

## Software Analysis Workbench: Application to Salsa20

<b>Description</b>	Illustrate how SAW is used to show equivalence between implementations of C functions comprising a Salsa20 solution and Salsa20 specifications written in Cryptol. A collection of helpers for arrays, pointers and more is developed and used.
<b>Purpose</b>	Begin getting familiar with constructs that can be used in SAW scripts.
<b>Audience</b>	This module is intended for: <ol style="list-style-type: none"> <li>1 The general public</li> <li>2 K-12 and college classes on Cyber Defense and Math Logic</li> <li>3 preparation for proficiency in the use of tools and a computing environment suitable for the study of cyber defense</li> </ol>
<b>Objectives</b>	After completing the module: <ol style="list-style-type: none"> <li>1 Learner will know what Salsa20 is and have C code for it</li> <li>2 Learner will have created a Cryptol specification for Salsa20 from an official, written specification.</li> <li>3 Learner will have used helper utilities and built-in commands to prove equivalence of Cryptol specification with the C implementation</li> </ol>
<b>Keywords</b>	Salsa20, Cryptol, Software Analysis Workbench, Formal Verification, Equivalence
<b>Category</b>	cybersecurity > education
<b>Delivery</b>	java applets and written documentation in pdf format
<b>Team</b>	John Franco and Ethan Link
<b>Assessment</b>	The applets provide the means for experimentation. Questions are asked in the documentation that help with the set up of experiments. The ideas that learners come up with is evidence that the module was successful.
<b>Workflow</b>	No particular schedule was established
<b>Environment</b>	All materials are contained in a single jar file. The jar file can be run on any computer where java version 11 or higher and some pdf reader such as acroread or evince are available. The jar file may be executed in the cyber range or

learners may download the jar file (which is considered to be an executable file) and run it on their personal computers.