Secure Software with Formal Guarantees

Using Hax

































Bundesministerium für Bildung und Forschung







IT für Deutschland





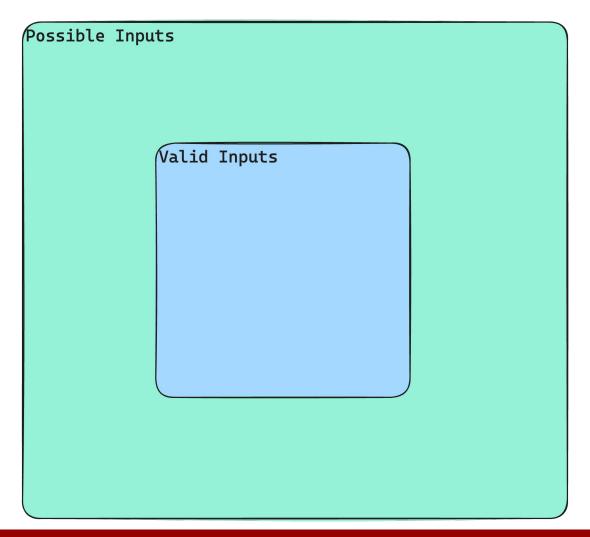


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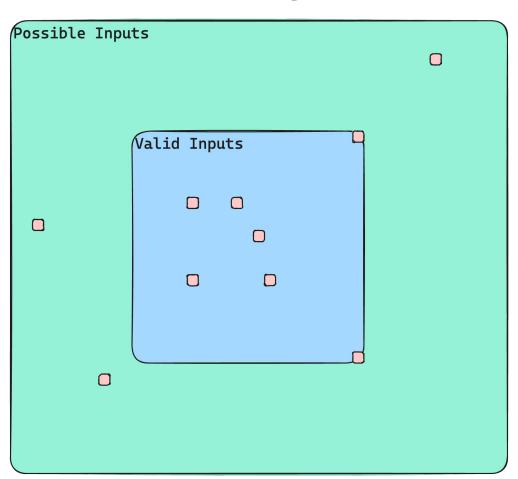
Building Secure Software

[...] testing is a necessary but insufficient step in the development process to fully reduce vulnerabilities at scale [...]

THE WHITE HOUSE



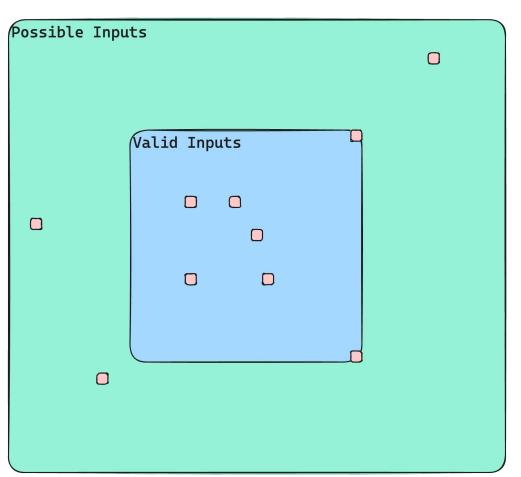
Testing



Testing

Wycheproof ECDSA P256

471 Tests

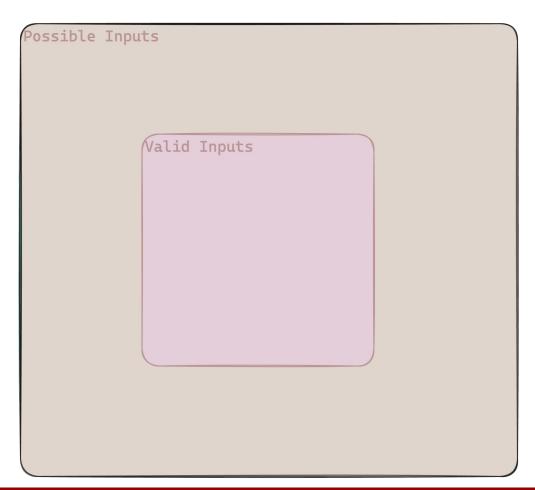


Possible Inputs

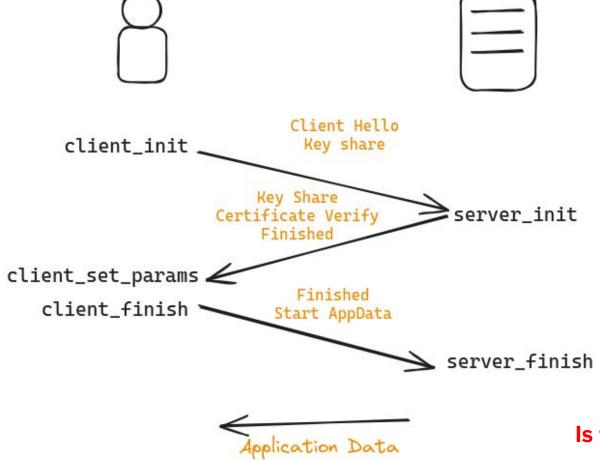
64 bytes Signature

64 bytes public key

Verification



TLS



Is this secure?

"[...] correctness is defined as the ability of a piece of software to meet a specific [...] requirement"

THE WHITE HOUSE

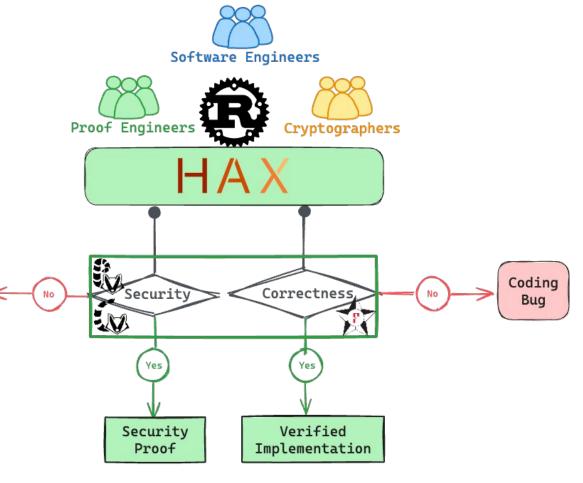
Usable Verification Tools



Formal Verification

Correctness

HAX verification toolchain



ÇRYSPÉN

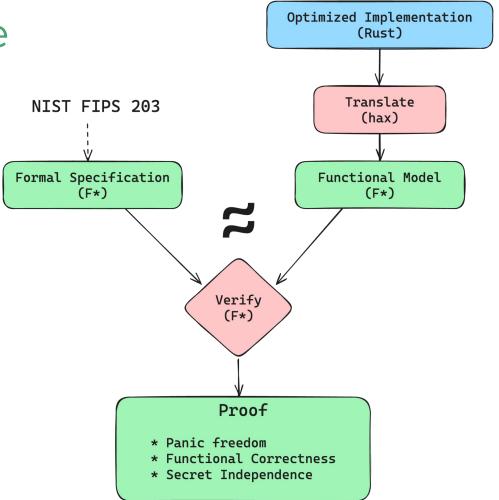


Potential

Attack



Verifying Rust Code with hax and F*



The hax process

hax: Process

```
// reduce_once reduces 0 ≤ x < 2*kPrime, mod kPrime.
                                    static uint16_t reduce_once(uint16_t x) {
                                     assert(x < 2 * kPrime);</pre>
                                     const uint16 t subtracted = x - kPrime;
                                     uint16 t mask = 0u - (subtracted >> 15);
                                     // On Aarch64, omitting a |value_barrier_u16| results in a 2x speedup of Kyber
                                     // overall and Clang still produces constant-time code using `csel`. On other
                                     // platforms & compilers on godbolt that we care about, this code also
                                     // produces constant-time output.
                                     return (mask & x) | (~mask & subtracted);
// constant time reduce x mod kPrime using Barrett reduction. x must be less
// than kPrime + 2×kPrime<sup>2</sup>.
static uint16 t reduce(uint32 t x) {
  assert(x < kPrime + 2u * kPrime * kPrime);
  uint64_t product = (uint64_t)x * kBarrettMultiplier;
  uint32_t quotient = (uint32_t)(product >> kBarrettShift);
  uint32_t remainder = x - quotient * kPrime;
  return reduce once(remainder);
```

hax: Process

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  uint32_t remainder = x - quotient * kPrime;
  return reduce_once(remainder);
```

hax: Process

```
#[requires(coefficient_bits ≤ 11 & i32::from(fe) ≤ FIELD_MODULUS)]
#[ensures(|result| result ≥ 0 & result ≤ (1 << coefficient_bits) - 1)]
pub(super) fn compress_q(coefficient_bits: usize, fe: u16) → KyberFieldElement {
    let mut compressed: u32 = (fe as u32) << (coefficient_bits + 1);
    compressed += FIELD_MODULUS as u32;
    compressed ≠ (FIELD_MODULUS << 1) as u32;

(compressed & ((1u32 << coefficient_bits) - 1)) as KyberFieldElement
}
```

- 1. Make the requirements formal
- 2. hax attributes for "design by contract"
- 3. F* statically checks that the properties hold

Example

Proving correctness of Barrett reduction

Writing Crypto Code in Rust

```
pub(crate) fn barrett_reduce(input: i32) -> i32 {
    let t = (i64::from(input) * 20159) + (0x4_000_000 >> 1);
    let quotient = (t >> 26) as i32;
    let remainder = input - (quotient * 3329);
    remainder
```

Barrett Reduction: computes input % 3329 (in constant time)

Potential Panics in Rust Code

```
pub(crate) fn barrett_reduce(input: i32) -> i32 {
    let t = (i64::from(input) * 20159) (+)(0x4_000_000 >> 1);
    let quotient = (t \gg 26) as i32;
    let remainder = input(-)(quotient(*)3329);
    remainder
```

These arithmetic operations may overflow or underflow causing the code to panic at run-time

Proving Panic Freedom and Correctness in F*

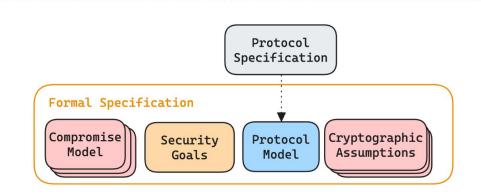
```
val barrett reduce (input: i32 b (v v BARRETT R))
    : Pure (i32 b 3328)
    (requires True)
    (ensures fun result ->
        v result % v Libcrux.Kem.Kyber.Constants.v FIELD MODULUS
     = v input %v Libcrux.Kem.Kyber.Constants.v FIELD MODULUS)
```

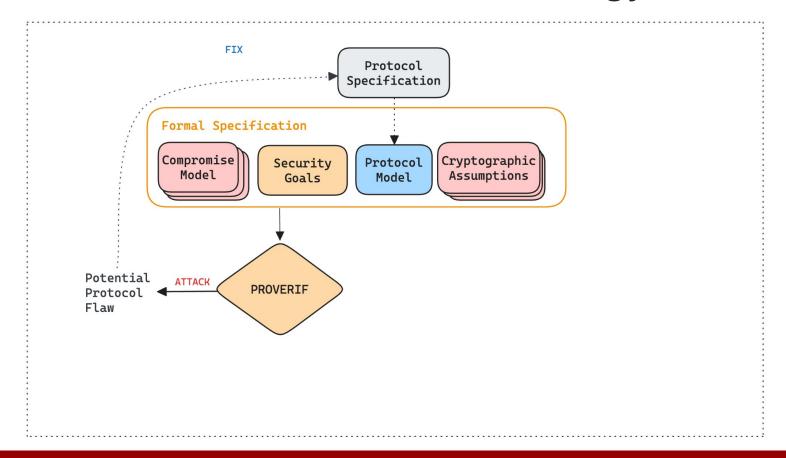
Expected behaviour: result ≈ input % 3329

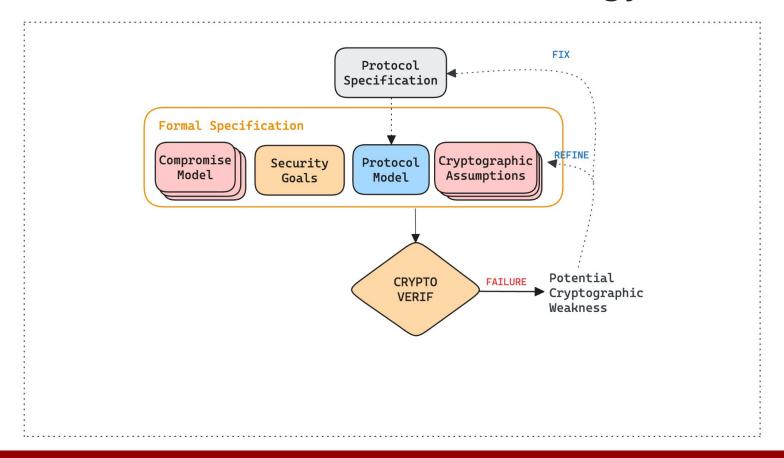
Formal Verification

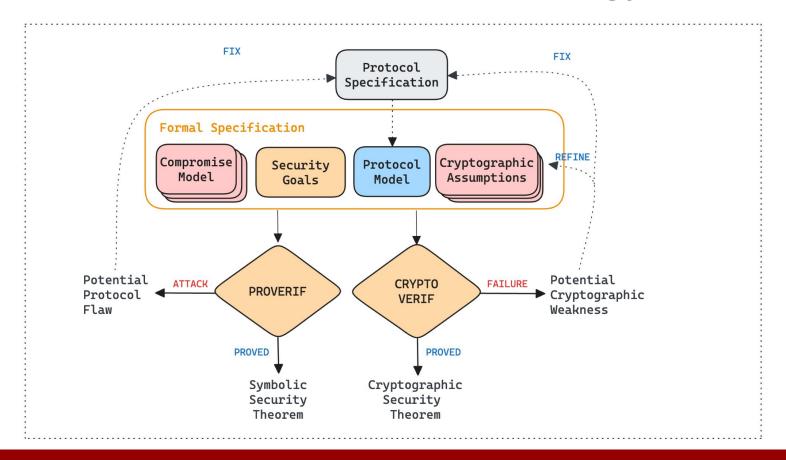
Security

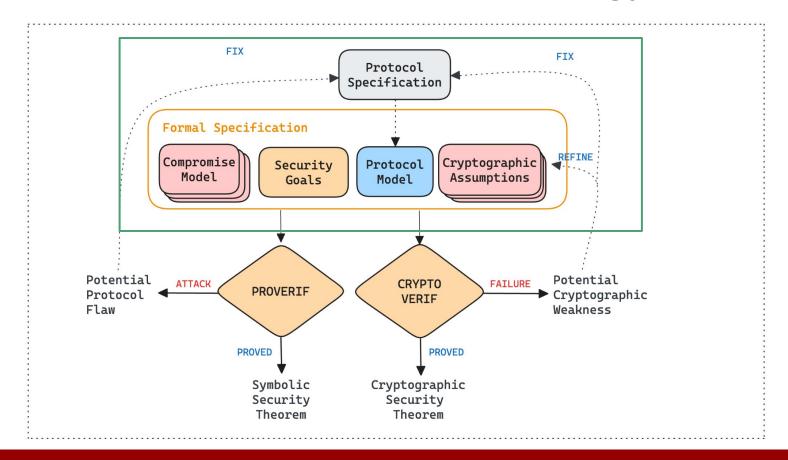
Protocol Specification











hax: ongoing projects

- Rust Core: an annotated version of the Rust Core library
- Backends: new backends for Lean, EasyCrypt, ProVerif

Verified

- PQ Crypto: verified Rust code for Kyber/ML-KEM, ...
- OS Modules: verified kernel code for RIOT-OS
- Protocols: verified code for EDHOC, MLS, TLS 1.3, ...
- Contracts: verified canisters for Internet Computer

HAX

A Usable Tool for Verification



