



# Verifying Real-world Cryptography

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**University of Washington**

# Who Galois are

Research and development lab of ~100 people

## Locations

Portland, OR

Arlington, VA

Dayton, OH



# What Galois do

*Formal methods research meets real-world applications*

Programming languages, analysis, verification, security, cryptography

Our tools:

Symbolic execution

Model checking

Interactive theorem provers

Functional programming (esp. Haskell)



# Galois clients

Big research projects from US govt

Commercial research projects e.g. Amazon, Facebook, others

Lots of collaborations with academic partners



# Galois formal methods priorities

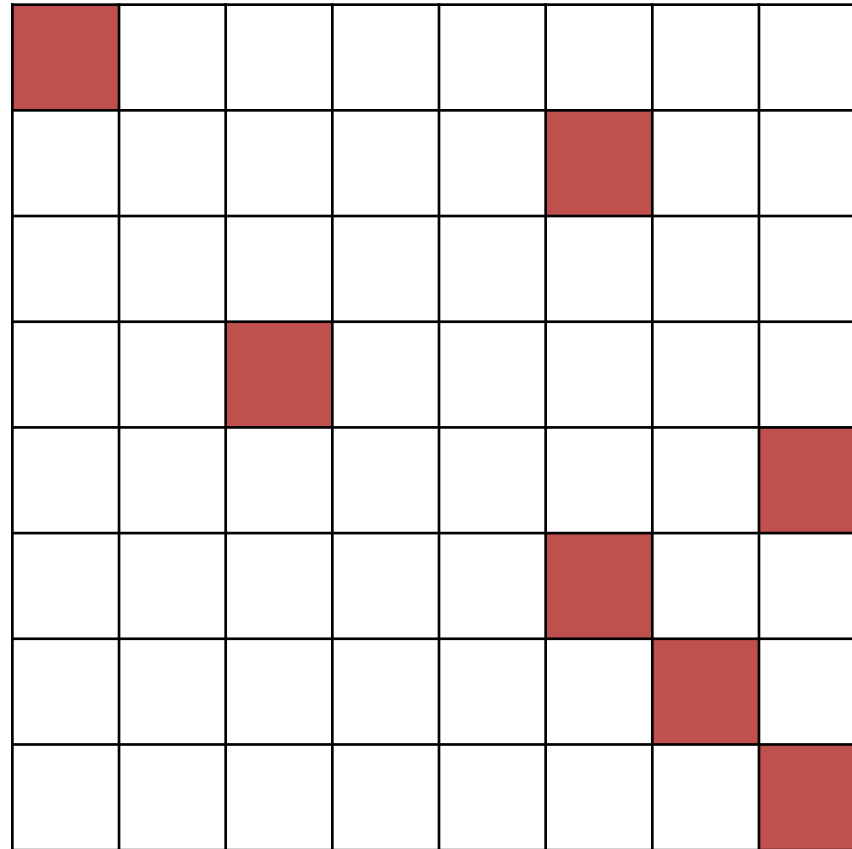
- Tools for real languages / systems (*vs proofs of concept*)
- Highly automated tools (*vs manual proofs*)
- Domain-specific tools / languages (*vs universal tools*)
- Increasing system assurance (*vs absolute correctness*)
- Integrating with SWE workflows (*vs demanding changes*)

# Formal Methods for Security

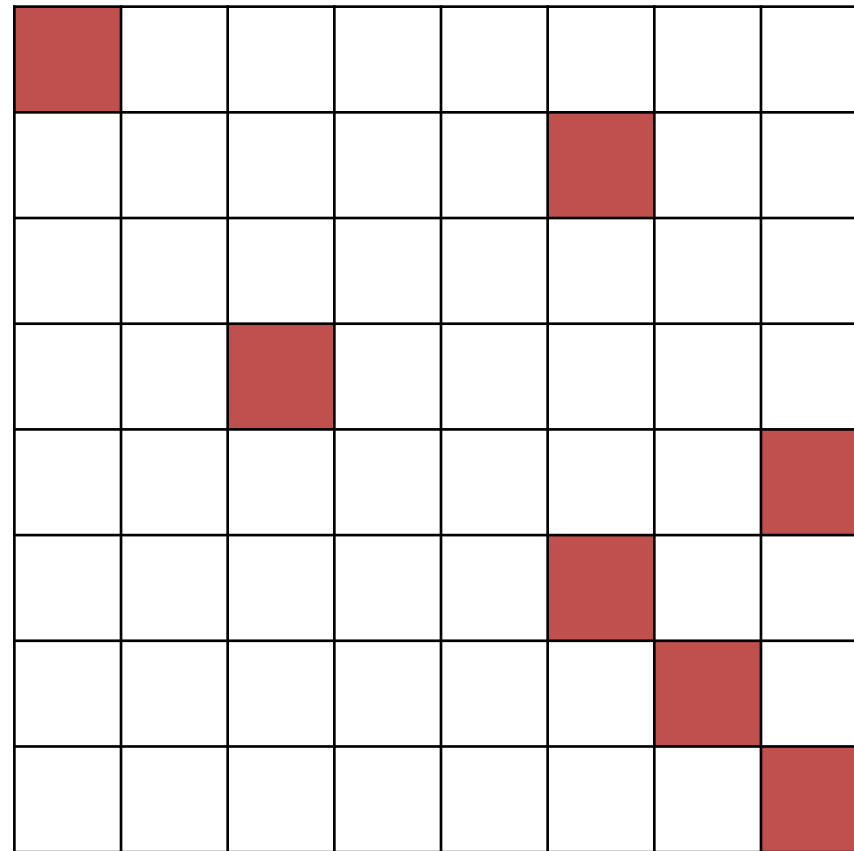
# Computer Security Imbalance

1. Defenders have to prevent all problems.
  2. Attackers need only find one entry point.
- Verification aims to enable #1 for critical core components
  - Works on small code bases. Useful in practice because
    - Many systems are engineered to keep the security-critical core small (hypervisors, OS kernels, secure channels).
    - Technology advances have decreased the overall level of effort.

# A Grid of Bugs

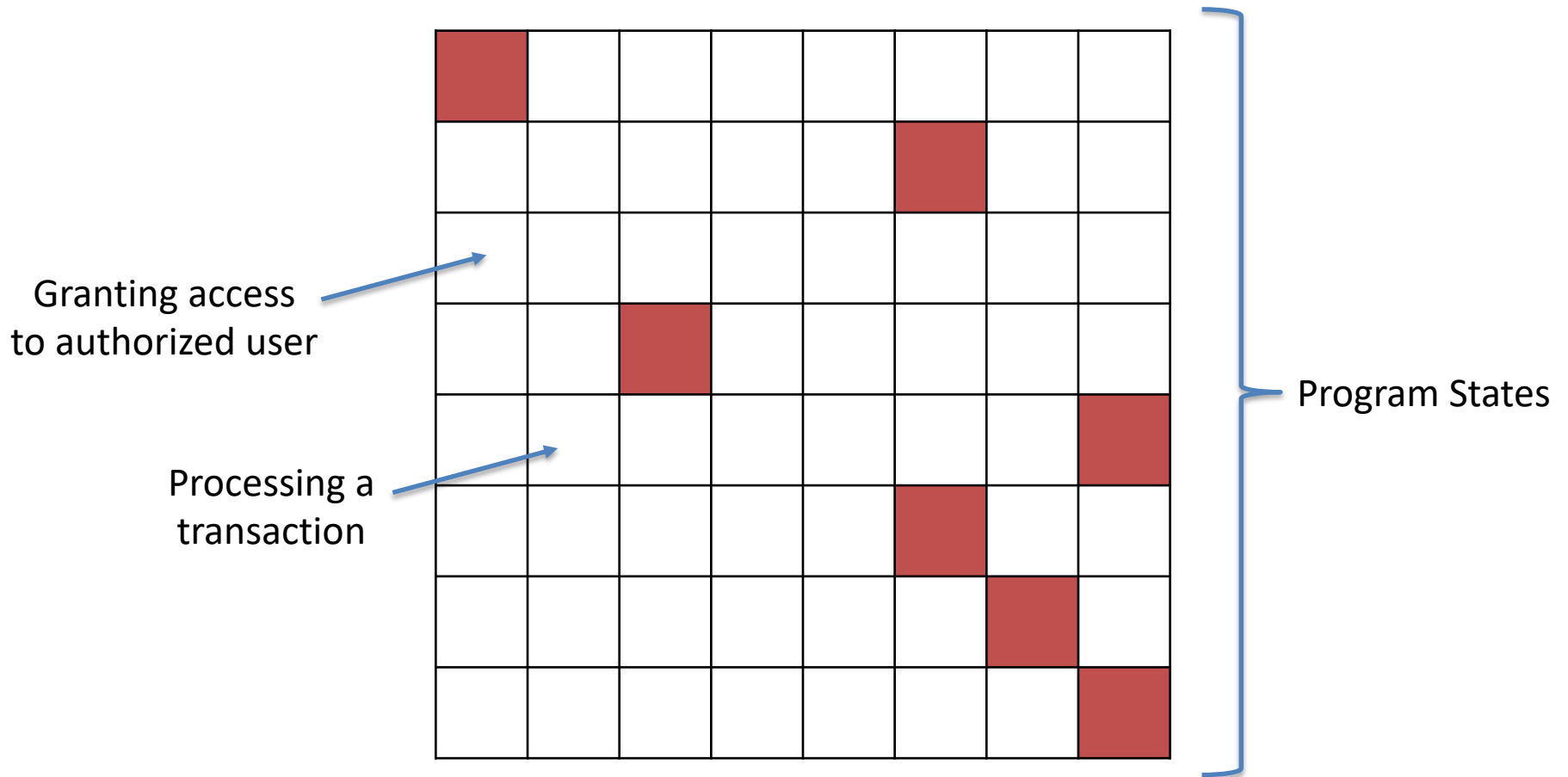


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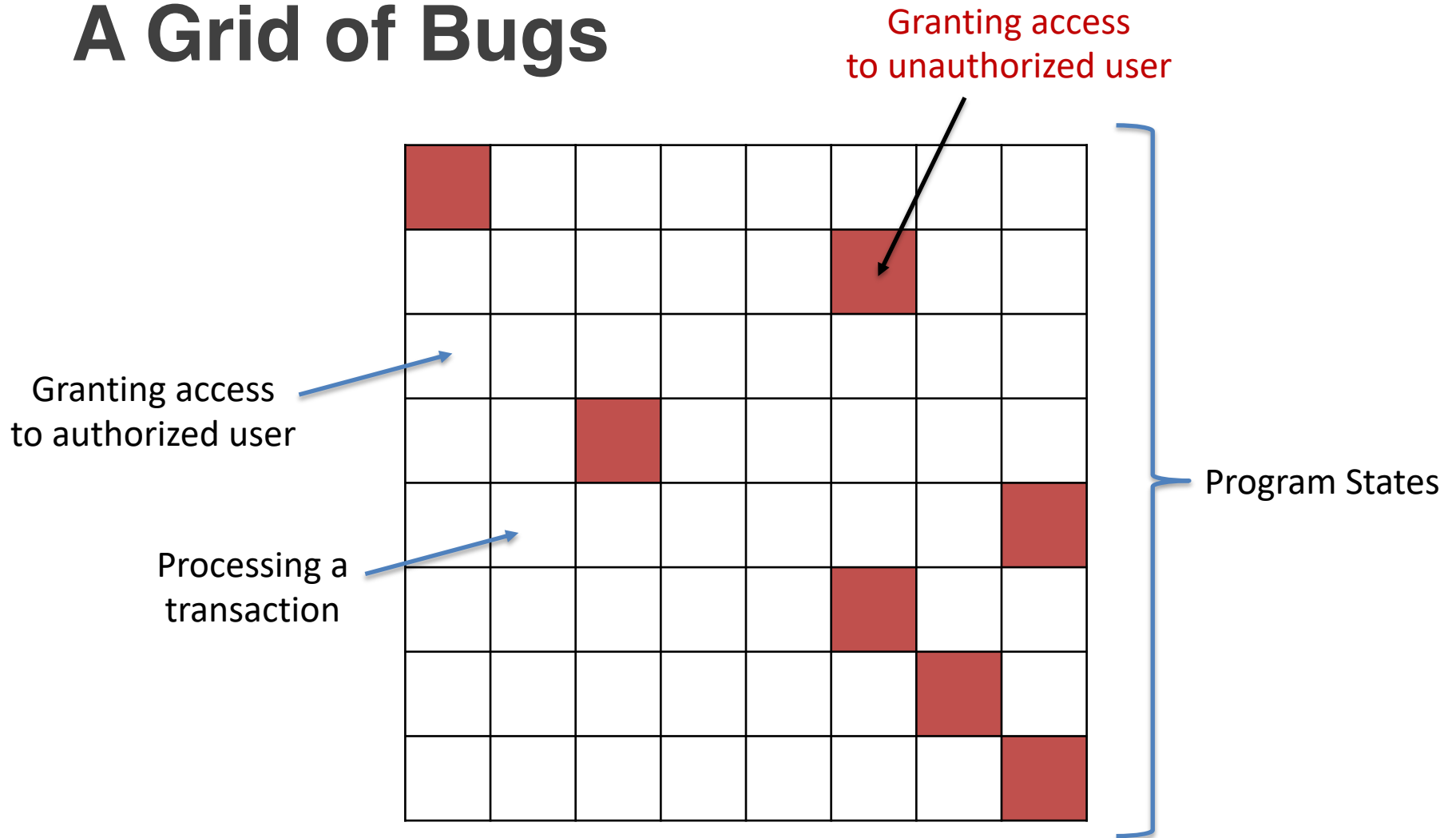


Program States

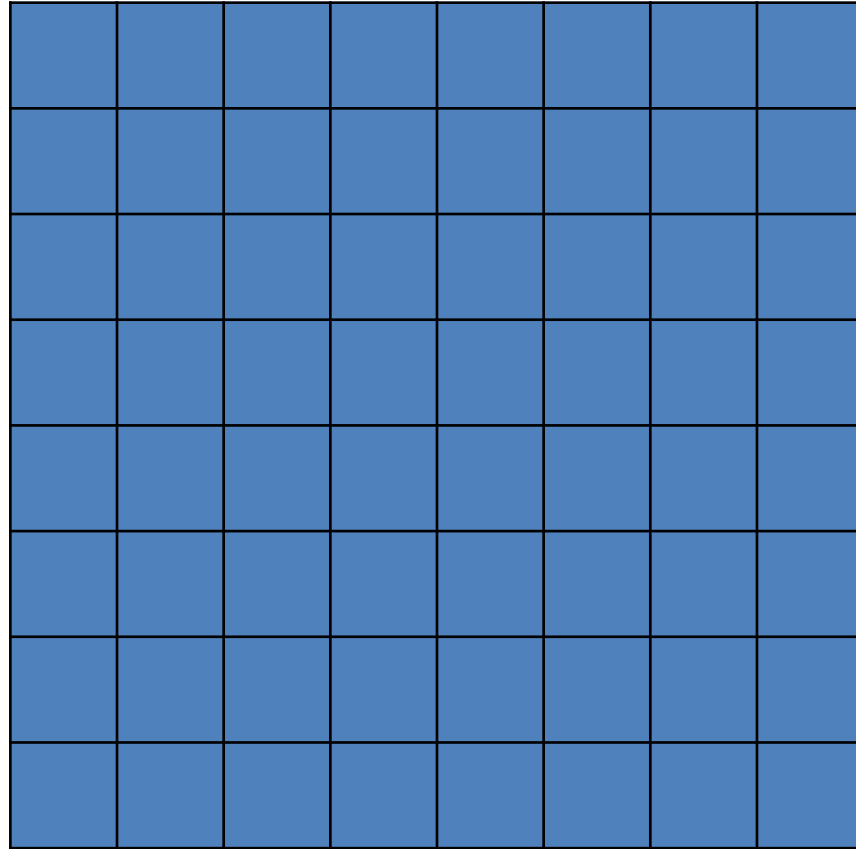
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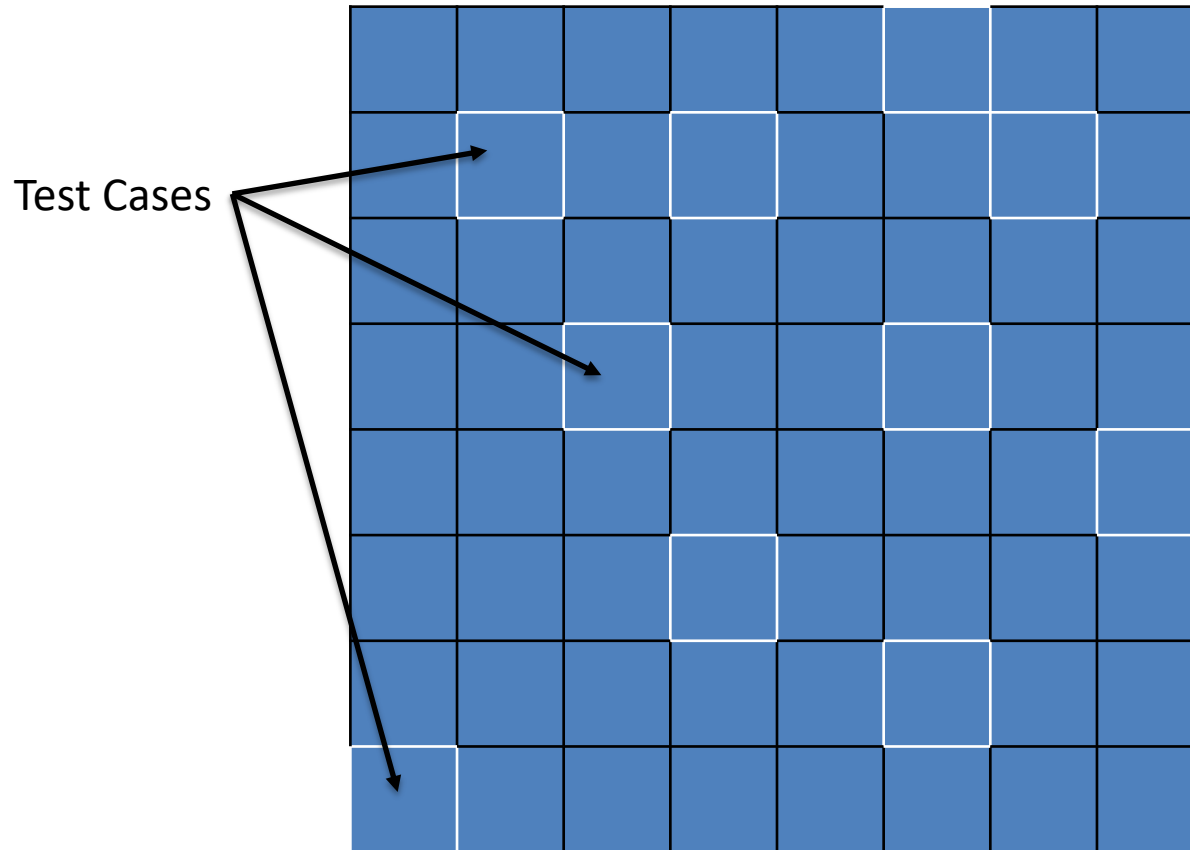


# Software Security As A Game



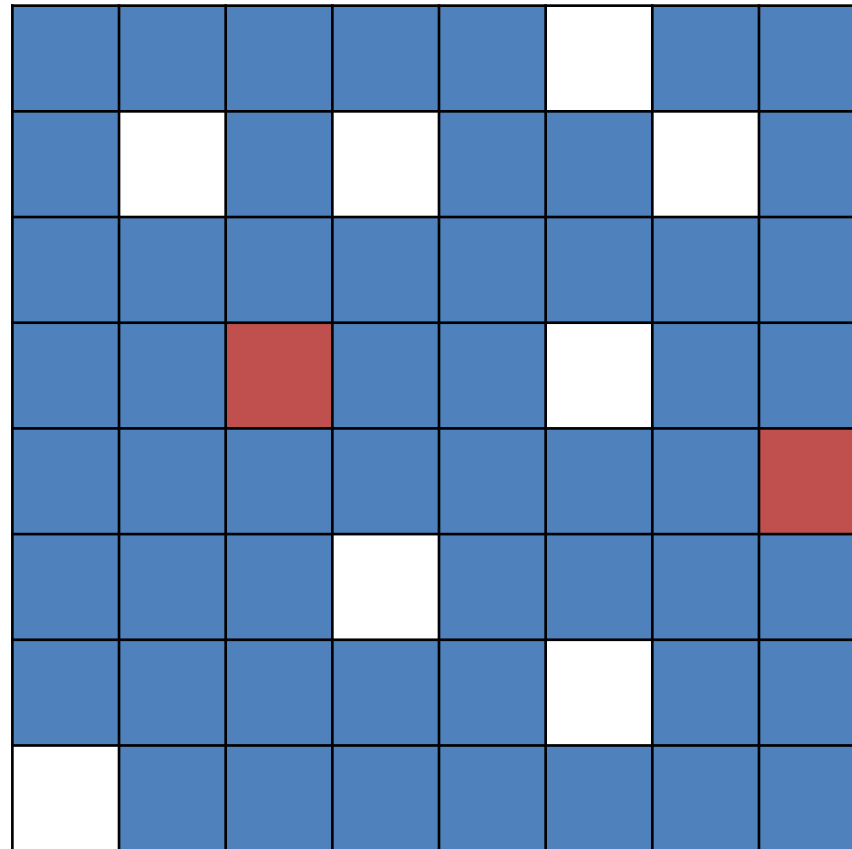


# Defender's Turn: Pick 10 Squares

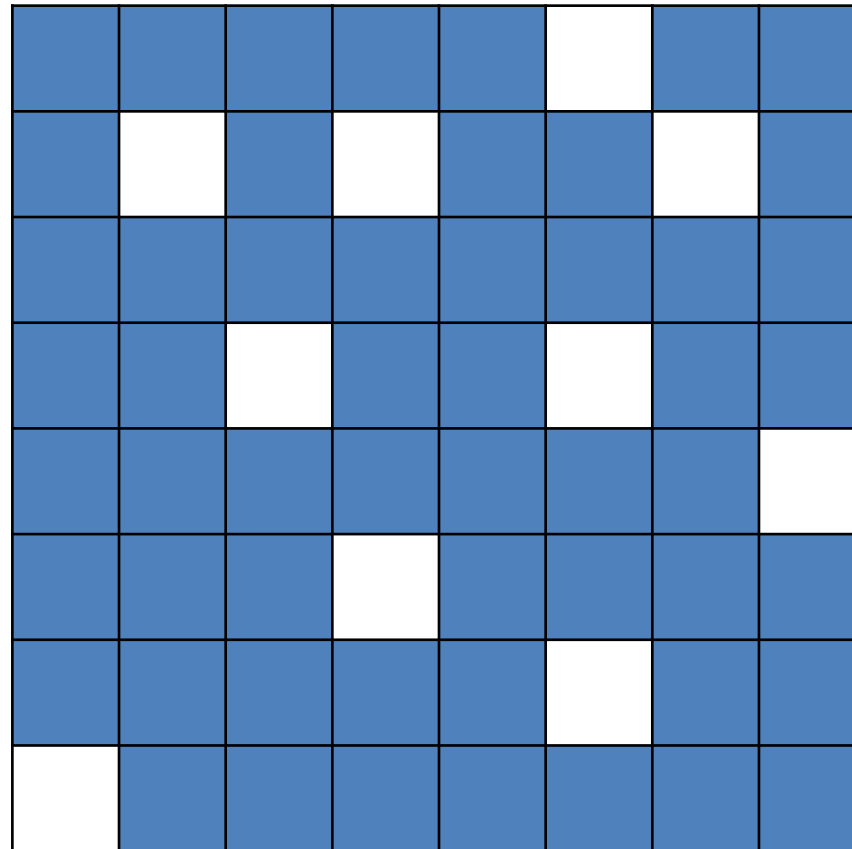


From  
Development  
Red Teaming  
Pen Testing  
...

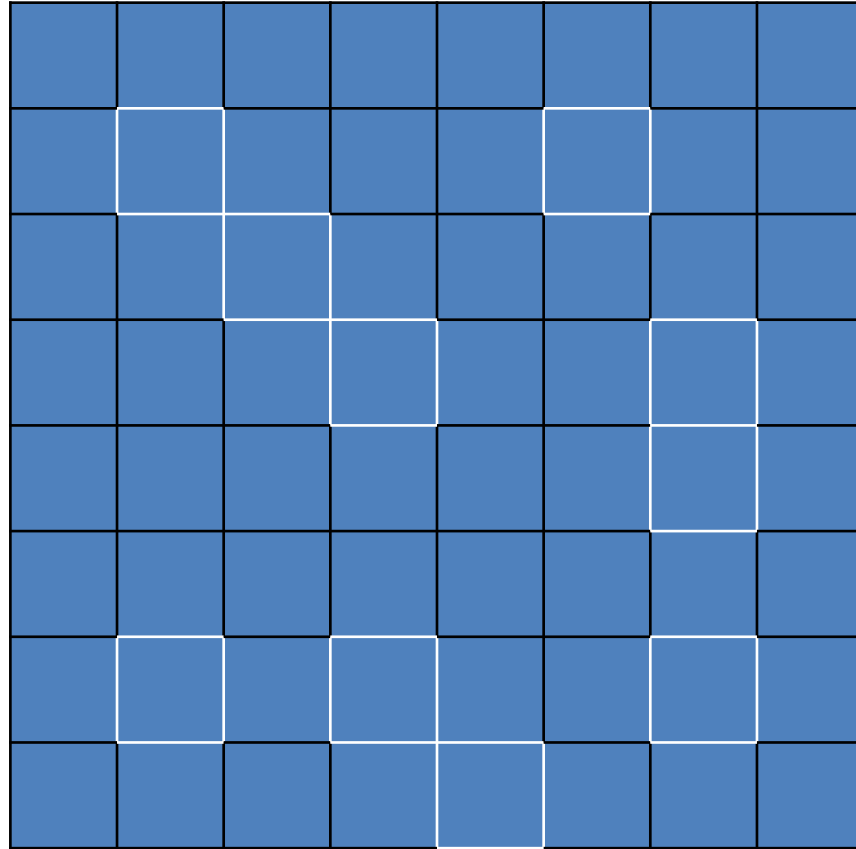
# Defender's Turn: Fix Problems



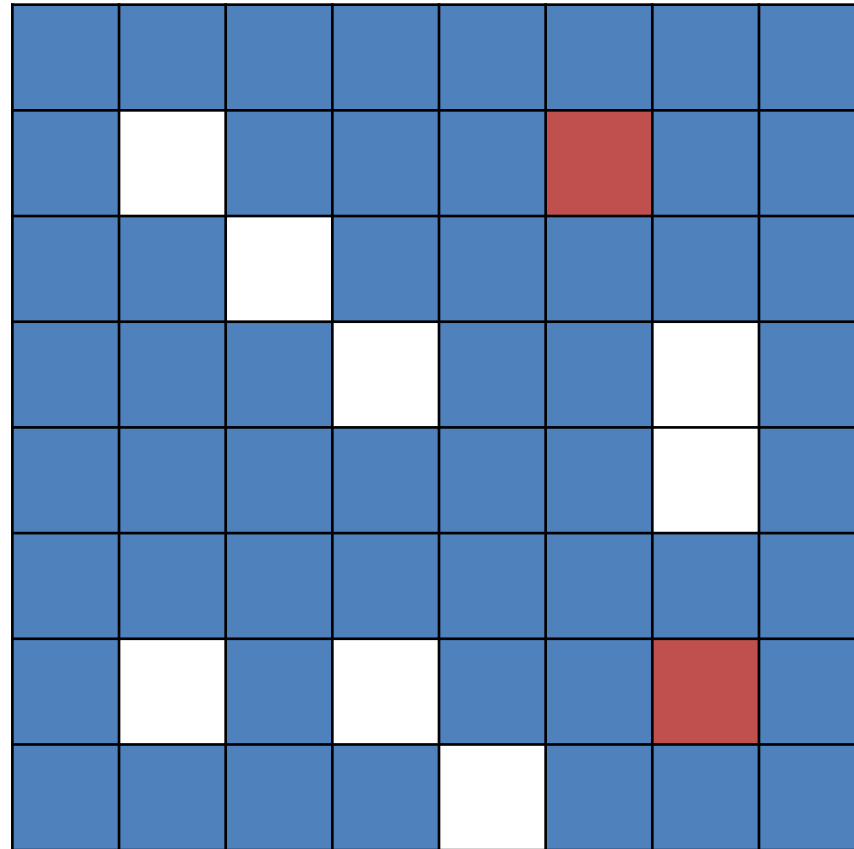
# Defender's Turn: Fix Problems



# Attacker's Turn: Pick 10 (or 20, or...)



# Attacker's Turn: Pick 10 (or 20, or...)



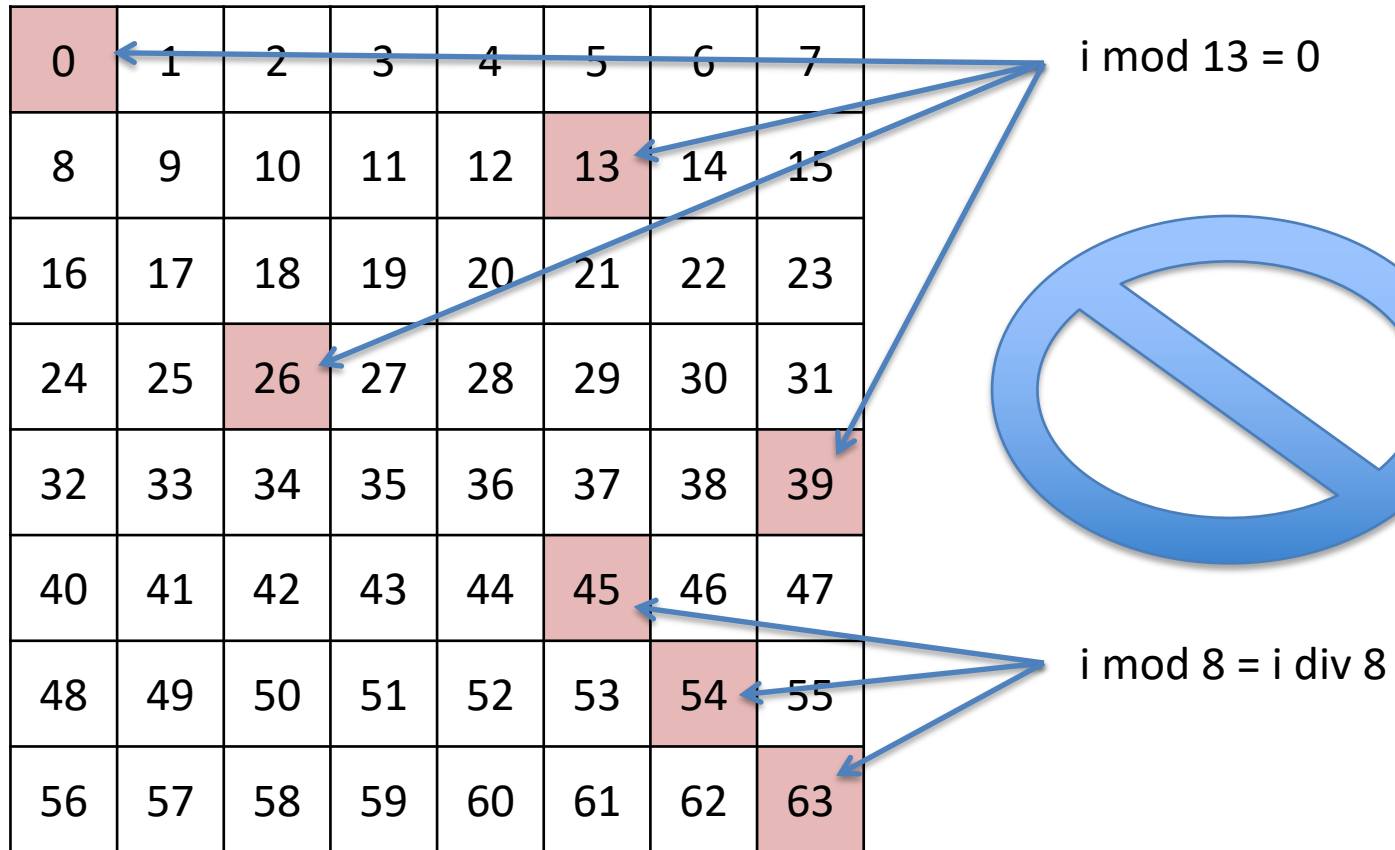
# Attacker Advantage

- General per-round odds favor attacker.
  - Find all red squares vs. find any red square
- Attacker generally has more time.
  - Windows XP is 15 years old now.

# Verification / Formal Methods

Cover *much* more of the state space by discovering and leveraging underlying *structure*.

# Formal Methods: Characterize State





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|    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|
| 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 |
| 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 |
| 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 |
| 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 |
| 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 |
| 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 |

$i \bmod 13 \neq 0$

$i \bmod 8 \neq i \operatorname{div} 8$

# Formal Methods: Characterize State

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| 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 |
| 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 |
| 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 |
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| 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 |
| 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 |
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| 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 |
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# Formal Methods

Cover *much* more of the state space by discovering and leveraging underlying *structure*.

In the limit, can prove that code is correct in *all* cases (for the given proof scope).

Method: Characterize the “good” behavior. Show this is the only behavior that can occur.

This is now at a viable cost / benefit point for critical, broadly deployed code.

# Galois tools: Cryptol and SAW

# Specification language: Cryptol

A single, high-level specification for (cryptographic) algorithms

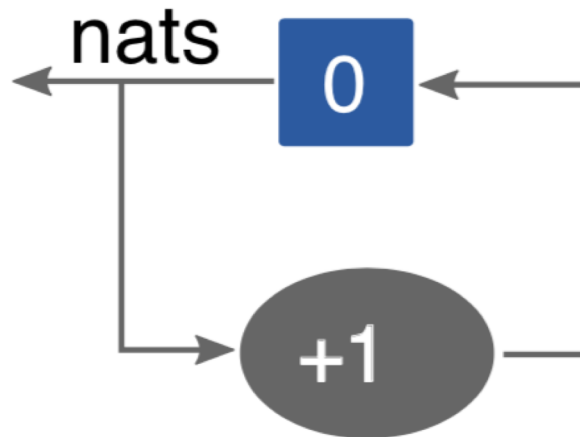
- Cryptol goals
  - ▶ Appropriate for cryptography
  - ▶ Natural
  - ▶ Concise
  - ▶ Similar to existing notation
  - ▶ Appropriate for execution and verification
- Language features
  - ▶ Statically-typed functional language
  - ▶ Sized bit vectors (type level naturals)
  - ▶ Stream comprehensions (stream diagrams)



# A Taste of Cryptol

- Functions and sequences are key notions
- Both can be recursive
- To compute the sequence of all natural numbers

```
nats = [0] # [ n + 1 | n <- nats ]
```



# Specifications as code

Cryptol specifications are (Haskell-like) code:

```
hmac h h2 h3 K m =  
  h2 (okey # split (h (ikey # m)))  
  where  
    k0 = kinit h3 K  
    okey = [kb ^ 0x5C | kb <- k0]  
    ikey = [kb ^ 0x36 | kb <- k0]
```

You can use a Cryptol specification in many ways:

- Execute with an input
- Generate input values
- Compile into code.



# Verification tool: SAW

- SAW = Software Analysis Workbench
  - ▶ Software: many languages
  - ▶ Analysis: many types of analysis, focused on functionality
  - ▶ Workbench: flexible interface, supporting many goals
- Intended as a flexible tool for software analysis
- What separates it from other systems?
  - ▶ One view: compiler :: imperative code → functional code
  - ▶ Captures **all functional behavior**, simplifying later if necessary
  - ▶ Uses **efficient internal representations** tuned to equivalence checking
  - ▶ Strong **bit vector** reasoning support
  - ▶ Focus on **practicality** over novelty
- Open source (BSD3) and available now

# SAW verification process

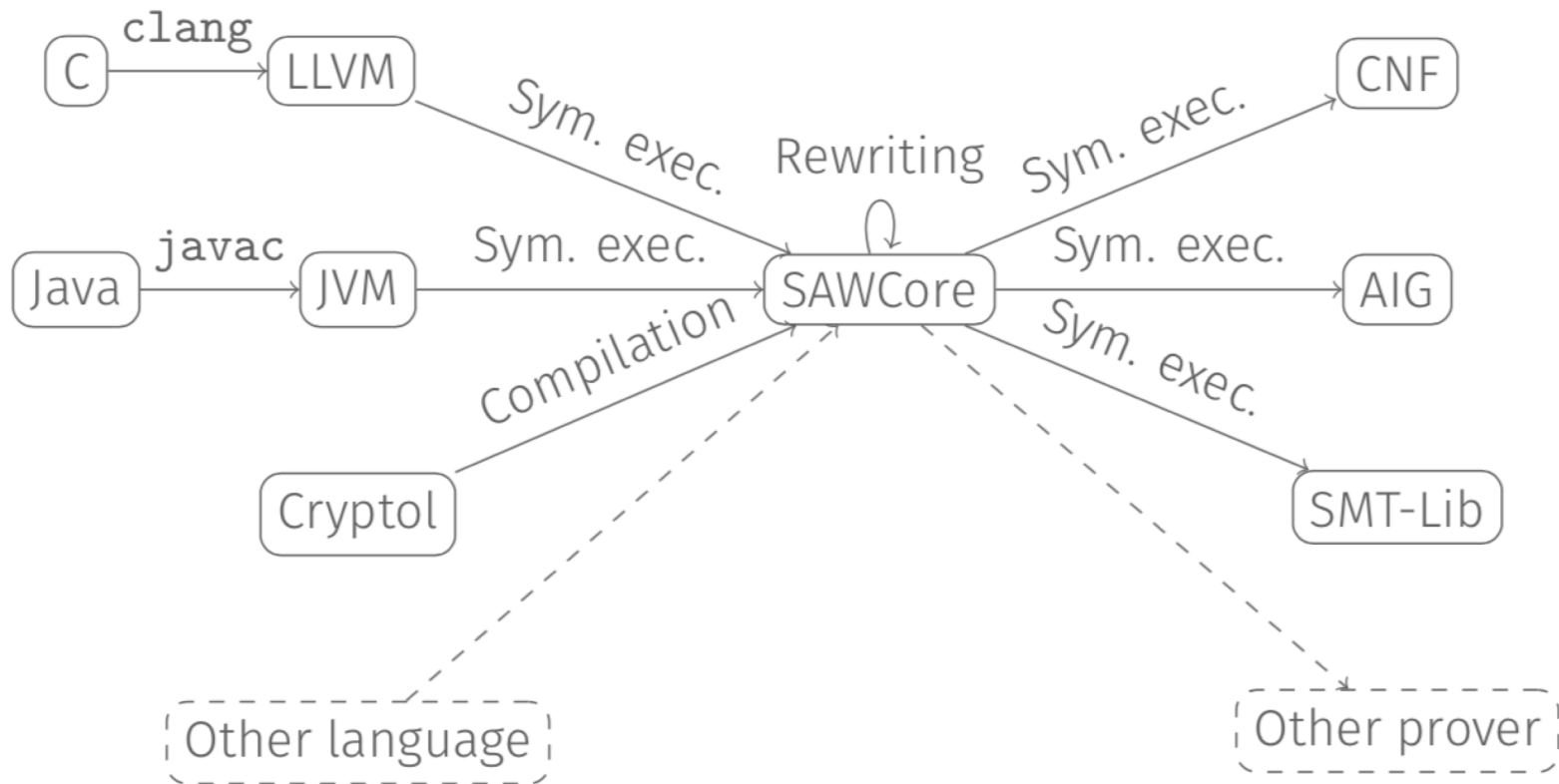
Inputs:

1. Executable specification in Cryptol
2. Target program in C / Java ...

Symbolically execute both programs to generate SAWcore terms, a pure intermediate language

Check programs are equivalent, e.g using SMT solvers

# SAW architecture



# Compositional Verification

Due to its size and complexity, no tool that we know of can verify top-level cryptographic primitives in one go.

To scale up automated tools to larger problems, we need tools for decomposing larger problems into smaller pieces that can be verified individually.

In SAW, we do this by allowing users to verify individual methods independently, and composing the results together in a larger verification effort.

Once a specification is defined, it can be used to simplify later methods.

# Example: s2n TLS verification

Correctness of core components in Amazon's s2n TLS library.

# TLS: Transport Layer Security

TLS (newer version of SSL) provides us most of the


Confidentiality

Data-Integrity

Authentication

guarantees that we enjoy on the internet today.

# If I go to gmail...

 Secure | <https://inbox.google.com/u/0/?pli=1>

TLS lets me be sure:

1. I'm actually talking to google
2. Nobody (not even my ISP) can read what I'm reading
3. Nobody (not even my ISP) can change the data I'm reading

Also used pervasively for communication between services in the cloud.

# Amazon s2n: A TLS Implementation

- Inspired by TLS vulnerabilities discovered by researchers in other implementations.
- Written with security and performance as primary goals.
- Drops some arguably insecure/less secure features.
  - Result: Much smaller, clearer, more auditable code.
  - OpenSSL TLS is 70k lines of C code.
  - s2n is only 6k.
- Used in production at Amazon.



# HMAC: A Component of TLS

- keyed-Hash Message Authentication Code
- Provides a signature for a message that confirms:
  - Authenticity: the message was signed by the expected sender
  - Integrity: the message has not been modified

The diagram shows the HMAC formula: 
$$\text{HMAC}(K, m) = H((K \oplus \text{opad}) \parallel H((K \oplus \text{ipad}) \parallel m))$$
 with several annotations: a green arrow points from 'derived from key' to the 'K' in the first inner hash; another green arrow points from 'derived from key' to the 'K' in the second inner hash; a black arrow points from 'message' to 'm'; an orange arrow points from 'arbitrary hash function' to the 'H' of the first inner hash; a blue arrow points from 'constants from NIST' to the 'opad' constant; and another blue arrow points from 'constants from NIST' to the 'ipad' constant.

derived from key

message

arbitrary hash function

constants from NIST

$$\text{HMAC}(K, m) = H((K \oplus \text{opad}) \parallel H((K \oplus \text{ipad}) \parallel m))$$

- Code is still complex
  - 521 lines of C code

# HMAC Specification

# C HMAC

$$\text{HMAC}(m, k) =$$
$$H((K \oplus \text{opad}) \parallel H((K \oplus \text{ipad}) \parallel m))$$

Fast

Concise

Easily auditable

# Interoperable

Goal: bridge this gap

**Fast**

**Interoperable**

```

state_init s2h_hmac_init(struct s2h_hmac_state *state,
                        s2h_hmac_algorithm alg, const void *key,
                        uint32_t klen)
{
    s2h_hmac_algorithm hash_alg = S2H_HASH_SHA256;

    if (alg == S2H_HMAC_SHA1 || MD5) {
        hash_alg = S2H_HASH_MD5;
    }
    if (alg == S2H_HMAC_SHA1 || MD5) {
        hash_alg = S2H_HASH_SHA1;
    }

    for (int i = 0; i < state->block_size; i++) {
        state->vvar_padd[i] = 0x30;
    }

    GCMHMAC(s2h_hash_init(state->inner_just_key, hash_alg));
    GCMHMAC(s2h_hash_update(state->inner_just_key, key, klen));
    GCMHMAC(s2h_hash_update(state->inner_just_key, state->vvar_padd,
        state->block_size));

    for (int i = 0; i < state->block_size; i++) {
        state->vvar_padd[i] = 0x5c;
    }

    GCMHMAC(s2h_hash_init(state->outer, hash_alg));
    GCMHMAC(s2h_hash_update(state->outer, key, klen));
    GCMHMAC(s2h_hash_update(state->outer, state->vvar_padd,
        state->block_size));

    /* Copy inner_just_key to inner */
    returns s2h_hmac_result(state);
}

static inline s2h_s2v17_hmac_digest(struct s2h_hmac
                                state, s2h_hmac
                                uint32_t klen)
{
    for (int i = 0; i < state->block_size; i++) {
        state->vvar_padd[i] = 0x5c;
    }

    state->vvar_padd[i] = 0x5c;

    GCMHMAC(s2h_hash_digest(state->inner, state->digest_padd,
        state->digest_size));
    memcpy_check(state->inner, state->outer, sizeof(state->inner));
    GCMHMAC(s2h_hash_update(state->inner, state->digest_padd,
        state->digest_size));
    state->digest_size);

    returns s2h_hmac_digest(state->inner, out, size);
}

int s2h_hmac_init(struct s2h_hmac_state *state, s2h_hmac_algorithm alg,
                const void *key, uint32_t klen)
{
    s2h_hmac_algorithm hash_alg = S2H_HASH_SHA256;
    state->currently_in_hash_block = 0;
    state->digest_size = 0;
    state->block_size = 0;
    state->hash_block = 0;

    switch (alg) {
        case S2H_HASH_MD5:
            break;
        case S2H_HASH_SHA1:
            state->block_size = 64;
            /* SHA1 is 64 bytes */
            state->digest_size = 20;
            hash_alg = S2H_HASH_SHA1;
            break;
        case S2H_HASH_SHA256:
            state->block_size = 64;
            state->digest_size = 32;
            state->hash_block_size = 128;
            break;
        case S2H_HASH_SHA384:
            state->block_size = 128;
            state->digest_size = 48;
            /* SHA384 is 128 bytes */
            state->hash_block_size = 256;
            break;
        case S2H_HASH_SHA512:
            state->block_size = 256;
            state->digest_size = 64;
            /* SHA512 is 256 bytes */
            state->hash_block_size = 512;
            break;
        default:
            return ERROR(S2H_HASH_INVALID_ALGORITHM);
    }

    gcm_check(sizeof(state->vvar_padd), state->block_size);
    gcm_check(sizeof(state->digest_padd), state->digest_size);

    state->alg = alg;

    if (alg == S2H_HMAC_SHA1 || MD5) {
        state->vvar_padd[0] = 0x30;
    }
}

```

# Summary of Approach

1. Write the formal specification.
2. Write some “scaffolding” to bridge the gap between specification and C code.
3. Apply automated tools.
4. Integrate into development environment.

About 2 months of effort.

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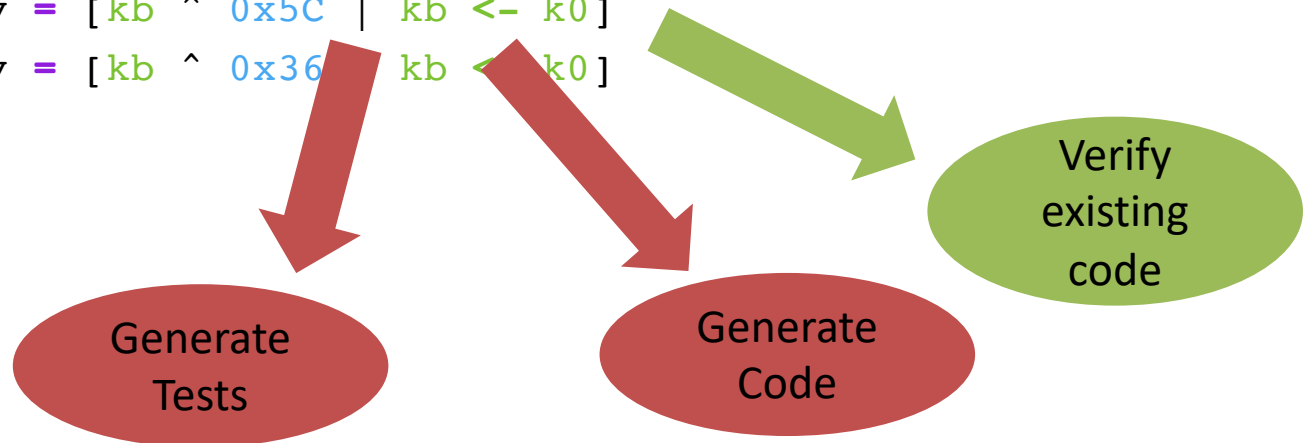
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# Summary of Approach

$$\text{HMAC}(K, m) = H((K0 \oplus \text{opad}) \parallel H((K0 \oplus \text{ipad}) \parallel m))$$

Step 1: Capture this specification in a formal language (we used Cryptol)

```
hmac h h2 h3 K m =  
  h2 (okey # split (h (ikey # m)))  
  where  
    k0 = kinit h3 K  
    okey = [kb ^ 0x5C | kb <- k0]  
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```



# HMAC Specification

# C HMAC

## hmac h h2 h3 K m =

```
h2 (okey # split (h (ikey # m)))
```

where

$k_0 = k_{init} \quad h_3 \quad K$

```
okey = [ kb ^ 0x5C | kb <- k0 ]
```

```
ikey = [ kb ^ 0x36 | kb <- k0 ]
```

Concise

Easily auditable

# Interoperable

# Fast

Goal: bridge this gap

```

static inline s2n_hmac_init(struct s2n_hmac_state *state,
                           s2n_hmac_algorithm alg, const void *key,
                           uint32_t klen)
{
    s2n_hmac_algorithm hmac_alg = S2N_HMAC_SHA256;

    if (alg == S2N_HMAC_SHA1_MD5) {
        hmac_alg = S2N_HMAC_MD5;
    } else if (alg == S2N_HMAC_SHA256) {
        hmac_alg = S2N_HMAC_SHA256;
    }

    for (int i = 0; i < state->block_size; i++) {
        state->vwr_ptr[i] = 0x00;
    }

    GHASH(s2n_hmac_init(state->inner_just_key, hmac_alg));
    GHASH(s2n_hmac_update(state->inner_just_key, key, klen));
    GHASH(s2n_hmac_update(state->inner_just_key, state->vwr_ptr,
        state->block_size));

    for (int i = 0; i < state->block_size; i++) {
        state->vwr_ptr[i] = 0x00;
    }

    GHASH(s2n_hmac_init(state->outer, hmac_alg));
    GHASH(s2n_hmac_update(state->outer, key, klen));
    GHASH(s2n_hmac_update(state->outer, state->vwr_ptr,
        state->block_size));

    /* Copy inner_just_key to inner */
    memcpy(s2n_hmac_result(state),
state->inner_just_key, state->block_size);

static inline s2n_hmac_mac_digest(struct s2n_hmac_state *state,
                                  s2n_hmac_algorithm alg,
                                  const void *key, uint32_t klen)
{
    for (int i = 0; i < state->block_size; i++) {
        state->vwr_ptr[i] = 0x00;
    }

    GHASH(s2n_hmac_digest(state->inner, state->digest_ptr,
        state->digest_size));
    memcpy_check(state->inner, state->outer, state->digest_size);
    GHASH(s2n_hmac_update(state->inner, state->digest_ptr,
        state->digest_size));

    return s2n_hmac_digest(state->inner, out, size);
}

int s2n_hmac_init(struct s2n_hmac_state *state, s2n_hmac_algorithm alg,
                  const void *key, uint32_t klen)
{
    s2n_hmac_algorithm hmac_alg = S2N_HMAC_SHA256;
    state->currently_in_hmac_block = 0;
    state->digest_size = 0;
    state->block_size = 0;
    state->hash_block = 0;

    switch (alg) {
        case S2N_HMAC_SHA1_MD5:
            state->digest_size = 20;
            state->block_size = 64;
            break;
        case S2N_HMAC_SHA256:
            state->digest_size = 32;
            state->block_size = 128;
            break;
        case S2N_HMAC_SHA384:
            state->digest_size = 48;
            state->block_size = 128;
            break;
        case S2N_HMAC_SHA512:
            state->digest_size = 64;
            state->block_size = 128;
            break;
        default:
            return ERROR(S2N_HMAC_UNSUPPORTED_ALGORITHM);
    }

    state->currently_in_hmac_block = 0;
    memcpy_check(state->inner, state->inner_just_key, state->digest_size);
    return 0;
}

static inline s2n_hmac_mac(struct s2n_hmac_state *state,
                           const void *key, uint32_t klen,
                           void *out, uint32_t l_size)
{
    s2n_hmac_mac_digest(state, alg, key, klen);
    memcpy(out, state->digest_ptr, state->digest_size);
    return 0;
}

```

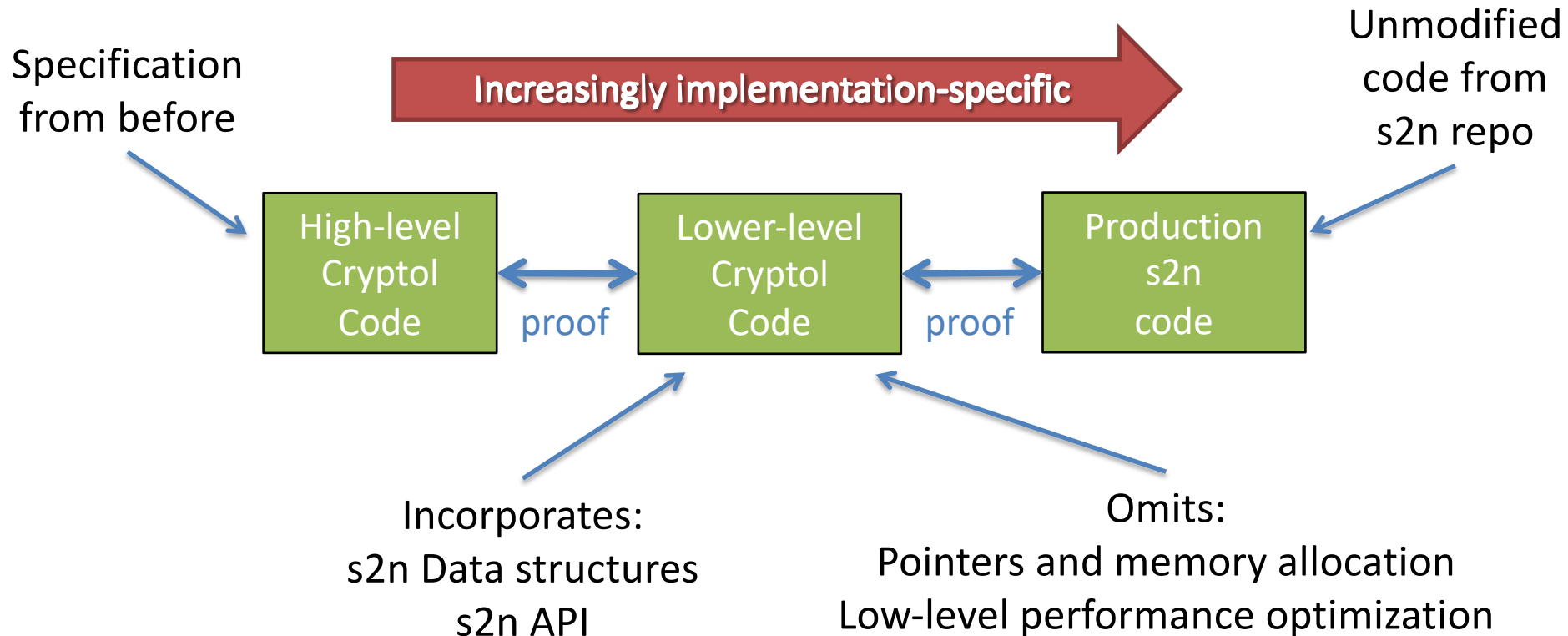
# Summary of Approach

1. Write the formal specification.
2. Write some “scaffolding” to bridge the gap between specification and C code.
3. Apply automated tools.
4. Integrate into development environment.

About 2 months of effort.

# Bridging the gap

Solution: Layers of Abstraction





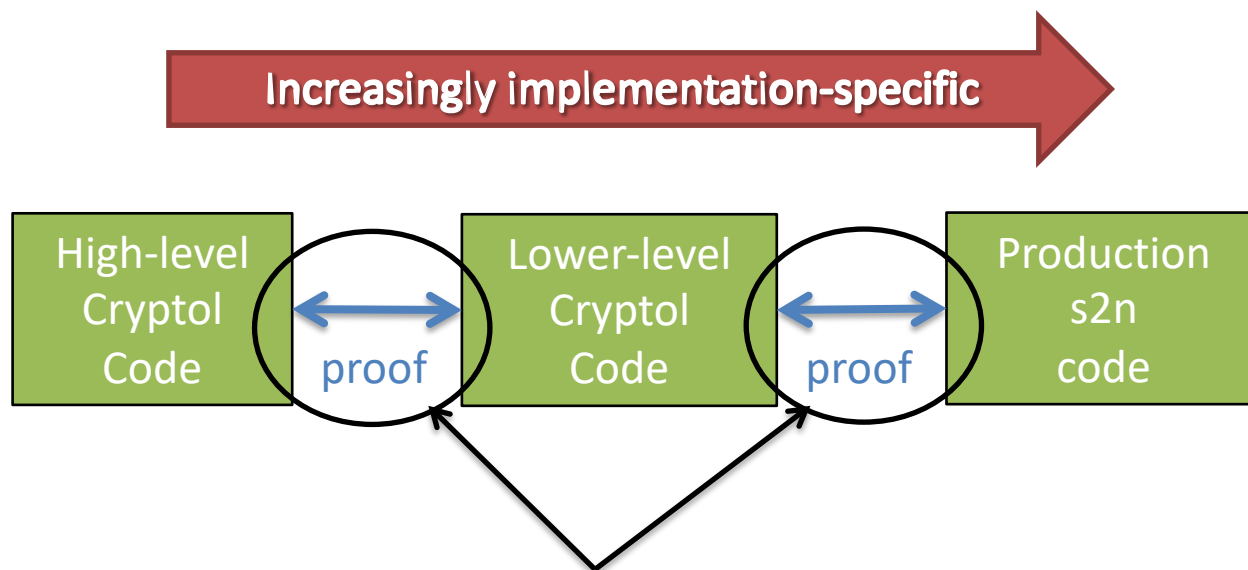
# Summary of Approach

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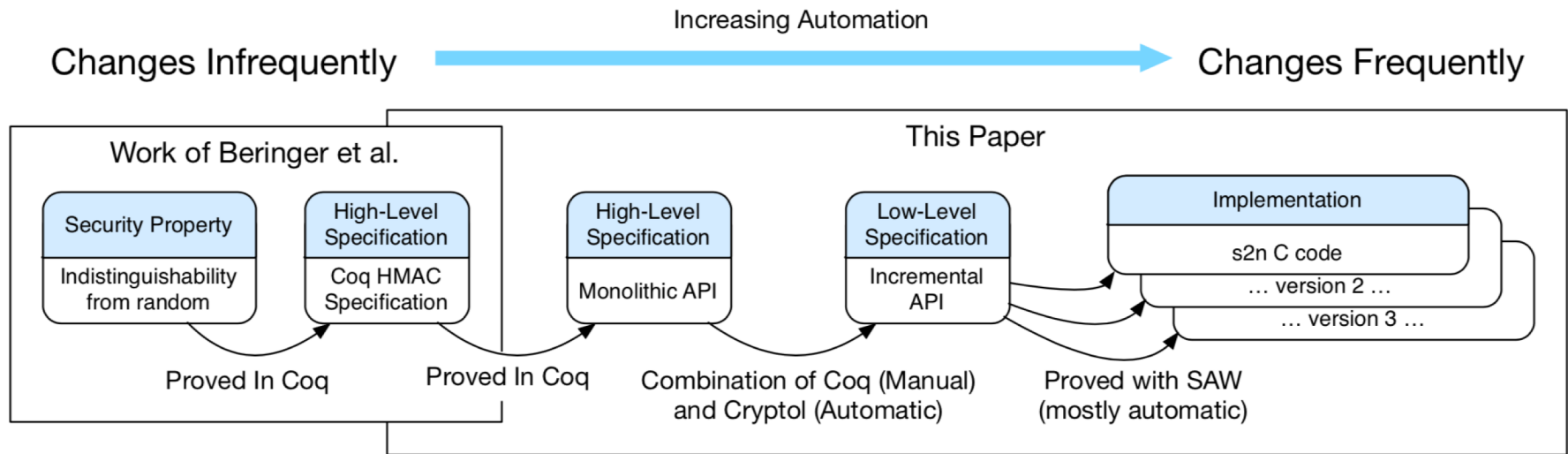
# Bridging the gap

Solution: Layers of Abstraction



Automatically Constructed by SAW  
(Software Analysis Workbench)  
via translation to SMT and application of constraint solvers

# Verified HMAC pipeline



(From our CAV18 paper)

# Summary of Approach

1. Write the formal specification.
2. Write some “scaffolding” to bridge the gap between Specification and C code.
3. Apply automated tools.
4. Integrate into development environment.

About 2 months of effort.

# Continuous Integration

- Proofs run automatically on code changes
  - Proof failure is a build failure
- Proof is independent of exact C code, depends only on:
  - Interfaces (arguments and struct layouts)
  - Function call structure
- Proof is easily adapted:
  - Function body changes → likely **no** proof changes
  - Interface changes → similarly-sized proof changes
  - Call structure changes → tiny proof changes

# Travis CI

Travis CI

Blog

Status

Help

Sign in with GitHub

awslabs / s2n

build passing

Current

Branches

Build History

Pull Requests

Build #953

More options

✓ master Merge pull request #517 from xonatius/allocator\_overrides\_

Added guards around allocator\_overrides

Commit 02ade5e

Compare 9eb9b99..02ade5e

Branch master

Matthew Baldwin authored

GitHub committed

🔗 #953 passed

⌚ Ran for 1 hr 13 min 8 sec

⌚ Total time 4 hrs 54 min 44 sec

📅 27 20 days ago

Build Jobs

✓ # 953.1

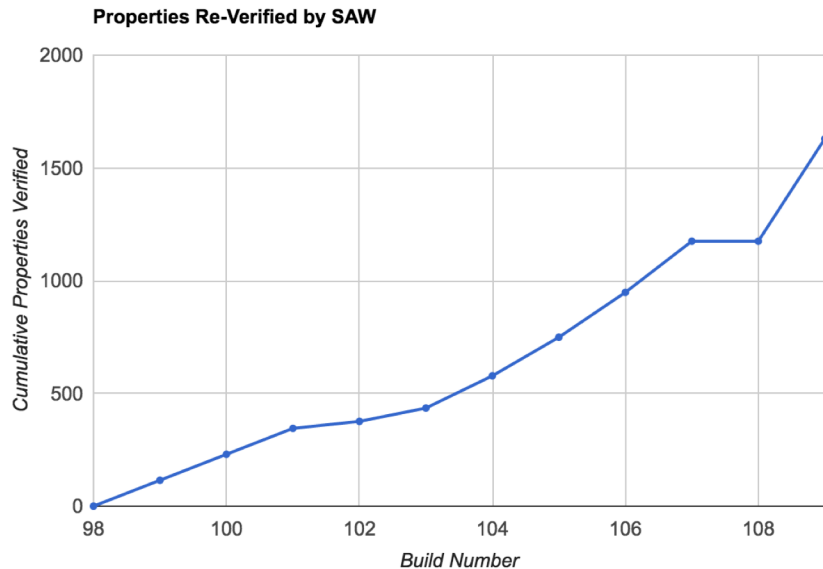
Xcode: xcode8 C

TESTS=ctverif

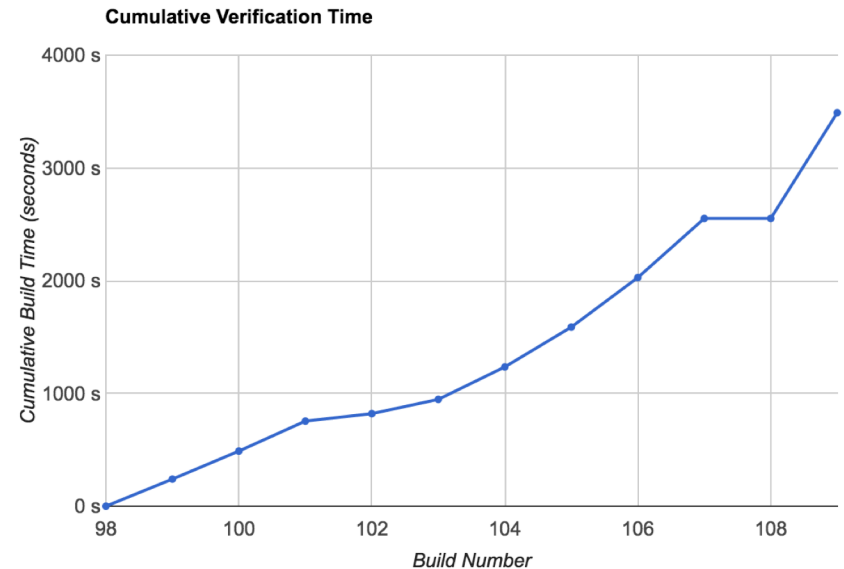
⌚ 4 min 59 sec

# Proof Metrics

We have run 12 builds on branch demo and verified 1629 properties. To gain equivalent assurance through test cases we would need to run **2.4e130 tests.**



[Change Axis to Build Date](#)



[Change Axis to Build Date](#)

## Run Summary:

For all builds we ran 1629 verifications.

| Name                             | Function        | Build | Size | Equivalent Tests | Complexity* | Time  | Succ |
|----------------------------------|-----------------|-------|------|------------------|-------------|-------|------|
| hmac_c_state_correct size 0      |                 | 109   | 0    | 1                |             | 0     | ✓    |
| hmac_c_state_correct size 1      |                 | 109   | 1    | 2                |             | 0     | ✓    |
| hmac_c_state_correct size 128    |                 | 109   | 128  | 3.40e38          |             | 0     | ✓    |
| MD5, key size = 64, msg size = 1 | s2n_hmac_update | 109   | 65   | 3.68e19          | 56,865      | 3.451 | ✓    |
| MD5, key size = 64, msg size = 1 | s2n_hmac_digest | 109   | 65   | 3.68e19          | 2,972       | 0.659 | ✓    |

Number of SAW verifications this week : 0  
 Number of SAW verifications all time : 1629  
 Number of failed SAW checks this week : 0  
 Number of failed SAW checks all time : 0  
 Average successful SAW runtime this week : No recorded times  
 Average successful SAW runtime all time : 2.1 seconds  
 Average LOC covered by SAW reasoning this week : 103  
 Average LOC covered by SAW reasoning all time : 103  
 Average LOC of specification covered by SAW reasoning this week : 787

# Protocol Correctness

- Correct implementation of authentication and key exchange.



# Protocol Correctness

- Previous work targeted correctness of underlying crypto.
- The protocol level is also security critical (and sometimes wrong)

# Protocol Problem Example

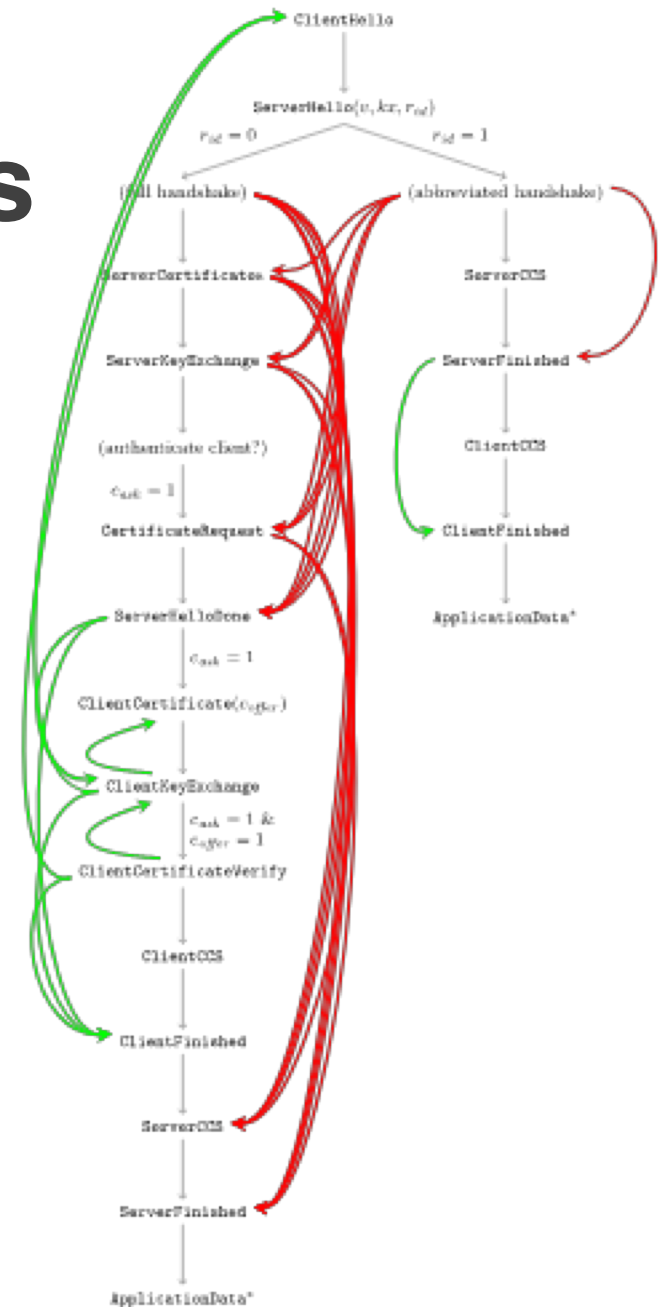
- Early ChangeCipherSpec (Early CCS)

“If a ChangeCipherSpec message is injected into the connection **after** the **ServerHello**, but **before** the **master secret** has been generated, then `ssl3_do_change_cipher_spec` will generate the **keys** (2) and the expected Finished hash (3) for the handshake with an *empty* master secret. This means that both are **based only on public information**.”

From <https://www.imperialviolet.org/2014/06/05/earlyccs.html>

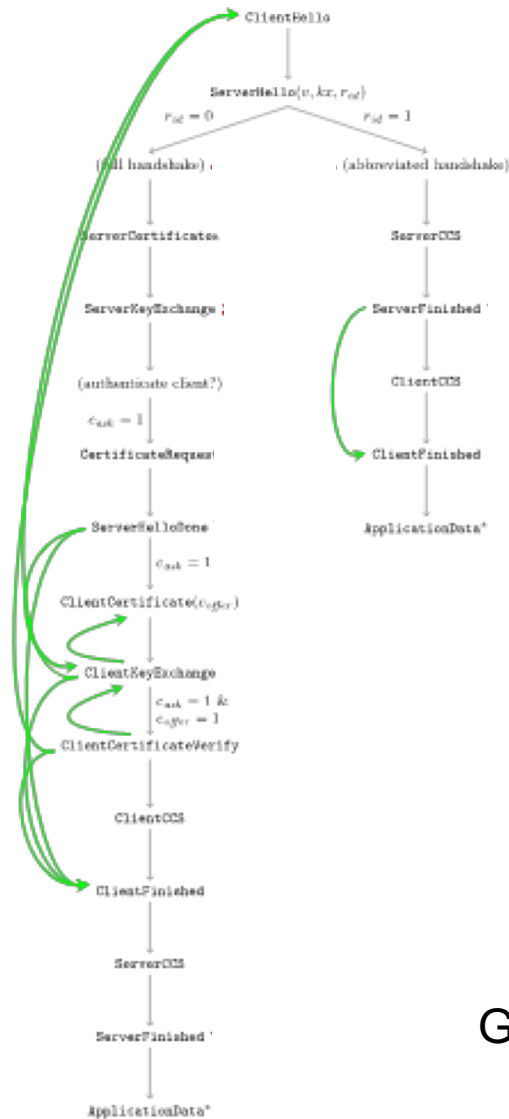
# State Machine Attacks

- Unexpected message ordering in other implementations causes authentication steps to be bypassed.



From <https://www.mitls.org/pages/attacks/SMACK>

# Protocol State Machine



Goal: bridge this gap

# C Implementation

```

static int s2s_srv_mac_init(struct s2s_mac_state *state,
                           s2s_mac_algorithm alg, const void *key,
                           uint32_t klen)
{
    s2s_mac_algorithm hash_alg = S2S_MAC_HMAC;
    if (alg == S2S_MAC_SHA1_HMAC) {
        hash_alg = S2S_MAC_SHA1;
    }
    if (alg == S2S_MAC_SHA256_HMAC) {
        hash_alg = S2S_MAC_SHA256;
    }
    for (int i = 0; i < state->block_size; i++) {
        state->mac_pad[i] = 0x00;
    }
    GUARD(s2s_mac_init(state->inner_just_key, hash_alg));
    GUARD(s2s_mac_update(state->inner_just_key, key, klen));
    GUARD(s2s_mac_update(state->inner_just_key, state->mac_pad,
                        state->block_size));
    for (int i = 0; i < state->block_size; i++) {
        state->mac_pad[i] = 0x00;
    }
    GUARD(s2s_mac_init(state->outer, hash_alg));
    GUARD(s2s_mac_update(state->outer, key, klen));
    GUARD(s2s_mac_update(state->outer, state->mac_pad, state->block_size));
    /* Copy inner_just_key to inner */
    return s2s_mac_reset(state);
}

static int s2s_srv_mac_digest(struct s2s_mac_state *state, void *out,
                              uint32_t *size)
{
    for (int i = 0; i < state->block_size; i++) {
        state->mac_pad[i] = 0x00;
    }
    GUARD(s2s_mac_digest(state->inner, state->digest_pad,
                        state->digest_size));
    memcopy_check(state->inner, state->outer, sizeof(state->inner));
    GUARD(s2s_mac_update(state->inner, state->digest_pad,
                        state->digest_size));
    return s2s_mac_digest(state->inner, out, size);
}

int s2s_mac_init(struct s2s_mac_state *state, s2s_mac_algorithm alg,
                const void *key, uint32_t klen)
{
    s2s_mac_algorithm hash_alg = S2S_MAC_HMAC;
    state->currently_in_block = 0;
    state->block_size = 0;
    state->block_size = 64;
    state->hash_block_size = 64;
    switch (alg) {
        case S2S_MAC_HMAC:
            break;
        case S2S_MAC_SHA1_HMAC:
            state->block_size = 48;
            /* Fall through ... */
        case S2S_MAC_SHA1:
            state->digest_size = S2S_DIGEST_LENGTH;
            break;
        case S2S_MAC_SHA256_HMAC:
            state->block_size = 64;
            /* Fall through ... */
        case S2S_MAC_SHA256:
            state->digest_size = S2S_DIGEST_LENGTH;
            break;
        case S2S_MAC_SHA384_HMAC:
            state->block_size = 128;
            /* Fall through ... */
        case S2S_MAC_SHA384:
            state->digest_size = S2S_DIGEST_LENGTH;
            break;
        case S2S_MAC_SHA512_HMAC:
            state->block_size = 128;
            /* Fall through ... */
        case S2S_MAC_SHA512:
            state->digest_size = S2S_DIGEST_LENGTH;
            state->block_size = 128;
            state->hash_block_size = 128;
            break;
        default:
            S2S_ERROR(S2S_ERR_MAC_INVALID_ALGORITHM);
    }
    /* Check if inner_just_key is valid */
    /* Check if outer_just_key is valid */
    /* Check if inner_just_key is valid */
    state->alg = alg;
    if (alg == S2S_MAC_SHA1_HMAC || alg == S2S_MAC_SHA256_HMAC ||
        alg == S2S_MAC_SHA384_HMAC || alg == S2S_MAC_SHA512_HMAC) {
        return s2s_mac_init(state, alg, key, klen);
    }
}

GUARD(s2s_mac_init(state->inner_just_key, hash_alg));
GUARD(s2s_mac_init(state->outer, hash_alg));
if (klen > 0) {
    GUARD(s2s_mac_update(state->inner_just_key, key, klen));
    GUARD(s2s_mac_update(state->outer, key, klen));
}
/* Copy inner_just_key to inner */
return s2s_mac_reset(state);
}

int s2s_mac_update(struct s2s_mac_state *state, const void *in, uint32_t size)
{
    /* Keep track of how much of the current hash block is full */
    /* Why the 4294967296 constant in this code? 4294967296 is the
     * highest 32-bit value that is congruent to 0 modulo all of our
     * HMAC block sizes, that is also at least 160 smaller than 2^32. It
     * therefore has no effect on the mathematical result, and so valid
     * record size can cause it to overflow.
     * The value was found with the following python code:
     * x = (2 ** 32) - (2 ** 16)
     * while True:
     *     if x % 40 < x % 48 < x % 64 < x % 128 < 0:
     *         break
     *     x += 1
     * print x
     * That it does do however is ensure that the mod operation takes a
     * constant number of instruction cycles, regardless of the size of
     * the input. On some platforms, including Intel, the operation can
     * take a smaller number of cycles if the input is "small".
     */
    state->currently_in_block = (4294967296 + size) % state->hash_block_size;
    state->currently_in_block = state->block_size;
    return s2s_mac_update(state->inner, in, size);
}

int s2s_mac_digest(struct s2s_mac_state *state, void *out, uint32_t size)
{
    if (state->alg == S2S_MAC_SHA1_HMAC || state->alg == S2S_MAC_SHA256_HMAC) {
        GUARD(s2s_mac_digest(state->inner, state->digest_pad,
                        state->digest_size));
        GUARD(s2s_mac_reset(state->outer));
        GUARD(s2s_mac_update(state->outer, state->mac_pad, state->block_size));
        GUARD(s2s_mac_update(state->outer, state->digest_pad,
                        state->digest_size));
        return s2s_mac_digest(state->outer, out, size);
    }
    return s2s_mac_digest(state->inner, out, size);
}

int s2s_mac_reset(struct s2s_mac_state *state)
{
    state->currently_in_block = 0;
    memcopy_check(state->inner, state->inner_just_key, sizeof(state->inner));
    return 0;
}
  
```

# Fixing the problem

- Write a model of the state machine in Cryptol.
- Verify equivalence using SAW
- Integrate into CI

# Other Crypto Work

- Have verified implementations of AES, SHA, ECDSA

NISTCurve.java (line 964):

```
d = (z[0] & LONG_MASK) + of;  
z[0] = (int) d; d >>= 32;  
d = (z[1] & LONG_MASK) - of;  
z[1] = (int) d; d >>= 32;  
d += (z[2] & LONG_MASK);  
z[2] = (int) d; d >>= 32;  
d += (z[3] & LONG_MASK) + of;
```

# Other Crypto Work

- Have verified implementations of AES, SHA, ECDSA

NISTCurve.java (line 964):

```
d = (z[0] & LONG_MASK) + of;
z[0] = (int) d; d >>= 32;
d += (z[1] & LONG_MASK) - of;
; d >>= 32;
LONG_MASK);
; d >>= 32;
d += (z[3] & LONG_MASK) + of;
```

Bug only occurs when this  
addition overflows.  
(rare since  $of < 5$ )

SAW found bug in 20 seconds.  
Testing found bug after 2 hours  
(8 billion field reductions later).

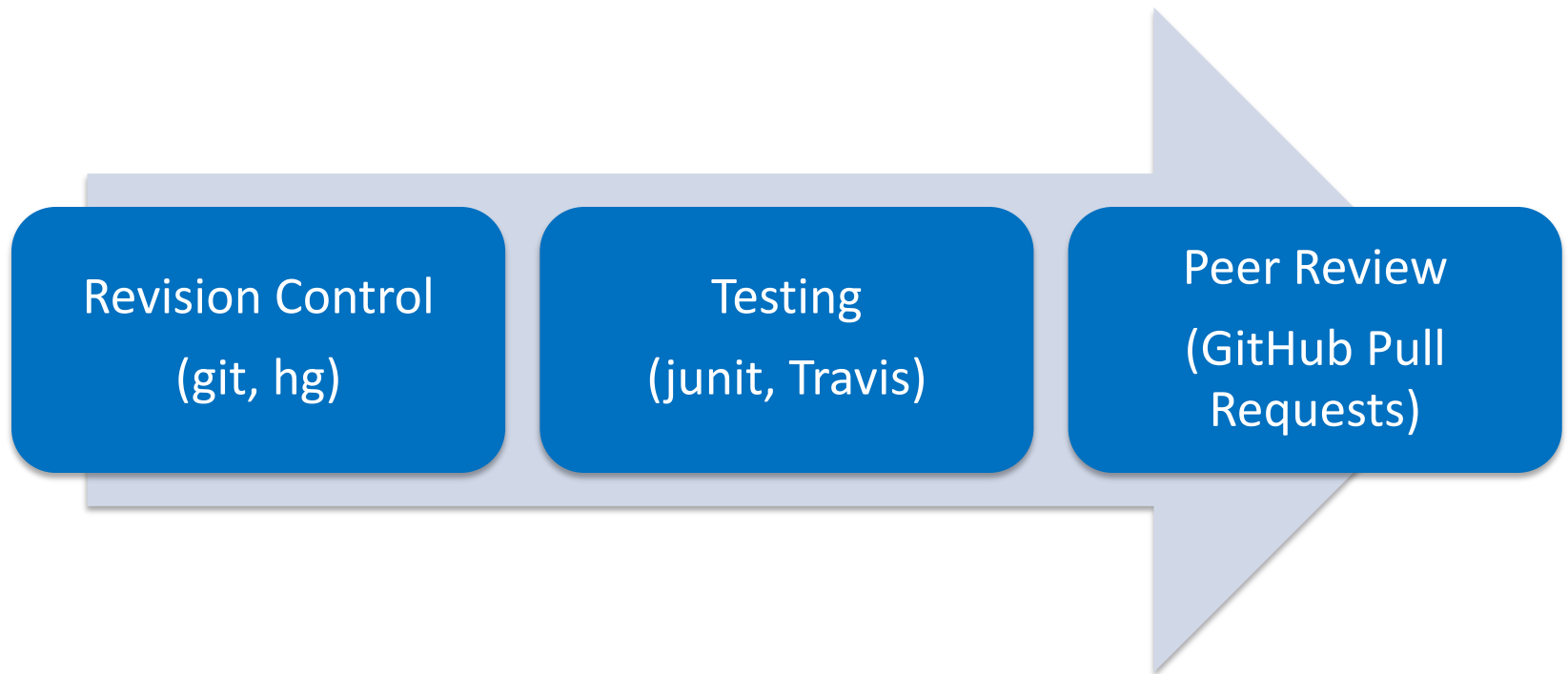
# Other Crypto Work

- **Other SAW / Cryptol verification projects:**
  - DRBG: Deterministic Random Bit Generator: The main source of cryptographic randomness (see paper at CAV'18)
  - Synthesizing verified hardware crypto
  - Other AWS projects I'm not able to talk about yet
- **Working on verifying Facebook Fizz TLS1.3 library**

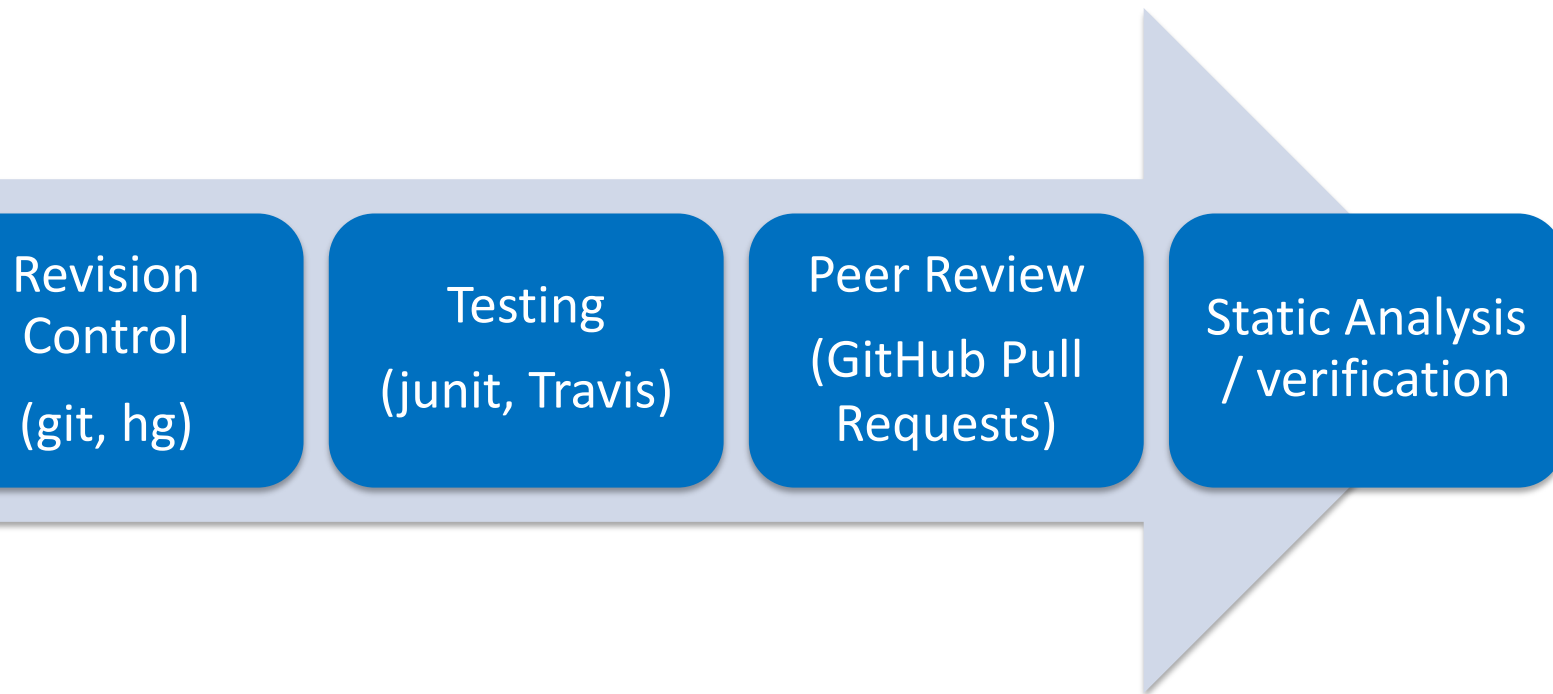


**Idea: Continuous Static Analysis**

# Code quality strategies in industry



# Code quality strategies in industry



# Problems with static tools

- False positives, or uninteresting bugs:  
*“This part of the code has been well-tested”*
- Too many bugs reported:  
*“We can’t work through 1000 bug reports”*
- Bugs reported too late:  
*“We already caught this bug through QA”*
- Tools don’t scale to industry projects

# Continuous analysis / verification

- *Idea developed in FB, Google, Amazon*
- Run analysis tools when code changes
- Integrate into compilation or continuous integration
- Report results immediately or at code review
- Advantages:
  - Reduce defects that need to be caught in QA / production
  - Improve false positive rate – new code is most likely to be buggy
  - Report bugs to code reviewers – it's their job to care about bugs
  - Enable scalability
- *“Move fast and don't break things”*

# 2019: continuous analysis used by

## Google

- 1 billion LOC code base
- 20,000 code reviews per day
- Approach: AST patterns
- Example tool: **ErrorProne**

## Facebook

- Static analysis of every diff
- Millions of LOC
- Approach: separation logic, abstract interp.
- Example tool: **Infer**

## Amazon

- Proofs of correctness
- Core infrastructure
- (millions reqs. per sec.)
- Example tool: **SAW**

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# Summary

- Can prove correct behavior rather than search for errors
- For crypto / authentication / access control:  
**Behavioral bugs are security bugs**
- Proof can be integrated into development workflow to consistently prevent introduction of errors

A photograph of two men sitting at a light-colored wooden table in a bright, modern office or lounge setting. The man on the left, with curly brown hair and wearing a blue button-down shirt, is smiling and looking down at a red wooden frame on the table. The man on the right, with short brown hair and wearing a black long-sleeved shirt, is also smiling and holding a wooden cross-shaped block. On the table are various other wooden blocks, including green ones, and a small structure made of blocks. The background shows large windows with sheer curtains and some indoor plants. The overall atmosphere is collaborative and creative.

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