

STM32 Security Workshop 04 Experience SBSFU benefits

I want to use SBSFU with my application

- Starting from a simple application
- Make sure application is running standalone
- Make modification to integrate it with SBSFU
- Application is now checked and launched by SBSFU



Standalone application

- Application created using CubeIDE/CubeMX
 - Simple heartbeat traces on terminal
 - Led blink
- Application located by default at beginning of FLASH

0x0800000 Interrupt Vectors SimpleApp

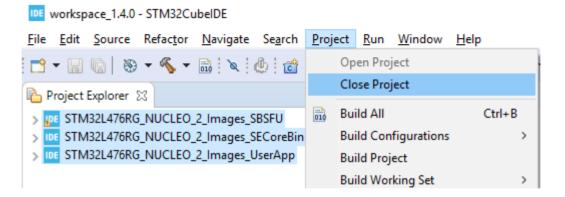
0x08100000

Flash



Let's clean first our environment

- Come back to CubeIDE environment and close previous projects
 - Don't delete them!



- Reset target configuration using script 00_ResetL4Target.bat
- Restart TeraTerm (if closed previously) using script 00_StartTeraTermL4



Build standalone application

Import Projects from File System or Archive

This wizard analyzes the content of your folder or archive file to find projects and import them in the IDE.

Import source: C:\STM32SecuWS\L4\STM32L476_SimpleApp

Type filter text

Folder

Select All

Import as

Deselect All

1 of 1 selected

Hide already open projects

- Open in CubeIDE application
 - File/Open Projects from File-System
 - Select C:\STM32SecuWS\L4\STM32L476_SimpleApp
- Click on SimpleApp project and Build Application

```
CDT Build Console [STM32L476_SimpleApp]

Finished building target: STM32L476_SimpleApp.elf

arm-none-eabi-size STM32L476_SimpleApp.elf

arm-none-eabi-objdump -h -S STM32L476_SimpleApp.elf > "STM32L476_SimpleApp.list"

arm-none-eabi-objcopy -O binary STM32L476_SimpleApp.elf "STM32L476_SimpleApp.bin"

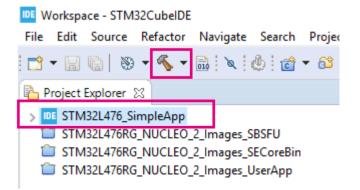
text data bss dec hex filename

14944 120 1712 16776 4188 STM32L476_SimpleApp.elf

Finished building: default.size.stdout

Finished building: STM32L476_SimpleApp.bin

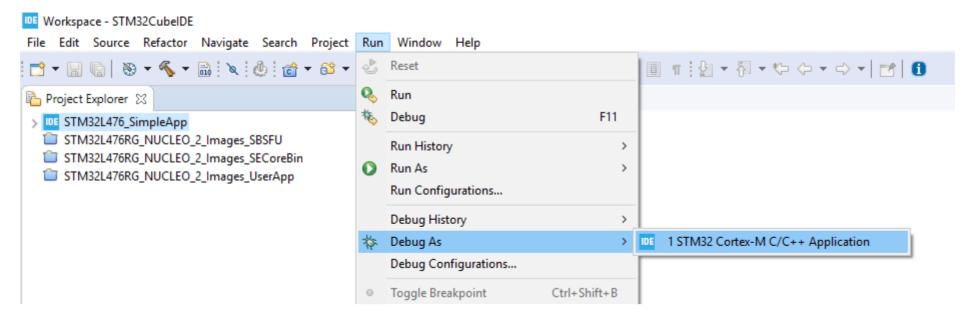
Finished building: STM32L476_SimpleApp.list
```





Launch Standalone application

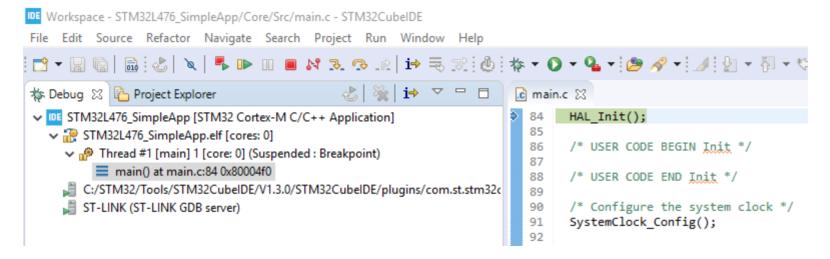
- Run application on target using debugger
 - Debug as / STM32 Cortex-M C/C++ Application



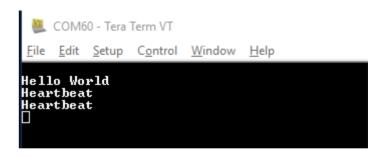
- Click OK in the debug configuration window
- Answer Switch in the pop window asking to switch to debug perspective

Run standalone application

Run application from debugger



- Tera Term should display the heartbeat
- Stop debugging session



Adapt simple application to SBSFU

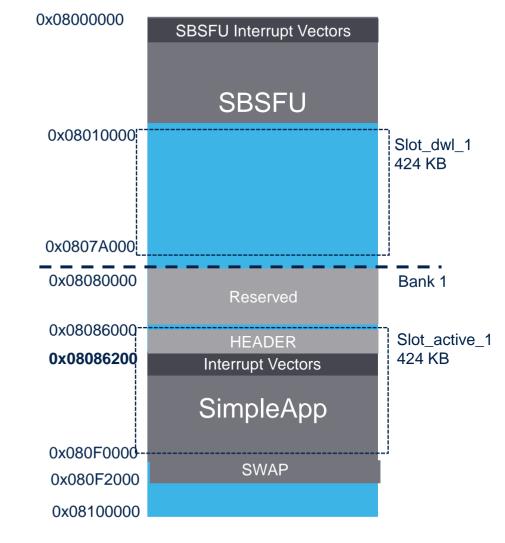
0x0800000

SimpleApp

Interrupt Vectors

FLASH MAPPING for

SBSFU on STM32L4



0x08100000



Adapt simple application to SBSFU

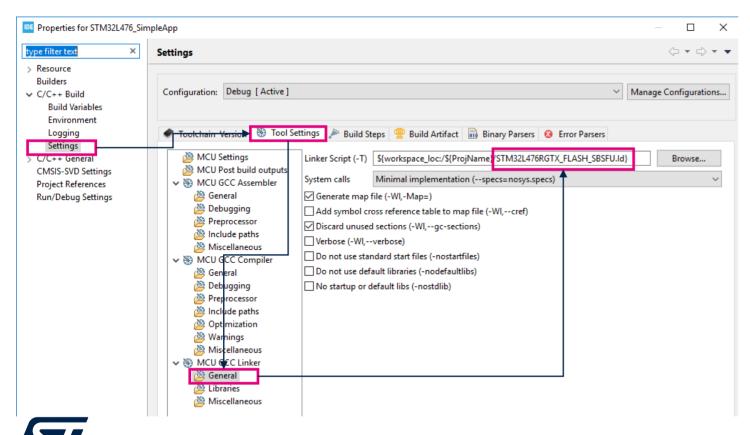
Steps

- Memory mapping: Impact on STM32L476RGTX_FLASH.Id file
 - Application should run from SBSFU SLOT_ACTIVE_1 address: 0x08086200 / Size to 424 KB
 - Secure Engine reserves the first 4KB RAM: Appli starts from 0x20001000 / Reduce size to 92KB
- Flash alignment: Firmware size should be aligned on 16 bytes: Add specific section in .ld file
- Firmware is shifted => Reset vector are shifted: Impact in system_stm32l4xx.c
 - #define VECT_TAB_OFFSET 0x08086200
- => Check application is still working standalone with debugger with these modifications
- Use builder script



Change linker script

- Change the linker file to move the application in SLOT_ACTIVE_1
 - Project -> Properties -> C/C++ Build/ Settings/Tool Settings Tab/MCU GCC Linker/General



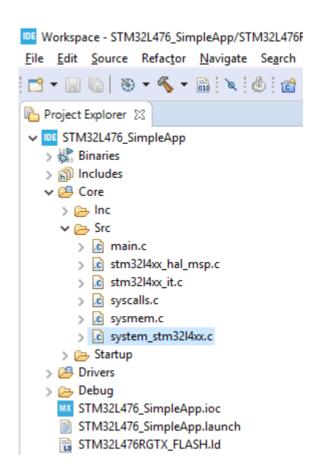
Click on Browse and select: STM32L476RGTX_FLASH_SBSFU.ld

Apply and Close



Change vector table address

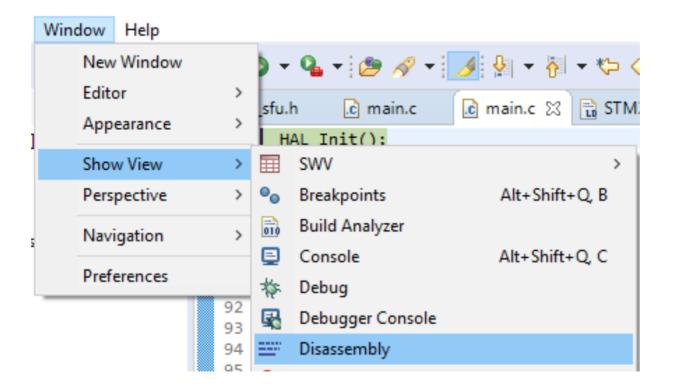
Code system_stm32l4xx.c line 126





Check application is still working

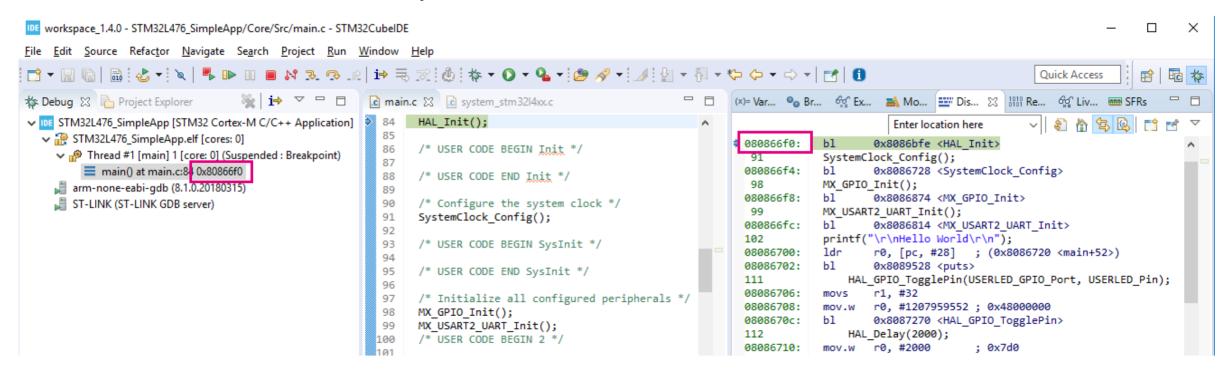
- Rebuild Application
- Run script 00_ResetL4Target.bat script
- Run Application on target using debugger and add disassembly view





Check application location

• Check Addresses: In left part main is at 0x080866F0: in SBSFU slot 0



- Run and check application is still working
- Now, please press RESET button (black button on Nucleo), it stops working. Why?



Explanation

- After a system reset, the ARM Cortex reads reset handler address at flash base address
- · When application is linked at flash base address, it works fine
- When application is linked anywhere else, it cannot work any more
- Then why it worked the first time?
- Reason is because you used the debugger
 - Debugger reads the content of the downloaded image
 - It reads the reset handler address and updates the program counter with this value
 - Then application can start from where it was linked from



Actual integration with SBSFU

- We changed the SimpleApp mapping to adapt to SBSFU mapping
- Now, the SimpleApp should be launched by the SBSFU
- We need to create the SimpleApp meta data, so that SBSFU can check it
- SBSFU provides a "postbuild" script that handles this automatically at the end of the Sample UserApp building



Postbuild script used in SBSFU

• In first hands on, at the end of UserApp compilation, a postbuild was automatically launched:

```
arm-none-eabi-size UserApp.elf
                                   hex filename
  text
                                  6ca0 UserApp.elf
 21632
           176
                  6000
                         27808
Finished building: default.size.stdout
arm-none-eabi-objcopy -O binary "UserApp.elf" "../../UserApp.bin"
arm-none-eabi-size "UserApp.elf"
   text
          data
                   bss
                                   hex filename
                                  6ca0 UserApp.elf
           176 6000 27808
"../../../2 Images SECoreBin/SW4STM32/postbuild.sh" "../.." "./UserApp.elf" "../../UserApp.bin" "1" "1"
prepareimage with windows executable
```

18:36:47 Build Finished. 0 errors, 0 warnings. (took 14s.937ms)



Building the metadata for SimpleApp

- SBSFU postbuild script generates 2 main files
 - A firmware update binary composed of the header and the encrypted firmware (.sfb)
 - A full binary containing SBSFU + header validated + firmware in clear : Ready to be flashed
- For this workshop we reused same script and made few changes
 - Hardcode the parameters
 - Change the directory relation between SBSFU and UserApp
 - Add traces for each step
 - Produce file name with version
- Such script is called *Postbuild* in the scripts directory



Build the update file

- Launch script 02_01_Postbuild_SimpleAppV1.bat
 - V1 is for version = 1
- Output should look like:

```
Generating secure binaries executing in c:\STM32SecuWS\L4\STM32L476_SimpleApp

Postbuild with windows executable

Encrypt debug\STM32L476_SimpleApp.bin into .\\Binary\\\STM32L476_SimpleApp.sfu using AES key from SecureEngine binary

Compute signature (sha256) of debug\STM32L476_SimpleApp.bin in .\\Binary\\\STM32L476_SimpleApp.sign

Generate update firmware : Header (version, iv, sha256 and own signature) + encrypted firmware in .\\Binary\\\STM32L476_SimpleAppV1.sfb

Generate header to be included in big image in .\\Binary\\\STM32L476_SimpleAppsfuh.bin

Generate big image composed of SBSFU + Header + appp firmware in clear in .\\Binary\\\SBSFU_STM32L476_SimpleAppV1.bin

Press any key to continue . . .
```

You can see it generates the Full image to be flashed (.bin) and the update file (.sfb)



Checking script output

- Please check content of C:\STM32SecuWS\L4\STM32L476_SimpleApp\Binary
 - STM32L476_SimpleAppV1.sfb
 - Secure Firmware Binary that is the update file containing header and encrypted firmware encrypted
 - SBSFU_STM32L476_SimpleAppV1.bin
 - Full binary (SBSFU + header validated + firmware in clear)
 - This is the file we are going to flash



- Launch scripts
 - 00_ResetL4Target.bat
 - 02_02_Flash_SBSFU_SimpleApp.bat
- Do a power on reset of the board
- Press reset button
- Check traces
 - Why is it resetting?
 - Look at SBSFU status on reset



Check SimpleApp on target

```
COM60 - Tera Term VT
File Edit Setup Control Window Help
 [SBOOT] System Security Check successfully passed. Starting...
              (C) COPYRIGHT 2017 STMicroelectronics
              Secure Boot and Secure Firmware Undate
 ISBOOT 1 SECURE ENGINE INITIALIZATION SUCCESSFUL
 ISBOOT 1 STATE: CHECK STATUS ON RESET
                                                    Watchdog reset!
         WARNING: A Reboot has been triggered by
         INFO: Last execution detected error was:
                                                   Watchdog error.
 [EXCPT] WATCHDOG RESET FAULT!
 ISBOOT 1 STATE: CHECK NEW FIRMWARE TO DOWNLOAD
 [SBOOT] STATE: CHECK USER FW STATUS
         A FW is detected in the slot SLOT ACTIVE 1
 [SBOOT] STATE: UERIFY USER FW SIGNATURE
 [SBOOT] STATE: EXECUTE USER FIRMWARE
ello World
eartbeat
eartbeat
 [SBOOT] System Security Check successfully passed. Starting...
              (C) COPYRIGHT 2017 STMicroelectronics
              Secure Boot and Secure Firmware Undate
 ISBOOT | SECURE ENGINE INITIALIZATION SUCCESSFUL
 ISBOOT 1 STATE: CHECK STATUS ON RESET
         WARNING: A Reboot has been triggered by a Watchdog reset!
         INFO: Last execution detected error was: Watchdog error.
 [EXCPT] WATCHDOG RESET FAULT!
 [SBOOT] STATE: CHECK NEW FIRMWARE TO DOWNLOAD
 [SBOOT] STATE: CHECK USER FW STATUS
         A FW is detected in the slot SLOT_ACTIVE_1
 [SBOOT] STATE: VERIFY USER FW SIGNATURE
 [SBOOT] STATE: EXECUTE USER FIRMWARE
lello World
leartbeat
eartbeat
```

Update SimpleApp on target

- Make a change in the application
 - change frequency of blinking from 2s to 0,5 second and add watchdog refresh:

```
/* USER CODE BEGIN PD */
                                                                                                 lc main.c ⊠
                                                                    Project Explorer ≅
#define IWDG KEY RELOAD
                                  0x0000AAAA11

✓ IDE STM32L476 SimpleApp

                                                                                                                          SystemClock Config():
/* USER CODE END PD */
                                                                                                                     93
                                                                       > 🚜 Binaries
                                                                                                                          /* USER CODE BEGIN SysInit */
                                                                       > 🔊 Includes
while (1)

∨ Ø Core

                                                                                                                          /* USER CODE END SysInit */
                                                                         > 🗁 Inc
                                                                                                                          /* Initialize all configured peripherals */
  HAL GPIO TogglePin(USERLED GPIO Port, USERLED Pin); V >> Src
                                                                                                                          MX GPIO Init();
  HAL Delay(500);
                                                                            > .c main.c
                                                                                                                          MX USART2 UART Init();
                                                                           > c stm32l4xx hal msp.c
  IWDG->KR= IWDG KEY RELOAD;
                                                                                                                    101
                                                                                                                          /* USER CODE BEGIN 2 */
                                                                           > lc stm32l4xx it.c
  printf("Heartbeat\r\n");
                                                                                                                    102
                                                                           > c syscalls.c
                                                                                                                    103
                                                                                                                          printf("\r\nHello World\r\n");
                                                                                                                    104
                                                                                                                          /* USER CODE END 2 */
                                                                           > c sysmem.c
                                                                                                                    105
                                                                           > c system_stm32l4xx.c
                                                                                                                    106
                                                                         > 🗁 Startup
                                                                                                                    107
                                                                       Drivers
                                                                                                                          /* Infinite loop */
                                                                       > 🗀 Debug
                                                                                                                          /* USER CODE BEGIN WHILE */
                                                                                                                    110
                                                                                                                          while (1)
                                                                       > 🗁 Binary
                                                                                                                    111
                                                                           output.txt
                                                                                                                    112
                                                                                                                              HAL GPIO TogglePin(USERLED GPIO Port, USERLED Pin);
                                                                           STM32L476 SimpleApp Debug,launch
                                                                                                                              HAL Delay(500);
                                                                                                                    113
                      Code snippet
                                                                         MX STM32L476_SimpleApp.ioc
                                                                                                                    114
                                                                                                                              IWDG->KR= IWDG KEY RELOAD;
                                                                         R STM32L476RGTX FLASH.Id
                                                                                                                    115
                                                                                                                              printf("Heartbeat\r\n");
                                                                                                                            /* USER CODE END WHILE */
                                                                         R STM32L476RGTX RAM.Id
```



Generate the new update file

- Rebuild application
- Launch script: 02_03_Postbuild_SimpleAppV2.bat
- It will set version 2 in the update image



Update SimpleApp V2 on target

- SimpleApp does not contain code to manage update (as provided in UserApp) but SBSFU has a local loader via YMODEM. To activate it:
- Press blue button and then RESET button. Release RESET button first

```
(C) COPYRIGHT 2017 STMicroelectronics
              Secure Boot and Secure Firmware Update
            _______
 [SBOOT] SECURE ENGINE INITIALIZATION SUCCESSFUL
         WARNING: A Reboot has been triggered by a Watchdog reset!
INFO: Last execution detected error was: Watchdog error.
 ISBOOT 1 STATE: CHECK NEW FIRMWARE TO DOWNLOAD
         STATE: CHECK USER FW STATUS
         A FW is detected in the slot SLOT ACTIVE 1
 [SBOOT] STATE: VERIFY USER FW SIGNATURE
 [SBOOT] STATE: EXECUTE USER FIRMWARE
ella Warld
leartbeat
eartbeat
 [SBOOT] System Security Check successfully passed. Starting...
              (C) COPYRIGHT 2017 STMicroelectronics
              Secure Boot and Secure Firmware Undate
         INFO: A Reboot has been triggered by a Hardware reset!
         INFO: Last execution detected error was: No error. Success.
 [SBOOT] STATE: CHECK NEW FIRMWARE TO DOWNLOAD
 [SBOOT] STATE: DOWNLOAD NEW USER FIRMWARE
```

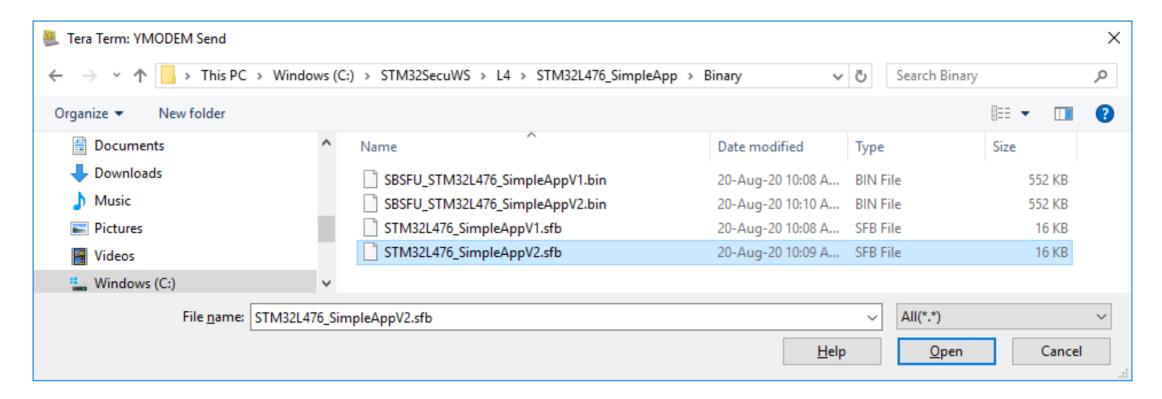
Press reset button (black) while user button already pressed

Detect the user button pressed and launch the loader



Update SimpleApp V2 on target

- Open File/Transfer/Ymodem/Send and select
 - C:\STM32SecuWS\L4\STM32L476_SimpleApp\Binary\STM32L476_SimpleAppV2.sfb





Update SimpleApp V2 on target

Traces on terminal

```
ISBOOT 1 STATE: CHECK NEW FIRMWARE TO DOWNLOAD
 [SBOOT] STATE: DOWNLOAD NEW USER FIRMWARE
File> Transfer> YMODEM> Send .
 [SBOOT] STATE: REBOOT STATE MACHINE
[SBOOT] System Security Check successfully passed. Starting...
               (C) COPYRIGHT 2017 STMicroelectronics
               Secure Boot and Secure Firmware Undate
  [SBOOT] SECURE ENGINE INITIALIZATION SUCCESSFUL
  [SBOOT] STATE: CHECK STATUS ON RESET
         INFO: A Reboot has been triggered by a Software reset!
INFO: Last execution detected error was: No error. Success.
 ISBOOT | STATE: CHECK NEW FIRMWARE TO DOWNLOAD
  ISBOOT 1 STATE: CHECK USER FW STATUS
         New Fw to be installed from slot SLOT_DWL_1
 [SBOOT] STATE: INSTALL NEW USER FIRMWARE
         Image preparation done.
         Swapping the firmware images.....
[SBOOT] System Security Check successfully passed. Starting
```

New firmware is downloaded using SBSFU embedded loader in SLOT_DWL_1
Then Reset is performed to trigger installation

New firmware detected in SLOT1 to be installed.

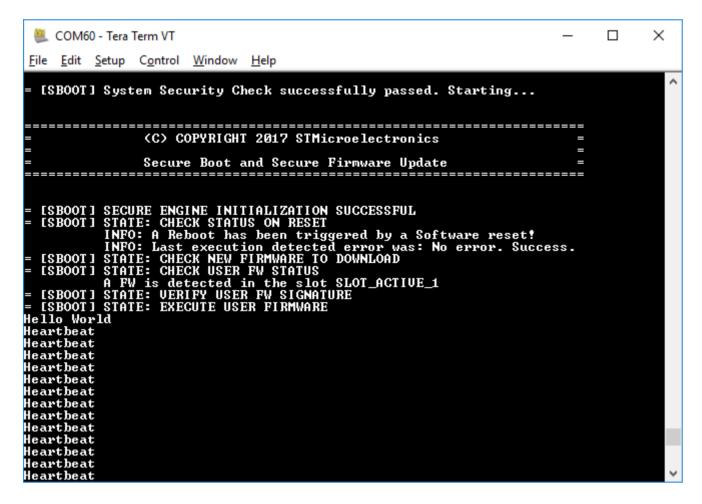
Verify new header signature

Firmware installation:
Check version, Decryption
in place, check fw
signature, SWAP



Reset

SimpleAppV2 now working fine



- HeartBeat is faster.
- No more watchdog reset



Antirollback

Antirollback prevents updating application with old version

- Try update with SimpleAppV1
 - Press Blue button + Reset to enter in update mode
 - Select Ymodem Send menu
 - Select SimpleAppV1
 - SBSFU will reject the update

```
COM60 - Tera Term VT
File Edit Setup Control Window Help
         INFO: A Reboot has been triggered by a Hardware reset!
         INFO: Last execution detected error was: No error. Success.
 ISBOOT 1 STATE: CHECK NEW FIRMWARE TO DOWNLOAD
 ISBOOT] STATE: DOWNLOAD NEW USER FIRMWARE
         File> Transfer> YMODEM> Send
  [EXCPT] INSTALLATION CANCELLED: FORBIDDEN UERSION?
 [SBOOT] STHIE: REBOUT STHIE THURINE
[SBOOT] System Security Check successfully passed. Starting...
              (C) COPYRIGHT 2017 STMicroelectronics
              Secure Boot and Secure Firmware Update
 ISBOOT 1 SECURE ENGINE INITIALIZATION SUCCESSFUL
 ISBOOT | STATE: CHECK STATUS ON RESET
         INFO: A Reboot has been triggered by a Software reset!
         INFO: Last execution detected error was: Firmware version rejected by
anti-rollback
 ISBOOT1 STATE: CHECK NEW FIRMWARE TO DOWNLOAD
 ISBOOT 1 STATE: CHECK USER FW STATUS
         A FW is detected in the slot SLOT_ACTIVE_1
 [SBOOT] STATE: VERIFY USER FW SIGNATURE
 [SBOOT] STATE: EXECUTE USER FIRMWARE
```



Conclusion

- The integration of the application in SBSFU is very simple:
 - Few changes in code and mapping file
 - One script required to generate the needed files for update (Can be adapted from original script to fit your directory structure)
- Not addressed in this hands-on
 - Firmware loader in the application: this needs the integration of the code to manage the update file download. This is just reuse of few functions provided in SBSFU example



Optional 2nd hands-on

- Starting from previous STM32L476_SimpleApp
- · Check what happens when trying to corrupt the update image



Tampering the firmware update file

Process:

- Edit the update binary file and change one bit in the firmware part
- Try to update the device using this tampered file
- Analyze what happens



Tampering the firmware update file

- Go to C:\STM32SecuWS\L4\STM32L476_SimpleApp\Binary\
- Duplicate STM32L476_SimpleAppV2.sfb to create
 - STM32L476_SimpleAppV2_FWCorrupt.sfb
- Edit the file using C:\STM32Secu\Tools\HxD\HxD.exe
- Change one bit in the encrypted firmware (0x200 to end)
- Save
- Launch the update and use this corrupted file

SimpleAppV2.sfb

SFU Magic (4B)

0x0000

0x0200

Proto Version (2B) FW Version (2B)

FW Size (4B)

Partial Fw offset(4B): 0
Partial Fw size (4B)

Clear Fw sha256 (32B)

Partial Fw sha256 (32B)

IV (16B)

Padding (28B)

Header ECC signature 64B/512b

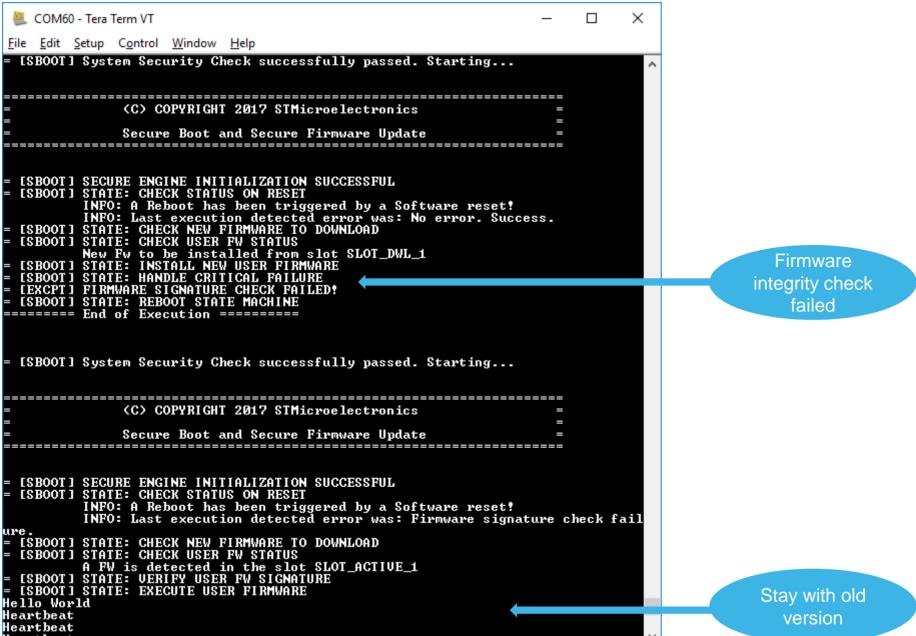
FwStateNew (96B at 0xFF)

FingerPrint (32B at 0)

Padding (512 - 320)

SimpleApp.sfu







Tampering the header part

- Change one bit in the header
- The header is protected thanks to an ECDSA signature (asymmetric)
- Any change in the header is detected immediately thanks to this signature check



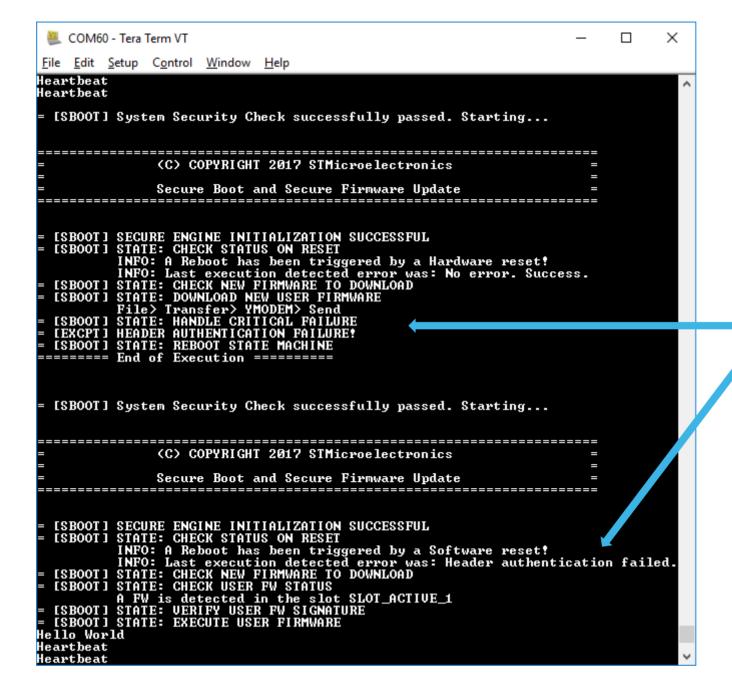
Tampering the firmware update file



- Duplicate STM32L476_SimpleAppV2.sfb to create
 - STM32L476_SimpleAppV2_HeaderCorrupt.sfb
- Edit the file using C:\STM32Secu\Tools\HxD\HxD.exe
- Change one bit in the metadata (0x0 to 0xC0)
- Save
- Launch the update and use this corrupted file

SimpleAppV2.sfb 0x0000 4 SFU Magic (4B) Proto Version (2B) FW Version (2B) Partial Fw offset(4B): 0 Partial Fw size (4B) Clear Fw sha256 (32B) Partial Fw sha256 (32B) IV (16B) Padding (28B) Header ECC signature 64B/512b 0x00C0 FwStateNew (96B at 0xFF FingerPrint (32B at 0) Padding (512 - 320) 0x0200 SimpleApp.sfu





Trace

Header corruption detected.



Conclusion

- The SBSFU is robust to any possible hack on the downloaded firmware image
- There will be no installation of any corrupted/hacked firmware
- This is the main purpose of a secure firmware update!



Thank you

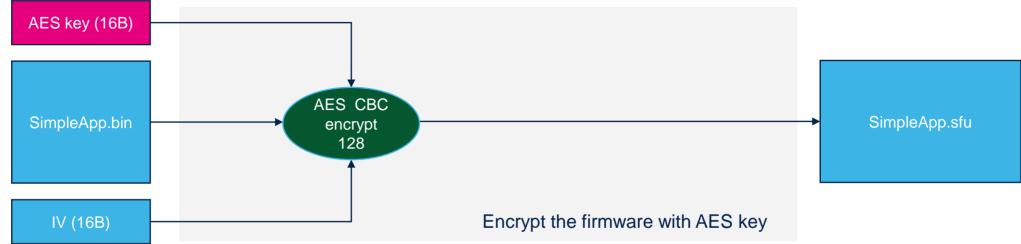


Appendix Detail of postbuild scripts



Firmware update binary generation



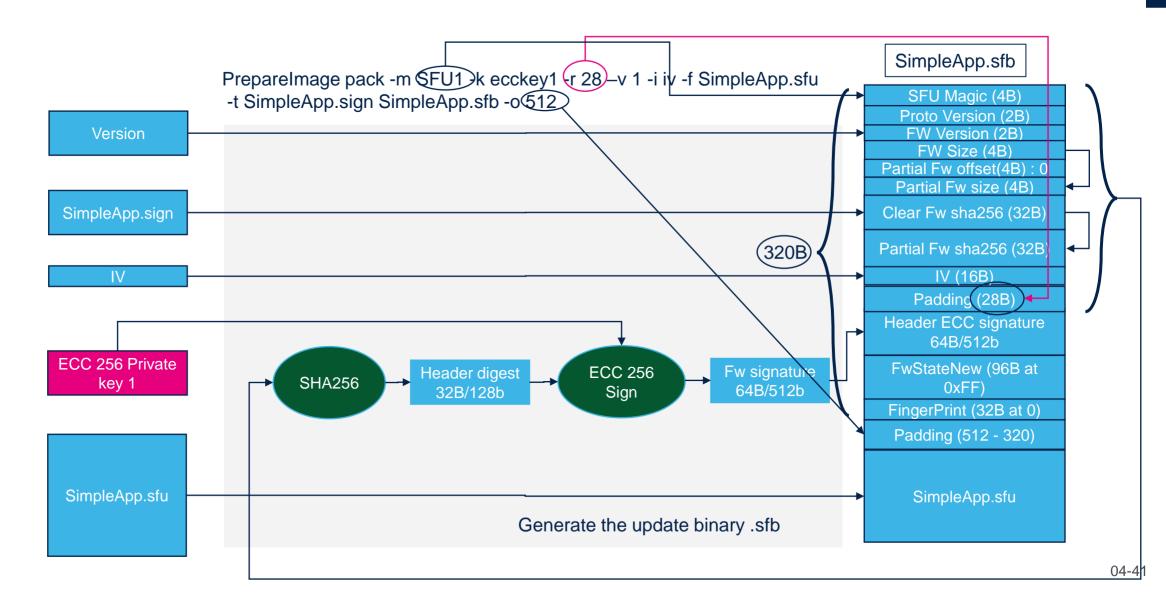


PrepareImage sha256 SimpleApp.bin SimpleApp.sign



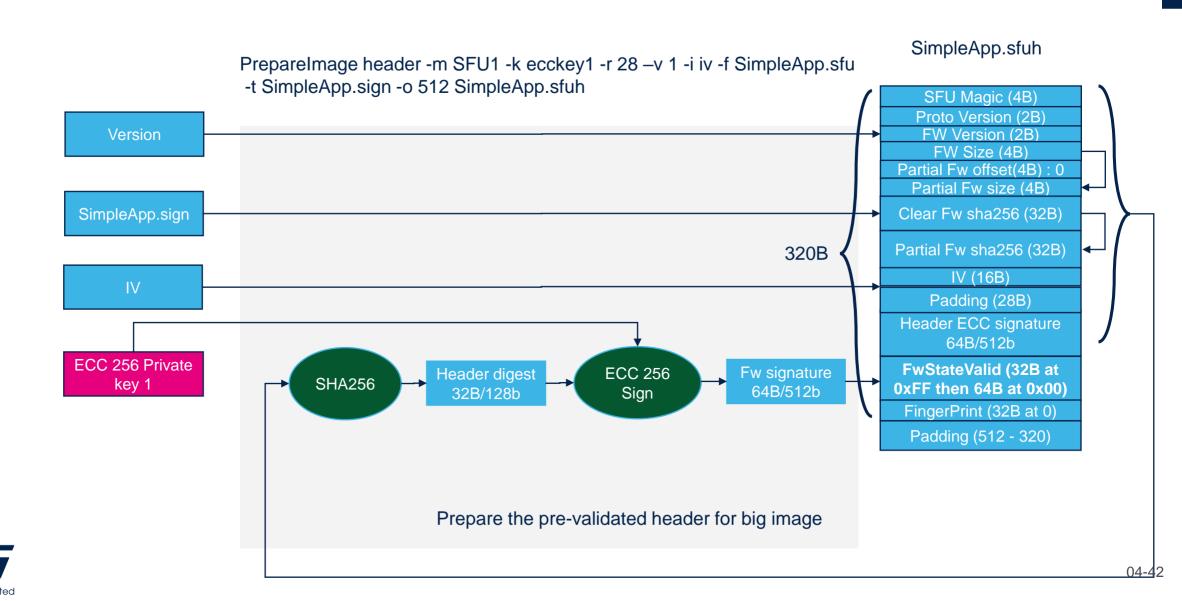


Firmware update binary generation





SBSFU pre-validated Header generation



SBSFU + SimpleApp generation

