No source? No problem! High speed binary fuzzing

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About this talk

- Fuzzing binaries is hard!
 - Few tools, complex setup

• Fuzzing binaries in the kernel is even harder!

• New approach based on *static* rewriting



Kernel + Libc ≈ 100M LoC Desktop

Fuzzing 101



Input generation

Target

Effective fuzzing 101

- Test cases must **trigger bugs**
 - Coverage-guided fuzzing

- The fuzzer must *detect bugs*
 - Sanitization

• **Speed** is key (zero sum game)!



Fuzzing with source code

- Add *instrumentation* at compile time
 - Short snippets of code for coverage tracking, sanitization, ...





Rewriting binaries

- Approach 0: black box fuzzing
- Approach 1: rewrite *dynamically*
 - Translate target at runtime
 - Terrible performance (10-100x slower)
- Approach 2: rewrite **statically**
 - More complex analysis
 - …but much better performance!





Static rewriting challenges



• Simply adding code breaks the target





Need to find *all* references and *adjust* them

Static rewriting challenges



- Scalars and references are indistinguishable
 - Getting it wrong breaks the target

mov [rbp-0×8], 0×400aae
 long (*foo)(long) = &bar;
 long foo = 0×400aae;





RetroWrite [Oakland '20]

• System for static binary instrumentation

• Symbolized assembly files easy to instrument

• Implements coverage tracking and binary ASan

Position-independent code

• Code that can be loaded at any address

• Required for: ASLR, shared libraries

- Cannot use hardcoded static addresses
 - Must use relative addressing instead

Position-independent code

On x86_64, PIC leverages RIP-relative addressing
 lea rax, [rip + 0×1234]

- Distinguish references from constants in PIE binaries
 - RIP-relative = reference, everything else = constant

 Symbolization replaces references with assembler labels

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1) Relative jumps/calls

```
loop1:
   lea rax, [rip + 0x1234]
   call func1
   dec rcx
   jnz loop1
```

 Symbolization replaces references with assembler labels

1) Relative jumps/calls
 2) PC-relative addresses

```
loop1:
   lea rax, [data1]
   call func1
   dec rcx
   jnz loop1
```

 Symbolization replaces references with assembler labels

- 1) Relative jumps/calls
- 2) PC-relative addresses
- 3) Data relocations

```
loop1:
lea rax, [data1]
call func1
dec rcx
jnz loop1
```

 Symbolization replaces references with assembler labels

- 1) Relative jumps/calls
- 2) PC-relative addresses
- 3) Data relocations

```
loop1:
   lea rax, [data1]
   <rpre><rpre><rpre>call func1
   dec rcx
   jnz loop1
```



Coverage-guided fuzzing



- Record test coverage (e.g. with instrumentation)
- Inputs that trigger new paths are "interesting"
- Mutate interesting inputs to discover new paths



Coverage-guided fuzzing





https://lcamtuf.blogspot.com/2014/11/pulling-jpegs-out-of-thin-air.html



Address Sanitizer (ASan)

- Instrumentation catches memory corruption at runtime
 - Arguably most dangerous class of bugs

- Very popular sanitizer
 - Thousands of bugs in Chrome and Linux

• About 2x slowdown

ASan red zones







RetroWrite instrumentation

• Coverage tracking: instrument basic block starts

• Binary ASan: instrument all memory accesses, link with libASan





Kernel vs. userspace fuzzing

	Crash handling	Tooling	Determinism
Userspace	OS handles crashes gracefully	Easy to use and widely available	Single-threaded code usually deterministic
Kernel	Need VM to keep the system stable	More complex setup, fewer tools	Interrupts, many concurrent threads

Kernel binary fuzzing

- Approach 0: black box fuzzing
- Approach 1: dynamic translation
 - Slow! (10x +)
 - No sanitization like ASan
- Approach 2: Intel Processor Trace (or similar)
 - Requires hardware support
 - Still no sanitization
- Approach 3: static rewriting

kRetroWrite

• Apply RetroWrite to the kernel

• Implemented so far: support for Linux modules

• Demonstrates that RetroWrite applies to the kernel

kRetroWrite

• Kernel modules are always position-independent

- Linux modules are ELF files
 - Reuse RetroWrite's symbolizer

• Implemented code coverage and binary ASan

kRetroWrite coverage



- Idea: use kCov infrastructure
 - Can interoperate with source-based kCov

• Call coverage collector at the start of each basic block

• Integrates with, e.g., syzkaller, or debugfs

kRetroWrite coverage





kRetroWrite coverage





kRetroWrite binary ASan

• In userspace: link with libASan

• In kernel: build kernel with KASan (kernel ASan)

• Reuse modified userspace instrumentation pass

kRetroWrite binary ASan

• Instrument each memory access with a check

• Failed checks print a bug report

• Compatible with source-based kASan

Fuzzing with kRetroWrite

 Rewritten modules can be loaded and fuzzed with standard kernel fuzzers

• So far: tested with syzkaller



Our experiments

- Userspace: SPEC2006 runtime performance
 - RetroWrite ASan
 - Source ASan
 - Valgrind memcheck
- Kernel: fuzz filesystems/drivers with syzkaller
 - Source KASan + kCov
 - kRetroWrite KASan + kCov

Results - Userspace



Preliminary results - kernel



Demo

BUG: KASAN: slab-out-of-bounds in Write of size 2 at addr ffff88800100800 by task syz-executor.7/12792

CPU: 1 PID: 12792 Comm: syz-executor.7 Not tainted 5.5.0-rc1 #3 Hardware name: QENU Standard PC (1440FX + PIIX, 1996), BIOS 1.12.0-1 04/01/2014 CPU: 0 PID: 11419 Comm: syz-executor.2 Not tainted 5.5.0-rc1 #3 Call Trace:

BUG: KASAN: slab-out-of-bounds in Read of size 2 at addr ffff8880001070c0 by task syz-executor.2/11419

CPU: 0 PID: 11419 Comm: syz-executor.2 Not tainted 5.5.0-rc1 #3 Hardware name: QEMU Standard PC (i440FX + PIIX, 1996), BIOS 1.12.0-1 04/01/2014 Call Trace:

do_syscall_64+0x9C/0x390 arch/x86/entry/common.c:294 entry SYSCALL 64 after hwframe+0x44/0xa9 RIP: Code: RSP: RAX: RDY: RBP: R10:

Allocated by task 3600:

R13:

do_syscall_64+0x9c/0x390 arch/x86/entry/common.c:294
entry_SYSCALL_64_after_hwframe+0x44/0xa9

Freed by task 3418:

do_syscall_64+0x2bb/0x390 arch/x86/entry/common.c:304
entry_SYSCALL_64_after_hwframe+0x44/0xa9

The buggy address belongs to the object at ffff888000100000 which belongs to the cache kmalloc-2k of size 2048 The buggy address is located 0 bytes to the right of do_syscall_64+0x9c/0x390 arch/x86/entry/common.c:294 entry_SYSCALL_64_after_hwframe+0x44/0xa9 RIP:

Code: RSP: RAX: RDX: RBP: R10: R13:

Allocated by task 1484:

do_syscall_64+0x9c/0x390 arch/x86/entry/common.c:294
entry_SYSCALL_64_after_hwframe+0x44/0xa9

Freed by task 1088:

r-free in

ir ffff888000100000 by task syz-executor.7/21927

nm: syz-executor.7 Not tainted 5.5.0-rc1 #3
3tandard PC (i440FX + PIIX, 1996), BIOS 1.12.0-1 04/01/2014

3x390 arch/x86/entry/common.c:294
ter_hwframe+0x44/0xa9



Conclusions



- Instrument real-world binaries for fuzzing
 - Coverage tracking for fast fuzzing
 - Memory checking to detect bugs
- Static rewriting at zero instrumentation cost
 - Limited to position independent code
 - Symbolize without heuristics
- More? https://github.com/HexHive/retrowrite
 - User-space now, kernel in ~2-3 weeks