

# Lec06: Tutorial on Fuzzing and Sanitizers

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# Goals and Lessons

- Understand the benefits and limitations of fuzzers
- Hands-on experiences on two popular fuzzers:
  - American Fuzzy Lop (AFL)
  - LibFuzzer
- Finding Heartbleed by using LibFuzzer!

# Fuzzing is Amazingly Effective in Practice

- OSS-Fuzz reports that (after 5-month testing in 2017)
  - 10 trillion test inputs per day!
  - 47 open source projects (e.g., FFmpeg, FreeType2, PCRE2)
  - Over 1000 bugs!

# Fuzzing is Amazingly Effective in Practice

- In 2018, Google reports that:
  - 5000+ CPU cores doing fuzz testing 24/7
  - 10x more bugs found compared to unit tests!
  - 5000+ bugs in Chromium, 1200+ bugs in ffmpeg!

Ref. [Sanitize, Fuzz, and Harden Your C++ Code](#)

# What is Fuzzing? (aka Fuzz Testing)?

- aka., “random” input testing
- In fact, modern fuzzers, such as libFuzzer and AFL are quite smart!
  - Evolutionary: mutate inputs based on feedbacks
  - Coverage-based: edge coverage (e.g.,  $A \rightarrow B$ )

# How well fuzzing can explore all paths?

```
1  int foo(int i1, int i2) {  
2      int x = i1;  
3      int y = i2;  
4  
5      if (x > 80) {  
6          x = y * 2;  
7          y = 0;  
8          if (x == 256) {  
9              * __builtin_trap();  
10             return 1;  
11         }  
12     } else {  
13         x = 0; y = 0;  
14     }  
15     return 0;  
16 }
```

# DEMO: LibFuzzer

```
// $ clang -fsanitize=fuzzer ex.cc
// $ ./a.out
extern "C" int
LLVMFuzzerTestOneInput(const uint8_t *data, size_t size) {
    if (size < 8)
        return 0;

    int i1, i2;
    i1 = *(int *)&data[0];
    i2 = *(int *)&data[4];
    foo(i1, i2);

    return 0;
}
```

# Importance of High-quality Corpus

- In fact, fuzzing is not too good at exploring paths
  - e.g., if (a == 0xdeadbeef)
- So, paths should be (or mostly) given by corpus (sample inputs)
  - e.g., pdf files utilizing full features
  - but, not too many! (do not compromise your performance)
- A fuzzer will trigger the exploitable state
  - e.g., len in malloc()



# AFL (American Fuzzy Lop)

- VERY well-engineered fuzzer w/ lots of heuristics!

# How to Create Mapping?

- Instrumentation
  - Source code → compiler (e.g., gcc, clang)
  - Binary → QEMU

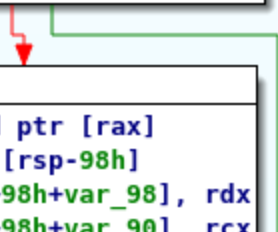
```
1  if (block_address > elf_text_start
2      && block_address < elf_text_end) {
3      cur_location = (block_address >> 4) ^ (block_address << 8)
4      shared_mem[cur_location ^ prev_location] ++;
5      prev_location = cur_location >> 1;
6  }
```

# Source Code Instrumentation

```
public foo
foo proc near

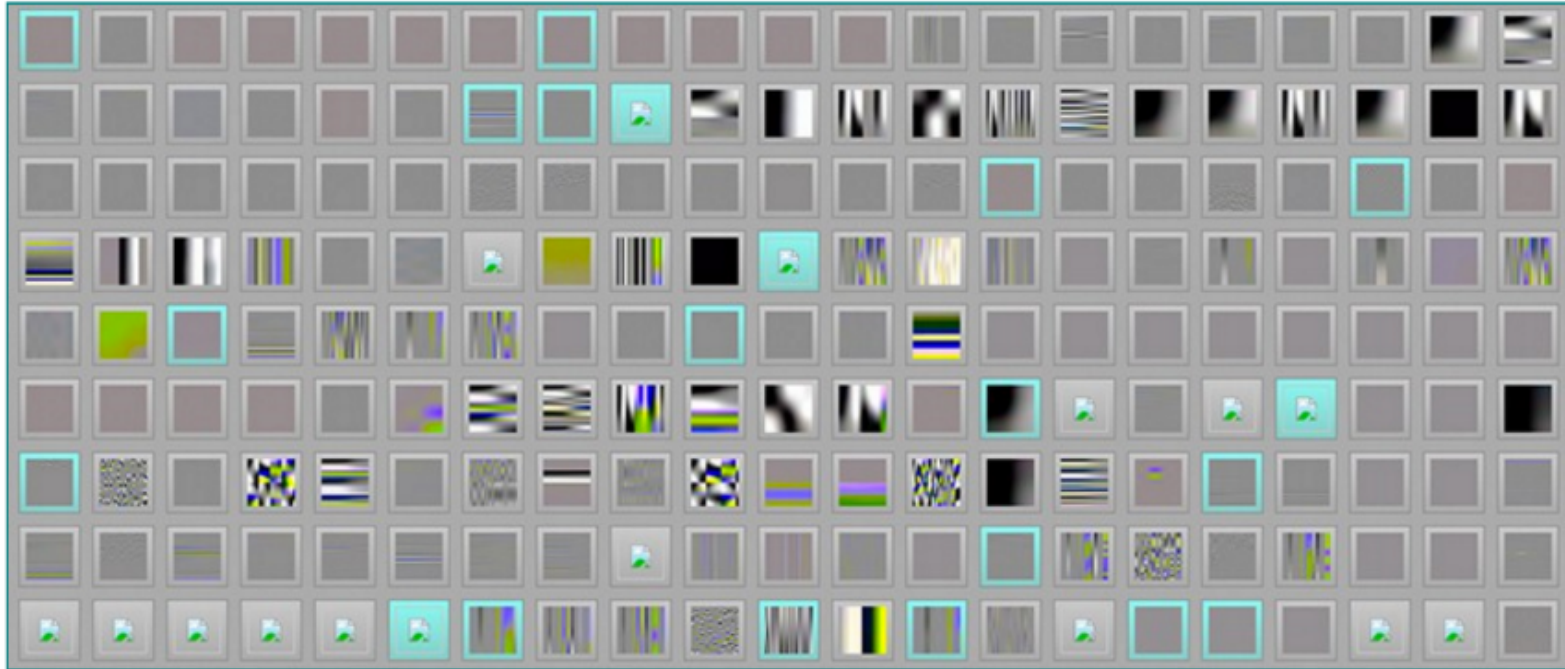
var_98= qword ptr -98h
var_90= qword ptr -90h
var_88= qword ptr -88h

lea     rsp, [rsp-98h]
mov     [rsp+98h+var_98], rdx
mov     [rsp+98h+var_90], rcx
mov     [rsp+98h+var_88], rax
mov     rcx, 0F441h
call    afl_maybe_log
mov     rax, [rsp+98h+var_88]
mov     rcx, [rsp+98h+var_90]
mov     rdx, [rsp+98h+var_98]
lea     rsp, [rsp+98h]
cmp     edi, 50h
jle     loc_14E4
```



```
nop     dword ptr [rax]
lea     rsp, [rsp-98h]
mov     [rsp+98h+var_98], rdx
mov     [rsp+98h+var_90], rcx
```

# AFL Arts



Ref. <http://lcamtuf.coredump.cx/afl/>

# Other Types of Fuzzer

- Radamsa: syntax-aware fuzzer
- Cross-fuzz: function syntax for Javascript
- langfuzz: fuzzing program languages
- Driller/QSYM: fuzzing + symbolic execution

# Today's Tutorial

- In the tutorial:
  - Tut1: Fuzzing with AFL
  - Tut2: Fuzzing with LibFuzzer

```
# or use: https://tc.gts3.org/public/tmp/1180f-nutanix.tar.xz
$ wget https://www.dropbox.com/s/7nlsvkg68l70ez8/nutanix.tar.xz
$ unxz fuzzing.tar.xz
$ docker load -i fuzzing.tar
$ docker run --privileged -it fuzzing /bin/bash
```

```
# in docker
$ git pull
$ cat README
```

# References

- [libFuzzer in Chromium](#)
- [Sanitize, Fuzz, and Harden Your C++ Code](#)