

M8 - Mutation Fuzzing

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Goals

- Ideas from mutation analysis can be applied to fuzzing
- Structured inputs can be mutated to obtain new structured inputs
- Semantic-preserving vs Semantic-non-preserving mutations

What if we want slightly different inputs?

- Same conditions:
 - same parents
 - same birthplace
 - ...

2 years old



80 km/h

2 years 8 month old



77 km/h

What if we want slightly different inputs?

- Same conditions:
 - same parents
 - same birthplace
 - ...

- Why not study siblings?

2 years old



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77 km/h

What if we want slightly different inputs?

- Same conditions:
 - same parents
 - same birthplace
 - ...

- Why not study ~~siblings?~~

slight genetical mutations

2 years old



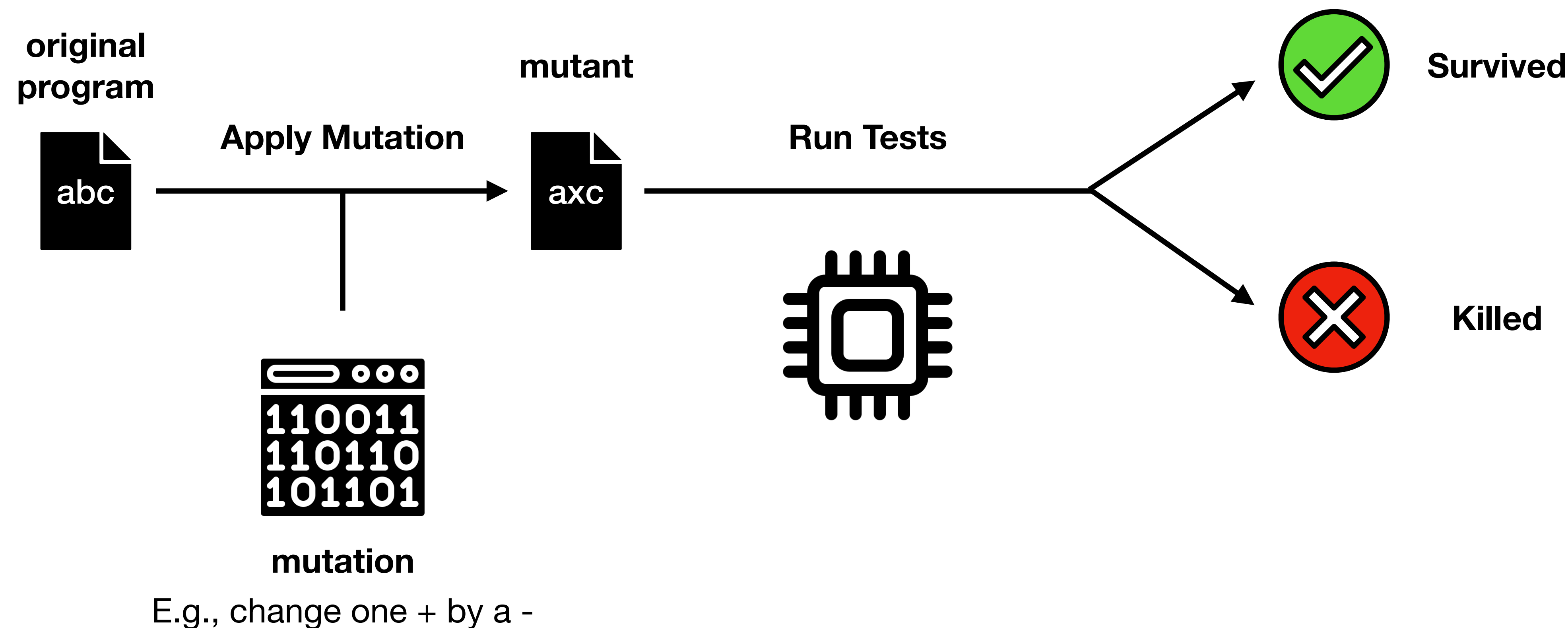
80 km/h

2 years 8 month old

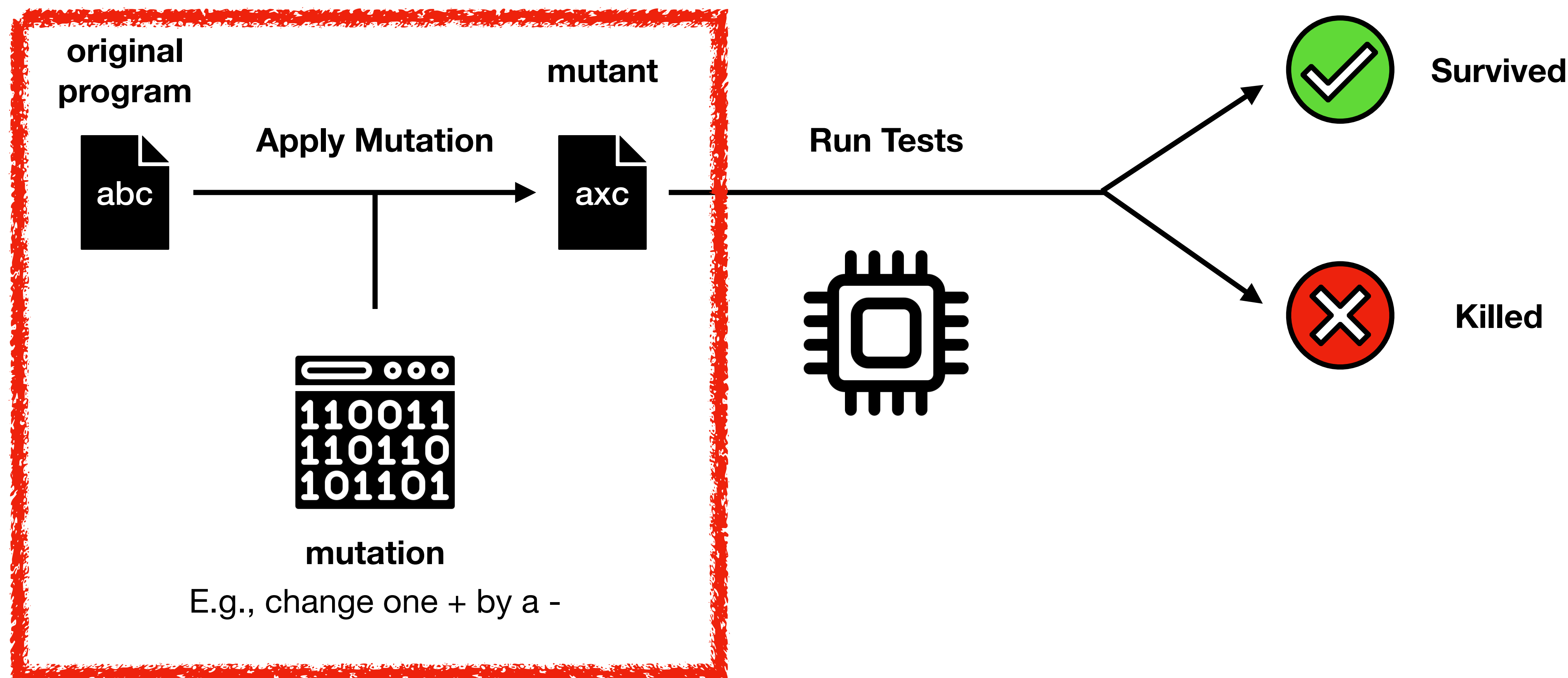


77 km/h

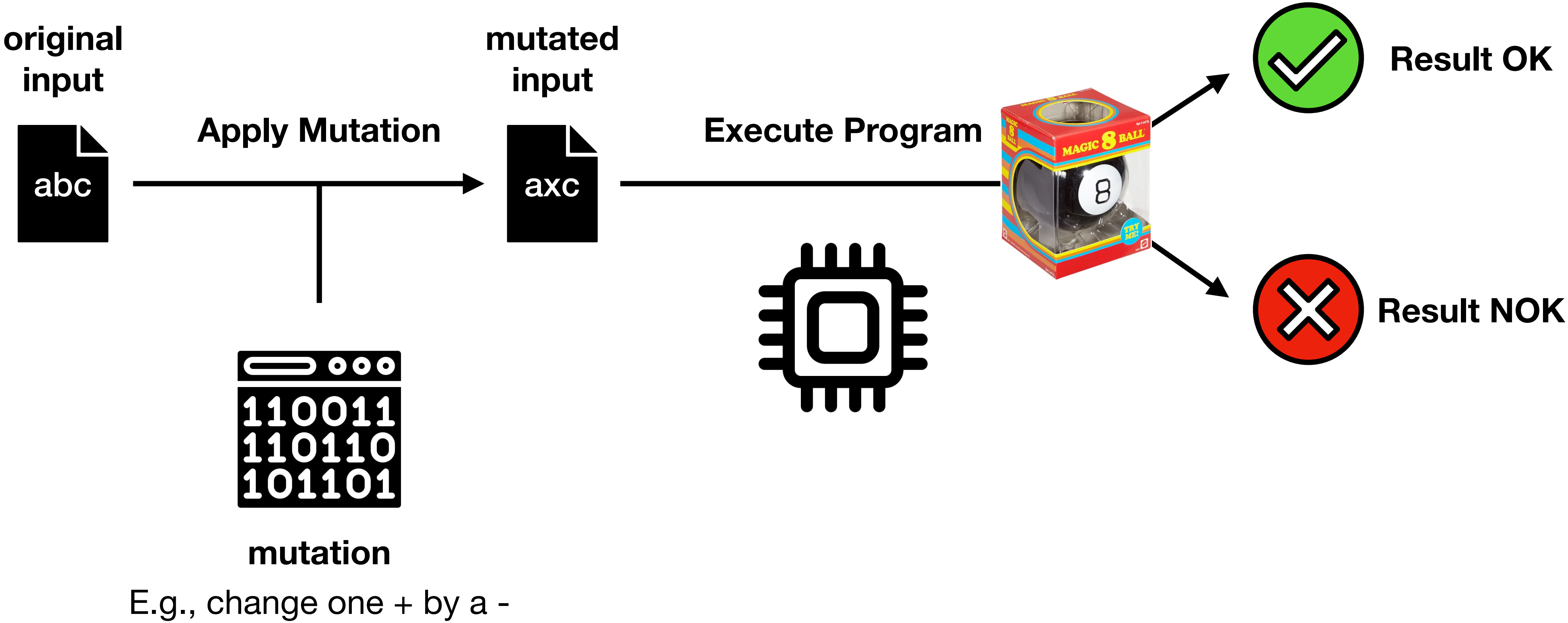
Remember Mutation Analysis



Remember Mutation Analysis



Mutations as Fuzzers



Mutation Analysis vs Mutation Fuzzing

- **Mutation analysis** evaluates test suite *quality*
 - High Mutation Score => good tests
 - Surviving mutants => show missing tests, or are equivalent
- **Mutation fuzzing** creates small variants
 - There is no notion of score
 - Equivalent mutants could be valuable!

Random String Mutator

```
f := PzMutationFuzzer new  
  seed: { 'abcd' };  
  yourself.
```

```
(1 to: 10) collect: [ :e | f fuzz ]
```

```
3ou  
AbC|dM  
aEbcN`  
bc  
a`c$#  
bcc  
abc$  
aabcd  
!cbb~d  
;
```


String Mutations

- Insert a *random* character in a *random position* of the string
- Delete a character in a *random position* of the string
- Replace a character by a *random* character in a *random position* of the string

Building a String Mutation Fuzzer

```
PzMutationFuzzer>>fuzz
```

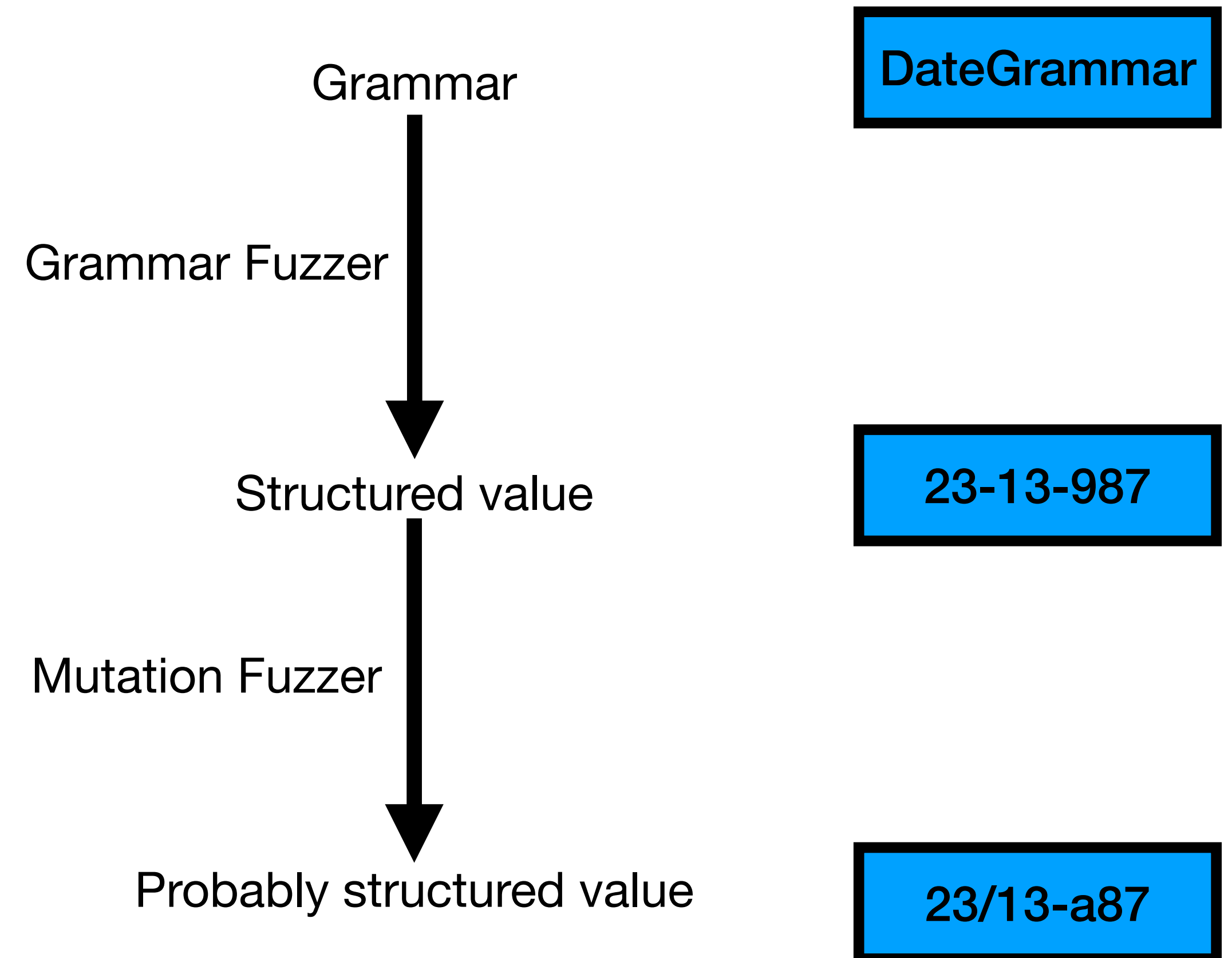
```
| mutationCandidate trials |  
mutationCandidate := seed at: (random nextInteger: seed size).  
trials := random nextIntegerBetween: minMutations and: maxMutations.  
trials timesRepeat: [  
    mutationCandidate := self mutate: mutationCandidate ].  
^ mutationCandidate
```

```
PzMutationFuzzer>>mutate: mutationCandidate
```

```
| mutationIndex mutation |  
mutationIndex := random nextInteger: mutations size.  
mutation := mutations at: mutationIndex.  
^ mutation mutate: mutationCandidate
```


Chaining Fuzzers

- Mutating a correct value
 - pre-existent or grammar-fuzzed
 - produces *probably* correct values
 - and *probably incorrect* too



How can we get more out of mutations?

Domain-specific mutations

- E.g., swap day and month

```
f := PzMutationFuzzer new  
  seed: { '00-11-22' };  
  mutations: { PzDayMonthSwapMutation new }  
  yourself.
```

- E.g., change the schema of a URL (http by ftp)
- E.g., change the a smic operator by another (+ by -)

Implementing a Mutation

```
PzDeleteCharacterMutation>>mutate: aString  
| index |  
index := aString size atRandom.  
^ (aString copyFrom: 1 to: index - 1),  
  (aString copyFrom: index + 1 to: aString size)
```


Possible Extensions and Next Steps

- Do not mutate strings: mutate ASTs or data structures
 - E.g., look for interesting nodes in the tree and modify/replace them
- Mutate grammars. E.g., modify rule weights
- Semantic-preserving and non-semantic-preserving mutations
- Guide mutations with profiling. E.g., only mutate covered code

Takeaways

- Mutations generate variations of pre-existing inputs
- Simple string-based mutations simulate typos
- We can design domain-specific mutations
 - for simple text formats e.g., dates
 - for complex languages e.g., operators
 - and these can work on top of ASTs

Material

- The Fuzzing Book. Mutation Chapter. A. Zeller et al
<https://www.fuzzingbook.org/html/MutationFuzzer.html>
- Binary Fuzzing Strategies in AFL — Blog
<https://lcamtuf.blogspot.com/2014/08/binary-fuzzing-strategies-what-works.html>