# 



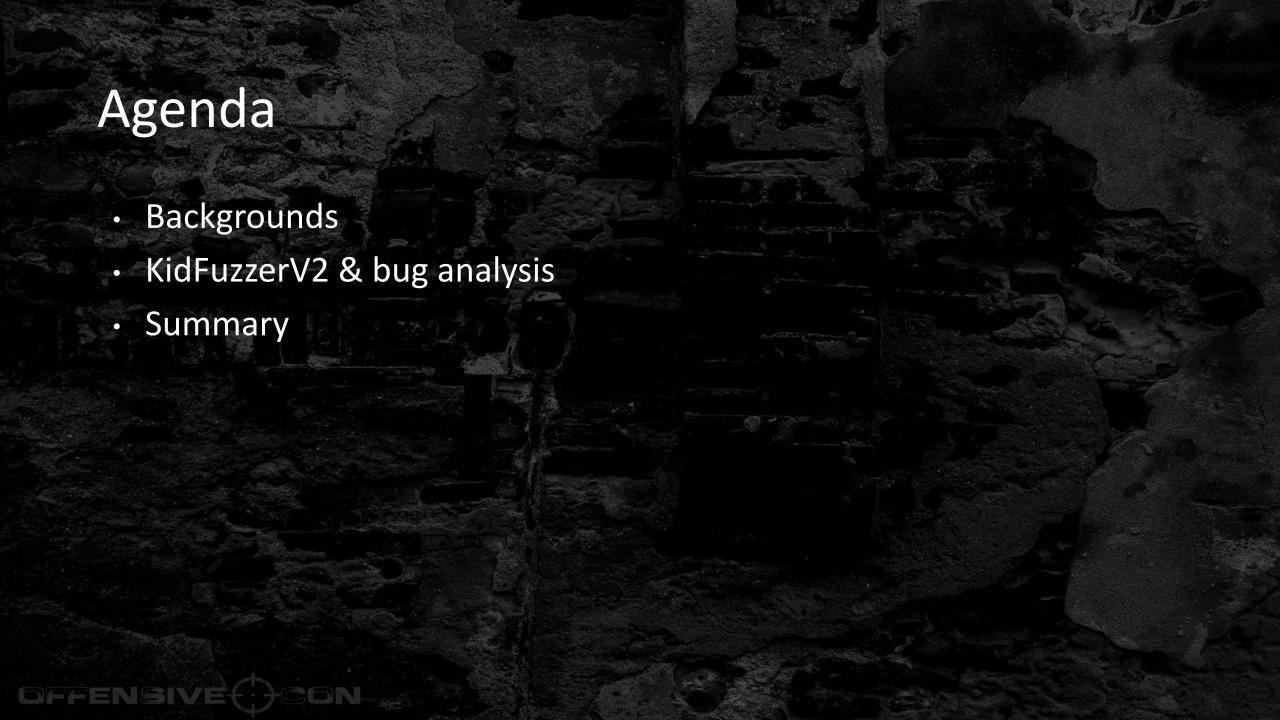
# Unearthing Vulnerabilities in the Apple Ecosystem: The Art of KidFuzzerV2.0

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#### Bio

- Pan Zhenpeng @peterpan980927 on Twitter
- Security Researcher of STAR Labs SG Pte. Ltd.
- Focus on iOS/macOS/Web bug hunting and exploit
- Speaker of Zer0Con2021 and POC2022
- Previously working at Alibaba Security/Qihoo 360



#### What could you learn from this talk?

- Background knowledge about Apple Ecosystem
  - Structures overview
  - Attack surfaces overview
  - Mitigations & VR thoughts
- How to develop a simple but effective fuzzer from scratch
- The "golden ticket" towards some easy Apple Oday CVEs





- XNU Hybrid Kernel
  - Mach
  - BSD
  - IOKit
- Co-processors
  - aop, dcp, sio, pmp, smc, gfx-asc, sep, ans, scaler, ave, pmgr, etc



- XNU Hybrid Kernel
  - Mach
    - Micro kernel
    - Mach ports, a general wrapper for kobjects and mq, carry raw data/rights/memory/...
    - Task, thread, voucher...
  - BSD
  - IOKit
- Co-processors



- XNU Hybrid Kernel
  - Mach
  - BSD
    - Monolithic kernel
    - Traditional \*nix struct, fd, socket, device drivers
  - IOKit
- Co-processors



- XNU Hybrid Kernel
  - Mach
  - BSD
  - IOKit
    - C++ IOKit framework (IOService/IODMACommand/...)
    - Tool Drivers (IOSurface/Framebuffer/\*Family/...)
    - Network Filter, Endpoint Security
    - Peripheral drivers (AppleM2ScalerCSCDriver/...)
- Co-processors



- XNU Hybrid Kernel
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    - Peripheral drivers (AppleM2ScalerCSCDriver/...) <---> Co-processors
- Co-processors



- · XNU
- Co-processors (direct)
  - +-o scaler0/1@B000000
    - +-o AppleM2ScalerCSCDriver

+-o ave0/1@D100000

+-o AppleAVE2Driver



- · XNU
- Co-processors (single endpoint)
  - +-o pmp@8EC00000
  - +-o AppleASCWrapV4(com.apple.driver.AppleA7IOP/Mailbox)
  - +-o iop-pmp-nub
  - +-o RTBuddyV2
  - +-o PMPEndpoint1
  - +-o ApplePMPv2

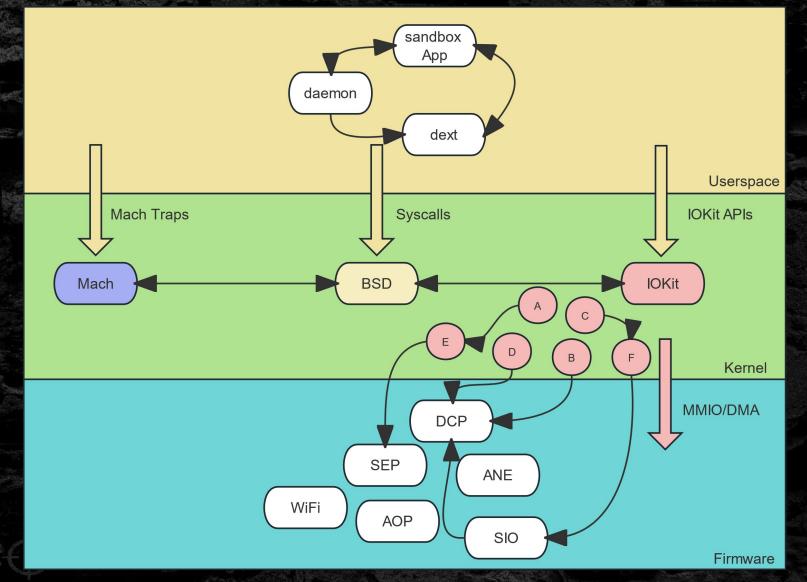


- · XNU
- Co-processors (multi endpoints)
  - +-o sep@96400000
  - +-o AppleASCWrapV4SEP(com.apple.driver.AppleA7IOP/Mailbox)
  - +-o iop-sep-nub
  - +-o AppleSEPManager
  - +-o sep-endpoint, sks (AppleSEPKeyStore)
  - +-o sep-endpoint, sbio (AppleBiometricService)
  - +-o sep-endpoint, ...



- · XNU
- Co-processors (tool)
  - +-o sio@9BC00000
  - | +-o AppleASCWrapV4(com.apple.driver.AppleA7IOP/Mailbox)
  - +-o iop-sio-nub
  - +-o RTBuddyV2
  - +-o SIOEndpoint1
  - +-o AppleSmartIO
  - +-o sio-dma(AppleSmartIODMANub)
  - +-o IODMAController00000098 (AppleSmartIODMAController)





## Apple Kernel Space Attack Surfaces

- XNU
  - Mach Traps
  - BSD Syscalls
  - IOKit APIs
- Co-processors
  - Remote attacks (wifi, baseband, bluetooth...)
  - Local attacks (DCP, SEP, GPU...)

# Apple Kernel Space Attack Surfaces

- · XNU
  - Mach Traps
  - BSD Syscalls
  - IOKit APIs
- Co-processors
  - Remote attacks (wifi, baseband, bluetooth...)
  - Local attacks (DCP, SEP, GPU...)
    - DMA
    - MMIO (Mailbox)



## Apple Kernel Space Mitigations

- Strong and significant mitigations in XNU (\*\*)

- SAD FENGSHUI
- **VA SEQUESTER**
- Kalloc\_type(...)
- PPL/PAC/KTRR
- Keep isolating user controlled memory(KMEM\_RANGE\_ID\_SPRAYQTN/...)



#### **Apple Kernel Space Mitigations**

- Strong and significant mitigations in XNU (1)
  - SAD FENGSHUI
  - VA SEQUESTER
  - Kalloc\_type(...)
  - PPL/PAC/KTRR
  - Keep isolating user controlled memory(KMEM\_RANGE\_ID\_SPRAYQTN/...)
- Almost no modern software mitigation in Co-processors
  - SCIP (Co-processor side KTRR)/PPL
  - IODART (Apple SMMU), protect attacks from the co-processors, but kernel is very likely to trust the data from co-processors, it won't be hard to cause other bugs on AP side.



# Apple Kernel Space VR thoughts

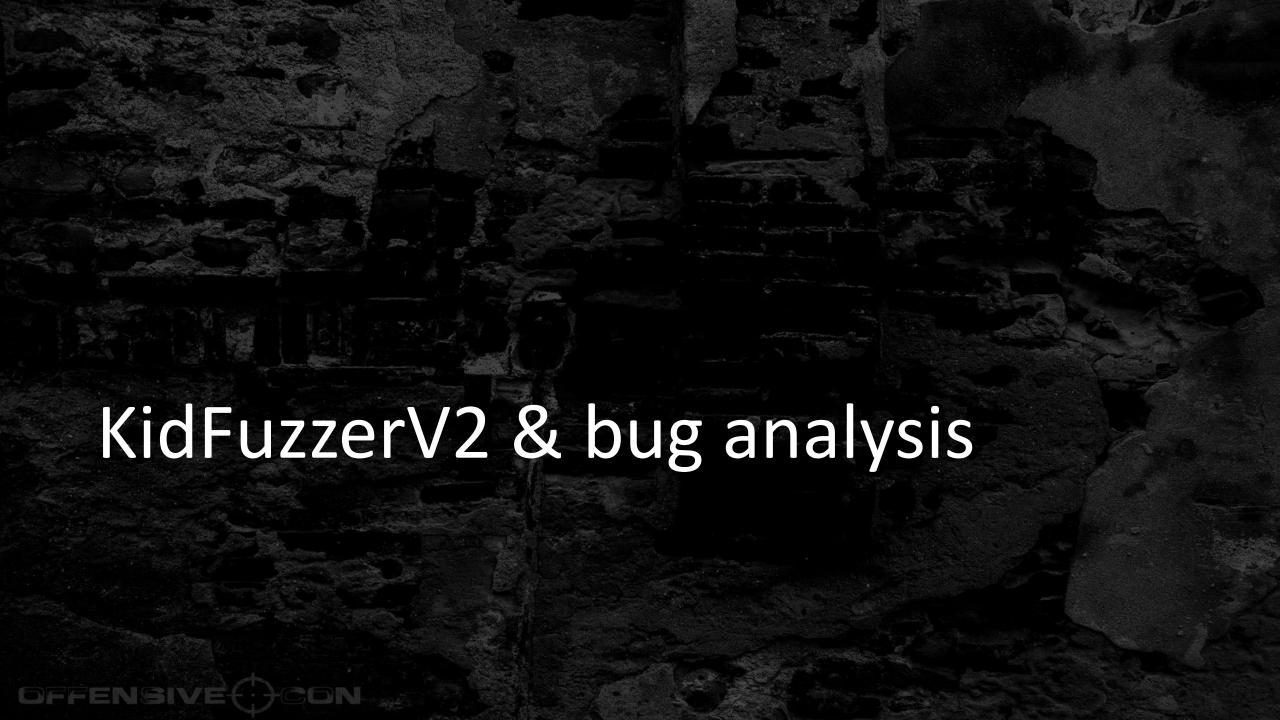
- Why didn't people all target at Co-processors?
  - Limited public resources
  - Heavy reverse engineering work
  - Hard to debug or determine runtime memory layout



# Apple Kernel Space VR thoughts

- But Co-processors could be really valuable targets in the future under the modern mitigations in XNU
  - Limited public resources also means possibilities
  - Reverse engineering work is only about time
  - Emulate firmwares to solve debug problems





#### Quick review of KidFuzzerV1

- early\_fuzz
  - Collect the entitlements needed by driver, sign the fuzzer
  - Collect all reachable io-services and userclients
  - Start early\_fuzz and collect effective data (maybe with root priv )
  - Use the data to generate a plist for deep\_fuzz stage
  - Other trivial operations, rank potential vulnerable kexts, etc



#### Differences in KidFuzzerV2

- early\_fuzz
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  - Collect all reachable io-services and userclients
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  - Use the data to generate a plist for deep\_fuzz stage
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Collect all Code\_Near\_Call xrefs to the entitlement "getters", e.g:

ADRL X1, aComAppleAopRos; entitlement

MOV X0, X22; task

BL \_\_ZN12IOUserClient21copyClientEntitlementEP4taskPKc

- Find Data\_Offset xrefs from ADRL instruction to get the string addr
- Handle some special cases such as two layers xrefs:

MOV X0, X1; task

MOV X1, X2; entitlement

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• Get entitlemens string from xref.to with utf-8 encoding



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```
// IOKitDiagnostics = {Instance allocation=0xffa327,Container allocation=0x7b7f8e,Pageable allocation=0xe15d0000, Classes={...}, IOMalloc allocation=0x8a7425d}
```

```
IOMasterPort(MACH_PORT_NULL, &master_port);
root_entry = IORegistryGetRootEntry(master_port);
IORegistryEntryCreateCFProperties(root_entry, &properties, kCFAllocatorDefault, kNilOptions);
```

```
// get IOKitDiagnostics
diagnostics = CFDictionaryGetValue(properties, CFSTR(kIOKitDiagnosticsKey));
classes = (CFDictionaryRef)CFDictionaryGetValue(diagnostics, CFSTR("Classes"));
CFDictionaryApplyFunction(classes, collect_service, NULL);
```



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```



#### UserClients collection limits

- iOS
  - non-sandbox env e.g: jailbreak/SRD
- macOS
  - macOS sandboxed App
  - non-sandbox env e.g: terminal



#### Collection method comparison

- → KidFuzzer git:(master) X cd resources
- resources git:(master) X cat service.xml | wc -l 304
- resources git:(master) X cat legacy/service1.xml | wc -l 156
- → resources git:(master) X



# Quick review of KidFuzzerV1

- deep\_fuzz
  - Input data Mutation
  - Race/Shm/... fuzz
  - scalarO/structO infoleak check
  - Driver independent backend by code audit



#### Differences in KidFuzzerV2

- deep\_fuzz
  - Input data Mutation
  - Race/Shm/... fuzz
  - scalarO/structO infoleak check
  - Driver independent backend by code audit
  - Backward fuzzing based components





- What does "Backward Fuzzing" mean?
  - Forward
  - Code audit -> find bug -> construct PoC
  - Backward
  - Public PoC -> extract pattern -> find bug





- What does "Backward Fuzzing" mean?
  - Forward
  - Code audit -> find bug -> construct PoC
  - Backward
  - Public PoC -> extract pattern -> find bug



#### Backward Fuzzing

- The Basic Idea
  - What happened in the past will happen in the future, what happens here happens there.
  - Extracts the code pattern or idea from the source
  - Reuse (time) or migrate (space) it to produce more bugs
- A bit of high level?
  - Let's understand it by some real cases



#### Backward Fuzzing

- The Basic Idea
  - What happened in the past will happen in the future, what happens here happens there.
  - Extracts the code pattern or idea from the source
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- A bit of high level?
  - Let's understand it by some real cases



#### Source of newly added components

- Code Diff and binary diff
- Public Proof-of-Concept
- Mind blown ideas through code audit



```
@@ -571,7 +571,7 @@ IOReturn IOAudioControl::hardwareValueChanged(OSObject *newValue)
                           if (result == kIOReturnSuccess) {
571
       571
                               result = updateValue(newValue);
572
                           } else {
       573
573
                               IOLog("IOAudioControl[%p]::hardwareValueChanged(%p) - Error 0x%x - invalid value.\n", this, newValue, result);
574
                               IOLog("IOAudioControl::hardwareValueChanged - Error 0x%x - invalid value.\n", result);
       574 +
575
576
                   } else {
577
       577
                  -628,12 +628,12 @@ IOReturn IOAudioControl::performValueChange(OSObject *newValue)
                               OSNumber *oldNumber, *newNumber;
628
       628
629
       629
                               if ((oldNumber = OSDynamicCast(OSNumber, getValue())) == NULL) {
       630
630
                                   IOLog("IOAudioControl[%p]::performValueChange(%p) - Error: can't call handler - int handler set and old value is not an OSNumber.\n",
631
                                   IOLog("IOAudioControl::performValueChange - Error: can't call handler - int handler set and old value is not an OSNumber.\n");
       631 +
                                   break;
632
       632
633
       633
634
       634
                               if ((newNumber = OSDynamicCast(OSNumber, newValue)) == NULL) {
635
       635
636
                                   IOLog("IOAudioControl[%p]::performValueChange(%p) - Error: can't call handler - int handler set and new value is not an OSNumber.\n",
                                   IOLog("IOAudioControl::performValueChange - Error: can't call handler - int handler set and new value is not an OSNumber.\n");
       636 +
637
                                   break;
638
       638
```

- This bug introduced in IOAudioFamily-121.2.1 (macOS 10.1.5 2002)
- And it's fixed in IOAudioFamily-205.11 (macOS 10.12 2016)



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- And it's fixed in IOAudioFamily-205.11 (macOS 10.12 2016)
- But does the story end here?



- This bug introduced in IOAudioFamily-121.2.1 (macOS 10.1.5 2002)
- And it's fixed in IOAudioFamily-205.11 (macOS 10.12 2016)
- Or could be more?
  - The root cause would be like "Kernel developer might write the kernel address to log by accident"
  - It seems this could be a general attack surface in IOKit and even in XNU/Co-processors
  - Let's examine this by KidFuzzerV2.0!



- Variant bug hunting by KidFuzzerV2 (Unified Logging)
  - Trigger a lot of code paths (early\_fuzz+deep\_fuzz)
  - An effective way to detect kernel info leak (log+grep)



CVE-2022-42854 (IOBluetoothFamily)

```
int64 fastcall IOBluetoothHClController::CreateSerialDevice(os_log_t *a1, unsigned __int8 *a2, __int64
a3){
  bzero(v20, 511LL);
snprintf(v21, 0x1FFuLL, "**** [IOBluetoothFamily][CreateSerialDevice] -- calling device->start() -- device = %p
****\n", v15);
 os_log_internal(&dword_0, a1[25], OS_LOG_TYPE_DEFAULT, "%s", v21);
kernel: (IOBluetoothFamily) [IOBluetoothFamily] [CreateSerialDevice] -- calling device->start() -- device =
0xfffffe24cd78e600
kernel: (IOBluetoothFamily) [IOBluetoothFamily][CreateSerialDevice] -- calling device->init() -- device =
0xfffffe24cd78e800
```



CVE-2023-23500 (t600xdcp.im4p)

[DCP:dpointInterface.cpp:606] [AFK][Oxffffffff4100af08:AFKMailboxSharedMemoryEndpointInterface] if:133 inCmd:5 inResp:5 outRepErr:0 outCmdErr:0 t:13415177926



Silently patched (AppleFirmwareKit)

```
_fastcall AFKMailboxEndpointBase::setPowerState(AFKMailboxEndpointBase *this, ___int64 a2,
IOService *a3){
_os_log_internal(&dword_0, v8, OS_LOG_TYPE_DEBUG,
"%s(%s:%#llx): setPowerState:%lu _wake_msg:0x%llx device:%p epPowerState:%u assertionCount:%u\n",
ClassName, v11, RegistryEntryID, a2, *(_QWORD *)(*((_QWORD *)this + 23) + 80LL), a3,
*(unsigned int *)(*((_QWORD *)this + 23) + 72LL),
*(unsigned int *)(*((_QWORD *)this + 23) + 76LL));
DCPEndpoint(DCPEndpoint:0x10000062b): setPowerState:0 _wake_msg:0x0 device:0xfffffe1b336c6080
epPowerState:1 assertionCount:0 (Occasionally)
```



- How about XNU?
  - In XNU, %p will be used only in some cases
  - Used in panic (no window to be used in exploit)
  - Used in printf but is commented
  - Not commented but used in XX\_DEBUG which is not enabled for release versions



- More than 20 bugs found by this attack surface, but Apple will merge the issue within a kext, so...
- CVE-2022-42854
- CVE-2023-23500
- CVE-2023-23501
- CVE-2023-23502
- CVE-2023-28184
- CVE-2023-32389
- More on the way...



#### Source of newly added components

- Code Diff and binary diff
- Public Proof-of-Concept
- Mind blown ideas through code audit



- E.g: limited resource management
  - MPTCP integer overflow
  - Manage limited resource is always a hard problem in kernel
  - We are gonna use this idea and migrate it to other parts in kernel space



- E.g: limited resource management
  - IOKit
  - Mach
  - BSD
  - Co-processor



- E.g: limited resource management
  - IOKit
    - IOUserClient
  - Mach
  - BSD
  - Co-processor



User client null pointer
 res = service->newUserClient( owningTask, (void \*) owningTask,
 connect\_type, propertiesDict, &client );

```
if (res == klOReturnSuccess) {
  if (!client->reserved) {
  //...
```



 User client null pointer watchdog timeout (xnu-8019.41.5) if (res == klOReturnSuccess && OSDynamicCast(IOUserClient, client) == NULL) { res = klOReturnError; if (res == klOReturnSuccess) { if (!client->reserved) { // e.g: AppleUpStreamUserClientDriver



- E.g: limited resource management
  - IOKit
    - IOUserClient
  - Mach
    - Mach ports
  - BSD
  - Co-processor



- ipc\_port integer overflow (latest version)
- IO\_MAX\_REFERENCES(0x7ffffffff -> 0x0fffffff) iOS 15/macOS 12
- Send 0x2000 same port to 0x8000 different remote port
- $0x2000 * PORT_COUNT(0x8000) = 0x10000000 > 0x0fffffff$



- ipc\_port integer overflow (latest version)
- IO\_MAX\_REFERENCES(0x7ffffffff -> 0x0fffffff) iOS 15/macOS 12
- Send 0x2000 same port to 0x8000 different remote port
- $0x2000 * PORT_COUNT(0x8000) = 0x10000000 > 0x0fffffff$
- panic(cpu 4 caller 0xfffffff01f80a440): os\_refcnt: overflow (rc=0xffffffec180b81b4) @refcnt.c



ipc\_port integer overflow -> memory exhaustion (latest version)

```
"build": "iPhone OS 16.4.1 (20E252)",
    "product": "iPhone13,2",
    "socId": "8101",
    "socRevision": "11",
    "incident": "9D832D68-7211-4605-B9A9-2D88188FE4BA",
    "crashReporterKey": "cc87293f54017db3e762d1c8098b0c0e68cd4383",
    "kernel": "Darwin Kernel Version 22.4.0: Mon Mar 6 20:42:59 PST 2023; root:xnu-8796.102.5~1\/RELEASE_ARM64_T8101",
    "date": "2023-04-26 15:52:46.43 +0800",
    "panicString": "panic(cpu 0 caller 0xfffffff025b3bf54): kmem_alloc(0xffffffddafeb1d80, 49152, 0xe10141): failed with 3
@vm_kern.c:178\nDebugger message: panic\nMemory ID: 0x6\nOS release type: User\nOS version: 20E252\nKernel version:
Darwin Kernel Version 22.4.0: Mon Mar 6 20:42:59 PST 2023; root:xnu-8796.102.5~1\/RELEASE_ARM64_T8101\nFileset
Kernelcache UUID: 1BFAD8880EA0F9D92D88DF7ADA292863\nKernel UUID: 224DE1BA-AB41-38E3-8511-D1273096F638\nBoot session UUID:
9D832D68-7211-4605-B9A9-2D88188FE4BA\niBoot version: iBoot-8422.100.650\nsecure boot?: YES\nroots installed: 0\nPaniclog
version: 14\nKernelCache slide: 0x000000001d6b8000\nKernelCache base: 0xfffffff0246bc000\nKernel slide:
0x000000001d6c0000\nKernel text base: 0xffffffff0246c4000\nKernel text exec slide: 0x000000001e424000\nKernel text exec
```



- E.g: limited resource management
  - IOKit
    - IOUserClient
  - Mach
    - Mach ports
  - BSD
    - Dev drivers
  - Co-processor



```
    /dev/perfmon OOB Access (latest version)

While(1) {open("/dev/perfmon_core", O_RDONLY);}
if (dmin >= perfmon kind max | | dmin < 0) {
  panic("perfmon: invalid minor dev number: 0x%x", dev);
return &perfmon devices[source index][dmin];
```



/dev/perfmon OOB Access -> mutex lock panic (latest version)

```
{"bug_type":"210","timestamp":"2023-04-18 14:35:06.00 +0800","os_version":"macOS 13.4
(22F5037d)","roots_installed":0,"incident_id":"C8D5594E-0E86-456C-B68C-C694CF2D53E8"}
{
    "build" : "macOS 13.4 (22F5037d)",
    "product" : "Mac13,1",
    "socId" : "6001",
    "socRevision" : "11",
    "incident" : "C8D5594E-0E86-456C-B68C-C694CF2D53E8",
    "crashReporterKey" : "583C5AAA-F9BA-FBBE-9308-CC4EE46A74B0",
    "kernel" : "Darwin Kernel Version 22.5.0: Sun Apr 2 19:22:28 PDT 2023; root:xnu-8796.120.31~10\/
RELEASE_ARM64_T6000",
    "date" : "2023-04-18 14:35:06.95 +0800",
    "panicString" : "panic(cpu 1 caller 0xfffffe0013c5bbe8): Mutex 0xfffffe00167da448 is unexpectedly owned by thread
0xfffffe29ea6c9030 @lock_mtx.c:175\nDebugger message: panic\nMemory ID: 0x6\nOS release type: User\nOS version:
22F5037d\nKernel version: Darwin Kernel Version 22.5.0: Sun Apr 2 19:22:28 PDT 2023; root:xnu-8796.120.31~10\/
RELEASE_ARM64_T6000\nFileset Kernelcache UUID: 9A2F6E3FE901C23580C1C9EA7094605D\nKernel UUID:
```

#### Source of newly added components

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- Public Proof-of-Concept
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#### Ret2leak

· CVE-2022-30916

```
IOReport User Client:: close:
```

OFFENSIVE ()CON

#### Other tales about Co-processor bugs

CVE-2023-28186 early\_fuzz(AppleCLCD2) nullpointer/active panic



#### Other tales about Co-processor bugs

CVE-2023-???? deep\_fuzz(AppleXXX)

```
"panicString": "panic(cpu 2 caller 0xfffffe00173e311c): XXX DATA ABORT @ 0x01054c70
pc=0x00000000112bdd8 Exception class=0x25 iss=0x4f far=0x00000000108bc60
far physical=0x0000000293c8bc60\nRTKit: RTKit-2062.40.13.debug - Client: XXX\n!UUID:
55329378-843a-3ed2-bb6b-422efa54eb89\nTime: 0x000000270fa9fe7d\n\nFaulting task stack frame:\n
pc=0x00000000112bdd8 Exception class=0x25, iss=0x4f far=0x00000000108bc60
far physical=0x0000000293c8bc60\n r00=0x0000000010d2f80 r01=0x00000000000002c
r02=0x00000000108bcd0 r03=0x00000000000000000\n r04=0xfffffffe51be000 r05=0x0000000010da748
r06=0x0000000010da558 r07=0x000000001012400\n r08=0x000000000112bdd8
r09=0x00000000112c5b4 r10=0x00000000112c248 r11=0x0000000000000418\n
r12=0x0060000000000000 r13=0x0000000000008e42 r14=0x00000000000001
r15=00000000000000000\n r16=0x0000000000000044 r17=0x0000000000001
r18=000000000000000000 r19=0x0000000010da748\n r20=0x0000000010da760 r21=0xfffffffe51be000
r22=0x00000000108c150 r23=0x0000000010d2f80\n r24=0x000000000000000 r25=0xfffffffe51be000
r26=0x0000000010da558 r27=0xfffffffe51be000\n r28=0x0000000000000002c
r29=0x00000000108c130\n sp=0x00000000108bcc0 lr=0x00000000112c26c
```



#### Other tales about Co-processor bugs

- Co-processor bugs would be hard to understand from AP side
- Sometimes it just write a user controlled value to a MMIO region
- Or it takes a memory descriptor and start DMA



#### Other bugs found by KidFuzzerV2

- CVE-2022-42820 IOHIDFamily, OOB
- CVE-2022-42833 GPU Driver, MemDescriptor handling
- CVE-2023-28185 USB Driver, integer overflow
- CVE-2023-28187 SIO, driver and firmware





#### Summary

- Push one and pop more, variant bug hunting by fuzzing could be easy if you get the idea behind the bug
- Some bugs are hard to be found by code audit but might be easy by fuzzer
- Code audit and fuzzing are not opposite, but mutually reinforcing



#### References

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# Thank you!

