

STM32 security workshop 02 Building the SBSFU

Purpose

- Starting from the SBSFU build and execution on target
- We'll exercise the secure boot which will authenticate and launch an application
- Then we will generate a version 2 of the application and use the SBSFU to update it on the target

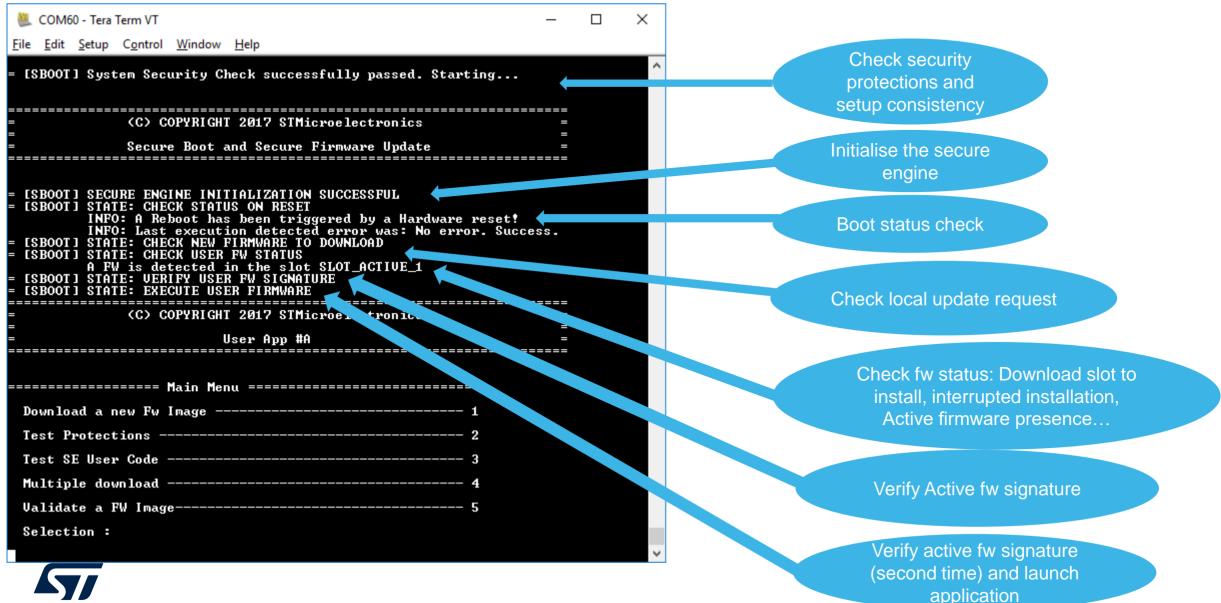


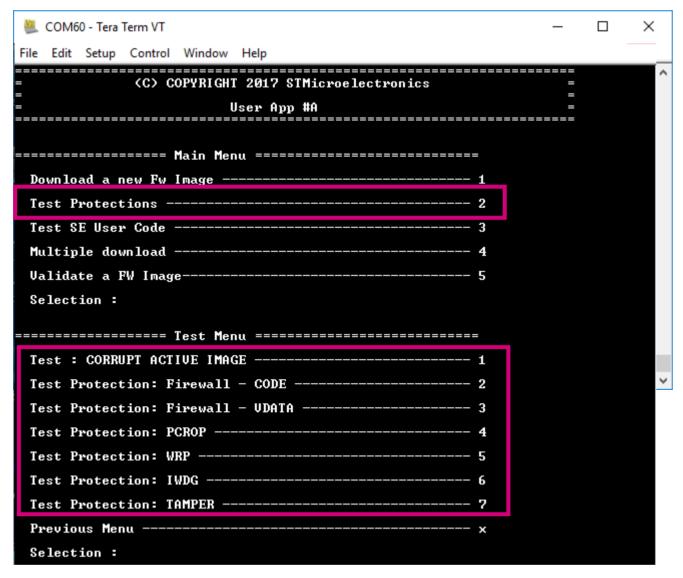
Restarting from homework configuration

- During homework you have build 3 projects and generated 2 binaries
- You have flashed the binary containing both SBSFU and UserApp to the target
- Then you have been able to see the trace of execution of SBSFU and UserApp on TeraTerm
- Let's restart from this point
 - Please plug your Nucleo L476 containing the SBSFU and UserApp to your PC
 - Open an explorer window and go to C:\STM32SecuWS\L4\Scripts
 - Launch 00_StartTeraTermL4
 - Press reset button



Quick view on traces after reset



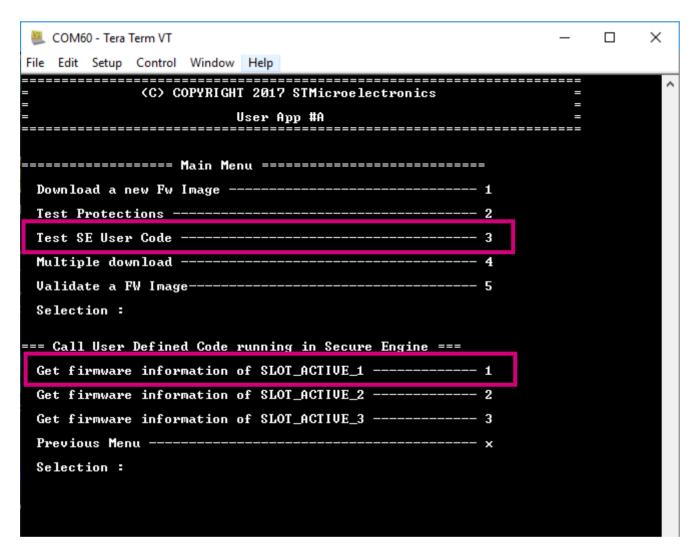


Test protection menu

- Press 2
- Then you can play with these options to see what happens
- If you corrupt the image in SLOT_ACTIVE_1 you will have to launch the scripts
 00_ResetL4Target and
 01_Flash_SBSFU_UserApp



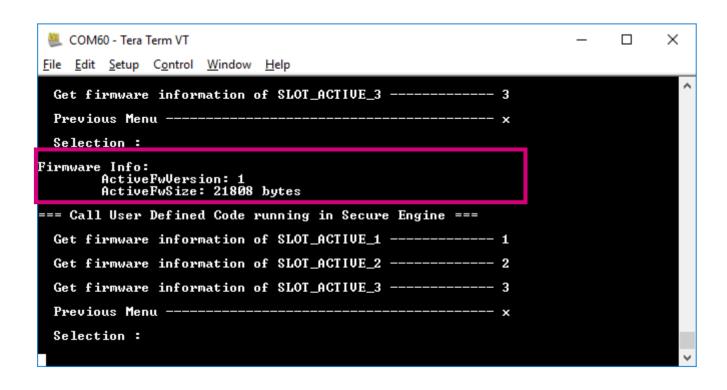
Test SE User Code menu



Press 3 and then 1



Test SE User Code menu



 It shows information available from application side



Note about active slots

- Active slot is where active user firmware is located
- By opposition with download slot where new version of the firmware is downloaded
- There are 3 possible active and download slots managed by SBSFU
- The main purpose of having more than one active slot is the support of multiple cores chips with independent firmware.



SBSFU in a nutshell

- You should now have a first view on:
 - SBSFU directory structure
 - How to build the SBSFU: Need to be done in order.
 - SBSFU generates useful files for download in UserApp/binary directory
 - SBSFU + User application are loaded at the same time on the target
 - SBSFU is activating secure protections
 - SBSFU checks the user application authenticity and launches it
 - Default User application provides some basic menu allowing
 - To check some protections
 - To call a SBSFU API
 - To perform an update
- Let's see how update is working



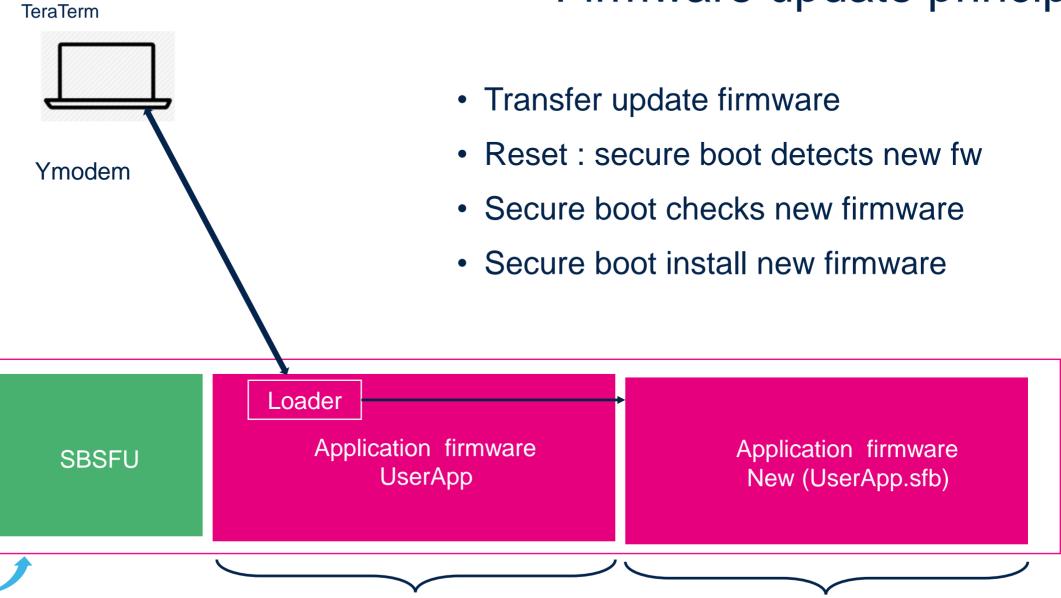
Firmware update

- First menu launches a firmware update
- This update is managed inside the application
- Application will receive the firmware through Ymodem protocol
- Then it will write each chunk in a spare part of the flash.
- At the end, the application should reset the chip to launch the secure boot
- Secure boot will detect this new firmware an install it



Firmware update principle

Slot 1 Update



Slot 0 Active

Reset

02-11

Prepare an update image

- Open same workspace in STM32CubeIDE you've used for the homework
- Change the application identifier in the code :

```
workspace 1.4.0 - STM32L476RG NUCLEO 2 Images UserApp/Application/User/main.c - STM32CubeIDE
File Edit Source Refactor Navigate Search Project Run Window Help
Project Explorer 💢
                                               ic *main.c ⊠
> IDE STM32L476RG NUCLEO 2 Images SBSFU
                                                 43 /* Private define -----
> IDE STM32L476RG NUCLEO 2 Images SECoreBin
                                                 45
▼ IDE STM32L476RG NUCLEO 2 Images UserApp
  > & Binaries
                                                 47 #define USER APP NBLINKS ((uint8 t) 1U)
  ্য জ্লী Includes

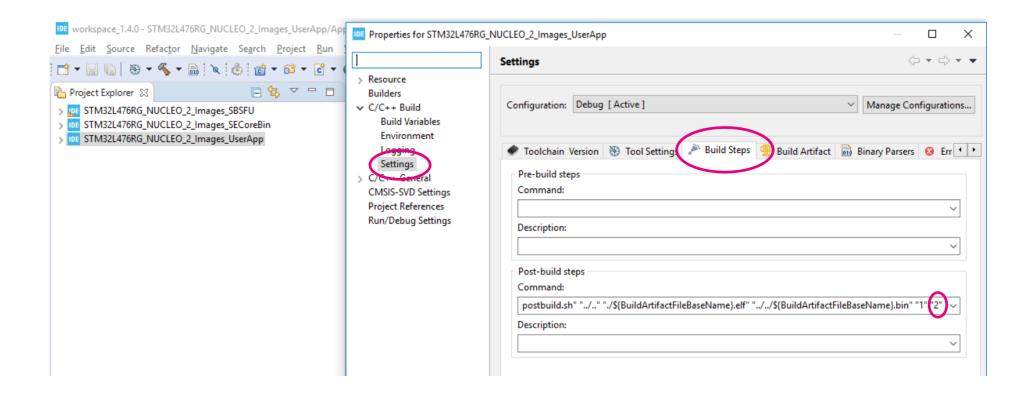
∨ Application

                                                    /* Private variables -----
                                                  50 uint8 t *pUserAppId:
    > > SFU Services
                                               51 const uint8 t UserAppId = 'B';
    > > SW4STM32
                                                 52 SE ErrorStatus executatus - 32 LRROR;
    🗸 🗁 User
                                                 53 SE StatusTypeDef eStatus:
      > 🔒 com.c
                                                 54
                                                 55 /* Private function prototypes -----
      > 🖟 common.c
                                                 56 static void SystemClock Config(void);
      > 🖟 flash_if.c
                                                 57 void FW APP PrintMainMenu(void);
      fw_update_app.c
                                                    void FW APP Run(void);
      > 🙀 main.c
                                                 59
```



Update: prepare image

- Change the version of the UserApp
 - Click on STM32L476RG_NUCLEO_2_Images_UserApp, click on menu Project/Properties
 - Goto C++Build/Settings/BuildSteps
 - Edit post build steps replace the last "1" by "2", apply and close





Update: compile new version

Launch build on UserApp project to generate version 2

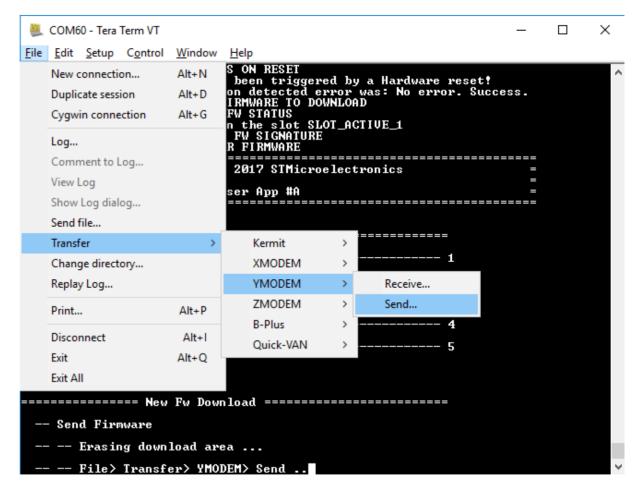
```
CDT Build Console [STM32L476RG NUCLEO 2 Images UserApp]
arm-none-eabi-gcc -z max-page-size=1 -o "UserApp.elf" @"objects.list" -l:se interface app.o -mcpu=cortex-m4 -T"../STM3
Finished building target: UserApp.elf
arm-none-eabi-size UserApp.elf
           data
                    bss
                            dec
                                    hex filename
   text
  21632
            176
                   6000
                          27808
                                   6ca0 UserApp.elf
Finished building: default.size.stdout
arm-none-eabi-objdump -h -S UserApp.elf > "UserApp.list"
Finished building: UserApp.list
arm-none-eabi-objcopy -O binary UserApp.elf "UserApp.bin"
Finished building: UserApp.bin
arm-none-eabi-objcopy -O binary "UserApp.elf" "../../UserApp.bin"
arm-none-eabi-size "UserApp.elf"
                                    hex filename
   text
           data
                    bss
                            dec
                          27808
                                   6ca0 UserApp.elf
  21632
            176
                   6000
"../../../2_Images_SECoreBin/SW4STM32/postbuild.sh" "../.." "./UserApp.elf" "../../UserApp.bin" "1" ("2")
prepareimage with windows executable
17:39:10 Build Finished. 0 errors, 0 warnings. (took 15s.896ms)
```



Update: trigger update on target

In TeraTerm Press 1 to select the Download of a new Fw Image

Wait for Ymodem request on the screen, and select File/Transfer/YMODEM/Send

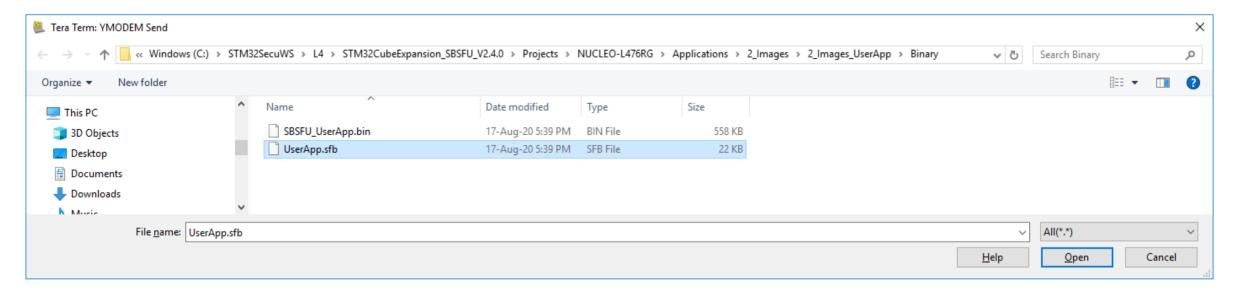




Update: select update file

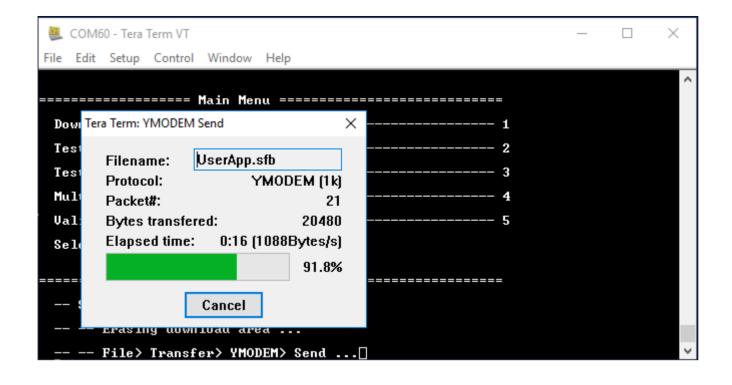
Popup window should display by default the directory in SBSFU C:\STM32SecuWS\L4\STM32CubeExpansion_SBSFU_V2.4.0\Projects\NUCLEO-L476RG\Applications\2_Images\2_Images_UserApp\Binary

Select UserApp.sfb



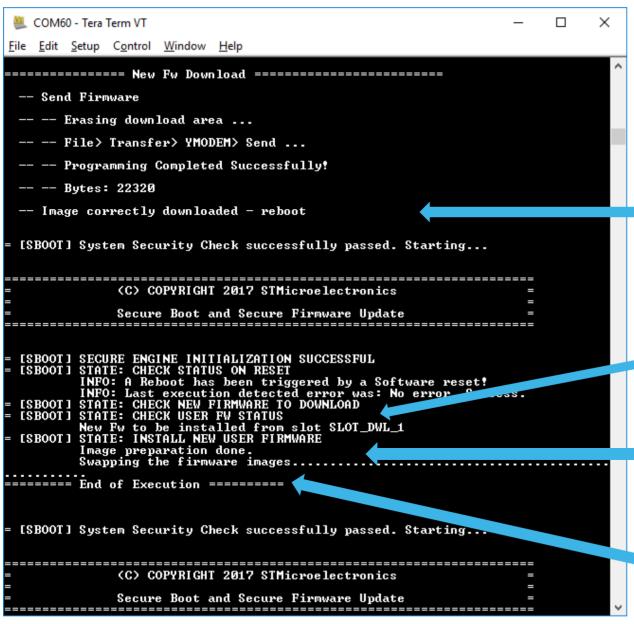


Update: download



New firmware transfer





Update process

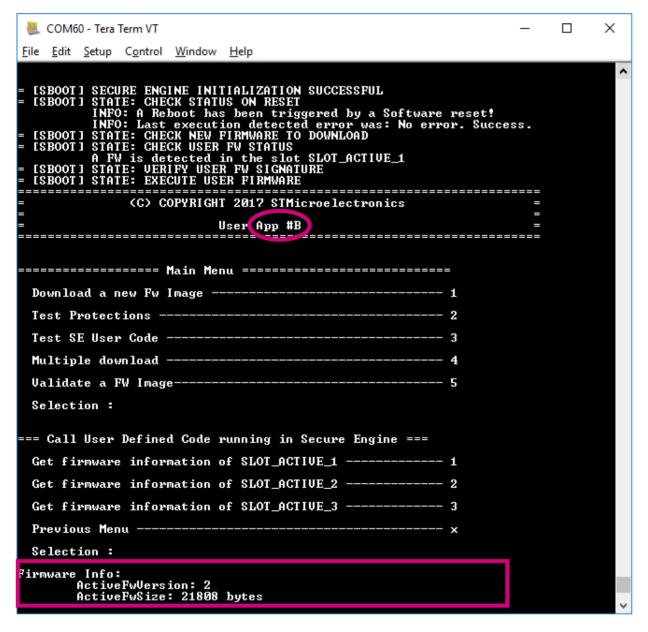
Application manages the full download and then reset to activate the secureboot

New firmware detected in SLOT_DWL_1 to be installed. Verify new header signature

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

Reset.





Update: check version

 Check new version using the Test SE User Code menu



Conclusion

- SBSFU build is simple
- SBSFU is a secure bootloader that checks integrity and authenticity of the application
- SBSFU is able to securely update the application, checking integrity and authenticity at each step
- Update application transfer uses Ymodem protocol



Thank you

