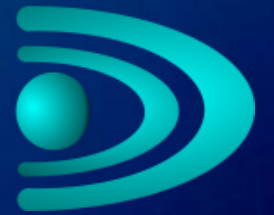


PULSE



Advancing FI attacks: Fault Models opportunities

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Password check

A simple password check

```
95
96 check_fail = strcmp(input, pwd);
97
98 if (check_fail) {
99     printf("Wrong password!\n");
100     sendto(s, "KO\n", 3, 0, (struct sockaddr *) &si_other, slen);
101 } else {
102     printf("Password correct!\n");
103     sendto(s, "OK\n", 3, 0, (struct sockaddr *) &si_other, slen);
104
105 }
```

Can we bypass this?

What do you think?

A better view

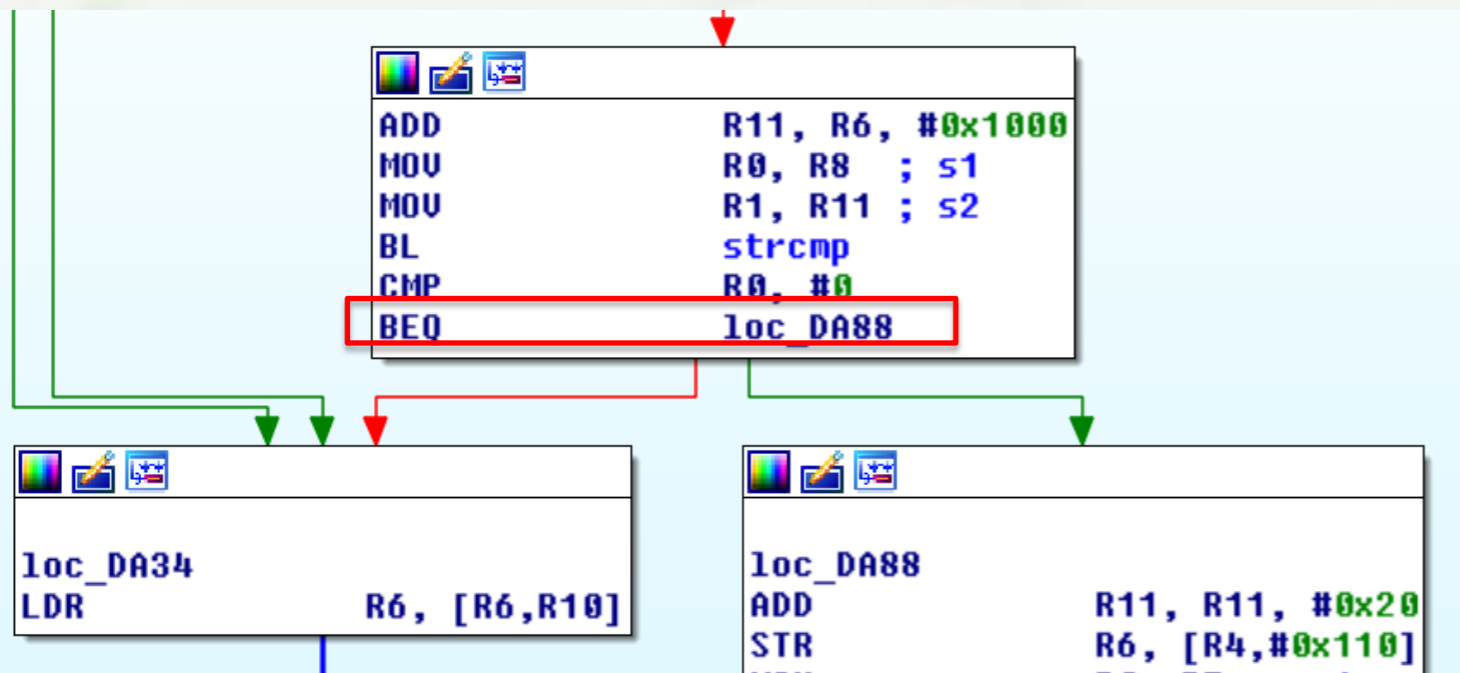
```
mov     rsi, rdx           ; s2
mov     rdi, rax           ; s1
call    strcmp
mov     [rbp+var_54], eax
cmp     [rbp+var_54], 0
jz      short loc_BD4
```

```
mov     ecx, [rbp+addr_len]
lea     rdx, [rbp+addr]
mov     eax, [rbp+fd]
mov     r9d, ecx           ; addr_len
mov     r8, rdx           ; addr
mov     ecx, 0             ; flags
mov     edx, 3             ; n
lea     rsi, aKo           ; "KO\n"
mov     edi, eax           ; fd
call    _sendto
jmp     loc_B39
```

```
loc_BD4:
lea     rdi, aPasswordCorrec ; "Password correct!"
call    _puts
mov     ecx, [rbp+addr_len]
lea     rdx, [rbp+addr]
mov     eax, [rbp+fd]
mov     r9d, ecx           ; addr_len
mov     r8, rdx           ; addr
mov     ecx, 0             ; flags
mov     edx, 3             ; n
lea     rsi, aOk           ; "OK\n"
mov     edi, eax           ; fd
call    _sendto
jmp     loc_B39
; } // starts at A4E
main endp
```

Traditional fault models

*Control flow corruption
by skipping instructions*



*Data corruption
by flipping bits*

000c8420h:	D0	EF	AA	FB	43	4D	33	85	45	F9	02	7F	50	3C	9F	A8
000c8430h:	51	A3	40	8F	92	9D	38	F5	BC	B6	DA	21	10	FF	F3	D2
000c8440h:	CD	0C	13	EC	5F	97	44	17	C4	A7	7E	3D	64	5D	19	73
000c8450h:	60	81	4F	DC	22	2A	90	88	46	EE	B8	14	DE	5E	0B	DB
000c8460h:	E0	32	3A	0A	49	06	24	5C	C2	D3	AC	62	91	95	E4	79
000c8470h:	E7	C8	37	6D	8D	D5	4E	A9	6C	56	F4	EA	65	7A	AE	08
000c8480h:	BA	78	25	2E	1C	A6	B4	C6	E8	DD	74	1F	4B	BD	8B	8A
000c8490h:	70	3E	B5	66	48	03	F6	0E	61	35	57	B9	86	C1	1D	9E

Textbook attack

- *If the check can be skipped...*
- Execution falls through the right case.
 - *Regardless of the password.*
- **SUCCESS!**

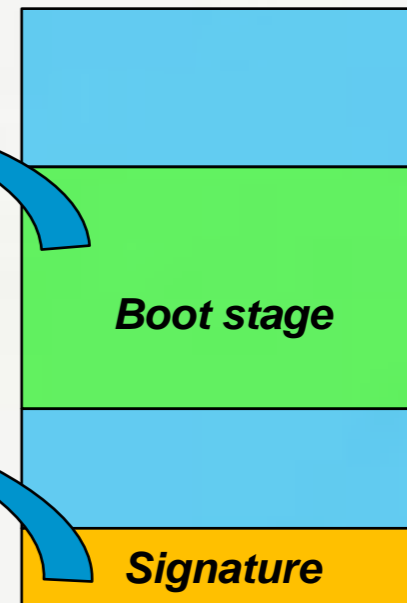
“Instruction skipping”

Case study:
Secure Boot

Secure Boot

```
4 int load_exec_next_boot_stage(){
5
6     uint32_t stage_addr=0xd0000000;
7     uint32_t sig_addr=0xc0000000;
8
9     // Copy stage from media to memory
10    load_next_stage(stage_addr);
11
12    // Copy signature to memory
13    load_signature(sig_addr);
14
15    // Verify signature
16    if(!verify_signature(stage_addr,sig_addr)) {
17
18        //Wrong signature. Hang.
19        while(1);
20    } else {
21
22        //Execute next stage
23        exec_stage(stage_addr);
24    }
```

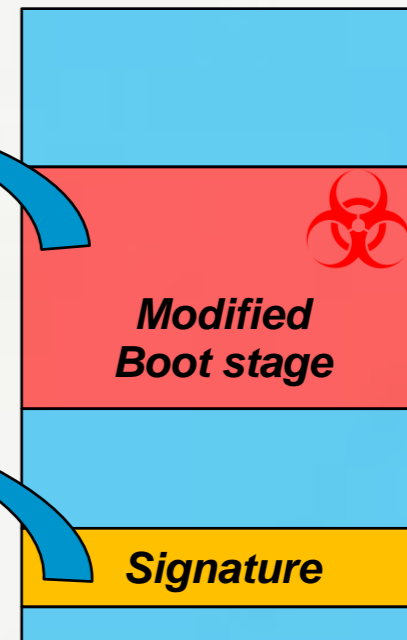
Flash
(Attacker)



Code modified? → Hang

```
4 int load_exec_next_boot_stage(){
5
6     uint32_t stage_addr=0xd0000000;
7     uint32_t sig_addr=0xc0000000;
8
9     // Copy stage from media to memory
10    load_next_stage(stage_addr);
11
12    // Copy signature to memory
13    load_signature(sig_addr);
14
15    // Verify signature
16    if(!verify_signature(stage_addr,sig_addr)) {
17
18        //Wrong signature. Hang.
19        while(1);
20    } else {
21
22        //Execute next stage
23        exec_stage(stage_addr);
24    }
```

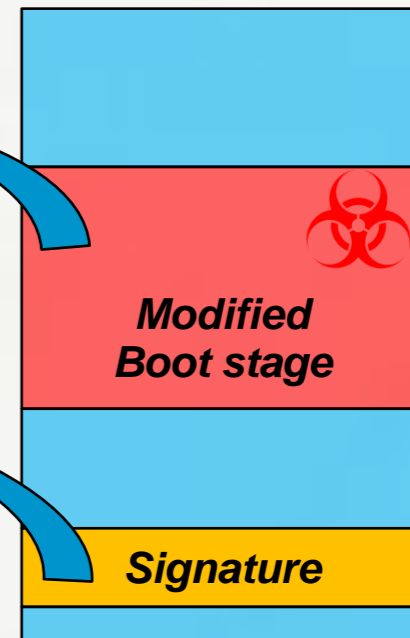
Flash
(Attacker)



Executing our code?

```
4 int load_exec_next_boot_stage(){
5
6     uint32_t stage_addr=0xd0000000;
7     uint32_t sig_addr=0xc0000000;
8
9     // Copy stage from media to memory
10    load_next_stage(stage_addr);
11
12    // Copy signature to memory
13    load_signature(sig_addr);
14
15    // Verify signature
16    if(!verify_signature(stage_addr,sig_addr)) {
17
18        //Wrong signature. Hang.
19        while(1);
20    } else {
21
22        //Execute next stage
23        exec_stage(stage_addr);
24    }
```

Flash
(Attacker)



How?

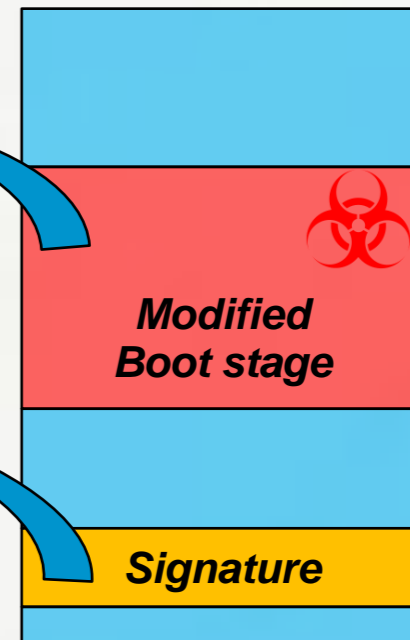
Textbook attack

```

4  int load_exec_next_boot_stage(){
5
6      uint32_t stage_addr=0xd0000000;
7      uint32_t sig_addr=0xc0000000;
8
9      // Copy stage from media to memory
10     load_next_stage(stage_addr);
11
12     // Copy signature to memory
13     load_signature(sig_addr);
14
15     // Verify signature
16     if(!verify_signature(stage_addr,sig_addr)) {
17
18         //Wrong signature. Hang.
19         while(1);
20     } else {
21
22         //Execute next stage
23         exec_stage(stage_addr);
24     }

```

Flash
(Attacker)



Glitch here → Signature bypass

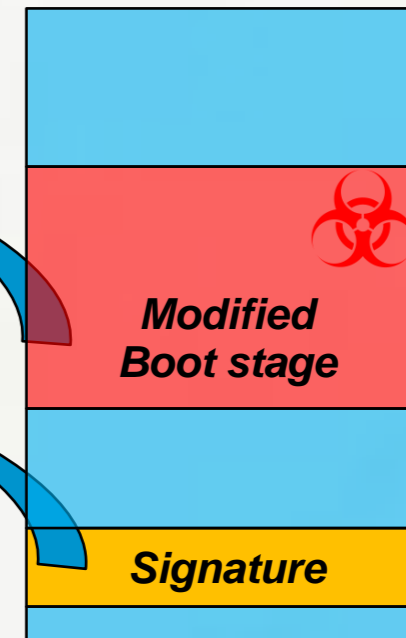
Arbitrary code execution

“Instruction skipping”

Secure Boot with countermeasures

```
4 int load_exec_next_boot_stage(){
5
6     uint32_t stage_addr=0xd0000000;
7     uint32_t sig_addr=0xc0000000;
8
9     // Copy stage from med to memory
10    load_next_stage(stage_addr);
11
12    // Copy signature to memory
13    load_signature(sig_addr);
14
15    random_delay()
16    // Verify signature (1)
17    if(!verify_signature(stage_addr,sig_addr)) {
18        while(1);
19    }
20
21    random_delay()
22    // Verify signature (2)
23    if(!verify_signature(stage_addr,sig_addr)) {
24        while(1);
25    }
26
27    exec_stage(stage_addr);
28
```

Flash
(Attacker)



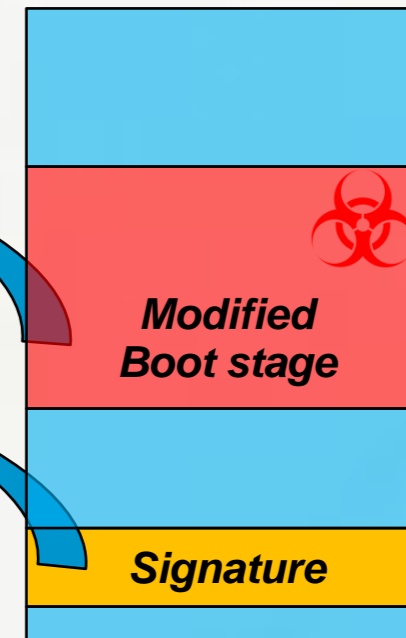
Random delays

Double signature check

But still doable!

```
4 int load_exec_next_boot_stage(){
5
6     uint32_t stage_addr=0xd0000000;
7     uint32_t sig_addr=0xc0000000;
8
9     // Copy stage from med to memory
10    load_next_stage(stage_addr);
11
12    // Copy signature to memory
13    load_signature(sig_addr);
14
15    random_delay()
16    // Verify signature (1)
17    if(!verify_signature(stage_addr,sig_addr)) {
18        while(1);
19    }
20
21    random_delay()
22    // Verify signature (2)
23    if(!verify_signature(stage_addr,sig_addr)) {
24        while(1);
25    }
26
27    exec_stage(stage_addr);
28
```

Flash
(Attacker)



**Synchronization
more difficult**



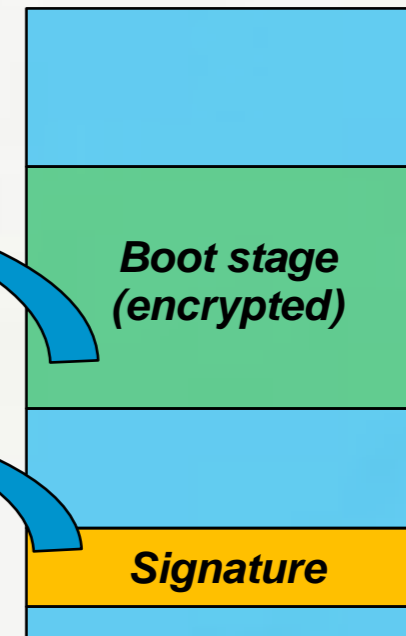
Two faults (maybe) required

Case study:
Encrypted Secure Boot

Encrypted Secure Boot

```
5 int load_exec_next_boot_stage(){
6
7     AES ctx;
8     uint32_t stage_addr=0xd0000000;
9     uint32_t sig_addr=0xc0000000;
10
11     init_AES_engine(&ctx, key_id);
12
13     // Copy stage from media to memory
14     load_encrypted_next_stage(stage_addr);
15
16     // Copy signature to memory
17     load_signature(sig_addr);
18
19     // Stage is encrypted. Decrypt first.
20     decrypt_stage(&ctx, stage_addr);
21
22     // Verify signature over stage plaintext
23     if(!verify_signature(stage_addr,sig_addr)) {
24
25         //Wrong signature. Hang.
26         while(1);
27     } else {
28
29         //Execute next stage
30         exec_stage(stage_addr);
31     }
```

Flash
(Normal)



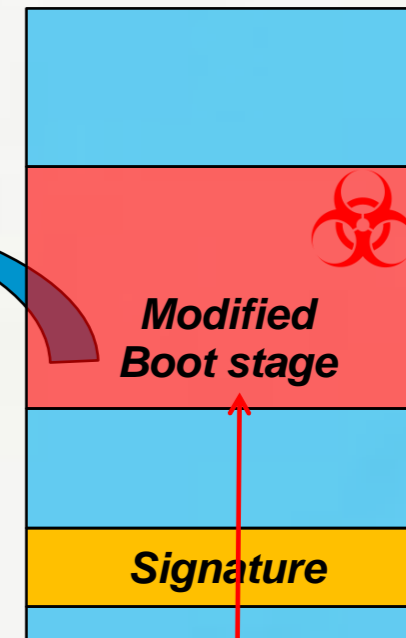
FI textbook attack insufficient

```

5  int load_exec_next_boot_stage(){
6
7      AES ctx;
8      uint32_t stage_addr=0xd0000000;
9      uint32_t sig_addr=0xc0000000;
10
11     init_AES_engine(&ctx, key_id);
12
13     // Copy stage from media to memory
14     load_encrypted_next_stage(stage_addr);
15
16     // Copy signature to memory
17     load_signature(sig_addr);
18
19     // Stage is encrypted. Decrypt first.
20     decrypt_stage(&ctx, stage_addr);
21
22     // Verify signature over stage plaintext
23     if(!verify_signature(stage_addr,sig_addr))
24     {
25         //Wrong signature. Hang.
26         while(1);
27     } else {
28
29         //Execute next stage
30         exec_stage(stage_addr);
31     }

```

Flash
(Normal)



Unknown encryption key

Signature bypass useless

Security Certification

- Security Lab report:
 - *“We have not been able to bypass Secure Boot”*
 - *“SCA attack needed for extracting encryption key”*



- CC Attack rating *goes stellar*
 - *If attack possible at all*



- Product is **SECURE**



Reflections

Instruction...skipping???

- **Convenience fault model**
 - Widely used for characterizing effects on SW execution
- Has *limitations*:
 - Simplistic:
 - focused on conditionals, single-point decisions.
 - Not realistic:
 - Research shows *instructions are most likely “corrupted”. Not skipped.*
- **Insufficient for precise modeling of attacks aimed at SW execution.**



IN 2018!?! SERIOUSLY?

A different fault model

A generic one: **“instruction corruption”***

Single-bit (MIPS)

addi \$t1, \$t1, 8	001000010010100100000000000001000
addi \$t1, \$t1, 0	00100001001010010000000000000 <u>0</u> 000

Multi-bit (ARM)

ldr w1, [sp, #0x8]	101110010100000000000101111100001
str w7, [sp, #0x20]	101110010 <u>0</u> 00000000 <u>100</u> 01111100 <u>111</u>

Remarks

- Limited control over which bit(s) will be corrupted
- Also *includes other fault models as sub-cases* (e.g. instruction skipping)

Controlling PC (or SP)

- ARM32 has an interesting ISA
- *Program Counter (PC) is directly accessible*

Valid ARM instructions

MOV r7, r1	00000001	01110000	10100000	11100001
EOR r0, r1	00000001	00000000	00100000	11100000
LDR r0, [r1]	00000000	00000000	10010001	11100101
LDMIA r0, {r1}	00000010	00000000	10010000	11101000

Corrupted ARM instructions may *directly set PC*

MOV <u>pc</u> , r1	00000001	<u>1</u> 1110000	10100000	11100001
EOR <u>pc</u> , r1	00000001	<u>1111</u> 0000	00101111	11100000
LDR <u>pc</u> , [r1]	00000000	<u>1111</u> 0000	10010001	11100101
LDMIA r0, {r1, <u>pc</u> }	00000010	<u>1</u> 0000000	10010000	11101000

Attack variations (SP-control) also affect other architectures

Execution primitives...out of thin air

- ***ANY memory read*** can be *redirected to PC (or SP)*
 - Hence, *ANY memcpy()*
- ***PC (or SP) immediately assigned*** with content from memory
 - *Following SW checks may not be executed*
- ***A new target for FI:***
 - Security checks
 - Crypto algorithms
 - ...

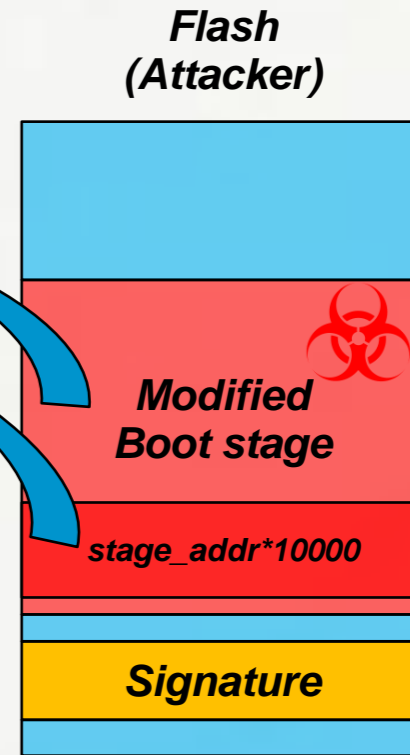
Code Execution

Example: Secure Boot + countermeasures

```

4  int load_exec_next_boot_stage(){
5
6      uint32_t stage_addr=0xd0000000;
7      uint32_t sig_addr=0xc0000000;
8
9      // Copy stage from med. to memory
10     load_next_stage(stage_addr);
11
12     // Copy signature to memory
13     load_signature(sig_addr);
14
15     random_delay()
16     // Verify signature (1)
17     if(!verify_signature(stage_addr,sig_addr)) {
18         while(1);
19     }
20
21     random_delay()
22     // Verify signature (2)
23     if(!verify_signature(stage_addr,sig_addr)) {
24         while(1);
25     }
26
27     exec_stage(stage_addr);
28

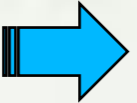
```



Glitch here → Code execution at stage_addr*

Never executed

*also see [FDTC 2016]: Timmers, Spruyt, Witteman

- Assumptions:
 - PC directly addressable (e.g. ARM32)
 - *Attackers knows code location*
 - *Destination memory writable and executable:*
- **All FI SW countermeasures ineffective**
 - Fault  Code execution *transition happens in HW*
 - *More nuanced for code execution achieved via SP-control*




A SW attacker's dream...

- Like a SW exploit. *Without a SW vulnerability.*
- *ALL SW exploitation techniques fully applicable*
 - e.g. ROP, JOP, COP,... for SP-control



- *SW exploitation mitigations can be effective*

***Defeating
Encrypted Secure Boot***

- We can apply the same fault model:
 - Extends applicability of *Timmers, Spruyt, Witteman* technique (see FTDC 2016 presentation)
 - Also see *Timmers, Spruyt @BlackHat 2016*
- Strategy:
 - Redirect control flow via PC hijacking  *Code execution*
 - *In the running context!*
 - Signature check not executed  *Secure Boot bypass*
 - Decryption not executed  *Plaintext code execution*
- Flash boot stage preparation:
 - Execution payload
 - “Sled” of PC target address

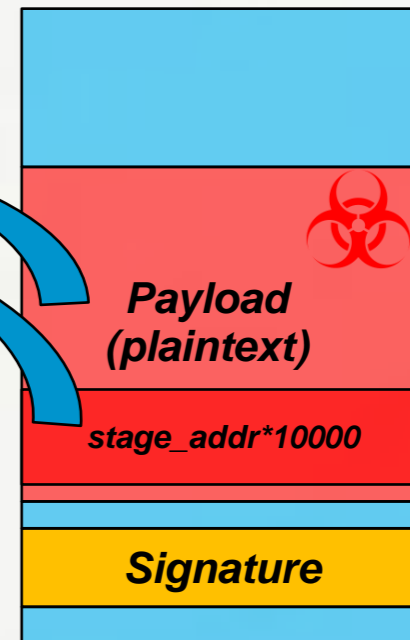
ROM code: secure boot + encryption

```

5  int load_exec_next_boot_stage(){
6
7      AES ctx;
8      uint32_t stage_addr=0xd0000000;
9      uint32_t sig_addr=0xc0000000;
10
11     init_AES_engine(&ctx, key_id);
12
13     // Copy stage from media to memory
14     load_encrypted_next_stage(stage_addr);
15
16     // Copy signature to memory
17     load_signature(sig_addr);
18
19     // Stage is encrypted. Decrypt first.
20     decrypt_stage(&ctx, stage_addr);
21
22     // Verify signature over stage plaintext
23     if(!verify_signature(stage_addr,sig_addr)) {
24
25         //Wrong signature. Hang.
26         while(1);
27     } else {
28
29         //Execute next stage
30         exec_stage(stage_addr);
31     }


```

Flash
(Attacker)



Glitch while loading pointers → Code exec at stage_addr*

Never executed

- **Signature verification not performed**
 - *Secure boot deafeated*
- **Decryption not performed**
 - *Plaintext code execution*
- *Code execution achieved in **verifying stage** context*

- **ROM-level code execution**

Countermeasures

- Hardware FI countermeasures *fully applicable*
 - Detect glitch injection or fault generation
- *FI SW countermeasures likely not executed*
 - A successful attack hijacks control flow immediately
- *Localized software FI countermeasures are insufficient*
 - Any instruction is a potential target for corruption

SW Exploit mitigations

- Fully applicable.
- **Relevant:** Limiting usage of an hijacked control flow
 - DEP/NX
 - ASLR
 - CFI
 - ...
- **Irrelevant:** Preventing control flow hijacking:
 - Stack cookies
 - SEHOP
 - ...

- Use **FI HW countermeasures** for *prevention*
 - Applicable regardless of fault model
- FI SW countermeasures *can only mitigate “classical attacks”*
- **Adopt modern SW security paradigms:**
 - *SW exploit mitigations*
 - Defense in depth
 - Secure SDLC
 - ...
- **Learn from:**
 - *SW attackers*
 - ***SW and Mobile security industry***

Final thoughts

- **Technique for bypassing encrypted secure boot:**
 - *One single fault*
 - *ROM-level code execution*
 - *Arbitrary plaintext payload*
 - *No encryption key needed*

- Different fault models can yield *dramatically different results*
- Simplistic fault modeling can be *dangerous*:
 - High impact attacks may go undetected for decades
- *SW execution integrity is critical nowadays*:
 - Must be fully in scope for FI
- Must also fall scope for modern HW security industry, in general

- *HW and SW attacks more intertwined:*
 - Also see *micro-architectural attacks*
 - Unexpected implications
- *HW security industry needs SW security experts*
 - And viceversa
- We need more “*in between*” expertise:
 - Single domain expertise not sufficient anymore
- Attackers’ and engineers’ perspectives need blending
- ***Holystic, system-level view needed***

Finally...

- *If your HW and SW security engineering teams...*
- *do not talk to each other...*

You are likely doing it wrong.



PULSE



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