



# Fault attacks on System On Chip

Thomas TROUCHKINE   Guillaume BOUFFARD   Jessy CLÉDIÈRE

ANSSI - Hardware Security Labs

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## Context

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Smartcard



Mobile device

**Same services, different securities**

## Context



### Based on a Secure Element

- Simple SoC
- Designed for security
- Evaluated



### Based on a Computer on Chip

- Complex SoC
- Designed for performance
- Adding TEE<sup>1</sup> for software security

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<sup>1</sup>Trusted Environment Execution

# Hardware attacks ?

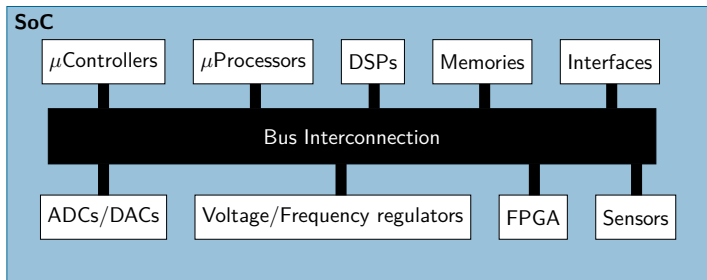
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## Fault attacks

- Laser/EM injection
- Clock glitch
- Voltage glitch
- Rowhammer
- Heating
- Body biasing

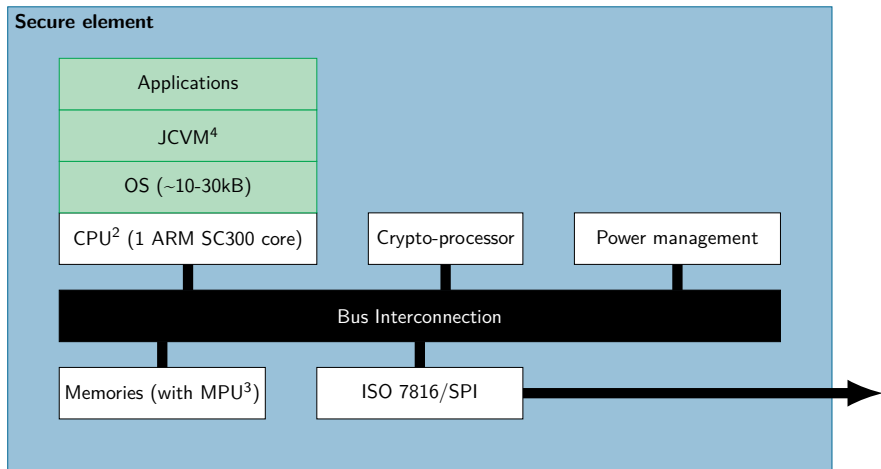


# What is a System on Chip ?



- Integrate all components on the same chips
- Reduce power consumption
- Reduce chip size

# What is a Secure Element ?



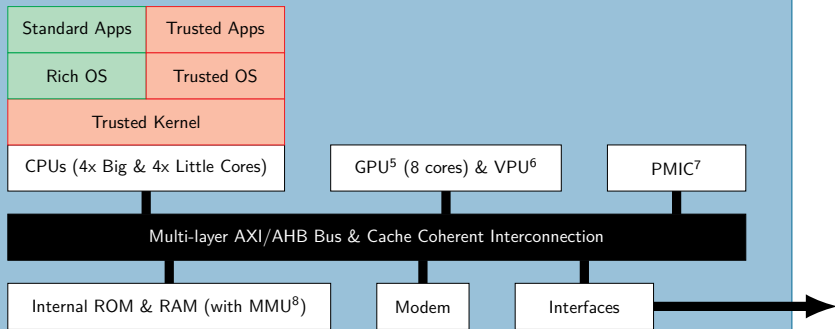
<sup>2</sup>Central Processing Unit

<sup>3</sup>Memory Protection Unit

<sup>4</sup>Java Card Virtual Machine

# What is a Computer on Chip ?

## Computer on Chip (Exynos like)



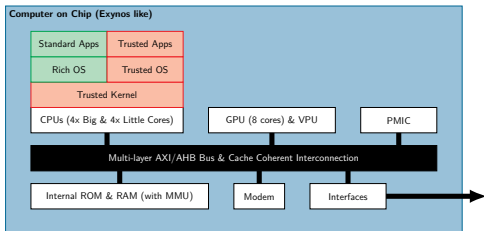
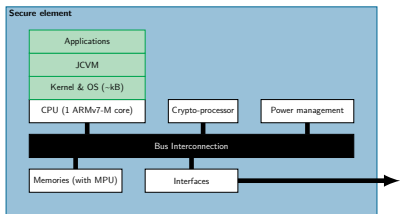
<sup>5</sup> Graphical Processing Unit

<sup>6</sup> Video Processing Unit

<sup>7</sup> Power Management Integrated Circuit

<sup>8</sup> Memory Management Unit

# Secure element vs Computer on Chip



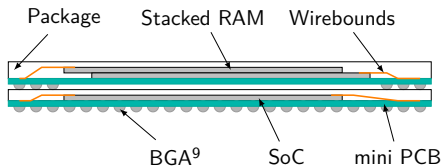
- Run at 4 to 60MHz
- Not multithreaded
- Fine engraving  $> 40$  nm
- Constant Voltage & Frequency
- Trusted hardware & Trusted apps only
- Hardware mitigations

- Run at 300MHz to 3Ghz
- Multithreaded
- Fine engraving  $< 20$  nm
- Dynamic Voltage & Frequency management
- Trusted Environment Execution
- No hardware mitigations

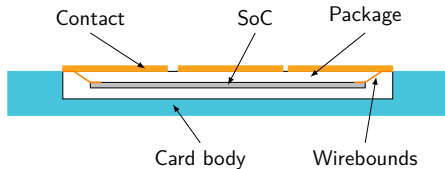


# The packaging

## Computer on Chip package on package



## Secure element package



<sup>9</sup>Ball Grid Array

## Assets to protect

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- Cryptographic secrets and operations
- Secure boot
- Memory partitioning
- Execution flow integrity
- Trusted part isolation



# Unknowns

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- Repeatability ?
- Design impact ?
- Technology impact ?
- New attack paths ?



# Soooo let's start !

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- Computer on Chip → software security only
- Hardware quite similar with Secure Elements
- Some attacks already exist:
  - 1 Evaluate their difficulty
  - 2 Push some uncompleted attacks
  - 3 Find new paths

# Known attacks

Injection medium	Physical target	Software target	Software security
Software	RAM	Virtual to physical translation table	Memory partitioning
Glitch voltage	Clock	Key	Cryptography
Laser	Register	Instruction	Secure boot
EM	Bus	Return value	Execution flow integrity
	Cache	Program counter	
	MMU	User rights	
	Pipeline		

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**Project Zero attack/Drammer (2015 - 2016)** [Vee+16]

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Project Zero NaCl/Rowhammer on TrustZone (2015) [Car17]

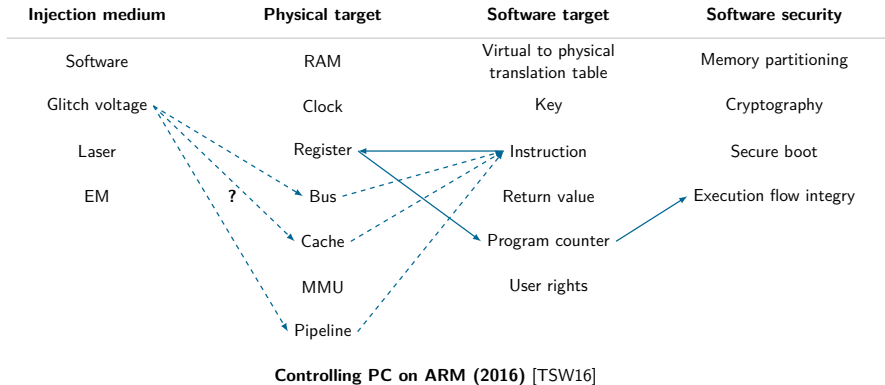
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ClkScrew (2017) [AS17]



# Known attacks



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## Attack on PS3

# Known attacks

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**Attack on Xbox 360 (2015) [Bla15]**

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**Laser induced fault on smartphone (2017) [Vas+17]**

## Conclusion

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- Migration of services from Secure Element to Computer on Chip
- Hardware security gap
  - SE is a full trusted environment
  - Computer on chip integrate a software trusted environment
- Invasive/Semi-invasive attacks feel harder on Computer on Chip
- New attack paths

**Questions?**

## References

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- [AS17] Simha Sethumadhavan Adrian Tang and Salvatore Stolfo. *CLKSCREW: Exposing the perils of security-oblivious energy management*. Tech. rep. Columbia University, 2017.
- [Bla15] BlackHat. “XBOX 360 Glitching on fault attack”. Nov. 2015.
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- [Vee+16] Victor van der Veen et al. “Drammer: Deterministic Rowhammer Attacks on Mobile Platforms”. In: *Proceedings of the 2016 ACM SIGSAC Conference on Computer and Communications Security, Vienna, Austria, October 24-28, 2016*. Ed. by Edgar R. Weippl et al. ACM, 2016, pp. 1675–1689. DOI: 10.1145/2976749.2978406.