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OverHAuL: Harnessing Automation for C Libraries with Large Language Models

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BSc Thesis

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Preface

This thesis was prepared in Athens, Greece, during the academic year 2024–2025, fulfilling a requirement for the Bachelor of Science degree at the [Department of Informatics and Telecommunications](#) of the [National and Kapodistrian University of Athens](#). The research presented herein was carried out under the supervision of Prof. [Thanassis Avgerinos](#) and in accordance with the guidelines stipulated by the department. All processes and methodologies adopted during the research adhere to the academic and ethical standards of the university. The final version of this thesis is [hosted online](#) and is also archived in the department’s records, made publicly accessible through the university’s digital repository [Pergamos](#).

*To my beloved parents who, through their example, taught me patience, resilience and
perseverance.*

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- 5.1. The benchmark project corpus. Each project name links to its corresponding GitHub repository. Each is followed by a short description and its GitHub stars count, as of July 18th, 2025. 24

124

1. Introduction

125 Modern society’s reliance on software systems continues to grow, particularly in mission-
126 critical environments such as healthcare, aerospace, and industrial infrastructure. The reliability
127 of these systems is crucial—failures or vulnerabilities can lead to severe financial losses and
128 even endanger lives. A significant portion of this foundational software is still written in C,
129 a language created by Dennis Ritchie in 1972 [1], [2]. Although C has been instrumental in
130 the evolution of software, its lack of safeguards—especially around memory management—is
131 notorious. Memory safety bugs remain a persistent vulnerability, and producing provably and
132 verifiably safe code in C is exceptionally challenging—take for example the stringent guidelines
133 required by organizations like NASA for safety-critical applications [3].

134 To address these challenges, programming languages with built-in memory safety features,
135 such as Ada and Rust, have been introduced [4], [5]. Nevertheless, no language offers absolute
136 immunity from such vulnerabilities. In addition, much of the global software infrastructure
137 remains written in memory-unsafe languages, with C-based codebases unlikely to disappear
138 in the near future. Ultimately, the potential for human error grows in tandem with increasing
139 software complexity, meaning software is only as safe as its weakest link.

140 The advent of Large Language Models (LLMs) has profoundly influenced software development.
141 Developers have begun to regularly use LLMs for code generation, refactoring, and documenta-
142 tion assistance. These models at large demonstrate remarkable programming capabilities. Still,
143 they can often introduce subtle errors that may go unnoticed by even experienced developers.
144 Many researchers argue that the use of such technologies inherently contributes to the genera-
145 tion of insecure code [6]–[8]. As LLM-generated code becomes more pervasive, so does the
146 likelihood of unnoticed software errors escaping traditional human review.

147 Within this landscape, the need to detect vulnerabilities and ensure software quality is more
148 urgent than ever. Fuzzing, a technique that generates and executes a vast array of test cases to
149 identify potential bugs, has emerged as a vital approach for detecting memory safety violations.
150 However, the necessity of manually-written harnesses—programs designed to exercise the
151 Application Programming Interface (API) of the software under examination—poses a significant
152 barrier to its broader adoption. As a result, the field of fuzzing automation through LLMs has
153 gained considerable traction in recent years. Despite extensive advances in automating fuzzing,
154 significant hurdles remain. Most current automatic-fuzzing systems require pre-existing fuzz
155 harnesses [9] or depend on sample client code to exercise the target program [10]–[12]. Often,
156 these tools still rely on developers for integration or final evaluation, leaving parts of the process
157 manual and incomplete. Consequently, the application of LLMs to harness generation and
158 end-to-end fuzzing remains a developing field.

159 This thesis aims to push the boundaries of fuzzing automation by leveraging the code synthesis
160 and most importantly reasoning strengths of modern LLMs. We introduce OverHAuL, a system
161 that accepts a bare and previously unfuzzed C project, utilizes LLM agents to author a new
162 fuzzing harness from scratch and evaluates its efficacy in a closed iterative feedback loop. In
163 this loop, said feedback is constantly utilized to improve the generated harness. This end-to-end
164 approach is designed to minimize manual effort and accelerate vulnerability detection in C
165 codebases.

166 1.1. Thesis Structure

167 qqqqqqqq: Refactor when structure stabilizes

168 This thesis begins by outlining the foundational concepts necessary to understand its context
169 (Chapter 2) and progresses to a thorough survey of existing research in the field of automated
170 fuzzing (Chapter 6). We illustrate that the majority of contemporary fuzzing systems either de-
171 pend on pre-existing harnesses or utilize client code, frequently placing the burden of validation
172 and integration on the user. Next, we present the OverHAuL system, detailing its architecture
173 and the innovative techniques that underpin its implementation, as well as their contributions to
174 the advancement of automated harness generation (Chapter 3). Lastly, we compile a benchmark
175 dataset consisting of ten open-source C projects and rigorously assess OverHAuL’s performance
176 (Chapter 5, 5.2).

177 1.2. Summary of Contributions

178 This thesis presents the following key contributions:

- 179 1. The introduction of OverHAuL, a framework that enables fully automated end-to-end
180 fuzzing harness generation using LLMs. It introduces novel techniques like an iterative
181 feedback loop between LLM agents and the usage of a codebase oracle for code exploration.
- 182 2. Empirical validation through benchmarking experiments using ten real-world open source
183 projects. We demonstrate that OverHAuL successfully generates effective fuzzing har-
184 nesses with a chance of **92.5%**.
- 185 3. Full open sourcing of all research artifacts, datasets, and code at [https://github.com/](https://github.com/kchousos/OverHAuL)
186 [kchousos/OverHAuL](https://github.com/kchousos/OverHAuL) to encourage further research and ensure reproducibility.

187 This work aims to advance the use of LLMs in automated software testing, particularly for
188 legacy codebases where building harnesses by hand is impractical or costly. By doing so, we
189 strive to enhance software security and reliability in sectors where correctness is imperative.

2. Background

This chapter provides the foundational and necessary background for this thesis, by exploring the core concepts and technological advances central to modern fuzzing and Large Language Models (LLMs). It begins with an in-depth definition and overview of fuzz testing—an automated technique for uncovering software bugs and vulnerabilities through randomized input generation—highlighting its methodology, tools, and impact. What follows is a discussion on LLMs and their transformative influence on natural language processing, programming, and code generation. Challenges and opportunities in applying LLMs to tasks such as fuzzing harness generation are examined, leading to a discussion of Neurosymbolic AI, an emerging approach that combines neural and symbolic reasoning to address the limitations of current AI systems. This multifaceted background establishes the context necessary for understanding the research and innovations presented in subsequent chapters.

2.1. Fuzz Testing

Fuzzing is an automated software-testing technique in which a *Program Under Test* (PUT) is executed with (pseudo-)random inputs in the hope of exposing undefined behavior. When such behavior manifests as a crash, hang, or memory-safety violation, the corresponding input constitutes a *test-case* that reveals a bug and often a vulnerability [13]. In a certain sense, fuzzing is a form of adversarial, penetration-style testing carried out by the defender before the adversary has an opportunity to do so. Interest in the technique surged after the publication of three practitioner-oriented books in 2007–2008 [14]–[16].

Historically, the term was coined by Miller et al. in 1990, who used “fuzz” to describe a program that “generates a stream of random characters to be consumed by a target program” [17]. This informal usage captured the essence of what fuzzing aims to do: stress test software by bombarding it with unexpected inputs to reveal bugs. To formalize this concept, we adopt Manes et al.’s rigorous definitions [13]:

Definition 2.1 (Fuzzing). Fuzzing is the execution of a Program Under Test (PUT) using input(s) sampled from an input space (the *fuzz input space*) that protrudes the expected input space of the PUT.

This means fuzzing involves running the target program on inputs that go beyond those it is typically designed to handle, aiming to uncover hidden issues. An individual instance of such execution—or a bounded sequence thereof—is called a *fuzzing run*. When these runs are

221 conducted systematically and at scale with the specific goal of detecting violations of a security
222 policy, the activity is known as *fuzz testing* (or simply *fuzzing*):

223 **Definition 2.2** (Fuzz Testing). Fuzz testing is the use of fuzzing to test whether a PUT violates
224 a security policy.

225 This distinction highlights that fuzz testing is fuzzing with an explicit focus on security properties
226 and policy enforcement. Central to managing this process is the *fuzzer engine*, which orchestrates
227 the execution of one or more fuzzing runs as part of a *fuzz campaign*. A fuzz campaign represents
228 a concrete instance of fuzz testing tailored to a particular program and security policy:

229 **Definition 2.3** (Fuzzer, Fuzzer Engine). A fuzzer is a program that performs fuzz testing on a
230 PUT.

231 **Definition 2.4** (Fuzz Campaign). A fuzz campaign is a specific execution of a fuzzer on a PUT
232 with a specific security policy.

233 Throughout each execution within a campaign, a *bug oracle* plays a critical role in evaluating
234 the program’s behavior to determine whether it violates the defined security policy:

235 **Definition 2.5** (Bug Oracle). A bug oracle is a component (often inside the fuzzer) that deter-
236 mines whether a given execution of the PUT violates a specific security policy.

237 In practice, bug oracles often rely on runtime instrumentation techniques, such as monitoring
238 for fatal POSIX signals (e.g., SIGSEGV) or using sanitizers like AddressSanitizer (ASan) [18]. Tools
239 like LibFuzzer [19] commonly incorporate such instrumentation to reliably identify crashes or
240 memory errors during fuzzing.

241 Most fuzz campaigns begin with a set of *seeds*—inputs that are well-formed and belong to the
242 PUT’s expected input space—called a *seed corpus*. These seeds serve as starting points from
243 which the fuzzer generates new test cases by applying transformations or mutations, thereby
244 exploring a broader input space:

245 **Definition 2.6** (Seed). An input given to the PUT that is mutated by the fuzzer to produce new
246 test cases. During a fuzz campaign (Definition 2.4) all seeds are stored in a seed *pool* or *corpus*.

247 The process of selecting an effective initial corpus is crucial because it directly impacts how
248 quickly and thoroughly the fuzzer can cover the target program’s code. This challenge—studied
249 as the *seed-selection problem*—involves identifying seeds that enable rapid discovery of diverse
250 execution paths and is non-trivial [20]. A well-chosen seed set often accelerates bug discovery
251 and improves overall fuzzing efficiency.

2.1.1. Motivation

The purpose of fuzzing relies on the assumption that there are bugs within every program, which are waiting to be discovered. Therefore, a systematic approach should find them sooner or later.

— OWASP Foundation [21]

Fuzz testing provides several key advantages that contribute substantially to software quality and security. First, by uncovering vulnerabilities early in the development cycle, fuzzing reduces both the cost and risk associated with addressing security flaws after deployment. This proactive approach not only minimizes potential exposure but also streamlines the remediation process. Additionally, by subjecting software to the same randomized, adversarial inputs that malicious actors might use, fuzz testing puts defenders on equal footing with attackers, enhancing preparedness against emerging zero-day threats.

Beyond security, fuzzing plays a crucial role in improving the robustness and correctness of software systems. It is particularly effective at identifying logical errors and stability issues in complex, high-throughput APIs—such as decompressors and parsers—especially when these systems are expected to handle only well-formed inputs. Moreover, the integration of fuzz testing into continuous integration pipelines provides an effective guard against regressions. By systematically re-executing a corpus of previously discovered crashing inputs, developers can ensure that resolved bugs do not resurface in subsequent releases, thereby maintaining a consistent level of software reliability over time.

2.1.1.1. Success Stories

Heartbleed (CVE-2014-0160) [22], [23] arose from a buffer over-read¹ in the TLS implementation of the OpenSSL library [24], introduced on 1st of February 2012 and unnoticed until 1st of April 2014. Later analysis showed that a simple fuzz campaign exercising the TLS heartbeat extension would have revealed the defect almost immediately [25].

Likewise, the *Shellshock* (or *Bashdoor*) family of bugs in GNU Bash [26] enabled arbitrary command execution on many UNIX systems. While the initial flaw was fixed promptly, subsequent bug variants were discovered by Google’s Michał Zalewski using his own fuzzer—the now ubiquitous AFL fuzzer [27]—in late 2014 [28].

On the defensive tooling side, the security tool named *Mayhem*—developed by the company of the same name, formerly known as ForAllSecure—has since been adopted by the US Air Force, the Pentagon, Cloudflare, and numerous open-source communities. It has found and facilitated the remediation of thousands of previously unknown vulnerabilities, from errors in Cloudflare’s infrastructure to bugs in open-source projects like OpenWRT [29].

¹<https://xkcd.com/1354/> provides a concise illustration.

286 These cases underscore the central thesis of fuzz testing: exhaustive manual review is infeasible,
287 but scalable stochastic exploration reliably surfaces the critical few defects that matter most.

288 2.1.2. Methodology

289 As previously discussed, fuzz testing of a PUT is typically conducted using a dedicated fuzzing
290 engine (Definition 2.3). Among the most widely adopted fuzzers for C and C++ projects and
291 libraries are AFL [27]—which has since evolved into AFL++ [30]—and LibFuzzer [19]. Within the
292 OverHAuL framework, LibFuzzer is preferred due to its superior suitability for library fuzzing,
293 whereas AFL++ predominantly targets executables and binary fuzzing.

294 2.1.2.1. LibFuzzer

295 LibFuzzer [19] is an in-process, coverage-guided evolutionary fuzzing engine primarily designed
296 for testing libraries. It forms part of the LLVM ecosystem [31] and operates by linking directly
297 with the library under evaluation. The fuzzer delivers mutated input data to the library through
298 a designated fuzzing entry point, commonly referred to as the *fuzz target* or *harness*.

299 **Definition 2.7** (Fuzz target). A function that accepts a byte array as input and exercises the
300 application programming interface (API) under test using these inputs [19]. This construct is
301 also known as a *fuzz driver*, *fuzzer entry point*, or *fuzzing harness*.

302 For the remainder of this thesis, the terms presented in Definition 2.7 will be used interchange-
303 ably.

304 To effectively validate an implementation or library, developers are required to author a fuzzing
305 harness that invokes the target library’s API functions utilizing the fuzz-generated inputs. This
306 harness serves as the principal interface for the fuzzer and is executed iteratively, each time
307 with mutated input designed to maximize code coverage and uncover defects. To comply with
308 LibFuzzer’s interface requirements, a harness must conform to the function signature shown in
309 Listing 2.1. A more illustrative example of such a harness is provided in Listing 2.2.

Listing 2.1 This function receives the fuzzing input via a pointer to an array of bytes (*Data*) and its associated size (*Size*). Efficiency in fuzzing is achieved by invoking the API of interest within the body of this function, thereby allowing the fuzzer to explore a broad spectrum of behavior through systematic input mutation.

```
1 int LLVMFuzzerTestOneInput(const uint8_t *Data, size_t Size) {  
2     DoSomethingInterestingWithData(Data, Size);  
3     return 0;  
4 }
```

Listing 2.2 This example demonstrates a minimal harness that triggers a controlled crash upon receiving HI! as input.

```
1 // test_fuzzer.cpp
2 #include <stdint.h>
3 #include <stddef.h>
4
5 extern "C" int LLVMFuzzerTestOneInput(const uint8_t *data, size_t size) {
6     if (size > 0 && data[0] == 'H')
7         if (size > 1 && data[1] == 'I')
8             if (size > 2 && data[2] == '!')
9                 __builtin_trap();
10    return 0;
11 }
```

310 To compile and link such a harness with LibFuzzer, the Clang compiler—also part of the LLVM
311 project [31]—must be used alongside appropriate compiler flags. For instance, compiling the
312 harness in Listing 2.2 can be achieved as shown in Listing 2.3.

Listing 2.3 This example illustrates the compilation and execution workflow necessary for deploying a LibFuzzer-based fuzzing harness.

```
1 # Compile test_fuzzer.cc with AddressSanitizer and link against LibFuzzer.
2 clang++ -fsanitize=address,fuzzer test_fuzzer.cc
3 # Execute the fuzzer without any pre-existing seed corpus.
4 ./a.out
```

313 2.1.2.2. AFL and AFL++

314 *American Fuzzy Lop* (AFL) [27], developed by Michał Zalewski, is a seminal fuzzer targeting C
315 and C++ applications. Its core methodology relies on instrumented binaries to provide edge
316 coverage feedback, thereby guiding input mutation towards unexplored program paths. AFL
317 supports several emulation backends including QEMU [32]—an open-source CPU emulator
318 facilitating fuzzing on diverse architectures—and Unicorn [33], a lightweight multi-platform CPU
319 emulator. While AFL established itself as a foundational tool within the fuzzing community, its
320 successor AFL++ [30] incorporates numerous enhancements and additional features to improve
321 fuzzing efficacy.

322 AFL operates by ingesting seed inputs from a specified directory (`seeds_dir`), applying mutations,
323 and then executing the target binary to discover novel execution paths. Execution can be
324 initiated using the following command-line syntax:

1 `./afl-fuzz -i seeds_dir -o output_dir -- /path/to/tested/program`

325 AFL is capable of fuzzing both black-box and instrumented binaries, employing a fork-server
326 mechanism to optimize performance. It additionally supports persistent mode execution as well
327 as modes leveraging QEMU and Unicorn emulators, thereby providing extensive flexibility for
328 different testing environments.

329 Although AFL is traditionally utilized for fuzzing standalone programs or binaries, it is
330 also capable of fuzzing libraries and other software components. In such scenarios, rather
331 than implementing the LLVMFuzzerTestOneInput style harness, AFL can use the standard `main()`
332 function as the fuzzing entry point. Nonetheless, AFL also accommodates integration with
333 LLVMFuzzerTestOneInput-based harnesses, underscoring its adaptability across varied fuzzing use
334 cases.

335 2.1.3. Challenges in Adoption

336 Despite its potential for uncovering software vulnerabilities, fuzzing remains a relatively under-
337 utilized testing technique compared to more established methodologies such as Test-Driven
338 Development (TDD). This limited adoption can be attributed, in part, to the substantial initial
339 investment required to design and implement appropriate test harnesses that enable effective
340 fuzzing processes. Furthermore, the interpretation of fuzzing outcomes—particularly the iden-
341 tification, diagnostic analysis, and prioritization of program crashes—demands considerable
342 resources and specialized expertise. These factors collectively pose significant barriers to the
343 widespread integration of fuzzing within standard software development and testing practices.
344 OverHAuL addresses this challenge by facilitating the seamless integration of fuzzing into
345 developers’ workflows, minimizing initial barriers and reducing upfront costs to an almost
346 negligible level.

347 2.2. Large Language Models

348 Natural Language Processing (NLP), a subfield of AI, has a rich and ongoing history that has
349 evolved significantly since its beginning in the 1990s [34], [35]. Among the most notable—and
350 recent—advancements in this domain are LLMs, which have transformed the landscape of NLP
351 and AI in general.

352 At the core of many LLMs is the attention mechanism, which was introduced by Bahdanau
353 et al. in 2014 [36]. This pivotal innovation enabled models to focus on relevant parts of the
354 input sequence when making predictions, significantly improving language understanding and
355 generation tasks. Building on this foundation, the Transformer architecture was proposed by
356 Vaswani et al. in 2017 [37]. This architecture has become the backbone of most contemporary
357 LLMs, as it efficiently processes sequences of data, capturing long-range dependencies without
358 being hindered by sequential processing limitations.

One of the first major breakthroughs utilizing the Transformer architecture was BERT (Bidirectional Encoder Representations from Transformers), developed by Devlin et al. in 2019 [38]. BERT’s bi-directional understanding allowed it to capture the context of words from both directions, which improved the accuracy of various NLP tasks. Following this, the Generative Pre-trained Transformer (GPT) series, initiated by OpenAI with the original GPT model in 2018 [39], further pushed the boundaries. Subsequent iterations, including GPT-2 [40], GPT-3 [41], and the most current GPT-4 [42], have continued to enhance performance by scaling model size, data, and training techniques.

In addition to OpenAI’s contributions, other significant models have emerged, such as Claude, DeepSeek-R1 and the Llama series (1 through 3) [43]–[45]. The proliferation of LLMs has sparked an active discourse about their capabilities, applications, and implications in various fields.

2.2.1. State-of-the-art GPTs

User-facing LLMs are generally categorized between closed-source and open-source models. Closed-source LLMs like ChatGPT, Claude, and Gemini [43], [46], [47] represent commercially developed systems often optimized for specific tasks without public access to their underlying weights. In contrast, open-source models², including the Llama series [45] and Deepseek [44], provide researchers and practitioners with access to model weights, allowing for greater transparency and adaptability.

2.2.2. Prompting

Interaction with LLMs typically occurs through chat-like interfaces where the user gives queries and tasks for the LLM to answer and complete, a process commonly referred to as *prompting*. A critical aspect of effective engagement with LLMs is the usage of different prompting strategies, which can significantly influence the quality and relevance of the generated outputs. Various approaches to prompting have been developed and studied, including zero-shot and few-shot prompting. In zero-shot prompting, the model is expected to perform the given task without any provided examples, while in few-shot prompting, the user offers a limited number of examples to guide the model’s responses [41].

To enhance performance on more complex tasks, several advanced prompting techniques have emerged. One notable strategy is the *Chain of Thought* approach (COT) [48], which entails presenting the model with sample thought processes for solving a given task. This method encourages the model to generate more coherent and logical reasoning by mimicking human-like cognitive pathways. A more refined but complex variant of this approach is the *Tree*

²The term “open-source” models is somewhat misleading, since these are better termed as *open-weights* models. While their weights are publicly available, their training data and underlying code are often proprietary. This terminology reflects community usage but fails to capture the limitations of transparency and accessibility inherent in these models.

of *Thoughts* technique [49], which enables the LLM to explore multiple lines of reasoning concurrently, thereby facilitating the selection of the most promising train of thought for further exploration.

In addition to these cognitive strategies, Retrieval-Augmented Generation (RAG) [50] is another innovative technique that enhances the model’s capacity to provide accurate information by incorporating external knowledge not present in its training dataset. RAG operates by integrating the LLM with an external storage system—often a vector store containing relevant documents—that the model can query in real-time. This allows the LLM to pull up pertinent and/or proprietary information in response to user queries, resulting in more comprehensive and accurate answers.

Moreover, the ReAct framework [51], which stands for Reasoning and Acting, empowers LLMs by granting access to external tools. This capability allows LLM instances to function as intelligent agents that can interact meaningfully with their environment through user-defined functions. For instance, a ReAct tool could be a function that returns a weather forecast based on the user’s current location. In this scenario, the LLM can provide accurate and truthful predictions, thereby mitigating risks associated with hallucinated responses.

2.2.3. LLMs for Coding

The impact of LLMs in software development in recent years is apparent, with hundreds of LLM-assistance extensions and Integrated Development Environments (IDEs) being published. Notable instances include tools like GitHub Copilot and IDEs such as Cursor [52], [53], which leverage LLM capabilities to provide developers with coding suggestions, auto-completions, and even real-time debugging assistance. Such innovations have introduced a layer of interaction that enhances productivity and fosters a more intuitive coding experience. Additionally, more and more LLMs are now specifically trained for usage in code-generation tasks [54]–[56].

One exemplary product of this innovation is *vibecoding* and the no-code movement, which describe the development of software by only prompting and tasking an LLM, i.e. without any actual programming required by the user. This constitutes a showcase of how LLMs can be used to elevate the coding experience by supporting developers as they navigate complex programming tasks [57]. By analyzing the context of the code being written, these sophisticated models can provide contextualized insights and relevant snippets, effectively streamlining the development process. Developers can benefit from reduced cognitive load, as they receive suggestions that not only cater to immediate coding needs but also promote adherence to best practices and coding standards.

Despite these advancements, it is crucial to recognize the inherent limitations of LLMs when applied to software development. While they can help in many aspects of coding, they are not immune to generating erroneous outputs—a phenomenon often referred to as “hallucination”. Hallucinations occur when LLMs produce information that is unfounded or inaccurate, which can stem from several factors, including the limitations of their training data and the constrained context window within which they operate. As LLMs generate code suggestions based on the

431 patterns learned from vast datasets, they may inadvertently propose solutions that do not align
432 with the specific requirements of a task or that utilize outdated programming paradigms.

433 Moreover, the challenge of limited context windows can lead to suboptimal suggestions. LLMs
434 generally process a fixed amount of text when generating responses, which can impact their
435 ability to fully grasp the nuances of complex coding scenarios. This may result in outputs
436 that lack the necessary depth and specificity required for successful implementation. As a
437 consequence, developers must exercise caution and critically evaluate the suggestions offered
438 by these models, as reliance on them without due diligence could lead to the introduction of
439 bugs or other issues in the code.

440 **2.2.4. LLMs for Fuzzing**

441 While large language models (LLMs) demonstrate significant potential in enhancing the software
442 development process, the challenges highlighted in Section 2.2.3 become even more pronounced
443 and troublesome when these models are employed to generate fuzzing harnesses. The task of
444 writing a fuzzing harness inherently demands an in-depth comprehension of both the library
445 being tested and the intricate interactions expected among its various components. This level of
446 understanding is often beyond the capabilities of LLMs, primarily due to their context window
447 limitations, which restrict the amount of information they can effectively process and retain
448 during code generation.

449 In addition to this issue, the risk of error-prone code produced by LLMs further complicates
450 the fuzzing workflow. When a crash occurs during the fuzzing process, it becomes imperative
451 for developers to ascertain that the root cause of the failure is not attributable to deficiencies
452 or bugs within the harness itself. This additional layer of verification adds to the cognitive
453 load placed upon developers, potentially detracting from their ability to focus on testing and
454 improving the underlying software.

455 To enhance the reliability of LLM-generated harnesses in fuzzing contexts, it is essential that
456 these generated artifacts undergo thorough evaluation and validation through programmatic
457 means. This involves the implementation of systematic techniques that assess the accuracy
458 and robustness of the generated code, ensuring that it aligns with the expected behavior of
459 the components it is intended to interact with. This strategy can be conceptualized within the
460 framework of Neurosymbolic AI (Section 2.3), which seeks to integrate the strengths of neural
461 networks with symbolic reasoning capabilities. By marrying these two paradigms, it may be
462 possible to improve the reliability and efficacy of LLMs in the creation of fuzzing harnesses,
463 ultimately leading to a more seamless integration of automated testing methodologies into the
464 software development lifecycle.

2.3. Neurosymbolic AI

Neurosymbolic AI represents a groundbreaking fusion of neural network methodologies with symbolic execution techniques and tools, providing a multi-faceted approach to overcoming the inherent limitations of traditional AI paradigms [58], [59]. This innovative synthesis seeks to combine the strengths of both neural networks, which excel in pattern recognition and data-driven learning, and symbolic systems, which offer structured reasoning and interpretability. By integrating these two approaches, neurosymbolic AI aims to create cognitive models that are not only more accurate but also more robust in problem-solving contexts.

At its core, Neurosymbolic AI facilitates the development of AI systems that are capable of understanding and interpreting feedback in real-world scenarios [60]. This characteristic is particularly significant in the current landscape of artificial intelligence, where LLMs are predominant. In this context, Neurosymbolic AI is increasingly viewed as a critical solution to pressing issues related to explainability, attribution, and reliability in AI systems [61], [62]. These challenges are essential for ensuring that AI systems can be trusted and effectively utilized in various applications, from business to healthcare.

The burgeoning field of neurosymbolic AI is still in its nascent stages, with ongoing research and development actively exploring its potential to enhance attribution methodologies within large language models. By addressing these critical challenges, Neurosymbolic AI can significantly contribute to the broader landscape of trustworthy AI systems, allowing for more transparent and accountable decision-making processes [58], [61], [62].

Moreover, the application of neurosymbolic AI within the domain of fuzzing is gaining traction, paving the way for innovative explorations. This integration of LLMs with symbolic systems opens up new avenues for research. Currently, there are only a limited number of tools that support such hybrid approaches (Chapter 6). Among these, OverHAuL constitutes a Neuro[Symbolic] tool, as classified by Henry Kautz’s taxonomy [63], [64]. This means that the neural model—specifically the LLM—can leverage symbolic reasoning tools—in this case a source code explorer (Chapter 4)—to augment its reasoning capabilities. This symbiotic relationship enhances the overall efficacy and versatility of LLMs for fuzzing harnesses generation, demonstrating the profound potential held by the fusion of neural and symbolic methodologies.

3. OverHAuL's Design

In this thesis we present **OverHAuL** (**H**arness **A**utomation with **L**LMs), a neurosymbolic AI tool that automatically generates fuzzing harnesses for C libraries through LLM agents. In its core, OverHAuL is comprised by three LLM ReAct agents [51]—each with its own responsibility and scope—and a vector store index reserving the given project's analyzed codebase. An overview of OverHAuL's process is presented in Figure 3.1. The objective of OverHAuL is to streamline the process of fuzz testing for C libraries. Given a link to a git repository [65] of a C library, OverHAuL automatically generates a new fuzzing harness specifically designed for the project. In addition to the harness, it produces a compilation script to facilitate building the harness, generates a representative input that can trigger crashes, and logs the output from the executed harness.

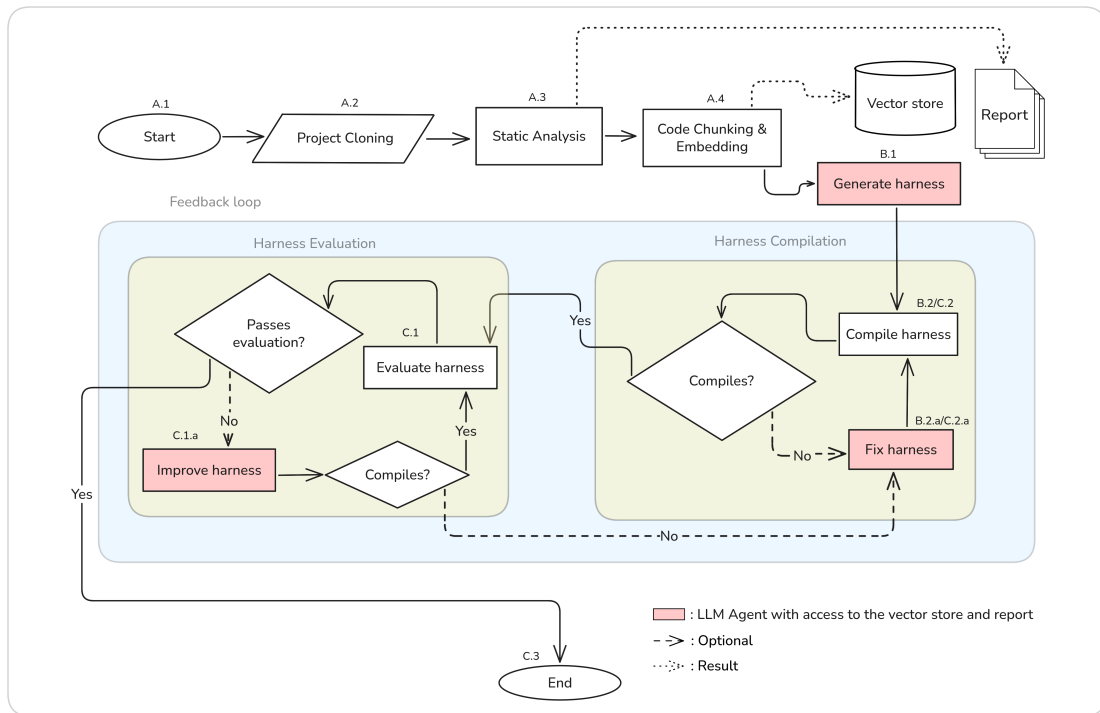


Figure 3.1: Overview of OverHAuL's automatic harnessing process.

As detailed in Section 6.12, OverHAuL does not expect and depend on the existence of client code or unit tests [10]–[12] *nor* does it require any preexisting fuzzing harnesses [9] or any documentation present [66]. Also importantly, OverHAuL is decoupled from other fuzzing

508 projects, thus lowering the barrier to entry for new projects [9], [67]. Lastly, the user isn't
509 mandated to manually specify the function which the harness-to-be-generated must fuzz.
510 Instead, OverHAuL's agents examine and assess the provided codebase, choosing after evaluation
511 the most optimal target function.

512 OverHAuL utilizes autonomous ReAct agents which inspect and analyze the project's source
513 code. The latter is stored and interacted with as a set of text embeddings [68], kept in a vector
514 store. Both approaches are, to the best of our knowledge, novel in the field of automatic fuzzing
515 harnesses generation. OverHAuL also implements an evaluation component that assesses in
516 real-time all generated harnesses, making the results tenable, reproducible and well-founded.
517 Ideally, this methodology provides a comprehensive and systematic framework for identifying
518 previously unknown software vulnerabilities in projects that have not yet been fuzz tested.

519 Finally, OverHAuL excels in its user-friendliness, as it constitutes a simple and easily-installable
520 Python package with minimal external dependencies—only real dependency being Clang, a
521 prevalent compiler available across all primary operating systems. This contrasts most other
522 comparable systems, which are typically characterized by their limited documentation, lack of
523 extensive testing, and a focus primarily on experimental functionality.

524 3.1. Architecture

525 OverHAuL can be compartmentalized in three stages: First, the project analysis stage (Sec-
526 tion 3.1.1), the harness creation stage (Section 3.1.2) and the harness evaluation stage (Sec-
527 tion 3.1.3).

528 3.1.1. Project Analysis

529 In the project analysis stage (steps A.1–A.4), the project to be fuzzed is ran through a static
530 analysis tool and is sliced into function-level chunks, which are stored in a vector store. The
531 results of this stage are a static analysis report and a vector store containing embeddings of
532 function-level code chunks, both of which are later available to the LLM agents.

533 The static analysis tool Flawfinder [69] is executed with the project directory as input and is
534 responsible for the static analysis report. This report is considered a meaningful resource, since
535 it provides the LLM agent with some starting points to explore, regarding the occurrences of
536 potentially vulnerable functions and/or unsafe code practices.

537 The vector store is created in the following manner: The codebase is first chunked in function-
538 level pieces by traversing the code's Abstract Syntax Tree (AST) through Clang. Each chunk
539 is represented by an object with the function's signature, the corresponding filepath and the
540 function's body. Afterwards, each function body is turned into a vector embedding through an
541 embedding model. Each embedding is stored in the vector store. This structure is created and
542 used for easier and more semantically meaningful code retrieval, and to also combat context
543 window limitations present in LLMs.

3.1.2. Harness Creation

Second is the harness creation stage (steps B.1–B.2). In this part, a “generator” ReAct LLM agent is tasked with creating a fuzzing harness for the project. The agent has access to a querying tool that acts as an interface between it and the vector store. When the agent makes queries like “functions containing strcpy()”, the querying tool turns the question into an embedding and through similarity search returns the top $k = 5$ most similar results—in this case, functions of the project. With this approach, the agent is able to explore the codebase semantically and pinpoint potentially vulnerable usage patterns easily.

The harness generated by the agent is then compiled using Clang and linked with the AddressSanitizer, LeakSanitizer, and UndefinedBehaviorSanitizer. The compilation command used is generated programmatically, according to the rules described in Section 3.5. If the compilation fails for any reason, e.g. a missing header include, then the generated faulty harness and its compilation output are passed to a new “fixer” agent tasked with repairing any errors in the harness (step B.2.a). This results in a newly generated harness, presumably free from the previously shown flaws. This process is iterated until a compilable harness has been obtained. After success, a script is also exported in the project directory, containing the generated compilation command.

3.1.3. Harness Evaluation

Third comes the evaluation stage (steps C.1–C.3). During this step, the compiled harness is executed and its results evaluated. Namely, a generated harness passes the evaluation phase if and only if:

1. The harness has no memory leaks during its execution

This is inferred by the existence of leak-`<hash>` files.

2. A new testcase was created *or* the harness executed for at least MIN_EXECUTION_TIME (i.e. did not crash on its own)

When a crash happens, and thus a testcase is created, it results in a crash-`<hash>` file.

3. The created testcase is not empty

This is examined through xxd’s output given the crash-file.

Similarly to the second stage’s compilation phase (steps B.2–B.2.a), if a harness does not pass the evaluation for whatever reason it is sent to an “improver” agent. This agent is instructed to refine it based on its code and cause of failing the evaluation. This process is also iterative. If any of the improved harness versions fail to compile, the aforementioned “fixer” agent is utilized again (steps C.2–C.2.a). All produced crash files and the harness execution output are saved in the project’s directory.

3.2. OverHAuL Techniques

The fundamental techniques that distinguish OverHAuL in its approach and enhance its effectiveness in achieving its objectives are: The implementation of an iterative feedback loop between the LLM agents, the distribution of responsibility across a triplet of distinct agents and the employment of a “codebase oracle” for interacting with the given project’s source code.

3.2.1. Feedback Loop

The initial generated harness produced by OverHAuL is unlikely to be successful from the get-go. The iterative feedback loop implemented facilitates its enhancement, enabling the harness to be tested under real-world conditions and subsequently refined based on the results of these tests. This approach mirrors the typical workflow employed by developers in the process of creating and optimizing fuzz targets.

In this iterative framework, the development process continues until either an acceptable and functional harness is realized or the defined *iteration budget* is exhausted. The iteration budget $N = 10$ is initialized at the onset of OverHAuL’s execution and is shared between both the compilation and evaluation phases of the harness development process. This means that the iteration budget is decremented each time a dashed arrow in the flowchart illustrated in Figure 3.1 is followed. Such an approach allows for targeted improvements while maintaining oversight of resource allocation throughout the harness development cycle.

3.2.2. React Agents Triplet

An integral design decision in our framework is the implementation of each agent as a distinct LLM instance, although all utilizing the same underlying model. This approach yields several advantages, particularly in the context of maintaining separate and independent contexts for each agent throughout each OverHAuL run.

By assigning individual contexts to the agents, we enable a broader exploration of possibilities during each run. For instance, the “improver” agent can investigate alternative pathways or strategies that the “generator” agent may have potentially overlooked or internally deemed inadequate inaccurately. This separation not only fosters a more diverse range of solutions but also enhances the overall robustness of the system by allowing for iterative refinement based on each agent’s unique insights.

Furthermore, this design choice effectively addresses the limitations imposed by context window sizes. By distributing the “cognitive” load across multiple agents, we can manage and mitigate the risks associated with exceeding these constraints. As a result, this architecture promotes efficient utilization of available resources while maximizing the potential for innovative outcomes in multi-agent interactions. This layered approach ultimately contributes to a more dynamic and exploratory research environment, facilitating a comprehensive examination of the problem space.

3.2.3. Codebase Oracle

The third central technique employed is the creation and utilization of a codebase oracle, which is effectively realized through a vector store. This oracle is designed to contain the various functions within the project, enabling it to return the most semantically similar functions upon querying it. Such an approach serves to address the inherent challenges associated with code exploration difficulties faced by LLM agents, particularly in relation to their limited context window.

By structuring the codebase into chunks at the level of individual functions, LLM agents can engage with the code more effectively by focusing on its functional components. This methodology not only allows for a more nuanced understanding of the codebase but also ensures that the responses generated do not consume an excessive portion of the limited context window available to the agents. In contrast, if the codebase were organized and queried at the file level, the chunks of information would inevitably become larger, leading to an increase in noise and a dilution of meaningful content in each chunk [70]. Given the constant size of the embeddings used in processing, each progressively larger chunk would be less semantically significant, ultimately compromising the quality of the retrieval process.

Defining the function as the primary unit of analysis represents the most proportionate balance between the size of the code segments and their semantic significance. It serves as the ideal “zoom-in” level for the exploration of code, allowing for greater clarity and precision in understanding the functionality of individual code segments. This same principle is widely recognized in the training of code-specific LLMs, where a function-level approach has been shown to enhance performance and comprehension [71]. By adopting this methodology, we aim to foster a more robust interaction between LLM agents and the underlying codebase, ultimately facilitating a more effective and efficient exploration process.

3.3. High-Level Algorithm

A pseudocode version of OverHAuL’s main function can be seen in Algorithm 3.1. It represents the workflow presented in Figure 3.1 and uses the techniques described in sections 3.1 and 3.2. It is important to emphasize that, within the context of this algorithm, the `HarnessAgents()` function serves as an interface that bridges the “generator”, “fixer” and “improver” LLM agents. The agent that is used upon each function call depends on the values of the function’s arguments. This results in the *harness* variable representing all generated, fixed or improved harnesses. This approach is adopted for making the abstract algorithm simpler and easier to understand.

Algorithm 3.1 OverHAuL

Require: *repository*

Ensure: *harness, compilation_script, crash_input, execution_log*

```
1: path ← REPOCLONE(repository)
2: report ← STATICANALYSIS(path)
3: vector_store ← CREATEORACLE(path)
4: acceptable ← False
5: compiled ← False
6: error ← None
7: violation ← None
8: output ← None
9: for i = 1 to MAX_ITERATIONS do
10:   harness ← HARNESSAGENTS(path, report, vector_store, error, violation, output)
11:   error, compiled ← BUILDHARNESS(path, harness)
12:   if  $\neg$ compiled then
13:     continue ▷ Fix harness
14:   end if
15:   output, accepted ← EVALUATEHARNESS(path, harness)
16:   if  $\neg$ accepted then
17:     continue ▷ Improve harness
18:   else
19:     acceptable ← True
20:     break
21:   end if
22: end for
23: return compiled  $\wedge$  acceptable
```

646 3.4. Installation and Usage

647 The source code of OverHAuL is available in <https://github.com/kchousos/OverHAuL>. Over-
648 HAuL can be installed by cloning the git repository locally, creating and enabling a Python3.10
649 virtual environment [72] and installing it inside the environment using Python’s PIP package
650 installer [73], like in Listing 3.1.

651 To use OverHAuL, you need to provide a secret key for using OpenAI’s API service. This key
652 can be either stored in a .env file in the root directory, like so:

```
1 # cat .env
2 OPENAI_API_KEY=<API-key-here>
```

653 Or it can be exported in the shell environment:

Listing 3.1 OverHAuL’s installation process.

```
1 $ git clone https://github.com/kchousos/overhaul; cd overhaul
2 ...
3 $ python3.10 -m venv .venv
4 $ source ./venv/bin/activate
5 $ pip install .
6 ...
7 $ overhaul --help
8 usage: overhaul [-h] [-c COMMIT] [-m MODEL] [-f FILES [FILES ...]] [-o OUTPUT_DIR] repo
9
10 Generate fuzzing harnesses for C/C++ projects
11
12 positional arguments:
13   repo                  Link of a project's git repo, for which to generate a harness.
14
15 options:
16   -h, --help            show this help message and exit
17   -c COMMIT, --commit COMMIT
18                       A specific commit of the project to check out
19   -m MODEL, --model MODEL
20                       LLM model to be used. Available: o3-mini, o3, gpt-4o,
21                       gpt-4o-mini, gpt-4.1, gpt-4.1-mini, gpt-3.5-turbo, gpt-4
22   -f FILES [FILES ...], --files FILES [FILES ...]
23                       File patterns to include in analysis (e.g. *.c *.h)
24   -o OUTPUT_DIR, --output-dir OUTPUT_DIR
25                       Directory to clone the project into. Defaults to "output"
26 $
```

```
1 $ export OPENAI_API_KEY=<API-key-here>
2 $ overhaul <repo-link>
```

654 Once these preliminary steps are completed, OverHAuL can be executed. The primary argument
655 required by OverHAuL is the repository link of the library that is to be fuzzed. Additionally,
656 users have the option to specify certain command-line flags, which allow them to control the
657 checked-out commit of the cloned project, select the OpenAI LLM model from a predefined list,
658 define specific file patterns for OverHAuL to search for, and determine the directory in which
659 the project will be cloned. A sample successful execution can be presented in Figure 3.2.

660 In this example, the dateparse repository is cloned into the ./output/dateparse directory, which is
661 relative to the root directory of OverHAuL. Following a successful execution, this directory will
662 contain a new folder named harnesses, which will house all the generated harnesses formatted as

```

> overhaul https://github.com/dvhar/dateparse -m gpt-4.1
2025-07-17 00:55:18.087 | INFO | overhaul.cli:parse_arguments:184 - Cloning project's repo in the output/dateparse directory...
2025-07-17 00:55:18.976 | INFO | overhaul.core:harnesser:1_init:2167 - Initializing LLM...
2025-07-17 00:55:18.991 | INFO | overhaul.cli:main:243 - Iteration 1 of harnessing...
2025-07-17 00:55:18.991 | INFO | overhaul.core:harnesser:harness:287 - Calling LLM to generate a harness...
2025-07-17 00:55:22.837 | DEBUG | overhaul.rag.ragger:rag.tool:88 - Agent using RAG: "Show the functions in dateparse.c that contain a strcpy call, especially near lines 405, 800, and 1242."
2025-07-17 00:55:25.887 | DEBUG | overhaul.rag.ragger:rag.tool:88 - Agent using RAG: "Provide the full implementation (signature and body) of the dateparse function in dateparse.c."
2025-07-17 00:55:30.287 | DEBUG | overhaul.rag.ragger:rag.tool:88 - Agent using RAG: "Show the full signature and body of the function int dateparse(const char* datestr, date_t* t, int *offset, int stringlen) in dateparse.c."
2025-07-17 00:55:34.176 | DEBUG | overhaul.rag.ragger:rag.tool:88 - Agent using RAG: "Show the definition of struct parser and the typedef of date_t as used in dateparse.c and dateparse.h."
2025-07-17 00:55:38.581 | DEBUG | overhaul.rag.ragger:rag.tool:88 - Agent using RAG: "Show the definition of struct parser and the typedef of date_t from dateparse.h."
2025-07-17 00:56:01.897 | INFO | overhaul.io.file_manager:write_harness:68 - Writing harness to project...
2025-07-17 00:56:01.898 | INFO | overhaul.io.file_manager:write_harness:92 - Harness written to output/dateparse/harnesses/harness.c
2025-07-17 00:56:01.899 | INFO | overhaul.core.builder:build_harness:63 - Building harness...
2025-07-17 00:56:01.899 | INFO | overhaul.core.builder:build_harness:140 - Starting compilation of harness: harnesses/harness.c
2025-07-17 00:56:02.345 | INFO | overhaul.core.builder:build_harness:149 - Harness compiled successfully
2025-07-17 00:56:02.345 | INFO | overhaul.core.evaluator:evaluate_harness:81 - Evaluating harness...
2025-07-17 00:56:02.345 | INFO | overhaul.core.evaluator:evaluate_harness:90 - Starting execution of harness...
2025-07-17 00:56:02.417 | INFO | overhaul.core.evaluator:evaluate_harness:119 - Harness execution completed in 0.07 seconds.
2025-07-17 00:56:02.419 | INFO | overhaul.core.evaluator:evaluate_harness:181 - New testcases created (1): {'('crash-dfa34d0e98889cd82d2cd680cf96fd084552a2b4', 1752782962, 4113252)}
2025-07-17 00:56:02.419 | SUCCESS | overhaul.cli:main:282 - All done!

```

Figure 3.2.: A successful execution of OverHAuL, harnessing [dvhar’s dateparsing C library](#), using OpenAI’s gpt-4.1 model. Debug statements are printed to showcase the interaction between the LLM agents and the codebase oracle (Section 3.2.3).

harness_n.c—where n ranges from 1 to $N - 1$, with N representing the total number of harnesses produced. The most recent and verifiably correct harness will be designated simply as harness.c. Additionally, the dateparse directory will include an executable script named overhaul.sh, which contains the compilation command necessary for the harness. A log file titled harness.out will also be present, documenting the output from the latest harness execution. Lastly and most importantly, there will be at least one non-empty crash file included, serving as a witness to the harness’s correctness.

3.5. Scope

Currently, OverHAuL is designed to generate new harnesses specifically for medium-sized C libraries. Given the inherent complexity of dealing with C++ projects, this is not a feature yet supported within the system.

The compilation command utilized by OverHAuL is created programmatically. It incorporates the root directory along with all subdirectories that conform to a predefined set of common naming conventions. Additionally, the compilation process uses all C source files identified within these directories. Crucially, it is important that no main() function is present in any of the files to ensure successful compilation. For this reason any files or directories that include “test”, “main”, “example”, “demo”, or “benchmark” in their paths are systematically excluded from the compilation process. This exclusion also decreases the “noise” in the oracle, as these files do not constitute part of the core library and would therefore not contain any functions meaningful to the LLM agents.

Lastly, No support for build systems such as Make or CMake [74], [75] is yet implemented. Such functionality would exponentially increase the complexity of the build step and is beyond the scope of this thesis.

4. Implementation

In creating the codebase oracle, we employ the “libclang” Python package [76] to slice functions based on the AST capability provided by Clang. As detailed in Section 3.2.3, the intermediate output consists of a list of Python dictionaries, with each dictionary storing a function’s body, signature, and corresponding file path. Each chunk of function code is then converted into an embedding using OpenAI’s “text-embedding-3-small” model [77] and stored in a FAISS vector store index [78]. This index is mapped to a metadata structure that contains the aforementioned function data—specifically the actual function body, signature, and file path. When a search is conducted on the index, the results returned are the embeddings. The responses that the LLM agent receives are derived from the corresponding metadata entries of each embedding.

All LLM agents and components are developed using the DSPy library, a declarative Python framework for LLM programming created by Stanford’s NLP research team [79]. DSPy offers built-in modules and abstractions that facilitate the composition of LLMs and prompting techniques, such as Chain of Thought and ReAct (Listing 4.1). Each agent within OverHAuL is an instance of DSPy’s ReAct module [80], accompanied by a custom Signature [81]—displayed in Appendix C. DSPy was selected over other contemporary LLM libraries, such as LangChain and Llamaindex [82], [83], because of its user-friendliness, logical abstractions, and efficient development process—qualities that are often lacking in these alternative libraries [84]–[86].

Listing 4.1 Sample DSPy program.

```
1 import dspy
2 lm = dspy.LM('openai/gpt-4o-mini', api_key='YOUR_OPENAI_API_KEY')
3 dspy.configure(lm=lm)
4
5 math = dspy.ChainOfThought("question → answer: float")
6 math(question="Two dice are tossed. What is the probability that the sum equals two?")
```

Repository cloning is executed using the `--depth 1` flag to minimize disk storage usage and reduce the size of artifacts.

The current implementation of OverHAuL sits at 1,254 source lines of Python code.

4.1. Development Tools

The development of OverHAuL incorporates a variety of tools aimed at enhancing functionality and efficiency. Notably, “uv” is a Python package and project manager written in Rust that serves as a replacement for Poetry. Additionally, “Ruff,” a code linter and formatter also developed in Rust, contributes to code quality by enforcing consistent formatting standards. The project also employs “MyPy,” the widely-used static type checker for Python, to ensure type correctness. Testing is facilitated through “PyTest,” a robust Python testing framework. Lastly, “pdoc” is utilized as a Static Site Generator (SSG) to automate the creation of API documentation¹ [87]–[91].

4.2. Reproducibility

OverHAuL’s source code is available at <https://github.com/kchousos/OverHAuL>. Each benchmark run was conducted within the framework of a GitHub Actions workflow, resulting in a detailed summary accompanied by an artifact containing all cloned repositories. These artifacts are the compressed result directories described in Section 5.1.1 and provide the essential components necessary for the reproducibility each project’s results, as described in Section 3.4. All benchmark runs can be conveniently accessed at <https://github.com/kchousos/OverHAuL/actions/workflows/benchmarks.yml>.

¹Available at <https://kchousos.github.io/OverHAuL/>.

5. Evaluation

To thoroughly assess the performance and effectiveness of OverHAuL, we established four *research questions* to direct our investigative efforts. These questions are designed to provide a structured framework for our inquiry and to ensure that our research remains focused on the key aspects of OverHAuL’s functionality and impact within its intended domain. By addressing these questions, we aim to uncover valuable insights that will contribute to a deeper understanding of OverHAuL’s capabilities and its position in contemporary automatic fuzzing applications:

- **RQ1:** Can OverHAuL generate working harnesses for unfuzzed C projects?
- **RQ2:** What characteristics do these harnesses have? Are they similar to man-made harnesses?
- **RQ3:** How do LLM usage patterns influence the generated harnesses?
- **RQ4:** How do different symbolic techniques affect the generated harnesses?

5.1. Experimental Benchmark

To evaluate OverHAuL, a benchmarking script was implemented¹ and a corpus of ten open-source C libraries was assembled. This collection comprises firstly of user dhvar’s “dateparse” library, which is also used as a running example in OSS-Fuzz-Gen’s [9] experimental from-scratch harnessing feature (Section 6.10). Secondly, nine other libraries chosen randomly² from the package catalog of Clib, a “package manager for the C programming language” [92], [93]. All libraries can be seen Table 5.1, along with their descriptions.

OverHAuL was evaluated through the experimental benchmark from 6th of June, 2025 to 18th of July, 2025, using OpenAI’s gpt-4.1-mini model [94]. For these runs, each OverHAuL execution was configured with a 5 minute harness execution timeout and an iteration budget of 10. Each benchmark run was executed as a GitHub Actions workflow on Linux virtual machines with 4-vCPUs and 16GiB of memory hosted on Microsoft Azure [95], [96]. The result directory (described in Section 5.1.1) for each is available as a downloadable artifact in the corresponding GitHub Actions entry.

¹Available at <https://github.com/kchousos/OverHAuL/blob/master/benchmarks/benchmark.sh>.

²From the subset of libraries that do not have exotic external dependencies, like the X11 development toolchain.

Table 5.1.: The benchmark project corpus. Each project name links to its corresponding GitHub repository. Each is followed by a short description and its GitHub stars count, as of July 18th, 2025.

Project	Description	Stars	SLOC
dvhar/dateparse	A library that allows parsing dates without knowing the format in advance.	2	2272
clibs/buffer	A string manipulation library.	204	354
jwerle/libbeaufort	A library implementation of the Beaufort cipher [97].	13	321
jwerle/libbacon	A library implementation of the Baconian cipher [98].	8	191
jwerle/chfreq.c	A library for computing the character frequency in a string.	5	55
jwerle/progress.c	A library for displaying progress bars in the terminal.	76	357
willemt/cbuffer	A circular buffer implementation.	261	170
willemt/torrent-reader	A torrent-file reader library.	6	294
orangeduck/mpc	A type-generic parser combinator library.	2,753	3632
h2non/semver.c	A semantic version v2.0 parsing and rendering library [99].	190	608

5.1.1. Local Benchmarking

To run the benchmark locally, one would need to follow the installation instructions in Section 3.4 and then execute the benchmarking script, like so:

```
$ ./benchmarks/benchmark.sh
```

The cloned repositories with their corresponding harnesses will then be located in a subdirectory of `benchmark_results`, which will have the name format of `mini__<timestamp>__ReAct__<llm-model>__<max-exec-time>__<iter-budget>`. “Mini” corresponds to the benchmark project corpus described above, since a 30-project corpus was initially created and is now coined as “full” benchmark. Both the mini and full benchmarks are located in `benchmarks/repos.txt` and `benchmarks/repos-mini.txt` respectively. To execute the benchmark for the “full” corpus, users can add the `-b full` flag in the script’s invocation. Also, the LLM model used can be defined with the `-m` command-line flag.

5.2. Results

In Figure 5.1, the results of the aforementioned benchmark runs are showcased.

OverHAuL Benchmark Results									
Project	dateparse	1	1	1	1	0	1	1	1
	buffer	1	0	1	1	1	1	0	1
	libbeaufort	1	1	1	1	1	1	1	1
	libbacon	1	1	1	1	1	1	1	1
	chfreq.c	1	1	1	1	1	1	1	1
	progress.c	1	1	1	1	1	1	1	1
	cbuffer	1	1	1	1	1	1	1	1
	torrent-reader	1	1	1	1	1	1	1	1
	mpc	1	1	1	0	1	1	1	1
	semver.c	1	0	1	1	1	1	1	1
		16351915455	16173765146	16172832307	16168470166	16163792321	16154019170	16149060489	16097203944
		GitHub Actions Benchmark Run							

Figure 5.1.: The benchmark results for OverHAuL are illustrated with the y-axis depicting the ten-project corpus outlined in Section 5.1. The x-axis represents the various benchmark runs. Each label constitutes a unique hash identifier corresponding to a specific GitHub Actions workflow run, which can be accessed at <https://github.com/kchousos/OverHAuL/actions/runs/HASH>. An overview of all benchmark runs is available at <https://github.com/kchousos/OverHAuL/actions/workflows/benchmarks.yml>. In this matrix, a green/1 block indicates that OverHAuL successfully generated a new harness for the project and was able to find a crash input. On the other hand, an orange/0 block indicates that while a compilable harness was produced, no crash input was found within the five-minute execution period. Importantly, there are no red/-1 blocks, which would indicate cases where a compilable harness could not be generated.

763 **5.2.1. RQ 1: Can OverHAuL generate working harnesses for unfuzzed C**
764 **projects?**

765 We can deduce the following facts from Figure 5.1: Firstly, OverHAuL has a very high success
766 rate in finding crash inputs for the given programs, specifically one of **92.5%**. Secondly, although
767 according strictly to these results OverHAuL never generates an un-compilable harness, we
768 can err on the side of caution and infer that OverHAuL not being able to generate a compilable
769 harness is a rare occurrence. These conclusions can safely answer RQ1 with a resounding yes.

770 **5.2.2. RQ2: What characteristics do these harnesses have? Are they similar to**
771 **man-made harnesses?**

772 From sampling OverHAuL’s generated harnesses, the answer to RQ2 remains unclear. Most
773 of the time, the fuzz targets that are produced are understandable and similar to something
774 a software engineer might program. Take for example Listing 5.1. Nonetheless, sometimes
775 generated harnesses contain usage of inexplicable or arbitrary constants and peculiar control
776 flow checks. This makes them harder to understand and quite possibly incorrect in many cases,
777 thus diverging from seeming human-written. RQ2’s answer remains an unclear “it depends”,
778 given the variance in OverHAuL’s results.

779 **5.2.3. RQ3: How do LLM usage patterns influence the generated harnesses?**

780 In exploring the utilization of LLMs, two critical dimensions warrant examination: the selection
781 of the LLM model itself and the prompting techniques employed. Within the context of model
782 selection, all benchmark tests conducted on GitHub’s infrastructure utilized OpenAI’s gpt-4.1-
783 mini. Additionally, early local testing involved gpt-4.1, gpt-4o, gpt-4, and gpt-3.5-turbo. The
784 results indicate that both gpt-4.1 and gpt-4.1-mini demonstrated comparable positive outcomes,
785 while gpt-4o produced semi-average results. In contrast, gpt-4 and gpt-3.5-turbo exhibited
786 significantly poorer performance, averaging approximately 2 out of 10 successfully harnessed
787 projects per benchmark run. For these reasons, subpar-performing models were rejected early
788 in development. This underscores the considerable impact that the size and capabilities of
789 the underlying LLM model have on OverHAuL’s effectiveness. Consequently, gpt-4o emerges
790 as a contemporary cut-off point in LLM development concerning OverHAuL’s performance,
791 suggesting that advancements in LLM technologies will likely enhance OverHAuL’s capabilities
792 rapidly.

793 Regarding the prompting techniques adopted, ReAct prompting has yielded the most favorable
794 outcomes in the current version of OverHAuL [51]. As detailed in Appendix A, both zero-shot
795 prompting and Chain-of-Thought (COT) prompting [48] produced similarly unsatisfactory
796 results. A primary challenge in automatic harness generation is ensuring that the generated
797 harness aligns with real-world conditions, particularly in terms of compilation success and
798 effective runtime behavior. This alignment can only be validated through LLM–environment
799 interaction, i.e. within agentic workflows [100]. Furthermore, the superior results associated

800 with ReAct prompting can be attributed to its inherent capacity for more sophisticated code
801 exploration.

802 In summary, the response to RQ3 comes to be that ongoing advancements in LLM models
803 will enable systems like OverHAuL to generate increasingly effective outcomes. Additionally,
804 architectures that incorporate agentic modules capable of environment assessment and feedback
805 gathering will surpass more traditional applications of LLMs, particularly in the domain of
806 automatic fuzzing.

807 **5.2.4. RQ4: How do different symbolic techniques affect the generated** 808 **harnesses?**

809 Throughout the development of OverHAuL and its various iterations, numerous programming
810 techniques were assessed in pursuit of answering RQ4 (Appendix A). Simple source code
811 concatenation and its subsequent injection into LLM prompts revealed significant limitations,
812 primarily due to the constraints of context windows. Conversely, the usage of tools capable
813 of retrieving file contents marked a meaningful advancement. Nonetheless, this approach still
814 encountered challenges, such as inaccessible code blocks and exploration that lacked semantic
815 relevance. In response to these difficulties, the implementation of a function-level vector store
816 functioning as a codebase oracle is proposed as a highly scalable solution. This strategy not
817 only enhances the organization of larger files but also accommodates expanding project sizes,
818 facilitating more semantically meaningful code examination.

819 **5.3. Discussion**

820 As discussed in Section Section 5.2, the capabilities and effectiveness of OverHAuL are closely
821 tied to the choice of the underlying large language model. OverHAuL’s modular architecture
822 ensures that advances in LLM research will directly enhance its performance. Each release
823 of a new, more capable model can be readily integrated, thereby amplifying OverHAuL’s
824 effectiveness without the need for substantial redesign.

825 A noteworthy consideration in our benchmarking setup is the possibility that some of the open-
826 source libraries evaluated may have been included in the LLM’s training data. This introduces a
827 risk of overestimating OverHAuL’s performance on code that is unseen or proprietary. Results
828 for closed-source or less widely available libraries could therefore be weaker. Nonetheless, this
829 potential limitation can theoretically be addressed through targeted fine-tuning of the LLM
830 [101], [102].

831 **5.3.1. Threats to Validity**

832 Our evaluation of OverHAuL was conducted on ten relatively obscure open-source C libraries
833 representing a range of application domains and functionalities. While this selection reduces

834 the likelihood that these projects were used in LLM training and thus minimizes potential bias,
835 it remains uncertain how transferable our results are to larger, more complex, or structurally
836 different codebases. Factors such as varying design paradigms, architectural patterns, or
837 real-world deployment contexts may pose new challenges for OverHAuL’s scalability and
838 effectiveness.

839 Additionally, the risk that LLMs could hallucinate constitutes an internal threat to validity. Such
840 hallucinations may require multiple attempts or occasional manual adjustments to produce
841 valid and useful fuzz drivers. However, because LLMs—and thus OverHAuL—operate in a
842 non-deterministic manner, it is possible to rerun the process and obtain alternative results.
843 The inherent stochasticity of the underlying LLMs thus allows users to recover from initial
844 failures, ensuring that the impact of hallucinations remains limited to efficiency rather than
845 undermining the core applicability of the approach.

846 In summary, while our findings demonstrate the potential of OverHAuL, they also highlight
847 important limitations and directions for future work, especially in improving robustness and
848 evaluating performance across a broader spectrum of software projects.

Listing 5.1 Sample harness for dateparse, generated by OverHAuL.

```
1  #include <stddef.h>
2  #include <stdint.h>
3  #include <string.h>
4  #include <stdlib.h>
5  #include "dateparse.h"
6
7  // No artificial size limit to allow fuzzer to explore full input size for boundaries
8
9  int LLVMFuzzerTestOneInput(const uint8_t *data, size_t size) {
10     // Allocate buffer with extra byte for null termination
11     char *input_str = (char *)malloc(size + 1);
12     if (!input_str) {
13         return 0;
14     }
15
16     memcpy(input_str, data, size);
17     input_str[size] = '\0';
18
19     date_t parsed_date = 0;
20     int offset = 0;
21
22     // Array of string lengths targeting boundary conditions (including 0 = internal strlen)
23     size_t test_lens[] = {0, size, size > 0 ? size - 1 : 0, 12, 13, 14};
24
25     for (size_t i = 0; i < sizeof(test_lens) / sizeof(test_lens[0]); i++) {
26         size_t len = test_lens[i];
27         if (len <= size) {
28             dateparse(input_str, &parsed_date, &offset, (int)len);
29         }
30     }
31
32     free(input_str);
33     return 0;
34 }
```

6. Related work

Automated testing, automated fuzzing and automated harness creation have a long research history. Still, a lot of ground remains to be covered until true automation of these tasks is achieved. Until the introduction of transformers [37] and the 2020’s boom of commercial GPTs [46], automation regarding testing and fuzzing was mainly attempted through static and dynamic program analysis methods. These approaches are still utilized, but the fuzzing community has shifted almost entirely to researching the incorporation and employment of LLMs in the last half decade [9]–[12], [66], [103]–[107]. The following works stand out as the most notable in the field.

6.1. KLEE

KLEE [108] is a seminal and widely cited symbolic execution engine introduced in 2008 by Cadar et al. It was designed to automatically generate high-coverage test cases for programs written in C, using symbolic execution to systematically explore the control flow of a program. KLEE operates on the LLVM [31] bytecode representation of programs, allowing it to be applied to a wide range of C programs compiled to the LLVM intermediate representation.

Instead of executing a program on concrete inputs, KLEE performs symbolic execution—that is, it runs the program on symbolic inputs, which represent all possible values simultaneously. At each conditional branch, KLEE explores both paths by forking the execution and accumulating path constraints (i.e., logical conditions on input variables) along each path. This enables it to traverse many feasible execution paths in the program, including corner cases that may be difficult to reach through random testing or manual test creation.

When an execution path reaches a terminal state (e.g., a program exit, an assertion failure, or a segmentation fault), KLEE uses a constraint solver to compute concrete input values that satisfy the accumulated constraints for that path. These values form a test case that will deterministically drive the program down that specific path when executed concretely.

6.2. IRIS

IRIS [103] is a 2025 open-source neurosymbolic system for static vulnerability analysis. Given a codebase and a list of user-specified Common Weakness Enumerations (CWEs), it analyzes source code to identify paths that may correspond to known vulnerability classes. IRIS combines

878 symbolic analysis—such as control- and data-flow reasoning—with neural models trained to
879 generalize over code patterns. It outputs candidate vulnerable paths along with explanations
880 and CWE references. The system operates on full repositories and supports extensible CWE
881 definitions.

882 6.3. FUDGE

883 FUDGE [12] is a closed-source tool, made by Google, for automatic harness generation of
884 C and C++ projects based on existing client code. It was used in conjunction with and in
885 the improvement of Google’s OSS-Fuzz [67] (Section 6.9). Being deployed inside Google’s
886 infrastructure, FUDGE continuously examines Google’s internal code repository, searching
887 for code that uses external libraries in a meaningful and “fuzzable” way (i.e. predominantly
888 for parsing). If found, such code is *sliced* [109] based on its Abstract Syntax Tree (AST) using
889 LLVM’s Clang tool [31]. The above process results in a set of abstracted mostly-self-contained
890 code snippets that make use of a library’s calls and/or API. These snippets are later *synthesized*
891 into the body of a fuzz driver, with variables being replaced and the fuzz input being utilized.
892 Each is then injected in an LLVMFuzzerTestOneInput function and finalized as a fuzzing harness. A
893 building and evaluation phase follows for each harness, where they are executed and examined.
894 Every passing harness along with its evaluation results is stored in FUDGE’s database, reachable
895 to the user through a custom web-based UI.

896 6.4. UTopia

897 UTopia [10] (stylized UTOPIA) is another open-source automatic harness generation framework.
898 Aside from the library code, It operates solely on user-provided unit tests since, according to
899 Jeong et al. [10], they are a resource of complete and correct API usage examples containing
900 working library set-ups and tear-downs. Additionally, each of them are already close to a fuzz
901 target, in the sense that they already examine a single and self-contained API usage pattern.
902 Each generated harness follows the same data flow of the originating unit test. Static analysis is
903 employed to figure out what fuzz input placement would yield the most results. It is also utilized
904 in abstracting the tests away from the syntactical differences between testing frameworks, along
905 with slicing and AST traversing using Clang.

906 6.5. FuzzGen

907 Another project of Google is FuzzGen [11], this time open-source. Like FUDGE, it leverages
908 existing client code of the target library to create fuzz targets for it. FuzzGen uses whole-system
909 analysis, through which it creates an *Abstract API Dependence Graph* (A²DG). It uses the latter
910 to automatically generate LibFuzzer-compatible harnesses. For FuzzGen to work, the user needs
911 to provide both client code and/or tests for the API and the API library’s source code as well.

FuzzGen uses the client code to infer the *correct usage* of the API and not its general structure, in contrast to FUDGE. FuzzGen’s workflow can be divided into three phases: 1. *API usage inference*. By consuming and analyzing client code and tests that concern the library under test, FuzzGen recognizes which functions belong to the library and learns its correct API usage patterns. This process is done with the help of Clang. To test if a function is actually a part of the library, a sample program is created that uses it. If the program compiles successfully, then the function is indeed a valid API call. 2. *A²DG construction mechanism*. For all the existing API calls, FuzzGen builds an A²DG to record the API usages and infers its intended structure. After completion, this directed graph contains all the valid API call sequences found in the client code corpus. It is built in a two-step process: First, many smaller A²DGs are created, one for each root function per client code snippet. Once such graphs have been created for all the available client code instances, they are combined to formulate the master A²DG. This graph can be seen as a template for correct usage of the library. 3. *Fuzzer generator*. Through the A²DG, a fuzzing harness is created. Contrary to FUDGE, FuzzGen does not create multiple “simple” harnesses but a single complex one with the goal of covering the whole A²DG. In other words, while FUDGE fuzzes a single API call at a time, FuzzGen’s result is a single harness that tries to fuzz the given library all at once through complex API usage.

6.6. IntelliGen

IntelliGen [110] is a system for automatically synthesizing fuzz drivers by statically identifying potentially vulnerable entry-point functions within C projects. Implemented using LLVM [31], IntelliGen focuses on Improving fuzzing efficiency by targeting code more likely to contain memory safety issues, rather than exhaustively fuzzing all available functions.

The system comprises two main components: the *Entry Function Locator* and the *Fuzz Driver Synthesizer*. The Entry Function Locator analyzes the project’s AST and classifies functions based on heuristics that indicate vulnerability. These include pointer dereferencing, calls to memory-related functions (e.g., `memcpy`, `memset`), and invocation of other internal functions. Functions that score highly on these metrics are prioritized for fuzz driver generation. The guiding insight is that entry points with fewer argument checks and more direct memory operations expose more useful program logic for fuzz testing.

The Fuzz Driver Synthesizer then generates harnesses for these entry points. For each target function, it synthesizes an `LLVMFuzzerTestOneInput` function that invokes the target with arguments derived from the fuzz input. This process involves inferring argument types from the source code and ensuring that runtime behavior does not violate memory safety—thus avoiding invalid inputs that would cause crashes unrelated to genuine bugs.

IntelliGen stands out by integrating static vulnerability estimation into the driver generation pipeline. Compared to prior tools like FuzzGen and FUDGE, it uses a more targeted, heuristic-based selection of functions, increasing the likelihood that fuzzing will exercise meaningful and vulnerable code paths.

6.7. CKGFuzzer

CKGFuzzer [111] is a fuzzing framework designed to automate the generation of effective fuzz drivers for C/C++ libraries by leveraging static analysis and large language models. Its workflow begins by parsing the target project along with any associated library APIs to construct a code knowledge graph. This involves two primary steps: first, parsing the AST, and second, performing inter-procedural program analysis. Through this process, CKGFuzzer extracts essential program elements such as data structures, function signatures, function implementations, and call relationships.

Using the knowledge graph, CKGFuzzer then identifies and queries meaningful API combinations, focusing on those that are either frequently invoked together or exhibit functional similarity. It generates candidate fuzz drivers for these combinations and attempts to compile them. Any compilation errors encountered during this phase are automatically repaired using heuristics and domain knowledge. A dynamically updated knowledge base, constructed from prior library usage patterns, guides both the generation and repair processes.

Once the drivers are successfully compiled, CKGFuzzer executes them while monitoring code coverage at the file level. It uses coverage feedback to iteratively mutate underperforming API combinations, refining them until new execution paths are discovered or a preset mutation budget is exhausted.

Finally, any crashes triggered during fuzzing are subjected to a reasoning process based on chain-of-thought prompting (Section 2.2.2). To help determine their severity and root cause, CKGFuzzer consults an LLM-generated knowledge base containing real-world examples of vulnerabilities mapped to known CWE entries.

6.8. PromptFuzz

PromptFuzz [112] constitutes a framework for automatically generating fuzz drivers using LLMs, with a novel focus on *prompt mutation* to improve coverage. Its aim is to explore more of the API surface with each prompt iteration. It is implemented in Rust and targets C libraries.

The workflow begins with the random selection of API functions, extracted from header file declarations. These functions are used to construct initial prompts that instruct the LLM to generate a simple program utilizing the API. Each generated program is compiled, executed, and monitored for code coverage. Programs that fail to compile or violate runtime checks (e.g. sanitizers) are discarded.

A key innovation in PromptFuzz is *coverage-guided prompt mutation*. Instead of mutating generated code directly, PromptFuzz mutates the LLM prompts—selecting new combinations of API functions to target unexplored code paths. This process is guided by a *power scheduling* strategy that prioritizes underused or promising API functions based on feedback from previous runs.

986 Once an effective program is produced, it is transformed into a fuzz driver by replacing constants
987 and arguments with variables derived from the fuzzer input. Multiple such drivers are embedded
988 into a single harness, where the input determines which program variant to execute, typically
989 via a case-switch construct.

990 6.9. OSS-Fuzz

991 OSS-Fuzz [67], [113] is a continuous, scalable and distributed cloud fuzzing solution for critical
992 and prominent open-source projects. Developers of such software can submit their projects
993 to OSS-Fuzz’s platform, where its harnesses are built and constantly executed. This results in
994 multiple bug findings that are later disclosed to the primary developers and are later patched.

995 OSS-Fuzz started operating in 2016, an initiative in response to the Heartbleed vulnerability
996 [22], [23], [25]. Its hope is that through more extensive fuzzing such errors could be caught
997 and corrected before having the chance to be exploited and thus disrupt the public digital
998 infrastructure. So far, it has helped uncover over 10,000 security vulnerabilities and 36,000
999 bugs across more than 1,000 projects, significantly enhancing the quality and security of major
1000 software like Chrome, OpenSSL, and Systemd.

1001 A project that’s part of OSS-Fuzz must have been configured as a ClusterFuzz [114] project.
1002 ClusterFuzz is the fuzzing infrastructure that OSS-Fuzz uses under the hood and depends on
1003 Google Cloud Platform services, although it is possible to host it locally. Such an integration
1004 requires setting up a build pipeline, fuzzing jobs and expects a Google Developer account. Results
1005 are accessible through a web interface. ClusterFuzz, and by extension OSS-Fuzz, supports fuzzing
1006 through LibFuzzer, AFL++, Honggfuzz and FuzzTest—successor to Centipede— with the last two
1007 being Google projects [19], [30], [115], [116]. C, C++, Rust, Go, Python and Java/JVM projects
1008 are supported.

1009 6.10. OSS-Fuzz-Gen

1010 OSS-Fuzz-Gen (OFG) [9], [117] is Google’s current state-of-the-art project regarding automatic
1011 harness generation through LLMs. It’s purpose is to improve the fuzzing infrastructure of open-
1012 source projects that are already integrated into OSS-Fuzz. Given such a project, OSS-Fuzz-Gen
1013 uses its preexisting fuzzing harnesses and modifies them to produce new ones. Its architecture
1014 can be described as follows:

- 1015 1. With an OSS-Fuzz project’s GitHub repository link, OSS-Fuzz-Gen iterates through a
1016 set of predefined build templates and generates potential build scripts for the project’s
1017 harnesses.
- 1018 2. If any of them succeed they are once again compiled, this time through fuzz-introspector
1019 [118]. The latter constitutes a static analysis tool, with fuzzer developers specifically in
1020 mind.

- 1021 3. Build results, old harness and fuzz-introspector report are included in a template-generated
1022 prompt, through which an LLM is called to generate a new harness.
1023 4. The newly generated fuzz target is compiled and if it is done so successfully it begins
1024 execution inside OSS-Fuzz’s infrastructure.

1025 This method proves to be meaningful, with code coverage in fuzz campaigns increasing thanks
1026 to the new generated fuzz drivers. In the case of the tinyxml2 project [119], line coverage went
1027 from 38% to 69% without any manual interventions [117].

1028 In 2024, OSS-Fuzz-Gen introduced an experimental feature for generating harnesses in previ-
1029 ously unfuzzed projects [120]. The code for this feature resides in the experimental/from_scratch
1030 directory of the project’s GitHub repository [9], with the latest known working commit being
1031 171aac2 and the latest overall commit being four months ago.

1032 6.11. AutoGen

1033 AutoGen [66] is a closed-source tool that generates new fuzzing harnesses, given only the
1034 library code and documentation. The user specifies the function for which a harness is to be
1035 generated. AutoGen gathers information for this function—such as the function body, used
1036 header files, function calling examples—from the source code and documentation. Through
1037 specific prompt templates containing the above information, an LLM is tasked with generating
1038 a new fuzz driver, while another is tasked with generating a compilation command for said
1039 driver. If the compilation fails, both LLMs are called again to fix the problem, whether it was on
1040 the driver’s or command’s side. This loop iterates until a predefined maximum value or until a
1041 fuzz driver is successfully generated and compiled. If the latter is the case, it is then executed.
1042 If execution errors exist, the LLM responsible for the driver generation is used to correct them.
1043 If not, the pipeline has terminated and a new fuzz driver has been successfully generated.

1044 6.12. Differences

1045 OverHAuL differs, in some way, with each of the aforementioned works in Chapter 6. Firstly,
1046 although KLEE and IRIS [103], [108] tackle the problem of automated testing and both IRIS and
1047 OverHAuL can be considered neurosymbolic AI tools, the similarities end there. None of them
1048 utilize LLMs the same way we do—with KLEE not utilizing them by default, as it precedes them
1049 chronologically—and neither are automating any part of the fuzzing process.

1050 When it comes to FUDGE, FuzzGen and UTopia [10]–[12], all three depend on and demand
1051 existing client code and/or unit tests. On the other hand, OverHAuL requires only the bare
1052 minimum: the library code itself. Another point of difference is that in contrast with OverHAuL,
1053 these tools operate in a linear fashion. No feedback is produced or used in any step and any
1054 point failure results in the termination of the entire run.

1055 OverHAuL challenges a common principle of these tools, stated explicitly in FUDGE’s paper
1056 [12]: “Choosing a suitable fuzz target (still) requires a human”. OverHAuL chooses to let the
1057 LLM, instead of the user, explore the available functions and choose one to target in its fuzz
1058 driver.

1059 OSS-Fuzz-Gen [9] can be considered a close counterpart of OverHAuL, and in some ways it is.
1060 A lot of inspiration was gathered from it, like for example the inclusion of static analysis and its
1061 usage in informing the LLM. Yet, OSS-Fuzz-Gen has a number of disadvantages that make it in
1062 some cases an inferior option. For one, OFG is tightly coupled with the OSS-Fuzz platform [67],
1063 which even on its own creates a plethora of issues for the common developer. To integrate their
1064 project into OSS-Fuzz, they would need to: Transform it into a ClusterFuzz project [114] and take
1065 time to write harnesses for it. Even if these prerequisites are carried out, it probably would not
1066 be enough. Per OSS-Fuzz’s documentation [113]: “To be accepted to OSS-Fuzz, an open-source
1067 project must have a significant user base and/or be critical to the global IT infrastructure”. This
1068 means that OSS-Fuzz is a viable option only for a small minority of open-source developers
1069 and maintainers. One countermeasure of the above shortcoming would be for a developer to
1070 run OSS-Fuzz-Gen locally. This unfortunately proves to be an arduous task. As it is not meant
1071 to be used standalone, OFG is not packaged in the form of a self-contained application. This
1072 makes it hard to setup and difficult to use interactively. Like in the case of FUDGE, OFG’s
1073 actions are performed linearly. No feedback is utilized nor is there graceful error handling
1074 in the case of a step’s failure. Even in the case of the experimental feature for bootstrapping
1075 unfuzzed projects, OFG’s performance varies heavily. During experimentation, a lot of generated
1076 harnesses were still wrapped either in Markdown backticks or `<code>` tags, or were accompanied
1077 with explanations inside the generated .c source file. Even if code was formatted correctly, in
1078 many cases it missed necessary headers for compilation or used undeclared functions.

1079 Lastly, the closest counterpart to OverHAuL is AutoGen [66]. Their similarity stands in the
1080 implementation of a feedback loop between LLM and generated harness. However, most other
1081 implementation decisions remain distinct. One difference regards the fuzzed function. While
1082 AutoGen requires a target function to be specified by the user in which it narrows during its
1083 whole run, OverHAuL delegates this to the LLM, letting it explore the codebase and decide by
1084 itself the best candidate. Another difference lies in the need—and the lack of—of documentation.
1085 While AutoGen requires it to gather information for the given function, OverHAuL leans into the
1086 role of a developer by reading the related code and comments and thus avoiding any mismatches
1087 between documentation and code. Finally, the LLMs’ input is built based on predefined prompt
1088 templates, a technique also present in OSS-Fuzz-Gen. OverHAuL operates one abstraction level
1089 higher, leveraging DSPy [79] for programming instead of prompting the LLMs used.

1090 In conclusion, OverHAuL constitutes an *open-source* tool that offers new functionality by
1091 offering a straightforward installation process, packaged as a self-contained Python package
1092 with minimal external dependencies. It also introduces novel approaches compared to previous
1093 work by

- 1094 1. Implementing a feedback mechanism between harness generation, compilation, and
1095 evaluation phases,

- 1096 2. Using autonomous ReAct agents capable of codebase exploration,
- 1097 3. Leveraging a vector store for code consumption and retrieval.

7. Future Work

The prototype implementation of OverHAuL offers a compelling demonstration of its potential to automate the fuzzing process for open-source libraries, providing tangible benefits to developers and maintainers alike. This initial version successfully validates the core design principles underpinning OverHAuL, showcasing its ability to streamline and enhance the software testing workflow through automated generation of fuzz drivers using large language models. Nevertheless, while these foundational capabilities lay a solid groundwork, numerous avenues exist for further expansion, refinement, and rigorous evaluation to fully realize the tool’s potential and adapt to evolving challenges in software quality assurance.

7.1. Enhancements to Core Features

Enhancing OverHAuL’s core functionality represents a primary direction for future development. First, expanding support to encompass a wider array of build systems commonly employed in C and C++ projects—such as GNU Make, CMake, Meson, and Ninja [74], [75], [121], [122]—would significantly broaden the scope of libraries amenable to automated fuzzing using OverHAuL. This advancement would enable OverHAuL to scale effectively and be applied to larger, more complex codebases, thereby increasing its practical utility and impact.

Second, integrating additional fuzzing engines beyond LibFuzzer stands out as a strategic enhancement. Incorporation of widely adopted fuzzers like AFL++ [30] could diversify the fuzzing strategies available to OverHAuL, while exploring more experimental tools such as GraphFuzz [105] may pioneer specialized approaches for certain code patterns or architectures. Multi-engine support would also facilitate extending language coverage, for instance by incorporating fuzzers tailored to other programming ecosystems—for example, Google’s Atheris for Python projects [123]. Such versatility would position OverHAuL as a more universal fuzzing automation platform.

Third, the evaluation component of OverHAuL presents an opportunity for refinement through more sophisticated analysis techniques. Beyond the current criteria, incorporating dynamic metrics such as differential code coverage tracking between generated fuzz harnesses would yield deeper insights into test quality and coverage completeness. This quantitative evaluation could guide iterative improvements in fuzz driver generation and overall testing effectiveness.

Finally, OverHAuL’s methodology could be extended to leverage existing client codebases and unit tests in addition to the library source code itself, resources that for now OverHAuL leaves untapped. Inspired by approaches like those found in FUDGE and FuzzGen [11], [12], this

1130 enhancement would enable the tool to exploit programmer-written usage scenarios as seeds or
1131 contexts, potentially generating more meaningful and targeted fuzz inputs. Incorporating these
1132 richer information sources would likely improve the efficacy of fuzzing campaigns and uncover
1133 subtler bugs.

1134 **7.2. Experimentation with Large Language Models and Data** 1135 **Representation**

1136 OverHAuL’s reliance on large language models (LLMs) invites comprehensive experimentation
1137 with different providers and architectures to assess their comparative strengths and limitations.
1138 Conducting empirical evaluations across leading models—such as OpenAI’s o1 and o3 families
1139 and Anthropic’s Claude Opus 4—will provide valuable insights into their capabilities, cost-
1140 efficiency, and suitability for fuzz driver synthesis. Additionally, specialized code-focused LLMs,
1141 including generative and fill-in models like Codex-1 and CodeGen [54]–[56], merit exploration
1142 due to their targeted optimization for source code generation and understanding.

1143 Another dimension worthy of investigation concerns the granularity of code chunking employed
1144 during the given project’s code processing stage. Whereas the current approach partitions
1145 code at the function level, experimenting with more nuanced segmentation strategies—such as
1146 splitting per step inside a function, as a finer-grained technique—could improve the semantic
1147 coherence of stored representations and enhance retrieval relevance during fuzz driver genera-
1148 tion. This line of inquiry has the potential to optimize model input preparation and ultimately
1149 improve output quality.

1150 **7.3. Comprehensive Evaluation and Benchmarking**

1151 To thoroughly establish OverHAuL’s effectiveness, extensive large-scale evaluation beyond the
1152 initial 10-project corpus is imperative. Applying the tool to repositories indexed in the clib
1153 package manager [92], which encompasses hundreds of C libraries, would test scalability and
1154 robustness across diverse real-world settings. Such a broad benchmark would also enable sys-
1155 tematic comparisons against state-of-the-art automated fuzzing frameworks like OSS-Fuzz-Gen
1156 and AutoGen, elucidating OverHAuL’s relative strengths and identifying areas for improvement
1157 [9], [66].

1158 Complementing broad benchmarking, detailed ablation and matrix studies dissecting the con-
1159 tributions of individual pipeline components and algorithmic choices will yield critical insights
1160 into what drives OverHAuL’s performance. Understanding the impact of each module will
1161 guide targeted optimizations and support evidence-based design decisions.

1162 Furthermore, an economic analysis exploring resource consumption—such as API token usage
1163 and associated monetary costs—relative to fuzzing effectiveness would be valuable for assess-

1164 ing the practical viability of integrating LLM-based fuzz driver generation into continuous
1165 integration processes.

1166 **7.4. Practical Deployment and Community Engagement**

1167 From a usability perspective, embedding OverHAuL within a GitHub Actions workflow repre-
1168 sents a practical and impactful enhancement, enabling seamless integration with developers’
1169 existing toolchains and continuous integration pipelines. This would promote wider adoption by
1170 reducing barriers to entry and fostering real-time feedback during code development cycles.

1171 Additionally, establishing a mechanism to generate and submit automated pull requests (PRs) to
1172 the maintainers of fuzzed libraries—highlighting detected bugs and proposing patches—would
1173 not only validate OverHAuL’s findings but also contribute tangible improvements to open-
1174 source software quality. This collaborative feedback loop epitomizes the symbiosis between
1175 automated testing tools and the open-source community. As an initial step, developing targeted
1176 PRs for the projects where bugs were discovered during OverHAuL’s development would help
1177 facilitate practical follow-up and improvements.

1178 8. Conclusion

1179 Recap Performed a literature review of similar projects. Presented the algorithm *and* the
1180 implementation.

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A. Abandoned Techniques

During its development, OverHAuL went through several iterations. A number of approaches were implemented and evaluated, with some being replaced for better alternatives. These are:

1. One-shot harness generation

Before the iterative feedback loop (Section 3.2.1) was implemented, OverHAuL attempted to operate in a straightforward pipeline, with just a “generator” agent being tasked to generate the harness. This meant that at either the compilation step or evaluation step, any failure resulted in the execution being terminated. This approach put too much responsibility in the response of a single LLM query, with results more often than not being unsatisfactory.

2. Chain-of-Thought LLM instances

The current implementation of ReAct agents has effectively supplanted the less effective Chain of Thought (COT) LLM modules [48]. This shift underscores a critical realization in the harness generation process: the primary challenge lies not in the creation of the harness itself, but rather in the necessity for real-time feedback during execution. This is the reason why first employing COT prompting offered limited observed improvements.

COT techniques are particularly advantageous when the task assigned to the LLM demands a more reflective, in-depth analysis. However, when it comes to tasks such as knowledge extraction from a codebase oracle and taking live feedback from the environment into consideration, ReAct agents demonstrate greater efficiency and effectiveness.

3. Source code concatenation

Initially, there was no implementation of a codebase oracle. Instead, the LLM agents operated with a Python string that contained a concatenation of all the collected source code. While this method proved effective for smaller and simpler projects, it encountered significant limitations when applied to more complex codebases. The primary challenge was the excessive consumption of the LLM’s context window, which hindered its ability to process and analyze larger codebases effectively. As a result, this approach became increasingly unsustainable as project complexity grew, underscoring the need for a more robust solution.

4. {index, read}_tool usage for ReAct agents

The predecessor of the oracle comprised a dual-system approach for code exploration, integrating the `index_tool` and the `read_tool`. The `index_tool` offered the LLM agent a

1519 structured JSON object that delineated the project’s architecture, including all relevant
1520 file paths. On the other hand, the `read_tool` required a file path as input and returned the
1521 file’s content, albeit truncated to a maximum of 4000 characters. While this methodology
1522 presented an improvement in scalability over earlier systems, several limitations persisted.

1523 Firstly, the LLM was constrained to searching through the codebase strictly in file-specific
1524 terms, which limited its efficacy in understanding the broader context of code relationships.
1525 Furthermore, the imposed character limit on the `read_tool` meant that certain portions of
1526 the codebase remained inaccessible, impeding the agent’s analytical capabilities. Even if
1527 this character limit were to be lifted, the resultant output would still occupy a significant
1528 portion of the context window, particularly in larger and more intricate projects. As such,
1529 while this approach offered advancements in code exploration, it still fell short.

1530 B. Sample Generated Harnesses

1531 B.1. Buffer

1532 harness

```
1  #include <stdint.h>
2  #include <stdlib.h>
3  #include <string.h>
4  #include <stdio.h>
5  #include "buffer.h"
6
7  /*
8   * LLVMFuzzerTestOneInput harness to fuzz the function buffer_appendf.
9   *
10  * The fuzzing input data is treated as a format string argument to buffer_appendf.
11  * This targets potential format string vulnerabilities and buffer resizing issues
12  * within buffer_appendf as flagged by static analysis.
13  *
14  * We create a fresh buffer_t instance with buffer_new(), then call buffer_appendf()
15  * with the fuzz input as the format string. We do not supply additional variadic
16  * arguments as the input is a single buffer.
17  *
18  * After the call, we free the buffer_t instance to avoid memory leaks.
19  */
20 int LLVMFuzzerTestOneInput(const uint8_t *data, size_t size) {
21     if (size == 0) {
22         // No data to test; skip
23         return 0;
24     }
25
26     // Allocate a writable null-terminated string for the format input
27     // We add one byte for the null terminator
28     char *fmt = (char *)malloc(size + 1);
29     if (!fmt) return 0; // Allocation failed, skip
30
31     // Copy input and null terminate
```

```

32     memcpy(fmt, data, size);
33     fmt[size] = '\0';
34
35     // Create a new buffer instance
36     buffer_t *buf = buffer_new();
37     if (!buf) {
38         free(fmt);
39         return 0;
40     }
41
42     // Call buffer_appendf with user-controlled format string
43     // No additional arguments are supplied
44     (void)buffer_appendf(buf, fmt);
45
46     // Cleanup
47     buffer_free(buf);
48     free(fmt);
49
50     return 0;
51 }

```

1533 **function**

```

1  int buffer_appendf(buffer_t *self, const char *format, ...) {
2      va_list ap;
3      va_list tpa;
4      char *dst = NULL;
5      int length = 0;
6      int required = 0;
7      int bytes = 0;
8
9      va_start(ap, format);
10
11     length = buffer_length(self);
12
13     // First, we compute how many bytes are needed
14     // for the formatted string and allocate that
15     // much more space in the buffer.
16     va_copy(tpa, ap);
17     required = vsnprintf(NULL, 0, format, tpa);
18     va_end(tpa);
19     if (-1 == buffer_resize(self, length + required)) {
20         va_end(ap);

```



```

21     return -1;
22 }
23
24 // Next format the string into the space that we
25 // have made room for.
26 dst = self->data + length;
27 bytes = vsnprintf(dst, 1 + required, format, ap);
28 va_end(ap);
29
30 return bytes < 0
31       ? -1
32       : 0;
33 }

```

1534 Crash input (xxd output) which triggers an exception in `buffer_appendf()`>`vsnprintf()`.

```

1535 00000000: 1b2d 2d2d 2d2d 2d2d 2d2d 2d2d 2d2d 2d2d  .-----
1536 00000010: 2d2d 2d2d 2d2d 2d2d 2d2d 2d2d 2d2d 2d2d  -----
1537 00000020: 2d2d 2d2d 2d2d 2d2d 2d2d 2d25 2d2d 2d2d  ------%----
1538 00000030: 2d2d 2d2d 2d2d 2d2d 2d2d 2d2d 2d      -----

```

1539 B.2. Cbuffer

1540 harness

```

1  #include <stddef.h>
2  #include <stdint.h>
3  #include <stdlib.h>
4  #include <string.h>
5  #include "cbuffer.h"
6
7  // New improved fuzzer harness for cbuf_offer with multiple writes and boundary tests
8  int LLVMFuzzerTestOneInput(const uint8_t *data, size_t size) {
9      if (size == 0) {
10         // allow zero-size input to test zero-length write
11         cbuf_t *cbuf = cbuf_new(12);
12         if (cbuf == NULL)
13             return 0;
14         // calling offer with zero length should be tested
15         (void)cbuf_offer(cbuf, NULL, 0);
16         cbuf_free(cbuf);

```

```

17     return 0;
18 }
19
20 cbuf_t *cbuf = cbuf_new(12);
21 if (cbuf == NULL)
22     return 0;
23
24 // Split input roughly into two parts; first fills the buffer partially,
25 // second part is used for fuzzing cbuf_offer calls
26 size_t split = size / 2;
27 const uint8_t *prefix_data = data;
28 size_t prefix_size = split;
29 const uint8_t *main_data = data + split;
30 size_t main_size = size - split;
31
32 // Initially fill the buffer partially with prefix_data to simulate used space
33 if (prefix_size > 0) {
34     int space = cbuf_unusedspace(cbuf);
35     int to_write = prefix_size < (size_t)space ? (int)prefix_size : space - 1;
36     if (to_write > 0) {
37         (void)cbuf_offer(cbuf, prefix_data, to_write);
38     }
39 }
40
41 // Now fuzz cbuf_offer with main_data
42 // Derive write size from first byte of main_data if available, else zero.
43 int write_size = 0;
44 if (main_size > 0) {
45     write_size = main_data[0];
46     // Allow write size to be zero (edge case) and up to larger than buffer size to test rejection path
47     // Normalize write_size to a range: 0 to 2 * cbuf->size to test boundary and overflow cases clearly
48     int max_test_size = (int)(cbuf->size * 2);
49     write_size = (write_size % (max_test_size + 1)); // allows 0 to max_test_size inclusive
50 }
51
52 // Pointer to data for writing is after first byte in main_data if exists
53 const uint8_t *write_data = main_data + 1;
54 size_t write_data_len = (main_size > 0) ? main_size - 1 : 0;
55
56 // Clamp write_size to write_data_len but allow write_size > write_data_len to simulate out of bounds sizes
57 // by assigning write_data_len as is -- note cbuf_offer will only read up to write_size bytes anyway
58 // but fuzzing with invalid sizes tests boundary conditions.
59

```

```

60     if ((size_t)write_size > write_data_len) {
61         // We keep write_size as is for boundary fuzzing (even if it overflows input),
62         // but avoid buffer overflow by passing smaller data pointer as NULL if no data available
63         if (write_data_len == 0) {
64             write_data = NULL;
65         }
66     }
67
68     // Call cbuf_offer with fuzz parameters (including zero and oversized writes)
69     (void)cbuf_offer(cbuf, write_data, write_size);
70
71     // Additionally try a zero length call explicitly to test that edge case
72     (void)cbuf_offer(cbuf, NULL, 0);
73
74     // Optionally perform a few repeated calls with no data to simulate further state changes
75     (void)cbuf_offer(cbuf, NULL, 0);
76     (void)cbuf_offer(cbuf, NULL, 0);
77
78     cbuf_free(cbuf);
79     return 0;
80 }

```

1541 crash input which triggers an exception in `cbuf_offer()`>`memcpy()`.

1542 00000000: 0a .

1543 fuzzed function

```

1  int cbuf_offer(cbuf_t *me, const unsigned char *data, const int size)
2  {
3      /* prevent buffer from getting completely full or over committed */
4      if (cbuf_unusedspace(me) ≤ size)
5          return 0;
6
7      int written = cbuf_unusedspace(me);
8      written = size < written ? size : written;
9      memcpy(me->data + me->tail, data, written);
10     me->tail += written;
11     if (me->size < me->tail)
12         me->tail %= me->size;
13     return written;
14 }

```

1544 B.3. chfreq.c

1545 harness

```
1  #include <stdint.h>
2  #include <stdlib.h>
3  #include <string.h>
4
5  // Include the project's header file that declares chfreq
6  #include "chfreq.h"
7
8  // Helper function to free the matrix returned by chfreq
9  static void free_chfreq_matrix(uint32_t **mat) {
10     if (!mat) return;
11     for (int i = 0; mat[i] != NULL; i++) {
12         free(mat[i]);
13     }
14     free(mat);
15 }
16
17 // libFuzzer entry point
18 int LLVMFuzzerTestOneInput(const uint8_t *data, size_t size) {
19     // Defensive: If input size is zero, nothing to do
20     if (size == 0) {
21         return 0;
22     }
23
24     // Allocate a buffer to hold the input as a null-terminated string
25     // Use heap allocation to avoid stack overflow issues with large inputs
26     char *input_str = (char *)malloc(size + 1);
27     if (!input_str) {
28         // Allocation failed, return gracefully
29         return 0;
30     }
31
32     // Copy fuzz input into buffer
33     memcpy(input_str, data, size);
34
35     // Null-terminate the input as chfreq expects a C string
36     input_str[size] = '\0';
37
38     // Call the function under test
39     uint32_t **result = chfreq(input_str);
```

```

40
41     // Free the dynamically allocated matrix returned by chfreq
42     free_chfreq_matrix(result);
43
44     // Free the input buffer
45     free(input_str);
46
47     return 0;
48 }

```

1546 crash input which triggers a heap buffer overflow in chfreq()>realloc().

1547 00000000: 0a .

1548 fuzzed function

```

1  uint32_t **
2  chfreq (const char *src) {
3      uint32_t **mat = NULL;
4      char ch = 0;
5      size_t size = 1;
6      int pos = 0;
7      int i = 0;
8      int idx = -1;
9
10     // alloc
11     mat = (uint32_t **) calloc(size, sizeof(uint32_t *));
12     if (NULL == mat) { return NULL; }
13
14     // build
15     while ('\0' != (ch = src[i++])) {
16         idx = find(mat, ch);
17         if (-1 == idx) {
18             idx = pos++;
19             mat = (uint32_t **) realloc(mat, sizeof(uint32_t *) * ssize(src));
20             mat[idx] = (uint32_t *) calloc(2, sizeof(uint32_t));
21             mat[idx][0] = ch;
22             mat[idx][1] = 1;
23             size++;
24         } else {
25             mat[idx][1]++;
26         }

```

```

27     }
28
29     mat[size] = NULL;
30
31     return mat;
32 }

```

1549 B.4. Dateparse

1550 harness

```

1  #include <stddef.h>
2  #include <stdint.h>
3  #include "dateparse.h"
4
5  // LibFuzzer entry point
6  int LLVMFuzzerTestOneInput(const uint8_t *data, size_t size) {
7      if (size == 0) return 0;
8
9      date_t parsed_date = 0;
10     int offset = 0;
11
12     // Pass the input data directly without copying
13     (void)dateparse((const char *)data, &parsed_date, &offset, (int)size);
14
15     return 0;
16 }

```

1551 Crash input that causes a heap buffer overflow in dateparse()->parseTime()->setMonth()->strncpy().

1552 00000000: 6632 2066 f2 f

1553 fuzzed function

```

1  int dateparse(const char* datestr, date_t* t, int *offset, int stringlen){
2      struct parser p;
3      *t = 0;
4      if (!stringlen)
5          stringlen = strlen(datestr);
6      if (parseTime(datestr, &p, stringlen))

```

```

7         return -1;
8     return parse(&p, t, offset);
9 }

```

1554 B.5. Libbacon

1555 harness

```

1  #include <stdint.h>
2  #include <stddef.h>
3  #include <stdlib.h>
4  #include <stdio.h>
5  #include <string.h>
6  #include "bacon.h" // assuming this is the main project header defining bacon_decode and constants
7
8  // LibFuzzer entry point
9  int LLVMFuzzerTestOneInput(const uint8_t *data, size_t size) {
10     // Defensive: bacon_decode expects null-terminated string, but inputs from fuzzer not guaranteed null-termina
11     // Allocate a buffer one byte larger, copy data and append null terminator to safely create input string.
12     char *input = (char *)malloc(size + 1);
13     if (!input) {
14         return 0; // allocation failed, skip this input
15     }
16     memcpy(input, data, size);
17     input[size] = '\0';
18
19     // Call bacon_decode with default alphabet by passing NULL
20     char *decoded = bacon_decode(input, NULL);
21
22     // Free decoded string if returned
23     if (decoded) {
24         free(decoded);
25     }
26
27     free(input);
28
29     return 0;
30 }

```

1556 crash input that causes heap buffer overflow in `bacon_decode()`>`malloc()`.

1557 00000000: 4141 4141 41 AAAAA

1558 fuzzed function

```
1  char *
2  bacon_decode (const char *src, const char *alpha) {
3      char *dec = (char *) malloc(sizeof(char));
4      char buf[5];
5      char ch = 0;
6      size_t size = 0;
7      size_t len = (size_t) strlen(src);
8      size_t alen = 0;
9      size_t bsize = 0; // buffer size
10     int i = -1; // source index
11     int sep = 0;
12     int idx = -1;
13     int custom = 0;
14
15     if (NULL == dec) { return NULL; }
16
17     // use default
18     if (NULL == alpha) {
19         alpha = BACON_ALPHA;
20     } else { custom = 1; }
21
22     // alpha length
23     alen = (size_t) strlen(alpha);
24
25     // parse and decode
26     while ((++i) < len) {
27         // read symbol and convert
28         // to uppercase just in case
29         ch = toupper(src[i]);
30
31         // store symbols in buffer
32         if (BACON_A == ch || BACON_B == ch) {
33             buf[bsize++] = ch;
34         } else {
35             // oob - needs space
36             sep = 1;
37         }
38
39         if (5 == bsize) {
40             // accumulate
41             idx = (
42                 (buf[0] == BACON_A ? 0 : 0x10) +
```



```

43         (buf[1] = BACON_A ? 0 : 0x08) +
44         (buf[2] = BACON_A ? 0 : 0x04) +
45         (buf[3] = BACON_A ? 0 : 0x02) +
46         (buf[4] = BACON_A ? 0 : 0x01)
47     );
48
49     // append space if needed and
50     // is not first char yielded
51     if (1 == sep && size > 0) {
52         dec[size++] = ' ';
53     }
54
55     // append char from alphabet
56     // uppercased
57     dec[size++] = toupper(alpha[idx]);
58
59     // reset
60     bsize = 0;
61     sep = 0;
62 }
63 }
64
65 // cap
66 dec[size] = '\0';
67
68 return dec;
69 }

```

1559 B.6. Libbeaufort

1560 harness

```

1  #include <stdlib.h>
2  #include <string.h>
3  #include <stdint.h>
4  #include "beaufort.h"
5
6  // libFuzzer entry point for fuzz testing beaufort_decrypt function.
7  // This harness splits input bytes into two strings: src and key.
8  // It calls beaufort_decrypt with those strings and NULL mat,
9  // which triggers internal tableau setup.
10 // The output buffer is freed after use to avoid leaks.

```

```

11
12 int LLVMFuzzerTestOneInput(const uint8_t *data, size_t size) {
13     // If input is zero size, no meaningful test possible, return early.
14     if (size == 0) {
15         return 0;
16     }
17
18     // Allocate buffer to hold a copy of input plus one byte for null terminator.
19     // We'll create two null-terminated strings inside this buffer.
20     char *buf = (char *)malloc(size + 2); // +2 to be safe for two terminators.
21     if (!buf) {
22         return 0; // Allocation failure, skip this input.
23     }
24
25     // Copy data to buf and ensure it's not modified outside.
26     memcpy(buf, data, size);
27     buf[size] = '\0'; // Null-terminate at end for safety.
28     buf[size+1] = '\0';
29
30     // Find split position for src and key strings.
31     // Strategy: Find first 0 byte inside input to split; if none, split in half.
32     size_t split_pos = 0;
33     for (; split_pos < size; split_pos++) {
34         if (buf[split_pos] == '\0') {
35             break;
36         }
37     }
38
39     // If no null byte found, split input roughly in half.
40     if (split_pos == size) {
41         split_pos = size / 2;
42     }
43
44     // Null terminate src at split_pos, ensure key string starts at split_pos+1.
45     buf[split_pos] = '\0';
46
47     char *src = buf;
48     char *key = buf + split_pos + 1;
49
50     // To avoid passing a key pointer beyond buffer end, if no key data,
51     // set key to empty string.
52     if (key ≥ buf + size + 2) {
53         key = "";

```

```

54     }
55
56     // Call beaufort_decrypt with src, key, and NULL mat (default matrix).
57     char *dec = beaufort_decrypt(src, key, NULL);
58
59     // Free returned decrypted string buffer if not NULL.
60     if (dec) {
61         free(dec);
62     }
63
64     // Free the duplicated input buffer.
65     free(buf);
66
67     return 0;
68 }

```

1561 crash input that causes a heap buffer overflow in beaufort_decrypt()->beaufort_tableau()->calloc().

1562 00000000: 0a .

1563 fuzzed function

```

1
2 char *
3 beaufort_decrypt (const char *src, const char *key, char **mat) {
4     char *dec = NULL;
5     char ch = 0;
6     char k = 0;
7     size_t ksize = 0;
8     size_t size = 0;
9     size_t rsize = 0;
10    size_t len = 0;
11    int i = 0;
12    int x = 0;
13    int y = 0;
14    int j = 0;
15    int needed = 1;
16
17    if (NULL == mat) {
18        mat = beaufort_tableau(BEAUFORT_ALPHA);
19        if (NULL == mat) { return NULL; }
20    }

```

```

21
22     ksize = ssize(key);
23     len = ssize(src);
24     rsize = ssize(mat[0]);
25     dec = (char *) malloc(sizeof(char) * len + 1);
26
27     if (NULL == dec) { return NULL; }
28
29     for (; (ch = src[i]); ++i) {
30         needed = 1;
31
32         // find column with char
33         for (y = 0; y < rsize; ++y) {
34             if (ch == mat[y][0]) { needed = 1; break; }
35             else { needed = 0; }
36         }
37
38         // if not needed append
39         // char and continue
40         if (0 == needed) {
41             dec[size++] = ch;
42             continue;
43         }
44
45         // determine char in `key`
46         k = key[(j++) % ksize];
47
48         for (x = 0; x < rsize; ++x) {
49             if (k == mat[y][x]) { needed = 1; break; }
50             else { needed = 0; }
51         }
52
53         // append current char if not
54         // needed and decrement unused
55         // modulo index
56         if (0 == needed) {
57             dec[size++] = ch;
58             j--;
59             continue;
60         }
61
62         dec[size++] = mat[0][x];
63     }

```

```

64
65     dec[size] = '\\0';
66
67     return dec;
68 }

```

1564 B.7. Mpc

1565 harness

```

1  #include <stdint.h>
2  #include <stdlib.h>
3  #include <string.h>
4  #include <stdio.h>
5
6  // We need these macros from original source; assumed defaults from retrieved code
7  #define MPC_INPUT_STRING 1
8  #define MPC_INPUT_PIPE 2
9  #define MPC_INPUT_FILE 3
10 #define MPC_INPUT_MARKS_MIN 4
11 #define MPC_INPUT_MEM_NUM 256
12
13 // Minimal mpc_state_t for marks array, mirroring original usage (only pos needed)
14 typedef struct {
15     size_t pos;
16 } mpc_state_t;
17
18 // Updated definition of mpc_input_t struct based on full context and usage.
19 typedef struct {
20     int type;
21     int backtrack;
22     int marks_num;
23     int marks_slots;
24
25     // String input data
26     const char *string;
27
28     // State tracking position
29     mpc_state_t state;
30
31     // Memory pool for mpc_malloc
32     char mem[MPC_INPUT_MEM_NUM];

```

```

33     char mem_full[MPC_INPUT_MEM_NUM];
34     size_t mem_index;
35
36     // Marks arrays for backtracking
37     mpc_state_t *marks;
38     char *lasts;
39     char last;
40
41     // File pointer for FILE/PIPE input type - unused here
42     FILE *file;
43
44     // Buffer for PIPE input type - unused here
45     char *buffer;
46
47     // Filename field used in real input (omitted here as irrelevant)
48     char *filename;
49
50     // Suppress flag (unused, set 0)
51     int suppress;
52
53 } mpc_input_t;
54
55 // Forward declarations with external linkage; these are adapted from internal static versions
56
57 // Mark the current input position for backtracking
58 void mpc_input_mark(mpc_input_t *i) {
59     if (i->backtrack < 1) { return; }
60     i->marks_num++;
61     if (i->marks_num > i->marks_slots) {
62         i->marks_slots = i->marks_num + i->marks_num/2;
63         i->marks = (mpc_state_t*)realloc(i->marks, sizeof(mpc_state_t) * i->marks_slots);
64         i->lasts = (char*)realloc(i->lasts, sizeof(char) * i->marks_slots);
65     }
66     i->marks[i->marks_num-1] = i->state;
67     i->lasts[i->marks_num-1] = i->last;
68     if (i->type == MPC_INPUT_PIPE && i->marks_num == 1) {
69         i->buffer = calloc(1, 1);
70     }
71 }
72
73 // Undo the last mark (pop backtracking point)
74 void mpc_input_unmark(mpc_input_t *i) {
75     if (i->backtrack < 1) { return; }

```

```

76     if (i->marks_num > 0)
77         i->marks_num--;
78     if (i->marks_slots > i->marks_num + i->marks_num/2 && i->marks_slots > MPC_INPUT_MARKS_MIN) {
79         i->marks_slots = i->marks_num > MPC_INPUT_MARKS_MIN ? i->marks_num : MPC_INPUT_MARKS_MIN;
80         i->marks = (mpc_state_t*)realloc(i->marks, sizeof(mpc_state_t) * i->marks_slots);
81         i->lasts = (char*)realloc(i->lasts, sizeof(char) * i->marks_slots);
82     }
83     if (i->type == MPC_INPUT_PIPE && i->marks_num == 0) {
84         for (int j = (int)strlen(i->buffer) - 1; j ≥ 0; j--)
85             ungetc(i->buffer[j], i->file);
86         free(i->buffer);
87         i->buffer = NULL;
88     }
89 }
90
91 // Rewind input to the last mark, then remove that mark
92 void mpc_input_rewind(mpc_input_t *i) {
93     if (i->backtrack < 1) { return; }
94     if (i->marks_num > 0) {
95         i->state = i->marks[i->marks_num - 1];
96         i->last = i->lasts[i->marks_num - 1];
97         if (i->type == MPC_INPUT_FILE) {
98             fseek(i->file, i->state.pos, SEEK_SET);
99         }
100     }
101     mpc_input_unmark(i);
102 }
103
104 // Provide a small memory allocator using the internal pool or standard malloc
105 void *mpc_malloc(mpc_input_t *i, size_t n) {
106     size_t j;
107     char *p;
108     if (n > sizeof(i->mem)) {
109         return malloc(n);
110     }
111     j = i->mem_index;
112     do {
113         if (!i->mem_full[i->mem_index]) {
114             p = (void*)(i->mem + i->mem_index);
115             i->mem_full[i->mem_index] = 1;
116             i->mem_index = (i->mem_index + 1) % MPC_INPUT_MEM_NUM;
117             return p;
118         }

```

```

119     i->mem_index = (i->mem_index + 1) % MPC_INPUT_MEM_NUM;
120 } while (j != i->mem_index);
121 return malloc(n);
122 }
123
124 // Check if input is at end (terminated)
125 int mpc_input_terminated(mpc_input_t *i) {
126     // terminated if current pos points to '\0'
127     if (i->string == NULL) return 1;
128     return i->string[i->state.pos] == '\0';
129 }
130
131 // Get current input character advancing position, or '\0' if terminated
132 char mpc_input_getc(mpc_input_t *i) {
133     if (mpc_input_terminated(i)) { return '\0'; }
134     char c = i->string[i->state.pos];
135     i->state.pos++;
136     i->last = c;
137     return c;
138 }
139
140 // On success, optionally output char and return 1
141 int mpc_input_success(mpc_input_t *i, char c, char **o) {
142     (void)i; (void)c; // unused in this simplified stub
143     if (o) *o = NULL;
144     return 1;
145 }
146
147 // On failure, handle ungetc or other cleanup and return 0
148 int mpc_input_failure(mpc_input_t *i, char c) {
149     switch (i->type) {
150     case MPC_INPUT_STRING: {
151         // Nothing special
152         break;
153     }
154     case MPC_INPUT_FILE:
155         fseek(i->file, -1, SEEK_CUR);
156         break;
157     case MPC_INPUT_PIPE: {
158         if (!i->buffer) { ungetc(c, i->file); }
159         else {
160             // Conceptually check range, simplified here just break
161         }
162     }
163 }

```



```

162     break;
163 }
164 default: break;
165 }
166 return 0;
167 }
168 // Parser a single character c if matches input, else failure
169 int mpc_input_char(mpc_input_t *i, char c, char **o) {
170     char x;
171     if (mpc_input_terminated(i)) { return 0; }
172     x = mpc_input_getc(i);
173     return (x == c) ? mpc_input_success(i, x, o) : mpc_input_failure(i, x);
174 }
175
176 // Primary function under test with external linkage
177 int mpc_input_string(mpc_input_t *i, const char *c, char **o) {
178     const char *x = c;
179     mpc_input_mark(i);
180     while (*x) {
181         if (!mpc_input_char(i, *x, NULL)) {
182             mpc_input_rewind(i);
183             return 0;
184         }
185         x++;
186     }
187     mpc_input_unmark(i);
188     *o = (char *)mpc_malloc(i, strlen(c) + 1);
189     strcpy(*o, c);
190     return 1;
191 }
192
193 int LLVMFuzzerTestOneInput(const uint8_t *data, size_t size) {
194     // Defensive: ignore if no data to parse
195     if (size == 0) { return 0; }
196
197     // Allocate and initialize input struct
198     mpc_input_t *input = (mpc_input_t *)calloc(1, sizeof(mpc_input_t));
199     if (!input) { return 0; }
200
201     // Initialize fields for string input
202     input->type = MPC_INPUT_STRING;
203     input->backtrack = 1;
204     input->marks_num = 0;

```

```

205     input->marks_slots = MPC_INPUT_MARKS_MIN;
206     input->marks = (mpc_state_t *)calloc(input->marks_slots, sizeof(mpc_state_t));
207     input->lasts = (char *)calloc(input->marks_slots, sizeof(char));
208     input->last = '\0';
209     input->mem_index = 0;
210     memset(input->mem_full, 0, sizeof(input->mem_full));
211
212     // Copy input data into a null-terminated string for safety
213     char *null_terminated_str = (char *)malloc(size + 1);
214     if (!null_terminated_str) {
215         free(input->marks);
216         free(input->lasts);
217         free(input);
218         return 0;
219     }
220     memcpy(null_terminated_str, data, size);
221     null_terminated_str[size] = '\0';
222
223     // Set string field
224     input->string = null_terminated_str;
225     input->state.pos = 0;
226
227     char *output = NULL;
228
229     // Call the fuzz target function
230     (void)mpc_input_string(input, null_terminated_str, &output);
231
232     // Free output if allocated by mpc_malloc (it uses malloc fallback)
233     if (output != NULL) {
234         free(output);
235     }
236
237     free(null_terminated_str);
238     free(input->marks);
239     free(input->lasts);
240     free(input);
241     return 0;
242 }

```

1566 crash input that causes free() call in non-malloc()-ed address in `LLVMFuzzerTestOneInput!!`

1567 00000000: 0a .

1568 fuzzed function

```
1
2 static int mpc_input_string(mpc_input_t *i, const char *c, char **o) {
3
4     const char *x = c;
5
6     mpc_input_mark(i);
7     while (*x) {
8         if (!mpc_input_char(i, *x, NULL)) {
9             mpc_input_rewind(i);
10            return 0;
11        }
12        x++;
13    }
14    mpc_input_unmark(i);
15
16    *o = mpc_malloc(i, strlen(c) + 1);
17    strcpy(*o, c);
18    return 1;
19 }
```

1569 B.8. Progress.c

1570 harness

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <string.h>
4 #include <stdint.h>
5 #include "progress.h"
6
7 /*
8  * LibFuzzer harness for progress_write(progress_t *progress).
9  *
10  * This fuzz target creates a progress_t structure with fuzz-controlled fields:
11  * - value, total, width, elapsed
12  * - fmt string, bar_char string, bg_bar_char string
13  *
14  * These fields influence internal strcpy/strcat calls and replace_str usage,
15  * which may have buffer overflow issues due to lack of bounds checking.
16  */
```

```

17  * The harness carefully extracts varying length strings and numeric values from
18  * the input data, ensuring they are plausible and safe to use. Any input length
19  * less than required will return early.
20  */
21
22  int LLVMFuzzerTestOneInput(const uint8_t *data, size_t size) {
23      // Minimum size needed for minimal fields:
24      // reserve some bytes for integers and doubles, then strings
25      if (size < 20) return 0;
26
27      // Allocate progress struct
28      progress_t *progress = (progress_t *)malloc(sizeof(progress_t));
29      if (!progress) return 0;
30
31      // Extract integers and double from input safely
32      // value: int32_t (4 bytes)
33      int32_t value = 0;
34      memcpy(&value, data, sizeof(int32_t));
35      // total: int32_t (4 bytes)
36      int32_t total = 0;
37      memcpy(&total, data + 4, sizeof(int32_t));
38      // width: int32_t (4 bytes)
39      int32_t width = 0;
40      memcpy(&width, data + 8, sizeof(int32_t));
41      // elapsed: double (8 bytes)
42      double elapsed = 0.0;
43      memcpy(&elapsed, data + 12, sizeof(double));
44
45      // Clamp total to  $\geq 1$  to avoid div by zero
46      if (total  $\leq$  0) total = 1;
47      // Clamp width to [1, 1024]
48      if (width  $\leq$  0) width = 1;
49      if (width > 1024) width = 1024;
50      // Clamp value to [0, total]
51      if (value < 0) value = 0;
52      if (value > total) value = total;
53      // Clamp elapsed to a sensible range like [0, 100000] milliseconds
54      if (elapsed < 0) elapsed = 0;
55      if (elapsed > 100000) elapsed = 100000;
56
57      // Setup progress_t fields
58      progress->value = value;
59      progress->total = total;

```

```

60     progress->width = width;
61     progress->elapsed = elapsed;
62
63     // Set started/finished and listener_count to zero/false
64     progress->started = 0;
65     progress->finished = 0;
66     progress->listener_count = 0;
67
68     // Now extract strings from remaining input for fmt, bar_char, bg_bar_char
69     // Split remaining fuzz data into 3 parts approximately
70     size_t remaining = size - 20;
71     size_t fmt_len = remaining / 3;
72     size_t bar_char_len = remaining / 3;
73     size_t bg_bar_char_len = remaining - fmt_len - bar_char_len;
74
75     // Allocate strings with +1 for null terminator
76     char *fmt_str = malloc(fmt_len + 1);
77     char *bar_char_str = malloc(bar_char_len + 1);
78     char *bg_bar_char_str = malloc(bg_bar_char_len + 1);
79     if (!fmt_str || !bar_char_str || !bg_bar_char_str) {
80         free(progress);
81         free(fmt_str);
82         free(bar_char_str);
83         free(bg_bar_char_str);
84         return 0;
85     }
86
87     // Copy and null terminate
88     memcpy(fmt_str, data + 20, fmt_len);
89     fmt_str[fmt_len] = '\0';
90
91     memcpy(bar_char_str, data + 20 + fmt_len, bar_char_len);
92     bar_char_str[bar_char_len] = '\0';
93
94     memcpy(bg_bar_char_str, data + 20 + fmt_len + bar_char_len, bg_bar_char_len);
95     bg_bar_char_str[bg_bar_char_len] = '\0';
96
97     // Avoid zero-length bar_char or bg_bar_char by forcing at least one char
98     if (bar_char_len == 0) {
99         strcpy(bar_char_str, "=");
100     }
101     if (bg_bar_char_len == 0) {
102         strcpy(bg_bar_char_str, "-");

```

```

103     }
104
105     // Assign strings to progress
106     // According to the code, these are treated as const char* and assumed null-terminated
107     progress->fmt = fmt_str;
108     progress->bar_char = bar_char_str;
109     progress->bg_bar_char = bg_bar_char_str;
110
111     // Now call progress_write, the function under test
112     progress_write(progress);
113
114     // Free allocated strings and struct
115     free(fmt_str);
116     free(bar_char_str);
117     free(bg_bar_char_str);
118     free(progress);
119
120     return 0;
121 }

```

1571 crash input that causes a heap buffer overflow in `LLVMFuzzerTestOneInput>malloc()`

```

1572 00000000: 0000 0000 00ff ffff ffff ffff 0000 0000 .....
1573 00000010: 0000 002a ...*

```

1574 fuzzed function

```

1 void
2 progress_write (progress_t *progress) {
3     int i = 0;
4     int width = (int) progress->width;
5     int percent = 100 * ((double) progress->value / (double) progress->total);
6     int complete = (width * ((double) progress->value / (double) progress->total));
7     int incomplete = width - (complete);
8     double elapsed = progress->elapsed;
9     char *fmt = malloc(512 * sizeof(char));
10    char *bar = malloc((complete + incomplete) * sizeof(char));
11    char *percent_str = malloc(sizeof(char)*20);
12    char *elapsed_str = malloc(sizeof(char)*20);
13
14    sprintf(percent_str, "%d%%", percent);
15    if (elapsed > 1000) {

```

```

16     sprintf(elapsed_str, "%.2fs", elapsed/1000);
17 } else {
18     sprintf(elapsed_str, "%.0fms", elapsed);
19 }
20
21
22 strcpy(fmt, "");
23 strcat(fmt, progress->fmt);
24 strcpy(bar, "");
25
26 if (complete) {
27     for (i = 0; i < complete; ++i) {
28         bar[i] = *progress->bar_char;
29     }
30 }
31
32 if (incomplete) {
33     for (; i < complete + incomplete; ++i) {
34         bar[i] = *progress->bg_bar_char;
35     }
36 }
37
38 bar[i] = '\0';
39
40 fmt = replace_str(fmt, ":bar", bar);
41 fmt = replace_str(fmt, ":percent", percent_str);
42 fmt = replace_str(fmt, ":elapsed", elapsed_str);
43
44 printf("%c[2K", 27);
45 printf("\r%s", fmt);
46
47 fflush(stdout);
48 free(bar);
49 free(percent_str);
50 free(elapsed_str);
51 free(fmt);
52 }

```

1575 B.9. Semver.c

1576 harness

```

1  #include <stdint.h>
2  #include <stdlib.h>
3  #include <string.h>
4  #include "semver.h"
5
6  // Enhanced fuzzer harness for semver_parse including calls to semver_numeric and semver_render
7  // to help increase coverage and trigger more bugs faster.
8  // Dynamically allocates input buffer with no size limit other than system memory.
9  // Frees allocated semver_t string members after use.
10 int LLVMFuzzerTestOneInput(const uint8_t *data, size_t size) {
11     // Allocate buffer dynamically to handle any input size.
12     char *input_str = (char *)malloc(size + 1);
13     if (input_str == NULL) {
14         return 0;
15     }
16     memcpy(input_str, data, size);
17     input_str[size] = '\0';
18
19     semver_t ver;
20     memset(&ver, 0, sizeof(ver));
21
22     // Parse the semver string.
23     (void)semver_parse(input_str, &ver);
24
25     // Call semver_numeric to exercise more code paths.
26     (void)semver_numeric(&ver);
27
28     // Call semver_render with buffer large enough for rendered output.
29     // Typical semantic version strings are short, but use a buffer of size size+20 to be safe.
30     char *render_buf = (char *)malloc(size + 20);
31     if (render_buf != NULL) {
32         memset(render_buf, 0, size + 20);
33         semver_render(&ver, render_buf);
34         free(render_buf);
35     }
36
37     // Free dynamically allocated members inside semver_t.
38     if (ver.prerelease) {
39         free(ver.prerelease);
40         ver.prerelease = NULL;
41     }
42     if (ver.metadata) {
43         free(ver.metadata);

```



```

44     ver.metadata = NULL;
45 }
46
47 free(input_str);
48 return 0;
49 }

```

1577 crash input that causes a stack buffer overflow in `semver_render()->concat_char()->sprintf()`.

```

1578 00000000: 392d 2b2b 2b2b 2b2b 2b2b 2b2b 2b2b 2b2b 9-+++++++
1579 00000010: 2b2b 2b2b 2b2b 2b2b 2b2b 2b2b 2b2b 2b2b ++++++++
1580 00000020: 2b2b 2b2b 2b2b 2b2b 2b2b 2b2b 2b2b 2b2b ++++++++
1581 00000030: 2b2b 2b2b 2b2b 2b2b 2b2b 2b2b 2b2b 2b2b ++++++++
1582 00000040: 2b2b 2b2b 2b2b 2b46 4c          ++++++FL

```

1583 fuzzed functions

```

1  /**
2   * Parses a string as semver expression.
3   *
4   * Returns:
5   *
6   * `0` - Parsed successfully
7   * `-1` - In case of error
8   */
9
10 int
11 semver_parse (const char *str, semver_t *ver) {
12     int valid, res;
13     size_t len;
14     char *buf;
15     valid = semver_is_valid(str);
16     if (!valid) return -1;
17
18     len = strlen(str);
19     buf = (char*)calloc(len + 1, sizeof(*buf));
20     if (buf == NULL) return -1;
21     strcpy(buf, str);
22
23     ver->metadata = parse_slice(buf, MT_DELIMITER[0]);
24     ver->prerelease = parse_slice(buf, PR_DELIMITER[0]);
25

```

```

26     res = semver_parse_version(buf, ver);
27     free(buf);
28     #if DEBUG > 0
29         printf("[debug] semver.c %s = %d.%d.%d, %s %s\n", str, ver->major, ver->minor, ver->patch, ver->prerelease, ver->metadata);
30     #endif
31     return res;
32 }
33
34 // ...
35
36 /**
37  * Render a given semver as string
38  */
39
40 void
41 semver_render (semver_t *x, char *dest) {
42     concat_num(dest, x->major, NULL);
43     concat_num(dest, x->minor, DELIMITER);
44     concat_num(dest, x->patch, DELIMITER);
45     if (x->prerelease) concat_char(dest, x->prerelease, PR_DELIMITER);
46     if (x->metadata) concat_char(dest, x->metadata, MT_DELIMITER);
47 }

```

1584 B.10. Torrent-reader

1585 harness

```

1  #include <stdint.h>
2  #include <stddef.h>
3  #include <stdlib.h>
4  #include "torrent_reader.h"
5
6  // Dummy callback that accepts event key strings, does nothing and returns 0
7  static int dummy_cb_event(void* udata, const char* key) {
8      (void)udata;
9      (void)key;
10     return 0;
11 }
12
13 // Dummy callback that accepts event key and string value with length, does nothing and returns 0
14 static int dummy_cb_event_str(void* udata, const char* key, const char* val, int len) {
15     (void)udata;

```

```

16     (void)key;
17     (void)val;
18     (void)len;
19     return 0;
20 }
21
22 // Dummy callback that accepts event key and int value, does nothing and returns 0
23 static int dummy_cb_event_int(void* udata, const char* key, int val) {
24     (void)udata;
25     (void)key;
26     (void)val;
27     return 0;
28 }
29
30 int LLVMFuzzerTestOneInput(const uint8_t *data, size_t size) {
31     // Guard against null or zero length input, just return early
32     if (!data || size == 0) {
33         return 0;
34     }
35
36     // tfr_t is an opaque struct hidden inside torrent_reader.c
37     // The tfr_new function returns void* instead of tfr_t*,
38     // so we treat ctx as void* here following the library interface.
39     void* ctx = tfr_new(dummy_cb_event, dummy_cb_event_str, dummy_cb_event_int, NULL);
40     if (!ctx) {
41         // Allocation failed, skip this input
42         return 0;
43     }
44
45     // Use ctx as void* in tfr_read_metainfo calls
46     tfr_read_metainfo(ctx, (const char *)data, (int)size);
47
48     // Free context allocated by tfr_new using standard free
49     free(ctx);
50
51     return 0;
52 }

```

1586 crash input that causes a runtime assertion error (applying zero offset to null pointer) to function
1587 of the dependency “heapless-benocde”: tfr_read_metainfo()>bencode_dict_get_next()>__iterate_to_next_string_pos()

1588 00000000: 6464 6464 6464 642e ddddddd.

1589 fuzzed function

```
1 void tfr_read_metainfo(  
2     void *me,  
3     const char *buf,  
4     const int len  
5 )  
6 {  
7     bencode_t ben;  
8  
9     bencode_init(&ben, buf, len);  
10  
11     if (!bencode_is_dict(&ben))  
12     {  
13         return;  
14     }  
15  
16     while (bencode_dict_has_next(&ben))  
17     {  
18         int klen;  
19         const char *key;  
20         bencode_t benk;  
21  
22         bencode_dict_get_next(&ben, &benk, &key, &klen);  
23  
24         if (!strcmp(key, "announce", klen))  
25         {  
26             int len;  
27             const char *val;  
28  
29             bencode_string_value(&benk, &val, &len);  
30             tfr_event_str(me, "announce", val, len);  
31         }  
32         else if (!strcmp(key, "announce-list", klen))  
33         {  
34             /* loop through announce list */  
35  
36             assert(bencode_is_list(&benk));  
37  
38             while (bencode_list_has_next(&benk))  
39             {  
40                 bencode_t innerlist;  
41  
42                 bencode_list_get_next(&benk, &innerlist);
```

```

43         while (bencode_list_has_next(&innerlist))
44         {
45             bencode_t benlitem;
46             const char *backup;
47             int len;
48
49             bencode_list_get_next(&innerlist, &benlitem);
50             bencode_string_value(&benlitem, &backup, &len);
51             tfr_event_str(me, "tracker_backup", backup, len);
52         }
53     }
54 }
55 else if (!strcmp(key, "comment", klen))
56 {
57     int len;
58     const char *val;
59
60     bencode_string_value(&benk, &val, &len);
61 }
62 else if (!strcmp(key, "created by", klen))
63 {
64     int len;
65     const char *val;
66
67     bencode_string_value(&benk, &val, &len);
68 }
69 else if (!strcmp(key, "creation date", klen))
70 {
71     long int date;
72
73     bencode_int_value(&benk, &date);
74 }
75 else if (!strcmp(key, "encoding", klen))
76 {
77     int len;
78     const char *val;
79
80     bencode_string_value(&benk, &val, &len);
81 }
82 else if (!strcmp(key, "info", klen))
83 {
84     __do_info_dict(me, &benk);
85 }

```

86

}

87

}

C. DSPy Custom Signatures

```

1  class GenerateHarness(dspy.Signature):
2      """
3      You are an experienced C/C++ security testing engineer. You must write a
4      libFuzzer-compatible `int LLVMFuzzerTestOneInput(const uint8_t *data, size_t
5      size)` harness for a function of the given C project. Your goal is for the
6      harness to be ready for compilation and for it to find successfully a bug in
7      the function-under-test. Write verbose (within reason) and helpful comments
8      on each step/decision you take/make, especially if you use "weird" constants
9      or values that have something to do with the project.
10
11     You have access to a rag_tool, which contains a vector store of
12     function-level chunks of the project. Use it to write better harnesses. Keep
13     in mind that it can only reply with function chunks, do not ask it to
14     combine stuff.
15
16     The rag_tool does not store any information on which lines the functions
17     are. So do not ask questions based on lines.
18
19     Make sure that you only fuzz an existing function. You will know that a
20     functions exists when the rag_tool returns to you its signature and body.
21     """
22
23     static: str = dspy.InputField(
24         desc=""" Output of static analysis tools for the project. If you find it
25         helpful, write your harness so that it leverages some of the potential
26         vulnerabilities described below. """
27     )
28     new_harness: str = dspy.OutputField(
29         desc=""" C code for a libFuzzer-compatible harness. Output only the C
30         code, DO NOT format it in a markdown code cell with backticks, so
31         that it will be ready for compilation.
32
33         <important>
34
35         Add all the necessary includes, either project-specific or standard

```

```

36     libraries like <string.h>, <stdint.h> and <stdlib.h>. Also include any
37     header files that are part of the project and are probably useful. Most
38     projects have a header file with the same name as the project at the
39     root.
40
41     **The function to be fuzzed absolutely must be part of the source
42     code**, do not write a harness for your own functions or speculate about
43     existing ones. You must be sure that the function that is fuzzed exists
44     in the source code. Use your rag tool to query the source code.
45
46     Do not try to fuzz functions of the project that are static, since they
47     are only visible in the file that they were declared. Choose other
48     user-facing functions instead.
49
50     </important>
51
52     **Do not truncate the input to a smaller size than the original**,
53     e.g. for avoiding large stack usage or to avoid excessive buffers. Opt
54     to using the heap when possible to increase the chance of exposing
55     memory errors of the library, e.g. mmap instead of declaring
56     buf[1024]. Any edge cases should be handled by the library itself, not
57     the harness. On the other hand, do not write code that will most
58     probably crash irregardless of the library under test. The point is for
59     a function of the library under test to crash, not the harness
60     itself. Use and take advantage of any custom structs that the library
61     declares.
62
63     Do not copy function declarations inside the harness. The harness will
64     be compiled in the root directory of the project. """
65 )
66
67
68 class FixHarness(dspy.Signature):
69     """
70     You are an experienced C/C++ security testing engineer. Given a
71     libFuzzer-compatible harness that fails to compile and its compilation
72     errors, rewrite it so that it compiles successfully. Analyze the compilation
73     errors carefully and find the root causes. Add any missing #includes like
74     <string.h>, <stdint.h> and <stdlib.h> and #define required macros or
75     constants in the fuzz target. If needed, re-declare functions or struct
76     types. Add verbose comments to explain what you changed and why.
77     """
78

```



```

79     old_harness: str = dspy.InputField(desc="The harness to be fixed.")
80     error: str = dspy.InputField(desc="The compilaton error of the harness.")
81     new_harness: str = dspy.OutputField(
82         desc="""The newly created harness with the necessary modifications for
83         correct compilation."""
84     )
85
86
87     class ImproveHarness(dspy.Signature):
88         f"""
89         You are an experienced C/C++ security testing engineer. Given a
90         libFuzzer-compatible harness that does not find any bug/does not crash (even
91         after running for {Config.EXECUTION_TIMEOUT} seconds) or has memory leaks
92         (generates leak files), you are called to rewrite it and improve it so that
93         a bug can be found more easily and/or memory is managed correctly. Determine
94         the information you need to write an effective fuzz target and understand
95         constraints and edge cases in the source code to do it more
96         effectively. Reply only with the source code --- without backticks. Add
97         verbose comments to explain what you changed and why.
98         """
99
100     old_harness: str = dspy.InputField(
101         desc="The harness to be improved so it can find a bug more quickly."
102     )
103     output: str = dspy.InputField(desc="The output of the harness' execution.")
104     new_harness: str = dspy.OutputField(
105         desc="""The newly created harness with the necessary modifications for
106         quicker bug-finding. If the provided harness has unnecessary input
107         limitations regarding size or format etc., remove them."""
108     )

```