

Your Browser is my Fuzzer: Fuzzing Native Applications in Web Browsers

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whoami

- Chrome Security Fuzzing Team
 - Representing myself, not Google.
- ClusterFuzz and OSS-Fuzz



In-Browser Coverage Guided Fuzzing

- Build ordinary native code for use in the browser (**WebAssembly/WASM**)
- Fuzz it with libFuzzer

Fuzzing in the Browser!

SQLite Demo



Crash Demo



```
int LLVMFuzzerTestOneInput(const uint8_t *data, size_t size) {  
    if (size > 0 && data[0] == 'H')  
        if (size > 1 && data[1] == 'I')  
            if (size > 2 && data[2] == '!') {  
                uint8_t* p = (uint8_t*) malloc(10);  
                free(p);  
                return p[0];  
            }  
    return 0;  
}
```

tinyurl.com/libfuzzer-wasm

Browser Support

IE	Edge *	Firefox	Chrome	Safari	Opera	iOS Safari *	Opera Mini *	Android Browser *	Opera Mobile *	Chrome for Android	Firefox for Android	UC Browser for Android	Samsung Internet
		2-46											
	12-14	¹ 47-51	4-50		10-37								
	³ 15	⁴ 52	² 51-56	3.1-10.1	² 38-43	3.2-10.3							4-6.4
6-10	16-17	53-70	57-77	11-12.1	44-63	11-13.1		2.1-4.4.4	12-12.1				7.2-9.2
11	18	71	78	13	64	13.2	all	76	46	78	68	12.12	10.1
	76	72-73	79-81	TP		13.3							

Why?





OSS-Fuzz@Home

A Whole New World of Vulnerabilities

- Important WebAssembly apps are coming



WebAssembly Jobs

@WebAssemblyJobs



@adobe is hiring WebAssembly talent! Software Development Engineer in Test

Help them to re-imagine Photoshop on the web!



San Francisco, CA, USA



Full-time mtr.cool/hcfqjmkmak#WebAssembly #WASM #Jobs #Photoshop



Virtual Machine



How?

WebAssembly (WASM)

- Instruction format/virtual machine
- Supported by all important browsers
- Near-native speed





emscripten

Emscripten is a toolchain for compiling to asm.js and WebAssembly, built using LLVM, that lets you run C and C++ on the web at near-native speed without plugins.

Porting

Compile your existing projects written in C or C++ and run them on all modern browsers.

APIs

Emscripten converts OpenGL into WebGL, and lets you use familiar APIs like SDL, or HTML5 directly.

Fast

Thanks to [LLVM](#), Emscripten, [asm.js](#) and [WebAssembly](#), code runs at near-native speed.

LLVM Based Fuzzing Tools

- LibFuzzer
- And Friends!
 - ASAN
 - UBSAN



Can I haz in-browser fuzzing?

- [Guide](#)
- Steps
 - Compile project with emscripten and `-fsanitize-coverage=inline-8bit-counters`
 - Link against libFuzzer.

Near Native Speed

- Modified libFuzzer to be a cooler demo
- Real Speed (sqlite-fast)

```
REDUCE cov: 799 ft: 1314 corp: 277/6455b lim: 1480 exec/s: 40361  
72 MS: 3 EraseBytes-CopyPart-CopyPart-  
REDUCE cov: 799 ft: 1314 corp: 277/6454b lim: 1480 exec/s: 40428  
172 MS: 1 EraseBytes-  
REDUCE cov: 801 ft: 1317 corp: 278/6459b lim: 1490 exec/s: 40701
```

Future Plans

- First class support
 - `-fsanitize=fuzzer`
- Binary only fuzzing
- Performance



Summary

- Native code can run in web browsers using emscripten + WASM
- Fuzz it using libFuzzer/ASAN/UBSAN
- Figure out something awesome to do with this!

Links

- Demo
 - tinyurl.com/libfuzzer-wasm
- Guide
 - github.com/jonathanmetzman/wasm-fuzzing-demo
- [Emscripten \(emscripten.org\)](https://emscripten.org)



Questions?

Backup Slides

Missing Features

- RSS Limit
 - Relies on threads
 - Only Chrome supports
 - Spectre/Meltdown ruined everything!
 - Less important in-browser
- Timeouts
 - setitimer not supported

