

A Study on the Preservation on Cryptographic Constant-Time Security in the CompCert Compiler

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FOSAD 2018, Bertinoro

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August 29th, 2018

Side-channels

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Their execution affects the world:

- uses power
- makes noise
- takes time to compute

Example of timing side-channel:

```
if (secret) {  
    foo();  
} else {  
    bar();  
}
```

Leak information on secret if `foo` and `bar` have different execution time.

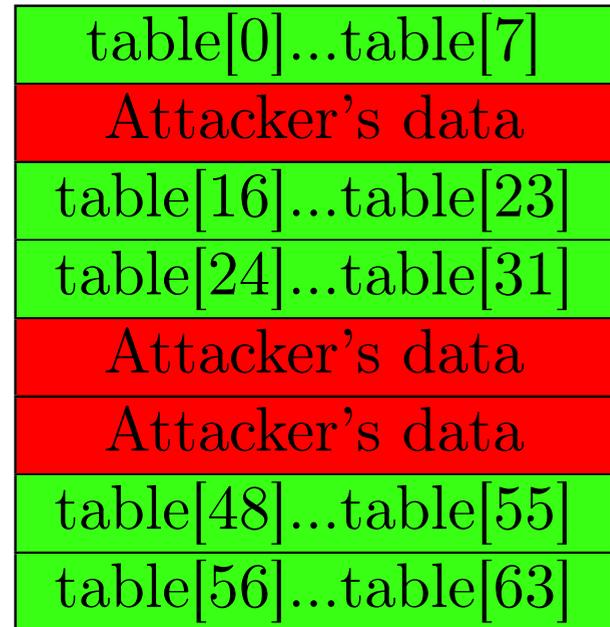
Cache Timing Attacks

- Program is run and table is put in cache

| |
|-----------------------|
| table[0]...table[7] |
| table[8]...table[15] |
| table[16]...table[23] |
| table[24]...table[31] |
| table[32]...table[39] |
| table[40]...table[47] |
| table[48]...table[55] |
| table[56]...table[63] |

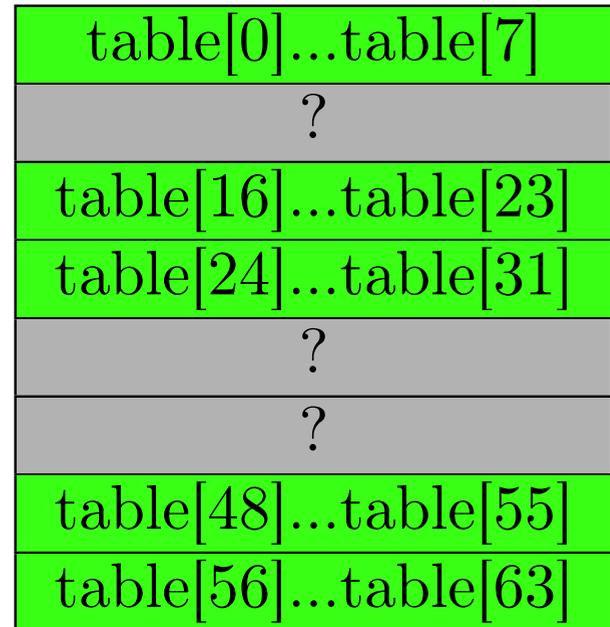
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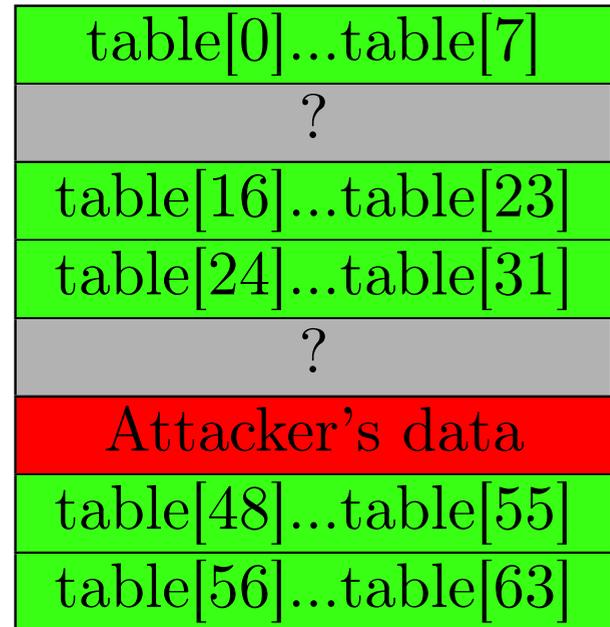
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Cache Timing Attacks

- Program is run and table is put in cache
- The attacker replaces some cache lines
- Program continues and loads from table again
- Attacker loads his data:
 - Fast: program did not load from this line
 - Slow: program did load from this line

| |
|-----------------------|
| table[0]...table[7] |
| ? |
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| ? |
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Constant-Time Programming

"It is important that the pattern of memory accesses and jumps not depend on the values of any of the bits of k ."

RFC7748: Elliptic Curves for Security, Section 5.1. Side-Channel Considerations

Constant-time programs ensure that

- branchings are not secret dependent
- memory accesses are not secret dependent



Challenge

Crypto libraries (OpenSSL, NaCl, libsodium, MbedTLS, ...) are mostly written in C.

Can we be sure that compilers preserve constant-time security ?

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Example

```
// kind of things found in crypto libraries
// constant-time with regards to b
unsigned ct_select
    (unsigned x, unsigned y, bool b)
{ return x ^ ((y ^ x) & (-(unsigned) b)); }
```

```
// not constant-time
unsigned not_ct_select
    (unsigned x, unsigned y, bool b)
{
    if (b) {
        return y;
    } else {
        return x;
    }
}
```

```
; not constant-time
mov al, byte ptr [esp + 12]
mov ecx, dword ptr [esp + 4]
test al, al
jne .LBB0_1
xor eax, eax
xor eax, ecx
ret
.LBB0_1:
mov eax, dword ptr [esp + 8]
xor eax, ecx
xor eax, ecx
ret
```

What does a compiler guarantee ?

Observable behaviors

- Terminates($t_1 t_2 t_3 \dots t_n$)
- GoesWrong($t_1 t_2 t_3 \dots t_n$)
- Silent($t_1 t_2 t_3 \dots t_n$)
- Diverges($t_1 t_2 t_3 \dots$)

Semantic preservation (Compiler correctness)

$$\forall P, \forall t, P \downarrow \rightsquigarrow t \implies P \rightsquigarrow t$$

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- security properties
- timing, etc

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How to solve this ?

Outline of this talk

- Primer on compiler correctness *à la* CompCert
- How to adapt the previous proofs to preservation of constant-time security
- Intuition on why CompCert preserves constant-time

Semantics of a language

A semantics is represented by:

- a set of states,
- a set of transitions between states,
- a predicates to indicate initial and final states.

$$S \xrightarrow{t} S'$$

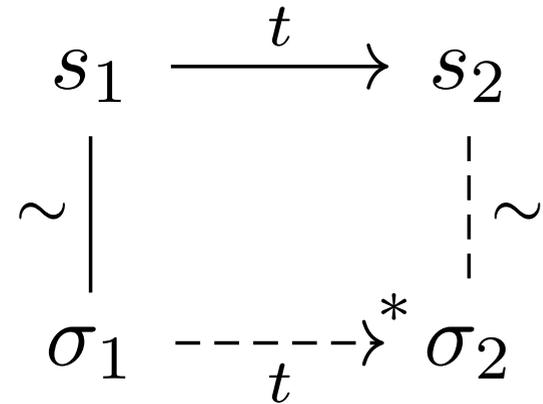
Observable behavior is (in)finite trace $t_1 \cdot t_2 \cdot t_3 \dots$

$$S_1 \xrightarrow{t_1} S_2 \xrightarrow{t_2} S_3 \text{ -----} \rightarrow \dots$$

Preservation of observable behavior

Two programs have the same observable behavior if

- their initial states are related by a relation \sim
- their related final states have the same return value
- the diagram is satisfied



"Leaky" semantics[†]

Semantics is instrumented with a "leakage"

$$s \xrightarrow{l} s'$$

$$\langle \sigma, \text{if } e \text{ then } s_1 \text{ else } s_2 \rangle \xrightarrow{\sigma(e)} s'$$

$$\langle \sigma, a[e] \leftarrow e' \rangle \xrightarrow{\sigma(e)} s'$$

A leakage can also be empty, ε .

[†] Verifying Constant-Time Implementations, Almeida, Barbosa, Barthe, Dupressoir, Emmi, USENIX'16

Constant-time security

A program is said to be constant-time if for any two of its executions that initially agree on public values, their leakages are the same.

$$s_1$$
$$s'_1$$

Intuitively, it means that the leaks do not depend on secret.

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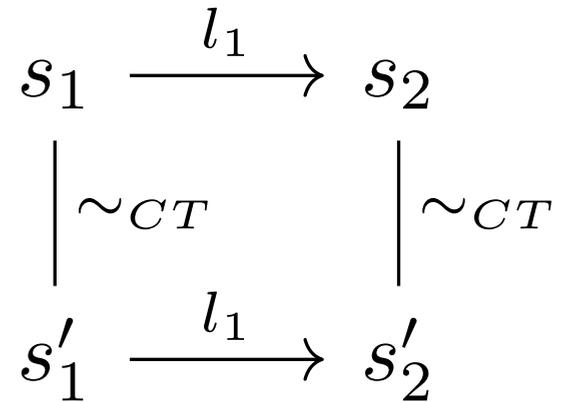
Constant-time security (bis)

An equivalent way to state it is to use a simulation diagram.

$$\begin{array}{c} s_1 \\ | \\ \sim_{CT} \\ | \\ s'_1 \end{array}$$

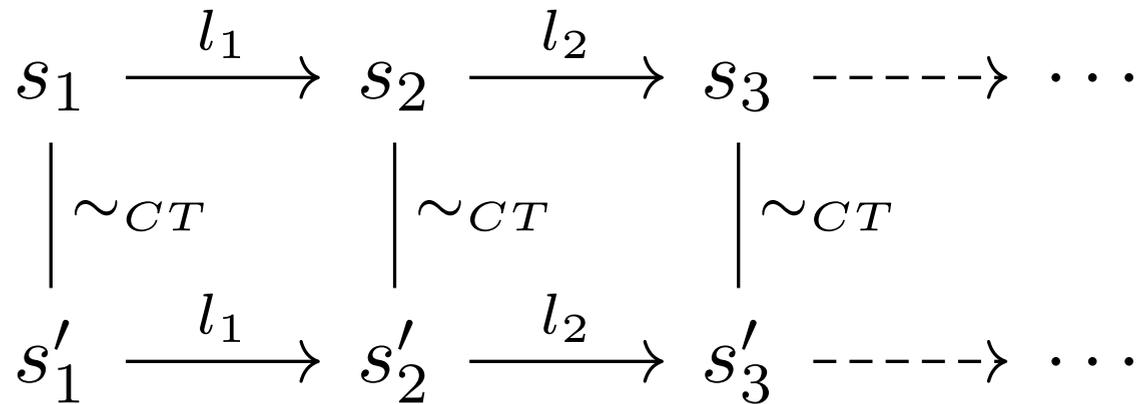
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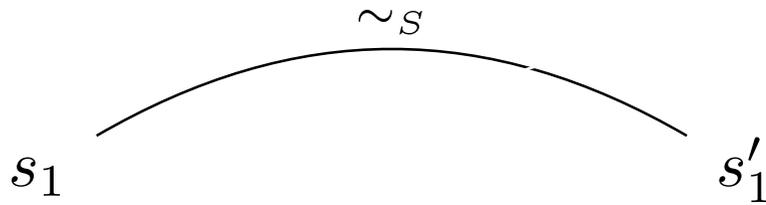


Preservation of constant-time security

Constant-time security talks about two different executions of a program.

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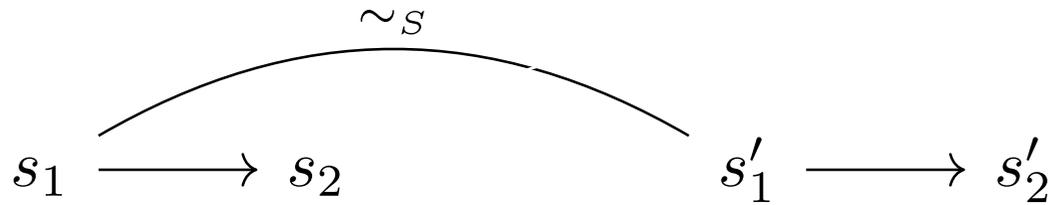
Constant-time security talks about two different executions of a program.



We have two states related by a constant-time simulation relation.

Preservation of constant-time security

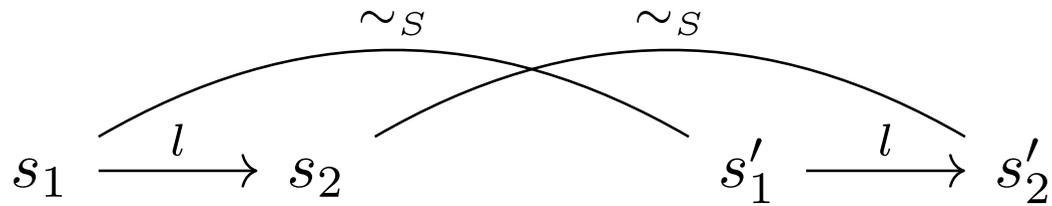
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Suppose that both executions now advance a step.

Preservation of constant-time security

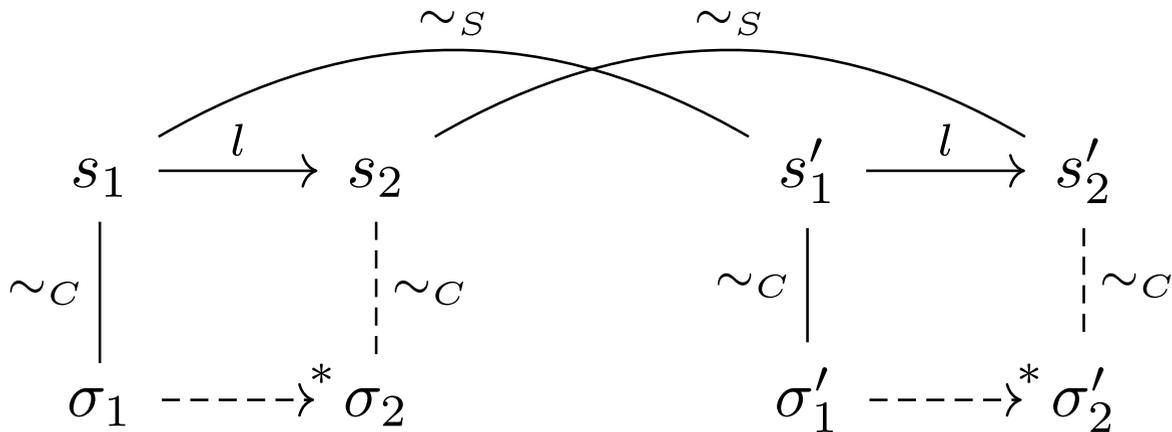
Constant-time security talks about two different executions of a program.



Constant-time simulation tells us that they both leak the same leakage and the reached states are related.

Preservation of constant-time security

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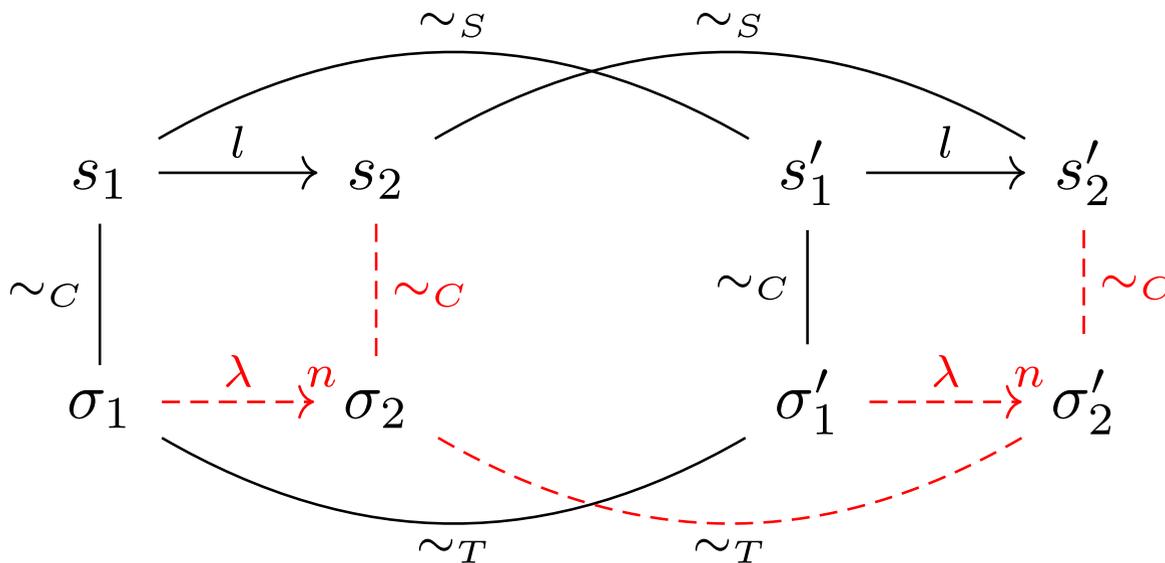
Similarly, we now use the diagram for preservation of traces.

However, it talks about traces, not leakages.

And says nothing about the number of steps.

Preservation of constant-time security

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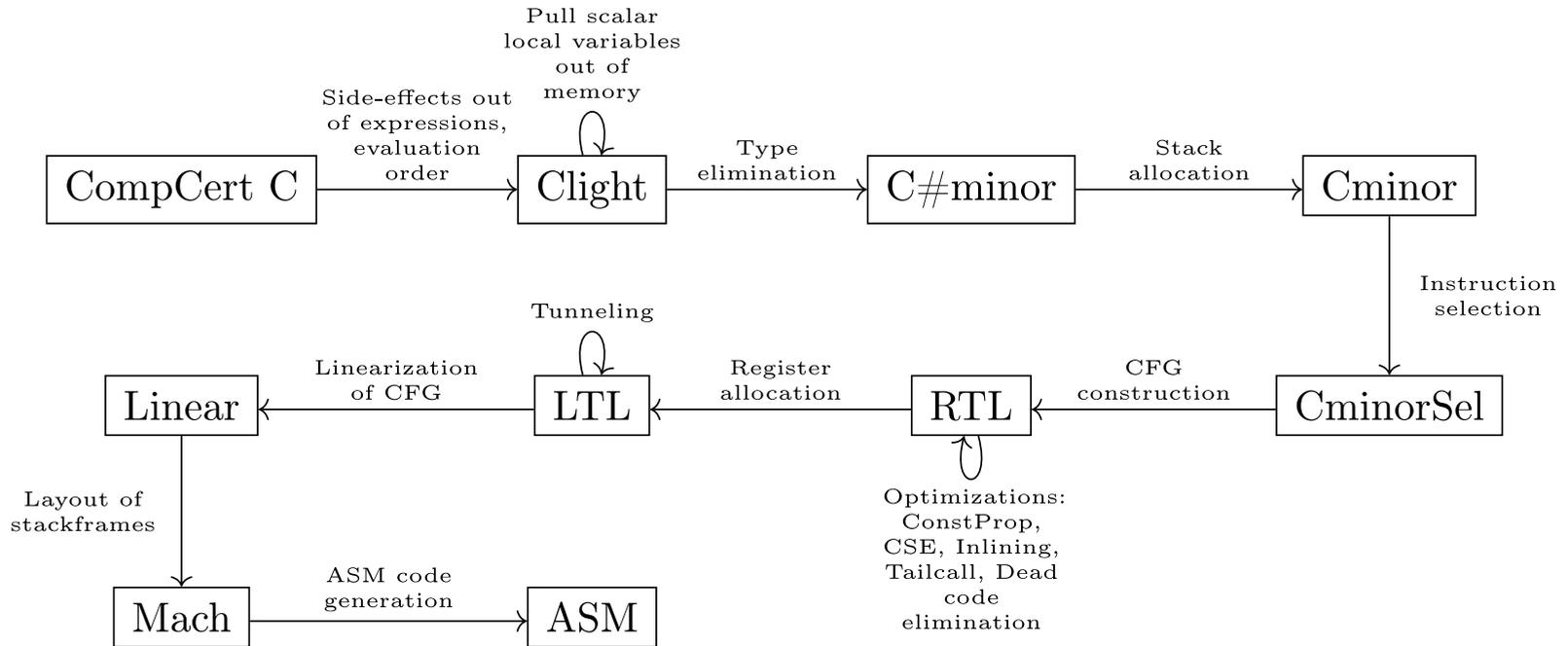


Assuming plain lines, prove dashed lines in the diagram.

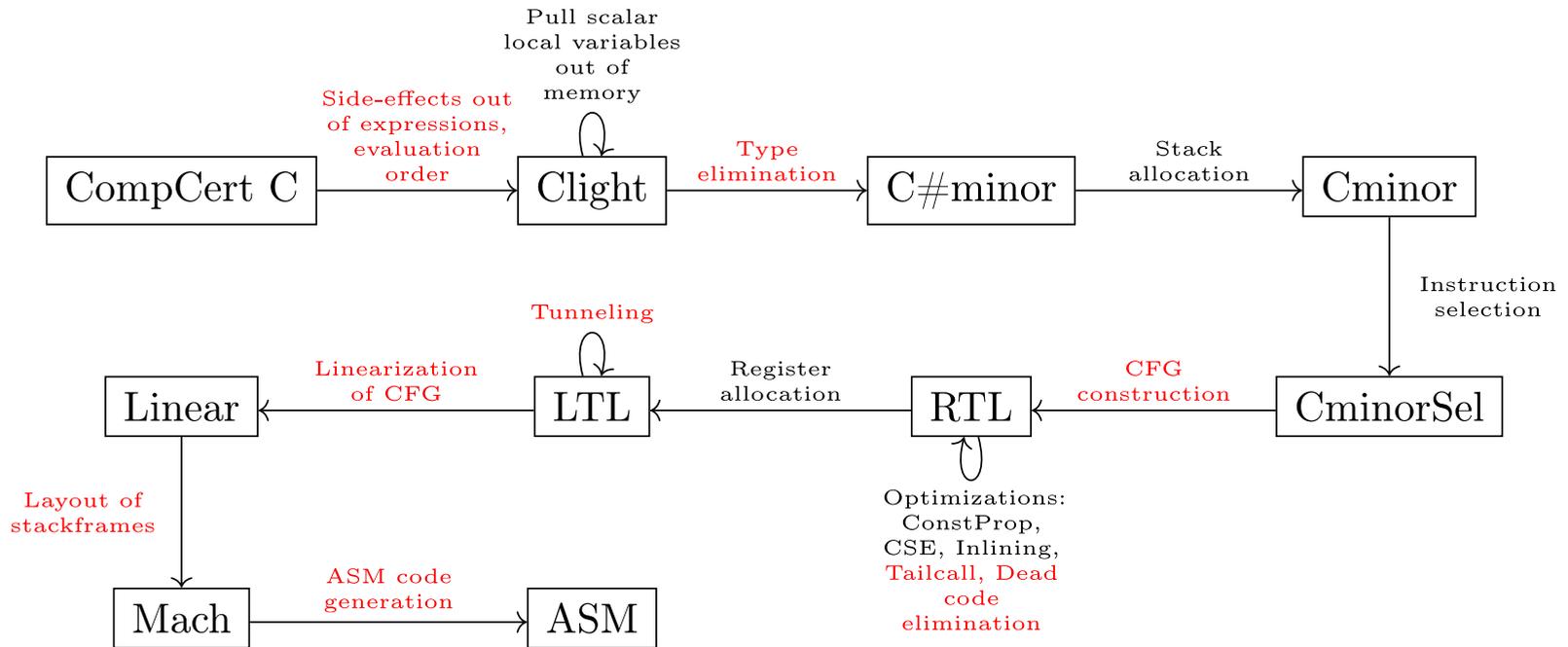
Prove that if there are two equal leaks at source level, then the leaks are the same at target level.

Paper proof that it implies preservation of constant-time security.

CompCert vs Constant-time security ?

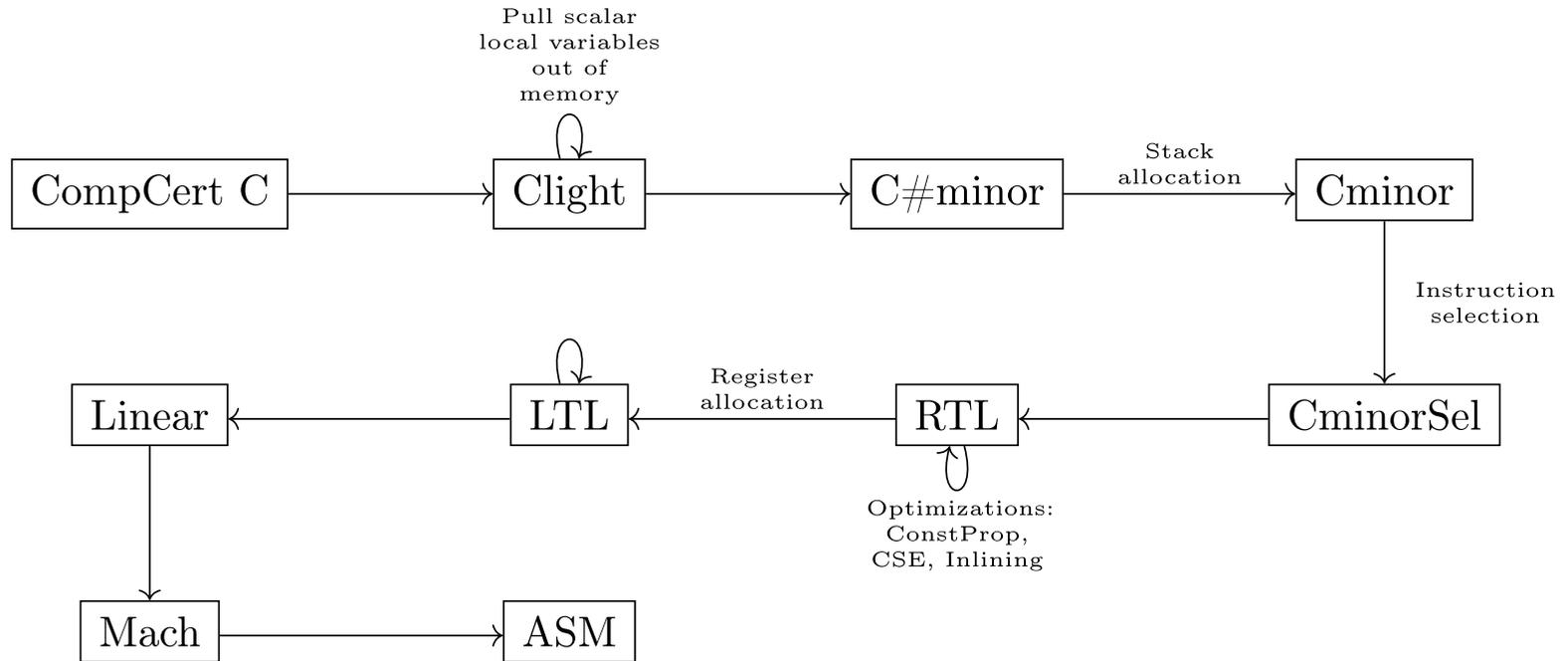


Benign transformations



- Only changing representation, does not introduce control-flow or memory access modifications
- Expliciting execution
- Dead code elimination: remove code that's not executed

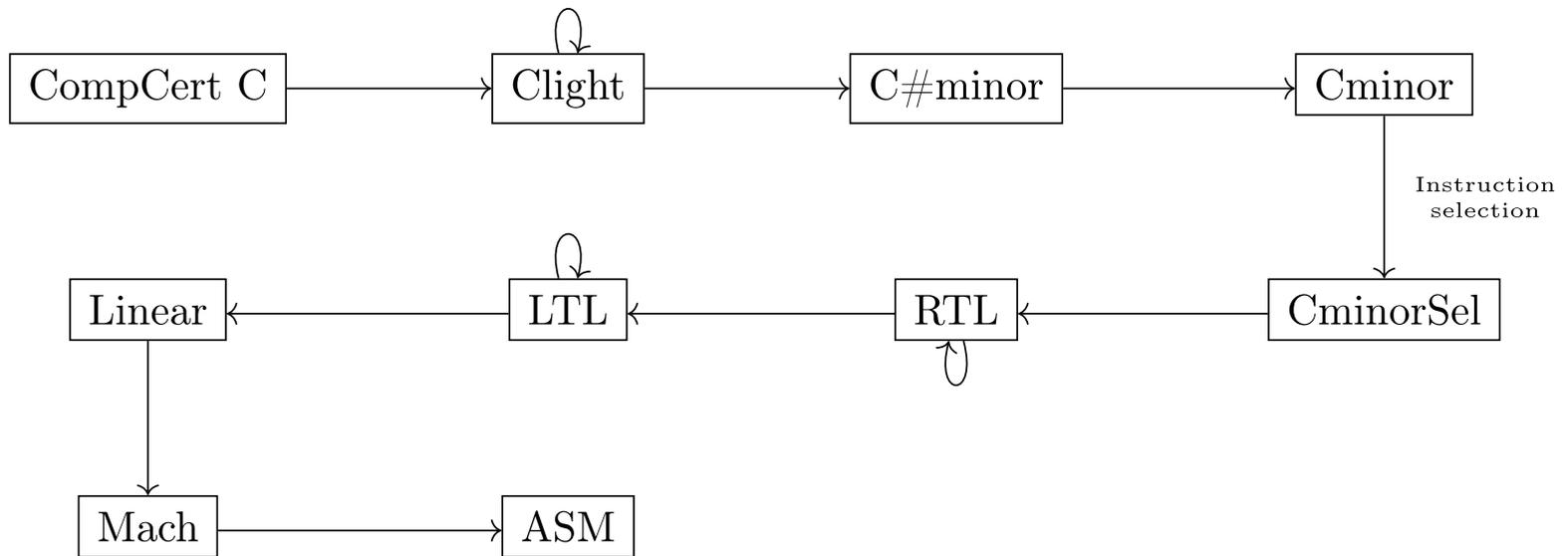
What's left



Transformations that touch memory

| | Remove memory accesses | Shift memory accesses at constant offset | Add memory accesses at constant offset |
|--|------------------------|--|--|
| Pulling scalar local variables out of memory | ✓ | | |
| Stack Allocation | | ✓ | |
| CSE | ✓ | | |
| ConstProp | ✓ | | |
| Inlining | | ✓ | |
| Register Allocation | | | ✓ |

What's left bis



Instruction Selection

- It replaces recognized patterns with platform specific operators or builtins (e.g., $x \% 4$ replaced by $x \& 3$, or long long multiplication on 32 bits architectures).
- Need to be careful that handwritten assembly builtin functions are constant-time.
- Need to verify one by one that each implementation is constant-time.

Conclusion

- Framework to prove preservation of constant-time security.
- Intuition on why CompCert preserves constant-time.
- No mechanization in Coq yet, will start in a week or two after my thesis is sent to reviewers.

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Thank you !