

# PGFUZZ: Policy-Guided Fuzzing for Robotic Vehicles

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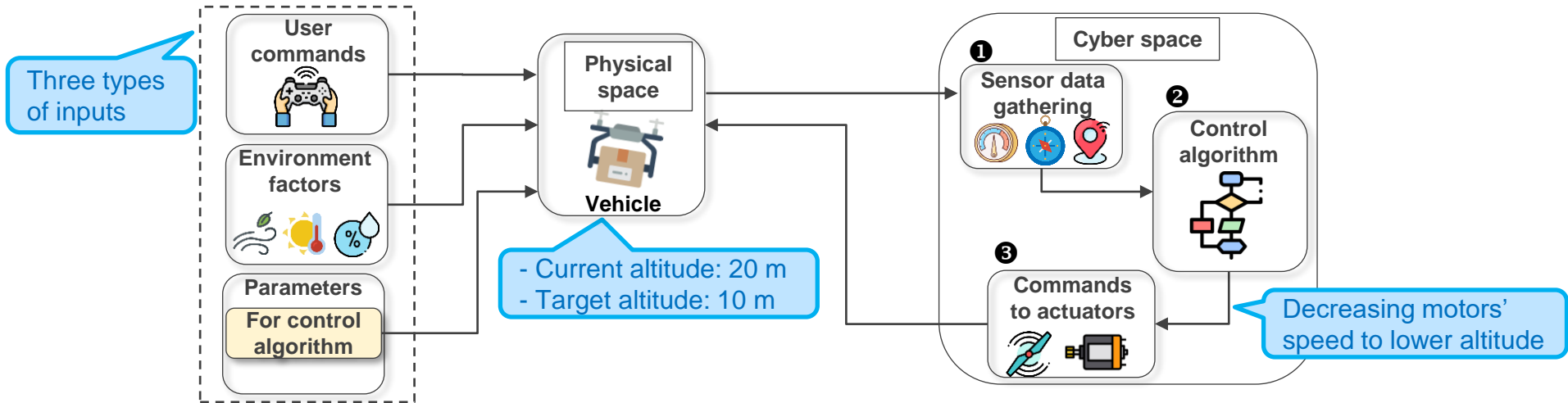
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# Workflow of robotic vehicles (RV)

- Physical space
  - Attitude, altitude, speed, etc.
- Cyber space
  - Measuring the RV's current states
  - Adjusting actuators to reach target states



# Fuzzers for robotic vehicles (RV)

- Rule:
  - *“Fail-safe mode must be triggered when the engine temperature is higher than 100 C° (212 F°)”*

```
// Developers forget to convert F° to C° scale ←  
if (temperature >= 100) {  
    Fail-Safe -> execute();  
}
```

Fail-safe is triggered  
under 100 F° (37 C°).

Can traditional fuzzers (AFL, libFuzzer) discover such a design flaw? **No**

- **Mutation**: Code coverage
- **Bug oracle**: Memory access violation

# Fuzzers for robotic vehicles (RV)

- Can fuzzers specialized for RVs discover the design flaw?
  - RVFUZZER, CPI, etc.

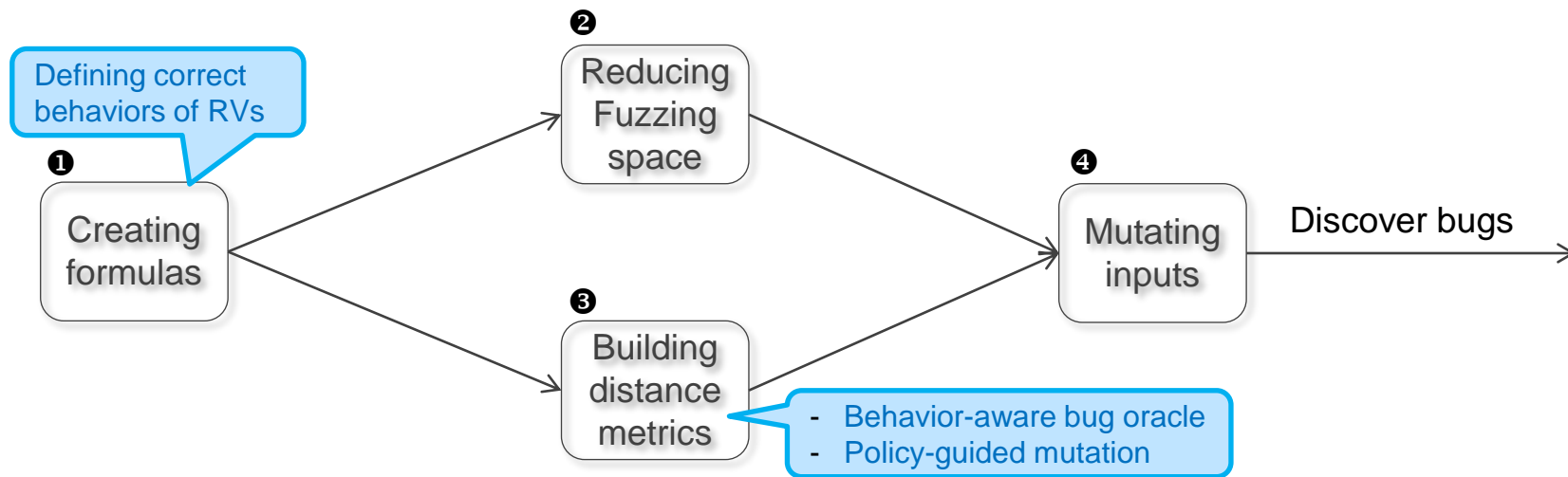
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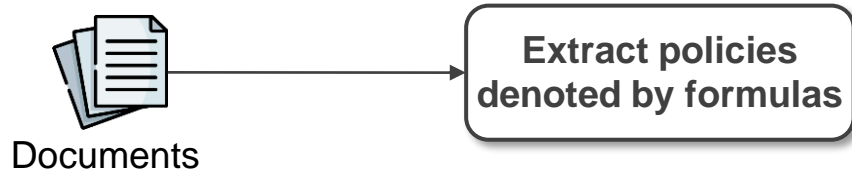
What about fuzzers for RVs? **No**  
- **Mutation & Bug oracle**: unstable attitude

# Overview of PGFUZZ

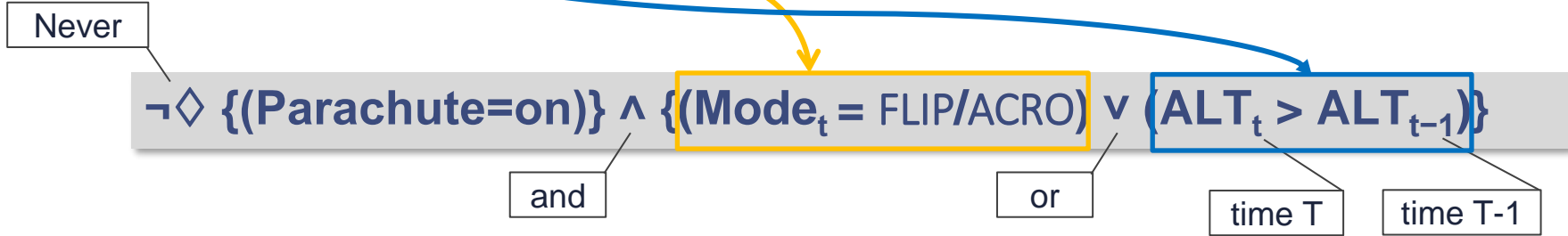
- Previous works do not
  - Know the RV's correct behaviors
  - Consider entire input space
- PGFUZZ



# Defining policies in formulas



“ A vehicle must not deploy a parachute when the vehicle is:  
1) In FLIP or ACRO flight modes  
2) Climbing ”

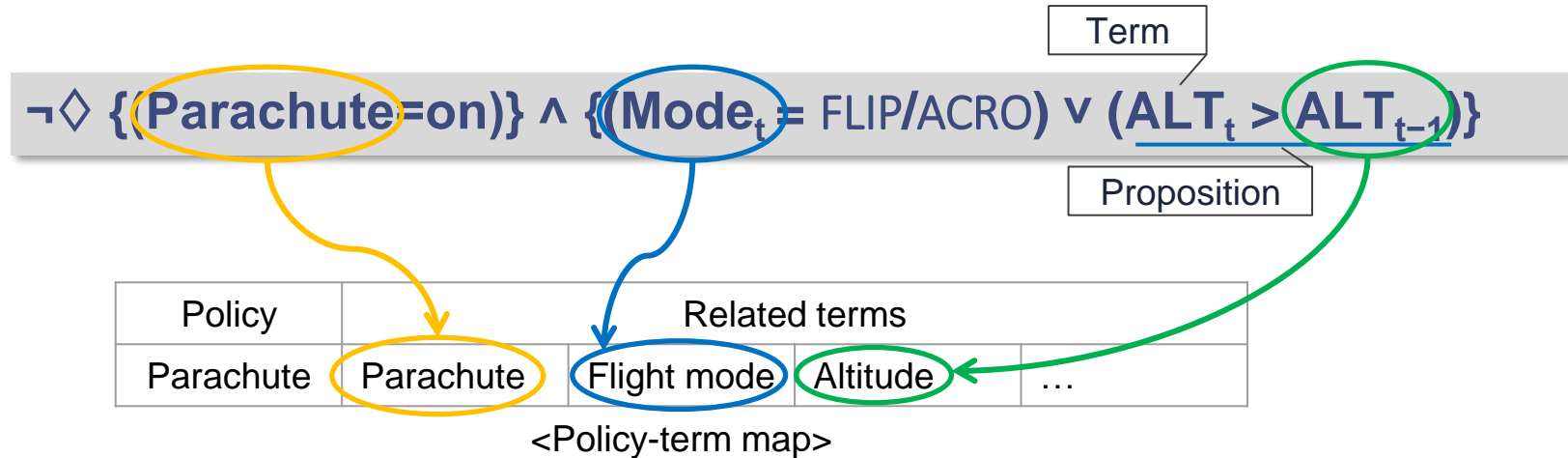


The formula is created in the form of Metric temporal logic (MTL).

- Huge fuzzing space
  - 1,140 configuration parameters
  - 58 user commands
  - 168 environmental factors
  
- Only mutating inputs relevant to the policy

# Finding inputs for mutation

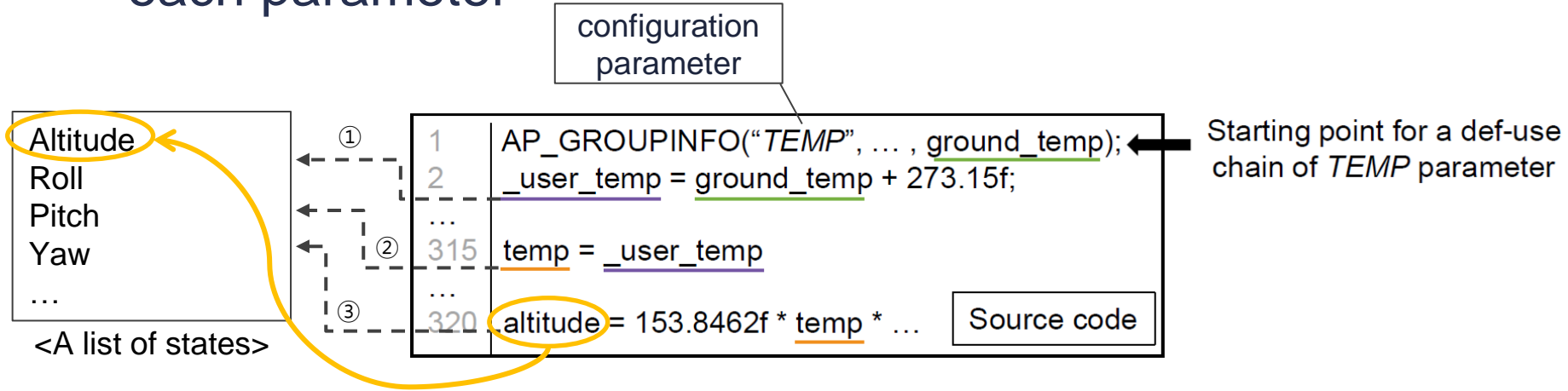
- Policy consists of terms (physical states)
  - Only mutating inputs related to the terms
- Decompose the formula into terms (states)





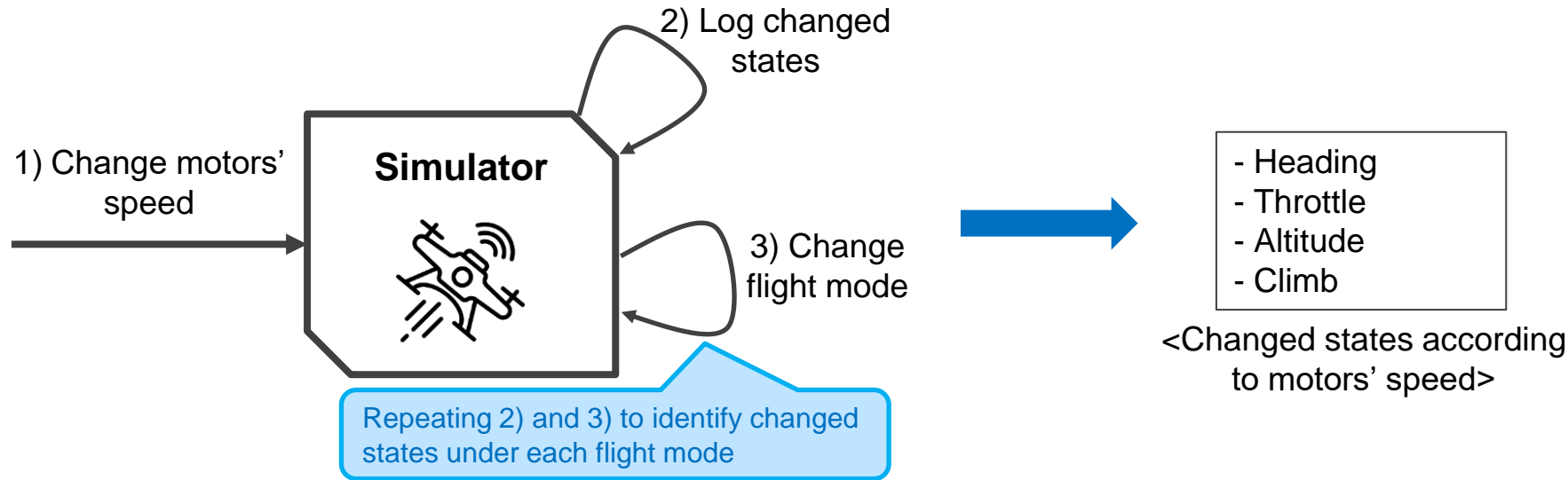
# Mapping parameters to each term

- Static analysis to identify which states are affected by each parameter



# Mapping other types of inputs to each term

- How to map environmental factors and user commands to each term from source code? **Use an RV simulator!**



# Two types of distances to mutate inputs

- Propositional distance
  - Goal: efficiently mutating inputs
  - Quantifies how close a proposition to the policy violation

Positive value:  
If the proposition is true  
Negative value:  
If the proposition is false

If the term is numeric, we  
use normalized difference.

$$\neg \diamond \{ (\text{Parachute} = \text{on}) \} \wedge \{ (\text{Mode}_t = \text{FLIP/ACRO}) \vee (\text{ALT}_t > \text{ALT}_{t-1}) \}$$

$$P_1 = \begin{cases} 1 & \text{If parachute} = \text{on} \\ -1 & \text{If parachute} = \text{off} \end{cases}$$

$$P_2 = \begin{cases} 1 & \text{If mode} = \text{FLIP/ACRO} \\ -1 & \text{If mode} \neq \text{FLIP/ACRO} \end{cases}$$

$$P_3 = \frac{\text{ALT}_t - \text{ALT}_{t-1}}{\text{ALT}_t}$$

# Two types of distances to mutate inputs

- Global distance
  - Goal: detecting a policy violation

$-1 \times [\text{Min}\{P_1, \text{Max}(P_2, P_3)\}]$

**Positive value** if there is no policy violation

**Negative value** if the RV violates the policy

# Working example (time T = 1)

$$P_1 = \begin{cases} 1 & \text{If parachute = on} \\ -1 & \text{If parachute = off} \end{cases}$$

$$P_3 = \frac{ALT_t - ALT_{t-1}}{ALT_t}$$

$$P_2 = \begin{cases} 1 & \text{If mode = FLIP/ACRO} \\ -1 & \text{If mode} \neq \text{FLIP/ACRO} \end{cases}$$

$$-1 \times [\text{Min}\{P_1, \text{Max}(P_2, P_3)\}]$$

Randomly select an input and assign a random value to the selected input

Time (T)	Parachute (on/off)	FLIP/ACRO mode (T/F)	Altitude (m)	P <sub>1</sub>	P <sub>2</sub>	P <sub>3</sub>	Global distance	Next input for Time T+1
1	off	false	90	-1	-1	0	1	Motor speed = 1,800 <sup>1)</sup>
2								
3								
4								

: RV's current states at time T

: Calculated distances at time T

# Working example (time T = 2)

$$P_1 = \begin{cases} 1 & \text{If parachute = on} \\ -1 & \text{If parachute = off} \end{cases}$$

$$P_2 = \begin{cases} 1 & \text{If mode = FLIP/ACRO} \\ -1 & \text{If mode} \neq \text{FLIP/ACRO} \end{cases}$$

$$P_3 = \frac{ALT_t - ALT_{t-1}}{ALT_t}$$

$$-1 \times [\text{Min}\{P_1, \text{Max}(P_2, P_3)\}]$$

1) We log (motor, 1,800) because the input increases P3.

2) PGFUZZ selects an input and assign a random value to the selected input

Time (T)	Parachute (on/off)	FLIP/ACRO mode (T/F)	Altitude (m)	P <sub>1</sub>	P <sub>2</sub>	P <sub>3</sub>	Global distance	Next input for Time T+1
1	off	false	90	-1	-1	0	1	Motor speed = 1,800 <sup>1)</sup>
2	off	false	100	-1	-1	0.1	1	Motor speed = 1,800 <sup>1)</sup>
3								
4								

3) When the selected input increased a distance before, we reuse the input and value pair (motor, 1,800)

1) (Motor speed > 1,500) → increasing RV's altitude  
 (Motor speed < 1,500) → decreasing RV's altitude

# Working example (time T = 3)

$$P_1 = \begin{cases} 1 & \text{If parachute = on} \\ -1 & \text{If parachute = off} \end{cases}$$

$$P_3 = \frac{ALT_t - ALT_{t-1}}{ALT_t}$$

$$P_2 = \begin{cases} 1 & \text{If mode = FLIP/ACRO} \\ -1 & \text{If mode} \neq \text{FLIP/ACRO} \end{cases}$$

$$-1 \times [\text{Min}\{P_1, \text{Max}(P_2, P_3)\}]$$

Time (T)	Parachute (on/off)	FLIP/ACRO mode (T/F)	Altitude (m)	$P_1$	$P_2$	$P_3$	Global distance	Next input for Time T+1
1	off	false	90	-1	-1	0	1	Motor speed = 1,800 <sup>1)</sup>
2	off	false	100	-1	-1	0.1	1	Motor speed = 1,800
3	off	false	110	-1	-1	0.09	1	Parachute = on
4								

PGFUZZ selects an input

1) (Motor speed > 1,500) → increasing RV's altitude  
 (Motor speed < 1,500) → decreasing RV's altitude

# Working example (time T = 4)

$$P_1 = \begin{cases} 1 & \text{If parachute = on} \\ -1 & \text{If parachute = off} \end{cases}$$

$$P_3 = \frac{ALT_t - ALT_{t-1}}{ALT_t}$$

$$P_2 = \begin{cases} 1 & \text{If mode = FLIP/ACRO} \\ -1 & \text{If mode} \neq \text{FLIP/ACRO} \end{cases}$$

$$-1 \times [\text{Min}\{P_1, \text{Max}(P_2, P_3)\}]$$

Time (T)	Parachute (on/off)	FLIP/ACRO mode (T/F)	Altitude (m)	$P_1$	$P_2$	$P_3$	Global distance	Next input for Time T+1
1	off	false	90	-1	-1	0	1	Motor speed = 1,800 <sup>1)</sup>
2	off	false	100	-1	-1	0.1	1	Motor speed = 1,800
3	off	false	110	-1	-1	0.09	1	Parachute = on
4	on	false	112	1	-1	0.02	-0.02	<b>Policy violation!</b>

Vehicle must not increase its altitude

1) (Motor speed > 1,500) → increasing RV's altitude  
 (Motor speed < 1,500) → decreasing RV's altitude

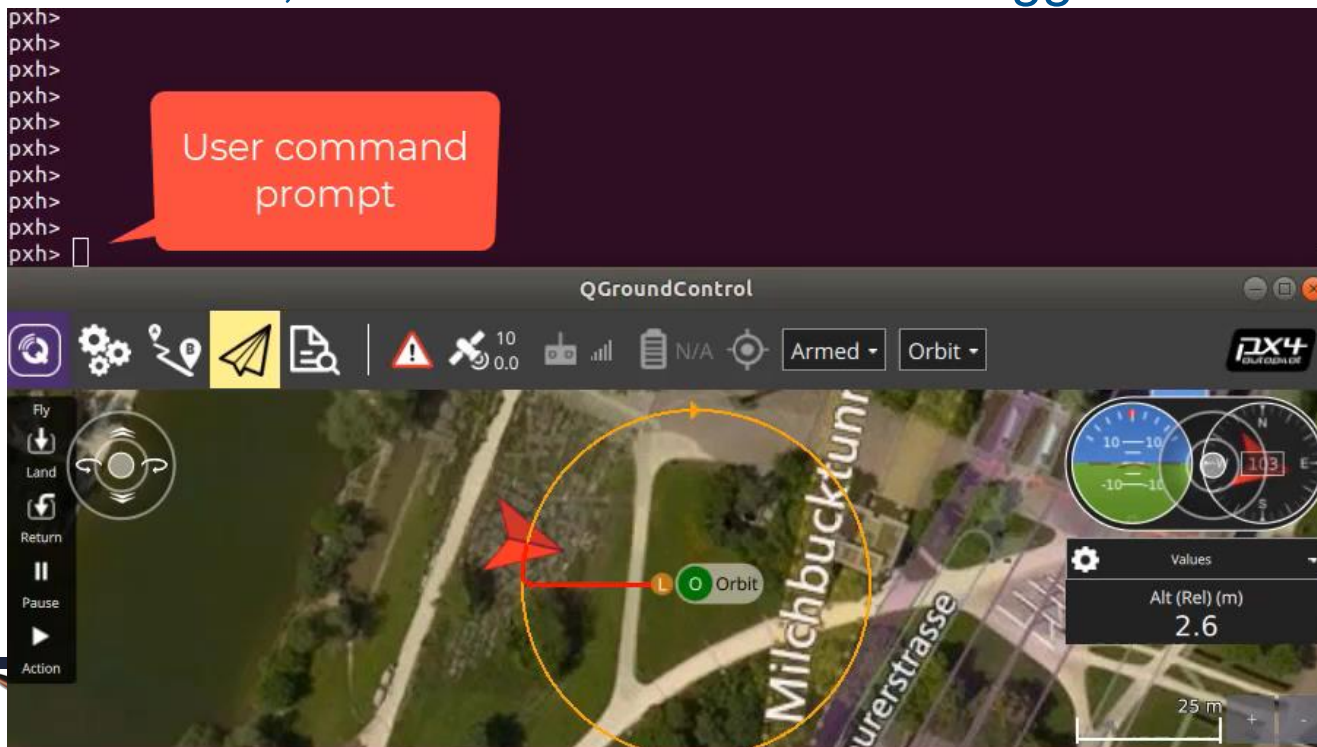


# Evaluation

- RV control software
  - ArduPilot, PX4, and Paparazzi
- 56 extracted policies
  - Fuzzing 48 hours per each control software
  - Violating 14 policies in the three-control software
- Found 156 bugs

# Case study

- Policy
  - “If time exceeds COM\_POS\_FS\_DELAY seconds after GPS loss is detected, the GPS fail-safe must be triggered”

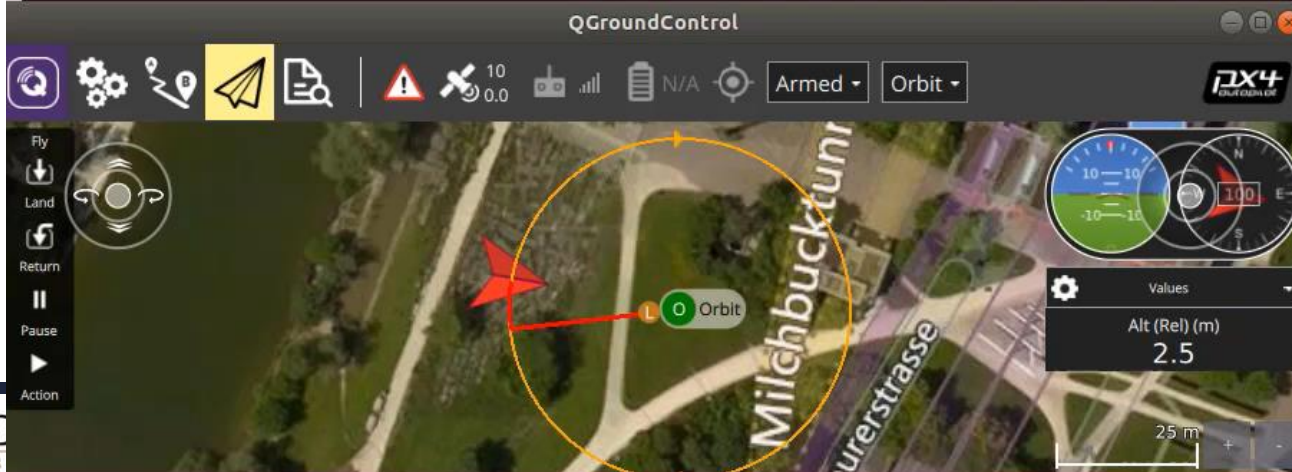




# Case study

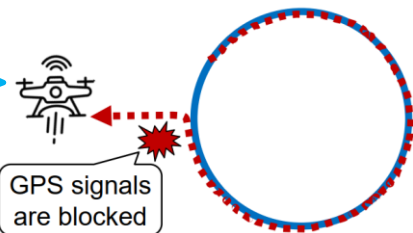
- Fail to trigger the GPS fail-safe under
  - `COM_POS_FS_DELAY = -1`

PX4 maintains the ORBIT flight mode under GPS signal loss.

```
pxh> param set SIM_GPS_BLOCK 0
+ SIM_GPS_BLOCK: curr: 1 -> new: 0
pxh> INFO [ecl/EKF] 9884000: GPS checks passed
INFO [ecl/EKF] 14424000: reset position to GPS
INFO [ecl/EKF] 14424000: reset velocity to GPS
INFO [ecl/EKF] 14424000: starting GPS fusion
pxh> commander mode posctl
pxh> INFO [commander] Armed by external command
INFO [commander] Takeoff detected
```



 Measured flight path  
 Reference flight path



GPS signals are blocked

# Conclusion

- Novel fuzzing approach to find logic bugs
  - Behavior-aware bug oracle
    - Leverage policies (MTL formulas)
  - Policy-guided mutation
    - Propositional and global distances
  - 156 previously unknown bugs
    - 128 out of 156 found bugs can only be discovered by PGFUZZ.
    - 106 bugs have been acknowledged
    - 9 bugs have been patched

# Thank you! Questions?

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# Backup slides

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# Safety bug in real world

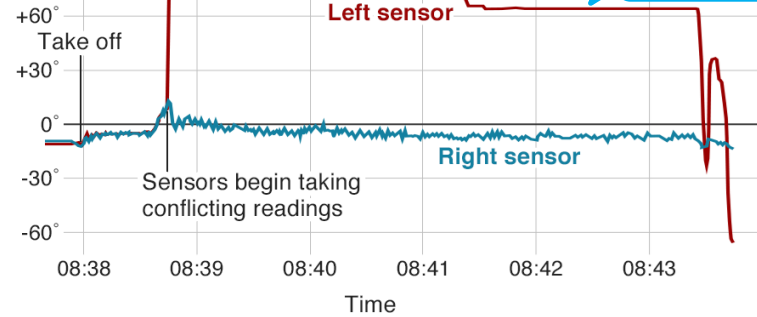
- Boeing-737 Max airplanes
  - Crashed due to a design flaw
  - Lowered its altitude based on only one broken sensor

How can we find such a critical bug in flight control software? Um... fuzzing?



## The plane's sensors took different readings

Angle of attack



Source: Ethiopian Aircraft Accident Investigation Bureau

<https://www.dailymail.co.uk/news/article-7056177/US-investigators-believe-bird-strike-factor-Ethiopian-Airlines-Boeing-737-Max-8-crash.html>

# Threat model (1)



- Developers are benign
  - Incorrectly design or make buggy code



- Users are also benign
  - Unintentionally trigger the buggy code



# Threat model (2)



- Attackers control three types of inputs
  - Further, they can wait until suitable conditions
- Attackers' goal
  - Stealthily triggering buggy code via sending inputs that looks innocent
- The followings are out of scope
  - Physical sensor attacks
  - Malicious code injections

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Physical effect		
Unstable attitude	Software crash	Unexpected behavior
45	90	21
Total: 156		

For example, failing to trigger GPS fail-safe mode

# Outline

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- Defining RV's correct behaviors as formulas
- Reducing fuzzing space
- Building distance metrics
- Evaluation