

# STKTOKENS: Enforcing Well-Bracketed Control Flow and Stack Encapsulation Using Linear Capabilities

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# Overview

STKTOKENS-paper in the big picture

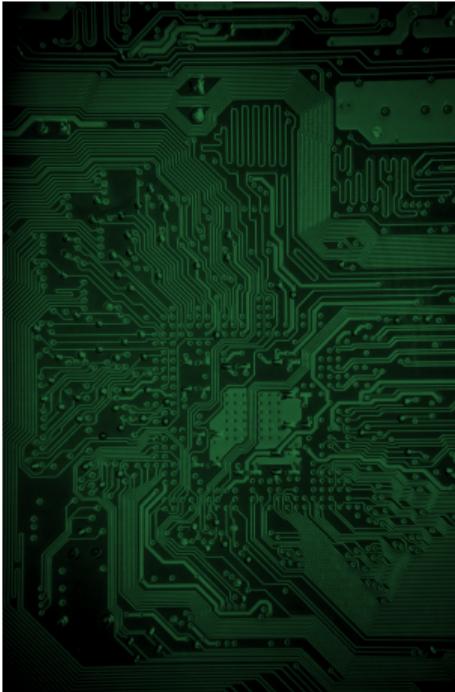
Defining well-bracketed control flow and local state encapsulation

# Overview

STKTOKENS-paper in the big picture

Defining well-bracketed control flow and local state encapsulation

# Abstractions all the way down



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```
main:  
    .cfi_startproc  
# BB#0:  
    pushq %rbp  
.Ltmp0:  
    .cfi_offset %rbp, -16  
.Ltmp1:  
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    movq %rsp, %rbp  
.Ltmp2:  
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    movl $0, -4(%rbp)  
    movb $0, %al  
    callq printf  
    xorl %ecx, %ecx  
    movl %eax, -8(%rbp)  
    movl %ecx, %eax  
    addq $16, %rsp  
    popq %rbp  
    retq  
.Lfunc_end0:  
    .size main, .Lfunc_end0-main  
    .cfi_endproc
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# Abstractions all the way down

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int main()
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    printf("Hello, World!");
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# Abstractions all the way down

secure  
compilation

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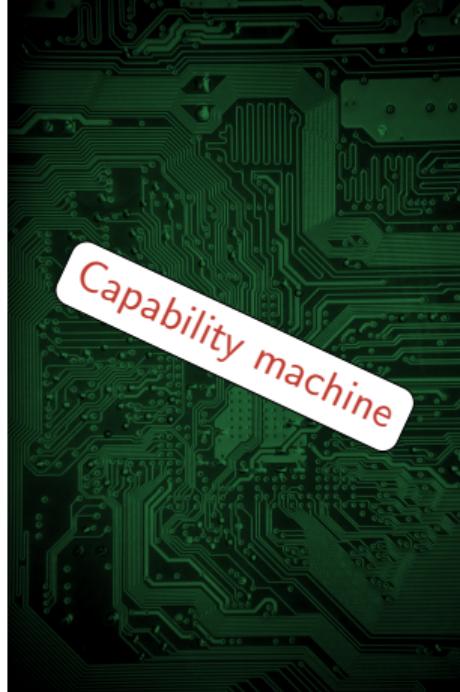


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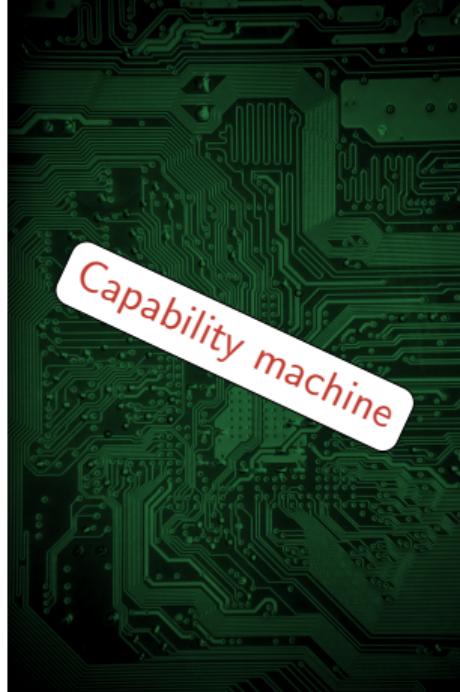
# Abstractions all the way down

secure compilation

ir → ir'

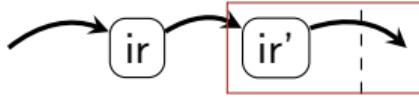
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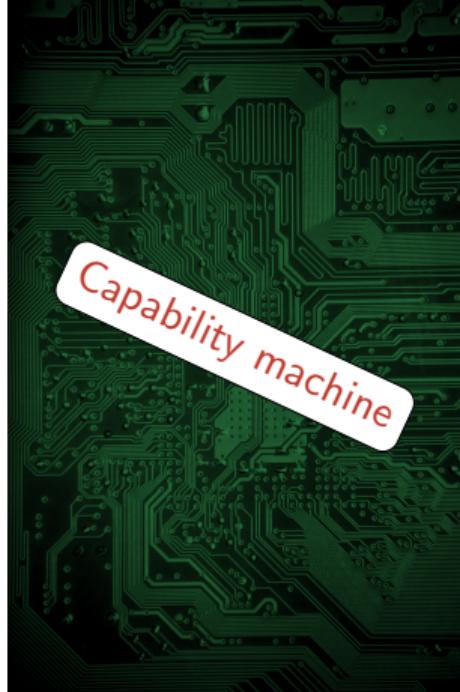
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# Paper Contents Overview

Formalization of CHERI-like capability machine with linear capabilities

`STKTOKENS` a calling convention that provably guarantees local-state encapsulation (LSE) and well-bracketed control-flow (WBCF)

Fully-abstract overlay semantics a novel way to prove LSE and WBCF claims

# Overview

STKTOKENS-paper in the big picture

Defining well-bracketed control flow and local state encapsulation

## Defining well-bracketed control flow and local state encapsulation

```
void a()
{
    int y = 40+2;
    return;
}
```

```
void b()
{
    int x = 5;
    a();
    x = 2;
    a();
    return;
}
```

## Defining well-bracketed control flow and local state encapsulation

```
void a()  
{  
    int y = 40+2;  
    return;  
}
```

Function a cannot  
access variable x

```
void b()  
{  
    int x = 5;  
    a();  
    x = 2;  
    a();  
    return;  
}
```

Local-state encapsulation

## Defining well-bracketed control flow and local state encapsulation

```
void a()
{
    int y = 40+2;
    return;
}
```

```
void b()
{
    → int x = 5;
    a();
    x = 2;
    a();
    return;
}
```

Well-bracketed control flow

## Desired properties of the WBCF and LSE definition

1. *Intuitive*
2. *Useful for reasoning*
3. *Reusable in secure compiler chains*
4. *Arguably "complete"*

# Fully-Abstract Overlay Semantics

Given

- ▶ Target semantics
- ▶ Calling convention

Define

- ▶ New semantics for the same syntax
- ▶ Properties by inspection

In this case:

Given

- ▶ Capability machine with linear capabilities
- ▶ STKTOKENS

Define

- ▶ Same machine, but with built-in call stack
  - ▶ Series of instructions corresponding to call and return are interpreted as call and return, respectively, using the call stack

# Evaluating the definition

1. *Intuitive*
2. *Useful for reasoning*
3. *Reusable in secure compiler chains*
4. *Arguably "complete"*

# Evaluating the definition

1. *Intuitive*  
Yes, call stack corresponds exactly to our intuition.
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Yes, fully-abstract compilations compose vertically, so oLCM can be used as a target for other compilation phases.

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Yes, ...

Thank you!