

# **Vulnerability-Tolerant Architectures** for Resource-Constrained Devices

PhD Candidate:

Gianluca Roascio

## 1. Context

- **Control-Flow Hijacking Attacks**  $\bullet$
- **Embedded Systems** lacksquare
- Hardware-based Security

## 2. Issues

C/C++ languages: widely used in ES, good degree of low-level control but possible memory vulnerabilities for lack of native controls on pointer manipulation;

## **3. Limits of the SOTA Solutions**

**Control-Flow Integrity (CFI)** is a promising defense mechanism based on verifying whether original Control-Flow Graph (CFG) of the program is respected during execution. Anyway:

- Original SW-based solutions [1] lack of sufficient isolation and result in **large overhead** in terms of memory footprint and execution time;
- Attackers exploit them to **corrupt code pointers** ulletand reach random instructions at will, forcing the system to behave abnormally.
- To gain performance, later techniques [2, 3] perform coarse checks, e.g., validate branches on all valid destinations, but degrading security;
- In almost all cases, techniques lack a precise strategy to handle **interrupts**, which are by their nature unpredictable through static control-flow analysis [4].

## 4. Our Approach

### What is protected

- Indirect forward edges
- Backward edges
- Interrupt Service Routines  $\bullet$

#### **Setting the scene**

#### How the protection works

#### **Monitor structure**



## **5. Experimental Results**

- Solution experimented for ARM Cortex-M • and 32-bit custom RISC-V processor [6]
- External parallel FPGA for ARM, internal monitor for RISC-V
- ARM: +17.88% on code size, +1.10% on  $\bullet$ execution time
- RISC-V: +0.63% on code size, +0.01% on  $\bullet$ execution time

## **6. References**

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