

Visualizing Fuzzing Status on Def-Use Graph and its impact

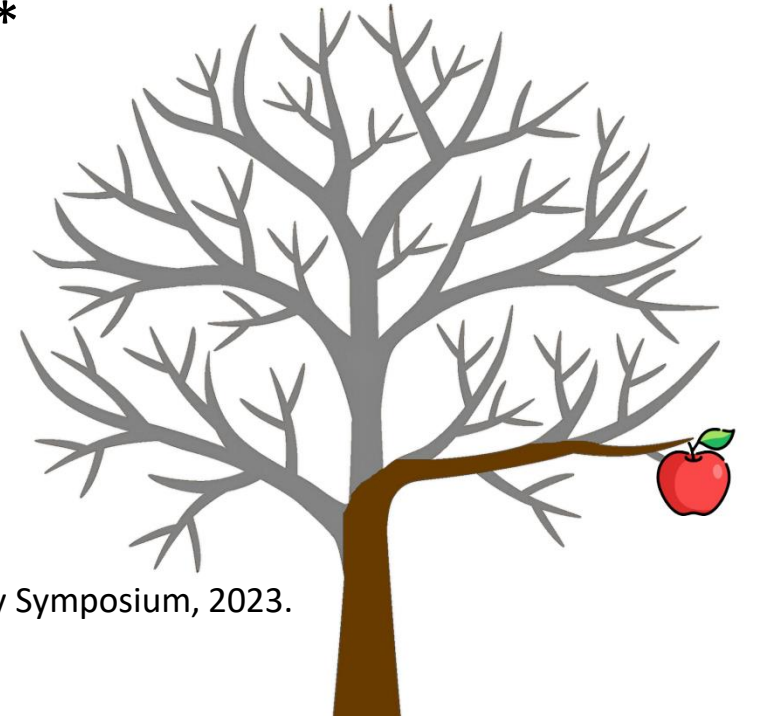
Geon Park

KAIST Programming Systems Laboratory



Directed Fuzzing

- **Fuzzing** Tests programs through randomly generated inputs.
 - e.g., Google's OSS Fuzz project, AFL
- **Directed fuzzing** aims to reach target location(s) of code
 - e.g., Examine recently changed code area, generate crashing input from bug report
- Reproduces bug 1.93 times faster than undirected fuzzing*
 - Undirected fuzzing: AFL, directed fuzzing: DAFL



* Tae Eun Kim et al., DAFL: Directed Grey-box Fuzzing guided by Data Dependency. USENIX Security Symposium, 2023.

Developing Fuzzing

- Performance varies based on how fuzzing guidance is given and used.

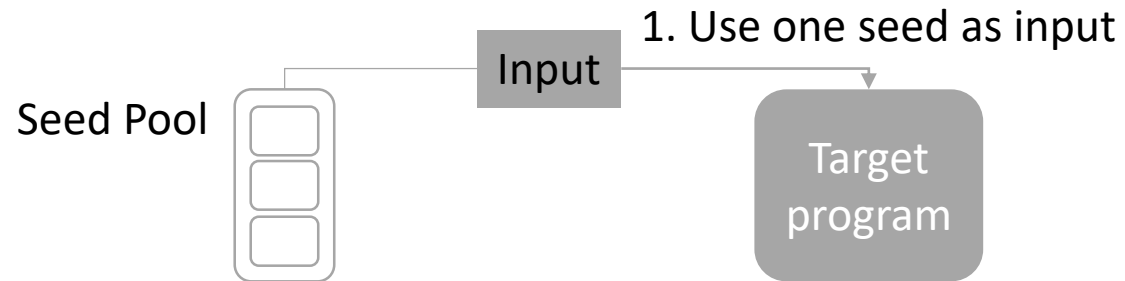
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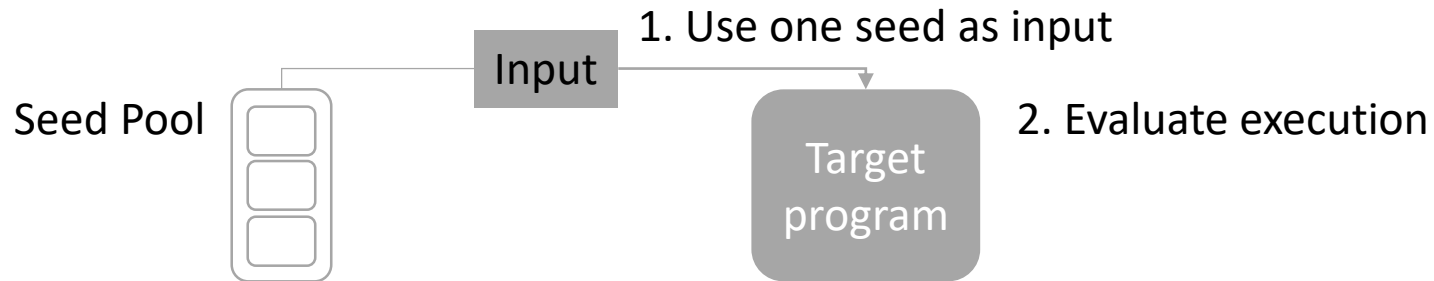
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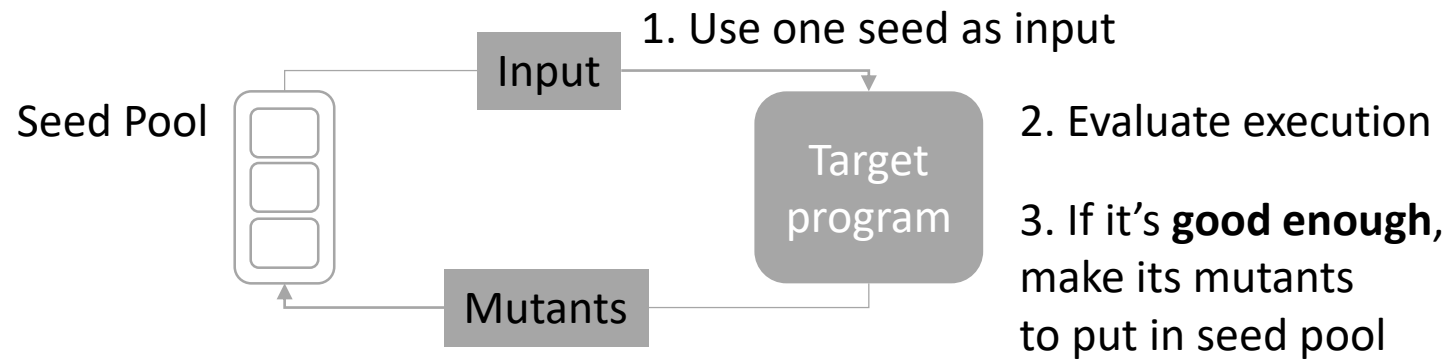
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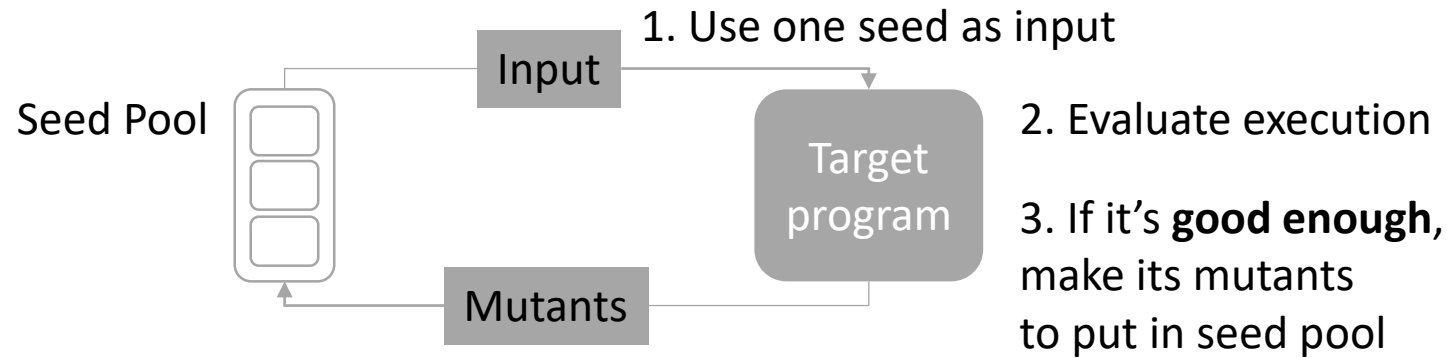
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Developing Fuzzing

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- What is the criteria for the execution to be **good enough**?

Developing Fuzzing

- For undirected **fuzzing**, increasing code coverage is considered important

```
1: def getSize(width, height, some_data):  
2:   if (some_data) then  
3:     doSomething() // 1000 LoC  
4:   end if  
5:   print("Size is", width × height)
```

```
1: def doSomething():  
2:   if (flag == 0) then  
3:     print('0')  
4:   end if  
5:   if (flag == 1) then  
6:     print('1')  
7:   end if  
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Developing Fuzzing

- For undirected **fuzzing**, increasing code coverage is considered important
- For **directed fuzzing**, data-flow analysis is important

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Developing Fuzzing

- For undirected **fuzzing**, increasing code coverage is considered important
- For **directed fuzzing**, data-flow analysis is important
 - Data-flow analysis is for what part of code effects data used in target line
 - In example, doSomething() does not effect data for line 5
 - Increasing code coverage of doSomething() does not affect performance

1: def getSize(width , height , some_data):	width: defined at 1, used at 5
2: if (some_data) then	height: defined at 1, used at 5
3: doSomething() // 1000 LoC	some_data: defined at 1, used at 2
4: end if	
5: print("Size is", width × height)	

Challenge 1

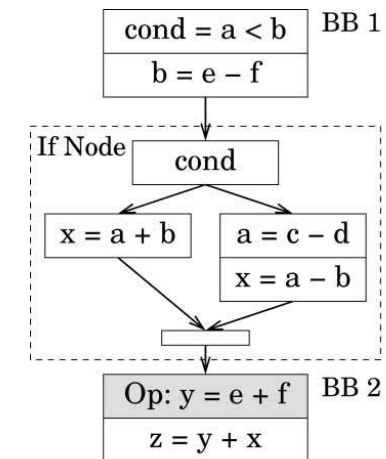
	Existing coverage inspectors	Need for directed fuzzing inspector
Based on	lines	basic blocks
Purpose	see where / how much are (un)covered	see how far the fuzzing reached toward target

GCC Code Coverage Report

Directory: .		Exec	Total	Coverage
File: example.cpp		6	7	85.7 %
Date: 2018-07-02 23:02:54		1	2	50.0 %

Line	Branch	Exec	Source
1			// example.cpp
2			
3		1	int foo(int param)
4			{
5		1	if (param)
6			{
7			return 1;
8			}
9			else
10			{
11		1	return 0;
12			}
13			}
14			
15		1	int main(int argc, char* argv[])
16			{
17		1	foo(0);
18			
19		1	return 0;
20			}
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Generated by: [GCOVR \(Version 4.1\)](#)



Challenge 1

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no basic block coverage visualizer

Challenge 2

- Key aspect of directed fuzzing is **data-flow coverage**

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code

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data-flow

Challenge 2

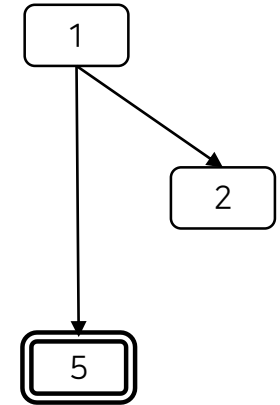
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- Visible into **def-use graph**

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data-flow



def-use graph

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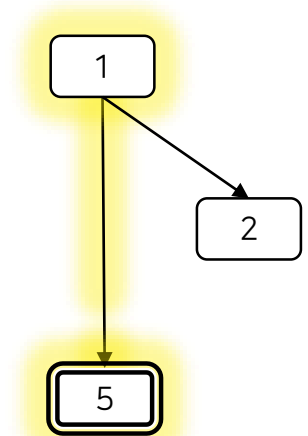
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def-use graph

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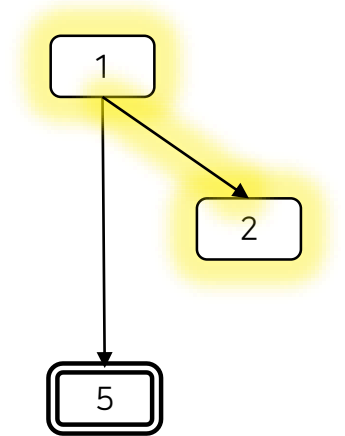
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def-use graph

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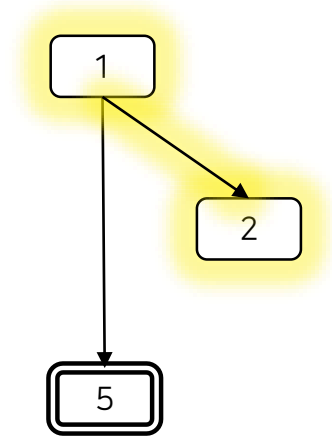
- Key aspect of directed fuzzing is **data-flow coverage**
- Visible into **def-use graph**
- Manually traversing def-use graph alongside heat-map boosts understanding
- Not yet in the world

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data-flow



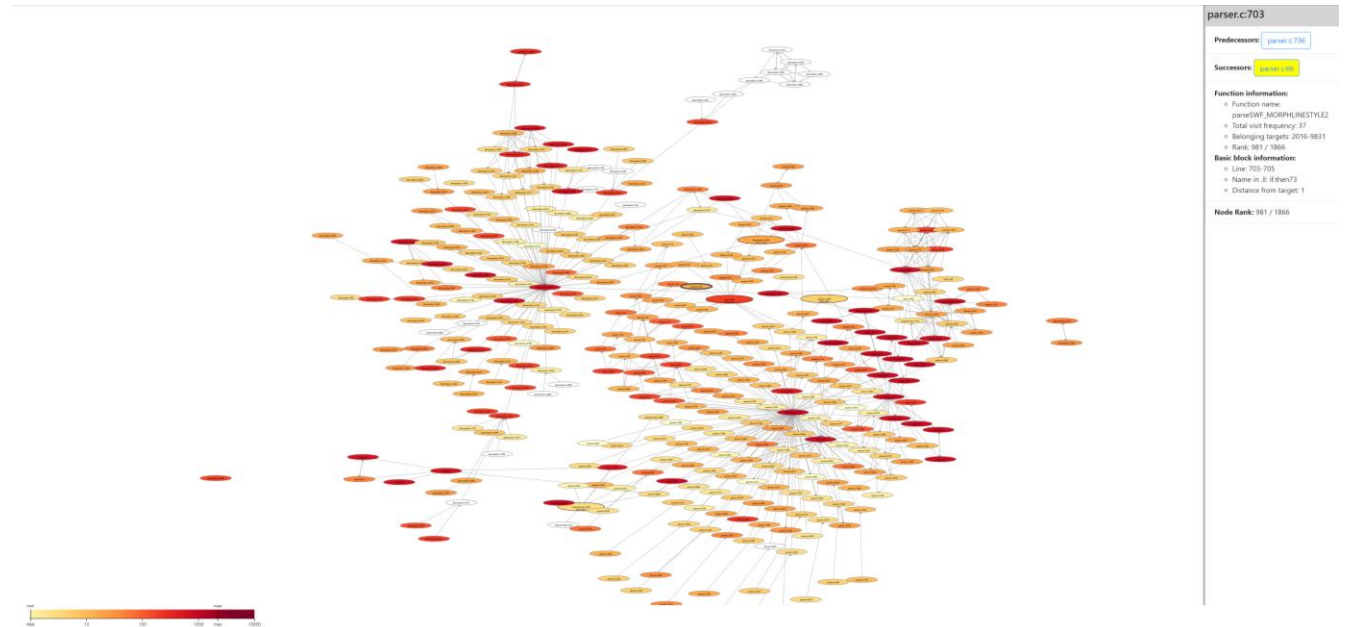
def-use graph

Our Solution

- TopViz: Def-use graph visualizer for directed fuzzing
- Tackle Challenge 1 (No basic block coverage visualizer) by a **basic-block heatmap**
- Tackle Challenge 2 (No effective def-use graph visualizer) by an **ample-info visualizer**
- Integrate that into a def-use graph visualizer with heatmap information

Features

- **basic-block heatmap**
- **ample-info visualizer**
 - Express targets
 - Express road to target in yellow
- **good for fuzzing developer (me)**
 - Track .c code
 - Grasp block's purpose by name



<http://elvis08.kaist.ac.kr/gun/dug/swftophp-4.7-topuzz/Topuzz/full-time/0/>

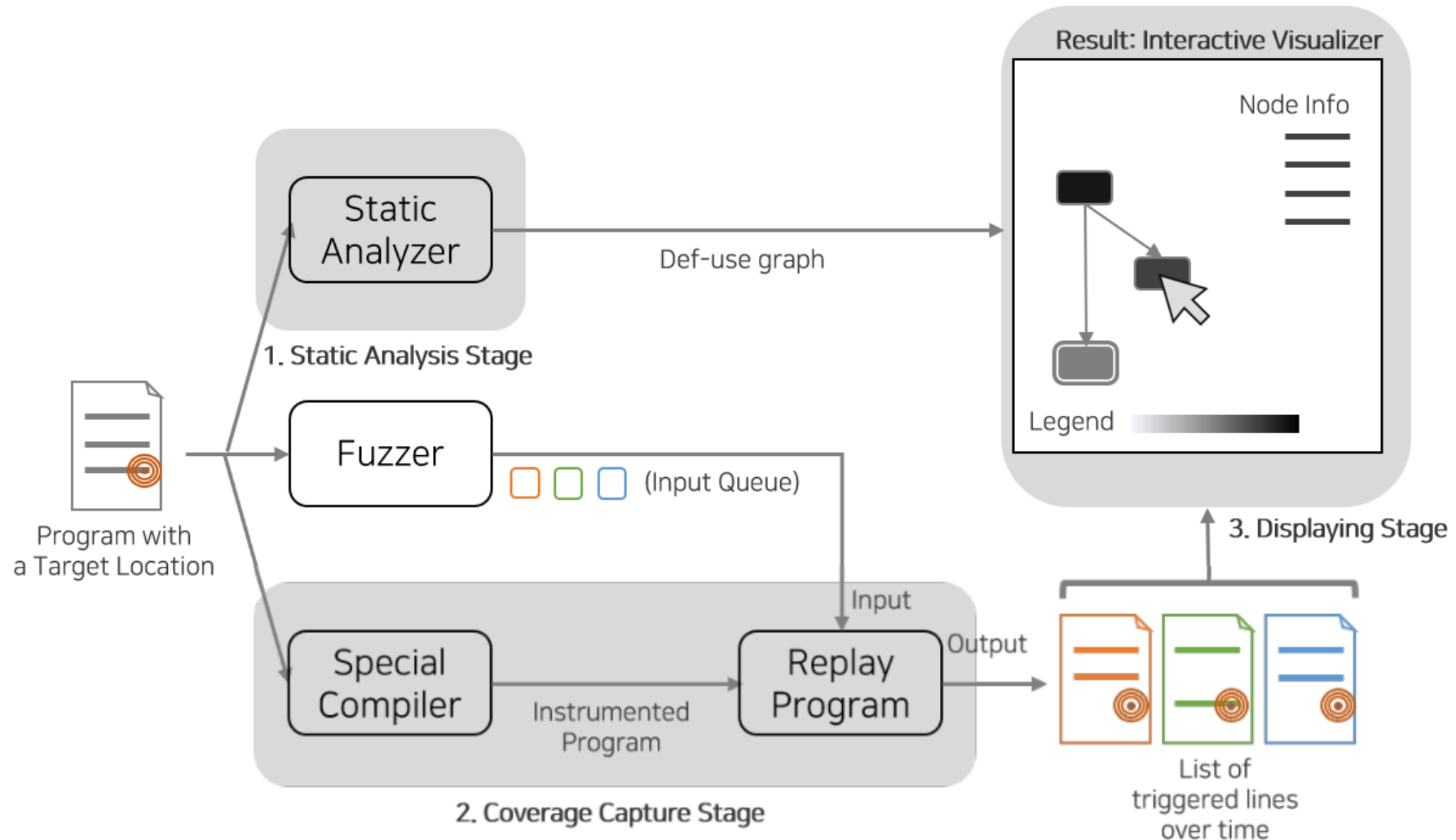
Visualizer Architecture and methods

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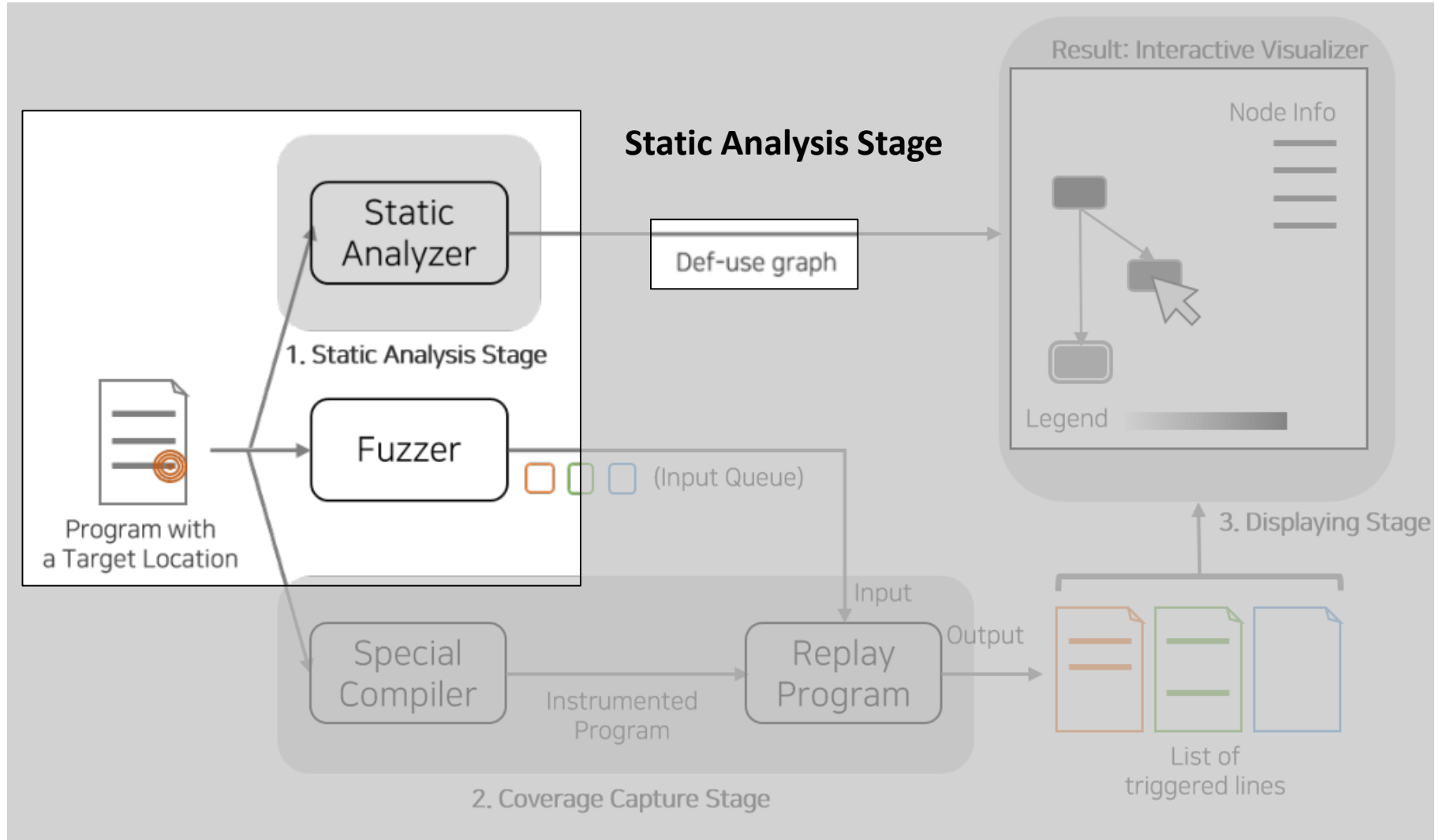


Program with
a Target Location

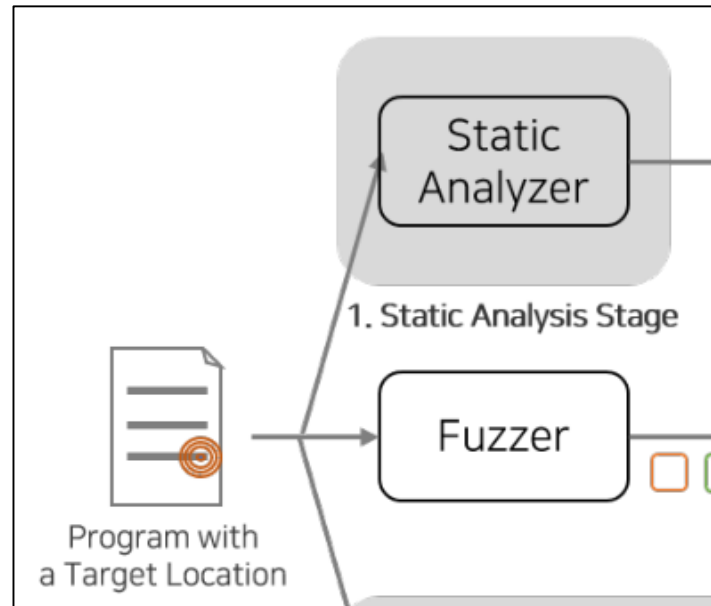
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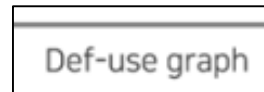
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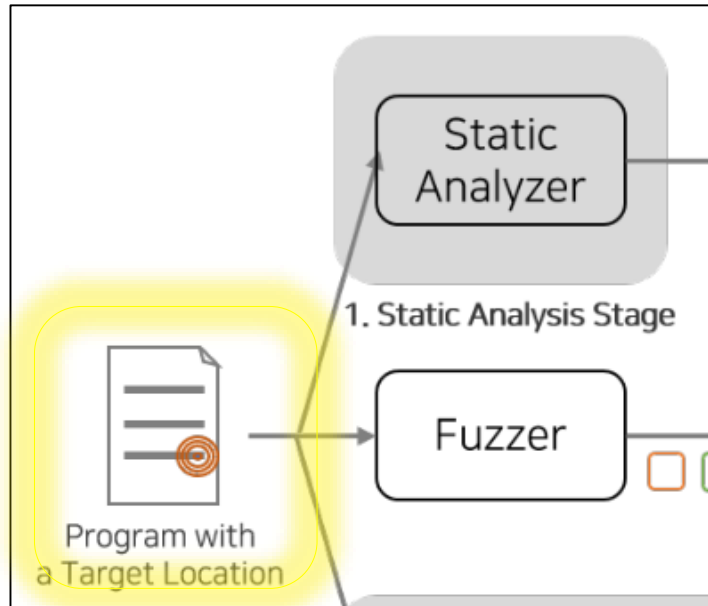
Visualizer Architecture and methods



Static Analysis Stage



Visualizer Architecture and methods

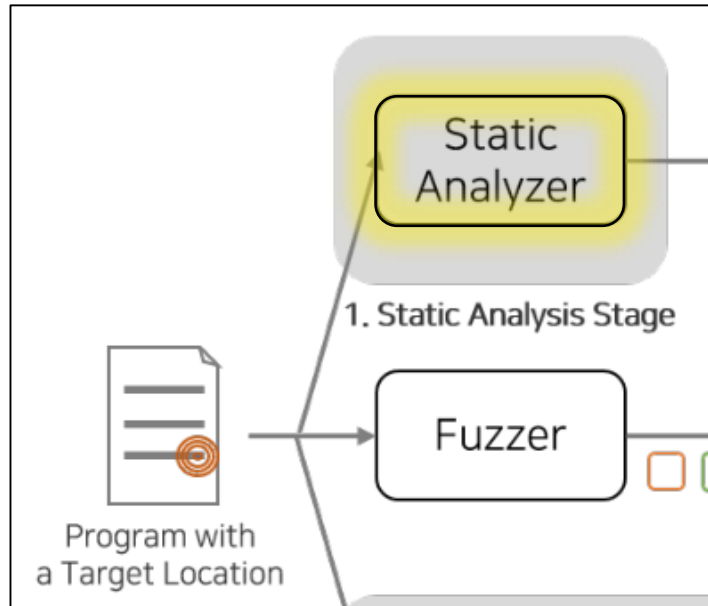


Static Analysis Stage

Def-use graph

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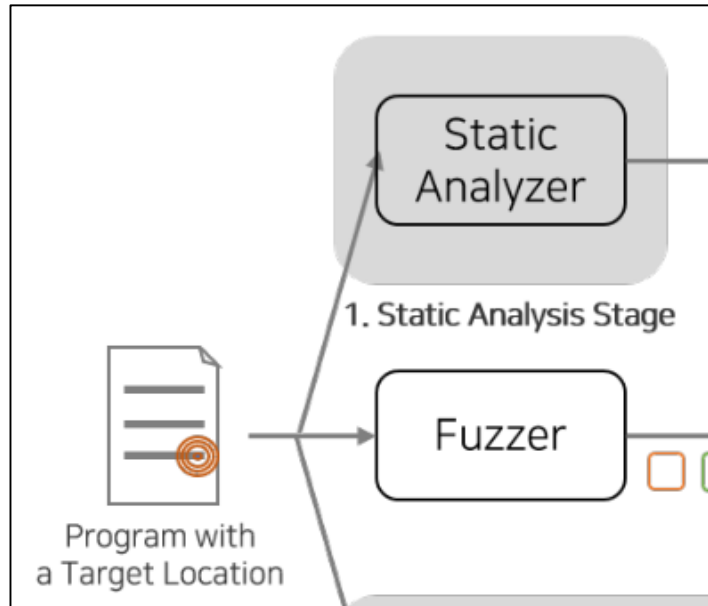
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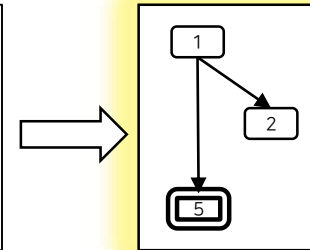
Visualizer Architecture and methods



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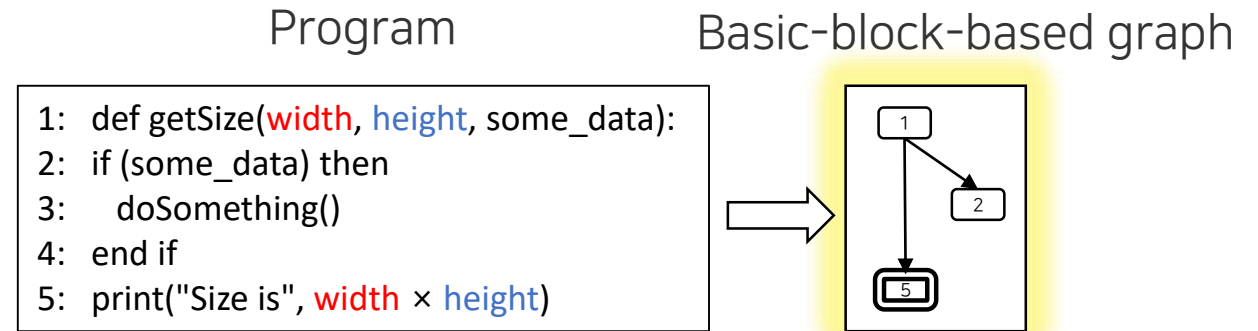
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Visualizer Architecture and methods

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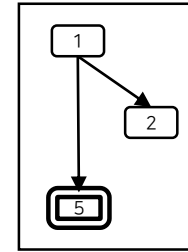


Visualizer Architecture and methods

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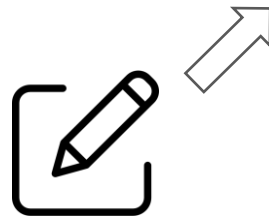
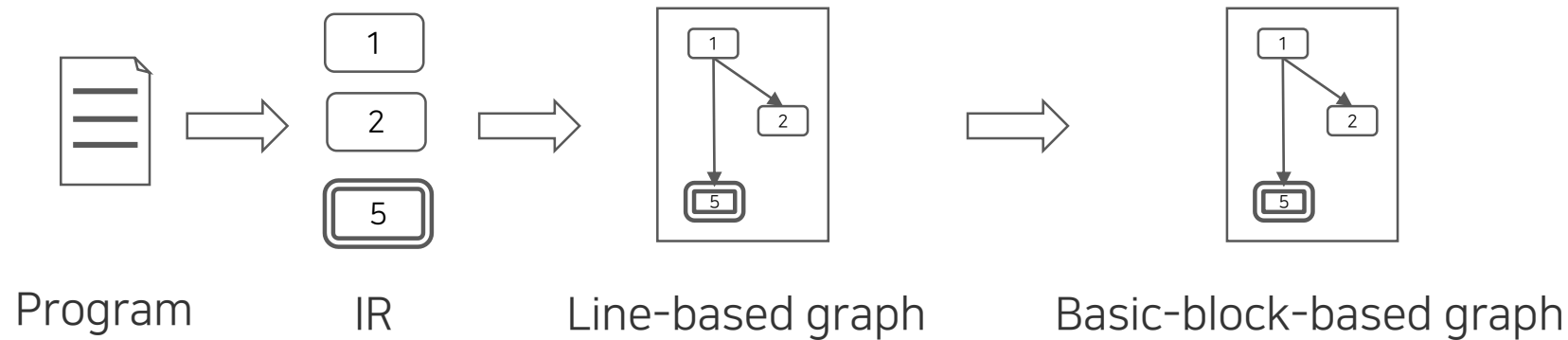
Program



Basic-block-based graph

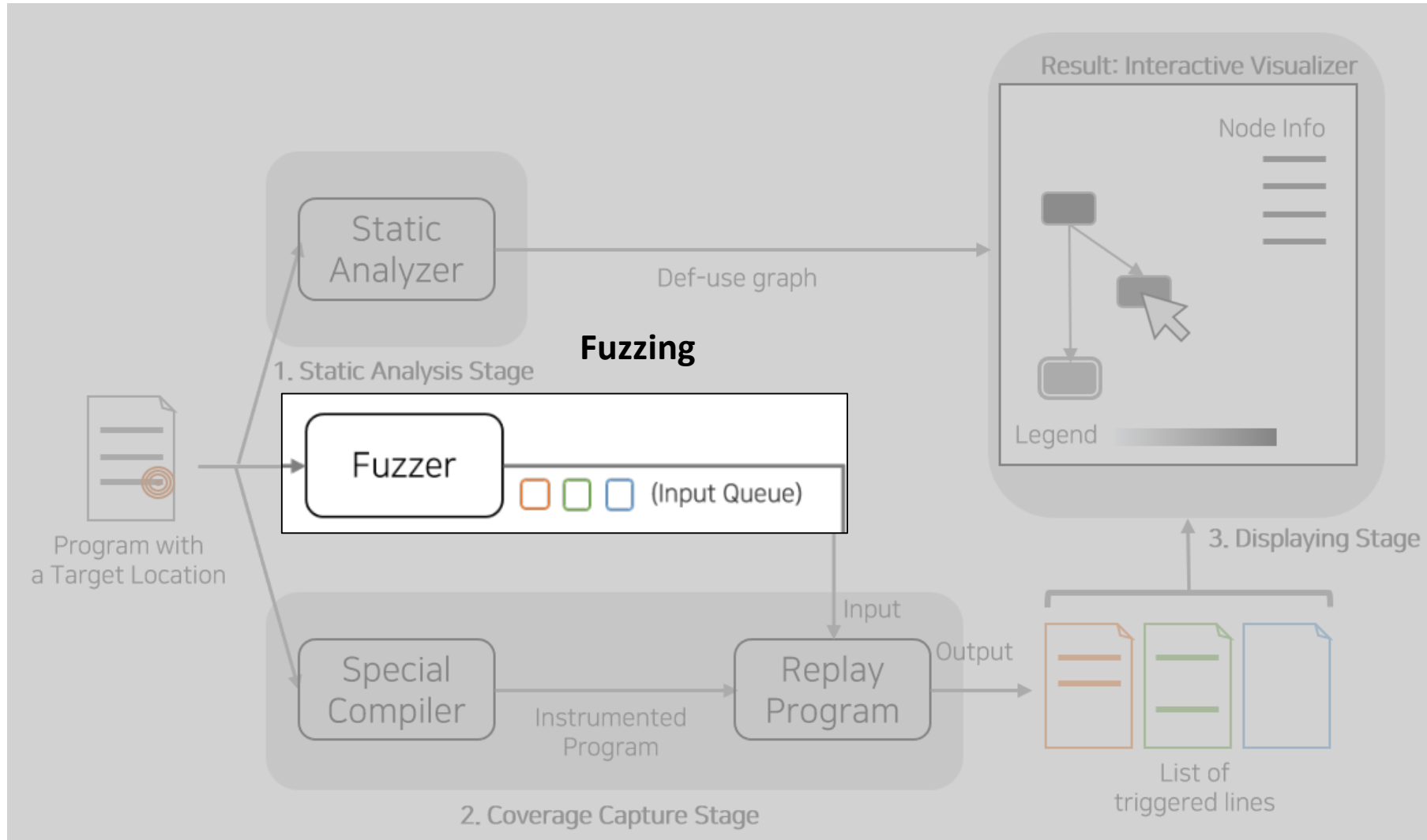
Visualizer Architecture and methods

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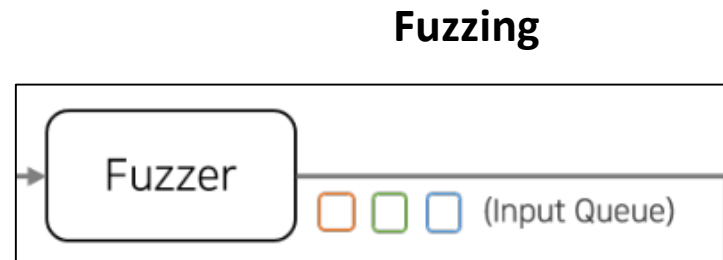


LLVM Instrumenter (traverse through all basic blocks)

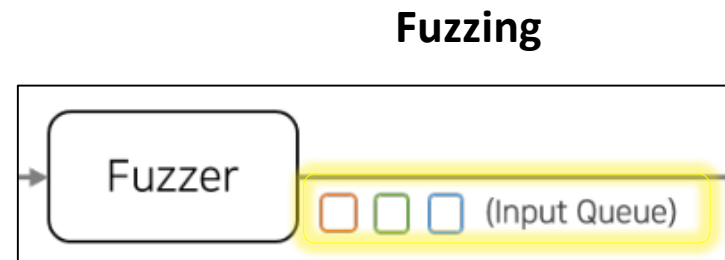
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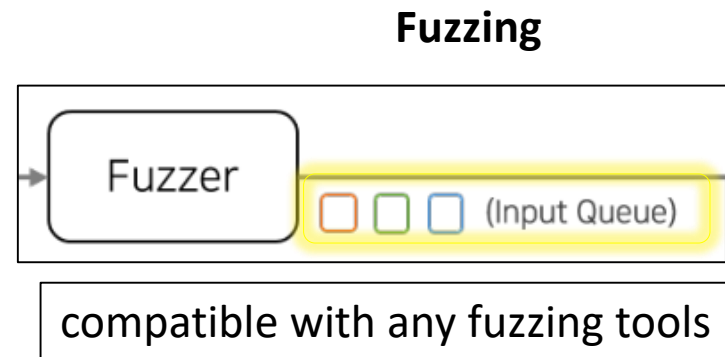
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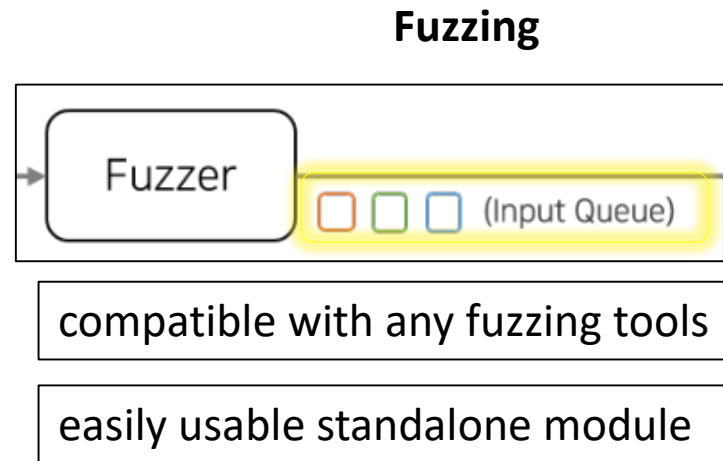
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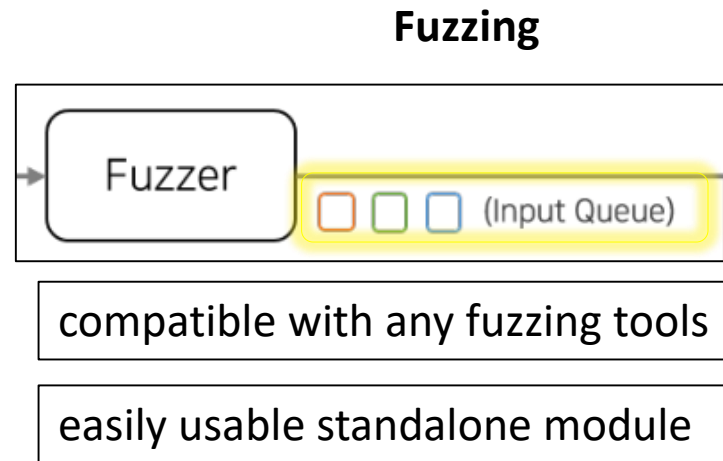


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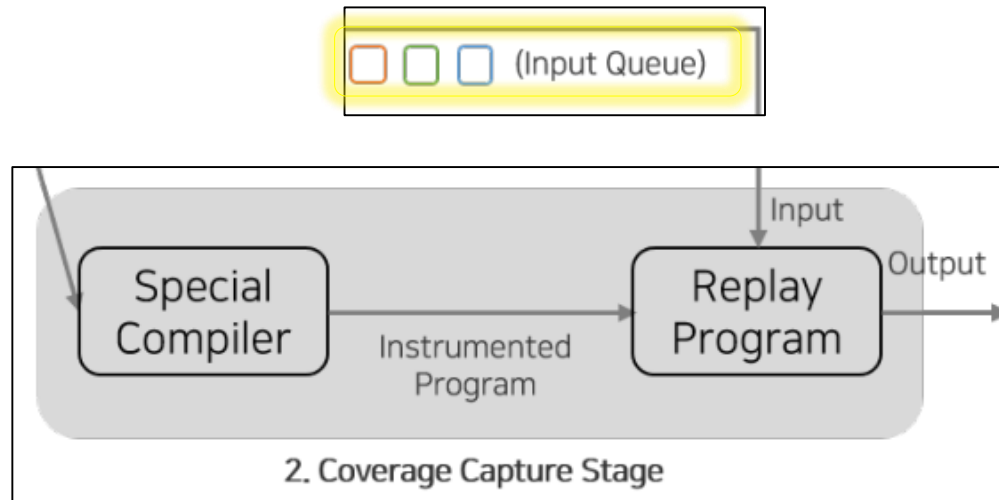
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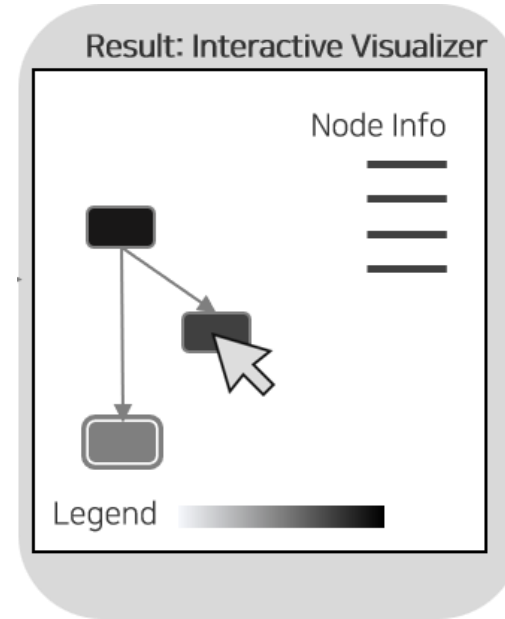
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2. Coverage Capture Stage



Visualizer Architecture and methods

- **3. Visualizing**
- Our interest
 - How far was the node from any target?
 - Did lagging target node get less visit?
 - How did the fuzzing setting change basic block coverage?
- Visualization results
 - Gives distance and routes to target
 - Easily understandable



Result

- TopViz **helps developing** directed fuzzing by..
 - tracking data-flow to target location.
 - **clear**, interactive frequency chart and parent/child buttons.
- TopViz is **first** to aid directed fuzzing research.
- TopViz is compatible with..
 - **any** fuzzing tools.
 - **any** target programs with open source code.

Future works

- **Time bar to see hourly status**
- Visualize time axis to help establish dynamic heuristic
- **Chart to compare basic blocks hit-rate per fuzzing setting**
- Easy to know the contribution of new-setted fuzzing

Conclusion

- This research builds a brand-new visualization tool, **TopViz**.
- TopViz **helps developing** directed fuzzing by..
 - tracking data-flow to target location.
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