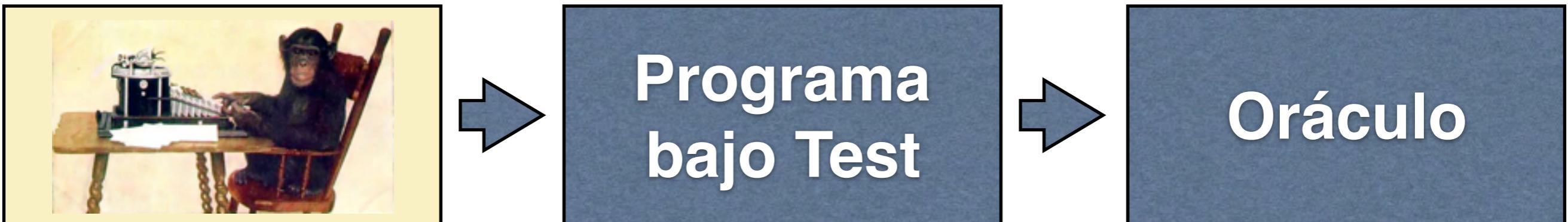


# Fuzz Testing

Generación Automática de Casos de Test - 2018

+Andreas Zeller, Saarland University

# Repaso: Random Testing

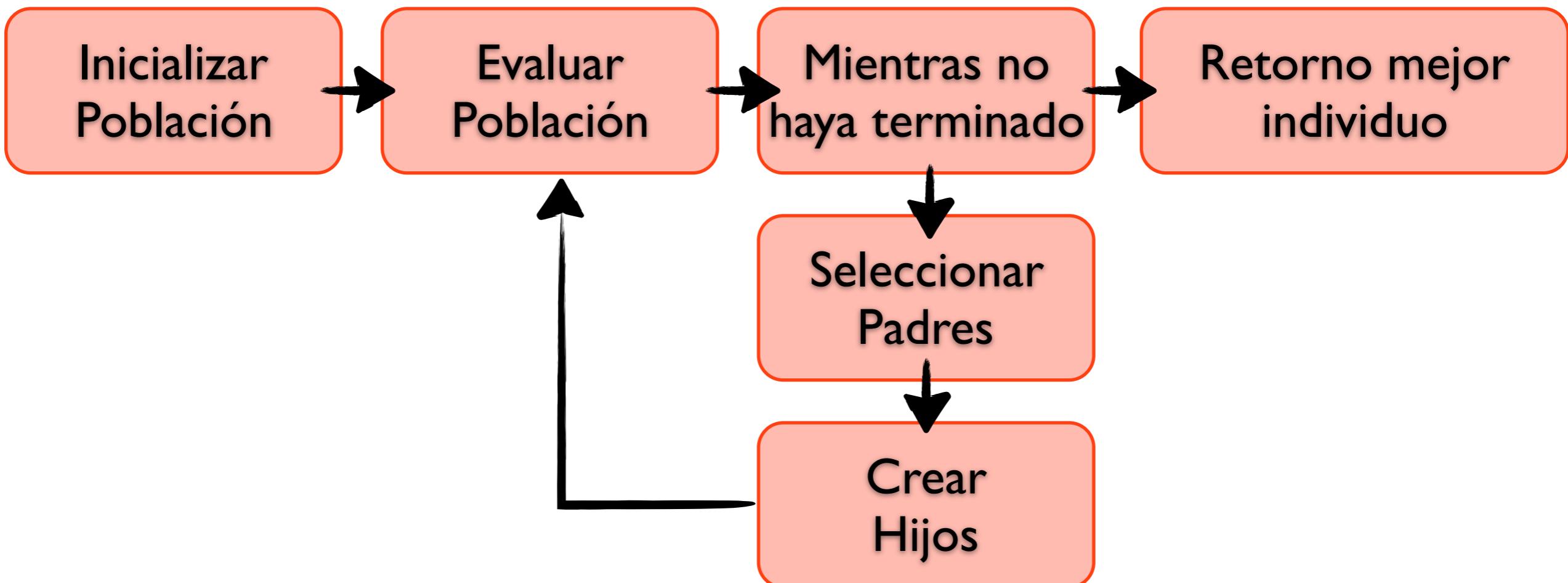


- Es una búsqueda (casi) completamente no guiada
- Si la técnica sistemática no es mejor que random testing, entonces no es valiosa
- Barata & fácil de implementar
- Funciona bastante bien en muchos casos

# Repaso: Concolic Testing

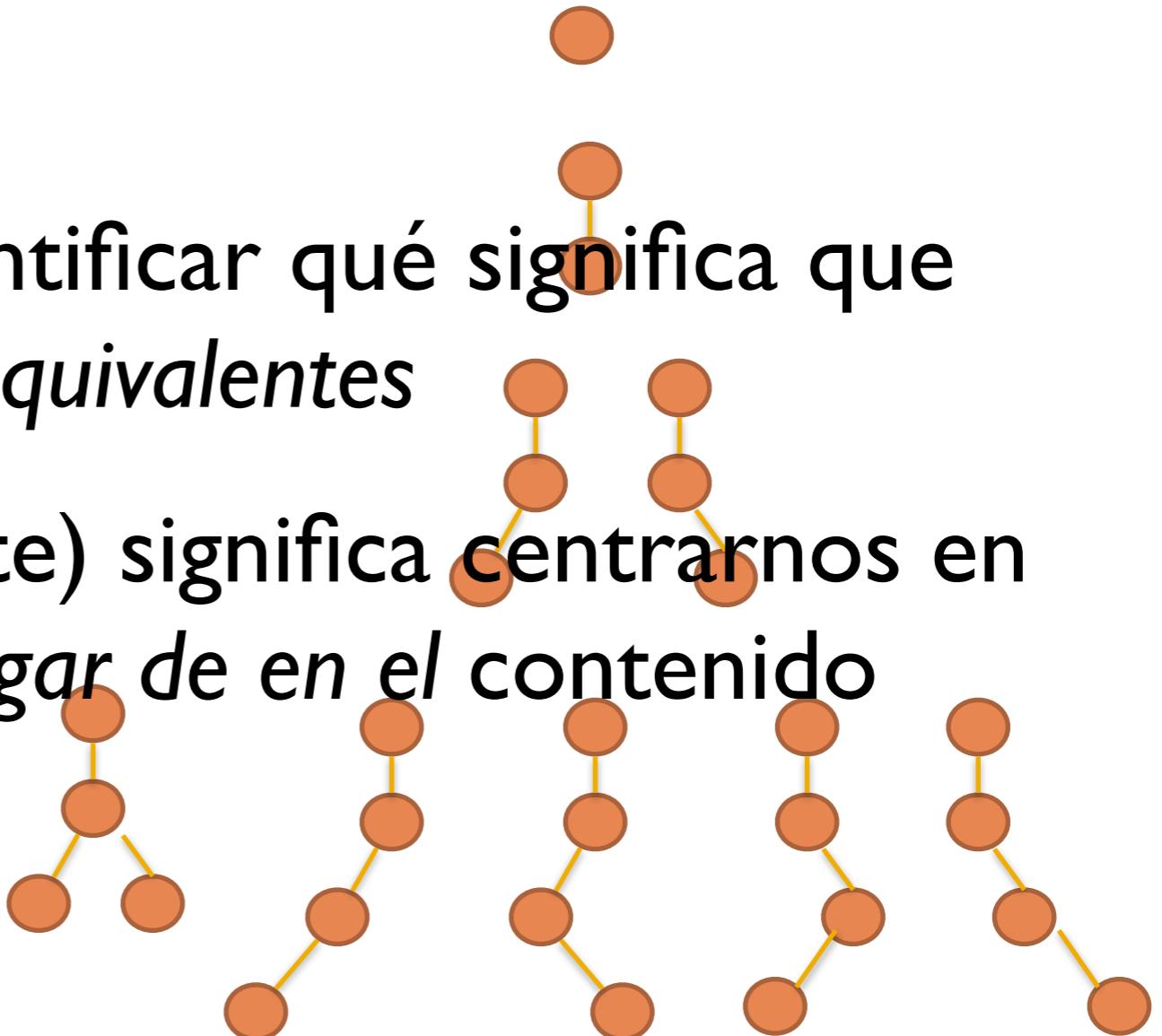
- Ejecuta concretamente el test pero guarda la path condition
- Utiliza un constraint solver para crear nuevos inputs

# Repaso: Search-Based Testing



# Repasso: Bounded Exhaustive Testing

- Necesitamos identificar qué significa que dos inputs sean equivalentes
- Eso (generalmente) significa centrarnos en la estructura en lugar de en el contenido



# Random Testing



# Fuzz Testing



- Idea: Estudiar cómo el programa soporta “ruido” en el input
- Fuzzers: Herramientas inputs de un programa con el objeto de:
  - Crashear el programa
  - Encontrar fallas de seguridad
- Inspirado en la vida real

# Fuzzing

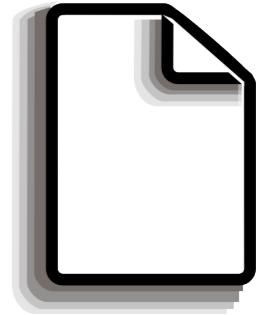
Barton P. Miller



*“... in the Fall of 1988,  
there was a wild  
midwest  
thunderstorm ... With  
the heavy rain, there  
was noise on the (dial  
–up) line and that  
noise was interfering  
with my ability to type  
sensible commands to  
the shell”*

# Inputs Típicos

- Formatos de archivos: documentos (DOCX,PDF), imágenes (PNG, ANI)



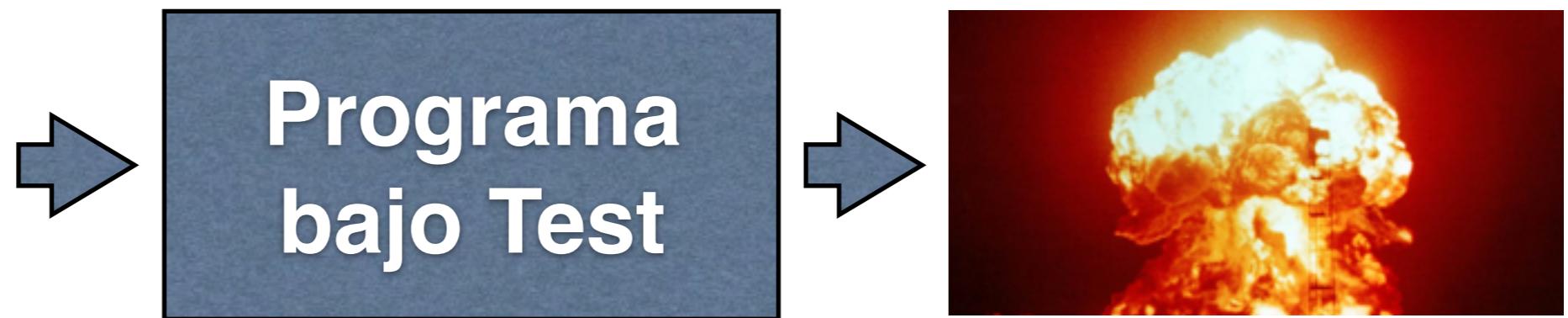
- Protocolos de red: Servidores HTTP, Clientes



- Interfaces de dominio: DOM



# Fuzz Testing



“ab’d&gfdfggg”

# Black-Box Fuzzing



# Paper de 1989

## An Empirical Study of the Reliability

of

## UNIX Utilities

*Barton P. Miller*  
*bart@cs.wisc.edu*

*Lars Fredriksen*  
*L.Fredriksen@att.com*

*Bryan So*  
*so@cs.wisc.edu*



## Summary

Operating system facilities, such as the kernel and utility programs, are typically assumed to be reliable. In our recent experiments, we have been able to crash 25-33% of the utility programs on any version of UNIX that was tested. This report describes these tests and an analysis of the program bugs that caused the crashes.

# Fuzzing



“ab’d&gfdffgg”    grep • sh • sed ...    25%–33%

Fuzzing en sus orígenes = Random Testing a  
nivel de Sistema (System Level)

# fuzzer.py

```
import random

def fuzzer():
    # Strings up to 1024 characters long
    string_length = int(random.random() * 1024)

    # Fill it with ASCII 32..128 characters
    out = ""
    for i in range(0, string_length):
        out += chr(int(random.random() * 96 + 32))
    return out

if __name__ == "__main__":
    print fuzzer()
```

# Fuzzer Output

[;x1-GPZ+wcckc];,N9J+?#6^6\ e?]9lu2\_%'4GX"0VUB[E/r  
~fApu6b8<%siq8Zh.6{V,hr?;{Ti.r3PIxMMMv6{xS^+'Hq!  
Ax B"YXRS@!Kd6;wtAMefFWM(`IJ\_<1~o}z3K(CCzRH JIlvHz>\_\*.  
\>JrlU32~eGP?IR=bF3+;y\$3lodQ< B89!5"W2fK\*vE7v{')KC-  
i,c{<[~m!]o;{.'}Gj\ (X}EtYetrbY@aGZ1{P!AZU7x#4(Rtn!  
q4nCwqol^y6}0|Ko=\*JK~;zMKV=9Nai:wxu{J&UV#HaU)\*BiC<),`  
+t\*gka<W=Z.%T5WGHZpl30D< Pq>&]BS6R&j?#tP7iaV}-}`\?  
[\_[Z^LBMPG-FKj'\\xwuZ1=Q`^`5,\$N\$Q@[!CuRzJ2Dl vBy!  
^zkhdf3C5PAkR?V hnl3='i2Qx]D  
\$qs4O`1@fevnG'2\11Vf3piU37@55ap\zlyl"!f,  
\$ee,J4Gw:cgNKLie3nx9(`efSlg6#[K" @WjhZ}r[Scun&sBCS,T/[  
vY'pduwgzDIVNy7'rnzxNwl)(ynBa>%lb` ;`9fG]P\_0hdG~\$@6  
3]KAeEnQ7IU)3Pn,0)G/6N-wyzj/MTd#A;r

# Demo

```
$ python fuzzer.py | prolog  
$ python fuzzer.py | grep x  
$ python fuzzer.py | tex
```

# Fuzzing UNIX utilities

- Usar el output del fuzzer como un programa prolog:  
`$ python fuzzer.py | prolog`
- Usar el output del fuzzer como la entrada a grep:  
`$ python fuzzer.py | grep x`
- Usar el output del fuzzer como documento TeX:  
`$ python fuzzer.py | tex`

# Causas de Crashes

- Uso Punteros y accesos a Arreglos
- Ausencia de chequeo de códigos de retorno (return codes)
- Y más...

# Punteros y Arreglos

¿Qué problema puede existir en este programa?

```
while ((cc = getch()) != c)
{
    string[j++] = cc;
    ...
}
```

No se chequea la longitud máxima  
del string

# Return Codes

```
char rdc()
```

```
{
```

```
    char lastc;
```

```
    do {
```

```
        lastc = getchar();
```

```
    } while (lastc != ' ' ||  
             lastc != '\t');
```

```
    return (lastc);
```

```
}
```

Si getchar() alcanza EOF  
¿Qué ocurre?

# Y más...

- Comando "`!o%8f`" al programa VAX csh
  - “`o%8f: Event not found.`”
  - `printf("o%8f: Event not found.")`

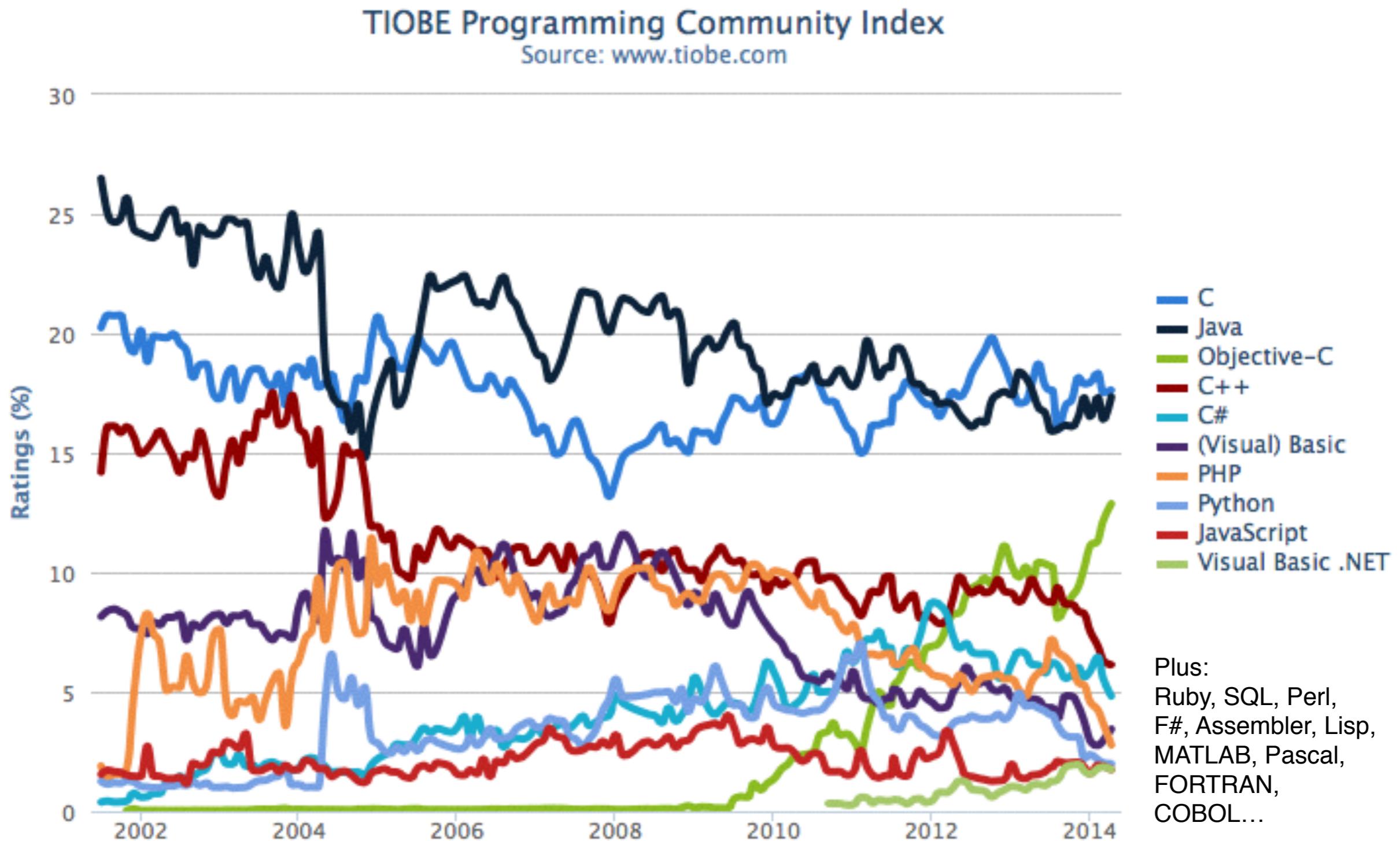
CRASH!

# Reglas de la Programación Segura

- Chequear que todos los accesos a arreglos usan índices válidos
- Aplicar bounds en todos los inputs
- Chequear todos los return codes
- Nunca confiar en inputs de 3rd-parties

*...pero todo esto generalmente "gratis" con  
los lenguajes "modernos"*

# Lenguajes de Programación



# El Lenguaje C



# Random Black-Box Fuzzing

- Testing Black-box trata al programa bajo test como una “Caja Negra” (No se conoce nada interno del programa)
- Fuzzing, en su inicios, fue concebido como una técnica black-box
  - Random Testing a nivel de Sistema (System Level)
  - Buenos resultados iniciales → crashes o hangs de entre 25-33% de los programas Unix (1989)

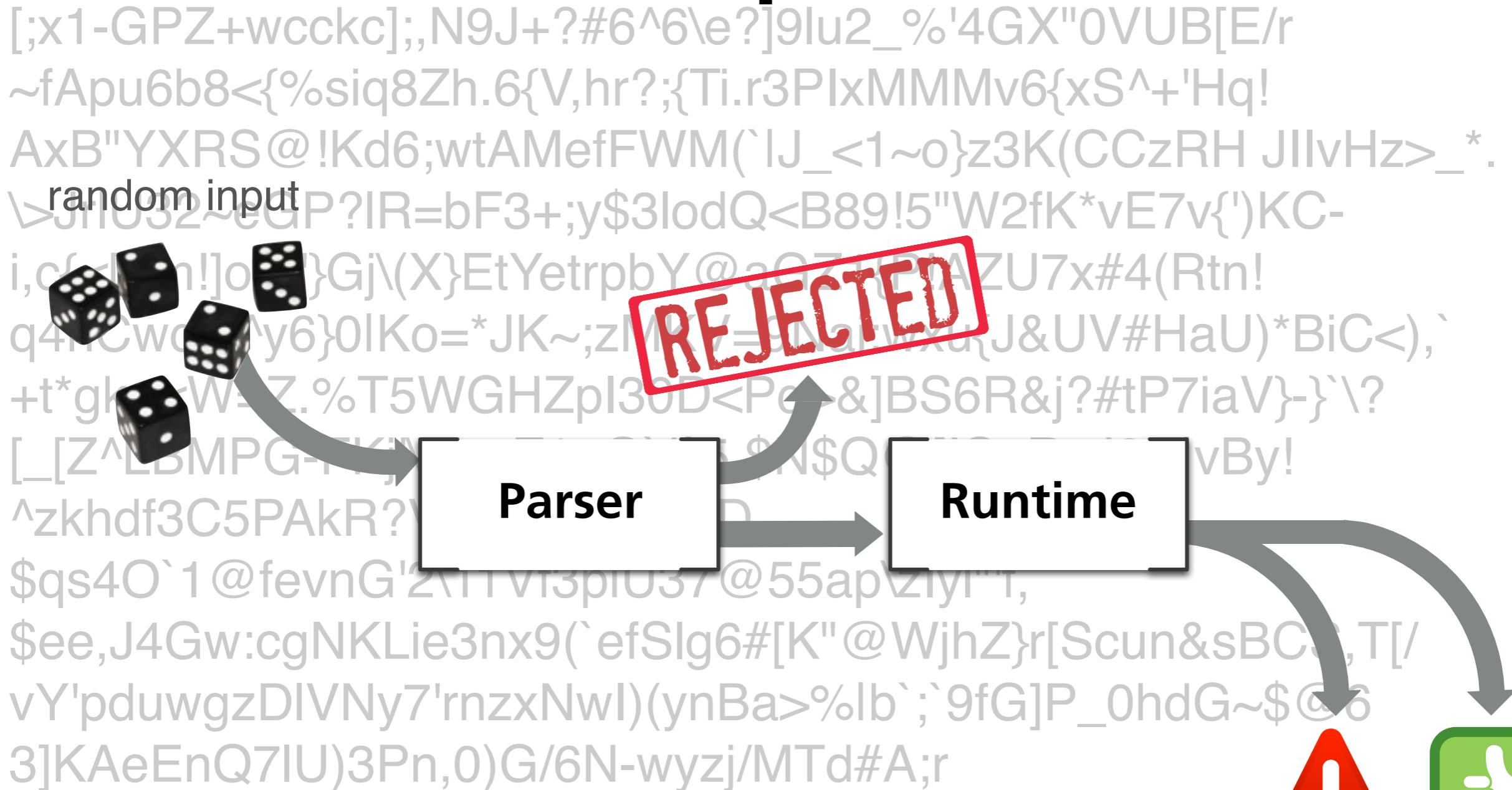
# Nuevo Problema: Intérpretes

- Supongamos ahora que queremos testear el Intérprete de un Lenguaje de Programación –
- El Intérprete necesita compilar y ejecutar el programa

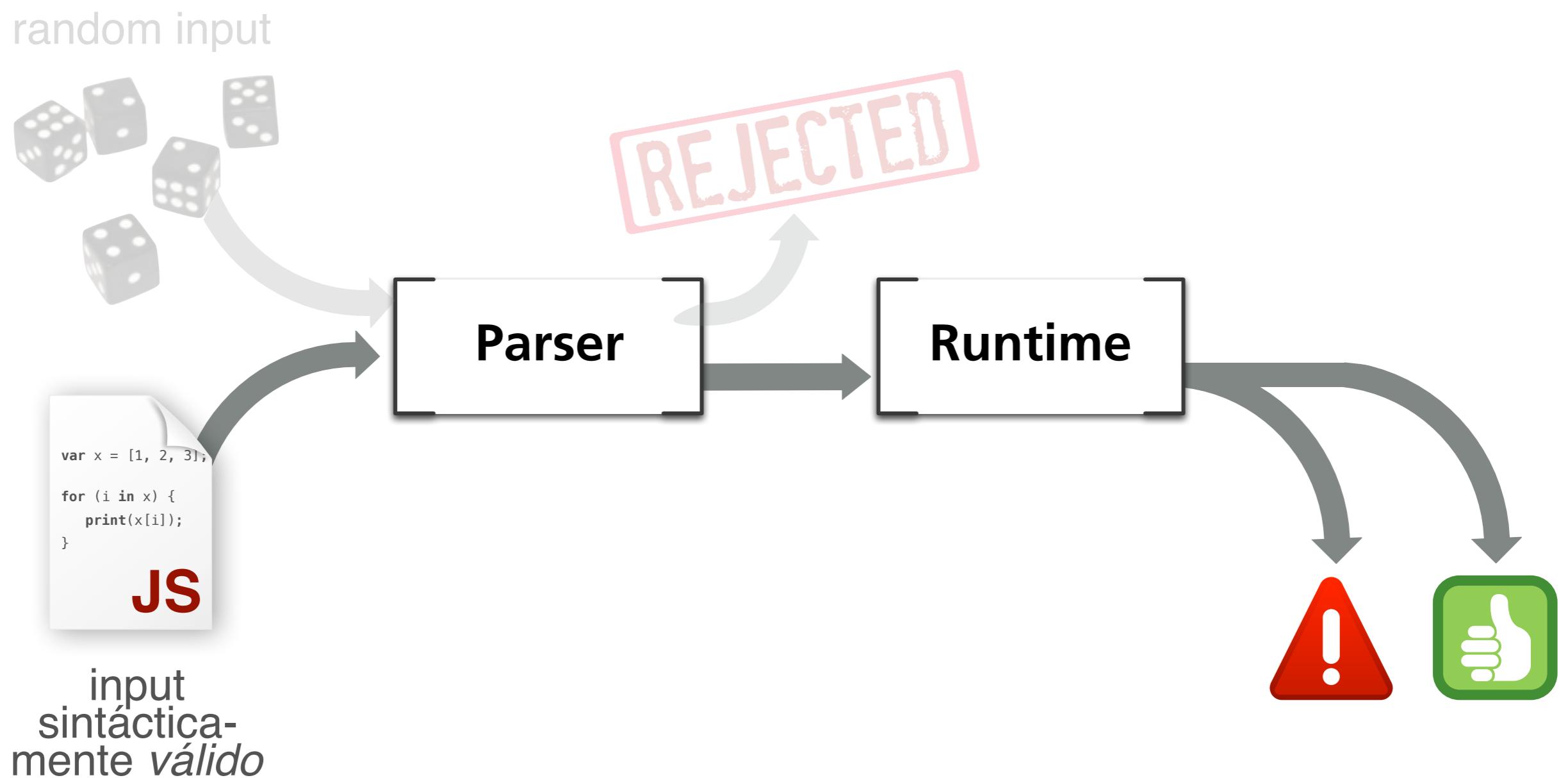


Parser

# Random Inputs en Intérpretes



# Fuzzing para Intérpretes



# grammar-fuzz.py

- Queremos codificar una *gramática* para producir expresiones aritméticas como *strings*
- \$START se expande a \$EXPR, que puede expandirse a \$TERM, \$TERM + \$TERM, etc.

```
grammar = [
    ("$START",   "$EXPR"),
    ("$EXPR",    "$EXPR + $TERM"),
    ("$EXPR",    "$EXPR - $TERM"),
    ("$EXPR",    "$TERM")]
```

# grammar-fuzz.py

```
grammar = [
    ("$START",   "$EXPR"),
    ("$EXPR",    "$EXPR + $TERM"),
    ("$EXPR",    "$EXPR - $TERM"),
    ("$EXPR",    "$TERM"),
    ("$TERM",    "$TERM * $FACTOR"),
    ("$TERM",    "$TERM / $FACTOR"),
    ("$TERM",    "$FACTOR"),
    ("$FACTOR",  "+$FACTOR"),
    ("$FACTOR",  "-$FACTOR"),
    ("$FACTOR",  "($EXPR)"),
    ("$FACTOR",  "$INTEGER"),
    ("$FACTOR",  "$INTEGER. $INTEGER"),
]
```

```
( "$FACTOR", "+$FACTOR" ) ,  
($FACTOR", "-$FACTOR" ) ,  
("$FACTOR", "($EXPR)" ) ,  
("$FACTOR", "$INTEGER" ) ,  
("$FACTOR", "$INTEGER. $INTEGER" ) ,  
  
("$INTEGER", "$INTEGER$DIGIT" ) ,  
("$INTEGER", "$DIGIT" ) ,  
  
("$DIGIT", "1" ) ,  
("$DIGIT", "2" ) ,  
("$DIGIT", "3" ) ,  
("$DIGIT", "4" ) ,  
("$DIGIT", "5" ) ,  
("$DIGIT", "6" ) ,  
("$DIGIT", "7" ) ,  
("$DIGIT", "8" ) ,  
("$DIGIT", "9" ) ,  
("$DIGIT", "0" )
```

]

```
("$INTEGER", "$INTEGER$DIGIT"),
("$INTEGER", "$DIGIT"),

("$DIGIT", "1"),
("$DIGIT", "2"),
("$DIGIT", "3"),
("$DIGIT", "4"),
("$DIGIT", "5"),
("$DIGIT", "6"),
("$DIGIT", "7"),
("$DIGIT", "8"),
("$DIGIT", "9"),
("$DIGIT", "0")

]

def apply(term, rule):
    (old, new) = rule
    # We replace the first occurrence;
    # this could also be some random occurrence
    return term.replace(old, new, 1)
```

```
def apply(term, rule):
    (old, new) = rule
    # We replace the first occurrence;
    # this could also be some random occurrence
    return term.replace(old, new, 1)
```

MAXSYMBOLS = 5

```
def produce():
    term = "$START"
    while term.count('$') > 0:
        # All rules have the same chance;
        # this could also be weighted
        index = random.randint(0, len(grammar) - 1)
        new_term = apply(term, grammar[index])
        if (new_term != term and
            new_term.count('$') < MAXSYMBOLS):
            print new_term
            term = new_term
    return term
```



# Demo

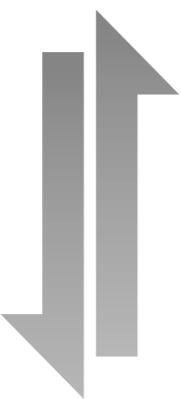
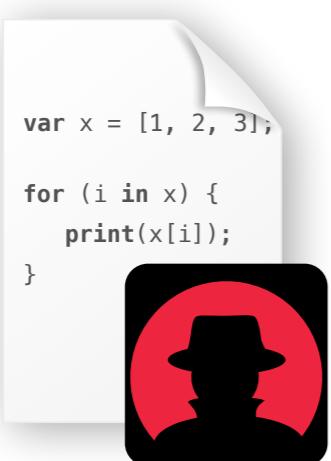
```
$ python grammar-fuzz.py
```

# Fuzzing de Gramáticas



- LangFuzz es un Fuzz Tester que usa una *gramática* para generar inputs
- Utiliza *Inputs Válidos* para crear nuevos inputs

# Gramática: JavaScript



- Si un atacante toma el control del Intérprete *JavaScript*, toma el control del *browser* entero

# JavaScript Grammar

Fuzzing de  
JavaScript

Sample  
Code

Language  
Grammar

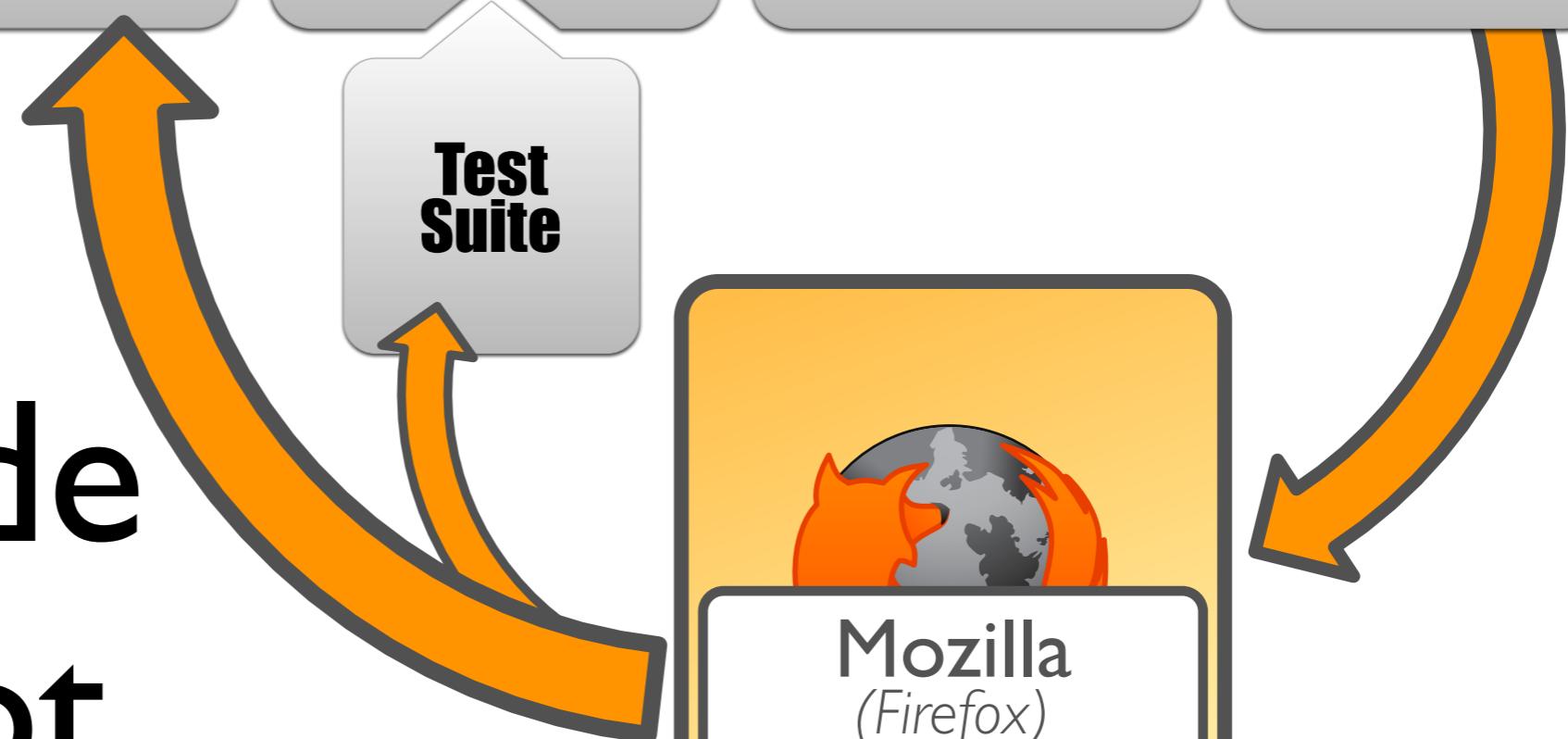


Mutated Test



Test Driver

Test  
Suite



# Gramática JavaScript

## If Statement

*IfStatement<sup>full</sup>* ⇒

| **if** ParenthesizedExpression Statement<sup>full</sup>  
| **if** ParenthesizedExpression Statement<sup>noShortIf</sup> **else** Statement<sup>full</sup>

*IfStatement<sup>noShortIf</sup>* ⇒ **if** ParenthesizedExpression Statement<sup>noShortIf</sup> **else** Statement<sup>noShortIf</sup>

## Switch Statement

*SwitchStatement* ⇒

| **switch** ParenthesizedExpression { }  
| **switch** ParenthesizedExpression { CaseGroups LastCaseGroup }

*CaseGroups* ⇒

«empty»  
| CaseGroups CaseGroup

*CaseGroup* ⇒ CaseGuards BlockStatementsPrefix

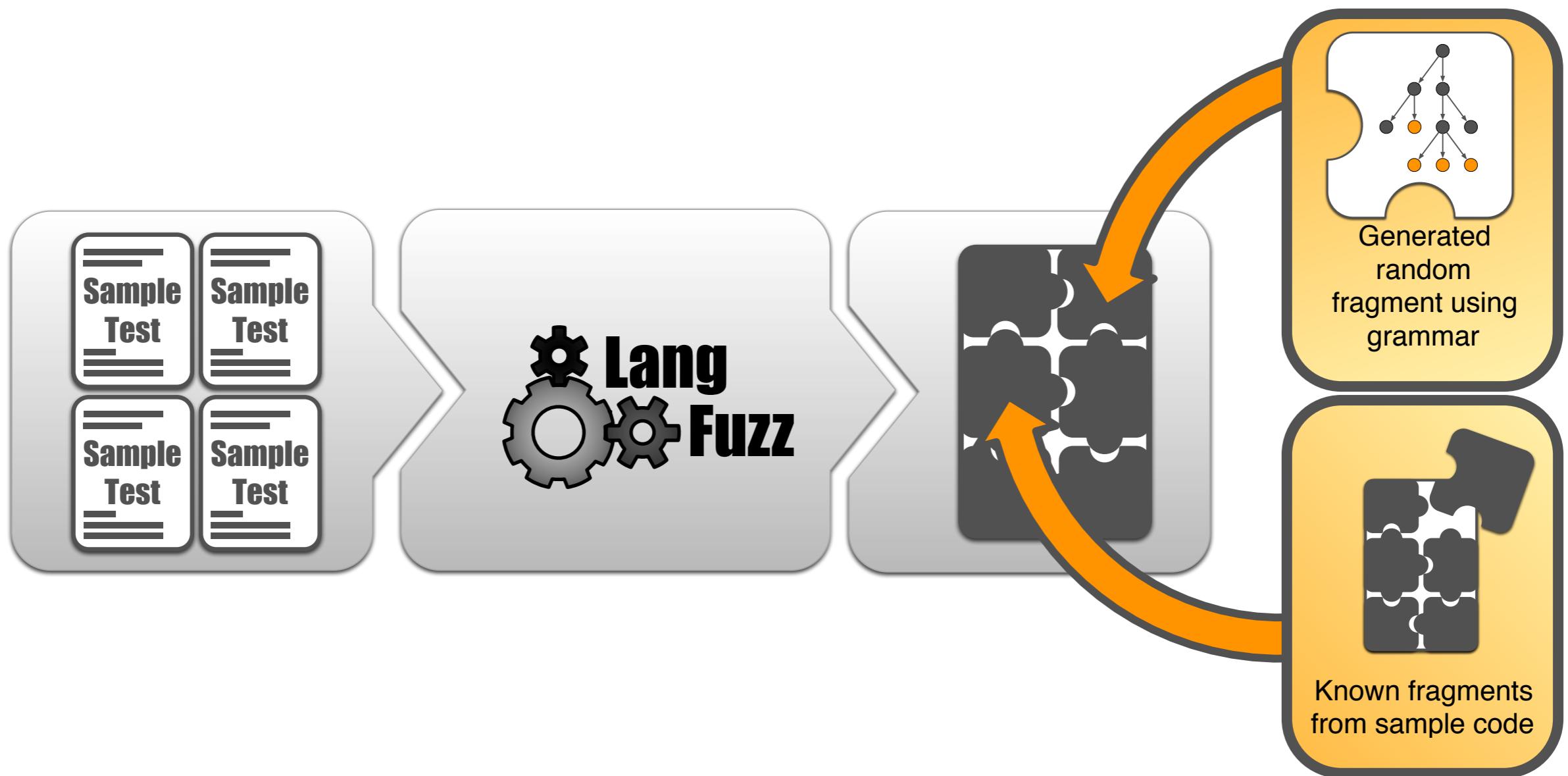
*LastCaseGroup* ⇒ CaseGuards BlockStatements

*CaseGuards* ⇒

CaseGuard  
| CaseGuards CaseGuard

*CaseGuard* ⇒

# Usando Fragmentos de Código JavaScript

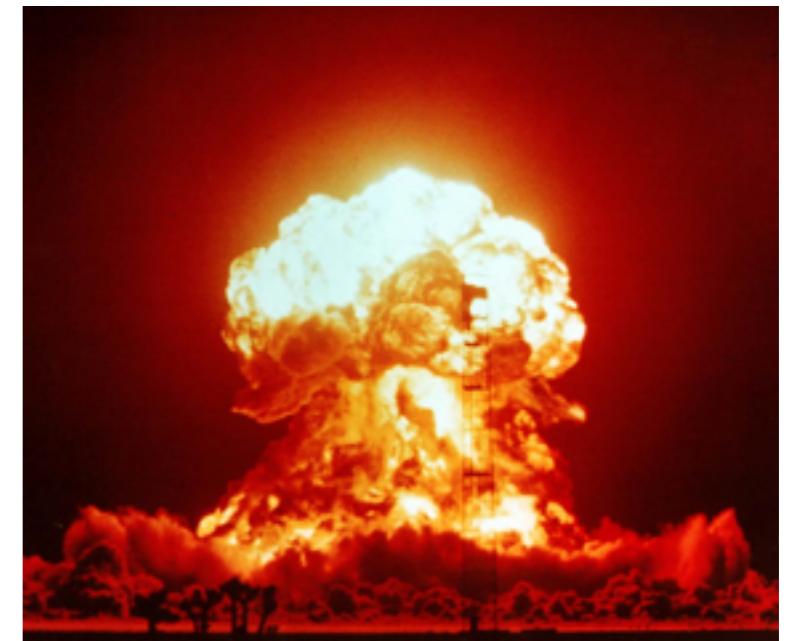
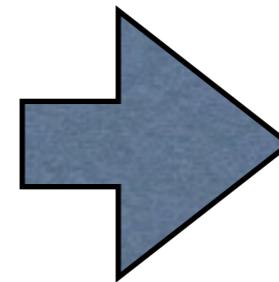


# Un Input Generado con LangFuzz

---

```
1 var haystack = "foo";
2 var re_text = "^foo";
3 haystack += "x";
4 re_text += "(x)";
5 var re = new RegExp(re_text);
6 re.test(haystack);
7 RegExp.input = Number();
8 print(RegExp.$1);
```

---



# LangFuzz (Julio 2016)



En uso en Mozilla desde 2011,  
**2397 bugs** en el engine JS.



En Google ClusterFuzz desde  
2014, ~170 bugs encontrados.

**43 Chrome Security Bug  
Bounties hasta hoy**



The screenshot shows the Mozilla Bug Bounty Program page. At the top, there's a navigation bar with links for ABOUT, PARTICIPATE, FIREFOX, and DONATE. To the right of the navigation is the Mozilla logo. Below the navigation, the word "mozilla" is written in a large, bold, lowercase font. Underneath that, there's a breadcrumb trail: HOME > MOZILLA SECURITY >. The main title "Bug Bounty Program" is displayed in a large white font on a red background. To the left, under the heading "Introduction", there's text about the program's purpose and funding. To the right, there's a sidebar with links to Mozilla Security resources like Security Advisories, Known Vulnerabilities, Bug Bounty, Firefox Hall Of Fame, Mozilla Web and Services Hall Of Fame, and the Security Blog.

mozilla

ABOUT PARTICIPATE FIREFOX DONATE

HOME > MOZILLA SECURITY >

# Bug Bounty Program

## Introduction

The Mozilla Security Bug Bounty Program is designed to encourage security research in Mozilla software and to reward those who help us create the safest Internet clients in existence.

Many thanks to [Linspire](#) and [Mark Shuttleworth](#), who provided start-up funding for this endeavor.

Mozilla has paid out over 1.6 million dollars in bounties to our various researchers!

Mozilla manages two different bug bounty programs. One program focuses on Firefox and other client applications and one bounty program focuses on our web properties and services.

- Information on the Client Bug Bounty Program can be found [here](#)
- Information on the Web and Services Bug Bounty Program can be found [here](#)

[Mozilla Security](#)

[Security Advisories](#)

[Known Vulnerabilities](#)

[Bug Bounty](#)

[Firefox Hall Of Fame](#)

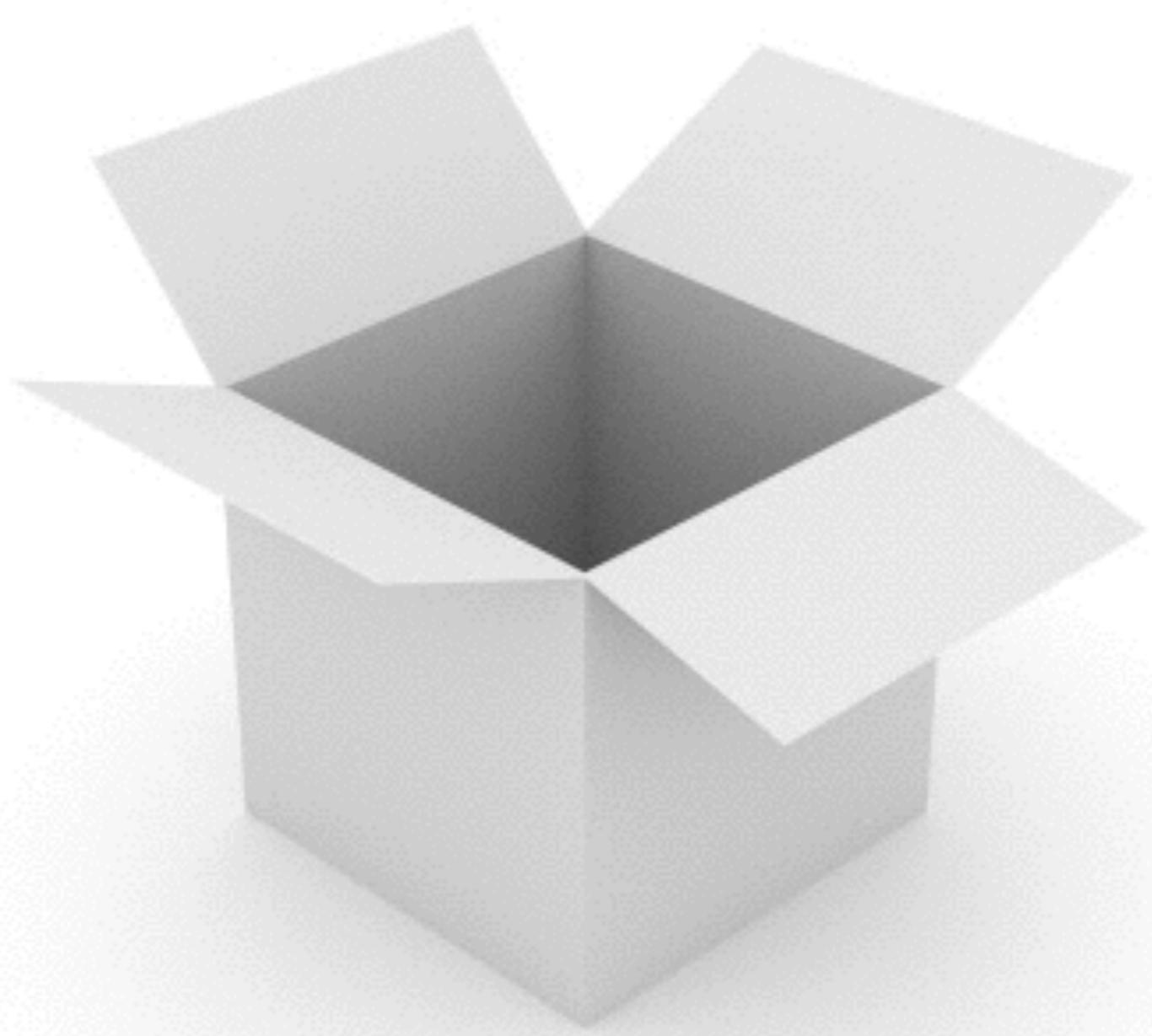
[Mozilla Web and Services Hall Of Fame](#)

[Security Blog](#)

# Grammar Fuzzing

- La mayoría de los Fuzzers para gramáticas aplican variaciones de Grammar Testing (**Bounded Exhaustive Testing**)
- LangFuzz = Los Code Fragments son Terminales
- Como la gramática resultante es muy grande, se elige aleatoriamente la producción a aplicar

# White-box Fuzzing



Article development led by ACM Queue  
queue.acm.org

**SAGE has had a remarkable impact at Microsoft.**

BY PATRICE GODEFROID, MICHAEL Y. LEVIN, AND DAVID MOLNAR

# SAGE: Whitebox Fuzzing for Security Testing



and its users millions of dollars. If monthly security update costs you \$0.001 (one tenth of one cent) in just electricity or loss of productivity, then this number multiplied by one billion people is \$1 million. Of course if malware were spreading on your machine, possibly leaking some of your private data, then that might cost you

your operating system) has read the image data, decoded it, created new data structures with the decoded data, and passed those to the graphics card in your computer. If the code implementing that jpg parser contains a bug such as a buffer overflow that can be triggered by a corrupted jpg image, then the execution of this jpg parser on your computer could potentially

# Scalable Automated Guided Execution

- Primer herramienta en realizar **concolic execution** en binario x86
  - “*what you fuzz is what you ship,*” ya que los compiladores pueden realizar transformaciones que afectan la seguridad.
- Security bugs: los programadores pueden fallar en alojar memoria o manipular buffers apropiadamente, resultando en **vulnerabilidades**.

# White-Box Fuzzing con SAGE

- La exploración de program paths se realiza paralelamente
- Cuanto más diverso y rico el conjunto inicial de inputs (ie seeds o semillas), mayor profundidad se logrará durante el fuzzing
- Utiliza heurísticas para maximizar el cubrimiento de código tan rápido como sea posible, con el objeto de encontrar bugs más rápidamente.
- Las optimizaciones son cruciales para manejar el **ENORME** tamaño de las path conditions.



# SAGE



# Microsoft

- "*Since 2008, SAGE has been running 24/7 on approximately 100-plus machines/cores automatically fuzzing hundreds of applications in Microsoft security testing labs*"
- "*...has saved Microsoft millions of dollars as well as saved world time and energy, by avoiding expensive security patches to more than one billion PCs.*"
- "*The software running on your PC has been affected by SAGE.*"



Security Risk Detection

More ▾

All Microsoft ▾



Sign in

# Microsoft Security Risk Detection

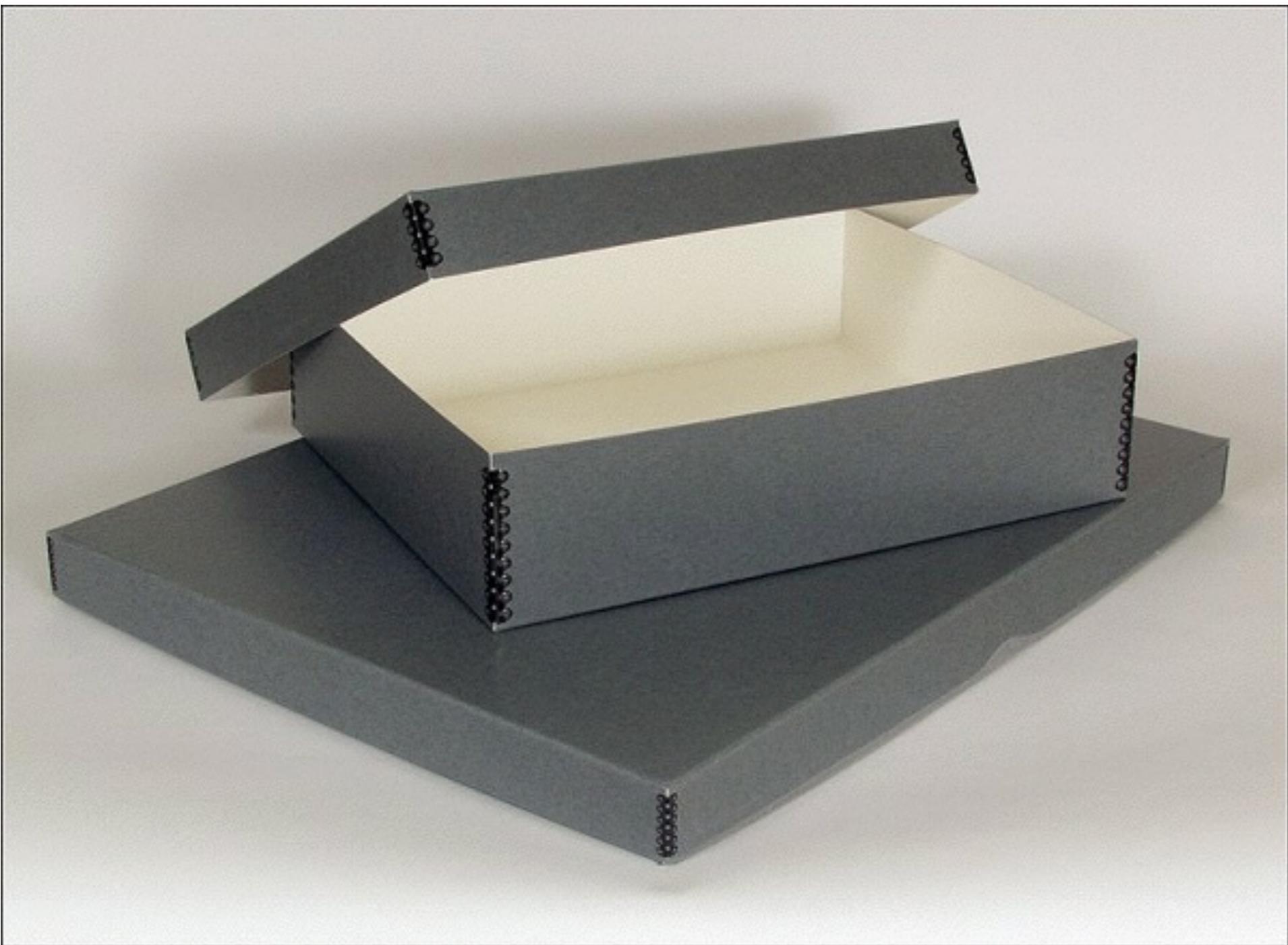
Sign up now for the Windows or Linux free trial

SIGN UP >





# Grey-box Fuzzing



# American Fuzzy Lop

american fuzzy lop 0.47b (readpng)

## process timing

run time : 0 days, 0 hrs, 4 min, 43 sec  
last new path : 0 days, 0 hrs, 0 min, 26 sec  
last uniq crash : none seen yet  
last uniq hang : 0 days, 0 hrs, 1 min, 51 sec

## cycle progress

now processing : 38 (19.49%)  
paths timed out : 0 (0.00%)

## stage progress

now trying : interest 32/8  
stage execs : 0/9990 (0.00%)  
total execs : 654k  
exec speed : 2306/sec

## fuzzing strategy yields

bit flips : 88/14.4k, 6/14.4k, 6/14.4k  
byte flips : 0/1804, 0/1786, 1/1750  
arithmetics : 31/126k, 3/45.6k, 1/17.8k  
known ints : 1/15.8k, 4/65.8k, 6/78.2k  
havoc : 34/254k, 0/0  
trim : 2876 B/931 (61.45% gain)

## overall results

cycles done : 0  
total paths : 195  
uniq crashes : 0  
uniq hangs : 1

## map coverage

map density : 1217 (7.43%)  
count coverage : 2.55 bits/tuple

## findings in depth

favored paths : 128 (65.64%)  
new edges on : 85 (43.59%)  
total crashes : 0 (0 unique)  
total hangs : 1 (1 unique)

## path geometry

levels : 3  
pending : 178  
pend fav : 114  
imported : 0  
variable : 0  
latent : 0

# American Fuzzy Lop



# The AFL approach

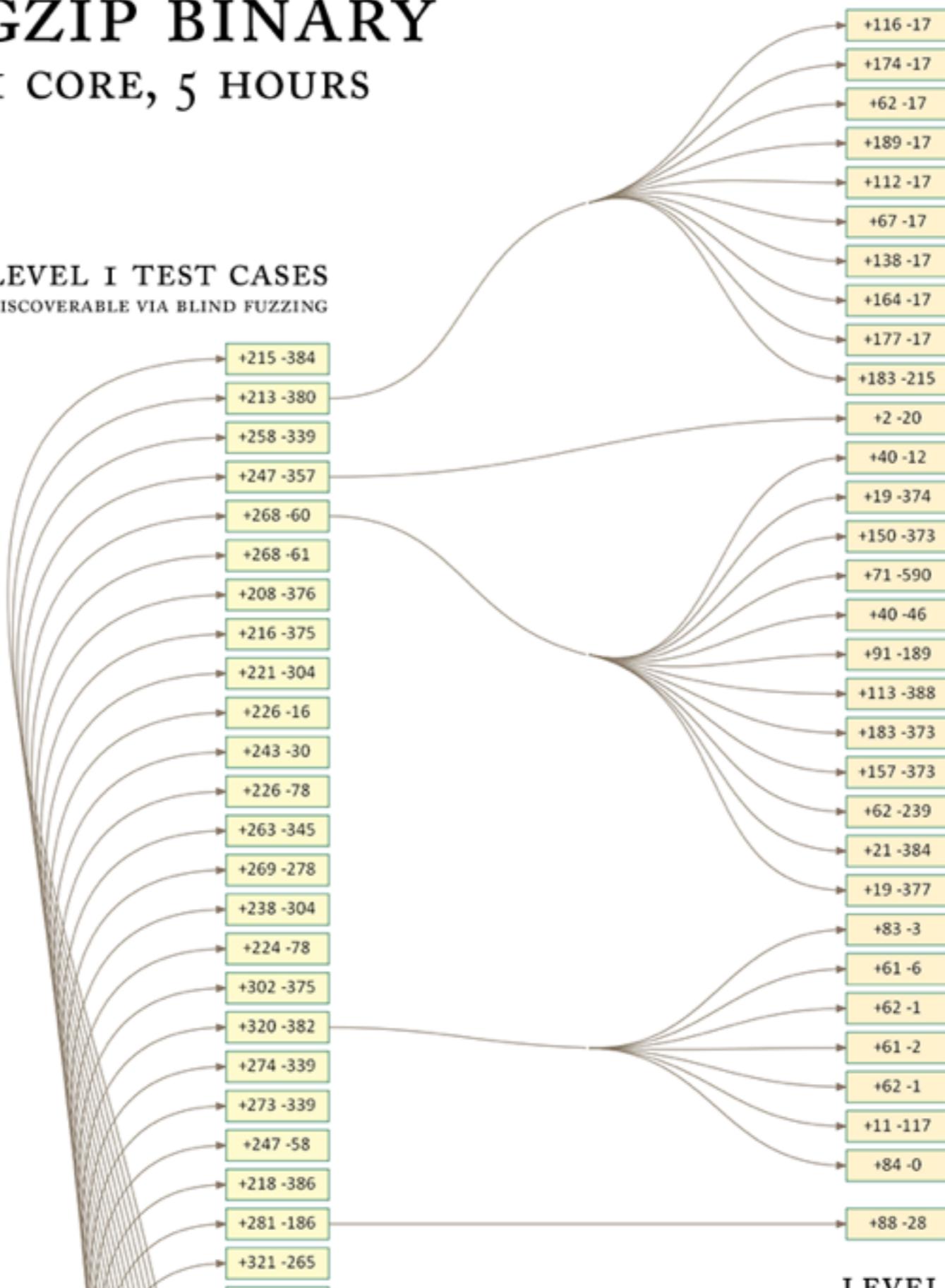
- 1) Encolar **inputs iniciales** provistos por el usuario a la cola Q,
- 2) Tomar un input de la cola Q
- 3) Intentar **reducir** el input a su menor tamaño si alterar su capacidad de cobertura,
- 4) Aplicar un conjunto de mutaciones (cambios) al input utilizando una variedad de **estrategias tradicionales de fuzzing**,
- 5) Si alguno de los nuevos inputs resulta en un aumento de cobertura, agregar el input a la cola Q.
- 6) Volver a 2).

# AFL-FUZZ, GZIP BINARY

2,000 EXECs/SEC, 1 CORE, 5 HOURS

## LEVEL 1 TEST CASES

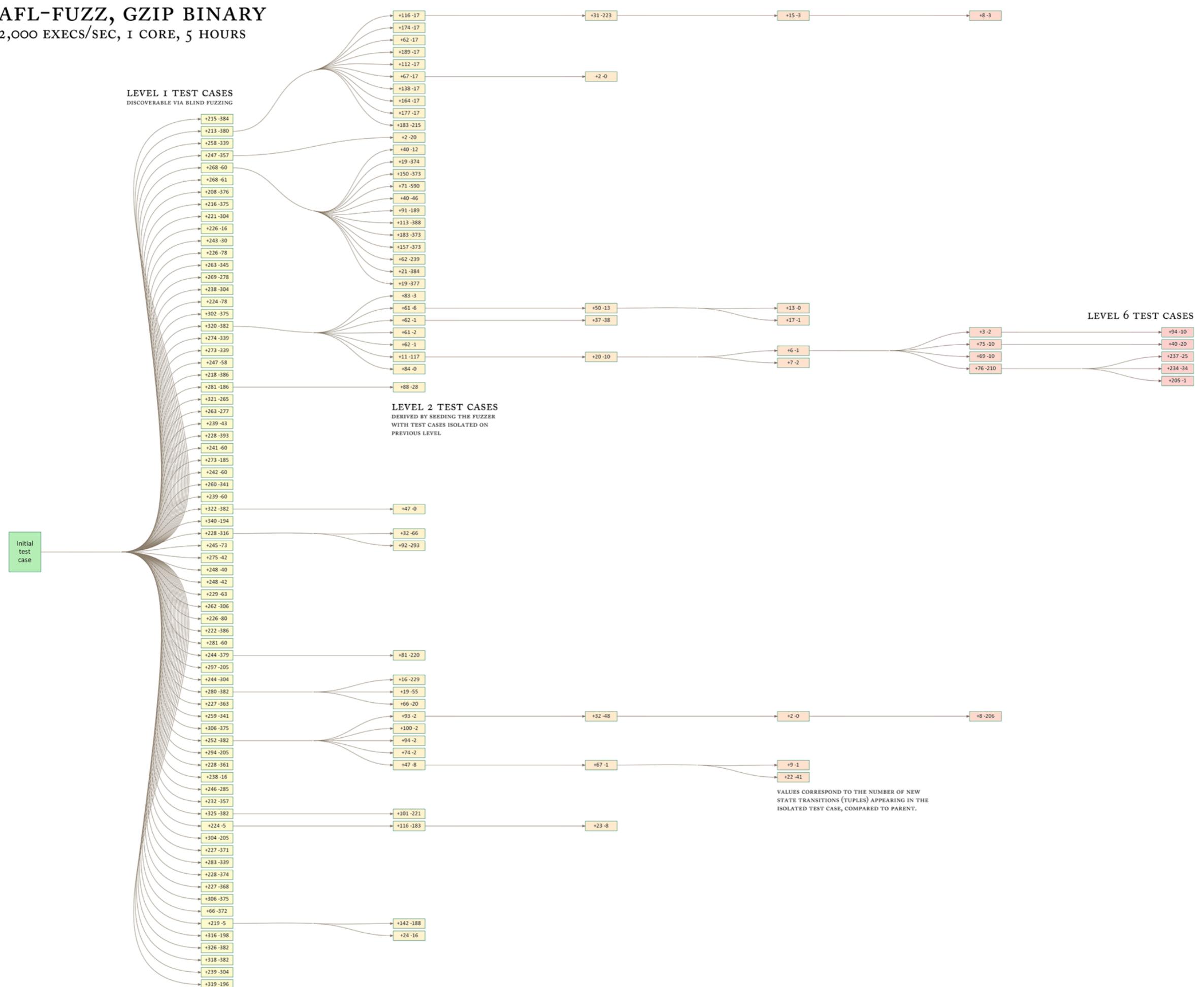
DISCOVERABLE VIA BLIND FUZZING



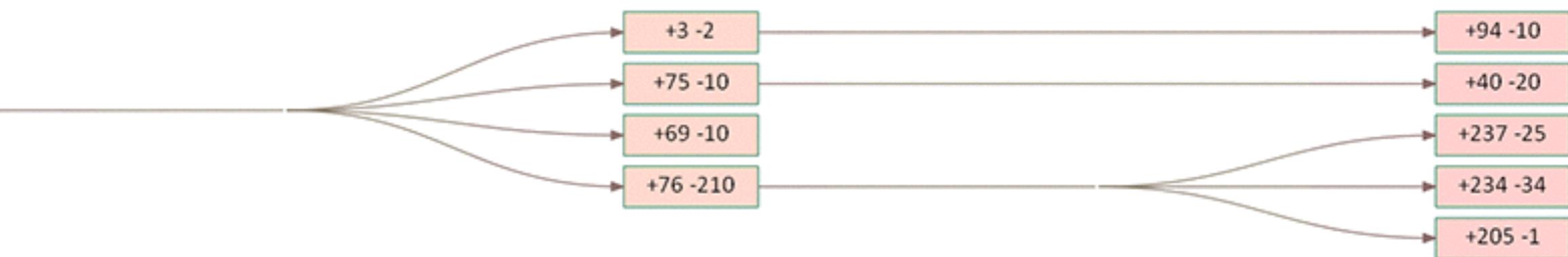
LEVEL 3 TEST CASES

# AFL-FUZZ, GZIP BINARY

2,000 EXECs/SEC, 1 CORE, 5 HOURS



## LEVEL 6 TEST CASES



# AFL Strategies

- **Walking bit & byte flips:** Flipping un bit, dos bits, etc.
- **Simple arithmetics:** incrementar o decrementar valores enteros existentes en el input
- **Known integers:** e.g., -1, 256, 1024, MAX\_INT-1, MAX\_INT
- **Stacked tweaks:** borrar, duplicar, insertar bloques

# AFL Strategies

- <https://lcamtuf.blogspot.com.ar/2014/08/binary-fuzzing-strategies-what-works.html>

# fuzzing-project.org

The Fuzzing Project    [tutorials](#)    [software](#)    [background](#)    [resources](#)    [faq](#)    [about](#)    [blog / advisories](#)

## The Fuzzing Project

Fuzzing is a powerful strategy to find bugs in software. The idea is quite simple: Generate a large number of randomly malformed inputs for a software to parse and see what happens. If the program crashes then something is likely wrong. While fuzzing is a well-known strategy, it is surprisingly easy to find bugs, often with security implications, in widely used software.

Memory access errors are the errors most likely to be exposed when fuzzing software that is written in C/C++. While they differ in the details (stack overflow, heap overflow, use after free, ...), the core problem is often the same: A software reads or writes to wrong memory locations.

A modern Linux or BSD system ships a large number of basic tools that do some kind of file displaying and parsing. In their current state most of these tools are not suitable for untrusted inputs.

On the other hand we have powerful tools these days that allow us to find and analyze these bugs, notably the fuzzing tool `american fuzzy lop` and the Address Sanitizer feature of `gcc` and `clang`.

The Fuzzing Project is trying to improve the state of things. I maintain [a list of software packages](#) with a rough categorization of how well they resist fuzzing and some helpful pointers how you can join the effort to improve the state of security in free software.

american fuzzy lop 0.94b (unrtf)	
process timing	overall results
run time : 0 days, 0 hrs, 0 min, 37 sec	cycles done : 0
last new path : 0 days, 0 hrs, 0 min, 0 sec	total paths : 268
last uniq crash : 0 days, 0 hrs, 0 min, 21 sec	uniq crashes : 1
last uniq hang : none seen yet	uniq hangs : 0
cycle progress	map coverage
now processing : 0 (0.00%)	map density : 1360 (2.08%)
paths timed out : 0 (0.00%)	count coverage : 2.62 bits/tuple
stage progress	findings in depth
now trying : bitflip 2/1	favored paths : 1 (0.37%)
stage execs : 7406/13.3k (55.57%)	new edges on : 118 (44.03%)
total execs : 24.2k	total crashes : 5 (1 unique)
exec speed : 646.5/sec	total hangs : 0 (0 unique)
fuzzing strategy yields	path geometry
bit flips : 220/13.3k, 0/0, 0/0	levels : 2
byte flips : 0/0, 0/0, 0/0	pending : 268
arithmetics : 0/0, 0/0, 0/0	pend fav : 1
known ints : 0/0, 0/0, 0/0	own finds : 267
havoc : 0/0, 0/0	imported : 0
trim : 4 B/820 (0.24% gain)	variable : 0

[cpu: 29%]

# Más Allá de los Crashes

- Un programa crashea únicamente si hay un problema serio
  - Segmentation fault, assertion failure, etc.
- Pero puede sobrevivir a defectos latentes
  - Memory Leaks, Index Out of bounds, Incorrecto Manejo de Punteros, etc.

# AddressSanitizer (C)

- Framework de Instrumentación para detectar múltiples clases de corrupción del manejo de Memoria
  - Heap/stack buffer overflows, use-after-free bugs
- Se puede combinar con cualquier Fuzzer siempre y cuando podamos instrumentar el programa

# Recap: Fuzzing

- System Level
- Los Inputs Iniciales (seeds o semillas) son **IMPORTANTES**
- Apunta a Fallas de Seguridad
  - Crashes/Assertions
  - Latent Faults
- El Programa bajo Test es **UNSAFE**

# Recap: Fuzzing

- Black-box Fuzzing == Random / Grammar-Based Testing
- White-box Fuzzing == Concolic Testing
- Grey-box Fuzzing == Search-Based Testing

# FUZZ ALL THINGS



memegenerator.net

libFuzzer – a library for coverage-guided fuzz testing X +

libFuzzer – a library for coverage-guided fuzz testing https://llvm.org/docs/LibFuzzer.html

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 LLVM COMPILER INFRASTRUCTURE

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## libFuzzer – a library for coverage-guided fuzz testing.

- [Introduction](#)
- [Versions](#)
- [Getting Started](#)
- [Options](#)
- [Output](#)
- [Examples](#)
- [Advanced features](#)
- [Developing libFuzzer](#)
- [FAQ](#)
- [Trophies](#)

## Introduction

LibFuzzer is in-process, coverage-guided, evolutionary fuzzing engine.

LibFuzzer is linked with the library under test, and feeds fuzzed inputs to the library via a specific fuzzing entrypoint (aka "target function"); the fuzzer then tracks which areas of the code are reached, and generates mutations on the corpus of input data in order to maximize the code coverage. The code coverage information for libFuzzer is

# OSS-Fuzz - Continuous Fuzzing for Open Source Software

Status: Stable. We are accepting applications from widely-used open source projects.

[FAQ](#) | [Ideal Fuzzing Integration](#) | [New Project Guide](#) | [Reproducing Bugs](#) | [Projects](#) | [Projects Issue Tracker](#) | [Glossary](#)

[Create New Issue](#) for questions or feedback about OSS-Fuzz.

## Introduction

Fuzz testing is a well-known technique for uncovering various kinds of programming errors in software. Many of these detectable errors (e.g. buffer overflow) can have serious security implications.

We successfully deployed guided in-process fuzzing of Chrome components and found hundreds of security vulnerabilities and stability bugs. We now want to share the experience and the service with the open source community.

In cooperation with the [Core Infrastructure Initiative](#), OSS-Fuzz aims to make common open source software more secure and stable by combining modern fuzzing techniques and scalable distributed execution.

At the first stage of the project we use [libFuzzer](#) with [Sanitizers](#). More fuzzing engines will be added later. [ClusterFuzz](#) provides a distributed fuzzer execution environment and reporting.

Currently OSS-Fuzz supports C and C++ code (other languages supported by [LLVM](#) may work too).



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# Deepening the Science of Security

Since 2012, Trail of Bits has helped secure some of the world's most targeted organizations and products. We combine high-end security research with a real-world attacker mentality to reduce risk and fortify code.

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## PHILOSOPHY

We don't just fix bugs, we fix software. When our research into the depths of code and devices exposes gaps in the

## SERVICES

- Binary analysis
- Blockchain security

# Simplificando el Input

¿Qué parte del input es responsable de la falla?

# Simplificando el Input

[;x1-GPZ+wcckc];,N9J+?#6^6\ e?]9lu2\_%'4GX"0VUB[E/r  
~fApu6b8<%siq8Zh.6{V,hr?;{Ti.r3PlxMMMv6{xS^+'Hq!  
Ax B"YXRS@!Kd6;wtAMefFWM(`IJ\_<1~o}z3K(CCzRH JIlvHz>\_\*.  
\>JrlU32~eGP?IR=bF3+;y\$3lodQ< B89!5"W2fK\*vE7v{')KC-  
i,c{<[~m!]o;{.'}Gj\ (X}EtYetrbY@aGZ1{P!AZU7x#4(Rtn!  
q4nCwqol^y6}0|Ko=\*JK~;zMKV=9Nai:wxu{J&UV#HaU)\*BiC<),`  
+t\*gka<W=Z.%T5WGHZpl30D< Pq>&]BS6R&j?#tP7iaV}-}`\?  
[\_[Z^LBMPG-FKj'xwuZ1=Q`^`5,\$N\$Q@[!CuRzJ2DlvBy!  
^zhdf3C5PAkR?V hnl3='i2Qx]D  
\$qs4O`1@fevnG'2\11Vf3piU37@55ap\zlyl"!f,  
\$ee,J4Gw:cgNKLie3nx9(`efSlg6#[K" @WjhZ}r[Scun&sBCS,T/[  
vY'pduwgzDIVNy7'rnzxNwl)(ynBa>%lb` ;`9fG]P\_0hdG~\$@6  
3]KAeEnQ7IU)3Pn,0)G/6N-wyzj/MTd#A;r

# Simplificando el Input

[;x1-GPZ+wcckc];,N9J+?#6^6\ e?]9lu2\_%'4GX"0VUB[E/r  
~fApu6b8<%siq8Zh.6{V,hr?;{Ti.r3PIxMMMv6{xS^+'Hq!  
Ax B"YXRS@!Kd6;wtAMefFWM(`IJ\_<1~o}z3K(CCzRH JllvHz>\_\*.  
\>JrlU32~eGP?IR=bF3+;y\$3lodQ< B89!5"W2fK\*vE7v{')KC-  
i,c{<[~m!]o;{.'}Gj(X}EtYetrpbY@aGZ1{P!AZU7x#4(Rtn!  
q4nCwqol^y6}0lKo=\*JK~;zMKV=9Nai:wxu{J&UV#HaU)\*BiC<),`  
+t\*gka<W=Z.%T5WGHZpl30D< Pq>&]BS6R&j?#tP7iaV}-}\`?\  
[\_[Z^LBMPG-FKj\ xwuZ1=Q`^5,\$N\$Q@[!CuRzJ2DlvBy!  
^zkhdf3C5PAkR?V hnl3='i2Qx]D  
\$qs4O`1@fevnG'2\11Vf3piU37@55ap\zlyl"!f,  
\$ee,J4Gw:cgNKLie3nx9(`efSlg6#[K"@WjhZ}r[Scun&sBCS,T/[  
vY'pduwgzDIVNy7'rnzxNwl)(ynBa>%lb`;'9fG]P\_0hdG~\$@6  
3]KAeEnQ7IU)3Pn,0)G/6N-wyzj/MTd#A;r  
v{')

# ¿Por qué simplificar?

- **Mejor comunicación:** Un test case simplificado es más fácil de entender.
- **Mejor debugging:** Test cases más chicos resultan en menos estados y trazas.
- **Identificar duplicados:** Un test simplificado subsume distintos duplicados.

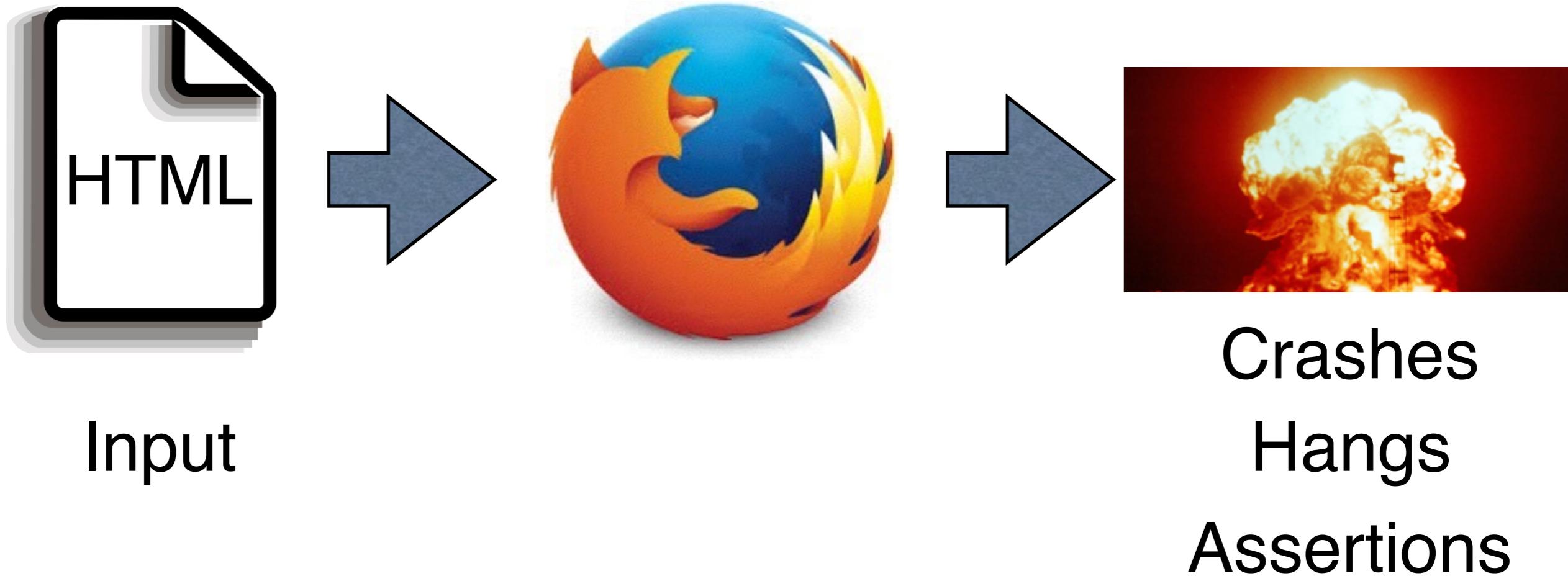
# Experimentación

- Con *experimentación*, uno descubre si una circunstancia es relevante o no:
  - Omitimos la circunstancia y tratamos de reproducir el problema.
  - La circunstancia es relevante si el problema no sigue ocurriendo.

# Simplificando

- Por cada circunstancia del problema, chequear si es relevante para que el problema siga ocurriendo.
- Si no lo es, removerla del test case en cuestión.

# Testing Firefox



# Binary Search

- Procedemos por binary search.  
Descartar la mitad del input y chequear si el output es todavía erróneo.
- Si no lo es, restaurar el estado y descartar la otra mitad del input.

*HTML input*



# ¿Qué podemos hacer si *ambas mitades pasan*?

<SELECT NAME="priority" MULTIPLE SIZE=7>



<SELECT NAME="priority" MULTIPLE SIZE=7>



<SELECT NAME="priority" MULTIPLE SIZE=7>



<SELECT NAME="priority" MULTIPLE SIZE=7>



<SELECT NAME="priority" MULTIPLE SIZE=7>



<SELECT NAME="priority" MULTIPLE SIZE=7>



<SELECT NAME="priority" MULTIPLE SIZE=7>



# Delta Debugging

- **Delta Debugging** toma un conjunto de *circunstancias* (un input) y un *oráculo*.
- A través de experimentación, computa el *subconjunto de circunstancias* necesarias para hacer que el input falle.
- Cada circunstancia retornada es *relevante* para la falla; en caso de removerla, la falla no ocurre.

```
1 <SELECT_NAME="priority" MULTIPLE_SIZE=7> X
2 <SELECT_NAME="priority" MULTIPLE_SIZE=7> ✓
3 <SELECT_NAME="priority" MULTIPLE_SIZE=7> ✓
4 <SELECT_NAME="priority" MULTIPLE_SIZE=7> ✓
5 <SELECT_NAME="priority" MULTIPLE_SIZE=7> X
6 <SELECT_NAME="priority" MULTIPLE_SIZE=7> X
7 <SELECT_NAME="priority" MULTIPLE_SIZE=7> ✓
8 <SELECT_NAME="priority" MULTIPLE_SIZE=7> ✓
9 <SELECT_NAME="priority" MULTIPLE_SIZE=7> ✓
10 <SELECT_NAME="priority" MULTIPLE_SIZE=7> X
11 <SELECT_NAME="priority" MULTIPLE_SIZE=7> X
12 <SELECT_NAME="priority" MULTIPLE_SIZE=7> X
13 <SELECT_NAME="priority" MULTIPLE_SIZE=7> X
14 <SELECT_NAME="priority" MULTIPLE_SIZE=7> ✓
15 <SELECT_NAME="priority" MULTIPLE_SIZE=7> ✓
16 <SELECT_NAME="priority" MULTIPLE_SIZE=7> ✓
17 <SELECT_NAME="priority" MULTIPLE_SIZE=7> X
18 <SELECT_NAME="priority" MULTIPLE_SIZE=7> X
19 <SELECT_NAME="priority" MULTIPLE_SIZE=7> ✓
20 <SELECT_NAME="priority" MULTIPLE_SIZE=7> ✓
21 <SELECT_NAME="priority" MULTIPLE_SIZE=7> ✓
22 <SELECT_NAME="priority" MULTIPLE_SIZE=7> ✓
23 <SELECT_NAME="priority" MULTIPLE_SIZE=7> ✓
24 <SELECT_NAME="priority" MULTIPLE_SIZE=7> ✓
25 <SELECT_NAME="priority" MULTIPLE_SIZE=7> ✓
26 <SELECT_NAME="priority" MULTIPLE_SIZE=7> X
```

<select> alcanza  
para crashear

ddmin  
en  
Acción

# Delta Debugging

```
def test(s):
    global tests
    print tests, repr(s), len(s)
    tests += 1

# Simulate the program under test
if len(s) > 0 and '.' in s:
    return "FAIL"
else:
    return "PASS"
```

```
def ddmin(s):
    # assert test("") == "PASS"
    # assert test(s) == "FAIL"

    n = 2      # Initial granularity
    while len(s) >= 2:
        start = 0
        subset_length = len(s) / n
        some_complement_is_failing = False

        while start < len(s):
            complement = (
                s[:start] + s[start + subset_length:])

            if test(complement) == "FAIL":
                s = complement
                n = max(n - 1, 2)
                some_complement_is_failing = True
                break

            start += subset_length

        if not some_complement_is_failing:
            if n == len(s):
                break
            n = min(n * 2, len(s))

    return s
```

*Demo*

```
$ python ddfuzz.py
```

# ddmin and Fuzzing

[;x1-GPZ+wcckc];,N9J+?#6^6\ e?]9lu2\_%'4GX"0VUB[E/r  
~fApu6b8<%siq8Zh.6{V,hr?;{Ti.r3PlxMMMv6{xS^+'Hq!  
Ax B"YXRS@!Kd6;wtAMefFWM(`IJ\_<1~o}z3K(CCzRH JIlvHz>\_\*.  
\>JrlU32~eGP?IR=bF3+;y\$3lodQ< B89!5"W2fK\*vE7v{')KC-  
i,c{<[~m!]o;{.'}Gj\ (X}EtYetrbY@aGZ1{P!AZU7x#4(Rtn!  
q4nCwqol^y6}0|Ko=\*JK~;zMKV=9Nai:wxu{J&UV#HaU)\*BiC<),`  
+t\*gka<W=Z.%T5WGHZpl30D< Pq>&]BS6R&j?#tP7iaV}-}`\?  
[\_[Z^LBMPG-FKj\ xwuZ1=Q`^`5,\$N\$Q@[!CuRzJ2Dl vBy!  
^zhdf3C5PAkR?V hnl3='i2Qx]D  
\$qs4O`1@fevnG'2\11Vf3piU37@55ap\zlyl"!f,  
\$ee,J4Gw:cgNKLie3nx9(`efSlg6#[K" @WjhZ}r[Scun&sBCS,T/[  
vY'pduwgzDIVNy7'rnzxNwl)(ynBa>%lb` ;`9fG]P\_0hdG~\$@6  
3]KAeEnQ7IU)3Pn,0)G/6N-wyzj/MTd#A;r

# ddmin and Fuzzing

[;x1-GPZ+wcckc];,N9J+?#6^6\ e?]9lu2\_%'4GX"0VUB[E/r  
~fApu6b8<%siq8Zh.6{V,hr?;{Ti.r3PIxMMMv6{xS^+'Hq!  
Ax B"YXRS@!Kd6;wtAMefFWM(`IJ\_<1~o}z3K(CCzRH JllvHz>\_\*.  
\>JrlU32~eGP?IR=bF3+;y\$3lodQ< B89!5"W2fK\*vE7v{')KC-  
i,c{<[~m!]o;{.'}Gj\X}EtYetrbY@aGZ1{P!AZU7x#4(Rtn!  
q4nCwqol^y6}0lKo=\*JK~;zMKV=9Nai:wxu{J&UV#HaU)\*BiC<),`  
+t\*gka<W=Z.%T5WGHZpl30D< Pq>&]BS6R&j?#tP7iaV}-}\`?\  
[\_[Z^LBMPG-FKj\ xwuZ1=Q`^`5,\$N\$Q@[!CuRzJ2DlvBy!  
^zkhdf3C5PAkR?V hnl3='i2Qx]D  
\$qs4O`1@fevnG'2\11Vf3piU37@55ap\zlyl"!f,  
\$ee,J4Gw:cgNKLie3nx9(`efSlg6#[K"@WjhZ}r[Scun&sBCS,T/[  
vY'pduwgzDIVNy7'rnzxNwl)(ynBa>%lb`;'9fG]P\_0hdG~\$@6  
3]KAeEnQ7IU)3Pn,0)G/6N-wyzj/MTd#A;r  
v{')

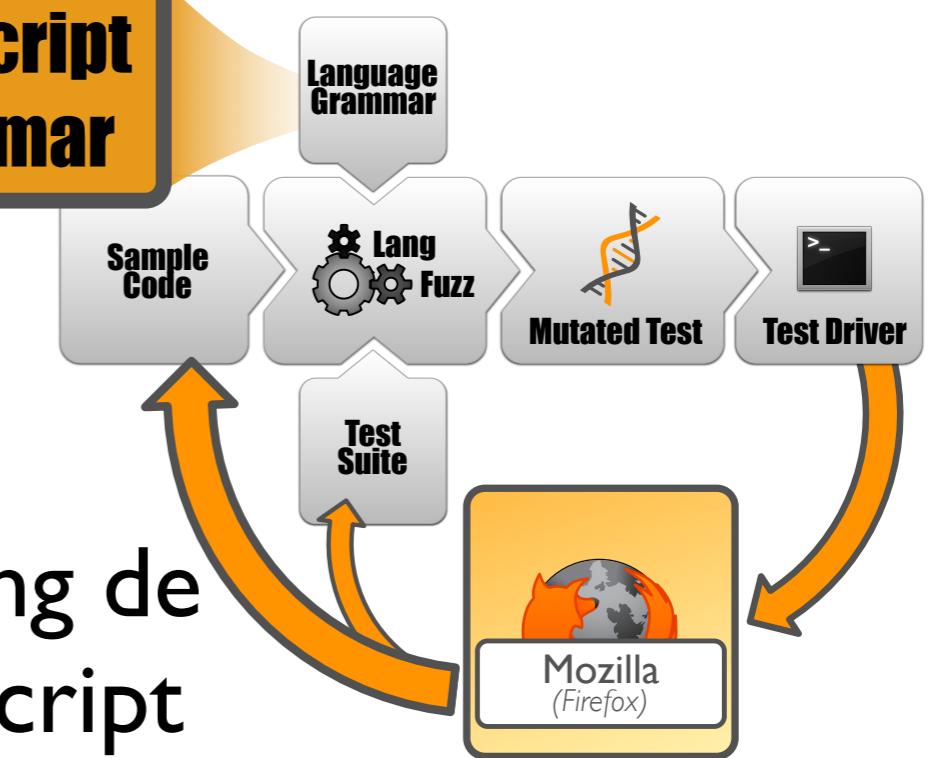
# Fuzzing



“ab’d&gfdffff” grep • sh • sed ... 25%–33%

Fuzzing en sus orígenes = Random Testing a nivel de Sistema (System Level)

## JavaScript Grammar



## Fuzzing de JavaScript

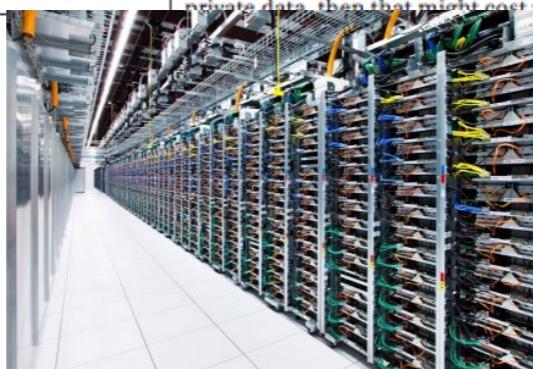
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**SAGE has had a remarkable impact at Microsoft.**

BY PATRICE GODEFROID, MICHAEL Y. LEVIN, AND DAVID MOLNAR

# SAGE: Whitebox Fuzzing for Security Testing



your operating system) has read the image data, decoded it, created new data structures with the decoded data, and passed those to the graphics card in your computer. If the code implementing that jpg parser contains a bug such as a buffer overflow that can be triggered by a corrupted jpg image, then the execution of this jpg parser on your computer could potentially

## American Fuzzy Lop

american fuzzy lop 0.47b (readpng)	
process timing	overall results
run time : 0 days, 0 hrs, 4 min, 43 sec	cycles done : 0
last new path : 0 days, 0 hrs, 0 min, 26 sec	total paths : 195
last uniq crash : none seen yet	uniq crashes : 0
last uniq hang : 0 days, 0 hrs, 1 min, 51 sec	uniq hangs : 1
cycle progress	map coverage
now processing : 38 (19.49%)	map density : 1217 (7.43%)
paths timed out : 0 (0.00%)	count coverage : 2.55 bits/tuple
stage progress	findings in depth
now trying : interest 32/8	favored paths : 128 (65.64%)
stage execs : 0/9990 (0.00%)	new edges on : 85 (43.59%)
total execs : 654k	total crashes : 0 (0 unique)
exec speed : 2306/sec	total hangs : 1 (1 unique)
fuzzing strategy yields	path geometry
bit flips : 88/14.4k, 6/14.4k, 6/14.4k	levels : 3
byte flips : 0/1804, 0/1786, 1/1750	pending : 178
arithmetics : 31/126k, 3/45.6k, 1/17.8k	pend fav : 114
known ints : 1/15.8k, 4/65.8k, 6/78.2k	imported : 0
havoc : 34/254k, 0/0	variable : 0
trim : 2876 B/931 (61.45% gain)	latent : 0