

# Thinking about attacks

## Minimizing trusted base



Andrew W. Appel,  
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Princeton  
University

# **I. THE PROBLEM**

# **II. HOW TO SOLVE IT**

# Bugs, vulnerabilities, trojans

Two lessons from the 1980s

1. Trojan horses can be inserted into your synthesis toolchain where you wouldn't have imagined

Ken Thompson, "Reflections on trusting trust", 1984

[Turing award lecture]  
trojans hiding in the compiler

2. "Bugs" can be exploited as "security vulnerabilities" in ways you wouldn't have imagined

Robert T. Morris jr., "The Internet worm", 1988

[felony conviction]  
exploit buffer overrun bugs via code injection, among other things

# The limits of testing

1. Trojan horses can be inserted into your synthesis toolchain where you wouldn't have imagined

2. "Bugs" can be exploited as "security vulnerabilities" in ways you wouldn't have imagined

Program (and hardware) testing, coverage testing, etc. will be *less effective* against clever hackers than against inadvertent error

1. Trojan horses will carefully avoid responding except to very specific stimuli

2. Many bugs may be found, it won't be clear which ones are exploitable vulnerabilities

# The limits of fault tolerance

1. Fault tolerance (a successful and useful field) typically assumes uncorrelated and random faults

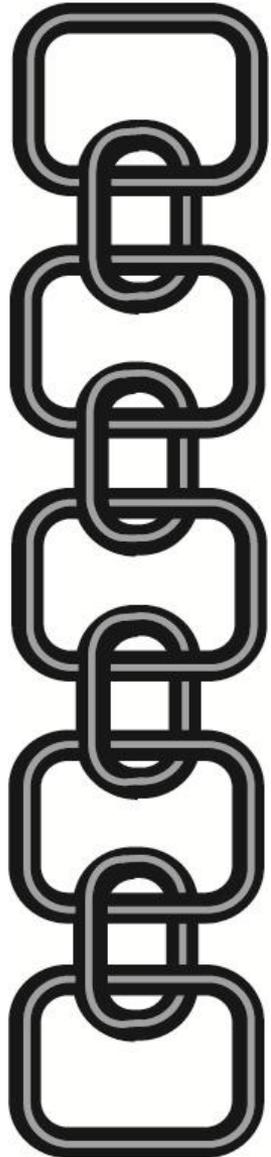
2. Malicious adversary will cause correlated, nonrandom faults/attacks

Program (and hardware) testing, coverage testing, etc. will be *less effective* against clever hackers than against inadvertent error

1. Trojan horses will carefully avoid responding except to very specific stimuli

2. Many bugs may be found, it won't be clear which ones are exploitable vulnerabilities

# Toolchain / layers of abstraction



Program verification / static analysis / software model checking

*Source-language program*

Compiler front end

*Compiler intermediate representation*

Compiler back end

*Machine-language program / Instruction-set Architecture*

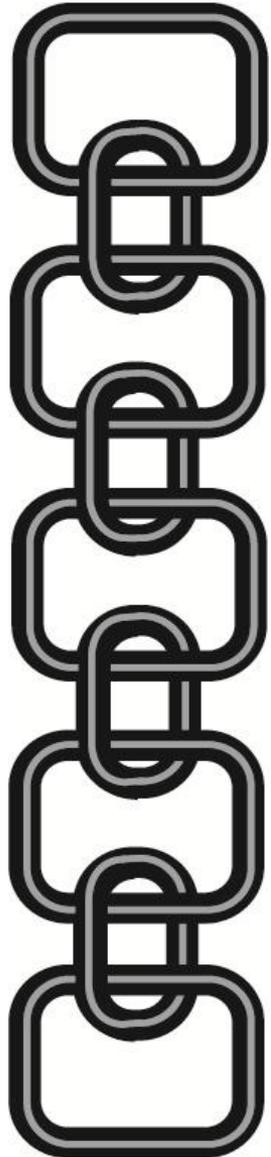
ISA to RTL

*Register-transfer language*

Hardware synthesis

*Netlist*

# Adversary will attack at any level of abstraction that he can



*Source-language program*

Compiler front end

*Compiler intermediate representation*

Compiler back end

*Machine-language program / Instruction-set Architecture*

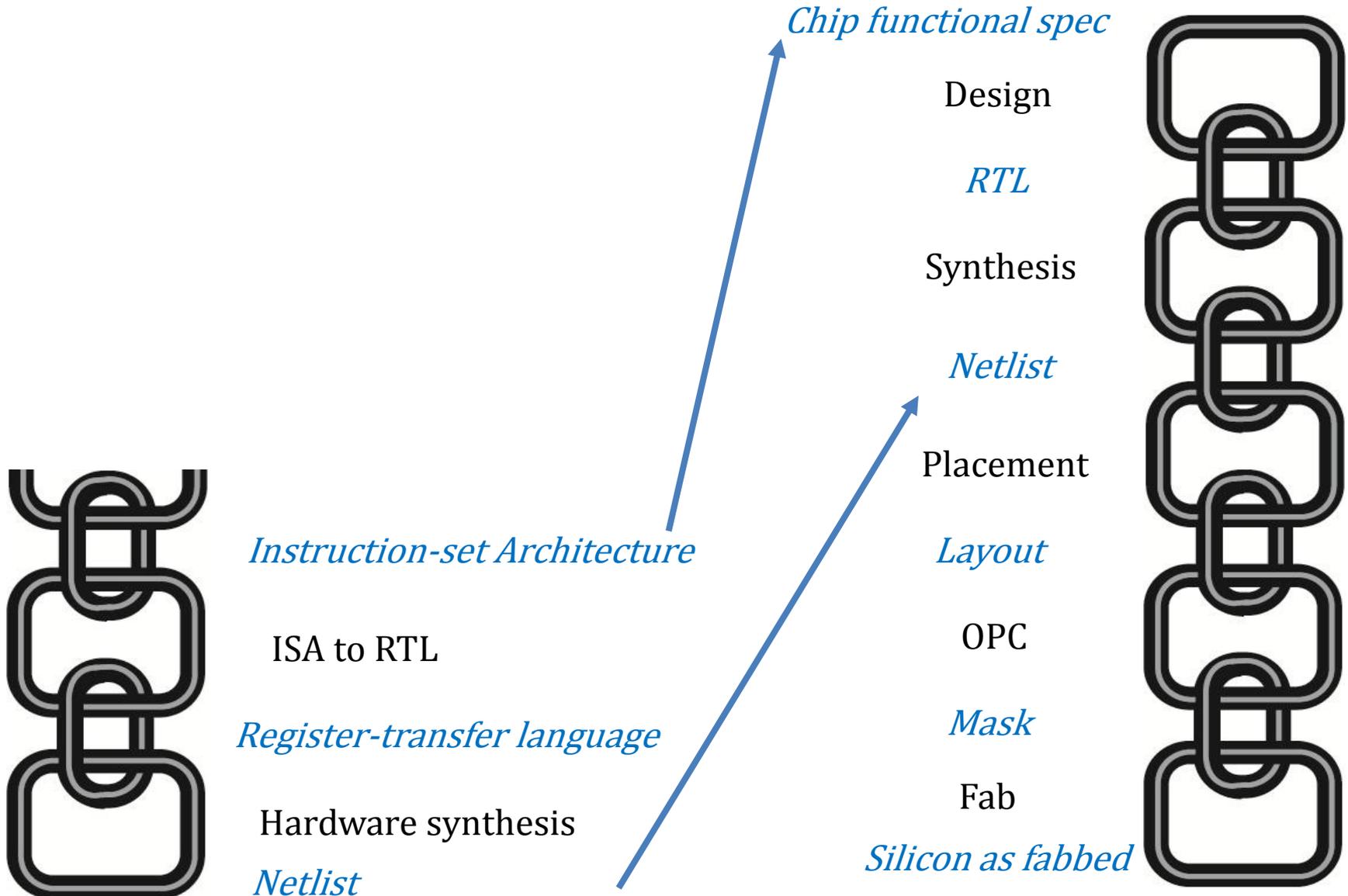
ISA to RTL

*Register-transfer language*

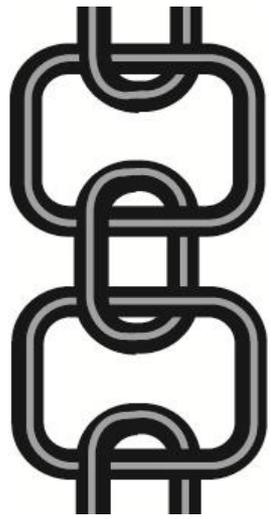
Hardware synthesis

*Netlist*

# Hardware Toolchain in more detail



# Compiler in more detail



*Source-language program*

Compiler front end

*Compiler intermediate representation*

Compiler back end

*Machine-language program*

*C source*

*Abstract Syntax*

*C light*

*C minor*

*RTL*

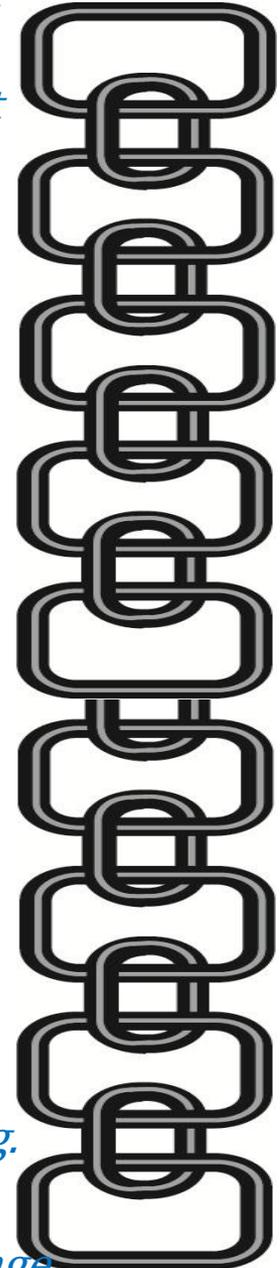
*LTL*

*Linear*

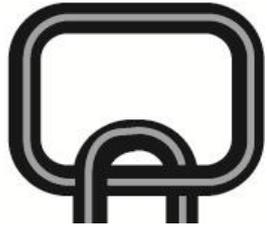
*Mach*

*Assembly Lang.*

*Machine Language*



# Verification / analysis in more detail



Program verification /  
static analysis /  
software model checking  
*Source-language program*

*Relational spec.*



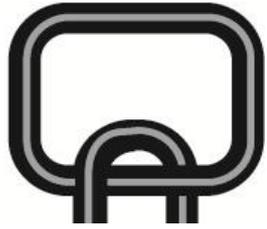
*Functional spec.*



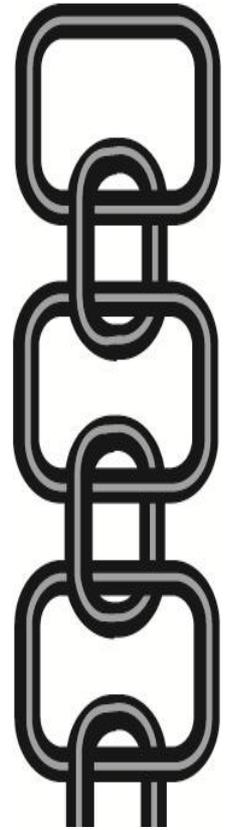
*Source-language program*



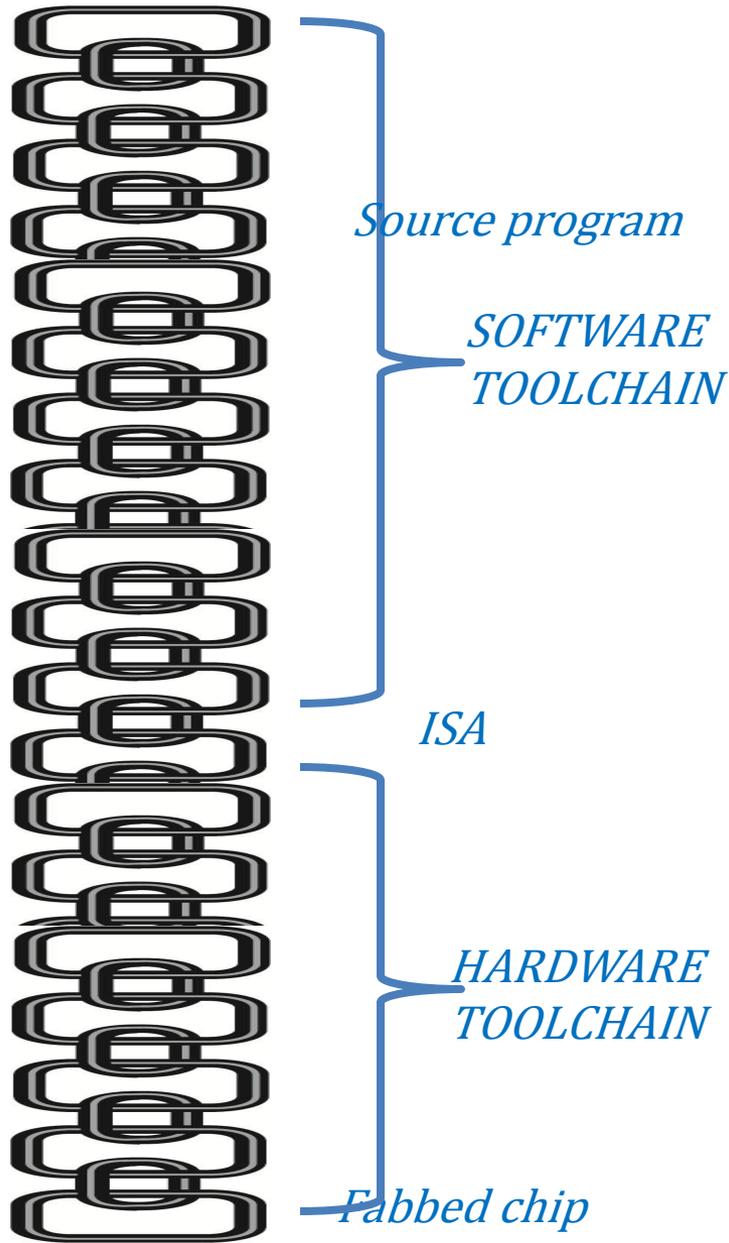
# Many styles of software verif./analysis



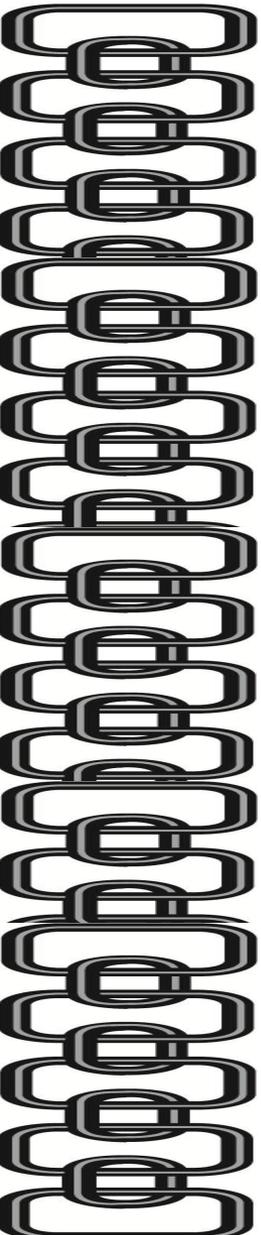
Program verification /  
static analysis /  
software model checking  
*Source-language program*



# Software + hardware toolchain



# Risks relating to system compositions



**Inadequate requirements and architectures.** “If a program has not been specified, it cannot be incorrect; it can only be surprising.” (W.D. Young, W.E. Boebert, and R.Y. Kain, 1985)

**Poor software [& hardware] engineering.** The absence of sensible abstraction, modular encapsulation...; use of riskful programming languages, undisciplined programming practices, and unwary use of analysis tools.

**Multiparty incompatibilities.** ... incompatibilities among interface assumptions, the existence of proprietary internal and external interfaces ...

**Scalability issues.** Composability can create scalability problems...

**Policy composability.** Policies for security, integrity, privacy, and safety components (especially when incomplete) often cannot compose without contradictions and unrecognized emergent properties.

**Protocol composability.** Network and cryptographic protocols are a source of risks... often ignore denial-of-service attacks.

**Assurance composability.** ... if the properties are not composable, the analysis results probably aren't either.

**Certification composability.** Deriving system certifications from the components is also fraught with hidden problems.

# I. THE PROBLEM

## II. HOW TO SOLVE IT

(Lessons from 21<sup>st</sup>-century  
software verification research)

# The bad old days

Program verification / static analysis / software model checking

*Source-language program*

**gcc**

A million lines of code, not verified,  
not even specified,  
bugs here and there.

*Machine-language program / Instruction-set Architecture*

Gap between chip-level functional spec  
and RTL design

*Register-transfer language*

Layout tools:  
a million lines of code, not verified,  
not even fully specified...

*Fabbed chip*

*Source-language program*

**gcc**

A million lines of code, not verified,  
not even specified,  
bugs here and there.

*Machine-language program*

# Not quite a solution

(even though it might be nice to do)

*Source-language program*

Nicer compiler

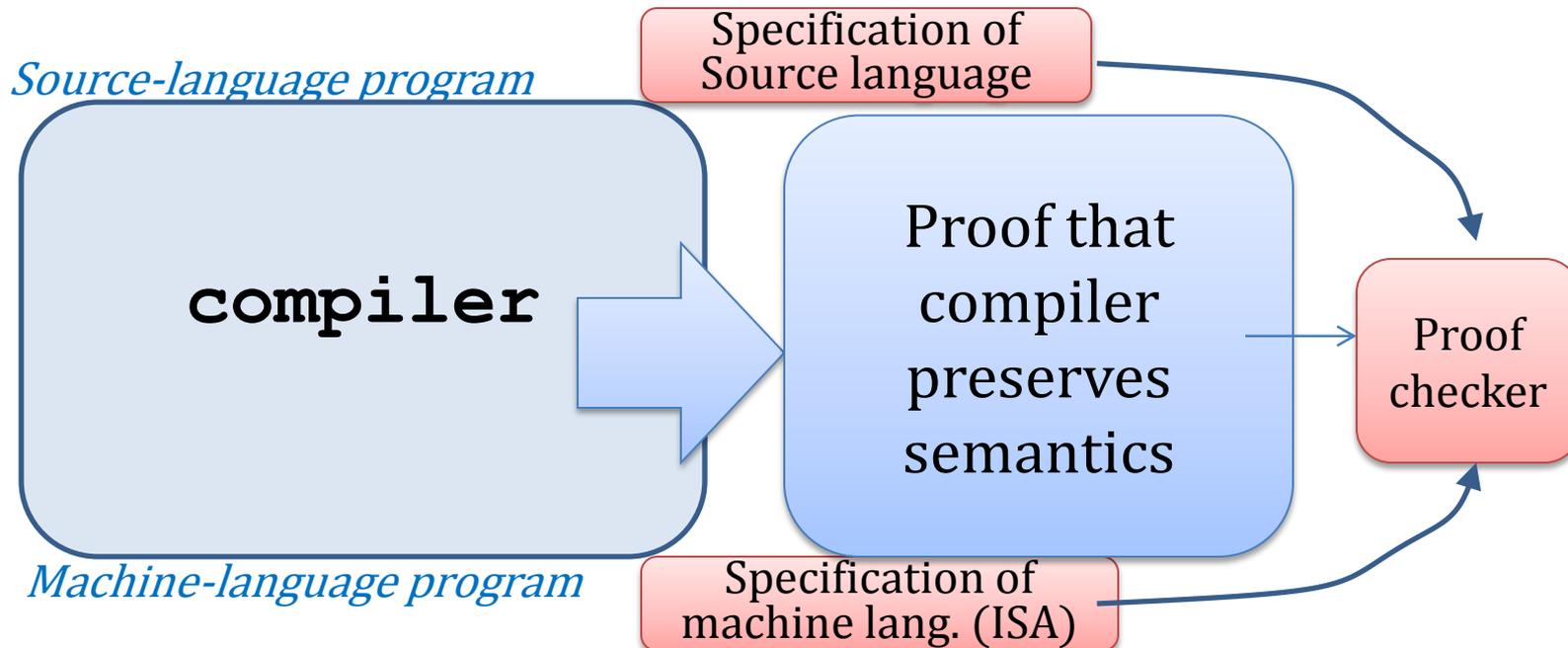
~~gcc~~

Half a million

~~A million~~ lines of code, not verified,  
not even specified,  
bugs here and there.

*Machine-language program*

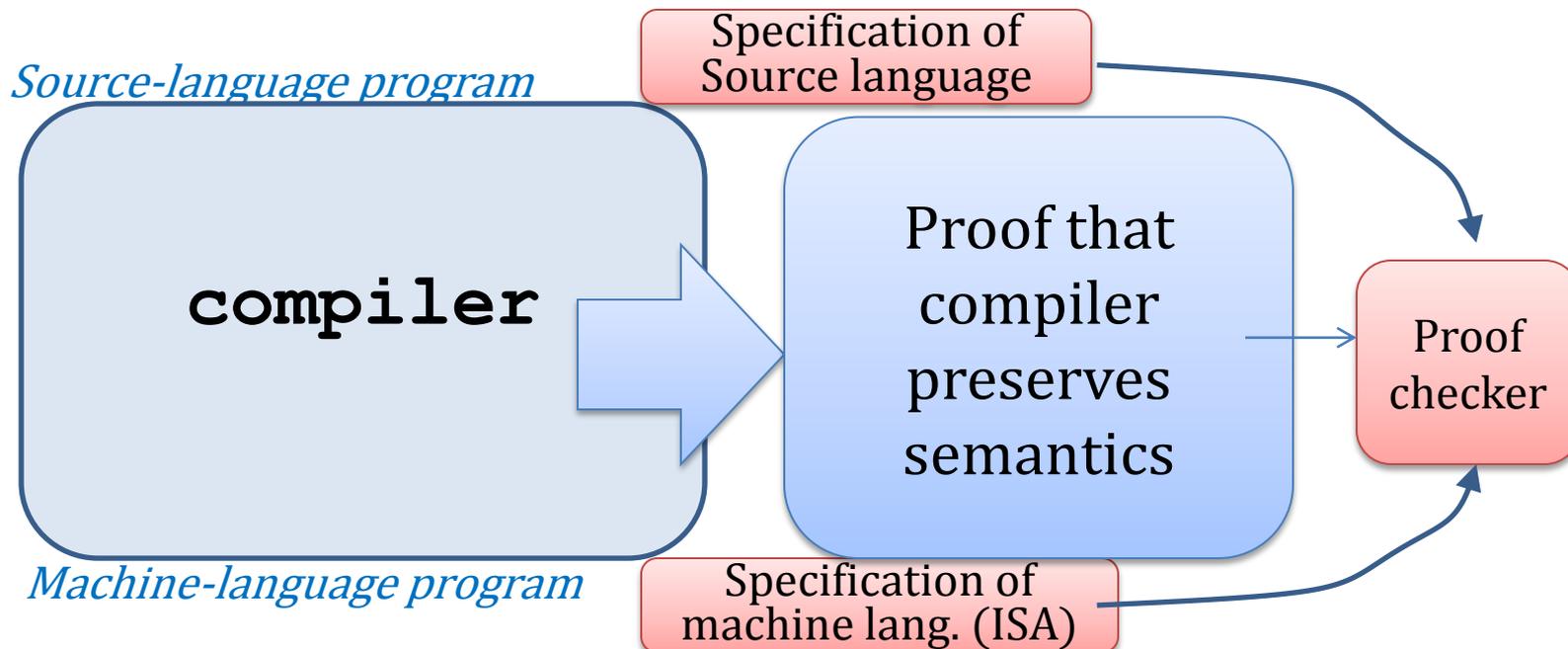
# Specification + Verification



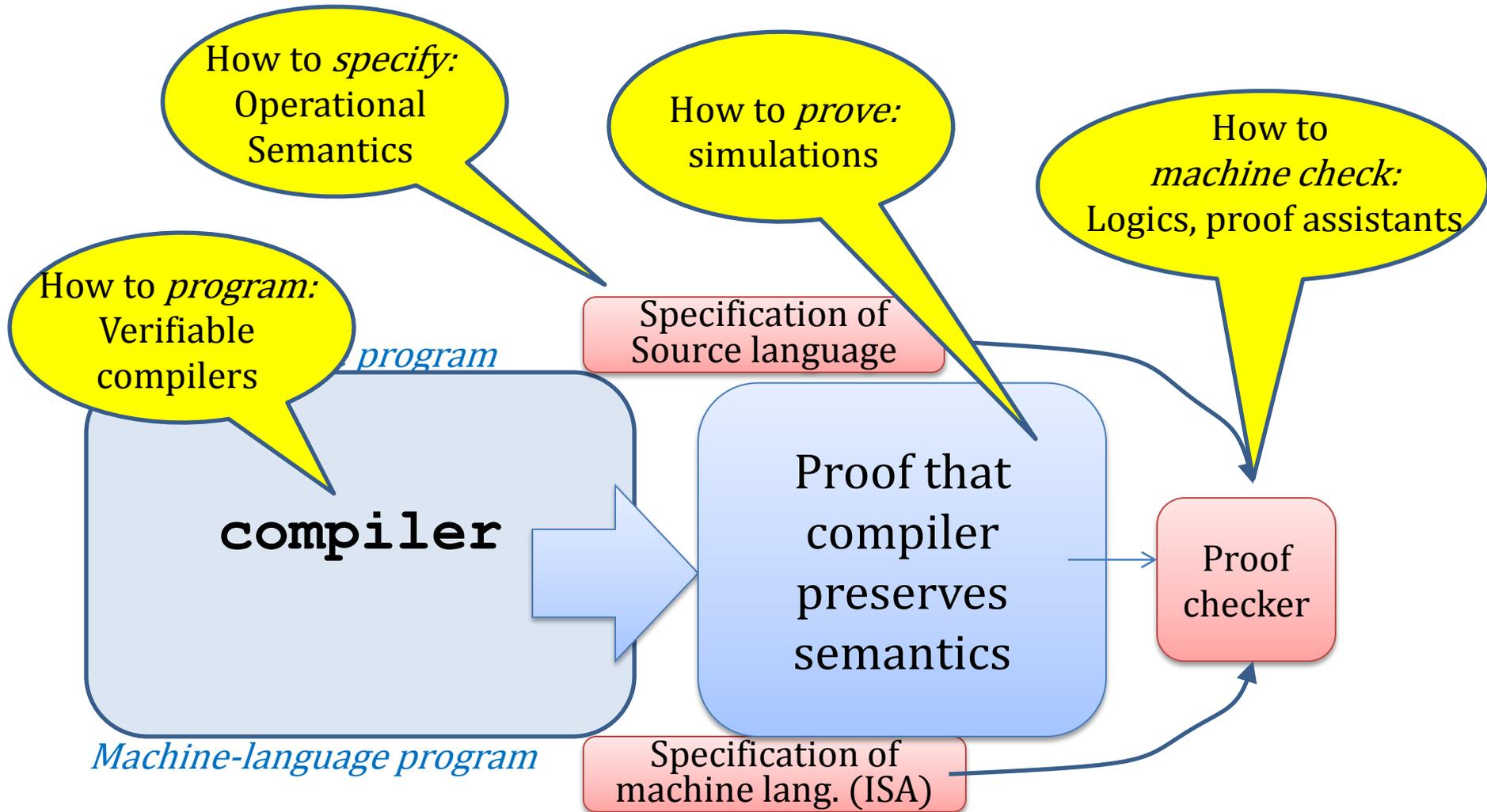
This blue part you don't have to trust;  
the red part guarantees that  
there are no bugs in here

TRUSTED BASE

*This is only interesting if the **TRUSTED BASE** (red part) is **much** smaller than the **IMPLEMENTATION** (blue part)*



# Developments in software toolchain verification, 1993-2013



# My own research, recently



**Andrew W. Appel, Lennart Beringer, Robert Dockins,  
Josiah Dodds, Aquinas Hobor, Gordon Stewart**



Princeton  
University



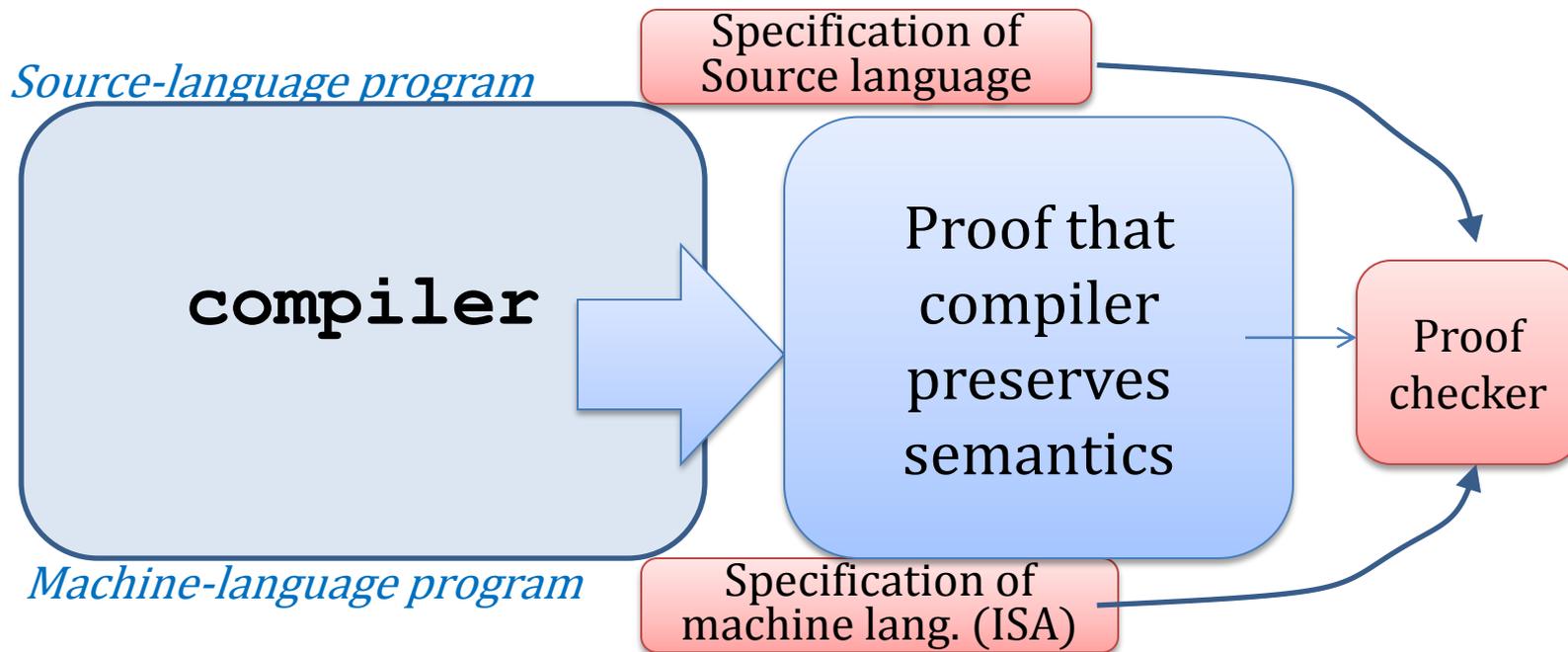
Research supported by:





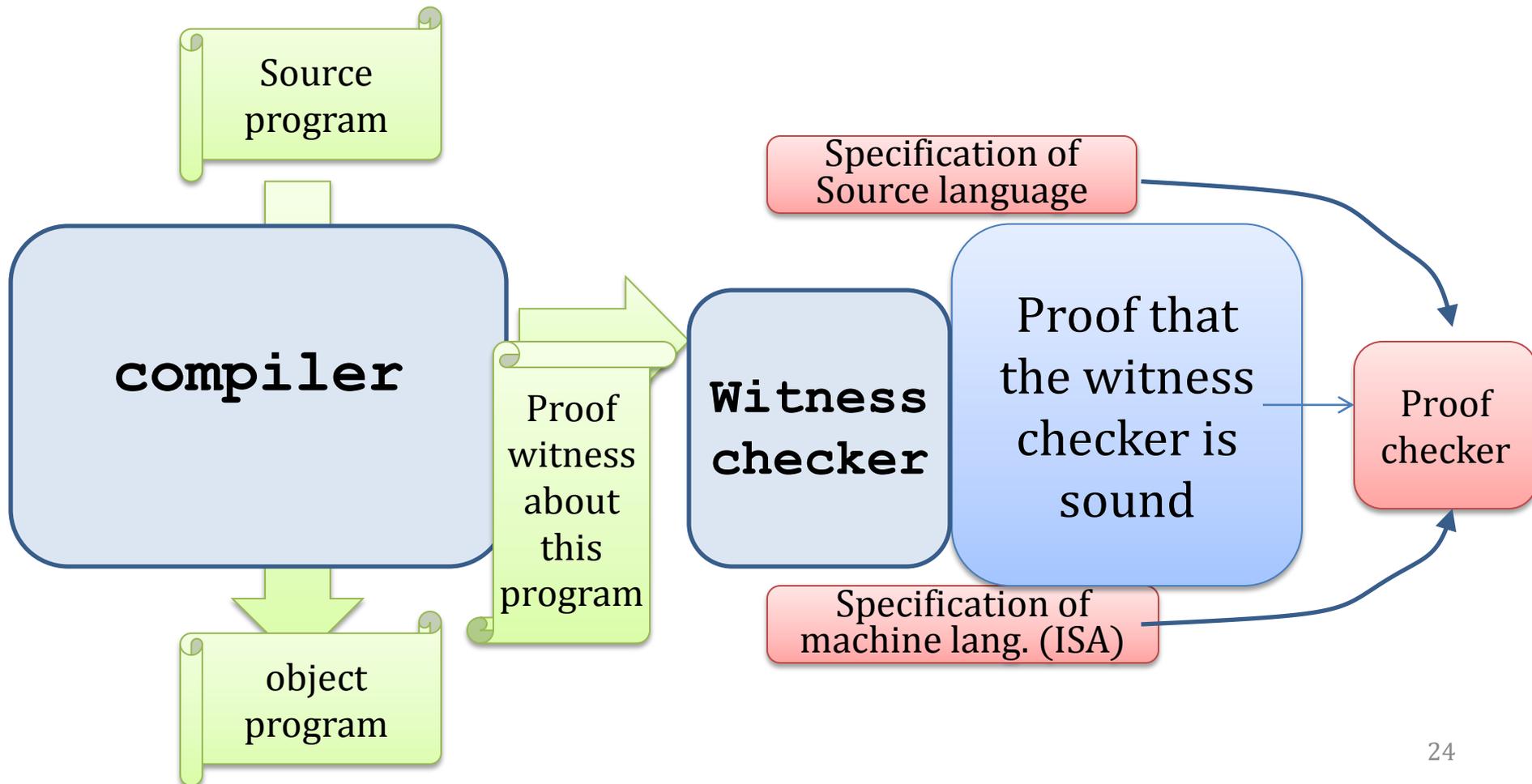
Correctness proof of toolchain component is difficult; for *legacy components* it's practically impossible ... What to do?

(especially as some of you in the audience may have and sell legacy components ! )



# Alternative: Translation validation

Sometimes possible to fit into  
legacy components



# **I. THE PROBLEM**

# **II. HOW TO SOLVE IT**

(Lessons from 21<sup>st</sup>-century software verification research)

# **III. THE VERDICT**

(For the software toolchain, remarkable success in the last 15 years)

# Next two talks in this panel

## David Pichardie

Research Scientist,  
Harvard Univ. + INRIA

Will describe the  
CompCert verified  
optimizing C compiler,

built/proved  
by Xavier Leroy *et al.*

## Peter Sewell

Professor,  
Univ. of Cambridge

Will describe adventures  
in specifying instruction-  
set architectures,

(esp. but not limited to weakly  
consistent memory models)

# Can this methodology be applied to the hardware synthesis toolchain?

How to *specify*:  
interface  
languages  
between  
components

How to *prove*:  
simulations

How to  
*machine check*:  
Logics, proof assistants

How to *program*:  
Verifiable  
components