



# Cpluspluscon

The C++ Conference

# 2020



# September 13-18

**ONLINE**

GOING VIRTUAL

# 2020: The Year of Sanitizers?

**Victor Ciura**

Principal Engineer



@ciura\_victor



CAPHYON

# *Abstract*

Clang-tidy is the go-to assistant for most C++ programmers looking to improve their code, whether to modernize it or to find hidden bugs with its built-in checks. Static analysis is great, but you also get tons of false positives.

Now that you're hooked on smart tools, you have to try dynamic/runtime analysis. After years of improvements and successes for Clang and GCC users, LLVM AddressSanitizer (ASan) is finally available on Windows, in the latest Visual Studio 2019 versions. Let's find out how this experience is for MSVC projects.

We'll see how AddressSanitizer works behind the scenes (compiler and ASan runtime) and analyze the instrumentation impact, both in perf and memory footprint. We'll examine a handful of examples diagnosed by ASan and see how easy it is to read memory snapshots in Visual Studio, to pinpoint the failure.

Want to unleash the memory vulnerability beast? Put your test units on steroids, by spinning fuzzing jobs with ASan in Azure, leveraging the power of the Cloud from the comfort of your Visual Studio IDE.

2019  
~~~~~



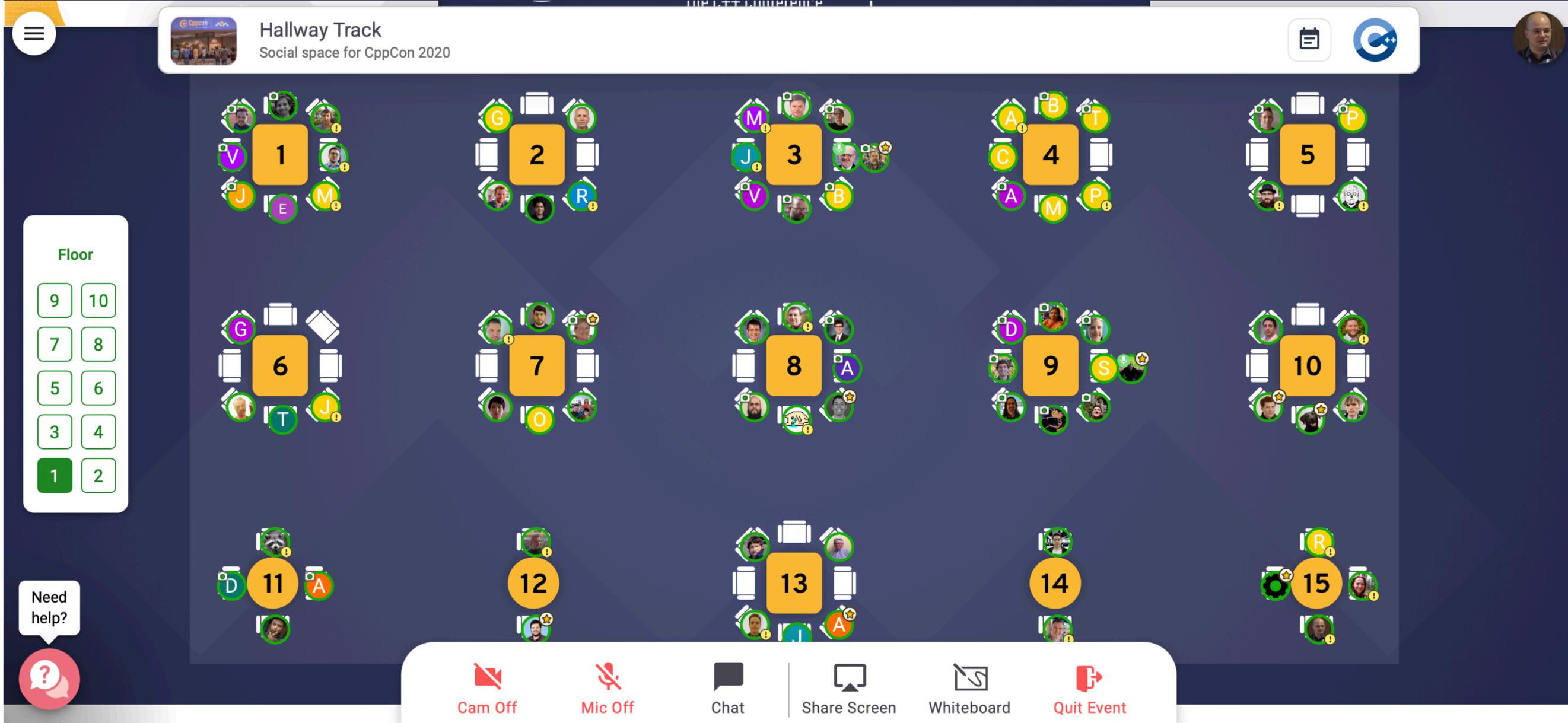
Cppcon  
The C++ Conference

New venue,  
same great C++ conference



September 15-20  
Aurora, Colorado, USA





2020  
New venue,  
same great C++ conference

|           |                                                                                                                                                                      |                                                                  |
|-----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------|
| 07:30 MDT | <b>Committee Fireside Chat</b><br>Herb Sutter • Bjarne Stroustrup • Bryce Adelstein Lelbach • Hana Dusíková • Inbal Levi • JF Bastien • Michael Wong • Tony Van Eerd |                                                                  |
| 09:00 MDT | <b>Back to Basics: Pointers and Memory</b><br>Ben Saks                                                                                                               | <b>Building an Intuition for Composition</b><br>Sy Brand         |
|           | <b>A Multi-threaded, Transaction-Based Locking Strategy for Containers</b><br>Bob Steagall                                                                           |                                                                  |
|           | <b>A Physical Units Library For the Next C++</b><br>Mateusz Pusz                                                                                                     | <b>2020: The Year of Sanitizers?</b><br>Victor Ciura             |
| 10:30 MDT | <b>C++20: An (Almost) Complete Overview</b><br>Marc Gregoire                                                                                                         |                                                                  |
| 12:00 MDT | <b>Back to Basics: Templates (part 1 of 2)</b><br>Andreas Fertig                                                                                                     | <b>Adventures in SIMD-Thinking (part 1 of 2)</b><br>Bob Steagall |
|           | <b>Embedded: Customizing Dynamic Memory Management in C++</b><br>Ben Saks                                                                                            |                                                                  |
|           | <b>Building a Coroutine based Job System without Standard Library</b><br>Tanki Zhang                                                                                 |                                                                  |
|           | <b>Closing the Gap between Rust and C++ Using Principles of Static Analysis</b><br>Sunny Chatterjee                                                                  |                                                                  |

Have a great  
C++Con week,  
everyone !



Due to the nature of delivery medium & streaming delays (up to 15-20 sec), I prefer to take questions at the end\*

Q & A



\* Visual C++ team available in [Remo](#) to answer your questions live

[#sig\\_visual\\_studio](#) on CppCon Slack

# 2020: The Year of Sanitizers?



# Vignette in 3 parts

Static Analysis

Dynamic Analysis

Warm Fuzzy Feelings

# Humans Depend on Tools



# Programmers Depend on Tools

good code editor  
(or IDE)

recent compiler(s)  
[conformant/strict]

linter/formatter

perf profiler

powerful (visual) debugger

test framework

automated refactoring tools

build system

static analyzer

package manager

CI/CD service

dynamic analyzer  
(runtime)

SCM client

code reviews platform

+ fuzzing

# Why Do I Care ?

17 year old code base under active development  
3.5 million lines of C++ code  
a few brave nerds...

or

“How we manage to **clang-tidy** our whole code base,  
while maintaining our monthly release cycle”

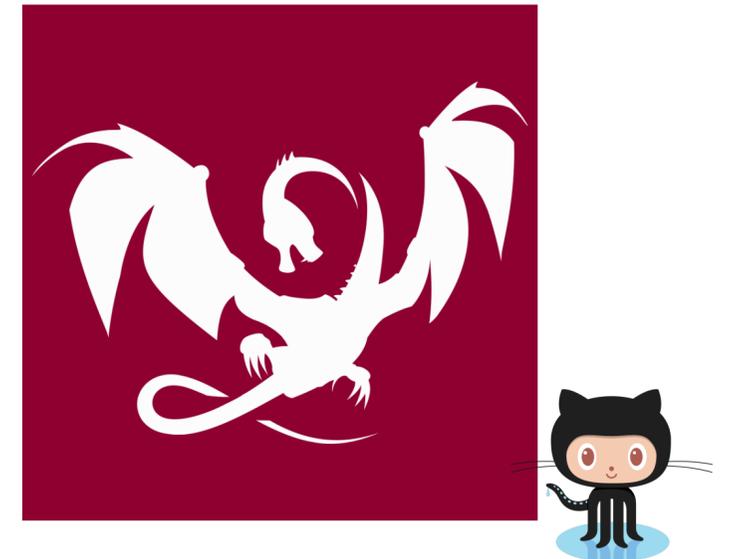
<https://www.youtube.com/watch?v=Wl-9ozmxXbo>

(CppCon 2017)

# Who Am I?



**Advanced Installer**



**Clang Power Tools**

 **@ciura\_victor**

# Part I

# Static Analysis



# C++ Core Guidelines Checker



[docs.microsoft.com/en-us/cpp/code-quality/quick-start-code-analysis-for-c-cpp](https://docs.microsoft.com/en-us/cpp/code-quality/quick-start-code-analysis-for-c-cpp)

[docs.microsoft.com/en-us/cpp/code-quality/code-analysis-for-cpp-corecheck](https://docs.microsoft.com/en-us/cpp/code-quality/code-analysis-for-cpp-corecheck)



[devblogs.microsoft.com/cppblog/new-safety-rules-in-c-core-check/](https://devblogs.microsoft.com/cppblog/new-safety-rules-in-c-core-check/)

**VS 16.7**



## Standard C/C++ rule sets

Visual Studio includes these standard sets of rules for native code:

| Rule Set                                 | Description                                                                                                                           |
|------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------|
| <b>C++ Core Check Arithmetic Rules</b>   | These rules enforce checks related to <a href="#">arithmetic operations</a> from the <a href="#">C++ Core Guidelines</a> .            |
| <b>C++ Core Check Bounds Rules</b>       | These rules enforce the <a href="#">Bounds profile</a> of the <a href="#">C++ Core Guidelines</a> .                                   |
| <b>C++ Core Check Class Rules</b>        | These rules enforce checks related to <a href="#">classes</a> from the <a href="#">C++ Core Guidelines</a> .                          |
| <b>C++ Core Check Concurrency Rules</b>  | These rules enforce checks related to <a href="#">concurrency</a> from the <a href="#">C++ Core Guidelines</a> .                      |
| <b>C++ Core Check Const Rules</b>        | These rules enforce <a href="#">const-related checks</a> from the <a href="#">C++ Core Guidelines</a> .                               |
| <b>C++ Core Check Declaration Rules</b>  | These rules enforce checks related to <a href="#">declarations</a> from the <a href="#">C++ Core Guidelines</a> .                     |
| <b>C++ Core Check Enum Rules</b>         | These rules enforce <a href="#">enum-related checks</a> from the <a href="#">C++ Core Guidelines</a> .                                |
| <b>C++ Core Check Experimental Rules</b> | These rules collect some experimental checks. Eventually, we expect these checks to be moved to other rulesets or removed completely. |
| <b>C++ Core Check Function Rules</b>     | These rules enforce checks related to <a href="#">functions</a> from the <a href="#">C++ Core Guidelines</a> .                        |
| <b>C++ Core Check GSL Rules</b>          | These rules enforce checks related to the <a href="#">Guidelines Support Library</a> from the <a href="#">C++ Core Guidelines</a> .   |



[docs.microsoft.com/en-us/cpp/code-quality/code-analysis-for-cpp-corecheck](https://docs.microsoft.com/en-us/cpp/code-quality/code-analysis-for-cpp-corecheck)

# Static Analysis

Visual Studio integrates with

- MSVC Code Analysis <https://aka.ms/cpp/ca/bg>
- Clang-tidy <https://aka.ms/cpp/clangtidy>
- Visual Studio Code Linters <https://aka.ms/cpp/linter>

## ✳ New C++ Core Checkers in MSVC Code Analysis

- Missing default label in switch statements
- Unannotated fall through in switch statements
- Expensive range-for copy
- Expensive copy with the auto keyword



Tue 9/15 12:00 – 13:00

**Closing the Gap between Rust and C++ Using Principles of Static Analysis**

Sunny Chatterjee – *destroy\_n()* venue





# clang-tidy

**~ 300 checks**

[clang.llvm.org/extra/clang-tidy/checks/list.html](http://clang.llvm.org/extra/clang-tidy/checks/list.html)



# clang-tidy

- `modernize-use-nullptr`
- `modernize-loop-convert`
- `modernize-use-override`
- `readability-redundant-string-cstr`
- `modernize-use-emplace`
- `modernize-use-auto`
- `modernize-make-shared` & `modernize-make-unique`
- `modernize-use-equals-default` & `modernize-use-equals-delete`



# clang-tidy

- `modernize-use-default-member-init`
- `readability-redundant-member-init`
- `modernize-pass-by-value`
- `modernize-return-braced-init-list`
- `modernize-use-using`
- `cppcoreguidelines-pro-type-member-init`
- `readability-redundant-string-init` & `misc-string-constructor`
- `misc-suspicious-string-compare` & `misc-string-compare`
- `misc-inefficient-algorithm`
- `cppcoreguidelines-*`



# clang-tidy

- `abseil-string-find-startswith`
- `boost-use-to-string`
- `bugprone-string-constructor`
- `bugprone-string-integer-assignment`
- `bugprone-string-literal-with-embedded-nul`
- `bugprone-suspicious-string-compare`
- `modernize-raw-string-literal`
- `performance-faster-string-find`
- `performance-inefficient-string-concatenation`
- `readability-redundant-string-cstr`
- `readability-redundant-string-init`
- `readability-string-compare`

string checks

# clang-tidy checks

Tidy Checks

Quick Search 🔍

|                                                |                                     |     |
|------------------------------------------------|-------------------------------------|-----|
| bugprone-argument-comment                      | <input type="checkbox"/>            | Off |
| bugprone-assert-side-effect                    | <input type="checkbox"/>            | Off |
| bugprone-bool-pointer-implicit-conversion      | <input type="checkbox"/>            | Off |
| bugprone-branch-clone                          | <input type="checkbox"/>            | Off |
| bugprone-copy-constructor-init                 | <input type="checkbox"/>            | Off |
| bugprone-dangling-handle                       | <input checked="" type="checkbox"/> | On  |
| bugprone-...                                   | <input type="checkbox"/>            | Off |
| bugprone-...                                   | <input type="checkbox"/>            | Off |
| bugprone-...                                   | <input type="checkbox"/>            | Off |
| bugprone-forwarding-reference-overload         | <input type="checkbox"/>            | Off |
| bugprone-inaccurate-erase                      | <input type="checkbox"/>            | Off |
| bugprone-incorrect-roundings                   | <input type="checkbox"/>            | Off |
| bugprone-integer-division                      | <input type="checkbox"/>            | Off |
| bugprone-lambda-function-name                  | <input type="checkbox"/>            | Off |
| bugprone-macro-parentheses                     | <input type="checkbox"/>            | Off |
| bugprone-macro-repeated-side-effects           | <input type="checkbox"/>            | Off |
| bugprone-misplaced-operator-in-strlen-in-alloc | <input type="checkbox"/>            | Off |
| bugprone-misplaced-widening-cast               | <input type="checkbox"/>            | Off |

Default Checks

Detect dangling references in value handles like `std::experimental::string_view`. These dangling references can be a result of constructing handles from temporary values, where the temporary is destroyed soon after the handle is created.





# clang-tidy bugprone-dangling-handle



Detect dangling references in value handles like `std::string_view`

These dangling references can be a result of constructing handles from **temporary** values, where the temporary is destroyed **soon** after the handle is created.

## Options:



### HandleClasses

A semicolon-separated list of class names that should be treated as handles. By default only `std::string_view` is considered.

<https://clang.llvm.org/extra/clang-tidy/checks/bugprone-dangling-handle.html>

# Lifetime profile v1.0

## Lifetime safety: Preventing common dangling

This is important because it turns out to be **easy** to convert **[by design]** a `std::string` to a `std::string_view`, or a `std::vector/array` to a `std::span`, so that **dangling is almost the default behavior**.



CppCoreGuidelines

<https://github.com/isocpp/CppCoreGuidelines/blob/master/docs/Lifetime.pdf>

# Lifetime profile v1.0

## Lifetime safety: Preventing common dangling

```
void example()  
{  
    std::string_view sv = std::string("dangling"); // A  
    std::cout << sv;  
}
```

clang **-Wlifetime**

Experimental



CppCoreGuidelines

<https://github.com/isocpp/CppCoreGuidelines/blob/master/docs/Lifetime.pdf>

# Lifetime profile v1.0

## Lifetime safety: Preventing common dangling

```
void example()
{
    std::string_view sv = std::string("dangling"); // A
    std::cout << sv; // ERROR (lifetime.3): 'sv' was invalidated when
} // temporary was destroyed (line A)
```

clang **-Wlifetime**

Experimental



CppCoreGuidelines

<https://github.com/isocpp/CppCoreGuidelines/blob/master/docs/Lifetime.pdf>

# Lifetime safety: Preventing common dangling

`[-Wdangling-gsl]` diagnosed by default in **Clang 10**

**warning:** initializing pointer member to point to a temporary object whose lifetime is shorter than the lifetime of the constructed object

```
void example()
{
    std::string_view sv = std::string("dangling");

    std::cout << sv;
}
```

<https://clang.llvm.org/docs/DiagnosticsReference.html#wdangling-gsl>

# Lifetime safety: Preventing common dangling

`[-Wdangling-gsl]` diagnosed by default in **Clang 10**

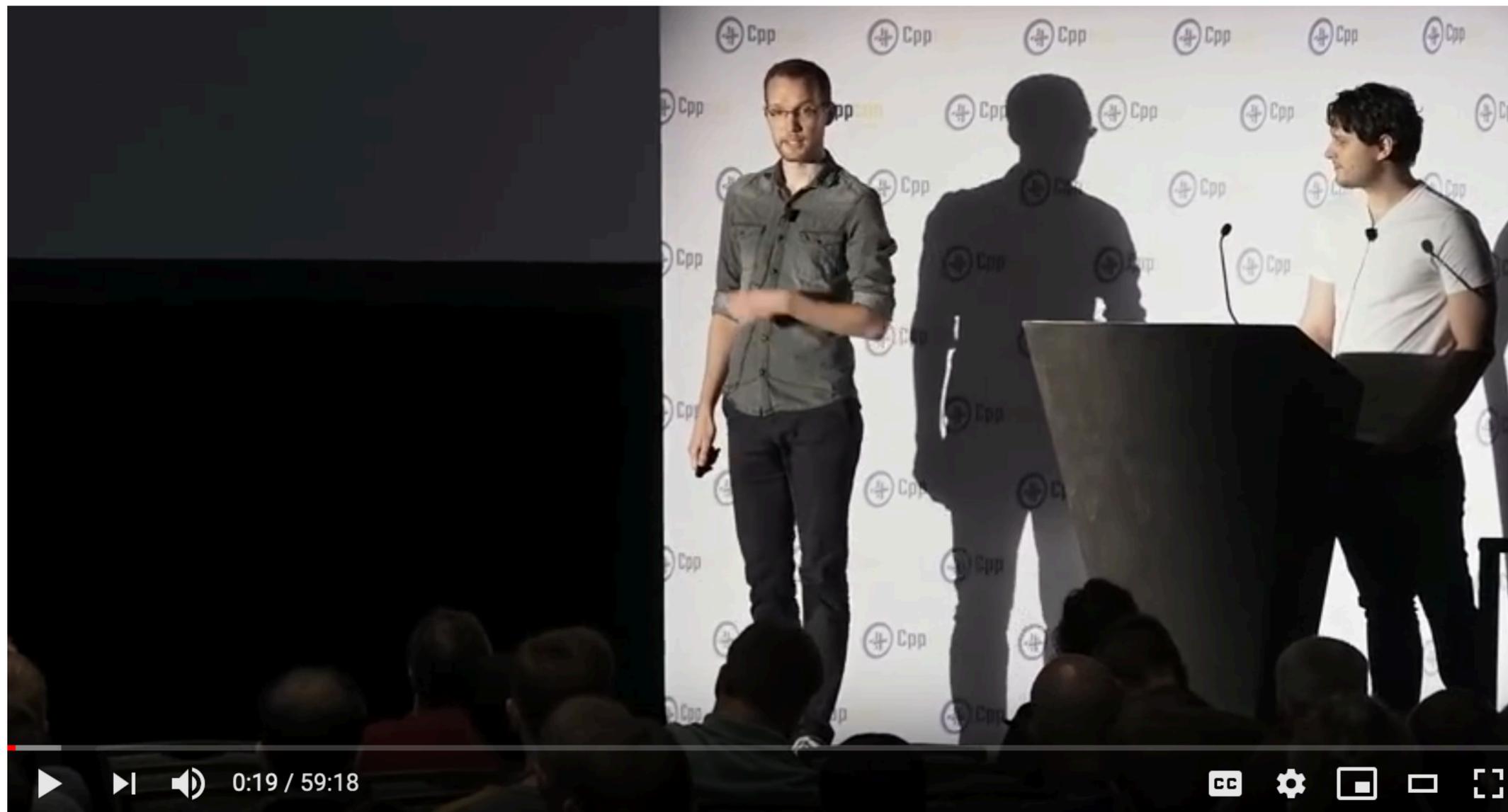
**warning:** initializing pointer member to point to a temporary object whose lifetime is shorter than the lifetime of the constructed object

```
void example()
{
    std::string_view sv = std::string("dangling");
        // warning: object backing the pointer will be destroyed
        // at the end of the full-expression [-Wdangling-gsl]
    std::cout << sv;
}
```

<https://clang.llvm.org/docs/DiagnosticsReference.html#wdangling-gsl>

# Lifetime profile

<https://github.com/isocpp/CppCoreGuidelines/blob/master/docs/Lifetime.pdf>



 AURORA

CppCon 2019: Gábor Horváth, Matthias Gehre "Lifetime analysis for everyone"

<https://www.youtube.com/watch?v=d67kfSnhbpA>



# clang-tidy

Checks are organized in **modules**, which can be linked into clang-tidy with minimal or no code changes in clang-tidy



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Checks can plug into the analysis on the **preprocessor** level using **PPCallbacks** or on the **AST** level using **AST Matchers**



# clang-tidy

Checks are organized in **modules**, which can be linked into clang-tidy with minimal or no code changes in clang-tidy

Checks can plug into the analysis on the **preprocessor** level using **PPCallbacks** or on the AST level using **AST Matchers**

Checks can **report** issues in a similar way to how Clang diagnostics work. A **fix-it** hint can be attached to a diagnostic message

# Custom clang-tidy checks

The screenshot shows the Visual Studio Settings window with the 'Tidy' tab selected. The settings are as follows:

- Use checks from:** CustomChecks
- Predefined Checks:** Select
- Custom Checks:** modernize-\* ← **your *custom* checks**
- Header filter:** .\*
- Custom executable:** C:\dev\llvm\bin\clang-tidy.exe ← **your *custom* clang-tidy build**
- Format after Tidy:**
- Tidy on save:**
- Tidy file config:** Export

Buttons for '...', 'Browse', and 'Export' are visible on the right side of the settings.

**Write *custom* checks for your needs  
(project specific)**

**Run them regularly !**

# Explore Further



code::dive 2018

## Refactor with Clang Tooling

Tools, Tips, Tricks and Traps

Stephen Kelly  
steveire.wordpress.com  
@steveire

Stephen Kelly

<https://steveire.wordpress.com/2019/01/02/refactor-with-clang-tooling-at-codedive-2018/>

# Explore Further

Cppcon | 2019  
The C++ Conference | cppcon.org



`#include <C++>  
#include <C++>  
#include <C++>  
#include <C++>  
#include <C++>  
#include <C++>  
#include <C++>`

**Fred Tingaud**

## Clang Based Refactoring

How to refactor millions of lines of code without alienating your colleagues

Fred Tingaud      Murex      @FredTingaudDev

Clang-based Refactoring, How to refactor millions of line of code without alienating your colleagues

2

<https://www.youtube.com/watch?v=JPnN2c2odNY>

# What About Developer Workflow?



+



# VICTOR CIURA

▶ | 🔊 17:09 / 1:00:34

CC HD 📺 📱 🖥️

📍 KINO | NOWE HORYZONTY

Status quo: clang-tidy & AddressSanitizer on Windows - Victor Ciura - code::dive 2019

Up next

AUTOPLAY

C++ Weekly - Ep 3 Intro to

[www.youtube.com/watch?v=Iz4C29yul2U](https://www.youtube.com/watch?v=Iz4C29yul2U)

# Visual Studio 2019

v16.2

## Clang/LLVM support for MSBuild & CMake Projects

**Ships with Clang (as optional component)**

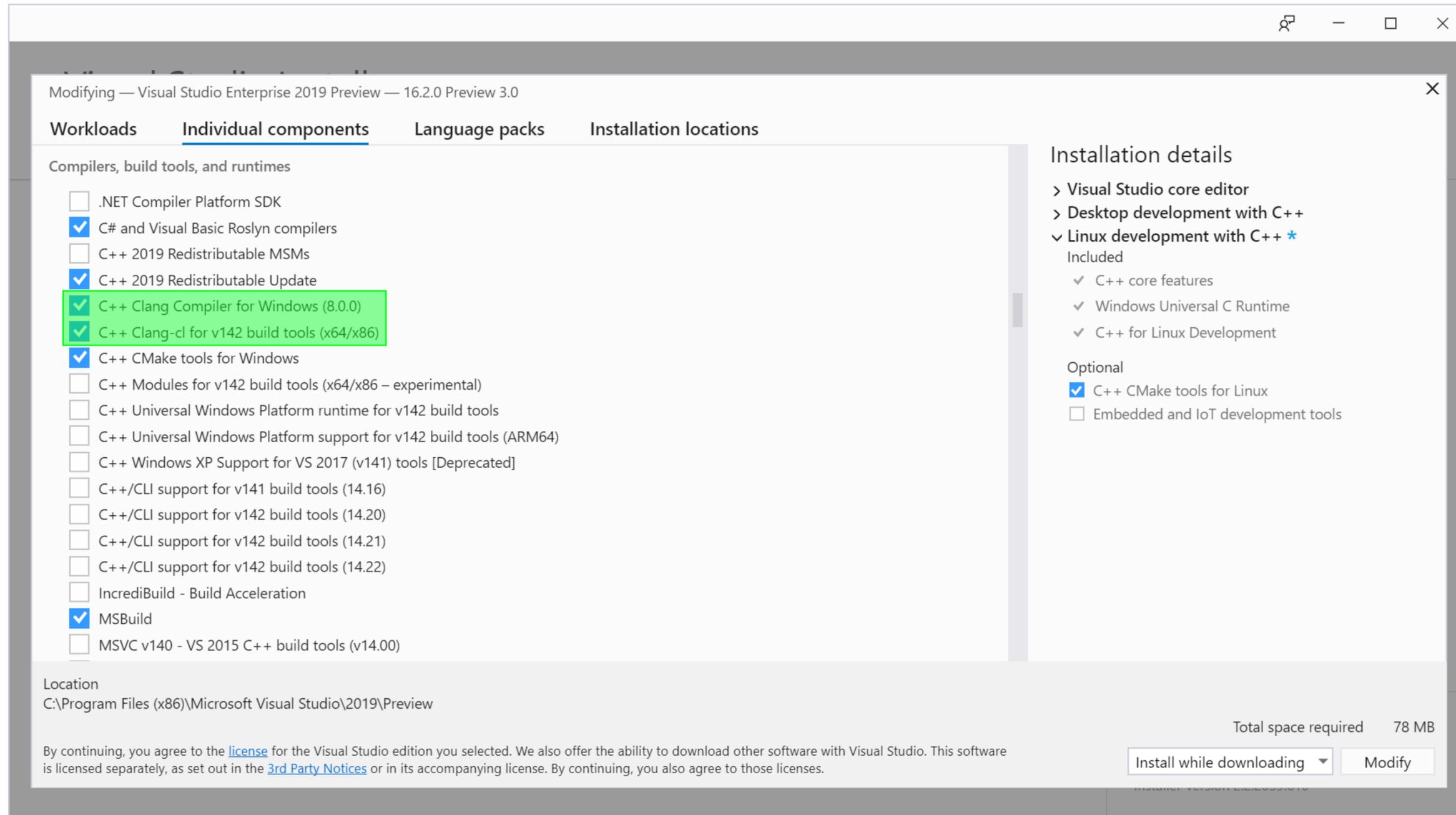
clang-cl.exe



<https://devblogs.microsoft.com/cppblog/clang-llvm-support-for-msbuild-projects/>

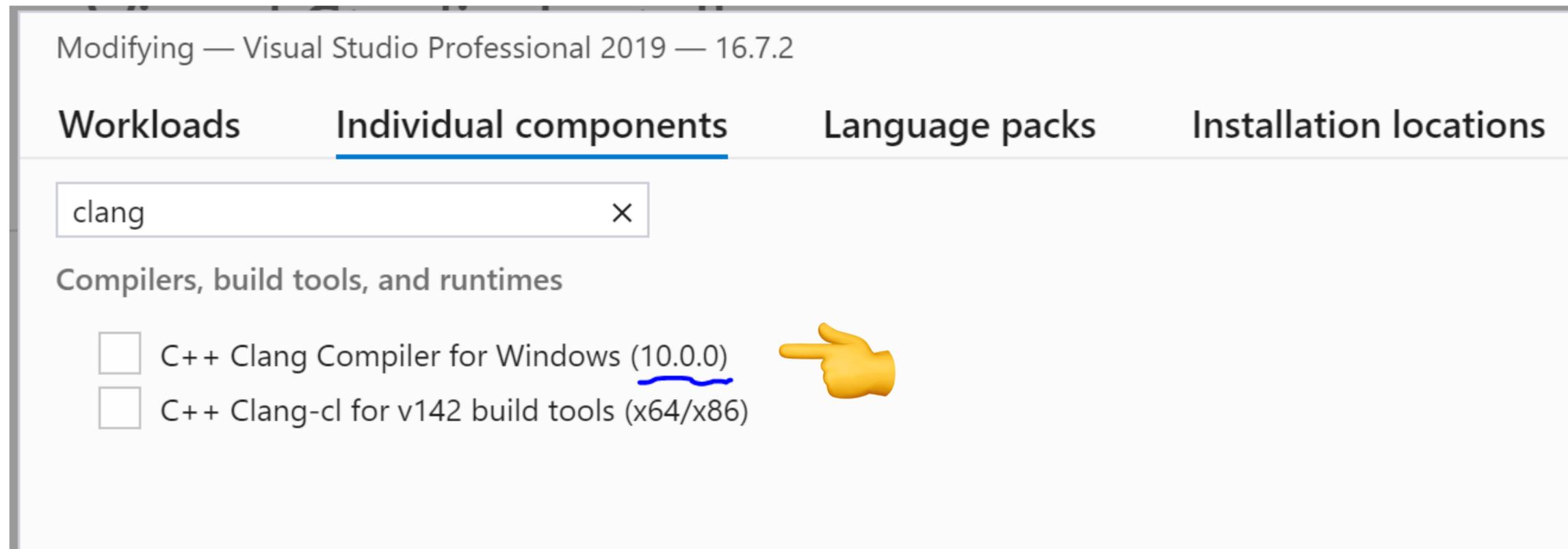
# Visual Studio 2019

## v16.2



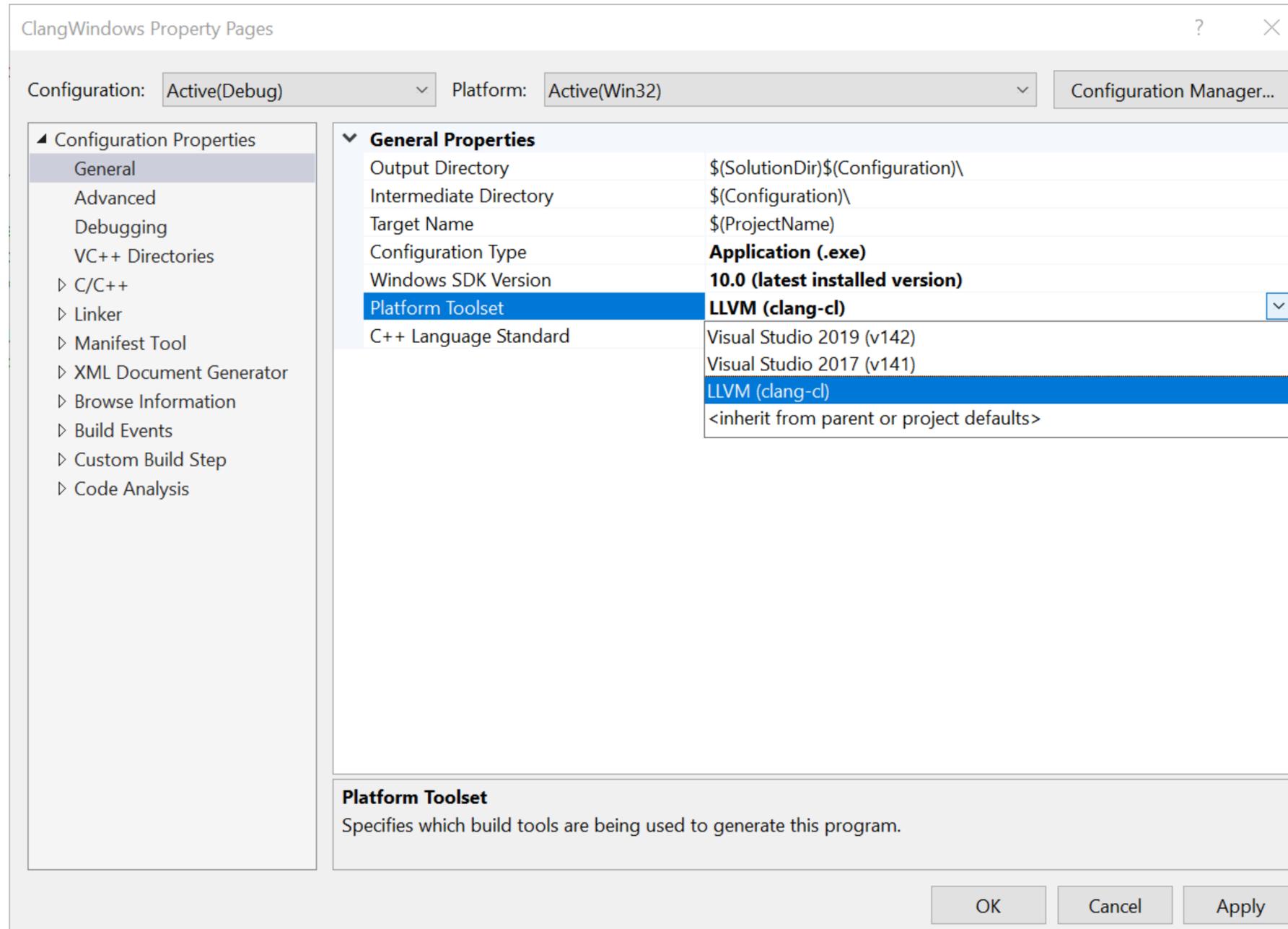
# Visual Studio 2019

## v16.7



# Visual Studio 2019

## v16.2



clang-cl.exe

# Visual Studio 2019

v16.4

clang-tidy

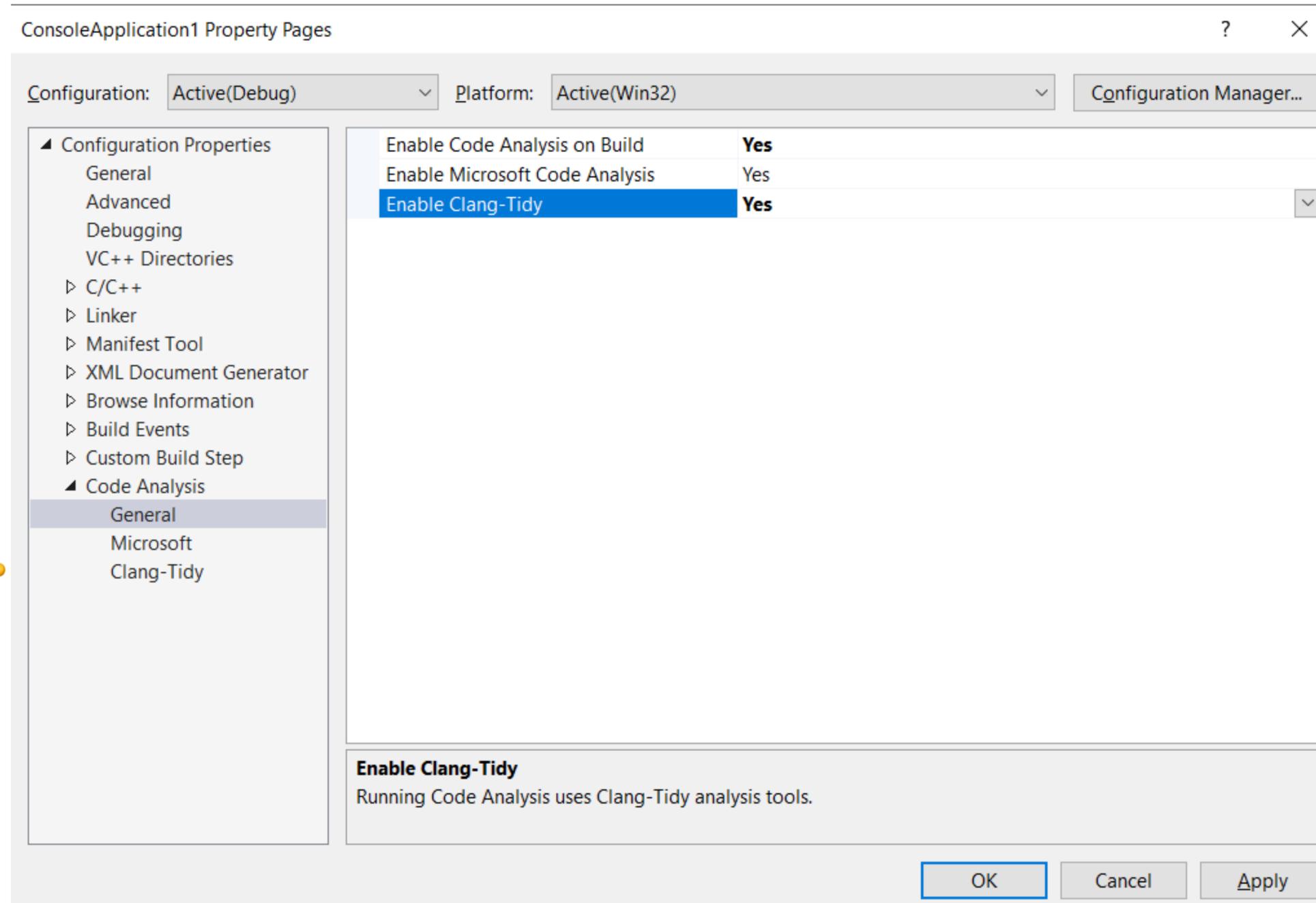
code analysis



<https://devblogs.microsoft.com/cppblog/code-analysis-with-clang-tidy-in-visual-studio/>

# Visual Studio 2019

## v16.4



ConsoleApplication1 Property Pages

Configuration: Active(Debug) Platform: Active(Win32) Configuration Manager...

- Configuration Properties
  - General
  - Advanced
  - Debugging
  - VC++ Directories
  - C/C++
  - Linker
  - Manifest Tool
  - XML Document Generator
  - Browse Information
  - Build Events
  - Custom Build Step
  - Code Analysis
    - General
    - Microsoft
    - Clang-Tidy

|                                |     |
|--------------------------------|-----|
| Enable Code Analysis on Build  | Yes |
| Enable Microsoft Code Analysis | Yes |
| Enable Clang-Tidy              | Yes |

**Enable Clang-Tidy**  
Running Code Analysis uses Clang-Tidy analysis tools.

OK Cancel Apply

# Visual Studio 2019

## v16.4

### clang-tidy warnings

Error List

Entire Solution | 0 Errors | 10 Warnings | 0 Messages | Build + IntelliSense

| Code                                     | Description                                                                    | File          | Line | Col | Category          |
|------------------------------------------|--------------------------------------------------------------------------------|---------------|------|-----|-------------------|
| ! readability-isolate-declaration        | multiple declarations in a single statement reduces readability                | CMAKEDEMO.CPP | 23   | 2   | readability       |
| ! modernize-use-nullptr                  | use nullptr                                                                    | CMAKEDEMO.CPP | 31   | 7   | modernize         |
| ! cppcoreguidelines-macro-usage          | macro 'TRUE' used to declare a constant; consider using a 'constexpr' constant | CMAKEDEMO.CPP | 35   | 9   | cppcoreguidelines |
| ! clang-diagnostic-unused-variable       | unused variable 'local'                                                        | CMAKEDEMO.CPP | 50   | 13  | clang-diagnostic  |
| ! clang-diagnostic-unused-const-variable | unused variable 'pos_x'                                                        | CMAKEDEMO.CPP | 36   | 11  | clang-diagnostic  |
| ! clang-diagnostic-uninitialized         | variable 'numLives' is uninitialized when used here                            | CMAKEDEMO.CPP | 24   | 3   | clang-diagnostic  |
| ! clang-diagnostic-return-type           | control reaches end of non-void function                                       | CMAKEDEMO.CPP | 32   | 1   | clang-diagnostic  |
| ! clang-analyzer-core.NullDereference    | Dereference of undefined pointer value                                         | CMAKEDEMO.CPP | 24   | 12  | clang-analyzer    |

Error List | Output



<https://devblogs.microsoft.com/cppblog/code-analysis-with-clang-tidy-in-visual-studio/>

# Visual Studio 2019

## v16.4

clang-tidy warnings also display as in-editor squiggles

```
const int pos_x = 47;
```

```
enum Positio
```

```
void tux(Pos
```

```
struct node
```

 const int pos\_x = 47

[Search Online](#)

clang-diagnostic-unused-const-variable: unused variable 'pos\_x'

**Code Analysis runs automatically in the background**

**NOT on**  
**Visual Studio 2019 v16.4+**  
**yet ?**

**No problem**



=



->



Clang Power Tools

[www.clangpowertools.com](http://www.clangpowertools.com)

LLVM

clang-tidy

clang++

clang-format

clang-check/query

Visual Studio

**2015 / 2017 / 2019**

# **Static vs Dynamic Analysis**

# Static Analysis

- **offline** (out of the normal compilation cycle) => can take longer to process source code
- is intimately linked to the used **programming language**
- can detect a lot of **semantic issues**
- can yield a lot of **false positive** results (sometimes you go on a wild goose chase)
- very poor at **whole program analysis** (follow connections in different TUs)
- almost helpless around **virtual functions** (difficult to **de-virtualize** calls)
- weak analysis ability around **global pointers**
- **pointer aliasing** makes it hard to prove things (alias analysis is hard problem)
- vicious cycle: **type propagation** <> **alias analysis**

# Dynamic Analysis

- sometimes **intrusive**: you need to compile the program in a special mode
- runtime overhead (**performance impact**: depending on tool, from **2x** up to **10x**)
- **extra-memory** usage (for memory related tools/instrumentation), 2x or more
- sometimes difficult to map error reports into **source code** for Release/**optimized builds** (symbols info, line numbers, inlined functions)
- some tools require to **recompile** the **whole program** in instrumented mode
- must integrate runtime analysis with **Test Units**
- must ensure good **code coverage** for the runtime analysis (all possible scenarios)
- the biggest impact when combined with **fuzzing**

# Dynamic Analysis

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- the biggest impact when combined with **fuzzing**

**0 false positives!**

## **Part II**

# **Dynamic Analysis**

ICYMI

# Control Flow Guard

`/guard:cf`

Enforce control flow integrity (Windows 8.1 & Windows 10)

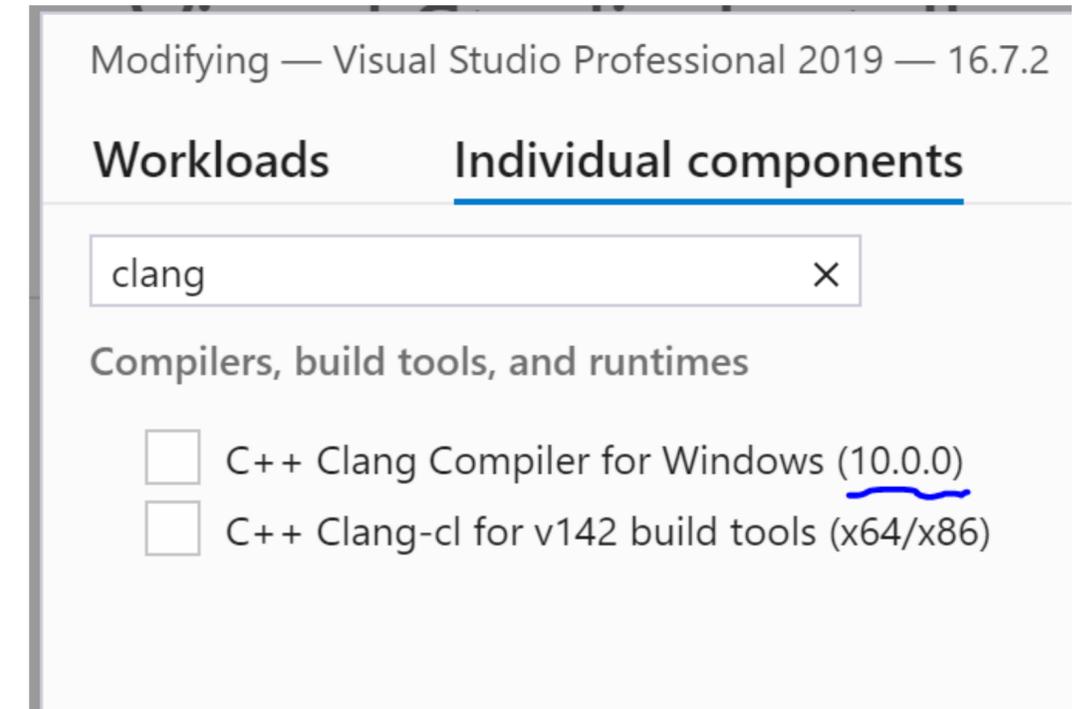
**CFG** is complementary to other exploit mitigations, such as:

- Address Space Layout Randomization (**ASLR**)
- Data Execution Prevention (**DEP**)

## MSVC

**CFG** is now supported in **LLVM 10**

**C++ & Rust**



<https://aka.ms/cpp/cfg-llvm>

# Sanitizers





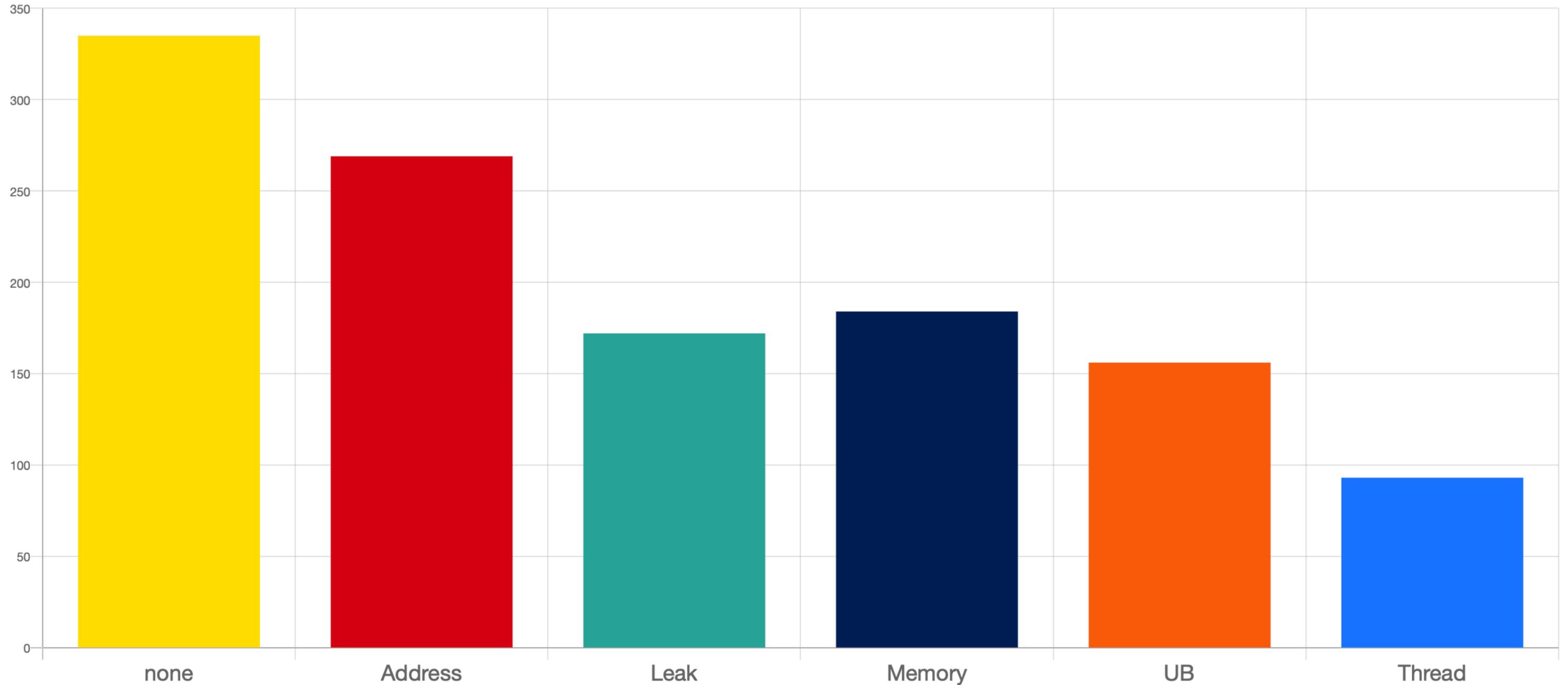
# Sanitizers

- **AddressSanitizer** - detects addressability issues
- **LeakSanitizer** - detects memory leaks
- **ThreadSanitizer** - detects data races and deadlocks
- **MemorySanitizer** - detects use of uninitialized memory
- **HWASAN** - hardware-assisted AddressSanitizer (consumes less memory)
- **UBSan** - detects Undefined Behavior

[github.com/google/sanitizers](https://github.com/google/sanitizers)

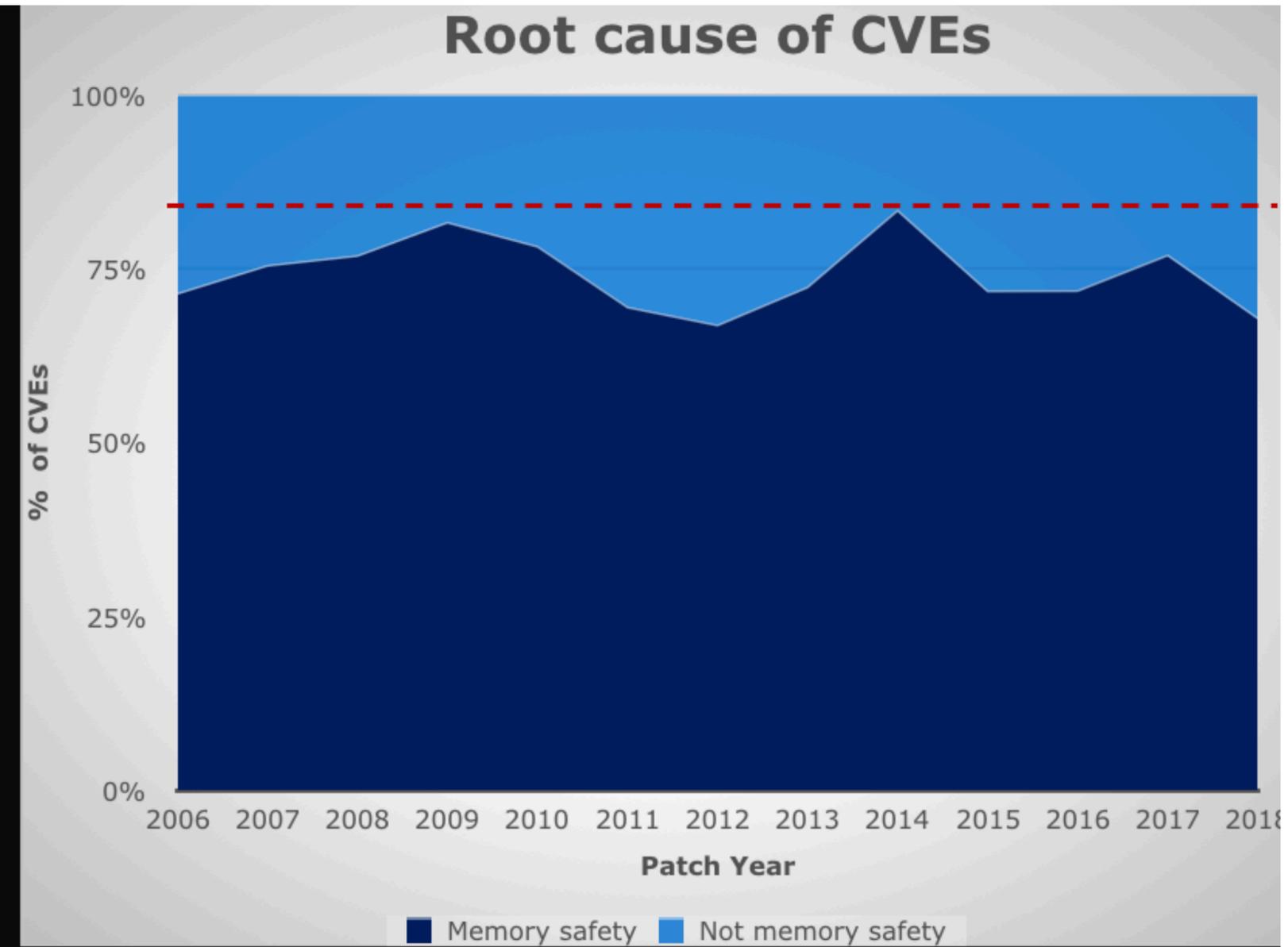
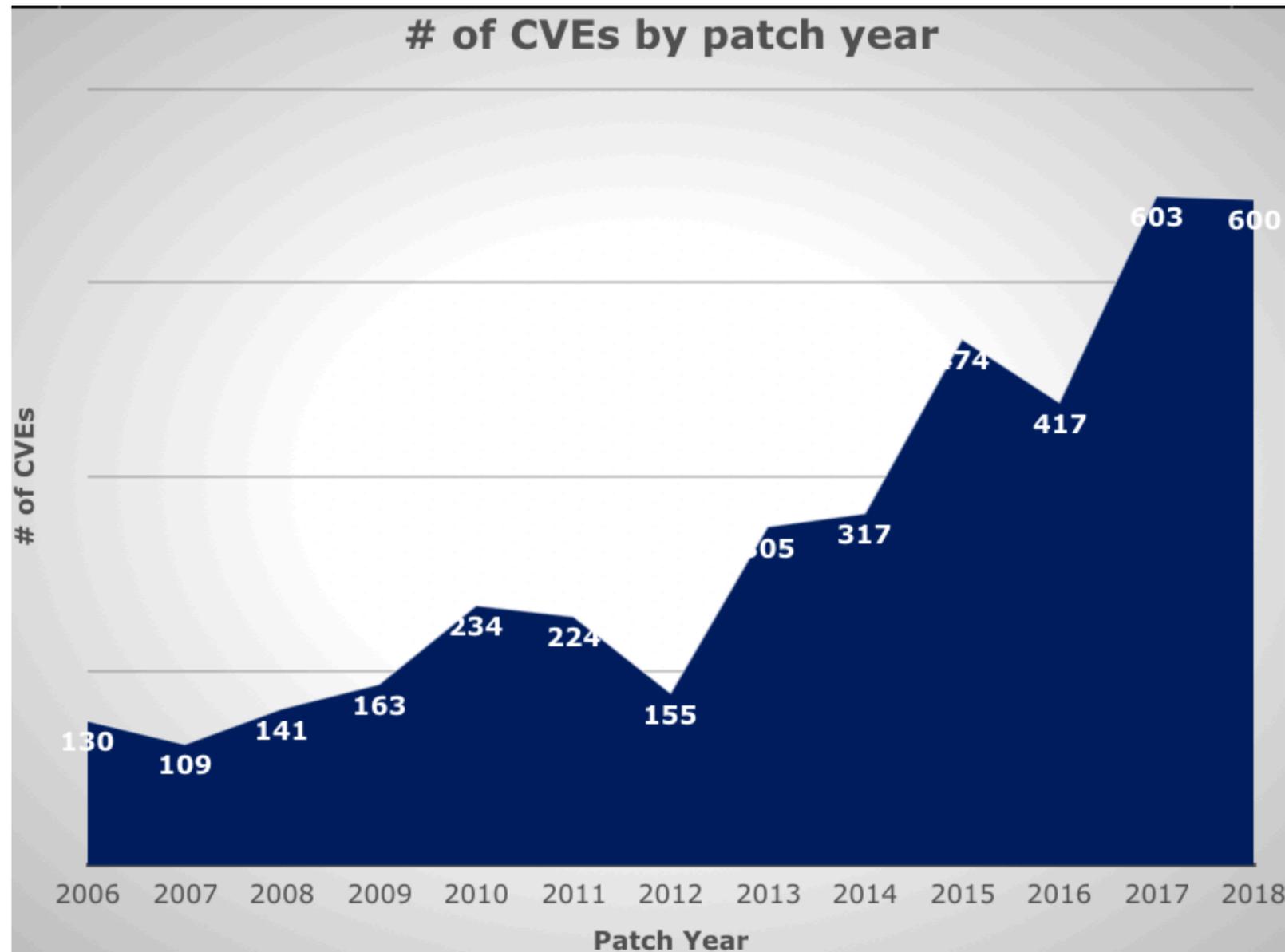
[Next Question](#) | [Survey results](#)

## Meeting C++ Community Survey Which sanitizers do you use in your builds?



# Common Vulnerabilities and Exposures

Memory safety continues to dominate



[youtube.com/watch?v=0EsqxGgYOQU](https://youtube.com/watch?v=0EsqxGgYOQU)



# Address Sanitizer (ASan)

De facto standard for detecting **memory safety** issues

It's important for basic **correctness** and sometimes true **vulnerabilities**

[github.com/google/sanitizers/wiki/AddressSanitizer](https://github.com/google/sanitizers/wiki/AddressSanitizer)



# Address Sanitizer (ASan)

Detects:

- **Use after free** (dangling pointer dereference)
- **Heap buffer overflow**
- **Stack buffer overflow**
- **Global buffer overflow**
- **Use after return**
- **Use after scope**
- **Initialization order bugs**
- **Memory leaks**

[github.com/google/sanitizers/wiki/AddressSanitizer](https://github.com/google/sanitizers/wiki/AddressSanitizer)



# Address Sanitizer (ASan)

Started in **LLVM** by a team @ Google  
and quickly took off as a *de facto* industry standard  
for runtime program analysis

[github.com/google/sanitizers/wiki/AddressSanitizer](https://github.com/google/sanitizers/wiki/AddressSanitizer)



# Address Sanitizer (ASan)

LLVM starting with version **3.1** (2012)

GCC starting with version **4.8** (2013)

MSVC starting with VS **16.4** (late 2019)

# Visual Studio 2019

v16.4

October 2019

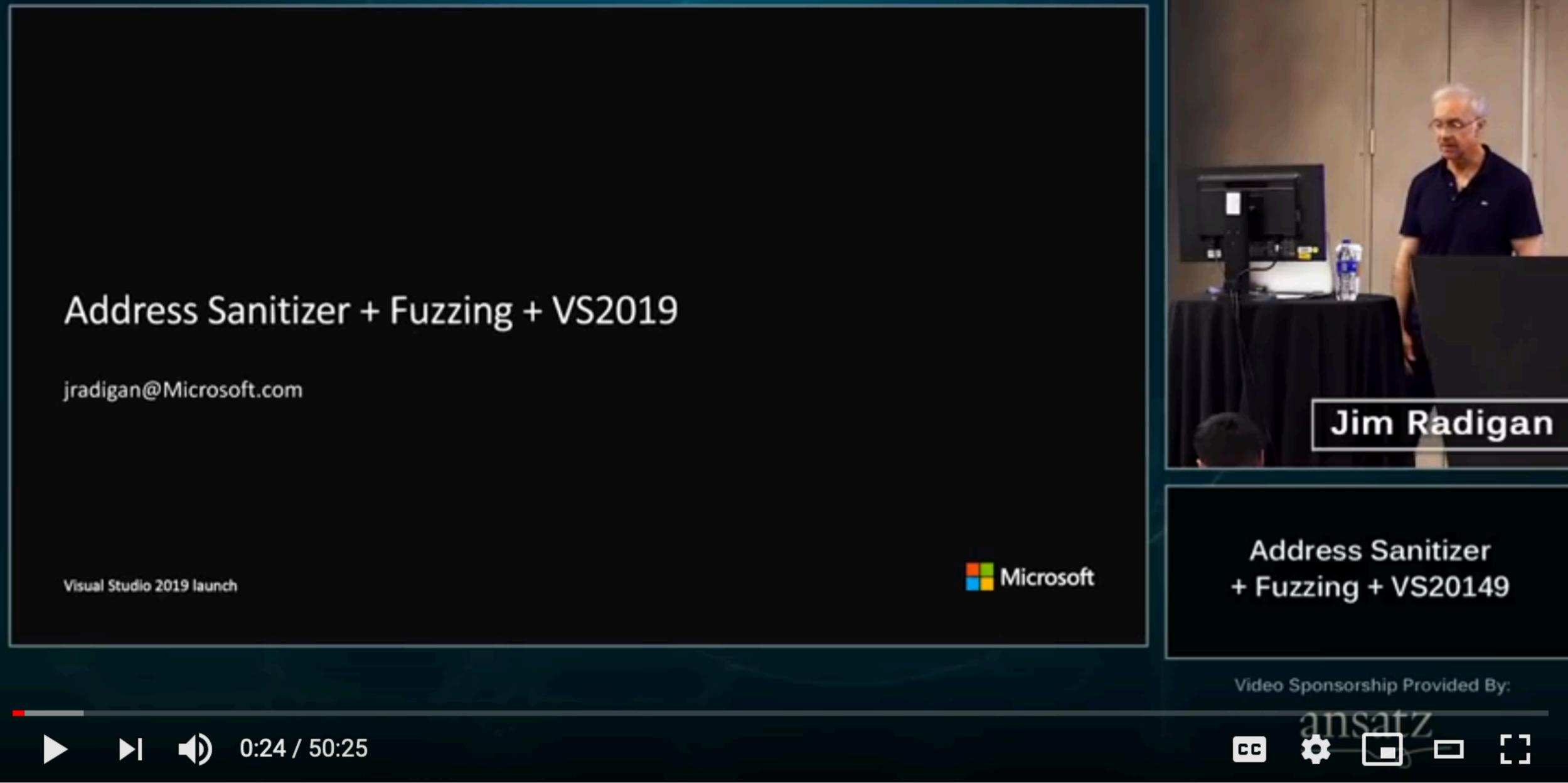
## Address Sanitizer (ASan)



[devblogs.microsoft.com/cppblog/addresssanitizer-asan-for-windows-with-msvc/](https://devblogs.microsoft.com/cppblog/addresssanitizer-asan-for-windows-with-msvc/)



sneak  
peek



The video player shows a presentation slide on the left and a speaker on the right. The slide has a dark background with white text. The speaker is standing at a podium in a conference room.

**Address Sanitizer + Fuzzing + VS2019**

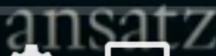
jradigan@Microsoft.com

Visual Studio 2019 launch



**Jim Radigan**

Address Sanitizer + Fuzzing + VS20149

Video Sponsorship Provided By: 

0:24 / 50:25

CC Settings Full Screen

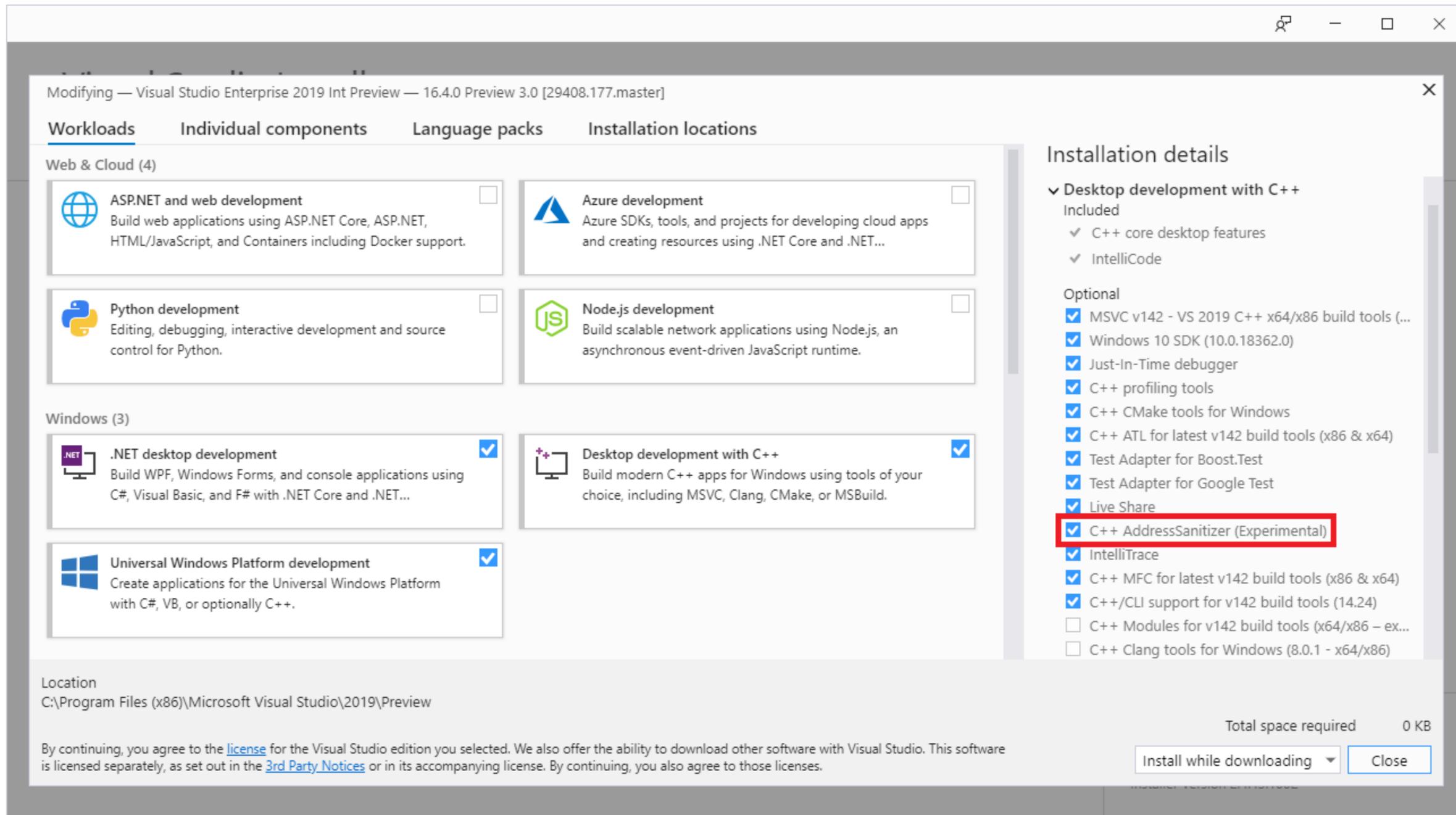
 AURORA

CppCon 2019: Jim Radigan C++ Sanitizers and Fuzzing for the Windows Platform Using New Compilers...

<https://www.youtube.com/watch?v=0EsqxGgYOQU>

# Visual Studio 2019

## v16.4



Modifying — Visual Studio Enterprise 2019 Int Preview — 16.4.0 Preview 3.0 [29408.177.master]

**Workloads** Individual components Language packs Installation locations

Web & Cloud (4)

- ASP.NET and web development  
Build web applications using ASP.NET Core, ASP.NET, HTML/JavaScript, and Containers including Docker support.
- Python development  
Editing, debugging, interactive development and source control for Python.
- Azure development  
Azure SDKs, tools, and projects for developing cloud apps and creating resources using .NET Core and .NET...
- Node.js development  
Build scalable network applications using Node.js, an asynchronous event-driven JavaScript runtime.

Windows (3)

- .NET desktop development  
Build WPF, Windows Forms, and console applications using C#, Visual Basic, and F# with .NET Core and .NET...
- Desktop development with C++  
Build modern C++ apps for Windows using tools of your choice, including MSVC, Clang, CMake, or MSBuild.
- Universal Windows Platform development  
Create applications for the Universal Windows Platform with C#, VB, or optionally C++.

Installation details

✓ Desktop development with C++  
Included

- ✓ C++ core desktop features
- ✓ IntelliCode

Optional

- MSVC v142 - VS 2019 C++ x64/x86 build tools (...)
- Windows 10 SDK (10.0.18362.0)
- Just-In-Time debugger
- C++ profiling tools
- C++ CMake tools for Windows
- C++ ATL for latest v142 build tools (x86 & x64)
- Test Adapter for Boost.Test
- Test Adapter for Google Test
- Live Share
- C++ AddressSanitizer (Experimental)
- IntelliTrace
- C++ MFC for latest v142 build tools (x86 & x64)
- C++/CLI support for v142 build tools (14.24)
- C++ Modules for v142 build tools (x64/x86 - ex...
- C++ Clang tools for Windows (8.0.1 - x64/x86)

Location  
C:\Program Files (x86)\Microsoft Visual Studio\2019\Preview

Total space required 0 KB

By continuing, you agree to the [license](#) for the Visual Studio edition you selected. We also offer the ability to download other software with Visual Studio. This software is licensed separately, as set out in the [3rd Party Notices](#) or in its accompanying license. By continuing, you also agree to those licenses.

Install while downloading



# Visual Studio 2019

## v16.4

Modifying — Visual Studio Professional 2019 — 16.7.2

Workloads Individual components Language packs Installation locations

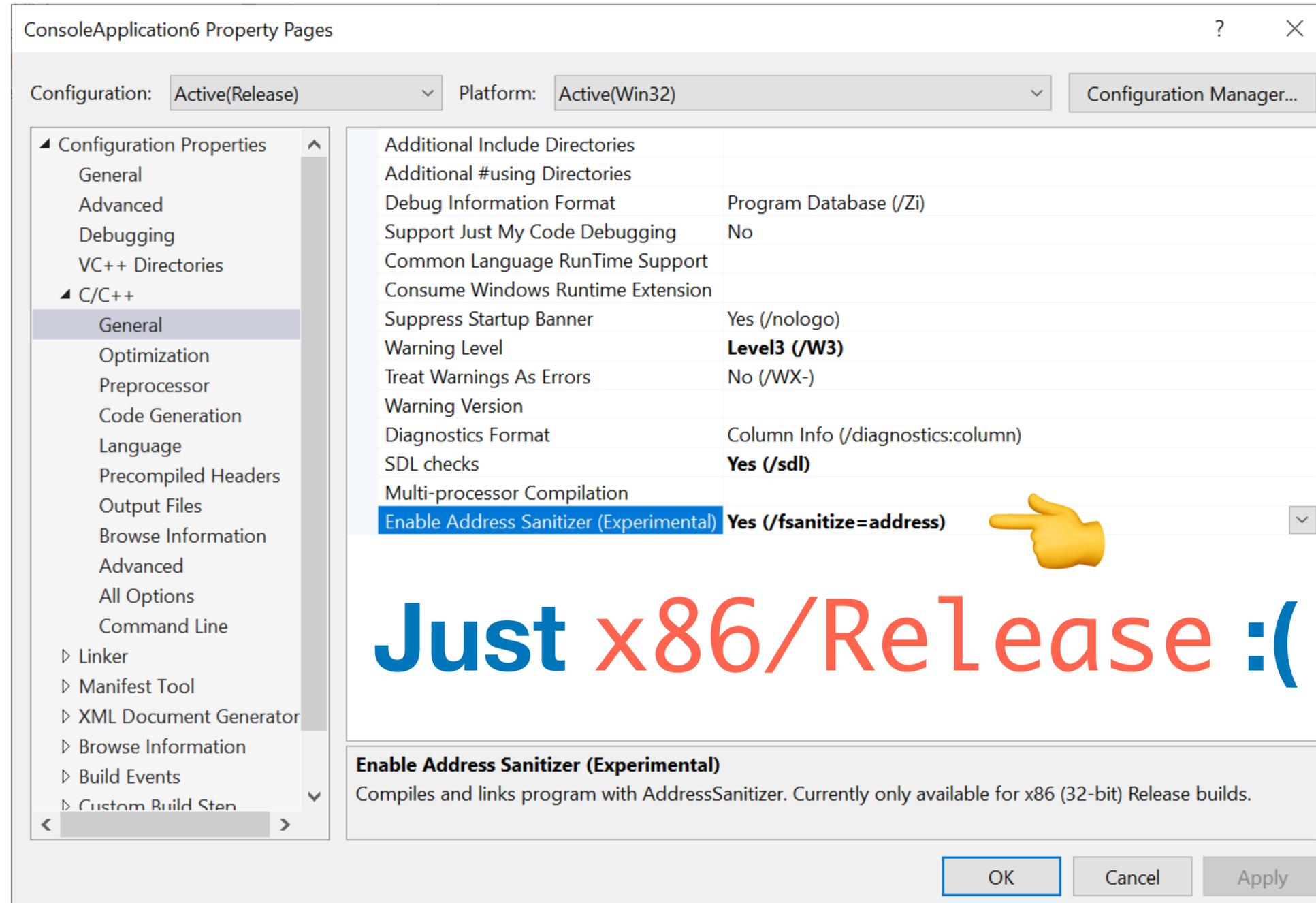
sanitizer × 

Debugging and testing

C++ AddressSanitizer (Experimental)

C++ AddressSanitizer (Experimental)

AddressSanitizer (ASAN) is a tool for detecting memory errors in C/C++ code. ASAN uses instrumentation to check memory accesses and report any memory safety issues. This feature is experimental and should not be used outside of testing environments



October 2019

# Visual Studio 2019

## v16.7

SystemScanner Property Pages

Configuration: Debug Platform: All Platforms Configuration Manager...

- Configuration Properties
  - General
  - Advanced
  - Debugging
  - VC++ Directories
- C/C++
  - General**
  - Optimization
  - Preprocessor
  - Code Generation
  - Language
  - Precompiled Headers
  - Output Files
  - Browse Information
  - Advanced
  - All Options
  - Command Line
- Librarian
- XML Document Generator
- Browse Information
- Build Events
- Custom Build Step
- Code Analysis

|                                                |                                                                     |
|------------------------------------------------|---------------------------------------------------------------------|
| Additional Include Directories                 | <code>\$(ProjectDir);..\..\.;%(AdditionalIncludeDirectories)</code> |
| Additional #using Directories                  |                                                                     |
| Debug Information Format                       | Program Database (/Zi)                                              |
| Support Just My Code Debugging                 | No                                                                  |
| Common Language RunTime Sup                    |                                                                     |
| Consume Windows Runtime Exter                  |                                                                     |
| Suppress Startup Banner                        | Yes (/nologo)                                                       |
| Warning Level                                  | Level4 (/W4)                                                        |
| Treat Warnings As Errors                       | Yes (/WX)                                                           |
| Warning Version                                |                                                                     |
| Diagnostics Format                             | Caret (/diagnostics:caret)                                          |
| SDL checks                                     |                                                                     |
| Multi-processor Compilation                    | Yes (/MP)                                                           |
| <b>Enable Address Sanitizer (Experimental)</b> | <b>Yes (/fsanitize=address)</b>                                     |

**x64 & Debug builds**

**Enable Address Sanitizer (Experimental)**  
Compiles and links program with AddressSanitizer. Currently available for x86 and x64 builds.

OK Cancel Apply



August 2020



August 2020

# Visual Studio 2019

## v16.7

+ x64 & Debug builds

support all Debug runtimes: /MTd /MDd

[docs.microsoft.com/en-us/visualstudio/releases/2019/release-notes#16.7.0](https://docs.microsoft.com/en-us/visualstudio/releases/2019/release-notes#16.7.0)



September 14

# Visual Studio 2019 v16.8 Preview 3

Cppcon The C++ Conference

Hallway Track AMAs Help Desk CppCon.org Slack Sched Expo Hall

all\_of() basics count\_if() destroy\_n() embedded fuzzing generate\_n()

count\_if() Track  
Break out session track at CppCon 2020

LIVE 84

Microsoft

A New Decade of  
Visual Studio  
C++20, Open STL, and More

Marian Luparu @mluparu  
Sy Brand @TartanLlama

C++ Product Team, Microsoft  
@VisualC  
<https://aka.ms/cpp>

CppCon 2020

Chat Participants Q&A

General Chat

Marian Luparu  
Folks, we're starting in 5 minutes  
7:27 PM | Today

Marian Luparu  
Oh, make that 3 :)  
7:27 PM | Today

Brandon David Powers (He/Him)  
hype  
7:28 PM | Today

Type a message

Need help?

Raise hand Quit Event

[devblogs.microsoft.com/cppblog/a-multitude-of-updates-in-visual-studio-2019-version-16-8-preview-3/](https://devblogs.microsoft.com/cppblog/a-multitude-of-updates-in-visual-studio-2019-version-16-8-preview-3/)

# Visual Studio ASan

## Experimental



**Help needed: Report bugs!**

**Very soon out of Experimental**

# Visual Studio ASan Experimental

**Very tall order to bring ASAN to **Windows****



# Challenges bringing ASan to Windows

**the surface area of the Microsoft platform is enormous**

# Challenges bringing ASan to Windows

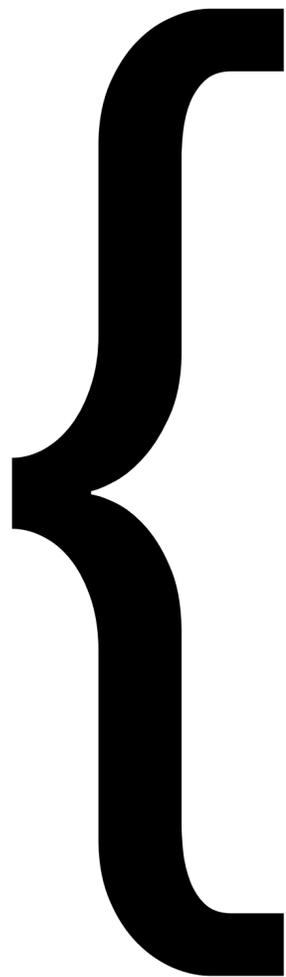
**the surface area of the Microsoft platform is enormous**

**non-standard C++**

# Challenges bringing ASan to Windows

the surface area of the Microsoft platform is enormous

non-standard C++

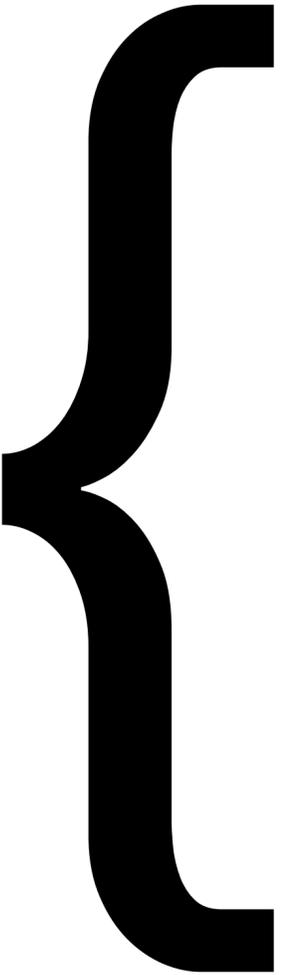


# Challenges bringing ASan to Windows

the surface area of the Microsoft platform is enormous

Structured Exception Handling (SEH) /EHa

non-standard C++



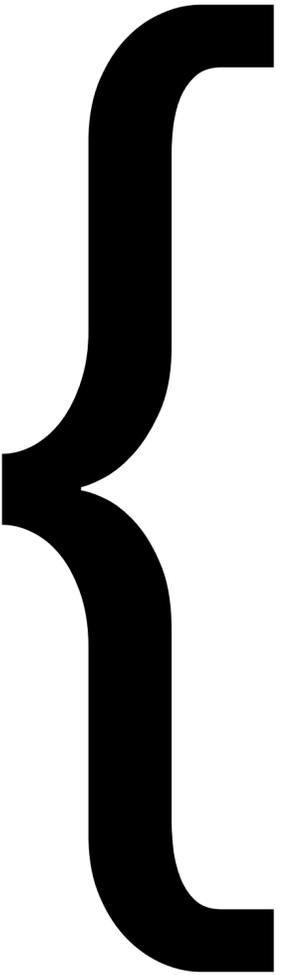
# Challenges bringing ASan to Windows

the surface area of the Microsoft platform is enormous

Structured Exception Handling (SEH) `/EHa`

AV traps `0xc0000005`

non-standard C++



# Challenges bringing ASan to Windows

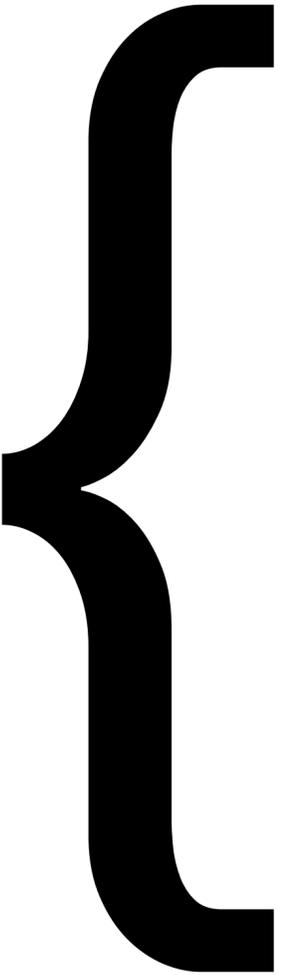
the surface area of the Microsoft platform is enormous

Structured Exception Handling (SEH) `/EHa`

AV traps `0xc0000005`

vast amount of legacy code (really, really, really OLD code)

non-standard C++



# Challenges bringing ASan to Windows

the surface area of the Microsoft platform is enormous

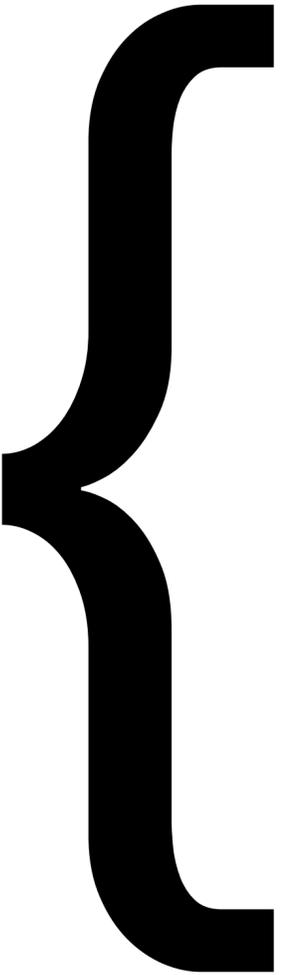
Structured Exception Handling (SEH) `/EHa`

AV traps `0xc0000005`

vast amount of legacy code (really, really, really OLD code)

COM

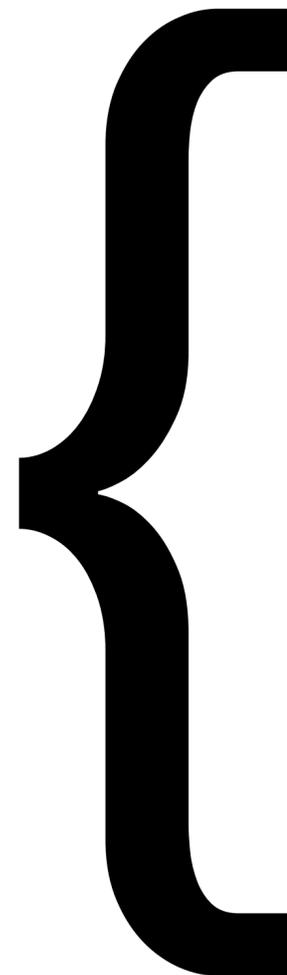
non-standard C++



# Challenges bringing ASan to Windows

the surface area of the Microsoft platform is enormous

non-standard C++



Structured Exception Handling (SEH) /EHa

AV traps 0xc0000005

vast amount of legacy code (really, really, really OLD code)

COM

Managed C++

# Challenges bringing ASan to Windows

the surface area of the Microsoft platform is enormous

non-standard C++

Structured Exception Handling (SEH) /EHa

AV traps 0xc0000005

vast amount of legacy code (really, really, really OLD code)

COM

Managed C++

ASan runtime interop with managed code (.NET)

# Visual Studio ASan Experimental

**"Thank you" to Microsoft team\*  
tirelessly working on this**



**\* Some of them are available in [Remo](#) to answer your questions**

**[#sig\\_visual\\_studio](#) on CppCon Slack**



# 2020: The Year of Sanitizers





Everyone will continue to invest heavily in this area (**sanitizers**) just because it's **so effective** at just finding correctness issues

Microsoft has contributed back to LLVM  
all the work they've done to make ASan runtime work on Windows

[github.com/llvm/llvm-project/tree/master/compiler-rt](https://github.com/llvm/llvm-project/tree/master/compiler-rt)

# Visual Studio 2019

ASan Visual Studio integration:

- **MSBuild & CMake** support for both Windows & Linux
- **Debugger** integration for MSVC and Clang/LLVM

[aka.ms/asan](https://aka.ms/asan)

# Address Sanitizer (ASan)

The screenshot shows a C++ IDE with a file named `ConsoleApplication6.cpp`. The code is as follows:

```
1  #include <iostream>
2
3  int main()
4  {
5      int* array = new int[100];
6      array[100] = 1;
7  }
```

Line 6, `array[100] = 1;`, is underlined with a red wavy line and has a red 'X' icon next to it. A tooltip window titled "Exception Unhandled" is open over this line, displaying the following text:

Exception Unhandled

Address Sanitizer Error: Heap buffer overflow

Full error details can be found in the output window

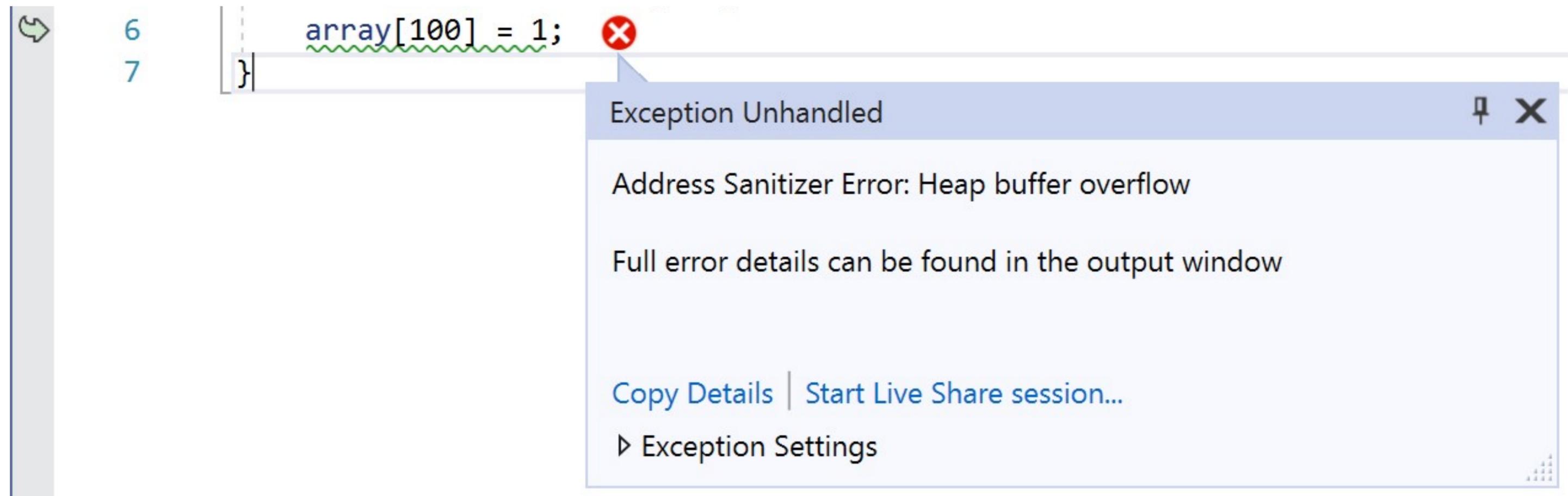
[Copy Details](#) | [Start Live Share session...](#)

▸ Exception Settings

# Address Sanitizer (ASan)

**IDE Exception Helper** will be displayed when an issue is encountered  
=> program execution will stop

ASan logging information => **Output window**



# Clang/LLVM

```
==27748==ERROR: AddressSanitizer: stack-use-after-scope on address 0x0055fc68 at pc 0x793d62de bp 0x0055fbf4 sp 0x0055fbe8
WRITE of size 80 at 0x0055fc68 thread T0
#0 0x793d62f6 in __asan_wrap_memset d:\_work\5\s\llvm\projects\compiler-rt\lib\sanitizer_common\sanitizer_common_interceptors.inc:764
#1 0x77dd46e7 (C:\WINDOWS\SYSTEM32\ntdll.dll+0x4b2c46e7)
#2 0x77dd4ce1 (C:\WINDOWS\SYSTEM32\ntdll.dll+0x4b2c4ce1)
#3 0x75d408fe (C:\WINDOWS\System32\KERNELBASE.dll+0x100f08fe)
#4 0xa5ada0 in try_get_first_available_module minkernel\crts\ucrt\src\appcrt\internal\winapi_thunks.cpp:271
#5 0xa5ae99 in try_get_function minkernel\crts\ucrt\src\appcrt\internal\winapi_thunks.cpp:326
#6 0xa5b028 in __acrt_AppPolicyGetProcessTerminationMethodInternal minkernel\crts\ucrt\src\appcrt\internal\winapi_thunks.cpp:737
#7 0xa606ad in __acrt_get_process_end_policy minkernel\crts\ucrt\src\appcrt\internal\win_policies.cpp:84
#8 0xa52dcb in exit_or_terminate_process minkernel\crts\ucrt\src\appcrt\startup\exit.cpp:134
#9 0xa52da7 in common_exit minkernel\crts\ucrt\src\appcrt\startup\exit.cpp:280
#10 0xa52fb6 in exit minkernel\crts\ucrt\src\appcrt\startup\exit.cpp:293
#11 0xa2deb3 in _scrt_common_main_seh d:\agent\_work\2\s\src\vc\tools\crt\vcstartup\src\startup\exe_common.inl:295
#12 0x75ef6358 (C:\WINDOWS\System32\KERNEL32.DLL+0x6b816358)
#13 0x77df7a93 (C:\WINDOWS\SYSTEM32\ntdll.dll+0x4b2e7a93)
```

```
Address 0x0055fc68 is located in stack of thread T0
SUMMARY: AddressSanitizer: stack-use-after-scope d:\compiler-rt\lib\sanitizer_common\sanitizer_common_interceptors.inc:764 in __asan_wrap_memset
```

```
Shadow bytes around the buggy address:
 0x300abf30: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 0x300abf70: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
=>0x300abf80: 00 00 00 00 00 00 00 00 00 00 00 00 00[f8]00 00
 0x300abf90: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 0x300abfd0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
```

```
Shadow byte legend (one shadow byte represents 8 application bytes):
```

```
Addressable:          00
Partially addressable: 01 02 03 04 05 06 07
Heap left redzone:    fa
Freed heap region:    fd
Stack left redzone:   f1
Stack mid redzone:    f2
Stack right redzone:  f3
Stack after return:   f5
Stack use after scope: f8
Global redzone:       f9
Global init order:    f6
Poisoned by user:     f7
Container overflow:   fc
Array cookie:         ac
Intra object redzone: bb
ASan internal:        fe
Left alloca redzone:  ca
Right alloca redzone: cb
Shadow gap:          cc
```

```
==27748==ABORTING
```

# Snapshot File

Game changer!

Minidump file (\*.dmp) <= Windows snapshot process (program virtual memory/heap + metadata)

VS can parse & open this => Points at the location the error occurred.

+ **Live Share**

Changes the way you report a bug, in general

**Minidump File Summary**  
11/5/2018 4:00:16 PM

**Dump Summary**

|                       |                                 |
|-----------------------|---------------------------------|
| Dump File             | ShareSource.dmp : C:\User...    |
| Last Write Time       | 11/5/2018 4:00:16 PM            |
| Process Name          | ShareSource.exe : C:\Users\...  |
| Process Architecture  | x64                             |
| Exception Code        | 0x80000004                      |
| Exception Information | A trace trap or other single... |
| Heap Information      | Present                         |
| Error Information     |                                 |

**System Information**

|                |             |
|----------------|-------------|
| OS Version     | 10.0.17763  |
| CLR Version(s) | 4.6.26702.0 |

**Modules**

| Module Name     | Module Version |
|-----------------|----------------|
| ShareSource.exe | 1.0.0.0        |
| ntdll.dll       | 10.0.177       |
| kernel32.dll    | 10.0.177       |



Exception Unhandled  
ASAN Error: Stack Buffer Overflow

```
void* freed_pointer = malloc(...);  
free(freed_pointer);  
...  
if (array[10] == 'B')  
    if (array[300] == 'X')  
        printf("we'll never get here either");  
...  
if (array[11] == 'k' && array[38] == 'g' && array[100] == 'b')  
{  
    *((int*)freed_pointer) = 0x1c0debad; //uaf  
}  
...  
else if (array[23] == '\xba')  
{  
    free(freed_pointer); //double free  
}...  
else if (strstr(array, "short"))  
{  
    ...  
}
```

Locals

| Name          | Value                                             | Type          |
|---------------|---------------------------------------------------|---------------|
| argc          | 2                                                 | int           |
| argv          | 0x04301ad0 (0x04301adc "HeapCorruptionSample.e... | char **       |
| array         | 0x00cfff64 ""                                     | char[256]     |
| FileHandle    | 0x00000000                                        | void *        |
| freed_pointer | 0x00000000                                        | void *        |
| readBytes     | 27                                                | unsigned long |

Output

```
0x3019fe0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  
0x3019ff0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  
0x3019ff10: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 f1  
0x3019ff20: f1 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  
0x3019ff30: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  
=>0x3019ff40: 00 f2 f2 f2 04[f2]f8 f3 f3 f3 00 00 00 00  
0x3019ff50: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  
0x3019ff60: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  
0x3019ff70: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  
0x3019ff80: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
```

Visual Studio interface showing a C++ program with a stack buffer overflow exception. The code includes a loop that writes 'a' to array[0-4], 'B' to array[10], 'X' to array[300], and 'k' to array[11]. A blue arrow points from the exception dialog to the output window.

```
109 CloseHandle(FileHandle);
110
111 void* freed_pointer = malloc(1024);
112 free(freed_pointer); //we'll never get here either
113
114 if (array[0] == 'a') {
115     if (array[1] == 'b')
116         if (array[2] == 'c')
117             if (array[3] == 'd')
118                 if (array[4] == 'e')
119                     if (array[5] == 'f')
120                         printf("we'll never get here either");
121 }
122
123 if (array[10] == 'B')
124     if (array[300] == 'X')
125         printf("we'll never get here either");
126
127 if (array[11] == 'k' && array[38] == 'g' && array[100] == 'b')
128 {
129     *((int*)freed_pointer) = 0x1c0debad; //uaf
130 }
131 else if (array[23] == '\xba')
132 {
133     free(freed_pointer); //double free
134 }
135
136 else if (strstr(array, "short"))
137 {
138     printf("short string found\n");
139     BYTE* byte_ptr = (BYTE*)malloc(1024);
140     memset(byte_ptr, 'a', 1024);
141     printf("short string found\n");
142 }
```

Exception Unhandled  
ASAN Error: Stack Buffer Overflow  
AzureMachine Bucket 0  
AzureMachine Bucket 1  
AzureMachine Bucket 2  
AzureMachine Bucket 3  
Manage Job Submission  
Full error details can be found in the output window  
Copy Details | Start collaboration session...  
Exception Settings

Locals

| Name          | Value                                              | Type          |
|---------------|----------------------------------------------------|---------------|
| argc          | 2                                                  | int           |
| argv          | 0x04301ad0 {0x04301adc "HeapCorruptionSample.e...} | char **       |
| array         | 0x00cff6c4 ""                                      | char[256]     |
| FileHandle    | 0x00000000                                         | void *        |
| freed_pointer | 0x00000000                                         | void *        |
| readBytes     | 27                                                 | unsigned long |

Output

```
Show output from: Debug
0x3019fef0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x3019ff00: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x3019ff10: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 f1
0x3019ff20: f1 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x3019ff30: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
=>0x3019ff40: 00 f2 f2 f2 f2 f2 04[f2]f8 f3 f3 f3 f3 00 00 00 00
0x3019ff50: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x3019ff60: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x3019ff70: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x3019ff80: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
```

Snapshot Loaded

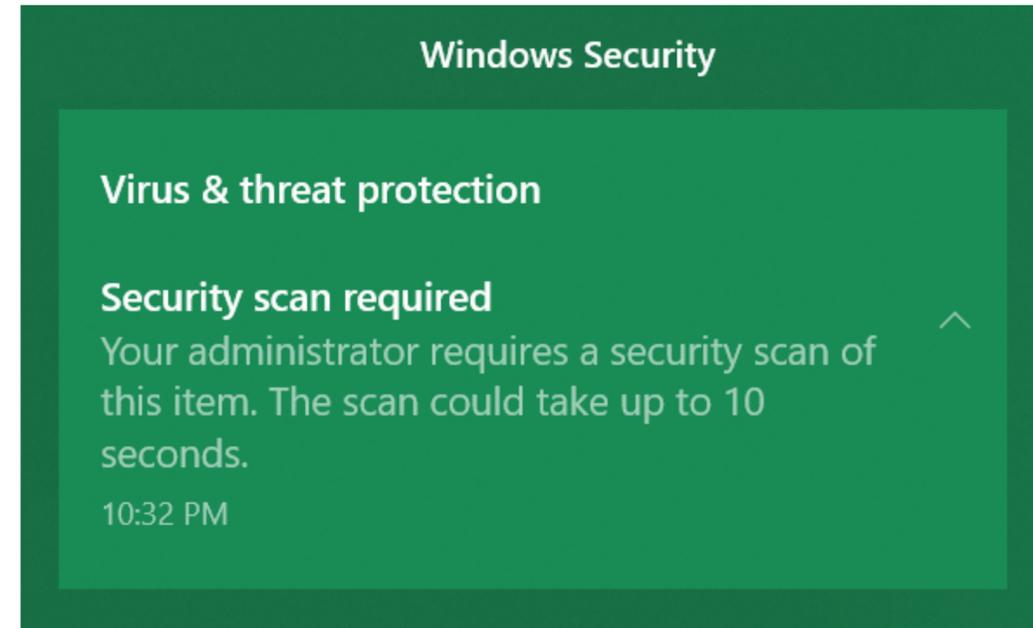
# How does it work ?

# ASan is just Malware, used for Good

```
Microsoft Visual Studio Debug Console
Hello World!
=====
==20932==ERROR: AddressSanitizer: heap-buffer-overflow on address 0x12d3e28801d0 at pc 0x7ff6b4f21062 bp 0x00b85512f8b0
sp 0x00b85512f8b8
WRITE of size 4 at 0x12d3e28801d0 thread T0
==20932==WARNING: Failed to use and restart external symbolizer!
#0 0x7ff6b4f21061 in main C:\Users\victo\Downloads\Asana\Asana.cpp:10
#1 0x7ff6b4f22d03 in __scrt_common_main_seh D:\agent_work\9\s\src\vc\tools\crt\vcstartup\src\startup\exe_common.inl:
288
#2 0x7ffee9a76fd3 in BaseThreadInitThunk+0x13 (C:\WINDOWS\System32\KERNEL32.DLL+0x180016fd3)
#3 0x7ffeea97cec0 in RtlUserThreadStart+0x20 (C:\WINDOWS\SYSTEM32\ntdll.dll+0x18004cec0)
0x12d3e28801d0 is located 0 bytes to the right of 400-byte region [0x12d3e2880040,0x12d3e28801d0)
allocated by thread T0 here:
#0 0x7ffe889d7cf1 in _asan_loadN_noabort+0x553fb (C:\Program Files (x86)\Microsoft Visual Studio\2019\Professional\VC
\Tools\MSVC\14.27.29110\bin\HostX64\x64\clang_rt.asan_dynamic-x86_64.dll+0x180057cf1)
#1 0x7ff6b4f21037 in main C:\Users\victo\Downloads\Asana\Asana.cpp:10
#2 0x7ff6b4f22d03 in __scrt_common_main_seh D:\agent_work\9\s\src\vc\tools\crt\vcstartup\src\startup\exe_common.inl:
288
#3 0x7ffee9a76fd3 in BaseThreadInitThunk+0x13 (C:\WINDOWS\System32\KERNEL32.DLL+0x180016fd3)
#4 0x7ffeea97cec0 in RtlUserThreadStart+0x20 (C:\WINDOWS\SYSTEM32\ntdll.dll+0x18004cec0)
SUMMARY: AddressSanitizer: heap-buffer-overflow C:\Users\victo\Downloads\Asana\Asana.cpp:10 in main
Shadow bytes around the buggy address:
0x05065ed88ffe0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x05065ed88fff0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x05065ed900000: fa fa fa fa fa fa fa fa 00 00 00 00 00 00 00 00
0x05065ed900010: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x05065ed900020: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
=>0x05065ed900030: 00 00 00 00 00 00 00 00 00[fa]fa fa fa fa fa
0x05065ed900040: fa fa
0x05065ed900050: fa fa
0x05065ed900060: fa fa
0x05065ed900070: fa fa
0x05065ed900080: fa fa
Shadow byte legend (one shadow byte represents 8 application bytes):
Addressable: 00
Partially addressable: 01 02 03 04 05 06 07
Heap left redzone: fa
Freed heap region: fd
Stack left redzone: f1
Stack mid redzone: f2
Stack right redzone: f3
Stack after return: f5
Stack use after scope: f8
Global redzone: f9
Global init order: f6
Poisoned by user: f7
Container overflow: fc
Array cookie: ac
Intra object redzone: bb
ASan internal: fe
Left alloca redzone: ca
Right alloca redzone: cb
Shadow gap: cc
==20932==ABORTING
C:\Users\victo\Downloads\Asana\x64\Release\Asana.exe (process 20932) exited with code 1.
Press any key to close this window . . .
```

# ASan is just Malware, used for Good

```
Microsoft Visual Studio Debug Console
Hello World!
=====
==20932==ERROR: AddressSanitizer: heap-buffer-overflow on address 0x12d3e28801d0 at pc 0x7ff6b4f21062 bp 0x00b85512f8b0
sp 0x00b85512f8b8
WRITE of size 4 at 0x12d3e28801d0 thread T0
==20932==WARNING: Failed to use and restart external symbolizer!
#0 0x7ff6b4f21061 in main C:\Users\victo\Downloads\Asana\Asana.cpp:10
#1 0x7ff6b4f22d03 in __scrt_common_main_seh D:\agent_work\9\s\src\vc\tools\crt\vcstartup\src\startup\exe_common.inl:
288
#2 0x7ffee9a76fd3 in BaseThreadInitThunk+0x13 (C:\WINDOWS\System32\KERNEL32.DLL+0x180016fd3)
#3 0x7ffeea97cec0 in RtlUserThreadStart+0x20 (C:\WINDOWS\SYSTEM32\ntdll.dll+0x18004cec0)
0x12d3e28801d0 is located 0 bytes to the right of 400-byte region [0x12d3e2880040,0x12d3e28801d0)
allocated by thread T0 here:
#0 0x7ffe889d7cf1 in _asan_loadN_noabort+0x553fb (C:\Program Files (x86)\Microsoft Visual Studio\2019\Professional\VC
\Tools\MSVC\14.27.29110\bin\HostX64\x64\clang_rt.asan_dynamic-x86_64.dll+0x180057cf1)
#1 0x7ff6b4f21037 in main C:\Users\victo\Downloads\Asana\Asana.cpp:10
#2 0x7ff6b4f22d03 in __scrt_common_main_seh D:\agent_work\9\s\src\vc\tools\crt\vcstartup\src\startup\exe_common.inl:
288
#3 0x7ffee9a76fd3 in BaseThreadInitThunk+0x13 (C:\WINDOWS\System32\KERNEL32.DLL+0x180016fd3)
#4 0x7ffeea97cec0 in RtlUserThreadStart+0x20 (C:\WINDOWS\SYSTEM32\ntdll.dll+0x18004cec0)
SUMMARY: AddressSanitizer: heap-buffer-overflow C:\Users\victo\Downloads\Asana\Asana.cpp:10 in main
Shadow bytes around the buggy address:
 0x05065ed8ffe0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 0x05065ed8fff0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 0x05065ed90000: fa fa fa fa fa fa fa fa 00 00 00 00 00 00 00 00
 0x05065ed90010: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 0x05065ed90020: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
=>0x05065ed90030: 00 00 00 00 00 00 00 00 00[fa]fa fa fa fa fa
 0x05065ed90040: fa fa
 0x05065ed90050: fa fa
 0x05065ed90060: fa fa
 0x05065ed90070: fa fa
 0x05065ed90080: fa fa
Shadow byte legend (one shadow byte represents 8 application bytes):
Addressable:          00
Partially addressable: 01 02 03 04 05 06 07
Heap left redzone:    fa
Freed heap region:    fd
Stack left redzone:   f1
Stack mid redzone:    f2
Stack right redzone:  f3
Stack after return:   f5
Stack use after scope: f8
Global redzone:       f9
Global init order:    f6
Poisoned by user:     f7
Container overflow:   fc
Array cookie:          ac
Intra object redzone: bb
ASan internal:         fe
Left alloca redzone:  ca
Right alloca redzone: cb
Shadow gap:           cc
==20932==ABORTING
C:\Users\victo\Downloads\Asana\x64\Release\Asana.exe (process 20932) exited with code 1.
Press any key to close this window . . .
```



# Address Sanitizer (ASan)

## Compiler

- instrumentation code, stack layout, and calls into runtime
- meta-data in OBJ for the runtime

## Sanitizer Runtime

- hooking `malloc()`, `free()`, `memset()`, etc.
- error analysis and reporting
- does not require complete recompile => great for **interop**
- **zero** false positives

# ASan Report

==23364==ERROR: AddressSanitizer: **heap-buffer-overflow** on address 0x12ac01b801d0 at  
pc 0x7ff6e3a627be bp 0x0097d4b4fac0 sp 0x0097d4b4fac8

WRITE of size 4 at 0x12ac01b801d0 thread T0

```
#0 0x7ff6e3a627bd in main C:\Asana\Asana.cpp:10
#1 0x7ff6e3a66ce8 in invoke_main D:\agent\_work\9\s\src\vctools\crt\vcstartup\src\startup\exe_common.inl:78
#2 0x7ff6e3a66bcd in __scrt_common_main_seh D:\agent\_work\9\s\src\vctools\crt\vcstartup\src\startup\exe_common.inl:288
#3 0x7ff6e3a66a8d in __scrt_common_main D:\agent\_work\9\s\src\vctools\crt\vcstartup\src\startup\exe_common.inl:330
#4 0x7ff6e3a66d78 in mainCRTStartup D:\agent\_work\9\s\src\vctools\crt\vcstartup\src\startup\exe_main.cpp:16
#5 0x7ffee9a76fd3 in BaseThreadInitThunk+0x13 (C:\WINDOWS\System32\KERNEL32.DLL+0x180016fd3)
#6 0x7ffeea97cec0 in RtlUserThreadStart+0x20 (C:\WINDOWS\SYSTEM32\ntdll.dll+0x18004cec0)
```

0x12ac01b801d0 is located 0 bytes to the right of 400-byte region [0x12ac01b80040,0x12ac01b801d0)

allocated by thread T0 here:

```
#0 0x7ffe83be7e91 in _asan_loadN_noabort+0x55555 (...\.bin\HostX64\x64\clang_rt.asan_dbg_dynamic-x86_64.dll+0x180057e91)
#1 0x7ff6e3a62758 in main C:\Asana\Asana.cpp:9
#2 0x7ff6e3a66ce8 in invoke_main D:\agent\_work\9\s\src\vctools\crt\vcstartup\src\startup\exe_common.inl:78
#3 0x7ff6e3a66bcd in __scrt_common_main_seh D:\agent\_work\9\s\src\vctools\crt\vcstartup\src\startup\exe_common.inl:288
#4 0x7ff6e3a66a8d in __scrt_common_main D:\agent\_work\9\s\src\vctools\crt\vcstartup\src\startup\exe_common.inl:330
#5 0x7ff6e3a66d78 in mainCRTStartup D:\agent\_work\9\s\src\vctools\crt\vcstartup\src\startup\exe_main.cpp:16
#6 0x7ffee9a76fd3 in BaseThreadInitThunk+0x13 (C:\WINDOWS\System32\KERNEL32.DLL+0x180016fd3)
#7 0x7ffeea97cec0 in RtlUserThreadStart+0x20 (C:\WINDOWS\SYSTEM32\ntdll.dll+0x18004cec0)
```

SUMMARY: AddressSanitizer: [heap-buffer-overflow](#) C:\Asana\Asana.cpp:10 in main()

Shadow bytes around the buggy address:

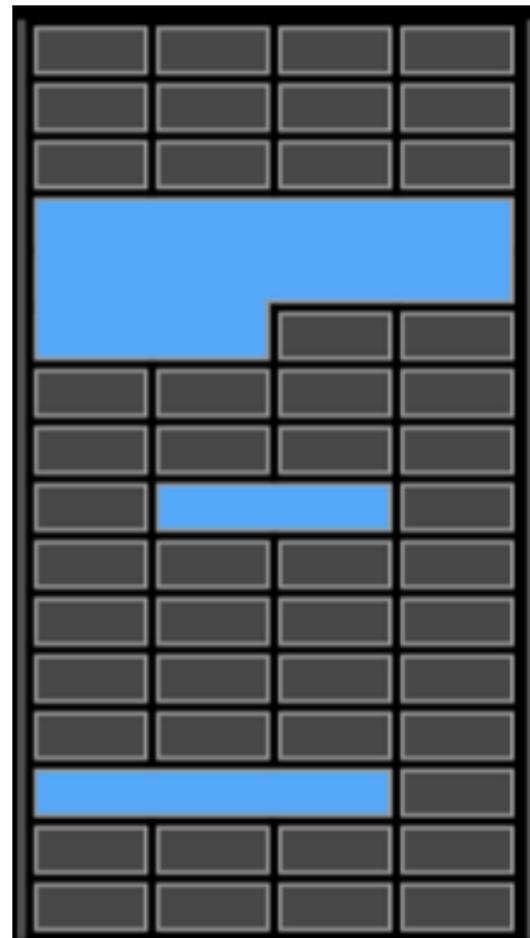
```
0x04d981eef0e0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x04d981eef0f0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x04d981ef0000: fa fa fa fa fa fa fa fa 00 00 00 00 00 00 00 00
0x04d981ef0010: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0x04d981ef0020: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
=>0x04d981ef0030: 00 00 00 00 00 00 00 00 00 00 [fa] fa fa fa fa fa
0x04d981ef0040: fa fa
0x04d981ef0050: fa fa
0x04d981ef0060: fa fa
0x04d981ef0070: fa fa
0x04d981ef0080: fa fa
```

|                        |    |    |                                                                      |
|------------------------|----|----|----------------------------------------------------------------------|
| Addressable:           | 00 | 👍  |                                                                      |
| Partially addressable: | 01 | 02 | 03 04 05 06 07 (of the 8 application bytes, how many are accessible) |
| Heap left redzone:     | fa | ←  |                                                                      |
| Freed heap region:     | fd |    |                                                                      |
| Stack left redzone:    | f1 |    |                                                                      |
| Stack mid redzone:     | f2 |    |                                                                      |
| Stack right redzone:   | f3 |    |                                                                      |
| Stack after return:    | f5 |    |                                                                      |
| Stack use after scope: | f8 |    |                                                                      |
| Global redzone:        | f9 |    | issues & markers                                                     |
| Global init order:     | f6 |    |                                                                      |
| Poisoned by user:      | f7 |    |                                                                      |
| Container overflow:    | fc |    |                                                                      |
| Array cookie:          | ac |    |                                                                      |
| Intra object redzone:  | bb |    |                                                                      |
| ASan internal:         | fe |    |                                                                      |
| Left alloca redzone:   | ca |    |                                                                      |
| Right alloca redzone:  | cb |    |                                                                      |
| Shadow gap:            | cc | ←  |                                                                      |

## Shadow byte legend

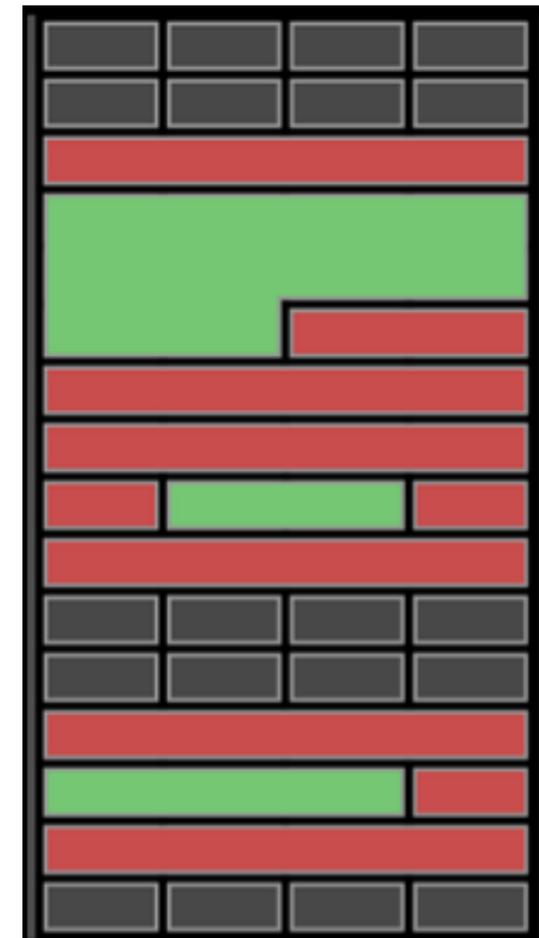
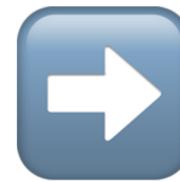
(one shadow byte represents 8 application bytes)

# Shadow Mapping



Process Memory

my allocated memory



Shadow Memory



Poisoned memory

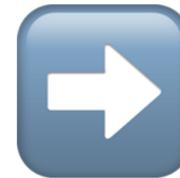


Red zones

# Code Generation

(simplified)

```
*p = 0xbadf00d
```



```
if (ShadowByte::IsBad(p))  
    AsanRt::Report(p, sz)
```

```
*p = 0xbadf00d
```

If the shadow byte is **poisoned**,  
ASAN runtime **reports** the problem and **crashes** the application

# Code Generation

(simplified)

Lookups into shadow memory need to be *very fast*

ASAN maintains a *lookup table* where every **8 bytes** of user memory are tracked by **1 shadow byte**

=> **1/8** of the address space (*shadow region*)

A Shadow Byte:  $*( (User\_Address \gg 3) + 0x30000000 ) = 0xF8;$

↑  
Stack use after scope

# Code Generation (simplified)

Lookups into shadow memory need to be **very fast**

```
bool ShadowByte::IsBad(Addr) // is poisoned ?  
{  
    Shadow = Addr >> 3 + Offset;  
    return (*Shadow) != 0;  
}
```

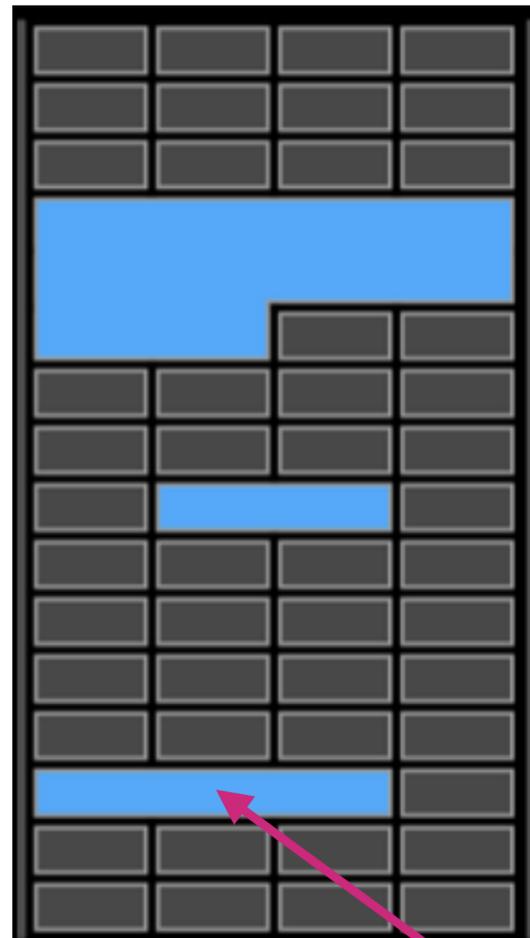
Location of shadow region in memory

A Shadow Byte:

```
*( (User_Address >> 3) + 0x30000000 ) = 0xF8;
```

Stack use after scope

# Shadow Mapping

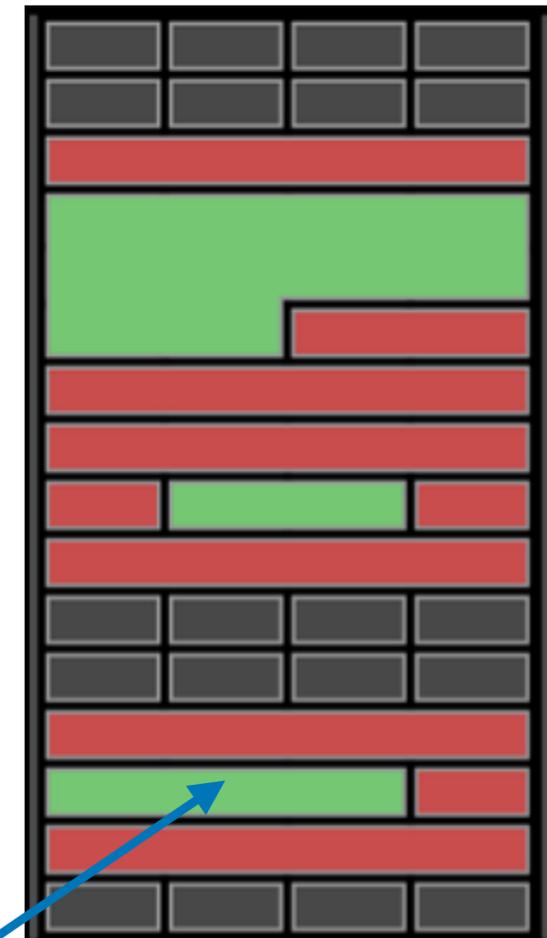


Process Memory

p

```
if (ShadowByte::IsBad(p))  
    AsanRt::Report(p, sz);
```

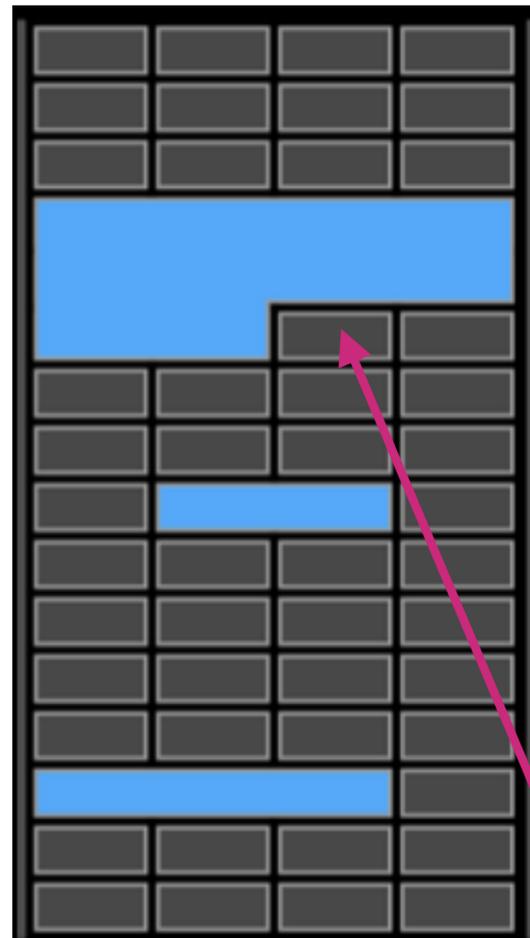
\*p = 0xf00d



Shadow Memory

ShadowByte(p)

# Shadow Mapping

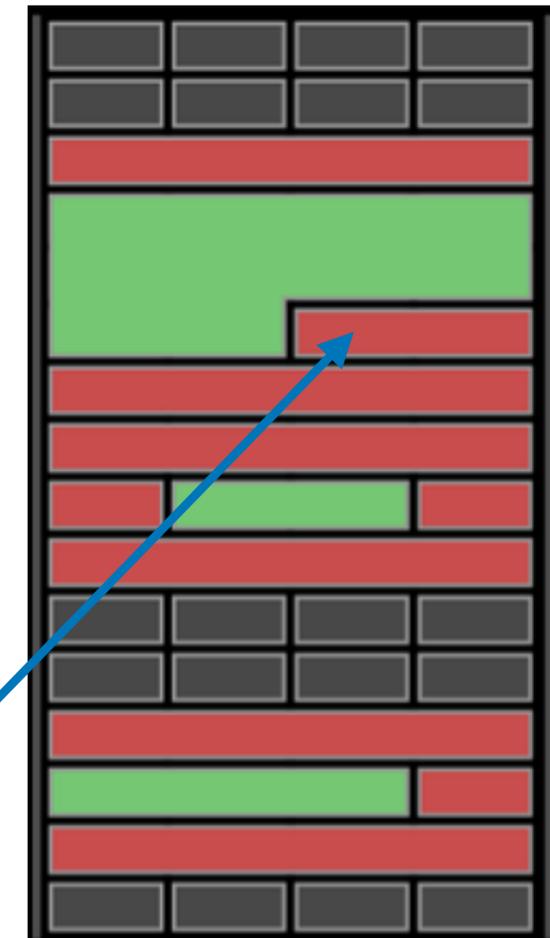


Process Memory

p

```
if (ShadowByte::IsBad(p))  
    AsanRt::Report(p, sz);
```

```
*p = 0xbadf00d
```



Shadow Memory

ShadowByte(p)

# Heap Red Zones

malloc()



ASAN malloc()



# Heap Red Zones

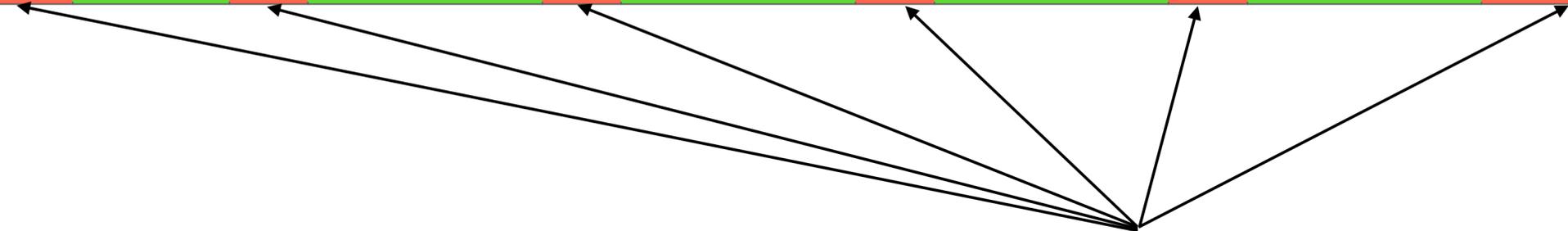
ASAN malloc()



Shadow Memory



Poisoned memory



# Heap Red Zones

ASAN malloc()



When an object is **deallocated**,  
its corresponding shadow byte is **poisoned**  
(delays reuse of freed memory)

Shadow Memory

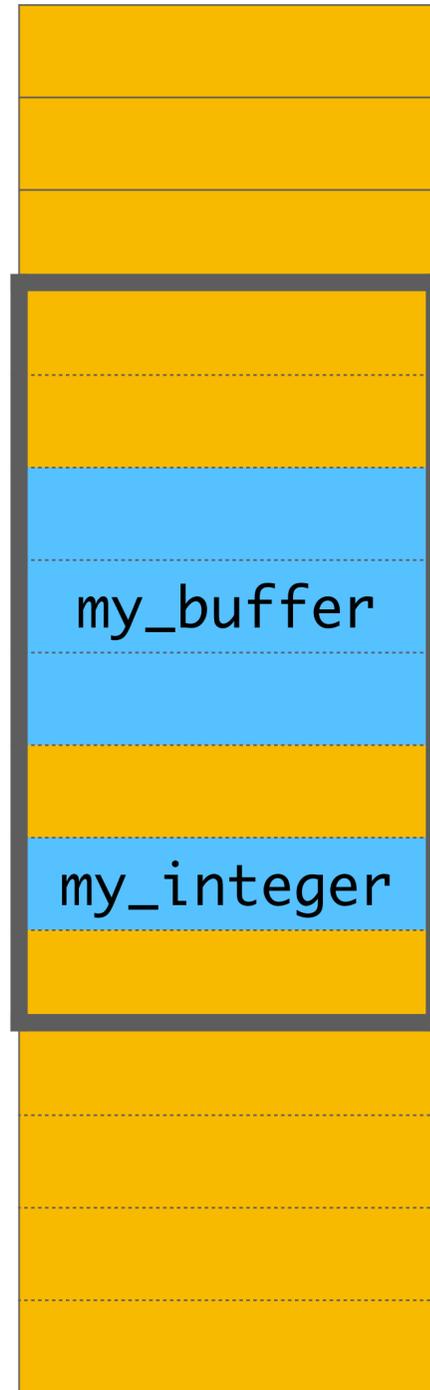


Poisoned memory

**Detect:**

- heap underflows/overflows
- use-after-free & double free

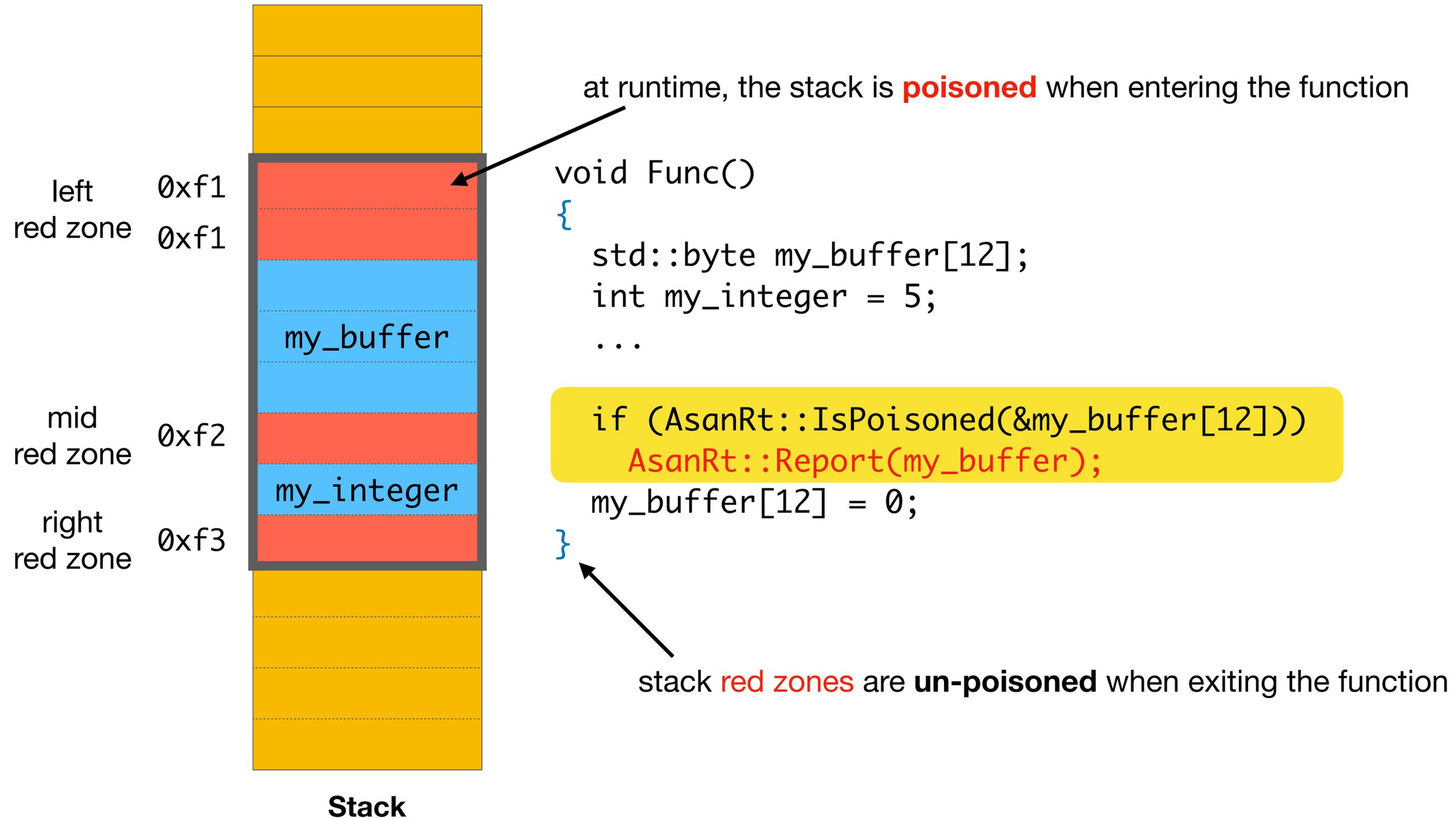
# Stack Red Zones



Stack

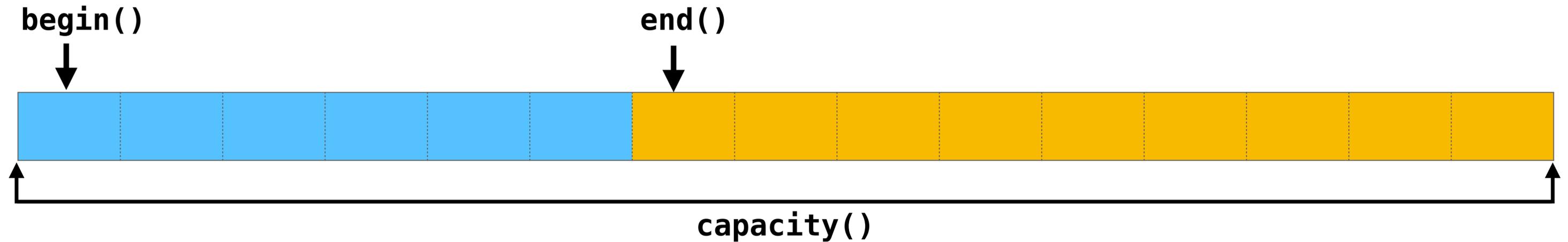
```
void Func()
{
    std::byte my_buffer[12];
    int my_integer = 5;
    ...
    ...
    ...
    ...
    my_buffer[12] = 0;
}
```

# Stack Red Zones



# AddressSanitizer ContainerOverflow

`std::vector<T>`



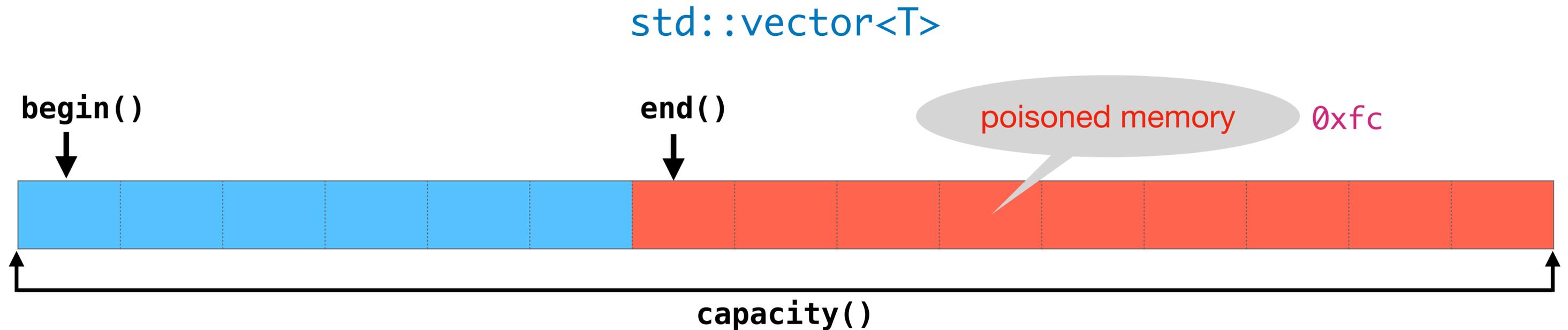
with the help of **code annotations** in `std::vector`

libc++

libstdc++

<https://github.com/google/sanitizers/wiki/AddressSanitizerContainerOverflow>

# AddressSanitizer ContainerOverflow



```
std::vector<int> v;  
v.push_back(0);  
v.push_back(1);  
v.push_back(2);  
assert(v.capacity() >= 4);  
assert(v.size() == 3);
```

```
T * p = &v[0];  
std::cout << p[3];
```

container-overflow

0xfc

v[3] could be detected by  
simple checks in std::vector

<https://github.com/google/sanitizers/wiki/AddressSanitizerContainerOverflow>



# Address Sanitizer (ASan)

## Very fast instrumentation

The average slowdown of the instrumented program is  $\sim 2x$

[github.com/google/sanitizers/wiki/AddressSanitizerPerformanceNumbers](https://github.com/google/sanitizers/wiki/AddressSanitizerPerformanceNumbers)

# Problems & Gotchas

Stuff you need to know

**VS 16.7.x-16.8.Preview**

# Compiling/linking from command-line

Manual CLI compile/link can be tedious,  
be careful in choosing the correct **ASan libraries** to link against

Check here for all the details:

[devblogs.microsoft.com/cppblog/asan-for-windows-x64-and-debug-build-support/](https://devblogs.microsoft.com/cppblog/asan-for-windows-x64-and-debug-build-support/)

Eg.

- **Compiling a single static EXE**  
link the static runtime `asan-i386.lib` and the cxx library
- **Compiling an EXE with /MT runtime which will use ASan-instrumented DLLs**  
the EXE needs to have `asan-i386.lib` linked and  
the DLLs need the `clang_rt.asan_dll_thunk-i386.lib`
- **When compiling with the /MD dynamic runtime**  
all EXE and DLLs with instrumentation should be linked with  
`asan_dynamic-i386.lib` and `clang_rt.asan_dynamic_runtime_thunk-i386.lib`  
At runtime, these libraries will refer to the  
`clang_rt.asan_dynamic-i386.dll` shared ASan runtime.

# /ZI

## Edit and Continue (Debug)

error MSB8059:

-fsanitize=address (Enable Address Sanitizer) is incompatible with option 'edit-and-continue' debug information /ZI

# Mixing ASan & non-ASan modules

## Problem:

A non-ASan built executable can NOT call `LoadLibrary()` on a DLL built with ASAN.

## Reason:

ASan runtime is tracking memory and the non-ASan executable might have done something like `HeapAlloc()`

**This limitation is a problem if you're building a plugin (DLL)**

MSVC team is considering dealing with this issue in a later release

[devblogs.microsoft.com/cppblog/asan-for-windows-x64-and-debug-build-support/](https://devblogs.microsoft.com/cppblog/asan-for-windows-x64-and-debug-build-support/)

# /RTCs and /RTC1 Runtime Checks

warning C5059:

runtime checks and address sanitizer is not currently supported - disabling runtime checks

If you use `/WX` this harmless/informative warning becomes a build blocker :(

=> we had to disable `/RTCs` and `/RTC1` so we could do the ASan experiments



[twitter.com/ciura\\_victor/status/1296499633825492992](https://twitter.com/ciura_victor/status/1296499633825492992)

# Missing PDBs from VS

**It appears some ASan runtime PDBs were not included in the VS installer:**

```
[Debug]  
vcasand.lib(vcasan.obj) : warning LNK4099: PDB 'vcasand.pdb' was not found with 'vcasand.lib(vcasan.obj)'  
linking object as if no debug info
```

```
[Release]  
vcasan.lib(vcasan.obj) : warning LNK4099: PDB 'vcasan.pdb' was not found with 'vcasan.lib(vcasan.obj)'  
linking object as if no debug info
```

## Building an EXE

# Missing PDBs from VS

**It appears some PDBs were not included in the VS installer:**

[Debug]

```
libvcasand.lib(vcasan.obj) : warning LNK4099: PDB 'libvcasand.pdb' was not found with  
'libvcasand.lib(vcasan.obj)'
```

[Release]

```
libvcasan.lib(vcasan.obj) : warning LNK4099: PDB 'libvcasan.pdb' was not found with  
'libvcasan.lib(vcasan.obj)'
```

**Building a static LIB, linked into an EXE**

# Linker Trouble?

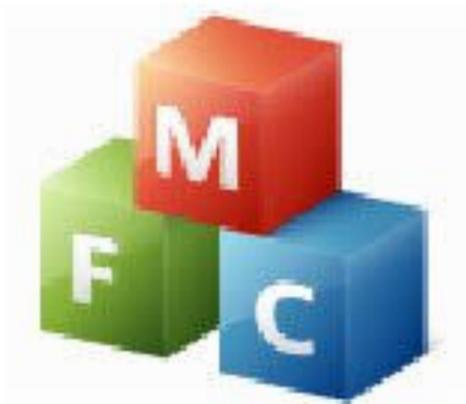
## Building a static LIB, linked into an EXE

### [Debug | x64]

```
>libucrtd.lib(debug_heap.obj) : warning LNK4006: _calloc_dbg already defined in clang_rt.asan_dbg-x86_64.lib(asan_malloc_win.cc.obj); second definition ignored
>libucrtd.lib(debug_heap.obj) : warning LNK4006: _expand_dbg already defined in clang_rt.asan_dbg-x86_64.lib(asan_malloc_win.cc.obj); second definition ignored
>libucrtd.lib(debug_heap.obj) : warning LNK4006: _free_dbg already defined in clang_rt.asan_dbg-x86_64.lib(asan_malloc_win.cc.obj); second definition ignored
>libucrtd.lib(debug_heap.obj) : warning LNK4006: _malloc_dbg already defined in clang_rt.asan_dbg-x86_64.lib(asan_malloc_win.cc.obj); second definition ignored
>libucrtd.lib(debug_heap.obj) : warning LNK4006: _realloc_dbg already defined in clang_rt.asan_dbg-x86_64.lib(asan_malloc_win.cc.obj); second definition ignored
>libucrtd.lib(debug_heap.obj) : warning LNK4006: _realloc_dbg already defined in clang_rt.asan_dbg-x86_64.lib(asan_malloc_win.cc.obj); second definition ignored
>libucrtd.lib(debug_heap.obj) : warning LNK4006: _realloc_dbg already defined in clang_rt.asan_dbg-x86_64.lib(asan_malloc_win.cc.obj); second definition ignored
>libucrtd.lib(expand.obj) : warning LNK4006: _expand already defined in clang_rt.asan_dbg-x86_64.lib(asan_malloc_win.cc.obj); second definition ignored
```

### [Debug | x86]

```
>libucrtd.lib(debug_heap.obj) : warning LNK4006: __calloc_dbg already defined in clang_rt.asan_dbg-i386.lib(asan_malloc_win.cc.obj); second definition ignored
>libucrtd.lib(debug_heap.obj) : warning LNK4006: __expand_dbg already defined in clang_rt.asan_dbg-i386.lib(asan_malloc_win.cc.obj); second definition ignored
>libucrtd.lib(debug_heap.obj) : warning LNK4006: __free_dbg already defined in clang_rt.asan_dbg-i386.lib(asan_malloc_win.cc.obj); second definition ignored
>libucrtd.lib(debug_heap.obj) : warning LNK4006: __malloc_dbg already defined in clang_rt.asan_dbg-i386.lib(asan_malloc_win.cc.obj); second definition ignored
>libucrtd.lib(debug_heap.obj) : warning LNK4006: __realloc_dbg already defined in clang_rt.asan_dbg-i386.lib(asan_malloc_win.cc.obj); second definition ignored
>libucrtd.lib(debug_heap.obj) : warning LNK4006: __realloc_dbg already defined in clang_rt.asan_dbg-i386.lib(asan_malloc_win.cc.obj); second definition ignored
>libucrtd.lib(debug_heap.obj) : warning LNK4006: __realloc_dbg already defined in clang_rt.asan_dbg-i386.lib(asan_malloc_win.cc.obj); second definition ignored
>libucrtd.lib(expand.obj) : warning LNK4006: __expand already defined in clang_rt.asan_dbg-i386.lib(asan_malloc_win.cc.obj); second definition ignored
```



+ ASan

```
>uafxcw.lib(afxmem.obj) : error LNK2005: "void * __cdecl operator new(unsigned int)" (??2@YAPAXI@Z) already defined in clang_rt.asan_cxx-i386.lib(asan_new_delete.cc.obj)
```

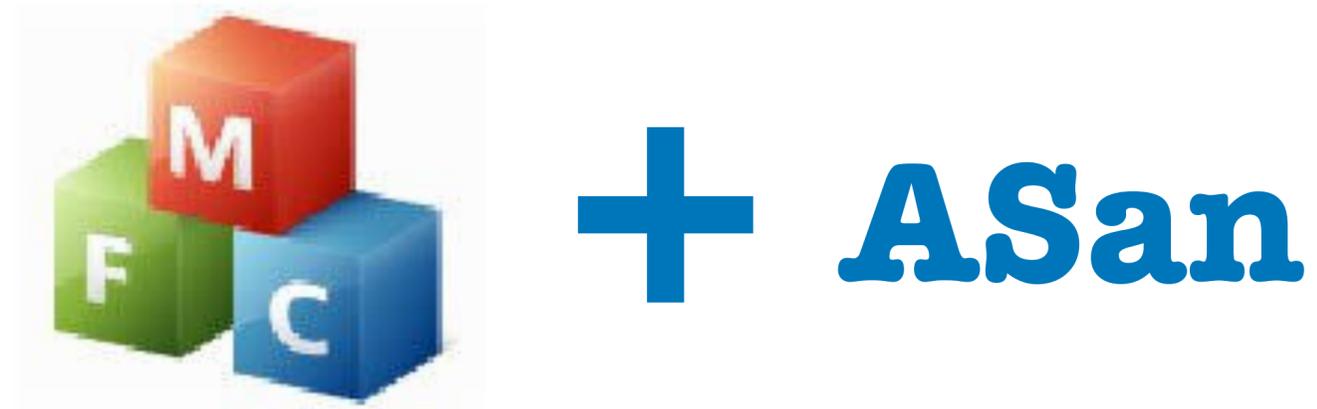
```
>uafxcw.lib(afxmem.obj) : error LNK2005: "void __cdecl operator delete(void *)" (??3@YAXPAX@Z) already defined in clang_rt.asan_cxx-i386.lib(asan_new_delete.cc.obj)
```

```
>uafxcw.lib(afxmem.obj) : error LNK2005: "void * __cdecl operator new[](unsigned int)" (??_U@YAPAXI@Z) already defined in clang_rt.asan_cxx-i386.lib(asan_new_delete.cc.obj)
```

```
>uafxcw.lib(afxmem.obj) : error LNK2005: "void __cdecl operator delete[](void *)" (??_V@YAXPAX@Z) already defined in clang_rt.asan_cxx-i386.lib(asan_new_delete.cc.obj)
```

 if you link **statically** to MFC lib

[developercommunity.visualstudio.com/content/problem/1144525/mfc-application-fails-to-link-with-address-sanitiz.html](https://developercommunity.visualstudio.com/content/problem/1144525/mfc-application-fails-to-link-with-address-sanitiz.html)



In general, if you have **overrides** for:

```
void* operator new(size_t size);
```

### Workarounds:

- set `/FORCE:MULTIPLE` in the linker command line (settings)
- temporarily set your MFC application to link to **shared** MFC DLLs for testing with ASan

# FAQ

## Can ASan also detect memory leaks ?

Some

Eg.

If you don't use a virtual destructor you might see an error message that says something like: “`new` and `delete` mismatch. You allocated 16 bytes but freed 8”.



# Explore Further

AddressSanitizer (ASan) for Windows with MSVC

[devblogs.microsoft.com/cppblog/addresssanitizer-asan-for-windows-with-msvc/](https://devblogs.microsoft.com/cppblog/addresssanitizer-asan-for-windows-with-msvc/)

AddressSanitizer for Windows: x64 and Debug Build Support

[devblogs.microsoft.com/cppblog/asan-for-windows-x64-and-debug-build-support/](https://devblogs.microsoft.com/cppblog/asan-for-windows-x64-and-debug-build-support/)

by **Augustin Popa**

[@augustin\\_popa](https://twitter.com/augustin_popa)

## **Part III**

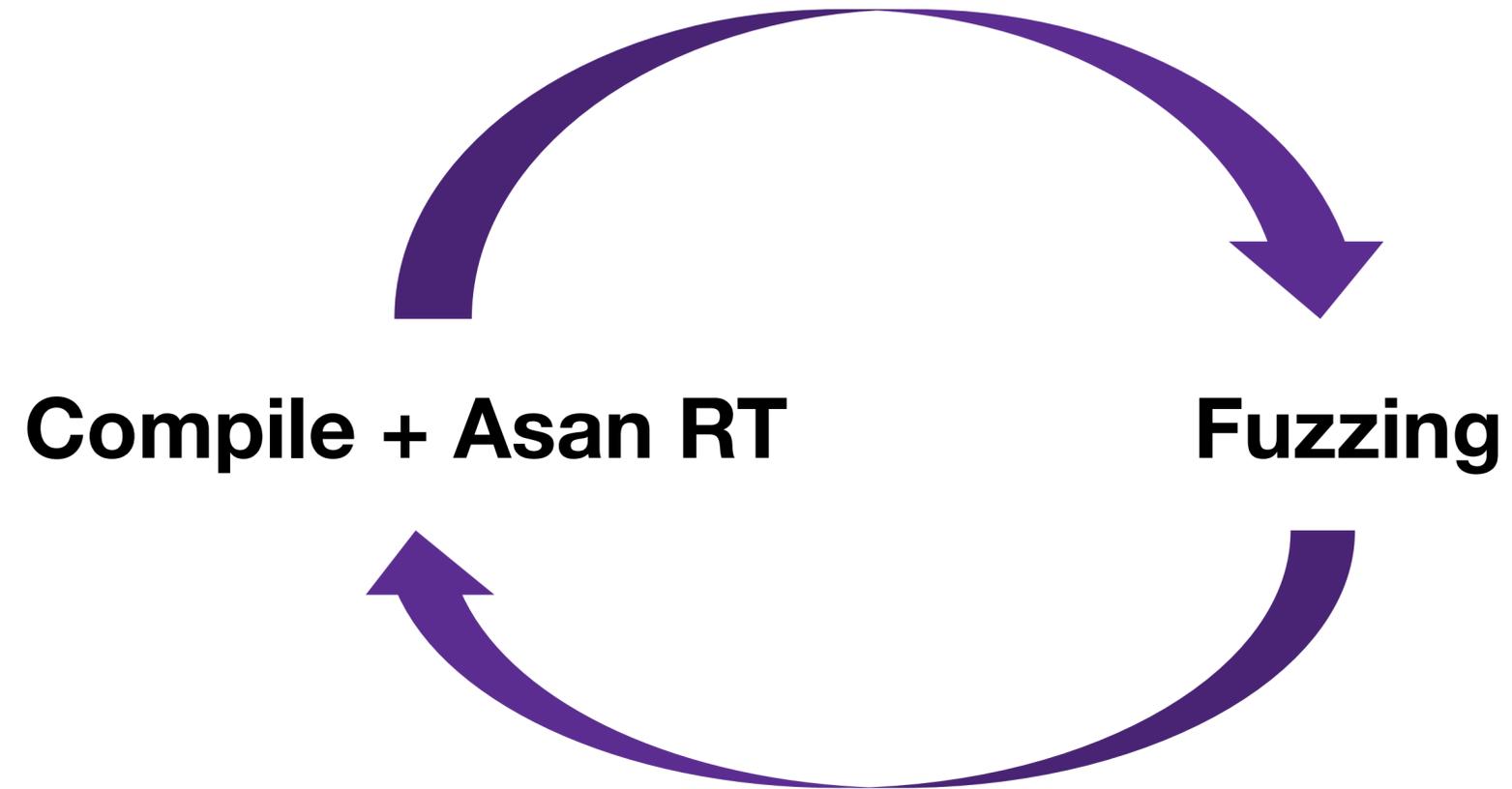
# **Warm Fuzzy Feelings**

# Sanitizers + Fuzzing



**Automatically generate inputs to you program to crash it.**

# Workflow





# { ASan + Fuzzing } => Azure

## What is Microsoft Security Risk Detection?

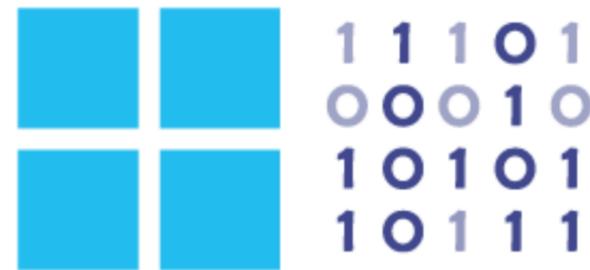
Security Risk Detection is Microsoft's unique fuzz testing service for finding security critical bugs in software. Security Risk Detection helps customers quickly adopt practices and technology battle-tested over the last 15 years at Microsoft.

[READ SUCCESS STORIES >](#)



### "Million dollar" bugs

Security Risk Detection uses "Whitebox Fuzzing" technology which discovered 1/3rd of the "million dollar" security bugs during Windows 7 development.



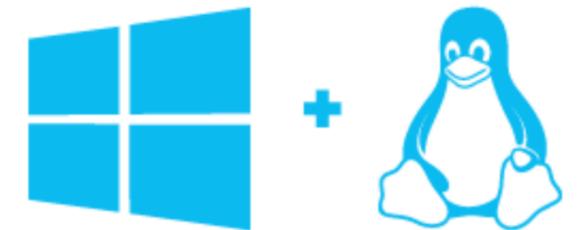
### Battle tested tech

The same state-of-the-art tools and practices honed at Microsoft for the last decade and instrumental in hardening Windows and Office — with the results to prove it.



### Scalable fuzz lab in the cloud

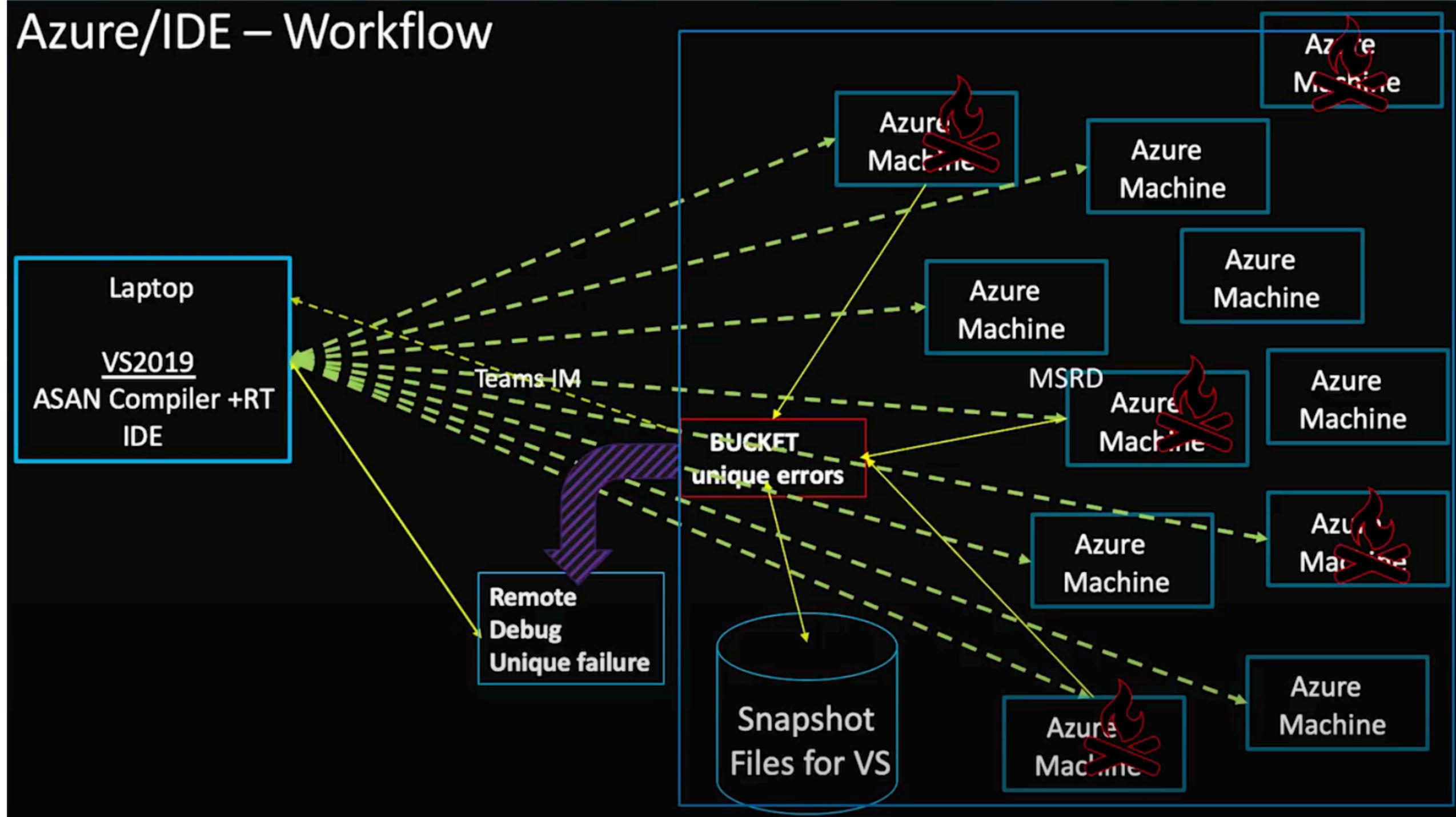
One click scalable, automated, Intelligent Security testing lab in the cloud.



### Cross-platform support

Linux Fuzzing is now available. So, whether you're building or deploying software for Windows or Linux or both, you can utilize our Service.

# { ASan + Fuzzing } => Azure



[www.youtube.com/watch?v=0EsqxGgYOQU](http://www.youtube.com/watch?v=0EsqxGgYOQU)

# { ASan + Fuzzing } => Azure

The screenshot shows the Azure Security Risk Detection console. The browser address bar displays the URL: <https://sf-web-ignite.fe-ignite.azurewebsites.net/accounts/37fc5d3a-b4b7-4b25-82...>. The user is logged in as Jim Radigan. The navigation menu includes Security Risk Detection, Fuzzing Jobs (selected), Web Scanning, and Learn More. The main heading is "Fuzzing Jobs" with a "Create Job" button. Below is a table of active and completed fuzzing jobs.

| Id       | Name                                                            | OS Image                           | Created         | Status                                                | Results | Actions                              |
|----------|-----------------------------------------------------------------|------------------------------------|-----------------|-------------------------------------------------------|---------|--------------------------------------|
| 8ee12290 | Package CppConFuzzTargetVcAsan by jradigan from JRADIGAN-DELLLT | Windows Server 2019 Datacenter x64 | 9/18/19 1:44 PM | Fuzzing (Day 1 of 14)<br>Started on: 9/18/19 2:09 PM  | 4       | [Icons: List, Delete, Stop, Refresh] |
| fb907d35 | Package CppConFuzzTargetVcAsan by jradigan from JRADIGAN-DELLLT | Windows Server 2019 Datacenter x64 | 9/18/19 9:47 AM | Fuzzing (Day 1 of 14)<br>Started on: 9/18/19 10:13 AM | 5       | [Icons: List, Delete, Stop, Refresh] |
| b4058add | Package CppConFuzzTargetVcAsan by jradigan from JRADIGAN-DELLLT | Windows Server 2019 Datacenter x64 | 9/13/19 1:55 PM | Fuzzing (Day 5 of 14)<br>Started on: 9/13/19 2:21 PM  | 5       | [Icons: List, Delete, Stop, Refresh] |
| 6852ebcc | Package CppConFuzzTargetVcAsan                                  | Windows Server 2019 Datacenter x64 | 9/13/19 9:11 AM | Stopped                                               | 5       | [Icons: List, Delete, Stop, Refresh] |
| 9f1428c0 | Demo - Package CppConFuzzTargetVcAsan                           | Windows Server 2019 Datacenter x64 | 9/8/19 7:27 AM  | Fuzzing (Day 11 of 14)<br>Started on: 9/8/19 7:55 AM  | 5       | [Icons: List, Delete, Stop, Refresh] |
| a3d2b069 | Package CppConFuzzTargetVcAsan                                  | Windows Server 2019 Datacenter x64 | 9/7/19 11:46 PM | Stopped                                               | 5       | [Icons: List, Delete, Stop, Refresh] |

**Azure MSRD service**

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Friday, September 18 • 12:00 - 13:00

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## Introducing Microsoft's New Open Source Fuzzing Platform

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<https://sched.co/e7C0>



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This native code security talk is a joint presentation by Principals from Windows Security (COSINE) and Microsoft Research. The work by Google and other contributors to the llvm ecosystem on libfuzzer, ASan, and sancov have “shifted left” the field of fuzz testing from the hands of hackers and security auditors directly to CI/CD developers. Rather than waiting for an auditing gate, developers should be able to receive fuzz testing results directly from their build system: quickly, cheaply, and reliably without false positives. To this end, Microsoft is adopting this testing paradigm via continuous cloud-based fuzzing of dedicated test binaries.

Microsoft is currently fuzzing Windows continuously in Azure using libfuzzer and a fuzzing platform developed at Microsoft Research that we are releasing as Open Source at CppCon. Developers continuously building libfuzzer-based test binaries utilizing sanitizers and coverage instrumentation can now launch fuzzing jobs in the cloud with a single command line. This talk will introduce the framework and its capabilities including a live demo.

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# Microsoft's "OneFuzz"

**a platform you will be able to download from Github  
and run fuzzing in Azure**

<https://sched.co/e7C0>

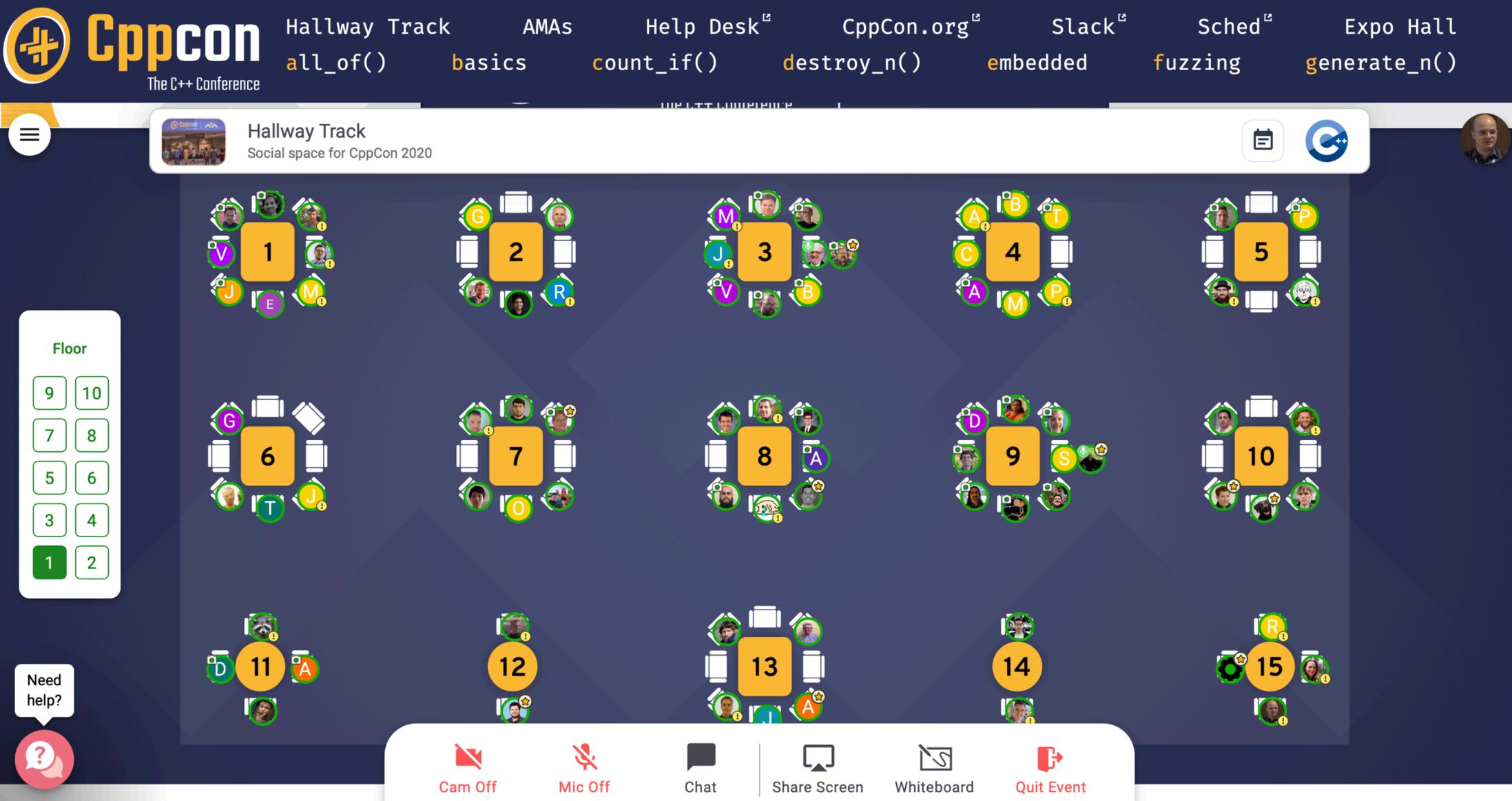
# Looking forward to many days of bug-fixing ahead 🤨

The screenshot shows Visual Studio with the following components:

- Code Editor:** `MsiFilesView.cpp` at line 3616. A blue arrow points to the line `BOOL result = this->m_thunk.Init(NULL, NULL);`. A red circle highlights the `atlwin.h` header file in the Solution Explorer.
- Debugger:** The **Locals** window shows variables: `this` (0x146ecad4), `atom` (50057), `dwExStyle` (0), `dwStyle` (1442840576), `hWnd` (0xc0000000), `hWndPar...` (0x009d004a), `lpCreateP...` (0x00000000), `MenuOrID` (0), `rect` (0), and `szWindow...` (0).
- Call Stack:** Shows the call path from `advinst.exe!MainFrame::SelectGui` through `advinst.exe!MsiFilesView::ProcessWindowMessage` to `advinst.exe!MsiFilesView::OnCreate`.
- Diagnostics Tools:** The **Diagnostic Tools** window is open, showing a **CPU Usage** graph with three flame icons overlaid on the graph, indicating high CPU usage.



I hope you're now as excited  
as I am for leveraging the power  
of ASan on Windows



Q & A

Myself as well as people on Visual C++ team are available in **Remo** to answer your questions **#sig\_visual\_studio** on CppCon Slack



# Cpluspluscon

The C++ Conference

# 2020



# September 13-18

## ONLINE

GOING VIRTUAL

# 2020: The Year of Sanitizers?

## Victor Ciura

Principal Engineer



@ciura\_victor



CAPHYON