

Fault-based Cryptanalysis on Block Ciphers

ASK 2015

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ANSSI

Agenda

1 Introduction

- a. Physical Cryptanalysis
- b. Fault-based Cryptanalysis

2 Fault Injection Means

- a. Global Faults
- b. Local Faults
- c. Other Tools

3 Cryptanalysis methods

- a. Fault Model
- b. Safe Error Attack
- c. DFA
- d. Statistical Fault Attack

4 Countermeasures

- a. Analog Level
- b. Digital Level
- c. Application to Crypto

5 Conclusion



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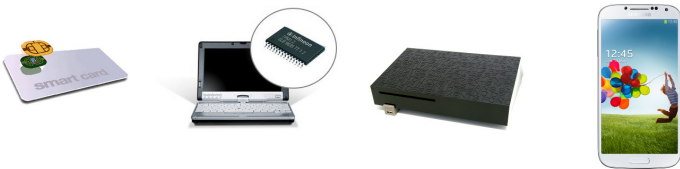
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Context

- Since the 90's, increasing use of **secure embedded devices**
 - ▶ 9G smartcard ICs sold in 2013 (SIM cards, credit cards ...)

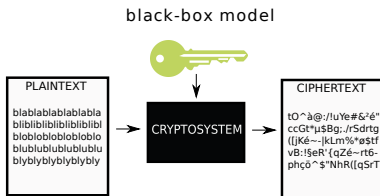


- **Strong cryptography** from a **mathematical point of view** used to manage sensitive data
 - ▶ 3DES, AES, RSA, ECC, SHA-2-3 ...



Classical Cryptanalysis

- **Black-Box Model** assumed in classical cryptanalysis:
 - ▶ key(s) stored in the device
 - ▶ cryptographic operations computed inside the device

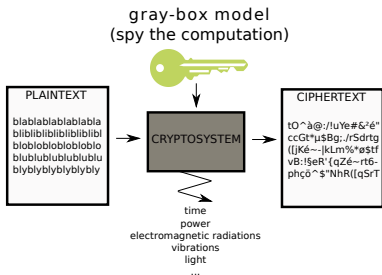


- The attacker has only access to pairs of **plaintexts / ciphertexts**.



Secure Cipher - Unsecure Implementation (1/2)

- [*Kocher* + 1996] \Rightarrow exploitation of **physical leakages**
 - ▶ cryptosystems integrated in CMOS technology
 - ▶ physical leakages correlated with computed data

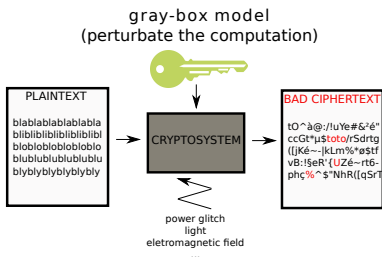


- The attacker has also access to **physical leakages**
- New class of attacks \Rightarrow **Side-Channel Attacks (SCA)**



Secure Cipher - Unsecure Implementation (2/2)

- [*Boneh* + 1997] \Rightarrow exploitation of **faulty encryptions**
 - ▶ the attacker can generate faulty encryptions



- the attacker has access to **correct** & **faulty** ciphertexts
- New class of attacks \Rightarrow **Fault Attacks (FA)**



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Fault based Cryptanalysis

- **FA** consist in perturbing the execution of the **cryptographic operation** in order to get faulty results leaking information on the secret
- Hypotheses are made on:
 - ▶ the targeted intermediate value
 - ▶ the effect of the injection on the intermediate value
- The attacker can then apply **algorithmic methods** to extract the secret from the obtained (correct and/or faulty) results



Fault Zoology (1/2)

- Different ways to generate a **fault**:
 - ▶ electrical glitch on pins (VCC, CLK, I/O, ...)
 - ▶ electrical glitch on the die (FBBI)
 - ▶ light injection
 - ▶ ElectroMagnetic (EM) field injection

- The **duration** of the fault can be:
 - ▶ transient
 - ▶ permanent



Fault Zoology (2/2)

■ Different **effects**:

- ▶ modification of operation flow
- ▶ modification of operands

■ Different **goals**:

- ▶ Bypassing a security mechanism
e.g. PIN verification, file access right control, secure bootchain, ...
- ▶ Generating faulty encryptions/signatures
⇒ fault-based cryptanalysis
- ▶ Combined Attacks
JavaCard based, FA + SCA



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Electrical glitch on Power Supply (1/3)

- Principle:

under/over-power a device during a very short time

- **Over-powering** cause unexpected electrical phenomenoms inside the IC

e.g. local shortcuts, ...

- **Under-powering** slows down the processing of the IC

e.g. bad memory read/write, ...

- Low/medium-cost attack

ex. of equipment: custom electronic board, pulse generator, ...



Electrical glitch on Power Supply (2/3)

■ Adversary can control:

- ▶ Amplitude of the glitch
- ▶ Duration of the glitch
- ▶ Shape of the glitch

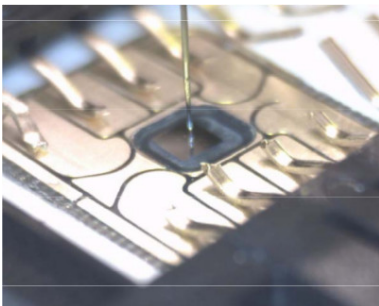
■ Generally no control of the fault precision:

- ▶ On a microcontroller running code, modification of the current executed opcode and/or operand(s)
- ▶ On a hardware coprocessor, modification of (some of) the current processed words (e.g. registers)



Electrical glitch on Power Supply (3/3)

- Recent variant [Tobich+ 2012]:
FBBI: Forward Body Bias Injection
- Consist in putting a needle in contact with the IC silicon through its backside



Tamper the clock (1/2)

- Principle:
reduce one or several **clock period(s)**
- slows down the processing of the IC
e.g. DFF sampling before correct computation of current instruction/combinational logic ...
- Low/medium-cost attack
ex. of equipment: custom electronic board, signal generator, ...



Tamper the clock (2/2)

- Adversary can control:

- ▶ Duration of the reduced clock period
- ▶ Number of reduced clock period(s)

- Generally no control of the fault precision:

- ▶ On a microcontroller running code, modification of the current executed opcode and/or operand(s)
- ▶ On a hardware coprocessor, modification of (some of) the current processed words (e.g. registers)



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Light attacks (1/2)

- Principle:
inject a **light beam** into the device to disturb it
- Old school setups were using **flash lamp**
- Modern setups are based on **laser** modules
- It requires to open the package of the IC in order the light beam can be injected into the frontside or the backside of the die

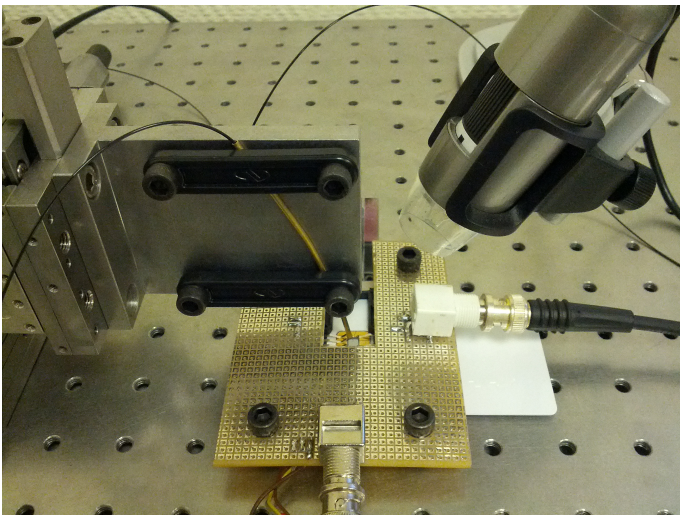


Light attacks (2/2)

- A photoelectric phenomenon transforms **light energy** into **electrical energy**, provoking unexpected behaviour of transistors
- On complex ICs with many metal layers, or on secure ICs with a shield, it can be difficult to inject light on the frontside of the IC
- As silicon is transparent to infrared light, backside light injection uses infrared light
e.g. NIR laser diodes
- Medium/high cost attack



Laser Setup example 1 (1/2)



Laser Setup example 1 (2/2)

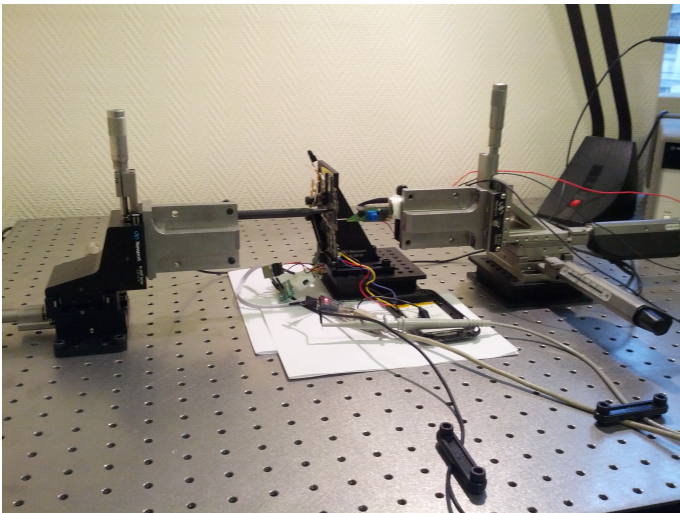


EMI attacks

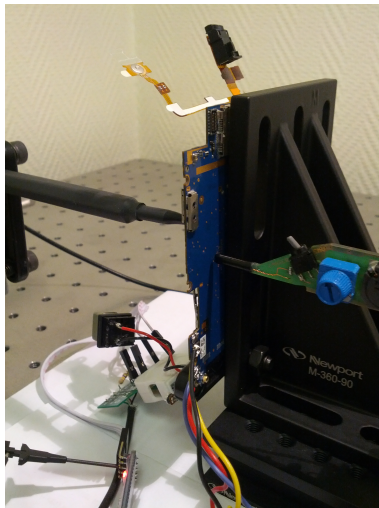
- Principle:
inject an **electromagnetic field** inside the device to disturb it
- Can be done without removing the package of the IC
- In practice, a glitch of high power is injected into an EM sensor put above the IC
ex. of equipment: high power pulse generator + EM sensor
- Medium/high cost attack



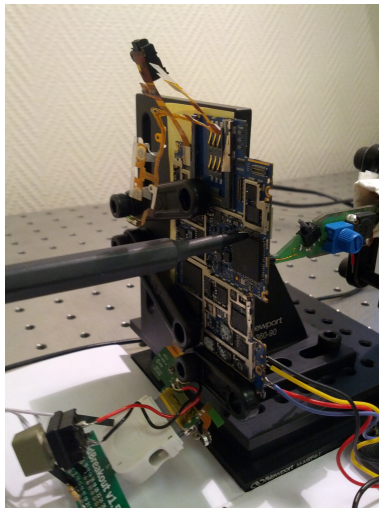
ElectroMagnetic Injection Setup example



ElectroMagnetic Injection Setup example



ElectroMagnetic Injection Setup example



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Synchronization Mean

- In many cases, need of a synchronization mean to trigger the fault at the right instant
- A classical way consists in monitoring the power consumption/EM activity of the IC such that finding the side-channel signature of the event one wants to disturb
- Several solutions:
 - ▶ Using the triggering capabilities of oscilloscopes
 - ▶ Using a custom synchronization board, with real-time pattern matching mechanism



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Classification of Fault Models

- One can define a Fault Model as a function f such that:

$$f : x \rightarrow x \star e \quad (1)$$

x target variable, e fault logical effect and
 \star a logical operation

- Any Fault-based Cryptanalysis requires an Invariant
⇒ new classification of FA based on the Invariant:
 - ▶ FA based on a Fixed Fault Diffusion Pattern
Differential Fault Analysis [Biham+ 1997], [Piret+ 2003]
 - ▶ FA based on a Fixed Fault Logical Effect
Safe Error Attacks [Biham+ 1997],
Statistical Fault Attacks [Fuhr+ 2013]



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Safe Error Attack (SEA) [Biham+ 1997]

- SEA requires two copies of the target device:
 - ▶ a first copy that the adversary can fully control
 - ▶ a second copy set at an unknown secret
- SEA requires the ability to encrypt several times the same plaintext
- SEA does not require any faulty ciphertext
- SEA requires two phases:
 - ▶ a profiling phase
 - ▶ an attack phase



Safe Error Attack (SEA) - Sketch

1. Profiling phase

- ▶ Use the device the adversary can fully control
- ▶ For every bit of the master key, find the fault parameters allowing to reset this bit

2. Attack phase

- ▶ Use the device set at an unknown secret
- ▶ Encrypt a plaintext and keep the ciphertext
- ▶ For every bit of the key, encrypt once again the same plaintext, while injecting a fault with parameters of profiling phase for the current bit
- ▶ If both ciphertexts are equal, the current bit is equal to 0, otherwise equal to 1



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Differential Fault Analysis (DFA) [Piret+ 2003]

- DFA requires the ability to encrypt two times the same plaintext
- DFA requires to have one or several pairs of correct and wrong ciphertexts corresponding to the same plaintext

$$P_1 \rightarrow (C_1, \widetilde{C}_1)$$

$$P_2 \rightarrow (C_2, \widetilde{C}_2)$$

...

$$P_N \rightarrow (C_N, \widetilde{C}_N)$$

- DFA requires to be able to fault only a part of the **State** at a particular position in the encryption
e.g. one byte of the AES **State** before the last **MixColumns**



Differential Fault Analysis (DFA) - Sketch (1/2)

1. Assuming a one byte difference between the two States before the last MixColumns, compute the list D of the 16×255 possible differences after last MixColumns

2. Consider two pairs of correct and faulty ciphertexts (C_1, \widetilde{C}_1) and (C_2, \widetilde{C}_2)

3. Make an hypothesis on the 2 left most bytes of K , Kh^1, Kh^2 . For each of the 2^{16} candidates, compute:

$$\delta_{C_1} = S^{-1}(C_1^1 \oplus Kh^1, C_1^2 \oplus Kh^2) \oplus S^{-1}(\widetilde{C}_1^1 \oplus Kh^1, \widetilde{C}_1^2 \oplus Kh^2)$$

$$\delta_{C_2} = S^{-1}(C_2^1 \oplus Kh^1, C_2^2 \oplus Kh^2) \oplus S^{-1}(\widetilde{C}_2^1 \oplus Kh^1, \widetilde{C}_2^2 \oplus Kh^2)$$



Differential Fault Analysis (DFA) - Sketch (2/2)

4. Compare the results with the 2 left-most bytes of the differences in D . The (Kh^1, Kh^2) for which a match is found for both ciphertext pairs are stored in a list L
5. For each candidate of L , try to extend it by one byte (computing both differences to check)
6. Keep extending candidates in L until they are 16-bytes long. At this stage, only the right key is remaining



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Statistical Fault Attack (SFA) [Fuhr+ 2013]

- SFA has the property to work even with a set of faulty ciphertexts corresponding to different unknown plaintexts

$$P_1 \rightarrow \widetilde{C}_1$$

$$P_2 \rightarrow \widetilde{C}_2$$

...

$$P_N \rightarrow \widetilde{C}_N$$

- Nevertheless it requires a Fixed Fault Logical Effect e.g. stuck-at a fixed value a **State** byte with a good probability
- SFA cannot be thwarted at the protocol level !!!



Statistical Fault Attack (SFA) - Sketch (1/2)

1. Collect a set of faulty AES ciphertexts $\widetilde{C}_1, \widetilde{C}_2, \dots, \widetilde{C}_N$, by injecting a fault on one byte of the **State** after the penultimate **AddRoundKey**. We assume that the fault has a stuck-at effect to an unknown value e :

$$\widetilde{S}_{ak}^1 = S_{ak}^1 \text{ AND } e, \quad e \in [0, 255]$$

2. A collection of correct ciphertext bytes C_1, C_2, \dots, C_N would have an uniform distribution

Here, due to the stuck-at fault, the collection of faulted ciphertext bytes $\widetilde{C}_1, \widetilde{C}_2, \dots, \widetilde{C}_N$ has a biased distribution



Statistical Fault Attack (SFA) - Sketch (2/2)

3. We can express $\tilde{S}ak_9^i$ as a function of \tilde{C}^i and an hypothesis on one byte of K_{10} :

$$\tilde{S}ak_9^i = SB^{-1} \circ SR^{-1}(\tilde{C}^i \oplus K_{10})$$

4. Use a distinguisher to discriminate the correct key hypothesis. For instance, use the Minimal mean Hamming weight:

$$h(\hat{K}) = \frac{1}{n} \sum_{i=1}^n HW(\hat{S}ak_r^i).$$



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(De)synchronization

- A fault injection requires a precise timing to be effective
- Adding **temporal randomness** makes the timing of the fault harder to set
- Classical ways to add temporal randomness:
 - ▶ jittered clock
 - ▶ dummy instructions
 - ▶ randomize operation flow
 - ▶ ...



IC Package as Countermeasure

- Several kind of fault injection techniques require to expose the die of the IC to perform the attack
FBI, laser, ...
- Depending on the type of package, it can be more or less easy to expose the die:
 - ▶ smartcard packages are easy to open
 - ▶ metallic packages can be mechanically opened
 - ▶ epoxy packages require a chemical attack
 - ▶ Package-on-Package or 3D IC technology make the chip opening a nightmare



IC Package as Countermeasure: example 1

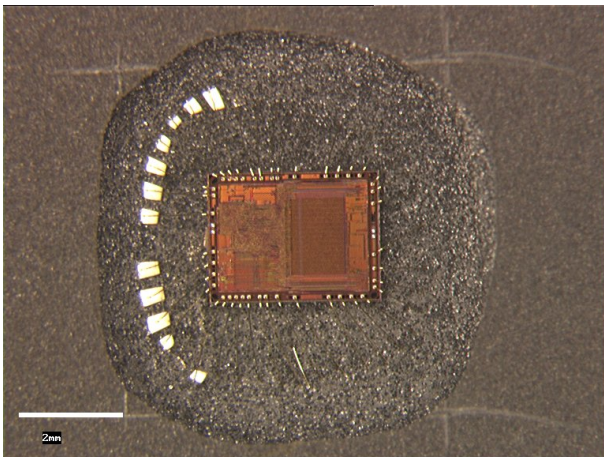


Figure : Epoxy package opened with fuming nitric acid

IC Package as Countermeasure: example 2



Figure : Application processor with RAM stacked above

IC Package as Countermeasure: example 2

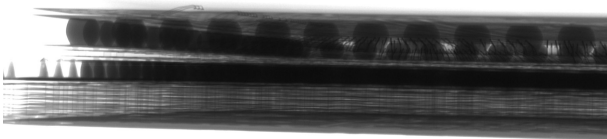


Figure : Application processor with RAM stacked above - X-ray view



Glitch Detectors

- The historical way to inject a fault in an IC is to under/over-power it during a short time
- Some IC manufacturers add glitch detectors after IC pads, checking that the current signal voltage stays in a defined range
- If a signal voltage goes outside from the defined range, a mechanism triggers an alarm
e.g. flag set, interruption, reset, ...



Laser Detectors (1/2)

- Laser injection often requires to only disturb a small area of the IC
- It requires to perform a spatial cartography to find hot spots
CPU/co-processor registers, memory cells or decoders, ...
- Laser detectors that are small dedicated blocks are placed among the other IC cells



Laser Detectors (2/2)

- Different kind of Laser detectors:
 - ▶ analog based **laser detectors**
e.g. based on photodiodes
 - ▶ digital based **laser detectors**
e.g. based on custom logic cells
- Laser detectors do not cover the whole surface of the IC, but make the job of the adversary harder



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Redundancy

- Redundancy consists in:
 - ▶ performing two times an operation
 - ▶ comparing results of both operation executions
⇒ require a conditionnal test
- From a code theory point-of-view, it corresponds to the most obvious code one can construct
⇒ duplication code
- A variant consists in performing the operation and the inverse operation, then checking that the obtained result is equal to the initial data



Examples of Redundancy

- Redundancy can be used in different ways:
 - ▶ Sequential redundancy for a software function
 - ▶ Sequential or Parallel redundancy for a hardware function
 - ▶ Use of redundant logics (Dual Rail logic → SABL, WDDL, STTL, ...)
 - ▶ Securization of special registers by duplication or by storing a value and its inverse
2 flip-flops are necessary to store one bit



Error Detection Codes

- Error Detection Codes are efficient tools to check the integrity of data
- ECC can protect linear operations (they are based on linear applications)
- ECC cannot protect non-linear operations
in particular they are not well suited to protect cryptographic primitives



Examples of Error Detection Codes

- Error Correcting Codes can be used in different ways:
 - ▶ Ensure the integrity of a secret data stored in NVM
 - ▶ Protect a memory decoder
 - ensure the integrity of opcodes
 - ▶ Protect linear parts of cryptographic algorithms
 - ▶ ...



Infection

- Infection consists in mixing a diffusion scheme with the operation to protect such that:
 1. if the processed data are not modified by a fault, the diffusion scheme has no effect on the final result
 2. if the processed data are modified by a fault, the diffusion scheme expands the erroneous data such that the final result is no more exploitable by the adversary



Memory Protection Unit (MPU)

- Some microcontrollers have a Memory Protection Unit can be seen as a HW co-processor
- MPU works similarly to a MMU (Memory Management Unit):
 - ▶ For a given function to protect, the programmer defines a memory address range
 - ▶ The MPU ensures that the instructions of the function will be located in the defined memory address range
 - ▶ If a fault induces a code jump outside the defined memory address range, the MPU triggers an alarm



Code Signature

- Some microcontrollers have a Code Signature feature can be seen as a HW co-processor
- Code Signature works as follows:
 - ▶ For a given function to protect, the programmer computes a digest and stores it in NVM
 - ▶ Every time the function is executed, the code signature feature computes the current digest and compares it to the reference one
 - ▶ If they are different, an alarm is triggered



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Classical Detection Schemes For Block Ciphers

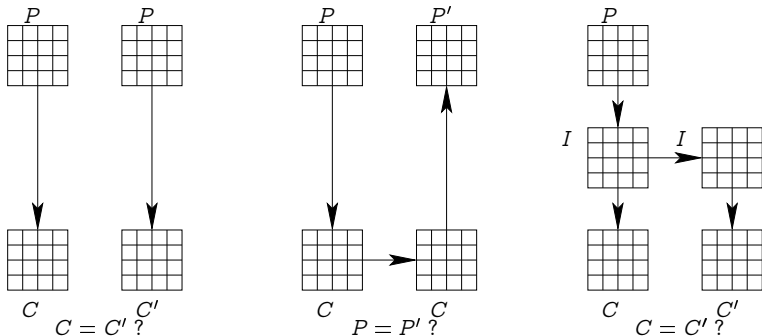


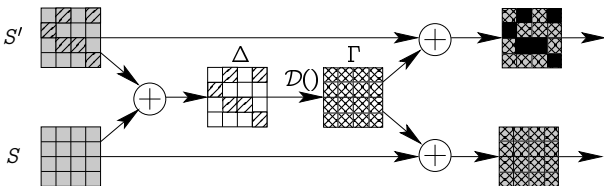
Figure : Three classical detection countermeasures. From left to right : Full Duplication, Encrypt/Decrypt, and Partial Duplication



Classical Infection Schemes For Block Ciphers

■ Generic sketch exhibiting the Infection CM:

- ▶ S, S' the two States
- ▶ \mathcal{D} the diffusion function (such as $\mathcal{D}(0) = 0$)



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Conclusion (1/2)

- Fault Attacks are a very powerful attack path:
 - ▶ they allow to modify the normal behaviour of a HW or SW function
 - ▶ they allow to extract cryptographic secrets

- Nevertheless FA require several skills:
 - ▶ knowledge of computer science, electronics, optics, ...
 - ▶ knowledge of IC architecture
 - ▶ knowledge of fault-based cryptanalysis



Conclusion (2/2)

- A lot of Fault Attack Countermeasures have been proposed in the litterature
- They are generally mixed to increase the security level of the product
⇒ principle of defense in depth
- No countermeasure is perfect !
- A developer has firstly to define the level of the adversary he wants to thwart, and then choose the adequate tradeoff between efficiency and security



Certification Schemes

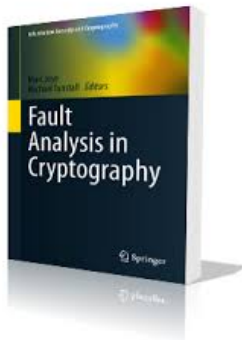
- Procedure to evaluate the security level of a product

- Three actors:
the developer / the security lab / the scheme

- Some **certification schemes**:
 - ▶ Common Criteria
 - ▶ EMVCo
 - ▶ ...



To go further



- book Fault Analysis in Cryptography
Marc Joye and Michael Tunstall - SPRINGER



Questions ?



■ contact: `victor.lomne@ssi.gouv.fr`



Bonus 1: Bug Attack

- Pentium FDIV bug was a bug in the Intel *P5* Pentium floating point unit (FPU)
- Because of the bug, the processor would return incorrect results for many calculations
- Nevertheless, bug is hard to detect
1 in 9 billion floating point divides with random parameters would produce inaccurate results
- Shamir proposed a modified version of the Bellcore attack which exploits this bug to retrieve a RSA private key
- More dangerous than a classical fault attack because can be performed remotely



Bonus 2: PS3 Hack

- George Hotz (a.k.a. Geohot) published in 2009 a hack of the Sony PS3
- The otherOS functionality of the PS3 allowed to boot a Linux OS
- A bus glitch allowed him to gain control of the hypervisor
 - ⇒ ring 0 access
 - ⇒ full memory access
 - ⇒ control gain of the OS bootchain
- In consequence Sony took George Hotz to court
- Sony and Hotz had settled the lawsuit out of court, on the condition that Hotz would never again resume any hacking work on Sony products

