



# QFuzz: Quantitative Fuzzing for Side Channels



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# Detection / Quantification of Side-Channel Vulnerabilities

stringEquals (Original Jetty, v1)

```
boolean stringEquals(String s1, String s2) {  
    if (s1 == s2)  
        return true;  
    if (s1 == null || s2 == null ||  
        s1.length() != s2.length())  
        return false;  
    for (int i = 0; i < s1.length(); ++i)  
        if (s1.charAt(i) != s2.charAt(i))  
            return false;  
    return true;  
}
```

**conditional early return**  
causes leakage

## Side Channel Vulnerability

- **leakage** of **secret** data
- **software** side-channels
- **observables** (e.g., execution time)

## Detection vs Quantification

Is there a vulnerability?  
↔  
How much information can be leaked?

# State of the Art

## Challenges

How to go **beyond** non-interference?

How to avoid **expensive** symbolic execution?

How to **scale** to larger programs?

How to provide **guarantees** for vulnerability?

**Blazer**

**Decomposition Instead of Self-Composition for  $k$ -Safety**

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**Themis**

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**Precise Detection of Side-Channel Vulnerabilities using Quantitative Cartesian Hoare Logic**

**DifFuzz**

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**DIFFUZZ: Differential Fuzzing for Side-Channel Analysis**

**MaxLeak**

Multi-run side-channel analysis using Symbolic Execution and Max-SMT

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# Quantification

## Information Leakage: min-entropy [Smith2009]

Assuming that the program P is deterministic and the distribution over secret input  $\Sigma$  is uniform, then the information leakage can be characterized  $\log_2 k^*$  ( $\varepsilon=0$ ).

maximum number  
of classes in the  
cost observations

$$\log_2 |\Sigma_{Y=y^*}|$$

## Threat Model

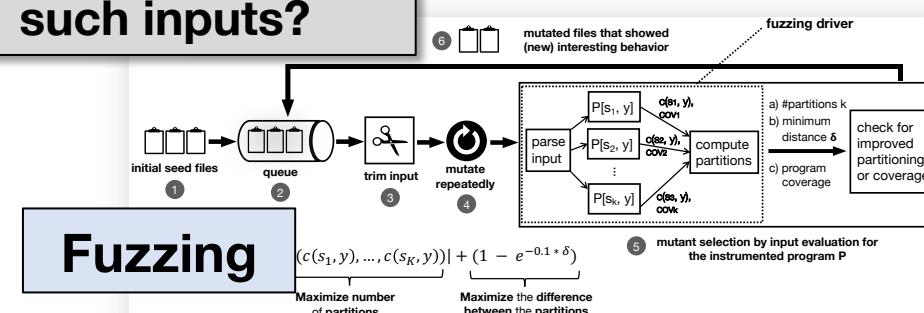
Attacker can pick an **ideal public input** to compromise the **secret value** or some properties of it in **one try**.

## Problem Statement

Find set of secret values  $\Sigma$  and public value  $y^*$  that characterize the maximum number of observation classes with the highest distance  $\delta$ .

1

### How to identify such inputs?



2

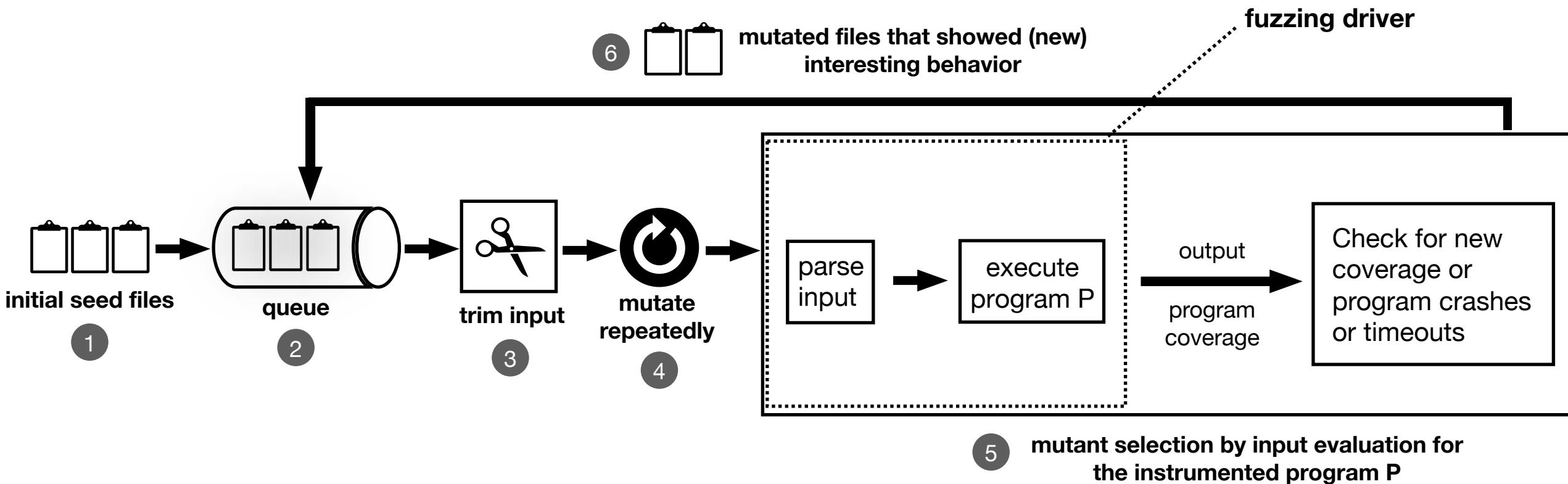
### How to characterize observation classes?

## Partitioning Algorithm

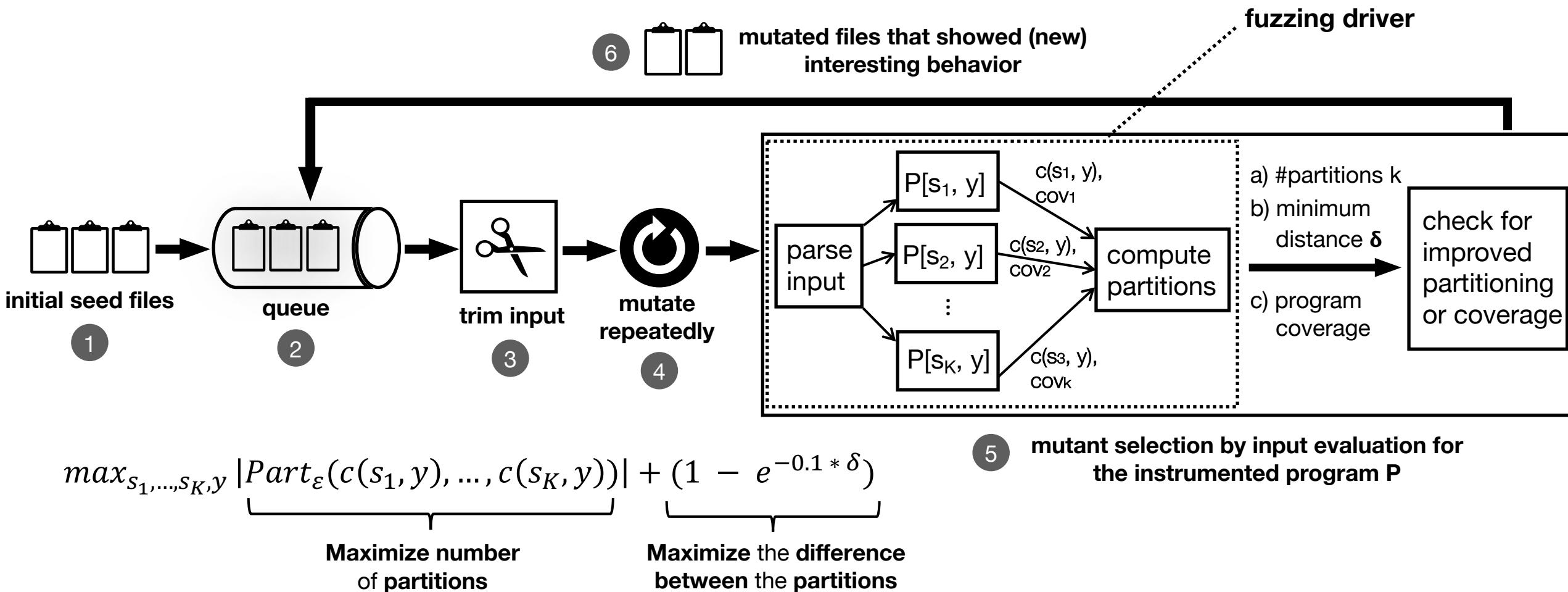
### KDynamic & Greedy

$$\begin{aligned} c(s_1, y) &\rightarrow p_1 \\ c(s_2, y) &\rightarrow p_1 \\ c(s_3, y) &\rightarrow p_2 \\ c(s_4, y) &\rightarrow p_2 \end{aligned}$$

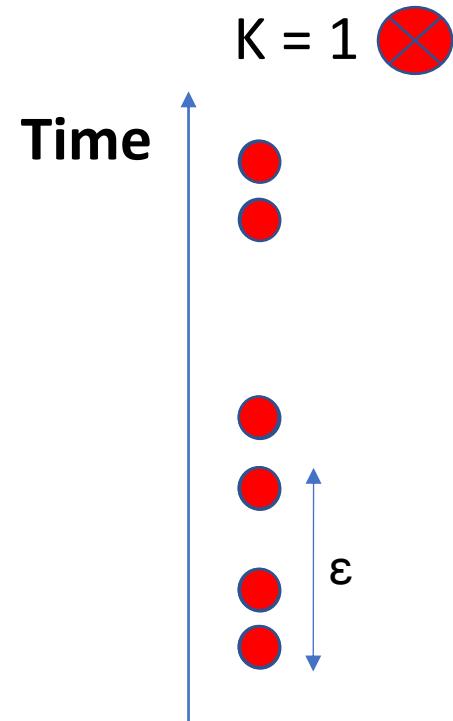
# Background: Greybox Fuzzing



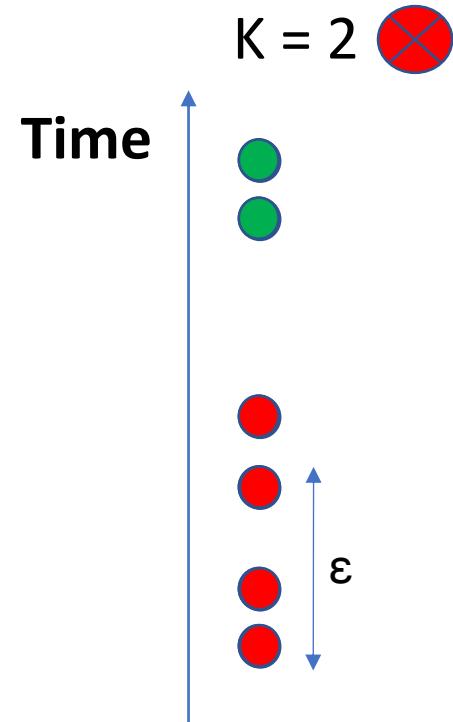
# QFuzz: Workflow



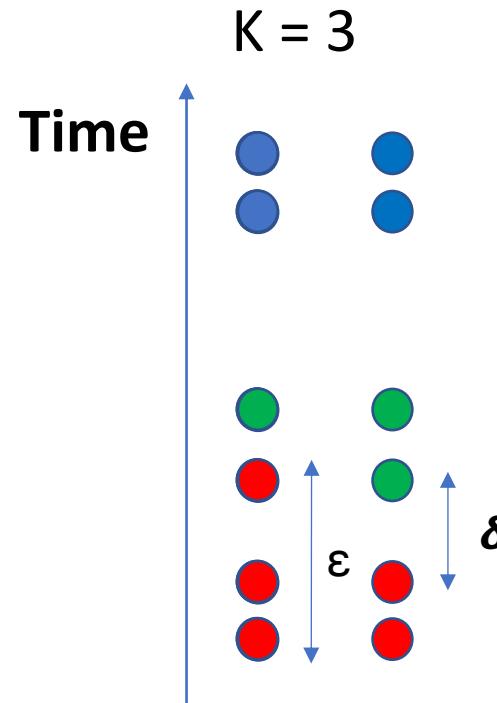
# KDynamic vs Greedy Partitioning



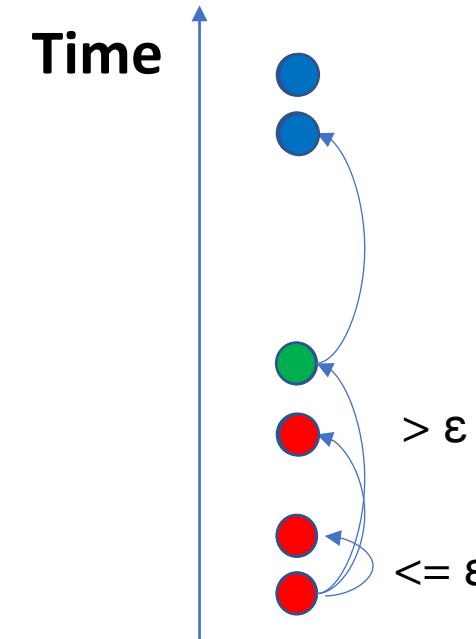
# KDynamic vs Greedy Partitioning



# KDynamic vs Greedy Partitioning



**Find valid partitions with max. delta**



**Find valid partitions with guarantees; simple and fast**

# Example (K=100, ε=1, length=16, count=bytecode-instruction)

K=17  
δ=3

stringEquals (Original Jetty, v1)

```
boolean stringEquals(String s1, String s2) {
    if (s1 == s2)
        return true;
    if (s1 == null || s2 == null ||
        s1.length() != s2.length())
        return false;
    for (int i = 0; i < s1.length(); ++i)
        if (s1.charAt(i) != s2.charAt(i))
            return false;
    return true;
}
```

stringEquals (Current Jetty, v4)

```
boolean stringEquals(String s1, String s2) {
    if (s1 == s2) return true;
    if (s1 == null || s2 == null)
        return false;
    boolean result = true;
    int l1 = s1.length();
    int l2 = s2.length();
    for (int i = 0; i < l2; ++i)
        result &= s1.charAt(i%l1) == s2.charAt(i);
    return result && l1 == l2;
}
```

K=9  
δ =1

K=1

stringEquals (Safe Jetty, v5)

```
boolean stringEquals(String s1, String s2) {
    if (s1 == s2) return true;
    if (s1 == null || s2 == null)
        return false;
    int l1 = s1.length();
    int l2 = s2.length();
    if(l2 == 0){return l1 == 0}
    int result |= l1 - l2;
    for (int i = 0; i < l2; ++i){
        int r = ((i - l1) >>> 31) * i;
        result |= s1.charAt(r) ^ s2.charAt(i);
    }
    return result == 0;
}
```

Equals (Unsafe Spring-Security)

```
boolean Equals(String s1, String s2) {
    if (s1 == null || s2 == null)
        return false;
    byte[] s1B = s1.getBytes("UTF-8");
    byte[] s2B = s2.getBytes("UTF-8");
    int len1 = s1B.length;
    int len2 = s2B.length;
    if (len1 != len2)
        return false;
    int result = 0;
    for (int i = 0; i < len2; i++)
        result |= s1B[i] ^ s2B[i];
    return result == 0;
}
```

K=2  
δ =149

DifFuzz



only leaks  
existence of  
special character

# Evaluation



## Research Questions

- RQ1** Which partitioning algorithm (*KDynamic* or *Greedy*) performs better in terms of correct number of partitions and time for partition computation?
- RQ2** How does QFuzz compare with state-of-the-art SC detection techniques like Blazer, Themis, and DiffFuzz?
- RQ3** Can QFuzz be used for quantification of SC vulnerabilities in real-world Java applications and how does it compare with MaxLeak?

### Subjects

- Micro-benchmark
- DARPA STAC
- GitHub projects

### Tools/Techniques

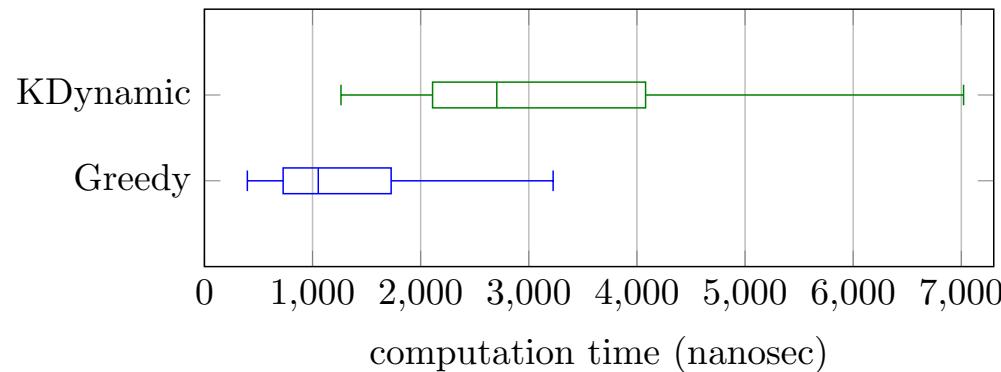
- Blazer
- Themis
- DiffFuzz
- MaxLeak

Our **open-source** tool **QFuzz** and all experimental subjects are **publicly available**:

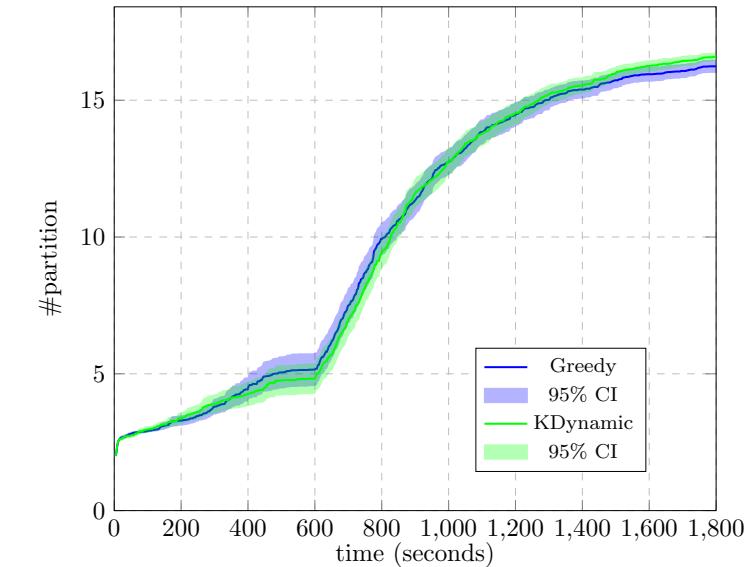
<https://github.com/yannicnoller/qfuzz>  
<http://doi.org/10.5281/zenodo.4722965>



# RQ1 KDYNAMIC vs. GREEDY



**Computational complexity of  
Greedy vs KDYNAMIC in isolation**



**Eclipse Jetty ( $\varepsilon=1$ ): temporal  
development Greedy and KDYNAMIC  
with 5 different seed inputs  
combined**

(lines and bands show averages and 95% confidence  
intervals across 30 repetitions)

# RQ2 Detection

<b>Benchmark</b>	<b>Version</b>	<b>QFuzz</b>		<b>DiffFuzz</b>	<b>Time (s)</b>			
		$p_{max}$	$\delta_{max}$	$\delta_{max}$	QFuzz, $\bar{p} > 1$	DiffFuzz, $\bar{\delta} > 0$	BLAZER	THEMIS
Array	Safe	1	0	1	-	7.40 (+/- 1.21)	1.60	0.28
Array	Unsafe	2	192	195	5.70 (+/- 0.21)	7.40 (+/- 0.93)	0.16	0.23
<i>LoopAndbranch</i>	<i>Safe</i>	<i>2</i>	<i>4</i>	<i>4,278,268,702</i>	<i>1045.33 (+/- 43.51)</i>	<i>18.60 (+/- 6.40)</i>	<i>0.23</i>	<i>0.33</i>
LoopAndbranch	Unsafe	2	4	4,294,838,782	1078.63 (+/- 61.04)	10.60 (+/- 2.62)	0.65	0.16
Sanity	Safe	1	0	0	-	-	0.63	0.41
Sanity	Unsafe	2	3,537,954,539	4,290,510,883	1414.13 (+/- 102.27)	163 (+/- 40.63)	0.30	0.17
Straightline	Safe	1	0	0	-	-	0.21	0.49
Straightline	Unsafe	2	8	8	7.47 (+/- 0.18)	14.60 (+/- 6.53)	22.20	5.30
unixlogin	Safe	-	-	3	-	510 (+/- 91.18)	0.86	-
unixlogin	Unsafe	2	6,400,000,008	3,200,000,008	1784.47 (+/- 21.27)	464.20 (+/- 64.61)	0.77	-
modPow1	Safe	1	0	0	-	-	1.47	0.61
modPow1	Unsafe	22	117	3,068	4.73 (+/- 0.16)	4.80 (+/- 1.11)	218.54	14.16
modPow2	Safe	1	0	9	-	-	1.62	0.75
modPow2	Unsafe	31	1	5,206	294.70 (+/- 104.66)	23.00 (+/- 3.48)	7813.68	141.36
passwordEq	Safe	1	0	0.00	-	-	2.70	1.10
passwordEq	Unsafe	93	2	127	4.57 (+/- 0.22)	8.60 (+/- 2.11)	1.30	0.39
k96	Safe	1	0	0	-	-	0.70	0.61
k96	Unsafe	93	2	3,087,339	4.57 (+/- 0.22)	3.40 (+/- 0.98)	1.29	0.54
<i>gpt14</i>	<i>Safe</i>	<i>12</i>	<i>1</i>	<i>517</i>	<i>5.00 (+/- 0.00)</i>	<i>4.20 (+/- 0.80)</i>	<i>1.43</i>	<i>0.46</i>
gpt14	Unsafe	92	2	12,965,890	5.87 (+/- 0.12)	4.40 (+/- 1.03)	219.30	1.25
login	Safe	1	0	0	-	-	1.77	0.54
login	Unsafe	17	2	62	7.77 (+/- 0.69)	10.00 (+/- 2.92)	1.79	0.70

**same vulnerabilities detected**

**additional information about the strength of leaks and the exploitability of vulnerabilities**

**large values for  $K$  may slow down QFuzz, but eventually, enable the exploration of many partitions**

# RQ3 Quantification

Modulo	Len	#Partitions	QFuzz ( $\epsilon=0, 1h$ )				MaxLeak (default)		MaxLeak (No solver)	
			$\bar{p}$	$p_{max}$	Time (s): $p_{max}$	$t_{min}$	#Obs	Time (s)	#Obs	Time (s)
1717	3	7	7.00 (+/- 0.00)	7	1.00 (+/- 0.00)	1	6	20.892	9	1.047
1717	4	10	10.00 (+/- 0.00)	10	7.43 (+/- 0.45)	5	9	152.332	12	1.370
1717	5	13	13.00 (+/- 0.00)	13	20.40 (+/- 3.87)	6	12	839.788	15	2.916
1717	6	16	16.00 (+/- 0.00)	16	294.60 (+/- 53.17)	22	15	<b>3731.328</b>	18	8.006
1717	7	19	18.37 (+/- 0.25)	19	2484.30 (+/- 451.42)	385	> 4 h		21	19.241
1717	8	22	20.43 (+/- 0.45)	22	3168.07 (+/- 303.47)	508	> 4 h		24	91.821
1717	9	25	22.20 (+/- 0.36)	24	3489.03 (+/- 169.19)	1009	> 4 h		> 8 GB	
1717	10	28	24.40 (+/- 0.49)	27	3548.63 (+/- 57.73)	2929	> 4 h		> 8 GB	
834443	3	7	7.00 (+/- 0.00)	7	13.40 (+/- 1.96)	8	6	7.416	9	1.188
834443	4	10	10.00 (+/- 0.00)	10	40.33 (+/- 12.14)	6	9	42.684	12	1.385
834443	5	13	12.93 (+/- 0.09)	13	645.70 (+/- 329.43)	74	12	215.929	15	2.953
834443	6	16	15.40 (+/- 0.20)	16	2711.87 (+/- 433.23)	271	15	936.921	18	7.511
834443	7	19	16.80 (+/- 0.33)	18	3227.60 (+/- 275.29)	952	18	<b>4021.150</b>	21	19.068
834443	8	22	17.93 (+/- 0.54)	22	3556.70 (+/- 83.44)	2301	> 4 h		24	96.360
834443	9	25	20.13 (+/- 0.59)	24	3572.83 (+/- 37.16)	3110	> 4 h		> 8 GB	
834443	10	28	21.83 (+/- 0.46)	24	3504.13 (+/- 121.70)	1845	> 4 h		> 8 GB	
1964903306	3	7	6.47 (+/- 0.18)	7	2228.30 (+/- 542.13)	119	6	12.167	9	1.085
1964903306	4	10	8.67 (+/- 0.19)	10	3494.30 (+/- 203.69)	429	9	70.805	12	1.535
1964903306	5	13	10.70 (+/- 0.19)	12	3594.00 (+/- 11.56)	3420	12	2306.261	15	3.391
1964903306	6	16	12.90 (+/- 0.11)	13	1337.90 (+/- 443.89)	206	> 4 h		18	7.506
1964903306	7	19	14.10 (+/- 0.27)	15	2984.67 (+/- 362.05)	503	> 4 h		21	19.486
1964903306	8	22	15.33 (+/- 0.36)	17	3398.37 (+/- 204.45)	1411	> 4 h		24	98.325
1964903306	9	25	16.30 (+/- 0.51)	19	3562.33 (+/- 54.24)	2819	> 4 h		> 8 GB	
1964903306	10	28	17.30 (+/- 0.48)	20	3559.67 (+/- 77.72)	2390	> 4 h		> 8 GB	

due to its dynamic analysis,  
**QFuzz is more scalable than MaxLeak**

**QFuzz has precision comparable to MaxLeak that uses symbolic execution with model counting**

even for complex scenarios  
**QFuzz provides reasonable lower-bound guarantees**

# QFuzz: Quantitative Fuzzing for Side Channels



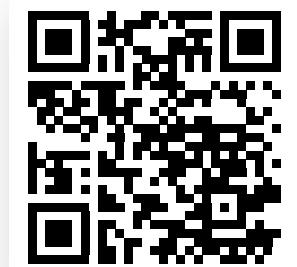
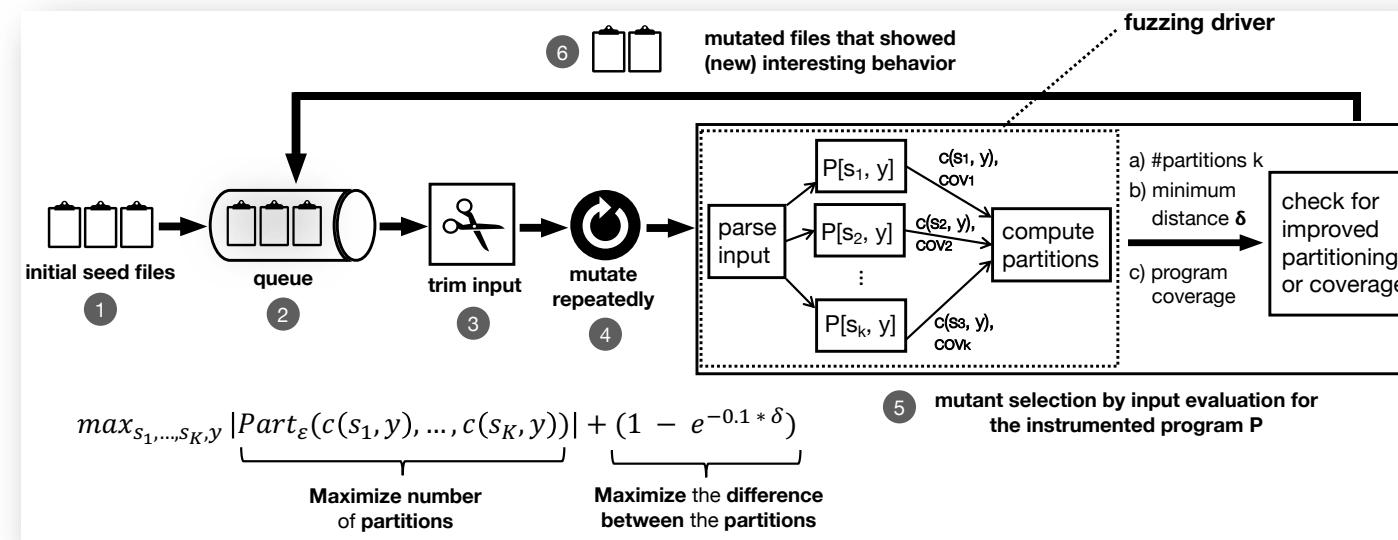
ISSTA 2021

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            return false;
    return true;
}

conditional early return  

causes leakage
```

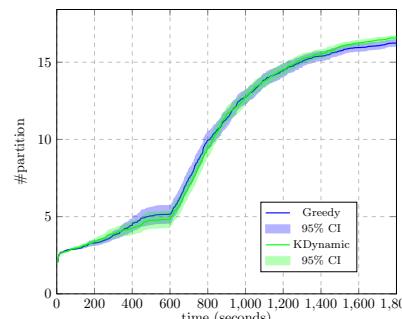


### Detection vs Quantification

Is there a vulnerability?  
 $\Leftrightarrow$   
 How much information can be leaked?

Challenges

- How to go beyond non-interference?
- How to avoid expensive symbolic execution?
- How to scale to larger programs?
- How to provide guarantees for vulnerability?



**additional information** about the **strength** of leaks and the **exploitability** of vulnerabilities

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