Compartmentalizing Formally Secure Compilation

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https://secure-compilation.github.io

Secure compilation has various goals

- Preventing low-level attacks and this course Enabling source-level security reasoning is only about
 - by compartmentalizing compilation
- Making the source language safer
 - memory and type safety, less/no undefined behavior
- Making it easier to express security intent
 - marking secrets, specifying security properties
- Making exploits more difficult
 - CFI, CPI, stack protection, randomization, diversity

Devastating low-level attacks

Part 2: give meaning to mitigation (protected components) inherently insecure languages like C/C++

- e.g. memory unsafe: any buffer overflow is catastrophic allowing remote attackers to gain complete control
- ~100 different undefined behaviors in usual C compiler

insecure interoperability with lower-level code

 even code in more secure languages (Java, OCaml, Rust) has to interoperate with low-level code (C, C++, ASM)



Part 1: formalize what it means to solve this problem

Part 1 of 2

Secure Interoperability with Lower-Level Code







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Journey Beyond Full Abstraction: **Exploring Robust Property Preservation for Secure Compilation** https://arxiv.org/abs/1807.04603 4

Good programming languages provide helpful abstractions for writing more secure code

- e.g. **HACL*** and **miTLS** written in **Low*** which provides:
 - low-level abstractions associated with safe C programs
 - structured control flow, procedures, abstract memory model
 - higher-level abstractions associated with ML-like languages
 - modules, interfaces, and parametric polymorphism
 - most features of verification systems like Coq and Dafny
 - effects, dependent types, logical pre- and post-conditions
 - patterns specific to cryptographic code
 - abstract types and interfaces for mitigating side-channel attacks

Abstractions not enforced when linking with adversarial low-level code



Insecure interoperability: compromised (or malicious) application linking in miTLS can easily **read and write miTLS's data and code**, **jump to arbitrary instructions**, **smash the stack**, ... 6

Secure compilation

- Protect source-level abstractions even against linked adversarial low-level code
- Enable source-level security reasoning
 - even adversarial target-level context cannot
 break security properties of compiled program
 any more than some source-level context could
 - no "low-level" attacks

Three important concerns for secure compilation

- 1. What are we trying to achieve?
 - Identifying and formalizing secure compilation criteria and attacker models
- 2. How can we achieve it efficiently?
 - compartmentalization can be achieved using: OS processes, software-fault isolation, hardware enclaves, tagged architectures, capability machines

3. How can prove it effectively?

e.g. (bi)simulations, logical relations, game semantics, ...

this course mostly

focused on 1

(does touch on

2+3 a bit too)

Source-level security reasoning



But what does "secure" mean?

What security properties should we preserve?

- We explored a large space of security properties
- Studied preserving various classes of ...
 - trace properties (safety, liveness)
 - **hyperproperties** (e.g. noninterference)
 - relational hyperproperties (e.g. trace equivalence)

... against adversarial target-level contexts

- No "one-size-fits-all solution"
 - e.g. full abstraction does **not** imply the other criteria we study
 - **stronger** criteria are **harder** to achieve and prove, both challenging



Robust Trace Property Preservation





Summarizing recent results [arXiv:1807.04603]

- Mapped the space of secure compilation criteria based on robust "property" preservation
 - Property-free characterizations and implications in Coq
 - Separation results (e.g. robust safety/liveness preservation strictly weaker than robust trace property preservation)
 - Collapse between preserving all hyperproperties and preserving just hyperliveness
- Showed that even strongest criterion is achievable
 - for simple translation from a statically to a dynamically typed language with first-order functions and I/O

Some open problems

- Practically achieving secure interoperability with lower-level code
 - More realistic languages and secure compilation chains
 - Achieve robust noninterference preservation in realistic attacker model with side-channels
 - Efficient enforcement mechanisms
- Scalable proof techniques for other criteria
 - robust (hyper)liveness preservation (possible?)
- Proving robust satisfaction for source programs
 - partial semantics, program logics, logical relations, ...

Where is full abstraction?



Wrapping up the intro

- 1. Secure interoperability with lower-level code
 - exploring a continuum, security vs efficiency tradeoff

We're hiring! now!
 – PostDocs, Young Researchers, Interns, PhD students

Plan for the rest of this course

• 0. Compiler correctness

- as Trace Property Preservation

• 1. Secure interoperability with lower-level code

- Secure 2-Compartmentalizing Compilation as **Robust** Property Preservation
- − Property ∈ Trace Properties, Hyperproperties, Relational ...
- 2. Secure compilation despite dynamic compromise
 - Compartmentalizing Compilation for Unsafe Languages
 - Restricting the temporal + spatial scope of undefined behavior

And pay no attention to the little man behind the curtain...