

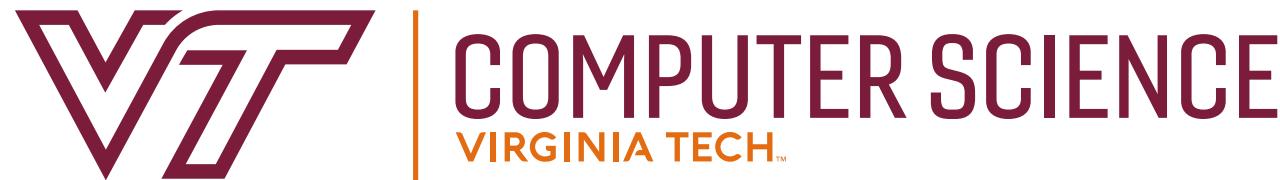
# Full-speed Fuzzing: Reducing Fuzzing Overhead through Coverage-guided Tracing

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# Fuzzing

# An Overview of Fuzzing

Time-tested technique

AFL, honggfuzz, libFuzzer

CVE's galore

Popular in the industry

Google, Microsoft

Fuzzing platforms

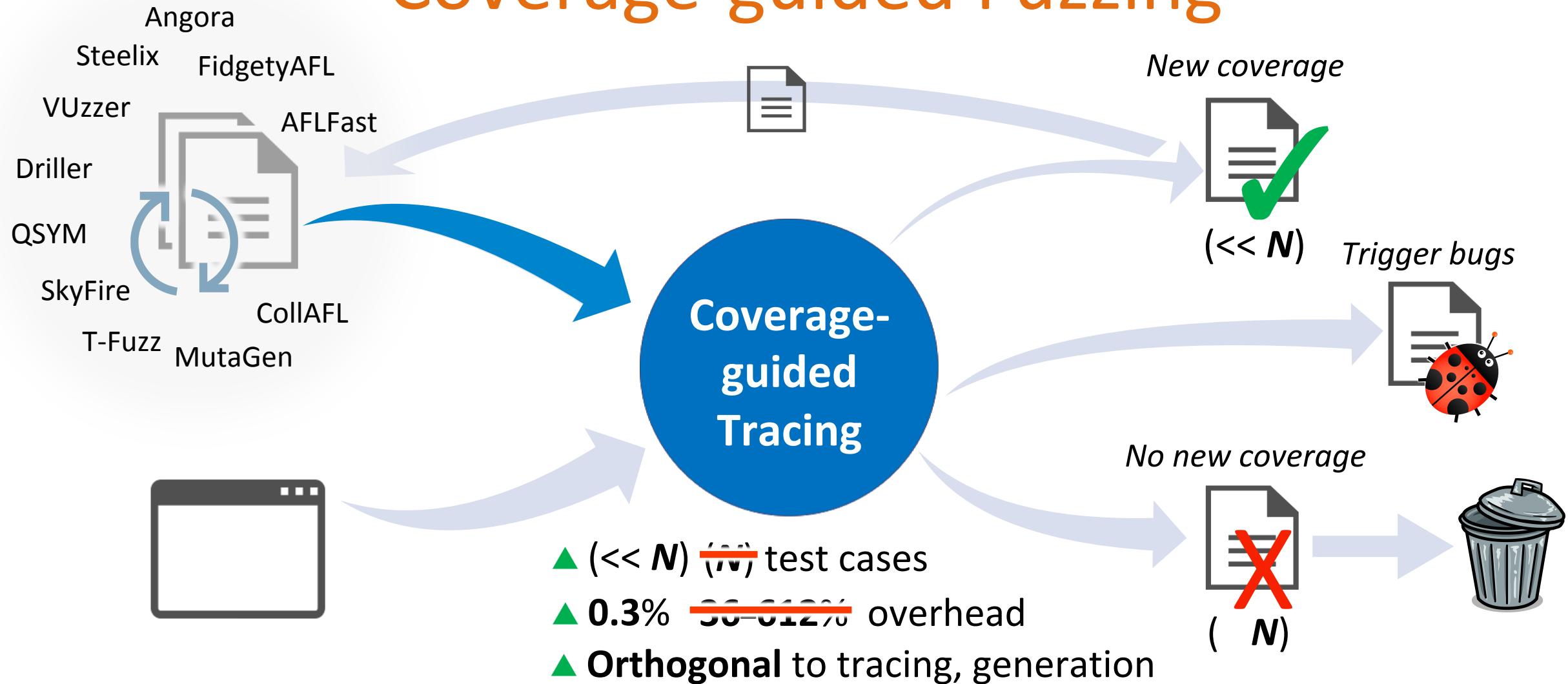
MSRD, OSS-Fuzz, FuzzBuzz, FuzzIt

Most popular: **coverage-guided fuzzing**

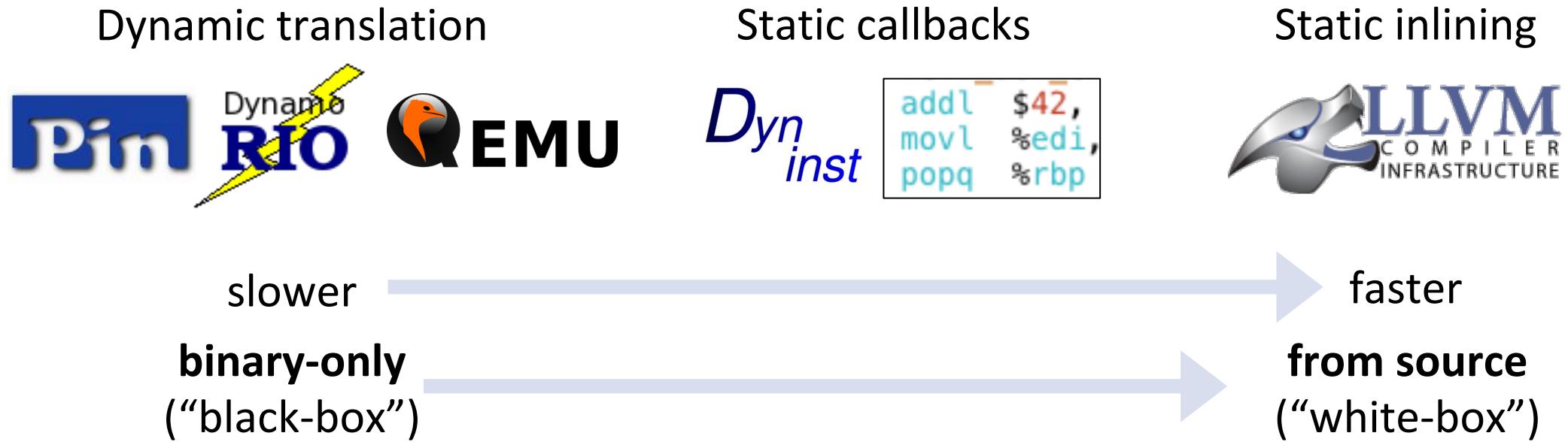
IJG jpeg <a href="#">1</a>	libjpeg-turbo <a href="#">1</a> <a href="#">2</a>
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Adobe Flash / PCRE <a href="#">1</a> <a href="#">2</a> <a href="#">3</a> <a href="#">4</a> <a href="#">5</a> <a href="#">6</a> <a href="#">7</a>	sqlite <a href="#">1</a> <a href="#">2</a> <a href="#">3</a> <a href="#">4</a> ...
LibreOffice <a href="#">1</a> <a href="#">2</a> <a href="#">3</a> <a href="#">4</a>	poppler <a href="#">1</a> <a href="#">2</a> ...
GnuTLS <a href="#">1</a>	GnuPG <a href="#">1</a> <a href="#">2</a> <a href="#">3</a> <a href="#">4</a>
PuTTY <a href="#">1</a> <a href="#">2</a>	ntpd <a href="#">1</a> <a href="#">2</a>
bash (post-Shellshock) <a href="#">1</a> <a href="#">2</a>	tcpdump <a href="#">1</a> <a href="#">2</a> <a href="#">3</a> <a href="#">4</a> <a href="#">5</a> <a href="#">6</a> <a href="#">7</a> <a href="#">8</a> <a href="#">9</a>
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Source: [lcamtuf.coredump.cx/afl](http://lcamtuf.coredump.cx/afl)

# Coverage-guided Fuzzing



# How are coverage-increasing test cases found? By tracing *every* test case!



# How do fuzzers spend their time?

AFL – “naïve” fuzzing

Driller – “smart” fuzzing

8 benchmarks, 1hr trials

Fuzzer, tracer	Avg. % time on exec/ trace	Avg. rate cvg.-incr. test cases
AFL-Clang	91.8	6.20E-5
AFL-QEMU	97.3	2.57E-4
Driller-QEMU	95.9	6.53E-5

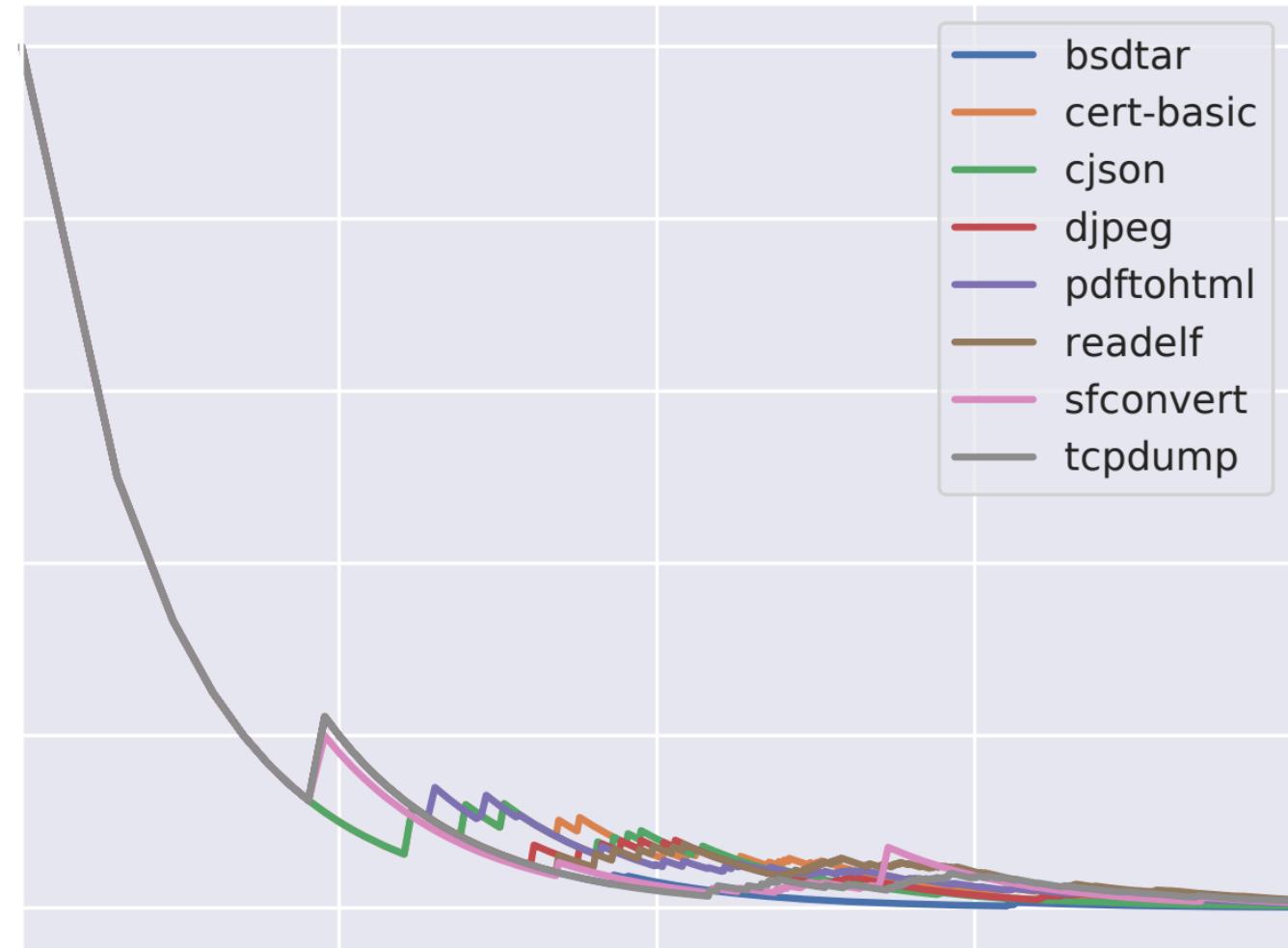
- ▼ O1: > 90% time on test case tracing, execution
- ▼ O2: < 3/10000 test cases increase coverage

# Likelihood of coverage-increasing test cases?

AFL-QEMU

5x 24hr trials  
x 8 benchmarks

▼ O3: rate decreases over time (< 1/10000)



# Impact of tracing *every* test case?

- ▼ Over 90% of time is spent **tracing test cases...**
- ▼ Over 99.99% of which are **discarded!**

**Equivalent to checking *every* straw to find the needle!**



# Why is tracing *every* test case expensive?

Storing coverage

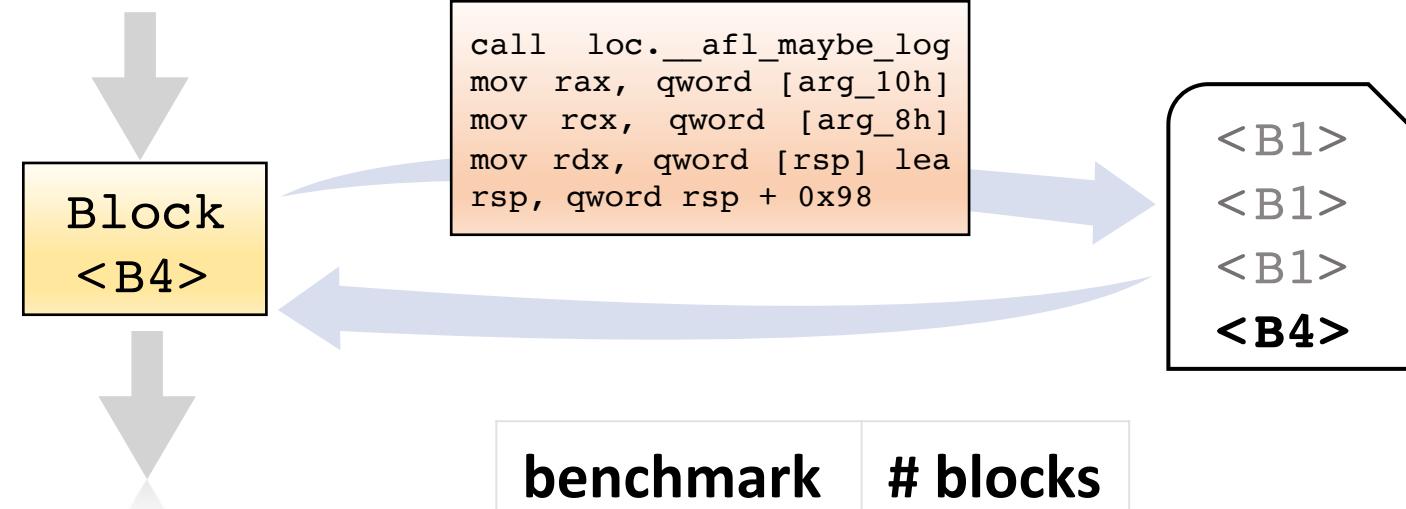
- Bitmaps, arrays

Multiple additional  
instructions per block

Many blocks, edges

Long exec paths, loops

Overhead quickly adds up



benchmark	# blocks
bsdtar	31379
pdftohtml	54596
readelf	21249
tcpdump	33743

# Coverage-guided Tracing

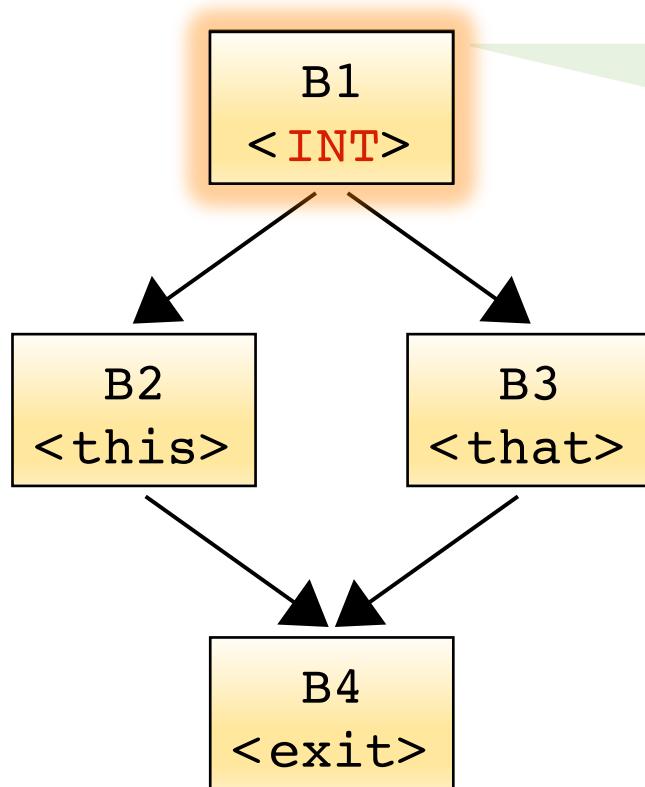
# Guiding Principle

Can we identify coverage-increasing test cases  
without tracing *every* test case?



# Find New Coverage Without Tracing

Apply and dynamically remove interrupts

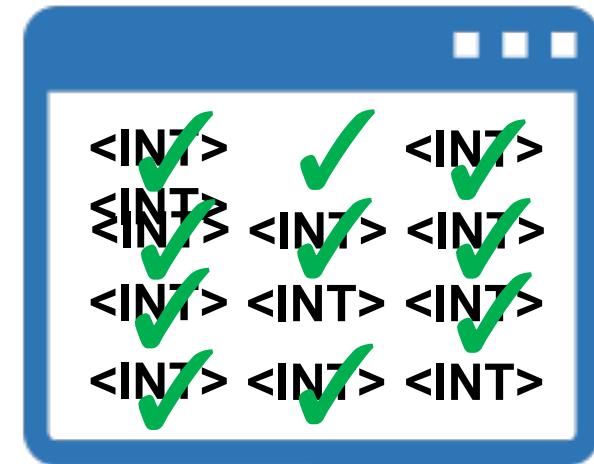
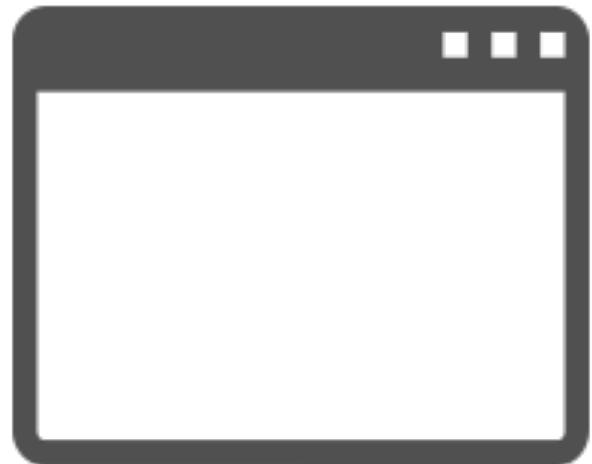


The screenshot shows assembly code in two panes. The top pane has a green background and contains the instruction `401a49: 55 push %rbp`. The bottom pane has a blue background and contains the same instruction. Red arrows point from the text "Hit" to the instruction in the green pane, and from the text "New coverage!" to the instruction in the blue pane. Blue arrows point from the text "Reset" to the instruction in the blue pane, and from the text "Continue!" to the instruction in the blue pane.

Address	OpCode	Mnemonic	Description
401a49	55	push %rbp	Hit (Green)
401a4a	cc	INT 03	Hit (Green)
401a4a	48 89 e5	mov %rsp, %rbp	New coverage! (Blue)
401a4d	48 81 ec	sub \$0x380, %rsp	
401a54	89 bd 8c	mov %edi, -0x374(%rbp)	
401a49	55	push %rbp	Reset (Blue)
401a4a	48 89 e5	mov %rsp, %rbp	
401a4d	48 81 ec	sub \$0x380, %rsp	
401a54	89 bd 8c	mov %edi, -0x374(%rbp)	

# Coverage-guided Tracing

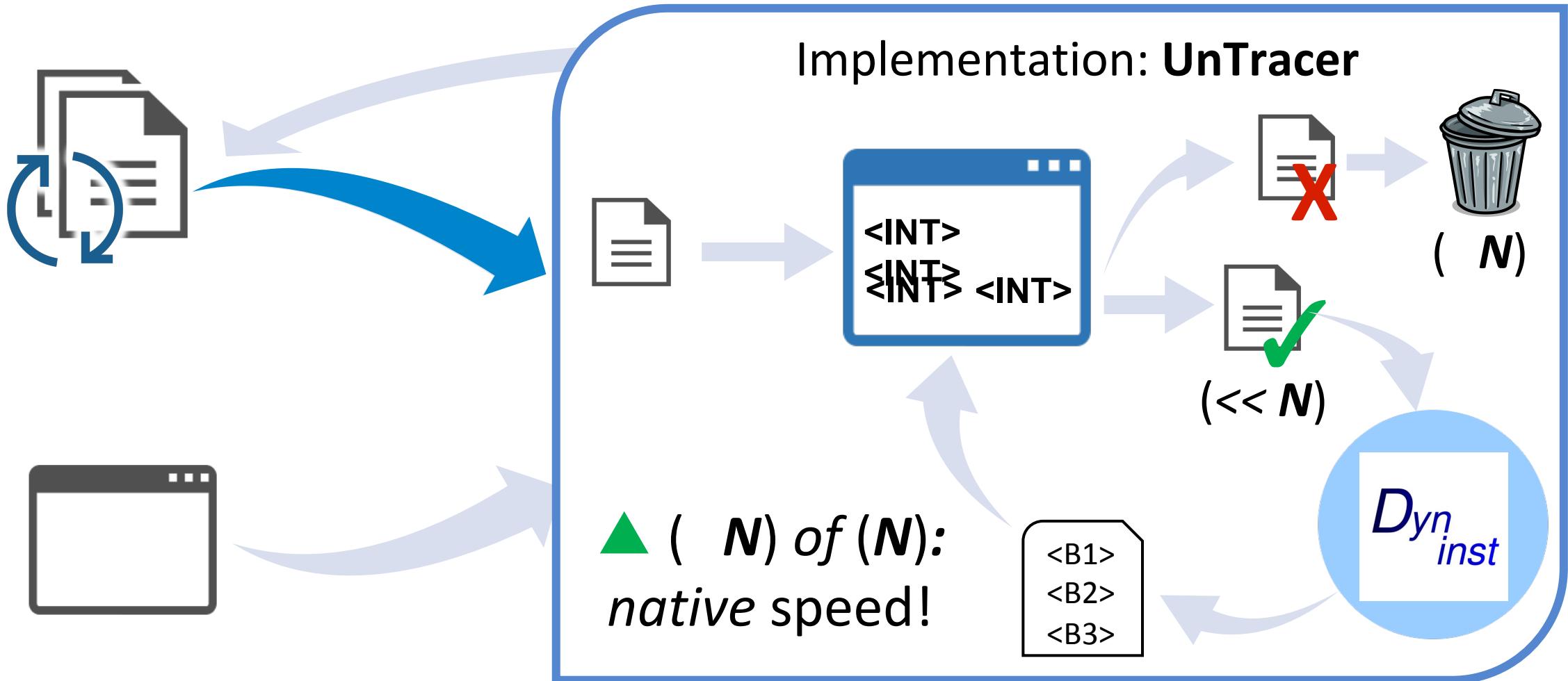
**Approach:** Trace *only* coverage-increasing test cases  
“Filter-out” those that don’t hit an interrupt



*Hit one  
Trace  
Reset  
Continue*

- ▲ Common case (**99.99%**) *don't hit*—thus aren't traced
- ▲ Approaches native execution speed (**0% overhead**)

# Incorporating CGT into Fuzzing



# Evaluation

# Performance Evaluation

## Goal: isolate tracing overhead

1-core VM's to avoid OS noise

Strip AFL to tracing-only code

8 diverse real-world benchmarks

Compare tracer exec times

- 5 days' test cases per benchmark
- 5x trials per day of test cases

[BB] = black-box (binary-only)  
[WB] = white-box (from source)

Fuzzing Tracer	Description
AFL-Dyninst	[BB] Static rewriting
AFL-QEMU	[BB] Dynamic translation
AFL-Clang	[WB] Assembly rewriting
UnTracer (Dyninst)	[BB] Coverage-guided Tracing (static rewriting)

# Benchmarks

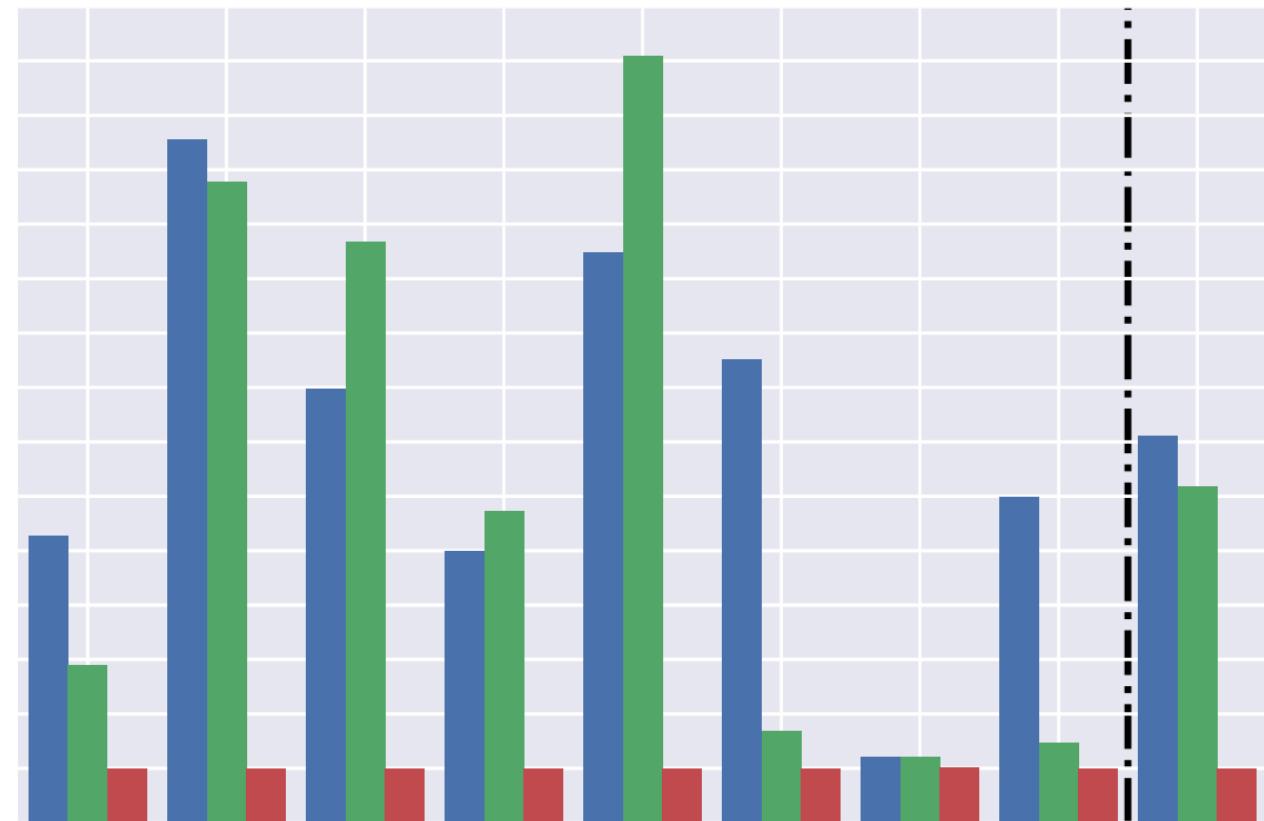
Benchmark name	Benchmark type
<b>bsdtar</b> (libarchive)	archiving
<b>cert-basic</b> (libksba)	cryptography
<b>cjson</b> (cjson)	web development
<b>djpeg</b> (libjpeg)	image processing
<b>pdftohtml</b> (poppler)	document processing
<b>readelf</b> (binutils)	development
<b>sfconvert</b> (audiofile)	audio processing
<b>tcpdump</b> (tcpdump)	networking

# Can CGT beat tracing all with *Black-box*?

AVG. relative overhead:

- ▼ AFL-Dyninst 518%
- ▼ AFL-QEMU 618%
- ▲ UnTracer 0.3%

AFL-QEMU AFL-Dyninst UnTracer

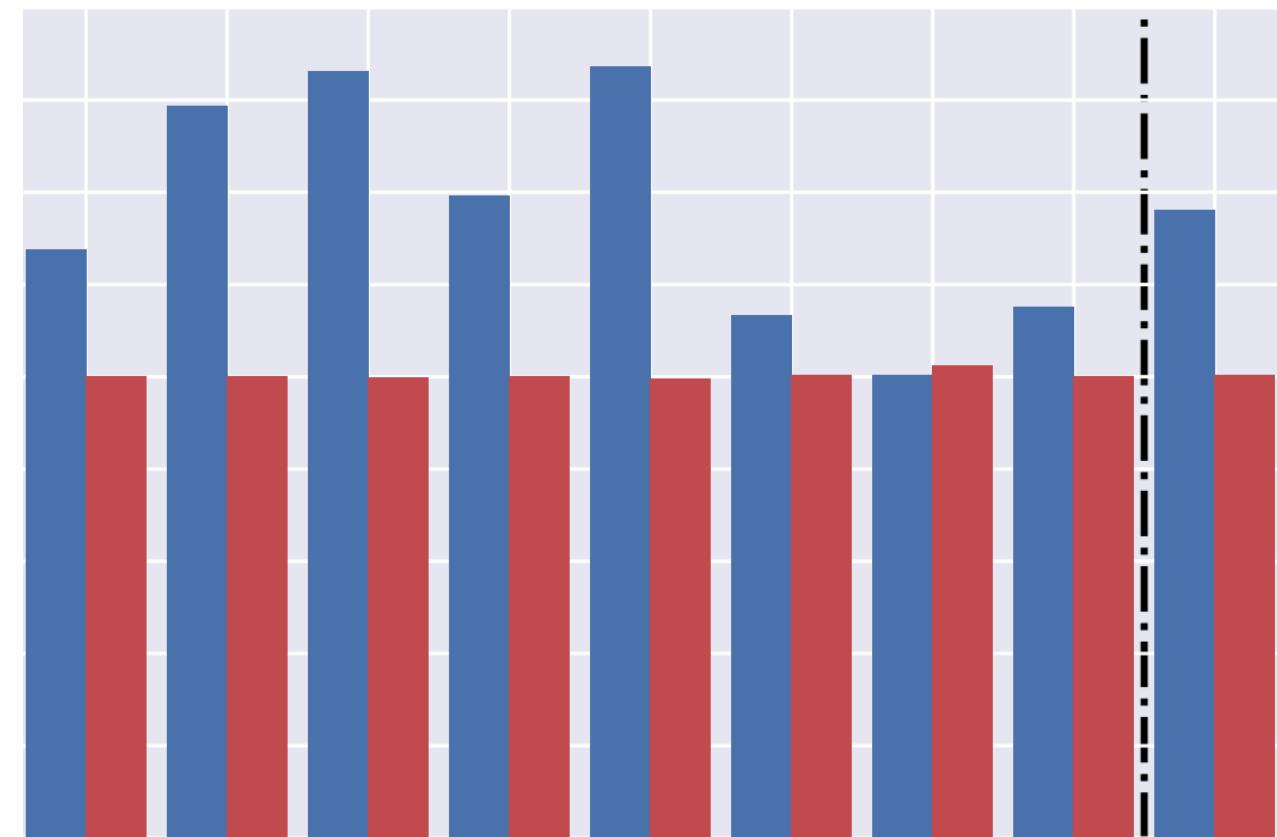


# Can CGT beat tracing all with *White-box*?

AVG. relative overhead:

▼ AFL-Dyninst	518%
▼ AFL-QEMU	618%
▲ UnTracer	0.3%
▼ AFL-Clang	36%

AFL-Clang      UnTracer



# Can CGT boost *hybrid fuzzing* throughput?

**Goal: measure impact on total test case throughput**

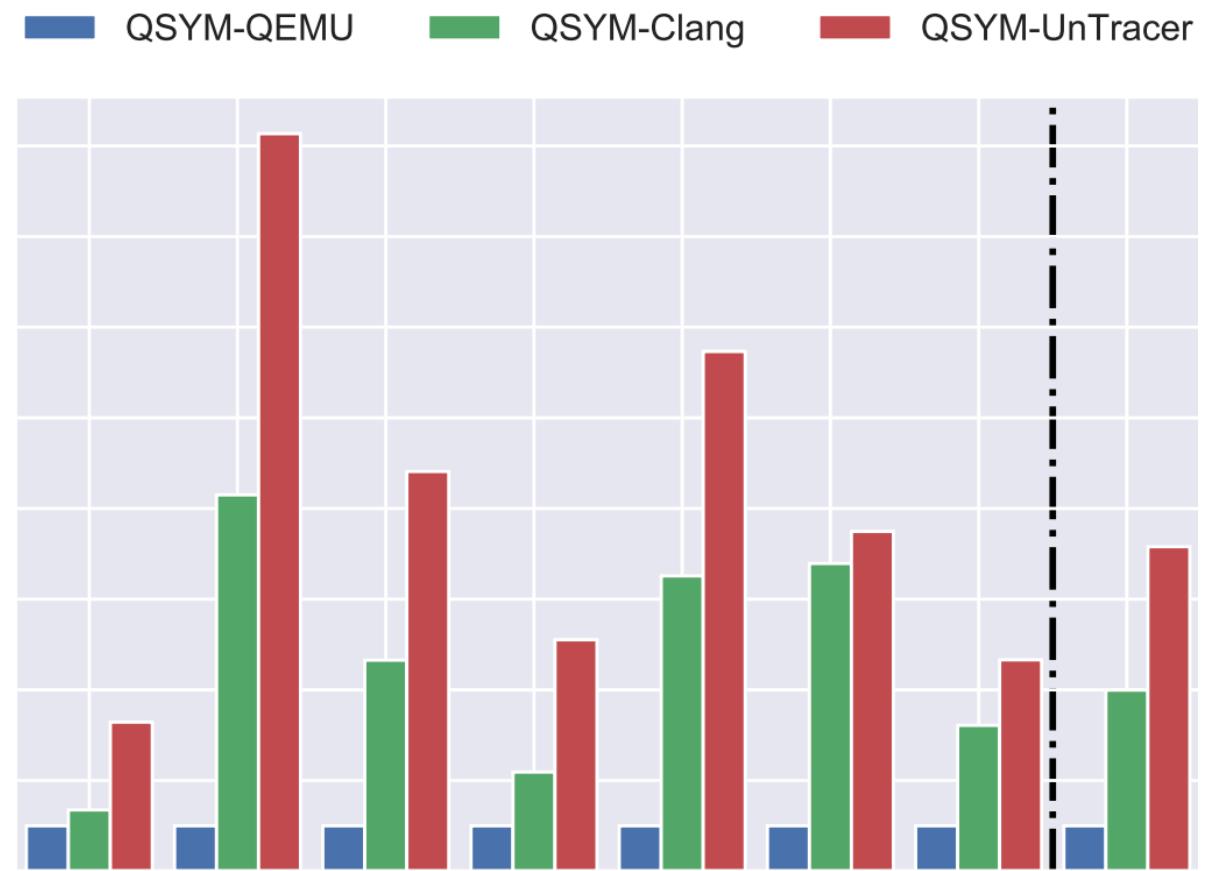
QSYM (concolic exec + fuzzing)

8 benchmarks, 5x 24-hr trials

QSYM-UnTracer throughput:

▲ 616% >> QSYM-QEMU

▲ 79% >> QSYM-Clang



# Conclusions: Why Coverage-guided Tracing?

- ▼ Fuzzers find coverage-increasing test cases by tracing *all of them*
- ▼ Costs **over 90% of time** yet **over 99.99%** are **inevitably discarded**

These resources could be better used *to find bugs!*

CGT restricts tracing to the few *guaranteed* to increase coverage

- ▲ Performance: Cuts tracing overhead from **36-618%** to **0.3%**  
Boosts test case throughput by **79-616%**
- ▲ Compatibility: “Filter-out” approach allows plugging-in any tracer
- ▲ Orthogonality: Can combine with other fuzzing improvements  
(e.g., better test case generation, faster tracing)

# Thank you!

## Our open-sourced software:

- [UnTracer-AFL](#) UnTracer integrated with AFL
- [afl-fid](#) AFL suite for fixed input datasets
- [FoRTE-FuzzBench](#) Our 8 real-world benchmarks

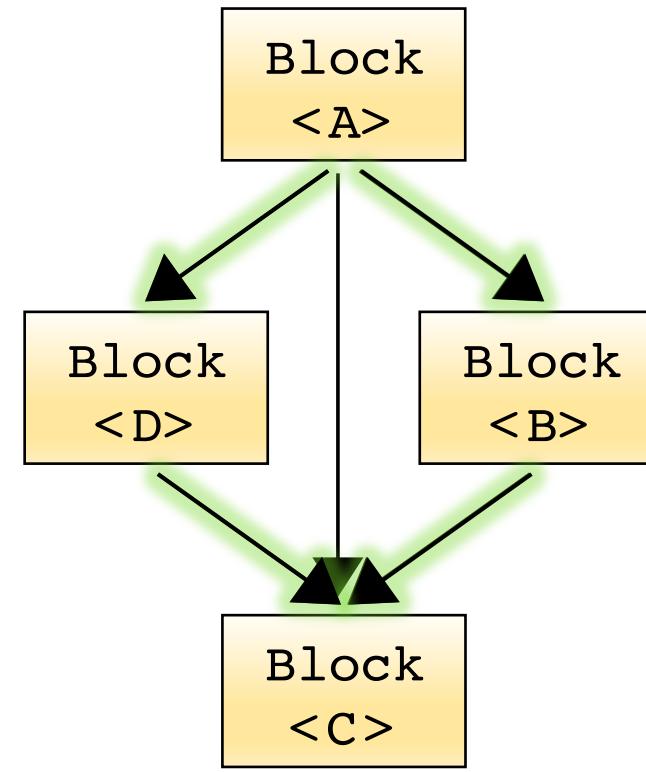
All repos are available here! [https://github.com/  
FoRTE-Research](https://github.com/FoRTE-Research)

# Expanding Coverage Metrics

Current work: edge coverage, hit counts

Static critical edge handling doable

Hit counts need more complex transforms



**Covered Blocks**

A, B, C

A, D, C

**Implicit Edges**

A-B, B-C

A-D-C

# CGT versus Hardware-Assisted Tracing

Can approximate Intel-PT overhead:

- AFL-Clang = 36% OH
- AFL-Clang  $\approx$  10-100% OH rel. to AFL-Clang-fast
- AFL-Clang-fast  $\approx$  18-32% OH
- Intel-PT  $\approx$  7% OH rel. to AFL-Clang-fast
- Intel-PT  $\approx$  19-35% OH

Trace decoding adds way more

# Fully Black-box (binary-only) Implementation

Oracle forkserver uses assembly-time instrumentation

Theoretically doable via binary rewriting

- Dyninst's performance infeasible

Binary hooking an alternative

e.g., via LD\_PRELOAD

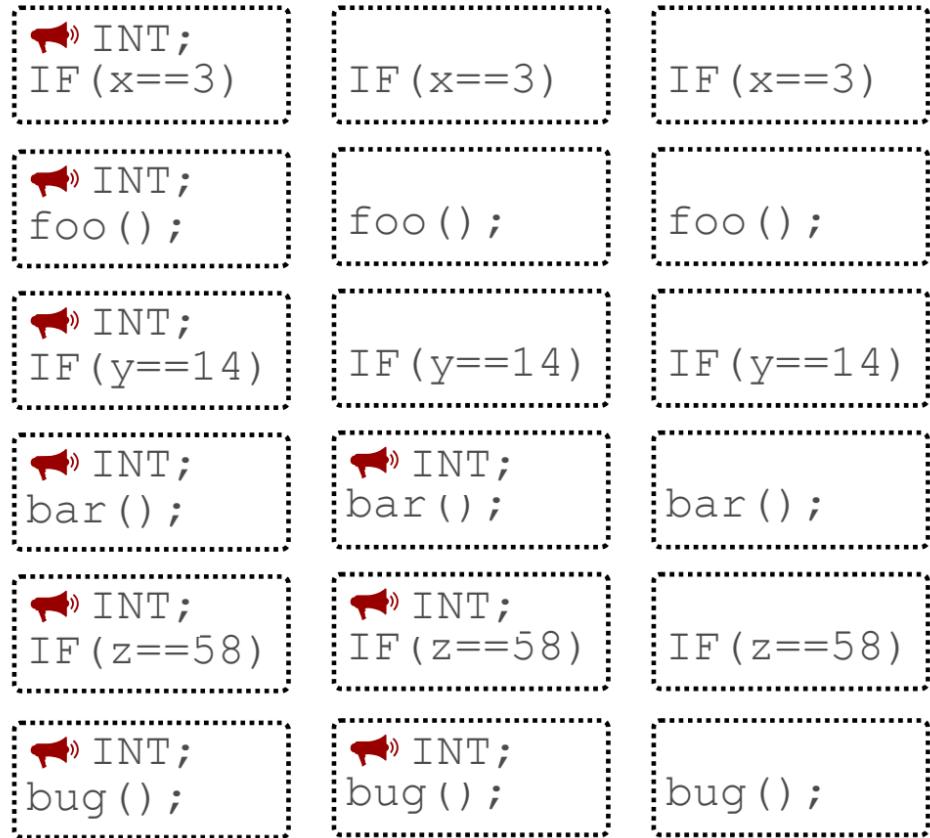
# Appendix -- CGT step-by-step

**Intuition:** restrict tracing to coverage-increasing test cases

1. Statically overwrite start of each block with an interrupt
  - The “Interest Oracle”
2. Get a new test case and run it on the oracle
3. If an interrupt is triggered:
  - Trace the test case’s code coverage
  - Unmodify (reset) all *newly-covered* blocks
4. Return to step 2

# Appendix -- CGT step-by-step

```
IF (x==3)
    foo();
IF (y==14)
    bar();
IF (z==58)
    bug();
```



Round	01	02	03	100
Test case values	x=3	x=3	x=3	x=3
y=0	y=14	y=14	y=14	y=14
z=0	z=0	z=58	z=58	z=58

As more blocks unmodified over time,  
binary starts to mirror the original

Thus, most testcases are run at  
**native execution speed!**

# Appendix -- Implementation: UnTracer

