

# Aion: Enabling Open Systems through Strong Availability Guarantees for Enclaves

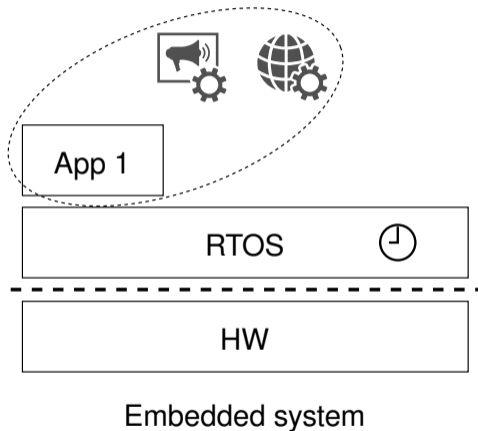
Online

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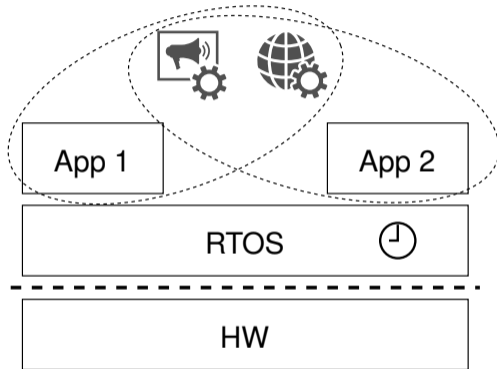
Fritz Alder, Jo Van Bulck, Frank Piessens, Jan Tobias Mühlberg  
imec-DistriNet, KU Leuven

November 17, 2021

## Embedded system overview

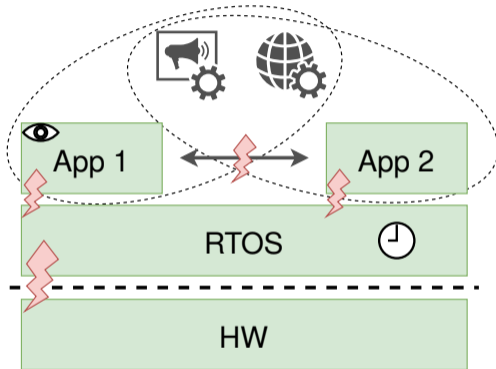


# Modern and open system overview



Open system

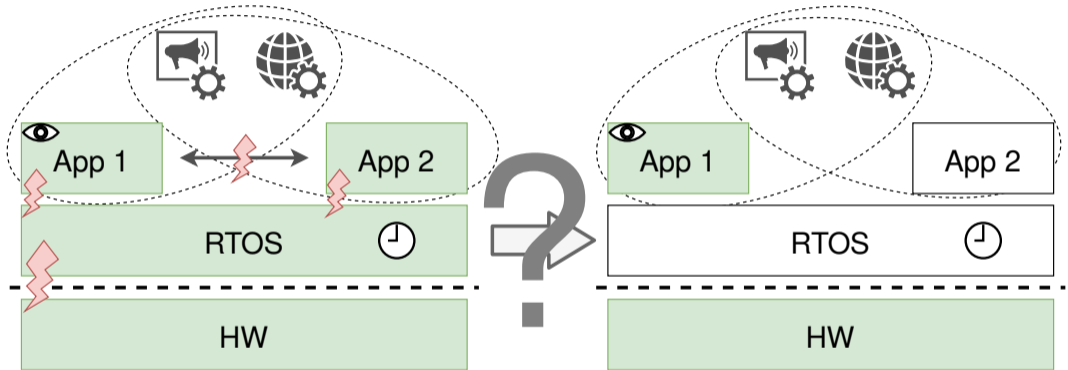
# Modern and open system – Who do we have to trust?



TCB for availability  
in open system

- ▶ Monopolizing a system resource or stalling the CPU is often possible.
- ▶ **Hackers do not cooperate.**
- ▶ **Even postponing deadlines** can have harsh consequences.

# Modern and open system – What do we want?



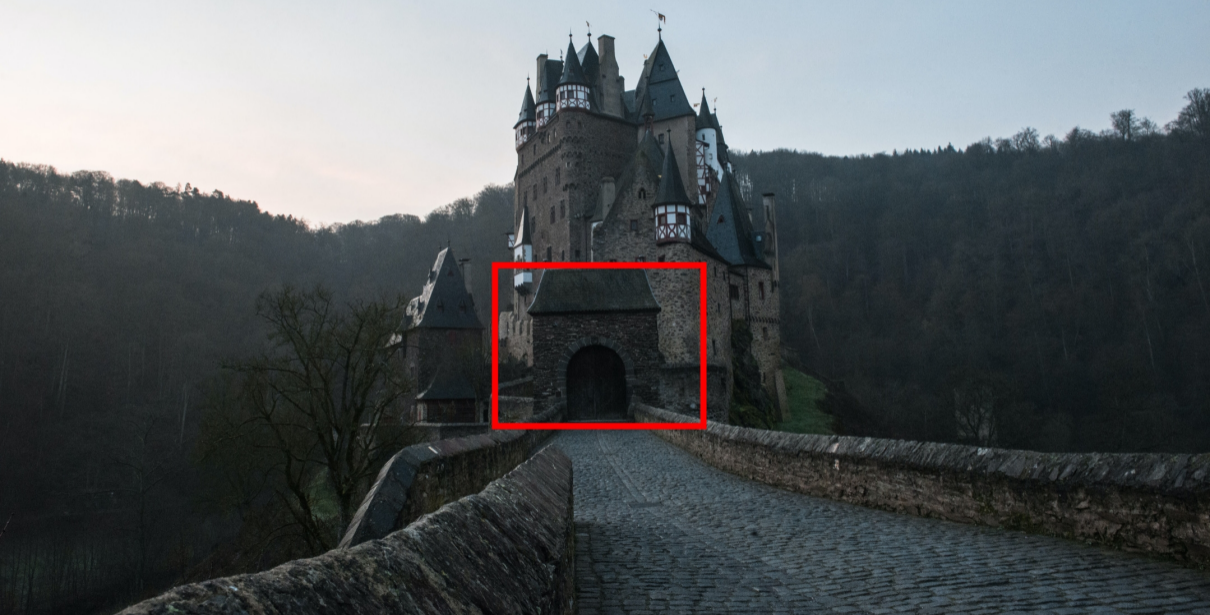
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With TEE?

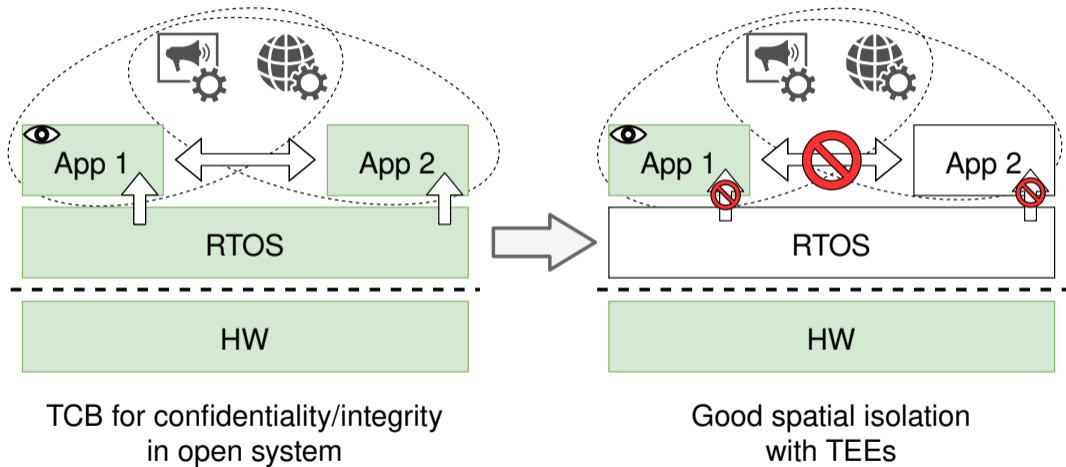
# Trusted Execution Environments: A castle inside the processor



# Trusted Execution Environments: Only allow strictly defined access

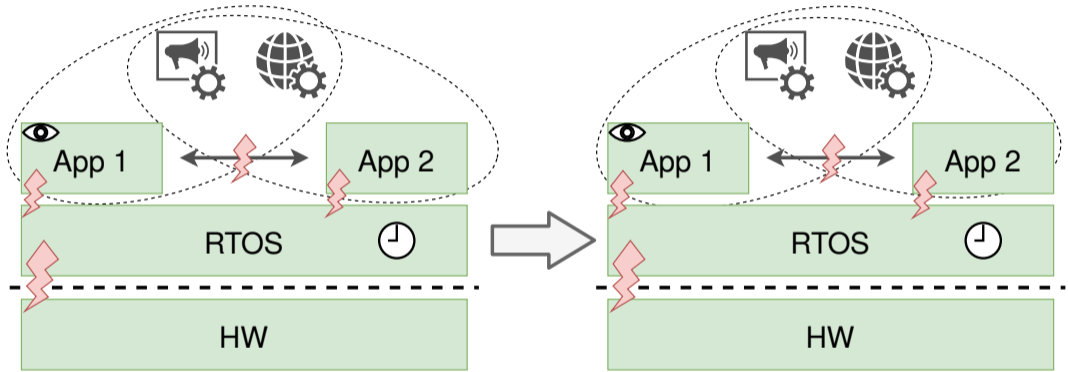


## Trusted execution: Good for confidentiality and integrity





# Trusted execution: Not good for availability



TCB for availability  
in open system

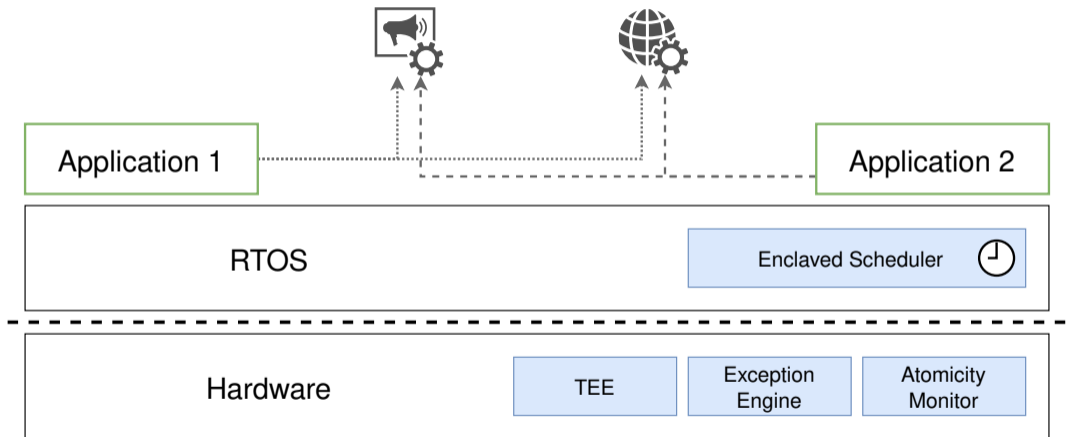
No temporal isolation  
with current TEEs

## Aion Contributions in Short

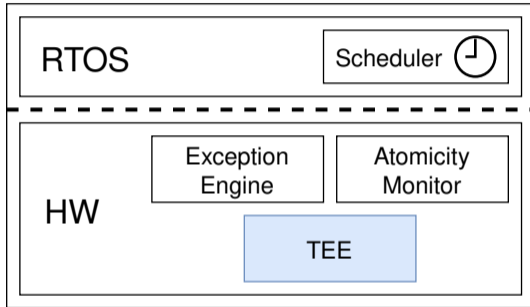
- ▶ Security architecture that extends TEEs with **guarantees** on enclave availability, **even in the presence of software adversaries**.
- ▶ Progress and real-time guarantees can be offered to a number of applications of the *same* priority.
- ▶ **Decoupling** of availability guarantees from confidentiality and integrity guarantees.
- ▶ Prototype implementation with the RIOT OS and Sancus.



# Aion Architecture Overview

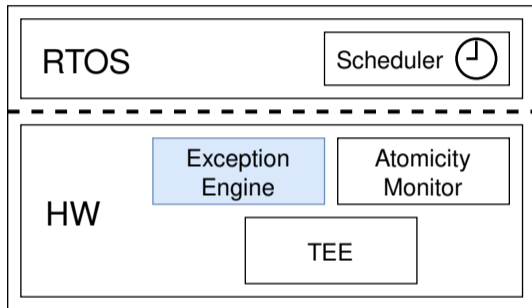


## Aion Design – TEE



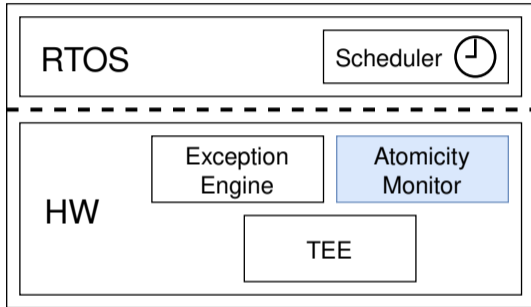
- ▶ Build on existing TEEs for:
  - isolation
  - attestation
  - dynamic enclave deployment
- ▶ TEE **violations** should not reset the system!

## Aion Design – Exception handling



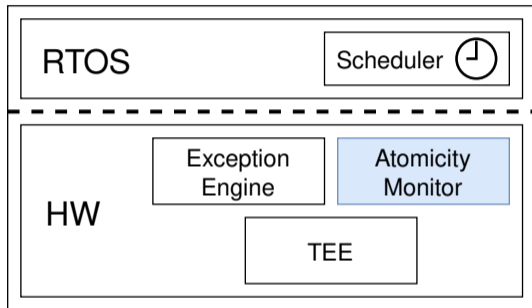
- ▶ **Securely** interrupt enclaves
- ▶ **Do not trust software handlers** with enclave data
- ▶ Instead, perform context save in hardware and context restore in Software
- ▶ Similar procedure for **violations!**
- ▶ Afterwards, jump to strictly defined handlers.

## Aion Design – Atomicity



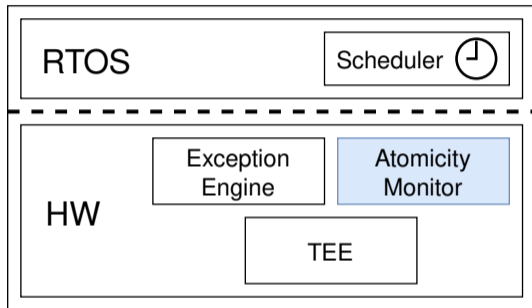
▶ **Disallow atomicity**

## Aion Design – Atomicity



- ▶ **Disallow atomicity**
- ▶ ...except for **bounded time periods**

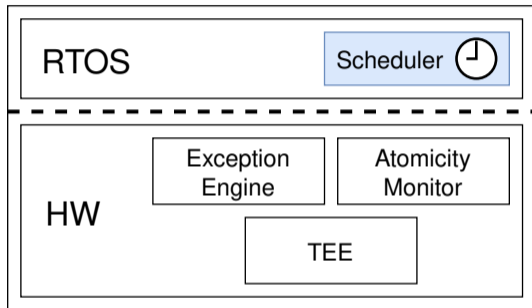
## Aion Design – Atomicity



- ▶ **Disallow atomicity**
- ▶ ...except for **bounded time periods**
- ▶ `clix` instruction allows to disable interrupts for  $x$  cycles
- ▶ After that, interrupts will be triggered again!

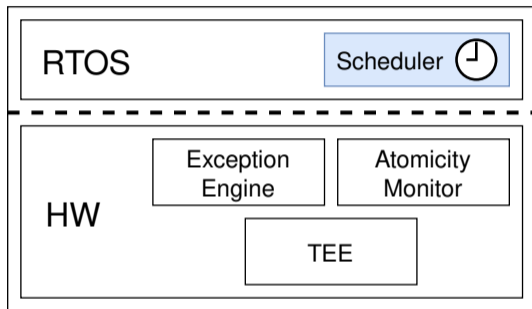


## Aion Design



- ▶ Protect scheduler via an enclave
  - ▶ Ensure all interrupts are handled by the Scheduler
  - ▶ Allow only the scheduler to disable interrupts completely without `clix`
- Scheduler is in complete control over platform availability

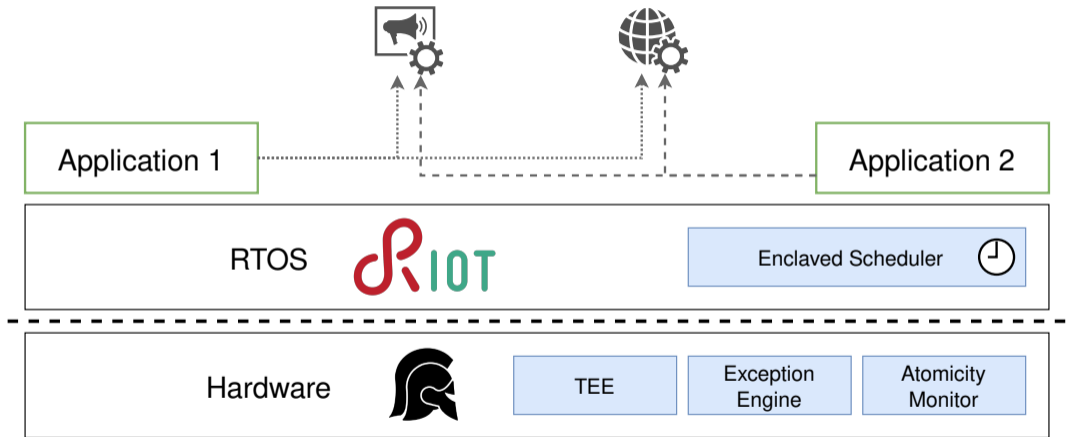
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- ▶ Scheduler can perform **guaranteed scheduling** for dynamic enclaves even **in presence of software adversaries**.

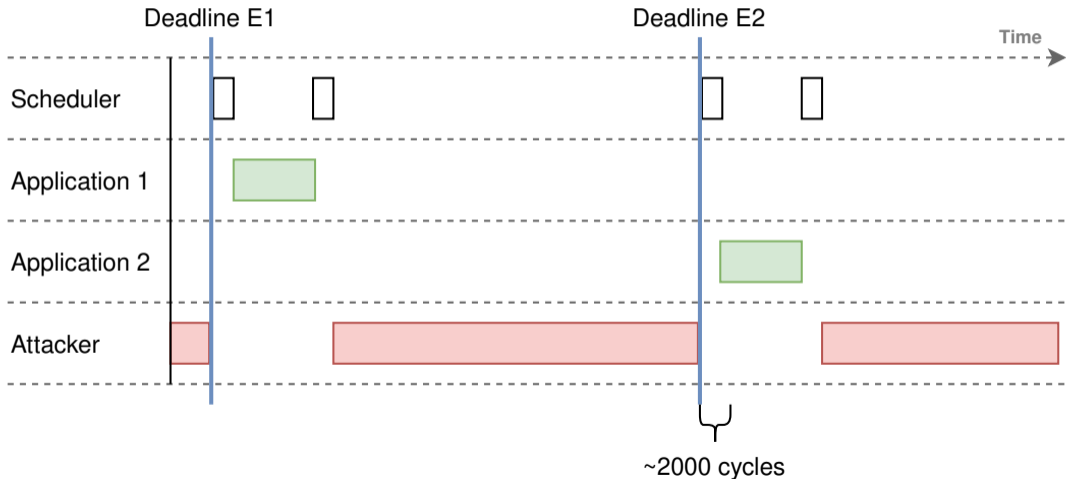
# Aion Prototype Implementation



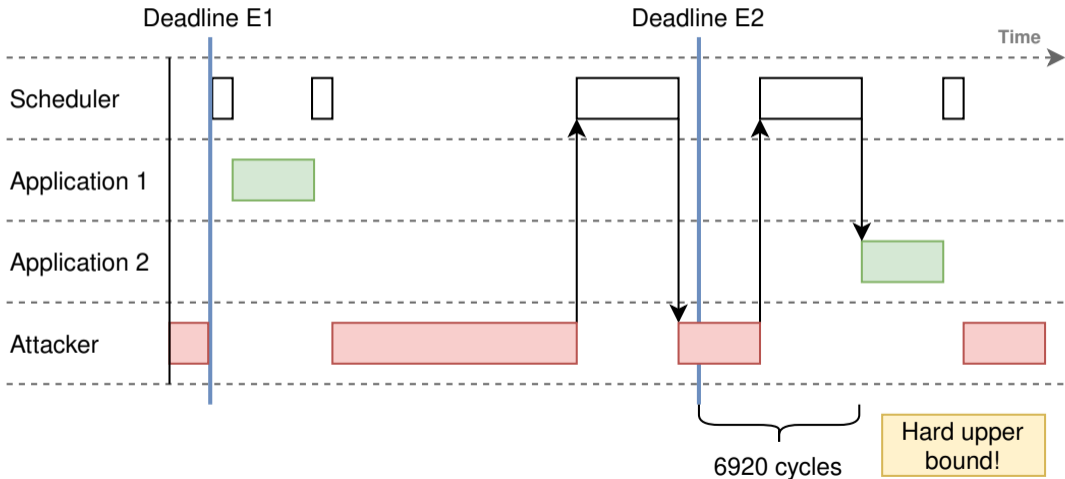
# Aion Results – Case study with activation deadlines



# Aion Results – Activation deadlines under attack



# Aion Results – Activation deadlines worst case attack

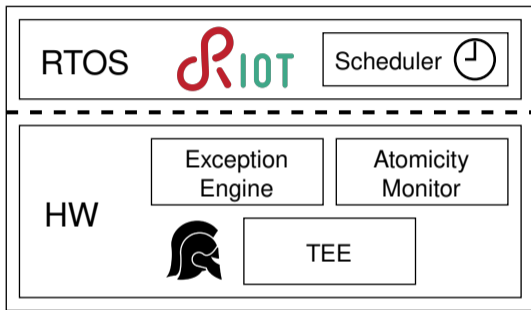


## Aion Limitations

- ▶ Aion only guarantees an **Interrupt Arrival Time** of 6920 cycles
- ▶ After this, the handling job starts to execute with its own atomically bounded periods
  - **Guaranteeing progress is not trivial!**
- ▶ Right now: Progress = clix bound (1000 cycles)

## Conclusion

- ▶ Extend TEE architectures with an **Exception Engine** and an **Atomicity Monitor** to enable a **Protected Scheduler**.
- ▶ Our implementation provides **deterministic scheduling** and **trusted time**, **even in the presence of strong software adversaries**.



Aion can guarantee interrupt arrival latencies of 6920 cycles (346ns @ 20Mhz).  
Full source code online here: <https://github.com/sancus-tee/sancus-riot>



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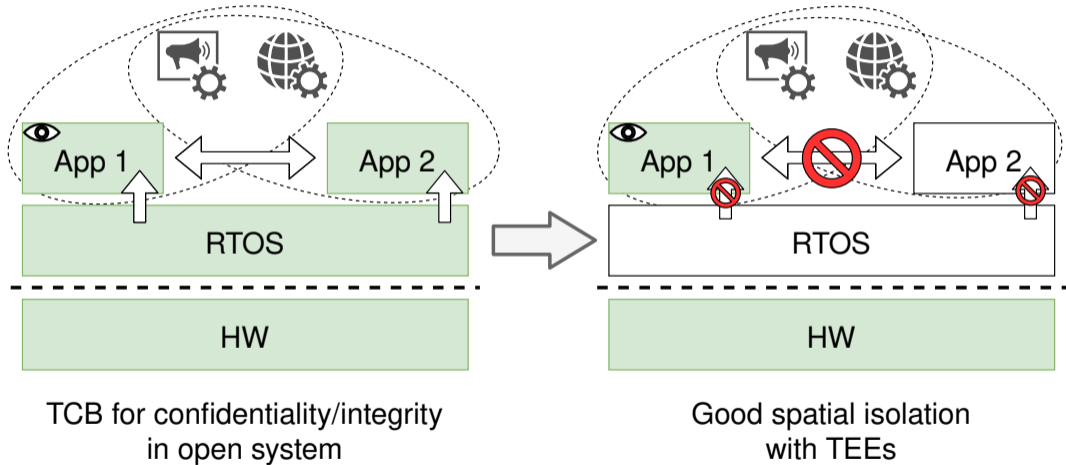
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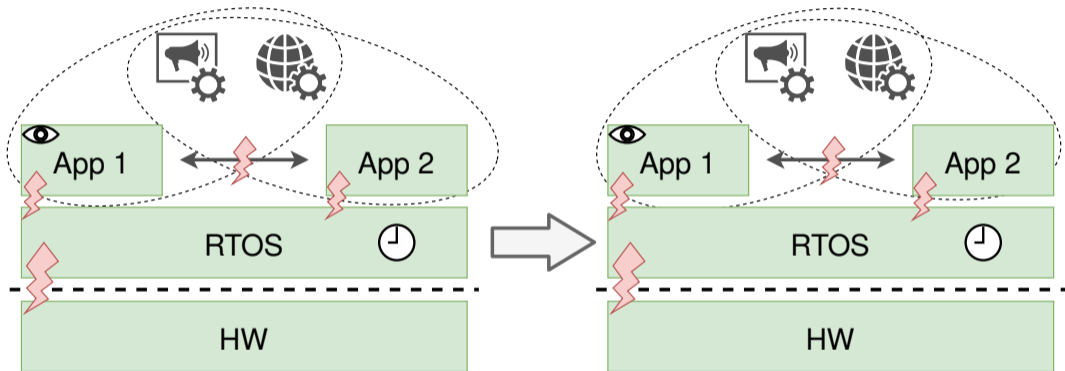
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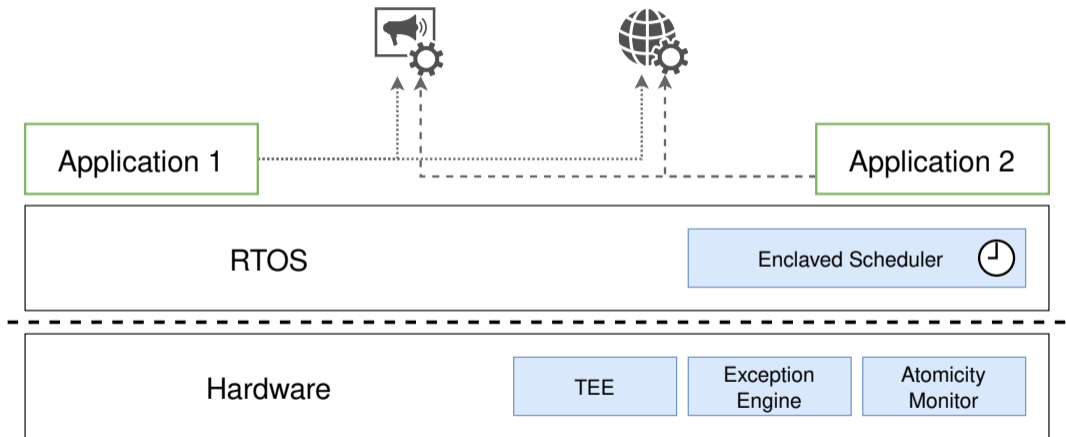
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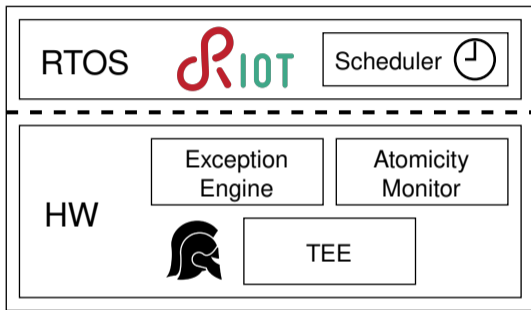
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## Aion summary

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