

PA193 - Secure coding principles and practices



Dynamic analysis, fuzzing

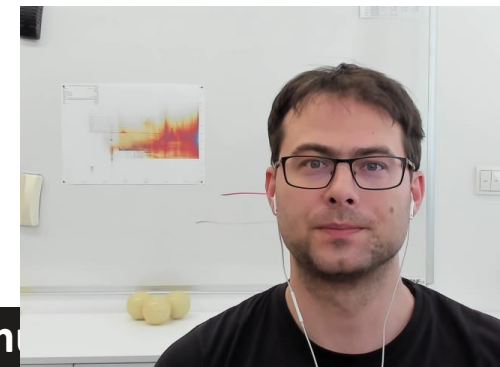
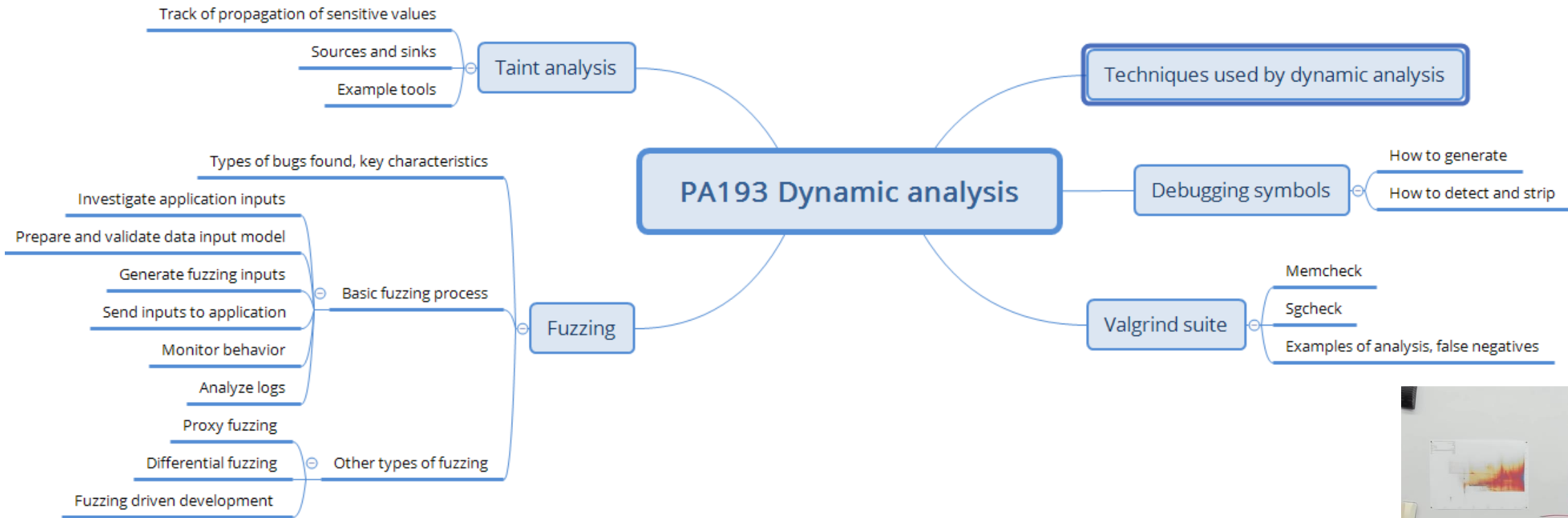
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Slides for comments (Thank you!)

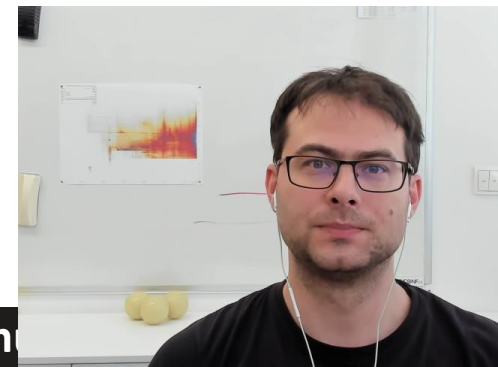
<https://drive.google.com/file/d/1nWg7PjV0lobYtrPWuKjvuWTPjMroX-if/view?usp=sharing>



Overview



DYNAMIC ANALYSIS



What can dynamic analysis provide

- Dynamic analysis compiles and executes tested program
 - real or virtualized processor
- Inputs are supplied and outputs are observed
 - sufficient number of inputs needs to be supplied
 - code coverage should be high
- Memory, function calls and executed operations can be monitored and evaluated
 - invalid access to memory (buffer overflow)
 - memory leak or double free (memory corruption)
 - calls to potentially sensitive functions (violation of policy)



Techniques used by dynamic analysis

- Debugger (full control over memory read/write, even ops)
- Insert data into program input points (integration tests, fuzzing...)
 - stdin, network, files...
- Insert manipulation proxy between program and library (dll stub, memory)
- Trace of program's external behavior (linux strace)
- Change source code (instrumentation, logging...)
- Change of application binary
- Run in lightweight virtual machine (Valgrind)
- Run in full virtual machine
- Follow propagation of specified values (Taint analysis)
- Mocking (create additional input points into program)
- Restrict programs environment (low memory, limited file descriptors, limited rights...)



Dynamic analysis tools

- Commercial
 - HP/Fortify, IBM Purify, Veracode, Coverity, Klocwork, Parasoft... (together with static analysis)
- Free
 - GCC gcov tool
 - Valgrind – set of dynamic analysis features
 - Fuzzers
- Most performance analyzers are dynamic analyzers
 - MS Visual Studio→Analyze→Start performance analysis
 - gcc -Wall -fprofile-arcs -ftest-coverage main.c
- List of tools for dynamic analysis
 - https://en.wikipedia.org/wiki/Dynamic_program_analysis

DEBUGGING SYMBOLS



Release vs. Debug

- Optimizations applied (compiler-specific settings)
 - gcc -Ox (<http://gcc.gnu.org/onlinedocs/gcc/Optimize-Options.html>)
 - -O0 no optimization (Debug)
 - -O1 -g / -Og debug-friendly optimization
 - -O3 heavy optimization
 - msvc /Ox /Oi (<http://msdn.microsoft.com/en-us/library/k1ack8f1.aspx>)
 - MSVS2010: Project properties→C/C++→optimizations
- Availability of debug information (symbols)
 - gcc -g
 - symbols inside binary
 - msvc /Z7, /Zi
 - symbols in detached file (\$projectname.pdb)



Stripping out debug symbols

- Debug symbols are of great help for an “attacker”
 - key called NSAKey in ADVAPI.dll? (Crypto 1998)
 - <http://www.heise.de/tp/artikel/5/5263/1.html>
- Always strip out debug symbols in released binary
 - check compiler flag
 - Linux: run `file` or `objdump --syms` command (stripped/not stripped)
 - Windows: DependencyWalker



VALGRIND SUITE



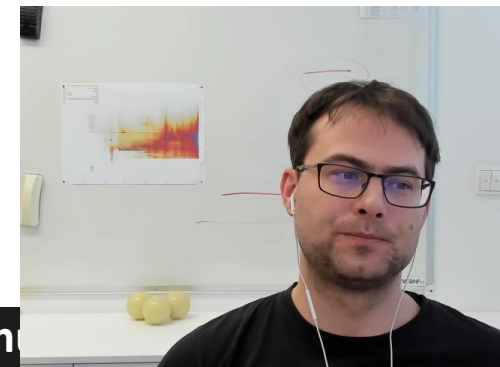
Valgrind <http://www.valgrind.org/>

- Suite of multiple tools (`valgrind --tool=<toolname>`)
- **Memcheck** - memory management dynamic analysis
 - most commonly used tool (memory leaks)
 - replaces standard C memory allocator with its own implementation and check for memory leaks, corruption (additional guards blocks)...
 - dangling pointers, unclosed file descriptors, uninitialized variables
 - <http://www.valgrind.org/docs/manual/mc-manual.html>
- **Massif** – heap profiler
- **Hellgrind** - detection of concurrent issues
- **Callgrind** – generation of call graphs
- ...



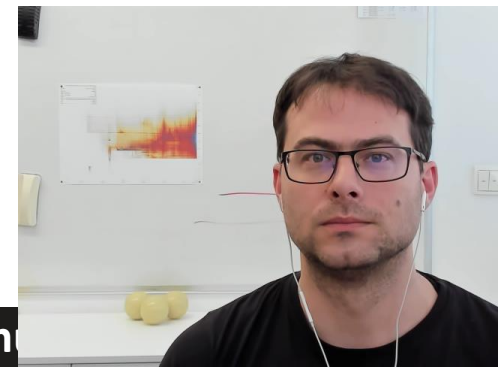
Valgrind – core options

- Compile with debug symbols
 - `gcc -std=c99 -Wall -g -o program program.c`
 - will allow for more context information in Valgrind report
- Run program with Valgrind attached
 - `valgrind <options> ./program`
 - program cmd line arguments (if any) can be passed
 - `valgrind -v --leak-check=full ./program arg1`
- Trace also into sub-processed
 - `--trace-children=yes`
 - necessary for multi-process / threaded programs
- Display unclosed file descriptors
 - `--track-fds=yes`



Memcheck – memory leaks

- Detailed report of memory leaks checks
 - `--leak-check=full`
- Memory leaks
 - *Definitely lost*: memory is directly lost (no pointer exists)
 - *Indirectly lost*: only pointers in lost memory points to it
 - *Possibly lost*: address of memory exists somewhere, but might be just randomly correct value (usually real leak)



Memcheck – uninitialized values

- Detect usage of uninitialized variables
 - `-undef-value-errors=yes` (default)
- Track from where initialized variable comes from
 - `--track-origins=yes`
 - introduces high performance overhead



Memcheck – invalid reads/writes

- Writes outside allocated memory (buffer overflow)
- Only for memory located on heap!
 - allocated via dynamic allocation (malloc, new)
- Will NOT detect problems on stack or static (global) variables
 - https://en.wikipedia.org/wiki/Valgrind#Limitations_of_Memcheck
- Writes into already de-allocated memory
 - Valgrind tries to defer reallocation of freed memory as long as possible to detect subsequent reads/writes here



EXAMPLES OF ANALYSIS




```
#include <iostream>
int Static[5];
int memcheckFailDemo(int* arrayStack, unsigned int arrayStackLen,
    int* arrayHeap, unsigned int arrayHeapLen) {
    int Stack[5];

    Static[100] = 0;
    Stack[100] = 0;

    for (int i = 0; i <= 5; i++) Stack [i] = 0;

    int* array = new int[5];
    array[100] = 0;

    arrayStack[100] = 0;
    arrayHeap[100] = 0;

    for (unsigned int i = 0; i <= arrayStackLen; i++) {
        arrayStack[i] = 0;
    }
    for (unsigned int i = 0; i <= arrayHeapLen; i++) {
        arrayHeap[i] = 0;
    }

    return 0;
}

int main(void) {
    int arrayStack[5];
    int* arrayHeap = new int[5];
    memcheckFailDemo(arrayStack, 5, arrayHeap, 5);
    return 0;
}
```



```
#include <iostream>
```

```
int Static[5];
```

```
int memcheckFailDemo(int* arrayStack, unsigned int arrayStackLen,
    int* arrayHeap, unsigned int arrayHeapLen) {
```

```
    int Stack[5];
```

```
    Static[100] = 0; /* Error - Static[100] is out of bounds */
```

```
    Stack[100] = 0; /* Error - Stack[100] is out of bounds */
```

```
    for (int i = 0; i <= 5; i++) Stack [i] = 0; /* Error - for Stack[5] */
```

```
    int* array = new int[5];
```

```
    array[100] = 0; /* Error - array[100] is out of bounds */
```

```
    arrayStack[100] = 0; /* Error - arrayStack[100] is out of bounds */
```

```
    arrayHeap[100] = 0; /* Error - arrayHeap[100] is out of bounds */
```

```
    for (unsigned int i = 0; i <= arrayStackLen; i++) { /* Error - off by one */
        arrayStack[i] = 0;
```

```
    }
```

```
    for (unsigned int i = 0; i <= arrayHeapLen; i++) { /* Error - off by one */
        arrayHeap[i] = 0;
```

```
    }
```

```
    /* Problem Memory leak -
```

```
    return 0;
```

```
}
```

```
int main(void) {
```

```
    int arrayStack[5];
```

```
    int* arrayHeap = new int[5];
```

```
    memcheckFailDemo(arrayStack, 5, arrayHeap, 5);
```

```
    return 0;
```

```
}
```



Problems detected – compile time

- `g++ -ansi -Wall -Wextra -g -o test test.cpp`
– clean compilation

- MSVC (Visual Studio 2012) /W4
– only one problem detected, `Stack[100] = 0;`

`test.cpp (56)`: error C4789: buffer 'Stack' of size 20 bytes will be overrun; 4 bytes will be written starting at offset 400

- MSVC (Visual Studio 2015) /W4
– No problem reported (detection moved into PREFast)



```
#include <iostream>
int Static[5];
int memcheckFailDemo(int* arrayStack,
                    int* arrayHeap, unsigned int arrayHeapLen) {
    int Stack[5];

    Static[100] = 0; /* Error - Static[100] is out of bounds */
    Stack[100] = 0; /* Error - Stack[100] is out of bounds */

    for (int i = 0; i <= 5; i++) Stack [i] = 0; /* Error - for Stack[5] */

    int* array = new int[5];
    array[100] = 0; /* Error - array[100] is out of bounds */

    arrayStack[100] = 0; /* Error - arrayStack[100] is out of bounds */
    arrayHeap[100] = 0; /* Error - arrayHeap[100] is out of bounds */

    for (unsigned int i = 0; i <= arrayStackLen; i++) { /* Error - off by one */
        arrayStack[i] = 0;
    }
    for (unsigned int i = 0; i <= arrayHeapLen; i++) { /* Error - off by one */
        arrayHeap[i] = 0;
    }
    /* Problem Memory leak - array */
    return 0;
}
```



Visual Studio 2012 & GCC – runtime checks

- Corruption (usually) causes runtime exceptions
 - Stack around variable 'Stack' was corrupted
 - Stack around variable 'arrayStack' was corrupted
- MSVC: /RTC, /GS, /DYNAMICBASE (ASLR) and /NXCOMPAT (DEP)
- GCC: -fstack-protector-all, --no_execstack (DEP), kernel.randomize_va_space=1 (ASLR)
- May preventing successful exploit, but is only last defense

Cppcheck --enable=all static.cpp



```
[static.cpp:7]: (error) Array 'Static[5]' accessed at index 100, which is out of bounds.  
[static.cpp:8]: (error) Array 'Stack[5]' accessed at index 100, which is out of bounds.  
[static.cpp:10]: (error) Buffer is accessed out of bounds: Stack  
[static.cpp:30] -> [static.cpp:15]: (error) Array 'arrayStack[5]' accessed at  
    index 100, which is out of bounds.  
[static.cpp:13]: (error) Array 'array[5]' accessed at index 100, which is out of bounds.  
[static.cpp:25]: (error) Memory leak: array  
[static.cpp:31]: (error) Memory leak: arrayHeap
```

- (Some memory leaks also detected)

Cppcheck --enable=all file.cpp

```
#include <iostream>
int Static[5];
int memcheckFailDemo(int* arrayStack, unsigned int arrayStackLen,
    int* arrayHeap, unsigned int arrayHeapLen) {
    int Stack[5];

    Static[100] = 0; /* Error - Static[100] is out of bounds */
    Stack[100] = 0; /* Error - Stack[100] is out of bounds */

    for (int i = 0; i <= 5; i++) Stack [i] = 0; /* Error - for Stack[5] */

    int* array = new int[5];
    array[100] = 0; /* Error - array[100] is out of bounds */

    arrayStack[100] = 0; /* Error - arrayStack[100] is out of bounds */
    arrayHeap[100] = 0; /* Error - arrayHeap[100] is out of bounds */

    for (unsigned int i = 0; i <= arrayStackLen; i++) { /* Error - off by one */
        arrayStack[i] = 0;
    }
    for (unsigned int i = 0; i <= arrayHeapLen; i++) { /* Error - off by one */
        arrayHeap[i] = 0;
    }
    /* Problem Memory leak */
    return 0;
}

/* Not all memory leaks are caught! */
if (1 == 2) delete[] array; /* caught */
if (Stack[0] == 1) delete[] array; /* missed */
if (Stack[0] == 1) delete[] arrayHeap; /*-//-*/
```

Visual Studio 2012 & PREfast

- Additional two problems detected

- `Static[100] = 0;`

- `for (int i = 0; i <= 5; i++) Stack [i] = 0;`

`test.cpp (55)`: warning : C6200: Index '100' is out of valid index range '0' to '4' **for** non-stack buffer 'int * Static'.

`test.cpp (58)`: warning : C6201: Index '5' is out of valid index range '0' to '4' **for** possibly stack allocated buffer 'Stack'.

`test.cpp (55)`: warning : C6386: Buffer overrun while writing to 'Static': the writable size is '20' bytes, but '404' bytes might be written.

`test.cpp (62)`: warning : C6386: Buffer overrun while writing to 'array': the writable size is '5*4' bytes, but '404' bytes might be written.

- arrayStack and arrayHeap overruns still missed


```
#include <iostream>
int Static[5];
int memcheckFailDemo(int* arrayStack, unsigned int arrayStackLen,
    int* arrayHeap, unsigned int arrayHeapLen) {
    int Stack[5];

    Static[100] = 0; /* Error - Static[100] is out of bounds */
    Stack[100] = 0; /* Error - Stack[100] is out of bounds */

    for (int i = 0; i <= 5; i++) Stack [i] = 0; /* Error - for Stack[5] */

    int* array = new int[5];
    array[100] = 0; /* Error - array[100] is out of bounds */

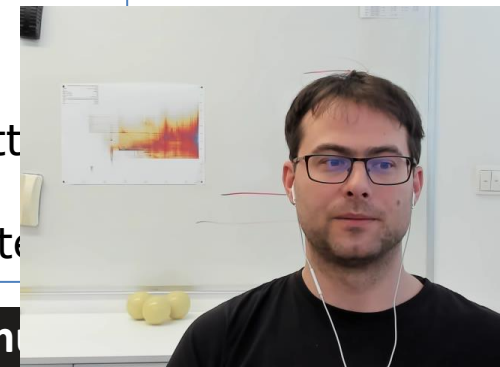
    arrayStack[100] = 0; /* Error - arrayStack[100] is out of bounds */
    arrayHeap[100] = 0; /* Error - arrayHeap[100] is out of bounds */

    for (unsigned int i = 0; i <= arrayStackLen; i++) { /* Error - off by one */
        arrayStack[i] = 0;
    }
    for (unsigned int i = 0; i <= arrayHeapLen; i++) { /* Error - off by one */
        arrayHeap[i] = 0;
    }
    /* Problem Memory leak - array */
    return 0;
}
```

Visual Studio 2015 & PREfast & SAL

```
int memcheckFailDemo(  
    _Out_writes_bytes_all_(arrayStackLen) int* arrayStack,  
    unsigned int arrayStackLen,  
    _Out_writes_bytes_all_(arrayHeapLen) int* arrayHeap,  
    unsigned int arrayHeapLen);
```

```
test.cpp(11): warning : C6200: Index '100' is out of valid index  
    range '0' to '4' for non-stack buffer 'int * Static'.  
test.cpp(14): warning : C6201: Index '5' is out of valid index  
    range '0' to '4' for possibly stack allocated buffer 'Stack'.  
test.cpp(11): warning : C6386: Buffer overrun while writing to 'Static':  
    the writable size is '20' bytes, but '404' bytes might be written.  
test.cpp(17): warning : C6386: Buffer overrun while writing to 'array':  
    the writable size is '5*4' bytes, but '404' bytes might be written.  
test.cpp(23): warning : C6386: Buffer overrun while writing to 'arrayStack':  
    the writable size is '_Old_2`arrayStackLen' bytes, but '8' bytes might be written.  
test.cpp(26): warning : C6386: Buffer overrun while writing to 'arrayHeap':  
    the writable size is '_Old_2`arrayHeapLen' bytes, but '8' bytes might be written.
```



```

#include <iostream>
int Static[5];
int memcheckFailDemo(int* arrayStack, unsigned int arrayStackLen,
    int* arrayHeap, unsigned int arrayHeapLen) {
    int Stack[5];

    Static[100] = 0; /* Error - Static[100] is out of bounds */
    Stack[100] = 0; /* Error - Stack[100] is out of bounds */

    for (int i = 0; i <= 5; i++) Stack [i] = 0; /* Error - for Stack[5] */

    int* array = new int[5];
    array[100] = 0; /* Error - array[100] is out of bounds */

    arrayStack[100] = 0; /* Error - arrayStack[100] is out of bounds */
    arrayHeap[100] = 0; /* Error - arrayHeap[100] is out of bounds */

    for (unsigned int i = 0; i <= arrayStackLen; i++) { /* Error - off by one */
        arrayStack[i] = 0;
    }
    for (unsigned int i = 0; i <= arrayHeapLen; i++) { /* Error - off by one */
        arrayHeap[i] = 0;
    }
    /* Probl
return
}
    /* Error - still off by one, but not detected by SAL */
    for (unsigned int i = 0; i < arrayStackLen + 1; i++) {
        arrayStack[i] = 0;
    }
}

```



Valgrind --tool=memcheck

```

: valgrind --tool=memcheck ./test
==17239== Invalid write of size 4
==17239==   at 0x4006AB: memcheckFailDemo(int*, unsigned int, int*, unsigned int) (test.cpp:14)
==17239==   by 0x40075D: main (test.cpp:33)
==17239==   Address 0x595f230 is not stack'd, malloc'd or (recently) free'd
==17239==
==17239== Invalid write of size 4
==17239==   at 0x4006CB: memcheckFailDemo(int*, unsigned int, int*, unsigned int) (test.cpp:17)
==17239==   by 0x40075D: main (test.cpp:33)
==17239==   Address 0x595f1d0 is not stack'd, malloc'd or (recently) free'd
==17239==
==17239== Invalid write of size 4
==17239==   at 0x400710: memcheckFailDemo(int*, unsigned int, int*, unsigned int) (test.cpp:23)
==17239==   by 0x40075D: main (test.cpp:33)
==17239==   Address 0x595f054 is 0 bytes after a block of size 20 alloc'd
==17239==   at 0x4C28152: operator new[](unsigned long) (vg_replace_malloc.c:365)
==17239==   by 0x40073F: main (test.cpp:32)
...
==17239== LEAK SUMMARY:
==17239==   definitely lost: 40 bytes in 2 blocks
...
==17239== ERROR SUMMARY: 3 errors from 3 contexts (suppressed: 6 from 6)

```

Invalid write detected
(array[100] = 0;)

Invalid write detected
(arrayHeap[100] = 0;)

Invalid write detected
(arrayHeap[i] = 0;)

Memory leaks detected
(array, arrayHeap)



Valgrind --tool=memcheck

```
#include <iostream>
int Static[5];
int memcheckFailDemo(int* arrayStack, unsigned int arrayStackLen,
    int* arrayHeap, unsigned int arrayHeapLen) {
    int Stack[5];

    Static[100] = 0; /* Error - Static[100] is out of bounds */
    Stack[100] = 0; /* Error - Stack[100] is out of bounds */

    for (int i = 0; i <= 5; i++) Stack [i] = 0; /* Error - for Stack[5] */

    int* array = new int[5];
    array[100] = 0; /* Error - array[100] is out of bounds */

    arrayStack[100] = 0; /* Error - arrayStack[100] is out of bounds */
    arrayHeap[100] = 0; /* Error - arrayHeap[100] is out of bounds */

    for (unsigned int i = 0; i <= arrayStackLen; i++) { /* Error - off by one */
        arrayStack[i] = 0;
    }
    for (unsigned int i = 0; i <= arrayHeapLen; i++) { /* Error - off by one */
        arrayHeap[i] = 0;
    }
    /* Problem Memory leak - array */
    return 0;
}
```



Valgrind --tool=exp-sgcheck

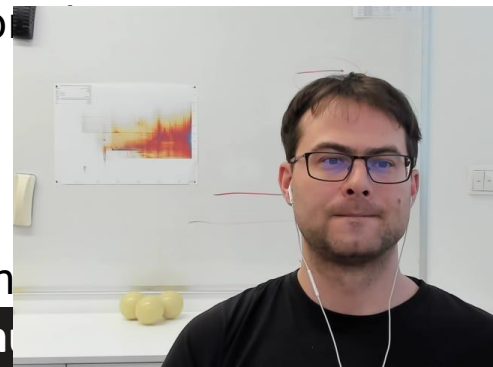
```

==15979== Invalid write of size 4
==15979==   at 0x40067C: memcheckFailDemo(int*, unsigned int, int*,
    unsigned int) (test.cpp:11)
==15979==   by 0x40075D: main (test.cpp:33)
==15979== Address 0x7feffe34 expected vs actual:
==15979== Expected: stack array "Stack" of size 20 in this frame
==15979== Actual: unknown
==15979== Actual: is 0 after Expected
==15979== Invalid write of size 4
==15979==   at 0x4006E5: memcheckFailDemo(int*, unsigned int, int*,
    unsigned int) (test.cpp:20)
==15979==   by 0x40075D: main (test.cpp:33)
==15979== Address 0x7feffe74 expected vs actual:
==15979== Expected: stack array "arrayStack" of size 20 in frame 1 back from
==15979== Actual: unknown
==15979== Actual: is 0 after Expected
==15979==
==15979==
==15979== ERROR SUMMARY: 2 errors from 2 contexts (suppressed: 28 from

```

Invalid write detected

Invalid write detected



```
#include <iostream>
int Static[5];
int memcheckFailDemo(int* arrayStack, unsigned int arrayStackLen,
    int* arrayHeap, unsigned int arrayHeapLen) {
    int Stack[5];

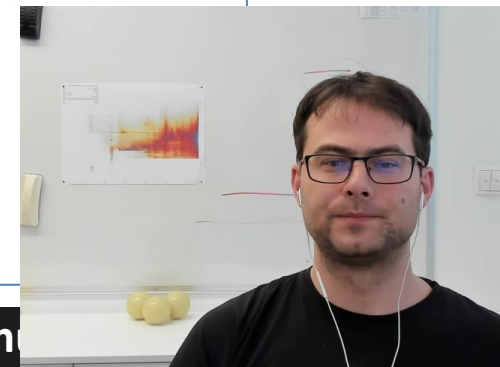
    Static[100] = 0; /* Error - Static[100] is out of bounds */
    Stack[100] = 0; /* Error - Stack[100] is out of bounds */

    for (int i = 0; i <= 5; i++) Stack [i] = 0; /* Error - for Stack[5] */

    int* array = new int[5];
    array[100] = 0; /* Error - array[100] is out of bounds */

    arrayStack[100] = 0; /* Error - arrayStack[100] is out of bounds */
    arrayHeap[100] = 0; /* Error - arrayHeap[100] is out of bounds */

    for (unsigned int i = 0; i <= arrayStackLen; i++) { /* Error - off by one */
        arrayStack[i] = 0;
    }
    for (unsigned int i = 0; i <= arrayHeapLen; i++) { /* Error - off by one */
        arrayHeap[i] = 0;
    }
    /* Problem Memory leak - array */
    return 0;
}
```



(MSVS 2012) _CrtDumpMemoryLeaks();

Detected memory leaks!

Dumping objects ->

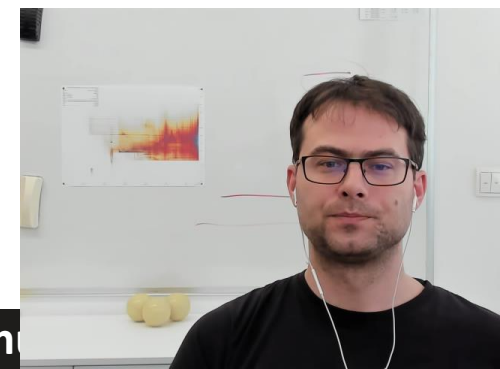
{155} normal block at 0x00600AD0, 20 bytes **long**.

Data: < > CD CD CD CD CD CD CD CD CD CD CD CD CD CD CD CD CD

{154} normal block at 0x00600A80, 20 bytes **long**.

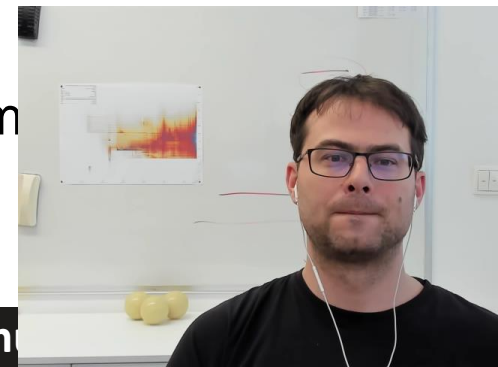
Data: < > 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00

Object dump complete.

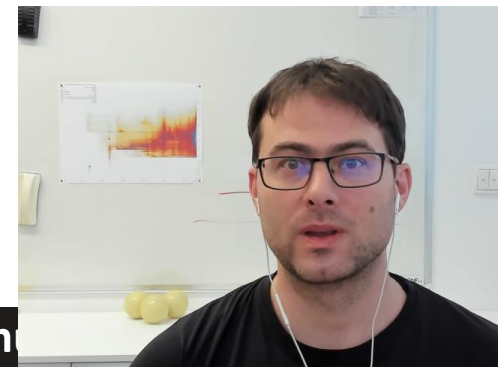


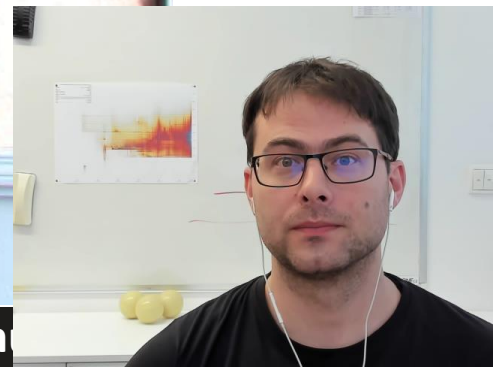
Tools - summary

- *Compilers* (MSVC, GCC) will miss many problems
- *Compiler flags* (/RTC and /GS; **-fstack-protector-all**) flags
 - detect (some) stack based corruptions at runtime
 - additional preventive flags /DYNAMICBASE (ASLR) and /NXCOMPAT (DEP)
- *Valgrind memcheck*
 - will not find stack based problems, only heap corruptions (dynamic allocation)
- *Valgrind exp-sgcheck*
 - will detect stack based problem, but miss first (possibly incorrect) access
- *Cppcheck*
 - detect multiple problems (even memory leaks), but mostly limited to single function
- *PREfast* will find some stack based problems, limited to single function
- *PREfast with SAL* annotations will find additional stack and some heap problem



FUZZING (BLACKBOX)





What is wrong?

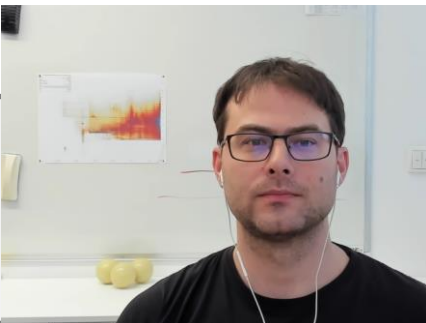
Tag 'ff fe' + length of COM section
 length of comment = length - 2;
 strlen("hello fuzzy world") == ?

beer.jpg	00	01	02	03	04	05	06	07	08	09	0a	0b	0c	0d	0e	0f
00006084	00	01	02	03	04	05	06	07	08	09	0a	0b	0c	0d	0e	0f
00006060	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
00006070	20	3c	3f	78	70	61	63	6b	65	74	20	65	6e	64	3d	27
00006084	77	27	3f	3e	ff	fe	00	14	68	65	6c	6c	6f	20	66	75
00006090	7a	7a	79	20	77	6f	72	6c	64	00	ff	db	00	43	00	06
000060a0	04	05	06	05	04	06	06	05	06	07	07	06	08	0a	10	0a

beer_fuzzed.jpg*	00	01	02	03	04	05	06	07	08	09	0a	0b	0c	0d	0e	0f
00006084	00	01	02	03	04	05	06	07	08	09	0a	0b	0c	0d	0e	0f
00006060	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
00006070	20	3c	3f	78	70	61	63	6b	65	74	20	65	6e	64	3d	27
00006084	77	27	3f	3e	ff	fe	00	00	68	65	6c	6c	6f	20	66	75
00006090	7a	7a	79	20	77	6f	72	6c	64	00	ff	db	00	43	00	06
000060a0	04	05	06	05	04	06	06	05	06	07	07	06	08	0a	10	0a

length of COM section == 00 00
 length of comment = 0 - 2;
 -2 == 0xFFFFFFFFFFFFFFFFFE == ~4GB

```
byte* pComment = new byte[MAX_SHORT];
memcpy(pComment, buffer, length);
```



Microsoft's JPEG GDI+ vulnerability (2004)

- Problem how GDI+ handles comments in JPEG picture
- Comment header segment starts with marker 0xFFFE followed by 16bits length of comment
- Length of comment is including the length word itself (2 bytes)
- Subtract 2 bytes (length of length) to obtain comment length
- If length of comment field is maliciously 0 or 1 then
 - $0 - 2 == -2$ length of comment as signed integer
 - converted to unsigned integer 0xFFFFFFFFFFFFFFFE
 - Comment with length about 4GB instead 65kB max
- Buffer overflow when comment is copied into heap buffer

<http://technet.microsoft.com/en-us/security/bulletin/ms04-028>

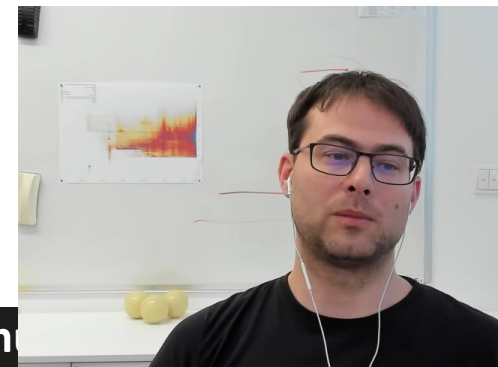
<http://www.slideshare.net/ashishmalik10/microsoft-gdi-jpeg-integer-underflow-vulnerability>

<http://www.securityfocus.com/bid/11173/exploit>

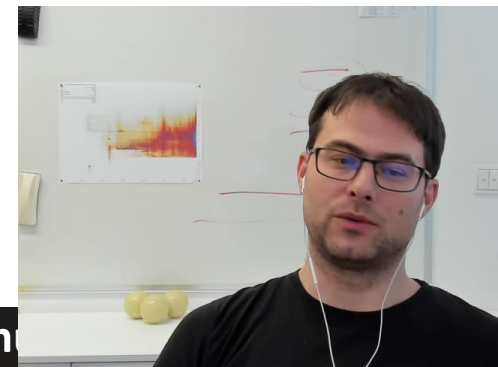
I love GDI+ vulnerability because...

- Lack of proper input checking
- Type signed/unsigned mismatch
- Type overflow
- Buffer overflow
- Heap overflow
- Source code was not available (black box testing)
- Huge impact (core MS library)
- Easily exploitable

FOUND BY FUZZING 😊



INTRO TO FUZZING

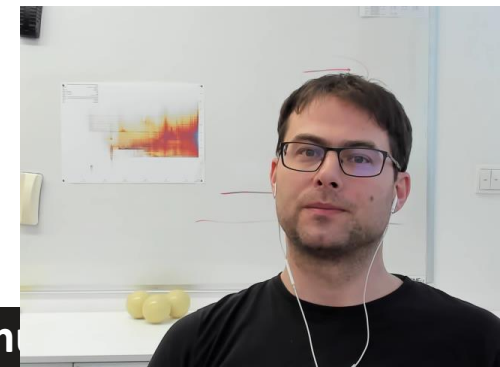


Very simple fuzzer

```
cat /dev/random | ./target_app
```

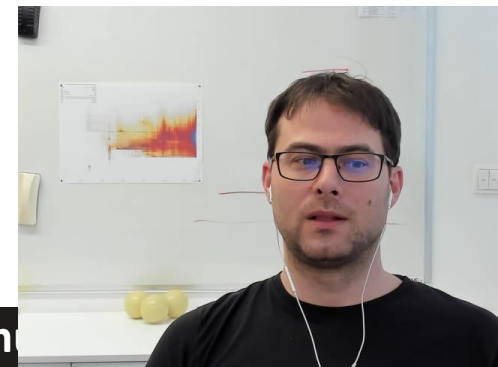


What do you miss here?



What is missing?

- Where fuzzing fits in development process? (developer side, CI, SDL)
- What type of bugs fuzzing tends to find?
- What apps can be fuzzed?
- How to detect that app mishandled fuzzed input (“hit”)? (crash, signal, exception, error...)
- How to react on detected “hit”? (save seed and crashing inputs, bucketing of inputs)
- How to create more meaningful inputs than random bytes? (valid inputs, proxy)
- How to fuzz non-binary inputs? (string patterns, regex, mouse movements...)
- How to fuzz applications without input as files? (http requests, dll injection, ZAP example)
- How to fuzz efficiently? (known problematic values (fuzz vectors))
- How to fuzz files/inputs with defined structure? (grammar, example Peach)
- How to make fuzzer protocol-aware? (Peach example)
- How to fuzz state-full protocols? (proxy like fuzzing)
- How to analyse and react on detected hits?
- Which tools one can use?
- How to detect less visible “hits”? (side-channels)
- What else can we fuzz? (test coverage testing, DDOS resiliency, hardware inputs)

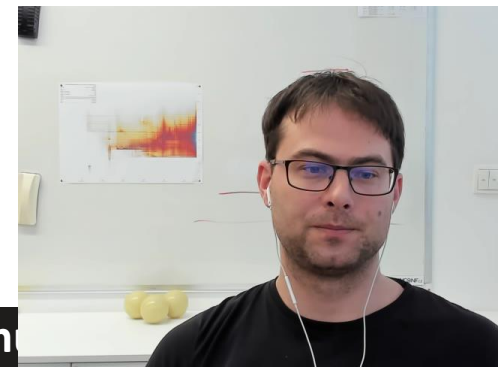


Fuzzing process

1. Investigate input and output of target application
2. Prepare model for fuzzed input generation
3. Validate your model against reality
4. Start sending fuzzed inputs to application
5. Monitor application for faults, errors, crashes...
6. Analyze results
7. Mitigate problems found

Fuzzing: key characteristics

1. More or less random modification of inputs
2. Monitoring of target application
3. Huge amount of inputs for target are send
4. Automated and repeatable



Why to fuzz?

- Black-box negative testing software technique
- Good cost per bug ratio
- “Research” fuzzing
 - Dedicated effort, e.g., pen-testing, QA...
 - Mostly human analysis of results (with help of tools)
 - Whole process not necessary fully automated
- Fuzzing as part of Secure Development Lifecycle
 - Automated run “every day” (CI)
 - Limited time to complete (parallelization?)
 - Automated analysis (no human involved)

Fuzzing - advantages/disadvantages

- Fuzzing advantages

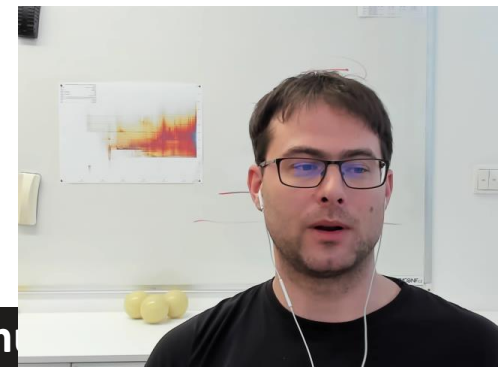


- Very simple design
- Allow to find bugs missed by human eye
- Sometimes the only way to test (closed system)
- Repeatable (crash inputs stored)

- Fuzzing disadvantages



- Usually simpler bugs found (low hanging fruit)
- Increased difficulty to evaluate impact or dangerousity
- Closed system is often evaluated, black box testing

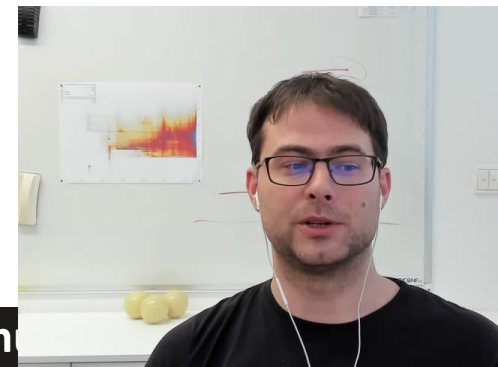


What type of bugs fuzzing tends to find?

- Fuzzers tend to find simpler bugs
- Success of fuzzing depends on input structure
 - E.g., checksums prevents large parts of random fuzzing
 - Bugs in format parsing vs. bugs in data interpretation
- Success increases with time spend on modelling
 - More protocol-aware fuzzer is, problems are found faster (and less weird ones)

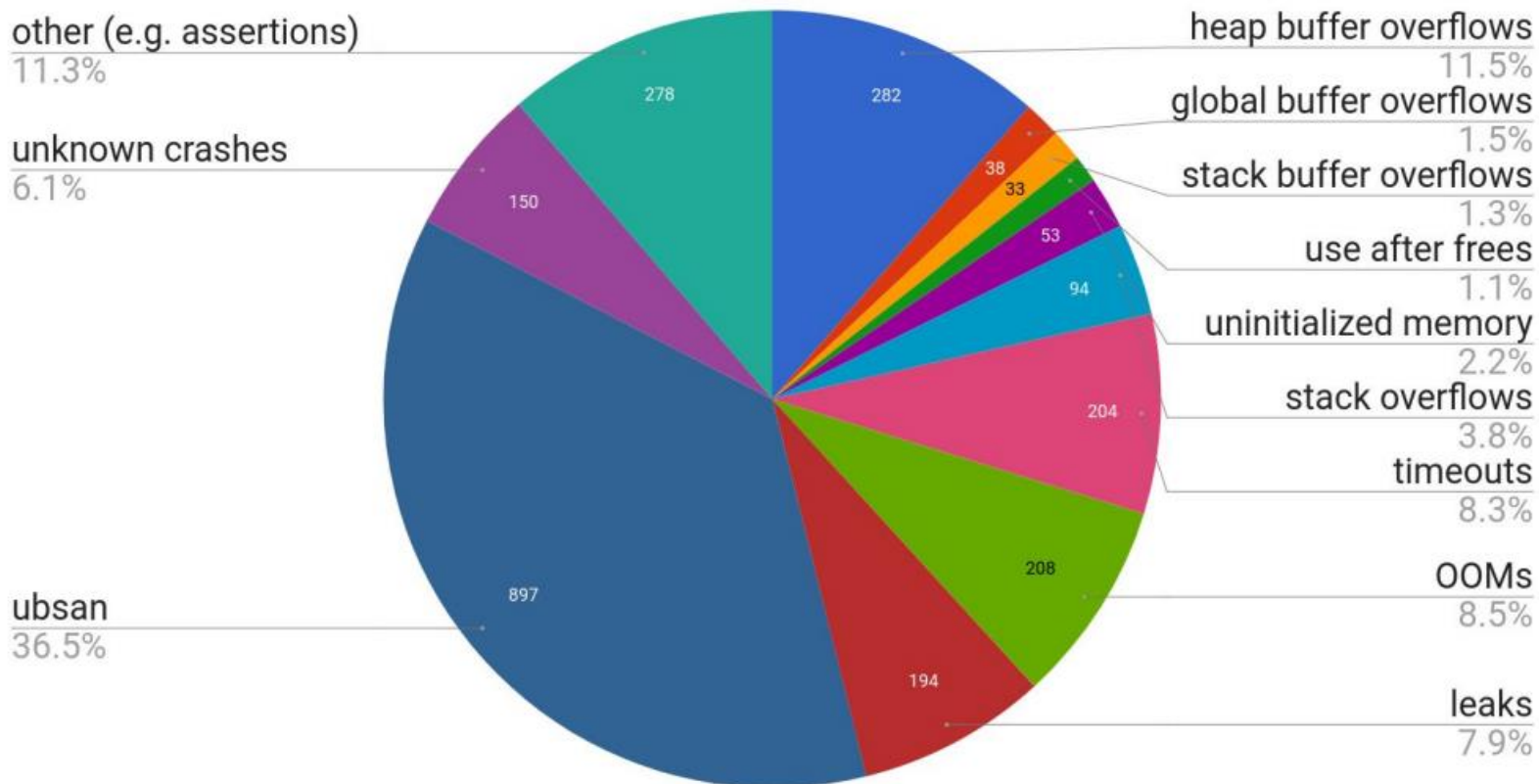
What kind of bugs are usually found?

- Memory corruption bugs (buffer overflows...)
- Parser bugs (crash of parser on malformed input)
- Invalid error handling (other than expected error)
- Threading errors (requires sufficient setup)
- Correctness bugs (reference vs. new implementation)



Google's OSS-Fuzz

2000+ bugs

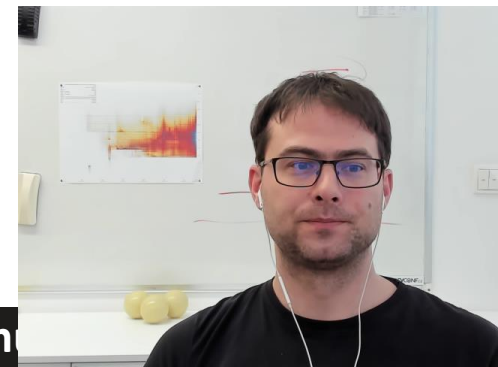


https://www.usenix.org/sites/default/files/conference/protected-files/usenixsecurity17_slides_serebryany



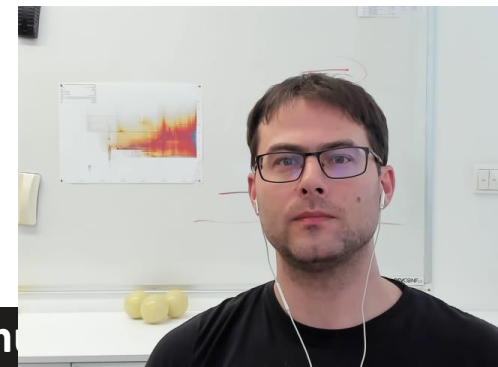
Microsoft VulnScan

- *“Over a 10-month period where VulnScan was used to triage all memory corruption issues for Microsoft Edge, Microsoft Internet Explorer and Microsoft Office products. It had a success rate around 85%, saving an estimated 500 hours of engineering time for MSRC engineers.”*
- <https://blogs.technet.microsoft.com/srd/2017/10/03/vulnscan-automated-triage-and-root-cause-analysis-of-memory-corruption-issues/>



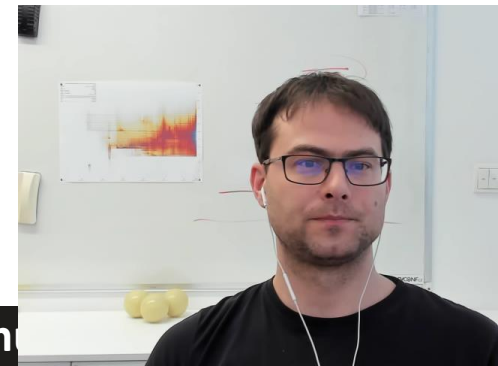
What kind of bugs are usually missed?

- Bugs after input validation (if not modeled properly)
- High-level / architecture bugs (e.g. weak crypto)
- Usability bugs
- ...



What kind of applications can be fuzzed?

- Any application/module with an input
 - (sometimes even without inputs, e.g., fault induction)
- Custom (“DIY”) fuzzer
 - Usually full knowledge about target app
 - Kind of randomized integration test (but still repeatable!)
- File fuzzer – input via files
- Network fuzzer – input received via network
- General fuzzing framework
 - Preprepared tools and functions for common tasks (file, packet...)
 - Custom plugins, pre-prepared and custom data models



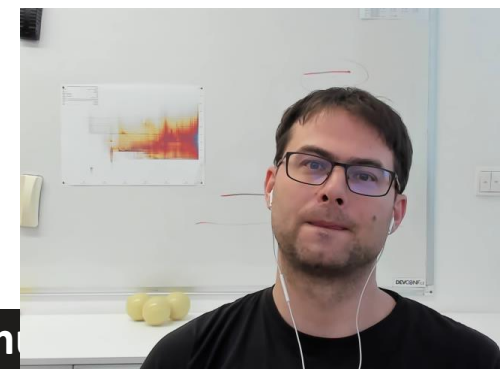
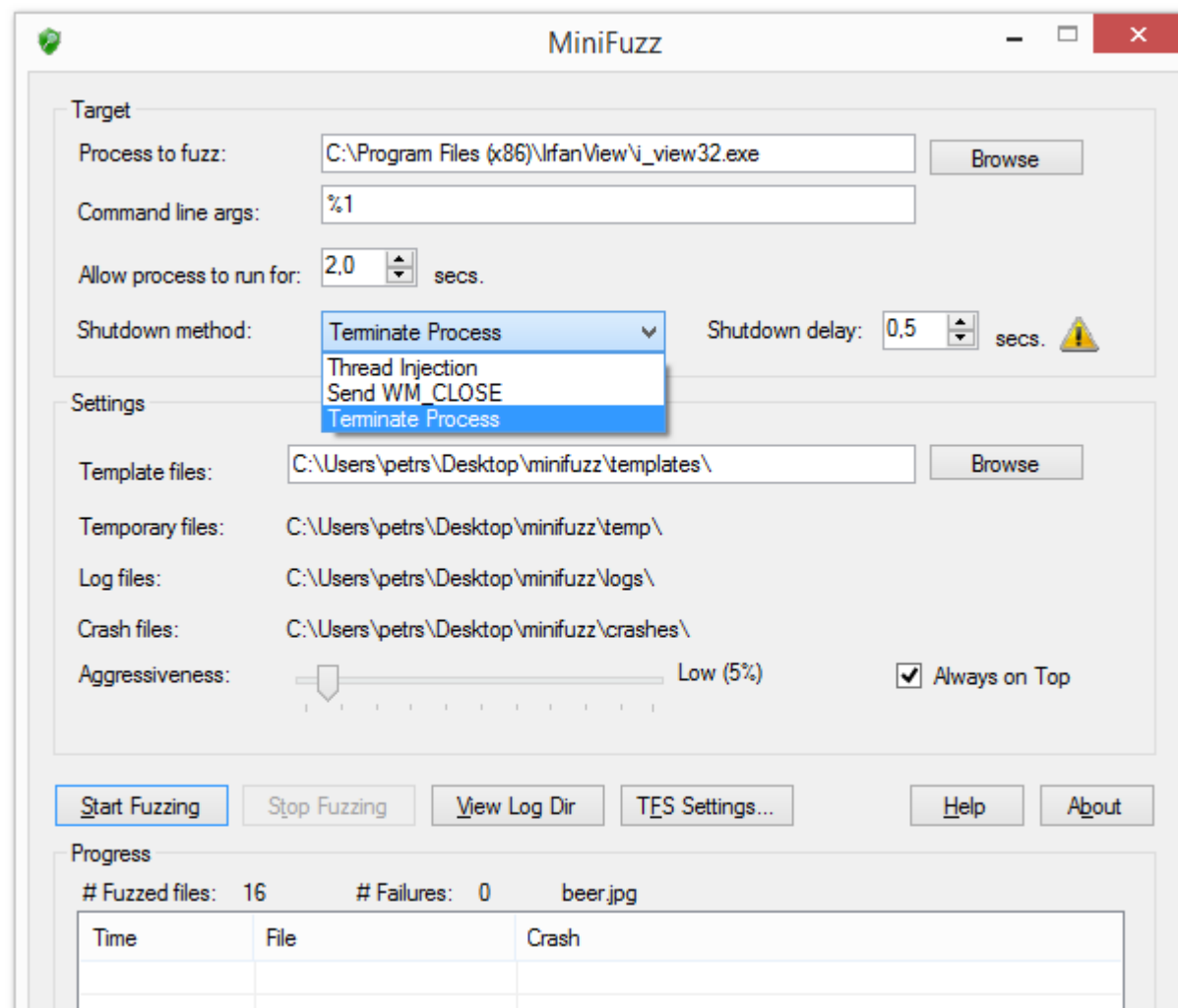


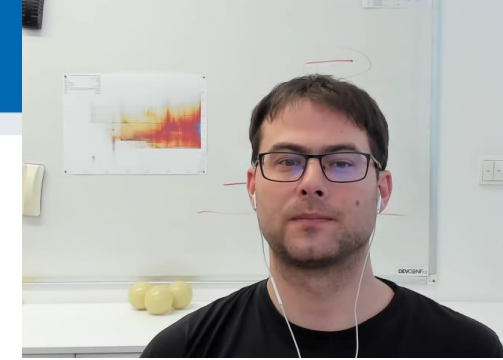
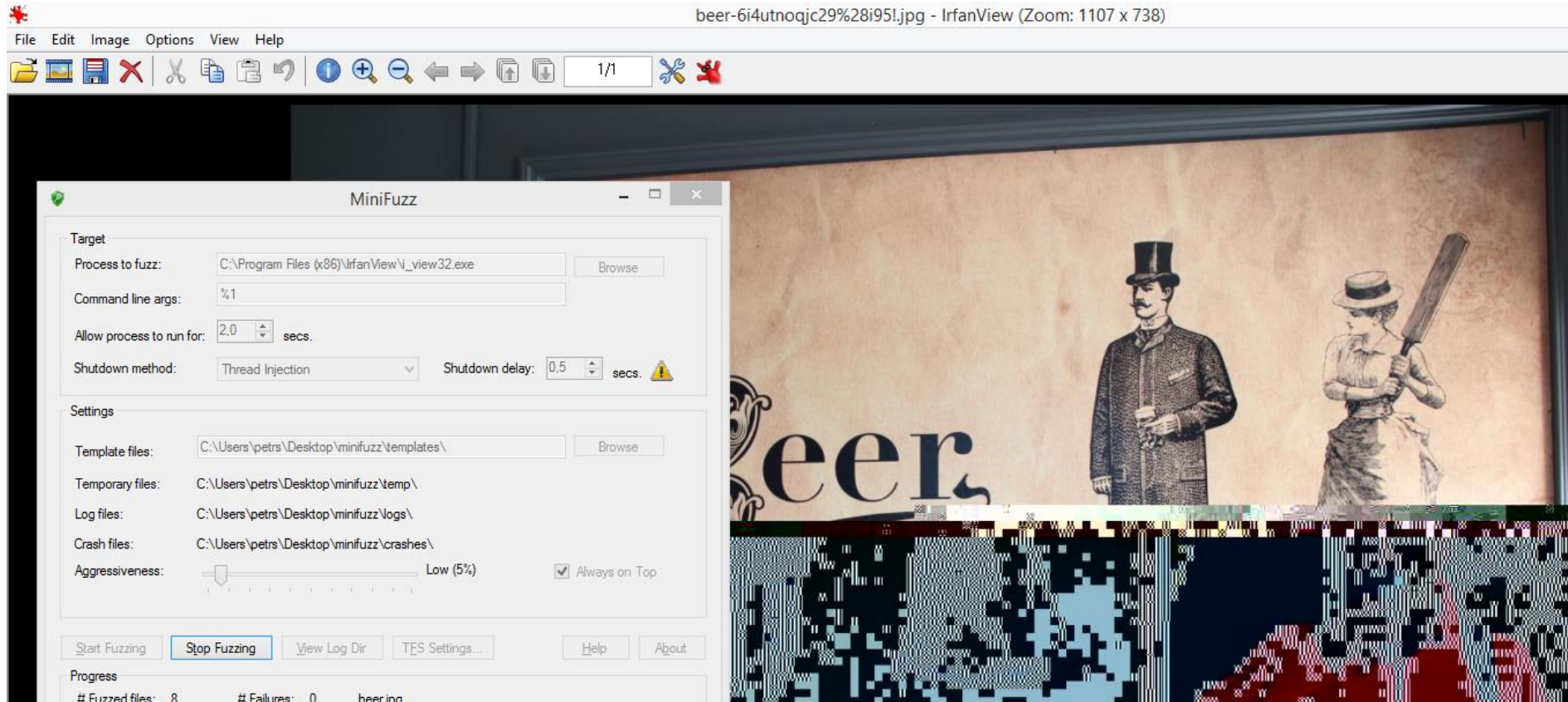
Microsoft's SDL MiniFuzz File Fuzzer

- Application input files fuzzer
 - <http://www.microsoft.com/en-us/download/details.aspx?id=21769>
- Templates for valid input files (multiple)
- Modify valid input file (randomly, % aggressiveness)
- Run application with partially modified inputs
- Log resulting crash (if happen)
 - exception, CPU registers...
- Can be incorporated into Visual Studio, part of SDL
- Video overview
 - <http://msdn.microsoft.com/en-us/security/gg675011.aspx>



Microsoft's SDL MiniFuzz File Fuzzer





```
<?xml version="1.0"?>
```

```
<failures>
```

```
<failure type="Exception Event:Tid=8504, 0x80000003, unhandled, address=0x7740e34d" datetime="11:21:12 12. 2. 2015">
```

```
<registers RAX="00000000" RBX="00000000" RCX="7FFF5FC5180A" RDX="00000000" RSI="00000000" RDI="00000000" RBP="00000000" RSP="00000000">
```

```
<process name="C:\Program Files (x86)\IrfanView\i_view32.exe" />
```

```
<file name="-std=c99 -Wall C:\minifuzz\temp\beer-0rsw9!h2jf.jpg" />
```

```
</failure>
```

```
</failures>
```



MiniFuzz: gcc fuzzing

Target

Process to fuzz: C:\MinGW\bin\gcc.exe

Command line args: -std=c99 -Wall %1

Allow process to run for: 2.0 secs.

Shutdown method: Thread Injection Shutdown delay: 0.5 secs.

Settings

Template files: C:\Users\petrs\Desktop\minifuzz\templates\

Temporary files: C:\Users\petrs\Desktop\minifuzz\temp\

Log files: C:\Users\petrs\Desktop\minifuzz\logs\

Crash files: C:\Users\petrs\Desktop\minifuzz\crashes\

Aggressiveness:

Progress

Fuzzed files: 65 # Failures: 1 hello.c

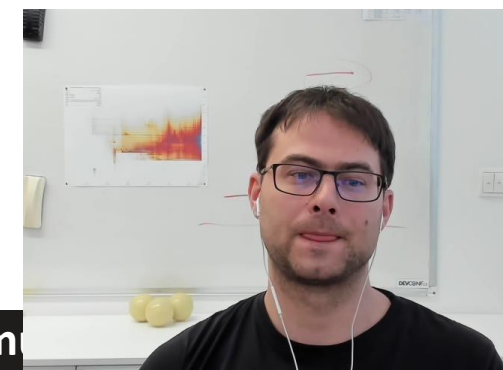
Time	File	Crash
11:21 12.72	gcc.exe	0x80000003 unhandled address

```
#include<stdio.h>
int main() {
    printf("Hello Fuzzy World");
    return 0;
}
```

Binary fuzzing of source code???

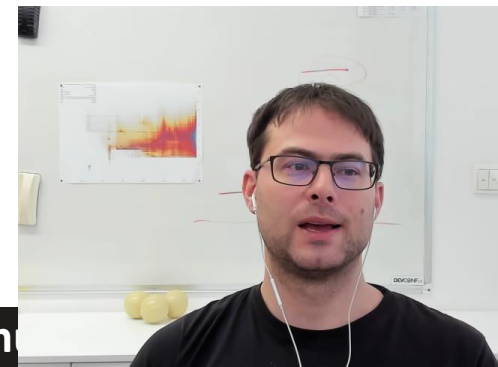
How to improve test coverage?

What if file is not command line parameter?



What kind of inputs and strategy?

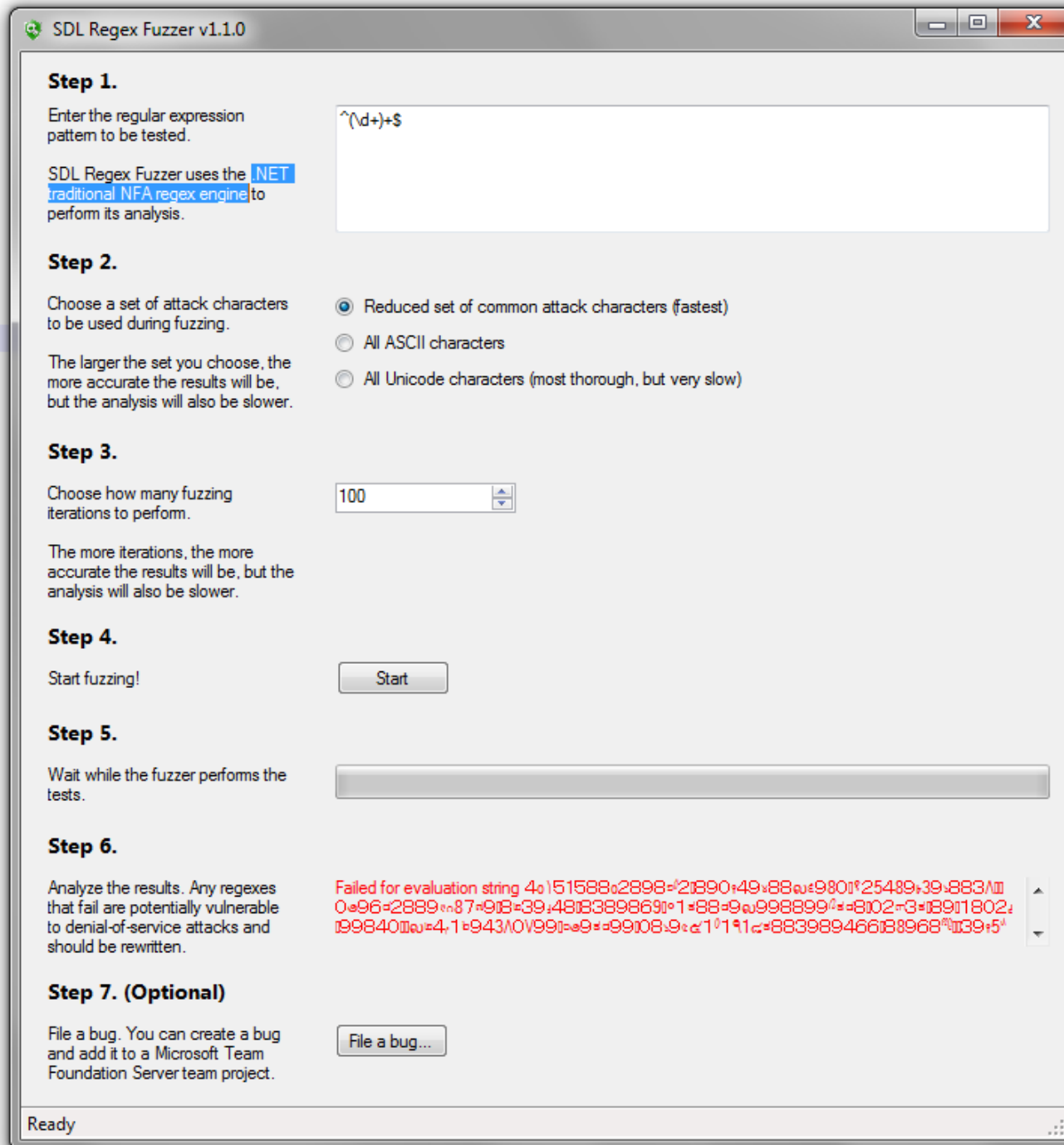
- Type of inputs?
 - File, network packets, structure, data model, state(-less)
- What environment setup is necessary?
 - Fuzzing on live system?
 - Multiple entities inside VMs? Networking?
- Isolated vs. cooperating components?
 - We don't like to mock everything
- What tools are readily available?





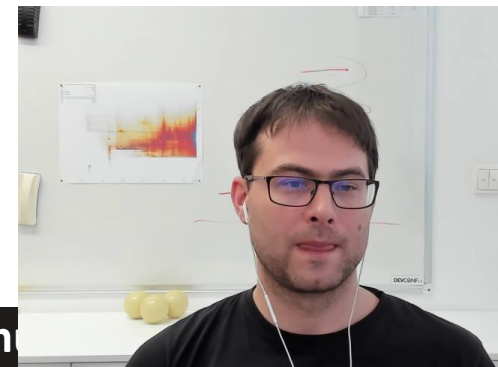
Microsoft's SDL Regex Fuzz

- Test of regular expressions evaluations
 - May cause denial-of-service attack
- Use when your program use regex evaluation
 - Extract all your used patterns, test it by SDL Regex Fuz
- Video overview
 - <http://msdn.microsoft.com/en-us/security/gg675012.aspx>
 - <http://blogs.msdn.com/b/sdl/archive/2010/10/12/new-tool-sdl-regex-fuzzer.aspx>
- Example: `^(\d+)+$`



Input preparation

- *Time intensive part of fuzzing (if model !exists yet)*
 1. Fully random data
 2. Random modification of valid input
 3. Modification of valid input with fuzz vectors
 4. Modification of valid input with mutator
 5. Fuzzing via intermediate proxy

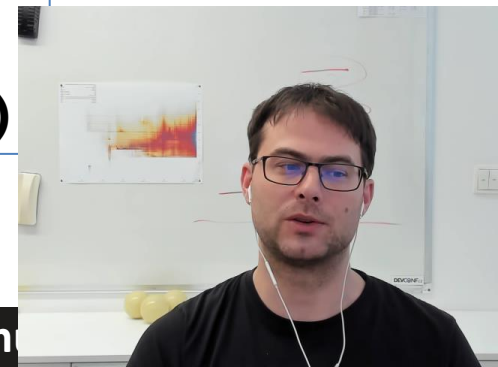




Radamsa fuzzer

- “...easy-to-set-up general purpose shotgun test to expose the easiest cracks...”
 - <https://code.google.com/p/ouspg/wiki/Radamsa>
- Just provide input files, all other settings automatic
 - **cat** file | radamsa > **file.fuzzed**

```
>echo "1 + (2 + (3 + 4))" | radamsa --seed 12 -n 4  
1 + (2 + (2 + (3 + 4?))  
1 + (2 + (3 +?4))  
18446744073709551615 + 4)))  
1 + (2 + (3 + 170141183460469231731687303715884105727))
```



How to generate fuzzed input?

- Generational fuzzing (Recursive fuzzing)
 - Produces data based only on data model description
 - E.g., iterates over range of values of given alphabet
- Mutational fuzzing (Replacive fuzzing)
 - Produces data based on templates and supplied model
 - Known border values or malicious malformed input
 - Fuzz test vectors
 - String-based mutators, number-based mutators...

Peach fuzzer: DataModel (gif)

```

<DataModel name="GIFHEADER">
  <String name="Signature" length="3" value="GIF" token="true" />
  <String name="Version" length="3" value="89a" token="true" />
  <Block name="LOGICALSCREENDESRIPTOR">
    <Number name="Width" size="16" endian="little" signed="false" />
    <Number name="Height" size="16" endian="little" signed="false" />
    <Number name="Sort_flag" size="8" value="F7" valueType="hex" />
    <String name="Color_res" length="3" value="7" />
    <Number name="Background" size="8" endian="little" signed="false" />
    <Number name="pixel_aspect_ratio" size="8" endian="little" signed="false" />
  </Block>
  <Block name="COLOR_MAP">
    <Blob name="Color0" length="64" valueType="hex" />
  </Block>
  <Block name="...">
    <String name="..." />
  </Block>
  ...
</DataModel>

```

00000006	00	01	02	03	04	05	06	07	08	09	0a	0b	0c	0d	0e	0f	
00000006	47	49	46	38	39	61	00	05	55	03	f7	00	00	00	00	00	GIF89a.U.÷.....
00000010	ff	ff	ff	fc	fc	fa	f8	c7	c8	4f	08	0b	71	09	10	90	ÿÿÿüüúøÇÈÖ..q..
00000020	0b	17	f8	38	48	e8	38	48	f7	48	58	d1	6b	74	e5	7e	..ø8Hè8H÷HXÑktå~
00000030	87	b4	17	29	b3	28	37	d1	48	57	51	1c	22	f8	58	68	#'.)³(7ÑHWQ."øXh

<http://pastebin.com/9Y2yENqG>



Peach Pit Library

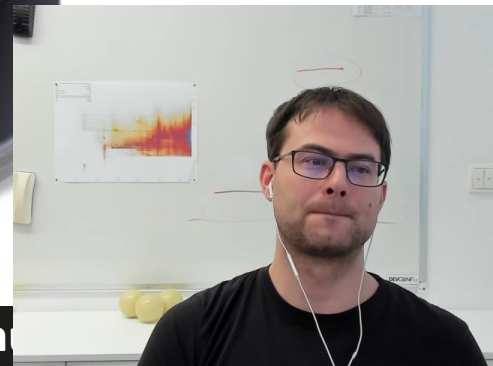
- Predefined support for various protocols

ARP, ETHERNET, IPv4, IPv6, TCPv4, TCPv6, UDPv4,
UDPv6, DHCPv6, IPSECv6, ICMPv4, ICMPv6, MLD
VLAN, VXLAN, LACP, CDP, LLDP, IGMP, MODBUS
NTP, SNMP, LDAP, FTP, DHCPv4, TELNET, JPG-JFIF,
BMP, ICO, JPEG2000, GIF, PNG, AVI-DIVX, WIFI

- *Peach Fuzzer™ Overview – datasheet, 2014*
- (available only in Professional and higher versions)

Fuzzing via intermediate proxy

- Fuzzer modifies valid flow according to data model
- Usually used for fuzzing of state-full protocols
 - Modelling states and interactions would be difficult
 - Target application(s) takes care of states and valid input





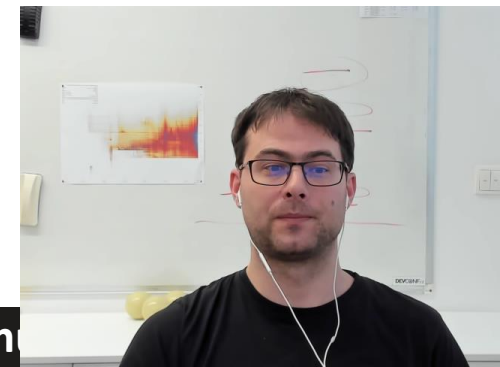
OWASP's ZAP – fuzz strategy settings

The screenshot shows the OWASP Zed Attack Proxy (ZAP) interface. The main window displays a "Welcome to the OWASP Zed Attack Proxy (ZAP)" message and a "URL to attack" field containing "http://ysoft.com". An "Attack" button is visible. A "Progress" indicator shows "Not started".

An "Options" dialog box is open, showing the "Fuzzer" settings. The "Default category" dropdown is set to "jbrofuzz / XSS". A list of categories is shown, including "jbrofuzz / SQL Injection", "jbrofuzz / URI Exploits", "jbrofuzz / User Agents", "jbrofuzz / Web Server", "jbrofuzz / XML Injection", "jbrofuzz / XPath Injection", "jbrofuzz / XSS", and "jbrofuzz / Zero Fuzzers". The "Concurrent scanning threads" slider is set to 2. The "Add custom Fuzz file:" field is empty.

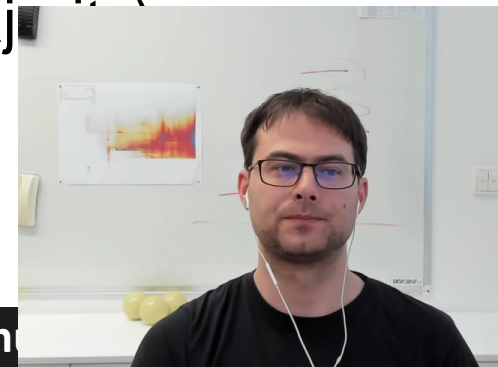
The "Options" dialog box also shows a "Select..." button. The "Options" list in the dialog includes: Active Scan, Active Scan Input V, AJAX Spider, Anti CSRF Tokens, API, Applications, Authentication (Dep), Breakpoints, Certificate, Check For Updates, Connection, Database, Display, Dynamic SSL Certi, Encode/Decode, Extensions, Forced Browse, Fuzzer, and Global Exclude UR.

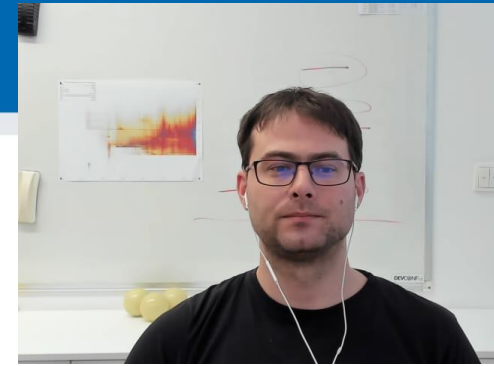
The bottom of the ZAP interface shows a toolbar with icons for "Global Browse", "Fuzzer", "Params", "Hup Sessions", "Zest Results", "Clients", "WebSockets", "AJAX Spider", and "Output".



Differential fuzzing

- Basic idea
 - Compare results obtained from two (or more) implementations for the same inputs
- Usage scenarios
 - Legacy and refactored implementation (additional check atop of unit tests)
 - Conformance of independent implementation to the reference one
 - Comparison of expected outputs from group of programs
- Solves the issue of missing expected outputs (insufficient test vectors)
 - Expected behavior is taken from the other program (reference, major implementation)





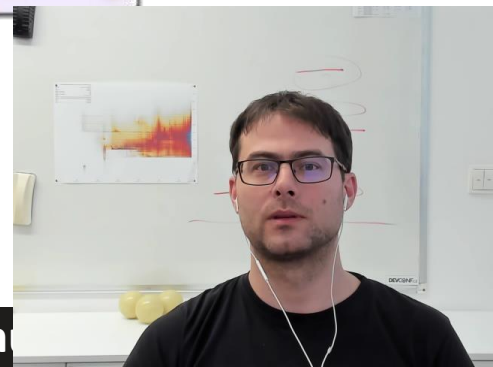
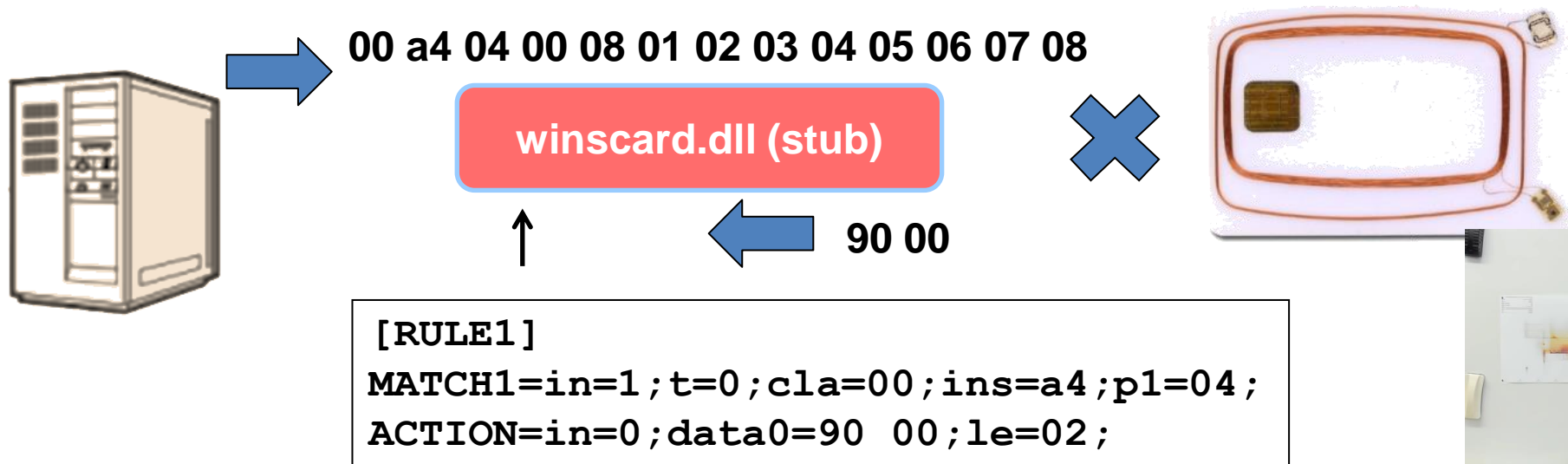
Fuzzing in cryptographic domain

- CryptoFuzz: differential fuzzing of cryptographic libraries
 - <https://github.com/guidovranken/cryptofuzz>
 - Provides same input to multiple cryptographic libraries, compare outputs
 - The “correct” result is the one by majority of libraries
- TLS fuzzer
 - <https://github.com/tomato42/tlsfuzzer/>
 - Verifies correct error handling by TLS server (expected error message)
 - Incorrect error behavior can lead to decryption of data or private key extraction (padding oracle attacks, e.g., <https://robotattack.org/>)



APDUPlay - Smart card fuzzing

- Host to smart card communication done via PC/SC
- Custom wincard.dll stub written
- Manipulate incoming/outgoing APDUs
 - modify packet content
 - replay of previous packets
 - ...



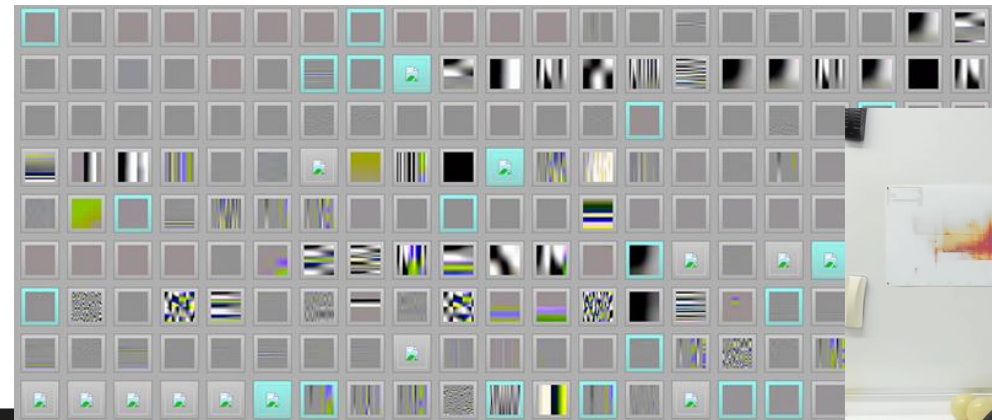
Validation of model

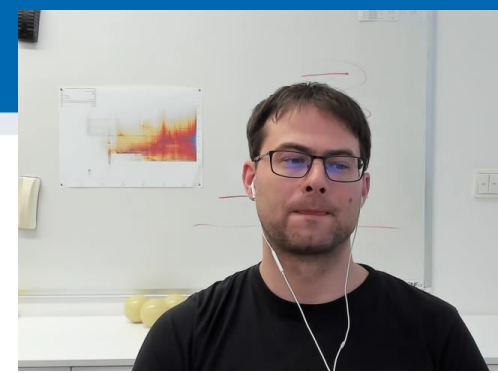
- Are fuzzed inputs according to your need?
 - Smarter fuzzing understands a data format
 - Wrong data format usually fails early on initial parsing
- Check between fuzzing data model and real input
 - E.g., Peach Validator tool
- Are template files providing good test coverage?
 - E.g., Peach miniset tool




American fuzzy lop

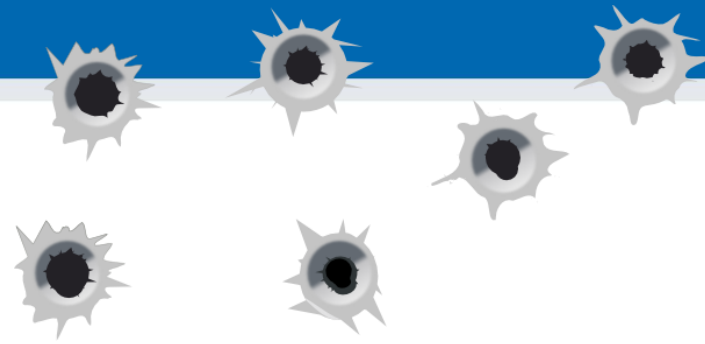
- State of the art and very powerful tool
- High speed fuzzer <http://lcamtuf.coredump.cx/afl/>
- Sophisticated generation of test cases (coverage)
- Automatic generation of input templates
 - E.g., valid JPEG image from “hello” string after few days
 - <http://lcamtuf.blogspot.cz/2014/11/pulling-jpegs-out-of-thin-air.html>
- Lots of real bugs found





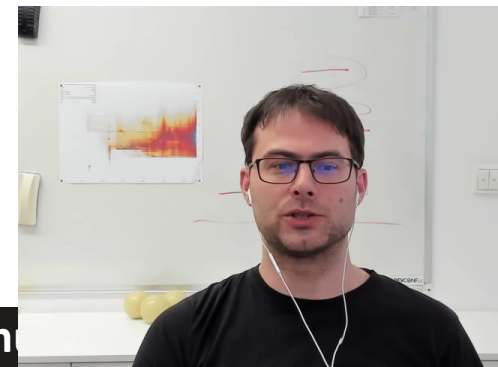
Test coverage

- Random inputs have low coverage (usually)
 - Number of blocks visited in target binary
- Smart fuzzing tries to improve coverage
 - Way how to generate new inputs from existing
- E.g., Peach's minset tool 
 - Gather a lot of inputs (files)
 - Run minset tool, traces with coverage stats are collected
 - Minimal set of files to achieve coverage is computed
 - Selected files are used as templates for fuzzing
- E.g. AFL fuzzer uses compile time instrumentation + genetic programming to create test cases



How to detect “hit”?

- Application crash, uncaught exception...
 - Clear faults, easy to detect
- Error returned
 - Some errors are valid response
 - Some errors are valid response only in selected states
- Input accepted even when it shouldn't be
 - E.g., packet with incorrect checksum or modified field
- Some operation performed in incorrect state
 - E.g., door open without proper authentication
- Application behavior is impaired
 - E.g., response time significantly increases
- ...





Peach monitors

Windows Monitors

- [Windows Debugger Monitor](#)
- [Cleanup Registry Monitor](#)
- [Page Heap Monitor](#)
- [Popup Watcher Monitor](#)
- [Windows Service Monitor](#)

OS X Monitors

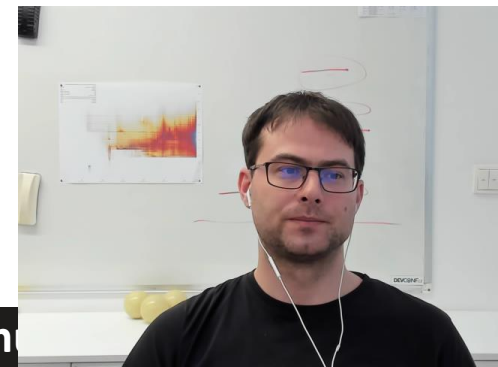
- [OS X Crash Wrangler Monitor](#)
- [OS X Crash Reporter Monitor](#)

Linux Monitors

- [Linux Crash Monitor](#)

Cross Platform Monitors

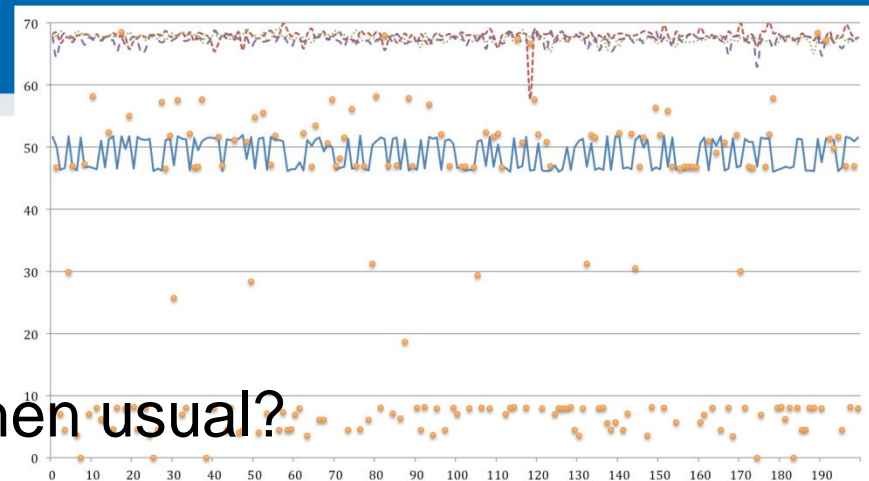
- [CanaKit Relay Monitor](#)
- [Cleanup Folder Monitor](#)
- [IpPower9258 Monitor](#)
- [Memory Monitor](#)
- [Pcap Network Monitor](#)
- [Ping Monitor](#)
- [Process Launcher Monitor](#)
- [Process Killer Monitor](#)
- [Save File Monitor](#)
- [Socket Listener Monitor](#)
- [SSH Monitor](#)
- [SSH Downloader Monitor](#)
- [Vmware Control Monitor](#)



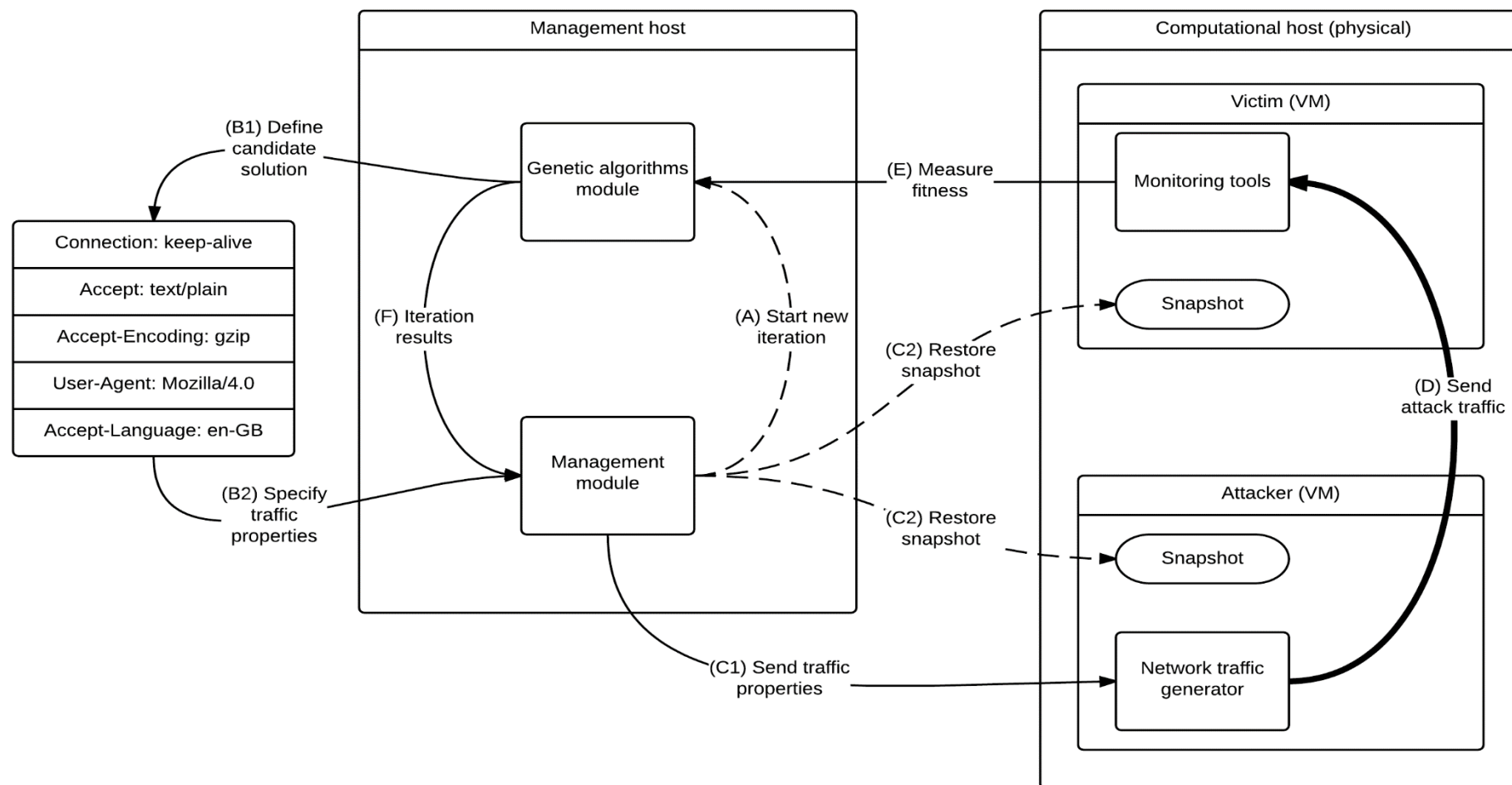


GANet fuzzer

- Are there any inputs processed longer than usual?
- Deny of service as target of fuzzing
 - Can we craft input causing significant load?
 - Fuzzing, but not completely random (GA, GP)
- Input: http / SSL request (fuzzed – content, time)
- Setup: application inside VMs
- Monitor: memory/CPU/network load
- Analyze: outstanding load detected
- *Bukac et al., Challenges of fiction in network security – perspective of virtualized environments, SPW'15, Cambridge, 2015*



GANet fuzzing setup





Peach Pit – specifying fuzz actions

- Peach Pit is XML file
 - <http://old.peachfuzzer.com/v3/TutorialFileFuzzing/CreateDataModel.html>
- Data Models <http://old.peachfuzzer.com/v3/DataModel.html>
 - Format description of input data
- State Models <http://old.peachfuzzer.com/v3/StateModel.html>
 - How fuzzer should behave in different states
- Agents <http://old.peachfuzzer.com/v3/AgentsMonitors.html>
 - Peach processes running program you fuzz, debugger for monitoring...
 - WinDbg, Linux Crash Monitor, Ping monitor, SSH monitor...
- Publisher <http://old.peachfuzzer.com/v3/Publisher.html>
 - How to communicate with target application (TCP, files...)
- Tests <http://old.peachfuzzer.com/v3/TestConfig.html>
 - Setting all parameters of test (Publishers, Loggers, Agents and StateModel)

```

<DataModel name="DataHTER">
  <String value="HTER " mutable="false" token="true"/>
  <String value="" />
  <String value="\r\n" mutable="false" token="true"/>
</DataModel>

```

Model of input data
'HTER *anything* \r\n'

```

<StateModel name="StateHTER" initialState="Initial">
  <State name="Initial">
    <Action type="input" ><DataModel ref="DataResponse"/></Action>
    <Action type="output"><DataModel ref="DataHTER"/></Action>
    <Action type="input" ><DataModel ref="DataResponse"/></Action>
  </State>
</StateModel>

```

1. Read any string
2. Send fuzzed input
3. Read any string

```

<DataModel name="DataResponse">
  <String value="" />
</DataModel>

```

Agent responsible for starting
target application with
debugger connected

```

<Agent name="RemoteAgent" location="tcp://127.0.0.1:9001">
  <!-- Run and attach windbg to a vulnerable server. -->
  <Monitor class="WindowsDebugger">
    <Param name="CommandLine" value="c:\Install\Fuzzers\Peach tutorial\VulnServer\vulnserver.exe"/>
    <Param name="WinDbgPath" value="c:\Program Files (x86)\Windows Kits\8.1\Debuggers\x64\" />
  </Monitor>
</Agent>

```

```

<Test name="TestHTER">
  <Agent ref="RemoteAgent" />
  <StateModel ref="StateHTER"/>
  <Publisher class="TcpClient">
    <Param name="Host" value="127.0.0.1"/>
    <Param name="Port" value="9999"/>
  </Publisher>

```

Test scenario with specified
settings

How to communicate with
target application

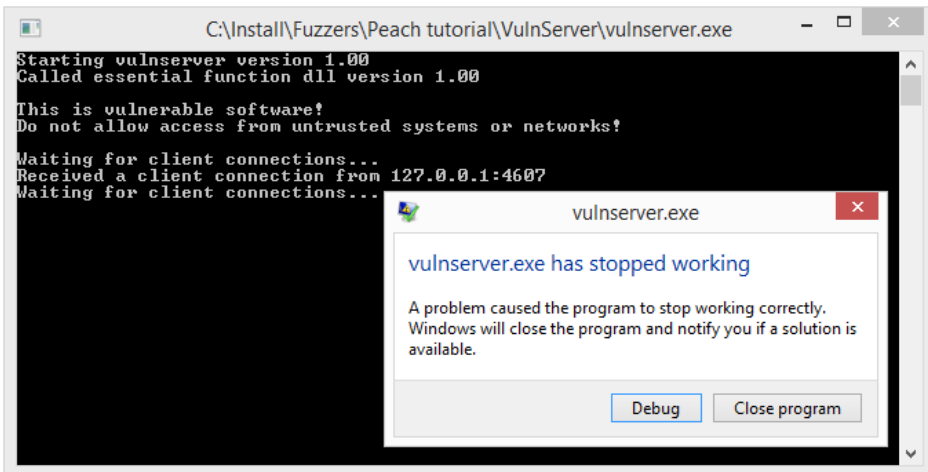
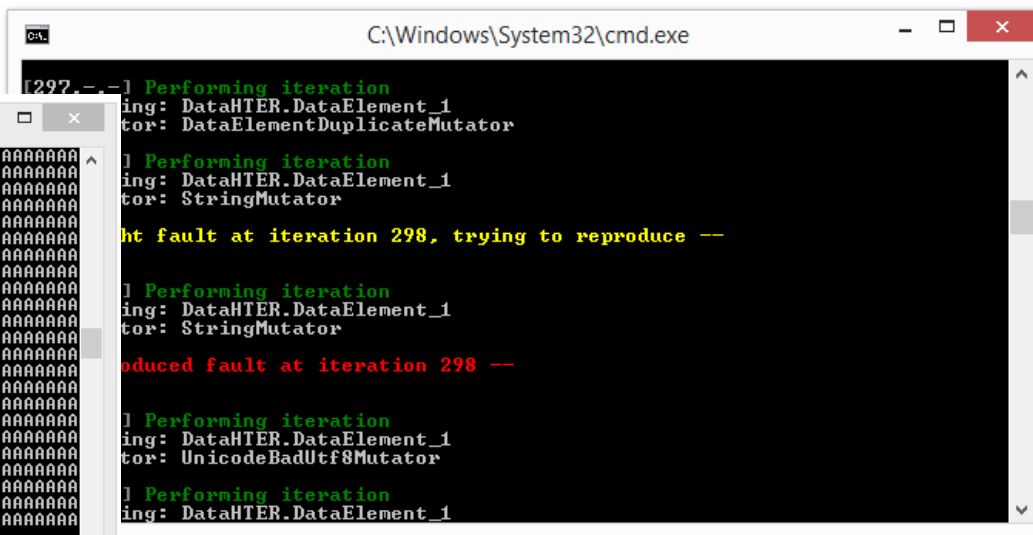
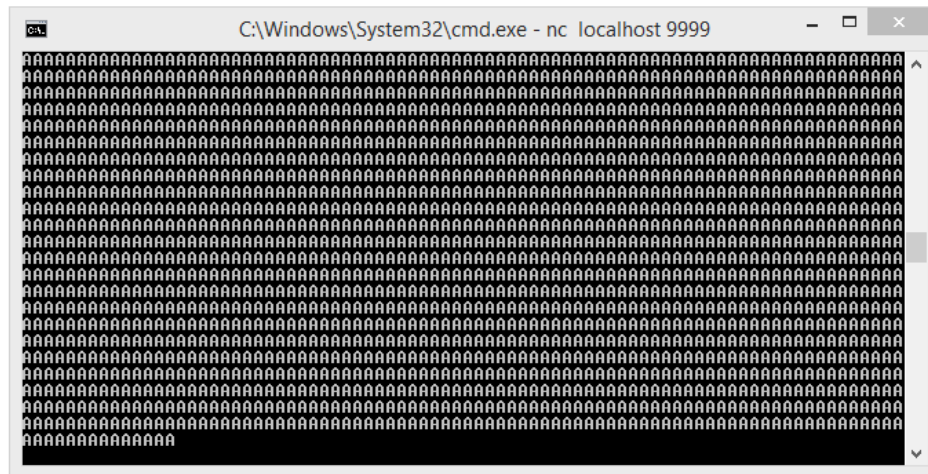
```

<Logger class="File">
  <Param name="Path" value="Logs"/>
</Logger>

```

How to store results

```
<DataModel name="DataHTER">
  <String value="HTER " mutable="false" token="true"/>
  <String value=""/>
  <String value="\r\n" mutable="false" token="true"/>
</DataModel>
```

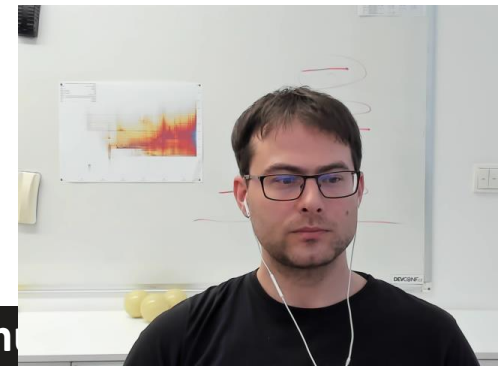


```
al\VulnServer\vulnserver.exe" />
its\8.1\Debuggers\x64\ " />
```

Example from <http://rockfishsec.blogspot.ch/2014/01/fuzzing-vulnserver-with-peach-3.html>

What to do with hit results?

- *Time intensive part of fuzzing*
- Not all hits are relevant (at least at the beginning)
 - Crashes by values not controllable by an attacker
 - !exploitable <https://msecdbg.codeplex.com/>
- Hits reproduction
 - Hit can be result of cumulative series of operations
- Many hits are duplicates
 - Inputs are different, but hit caused in the same part of code
- (Automatic) Bucketing of hits
 - E.g., Peach performs bucking based on signature of callstack





Motto: “Test your test coverage”

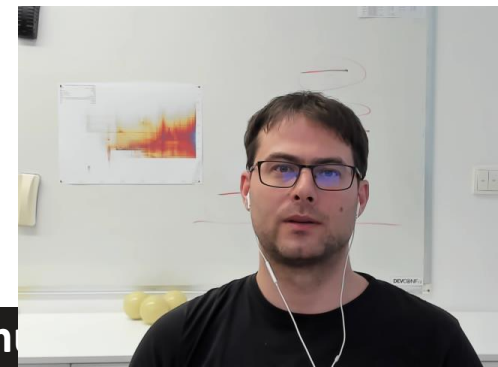
- Sebastian Kurfürst’s php fuzzer
- Idea:
 - Ordinary UT coverage tool just count visited LoC
 - Run tests and compute test coverage
 - Foreach (line:source_code)
 - Comment out / modify line of code
 - Verify valid syntax – if yes, then run unit tests again
 - Detect if tests pass even when line was removed / modified
 - If yes, then your UT is not sufficient
- <https://github.com/sandstorm/Fuzzer>

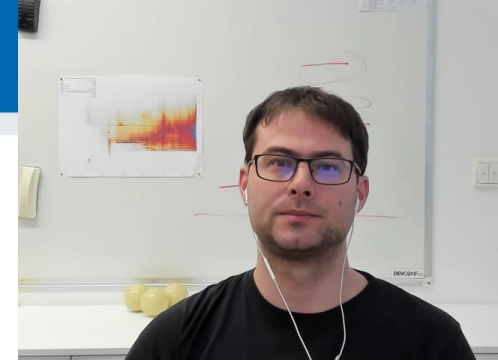
Teaser: Fuzzing hands-on

- Some file fuzzing
- General fuzzing framework - Peach
 - Setup, components, plugins, configuration...
 - Custom input modeling and validation
- Some network fuzzing with OWASP ZAP?
 - Setup, options...
 - Proxy-based network fuzzing

Summary for fuzzing

- Fuzzers are cheap way to detect simpler bugs
 - If you don't use it, others will
- Try to find tool that fits your particular scenario
 - Check activity of development, support
- Fuzzing frameworks can ease variety of setups
 - But bit steeper learning curve
- If fuzzing will not find any bugs, check your model
- Try it!
- The Top 138 Fuzzing Open Source Projects
 - <https://awesomeopensource.com/projects/fuzzing>

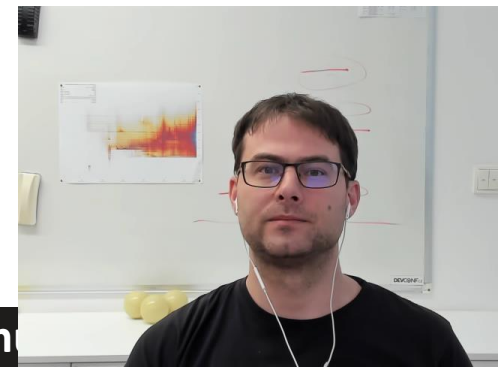




Fuzzing driven development (FDD)

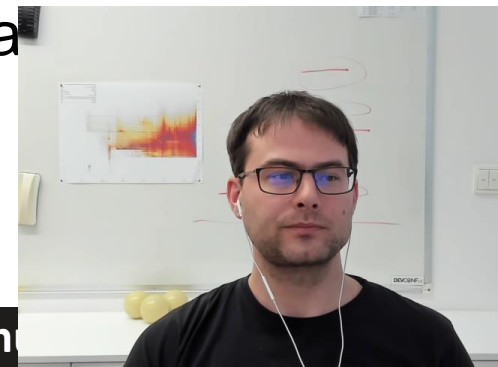
- Test-driven development (TDD)
 - Write tests first, only later implement functionality
 - Will result in testable code (smaller functions, well defined)
- Fuzzing driven development (FDD)
 - Continuous fuzzing of an application
 - Structure application to enable and support fuzzing
 - Will result in “fuzzable” code (deep penetration into app)
- Google OSS-Fuzz
 - Large-scale continuous fuzzing of important open-source projects on Google’s servers
 - Can be replicated in your Continuous Integration server

TAINT ANALYSIS



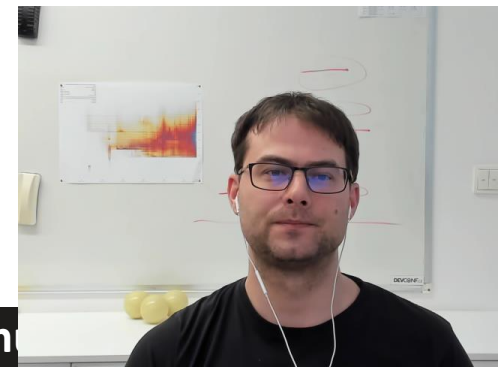
Taint analysis

- Form of flow analysis
- Follow propagation of sensitive values inside program
 - e.g., user input that can be manipulated by an attacker
 - find all parts of program where value can “reach”
- *“Information **flows** from object x to object y , denoted $x \rightarrow y$, whenever information stored in x is transferred to, object y .” D. Denning*
- Native support in some languages (Ruby, Perl)
 - But not C++/Java ☹️, FindSecurityBugs adds taint analysis for Java



Taint sources

- Files (*.pdf, *.doc, *.js, *.mp3...)
 - User input (keyboard, mouse, touchscreen)
 - Network traffic
 - USB devices
 - ...
-
- Every time there is information flow from value from untrusted source to other object X, object X is *tainted* – labeled as “tainted”



Execution of sensitive operation

- Before sensitive operation (e.g., `system()`) is executed with value, taint label is checked
 - if value is tainted, alert is issued
- Untrusted data reaching privilege location is detected
 - can detect even unknown attacks
 - (but sometimes we need to use user input)

Taint analysis - tools

- Taintgrind
 - <http://www.cl.cam.ac.uk/~wmk26/taintgrind/>
 - additional module to Valgrind
 - dynamic taint analyzer for C/C++
 - output memory traces (information flows) already produced by Valgrind
- Tanalysis
 - <http://code.google.com/p/tanalysis/>
 - static taint analyzer for C
 - plugin for Frama-C <http://frama-c.com/>
- Read more about taint analysis
 - <http://users.ece.cmu.edu/~ejschwar/papers/oakland10.pdf>

Microsoft PRefast + Taint analysis

- Warning C6029 is issued when tainted value is passed to parameter marked as [Post(Tainted=No)]
 - without any checking (any condition statement)
- <http://msdn.microsoft.com/en-us/library/ms182047%28v=vs.100%29.aspx>

```
// c
#include <CodeAnalysis\SourceAnnotations.h>
void f([SA_Pre(Tainted=SA_Yes)] int c);

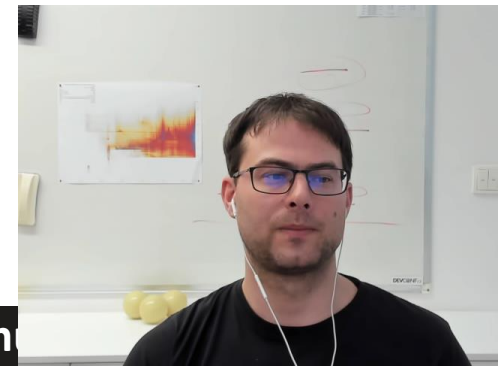
// C++
#include <CodeAnalysis\SourceAnnotations.h>
using namespace vc_attributes;
void f([Pre(Tainted=Yes)] int c);
```


Conclusions

- Dynamic analyzers can profile application
 - and find bugs not found by static analysis
- Fuzzing is “cheap” blackbox approach via malformed inputs

➔ Mandatory reading

- Kostya Serebryany, OSS-Fuzz Google's continuous fuzzing service for open source software
- https://www.usenix.org/sites/default/files/conference/protected-files/usenixsecurity17_slides_serebryany.pdf





 Anonymous

0 

Is information disclosure vulnerability relevant for heap and dynamically allocated memory if language has garbage collection?

Questions ?



Join at
slido.com
#pa193_2021



EXTENSION SLIDES – FOR IGNITED 😊

References

- Some books available, but...
- Michael Eddington, Demystifying fuzzers
 - Comparison of open-source tools, cost of adoption
 - BlackHat 2009, <https://www.blackhat.com/presentations/bh-usa-09/EDDINGTON/BHUSA09-Eddington-DemystFuzzers-PAPER.pdf>
 - <https://www.blackhat.com/presentations/bh-usa-09/EDDINGTON/BHUSA09-Eddington-DemystFuzzers-SLIDES.pdf>
 - RSA Conference 2010 talk <https://www.youtube.com/watch?v=Bm3MfndrI1Y>
- OWASP fuzzing guidelines
 - <https://www.owasp.org/index.php/Fuzzing>
 - https://www.owasp.org/index.php/OWASP_Testing_Guide_Appendix_C:_Fuzz_Vectors
- Tutorials and research papers on fuzzing <http://fuzzing.info/papers/>

Peach tutorials

- Basic usage against vulnserver
 - <http://rockfishsec.blogspot.ch/2014/01/fuzzing-vulnserver-with-peach-3.html>
- Advanced tutorial (ZIP format fuzzing) – very good
 - <http://www.flinkd.org/2011/07/fuzzing-with-peach-part-1/>
- Tutorial for RAR fuzzing
 - <http://www.flinkd.org/2011/11/fuzzing-with-peach-part-2-fixups-2/>

References

- MS post on Test coverage by fuzzing
 - <http://blogs.technet.com/b/srd/archive/2010/02/24/using-code-coverage-to-improve-fuzzing-results.aspx>
- Application and file fuzzing
 - <http://resources.infosecinstitute.com/application-and-file-fuzzing/>
- How I Learned to Stop Fuzzing and Find More Bugs
 - <https://www.defcon.org/images/defcon-15/dc15-presentations/dc-15-west.pdf>

DYNAMIC ANALYSIS - PROFILING (WHITEBOX)

Automatic measurement - profiling

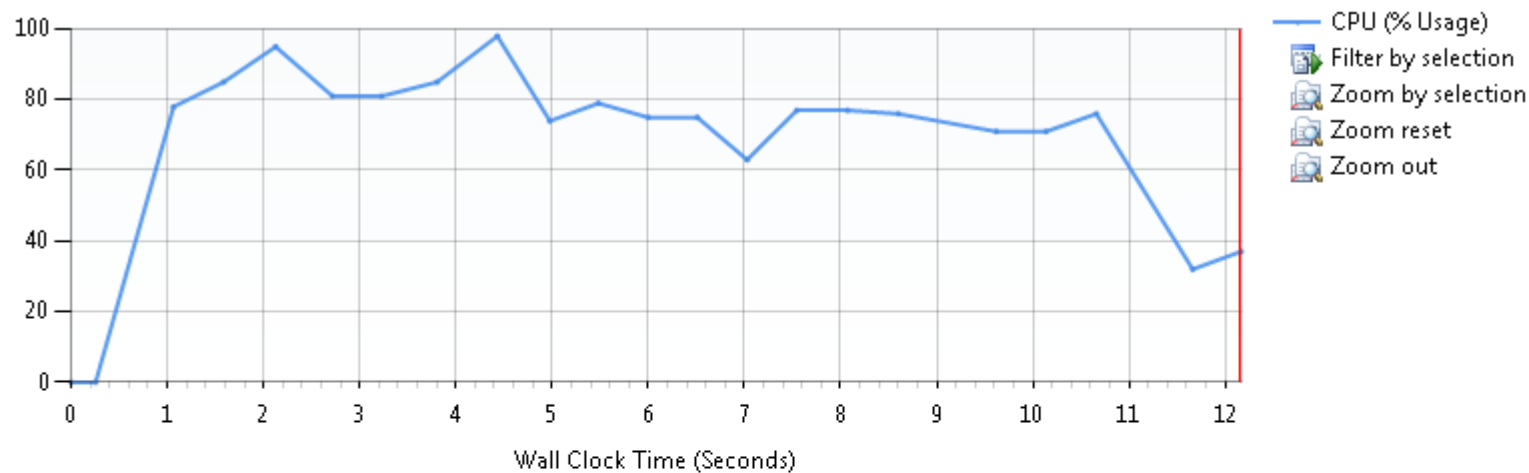
- Automatic tool to measure time and memory used
- “Time” spend in specific function
- How often a function is called
- Call tree
 - what function called actual one
 - based on real code execution (condition jumps)
- Many other statistics, depend on the tools
- Helps to focus and scope security analysis

MS Visual Studio Profiler

- Analyze→Launch Performance Wizard
- Profiling method: **CPU Sampling**
 - check periodically what is executed on CPU
 - accurate, low overhead
- Profiling method: **Instrumentation**
 - automatically inserts special accounting code
 - will return exact function call counter
 - (may affect performance timings a bit)
 - additional code present
- May require admin privileges (will ask)

MS VS Profiler – results (Summary)

- Where to start the optimization work?



Hot Path

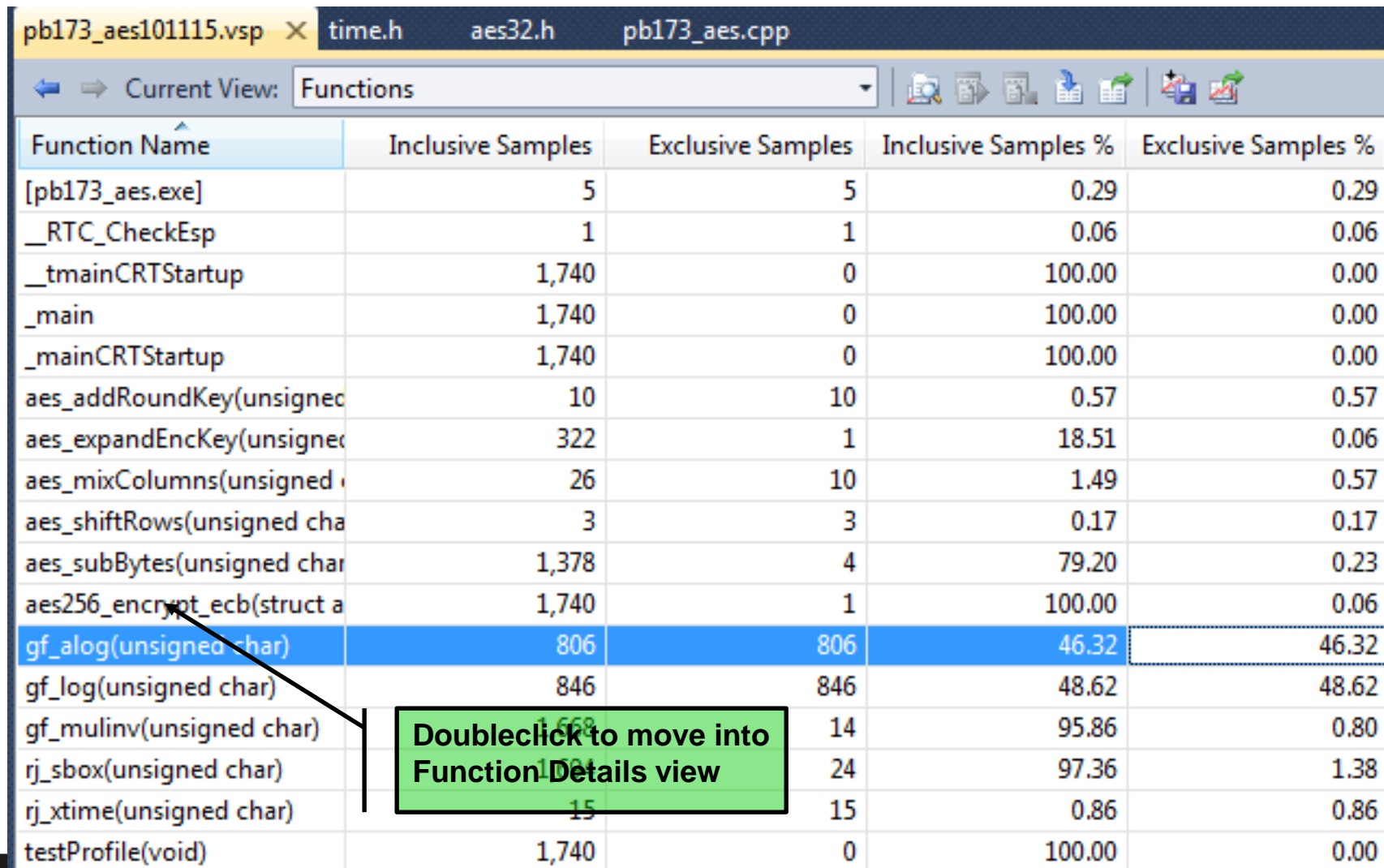
The most expensive call path based on sample counts

Name	Inclusive %	Exclusive %
↪ aes_subBytes(unsigned char *)	79.20	0.23
↪ rj_sbox(unsigned char)	78.97	1.26
↪ gf_mulinv(unsigned char)	77.59	0.75
🔥 gf_log(unsigned char)	39.43	39.43
🔥 gf_alog(unsigned char)	37.30	37.30

MS VS Profiler – results (Functions)

- Result given in number of sampling hits
 - meaningful result is % of total time spend in function
- **Inclusive** sampling
 - samples hit in function or its children
 - aggregate over call stack for given function
- **Exclusive** sampling
 - samples hit in exclusively in given function
 - usually what you want
 - fraction of time spend in function code (not in subfunctions)

MS VS Profiler – results (Functions)



Function Name	Inclusive Samples	Exclusive Samples	Inclusive Samples %	Exclusive Samples %
[pb173_aes.exe]	5	5	0.29	0.29
__RTC_CheckEsp	1	1	0.06	0.06
__tmainCRTStartup	1,740	0	100.00	0.00
_main	1,740	0	100.00	0.00
_mainCRTStartup	1,740	0	100.00	0.00
aes_addRoundKey(unsigned char)	10	10	0.57	0.57
aes_expandEncKey(unsigned char)	322	1	18.51	0.06
aes_mixColumns(unsigned char)	26	10	1.49	0.57
aes_shiftRows(unsigned char)	3	3	0.17	0.17
aes_subBytes(unsigned char)	1,378	4	79.20	0.23
aes256_encrypt_ecb(struct aes256_key)	1,740	1	100.00	0.06
gf_alog(unsigned char)	806	806	46.32	46.32
gf_log(unsigned char)	846	846	48.62	48.62
gf_mulinv(unsigned char)	14	14	95.86	0.80
rj_sbox(unsigned char)	24	24	97.36	1.38
rj_xtime(unsigned char)	15	15	0.86	0.86
testProfile(void)	1,740	0	100.00	0.00

GCC gcov tool

- <http://gcc.gnu.org/onlinedocs/gcc/Gcov.html#Gcov>
- 1. Compile program by GCC with additional flags
 - `gcc -Wall -fprofile-arcs -ftest-coverage main.c`
 - `gcc -Wall --coverage main.c`
 - additional monitoring code is added to binary
- 2. Execute program
 - files with “.bb” “.bbg” and “.da” extension are created
- 3. Analyze resulting files with **gcov**
 - `gcov main.c`
 - annotated source code is created
- Lcov - graphical front-end for gcov
 - <http://ltp.sourceforge.net/coverage/lcov.php>

Current view: [top level](#) - [example/methods](#) - [iterate.c](#) ([source](#) / [functions](#))Test: [Basic example](#) ([view descriptions](#))

Date: 2012-10-12

Legend: Lines: hit not hit | Branches: + taken - not taken # not executed

	Hit	Total	Coverage
Lines:	8	8	100.0 %
Functions:	1	1	100.0 %
Branches:	4	4	100.0 %

	Branch data	Line data	Source code
1		:	: /*
2		:	: * methods/iterate.c
3		:	: *
4		:	: * Calculate the sum of a given range of integer numbers.
5		:	: *
6		:	: * This particular method of implementation works by way of brute force,
7		:	: * i.e. it iterates over the entire range while adding the numbers to finally
8		:	: * get the total sum. As a positive side effect, we're able to easily detect
9		:	: * overflows, i.e. situations in which the sum would exceed the capacity
10		:	: * of an integer variable.
11		:	: *
12		:	: */
13		:	:
14		:	: #include <stdio.h>
15		:	: #include <stdlib.h>
16		:	: #include "iterate.h"
17		:	:
18		:	:
19		:	: 3 : int iterate_get_sum (int min, int max)
20		:	: {
21		:	: int i, total;
22		:	:
23		:	: 3 : total = 0;
24		:	:
25		:	: /* This is where we loop over each number in the range, including
26		:	: both the minimum and the maximum number. */
27		:	:
28	[+ +]	: 67548	: for (i = min; i <= max; i++)
29		:	: {
30		:	: /* We can detect an overflow by checking whether the new
31		:	: sum would become negative. */
32		:	:
33	[+ +]	: 67546	: if (total + i < total)
34		:	: {
35		:	: 1 : printf ("Error: sum too large!\n");
36		:	: 1 : exit (1);
37		:	: }
38		:	:
39		:	: /* Everything seems to fit into an int, so continue adding. */
40		:	:
41		:	: 67545 : total += i;

Taken from <http://ltp.sourceforge.net/coverage/lcov/output/example/methods/iterate.c.gcov.html>

REVERSE ENGINEERING (BLACKBOX)

Reverse engineering

- Art of discovering principles through analysis of structure, functions and operation
- Legality
 - Own binary without documentation
 - Interoperability
 - Anti-virus research
 - Fair use, education
 - Forensics
- Problem with recent copyright laws
 - even attempt to circumvent is illegal
 - not only selling circumvented content

Disassembler vs. debugger

- Static vs. dynamic code analysis
- Debugger vs. Debugger with advanced modification tools (Visual Studio vs. OllyDbg)
- Assembler vs. bytecode
 - Instruction set
 - Register-based vs. stack-based execution

Lena tutorials

- Nice introduction tutorials for reversing/cracking
- Win32 binary
 - Lena tutorials 1 and 2
- Name of the registers
 - (EAX 32bit, AX 16bit, AH/AL 8bit)
- Registers (FPU):
 - Z – zero flag, C – carry flag, S – sign flag
 - EIP ... next address to execute (instruction pointer)
 - EBX ... usually loop counter

Startup resources

- The Reverse Code Engineering Community: <http://www.reverse-engineering.net/>
- Tutorials for You: <http://www.tuts4you.com>
- RE on Wikipedia: http://en.wikipedia.org/wiki/Reverse_engineering

Disassembling binary code

- Interactive Disassembler is legendary full-fledged disassembler with ability to disassemble many different platforms.
 - Free version available for non-commercial uses
 - Free version disassemble only Windows binaries
 - <http://www.hex-rays.com/idapro/idadownfreeware.htm>
- Very nice visualization and debugger feature (similar as OllyDbg)
 - Try it!

Decompiling binary code

- Decompiler is able to produce source code from binary code. Decompiler needs to do disassembling first and then try to create code that will in turn produce binary code you have at the beginning.
- Resulting code will NOT contain information removed during compilation
 - (comments, function names, formatting...)
 - Read <http://www.debugmode.com/dcompile/> for more info
- Still can be of great help
- Problem to find well working free disassembler
 - http://en.wikibooks.org/wiki/X86_Disassembly/Disassemblers_and_Decompilers

Resources

- The Reverse Code Engineering Community: <http://www.reverse-engineering.net/>
- Tutorials for You: <http://www.tuts4you.com>
- Disassembling tutorial
<http://www.codeproject.com/KB/cpp/reversedisasm.aspx>