

Breaking Blockchain Consensus via Boundary-Seeking Fuzzing of Inter-Client State Serialization

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Motivation: The Consensus Nightmare

- ❖ **The Threat:** Diverse clients (Prysm, Lighthouse, etc.) must agree on every byte of the state.
- ❖ **The Vulnerability:** Discrepancies in SSZ Serialization allow "non-canonical" but logically valid inputs to desynchronize the network.
- ❖ **The Impact:** A single encoding bug can trigger a chain split, risking \$30M+ ETH staked.

The Problem: The "Semantic Gap"

- Client A State S $\xrightarrow{\text{ssz encode}}$ Bytes W $\xrightarrow{\text{ssz decode}}$ Client B State S
- ❖ **Why Fuzzers Fail:** Traditional tools (AFL++, LibFuzzer) focus on code coverage, but consensus bugs hide in the logic layer, not the crash layer.
 - ❖ **Sparse Signals:** Valid and subtly invalid inputs share code paths, making coverage-guided search "blind".

Motivating Example: The Bitvector Dirty Padding Vulnerability

```
type Bitvector4 []byte
func NewBitvector4() Bitvector4 {
    return make([]byte, 1)
}

type BeaconState struct {
    GenesisTime uint64
    GenValRoot [32]byte
    // ... (Slot, Fork, Roots, etc.)
    JustificationBits Bitvector4
    // ... (more fields)
}
```

0 GenesisTime uint64

8 GenValRoot [32]byte

40 ...

n JustificationBits (= 0x0F) Bitvector4

n+1 ...

Padding (4 bits; all 0) Data (4 bits)

0 0 0 0 1 1 1 1

invariant: bits[4..7] == 0

0 GenesisTime uint64

8 GenValRoot [32]byte

40 ...

n JustificationBits (= 0x1F) Bitvector4

n+1 ...

Padding (4 bits; all 0) Data (4 bits)

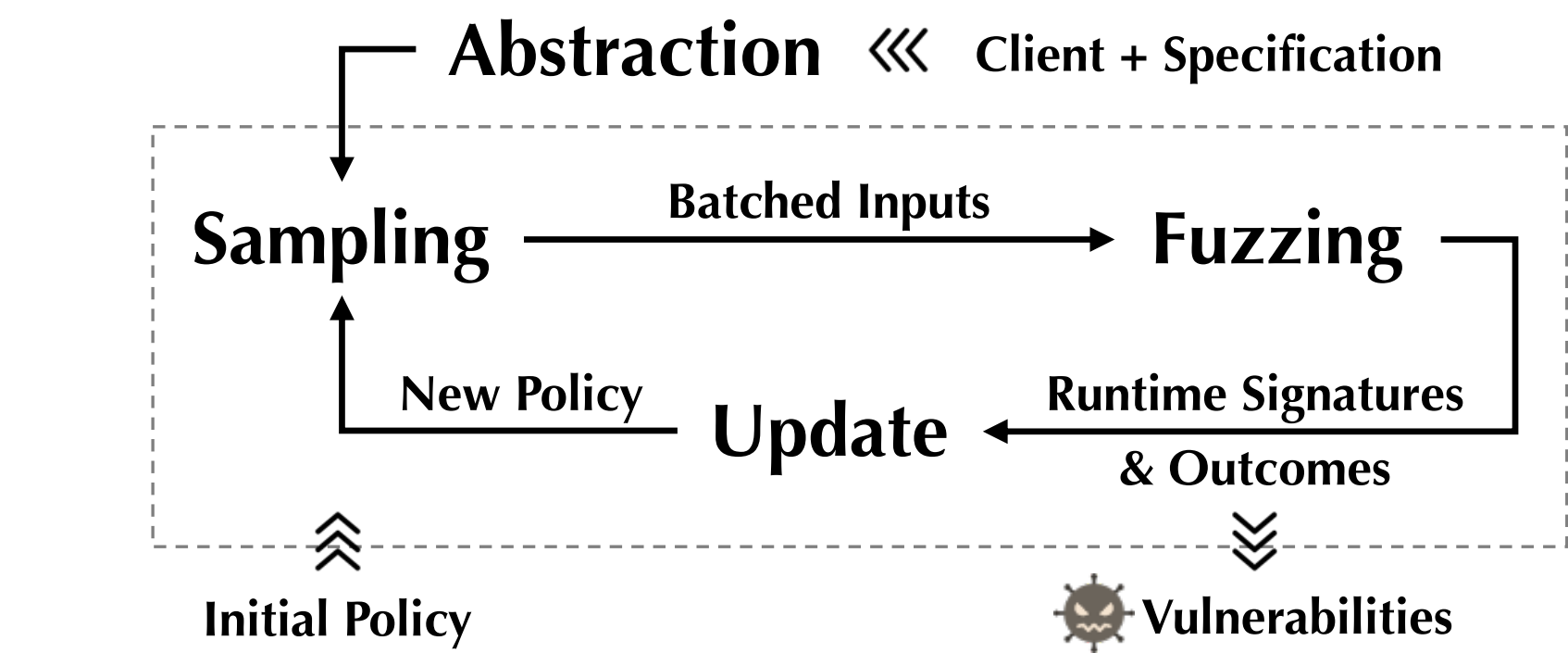
0 0 0 1 1 1 1 1

invariant: bits[4..7] == 0

(a) SSZ Schema (b) A Canonical Input (c) A Vulnerable Input

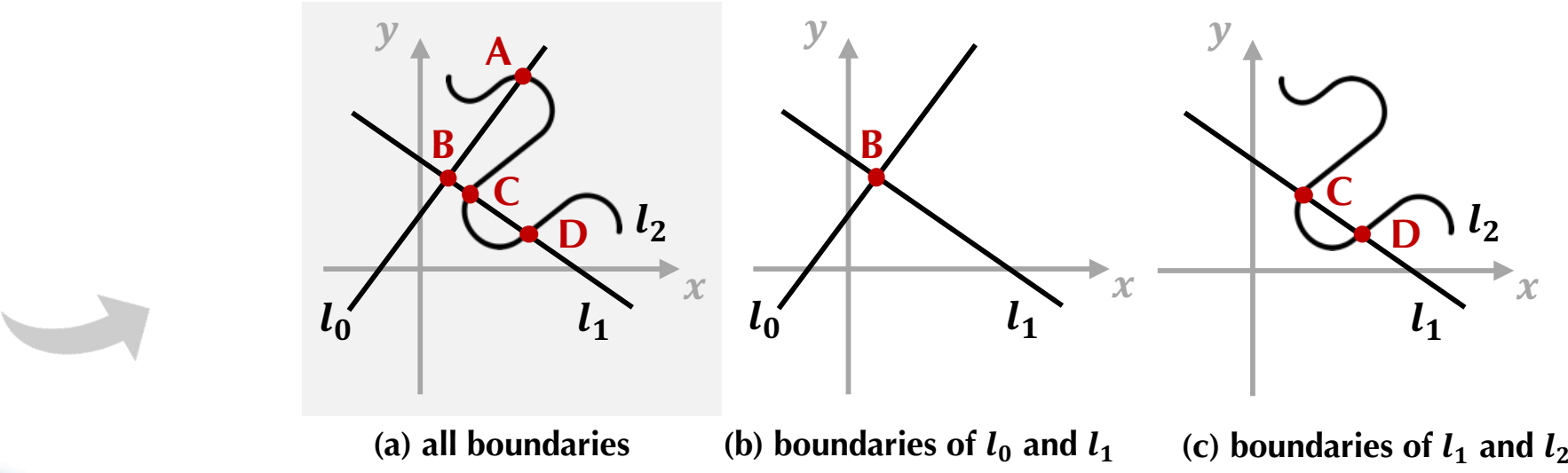
The SSZ schema (a) defines a Bitvector4 fitting into one byte. The canonical layout (b) requires zero padding (0x0F). A buggy layout (c) with a dirty bit (0x1F) might be accepted by lenient clients, resulting in a different state root and a consensus split.

Core Innovation: How does BOLT address the problem?



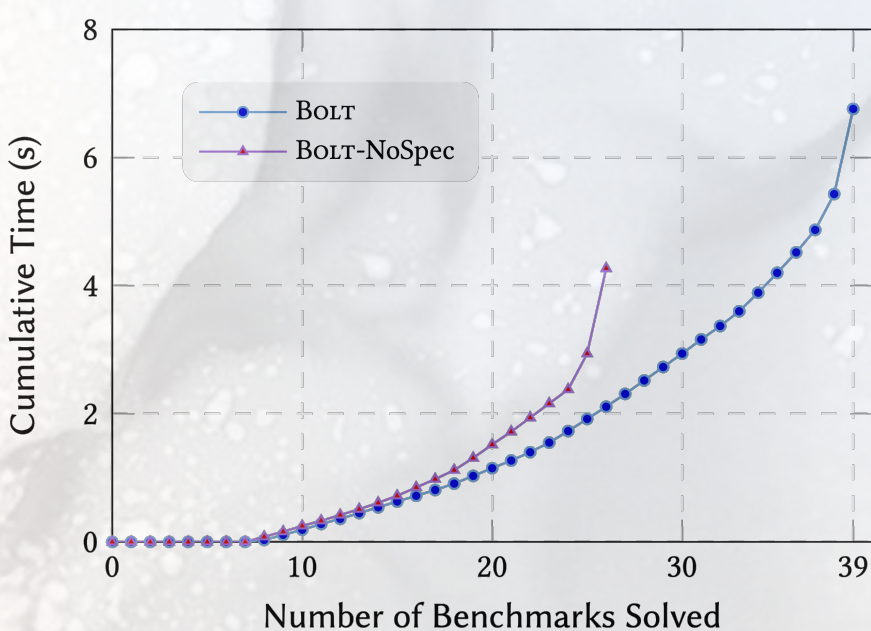
- ❖ **Input Partitioning:** Automatically derives a structured search space from SSZ types (uint64, List, Bitvector).
- ❖ **Constraint Tightening:** Uses a specialized operator ($\sqsupset$) to generate points exactly on and just over the validity boundaries.

- ❖ **Distributional Reward:** Instead of looking for crashes, BOLT measures the Kullback-Leibler (KL) Divergence of execution signatures.
- $$r_i = \lambda_f \cdot \text{D}_{\text{KL}}(P_i \parallel P_{i-\varepsilon:i}) - \lambda_r \cdot \text{D}_{\text{KL}}(P_{i-\varepsilon:i} \parallel P_i) + \lambda_g \cdot R_i$$
- Novelty Search Trust Region Result
- ❖ **Result:** High rewards drive the fuzzer toward unexplored behavioral patterns and semantic edge cases.



Benchmarks, Performance and Ablation Study

- ❖ **Results:** BOLT identified 100% (39/39) of historical SSZ-related vulnerabilities in the benchmark suite.
- ❖ **Efficiency Metric:** Achieved a Time-to-Exposure (TTE) of less than 1ms for multiple complex logic bugs, performing significantly faster than general-purpose coverage-guided baselines.
- ❖ **Ablation Study:** Ablation results demonstrate that removing protocol-guided exploration leads to a 33% drop in detection capability and slower convergence.



Zero-Days Found

- ❖ BOLT identified 12 previously unknown vulnerabilities in production clients (Prysm, Lighthouse, Lodestar, Teku), including a critical divergence that breaks the consensus.

#	Vulnerability	Client (Issue)
1	Deserializing short/empty input	Lodestar [10] (p)
2.1	Bitvector dirty padding	Teku [20] (#10173)
2.2	Bitvector dirty padding	Prysm (fastssz) [13, 17] (p)
2.3	Bitvector dirty padding	ethereum/py-ssz [18] (p)
2.4	Bitvector dirty padding	dynamic-ssz [6] (#54)
3.1	Boolean canonicalization	fastssz / Prysm [13, 17] (#222)
3.2	Boolean canonicalization	dynamic-ssz [6] (#53)
4.1	Union trailing data accepted	Lighthouse [8] (#64)
4.2	Union trailing data accepted	Lodestar [10] (p)
4.3	Union trailing data accepted	ethereum/remerkleable [19] (p)
5	Variable-length container gap	ethereum/remerkleable [19] (p)
6	Null-bitlist trap	dynamic-ssz [6] (#56)