RETHINKING FUZZING FOR AUTOMOTIVE SOFTWARE

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RAKSHITH AMARNATH CORPORATE RESEARCH ROBERT BOSCH GMBH



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Rethinking Fuzzing for Automotive Software What is this talk about?

Why fuzz automotive software?

How is automotive software different?

Why rethink fuzzing for automotive software?

Thoughts about rethinking



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Rethinking Fuzzing for Automotive Software Why fuzz automotive software?

- ► Take proactive measures
 - Continuous fuzzing of automotive software (especially for SAE automation level 3 and above)
- ► Technically effective
 - Fuzzing also makes technical sense: to combat large number of false positives of static analysis, finding subtle bugs that go beyond simple coding guideline checks etc.



Fuzzing makes sense and just doing it!

- Compliance to internal/future norms
 - Internal guidelines and norms at companies
- Future Norms e.g. ISO/SAE 21434

- ► Requirements from customers
 - Automotive
 manufacturers
 emphasize that fuzz
 testing be done





Fuzzing gets imposed and having to do it!

Intrinsic and extrinsic motivations for fuzzing automotive software



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Difference #1: Platform dependence



- Stronger platform dependence due to resource constraints and optimizations
- Well established Hardware-in-the-Loop (HiL) testing
- Customary use of certified compilers

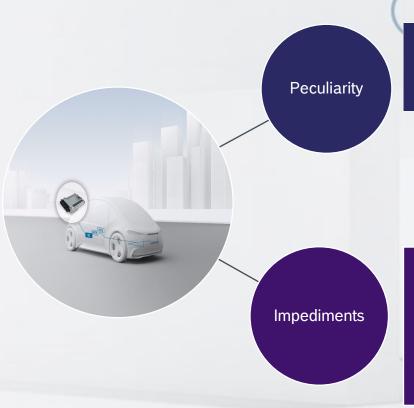


- Stubbing necessary to eliminate platform dependencies
- Execution on Linux is not always possible out of the box
- Complex build chains (e.g. code generation) require special treatment
- Non trivial interfaces make creation of fuzz targets challenging

High entry barrier for fuzzing automotive applications



Difference #2: Statefulness



• Automotive software is predominantly stateful -> a set of state transitions have to occur before something interesting happens

- Traditional fuzzers target software with single input whereas stateful programs require sequence of inputs
- Adequate consideration of evolving program state during input generation is missing
- Resetting (cleaning up resources for) the software that runs on its own (in infinite loop) is challenging

Novel fuzzing techniques are required to fuzz stateful embedded software



Rethinking Fuzzing for Automotive Software Difference #3: Integration of multi-party software including binaries

Peculiarity

• Automotive software often involves multiparty software (binaries) from different vendors

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Impediments

- Unavailability of source code makes it hard to achieve the performance equivalent of state of the art modern fuzzers
- Executing native automotive binaries virtually is not always possible using prominent instruction set emulators like QEMU, UniCorn, Gem5

Scalable approaches needed for fuzzing automotive applications



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Rethinking Fuzzing for Automotive Software Now why rethink after all?

Where fuzzing excels today

Where fuzzing needs rethinking!

Analysis of software with access to source-code

Optimizations to fuzzing techniques (efficiency)

Protocol fuzzing tools and vibrant community of bleeding edge open source tools for software fuzzing

Automotive projects also integrate 3rd party software binaries w/o access to source-code

Enabling automotive projects to start fuzzing is more crucial than optimizing fuzzing

Open source tools impose restrictions that only handful of automotive projects satisfy

Automotive software benefits from effective techniques first and efficient techniques later



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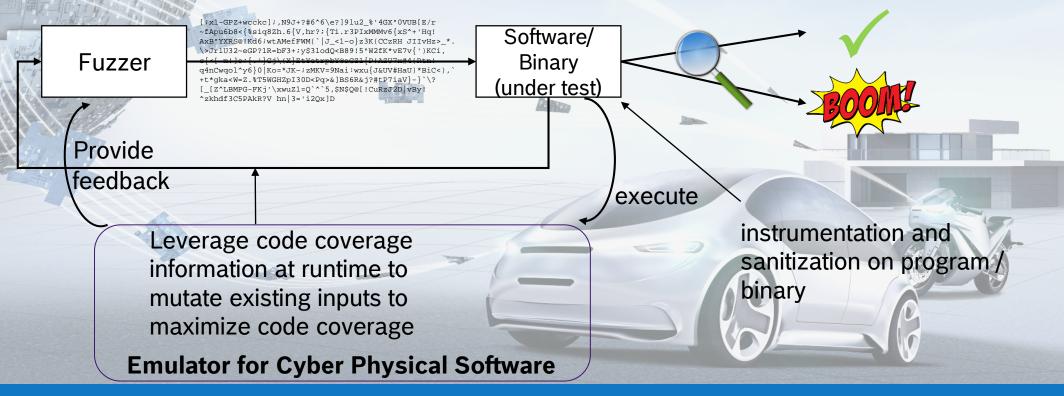
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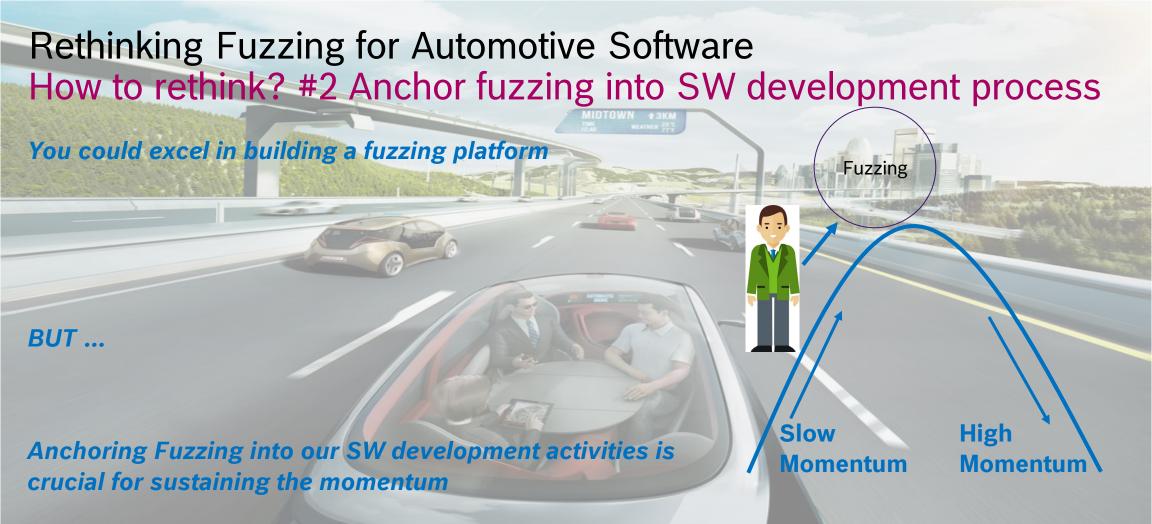


Rethinking Fuzzing for Automotive Software How to rethink? #1 Fuzzing for Cyber Physical Software



Systematic approaches required to enable fuzz testing for Cyber Physical Software





Make fuzzing a part of CI/CD and anchor it to become an integral part of SW development



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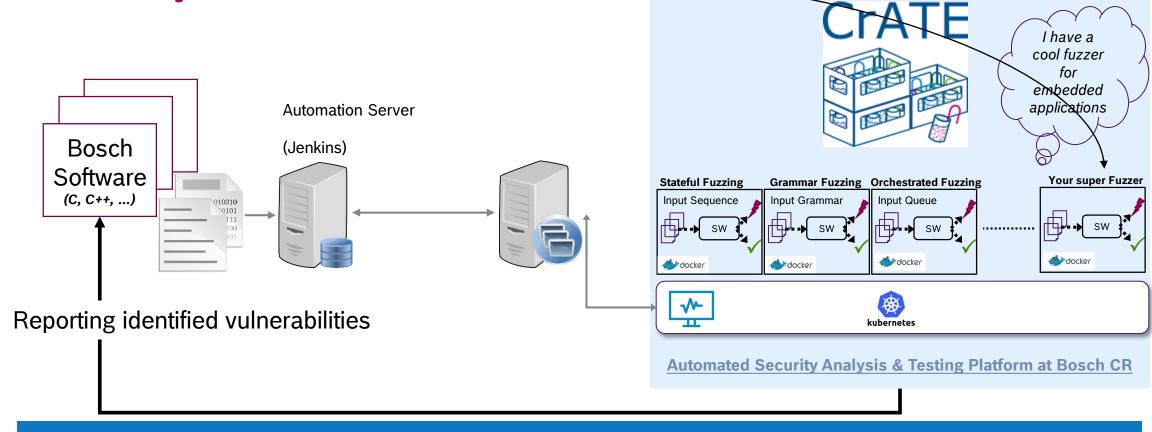


Intrinsic motives Why fuzz automotive software? Extrinsic motives High entry barrier for fuzzing How is automotive software different? Stateful software Native binaries complicating fuzzing Why rethink? Effectiveness over efficiency **Fuzzing Cyber Physical Software** How to rethink? Anchor Fuzzing into SW development





Takeaway: Curious to contribute?



Extensible platform enables contributions from the fuzzing community



Rethinking Fuzzing for Automotive Software Time for Questions







Feel free to reach out to me:

LinkedIn or



firstname[dot]lastname[at]bosch[dot]com

