License Locking

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Estimated Total Hours: 15



Plans (Past Week)

- Adjust the current CryptoFP implementation to reduce
 - a) collisions on different machines with identical HW
 - b) fingerprint variations with CPU load
- Keep looking into Centauri

Tentative:

- Develop software with CPU fingerprint
- Explore fingerprinting via multithreading





What Actually Happened

Work completed: removed fingerprint variation with CPU load (more careful time measurements or use of time differences instead of quotients)

Major challenges+roadblocks:

- Still experiencing fingerprint collisions on identical HW (100% accuracy in distinguishing between 8 different machine types on GCP and native machines, but experiencing collisions between all GCP machines with the same hardware types)
- Thread-based fingerprinting has shown no patterns so far

Attribution:

- Andrei: removed fingerprint variation with CPU load
- Yunzhou: continued discovering shared memory fingerprinting
- Jacob: continued testing new versions of CryptoFP and memory-based fingerprinting on GCP, implementation of thread-based fingerprinting



Measurements with CPU load

```
$ ./taskset test.sh ... --stress=1
$ ./taskset test.sh ... --stress=0
cpu 0: 4/10\overline{0}0 failed
                                          cpu 0: 0/10\overline{0}0 failed
cpu 1: 4/1000 failed
                                          cpu 1: 1/1000 failed
cpu 2: 3/1000 failed
                                          cpu 2: 3/1000 failed
                                          cpu 3: 0/1000 failed
cpu 3: 4/1000 failed
cpu 4: 2/1000 failed
                                          cpu 4: 0/1000 failed
cpu 5: 4/1000 failed
                                          cpu 5: 0/1000 failed
cpu 6: 6/1000 failed
                                          cpu 6: 0/1000 failed
cpu 7: 2/1000 failed
                                          cpu 7: 1/1000 failed
cpu 8: 0/1000 failed
                                          cpu 8: 0/1000 failed
cpu 9: 2/1000 failed
                                          cpu 9: 0/1000 failed
cpu 10: 0/1000 failed
                                          cpu 10: 0/1000 failed
cpu 11: 5/1000 failed
                                          cpu 11: 0/1000 failed
```

Note: fingerprints at higher CPU load are more stable

Idea: artificially drive CPU load to 100% and hope this removes collisions

Plans (Next Week)

- Test CryptoFP in different language implementation
- Develop cryptographic algorithm for generating license key from a fingerprint
- Create basic structure for encrypting a binary with the key derived from the fingerprint and decrypting it on the user's machine
- Consider how to securely store the fingerprint on the user's machine so that it cannot be stolen to decrypt the binary





Summary/Overall Progress

Implementation of CryptoFP achieves

- a) Stability on a single machine (for at least one week)
- b) Stability across different power settings AND CPU loads
- c) Fingerprint differentiation between machines with different HW

Improvements:

a) Collisions among different machines with same HW



