Attack Model in the Presence of Trusted Hardware

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for RE-TRUST Work Package 3 Step 4

Attack Model Methodology

- Define assets
- Characterize attackers
 - Goals
 - Means
 - Limitations
- Describe attacks

See presentation from Trento, December 2007

Today's talk

Attack Trees

- Suggested by Bruce Schneier
- Applicable in the "Describe Attacks" step of the Attack Model



Disclaimers

- Attack Models are normally done for a concrete system
- We made assumptions about the defences
- Most ideas using trusted hardware (WP3) also work with just a trusted server (WP2)
- Instead of attack <u>trees</u> we needed <u>directed</u> <u>acyclic graphs</u>

Root of the Attack Tree



Example: Layered Defences













5.6 Defeat I/O Profiling

Ensure that the finite state machine of the tampered program produces the same outputs as the finite state machine of the clean program, for any inputs from the server Tamper with the program by keeping original states and adding intermediate states. Delay server inputs if necessary until program is again in one of the original states.



5.8 Defeat Usage of Trusted Hardware

Monitor comm. for leaks of sensitive info

Delete, change, inject inputs to the T.H.

Delete, change, inject replies from T.H.

Impersonate T.H.

Desynchronize program/monitor and T.H.

Delay inputs or replies

Closing remarks

- The attack model is:
 - relatively detailed about attacker means and limitations
 - less clear about the assets and about the attacker goals, they depend on the application
 - vague about the attacks, they depend on the design of the solution
- Send questions and constructive criticism to *Thomas.Herlea@esat.kuleuven.be*