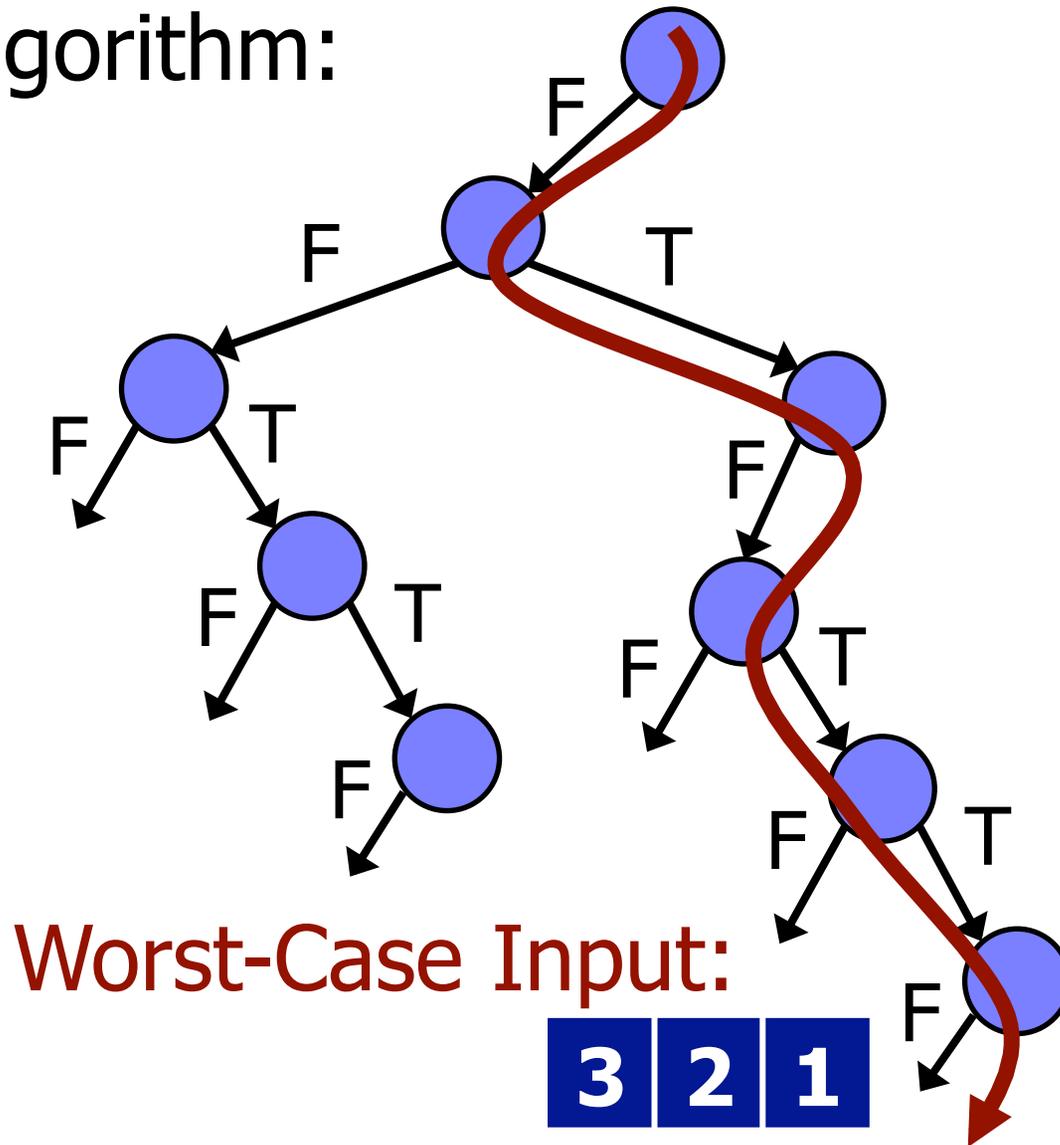
N=3:



Symbolic Execution for Complexity

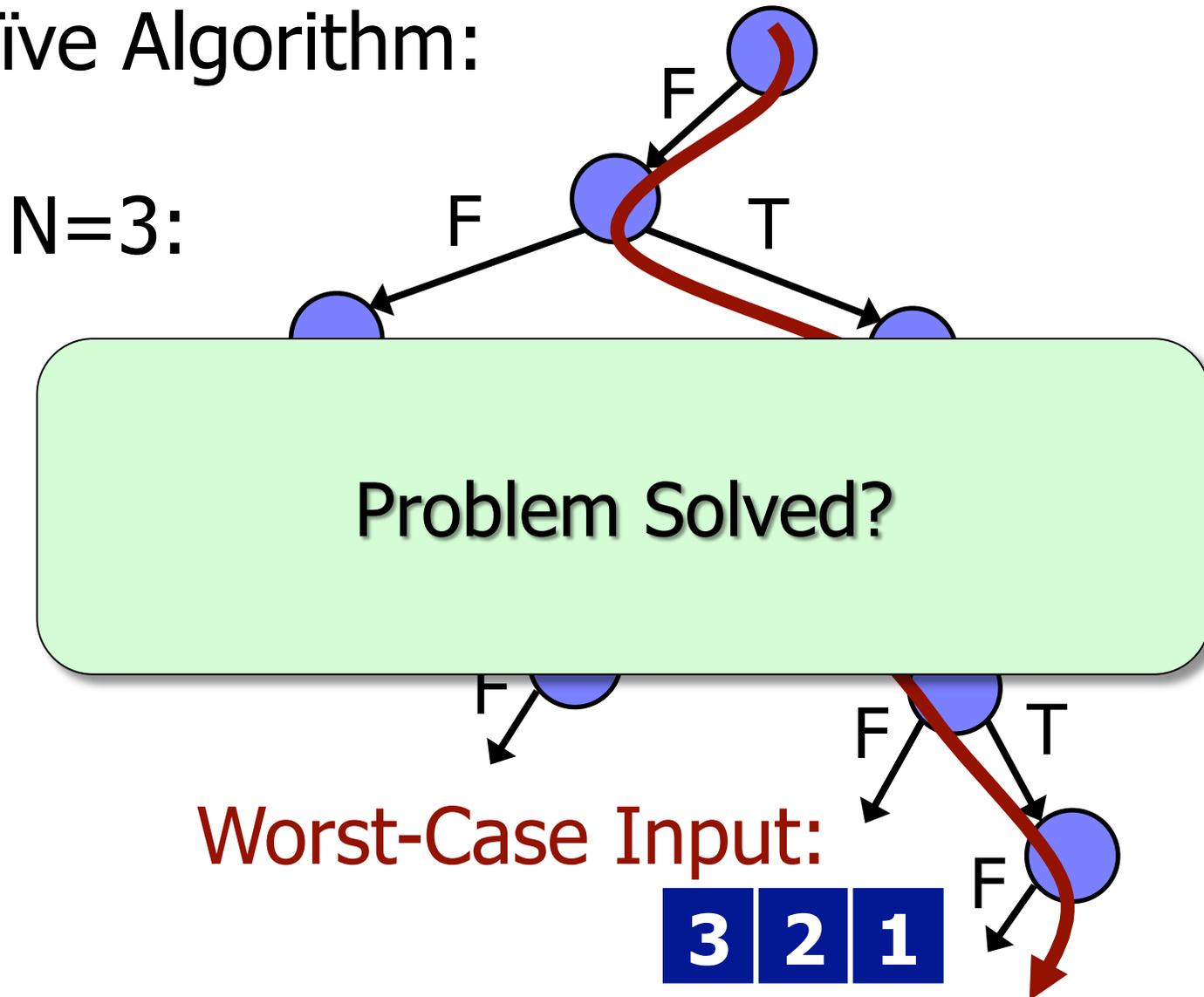
- Naïve Algorithm:

N=3:



Symbolic Execution for Complexity

- Naïve Algorithm:

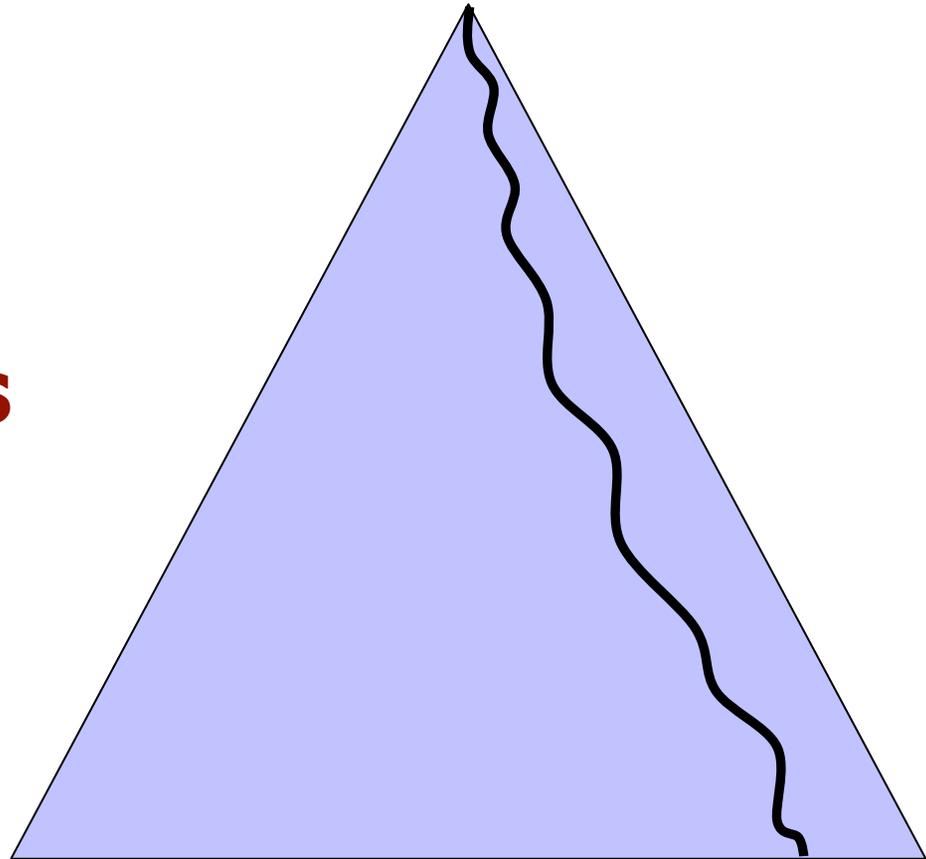


Path Space Explosion

- Naïve algorithm does not scale.

N=15:

- **1.6×10^{25} paths**
- Longest has only 121 basic blocks

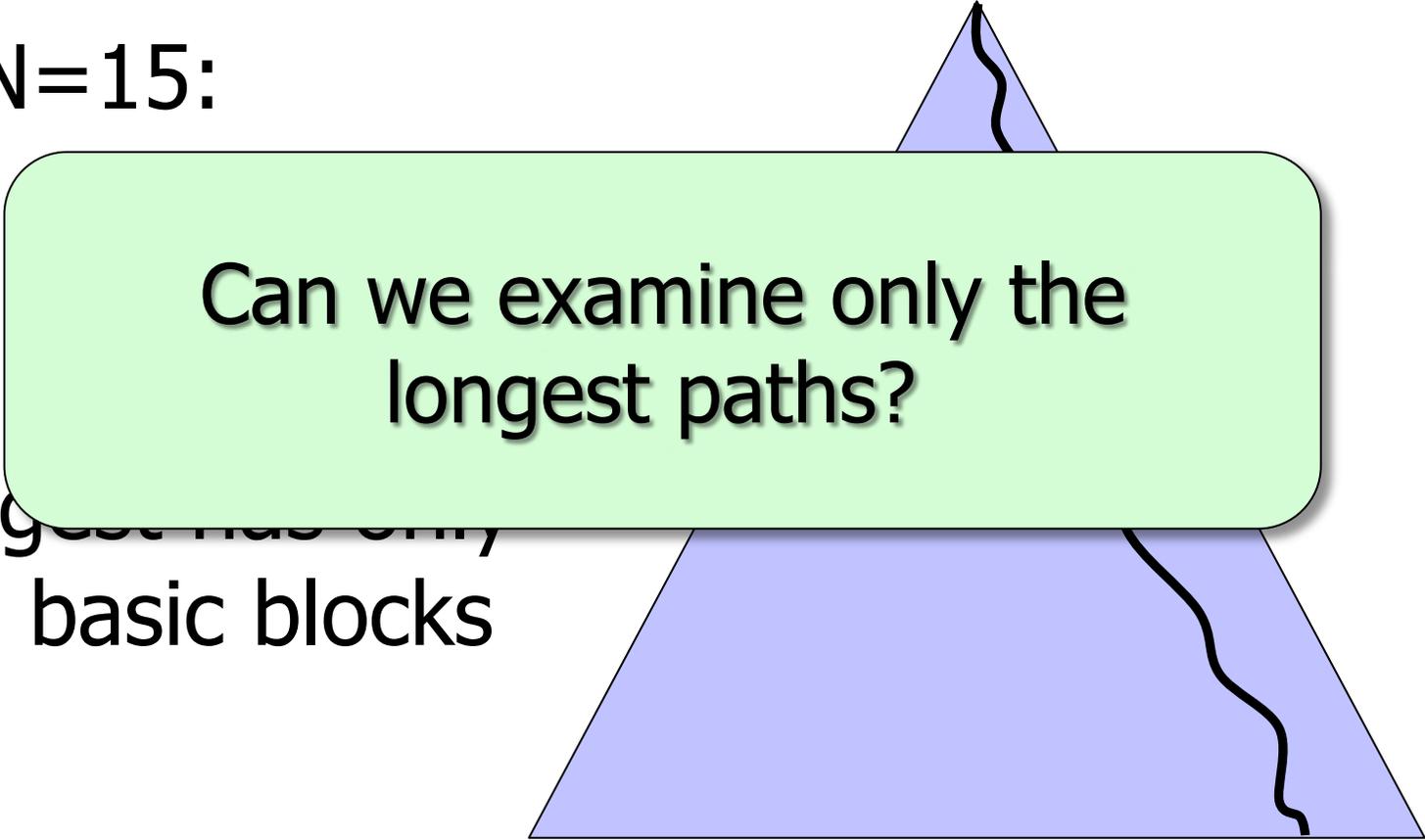


Path Space Explosion

- Naïve algorithm does not scale.

N=15:

- **1.6**
- Longest path has only 121 basic blocks



Can we examine only the longest paths?



Outline

- Motivation + Goal of WISE
- Background: Symbolic Test Generation
- Naïve Algorithm for Finding Complexity
- **WISE Algorithm**
- Evaluation
- Conclusions + Future Work

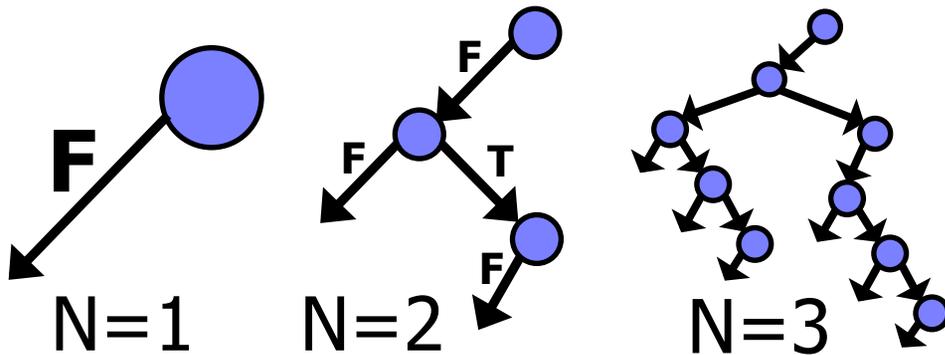


Overview of WISE

- **Step 1:** From executions on small inputs, learn oracle for longest paths.

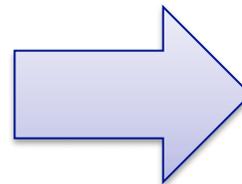
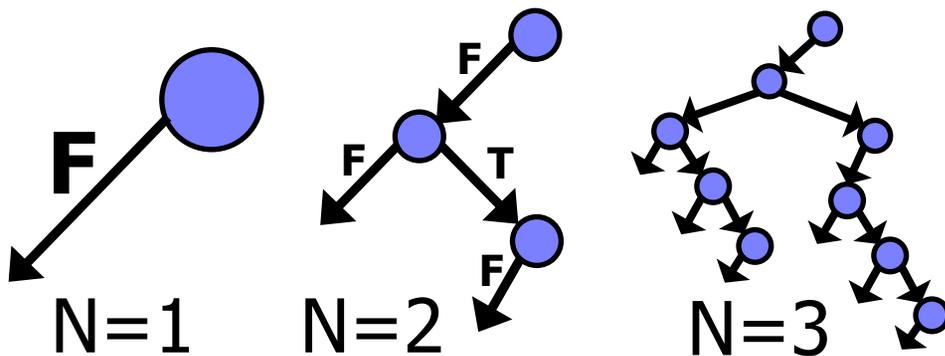
Overview of WISE

- **Step 1:** From executions on small inputs, learn oracle for longest paths.



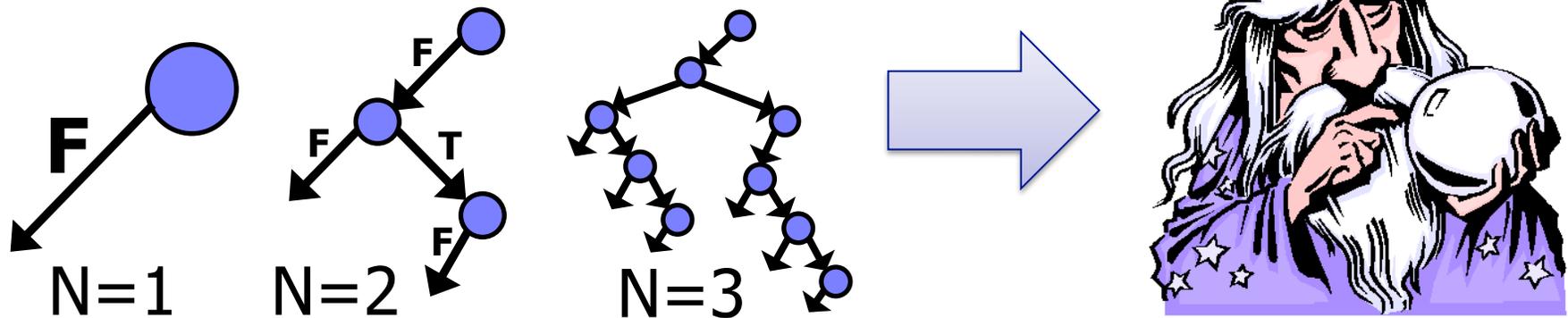
Overview of WISE

- **Step 1:** From executions on small inputs, learn oracle for longest paths.



Overview of WISE

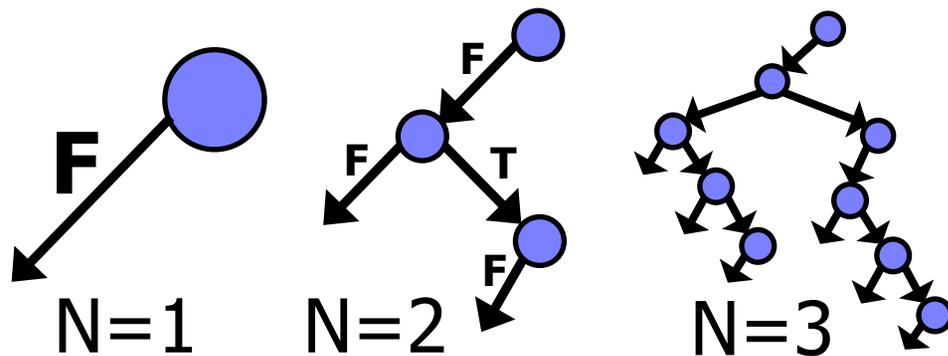
- **Step 1:** From executions on small inputs, learn oracle for longest paths.



- **Step 2:** For large inputs, only examine paths generated by oracle.

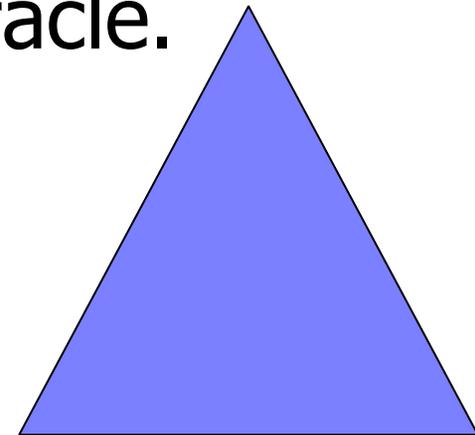
Overview of WISE

- **Step 1:** From executions on small inputs, learn oracle for longest paths.



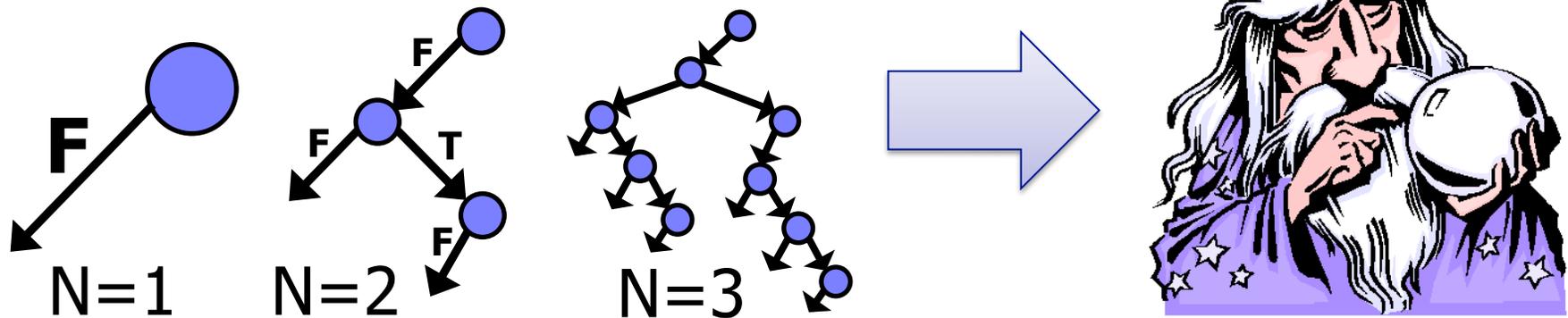
- **Step 2:** For large inputs, only examine paths generated by oracle.

$N=15$

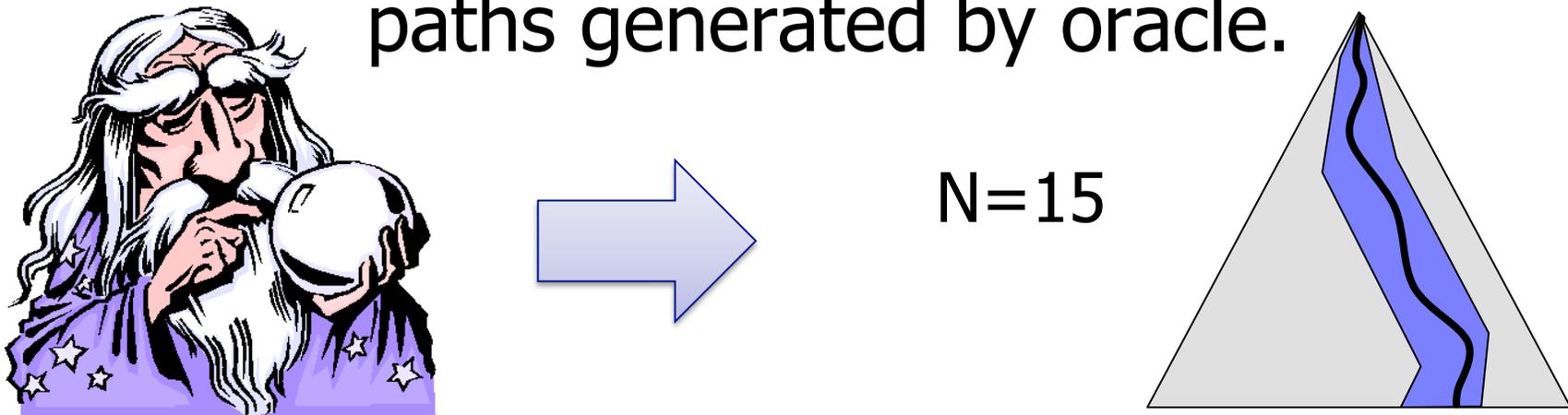


Overview of WISE

- **Step 1:** From executions on small inputs, learn oracle for longest paths.

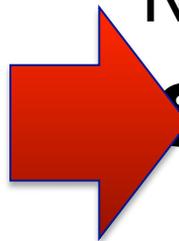
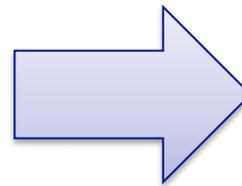
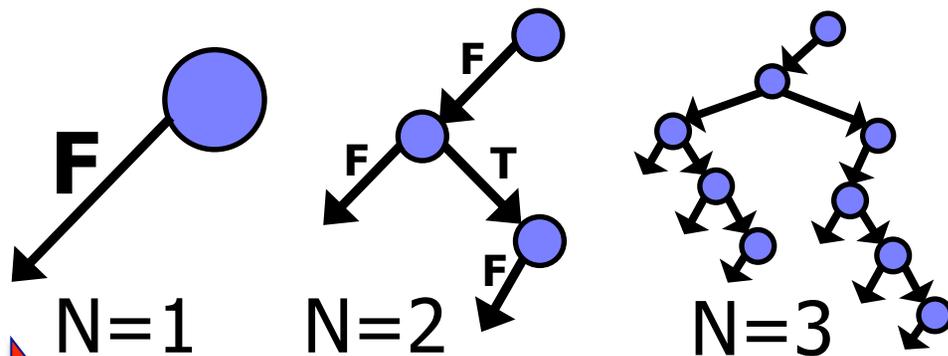


- **Step 2:** For large inputs, only examine paths generated by oracle.

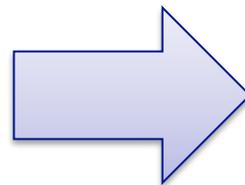


Overview of WISE

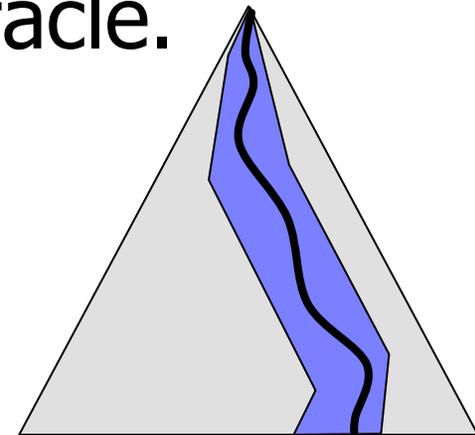
- **Step 1:** From executions on small inputs, learn oracle for longest paths.



- **Step 2:** For large inputs, only examine paths generated by oracle.

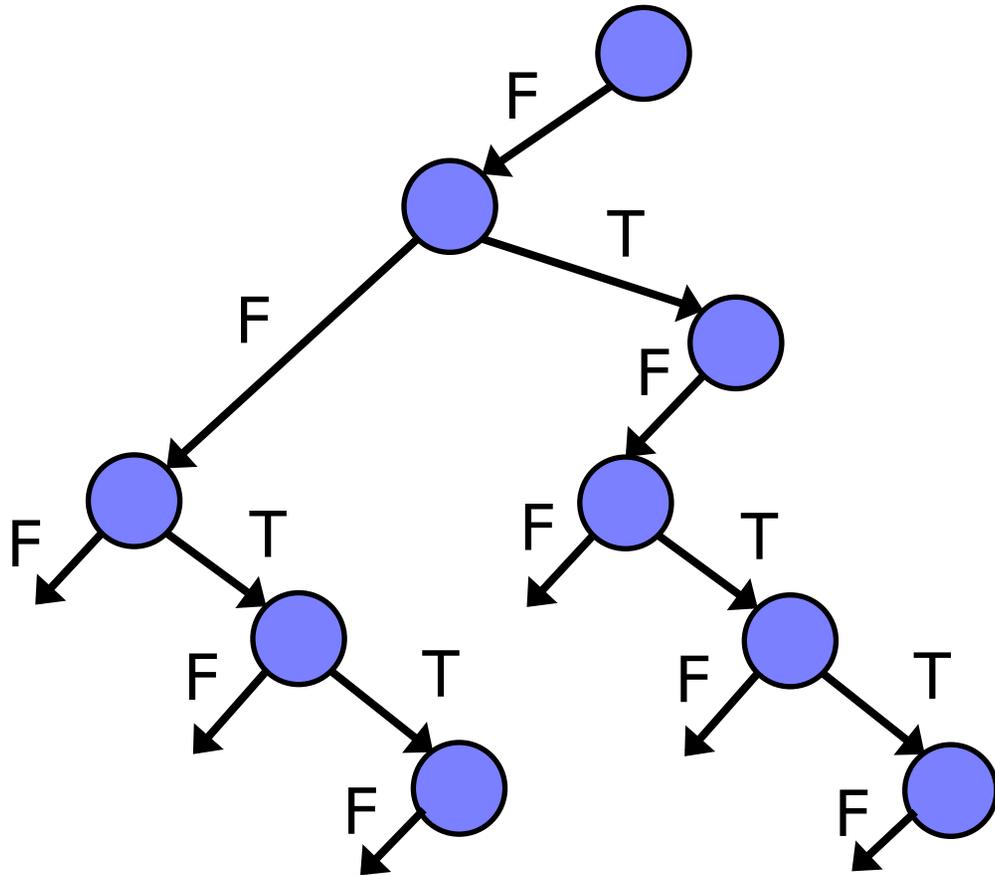


$N=15$



Oracles for Longest Paths

- **Goal:** Prune search of computation tree.





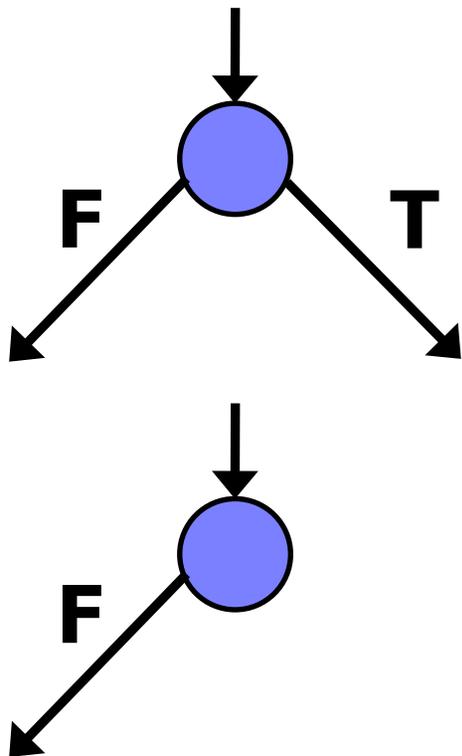
Branch Policy Oracles

- Classify each conditional in P:
 - **Free:** Must explore true or false branch.
 - **Biased:** When feasible, only explore true (resp. false) branch.

Branch Policy Oracles

- Each conditional in P classified as:

Free:

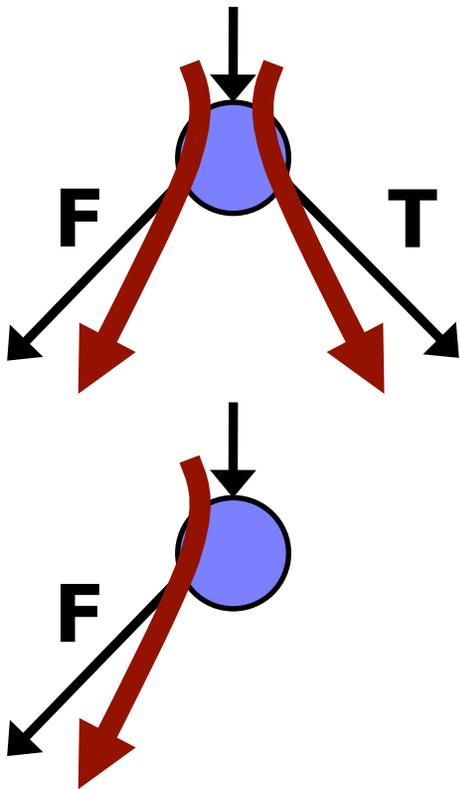


Biased:

Branch Policy Oracles

- Each conditional in P classified as:

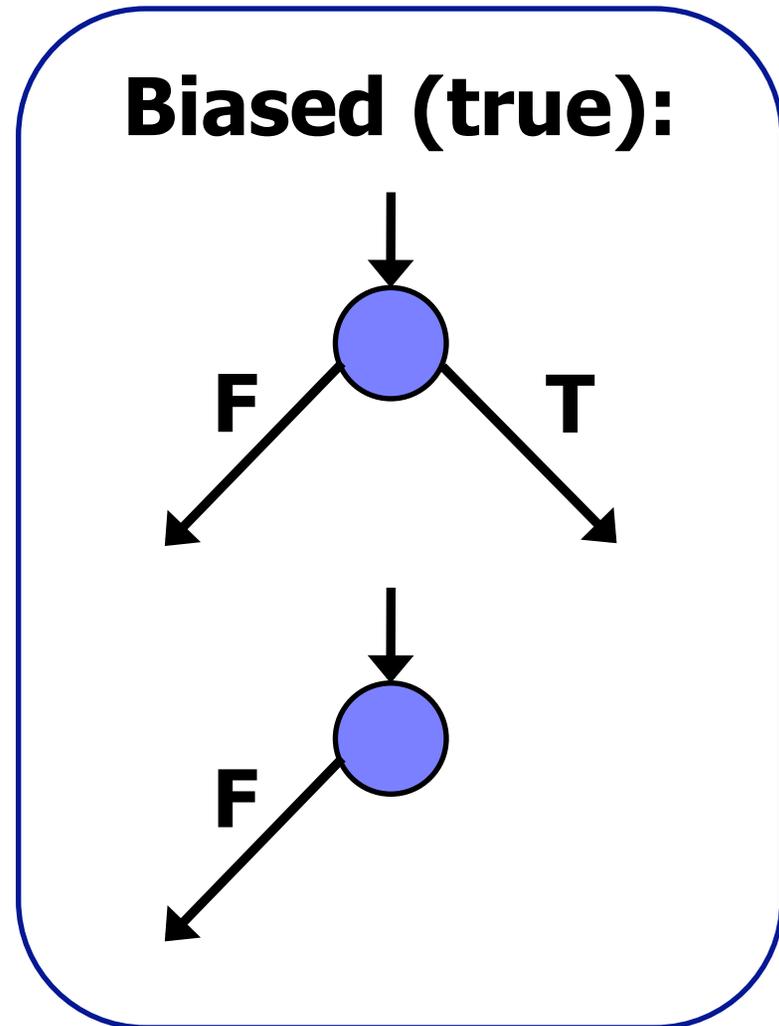
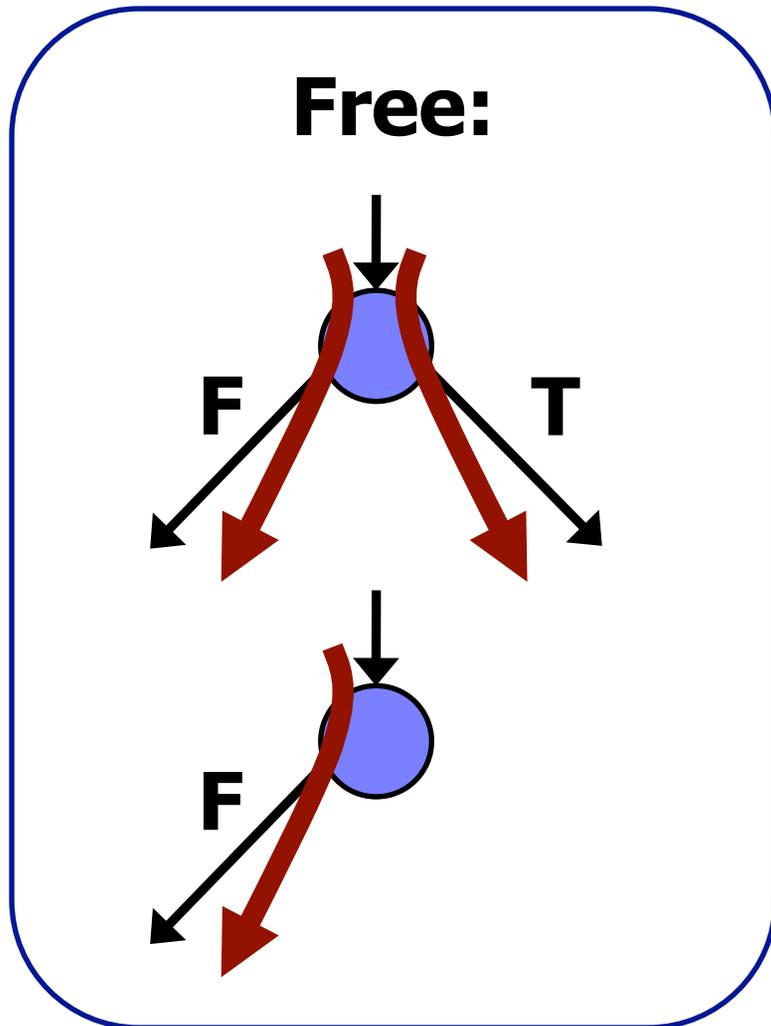
Free:



Biased:

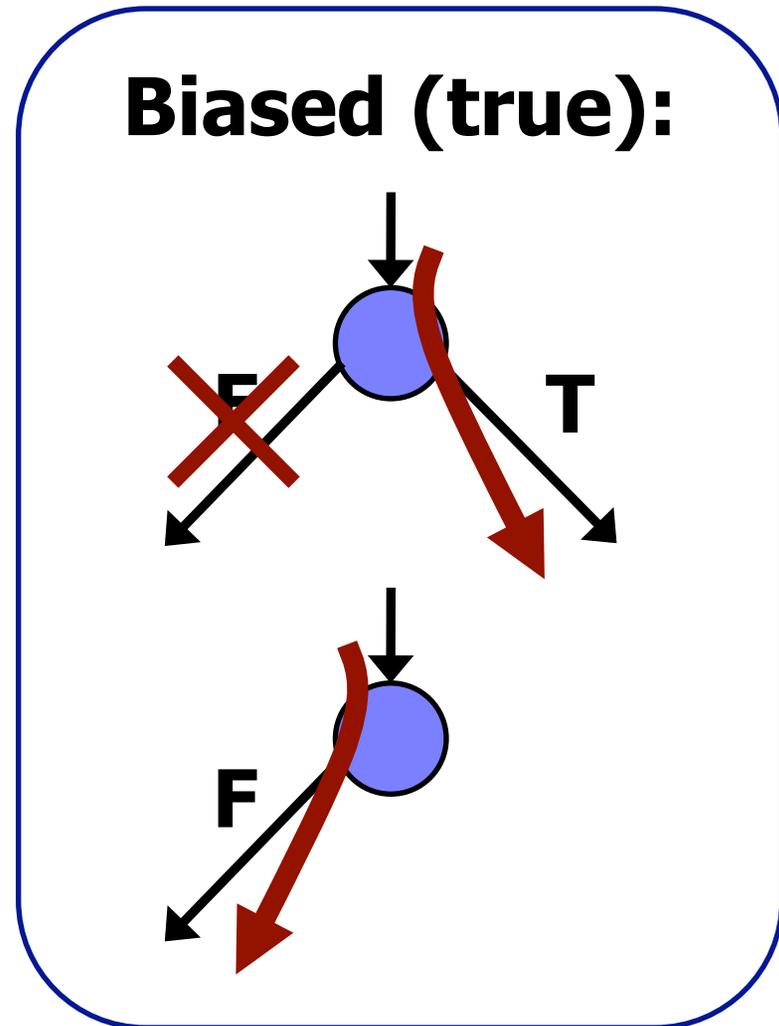
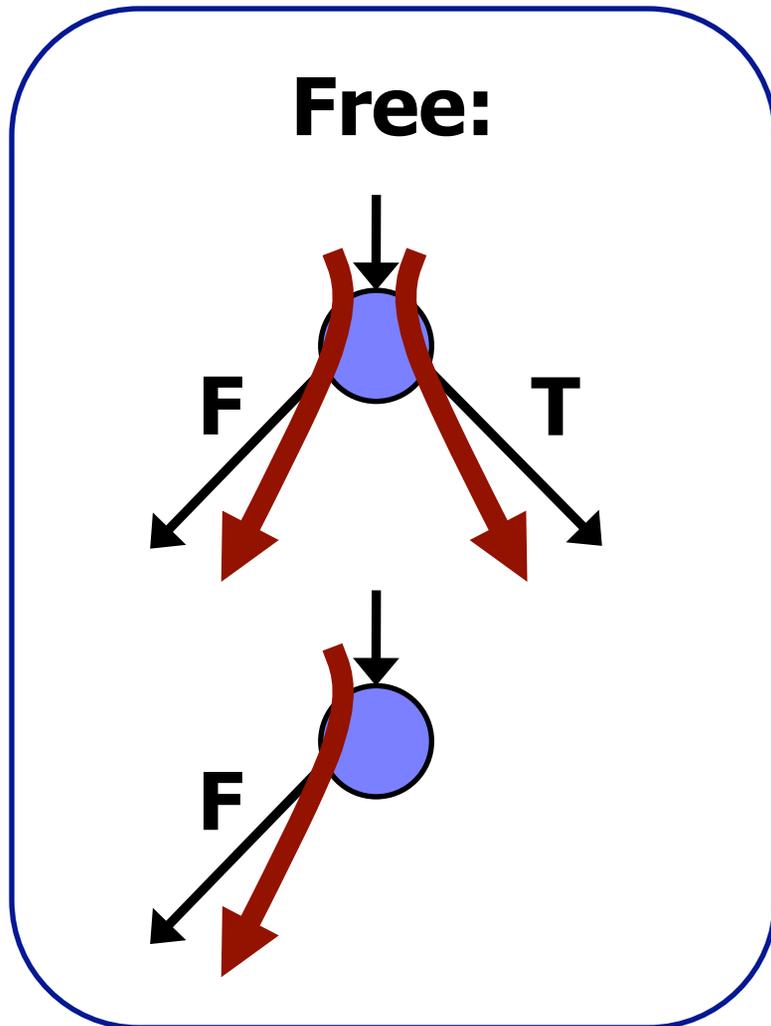
Branch Policy Oracles

- Each conditional in P classified as:



Branch Policy Oracles

- Each conditional in P classified as:



Example: Searching w/ Branch Policy

- N insertions into empty sorted list:

```
// list with sentinel INT_MAX
insert(list* p, int x) {
    while (x > p->data) {
        p = p->next;
    }
    p->next = new list(p->data,
                       p->next);
    p->data = x;
}
```

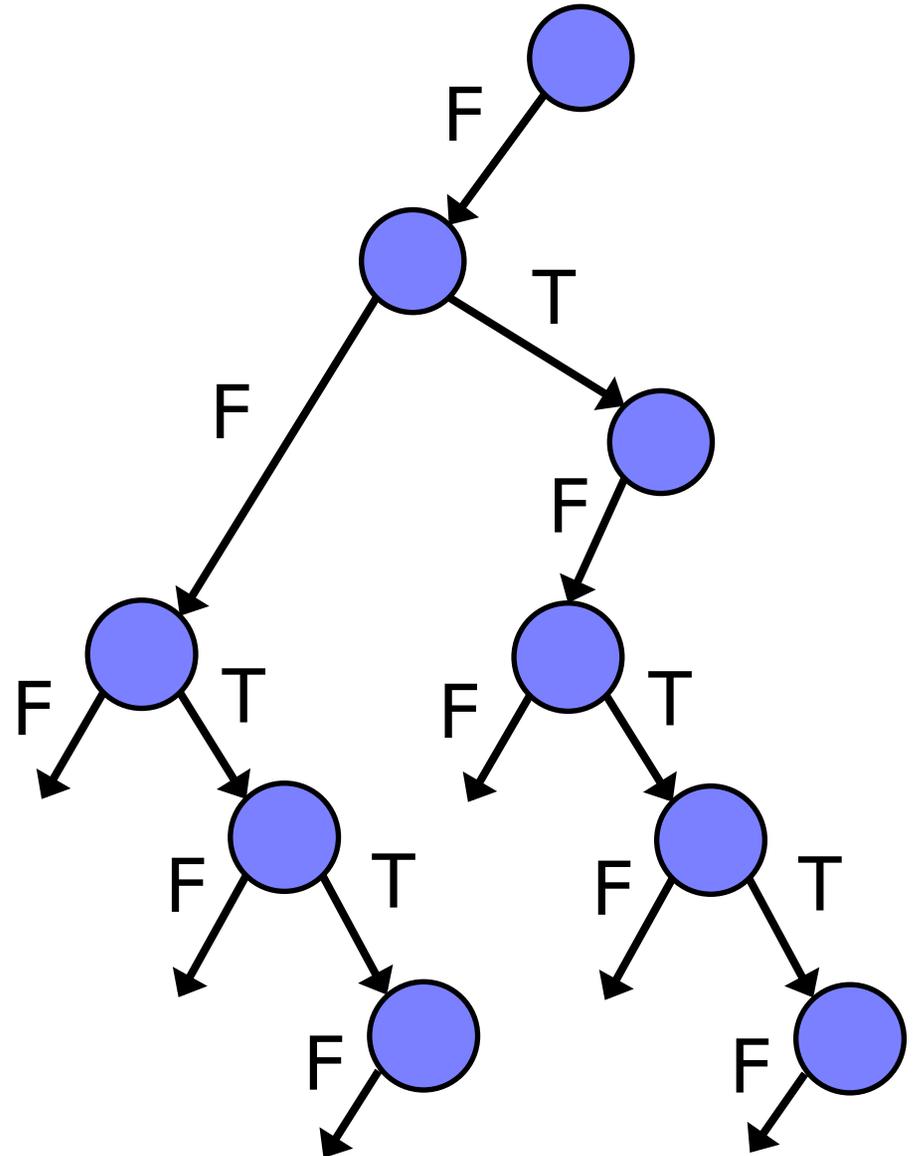
**Biased to
true** branch.

Example: Searching w/ Branch Policy

sorted list:

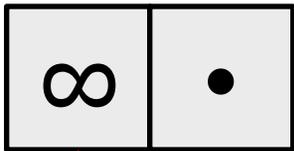
∞	•
----------	---

```
insert(list, x1);  
insert(list, x2);  
insert(list, x3);
```



Example: Searching w/ Binary Policy

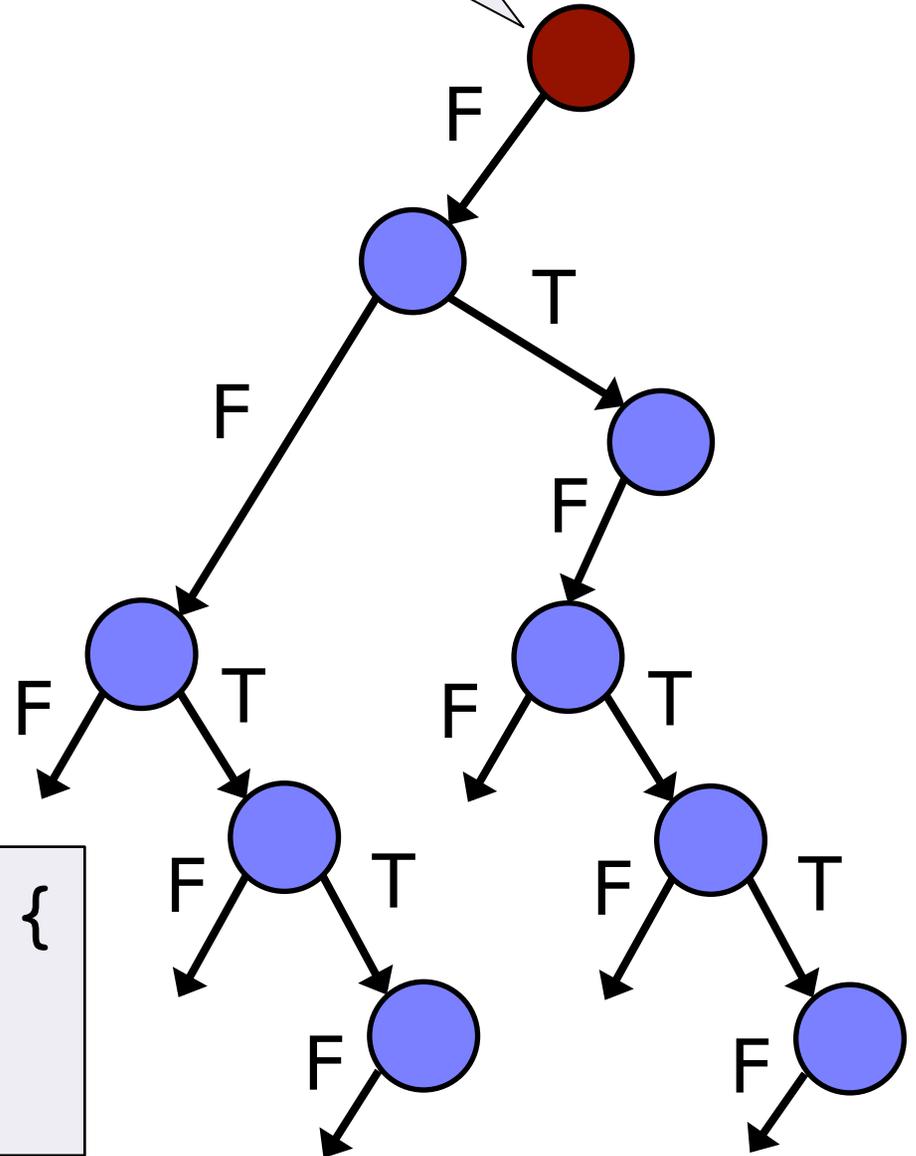
sorted list:



p: •

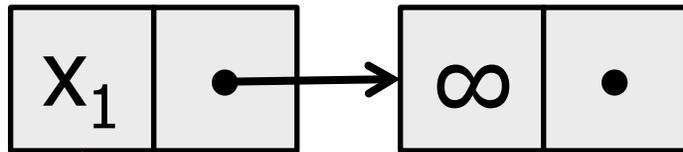
x: x_1

```
while (x > p->data) {  
    p = p->next;  
}
```



Example: Searching w/ Branch Policy

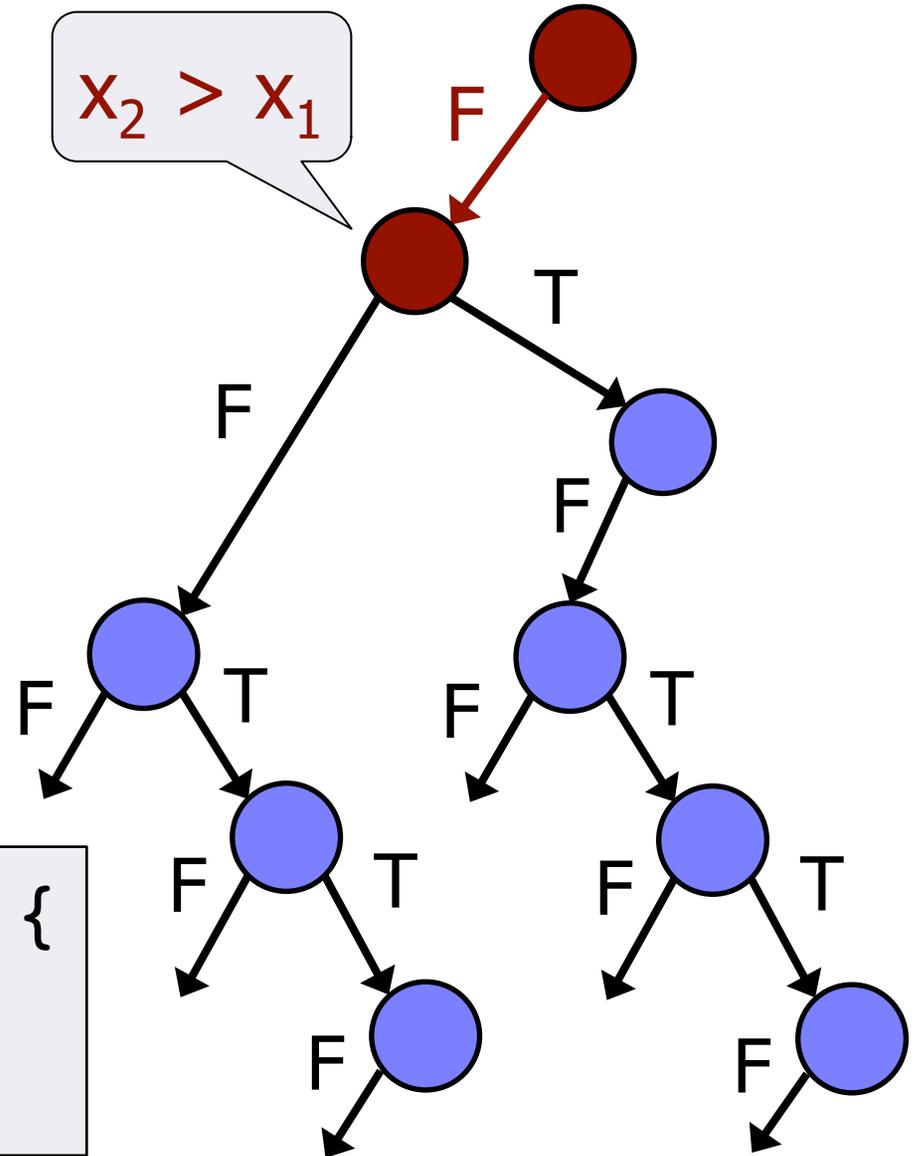
sorted list:



p: 

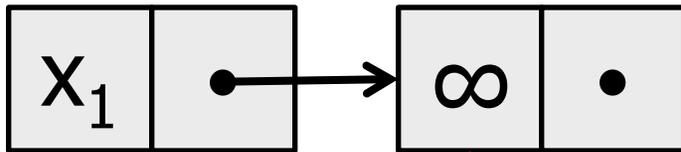
x: x_2

```
while (x > p->data) {  
    p = p->next;  
}
```



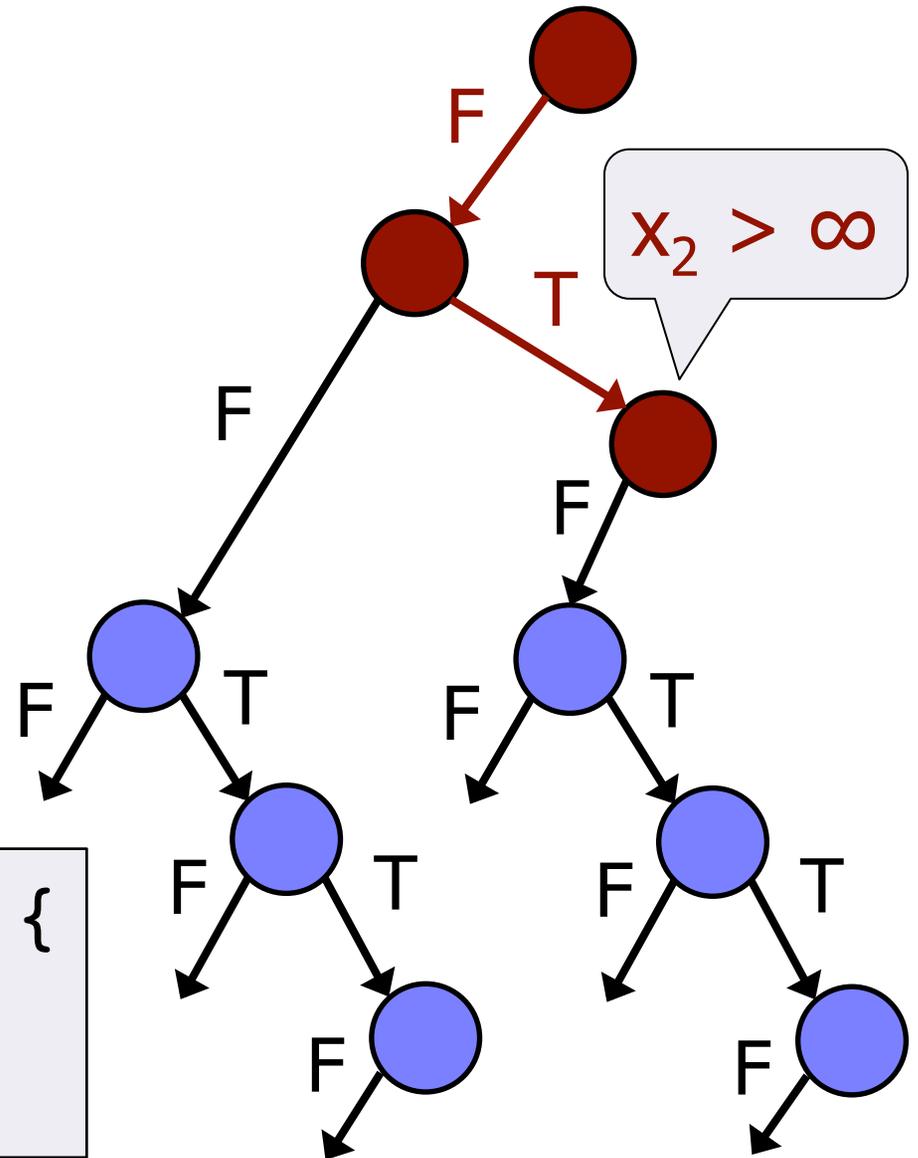
Example: Searching w/ Branch Policy

sorted list:



p: •

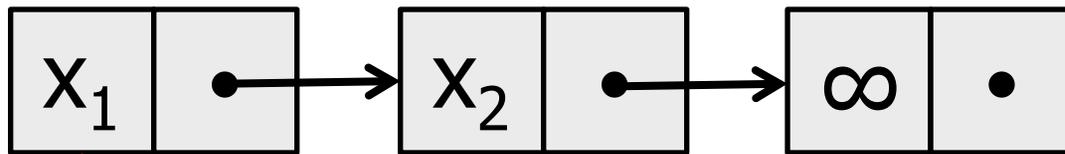
x: x_2



```
while (x > p->data) {  
    p = p->next;  
}
```

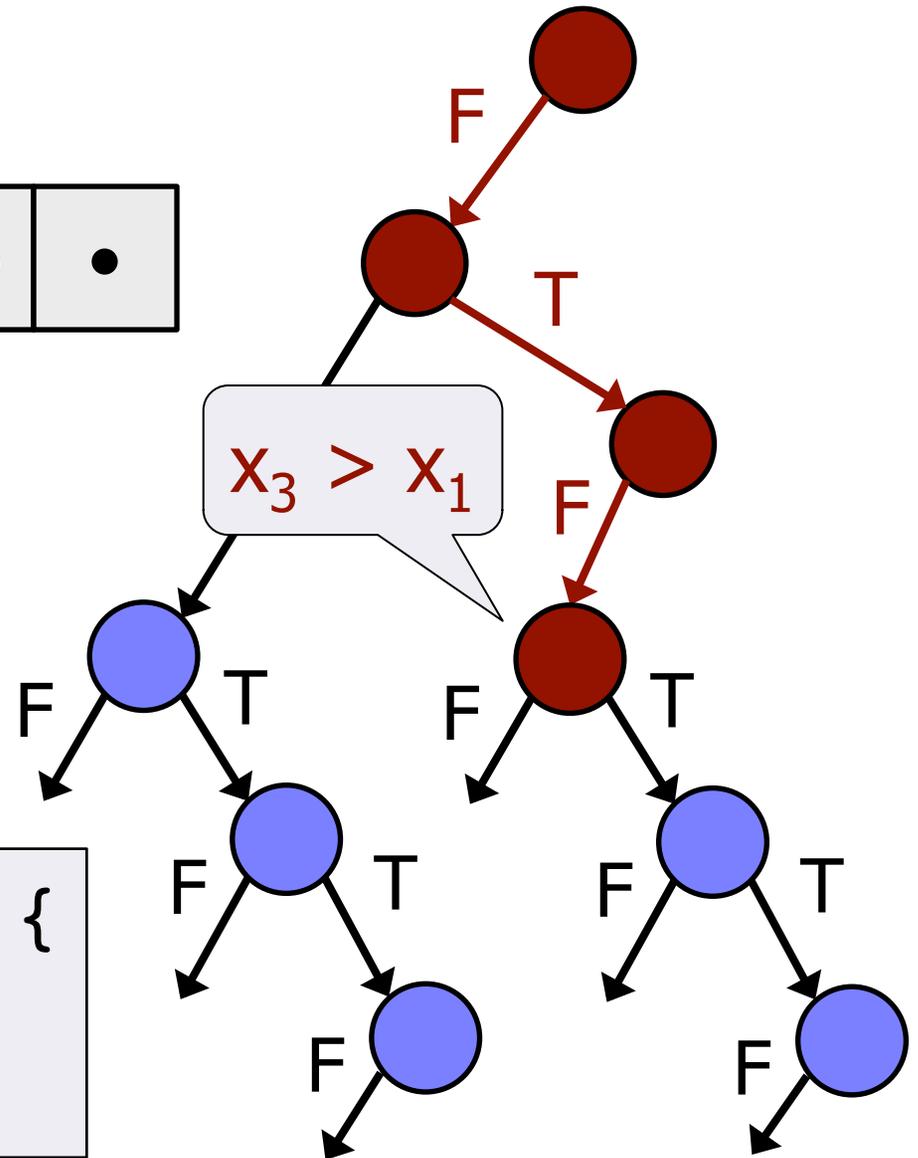
Example: Searching w/ Branch Policy

sorted list:



p: •

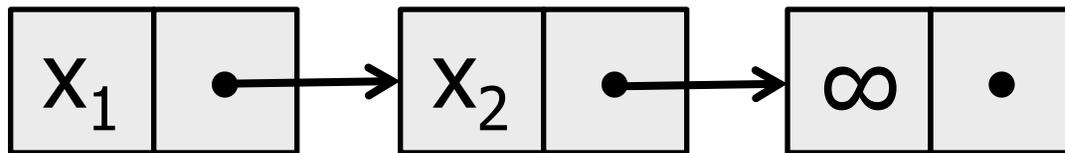
x: x_3



```
while (x > p->data) {  
    p = p->next;  
}
```

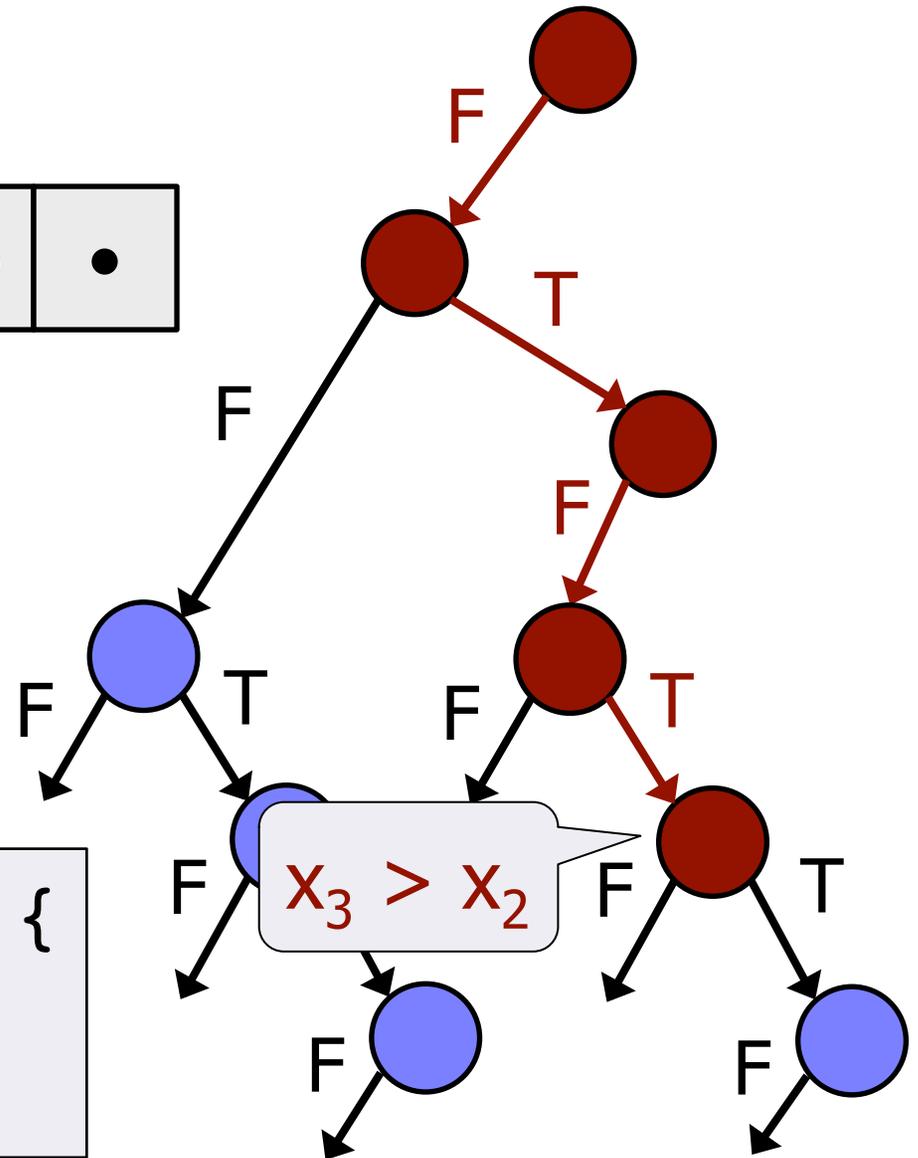
Example: Searching w/ Branch Policy

sorted list:



p: •

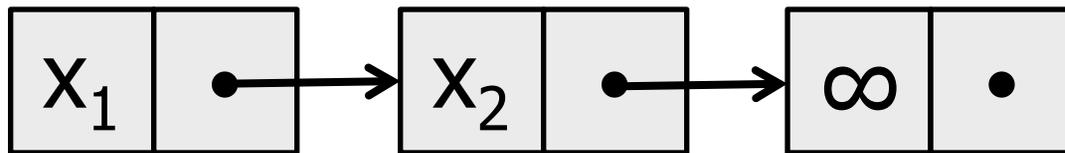
x: X_3



```
while (x > p->data) {  
    p = p->next;  
}
```

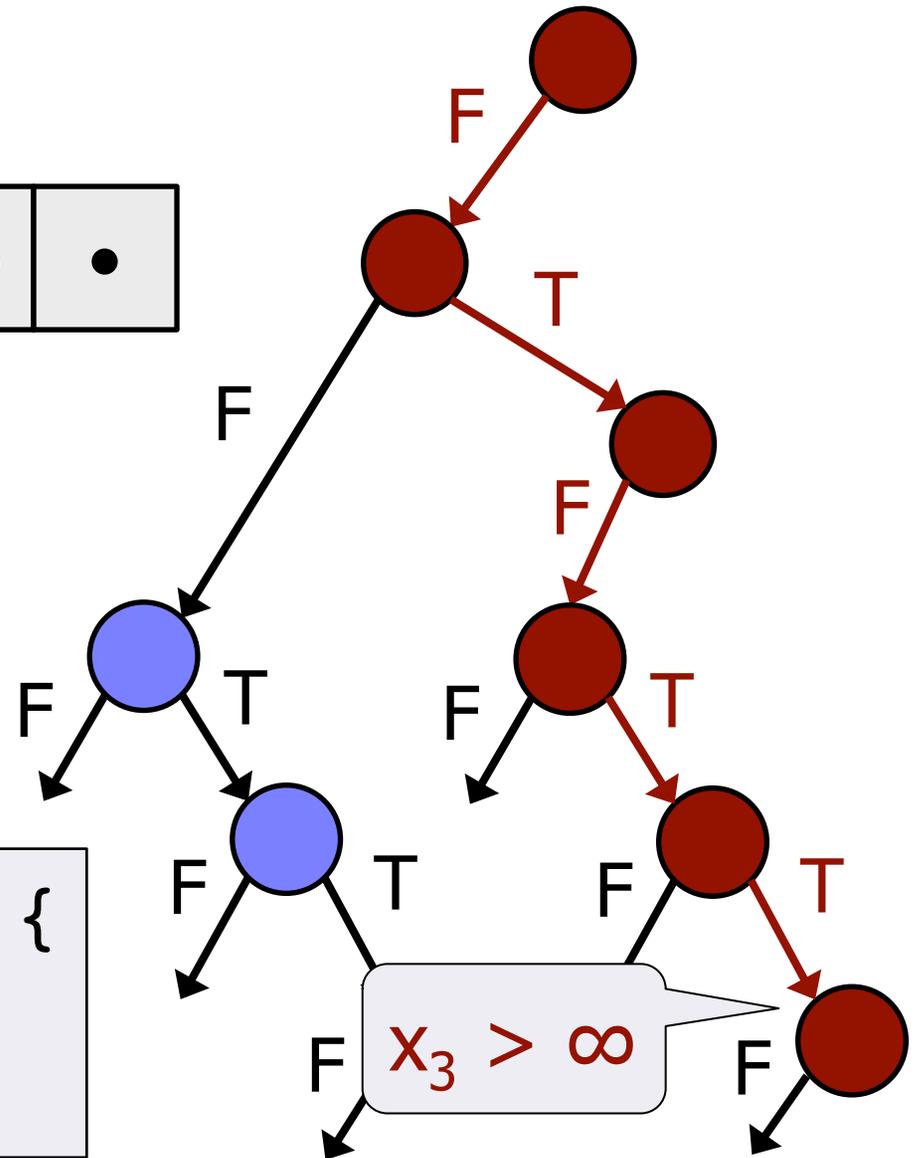
Example: Searching w/ Branch Policy

sorted list:



p: •

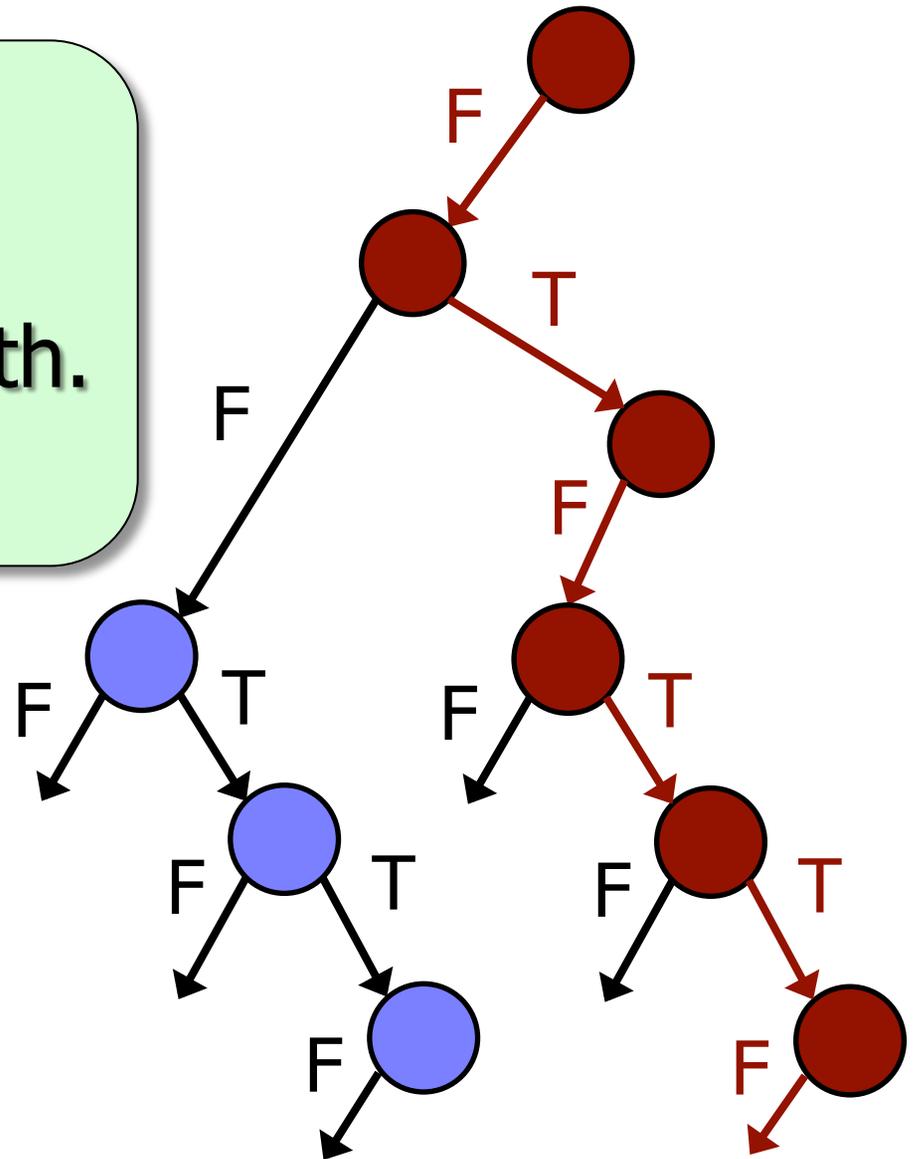
x: x_3



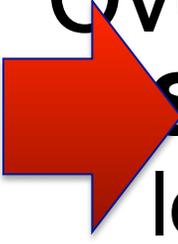
```
while (x > p->data) {  
    p = p->next;  
}
```

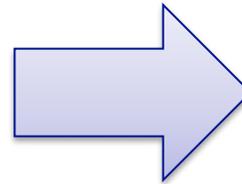
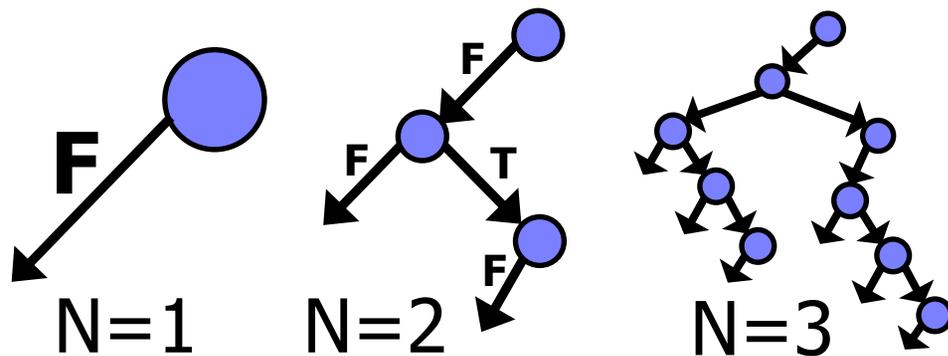

Example: Searching w/ Branch Policy

Search is directed precisely to longest path.

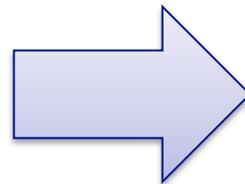


Overview of WISE

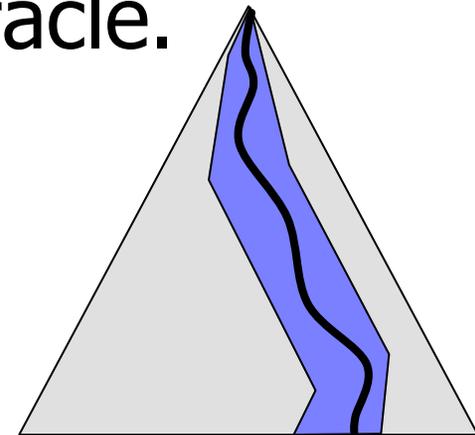
 **Step 1:** From executions on small inputs, learn oracle for longest paths.



■ **Step 2:** For large inputs, only examine paths generated by oracle.

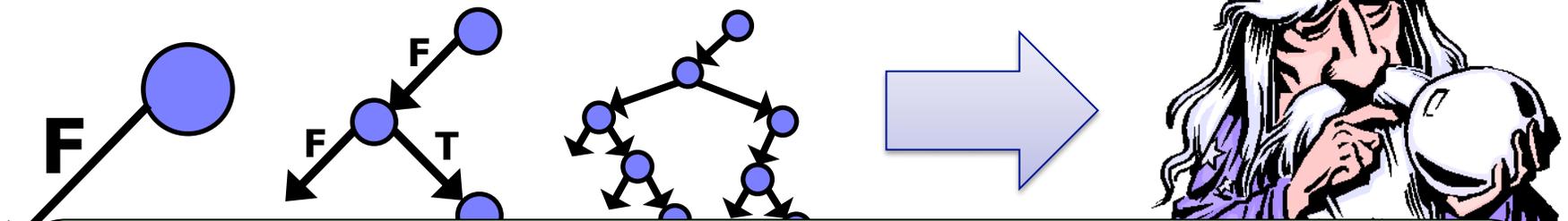


N=15

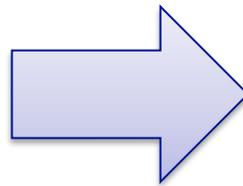


Overview of WISE

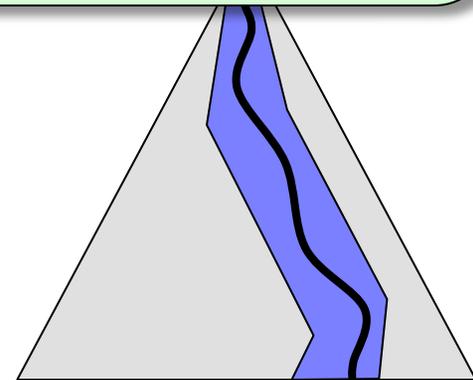
 **Step 1:** From executions on small inputs, learn oracle for longest paths.



What do we want in a branch policy oracle?



$N=15$



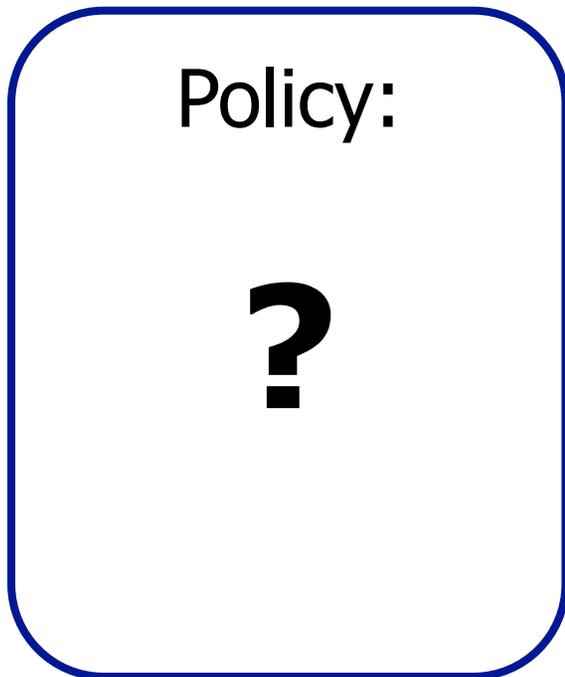


Selecting a Branch Policy

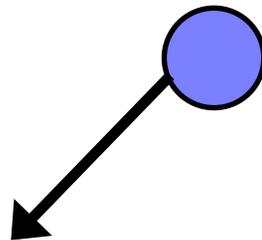
- Find all executions on size- $1, \dots, T$ inputs.
- Pick branch policy B that:
 - gives a longest path for each $1, \dots, T$
 - gives fewest # paths on $1, \dots, T$

Selecting a Branch Policy

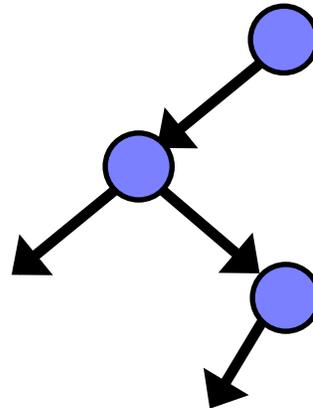
- Pick branch policy B that:
 - gives a longest path for each $1, \dots, T$
 - gives fewest # paths on $1, \dots, T$



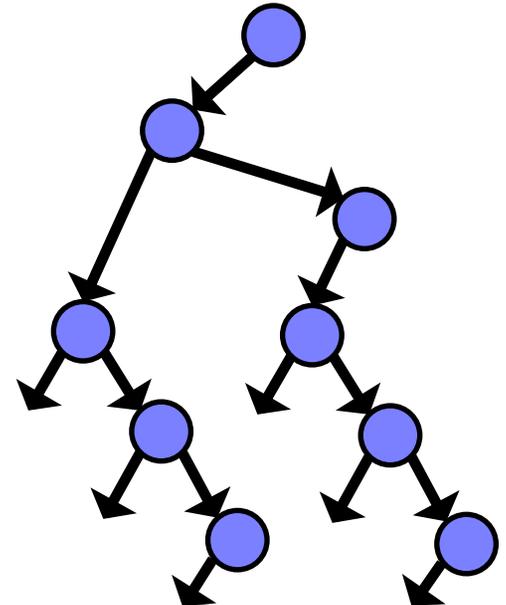
N=1



N=2

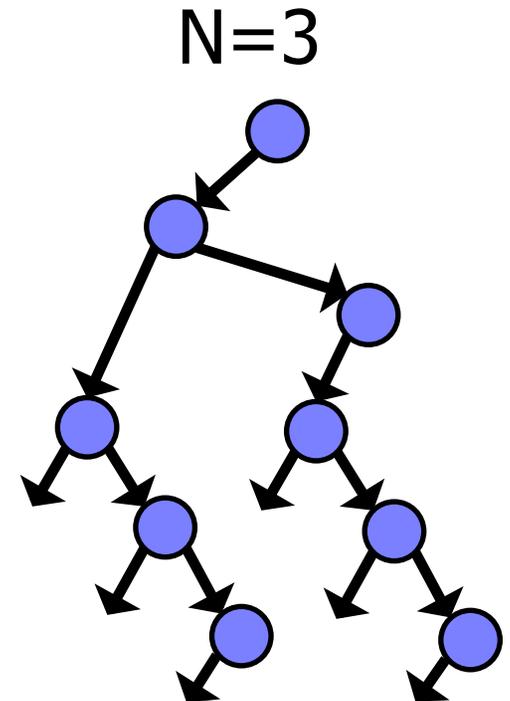
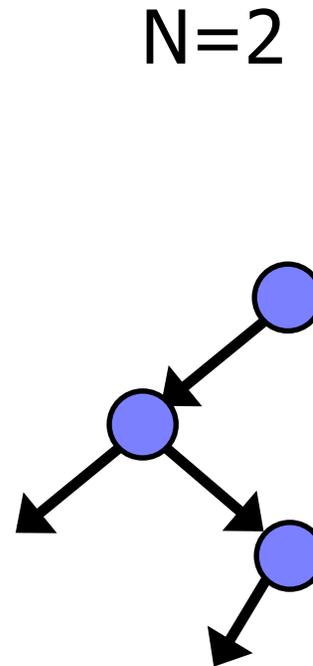
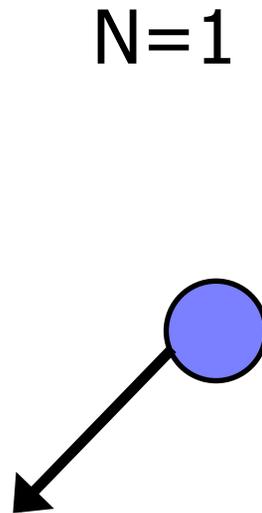
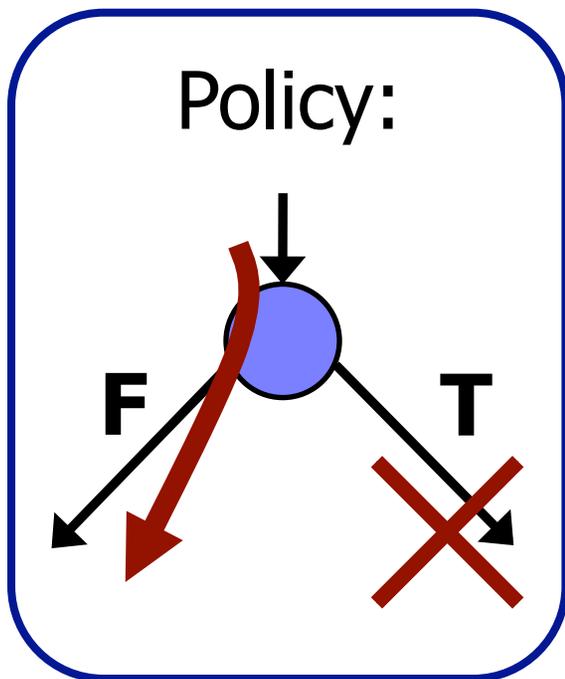


N=3



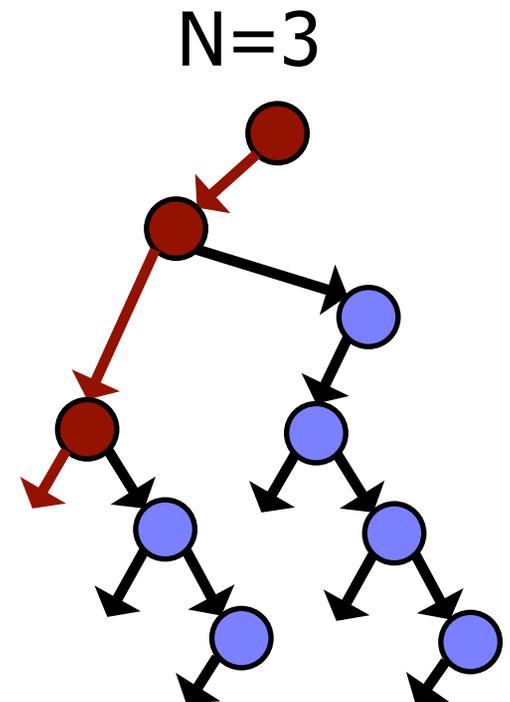
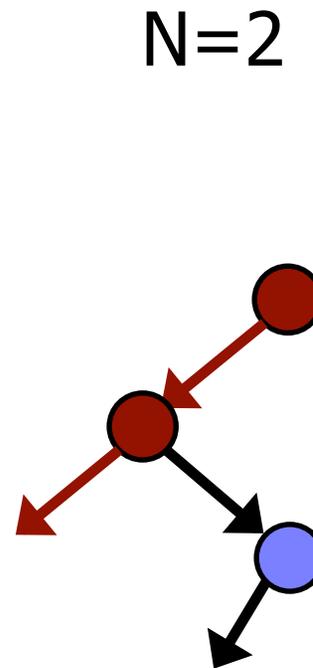
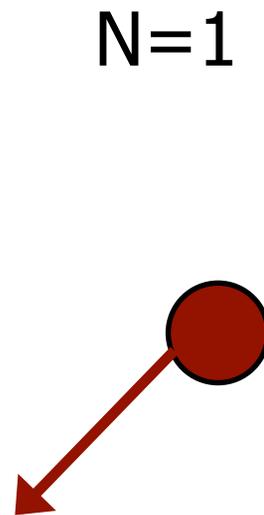
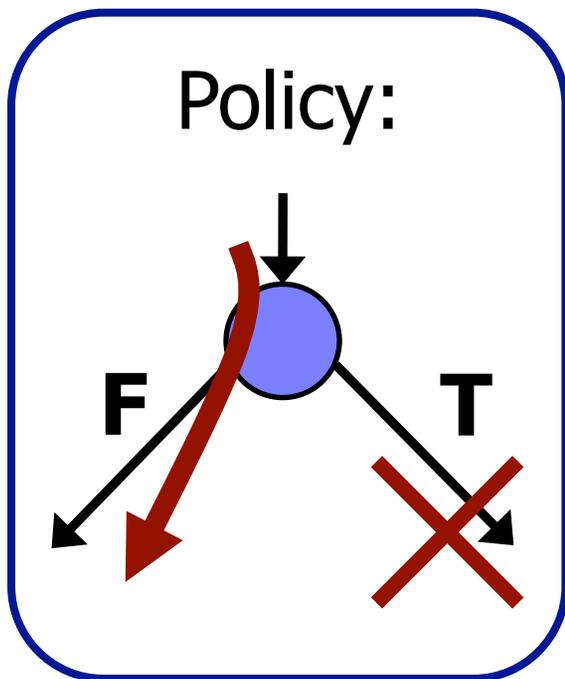
Selecting a Branch Policy

- Pick branch policy B that:
 - gives a longest path for each $1, \dots, T$
 - gives fewest # paths on $1, \dots, T$



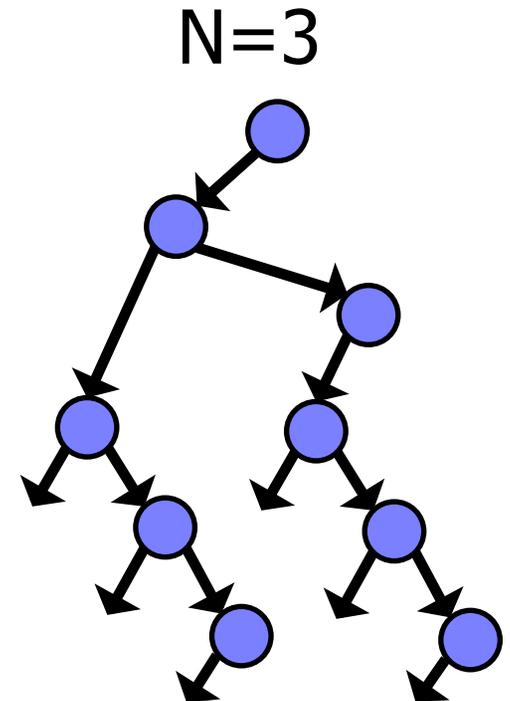
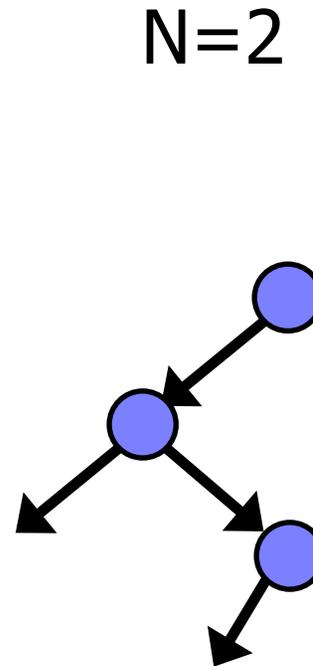
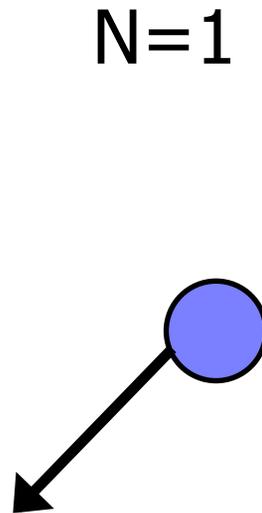
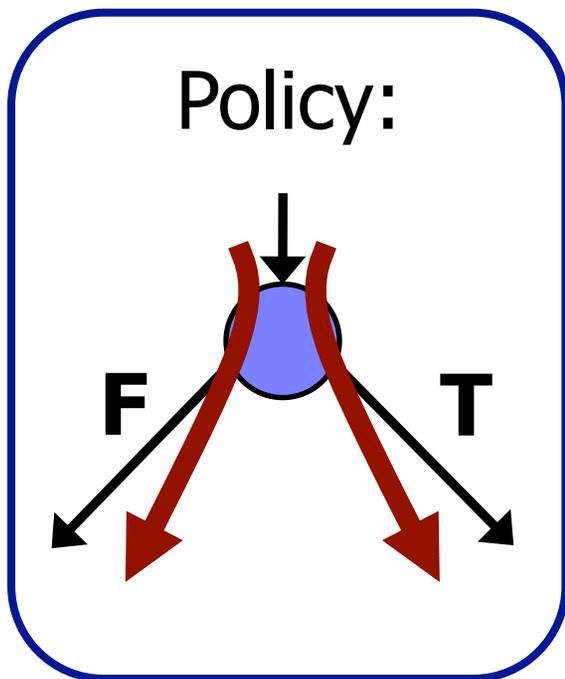
Selecting a Branch Policy

- Pick branch policy B that:
 - ~~gives a longest path for each $1, \dots, T$~~
 - gives fewest # paths on $1, \dots, T$



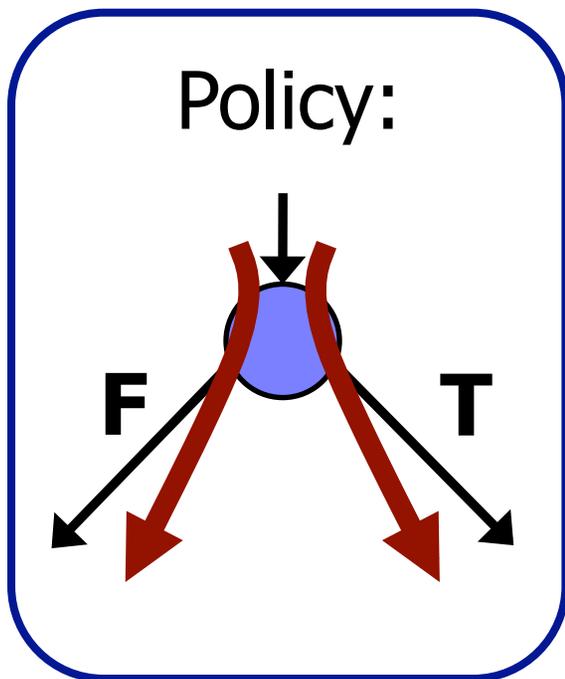
Selecting a Branch Policy

- Pick branch policy B that:
 - gives a longest path for each $1, \dots, T$
 - gives fewest # paths on $1, \dots, T$

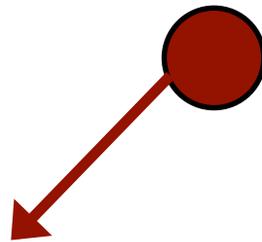


Selecting a Branch Policy

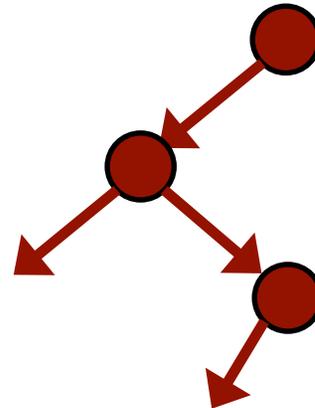
- Pick branch policy B that:
 - gives a longest path for each $1, \dots, T$
 - ~~gives fewest # paths on $1, \dots, T$~~



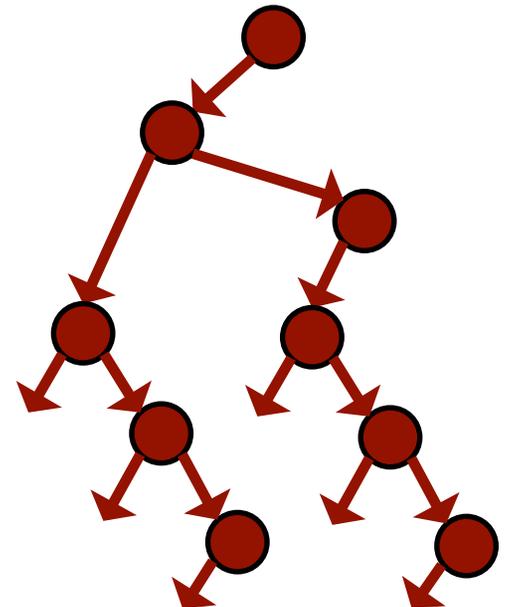
N=1



N=2

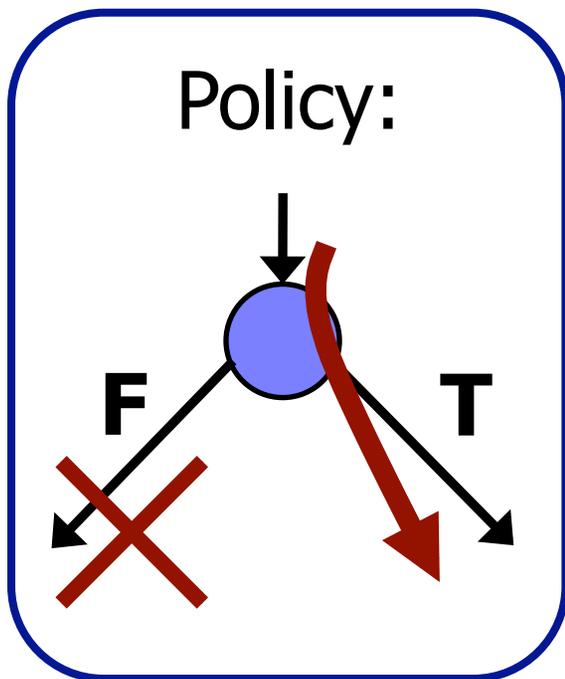


N=3

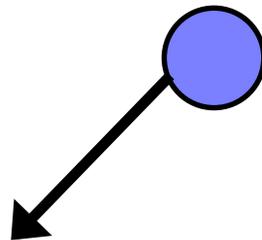


Selecting a Branch Policy

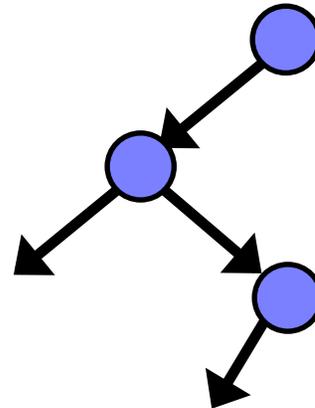
- Pick branch policy B that:
 - gives a longest path for each $1, \dots, T$
 - gives fewest # paths on $1, \dots, T$



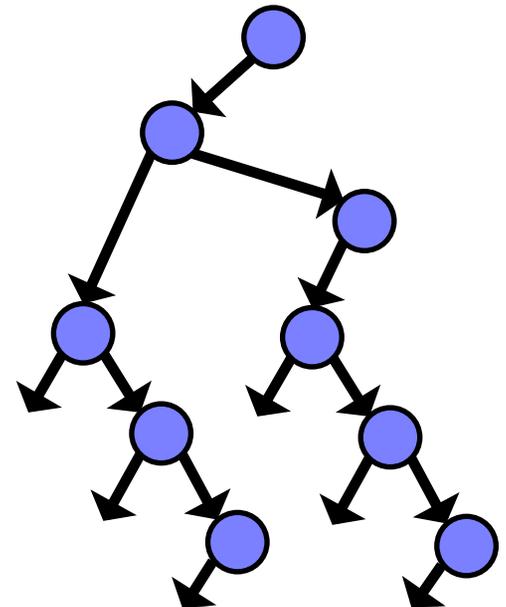
N=1



N=2

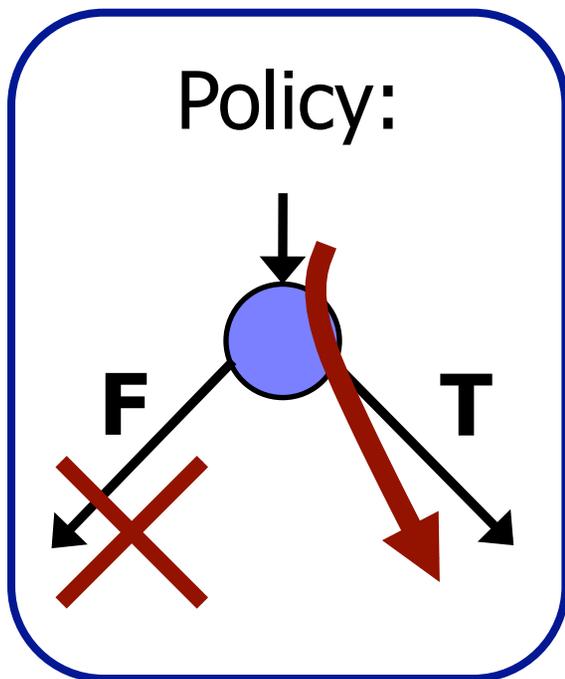


N=3

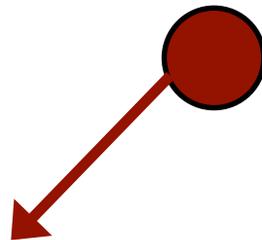


Selecting a Branch Policy

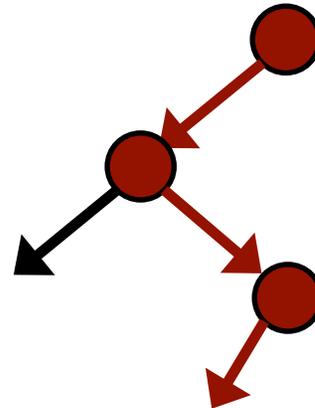
- Pick branch policy B that:
 - gives a longest path for each $1, \dots, T$
 - gives fewest # paths on $1, \dots, T$



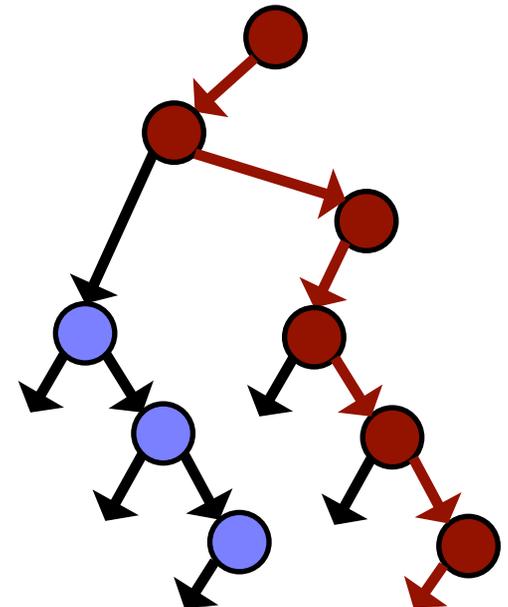
N=1



N=2



N=3





Outline

- Motivation + Goal of WISE
- Background: Symbolic Test Generation
- Naïve Algorithm for Finding Complexity
- WISE Algorithm
- **Evaluation**
- Conclusions + Future Work



Evaluating the WISE Algorithm

- **Correctness**

- Does WISE find worst-case inputs?**

- **Efficiency (Scalability)**

- For large inputs, how well does WISE prune the search?



Correctness of WISE

- Does WISE find worst-case inputs?
- Recall:
 - Find all executions on size- $1, \dots, T$ inputs.
 - Pick branch policy B that:
 - (1) gives a longest path for each $1, \dots, T$
 - (2) gives fewest # paths on $1, \dots, T$
- Will B give longest paths for larger inputs?



Correctness of WISE: The Theory

- **Yes**, if T is large enough.
- **Proposition:** For any program P , there exists a T^* such that:
 - Branch policy B works for $1, \dots, T^*$
 $\implies B$ works for all input sizes.
- How to find T^* ? We don't know.
 - In benchmarks, $2 \leq T^* \leq 9$.



Evaluating the WISE Algorithm

- Correctness

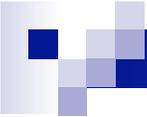
- Does WISE find worst-case inputs?

- **Efficiency (Scalability)**

- For large inputs, how well does WISE prune the search?**

Experiments: Data Structures

Benchmark	$O(\cdot)$	# Paths	# Paths Searched	T^*
Sorted List Insert	$O(n)$	$n!$	1	2
Heap Insert	$O(\log n)$	$\sim (\log n)!$	1	2
Red-Black Tree Search	$O(\log n)$	$> n!$	1	8
Binary Search Tree Insert	$O(n)$	$> n!$	1	3



Experiments: Data Structures

```
// binary search tree insert
void insert(tree** t, int x) {
    while (*t != NULL) {
        if (x <= (*t)->data) {
            t = &(*t)->left;
        } else {
            t = &(*t)->right;
        }
    }
    *t = new tree(x, NULL, NULL);
}
```

Experiments: Data Structures

```
// binary search tree insert
void insert(tree** t, int x) {
    while (*t != NULL) {
        if (x <= (*t)->data) {
            t = &(*t)->left;
        } else {
            t = &(*t)->right;
        }
    }
    *t = new tree(x, NULL, NULL);
}
```

**Bias to
true** branch.



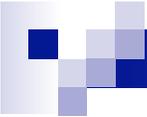


Experiments: Data Structures

- For sorted list, tree, and heap insert:
 - *At any conditional comparing a new element to an existing one, the new element should be smaller.*
- For red-black tree search:
 - *Search value should be smaller than all tree elements to which it's compared.*

Experiments: Algorithms

Benchmark	$O(\cdot)$	# Paths	# Paths Searched	T^*
Insertion Sort	$O(n^2)$	$n!$	1	3
Quicksort	$O(n^2)$	$n!$	1	8
Mergesort	$O(n \log n)$	$n!$	$\sim 2^n$	7
Bellman-Ford	$O(nm)$	$> (2^n)^n$	1	3
Dijkstra's	$O(n^2)$	$> 4^n$	1	3
TSP	$O(n!)$	huge	1	5



Experiments: Algorithms

```
quicksort(int A[], int l, int r) {  
    ...  
    // partition  
    for (i = l; i < r; i++) {  
        if (A[i] <= pivot) {  
            swap(A[i], A[mid++]);  
        }  
    }  
    ...  
}
```

Experiments: Algorithms

```
quicksort(int A[], int l, int r) {  
    ...  
    // partition  
    for (i = l; i < r; i++) {  
        if (A[i] <= pivot) {  
            swap(A[i], A[mid++]);  
        }  
    }  
    ...  
}
```

**Bias to
true branch.**

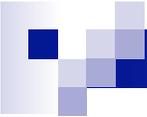


Experiments: Algorithms

- For Bellman-Ford and Dijkstra's:
 - *In each iteration, every edge should be relaxed **when feasible**.*
- For Traveling Salesman:
 - *The search should never be pruned by the heuristic bound.*

Experiments: Algorithms

Benchmark	$O(\cdot)$	# Paths	# Paths Searched	T^*
Insertion Sort	$O(n^2)$	$n!$	1	3
Quicksort	$O(n^2)$	$n!$	1	8
Mergesort	$O(n \log n)$	$n!$	$\sim 2^n$	7
Bellman-Ford	$O(nm)$	$> (2^n)^n$	1	3
Dijkstra's	$O(n^2)$	$> 4^n$	1	3
TSP	$O(n!)$	huge	1	5



Limitation: Mergesort

```
...
// merge
while (i <= lenL && j <= lenR) {
    if (left[i] <= right[j])
    {
        A[k++] = left[i++];
    } else {
        A[k++] = right[j++];
    }
}
// copy rest of left or right
```

Limitation: Mergesort

```
...
// merge
while (i <= lenL && j <= lenR) {
    if (left[i] <= right[j])
    {
        A[k++] = left[i++];
    } else {
        A[k++] = right[j++];
    }
}
// copy rest of left or right
```



Longest paths
alternate.



Outline

- Motivation + Goal of WISE
- Background: Symbolic Test Generation
- Naïve Algorithm for Finding Complexity
- WISE Algorithm
- Evaluation
- **Conclusions + Future Work**



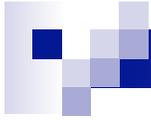
Related Work

- Worst-case Execution Time (WCET)
 - For real-time, embedded systems
 - Large body of work
- Profiling – e.g. gprof [Graham, et al., 1982]
- Empirical asymptotic complexity
 - [Goldsmith, Aiken, Wilkerson, FSE 07]
- Static loop bounds
 - Linear ranking functions [Colon, Sipma, TACAS 01]
 - [Gulavani, Gulwani, CAV 08]
 - SPEED [Gulwani, et a., POPL 08]



Conclusions + Future Work

- Automated testing typically for correctness
 - Have adapted for performance/complexity
- **W**orst-case **I**nputs from **S**ymbolic **E**xecution
 - Generalizes from runs on small inputs
 - For small functions/components
- Next: Algorithmic denial-of-service
 - E.g. regular expression matching
 - E.g. NIDS packet matching



QUESTIONS?