

Optimising Faceted Secure Multi-Execution

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Flanagan²



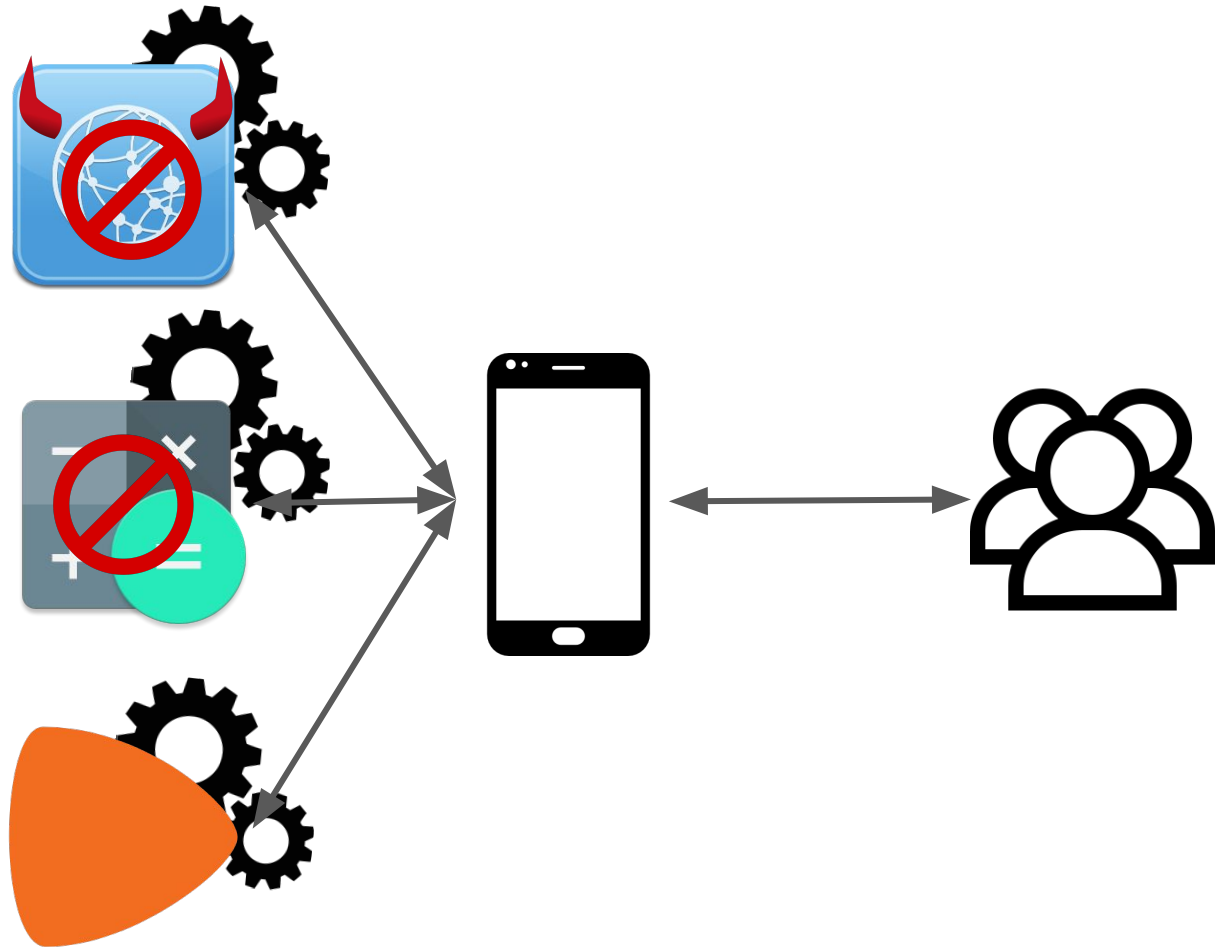
1. Chalmers

CSF 2019

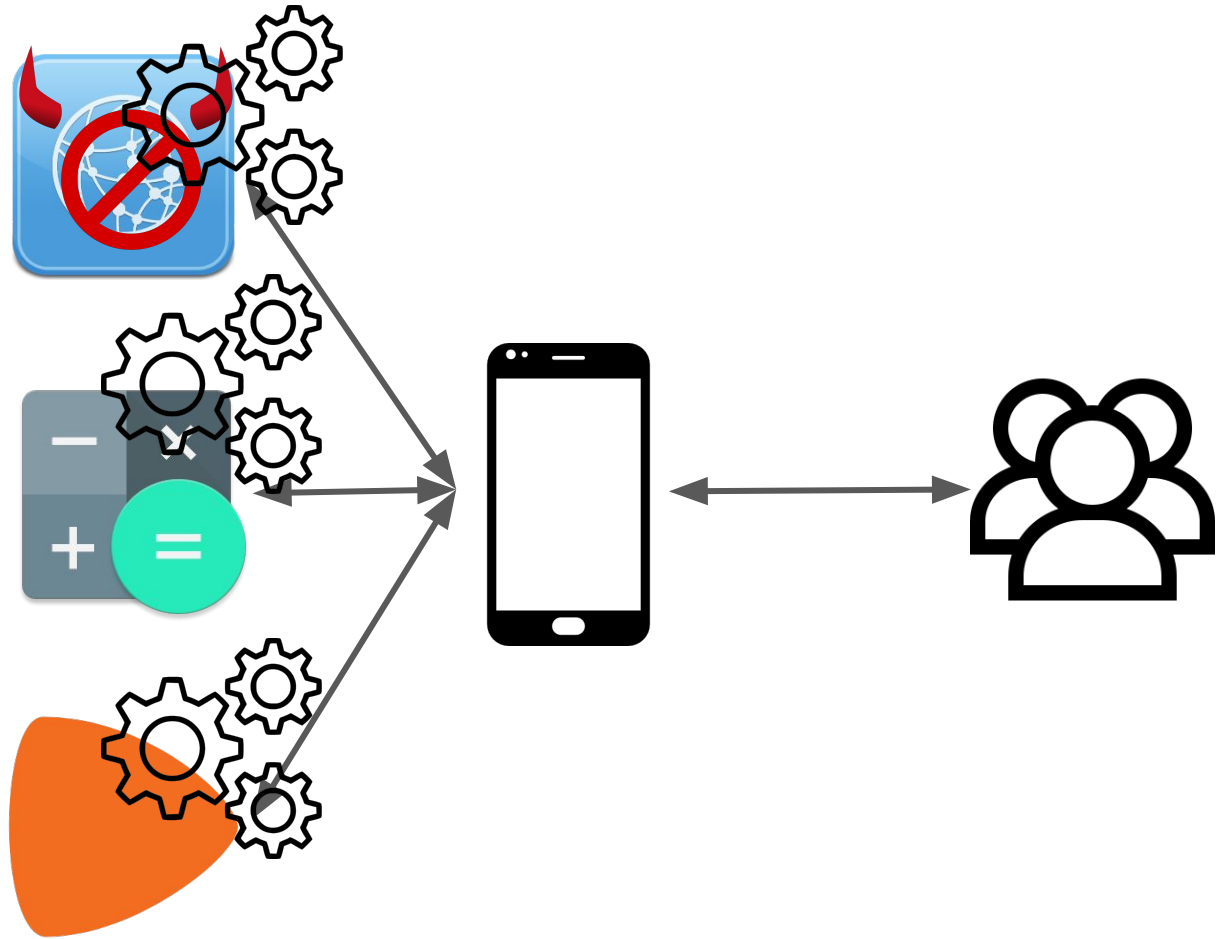


2. UCSC

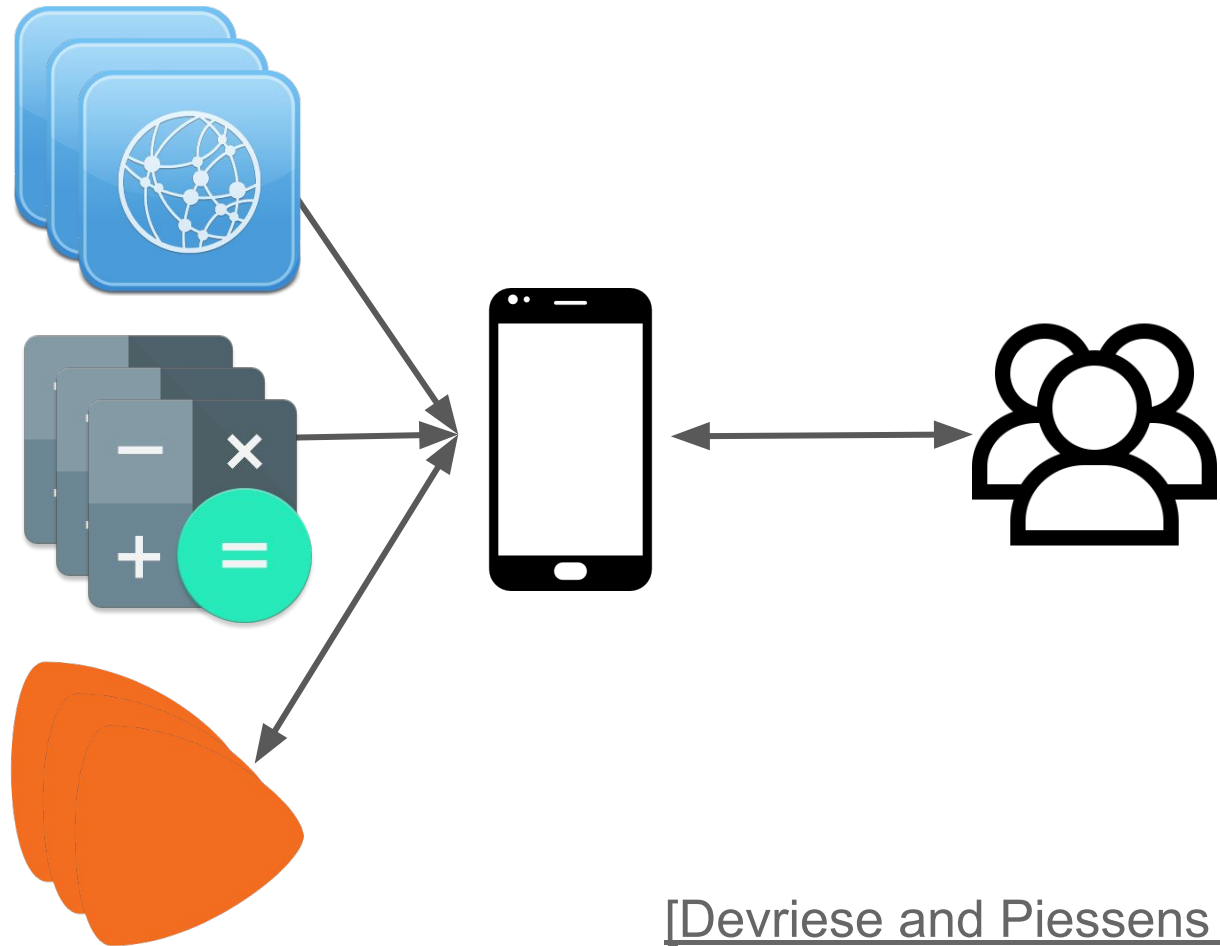
Dynamic IFC



Transparency



Multi-Execution



[Devriese and Piessens 2010]

[Austin and Flanagan 2012]

Multi-Execution

```
h := readSecret();
```

```
l := 0;
```

```
if h then:
```

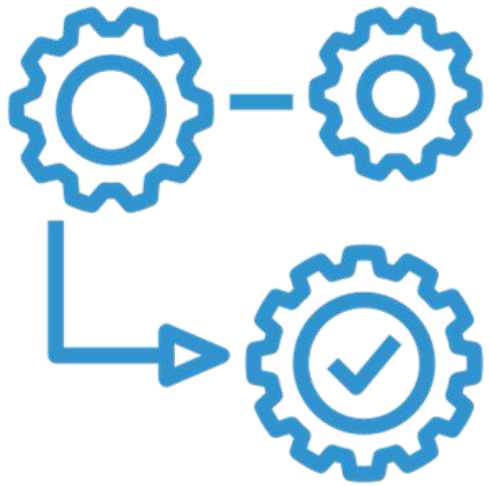
```
    l := 1;
```

```
writePublic(l);
```

Multiple Facets

```
h := readSecret();    [h = < H ? s : 0 >]
l := 0;              [h = < H ? s : 0 >,
                     l = 0]
if h then:
    l := 1;          x2
writePublic(l);

publicView(< H ? 1 : 0 >) = 0
```



Multef

Optimisation Strategies

Data-oriented

Compute-oriented



**All contributions
mechanised in
Agda**

*Reduce needless
duplication in data
storage*

*Remove
unnecessary
duplicated
computation*

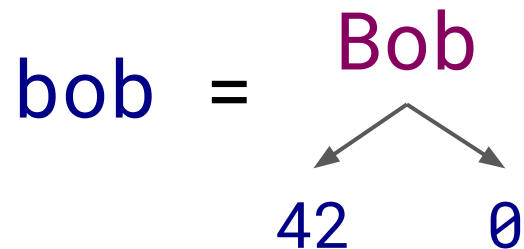
Data-oriented Optimisation

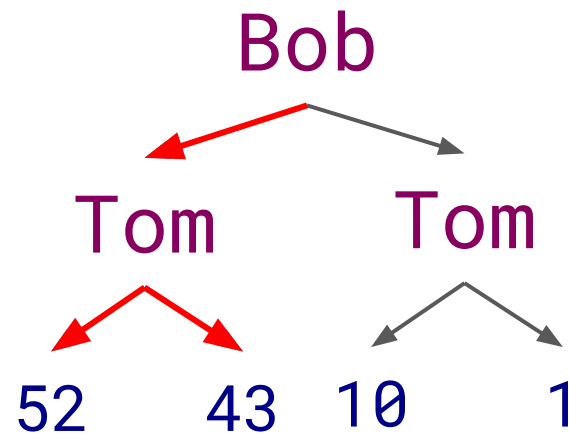
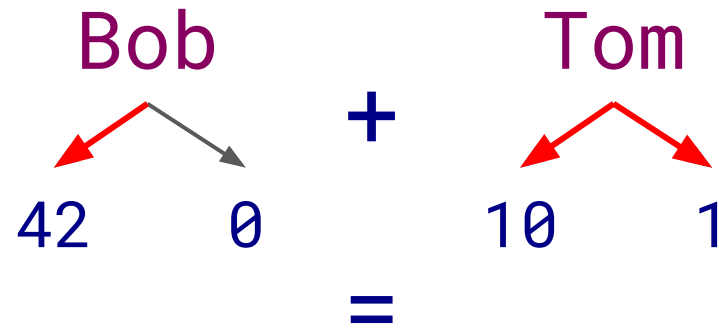
data Faceted a

bob, tom : Faceted Int

bob = < Bob ? 42 : 0 >

tom = 0





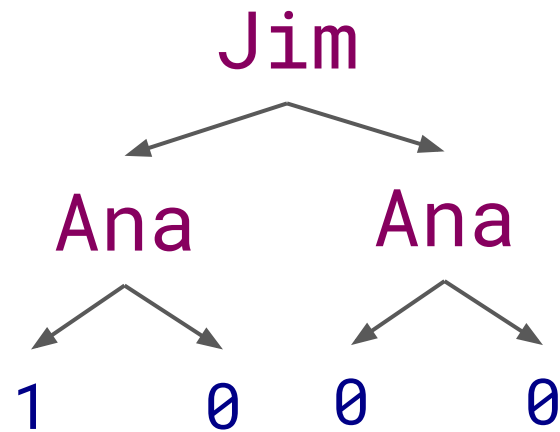
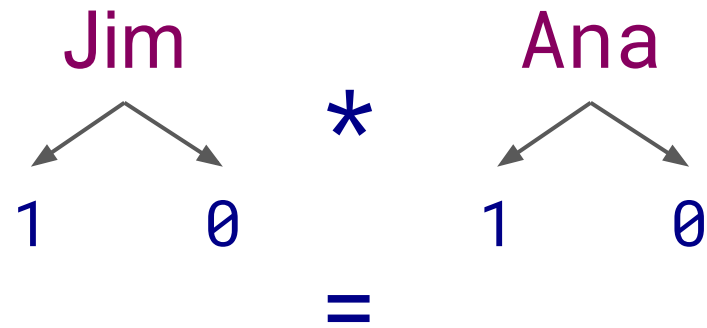
[Austin and Flanagan 2012] (Multiple Facets)

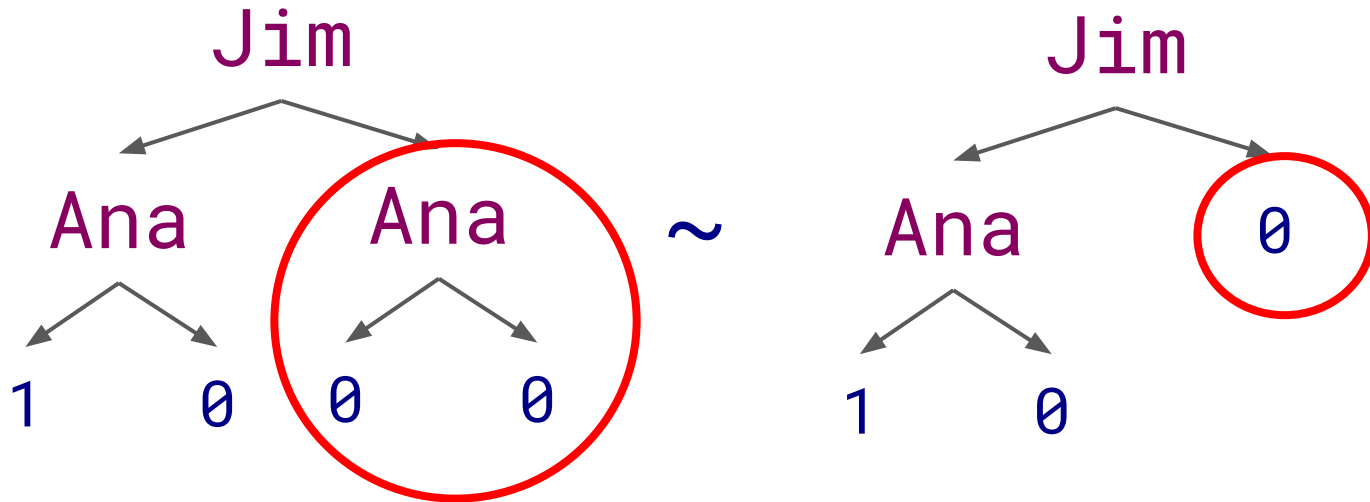
What could possibly go wrong?
(live demo)

How does shrinking work?

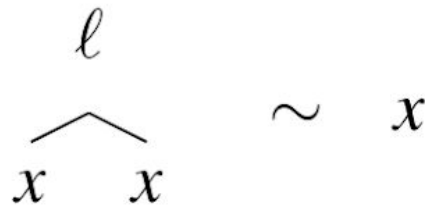
t ~ t'

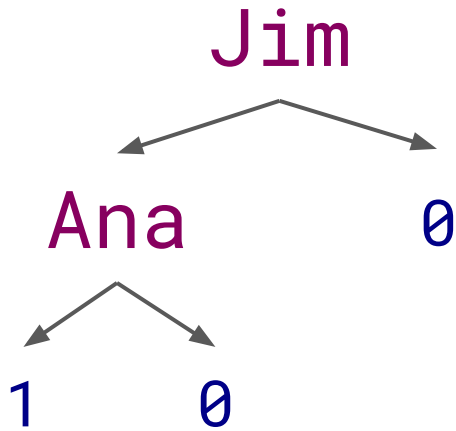
t and t' look the same
to all observers



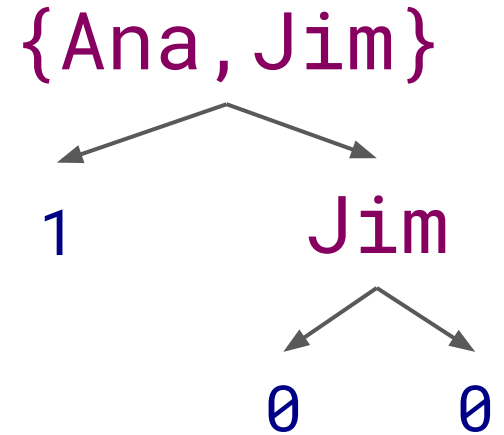


CHOICE IRRELEVANCE

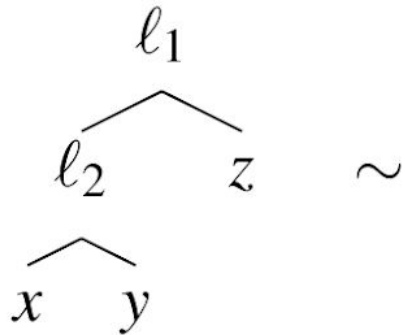




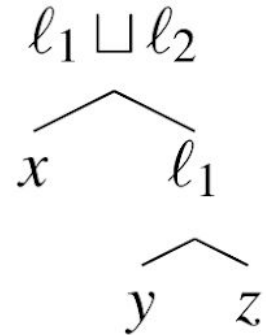
\sim



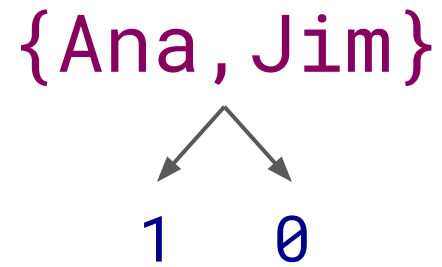
JOIN

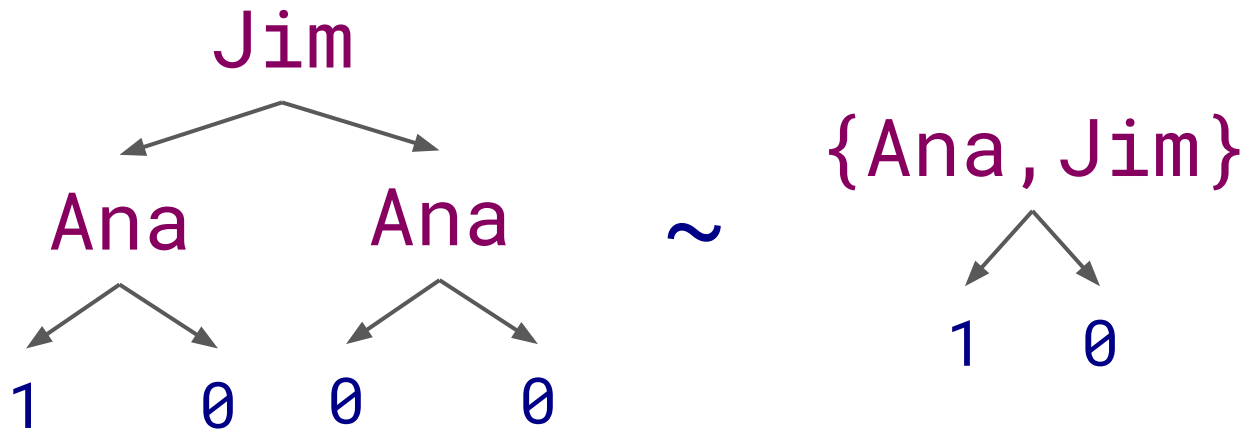
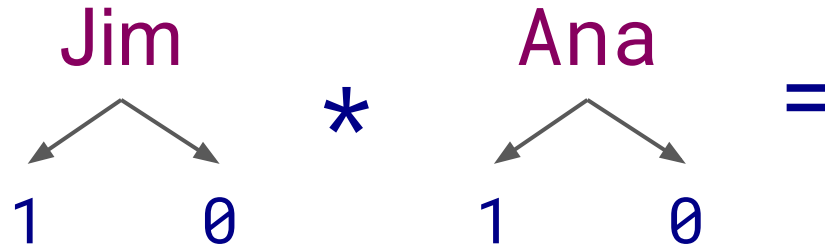


\sim

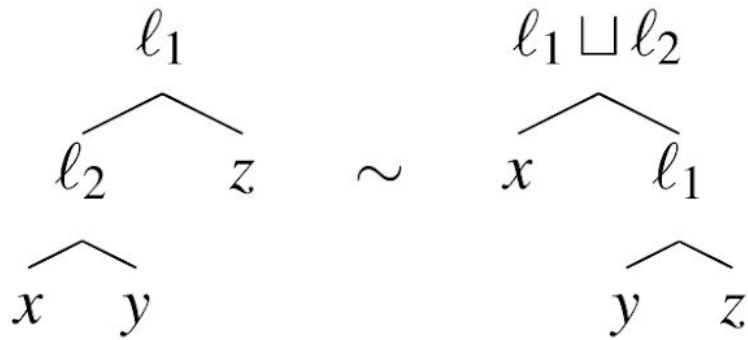


\sim



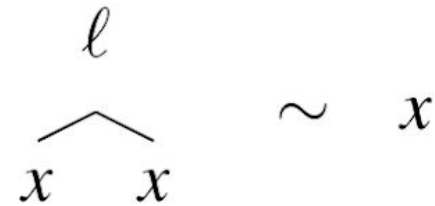


JOIN



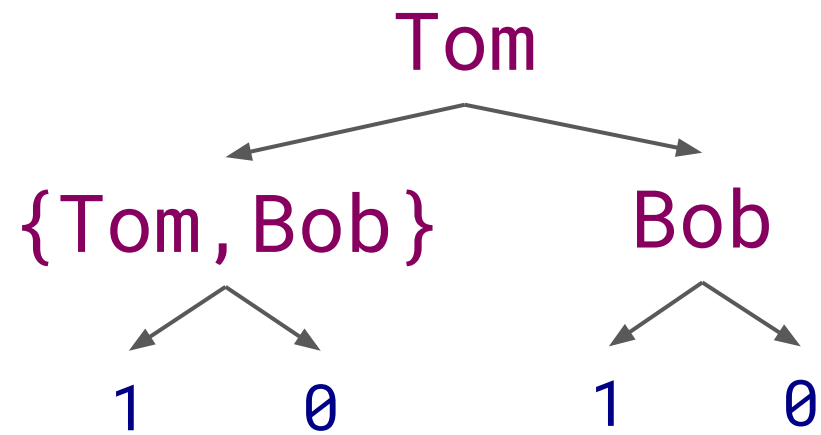
Change Stuff

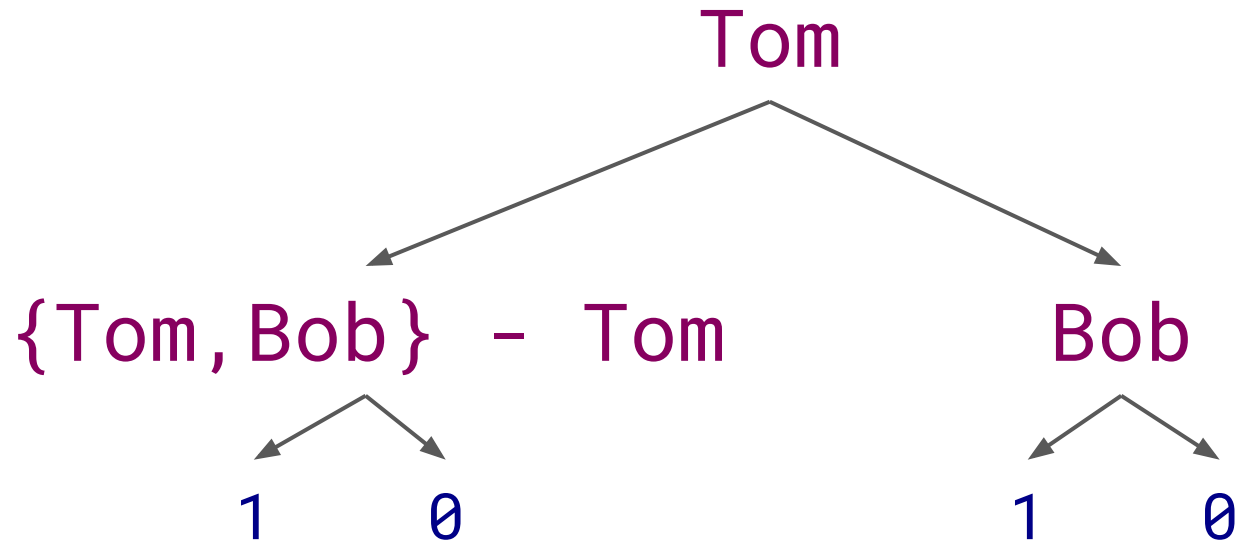
CHOICE IRRELEVANCE

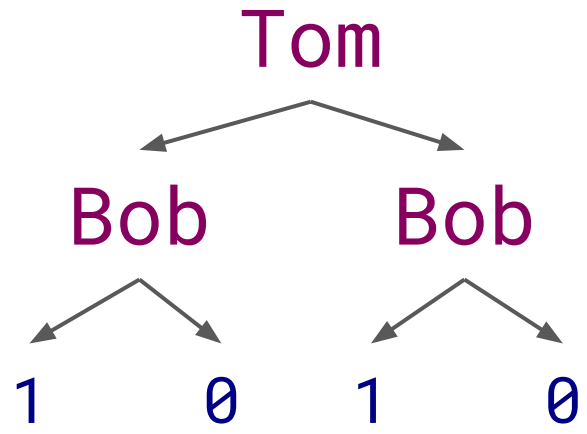


Remove Stuff

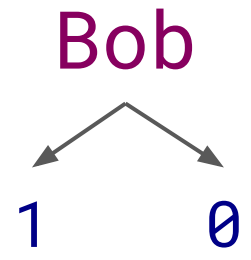
Two rules? Is that enough?

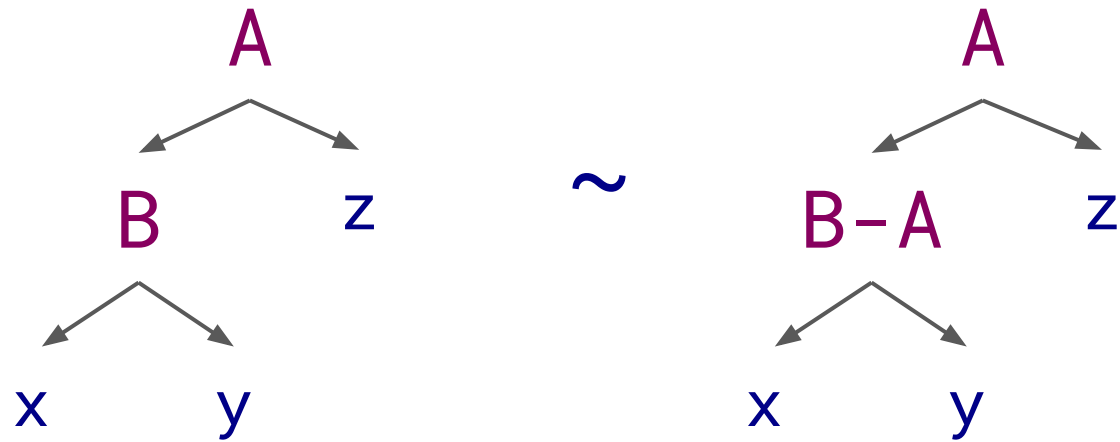


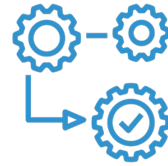




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LEFT SQUASH

$$\frac{l_2 \sqsubseteq l_1}{\begin{array}{c} l_1 \\ \swarrow \quad \searrow \\ l_2 \quad z \\ \swarrow \quad \searrow \\ x \quad y \end{array} \sim \begin{array}{c} l_1 \\ \swarrow \quad \searrow \\ x \quad z \end{array}}$$

JOIN

$$\begin{array}{c} l_1 \\ \swarrow \quad \searrow \\ l_2 \quad z \\ \swarrow \quad \searrow \\ x \quad y \end{array} \sim \begin{array}{c} l_1 \sqcup l_2 \\ \swarrow \quad \searrow \\ x \quad l_1 \\ \swarrow \quad \searrow \\ y \quad z \end{array}$$

NEGATIVE REDUNDANCY

l negatively redundant in γ

$$\frac{l}{\begin{array}{c} l \\ \swarrow \quad \searrow \\ x \quad y \end{array}} \sim_{\gamma} y$$

QUALIFIED ROTATION

$$\frac{l_2 \sqsubseteq l_1}{\begin{array}{c} l_1 \\ \swarrow \quad \searrow \\ x \quad l_2 \\ \swarrow \quad \searrow \\ y \quad z \end{array} \sim \begin{array}{c} l_2 \\ \swarrow \quad \searrow \\ l_1 \quad z \\ \swarrow \quad \searrow \\ x \quad y \end{array}}$$

LEFT REPLACEMENT

$$\frac{l_1 \sim_{\ell}^{\triangleleft} l_2}{\begin{array}{c} l \\ \swarrow \quad \searrow \\ l_1 \quad z \\ \swarrow \quad \searrow \\ x \quad y \end{array} \sim \begin{array}{c} l \\ \swarrow \quad \searrow \\ l_2 \quad z \\ \swarrow \quad \searrow \\ x \quad y \end{array}}$$

ANY

$$\frac{t \sim t'}{t \sim_{\gamma} t'}$$

EMPTY

$$\frac{t \sim \{\} t'}{t \sim t'}$$

BOTTOM IRRELEVANCE

$$\frac{\perp}{\begin{array}{c} \perp \\ \swarrow \quad \searrow \\ x \quad y \end{array}} \sim x$$

RIGHT REPLACEMENT

$$\frac{l_1 \sim_{\ell}^{\triangleright} l_2}{\begin{array}{c} l \\ \swarrow \quad \searrow \\ x \quad l_1 \\ \swarrow \quad \searrow \\ y \quad z \end{array} \sim \begin{array}{c} l \\ \swarrow \quad \searrow \\ x \quad l_2 \\ \swarrow \quad \searrow \\ y \quad z \end{array}}$$

RIGHT SQUASH

$$\frac{l_1 \sqsubseteq l_2}{\begin{array}{c} l_1 \\ \swarrow \quad \searrow \\ x \quad l_2 \\ \swarrow \quad \searrow \\ y \quad z \end{array} \sim \begin{array}{c} l_1 \\ \swarrow \quad \searrow \\ x \quad z \end{array}}$$

SUBTREES

$$\frac{t_0 \sim \{l+\} \cup_{\gamma} t'_0 \quad t_1 \sim \{l-\} \cup_{\gamma} t'_1}{\begin{array}{c} l \\ \swarrow \quad \searrow \\ t_0 \quad t_1 \end{array} \sim_{\gamma} \begin{array}{c} l \\ \swarrow \quad \searrow \\ t'_0 \quad t'_1 \end{array}}$$

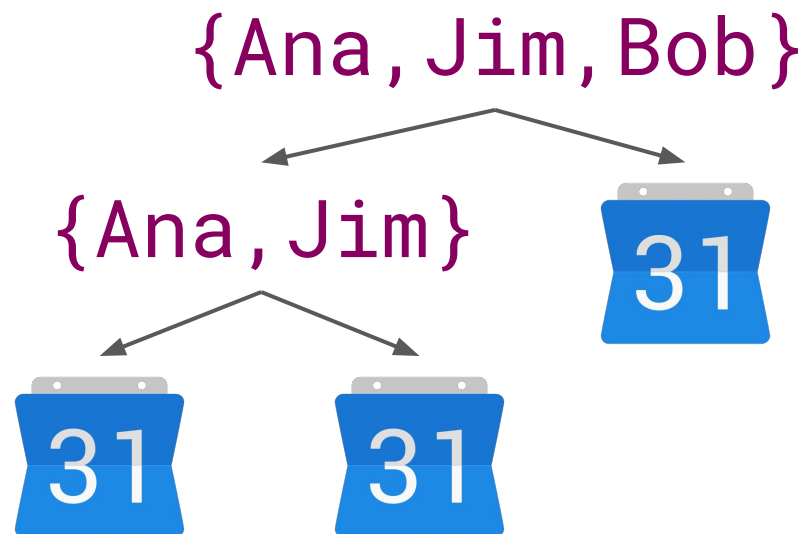
POSITIVE REDUNDANCY

l positively redundant in γ

$$\frac{l}{\begin{array}{c} l \\ \swarrow \quad \searrow \\ x \quad y \end{array}} \sim_{\gamma} x$$

CHOICE IRRELEVANCE

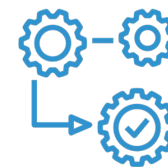
$$\frac{l}{\begin{array}{c} l \\ \swarrow \quad \searrow \\ x \quad x \end{array}} \sim x$$



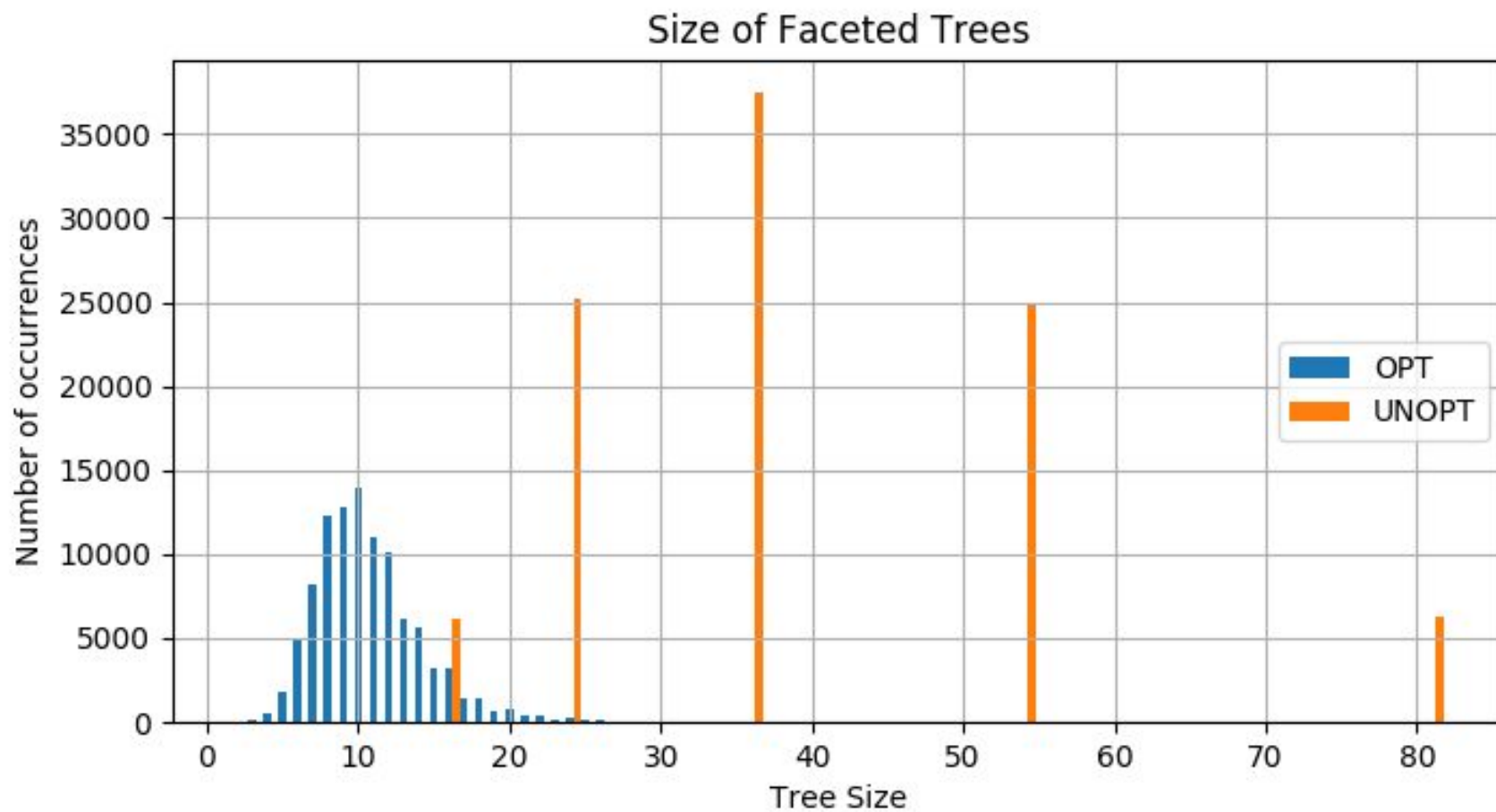
a)  +  +  + 

b) `overlap(`  `,`  `,`  `,`  `)`

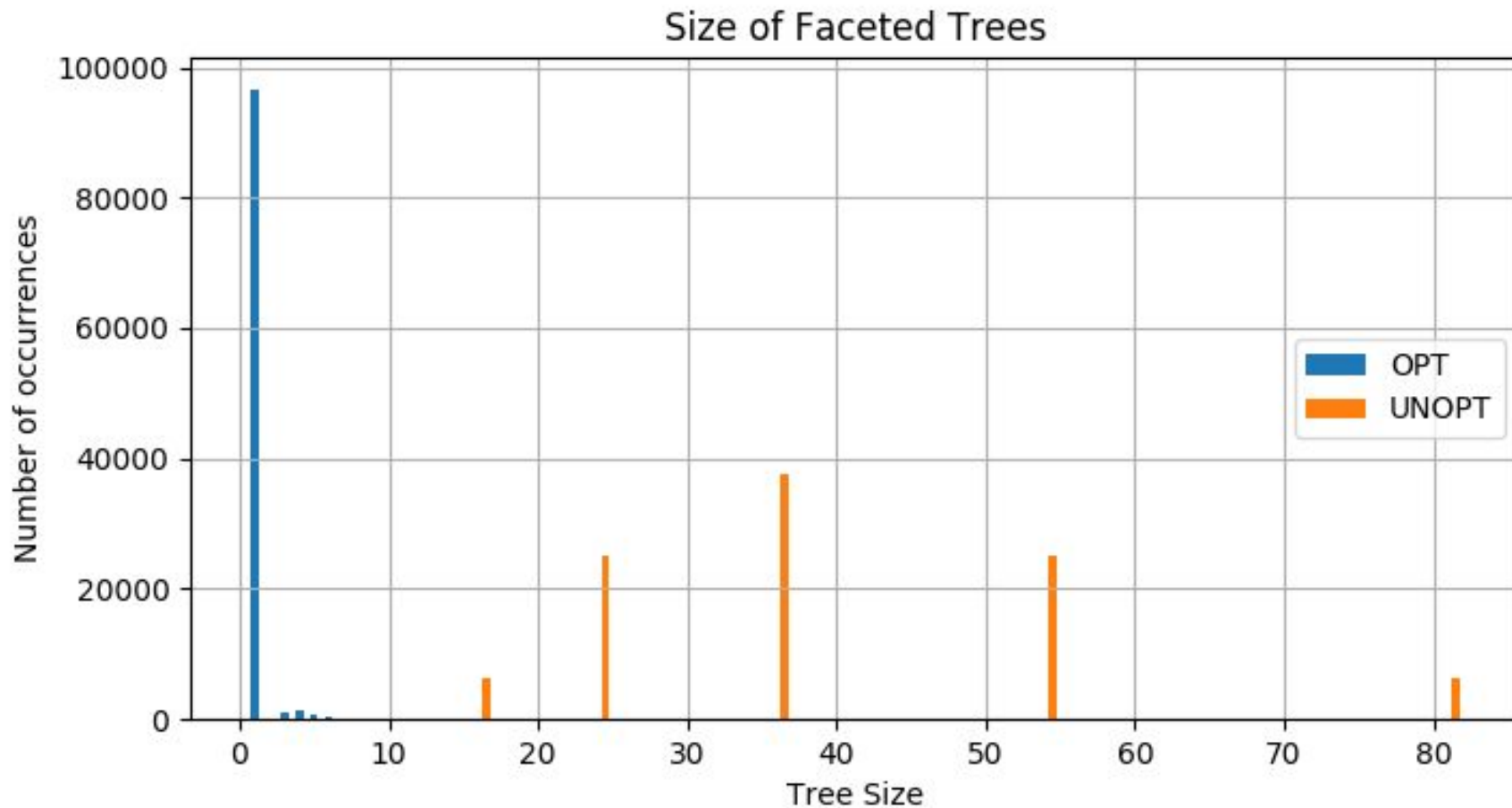
a)



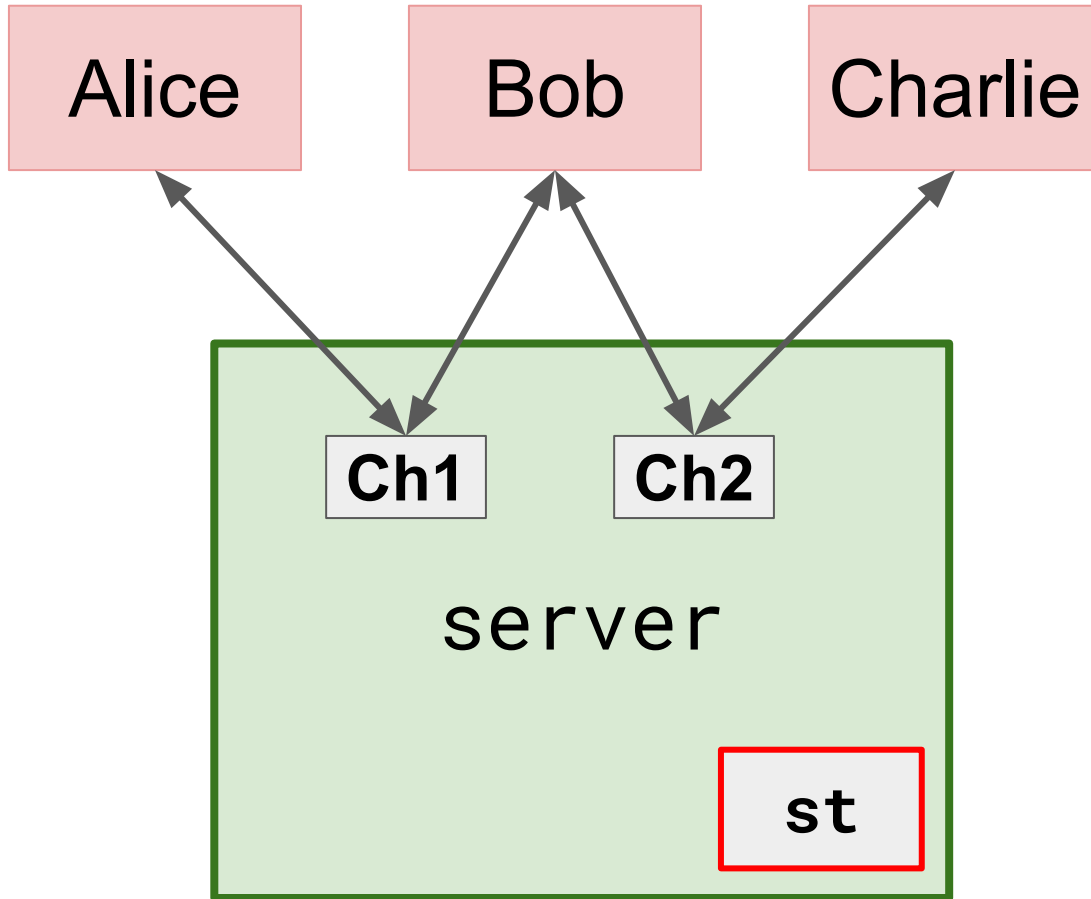
Multef



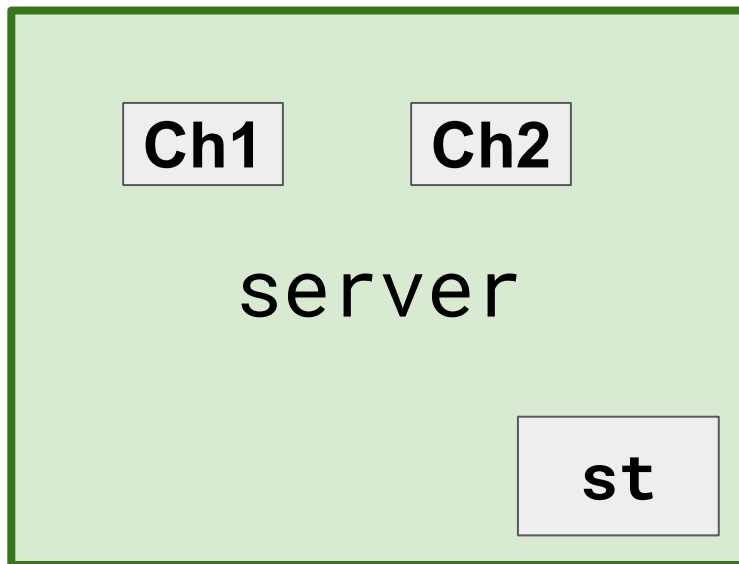
b) $\text{overlap}(\text{31}, \text{31}, \text{31}, \text{31})$

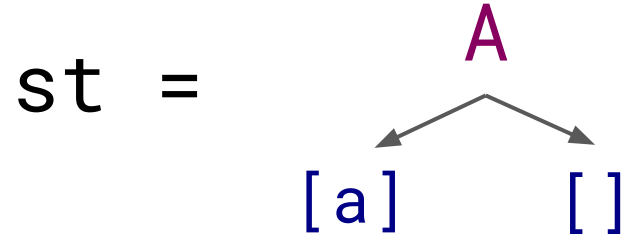
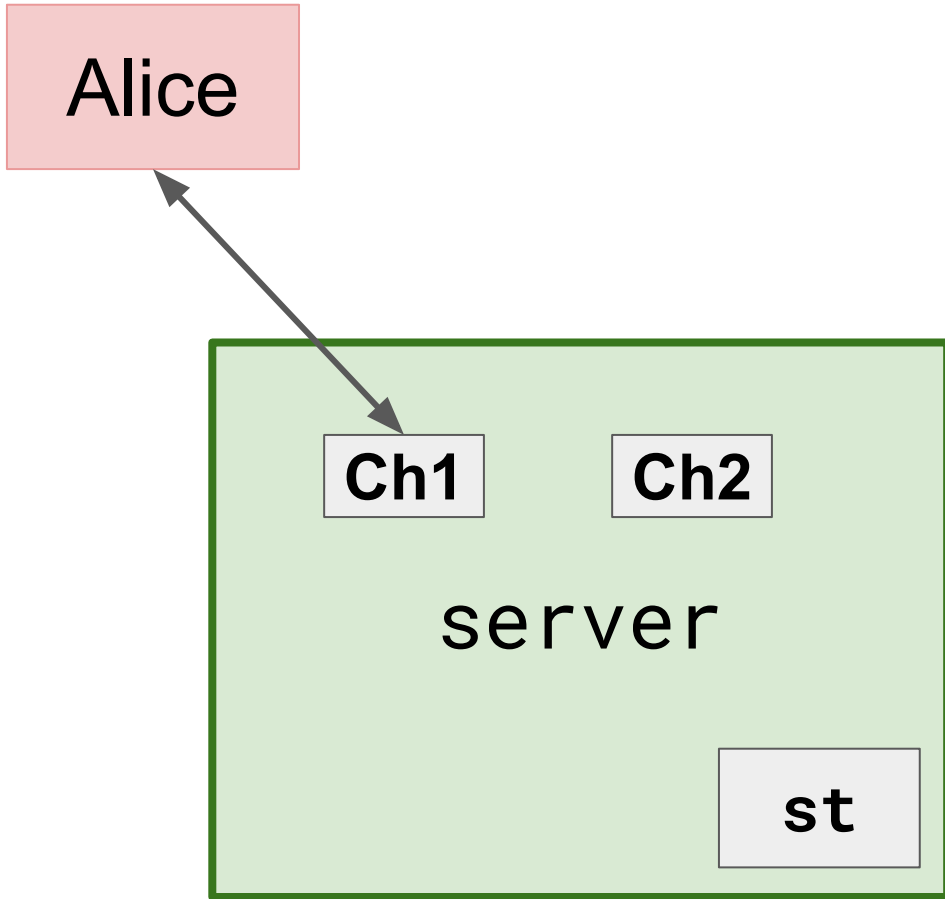


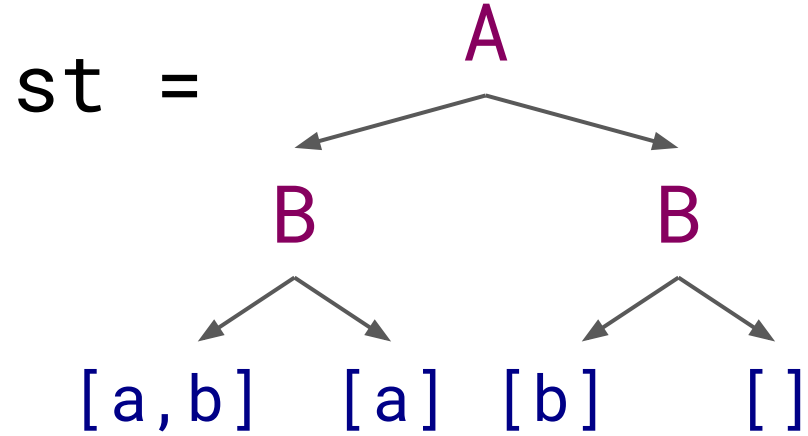
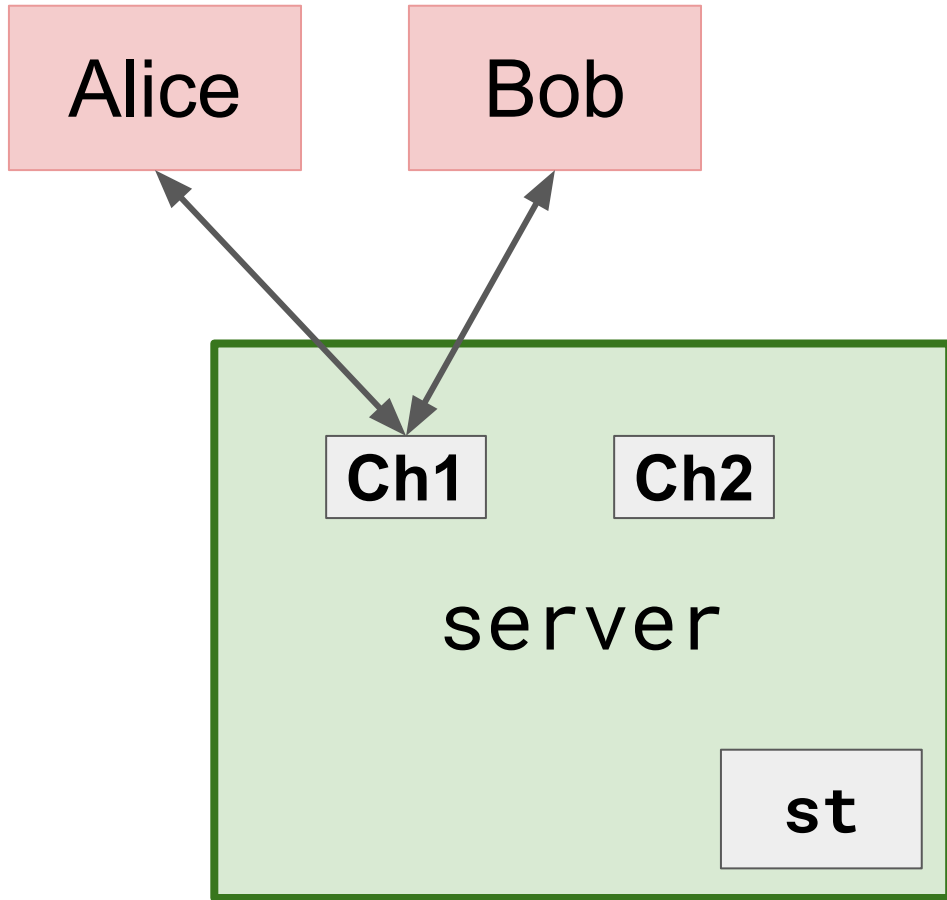
Computation-oriented Optimisation

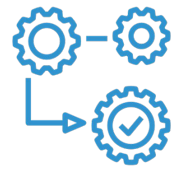


`st = []`



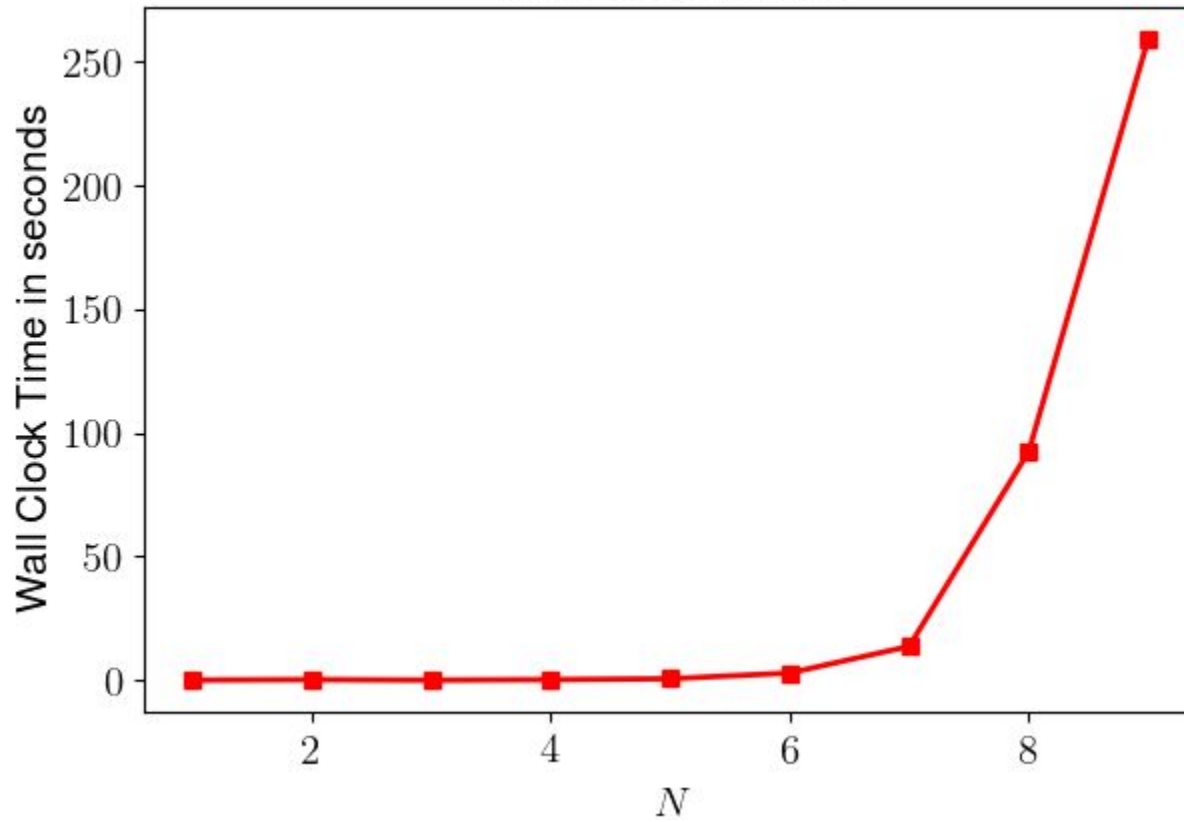




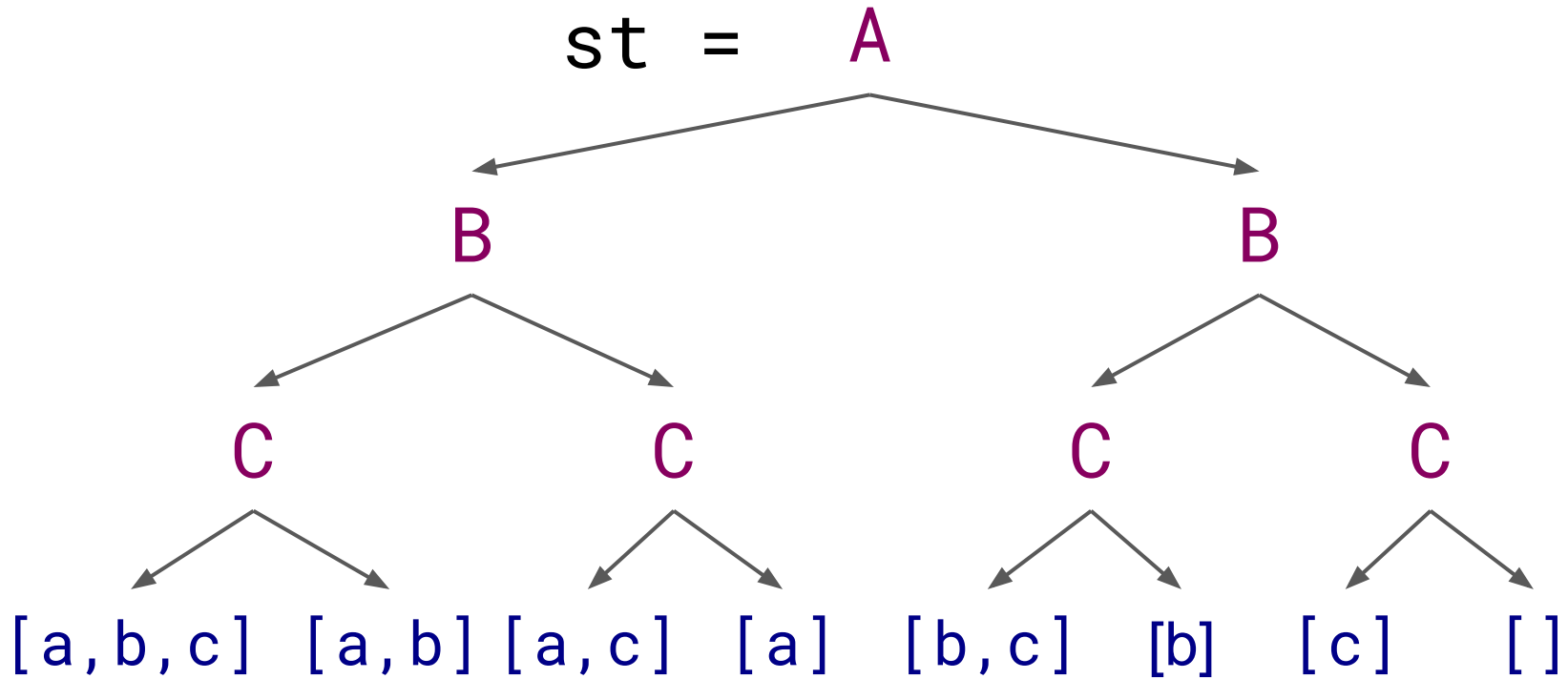


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Wall Clock Time



Connect "Alice" "Ch1"
Connect "Bob" "Ch1"
Connect "Charlie" "Ch1"



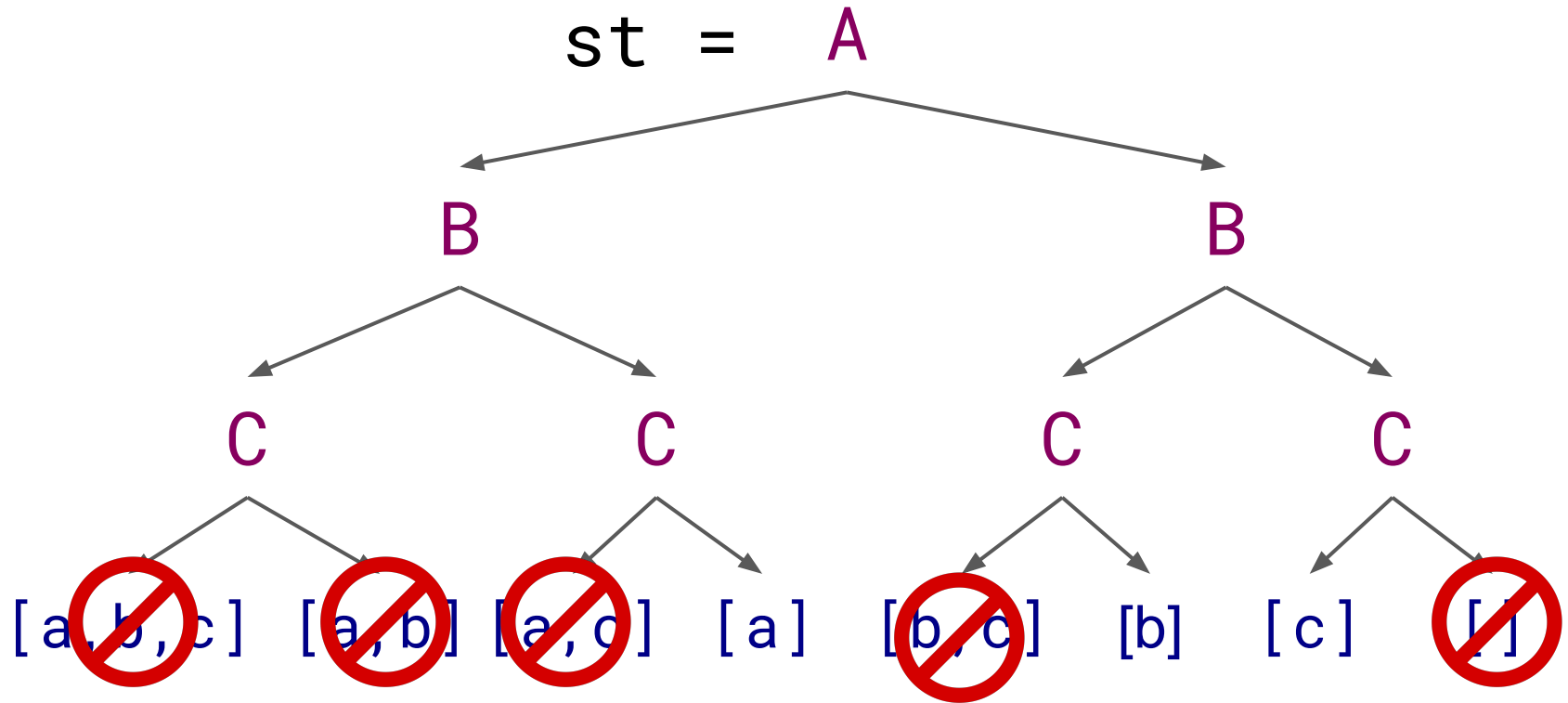
Write “Alice” “Ch1” “Hi everybody”

```
foreach client in st.Ch1 do:  
  writeSocket client “Alice> Ch1: Hi everybody”
```

```
writeSocket “Alice” “Alice> Ch1: Hi everybody”
```

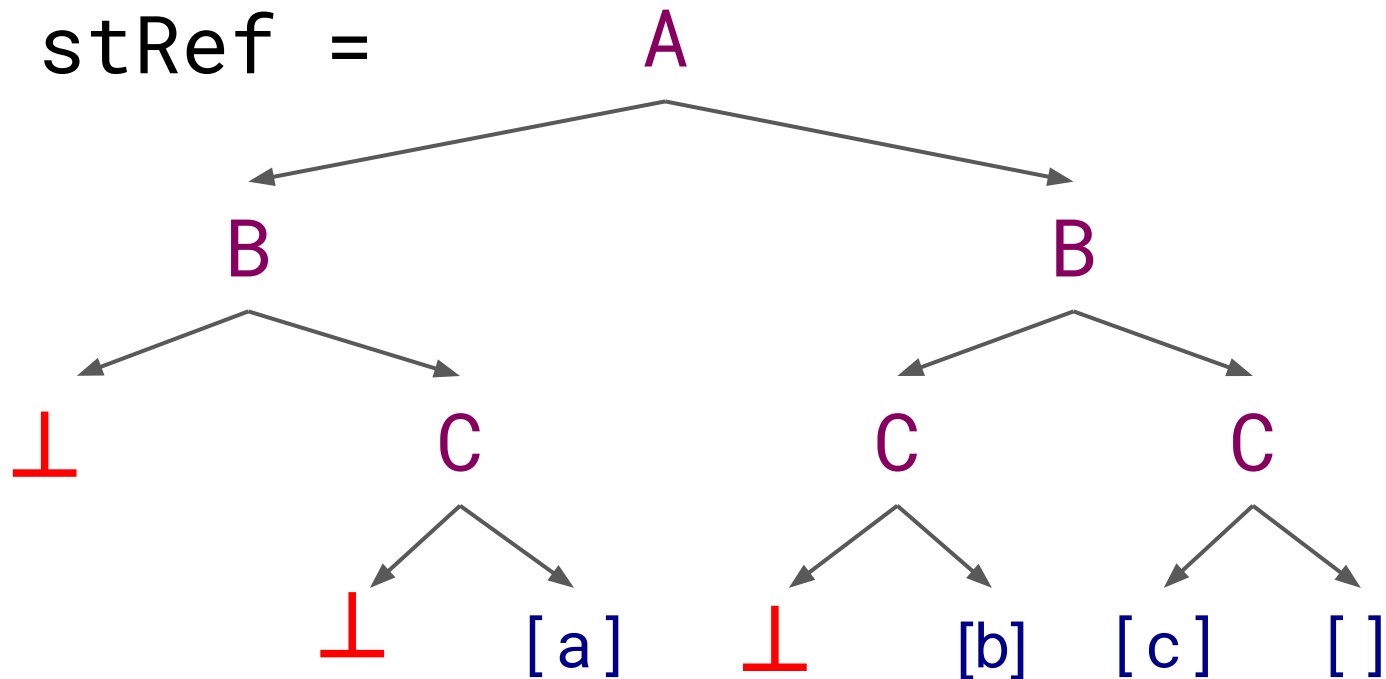
```
writeSocket “Bob” “Alice> Ch1: Hi everybody”
```

```
writeSocket “Charlie” “Alice> Ch1: Hi everybody”
```

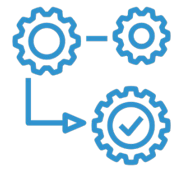


```
st_ <- readFI0Ref stRef  
let st = atMostOne st_  
stRef := st
```

Choice of
optimisation
depends on
application!

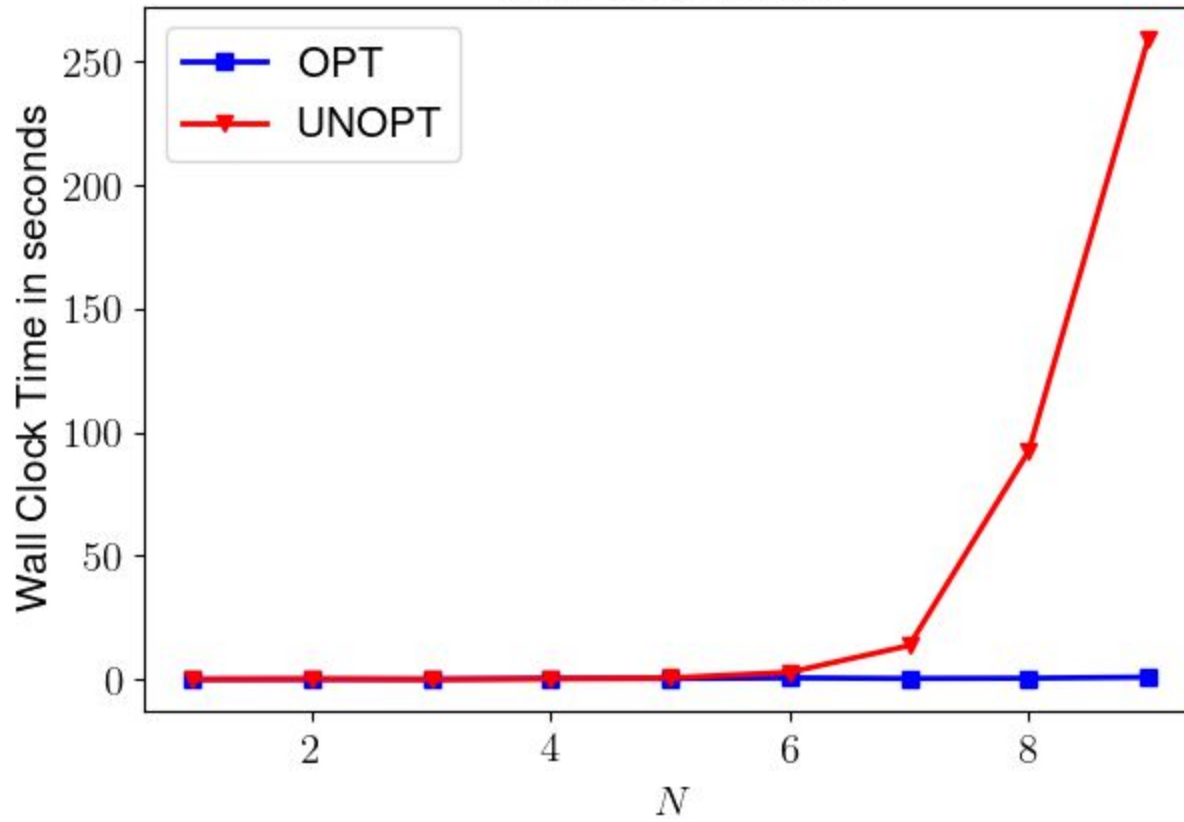


$$O(2^n) \rightarrow O(n^2)$$



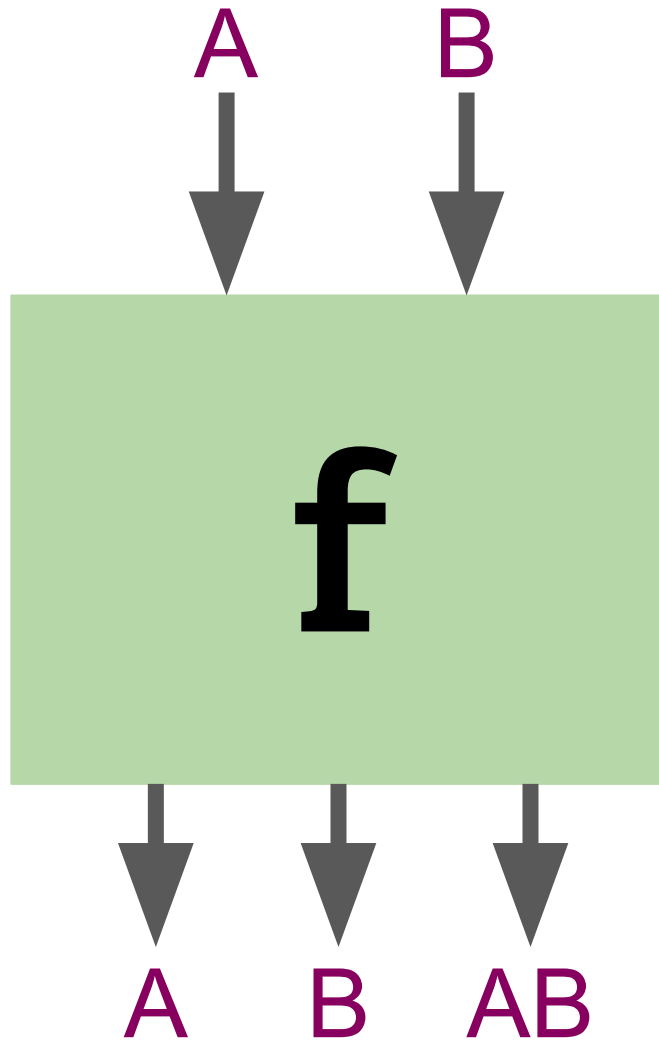
Multef

Wall Clock Time




$$e ::= \ell \mid e \vee e \mid e \wedge e \mid \neg e$$

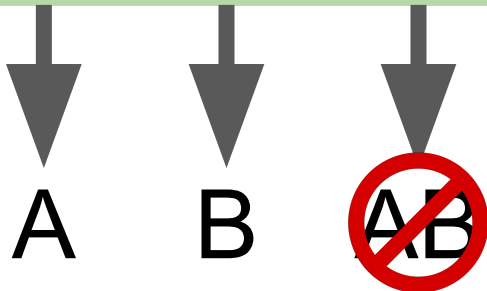
$$f \Downarrow (\text{Alice} \wedge \neg \text{Bob} \vee \neg \text{Alice} \wedge \text{Bob})$$



A B



f



A B ~~AB~~

$\Downarrow (Alice \wedge \neg Bob \vee \neg Alice \wedge Bob)$

$$e ::= \ell \mid e \vee e \mid e \wedge e \mid \neg e$$

$$\begin{aligned} \llbracket \ell \rrbracket(t_0, t_1) &= \langle \ell ? t_0 : t_1 \rangle \\ \llbracket e \vee e' \rrbracket(t_0, t_1) &= \llbracket e \rrbracket(t_0, \llbracket e' \rrbracket(t_0, t_1)) \\ \llbracket e \wedge e' \rrbracket(t_0, t_1) &= \llbracket e \rrbracket(\llbracket e' \rrbracket(t_0, t_1), t_1) \\ \llbracket \neg e \rrbracket(t_0, t_1) &= \llbracket e \rrbracket(t_1, t_0) \end{aligned}$$

$$\text{RPROJECT} \quad t \Downarrow e \longrightarrow \llbracket e \rrbracket(t, \perp)$$

$$\text{RPROJECTSTD} \quad t \Downarrow e - \text{std} \rightarrow t$$

$$f \Downarrow (\text{Alice} \wedge \neg \text{Bob} \vee \neg \text{Alice} \wedge \text{Bob})$$

$$\frac{\ell \Vdash e \quad \ell \Vdash t}{\ell \Vdash t \Downarrow e} \quad \frac{\ell' \sqsubseteq \ell \quad \ell \Vdash t_0}{\ell \Vdash \langle \ell' ? t_0 : t_1 \rangle}$$

$$\ell \Vdash \ell' \iff \ell' \sqsubseteq \ell$$

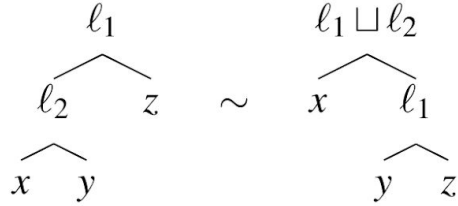
$$\ell \Vdash x \quad \frac{\ell \Vdash t}{\ell \Vdash \lambda x. t} \quad \frac{\ell \Vdash t_0 \quad \ell \Vdash t_1}{\ell \Vdash t_0 \ t_1} \quad \ell \Vdash \text{unit}$$

$$\frac{\ell \Vdash t}{\ell \Vdash \mu x. t} \quad \ell \Vdash \perp \quad \frac{\ell \Vdash e \quad \ell \Vdash t}{\ell \Vdash t \Downarrow e} \quad \frac{\ell' \sqsubseteq \ell \quad \ell \Vdash t_0}{\ell \Vdash \langle \ell' ? t_0 : t_1 \rangle}$$

Theorem 10 (Focused Transparency)

$$\begin{aligned} \ell \Vdash \ell' &\iff \ell' \sqsubseteq \ell \\ \ell \Vdash e \vee e' &\iff \ell \Vdash e \text{ or } \ell \Vdash e' \\ \ell \Vdash e \wedge e' &\iff \ell \Vdash e \text{ and } \ell \Vdash e' \\ \ell \Vdash \neg e &\iff \ell \not\Vdash e \end{aligned}$$

JOIN



$$\llbracket \ell \rrbracket(t_0, t_1) = \langle \ell ? t_0 : t_1 \rangle$$

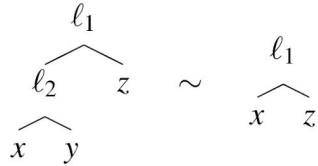
$$\llbracket e \vee e' \rrbracket(t_0, t_1) = \llbracket e \rrbracket(t_0, \llbracket e' \rrbracket(t_0, t_1))$$

$$\llbracket e \wedge e' \rrbracket(t_0, t_1) = \llbracket e \rrbracket(\llbracket e' \rrbracket(t_0, t_1), t_1)$$

$$\llbracket \neg e \rrbracket(t_0, t_1) = \llbracket e \rrbracket(t_1, t_0)$$

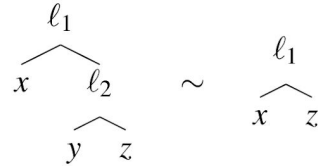
LEFT SQUASH

$$l_2 \sqsubseteq l_1$$



RIGHT SQUASH

$$l_1 \sqsubseteq l_2$$



RPROJECT

$$t \Downarrow e \longrightarrow \llbracket e \rrbracket(t, \perp)$$

RPROJECTSTD

$$t \Downarrow e - \text{std} \rightarrow t$$

Theorem 10 (Focused Transparency)

