

Vulcan: Lessons on Reliability of Wearables through State-Aware Fuzzing

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Outline

- **Motivation**
- Vulcan Design
- State-aware Study Results
- System Reboots Analysis
- Lessons Learned
- Conclusion



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Motivation

- Reliability of Android is well explored but wearables come with a new set of challenges
 - Wearable devices are **sensor rich** and have **limited resources**
 - User Interface (UI) is designed to require **minimal human interaction** (micro transactions)
 - **Unique communication pattern** where many apps are tethered with a mobile counterpart
- A popular use-case is monitoring, accumulating and disseminating of **health and fitness** data
- Existing testing approaches overlook the above unique features of the wearable ecosystem



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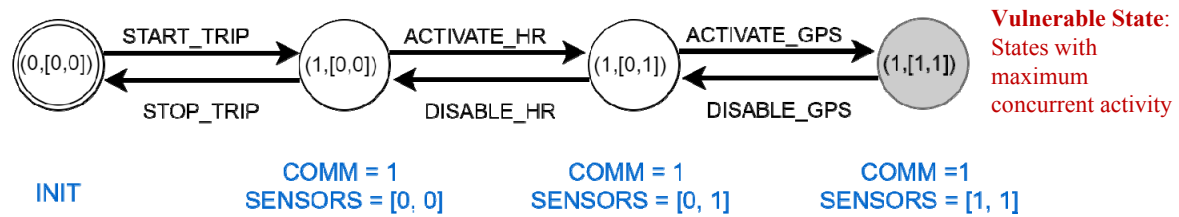


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State Model Parameters

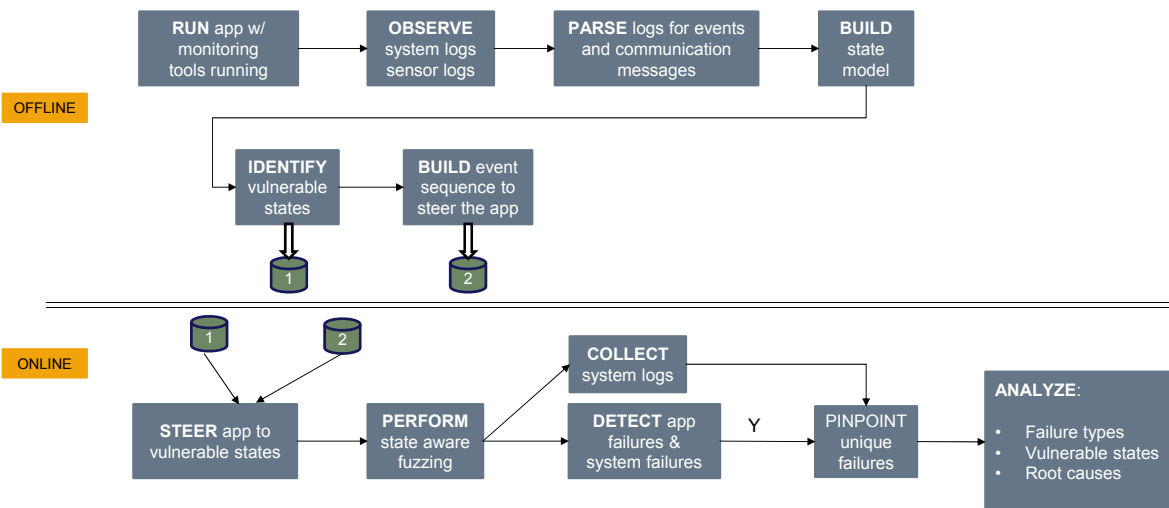
- **Sensor activity:** Status of a sensor (activated or deactivated)
- **Inter-device communication:** Presence of active communication between mobile and wearable



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Vulcan Workflow

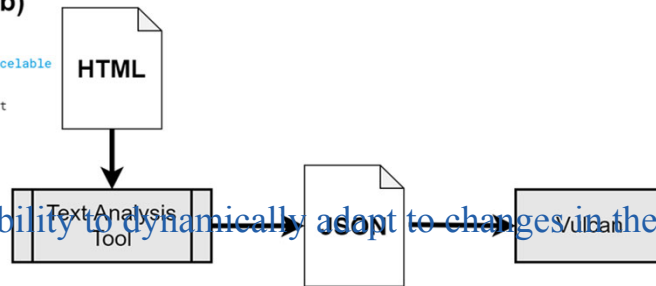


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Automated Intent Specification Generation

- We designed a text analysis tool to parse the Android Specification to generate semi-valid Intents
- Core analysis techniques:
 - Intent Specs (web)
 - Lexical Matching
 - extends `Object` implements `Parcelable`
 - Pattern Matching
 - Known direct subclasses: `Intent`, `LabeledIntent`, ...
- Accuracy of 93.5%
- Adds Vulcan the capability to dynamically adapt to changes in the Android Intent Specification.



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Fuzzing Strategies

Intent Injection Fuzzing

```
{act=ACTION.RUN,
  cmp=some.component.name}
```



```
{act=fitness.TRACK,
  cmp=some.component.name}
```



Communication Fuzzing: empty

```
[/getOffDismissed,
 (SomeMessage)]
```



```
[/getOffDismissed,
 (null)]
```



Communication Fuzzing: random

```
[/getOffDismissed,
 (SomeMessage)]
```



```
[/getOffDismissed,
 (11000111)]
```



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Evaluation through State-aware Fuzzing

- We evaluated 100 apps and sent over 1M Intents to fuzz the Wear OS apps
- Baselines: Ape [ICSE '19], QGJ [DSN '18], Monkey
- We designed the experiments based on the following goals:
 - Evaluate the effectiveness of a state-aware fuzzing strategy.
 - Evaluate the degree of concurrency on application reliability. We developed a Manipulator app to stress the apps and the device by activating sensors externally



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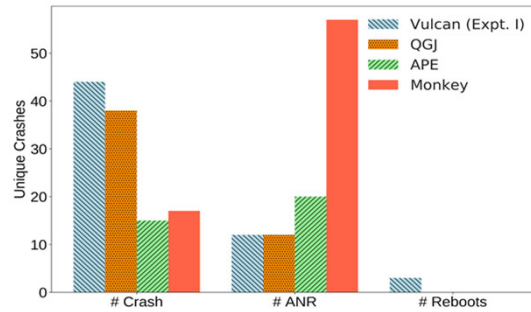


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State-aware Injections are More Effective

- State-aware injections are more effective than state-agnostic tools in triggering crashes and reboots
- Sensor activation has a negative effect in the overall reliability of the system



State	#ANR	#Crashes	#Reboots
Vulcan (Expt. I)	12	44 (39, 5)	3 (3, 0)
Vulcan (Expt. II)	20	45 (40, 5)	12 (12, 0)
QGJ	12	38	0
Monkey	57	17	0
APE	20	15	0

Impact of Device State in the Reliability

- ANR and System Reboots were more frequent on states with higher sensor activity

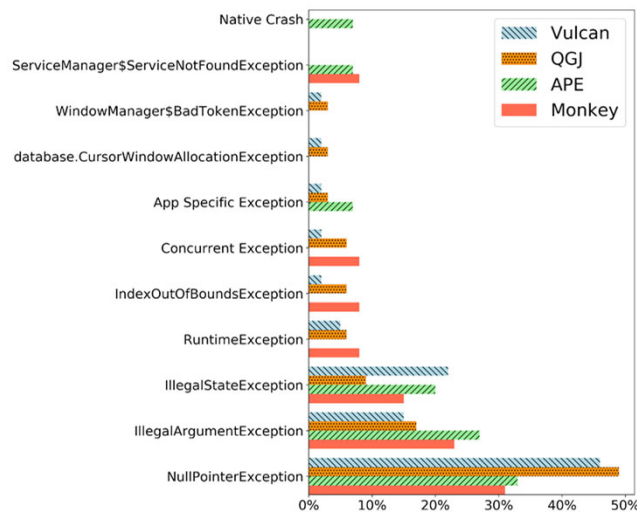


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Distribution of Exception Types

- NullPointerException dominates across all tools as the main cause of failure
- Most crashes can be avoided by doing exception handling in the apps

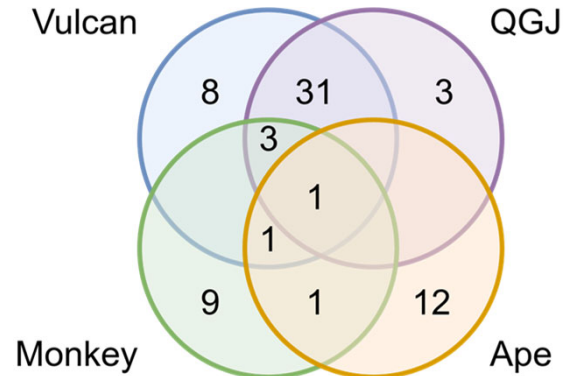


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Unique Crashes across Tools

- QGJ and Vulcan have a large degree of overlap primarily because they use similar Intent injection campaigns
- Vulcan is able to trigger 8 crashes not triggered by QGJ



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QGJ vs Vulcan

- **Efficiency:** Vulcan is 5.5X more efficient than QGJ in inducing unique crashes through Intent fuzzing with less Intents
- **Failure Types:** Vulcan was able to identify 5 failures related to inter-device communication. These failures were mostly due to `IllegalStateException`
- **Deterministic System Reboots:** In our experiments, QGJ did not trigger any system reboots. We identified that apps with high concurrency often trigger system reboots using Vulcan – *Vulcan was able to trigger system reboots deterministically on these apps*



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System Reboots due to Resource Starvation

- Our results show that it is possible to trigger system reboots on Wear OS **without any system-level or root privileges**
- *Watchdog* is a protection mechanism to prevent the wearable from becoming unresponsive
- The root cause of the System Reboot is related to **lock handling** in the OS
- *Watchdog* kills the System Server process if any monitored component is hung, triggering a **system reboot**

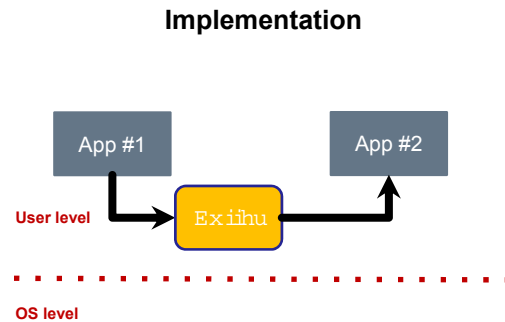


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Mitigation of System Reboots

- Use an Intent buffer to alleviate resource starvation and thereby prevent system reboots
- Intents sent from one app to another are stored in the buffer. Then a **Fetcher process** fetches one Intent every time
- System Intents (**trusted**) can bypass our buffer
- We tested our solution in a user study with 15 users and only one noted a significant difference in the performance due latency introduced by the Intent Fetcher



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Lessons Learned

- **Input Handling:** Improper input validation of Intents is still a **major cause for crashes** in Wear OS
- **Android – Wear OS Code Transfer:** Legacy code in Wear OS makes wearable apps vulnerable to the injection of `KEYCODE_SEARCH` key
- **Error Propagation:** Vulnerabilities related to ongoing synchronization between mobile and wearable can lead to **error propagation**
- **System Reboots:** Resource starvation on Wear OS can lead to system reboots



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Conclusion

- State-aware fuzzing leads to more app crashes compared to state-agnostic fuzzing
- It is possible to deterministically reboot a wearable device from a user app, no system-level or root privileges, by targeting specific states. Besides, our POC solution based on an Intent buffer helps to prevent the system reboot
- Lessons for improving the wearable ecosystem are *better exception handling, type checking of inter-device communication messages, and diagnosing and terminating components that starve sensor resources*



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Q&A

Thank you!



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Extra Slides

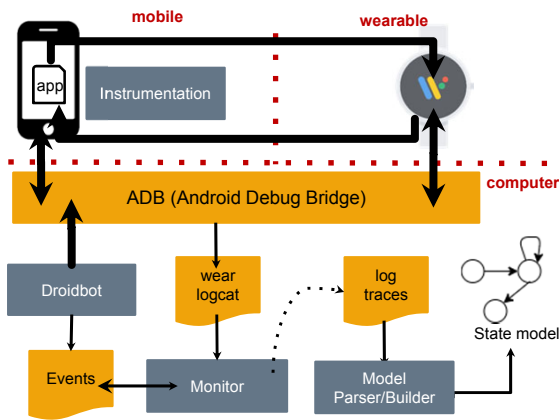


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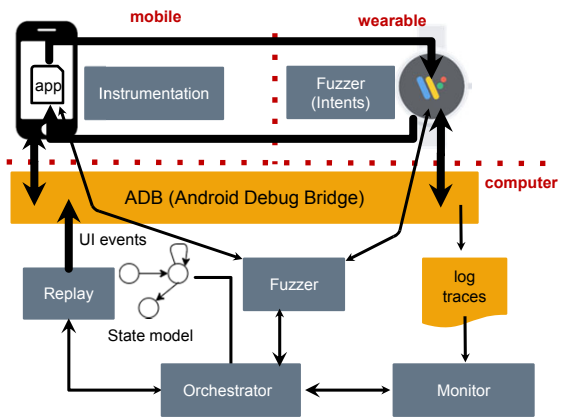


Vulcan Architecture

Offline Training



Fuzz Application



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2 Device State affects the Reliability

State	#ANR	#Crashes	#Reboots
Vulcan (Expt. I)	1	10	2
Vulcan (Expt. II)	12	10	3
Vulcan (Expt. III)	9	10	3
QGJ	2	8	0
Monkey	18	5	0
APE	10	0	0

Failure manifestation for apps that **use sensors**.

State	#ANR	#Crashes	#Reboots
Vulcan (Expt. I)	12	44 (39, 5)	3 (3, 0)
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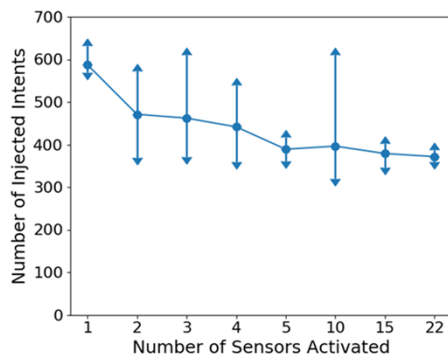
Failure manifestation for apps that do **not use sensors**. In parenthesis (Intent Fuzzing Result, Communication Fuzzing Result).



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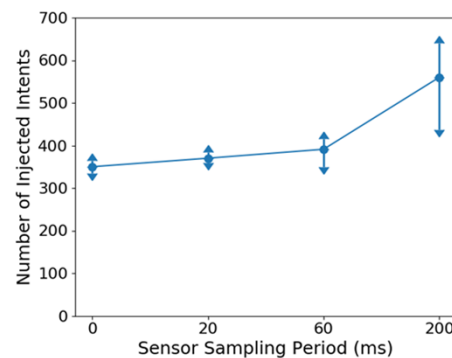


3 Effect of Load on System Reboots



As the number of sensors activated increases, we need fewer number of Intents to trigger a system reboot.

The faster the sensors are sampled, the more resources they consume and therefore, it requires fewer Intents to trigger system reboots.



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Contributions

- **State-aware Fuzzing:** We present a state-aware fuzzing tool for the Wear OS ecosystem
- **Higher Failure Activation:** We show that the stateful fuzzing can increase the fault activation rate on Wear OS compared to prior works
- **System Reboot:** We demonstrate that is possible to trigger system reboots deterministically through Intent injection, without system-level or root privileges. We designed and implemented a POC solution to prevent these system reboots

