

# KextFuzz: Fuzzing macOS Kernel EXTensions on Apple Silicon via Exploiting Mitigations

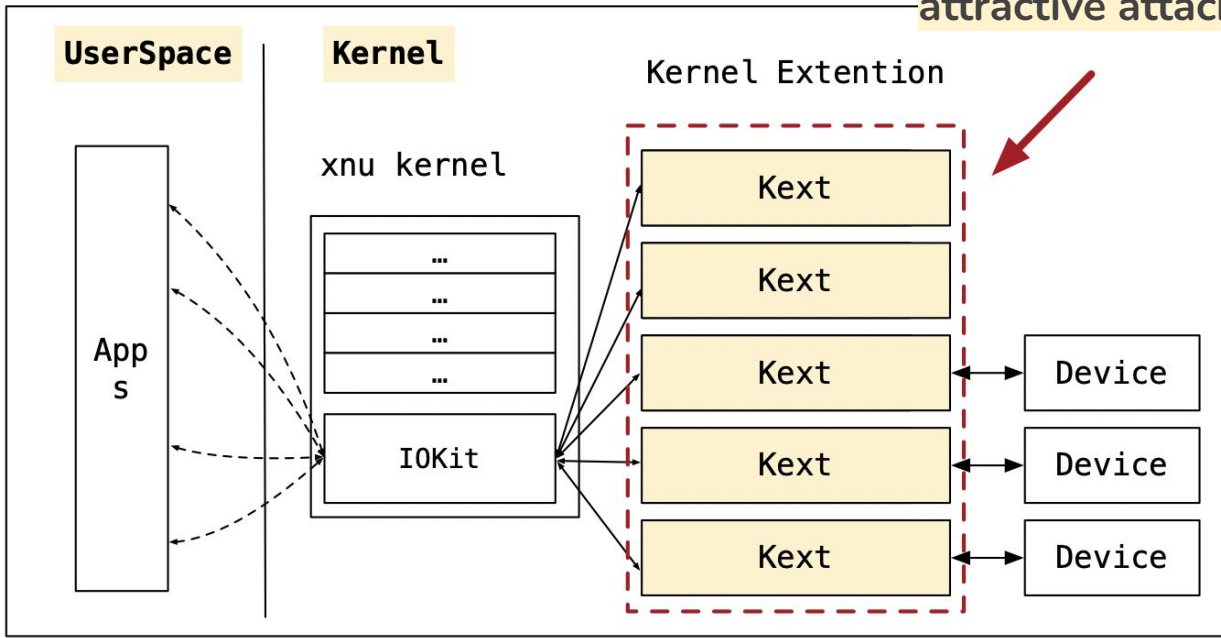
*Tingting Yin<sup>1,3</sup>, Zicong Gao<sup>4</sup>, Zhenghang Xiao<sup>5</sup>, Zheyu Ma<sup>1</sup>, Min Zheng<sup>3</sup>, Chao Zhang<sup>1,2\*</sup>*

*<sup>1</sup>Tsinghua University <sup>2</sup>Zhongguancun Laboratory <sup>3</sup>Ant Group <sup>5</sup>Hunan University  
<sup>4</sup>State Key Laboratory of Mathematical Engineering and Advanced Computing*

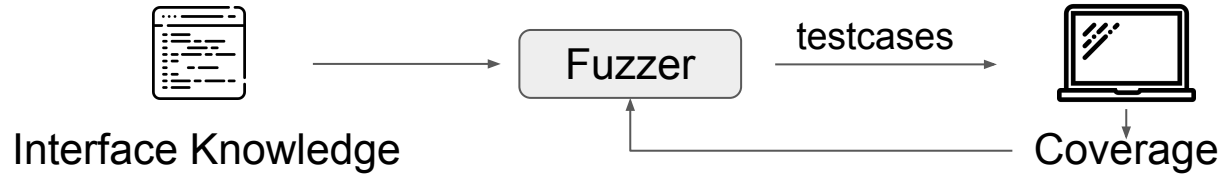


# Background

Kernel Extensions are attractive attack surfaces



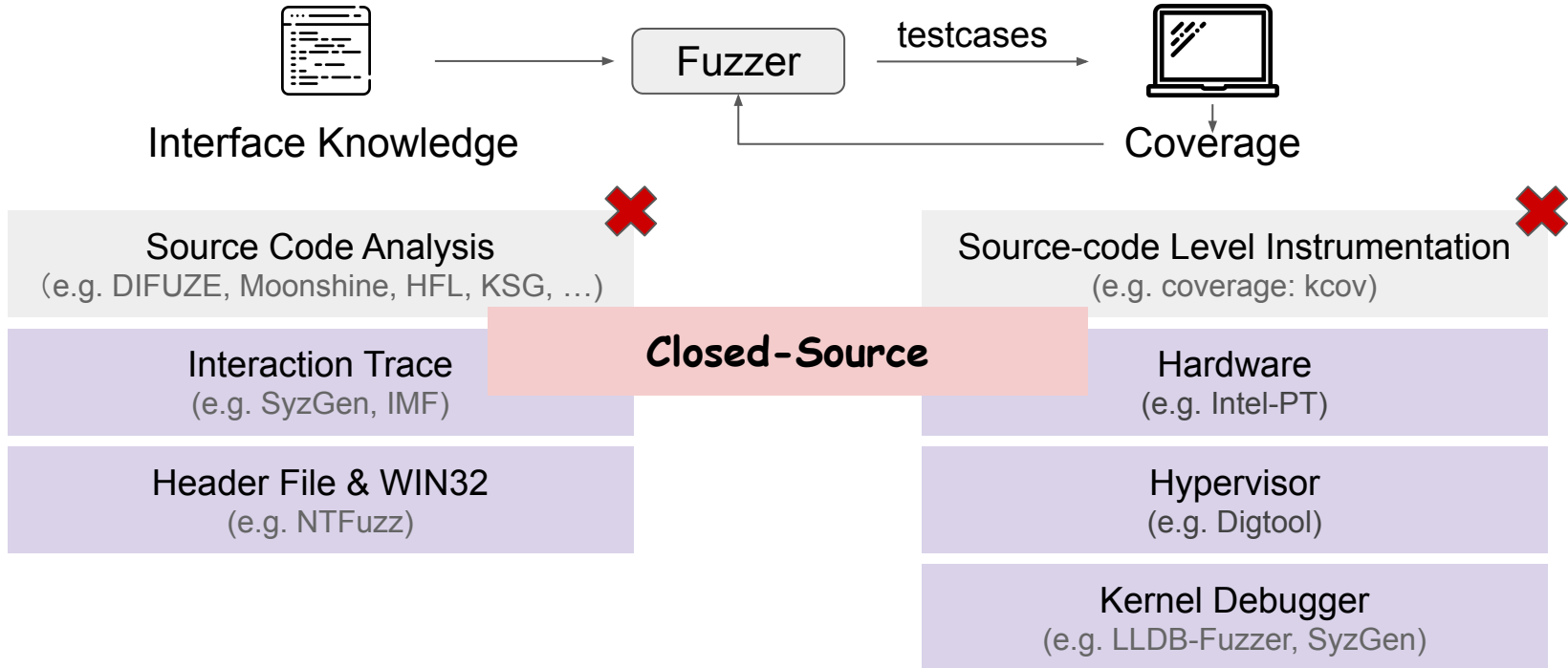
# Driver Fuzzing



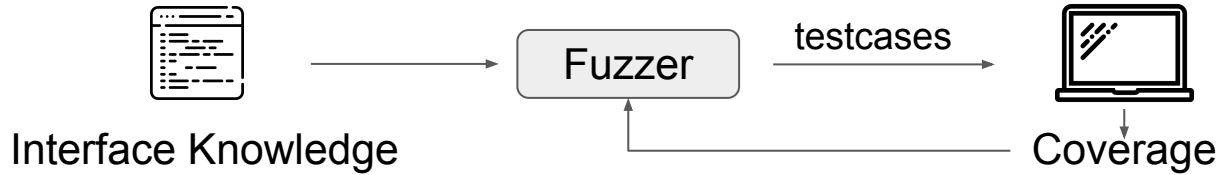
**Source Code Analysis**  
(e.g. DIFUZE, Moonshine, HFL, KSG, ...)

**Source-code Level Instrumentation**  
(e.g. coverage: kcov)

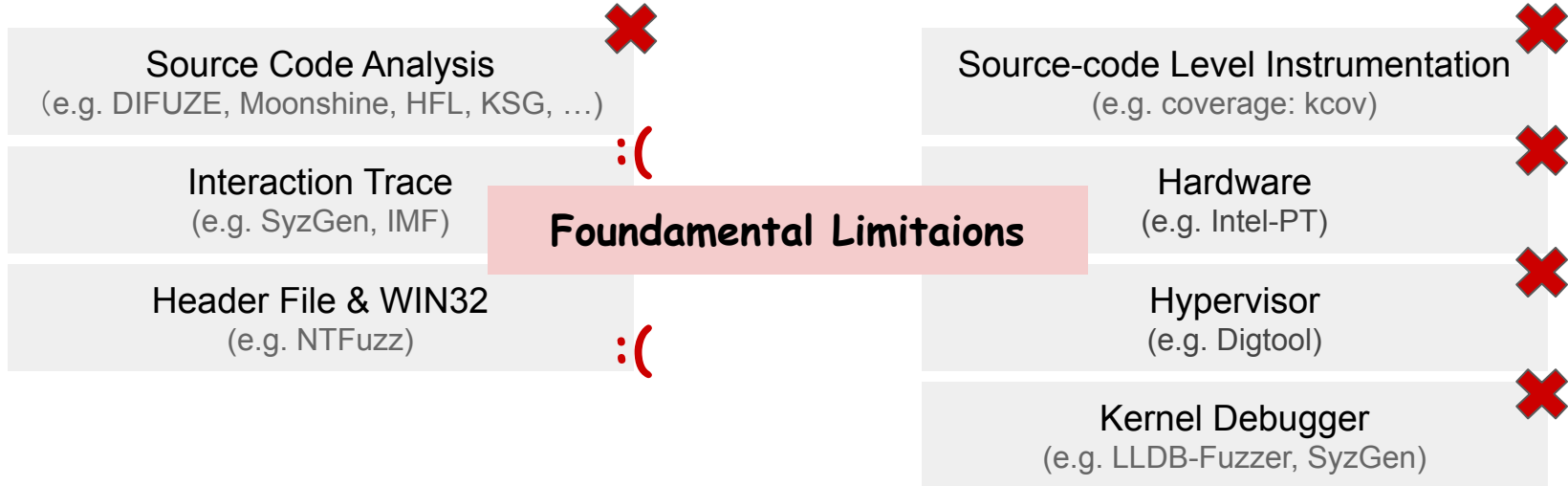
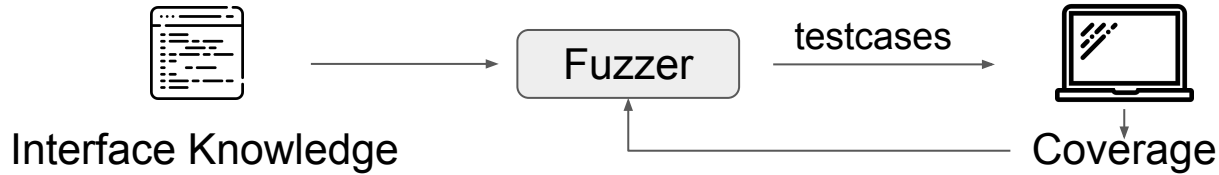
# Closed-source Driver Fuzzing



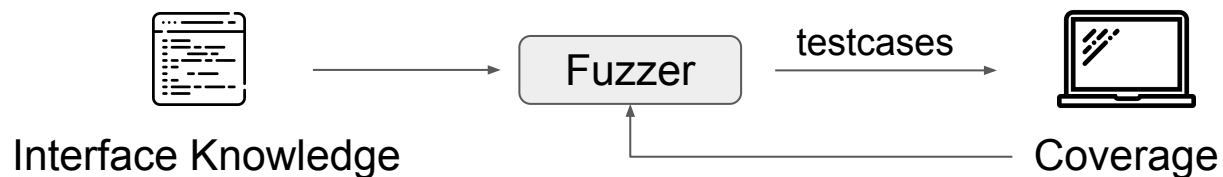
# macOS Driver Fuzzing



# macOS Driver Fuzzing



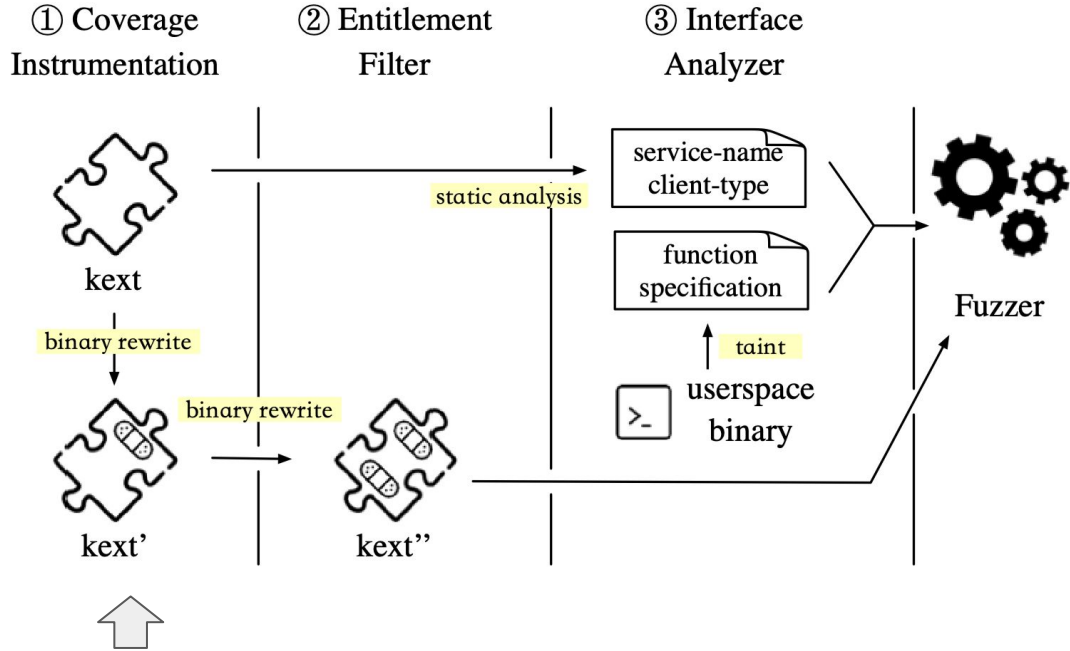
# How to Make Fuzzing Great Again?



**Mitigation:**  
restrictions  $\Rightarrow$  resources?  
PA, entitlement, wrappers, ...

KextFuzz

# KextFuzz



**1. Pointer Authentication Mitigation**  
⇒ binary level instrumentation



# KextFuzz - Coverage Collector

Q: How to do binary level instrumentation in kexts?

## Naive Binary Rewrite

Before rewriting

...

;bb1



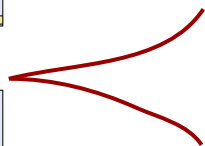
;bb2



;bb3



...



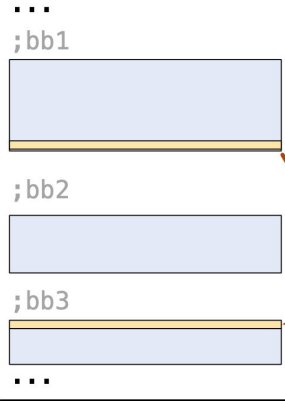
Need Instrumentation

# KextFuzz - Coverage Collector

Q: How to do binary level instrumentation in kexts?

## Naive Binary Rewrite

Before rewriting



After rewriting



1. add instructions

2. move other instructions

# KextFuzz - Coverage Collector

Q: How to do binary level instrumentation in kexts?

## Naive Binary Rewrite

Before rewriting

...  
;bb1



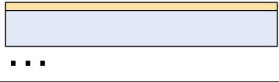
offset\_a

;bb2



instrumentation

;bb3



...

After rewriting

...  
;bb1



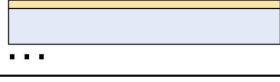
offset\_a

;bb2



new code

;bb3



...



easily results in  
reference ambiguity  
=> system crash

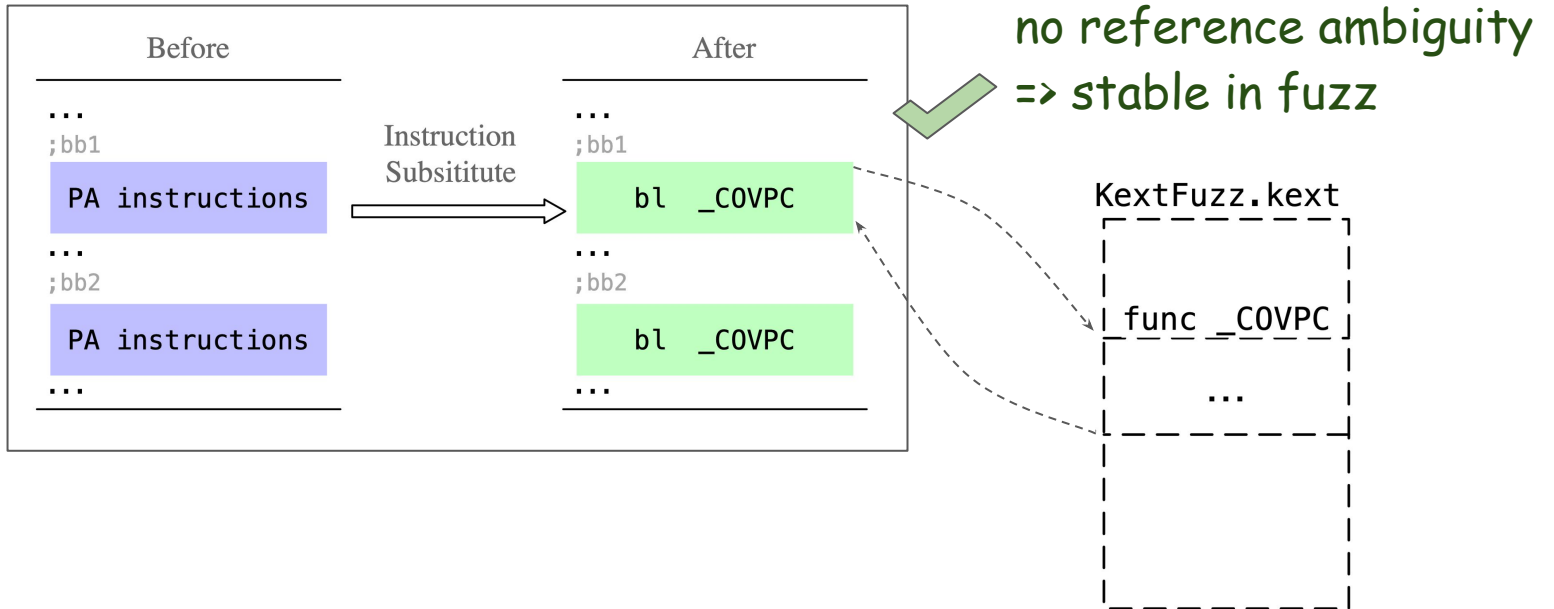
1. add instructions

2. move other instructions

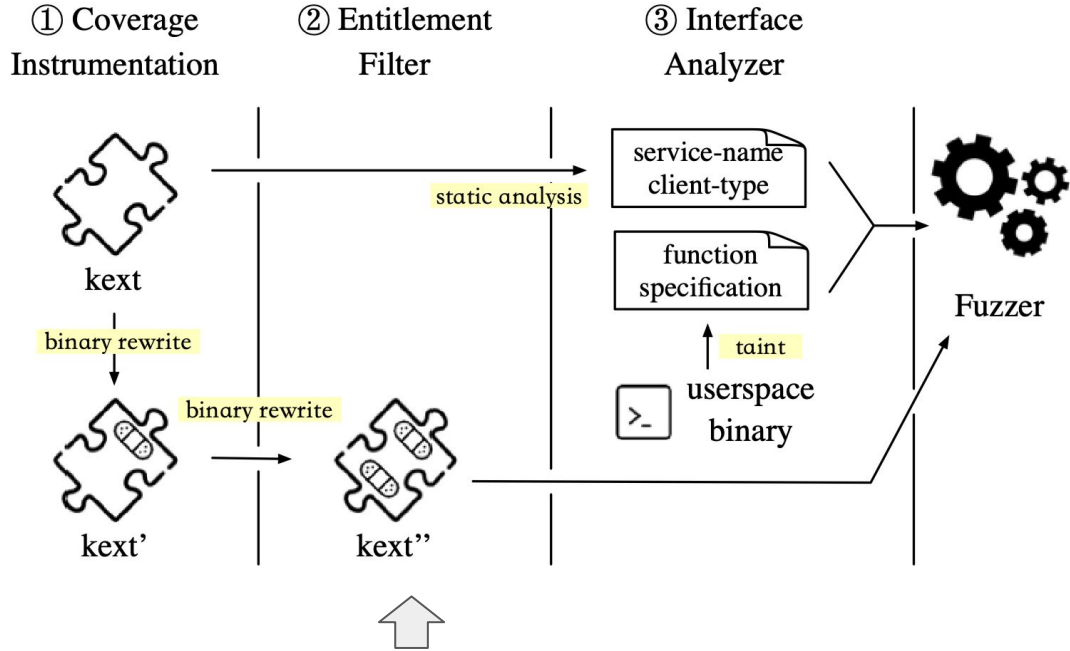
# KextFuzz - Coverage Collector

Q: How to do binary level instrumentation in kexts?

## KextFuzz Coverage Collector



# KextFuzz



**2. Remove Entitlement Mitigation  
⇒ testing privileged code**

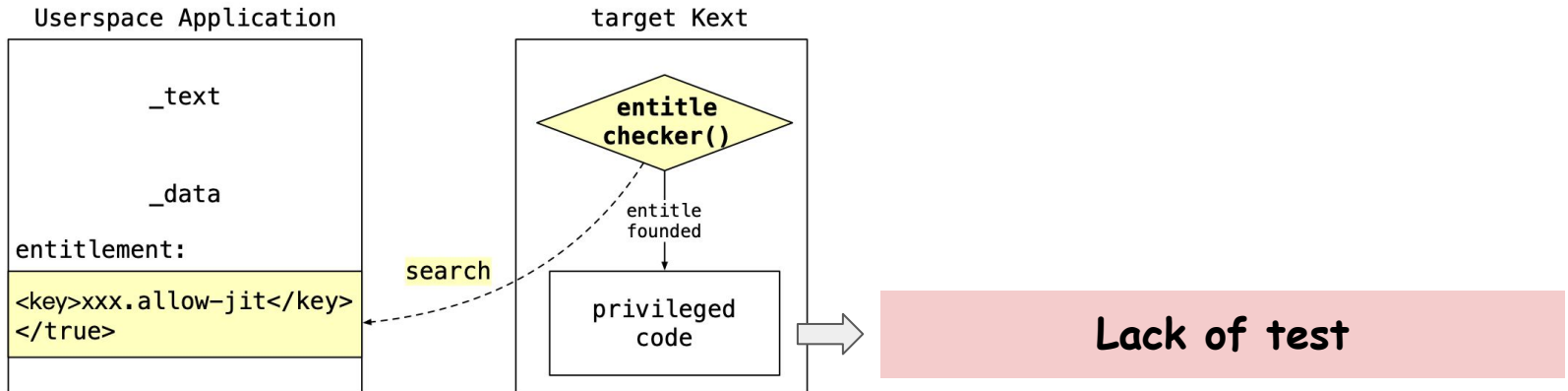
# KextFuzz - Entitlement Filter

- What is the Entitlement?

1. Capabilities that hard-coded in binary code signature.

2. Kexts check entitlements to restrict applications invoking privileged code.

=> leaving privileged code lack of testing.



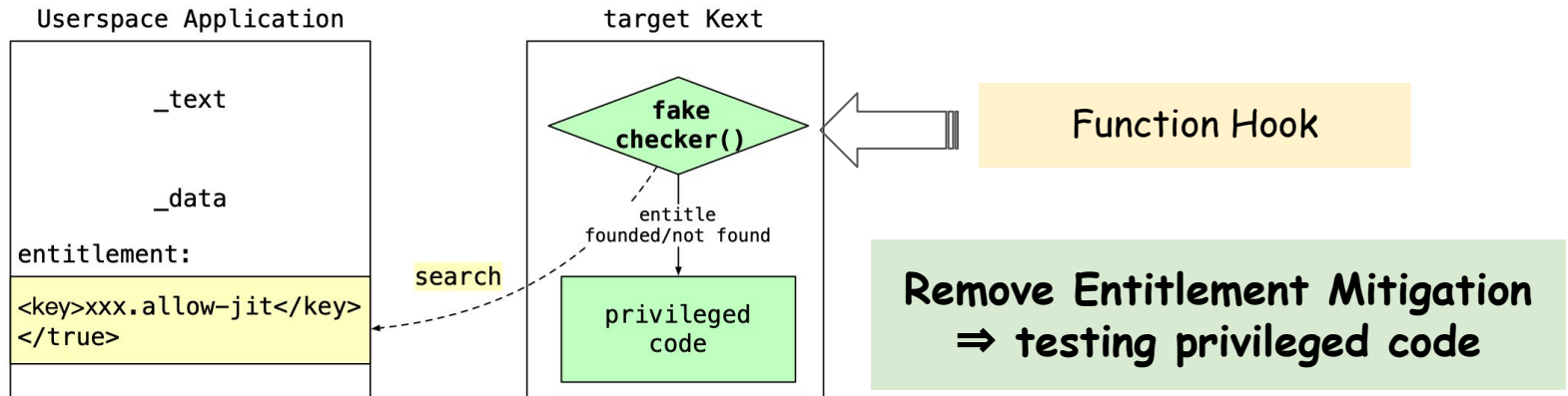
# KextFuzz - Entitlement Filter

- What is the Entitlement?

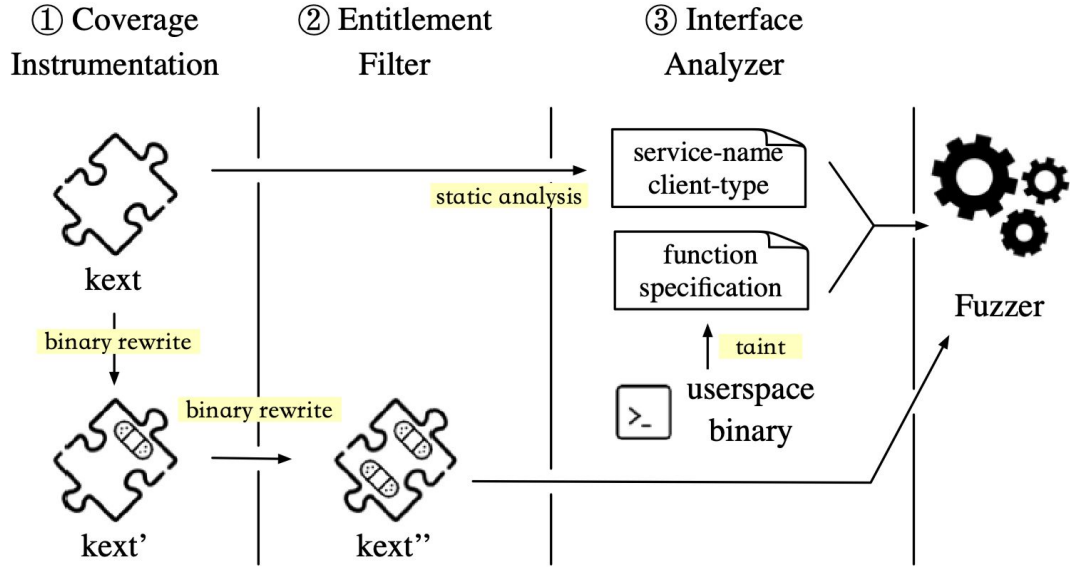
1. Capabilities that hard-coded in binary code signature.

2. Kexts check entitlements to restrict applications invoking privileged code.

=> leaving privileged code lack of testing.



# KextFuzz



**3. Kernel function isolation layer  
⇒ Interface knowledge**



# KextFuzz - Interface Identification

```
*** step1: create surface ***
 = "<dict>
    <key>IOSurfaceWidth</key>
    <integer size=\"32\">0x40</integer>
    <key>IOSurfaceIsGlobal</key>
    <true/>
    ...
</dict>"
IOConnectCallMethod(conn, 0, , ..., output);
int surface_id = output[0];

*** step2: set value ***
[0] = surface_id;
value = "<array>
    <string>kCGColorSpaceSRGB</string>
    <string>...</string>
</array>";
memcpy( + 8, value)
IOConnectCallMethod(conn, 9, );
```

Corefoundation  
Dictionary



Corefoundation  
Array



# KextFuzz - Interface Identification

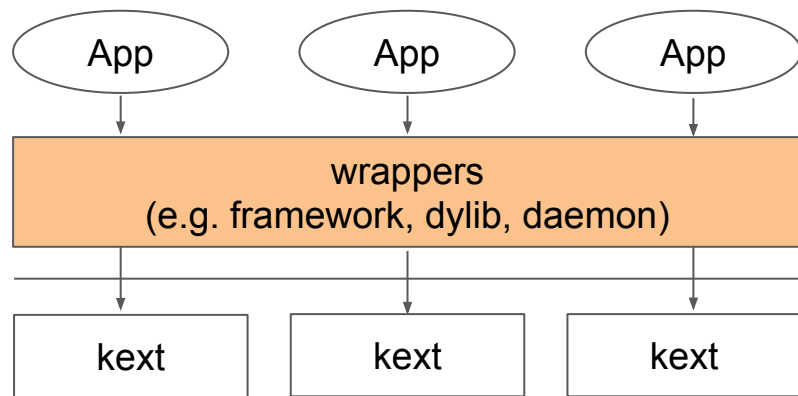
```
*** step1: create surface ***  
input_1 = "<dict>  
    <key>IOSurfaceWidth</key>  
    <integer size=\"32\">0x40</integer>  
    <key>IOSurfaceIsGlobal</key>  
    <true/>  
    ...  
</dict>"  
IOConnectCallMethod(conn, 0, input_1, ..., output);  
int surface_id = output[0];  
  
*** step2: set value ***  
input_2[0] = surface_id;  
value = "<array>  
    <string>kCGColorSpaceSRGB</string>  
    <string>...</string>  
</array>";  
memcpy(input_2 + 8, value)  
IOConnectCallMethod(conn, 9, input_2);
```

Resource Variable  
surface\_id



# KextFuzz - Interface Identification

macOS uses userspace wrappers to reduce direct kext invocations.



interface  
knowledge

How does system  
binary interact with  
kexts?

# KextFuzz - Interface Identification

KextFuzz: light-weight taint analysis

Taint Source: Type, Value

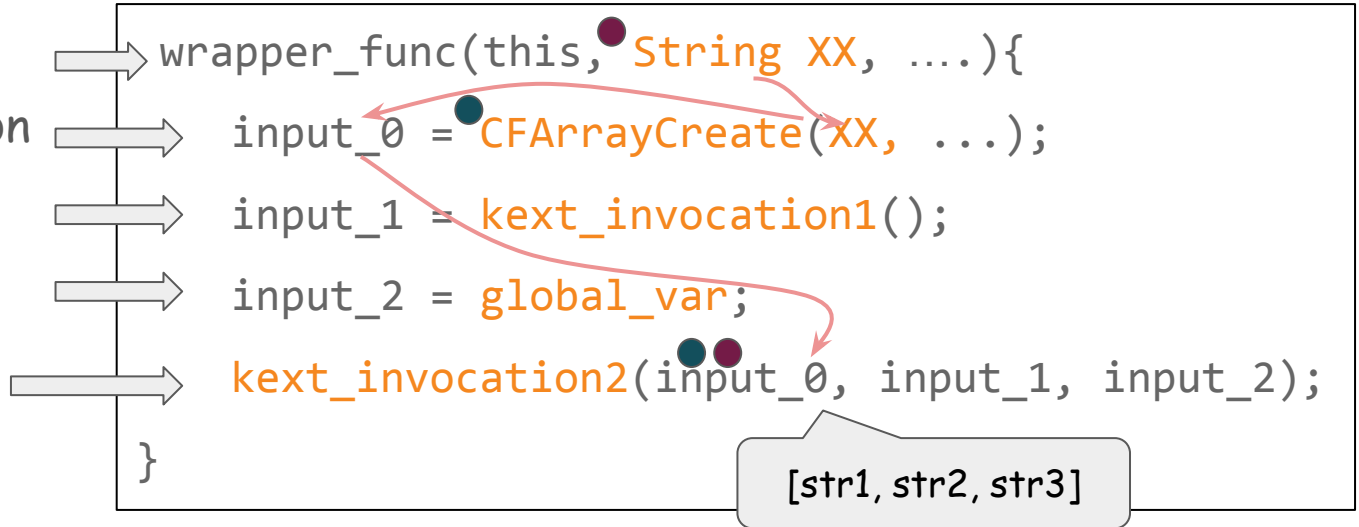
s1: caller argument

s2: creation function

s3: output

s4: global variable

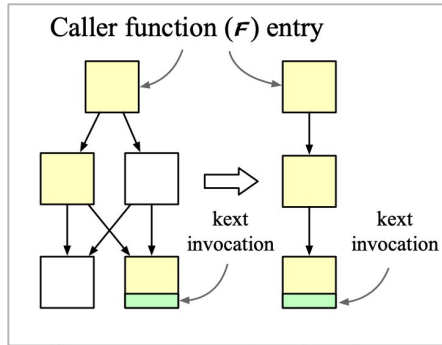
Taint Sink:



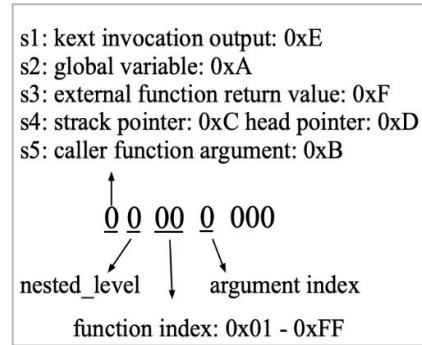
# KextFuzz - Interface Identification

## KextFuzz: light-weight taint analysis

- step1: extract kext invocation related code from wrappers.
- step2: initial the memory and argument registers with taint tags.
- step3: emulation execution



code snippets

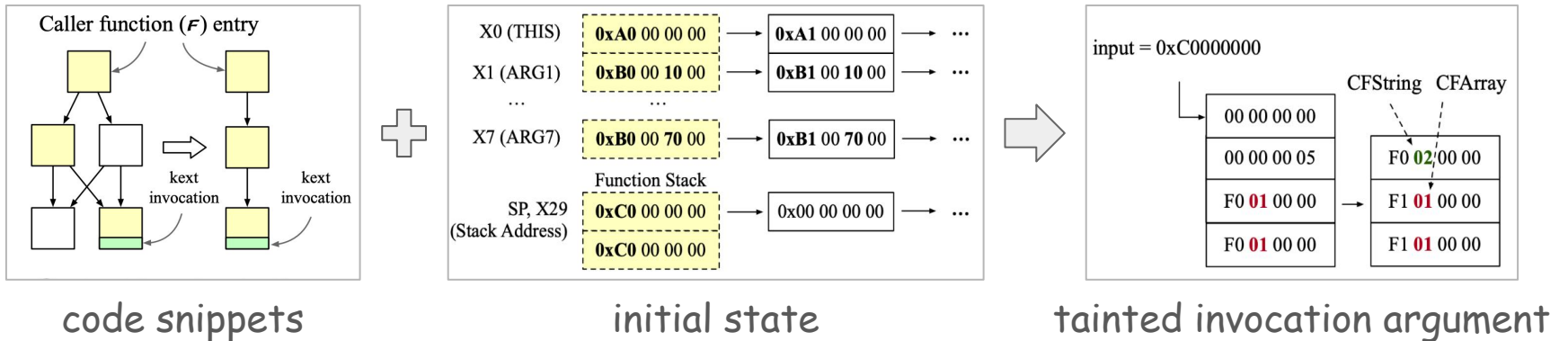


encoded taint information

# KextFuzz - Interface Identification

## KextFuzz: light-weight taint analysis

- step1: extract kext invocation related code from wrappers.
- step2: initial the memory and argument registers with taint tags.
- step3: emulation execution



# KextFuzz - Evaluation

# KextFuzz - Coverage Collector

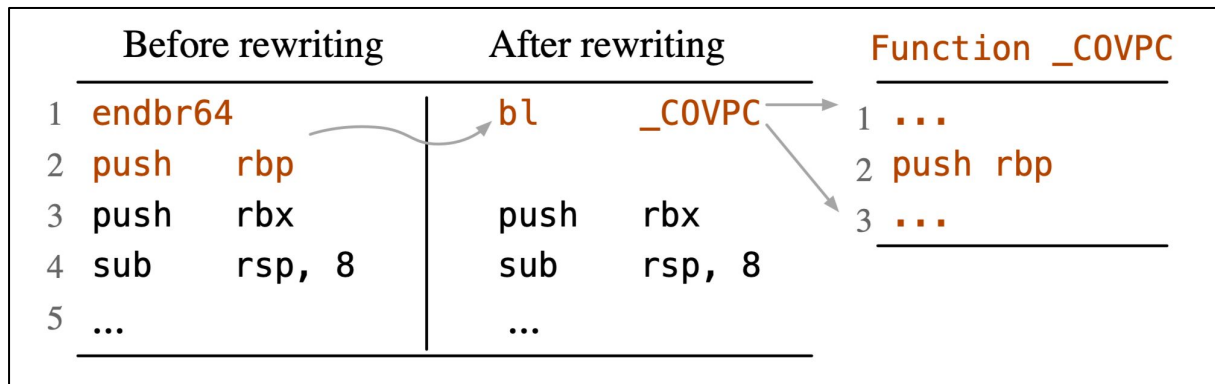
Instruments 34.71% basic blocks with 2.03x overhead

kext	instrumented	cov-aware	overhead
IOSurface	26.86%	32.09%	3.23x
IOMobileGraphicsFamily-DCP	24.09%	30.10%	3.74x
AppleH13CameraInterface	35.81%	38.63%	4.74x
AUC	28.36%	35.45%	3.76x
IONetworkingFamily	31.88%	37.35%	1.40x
AppleBCMWWLANCore	16.19%	18.98%	1.02x
AppleIPAppender	33.80%	41.59%	2.29x
IOUSBHostFamily	33.20%	35.88%	2.24x
IOUSBDeviceFamily	32.70%	37.62%	2.57x
IOAudioFamily	37.81%	41.65%	1.17x
IOAVBFamily	75.26%	78.95%	-
AppleAOPVoiceTrigger	49.91%	55.22%	0.96x
AppleMultitouchDriver	37.74%	41.98%	2.78x
IOHIDFamily	34.84%	39.42%	1.37x
EndpointSecurity	18.44%	25.44%	1.07x
AppleBluetoothDebug	38.80%	43.82%	0.85x
AppleBluetoothModule	22.66%	28.05%	0.97x
IOBluetoothFamily	31.89%	34.99%	0.76x
IOReportFamily	49.23%	51.69%	1.62x
Average	34.71%	39.42%	2.03x

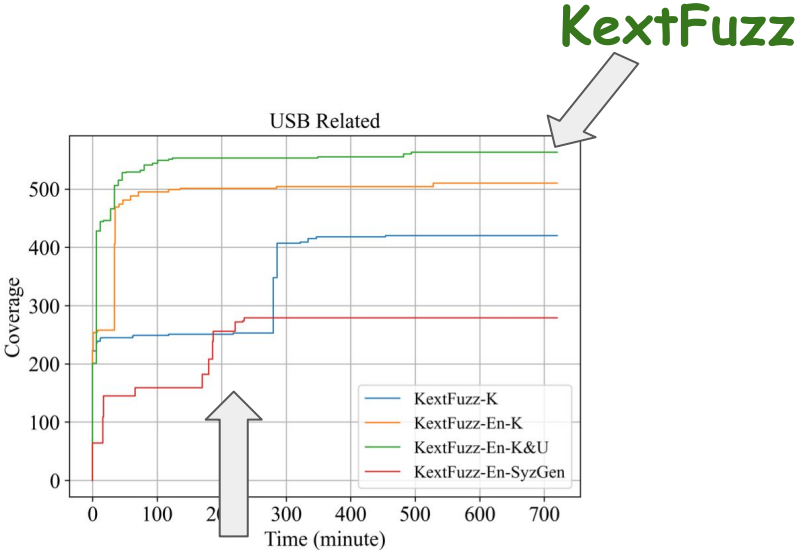


# KextFuzz - Coverage Collector

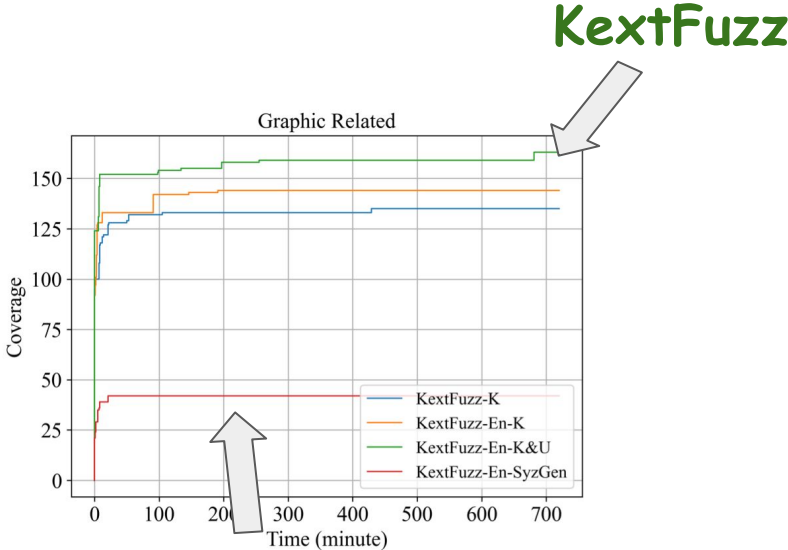
Instrument ELF binaries by replacing CET & Canary instructions



# KextFuzz - Interface Identifier



**SyzGen**



**SyzGen**

# KextFuzz - Bug Finding

- Finds 48 unique kernel crashes.
  - Five of them get CVEs.
  - Three of them get bounties.
- **Coverage Collector:** 6 times more bugs in 24 hours compared with black box fuzzing
- **Interface analyzer:** finds two complex bugs and finds two bugs faster
- **Entitlement Filter:** finds 18 more bugs in the privileged code
- Fuzzing in Apple Silicon macOS: find 13 bugs in arm only kexts.



# Take aways

- **KextFuzz**: a fuzzer does not needs source code, traces, hardware support, and hypervisors.
- Removing mitigation instructions can release space for instrumentation.
- Removing privilege check enrich code can be tested.
- Interface information can be collected from the code calling them.

Thanks for listening!  
Q & A

Contact: Tingting Yin [ttea.yin@gmail.com](mailto:ttea.yin@gmail.com)

# KextFuzz - Coverage Collector

Q: How to do binary level instrumentation in kexts?

## Naive Binary Rewrite

	Before		After
<u>_DATA</u>	<u>0xAAAABBBB</u> 0xDEADBEEF	<u>_DATA</u>	0xAAAABBBB <u>0xDEADBEEF</u>
<u>_TEXT</u>	;bb1 ... b.eq loc_x ... ;bb2 loc_x -> ld #offset ...	<u>_TEXT</u>	;bb1 ... b.eq loc_x ... ;bb2 <span style="border: 1px solid red; padding: 2px;">loc_x -&gt; bl _COVPC</span> loc_x+1 -> ld #offset ...



easily results in  
reference ambiguity  
=> system crash

1. add instructions

2. move other instructions

# KextFuzz - Coverage Collector

Q: How to do binary level instrumentation in kexts?

## Naive Binary Rewrite

```
Before
-----
_DATA  0xAAAABBBB
       0xDEADBEEF

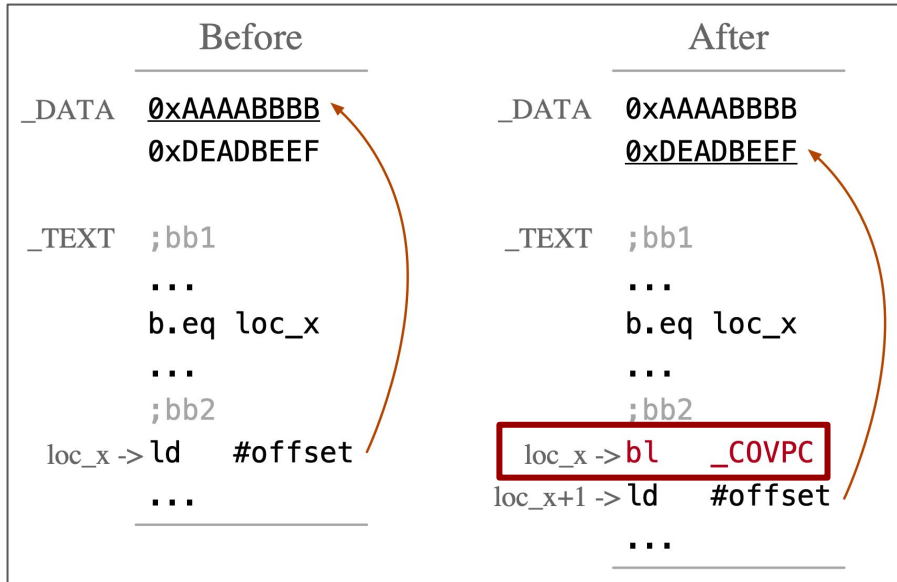
_TEXT  ;bb1
       ...
       b.eq loc_x
       ...
       ;bb2
loc_x -> ld  #offset
       ...
-----
```

Need Instrumentation

# KextFuzz - Coverage Collector

Q: How to do binary level instrumentation in kexts?

## Naive Binary Rewrite



1. add instructions

2. move other instructions



# KextFuzz - Coverage Collector

Q: How to do binary level instrumentation in kexts?

## Naive Binary Rewrite

	Before		After
<code>_DATA</code>	<code>0xAAAABBBB</code> <code>0xDEADBEEF</code>		<code>0xAAAABBBB</code> <code>0xDEADBEEF</code>
<code>_TEXT</code>	<code>;bb1</code> <code>...</code> <code>b.eq loc_x</code> <code>...</code> <code>;bb2</code>		<code>;bb1</code> <code>...</code> <code>b.eq loc_x</code> <code>...</code> <code>;bb2</code>
<code>loc_x</code>	<code>-&gt; ld #offset</code> <code>...</code>		<code>loc_x -&gt; bl _COVPC</code> <code>loc_x+1 -&gt; ld #offset</code> <code>...</code>



easily results in  
reference ambiguity  
=> system crash

1. add instructions

2. move other instructions

# KextFuzz - Bug Finding

## Case Study:

- calling interface1 (createController) to get the controller id with XML input
- calling interface2 (setMask) to trigger the bug

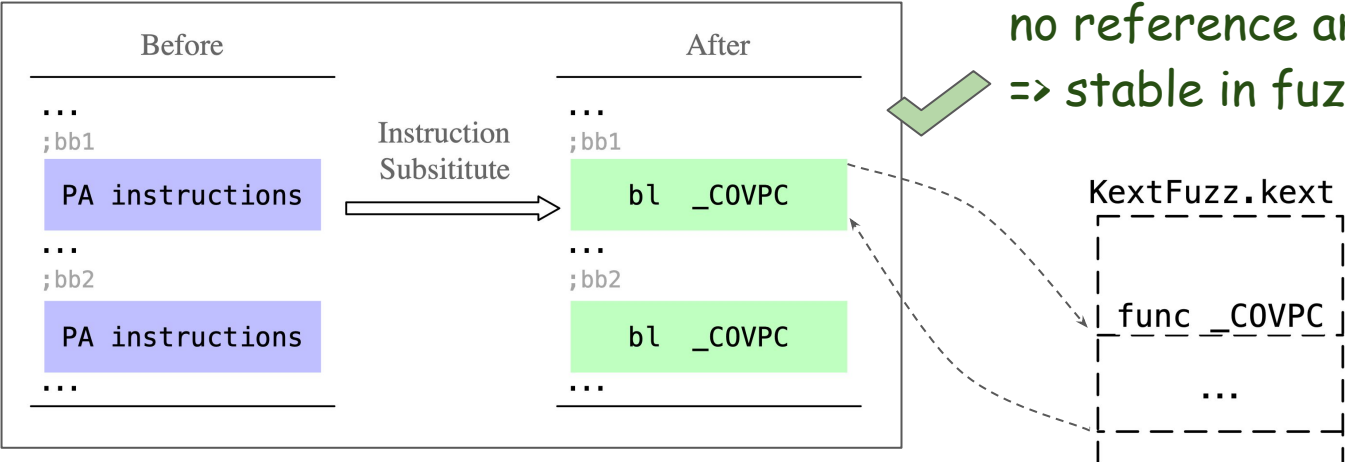
```
1 client::createController(client* this, void* input){
2   if (this->controller){ return ERROR; }
3   v0 = OSUnserializeXML(input, ...);
4   properties = TypeCast(v0, OSDictionary::metaClass);
5   con = create_controller(properties);
6   if (con){ this->controller = con; }
7 }
8 client::setMask(client* this, void* input){
9   if (!this->controller) { /* vulnerable code */ }
10 }
```

Listing 2: An example of the bug found by KextFuzz

# KextFuzz - Coverage Collector

Q: How to do binary level instrumentation in kexts?

## KextFuzz Coverage Collector



**Pointer Authentication mitigation  
=> binary level instrumentation**