

1 Fuzzing

Key definitions

Poet	The writing and structure of the fuzz testing
Courier	The method used to deliver the test inputs
Oracle	The all-knowing system of what good data looks like

Using Microsoft Visual Studio as an IDE (Integrated Development Environment) it is simple to just use the arguments `/fsanitize=fuzzer /fsanitize=address`. This utilises LibFuzzer (<https://llvm.org/docs/LibFuzzer.html>), which can be used with Clang. For gcc the best option is the AFL++ plugin which can be found at https://github.com/AFLplusplus/AFLplusplus/blob/stable/instrumentation/README.gcc_plugin.md.

In this example a simple test case has been created for the script `fp.c` using `gdb` to better understand the mechanisms and reasoning behind fuzzing. This program doesn't do much except to demonstrate the imprecision in how decimal fractions are stored in binary, and crash in a clear, obvious way.

First, compiling the program with an exhaustive set of arguments means we catch many coding mistakes. This does not test with data though, and there are a huge variety of possible inputs that can be sent to the program.

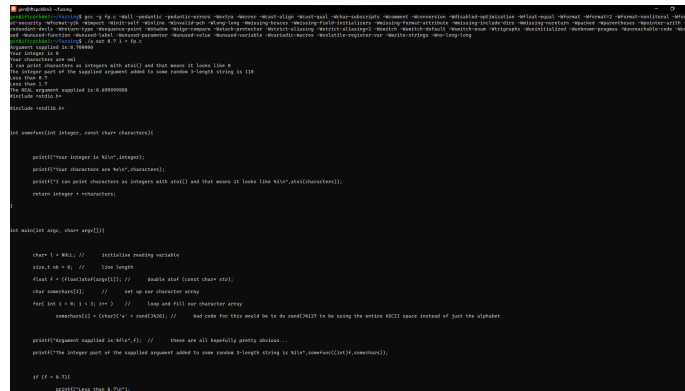


Figure 1:

The gcc flags used are:

```
-Wall -pedantic -pedantic-errors -Wextra -Werror -Wcast-align -Wcast-qual  
-Wchar-subscripts -Wcomment -Wconversion -Wdisabled-optimization -Wfloat-equal  
-Wformat -Wformat=2 -Wformat-nonliteral -Wformat-security -Wformat-y2k
```

```
-Wimport -Winit-self -Winline -Winvalid-pch -Wlong-long -Wmissing-braces
-Wmissing-field-initializers -Wmissing-format-attribute -Wmissing-include-dirs
-Wmissing-noreturn -Wpacked -Wparentheses -Wpointer-arith -Wredundant-decls
-Wreturn-type -Wsequence-point -Wshadow -Wsign-compare -Wstack-protector
-Wstrict-aliasing -Wstrict-aliasing=2 -Wswitch -Wswitch-default -Wswitch-enum
-Wtrigraphs -Wuninitialized -Wunknown-pragmas -Wunreachable-code -Wunused
-Wunused-function -Wunused-label -Wunused-parameter -Wunused-value
-Wunused-variable -Wvariadic-macros -Wvolatile-register-var -Wwrite-strings
-Wno-long-long
```

Running the same in `gdb` has the same program output.

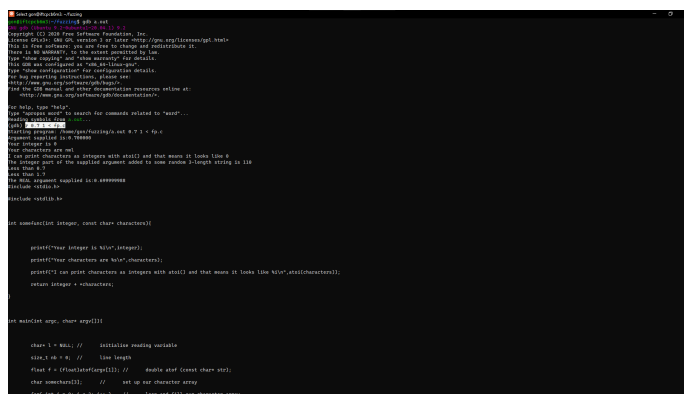


Figure 2:

What is interesting is the additional information that can be gleaned from this debug program. `info functions` shows all the functions in the program. Setting a breakpoint at these functions, using for example `b main`, then using the command `info locals` shows all the variables initialised in the main function during the running of the program.

This is then a very good start point for fuzzing as we have a list of variables in the program! How to proceed next will vary based on the complexity of the program, failure points, and sub-routines. Typically only new code is of interest and so the logic presented here can be applied to specific functions rather than the whole codebase.

In this example a simple way to overwrite variables is after assignment, meaning three breakpoints can be set. Ultimately this should be scripted, so variables should be assigned here too. A skeleton set of commands is then:

```
b fp.c:5
commands 1
set variable integer="STARTING"
```

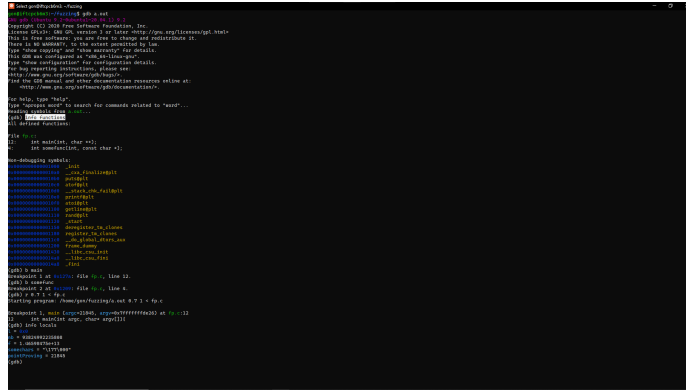


Figure 3:

```

set variable characters="STARTING"
continue
end
b fp.c:20
commands 2
set variable l="STARTING"
set variable nb="STARTING"
set variable f="STARTING"
set variable somechars="STARTING"
continue
end
b fp.c:43
commands 3
set variable pointProving="STARTING"
continue
end
r 0.7 1 < fp.c
if !$isvoid($_exitsignal)
quit
else
shell echo ERRORERRORERROR
bt
end

```

There are various combinations in the program variables here. Each variable could be altered individually or in combination thus in one of two binary states; ‘good’ or ‘bad’. In this example there are seven variables and so 128 (2^7) combinations. Each variable can also have several different inputs, with 201 shown in the final section of this document.

To reduce the space complexity from 10^{16} this example takes each of the 201 inputs and applies them to all variables at once via a **bash** script. **gdb** allows for scripting with Python too which would result in a much cleaner solution! The below command allows a single line to run a series of tests:

```
theoldline="STARTING";while IFS= read -r theline ; do sed -i "s/=$theoldline/=$theline/g"
gdbscript.gdb; echo $theline replaced $theoldline; gdb -silent -return-child-result
a.out < gdbscript.gdb; theoldline=$theline; done < inputs.list
```

The halting behaviour of the program can be altered on a user basis. In the current setup shown here, it should be clear from the fuzzing that there is a bug on line 21 causing a cast to fail, and so the function should be altered to check the type of **f** first before exiting cleanly.

This example is ‘dumb’ fuzzing; a brute force technique that is trying all possible inputs in all possible places. The **somechars** array for example will always only be letters, and is passed directly to **somefunc** so in fact only altering ‘somechars’ should be enough. It is left as an exercise to the reader to modify the above to try different files. Some suggested paths are:

```
/dev/random (this should be infinite garbage)
/etc/passwd (this should be protected)
$(find ~ -printf '%s\t%p\n'| sort -nr | head -1 | awk -F '\t' '{print $2}')
(this should try the biggest file you have under your home directory)
/dev/null
```

2 Inputs

Strings should be encapsulated as per your scripting language; it is important to check the courier here is sending exactly what you want!

```
-1
0
0.0
1
10
-10
3.1415926535897932384626433832795028841971
2147483647
2147483648
4294967295
4294967296
-2147483647
-2147483648
```

-4294967295
 -4294967296
 1e2
 1.0e2
 13e3
 1.3e4
 13.4e3
 2.1e10³⁰⁸
 9.5e10³⁰⁸
 39.5e10³⁰⁸
 -1.9e10³⁰⁸
 -19.2e10³⁰⁸
 0.000000000000001
 -0.000000000000001
 0.0000g000000001
 -0.0000g000000001
 g-1
 g0
 g0.0
 g1
 g10
 g-10
 g3.1415926535897932384626433832795028841971
 g2147483647
 g2147483648
 g4294967295
 g4294967296
 g-2147483647
 g-2147483648
 g-4294967295
 g-4294967296
 -g2147483647
 -g2147483648
 -g4294967295
 -g4294967296
 g-1g
 g0g
 g0.0g
 g1g
 g10g
 g-10g
 g3.1415926535897932384626433832795028841971g
 g2147483647g
 g2147483648g
 g4294967295g
 g4294967296g

g-2147483647g
 g-2147483648g
 g-4294967295g
 g-4294967296g
 -g2147483647g
 -g2147483648g
 -g4294967295g
 -g4294967296g
 -1g
 0g
 0.0g
 1g
 10g
 -10g
 3.1415926535897932384626433832795028841971g
 2147483647g
 2147483648g
 4294967295g
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 -2147483648g
 -4294967295g
 -4294967296g
 -2147483647g
 -2147483648g
 -4294967295g
 -4294967296g
 0ghejkl
 0.0ghejkl
 1ghejkl
 10ghejkl
 -10ghejkl
 3.1415926535897932384626433832795028841971ghejkl
 2147483647ghejkl
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 -2147483647ghejkl
 -2147483648ghejkl
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 -4294967296ghejkl
 -2147483647ghejkl
 -2147483648ghejkl
 -4294967295ghejkl
 -4294967296ghejkl
 ghejkl-1

ghejkl0
 ghejkl0.0
 ghejkl1
 ghejkl10
 ghejkl-10
 ghejkl3.1415926535897932384626433832795028841971
 ghejkl2147483647
 ghejkl2147483648
 ghejkl4294967295
 ghejkl4294967296
 ghejkl-2147483647
 ghejkl-2147483648
 ghejkl-4294967295
 ghejkl-4294967296
 -ghejkl2147483647
 -ghejkl2147483648
 -ghejkl4294967295
 -ghejkl4294967296
 ghejkl-1ghejkl
 ghejkl0ghejkl
 ghejkl0.0ghejkl
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 ghejkl10ghejkl
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 -ghejkl4294967296ghejkl
 1g2
 1.0g2
 13g3
 1.3g4
 13.4g3
 2.1g10³⁰⁸
 9.5g10³⁰⁸
 39.5g10³⁰⁸
 -1.9g10³⁰⁸

```

-19.2g10308
1ghejk12
1.0ghejk12
13ghejk13
1.3ghejk14
13.4ghejk13
2.1ghejk110308
9.5ghejk110308
39.5ghejk110308
-1.9ghejk110308
-19.2ghejk110308
-19.2î02
13.1î02
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```


$$'' (= + / \backslash \backslash \backslash - \}$$

```
asdna@!$'")
```

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