

Alcatraz: Secure Remote Computation via Sequestered Encryption in Hardware Security Module

**Albert Lu** 

Mentors:

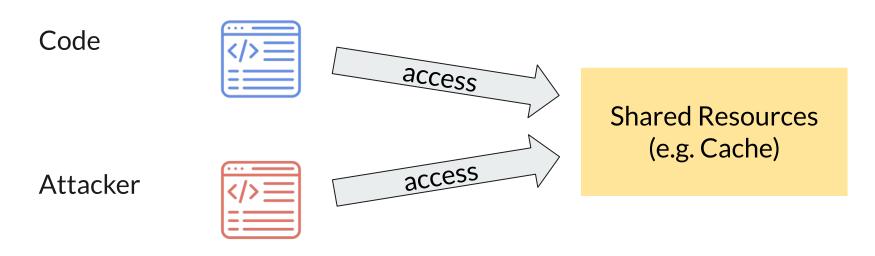
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#### **Side-Channels Attacks**



Attacker can observe



One program can exploit shared resources to spy on another

#### **Example of Side Channels**

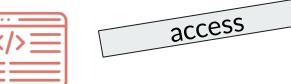
Family using the internet



**Shared Resources** Wifi

You watching a movie





You observe

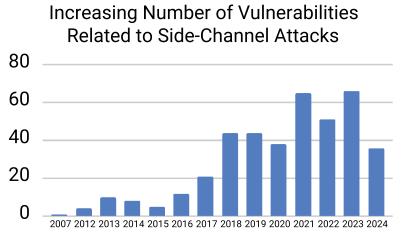
"movie lags a lot"



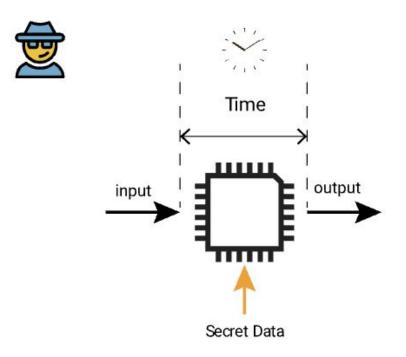
"family is also using wifi"

#### Importance of Side-Channel Attacks

- Side-channel attackers
  - Attack hardware, not just software
  - Extract cryptographic keys
- Growing number of vulnerabilities



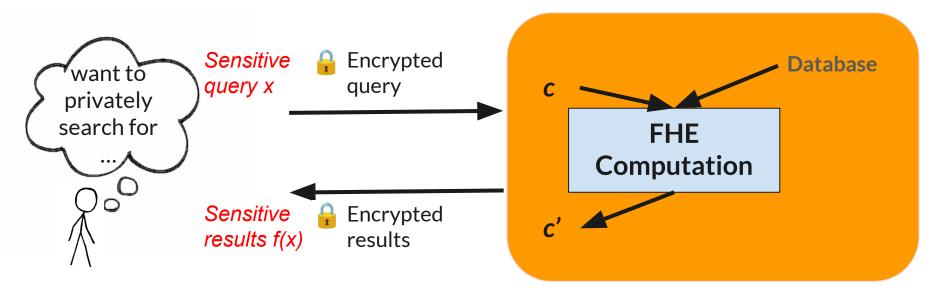
#### **Timing Based Side Channel Attacks**



#### **Secure Remote Computation**

	Ideal Solution: Fully Homomorphic Encryption (FHE)	More Practical: Trusted Execution Environment ( <b>TEE</b> )	Our Solution: Alcatraz (inspired by both)
Security	Based on strong cryptographic assumption	Based on empirical hardware security; Vulnerable to side-channel attacks	Minimal trusted hardware; Protected against side-channels
Efficiency	Slow	Fast	Fast

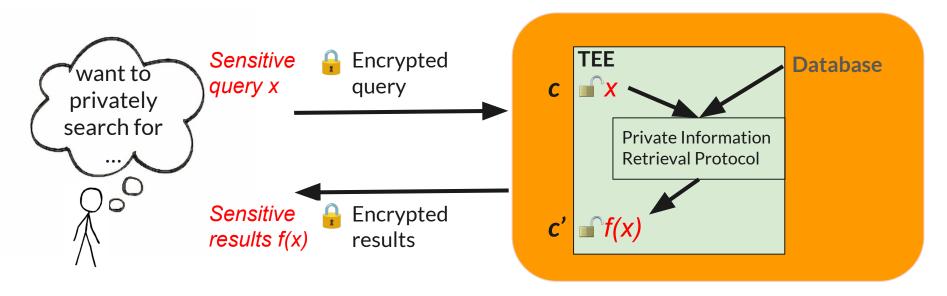
#### **Fully Homomorphic Encryption (FHE)**



#### FHE:

- Computes directly on encrypted data (*ciphertext c*)  $\rightarrow$  Slow
- Never exposes sensitive data

#### **Trusted Execution Environment (TEE)**



#### TEE

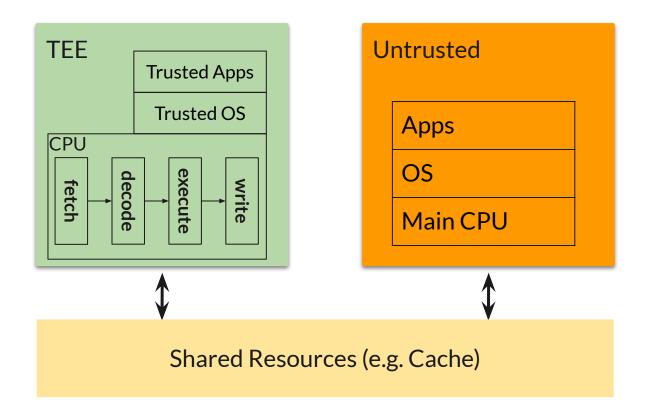
- Trusts TEE so operation is done on unencrypted data  $\rightarrow$  Fast
- Problem: leads to large attack surface, subject to side-channel attacks

#### **Our Solution to Secure Remote Computation**

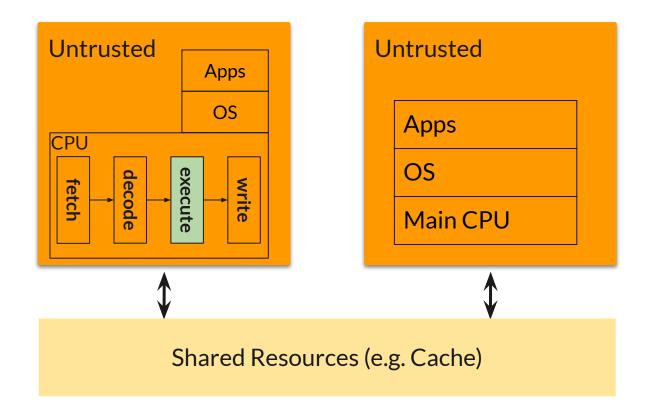
- Take inspiration from Fully Homomorphic Encryption (FHE) and Trusted Execution Environment (TEE)
- Based on trusted hardware
- BUT reduce our "trusted area" as much as possible
- Result: mitigate side channel attacks

## Our Objective: Reducing Area of Trust

#### **Trusted Execution Environment and Shared Resources**



#### Minimize Trusted Hardware within Execute Stage



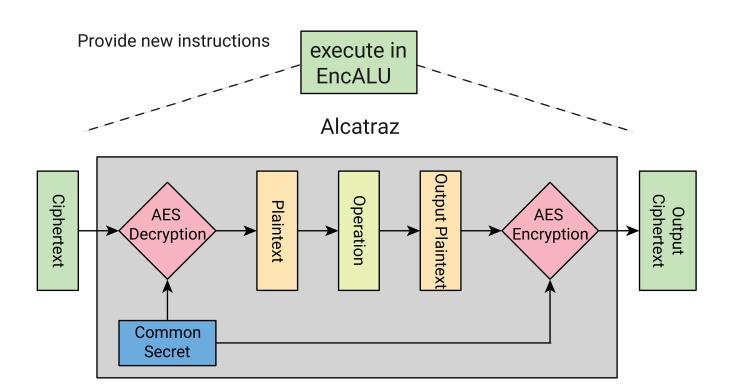
#### **Research Questions**

- RQ1: How to create an architecture that minimizes the attack surface?
  - Design Alcatraz, an encrypted Arithmetic Logic Unit (ALU) gated by Sequestered Encryption

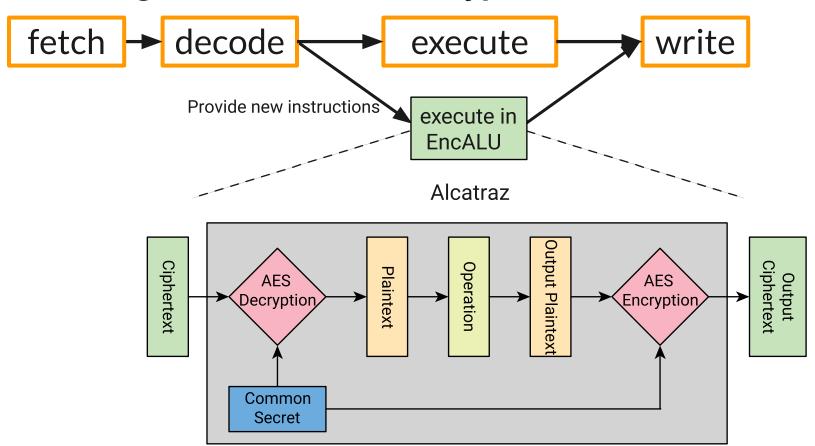
- RQ2: How to verify our architecture is correct and secure?
  - Apply the Knox framework to prove security

- RQ3: Apply Alcatraz to PIR and compare with existing state-of-the-art FHE approaches
  - o 7-21x faster

#### Our Design (Alcatraz): an Encrypted ALU

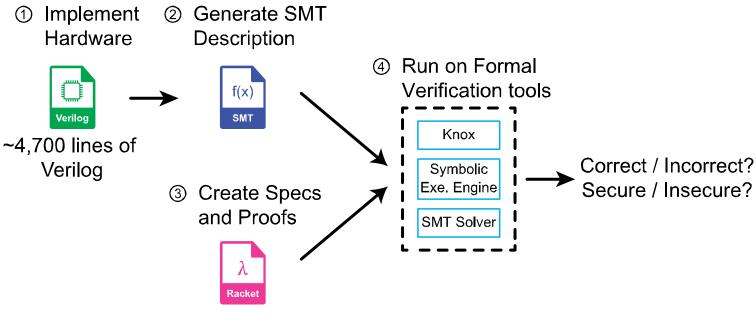


#### Our Design (Alcatraz): an Encrypted ALU



# Proving Security of Encrypted ALU Against Timing-Based Side Channel Attacks

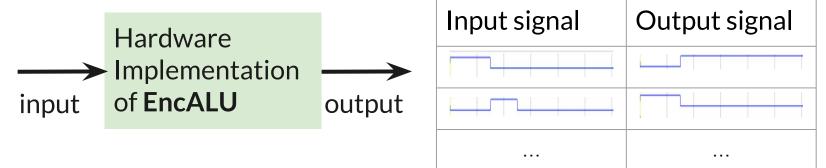
#### **Verification Overview**



Spec: ~1400 lines of Racket Proof: ~600 lines of Racket

#### **Formal Verification**

- Goal: prove our hardware module is secure against all possible inputs
- Challenge: Infeasible to try all types of input signals one by one



Solution: Knox Framework

#### Knox Framework: Prove " $f(x) \neq g(x)$ " is Unsatisfiable

- Use "symbols" to represent the input signals
- f(x): symbolic execution result following the functional specification
- g(x): symbolic execution result following the hardware implementation

Ideal world (correct and secure)

We want to prove these two are indistinguishable

Real world

The input i

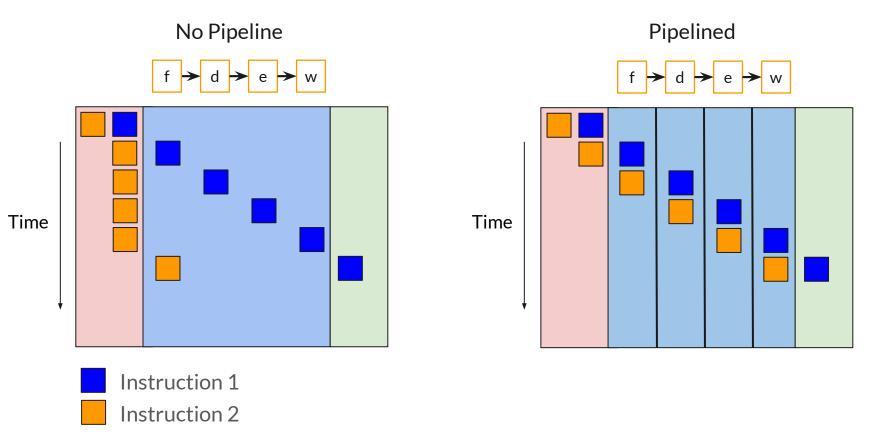
Use **Satisfiability Modulo Theories** (SMT) solvers to prove the formula

# Applying Alcatraz to Private Information Retrieval

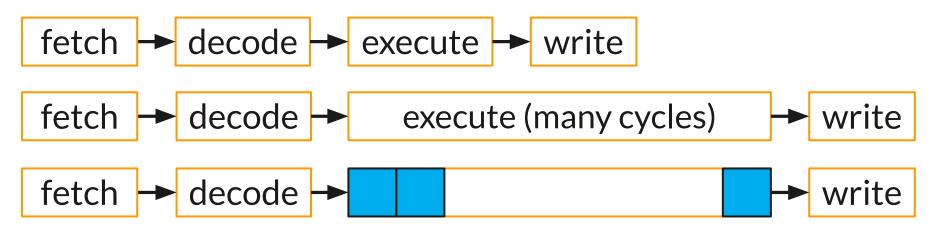
#### **Overview of Implementation**

- We implemented our encrypted ALU in Verilog to extend an open source RISC-V core (Ibex) and vector coprocessor (Vicuna)
- Simulated using Verilator
- Encoded the customized instructions using inline assembly
- Compared performance of Private Information Retrieval

#### Pipelining Stages: fetch, decode, execute, write



#### **Superpipelining Execute Stage**



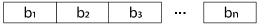
Superpipelining execute stage

- The execute stage of Alcatraz takes many cycles.
- With basic pipelining, it is still not efficient.
- Our solution: superpipelining execute stage

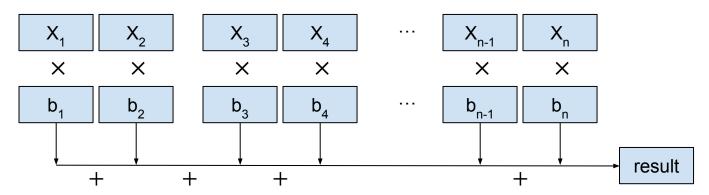
#### **Utilize Data Parallelism**

- Private Information Retrieval:
  - Remote server hosts a database of n entries

Client sends a query: "retrieve the k-th entry"

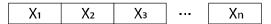


Computation on Server:



#### **Utilize Data Parallelism**

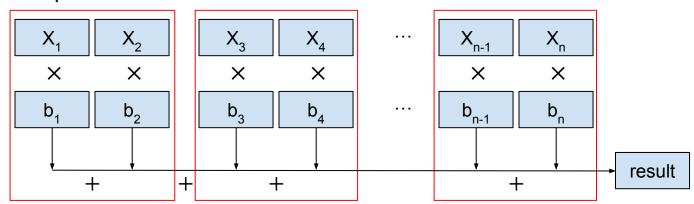
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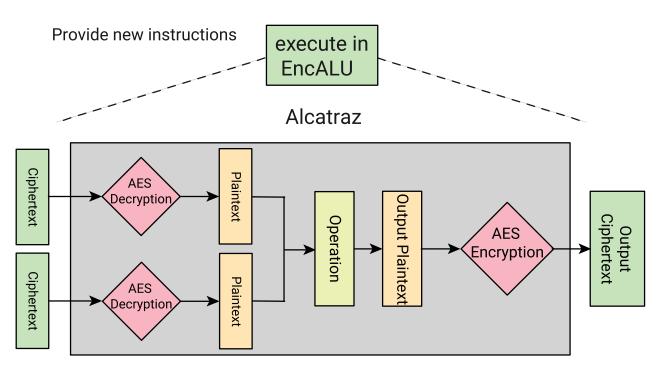


Computation on Server:



#### Utilize Data Parallelism via SIMD

We take advantage of data parallelism to process multiple encrypted data blocks simultaneously in one instruction ("Single Instruction Multiple Data")



#### Performance Comparison: Single Query PIR

- Compared with one of the SOTA methods (SpiralPIR), Alcatraz is estimated to be 7-21 times faster.
- Alcatraz's query size is 16 Bytes while that of Spiral is 8-15 MB.

	Database Size (entries)	Entry Size	Computation Time (s)		Speedup
			SpiralPIR	Alcatraz (Estimated)	
Dataset 1	<b>2</b> <sup>20</sup>	256B	0.85	0.040	21.3×
Dataset 2	2 <sup>18</sup>	30KB	8.99	1.174	7.66×
Dataset 3	2 <sup>14</sup>	100KB	2.38	0.245	9.71×

S. J. Menon and D. J. Wu, "SPIRAL: Fast, High-Rate Single-Server PIR via FHE Composition," 2022 IEEE Symposium on Security and Privacy (SP)

#### **Acknowledgements**

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Author of Knox (PRIMES Alum)







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#### References

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- S. J. Menon and D. J. Wu, "SPIRAL: Fast, High-Rate Single-Server PIR via FHE Composition," 2022
   IEEE Symposium on Security and Privacy (SP), San Francisco, CA, USA, 2022, pp. 930-947, doi: 10.1109/SP46214.2022.9833700.
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### Thank you!