

Finanziato dall'Unione europea NextGenerationEU





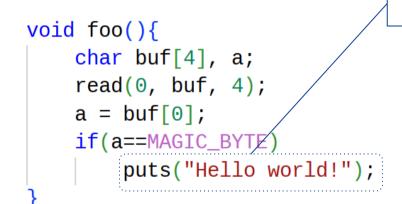


QMSan: Efficiently Detecting Uninitialized Memory Errors During Fuzzing

Matteo Marini (Sapienza) Daniele Cono D'Elia (Sapienza) Mathias Payer (EPFL) Leonardo Querzoni (Sapienza)

```
void foo(){
    char buf[4], a;
    read(0, buf, 4);
    a = buf[0];
    if(a==MAGIC_BYTE)
        puts("Hello world!");
```





Will this program print "Hello world!"?

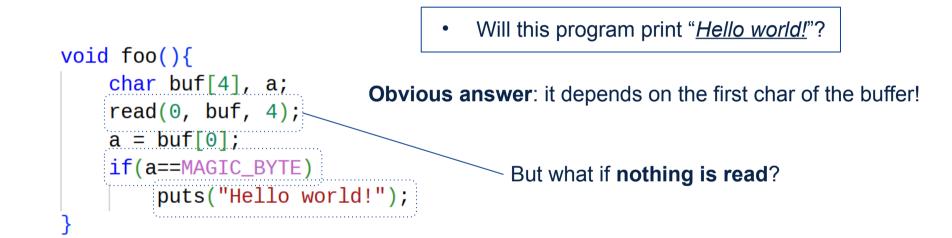






Obvious answer: it depends on the first char of the buffer!

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char buf[4], a;

read(0, buf, 4);

a = buf[0];

if(**a**==MAGIC_BYTE)

puts("Hello world!");

void foo(){





But what if nothing is read?

Use-of-Uninitialized-Memory (UUM) error!





• Define a shadow memory

Contains Initialization status of memory



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- Propagate the shadow memory
 Propagation rules ٠





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Loading uninitialized data is allowed...

...As long as its content is not used

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Memory Sanitizer (MSan)

- State-of-the-Art UUM detection
 - Compile-time solution



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4

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- Fast (2-3x slowdown)
- Accurate
- Fuzzing-compatible

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Pros:

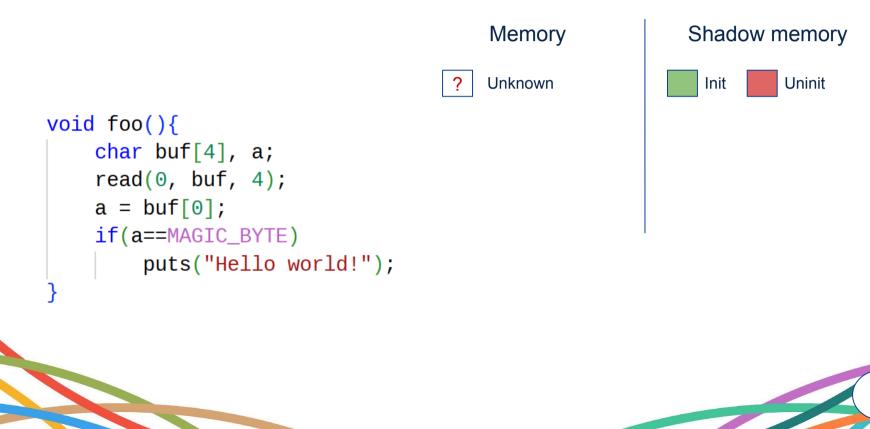
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Cons:

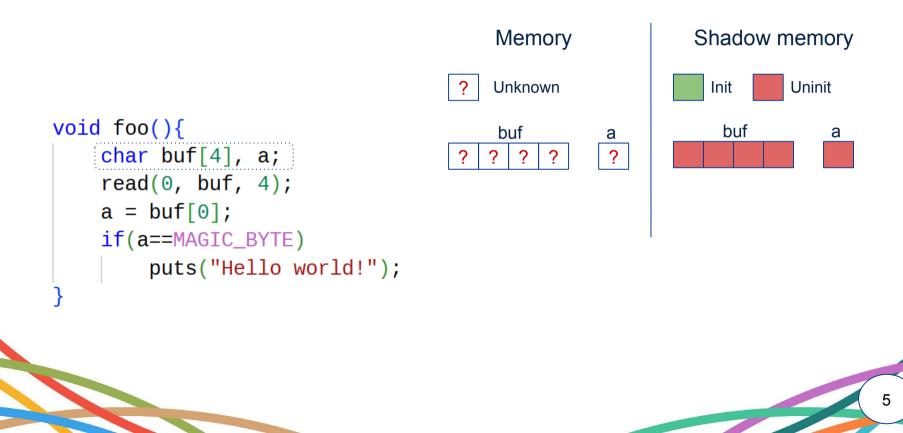
- Requires **recompilation**
- All code must be instrumented
 - Libraries
- LLVM only

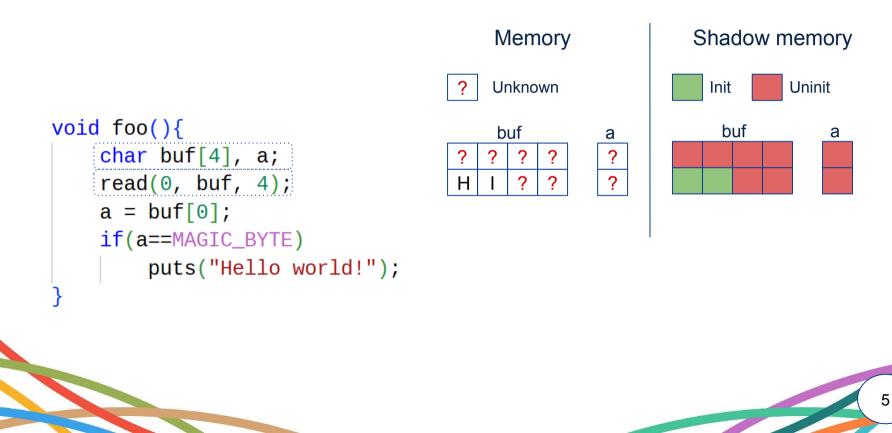
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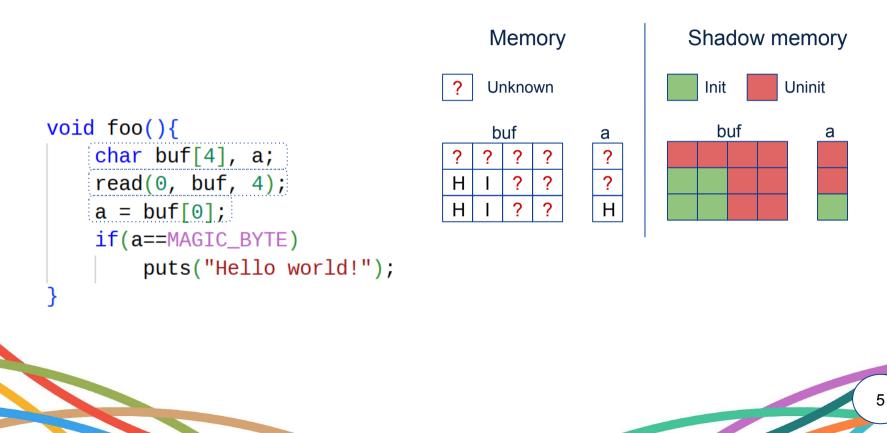
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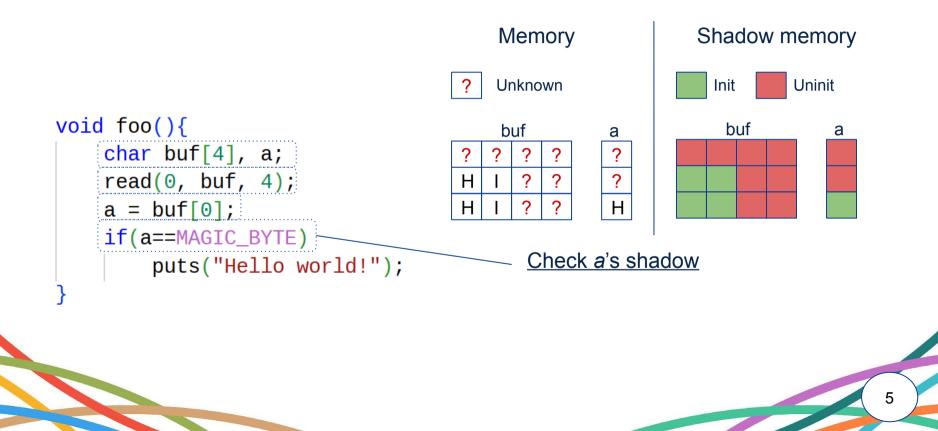


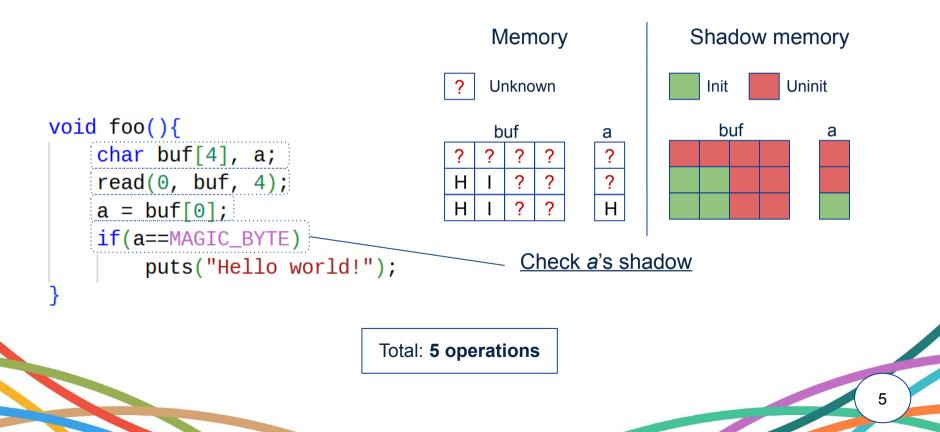
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- Detect UUM errors at the binary level
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Pros:

- More generic
 - No recompilation
 - Closed-source software

Cons:

- Slow (10-20x slowdown)
 - Shadow propagation is **much** harder
- No fuzzing compatibility



- Binary-based multi-layered solution to detect UUM errors
 - based on the QEMU emulator
 - fuzzing-compatible



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Similar to binary UUM detectors Very Accurate, but very slow



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Run-time module



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Run-time module Supports UUM detection with shadow memory management

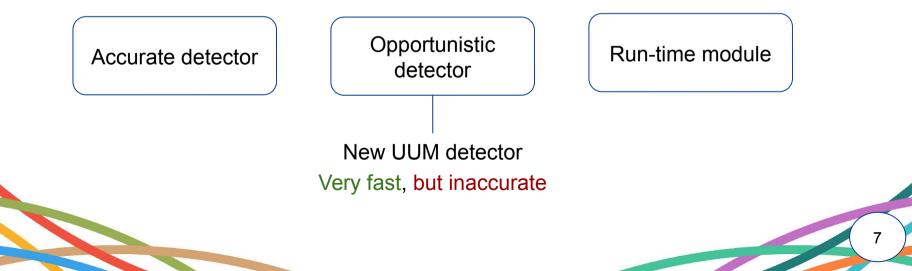
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Opportunistic detector

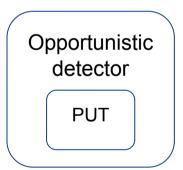
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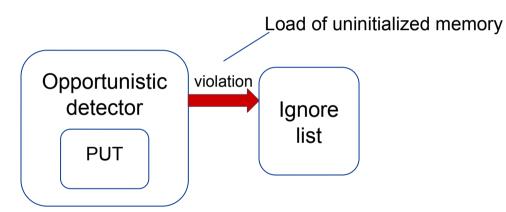


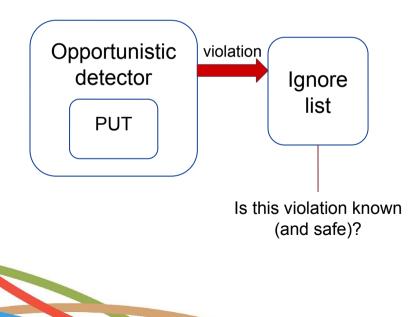


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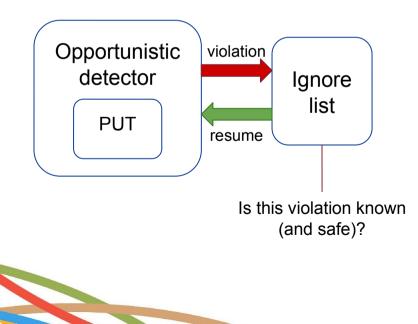




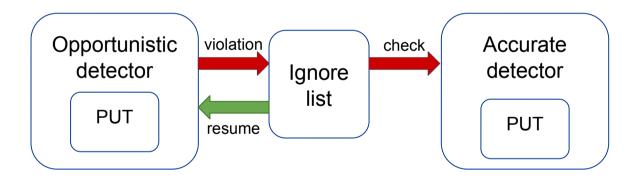


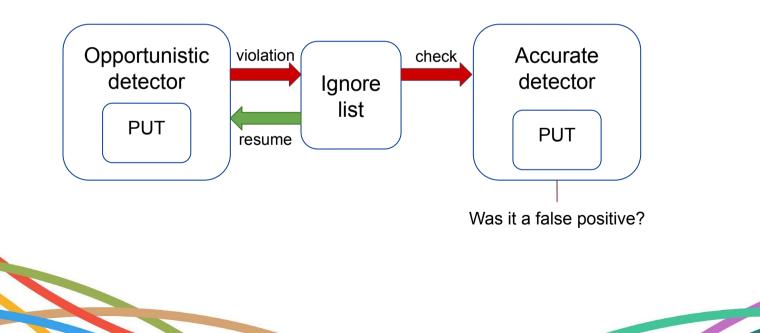


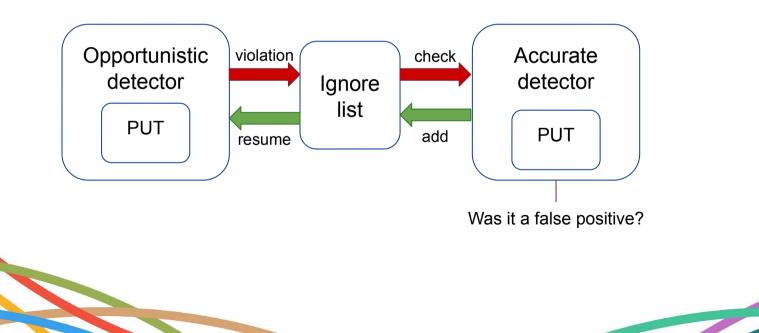


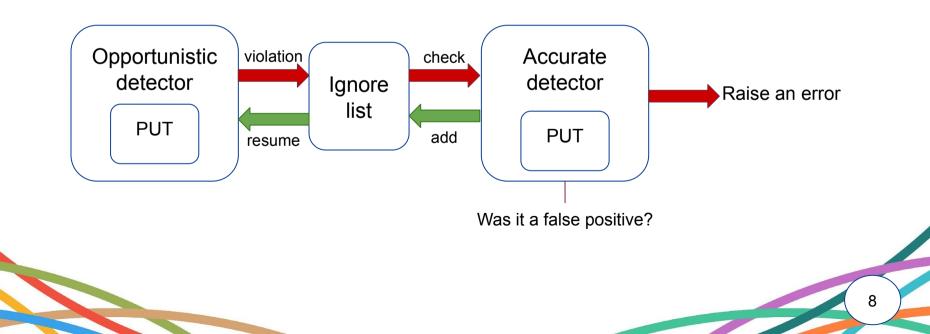












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- Only check memory accesses (R/W)
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Read: check shadow

Known: keep executing

Not Known: Use propagation to check and <u>remember for next time</u>

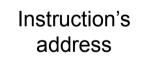
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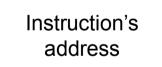
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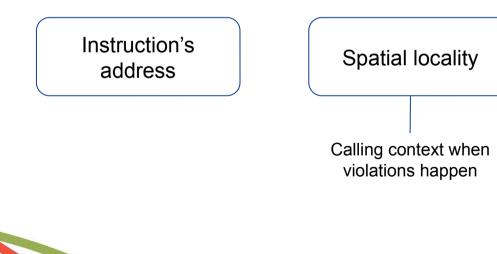
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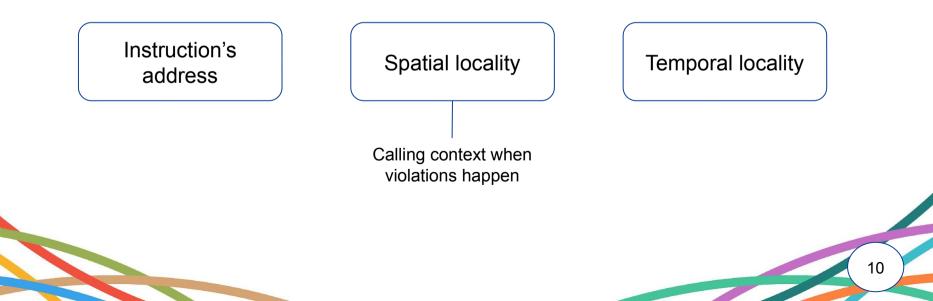
Spatial locality



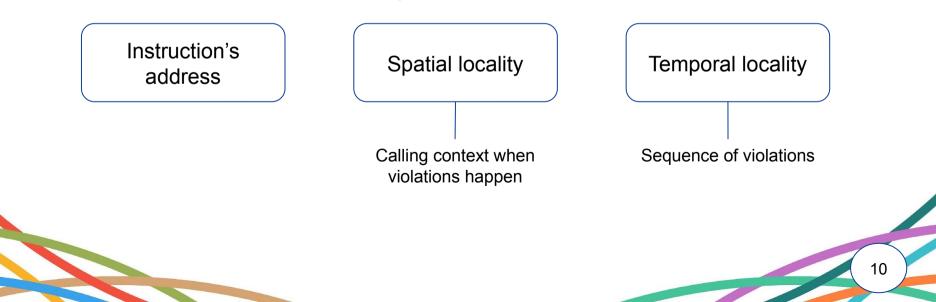
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Evaluation - Bugs

Dataset:

- 9 closed-source binaries
 - 5 projects, multiple versions
- 10 open-source programs (from OSS-Fuzz)

Methodology:

- 72 hours runs
- 3 runs





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Subject	Vendor	Version	Bugs
cuobjdump	NVIDIA	12.3	2
cuobjdump	NVIDIA	12.4	0
nconvert	XnView Software	7.136	5
nconvert	XnView Software	7.155	4
nvdisasm	NVIDIA	12.3	7
nvdisasm	NVIDIA	12.4	3
pngout	Ken Silverman	Jan 15 2020	2
rar	rarlab	6.11	1
rar	rarlab	7.0	3
Total			27

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libredwg	763d702	3
gpac	205bfe3	1
assimp	b71b8f7	2
libdwarf	6178ba8	2
serenity	7914383	1
opensc	fe2c1c8	5
ntopng	8786f06	1
upx	3495d1a	2
radare2	cfe5806	0
libucl	5c58d0d	0
Тс	17	

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Project	QMSan		
Name	vs AFL-cc	vs MSan	vs QEMU
c-ares	2,20	1,05	1,04
guetzli	3,17	1,24	1,41
json	2,69	1,24	1,12
libxml2	3,41	0,90	1,42
openssl	19,84	8,24	4,68
pcre2	3,18	1,42	1,40
re2	3,35	1,48	1,48
woff2	2,86	1,34	1,20
geomean	3,75	1,55	1,51





















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- We presented a new design that **drastically limits shadow propagation** at the binary level.
 - 44 new bugs (4 CVEs)
 - 1.51x slowdown over QEMU









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https://github.com/Heinzeen/qmsan