



Soluções em Segurança da Informação



**UNICAMP**

## FORTUNA – Sorte e Azar

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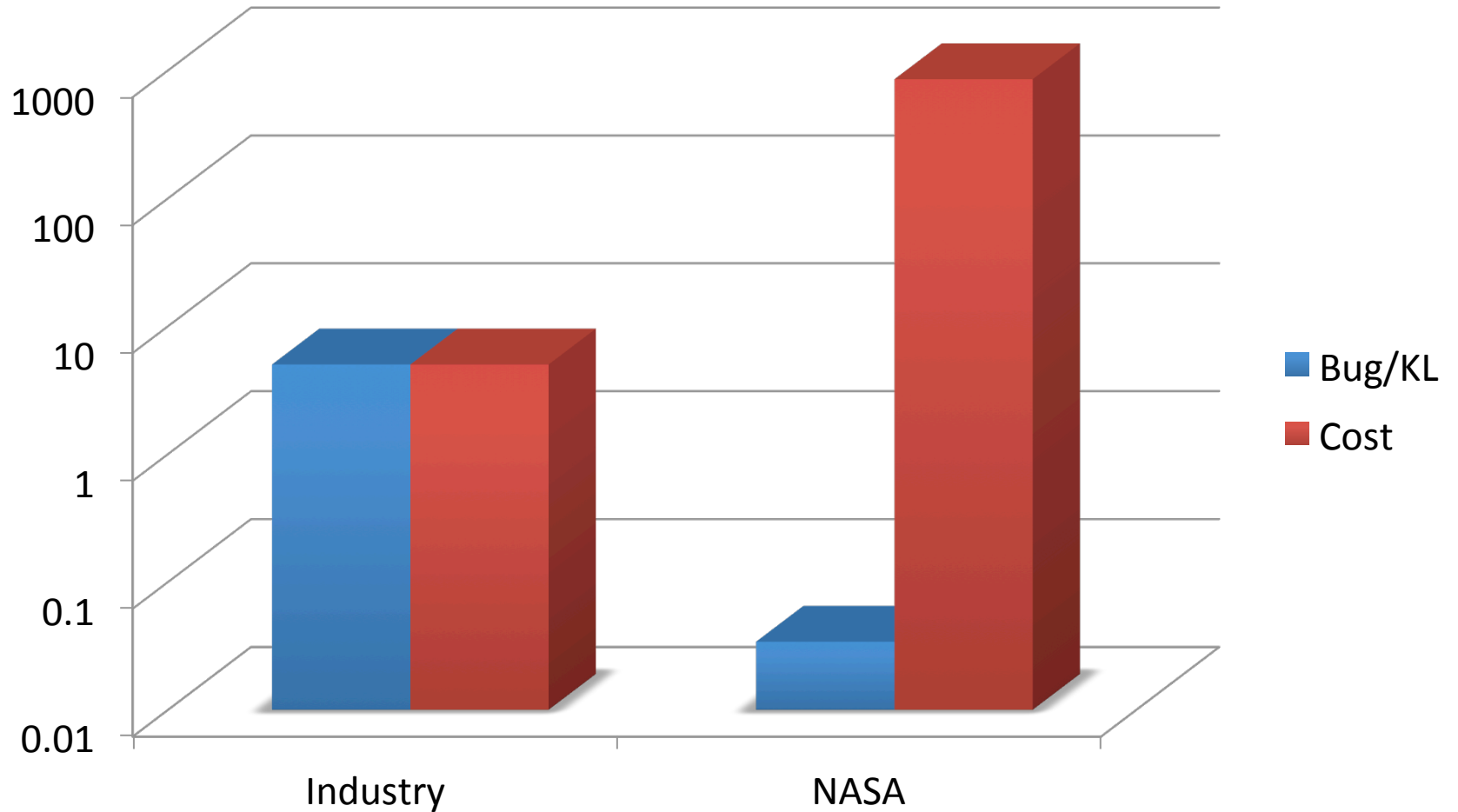
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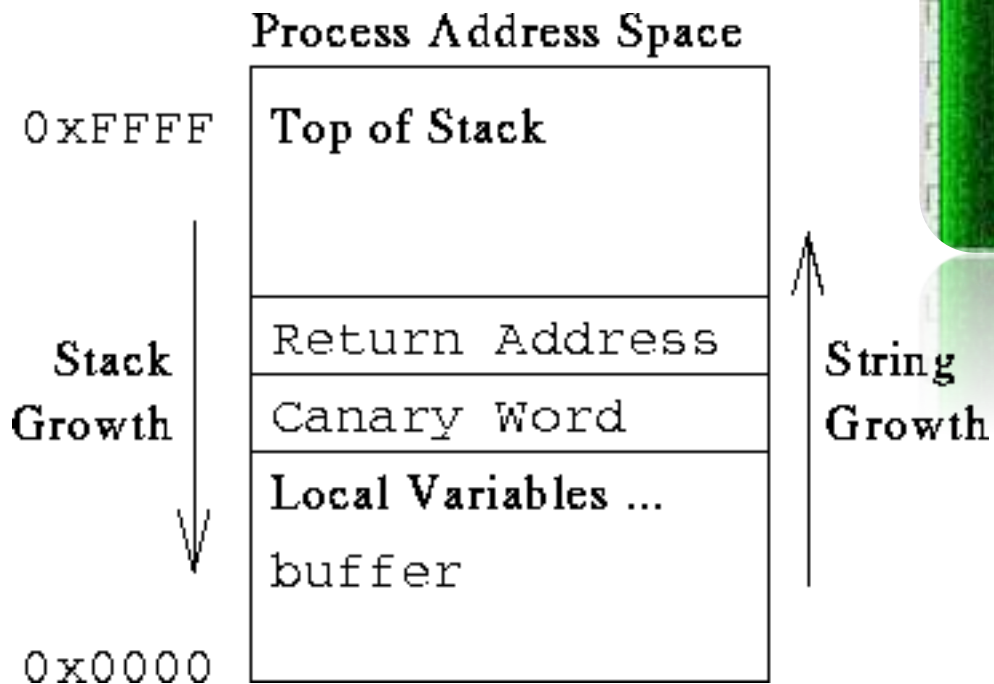
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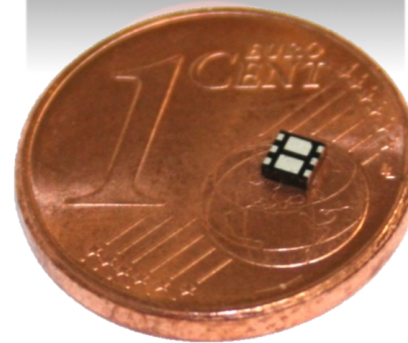








- **Least privileges**
- **TCB minimization**
- **Security in Layers**



- **The Audience**
- **The Problem**
- **Our Proposals**
- **Implementation Results**
- **Current and Future Work**

- **Generally speaking, security professionals**
- **More precisely:**
  - People managing projects (PMP)
  - People analysing system security
  - People designing secure hardware
- **Problem Importance:**
  - The DHS (NSA, DoD, NIST) Cyber Security Roadmap ranks “Trustworthy Scalable Computing - TSC” the **top 1 security challenge** for the next years
  - Proper TSC requires trusted computing bases – TCB (software + hardware)



- Importance of real HW + SW system implementations is **fully established**
- However, even when **ample resources** are employed, this objective is **very hard to attain**
- Symptom: “**is this system secure?**” vs “for how long will this system **remain secure?**”
- The **stochastic nature of** real system implementations **must not be ignored**
- System examples: DRM enabled devices, HSM, DRE, Token, Game Console

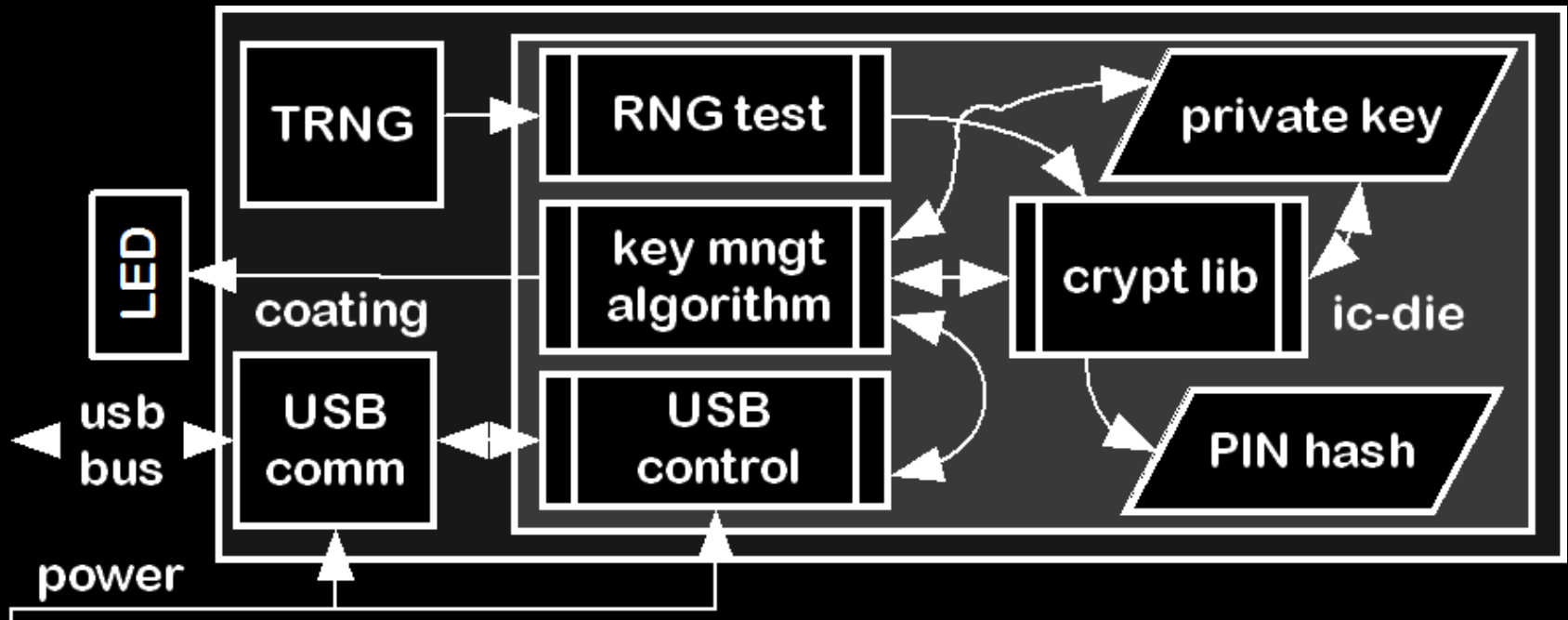
- **“Performance vs features vs TTM”** race gains more attention than security does, from Industry
- Security is a highly **interdisciplinary** field and requires a unified view
- With current systems, **complexity is intractable** (even logically, not to mention the physical, probabilistic and human aspects)
  - Formal proofs for HW + SW logical interactions shown to be **NP-hard or intractable**
- There is **NO** Unified Security Theory

- How to **design and build** secure systems?
- How to **measure** if a given architecture is better than others, prior to deployment?
- How to quickly **assess** the impact of a system modification?
- How to consider the **lack of knowledge** about some system characteristics?
- How to **succeed** even when **no** component is 100% **trusted**?
- How to consider at the same time **physical and logical** aspects?

- **Reduce** design **hassle** of secure hybrid systems
- **Handle** the growing **complexity**
- **Automate** as much as possible the security **analysis** by using the design files as input
- Allow design of **trustworthy** systems with **faulty** components
- **Prevail** even when many **unknown aspects** are present

- The **first** framework that deals with early design stages of hardware-based secure systems with broad scope
- A tool that can be applied **earliest** in the design cycle of secure systems
- A probabilistic model, under which some well know “golden policies” can be **proven** and others be **challenged**

# System Example – Crypto Token



1. A secure system can be **composed** of other systems (or components);
2. The security of systems has a **probabilistic** nature;
3. Individually insecure (with respect to a given policy) components can be **arranged** in the form of a **secure** system;
4. Secure components (with respect to a given policy) may be **arranged** into an **insecure** system;
5. Ultimately, all components are **physical**. **Logical** components are **abstractions** represented in a particular physical component configuration (or state);
6. There are **no complete descriptions** of non-trivial practical systems;
7. Every component has an associated **cost** for its deployment;
8. Certain (typically local) components are associated with adversary **rewards**;

**B1. Interaction channel:** every subsystem that can be composed with others has one interaction channel. This interaction channel may be a logical abstraction, providing a communication channel. The channel can be directed or not.

**B2. Entropic potential:** represents the information assets that generate benefits for the opponent. Measured in bits.

**B3. Entropic impedance (or resistance to leakage):** quantifies the permeability of components and interaction channels to entropy. It is given as the probability that a given entropy amount migrates in a given timeframe from A to B through a channel AB.



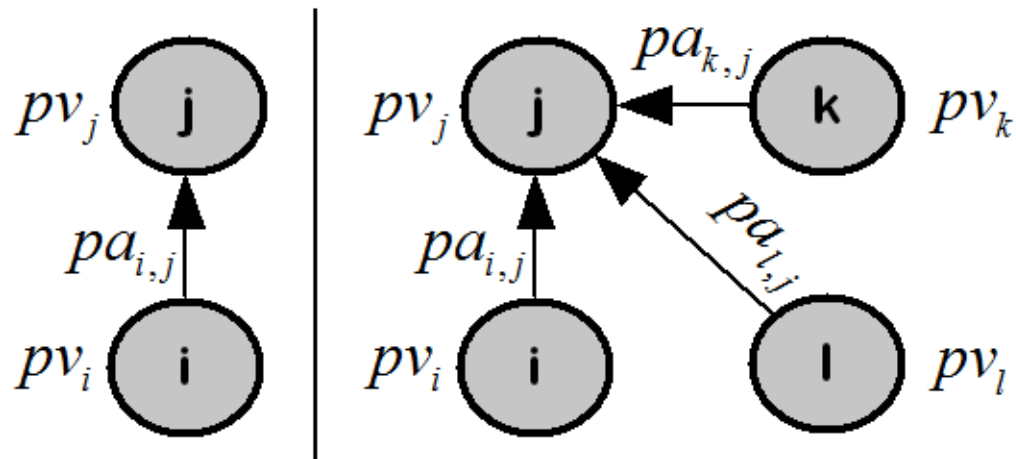
**B4. Implicit security:** components with a certain set of security policies are subject to different attacks. Each attack has a different cost and a different success probability.

**B5. Security provided:** expresses the ability an (directional) interaction has of transporting the implicit security experienced by a component A to a component B. Together with the implicit security, it expresses the “protection relationship”.

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- **Our observations and properties are used to produce models where **security** characteristics can be **explored****
  - **We present in this paper three models:**
    - Two are graph-based:
      - Model 1: **Bit leakage**
      - Model 2: **Adversary path** (not shown here)
    - One is based on Decision Theoretic Probabilistic ProLog - DTProbLog

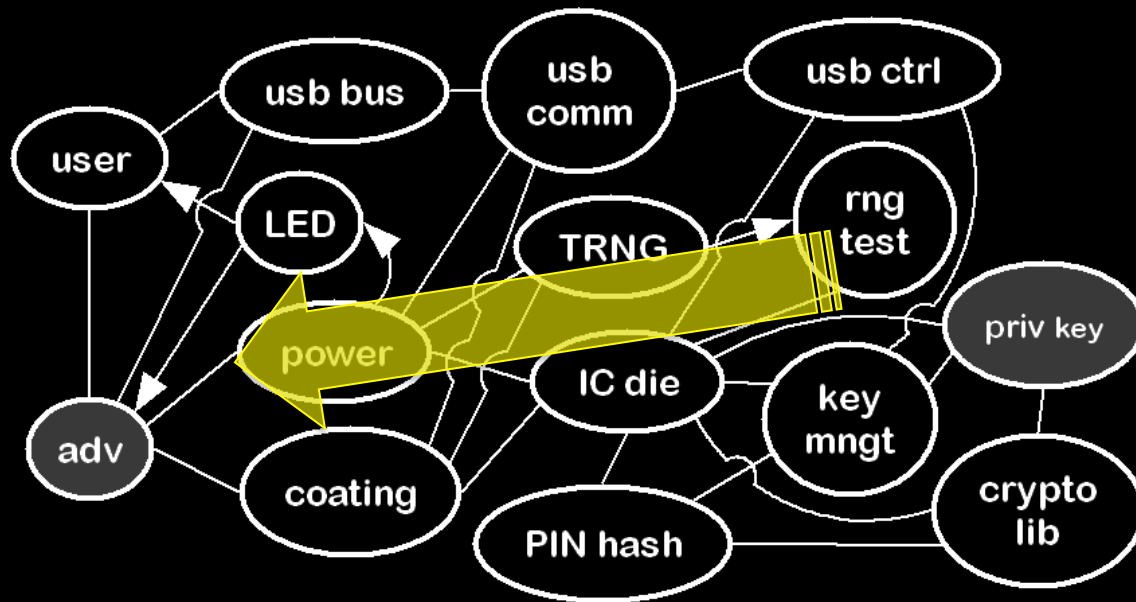
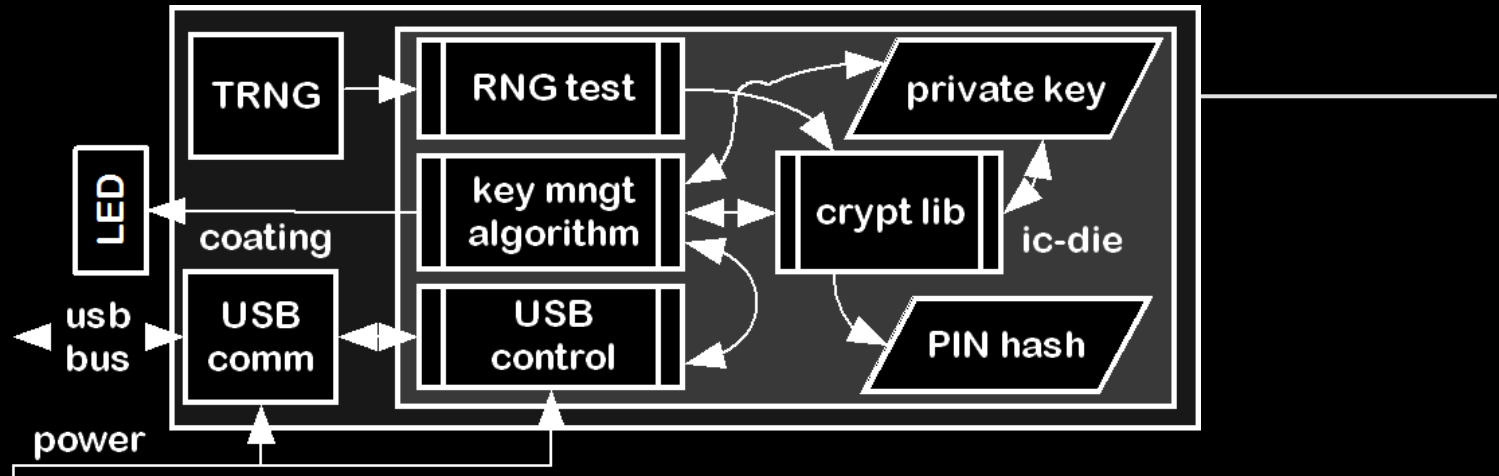
- Uses Properties **B1**, **B2**, and **B3**: interaction channel, entropic potential, and entropic impedance
- Let  $D = (V, A)$  be a digraph representing a related system and external agents that interact with it
- Each vertex  $i$  from  $V$  represents a system **component** or a **principal**. Each arc  $ij$  from  $A$  represents a interaction channels (B1).
- Let  $s$  be a bit of the secret (B2) which the system protects and that the adversary aims

- Vertex  $i$  has probability  $pv_i$  of knowing  $s$
- By properties B1 and B3,  $s$  leaks from its container (say  $i$ ) through the arcs  $ij$  with probability  $pa_{i,j}$
- We are interested in minimizing  $pv_k$  for the vertex  $k$  that represents the attacker



$$pv_j = pa_{i,j} \times pv_i$$

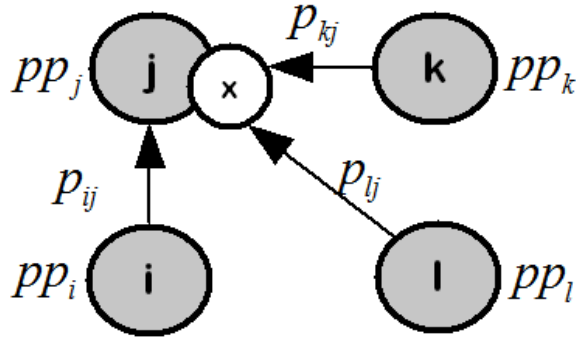
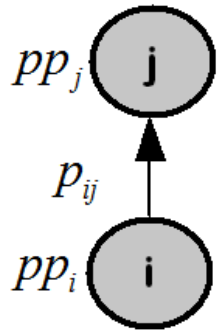
$$pv_j = 1 - \prod_{i \in N_D^-(j)} (1 - pv_i \times pa_{i,j})$$



- Uses Properties **B1**, **B4**, and **B5**: implicit security, security provided
- Let  $D = (V, A)$  be a connected digraph representing part of a system.
- Each vertex  $i$  of  $V$  represents a system component that can establish relations of protection. To each vertex  $i$  there is a related cost  $e_v$ . Each arc  $ij$  of  $A$  represents protection relationships.

- By B4, for each arc  $ij$  of  $A$  there is a violation cost  $c_{ij}$  associated with a given probability of successful attack  $pp_{ij}$ .
- The arcs incident on  $j$  can be composed in and/or form.
- Let  $C$  be a subset of  $V$  representing the system's CSP. To each vertex  $j$  of  $C$  is associated a gain  $g_j$ .
- We are interested in making the best attack plan more expensive than the expected gain for the adversary.

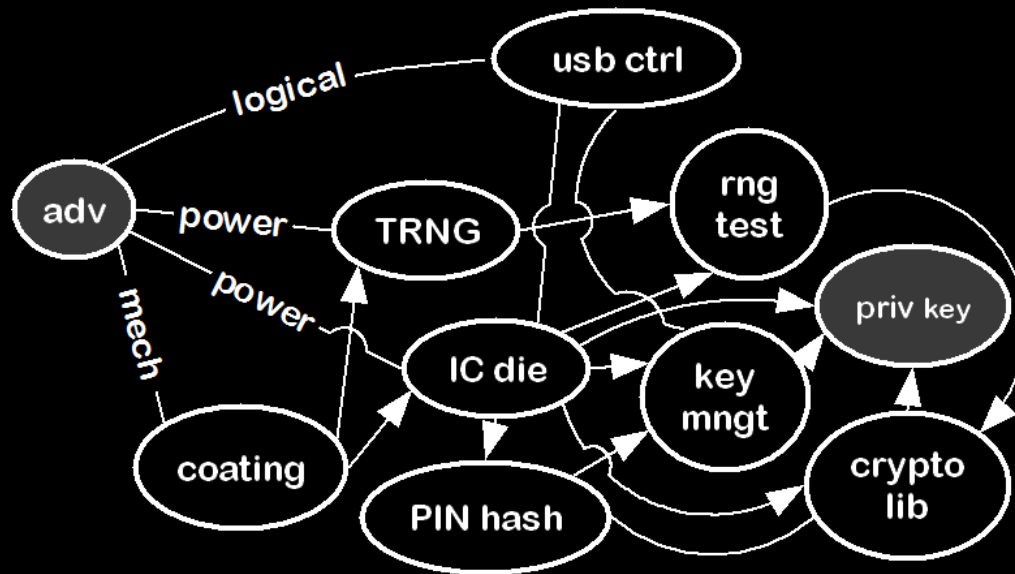
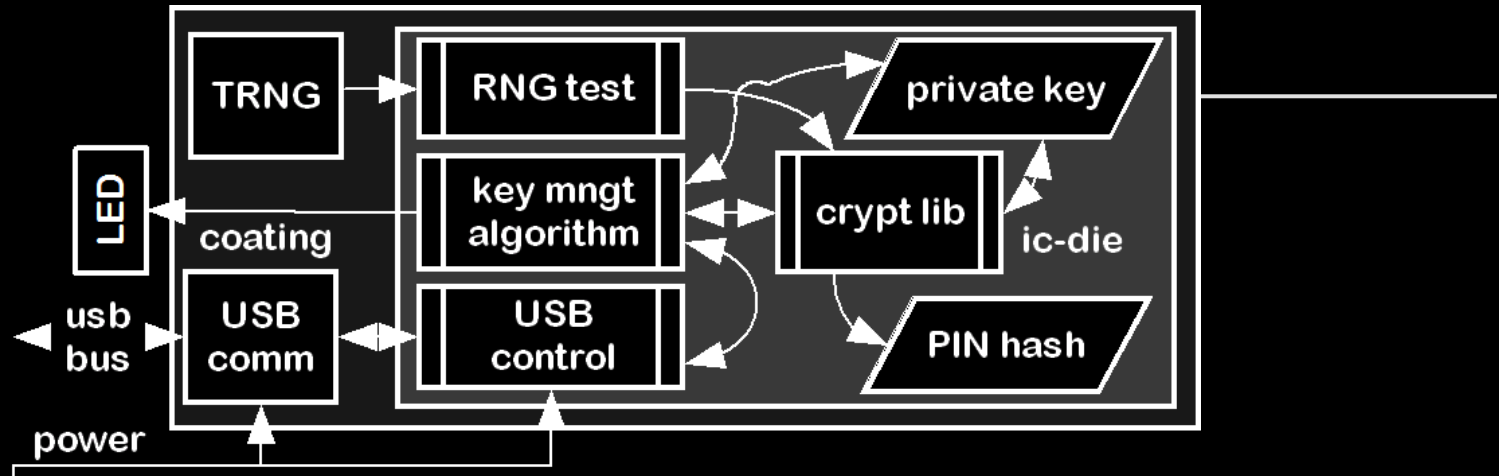




$$pp_j = 1 - \prod_{X \in N_D^-} \left( 1 - \prod_{i \in X} p_{ij} \right)$$

$$e_j = e_{ij} = \frac{f(p_{ij})}{p_{ij}} + e_i$$

$$e_j = \min \left( \sum_{x \in X} e_{xj}, \sum_{y \in Y} e_{yj}, \dots, \sum_{z \in Z} e_{zj} \right)$$

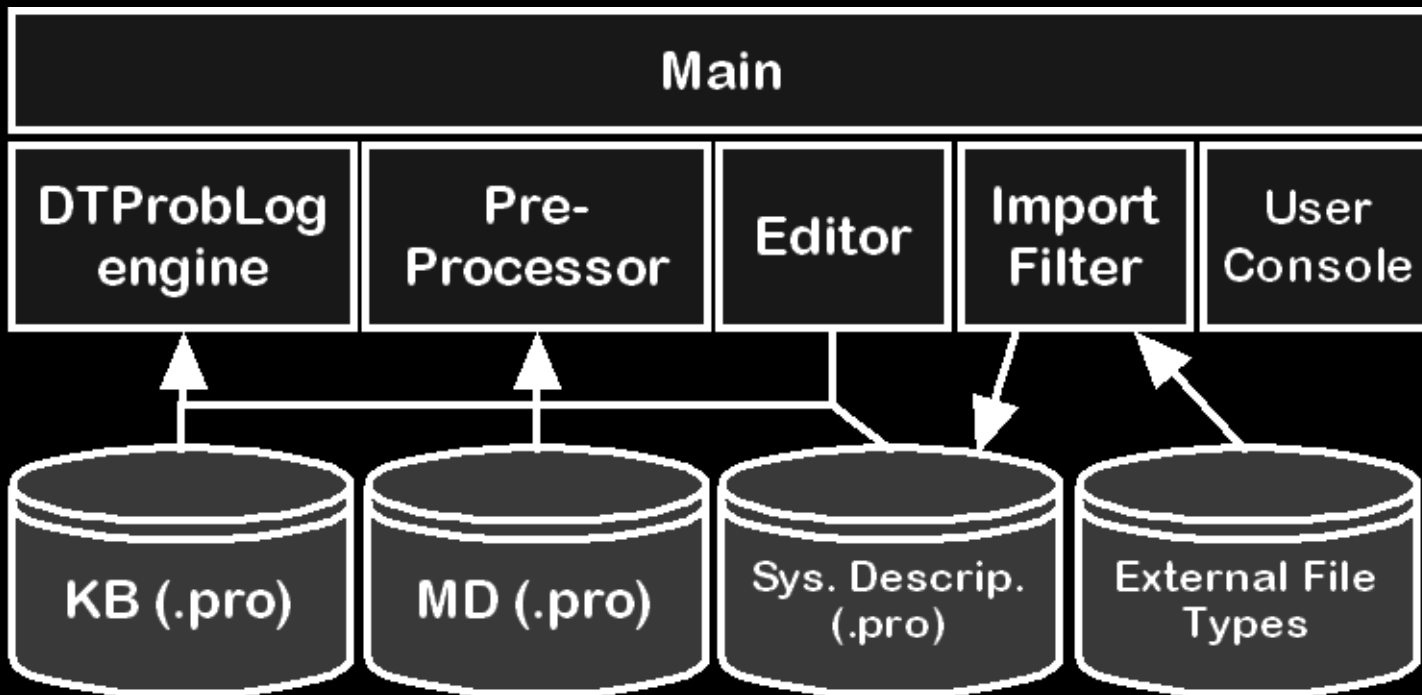


- **Policy 1:** “Grant system principals the least privileges necessary to perform their jobs”
- **Theorem 1:** Policy 1 either does not affect, or it improves the overall system security regarding confidentiality CSPs
- **Proof 1:** Comes from equation for  $pv_j$  in model 1 by arc removal where  $j$  is the vertex that represents the adversary

- **Policy 2:** “Minimize the size of the Trusted Computing Base”
- **Theorem 2:** Policy 2 does not always hold for integrity CSPs
- **Proof 2:** We use model 2. It suffices to show that we can arbitrarily increase system security by increasing the size of the TCB

- **Graph model limitations motivated the use of alternative models**
  - Too many annotations for richer descriptions
  - Limits representation for automation
  - Difficult to represent conditional probabilities
- **We chose Decision Theoretic Probabilistic ProLog language**
  - DTPProbLog is a recent extension to **ProbLog**

- **Probabilistic facts and queries in KB:**
  - e.g. 0.9: protects\_directed (J, I).
- **Optimization target (or decisions):**
  - e.g. ? :: attacked(C) :- component(C).
- **Utility functions (or costs and gains):**
  - e.g. break\_policy(C) => - 5 :- component(C).
- **Because ProLog is expressive, it allowed us to describe all B1..B5 properties**

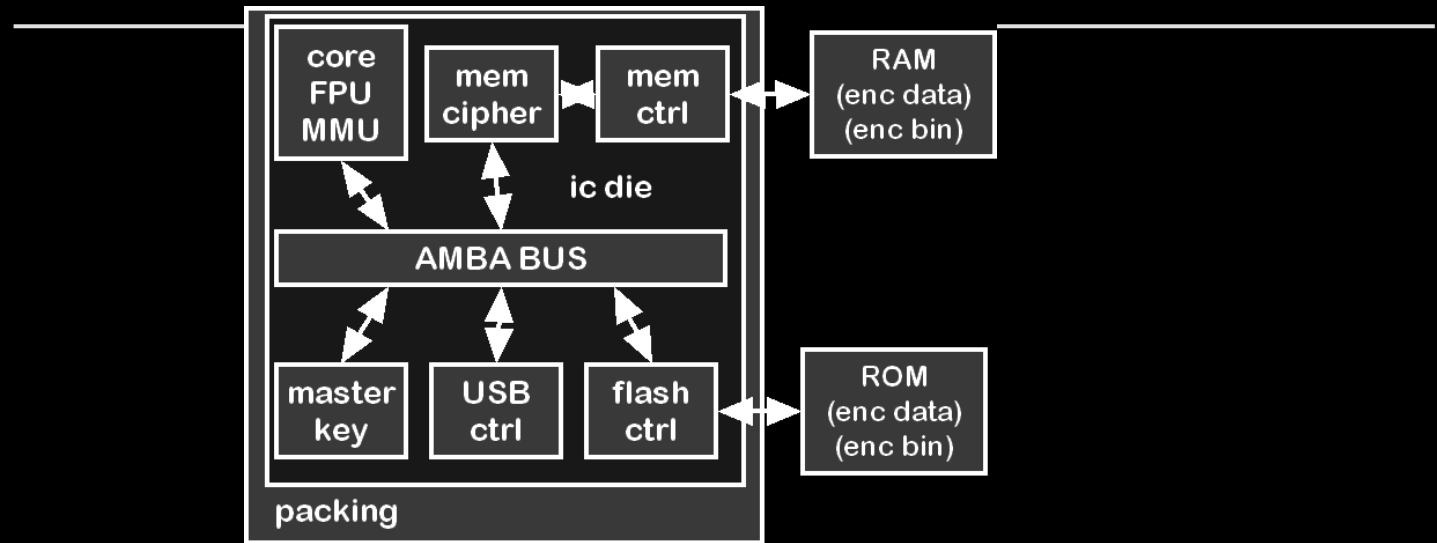


- **Model Rules (MB):**
  - Encodes variations of models 1 and 2
  - Supporting tools (e.g. traversing rules, SP calculation, cost adding...)
- **Knowledge Base (KB):**
  - Encodes best current values for costs, bug density, probabilities
  - Initially with industry's defects/kloc metric
- **System Description (SD):**
  - Contains the system description
  - Either from user input or "Import Filter"



```
?- dtproblog_solve(Strategy,ExpectedGain).  
ExpectedGain = 17.12121,  
Strategy = [attacked(coating),  
            attacked(die),attacked(priv_key)]
```

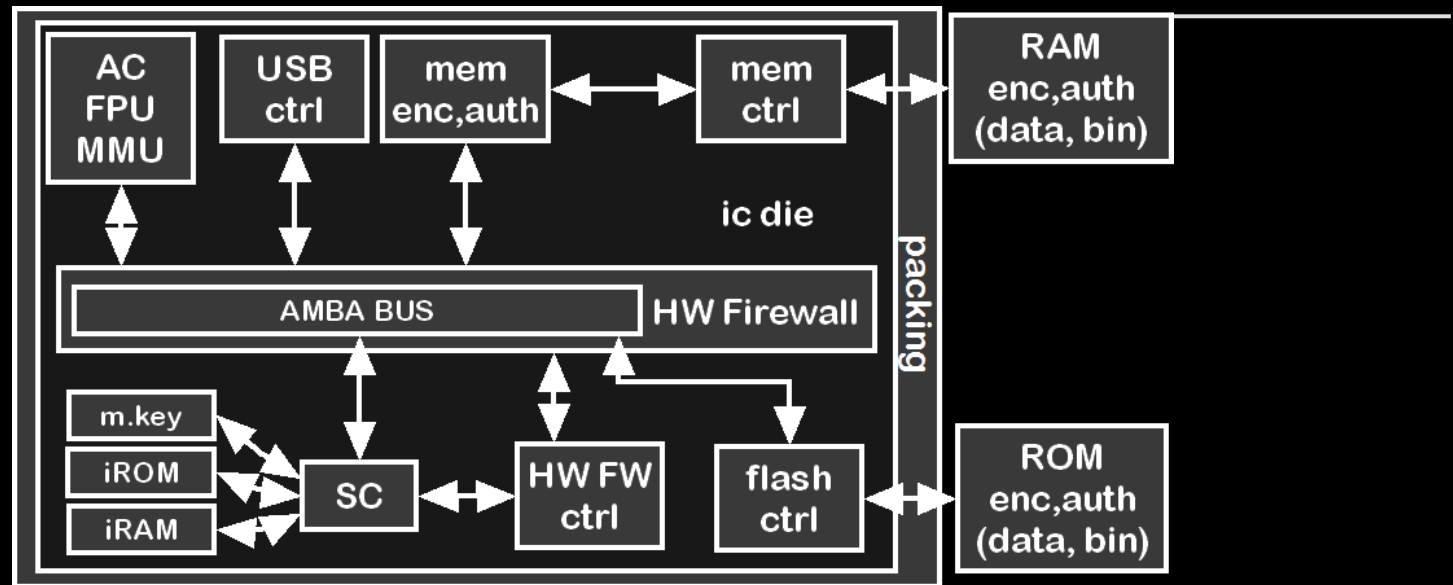
- We successfully **employed** FORTUNA during the development of a Cryptographic Secure Processor (SCUP)
- FORTUNA allowed **4x faster** security design reviews, automatic analysis and cost reduction.
- Tool **guided** important architectural **improvements**



?- `problog_max(path(adversary, master_key), Prob, Strategy)`.

`Strategy = [attacked(usb_ctrl),  
attacked(usb_stack),  
attacked(running_bin),  
attacked(master_key)]`

`Prob = 0.04809`



- **Evolved** to a **Multi-core Asymmetric Processor**
- Motivated a second core with minimal software stack
- Motivated the **HW Firewall**

- FORTUNA brings both **practical and theoretical contributions** for hardware-based systems' design
- Models could be used to prove (or challenge) some **golden rule heuristics**
- The tool was used in the **design** of a Cryptographic Secure Processor, **easing** the development process

- **Improve KB** precision through usage data feedback
- **Improve MD** with new models from properties B1...B5
- Develop **new CAD plugins** to make the target system description even faster
- **Adjust model's equations** to directly support conditional probability (correlation)

# Thank You!

Questions?

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