

CS 428 / 528
Language-Based Security
(Spring 2024)

Zhong Shao
Yale University

<http://flint.cs.yale.edu/cs428>

Problem and Approach

How to build truly “secure” software?

Conventional security:

- software is black box
- Encryption, firewalls, system calls/privileged mode

Language-based security:

- must reason about software (need formal methods)
- Information-flow control + dealing w. zero-day vulnerabilities
- How to verify a small amount of software to get the security guarantee for an entire system.

Course Overview

- Read papers, write reviews, discuss ideas in class, and work on a course project
 - **Tuesday classes:** discuss papers we read
 - **Thursday classes:** learn Coq, CertiKOS, DeepSEA, and CompCert and prepare for the final course projects
- A reading list will be made available soon
- Grading:
 - Class participation/discussion (10%)
 - Paper reviews and/or problem sets (25%)
 - Class presentation (15%)
 - Final course project (40%)

Course Objectives

- Learn *cutting-edge research & fundamental principles* for building secure and reliable system software
- Learn state-of-the-art tools for writing certified code
 - The Coq proof assistant
 - Certified C language & compiler (Clight & CompCert)
 - Certified OS kernels (CertiKOS and seL4)
 - DeepSEA and CCAL
- Study various language-based security technologies
 - Abstraction layers and formal specification & verification
 - OS kernel and hypervisor and secure enclave design
 - Capabilities & access control & information flow control
 - Reasoning about IPC, interrupts, atomicity, and transactions

Certified Heterogeneous Systems

- How to build efficient, scalable, and trustworthy heterogeneous systems?
 - Need a high-level architectural design + stepwise refinement
- Correct-by-Construction or Secure-by-Construction
 - HW/SW Implementation → Deep/Fully-Abstract Functional Spec
 - (VeriLog, C, Asm) (written in some formal logic)
 - (semantics for these languages) (need formal proof assistant)
 - Mechanized proofs for the above “implements” relation
- Need a theory of component composition
 - What is a component? (HW vs. SW ones)
 - What is a “certified” component?
 - What are different ways of connecting/composing these components?

Sample Research Themes

- Shared-memory concurrency & concurrent objects
- Virtual memory management & spatial isolation
- File and storage systems and device drivers
- OS kernel and hypervisor for heterogeneous architecture
- Secure enclaves
- Web server
- Blockchains and smart contracts
- Consensus-based distributed systems
- Efficient proof-certificate checking

CS428/528 Summary

You will spend most of your time doing the following:

- Read papers and discuss with fellow 428/528 students
 - learn *cutting-edge research & fundamental principles* on building secure and reliable system software
- Learn to write formal specs & proofs in Coq
 - write certified C code inside a proof assistant & compile it using a certified C compiler
 - work on an open-ended project

Warning: this is more of a “research-seminar” course; we need your active participation

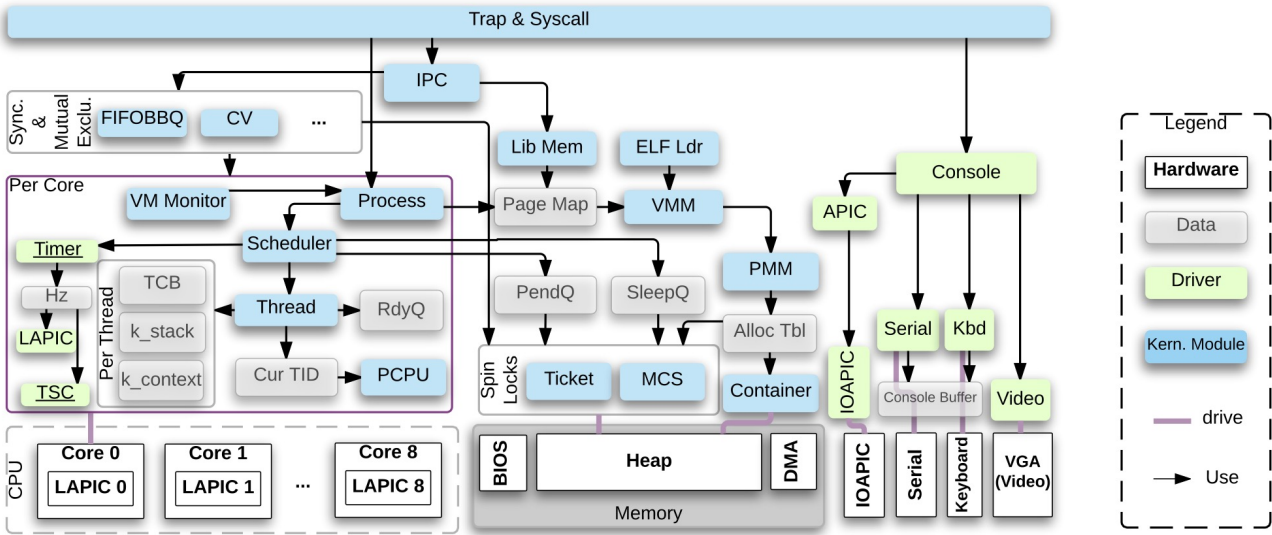
First Two Weeks

- Jan 16 (Tuesday): Read the paper on “Hints on Programming Language Design” by Hoare.
- Jan 18 (Thursday): Coq Tutorial (Software Foundations)
- Jan 23 (Tuesday): Read the paper on “Hints and Principles for Computer System Design” by Lampson.
- Jan 25 (Thursday): Coq Tutorial (Software Foundations)

Problem Definition

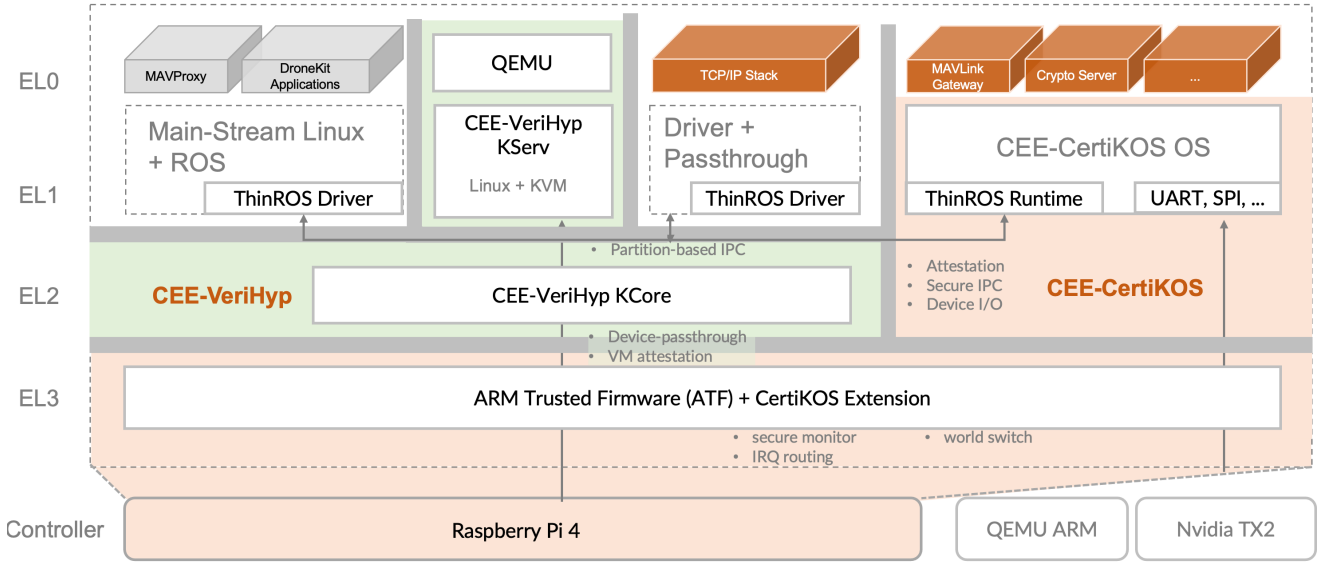
- What is a certified OS kernel / hypervisor / security monitor?
 - a system binary *implements* its specification running over a HW machine model (w. devices & interrupts)?
 - what should the specification & the machine model be like?
- What properties do we want to prove?
 - safety & partial correctness properties
 - total *functional correctness*
 - *security properties* (isolation, confidentiality, integrity, availability)
 - *resource usage properties* (stack overflow, real time properties)
 - race-freedom, *atomicity*, and linearizability
 - *liveness properties* (deadlock-freedom, starvation freedom)
- How to cut down the cost of verification?

Problem Definition: Example OS Kernel



Formally Verified Concurrent CertiKOS (mC2) [OSDI 2016]

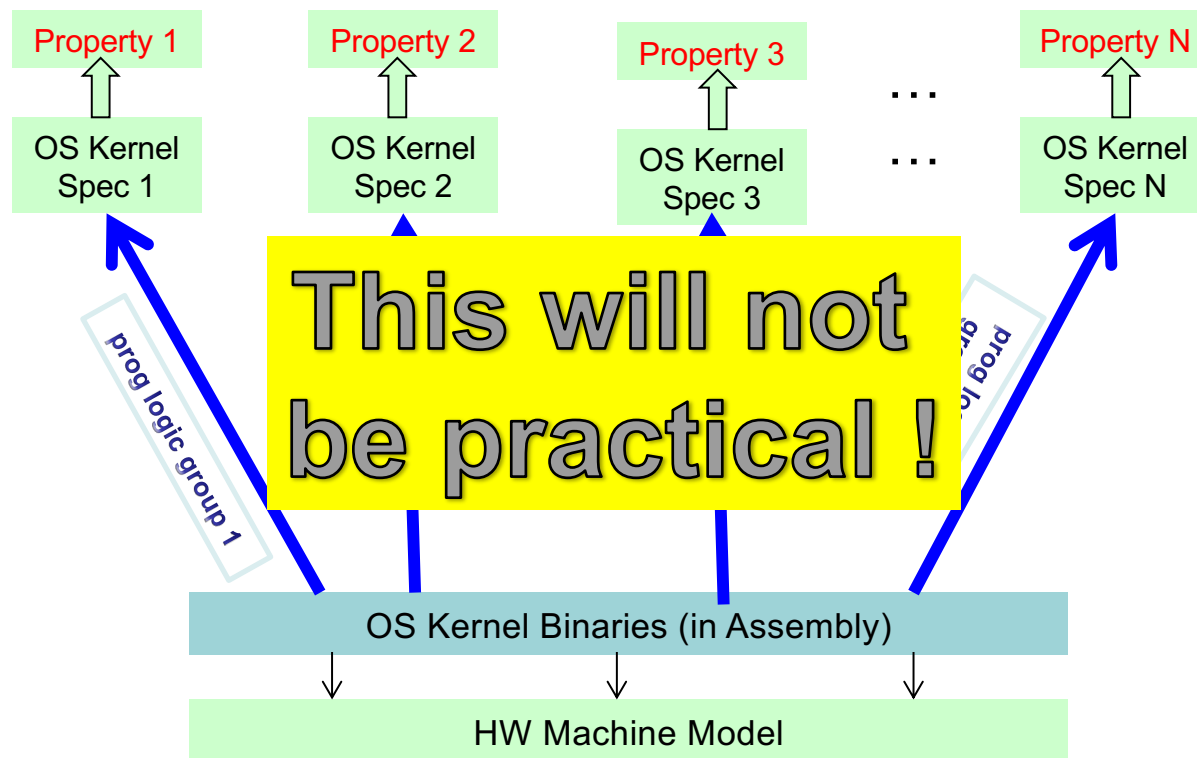
Problem Definition: Example Deployment



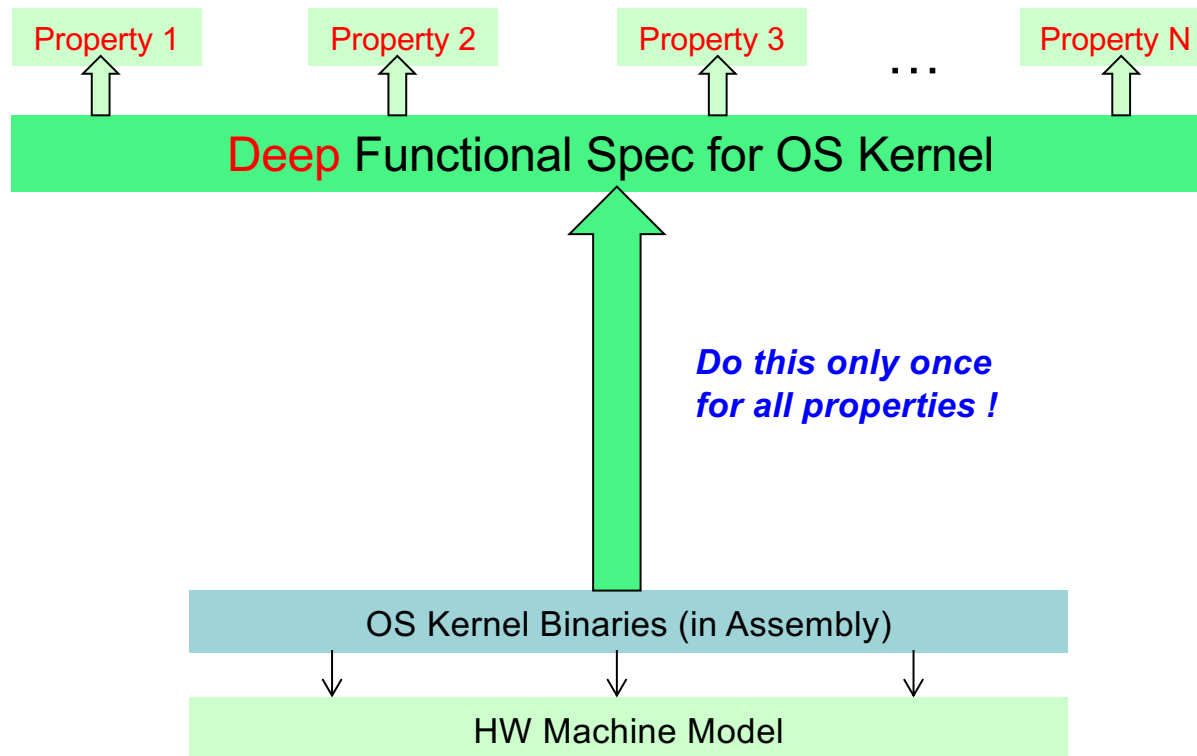
REFUEL: Formally Verified Composition of Secure Enclaves

[Joint w. Columbia U., DARPA V-SPELLS 2021-2025]

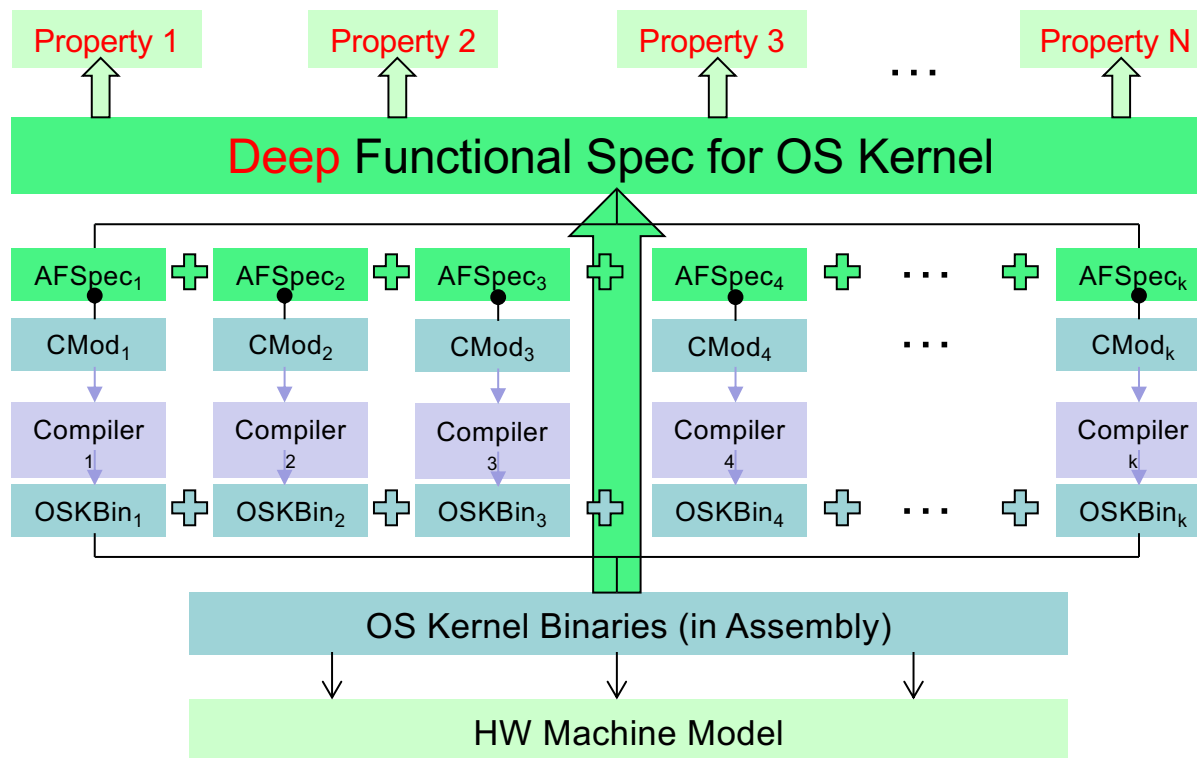
OS Verification: The Conventional Approach



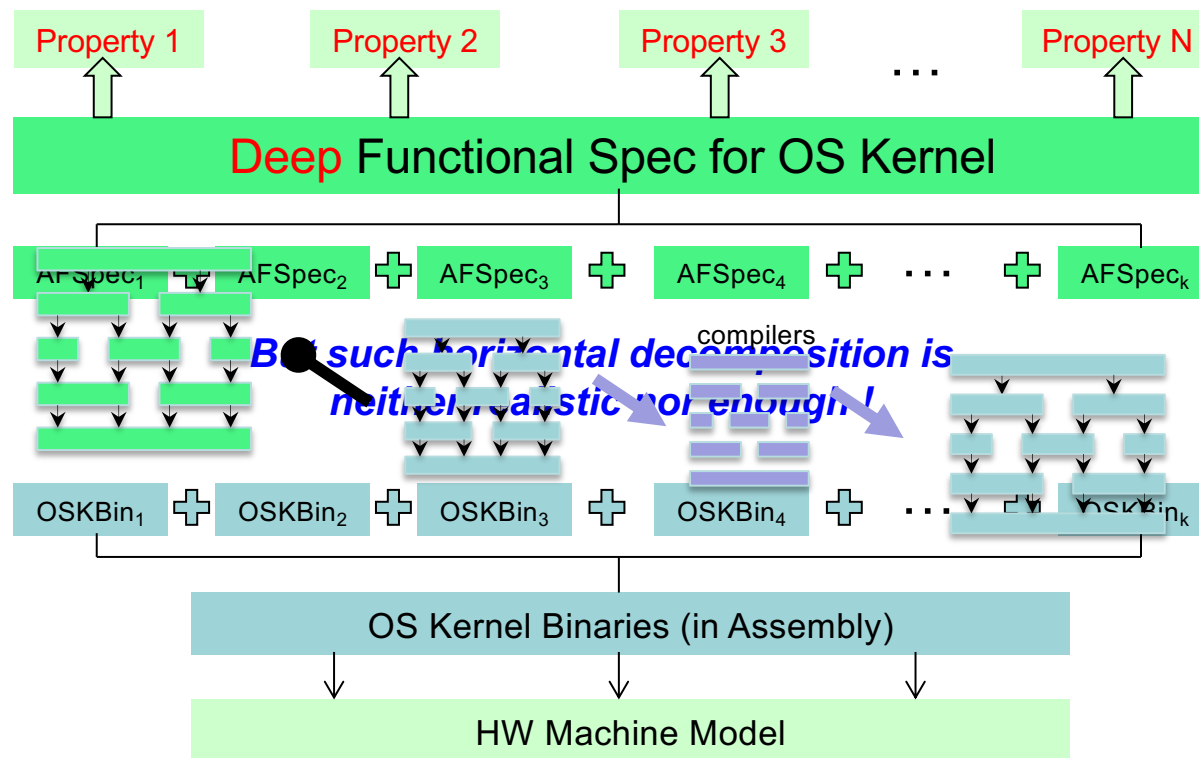
The CertiKOS Approach



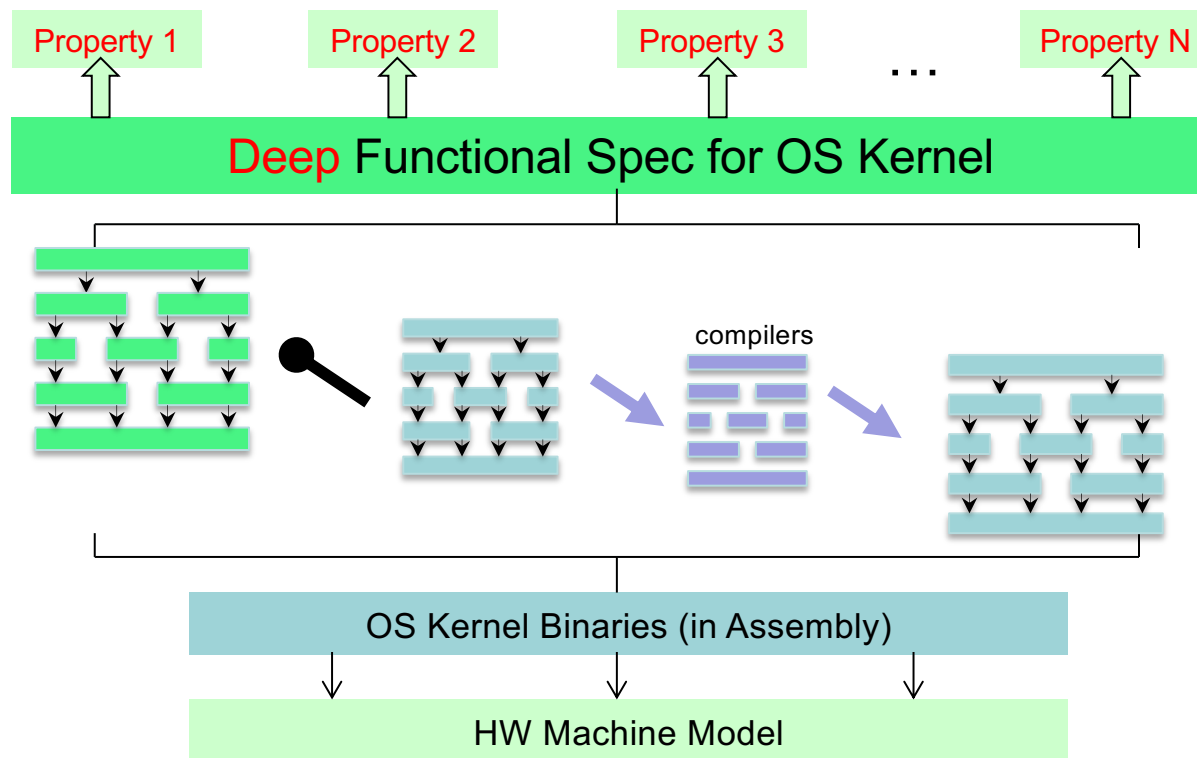
The CertiKOS Approach



The CertiKOS Approach



The CertiKOS Approach



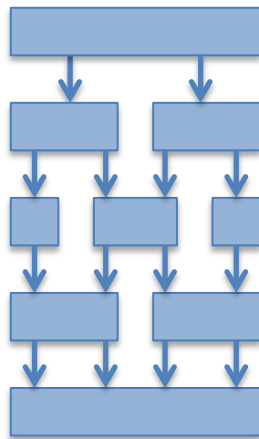
What is a Deep Spec?

■ C or Asm module

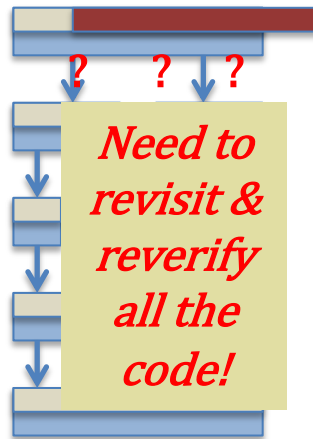
■ rich spec A

■ rich spec B

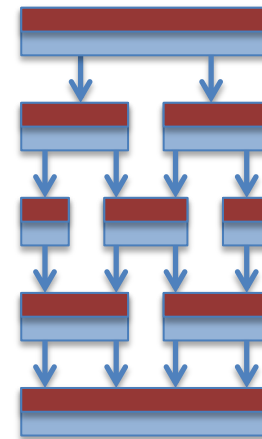
**C & Asm Module
Implementation**



**C & Asm Modules
w. rich spec A**



*Want to prove
another spec B?*



What is a Deep Spec?

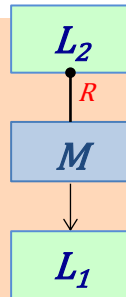
$$\llbracket M \rrbracket_{L_1} \sim_R L_2$$

$\llbracket M \rrbracket_{(L_1)}$ and L_2 simulates each other!

L_2 captures everything about running M over L_1




Making it “contextual” using the whole-program semantics $\llbracket \cdot \rrbracket$




L_2 is a **deep specification** of M over L_1 if under any **valid** program context P of L_2 , $\llbracket P \oplus M \rrbracket_{(L_1)}$ and $\llbracket P \rrbracket_{(L_2)}$ are **observationally equivalent**

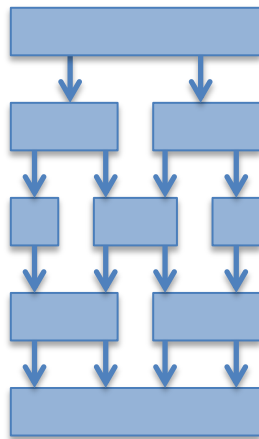
Shallow vs. Deep Specifications

 C or Asm module

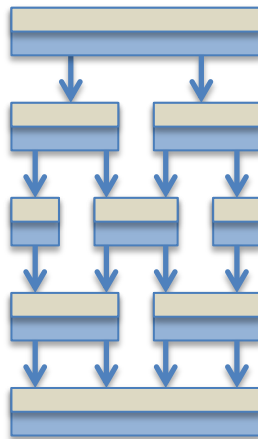
 shallow spec

 deep spec

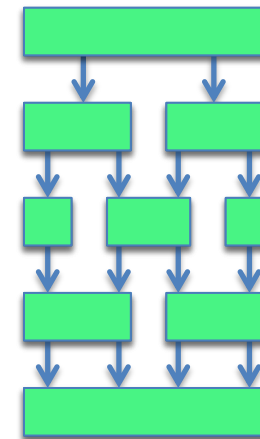
**C & Asm Module
Implementation**



**C & Asm
Modules w.
Shallow Specs**



**C & Asm
Modules w. Deep
Specs**

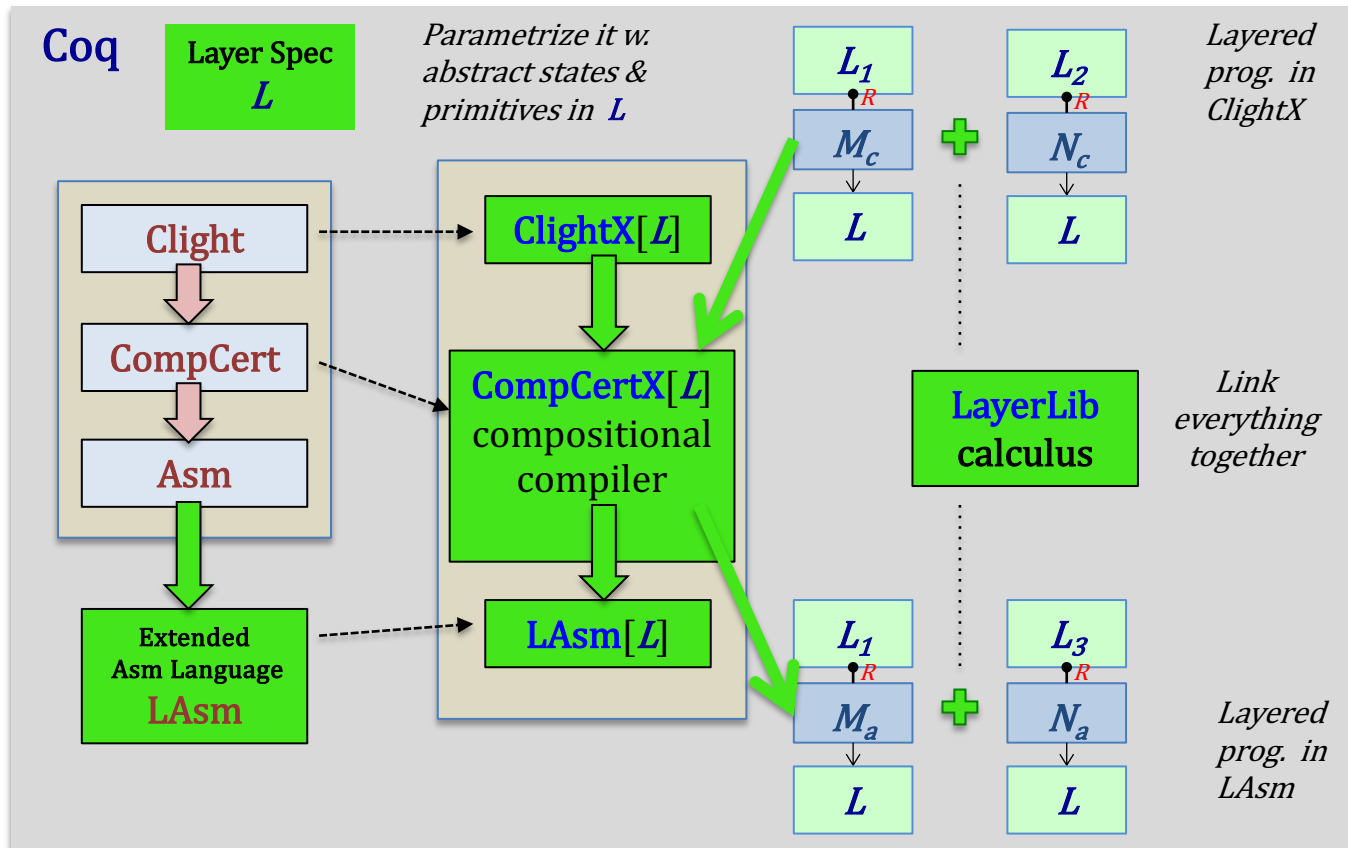


The CertiKOS Approach

- We developed a language-based formalization of **certified abstraction layers** with **deep specifications**
- We developed new languages & tools in Coq
 - A **formal layer calculus** for composing certified layers
 - **ClightX** for writing certified layers in a C-like language
 - **LAsm** for writing certified layers in assembly
 - **CompCertX** that compiles **ClightX** layers into **LAsm** layers
- We built multiple **certified OS kernels** in Coq
 - The initial version has **37 layers** and can boot **Linux** as a guest
 - The later versions support interrupts & multicore concurrency & security (spatial & temporal isolation w. real-time guarantee)



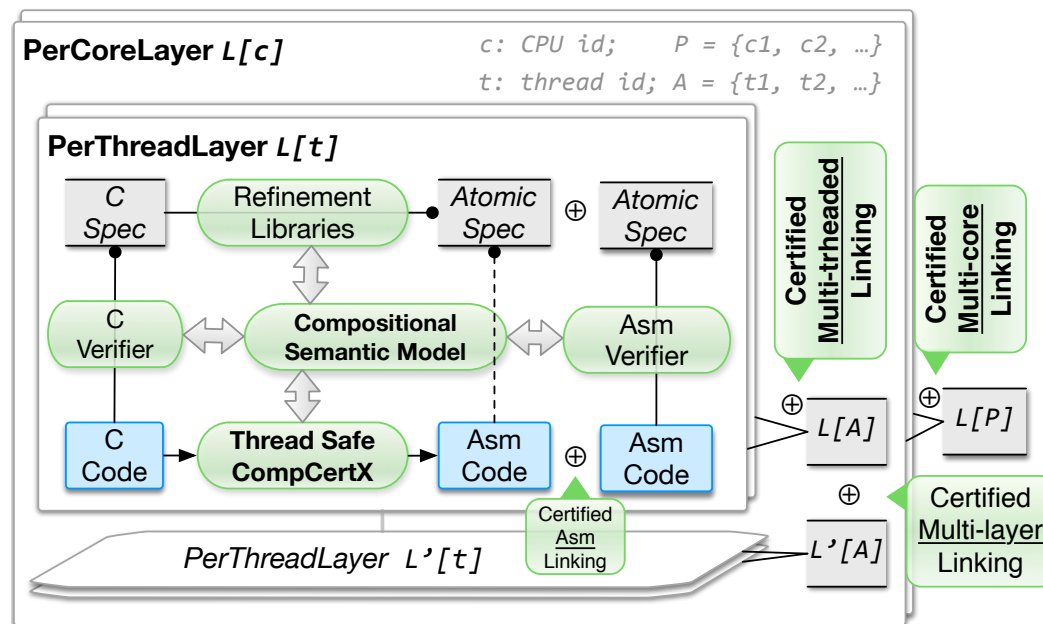
The CertiKOS Toolchain (CAL) [POPL'15]



The CertiKOS Toolchain (CCAL) [PLDI'18]

New programming toolkit w. certified multicore & multithreaded linking:

Composition = parallel composition + hiding (abstraction)



Other CCAL Use Cases

Formal Verification of a Multiprocessor Hypervisor on Arm Relaxed Memory Hardware

FUNCTIONAL

REPRODUCED

Design and Verification of the Arm Confidential Compute Architecture

Xupeng Li
Columbia University

Xuheng Li
Columbia University

Christoffer Dall
Arm Ltd

Ronghui Gu
Columbia University

Jason Nieh
Columbia University

Yousuf Sait
Arm Ltd

Gareth Stockwell
Arm Ltd

Abstract

The increasing use of sensitive private data in computing is matched by a growing concern regarding data privacy. System software such as hypervisors and operating systems are supposed to protect and isolate applications and their private data, but their large codebases contain many vulnerabilities that can risk data confidentiality and integrity. We introduce Realms, a new abstraction for confidential computing to protect the data confidentiality and integrity of virtual machines. Hardware creates and enforces Realm world, a new physical address space for Realms. Firmware controls the hardware to secure

To address this problem, we introduce the *Arm Confidential Compute Architecture (Arm CCA)*. CCA provides *Realms*, secure execution environments that are completely opaque to privileged, untrusted system software such as OSes and hypervisors. CCA retains the ability of existing system software to manage hardware resources for Realms while preventing it from violating Realm confidentiality and integrity. For example, a hypervisor should retain its ability to dynamically allocate memory to or free memory from a Realm VM, but must never be allowed to access the protected memory contents of a Realm VM. CCA guarantees the confidentiality and integrity of Realm code and data in use, that is data in CPU

Motivation

Formal

“Verification is the only”

- mathematically prove
- program **meets** specification
- under **all** inputs
- under **all** execution
- rule out entire **classes** of attacks

—NSF SFM Report[2016]

Challenges: Compositionality



Abstraction Gap



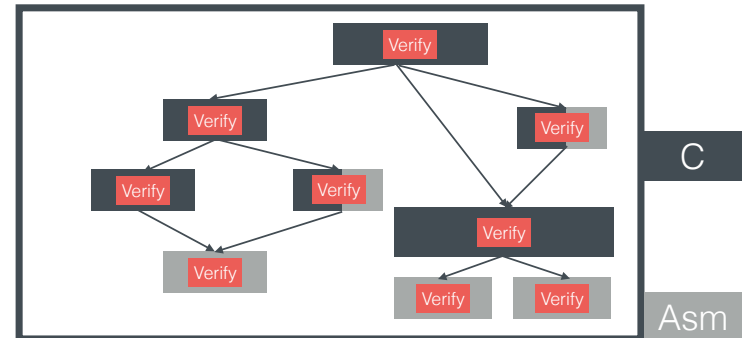
Challenges: Compositionality

A Complex System



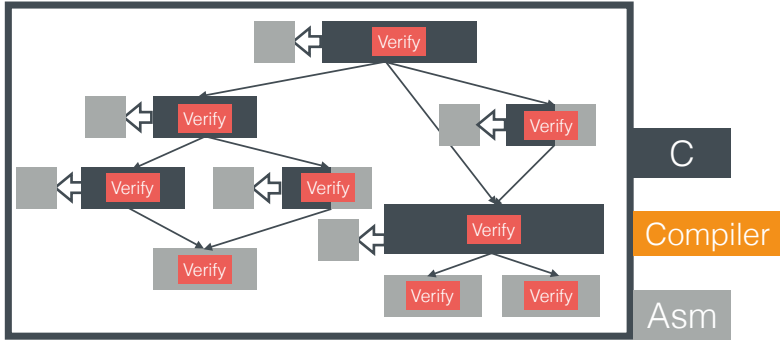
Challenges: Compositionality

A Complex System



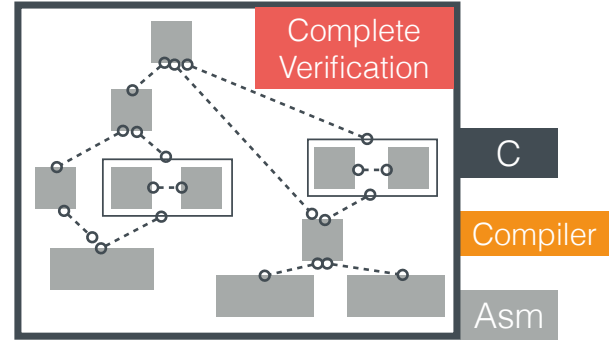
Challenges: Compositionality

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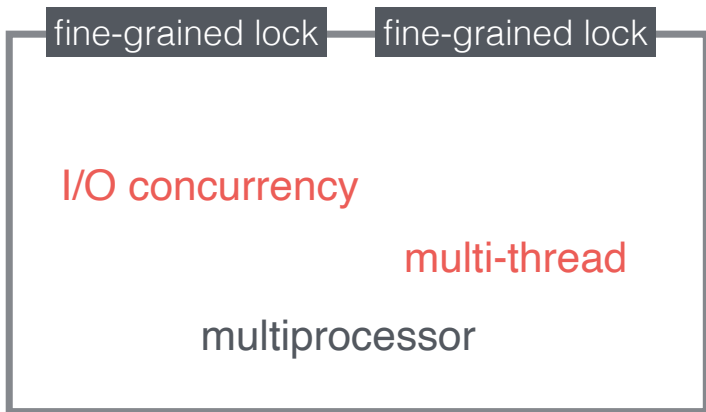


Challenges: Compositionality

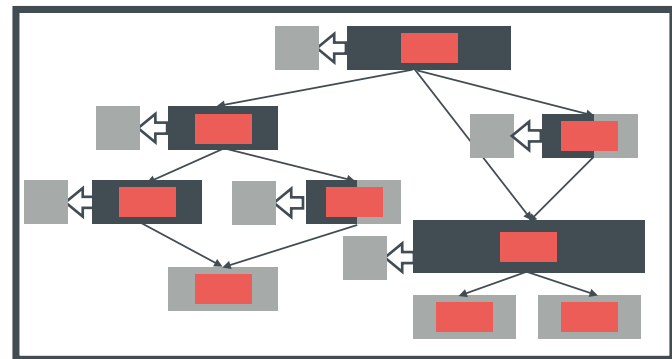
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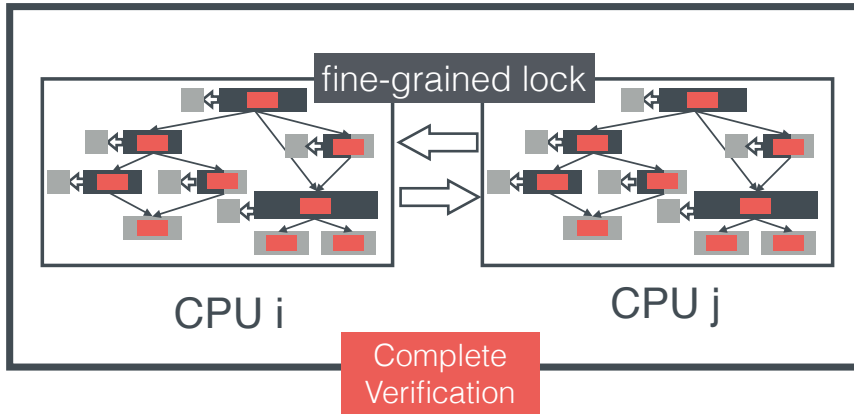
Challenges: Concurrency



Challenges: Concurrency



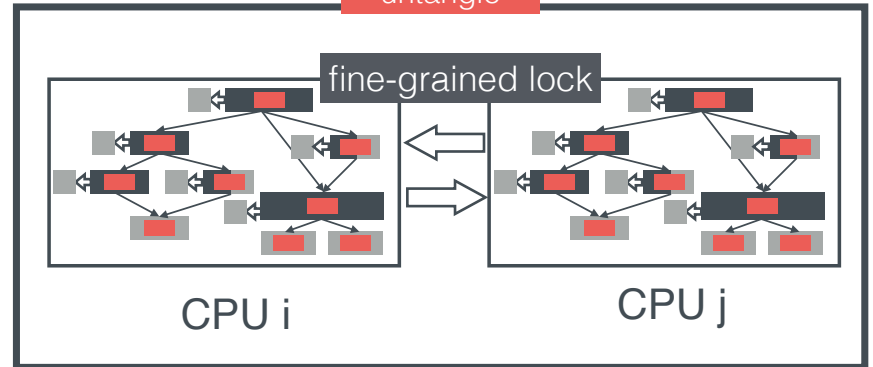
Challenges: Concurrency



Contribution

Certified Abstraction Layers

untangle



Contribution

Certified Abstraction Layers

- verify existing systems
- build the next generation heterogeneous systems **designed** to be reliable and secure

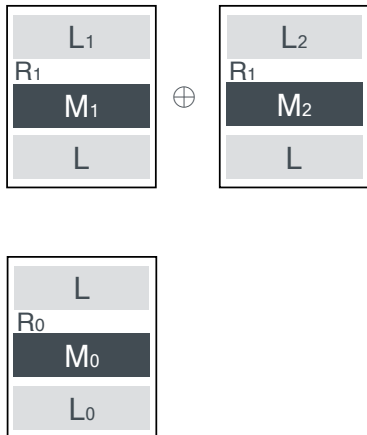
Contribution

Certified Abstraction Layers

- verify existing systems
- build **certified** heterogeneous systems

Contribution

Certified Abstraction Layers



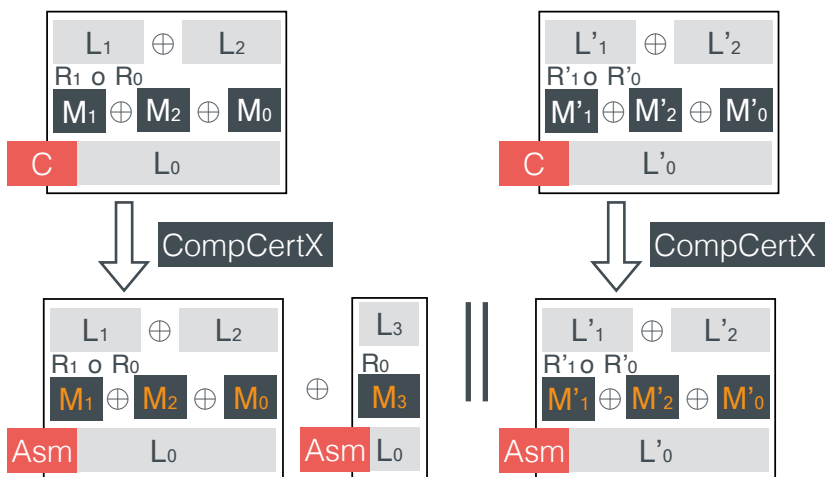
Contribution

Certified Abstraction Layers



Contribution

Certified Abstraction Layers



Contribution

Certified Abstraction Layers

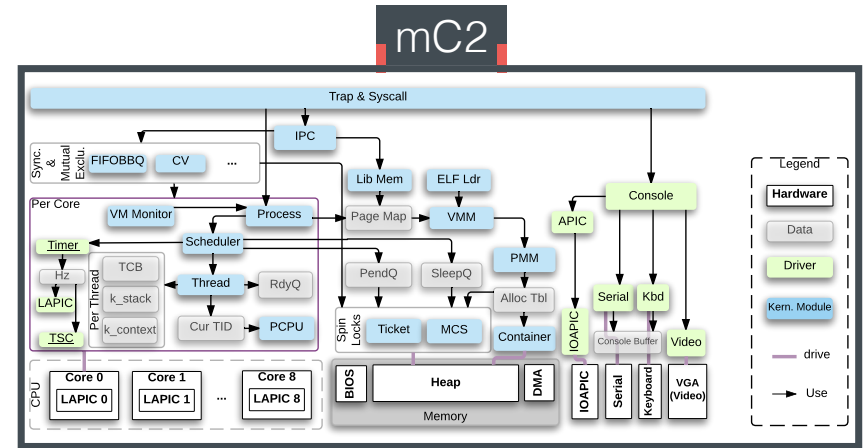
- **mCertikOS** [POPL'15]
certified sequential OS kernels
3k C&Asm, 1 py
- **Interrupt** [PLDI'16a] 0.5 py
- **Security** [PLDI'16b] 0.5 py
- **mC2** [OSDI'16] [PLDI'18]
the **first** formally certified **concurrent**
OS kernel with fine-grained locks
6.5k C&Asm, 2 py

Contribution

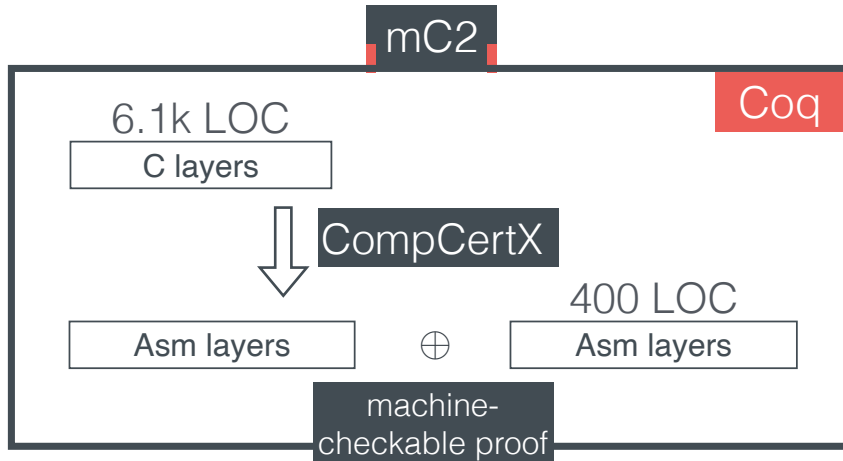
Certified System Software

- functional correctness
- liveness
- no stack/integer/buffer overflow
- no race condition

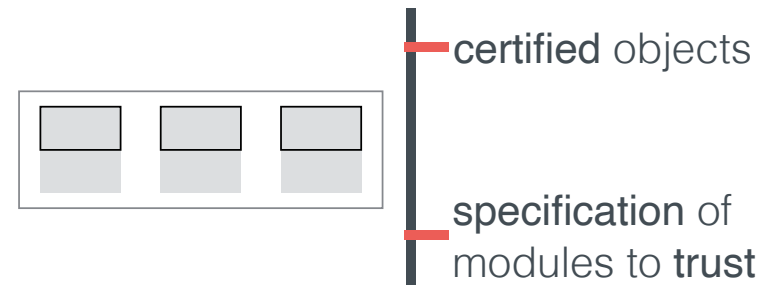
Contribution



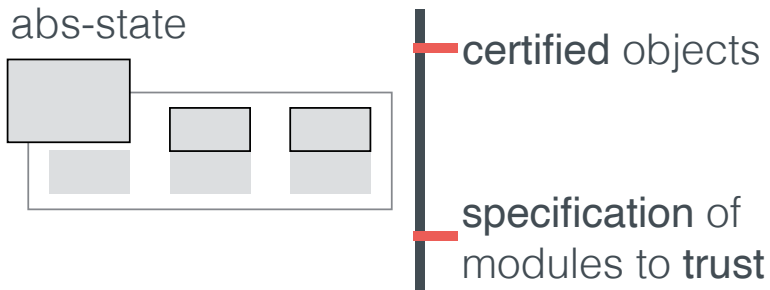
Contribution



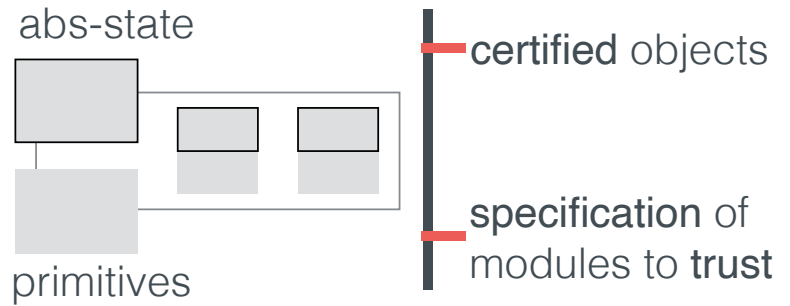
Certified Sequential Layer [POPL'15]



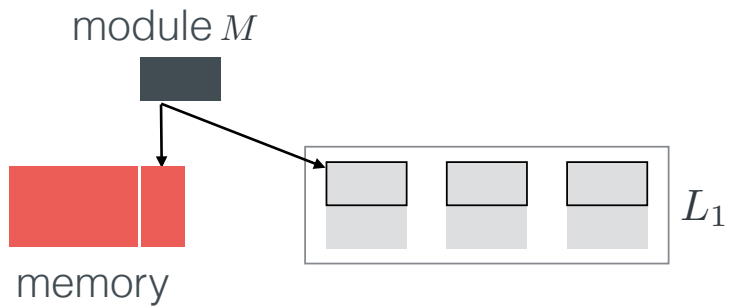
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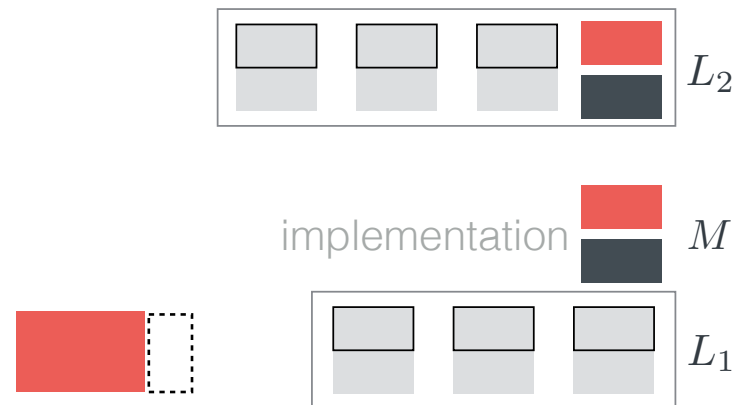
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Certified Sequential Layer

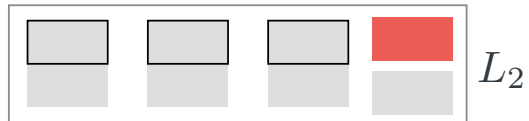


Certified Sequential Layer

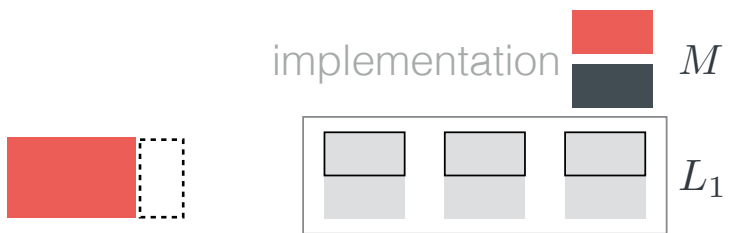


Certified Sequential Layer

specification

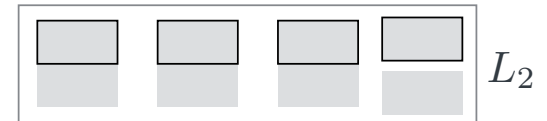


implementation M

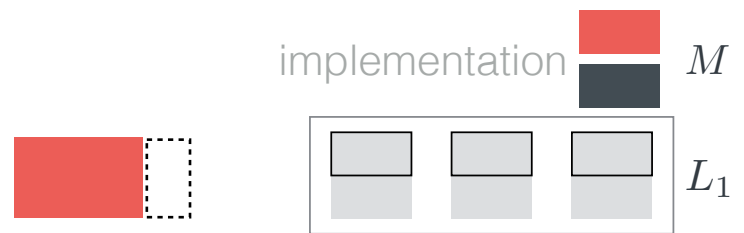


Certified Sequential Layer

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implementation M



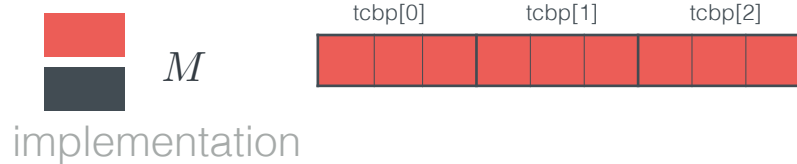
Example: Thread Queue

```
typedef struct tcb {
    state s;
    tcb *prev, *next;
} tcb;

tcb tcbp[1024];

typedef struct tdq {
    tcb *head, *tail;
} tdq;

tdq* td_queue; C
```



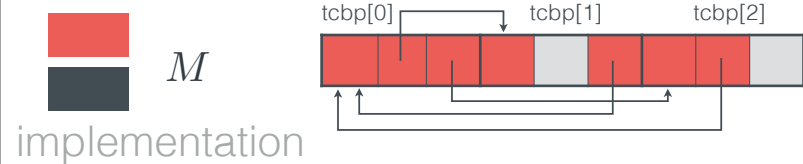
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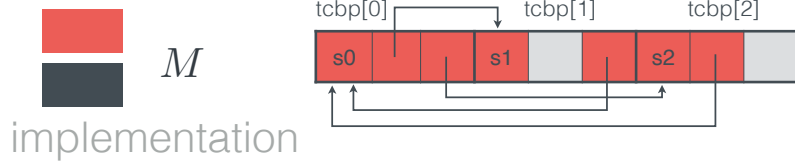
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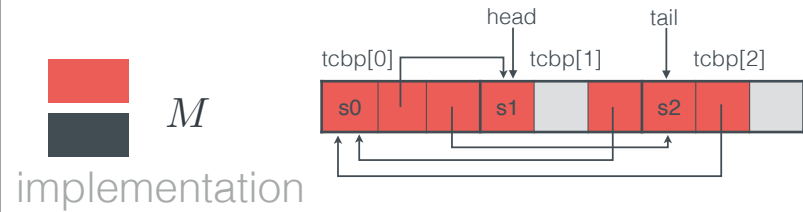
Example: Thread Queue

| | |
|--|--|
| <pre>typedef struct tcb { state s; tcb *prev, *next; } tcb; tcb tcbp[1024];</pre> | <pre>typedef struct tdq { tcb *head, *tail; } tdq; tdq* td_queue; C</pre> |
|--|--|



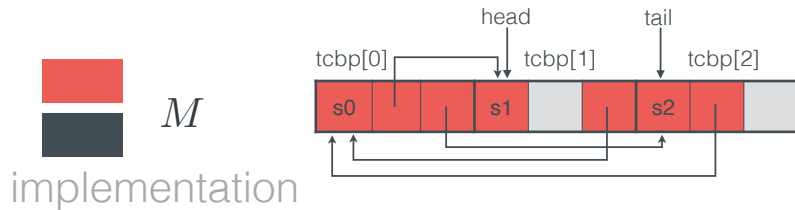
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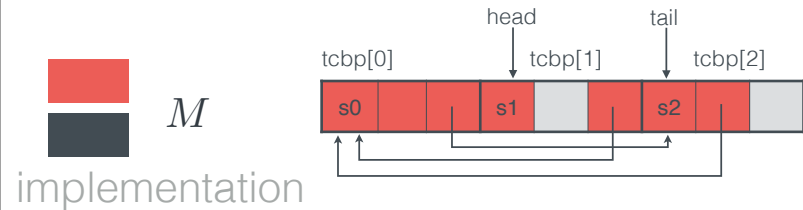
Example: Thread Queue

| | |
|---|---|
| <pre>tcb* dequeue(tdq* q) { tcb *head, *next; tcb *i = null; if (!q) return i; head = q -> head; if (!head) return i; i = head; next = i -> next;</pre> | <pre>if (!next) { q -> head = null; q -> tail = null; } else { next -> prev = null; q -> head = next; } return i; C</pre> |
|---|---|



Example: Thread Queue

| | |
|---|---|
| <pre>tcb* dequeue(tdq* q) { tcb *head, *next; tcb *i = null; if (!q) return i; head = q -> head; if (!head) return i; i = head; next = i -> next;</pre> | <pre>if (!next) { q -> head = null; q -> tail = null; } else { next -> prev = null; q -> head = next; } return i; C</pre> |
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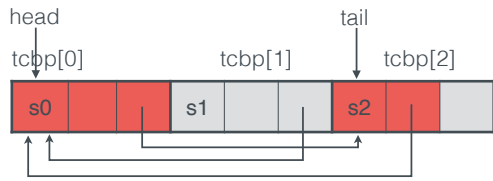
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```

tcb* dequeue(tdq* q) {
  tcb *head, *next;
  tcb *i = null;
  if (!q) return i;
  head = q -> head;
  if (!head) return i;
  i = head;
  next = i -> next;
  if (!next) {
    q -> head = null;
    q -> tail = null;
  } else {
    next -> prev = null;
    q -> head = next;
  }
  return i;
}
    
```

C

 *M*
implementation



Example: Thread Queue

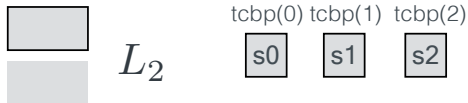
specification



Definition **tcbp** := ZMap.t state.
Definition **td_queue** := List Z. Coq

Example: Thread Queue

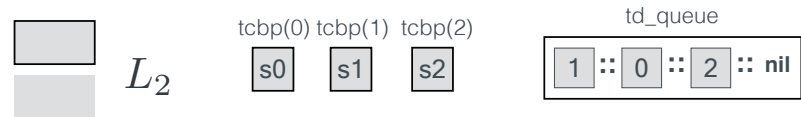
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Example: Thread Queue

specification



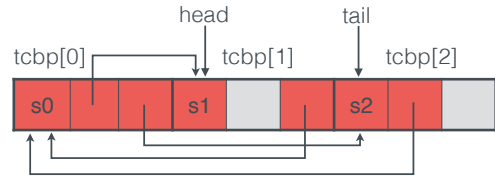
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Example: Thread Queue

specification

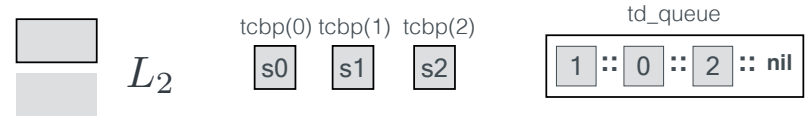


 M
implementation



Example: Thread Queue

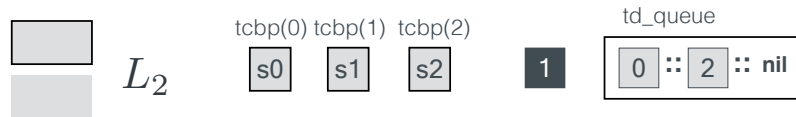
specification



```
Function dequeue (q) :=
  match q with
  | head :: q' => (q', Some head)
  | nil => (nil, None)
end. Coq
```

Example: Thread Queue

specification

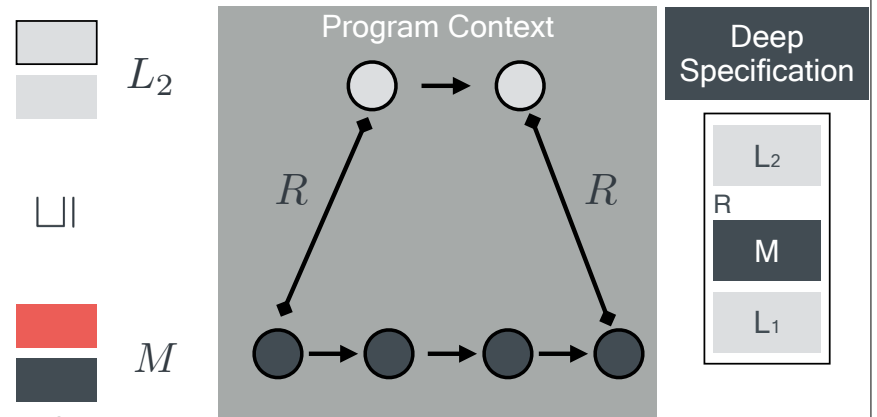


```
Function dequeue (q) :=
  match q with
  | head :: q' => (q', Some head)
  | nil => (nil, None)
end. Coq
```

executable

Simulation Proof

specification



 M
implementation

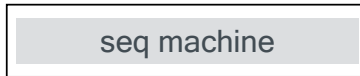
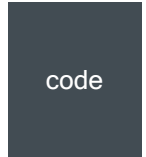
Deep Specification [POPL'15]



- Deep spec L_2 captures all we need to know about M over L_1
- Any property about M can be proved using L_2 alone
- No need to look at M again

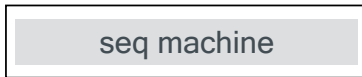
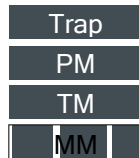
mCertiKOS

kernel



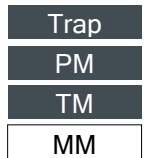
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kernel

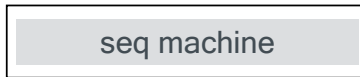
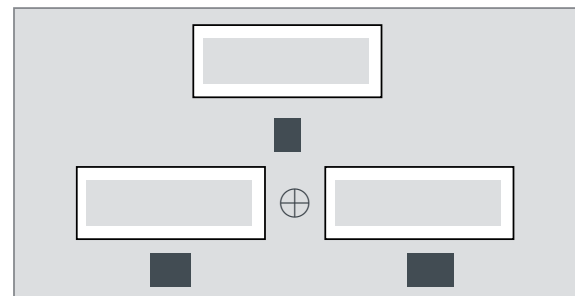


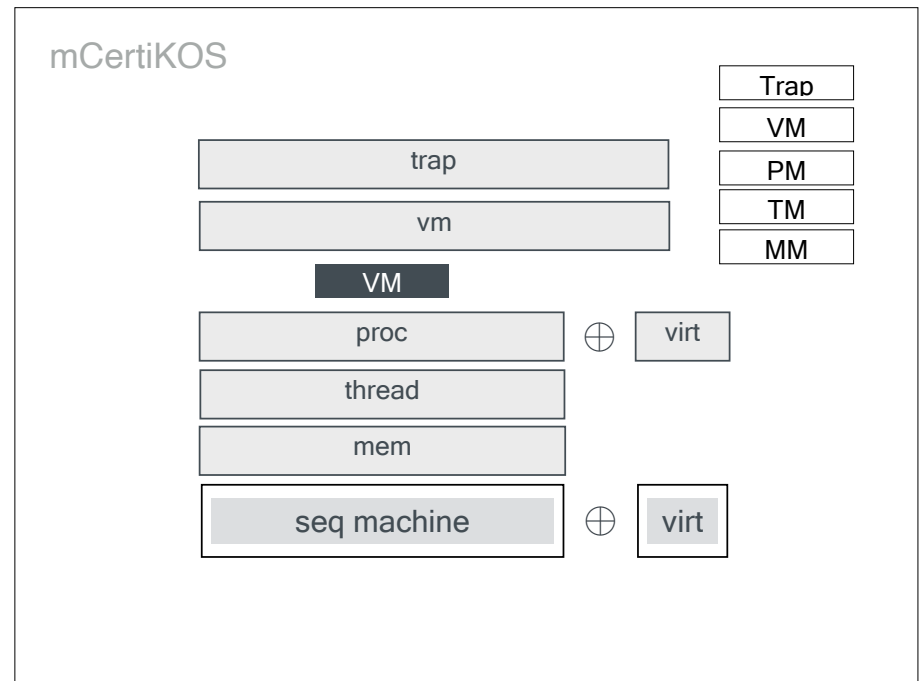
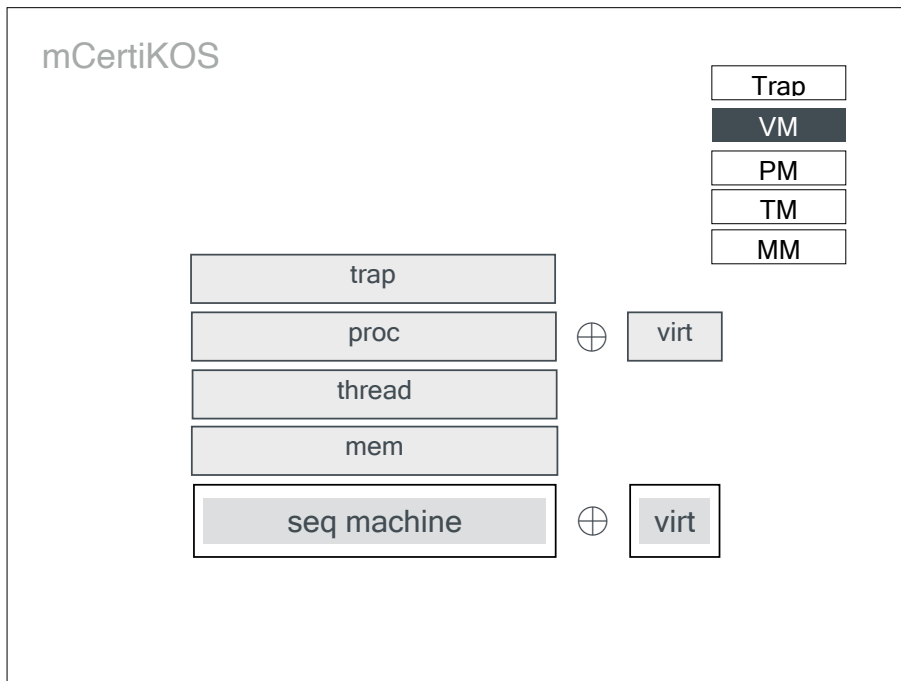
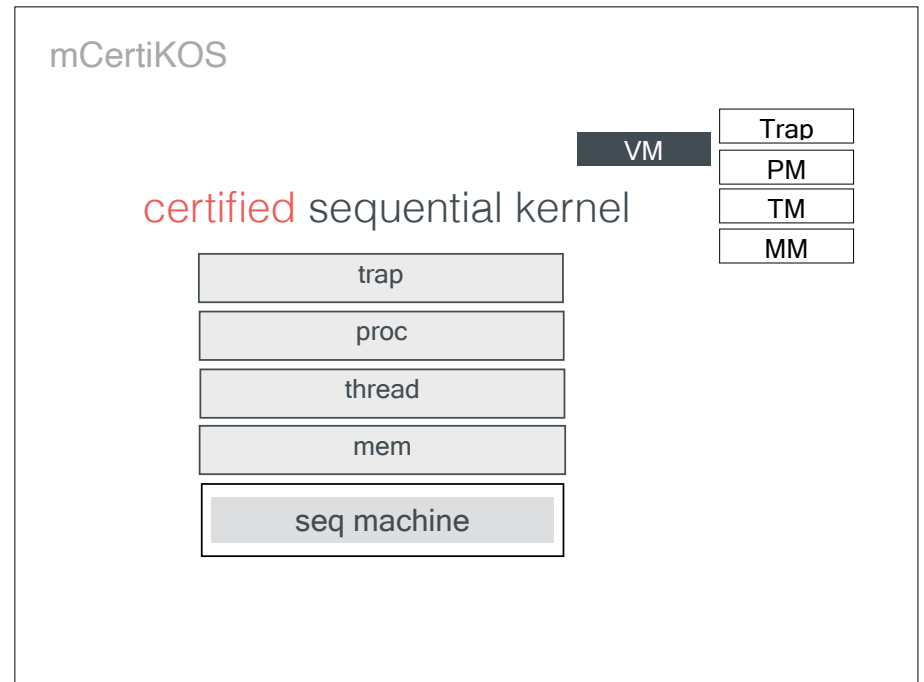
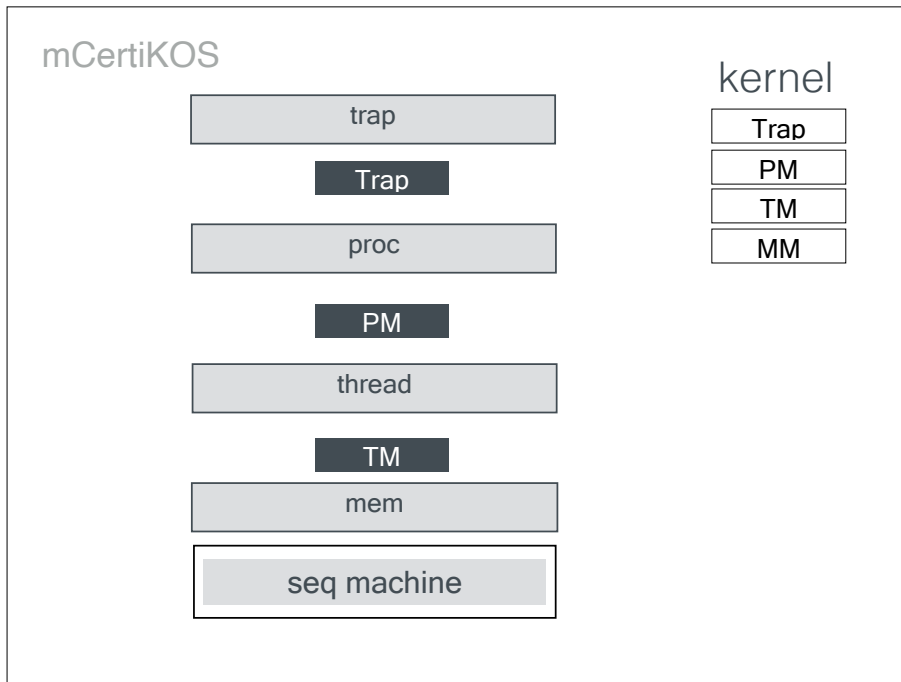
mCertiKOS

kernel



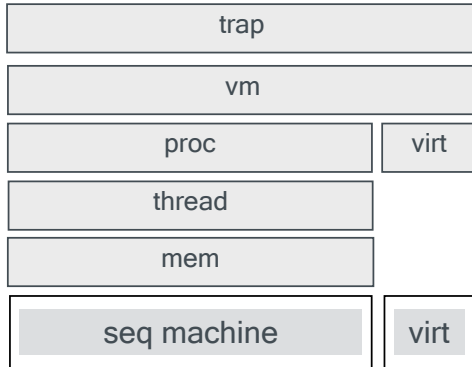
memory management





mCertiKOS

certified hypervisor



- Trap
- VM
- PM
- TM
- MM

mCertiKOS 3k LOC
 [POPL'15] 1 person year
 Can boot Linux as a guest

TSysCall Layer

(pe, ikern, ihost, ipt, AT, PT, ptp, pbit, kctxp, Htcbp, Htqp, cid, chanp, uctxp, npt, hctx, vmst)

| | | | | |
|--|---------------------|---------------------|-------------|---------|
| thread_wakeup/kill/sleep/yield | pt_read | get/set_uctx | palloc/free | cid_get |
| sys_chan_send/recv/wait/check | sys_yield | sys_get_exit_reason | sys_get_eip | |
| sys_check_shadow/pending_event | sys_proc_create | sys_set_seg | sys_inject | |
| sys_get_exit_io_width/port/rep/str/write/eip | sys_set_intcept_int | sys_npt_instr | | |
| vmcbinit | pagefault_handler | sys_reg_get/set | sys_sync | sys_run |
| | | | | vm_exit |

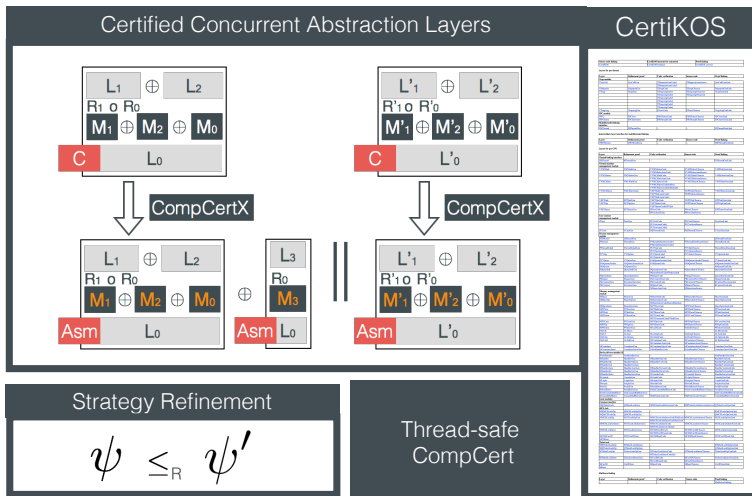


TSysCall Layer

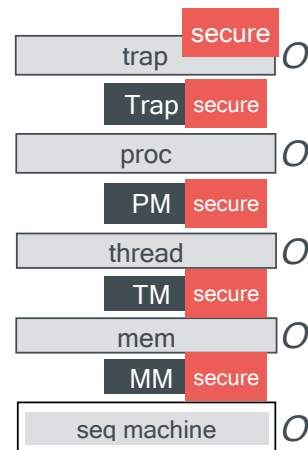
(mm/proc/virt.abs)



Contribution Summary



End-to-End Security [PLDI16'b]

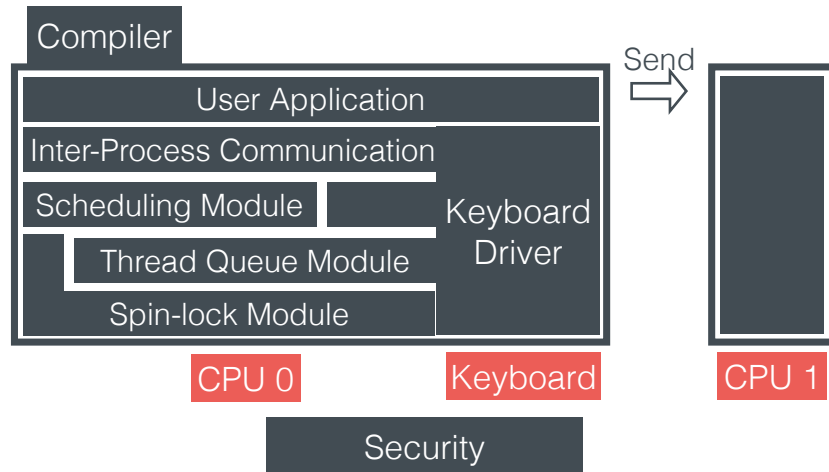


Observation function O

- specify and prove general security policies with declassification
- security-preservation simulation
- non-interference
- found security-bugs: spawn, palloc, ...

Case Study

Build a Certified System



Summary: The CertiKOS / DeepSpec Project

Killer-app: high-assurance “heterogeneous” systems of systems!

Conjecture: today’s PLs fail because they ignored OS, and today’s OSES fail because they get little help from PLs

New Insights:

- deepspec & certified abstraction layers;
- a unifying framework for composing heterogeneous components (via game semantics + linear logic connectives)

Opportunities:

- New certified system software stacks (CertiKOS ++)
- New certifying programming languages (DeepSEA vs. C & Asm)
- New certified programming tools
- New certified modeling & arch. description lang. (DeepSEA)
- We verify all interesting properties (correctness, safety, security, availability, ...)