

# riscure

## Flip a bit, grab a key: **Symbolic execution edition**

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public

# Concrete execution



r1 = 0xBE; r2 = 0x08

mov r1,r2

add r1,0x10

r1 = 0x18; r2 = 0x08

# Symbolic execution



$r1 = 0xBE; r2 = 0x??$

mov r1,r2

add r1,0x10

$r1 = r2 + 0x10; r2 = 0x??$

Program



Equations

# Symbolic execution



```
r1 = 0xBE; r2 = 0x??
mov    r1,r2
add    r1,0x10
beq    r1,0x20,A:
mov    r3,0x00
b      B:
A:
mov    r3,0x01
B:
```

$r2=0x10: r1 = r2 + 0x10; r2 = 0x?; r3=0x00$   
 $r2!=0x10: r1 = r2 + 0x10; r2 = 0x?; r3=0x01$



# Fault injection



r1 = 0xBE; r2 = 0x08

~~mov r1,r2~~

add r1,0x10

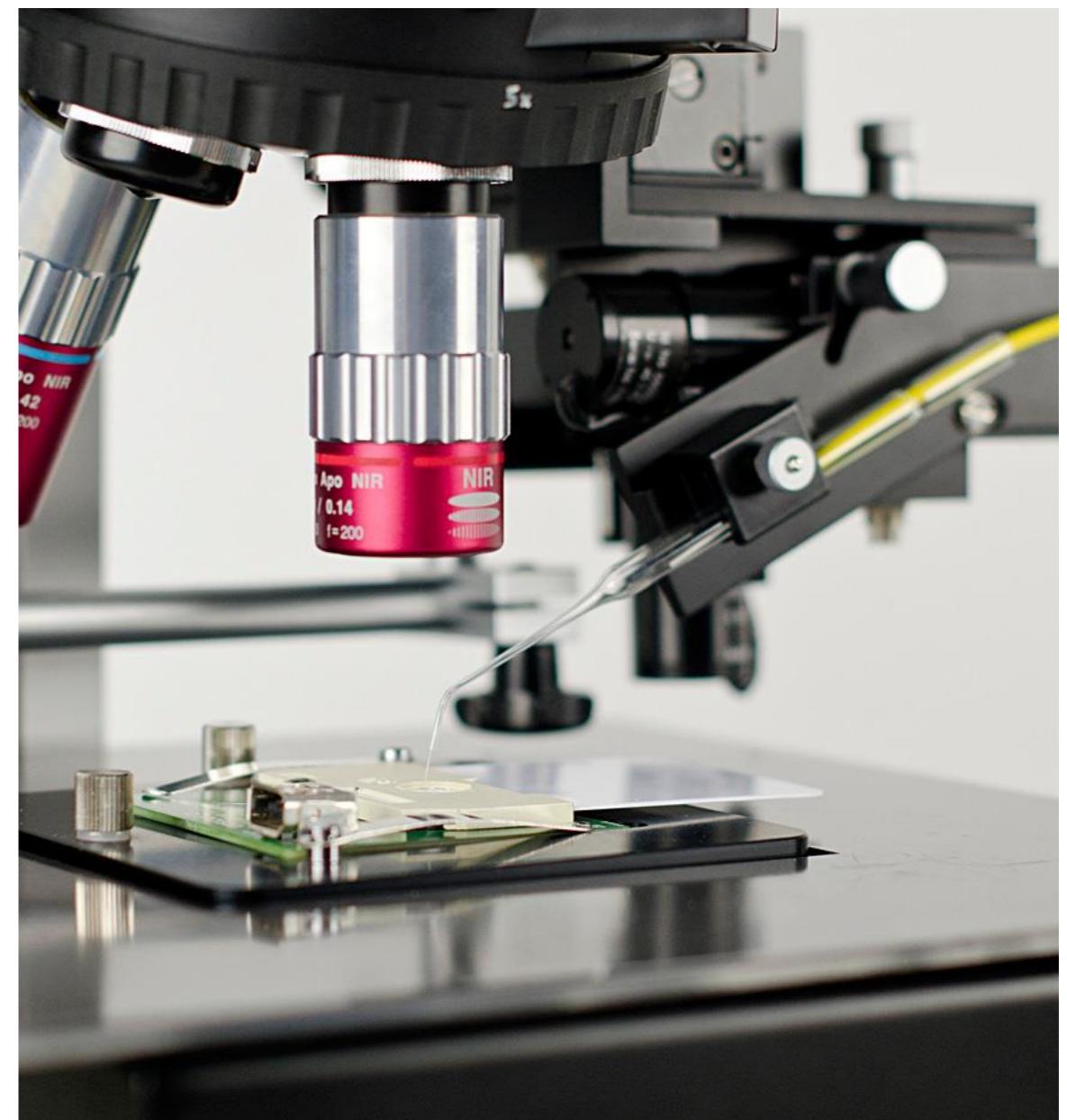
r1 = 0xCE; r2 = 0x08

Cause a(n exploitable) corruption on a device

# Fault injection (hardware)



Cause a(n exploitable) corruption on a device



# Fault injection (softwear)



## Drammer: Flip Feng Shui goes mobile

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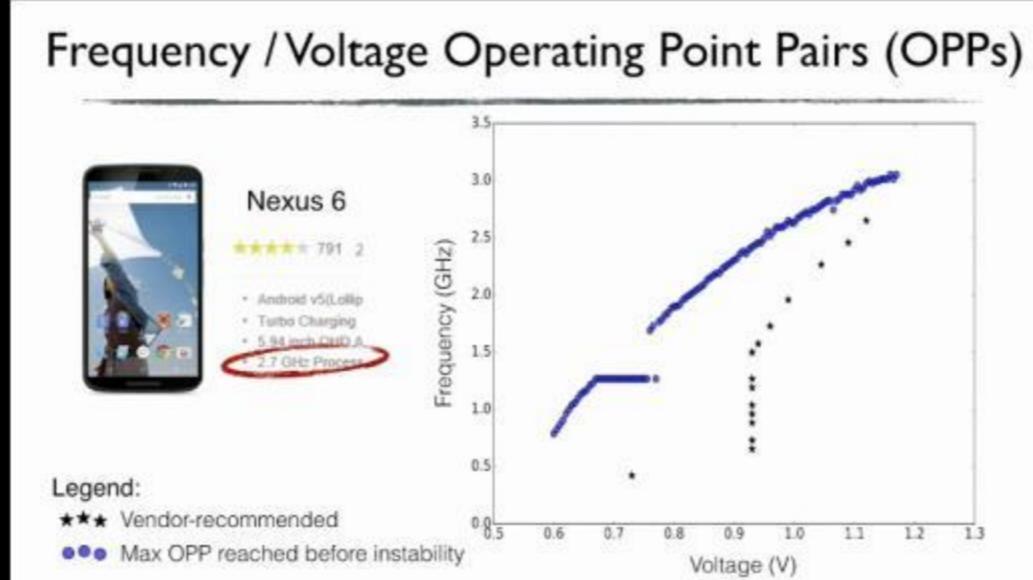
u'smile



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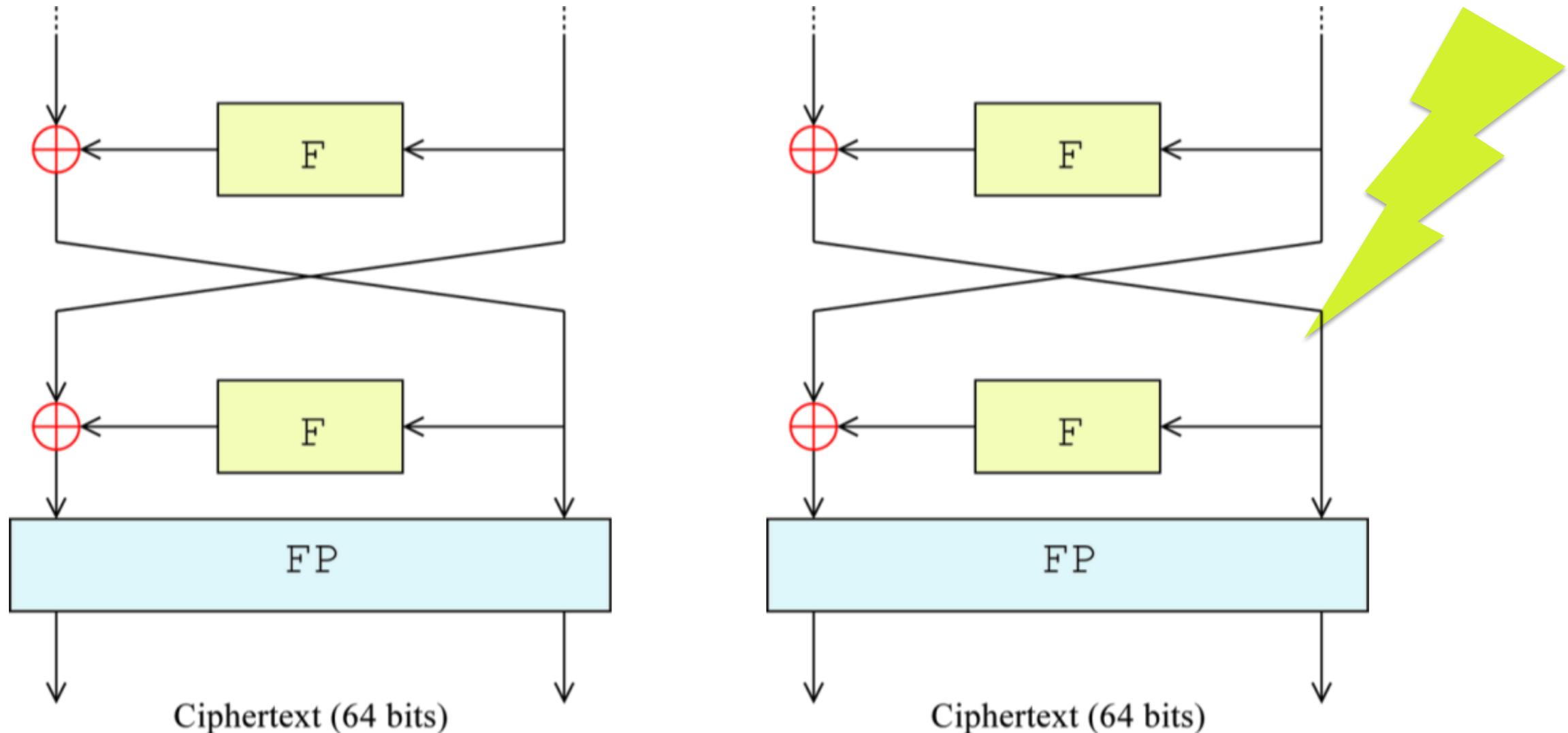
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26<sup>th</sup> USENIX  
SECURITY SYMPOSIUM



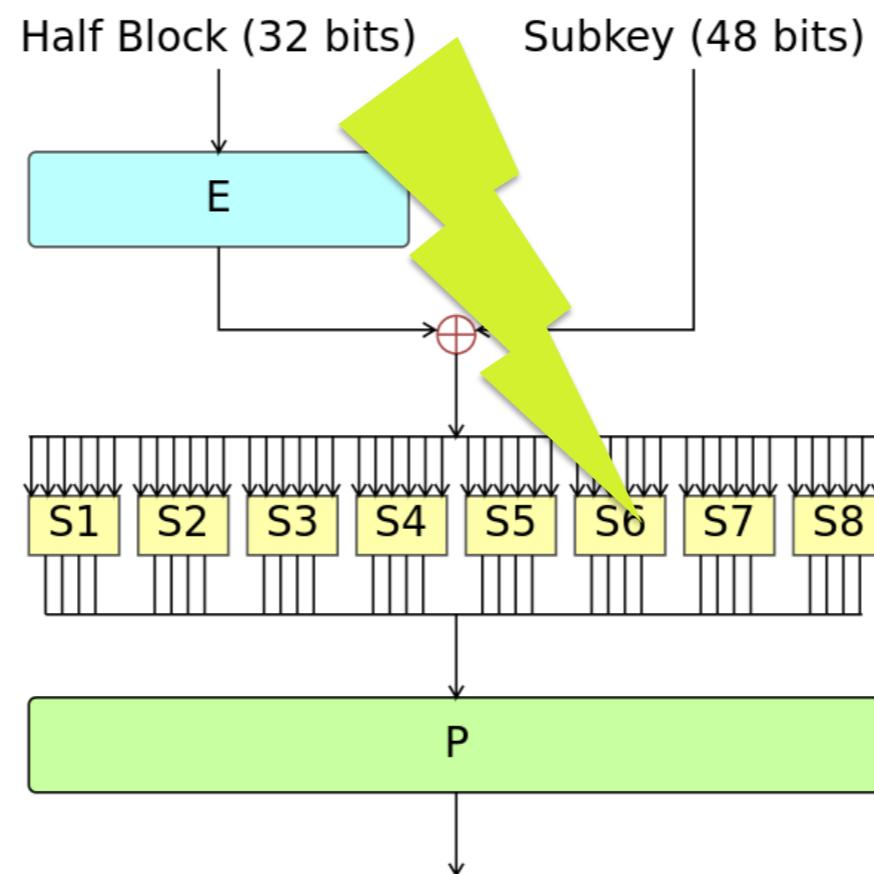
# Differential Fault Analysis (DES)



When R15 faulted, only a few K16 will match both outputs

# Inside F function...

Track fault to sbox; calculate faulted sbox  $\oplus$  normal sbox

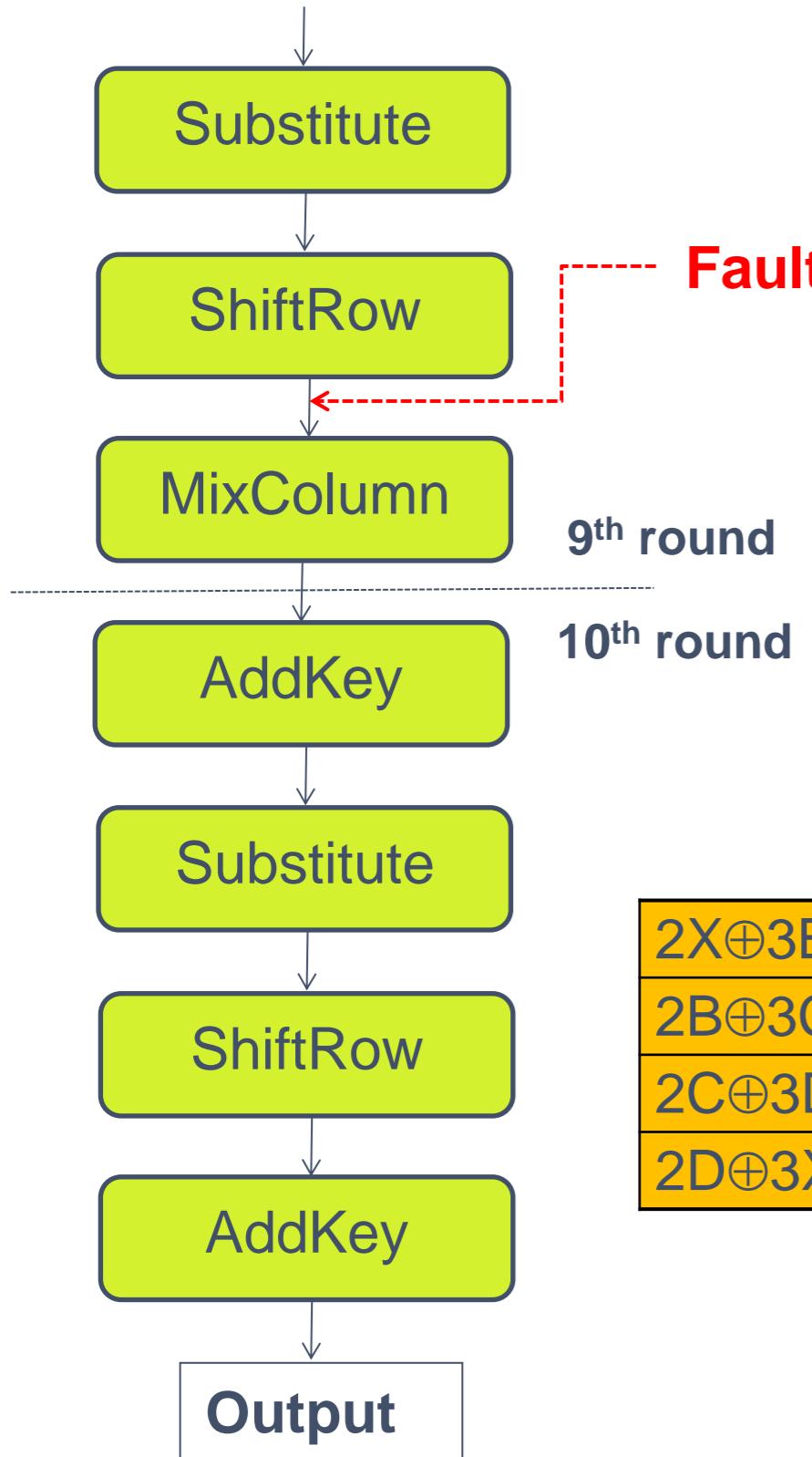


# Fault match



K	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
S	B	7	E	0	1	4	7	A	6	1	0	D	8	B	D	6
S'	6	1	0	D	8	B	D	6	B	7	E	0	1	4	7	A
⊕	D	6	E	D	9	F	A	C	D	6	E	D	9	F	A	C
K	10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
S	4	9	3	E	2	F	C	5	9	2	5	8	F	C	A	3
S'	9	2	5	8	F	C	A	3	4	9	3	E	2	F	C	5
⊕	D	B	6	6	D	3	6	6	D	B	6	6	D	3	6	6
K	20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F
S	6	0	1	D	D	3	E	4	0	E	B	7	3	5	8	B
S'	0	E	B	7	3	5	8	B	6	0	1	D	D	3	E	4
⊕	6	E	A	A	E	6	6	F	6	E	A	A	E	6	6	F
K	30	31	32	33	34	35	36	37	38	39	3A	3B	3C	3D	3E	3F
S	A	C	F	1	4	A	2	F	7	9	C	2	9	6	5	8
S'	7	9	C	2	9	6	5	8	A	C	F	1	4	A	2	F
⊕	D	5	3	3	D	C	7	7	D	5	3	3	D	C	7	7

# DFA on AES math (1)



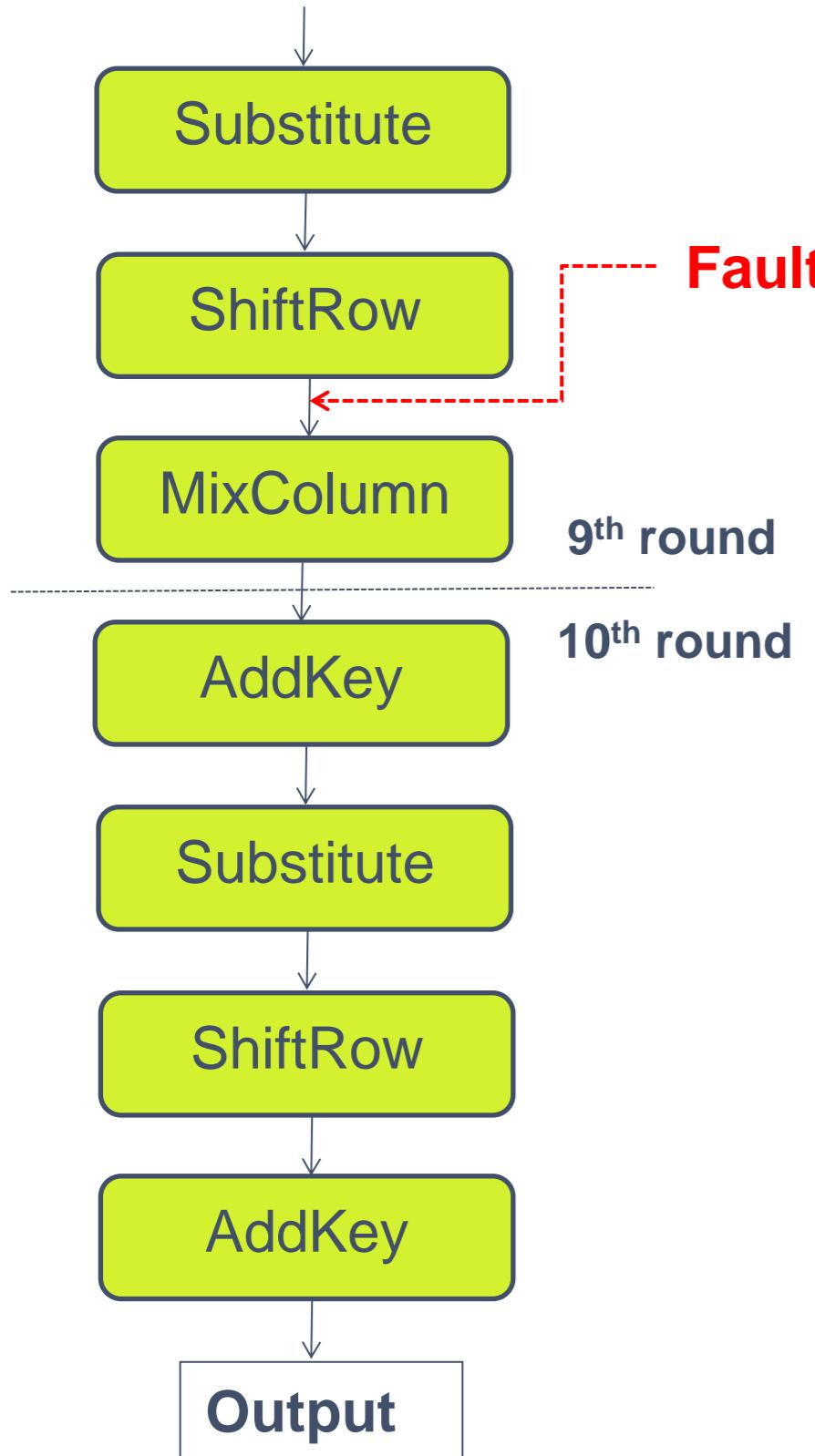
- Fault is injected in penultimate round
- State before is:
- Hit byte ‘A’
- State becomes:
- Apply MixColumn, and get

A	E	I	M
B	F	J	N
C	G	K	O
D	H	L	P

X	E	I	M
B	F	J	N
C	G	K	O
D	H	L	P

$2X \oplus 3B \oplus C \oplus D$	$2E \oplus 3F \oplus G \oplus H$	$2I \oplus 3J \oplus K \oplus L$	$2M \oplus 3N \oplus O \oplus P$
$2B \oplus 3C \oplus D \oplus X$	$2F \oplus 3G \oplus H \oplus E$	$2J \oplus 3K \oplus L \oplus I$	$2N \oplus 3O \oplus P \oplus M$
$2C \oplus 3D \oplus X \oplus B$	$2G \oplus 3H \oplus E \oplus F$	$2K \oplus 3L \oplus I \oplus J$	$2O \oplus 3P \oplus M \oplus N$
$2D \oplus 3X \oplus B \oplus C$	$2H \oplus 3E \oplus F \oplus G$	$2L \oplus 3I \oplus J \oplus K$	$2P \oplus 3M \oplus N \oplus O$

# DFA on AES math (2)



- Apply AddKey, get for 1<sup>st</sup> column
  - $2X \oplus 3B \oplus C \oplus D \oplus K_{10,0}$
  - $2B \oplus 3C \oplus D \oplus X \oplus K_{10,1}$
  - $2C \oplus 3D \oplus X \oplus B \oplus K_{10,2}$
  - $2D \oplus 3X \oplus B \oplus C \oplus K_{10,3}$
- Apply Substitute and get
  - $S(2X \oplus 3B \oplus C \oplus D \oplus K_{10,0})$
  - $S(2B \oplus 3C \oplus D \oplus X \oplus K_{10,1})$
  - $S(2C \oplus 3D \oplus X \oplus B \oplus K_{10,2})$
  - $S(2D \oplus 3X \oplus B \oplus C \oplus K_{10,3})$
- ShiftRow only moves cell position
- Apply final AddKey, and get

$S(2X \oplus 3B \oplus C \oplus D \oplus K_{10,0}) \oplus K_{11,0}$
$S(2B \oplus 3C \oplus D \oplus X \oplus K_{10,1}) \oplus K_{11,13}$
$S(2C \oplus 3D \oplus X \oplus B \oplus K_{10,2}) \oplus K_{11,10}$
$S(2D \oplus 3X \oplus B \oplus C \oplus K_{10,3}) \oplus K_{11,7}$

# DFA on AES math (3)

$$S(2A \oplus 3B \oplus C \oplus D \oplus K_{10,0}) \oplus K_{11,0} = O_0$$

Normal AES

$$S(2X \oplus 3B \oplus C \oplus D \oplus K_{10,0}) \oplus K_{11,0} = O'_0$$

Faulted AES

$$S(Y_0) \oplus S(2Z \oplus Y_0) = O_0 \oplus O'_0$$

Solve for Z, K

Faulted cipher

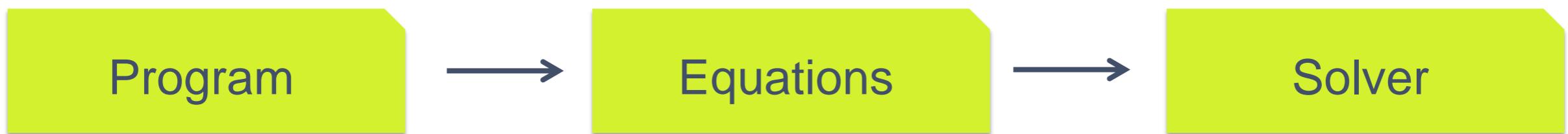
Manual  
equations

Rewrite to solve  
for key

# The insight



Symbolic execution



Differential fault analysis



# The insight



Use SE for DFA



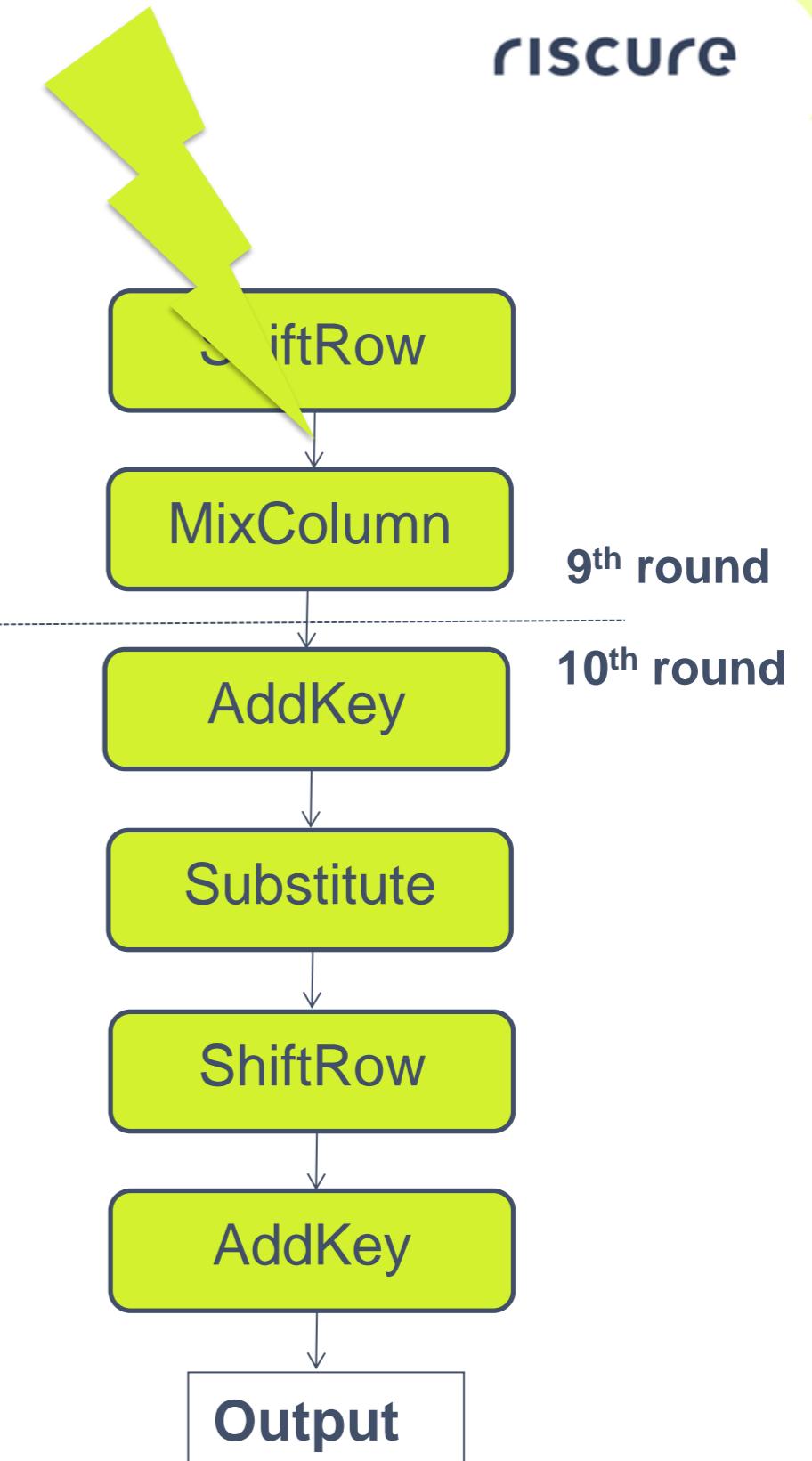
# First experiments

Symbolic state, fault, key

Equations:

- $pAES(state, key) = output_0$
- ...
- $pAES(state \oplus fault_n, key) = output_n$

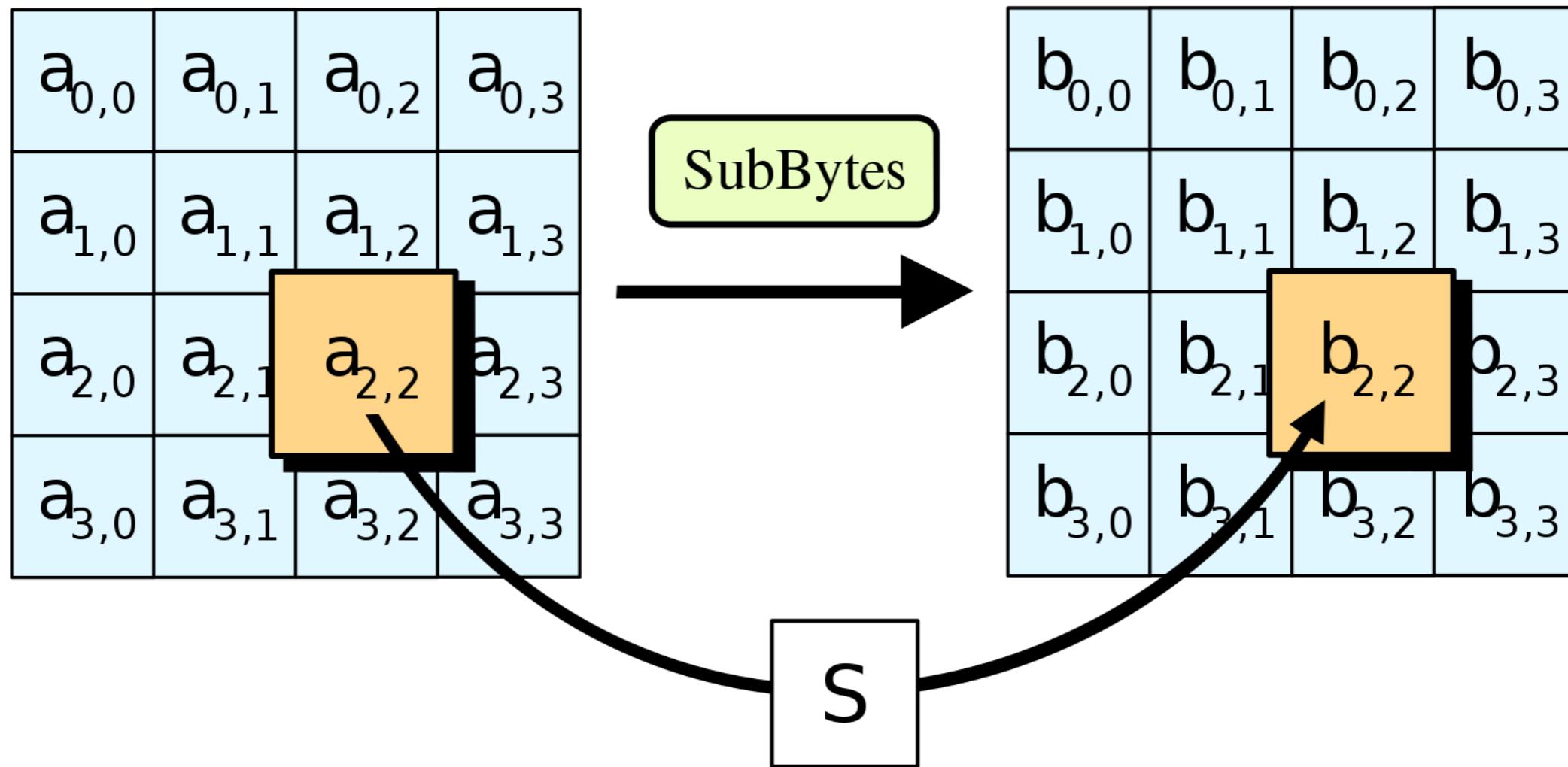
Solve for key!



# FAIL...

out=Sbox[in]

If in==0 then 0x63, else if ... else if in==0xff then 0x16



# Non-bitsliced crypto



$$\begin{array}{r} 1010 \\ \oplus \\ 0100 \\ \hline X \end{array}$$

# Bitsliced crypto (slow)



$$1 \oplus 0 = X0$$

$$0 \oplus 1 = X1$$

$$1 \oplus 0 = X2$$

$$0 \oplus 0 = X3$$

# Bitsliced crypto (parallel)



$$10100101 \oplus 01101001 = X_0$$

$$01001100 \oplus 11001101 = X_1$$

$$11110110 \oplus 01100110 = X_2$$

$$01101010 \oplus 01000111 = X_3$$

# LUT based AES Sbox



out=Sbox[in]

# Bitsliced AES Sbox



```
T1 = U[7] ^ U[4]; T2 = U[7] ^ U[2]; T3 = U[7] ^ U[1]; T4 = U[4] ^ U[2]; T5 = U[3] ^
U[1]; T6 = T1 ^ T5; T7 = U[6] ^ U[5]; T8 = U[0] ^ T6; T9 = U[0] ^ T7; T10 = T6 ^
T7; T11 = U[6] ^ U[2]; T12 = U[5] ^ U[2]; T13 = T3 ^ T4; T14 = T6 ^ T11; T15 = T5 ^
T11; T16 = T5 ^ T12; T17 = T9 ^ T16; T18 = U[4] ^ U[0]; T19 = T7 ^ T18; T20 = T1 ^
T19; T21 = U[1] ^ U[0]; T22 = T7 ^ T21; T23 = T2 ^ T22; T24 = T2 ^ T10; T25 = T20 ^
T17; T26 = T3 ^ T16; T27 = T1 ^ T12; M1 = T13 & T6; M2 = T23 & T8; M3 = T14 ^ M1;
M4 = T19 & U[0]; M5 = M4 ^ M1; M6 = T3 & T16; M7 = T22 & T9; M8 = T26 ^ M6; M9 =
T20 & T17; M10 = M9 ^ M6; M11 = T1 & T15; M12 = T4 & T27; M13 = M12 ^ M11; M14 = T2
& T10; M15 = M14 ^ M11; M16 = M3 ^ M2; M17 = M5 ^ T24; M18 = M8 ^ M7; M19 = M10 ^
M15; M20 = M16 ^ M13; M21 = M17 ^ M15; M22 = M18 ^ M13; M23 = M19 ^ T25; M24 = M22
^ M23; M25 = M22 & M20; M26 = M21 ^ M25; M27 = M20 ^ M21; M28 = M23 ^ M25; M29 =
M28 & M27; M30 = M26 & M24; M31 = M20 & M23; M32 = M27 & M31; M33 = M27 ^ M25; M34
= M21 & M22; M35 = M24 & M34; M36 = M24 ^ M25; M37 = M21 ^ M29; M38 = M32 ^ M33;
M39 = M23 ^ M30; M40 = M35 ^ M36; M41 = M38 ^ M40; M42 = M37 ^ M39; M43 = M37 ^
M38; M44 = M39 ^ M40; M45 = M42 ^ M41; M46 = M44 & T6; M47 = M40 & T8; M48 = M39 &
U[0]; M49 = M43 & T16; M50 = M38 & T9; M51 = M37 & T17; M52 = M42 & T15; M53 = M45
& T27; M54 = M41 & T10; M55 = M44 & T13; M56 = M40 & T23; M57 = M39 & T19; M58 =
M43 & T3; M59 = M38 & T22; M60 = M37 & T20; M61 = M42 & T1; M62 = M45 & T4; M63 =
M41 & T2; L0 = M61 ^ M62; L1 = M50 ^ M56; L2 = M46 ^ M48; L3 = M47 ^ M55; L4 = M54
^ M58; L5 = M49 ^ M61; L6 = M62 ^ L5; L7 = M46 ^ L3; L8 = M51 ^ M59; L9 = M52 ^
M53; L10 = M53 ^ L4; L11 = M60 ^ L2; L12 = M48 ^ M51; L13 = M50 ^ L0; L14 = M52 ^
M61; L15 = M55 ^ L1; L16 = M56 ^ L0; L17 = M57 ^ L1; L18 = M58 ^ L8; L19 = M63 ^
L4; L20 = L0 ^ L1; L21 = L1 ^ L7; L22 = L3 ^ L12; L23 = L18 ^ L2; L24 = L15 ^ L9;
L25 = L6 ^ L10; L26 = L7 ^ L9; L27 = L8 ^ L10; L28 = L11 ^ L14; L29 = L11 ^ L17;
S[7] = L6 ^ L24; S[6] = ~(L16 ^ L26); S[5] = ~(L19 ^ L28); S[4] = L6 ^ L21; S[3] =
L20 ^ L22; S[2] = L25 ^ L29; S[1] = ~(L13 ^ L27); S[0] = ~(L6 ^ L23);
```

# Bitsliced 8 DES sboxes

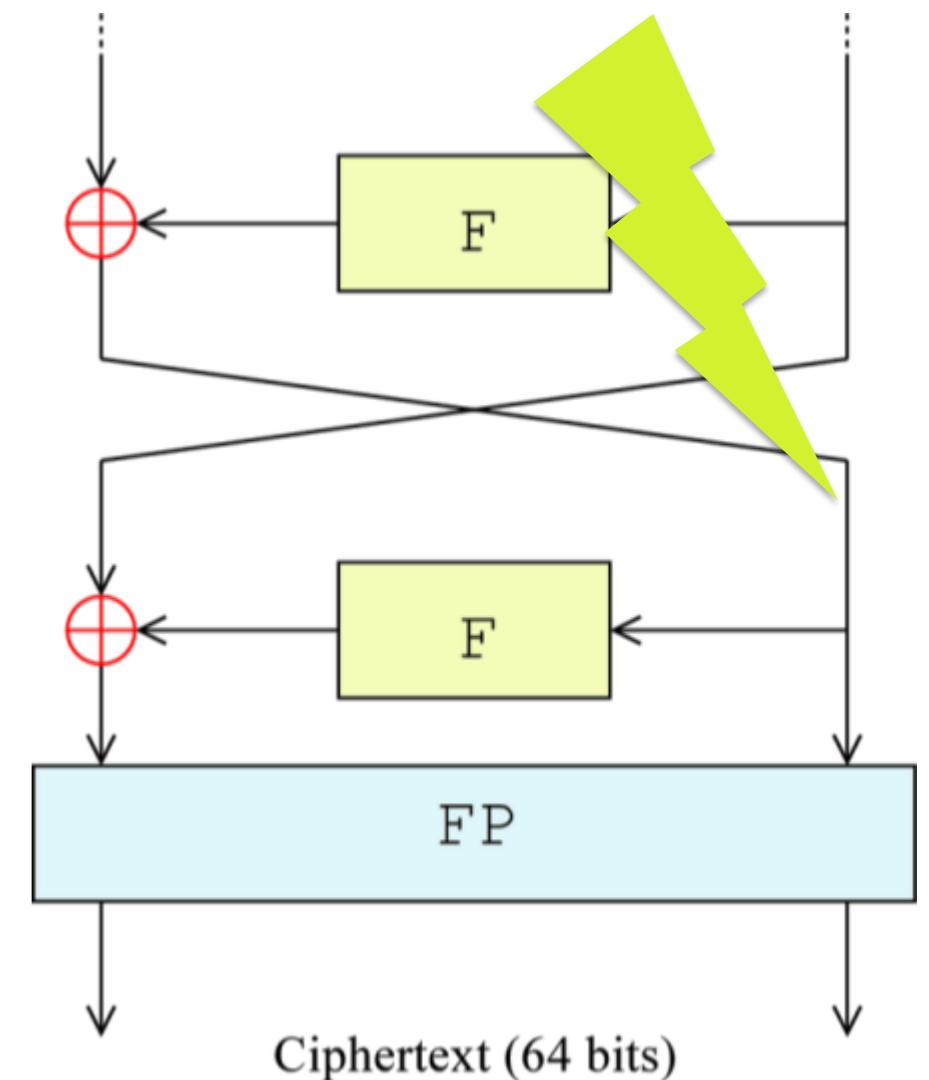


```
s1 () { x1 = ~a4; x2 = ~a1; x3 = a4 ^ a3; x4 = x3 ^ x2; x5 = a3 | x2; x6 = x5 & x1; x7 = a6 | x6; x8 = x4 ^ x7; x9 = x1 | x2; x10 = a6 & x9; x11 = x7 ^ x10; x12 = a2 | x11; x13 = x8 ^ x12; x14 = x9 ^ x13; x15 = a6 | x14; x16 = x1 ^ x15; x17 = ~x14; x18 = x17 & x3; x19 = a2 | x18; x20 = x16 ^ x19; x21 = a5 | x20; x22 = x13 ^ x21; *out4 ^= x22; x23 = a3 | x4; x24 = ~x23; x25 = a6 | x24; x26 = x6 ^ x25; x27 = x1 & x8; x28 = a2 | x27; x29 = x26 ^ x28; x30 = x1 | x8; x31 = x30 ^ x6; x32 = x5 & x14; x33 = x32 ^ x8; x34 = a2 & x33; x35 = x31 ^ x34; x36 = a5 | x35; x37 = x29 ^ x36; *out1 ^= x37; x38 = a3 & x10; x39 = x38 | x4; x40 = a3 & x33; x41 = x40 ^ x25; x42 = a2 | x41; x43 = x39 ^ x42; x44 = a3 | x26; x45 = x44 ^ x14; x46 = a1 | x8; x47 = x46 ^ x20; x48 = a2 | x47; x49 = x45 ^ x48; x50 = a5 & x49; x51 = x43 ^ x50; *out2 ^= x51; x52 = x8 ^ x40; x53 = a3 ^ x11; x54 = x53 & x5; x55 = a2 | x54; x56 = x52 ^ x55; x57 = a6 | x4; x58 = x57 ^ x38; x59 = x13 & x56; x60 = a2 & x59; x61 = x58 ^ x60; x62 = a5 & x61; x63 = x56 ^ x62; *out3 ^= x63;}s2 () { x1 = ~a5; x2 = ~a1; x3 = a5 ^ a6; x4 = x3 ^ x2; x5 = x4 ^ a2; x6 = a6 | x1; x7 = x6 | x2; x8 = a2 & x7; x9 = a6 ^ x8; x10 = a3 & x9; x11 = x5 ^ x10; x12 = a2 & x9; x13 = a5 ^ x6; x14 = a3 | x13; x15 = x12 ^ x14; x16 = a4 & x15; x17 = x11 ^ x16; *out2 ^= x17; x18 = a5 | a1; x19 = a6 | x18; x20 = x13 ^ x19; x21 = x20 ^ a2; x22 = a6 | x4; x23 = x22 & x17; x24 = a3 | x23; x25 = x21 ^ x24; x26 = a6 | x2; x27 = a5 & x2; x28 = a2 | x27; x29 = x26 ^ x28; x30 = x3 ^ x27; x31 = x2 ^ x19; x32 = a2 & x31; x33 = x30 ^ x32; x34 = a3 & x33; x35 = x29 ^ x34; x36 = a4 | x35; x37 = x25 ^ x36; *out3 ^= x37; x38 = x21 & x32; x39 = x38 ^ x5; x40 = a1 | x15; x41 = x40 ^ x13; x42 = a3 | x41; x43 = x39 ^ x42; x44 = x28 | x41; x45 = a4 & x44; x46 = x43 ^ x45; *out1 ^= x46; x47 = x19 & x21; x48 = x47 ^ x26; x49 = a2 & x33; x50 = x49 ^ x21; x51 = a3 & x50; x52 = x48 ^ x51; x53 = x18 & x28; x54 = x53 & x50; x55 = a4 | x54; x56 = x52 ^ x55; *out4 ^= x56;}s3 () { x1 = ~a5; x2 = ~a6; x3 = a5 & a3; x4 = x3 ^ a6; x5 = a4 & x1; x6 = x4 ^ x5; x7 = x6 ^ x6; x8 = a3 & x2; x9 = a5 ^ x11; x10 = a4 | x9; x11 = x8 ^ x10; x12 = x7 & x11; x13 = a5 ^ x11; x14 = x13 | x7; x15 = a4 & x14; x16 = x12 ^ x15; x17 = a2 & x16; x18 = x11 ^ x17; x19 = a1 & x18; x20 = x7 ^ x19; *out4 ^= x20; x21 = a3 ^ a4; x22 = x21 ^ x9; x23 = x2 | x4; x24 = x23 ^ x8; x25 = a2 | x2 | x24; x26 = x22 ^ x25; x27 = a6 ^ x23; x28 = x27 | a4; x29 = a3 ^ x15; x30 = x29 | x5; x31 = x28 ^ x30; x32 = a3 ^ x9; x33 = x35 | x5; x34 = x37 ^ x4; x35 = a2 | x38; x36 = x39 ^ x38; x37 = a6 & x11; x38 = a41 | x42; x39 = a42 | x41; x40 = x43 ^ x45; x41 = a1 | x46; x42 = x40 ^ x47; *out3 ^= x48; x49 = x2 | x38; x50 = x49 ^ x13; x51 = x27 ^ x28; x52 = a2 | x51; x53 = x50 ^ x52; x54 = x12 & x23; x55 = x54 & x52; x56 = a1 | x55; x57 = x53 ^ x56; *out2 ^= x57;}s4 () { x1 = ~a1; x2 = ~a3; x3 = a1 | a3; x4 = a5 & x3; x5 = x1 ^ x4; x6 = a2 | a3; x7 = x5 ^ x6; x8 = a1 & a5; x9 = x8 ^ x3; x10 = a2 & x9; x11 = a5 ^ x10; x12 = a4 & x11; x13 = x7 ^ x12; x14 = x2 ^ x4; x15 = a2 & x14; x16 = x15 | x14; x17 = x9 ^ x15; x18 = a5 ^ x14; x19 = a2 | x18; x20 = x17 ^ x19; x21 = a4 | x20; x22 = x16 ^ x21; x23 = a6 & x22; x24 = x13 ^ x23; *out2 ^= x24; x25 = ~x13; x26 = a6 | x22; x27 = x25 ^ x26; *out1 ^= x27; x28 = a2 & x11; x29 = x28 ^ x27; x30 = a3 ^ x10; x31 = x30 ^ x19; x32 = a4 & x31; x33 = x32 ^ x31; x34 = x29 ^ x32; x35 = a2 & x34; x36 = x24 ^ x35; x37 = a4 | x34; x38 = x36 ^ x37; x39 = a6 & x38; x40 = x33 ^ x39; *out4 ^= x40; x41 = x26 ^ x38; x42 = x41 ^ x40; *out3 ^= x42;}s5 () { x1 = ~a6; x2 = ~a3; x3 = x1 | x2; x4 = x3 ^ a4; x5 = a1 & x3; x6 = x4 ^ x5; x7 = a6 | x9; x8 = x8 ^ x10; x10 = a1 | x9; x11 = x10 ^ x10; x12 = a5 & x11; x13 = x12 ^ x12; x14 = ~x4; x15 = x14 & a6; x16 = a1 | x15; x17 = x8 ^ x16; x18 = a5 | x17; x19 = x10 ^ x18; x20 = a2 | x19; x21 = x13 ^ x20; *out3 ^= x21; x22 = x2 | x15; x23 = x22 ^ x23; x24 = a4 ^ x22; x25 = a1 | x24; x26 = x23 ^ x25; x27 = a1 ^ x11; x28 = x27 & x22; x29 = a5 | x28; x30 = x26 ^ x29; x31 = a4 | x27; x32 = x31 ^ x30; x33 = a2 | x34; x34 = x32 ^ x33; x35 = x2 | x36; x36 = a1 & x35; x37 = x36 ^ x37; x38 = a4 & x13; x39 = x38 ^ x13; x40 = x39 ^ x39; *out4 ^= x40; x41 = x37 ^ x40; x42 = x41 ^ x40; *out3 ^= x42;}s6 () { x1 = ~a2; x2 = ~a5; x3 = a2 ^ a6; x4 = x3 ^ x2; x5 = x4 ^ a1; x6 = a5 & x5; x7 = x6 ^ x5; x8 = a1 & x8; x9 = x10 ^ x9; x10 = a4 & x10; x11 = a4 & x10; x12 = x5 ^ x11; x13 = a6 ^ x10; x14 = x13 ^ x13; x15 = a2 & x14; x16 = x15 | x14; x17 = x11 ^ x16; x18 = a5 & x17; x19 = x16 ^ x18; x20 = a1 & x19; x21 = x11 ^ x20; *out1 ^= x21; x22 = a2 | x21; x23 = x22 ^ x21; x24 = x23 ^ x15; x25 = x5 ^ x6; x26 = x25 | x12; x27 = a6 | x26; x28 = x24 ^ x27; x29 = x1 & x19; x30 = x29 ^ x19; x31 = x23 & x26; x32 = x31 ^ x31; x33 = a1 | x32; x34 = x32 ^ x33; *out4 ^= x34; x35 = a4 & x16; x36 = x35 ^ x35; x37 = a6 & x36; x38 = x11 ^ x37; x39 = a4 & x13; x40 = x39 ^ x13; *out2 ^= x40; x41 = x38 ^ x40; x42 = x41 ^ x40; *out3 ^= x42;}s7 () { x1 = ~a2; x2 = ~a5; x3 = a2 & a4; x4 = x3 ^ a5; x5 = x4 ^ a3; x6 = a4 & x4; x7 = x6 ^ x5; x8 = a3 & x7; x9 = a1 ^ x8; x10 = a6 | x9; x11 = x5 ^ x10; x12 = a4 & x2; x13 = x12 | a1; x14 = a2 | x2; x15 = a3 & x14; x16 = x13 ^ x15; x17 = x6 ^ x11; x18 = a6 | x17; x19 = x16 ^ x18; x20 = a1 & x19; x21 = x11 ^ x20; *out1 ^= x21; x22 = a2 | x21; x23 = x22 ^ x21; x24 = x23 ^ x15; x25 = x5 ^ x6; x26 = x25 | x12; x27 = a6 | x26; x28 = x24 ^ x27; x29 = x1 & x19; x30 = x29 ^ x19; x31 = x23 & x26; x32 = x31 ^ x31; x33 = a1 | x32; x34 = x32 ^ x33; *out4 ^= x34; x35 = a4 & x16; x36 = x35 ^ x35; x37 = a6 & x36; x38 = x11 ^ x37; x39 = a4 & x13; x40 = x39 ^ x13; *out2 ^= x40; x41 = x38 ^ x40; x42 = x41 ^ x40; *out3 ^= x42;}s8 () { x1 = ~a1; x2 = ~a4; x3 = a3 ^ x1; x4 = a3 | x1; x5 = x4 ^ x5; x6 = a4 & x6; x7 = x6 ^ x5; x8 = a5 & x8; x9 = x10 ^ x9; x10 = a5 & x9; x11 = x8 ^ x10; x12 = a2 & x11; x13 = x7 ^ x12; x14 = x6 ^ x9; x15 = x3 ^ x9; x16 = a5 & x8; x17 = x15 ^ x16; x18 = a2 | x17; x19 = x14 ^ x18; x20 = a6 | x19; x21 = x13 ^ x20; *out1 ^= x21; x22 = a5 | x3; x23 = x22 ^ x2; x24 = x23 ^ x2; x25 = x25 | x12; x26 = a6 | x25; x27 = x24 ^ x25; x28 = x27 | x8; x29 = x23 ^ x28; x30 = a6 & x29; x31 = x13 ^ x30; *out4 ^= x31; x32 = x5 ^ x5; x33 = a1 & x33; x34 = x33 ^ x33; x35 = a2 & x34; x36 = x35 ^ x35; x37 = a1 & x37; x38 = x37 ^ x38; x39 = a1 & x39; x40 = x39 ^ x39; *out2 ^= x40; x41 = x43 ^ x41; x42 = x43 ^ x42; x43 = x44 ^ x43; *out3 ^= x44; x44 = a1 ^ x10; x45 = x45 ^ x22; x46 = x46 ^ x22; x47 = ~x7; x48 = x47 & x8; x49 = a2 | x48; x50 = x46 ^ x46; *out2 ^= x51; x51 = x19 ^ x29; x52 = x51 | x38; x53 = a6 & x52; x54 = x50 ^ x53; *out2 ^= x54; }
```

# Success (demo)!



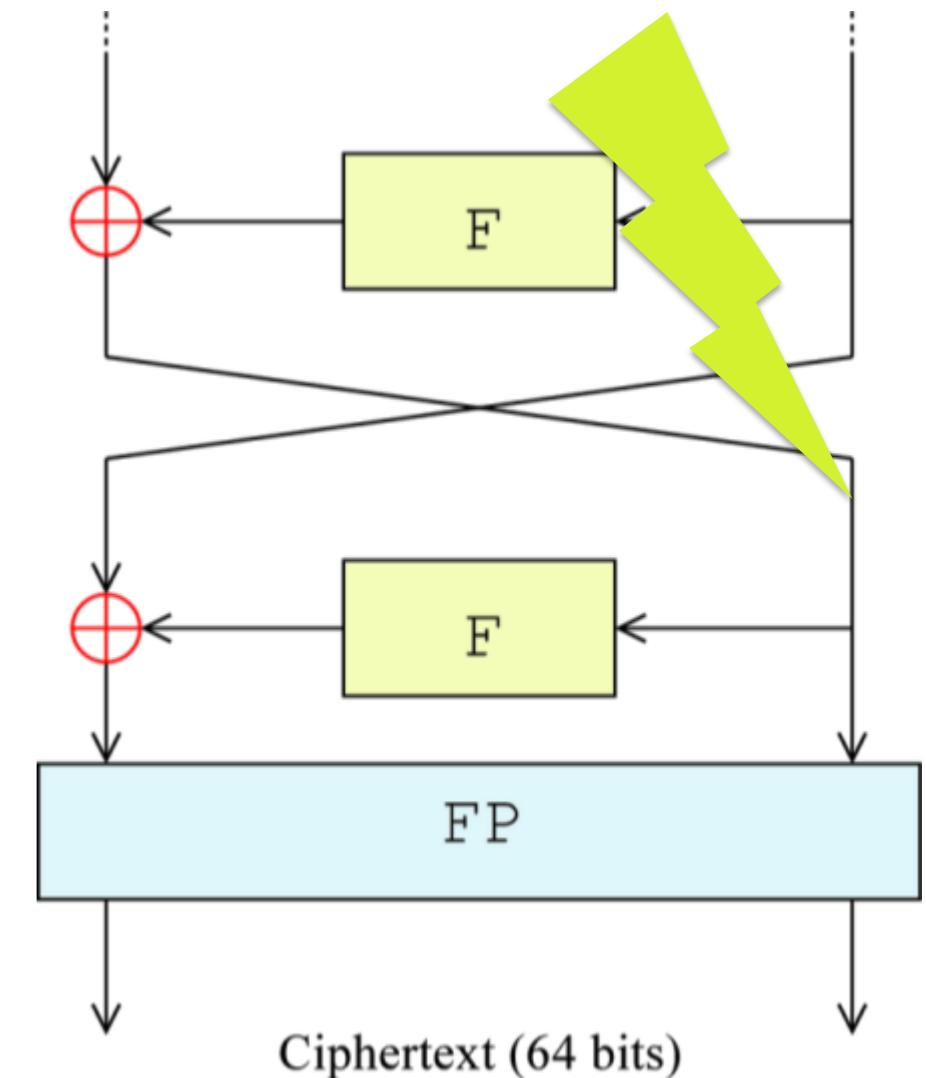
```
$ python angr_dfa
```



# Success (but demo fail)



Faulty right: 0xac4b664fL  
Faulty left: 0xf5d03e00L  
Faulty out: 0x817e8c10a6ce6e62L  
Creating state  
Finding key  
Try 1, key 0x3a22176eb7200L  
Faulty right: 0x3f4891f9L  
Faulty left: 0xf5d03e00L  
Faulty out: 0xe62d6dea3d4d0dfL  
Finding key  
Try 2, key 0x18c21668752054L  
Faulty right: 0x6537492L  
Faulty left: 0xf5d03e00L  
Faulty out: 0x1769582a418de220L  
Finding key  
Try 3, key 0x4e313f97dd0c6L  
**Correct!**  
BitflipsL: 0 BitflipsR: 16 Faults: 3 Duration: 11.043386s



# Playing with fault models



1 0 1 0 0 1 0 1

A large yellow lightning bolt icon is positioned above the binary sequence "1 0 1 0 0 1 0 1".

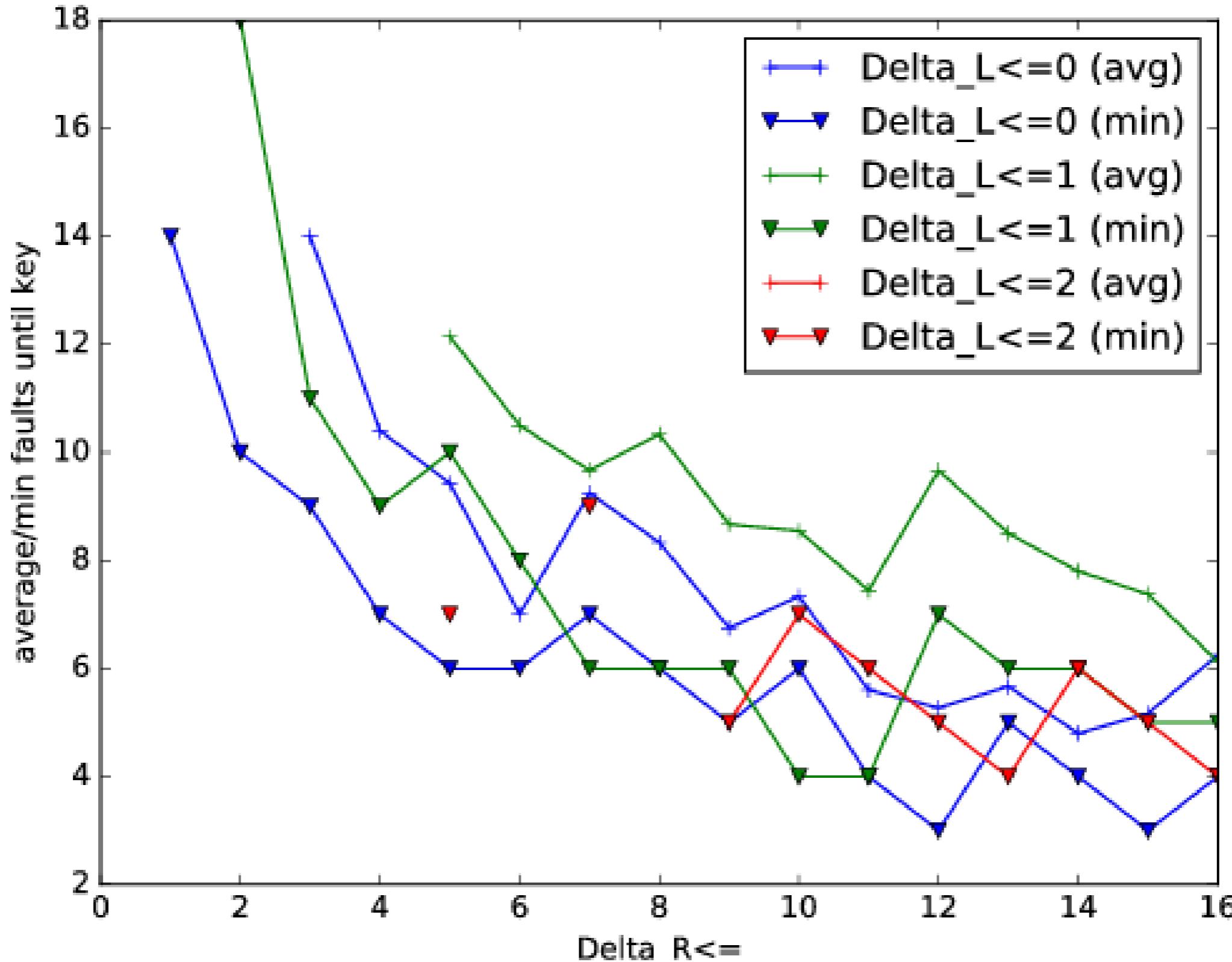
0 0 0 0 0 0 0

0 1 0 1 1 0 1 0

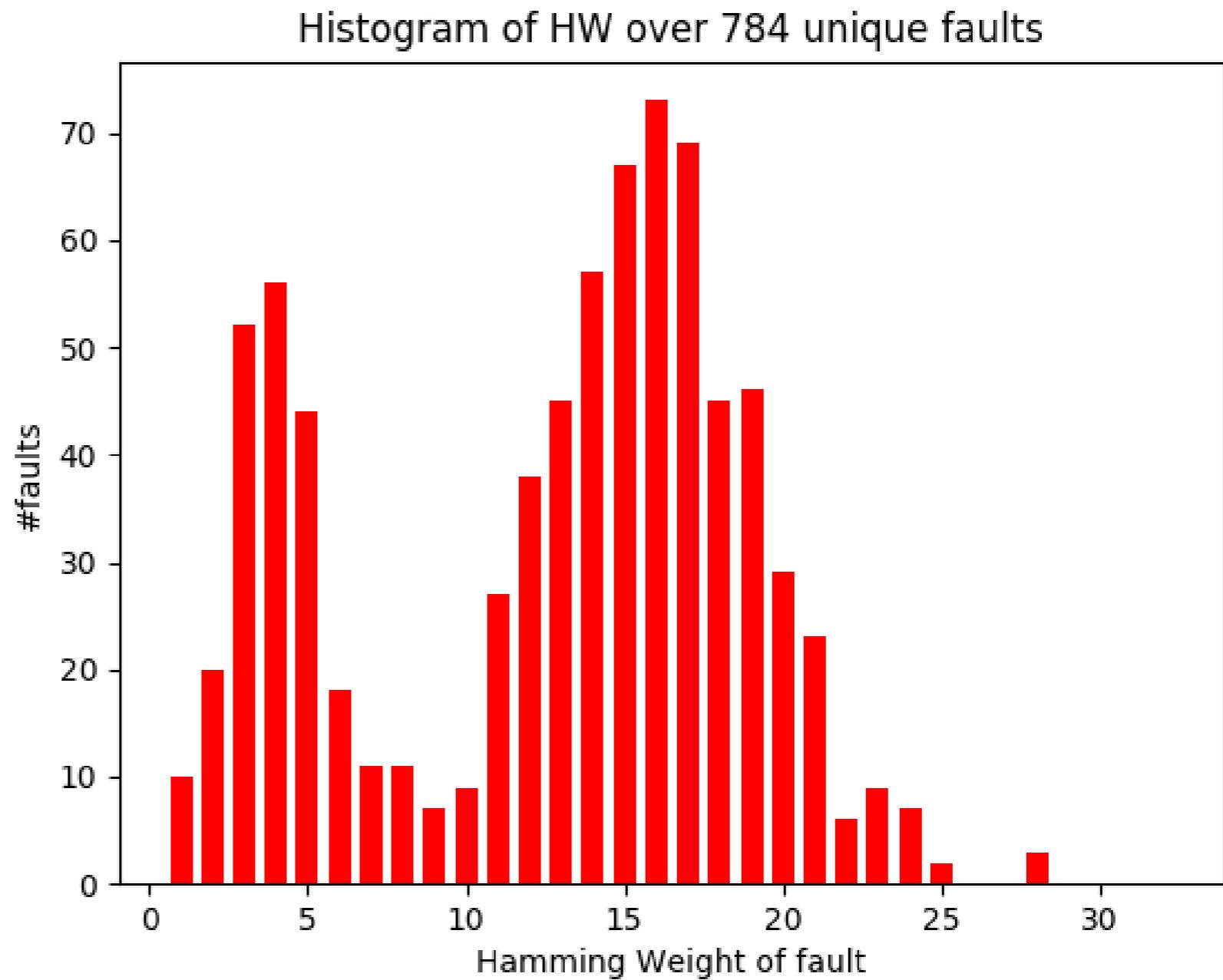
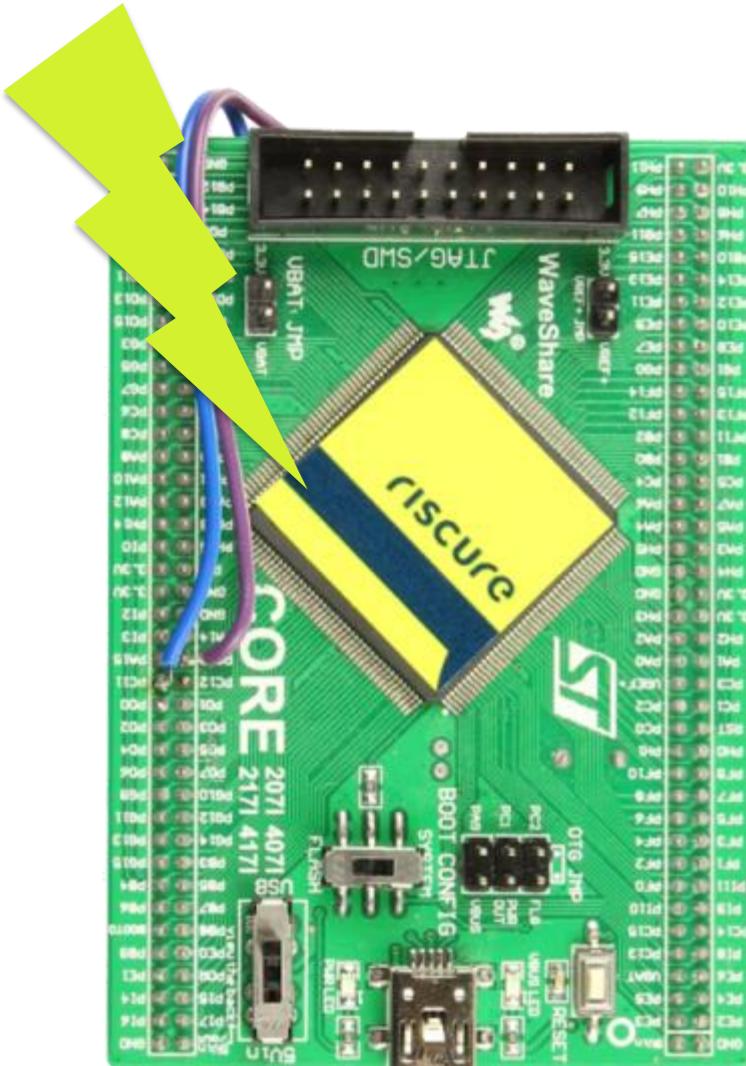
0 0 1 1 1 0 0 1



# DES fault models



# Fault model on our test target



# AES results

$\Delta$	variant/fault	#runs	avg #secs per run (std dev)	avg #faults per run (std dev)
1	1/2	10	64 (23.2)	2.4 (0.7)
	2/2	20	9 (4.2)	2.1 (0.4)
	1/1	10	57 (19.0)	2.2 (0.4)
	2/1	20	7 (4.2)	2.1 (0.5)
2	1/2	10	4285 (1272.8)	2.7 (0.7)
	2/2	20	54 (29.6)	2.2 (0.5)
	1/1	10	3320 (567.3)	2.0 (0.0)
	2/1	10	43 (14.0)	2.0 (0.0)
3	1/2	DNF	DNF	DNF
	2/2	10	2585 (909.9)	2.3 (0.5)
	1/1	DNF	DNF	DNF
	2/1	10	2929 (648.6)	2 (0.0)
4	1/2	DNF	DNF	DNF
	2/2	10	21432 (6512.9)	2.4 (0.5)
	1/1	DNF	DNF	DNF
	2/1	10	23332 (5028.0)	2 (0.3)

# Conclusions



- **On-par or fewer** faults than in literature
- Arbitrary fault models / ciphers
- Caveats:
  - Need LUT-free ciphers
  - Faults must fit fault model, or get UNSAT
  - Performance decreases significantly with # equations
- Future:
  - Extend to unknown ciphers / WBC
    - if we can (automatically?) convert tables into logic
  - Use bucketing and statistics to avoid UNSAT and slowness

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# riscure

## Challenge your security

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