

# Synthesis of Adaptive Side-Channel Attacks

Quoc-Sang Phan<sup>1</sup>, **Lucas Bang**<sup>2</sup>,  
Corina S. Păsăreanu<sup>1,3</sup>, Pasquale Malacaria<sup>4</sup>, Tevfik Bultan<sup>2</sup>

<sup>1</sup>Carnegie Mellon University  
Moffet Field, CA, USA

<sup>2</sup>University of California, Santa Barbara  
Santa Barbara, CA, USA

<sup>3</sup>NASA Ames Research Center  
Moffet Field, CA, USA

<sup>4</sup>Queen Mary University of London  
London E1 4NS, UK

Computer Security Foundations  
Santa Barbara, CA, USA  
24 August 2017

# Overview

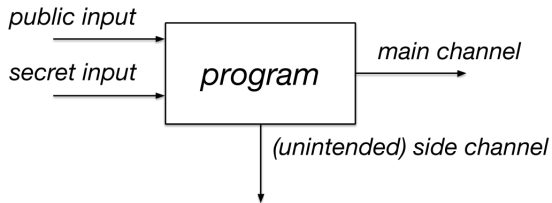


Figure: "RSA Key Extraction via Low-Bandwidth Acoustic Cryptanalysis"

## Motivating Example

# Motivating Example

High security input (secret):  $h$

Low security input (public):  $l$

# Motivating Example

High security input (secret):  $h$

Low security input (public):  $l$

```
int compare(h,l)
  if(h <= l)
    sleep(1);
  else
    sleep(2);
  return 0;
```

# Motivating Example

High security input (secret):  $h$

Low security input (public):  $l$

```
int compare(h,l)
  if(h <= l)
    sleep(1);
  else
    sleep(2);
  return 0;
```

# Motivating Example

High security input (secret):  $h$

Low security input (public):  $l$

Main channel:

Always 0. No information.

```
int compare(h,l)
  if(h <= l)
    sleep(1);
  else
    sleep(2);
  return 0;
```

# Motivating Example

High security input (secret):  $h$

Low security input (public):  $l$

```
int compare(h, l)
  if(h <= l)
    sleep(1);
  else
    sleep(2);
  return 0;
```

Main channel:

Always 0. No information.

Side channel:

$t = 1 \Rightarrow h \leq l$



# Motivating Example

High security input (secret):  $h$

Low security input (public):  $l$

```
int compare(h, l)
  if(h <= l)
    sleep(1);
  else
    sleep(2);
  return 0;
```

Main channel:

Always 0. No information.

Side channel:

$t = 1 \Rightarrow h \leq l$

$t = 2 \Rightarrow h > l$

$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$

$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$

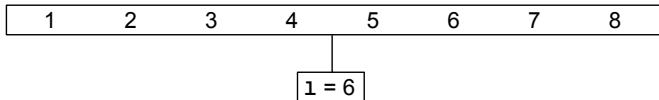
$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$



$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$

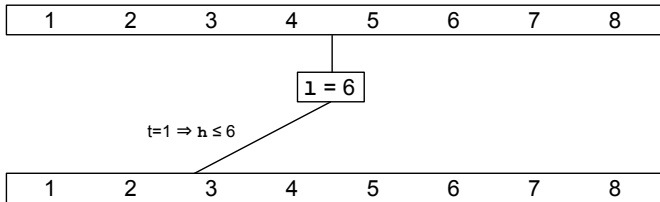


1 = 6

$t=1 \Rightarrow h \leq 6$

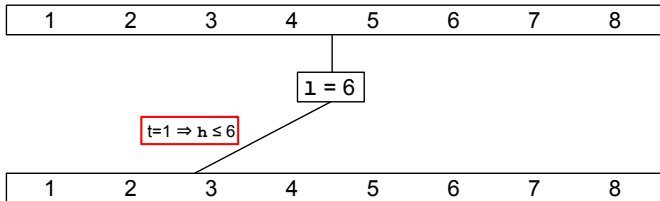
$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$



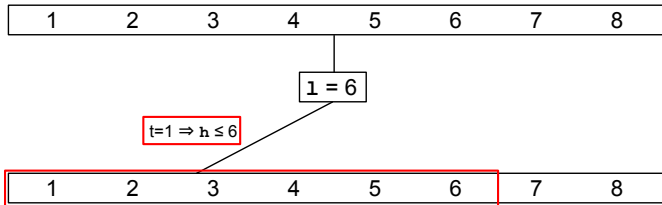
$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$



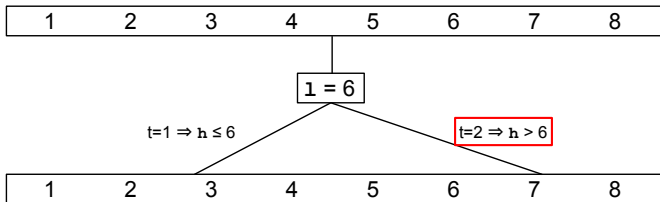


$t = 1 \Rightarrow h \leq l$   
 $t = 2 \Rightarrow h > l$



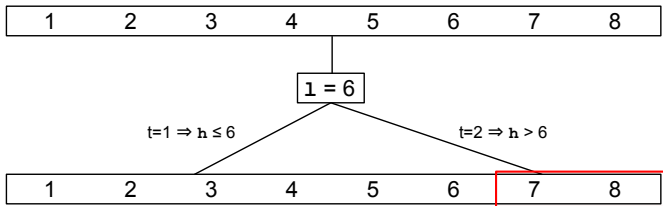
$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$



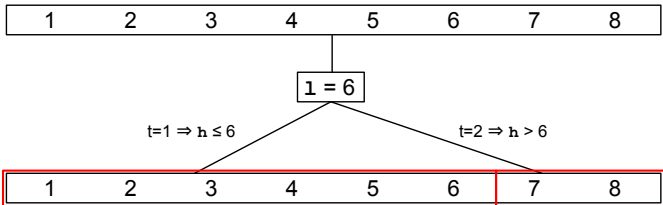
$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$

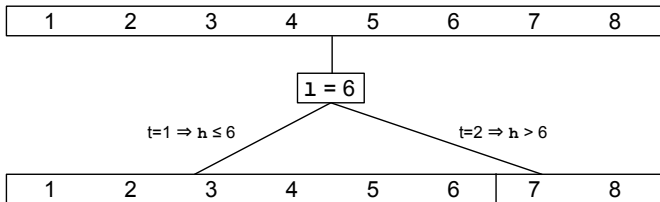


$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$



$$t = 1 \Rightarrow h \leq l$$
$$t = 2 \Rightarrow h > l$$



$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$



1 = 6

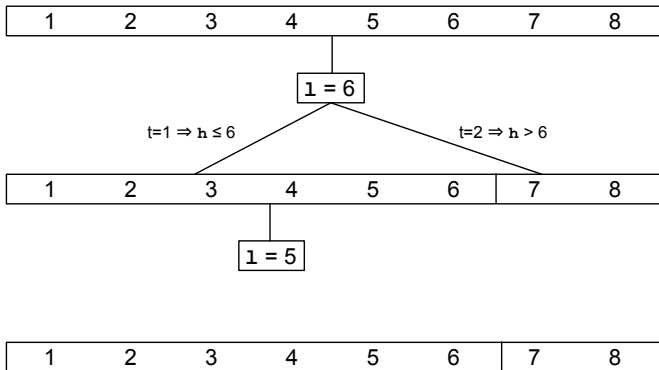
$t=1 \Rightarrow h \leq 6$

$t=2 \Rightarrow h > 6$



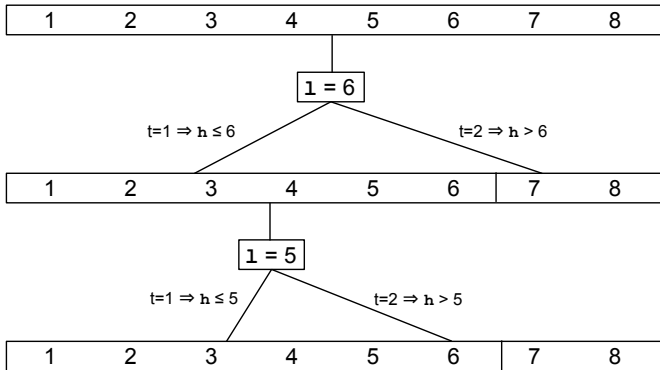
$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$



$$t = 1 \Rightarrow h \leq l$$

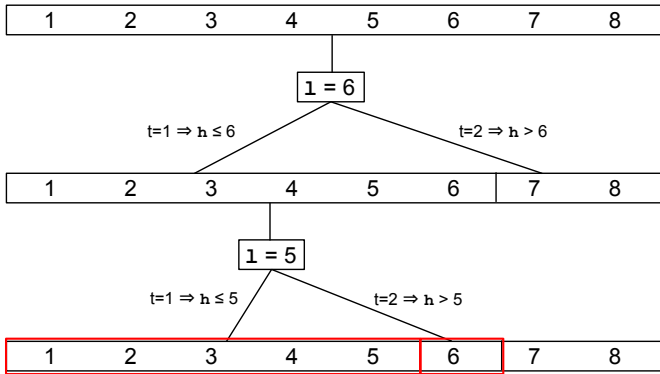
$$t = 2 \Rightarrow h > l$$





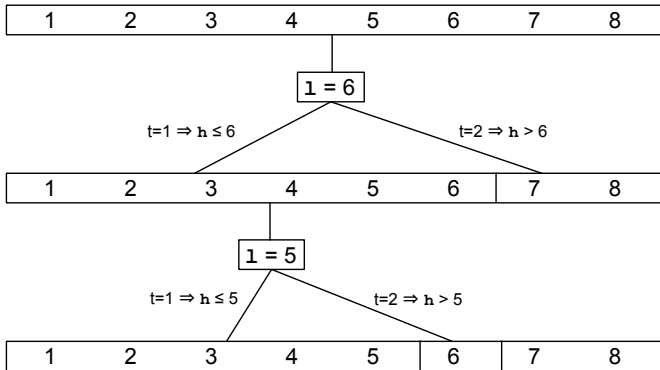
$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$



$$t = 1 \Rightarrow h \leq l$$

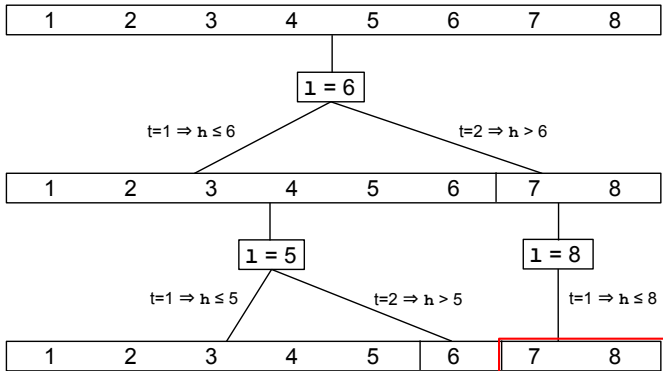
$$t = 2 \Rightarrow h > l$$





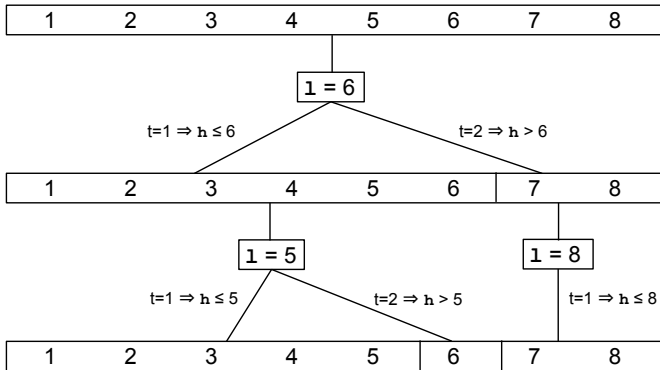
$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$



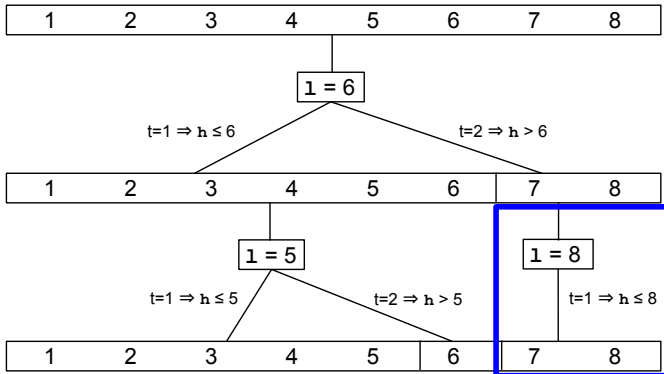
$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$



$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$

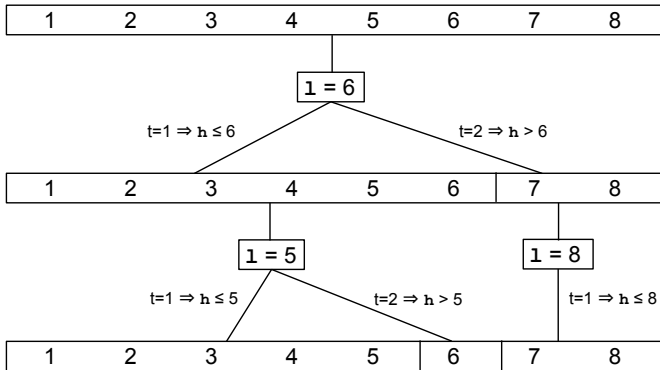


Too few divisions.



$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$

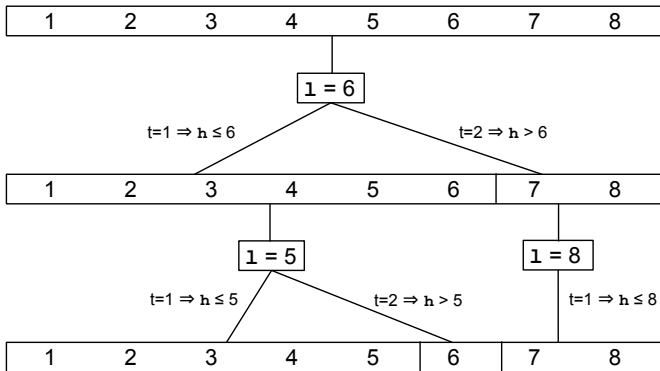


Best tree induces **maximum # divisions**



$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$



Best tree induces **maximum # divisions** and **balanced divisions**.

$$t = 1 \Rightarrow h \leq l$$

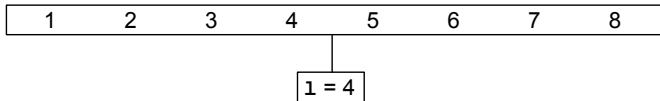
$$t = 2 \Rightarrow h > l$$

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

Best tree induces **maximum # divisions** and **balanced divisions**.

$$t = 1 \Rightarrow h \leq l$$

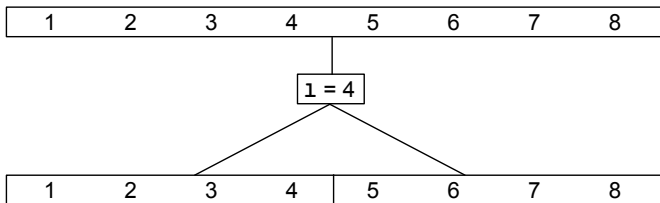
$$t = 2 \Rightarrow h > l$$



Best tree induces **maximum # divisions** and **balanced divisions**.

$$t = 1 \Rightarrow h \leq l$$

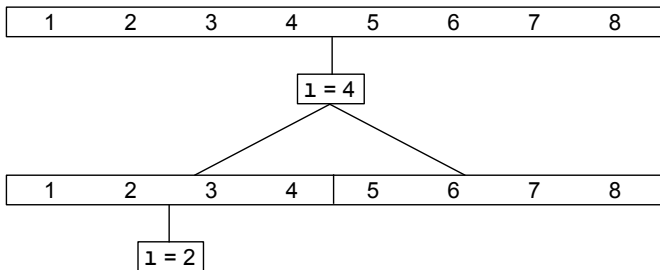
$$t = 2 \Rightarrow h > l$$



Best tree induces **maximum # divisions** and **balanced divisions**.

$$t = 1 \Rightarrow h \leq l$$

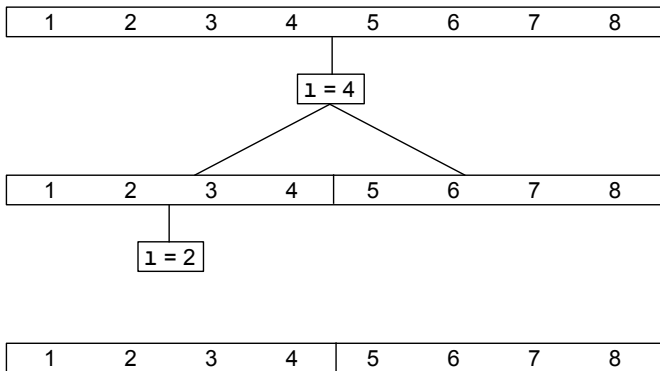
$$t = 2 \Rightarrow h > l$$



Best tree induces **maximum # divisions** and **balanced divisions**.

$$t = 1 \Rightarrow h \leq l$$

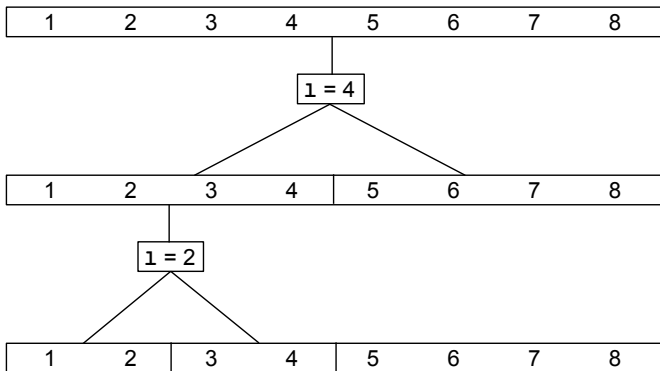
$$t = 2 \Rightarrow h > l$$



Best tree induces **maximum # divisions** and **balanced divisions**.

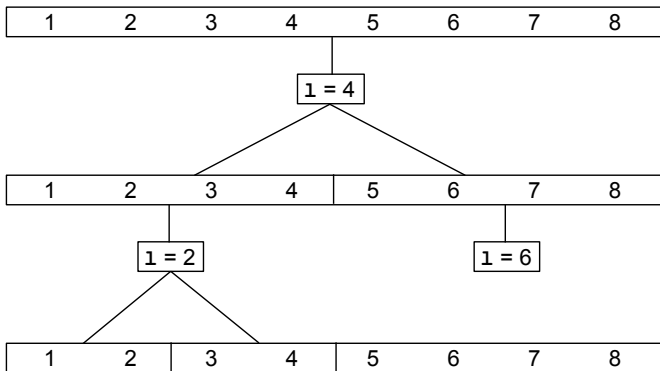
$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$



Best tree induces **maximum # divisions** and **balanced divisions**.

$$t = 1 \Rightarrow h \leq l$$
$$t = 2 \Rightarrow h > l$$

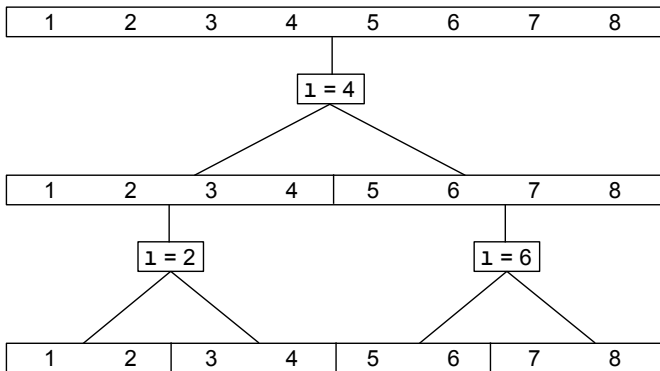


Best tree induces **maximum # divisions** and **balanced divisions**.



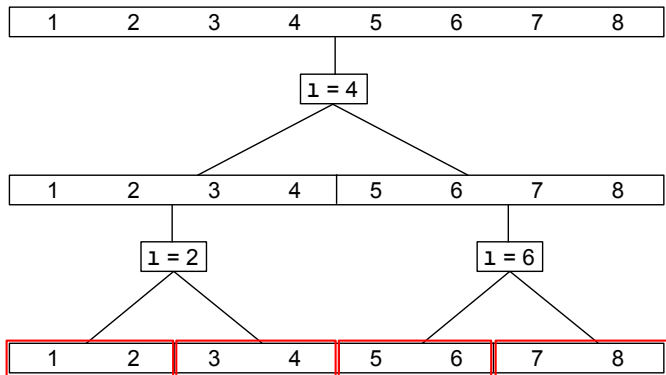
$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$



Best tree induces **maximum # divisions** and **balanced divisions**.

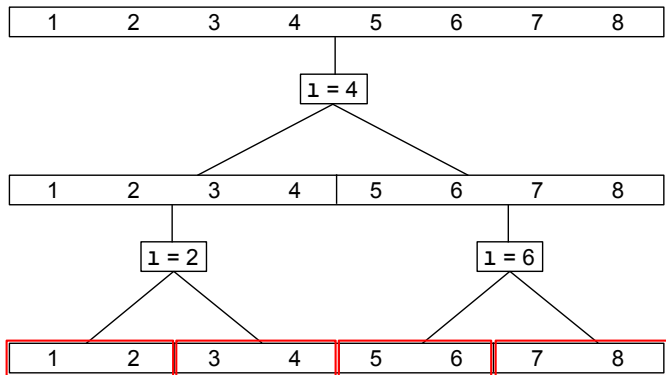
$$t = 1 \Rightarrow h \leq l$$
$$t = 2 \Rightarrow h > l$$



Best tree induces **maximum # divisions** and **balanced divisions**.

$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$

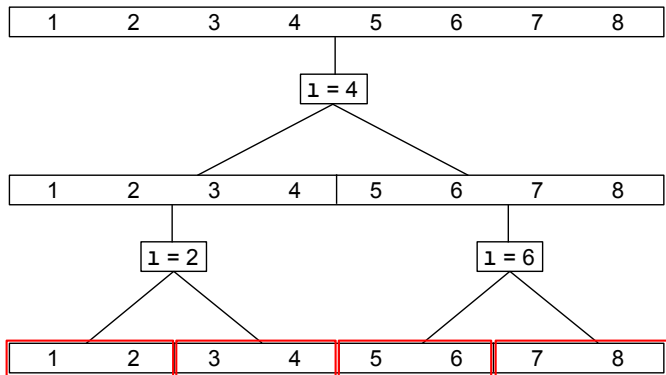


Best tree induces **maximum # divisions** and **balanced divisions**.

**channel capacity**

$$t = 1 \Rightarrow h \leq l$$

$$t = 2 \Rightarrow h > l$$



Best tree induces **maximum # divisions** and **balanced divisions**.

**channel capacity**

**entropy**

# Find the Best Tree...

Find the Best Tree...  
Find the Best Attack!

Find the Best Tree...  
Find the Best Attack!  
How?

# Our Approach



# Our Approach

1. Symbolic execution of attacker + system model.

# Our Approach

1. Symbolic execution of attacker + system model.
2. Generate attack tree, symbolic over  $h$  and  $\bar{L}$ .

# Our Approach

1. Symbolic execution of attacker + system model.
2. Generate attack tree, symbolic over  $h$  and  $\bar{L}$ .
3. Optimize over all trees

# Our Approach

1. Symbolic execution of attacker + system model.
2. Generate attack tree, symbolic over  $h$  and  $\bar{L}$ .
3. Optimize over all trees  $\equiv$  maximization problem for  $\bar{L}$ .

# Symbolic Execution

# Symbolic Execution

- ▶ Static program analysis technique.

# Symbolic Execution

- ▶ Static program analysis technique.
- ▶ Execute program on **symbolic** rather than concrete inputs.

# Symbolic Execution

- ▶ Static program analysis technique.
- ▶ Execute program on **symbolic** rather than concrete inputs.
- ▶ Maintain **path conditions**, *PCs*, over symbolic inputs.



# Symbolic Execution

- ▶ Static program analysis technique.
- ▶ Execute program on **symbolic** rather than concrete inputs.
- ▶ Maintain **path conditions**, *PCs*, over symbolic inputs.
- ▶ When branch instruction encountered with condition *c*:

# Symbolic Execution

- ▶ Static program analysis technique.
- ▶ Execute program on **symbolic** rather than concrete inputs.
- ▶ Maintain **path conditions**,  $PC$ s, over symbolic inputs.
- ▶ When branch instruction encountered with condition  $c$ :
  - ▶ True branch:  $PC \leftarrow PC \wedge c$

# Symbolic Execution

- ▶ Static program analysis technique.
- ▶ Execute program on **symbolic** rather than concrete inputs.
- ▶ Maintain **path conditions**,  $PC$ s, over symbolic inputs.
- ▶ When branch instruction encountered with condition  $c$ :
  - ▶ True branch:  $PC \leftarrow PC \wedge c$
  - ▶ False branch:  $PC \leftarrow PC \wedge \neg c$

# Symbolic Execution

- ▶ Static program analysis technique.
- ▶ Execute program on **symbolic** rather than concrete inputs.
- ▶ Maintain **path conditions**,  $PC$ s, over symbolic inputs.
- ▶ When branch instruction encountered with condition  $c$ :
  - ▶ True branch:  $PC \leftarrow PC \wedge c$
  - ▶ False branch:  $PC \leftarrow PC \wedge \neg c$
- ▶ Check feasibility of  $PC$  using constraint solvers (Z3).

# Symbolic Execution

- ▶ Static program analysis technique.
- ▶ Execute program on **symbolic** rather than concrete inputs.
- ▶ Maintain **path conditions**,  $PC$ s, over symbolic inputs.
- ▶ When branch instruction encountered with condition  $c$ :
  - ▶ True branch:  $PC \leftarrow PC \wedge c$
  - ▶ False branch:  $PC \leftarrow PC \wedge \neg c$
- ▶ Check feasibility of  $PC$  using constraint solvers (Z3).
- ▶ Explore only feasible branches.

# Symbolic Execution

- ▶ Static program analysis technique.
- ▶ Execute program on **symbolic** rather than concrete inputs.
- ▶ Maintain **path conditions**,  $PC$ s, over symbolic inputs.
- ▶ When branch instruction encountered with condition  $c$ :
  - ▶ True branch:  $PC \leftarrow PC \wedge c$
  - ▶ False branch:  $PC \leftarrow PC \wedge \neg c$
- ▶ Check feasibility of  $PC$  using constraint solvers (Z3).
- ▶ Explore only feasible branches.
- ▶ During exploration, maintain side channel cost model.

# Symbolic Execution

- ▶ Static program analysis technique.
- ▶ Execute program on **symbolic** rather than concrete inputs.
- ▶ Maintain **path conditions**,  $PC$ s, over symbolic inputs.
- ▶ When branch instruction encountered with condition  $c$ :
  - ▶ True branch:  $PC \leftarrow PC \wedge c$
  - ▶ False branch:  $PC \leftarrow PC \wedge \neg c$
- ▶ Check feasibility of  $PC$  using constraint solvers (Z3).
- ▶ Explore only feasible branches.
- ▶ During exploration, maintain side channel cost model.
- ▶ Results in symbolic tree

# Symbolic Execution

- ▶ Static program analysis technique.
- ▶ Execute program on **symbolic** rather than concrete inputs.
- ▶ Maintain **path conditions**,  $PC$ s, over symbolic inputs.
- ▶ When branch instruction encountered with condition  $c$ :
  - ▶ True branch:  $PC \leftarrow PC \wedge c$
  - ▶ False branch:  $PC \leftarrow PC \wedge \neg c$
- ▶ Check feasibility of  $PC$  using constraint solvers (Z3).
- ▶ Explore only feasible branches.
- ▶ During exploration, maintain side channel cost model.
- ▶ Results in symbolic tree (attack tree).



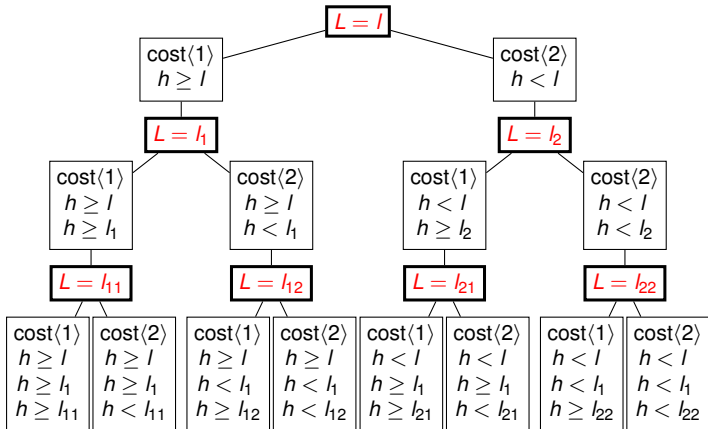


**Symbolic attack tree:**

$h$  and all  $l$ -choices symbolic  
constraints between  $h$  and  $l$  symbolic

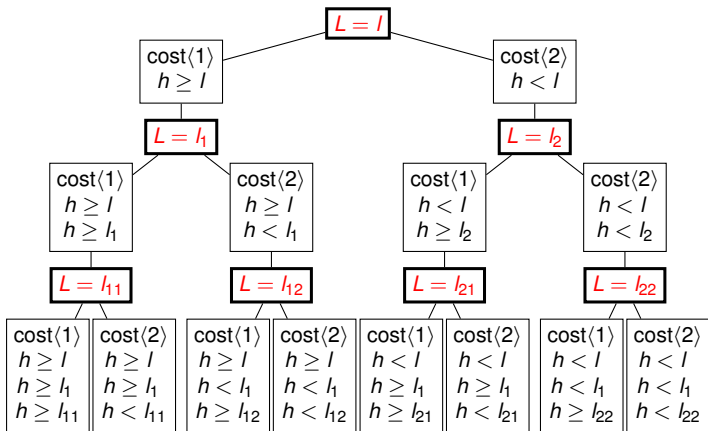
## Symbolic attack tree:

$h$  and all  $l$ -choices symbolic  
constraints between  $h$  and  $l$  symbolic



## Symbolic attack tree:

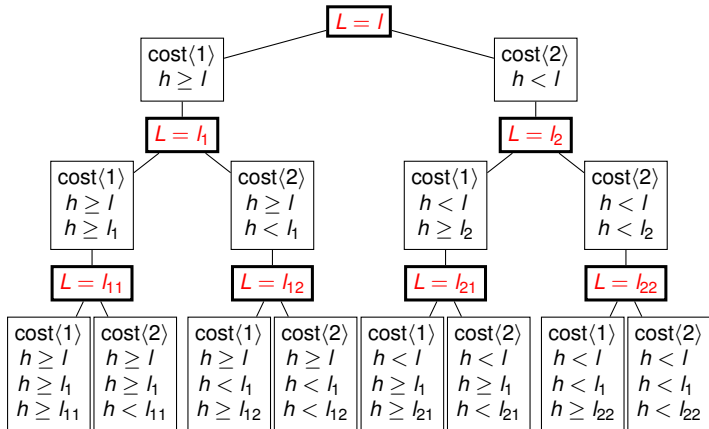
$h$  and all  $l$ -choices symbolic  
constraints between  $h$  and  $l$  symbolic



Each leaf: symbolic constraint on  $h$  given by  $\bar{L}$

## Symbolic attack tree:

$h$  and all  $l$ -choices symbolic  
constraints between  $h$  and  $l$  symbolic

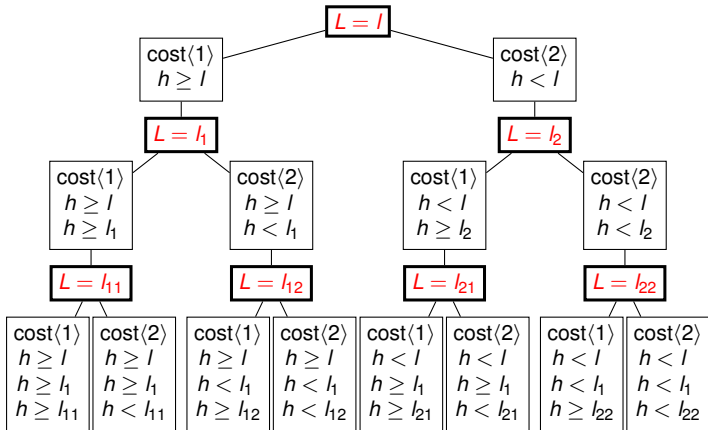


Each leaf: symbolic constraint on  $h$  given by  $\bar{L}$

Find optimal  $\bar{L} = \langle l, l_1, l_2, l_{11}, l_{12}, l_{21}, l_{22} \rangle$

## Symbolic attack tree:

$h$  and all  $l$ -choices symbolic  
constraints between  $h$  and  $l$  symbolic



Each leaf: symbolic constraint on  $h$  given by  $\bar{L}$

Find optimal  $\bar{L} = \langle l, l_1, l_2, l_{11}, l_{12}, l_{21}, l_{22} \rangle = \langle 4, 6, 2, 7, 5, 3, 1 \rangle$

# Finding Best Attack Tree

## Method 1

## Maximizing Number of Partition Divisions

```
foo(int l,int h)
  if (l<0)
    if (h<0)          sleep(1)
    else if (h<5)    sleep(2)
    else              sleep(3)
  else
    if (h>1)         sleep(4)
    else             sleep(5)
```



# Max-SMT: Maximum Satisfiability Modulo Theories

# Max-SMT: Maximum Satisfiability Modulo Theories

$$C_1: l < 0 \wedge h_1 < 0$$

$$C_2: l < 0 \wedge h_2 \geq 0 \wedge h_2 < 5$$

$$C_3: l < 0 \wedge h_3 \geq 5$$

$$C_4: l \geq 0 \wedge h_4 > 1$$

$$C_5: l \geq 0 \wedge h_5 \leq 1$$

# Max-SMT: Maximum Satisfiability Modulo Theories

$$C_1: l < 0 \wedge h_1 < 0$$

$$C_2: l < 0 \wedge h_2 \geq 0 \wedge h_2 < 5$$

$$C_3: l < 0 \wedge h_3 \geq 5$$

$$C_4: l \geq 0 \wedge h_4 > 1$$

$$C_5: l \geq 0 \wedge h_5 \leq 1$$

- ▶ Find an assignment for  $l$  and  $h_i$  that maximizes the number of satisfiable constraints.

# Max-SMT: Maximum Satisfiability Modulo Theories

$$C_1: l < 0 \wedge h_1 < 0$$

$$C_2: l < 0 \wedge h_2 \geq 0 \wedge h_2 < 5$$

$$C_3: l < 0 \wedge h_3 \geq 5$$

$$C_4: l \geq 0 \wedge h_4 > 1$$

$$C_5: l \geq 0 \wedge h_5 \leq 1$$

- ▶ Find an assignment for  $l$  and  $h_i$  that maximizes the number of satisfiable constraints.

# Max-SMT: Maximum Satisfiability Modulo Theories

$$C_1: l < 0 \wedge h_1 < 0$$

$$C_2: l < 0 \wedge h_2 \geq 0 \wedge h_2 < 5$$

$$C_3: l < 0 \wedge h_3 \geq 5$$

$$C_4: l \geq 0 \wedge h_4 > 1$$

$$C_5: l \geq 0 \wedge h_5 \leq 1$$

- ▶ Find an assignment for  $l$  and  $h_i$  that maximizes the number of satisfiable constraints.

# Max-SMT: Maximum Satisfiability Modulo Theories

$$C_1: l < 0 \wedge h_1 < 0$$

$$C_2: l < 0 \wedge h_2 \geq 0 \wedge h_2 < 5$$

$$C_3: l < 0 \wedge h_3 \geq 5$$

$$C_4: l \geq 0 \wedge h_4 > 1$$

$$C_5: l \geq 0 \wedge h_5 \leq 1$$

- ▶ Find an assignment for  $l$  and  $h_i$  that maximizes the number of satisfiable constraints.
- ▶ Optimal choice  $l = -1$ .

# Max-SMT: Maximum Satisfiability Modulo Theories

$$C_1: I < 0 \wedge h_1 < 0$$

$$C_2: I < 0 \wedge h_2 \geq 0 \wedge h_2 < 5$$

$$C_3: I < 0 \wedge h_3 \geq 5$$

$$C_4: I \geq 0 \wedge h_4 > 1$$

$$C_5: I \geq 0 \wedge h_5 \leq 1$$

- ▶ Find an assignment for  $I$  and  $h_i$  that maximizes the number of satisfiable constraints.
- ▶ Optimal choice  $I = -1$ .
- ▶ Max-SMT assignment  $\equiv$  maximizing channel capacity.

# Max-SMT: Maximum Satisfiability Modulo Theories

$$C_1: I < 0 \wedge h_1 < 0$$

$$C_2: I < 0 \wedge h_2 \geq 0 \wedge h_2 < 5$$

$$C_3: I < 0 \wedge h_3 \geq 5$$

$$C_4: I \geq 0 \wedge h_4 > 1$$

$$C_5: I \geq 0 \wedge h_5 \leq 1$$

- ▶ Find an assignment for  $I$  and  $h_i$  that maximizes the number of satisfiable constraints.
- ▶ Optimal choice  $I = -1$ .
- ▶ Max-SMT assignment  $\equiv$  maximizing channel capacity.

MAX-SMT Problem: Find an assignment of values to variables that maximizes the number of simultaneously satisfied clauses.



# Finding Best Attack Tree

## Method 2

## Finding Balanced Partitions

## Finding Balanced Partitions

Find low inputs  $L$  for an attack tree with optimally balanced divisions

## Finding Balanced Partitions

Find low inputs  $L$  for an attack tree with optimally balanced divisions

≡ Maximizing Shannon entropy based on symbolic constraints.

## Finding Balanced Partitions

Find low inputs  $L$  for an attack tree with optimally balanced divisions

≡ Maximizing Shannon entropy based on symbolic constraints.

Given probabilities, quantify information gain with *Shannon entropy*:

$$C_i(h, l)$$

## Finding Balanced Partitions

Find low inputs  $L$  for an attack tree with optimally balanced divisions

≡ Maximizing Shannon entropy based on symbolic constraints.

Given probabilities, quantify information gain with *Shannon entropy*:

$$p(C_i(h, l))$$

## Finding Balanced Partitions

Find low inputs  $L$  for an attack tree with optimally balanced divisions

≡ Maximizing Shannon entropy based on symbolic constraints.

Given probabilities, quantify information gain with *Shannon entropy*:

$$p(C_i(h, l)) \log_2 \frac{1}{p(C_i(h, l))}$$

## Finding Balanced Partitions

Find low inputs  $L$  for an attack tree with optimally balanced divisions

≡ Maximizing Shannon entropy based on symbolic constraints.

Given probabilities, quantify information gain with *Shannon entropy*:

$$\sum_i p(C_i(h, l)) \log_2 \frac{1}{p(C_i(h, l))}$$



## Finding Balanced Partitions

Find low inputs  $L$  for an attack tree with optimally balanced divisions

≡ Maximizing Shannon entropy based on symbolic constraints.

Given probabilities, quantify information gain with *Shannon entropy*:

$$\mathcal{H} = \sum_i p(C_i(h, l)) \log_2 \frac{1}{p(C_i(h, l))}$$

## Finding Balanced Partitions

Find low inputs  $L$  for an attack tree with optimally balanced divisions

≡ Maximizing Shannon entropy based on symbolic constraints.

Given probabilities, quantify information gain with *Shannon entropy*:

$$\mathcal{H} = \sum_i p(C_i(h, l)) \log_2 \frac{1}{p(C_i(h, l))}$$

Compared with MAX-SMT:

## Finding Balanced Partitions

Find low inputs  $L$  for an attack tree with optimally balanced divisions

≡ Maximizing Shannon entropy based on symbolic constraints.

Given probabilities, quantify information gain with *Shannon entropy*:

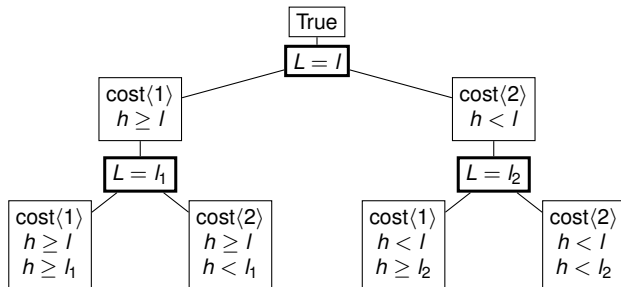
$$\mathcal{H} = \sum_i p(C_i(h, l)) \log_2 \frac{1}{p(C_i(h, l))}$$

Compared with MAX-SMT:

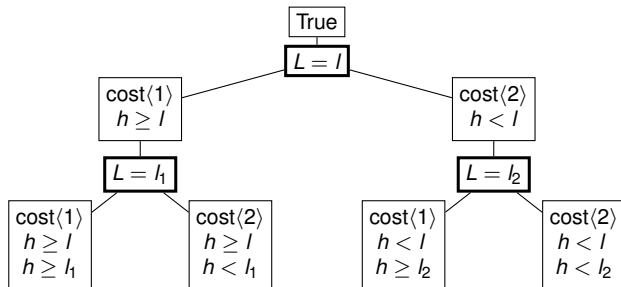
Channel Capacity =  $\log_2$  #divisions

$$\mathcal{H} \leq CC$$

# Maximizing Shannon Entropy Numerically



# Maximizing Shannon Entropy Numerically



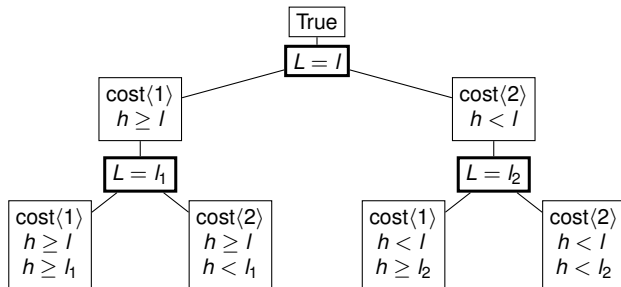
$$C_1 = h < l \wedge h < l_1$$

$$C_2 = h < l \wedge h \geq l_1$$

$$C_3 = h \geq l \wedge h < l_2$$

$$C_4 = h \geq l \wedge h \geq l_2$$

# Maximizing Shannon Entropy Numerically



$$C_1 = h < l \wedge h < l_1$$

$$C_2 = h < l \wedge h \geq l_1$$

$$C_3 = h \geq l \wedge h < l_2$$

$$C_4 = h \geq l \wedge h \geq l_2$$

## Maximizing Shannon Entropy Numerically

$$C_1 = h < l \wedge h < l_1$$

# Maximizing Shannon Entropy Numerically

$$C_1 = h < l \wedge h < l_1$$

Symbolic model counting functions computed with Barvinok.



# Maximizing Shannon Entropy Numerically

$$C_1 = h < l \wedge h < l_1$$

Symbolic model counting functions computed with Barvinok.

Barvinok gives piecewise multi-variate polynomial.

# Maximizing Shannon Entropy Numerically

$$C_1 = h < l \wedge h < l_1$$

Symbolic model counting functions computed with Barvinok.

Barvinok gives piecewise multi-variate polynomial.

$$F_1(l, l_1, l_2) = \begin{cases} 6 & : l > 6 \wedge l_1 > 6 \\ l - 1 & : 1 \leq l \leq 6 \wedge l \leq l_1 \\ l_1 - 1 & : 1 \leq l_1 \leq 6 \wedge l_1 < l \end{cases}$$

$F_1(\bar{L})$  tells you the size of the partition cell for  $C_1$ , for given  $\bar{L}$ .

# Maximizing Shannon Entropy Numerically

$C_1 = h < l \wedge h < h_1$	$F_1(\vec{l}) = \begin{cases} 8 & : l > 8 \wedge h_1 > 8 \\ l - 1 & : 1 \leq l \leq 8 \wedge l \leq h_1 \\ h_1 - 1 & : 1 \leq h_1 \leq 8 \wedge h_1 < l \end{cases}$
$C_2 = h < l \wedge h \geq h_1$	$F_2(\vec{l}) = \begin{cases} 8 & : h_1 < 1 \wedge 8 < l \\ l - h_1 & : 1 \leq h_1 \leq l \leq 8 \\ l - 1 & : h_1 < 1 \leq l \leq 8 \\ 9 - h_1 & : 1 \leq h_1 \leq 8 < l \end{cases}$
$C_3 = h \geq l \wedge h < l_2$	$F_3(\vec{l}) = \begin{cases} 8 & : l < 1 \wedge 8 < l_2 \\ l_2 - l & : 1 \leq l \leq l_2 \leq 8 \\ l_2 - 1 & : l < 1 \leq l_2 \leq 8 \\ 9 - l & : 1 \leq l \leq 8 < l_2 \end{cases}$
$C_4 = h \geq l \wedge h \geq l_2$	$F_4(\vec{l}) = \begin{cases} 8 & : l < 1 \wedge l_2 < 1 \\ 9 - l & : 1 \leq l \leq 8 \wedge l_2 < l \\ 9 - l_2 & : 1 \leq l_2 \leq 8 \wedge l \leq l_2 \end{cases}$

# Maximizing Shannon Entropy Numerically

$C_1 = h < l \wedge h < h_1$	$F_1(\vec{l}) = \begin{cases} 8 & : l > 8 \wedge h_1 > 8 \\ l - 1 & : 1 \leq l \leq 8 \wedge l \leq h_1 \\ h_1 - 1 & : 1 \leq h_1 \leq 8 \wedge h_1 < l \end{cases}$
$C_2 = h < l \wedge h \geq h_1$	$F_2(\vec{l}) = \begin{cases} 8 & : h_1 < 1 \wedge 8 < l \\ l - h_1 & : 1 \leq h_1 \leq l \leq 8 \\ l - 1 & : h_1 < 1 \leq l \leq 8 \\ 9 - h_1 & : 1 \leq h_1 \leq 8 < l \end{cases}$
$C_3 = h \geq l \wedge h < l_2$	$F_3(\vec{l}) = \begin{cases} 8 & : l < 1 \wedge 8 < l_2 \\ l_2 - l & : 1 \leq l \leq l_2 \leq 8 \\ l_2 - 1 & : l < 1 \leq l_2 \leq 8 \\ 9 - l & : 1 \leq l \leq 8 < l_2 \end{cases}$
$C_4 = h \geq l \wedge h \geq l_2$	$F_4(\vec{l}) = \begin{cases} 8 & : l < 1 \wedge l_2 < 1 \\ 9 - l & : 1 \leq l \leq 8 \wedge l_2 < l \\ 9 - l_2 & : 1 \leq l_2 \leq 8 \wedge l \leq l_2 \end{cases}$

$$\frac{F_1(\vec{l})}{8}$$

# Maximizing Shannon Entropy Numerically

$C_1 = h < l \wedge h < h_1$	$F_1(\bar{l}) = \begin{cases} 8 & : l > 8 \wedge h_1 > 8 \\ l - 1 & : 1 \leq l \leq 8 \wedge l \leq h_1 \\ h_1 - 1 & : 1 \leq h_1 \leq 8 \wedge h_1 < l \end{cases}$
$C_2 = h < l \wedge h \geq h_1$	$F_2(\bar{l}) = \begin{cases} 8 & : h_1 < 1 \wedge 8 < l \\ l - h_1 & : 1 \leq h_1 \leq l \leq 8 \\ l - 1 & : h_1 < 1 \leq l \leq 8 \\ 9 - h_1 & : 1 \leq h_1 \leq 8 < l \end{cases}$
$C_3 = h \geq l \wedge h < l_2$	$F_3(\bar{l}) = \begin{cases} 8 & : l < 1 \wedge 8 < l_2 \\ l_2 - l & : 1 \leq l \leq l_2 \leq 8 \\ l_2 - 1 & : l < 1 \leq l_2 \leq 8 \\ 9 - l & : 1 \leq l \leq 8 < l_2 \end{cases}$
$C_4 = h \geq l \wedge h \geq l_2$	$F_4(\bar{l}) = \begin{cases} 8 & : l < 1 \wedge l_2 < 1 \\ 9 - l & : 1 \leq l \leq 8 \wedge l_2 < l \\ 9 - l_2 & : 1 \leq l_2 \leq 8 \wedge l \leq l_2 \end{cases}$

$$\mathcal{H}(\bar{l}) = \frac{F_1(\bar{l})}{8}$$

# Maximizing Shannon Entropy Numerically

$C_1 = h < l \wedge h < h_1$	$F_1(\bar{l}) = \begin{cases} 8 & : l > 8 \wedge h_1 > 8 \\ l - 1 & : 1 \leq l \leq 8 \wedge l \leq h_1 \\ h_1 - 1 & : 1 \leq h_1 \leq 8 \wedge h_1 < l \end{cases}$
$C_2 = h < l \wedge h \geq h_1$	$F_2(\bar{l}) = \begin{cases} 8 & : h_1 < 1 \wedge 8 < l \\ l - h_1 & : 1 \leq h_1 \leq l \leq 8 \\ l - 1 & : h_1 < 1 \leq l \leq 8 \\ 9 - h_1 & : 1 \leq h_1 \leq 8 < l \end{cases}$
$C_3 = h \geq l \wedge h < l_2$	$F_3(\bar{l}) = \begin{cases} 8 & : l < 1 \wedge 8 < l_2 \\ l_2 - l & : 1 \leq l \leq l_2 \leq 8 \\ l_2 - 1 & : l < 1 \leq l_2 \leq 8 \\ 9 - l & : 1 \leq l \leq 8 < l_2 \end{cases}$
$C_4 = h \geq l \wedge h \geq l_2$	$F_4(\bar{l}) = \begin{cases} 8 & : l < 1 \wedge l_2 < 1 \\ 9 - l & : 1 \leq l \leq 8 \wedge l_2 < l \\ 9 - l_2 & : 1 \leq l_2 \leq 8 \wedge l \leq l_2 \end{cases}$

$$\mathcal{H}(\bar{l}) = \frac{F_1(\bar{l})}{8} \log_2 \frac{8}{F_1(\bar{l})} + \frac{F_2(\bar{l})}{8} \log_2 \frac{8}{F_2(\bar{l})} + \frac{F_3(\bar{l})}{8} \log_2 \frac{8}{F_3(\bar{l})} + \frac{F_4(\bar{l})}{8} \log_2 \frac{8}{F_4(\bar{l})}$$

## Maximizing Shannon Entropy Numerically

$$\mathcal{H}(\bar{L}) = \frac{F_1(\bar{L})}{8} \log_2 \frac{8}{F_1(\bar{L})} + \frac{F_2(\bar{L})}{8} \log_2 \frac{8}{F_2(\bar{L})} + \frac{F_3(\bar{L})}{8} \log_2 \frac{8}{F_3(\bar{L})} + \frac{F_4(\bar{L})}{8} \log_2 \frac{8}{F_4(\bar{L})}$$

## Maximizing Shannon Entropy Numerically

$$\mathcal{H}(\bar{L}) = \frac{F_1(\bar{L})}{8} \log_2 \frac{8}{F_1(\bar{L})} + \frac{F_2(\bar{L})}{8} \log_2 \frac{8}{F_2(\bar{L})} + \frac{F_3(\bar{L})}{8} \log_2 \frac{8}{F_3(\bar{L})} + \frac{F_4(\bar{L})}{8} \log_2 \frac{8}{F_4(\bar{L})}$$

Numerically maximize  $H(\bar{L})$

$$\bar{L} = \langle 4, 2, 6 \rangle$$



## Maximizing Shannon Entropy Numerically

$$\mathcal{H}(\bar{L}) = \frac{F_1(\bar{L})}{8} \log_2 \frac{8}{F_1(\bar{L})} + \frac{F_2(\bar{L})}{8} \log_2 \frac{8}{F_2(\bar{L})} + \frac{F_3(\bar{L})}{8} \log_2 \frac{8}{F_3(\bar{L})} + \frac{F_4(\bar{L})}{8} \log_2 \frac{8}{F_4(\bar{L})}$$

Numerically maximize  $H(\bar{L})$

$$\bar{L} = \langle 4, 2, 6 \rangle$$

First two steps of optimal binary search attack on 8 secrets.

# Finding Best Attack Tree

## Method 3

# Maximizing Shannon Entropy, Third Approach

# Maximizing Shannon Entropy, Third Approach

Maximum Satisfiable Subsets (MSS).

Optimization version of SAT.

# Maximizing Shannon Entropy, Third Approach

Maximum Satisfiable Subsets (MSS).

Optimization version of SAT.

MaxH-MARCO algorithm:

# Maximizing Shannon Entropy, Third Approach

Maximum Satisfiable Subsets (MSS).

Optimization version of SAT.

MaxH-MARCO algorithm:

1. Exhaustive enumeration of *maximal partitions* of the secret  $h$ .

# Maximizing Shannon Entropy, Third Approach

Maximum Satisfiable Subsets (MSS).

Optimization version of SAT.

MaxH-MARCO algorithm:

1. Exhaustive enumeration of *maximal partitions* of the secret  $h$ .
2. Compute Shannon entropy for each maximal partition,

# Maximizing Shannon Entropy, Third Approach

Maximum Satisfiable Subsets (MSS).

Optimization version of SAT.

MaxH-MARCO algorithm:

1. Exhaustive enumeration of *maximal partitions* of the secret  $h$ .
2. Compute Shannon entropy for each maximal partition, select the one with largest Entropy.



# Maximizing Shannon Entropy, Third Approach

Maximum Satisfiable Subsets (MSS).

Optimization version of SAT.

MaxH-MARCO algorithm:

1. Exhaustive enumeration of *maximal partitions* of the secret  $h$ .
2. Compute Shannon entropy for each maximal partition, select the one with largest Entropy.

MSS solution  $\Rightarrow$  maximize Shannon entropy.

# Finding Best Attack Tree

# Finding Best Attack Tree

## 3 Methods

# Finding Best Attack Tree

## 3 Methods

Do they work?

# Finding Best Attack Tree 3 Methods

Do they work?

Yes

# Implementation

- ▶ Java Symbolic Pathfinder (JPF / SPF) for symbolic execution.
- ▶ Specialized listeners for tracking observables (time, space).
- ▶ Latte and Barvinok for model counting path constraints.
- ▶ Max-SMT (Z3), MARCO (java + Z3) MSS.
- ▶ Mathematica's NMAXIMIZE for numeric maximization.
- ▶ Heuristics: top-down greedy optimization.

# Case study: Law Enforcement Employment Database

From DARPA Space-Time Analysis for Cybersecurity (STAC)

## Server

- ▶ 41 classes, 2844 line of code.
- ▶ stores all employee records by ID in a database.
- ▶ Some employee IDs have restricted access.

## Client

Commands available for users: SEARCH, INSERT, GET, PUT, ...

SEARCH a b has a timing channel: adaptive range query attack.

# Case study: Law Enforcement Employment Database

Domain: 100 possible IDs in database (6.541 bits)



# Case study: Law Enforcement Employment Database

Domain: 100 possible IDs in database (6.541 bits)

## MAX-SMT

- ▶ Attack tree depth: 17 (complete attack)
- ▶ Running time: 21s

# Case study: Law Enforcement Employment Database

Domain: 100 possible IDs in database (6.541 bits)

## MAX-SMT

- ▶ Attack tree depth: 17 (complete attack)
- ▶ Running time: 21s

## Numeric Entropy Maximization

- ▶ Attack tree depth: 7 (complete attack)
- ▶ Running time: 57s

# Case study: Law Enforcement Employment Database

Domain: 100 possible IDs in database (6.541 bits)

## MAX-SMT

- ▶ Attack tree depth: 17 (complete attack)
- ▶ Running time: 21s

## Numeric Entropy Maximization

- ▶ Attack tree depth: 7 (complete attack)
- ▶ Running time: 57s

## Max SAT Subsets

- ▶ Attack tree depth: 7 (complete attack)
- ▶ Running time: 2m 36s

# Case study: Law Enforcement Employment Database

Domain: 1,000,000 possible IDs in database (19.9 bits)

# Case study: Law Enforcement Employment Database

Domain: 1,000,000 possible IDs in database (19.9 bits)

## MAX-SMT

- ▶ Attack tree depth: 17
- ▶ Incomplete attack: leaks at most 12.5 out of 19.9 bits
- ▶ Running time: 18m 31s

# Case study: Law Enforcement Employment Database

Domain: 1,000,000 possible IDs in database (19.9 bits)

## MAX-SMT

- ▶ Attack tree depth: 17
- ▶ Incomplete attack: leaks at most 12.5 out of 19.9 bits
- ▶ Running time: 18m 31s

## Numeric Entropy Maximization

- ▶ Attack tree depth: 11
- ▶ Incomplete attack: leaks 10.0 out of 19.9 bits
- ▶ Running time: 15m 8s

# Case study: Law Enforcement Employment Database

Domain: 1,000,000 possible IDs in database (19.9 bits)

## MAX-SMT

- ▶ Attack tree depth: 17
- ▶ Incomplete attack: leaks at most 12.5 out of 19.9 bits
- ▶ Running time: 18m 31s

## Numeric Entropy Maximization

- ▶ Attack tree depth: 11
- ▶ Incomplete attack: leaks 10.0 out of 19.9 bits
- ▶ Running time: 15m 8s

## Max SAT Subsets

Does not scale to this domain.

# More Case Studies

We synthesized attacks for:

- ▶ ModPow used in RSA
- ▶ Compression Ratio Information Leak Made Easy (CRIME)
- ▶ `java.util.Arrays.equal()` (segment oracle attack)



# Conclusions

- ▶ Symbolic execution of adversary model to get constraint tree.
- ▶ Solve optimization problem to get low inputs to maximize leakage: attack tree.
- ▶ MAX-SMT  
Symbolic Model Counting + Numeric Maximization  
Max-SAT-Subsets
- ▶ Experimentally validated our approach.

Questions?

Thank you.

