

Intent-aware Fuzzing for Android Hardened Application

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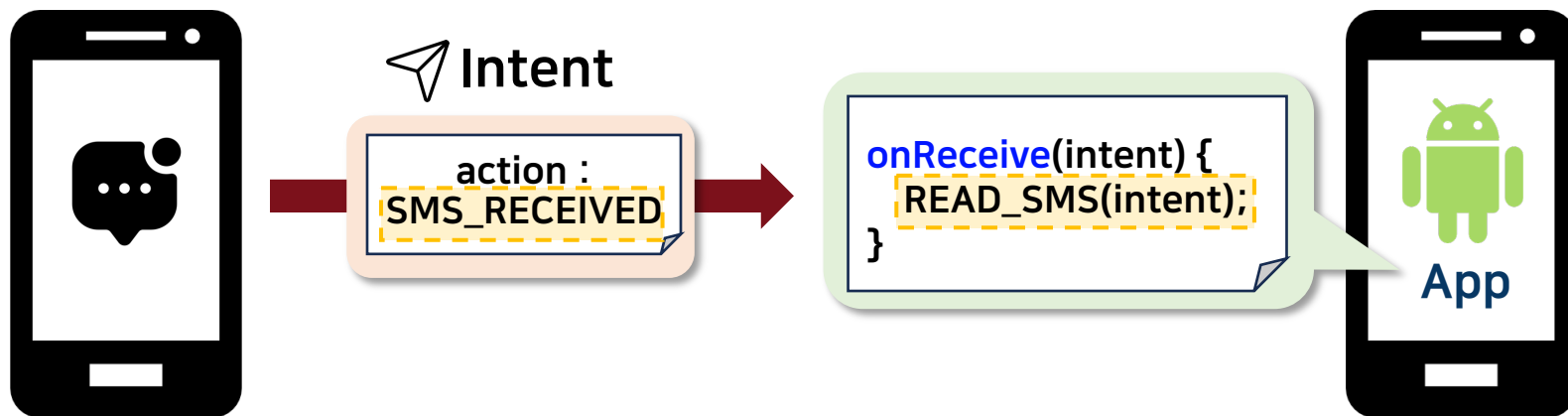
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Soongsil University

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National Security Research Institute

⁵ 
INDIANA UNIVERSITY

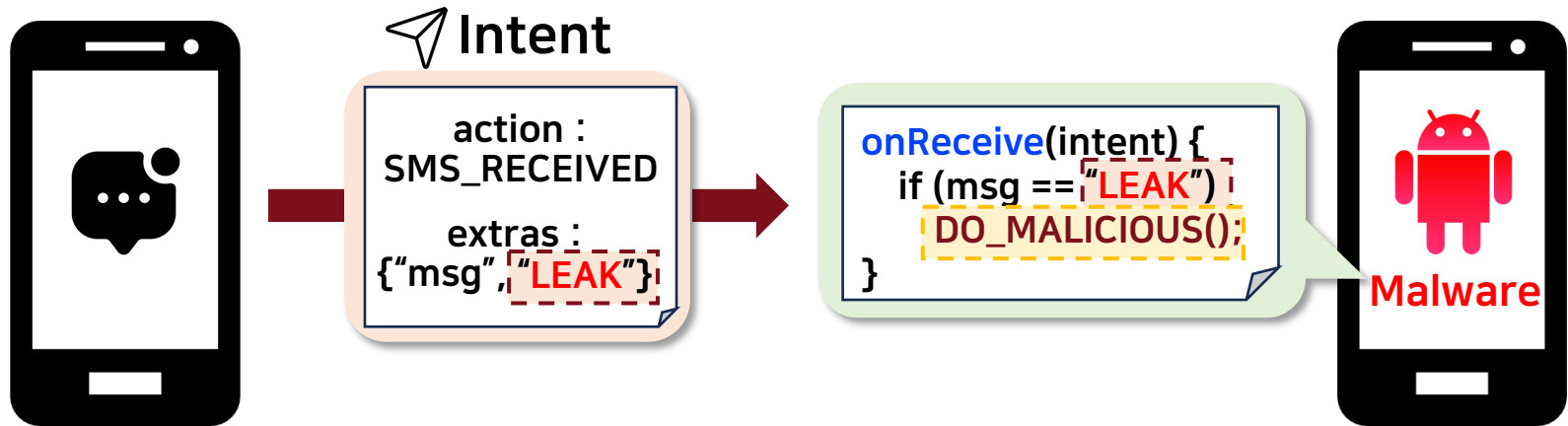
Intent

- ✔ Intent is a message object used for inter-component communication



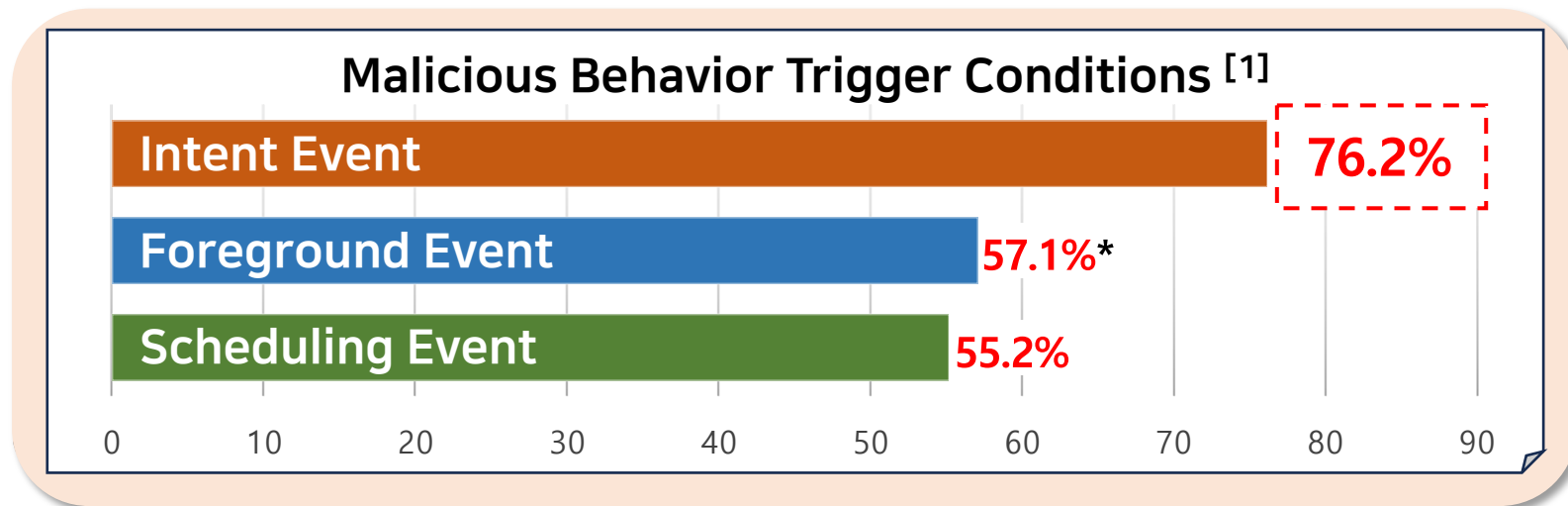
Importance of Intent

- ✓ Intent can contain extra data and **influence an app's execution flow**



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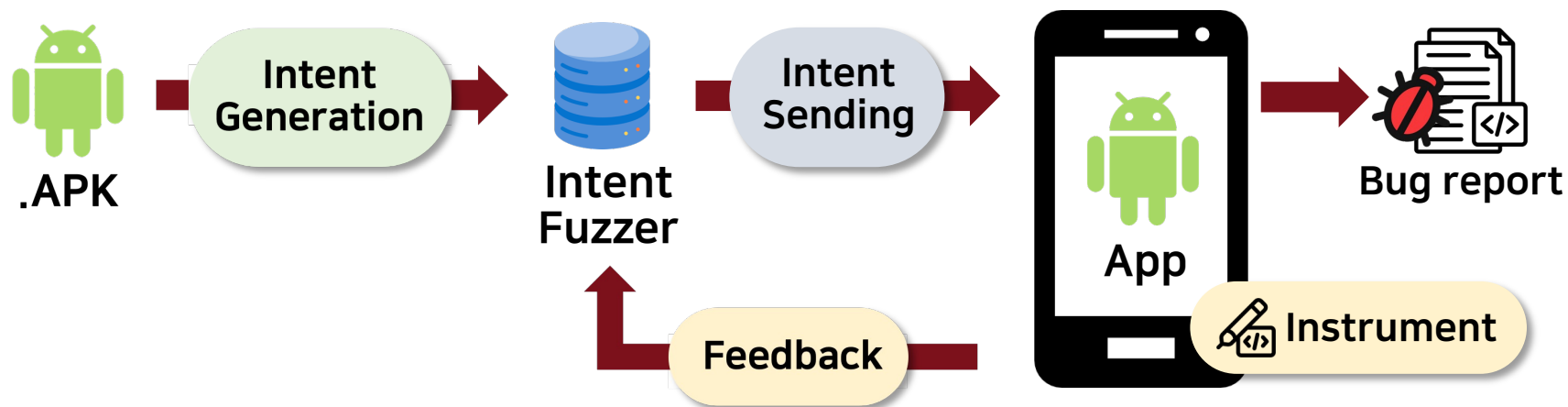
76.2% of malware leverage Intent

[1] : Rotten Apples Spoil the Bunch: An Anatomy of Google Play Malware (ICSE'22)

* Excluded foreground events triggered by app launch

Intent Fuzzing

✓ For Intent fuzzing, generating **valid, interesting** Intent is important



Intent Fuzzing

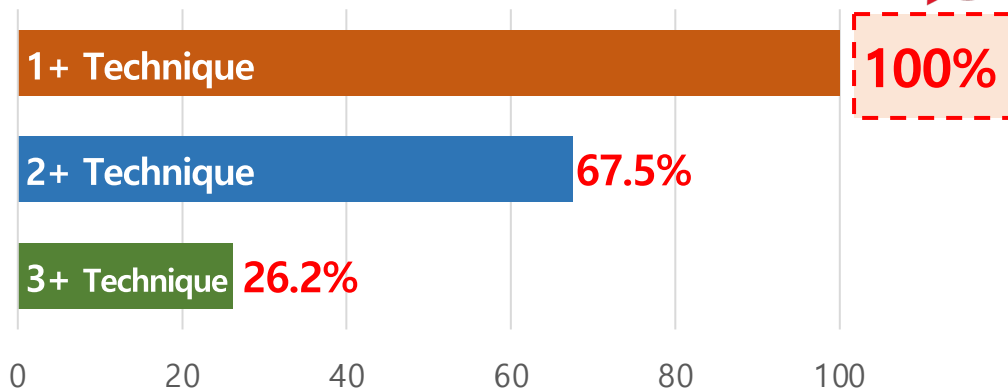
- ✓ For Intent fuzzing, generating **valid, interesting** Intent is important

What happens if the target application uses hardening techniques?

Hardening Techniques

- ✓ **At least one hardening technique is adopted** in most downloaded 200 apps
- ✓ Hardening techniques (e.g., obfuscation, packer) **hinder Intent fuzzing**

Prevalence of App Hardening Techniques



	Benign (%)	Malicious (%)
Obfuscation	39	22
Packer	22	94
Anti-Debugging	74	9
Anti-Emulator	98	33

Hardening Techniques

✓ At least one hardening technique is adopted in most downloaded 200 apps

However, existing Intent fuzzers do not consider hardening techniques

0 20 40 60 80 100

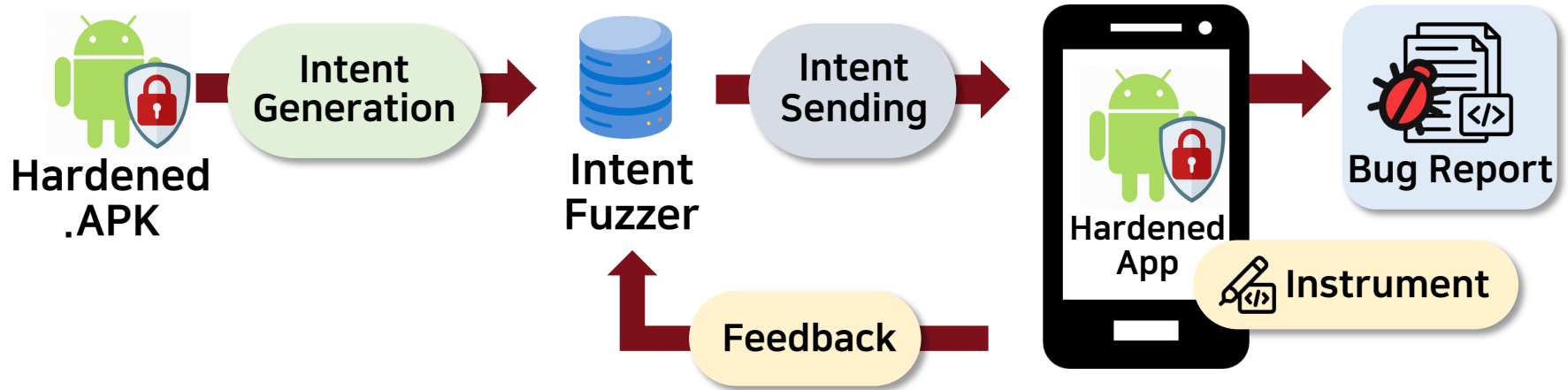
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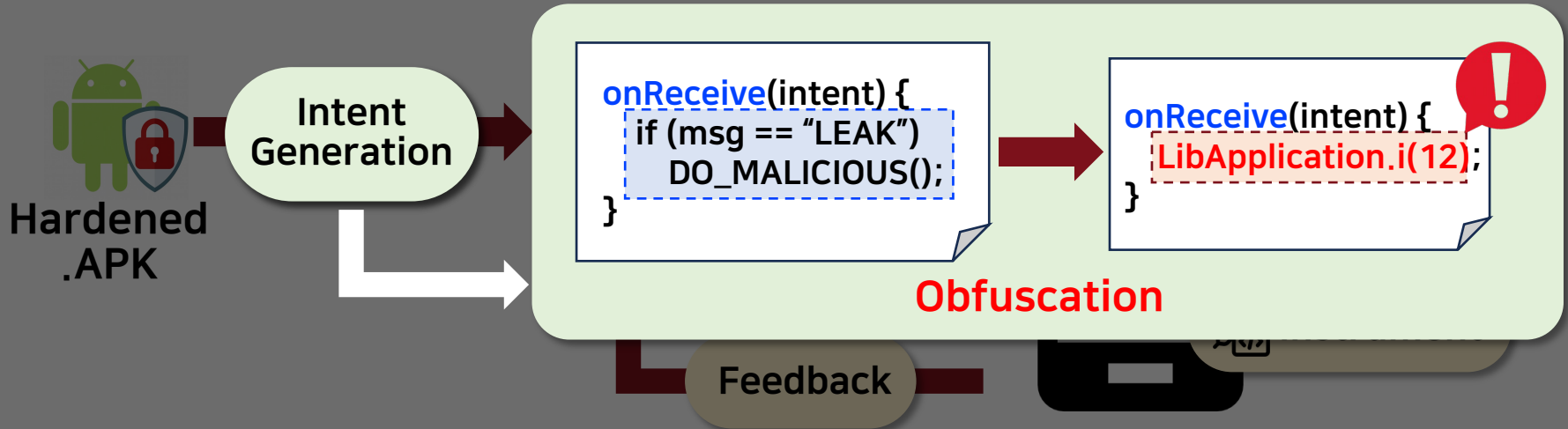
Challenge #1: Valid Intent Generation

- ✓ To generate valid Intent, extracting Intent-related information is needed



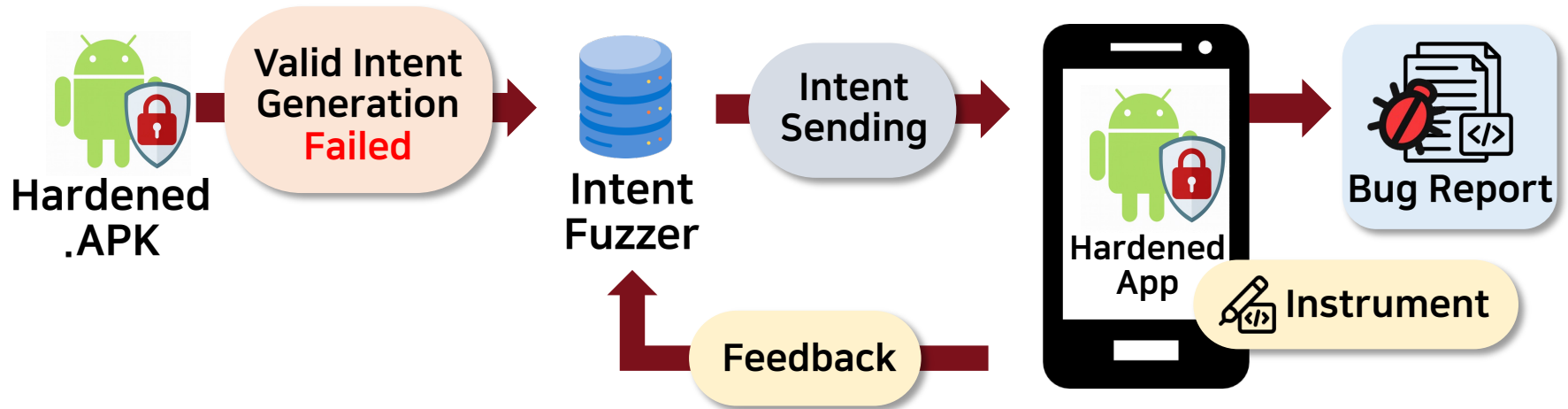
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Challenge #1: Valid Intent Generation

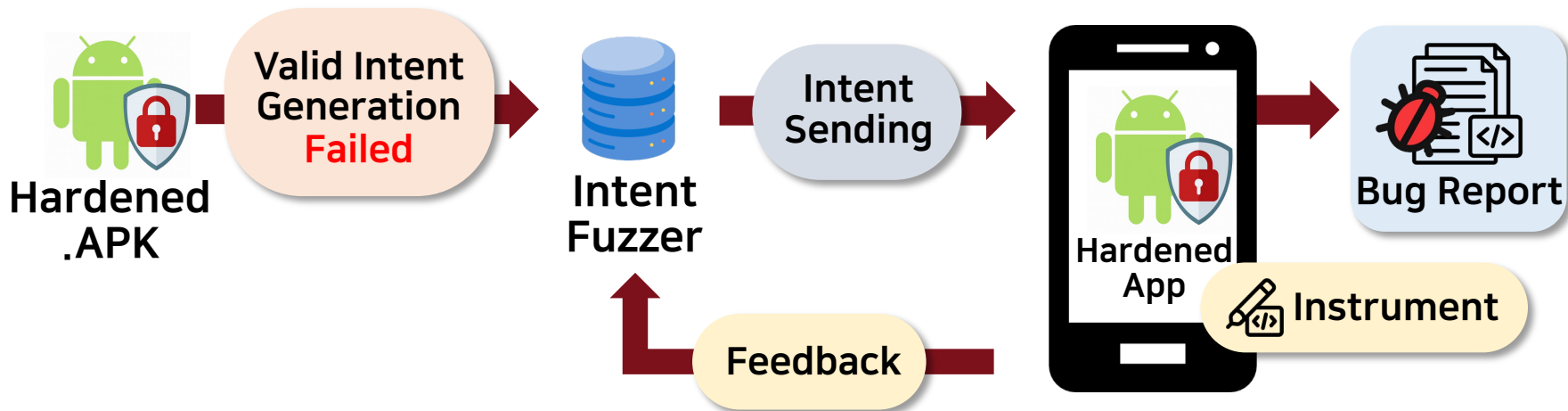
- ✓ To generate valid Intent, extracting Intent-related information is needed



Hardening techniques hinder the extraction of Intent-related information

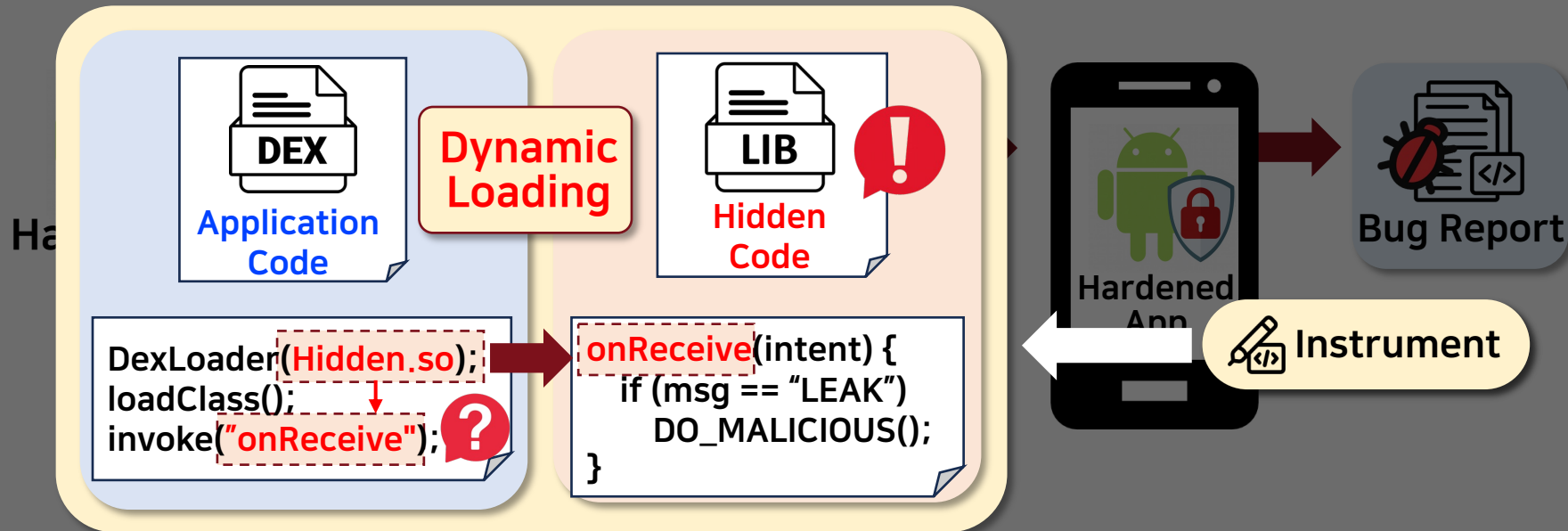
Challenge #2: Coverage Feedback Generation

- ✓ To measure the impact of Intent inputs, coverage feedback is needed



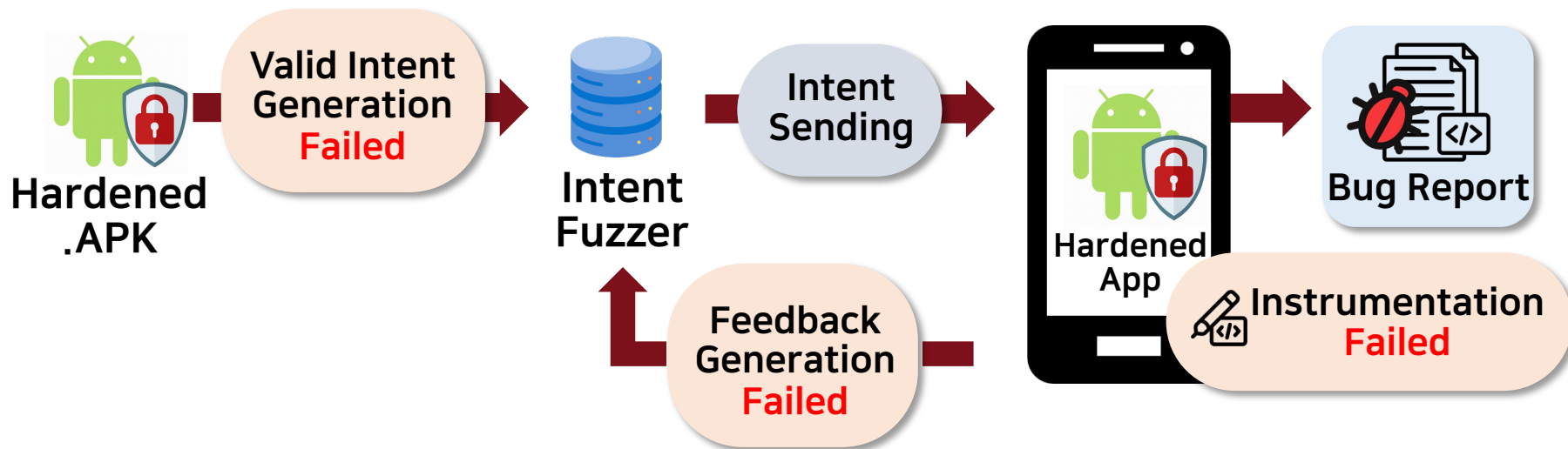
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Challenge #2: Coverage Feedback Generation

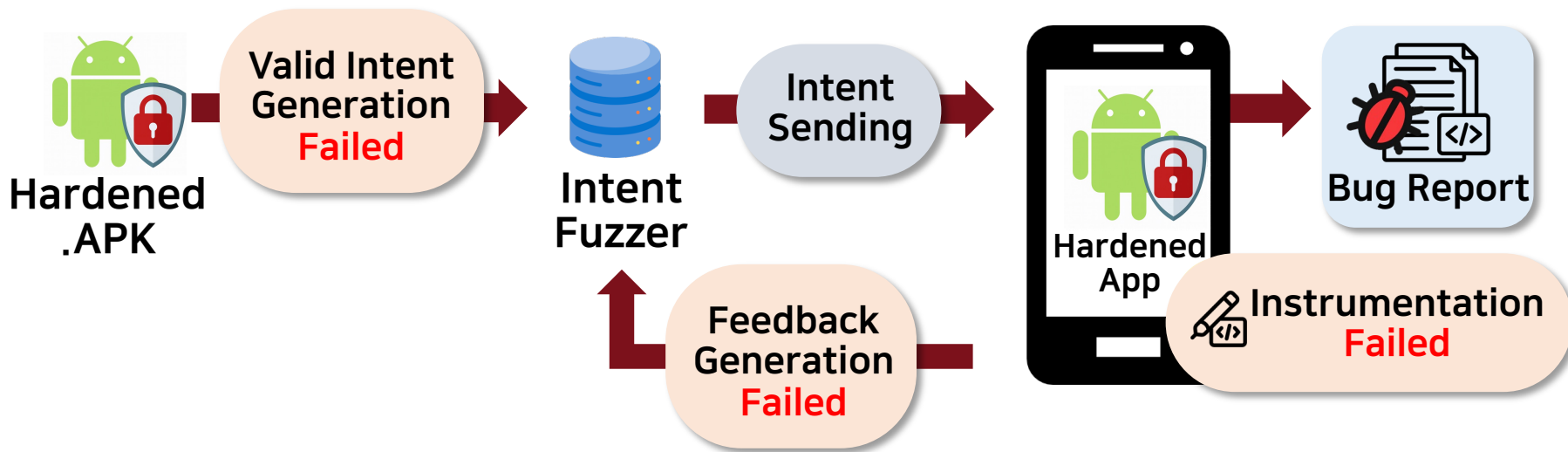
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Hardening techniques complicate identifying instrumentation target

Challenge #3: Hidden Bugs Triggering & Detecting

- ✓ Even if fuzzer reaches suspicious code, triggering & detecting bugs is needed



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- ✓ Even if fuzzer reaches suspicious code, triggering & detecting bugs is needed

```
onReceive(intent) {  
    String DeviceID;  
    AlarmManager.set(  
        24Hours, !  
        DO_MALICIOUS(DeviceID)  
    );  
}
```

Scheduling

**Trigger Malicious
Behavior
24 Hours Later**

Failed



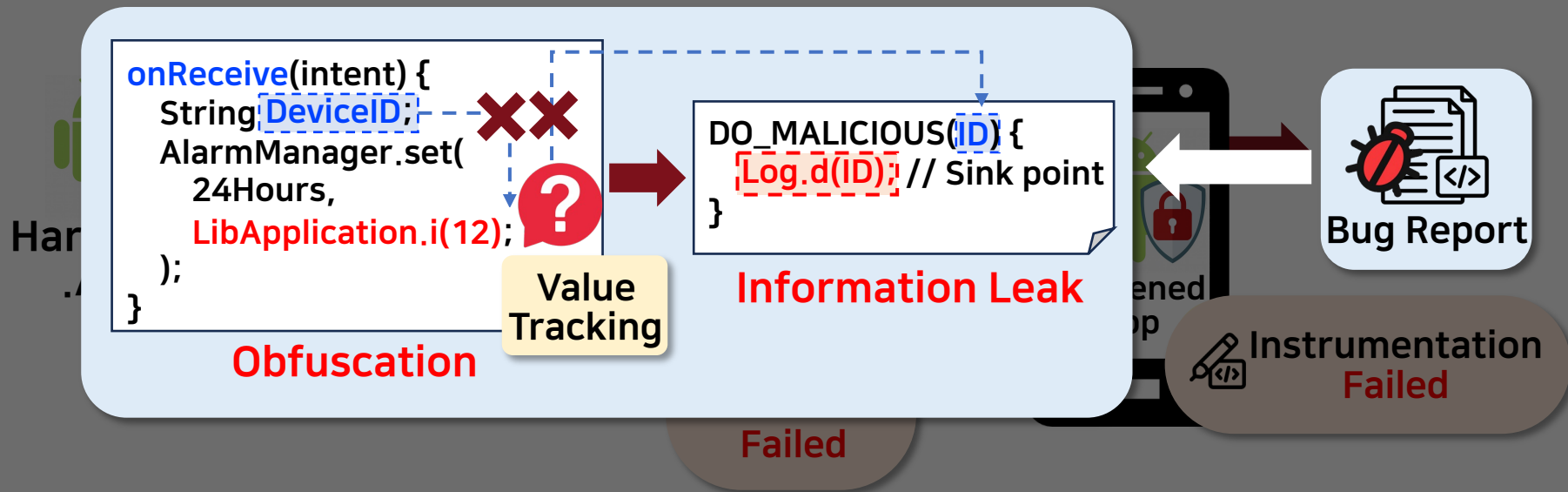
Bug Report



**Instrumentation
Failed**

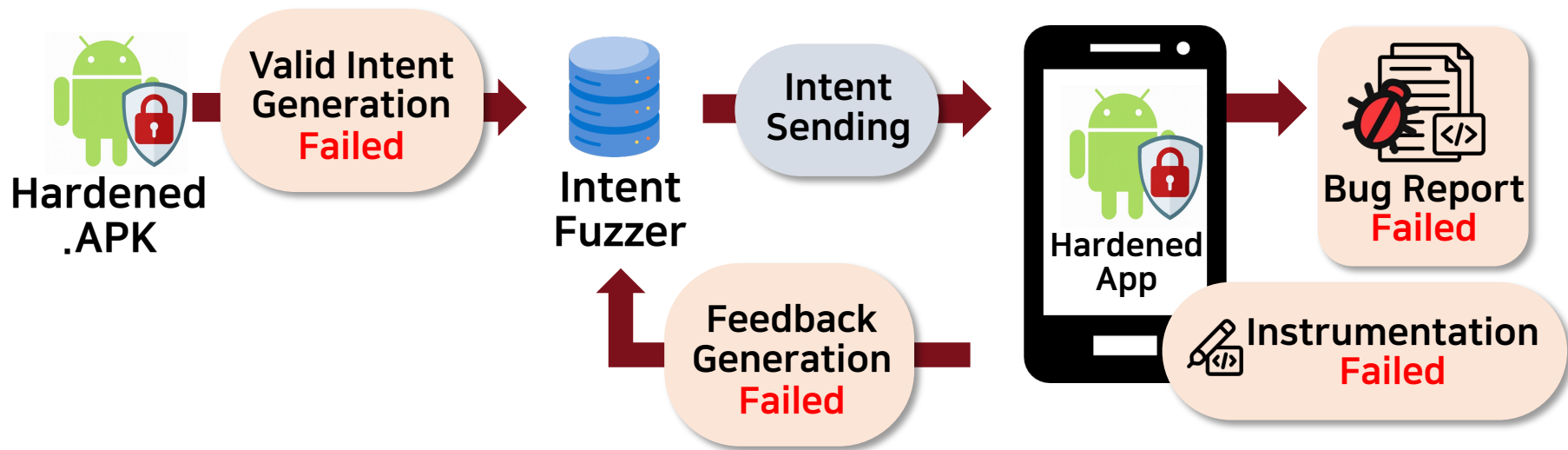
Challenge #3: Hidden Bugs Triggering & Detecting

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- ✓ Even if fuzzer reaches suspicious code, triggering & detecting bugs is needed



Miss bugs triggered under scheduling, or fail to detect triggered bug

AHA-Fuzz Overview

: Android Hardened Application Fuzz

Hardened
Application
Fuzzing

Valid Intent
Generation
Failed

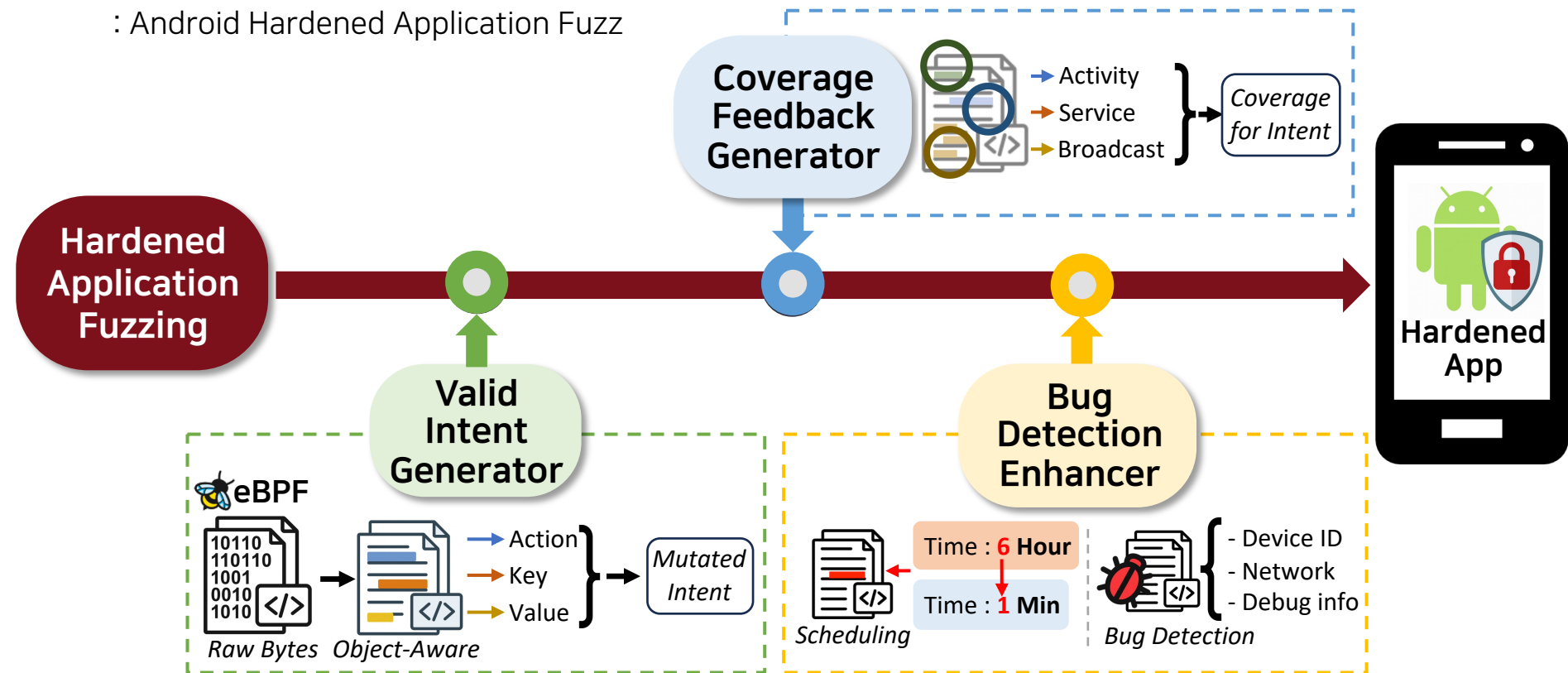
Feedback
Generation
Failed

Bug
Detection
Failed



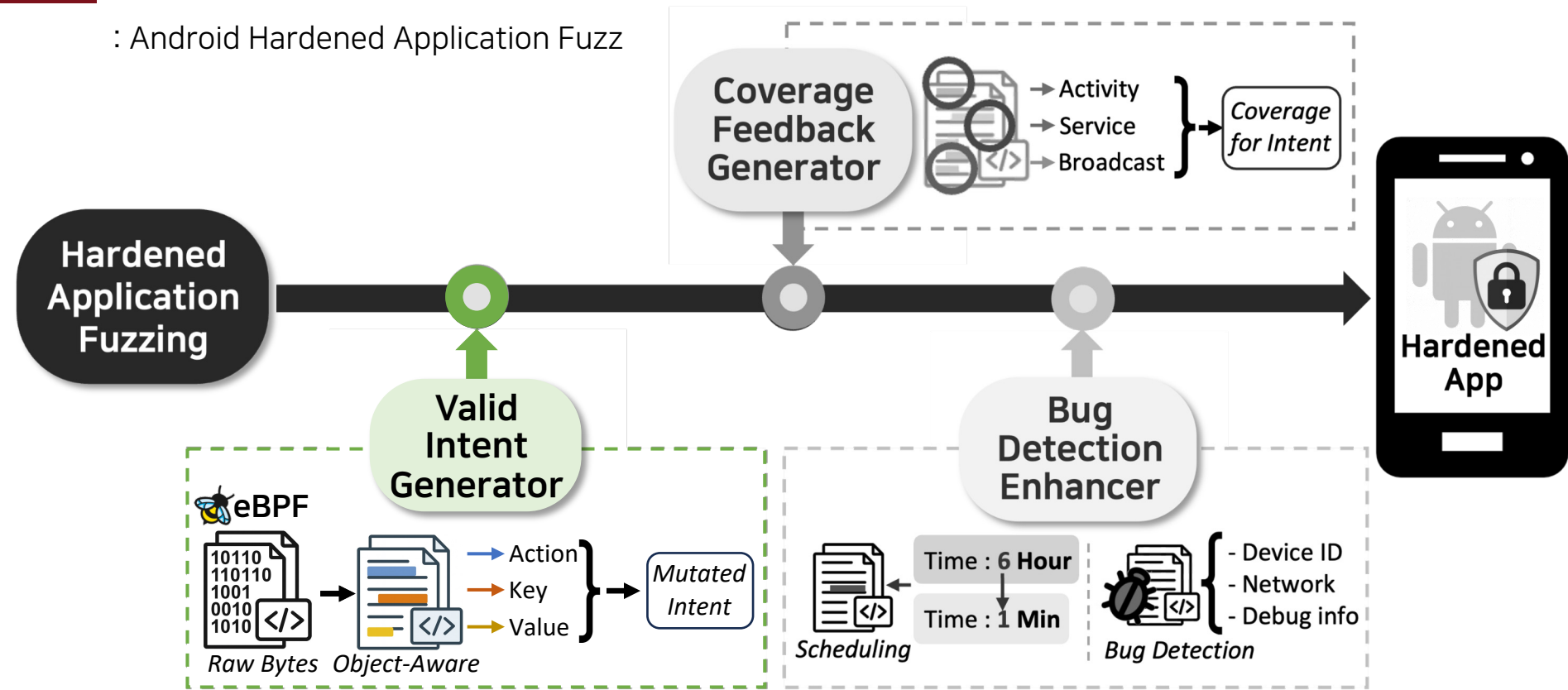
AHA-Fuzz Overview

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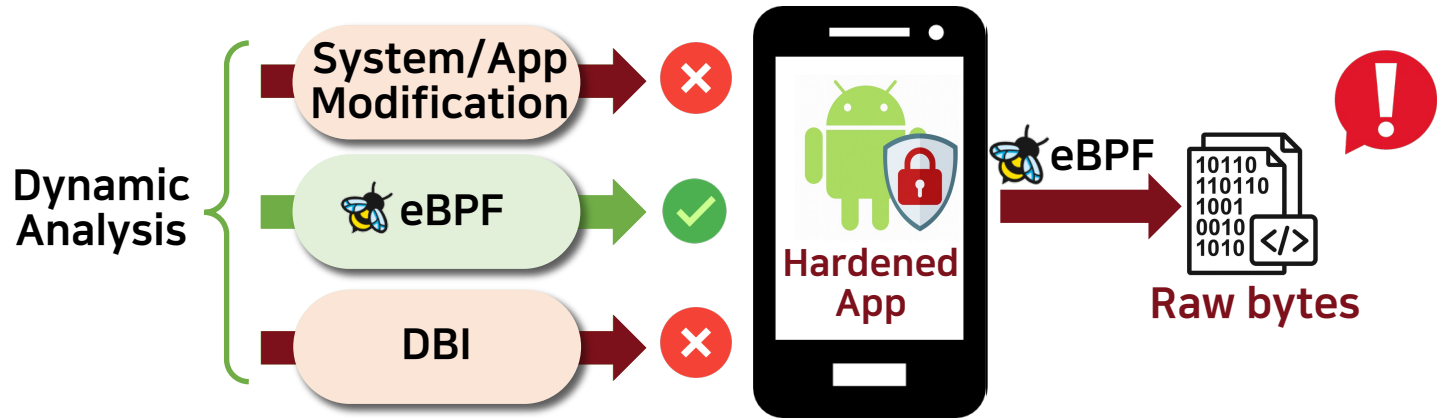
AHA-Fuzz Overview

: Android Hardened Application Fuzz



Extracting Information in Hardened App

- ✓ Step 1. **extract information** at runtime in **hardened environment**
- eBPF enables instrumentation **without interference** from hardening techniques
 - **Limitation** : can **only** access **raw bytes** in memory, making Java objects **hard to observe**



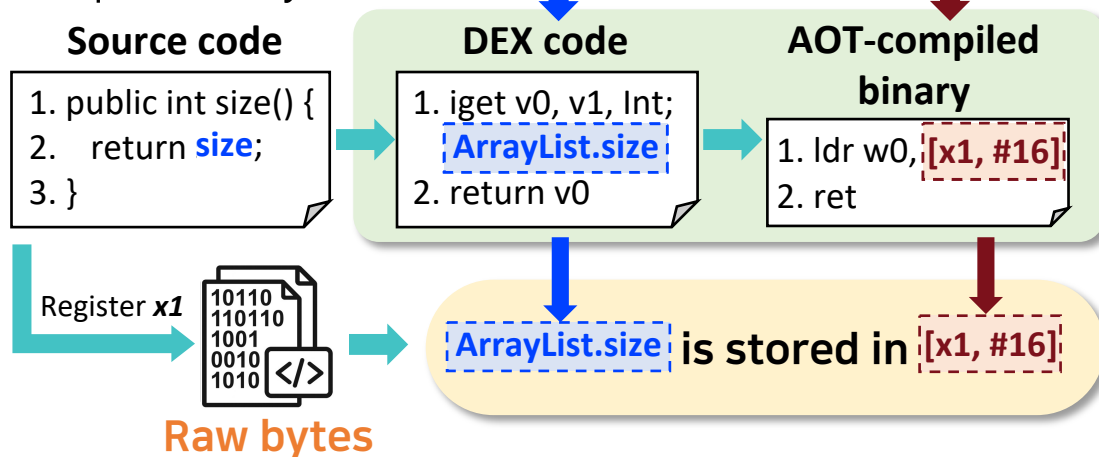
Need to recover Java object layout information

Recovering Java Object Layout

✓ Solution : recover layout by mapping DEX code and AOT-compiled binary

- DEX code: contains **field name**, but **not offset information**
- AOT-compiled binary : contains **offset information**, but **not field name**

✓ Example in ArrayList.size



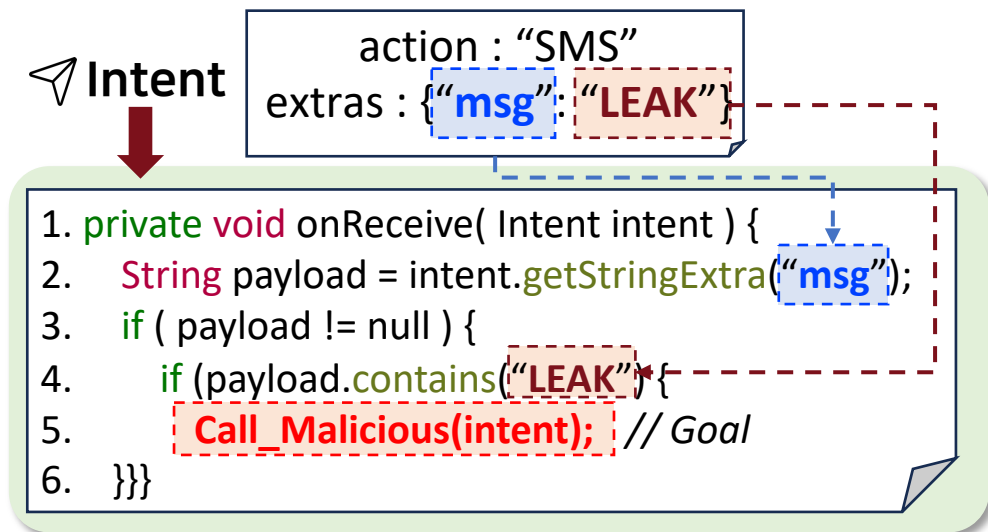
Recover 82.8% of
Java object layout



Information
extraction success

Valid Intent Generator

- ✓ Step 2. generate **Key-Value** feedback that can trigger deeper code
 - **Key-Value feedback** : generate **Intent metadata** (key-value pair) and guide **input mutation**
 - **Coverage feedback** : measure **input impact** and guide **effective input selection**
- ✓ Example of how key-value pairs are used in Intent



Intent validation
code are stored in
application



Key-Value feedback
is needed

Key-Value Feedback

✓ Hook Intent-related operation & generate feedback

- **Observation** : Intent metadata (extras) are used in **comparison operation**
- **Key feedback** : hooking predefined **extras operation** (e.g., getStringExtra)
- **Value feedback** : hooking **comparison operation** (e.g., contains, equals)

```
1. private void onReceive( Intent intent ) {  
2.   String payload = intent.getStringExtra("msg")  
3.   if ( payload != null ) {  
4.     if (payload.contains("LEAK"))  
5.       Call_Malicious();  
6.   }  
}
```

Key
Feedback

"msg"

Value
Feedback

"LEAK"



Action

Key

Value

Intent

action : "SMS"
extras : { "LEAK" : "msg" }

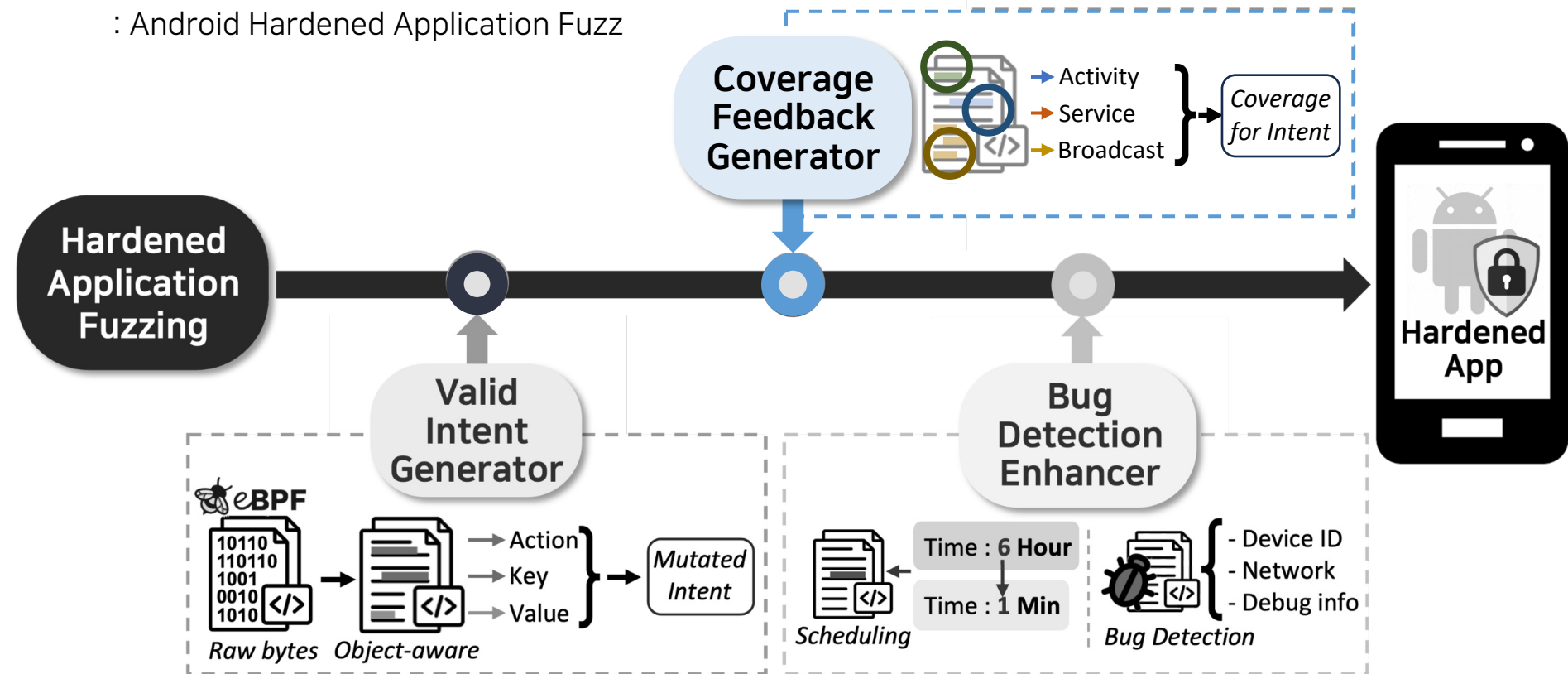
Cover 93.5%
extras values



Generate
valid Intent

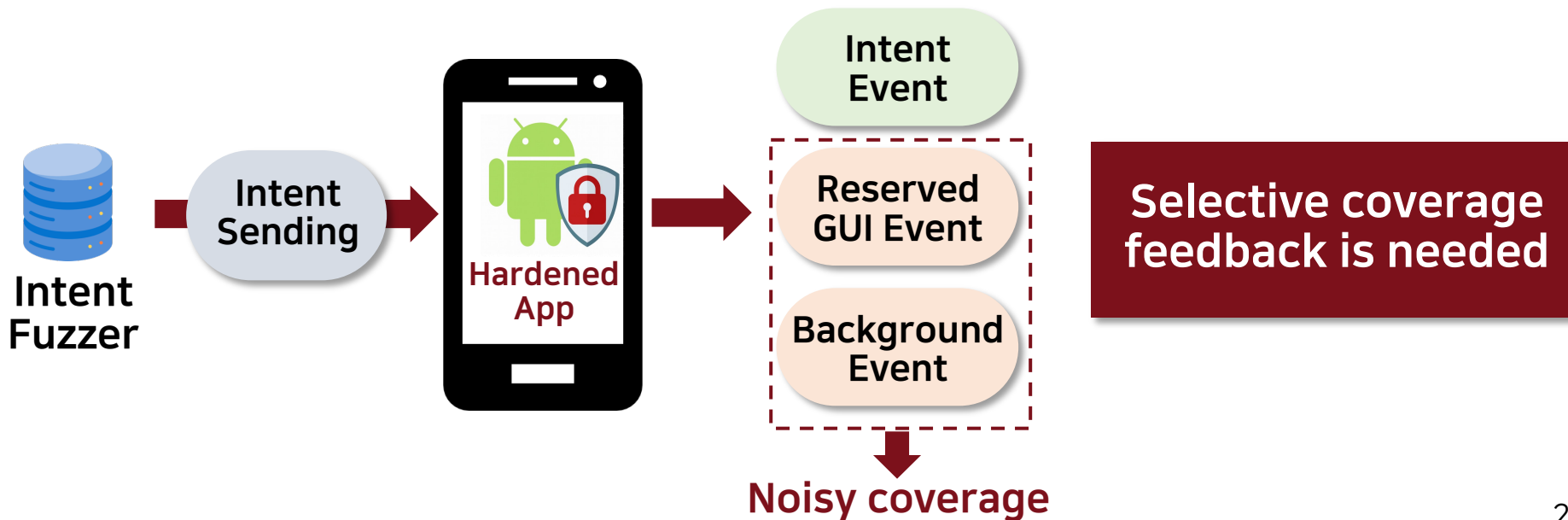
AHA-Fuzz Overview

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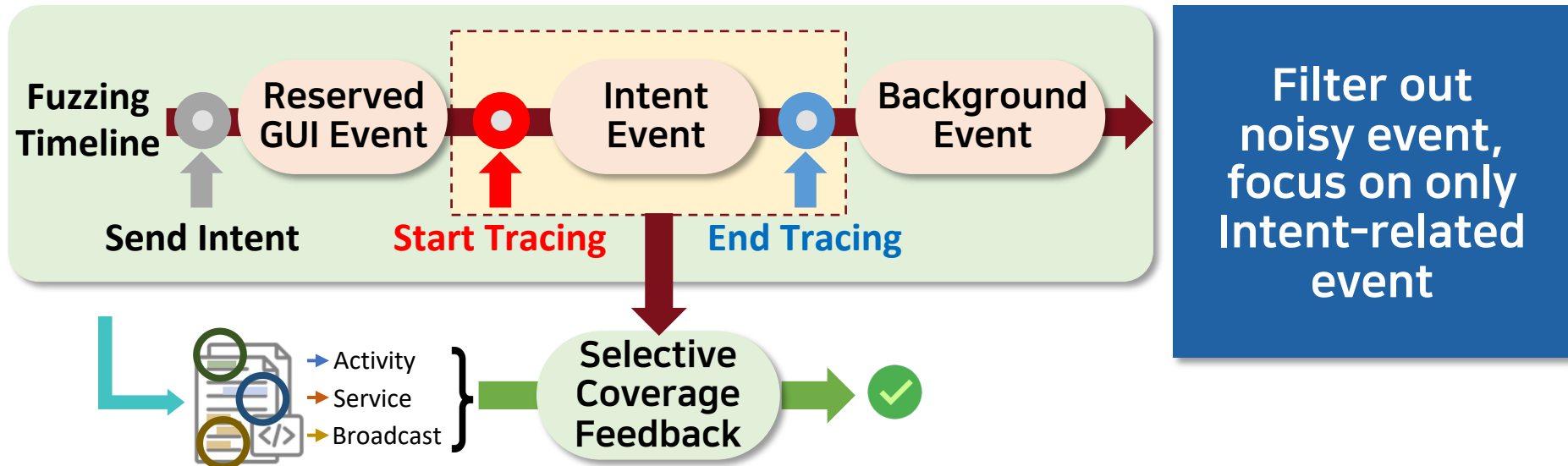
Coverage Feedback Generator

- ✓ For Intent coverage feedback, Intent-specific feedback is needed
 - Noisy coverage (e.g., GUI event) can **negatively impact** Intent fuzzing



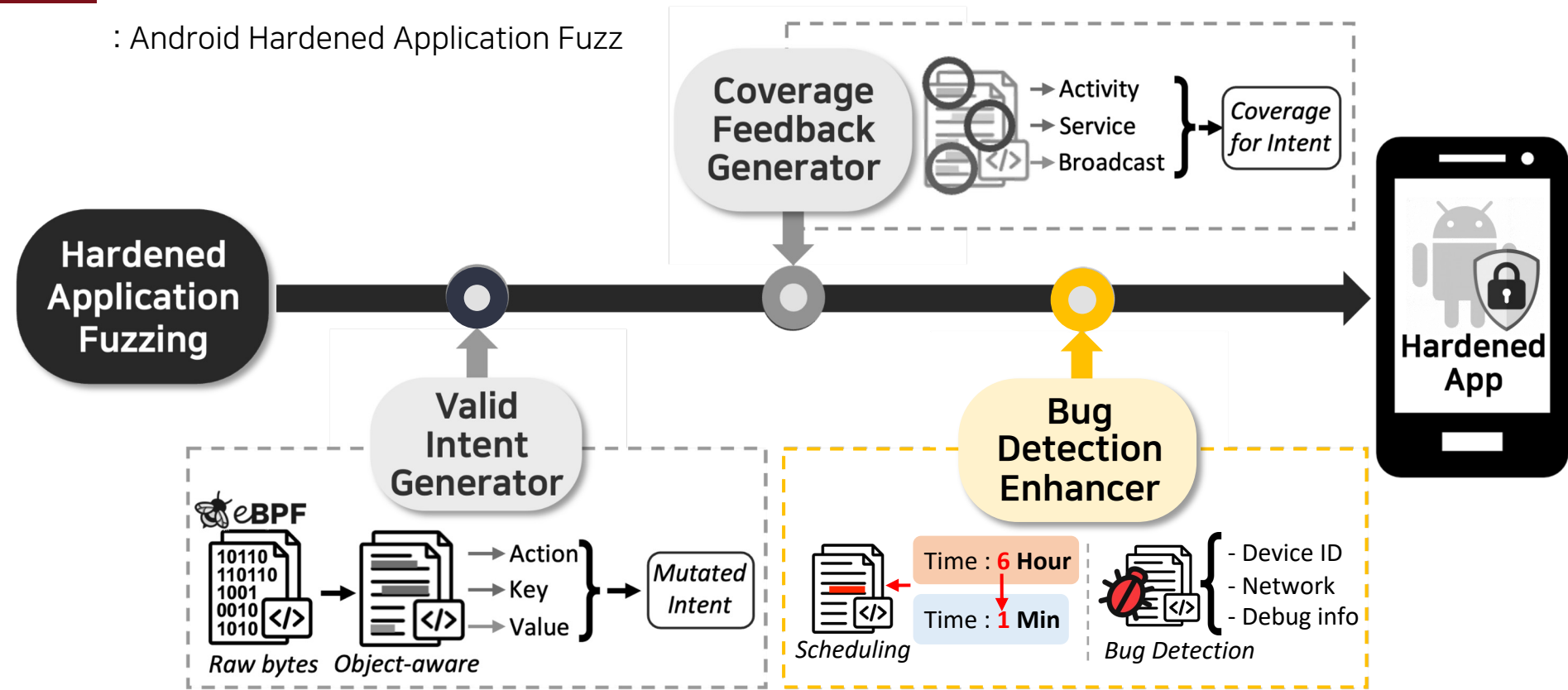
Selective Coverage Feedback

- ✓ Tracing **individual** Intent event execution flow, **generate selective feedback**
 - **Observation** : can **define** Intent execution pattern (e.g., start & end point)



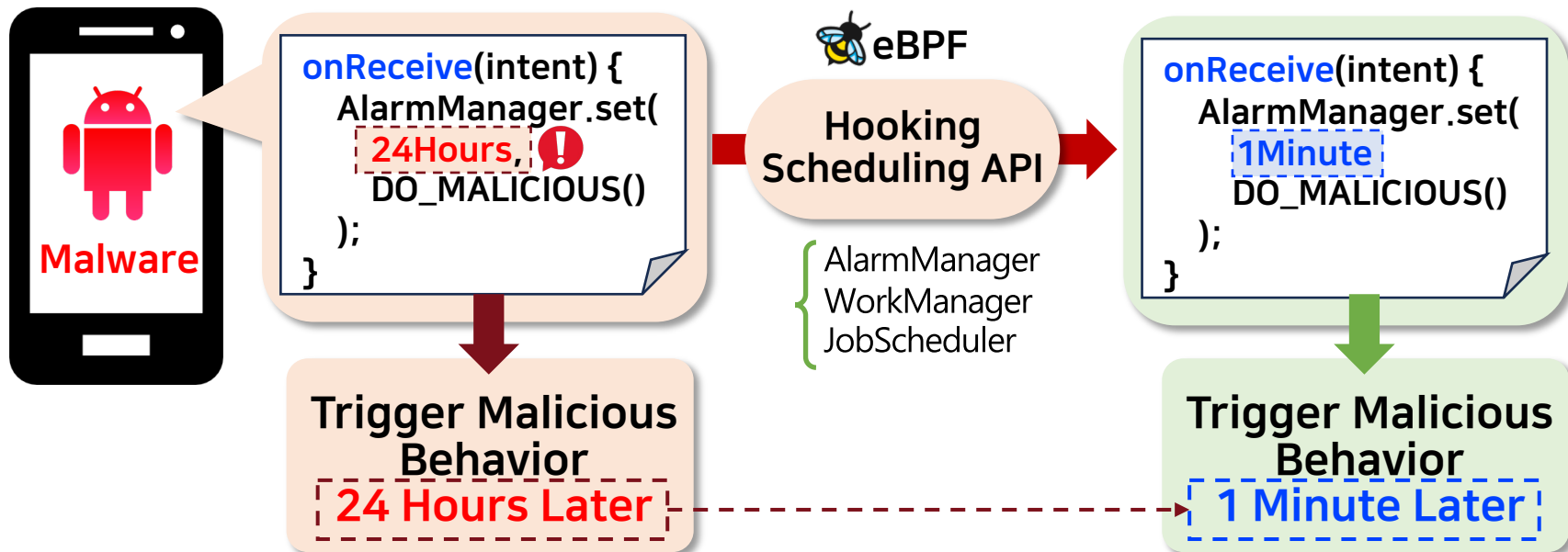
AHA-Fuzz Overview

: Android Hardened Application Fuzz



Triggering Scheduling Event

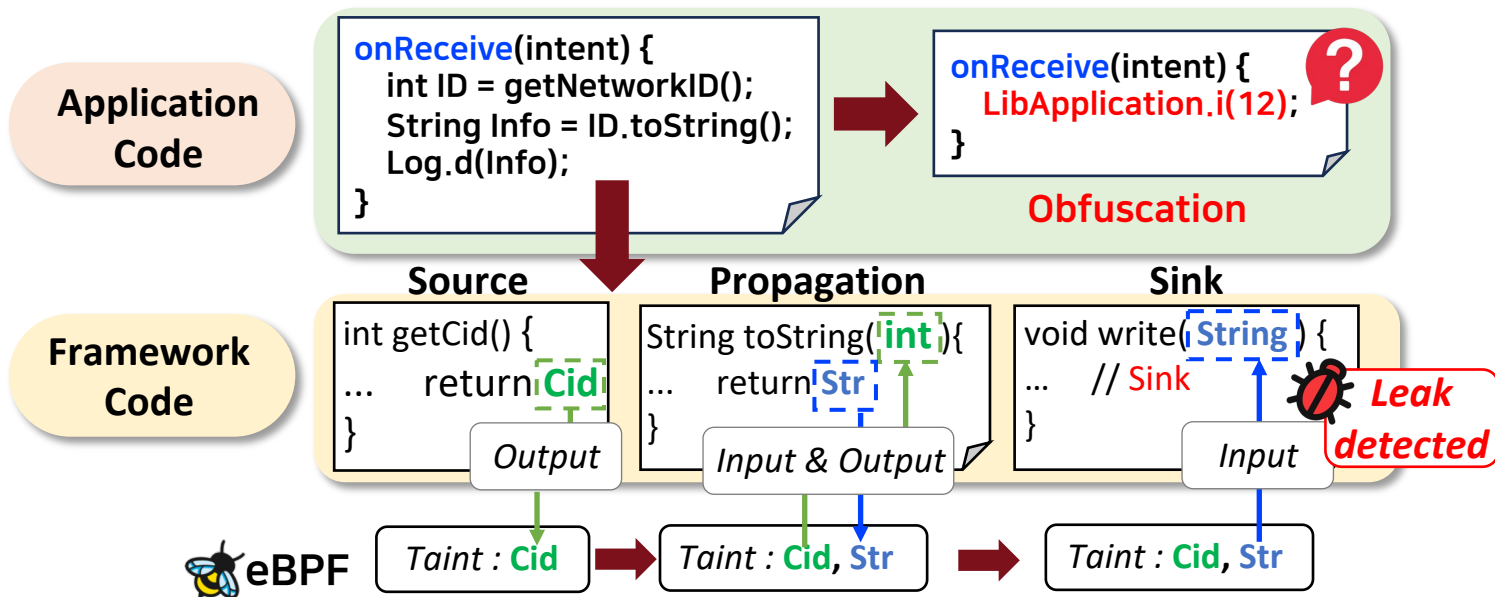
- ✓ Handle scheduling event : **overwrite scheduling time** for fast-forward invoking
 - Hooking all scheduler-related APIs, adjust the associated scheduling times



Detecting Information Leak

✓ **Detect information leak** : lightweight method-level taint analysis

- **Tracking** primitive type values pass through **input** & **output**
- **Observation** : **sensitive information** typically stored and manage as **primitive type**



Evaluation

AHA-Fuzz Evaluation {

- ✓ RQ #1 : Effectiveness of fuzzing
 - ✓ RQ #2 : Code Coverage
 - ✓ RQ #3 : Bug Detection
- }

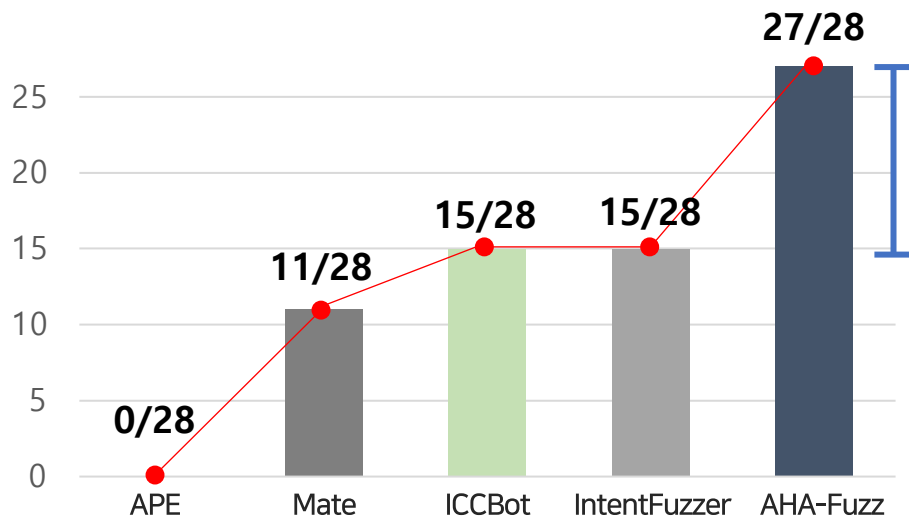
✓ Baseline Fuzzers

- **APE** (ICSE'19) : **GUI** Fuzzer
- **Mate** (ICST'23) : GUI + Intent fuzzer with **intra-procedural** analysis
- **ICCBot** (ICSE'22) : Intent fuzzer with **inter-procedural** analysis
- **IntentFuzzer** (AsiaCCS'14) : Intent fuzzer with **hybrid** analysis
- **AHA-Fuzz** : **GUI** + Intent fuzzer with **key-value & coverage feedback**

Effectiveness of Intent Fuzzing

✓ Evaluated how Intent fuzzer can create valid intents used in malware

- Target : Among 105 Google Play malware, find 13 reproducible apps
- Select **28** malicious behavior triggered by Intent event
- **AHA-Fuzz triggered all malicious behavior except for one**



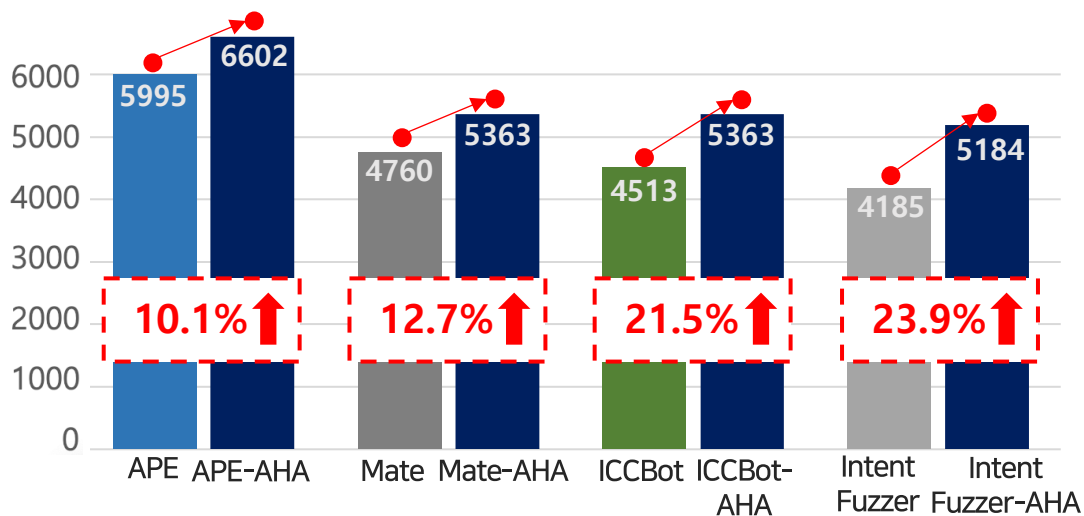
✓ Invoked behavior

Trigger 92.3%
more Intent events

Code Coverage

✓ Evaluated method coverage increase in benign/malicious apps

- Target : Top downloaded 20 benign / 20 malicious apps
- **AHA-Fuzz triggered 23.9% more method than previous approach**



✓ Average of invoked method both benign/malicious apps

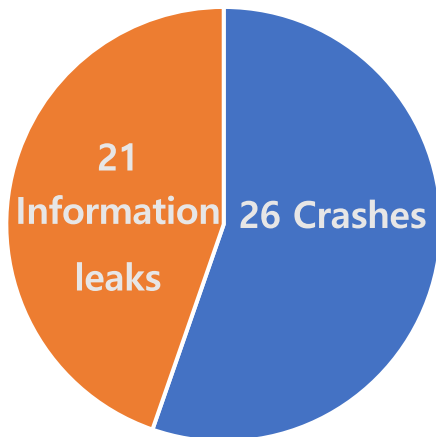
**Trigger 23.9%
more method**

- -AHA : Variant version of each fuzzer, replace each Intent fuzzer to AHA-Fuzz algorithm

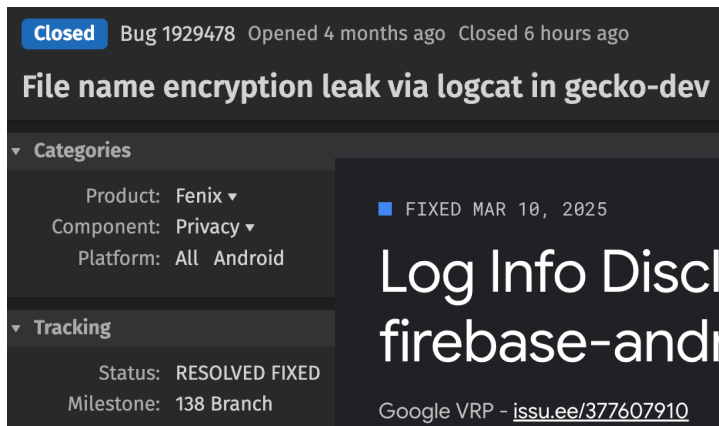
Discovering Unknown Bugs

✓ Evaluated AHA-Fuzz can discover previously-unknown bugs

- Target : Top downloaded 300 google play apps
- AHA-Fuzz discovered **47 unknown bugs** that previous works cannot detect
- **Google, Firefox, and Facebook have acknowledged 6 bugs, 3 of them fixed**



✓ Total 47 bugs



✓ Bug fixed in Firefox, Google SDK

Conclusion

- ✓ **Introduce AHA-Fuzz, the Intent-aware greybox fuzzer for hardened android app**
 - Valid Intent generator by recovering object layouts and leveraging key-value feedback
 - Selective coverage feedback for effective fuzzing
 - Triggering hard-to-trigger events, increase bug detection capability

- ✓ **AHA-Fuzz shows better performance compared to previous works**
 - Trigger 92.3% more Intent patterns in malware (3.45X faster)
 - Invoke 23.9% more methods
 - Find 47 previously unknown bugs that previous works cannot find
 - 6 bugs have been acknowledged by Google, Firefox and Facebook, and 3 have been fixed



<https://github.com/S2-Lab/AHA-fuzz>