## StateFuzzVis:

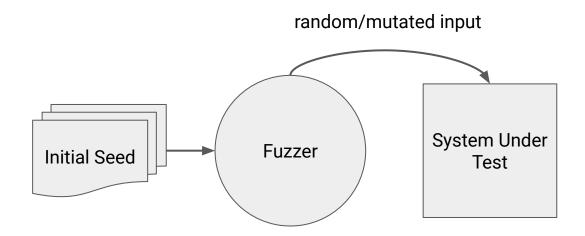
# Identifying Blockers in Network Protocol Fuzzing

Steve Gustaman

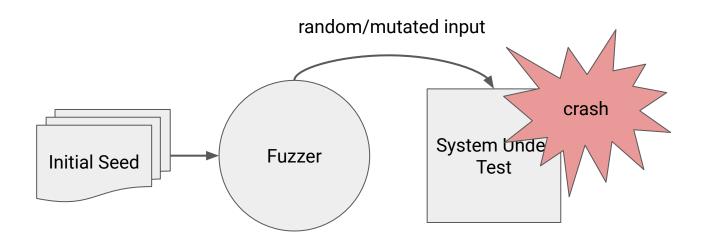
stevegustaman@kaist.ac.kr

• Fuzzing is an effective and widely-used vulnerability detection technique

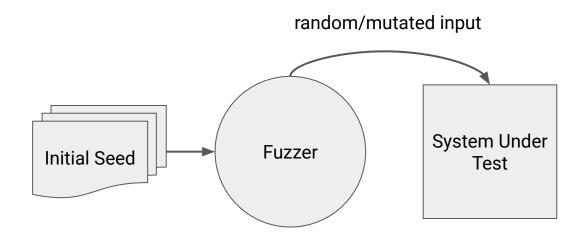
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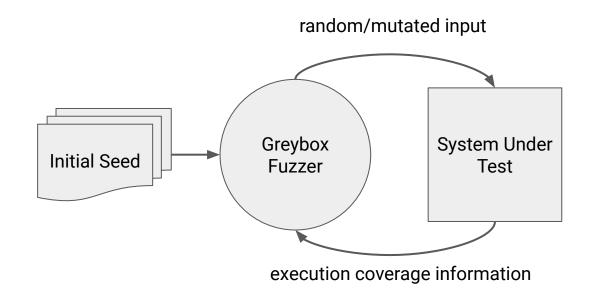
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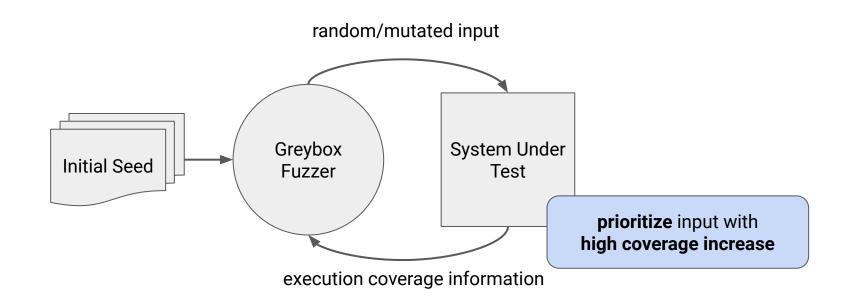
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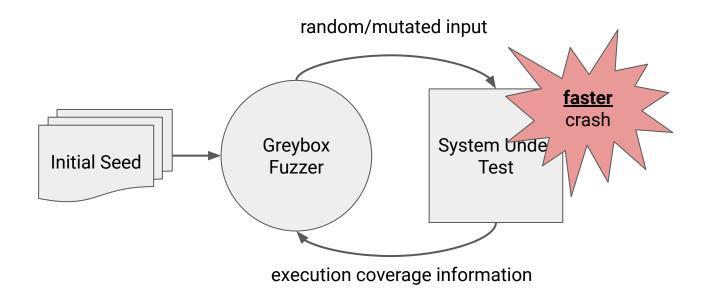
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# Stateaware Fuzzer System Under Test System Under Test

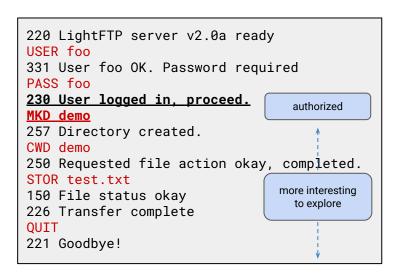
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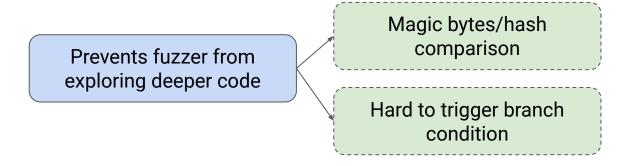
Prevents fuzzer from exploring deeper code

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Magic bytes/hash comparison

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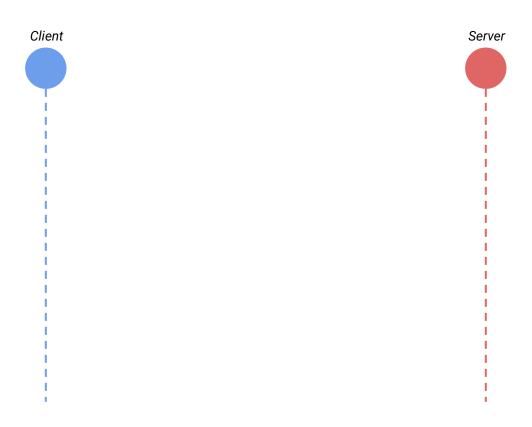


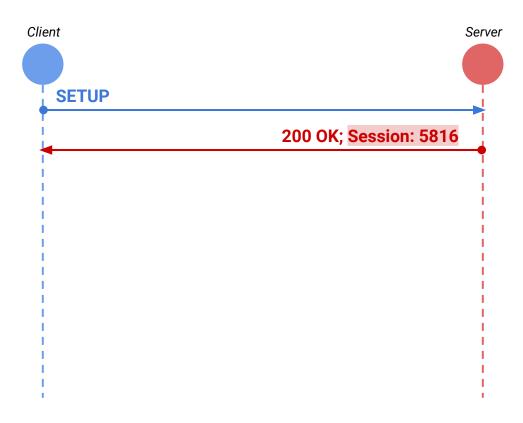
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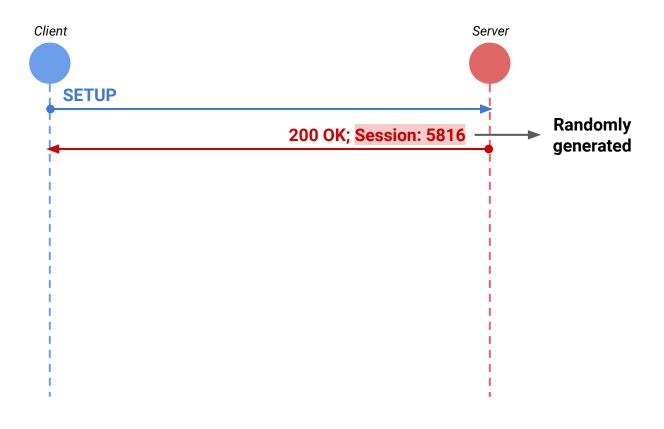
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Prevents fuzzer from exploring deeper code and states



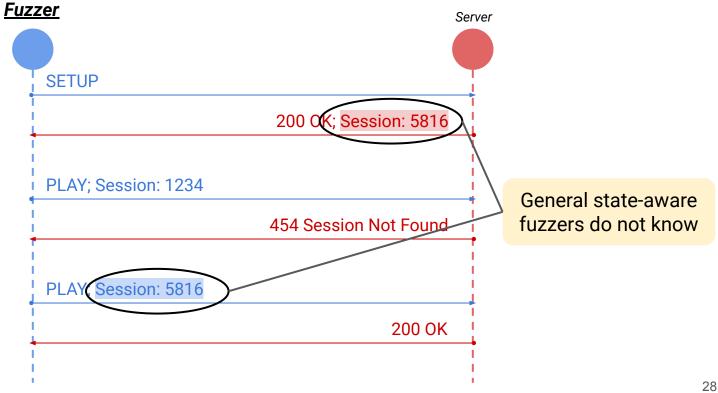












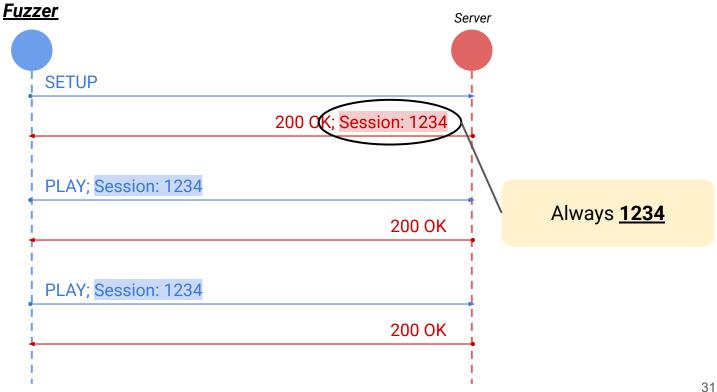
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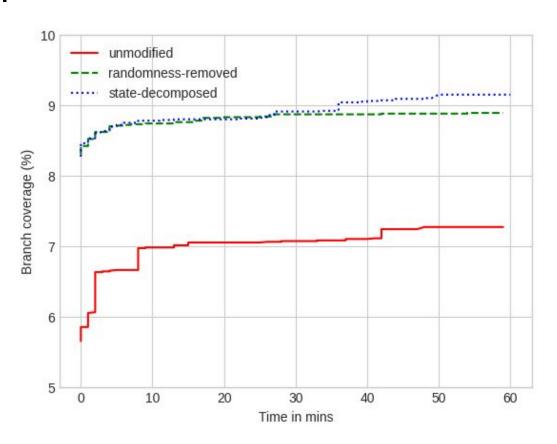
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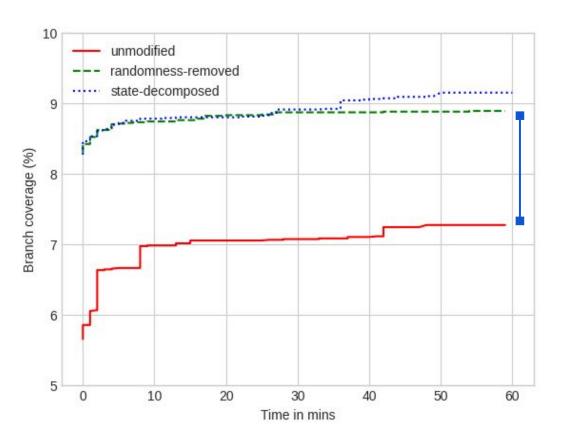
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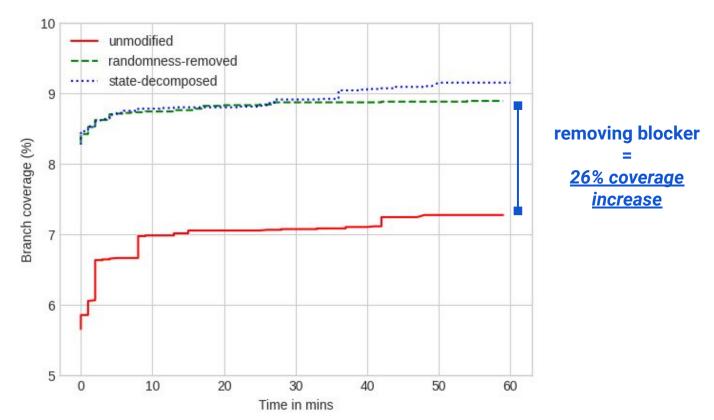
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Solution: Patch **server** to remove blocker manually







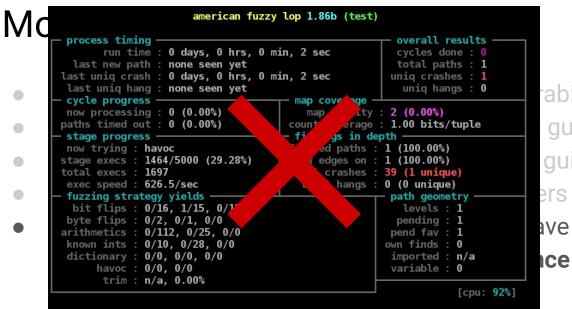


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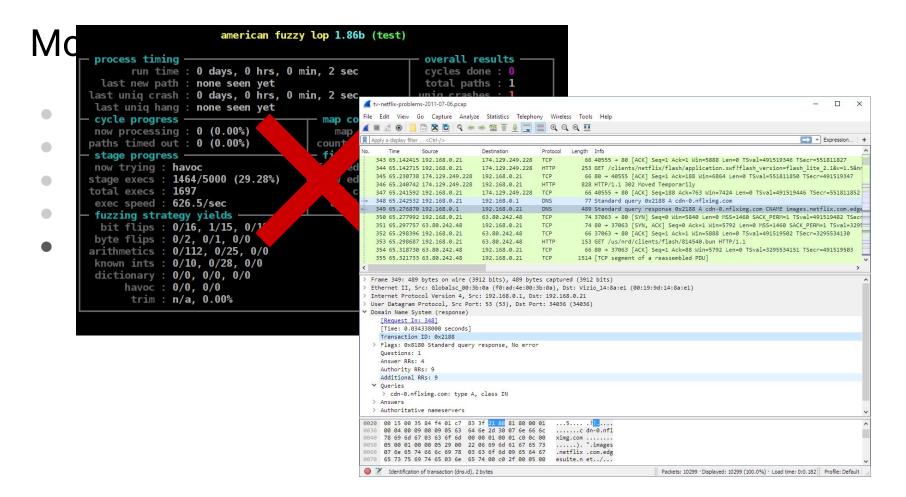
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  - Blockers can be hard to notice

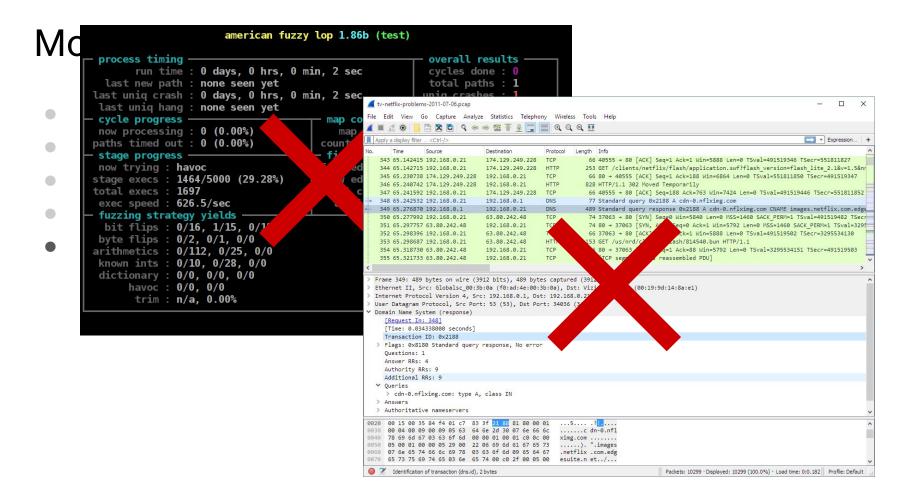
```
Md
                               american fuzzy lop 1.86b (test)
                                                                overall results -
          process timing
                run time : 0 days, 0 hrs, 0 min, 2 sec
                                                                cycles done : 0
           last new path : none seen yet
                                                                total paths : 1
         last uniq crash : 0 days, 0 hrs, 0 min, 2 sec
                                                               uniq crashes : 1
          last uniq hang : none seen yet
                                                                 unig hangs : 0
          cycle progress -
                                                map coverage
                                                 map density : 2 (0.00%)
          now processing: 0 (0.00%)
         paths timed out : 0 (0.00%)
                                               count coverage : 1.00 bits/tuple
         stage progress -
                                               findings in depth -
          now trying : havoc
                                               favored paths : 1 (100.00%)
         stage execs: 1464/5000 (29.28%)
                                               new edges on: 1 (100.00%)
         total execs: 1697
                                               total crashes: 39 (1 unique)
                                                total hangs : 0 (0 unique)
          exec speed: 626.5/sec
          fuzzing strategy yields
                                                               path geometry
           bit flips : 0/16, 1/15, 0/13
                                                                 levels: 1
          byte flips: 0/2, 0/1, 0/0
                                                                pending: 1
         arithmetics : 0/112, 0/25, 0/0
                                                               pend fav: 1
          known ints: 0/10, 0/28, 0/0
                                                              own finds: 0
          dictionary: 0/0, 0/0, 0/0
                                                               imported: n/a
                                                                                        ice
               havoc : 0/0, 0/0
                                                               variable: 0
                trim : n/a, 0.00%
                                                                          [cpu: 92%]
```

rability detection technique guide its fuzzing process guide its fuzzing process ers ave different **blockers** 



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#### StateFuzzVis

• Visualizer to help identify blockers in network fuzzing

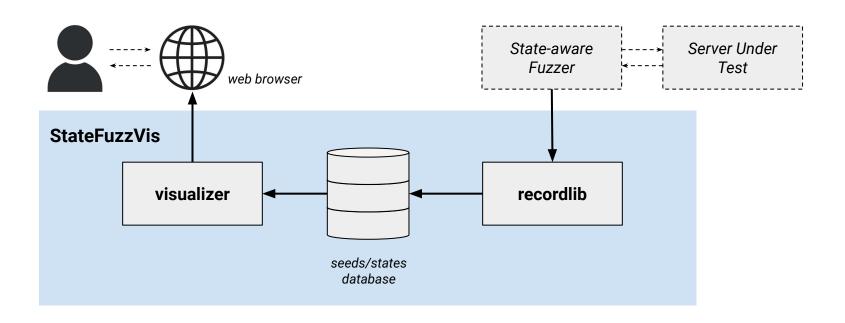
#### StateFuzzVis

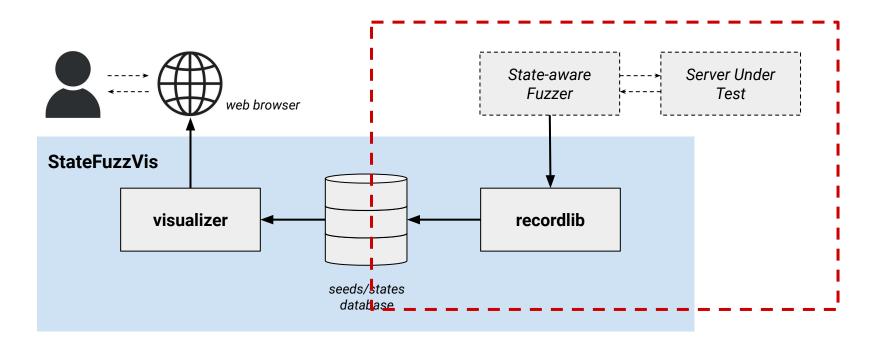
- Visualizer to help identify blockers in network fuzzing
- Designed to be compatible with SOTA state-aware network fuzzers

#### **StateFuzzVis**

- Visualizer to help identify blockers in network fuzzing
- Designed to be compatible with SOTA state-aware network fuzzers
- Visualizes state machine of state-aware fuzzing on-the-fly

## StateFuzzVis Demo





```
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#### State identification

```
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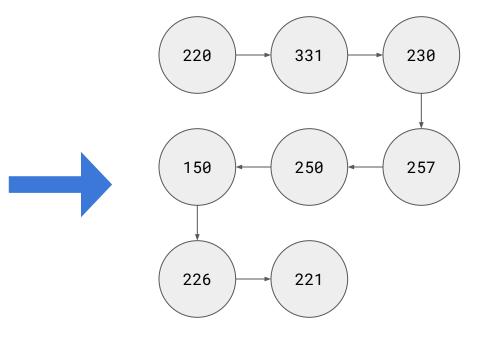
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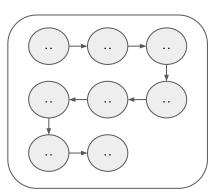
#### **State exercised information**



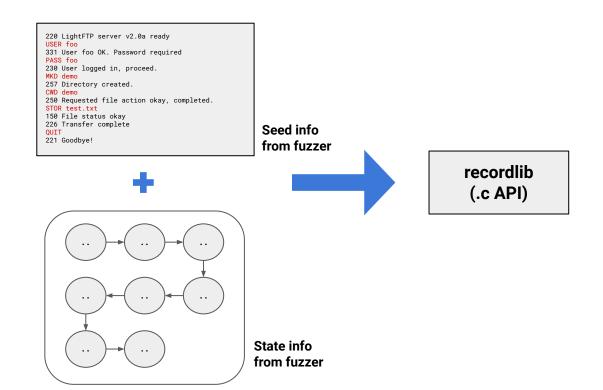
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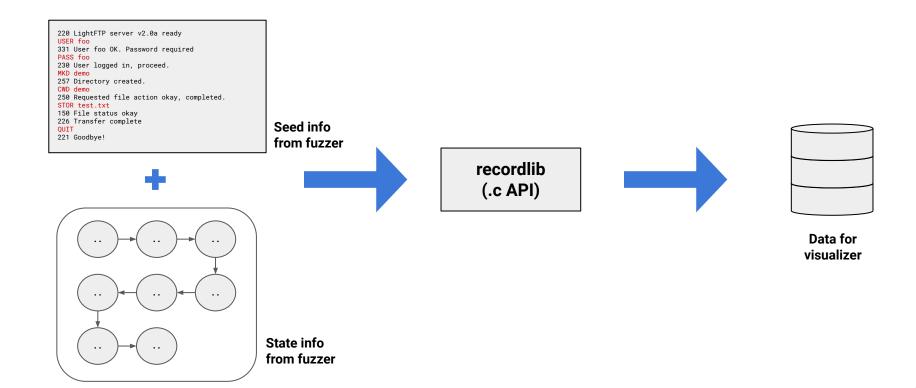
Seed info from fuzzer

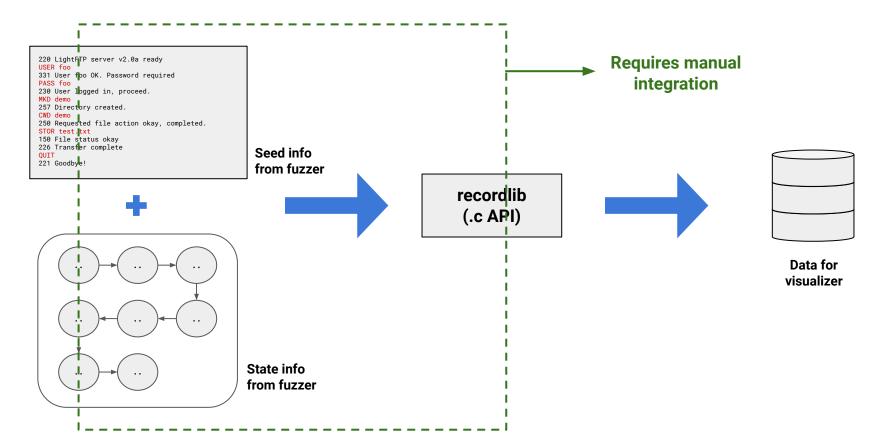


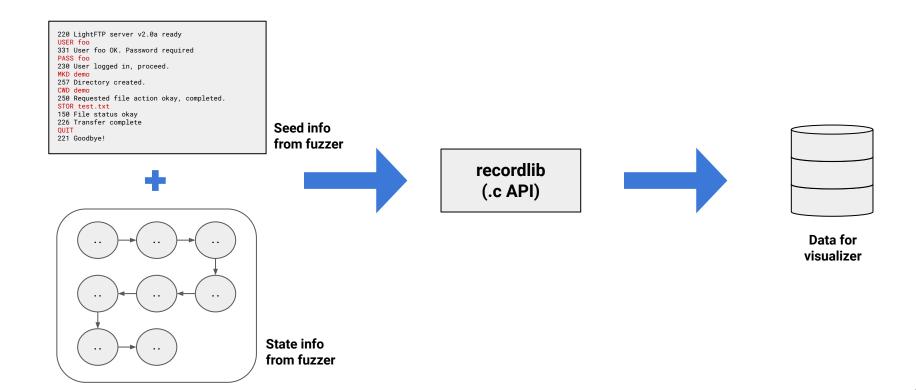


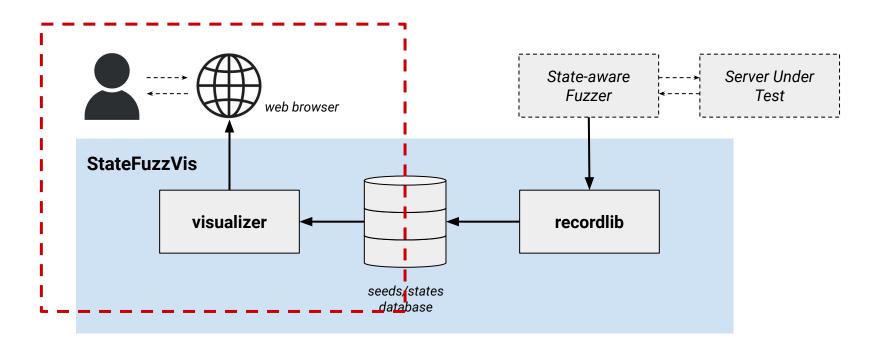
State info from fuzzer

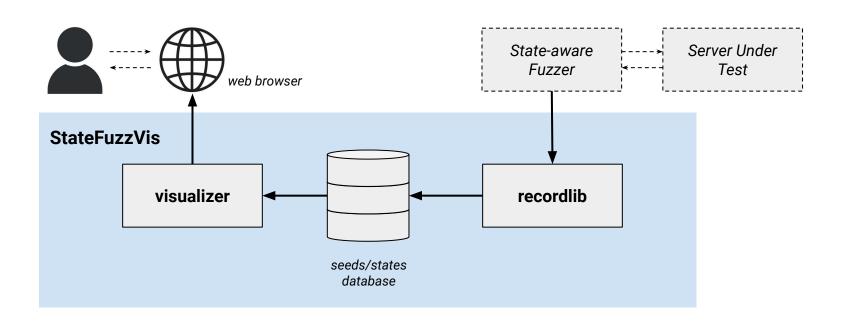


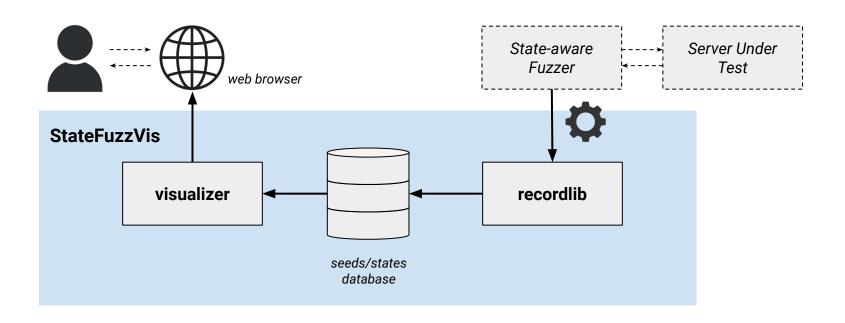












 RQ: How hard is it to integrate StateFuzzVis to SOTA state-aware network fuzzers?

• For an amateur fuzzer developer:

- For an amateur fuzzer developer:
  - Integrate StateFuzzVis with:
    - AFLnet
    - StateAFL
    - SGFuzz

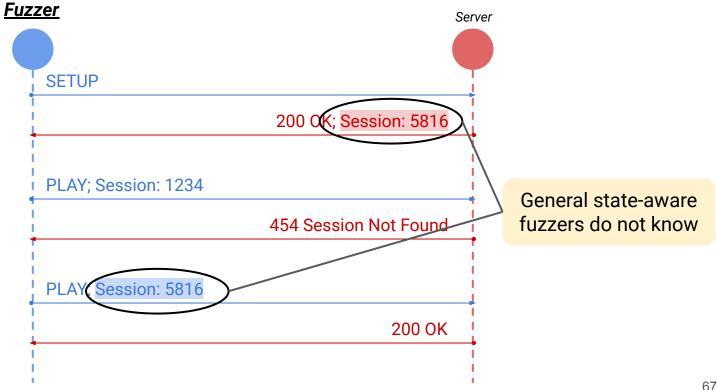
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- Takes < 2hr</li>

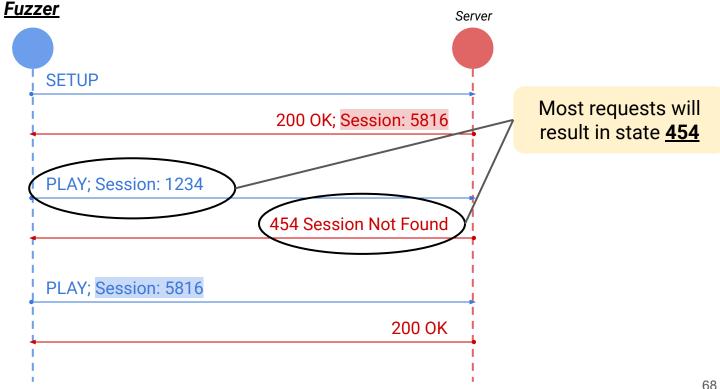
- For an amateur fuzzer developer:
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- Takes <2hr</li>
- Needs 66, 87, and 17 LOCs
  - Mostly data type reformatting logic

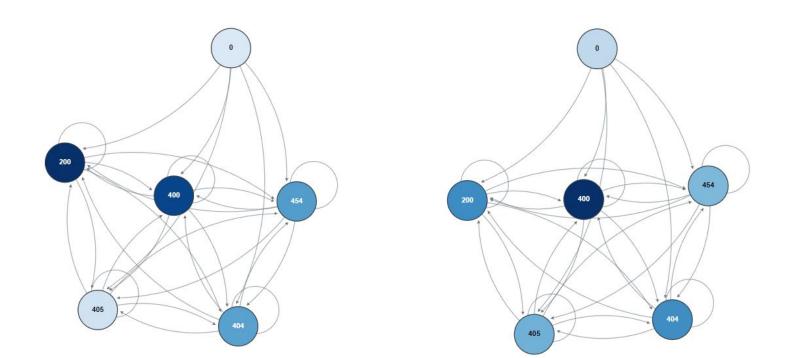
• RQ: Can **StateFuzzVis** help identify fuzz blockers?

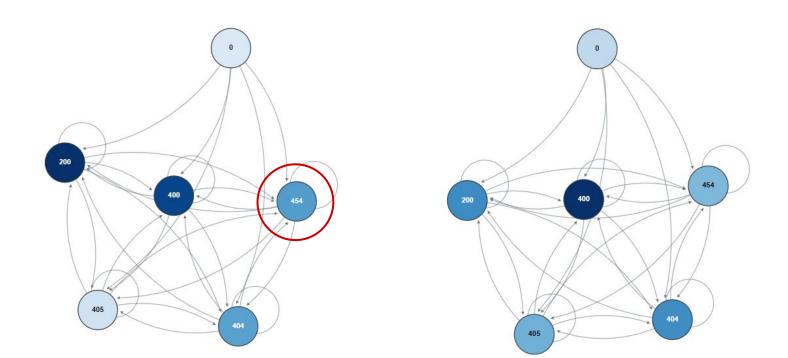
## Blocker (Randomly Generated Session Dependency)

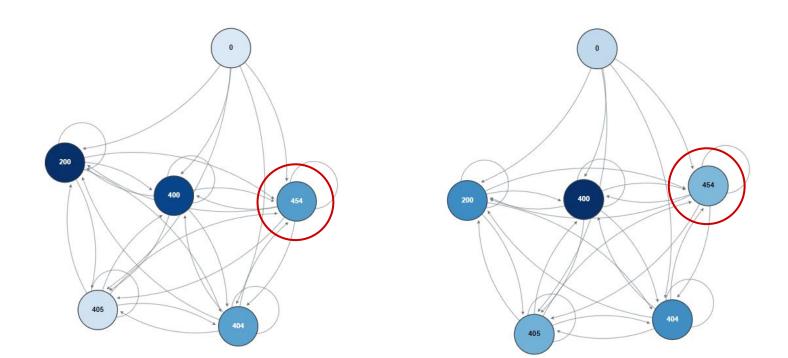


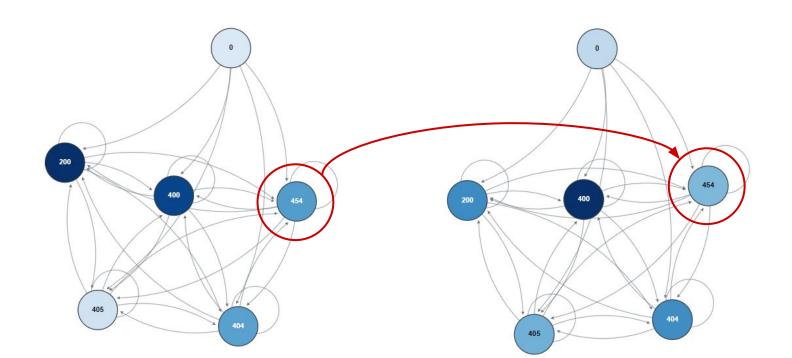
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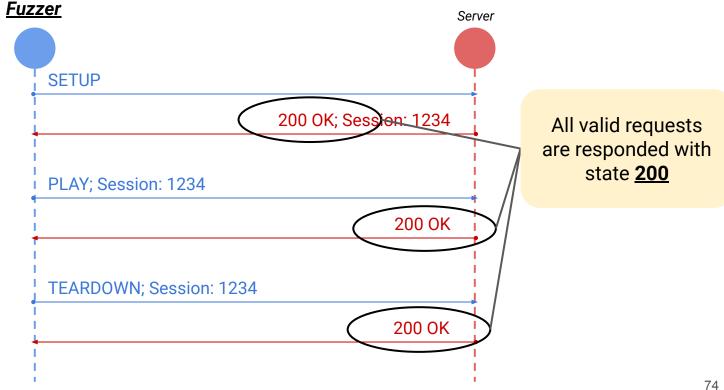




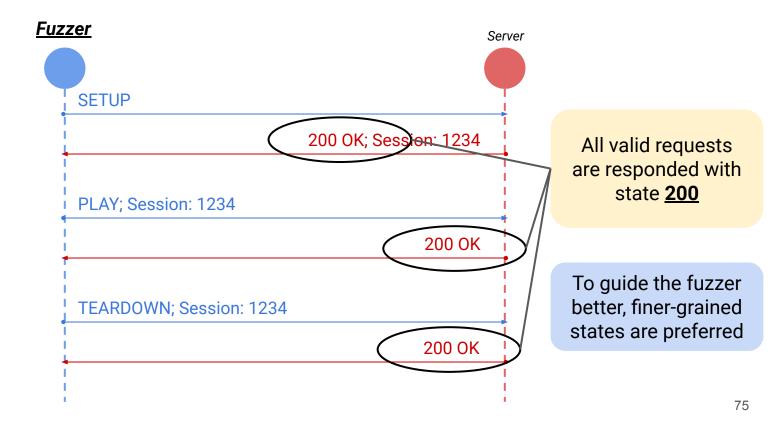


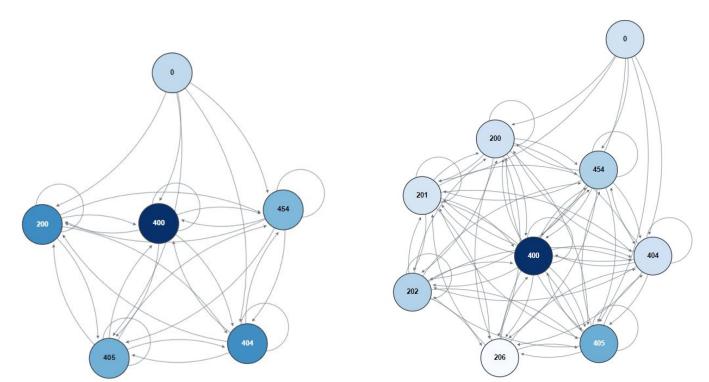


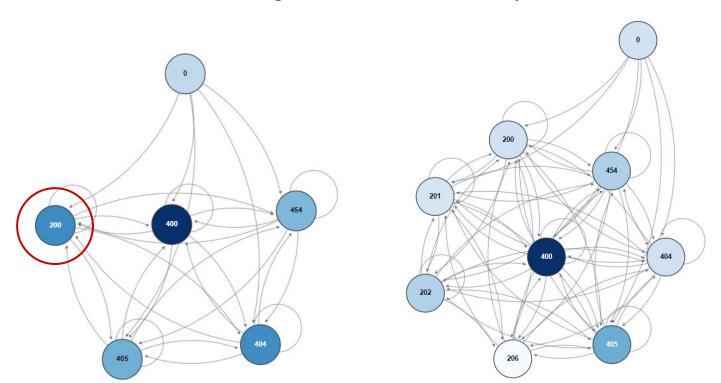
## Blocker (One large state for all valid requests)

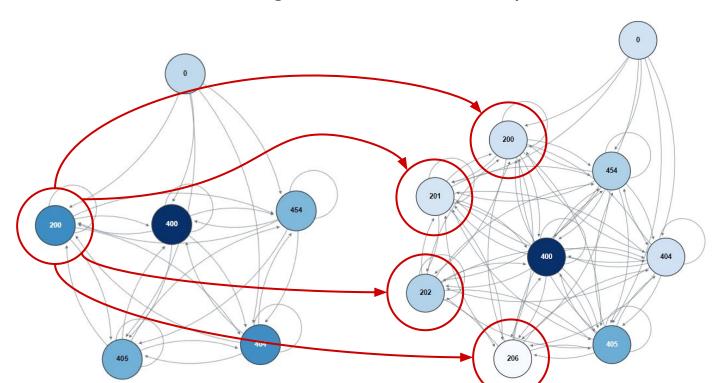


## Blocker (One large state for all valid requests)









#### Conclusion

- We propose **StateFuzzVis**, a visualizer for state-aware fuzzers
- StateFuzzVis was effortlessly integrated to SOTA protocol fuzzers
- StateFuzzVis helped identify fuzzing blockers to improve the effectiveness of protocol fuzzing

Code available: <a href="https://github.com/fraglantia/StateFuzzVis">https://github.com/fraglantia/StateFuzzVis</a>

#### Future works

- Inspect commonalities of network fuzzing blockers
  - Automatic blocker detection/removal
- User-assisted fuzzing
- Thorough evaluation of SOTA stateful fuzzers

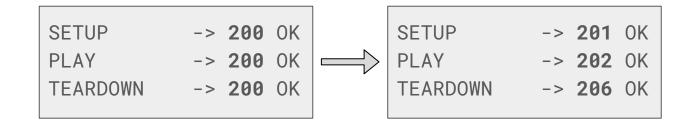
# Thank you

Steve Gustaman

stevegustaman@kaist.ac.kr

#### Real World Scenario

- In its repo tutorial, AFLNet patches target program manually to decompose states for Live555 RTSP Server\*
- State 200 is too large



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