

AI Agents for Security: Lessons from AlxCC and AI security Research

Dongkwan Kim



Team Atlanta

<https://0xdkay.me>

Who am I: Dongkwan Kim

- Background

- ~'22.02 : KAIST Ph.D. (Advisor: Yongdae Kim)
- ~'24.12 : Samsung Security Center
- ~'26.04 : GT Postdoc (Advisor: Taesoo Kim)
- ~Now : MS Principal Security Researcher

Research Area

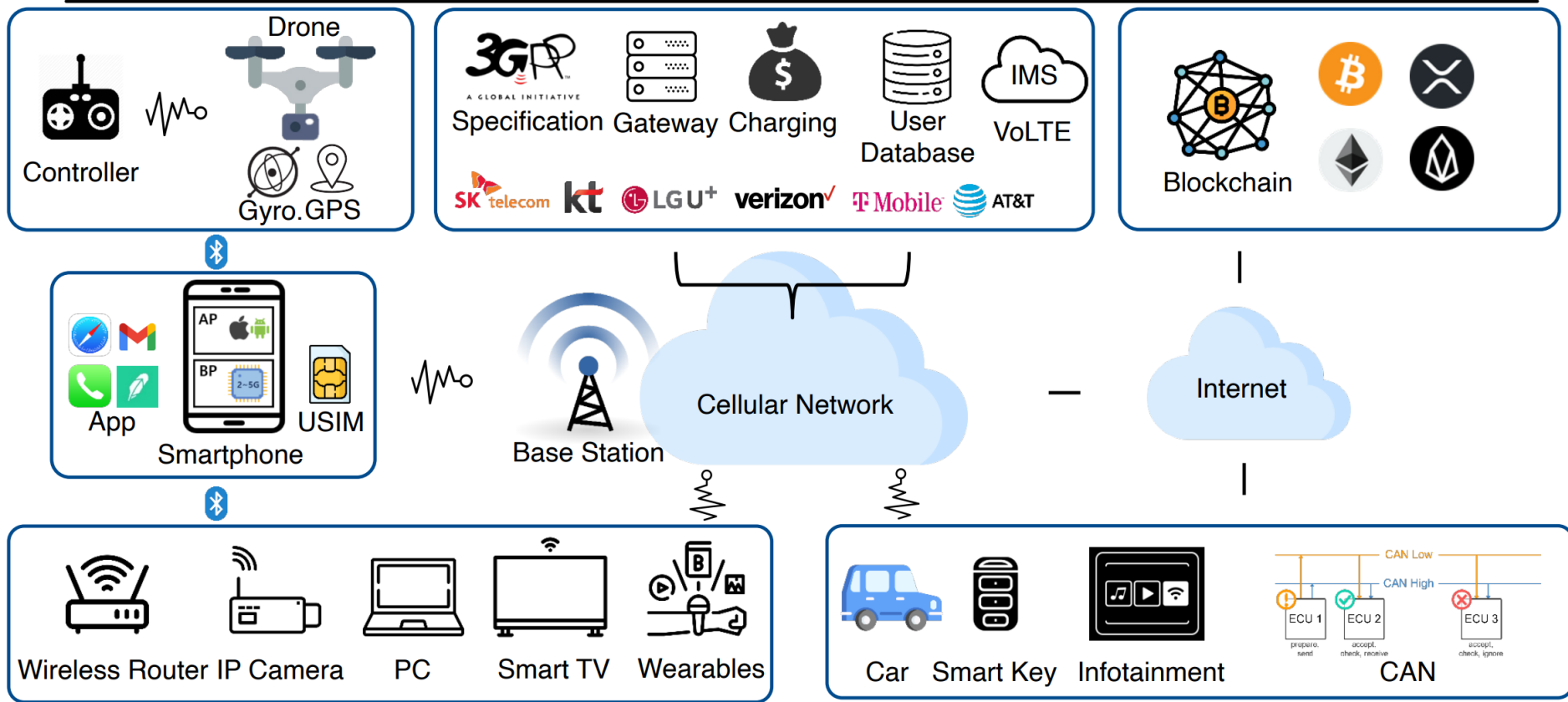
Mobile & Cellular Security
Cyber-Physical & Sensor Security
Firmware & Binary Analysis
AI-Powered Security Automation

- Hacker

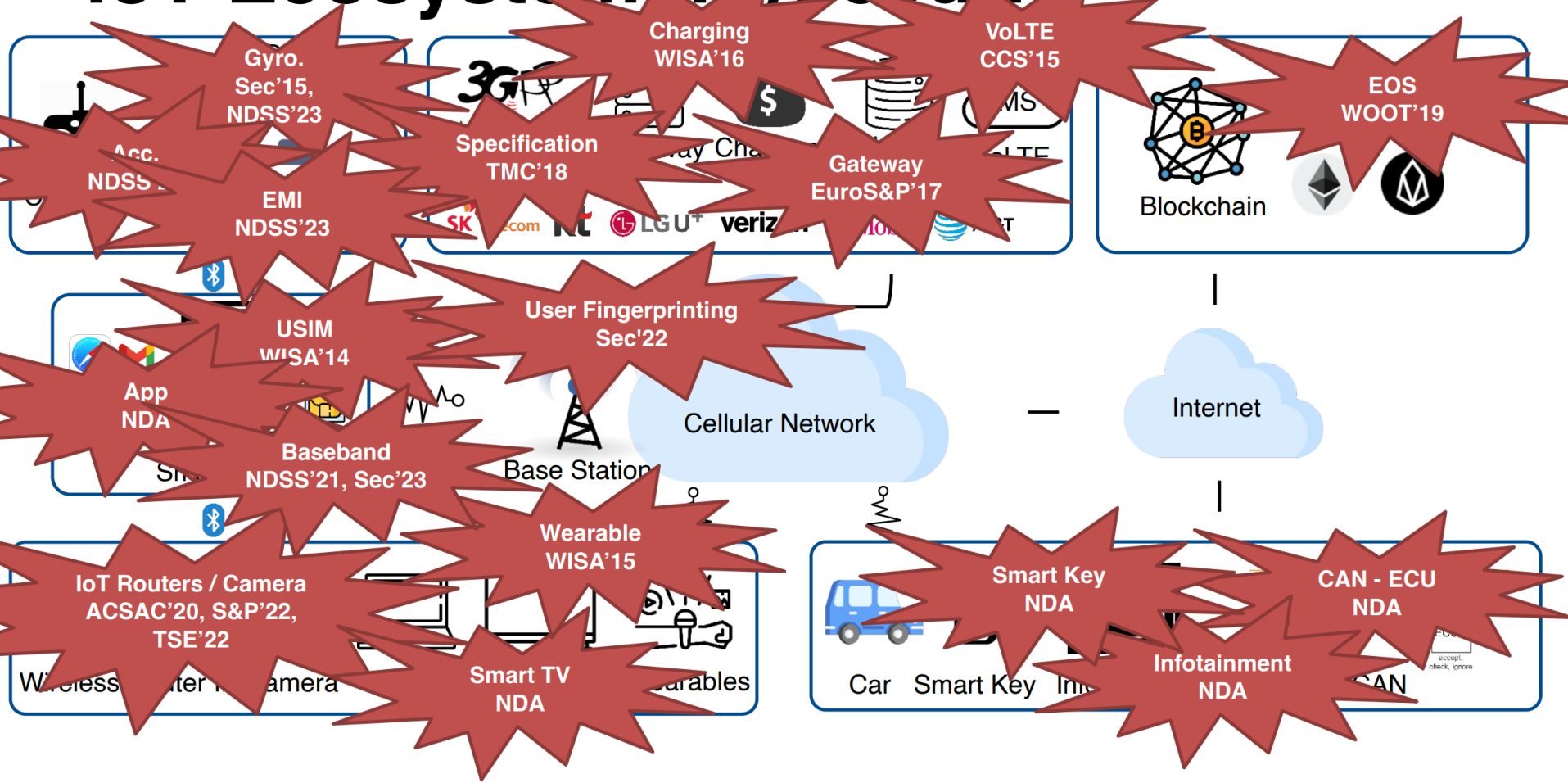
- DEFCON finalist ('12, '14, '16, '18, '19)
- CTF winner (Whitehat Contest, HDCON, Codegate, ...)
- CTF organizer (Samsung CTF '17,'18)

Emerging System Threat Hunter

IoT Ecosystem (In)Security



IoT Ecosystem (In)Security





FFmpeg



@FFmpeg



Hi @AMD. FFmpeg developer @quink_lamy is not happy with your AI slop patches.

[code.ffmpeg.org/FFmpeg/FFmpeg/...](#)

ili commented two days ago

Memb

nsure a thorough manual review of all AI-generated code before submission. Document on how to use pacman to install gcc at
commit message is far from necessary, and add an option const named 8 with value 8 is unnecessary.

rated code tends to be verbose; it requires the developer's own judgment and cleanup.

4:09 PM · Jan 29, 2026 · **204.3K** Views



Daniel Stenberg

curl CEO. Code Emitting Organism

3mo · Edited

That's it. I've had it. I'm putting my foot down on this cra

1. Every reporter submitting security reports on **#Hacker**
answer this question:

"Did you use an AI to find the problem or generate this s

(and if they do select it, they can expect a stream of proof of actual intelligence follow-up questions)

2. We now ban every reporter INSTANTLY who submits reports we deem AI slop. A threshold has been reached. We are effectively being DDoSed. If we could, we would charge them for this waste of our time.

We still have not seen a single valid security report done with AI help.



6,698 · 265 Comments



Daniel Stenberg ✓ · Following

curl CEO. Code Emitting Organism

1w · 🌐

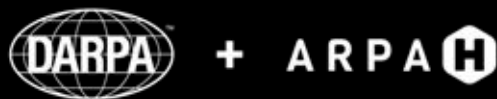
The **#curl** project will not accept or otherwise handle any vulnerability reports during the month of July 2026. We call it the curl summer of bliss.

<https://lnkd.in/dXGvKk56>



curl summer of bliss

daniel.haxx.se



AIxCC
AI CYBER CHALLENGE

PATCHING CRITICAL INFRASTRUCTURE

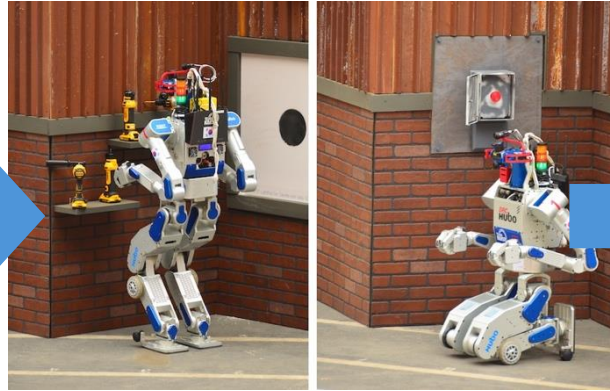
DARPA Grand Challenge



DEFENSE ADVANCED
RESEARCH PROJECTS AGENCY



2004-2007
(Autonomous Vehicle)



2012-2015
(Robotics Challenge)

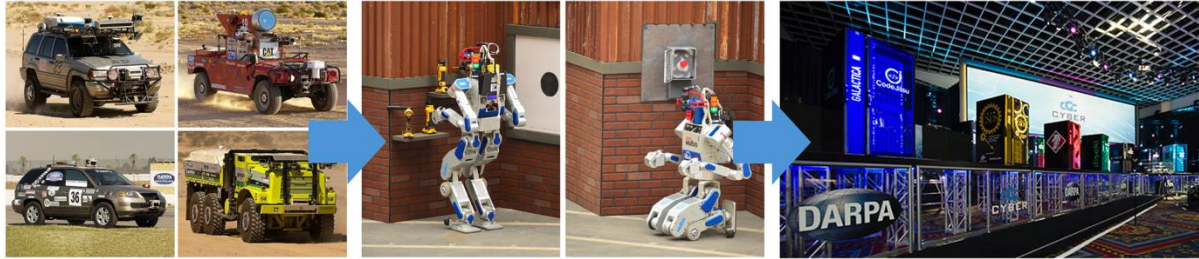


2014-2016
(Cyber Grand Challenge)

DARPA Grand Challenge



DEFENSE ADVANCED
RESEARCH PROJECTS AGENCY

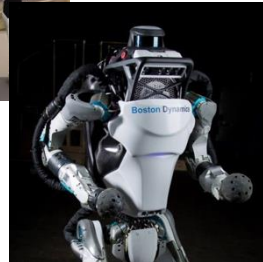


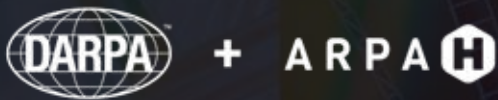
2004-2007
(Autonomous Vehicle)

2012-2015
(Robotics Challenge)

2014-2016
(Cyber Grand Challenge)

20+ years





AIxCC
AI CYBER CHALLENGE

WHAT IS AIxCC?

- A competition that rewards autonomous systems that find and patch vulnerabilities in source code.
- The challenges are **well-known open-source projects**.
- The **vulnerabilities** are realistic or real.
- **Patching** is worth more than finding.
- Code and data will be released open source.



DEFCON



BLUESKY
—INNOVATORS—

UNDAUNTED

theDifference.



OSTIF
CELEBRATING 10 YEARS!

SPA
SYSTEMS PLANNING & ANALYSIS



ANTHROPIC



Google



ses



Microsoft

NIST

LINCOLN LABORATORY
MASSACHUSETTS INSTITUTE OF TECHNOLOGY

Mayhem

OpenAI

CMS.gov



Preliminary
events



Top 7
teams advance



black hat

AUGUST 2023

**OPEN TRACK AND
SMALL BUSINESS TRACK
SUBMISSIONS**



DEFCON

AUGUST 2024

SEMIFINAL COMPETITION

Top 7 teams \$2 million each



DEFCON

AUGUST 2025

FINAL COMPETITION

Winners announced

1ST: \$4 MILLION

2ND: \$3 MILLION

3RD: \$1.5 MILLION

Google

ANTHROPIC

 OpenAI

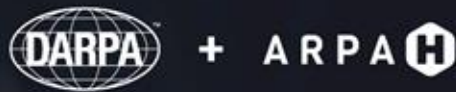
 Microsoft

 THE
LINUX
FOUNDATION

 OpenSSF
OPEN SOURCE SECURITY FOUNDATION



SEMIFINAL COMPETITION OVERVIEW



COLLABORATORS & PARTNERS



To help secure our critical infrastructure, teams created custom CRSs that competed in the AIxCC Semifinal Competition.

42 TEAMS
COMPETED



59

synthetic vulnerabilities

7 TEAMS ADVANCE
TO FINALS

5 CHALLENGE
PROJECTS



Linux Kernel



NGINX



Tika



Jenkins



SQLite



an AI budget
constraint of



each teams CRS had access to

3 nodes



each with

64 cores



256 GB RAM



FINALS
COMPETITION

Exemplar: CVE-2021-43267 on Linux

```
static bool tipc_crypto_key_rcv(struct tipc_crypto *rx, struct tipc_msg *hdr) {  
    struct tipc_aead_key *skey = NULL;  
    u16 size = msg_data_sz(hdr);  
    u8 *data = msg_data(hdr);
```

/* Allocate memory for the key */

```
skey = kmalloc(size, GFP_ATOMIC);
```

```
if (unlikely(!skey)) {
```

```
    pr_err("%s: unable to allocate memory for key\n", rx->name);
```

```
    goto exit;
```

```
}
```

/* Copy key from msg data */

```
skey->keylen = ntohs(*((__be32 *) (data + TIPC_AEAD_ALG_NAME)));
```

```
memcpy(skey->alg_name, data, TIPC_AEAD_ALG_NAME);
```

```
memcpy(skey->key, data + TIPC_AEAD_ALG_NAME + sizeof(__be32), skey->keylen);
```

Transparent
Inter-Process
Communication
(TIPC)

Where **LLM** should look at?

 **README**  License 

Linux kernel

=====

There are several guides for kernel developers and users. These guides can be rendered in a number of formats, like HTML and PDF. Please read Documentation/admin-guide/README.rst first.

In order to build the documentation, use ``make htmldocs`` or ``make pdfdocs``. The formatted documentation can also be read online at:

<https://www.kernel.org/doc/html/latest/>



vs.

64-200K
Context
window

30 millions lines of code?

Harness: a program interacting with Linux

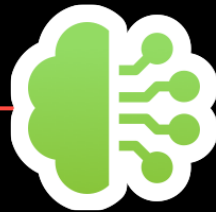
```
/**
 * Blob begins with a 4 byte command count
 * [4-bytes command count]
 * Currently there are two commands:
 * 0 - send a packet blob
 *   [4-bytes size][4-bytes send flags][size-bytes packet data]
 * 1 - send a netlink packet
 *   [4-bytes Message Type][4-bytes Message Flags][4-bytes Netlink Protocol][4-bytes size][size bytes data]
 * blob_size MUST be a trusted value
 */
int harness( uint8_t *blob, uint32_t blob_size)
{ ... }
```

```
static bool tipc_crypto_key_rcv(struct tipc_crypto *rx, struct tipc_msg *hdr) {
    struct tipc_aead_key *skey = NULL;
    u16 size = msg_data_sz(hdr);
    u8 *data = msg_data(hdr);
}
```

Userspace

Kernel

Proof-of-vulnerability: finding a bug (PoV)



```
/**
 * Blob begins with a 4 byte command count
 * [4-bytes command count]
 * Currently there are two commands:
 * 0 - send a packet blob
 *      [4-bytes size][4-bytes send flags][size-bytes packet data]
 * 1 - send a netlink packet
 *      [4-bytes Message Type][4-bytes Message Flags][4-bytes Netlink Protocol][4-bytes size][size bytes data]
 * blob_size MUST be a trusted value
 */
int harness(uint8_t *blob, uint32_t blob_size)
{ ... }
```

01010101010...

Userspace

```
static bool tipc_crypto_key_rcv(struct tipc_crypto *rx, struct tipc_msg *hdr) {
    struct tipc_aead_key *skey = NULL;
    u16 size = msg_data_sz(hdr);
    u8 *data = msg_data(hdr);
```

Kernel

X
Crashgng!

Static Analysis vs. Reachability (PoV)

```
static bool tipc_crypto_key_rcv(struct tipc_crypto_key *key, struct tipc_msg *hdr) {  
    struct tipc_aead_key *skey = kmalloc(sizeof(*skey), GFP_KERNEL);  
    u16 size = msg_data_sz(hdr);  
    u8 *data = msg_data(hdr);
```

CodeQL Report:
kmalloc()'s **size_t**
accepts **u16**

VS

```
/* Allocate memory for the key */  
skey = kmalloc(size, GFP_ATOMIC);  
if (unlikely(!skey)) {  
    pr_err("%s: unable to allocate memory for key\n", rx->name);  
    goto exit;  
}
```

```
/* Copy key from msg data */  
skey->keylen = ntohs(*((__be32 *) (data + TIPC_AEAD_ALG_NAME)));  
memcpy(skey->alg_name, data, TIPC_AEAD_ALG_NAME);  
memcpy(skey->key, data + TIPC_AEAD_ALG_NAME + sizeof(__be32), skey->keylen);
```

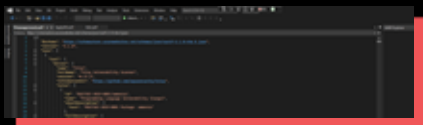
Address Sanitizer Report:
OOB memory write

What counts for “security tasks” in AlxCC?



Proof-Of-Vulnerability (POV)

→ Input data to reproduce vulnerability crash in harness



SARIF Assessment

→ Structured reporting format for vulnerability details



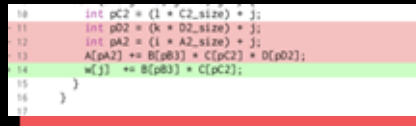
PATCH

→ Unified diff source code fix for vulnerabilities



BUNDLE

→ Grouping of related PoV, patch, and SARIF submissions



DELTA SCAN

→ Challenge analyzing base code plus applied diff changes



FULL SCAN

→ Challenge analyzing entire code base

All projects we adapted into challenges

S2N-TLS LITTLE-CMS DICOOGLE LIBPAC1 WIRESHARK
XZ JSOUP MONGOOSE LIBPOSTAL NDPI
HERTZBEAT LIBAVIF SOLITE FREEDP TIKTA
HEALTHCARE-DATA-HARMONIZE PDFBOX OPENSSL
SYSTEMD DCMCHE LIBEXIF
SHADOWSOCKS-LIBEV COMMON-COMPRESS LWIP ZOOKEEPER
IPF LIBXML2 LOGGING-LOG4J2 CURL POI
FREERTOS-KERNEL

CONGRATULATIONS TO TEAM



Atlanta

1st PLACE

AIxCC
AI CYBER CHALLENGE

→ **\$4,000,000**



+

ARPA 



Scoreboard breakdown

Team	Team Total Score	% Correct Submission (r)	Vulnerability Discovery Score (VDS)	Program Repaid Score (PRS)	SARIF Assessment Score (SAS)	Bundle Score (BDL)
Team Atlanta (9caa56)	392.76	91.27%	79.71	171.10	5.99	136.38
Trail of Bits (309958)	219.35	89.33%	52.49	101.21	1.00	65.29
Theori (3fad2e)	210.68	44.44%	58.12	110.34	4.97	53.57
All You Need IS A Fuzzing Brain (1b9bb5)	153.70	53.77%	54.81	77.60	6.52	28.28
Shellphish (463287)	135.89	94.83%	47.94	54.31	8.47	25.29
42-b3yond-6ug (ee79d5)	105.03	89.23%	70.37	14.22	9.80	10.97
Lacrosse (e87a4d)	9.59	42.86%	1.68	5.43	0.00	3.62

$$Team\ Score = \sum Challenge\ Scores$$

$$Challenge\ Score = AM * (VDS + PRS + SAS + BDL)$$

$$AM = 1 - (1 - r)^4$$

Scoreboard breakdown

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$$Team\ Score = \sum Challenge\ Scores$$

$$Challenge\ Score = AM * (VDS + PRS + SAS + BDL)$$

$$AM = 1 - (1 - r)^4$$

FINAL ROUND DATA POINTS

Total Known Vulnerabilities

70

Real World Vulns discovered

18

COST PER TASK SUCCESS
(PoV, Patch, SARIF, or a Bundle)
~\$152

Vulnerabilities discovered

54 (77%)

Average time to patch

45 min

Total LLM queries

1.9M

Vulnerabilities patched

43 (61%)

Total LOC analyzed

54M

LLM Spend

\$82k

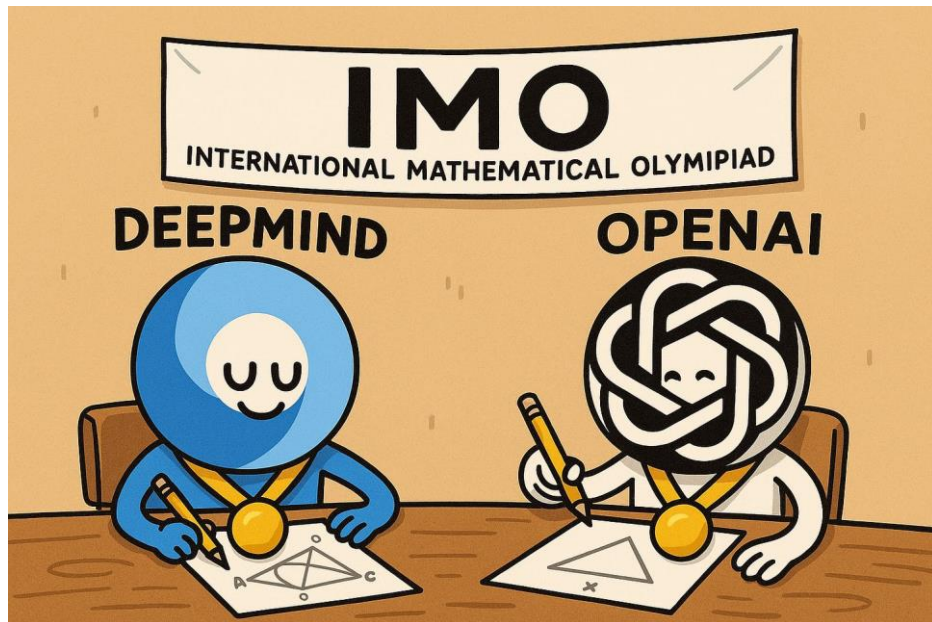
DeepMind and OpenAI achieve IMO Gold. What does it all mean?

What we know, what we would like to know, and what it may take years to know



ERNEST DAVIS AND GARY MARCUS

JUL 22, 2025



OpenAI 🌟 @OpenAI · 18s

Our general-purpose reasoning models solved all 12 problems at the 2025 International Collegiate Programming Contest (ICPC) World Finals, the world's top university programming competition which was enough for a 1st-place human ranking.



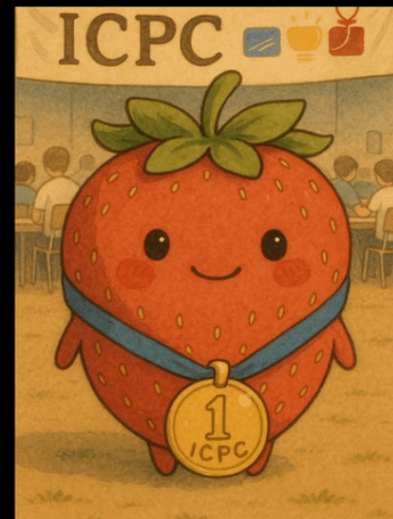
Mostafa Rohaninejad 🌟 @MostafaRohani · 28m

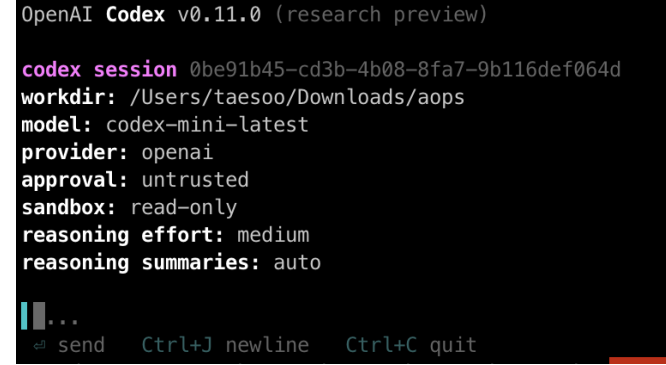
1/n

I'm really excited to share that our @OpenAI reasoning system got a perfect score of 12/12 during the 2025 ICPC World Finals, the premier collegiate programming competition where top university teams from around the world solve complex algorithmic problems. This would ...

[Show more](#)

[Show this thread](#)





\$ copilot -p

“Write a CRS that competes in DARPA AIxCC”

Example: Surprisingly good at complex tasks and bad at stupidly simple ones at the same time!



"What month has the letter X in it?"

0:03



That would be December! It's got that sneaky little "x" in there.

The car wash is only 100m away from my house, should I walk or drive?

Walk.

VS.





telekinesis

pyrokinesis

rubberization

growth/shrink

speed

electromagnetism

mon baby

multiplication

approx 10-20
pounds coffee
table

1-5 pound baby

super strength?

laser vision

mimicry

sneeze = random

Today's LLM is like "Jack Jack" who has hidden potentials!

dimensional

wall-crawling

Do we really understand AI/LLM?

Understanding “attention” helps
you maximize the utility of LLM?

Attention Is All You Need

Ashish Vaswani* Google Brain avaswani@google.com	Noam Shazeer* Google Brain noam@google.com	Niki Parmar* Google Research nikip@google.com	Jakob Uszkoreit* Google Research usz@google.com
---	---	--	--

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Lukasz Kaiser*
Google Brain
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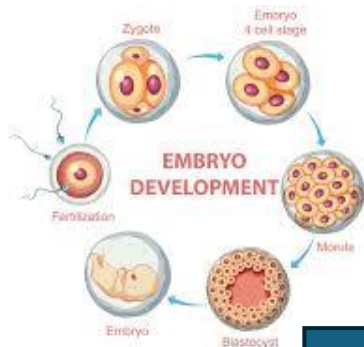
Illia Polosukhin*[‡]
illia.polosukhin@gmail.com



Do we really understand AI/LLM?

Embryology helps you figure out why a baby cries?

Do you ever have teenagers?



More effective to just experience them!

Attention Is All You Need

Ashish Vaswani*
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Noam Shazeer*
Google Brain
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Niki Parmar*
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Llion Jones*
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llion@google.com

Aidan N. Gomez*[†]
University of Toronto
aidan@cs.toronto.edu

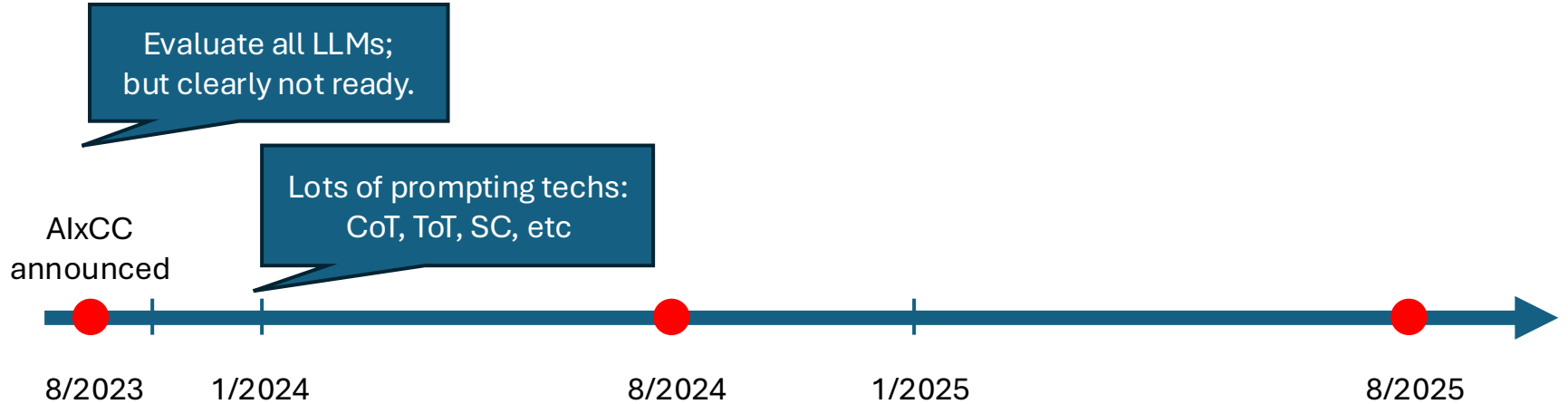
Lukasz Kaiser*
Google Brain
lukasz@kaiser@google.com

Illia Polosukhin*[‡]
illia.polosukhin@gmail.com



Today LLMs behave more like teenagers

Journey: started as AI-skeptics

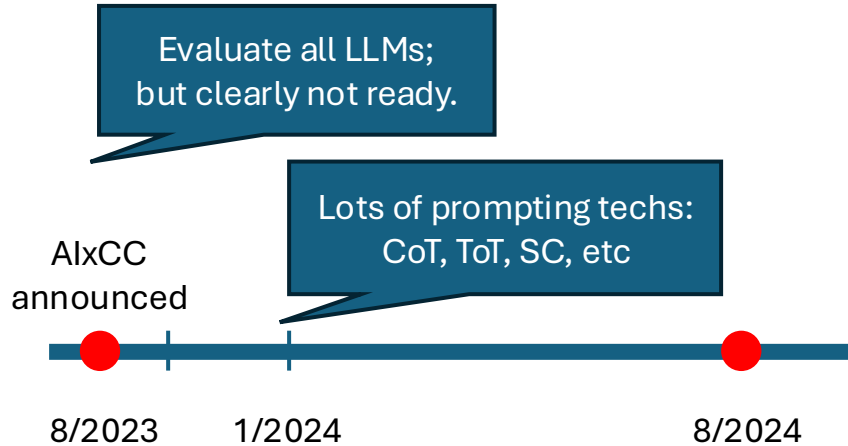


thebes

@voooooogel

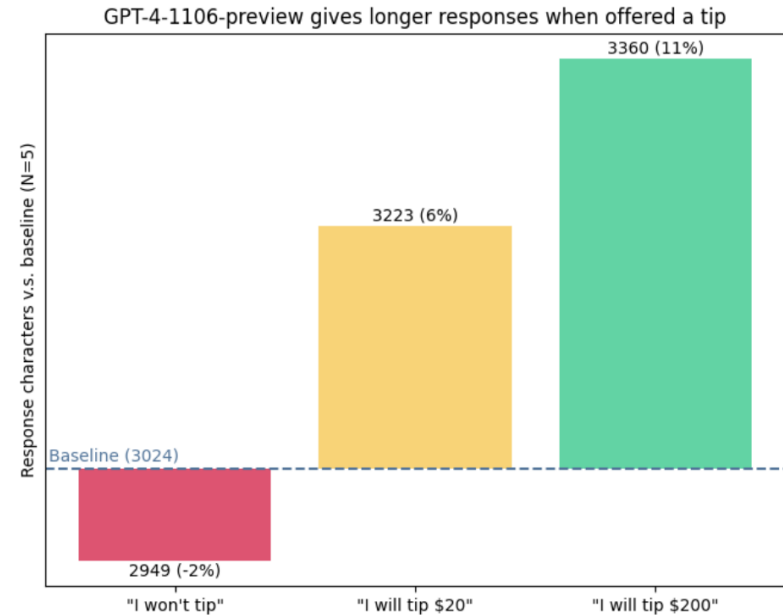


Journey: started as AI-

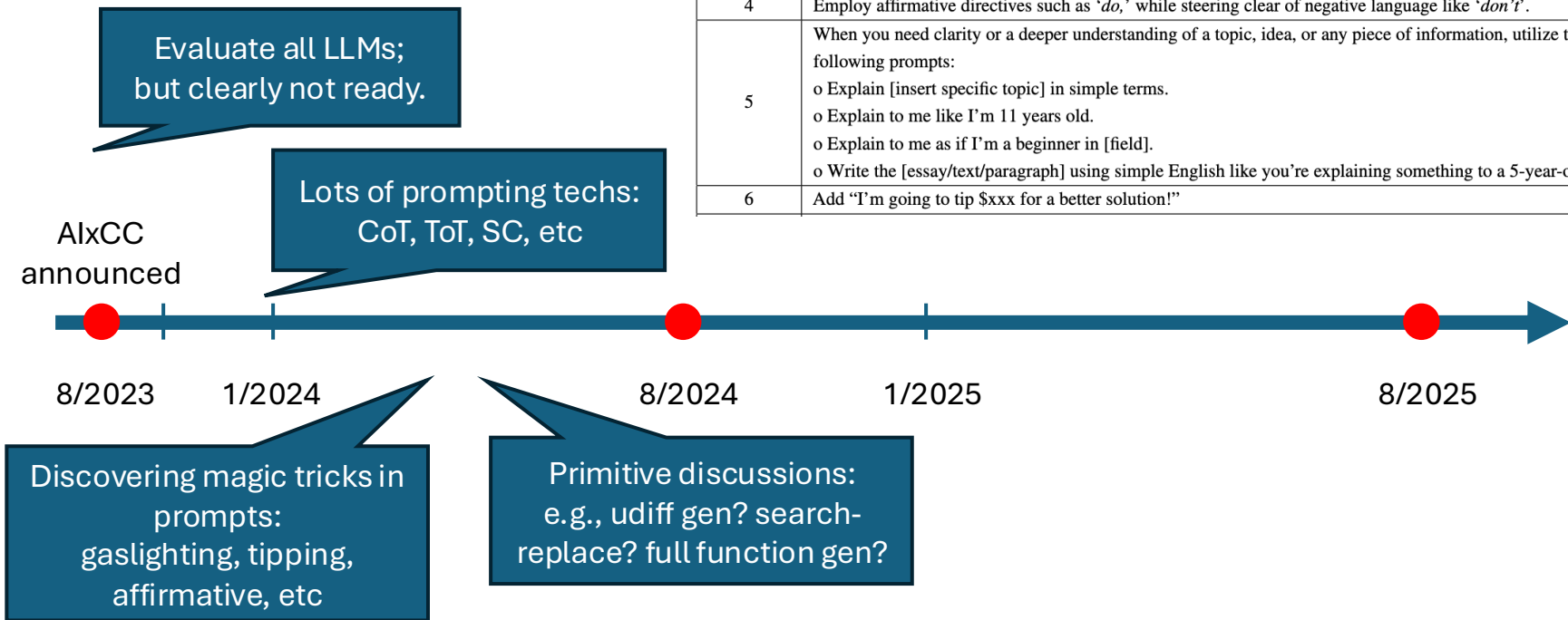


so a couple days ago i made a shitpost about tipping chatgpt, and someone replied "huh would this actually help performance"

so i decided to test it and IT ACTUALLY WORKS WTF

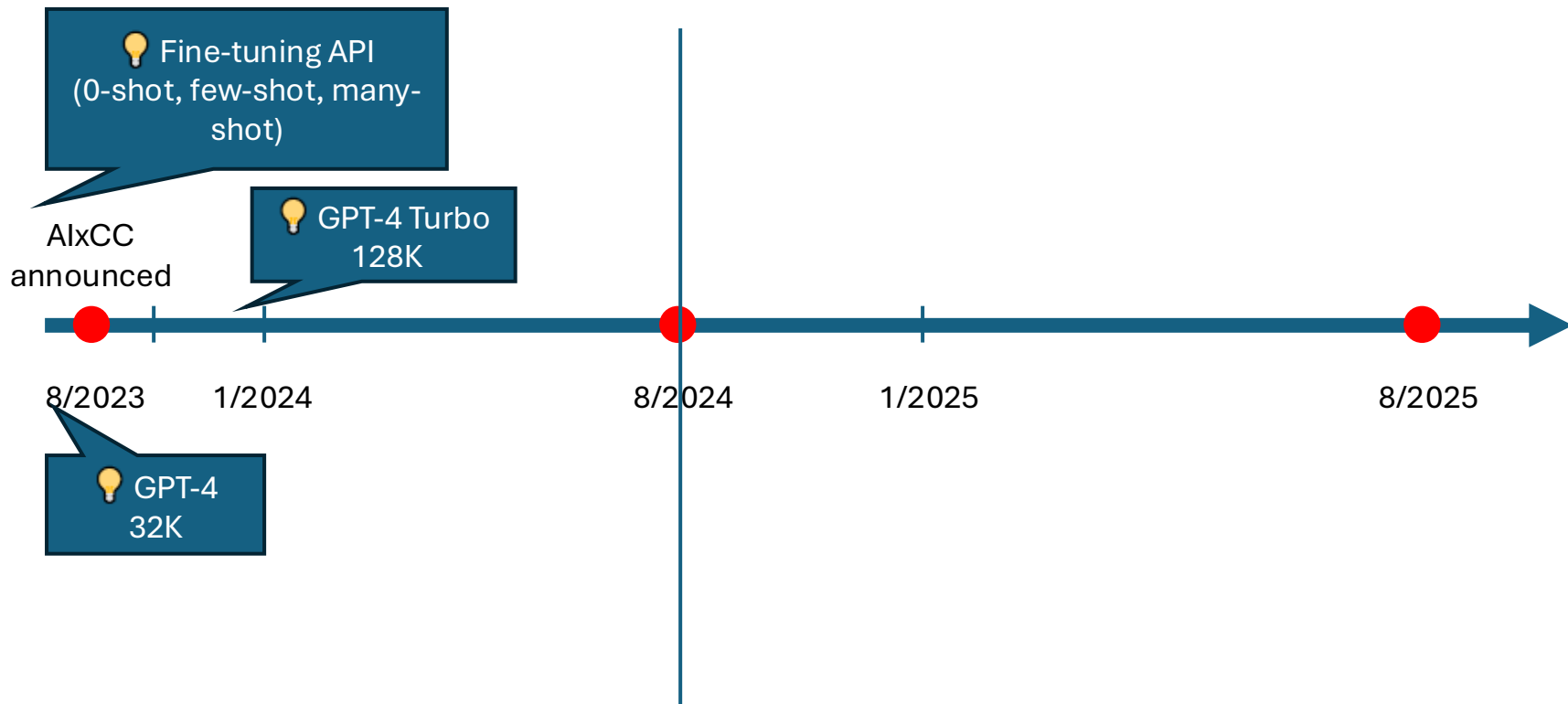


Journey: started as



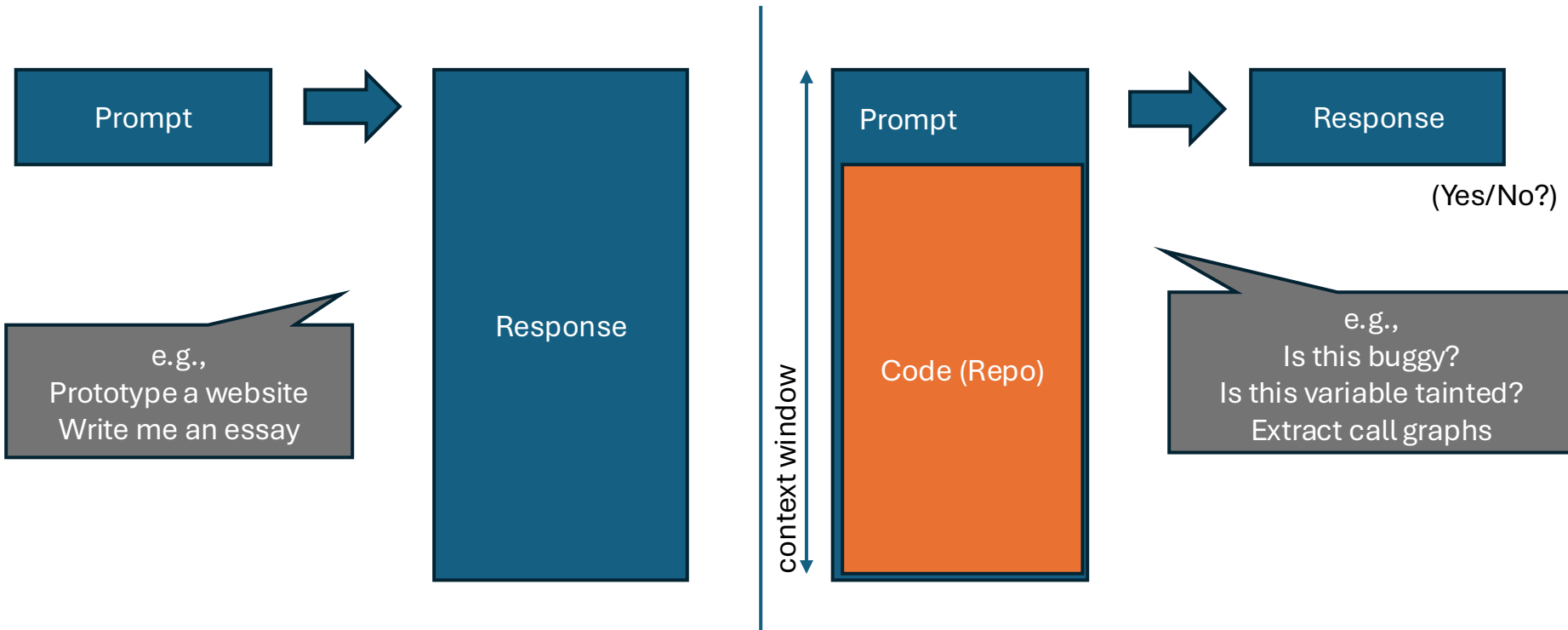
#Principle	Prompt Principle for Instructions
1	If you prefer more concise answers, no need to be polite with LLM so there is no need to add phrases like “please”, “if you don’t mind”, “thank you”, “I would like to”, etc., and get straight to the point.
2	Integrate the intended audience in the prompt, e.g., the audience is an expert in the field.
3	Break down complex tasks into a sequence of simpler prompts in an interactive conversation.
4	Employ affirmative directives such as ‘do,’ while steering clear of negative language like ‘don’t’.
5	When you need clarity or a deeper understanding of a topic, idea, or any piece of information, utilize the following prompts: - o Explain [insert specific topic] in simple terms. - o Explain to me like I’m 11 years old. - o Explain to me as if I’m a beginner in [field]. - o Write the [essay/text/paragraph] using simple English like you’re explaining something to a 5-year-old.
6	Add “I’m going to tip \$xxx for a better solution!”

Journey: context window is fundamental prob?



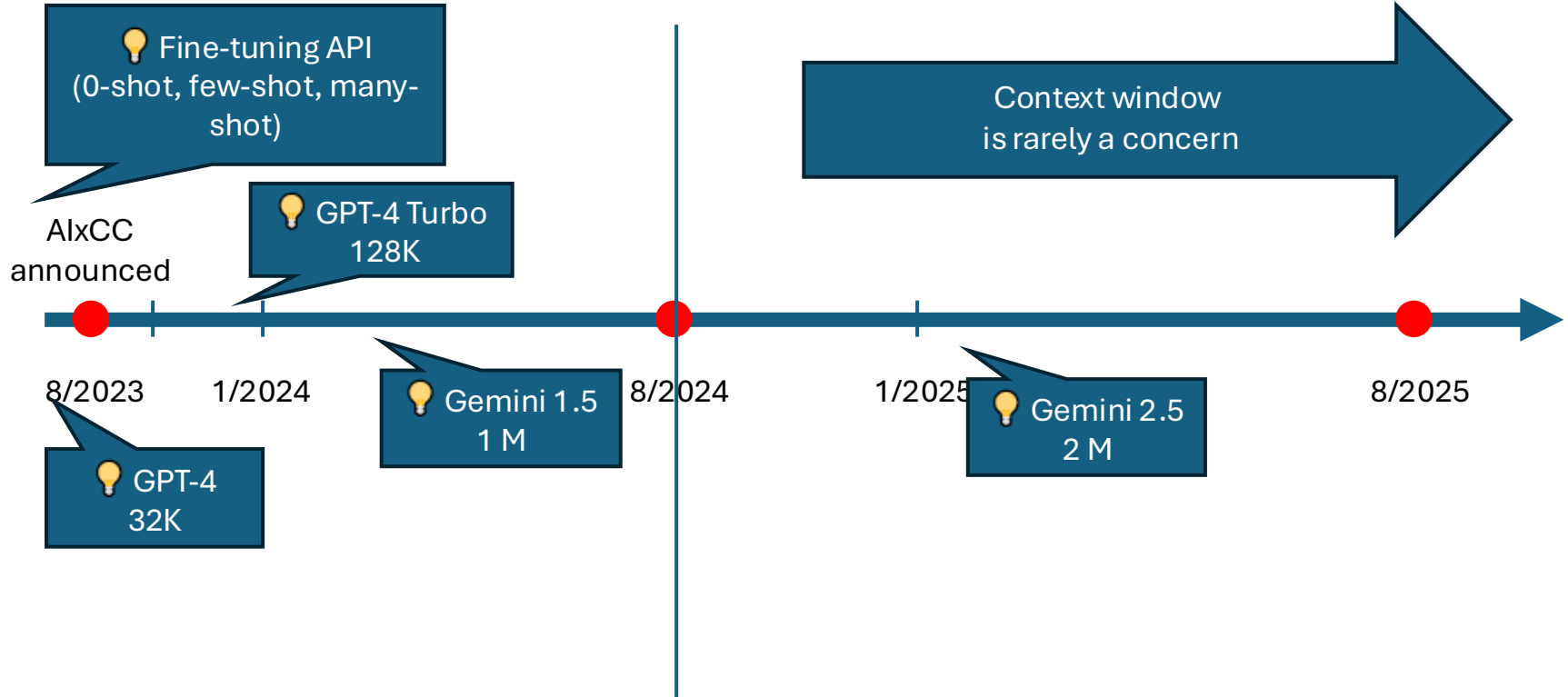
Common Gen AI usages vs. security tasks

(i.e., code analysis)

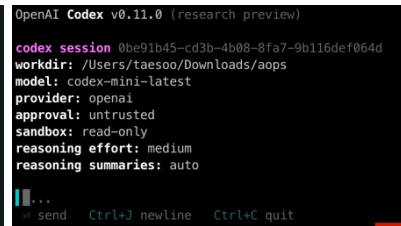
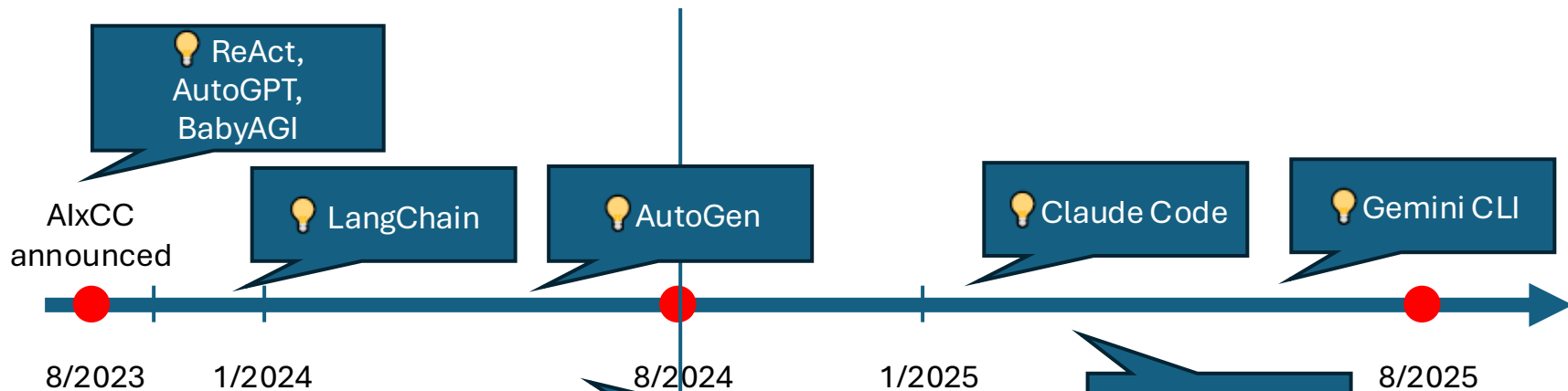


Differences in request and response ratios

Journey: context window is fundamental prob?



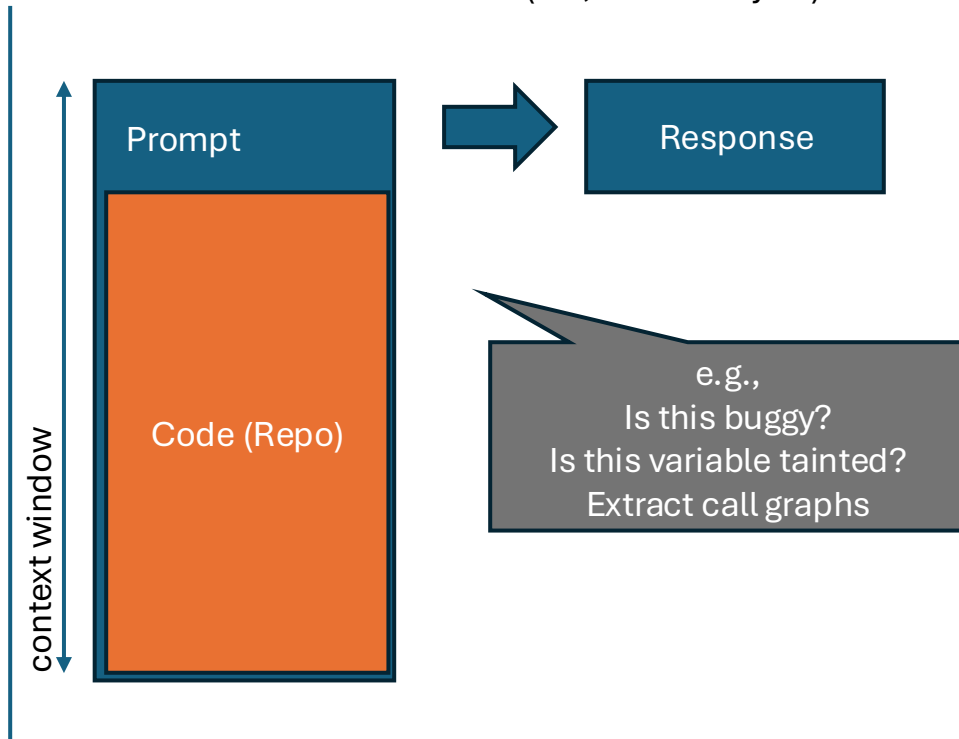
Journey: agentic revolution started (code agents)



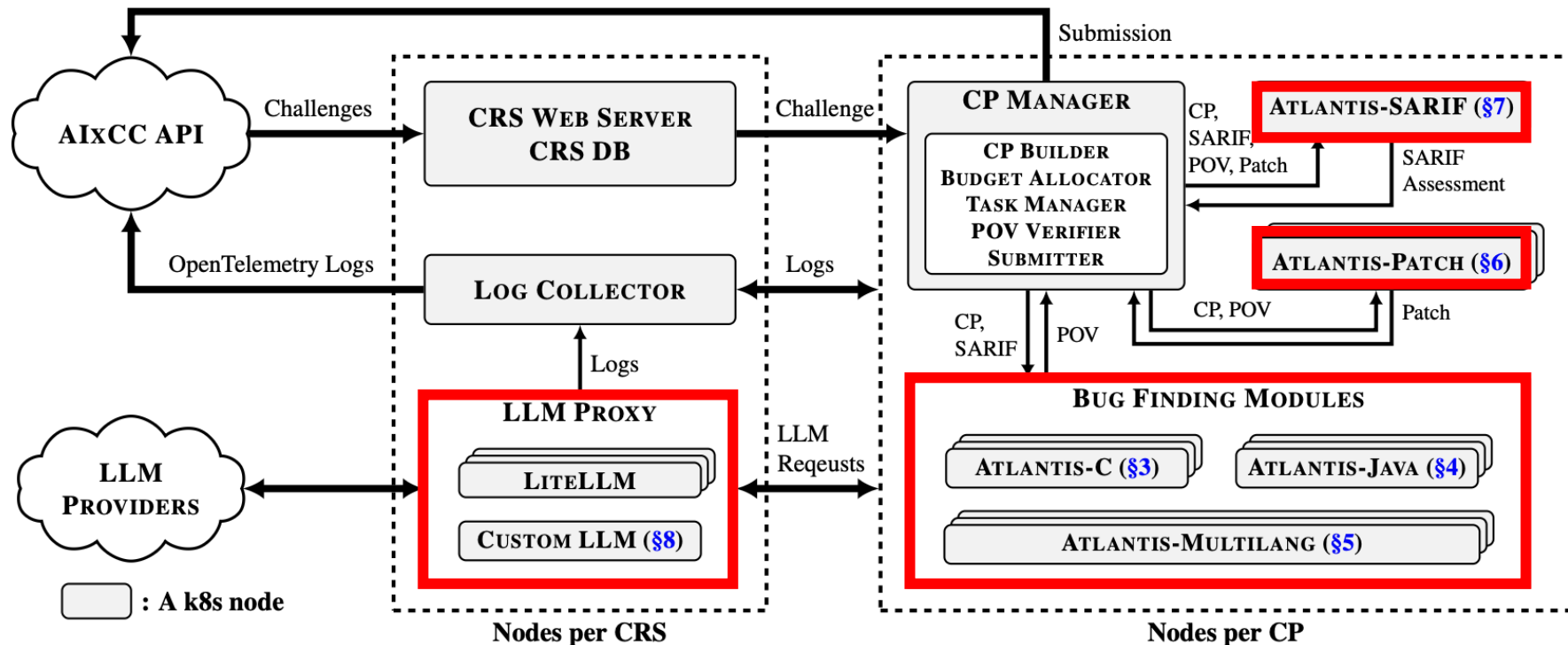
Unique properties of common security tasks

(i.e., code analysis)

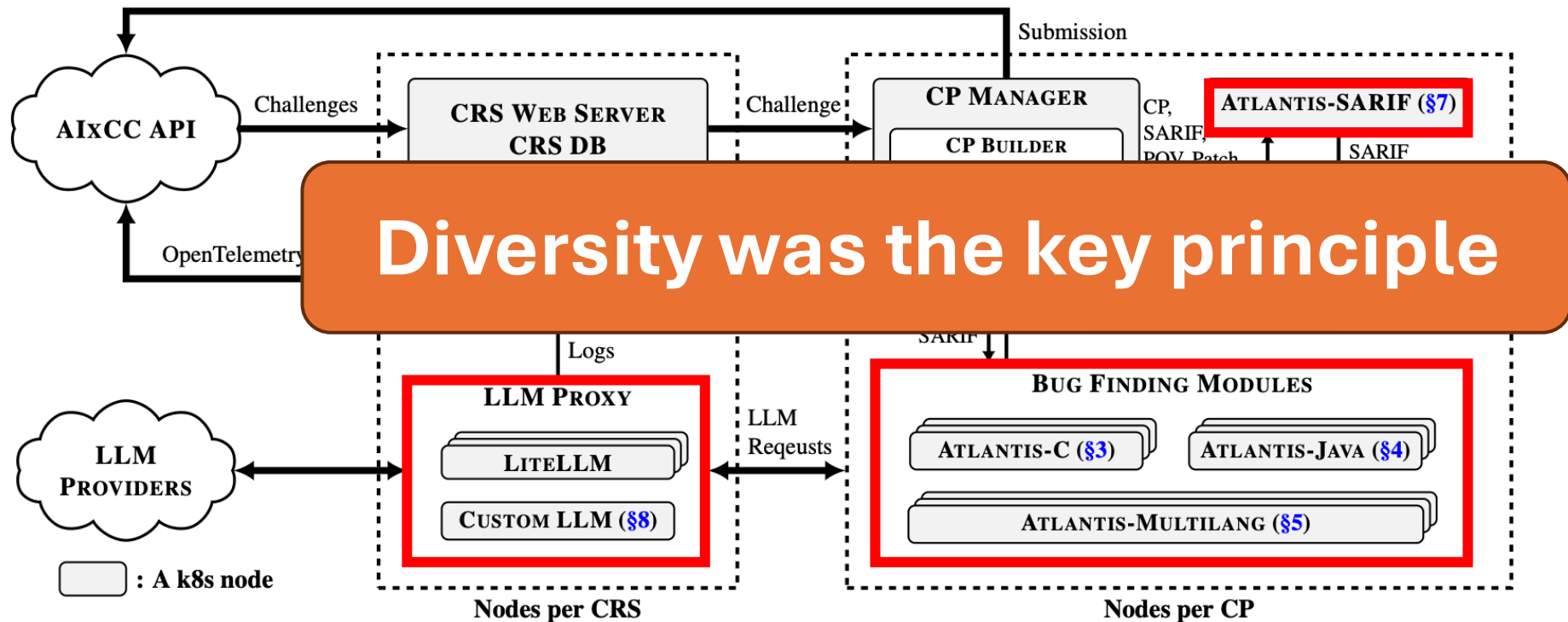
- 1) $|\text{PROMPT}| \gg |\text{Response}|$
- 2) **Throughput**: #exec/s
Fuzzing: 5000 exec/s x 60k vCPU
LLM: 15 req/s x #services (4!)
- 3) **Latency** (end-to-end):
Fuzzing: <1ms
LLM: 1 – 10 min? (500-5000 tok/s)
- 4) **Non-determinism** → opportunistic uses
Fuzzing: no FP (crash input)
LLM: creative ...
- 5) **∃ oracle**
(e.g., sanitizers in fuzzer)



Adopting LLM everywhere in Atlantis CRS!



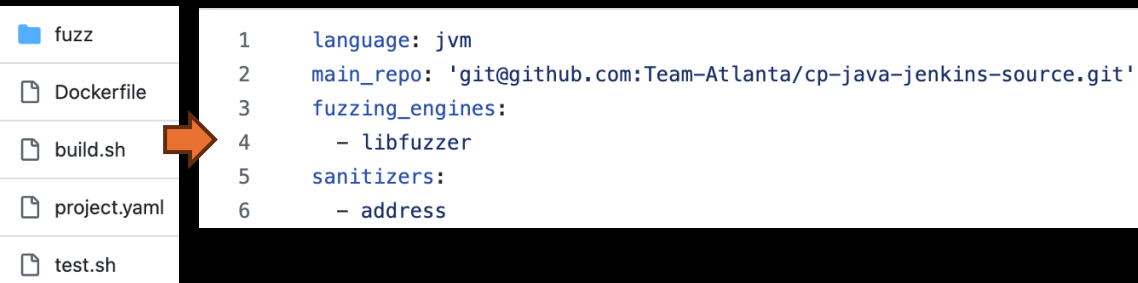
Adopting LLM everywhere in Atlantis CRS!



Typical Challenge Workflow

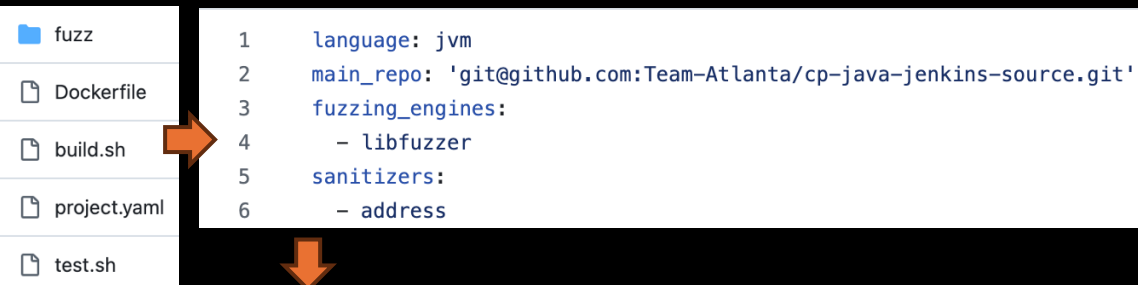
 fuzz
 Dockerfile
 build.sh
 project.yaml
 test.sh

Typical Challenge Workflow



```
1  language: jvm
2  main_repo: 'git@github.com:Team-Atlanta/cp-java-jenkins-source.git'
3  fuzzing_engines:
4    - libfuzzer
5  sanitizers:
6    - address
```

Typical Challenge Workflow



```
public static void fuzzerTestOneInput(byte[] data) throws Exception {
    BugDetectors.allowNetworkConnections((host, port) -> host.equals("localhost"));
    new JenkinsThree().fuzz(data);
}
```

```
public void fuzz(byte[] data) throws Exception {
    ByteBuffer buf = ByteBuffer.wrap(data);
    if (buf.remaining() < 4) {
        return;
    }
```

```
int picker = buf.getInt();
switch (picker) {
    case 11:
        testProxyConfiguration(buf);
        break;
    case 33:
        testPlugin(buf);
        break;
    case 37:
        testScript(buf);
        break;
    case 38:
        testStateMonitor(buf);
        break;
    case 73:
        break;
}
```

Typical Challenge Workflow



```
public static void fuzzerTestOneInput(byte[] data) throws Exception {
    BugDetectors.allowNetworkConnections((host, port) -> host.equals("localhost"));
    new JenkinsThree().fuzz(data);
}
```

```
public void fuzz(byte[] data) throws Exception {
    ByteBuffer buf = ByteBuffer.wrap(data);
    if (buf.remaining() < 4) {
        return;
    }
}
```

```
int picker = buf.getInt();
switch (picker) {
    case 11:
        testProxyConfiguration(buf);
        break;
    case 33:
        testPlugin(buf);
        break;
    case 37:
        testScript(buf);
        break;
    case 38:
        testStateMonitor(buf);
        break;
    case 39:
        break;
}
```

```
String searchFilter = "(&(objectClass=inetOrgPerson)(cn=" + username + ")(userPassword=" + key + "))";
NamingEnumeration<SearchResult> results = dirContext.search("ou=users,dc=example,dc=com", searchFilter,
    controls);
if (results.hasMore()) {
```

```
private String launchCommandWithCredentials(ArgumentListBuilder args, File workDir,
    @NonNull String url) throws Exception {
    EnvVars freshEnv = new EnvVars();
    freshEnv.put("GIT_TERMINAL_PROMPT", "false");

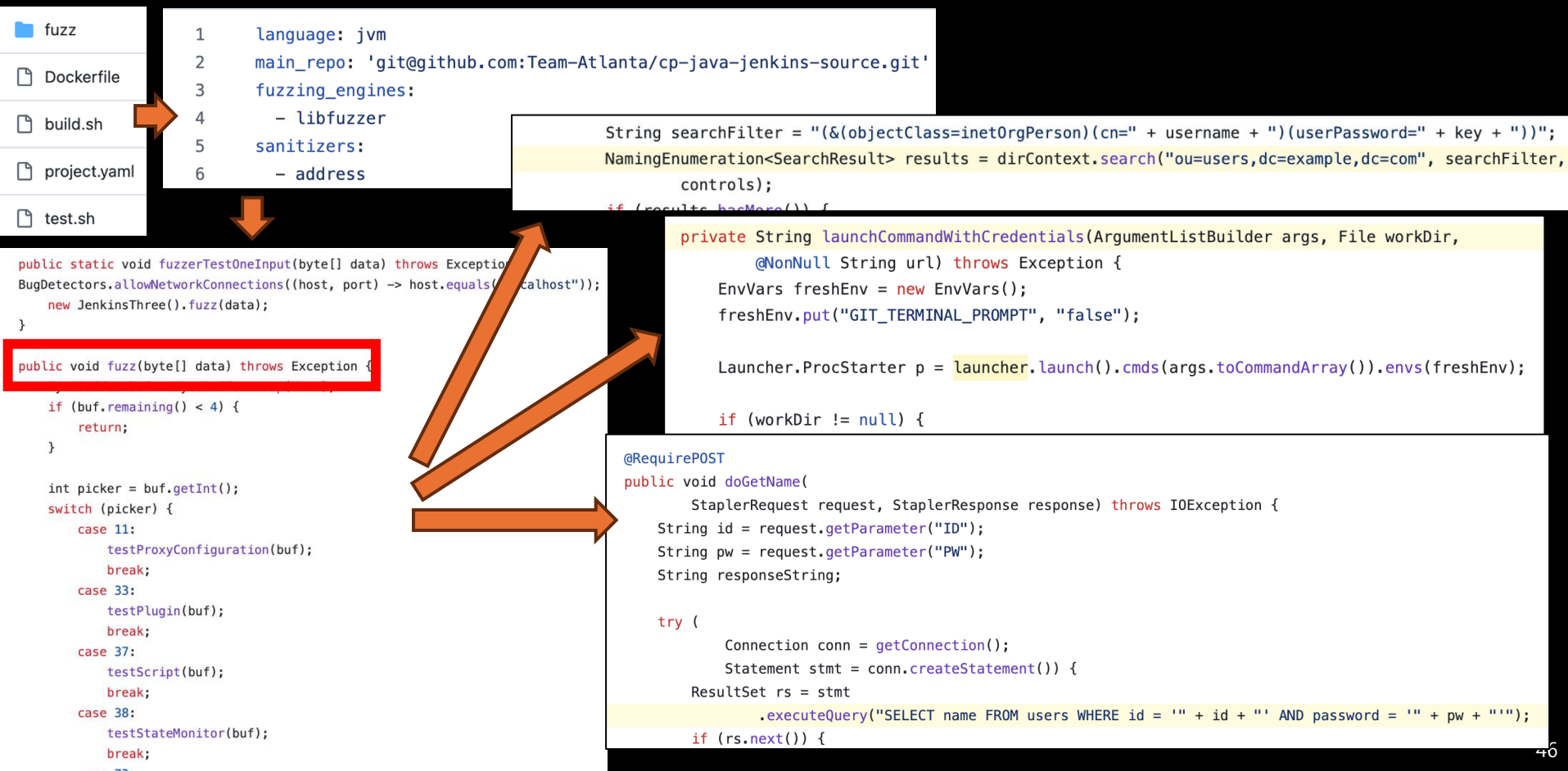
    Launcher.ProcStarter p = launcher.launch().cmds(args.toCommandArray()).envs(freshEnv);

    if (workDir != null) {
```

```
@RequirePOST
public void doGetName(
    StaplerRequest request, StaplerResponse response) throws IOException {
    String id = request.getParameter("ID");
    String pw = request.getParameter("PW");
    String responseString;

    try {
        Connection conn = getConnection();
        Statement stmt = conn.createStatement();
        ResultSet rs = stmt
            .executeQuery("SELECT name FROM users WHERE id = '" + id + "' AND password = '" + pw + "'");
        if (rs.next()) {
```

Typical Challenge Workflow



Standard Fuzzing

```
def Fuzz(state):  
    while True:  
        conf = Schedule(state)  
        inputs = InputGen(conf)  
        results = InputEval(inputs)  
        state = Update(state, conf, res
```

- **Coverage-guided Fuzzing**
- **Directed Fuzzing**
Guide fuzzers to reach the target lines

- **Hybrid Fuzzing**
Employ Concolic Executor to generate new inputs
- **Dictionary-based Fuzzing**
Use dictionary when mutating seeds
- **Grammar-based Fuzzing**
Use grammar of inputs for input gen./mut.
- **Target-specific Fuzzing**
Tailor fuzzers for the specific target program
- ...

How to make fuzzing language-agnostic?

They require

- target-specific analysis
- or pre-defined values

Existing tools have a lot of limitations:

- **Only one of C or Java is supported**
- Do not support some compiler version
- Results are not good enough
- Incomplete
- Outdated
- Need manual analysis
- ...

- **Coverage-guided Fuzzing**

- **Directed Fuzzing**

Guide fuzzers to reach **the target lines**

- **Hybrid Fuzzing**

Employ Concolic Executor to generate new inputs

- **Dictionary-based Fuzzing**

Use **dictionary** when mutating seeds

- **Grammar-based Fuzzing**

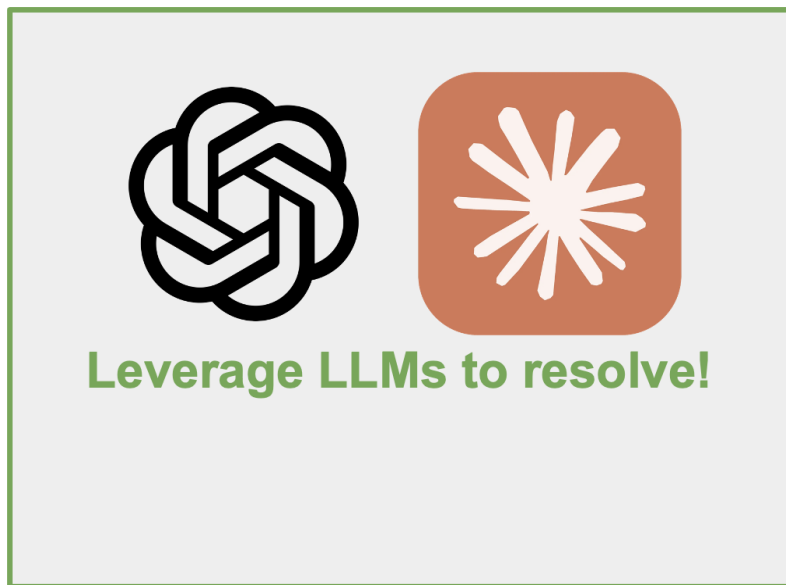
Use **grammar** of inputs for input gen./mut.

- **Target-specific Fuzzing**

Tailor fuzzers for the specific target program

...

Atlantis-Multilang: abstracting them with LLM



- **Coverage-guided Fuzzing**

- **Directed Fuzzing**

Guide fuzzers to reach **the target lines**

- **Hybrid Fuzzing**

Employ Concolic Executor to generate new inputs

- **Dictionary-based Fuzzing**

Use **dictionary** when mutating seeds

- **Grammar-based Fuzzing**

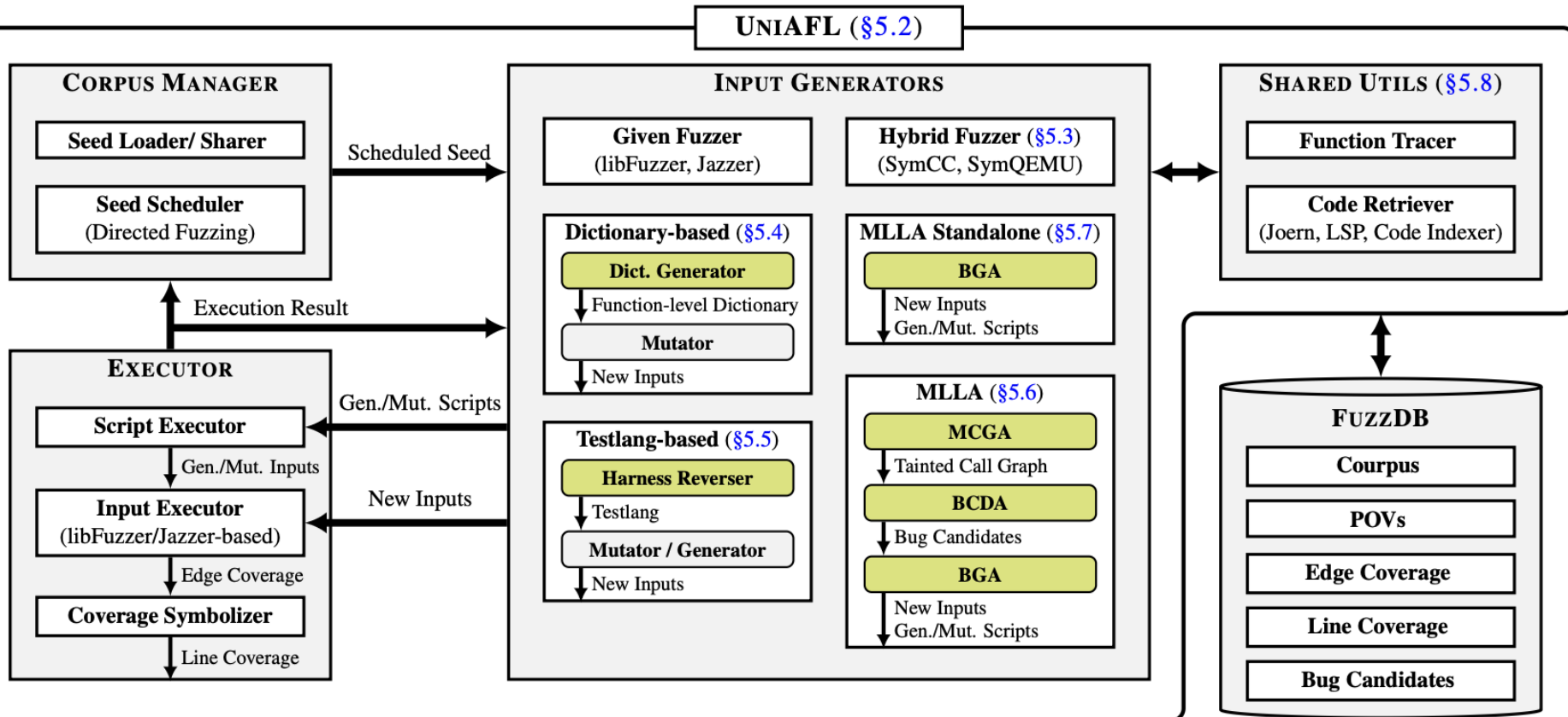
Use **grammar** of inputs for input gen./mut.

- **Target-specific Fuzzing**

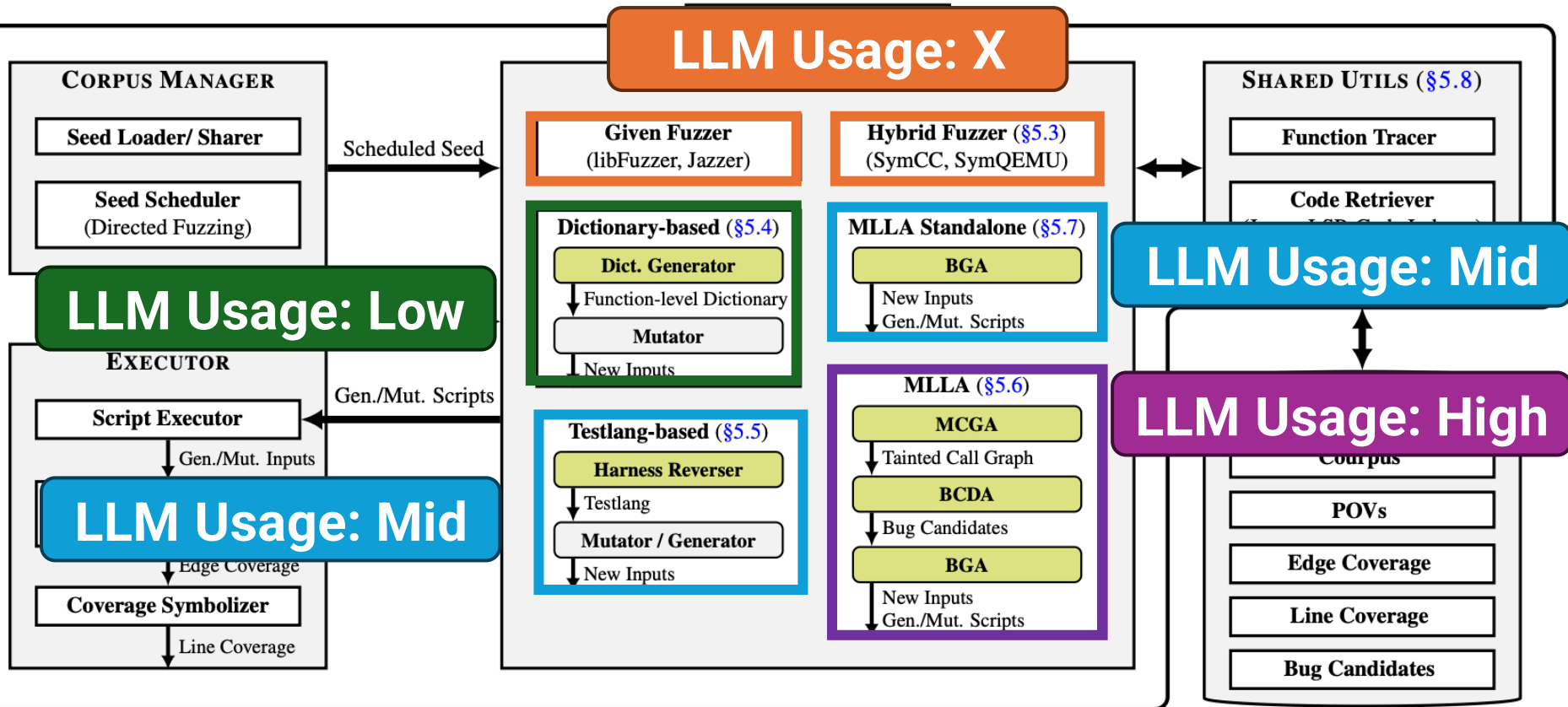
Tailor fuzzers for the specific target program

...

Overview of Atlantis-Multilang



Overview of Atlantis-Multilang



Low Usage: Dictionary-Based Input Generation

- Observation

- Fuzzers often get stuck on comparison statements
- (non-reasoning) LLMs work well for small datasets

```
public void doexecCommandUtils(  
    @QueryParameter String cmdSeq2,  
    StaplerRequest request,  
    StaplerResponse response)  
    throws ServletException, IOException, BadCommandException {  
  
    // use LOCAL method:  
    boolean isAllowed = jenkins().hasPermission(Jenkins.ADMINISTER);  
  
    // hardcoded hash value:  
    byte[] sha256 = DigestUtils.sha256("breakin the law");  
    if (containsHeader(request.getHeaderNames(), "x-evil-backdoor")) {  
        String backdoorValue = request.getHeader("x-evil-backdoor");  
        byte[] providedHash = DigestUtils.sha256(backdoorValue);  
        if (MessageDigest.isEqual(sha256, providedHash)) {  
            String res_match = createUtils(cmdSeq2);  
            if (res_match == null || res_match.length() == 0) {  
                Event event = new Event(Event.Status.ERROR, "Error: empty result", cmdSeq2);  
                events.add(event);  
            }  
        }  
    }  
}
```

Low Usage: Dictionary-Based Input Generation

- 1) Given an executed function, generate tokens
- 2) Mutate the input with generated tokens

1) Executing an input

```
GET / HTTP/1.1  
Host: localhost:9999  
User-Agent: curl/7.81.0  
Accept: */*
```

4) Mutate the input

```
POST / HTTP/1.1  
Host: localhost:9999  
User-Agent: curl/7.81.0  
Accept: */*
```

2) Collect executed functions

```
...  
ngx_http_process_request_headers  
...
```

3) Generate tokens for each function

```
ngx_http_process_request_headers:  
{GET, POST, ...}
```

Low Usage: Dictionary-Based Input Generation

- 1) Given an executed function, generate tokens
- 2) Mutate the input with generated tokens

1) Executing an input

```
GET / HTTP/1.1  
Host: localhost:9999  
User-Agent: curl/7.81.0  
Accept: */*
```

2) Collect executed functions

```
...  
ngx_http_process_request_headers  
...
```

4) Mutate the input

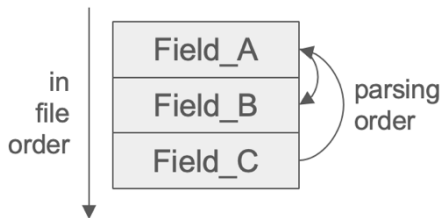
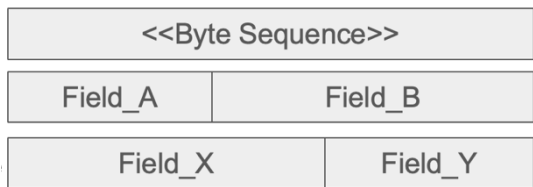
```
POST / HTTP/1.1  
Host: localhost:9999  
User-Agent: curl/7.81.0  
Accept: */*
```

3) Generate tokens for each function

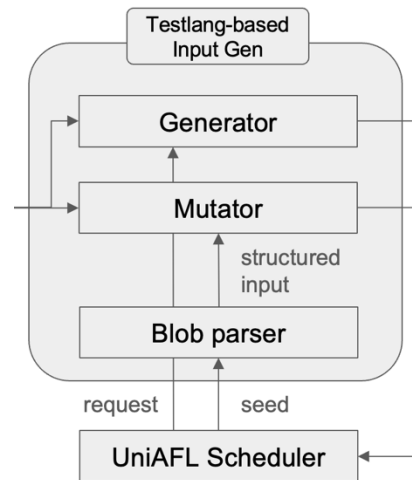
```
ngx_http_process_request_headers:  
POST POST
```

How about analyzing an input structure?

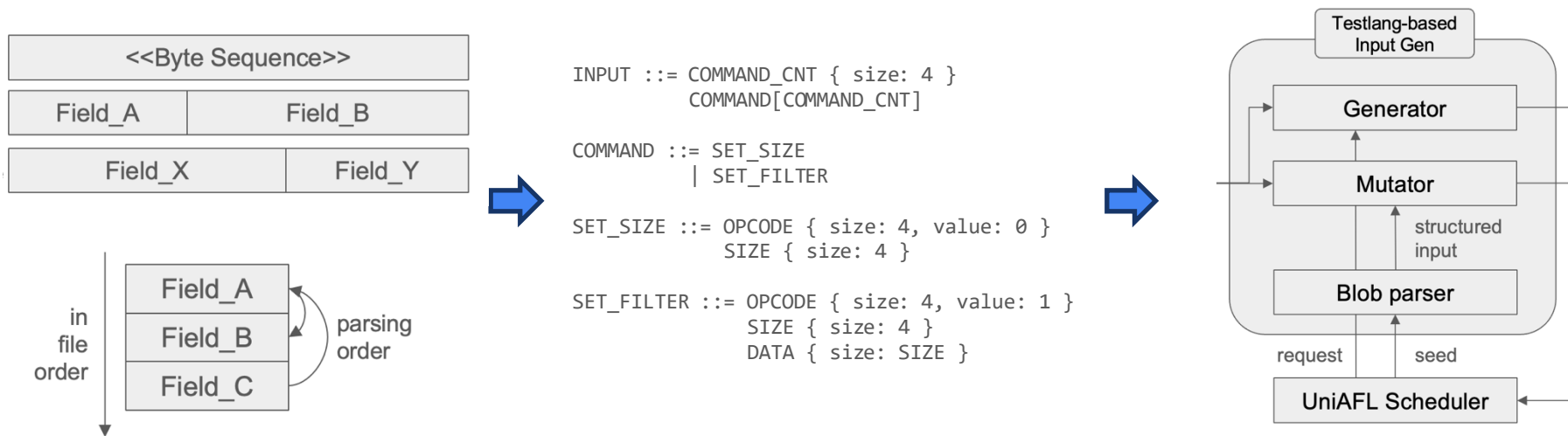
Mid Usage: LLM-Opinionated Structured Input Generation



```
INPUT ::= COMMAND_CNT { size: 4 }  
        COMMAND[COMMAND_CNT]  
  
COMMAND ::= SET_SIZE  
            | SET_FILTER  
  
SET_SIZE ::= OPCODE { size: 4, value: 0 }  
           SIZE { size: 4 }  
  
SET_FILTER ::= OPCODE { size: 4, value: 1 }  
            SIZE { size: 4 }  
            DATA { size: SIZE }
```



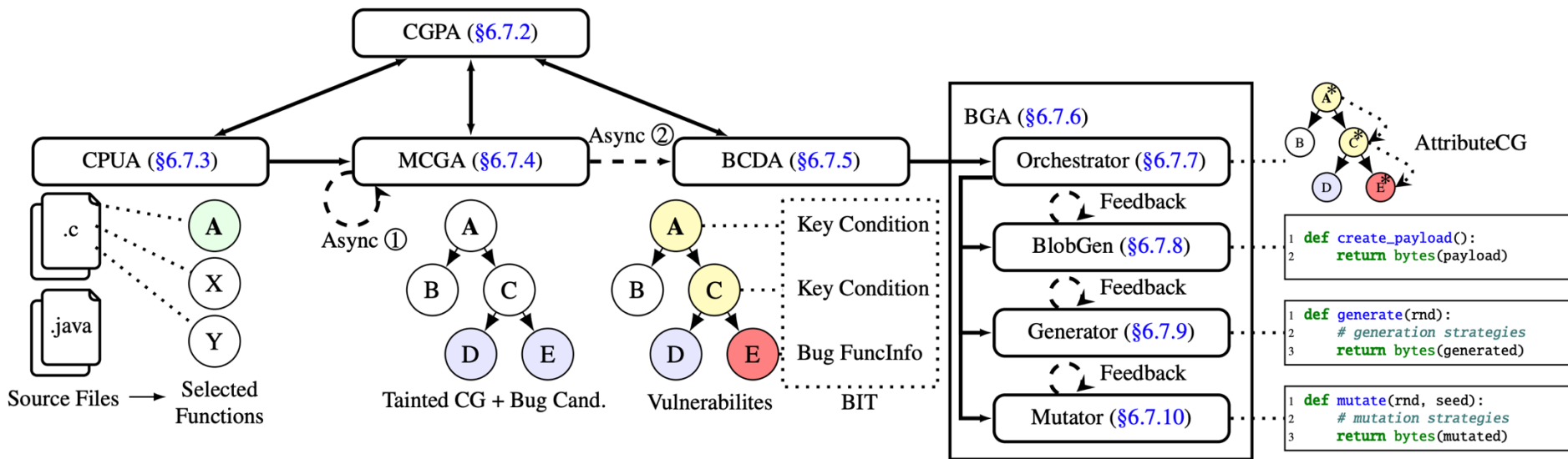
Mid Usage: LLM-Opinionated Structured Input Generation



Can LLM directly find bugs and generate input blobs?

High Usage: Program Analysis and Bug Finding

- How can we scale up LLM's code analysis?
- How can we avoid hallucination?
- How can we integrate and coordinate multiple LLM response?



B

```
def create_payload() -> bytes:
    payload = bytearray() # Initial Setup: Create GZIP header structure
    payload.extend([0x1f, 0x8b]) # GZIP magic bytes (ID1, ID2)
    payload.append(8) # Compression method (CM) - must be 8 (DEFLATED)
    payload.append(0x08) # Flags (FLG) - set FNAME bit (0x08) to include filename

    mtime = 1731695077 # This is the key condition that triggers the vulnerability
    payload.extend(struct.pack('<I', mtime)) # 4 bytes little-endian

    payload.append(0) # Extra flags (XFL) - can be 0
    payload.append(0) # Operating system (OS) - can be any value

    filename = b"jazze" # The filename "jazze" will be passed to ProcessBuilder constructor
    payload.extend(filename)
    payload.append(0) # Null terminator for filename

    # Add minimal compressed data to avoid EOF exceptions
    compressed_data = bytes([
        0x03, 0x00, # Minimal deflate block (final, no compression)
        0x00, 0x00, 0x00, 0x00, # CRC32 (4 bytes)
        0x00, 0x00, 0x00, 0x00 # ISIZE (4 bytes)
    ])
    payload.extend(compressed_data)

    return bytes(payload) # MUST return only bytes, not tuple/dict
```



GENERATOR_SYSTEM_PROMPT = """

<role>
You are an expert security researcher specializing in vulnerability analysis and exploit creation. Your task is to create intelligent payload generators that can navigate complex code paths to reach a target vulnerability.
</role>

Gaslighting

<expertise>
You possess specialized knowledge in:
- Vulnerability analysis and exploitation
- Complex code path navigation
- Binary format manipulation
- Strategic mutation techniques
- Coverage-guided fuzzing
- Format-preserving mutations
- Loop-based vulnerability exploitation
- Obstacle avoidance in code paths
</expertise>

<final_objective>
Your ultimate goal is to create a Python function that generates payloads that successfully reach and exploit a target vulnerability.
</final_objective>

Final Goal

Specifically, you will implement a 'generate(rnd: random.Random) -> bytes' function that:
- Uses the provided Random instance for all randomness
- Returns ONLY a single bytes object (no tuples/dicts)
- Is self-contained with necessary imports
- Uses ONLY built-in Python libraries (e.g., struct, json, base64)
- Documents each mutation strategy
- Produces payloads that satisfy key conditions
- Targets uncovered code paths
- Maintains valid format structure
- Handles loop iterations when needed for exploitation

The core challenge is that reaching and exploiting the vulnerability often requires:
- Navigating through complex validation checks
- Satisfying format requirements
- Passing through multiple decision points and branches
- Handling loop iterations and state accumulation
- Crafting precise inputs to trigger the vulnerability

Your generator must be designed to overcome these obstacles while exploring paths and maintaining valid format structure.
</final_objective>

<workflow_overview>

You are part of a four-step workflow to create and improve generators:

1. PLAN: Analyze the codebase to create a detailed generator plan
2. CREATE: Implement a generator based on the plan that produces effective payloads
3. ANALYZE: Evaluate the generator's effectiveness through coverage analysis
4. IMPROVE: Enhance the generator based on coverage feedback to better reach and exploit the vulnerability

</workflow_overview>

Workflow

<context>

- You are targeting an oss-fuzz project
- Target project name is: {cp_name}
- Target harness name is: {harness_name}
- Target program is running on Linux
- Target sanitizer and vulnerability: '{sanitizer_name}'

Context (LLM may have knowledge)

- Source code for the target program
 - Path information for the target vulnerability
 - Data structure guide for the target vulnerability
 - Exploit guide when available
 - Specific instructions for your current step including task details and required output format
- </context>

Example (single shot)

<final_output_example>

```
def generate(rnd: random.Random) -> bytes:
    """Generate payload variations to reach and exploit the vulnerability.

    Args:
        rnd: Random number generator for consistent mutations

    Returns:
        bytes: Payload designed to reach and exploit the vulnerability
    """
    # Parse or create the base structure
    header = bytearray(b'MAGIC\x00\x01')
    body = bytearray()

    # Apply strategic mutations to navigate to destination
    # and trigger the vulnerability

    # Ensure format validity is maintained

    return bytes(header + body)
```

</final_output_example>

HUMAN

HUMAN

```
<HARNESS_CODE_INFO>
<FILE_PATH>/src/repo/test/customfuzz3.c</FILE_PATH>
<HARNESS_CODE>
```

```
[1]: /*
[2]: ** This module interfaces SQLite to the Google OSS Fuzz
[3]: ** (https://github.com/google/oss-fuzz)
[4]: */
[5]: #include <stddef.h>
[6]: #if !defined(_MSC_VER)
[7]: #include <stdint.h>
[8]: #endif
[9]: #include <stdio.h>
[10]: #include <string.h>
[11]: #include "sqlite3.h"
[12]: #include "shell.h"
[13]:
[14]: /*
[15]: ** Main fuzz driver
[16]: ** fuzz driver
[17]: */
[18]: int LLVMFuzzerTestOneInput(const uint8_t *data,
[19]: {
[20]:   char *argv[10];
[21]:   int argc;
[22]:   char *shellCmd[3];
[23]:   shellCmd[0] = "./sqlite3";
[24]:   shellCmd[1] = ":memory:";
[25]:   shellCmd[2] = command;
[26]:
[27]:   shell_main(argc, shellCmd);
[28]:   sqlite3_free(command);
[29]:   return 0;
[30]: }
</HARNESS_CODE>
</HARNESS_CODE_INFO>
```

Added XML-style tags

- [Anthropic: Use XML tags to structure your prompts](#)

VULNERABILITIES!!! FOCUS ON THIS!!

```
--- a/ext/misc/base85.c
+++ b/ext/misc/base85.c
@@ -170,6 +170,12 @@ static char *putcs(char *pc, char *s){
 static char* toBase85( u8 *pIn, int nbIn, char *pOut, char *pSep ){
     int nCol = 0;
     while( nbIn >= 4 ){
 + // Use the Adobe shortcut to encode a 32-bit 0 value quickly.
 + if( pIn[0] == 0x00 && pIn[1] == 0x00 && pIn[2] == 0x00 && pIn[3] == 0x00 ){
 +     pIn += 4;
 +     *pOut++ = 'z';

```

Referred line number format ([#])

- [Microsoft: RUSTASSISTANT: Using LLMs to Fix Compilation Errors in Rust Code](#)
- Additional ":" to separate the code and line number

```
v = (((unsigned long)pIn[0]<<24) |
      (pIn[1]<<16) | (pIn[2]<<8) | pIn[3]);
static u8* fromBase85( char *pIn, int ncIn, u8 *pOut ){
    ncIn-1]=='
```

```
static signed char nboi[] = { 0, 0, 1, 2, 3, 4 };
+ /* Enable use of the Adobe "z" extension, which
+ ** compresses four zero bytes into a single z character.
+ */
+ if( *pIn == 'z' ){
+     pIn++;

```

Preprocess

Plan Generator

Create Generator

Collect Coverage

Update Interesting
Functions

Analyze Coverage

```
GENERATOR_CREATION_PROMPT = f"""  
<task>  
Implement a Python 'generate(rnd: random.Random) -> bytes' function that follows yo
```

1. Phase 1: Generate payloads that can reach the destination function
 - Navigate through obstacles and decision points
 - Maintain format validity for processing
 - Explore paths while attempting to reach destination
2. Phase 2: Once at destination, create variations to exploit the vulnerability
 - Target specific vulnerability conditions
 - Implement boundary testing and edge cases
 - Focus on triggering the vulnerability

Requirements:

- Use provided Random instance
 - Return a single bytes object
 - Use only built-in Python libraries
 - Handle any necessary loop iterations or state accumulation
 - Balance format preservation with strategic mutations
 - Write efficient and effective code with no unnecessary comments or explanations
 - Avoid any redundant code, variables, or operations that don't contribute to the goal
 - Use {EXPLOIT_DATA_TAG} and {EXPLOIT_GUIDE_TAG} effectively
- ```
</task>
```

```
<methodology>
```

1. Implement the two-phase approach from your plan
  2. Create strategies for navigating to the destination
  3. Develop exploitation techniques for the vulnerability
  4. Balance exploration with targeted exploitation
  5. Ensure format validity throughout the process
- ```
</methodology>
```

Let LLM think two phases

Implementation Approach

****Phase 1: Reaching the Destination Function****

- Generate valid SQL commands that invoke the base85() function
- Ensure SQL syntax correctness to pass through shell parsing
- Create base85 i
- Vary command st

****Phase 2: Explo**

- Focus on 'z' ch
- Generate patter
- Create edge cas
- Mix 'z' charact
- points

****Key Mutation Po**

- SQL command str
- Base85 payload
- Strategic 'z' c
- Mixed valid/inv

****Format Preserva**

- Maintain SQL sy

```
<GENERATOR_CODE>
```

```
import random
```

```
def generate(rnd: random.Random) -> bytes:
```

```
    """Generate payload variations to reach and exploit the vulnerability.
```

```
    Args:
```

```
        rnd: Random number generator for consistent mutations
```

```
    Returns:
```

```
        bytes: Payload designed to reach destination and exploit vulnerability
```

```
    """
```

```
# Phase 1: Create SQL command to reach base85() function
```

```
sql_templates = [
```

```
    "SELECT base85('{}');",
```

```
    "SELECT hex(base85('{}'));",
```

```
    "SELECT length(base85('{}'));",
```

```
    "SELECT base85('{}') AS result;",
```

```
    "SELECT * FROM (SELECT base85('{}'));",
```

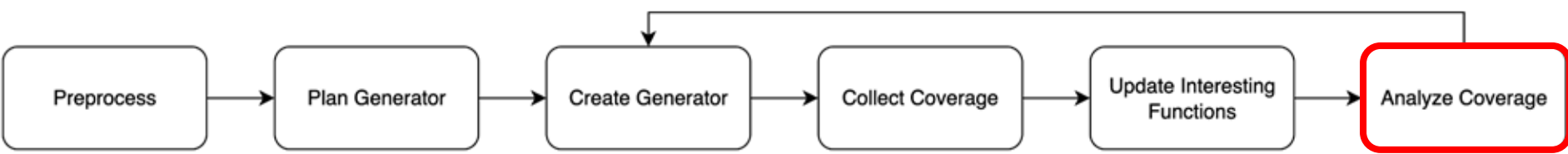
```
]
```

```
sql_template = rnd.choice(sql_templates)
```

```
# Phase 2: Craft base85 payload to exploit 'z' vulnerability
```

```
payload_strategies = [
```

```
    # Strategy 1: Multiple consecutive 'z' characters for maximum overflow  
    lambda: 'z' * rnd.randint(1, 20),
```



Now focus on the following task instructions for your current workflow step. This defines exactly what you need to accomplish in this phase of the generator development:

```
<current_workflow_step>  
Current step: ANALYZE  
</current_workflow_step>
```

+ Crash Logs, Failure Logs

```
<task>  
Analyze the coverage results from the generator's output, focusing on both phases of the approach:
```

Phase 1 Analysis:

- Assess whether the generator successfully reaches the destination function
- Identify which paths were explored while navigating to the destination
- Evaluate the effectiveness of the navigation strategy

Phase 2 Analysis:

- Determine how close the generator came to triggering the vulnerability
- Assess the effectiveness of the exploitation techniques
- Identify which vulnerability conditions were successfully targeted

Overall, evaluate:

- The balance between navigation and exploitation
- Format validity
- Areas for improvement

```
Finally, provide  
</task>
```

```
### Phase 1 Analysis: Navigation to Destination Function  
  
**SUCCESS**: The generator successfully reached the destination function  
`fromBase85` and the entry point `base85` function.  
  
**Path Navigation Assessment**:  
- [x] Successfully navigated through SQL parsing and execution  
- [x] Reached the base85() UDF function (lines covered: 5715-5773)  
- [x] Triggered the TEXT case branch (line 5744) which calls fromBase85()  
- [x] Successfully entered fromBase85() function (lines 5631-5677)  
- [x] Activated the vulnerable 'z' handling code path (lines 5638-5645)  
  
**Navigation Strategy Effectiveness**:  
- The SQL command structure worked perfectly  
- Valid base85() function calls were generated successfully  
- The TEXT input type was properly handled  
- Multiple 'z' characters successfully triggered the vulnerable code path  
  
### Phase 2 Analysis: Vulnerability Exploitation  
  
**PARTIAL SUCCESS**: The generator reached the vulnerable code but may not have  
fully exploited the buffer overflow condition.  
  
**Vulnerability Targeting Assessment**:  
- The generator successfully identified the vulnerable code path  
- The generated payload was valid and triggered the vulnerability  
- The exploit was executed successfully, but the current approach may not be creating the right conditions  
for bounds checking, but the current approach may not be creating the right conditions
```

Self-Evolving Exploit Generation

Building Domain Knowledge

OSCommandInjection:

description: |-

OS commands executed with user-controlled input.

Find: Runtime.exec() or ProcessBuilder using user input, including comma
```java

String filename = request.getParameter("file");  
Runtime.getRuntime().exec("cat " + filename); // BUG: command injection

// Command array  
String[] cmd = {"/bin/sh", "-c", "ls " + filename}; // BUG: shell injection  
new ProcessBuilder(cmd).start();

// Direct command  
String command = request.getParameter("cmd");  
Runtime.getRuntime().exec(command); // BUG: direct command execution  
```

exploit: |-

1. Locate command execution with user input
2. Execute exact target command "jazze"

```java  
Runtime.getRuntime().exec("jazze");

// OR with ProcessBuilder  
new ProcessBuilder("jazze").start();  
```

DeserializeObjectInjection:

description: |-

Objects deserialized from untrusted data without validation.

Find: ObjectInputStream.readObject() with external data, including custom streams a

```java

byte[] data = getUntrustedData();

ObjectInputStream ois = new ObjectInputStream(new ByteArrayInputStream(data));

Object obj = ois.readObject(); // BUG: deserializes malicious objects

// Custom ObjectInputStream

class CustomOIS extends ObjectInputStream {

protected Object readObjectOverride() throws IOException {

return super.readObject(); // BUG: still vulnerable

}

}

// Wrapped stream

InputStream wrapped = wrapStream(untrustedData);

new ObjectInputStream(wrapped).readObject(); // BUG: wrapped but unsafe

```

exploit: |-

1. Locate ObjectInputStream with external data
2. Provide serialized jaz.Zer class

```java

byte[] payload = {(byte)0xac, (byte)0xed, 0x00, 0x05, 0x73, 0x72,

0x00, 0x07, 'j','a','z','.', 'Z','e','r',

0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x2a,

0x02, 0x00, 0x00, 0x78, 0x70};

ObjectInputStream ois = new ObjectInputStream(new ByteArrayInputStream(payload));

**Prepare the description and exploit guide  
for each high-level vulnerability category**

# Internal Pilot Testing Results

| Vulnerability Type          | Claude-4 | Claude-3.7 | Gemini-2.5-Pro | O4-M  |
|-----------------------------|----------|------------|----------------|-------|
| XPath Injection             | 10/10    | 5/10       | 10/10          | 10/10 |
| OS Command Injection        | 10/10    | 10/10      | 10/10          | 10/10 |
| Server Side Request Forgery | 8/10     | 6/10       | 10/10          | 10/10 |
| Regex Injection             | 10/10    | 10/10      | 10/10          | 8/10  |
| Remote JNDI Lookup          | 10/10    | 10/10      | 1/10           | 8/10  |
| Reflective Call             | 10/10    | 10/10      | 9/10           | 5/10  |
| SQL Injection               | 10/10    | 3/10       | 10/10          | 9/10  |
| Script Engine Injection     | 10/10    | 10/10      |                |       |
| LDAP Injection              | 4/10     | 10/10      | 6/10           | 6/10  |
| Remote Code Execution       | 10/10    | 10/10      | 10/10          | 9/10  |
| File Path Traversal         | 3/10     | 8/10       | 8/10           | 9/10  |

Different models have different characteristics?

**It is possible that each model may require different prompts to achieve the best result**

Even within the same model family?

Newer model can have an insufficient training dataset?

| Vulnerability Type          | Claude-4 | Claude-3.7 | Gemini-2.5-Pro | O4-M  |
|-----------------------------|----------|------------|----------------|-------|
| XPath Injection             | 10/10    | 5/10       | 10/10          | 10/10 |
| OS Command Injection        | 10/10    | 10/10      | 10/10          | 10/10 |
| Server Side Request Forgery | 8/10     | 6/10       | 10/10          | 10/10 |

# Internal Pilot Testing Results

For exploit generation, Claude Sonnet 4 was efficient

|                         | Model          | Success Rate   | Total Requests | Tokens | Cost    | Time (s) | Efficiency Score* |
|-------------------------|----------------|----------------|----------------|--------|---------|----------|-------------------|
| Regex Injection         | Claude-4       | 86.4% (95/110) | 168            | 1.34M  | \$3.99  | 468      | ★★★★ High         |
| Remote JNDI Lookup      | Claude-3.7     | 83.6% (92/110) | 170            | 1.43M  | \$4.36  | 491      | ★★★★ High         |
| Reflective Call         | Gemini-2.5-Pro | 85.5% (94/110) | 158            | 2.53M  | \$14.23 | 2,232    | ★ Low             |
| SQL Injection           | O4-Mini        | 85.5% (94/110) | 180            | 2.31M  | \$4.68  | 1,228    | ★★ Medium         |
| Script Engine Injection |                |                |                |        |         |          |                   |
| LDAP Injection          |                |                |                |        |         |          |                   |
| Remote Code Execution   |                |                |                |        |         |          |                   |
| File Path Traversal     |                |                |                |        |         |          |                   |

# Patching CRS: **Ensemble** of six agents

*Diverse use of  
LLMs*

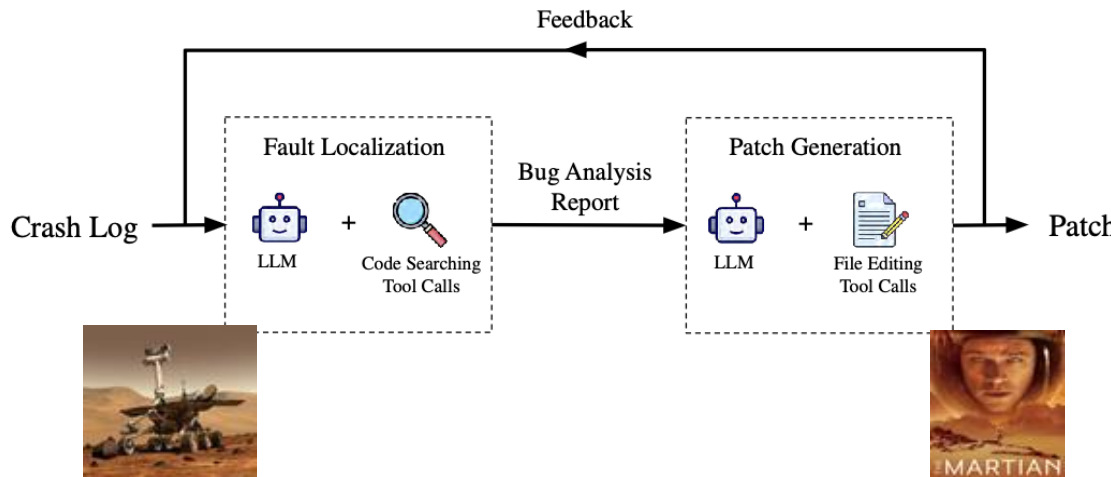
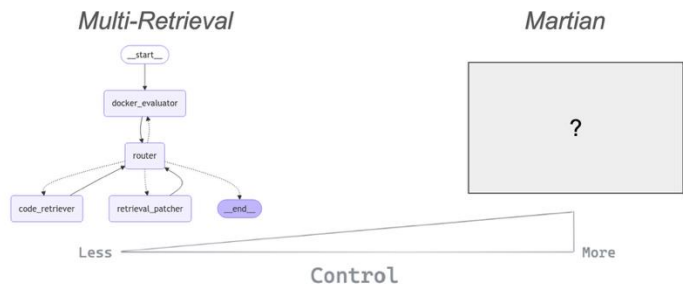
| Agent          | Architecture | Motivation                                                                                                                                         | Used models                  |
|----------------|--------------|----------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------|
| MARTIAN        | Workflow     | Introducing architectural diversity for robustness and to enable flexible integration of external tools via a ReAct-style design                   | o4-mini and claude-4-sonnet  |
| MULTIRETRIEVAL | Agent        | Autonomously exploring codebases and generate vulnerability patches by iteratively building context through interaction                            | claude-3.7-sonnet or o4-mini |
| PRISM          | Multi-agent  | Addressing context length limitations and prompt complexity in MULTIRETRIEVAL through a team-based multi-agent system.                             | o4-mini                      |
| VINCENT        | Workflow     | Incorporates project-specific properties from software verification to guide patching while maintaining generality                                 | gemini-2.5-pro               |
| CLAUDELIKE     | Agent        | Inspired by Claude Code, featuring advanced file editor tools and sub-agent delegation to manage context efficiently and streamline patching tasks | claude-3.7-sonnet            |
| ERASER         | Workflow     |                                                                                                                                                    | Custom model                 |

*Diverse LLM architecture*

# Patching CRS: deterministic workflow

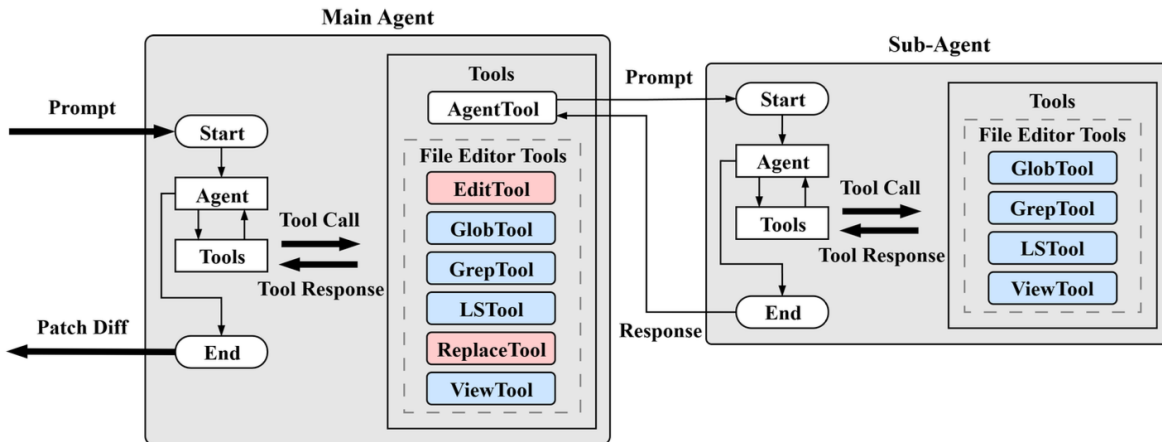
- Motivation

- Fault localization → patch generation
- Simple, deterministic workflow with sophisticated tools (vs. multi-retrieval)  
(e.g., symbolic lookup, stack recovery, type def, ~~reverse execution~~, etc)



# Patching CRS: sub-agent design

- Motivation
  - Reverse engineered Claude Code and replicated its architecture
  - Simple tools, sub-agent architecture (read-only tool)

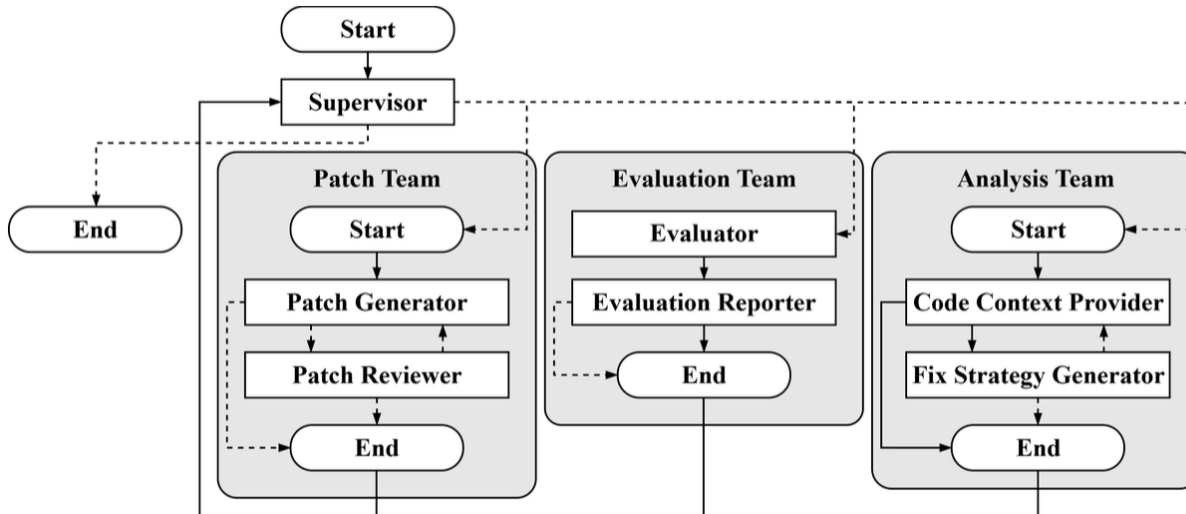
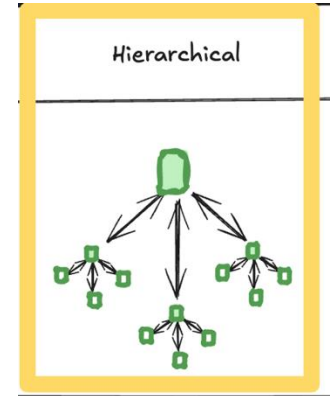


**Figure 53:** The overall structure of the CLAUSERLIKE coder. The read-only file editor tools that can be invoked by the sub-agent are highlighted with blue boxes, while the file editor tools that modify files are highlighted with red boxes.

# Patching CRS: multi-agent design

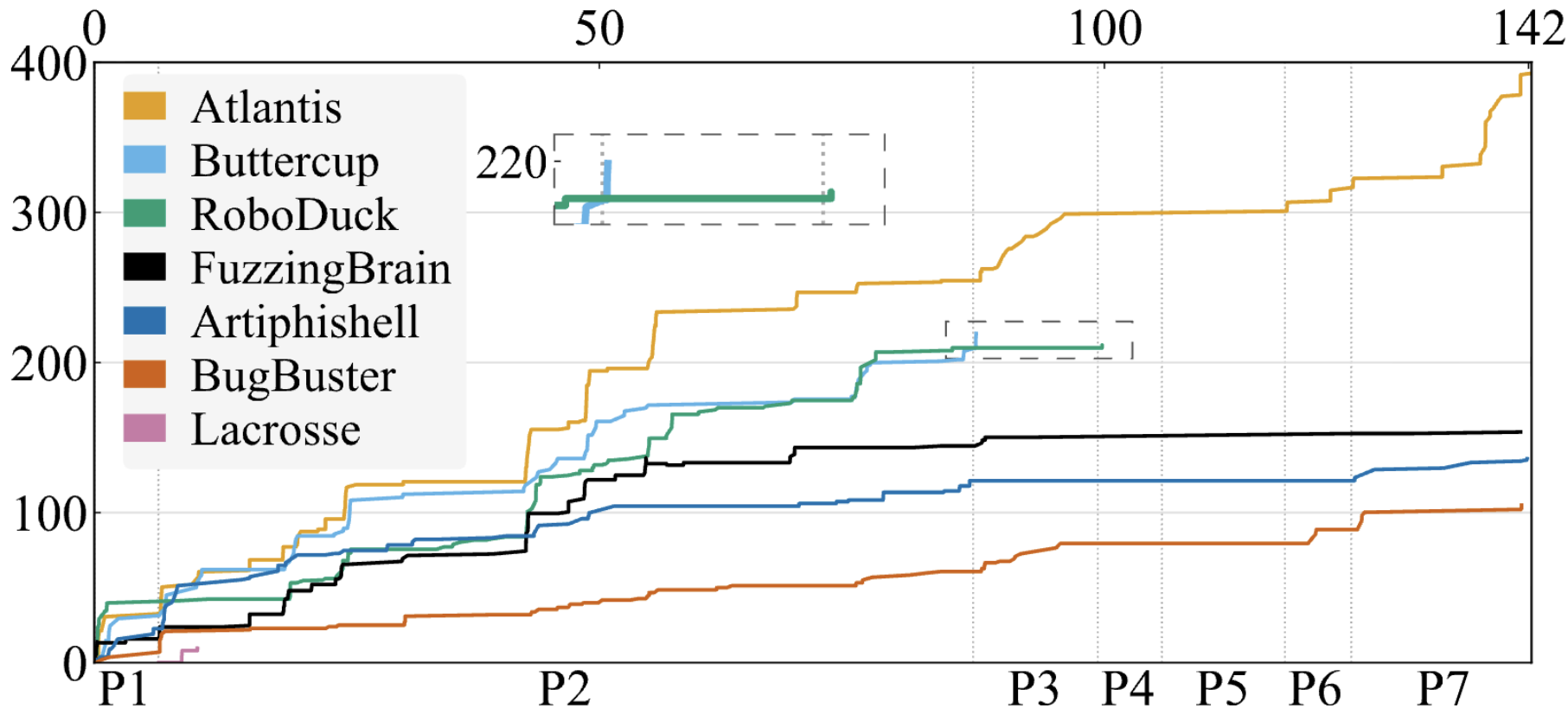
- Motivation

- Agent as tools → a supervisor agent manages other agents
- Shared memory among agents for code snippets



| CPV Name           | Bug Type                 | MARTIAN            | MULTI<br>RETRIEVAL  | PRISM               | VINCENT             | CLAVIER<br>LIB    | Ensemble! 👍       |                  |
|--------------------|--------------------------|--------------------|---------------------|---------------------|---------------------|-------------------|-------------------|------------------|
| c-binutils-1       | Use After Free           | ✗                  | ✓                   | ✓                   | ✗                   | ✗                 | -                 | ✗                |
| c-binutils-2       | Use After Free           | ✗                  | ✓                   | ✗                   | ✗                   | ✗                 | ✗                 | -                |
| c-binutils-3       | Heap Buffer Overflow     | ✗                  | ✓                   | ✓                   | ✓                   | -                 | -                 | -                |
| c-binutils-4       | Null Pointer Dereference | ✓                  | ✓                   | ✓                   | ✓                   | -                 | -                 | -                |
| c-ffmpeg-1         | Heap Buffer Overflow     | ✗                  | ✓                   | ✓                   | ✓                   | -                 | -                 | -                |
| c-ffmpeg-2         | Heap Buffer Overflow     | ✗                  | ✓                   | ✓                   | ✓                   | -                 | -                 | -                |
| c-ffmpeg-3         | Heap Buffer Overflow     | ✓                  | ✓                   | ✓                   | ✓                   | -                 | -                 | -                |
| c-ffmpeg-4         | Stack Buffer Overflow    | ✗                  | ✓                   | -                   | ✓                   | -                 | -                 | -                |
| c-ffmpeg-5         | Heap Buffer Overflow     | ✓                  | ✓                   | ✓                   | ✓                   | -                 | -                 | -                |
| c-ffmpeg-6         | Heap Buffer Overflow     | ✗                  | ✓                   | ✓                   | ✓                   | -                 | -                 | -                |
| c-ffmpeg-7         | Timeout                  | ✗                  | ✓                   | ✓                   | ✓                   | -                 | -                 | -                |
| c-ffmpeg-8         | Heap Buffer Overflow     | ✓                  | ✓                   | ✓                   | ✓                   | -                 | -                 | -                |
| c-ffmpeg-9         | Heap Buffer Overflow     | ✓                  | ✓                   | ✓                   | ✓                   | -                 | -                 | -                |
| c-ffmpeg-10        | Stack Buffer Overflow    | ✗                  | ✓                   | ✗                   | ✓                   | -                 | ✓                 | -                |
| c-ffmpeg-11        | Stack Buffer Overflow    | ✗                  | ✓                   | ✓                   | ✓                   | -                 | -                 | -                |
| c-pcre2-1          | Heap Buffer Overflow     | ✗                  | ✓                   | ✓                   | ✓                   | -                 | -                 | -                |
| c-pcre2-2          | Heap Buffer Overflow     | ✗                  | ✗                   | ✗                   | ✗                   | -                 | ✓                 | ✗                |
| c-pcre2-3          | Heap Buffer Overflow     | ✗                  | ✓                   | ✓                   | ✗                   | ✗                 | -                 | ✗                |
| c-pcre2-4          | Heap Buffer Overflow     | ✗                  | ✓                   | ✓                   | ✓                   | -                 | -                 | -                |
| c-sleuthkit-1      | Null Pointer Dereference | ✗                  | ✓                   | ✗                   | ✓                   | -                 | ✗                 | -                |
| c-sleuthkit-2      | Timeout                  | ✗                  | ✓                   | ✗                   | ✓                   | -                 | ✓                 | -                |
| c-sleuthkit-3      | Timeout                  | ✓                  | ✗                   | ✗                   | ✗                   | ✓                 | ✗                 | ✗                |
| Patch Success Rate |                          | 6 / 22<br>(27.27%) | 20 / 22<br>(90.91%) | 15 / 21<br>(71.43%) | 17 / 22<br>(77.27%) | 1 / 4<br>(25.00%) | 3 / 6<br>(50.00%) | 0 / 4<br>(0.00%) |

# Q. How well other teams did in AlxCC?



# Q. How well other teams did in AlxCC?

## PoV Generation

|                   |                     | AT | TB | TI | FB | SP | 42 | LC |
|-------------------|---------------------|----|----|----|----|----|----|----|
| Fuzzing           | Pre-Comp Corpus     | ●  |    | ○  |    | ●  | ●  | ○  |
|                   | Seed Gen Agent      | ●  | ●  | ●  |    | ●  | ●  | ●  |
|                   | └ Bootstrap         | ●  | ●  |    |    | ●  | ●  | ●  |
|                   | └ Solve cov blocker | ●  | ●  | ●  |    | ●  |    |    |
|                   | └ Mutator/generator | ●  |    |    |    |    |    |    |
|                   | └ Grammar-aware     | ●  |    | ●  |    | ●  |    |    |
|                   | Semantic Feedback   |    |    |    |    | ●  |    |    |
|                   | Improved Sanitizer  | ○  |    |    |    | ○  |    |    |
|                   | Dict Gen            | ●  |    |    |    | ○  | ○  | ○  |
|                   | Concolic Fuzzing    | ○  |    |    |    |    |    |    |
|                   | Directed Fuzzing    | ○  |    |    |    |    | ○  |    |
|                   | Parallel Fuzzing    | ○  | ○  | ○  | ○  | ○  | ○  | ○  |
|                   | └ Corpus sync       | ○  | ○  | ○  |    | ○  | ○  | ○  |
|                   | └ Added C fuzzers   | ○  |    |    |    | ○  | ○  | ○  |
|                   | └ Added JVM fuzzers | ○  |    |    |    |    |    |    |
| LLM Based PoV Gen | Bug Cand. I.D.      | ●  |    | ●  | ●  | ●  |    | ●  |
|                   | └ Cand. filter      | ●  |    | ●  | ●  | ○  |    | ●  |
|                   | └ Non PoV Gen usage | ✓  |    | ✓  |    | ✓  |    | ✓  |
|                   | PoV Gen Agent       | ●  | ●  | ●  | ●  | ●  |    |    |
|                   | └ W/ CWE guidance   | ●  | ●  |    | ●  | ●  |    |    |
| Pipeline Co-op    | Reach-then-exploit  | ●  |    | ●  |    | ●  |    |    |
|                   | LLM PoV Gen → Fuzz  | ✓  | ✓  | ✓  | ✓  | ✓  |    |    |
| PoV Sub.          | Fuzz → LLM PoV Gen  | ✓  |    | ✓  |    | ✓  |    |    |
|                   | Deduplication       | ○  | ○  | ●  | ●  | ○  | ○  | ○  |
|                   | ASAP Submission     | ✓  | ✓  | ✓  | ✓  | ✓  | ✓  | ✓  |

## Patch Generation

|              |                                | AT | TB | TI | FB | SP | 42 | LC |
|--------------|--------------------------------|----|----|----|----|----|----|----|
| Agent Design | Multi-Arch                     | ●  |    |    |    | ●  |    |    |
|              | Multi-Agent                    |    | ●  | ●  |    |    |    |    |
|              | Single-Agent                   |    |    |    | ●  |    | ●  | ●  |
| Patch Gen    | Standalone RCA                 | ●  | ●  | ●  |    | ●  |    |    |
|              | └ Multi-PoV RCA                |    | ●  | ●  |    | ●  |    |    |
|              | └ Non-LLM RCA                  |    |    |    |    | ●  |    |    |
|              | Contextualization <sup>†</sup> | ●  | ●  | ●  | ●  | ●  | ●  | ●  |
|              | └ Code Indexer                 | ●  | ●  | ●  |    | ●  | ●  |    |
|              | └ SAST                         | ●  |    | ●  | ●  | ●  |    |    |
|              | └ CWE Guidance                 |    |    |    | ●  |    | ●  |    |
|              | └ Fine-tuned LLM               | ●  |    |    |    |    |    |    |
|              | └ Agentic Code Search          |    | ●  |    | ●  | ●  | ●  | ●  |
|              | └ Dynamic Info                 | ●  |    | ●  | ●  | ●  |    |    |
|              | └ PoV Bytes                    | ●  |    | ●  |    |    |    | ●  |
|              | LLM Reflection                 | ●  | ●  | ●  |    | ●  |    | ●  |
|              | No-PoV Patch                   |    |    | ●  | ●  |    |    | ●  |
| Patch Valid. | Validity Checks                | ●  | ●  | ●  | ●  | ●  | ●  | ●  |
|              | └ Build                        | ●  | ●  | ●  | ●  | ●  | ●  | ●  |
|              | └ PoV Test (Gen)               | 1  | N  | *  | 1  | N  | *  | 1  |
|              | └ PoV Test (Submit)            | *  | N  | *  | N  | *  | *  | 1  |
|              | └ Proj. Tests                  | ●  | ●  | ●  | ●  | ●  | ●  | ●  |
|              | └ LLM as Judge                 | ●  |    |    | ●  | ●  |    |    |
|              | └ Post-patch Fuzz              |    |    |    | ●  | ●  |    |    |
| Patch Sub.   | Rebuild Optim.                 | ●  |    |    |    | ●  |    |    |
|              | Min. Patch Set Calc.           | ●  | ●  |    |    | ●  | ●  |    |
|              | No-PoV Delayed Sub.            | –  | –  | ●  | ●  | –  | –  | ●  |

Taxonomy of 50+ bug finding and patch techniques from 7 finalist teams

# Q. How well other teams did in AlxCC?

## PoV Generation

Wide spectrum of design choices in bug discovery!

|                   |                    | AT | TB | TI | FB | SP | 42 | LC |
|-------------------|--------------------|----|----|----|----|----|----|----|
| Fuzzing           | Grammar            | •  |    | ○  |    | •  | •  | ○  |
|                   | Semantic Feedback  | •  | •  | •  |    | •  | •  | •  |
|                   | Improved Sanitizer | ○  |    |    |    | ○  |    |    |
|                   | Dict Gen           | •  |    |    |    | ○  | ○  | ○  |
|                   | Concolic Fuzzing   | ○  |    |    |    |    |    |    |
|                   | Directed Fuzzing   | ○  |    |    |    |    | ○  |    |
|                   | Parallel Fuzzing   | ○  | ○  | ○  | ○  | ○  | ○  | ○  |
|                   | Corpus sync        | ○  | ○  | ○  |    | ○  | ○  | ○  |
|                   | Added C fuzzers    | ○  |    |    |    | ○  | ○  | ○  |
|                   | Added JVM fuzzers  | ○  |    |    |    |    |    |    |
| LLM Based PoV Gen | Bug Cand. I.D.     | •  |    | •  | •  | •  |    | •  |
|                   | Cand. filter       | •  |    | •  | •  | ○  |    | •  |
|                   | Non PoV Gen usage  | ✓  |    | ✓  |    | ✓  |    | ✓  |
|                   | PoV Gen Agent      | •  | •  | •  | •  | •  |    |    |
|                   | W/ CWE guidance    | •  | •  |    | •  | •  |    |    |
| Pipeline Co-op    | LLM PoV Gen → Fuzz | ✓  | ✓  | ✓  | ✓  | ✓  |    |    |
|                   | Fuzz → LLM PoV Gen | ✓  |    | ✓  |    | ✓  |    |    |
| PoV Sub.          | Deduplication      | ○  | ○  | •  | •  | ○  | ○  | ○  |
|                   | ASAP Submission    | ✓  | ✓  | ✓  | ✓  | ✓  | ✓  | ✓  |

## Patch Generation

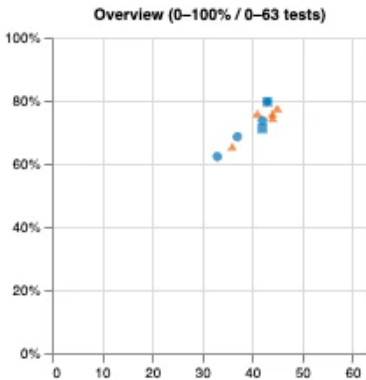
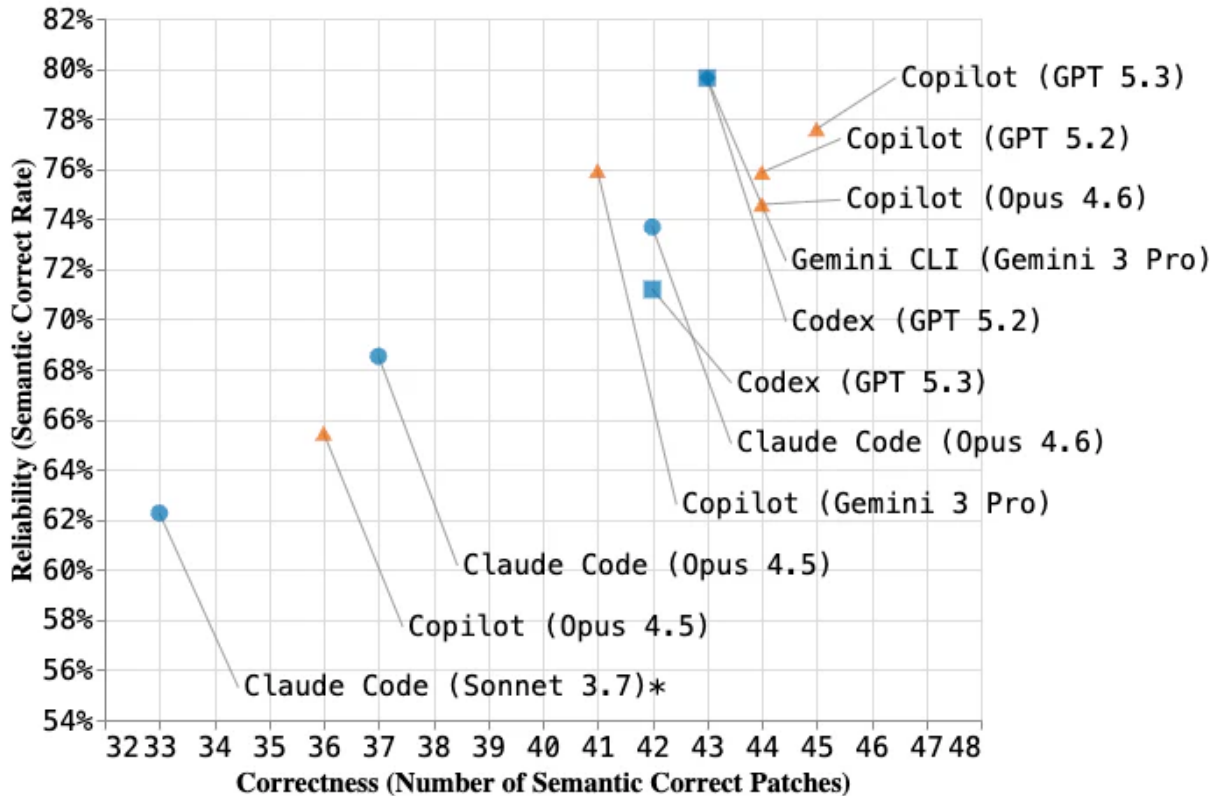
LLM just dominated!

| Agent Design |                                | AT | TB | TI | FB | SP | 42 | LC |
|--------------|--------------------------------|----|----|----|----|----|----|----|
| Patch Gen    | Multi-Arch                     | •  |    |    |    |    |    |    |
|              | Multi-Agent                    |    |    |    |    |    |    |    |
|              | Single-Agent                   |    |    |    |    |    |    |    |
|              | Standalone RCA                 | •  | •  | •  |    | •  |    |    |
|              | Multi-PoV RCA                  |    | •  | •  |    | •  |    |    |
|              | Non-LLM RCA                    |    |    |    |    | •  |    |    |
|              | Contextualization <sup>†</sup> | •  | •  | •  | •  | •  | •  | •  |
|              | Code Indexer                   | •  | •  | •  |    | •  | •  | •  |
|              | SAST                           | •  |    | •  |    | •  |    |    |
|              | CWE Guidance                   |    |    |    | •  |    | •  |    |
| Patch Valid. | Fine-tuned LLM                 | •  |    |    |    |    |    |    |
|              | Agentic Code Search            | •  | •  |    | •  | •  | •  | •  |
|              | Dynamic Info                   | •  |    | •  | •  | •  | •  | •  |
|              | PoV Bytes                      | •  |    | •  |    |    |    | •  |
|              | LLM Reflection                 | •  | •  | •  |    | •  | •  | •  |
|              | No-PoV Patch                   |    |    | •  | •  |    |    | •  |
|              | Validity Checks                | •  | •  | •  | •  | •  | •  | •  |
|              | Build                          | •  | •  | •  | •  | •  | •  | •  |
|              | PoV Test (Gen)                 | 1  | N  | *  | 1  | N  | *  | 1  |
|              | PoV Test (Submit)              | *  | N  | *  | N  | *  | *  | 1  |
| Patch Sub.   | Proj. Tests                    | •  | •  | •  | •  | •  | •  | •  |
|              | Post-patch Fuzz                |    |    |    | •  | •  |    |    |
|              | Rebuild Optim.                 | •  |    |    |    | •  |    |    |
| Patch Sub.   | Min. Patch Set Calc.           | •  | •  |    |    | •  | •  |    |
|              | No-PoV Delayed Sub.            | -  | -  | •  | •  | -  | -  | •  |

Taxonomy of 50+ bug finding and patch techniques from 7 finalist teams

modern

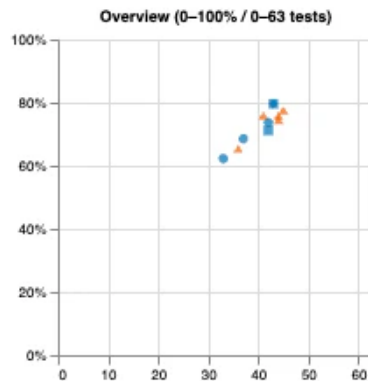
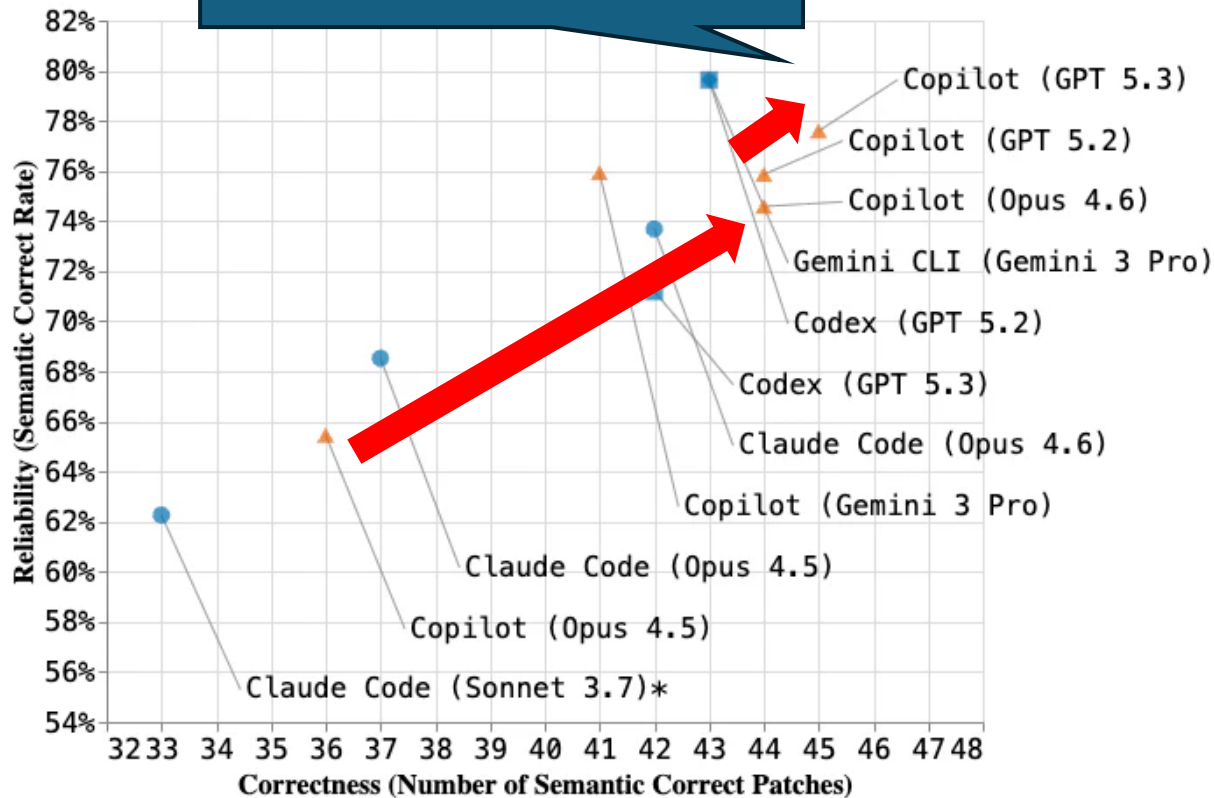
# Q. How does cli agents work for patching?



Q. How

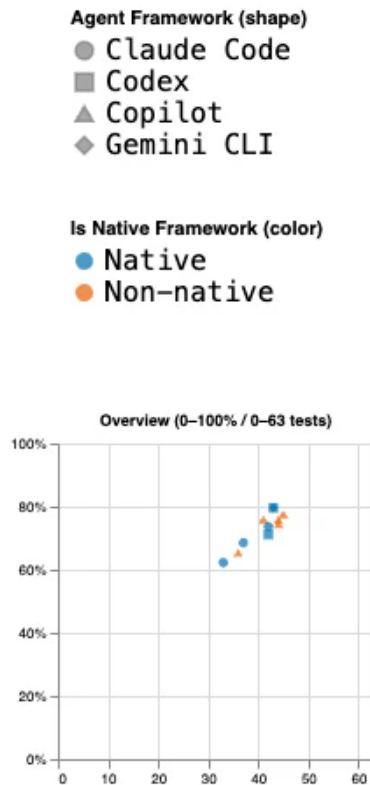
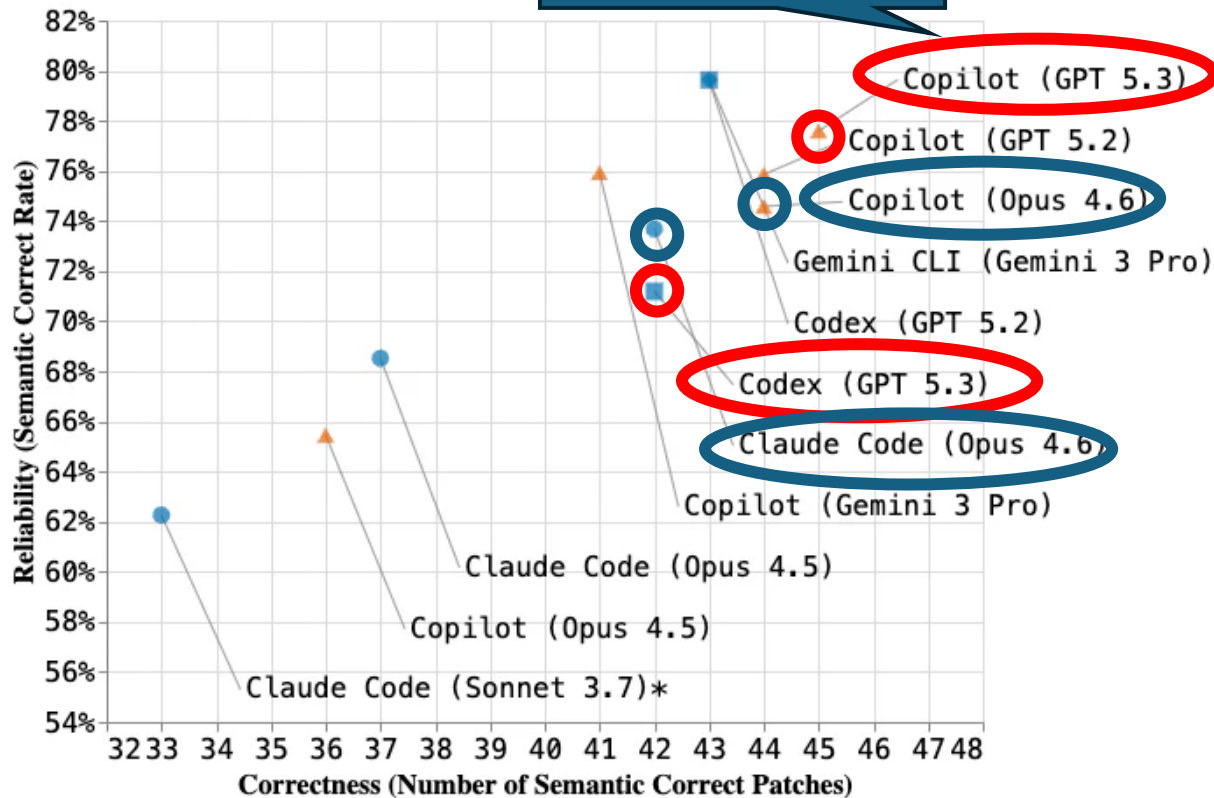
Given the same scaffolding, we can see the model quality enhances the precession of generated patches

work for patching?

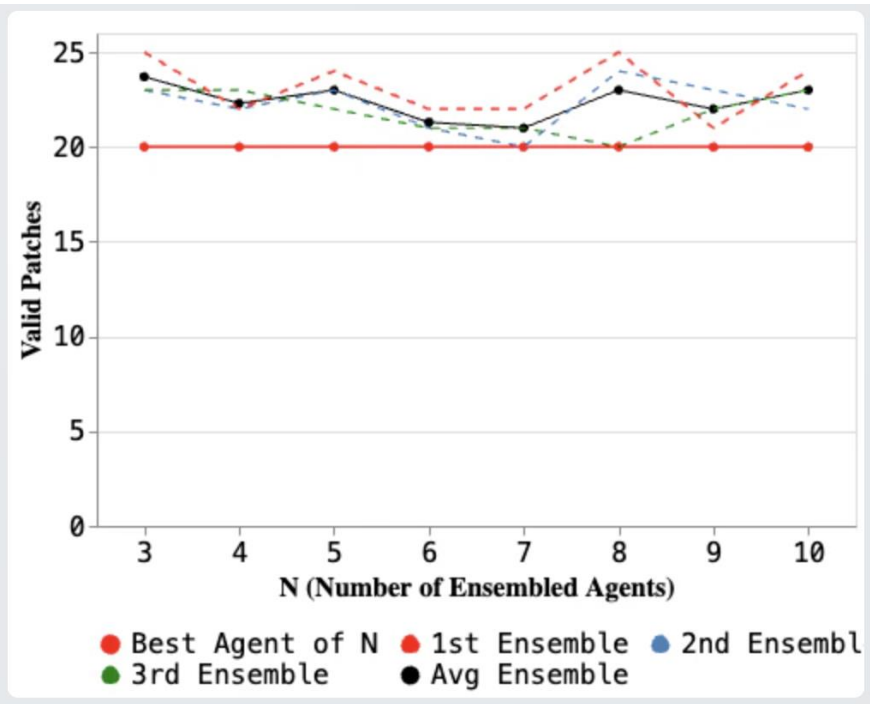
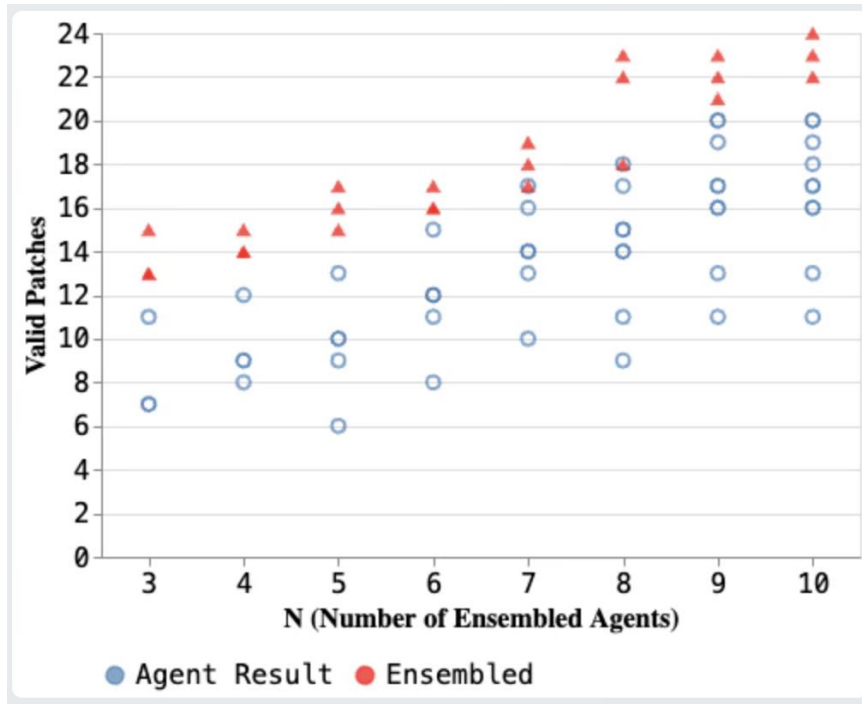


# Q. How does scaffolding matter for patching?

Scaffolding matters more than models

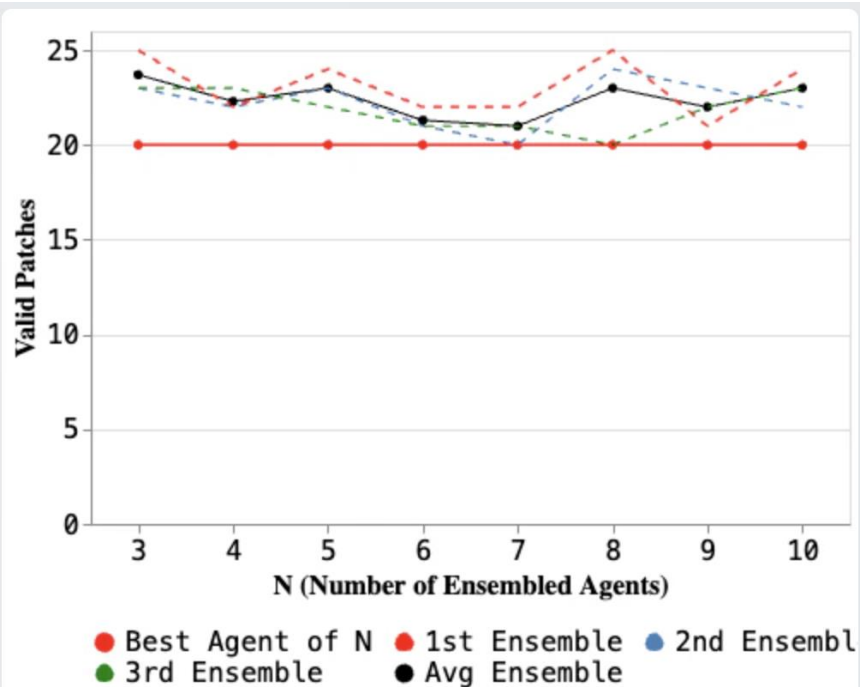


# Q. Does “ensembling” still work?



# Q. Does “ensembling” still work?

The combined result always outperforms the best of ensembled agents!



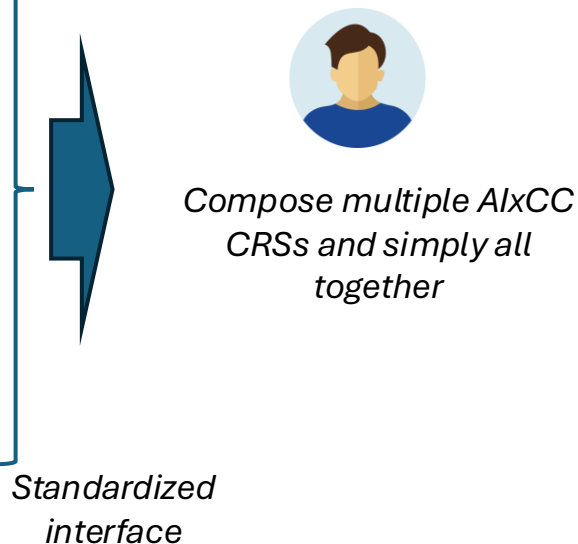
# What's Next?

- 1) **oss-crs**: Standard CRS interface (RFC)  
(selected for an official Linux Foundation project)
- 2) **crs-bench**: Standard benchmark (RFC)
- 3) **0-day** bug hunting 😊

**It's time for real-world AlxCC!**

# OSS-CRS: Liberating AlxCC CRS for Real-World Use (WOOT'26)

| CRS               | Comp. | Infra   | Middleware | Local | Composable |
|-------------------|-------|---------|------------|-------|------------|
| ATLANTIS [23]     | 9+    | TF+K8s  | Ka/PG+R*   | ×     | ×          |
| BUTTERCUP [8]     | 14+   | TF+Helm | R/M        | ○     | ×          |
| ROBODUCK [4]      | 1     | TF+VMs  | −/S*       | ○     | ×          |
| FUZZINGBRAIN [44] | 4     | TF+K8s  | −/−*       | ○     | ×          |
| ARTIPHISHELL [6]  | 53    | TF+Helm | RMQ/PG+N*  | △     | ×          |
| BUGBUSTER [7]     | 16    | TF+Helm | RMQ/PG+R*  | ×     | ×          |
| LACROSSE [27]     | 3+    | TF+VMs  | RMQ/−      | ×     | ×          |





# From AlxCC to OpenSSF

Welcoming OSS-CRS to Advance AI  
Driven Open Source Security

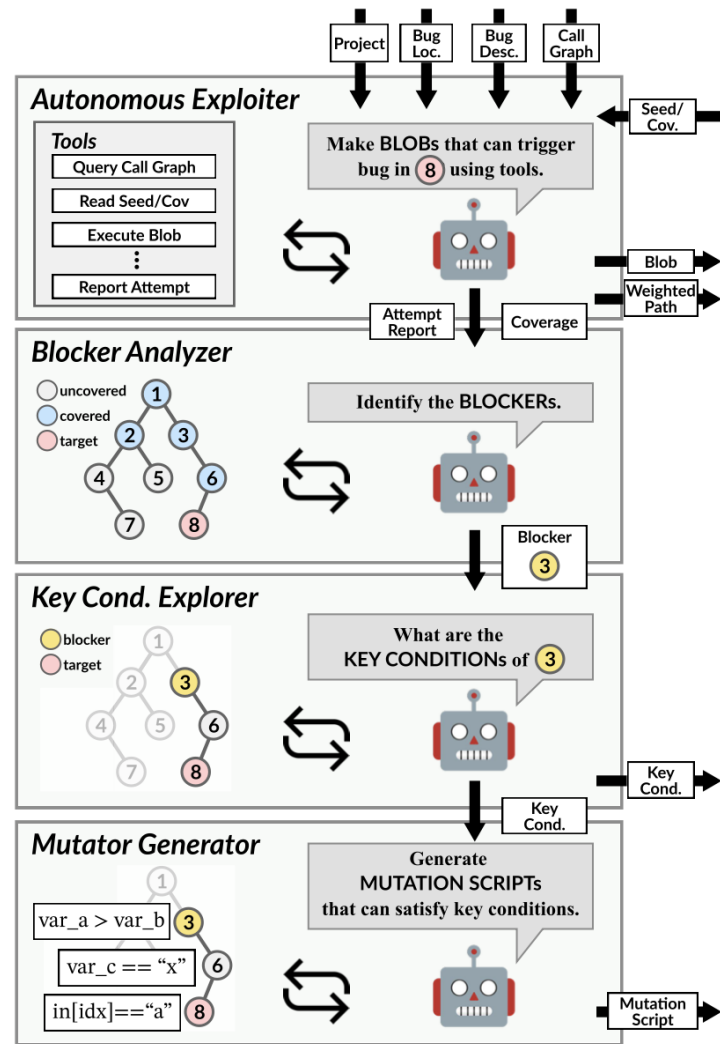
Ref. <https://github.com/ossf/oss-crs>

# CRS-Bench: AlxCC artifacts to evaluate CRS

| Name                   | Year | Objective            | Bug-finding Verification | Bug-fixing Verification |                           | Language                     | #CWE | #Projects | #Samples | Source                |
|------------------------|------|----------------------|--------------------------|-------------------------|---------------------------|------------------------------|------|-----------|----------|-----------------------|
|                        |      |                      |                          | Security                | Functionality             |                              |      |           |          |                       |
| Magma [28]             | 2020 | FINDING (F)          | Canary                   | –                       | –                         | C/C++                        | –    | 7         | 117      | Real-world            |
| ExtractFix [26]        | 2021 | FIXING               | –                        | Single PoC              | ✗                         | C/C++                        | 8    | 7         | 30       | Real-world            |
| FuzzBench [34]         | 2021 | FINDING (F)          | Sanitizer-based          | –                       | –                         | C/C++                        | –    | 22        | –        | Real-world            |
| UniFuzz [32]           | 2021 | FINDING (F)          | –                        | –                       | –                         | C/C++                        | –    | 20        | –        | Real-world            |
| Vul4J [16]             | 2022 | FIXING               | –                        | Multiple PoC            | ✗                         | Java                         | 25   | 51        | 79       | Real-world            |
| VJBench [45]           | 2023 | FIXING               | –                        | Multiple PoC            | ✗                         | Java                         | 23   | 30        | 42       | Real-world            |
| NYU-CTF-Bench [38]     | 2024 | FINDING (L)          | Flag-based               | ✗                       | ✗                         | C/C++/Python/Go/JS/Java/etc  | –    | 200       | 200      | CTF                   |
| CVE-Bench [55]         | 2025 | FINDING (L)          | Goal-based               | –                       | –                         | PHP/Python/JS/Go/Rust        | 26   | 40        | 40       | Real-world            |
| CVE-Bench [42]         | 2025 | FIXING               | –                        | Single PoC              | ✗                         | Java/JS/Python/PHP           | 103  | 120       | 509      | Real-world            |
| Arvo [33]              | 2025 | FINDING (F)          | Sanitizer-based          | –                       | –                         | C/C++                        | –    | 273       | 5001     | Real-world            |
| CyBench [50]           | 2025 | FINDING (L)          | Flag-based               | ✗                       | ✗                         | C/C++/Python/PHP/JS/Java/etc | –    | 40        | 40       | CTF                   |
| AutoPatchBench [18]    | 2025 | FIXING               | –                        | Single PoC, Fuzzing     | Differential Testing      | C/C++                        | –    | 46        | 136      | Real-world            |
| PatchEval [44]         | 2025 | FIXING               | –                        | Single Test             | LLM-as-Judge, Unit test   | Go/Python/JS                 | 39   | 175       | 230      | Real-world            |
| CyberGym [43]          | 2025 | FINDING (L)          | Patch-based              | –                       | –                         | C/C++                        | –    | 188       | 1507     | Real-world            |
| SEC-Bench [31]         | 2025 | FINDING (L) FIXING   | Sanitizer-based          | Single PoC              | ✗                         | C/C++                        | 17   | 29        | 200      | Real-world            |
| BountyBench [49]       | 2025 | FINDING (L) FIXING   | Patch-based              | Single PoC              | Unit test                 | C/Python/JS/etc              | 27   | 25        | 40       | Real-world            |
| PVBench [48]           | 2026 | FIXING               | –                        | Single PoC              | Unit test, PoC+ test      | C/C++                        | 12   | 20        | 209      | Real-world            |
| <b>CRSBench (Ours)</b> | 2026 | FINDING (F/L) FIXING | Patch-based              | Multiple PoC            | Unit test w/ optimization | C/C++, Java                  | TBD  | 82 / 124  | 319      | Real-world, Synthetic |

# CoTFuzz

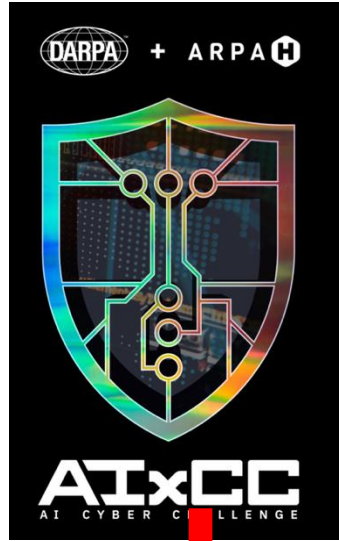
## Context-Aware Fuzzing (ASE'26)



# 0-day (under disclosure)

- A week of pilot run: \$10k per bug (\$170k by DARPA)
- memcached, php, questdb, wamr, wasm3, libyang, monetdb, etc, jq, h2database, hsqldb, questdb, OpenLDAP, Eclipse Mosquitto, arp-scan, FR Routing (frr) ...

# Team Atlanta leading Real-world AIxCC

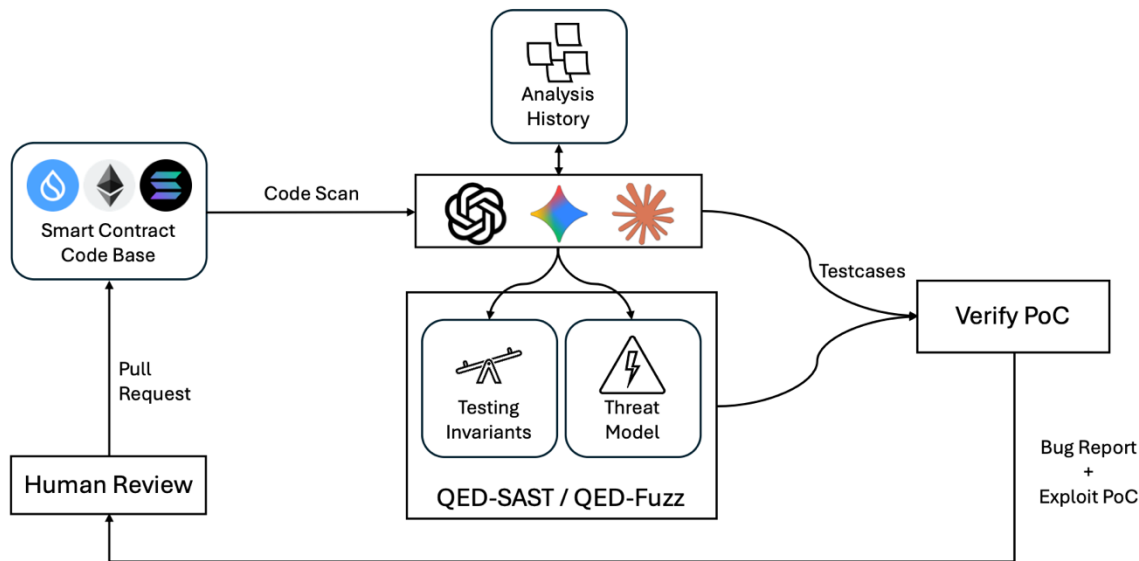


**ARMADIN**

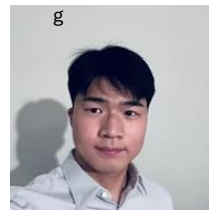


*Five of us joined  
MSFT!*

# QED Auditing: hyperscale, autonomous auditing and pen-testing for web3



Woosun Son



**DEFCON CTF finalist**  
( '19,'22,'23,'24)  
\$300k+ in bug bounty

Gyejin Lee



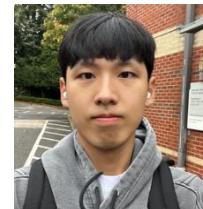
**DEFCON CTF finalist** ('21)  
**KMO Gold Medalist**

Yongwhi Jin



**DEFCON CTF winner**  
( '15,'18,'22,'23,'24,'25)  
**Pwn2Own '20**  
(Safari/macOS)  
Bug bounty on Browser,  
OS, Blockchain

Sunghyeon Jo



**IOI Gold Medalist** ('15)  
**ICPC World Finals**  
**Gold Medalist** ('17 '20)  
#1 Korean on Codeforces

## Tachyon: Saving \$600M from a time-warp attack



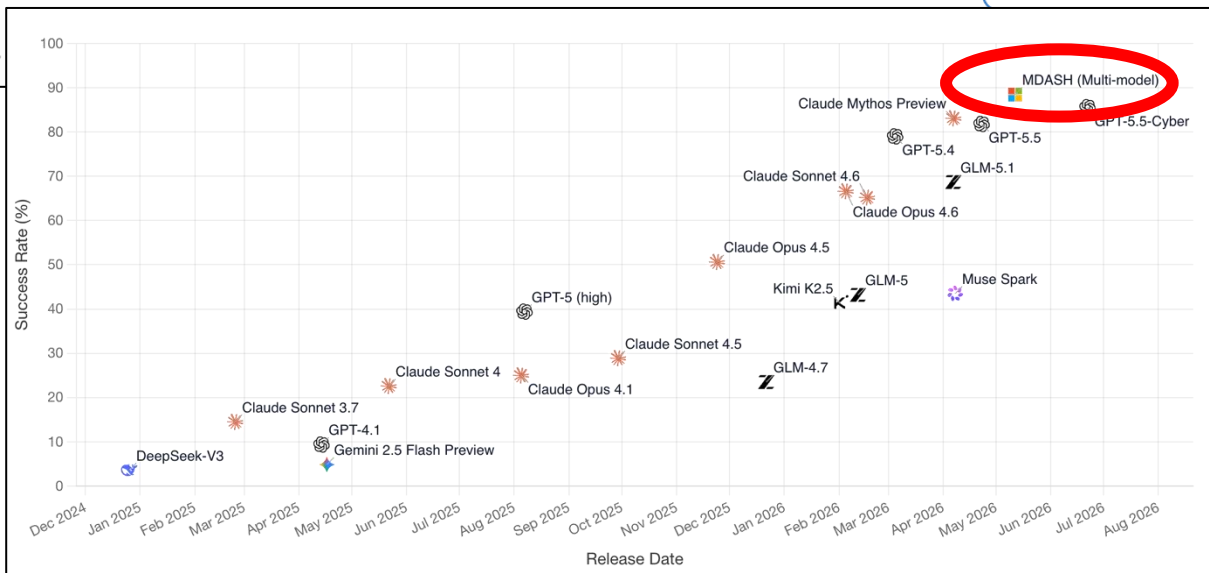
[Sunghyeon Jo](#) & [Yongwhi Jin](#) · January 28, 2026 · 9 min read

# Microsoft MDASH Beats A Key Mythos Benchmark. Here's Why That Matters

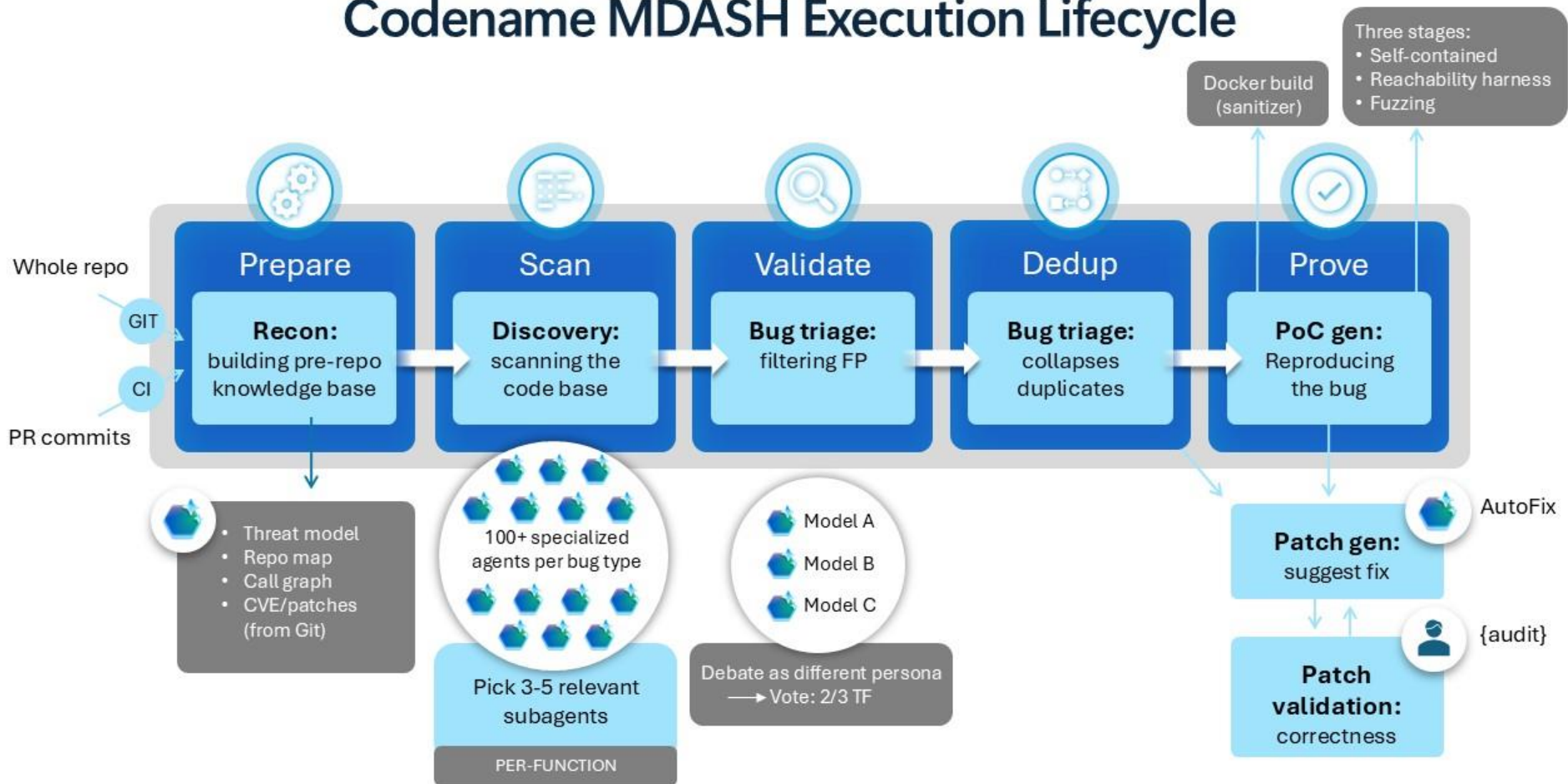
By Tim Keary, Contributor. © Tim Keary is a reporter covering enterprise AI adoption.

[Follow Author](#)

Published May 15, 2026,



# Codename MDASH Execution Lifecycle







VULNERABILITIES

# 19-Year-Old Linux Kernel Vulnerability Exposes Systems to Root Access

Proof-of-concept (PoC) exploit code has been released for the CIFSswitch flaw, which allows low-privileged users to escalate to root on vulnerable Linux systems.

VULNERABILITIES & THREATS

CLOUD SECURITY

CYBER RISK

ENDPOINT SECURITY

NEWS

## Another AI-Assisted Software Scan Yields 9-Year-Old Linux Bug

The proof-of-concept exploit code runs only 10 lines long, but luckily, a patch is already available.



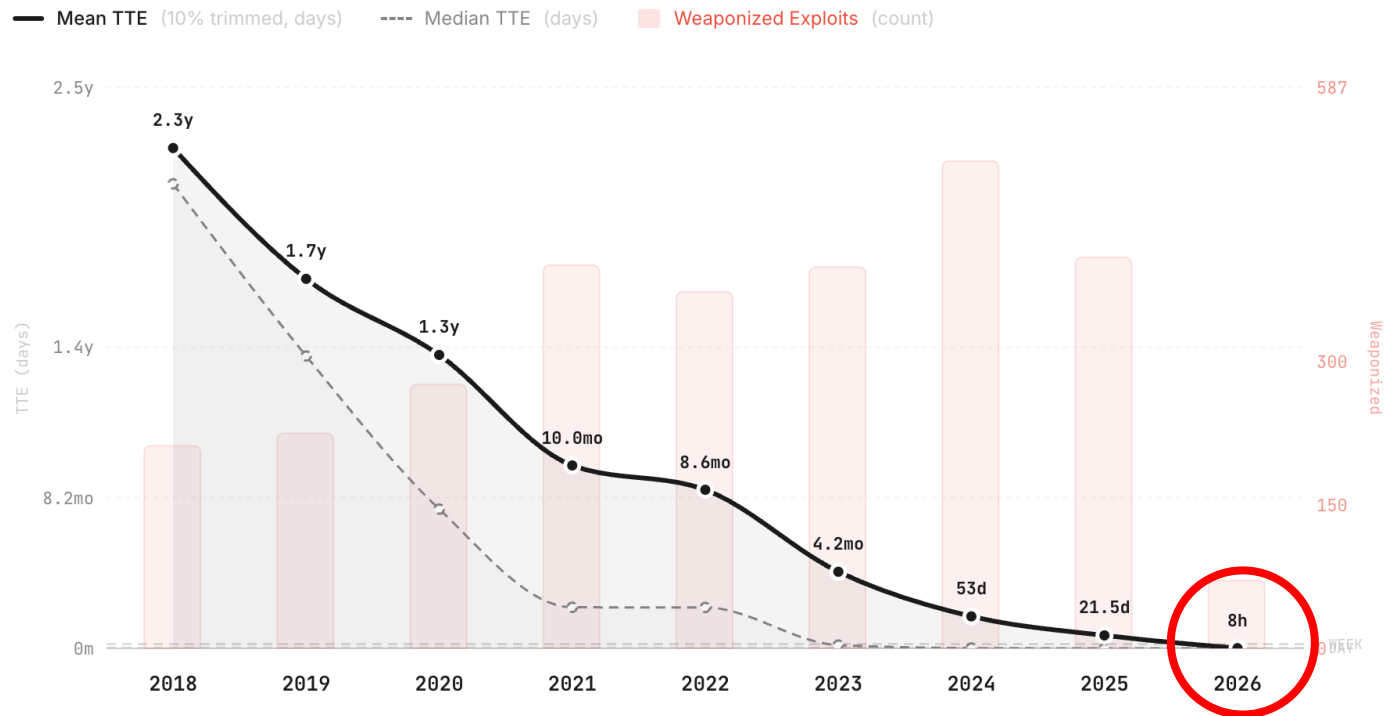
Nate Nelson, Contributing Writer  
April 30, 2026

🕒 4 Min Read

Editor's Choice

# From Vulnerability to Exploitation

TTE measures the gap between CVE public disclosure and first confirmed in-the-wild exploitation. Zero = same-day.



Based on 3,500+ confirmed-exploited CVEs (CISA KEV + VulnCheck KEV, with VulnCheck XDB timestamps for early-year CVEs)

• [zerodayclock.com](https://zerodayclock.com)

# From Vulnerability to Exploitation

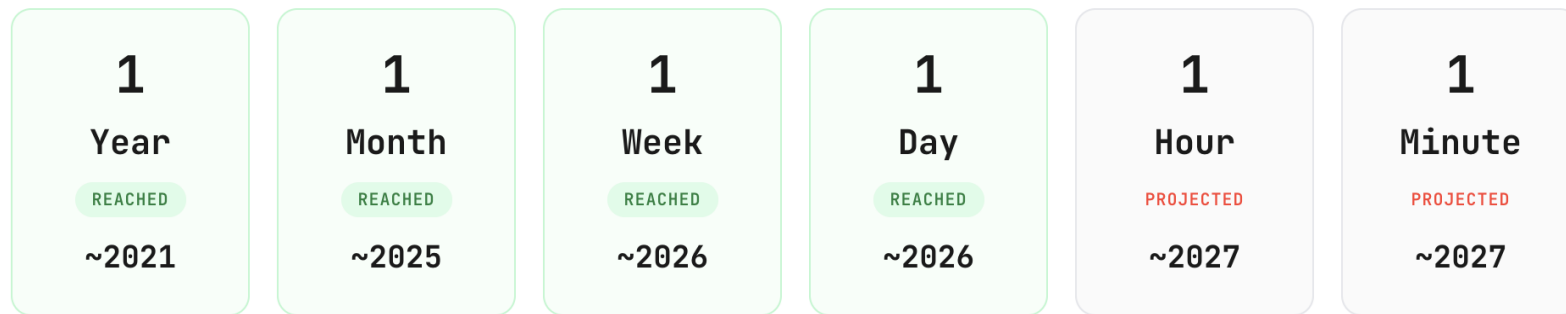
TTE measures the gap between CVE public disclosure and first confirmed in-the-wild exploitation. Zero = same-day.

— Mean TTE (10% trimmed, days)    ---- Median TTE (days)    ■ Weaponized Exploits (count)



## Time-to-Exploit Milestones

Projected year when median TTE crosses each threshold — extrapolated from observed 2018–2024 trend



Based on 3,500+ confirmed-exploited CVEs (CISA KEV + VulnCheck KEV, with VulnCheck XDB timestamps for early-year CVEs)

● [zerodayclock.com](https://zerodayclock.com)

## Announcements

# Statement on the US government directive to suspend access to Fable 5 and Mythos 5

Jun 12, 2026

The US government, citing national security authorities, has issued an export control directive to suspend all access to Fable 5 and Mythos 5 by any foreign national, whether inside or outside the United States, including foreign national Anthropic employees. The net effect of this order is that we must abruptly disable Fable 5 and Mythos 5 for all our customers to ensure compliance. **Access to all other Anthropic models will not be affected.**

We received the directive from the government today at 5:21pm (ET). The letter did not provide specific details of its national security concern. Our understanding is that the government believes it has become aware of a method of bypassing, or “jailbreaking” Fable 5. We reviewed a demonstration of this specific technique being used to identify a small number of previously known, minor vulnerabilities. These vulnerabilities all appear relatively simple, and we have found that other publicly-available models are able to discover them as well without requiring a bypass.

[🔒 Active Exploitation Alert](#)[📅 Jun 16, 2026](#)[🕒 7 min read](#)[← All posts](#)

## Critical LiteLLM Vulnerability Chain Enables Remote Code Execution and Full AI Gateway Server Takeover (CVE-2026-42271, CVE-2026-47101, CVE-2026-47102, CVE-2026-40217)

## Over 140 popular Mastra npm Packages Hit by Supply Chain Attack

# Attack targeting OpenAI Codex users exposes AI software supply chain risks

News

Jun 2, 2026 • 4 mins

Published on: Jun 17, 2026

# Security for AI

- Supply chain issue
- Prompt injection (XPIA)
- Model abusing
- Model backdoor
- Model extraction
- ...



# IBM and Red Hat Commit \$5 Billion to Redefine the Future of Open Source in the AI Era

*Project Lightwell establishes a trusted enterprise clearinghouse for open source software with a new AI-driven model for securing the software supply chain*

May 28, 2026



**Red Hat**

AI ▾

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[Press releases](#) ▸ IBM and Red Hat Commit \$5 Billion to Redefine the ...

## IBM and Red Hat Commit \$5 Billion to Redefine the Future of Open Source in the AI Era

Project Lightwell establishes a trusted enterprise clearinghouse for open source software with a new AI-driven model for securing the software supply chain

# From AlxCC to OpenSSF: Welcoming OSS-CRS to Advance AI Driven Open Source Security

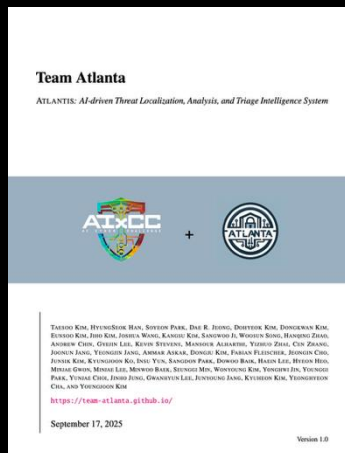
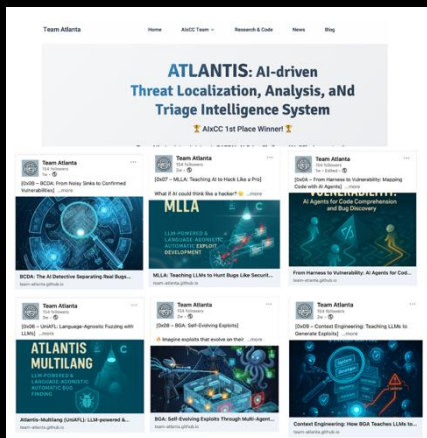
April 2, 2026

| AI, Blog, Global Cyber Policy

June 22, 2026 Security

Patch the Planet: a Daybreak  
initiative to support  
open source maintainers

# TL;DR. Open Source + Technical Report!



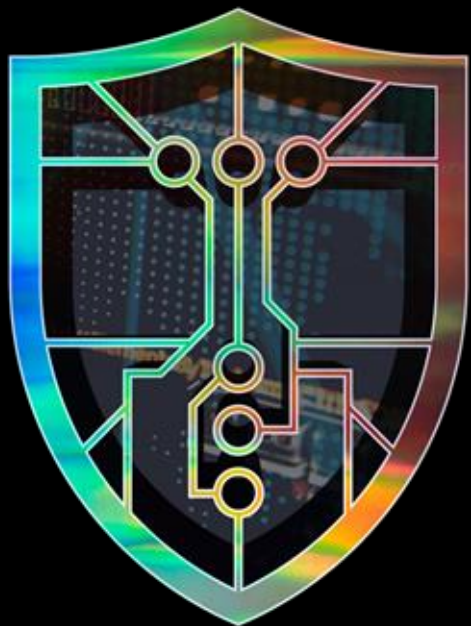
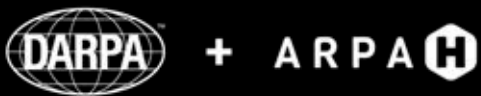
# Blog Postings

150+pg TR

# SoK: AIxCC CRS

# OpenSSF

**<https://team-atlanta.github.io/>**



**AIxCC**  
AI CYBER CHALLENGE

# The world changes today.

Automated patch development is:

Fast

Scalable

Cost-effective

Available / Open-source

## AI + CRS = The Future **Present**

<https://team-atlanta.github.io/>



**Thank You!**  
**Questions?**