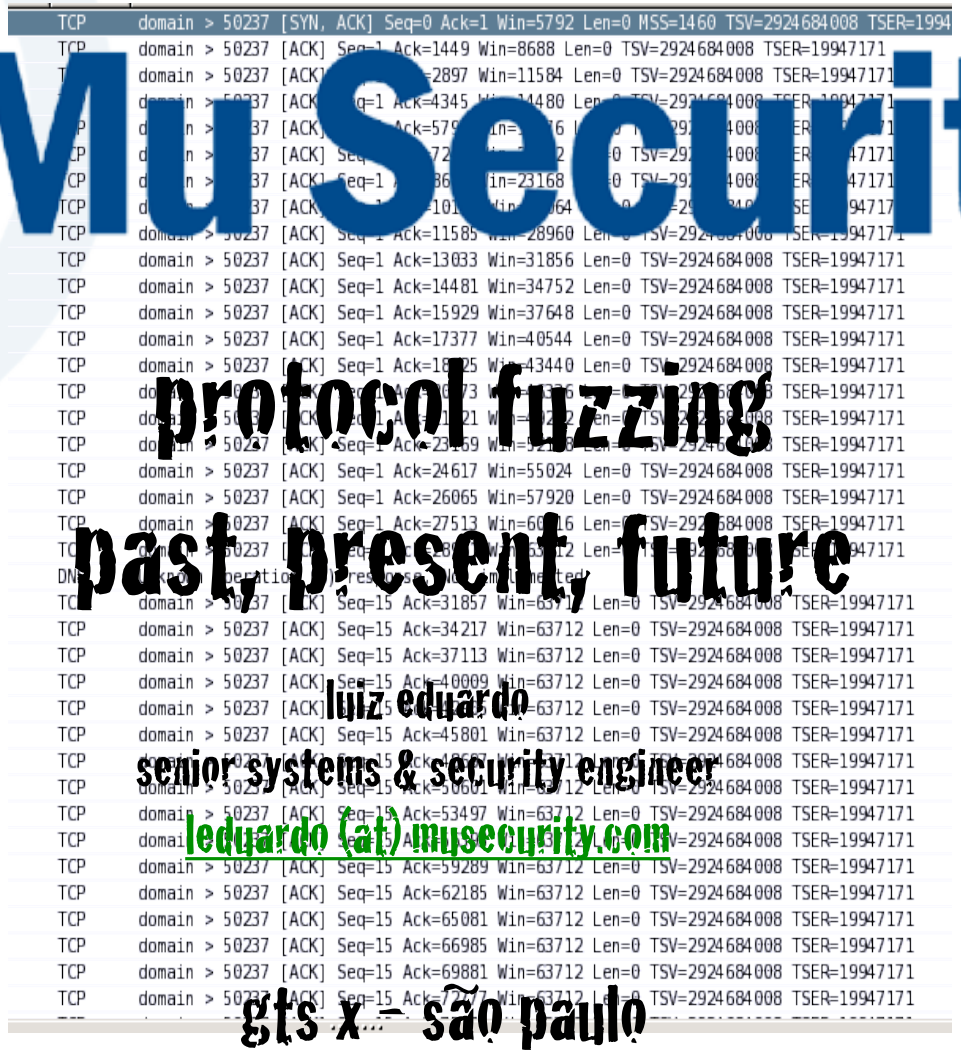

MuSecurity™

protocol fuzzing
past, present, future

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gts x – são paulo

agenda

- history of fuzzing
- protocol fuzzing
- fuzzable or not?
- non-sense fuzzing
- session-based fuzzing / stateful-based fuzzing
- tools | techniques
- challenges
- getting creative
- packet fun
- predictions
- resources

hi

- network security guy
- regular speaker at security conferences
- wlan at security conferences (defcon, blackhat, chaos computer congress, etc)
- networking goon @ defcon
- infosec certifications buff
- and. . .
- don't believe anything i say! (tm bruce potter)
- ok, at least question yourself (and others) about it. . .

abrindo parênteses

josé: eita, de novo!!! fuzzing????? puxa luiz, traduza isso!

luiz: zé, não dá. . . nem em inglês tem um significado. . . mas vamos tentar:

- fuzzing é a técnica (ou arte) de enviar entradas não válidas para qualquer tipo de mecanismo de entrada.
- todo mecanismo de entrada deveria simplesmente descartar entradas inválidas, mas isso não acontece.

- então, "fuzzing" se tornou a técnica de exercitar os programas existentes* para entradas inválidas.

- "parecido" com uma técnica conhecida como:
  Análise do valor limite
  (ou boundary value analysis (BVA))

fuzzing history

- "created" @ university of madison in 1989 by professor barton miller and his crew
- why ?
- buzz word in the past fe
- not just a http thing
- file format fuzzing
- application fuzzing
- sorta "hope" to find 0 d
- and. . .

terms/ keywords/ etc

- malformed / semi-malformed/ invalid input
- random
- target
- exception-handling
- mutations
- instrumentation
- art / creativity
- agents
- negative-testing

changed the mentality of: "but. . . . that packet doesn't follow the rfc spec"

or

"hmmmmm. . . but. . . people are not supposed to send these packets"

Visurdansting ™

vulnerability scanners

protocol fuzzing

exploitation tools

wait! what's this 0 day thing?

(con)fuzzable or not?

"mainstreaming" fuzzing

- best "bang for the buck"
- numerous bugs found in the past few years
- some of them make the news
- others probably not . . .
- growth in the number of specific tools
- number of vulnerabilities increase, number o exploits not that much

corporate fuzzing

- again, nothing new. . .. but . . . if you don't fuzz, someone else will
- fuzzing became a "common practice" (regardless if it's done correctly or not)
- delivering products / services with "basic" testing is no longer acceptable
- Well. . .. Being reactive sux

so. . . protocol fuzzing, shall we?

- anything that has an input could be considered protocol fuzzing but. . .
- protocol abuse
- test robustness of the target
- from instability to crashes (or to remote code execution)
- if it's already hard for one to follow the rfc spec,
  how about the "anything but. . . " ?

ohhh, there is a difference. . .

fuzzers are not va scanners! fuzzers are not va scanners!

what to break in a protocol?

- structure
- state
- semantics

- Buffer Overflow
- Integer Overflow
- Invalid Message
- Format String
- Fragmented Field
- Invalid Header
- Null Character
- Wrong Encoding
- Invalid Index

- Invalid String
- Recursion
- Truncated
- Underflow
- Missing Field
- Mixed Case
- Out of Order
- Self-Reference
- Too Many Fields
- Invalid Offset

what protocols to fuzz?

- all of them, of course
- but. . . what's the buzz? what's new? what's not mature?
- sip
- scada
- ipv6
- wireless
- bluetooth
- videogames

non-sense fuzzing

session-based fuzzing

- first you establish a channel with the target and then start fuzzing at that level

- it could be the tony-montana-style fuzzing to certain tcp/udp port too
- but, somehow interacting w/ the target based on the protocol is more Corleone-style

stateful-based fuzzing

- one step above (simply) establishing a session (aka: better than Michael Corleone)
- "on-the-fly" fuzzing/ reading the target's "mind"
- (possible) better fault isolation
- (possible) better code exercise *

"attack" techniques

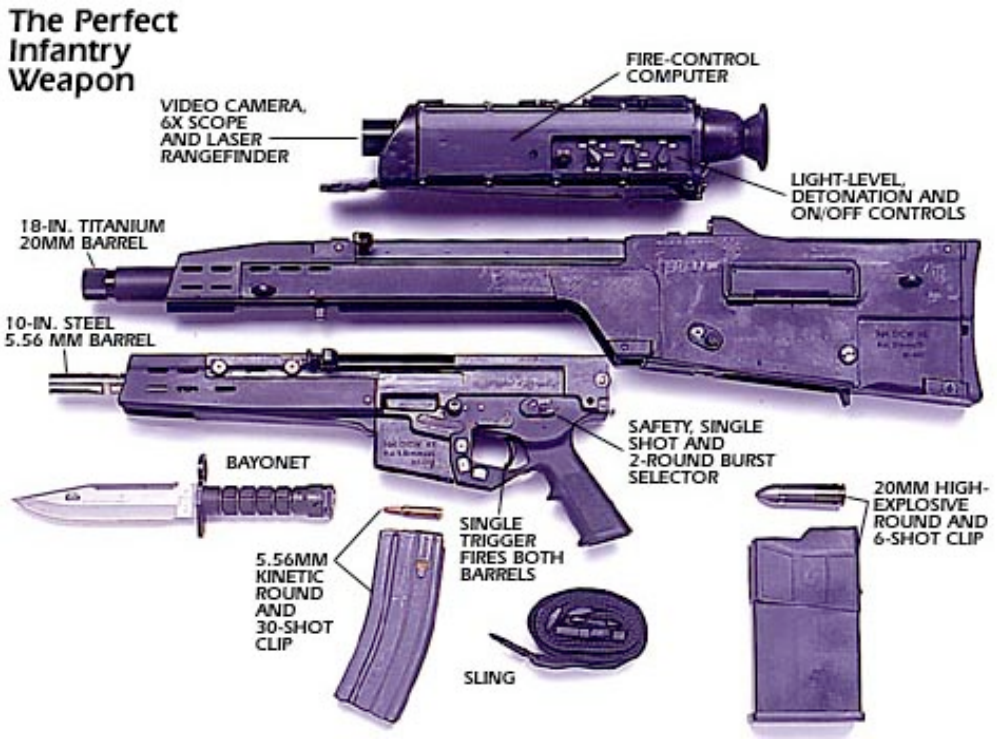
- random
- database
- (mix?)
- stateful

some of the usual challenges

- fault isolation
- the "bug behind the bug"
- "slow" protocol implementations
- monitor the target (memory leaks/ cpu spikes/ some type of redundancy)
- monitor processes/ child processes

tools

- manual testing
- spike / written in c/ block-based approach
- protos / java / different fuzzers
- peach / python / "written while drinking beer at ph-neutral"
- antiparser / python/ fuzzer and fault injection tool
- dfuz / c
- sulley/ parallel fuzzing capabilities /legos



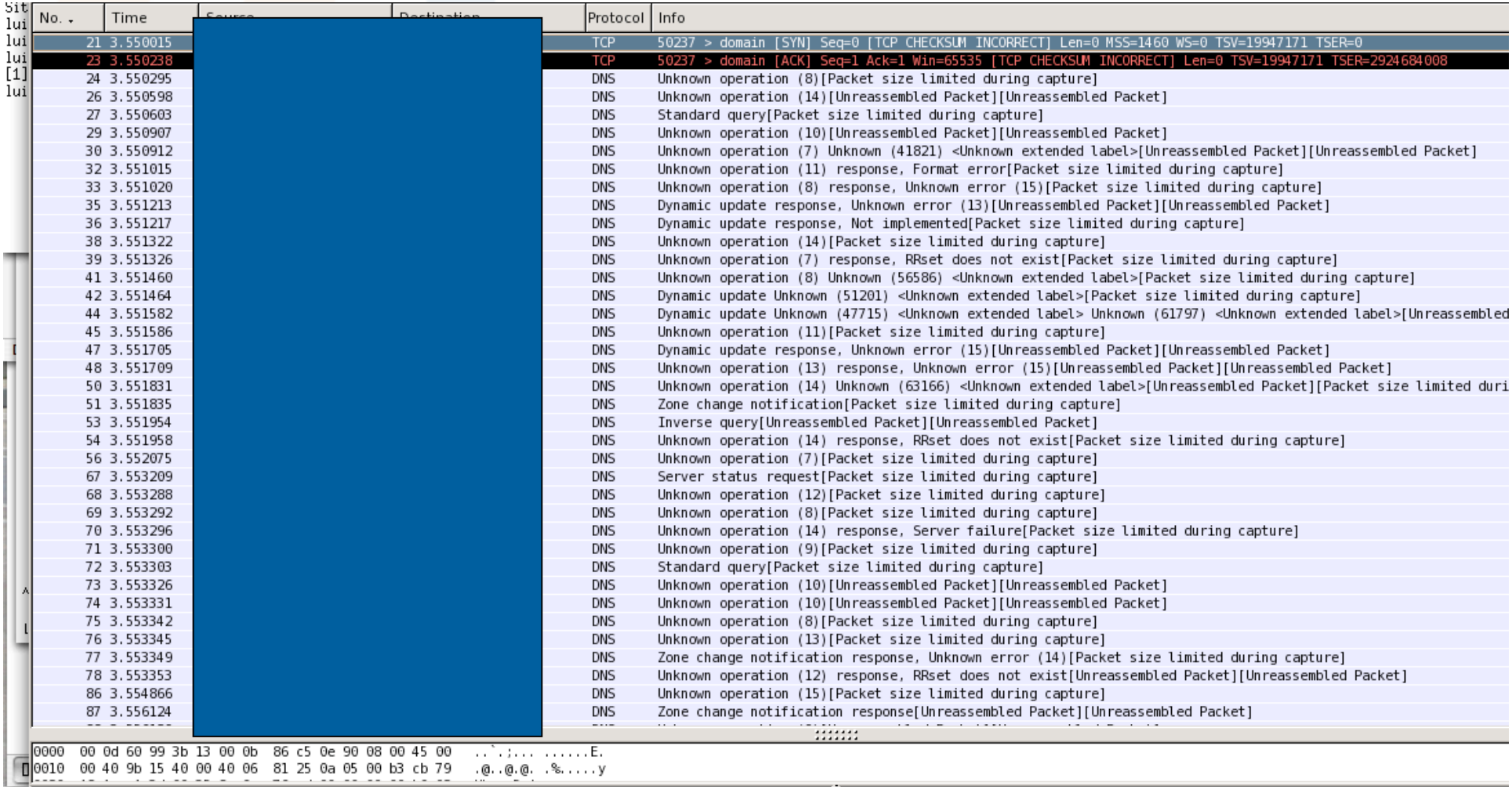
commercial

- bestorm
- codenomicom
- hydra
- mu security
- thread-x

getting creative / how to ~~break~~ test stuff

- use different fuzzing tools
- use the same fuzzing tool (parallel fuzzing)
- use a framework to integrate other stuff (traffic gen, nmap, exploitation tools, etc)
- use a framework to integrate agents for monitoring
- well. . . use any tools available

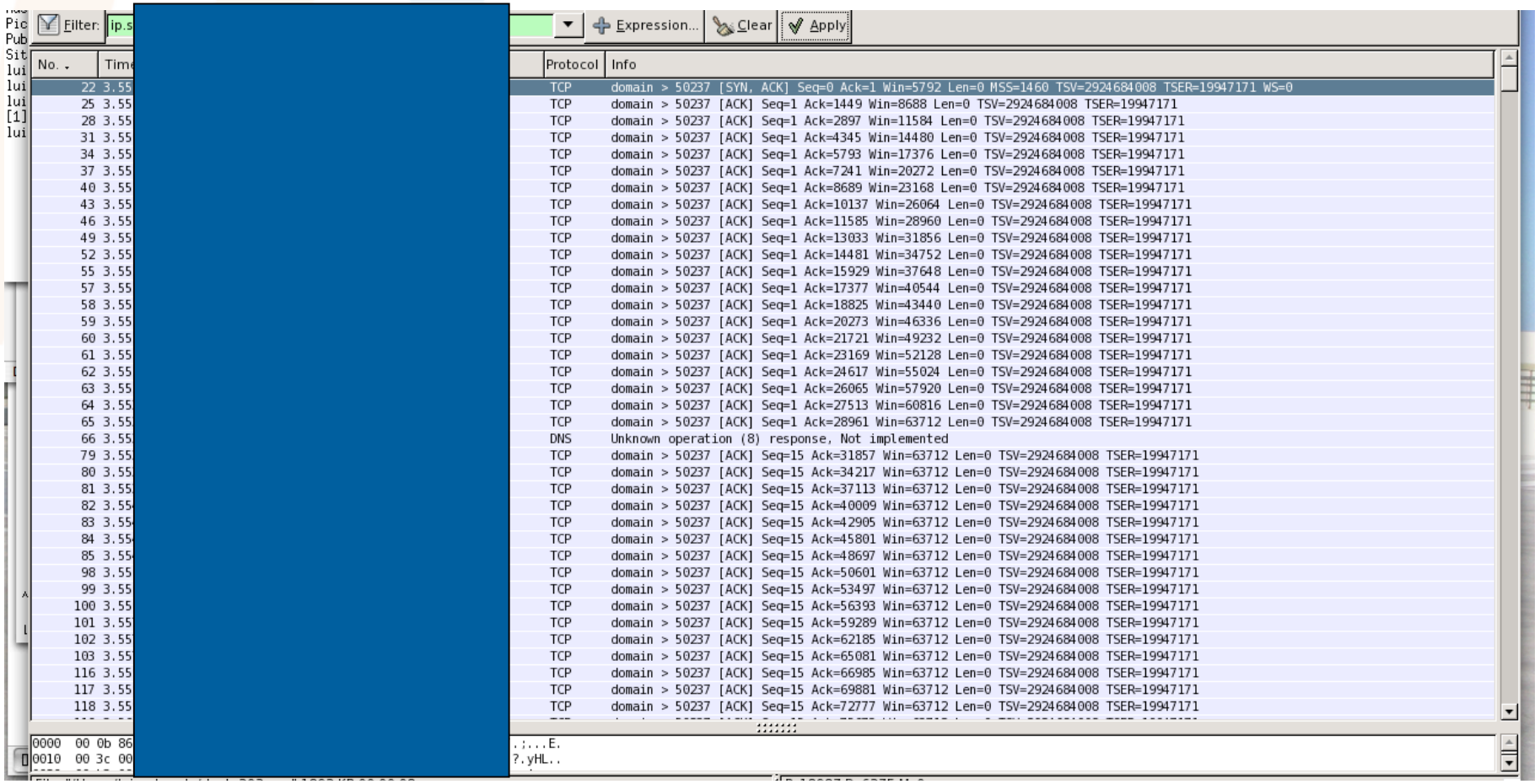
packets



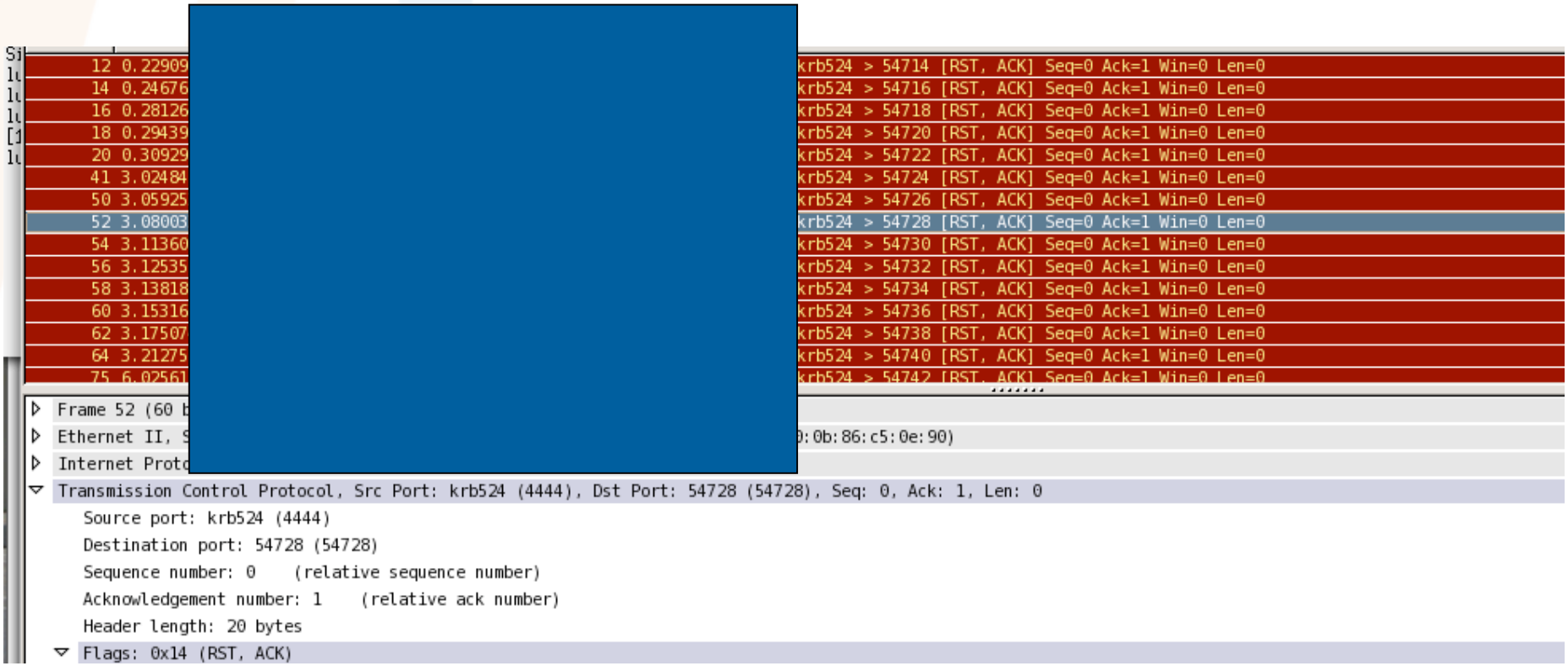
No.	Time	Source	Destination	Protocol	Info
21	3.550015	[redacted]		TCP	50237 > domain [SYN] Seq=0 [TCP CHECKSUM INCORRECT] Len=0 MSS=1460 WS=0 TSV=19947171 TSER=0
23	3.550238			TCP	50237 > domain [ACK] Seq=1 Ack=1 Win=65535 [TCP CHECKSUM INCORRECT] Len=0 TSV=19947171 TSER=2924684008
24	3.550295			DNS	Unknown operation (8)[Packet size limited during capture]
26	3.550598			DNS	Unknown operation (14)[Unreassembled Packet][Unreassembled Packet]
27	3.550603			DNS	Standard query[Packet size limited during capture]
29	3.550907			DNS	Unknown operation (10)[Unreassembled Packet][Unreassembled Packet]
30	3.550912			DNS	Unknown operation (7) Unknown (41821) <Unknown extended label>[Unreassembled Packet][Unreassembled Packet]
32	3.551015			DNS	Unknown operation (11) response, Format error[Packet size limited during capture]
33	3.551020			DNS	Unknown operation (8) response, Unknown error (15)[Packet size limited during capture]
35	3.551213			DNS	Dynamic update response, Unknown error (13)[Unreassembled Packet][Unreassembled Packet]
36	3.551217			DNS	Dynamic update response, Not implemented[Packet size limited during capture]
38	3.551322			DNS	Unknown operation (14)[Packet size limited during capture]
39	3.551326			DNS	Unknown operation (7) response, RRset does not exist[Packet size limited during capture]
41	3.551460			DNS	Unknown operation (8) Unknown (56586) <Unknown extended label>[Packet size limited during capture]
42	3.551464			DNS	Dynamic update Unknown (51201) <Unknown extended label>[Packet size limited during capture]
44	3.551582			DNS	Dynamic update Unknown (47715) <Unknown extended label> Unknown (61797) <Unknown extended label>[Unreassembled
45	3.551586			DNS	Unknown operation (11)[Packet size limited during capture]
47	3.551705			DNS	Dynamic update response, Unknown error (15)[Unreassembled Packet][Unreassembled Packet]
48	3.551709			DNS	Unknown operation (13) response, Unknown error (15)[Unreassembled Packet][Unreassembled Packet]
50	3.551831			DNS	Unknown operation (14) Unknown (63166) <Unknown extended label>[Unreassembled Packet][Packet size limited duri
51	3.551835			DNS	Zone change notification[Packet size limited during capture]
53	3.551954			DNS	Inverse query[Unreassembled Packet][Unreassembled Packet]
54	3.551958			DNS	Unknown operation (14) response, RRset does not exist[Packet size limited during capture]
56	3.552075			DNS	Unknown operation (7)[Packet size limited during capture]
67	3.553209			DNS	Server status request[Packet size limited during capture]
68	3.553288			DNS	Unknown operation (12)[Packet size limited during capture]
69	3.553292			DNS	Unknown operation (8)[Packet size limited during capture]
70	3.553296			DNS	Unknown operation (14) response, Server failure[Packet size limited during capture]
71	3.553300			DNS	Unknown operation (9)[Packet size limited during capture]
72	3.553303			DNS	Standard query[Packet size limited during capture]
73	3.553326			DNS	Unknown operation (10)[Unreassembled Packet][Unreassembled Packet]
74	3.553331			DNS	Unknown operation (10)[Unreassembled Packet][Unreassembled Packet]
75	3.553342			DNS	Unknown operation (8)[Packet size limited during capture]
76	3.553345			DNS	Unknown operation (13)[Packet size limited during capture]
77	3.553349			DNS	Zone change notification response, Unknown error (14)[Packet size limited during capture]
78	3.553353			DNS	Unknown operation (12) response, RRset does not exist[Unreassembled Packet][Unreassembled Packet]
86	3.554866			DNS	Unknown operation (15)[Packet size limited during capture]
87	3.556124			DNS	Zone change notification response[Unreassembled Packet][Unreassembled Packet]

```
0000  00 0d 60 99 3b 13 00 0b  86 c5 0e 90 08 00 45 00   ..`.;... ......E.
0010  00 40 9b 15 40 00 40 06  81 25 0a 05 00 b3 cb 79   .@..@.@. .%.....y
```

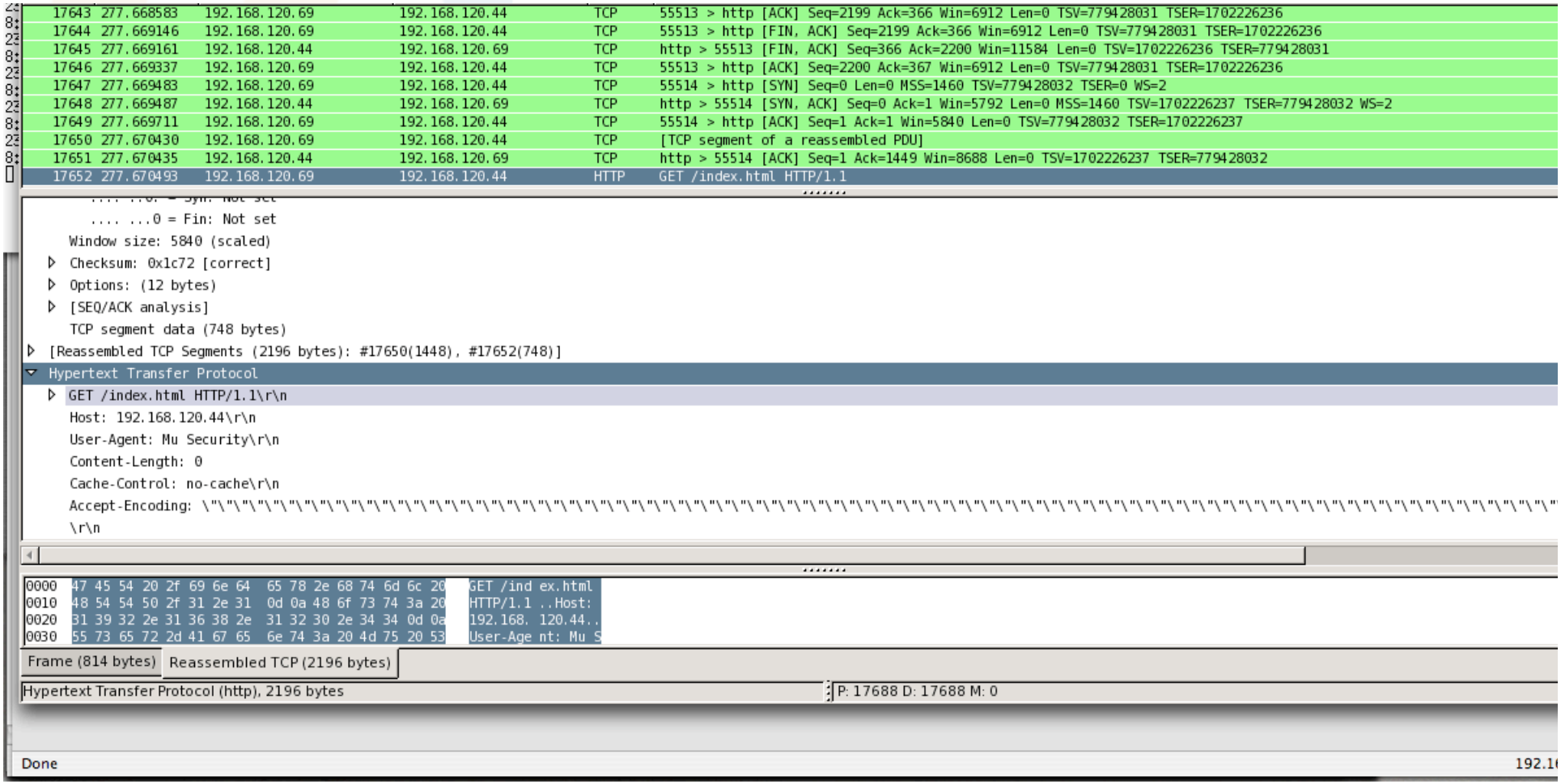
packets (cont)



packets (again)



packets (again)



packets (yeah yeah)

No.	Time	Source	Destination	Protocol	Info
587	105.225774	192.168.120.69	192.168.120.44	TCP	smaclmgr > http [SYN] Seq=0 Len=0
588	105.486838	192.168.120.69	192.168.120.44	TCP	45840 > http [SYN] Seq=0 Len=0
589	105.486853	192.168.120.44	192.168.120.69	TCP	http > 45840 [SYN, ACK] Seq=0 Ack=0 Win=5840 Len=0 MSS=1460
590	105.487028	192.168.120.69	192.168.120.44	TCP	45840 > http [RST] Seq=0 Len=0
591	105.487474	192.168.120.69	192.168.120.44	TCP	45840 > http [RST] Seq=0 Len=0
592	105.771782	192.168.120.44	192.168.120.69	ICMP	Time-to-live exceeded (Fragment reassembly time exceeded)
593	106.005087	192.168.120.69	192.168.120.44	TCP	25155 > http [SYN] Seq=0 Len=0
594	106.119804	192.168.120.44	192.168.120.69	ICMP	Time-to-live exceeded (Fragment reassembly time exceeded)
595	106.261917	192.168.120.69	192.168.120.44	TCP	7680 > http [SYN] Seq=0 Len=0
596	106.261932	192.168.120.44	192.168.120.69	TCP	http > 7680 [SYN, ACK] Seq=0 Ack=0 Win=5840 Len=0 MSS=1460

```
▷ Frame 591 (60 bytes on wire, 60 bytes captured)
▷ Ethernet II, Src: Intel_d8:e5:52 (00:04:23:d8:e5:52), Dst: Dell_7f:f4:0a (00:18:8b:7f:f4:0a)
▽ Internet Protocol, Src: 192.168.120.69 (192.168.120.69), Dst: 192.168.120.44 (192.168.120.44)
    Version: 4
    Header length: 20 bytes
  ▷ Differentiated Services Field: 0x00 (DSCP 0x00: Default; ECN: 0x00)
    Total Length: 40
    Identification: 0xfe3c (65084)
  ▷ Flags: 0x00
    Fragment offset: 0
    Time to live: 64
    Protocol: TCP (0x06)
  ▽ Header checksum: 0x0ad1 [correct]
      [Good: True]
      [Bad : False]
    Source: 192.168.120.69 (192.168.120.69)
    Destination: 192.168.120.44 (192.168.120.44)
```

```
0000  00 18 8b 7f f4 0a 00 04  23 d8 e5 52 08 00 45 00   ........ #..R..E.
0010  00 28 fe 3c 00 00 40 06  0a d1 c0 a8 78 45 c0 a8   .(.<..@. ....xE..
0020  78 2c b3 10 00 50 00 00  00 01 c0 06 01 5b 50 04   x,...P.. .....[P.
0030  40 00 89 5a 00 00 00 00  00 00 00 00              @..Z.... ....
```

File: "/Users/luizeduardo/Desktop/luiz_capture_data.pcap" 3135 KB 00:04:38 | P: 17688 D: 17688 M: 0

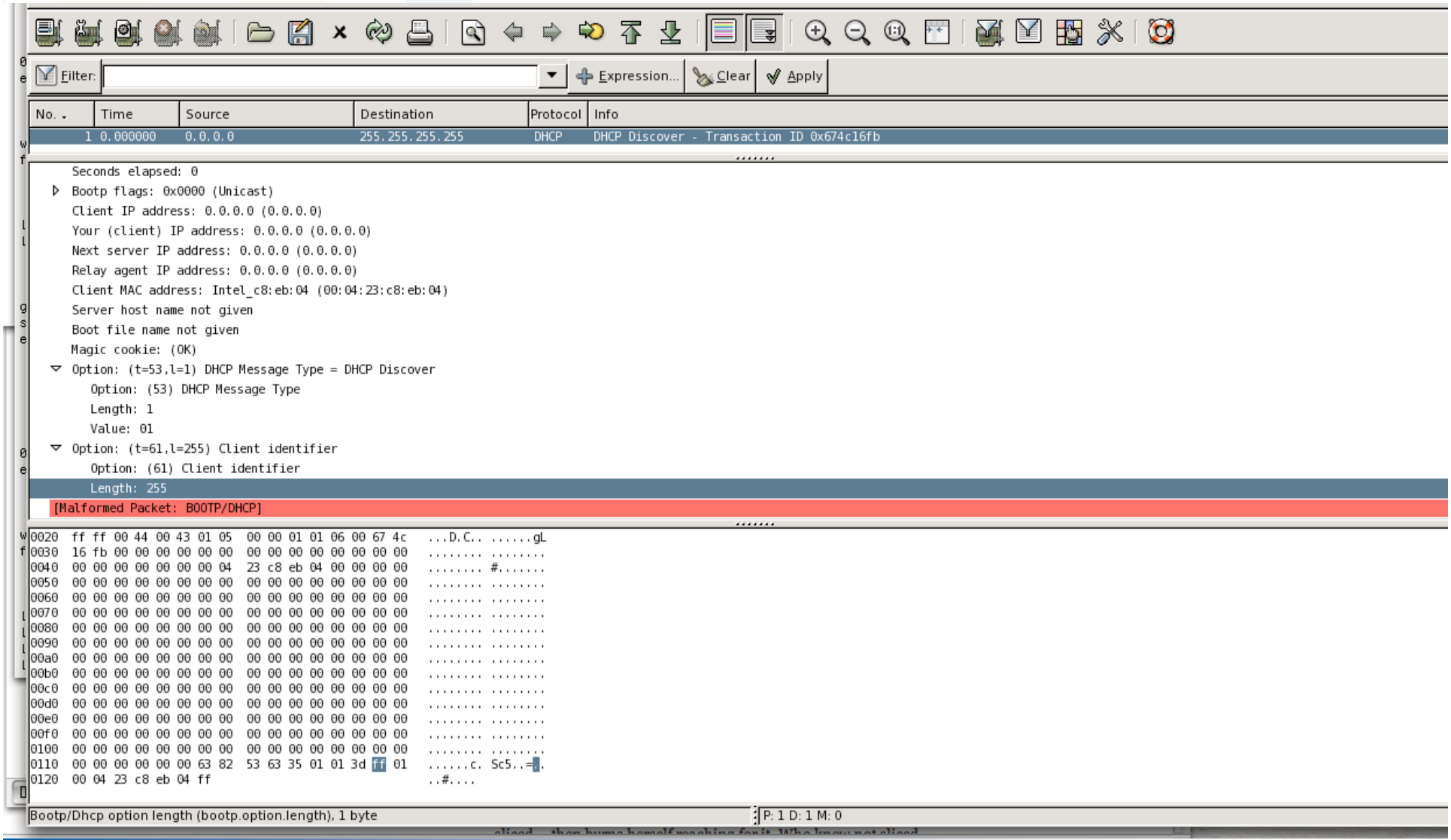
packets (one more?)

No.	Time	Source	Destination	Protocol	Info
120	72.917464	192.168.120.69	192.168.120.44	IP	Fragmented IP protocol (proto=UDP 0x11, off=8)
121	72.917661	192.168.120.69	192.168.120.44	IP	Fragmented IP protocol (proto=UDP 0x11, off=8)
122	72.917863	192.168.120.69	192.168.120.44	IP	Fragmented IP protocol (proto=UDP 0x11, off=8)
123	72.918061	192.168.120.69	192.168.120.44	IP	Fragmented IP protocol (proto=UDP 0x11, off=8)
124	72.918261	192.168.120.69	192.168.120.44	IP	Fragmented IP protocol (proto=UDP 0x11, off=8)
125	72.918455	192.168.120.69	192.168.120.44	UDP	Source port: 0 Destination port: 0[Malformed Packet]
126	72.918470	192.168.120.44	192.168.120.69	ICMP	Destination unreachable (Port unreachable)
127	73.030056	192.168.120.69	192.168.120.44	ICMP	Echo (ping) request
128	73.030064	192.168.120.44	192.168.120.69	ICMP	Echo (ping) reply
129	73.573966	192.168.120.69	192.168.120.44	IP	Fragmented IP protocol (proto=UDP 0x11, off=24)

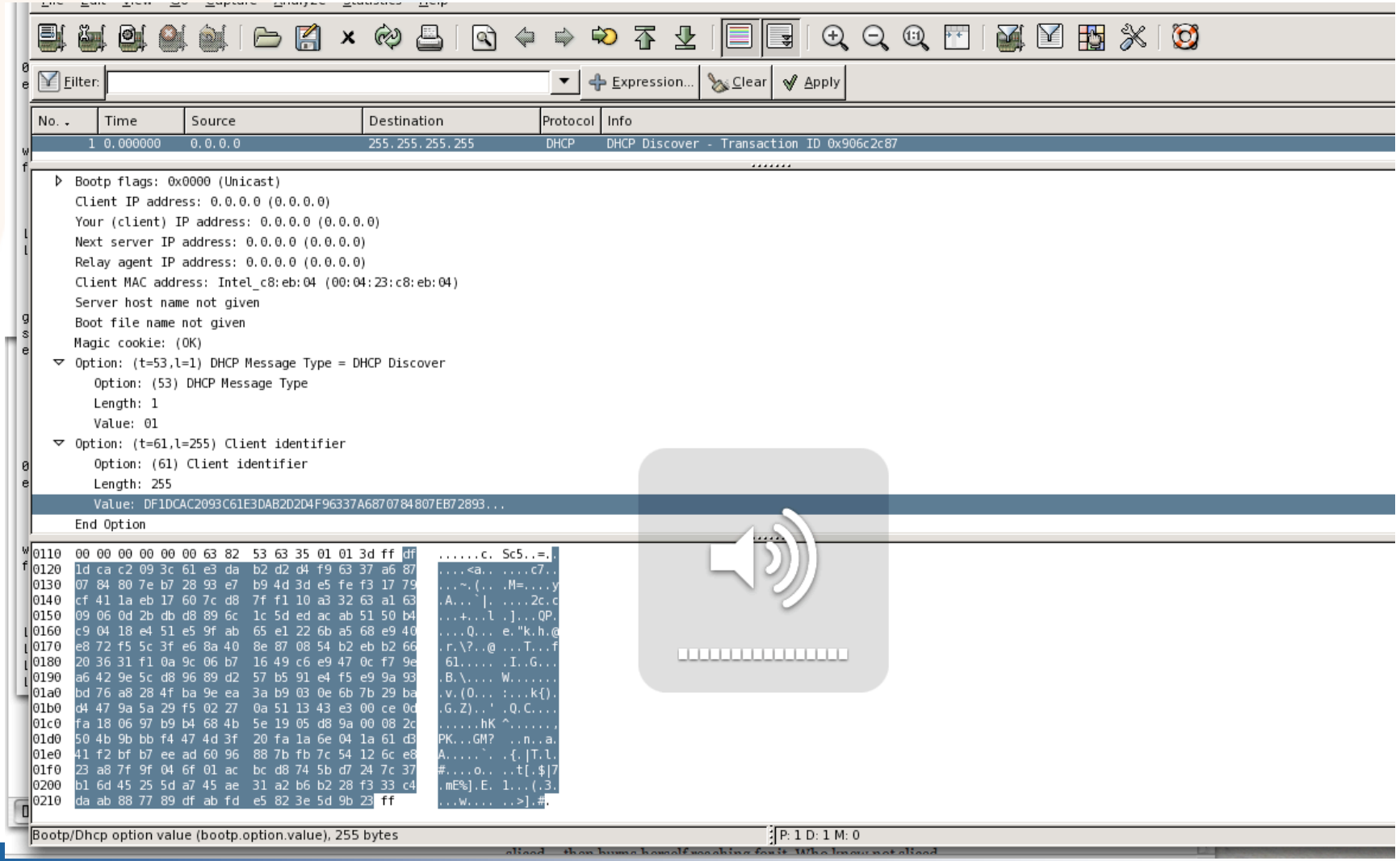
```
▷ Frame 120 (60 bytes on wire, 60 bytes captured)
▷ Ethernet II, Src: Intel_d8:e5:52 (00:04:23:d8:e5:52), Dst: Dell_7f:f4:0a (00:18:8b:7f:f4:0a)
▽ Internet Protocol, Src: 192.168.120.69 (192.168.120.69), Dst: 192.168.120.44 (192.168.120.44)
    Version: 4
    Header length: 20 bytes
  ▷ Differentiated Services Field: 0x00 (DSCP 0x00: Default; ECN: 0x00)
    Total Length: 36
    Identification: 0xf292 (62098)
  ▷ Flags: 0x02 (More Fragments)
    Fragment offset: 8
    Time to live: 64
    Protocol: UDP (0x11)
  ▽ Header checksum: 0xf672 [correct]
      [Good: True]
      [Bad : False]
    Source: 192.168.120.69 (192.168.120.69)
    Destination: 192.168.120.44 (192.168.120.44)
```

```
0000  00 18 8b 7f f4 0a 00 04  23 d8 e5 52 08 00 45 00   ........ #..R..E.
0010  00 24 f2 92 20 01 40 11  f6 72 c0 a8 78 45 c0 a8   .$.. .@. .r..xE..
0020  78 2c dd dd dd dd dd dd  dd dd dd dd dd dd dd dd   x,...... ........
0030  dd dd 00 00 00 00 00 00  00 00 00 00              ........ ....
```

packets (cont)



packets (last one)



(con)fuzzing state of the security community

- "bad" defense in depth implementations (and possibly concepts)
- again. . .. lots of security is ONLY based on known attacks
- critical infrastructure (?)
- fuzzing is not the red pill, but certainly has helped changing the way people think

The future

- most people already got fuzzing
- more intelligence has to be incoporated to protocol fuzzing
  - protocol/ application "adaptation"
  - offline protocol fuzzing/ protocol correlation (and playback?)
  - redundant system testing
  - fuzzing through tunnels
  - proxy-fuzzing (not a-la spike proxy)
  - fuzz through/ on/ with non-standard media types (traffic shapers, etc)

- creativity is key : use the brain, for anything
- better integration with other tools

- anything is fuzzable

resources

- http://labs.musecurity.com
- book: fuzzing: brute force vulnerability discovery: pedram et al
  http://fuzzing.org
- http://www.hacksafe.com.au/blog/2006/08/21/fuzz-testing-tools-and-techniques/
- http://www.immunitysec.com/downloads/advantages_of_block_based_analysis.pdf
- fuzzing mailing list by gadi evron
  http://www.whitestar.linuxbox.org/mailman/listinfo/fuzzing

muito obrigado

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