

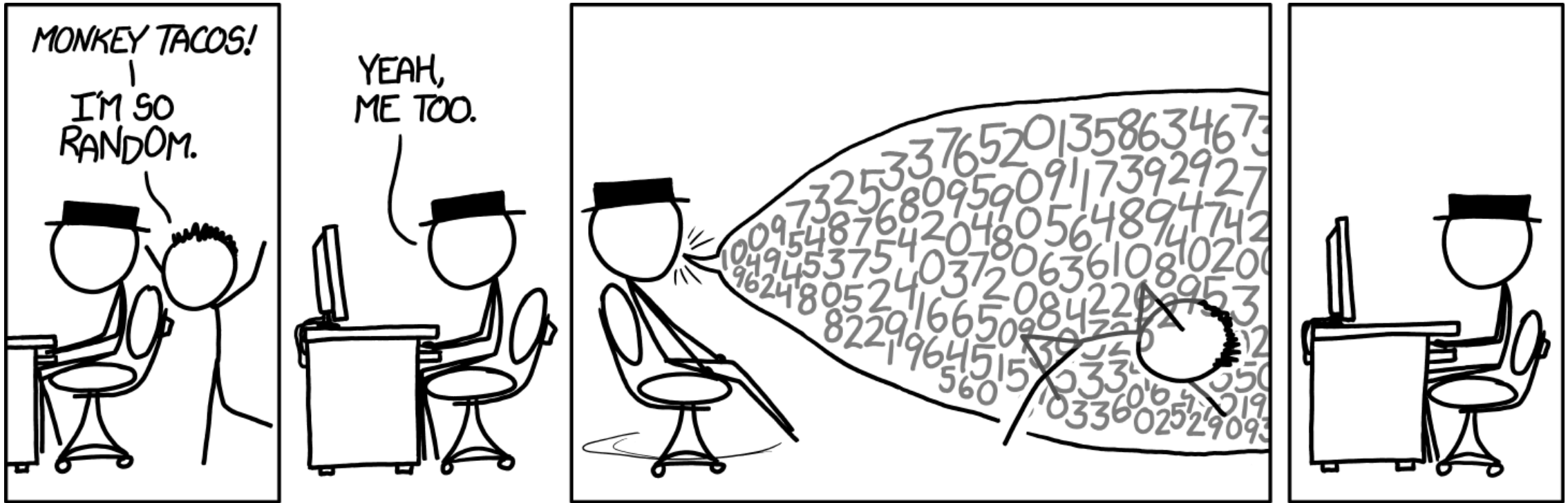


# Semantic Fuzzing *with Zest*

Rohan Padhye, Caroline Lemieux, Koushik Sen, Mike Papadakis, Yves Le Traon



# Fuzz Testing



Comic: <https://xkcd.com/1210>, licensed CC BY-NC 2.5

# Fuzz Testing is Extremely *Popular* and *Effective*

## Releasing jsfunfuzz and DOMFuzz

Tuesday, July 28th, 2015

Today I'm releasing two fuzzers: [jsfunfuzz](#), which tests JavaScript engines, and [DOMFuzz](#), which tests layout and DOM APIs.

Over the last 11 years, these fuzzers have found 6450 Firefox bugs, including [790 bugs that were rated as security-critical](#).

## What is Microsoft Security Risk Detection?

Security Risk Detection is Microsoft's unique fuzz testing service for finding security critical bugs in software. Security Risk Detection helps customers quickly adopt practices and technology battle-tested over the last 15 years at Microsoft.

## Google Testing Blog

[Announcing OSS-Fuzz: Continuous Fuzzing for Open Source Software](#)

Thursday, December 01, 2016

## Linux 4.14-rc5

**From:** Linus Torvalds

**Date:** Sun Oct 15 2017 - 21:48:40 EST

The other thing perhaps worth mentioning is how much [random fuzzing](#) people are doing, and it's finding things. We've always done fuzzing (who remembers the old "crashme" program that just generated random code and jumped to it? We used to do that quite actively very early on), but people have been doing some nice targeted fuzzing of driver subsystems etc, and [there's been various fixes](#) (not just this last week either) coming out of those efforts. Very nice to see.

CVE-2014-6277: "ShellShock" bug in Bash

CVE-2014-0160: "Heartbleed" bug in OpenSSL

CVE-2015-1606

CVE-2015-1607

CVE-2014-9087

CVE-2014-6355

CVE-2015-0061

CVE-2015-7855

CVE-2016-7434

CVE-2015-7941

CVE-2015-8035

CVE-2015-8241

CVE-2015-8242

CVE-2015-8317

CVE-2016-4658

CVE-2016-5131

CVE-2015-5309

CVE-2015-5311

CVE-2015-0232

CVE-2017-5340

CVE-2015-2158

CVE-2015-0860

CVE-2015-8380

CVE-2016-1925

CVE-2014-9771

CVE-2016-3994

# Fuzz Testing is Extremely *Popular* and *Effective*

## Releasing jsfunfuzz and DOMFuzz

Tuesday, July 28th, 2015

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including [790 bugs](#) t

Security Ri

Buffer overflows  
Memory leaks  
Use-after-free

...

CVE-2014-

CVE-2014-0160: "Heartbleed" bug in OpenSSL

code and jumped to it? We used to do that quite actively very early on), but people have been doing some nice targeted fuzzing of driver subsystems etc, and [there's been various fixes](#) (not just this last week either) coming out of those efforts. Very nice to see.

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CVE-2015-0860

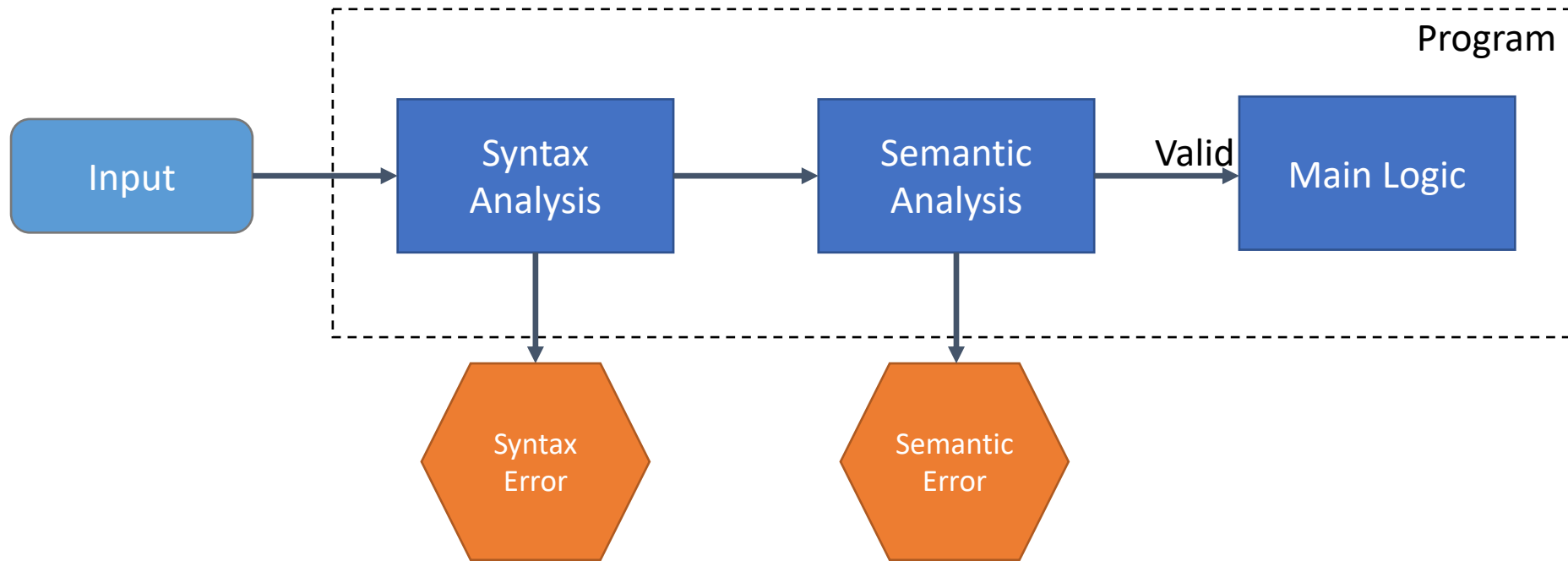
CVE-2015-8380

CVE-2016-1925

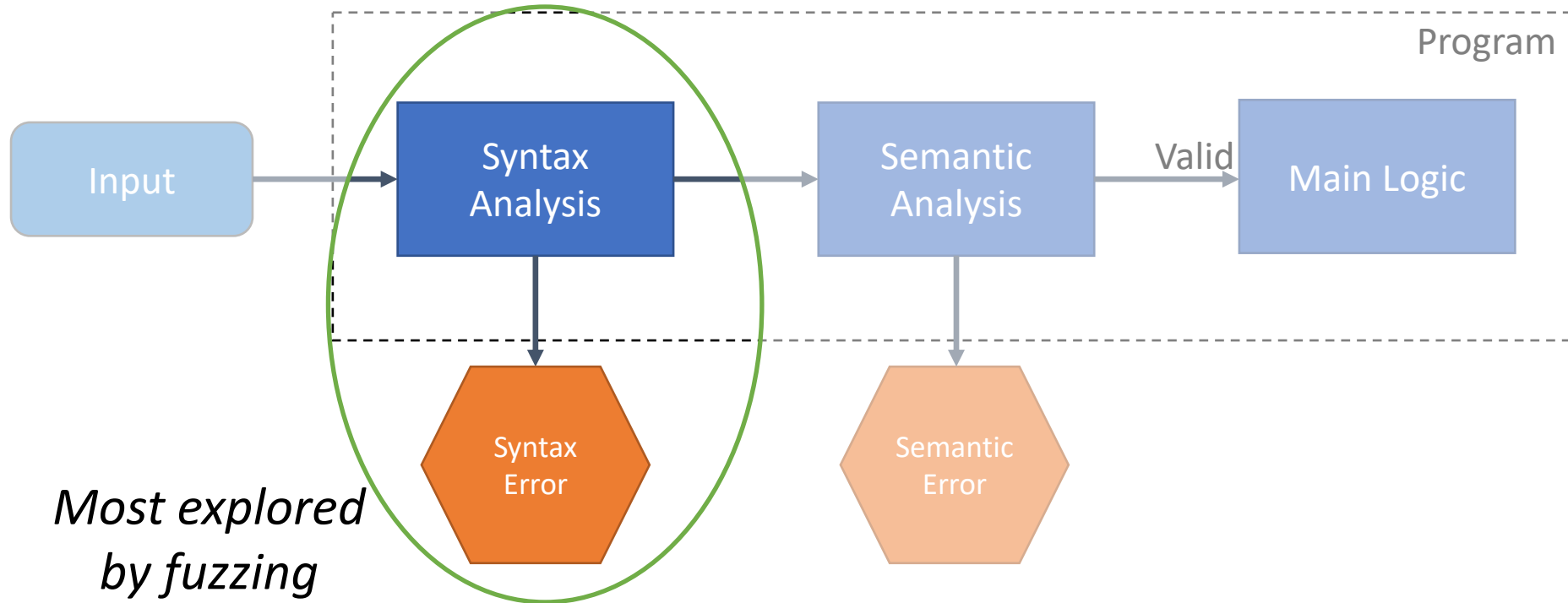
CVE-2014-9771

CVE-2016-3994

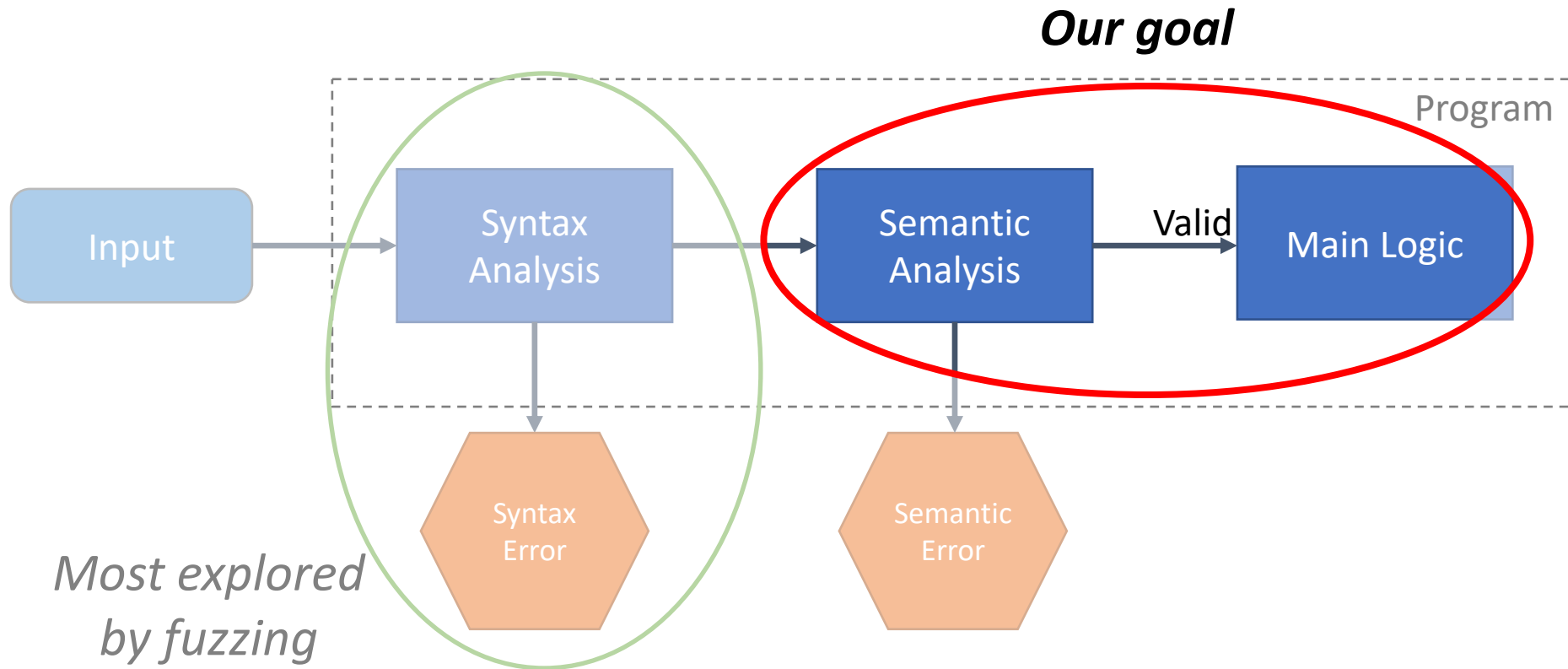
# Many test programs look like this:



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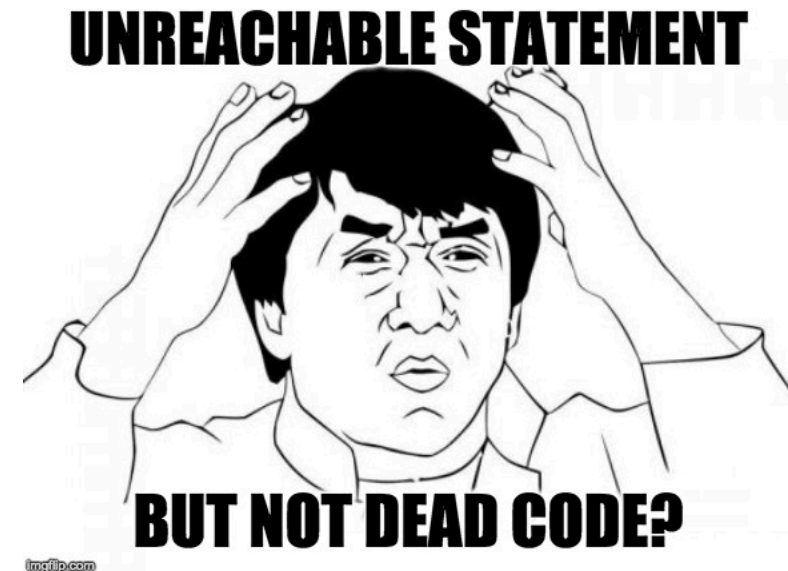
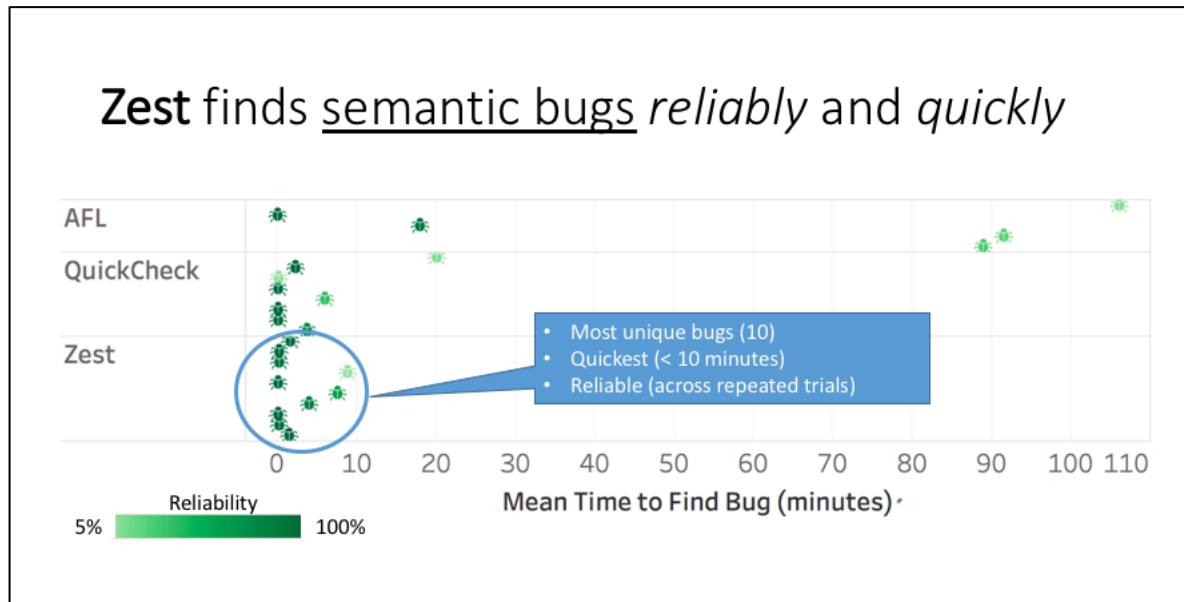


# Many test programs look like this:



# This Talk: Sneak Peak

Fuzzing Apache Ant	Syntax Error	Semantic Error	Semantically Valid
Baseline 1 (AFL)	99.63 %	0.37 %	0 %
Baseline 2 (QuickCheck)	0 %	99.99%	0.0000005%
<b>Semantic Fuzzing with Zest</b>	<b>0 %</b>	<b>80.12 %</b>	<b>19.88 %</b>





**1. Coverage-guided Fuzzing**  
(prior work)

**2. Generator-based Fuzzing**  
(prior work)

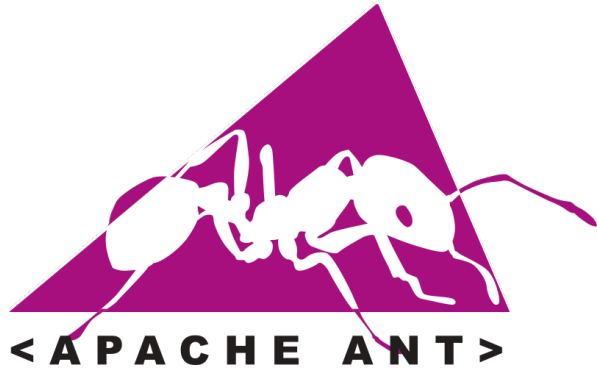
**3. Semantic Fuzzing with Zest**  
(our work)

**1. Coverage-guided Fuzzing**  
(prior work)

**2. Generator-based Fuzzing**  
(prior work)

**3. Semantic Fuzzing with Zest**  
(our work)

# Case Study



```
$ ant -f build.xml
```

# Mutation-based Fuzzing

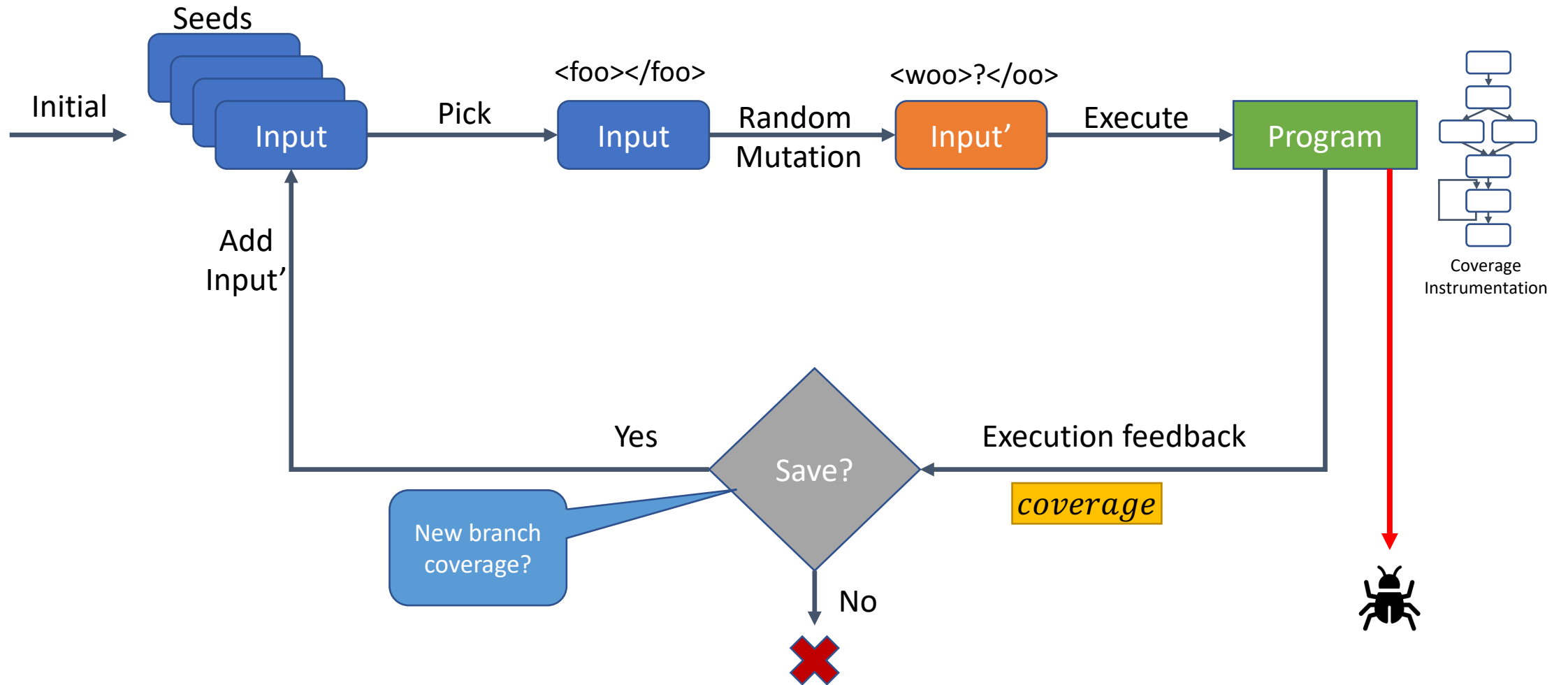
Valid Seed Input (build.xml)

```
<project default="dist">  
  <target name="init">  
    <mkdir dir="${build}"/>  
  </target>  
  ...
```

New Input (Mutated from Seed)

```
<project default="dist">  
  <taWget name="init">  
    <maDir dir="2{build}"/@>  
  </tar?get>  
  ...
```

# Coverage-guided fuzzing

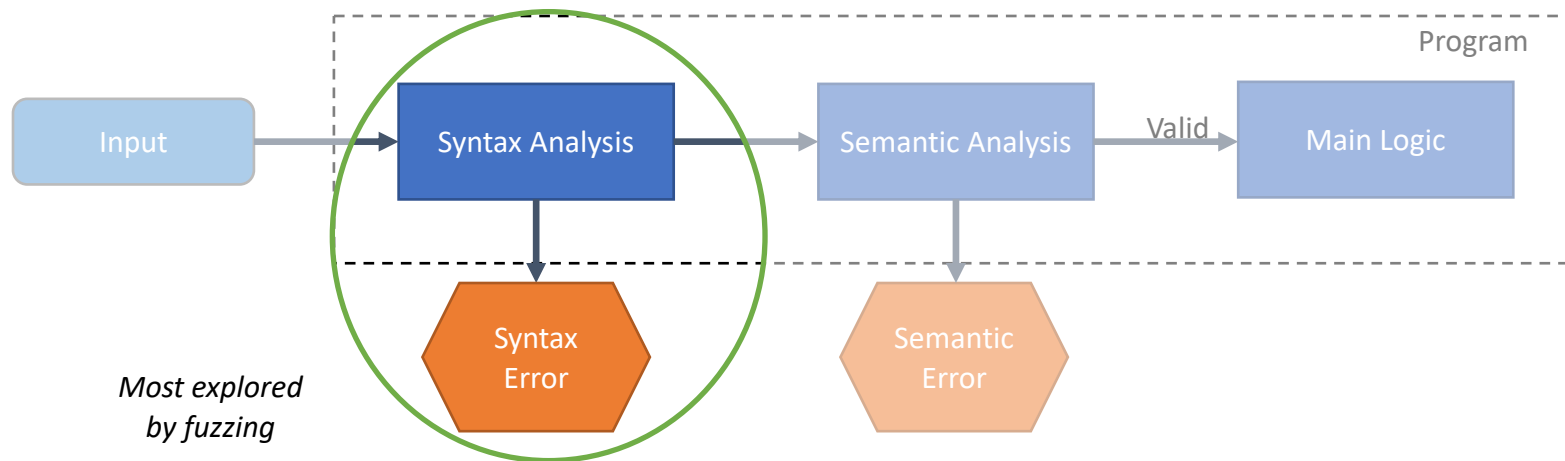


# Fuzzing Apache Ant

AFL generates ~500,000 new build.xml files in 1 hour

	Syntax Error	Semantic Error	Semantically Valid
AFL (Coverage-guided fuzzing)	99.63 %	0.37 %	0 %

Example: ... <tar<get name="init"><madir dir="2{build}"/>@</tar?get> ...



**1. Coverage-guided Fuzzing**  
(prior work)

**2. Generator-based Fuzzing**  
(prior work)

**3. Semantic Fuzzing with Zest**  
(our work)

Let's generate *syntactically valid* inputs

- **QuickCheck Generator Functions**
- Context-Free Grammars
- Peach Pits
- Protocol Buffers
- etc.



# A Simple XML Generator

```
public XMLElement genXML(Random random)
```

# A Simple XML Generator

```
public XMLElement genXML(Random random) {
```

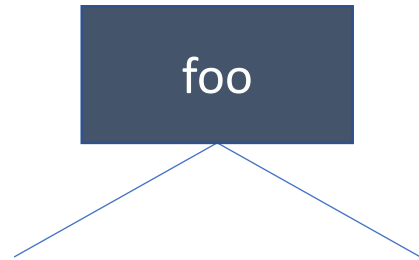
foo

```
XMLElement node = new XMLElement(random.nextString());
```

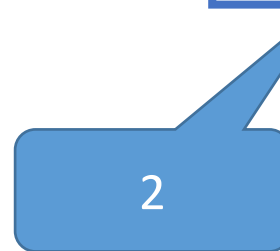
"foo"

# A Simple XML Generator

```
public XMLElement genXML(Random random) {
```

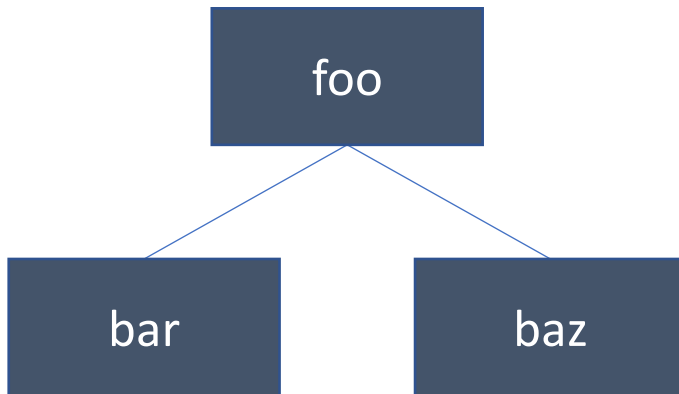


```
XMLElement node = new XMLElement(random.nextString());  
int children = random.nextInt(0, MAX_CHILDREN);
```



# A Simple XML Generator

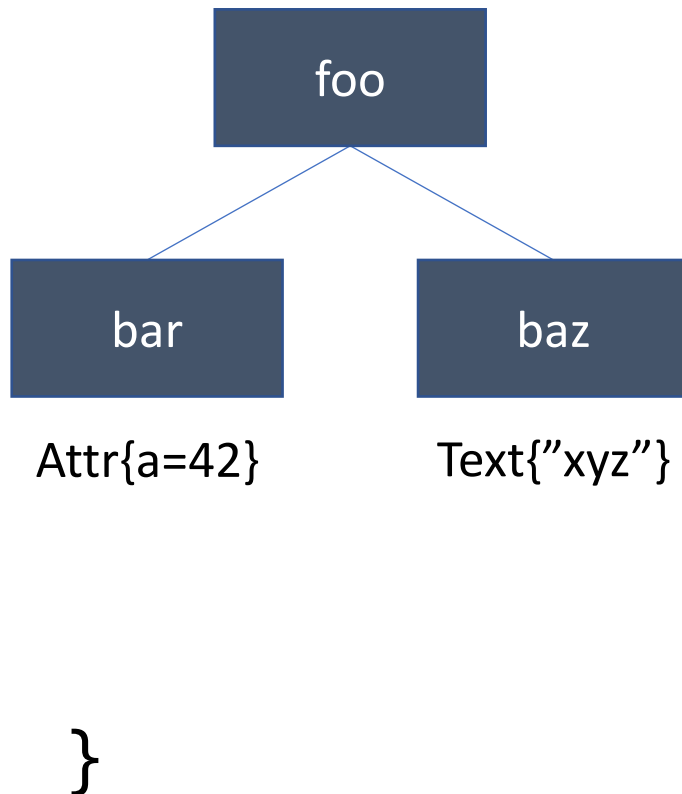
```
public XMLElement genXML(Random random) {
```



```
XMLElement node = new XMLElement(random.nextString());  
  
int children = random.nextInt(0, MAX_CHILDREN);  
for (int i = 0; i < children; i++) {  
    node.addChild(genXML(random));  
}
```

# A Simple XML Generator

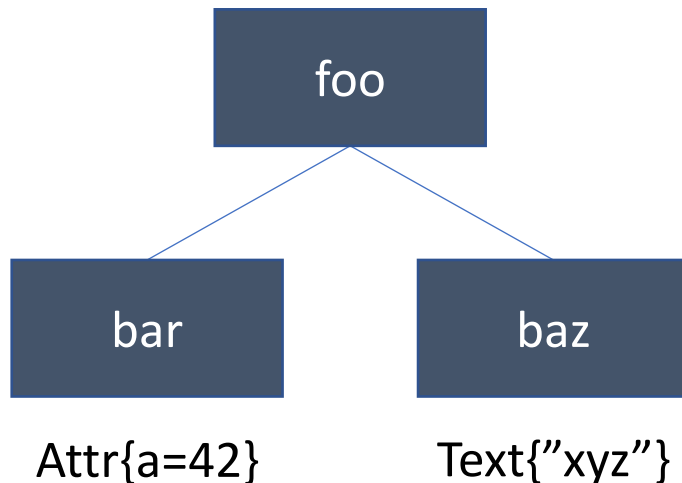
```
public XMLElement genXML(Random random) {
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```
XMLElement node = new XMLElement(random.nextString());  
  
int children = random.nextInt(0, MAX_CHILDREN);  
for (int i = 0; i < children; i++) {  
    node.addChild(genXML(random));  
}  
  
if (random.nextBoolean()) {  
    node.addText(random.nextString());  
}  
  
/* ... Maybe add attributes ... */  
return node;  
}
```

# A Simple XML Generator

```
public XMLElement genXML(Random random) {
```



```
XMLElement node = new XMLElement(random.nextString());  
int children = random.nextInt(0, MAX_CHILDREN);  
for (int i = 0; i < children; i++) {  
    node.addChild(genXML(random));  
}  
if (random.nextBoolean()) {  
    node.addText(random.nextString());  
}
```

```
}
```

```
<foo><bar a="42" /><baz>xyz</baz></foo>
```

# A Simple XML Generator

```
public XMLElement genXML(Random random) {
```

## Observations:

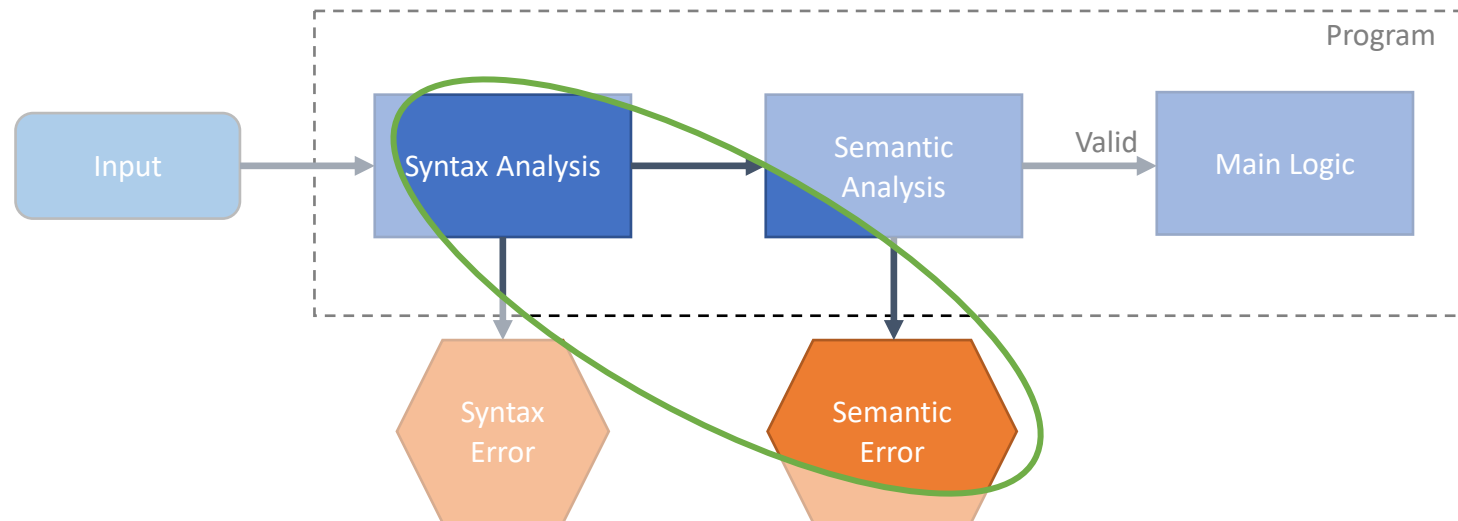
1. Generators are easy to write
2. Every execution produces a syntactically valid input  
(not necessary *semantically valid*)

```
<foo><bar a="42" /><baz>xyz</baz></foo>
```

# Fuzzing Apache Ant

	Syntax Error	Semantic Error	Semantically Valid
AFL	99.63 %	0.37 %	0 %
<b>QuickCheck (Generator-based fuzzing)</b>	<b>0 %</b>	<b>99.99%</b>	<b>0.0000005%</b>

Example: `<sleep><delete copy="propertyhelper" /></sleep>`





1. Coverage-guided Fuzzing  
(prior work)

+

2. Generator-based Fuzzing  
(prior work)

???

1. Coverage-guided Fuzzing  
(prior work)

+

2. Generator-based Fuzzing  
(prior work)



3. Semantic Fuzzing with Zest  
(our work)

# Idea: Parametric Generators

```
public XMLElement genXML(Random random)
```

# Idea: Parametric Generators

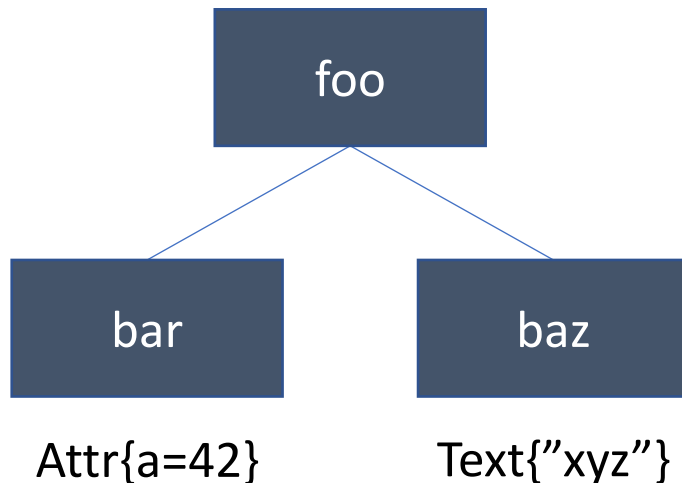
Pseudo-random bits: 0000 0011 0110 0110 0110 1111 0110 1111 0000 0010 ....

```
public XMLElement genXML(Random random)
```

# Idea: Parametric Generators

Pseudo-random bits: 0000 0011 0110 0110 0110 1111 0110 1111 0000 0010 ...

```
public XMLElement genXML(Random random) {
```



```
    XMLElement node = new XMLElement(random.nextString());
    int children = random.nextInt(0, MAX_CHILDREN);
    for (int i = 0; i < children; i++) {
        node.addChild(genXML(random));
    }
    if (random.nextBoolean()) {
        node.addText(random.nextString());
    }
}
```

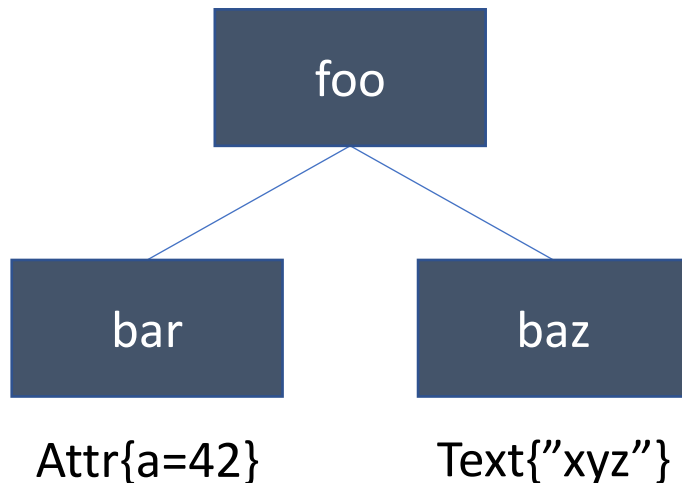
```
<foo><bar a="42" /><baz>xyz</baz></foo>
```

```
}
```

# Idea: Parametric Generators

Pseudo-random bits: 0000 0011 0110 0110 0110 1111 0110 1111 0000 0010 ...

```
public XMLElement genXML(Random random) {
```



```
XMLElement node = new XMLElement(random.nextString());
```

```
int children = random.nextInt(0, MAX_CHILDREN);
```

```
for (int i = 0; i < children; i++) {  
    node.addChild(genXML(random));
```



```
}  
  
if (random.nextBoolean()) {  
    node.addText(random.nextString());  
}
```

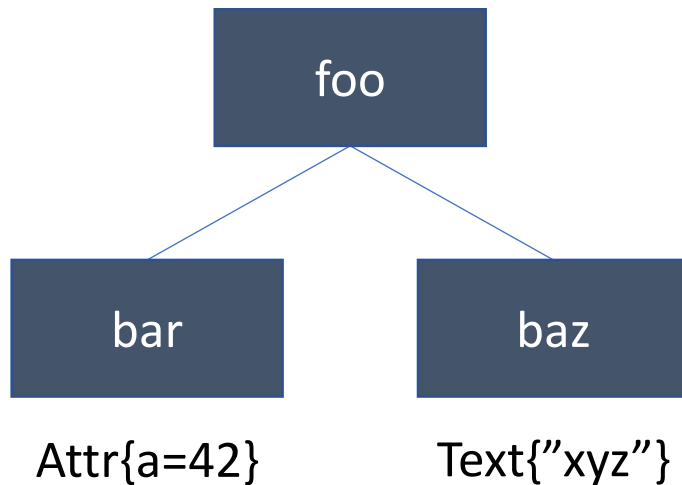
```
<foo><bar a="42" /><baz>xyz</baz></foo>
```

```
}
```

# Idea: Parametric Generators

Pseudo-random bits: 0000 0011 0110 0110 0110 1111 0110 1111 0000 0010 ...

```
public XMLElement genXML(Random random)
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XMLElement node = new XMLElement(random.nextString());  
int children = random.nextInt(0, MAX_CHILDREN);  
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```

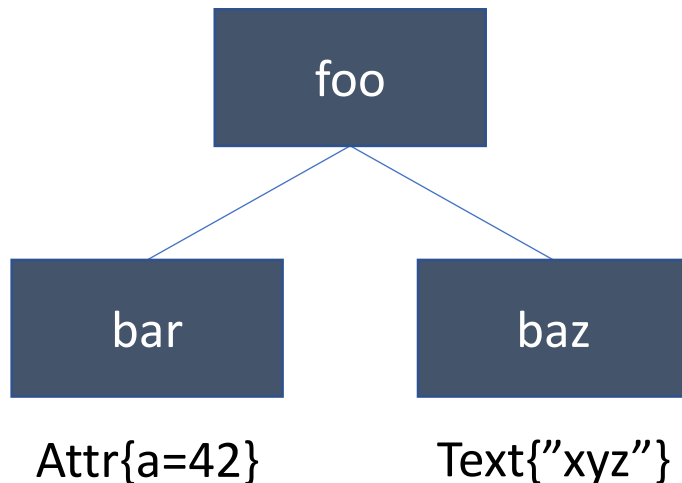
“foo”

```
<foo><bar a="42" /><baz>xyz</baz></foo>
```

# Idea: Parametric Generators

Pseudo-random bits: 0000 0011 0101 0111 0110 1111 0110 1111 0000 0010 ...

```
public XMLElement genXML(Random random) {
```



```
XMLElement node = new XMLElement(random.nextString());  
int children = random.nextInt(0, MAX_CHILDREN);  
for (int i = 0; i < children; i++) {  
    node.addChild(genXML(random));  
}  
if (random.nextBoolean()) {  
    node.addText(random.nextString());  
}
```

“foo” => “woo”

```
<foo><bar a="42" /><baz>xyz</baz></foo>
```

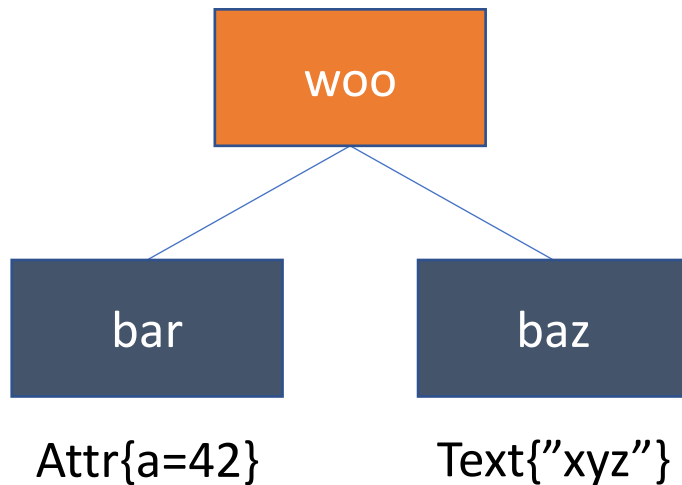
```
}
```



# Idea: Parametric Generators

Pseudo-random bits: 0000 0011 0101 0111 0110 1111 0110 1111 0000 0010 ...

```
public XMLElement genXML(Random random) {
```



```
XMLElement node = new XMLElement(random.nextString());
```

```
int children = random.nextInt(0, MAX_CHILDREN);
```

```
for (int i = 0; i < children; i++)
```

```
node.addChild(genXML(random));
```

```
}
```

```
if (random.nextBoolean()) {
```

```
node.addText(random.nextString());
```

```
}
```

“foo” => “woo”

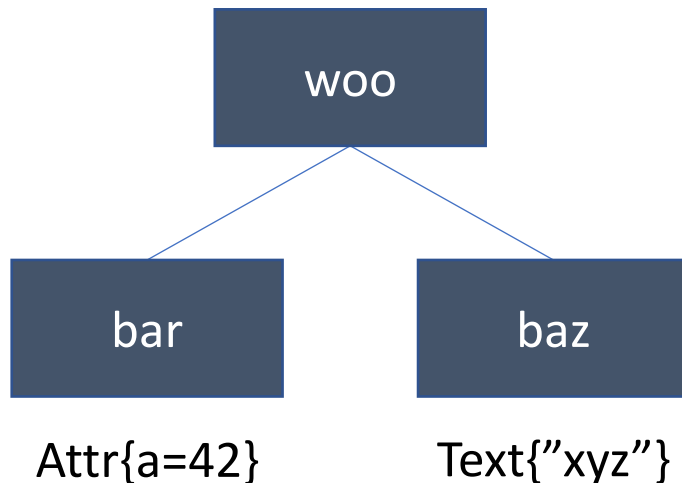
```
<woo><bar a="42" /><baz>xyz</baz></woo>
```

```
}
```

# Idea: Parametric Generators

Pseudo-random bits: 0000 0011 0101 0111 0110 1111 0110 1111 0000 0010....

```
public XMLElement genXML(Random random) {
```



```
XMLElement node = new XMLElement(random.nextString());
```

```
int children = random.nextInt(0, MAX_CHILDREN);
```

```
for (int i = 0; i < children; i++) {  
    node.addChild(genXML(random));  
}
```

```
if (random.nextBoolean()) {  
    node.addText(random.nextString());  
}
```

2

```
<woo><bar a="42" /><baz>xyz</baz></woo>
```

```
}
```

# Idea: Parametric Generators

Pseudo-random bits: 0000 0011 0101 0111 0110 1111 0110 1111 0000 0001....

```
public XMLElement genXML(Random random) {
```

```
    XMLElement node = new XMLElement(random.nextString());
```

```
    int children = random.nextInt(0, MAX_CHILDREN);
```

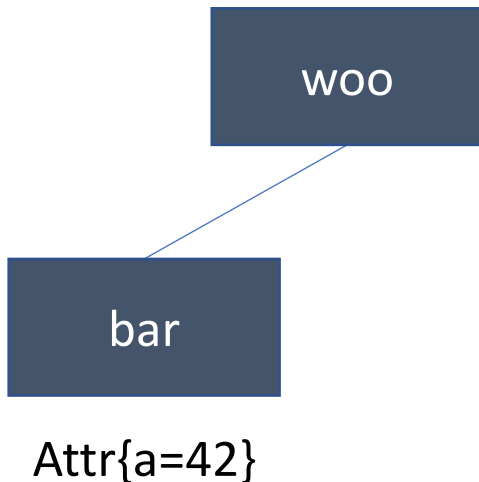
```
    for (int i = 0; i < children; i++) {  
        node.addChild(genXML(random));  
    }
```

```
    if (random.nextBoolean()) {  
        node.addText(random.nextString());  
    }
```

2 => 1

```
<woo><bar a="42" /></woo>
```

```
}
```



# Idea: Parametric Generators

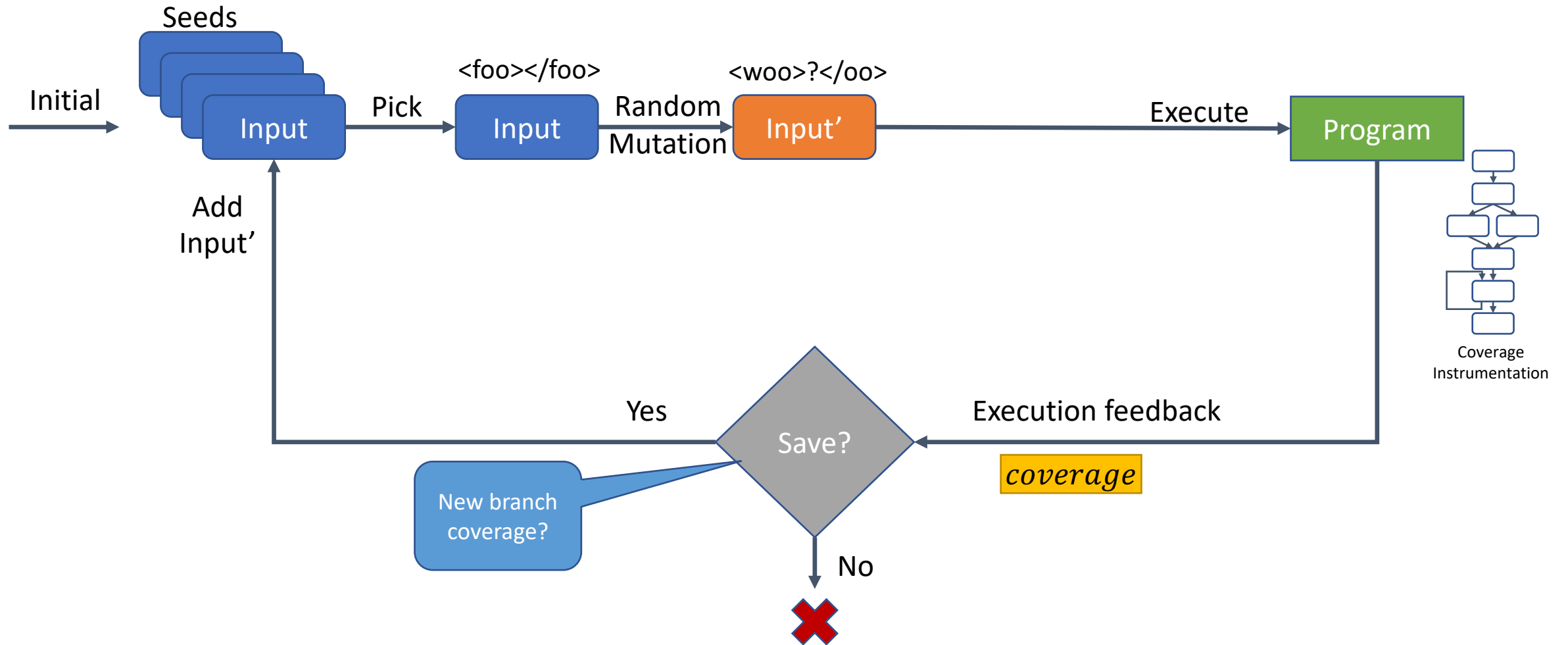
Pseudo-random bits: 0000 0011 0101 0111 0110 1111 0110 1111 0000 0001 ...

## Key takeaways:

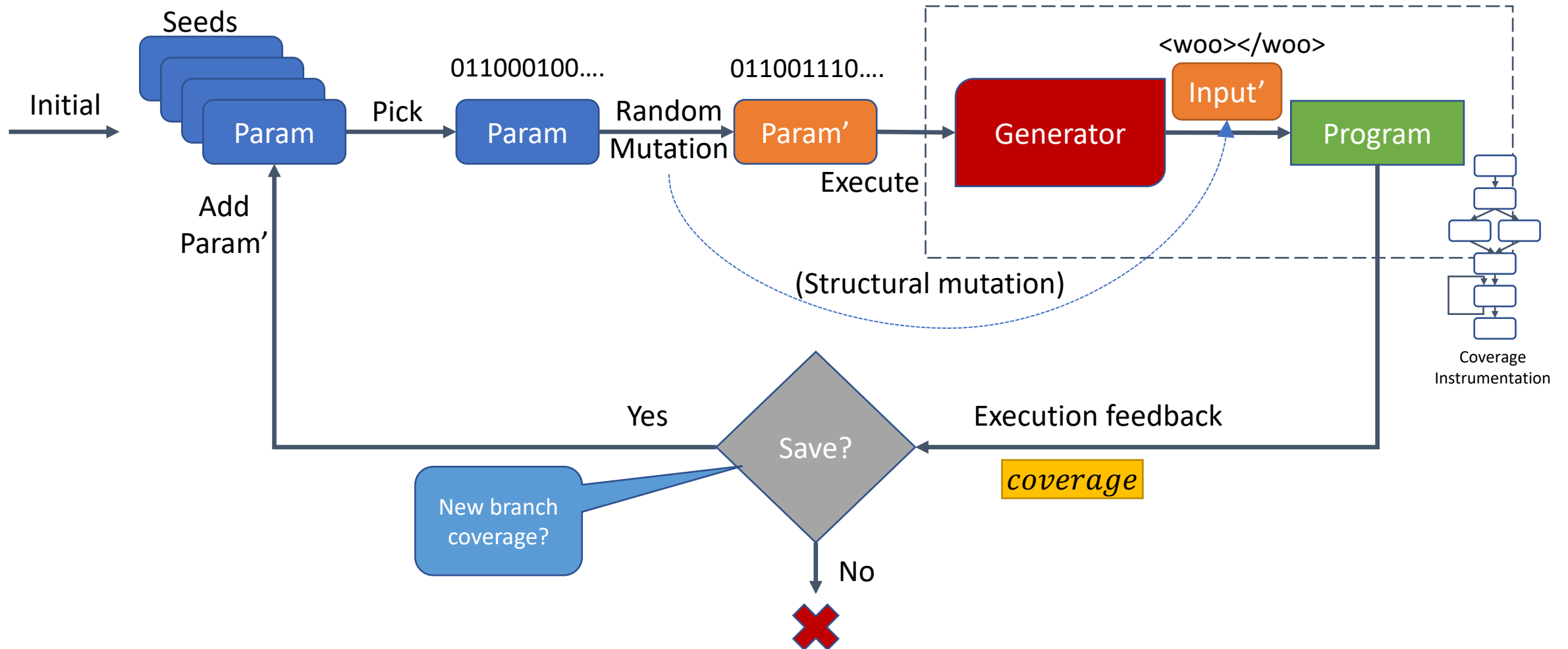
1. Mutations in “parameter” bits = structural mutations in input
2. Every execution produces a syntactically valid input

```
<woo><bar a="42" /></woo>
```

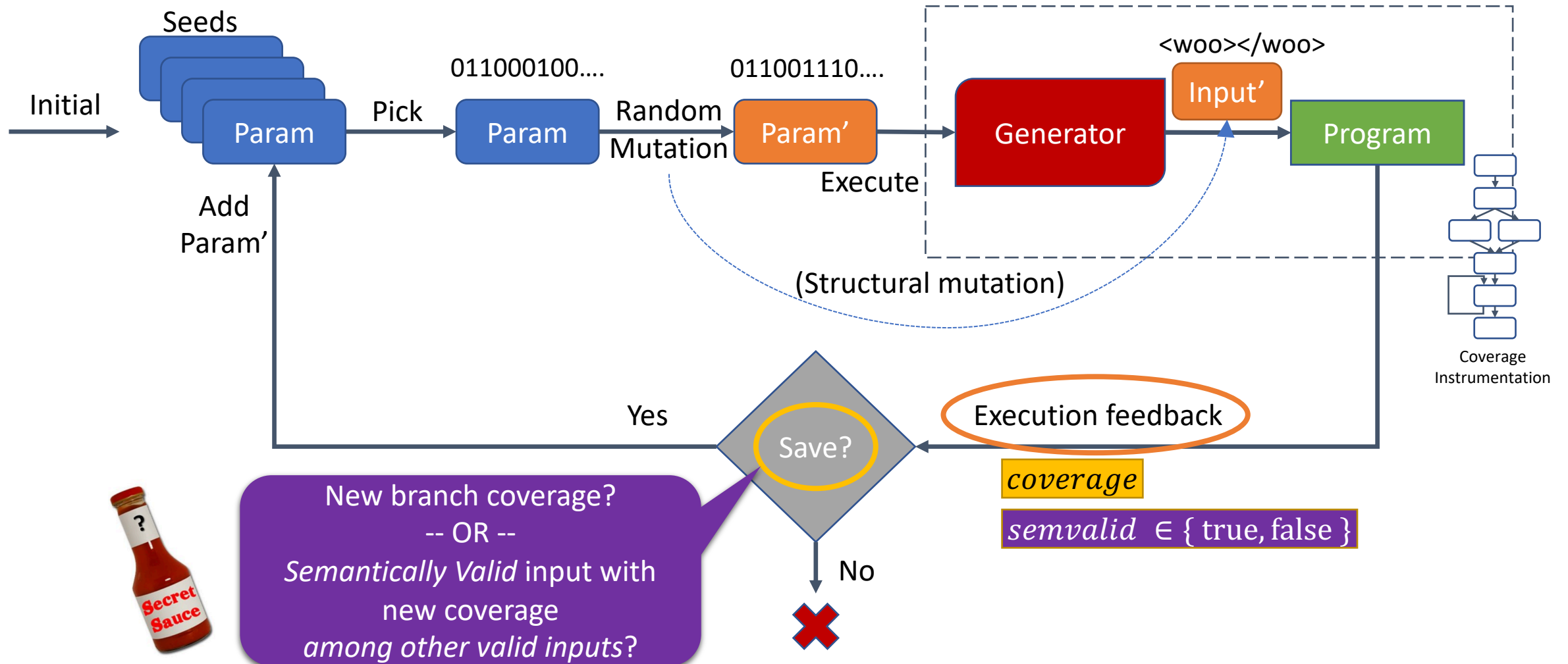
# Coverage-guided fuzzing



# Coverage-guided fuzzing with Parametric Generators



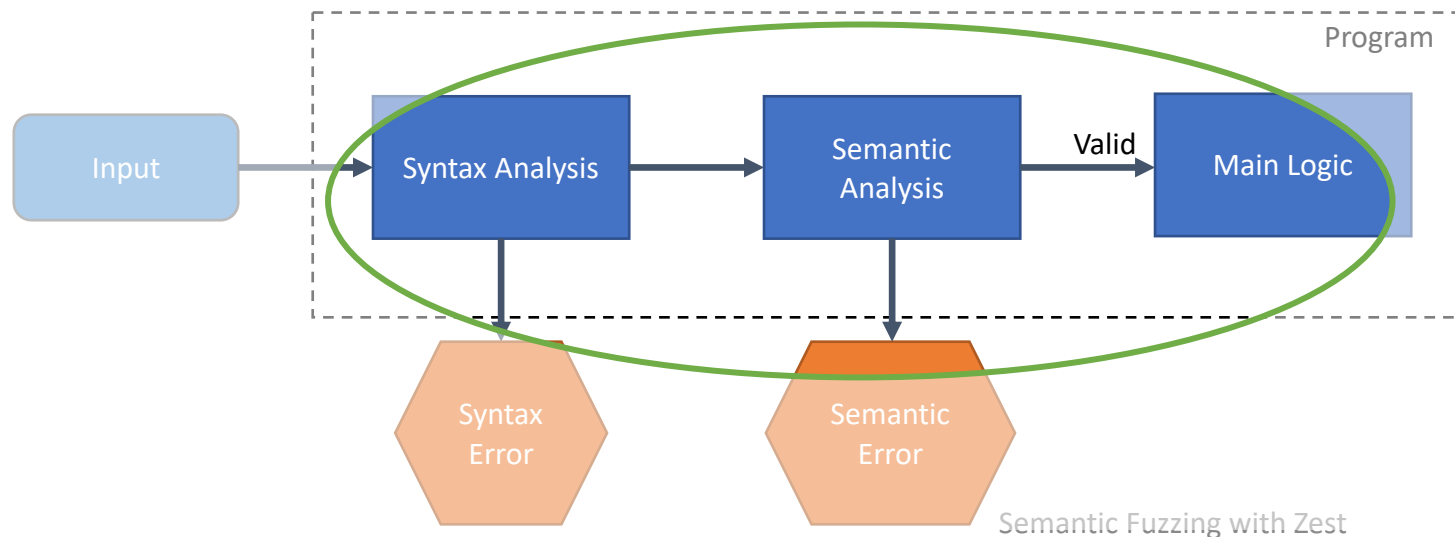
# Zest: Validity Fuzzing + Parametric Generators



# Fuzzing Apache Ant

	Syntax Error	Semantic Error	Semantically Valid
AFL	99.63 %	0.37 %	0 %
QuickCheck	0 %	99.99%	0.0000005%
<b>Semantic Fuzzing with Zest</b>	<b>0 %</b>	<b>80.12 %</b>	<b>19.88 %</b>

Example: `<project><augment></augment><target name="init"></target></project>`



 **Ant Bug #62655: Uncaught Exception when augmenting task**



# Evaluation of Zest

Benchmark	Generator	Semantic Validity
<b>Apache Ant</b> - <i>Process <u>build.xml</u></i>	XML Generator (75 LOC)	Ant Build Schema
<b>Apache Maven</b> - <i>Process <u>pom.xml</u></i>		Maven POM Schema

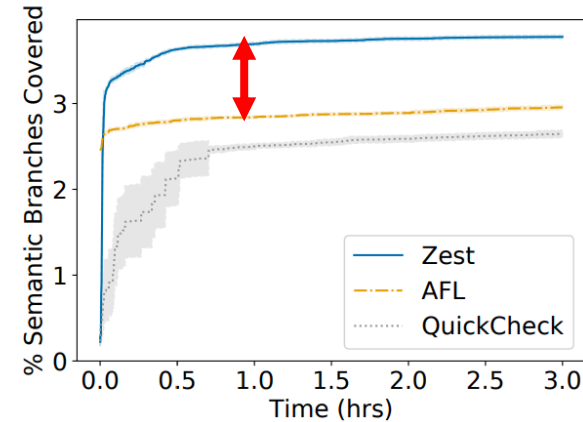
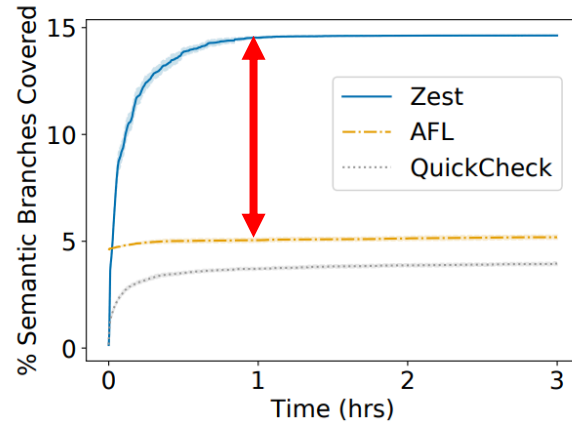
# Evaluation of Zest

Benchmark	Generator	Semantic Validity
<b>Apache Ant</b> - <i>Process <u>build.xml</u></i>	XML Generator (75 LOC)	Ant Build Schema
<b>Apache Maven</b> - <i>Process <u>pom.xml</u></i>		Maven POM Schema
<b>Google Closure Compiler</b> - <i>Optimize <u>JavaScript</u></i>	JavaScript AST Generator (300 LoC)	Valid ES6
<b>Mozilla Rhino</b> - <i>Translate <u>JavaScript</u></i>		Can be translated to JVM bytecode

# Evaluation of Zest

Benchmark	Generator	Semantic Validity
<b>Apache Ant</b> - <i>Process <u>build.xml</u></i>	XML Generator (75 LOC)	Ant Build Schema
<b>Apache Maven</b> - <i>Process <u>pom.xml</u></i>		Maven POM Schema
<b>Google Closure Compiler</b> - <i>Optimize <u>JavaScript</u></i>	JavaScript AST Generator (300 LoC)	Valid ES6
<b>Mozilla Rhino</b> - <i>Translate <u>JavaScript</u></i>		Can be translated to JVM bytecode
<b>Apache BCEL</b> - <i>Verify <u>.class files</u></i>	Java Class Generator (500 LoC)	Passes bytecode verification

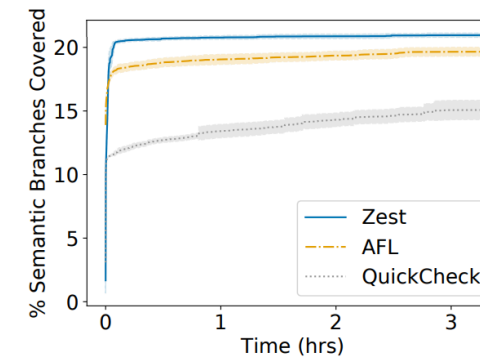
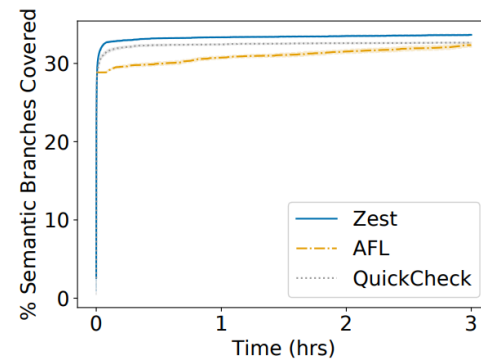
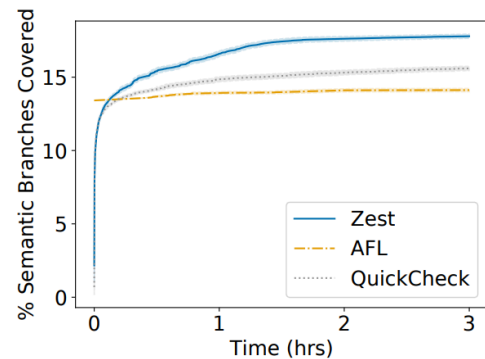
# Zest attains *significantly* higher semantic coverage



(a) maven

(b) ant

Higher is better

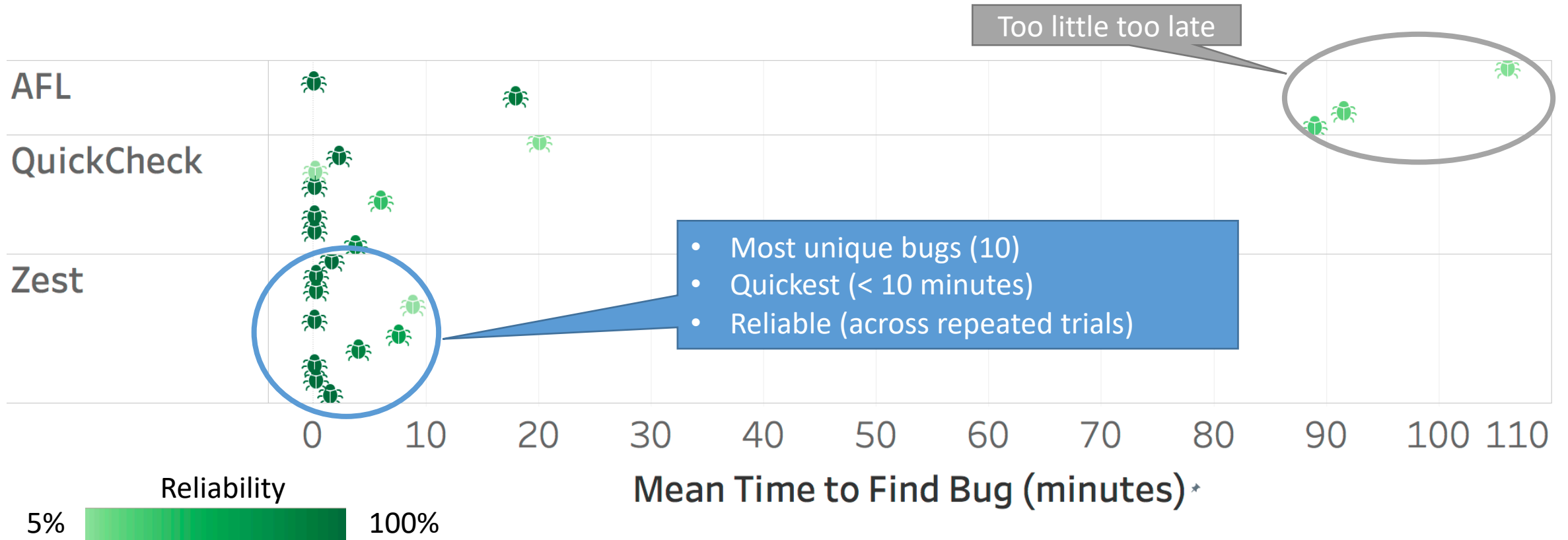


(c) closure

(d) rhino

(e) bcel

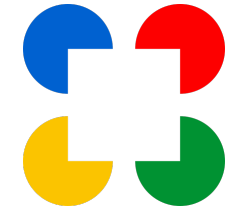
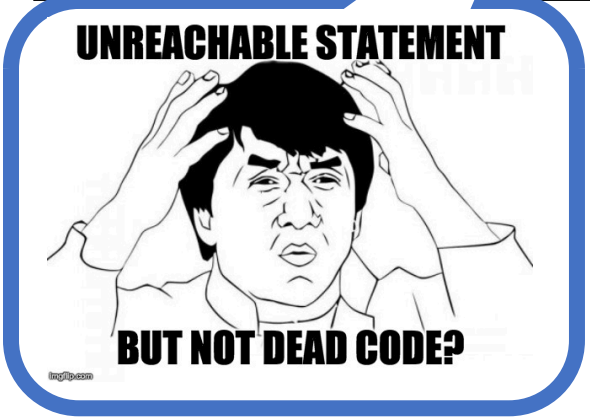
# Zest finds semantic bugs *reliably* and *quickly*



# Zest finds complex semantic bugs

```
while ((1_0)){  
  while ((1_0)){  
    if ((1_0))  
    { break; var 1_0; continue }  
    { break; var 1_0 }  
  }  
}
```

Zest-generated JavaScript input






Google Closure Compiler



**IllegalStateException in VarCheck**  
during optimization

# More semantic bugs...

-  **Mozilla Rhino:** Compiler output fails bytecode verification
-  **Google Closure Compiler:** Function inlining fails during decomposition
-  **Apache BCEL:** Assertion violation when invoking unresolved method

# Zest is open-source!



[ISSTA '19 Distinguished Artifact]

<https://github.com/rohanpadhye/jqf>

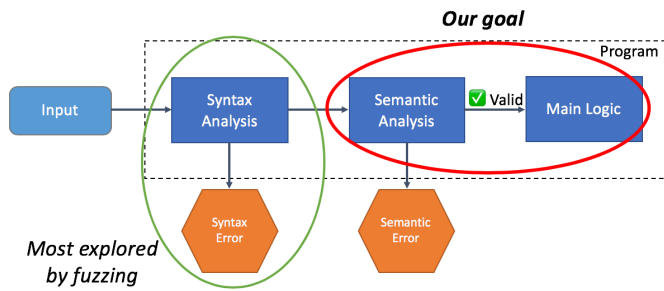
Integrated into **JQF**, our Java fuzzing framework [ISSTA '19 Best Tool Demo]

- Used by OSS-community + industry to find 40+ new bugs / CVEs



# Summary

Many test programs look like this:



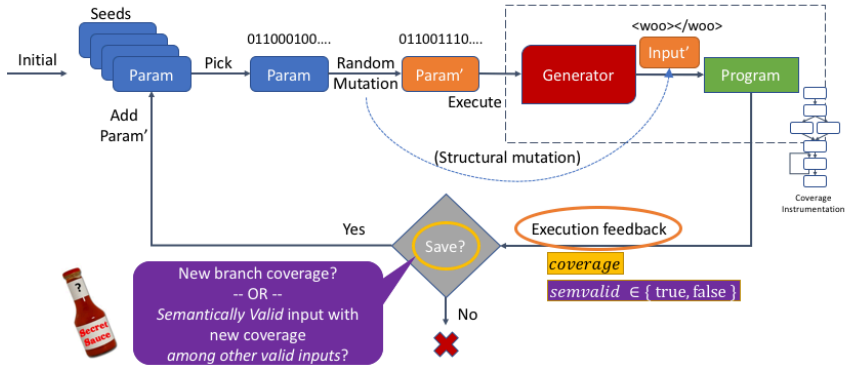
Idea: Parametric Generators

Pseudo-random bits: 0000 0011 0101 0111 0110 1111 0110 1111 0000 0010 ....

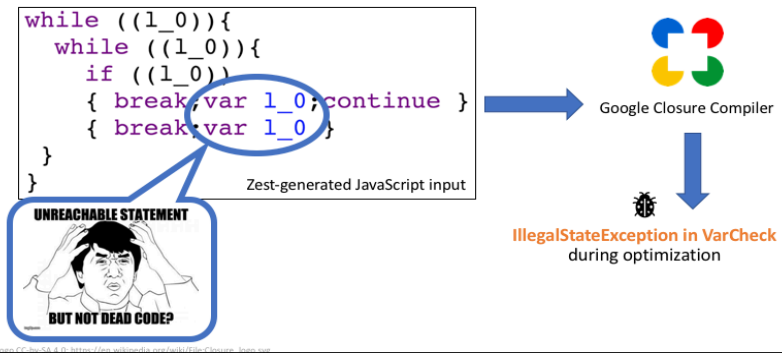
```
public XMLElement genXML(Random random) {
    XMLElement node = new XMLElement(random.nextString());
    int children = random.nextInt(0, MAX_CHILDREN);
    for (int i = 0; i < children; i++) {
        node.addChild(genXML(random));
    }
    if (random.nextBoolean()) {
        node.addText(random.nextString());
    }
}

// Example output:
// <woo><bar a="42" /><baz>xyz</baz></woo>
```

Zest: Validity Fuzzing + Parametric Generators



Zest finds complex semantic bugs



# Backup slides

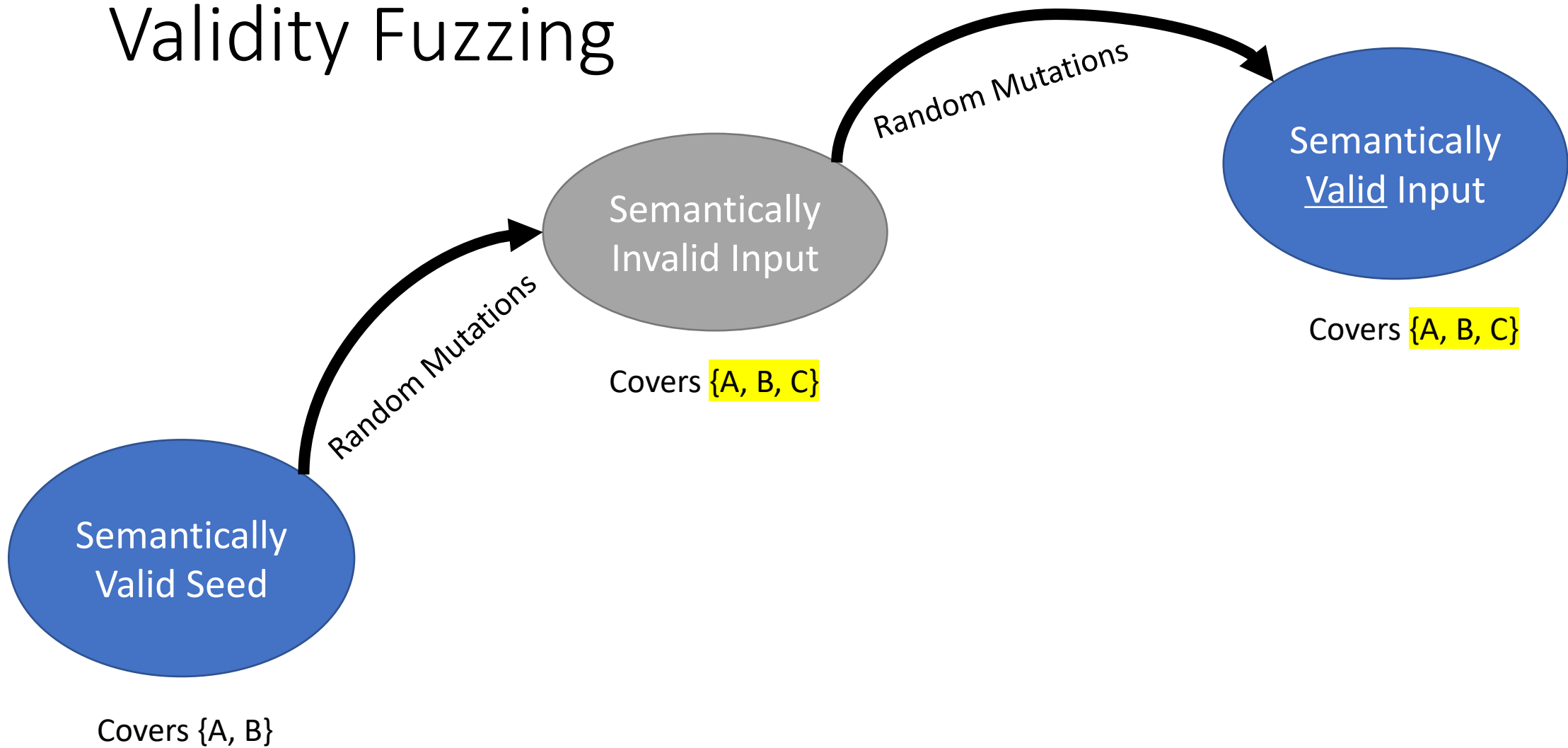
[Validity Fuzzing](#)

[Generators](#)

[Syntax vs. Semantic Analysis](#)

[Related Work](#)

# Validity Fuzzing



[Backup slides](#)

# Generators in Practice

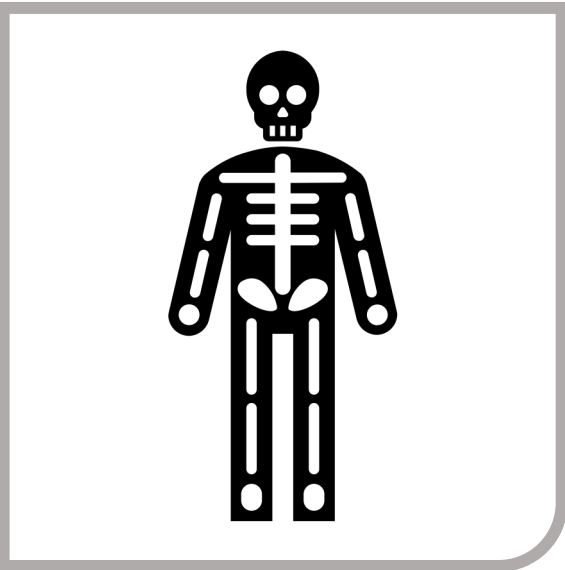
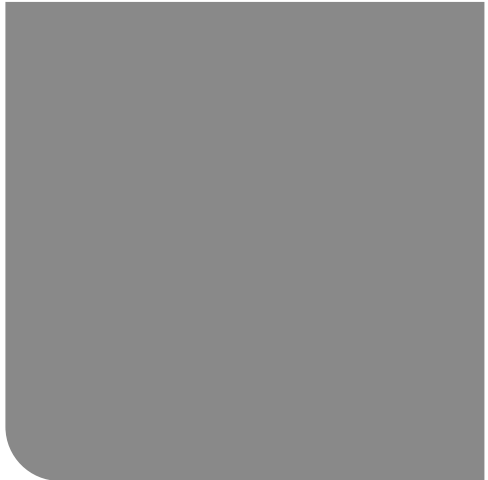
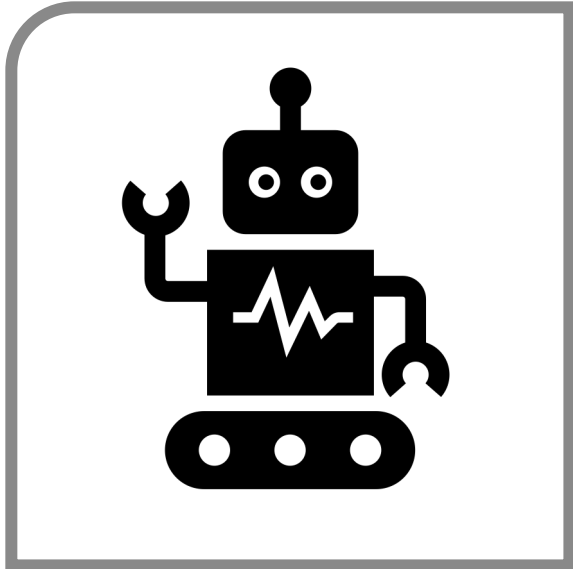
- Erdős–Rényi model: Generator for random graphs (1959)
  - [https://en.wikipedia.org/wiki/Erdos-Renyi\\_model](https://en.wikipedia.org/wiki/Erdos-Renyi_model)
- DartFuzz: Generator for Dart programs written in Dart
  - <https://github.com/dart-lang/sdk/blob/master/runtime/tools/dartfuzz/dartfuzz.dart>
- Csmith: Generator for C programs written in C++
  - <https://github.com/csmith-project/csmith> [PLDI '11]
- StringFuzz: Generator for SMT-lib formulas written in Python
  - <https://github.com/dblotsky/stringfuzz> [ASE '18]
- ... and many more!

[Backup slides](#)

# Benchmarks: Identification of Stages

Name	Syntax Analysis Classes	Semantic Analysis Classes
<b>Apache Ant</b> <i>- Process <u>build.xml</u></i>	<code>com.sun.org.apache.xerces</code>	<code>org.apache.tools.ant</code>
<b>Apache Maven</b> <i>- Process <u>pom.xml</u></i>	<code>org.codehaus.plexus.util.xml</code>	<code>org.apache.maven.model</code>
<b>Google Closure Compiler</b> <i>- Optimize <u>JavaScript</u></i>	<code>com.google.javascript.jscomp.parsing</code>	<code>com.google.javascript.jscomp.[A-Z]</code>
<b>Mozilla Rhino</b> <i>- Translate <u>JavaScript</u></i>	<code>org.mozilla.javascript.Parser</code>	<code>org.mozilla.javascript.optimizer</code> <code>org.mozilla.javascript.CodeGen</code>
<b>Apache BCEL</b> <i>- Verify <u>.class files</u></i>	<code>org.apache.bcel.classfile</code>	<code>org.apache.bcel.verifier</code>

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## Structure-aware greybox fuzzing

- Zest [ISSTA '19]
- libFuzzer + protobuf [LLVM '18]
- Nautilus [NDSS'19]
- Superior [ICSE'19]
- Greybox fuzzing with grammars [fuzzingbook.org]
- AFLSmart
- CGPT [OOPSLA 2019]