

# Fuzzing AOSP For the Masses

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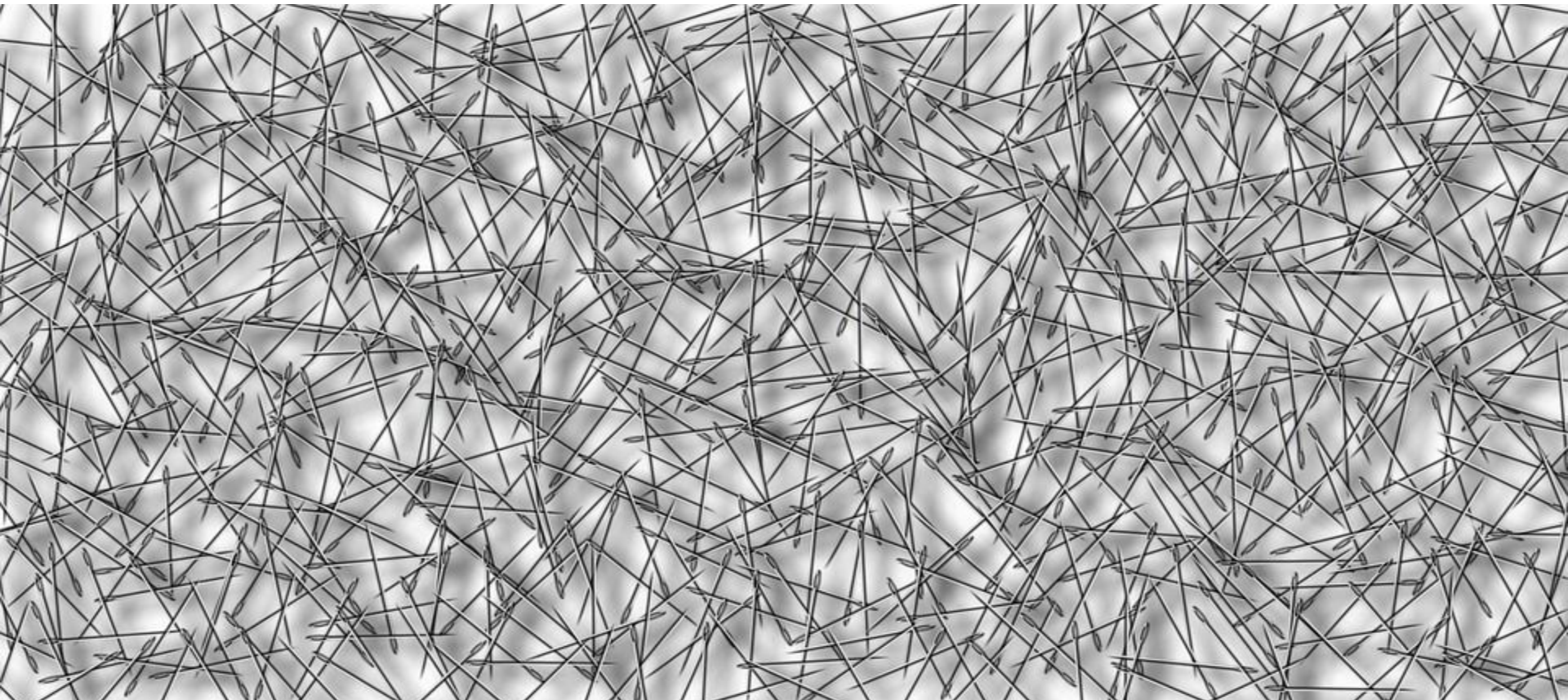
# Exploitation: Find the Needle



Needles are Interesting



We'd like to find needles at scale





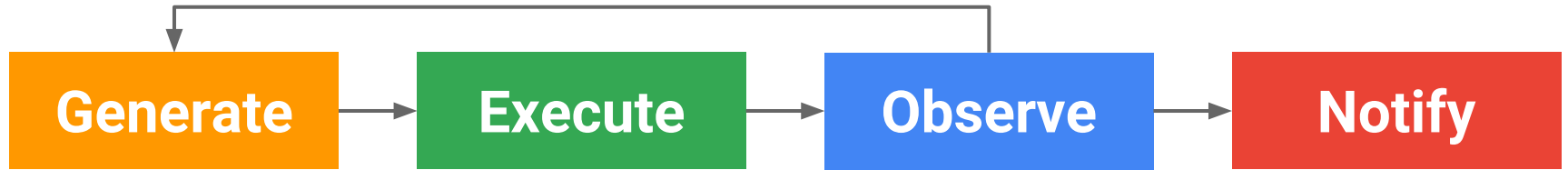
How can we do this?



Fuzzing



# Fuzzing: What is it?



Should I fuzz?





# Why should I fuzz?

- Ensures edge cases and unexpected input are properly handled
- Increases program robustness & code quality
- Tests for regressions
  - Fuzz-test to generate inputs that result in program crash
  - Leverage these inputs with future iterations of the program
- Low investment method to test complex systems

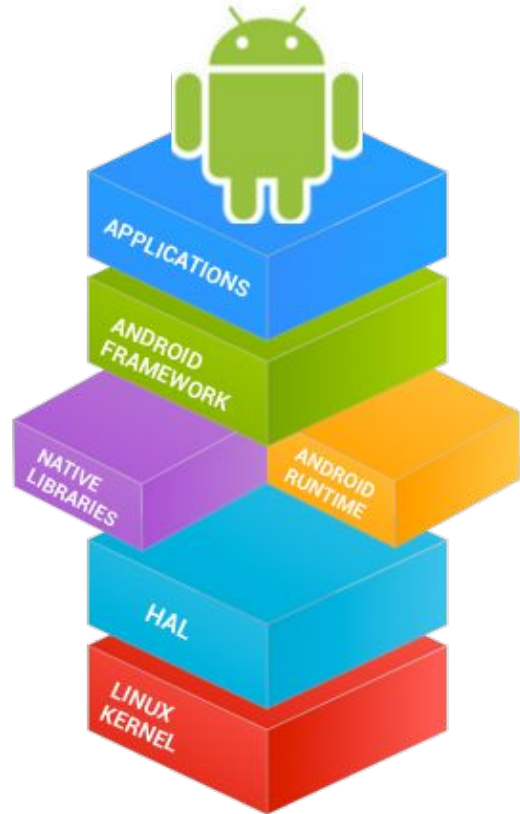
Android is a complex system.

Complex systems have bugs.

Bugs could result in security vulnerabilities.

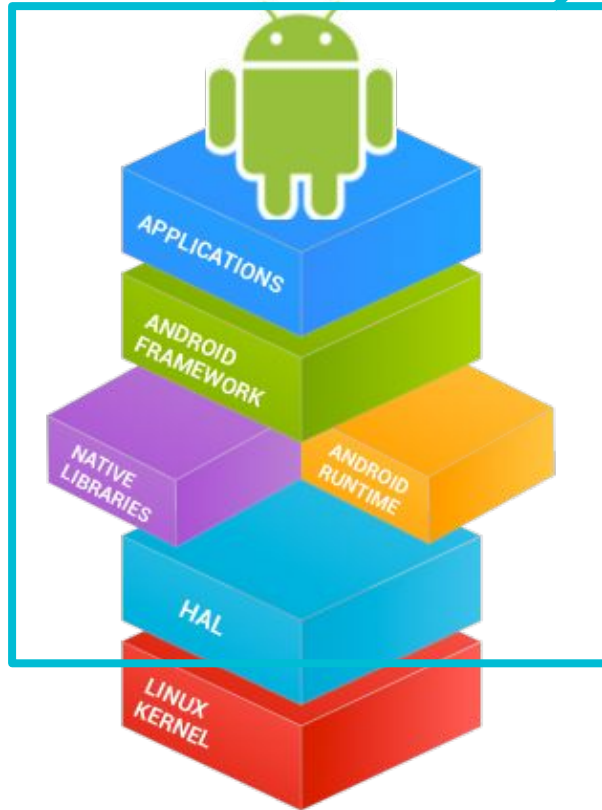


# Android: Lots of components



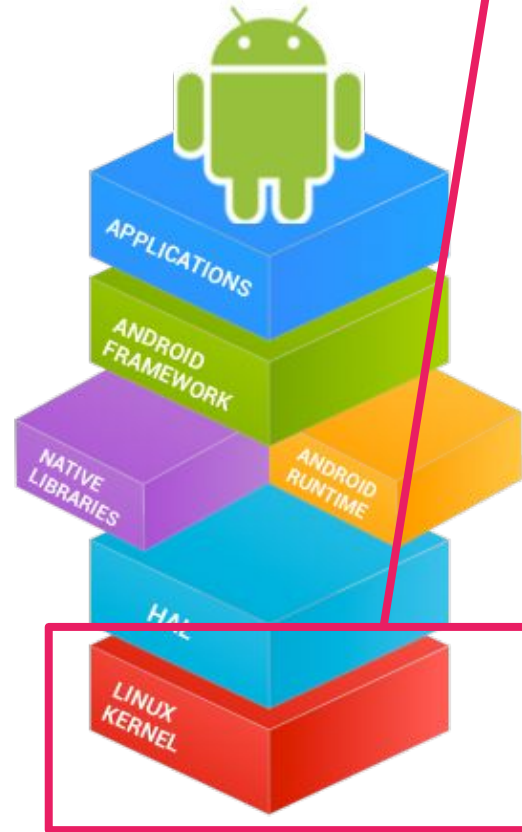
# Android: Lots of components

Userspace



Android: Lots of components

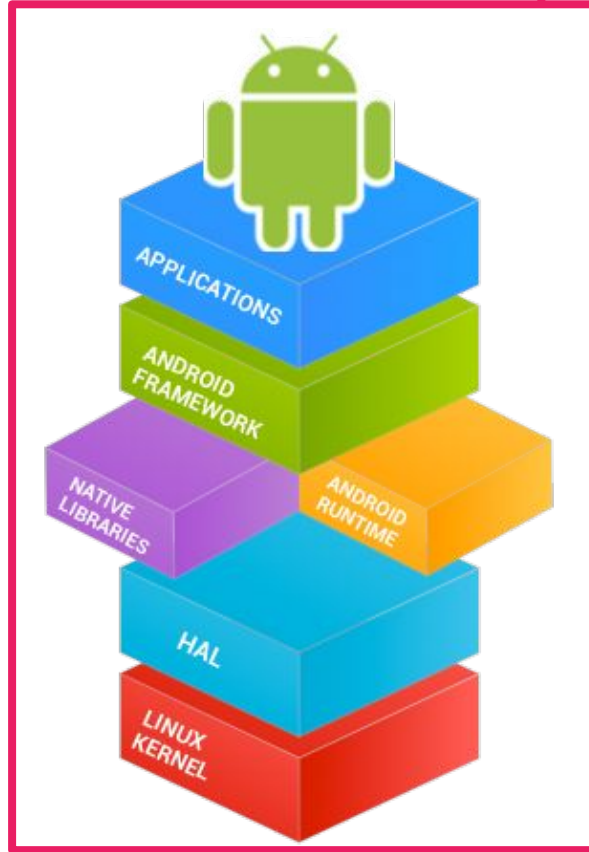
Kernelspace





# Android: Lots of components

And it's all fuzzable!

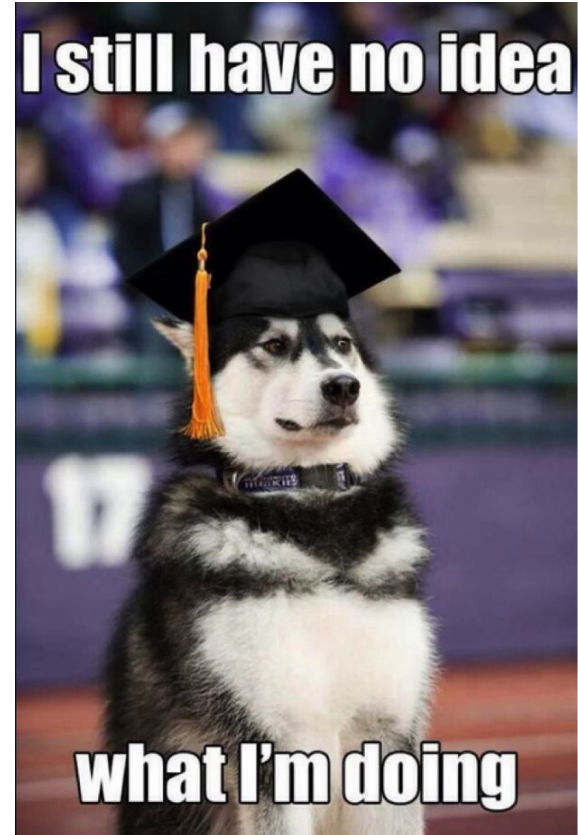


# Android: Lots to focus on

Where do we start?

- Remotely accessible
  - Media (audio/video)
  - Parsing code (XML, etc.)
  - Fonts
  - WiFi/Bluetooth/Radio
- Allows for privesc or sandbox escape
  - Graphics
  - Kernel/Drivers
  - Firmware Interfaces
- Rarely executed == less likely to be tested

What would be a convenient place to search?



# Android Open Source Project

Easier fuzzing with source-level tools

We provide the tools!

Bugs found are likely work on other targets

Fuzz once, test everywhere!

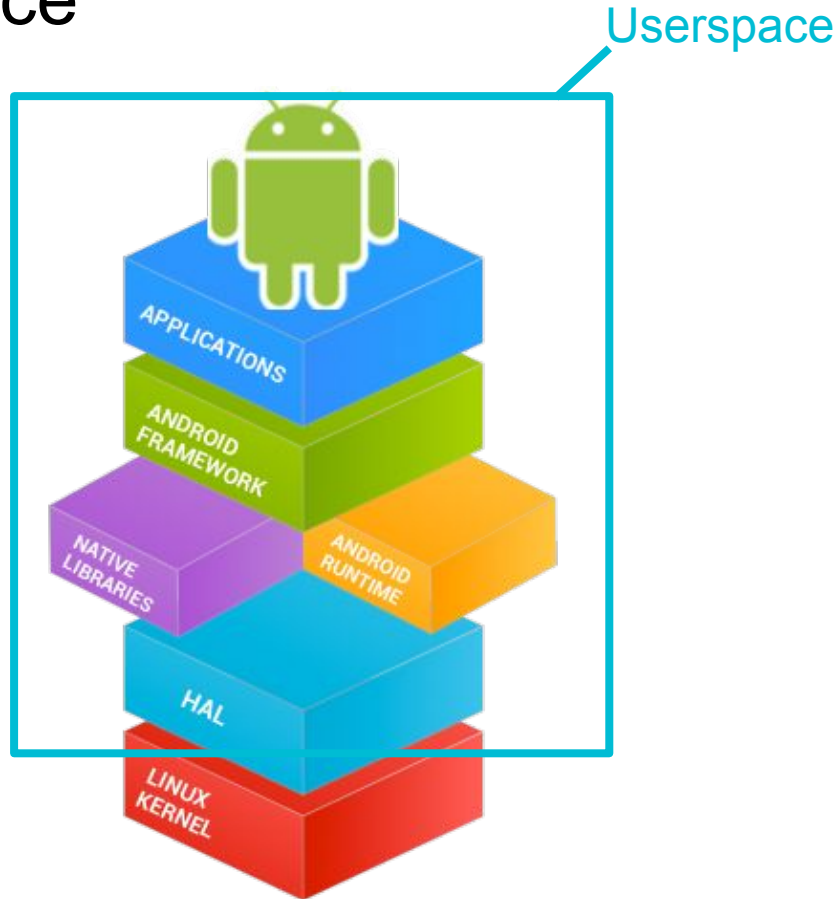


Source

# Fuzzing Android



# Fuzzing Userspace



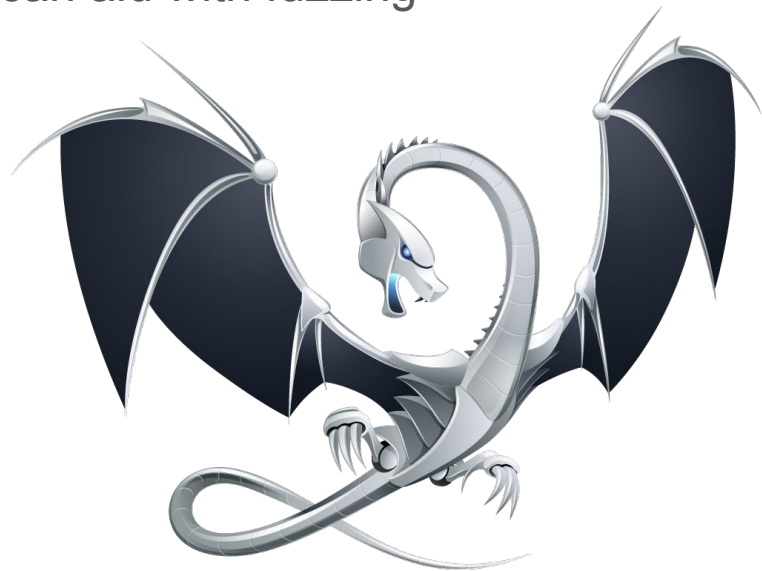


# Fuzzing userspace: Sanitizers

LLVM Compile time tools allow for efficient dynamic analysis.

Two sanitizers currently supported in Android that can aid with fuzzing

- AddressSanitizer
  - [source.android.com/devices/tech/debug/asan](https://source.android.com/devices/tech/debug/asan)
- SanitizerCoverage
  - [clang.llvm.org/docs/SanitizerCoverage.html](https://clang.llvm.org/docs/SanitizerCoverage.html)



# AddressSanitizer (ASAN)

Fast memory error detector

Two parts:

- Compiler instrumentation
- Run-time library

ASAN can detect:

- Out-of-bounds accesses to heap, stack and globals
- Use-after-free
- Use-after-return (runtime flag `ASAN_OPTIONS=detect_stack_use_after_return=1`)
- Use-after-scope (clang flag `-fsanitize-address-use-after-scope`)
- Double-free, invalid free
- Memory leaks (experimental)

# SanitizerCoverage

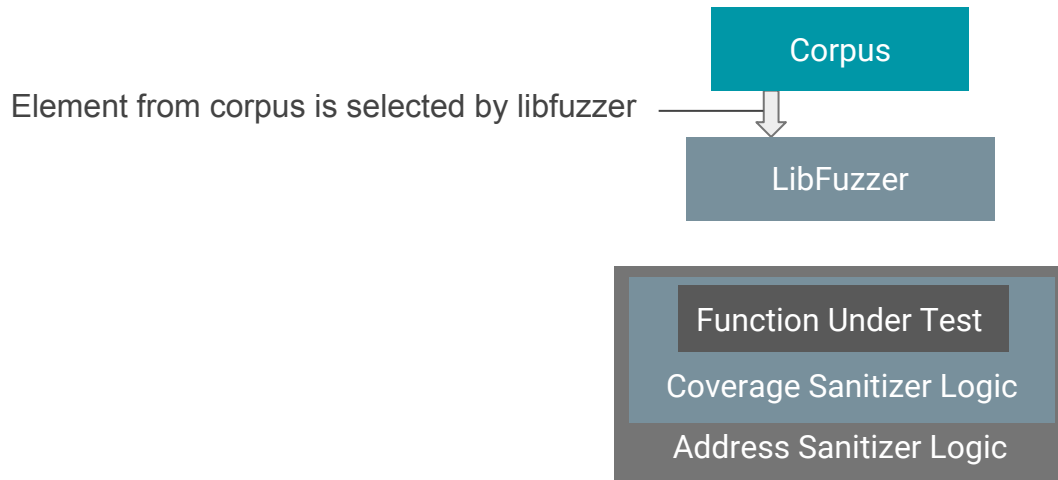
- Allows for simple code coverage instrumentation
- Two parts:
  - Compiler instrumentation
  - Run-time library
- Inserts calls to user-definable functions at each
  - function
  - basic-block
  - edge
- Can provide coverage reporting and visualization
- And be used to guide fuzzing sessions!

# Fuzzing userspace: libFuzzer

- In-process, in-memory fuzzing library
- Allows for coverage-guided fuzzing
- Function-level, tends to be faster than traditional fuzzing
- Fuzzers are unit-test friendly
- And easy to write!

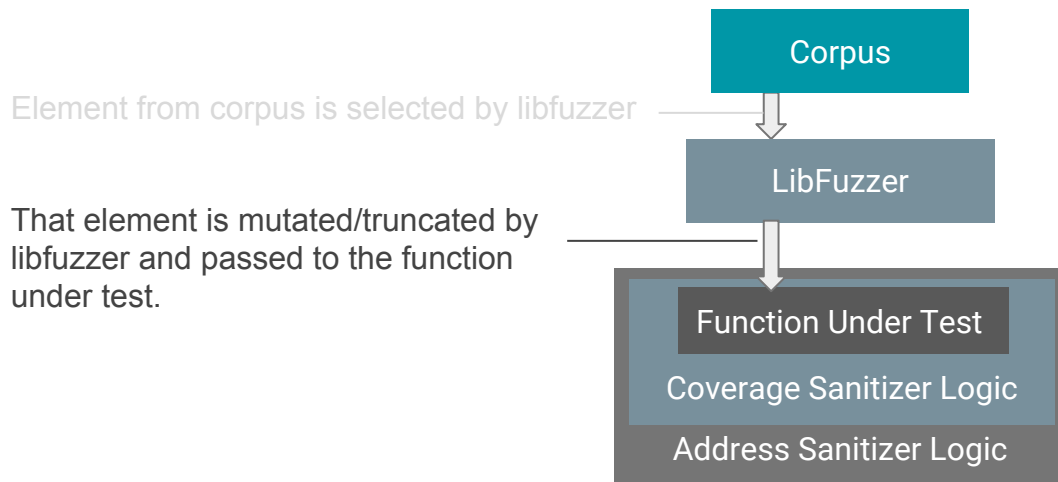


# Sanitizers & LibFuzzer walkthrough

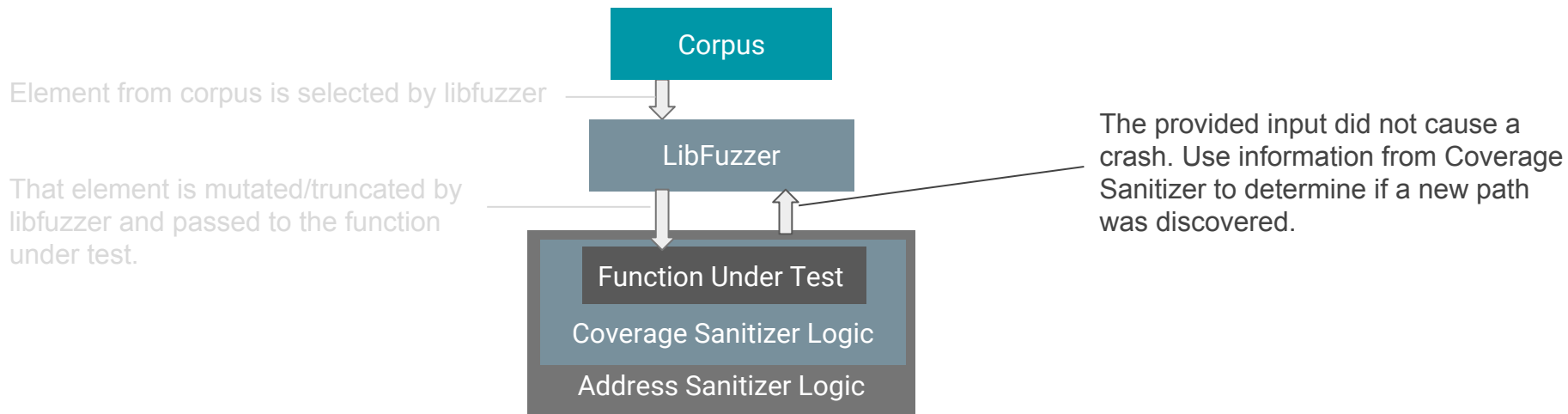




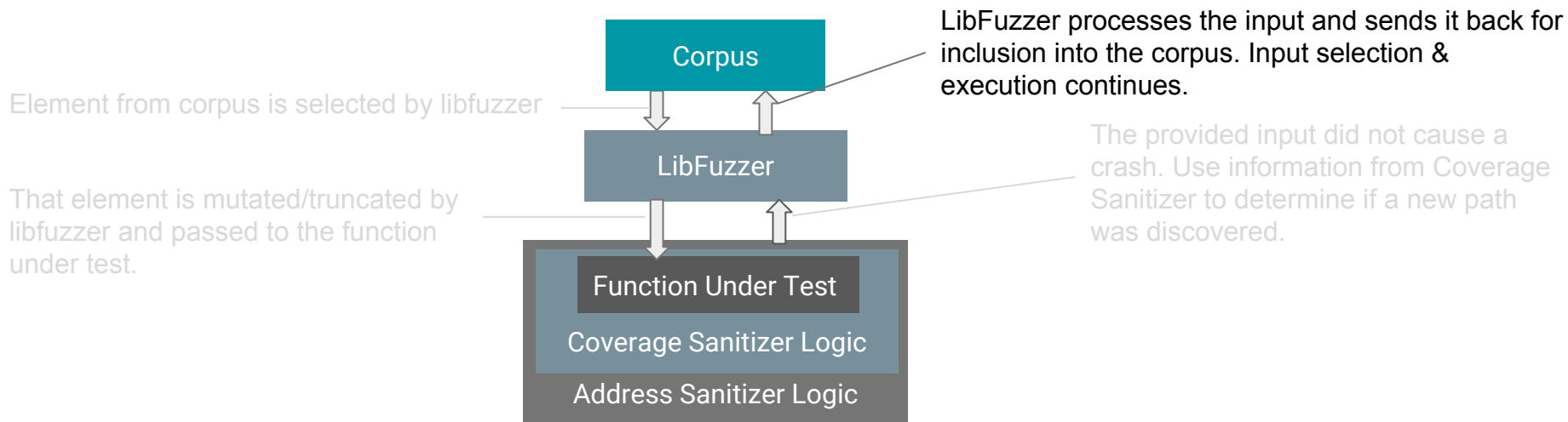
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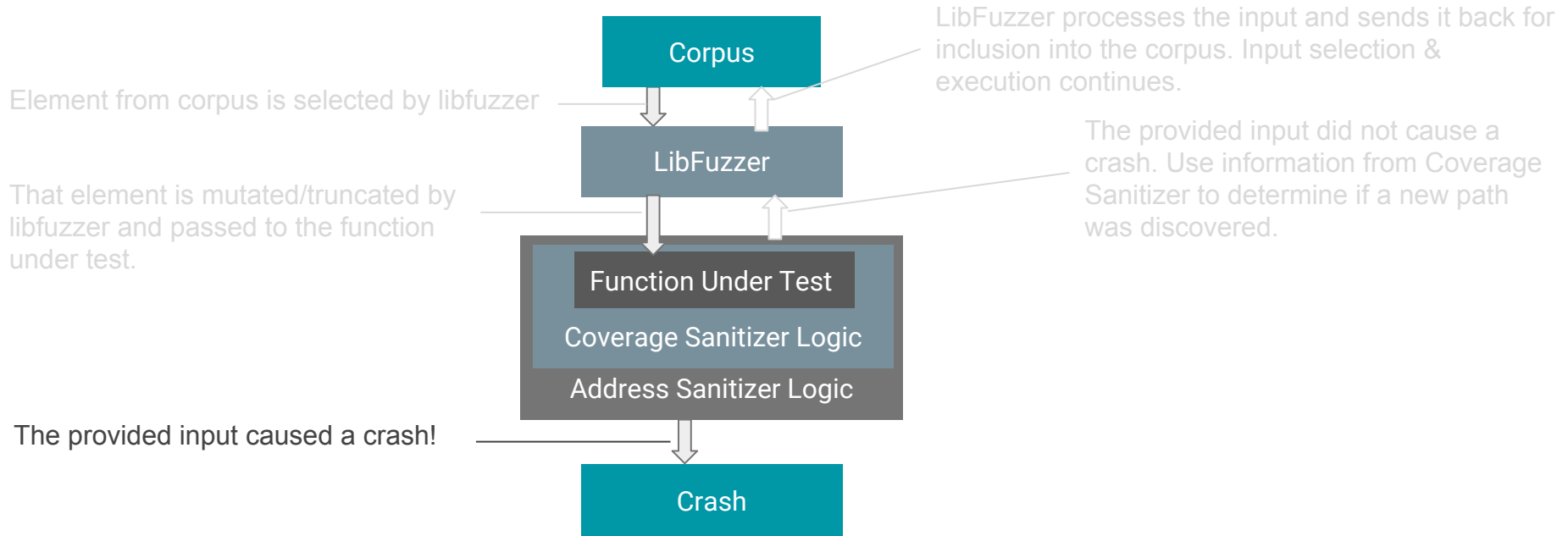
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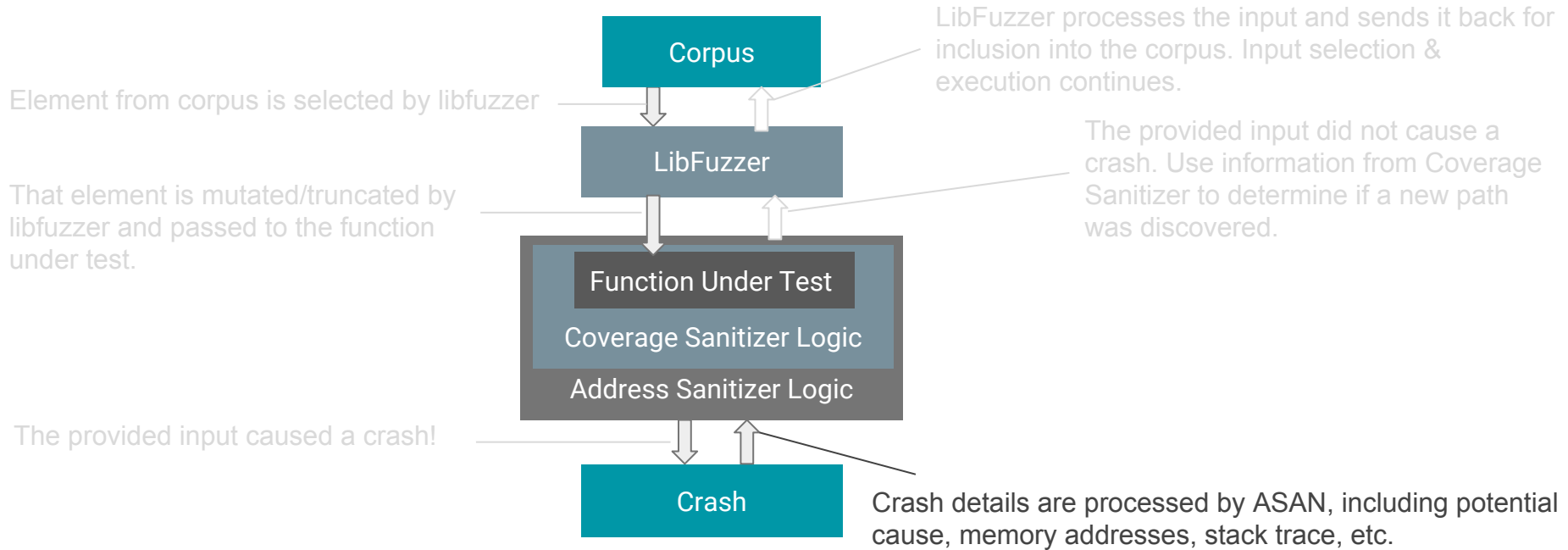
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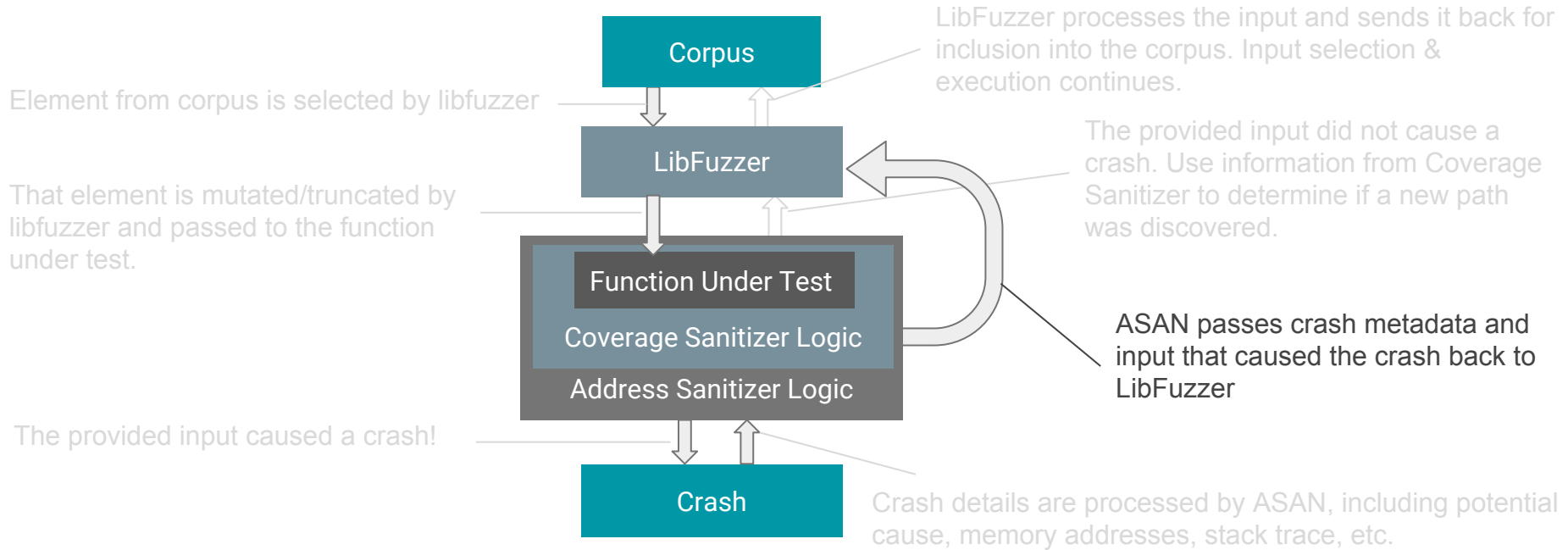
# Sanitizers & LibFuzzer walkthrough: Crash!



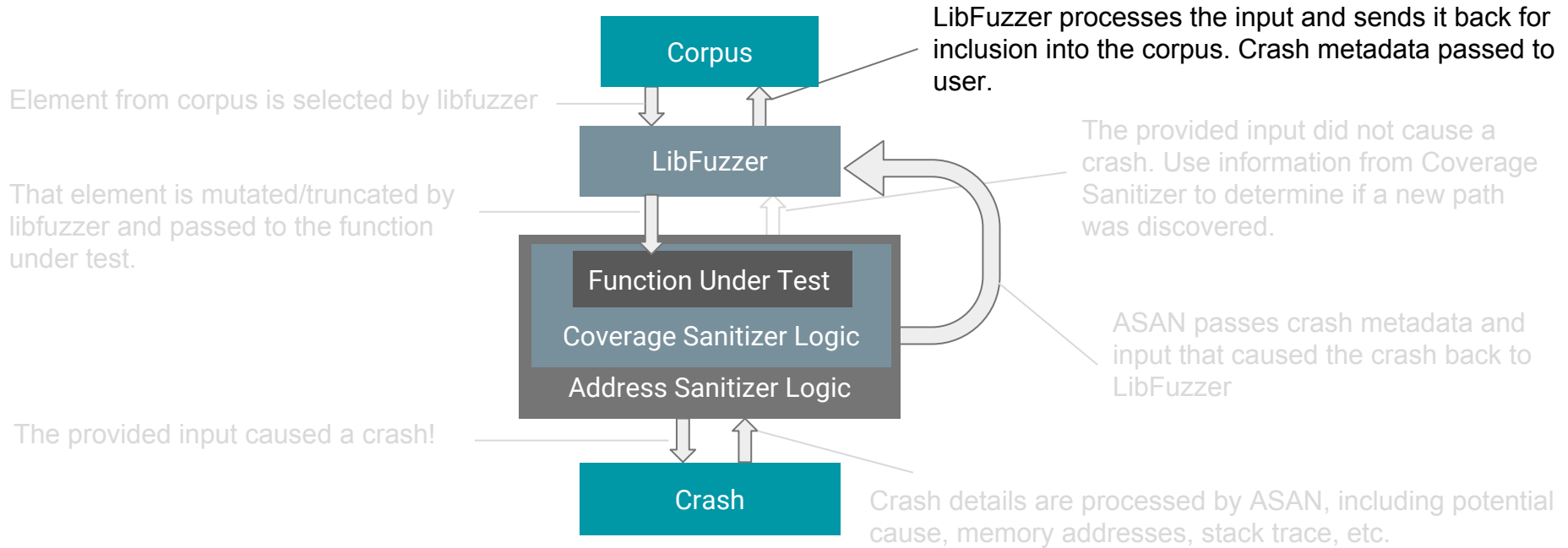
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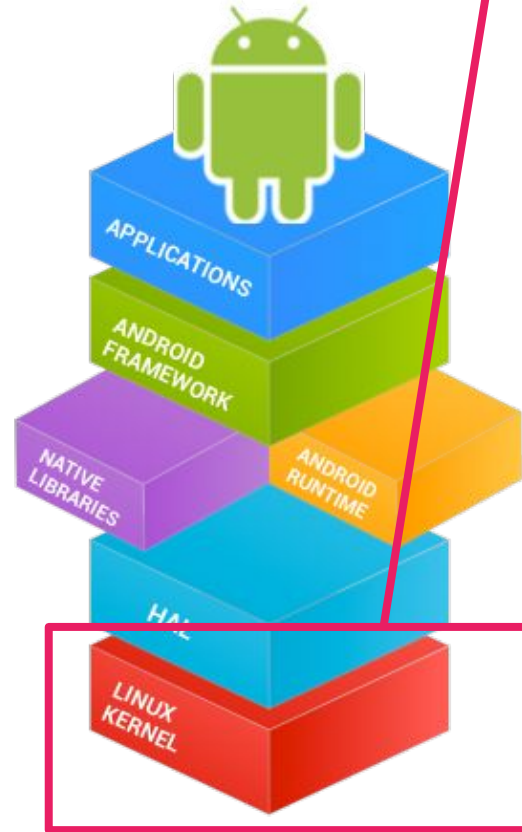


# Sanitizers & LibFuzzer walkthrough: Crash!



# Fuzzing KernelSpace

KernelSpace





# Fuzzing KernelSpace: KASAN

TL;DR: ASAN in the Linux kernel

Dynamic memory error detector capable of discovering:

- Use after free
- Out of bounds access

Implemented using:

- Compile time modifications (gcc 4.9.2 or later)
- Custom memory handling (Shadow memory)

Enabled with `CONFIG_KASAN` & `CONFIG_KASAN_INLINE` on Android kernels

# Fuzzing KernelSpace: KCOV

- TL;DR: SanitizerCoverage in the Kernel
- Allows for simple code coverage instrumentation
- Basic-block level instrumentation
- Enabled with CONFIG\_KCOV
- Implemented with kernel debugfs extension that collects and exposes coverage per-thread

# Fuzzing KernelSpace: syzkaller

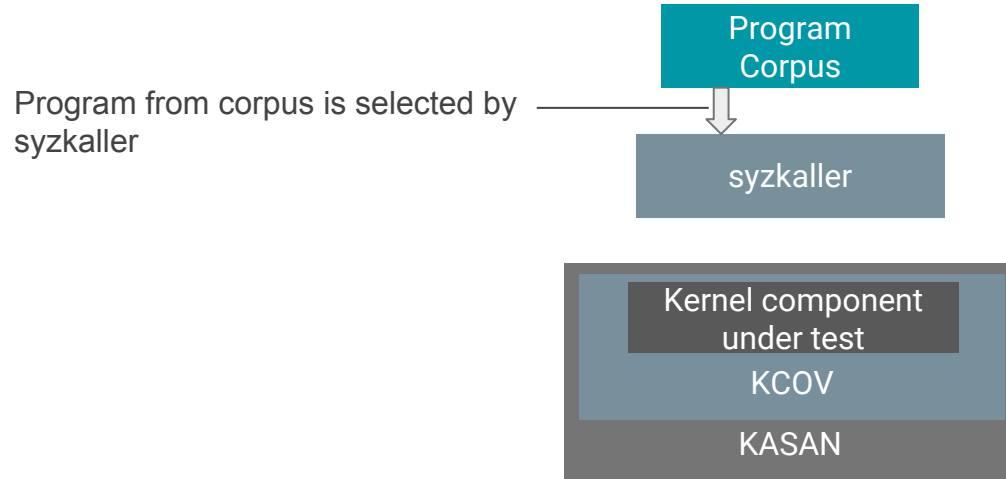
Coverage guided Linux syscall fuzzer

Supported in android on pixel devices

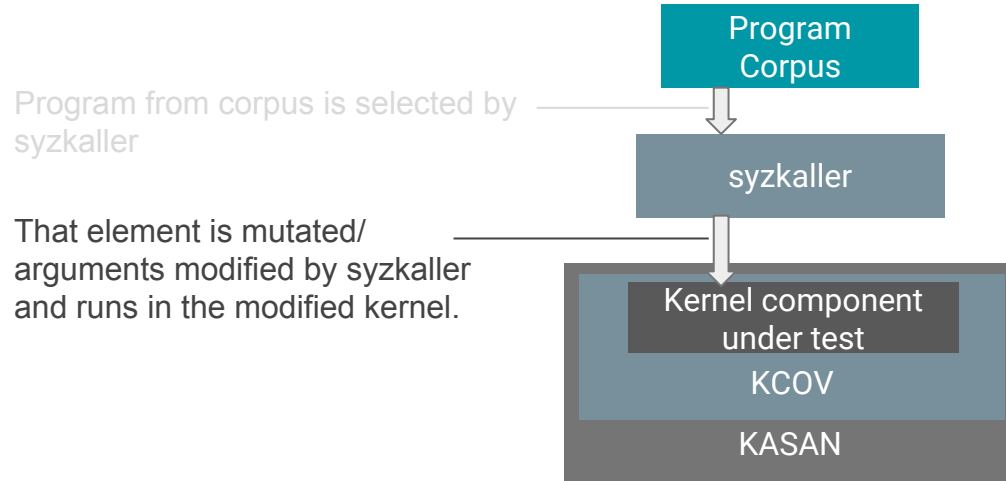
Requires a kernel with KASAN and KCOV enabled

Uses syscall descriptions to generate “programs” that correspond to fuzzing inputs

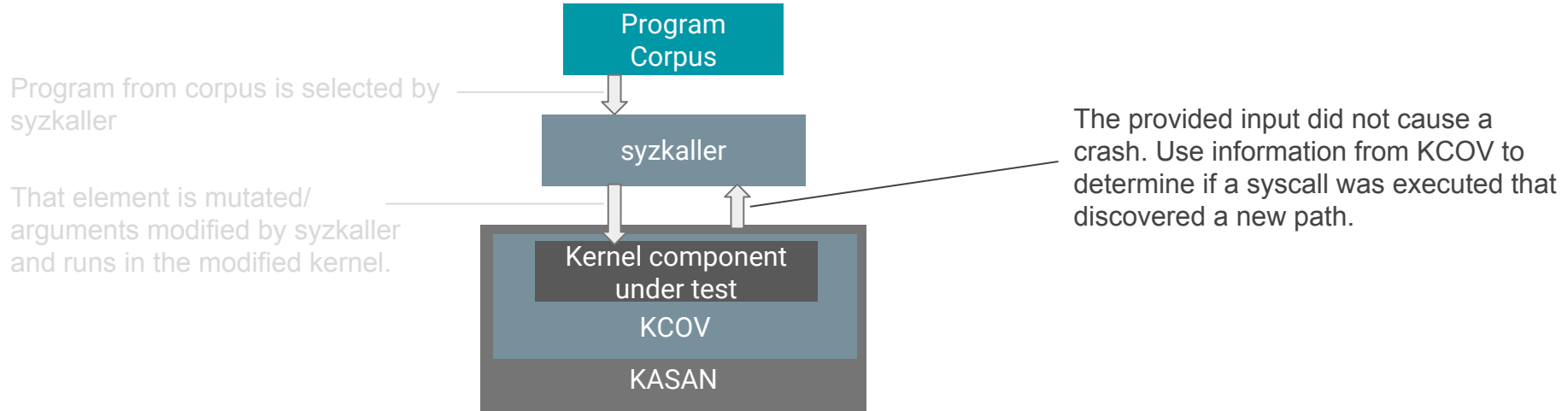
# syzkaller walkthrough



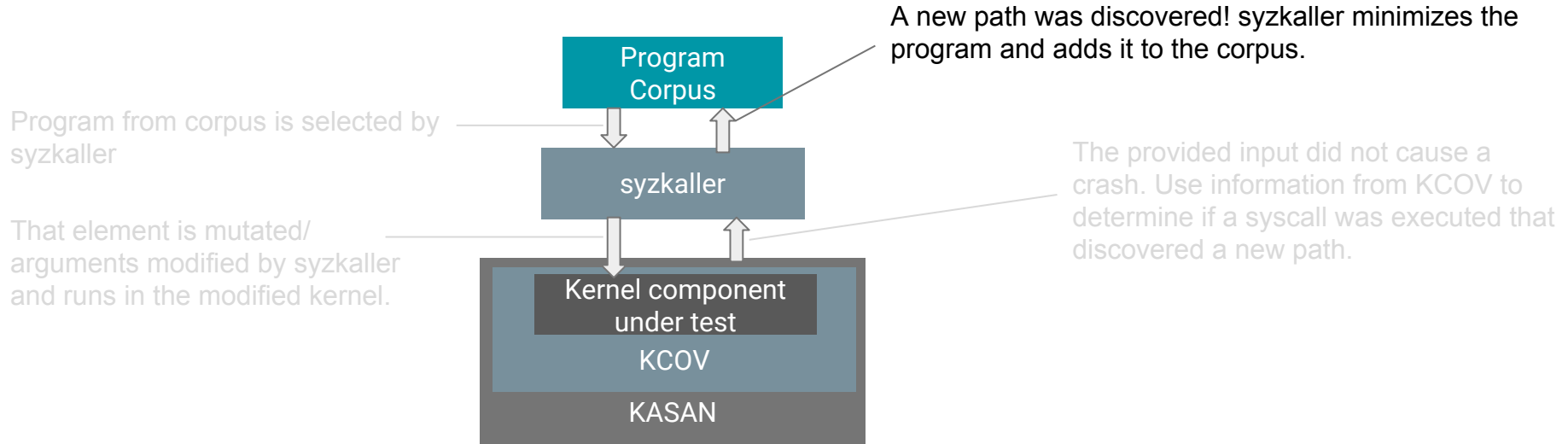
# syzkaller walkthrough



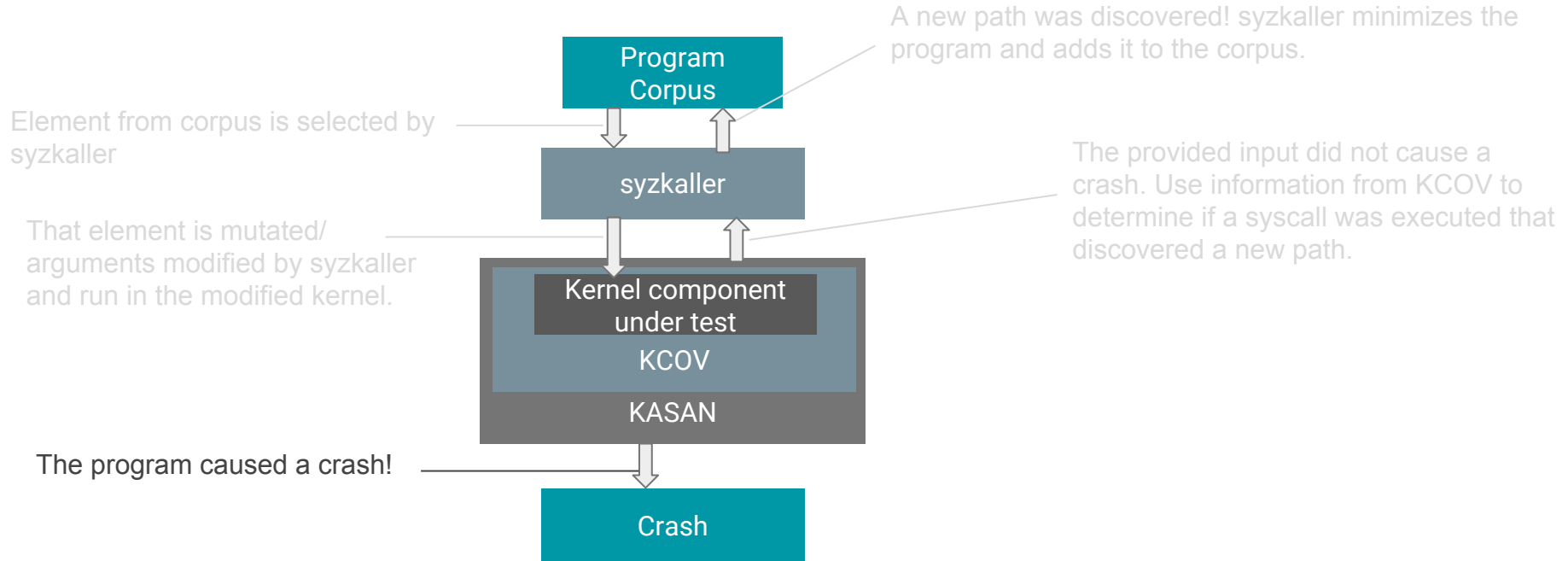
# syzkaller walkthrough



# syzkaller walkthrough

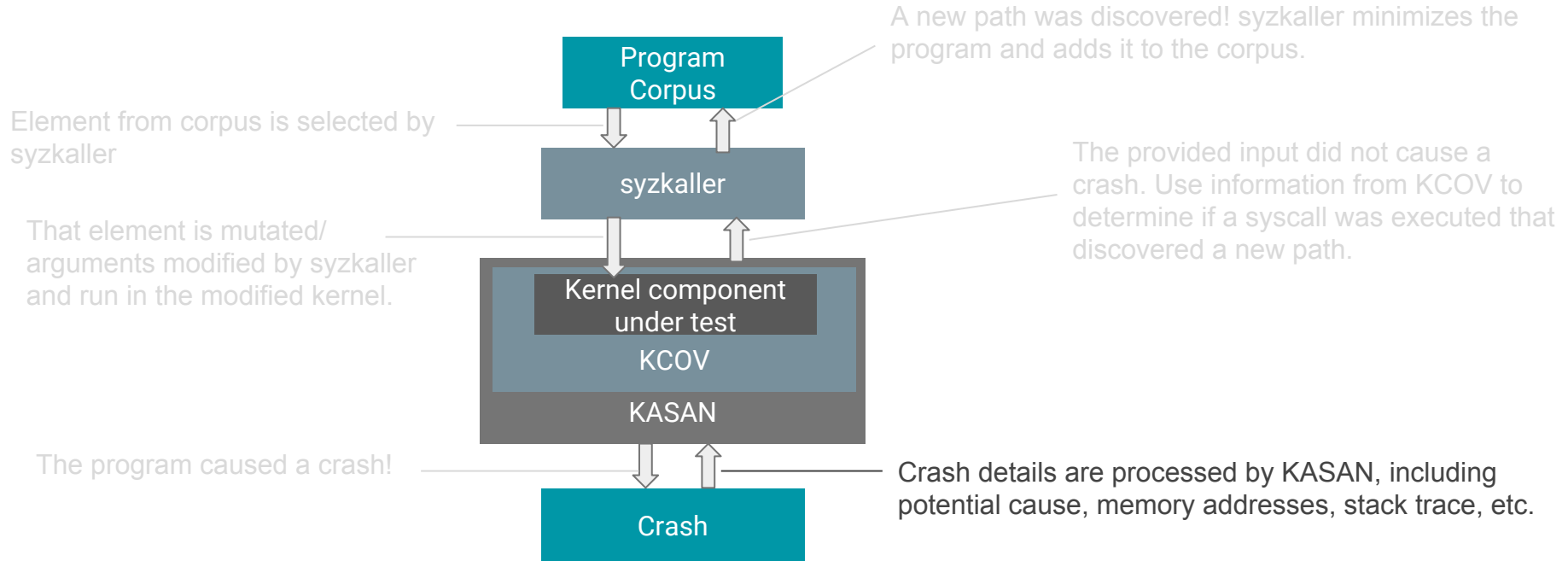


# syzkaller walkthrough: crash!

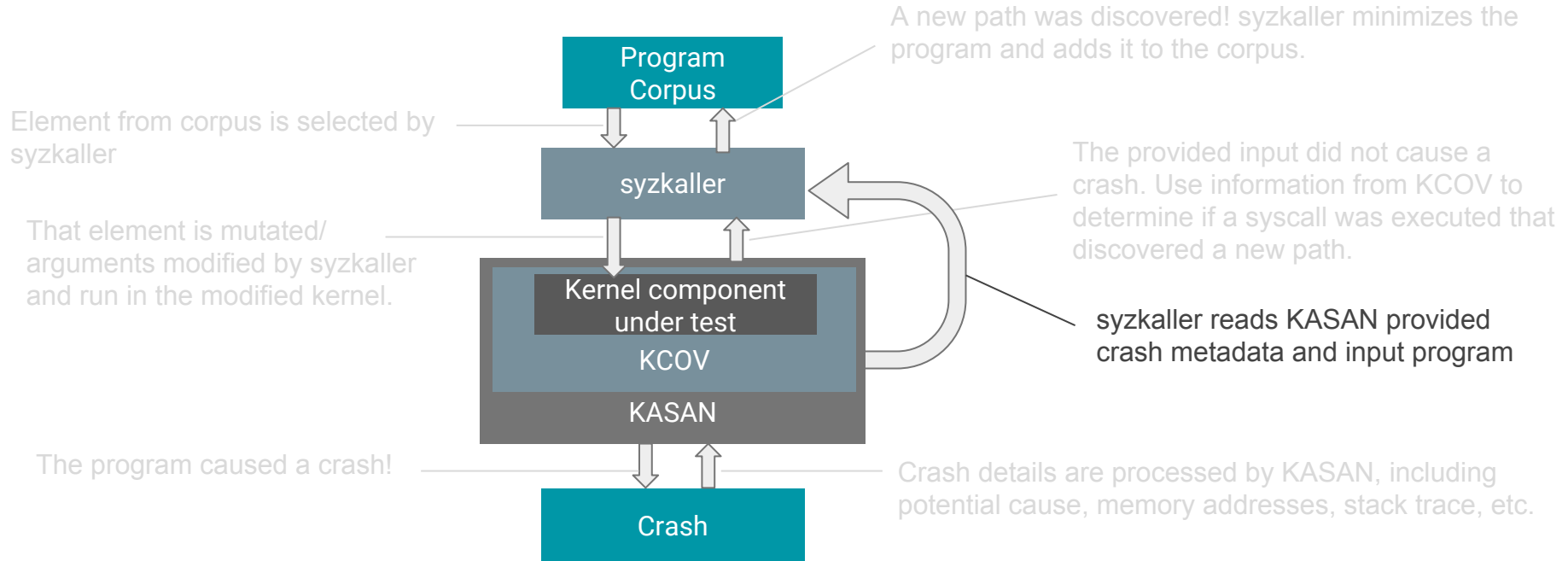




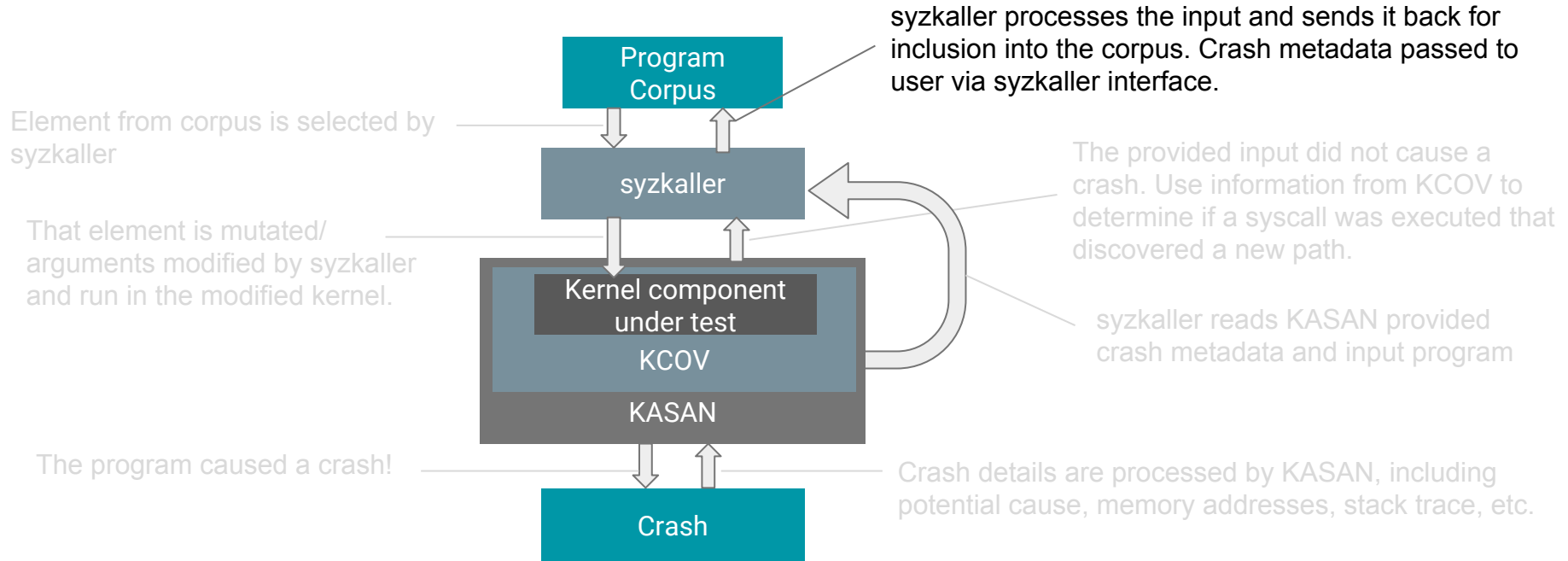
# syzkaller walkthrough: crash!



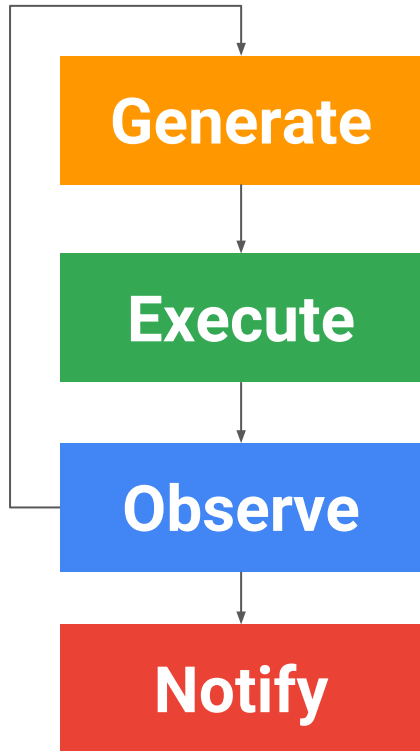
# syzkaller walkthrough: crash!



# syzkaller walkthrough: crash!



# Repeatable and organized fuzzing



# Repeatable and organized fuzzing: Tradedef

Continuous test framework integrated into Android

Basically, Java classes + adb

Built in support for different types of tests

Supports test scheduling, parallelizable tests

Also handles device recovery



# Repeatable and organized fuzzing: Test Harness

```
@Option(
    name = "fuzzer",
    shortName = "f",
    description = "path to the fuzzer",
    importance = Option.Importance.ALWAYS
)
private String mLocalFuzzerName = "example_fuzzer";

@Option(
    name = "corpus",
    shortName = "c",
    description = "path to the corpus",
    importance = Option.Importance.ALWAYS
)
private String mLocalCorpusDir = "fuzzer_corpus";

@Option(
    name = "crashfile",
    shortName = "r",
    description = "name for the resulting crash file",
    importance = Option.Importance.ALWAYS
)
private String mCrashFile = "crashfile";

private void runFuzzer(String fuzzerName, String fuzzerCmdLine, String corpusPath)
    throws DeviceNotAvailableException {

    getDevice().pushFile(mLocalFuzzerName, fuzzerName);
    getDevice().pushDir(mLocalCorpusDir, corpusPath);

    //set the timeout to something reasonable for libFuzzer
    fuzzerCmdLine = String.format("%s -max_total_time=%d", fuzzerCmdLine, mTimeout);

    //run the fuzzer with timeout & collect output from the device
    CollectingOutputReceiver receiver = new CollectingOutputReceiver();
    getDevice()
        .executeShellCommand(fuzzerCmdLine, receiver, mTimeout + 60, TimeUnit.SECONDS, 1);
    String fuzzOutput = receiver.getOutput();

    //check for a crash & retrieve it if it exists
    String crashName = parseCrashName(fuzzOutput);

    if (!Strings.isNullOrEmpty(crashName)) {
        getDevice().pullFile(crashName, mCrashFile);
    } else {
        CLog.i("no crash found");
    }
    //get new corpus
    getDevice().pullDir(corpusPath, mLocalCorpusDir);
}
```



```
<?xml version="1.0" encoding="utf-8"?>
<!-- Copyright 2017 Google Inc. All Rights Reserved -->
<configuration description="Example Fuzzer Configuration">
    <test class="com.google.android.tradefed.ExampleFuzzer">
        <option name="fuzzer" value="./test_fuzz" />
        <option name="corpus" value="./test_fuzz_corpus" />
        <option name="crashfile" value="./test_fuzz_crashfile" />
    </test>
</configuration>
```

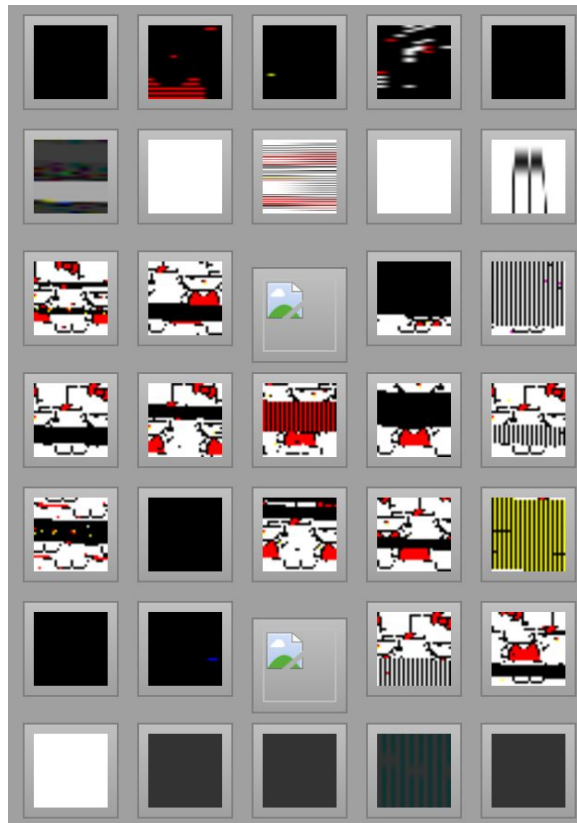
# Repeatable and organized fuzzing: Corpora

Fuzzers need seed inputs

New paths correspond to new inputs

Multiple inputs can correspond to the same path

libFuzzer can keep corpus size reasonable



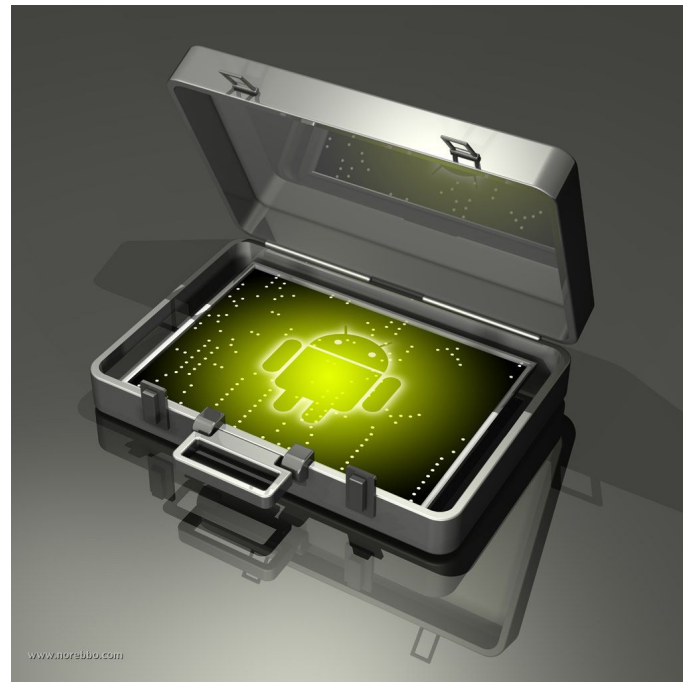
# Repeatable and organized fuzzing: Preparation

What to gather:

- Device specifics
- Android Version Information
- Fuzzer
- Offending input(s)
- Crash information

Test with TF for automation & simple reproduction

Package & send our way!





# Android Vulnerability Reward Program

Android recognizes contributions of security researchers  
and we provide monetary rewards!

For submission details:

[sites.google.com/site/bughunteruniversity/improve/how-to-submit-an-android-platform-bug-report](https://sites.google.com/site/bughunteruniversity/improve/how-to-submit-an-android-platform-bug-report)

Rules and Pricing information:

[www.google.com/about/appsecurity/android-rewards](https://www.google.com/about/appsecurity/android-rewards)

# Keep on fuzzing

Adding new fuzzing engines!

New fuzzing techniques!

Better kernel support!



# References

[source.android.com/devices/tech/debug/asan](https://source.android.com/devices/tech/debug/asan)

[clang.llvm.org/docs/SanitizerCoverage.html](https://clang.llvm.org/docs/SanitizerCoverage.html)

[source.android.com/devices/tech/debug/sanitizers](https://source.android.com/devices/tech/debug/sanitizers)

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[github.com/google/syzkaller](https://github.com/google/syzkaller)

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[sites.google.com/site/bughunteruniversity/improve/how-to-submit-an-android-platform-bug-report](https://sites.google.com/site/bughunteruniversity/improve/how-to-submit-an-android-platform-bug-report)

[www.google.com/about/appsecurity/android-rewards](https://www.google.com/about/appsecurity/android-rewards)

Happy fuzzing!

Questions?

