



Runtime Code Polymorphism as a Protection against Physical Attacks

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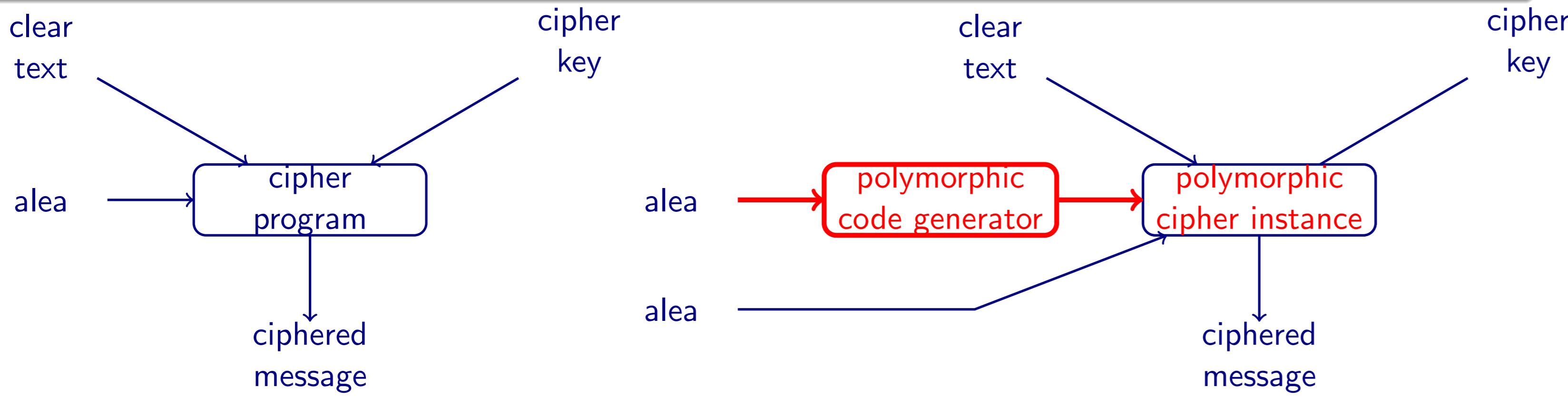
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Core Idea: Runtime Code Polymorphism

Definition

Regularly **changing the behaviour** of a (secured) component, **at runtime**, while maintaining **unchanged its functional properties**



Default cipher scheme (static)

With runtime code polymorphism

Definition

Regularly **changing the behaviour** of a (secured) component, **at runtime**, while maintaining **unchanged its functional properties**.

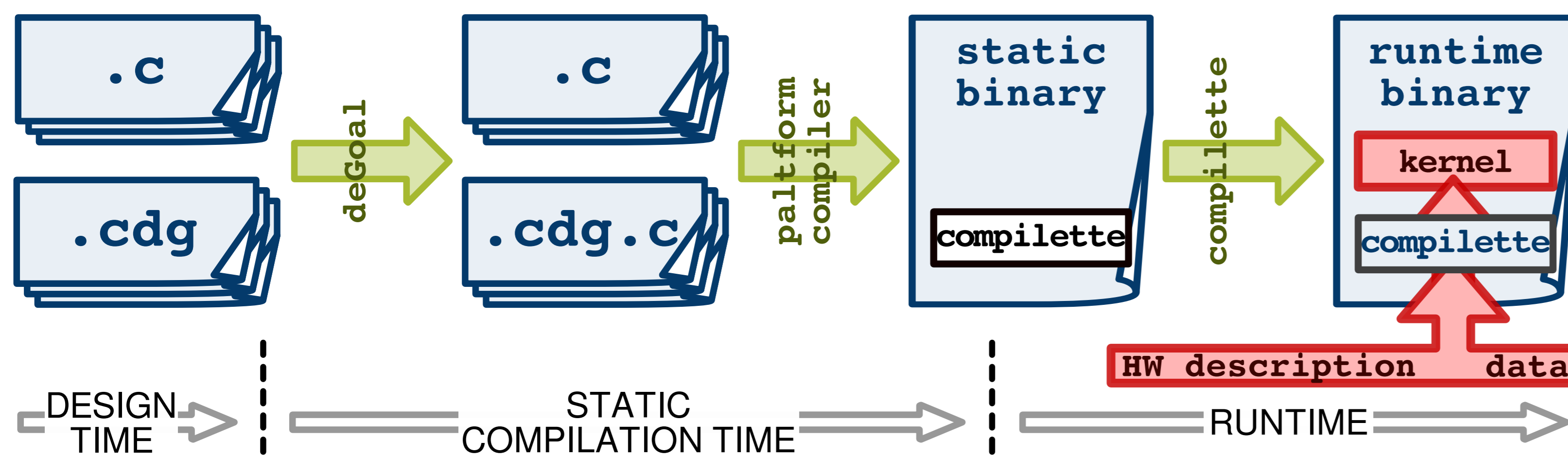
What for?

- Protection against reverse engineering of SW
 - the secured code is not available before runtime
 - the secured code regularly changes its form (code generation interval $\omega \geq 1$)
- Protection against physical attacks
 - polymorphism changes the **spatial** and **temporal** properties of the secured code: side channel & fault attacks
 - combine with usual SW protections against focused attacks

How?

- deGoal: runtime code generation for embedded systems
 - fast code generation
 - tiny memory footprint: proof of concept on TI's MSP430 (512 bytes of RAM)

Complettes & deGoal in a Nutshell



Aim

- Modify kernel's binary instructions
- according to the input data
- whenever needed at runtime

The deGoal framework builds complettes

A complete is:

- an *ad hoc* code generator that targets *one* kernel
- aimed to be invocated at runtime

Polymorphic Code Generation

deGoal runtime capabilities

Performed *in this order*:

- register selection
- instruction selection
- instruction scheduling

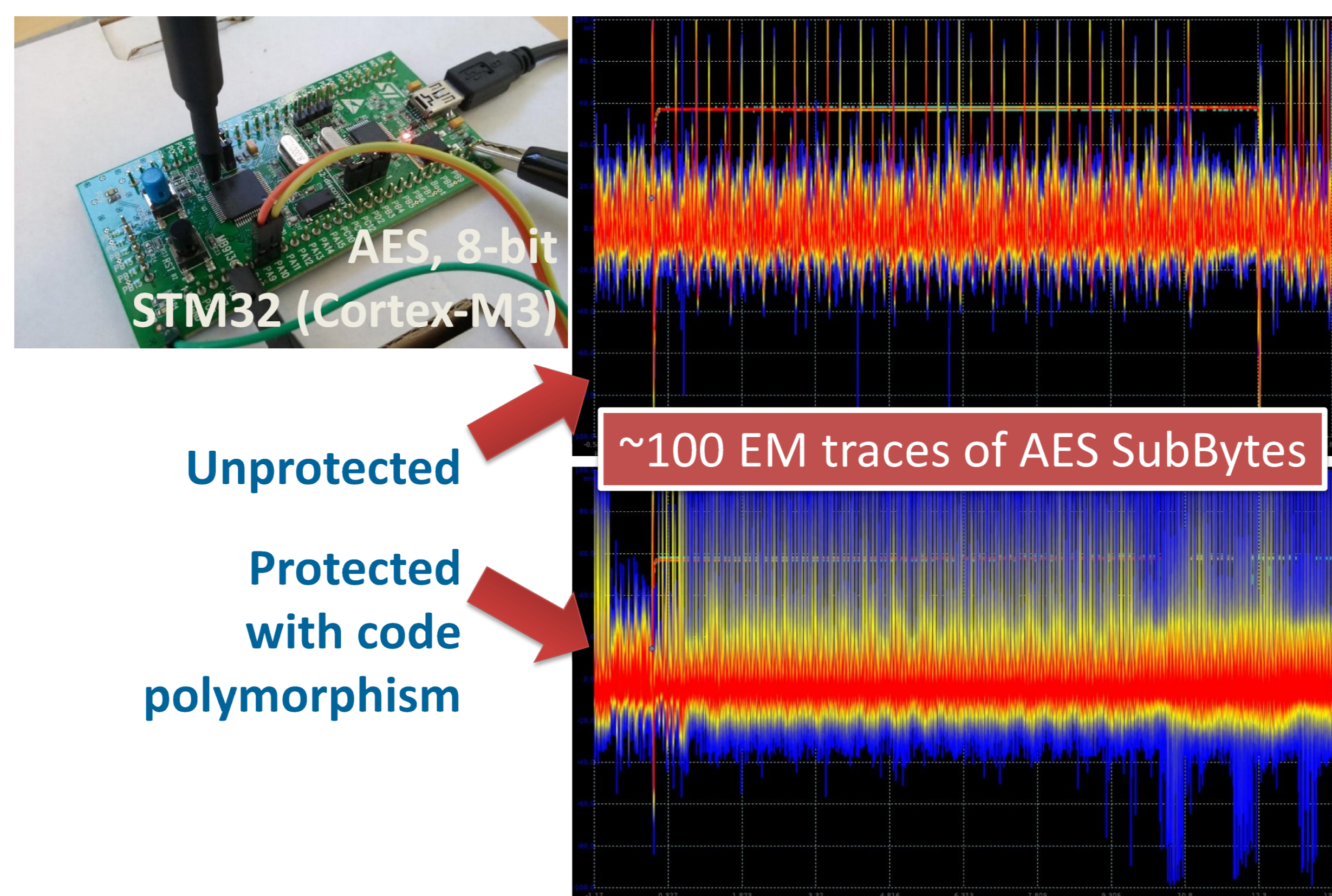
Adaptation to achieve runtime code polymorphism:

- Portability to very small processors and secure elements
 - Limited memory consumption
 - Fast runtime code generation
- Ability to combine with hardware countermeasures
- Introduce alea during runtime code generation [1,2,3]
- Polymorphism:
 - random mapping to physical registers [1]
 - use of semantic equivalences [2]
 - instruction scheduling [3]
 - insertion of dummy operations [3]

Example: polymorphic AES

Polymorphic implementation of the SubBytes function:

```
void gen_subBytes( cdg_insn_t* code
                 , uint8_t* sbox_addr
                 , uint8_t* state_addr)
{
  #[
  Begin code Prelude
  Type uint32 int 32
  Alloc uint32 state, sbox, i, x, y
  mv state, #(state_addr)
  mv sbox, #(sbox_addr)
  mv i, #(0)
  loop:
    lb x, @(state+i) // x := state[i]
    lb y, @(sbox+x) // y := sbox[x]
    sb @(state+i), y // state[i] := y
    add i, i, #(1)
    bneq loop, i, #(16)
  rtn
  End
  ]#;
}
```



Execution times (in cycles), over 1000 runs:

	min	max	average
reference	6385	6385	6385
code generator	5671	12910	9345
polymorphic instance	7185	9745	8303

Impact of the code generation interval ω :

ω	k	%
1	2.76	53.0%
5	1.59	18.4%
20	1.37	2.1%
100	1.31	1.1%

k: overhead vs. reference implementation
 %: percentage contribution of runtime code generation to the performance overhead

References

Overview of our approach for runtime code generation with complettes: H.-P. Charles, D. Couroussé, V. Lomüller, F. A. Endo, and R. Gauguey, "deGoal a Tool to Embed Dynamic Code Generators into Applications," in *Compiler Construction*, 2014, vol. 8409.

Runtime code generation for micro-controllers with less than 1kB RAM: C. Aracil and D. Couroussé, "Software Acceleration of Floating-Point Multiplication using Runtime Code Generation," in *Proceedings of the 4th International Conference on Energy Aware Computing*, 2013.

Instruction scheduling for VLIW processors: D. Couroussé, V. Lomüller, and H.-P. Charles, *Introduction to Dynamic Code Generation – an Experiment with Matrix Multiplication for the STHORM Platform*. Springer Verlag, 2013, pp. 103–124.