

FUZZING

CS 361S

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Seth James Nielson

WHAT IS FUZZING?

- **Definition 1 (Fuzzing).** Fuzzing is the execution of the Program Under Test [PUT] using input(s) sampled from an input space (the “fuzz input space”) that protrudes the **expected** input space of the PUT.



IN
ENGLISH
PLEASE

- **Testing a program with unusual inputs**

THREE MORE DEFINITIONS

Definition 2 (Fuzz Testing). Fuzz testing is the use of fuzzing to test if a PUT violates a security policy.

Definition 3 (Fuzzer). A fuzzer is a program that performs fuzz testing on a PUT

Definition 4 (Fuzz Campaign). A fuzz campaign is a specific execution of a fuzzer on a PUT with a specific security policy.

WHY CAMPAIGNS?



Goal: Find a bug that violates the security policy



Example: Bug causes a crash



Any security policy that is ***EM-Enforcable***

EM-ENFORCABILITY

- Fred Schneider: *Enforceable Security Policies*
- The practicality of any security policy depends on whether that policy is
 - enforceable
 - and at what cost
- EM: Enforcement by **E**xecution **M**onitoring



EXECUTION MONITORING

... the class of enforcement mechanisms that work by **monitoring execution steps** of some system, herein called the target, and **terminating** the target's execution if it is about to violate the security policy being enforced. We call this class EM, for Execution Monitoring. EM includes security kernels, **reference monitors**, firewalls, and most other operating system and hardware-based enforcement mechanisms that have appeared in the literature

Not exactly what is
described in the
Fuzzing paper.

Definition 5 (Bug Oracle). A bug oracle is a program, perhaps as part of a fuzzer, that determines whether a given execution of the PUT violates a specific security policy.




BUG
ORACLE



FUZZ CONFIGURATION

Definition 6 (Fuzz Configuration). A fuzz configuration of a fuzz algorithm comprises the parameter value(s) that control(s) the fuzz algorithm.



TAXONOMY OF FUZZERS

- **Black Box:** No access to internals
- **White Box:** Based on relatively complete internal information
- **Grey Box:** Based on limited or partial information

ALGORITHM 1: Fuzz Testing

Input: $\mathbb{C}, t_{\text{limit}}$

Output: \mathbb{B} // a finite set of bugs

```
1  $\mathbb{B} \leftarrow \emptyset$ 
2  $\mathbb{C} \leftarrow \text{PREPROCESS}(\mathbb{C})$ 
3 while  $t_{\text{elapsed}} < t_{\text{limit}} \wedge \text{CONTINUE}(\mathbb{C})$  do
4    $\text{conf} \leftarrow \text{SCHEDULE}(\mathbb{C}, t_{\text{elapsed}}, t_{\text{limit}})$ 
5    $\text{tcs} \leftarrow \text{INPUTGEN}(\text{conf})$ 
   //  $O_{\text{bug}}$  is embedded in a fuzzer
6    $\mathbb{B}', \text{execinfos} \leftarrow \text{INPUTEVAL}(\text{conf}, \text{tcs}, O_{\text{bug}})$ 
7    $\mathbb{C} \leftarrow \text{CONFUPDATE}(\mathbb{C}, \text{conf}, \text{execinfos})$ 
8    $\mathbb{B} \leftarrow \mathbb{B} \cup \mathbb{B}'$ 
9 return  $\mathbb{B}$ 
```

GENERIC FUZZ ALGORITHM

FUZZ TESTING ROUTINES



Preprocess: modified configuration, such as instrumentation



Schedule: limit time of execution and updates current iteration



InputGen: produce input based on configuration



InputEval: generates output and tests with a bug oracle



ConfUpdate: potentially update configurations based on output



Continue: determines whether testing should continue

PREPROCESS: INSTRUMENTATION



Static and Dynamic options



Execution Feedback



In-Memory Fuzzing



Thread Scheduling

PREPROCESS: SEED SELECTION

**Seed
Selection
Problem**

**Minimal seeds
for maximal
coverage**

PREPROCESS:
MISC

Seed Trimming:
Reduce the size of a
seed

Driver Preparation:
Prepare for test

SCHEDULING

- More than just a for loop
- Goal: pick the next configuration with best outcome
 - Example: maximum unique bugs
 - Example: best code coverage
- Fuzz Configuration Scheduling (FCS): ***exploration*** v ***exploitation***
- Variations based on time elapsed v time budget
- Gray box has more information available than black box

INPUT GENERATION

Generation-based (generally model-based)

- Pre-defined model
- Inferred model
- Encoder model

Mutation-based (generally model-less)

- Bit flipping
- Arithmetic mutation
- Block-based mutation
- Dictionary-based mutation

WHITEBOX FUZZERS

- Either model or model-less
- Dynamic symbol execution
- Guided fuzzing
- PUT mutation

INPUT EVALUATION: BUG ORACLES

- Memory and Type Safety
- Undefined behaviors
- Input validation
- Semantic difference

INPUT
EVALUATION:
TRIAGE

Deduplication

Prioritization and
Exploitability

Test case minimization

INPUT EVALUATION: EXECUTION OPTIMIZATIONS

- Improve repeat execution performance
- Shorten start-up times
- Potential relationship with in-memory fuzzing

CONFIGURATION UPDATE

- Evolutionary Seed Pool Update
- Maintaining a miniset