Revolutionizing the Field of Grey-box Attack Surface Testing with Evolutionary Fuzzing

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Agenda

- Goals and previous works
- (1) Background
  - Software, fuzzing, and evolutionary testing
- (2) Describe EFS in detail
  - GPF && PaiMei && development++ == EFS
- (3) Initial benchmarking results
- (4) Initial results on a real world application
- Conclusion and future works
Goals and Previous Works

- Research is focused on building a better fuzzer
  - EFS is a new breed of fuzzer
    - No definitive proof (yet) that it’s better than current approaches
      - Need to compare to Full RFC type, GPF, Autodafe, Sulley, etc
    - As of 6/21/07 there are no (available) other fuzzers that learn the protocol via a grey-box evolutionary approach
      - Embleton, Sparks, and Cunningham’s Sidewinder research
        - Code has not been released
      - Hoglund claims to have recreated something like Sidewinder, but also didn’t release details
      - Autodafe and Sulley are grey-box but require a capture (like GPF), or definition file (like Spike), respectively, and do not evolve
Section 1: Background

- Software Testing
- Fuzz Testing
  - Read Sutton/Greene/Amini
  - And then read DeMott/Takanen
- Evolutionary Testing
Software Testing

- Software testing can be
  - Difficult, tedious, and labor intensive
    - Cannot “prove” anything other than existence of bugs
  - Poorly integrated into the development process
  - Abused and/or misunderstood
  - Has a stigma as being, “easier” than engineering

- Software testing is expensive and time-consuming
  - About 50% of initial development costs

- However, primary method for gaining confidence in the correctness of software (pre-release)
  - Done right, does increase usability, reliability, and security
    - Example, Microsoft’s new security push: SDL

- In Short, testing is a (NP) hard problem
  - New methods to better test software are important and in constant research
Fuzzing, Testing, QC, and QA

- How does fuzzing fit into the development life cycle?
  - Formal Methods of Development
  - Quality Assurance
    - Quality Control
      - Testing
        - Fuzzing
        - Many other types of testing!

- Fuzzing is one small piece of the bigger puzzle, but one that has be shown useful to ensure better security
Fuzzing is simply another term for interface robustness testing

- Focuses on:
  - Input validation errors
  - Actual applications - dynamic testing of the finished product
  - Interfaces that have security implications
    - Known as an attack surface
      - Portion of code that is externally exercisable in the finished product
      - Changes of privilege may occur

1. Generate or get data
2. Deliver to application
3. App failure or possible problem?
   - Yes: 4. Save data and crash/problem info
   - No: Fuzzing is simply another term for interface robustness testing

Attack Surface Testing

Fuzz testing (typically on) attack surface with semi-valid data

Attack surface = External Interfaces

Process Monitor

Application

Network

Local
Evolutionary Testing

- Uses evolutionary algorithms (GAs) to discover better test data
  - A GA is a computer science search technique inspired by evolutionary biology
    - Evaluating a granular fitness function is the key
  - ET requires structural (white-box) information (source code)
    - Couldn’t find others doing grey-box ET

- Brief look at ET:
  - Standard approach, typical uses, problems
Current ET Method for Deriving Fitness

- **Approach_level + norm(branch distance)**
  - Example: $a=10$, $b=20$, $c=30$, $d=40$
  - Answer: fitness $= 2 + \text{norm}(10)$. (Zero == we’ve found test data.)

```c
(s) void example(int a, int b, int c, int d)
{
    (1) if (a >= b)
        {
            (2) if (b <= c)
                {
                    (3) if (c == d)
                        {
                            //target
                        }
                }
        }
}
```
Typical ET uses

- Structural software testing
  - Instrument discovered test cases for initial and regression testing
- Wegener et al. of DaimlerChrysler [2001] are working on ET for safety critical systems
- Boden and Martino [1996] concentrate on error treatment routines of operating system calls
- Schultz et al. [1993] test error tolerance mechanisms of an autonomous vehicle
ET Problems

- Flag problem == flat landscape. Resort to random search

```c
void flag_example(int a, int b)
{
    int flag = 0;
    if (a == 0)
        flag = 1;
    if (b != 0)
        flag = 0;
    if (flag)
        //target
}
```

- Deceptive problems

```c
double function_under_test (double x)
{
    if (inverse(x) == 0 )
        //target
}
double inverse (double d)
{
    if (d == 0)
        return 0;
    else
        return 1 / d;
}
```
Evolutionary Fuzzing System

- McMinn and Holcombe (U.o.Sheffield) are working on solving ET problems [2]
  - 2006 paper on Extended Chaining Approach

- Our approach is different for two reasons:
  - Grey-box, so no source code needed
  - Application is being monitored while test cases are being discovered. Fuzzing heuristics are used in mutations. This equals real-time testing. Crash files are written while evolution continues. Also includes reporting capability. Seed file helps with some of the traditional ET problems, though still rough fitness landscape.
Section 2: A Novel Approach

- Evolutionary Fuzzing System
  - Evolutionary Testing
    - EFS uses GA’s, but does not require source code
  - Fuzzing
    - EFS uses GPF for fuzzing
  - PaiMei
    - EFS uses a modified version of pstalker for code coverage
EFS: A System View

- Reporting In Browser
- Apache
- .php
- GPF
- Each Generation
- C code
- Mysql
- PaiMei
- Debugger
- Target Process
- Python code
EFS: GPF - Stalker (PaiMei) Protocol

- GPF initialization/setup data $\rightarrow$ PaiMei
- Ready $\leftarrow$ PaiMei
- <GPF carries out communication session with target>
- GPF \{OK\|ERR\} $\rightarrow$ PaiMei
- <PaiMei stores all of the hit and crash information to the database>
EFS: How the Evolution works

- GA or GP?
  - Variable length GA. Not working to find code snippets as in GP. We’re working with data (GA).

- Code coverage + diversity = fitness function
  - The niching or speciation used for diversity is defined later

- Corollary 1:
  - Code coverage != security, but < 100% attack surface coverage == even less security

- Corollary 2:
  - 100% attack surface coverage + diverse test cases that follow and break the protocol with attack/fuzzing heuristics throughout == the best I know how to do
Any portion of the data structures can be reorganized or modified in various ways
- But not the best pool or the best session/pool
  - Elitism of 1

All evolutionary code is 100% custom code
- Session Crossover
- Session Mutation
- Pool Crossover
- Pool Mutation
EFS: Data Structures

Pool 0

Session 0
Leg 1
Token 3

Pool 1

Session 0
Leg 1
Token 1
EFS: Session Crossover
EFS: Session Mutation

A

**ASCII_CMD** | **ASCII_SPACE** | **ASCII_CMDVAR**
--- | --- | ---
“USER” | “ ” | “Jared”

**WRITE**

**Binary** | **Len**
--- | ---
0xfe839121 | 0x000a

A’

**ASCII_CMD** | **MIXED** | **ASCII_CMDVAR**
--- | --- | ---
“USER” | “ ” | “Ja%n%n %n%nred”

**WRITE**

**Binary** | **Len**
--- | ---
0xfe839121 | 0x000a

**WRITE**
EFS: Pool Crossover
EFS: Pool Mutation
Simple Example of Maturing EFS Data

- GENERATION 1
  - S1: “USER #$%^&*Aflkdsjflk”
  - S2: “ksdfjkj\nPASS %n%n%n%n”
  - S3: “\r\njksd Jared9338498\d\d\xfefe”
  - ...

- GENERATION 15
  - S1: “USER #$%\n PASS %n%n%n%n\r\njksd”
  - S2: ”PASS\nQUIT NNNNNNNNNNNNN\r\n”
  - S3: “RETR\r\nUSER ;asidf;asifh; kldsjf;kdfj”
  - ...

EFS: GPF - E Parameters

- Mysql Host, mysql user, mysql passwd
- ID, generation
- PaiMei host, PaiMei port, stalk type
- Playmode, host, port, sport, proto, delay, wait
- Display level, print choice
- Pools, MaxSessions, MaxLegs, MaxToks, MaxGenerations, SessionMutationRate, PoolCrossoverRate, PoolMutationRate
- UserFunc, SeedFile, Proxy
Seed File

SMTP
- HELO
- Mail from: me@you.com
- Rcpt to: root
- Data
- “Hello there”
- 
- EHLO
- RSET
- QUIT
- HELP
- AUTH
- BDAT
- VRFY
- EXPN
- NOOP
- STARTTLS
- etc.

FTP
- USER anonymous
- PASS me@you.com
- CMD
- PASV
- RETR
- STOR
- PORT
- APPE
- FEAT
- OPTS
- PWD
- LIST
- NLST
- TYPE
- SYST
- DELE
- etc.
EFS: Stalker Start-up Sequence

- Create and PIDA file using IDApro
  - Load the PIDA file in PaiMei
- Configure/start test target
- Stalk by functions or basic blocks
- Filter common break points
  - Start-up, connect, send junk, disconnect, GUI
    - Allows EFS to run faster
- Connect to mysql
  - Listen for incoming GPF connection
- Start GPF in the –E (evolutionary) mode
EFS GUI (the PaiMei portion)
Section 3: Research Evaluation

- Benchmarking EFS
  - Attack surface coverage
  - Text and Binary protocols
  - Functions (funcs) vs. basic blocks (bbs)
  - Pool vs. Diversity (also called niching)

- See benchmarking paper for more details [3]
  - Will be up on vdalabs.com when complete
Benchmarking: An investigation into the properties of EFS

- Develop a tool kit that can be used to test various products
- Currently the toolkit is simply two network programs used to test EFS’s ability to discover a protocol
  - Clear text (TextServer)
  - Binary (BinaryServer)
- Intend to insert easy and hard to find bugs, to test 0day hunting ability
Three settings, low (1 path), med (9 paths), high (19 paths)

Protocol
- "Welcome.
  Your IP is 192.168.31.103"
- "cmd x"
- "Cmd x ready. Proceed."
- "y"
- "Sub Cmd y ok."
- "calculate"
- "= x + y"
Aside: Measuring the Attack Surface

- One example, TextServer on Medium:
  - Startup and shutdown = 137 BBs or \( \frac{137}{597} = 23\% \) of code.
  - Network code = 15 BBs or \( \frac{15}{597} = 3\% \) of code.
  - Parsing = 94 BBs or \( 16\% \) of code. *This is the portion of code likely to contain bugs!*
  - Total Attack surface = network code + parsing. 109bb or \( 18\% \) of code.
  - Code accounted for: 137+94bb or \( 39\% \). (68+22funcs or 31%)
The seed file for TextServer

- "\r\n"
- "calculate"
- "cmd "
- "1"
- "2"
- "3"
- "4"
- "5"
- "6"
- "7"
- "8"
- "9"
Clear Text Results

- EFS had no trouble learning the language of *TextServer.exe*
- Best session was found quickly
- But the entire attack surface was not completely covered
  - Why? Think “error” or “corner cases”
  - Used pools to increase session diversity. Had some success, but still not 100%
  - In a few slides we see that niching was used as well, and did better than pools, but still not 100%
BinaryServer

- Will be similar to TextProtocol, but binary format
Binary Protocol Results

- Lengths shouldn't be too much trouble as EFS/GPF has a tok type for lengths
  - Initial tests support this
- Hashes are not yet implemented in GPF
- Binary protocol not yet implemented/tested
Functions vs. Basic Blocks

- For applications with few functions, basic blocks should be used.
- For more complex protocols, functions suffice and increase run speed.

Low, Funcs, 1 Pool:
Best Session: 4/6 or 66%

Low, BBs, 1 Pool:
Best Session: 40/37 or 100%+
Funcs vs. BBs (cont.)

Med, Funcs, 1 Pool:
Best Session: 6/6 or 100%
Diversity Peak: 20/22 or 90%

Med, BBs, 1 Pool:
Best Session: 47/37 or 100%+
Diversity Peak: 83/94 or 88%
Testing the effects of Pools

- Pools work to achieve better session diversity
  - Also achieved better crash diversity in gftp
- Didn't achieve 100% coverage of attack surface
- Case study at the end will show the positive affects of pools
- Comparing and adding to niching
Niching (or Speciation) to Foster Diversity

- Recently implemented so grab the new stuff off vdalabs.com
- Provides a fitness boost for sessions and pools that are diverse when compared to the best

\[
\text{Fitness} = \text{Hits} + \left( \frac{\text{UNIQUE}}{\text{BEST}} \right) \times (\text{BEST}-1)
\]

- \textit{Hits}: code coverage, funcs or bbs
- \textit{UNIQUE}: number of hits not found in the best session
- \textit{BEST}: Session or Pool with the best CC fitness
Diversity in Action

- S1: 10 hits - (a, b, c, d, e, f, g, h, i, j)
- S2: 7 hits - (a, b, d, e, f, g, h)
- S3: 5 hits - (v, w, x, y, z)

Final fitnesses:
- S1: 10 + (0/10) * 9 = 10
- S2: 7 + (0/10) * 9 = 7
- S3: 5 + (5/10) * 9 = 9.5

Same for pools
Pools and Diversity

High, BBs, Multi-Pool
- Diversity ON AVG: 46
- Total Peak: 107
- Up and down trend

High, BBs, 1 Pool
- Best Session: 43
- Diversity Peak: 80
- Downward trend

High, BBs, Multi-Pool
- Best Session: 47
- Diversity Peak: 87
- Up and down trend
Section 4: Results

Initial Results
- Golden FTP
- IIS FTP/SMTP
Testing on Real World Code

- Golden FTP
  - Found lots of bugs

- IIS FTP and SMTP
  - Found no bugs, but did seem to show some instability in FTP
    - Would lock or die once and a while

- Plan to test many more
  - Haven't tried any with diversity on yet
EFS: Found user & password (outdated picture)
EFS: gftp.exe Results (max)

Best Session Fitness/Generation and Total Sessions that Crashed the Target

- Axis: Functions per Generation
- Data points for generations 0 to 7778
EFS: gftp.exe Results (avg)
GFTP Pool Effects - Avg over 6 runs

Best of Pool and Session
Crash Results – For all Runs

1-pool Crash Total

4-pool Crash Total

10-pool Crash Total
Challenges and Future Work

- Modifying EFS to work on files as well
- How does its performance compare with existing fuzzing technologies?
  - What is the probability to find various bug types as this is the final goal of this research
    - What bugs can be found and in what software?
- The fuzzing technology to use seems to depend on the application and general domain robustness (i.e. min work to get a bug)
  - File fuzzing == dumb fuzzing
  - Network apps == Intelligent (RFC aware) fuzzing
Challenges and Future Work (cont.)

- PIDA files are great but a pain
  - Binary could be obfuscated, encrypted, or IDA just doesn’t do well with it. Considered MSR, that there are issues there as well.

- Speed
  - Auto-detecting the optimal session-wait to determine if funcs or BBs is more parcitcle

- Binary Protocols
  - Need more testing here

- Normal testing challenges
  - Monitoring, Instrumentation, logging, statistics, etc.
References:


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