TRAIL OFBITS

Introduction to fuzzing

Who am I?

Josselin Feist (@montyly)



ToB Twitter list

- Trail of Bits: <u>trailofbits.com</u>
 - We help developers to build safer software
 - R&D focused: we use the latest program analysis techniques
 - Slither, medusa, Tealer, Caracal, solc-select, ...

Agenda

- How to find bugs?
- What is property based testing?
- How to define good invariants?

How to Find Bugs?

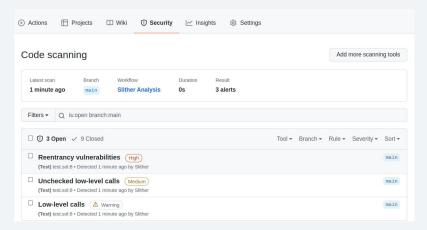
```
/// @notice Allow users to buy token. 1 ether = 10 tokens
/// @param tokens The numbers of token to buy
/// @dev Users can send more ether than token to be bought, to give gifts to the
team.
function buy(uint tokens) public payable{
    _valid_buy(tokens, msg.value);
    _mint(msg.sender, tokens);
/// @notice Compute the amount of token to be minted. 1 ether = 10 tokens
/// @param desired_tokens The number of tokens to buy
/// @param wei_sent The ether value to be converted into token
function _valid_buy(uint desired_tokens, uint wei_sent) internal view{
    uint required_wei_sent = (desired_tokens / 10) * decimals;
    require(wei_sent >= required_wei_sent);
```

How to Find Bugs?

- 4 main techniques
 - Unit tests
 - Manual analysis
 - Fully automated analysis
 - Semi automated analysis

Fully automated analysis

- Benefits
 - Quick & easy to use
- Limitations
 - Cover only some class of bugs
- Example: <u>Slither</u>



https://github.com/crytic/slither-action

Semi automated analysis

- Benefits
 - Great for logic-related bugs
- Limitations
 - Require human in the loop
- Example: Property based testing with <u>Echidna</u> or Medusa

What is property based testing?

Fuzzing

- Stress the program with random inputs
- Fuzzing is well established in traditional software security
 - o AFL, Libfuzzer, go-fuzz, ...



Property based testing

- Traditional fuzzers generally detect crashes
 - Smart contracts don't (really) have crashes
- Property based testing
 - User defines invariants
 - Fuzzer generates random inputs
 - Check whether specified "incorrect" state can be reached
- "Unit tests on steroids"

Invariant

 Something that must always be true

invariant adjective



in·vari·ant | \()in-'ver-ē-ənt ◆ \

Definition of *invariant*

: CONSTANT, UNCHANGING

specifically: unchanged by specified mathematical or physical operations or transformations

II invariant factor

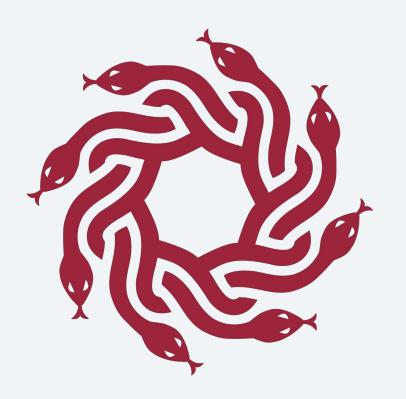
Invariant - Token's total supply

User balance never exceeds total supply

Medusa

Medusa

- https://github.com/crytic/medusa
 - New fuzzer built from Echidna's experience
 - Smart contract fuzzer
 - Written in Go

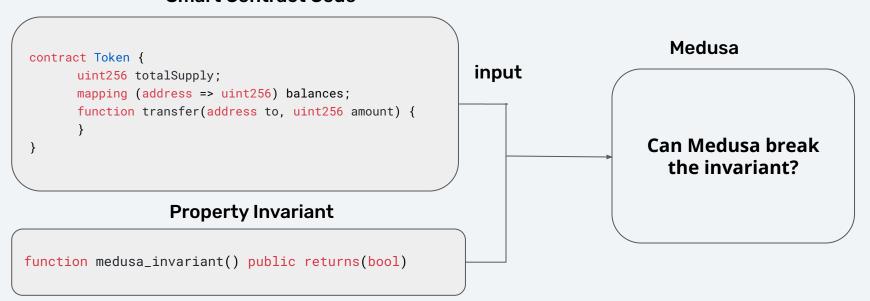


Medusa

- medusa init
 - o Generate a medusa.json config file
- medusa fuzz
 - Fuzz the project
- Want to learn more?
 - https://secure-contracts.com/medusa

Medusa - Overview

Smart Contract Code



Example - Token

```
contract Token is Ownable, Pausable {
    mapping(address => uint256) public balances;

    function transfer(address to, uint256 value) public whenNotPaused {
        // unchecked to save gas
        unchecked {
            balances[msg.sender] -= value;
            balances[to] += value;
        }
    }
}
```

Example - User balance never exceeds total supply

```
contract TestToken is Token {
   address medusa_caller = msg.sender;
   constructor() public {
       balances[medusa_caller] = 10000;
   function medusa_test_balance() view public returns(bool) {
       return balances[medusa_caller] <= 10000;</pre>
```

Example - User balance never exceeds total supply

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Exercise 1 - Solution

\$ medusa fuzz

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How to define good invariants

Defining good invariants

- Start small, and iterate
- Steps
 - 1. Define invariants in English
 - 2. Write the invariants in Solidity
 - 3. Run medusa
 - If invariants broken: investigate
 - Once all the invariants pass, go back to (1)

Identify invariants: Maths

Math library

- Commutative property
 - 1+2=2+1
- Identity property
 - 1 * 2 = 2
- Inverse property
 - x + (-x) = 0

Identify invariants: tokens

- ERC20.total_supply
 - No user should have a balance > total_supply
- ERC20.transfer:
 - After calling transfer
 - My balance should have decreased by the amount
 - The receiver's balance should have increased by the amount

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 - If the destination is myself, my balance should be the same

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 - After calling transfer
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 - If the destination is myself, my balance should be the same
 - If I don't have enough funds, the transaction should revert/return false

Write invariants in Solidity

- Identify the target of the invariant
 - Function-level invariant
 - Ex: arithmetic associativity
 - Usually stateless invariants
 - Can craft scenario to test the invariant
 - System-level invariant
 - Ex: user's balance < total supply
 - Usually stateful invariants
 - All functions must be considered

Function-level invariant

- Inherit the targets
- Create function and call the targeted function
- Use assert to check the property

```
contract TestMath is Math{
    function test_commutative(uint a, uint b) public {
        assert(add(a, b) == add(b, a));
    }
}
```

System level invariant

- Require specific initialization
 - Constructors
 - Larger harness
 - Actors based fuzzing
- medusa will explore all the other functions

Advanced fuzzing tips

Advanced fuzzing tips

- Think of design before implementing
 - Free vs guided exploration
 - Long vs short run
 - Prank vs actor based fuzzing
- Building a complex fuzzing harness is (almost) more about soft.
 development than security

Advanced fuzzing tips

Actor based fuzzing

- Every actor is itw own contract
- Harness include an orchestra for actors' behavior
- Allows to test complex multiple users transactions

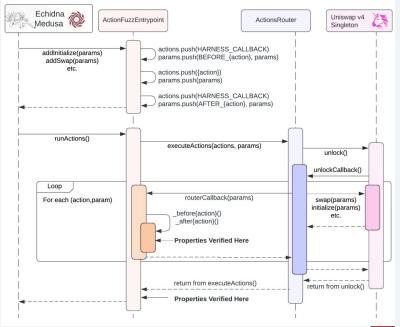
Advanced fuzzing example

Ex: Uniswap V4

- Multiple actors
- Hook system with callbacks







Comparison with similar tools

Other fuzzers

- Inbuilt in foundry
 - Might be easier for simple test, however less powerful
- Echidna
 - Medusa is the next gen of Echidna

Formal methods based approach

- KEVM, Certora, ...
- Provide proofs, however
 - More difficult to use
 - Return on investment is significantly higher with fuzzing



Conclusion

Conclusion

- To learn more
 - Secure-contracts.com
 - github.com/crytic/properties
- Start with invariants in English, then Solidity
 - Start simple and iterate
 - Try medusa on your current project

Do you want help? Invariant as a service:

https://www.trailofbits.com/contact/

