Formalisation of security mechanisms for the RISC-V processor architecture

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About

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"Formalisation of security mechanisms for the RISC-V processor architecture":

- ▶ Formal methods
- ▶ Hardware security

Motivation

The security of a system depends on the security of all the layers it is built upon.

Why processors?

- ▶ Ubiquitous
- ▶ Vulnerable (Spectre, Meltdown, SPOILER, Foreshadow, TLBleed, Pentium FDIV, . . .)
- ▶ Not a toy example

Why formal methods?

- ▶ Show the **absence** of bugs while keeping complexity under control
- ▶ Trust

Some basic notions — 1/3

"Formalisation of security mechanisms for **the RISC-V processor architecture**"

RISC-V:

- ▶ Instruction set architecture (ISA)
- ▶ Open standard
- ▶ Emerging technology
- ▶ Many open source implementations

Some basic notions — 2/3

"Formalisation of **security mechanisms** for the RISC-V processor architecture"

Security mechanisms:

- ▶ Enforce **security properties**
- ▶ Example: shadow stack — return address integrity
- ▶ Part of the implementation, not of the specification

Some basic notions — 3/3

"**Formalisation** of security mechanisms for the RISC-V processor architecture"

Formal methods:
- ▶ Workflow overview:
    - ▶ Build a model
    - ▶ Define properties about it
    - ▶ Prove them
- ▶ Exhaustive, unlike most test suites
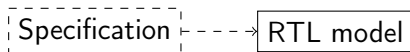- ▶ Successful in the software world (CompCert, seL4, ...)

Prior works

- ▶ Sail (Cambridge): ISA description language
- ▶ Thomas Letan's PhD (CIDRE): x86's System Management Mode, not about microarchitecture
- ▶ **Kami and Kôika (MIT), Cava (Google): ≈ formal Verilog**
- ▶ "Integration Verification across Software and Hardware for a Simple Embedded System", PLDI 2021, A. Erbsen et al.
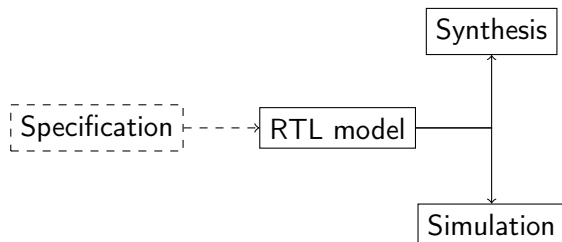
Specification

- ▶ Set of requirements for implementations
- ▶ Plain English

Hardware development — 2/3

$$\boxed{\text{Specification}} \dashrightarrow \boxed{\text{RTL model}}$$

- ▶ Register Transfer Level
- ▶ Verilog, VHDL, Chisel, BlueSpec, . . .
- ▶ Architectural decisions
    - ▶ L1 cache size?
    - ▶ Pipelining?
    - ▶ **Security mechanisms**?
    - ▶ . . .

Hardware development — 3/3

- ▶ Simulation: fast and cheap
- ▶ Synthesis:
    - ▶ FPGA bitstream, photomasks, . . .
    - ▶ Physical placement of components/routing

Certified hardware development

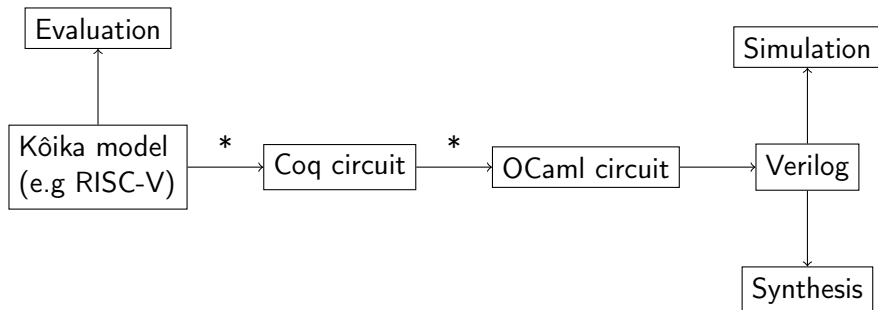Not too common in the industry, generally limited to:

- ▶ Model checking
- ▶ Proofs about small mechanisms

Many interesting problems:

- ▶ Formal specifications
- ▶ Proof of an RTL model's adherence to a specification
- ▶ **Proof of security properties of an RTL model**
- ▶ Preservation of semantics between an RTL description and a physical implementation
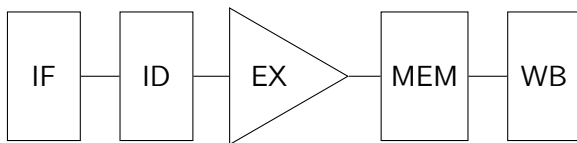
Kôika — Overview

- ▶ https://github.com/mit-plv/koika
- ▶ "The Essence of BlueSpec", PLDI 2020, Thomas Bourgeat et al. (MIT PLV)
- ▶ Formal RTL HDL embedded in Coq
- ▶ Inspired by BlueSpec
- ▶ In active development
- ▶ Includes a basic RISC-V model

Kôika — Workflow

Made with pipelined systems in mind: one rule per stage. Just like BlueSpec!

Cycles and rules:

► During a given cycle each rule might run or not
► Conflicts, scheduling

If two rules are in conflict, which one should be prioritized?

- ► Explicit schedule
- ► Deterministic semantics

How can two rules communicate?

- ► Read at the beginning of the cycle, write at the end: not enough for some forms of operand forwarding
- ► Notion of ports (0 and 1)

Example: Collatz sequence

```
rule divide =
  let v = r.rd0 in
  if iseven(v) then
    r.wr0(v >> 1)

rule multiply =
  let v = r.rd1 in
  if isodd(v) then
    r.wr1(3*v + 1)

schedule s = [divide; multiply]
```

From *"The Essence of BlueSpec"*, PLDI 2020, Thomas Bourgeat et al.

Interacting with the external world: external calls (e.g. for the memory)

▶ A pure model of each external call is required to evaluate a cycle
▶ For now, Kôika treats external calls as pure:
  ▶ Not realistic
  ▶ Abusive optimizations

Past work — RISC-V model extension

The RISC-V specification doesn't just describe a fixed ISA:

- ▶ base: 32 or 64 bits
- ▶ extensions: integer multiplication and division, floating point numbers, atomic instructions, . . .

It can be convenient to model a family of processors based on the same architecture.

- ▶ Select which base and extensions to use
- ▶ Kôika model written indirectly through Coq functions

Past work — Shadow stack

Definition of a simple shadow stack mechanism:
- Added to Kôika's RISC-V model
- Fixed stack size
- Turns processor off in case of misbehavior
- Push when procedure called, pop when procedure returns

Some interesting properties:
- Return address overwritten $\implies$ processor halts
- Overflows or underflows $\implies$ processor halts
- In all other situations, the processor behaves just as it used to before the shadow stack was added

Past work — Proving and semantics

Kôika defines its semantics through a set of interpretation functions, and dependent types appear in them. This lead to several issues:

▶ Performance problems

▶ Unfolding of the interpretation function hard to control

Alternative untyped inductive semantics:

▶ Inductively defined predicate: proof constructors improve control control over the computation

▶ Solves part of the performance problem

▶ Proof of equivalence

Ongoing work — Normal form

The models are in a form that is easy to write but hard to reason about. They can be simplified:

- ▶ Single rule instead of schedule
- ▶ Only write actions guarded by a single condition each
- ▶ A bit like an optimization pass in a certified compiler
- ▶ Prove equivalence (same state at the end of a cycle)

Future work

Short term:
- ▶ Finish the proof
  - ▶ Build proof infrastructure
  - ▶ Apply to Shadow Stack
- ▶ Publish

And then?
- ▶ Stick to Kôika? More complex mechanisms?
- ▶ Try Cava?
- ▶ Yet another formal HDL?

Thank you