

STET

Split-Trust Encryption Tool
Attested Session Handling

<https://github.com/GoogleCloudPlatform/stet>

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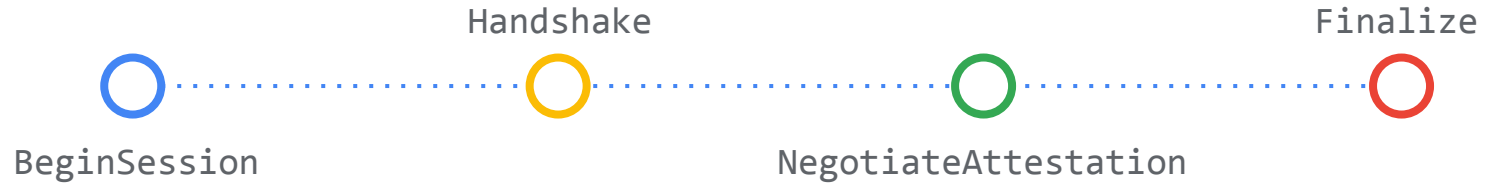
Background

- Client-side encryption tool
 - DEK split into shares and wrapped with separate Key Encryption Keys (KEKs)
- KEKs managed by separate Key Management Systems (KMSs)
 - Alternatively, shares can be locally encrypted with asymmetric keys
- KMS has policy requiring attestation (and specific attestation claims)
 - Client is Attestor
 - Server is Relying Party (and Verifier)
- Developed as *pragmatic* solution
 - Probably has opportunities to incorporate other standards/approaches

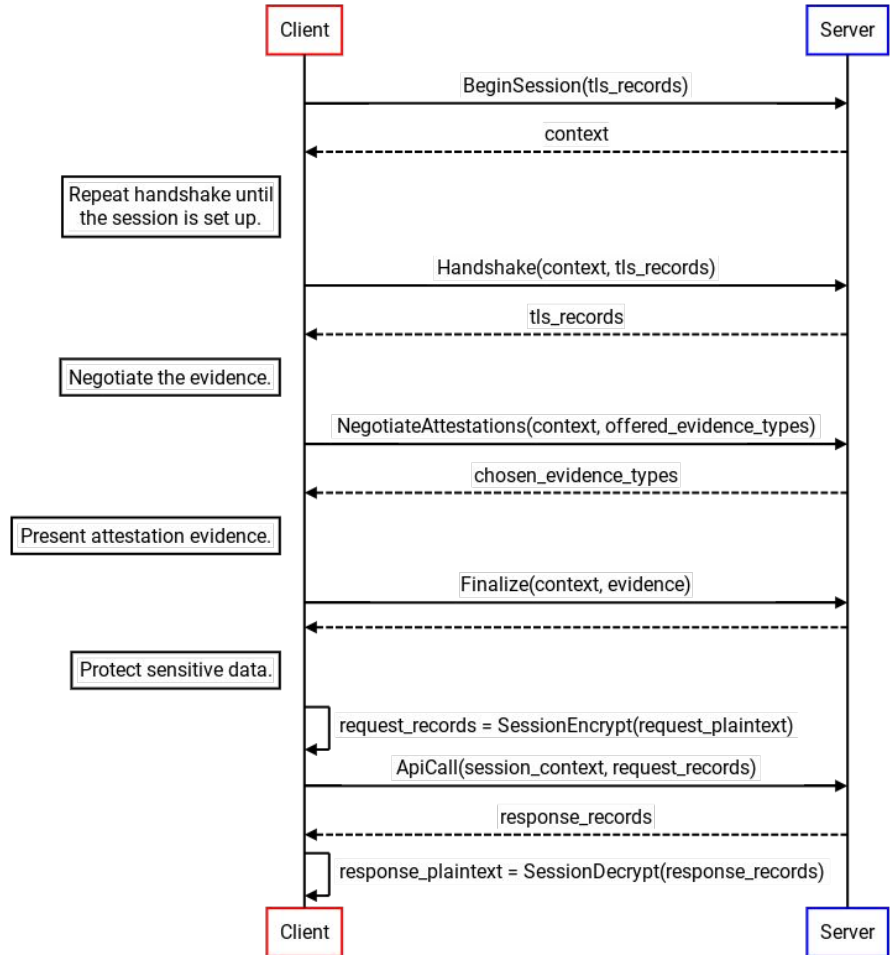
Secure Session Requirements

- Operations, parameters, and results encrypted with end-to-end secure session
- Secure session only established if attestation evidence provided
- Must allow intermediate termination (load balancing, etc)
- Uses established protocols with only widely available library features

Session Establishment



Session Establishment



Session Establishment RPC Messages

```
message BeginSessionRequest {  
    bytes tls_records = 1;  
}
```

```
message BeginSessionResponse {  
    bytes session_context = 1;  
    bytes tls_records = 2;  
}
```

```
message HandshakeRequest {  
    bytes session_context = 1;  
    bytes tls_records = 2;  
}
```

```
message HandshakeResponse {  
    bytes tls_records = 1;  
}
```

```
enum AttestationEvidenceType {  
    NULL_ATTESTATION = 1;  
    TPM2_QUOTE = 2;  
    TCG_EVENT_LOG = 3;  
}
```

```
message NegotiateAttestationRequest {  
    bytes session_context = 1;  
    bytes offered_evidence_types_records = 2;  
}
```

```
message NegotiateAttestationResponse {  
    bytes required_evidence_types_records = 1;  
}
```

```
message FinalizeRequest {  
    bytes session_context = 1;  
    bytes attestation_evidence_records = 2;  
}
```

```
message FinalizeResponse {}
```

```
message AttestationEvidenceTypeList {  
    repeated AttestationEvidenceType types = 1;  
}
```

TPM Attestation Serialization

From <https://github.com/google/go-tpm-tools>

```
message Attestation {  
    // Attestation Key (AK) Public Area, encoded as a TPMT_PUBLIC  
    bytes ak_pub = 1;  
    // Quotes over all supported PCR banks  
    repeated tpm.Quote quotes = 2;  
    // TCG Event Log, encoded in the raw binary format.  
    // Can be SHA-1 or crypto-agile.  
    bytes event_log = 3;  
    // Optional information about a GCE instance, unused outside of GCE  
    GCEInstanceInfo instance_info = 4;  
    // A TCG Canonical Event Log.  
    bytes canonical_event_log = 5;  
    // Attestation Key (AK) Certificate, encoded as ASN.1 DER.  
    // Optional.  
    bytes ak_cert = 6;  
    // Intermediate Certificates for verifying the AK Certificate, encoded as ASN.1 DER.  
    // Optional.  
    repeated bytes intermediate_certs = 7;  
}
```

Attestation Binding

1. Raw TLS session established
2. Attestation evidence types negotiated
3. 32-byte TLS Exported Keying Material (EKM) generated
 - Using label "EXPERIMENTAL Google Confidential Computing Client Attestation 1.0"
 - Used as proof of possession of TLS session key, commonly supported in TLS libraries
 - Client and server can independently generate, but TLS MitM cannot
4. Attestation evidence is requested on client
 - Currently only supports TPM evidence
 - Using hash("TLSAttestationV1"|<EKM>) as nonce/data to include in evidence
5. Attestation evidence is sent over TLS session
 - Server verifies attestation evidence, including expected EKM (session aborted if invalid)
 - Server associates attestation evidence or claims to session
6. Session finalized and secured RPCs can now be sent, encrypted by session
 - Server evaluates appraisal policy against evidence/claims for each operation
7. Session destroyed

Questions?

Backup

Secure RPCs

- FooRequest and FooResponse are typical RPC request and response messages.
- Serialized protos are TLS session-encrypted and sent as tls_records.
- In the case of STET, we have ConfidentialWrap and ConfidentialUnwrap.

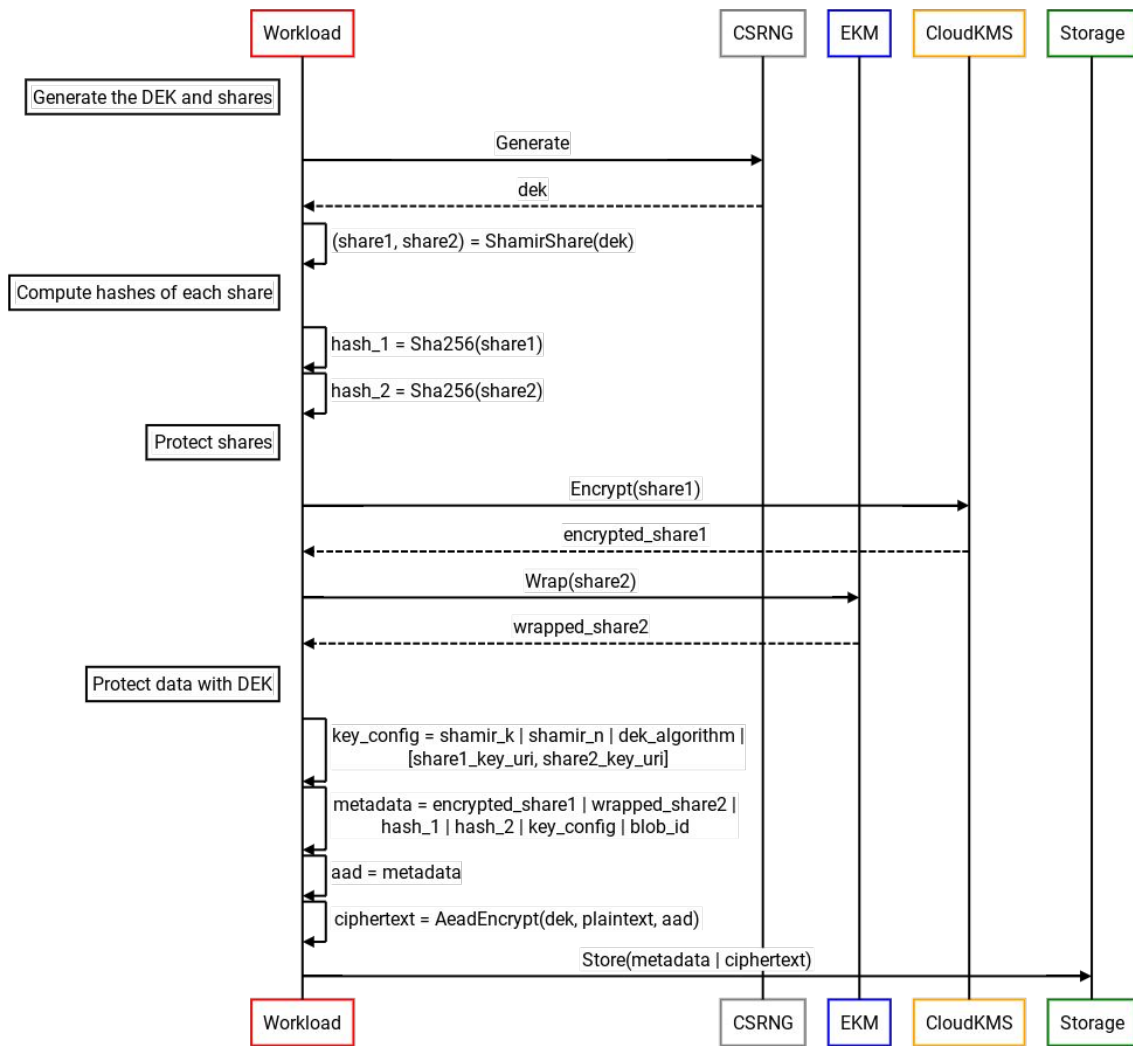
```
message FooRequest {  
    string ping = 1;  
}
```

```
message FooResponse {  
    string pong = 1;  
}
```

```
message ConfidentialFooRequest {  
    bytes session_context = 1;  
    bytes tls_records = 2;  
}
```

```
message ConfidentialFooResponse {  
    bytes tls_records = 1;  
}
```

Encryption



Decryption

