

Fuzzing



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Motivation

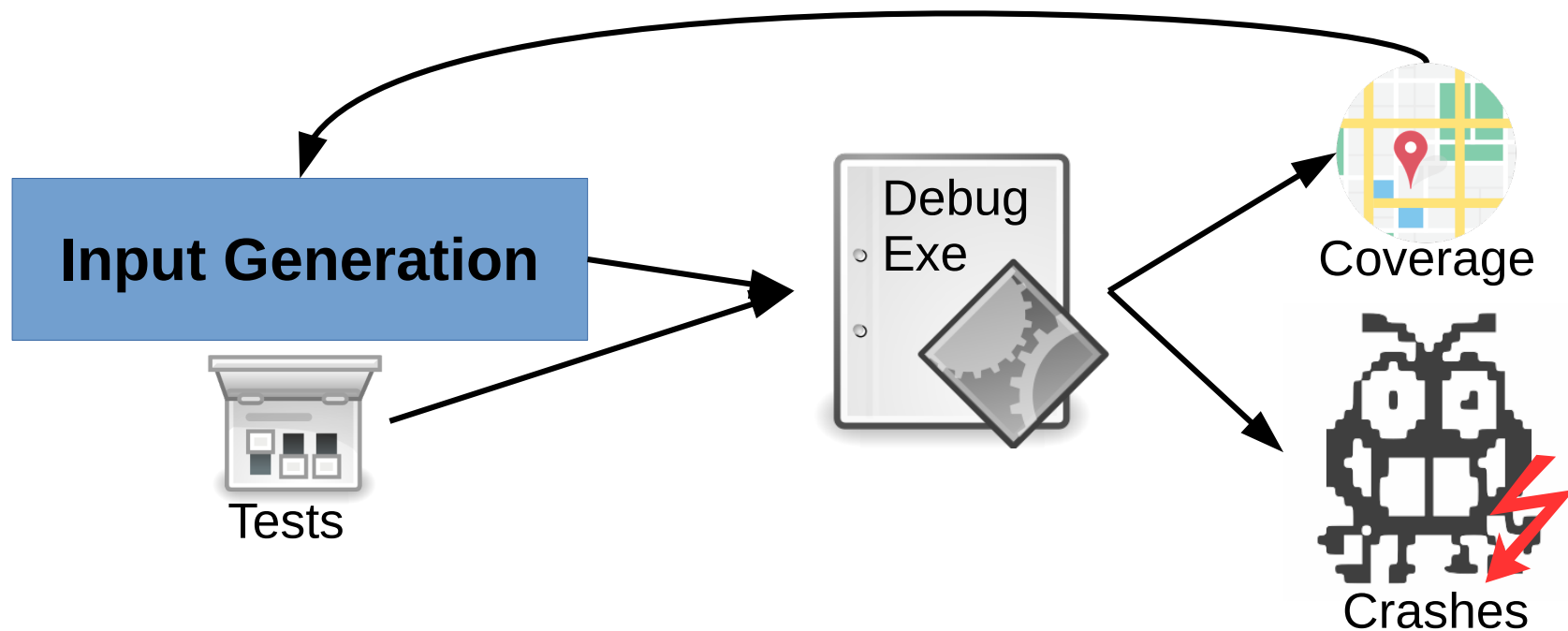
- Traditional testing can't find vulnerabilities
 - Unit testing
 - Integration testing
- Proactive bug finding increasingly necessary
 - Software quality assurance
 - Protect software customers from being attacked

Automatic Bug Finding

- Static analysis
 - Analyze the program without executing it
 - Imprecision by lack of runtime information, e.g. aliasing
- Symbolic analysis
 - Execute the program symbolically
 - Keeping track of branch conditions
 - Not scalable
- Dynamic analysis
 - Inspect the program by executing it
 - Challenging to cover all paths

Fuzzing

- A random testing technique that mutates input to improve test coverage



- State-of-art fuzzers use coverage as feedback to evolutionarily mutate the input

FUZZ



ALL THE THINGS

memegenerator.net

Fuzzing as bug finding approach

- Fuzzing is highly effective bug finding (CVEs)
 - Proactive defense measure
 - First step in exploit development



Different types of Fuzzers

- Black box, generate random input
 - Set of valid samples will help! (e.g., Radamsa)
- Model-based: generate grammar-based input
 - Follows specification more closely
- Coverage-guided fuzzing, feedback loop
 - Push input generation to new coverage
 - AFL, Honggfuzz, libFuzzer

AFL: Coverage-Guided Fuzzer

- Genetic algorithms to generate new input
- Simple, yet very effective: tons of security bugs
 - Take one input from queue
 - Minimize test case (as long as same behavior)
 - Mutate and execute
 - If new input: store sample in queue



Lab 01: Fuzzing



Lab 01: Fuzzing

- Goal: play with modern fuzzers
 - (Task 0): prepare your system and read up
 - Task 1: effects of seed selection
 - Task 2: fuzzing native vs. instrumented binaries
 - (Task 3): different forms of instrumentation
- Work smart, intended time per task:
 - 2 hours of thinking time
 - 4-6 hours of CPU time
- Write a quick summary of your findings
 - Deadline: November 13

