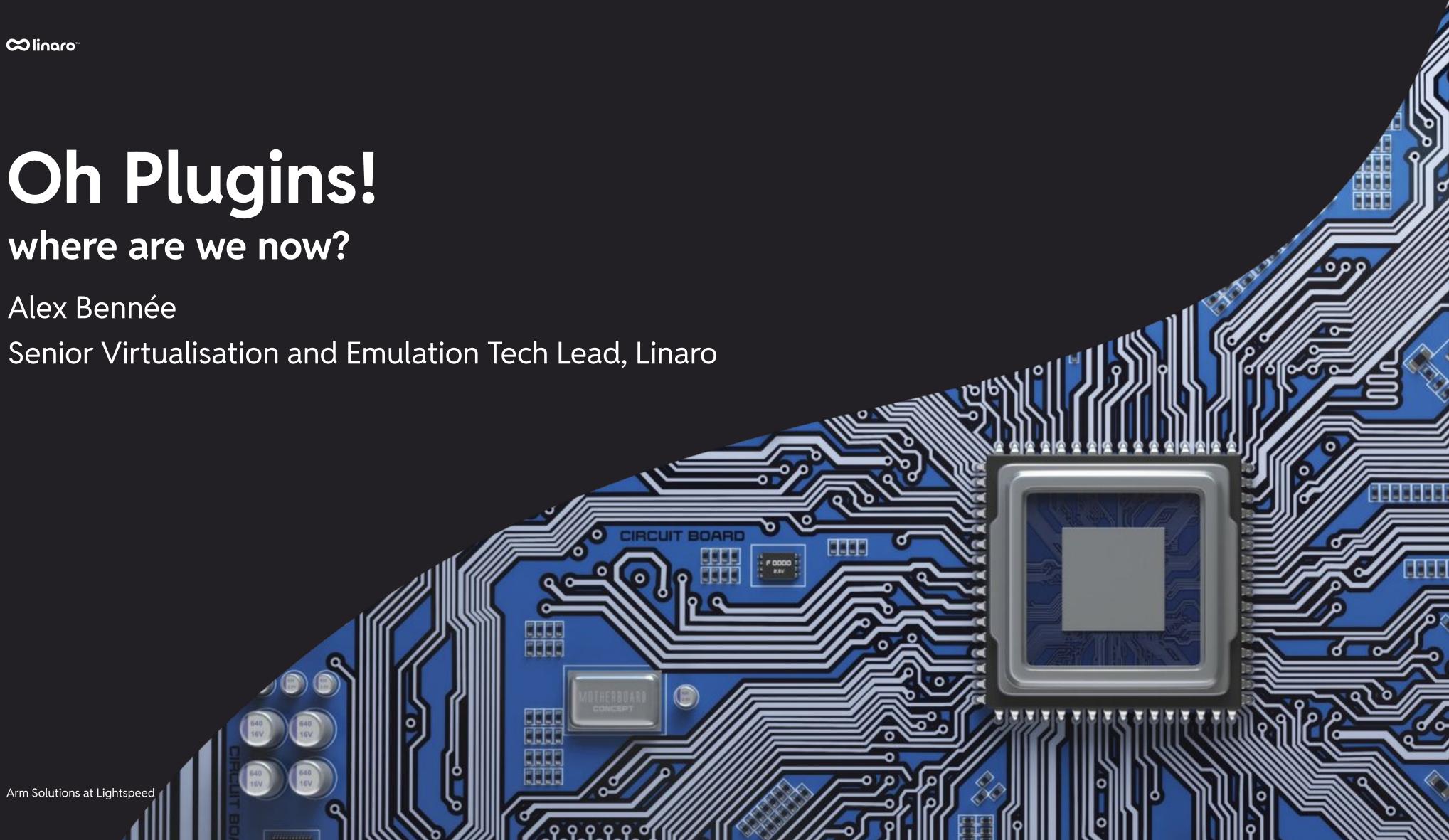
# where are we now?



# Agenda

- Instrumenting with QEMU
- Overview of TCG Plugins
- New features
- Future Directions?

# Some Notable Forks (cool things based on QEMU)

#### <u>Unicorn</u>



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CPU emulation framework - lots of downstream users

Application fuzzer, multiple backends (inc QEMU)

american fuzzy lop ++2.65d (libpng\_harness) [@

new path : O days, O hrs, O min, 1 sec

none seen yet

q crash : none seen yet

cessing : 261\*1 (37.1%) med out : 0 (0.00%)

> splice 14 31/32 (96.88%)

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stom : 0/0, 0/0 trim : 19.25%/53.2k, n/a

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506/1.05M, 193/1.44M

xecs : 2.55M

0 days, 0 hrs, 0 min, 43 sec

map coverage

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#### PANDA

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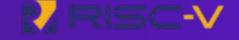


Whole system analysis with record/replay and OS introspection

### Why base on GEMU victims of our own success

- Actively developed architectures
- Focus on Fidelity
- Performant enough

#### arm



#### Loongson

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### **Downstream downsides** forking isn't free

- Re-basing a challenge
- Multiple hook implementations
- Instrumentation at architecture level

# Downsides for upstream

- Missing functionality
- Missing developers
- Fixes not being upstreamed

∞linaro\*

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# TCG plugins

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# Subscribe to Events

- Translation
- vCPU Idle and Resume
- vCPU Init and Exit
- Syscall (\*-user only)

# At Translation

- Block
  - Inline counter or callback
- Individual Instruction
  - Inline counter
  - Callback
  - Memory Callback

# Limitations

- Plugin specific API
- Can't change state\*
- Cannot simulate HW
- Will not aid bypassing the GPL

#### See: What's Going On? Taking advantage of TCG's total system awareness, KVM Forum 2019

# Helpers

- Extra information
  - memory
  - instruction data
  - symbol information
- Disassembly

## New Features

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## New features

- Read Registers (see Akihiko's talk, up next)
- Scoreboards
- Memory access
- Controlling time

### Scoreboards thread safe inline ops

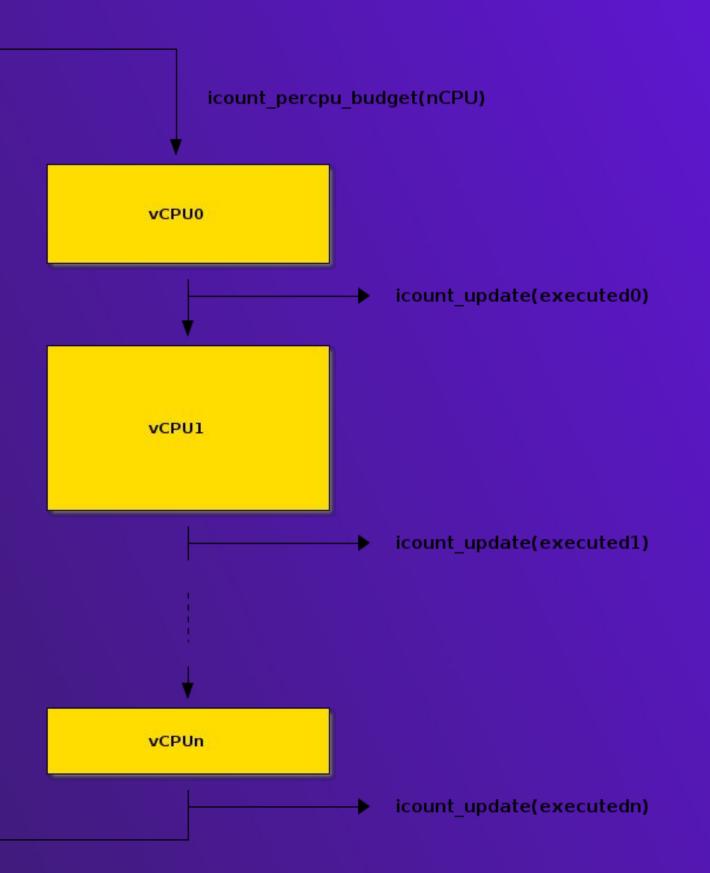
- o qemu\_plugin\_scoreboard\_new()
- inline STORE\_U64
- Conditional callbacks

# Memory APIs

- Two APIs
- qemu\_plugin\_mem\_get\_mem\_value()
- qemu\_plugin\_read\_memory\_vaddr()

### **Controlling Time** or the illusion of it

- icount
- round-robin schedule





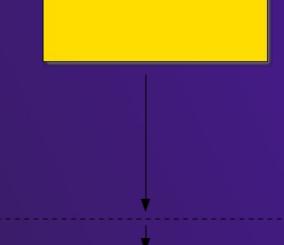
### Controlling Time plugins controlling state

- o qemu\_plugin\_update\_ns()
- multi-threaded
- ips

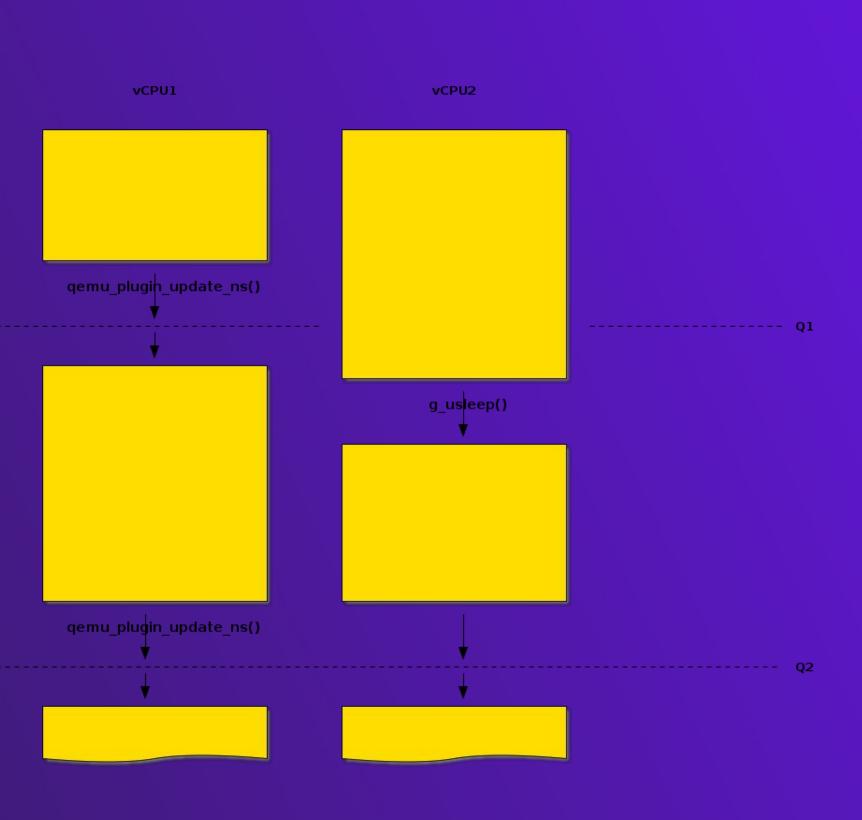




\_\_\_\_\_\_qemu\_plugin\_update\_ns()

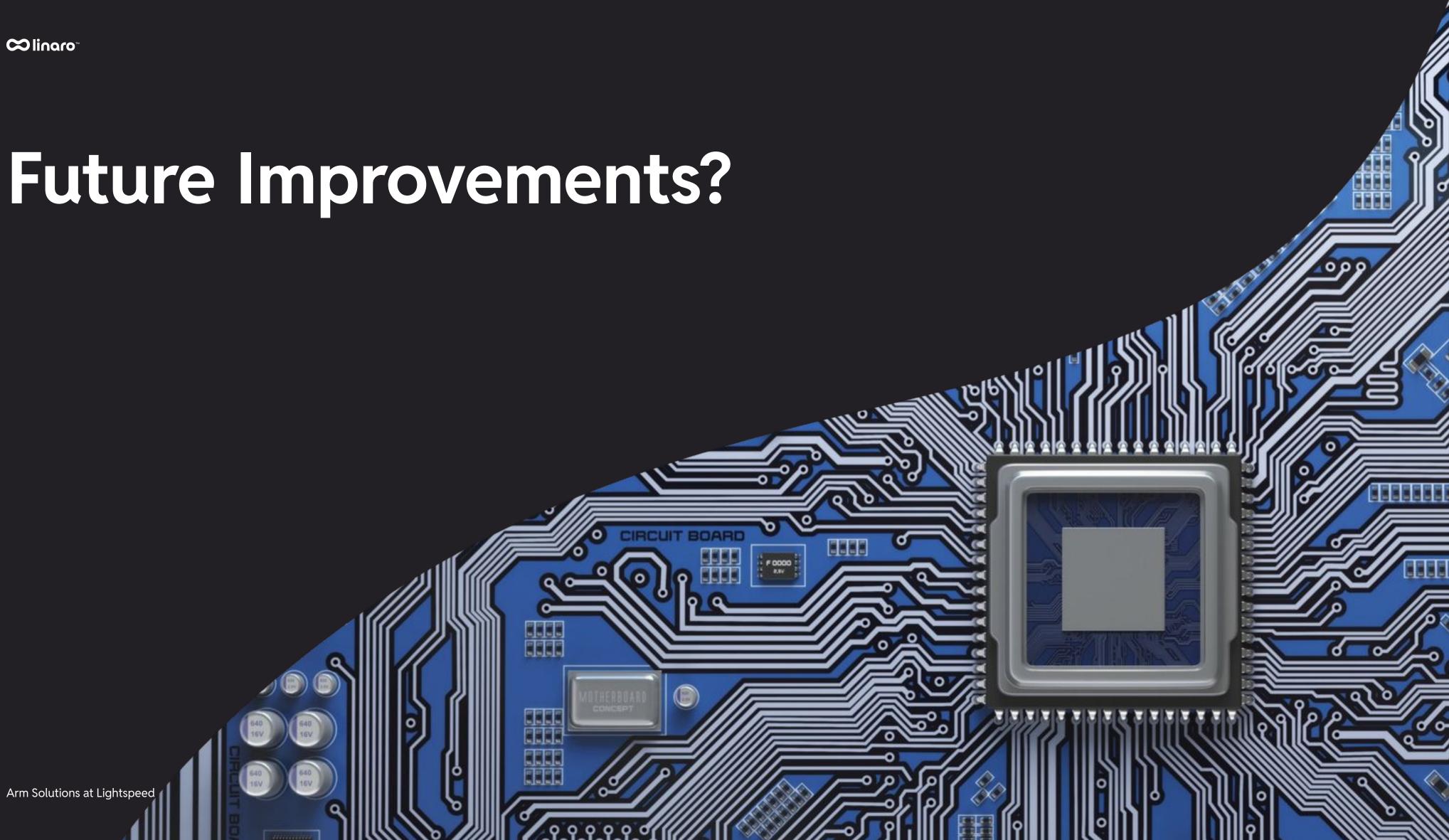






### New Examples looking for gems in contrib

- bbv
- stoptrigger
- cflow



# Semantic Hooks

- Where is malloc?
- Hypercalls to Plugins
- Inter-plugin communication

# Another Memory API?

- Fast and racy
- Slow and precise
- Range based?

# Alternate Bindings

- All current plugins use C
- Rust examples downstream
- Require a more formal API

# Summary

- Core plugin API
- Growing list of examples
- Won't replace downstream forks
  - but may reduce the delta

# Any Questions?

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# Thank you

- #qemu on OFTC
- mastodon.org.uk
- lemmy.ml
- bsky.social