

# Visualizing Fuzzing Status on Def-Use Graph and its impact

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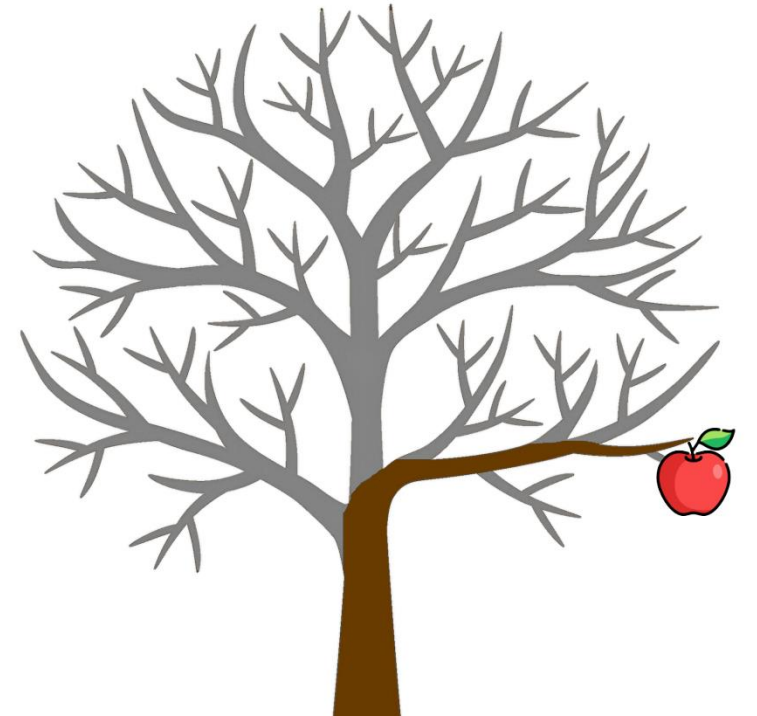


# Directed Fuzzing

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  - e.g., Google's OSS Fuzz project, AFL

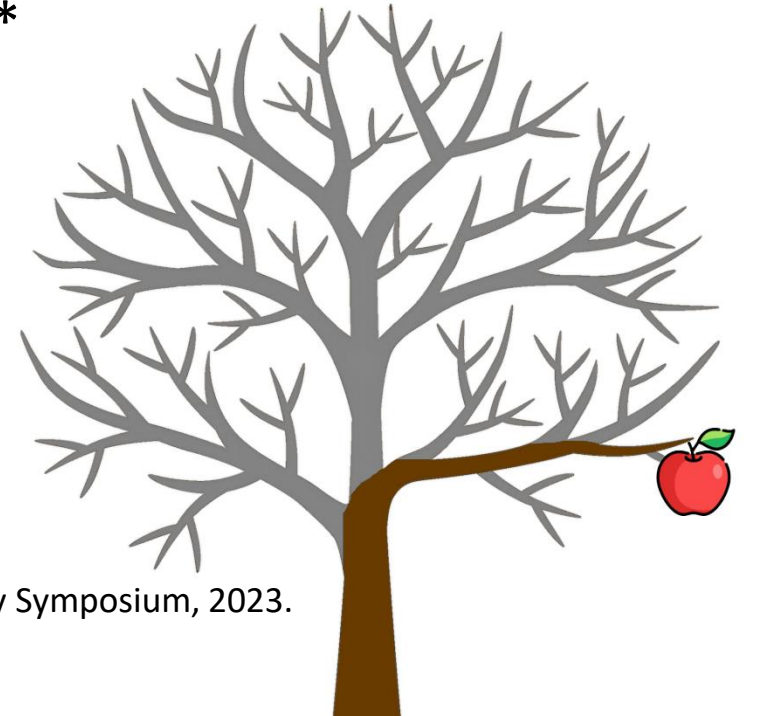
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  - e.g., Examine recently changed code area, generate crashing input from bug report



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  - e.g., Google's OSS Fuzz project, AFL
- **Directed fuzzing** aims to reach target location(s) of code
  - e.g., Examine recently changed code area, generate crashing input from bug report
- Reproduces bug 1.93 times faster than undirected fuzzing\*
  - Undirected fuzzing: AFL, directed fuzzing: DAFL



\* Tae Eun Kim et al., DAFL: Directed Grey-box Fuzzing guided by Data Dependency. USENIX Security Symposium, 2023.

# Developing Fuzzing

- Performance varies based on how fuzzing guidance is given and used.

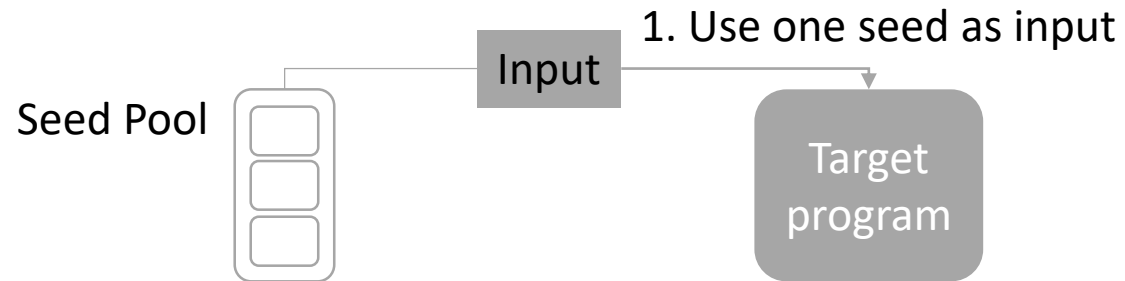
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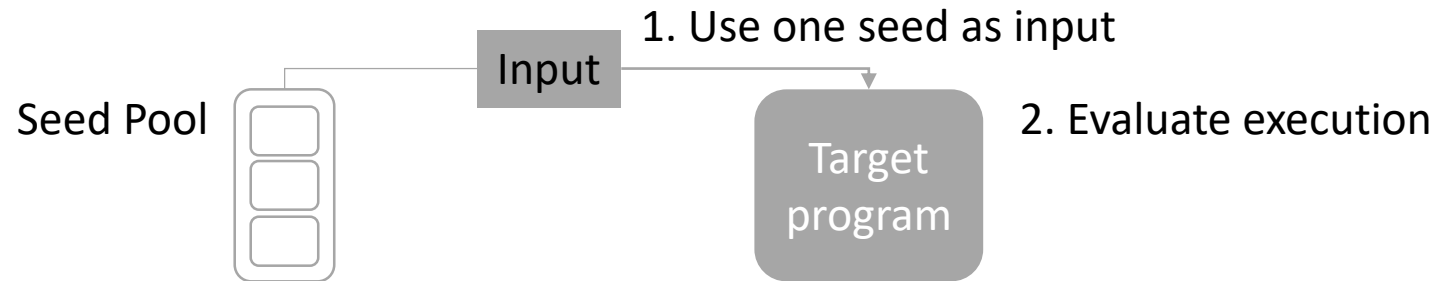
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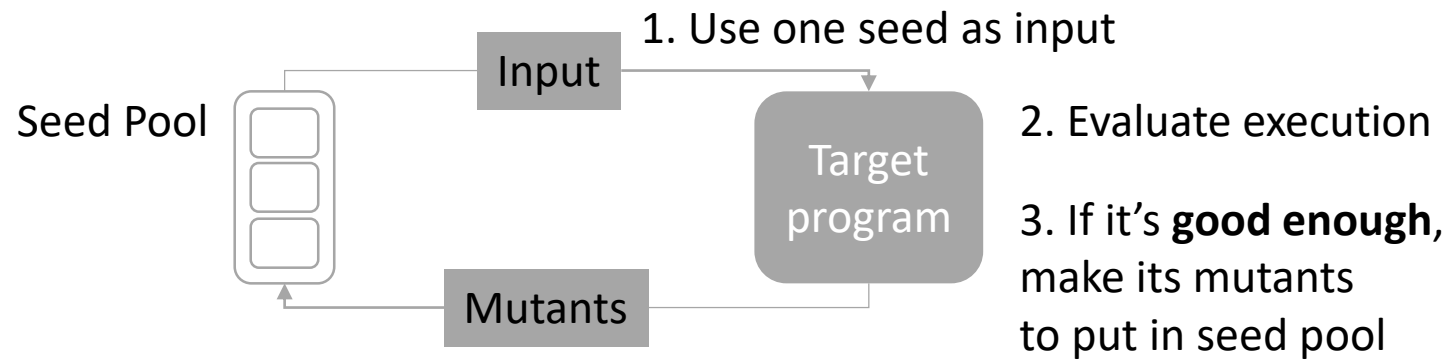
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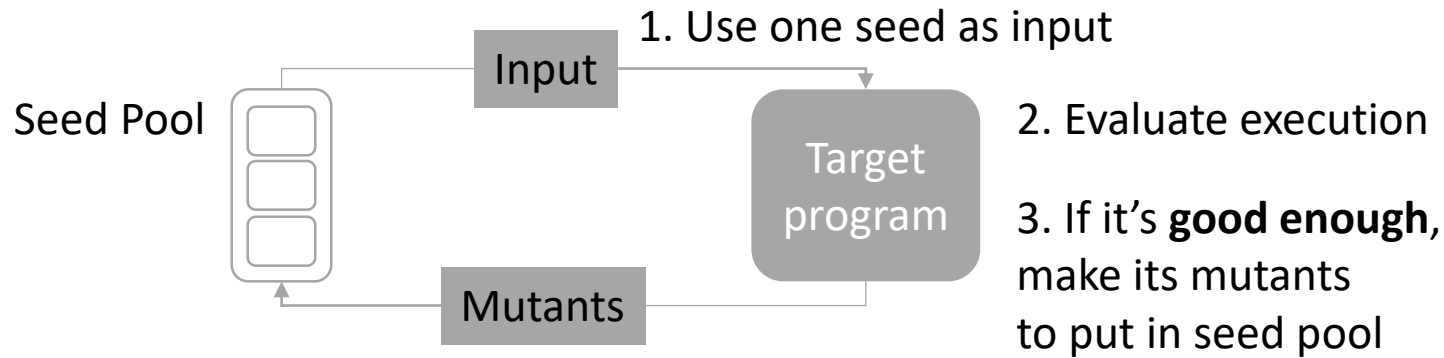
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- What is the criteria for the execution to be **good enough**?

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- For undirected **fuzzing**, increasing code coverage is considered important

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1: def getSize(width, height, some_data):  
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  - In example, doSomething() does not effect data for line 5

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- For **directed fuzzing**, data-flow analysis is important
  - Data-flow analysis is for what part of code effects data used in target line
  - In example, doSomething() does not effect data for line 5
  - increasing code coverage of doSomething() does not affect performance

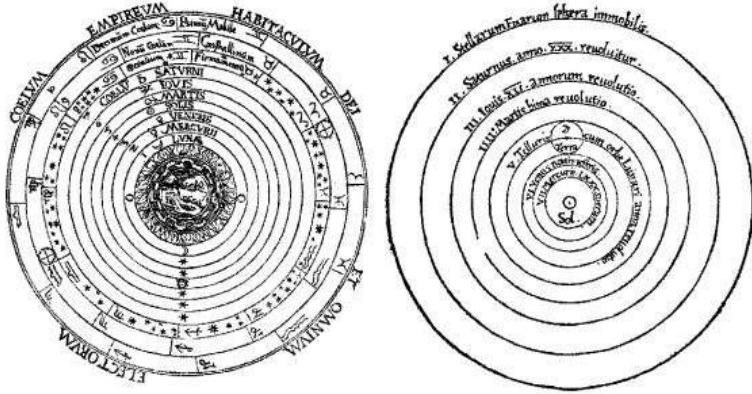
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- Observation is the foundation of scientific inquiry

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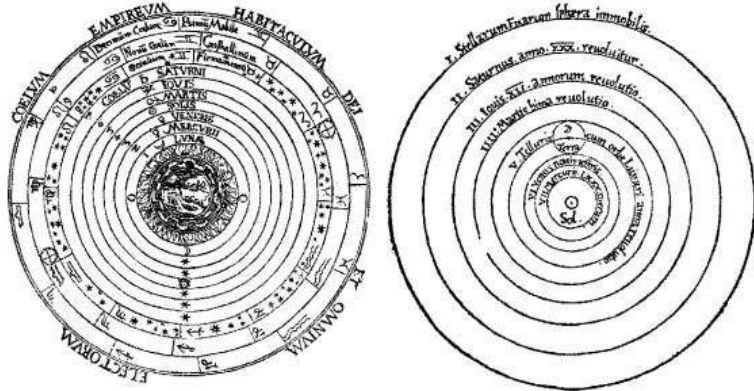


## **Heliocentrism, for example**

was made by observing motions of celestials  
describe the structure of the solar system

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american fuzzy lop 1.86b (test)

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run time : 0 days, 0 hrs, 0 min, 2 sec
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cycle progress
now processing : 0 (0.00%)
paths timed out : 0 (0.00%)

stage progress
now trying : havoc
stage execs : 1464/5000 (29.28%)
total execs : 1697
exec speed : 626.5/sec

fuzzing strategy yields
bit flips : 0/16, 1/15, 0/13
byte flips : 0/2, 0/1, 0/0
arithmetics : 0/112, 0/25, 0/0
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overall results
cycles done : 0
total paths : 1
uniq crashes : 1
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map coverage
map density : 2 (0.00%)
count coverage : 1.00 bits/tuple

findings in depth
favored paths : 1 (100.00%)
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path geometry
levels : 1
pending : 1
pend fav : 1
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[cpu: 92%]
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## Fuzzing has multiple output data

lots of text/non-text data to observe  
such can describe the progress of system



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- Observation is the foundation of scientific inquiry
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- Yet, fuzzing output is **too big**
  - 24-hour fuzzing saves 2,874 seeds on average\*

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  - 24-hour fuzzing saves 2,874 seeds on average\*
- so dev. can't grasp on one's performance
- **None** visualizing tool for directed fuzzing **yet!**

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  2. How to **visualize** such information?
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# Observing data-flow

- How to observe the performance of directed fuzzing in one eyesight?

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code

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- How to observe the performance of directed fuzzing in one eyesight?
- One key aspect is **data-flow coverage**

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data-flow

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- One key aspect is **data-flow coverage**
- We can focus on data-flow that affects the target line

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data-flow

# Visualizing data-flow

- How to visualize such information?

```
1: def getSize(width, height, some_data):  
2:   if (some_data) then  
3:     doSomething()  
4:   end if  
5:   print("Size is", width × height)
```

code

```
width: defined at 1, used at 5  
height: defined at 1, used at 5  
some_data: defined at 1, used at 2
```

data-flow

# Visualizing data-flow

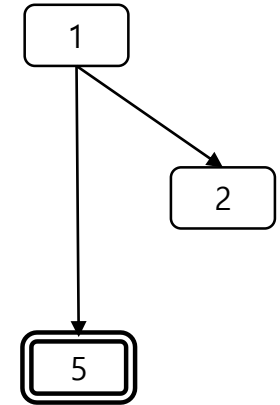
- How to visualize such information?
- Transform code to **def-use graph**.

```
1: def getSize(width, height, some_data):  
2:   if (some_data) then  
3:     doSomething()  
4:   end if  
5:   print("Size is", width × height)
```

code

width: defined at 1, used at 5  
height: defined at 1, used at 5  
some\_data: defined at 1, used at 2

data-flow



def-use graph

# Visualizing data-flow

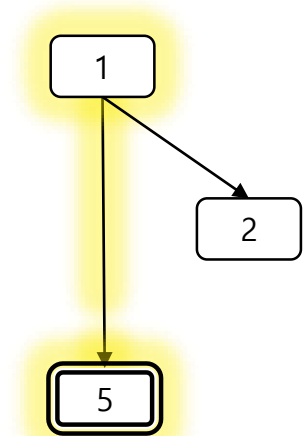
- How to visualize such information?
- Transform code to **def-use graph**.

```
1: def getSize(width, height, some_data):  
2:   if (some_data) then  
3:     doSomething()  
4:   end if  
5:   print("Size is", width × height)
```

code

width: defined at 1, used at 5  
height: defined at 1, used at 5  
some\_data: defined at 1, used at 2

data-flow



def-use graph

# Visualizing data-flow

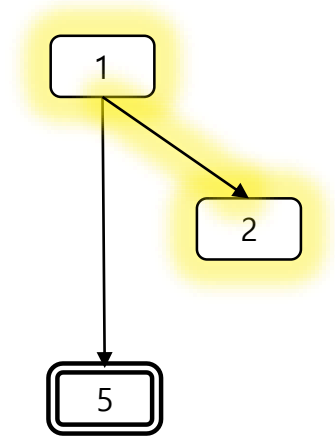
- How to visualize such information?
- Transform code to **def-use graph**.

```
1: def getSize(width, height, some_data):  
2:   if (some_data) then  
3:     doSomething()  
4:   end if  
5:   print("Size is", width × height)
```

code

width: defined at 1, used at 5  
height: defined at 1, used at 5  
some\_data: defined at 1, used at 2

data-flow



def-use graph



# Visualizing data-flow

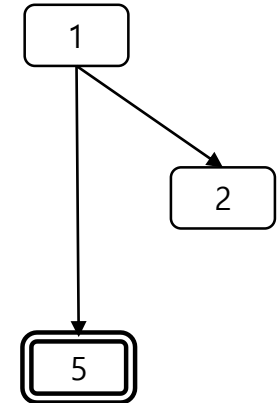
- How to visualize such information?
- Transform code to **def-use graph**.
- It is **yet first** to observe data-flow in fuzzing.

```
1: def getSize(width, height, some_data):  
2:   if (some_data) then  
3:     doSomething()  
4:   end if  
5:   print("Size is", width × height)
```

code

width: defined at 1, used at 5  
height: defined at 1, used at 5  
some\_data: defined at 1, used at 2

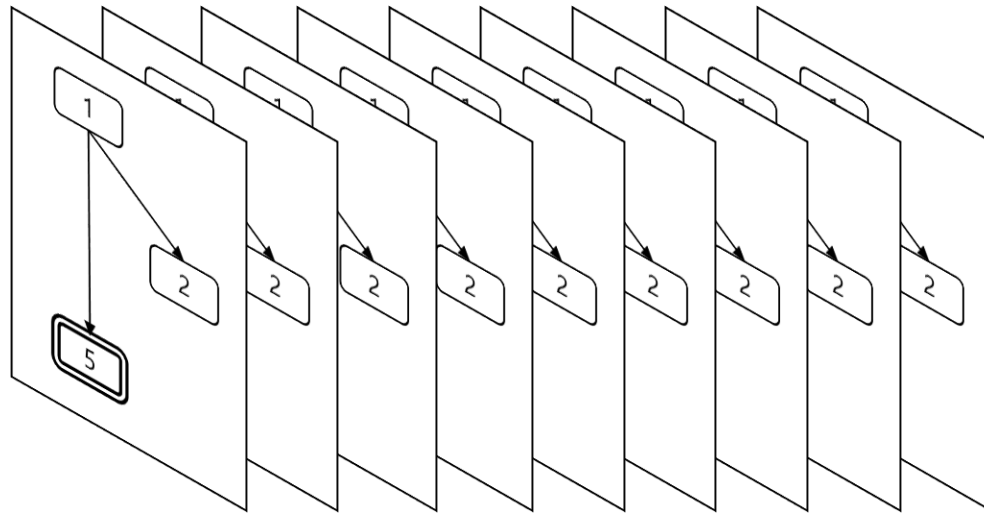
data-flow



def-use graph

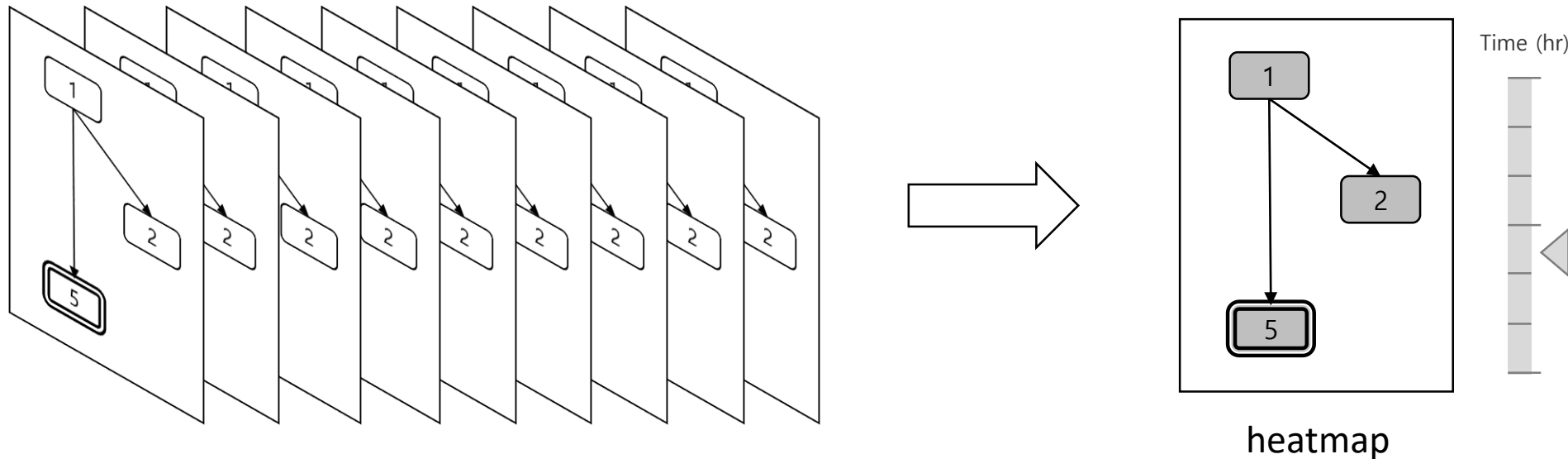
# Visualizing data-flow over time

- How to see the hourly status of performance?



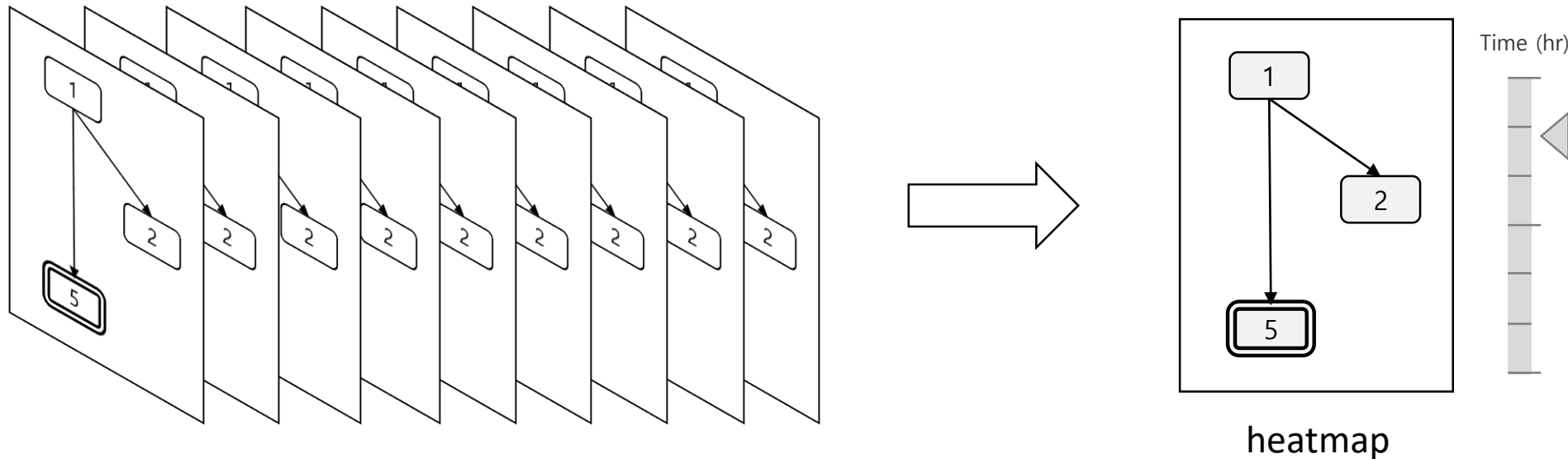
# Visualizing data-flow over time

- How to see the hourly status of performance?
- Create a **heatmap** (how often node was hit) with adjustable time frames
- Good for evaluation: More often target line is hit, better chance to trigger bug



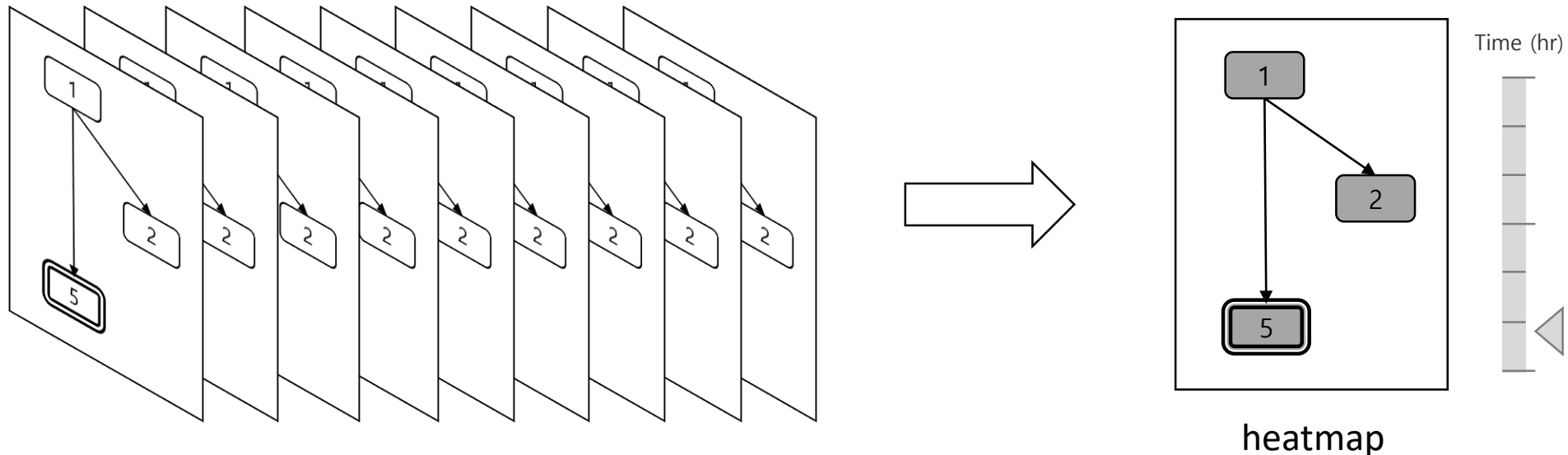
# Visualizing data-flow over time

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# Visualizing data-flow over time

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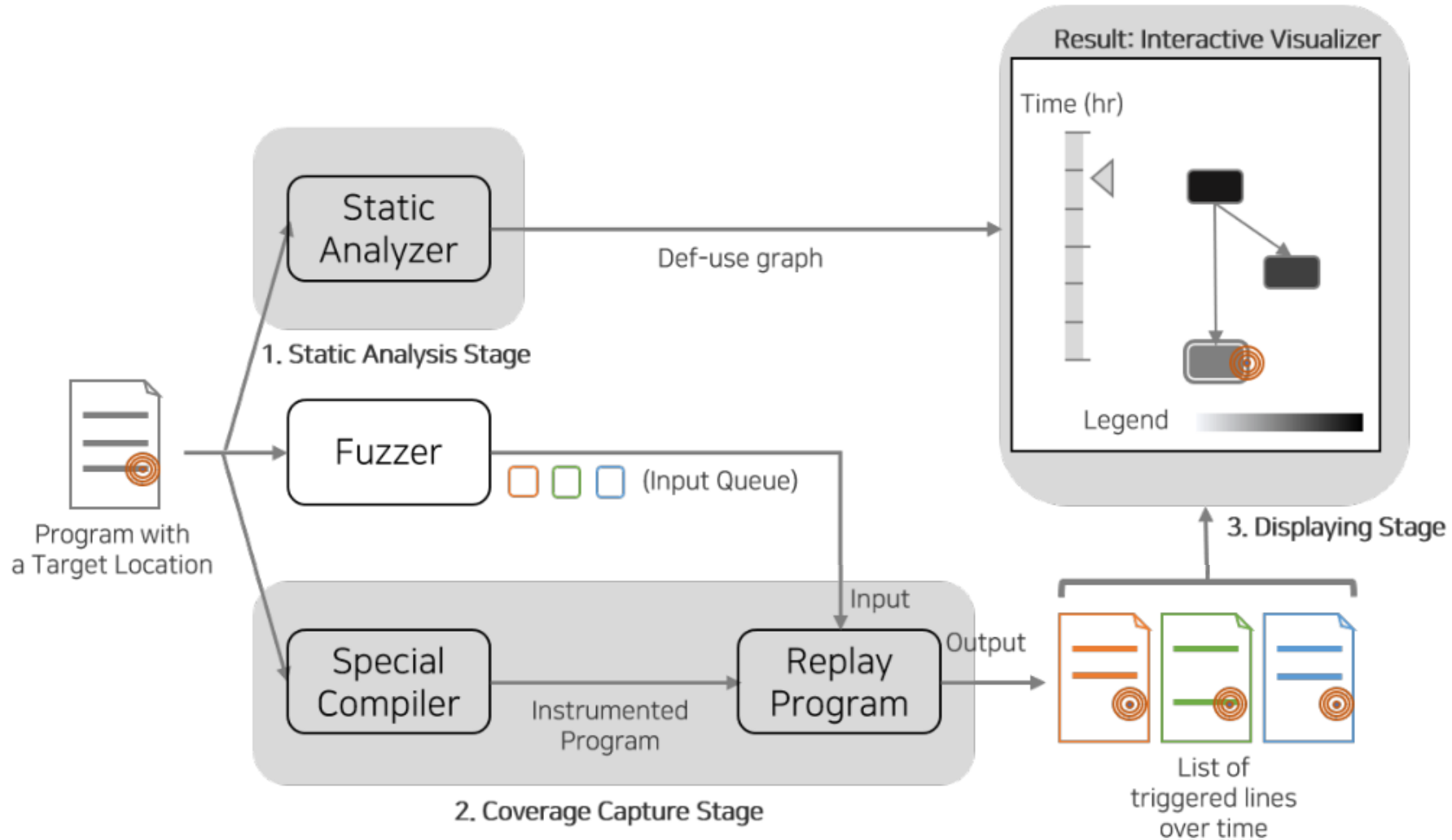
# Visualizer Architecture

# Visualizer Architecture



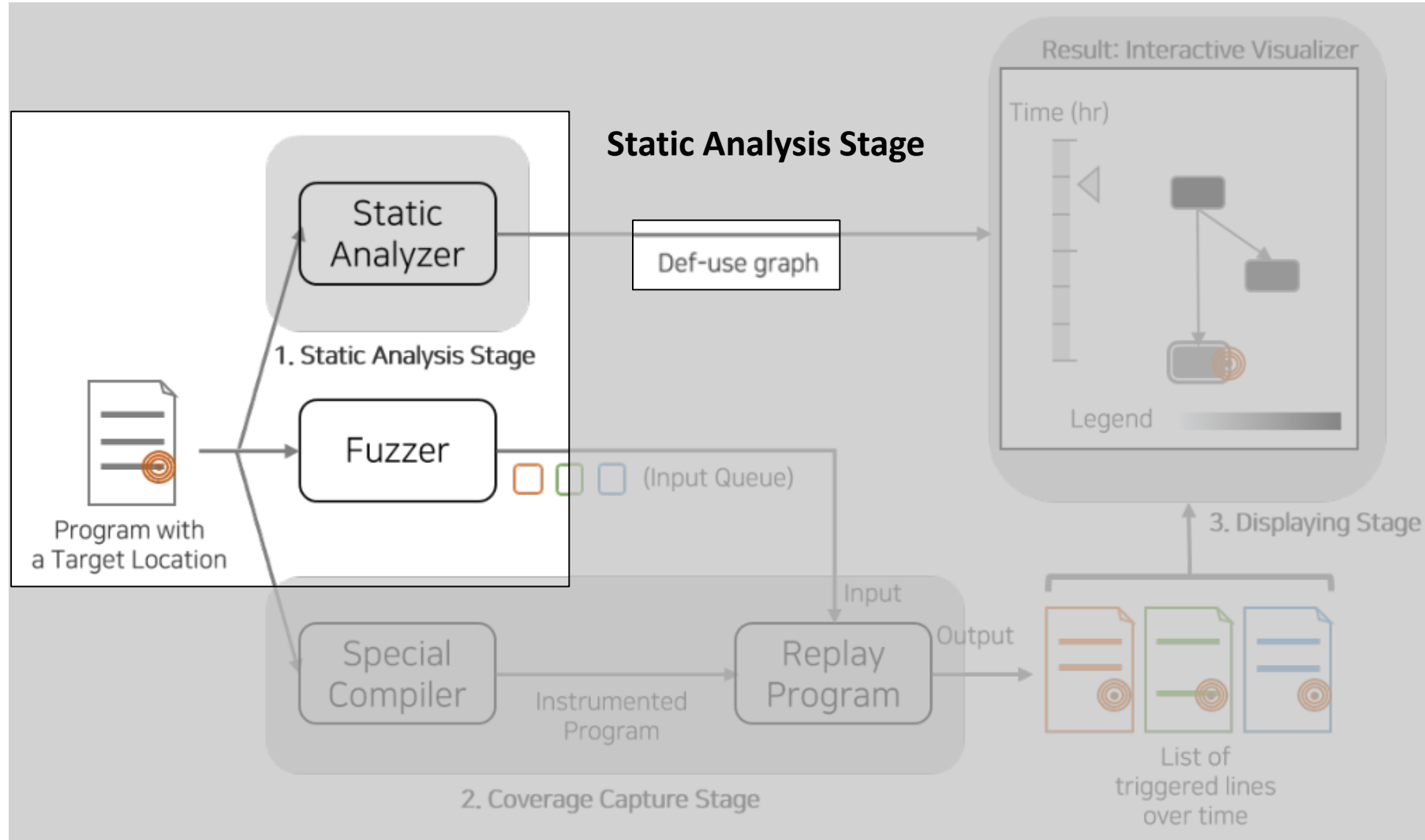
Program with  
a Target Location

# Visualizer Architecture

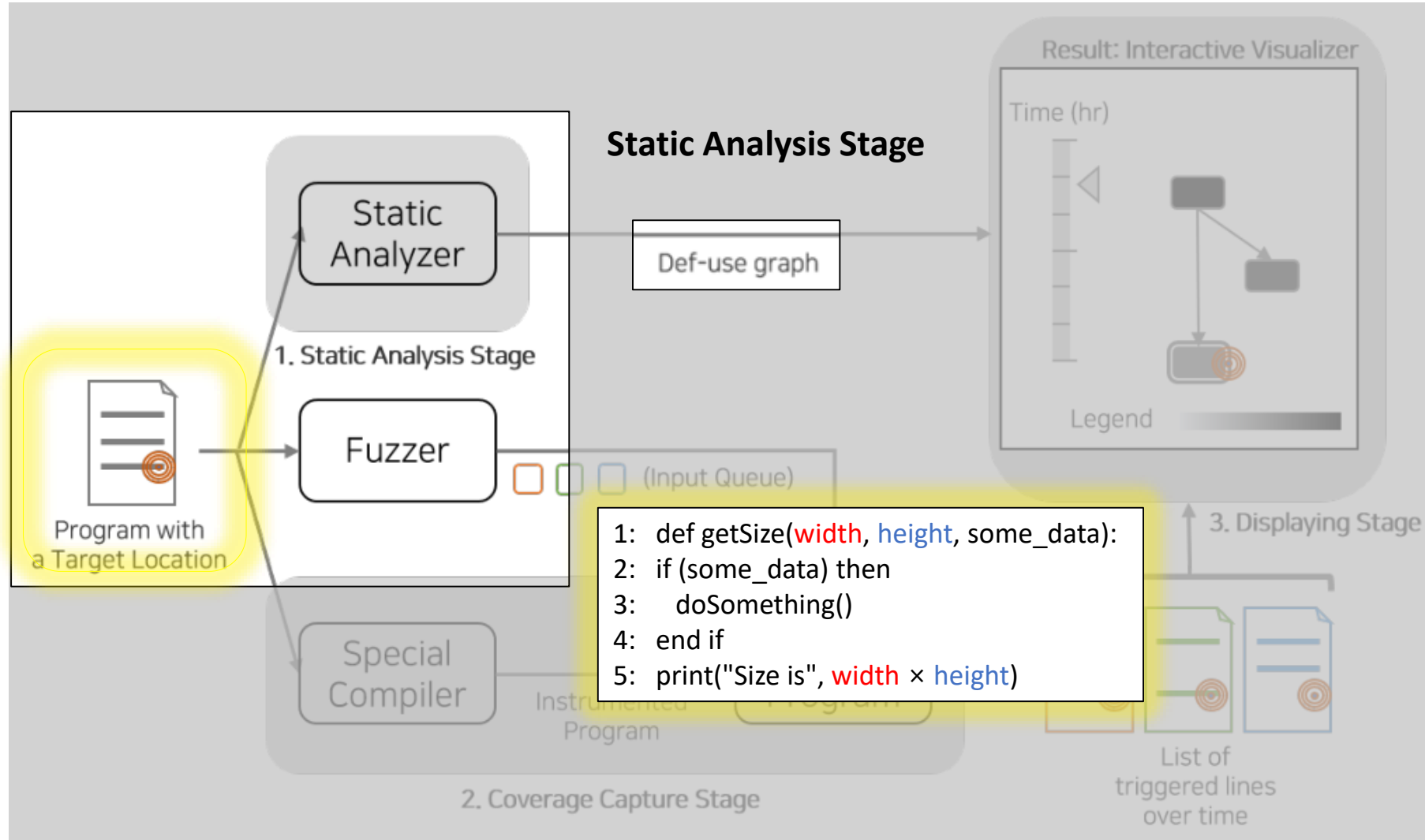




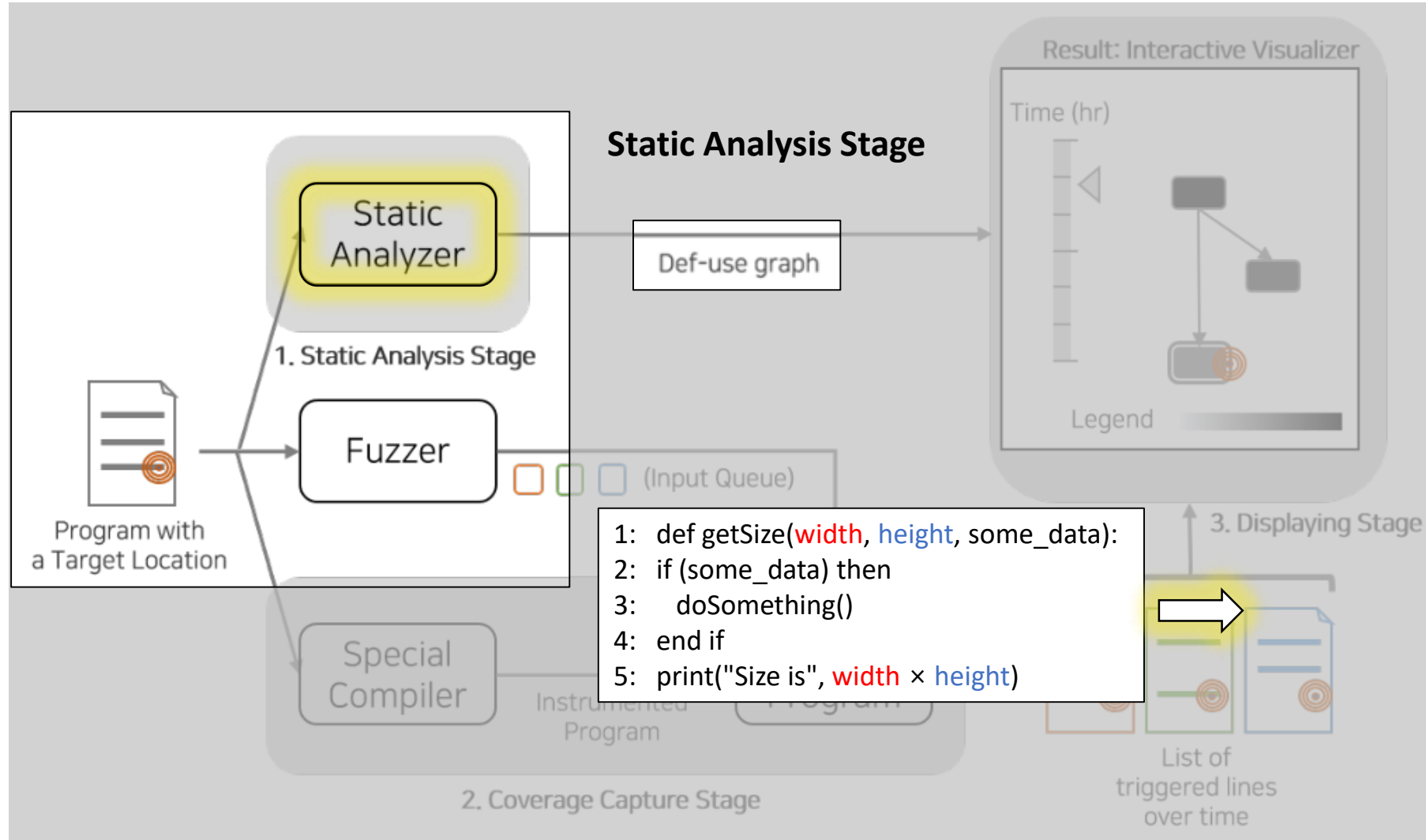
# Visualizer Architecture



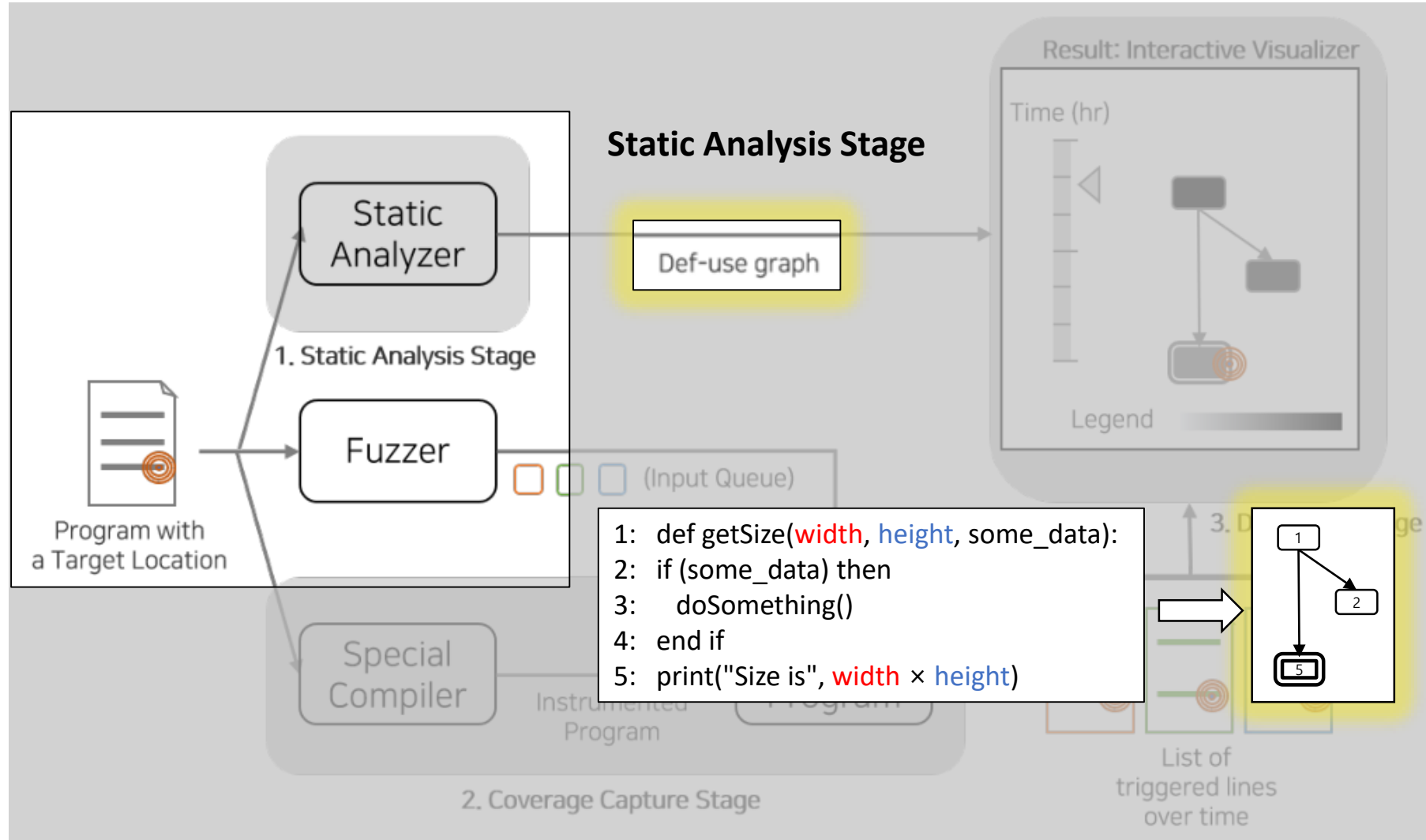
# Visualizer Architecture



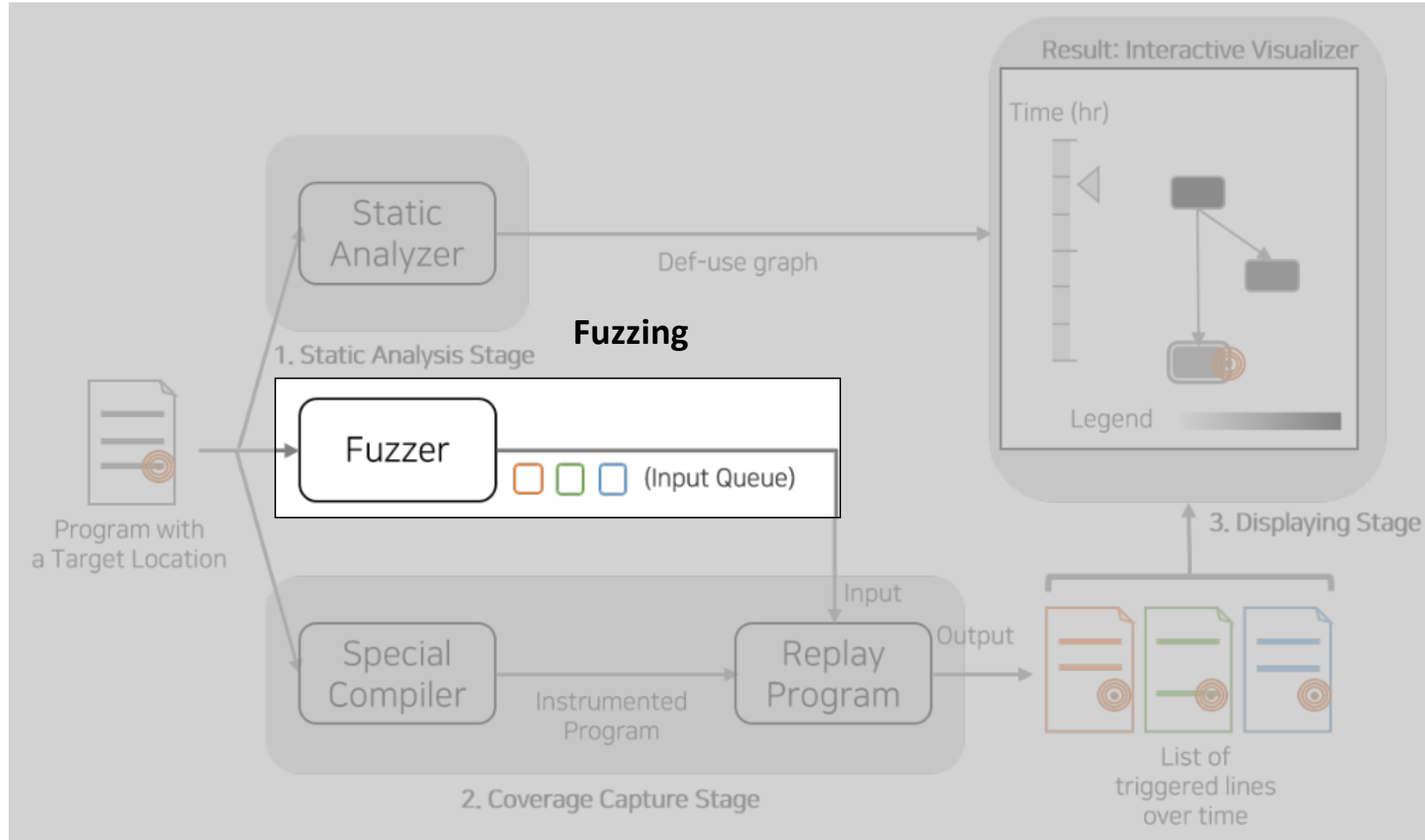
# Visualizer Architecture



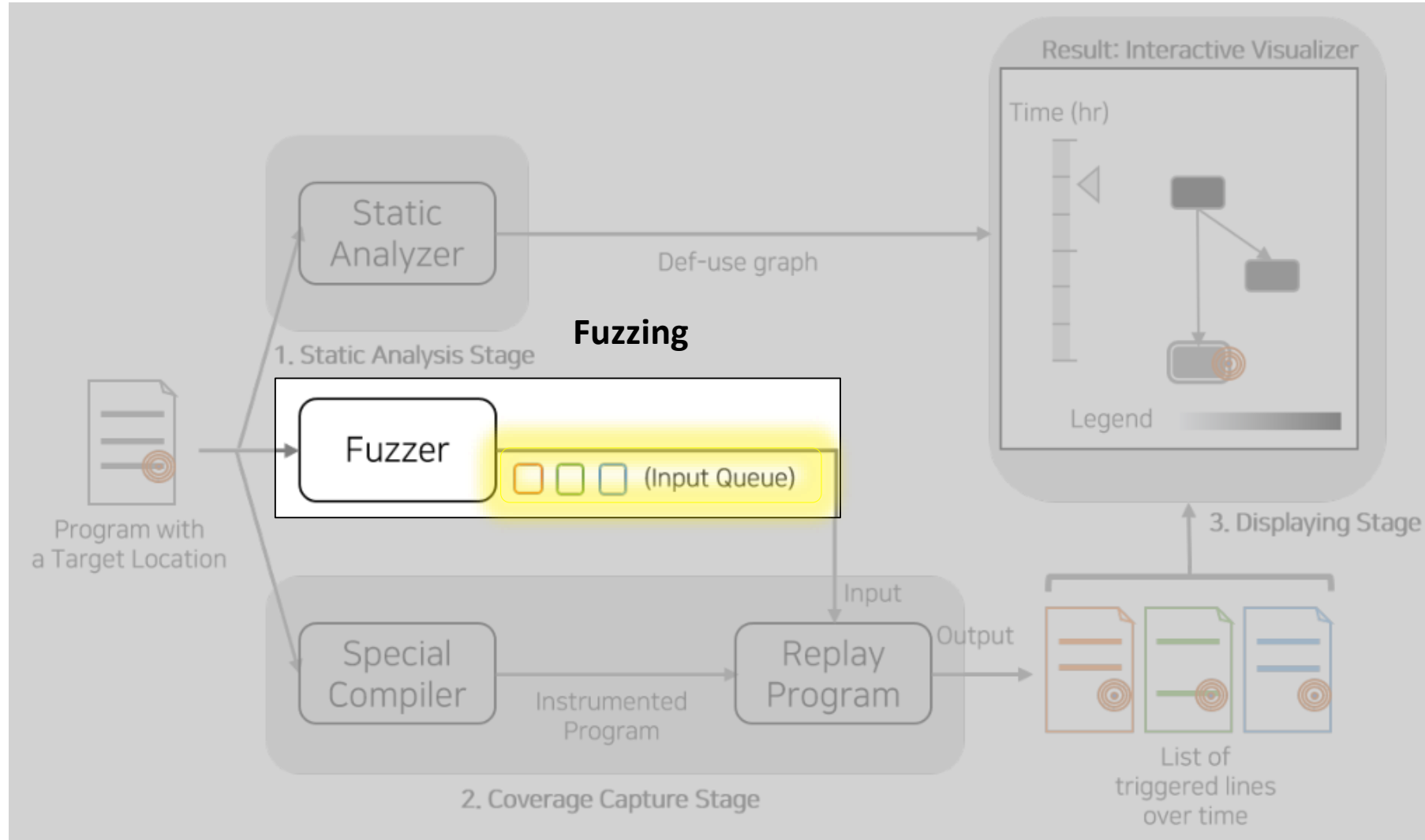
# Visualizer Architecture



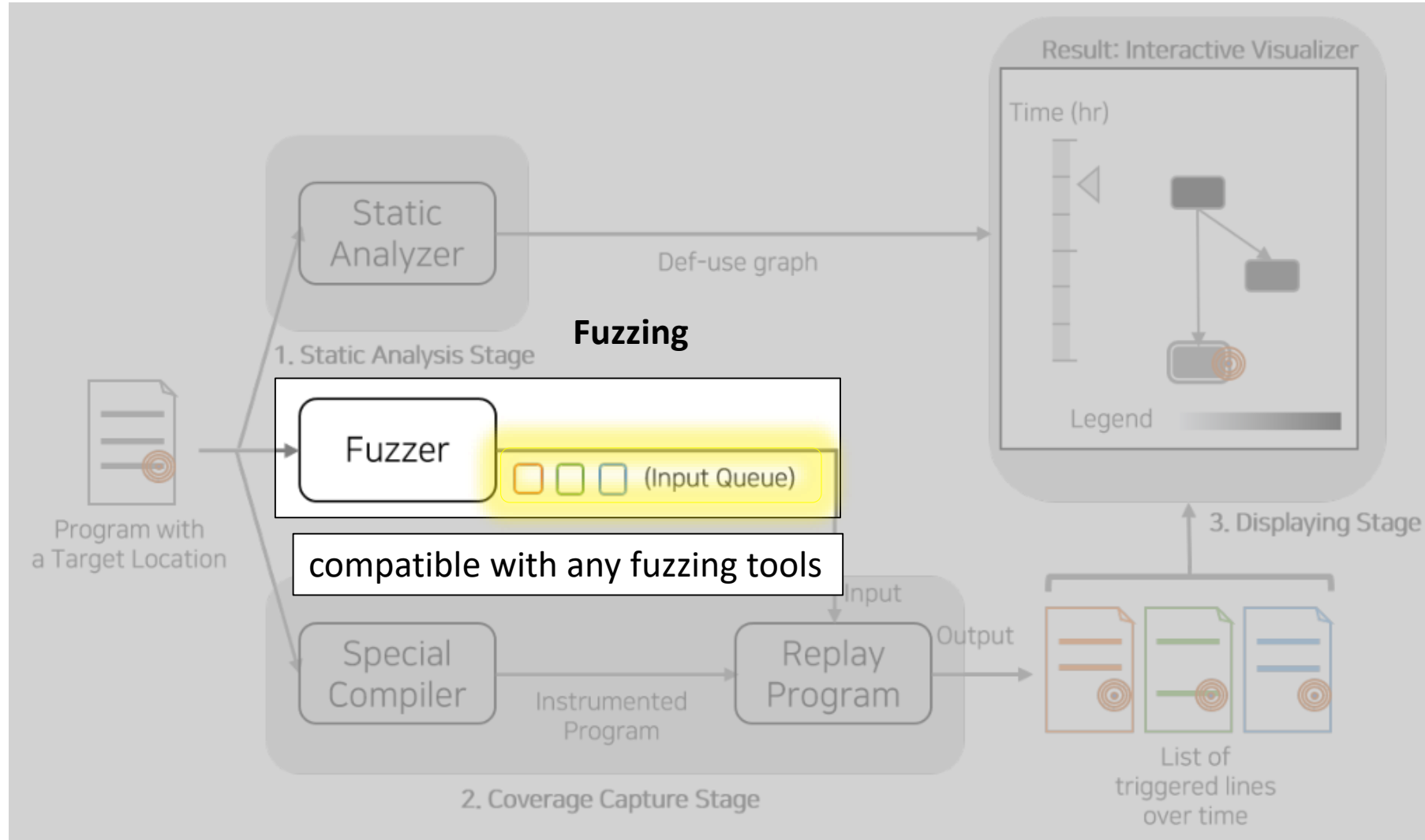
# Visualizer Architecture



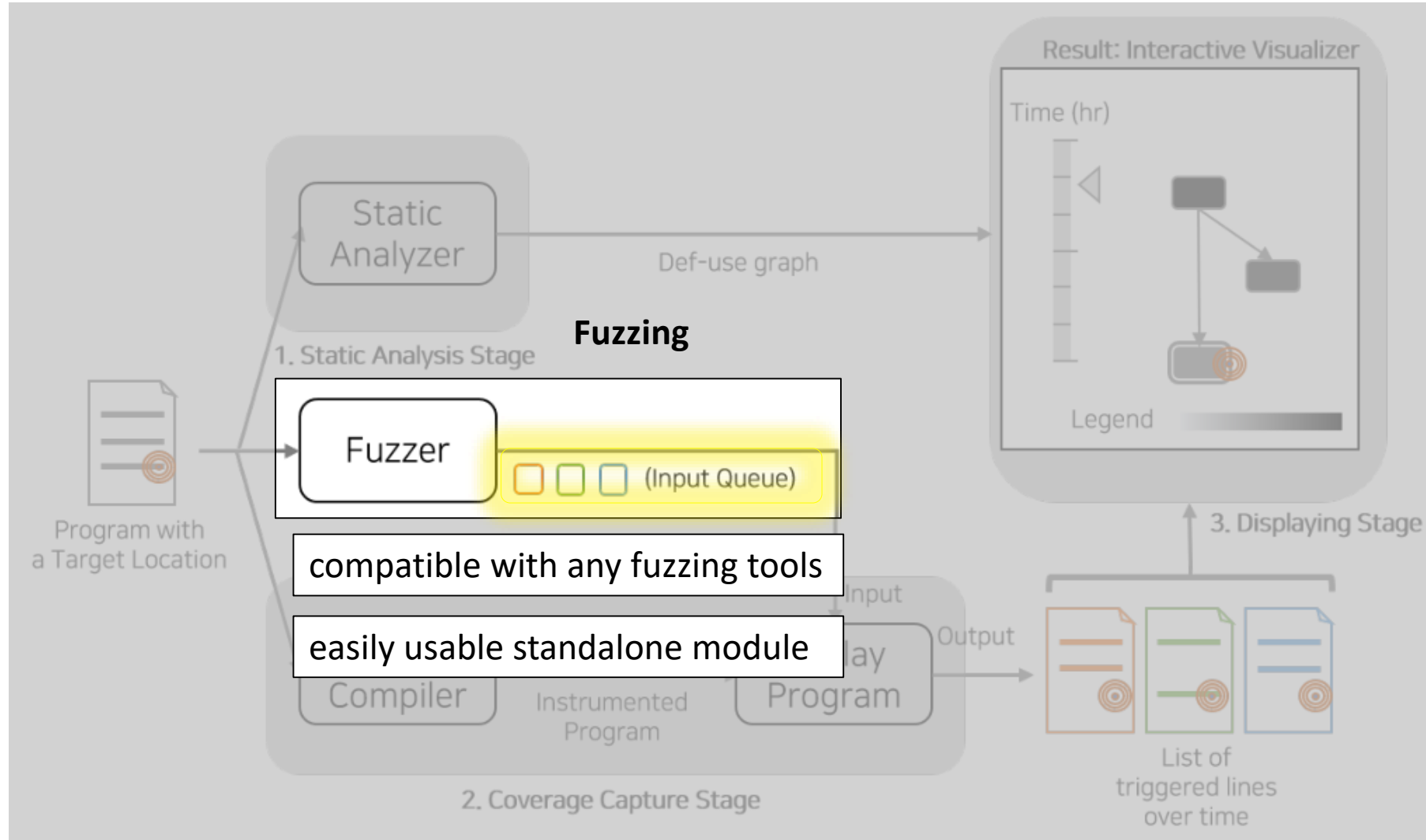
# Visualizer Architecture



# Visualizer Architecture

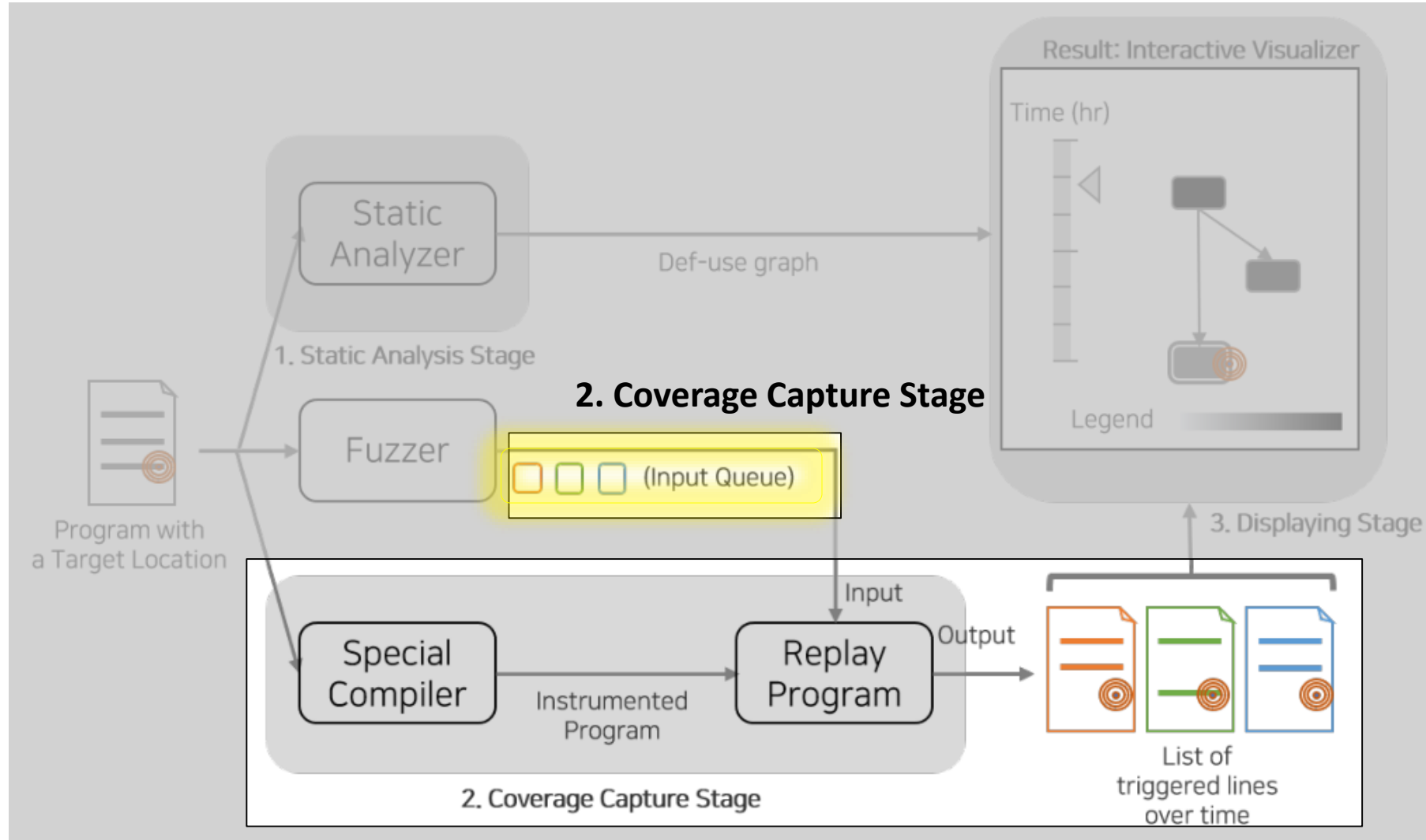


# Visualizer Architecture

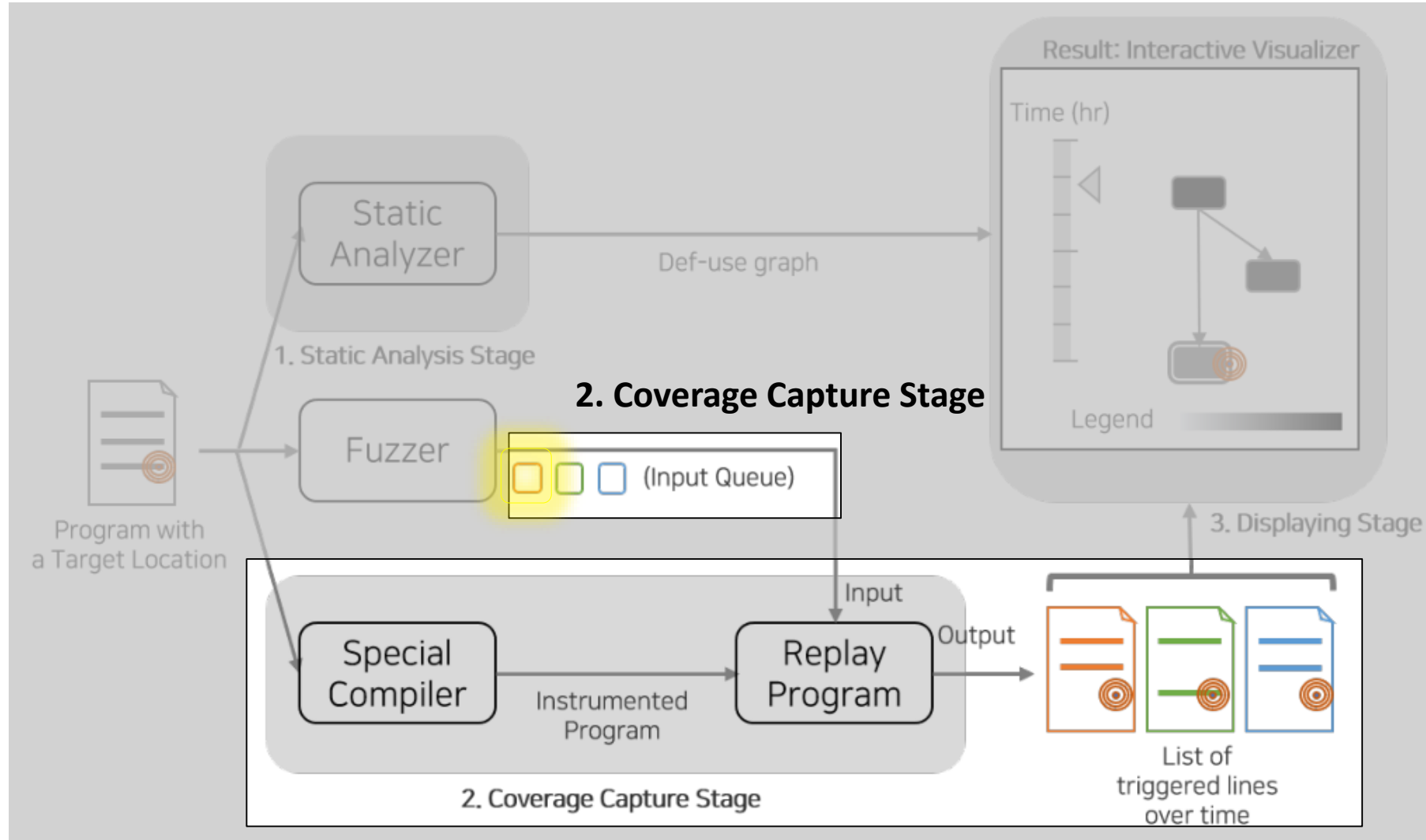




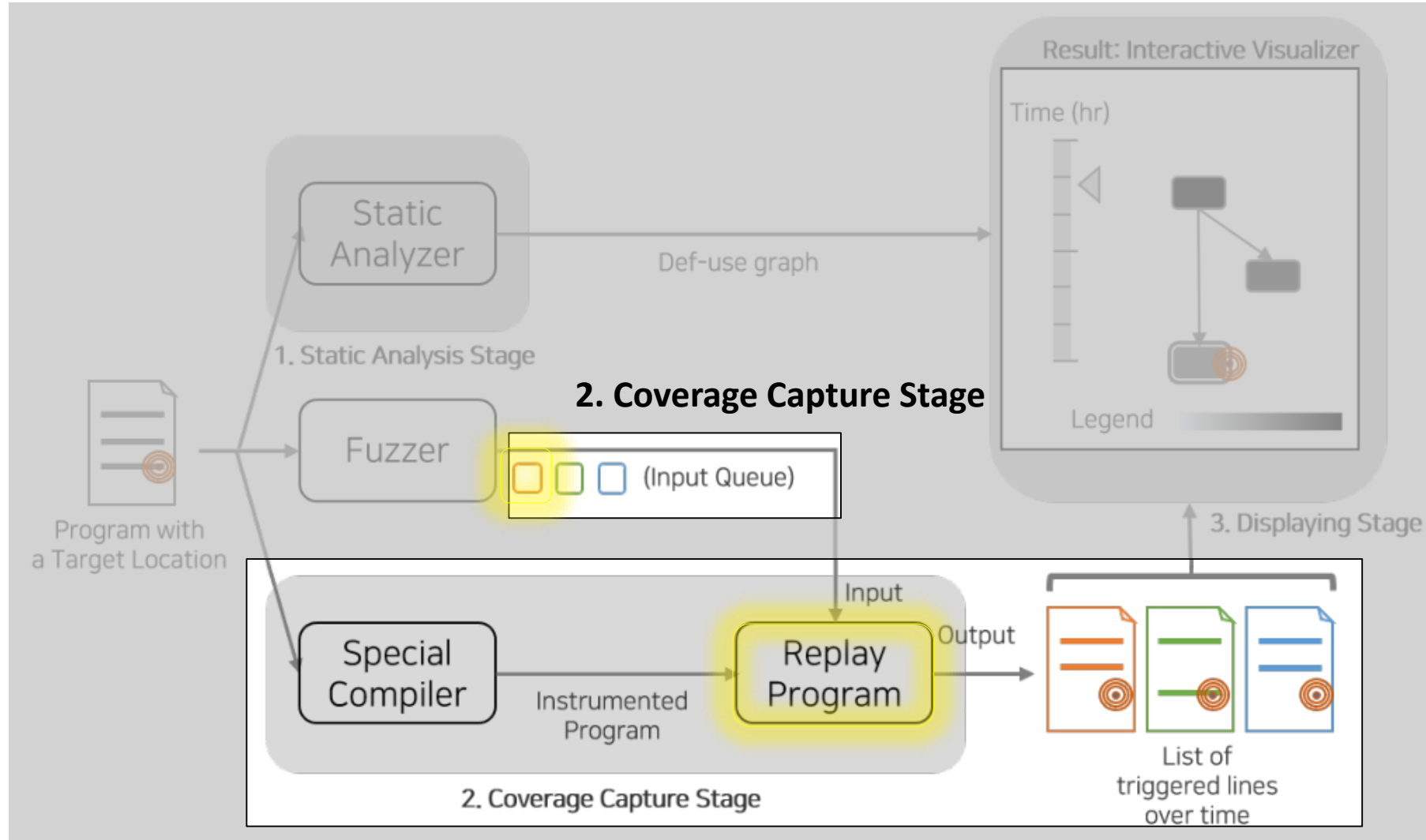
# Visualizer Architecture



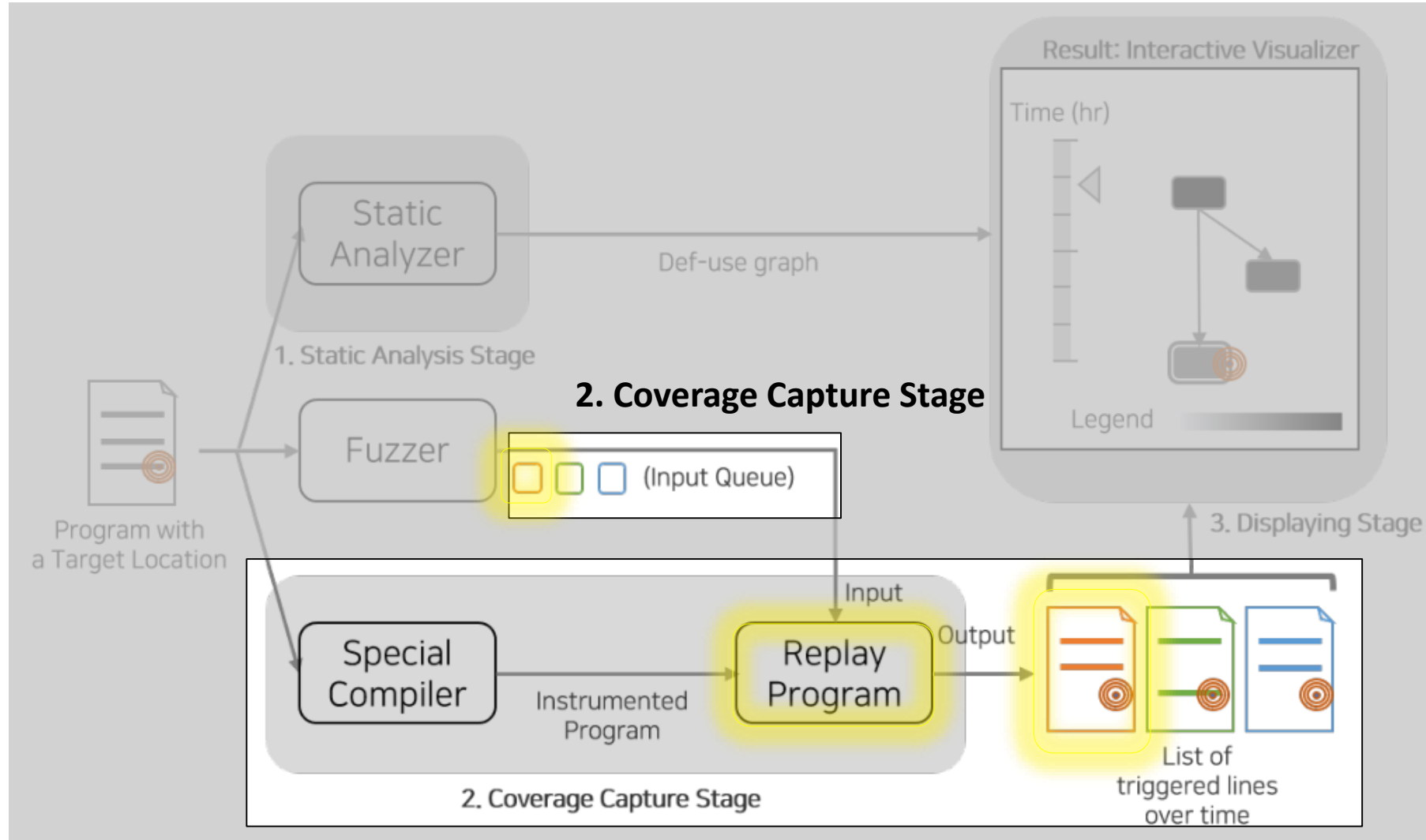
# Visualizer Architecture



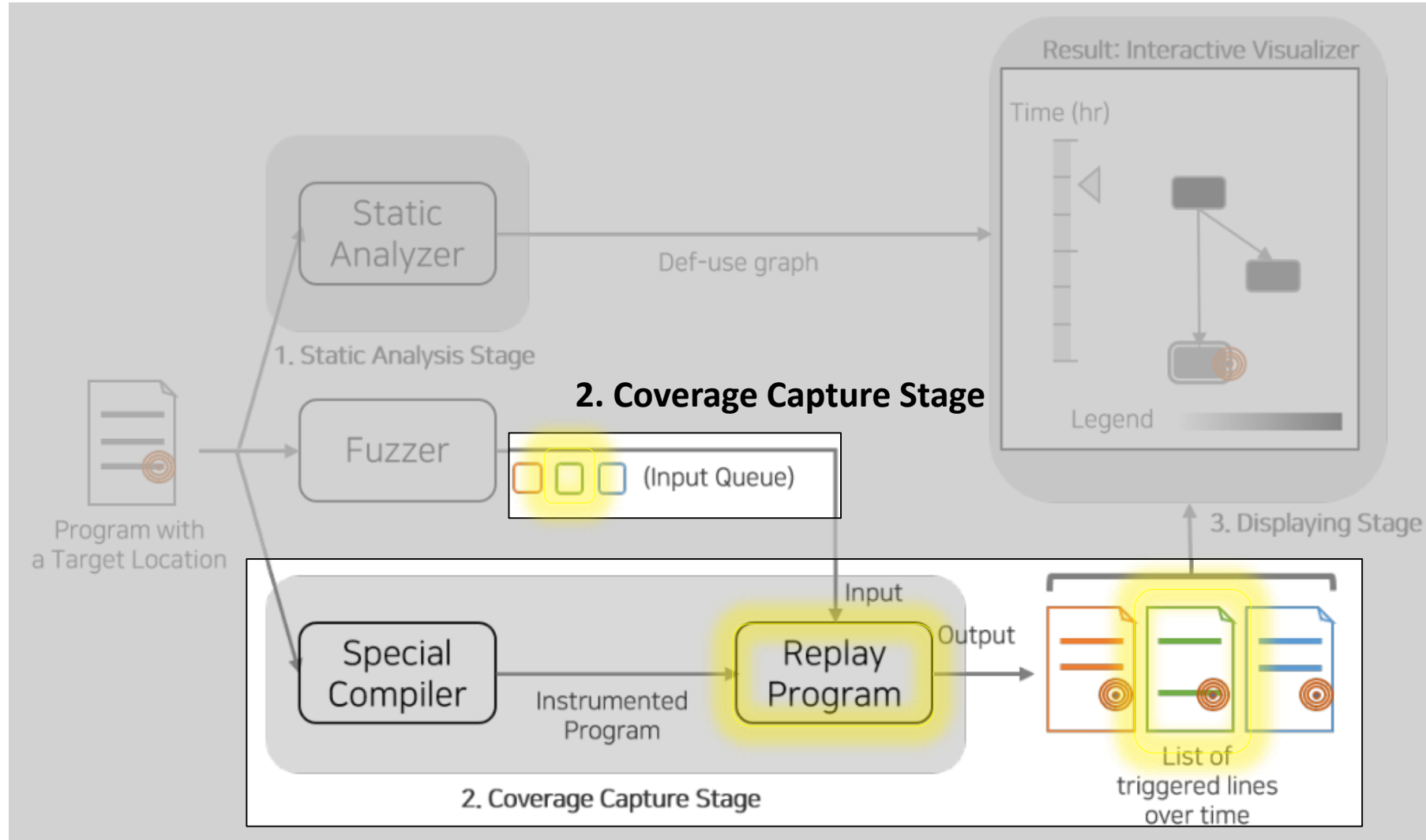
# Visualizer Architecture



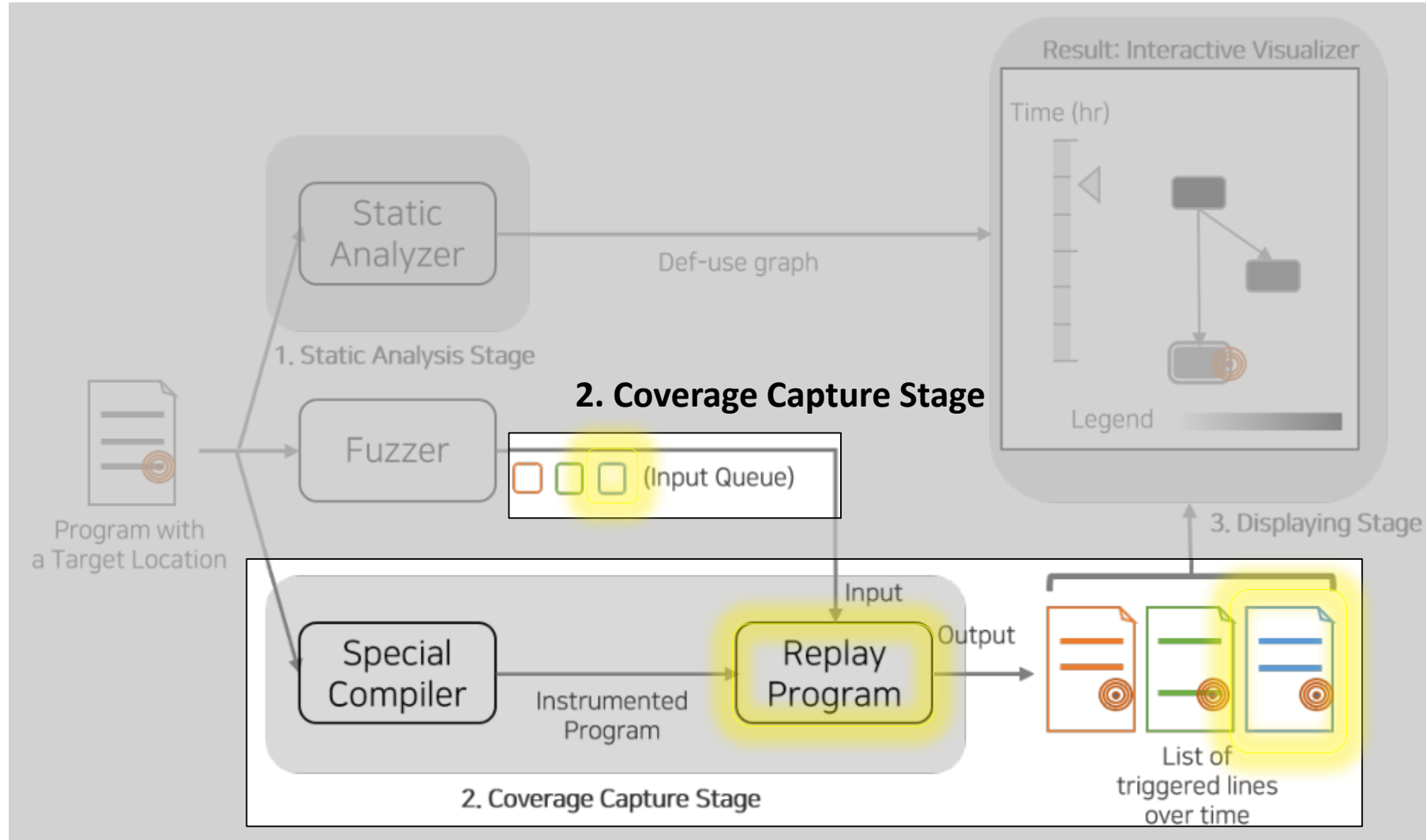
# Visualizer Architecture



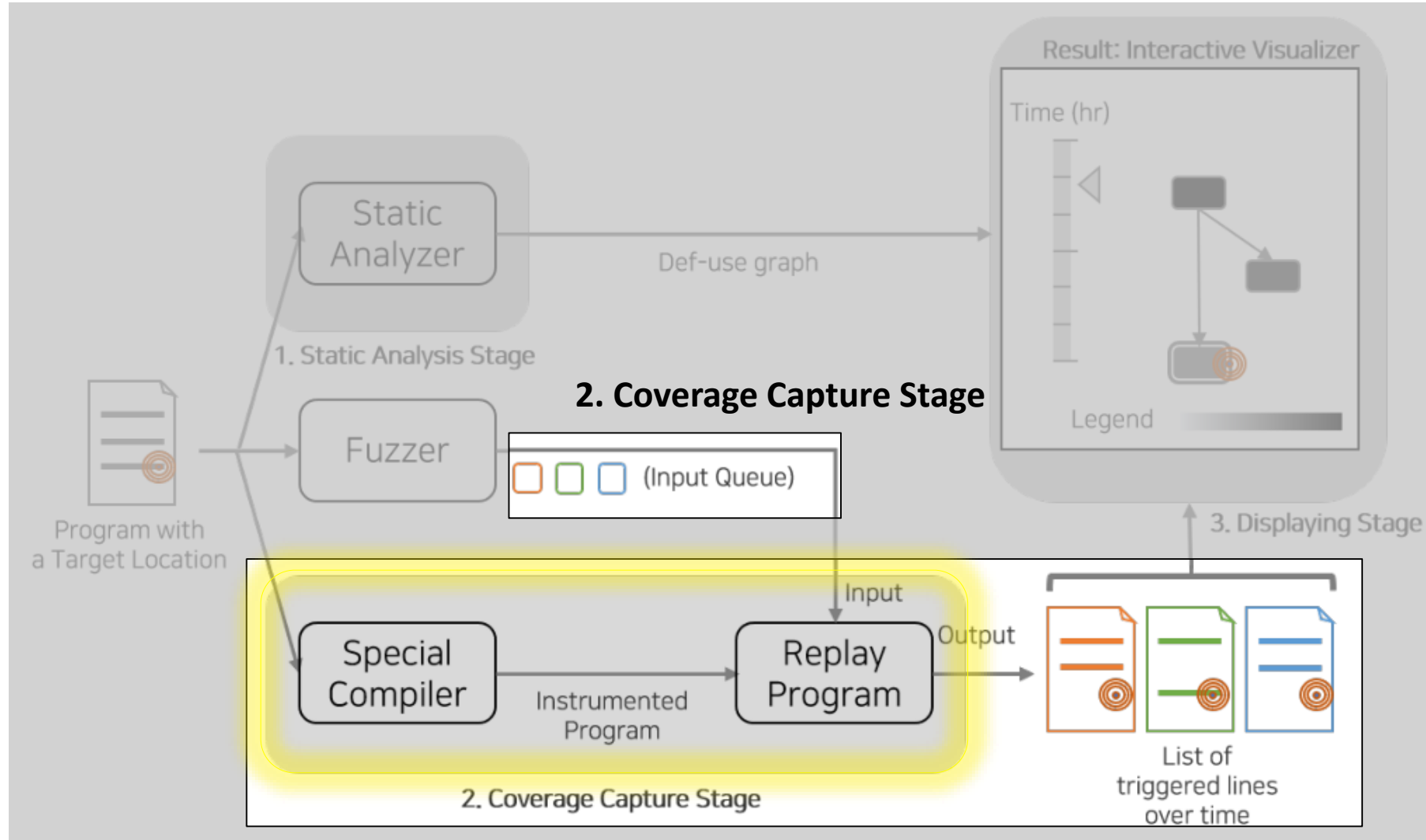
# Visualizer Architecture



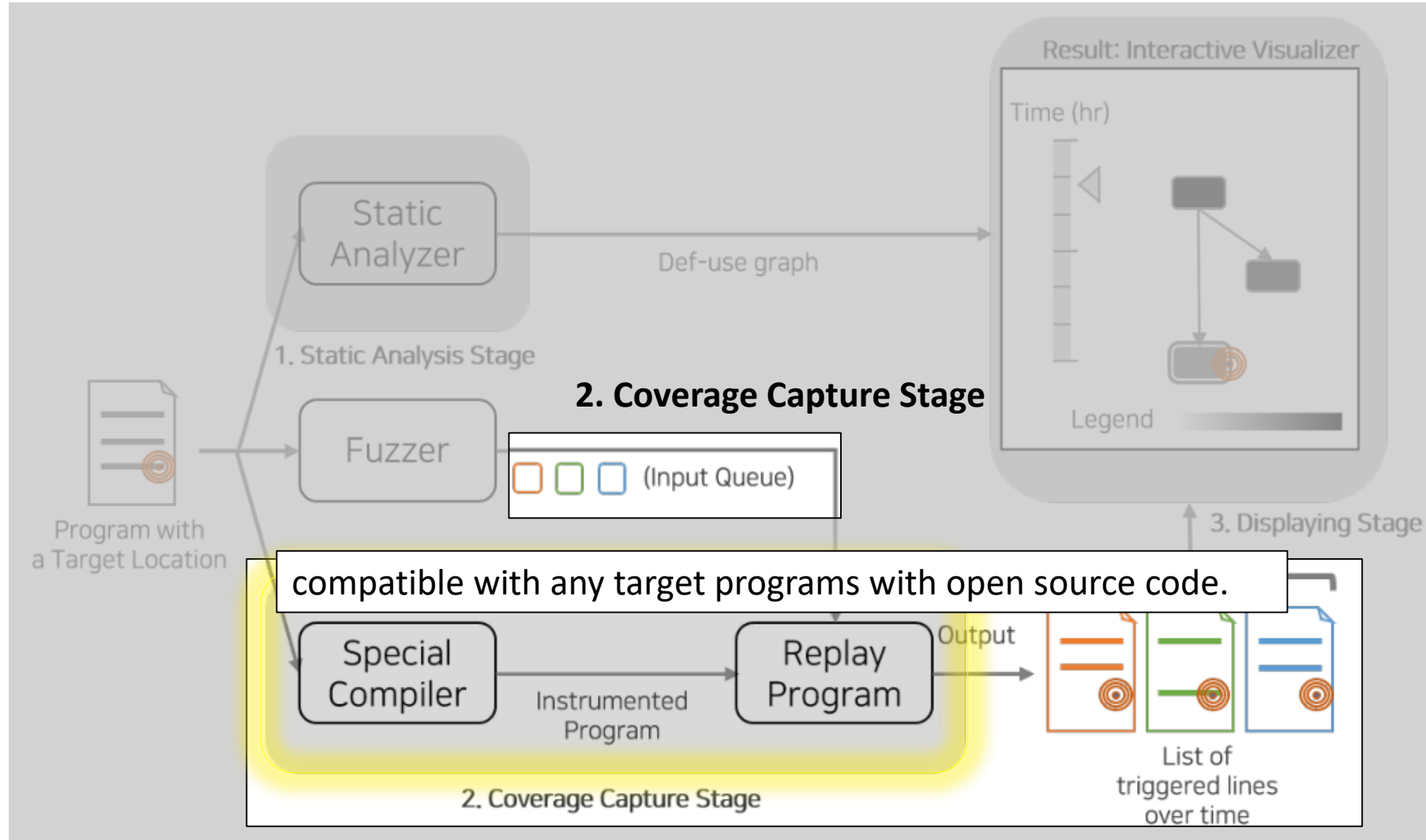
# Visualizer Architecture



# Visualizer Architecture

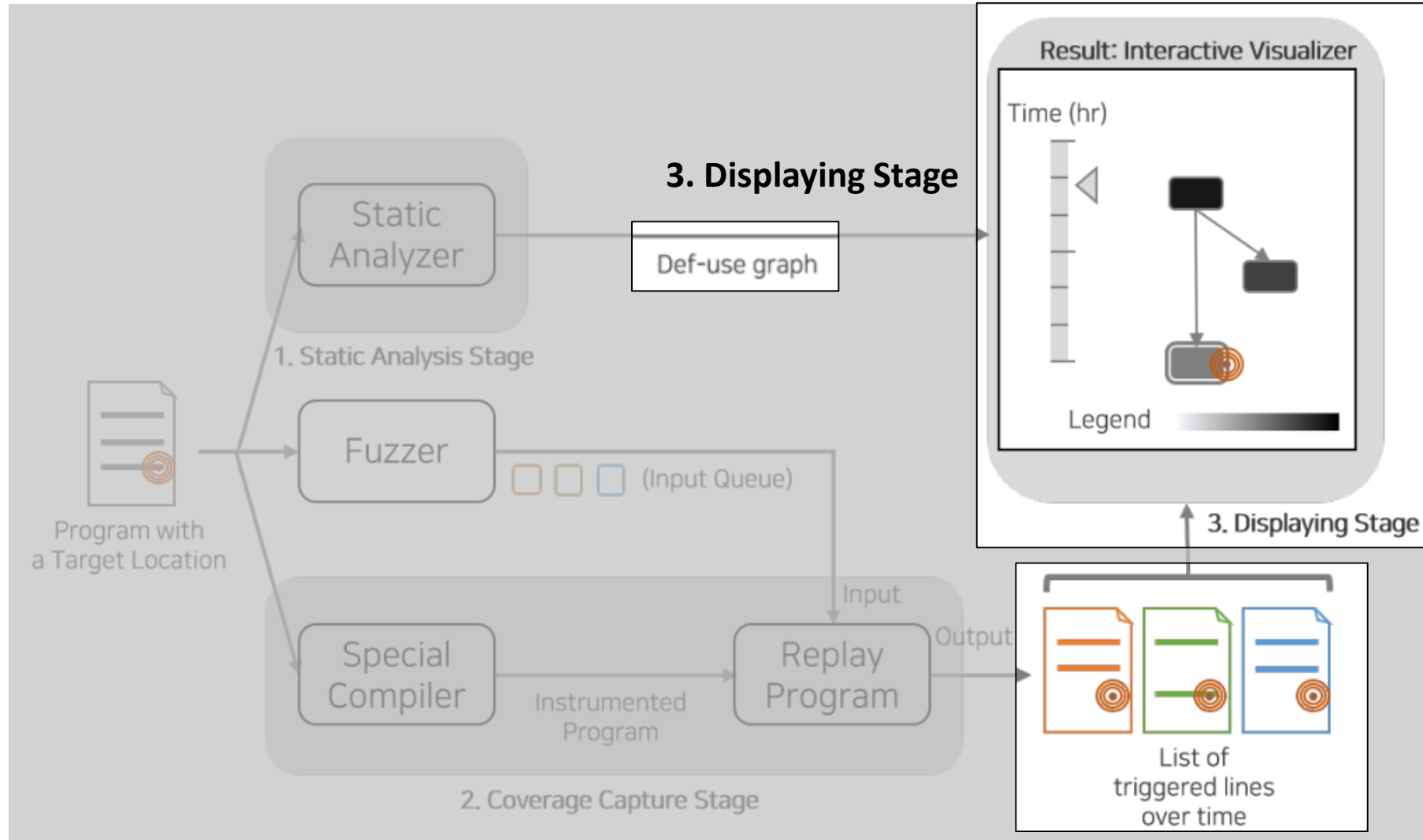


# Visualizer Architecture

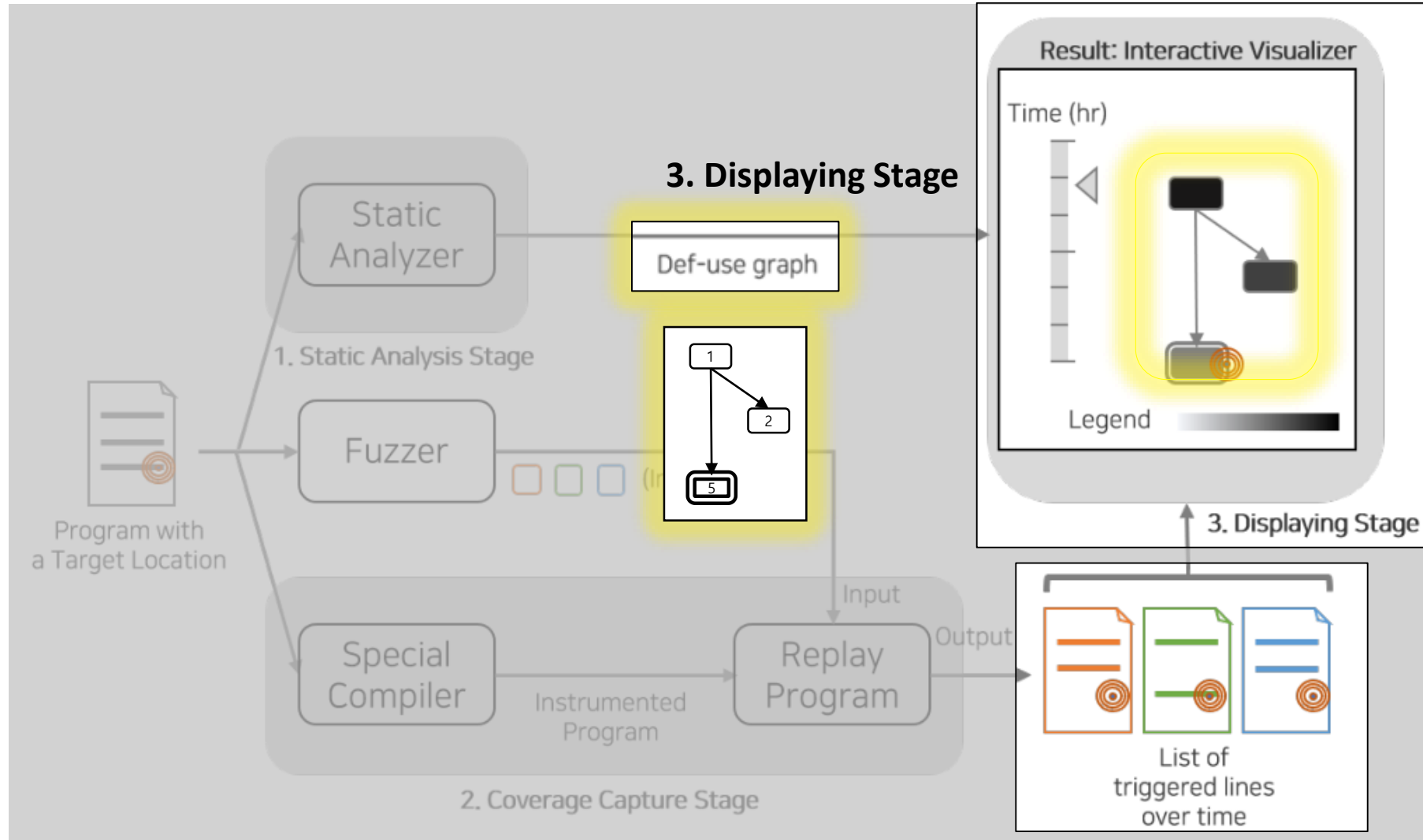




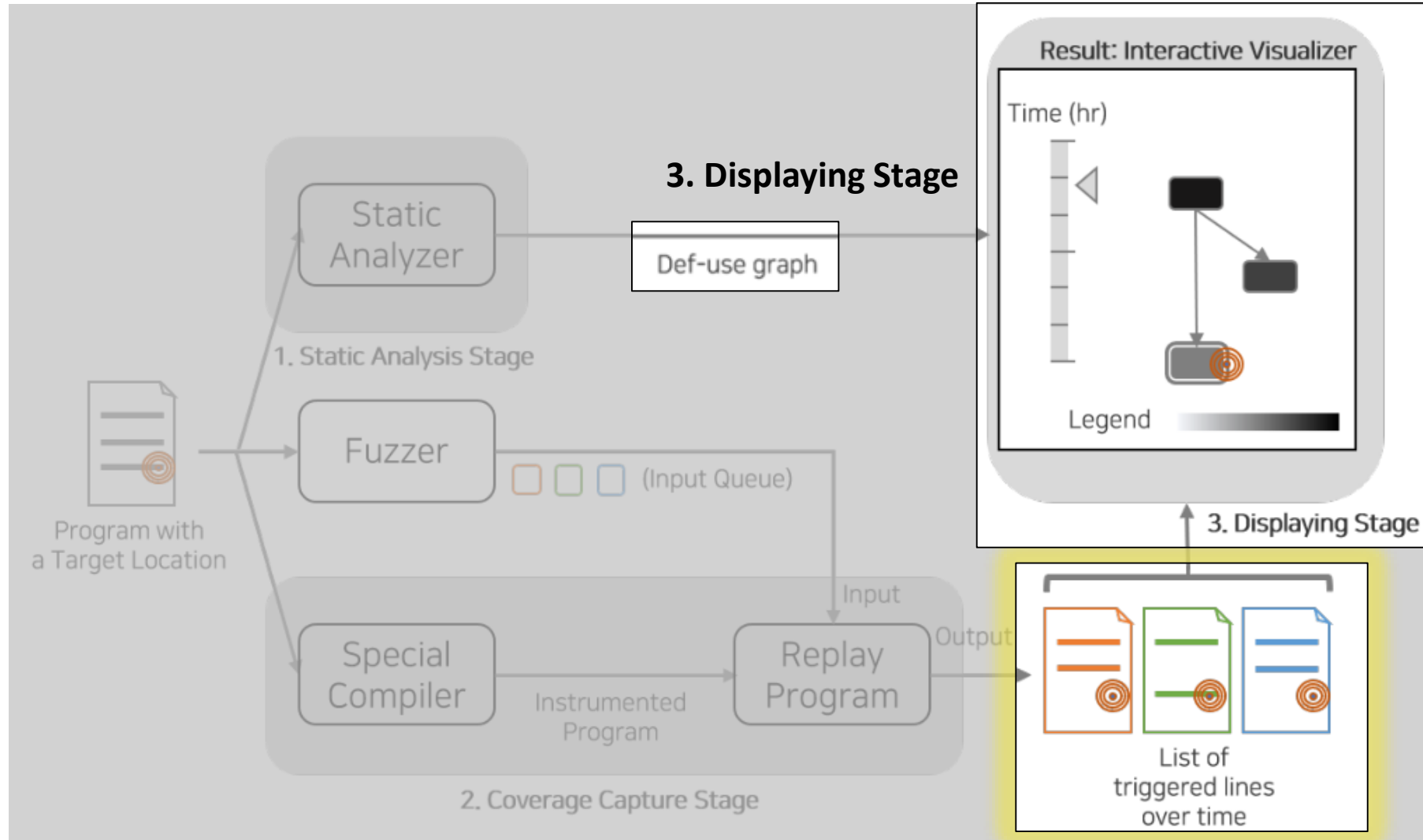
# Visualizer Architecture



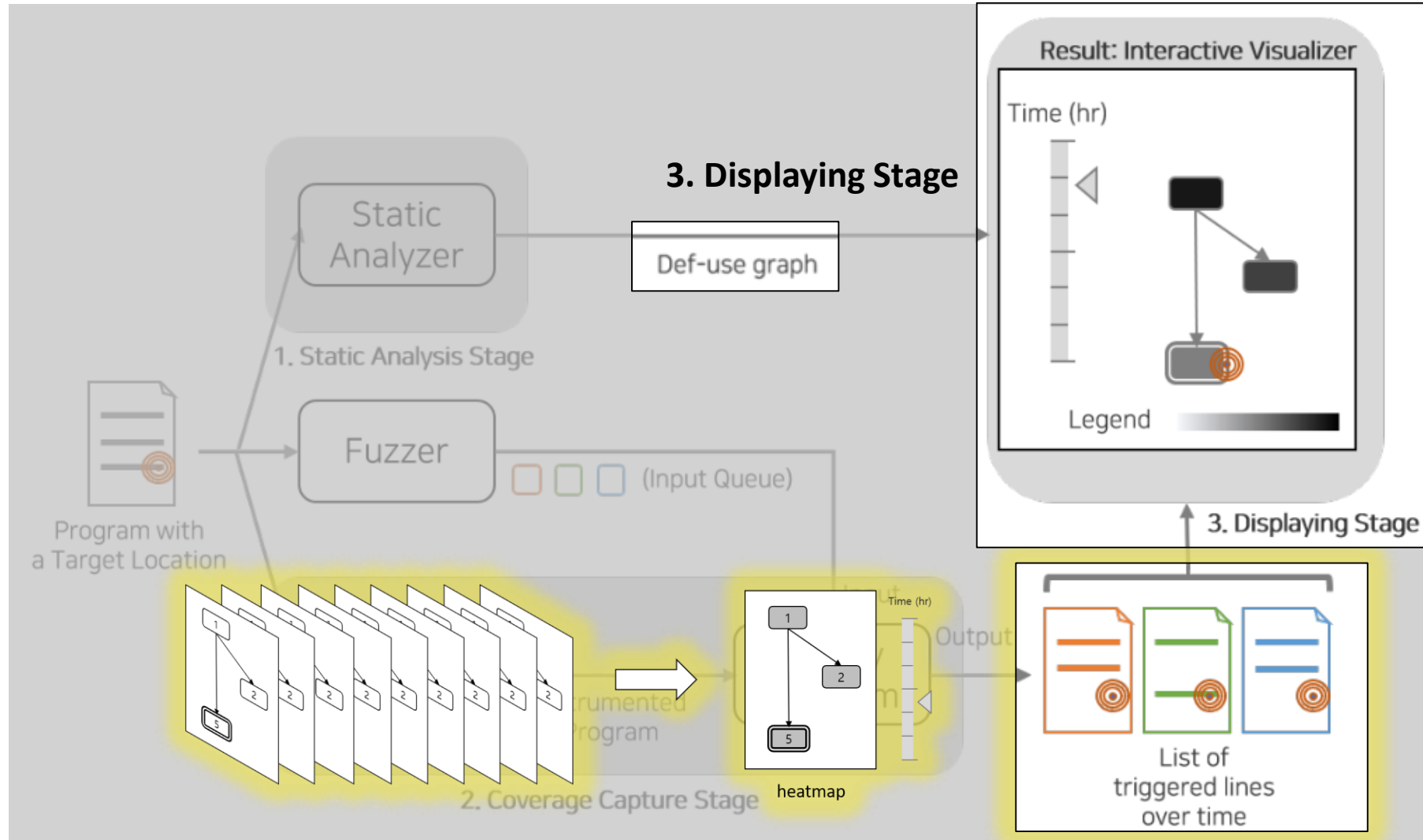
# Visualizer Architecture



# Visualizer Architecture

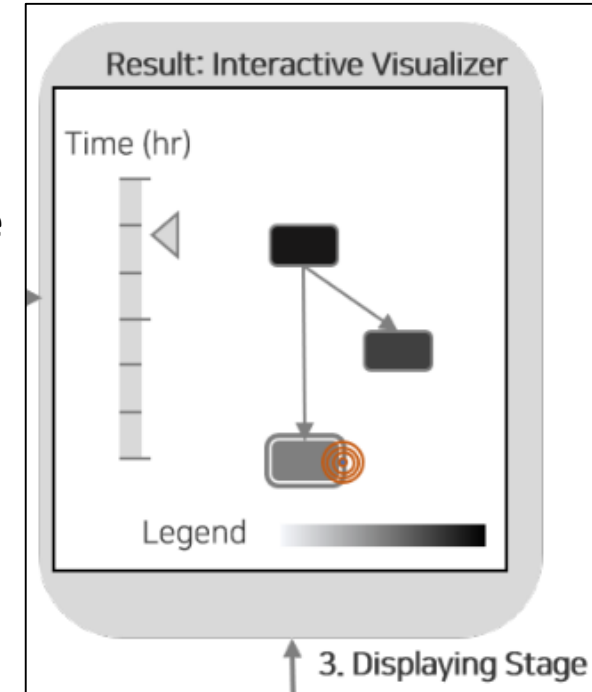


# Visualizer Architecture

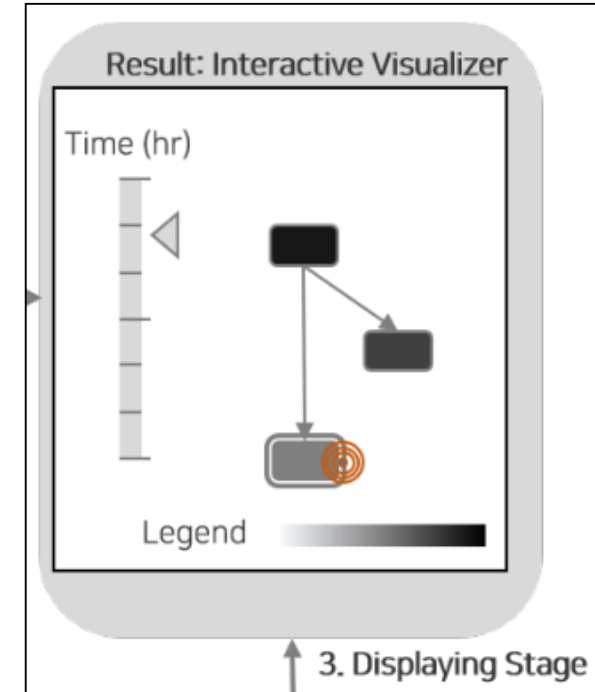


# Visualizer Architecture

## 3. Displaying Stage

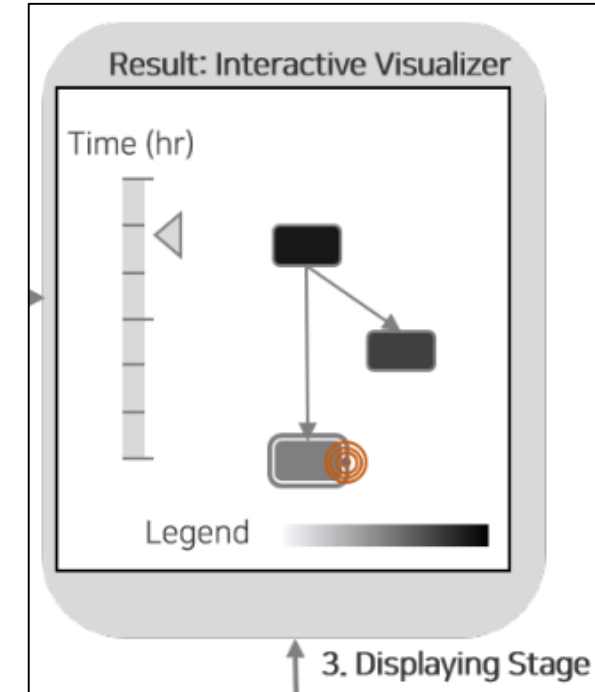


# Visualizing more data



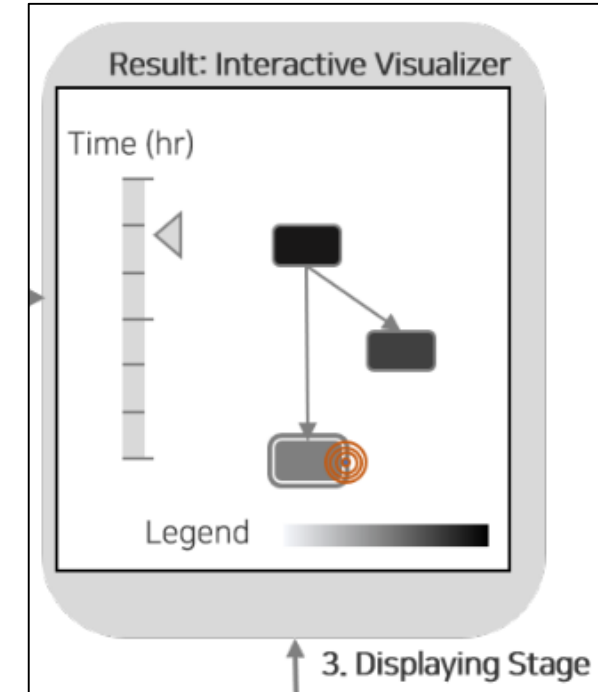
# Visualizing more data

- More info becomes visible on click.



# Visualizing more data

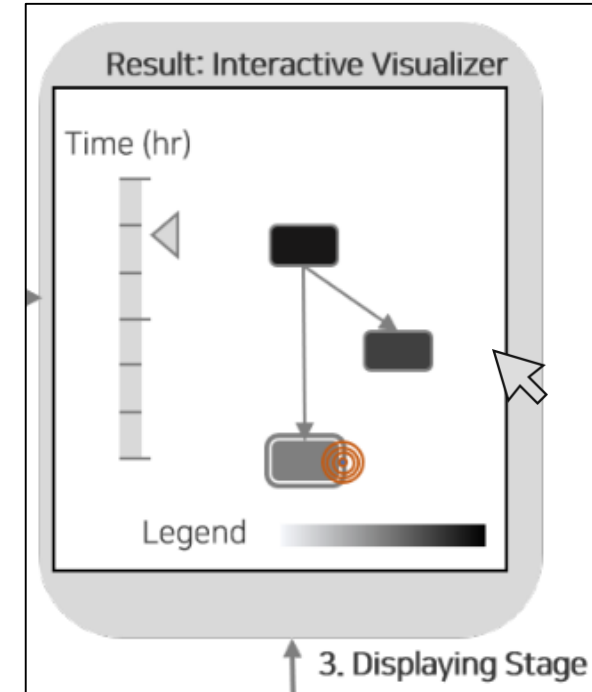
- More info becomes visible on click.





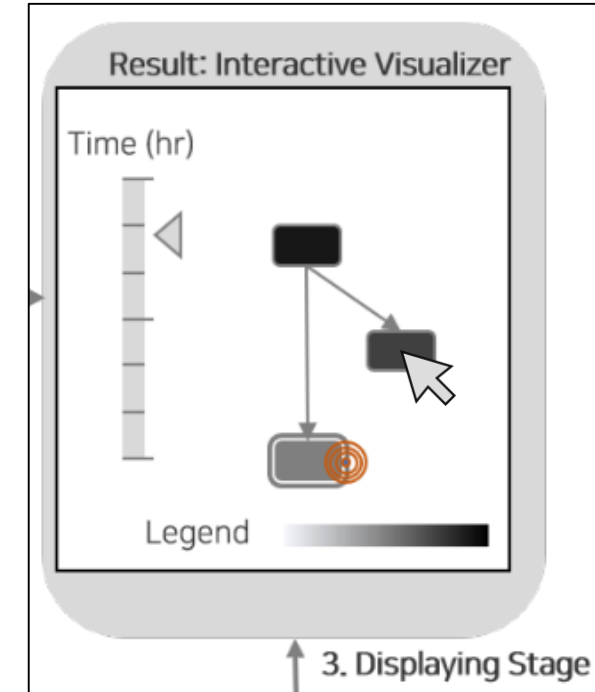
# Visualizing more data

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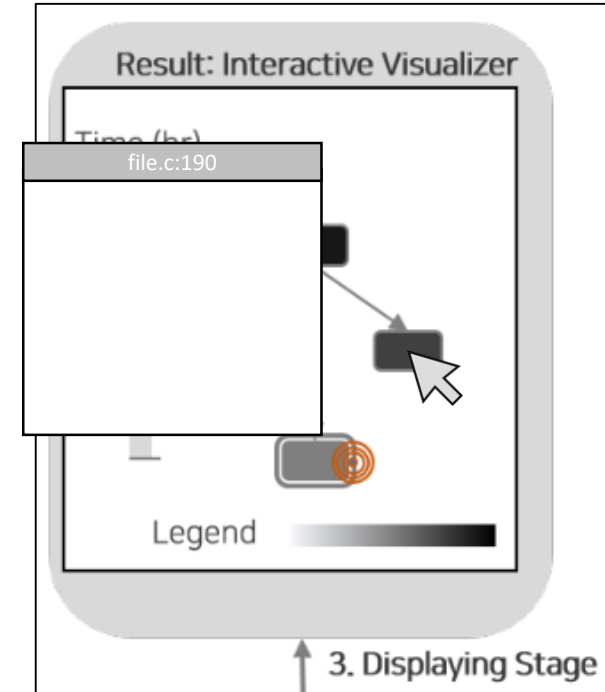
# Visualizing more data

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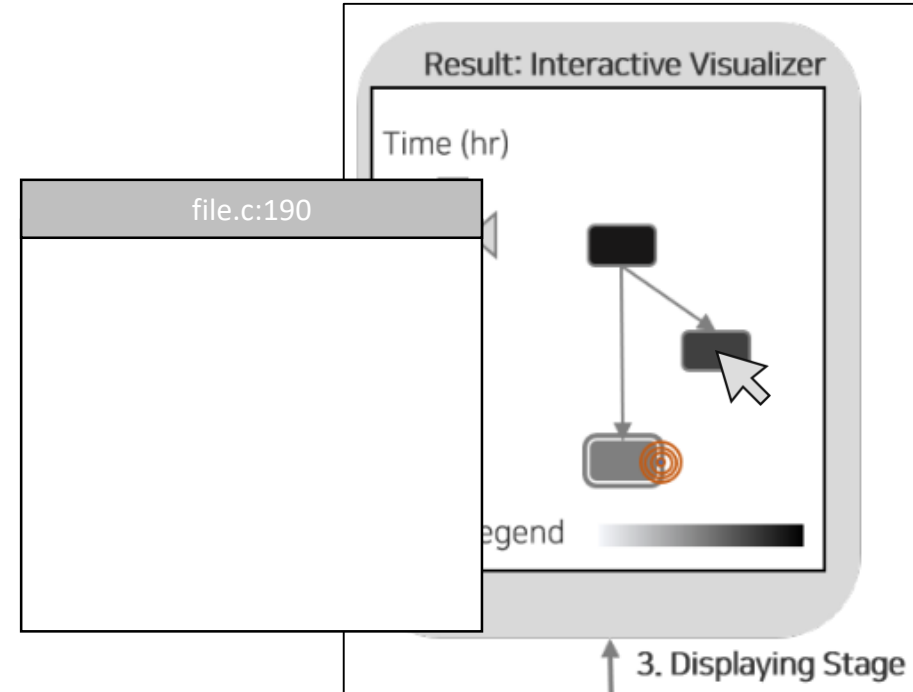
# Visualizing more data

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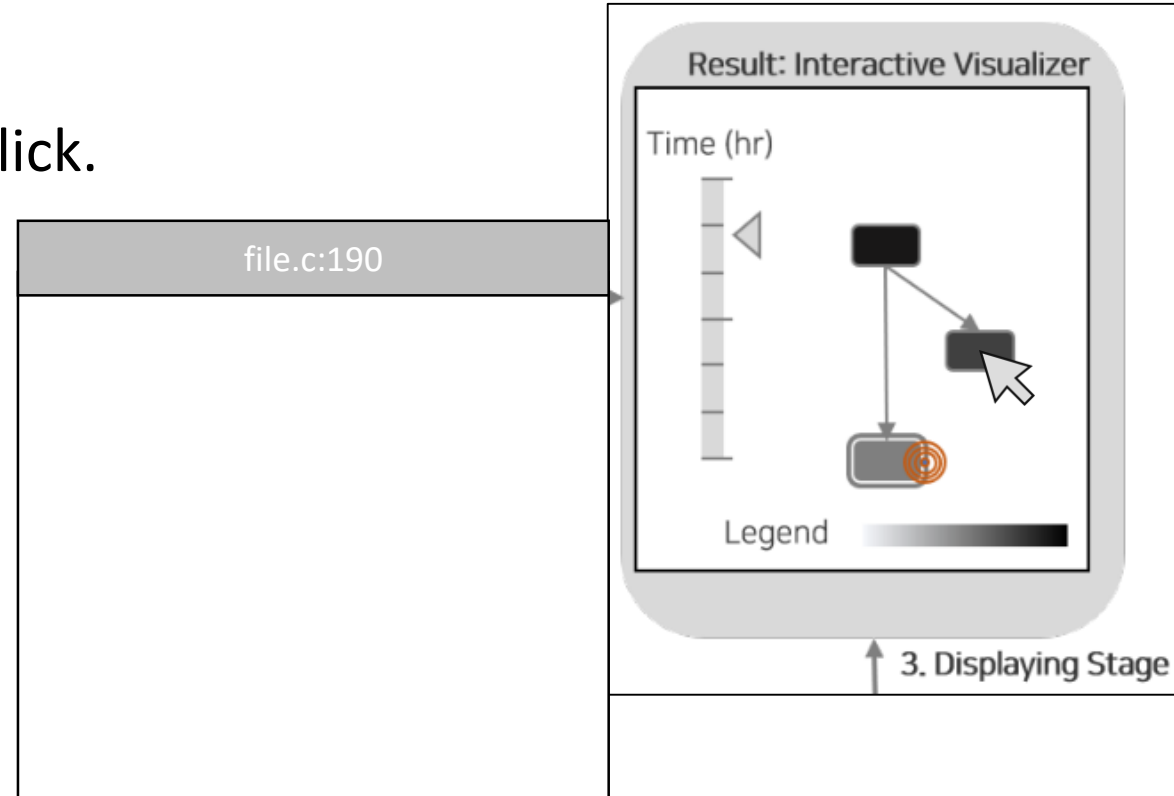
# Visualizing more data

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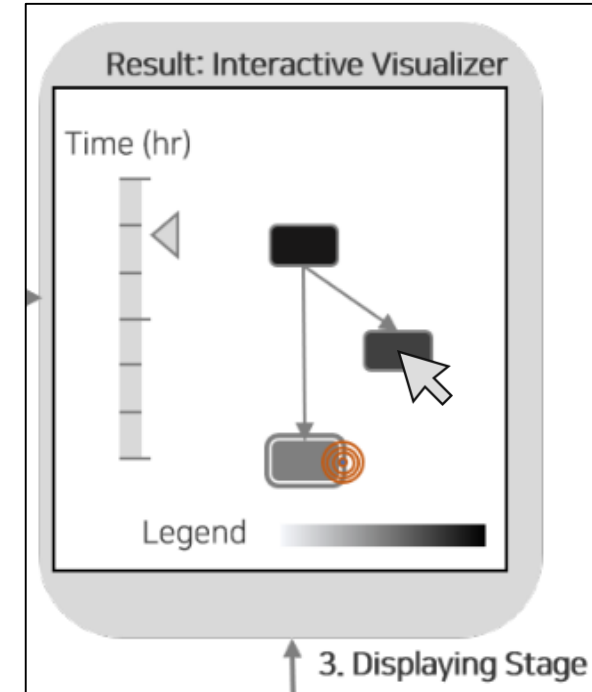
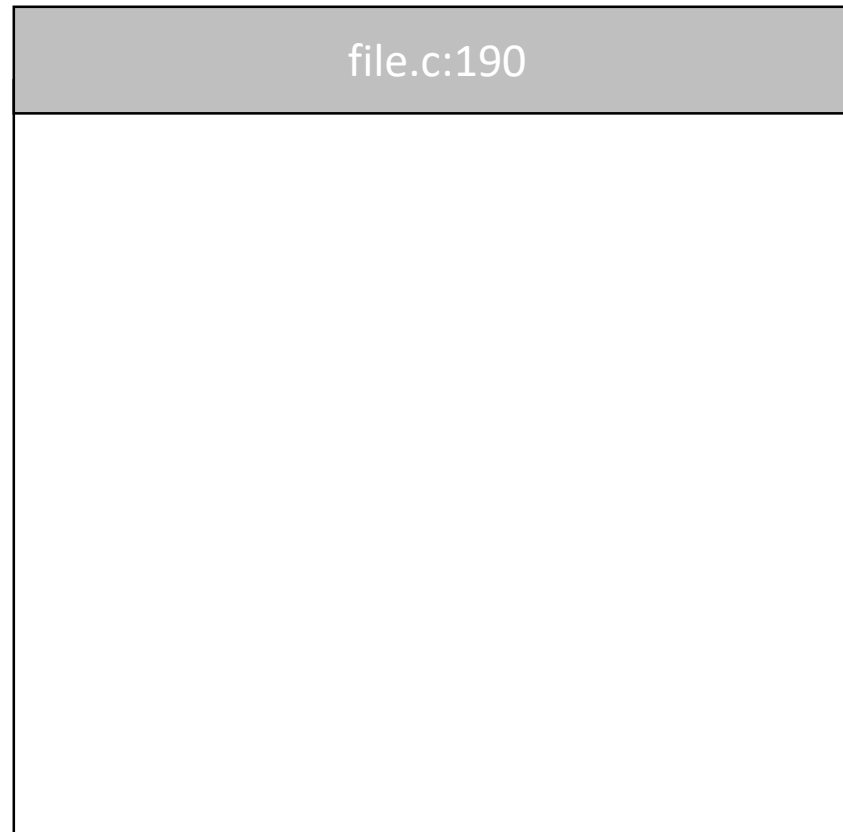
# Visualizing more data

- More info becomes visible on click.



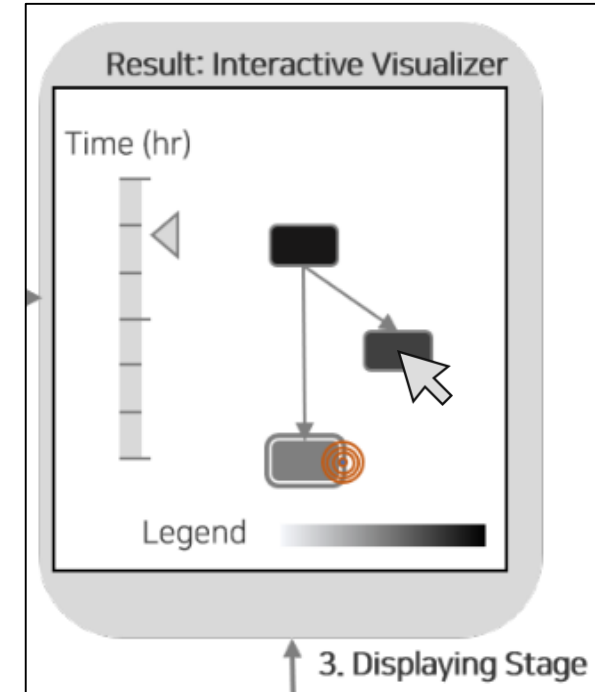
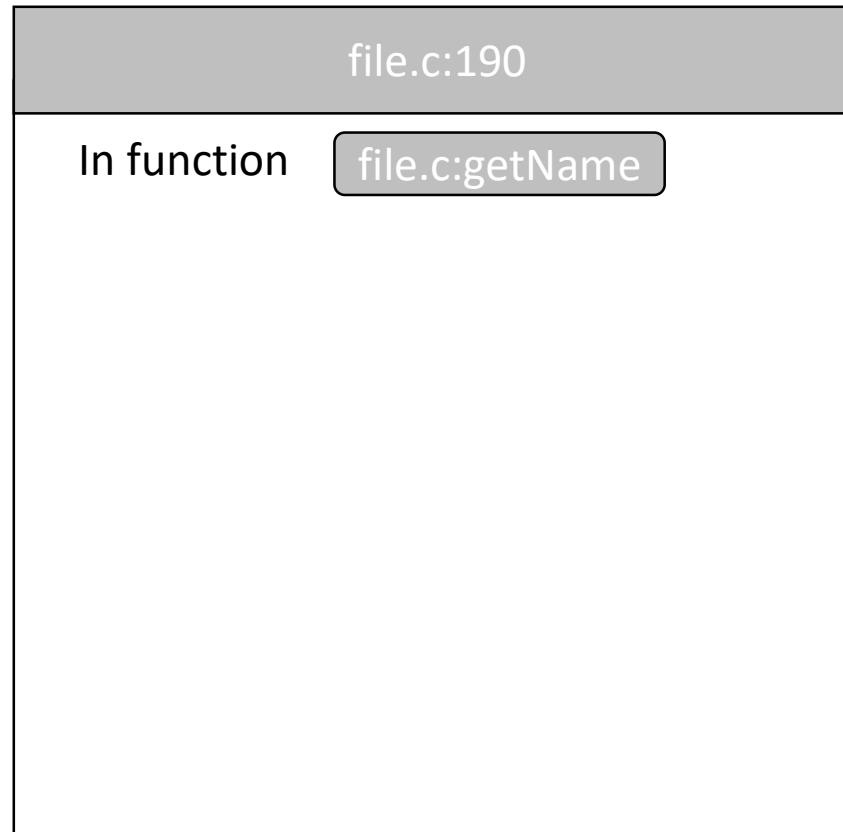
# Visualizing more data

- More info becomes visible on click.



# Visualizing more data

- More info becomes visible on click.
- Function name

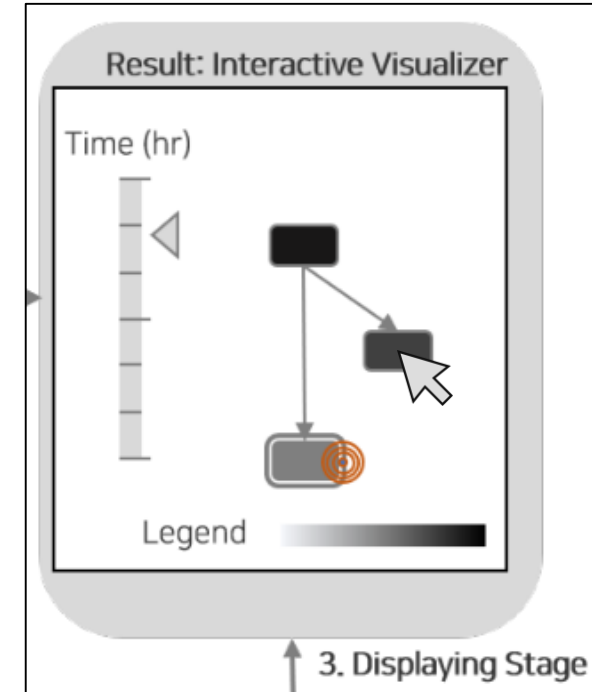
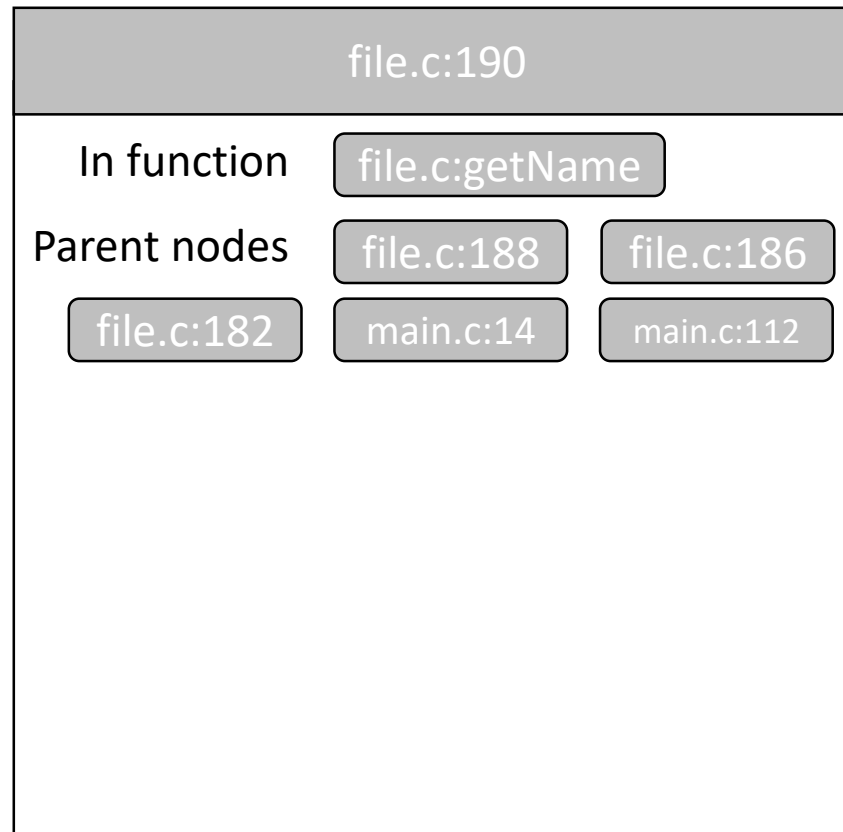


# Visualizing more data

- More info becomes visible on click.

- Function name

- Parent nodes



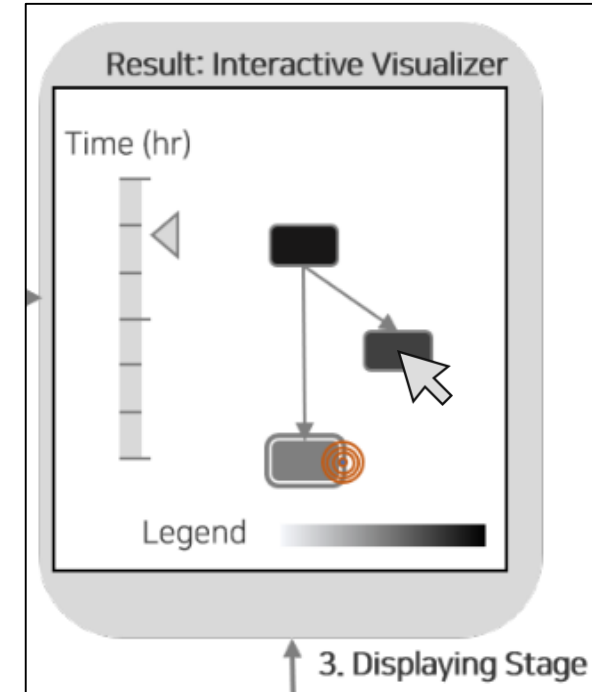
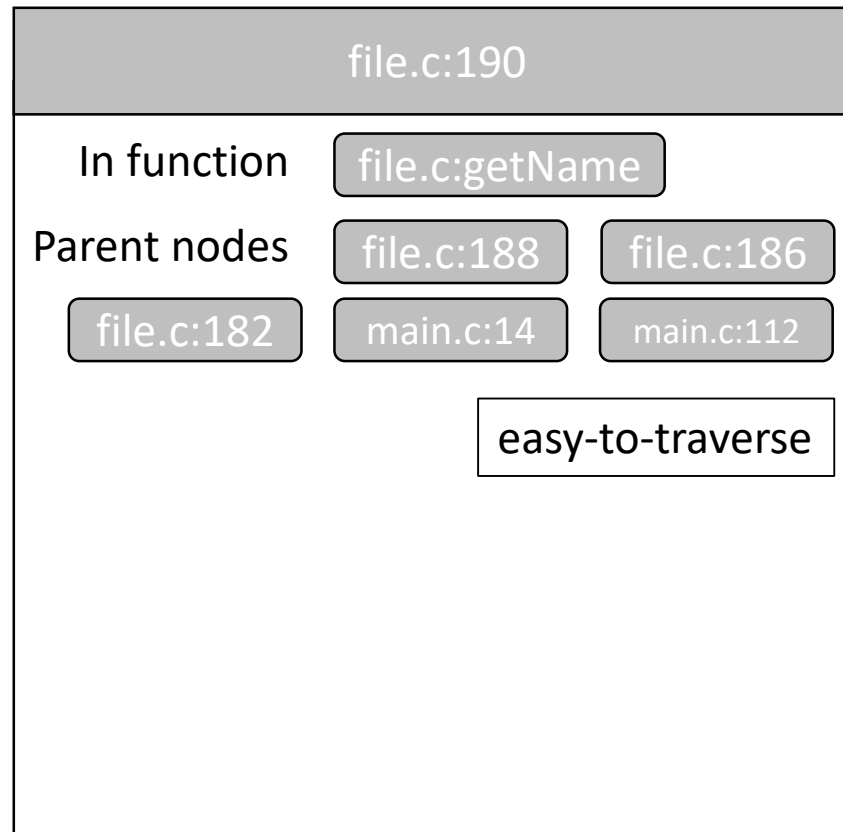


# Visualizing more data

- More info becomes visible on click.

- Function name

- Parent nodes

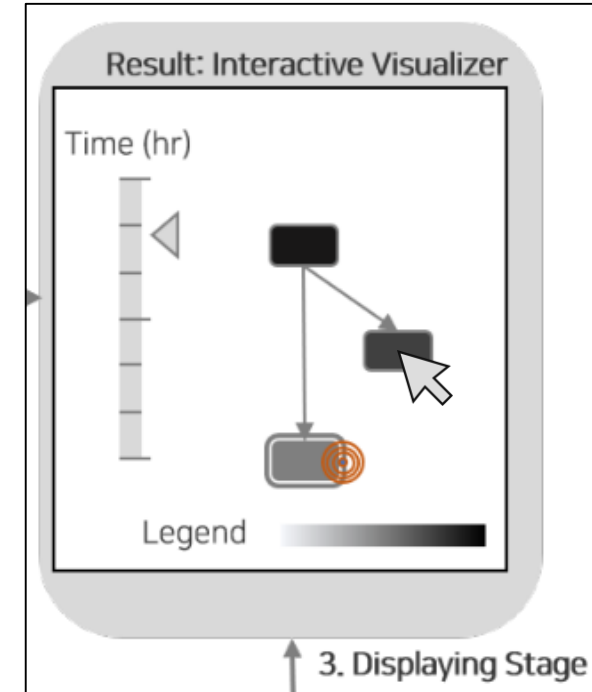
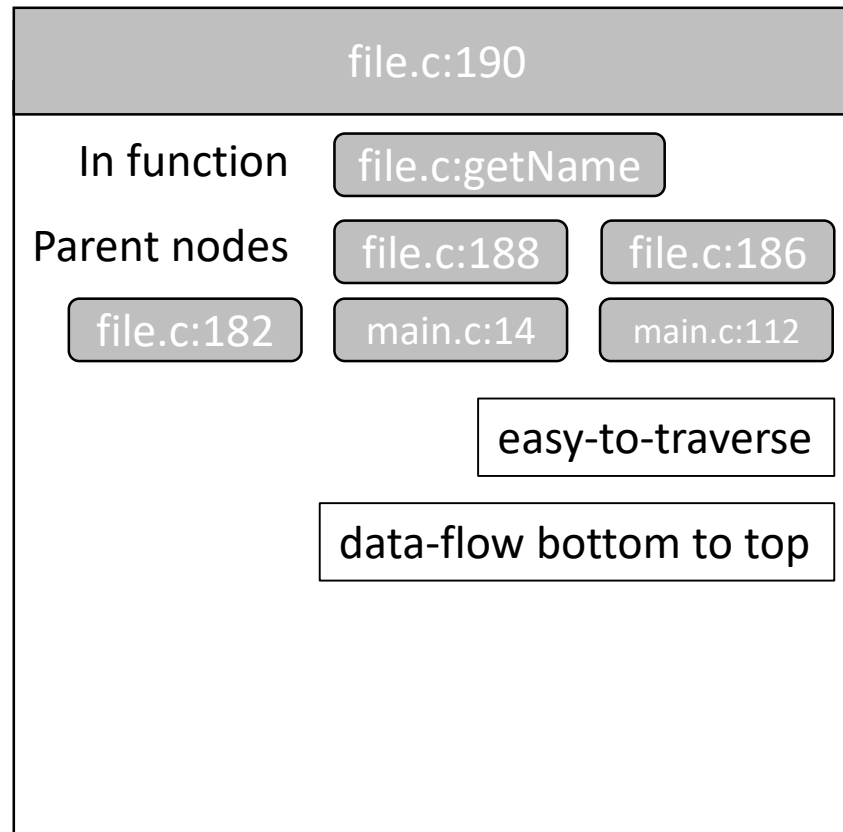


# Visualizing more data

- More info becomes visible on click.

- Function name

- Parent nodes

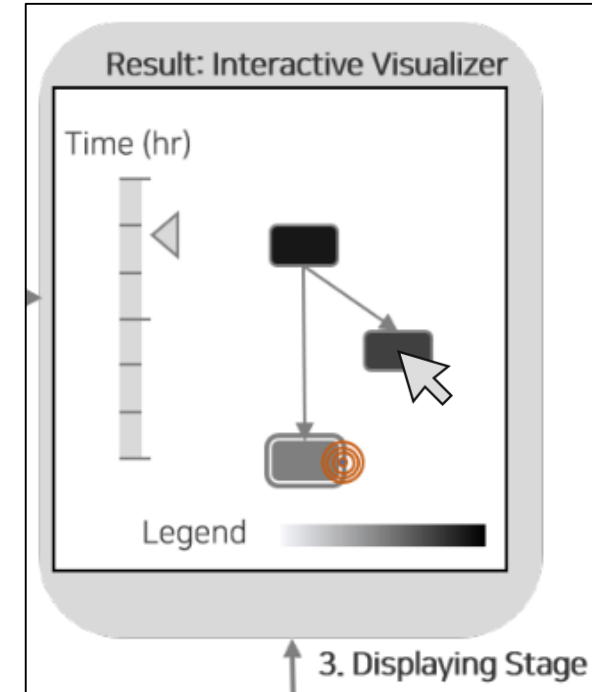
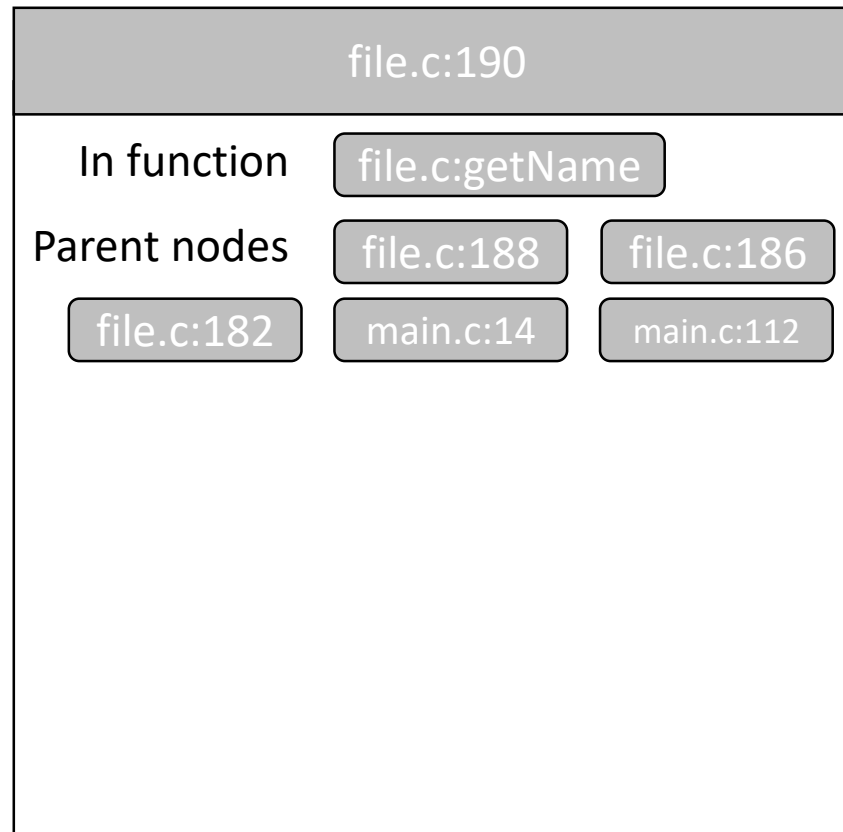


# Visualizing more data

- More info becomes visible on click.

- Function name

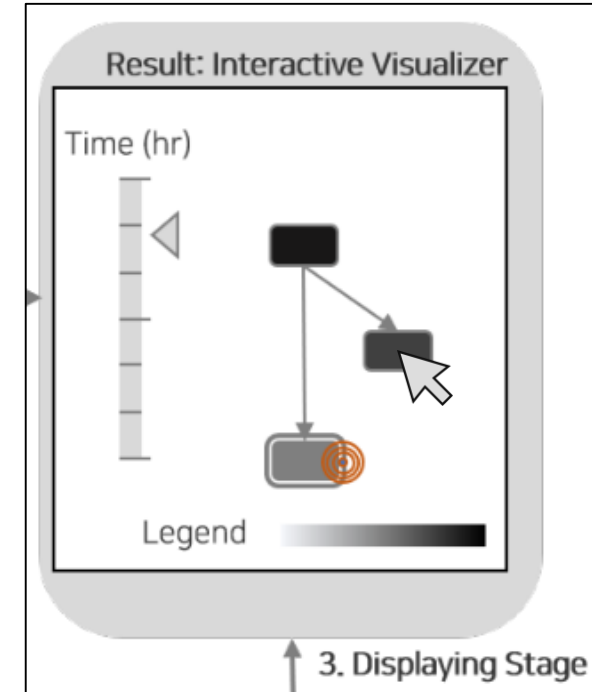
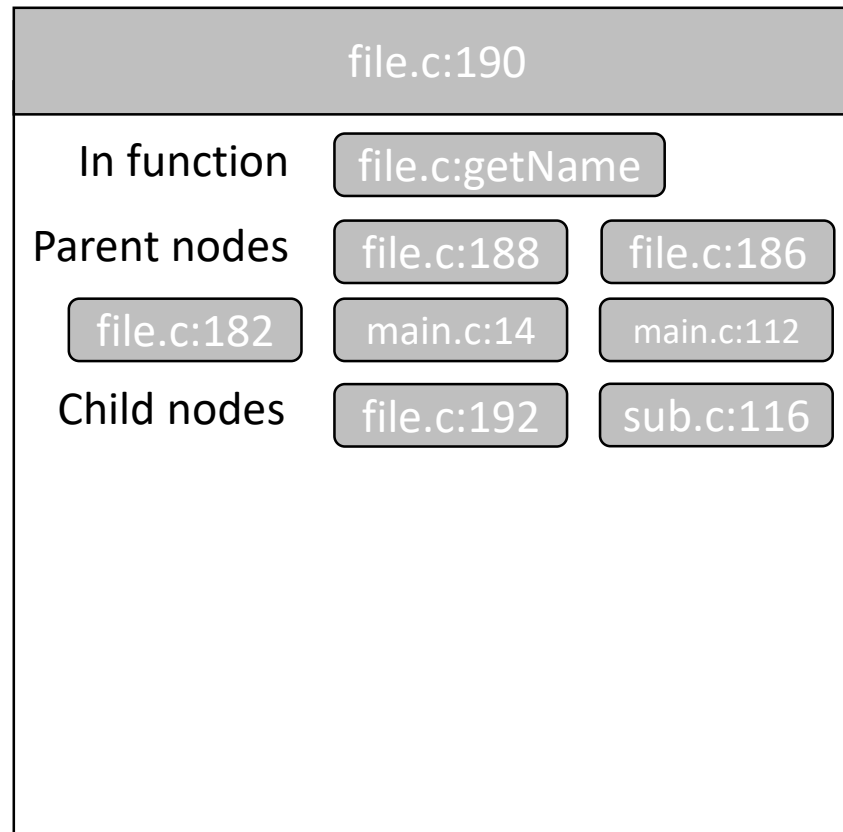
- Parent nodes



# Visualizing more data

- More info becomes visible on click.

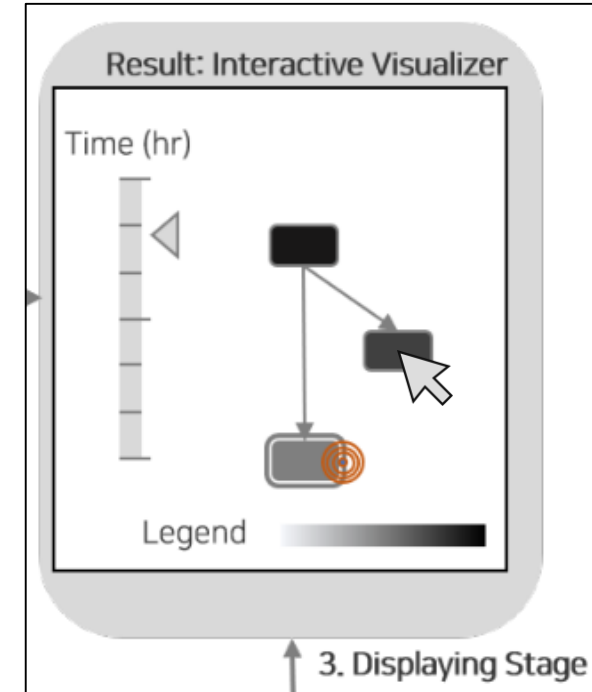
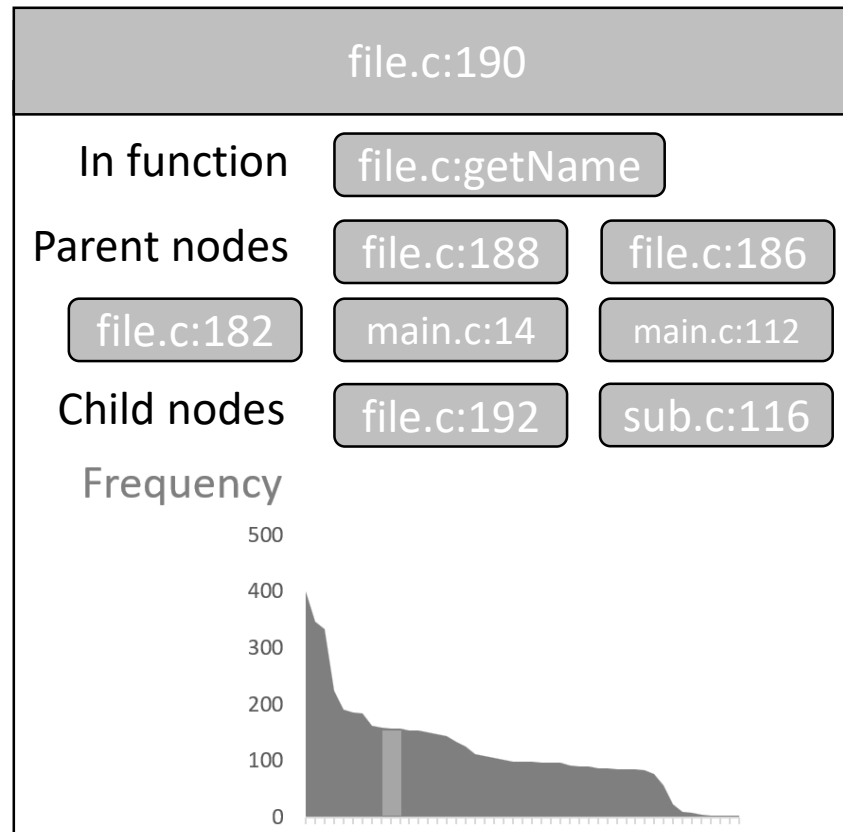
- Function name
- Parent nodes
- Child nodes



# Visualizing more data

- More info becomes visible on click.

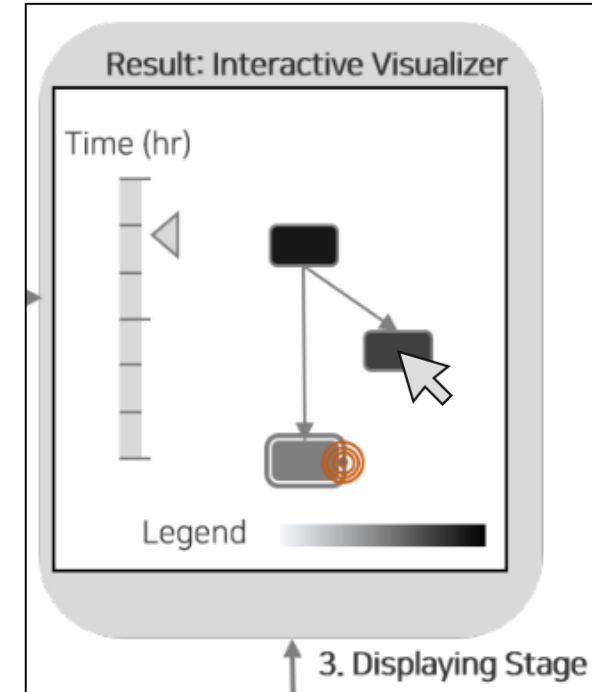
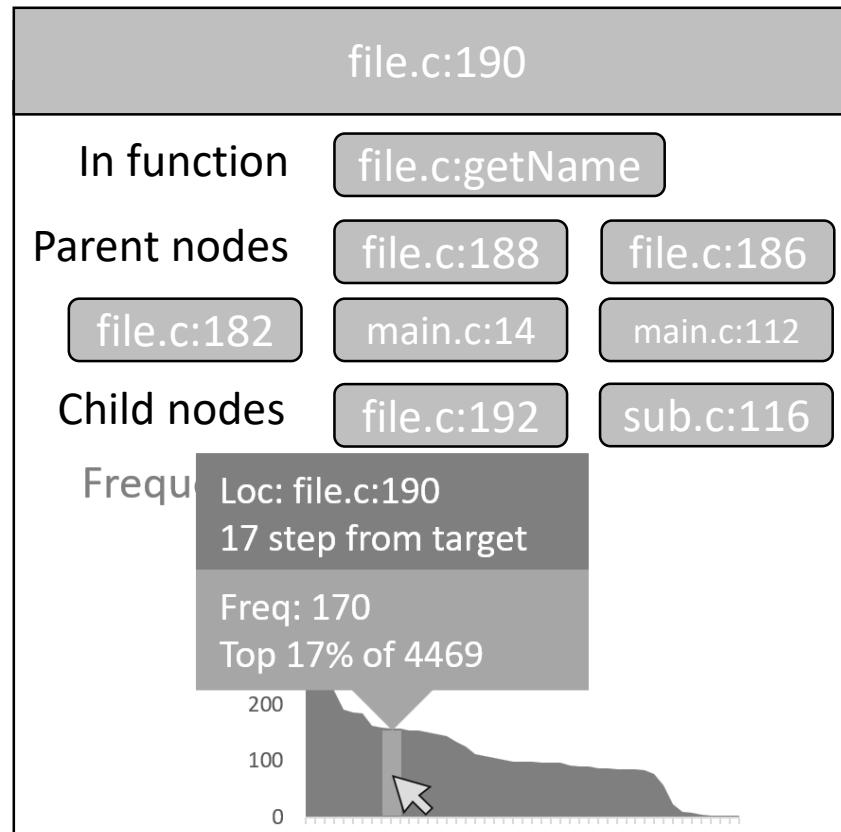
- Function name
- Parent nodes
- Child nodes
- Visit frequency



# Visualizing more data

- More info becomes visible on click.

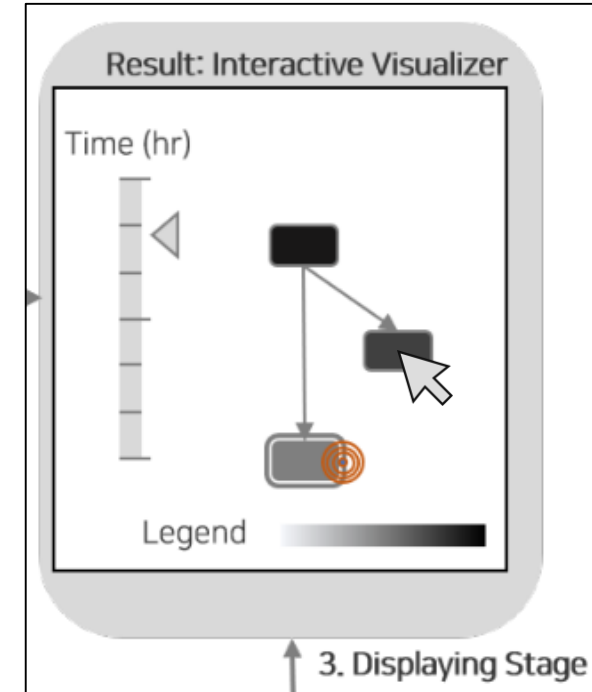
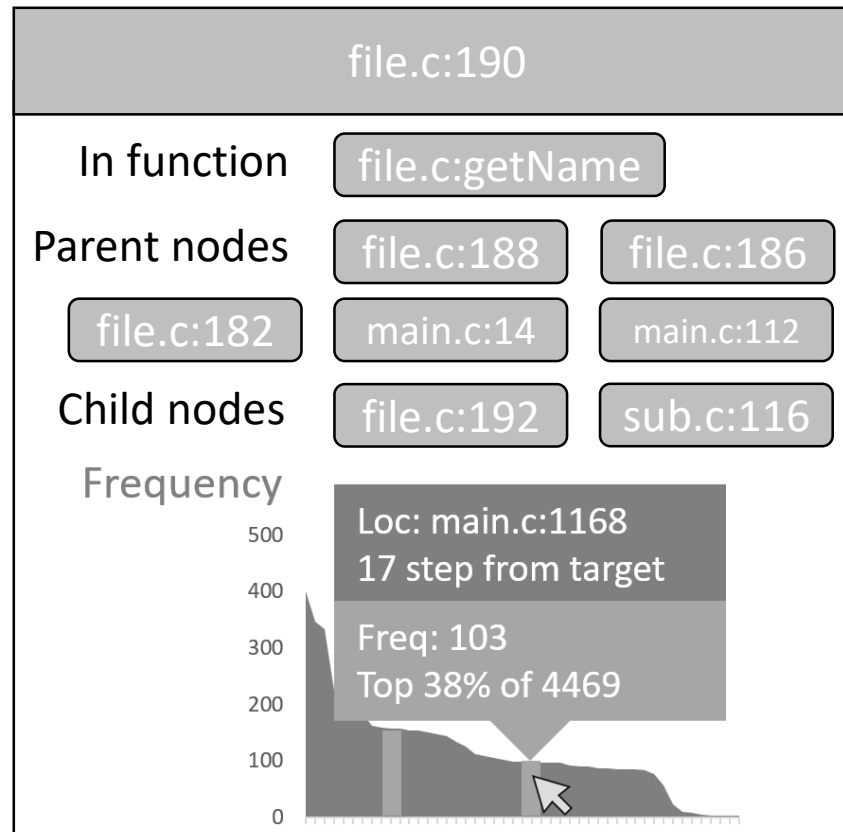
- Function name
- Parent nodes
- Child nodes
- Visit frequency



# Visualizing more data

- More info becomes visible on click.

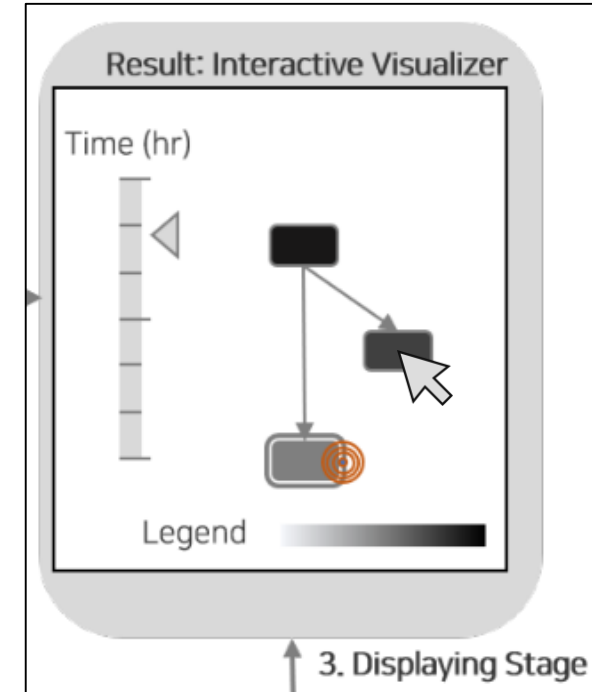
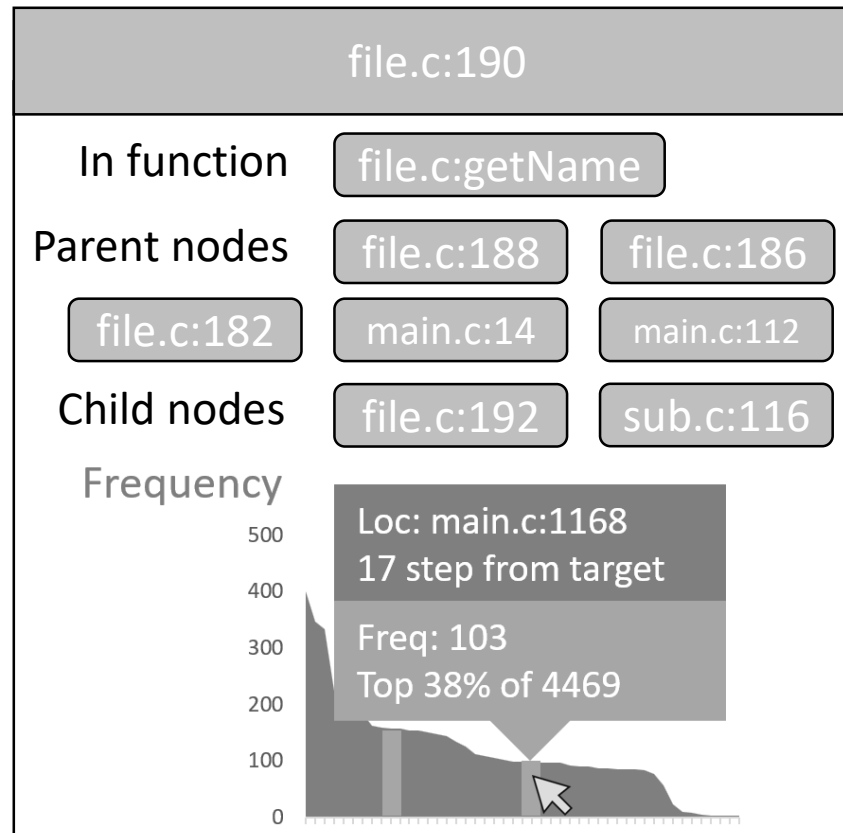
- Function name
- Parent nodes
- Child nodes
- Visit frequency



# Visualizing more data

- More info becomes visible on click.

- Function name
- Parent nodes
- Child nodes
- Visit frequency
- Time-to-reach



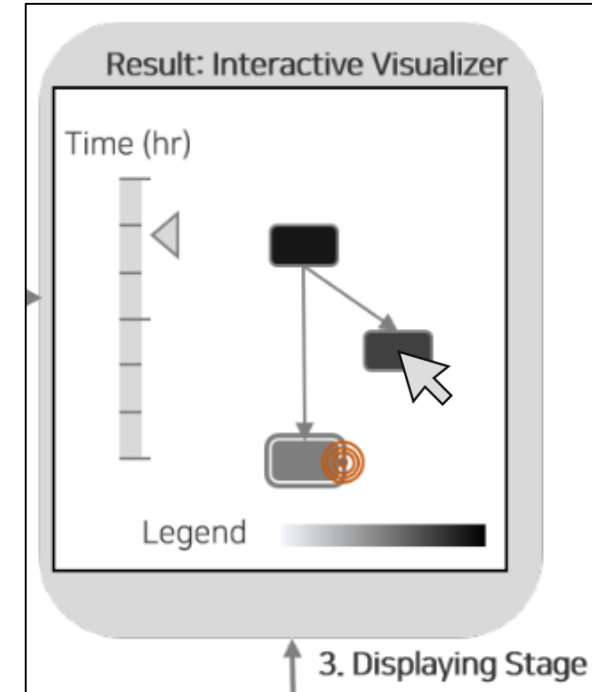
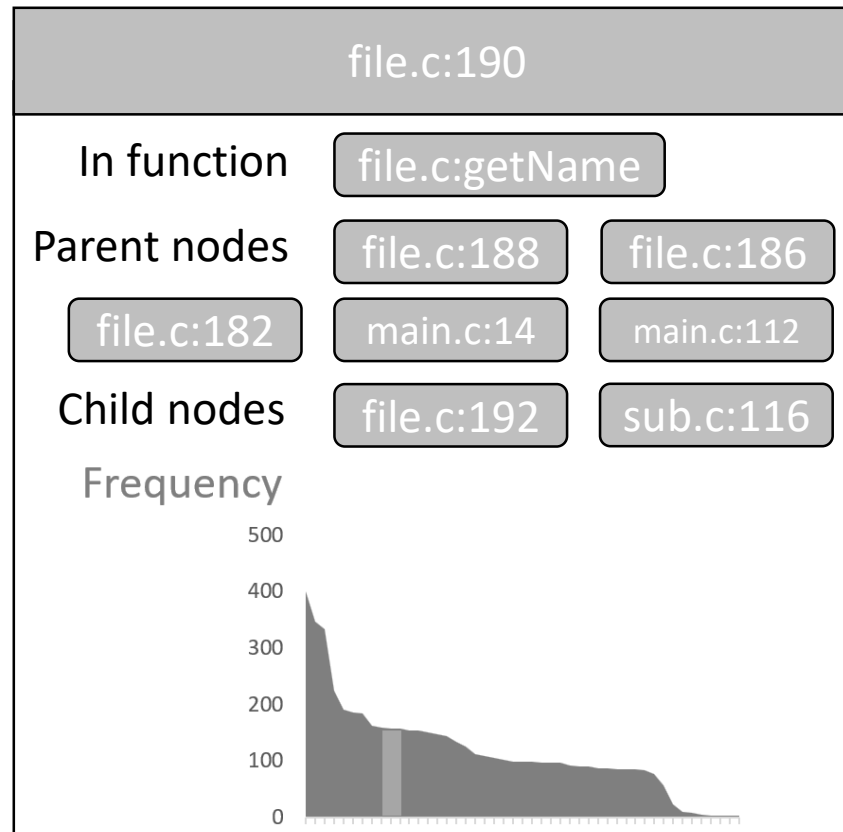


# Visualizing more data

- More info becomes visible on click.

- Function name
- Parent nodes
- Child nodes
- Visit frequency
- Time-to-reach

...



# Impact

# Impact

- TopViz **helps developing** directed fuzzing by..
  - tracking data-flow to target location.

# Impact

- TopViz **helps developing** directed fuzzing by..
  - tracking data-flow to target location.
  - **clear**, interactive frequency chart and parent/child buttons.

# Impact

- TopViz **helps developing** directed fuzzing by..
  - tracking data-flow to target location.
  - **clear**, interactive frequency chart and parent/child buttons.
- TopViz is **first** to aid directed fuzzing research.

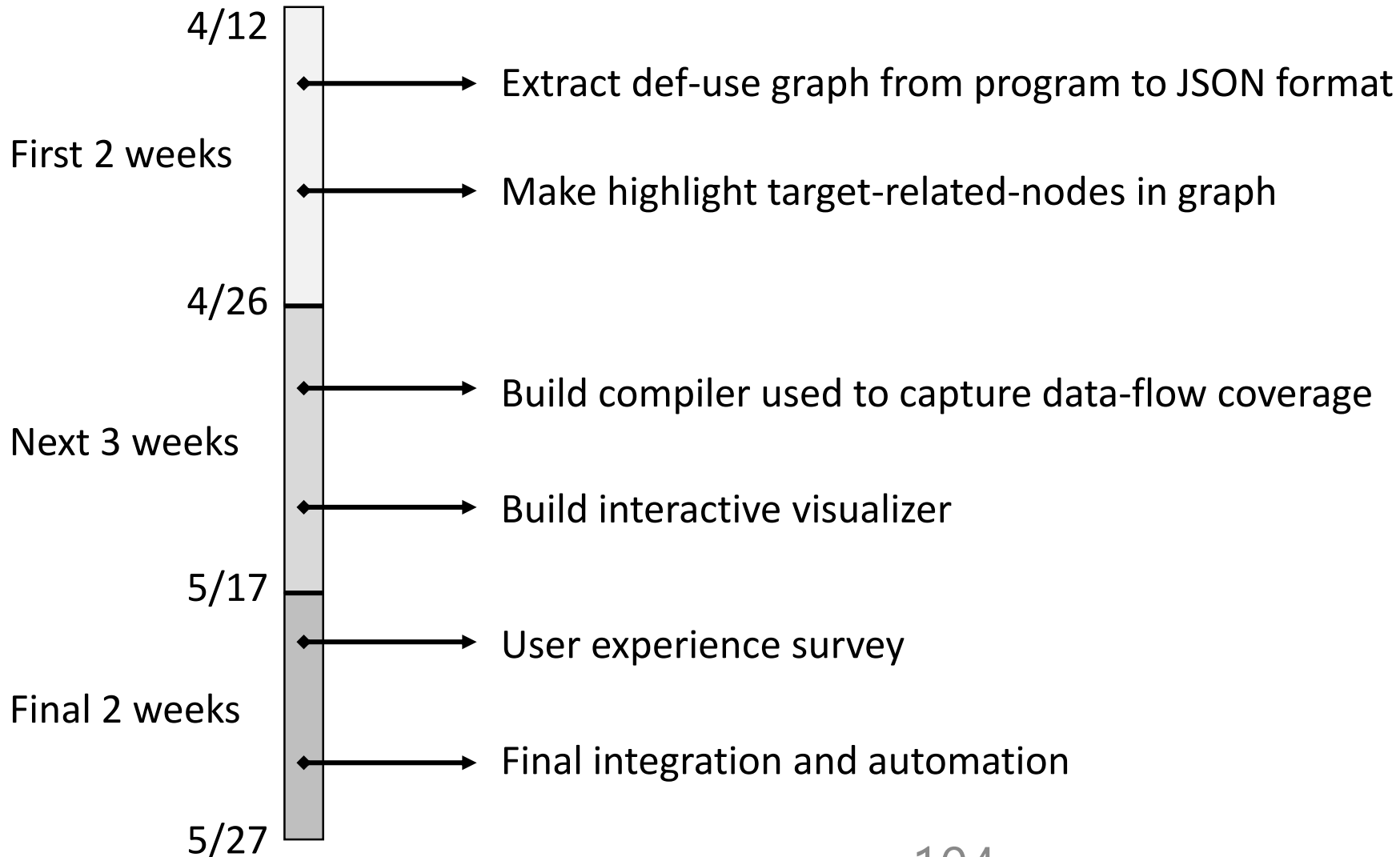
# Impact

- TopViz **helps developing** directed fuzzing by..
  - tracking data-flow to target location.
  - **clear**, interactive frequency chart and parent/child buttons.
- TopViz is **first** to aid directed fuzzing research.
- TopViz is compatible with..
  - **any** fuzzing tools.

# Impact

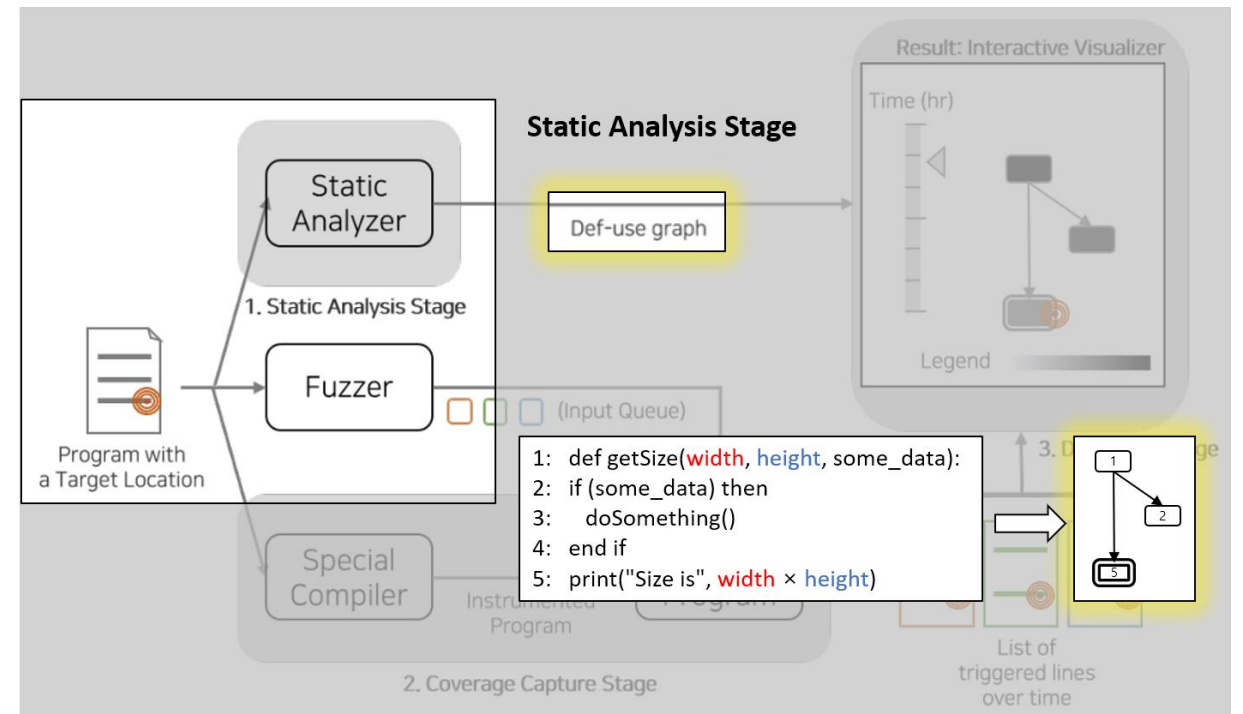
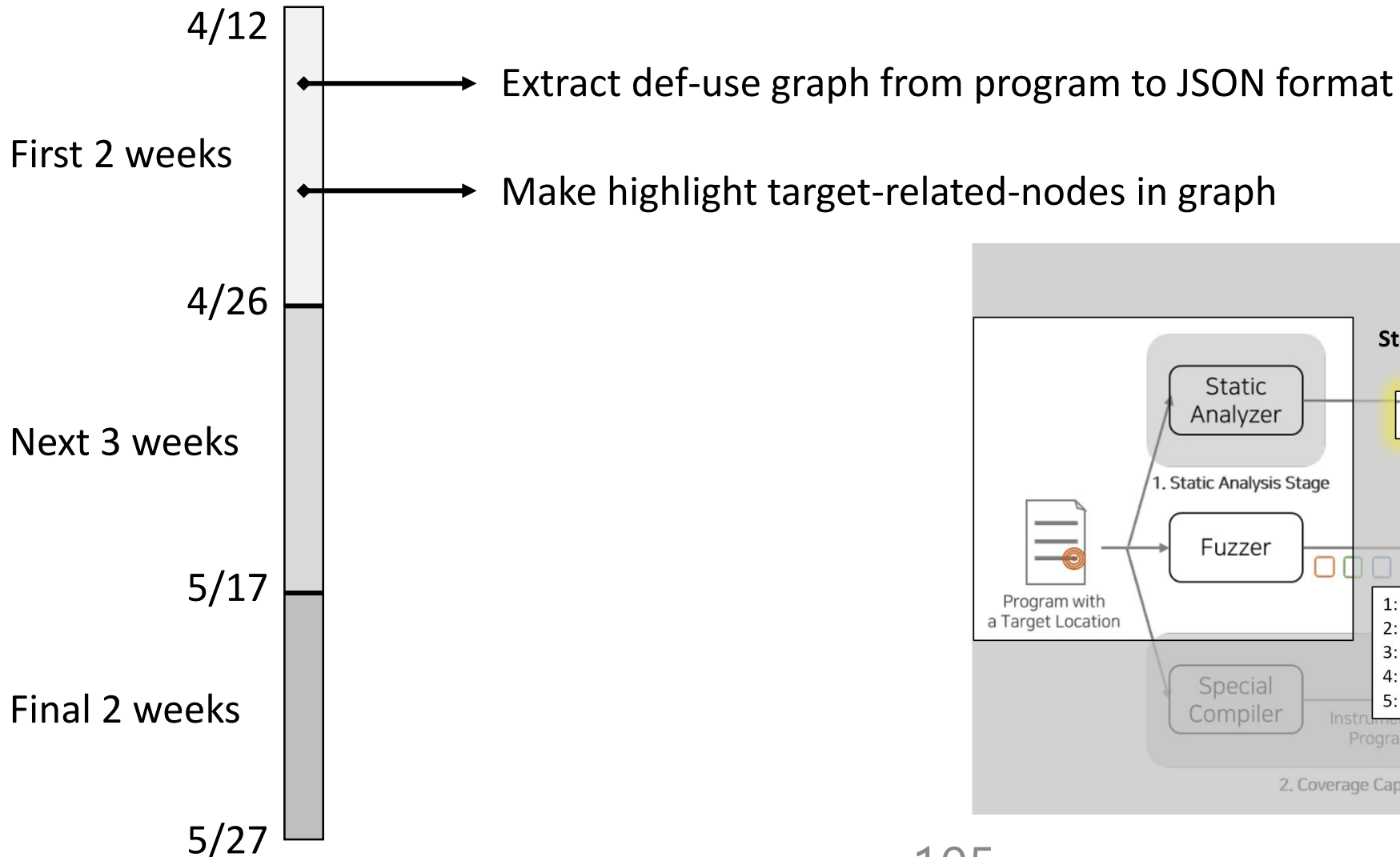
- TopViz **helps developing** directed fuzzing by..
  - tracking data-flow to target location.
  - **clear**, interactive frequency chart and parent/child buttons.
- TopViz is **first** to aid directed fuzzing research.
- TopViz is compatible with..
  - **any** fuzzing tools.
  - **any** target programs with open source code.

# Time table and Milestones





# Time table and Milestones



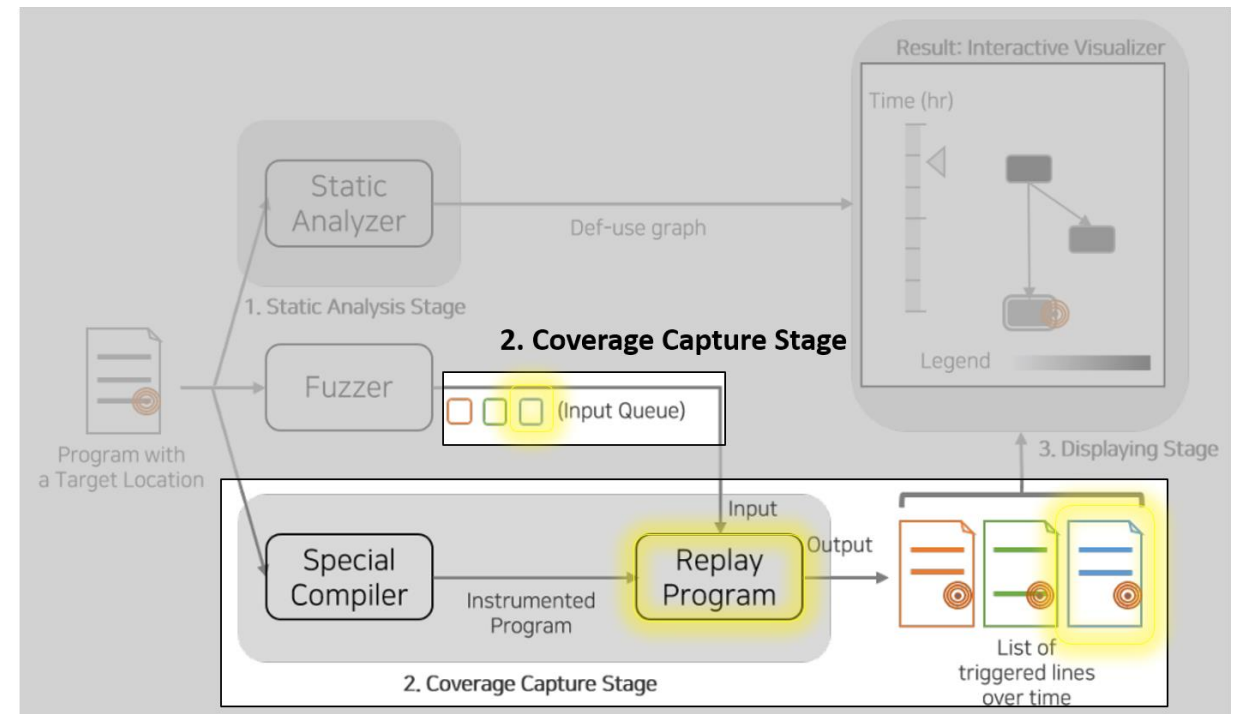
# Time table and Milestones

4/26  
5/17  
5/27

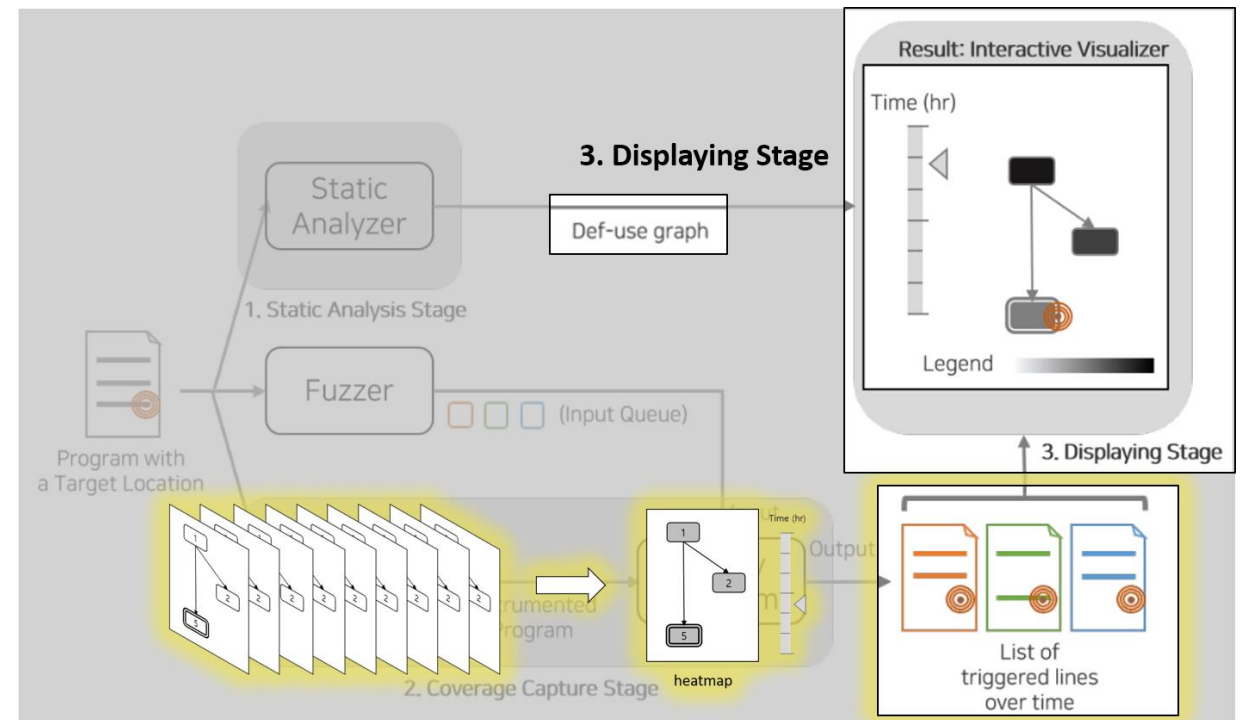
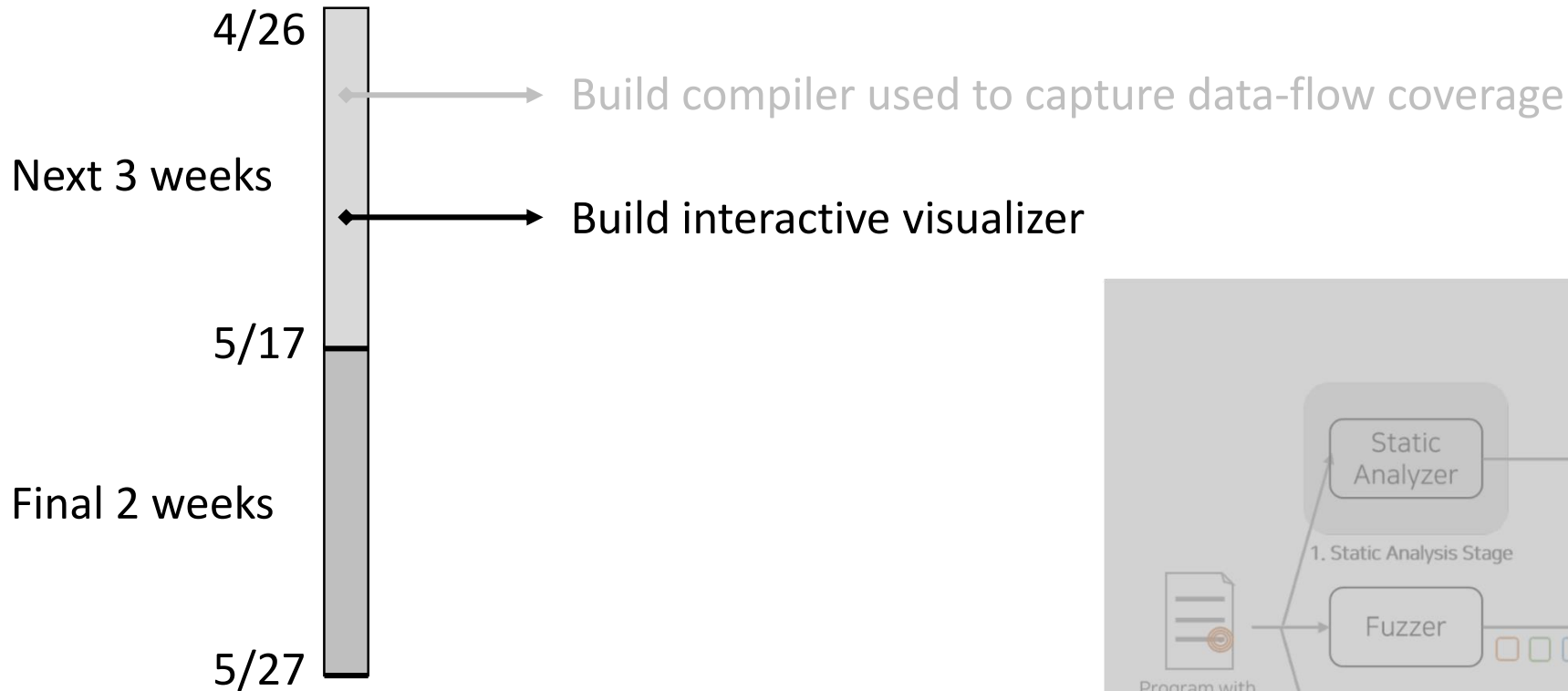
Next 3 weeks

Final 2 weeks

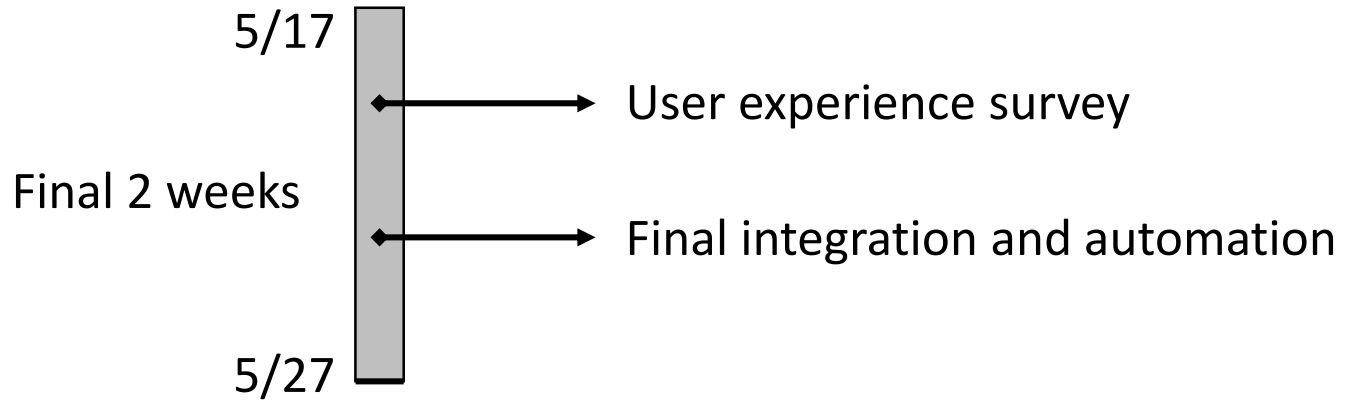
Build compiler used to capture data-flow coverage



# Time table and Milestones



# Time table and Milestones



# Conclusion

- This research builds a brand-new visualization tool, **TopViz**.
- TopViz **helps developing** directed fuzzing by..
  - tracking data-flow to target location.
  - **clear**, interactive frequency chart and parent/child buttons.
- TopViz is **first** to aid directed fuzzing research.
- TopViz is compatible with..
  - **any** fuzzing tools.
  - **any** target programs with open source code.
- TopViz's development will spend 7 weeks, with **user experience survey**.