

# Detecting Similar Code Segments through Side Channel Leakage in Microcontrollers

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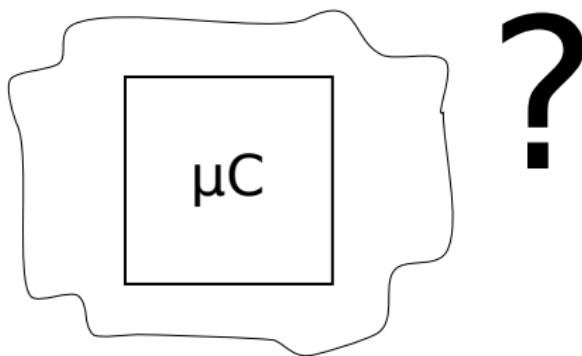
Bonn-Rhein-Sieg  
University of Applied Sciences

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UNIVERSITÄT  
BOCHUM

**RUB**

# Motivation: Software Plagiarism in Microcontrollers

- ▶ A product comes to the market with the same capabilities
- ▶ *Does the system contain our intellectual property?*



- ▶ Adversary takes our binary
- ▶ Effective read-out protection
- ▶ Comparison of code binaries not possible
- ▶ *Our solution:* compare power side channel leakage of the two implementations

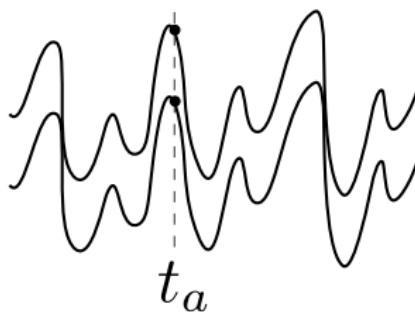
## Observations about the Power Side Channel

Varying inputs

Power traces of program 1

Power traces of program 2

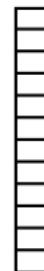
Input =  $x_1$   
⋮  
Input =  $x_n$



samples from all  
traces at time  $t_a$



samples from all  
traces at time  $t_b$



- ▶ high correlation when same data is processed
- ▶ low correlation when different data is processed

# Our Approach

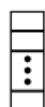
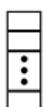
Varying inputs

$I_1$   
⋮  
 $I_n$

Power traces of program 1



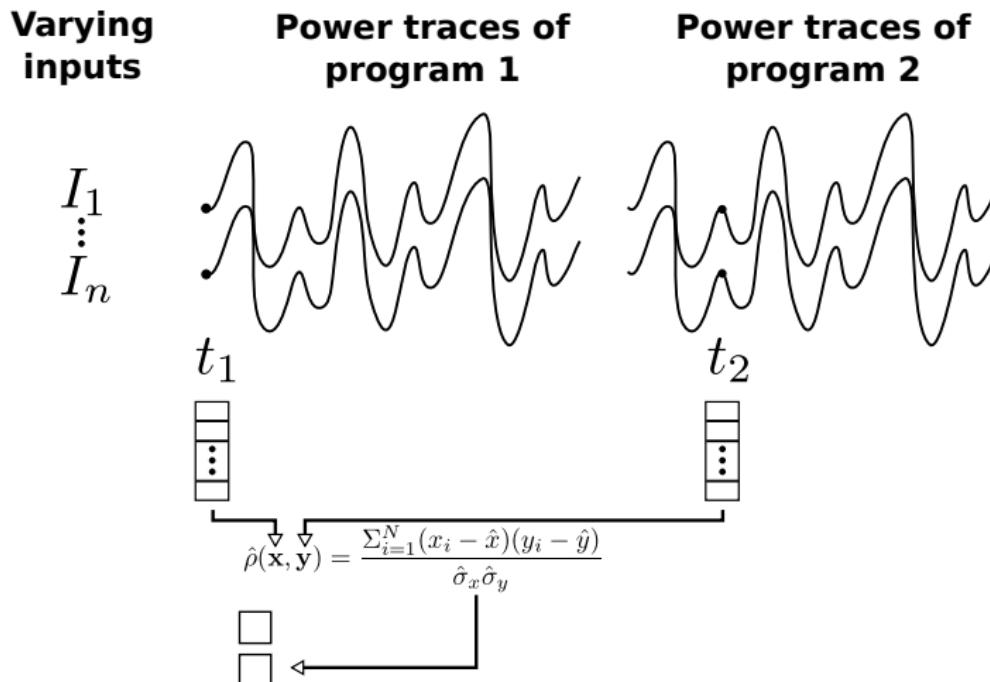
Power traces of program 2



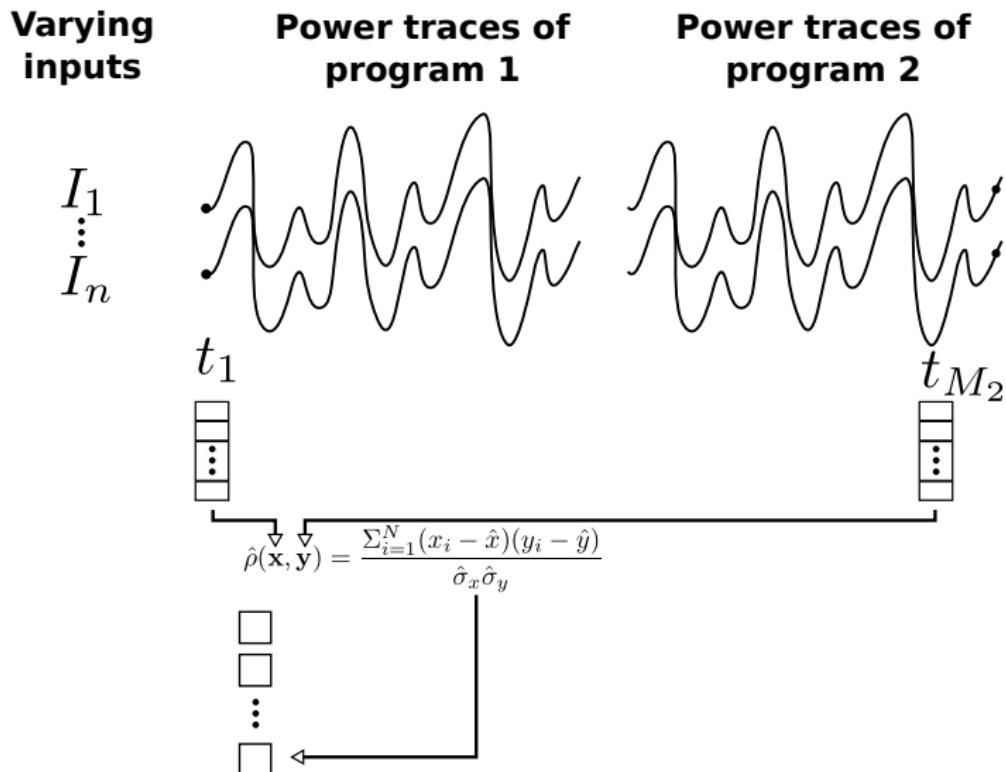
$$\hat{\rho}(\mathbf{x}, \mathbf{y}) = \frac{\sum_{i=1}^N (x_i - \hat{x})(y_i - \hat{y})}{\hat{\sigma}_x \hat{\sigma}_y}$$



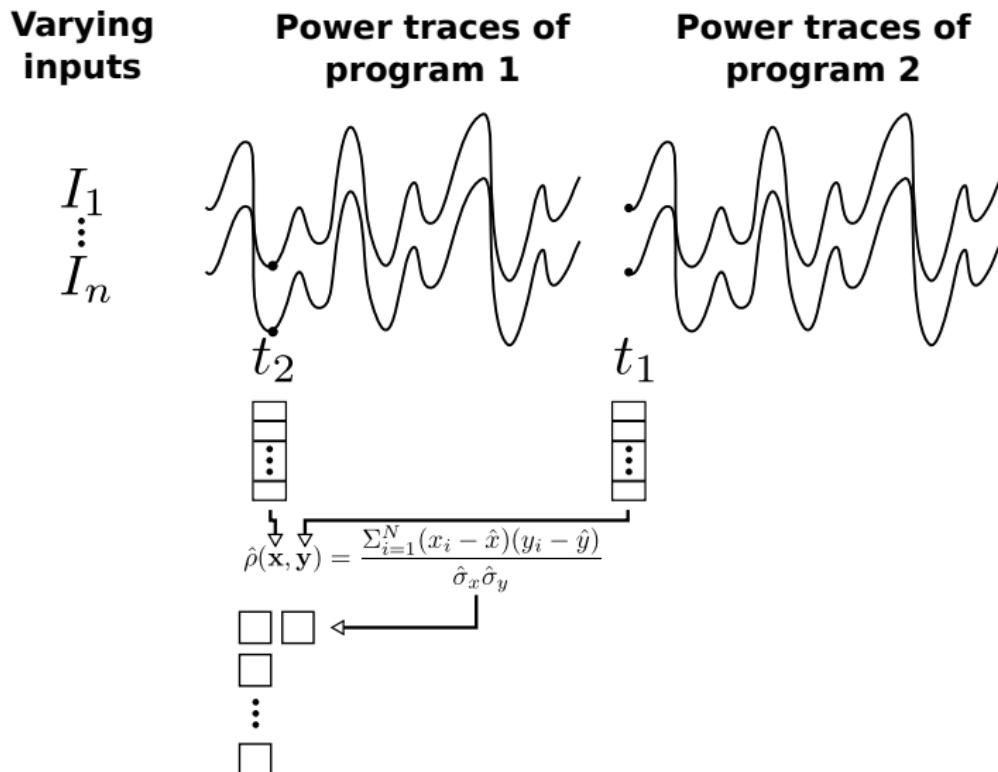
# Our Approach



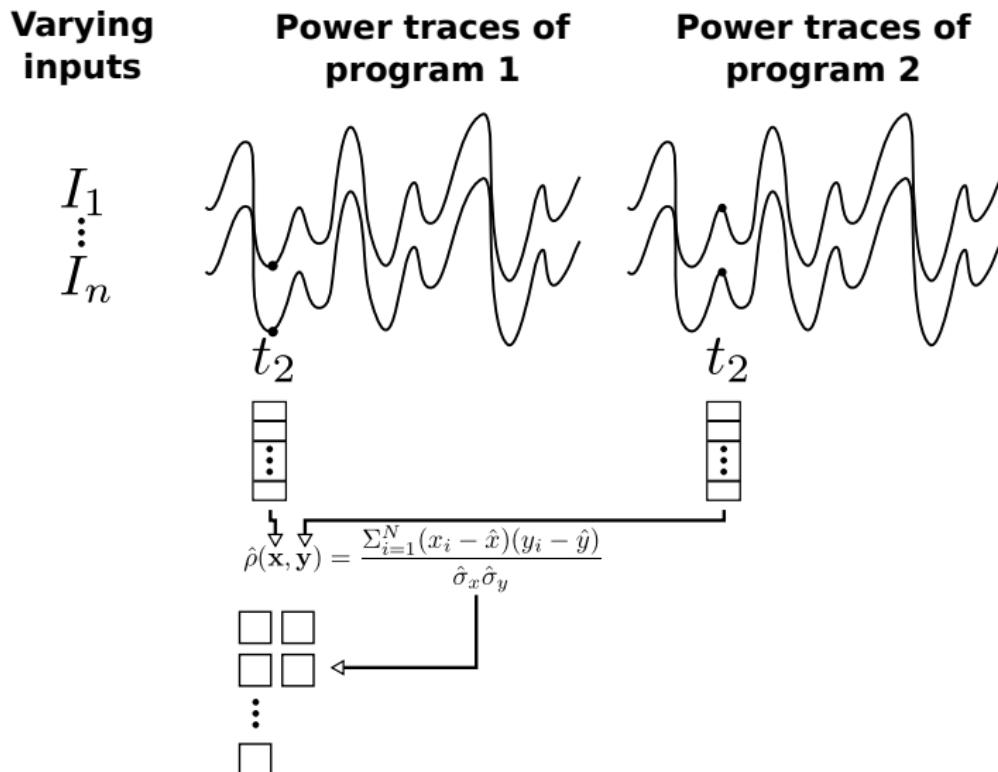
# Our Approach



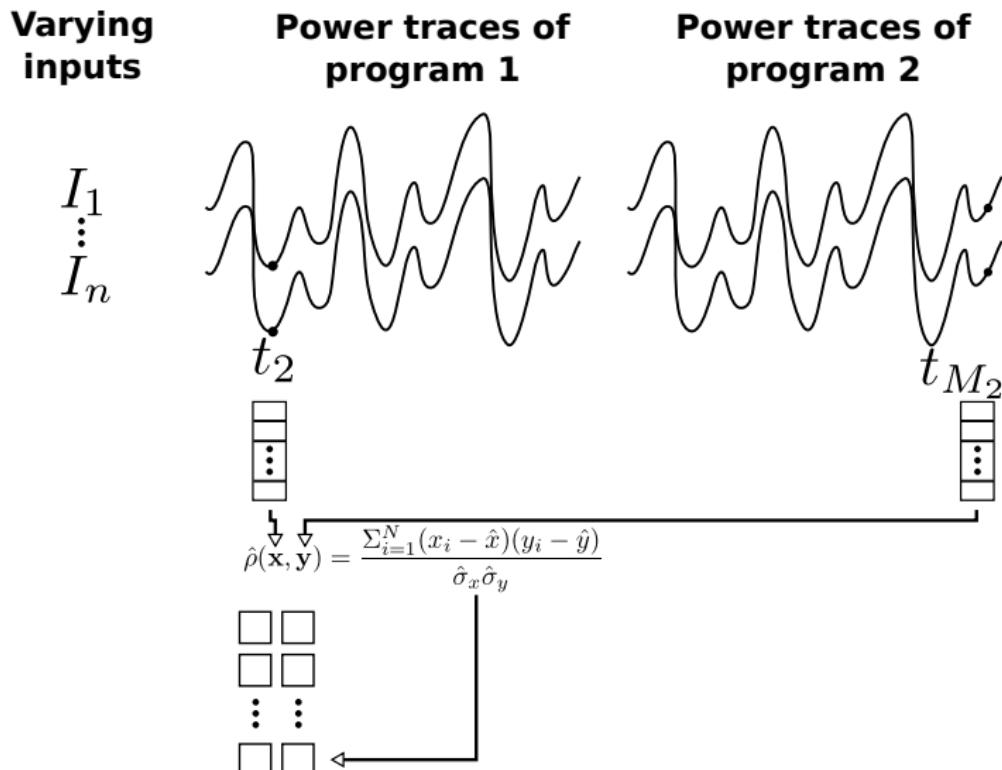
# Our Approach



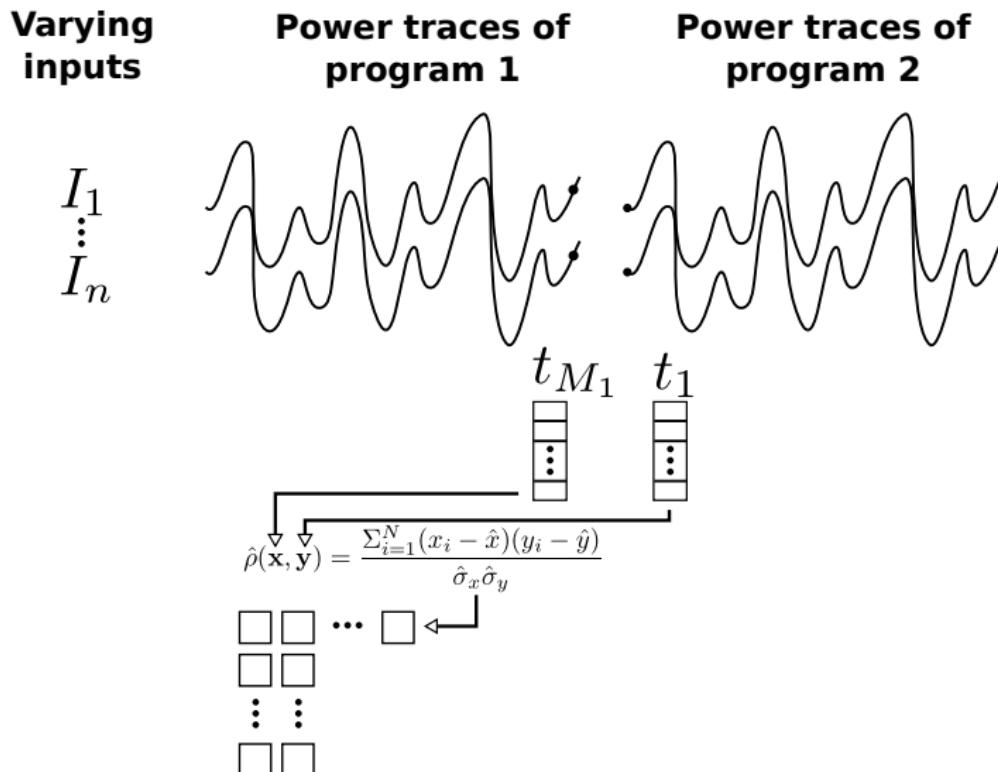
# Our Approach



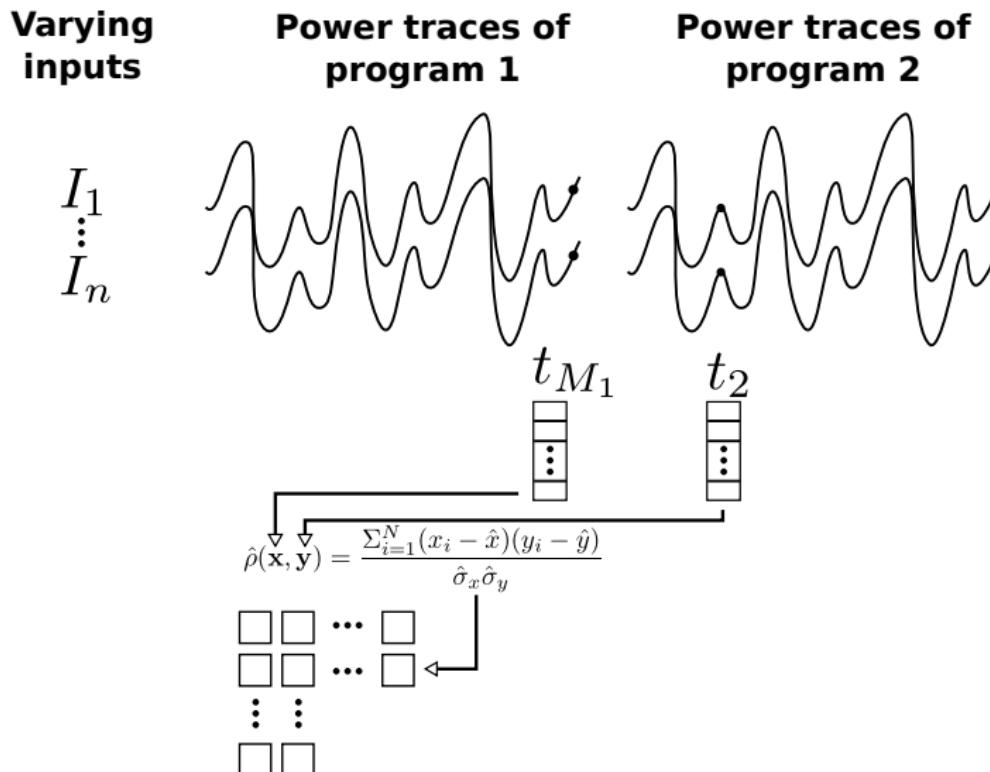
# Our Approach



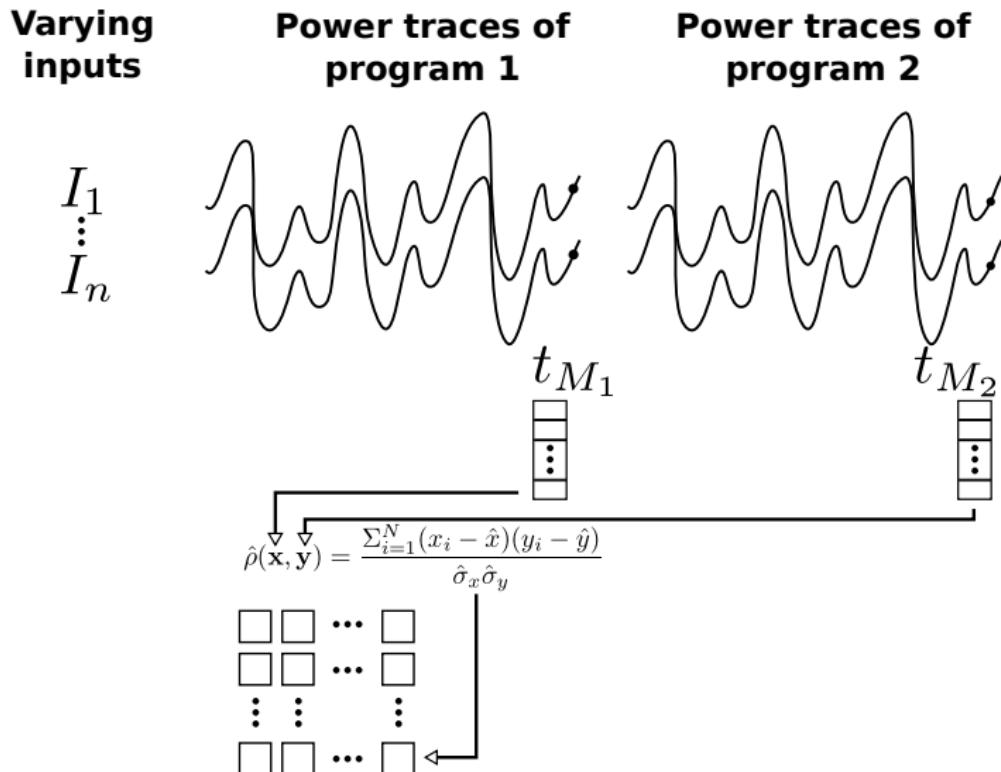
# Our Approach



# Our Approach



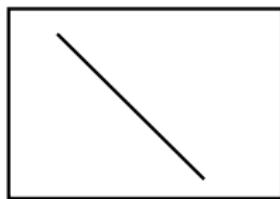
# Our Approach: Correlate at all Times



# Expectations about the Similarity Matrix

- ▶ The similarity matrix shows at what time similar computations happen

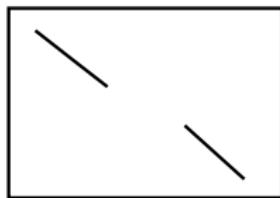
Identical program,  
identical data



Similar program,  
similar data



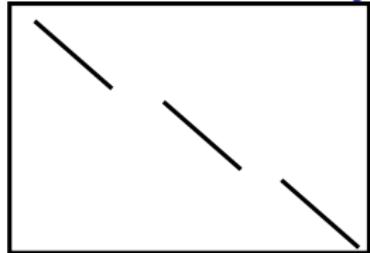
Partially identical program,  
identical data



Different program  
or  
different data

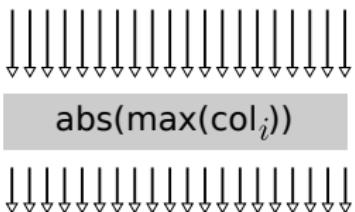


## Our Approach: Similarity measure



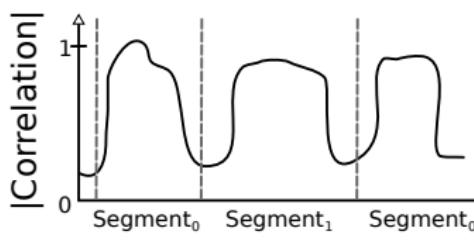
## Genuine program

## Suspicious program



$$\rho_{col} = \frac{1}{M_1} \sum_{i=1}^{M_1} p_{col_i}$$

## Global similarity measure



$$\rho_{Seg_0} = \frac{1}{|Seg_0| * N_0} \sum_i^{|Seg_0| * N_0} p_{col_i}$$

$$\rho_{Seg_1} = \frac{1}{|Seg_1| * N_1} \sum_i^{|Seg_1| * N_1} p_{col_i}$$

## Local similarity measure

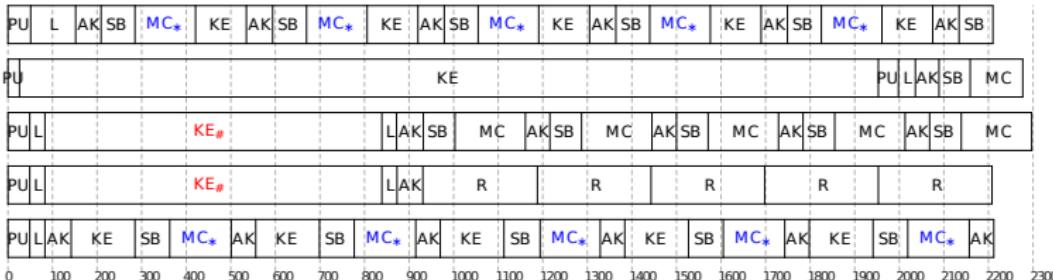
# Experimental Setup

- ▶ Smartcards with ATMega163 microcontroller
  - ▶ 8-bit  $\mu C$ , running at 4MHz
- ▶ Measure using a digital oscilloscope (PicoScope 6402C)
  - ▶ sampling rate is 375 MHz

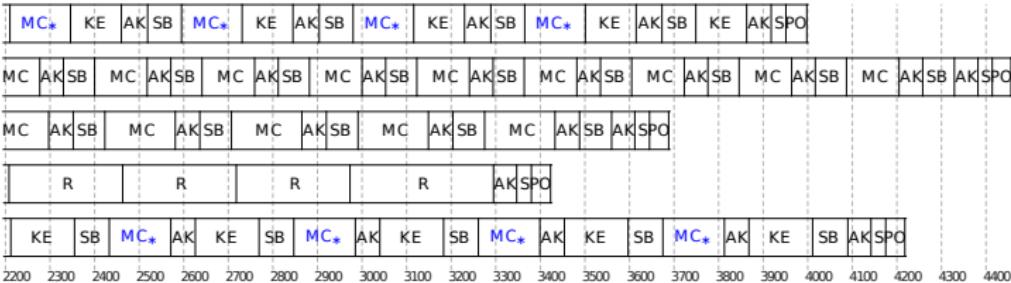


# Test Programs: Implementations of AES in Assembly

AES-0



AES-0



Clock cycle

PU - push registers

L - load key/plaintext

KE - key expansion

SB - shift rows and subbytes

PO - pop registers

S - store ciphertext

MC - mix columns

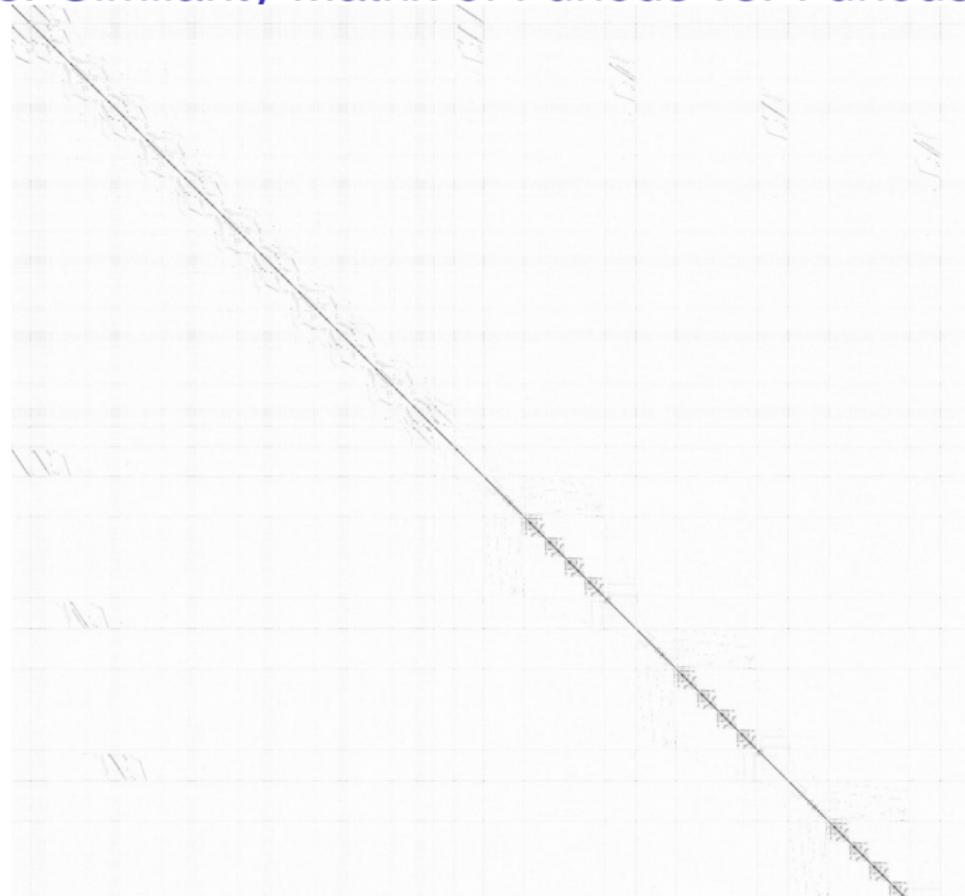
\*,# - identical code

AK - add round key

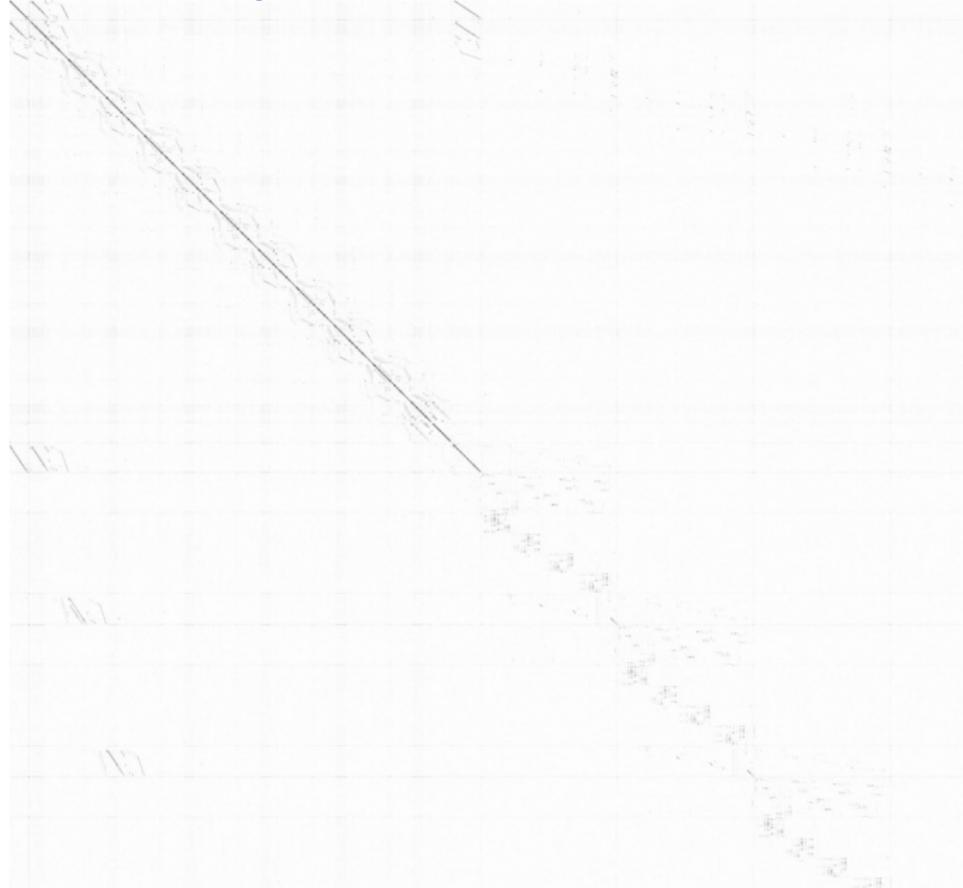
R - one AES round in *Fast*

- ▶ 10k traces were recorded for each implementation

# Results: Similarity Matrix of Furious vs. Furious

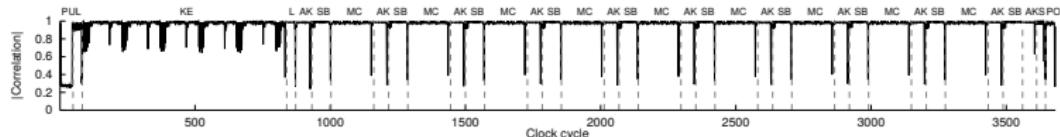


# Results: Similarity Matrix of Fast vs. Furious

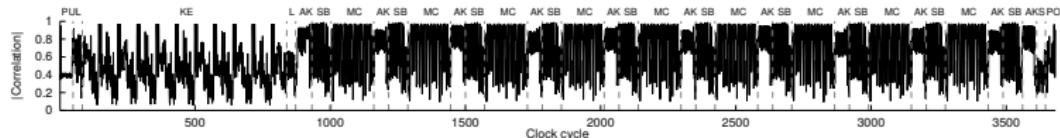


# Results: Maximum Projection into Furious

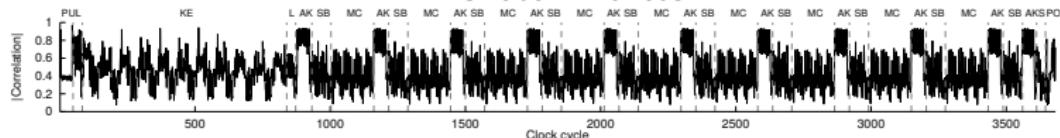
## Furious in Furious



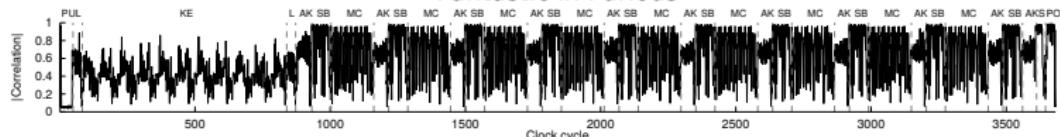
AES-0 in Furious



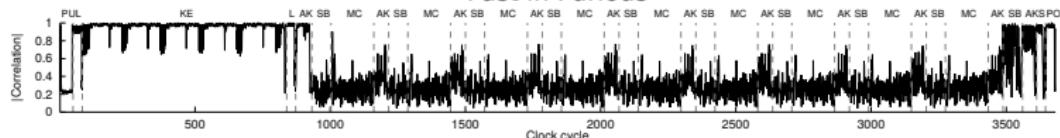
AES Labor in Furious



Fantastic in Furious



Fast in Furious



PU - push registers  
PO - pop registers

L - load key/plaintext  
S - store ciphertext

KE - key expansion  
AK - add round key

SB - shift rows and subbytes  
MC - mix columns

## Results: Maximum Projection, Global Similarity

	AES-0	AES Labor	Furious	Fast	Fantastic
AES-0	<b>0.97</b>	0.41	0.63	0.33	0.53
AES Labor	0.42	<b>0.91</b>	0.46	0.29	0.39
Furious	0.61	0.44	<b>0.96</b>	0.45	0.54
Fast	0.35	0.32	0.46	<b>0.96</b>	0.29
Fantastic	0.58	0.40	0.62	0.30	<b>0.93</b>

# Results: Maximum Projection of Code Segments

	AK	SB	MC	KE		AK	SB	MC	KE		AK	SB	MC	KE
AES-0	<b>0.96</b>	<b>0.97</b>	<b>0.98</b>	<b>0.97</b>		0.68	0.31	0.38	0.40		0.71	0.65	0.71	0.46
AES Labor	0.64	0.33	0.36	0.43		<b>0.96</b>	<b>0.97</b>	<b>0.96</b>	<b>0.88</b>		0.75	0.40	0.37	0.45
Furious	0.68	0.65	0.73	0.46		0.73	0.38	0.40	0.41		<b>0.95</b>	<b>0.98</b>	<b>0.98</b>	<b>0.96</b>
Fast	0.45	0.31	0.26	0.44		0.48	0.24	0.19	0.39		0.47	0.31	0.27	0.95
Fantastic	0.64	0.58	0.75	0.41		0.62	0.31	0.37	0.43		0.65	0.72	0.68	0.41

(a) →AES-0

(b) →AES Labor

(c) →Furious

	AK	KE	R		AK	SB	MC	KE
AES-0	0.69	0.46	0.28		0.66	0.57	0.75	0.33
AES Labor	0.73	0.45	0.23		0.62	0.32	0.35	0.40
Furious	0.85	<b>0.95</b>	0.27		0.62	0.71	0.70	0.32
Fast	<b>0.97</b>	<b>0.95</b>	<b>0.98</b>		0.43	0.27	0.25	0.31
Fantastic	0.64	0.40	0.25		<b>0.96</b>	<b>0.96</b>	<b>0.97</b>	<b>0.90</b>

(d) →Fast

(e) →Fantastic

## Experiment Set #2: Furious vs. Modified Furious

- ▶ addr: change register and data addresses
- ▶ swap: change the order of instruction execution
- ▶ addr+swap
- ▶ dummy: add 792 NOP instruction randomly
- ▶ dummy smart: add 792 leakage-generating instructions
- ▶ dummy smart+addr+swap

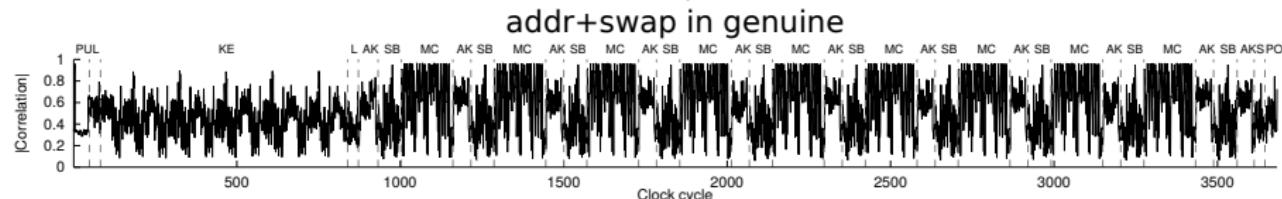
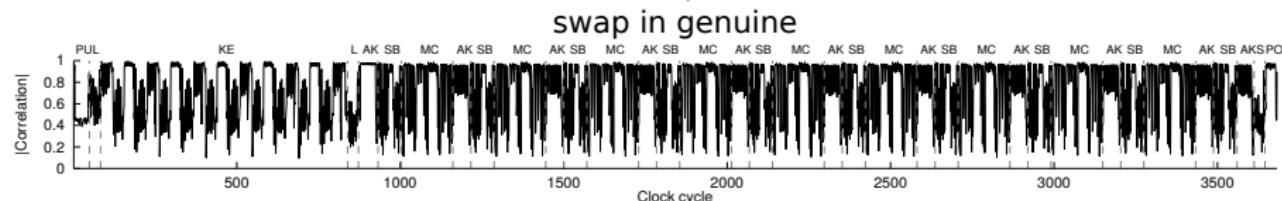
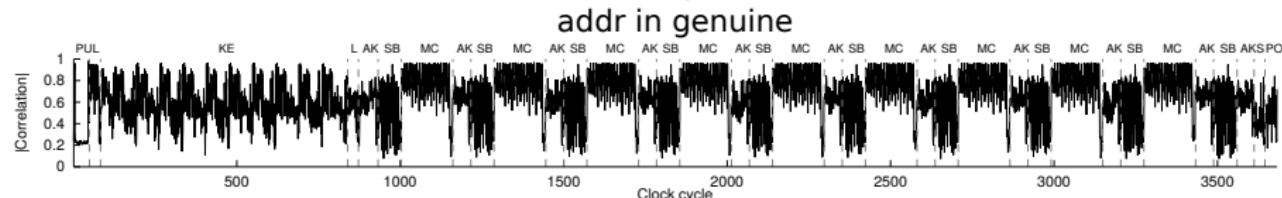
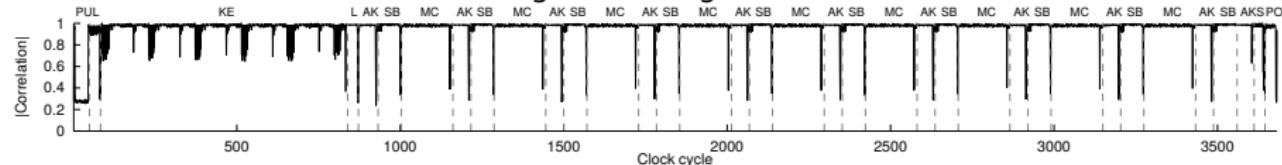
# Dummy Smart Explanation

- ▶ Assembly language macros applied to state registers randomly throughout the code

① INC \reg DEC \reg  ④ PUSH \tmp LDI \tmp, \c EOR \reg, \tmp POP \tmp	② NEG \reg NEG \reg  ⑤ LDI ZL, 0x00 LPM \tmp, Z	③ ROL \reg ROR \reg  ⑥ EOR \reg1, \reg2 EOR \reg2, \reg3 EOR \reg3, \reg1 EOR \tmp, \tmp	⑦ PUSH \reg1 PUSH \reg2 PUSH \reg3 EOR \reg1, \reg2 EOR \reg2, \reg3 EOR \reg3, \reg1 POP \reg3 POP \reg2 POP \reg1	⑧ MOV \tmp, \reg ; save register LDI ZH, hi8(hd_temp) LDI ZL, lo8(hd_temp) LD \reg, z MOV \reg, \tmp ; restore register
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# Results: Maximum Projection

genuine in genuine



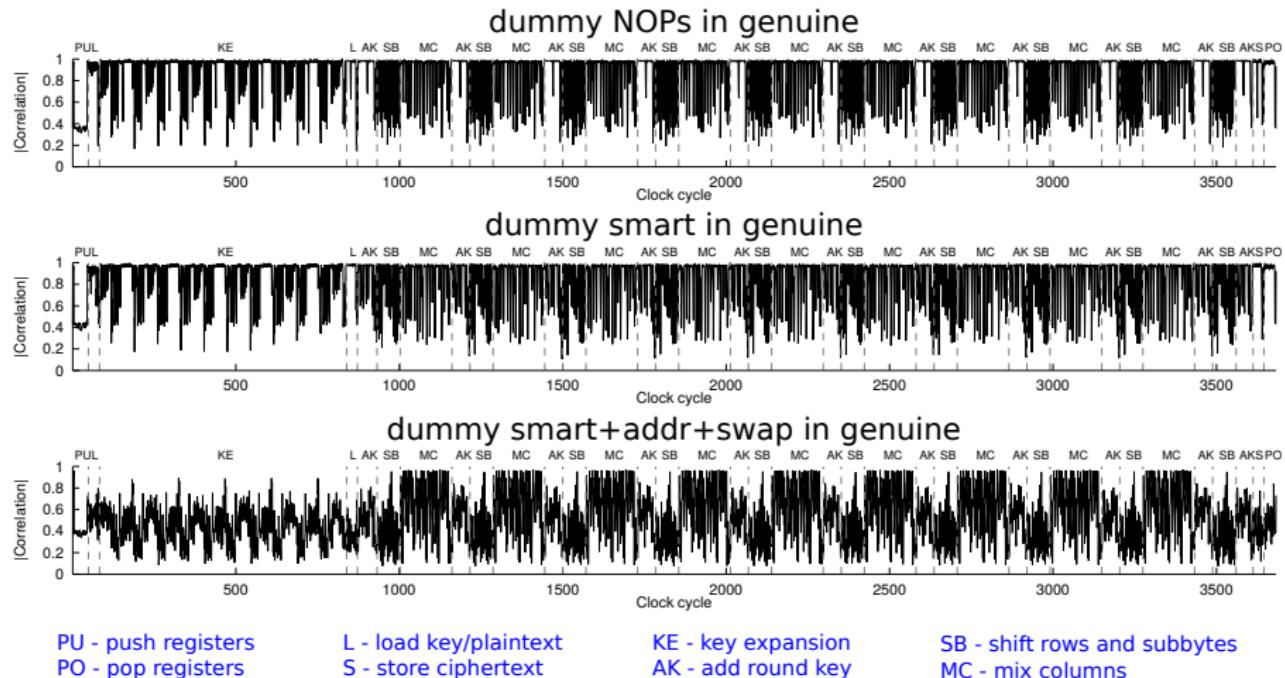
PU - push registers  
PO - pop registers

L - load key/plaintext  
S - store ciphertext

KE - key expansion  
AK - add round key

SB - shift rows and subbytes  
MC - mix columns

# Results: Maximum Projection Contd.



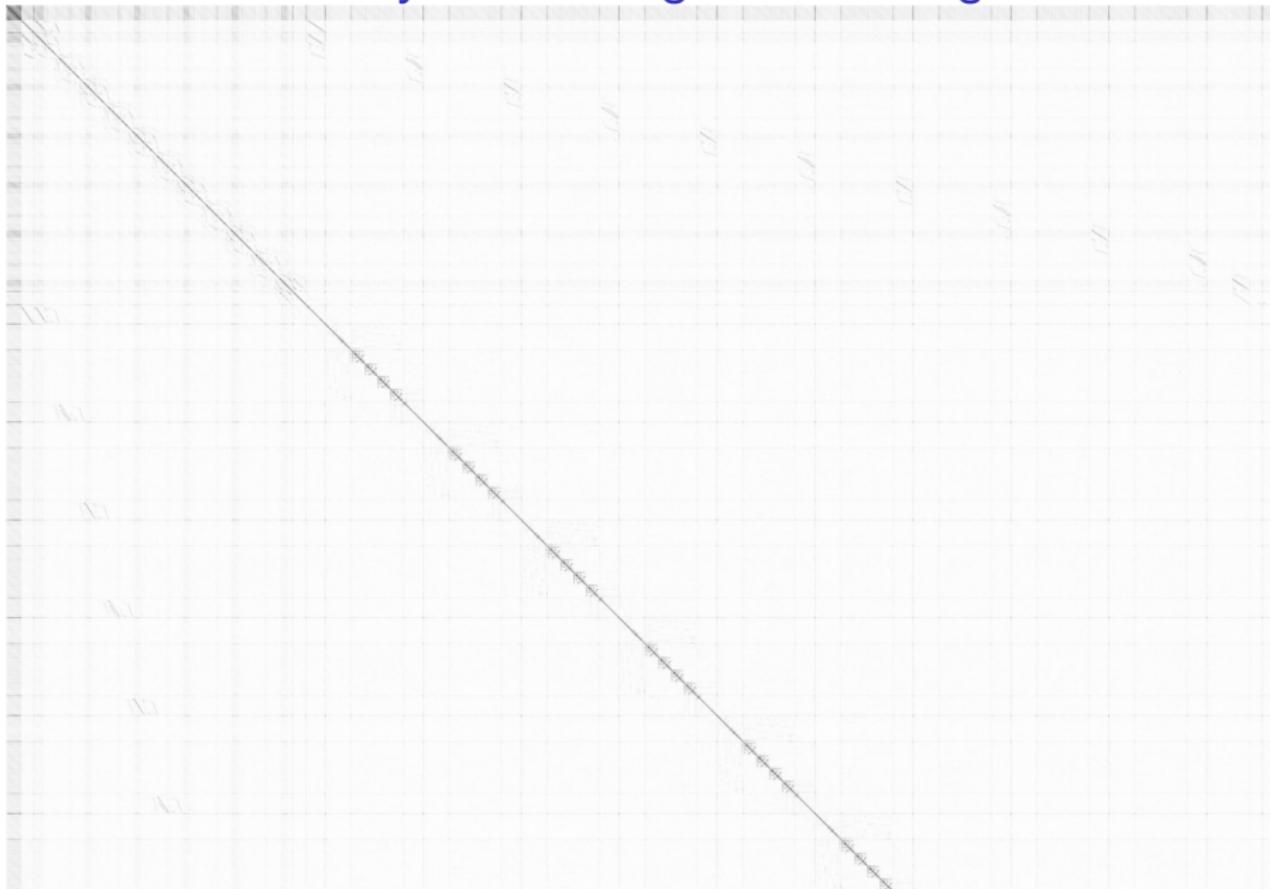
## Results: Detection of Similar Code Segments

	genuine	AK	SB	MC	KE
genuine	<b>0.96</b>	<b>0.95</b>	<b>0.98</b>	<b>0.98</b>	<b>0.96</b>
addr	0.64	0.61	0.52	0.76	0.60
swap	0.73	0.84	0.62	0.78	0.80
addr+swap	0.52	0.59	0.37	0.64	0.45
dummy NOPs	0.84	0.92	0.72	0.87	0.86
dummy smart	0.83	0.82	0.75	0.85	0.85
dummy smart+addr+swap	0.51	0.54	0.36	0.63	0.44

### (a) Global similarity

(b) Local similarity

# Results: Similarity Matrix of genuine vs. genuine



# Results: Similarity Matrix of addr vs. genuine



## Related Work

- ▶ (Becker et al. 2011)
  - ▶ Detect Hamming weight of the instructions
  - ▶ Embed watermarks detectable in the side channel
  - ▶ Problem: not all microcontrollers leak the Hamming weight of the instruction
- ▶ (Strobel et al. 2015)
  - ▶ Side channel disassembler
  - ▶ Use electromagnetic emanation
  - ▶ Detect individual instructions
  - ▶ Problem: Only tested on one microcontroller
- ▶ (Durvaux et al. 2012)
  - ▶ Use power consumption as its own watermark
  - ▶ Horizontal correlation one two traces
  - ▶ Problem: sensitive to the dummy cycles

## Conclusions and Future Work

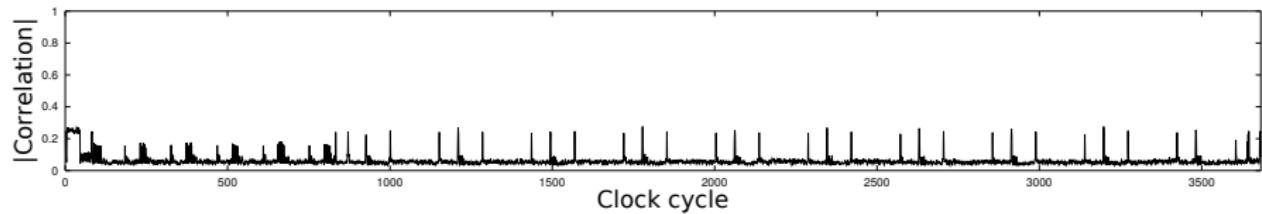
- ▶ Method for detecting similarity of programs using side channels
- ▶ We can detect identical code segments in the power consumption of a microcontroller
- ▶ Our method also works well with cases where many dummy cycles have been inserted
- ▶ Interesting application: detecting unlicensed implementations of patented technology

## Future Work

- ▶ Combination of horizontal and vertical approaches
- ▶ Non-linear programs
  - ▶ dissect into data-dependent code paths
  - ▶ compute similarity for each code path
- ▶ Evaluation using different microcontrollers
- ▶ Dealing with random data

Questions?

# Backup: Furious vs Furious Wrong Data



# Backup: Visual Inspection

