

定向覆盖模糊测试工具的设计与实现 毕业设计中期检查

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- Background
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Pre-Knowledge Motivation Research Status



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What Fuzzing is?

Defination[1]

- Fuzzing Fuzzing is the execution of the PUT using input(s) sampled from an input space (the "fuzz input space") that protrudes the expected input space of the PUT.
 - PUT: Program Under Test
- Fuzz testing Fuzz testing is the use of fuzzing to test if a PUT violates a correctness policy.
- Fuzzer A fuzzer is a program that performs fuzz testing on a PUT.
- **Bug Oracle** A bug oracle is a program, perhaps as part of a fuzzer, that determines whether a given execution of the PUT violates a specific correctness policy.
- Fuzz Configuration A fuzz configuration of a fuzz algorithm comprises the parameter value(s) that control(s) the fuzz algorithm.
- Seed A seed is a (commonly well-structured) input to the PUT, used to generate test cases by modifying it.



What Fuzzing is?

Fuzz Testing

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```
Input: ℂ, t<sub>limit</sub>

Output: B // a finite set of bugs

B ← Ø

C ← Preprocess(ℂ)

while t<sub>elapsed</sub> < t<sub>limit</sub> ∧ Continue(ℂ) do

conf ← Schedule(ℂ, t<sub>elapsed</sub>, t<sub>limit</sub>)

tcs ← InputGen(conf)

// O<sub>bug</sub> is embedded in a fuzzer

B', execinfos ← InputEval(conf, tcs, O<sub>bug</sub>)

ℂ ← ConfUpdate(ℂ, conf, execinfos)

B ← B ∪ B'
```

- C:a set of fuzz configurations
- t_{limit}: timeout
- B: a set of discovered bugs



```
 \begin{array}{lll} \textbf{Input: } \mathbb{C}, \, t_{limit} \\ \textbf{Output: } \mathbb{B}// \text{ a finite set of bugs} \\ \mathbb{B} &\leftarrow \varnothing \\ \mathbb{2} & \mathbb{C} \leftarrow \textbf{Preprocess}(\mathbb{C}) \\ \textbf{3} & \textbf{while } t_{elapsed} < t_{limit} \land \textbf{Continue}(\mathbb{C}) \textbf{ do} \\ \textbf{4} & & & & & & & \\ & & & & & & \\ \textbf{5} & & & & & \\ \textbf{6} & & & & & \\ \textbf{6} & & & & & \\ \textbf{7} & & & & & \\ \textbf{C} & & & & & \\ \textbf{C} & & & & & \\ \textbf{5} & & & & & \\ \textbf{6} & & & & & \\ \textbf{7} & & & & & \\ \textbf{C} & & & & & \\ \textbf{C} & & & & & \\ \textbf{5} & & & & \\ \textbf{8} & & & & \\ \textbf{B} & & & & \\ \textbf{B} & & & & \\ \textbf{B} & & \\ \textbf{D} & & \\ \textbf{D} & & \\ \textbf{S} & & \\ \textbf{C} & & \\ \textbf{C} & & & \\ \textbf{C} & & \\ \textbf{C
```

Preprocess $(\mathbb{C}) o \mathbb{C}$

- Instrumentation
 - grey-box and white-box fuzzers
 - static/dynamic(INPUTEVAL)
 - Seed Selection
 - weed out potentially redundant configurations
- Seed Trimming
 - reduce the size of seeds
- Preparing a Driver Application
 - library Fuzzing, kernal Fuzzing

9 return B

```
Input: \mathbb{C}, t_{limit} Output: \mathbb{B} // a finite set of bugs 1 \mathbb{B} \leftarrow \emptyset 2 \mathbb{C} \leftarrow \text{Preprocess}(\mathbb{C}) 3 while t_{elapsed} < t_{limit} \land \text{Continue}(\mathbb{C}) do 4 conf \leftarrow \text{Schedule}(\mathbb{C}, t_{elapsed}, t_{limit}) 5 tcs \leftarrow \text{InputGen}(conf) // O_{bug} is embedded in a fuzzer 6 \mathbb{B}', execinfos \leftarrow \text{InputEval}(conf, tcs, O_{bug}) 7 \mathbb{C} \leftarrow \text{ConfUpdate}(\mathbb{C}, conf, execinfos) 8 \mathbb{B} \leftarrow \mathbb{B} \cup \mathbb{B}' 9 return \mathbb{B}
```

Stop Condition

- $t_{elapsed} < t_{limit}$
- CONTINUE (ℂ) → {True, False}
 Determine whether a new fuzz iteration should occur



```
Input: \mathbb{C}, t_{limit} Output: \mathbb{B} // a finite set of bugs 1 \mathbb{B} \leftarrow \varnothing 2 \mathbb{C} \leftarrow \text{Preprocess}(\mathbb{C}) 3 while t_{elapsed} < t_{limit} \land \text{Continue}(\mathbb{C}) do 4 conf \leftarrow \text{Schedule}(\mathbb{C}, t_{elapsed}, t_{limit}) 5 tcs \leftarrow \text{InputGen}(conf) // O_{bug} is embedded in a fuzzer 6 \mathbb{B}', execinfos \leftarrow \text{InputEval}(conf, tcs, O_{bug}) 7 \mathbb{C} \leftarrow \text{ConfUpdate}(\mathbb{C}, conf, execinfos) 8 \mathbb{B} \leftarrow \mathbb{B} \cup \mathbb{B}' 9 return \mathbb{B}
```

Schedule ($\mathbb{C}, t_{elapsed}, t_{limit}$) ightarrow conf

- Function
 - Pick important information(conf)
 - FCS Problem
 - exploration: Spent time on gathering more accurate information on each configuration to inform future decisions
 - exploitation: Spent time on fuzzing the configurations that are currently believed to lead to more favorable outcomes

```
Input: \mathbb{C}, t_{limit} Output: \mathbb{B} // a finite set of bugs 

1 \mathbb{B} \leftarrow \varnothing 
2 \mathbb{C} \leftarrow \text{Preprocess}(\mathbb{C}) 
3 while t_{elapsed} < t_{limit} \land \text{Continue}(\mathbb{C}) do 
4 | conf \leftarrow \text{Schedule}(\mathbb{C}, t_{elapsed}, t_{limit}) 
5 | tcs \leftarrow \text{InputGen}(conf) | // Obug is embedded in a fuzzer 
6 | \mathbb{B}', execinfos \leftarrow \text{InputEval}(conf, tcs, O_{bug}) 
7 | \mathbb{C} \leftarrow \text{ConfUpdate}(\mathbb{C}, conf, execinfos) 
8 | \mathbb{B} \leftarrow \mathbb{B} \cup \mathbb{B}' 
9 return \mathbb{B}
```

```
INPUTGEN (conf)\rightarrow tcs
```

- function
 - Generate testcases
- classification
 - Generation-based(Model-based)
 - Mutation-based(Model-less)
 - White-box Fuzzers: symbolic execution

```
\begin{array}{c} \mathtt{InputEval}\:(\mathtt{conf},\mathtt{tcs},O_{\mathtt{bug}}) \\ \to \mathbb{B}',\mathtt{execinfos} \end{array}
```

- Fuzzing PUT
 - -tcs
 - ™′
- Feedback Information
 - conf, tcs
 - execinfos (tcs,crashes,stack backtrace hash,edge coverage,etc.)

```
    CONFUPDATE (C, conf, execinfos) → C
    Update Fuzz Configuration(distinguishablity)
    Seed Pool Update
    B ∪ B' → B
```

- Update Bugs Set

9 return B

stop condition

- t_{elapsed} < t_{limit}
- CONTINUE (ℂ) → {True, False}
 Determine whether a new fuzz iteration should occur



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The amount of collected information defines the color of a fuzzer[1].

- program instrumentation
 - static
 - dynamic
- processor traces
- system call usage
- etc.

Program Instrumentation

- Static
 - source code
 - intermediate code
 - binary-level
- Dynamic

Program Instrumentation

- Static
- Dynamic
 - dynamically-linked libraries
 - execution feedback: branch coverage, new path, etc.
 - race condition bugs: thread scheduling



Classification of Fuzzing

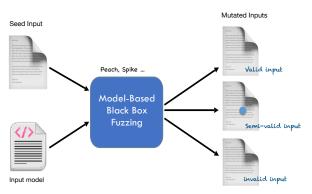
- Black-box Fuzzing
 - no program analysis, no feedback
- White-box Fuzzing
 - mostly program analysis
- Grey-box Fuzzing
 - no program analysis, but feedback



Black-box Fuzzing

Defination: techniques that do not see the internals of the PUT, and can observe only the input/output behavior of the PUT, treating it as a black-box[1].

-No program analysis, no feedback





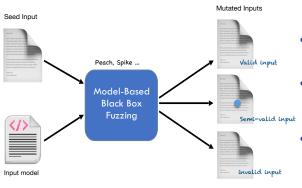


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Black-box Fuzzing

Defination: techniques that do not see the internals of the PUT, and can observe only the input/output behavior of the PUT, treating it as a black-box[1].

- No program analysis, no feedback



- You have no view of the PUT,but have some view of the input/output domain
- Fuzzing congfigurations are not changed according to some feedback - some fuzzer may add the testcases to seed pool
- Not effective

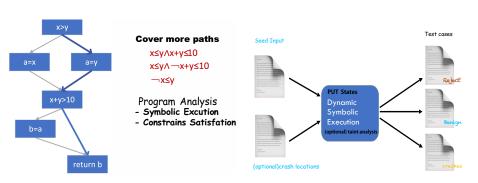




White-box Fuzzing

Defination: techniques that generates test cases by analyzing the internals of the PUT and the information gathered when executing the PUT[1].

- Requires heavy-weight program analysis and constraint solving.



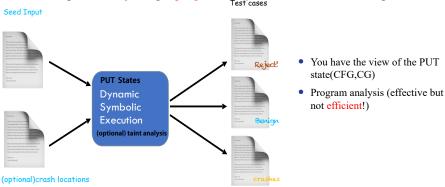




White-box Fuzzing

Defination: techniques that generates test cases by analyzing the internals of the PUT and the information gathered when executing the PUT[1].

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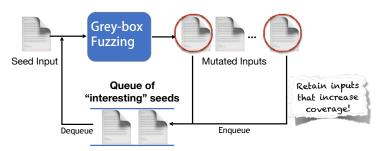




Grey-box Fuzzing

Defination: techniques that can obtain *some* information internal to the PUT and/or its executions to generates test cases[1].

- Uses only lightweight instrumentation to glean some program structure
- And coverage feedback





Background

Grey-box Fuzzing is frequently used

- State-of-the-art in automated vulnerability detection
- Extremely efficient coverage-based input generation
 - All program analysis before/at instrumentation time.
 - Start with a seed corpus, choose a seed file, fuzz it.
 - Add to corpus only if new input increases coverage.



Why Directed Grey-box Fuzzing?

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Why Directed Grey-Box Fuzz?

• 大家都会 LATEX, 好多学校都有自己的 Beamer 主题





Why Directed Grey-Box Fuzz?

- 大家都会 LATeX, 好多学校都有自己的 Beamer 主题
- 中文支持请选择 XelATFX 编译选项





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[1] MANÈS V J, HAN H, HAN C, et al. The art, science, and engineering of fuzzing: A survey[J]. IEEE Transactions on Software Engineering, 2019, 47(11): 2312–2331.



Thanks!