

# Grey Box Fuzzing the IoT

Program Monitoring for Memory  
and Power Constraint Embedded Devices

Kevin Läufer <laeufer@berkeley.edu>



# Problems in Embedded Programming and Testing

- No memory protection:
  - all processes can access all memory
  - hard to detect and contain failures
- Still predominantly programmed in C
- No logging, no automatic stack traces
- Lacks tools for automated testing

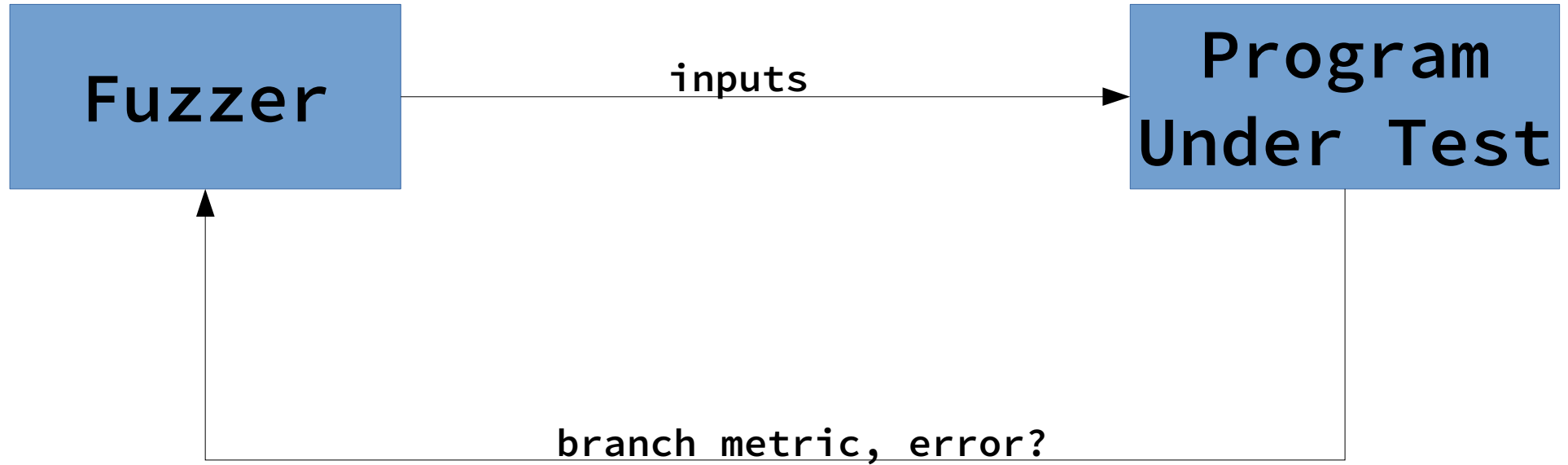


Goal: Enable Fuzzing on Low Power  
Embedded Devices

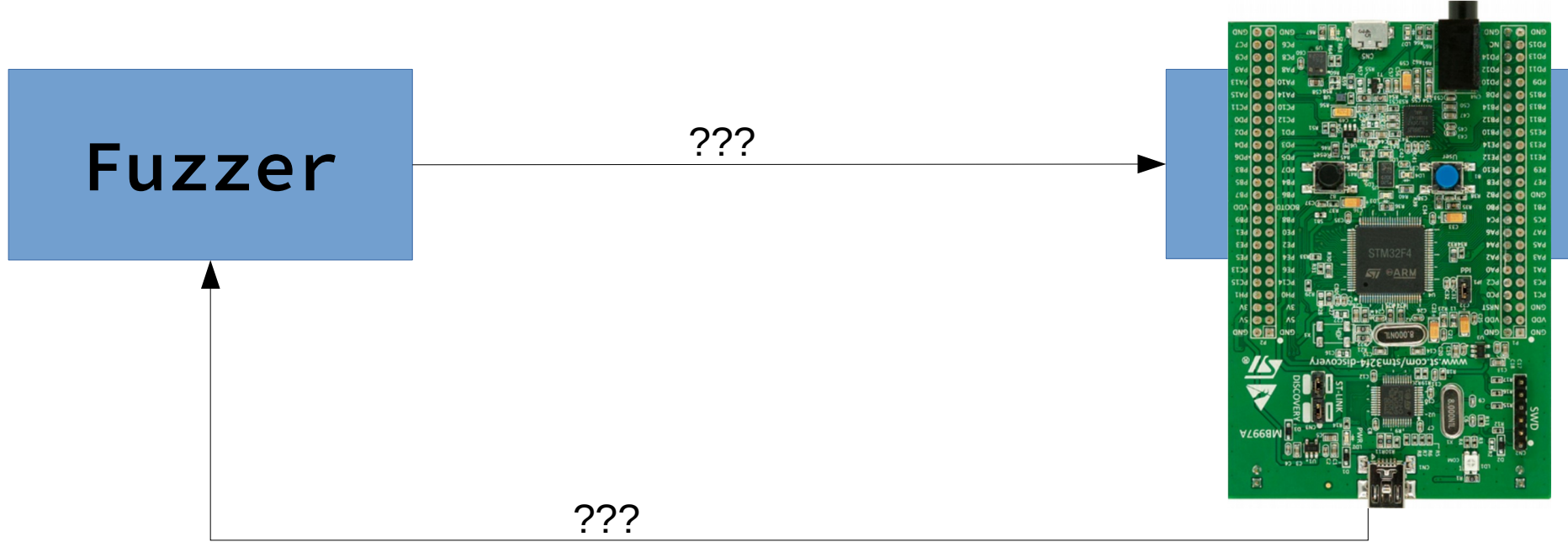
How?



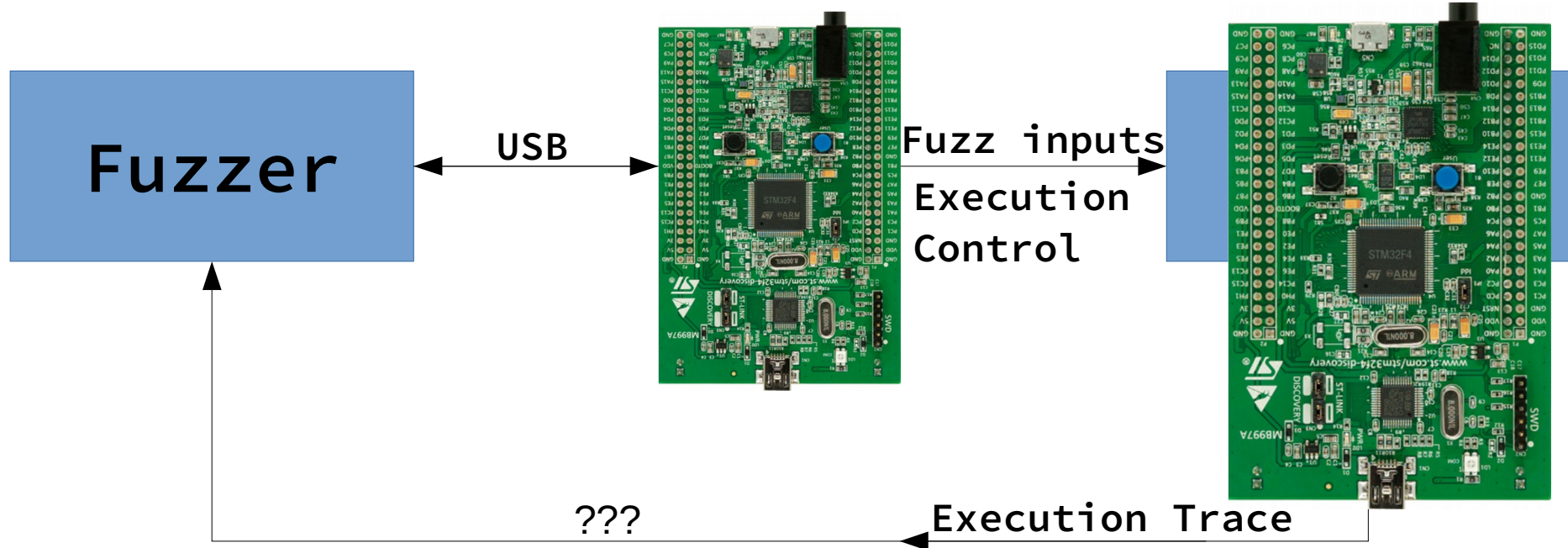
# Fuzzing



# Fuzzing Embedded Devices



# Fuzzing Embedded Devices



# Fuzzing Embedded Devices

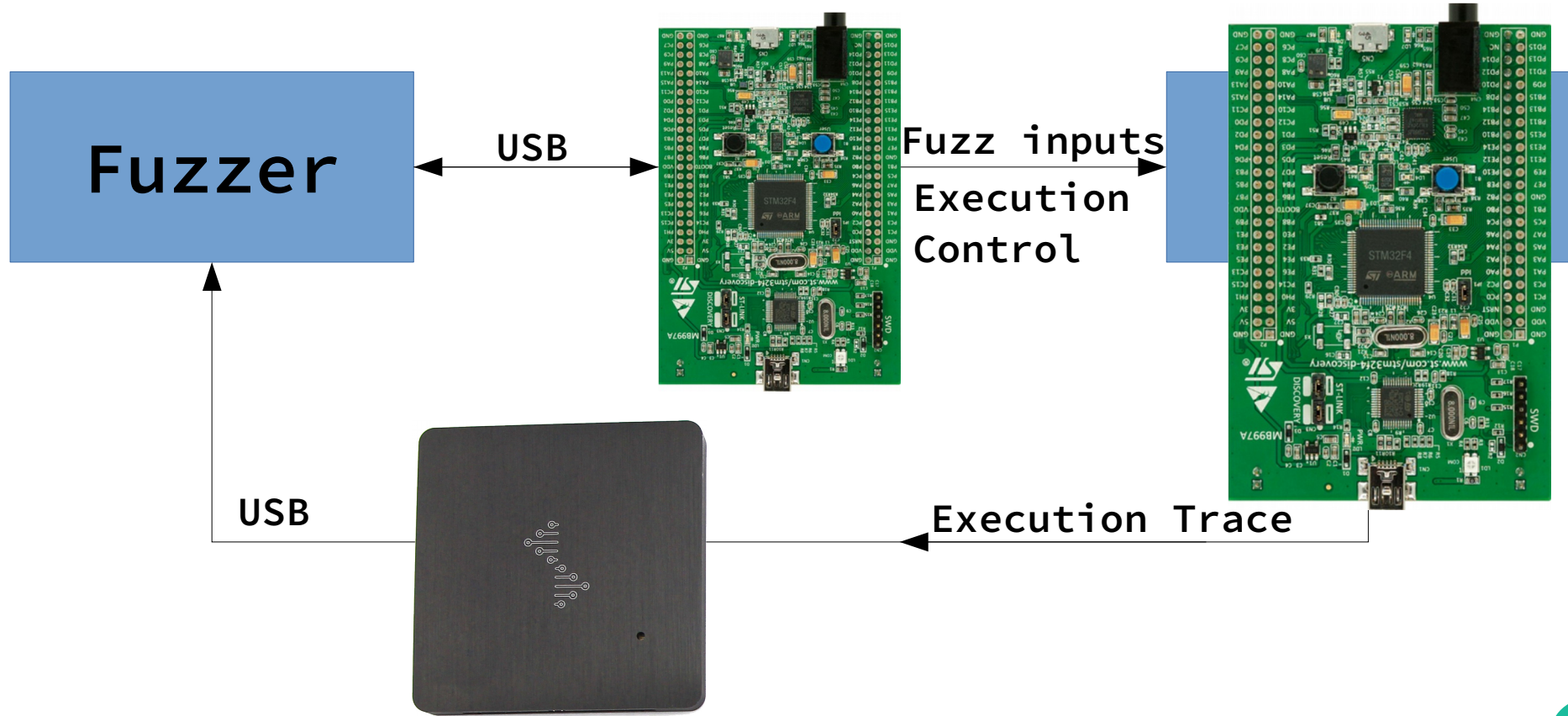
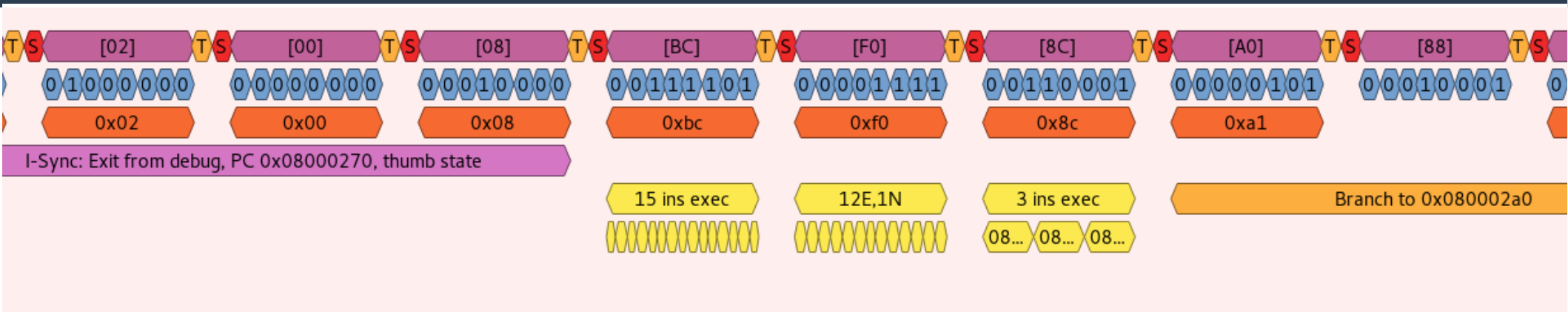


Image Source: seeedstudio.com

Image Source: STMicroelectronics

# Fuzzing Embedded Devices



Instruction trace provides us with all program counter values, but no information about the memory state

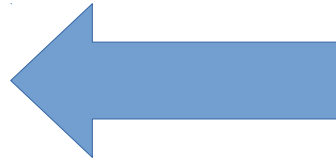




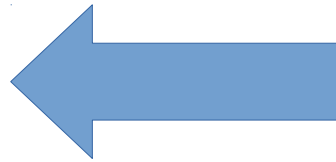
# Micro Controller Trace Analysis (UCTA)

UCTA  
sim

radare2



Program Counter  
Trace



.elf



## Example: Stack Overflow

```
void buggy_function(const uint8_t* packet) {  
    char buffer[8];  
    const uint8_t length = packet[0];  
    std::memcpy(buffer, packet + 1, length);  
}
```



## Example: Stack Overflow

```
void buggy_function(const uint8_t* packet) {  
    char buffer[8];  
    const uint8_t length = packet[0];  
    std::memcpy(buffer, packet + 1, length);  
}
```



## Example: Stack Overflow

```
;- - buggy_function:
0x080001a0    00b5    push {lr}
0x080001a2    83b0    sub sp, 0xc
0x080001a4    0278    ldrb r2, [r0]
0x080001a6    411c    adds r1, r0, 1
0x080001a8    6846    mov r0, sp
0x080001aa    064b    ldr r3, [0x080001c6]
0x080001ac    9847    blx r3
0x080001c0    03b0    add sp, 0xc
0x080001c2    00bd    pop {pc}
```

```
void buggy_function(const uint8_t* packet) {
    char buffer[8];
    const uint8_t length = packet[0];
    std::memcpy(buffer, packet + 1, length);
}
```



## Example: Stack Overflow

;- - buggy\_function:

0x080001a0 00b5  
0x080001a2 83b0  
0x080001a4 0278  
0x080001a6 411c  
0x080001a8 6846  
0x080001aa 064b  
0x080001ac 9847  
0x080001c0 03b0  
0x080001c2 00bd



push {lr}  
sub sp, 0xc  
ldrb r2, [r0]  
adds r1, r0, 1  
mov r0, sp  
ldr r3, [0x080001c6]  
blx r3  
add sp, 0xc  
pop {pc}

return addr

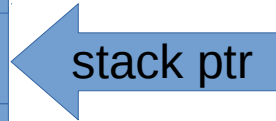
[0x0c]

[0x0b]

....

[0x00]

stack ptr




void buggy\_function(const uint8\_t\* packet) {  
 char buffer[8];  
 const uint8\_t length = packet[0];  
 std::memcpy(buffer, packet + 1, length);  
}



## Example: Stack Overflow

```
;- - buggy_function:
0x080001a0    00b5
0x080001a2    83b0
0x080001a4    0278
0x080001a6    411c
0x080001a8    6846
0x080001aa    064b
0x080001ac    9847
0x080001c0    03b0
0x080001c2    00bd
```



```
push {lr}
sub sp, 0xc
ldrb r2, [r0]
adds r1, r0, 1
mov r0, sp
ldr r3, [0x080001c6]
blx r3
add sp, 0xc
pop {pc}
```

return addr


[0x0c]

[0x0b]

....

[0x00]


stack ptr



```
void buggy_function(const uint8_t* packet) {
    char buffer[8];
    const uint8_t length = packet[0];
    std::memcpy(buffer, packet + 1, length);
}
```

## Example: Stack Overflow

```
;- - buggy_function:
0x080001a0    00b5    push {lr}
0x080001a2    83b0    sub sp, 0xc
0x080001a4    0278    ldrb r2, [r0]
0x080001a6    411c    adds r1, r0, 1
0x080001a8    6846    mov r0, sp
0x080001aa    064b    ldr r3, [0x080001c6]
0x080001ac    9847    blx r3
0x080001c0    03b0    add sp, 0xc
0x080001c2    00bd    pop {pc}
```



return addr

[0x0c]

[0x0b]


....

[0x00]

stack ptr

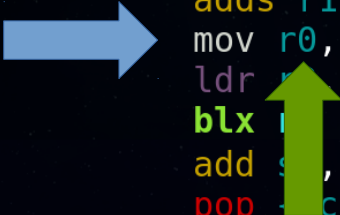


```
void buggy_function(const uint8_t* packet) {
    char buffer[8];
    const uint8_t length = packet[0];
    std::memcpy(buffer, packet + 1, length);
}
```



## Example: Stack Overflow

```
;-: buggy_function:
0x080001a0    00b5    push {lr}
0x080001a2    83b0    sub sp, 0xc
0x080001a4    0278    ldrb r2, [r0]
0x080001a6    411c    adds r1, r0, 1
0x080001a8    6846    mov r0, sp
0x080001aa    064b    ldr r1, [0x080001c6]
0x080001ac    9847    blx r1
0x080001c0    03b0    add sp, 0xc
0x080001c2    00bd    pop {r1}
```



return addr

[0x0c]


[0x0b]

....

[0x00]

stack ptr

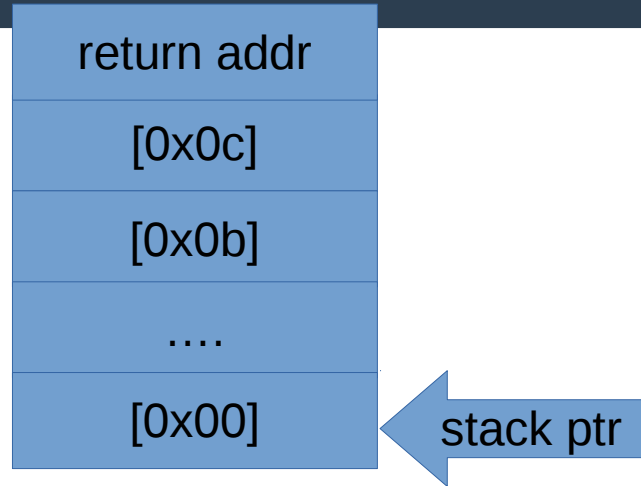
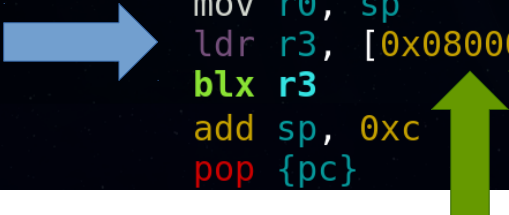
```
void buggy_function(const uint8_t* packet) {
    char buffer[8];
    const uint8_t length = packet[0];
    std::memcpy(buffer, packet + 1, length);
}
```






## Example: Stack Overflow

```
;-: buggy_function:
0x080001a0    00b5    push {lr}
0x080001a2    83b0    sub sp, 0xc
0x080001a4    0278    ldrb r2, [r0]
0x080001a6    411c    adds r1, r0, 1
0x080001a8    6846    mov r0, sp
0x080001aa    064b    ldr r3, [0x080001c6]
0x080001ac    9847    blx r3
0x080001c0    03b0    add sp, 0xc
0x080001c2    00bd    pop {pc}
```

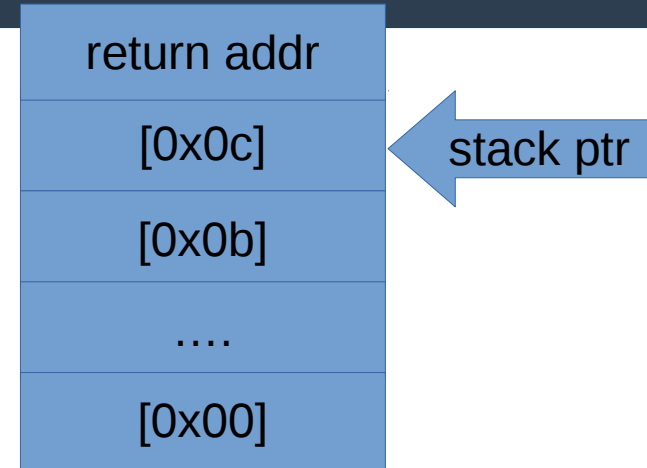



```
void buggy_function(const std::memcpy packet) {
    char buffer[8];
    const uint8_t length = packet[0];
    std::memcpy(buffer, packet + 1, length);
}
```




## Example: Stack Overflow

```
;- - buggy_function:
0x080001a0    00b5    push {lr}
0x080001a2    83b0    sub sp, 0xc
0x080001a4    0278    ldrb r2, [r0]
0x080001a6    411c    adds r1, r0, 1
0x080001a8    6846    mov r0, sp
0x080001aa    064b    ldr r3, [0x080001c6]
0x080001ac    9847    blx r3
0x080001c0    03b0    add sp, 0xc
0x080001c2    00bd    pop {pc}
```




```
void buggy_function(const uint8_t* packet) {
    char buffer[8];
    const uint8_t length = packet[0];
    std::memcpy(buffer, packet + 1, length);
}
```



## Example: Stack Overflow

```
-- buggy_function:
0x080001a0    00b5    push {lr}
0x080001a2    83b0    sub sp, 0xc
0x080001a4    0278    ldrb r2, [r0]
0x080001a6    411c    adds r1, r0, 1
0x080001a8    6846    mov r0, sp
0x080001aa    064b    ldr r3, [0x080001c6]
0x080001ac    9847    blx r3
0x080001c0    03b0    add sp, 0xc
0x080001c2    00bd    pop {pc}
```



return addr

[0x0c]

[0x0b]


....

[0x00]

stack ptr

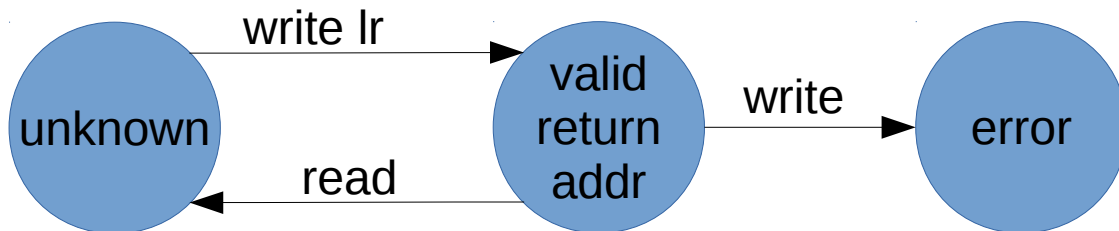


```
void buggy_function(const uint8_t* packet) {
    char buffer[8];
    const uint8_t length = packet[0];
    std::memcpy(buffer, packet + 1, length);
}
```



# Example: Stack Overflow

```
return_addr_locs = []  
  
def on_store(addr, value, src_reg, pc, instr_count):  
    → if addr in return_addr_locs:  
    → → raise Exception("Return address overwritten with 0x{:08x} @ pc=0x{:08x}".format(value, pc))  
    → elif src_reg == 14:  
    → → return_addr_locs.append(addr)  
  
def on_load(addr, value, dst_reg, pc, instr_count):  
    → if addr in return_addr_locs:  
    → → return_addr_locs.remove(addr)
```



# Demo Time:

```
$ wc -l pc
```

```
$ ./sim.sh
```



## Outlook

- Scale up: add support for more instructions, interrupts and fix bugs
- Automate trace analysis: this is required for automated fuzzing
- Collect branch metrics
- Implement more error detectors: stack overflow detector, detect out of bounds accesses, etc.

