

# Introduction to Fuzzing

Dr. Sana Belguith

[Sana.belguith@bristol.ac.uk](mailto:Sana.belguith@bristol.ac.uk)

[bristol.ac.uk](http://bristol.ac.uk)

# About Fuzzing

- No, it is not about Fuzzy logic
- Neither about fuzzy set membership

Security Software Testing

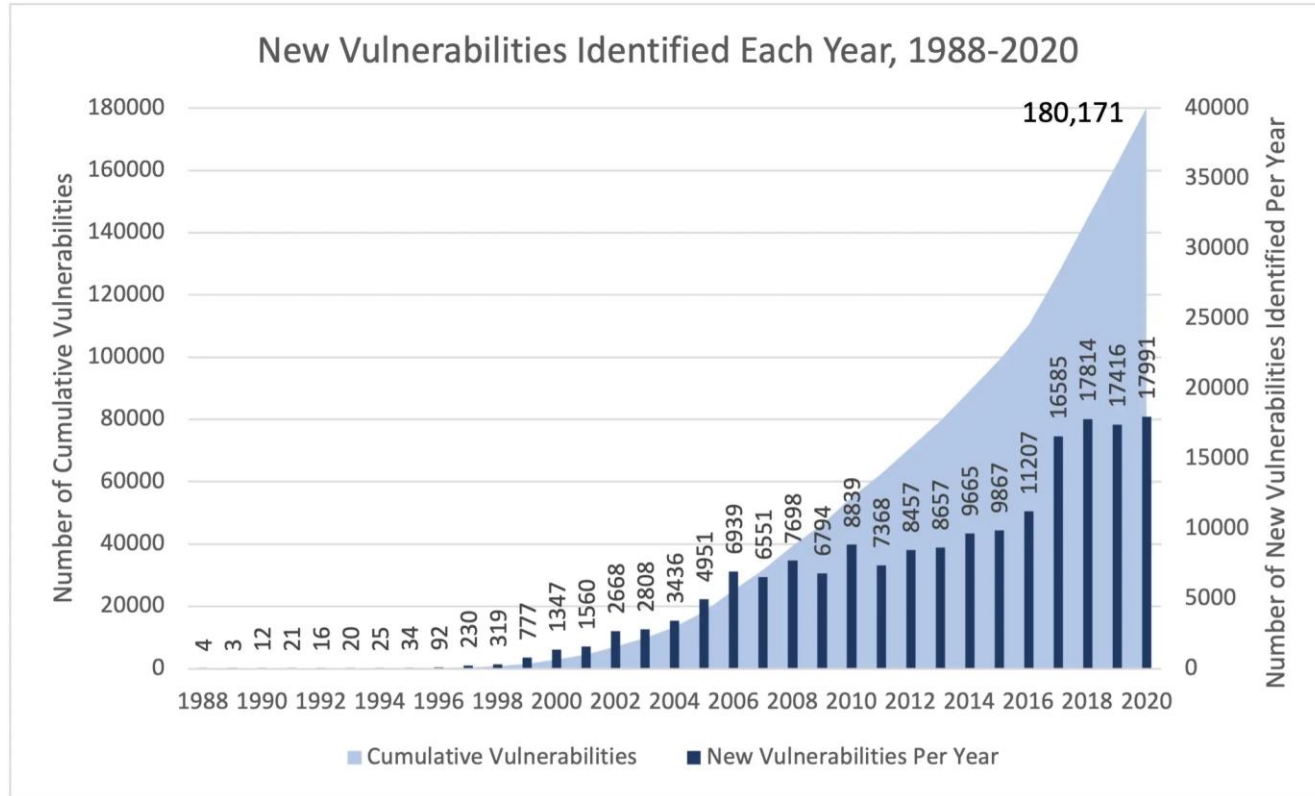
Memory Corruption Bugs

Exploitable

## References:

1. book (Chapter 1, section 1.3): *Fuzzing for Software Security Testing and Quality Assurance*. Ari Takanen, Jared DeMott, Charlie Miller
2. Article "*Fuzzing: Hack, Art, and Science*" By P. Godefroid

# Why do we care?



# The Plan

- Memory corruption vulnerabilities
- Fuzzing- finding vulnerabilities
- Types of Fuzzing
- Some existing solutions

# Memory Corruption Vulnerabilities

- WYSINWYX: What You See Is Not What You eXecute by G. Balakrishnan et. al.
  - Higher level code -> low-level representation
  - Seemingly separate variables -> contiguous memory addresses
- Contiguous memory locations allow for boundary violations!

# Example

```
#include <stdio.h>
int get_cookie(){
    return rand();}
int main(){
    int cookie;  char
    name[40];
    cookie = get_cookie();
    gets(name);
    if (cookie == 0x41424344)
        printf("You win %s\n!", name);
    else printf("better luck next time
:(");  return 0;

}
```

# Example

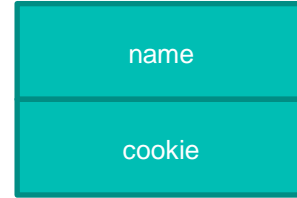
```
#include <stdio.h>
int get_cookie(){
    return rand();}
int main(){
    int cookie;
    char name[40];
    cookie = get_cookie();
    gets(name);
    if (cookie == 0x41424344)
        printf("You win %s\n!", name);
    else printf("better luck next time :(");
    return 0;
}
```



name

# Example

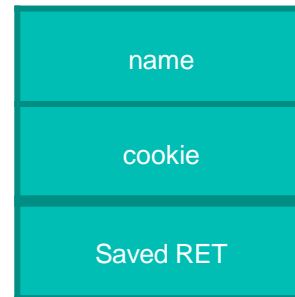
```
#include <stdio.h>
int get_cookie(){
    return rand();}
int main(){
    int cookie;
    char name[40];
    cookie = get_cookie();
    gets(name);
    if (cookie == 0x41424344)
        printf("You win %s\n!", name);
    else printf("better luck next time :(");
    return 0;
}
```





# Example

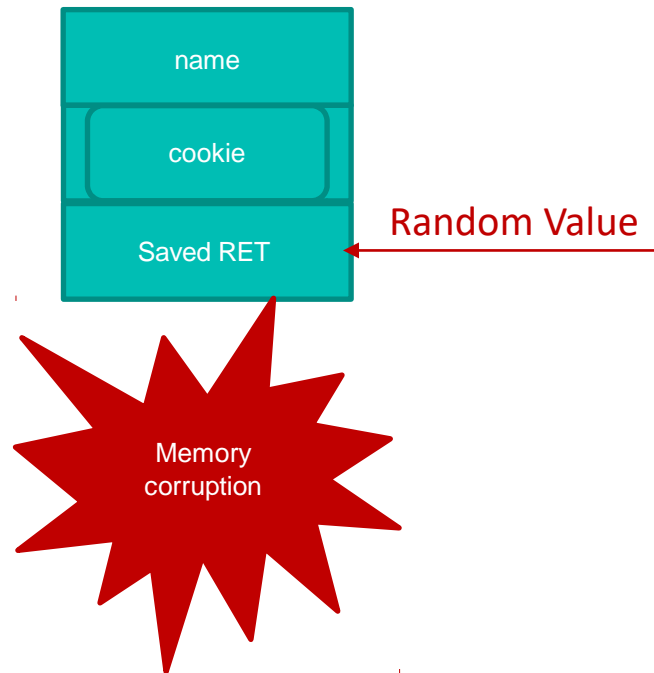
```
#include <stdio.h>
int get_cookie(){
    return rand();}
int main(){
    int cookie;
    char name[40];
    cookie = get_cookie();
    gets(name);
    if (cookie == 0x41424344)
        printf("You win %s\n!", name);
    else printf("better luck next time :(");
    return 0;
}
```



Buffer Overflow!

# Example

```
#include <stdio.h>
int get_cookie(){
    return rand();}
int main(){
    int cookie;
    char name[40];
    cookie = get_cookie();
    gets(name);
    if (cookie == 0x41424344)
        printf("You win %s\n!", name);
    else printf("better luck next time :(");
    return 0;
}
```



# Side effects

- Over/underflow
- Sensitive data corruption
- Control data corruption (control hijacking)

# Side effects

- Over/underflow
- Sensitive data corruption
- Control data corruption (control hijacking)

If exploit is done properly, Otherwise crash!

# Fuzzing

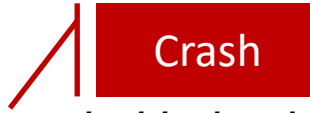
- *It started on a dark and stormy night.... [Barton P. Miller, late 1980s]*



<https://pages.cs.wisc.edu/~bart/fuzz/Foreword1.html>

# Fuzzing

- Security testing technique
- Run program on many **abnormal/malformed** inputs, look for **unintended** behavior, e.g. crash.
  - An observable (measurable) side effect is essential
  - Should be scalable
- Underlying assumption: *if the unintended behavior is dependent on input, an attacker can craft such an input to exploit the bug.*



# Types of Fuzzing

- Input based: mutational and Generative (grammar based)
- Application based: black-box and white-box
- Input Strategy: memory-less and evolutionary

# Input Generation

- Mutation Based: mutate seed inputs to create new test inputs:  
Simple strategy is to randomly choose an offset and change the byte.

Pros: easy to implement and low overhead

Cons: highly structured inputs will become invalid quickly → low coverage.



# Input Generation

- Generation (Grammar) Based:
  - learn/create the format/model of the input
  - generate new inputs based on the learned model

e.g. well-known file formats (jpeg, xml, etc.)

Pros: Highly effective for complex structured input parsing applications → high coverage

Cons: expensive as models are not easy to learn or obtain.

# JPEG file format

JFIF file structure		
Segment	Code	Description
SOI	FF D8	Start of Image
JFIF-APP0	FF E0 s1 s2 4A 46 49 46 00 ...	see below
JFXX-APP0	FF E0 s1 s2 4A 46 58 58 00 ...	optional, see below
... additional marker segments (for example SOF, DHT, COM)		
SOS	FF DA	Start of Scan
	compressed image data	
EOI	FF D9	End of Image

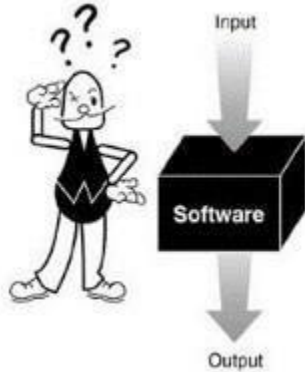
# JPEG file format

JFIF file structure		
Segment	Code	Description
SOI	FF D8	Start of Image
JFIF-APP0	FF E0 s1 s2 4A 46 49 46 00 ...	see below
JFXX-APP0	FF E0 s1 s2 4A 46 58 58 00 ...	optional, see below
... additional marker segments (for example SOF, DHT, COM)		
SOS	FF DA	Start of Scan
	compressed image data	
EOI	FF D9	End of Image

JFIF APP0 marker segment		
Field	Size (bytes)	Description
APP0 marker	2	FF E0
Length	2	Length of segment excluding APP0 marker
Identifier	5	4A 46 49 46 00 = "JFIF" in ASCII, terminated by a null byte
JFIF version	2	First byte for major version, second byte for minor version ( 01 02 for 1.02)
Density units	1	Units for the following pixel density fields <ul style="list-style-type: none"><li>00 : No units; width:height pixel aspect ratio = Ydensity:Xdensity</li><li>01 : Pixels per inch (2.54 cm)</li><li>02 : Pixels per centimeter</li></ul>
Xdensity	2	Horizontal pixel density. Must not be zero
Ydensity	2	Vertical pixel density. Must not be zero
Xthumbnail	1	Horizontal pixel count of the following embedded RGB thumbnail. May be zero
Ythumbnail	1	Vertical pixel count of the following embedded RGB thumbnail. May be zero

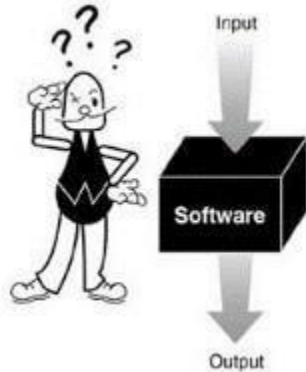
# Application Monitoring

- Blackbox: Only interface is known.

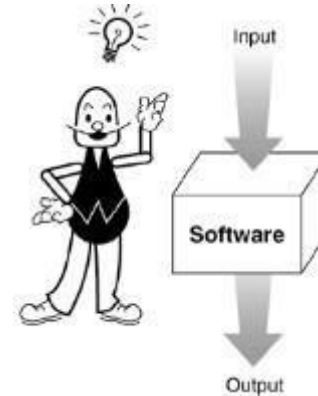


# Application Monitoring

- Blackbox: Only interface is known.



- Whitebox: Application can be analysed/monitored.



# Problem with Traditional Fuzzing

Blackbox + mutation: Aiming with luck!

```
... //JPEG parsing
read(fd, buf, size);
if (buf[1] == 0xD8 && buf[0] == 0xFF)
    // interesting code here
else
    pr_exit("Invalid file");
```



# Problem with Traditional Fuzzing

- Apply more heuristics to:
  - Mutate better
  - Learn good inputs
- Apply more analysis (static/dynamic) to understand the application behavior.

➤ But remember the scalability factor!

# Problem with ~~Traditional~~ Smart Fuzzing

smart fuzzing: Aiming with educated guess!





# Evolutionary Fuzzing

- Rather than throwing inputs, *evolve them*.
- *Underlying assumption:*  
*Inputs are parsed enough before going further deep in execution*

*Issues ?*

# Evolutionary Fuzzing

- What should be the feedback to evolve?
  - Code-coverage based fuzzing
    - Most of the contemporary fuzzers: AFL, AFLFast, Driller, VUzzer, ProbeFuzzer, CollAFL, Angora, QSYM, Nautilus, ...
    - Uses code-coverage as the proxy metric for the effectiveness of a fuzzer
  - Directed fuzzing
    - Not much explored (BuzzFuzz, AFLGo, ParmeSan...)
    - There should be a way to find the destination and a sense of direction.

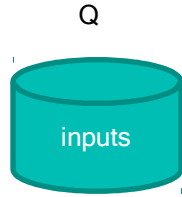
# Evolving A Fuzzer

Lets start with something we are more familiar with- AFL

Open source from Google

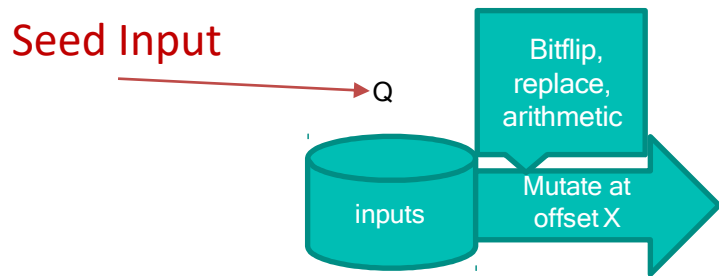
We will use in next lab

# Evolving A Fuzzer



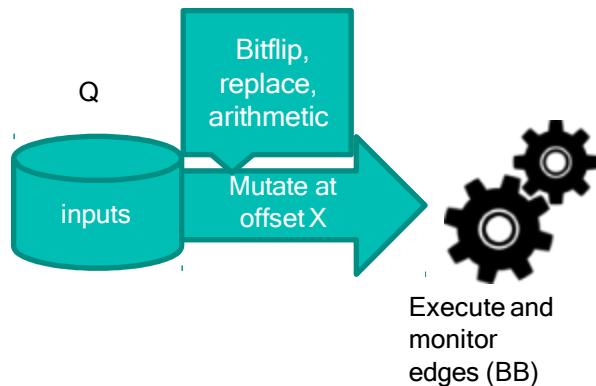
# Evolving A Fuzzer

- Lets start with something we are more familiar with- AFL



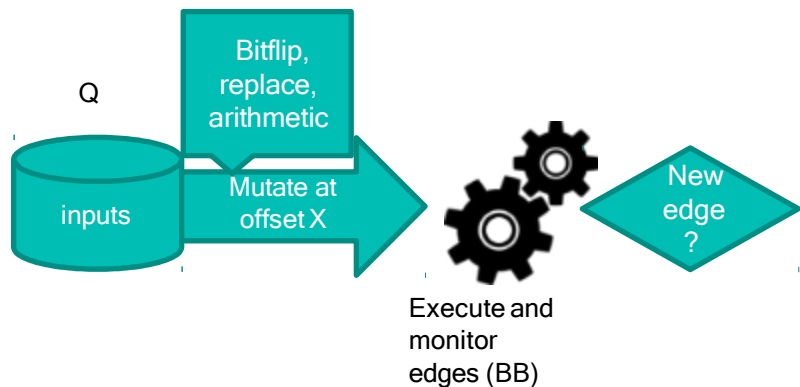
# Evolving A Fuzzer

- Lets start with something we are more familiar with- AFL



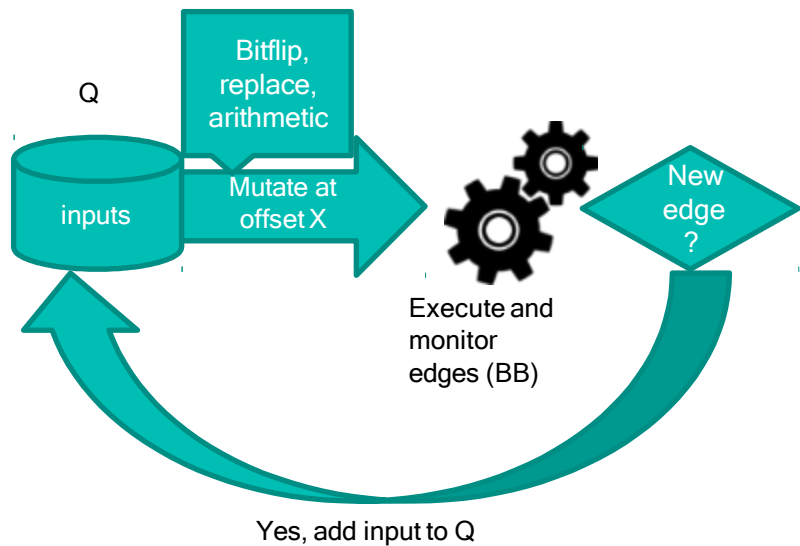
# Evolving A Fuzzer

- Lets start with something we are more familiar with- AFL



# Evolving A Fuzzer

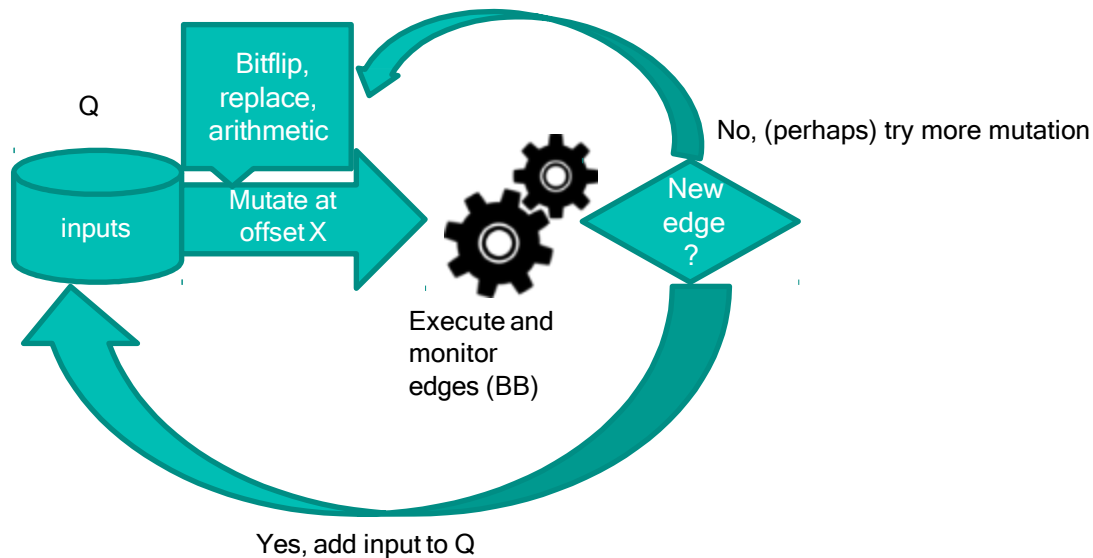
- Lets start with something we are more familiar with- AFL





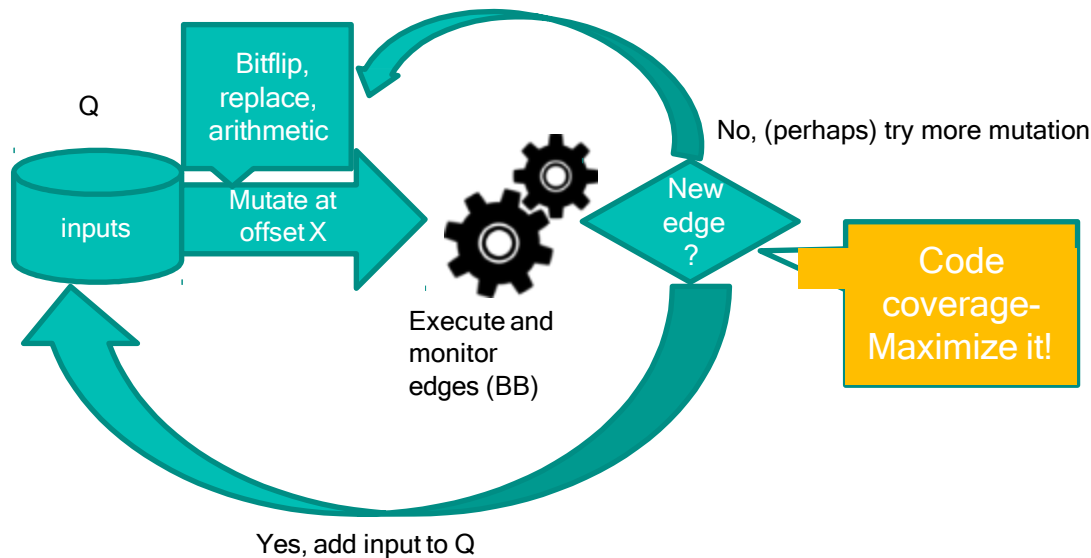
# Evolving A Fuzzer

- Lets start with something we are more familiar with- AFL



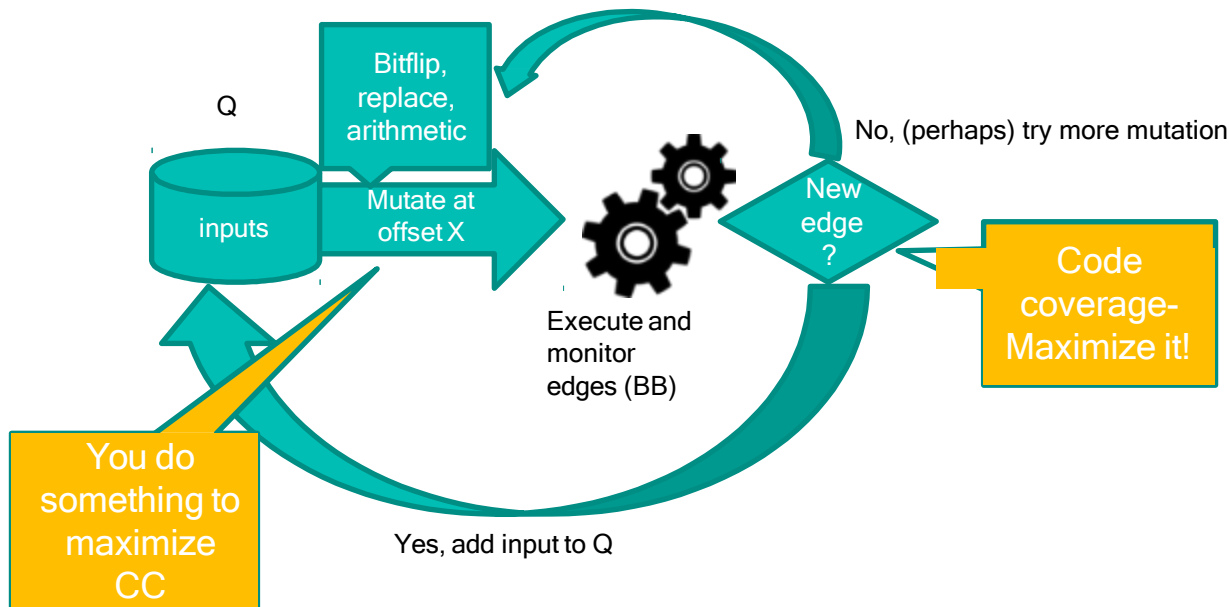
# Evolving A Fuzzer

- Lets start with something we are more familiar with- AFL

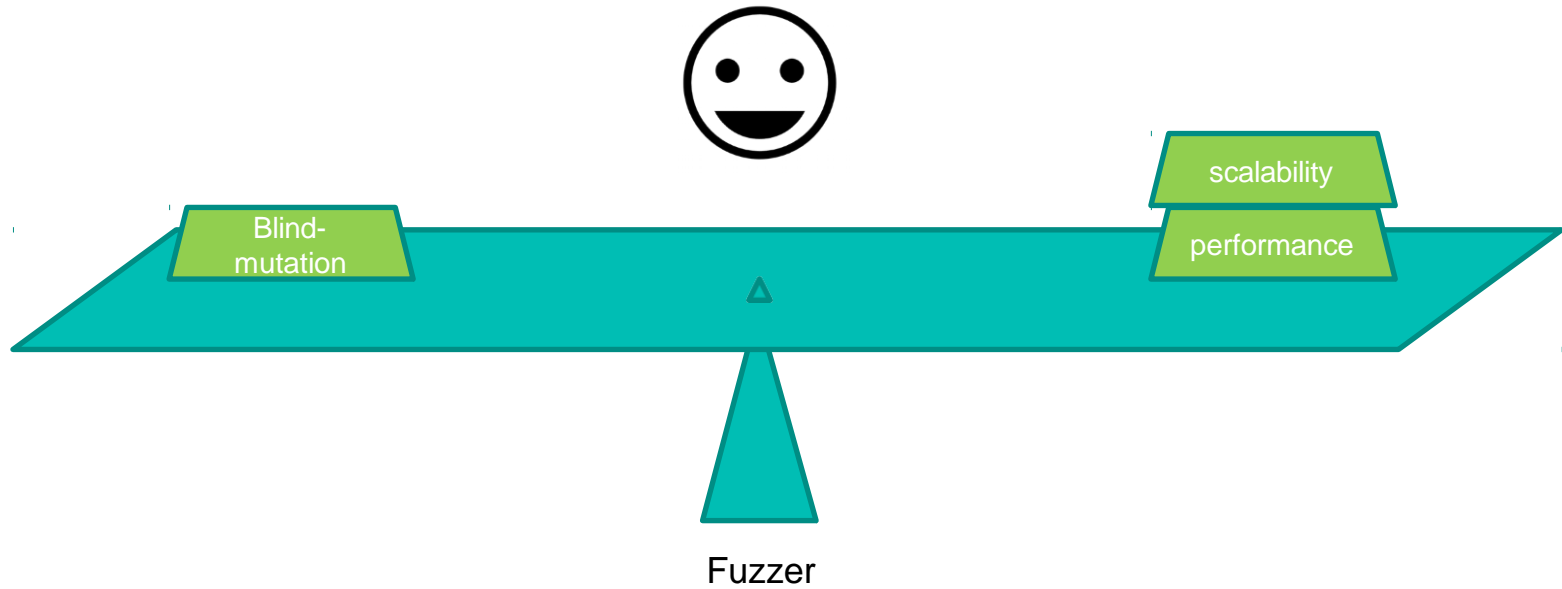


# Evolving A Fuzzer

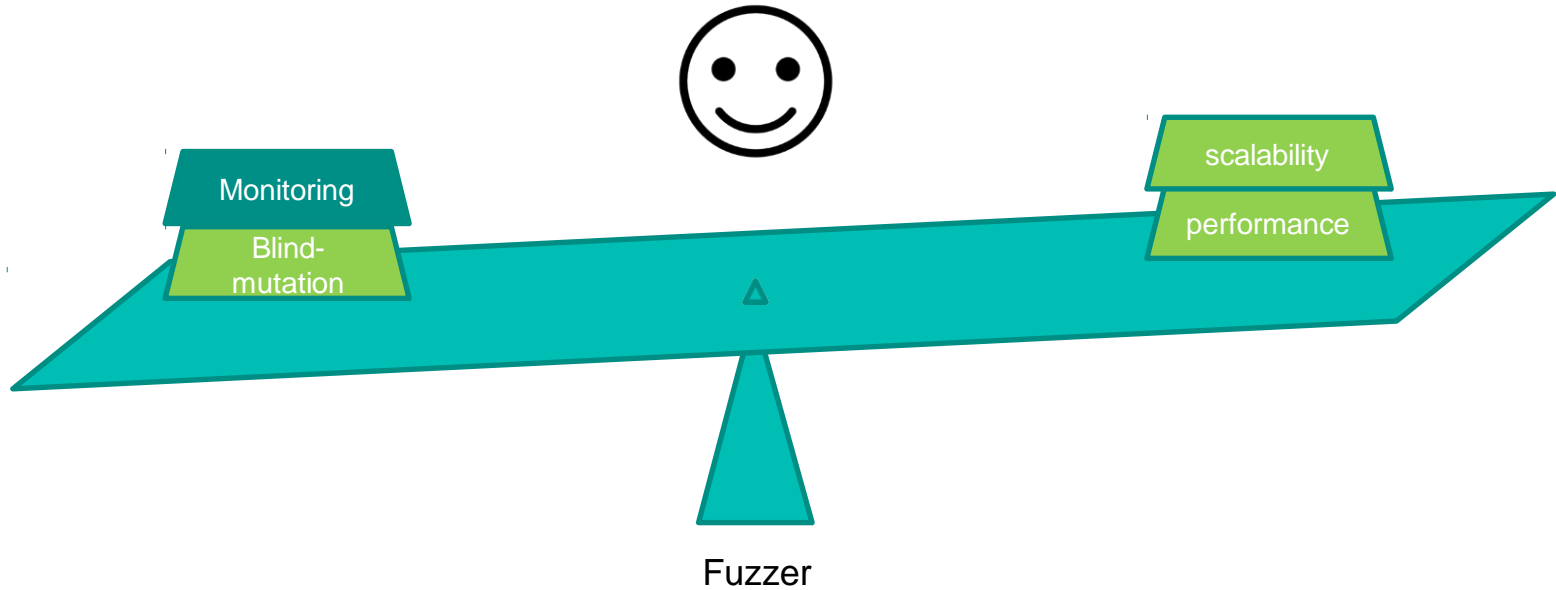
- Lets start with something we are more familiar with- AFL



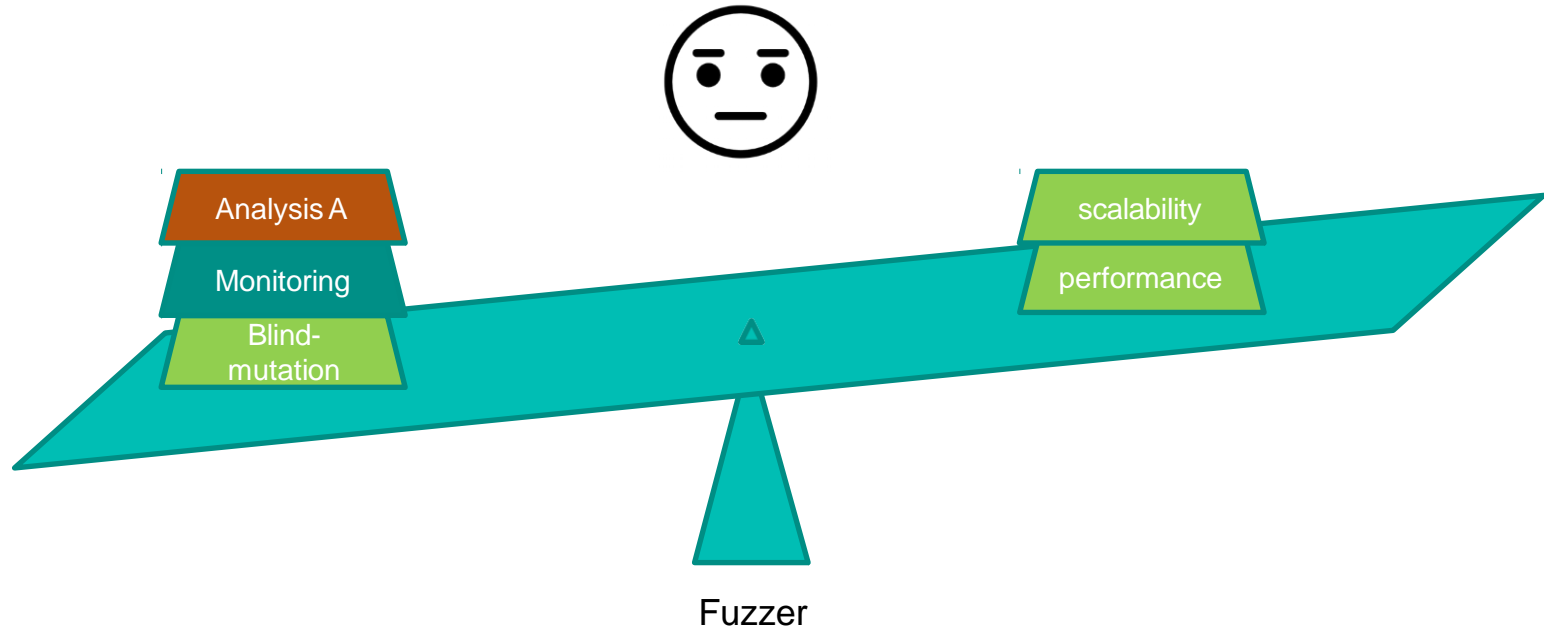
# Fuzzing- A balancing Act



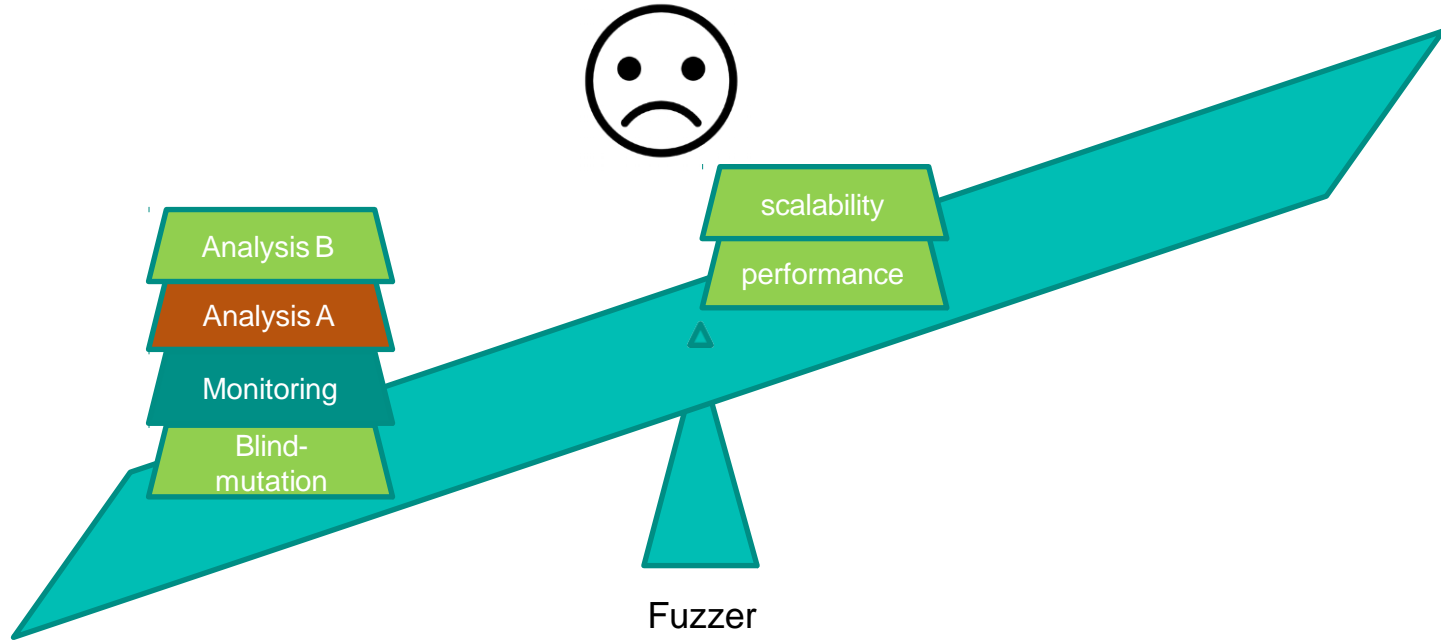
# Fuzzing- A balancing Act



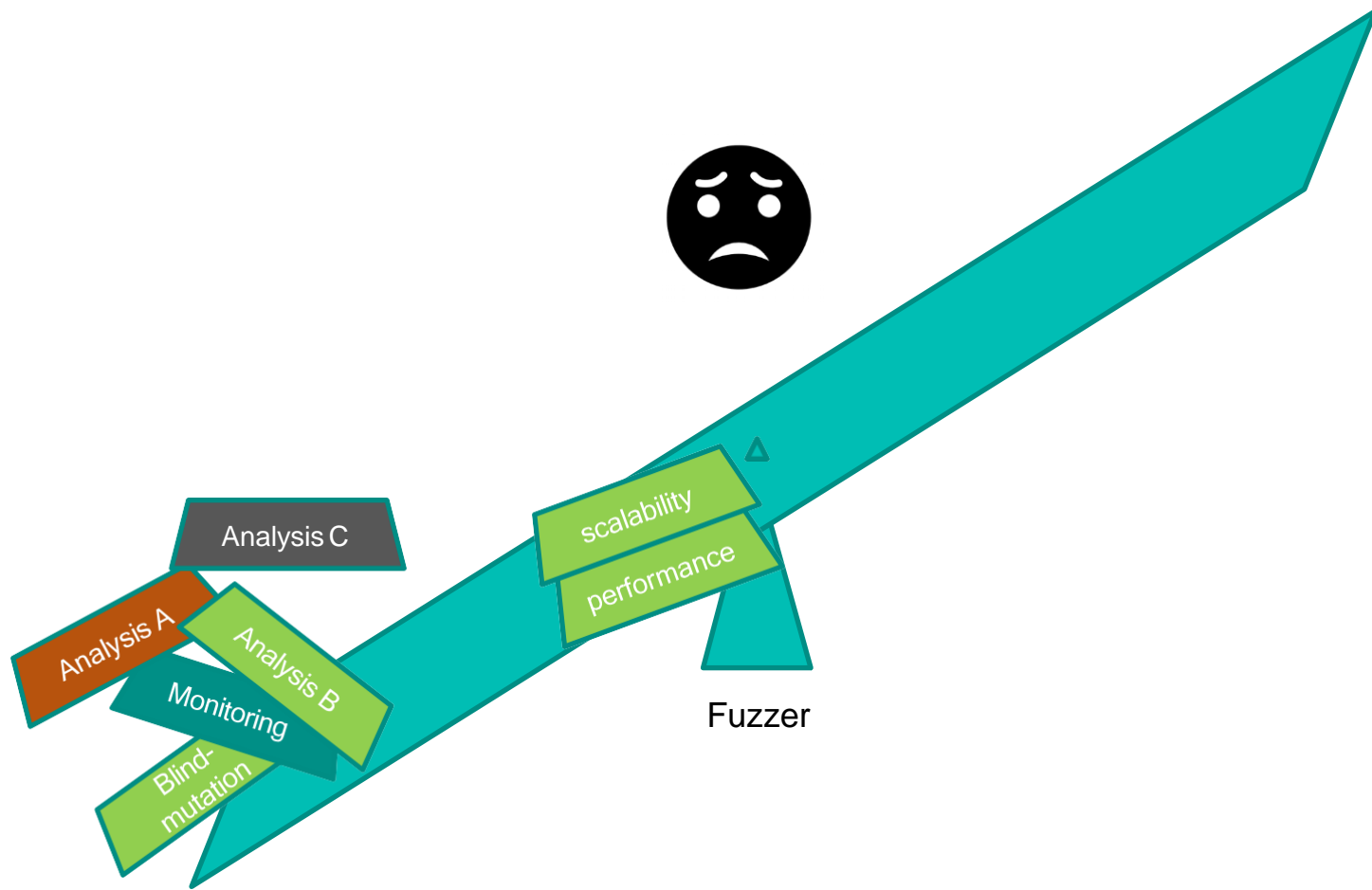
# Fuzzing- A balancing Act



# Fuzzing- A balancing Act

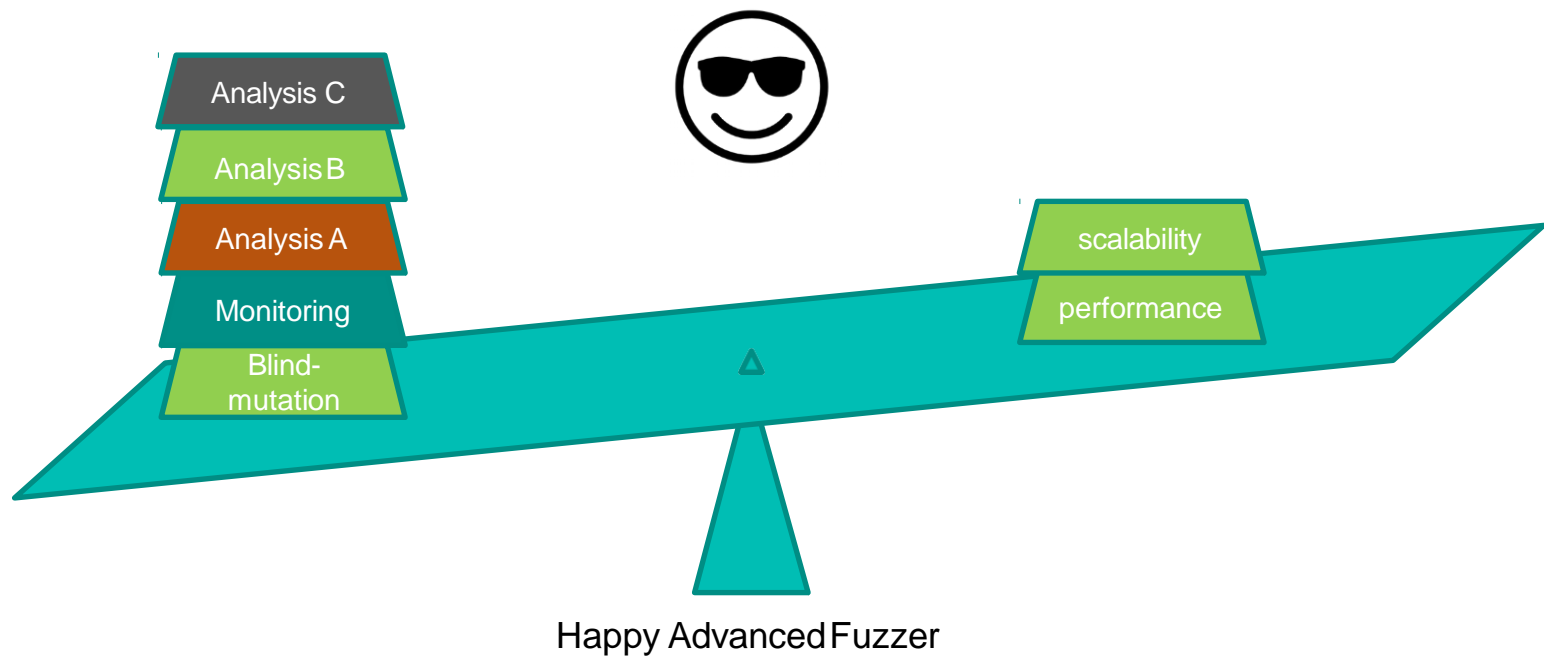


# Fuzzing- A balancing Act





# Fuzzing- A balancing Act



# Conclusions

- Fuzzing – seems easy unless you try it!
- Scalability and performance cannot be negotiated much!
  - A good engineering, hardware assisted monitoring
- A good place to try program analysis techniques
  - Possibility to compromise correctness to make them scalable
- Software will remain integral part of the cyber world- make is secure!