

# 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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# 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

**Input:**  $\mathbb{C}, t_{\text{limit}}$

**Output:**  $\mathbb{B}$  // a finite set of bugs

```

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

# Fuzzing Algorithm

```

1  Input:  $\mathbb{C}, t_{\text{limit}}$ 
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11      $\mathbb{B} \leftarrow \mathbb{B} \cup \mathbb{B}'$ 
12 return  $\mathbb{B}$ 

```

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

# Fuzzing Algorithm

```

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```

PREPROCESS ( $\mathbb{C}$ )  $\rightarrow \mathbb{C}$

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



# Fuzzing Algorithm

```

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10 return  $\mathbb{B}$ 

```

## Stop Condition

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

# Fuzzing Algorithm

```

Input:  $\mathbb{C}, t_{\text{limit}}$ 
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9 return  $\mathbb{B}$ 

```

SCHEDULE( $\mathbb{C}, t_{\text{elapsed}}, t_{\text{limit}}$ )  $\rightarrow$  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

# Fuzzing Algorithm

```

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```

$\text{INPUTGEN}(\text{conf}) \rightarrow tcs$

- **function**
  - Generate testcases
- **classification**
  - Generation-based(*Model-based*)
  - Mutation-based(*Model-less*)

# Fuzzing Algorithm

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```

INPUTEVAL ( $\text{conf}, \text{tcs}, O_{\text{bug}}$ )  
 $\rightarrow \mathbb{B}', \text{execinfos}$

- **Fuzzing PUT**

- tcs
- $\mathbb{B}'$

- **Feedback Information**

- conf, tcs
- execinfos (tcs, crashes, stack  
backtrace hash, edge coverage, etc.)

# Fuzzing Algorithm

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Output:  $\mathbb{B}$  // a finite set of bugs

```

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```

- $\text{CONFUPDATE}(\mathbb{C}, \text{conf}, \text{execinfos}) \rightarrow \mathbb{C}$   
- Update Fuzz Configuration(distinguishability)  
- Seed Pool Update
- $\mathbb{B} \cup \mathbb{B}' \rightarrow \mathbb{B}$   
- Update Bugs Set

# Fuzzing Algorithm

```

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# Why Grey-box Fuzzing ?

## 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

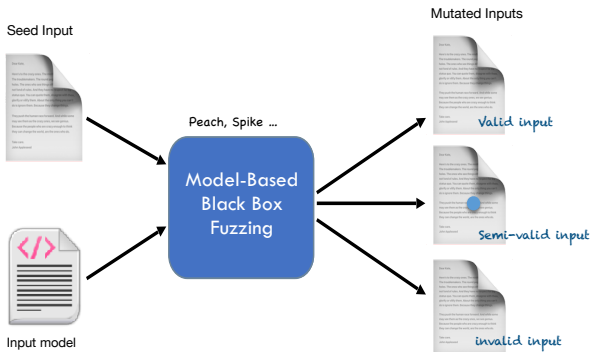


# Why Grey-box Fuzzing ?

- Black-box Fuzzing

**Definition:** 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**

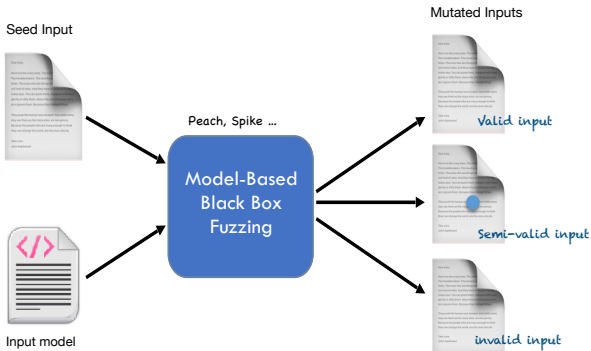


# Why Grey-box Fuzzing ?

- Black-box Fuzzing

**Definition:** 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].

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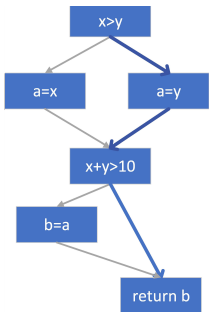
- You have no view of the PUT, but have some view of the input/output domain
- Fuzzing process is not changed according to some feedback
- Random mutated (not **effective**)

# Why Grey-box Fuzzing ?

## • White-box Fuzzing

**Definition:** 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.



### Cover more paths

$x \leq y \wedge x + y \leq 10$

$x \leq y \wedge \neg x + y \leq 10$

$\neg x \leq y$

### Static Analysis

- Symbolic Execution
- Constrains Satisfaction iterative algorithm

### Seed Input



(optional) crash locations

PUT States  
Dynamic  
Symbolic  
Execution  
(optional) taint analysis

### Test cases



# Why Grey-box Fuzzing ?

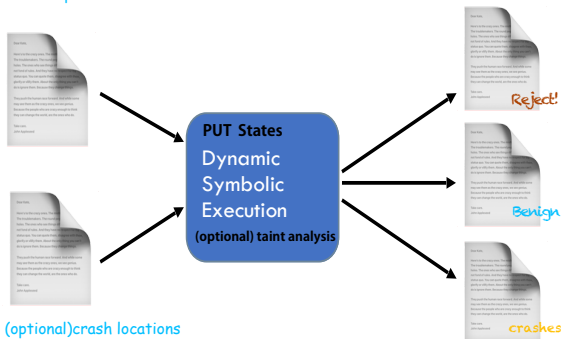
## • White-box Fuzzing

**Definition:** 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.

Test cases

Seed Input



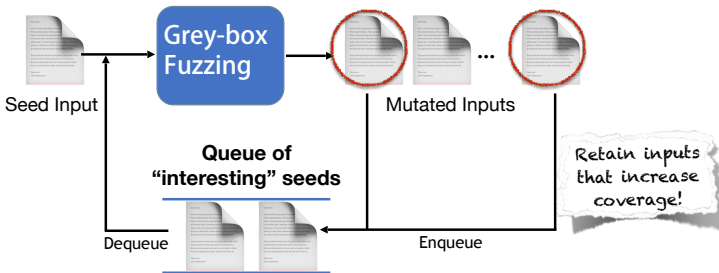
- You have the view of the PUT state(CFG,CG)
- Static analysis (effective but not **efficient!**)

## Why Grey-box Fuzzing ?

- Grey-box Fuzzing

**Definition:** 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**



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# Why Directed Grey-Box Fuzz?

- 大家都会  $\text{\LaTeX}$ ，好多学校都有自己的 Beamer 主题

# Why Directed Grey-Box Fuzz?

- 大家都会  $\text{\LaTeX}$ ，好多学校都有自己的 Beamer 主题
- 中文支持请选择  $\text{\XeLaTeX}$  编译选项



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- 有一些  $\text{\LaTeX}$  自带的
- 有一些 Tsinghua 的
- 本模板来源于 THU Beamer Theme
- 但是最初的 [link](#) [2] 已经失效了
- 这是原作者在 16-17 年做的一些 ppt: [戳我](#)

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# 这一份主题与原始的 THU Beamer Theme 区别在于

- 顶栏的小点变成一行而不是多行
- 中文采用楷书
- 修改了主题色为南邮校徽颜色
- 参考文献格式按照毕设标准进行了修改
- 更多该模板的功能可以参考  
<https://www.latexstudio.net/archives/4051.html>
- 下面列举出了一些 Beamer 的用法，部分节选自  
<https://tuna.moe/event/2018/latex/>

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# Why Beamer

- $\text{\LaTeX}$  广泛用于学术界，期刊会议论文模板

Microsoft® Word	$\text{\LaTeX}$
文字处理工具	专业排版软件
容易上手，简单直观	容易上手
所见即所得	所见即所想，所想即所得
高级功能不易掌握	进阶难，但一般用不到
处理长文档需要丰富经验	和短文档处理基本无异
花费大量时间调格式	无需担心格式，专心作者内容
公式排版差强人意	尤其擅长公式排版
二进制格式，兼容性差	文本文件，易读、稳定
付费商业许可	自由免费使用



# 排版举例

## 无编号公式

$$J(\theta) = \mathbb{E}_{\pi_{\theta}}[G_t] = \sum_{s \in \mathcal{S}} d^{\pi}(s) V^{\pi}(s) = \sum_{s \in \mathcal{S}} d^{\pi}(s) \sum_{a \in \mathcal{A}} \pi_{\theta}(a|s) Q^{\pi}(s, a)$$

## 多行多列公式<sup>1</sup>

$$\begin{aligned} Q_{\text{target}} &= \mathbf{r} + \gamma Q^{\pi}(s', \pi_{\theta}(s')) + \epsilon \\ \epsilon &\sim \text{clip}(\mathcal{N}(0, \sigma), -\mathbf{c}, \mathbf{c}) \end{aligned} \tag{1}$$

<sup>1</sup>如果公式中有文字出现，请用 `\mathrm{}` 或者 `\text{}` 包含，不然就会变成 clip，在公式里看起来比 clip 丑非常多。

## 编号多行公式

$$\begin{aligned}
 A = \lim_{n \rightarrow \infty} \Delta x & \left( a^2 + \left( a^2 + 2a\Delta x + (\Delta x)^2 \right) \right. \\
 & + \left( a^2 + 2 \cdot 2a\Delta x + 2^2 (\Delta x)^2 \right) \\
 & + \left( a^2 + 2 \cdot 3a\Delta x + 3^2 (\Delta x)^2 \right) \\
 & + \dots \\
 & \left. + \left( a^2 + 2 \cdot (n-1)a\Delta x + (n-1)^2 (\Delta x)^2 \right) \right) \\
 & = \frac{1}{3} (b^3 - a^3) \quad (2)
 \end{aligned}$$

# LaTeX 常用命令

## 命令

<code>\chapter</code> 章	<code>\section</code> 节	<code>\subsection</code> 小节	<code>\paragraph</code> 带题头段落
<code>\centering</code> 居中对齐	<code>\emph</code> 强调	<code>\verb</code> 原样输出	<code>\url</code> 超链接
<code>\footnote</code> 脚注	<code>\item</code> 列表条目	<code>\caption</code> 标题	<code>\includegraphics</code> 插入图片
<code>\label</code> 标号	<code>\cite</code> 引用参考文献	<code>\ref</code> 引用图表公式等	

## 环境

<code>table</code> 表格	<code>figure</code> 图片	<code>equation</code> 公式
<code>itemize</code> 无编号列表	<code>enumerate</code> 编号列表	<code>description</code> 描述

# L<sup>A</sup>T<sub>E</sub>X 环境命令举例

```
1 \begin{itemize}
2   \item A \item B
3   \item C
4   \begin{itemize}
5     \item C-1
6   \end{itemize}
7 \end{itemize}
```

- A
- B
- C
  - C-1

## LaTeX 环境命令举例

```
1 \begin{itemize}
2   \item A \item B
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6   \end{itemize}
7 \end{itemize}
```

- A
- B
- C
- C-1

```
1 \begin{enumerate}
2   \item 巨佬 \item 大佬
3   \item 萌新
4   \begin{itemize}
5     \item[n+e] 瑟瑟发抖
6   \end{itemize}
7 \end{enumerate}
```

- 1 巨佬
  - 2 大佬
  - 3 萌新
- n+c 瑟瑟发抖

# $\text{\LaTeX}$ 数学公式

```

1  $V = \frac{4}{3}\pi r^3$
2
3  \[
4      V = \frac{4}{3}\pi r^3
5  \]
6
7  \begin{equation}
8      \label{eq:vsphere}
9      V = \frac{4}{3}\pi r^3
10 \end{equation}

```

$$V = \frac{4}{3}\pi r^3$$

$$V = \frac{4}{3}\pi r^3$$

$$V = \frac{4}{3}\pi r^3 \quad (3)$$

- 更多内容请看 [这里](#)

```
1 \begin{table}[htbp]
2   \caption{编号与含义}
3   \label{tab:number}
4   \centering
5   \begin{tabular}{cl}
6     \toprule
7     编号 & 含义 \\
8     \midrule
9     1 & 4.0 \\
10    2 & 3.7 \\
11    \bottomrule
12   \end{tabular}
13 \end{table}
14 公式~(\ref{eq:vsphere}) 的
15 编号与含义请参见
16 表~\ref{tab:number}。
```

Table 1: 编号与含义

编号	含义
1	4.0
2	3.7

公式 (3) 的编号与含义请参见表 1。

# 作图

- 矢量图 eps, ps, pdf
  - METAPOST, pstricks, pgf ...
  - Xfig, Dia, Visio, Inkscape ...
  - Matlab / Excel 等保存为 pdf
- 标量图 png, jpg, tiff ...
  - 提高清晰度，避免发虚
  - 应尽量避免使用



Figure 1: 这个校徽就是矢量图，虽然看起来不像，但确实是矢量图格式



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- 一月：完成文献调研
- 二月：研究 THU Beamer Theme 的实现
- 三、四月：修改 NJUPT Beamer 主题
- 五月：论文撰写

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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.
- [2] UNKNOWN. THU Beamer Theme[C/OL] //None. 2015: 1–10.  
<http://far.tooold.cn/post/latex/beamertsinghua>.

# Thanks!