# Model-Based Whitebox **Fuzzing for Program Binaries**







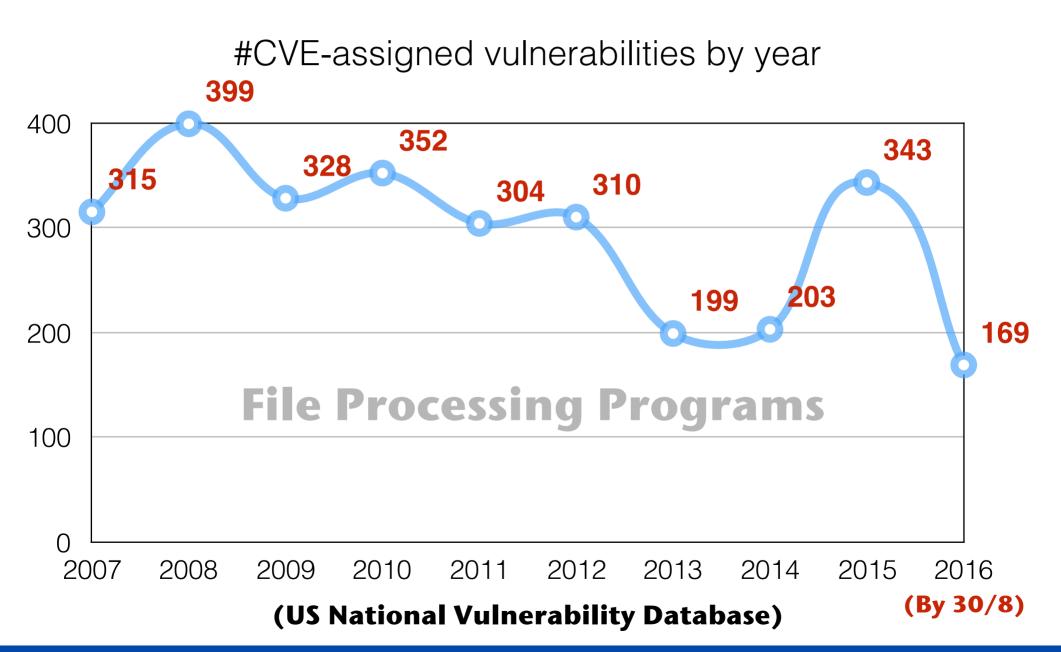


Marcel Böhme Abhik Roychoudhury



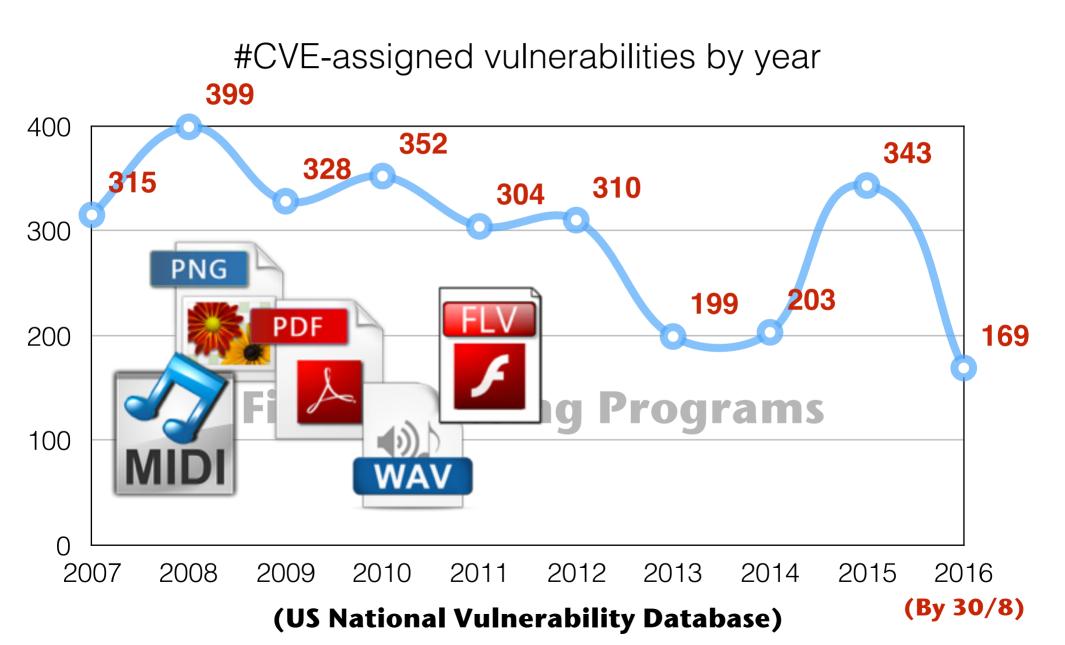






### Vulnerabilities in file-processing programs

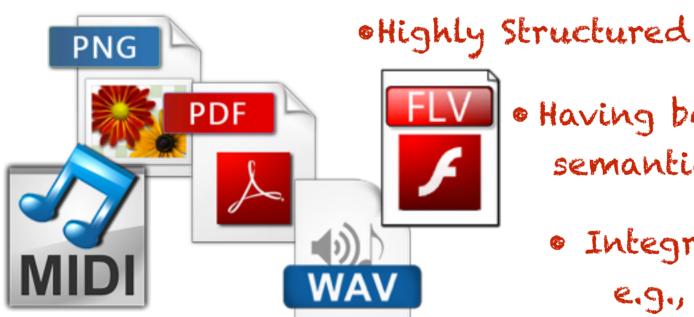




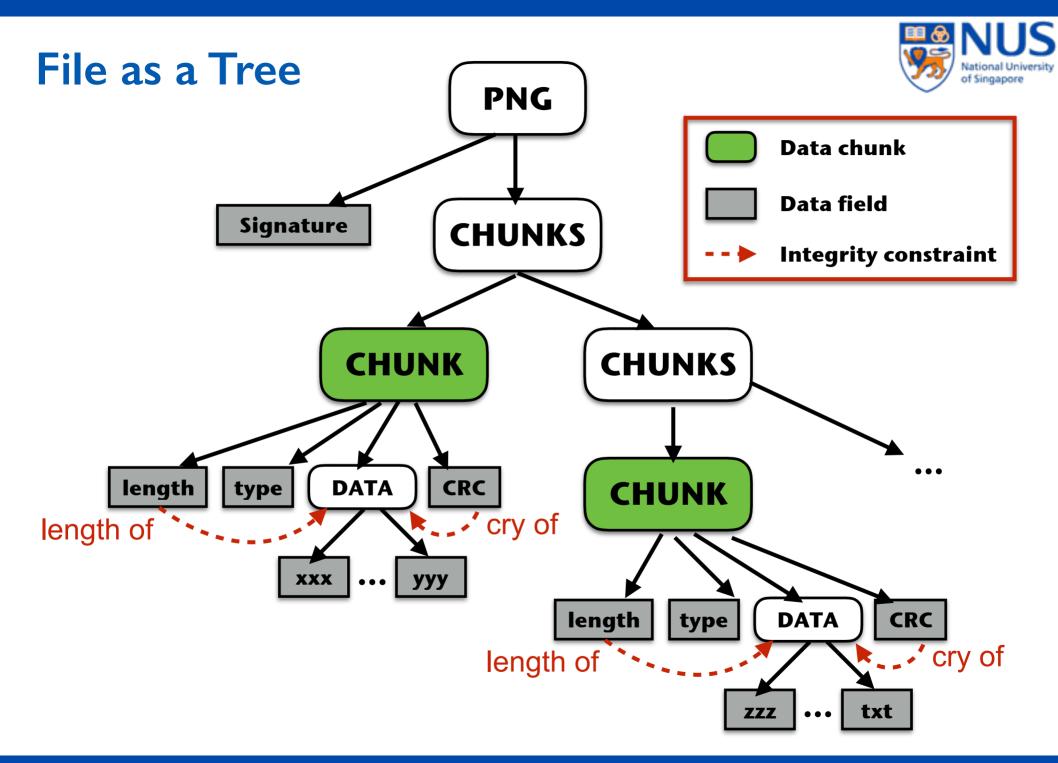
# Challenge

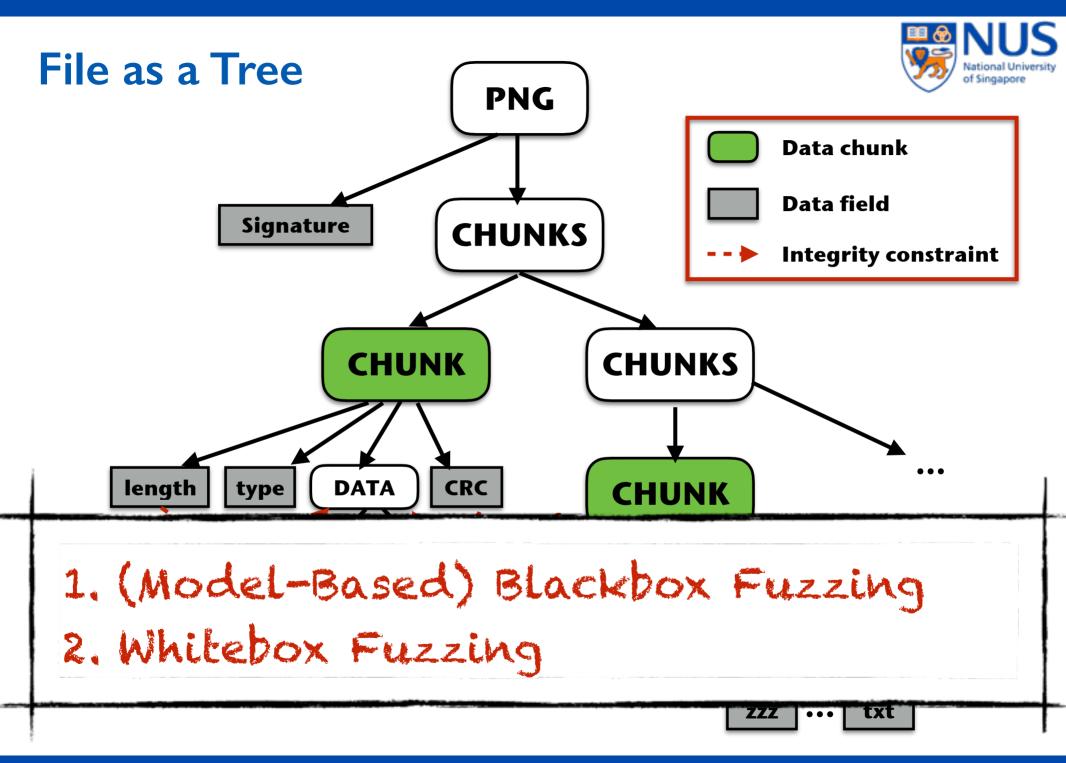


•Generating test cases to expose vulnerabilities in fileprocessing software is challenging!



- Having both syntactic and semantic relationships
  - Integrity constraints
     e.g., Checksums
- Compression/decompression algorithms

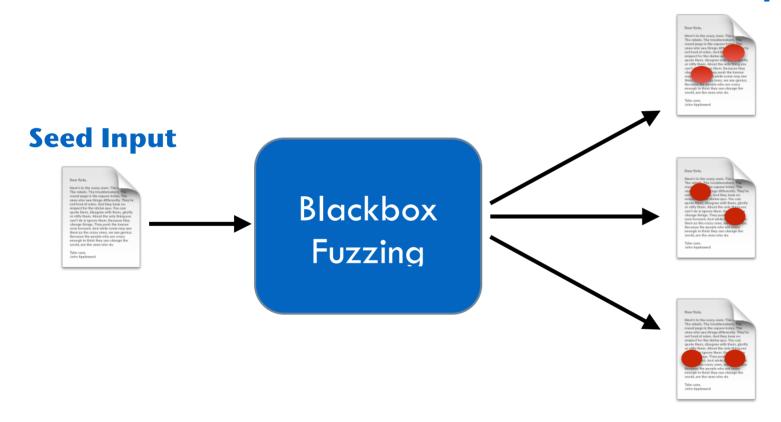




# **Blackbox Fuzzing**

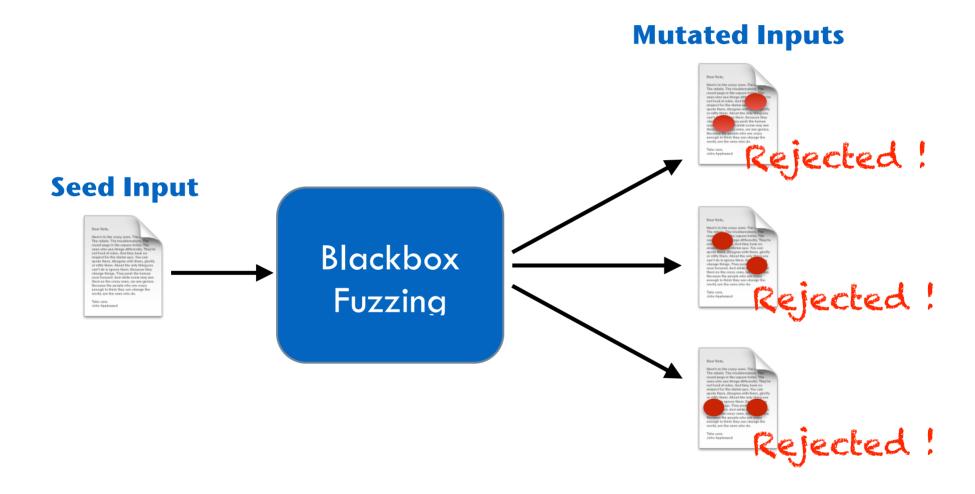


#### **Mutated Inputs**



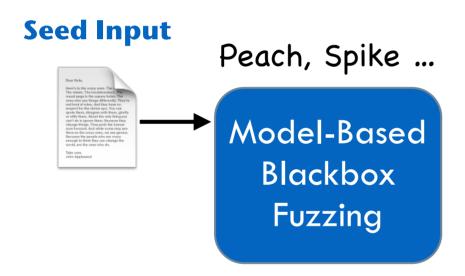
## **Blackbox Fuzzing**





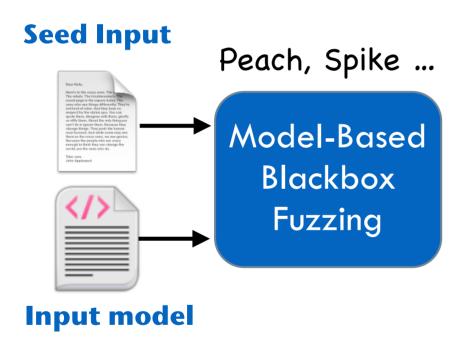
## **Model-Based Blackbox Fuzzing**





# **Model-Based Blackbox Fuzzing**

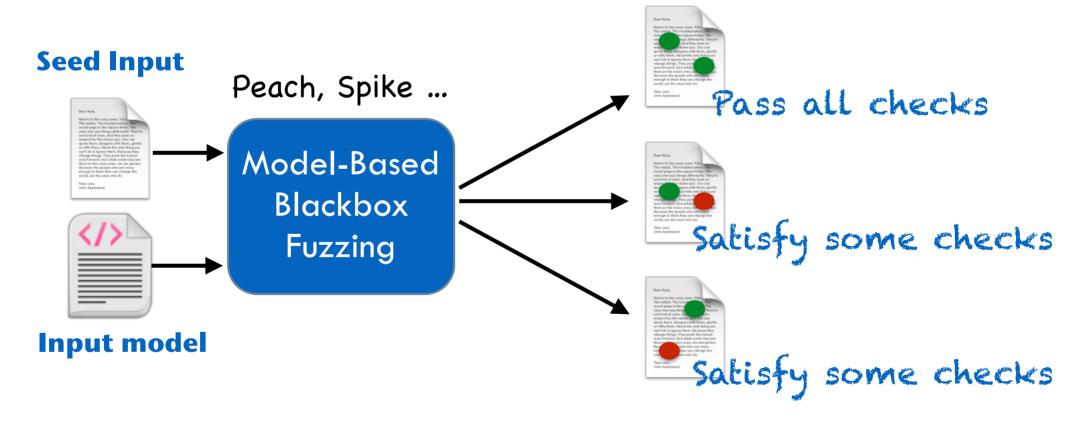




# **Model-Based Blackbox Fuzzing**











MoBF struggles at generating specific values for data fields!





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Probability to generate correct value(s) for





MoBF struggles at generating specific values for data fields!

Probability to generate correct value(s) for One 32-bit data field: 1/2^32





MoBF struggles at generating specific values for data fields!

Probability to generate correct value(s) for

One 32-bit data field: 1/2<sup>32</sup>

Two 32-bit data fields: 1/2<sup>64</sup>





MoBF struggles at generating specific values for data fields!

Probability to generate correct value(s) for

One 32-bit data field: 1/2<sup>32</sup>

Two 32-bit data fields: 1/2<sup>64</sup>

Three 32-bit data fields: 1/2^96





MoBF struggles at generating specific values for data fields!

Probability to generate correct value(s) for

One 32-bit data field: 1/2<sup>32</sup>

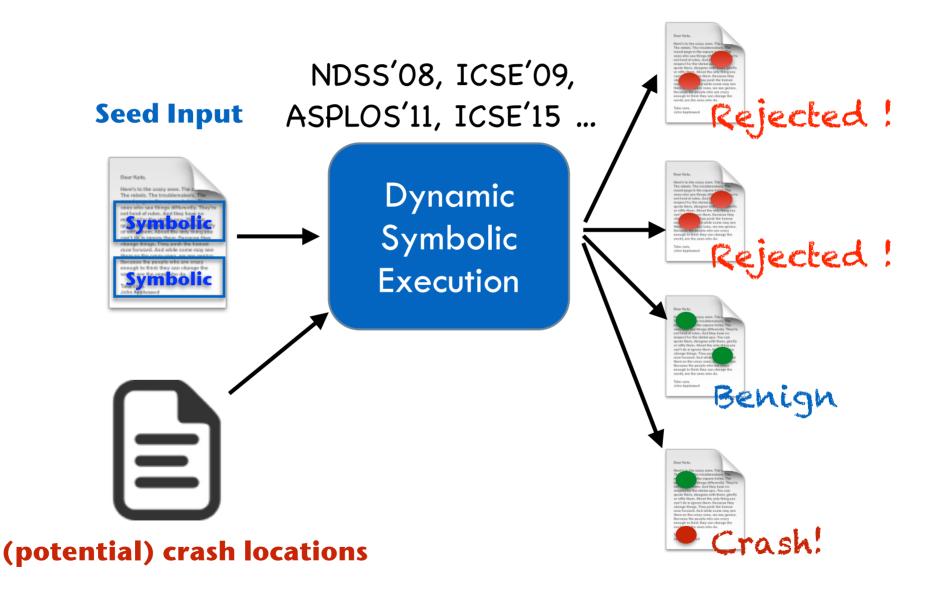
Two 32-bit data fields: 1/2<sup>64</sup>

Three 32-bit data fields: 1/2<sup>96</sup>

• • •

## Whitebox Fuzzing





# Whitebox Fuzzing (WF)



# Whitebox Fuzzing (WF)



WF comfortably generates specific values for data fields

# Whitebox Fuzzing (WF)



WF comfortably generates specific values for data fields



WF easily gets bogged down by large space of invalid inputs while

- · adding missing data chunk(s) or
- enforcing integrity constraints like checksums, size-of, offset-of...



```
"\x89\x50\x4E\x47\x0D\x0A\x1A\x0A" # PNG signature
"\x00\x00\x00\x00\x0D" # IHDR size
"\x49\x48\x44\x52" # IHDR chunk
"\x7F\xFF\xFF\xFF" # width
"\x00\x00\x01\x02" # height
"\x01" # bit depth
"\x03" # color type
"\x00" # compression method
"\x00" # filter method
"\x00" # interlace method
"\xBA\x1B\xD8\x84" # IHDR chunk CRC
"\x00\x00\x00\x00\x03" # PLTE size
"\x50\x4C\x54\x45" # PLTE chunk
"\xFF" # red
"\xFF" # green
"\xFF" # blue
"\xA7\xC4\x1B\xC8" # PLTE chunk CRC
"\x00\x00\x00\x01" # tRNS size
"\x74\x52\x4E\x53" # tRNS chunk
"\x00" # alpha
"\x40\xE6\xD8\x66" # tRNS chunk CRC
"\x00\x00\x00\x01" # IDAT size
"\x49\x44\x41\x54" # IDAT chunk
"\xFF" # image data
"\x05\x3A\x92\x65" # IDAT chunk CRC
"\x00\x00\x00\x00\ x00" # IEND size
"\x49\x45\x4E\x44" # IEND chunk
"\xAE\x42\x60\x82" # IEND chunk CRC
```





```
"\x89\x50\x4E\x47\x0D\x0A\x1A\x0A" # PNG signature
"\x00\x00\x00\x00\x0D" # IHDR size
"\x49\x48\x44\x52" # IHDR chunk
"\x7F\xFF\xFF\xFF" # width
"\x00\x00\x01\x02" # height
"\x01" # bit depth
"\x03" # color type
"\x00" # compression method
"\x00" # filter method
"\x00" # interlace method
"\xBA\x1B\xD8\x84" # IHDR chunk CRC
"\x00\x00\x00\x00\x03" # PLTE size
"\x50\x4C\x54\x45" # PLTE chunk
"\xFF" # red
"\xFF" # areen
"\xFF" # blue
"\xA7\xC4\x1B\xC8" # PLTE chunk CRC
"\x00\x00\x00\x00\x01" # tRNS size
"\x74\x52\x4E\x53" # tRNS chunk
"\x00" # alpha
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"\xFF" # image data
"\x05\x3A\x92\x65" # IDAT chunk CRC
"\x00\x00\x00\x00" # IEND size
"\x49\x45\x4E\x44" # IEND chunk
"\xAE\x42\x60\x82" # IEND chunk CRC
```

Requires an optional data chunk



```
"\x89\x50\x4E\x47\x0D\x0A\x1A\x0A" # PNG signature
"\x00\x00\x00\x00\x0D" # IHDR size
"\x49\x48\x44\x52" # THDR chunk
"\x7F\xFF\xFF\xFF" # width
                                     Requires specific values for some data fields
"\x00\x00\x01\x02" # height
"\x01" # bit depth
"\x03" # color type
"\x00" # compression method
"\x00" # filter method
"\x00" # interlace method
"\xBA\x1B\xD8\x84" # IHDR chunk CRC
"\x00\x00\x00\x00\x03" # PLTE size
"\x50\x4C\x54\x45" # PLTE chunk
"\xFF" # red
"\xFF" # areen
"\xFF" # blue
"\xA7\xC4\x1B\xC8" # PLTE chunk CRC
'\x00\x00\x00\x00\x01" # tRNS size
"\x74\x52\x4E\x53" # tRNS chunk
                                     Requires an optional data chunk
"\x00" # alpha
"\x40\xE6\xD8\x66" # tRNS chunk CRC
"\x00\x00\x00\x00\x01" # IDAT size
"\x49\x44\x41\x54" # IDAT chunk
"\xFF" # image data
"\x05\x3A\x92\x65" # IDAT chunk CRC
"\x00\x00\x00\x00" # IEND size
"\x49\x45\x4E\x44" # IEND chunk
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"\x89\x50\x4E\x47\x0D\x0A\x1A\x0A" # PNG signature
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                                     Requires an optional data chunk
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"\x00\x00\x00\x00\ x00" # IEND size
"\x49\x45\x4E\x44" # IEND chunk
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"\xAE\x42\x60\x82" # IEND chunk CRC



```
"\x89\x50\x4E\x47\x0D\x0A\x1A\x0A" # PNG signature
"\x00\x00\x00\x00\x0D" # IHDR size
"\ y49\ y48\ y44\ y52", # THDR, chunk
"\x7F\xFF\xFF\xFF" # width
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"\x00\x00\x00\x00\x03" # PLTE size
"\x50\x4C\x54\x45" # PLTE chunk
"\xFF" # red
"\xFF" # areen
"\xFF" # blue
"\xA7\xC4\x1B\xC8" # PLTE chunk CRC
```

MoBF & WF are very unlikely to generate the crashing input IF the selected seed file does not have optional tRNS data chunk

```
"\x00\x00\x00\x01" # IDAT size
"\x49\x44\x41\x54" # IDAT chunk
"\xFF" # image data
"\x05\x3A\x92\x65" # IDAT chunk CRC
"\x00\x00\x00\x00" # IEND size
"\x49\x45\x4E\x44" # IEND chunk
"\xAE\x42\x60\x82" # IEND chunk CRC
```

#### **Observation & Solution**

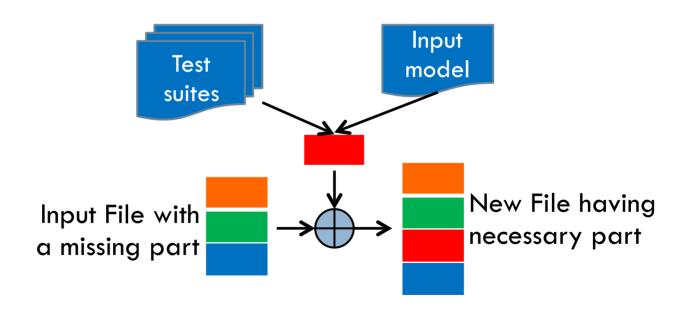


- A missing data chunk can be obtained from other seed inputs in the test suite
- •OR it can be directly instantiated from the <u>input</u> <u>model</u>

### **Observation & Solution**

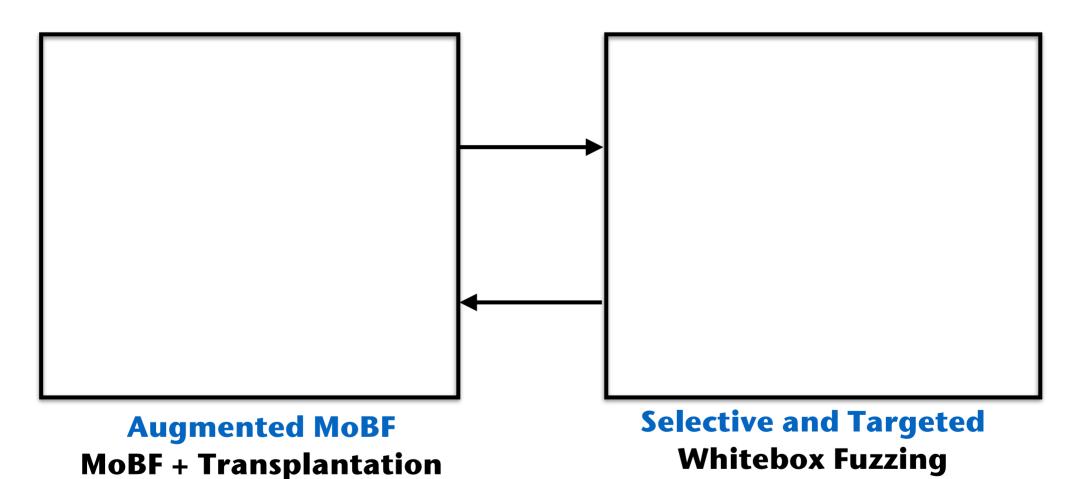


- A missing data chunk can be obtained from other seed inputs in the test suite
- •OR it can be directly instantiated from the <u>input</u> model

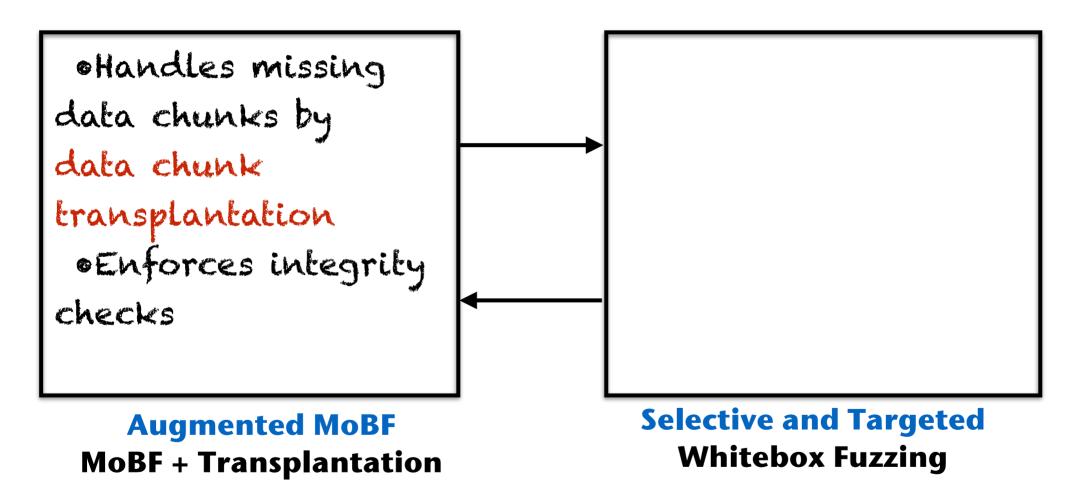


**Data chunk Transplantation** 

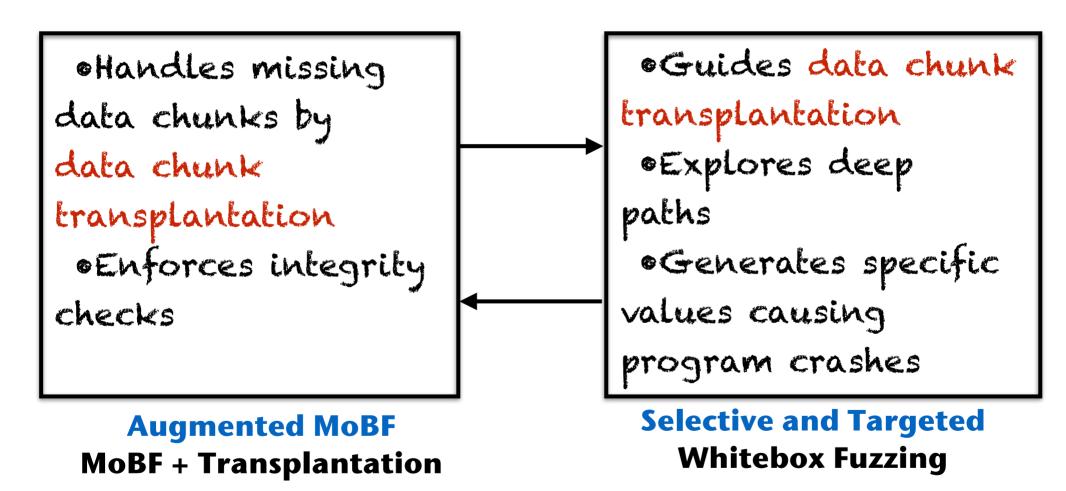














•Handles missing
data chunks by
data chunk
transplantation
•Enforces integrity
checks

Guides data chunk
transplantation
Explores deep
paths
Generates specific
values causing
program crashes

**Augmented MoBF MoBF + Transplantation** 

Peach Fuzzer
Production-quality MoBF

**Selective and Targeted Whitebox Fuzzing** 



•Handles missing
data chunks by
data chunk
transplantation
•Enforces integrity
checks

•Guides data chunk transplantation •Explores deep paths •Generates specific values causing program crashes

**Augmented MoBF MoBF + Transplantation** 

Peach Fuzzer
Production-quality MoBF

**Selective and Targeted Whitebox Fuzzing** 

Hercules (ICSE'15) Scale to WMP, Adobe Reader



# What the input model looks like?

### XML-based Input Model (Peach Fuzzer)



#### Data model for a generic data chunk

### XML-based Input Model (Peach Fuzzer)



Data model for a generic data chunk



Data model for a generic data chunk



Data model for a generic data chunk



Data model for a generic data chunk

inherits common data fields & relationships

```
<DataModel name="Chunk IHDR'</pre>
                             ref="Chunk">
    <Block name="TypeData">
        <String name="Type" value="IHDR" length="4"
       token="true"/>
        <Block name="Data">
            <Number name="width" size="32" />
            <Number name="height" size="32" />
            <Number name="bits" size="8" />
            <Number name="color type" size="8" />
            <Number name="compression" size="8" />
            <Number name="filter" size="8" />
            <Number name="interlace" size="8" />
        </Block>
   </Block>
</DataModel>
```



Data model for a generic data chunk

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<DataModel name="Chunk IHDR'</pre>
                             ref="Chunk">
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        <String name="Type" value="IHDR" length="4"</pre>
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            <Number name="compression" size="8" />
            <Number name="filter" size="8" />
            <Number name="interlace" size="8" />
        </Block>
   </Block>
</DataModel>
```



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<DataModel name="Chunk IHDR'</pre>
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            <Number name="bits" size="8" />
            <Number name="color type" size="8" />
            <Number name="compression" size="8" />
            <Number name="filter" size="8" />
            <Number name="interlace" size="8" />
        </Block>
   </Block>
</DataModel>
```

#### Data model for PNG image files



#### Data model for a generic data chunk

# inherits common data fields & relationships

```
<DataModel name="Chunk IHDR'</pre>
                             ref="Chunk">
    <Block name="TypeData">
        <String name="Type" value="IHDR" length="4"
        token="true"/>
        <Block name="Data">
            <Number name="width" size="32" />
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            <Number name="color type" size="8" />
            <Number name="compression" size="8" />
            <Number name="filter" size="8" />
            <Number name="interlace" size="8" />
        </Block>
   </Block>
</DataModel>
```

#### Data model for PNG image files

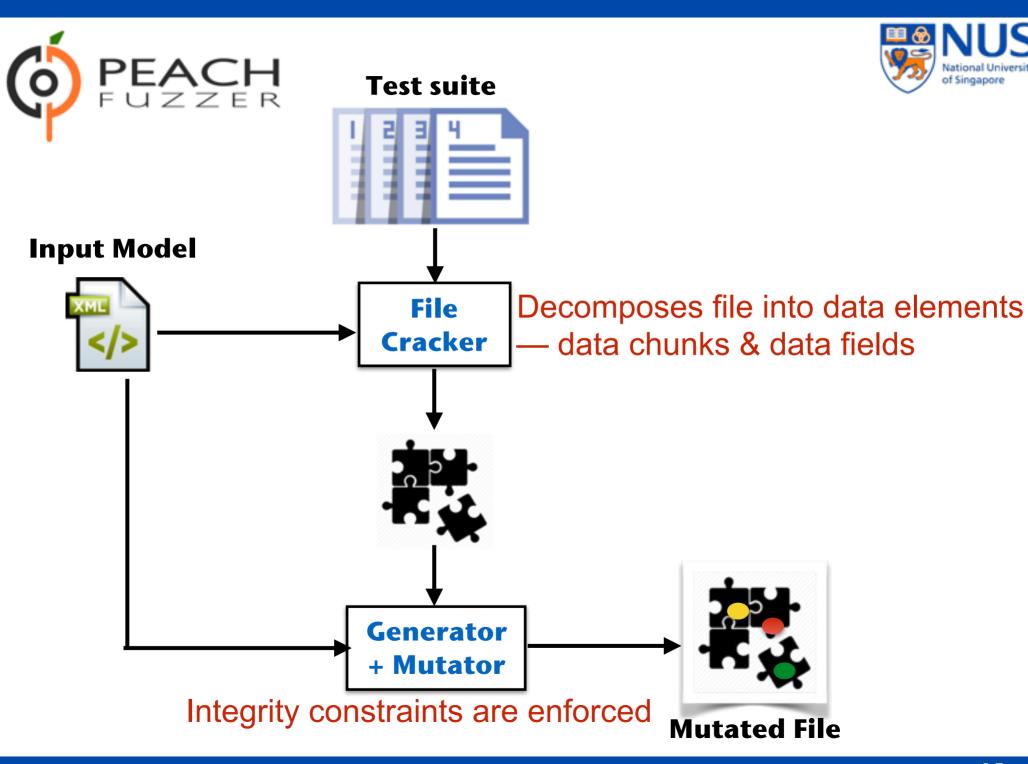


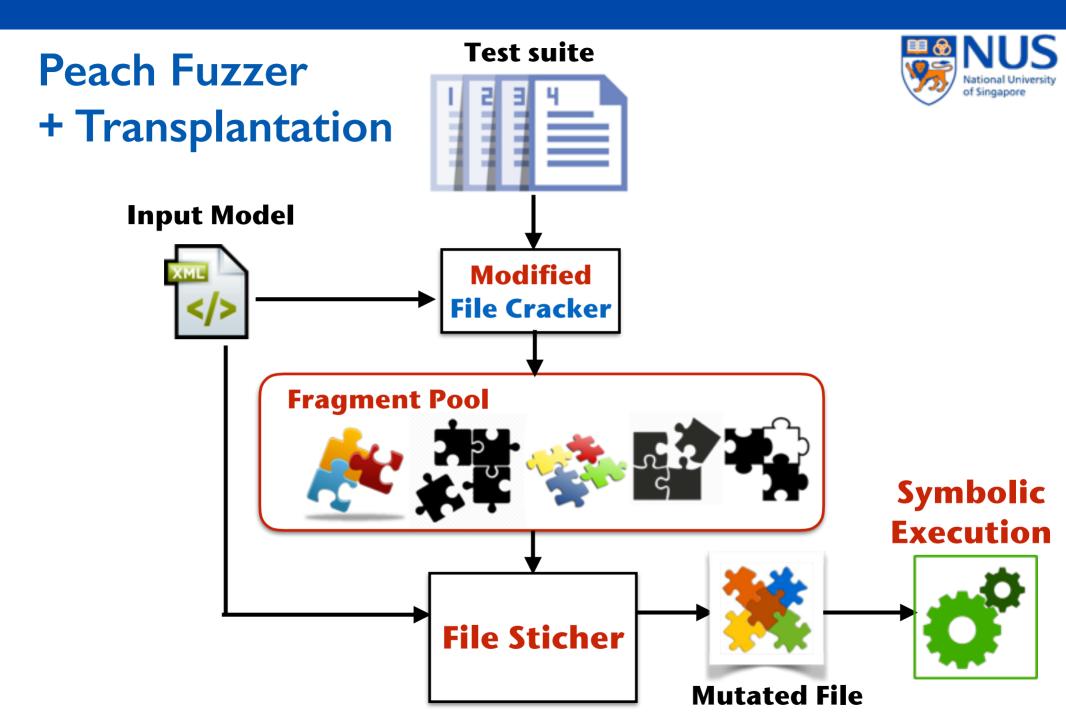
#### Data model for a generic data chunk

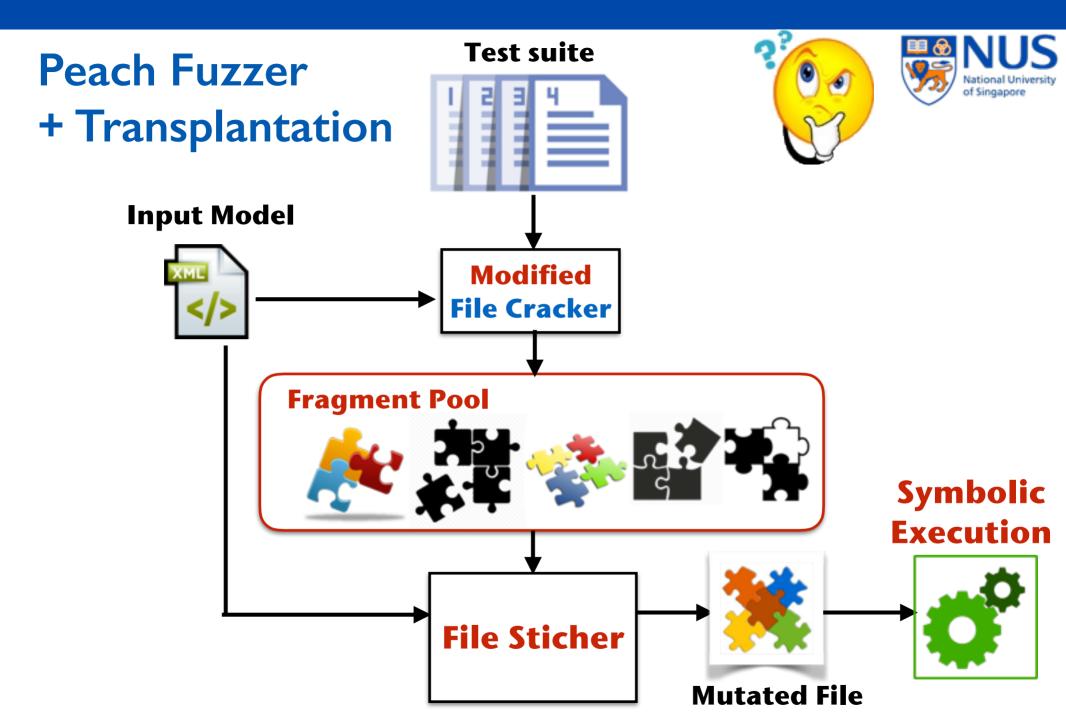
# inherits common data fields & relationships

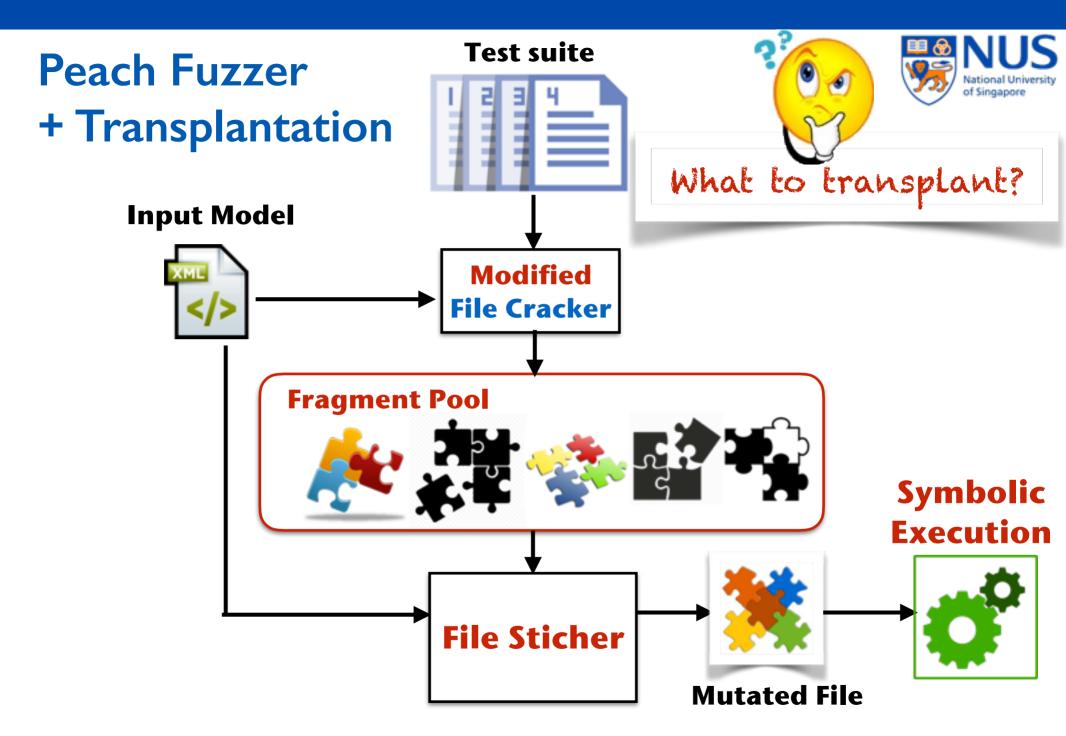
```
<DataModel name="Chunk IHDR'</pre>
                             ref="Chunk">
    <Block name="TypeData">
        <String name="Type" value="IHDR" length="4"
        token="true"/>
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            <Number name="bits" size="8" />
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            <Number name="compression" size="8" />
            <Number name="filter" size="8" />
            <Number name="interlace" size="8" />
        </Block>
   </Block>
</DataModel>
```

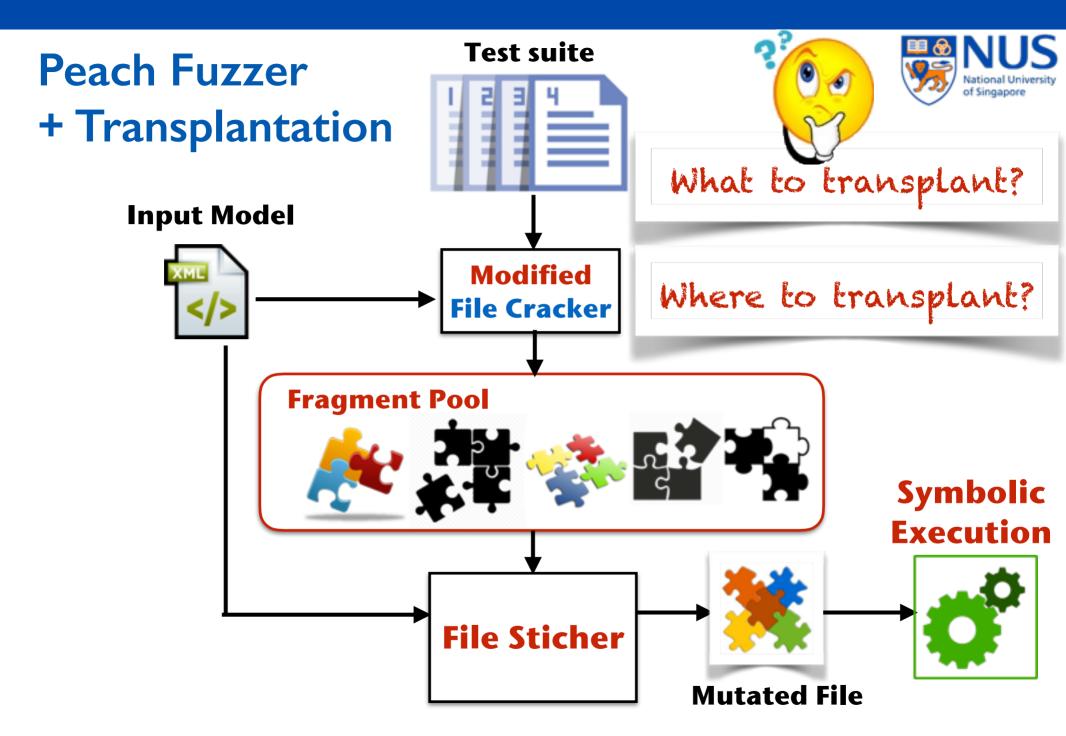
#### Data model for PNG image files

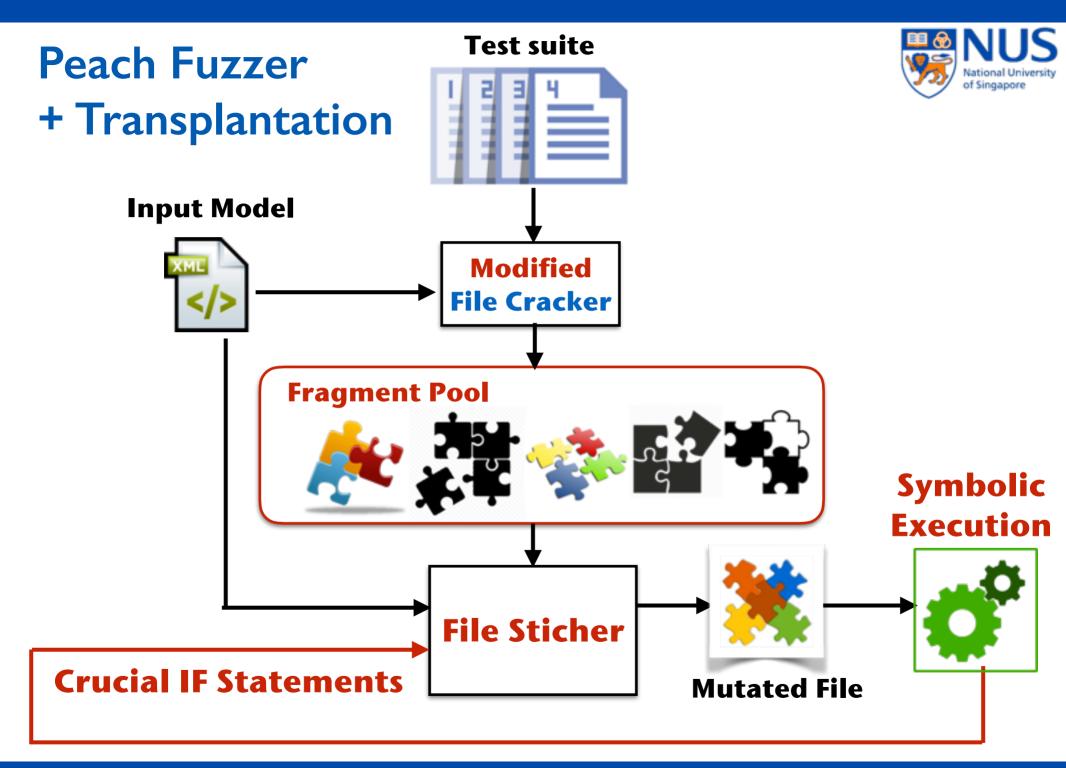
















```
1 // read chunks' info before first IDAT chunk
void png_read_info(png_structp ptr)
3 (
4 // read and check the PNG file signature
5 read_siq(f);
6 for (;;)
7 (
    // get current chunk's information
    uint_32 length = read_chunk_header(ptr);
    uint_32 chunk_name = ptr->chunk_name;
    // mandatory chunks
12
    if (chunk_name == png_IHDR)
13
       handle_IHDR(ptr, length);
14
    else if (chunk_name == png_IEND)
       handle_IEND(ptr, length);
15
    else if (chunk_name == png_PLTE)
17
       handle_PLTE(ptr, length);
18
    else if (chunk_name == png_IDAT)
19
20
       ptr->idat_size = length;
       break;
21
22
23
    // optional chunks
24
    else if ...
    else if (chunk_name == png_tRNS)
25
       handle_tRNS(ptr, length);
    else if ...
27
28 }
29 }
  // initialize row buffer for reading data from file
31 void png_read_start_row(png_structp ptr)
32 {
     size_t buf_size;
33
34
     buf_size = calculateBufSize(ptr);
35
     ptr->row_buf = png_malloc(ptr, buf_size);
36
37
     png_memset(ptr->row_buf, 0, ptr->rowbytes);
38 }
```

#### **Code extracted from LibPNG**

#### **Crucial IF Statements**



```
1 // read chunks' info before first IDAT chunk
void png_read_info(png_structp ptr)
3 (
4 // read and check the PNG file signature
5 read_sig(f);
6 for (;;)
7 (
    // get current chunk's information
    uint_32 length = read_chunk_header(ptr);
    uint_32 chunk_name = ptr->chunk_name;
    // mandatory chunks
    if (chunk_name == png_IHDR)
13
       handle_IHDR(ptr, length);
14
    else if (chunk_name == png_IEND)
       handle_IEND(ptr, length);
15
    else if (chunk_name == png_PLTE)
       handle_PLTE(ptr, length);
17
18
    else if (chunk_name == png_IDAT)
19
20
       ptr->idat_size = length;
21
       break;
22
23
    // optional chunks
24
    else if ...
25
    else if (chunk_name == png_tRNS)
      handle_tRNS(ptr, length);
    else if ...
27
28
29
  // initialize row buffer for reading data from file
31 void png_read_start_row(png_structp ptr)
32 {
33
     size_t buf_size;
34
     buf_size = calculateBufSize(ptr);
35
     ptr->row_buf = png_malloc(ptr, buf_size);
36
     png_memset(ptr->row_buf, 0, ptr->rowbytes);
37
38
```

#### A Crucial IF Statement

- Only one branch has been taken
- depends on the presence
   of a data chunk in the input file

#### **Code extracted from LibPNG**





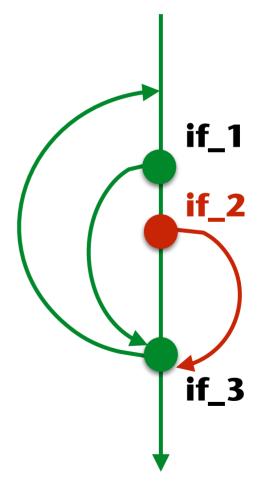
• **Step I.** Mark input file (partially) symbolic





- **Step I.** Mark input file (partially) symbolic
- **Step 2.** Concolically execute program in one path same path as concrete input

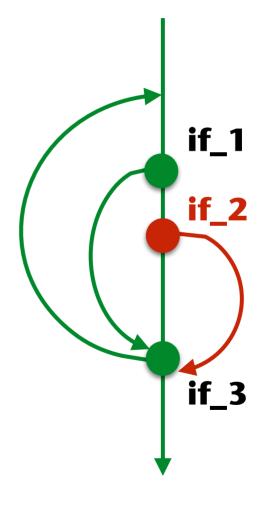






- **Step I.** Mark input file (partially) symbolic
- **Step 2.** Concolically execute program in one path same path as concrete input
- **Step 3.** Collect branch conditions of IF statements at which only one branch has been taken (e.g., if\_2)

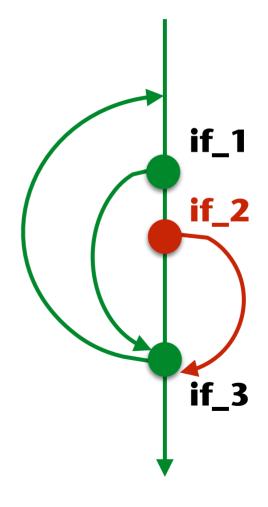






- **Step I.** Mark input file (partially) symbolic
- **Step 2.** Concolically execute program in one path same path as concrete input
- **Step 3.** Collect branch conditions of IF statements at which only one branch has been taken (e.g., if\_2)
- **Step 4.** Use symbolic-execution-based *taint analysis* & *input model* to analyse branch conditions (at *if\_2*) to validate crucial IFs statements





## **Evaluation - Subjects & Input Models**







#### 9 subject programs

Program	Version	Buggy module	Size	Errors
Video Lan Client	2.0.7	libpng.dll	184 KB	1
Video Lan Client	2.0.3	libpng.dll	182 KB	1
Libpng Test Program	1.5.4	libpng.dll	176 KB	1
XnView	1.98	XnView.exe	4.46 MB	0 + 3
Adobe Reader	9.2	cooltype.dll	2.32 MI	1
Windows Media Playe	9.0	quartz.dll	1.22 MI	2 + 1
Real Player SP	1.0	realplay.exe	60 KB	1
MIDI Player	0.35	mamplayer.ex	336 KB	1
Orbital Viewer	1.04	ov.exe	538 KB	1
			Total:	9+4

### **Evaluation - Subjects & Input Models**



#### 9 subject programs

Program	Version	<b>Buggy module</b>	Size	<b>Errors</b>
Video Lan Client	2.0.7	libpng.dll	184 KB	1
Video Lan Client	2.0.3	libpng.dll	182 KB	1
Libpng Test Program	1.5.4	libpng.dll	176 KB	1
XnView	1.98	XnView.exe	4.46 MB	0 + 3
Adobe Reader	9.2	cooltype.dll	2.32 MI	1
Windows Media Playe	9.0	quartz.dll	1.22 MI	2 + 1
Real Player SP	1.0	realplay.exe	60 KB	1
MIDI Player	0.35	mamplayer.ex	336 KB	1
Orbital Viewer	1.04	ov.exe	538 KB	1
			Total:	9+4

#### 6 Input models

One-time effort 34 hrs

Forma	t Size	Time spent	#Files	Average size
PDF	4.5 KB	12 hours	10	200 KB
PNG	8.3 KB	4 hours	10	55 KB
MIDI	13.9 KB	4 hours	10	20 KB
FLV	6.0 KB	4 hours	10	300 KB
ORB	6.0 KB	8 hours	10	4 KB
WAV*	7.5 KB	2 hours	10	260 KB

#### **Evaluation - Effectiveness of MoWF**



### Time bound: 24hrs

Program	Advisory ID	Input Model	#Seed files	MoWF	Peach	Hercules
VLC 2.0.7	OSVDB-95632	PNG	10	~	X	X
VLC 2.0.3	CVE-2012-5470	PNG	10	<b>~</b>	X	X
LTP 1.5.4	CVE-2011-3328	PNG	10	~	X	X
XNV1.98	Unknown-1	PNG	10	~	~	X
XNV1.98	Unknown-2	PNG	10	~	~	X
XNV1.98	Unknown-3	PNG	10	<b>~</b>	~	X
WMP 9.0	Unknown-4	WAV	10	~	~	X
WMP 9.0	CVE-2014-2671	WAV	10	<b>~</b>	X	~
WMP 9.0	CVE-2010-0718	MIDI	10	~	X	~
AR 9.2	CVE-2010-2204	PDF	10	~	X	<b>~</b>
RP 1.0	CVE-2010-3000	FLV	10	~	X	~
MP 0.35	CVE-2011-0502	MIDI	10	~	~	~
OV 1.04	CVE-2010-0688	ORB	10	~	~	~





Program	Advisory ID	Input Model	#Seed files	Hercules++
VLC 2.0.7	OSVDB-95632	PNG	0	~
VLC 2.0.3	CVE-2012-5470	PNG	0	<b>~</b>
LTP 1.5.4	CVE-2011-3328	PNG	0	<b>~</b>
XNV1.98	Unknown-1	PNG	0	<b>~</b>
XNV1.98	Unknown-2	PNG	0	<b>~</b>
XNV1.98	Unknown-3	PNG	0	<b>~</b>
WMP 9.0	Unknown-4	WAV	0	X
WMP 9.0	CVE-2014-2671	WAV	0	X
WMP 9.0	CVE-2010-0718	MIDI	0	<b>~</b>
AR 9.2	CVE-2010-2204	PDF	0	X
RP 1.0	CVE-2010-3000	FLV	0	X
MP 0.35	CVE-2011-0502	MIDI	0	~
OV 1.04	CVE-2010-0688	ORB	0	~

### **Evaluation - Seed Input Dependence**



Program	Advisory ID	Input Model	#Seed files	Hercules++
VLC 2.0.7	OSVDB-95632	PNG	0	~
VLC 2.0.3	CVE-2012-5470	PNG	0	<b>~</b>
LTP 1.5.4	CVE-2011-3328	PNG	0	<b>~</b>
XNV1.98	Unknown-1	PNG	0	<b>~</b>
XNV1.98	Unknown-2	PNG	0	~
XNV1.98	Unknown-3	PNG	0	<b>~</b>
WMP 9.0	Unknown-4	WAV	0	X
WMP 9.0	CVE-2014-2671	WAV	0	X
WMP 9.0	CVE-2010-0718	MIDI	0	~
AR 9.2	CVE-2010-2204	PDF	0	X
RP 1.0	CVE-2010-3000	FLV	0	X
MP 0.35	CVE-2011-0502	MIDI	0	~
OV 1.04	CVE-2010-0688	ORB	0	~

70% No seed file is needed



## Related Work

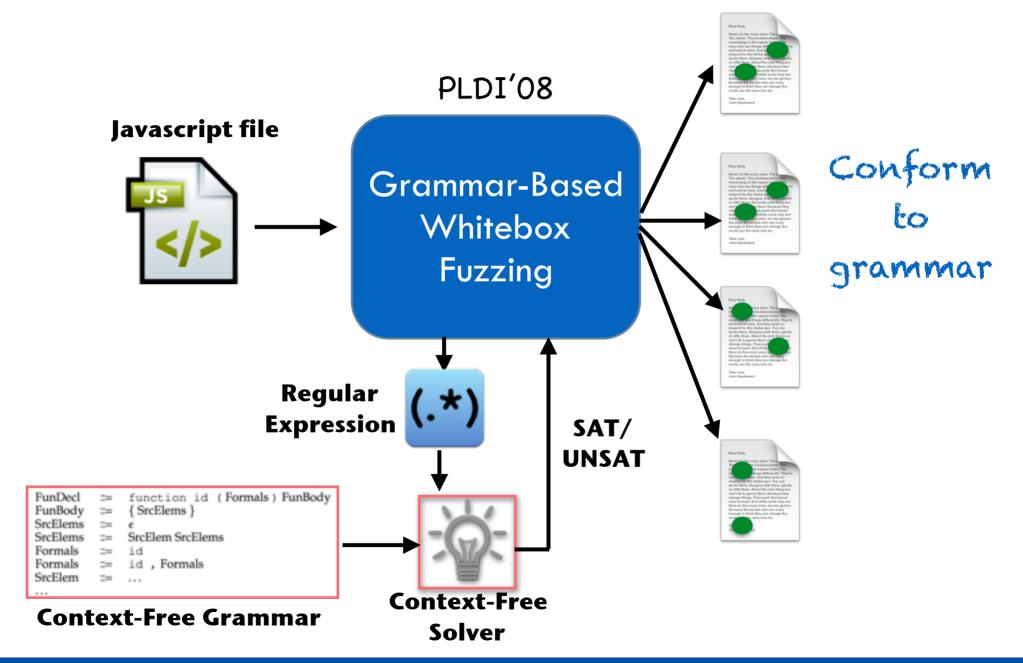


## Related Work

Grammar-based whitebox fuzzing (PLDI'08)

#### **Grammar-based Whitebox Fuzzing (GWF)**



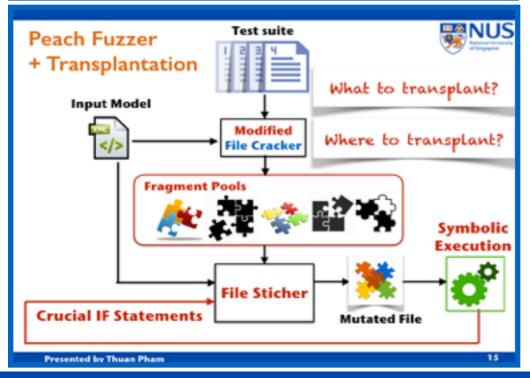


#### MoWF vs GWF



- •Regular Expression (GWF) is much weaker than full Path Condition it cannot encode simple arithmetic constraint like "x<y"
- MoWF maintains full Path Condition and has no impact on the soundness and completeness of Whitebox Fuzzing technique
- •MoWF leverages File format input model more expressive yet simple than Context-Free Grammar. It can comfortably handle integrity constraints like length-of, offset-of and checksums

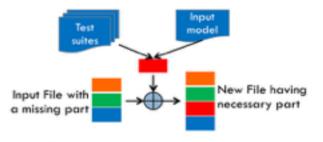
#### **MNUS** Vulnerabilities in file-processing programs #CVE-assigned vulnerabilities by year 400 352 343 328\_\_\_ 310 304 300 PNG 169 200 **Programs** 100 2007 2008 2009 2010 2011 2012 2013 2014 2015 2016 (By 30/8) (US National Vulnerability Database) Presented by Thuan Pham



#### **Observation & Solution**



- A missing data chunk can be obtained from other seed inputs in the test suite
- OR it can be directly instantiated from an <u>input</u> model



Data chunk Transplantation

Presented by Thuan Pham

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#### Evaluation - Effectiveness of MoWF



Program	Advisory ID	Input Model	#Seed files	Hercules++	Peach	Hercules
VLC 2.0.7	OSVD8-95632	PNG	10	~	X	X
VLC 2.0.3	CVE-2012-5470	PNG	10	~	×	X
LTP 1.5.4	CVE-2011-3328	PNG	10	~	X	X
XNV1.98	Unknown-1	PNG	10	~	~	×
XNV1.98	Unknown-2	PNG	10	~	~	×
XNV1.98	Unknown-3	PNG	10	~	~	×
WMP 9.0	Unknown-4	WAV	10	~	~	X
WMP 9.0	CVE-2014-2671	WAV	10	~	×	~
WMP 9.0	CVE-2010-0718	MIDI	10	~	×	~
AR 9.2	CVE-2010-2204	PDF	10	~	×	~
RP 1.0	CVE-2010-3000	FLV	10	~	X	~
MP 0.35	CVE-2011-0502	MIDI	10	~	- 2	~
OV 1.04	CVE-2010-0688	ORB	10	~	~	~

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