

On Modular and Fully-Abstract Compilation

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Goals

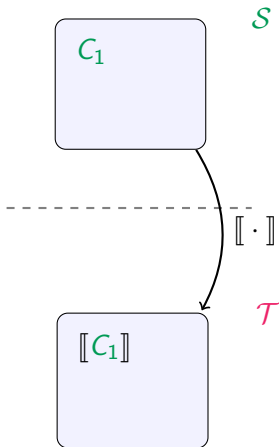
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Goals

- 1 understand secure compilation failures due to linking
- 2 present solutions to them relying on Hardware isolation

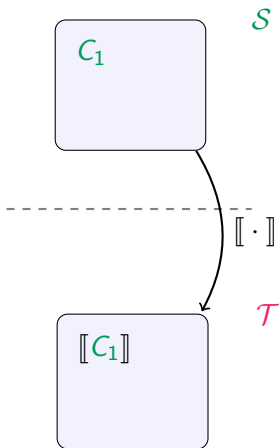
What is a Secure Compiler?

- *compiler*: function from source to target **components**



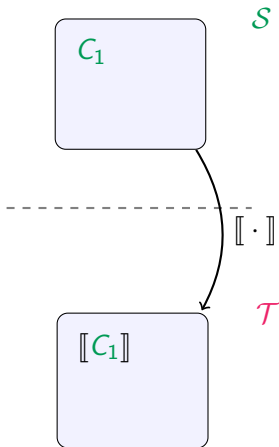
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- *secure compiler*: preserves source-level security properties in the generated components



What is a Secure Compiler?

- *compiler*: function from source to target **components**
- *secure compiler*: preserves source-level security properties in the generated components
- *literature example*: fully-abstract compiler



Fully Abstract Compilation

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- program behaviour captures security properties e.g., confidentiality, integrity, etc
- behaviour preservation (and reflection) means preservation of security properties

Indicating behaviour: Contextual equivalence

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- behavioural equivalence = contextual equivalence ($\simeq^{\mathcal{L}}$)
- $C_1 \simeq^{\mathcal{L}} C_2 \triangleq \forall C, \mathbb{C}[C_1] \uparrow \iff \mathbb{C}[C_2] \uparrow$

Fully Abstract Compilation Formally

$$\forall C_1, C_2 \in \mathcal{S}.$$

$$C_1 \simeq^{\mathcal{S}} C_2$$
$$\Downarrow$$

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$$\begin{array}{c} C_1 \simeq^{\mathcal{S}} C_2 \\ \Downarrow \\ \llbracket C_1 \rrbracket \simeq^{\mathcal{T}} \llbracket C_2 \rrbracket \end{array}$$

Fully Abstract Compilation Formally

$$\forall C_1, C_2 \in \mathcal{S}.$$

$$(\forall C. C[C_1] \uparrow \iff C[C_2] \uparrow)$$

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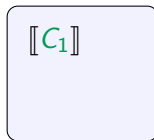
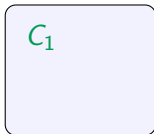
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$$(\forall C. C[[C_1]] \uparrow \iff C[[C_2]] \uparrow)$$

- C models the attacker
- *attacker model*: protection against code injection attacks

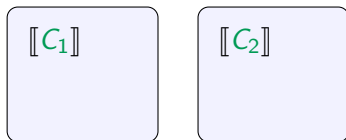
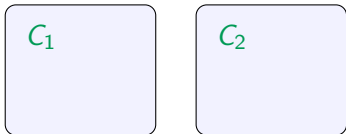
Compiler INsecurity

- compiler full-abstraction is often studied in simple settings



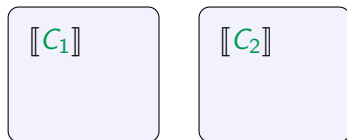
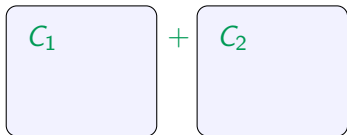
Compiler INsecurity

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- many fully-abstract compilers are not modular



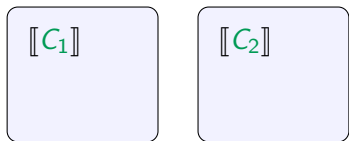
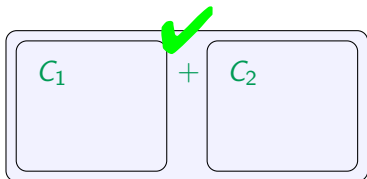
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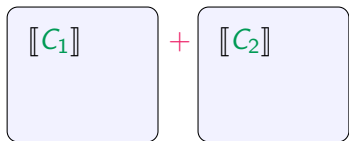
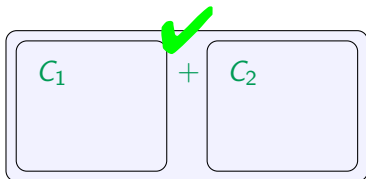
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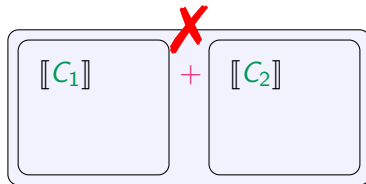
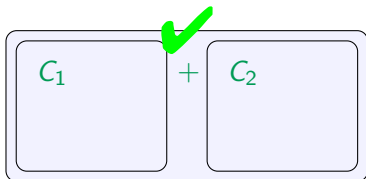
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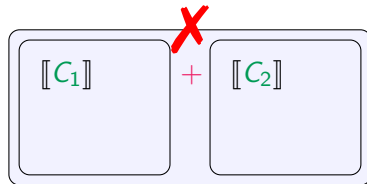
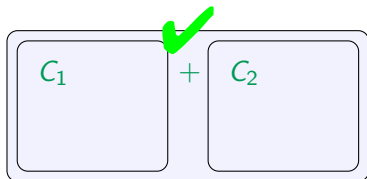
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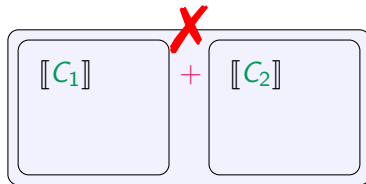
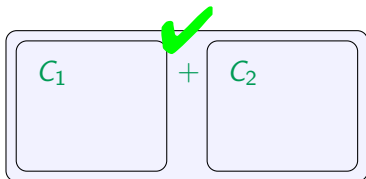
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- we consider components that *trust* each other and have *shared invariants*

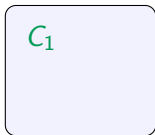


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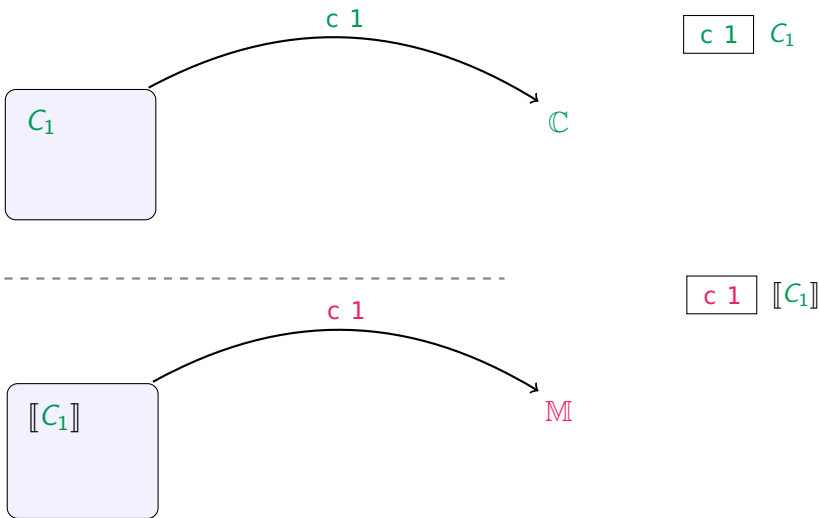
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- many fully-abstract compilers are not modular
- we consider components that *trust* each other and have *shared invariants*
- we adopt an *object – based language* and an *assembly* one



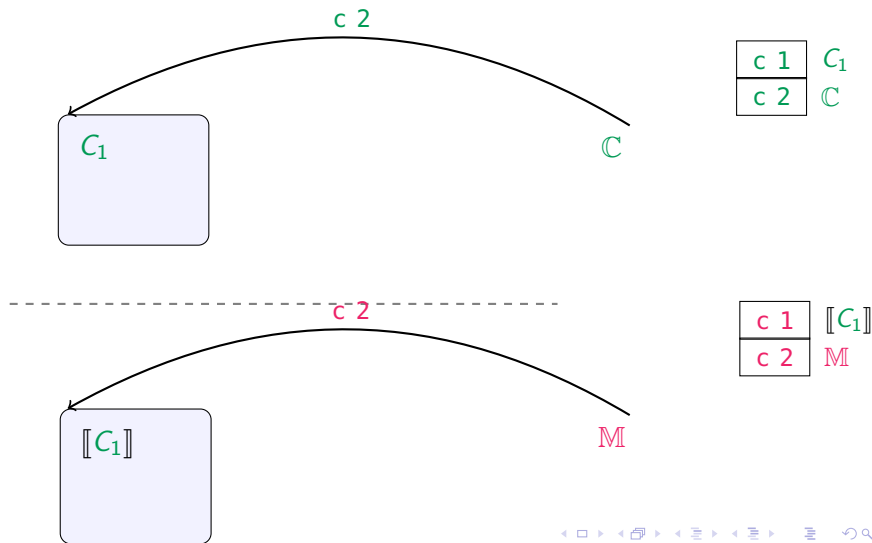
Call Stack Shortcutting - 1 module

 C  M

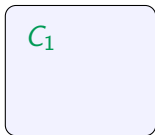
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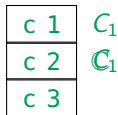
Call Stack Shortcutting - 1 module



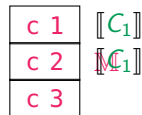
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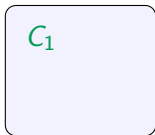
C



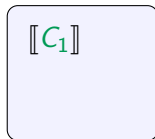
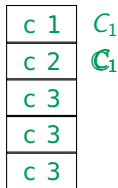
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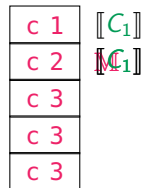
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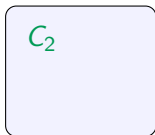
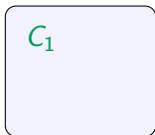
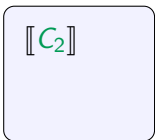
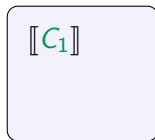
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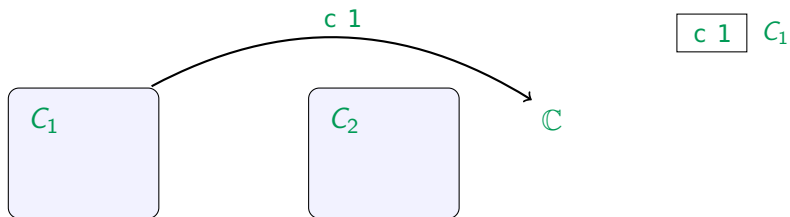
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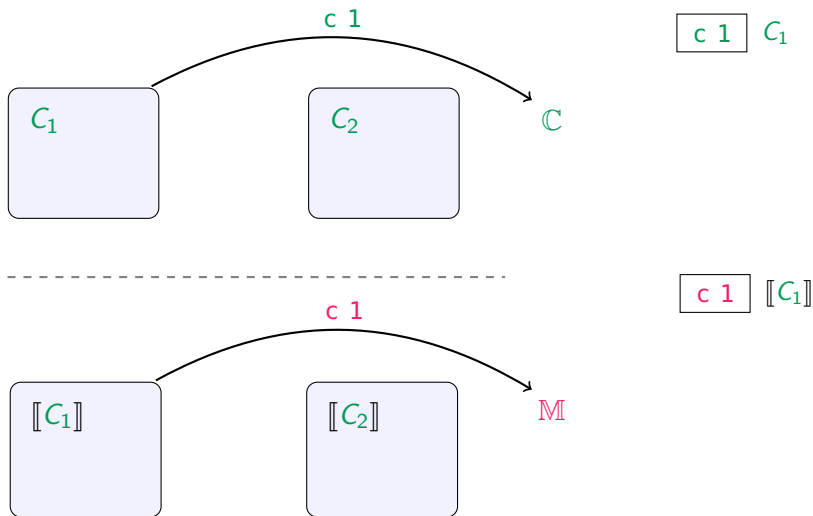
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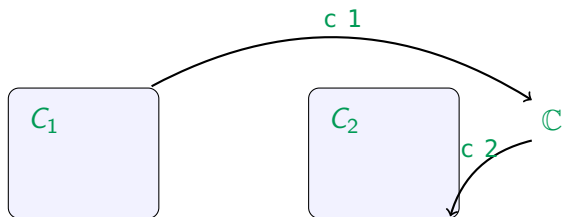
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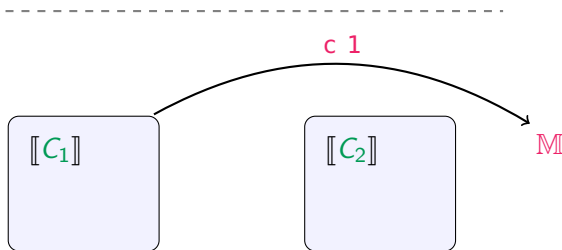
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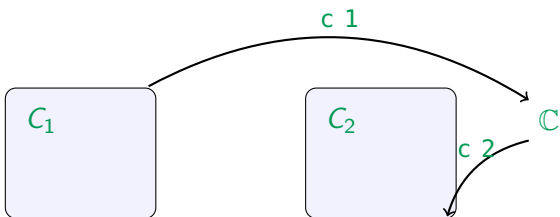


$c\ 1$	C_1
$c\ 2$	C

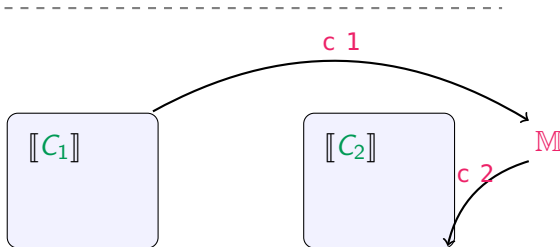


$c\ 1$	$[C_1]$
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Call Stack Shortcutting

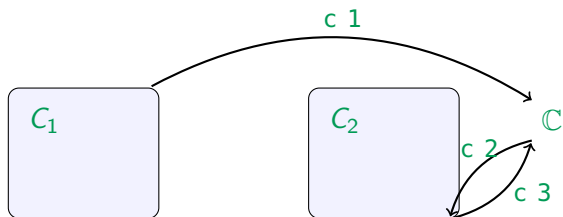


$c\ 1$	C_1
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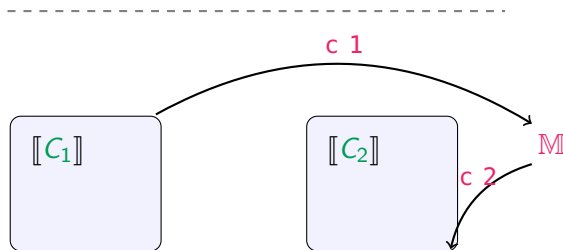


$c\ 1$	$[[C_1]]$
$c\ 2$	M

Call Stack Shortcutting

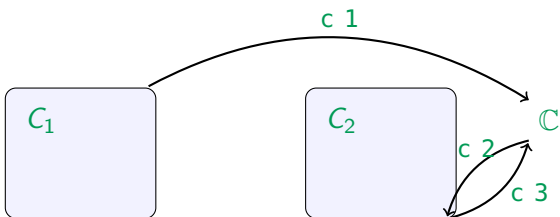


c_1	C_1
c_2	C
c_3	C_2
	C

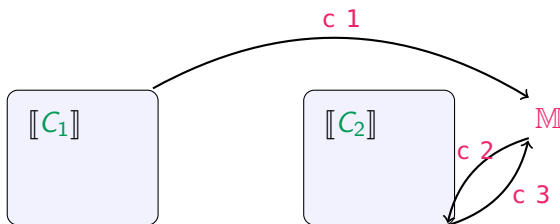


c_1	$[C_1]$
c_2	M

Call Stack Shortcutting

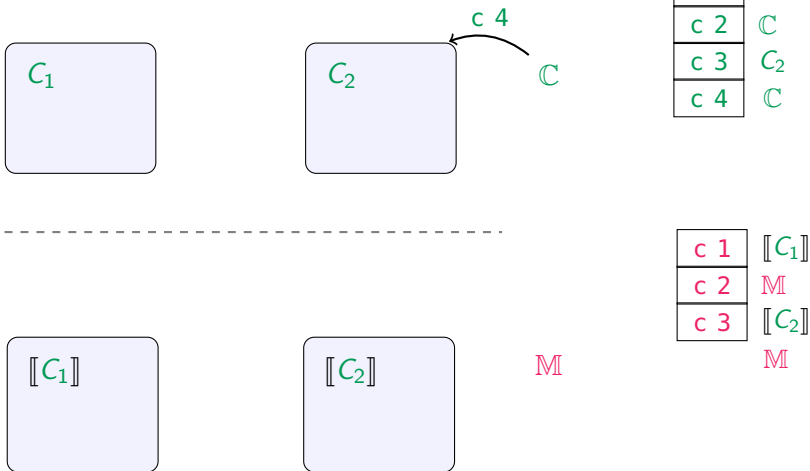


c_1	C_1
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	C

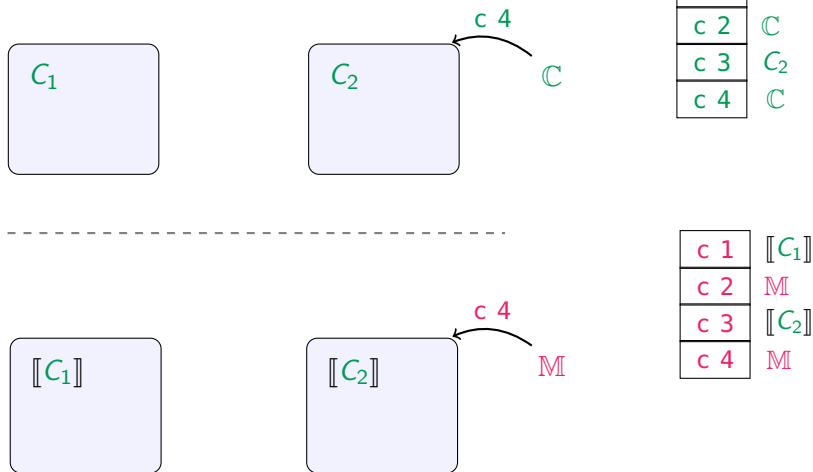


c_1	$[C_1]$
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	M

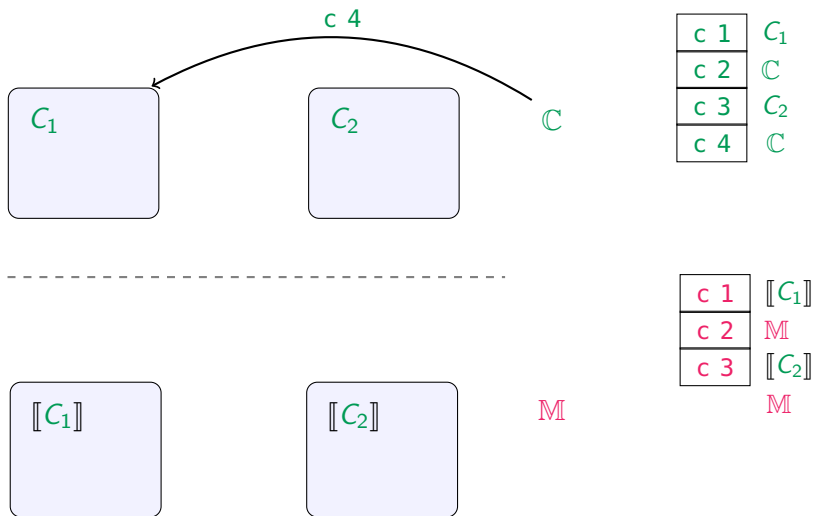
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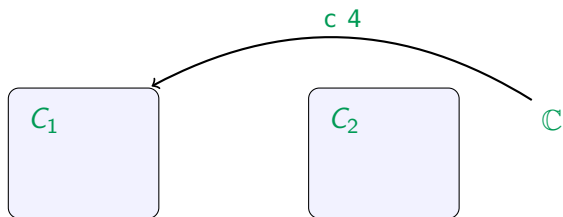
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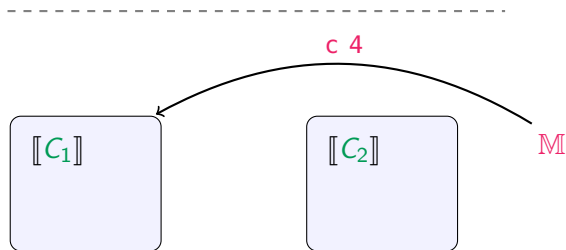
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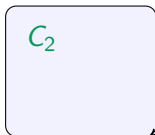
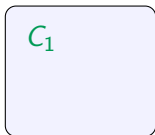


c 1	C_1
c 2	C
c 3	C_2
c 4	C

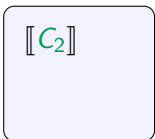
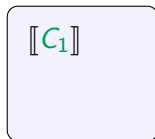
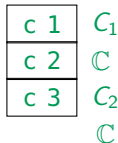
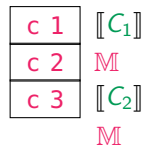


c 1	$[C_1]$
c 2	M
c 3	$[C_2]$
c 4	M

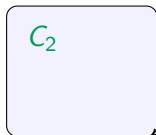
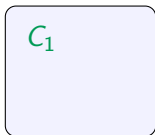
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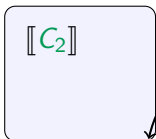
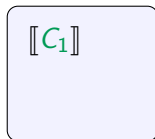
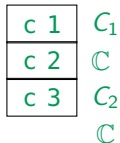
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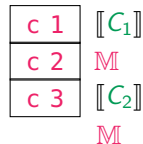
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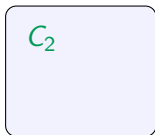
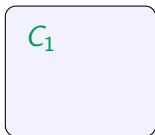
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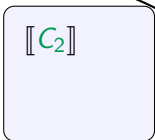
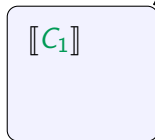


Call Stack Shortcutting



C

c 1	C_1
c 2	C
c 3	C_2
	C

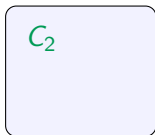
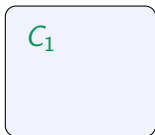


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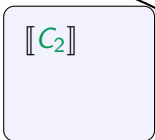
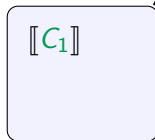
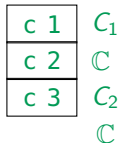
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c 3	$[[C_2]]$
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Call Stack Shortcutting

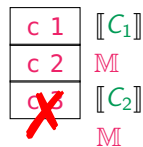


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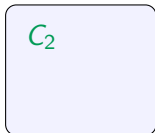
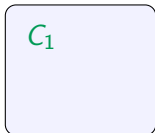
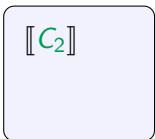
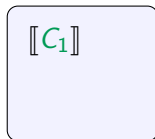


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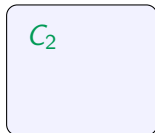
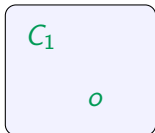
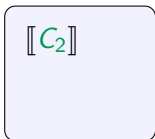
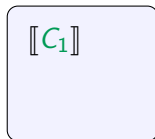
M



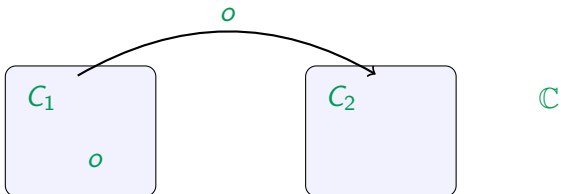
Object Guessing

 C  M

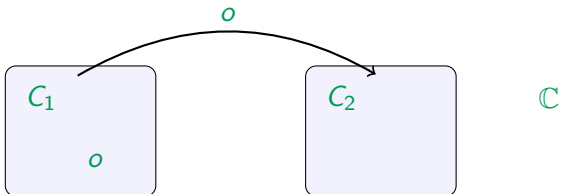
Object Guessing

 C  M

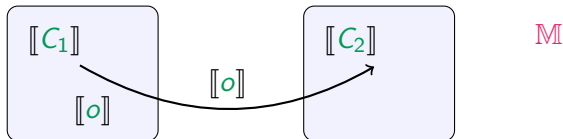
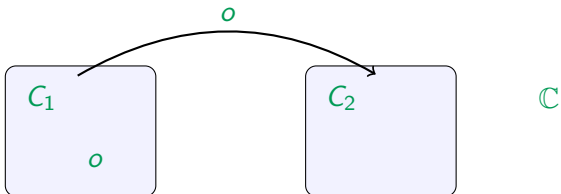
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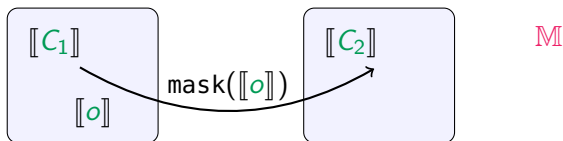
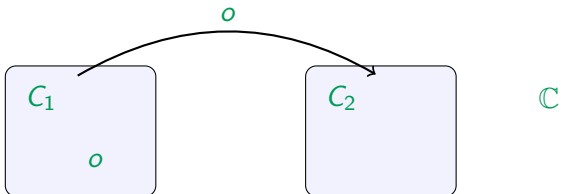
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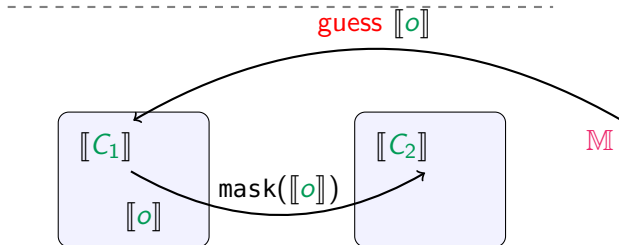
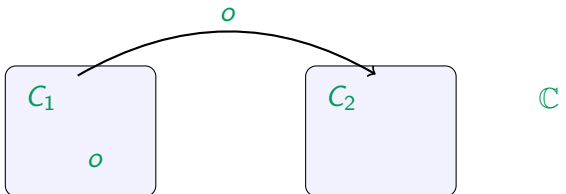
Object Guessing



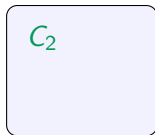
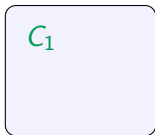
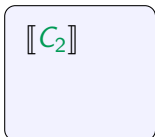
Object Guessing



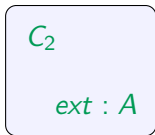
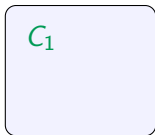
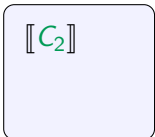
Object Guessing



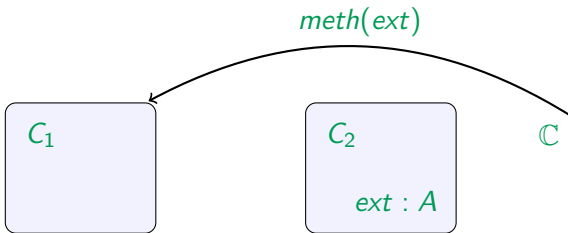
Object Faking

 C  M

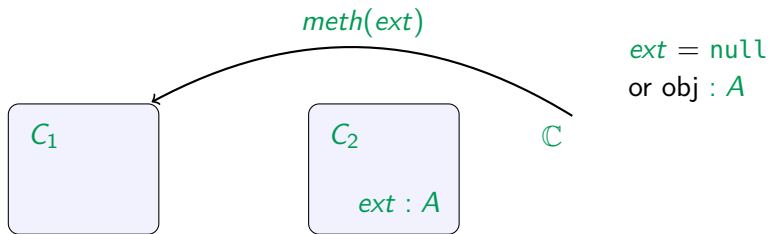
Object Faking

 C  M

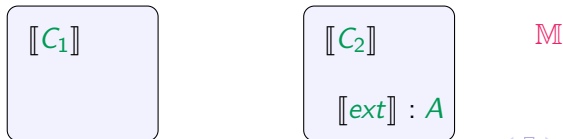
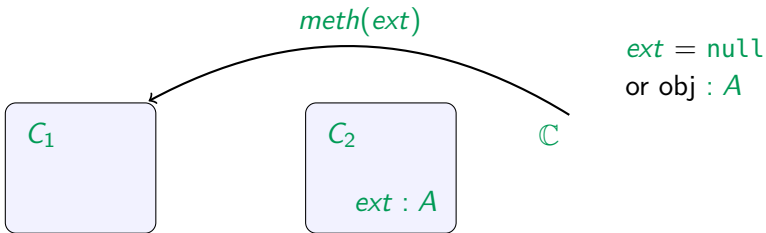
Object Faking



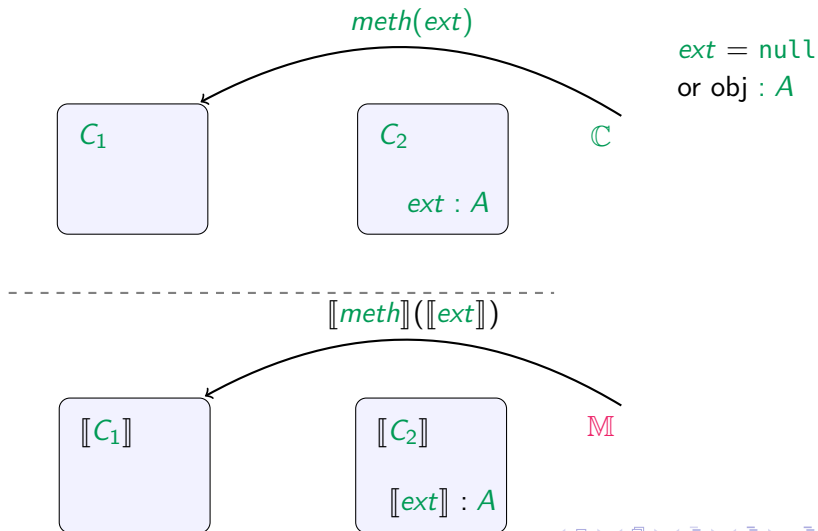
Object Faking



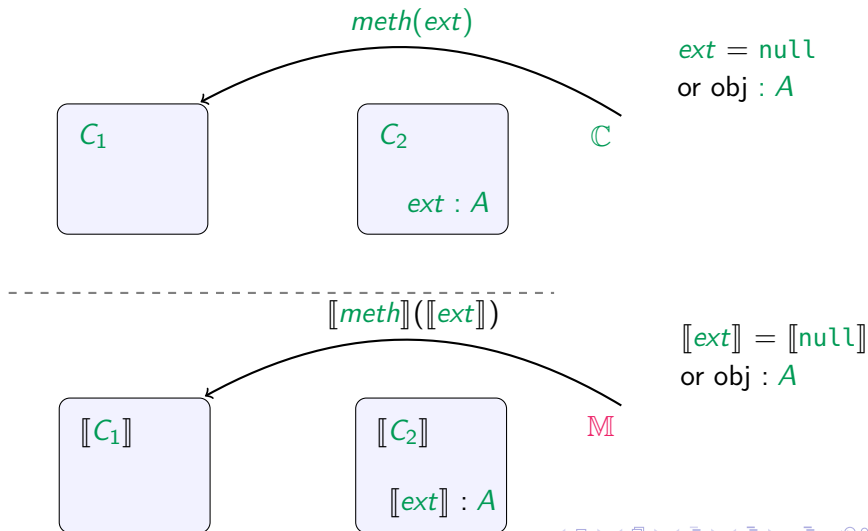
Object Faking



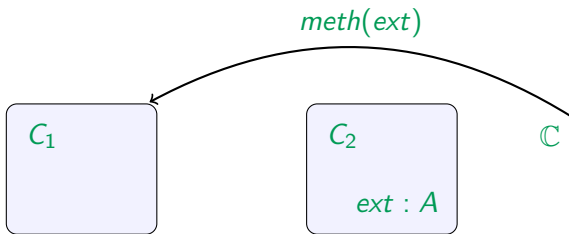
Object Faking



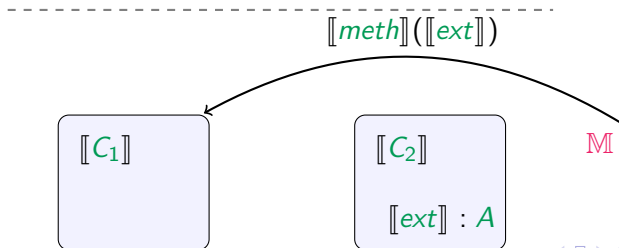
Object Faking



Object Faking



$ext = null$
or $obj : A$



$\llbracket ext \rrbracket = \llbracket null \rrbracket$
or $obj : A$
or $obj : B \not\leq A$
or garbage

Motivation

- two (or more) components mean problems

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- cannot reuse existing secure compilers

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- cannot reuse existing secure compilers
 - generate code duplication
 - require compiling whole codebase
 - non-feasible since trust is not transitive

Solution Overview

- we devise $\llbracket \cdot \rrbracket_A^J$

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1 What is a PMA module?

Solution Overview

- we devise $\llbracket \cdot \rrbracket_A^J$
- $\llbracket \cdot \rrbracket_A^J$ places a *component* C into its own *PMA module*
- $\llbracket \cdot \rrbracket_A^J$ adds runtime checks to compiled components
- $\llbracket \cdot \rrbracket_A^J$ introduces a trusted module *Sys*
- *Sys* tracks calls and object metadata

- 1 What is a PMA module?
- 2 How does this address the previous problems?

What is PMA?

- deep encapsulation at hardware level

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- security building block of many security-relevant works

What is PMA?

- deep encapsulation at hardware level
- security building block of many security-relevant works
- readily available: Intel SGX

Untyped Assembly + PMA

```
0x0001    call 0xb53
0x0002    movs r0 0x0b55
:
:
0x0b52    movs r0 0x0b55
0x0b53    call 0x0002
0x0b54    movs r0 0xeb54
0x0b55    ...
:
:
0xab00    jmp 0xb53
:
:
0xeb52    movs r0 0xeb54
0xeb53    call 0xab02
0xeb54    ...
:
:
```

Untyped Assembly + PMA

```
0x0001    call 0xb53
0x0002    movs r0 0xb55
...
```

```
0x0b52    movs r0 0xb55
0x0b53    call 0x0002
0x0b54    movs r0 0xeb54
0x0b55    ...
```

ID 1

```
0xab00    jmp 0xb53
...
```

```
0xeb52    movs r0 0xeb54
0xeb53    call 0xab02
0xeb54    ...
```

ID 2

Untyped Assembly + PMA

```

0x0001    call 0xb53
0x0002    movs r0 0xb55

```

```

:

```

```

0x0b52    movs r0 0xb55
0x0b53    call 0x0002
0x0b54    movs r0 0xeb54
0x0b55    ...

```

ID 1

```

:

```

```

0xab00    jmp 0xb53

```

```

:

```

```

0xeb52    movs r0 0xeb54
0xeb53    call 0xab02
0xeb54    ...

```

ID 2

```

:

```

Untyped Assembly + PMA

```
0x0001    call 0xb53
0x0002    movs r0 0xb55
```

```
...
```

```
0x0b52    movs r0 0xb55
0x0b53    call 0x0002
0x0b54    movs r0 0xeb54
0x0b55    ...
```

ID 1

r/w



```
0xab00    jmp 0xb53
```

```
...
```

```
0xeb52    movs r0 0xeb54
0xeb53    call 0xab02
0xeb54    ...
```

ID 2

r/w



Untyped Assembly + PMA

```
0x0001    call 0xb53
0x0002    movs r0 0xb55
...
```

```
0x0b52    movs r0 0xb55
0x0b53    call 0x0002
0x0b54    movs r0 0xeb54
0x0b55    ...
```



ID 1

```
0xab00    jmp 0xb53
...
```

```
0xeb52    movs r0 0xeb54
0xeb53    call 0xab00
0xeb54    ...
```

ID 2

Untyped Assembly + PMA

```
0x0001  call 0xb53
0x0002  movs r0 0xb55
...
```

```
0x0b52  movs r0 0xb55
0x0b53  call 0x0002
0x0b54  movs r0 0xeb54
0x0b55  ...
```

r/w/x ✓

ID 1

```
0xab00  jmp 0xb53
...
```

```
0xeb52  movs r0 0xeb54
0xeb53  call 0xab02
0xeb54  ...
```

r/w/x ✓

ID 2

Untyped Assembly + PMA

```
0x0001    call 0xb53
0x0002    movs r0 0xb55
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```

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0x0b52    movs r0 0xb55
0x0b53    call 0x0002
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```

r/w/x ✓

ID 1

```
0xab00    jmp 0xb53
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```

```
0xeb52    movs r0 0xeb54
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ID 2

Untyped Assembly + PMA

```

0x0001    call 0xb53
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0x0b52    movs r0 0xb55
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0xab00    jmp 0xb53
  ...

```

```

0xeb52    movs r0 0xeb54
0xeb53    call 0xab02
0xeb54    ...

```

r/w/x X

ID 1

r/w/x X

r/w/x X

r/w/x X

ID 2

Untyped Assembly + PMA

```
0x0001    call 0xb53
0x0002    movs r0 0xb55
...
```

```
0x0b52    movs r0 0xb55
0x0b53    call 0x0002
0x0b54    movs r0 0xeb54
0x0b55    ...
```

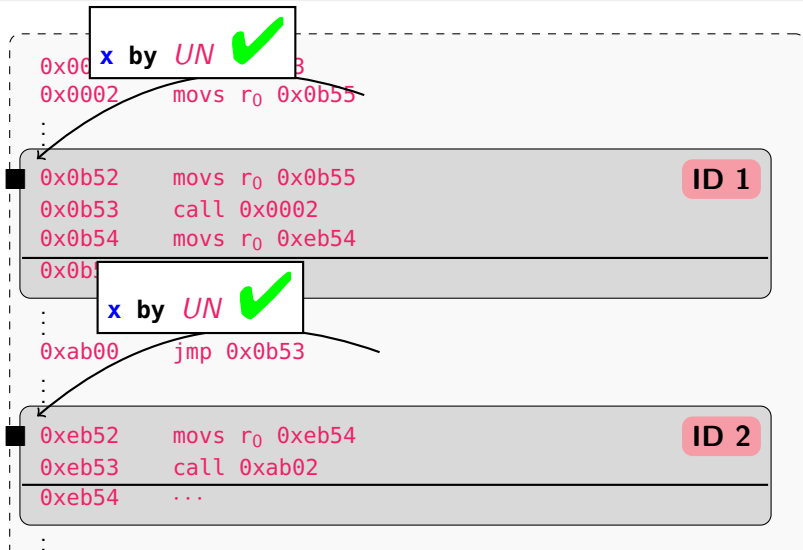
ID 1

```
0xab00    jmp 0xb53
...
```

```
0xeb52    movs r0 0xeb54
0xeb53    call 0xab02
0xeb54    ...
```

ID 2

Untyped Assembly + PMA



Untyped Assembly + PMA

```

0x0001    call 0xb53
0x0002    movs r0 0xb55
...

```

```

0xb52    movs r0 0xb55
0xb53    call 0x0002
...

```

ID 1

x by ID1 ✓

x by ID2 ✓

```

...
0xab00    jmp 0xb53
...

```

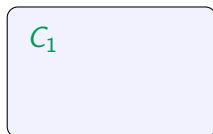
```

0xeb52    movs r0 0xeb54
0xeb53    call 0xab02
0xeb54    ...

```

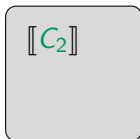
ID 2

Addressing Call Stack Shortcutting



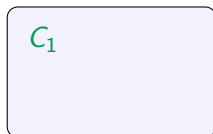
C

c 1	C_1
c 2	C
c 3	C_2
	C

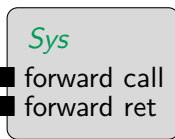
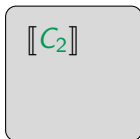
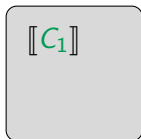
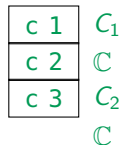


M

Addressing Call Stack Shortcutting

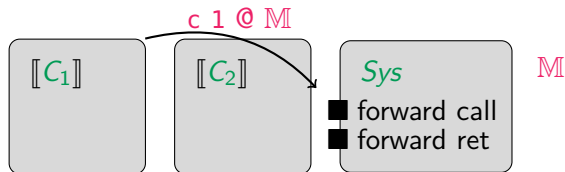
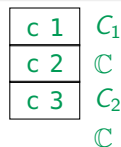
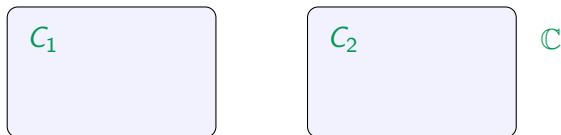


C

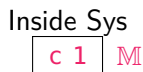
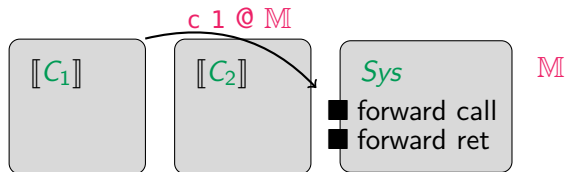
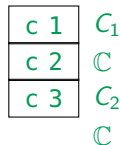
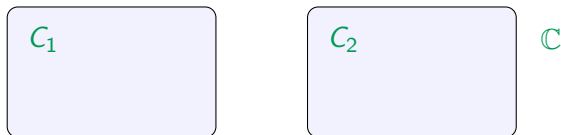


M

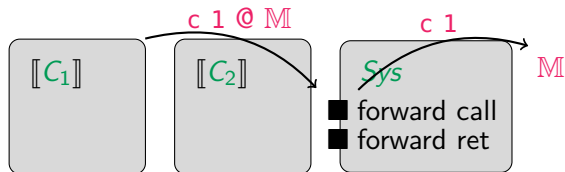
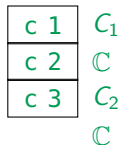
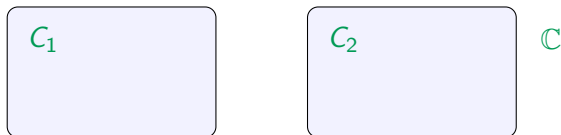
Addressing Call Stack Shortcutting



Addressing Call Stack Shortcutting



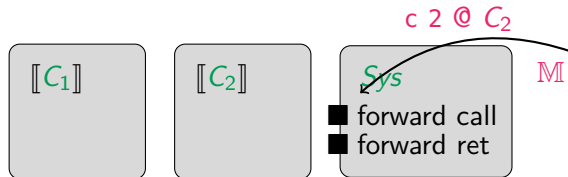
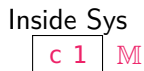
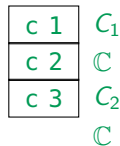
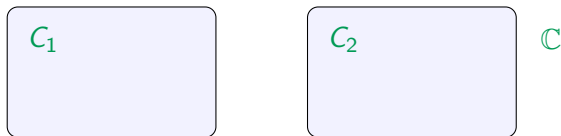
Addressing Call Stack Shortcutting



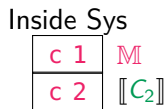
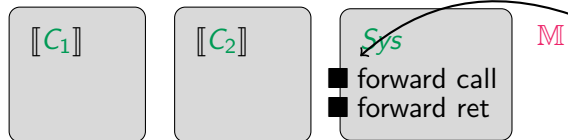
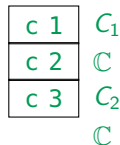
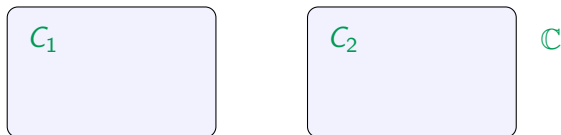
Inside Sys



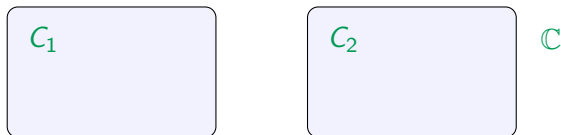
Addressing Call Stack Shortcutting



Addressing Call Stack Shortcutting

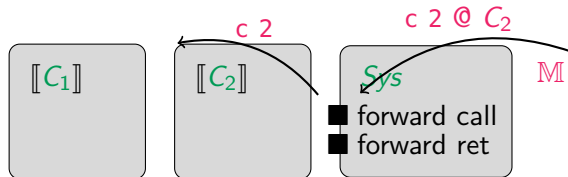


Addressing Call Stack Shortcutting



c 1	C_1
c 2	C
c 3	C_2

C



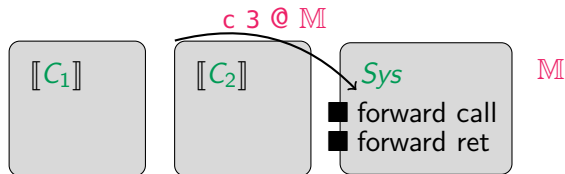
Inside Sys

c 1	M
c 2	G_2

Addressing Call Stack Shortcutting



c 1	C_1
c 2	C
c 3	C_2
	C



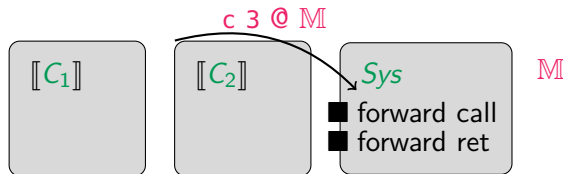
Inside Sys

c 1	M
c 2	$[[C_2]]$

Addressing Call Stack Shortcutting



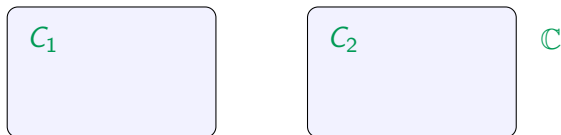
c 1	C_1
c 2	C
c 3	C_2
	C



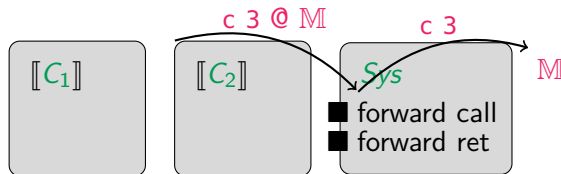
Inside Sys

c 1	M
c 2	$[[C_2]]$
c 3	M

Addressing Call Stack Shortcutting



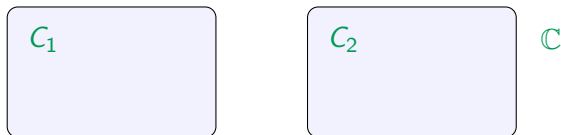
c 1	C_1
c 2	C
c 3	C_2
	C



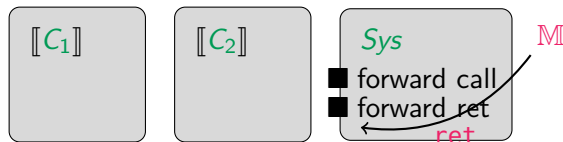
Inside Sys

c 1	M
c 2	$[[C_2]]$
c 3	M

Addressing Call Stack Shortcutting



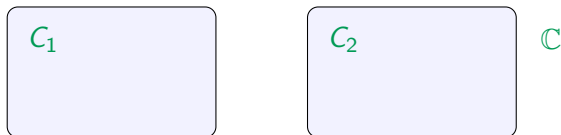
c 1	C_1
c 2	C
c 3	C_2
	C



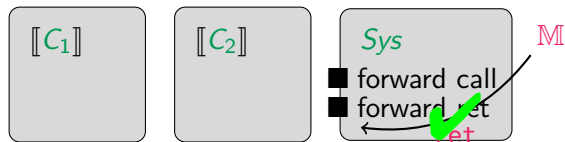
Inside Sys

c 1	M
c 2	$[[C_2]]$
c 3	M

Addressing Call Stack Shortcutting



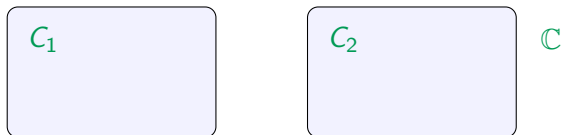
c 1	C_1
c 2	C
c 3	C_2
	C



Inside Sys

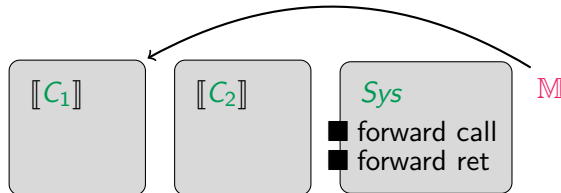
c 1	M
c 2	$[[C_2]]$
c 3	M

Addressing Call Stack Shortcutting



c 1	C_1
c 2	C
c 3	C_2
	C

c 4/ret



Inside Sys

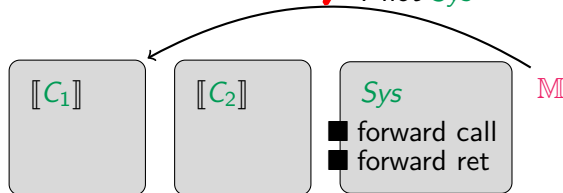
c 1	M
c 2	$[[C_2]]$
c 3	M

Addressing Call Stack Shortcutting



c 1	C_1
c 2	C
c 3	C_2
	C

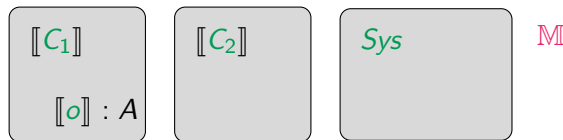
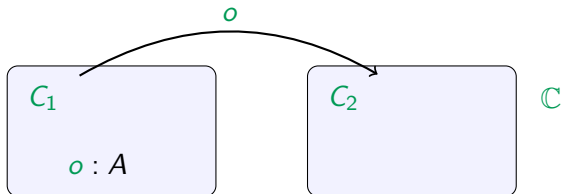
~~c 4~~ ret not Sys



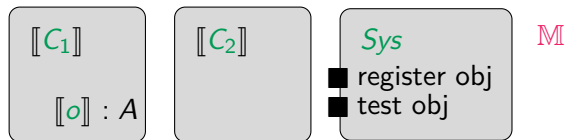
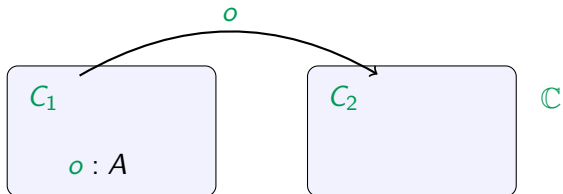
Inside Sys

c 1	M
c 2	$[[C_2]]$
c 3	M

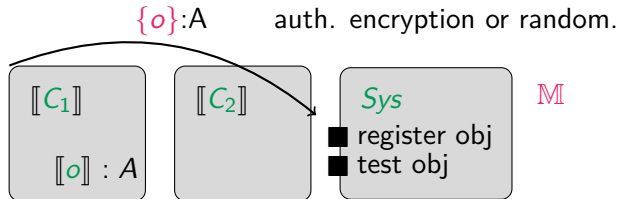
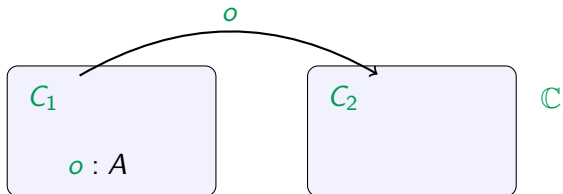
Addressing Object Guessing & Faking



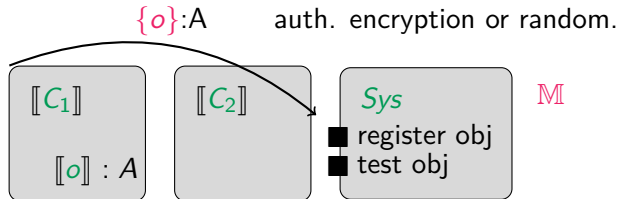
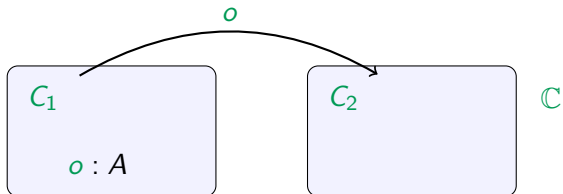
Addressing Object Guessing & Faking



Addressing Object Guessing & Faking



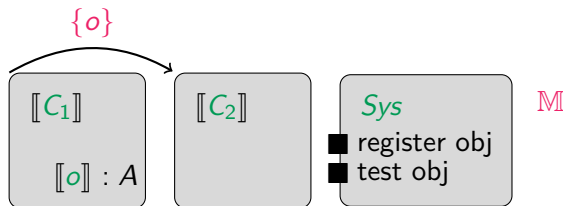
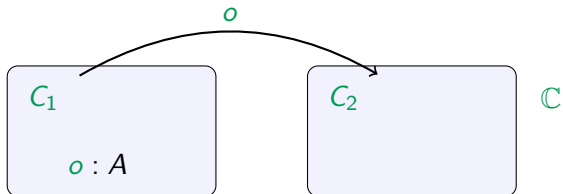
Addressing Object Guessing & Faking



Inside Sys



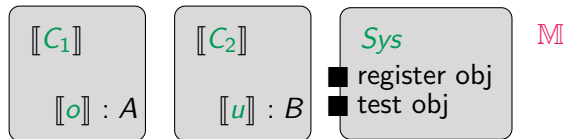
Addressing Object Guessing & Faking



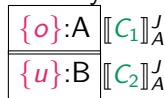
Inside Sys



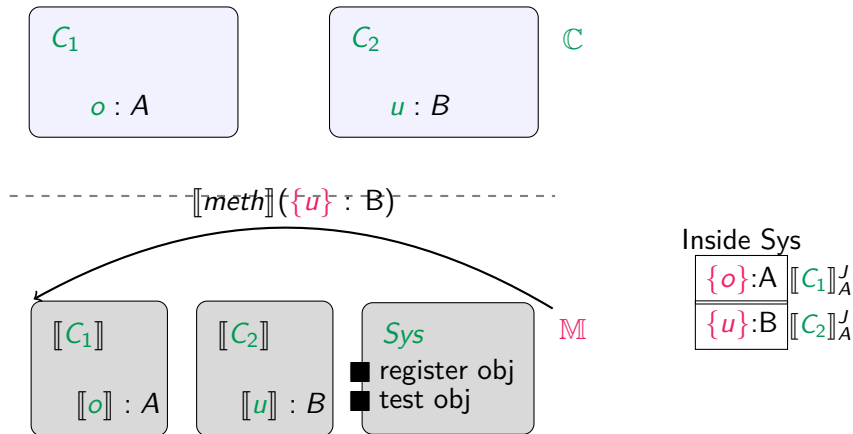
Addressing Object Guessing & Faking



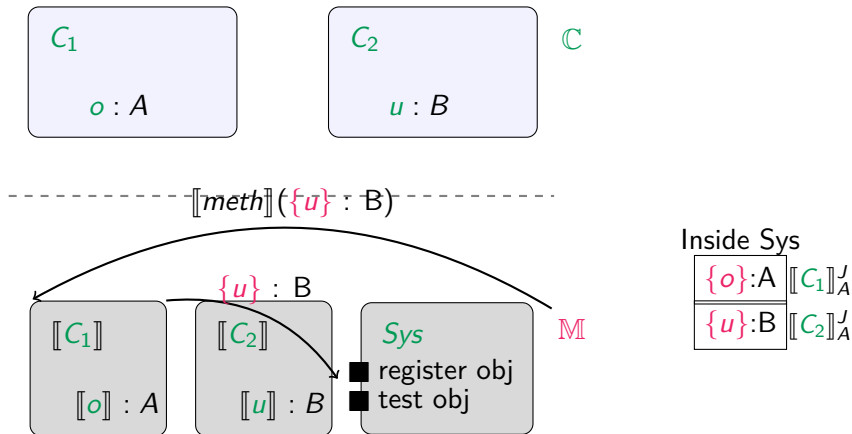
Inside Sys



Addressing Object Guessing & Faking



Addressing Object Guessing & Faking



More Solutions

- the paper describes more problems
- and how to address them

Formal Guarantees

- what tells us that $\llbracket \cdot \rrbracket_A^J$ is secure?

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Formal Guarantees

- what tells us that $\llbracket \cdot \rrbracket_A^J$ is secure?
- $\llbracket \cdot \rrbracket_A^J$ is fully abstract (like others)
- $\llbracket \cdot \rrbracket_A^J$ **also** has *modular full-abstraction*
- no new machinery but the following is needed:
 - compiler modularity
 - compiler full-abstraction

Compiler Modular Full-Abstraction

$$\forall C_1, C_2, C_3, C_4.$$

$$\forall P. \llbracket C_2 \rrbracket_A^J \simeq^T P$$

$$\forall P'. \llbracket C_4 \rrbracket_A^J \simeq^T P'$$

$$C_1 + C_2 \simeq^S C_3 + C_4$$

$$\Updownarrow$$

$$\llbracket C_1 \rrbracket_A^J + P \simeq^T \llbracket C_3 \rrbracket_A^J + P'$$

Compiler Modular Full-Abstraction

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- P and P' can even be hand-optimized
- as long as they behave like $\llbracket C_2 \rrbracket_A^J$ and $\llbracket C_4 \rrbracket_A^J$

Questions

Thank you!

Qs ?