FuzzChick

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November 29, 2018

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We'll come back to this...

QuickChick: A Brief Review

QuickChick is a properties based testing framework for Coq.

- You build (or derive) generators for data types.
- Using those generators you can feed data into test cases.
- These test cases can be any arbitrary predicate.

QuickChick: Pros and Cons

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What's not so great about QuickChick?

Getting good generators can be hard!

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In general you want good coverage. How can you achieve that with minimal work?

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Why is this good?

FuzzChick Intuition

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AFL uses DSE to attempt to get good coverage while fuzzing... Maybe we can utilize AFL's smarts to achieve better test coverage.

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(Chobbes opened this issue 2 days ago · 7 comments

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This *mostly* went smoothly...

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Maintainer fixed this issue promptly, which was awesome!

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 - Modified QuickChick to include test case in name, but still not ideal.

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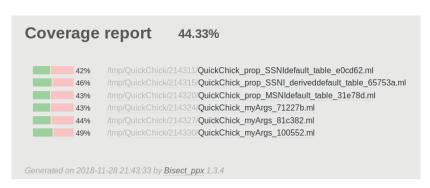
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It works! We can measure stuff!

QuickChick Coverage: ifc-basic

Coverage with QuickChick in the ifc-basic example:



QuickChick vs FuzzChick: ifc-basic

QuickChick:

42% /tmp/QuickChick/214311/QuickChick_prop_SSNldefault_table_e0cd62.ml

QuickChick vs FuzzChick: ifc-basic

QuickChick:

42% /tmp/QuickChick/214311/QuickChick_prop_SSNldefault_table_e0cd62.ml

FuzzChick:

39% /tmp/QuickChick/225637/QuickChick_prop_SSNIdefault_table_732ea6.ml

For some reason it seems that FuzzChick actually gets worse coverage than QuickChick on this test case... At least in the time I let it run (I'm not terribly patient)

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 - ▶ Hard to tell what "good coverage" is due to the extraneous code extracted by QuickChick.
- Something's not instrumented correctly?
- This test case, for whatever reason, is fuzzer unfriendly?
 - ▶ Maybe extracted Coq could be fuzzer unfriendly? Lots of inefficient data types like like nat (basically a linked list whose length represents a number).
 - Could result in excessively long paths and hard to solve predicates for DSE?
 - Not sure that having pointers everywhere would be AFL's strength...

Some Further Coverage Testing...

Test case:

```
Extract Constant unlikely_branch =>
" fun i ->
 if (0 < i)
 then if (i mod 100 == 0)
       then if (i mod 1000 == 0)
            then if (i mod 10000 == 0)
                 then if (i \mod 100000 == 0)
                       then if (i \mod 1000000 == 0)
                            then if (i < 1000001)
                                 then 42
                                 else 0
                            else 0
                       else 0
                 else 0
            else 0
       else O
  else 0
Definition always_zero := forAll (choose (0%Z, 9999999%Z)) (fun n =>
     unlikely_branch n =? 0).
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Trying to give AFL a good chance to find the failing branch...

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QuickChick:

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FuzzChick:

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then if (i mod 10000 == 0) then if (i mod 100000 == 0) then if (i mod 1
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Here not so much? FuzzChick doesn't make it as far...

Well, in fairness, it does eventually, but it takes a good 30 minutes. QuickChick was much faster.

■ Honggfuzz!

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- ► Finally got this working...
- Didn't really work out because it takes a long time to find bugs by fuzzing.
- ▶ Decided it wasn't really a great comparison to FuzzChick which is a properties based testing tool anyway.
- ➤ Some useful scripts / documentation to get this running in our git repo. [1]

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Plain AFL!

Similar story to Honggfuzz.

Conclusion! Questions?

Whew! Questions?

References

- © Calvin Beck, Jiani Huang, and Yishuai Li. *Quick700*. 2018. URL: https://github.com/Quick700/Quick700 (visited on 11/29/2018).
- Leonidas Lampropoulos, Zoe Paraskevopoulou, and Benjamin C Pierce. "Generating Good Generators for Inductive Relations". In: ().
- Michal Zalewski. AFL. URL: http://lcamtuf.coredump.cx/afl/ (visited on 11/29/2018).

These are all good resources! You should look at them!