

# Trusted Application Programming Reference on Portable TEE

The National Institute of Advanced Industrial Science and Technology

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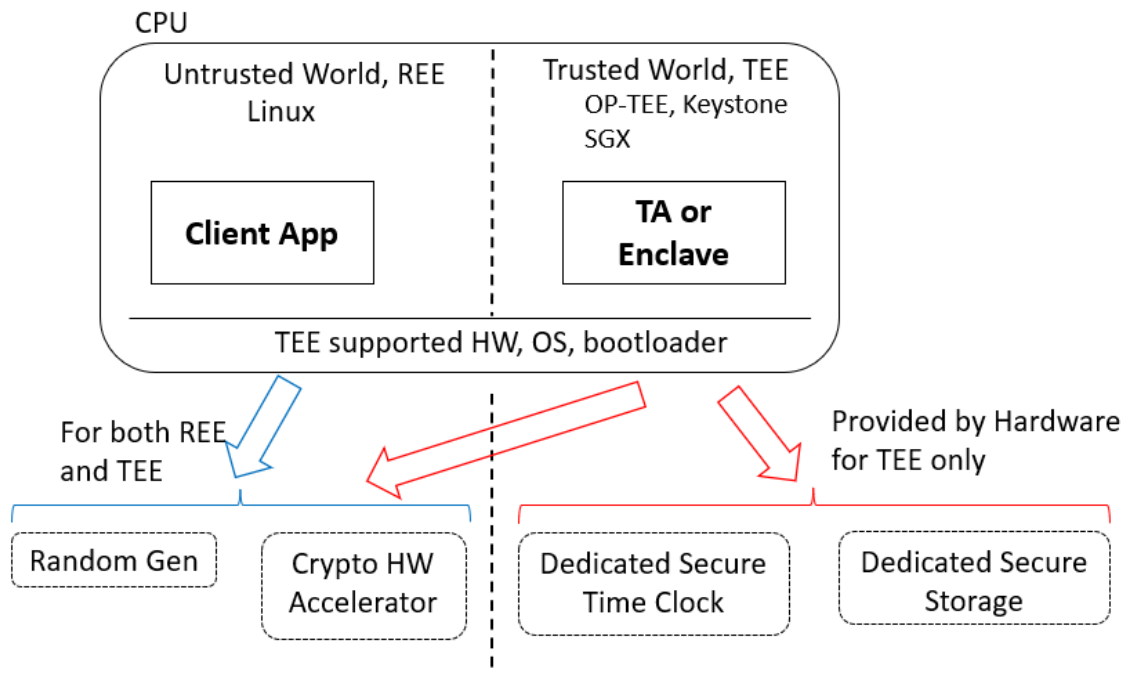
## 1 Overview of TA-Ref

### 1.1 Features of TA-Ref

- Provides Portable API and SDK among Intel SGX, ARM TrustZone-A and RISC-V Keystone
- Provides portability for source codes of Trusted Applications among SGX, TrustZone and Keystone
- Provides subset of Global Platform API

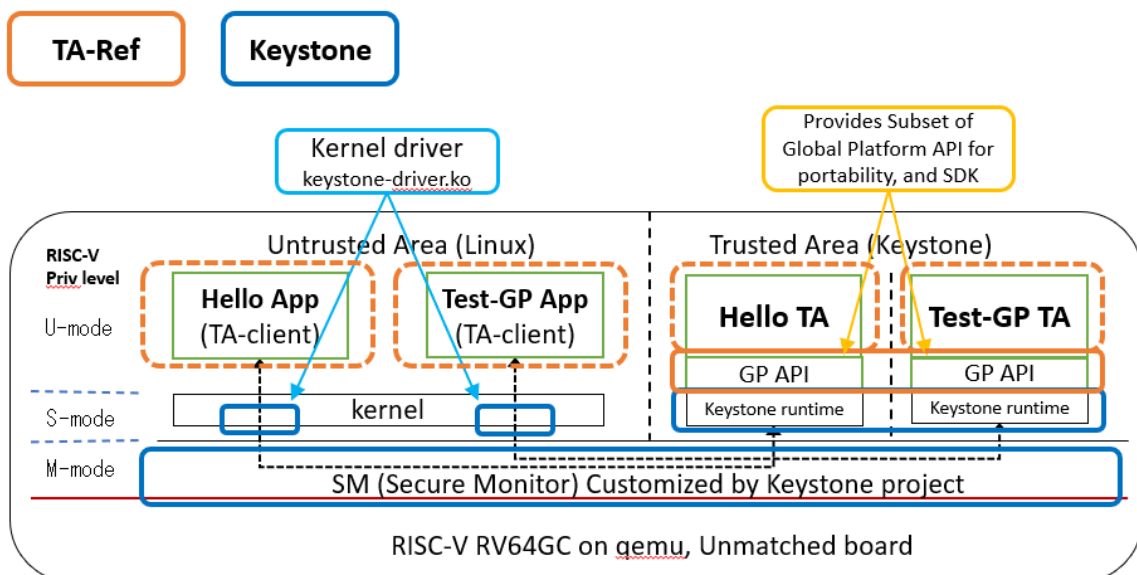


### 1.1.1 Hardware Features of TA-Ref on TEE

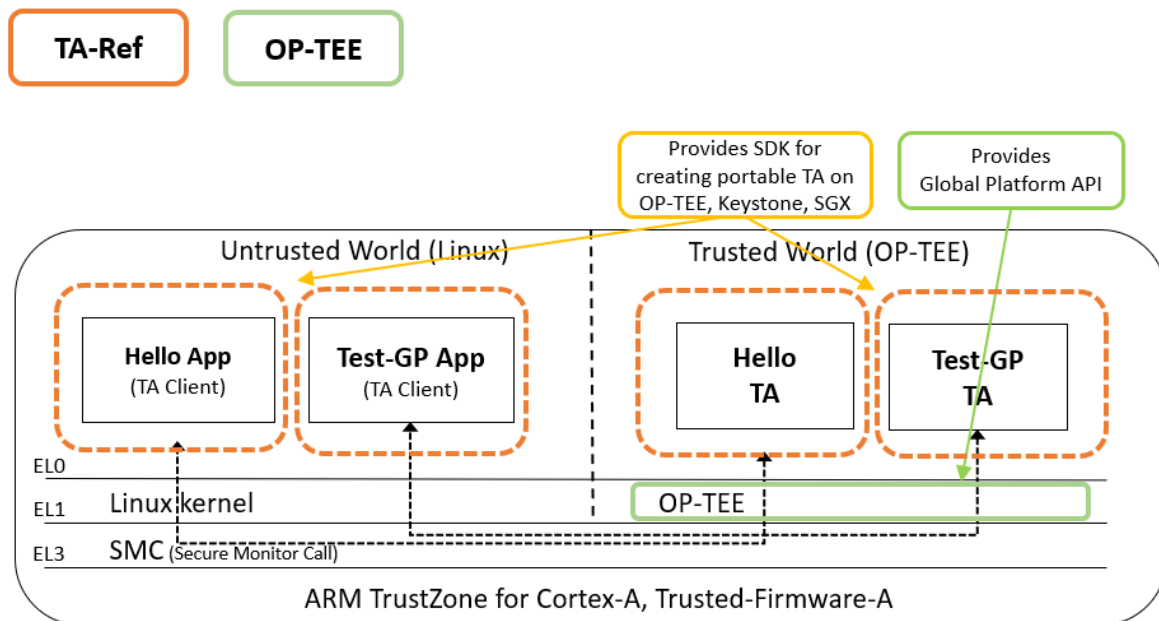


## 1.2 Components of TA-Ref

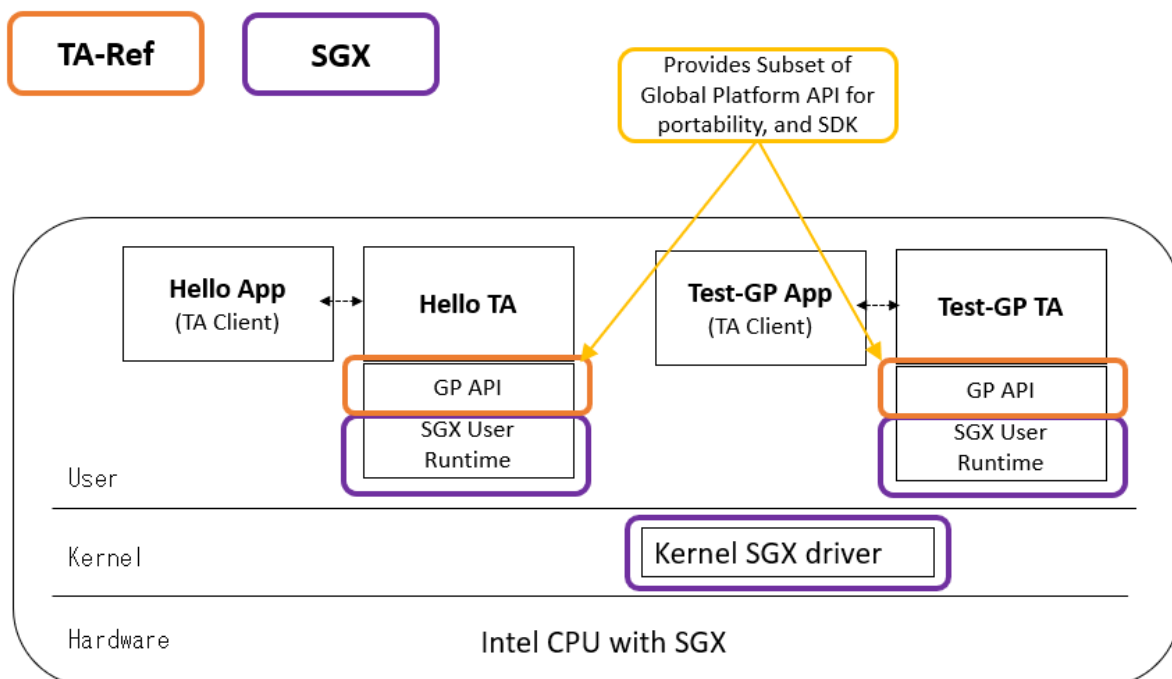
### 1.2.1 TA-Ref Components on Keystone



## 1.2.2 TA-Ref Components on OP-TEE



## 1.2.3 TA-Ref Components on SGX



## 1.3 What we did on RISC-V

- We designed the GP internal API library to be portable.
- Keystone SDK is utilized because of runtime "Eyrie".
- The library is ported to Intel SGX as well as RISC-V Keystone.

### 1.3.1 Challenges faced during Implementation

- The combination of GP internal API and cipher suite is big.
  - To reduce the size, We pick up some important GP internal APIs.
- Some APIs depend on CPU architecture.
  - We separate APIs into CPU architecture dependent / independent.
- Integrate GP TEE Internal API to Keystone SDK.
  - Keystone SDK includes EDL (Enclave Definition Language) named “keedger”.
  - Keedger creates the code for OCALL (request from TEE to REE) to check the pointer and boundary.

### 1.3.2 Selected GP TEE Internal API's for testing

- CPU architecture dependent
  - Random Generator, Time, Secure Storage, Transient Object(TEE\_GenerateKey)
- CPU architecture independent(Crypto)
  - Transient Object(exclude TEE\_GenerateKey), Crypto Common, Authenticated Encryption, Symmetric/Asymmetric Cipher, Message Digest

Following shows the table of CPU Dependent and Independent API's with its functions.

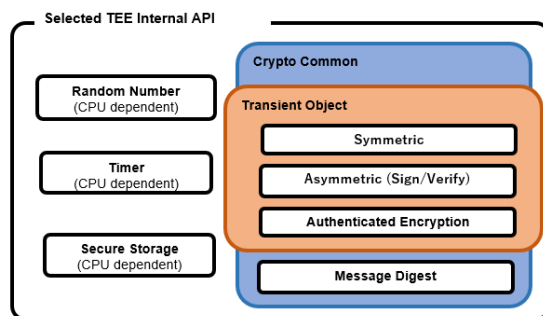
Category	CPU (In)Dependent	Functions
Random Number	Dependent	TEE_GenerateRandom
Time	Dependent	TEE_GetREETime, TEE_GetSystemTime
Secure Storage	Dependent	TEE_CreatePersistentObject, TEE_OpenPersistentObject, TEE_ReadObjectData, TEE_WriteObjectData, TEE_CloseObject
Transient Object	Dependent Independent	TEE_GenerateKey, TEE_AllocateTransientObject, TEE_FreeTransientObject, TEE_InitRefAttribute, TEE_InitValueAttribute, TEE_SetOperationKey
Crypto Common	Independent	TEE_AllocateOperation, TEE_FreeOperation
Authenticated Encryption	Independent	TEE_AEInit, TEE_AEUpdateAAD, TEE_AEUpdate, TEE_AEEncryptFinal, TEE_AEDecryptFinal
Symmetric Cipher	Independent	TEE_CipherInit, TEE_CipherUpdate, TEE_CipherDoFinal
Asymmetric Cipher	Independent	TEE_AsymmetricSignDigest, TEE_AsymmetricVerifyDigest
Message Digest	Independent	TEE_DigestUpdate, TEE_DigestDoFinal

## 1.4 Diagram

### 1.4.1 Dependency of category

## Dependency of category

- Some categories have dependency.
  - Crypto Common
    - Cipher suite must be registered before use.
  - Transient Object
    - The space for a key must be prepared before use.



### Sample Program

```
// Allocate a transient object for keypair
TEE_AllocateTransientObject(TEE_TYPE_ECDSA_KEYPAIR,
    KEY_SIZE, &keypair);
// Assemble an attribute for ecc key
TEE_InitValueAttribute(&attr, TEE_ATTR_ECC_CURVE,
    TEE_ECC_CURVE_NIST_P256, KEY_SIZE);
// Generate a keypair having that attribute
TEE_GenerateKey(keypair, KEY_SIZE, &attr, 1);
```

```
// Allocate sign operation
TEE_AllocateOperation(&handle, TEE_ALG_ECDSA_P256,
    TEE_MODE_SIGN, KEY_SIZE);
```

```
// Set the generated key to the sign operation
TEE_SetOperationKey(handle, keypair);
```

```
// Sign
uint32_t siglen = SIG_LENGTH;
TEE_AsymmetricSignDigest(handle, NULL, 0, hash,
    hashlen, sig, &siglen);
```

```
// Free handle for the sign operation
TEE_FreeOperation(handle);
```

Crypto Common
  Transient Object
  Asymmetric (Sign/Verify)

## 2 API comparison with full set of GP API

### 2.1 GP API

#### API Functions by Category

#### APIs supported by both GP and AIST-GP are in Blue

API list from TEE Internal Core API Specification documentation, GlobalPlatform Technology

Asymmetric	<a href="#">TEE_FreeOperation</a>
<a href="#">TEE_AsymmetricDecrypt</a>	<a href="#">TEE_GetOperationInfo</a>
<a href="#">TEE_AsymmetricEncrypt</a>	<a href="#">TEE_GetOperationInfoMultiple</a>
<a href="#">TEE_AsymmetricSignDigest</a>	<a href="#">TEE_IsAlgorithmSupported</a>
<a href="#">TEE_AsymmetricVerifyDigest</a>	<a href="#">TEE_ResetOperation</a>
Authenticated Encryption	<a href="#">TEE_SetOperationKey</a>
<a href="#">TEE_AEDecryptFinal</a>	<a href="#">TEE_SetOperationKey2</a>
<a href="#">TEE_AEEncryptFinal</a>	Initialization
<a href="#">TEE_AEInit</a>	<a href="#">TEE_BigIntInit</a>
<a href="#">TEE_AEUpdate</a>	<a href="#">TEE_BigIntInitFMM</a>
<a href="#">TEE_AEUpdateAAD</a>	<a href="#">TEE_BigIntInitFMMContext</a>
Basic Arithmetic	Internal Client API
<a href="#">TEE_BigIntAdd</a>	<a href="#">TEE_CloseTASession</a>
<a href="#">TEE_BigIntDiv</a>	<a href="#">TEE_InvokeTACommand</a>
<a href="#">TEE_BigIntMul</a>	<a href="#">TEE_OpenTASession</a>
<a href="#">TEE_BigIntNeg</a>	Key Derivation
<a href="#">TEE_BigIntSquare</a>	<a href="#">TEE_DeriveKey</a>
<a href="#">TEE_BigIntSub</a>	Logical Operation
Cancellation	<a href="#">TEE_BigIntCmp</a>
<a href="#">TEE_GetCancellationFlag</a>	<a href="#">TEE_BigIntCmpS32</a>
<a href="#">TEE_MaskCancellation</a>	<a href="#">TEE_BigIntGetBit</a>
<a href="#">TEE_UnmaskCancellation</a>	<a href="#">TEE_BigIntGetBitCount</a>
Converter	<a href="#">TEE_BigIntShiftRight</a>
<a href="#">TEE_BigIntConvertFromOctetString</a>	MAC
<a href="#">TEE_BigIntConvertFromS32</a>	<a href="#">TEE_MACCompareFinal</a>
<a href="#">TEE_BigIntConvertToOctetString</a>	<a href="#">TEE_MACComputeFinal</a>
<a href="#">TEE_BigIntConvertToS32</a>	<a href="#">TEE_MACInit</a>
Data Stream Access	<a href="#">TEE_MACUpdate</a>
<a href="#">TEE_ReadObjectData</a>	Memory Allocation and Size of Objects
<a href="#">TEE_SeekObjectData</a>	<a href="#">TEE_BigIntFMMContextSizeInU32</a>
<a href="#">TEE_TruncateObjectData</a>	<a href="#">TEE_BigIntFMMSizeInU32</a>
<a href="#">TEE_WriteObjectData</a>	<a href="#">TEE_BigIntSizeInU32 (macro)</a>
Deprecated	Memory Management
<a href="#">TEE_CloseAndDeletePersistentObject</a>	<a href="#">TEE_CheckMemoryAccessRights</a>
<a href="#">TEE_CopyObjectAttributes</a>	<a href="#">TEE_Free</a>
<a href="#">TEE_GetObjectInfo</a>	<a href="#">TEE_GetInstanceData</a>
<a href="#">TEE_RestrictObjectUsage</a>	<a href="#">TEE_Malloc</a>
Fast Modular Multiplication	<a href="#">TEE_MemCompare</a>
<a href="#">TEE_BigIntComputeFMM</a>	<a href="#">TEE_MemFill</a>
<a href="#">TEE_BigIntConvertFromFMM</a>	<a href="#">TEE_MemMove</a>
<a href="#">TEE_BigIntConvertToFMM</a>	<a href="#">TEE_Realloc</a>
Generic Object	<a href="#">TEE_SetInstanceData</a>
<a href="#">TEE_CloseObject</a>	Message Digest
<a href="#">TEE_GetObjectBufferAttribute</a>	<a href="#">TEE_DigestDoFinal</a>
<a href="#">TEE_GetObjectInfo (deprecated)</a>	<a href="#">TEE_DigestUpdate</a>
<a href="#">TEE_GetObjectInfo1</a>	Modular Arithmetic
<a href="#">TEE_GetObjectValueAttribute</a>	<a href="#">TEE_BigIntAddMod</a>
<a href="#">TEE_RestrictObjectUsage (deprecated)</a>	<a href="#">TEE_BigIntInvMod</a>
<a href="#">TEE_RestrictObjectUsage1</a>	<a href="#">TEE_BigIntMod</a>
Generic Operation	<a href="#">TEE_BigIntMulMod</a>
<a href="#">TEE_AllocateOperation</a>	<a href="#">TEE_BigIntSquareMod</a>
<a href="#">TEE_CopyOperation</a>	<a href="#">TEE_BigIntSubMod</a>

Other Arithmetic  
 TEE\_BigIntComputeExtendedGcd  
 TEE\_BigIntIsProbablePrime  
 TEE\_BigIntRelativePrime

Panic Function  
[TEE\\_Panic](#)

Persistent Object  
 TEE\_CloseAndDeletePersistentObject  
 (deprecated)  
 TEE\_CloseAndDeletePersistentObject1  
[TEE\\_CreatePersistentObject](#)  
[TEE\\_OpenPersistentObject](#)  
 TEE\_RenamePersistentObject

Persistent Object Enumeration \*

TEE\_AllocatePersistentObjectEnumerator  
 TEE\_FreePersistentObjectEnumerator  
 TEE\_GetNextPersistentObject  
 TEE\_ResetPersistentObjectEnumerator  
 TEE\_StartPersistentObjectEnumerator

Property Access  
 TEE\_AllocatePropertyEnumerator  
 TEE\_FreePropertyEnumerator  
 TEE\_GetNextProperty  
 TEE\_GetPropertyAsBinaryBlock  
 TEE\_GetPropertyAsBool  
 TEE\_GetPropertyAsIdentity  
 TEE\_GetPropertyAsString  
 TEE\_GetPropertyAsU32  
 TEE\_GetPropertyAsU64  
 TEE\_GetPropertyAsUUID  
 TEE\_GetPropertyName

TEE\_ResetPropertyEnumerator  
 TEE\_StartPropertyEnumerator

Random Data Generation  
[TEE\\_GenerateRandom](#)

Symmetric Cipher  
 TEE\_CipherDoFinal  
 TEE\_CipherInit  
 TEE\_CipherUpdate

TA Interface  
[TA\\_CloseSessionEntryPoint](#)  
[TA\\_CreateEntryPoint](#)  
[TA\\_DestroyEntryPoint](#)  
[TA\\_InvokeCommandEntryPoint](#)  
[TA\\_OpenSessionEntryPoint](#)

Time  
[TEE\\_GetREETime](#)  
[TEE\\_GetSystemTime](#)  
 TEE\_GetTAPersistentTime  
 TEE\_SetTAPersistentTime  
 TEE\_Wait

Transient Object  
[TEE\\_AllocateTransientObject](#)  
 TEE\_CopyObjectAttributes (deprecated)  
 TEE\_CopyObjectAttributes1  
[TEE\\_FreeTransientObject](#)  
[TEE\\_GenerateKey](#)  
[TEE\\_InitRefAttribute](#)  
[TEE\\_InitValueAttribute](#)  
 TEE\_PopulateTransientObject  
 TEE\_ResetTransientObject

## 3 How to Program on ta-ref

### 3.1 Time Functions

This function retrieves the current time as seen from the point of view of the REE, which expressed in the number of seconds and prints the "GP REE second and millisecond".

```

--- start Ree time ---
void gp_ree_time_test(void)
{
    TEE_Time time;

    /* REE time */
    TEE_GetREETime(&time);

    tee_printf("@GP REE time %u sec %u millis\n", time.seconds, time.millis);
}
--- end Ree Time ---

```

This function retrieves the current system time as seen from the point of view of the TA, which expressed in the number of seconds and print the "GP System time second and millisecond".

```

--- start System time ---
void gp_trusted_time_test(void)
{
    TEE_Time time;

    /* System time */
    TEE_GetSystemTime(&time);

    tee_printf("@GP System time %u sec %u millis\n", time.seconds, time.millis);
}
--- end System time ---

```

### 3.2 Random Functions

This function generates the random data by invoking TEE\_GenerateRandom function and it prints the generated random data.

```

--- start Random ---
void gp_random_test(void)
{
    unsigned char rbuf[16];

    // Generate Random
    TEE_GenerateRandom(rbuf, sizeof(rbuf));

    tee_printf("@random: ");
    for (int i = 0; i < sizeof(rbuf); i++) {
        tee_printf("%02x", rbuf[i]);
    }
    tee_printf("\n");
}
--- end Random ---

```

### 3.3 Hash Functions

Pseudo code of how to use Message Digest Functions. Keystone uses sha3.c which is almost identical. The function performs many operations to achieve message data hash techniques to allocate the handle for a new cryptographic operation. And then finalize the message digest operation to produce the message hash. It prints the hash message.

```

--- start Message Digest ---
void gp_message_digest_test(void)
{
    static unsigned char data[256] = {
        #include "test.dat"
    };
    unsigned char hash[SHA_LENGTH];
    uint32_t hashlen = SHA_LENGTH;
    TEE_OperationHandle handle;
    TEE_Result rv;

    // Take hash of test data
    /* sha3_init() in sha3.c */
    rv = TEE_AllocateOperation(&handle, TEE_ALG_SHA256, TEE_MODE_DIGEST, SHA_LENGTH);
    GP_ASSERT(rv, "TEE_AllocateOperation fails");

    /* sha3_update() in sha3.c */
    TEE_DigestUpdate(handle, data, sizeof(data));

    /* sha3_final() in sha3.c */
    rv = TEE_DigestDoFinal(handle, NULL, 0, hash, &hashlen);
    GP_ASSERT(rv, "TEE_DigestDoFinal fails");

    TEE_FreeOperation(handle);
    /* hash value is ready */
    // Dump hashed data
    tee_printf("hash: ");
    for (int i = 0; i < hashlen; i++) {
        tee_printf ("%02x", hash[i]);
    }
    tee_printf("\n");
}
--- end Message Digest ---

```

### 3.4 Symmetric Crypto Functions

Crypto, Authenticated Encryption with Symmetric Key Verification Functions. This function allocates an uninitialized transient object, i.e. a container for attributes. Transient objects are used to hold a cryptographic object (key or key-pair). With the generation of a key, a new cryptographic operation for encrypt and decrypt data is initiated with a symmetric cipher operation. The original data is compared with decrypted data by checking the data and its length.

```

--- start Symmetric Key Encryption ---
void gp_symmetric_key_enc_verify_test(void)
{
    TEE_OperationHandle handle;

    static unsigned char data[CIPHER_LENGTH] = {
        // 0x00, 0x01, ..., 0xff
        #include "test.dat"
    };
    uint8_t iv[16];
    unsigned char out[CIPHER_LENGTH];
    uint32_t outlen;

    TEE_ObjectHandle key;
    TEE_Result rv;

    // Generate key
    rv = TEE_AllocateTransientObject(TEE_TYPE_AES, 32*8, &key);
    GP_ASSERT(rv, "TEE_AllocateTransientObject fails");

    rv = TEE_GenerateKey(key, 256, NULL, 0);
    GP_ASSERT(rv, "TEE_GenerateKey fails");

    // Encrypt test data
    rv = TEE_AllocateOperation(&handle, TEE_ALG_AES_CBC_NOPAD, TEE_MODE_ENCRYPT, 256);
    GP_ASSERT(rv, "TEE_AllocateOperation fails");

    rv = TEE_SetOperationKey(handle, key);
    GP_ASSERT(rv, "TEE_SetOperationKey fails");

    TEE_GenerateRandom(iv, sizeof(iv));
    TEE_CipherInit(handle, iv, sizeof(iv));
    //GP_ASSERT(rv, "TEE_AEInit fails");

    outlen = CIPHER_LENGTH;
    rv = TEE_CipherUpdate(handle, data, CIPHER_LENGTH, out, &outlen);
    GP_ASSERT(rv, "TEE_CipherUpdate fails");
}

```



```

    TEE_FreeOperation(handle);

    // Dump encrypted data
    tee_printf("@cipher: ");
    for (int i = 0; i < CIPHER_LENGTH; i++) {
        tee_printf ("%02x", out[i]);
    }
    tee_printf("\n");

    // Decrypt it
    rv= TEE_AllocateOperation(&handle, TEE_ALG_AES_CBC_NOPAD, TEE_MODE_DECRYPT, 256);
    GP_ASSERT(rv, "TEE_AllocateOperation fails");

    rv = TEE_SetOperationKey(handle, key);
    GP_ASSERT(rv, "TEE_SetOperationKey fails");

    TEE_CipherInit(handle, iv, sizeof(iv));
    //GP_ASSERT(rv, "TEE_AEInit fails");

    outlen = CIPHER_LENGTH;
    rv = TEE_CipherUpdate(handle, out, CIPHER_LENGTH, out, &outlen);
    GP_ASSERT(rv, "TEE_CipherUpdate fails");

    TEE_FreeOperation(handle);
    TEE_FreeTransientObject(key);

    // Dump data
    tee_printf("decrypted to: ");
    for (int i = 0; i < CIPHER_LENGTH; i++) {
        tee_printf ("%02x", out[i]);
    }
    tee_printf("\n");

    // Verify decrypted data against original one
    int verify_ok;
    verify_ok = !memcmp(out, data, CIPHER_LENGTH);
    if (verify_ok) {
        tee_printf("verify ok\n");
    } else {
        tee_printf("verify fails\n");
    }
}
--- end Symmetric Key Encryption ---

```

### 3.5 Symmetric Crypto AES-GCM Functions

This function encrypt and decrypt the test data. The function allocates an uninitialized transient object, i.e. a container for attributes. Transient objects are used to hold a cryptographic object (key or key-pair). With the generation of a key, a new cryptographic operation for encrypt and decrypt data is initiated with a symmetric cipher operation. The data is also checked whether it is completely encrypted or decrypted. The original data is compared with decrypted data by checking the data and cipher length.

```

--- start Symmetric Key GCM ---
void gp_symmetric_key_gcm_verify_test(void)
{
    TEE_OperationHandle handle;

    static unsigned char data[CIPHER_LENGTH] = {
        // 0x00, 0x01, ..., 0xff
        #include "test.dat"
    };

    uint8_t iv[16];
    unsigned char out[CIPHER_LENGTH];
    uint32_t outlen;
    unsigned char tag[16];

    TEE_ObjectHandle key;
    TEE_Result rv;

    // Generate key
    rv = TEE_AllocateTransientObject(TEE_TYPE_AES, 256, &key);
    GP_ASSERT(rv, "TEE_AllocateTransientObject fails");

    rv = TEE_GenerateKey(key, 256, NULL, 0);
    GP_ASSERT(rv, "TEE_GenerateKey fails");

```

```

// Encrypt test data
rv = TEE_AllocateOperation(&handle, TEE_ALG_AES_GCM, TEE_MODE_ENCRYPT, 256);
GP_ASSERT(rv, "TEE_AllocateOperation fails");

rv = TEE_SetOperationKey(handle, key);
GP_ASSERT(rv, "TEE_SetOperationKey fails");

TEE_GenerateRandom(iv, sizeof(iv));

/* Equivalent in openssl is EVP_EncryptInit_ex() */
rv = TEE_AEInit(handle, iv, sizeof(iv), 16*8, 16, 16);
GP_ASSERT(rv, "TEE_AEInit fails");

/* Equivalent in openssl is EVP_EncryptUpdate() */
// rv = TEE_AEUpdateAAD(handle, aad, 16);
// GP_ASSERT(rv, "TEE_AEUpdateAAD fails");

unsigned int taglen = 16;
memset(tag, 0, 16);

outlen = CIPHER_LENGTH;

/* Equivalent in openssl is EVP_EncryptFinal() */
rv = TEE_AEEncryptFinal(handle, data, 256, out, &outlen, tag, &taglen);

TEE_FreeOperation(handle);

/* Get the auth_tag */
// Dump encrypted data and tag
tee_printf("@cipher: ");
for (int i = 0; i < CIPHER_LENGTH; i++) {
    tee_printf ("02x", out[i]);
}
tee_printf("\n");
tee_printf("@tag: ");
for (int i = 0; i < 16; i++) {
    tee_printf ("02x", tag[i]);
}
tee_printf("\n");

// Decrypt it
rv = TEE_AllocateOperation(&handle, TEE_ALG_AES_GCM, TEE_MODE_DECRYPT, 256);
GP_ASSERT(rv, "TEE_AllocateOperation fails");

rv = TEE_SetOperationKey(handle, key);
GP_ASSERT(rv, "TEE_SetOperationKey fails");

/* Equivalent in openssl is EVP_DecryptInit_ex() */
rv = TEE_AEInit(handle, iv, sizeof(iv), 16*8, 16, 16);
GP_ASSERT(rv, "TEE_AEInit fails");

// rv = TEE_AEUpdateAAD(handle, aad, 16);
// GP_ASSERT(rv, "TEE_AEUpdateAAD fails");

unsigned char decode[CIPHER_LENGTH];
outlen = 256;
/* Equivalent in openssl require two functions
   EVP_CIPHER_CTX_ctrl(tag) and EVP_DecryptFinal(others) */
rv = TEE_AEDecryptFinal(handle, out, 256, decode, &outlen, tag, 16);
GP_ASSERT(rv, "TEE_AEDecryptFinal fails");

TEE_FreeOperation(handle);
TEE_FreeTransientObject(key);

// Dump data and tag
tee_printf("decrypted to: ");
for (int i = 0; i < CIPHER_LENGTH; i++) {
    tee_printf ("02x", decode[i]);
}
tee_printf("\n");

// Verify decrypted data against original one
/* Check verify_ok for success of decrypting and authentication */
int verify_ok;
verify_ok = !memcmp(decode, data, CIPHER_LENGTH);
if (verify_ok) {
    tee_printf("verify ok\n");
} else {
    tee_printf("verify fails\n");
}
}
--- end Symmetric Key GCM ---

```

### 3.6 Asymmetric Crypto Functions

Crypto, Sign and Verify with Asymmetric Key Verification Functions. Cryptographic Operations for API Message Digest Functions. The function performs cryptographic operation for API Message. To achieve this, the function allocates a handle for a new cryptographic operation, to finalize the message digest operation and to produce the message hash. The Hashed data is signed with signature key within an asymmetric operation. The original Hashed Data and Signed hashed data is compared for ok status.

```

--- start Asymmetric Key Signed ---
void gp_asymmetric_key_sign_test(void)
{
    static unsigned char data[256] = {
        // 0x00,0x01,...,0xff
        #include "test.dat"
    };
    unsigned char hash[SHA_LENGTH];
    unsigned char sig[SIG_LENGTH];
    uint32_t hashlen = SHA_LENGTH;
    TEE_OperationHandle handle;
    TEE_Result rv;

    // Take hash of test data
    /* Calculate hash */
    /* sha3_init() in sha3.c */
    rv = TEE_AllocateOperation(&handle, TEE_ALG_SHA256, TEE_MODE_DIGEST, SHA_LENGTH);
    GP_ASSERT(rv, "TEE_AllocateOperation fails");

    /* sha3_update() in sha3.c */
    TEE_DigestUpdate(handle, data, sizeof(data));

    /* sha3_final() in sha3.c */
    rv = TEE_DigestDoFinal(handle, NULL, 0, hash, &hashlen);
    GP_ASSERT(rv, "TEE_DigestDoFinal fails");

    /* free up */
    TEE_FreeOperation(handle);
    /* Get the signature */

    // Dump hashed data
    tee_printf("@digest: ");
    for (int i = 0; i < SHA_LENGTH; i++) {
        tee_printf(" %02x", hash[i]);
    }
    tee_printf("\n");

    uint32_t siglen = SIG_LENGTH;
    TEE_ObjectHandle keypair;

    // Sign hashed data with the generated keys
    /* set ecdsa_p256 key */
    rv = TEE_AllocateOperation(&handle, TEE_ALG_ECDSA_P256, TEE_MODE_SIGN, 256);
    GP_ASSERT(rv, "TEE_AllocateOperation fails");

    // Generate keypair
    rv = TEE_AllocateTransientObject(TEE_TYPE_ECDSA_KEYPAIR, 256, &keypair);
    GP_ASSERT(rv, "TEE_AllocateTransientObject fails");

    TEE_Attribute attr;
    TEE_InitValueAttribute(&attr,
        TEE_ATTR_ECC_CURVE,
        TEE_ECC_CURVE_NIST_P256,
        256);
    rv = TEE_GenerateKey(keypair, 256, &attr, 1);
    GP_ASSERT(rv, "TEE_GenerateKey fails");

    rv = TEE_SetOperationKey(handle, keypair);
    GP_ASSERT(rv, "TEE_SetOperationKey fails");

    /* Keystone has ecdsa_p256_sign() Equivalent in openssl is EVP_DigestSign() */
    rv = TEE_AsymmetricSignDigest(handle, NULL, 0, hash, hashlen, sig, &siglen);
    GP_ASSERT(rv, "TEE_AsymmetricSignDigest fails");

    /* free up */
    TEE_FreeOperation(handle);

    /* Get the signature */
    // Dump signature
    tee_printf("@signature: ");
    for (uint32_t i = 0; i < siglen; i++) {
        tee_printf(" %02x", sig[i]);
    }
    tee_printf("\n");
}

```

```

// Verify signature against hashed data
/* set ecdsa_p256 key */
rv = TEE_AllocateOperation(&handle, TEE_ALG_ECDSA_P256, TEE_MODE_VERIFY, 256);
GP_ASSERT(rv, "TEE_AllocateOperation fails");

rv = TEE_SetOperationKey(handle, keypair);
GP_ASSERT(rv, "TEE_SetOperationKey fails");

/* Keystone has ecdsa_p256_verify() Equivalent in openssl is EVP_DigestVerify() */
TEE_Result verify_ok;
verify_ok = TEE_AsymmetricVerifyDigest(handle, NULL, 0, hash, hashlen, sig, siglen);

/* free up */
TEE_FreeOperation(handle);
tee_printf("@@TEE_FreeOperation: \n");

TEE_FreeTransientObject(keypair);

if (verify_ok == TEE_SUCCESS) {
    tee_printf("verify ok\n");
} else {
    tee_printf("verify fails\n");
}
}
/* Check verify_ok for success of verification */
--- end Asymmetric Key Signed ---

```

### 3.7 Open, Read, Write, Close On Secure Storage

Core Functions, Secure Storage Functions. Pseudo code of how to use Secure Storage. These could be implemented using ocall on Keystone. Almost identical to open(), clone(), read(), write() in POSIX API. The function creates a persistent object for reading and writing the data. The created data individually for read and write are compared for data length. If the length of both the objects are same, the function prints "verify ok" and prints "verify fails" if it is not the same.

```

--- start Secure storage ---
void gp_secure_storage_test(void)
{
    static unsigned char data[] = {
        // 0x00,0x01,...,0xff
        #include "test.dat"
    };
    static unsigned char buf[DATA_LENGTH];

    TEE_Result rv;

    /* write */
    TEE_ObjectHandle object;
    rv = TEE_CreatePersistentObject(TEE_STORAGE_PRIVATE,
        "FileOne", strlen("FileOne"),
        (TEE_DATA_FLAG_ACCESS_WRITE
         | TEE_DATA_FLAG_OVERWRITE),
        TEE_HANDLE_NULL,
        NULL, 0,
        &object);
    GP_ASSERT(rv, "TEE_CreatePersistentObject fails");

    memcpy(buf, data, DATA_LENGTH);

    /* fill the date in buffer */
    rv = TEE_WriteObjectData(object, (const char *)data, DATA_LENGTH);
    GP_ASSERT(rv, "TEE_WriteObjectData fails");

    TEE_CloseObject(object);
    --- write file end ---

    /* clear buf */
    memset(buf, 0, DATA_LENGTH);

    --- read file start ---
    /* read */
    rv = TEE_OpenPersistentObject(TEE_STORAGE_PRIVATE,
        "FileOne", strlen("FileOne"),
        TEE_DATA_FLAG_ACCESS_READ,
        &object);
    GP_ASSERT(rv, "TEE_OpenPersistentObject fails");
}

```

```

uint32_t count;
rv = TEE_ReadObjectData(object, (char *)buf, DATA_LENGTH, &count);

GP_ASSERT(rv, "TEE_ReadObjectData fails");
TEE_CloseObject(object);

/* use the data in buffer */
tee_printf("%d bytes read: ", count);
for (uint32_t i = 0; i < count; i++) {
    tee_printf ("%02x", buf[i]);
}
tee_printf("\n");

/* Compare read data with written data */
int verify_ok;
verify_ok = !memcmp(buf, data, DATA_LENGTH);
if (verify_ok) {
    tee_printf("verify ok\n");
} else {
    tee_printf("verify fails\n");
}
}
--- end Secure storage ---

```

### 3.8 API Error Codes and its values

API ERROR CODE	VALUE
TEE_SUCCESS	0x00000000
TEE_ERROR_CORRUPT_OBJECT	0xF0100001
TEE_ERROR_CORRUPT_OBJECT_2	0xF0100002
TEE_ERROR_STORAGE_NOT_AVAILABLE	0xF0100003
TEE_ERROR_STORAGE_NOT_AVAILABLE_2	0xF0100004
TEE_ERROR_GENERIC	0xFFFF0000
TEE_ERROR_ACCESS_DENIED	0xFFFF0001
TEE_ERROR_CANCEL	0xFFFF0002
TEE_ERROR_ACCESS_CONFLICT	0xFFFF0003
TEE_ERROR_EXCESS_DATA	0xFFFF0004
TEE_ERROR_BAD_FORMAT	0xFFFF0005
TEE_ERROR_BAD_PARAMETERS	0xFFFF0006
TEE_ERROR_BAD_STATE	0xFFFF0007
TEE_ERROR_ITEM_NOT_FOUND	0xFFFF0008
TEE_ERROR_NOT_IMPLEMENTED	0xFFFF0009
TEE_ERROR_NOT_SUPPORTED	0xFFFF000A
TEE_ERROR_NO_DATA	0xFFFF000B
TEE_ERROR_OUT_OF_MEMORY	0xFFFF000C
TEE_ERROR_BUSY	0xFFFF000D
TEE_ERROR_COMMUNICATION	0xFFFF000E
TEE_ERROR_SECURITY	0xFFFF000F
TEE_ERROR_SHORT_BUFFER	0xFFFF0010
TEE_ERROR_EXTERNAL_CANCEL	0xFFFF0011
TEE_ERROR_OVERFLOW	0xFFFF300F
TEE_ERROR_TARGET_DEAD	0xFFFF3024
TEE_ERROR_STORAGE_NO_SPACE	0xFFFF3041
TEE_ERROR_MAC_INVALID	0xFFFF3071
TEE_ERROR_SIGNATURE_INVALID	0xFFFF3072
TEE_ERROR_TIME_NOT_SET	0xFFFF5000

## 4 Preparation before building ta-ref

All the preparation steps below are based on Ubuntu 20.04

### 4.1 Keystone(RISC-V Unleased)

Keystone is an open-source TEE framework for RISC-V processors. For more details check,

- <http://docs.keystone-enclave.org/en/latest>

#### 4.1.1 Required Packages

Install the following packages for building ta-ref on Keystone

```
$ sudo apt-get update
# Following packages are required for Keystone
$ sudo apt-get install -y autoconf automake autotools-dev bc bison \
  build-essential curl expat libexpat1-dev flex gawk gcc git gperf libgmp-dev \
  libmpc-dev libmpfr-dev libtool texinfo tmux patchutils zlib1g-dev wget \
  bzip2 patch vim-common lbzip2 python pkg-config libglib2.0-dev libpixmap-1-dev \
  libssl-dev screen device-tree-compiler expect make self unzip cpio rsync cmake \
  p7zip-full
# Following packages are required for clang, keyedge and make run commands in ta-ref.
$ sudo apt-get install -y clang-tools-6.0 libclang-6.0-dev cmake \
  ocaml expect screen sshpass
```

#### 4.1.2 Download RISC-V toolchain and Keystone SDK

Download the keystone sources

```
$ git clone https://github.com/keystone-enclave/keystone.git -b v1.0.0
$ cd keystone
$ ./fast-setup.sh
$ source ./source.sh
```

After executing the `./fast-setup.sh`, the toolchain for RISC-V has been installed at `keystone/riscv/bin` and it adds to your `PATH`.

Make the following changes to increase the max edge calls

```
sed -i 's/MAX_EDGE_CALL 10$/MAX_EDGE_CALL 1000/' <keystone_dir>/sdk/include/edge/edge_common.h
```

Build the Keystone SDK

Make sure you are in keystone directory.

```
$ cd sdk/
$ mkdir -p build
$ cd build
$ cmake .. $SDK_FLAGS
$ make
$ make install
```

Build the Qemu Image

Make sure you are in `keystone` directory.

```
$ mkdir -p build
$ cd build
$ cmake ..
$ make
$ make image
```

Launch the QEMU image

Make sure you are in `keystone\build` directory.

```
$ ./scripts/run-qemu.sh
Welcome to Buildroot
```

Login to console with the following credentials

buildroot login = root, Password = sifive

```
buildroot login: root
Password:
$
```

Poweroff the console incase, if you want to exit.

```
$ poweroff
```

You can also use `CTRL^A + X` to exit Qemu Console.

### 4.1.3 Run Keystone examples

Run the following commands to generate hello world example programs to be executed on qemu.

Make sure you are in `keystone\build` directory.

```
$ make hello-package
$ cp -r examples/hello ./overlay/root/
# Update the image
$ make image
```

Launch QEMU console

```
$ ./scripts/run-qemu.sh
Welcome to Buildroot
```

Login to console with user=root, passwd=sifive

```
buildroot login: root
Password:
$
```

Run hello example

```
$ insmod keystone-driver.ko
[ 365.354299] keystone_driver: loading out-of-tree module taints kernel.
[ 365.364279] keystone_enclave: keystone enclave v0.2
$ ./hello/hello.ke
Verifying archive integrity... 100% All good.
Uncompressing Keystone vault archive 100%
hello, world!
```

You can also run the tests by executing `./tests.ke`

Poweroff the console incase, if you want to exit.

```
$ poweroff
```

## 4.2 OP-TEE (ARM64 Raspberry Pi 3 Model B)

OP-TEE is a Trusted Execution Environment (TEE) designed as companion to a non-secure Linux kernel running on Arm. Lets build OP-TEE for QEMU and Raspberry Pi3 Model B development board. For more details check,

- <https://optee.readthedocs.io/en/latest/>

### 4.2.1 Required Packages

Install the following packages

```
$ sudo dpkg --add-architecture i386
$ sudo apt-get update -y
$ sudo apt-get install -y android-tools-adb android-tools-fastboot autoconf \
automake bc bison build-essential ccache cscope curl device-tree-compiler \
expect flex ftp-upload gdisk iasl libattr1-dev libbc6:i386 libcap-dev \
libbftd-dev libbftdi-dev libglib2.0-dev libhidapi-dev libncurses5-dev \
libpixman-1-dev libssl-dev libstdc++6:i386 libtool libz1:i386 make \
mtools netcat python python-crypto python3-crypto python-pyelftools \
python3-pycryptodome python3-pyelftools python3-serial vim-common \
rsync unzip uuid-dev xdg-utils xterm xz-utils zlib1g-dev \
git python3-pip wget cpio texlive texinfo locales
```

Set the locale to English, to cope with the problem,  
<https://github.com/OP-TEE/build/issues/424#issuecomment-631302208>.

```
$ locale-gen en_US.UTF-8
$ export LANG=en_US.UTF-8
$ export LANGUAGE=en_US:en
$ export LC_ALL=en_US.UTF-8
```

### 4.2.2 Download and build OP-TEE Toolchains 3.10.0

Create the directory to build the OP-TEE toolchains and export the toolchain directory

```
$ mkdir -p /opt/arm-tc
$ export TOOLCHAIN_DIR=/opt/arm-tc
```

Clone and build the OP-TEE toolchain

```
$ git clone https://github.com/OP-TEE/build.git -b 3.10.0
$ cd build
$ sudo make TOOLCHAIN_ROOT=${TOOLCHAIN_DIR} -f toolchain.mk -j2
$ export PATH=${TOOLCHAIN_DIR}/aarch64/bin:${TOOLCHAIN_DIR}/aarch32/bin:${PATH}
```

### 4.2.3 Download OP-TEE 3.10.0

Install Androi repo to sync the OP-TEE repo

```
$ sudo git config --global user.name "dummy" && \
sudo git config --global user.email "dummy@gmail.com" && \
```



```
sudo git config --global color.ui false && \
mkdir ~/bin && \
curl https://storage.googleapis.com/git-repo-downloads/repo > ~/bin/repo && \
chmod a+x ~/bin/repo
$ export PATH=$~/bin:${PATH}
```

Get the source code for optee

```
$ mkdir optee && cd optee
$ export OPTEE_DIR=$(pwd)
$ repo init -u https://github.com/OP-TEE/manifest.git -m qemu_v8.xml -b 3.10.0
$ repo sync -j4 --no-clone-bundle
```

#### 4.2.4 Build OP-TEE 3.10.0

```
$ cd ${OPTEE_DIR}/build
$ ln -s ${TOOLCHAIN_DIR} ${OPTEE_DIR}/toolchains
$ make TOOLCHAIN_ROOT=${TOOLCHAIN_DIR} -j`nproc`
```

If build is successful, the rootfs can be found as follows

```
$ ls -l ${OPTEE_DIR}/out-br/images/rootfs.cpio.gz
```

##### 4.2.4.1 Clone and Build OP-TEE v3.9.0 for RPI3

Copy the following lines into "optee-rpi3.sh" script

```
#!/bin/bash -u
export OPTEE_VER=3.1
export OPTEE_DIR=$(PWD)/optee_${OPTEE_VER}_rpi3
mkdir ${OPTEE_DIR} || true
cd ${OPTEE_DIR}
~/bin/repo init -u https://github.com/knknkn1162/manifest.git -m rpi3.xml -b ${OPTEE_VER}
~/bin/repo sync -j4 --no-clone-bundle
ln -s ~/toolchains ${OPTEE_DIR}/. || true
echo 'CONFIG_CMDLINE="console=ttyAMA0,115200 kgdboc=ttyAMA0,115200 root=/dev/mmcblk0p2
rootfstype=ext4 noinitrd rw rootwait init=/lib/systemd/systemd"' > build/defconfig-cmdline.txt
cd build
make OPTEE_CLIENT_BIN_ARCH_EXCLUDE=/boot
LINUX_DEFCONFIG_COMMON_FILES="${OPTEE_DIR}/linux/arch/arm64/configs/bcmrpi3_defconfig
${OPTEE_DIR}/build/kconfigs/rpi3.conf ${OPTEE_DIR}/build/defconfig-cmdline.txt"
BR2_PACKAGE_OPTEE_OS_EXT=n BR2_PACKAGE_OPTEE_TEST_EXT=n
BR2_PACKAGE_OPTEE_EXAMPLES_EXT=n BR2_TOOLCHAIN_EXTERNAL_GCC_8=y BR2_TOOLCHAIN_EXTERNAL_HEADERS_4_19=y
BR2_HOST_GCC_AT_LEAST_8=y
BR2_TOOLCHAIN_HEADERS_AT_LEAST="4.19" -j`nproc`
```

Run the script as follows

```
$ chmod +x optee-rpi3.sh
$ ./optee-rpi3.sh 3.9.0
```

If build is successful, the rootfs can be found as follows

```
$ ls -l ../out-br/images/rootfs.cpio.gz
```

#### 4.2.5 Run OP-TEE Examples

##### 4.2.5.1 Launching QEMU Console

Run following commands from OP-TEE build directory

```
$ cd $OPTEE_DIR/build
$ make run
```

Once above command is success, QEMU is ready

```
* QEMU is now waiting to start the execution
* Start execution with either a 'c' followed by <enter> in the QEMU console or
* attach a debugger and continue from there.
*
* To run OP-TEE tests, use the xtest command in the 'Normal World' terminal
* Enter 'xtest -h' for help.
cd /TEE/demo/rpi3/optee_3.9.0_qemu/build/./out/bin
&& /TEE/demo/rpi3/optee_3.9.0_qemu/build/./qemu/aarch64-softmmu/qemu-system-aarch64 \
-nographic \
-serial tcp:localhost:54320 -serial tcp:localhost:54321 \
-smp 2 \
-s -S -machine virt,secure=on -cpu cortex-a57 \
-d unimp -semihosting-config enable,target=native \
-m 1057 \
-bios bl1.bin \
-initrd rootfs.cpio.gz \
-kernel Image -no-acpi \
-append 'console=ttyAMA0,38400 keep_bootcon root=/dev/vda2' \
-object rng-random,filename=/dev/urandom,id=rng0 -device virtio-rng-pci,rng=rng0,max-bytes=1024,
period=1000 -netdev user,id=vmnic -device virtio-net-device,netdev=vmnic
QEMU 3.0.93 monitor - type 'help' for more information
(qemu) c
Now Optee started to boot from another tab on the Terminal
```

#### 4.2.5.2 Run hello world example

Once boot completed it displays following message, then enter "root" to login to the shell

```
Welcome to Buildroot, type root or test to login
buildroot login: root
$
$ optee_example_hello_world
Invoking TA to increment 42
TA incremented value to 43
```

Poweroff the console in case, if you want to exit.

```
$ poweroff
```

### 4.3 SGX (Intel NUC)

Intel(R) Software Guard Extensions (Intel(R) SGX) is an Intel technology for application developers who is seeking to protect selected code and data from disclosure or modification. For more details check,

- <https://github.com/intel/linux-sgx/blob/master/README.md>

#### 4.3.1 List of machines which are confirmed to work

1. Intel NUC7PJYH - Intel(R) Celeron(R) J4005 CPU @ 2.00GHz
2. Intel NUC7PJYH - Intel(R) Pentium(R) Silver J5005 CPU @ 1.50GHz
3. Intel NUC9VXQNX - Intel(R) Xeon(R) E-2286M CPU @ 2.40GHz (Partially working)

#### 4.3.2 BIOS Versions which are failed or succeeded in IAS Test

1. BIOS Version JYGLKCPX.86A.0050.2019.0418.1441 - IAS Test was Failed
2. BIOS Version JYGLKCPX.86A.0053.2019.1015.1510 - IAS Test was Failed
3. BIOS Version JYGLKCPX.86A.0057.2020.1020.1637 - IAS Test was Success
4. BIOS Version QNCFLX70.0034.2019.1125.1424 - IAS Test was Failed
5. BIOS Version QNCFLX70.0059.2020.1130.2122 - IAS Test was Success

Update BIOS from:

- <https://downloadcenter.intel.com/download/29987/BIOS-Update-JYGLKCPX->
- <https://downloadcenter.intel.com/download/30069/BIOS-Update-QNCFLX70->

#### 4.3.3 BIOS Settings

1. Make sure you are running with latest version BIOS
2. Make sure you enabled SGX support in BIOS
3. Make sure `Secure Boot` disabled in BIOS

Refer: <https://github.com/intel/sgx-software-enable/blob/master/README.md>

#### 4.3.4 Required Packages

Intall following packages on Ubuntu 18.04

```
$ sudo apt-get install build-essential ocaml ocamlbuild automake autoconf libtool wget python  
libssl-dev git cmake perl libssl-dev libcurl4-openssl-dev protobuf-compiler libprotobuf-dev  
debhelper cmake reprepro expect unzip sshpass
```

#### 4.3.5 Build SGX

There are 3 components which need to be build for SGX

1. linux-sgx
2. linux-sgx-driver
3. sgx-ra-sample

##### 4.3.5.1 SGX SDK

Clone and build

```
$ git clone https://github.com/intel/linux-sgx.git -b sgx_2.10  
$ cd linux-sgx
```

```
$ git checkout sgx_2.10
$ ./download_prebuilt.sh
$ sudo cp external/toolset/ubuntu18.04/{as,ld,ld.gold,objdump} /usr/local/bin/
$ make -j`nproc` sdk_install_pkg DEBUG=1
```

#### Install SGX SDK

```
$ sudo ./linux/installer/bin//sgx_linux_x64_sdk_${version}.bin
```

where \${version} is a string something similar to 2.10.100.2.

Answer the question with `no` and input the install dir as `/opt/intel`

#### Build and Install SGX PSW packages

See here: <https://github.com/intel/linux-sgx#install-the-intelr-sgx-psw>

```
$ source /opt/intel/sgxsdk/environment
$ make deb_psw_pkg DEBUG=1
$ rm ./linux/installer/deb/*/*sgx-dcap-pccs*.deb
$ sudo dpkg -i ./linux/installer/deb/*/*.deb
```

#### Install SGX PSW packages from Intel Repository

See here: <https://github.com/intel/linux-sgx#install-the-intelr-sgx-psw-1>

Using the local repo is recommended, since the system will resolve the dependencies automatically.

Check at page no.7, [https://download.01.org/intel-sgx/sgx-linux/2.9/docs/Intel\\_SGX\\_Installation\\_Guide\\_Linux\\_2.9\\_Open\\_Source.pdf](https://download.01.org/intel-sgx/sgx-linux/2.9/docs/Intel_SGX_Installation_Guide_Linux_2.9_Open_Source.pdf)

```
$ sudo apt install libsgx-enclave-common libsgx-epid libsgx-launch libsgx-urts libsgx-uae-service
libsgx-quote-ex
```

If you see below error,

```
Errors were encountered while processing:
/tmp/apt-dpkg-install-pCB0cR/04-libsgx-headers_2.12.100.3-bionic1_amd64.deb
```

Here is the fix

```
$ sudo apt -o Dpkg::Options::="--force-overwrite" --fix-broken install
```

#### 4.3.5.2 Build and Install SGX Driver

See [linux-sgx-driver](#).

Caveat: Whenever updating kernel, don't forget rebuilding this driver with new version of the kernel header. (There are a few linux-sgx-driver-dkms repo, though I've experienced troubles with them.)

Clone and build

```
$ git clone https://github.com/intel/linux-sgx-driver.git
$ cd linux-sgx-driver
$ make
```

Install SGX driver

```
$ sudo mkdir -p "/lib/modules/"`uname -r`"/kernel/drivers/intel/sgx"
$ sudo cp isgx.ko "/lib/modules/"`uname -r`"/kernel/drivers/intel/sgx"
$ sudo sh -c "cat /etc/modules | grep -Fxq isgx || echo isgx » /etc/modules"
$ sudo /sbin/depmod
$ sudo /sbin/modprobe isgx
```

When modprobe fails with "Operation is not permitted", disable secure boot in BIOS. So that the unsigned kernel driver can be installed. If it is success, reboot your machine and verify `sudo lsmod | grep isgx` if it shows `isgx.ko`

### 4.3.6 Run sgx-ra-sample

#### 4.3.6.1 Build sgx-ra-sample Clone and build OpenSSL 1.1.c

```
$ wget https://www.openssl.org/source/openssl-1.1.1c.tar.gz
$ tar xf openssl-1.1.1c.tar.gz
$ cd openssl-1.1.1c/
$ ./config --prefix=/opt/openssl/1.1.1c --openssldir=/opt/openssl/1.1.1c
$ make
$ sudo make install
$ cd ..
```

Clone and build sgx-ra-sample

```
$ git clone https://github.com/intel/sgx-ra-sample.git
$ cd sgx-ra-sample/
$ ./bootstrap
$ ./configure --with-openssldir=/opt/openssl/1.1.1c
$ make
```

#### 4.3.6.2 Prepare for IAS Test

1. Obtain a subscription key for the Intel SGX Attestation Service Utilizing Enhanced Privacy ID (EPID). See here: <https://api.portal.trustedservices.intel.com/EPID-attestation>
2. Download `Intel_SGX_Attestation_RootCA.pem` form above portal.
3. Edit `settings` file and update the file with your own values obtained from portal.

```
@@ -15,14 +15,14 @@ QUERY_IAS_PRODUCTION=0
# Your Service Provider ID. This should be a 32-character hex string.
# [REQUIRED]

-SPID=0123456789ABCDEF0123456789ABCDEF
+SPID=EF9AE4A8635825B88751C8698CB370B4

# Set to a non-zero value if this SPID is associated with linkable
# quotes. If you change this, you'll need to change SPID,
# IAS_PRIMARY_SUBSCRIPTION_KEY and IAS_SECONDARY_SUBSCRIPTION_KEY too.

-LINKABLE=0
+LINKABLE=1

=====
@@ -50,18 +50,18 @@ USE_PLATFORM_SERVICES=0
# More Info: https://api.portal.trustedservices.intel.com/EPID-attestation
# Associated SPID above is required

-IAS_PRIMARY_SUBSCRIPTION_KEY=
+IAS_PRIMARY_SUBSCRIPTION_KEY=b6da4c9c41464924a14954ad8c03e8cf

# Intel Attestation Service Secondary Subscription Key
```

```
# This will be used in case the primary subscription key does not work

-IAS_SECONDARY_SUBSCRIPTION_KEY=
+IAS_SECONDARY_SUBSCRIPTION_KEY=188d91f86c064deb97e7472175ae1e79

# The Intel IAS SGX Report Signing CA file. You are sent this certificate
# when you apply for access to SGX Developer Services at
# http://software.intel.com/sgx [REQUIRED]

-IAS_REPORT_SIGNING_CA_FILE=
+IAS_REPORT_SIGNING_CA_FILE=./Intel_SGX_Attestation_RootCA.pem

# Debugging options
@@ -82,7 +82,7 @@ IAS_REPORT_SIGNING_CA_FILE=

# Set to non-zero for verbose output

-VERBOSE=0
+VERBOSE=1
```

#### 4.3.6.3 Run IAS Test

Run "run-server"

[illegible]

Open another terminal and run "run-client"

[illegible]

```
d4c89541a432de0c7464ba8d54e775f1530098a3fc4876c140028e12edcd0e3df1b176271f74207b54b0bd76a9d4b3549f8b
b950a492a64a4949eaaa8192432d99eabebd46eb56507a675c184de8ee6c53461753cf123bb9e26ddfb8422e4c130efe7c5d
f3f328cb02945bfa575f79e376d9aac40da397e9cdcb449f223842bec9e07e4b2c736409ed964799ac9cf51a71f0cbdf91f9
4bd362e761ae35ed27d2872112caf2476846e397141106d9898b96295fa969dbd9b48c7dd8f27c5ba1bb1d6bb202aad86346
695c8f18efe073e9424382f3f73757ee99e95c30da5dd47d94185eda2b97613b0872a622c58f4f2dd91d1e4d876ac8e40a18
60a
```

```
-----
---- Enclave Trust Status from Service Provider -----
Enclave TRUSTED
```

#### 4.3.6.4 Possible wget Error

Server may invoke wget command to get some files from intel servers. If the server side fails with following error

```
Connecting to api.trustedservices.intel.com (api.trustedservices.intel.com)|40.87.90.88|:443...
connected.
ERROR: cannot verify api.trustedservices.intel.com's certificate, issued by 'CN=COMODO RSA
Organization Validation Secure Server CA,O=COMODO CA Limited,L=Salford,ST=Greater
Manchester,C=GB':
Unable to locally verify the issuer's authority.
To connect to api.trustedservices.intel.com insecurely, use '--no-check-certificate'.
```

then add a line `ca-certificate = /etc/ssl/certs/ca-certificates.crt` to `/etc/wgetrc` file as super user, then test again.

#### 4.3.6.5 BIOS Updating

If BIOS version is outdated, IAS may not succeed. So when you are done with BIOS update, the sgx driver would be required to make and install again.

Update BIOS from:

- <https://downloadcenter.intel.com/download/29987/BIOS-Update-JYGLKCPX->
- <https://downloadcenter.intel.com/download/30069/BIOS-Update-QNCFLX70->

#### 4.3.6.6 Run LocalAttestation

Running SDK code samples in simulation mode

```
$ source /opt/intel/sgxsdk/environment
$ cd linux-sgx/SampleCode/LocalAttestation
$ make SGX_MODE=SIM
$ cd bin
$ ./app
succeed to load enclaves.
succeed to establish secure channel.
Succeed to exchange secure message...
Succeed to close Session...
```

Running in hardware mode (It works when you have latest BIOS and SGX support is enabled in BIOS)

```
$ source /opt/intel/sgxsdk/environment
$ cd linux-sgx/SampleCode/LocalAttestation
$ make SGX_MODE=HW
$ cd bin
$ ./app
succeed to load enclaves.
succeed to establish secure channel.
Succeed to exchange secure message...
Succeed to close Session...
```

## 4.4 Doxygen

This PDF (ta-ref.pdf) was generated using Doxygen version 1.9.2. To install doxygen-1.9.2 following procedure is necessary.

### 4.4.1 Required Packages

Install following packages on Ubuntu. Its better to install from package rather than using apt-install.

```
$ sudo apt install doxygen-latex graphviz texlive-full texlive-latex-base latex-cjk-all
```

Above packages required to generate PDF using doxygen.

### 4.4.2 Build and Install Doxygen

```
$ git clone https://github.com/doxygen/doxygen.git
$ cd doxygen
$ mkdir build
$ cd build
$ cmake -G "Unix Makefiles" ..
$ make
$ sudo make install
```

## 4.5 Customizing MbedTLS Configuration file

MbedTLS is a C library that implements cryptographic primitives, X.509 certificate manipulation and the SSL/TLS and DTLS protocols. MbedTLS has a configuration file `config.h` where we can select platform-specific settings, customize the features that will be build, select the modules and its configurations.

In our case, we customize mbedtls config file to add/remove crypto algorithms when building the mbedtls. The mbedtls default config supports many crypto algorithms which might be unnecessary and also increases the built binary size.

It is advisable to reduce the size of the binaries, by selecting only the required crypto algorithms for the embedded systems.

### 4.5.1 What can be customized?

1. how many hash algorithms to be supported  
For ex: md5, sha1, sha256, sha3 or etc
2. how many symmetric algorithms to be supported  
For ex: des, aes-cbc, aes-gcm or etc
3. how many asymmetric algorithms to be supported  
For ex: dsa, rsa, ecdsa, eddsa or etc and their key length

### 4.5.2 mbedtls configuration file (config.h)

The mbedtls official way is customizing config file is by editing the `include/mbedtls/config.h` file. But in optee's build system, it require modifying `optee_os/lib/libmbedtls/include/mbedtls_config_kernel.h`

Below are the different environments mbedtls config file locations, reference file and sample config.h configurations.



#### 4.5.2.1 Optee mbedtls config file

Location of the config file in optee environment

optee/mbedtls/include/mbedtls/config.h

Have a look at the source which uses config.h file for reference.

Example source:

optee/mbedtls/include/mbedtls/library/ssl\_ciphersuites.c

Some sample configurations can be found in `configs/` directory. In Optee, the contents of configs directory is listed below.

```
$ ls -l optee/mbedtls/configs
total 24
-rw-r--r-- 1 akirat akirat 2852 Feb 17 2021 config-ccm-psk-tls1_2.h
-rw-r--r-- 1 akirat akirat 2102 Feb 17 2021 config-mini-tls1_1.h
-rw-r--r-- 1 akirat akirat 2628 Feb 17 2021 config-no-entropy.h
-rw-r--r-- 1 akirat akirat 3573 Feb 17 2021 config-suite-b.h
-rw-r--r-- 1 akirat akirat 2680 Feb 17 2021 config-thread.h
-rw-r--r-- 1 akirat akirat 1050 Feb 17 2021 README.txt
```

#### 4.5.2.2 ta-ref mbedtls config file

Location of the config file in ta-ref environment

ta-ref/teep-device/libteep/mbedtls/include/mbedtls/config.h

Have a look at the source which uses config.h file for reference.

Example source:

ta-ref/teep-device/libteep/mbedtls/include/mbedtls/library/ssl\_ciphersuites.c

Some sample configurations can be found in `configs/` directory. In ta-ref, the contents of configs directory is listed below.

```
$ ls -l ta-ref/teep-device/libteep/mbedtls/configs
total 24
-rw-r--r-- 1 akirat akirat 2852 Feb 18 2021 config-ccm-psk-tls1_2.h
-rw-r--r-- 1 akirat akirat 2102 Feb 18 2021 config-mini-tls1_1.h
-rw-r--r-- 1 akirat akirat 2628 Feb 18 2021 config-no-entropy.h
-rw-r--r-- 1 akirat akirat 3573 Feb 18 2021 config-suite-b.h
-rw-r--r-- 1 akirat akirat 2680 Feb 18 2021 config-thread.h
-rw-r--r-- 1 akirat akirat 1050 Feb 18 2021 README.txt
```

#### 4.5.2.3 teep-device mbedtls config file

Location of the config file in teep-device environment

teep-device/libteep/mbedtls/include/mbedtls/config.h

Have a look at the source which uses config.h file for reference.

Example source:

teep-device/libteep/mbedtls/include/mbedtls/library/ssl\_ciphersuites.c

Some sample configurations can be found in `configs/` directory. In teep-device, the contents of configs directory is listed below.

```
$ ls -l teep-device/libteep/mbedtls/configs
total 24
-rw-r--r-- 1 akirat akirat 2852 Feb 18 2021 config-ccm-psk-tls1_2.h
-rw-r--r-- 1 akirat akirat 2102 Feb 18 2021 config-mini-tls1_1.h
-rw-r--r-- 1 akirat akirat 2628 Feb 18 2021 config-no-entropy.h
-rw-r--r-- 1 akirat akirat 3573 Feb 18 2021 config-suite-b.h
-rw-r--r-- 1 akirat akirat 2680 Feb 18 2021 config-thread.h
-rw-r--r-- 1 akirat akirat 1050 Feb 18 2021 README.txt
```

### 4.5.3 Supplement Investigation information

It is necessary to edit the following file to select the cryptographic algorithm when using mbedtls in optee.

In optee, AES-GCM is not included by default. So we need to modify the mbedtls config file to enable AES-GCM algorithm. Below is the path of the file in optee kernel where we will select the crypto algorithms.

optee/optee\_os/lib/libmbedtls/include/mbedtls\_config\_kernel.h

Below is the path of file in TA SDK where we will select the crypto algorithms. In TA sdk, the AES-GCM is enabled by default. So any TA which uses AES-GCM should build successfully without any modification to the mbedtls config file.

optee/optee\_os/lib/libmbedtls/include/mbedtls\_config\_uta.h

## 5 Building

### 5.1 ta-ref with Keystone

Make sure Keystone and other dependant sources have been built

#### 5.1.1 Cloning source and building

Install required packages

```
$ sudo apt-get update
$ sudo apt-get install -y clang-tools-6.0 libclang-6.0-dev cmake ocaml expect screen sshpass
```

Setup Env

```
$ export KEYSTONE_DIR=<path to your keystone directory>
$ export PATH=$PATH:$KEYSTONE_DIR/riscv/bin
```

Clone and Build KEYEDGE

```
$ GIT_SSL_NO_VERIFY=1 git clone --recursive https://192.168.100.100/rinkai/keyedge.git
$ cd keyedge
$ git checkout f9406aba2117147cc54462ede4766e26f028ced9
$ make
```

Clone and Build KEEDGER8R

```
$ GIT_SSL_NO_VERIFY=1 git clone --recursive https://192.168.100.100/rinkai/keedger8r.git
$ cd keedger8r
$ make
```

```
$ sed -i 's/MAX_EDGE_CALL 10$/MAX_EDGE_CALL 1000/' ${KEYSTONE_DIR}/sdk/lib/edge/include/edge_common.h
$ make -C ${KEYSTONE_DIR}/sdk/lib clean all
```

### Clone the source

```
$ git clone https://192.168.100.100/rinkai/ta-ref.git
$ cd ta-ref
$ git checkout teep-device-tb-slim
$ git submodule sync --recursive
git submodule update --init --recursive
```

### Build

```
$ export KEYSTONE_DIR=<path to keystone directory>
$ export KEYSTONE_SDK_DIR=$KEYSTONE_DIR/sdk
$ export KEYEDGE_DIR=<path to keyedge directory>
$ export KEEDGER8R_DIR=<path to keedger8r directory>
$ source env/keystone.sh
$ make build test-bin MACHINE=HIFIVE TEST_DIR=test_hello
$ make build test-bin MACHINE=HIFIVE TEST_DIR=test_gp
```

## 5.1.2 Check ta-ref by running test\_gp, test\_hello, on QEMU

Copy the test\_hello and test\_gp programs to QEMU.

### 5.1.2.1 Launch QEMU Console

```
$ cd $KEYSTONE_DIR
$ ./scripts/run-qemu.sh
Welcome to Buildroot
```

### 5.1.2.2 test\_hello

Run test\_hello

```
$ cp test_hello/keystone/Enclave/Enclave.eapp_riscv $KEYSTONE_DIR/buildroot_overlay/root/test_hello/
$ cp test_hello/keystone/Enclave/App.client $KEYSTONE_DIR/buildroot_overlay/root/test_hello/
$ cp $KEYSTONE_SDK_DIR/rts/eyrie/eyrie-rt $KEYSTONE_DIR/buildroot_overlay/root/test_hello/

$ insmod keystone-driver.ko
./App.client Enclave.eapp_riscv eyrie-rt
hello world!
```

### 5.1.2.3 test\_gp

Run test\_gp

```
$ cp test_gp/keystone/Enclave/Enclave.eapp_riscv $KEYSTONE_DIR/buildroot_overlay/root/test_gp/
$ cp test_gp/keystone/Enclave/App.client $KEYSTONE_DIR/buildroot_overlay/root/test_gp/
$ cp $KEYSTONE_SDK_DIR/rts/eyrie/eyrie-rt $KEYSTONE_DIR/buildroot_overlay/root/test_gp/
$ insmod keystone-driver.ko
$ ./App.client Enclave.eapp_riscv eyrie-rt
main start
TEE_GenerateRandom(0x000000003FFFFFFE0, 16): start
@[SE] getrandom buf fff41844 len 16 flags 0 -> 16
@random: 5ea8741bd8a3b298cf53d214eca693fb
TEE_GetREERTime(): start
```

```

@[SE] gettimeofday 77 sec 865873 usec -> 0
@GP REE time 77 sec 865 millis
TEE_GetSystemTime(): start
@GP System time 100063195 sec 609 millis
TEE_CreatePersistentObject(): start
@[SE] open file FileOne flags 241 -> 3 (0)
TEE_WriteObjectData(): start
@[SE] write desc 3 buf 480d0 len 256-> 256
TEE_CloseObject(): start
@[SE] close desc 3 -> 0
TEE_OpenPersistentObject(): start
@[SE] open file FileOne flags 0 -> 3 (0)
TEE_ReadObjectData(): start
@[SE] read desc 3 buf fff41664 len 256-> 256
TEE_CloseObject(): start
@[SE] close desc 3 -> 0
256 bytes read: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f20212223242526272829
2a2b2c2d2e2f303132333435363738393a3b3c3d3f
verify ok
TEE_AllocateOperation(): start
TEE_FreeOperation(): start
TEE_DigestDoFinal(): start
TEE_FreeOperation(): start
hash: 9b04c091da96b997afb8f2585d608aeb9c4a904f7d52c8f28c7e4d2dd9fba5f
TEE_AllocateTransientObject(): start
TEE_GenerateKey(): start
TEE_GenerateRandom(0x000000003FFFFD88, 32): start
@[SE] getRandom buf fff41844 len 16 flags 0 -> 16
@[SE] getRandom buf fff41844 len 16 flags 0 -> 16
TEE_AllocateOperation(): start
TEE_GenerateRandom(0x000000003FFFFED0, 16): start
@[SE] getRandom buf fff41844 len 16 flags 0 -> 16
TEE_CipherInit(): start
TEE_CipherUpdate(): start
TEE_FreeOperation(): start
@cipher: e94431cd22a6029185d0dbb1a17b5d62843bfeef25591583d2d668ec6fed1c692f88ce4754d690c346c8d9f2726
630e0386abf4e45699a2ca2b34b344eaa454bc489c
TEE_AllocateOperation(): start
TEE_CipherInit(): start
TEE_CipherUpdate(): start
TEE_FreeOperation(): start
TEE_FreeTransientObject(): start
decrypted to: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f202122232425262728292a
2b2c2d2e2f303132333435363738393a3b3c3d3e3f
verify ok
TEE_AllocateTransientObject(): start
TEE_GenerateKey(): start
TEE_GenerateRandom(0x000000003FFFFC68, 32): start
@[SE] getRandom buf fff41844 len 16 flags 0 -> 16
@[SE] getRandom buf fff41844 len 16 flags 0 -> 16
TEE_AllocateOperation(): start
TEE_GenerateRandom(0x000000003FFFFEC8, 16): start
@[SE] getRandom buf fff41844 len 16 flags 0 -> 16
TEE_AEInit(): start
TEE_AEEncryptFinal(): start
TEE_FreeOperation(): start
@cipher: c23e9ce04589e80a66debe23a788ae5393bdcd8e875e87e1bcf2b2d998f6418ccc6ee4ab112fdbfc5175868691e
fb40781a318ff439d30b49cc9f726886ad42d5be15
@tag: a551f999317b3fbd1eea7b622ce2caee
TEE_AllocateOperation(): start
TEE_AEInit(): start
TEE_AEDecryptFinal(): start
TEE_FreeOperation(): start
TEE_FreeTransientObject(): start
decrypted to: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f202122232425262728292a
2b2c2d2e2f303132333435363738393a3b3c3d3e3f
verify ok
TEE_AllocateOperation(): start
TEE_FreeOperation(): start
TEE_DigestDoFinal(): start
TEE_FreeOperation(): start
@digest: 9b04c091da96b997afb8f2585d608aeb9c4a904f7d52c8f28c7e4d2dd9fba5f
TEE_AllocateOperation(): start
TEE_AllocateTransientObject(): start
TEE_InitValueAttribute(): start
TEE_GenerateKey(): start
TEE_GenerateRandom(0x000000003FFFFE28, 32): start
@[SE] getRandom buf fff41844 len 16 flags 0 -> 16
@[SE] getRandom buf fff41844 len 16 flags 0 -> 16
TEE_AsymmetricSignDigest(): start
TEE_FreeOperation(): start
@signature: d6e6b6e54db8b6a62fc1927886938bead27f4813f19ce77182e3016b5426bcad067ca98cd75f9dfdda9e9eb0
655c48df992d3ad674db69d831f26ae63caf1405
TEE_AllocateOperation(): start
TEE_AsymmetricVerifyDigest(): start

```

```

TEE_FreeOperation(): start
@@TEE_FreeOperation:
TEE_FreeTransientObject(): start
verify ok
main end

```

## 5.2 ta-ref with OP-TEE

Make sure optee\_3.9.0\_rpi3 has been built already.

### 5.2.1 Cloning source and building

Clone the source

```

$ git clone https://192.168.100.100/rinkai/ta-ref.git
$ cd ta-ref
$ git checkout teep-device-tb-slim
$ git submodule sync --recursive
$ git submodule update --init --recursive

```

Build

```

$ export OPTEE_DIR=<path to optee_3.9.0_rpi3>
$ source env/optee_rpi3.sh
$ make build test-bin MACHINE=RPI3 TEST_DIR=test_hello
$ make build test-bin MACHINE=RPI3 TEST_DIR=test_gp

```

### 5.2.2 Check ta-ref by running test\_gp, test\_hello, on QEMU

Copy the test\_hello and test\_gp programs to QEMU buildroot directory

```

$ mkdir -p optee_3.9.0_qemu/out-br/target/home/gitlab/out/{test_hello,test_gp}
$ cp ta-ref/test_hello/optee/App/optee_ref_ta optee_3.9.0_qemu/out-br/target/home/gitlab/out/test_hello/
$ cp ta-ref/test_hello/optee/Enclave/a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta
  optee_3.9.0_qemu/out-br/target/home/gitlab/out/test_hello/
$ cp ta-ref/test_gp/optee/App/optee_ref_ta
  optee_3.9.0_qemu/out-br/target/home/gitlab/out/test_gp/
$ cp ta-ref/test_gp/optee/Enclave/a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta
  optee_3.9.0_qemu/out-br/target/home/gitlab/out/test_gp/a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta
$ cp ./test_gp/optee/Enclave/Enclave.nm
  /TEE/demo/rpi3/optee_3.9.0_qemu/out-br/target/home/gitlab/out/test_gp/

```

#### 5.2.2.1 test\_hello

Run test\_hello

```

$ cd /home/gitlab/out/test_hello/
$ cp a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta /home/gitlab/out/
$ ln -s /home/gitlab/out/a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta
  /lib64/optee_armtz/a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta
$ ./optee_ref_ta
--- enclave log start---
ecall_ta_main() start
hello world!
ecall_ta_main() end
--- enclave log end---

```

If executed successfully, you see above messages

### 5.2.2.2 test\_gp

Run test\_gp

```
$ cd /home/gitlab/out/test_gp/
$ cp a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta /home/gitlab/out/
$ ln -s /home/gitlab/out/a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta
  /lib64/optee_armtz/a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta
$ ./optee_ref_ta
start TEEC_InvokeCommand
--- enclave log start---
ecall_ta_main() start
@random: fe0c7d3eeffb9bd5e63b8a0cce29af7eb
@GP REE time 1612156259 sec 390 millis
@GP System time 249187 sec 954 millis
256 bytes read: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f20212223242526272829
2a2b2c2d2e2f303132333435363738393a3b3c3d3e3f404142434445464748494a4b4c4d4e4f505152535455565758595a5b
5c5d5e5f606162636465666768696a6b6c6d6e6f707172737475767778797a7b7c7d7e7f808182838485868788898a8b8c8d
8e8f909192939495969798999a9b9c9d9e9f9a0a1a2a3a4a5a6a7a8a9aaabacadaeafb0b1b2b3b4b5b6b7b8b9babbbcbdbbfbf
c0c1c2c3c4c5c6c7c8c9cacbcccdcecf0d1d2d3d4d5d6d7d8d9dadbdcdddedfe0e1e2e3e4e5e6e7e8e9eaebeceedeef0f1f2
f3f4f5f6f7f8f9fafbfcfdfefff
verify ok
hash: 40aff2e9d2d8922e47afd4648e6967497158785fbd1da870e7110266bf944880
@cipher: 30a558176172c53be4a2ac320776de105da79c29726879fe67d06b629f065731285f8a90f8a521ce34ecee51e1
5e928d157ea10d149bb687dd78be79469c28696506283edcda527fcd86f6a47e852bbcb3488df3fc651b46b034faf4ab5f12f
51a285478ea01e58d40e8177d415be243df93b23cdf889feb91fa3be8906fe190d836fe61168aed0473406be1054dd88a381
ef25381d920ea3780ba74fblcf1434cbdl168de8386dcc2e2b92eee0fc432f3c0514f462cbeaf96753b174a4a673f323e671
61272fe932ead4bc95770fcc130dd5877b521d6a79f961eeadd1680042f69257ccf9368927aa170176af8ac211dd22161997
7224837232dad970220f4
decrypted to: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f202122232425262728292a
2b2c2d2e2f303132333435363738393a3b3c3d3e3f404142434445464748494a4b4c4d4e4f505152535455565758595a5b5c
5d5e5f606162636465666768696a6b6c6d6e6f707172737475767778797a7b7c7d7e7f808182838485868788898a8b8c8d8e
8f909192939495969798999a9b9c9d9e9f9a0a1a2a3a4a5a6a7a8a9aaabacadaeafb0b1b2b3b4b5b6b7b8b9babbbcbdbbfbf
c0c1c2c3c4c5c6c7c8c9cacbcccdcecf0d1d2d3d4d5d6d7d8d9dadbdcdddedfe0e1e2e3e4e5e6e7e8e9eaebeceedeef0f1f2
f3f4f5f6f7f8f9fafbfcfdfefff
verify ok
@cipher: ff409d8fe203bf0d81de36832b86c702f07edd343f408d3a2fb5ab347b4f72b10031efff0c17b7e0bc56c3f2f95
f53c0d731ed87eb3e1187b6714a25cfc65082284682b44450941654e7edc99af0f7b037c3ba9ea731036070aa9496e34cfef
db6845e8aa9955416ba227970d3dd1f8207b5743e1490a7f5fd78d81fce0a24576de06a2f528d49c5b11e79a5cab015806ba
d73f118e205a3645a95b2b330ffd9da12e00c693e7ee8cfd04eb0f08c3c657c4fa0ae384ed2d5ab1e15ffc835c3e4cc116cd
1049611f896cf445ab36dc8b393a6fe75d20d45b2273a5d8c2d3b935e3f22bc82b24c952812d66a902155d288d5f26ac6722
fe72498bd72ea523c914c
@tag: 9b357baf76d2632fa7d16231640d6324
decrypted to: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f202122232425262728292a
2b2c2d2e2f303132333435363738393a3b3c3d3e3f404142434445464748494a4b4c4d4e4f505152535455565758595a5b5c
5d5e5f606162636465666768696a6b6c6d6e6f707172737475767778797a7b7c7d7e7f808182838485868788898a8b8c8d8e
8f909192939495969798999a9b9c9d9e9f9a0a1a2a3a4a5a6a7a8a9aaabacadaeafb0b1b2b3b4b5b6b7b8b9babbbcbdbbfbf
c0c1c2c3c4c5c6c7c8c9cacbcccdcecf0d1d2d3d4d5d6d7d8d9dadbdcdddedfe0e1e2e3e4e5e6e7e8e9eaebeceedeef0f1f2
f3f4f5f6f7f8f9fafbfcfdfefff
verify ok
@digest: 40aff2e9d2d8922e47afd4648e6967497158785fbd1da870e7110266bf944880
@signature: 719fa9898f3423b754675b835268f9b2368b77a429eeabf7369d60d135dee08158c3902fd2ed3c1bf17cb34e
76f2ba25da915fa3970c757962f7533c8d8bad7d
@@TEE_FreeOperation:
verify ok
ecall_ta_main() end
--- enclave log end---
res = TEEC_SUCCESS; TEEC_InvokeCommand succeeded!
```

If executed successfully, you see above messages

## 5.3 ta-ref with SGX

Build ta-ref for Intel SGX platforms

### 5.3.1 Cloning source and building

Clone the source

```
$ git clone https://192.168.100.100/rinkai/ta-ref.git
$ cd ta-ref
$ git checkout teep-device-tb-slim
```

```
$ git submodule sync --recursive
$ git submodule update --init --recursive
```

## Build

```
$ source /opt/intel/sgx/sdk/environment
$ source env/sgx_x64.sh
$ make build test-bin MACHINE=NUC TEST_DIR=test_hello
$ make build test-bin MACHINE=NUC TEST_DIR=test_gp
```

### 5.3.2 Check ta-ref by running test\_gp, test\_hello, simulation mode on any pc

Copy the ta-ref's test\_hello & test\_gp executables to test directory

#### 5.3.2.1 test\_hello

Run test\_hello

```
$ cp test_hello/sgx/Enclave/enclave.signed.so <test directory>
$ cp test_hello/sgx/App/sgx_app <test directory>
$ <test directory>/sgx_app
hello world!
Info: Enclave successfully returned.
```

#### 5.3.2.2 test\_gp

Run test\_gp

```
$ cp test_gp/sgx/Enclave/enclave.signed.so <test directory>
$ cp test_gp/sgx/App/sgx_app <test directory>
$ <test directory>/sgx_app
main start
TEE_GenerateRandom(): start
@random: f35c1d1e4bbf6641c5511c9dc5aaf638
TEE_GetREETime(): start
request to get unix time 1612257364, 199
@GP REE time 1612257364 sec 199 millis
TEE_GetSystemTime(): start
@GP System time 727941859 sec 984 millis
TEE_CreatePersistentObject(): start
request to open FileOne flags 241 -> 3
TEE_WriteObjectData(): start
request to write 256 bytes to descriptor 3
TEE_CloseObject(): start
request to close descriptor 3
TEE_OpenPersistentObject(): start
request to open FileOne flags 0 -> 3
TEE_ReadObjectData(): start
request to read 256 bytes from descriptor 3
TEE_CloseObject(): start
request to close descriptor 3
256 bytes read: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f20212223242526272829
2a2b2c2d2e2f303132333435363738393a3b3c3d3e3f404142434445464748494a4b4c4d4e4f505152535455565758595a5b
5c5d5e5f606162636465666768696a6b6c6d6e6f707172737475767778797a7b7c7d7e7f808182838485868788898a8b8c8d
8e8f909192939495969798999a9b9c9d9e9fa0a1a2a3a4a5a6a7a8a9aaabacadaeafb0b1b2b3b4b5b6b7b8b9babbbcbdbbfb
c0c1c2c3c4c5c6c7c8c9cacbcccdcecfcd0d1d2d3d4d5d6d7d8d9dadbdcddeedfe0e1e2e3e4e5e6e7e8e9eaebecedeeff0f1
f2f3f4f5f6f7f8f9fafbfcfdfefff
verify ok
TEE_AllocateOperation(): start
TEE_FreeOperation(): start
TEE_DigestDoFinal(): start
TEE_FreeOperation(): start
hash: 9b04c091da96b997afb8f2585d608aeb9c4a904f7d52c8f28c7e4d2dd9fba5f
TEE_AllocateTransientObject(): start
TEE_GenerateKey(): start
```

```

TEE_GenerateRandom(): start
TEE_AllocateOperation(): start
TEE_GenerateRandom(): start
TEE_CipherInit(): start
TEE_CipherUpdate(): start
TEE_FreeOperation(): start
@cipher: 7427bfff21e729a824a239e25332ebd455d18fa6aec1ec6618b77c252f768e0a9345608b0135727568867ce5b0fa
c872f6647787861b88220840281f3944eea456a2769081e6598079b52edc541e2201ffd2e96a6c3e485be25a0ce4f5c07544
aa0c67b3e34bd069b293843daf66db51b751b3c09f2a9c6912c22a6062c8ecbd0effd4698081660e218f6f0c1249e3691a33
e91836953953513040eb29ce709efe50f96e67f07d6a1b00f08beacebc5950f9744b0049cb76ec5ba17a49d7270b60034c47
23bb79dc61d465062b0394e8d93f98c2391ee2b02b7b537b375e0e1cc5eeb8eb2e62df839048db0f1fdbdd1b7f5c6ef2faa1
a5b305ef045936c9146f8
TEE_AllocateOperation(): start
TEE_CipherInit(): start
TEE_CipherUpdate(): start
TEE_FreeOperation(): start
TEE_FreeTransientObject(): start
decrypted to: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f202122232425262728292a
2b2c2d2e2f303132333435363738393a3b3c3d3e3f404142434445464748494a4b4c4d4e4f505152535455565758595a5b5c
5d5e5f606162636465666768696a6b6c6d6e6f707172737475767778797a7b7c7d7e7f808182838485868788898a8b8c8d8e
8f909192939495969798999a9b9c9d9e9fa0a1a2a3a4a5a6a7a8a9aaabacadaeafb0b1b2b3b4b5b6b7b8b9babbbcbdbebfc0
c1c2c3c4c5c6c7c8c9cacbcccdcecfcd0d1d2d3d4d5d6d7d8d9dadbdcddeedfe0e1e2e3e4e5e6e7e8e9eaebeceedeefeff0f1f2
f3f4f5f6f7f8f9fafbfcfdfefff
verify ok
TEE_AllocateTransientObject(): start
TEE_GenerateKey(): start
TEE_GenerateRandom(): start
TEE_AllocateOperation(): start
TEE_GenerateRandom(): start
TEE_AEInit(): start
TEE_AEEncryptFinal(): start
TEE_FreeOperation(): start
@cipher: e33f34122c80b9a10002725e4e21542256da7c7cd3f6dd1b62b71cf8308f9e4a0daa50b29880a8f76707c4ed432
549c4da9e68e7930189d2127fdd7aa2379106090814b5deed9a9e161ef0886da03a2a94c3fb9e0faadf1d1ce8bb09fb5388bb
23a042944fbb269d486aa4f21a91a41968184122520dfc308850059efce660a52adb17361bd52f570bfba05cccd32ffa9ea
c94914725ded073355f28eb3dc30d60f00cfd2de76c3a05df8bef32f302bb4d14b493a3a90b1dee4eba64e625695c4d58ec4
feb8436d62e4cac82fcbd00e60c8138af7176995a742b08a572f64e539e9f9850a9f6f33907a829108ca6540332aab53f3f
6a4fd2c3de35c5556a427
@tag: 4c920ce2aef079e468ab24e25730d9d2
TEE_AllocateOperation(): start
TEE_AEInit(): start
TEE_AEDecryptFinal(): start
TEE_FreeOperation(): start
TEE_FreeTransientObject(): start
decrypted to: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f202122232425262728292a
2b2c2d2e2f303132333435363738393a3b3c3d3e3f404142434445464748494a4b4c4d4e4f505152535455565758595a5b5c
5d5e5f606162636465666768696a6b6c6d6e6f707172737475767778797a7b7c7d7e7f808182838485868788898a8b8c8d8e
8f909192939495969798999a9b9c9d9e9fa0a1a2a3a4a5a6a7a8a9aaabacadaeafb0b1b2b3b4b5b6b7b8b9babbbcbdbebfc0
c1c2c3c4c5c6c7c8c9cacbcccdcecfcd0d1d2d3d4d5d6d7d8d9dadbdcddeedfe0e1e2e3e4e5e6e7e8e9eaebeceedeefeff0f1f2
f3f4f5f6f7f8f9fafbfcfdfefff
verify ok
TEE_AllocateOperation(): start
TEE_FreeOperation(): start
TEE_DigestDoFinal(): start
TEE_FreeOperation(): start
@digest: 9b04c091da96b997afb8f2585d608aeb9c4a904f7d52c8f28c7e4d2dd9fba5f
TEE_AllocateOperation(): start
TEE_AllocateTransientObject(): start
TEE_InitValueAttribute(): start
TEE_GenerateKey(): start
TEE_GenerateRandom(): start
TEE_AsymmetricSignDigest(): start
TEE_FreeOperation(): start
@signature: 100b392ce043e9b8dc703088f505dd3083ec47bfcb8d59d968a66b54e80464d684d56dc9c44336f08fd96309
79863a2d8fb7cd672a819ef609357e9ac6a3d80e
TEE_AllocateOperation(): start
TEE_AsymmetricVerifyDigest(): start
TEE_FreeOperation(): start
@TEE_FreeOperation:
TEE_FreeTransientObject(): start
verify ok
main end
Info: Enclave successfully returned.

```

## 5.4 Generating ta-ref.pdf with Doxygen

As a pre-requisite, make sure doxygen-1.9.2 was installed and built already.



### 5.4.1 Cloning source and building docs

#### Clone the ta-ref source

```
$ git clone https://192.168.100.100/rinkai/ta-ref.git
$ cd ta-ref
$ git checkout teep-master
```

#### Build the documentation

```
# Export TEE Variable, TEE can be set to anything
$ export TEE=keystone
# Build the docs
$ make docs
```

After running the `make docs`, the doxygen build will be started and generates the `ta-ref.pdf` inside `docs` folder.

## 6 Running on Development Boards

### 6.1 Keystone, Unleashed

Make sure Keystone and other dependant sources have been built

#### 6.1.1 Preparation of rootfs on SD Card

Build a modified `gdisk` which can handle the sifive specific partition types.

Prerequisites: `libncursesw5-dev`, `libpopt-dev`

```
$ cd ..
$ sudo apt install libncursesw5-dev lib64ncurses5-dev uuid-dev libpopt-dev build-essential
$ git clone https://192.168.100.100/rinkai/gptfdisk.git
$ cd gptfdisk
$ git checkout -b risc-v-sd 3d6a15873f582803aa8ad3288b3e32d3daff9fde
$ make
```

##### 6.1.1.1 Create SD-card partition manually

```
$ sudo ./gdisk /dev/mmcblk0
GPT fdisk (gdisk) version 1.0.4
Partition table scan:
  MBR: protective
  BSD: not present
  APM: not present
  GPT: present
Found valid GPT with protective MBR; using GPT.
Command (? for help): n
Partition number (1-128, default 1): 1
First sector (34-15523806, default = 2048) or {+}size{KMGTP}:
Last sector (2048-15523806, default = 15523806) or {+}size{KMGTP}: 67583
Current type is 'Linux filesystem'
Hex code or GUID (L to show codes, Enter = 8300): 5202
Changed type of partition to 'SiFive bare-metal (or stage 2 loader)'
Command (? for help): n
Partition number (2-128, default 2): 4
First sector (34-15523806, default = 67584) or {+}size{KMGTP}:
Last sector (67584-15523806, default = 15523806) or {+}size{KMGTP}: 67839
Current type is 'Linux filesystem'
```

```

Hex code or GUID (L to show codes, Enter = 8300): 5201
Changed type of partition to 'SiFive FSBL (first-stage bootloader)'
Command (? for help): n
Partition number (2-128, default 2):
First sector (34-15523806, default = 69632) or {+-}size{KMGTp}: 264192
Last sector (264192-15523806, default = 15523806) or {+-}size{KMGTp}:
Current type is 'Linux filesystem'
Hex code or GUID (L to show codes, Enter = 8300): 8300
Changed type of partition to 'Linux filesystem'
Command (? for help): p
Disk /dev/mmcblk0: 15523840 sectors, 7.4 GiB
Sector size (logical/physical): 512/512 bytes
Disk identifier (GUID): 11A0F8F6-D5DE-4993-8C0D-D543DFBA17AD
Partition table holds up to 128 entries
Main partition table begins at sector 2 and ends at sector 33
First usable sector is 34, last usable sector is 15523806
Partitions will be aligned on 2048-sector boundaries
Total free space is 198366 sectors (96.9 MiB)
Number  Start (sector)    End (sector)  Size      Code  Name
   1            2048          67583    32.0 MiB   5202   SiFive bare-metal (...)
   2          264192       15523806     7.3 GiB   8300   Linux filesystem
   4            67584          67839     128.0 KiB  5201   SiFive FSBL (first-...

Command (? for help): i
Partition number (1-4): 4
Partition GUID code: 5B193300-FC78-40CD-8002-E86C45580B47 (SiFive FSBL (first-stage bootloader))
Partition unique GUID: FC1FBC7C-EC94-4B0A-9DAF-0ED85452B885
First sector: 67584 (at 33.0 MiB)
Last sector: 67839 (at 33.1 MiB)
Partition size: 256 sectors (128.0 KiB)
Attribute flags: 0000000000000000
Partition name: 'SiFive FSBL (first-stage bootloader)'
Command (? for help): i
Partition number (1-4): 1
Partition GUID code: 2E54B353-1271-4842-806F-E436D6AF6985 (SiFive bare-metal (or stage 2 loader))
Partition unique GUID: 2FFF07EF-E44A-4278-A16D-C29697C6653D
First sector: 2048 (at 1024.0 KiB)
Last sector: 67583 (at 33.0 MiB)
Partition size: 65536 sectors (32.0 MiB)
Attribute flags: 0000000000000000
Partition name: 'SiFive bare-metal (or stage 2 loader)'
Command (? for help): wq
Final checks complete. About to write GPT data. THIS WILL OVERWRITE EXISTING
PARTITIONS!!
Do you want to proceed? (Y/N): y
OK; writing new GUID partition table (GPT) to /dev/mmcblk1.
Warning: The kernel is still using the old partition table.
The new table will be used at the next reboot or after you
run partprobe(8) or kpartx(8)
The operation has completed successfully.

```

### 6.1.1.2 Write boot and rootfs files into SD-card

#### Build FSBL for hifive-Unleased board

```

$ git clone https://github.com/keystone-enclave/freedom-u540-c000-bootloader.git
$ cd freedom-u540-c000-bootloader
$ git checkout -b dev-unleased bbfcc288fb438312af51adef420aa444a0833452
$ # Make sure riscv64 compiler set to PATH (export PATH=$KEYSTONE_DIR/riscv/bin:$PATH)
$ make

```

#### Writing fsbl.bin and bbl.bin

```

$ sudo dd if=freedom-u540-c000-bootloader/fsbl.bin of=/dev/mmcblk0p4 bs=4096 conv=fsync
$ sudo dd if=$KEYSTONE_DIR/hifive-work/bbl.bin of=/dev/mmcblk0p1 bs=4096 conv=fsync

```

Once files written, insert the SD-card into unleashed

### 6.1.2 Copying binaries of test\_hello and test\_gp

```

$ sudo mount /dev/mmcblk0p1 /media/rootfs/
$ sudo mkdir /media/rootfs/root/{test_hello,test_gp}

```

Copy test\_hello

```
$ sudo cp ta-ref/test_hello/keystone/Enclave/Enclave.eapp_riscv /media/rootfs/root/test_hello/
$ sudo cp ta-ref/test_hello/keystone/Enclave/App.client /media/rootfs/root/test_hello/
$ sudo cp $KEYSTONE_SDK_DIR/rts/eyrie/eyrie-rt /media/rootfs/root/test_hello/
```

### Copy test\_gp

```
$ sudo cp ta-ref/test_gp/keystone/Enclave/Enclave.eapp_riscv /media/rootfs/root/test_gp/
$ sudo cp ta-ref/test_gp/keystone/Enclave/App.client /media/rootfs/root/test_gp/
$ sudo cp $KEYSTONE_SDK_DIR/rts/eyrie/eyrie-rt /media/rootfs/root/test_gp/
```

Now, we are ready to test on unleashed board.

### 6.1.3 Check test\_hello and test\_gp on Unleased

1. Insert SD-card into unleashed board
2. Boot Hifive-Unleased board
3. Connect Unleased board with your development machine over USB-Serial cable (/dev/ttyUSB1)
4. Checking on Unleased  
Login to serial console with user=root, passwd=sifive

```
buildroot login: root
Password:
$
```

#### test\_hello:

```
$ insmod keystone-driver.ko
./App.client Enclave.eapp_riscv eyrie-rt
hello world!
```

#### test\_gp:

```
$ insmod keystone-driver.ko
./App.client Enclave.eapp_riscv eyrie-rt
main start
TEE_GenerateRandom(0x000000003FFFFEE0, 16): start
@[SE] getrandom buf fff41844 len 16 flags 0 -> 16
@random: 5ea8741bd8a3b298cf53d214eca693fb
TEE_GetREETime(): start
@[SE] gettimeofday 77 sec 865873 usec -> 0
@GP REE time 77 sec 865 millis
TEE_GetSystemTime(): start
@GP System time 100063195 sec 609 millis
TEE_CreatePersistentObject(): start
@[SE] open file FileOne flags 241 -> 3 (0)
TEE_WriteObjectData(): start
@[SE] write desc 3 buf 480d0 len 256-> 256
TEE_CloseObject(): start
@[SE] close desc 3 -> 0
TEE_OpenPersistentObject(): start
@[SE] open file FileOne flags 0 -> 3 (0)
TEE_ReadObjectData(): start
@[SE] read desc 3 buf fff41664 len 256-> 256
TEE_CloseObject(): start
@[SE] close desc 3 -> 0
256 bytes read: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f20212223242526272829
2a2b2c2d2e2f303132333435363738393a3b3c3d3f
verify ok
TEE_AllocateOperation(): start
TEE_FreeOperation(): start
TEE_DigestDoFinal(): start
TEE_FreeOperation(): start
hash: 9b04c091da96b997afb8f2585d608aeb9c4a904f7d52c8f28c7e4d2dd9fba5f
TEE_AllocateTransientObject(): start
```

```

TEE_GenerateKey(): start
TEE_GenerateRandom(0x000000003FFFFD88, 32): start
@[SE] getRandom buf fff41844 len 16 flags 0 -> 16
@[SE] getRandom buf fff41844 len 16 flags 0 -> 16
TEE_AllocateOperation(): start
TEE_GenerateRandom(0x000000003FFFFED0, 16): start
@[SE] getRandom buf fff41844 len 16 flags 0 -> 16
TEE_CipherInit(): start
TEE_CipherUpdate(): start
TEE_FreeOperation(): start
@cipher: e94431cd22a6029185d0dbb1a17b5d62843bfeef25591583d2d668ec6fed1c692f88ce4754d690c346c8d9f2726
630e0386abf4e45699a2ca2b34b344eaa454bc489c
TEE_AllocateOperation(): start
TEE_CipherInit(): start
TEE_CipherUpdate(): start
TEE_FreeOperation(): start
TEE_FreeTransientObject(): start
decrypted to: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f202122232425262728292a
2b2c2d2e2f303132333435363738393a3b3c3d3e3f
verify ok
TEE_AllocateTransientObject(): start
TEE_GenerateKey(): start
TEE_GenerateRandom(0x000000003FFFFC68, 32): start
@[SE] getRandom buf fff41844 len 16 flags 0 -> 16
@[SE] getRandom buf fff41844 len 16 flags 0 -> 16
TEE_AllocateOperation(): start
TEE_GenerateRandom(0x000000003FFFFEC8, 16): start
@[SE] getRandom buf fff41844 len 16 flags 0 -> 16
TEE_AEInit(): start
TEE_AEEncryptFinal(): start
TEE_FreeOperation(): start
@cipher: c23e9ce04589e80a66debe23a788ae5393bdcd8e875e87e1bcf2b2d998f6418ccc6ee4ab112fdbfc5175868691e
fb40781a318ff439d30b49cc9f726886ad42d5be15
@tag: a551f999317b3fbdleaa7b622ce2caee
TEE_AllocateOperation(): start
TEE_AEInit(): start
TEE_AEDecryptFinal(): start
TEE_FreeOperation(): start
TEE_FreeTransientObject(): start
decrypted to: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f202122232425262728292a
2b2c2d2e2f303132333435363738393a3b3c3d3e3f
verify ok
TEE_AllocateOperation(): start
TEE_FreeOperation(): start
TEE_DigestDoFinal(): start
TEE_FreeOperation(): start
@digest: 9b04c091da96b997afb8f2585d608aeb9c4a904f7d52c8f28c7e4d2dd9fba5f
TEE_AllocateOperation(): start
TEE_AllocateTransientObject(): start
TEE_InitValueAttribute(): start
TEE_GenerateKey(): start
TEE_GenerateRandom(0x000000003FFFFE28, 32): start
@[SE] getRandom buf fff41844 len 16 flags 0 -> 16
@[SE] getRandom buf fff41844 len 16 flags 0 -> 16
TEE_AsymmetricSignDigest(): start
TEE_FreeOperation(): start
@signature: d6e6b6e54db8b6a62fc1927886938bead27f4813f19ce77182e3016b5426bcad067ca98cd75f9dfddafe9eb0
655c48df992d3ad674db69d831f26ae63caf1405
TEE_AllocateOperation(): start
TEE_AsymmetricVerifyDigest(): start
TEE_FreeOperation(): start
@@TEE_FreeOperation:
TEE_FreeTransientObject(): start
verify ok
main end

```

Test is successful.

## 6.2 OP-TEE, RPI3

Make sure OP-TEE v3.9.0 and other dependant sources have been built

### 6.2.1 Preparation of rootfs on SD Card

Use following examples to create partitions of boot and roots on SD-card

```

$ make img-help
$ fdisk /dev/sdx    # where sdx is the name of your sd-card
> p                # prints partition table
> d                # repeat until all partitions are deleted
> n                # create a new partition
> p                # create primary
> 1                # make it the first partition
> <enter>          # use the default sector
> +32M             # create a boot partition with 32MB of space
> n                # create rootfs partition
> p
> 2
> <enter>
> <enter>          # fill the remaining disk, adjust size to fit your needs
> t                # change partition type
> 1                # select first partition
> e                # use type 'e' (FAT16)
> a                # make partition bootable
> 1                # select first partition
> p                # double check everything looks right
> w                # write partition table to disk.

```

Usually your SD-card detected as `/dev/mmcblk0`. After partition it looks like below BOOT partition = `/dev/mmcblk0p1` rootfs partition = `/dev/mmcblk0p2`

#### Write boot file

```

$ mkfs.vfat -F16 -n BOOT /dev/mmcblk0p1
$ mkdir -p /media/boot
$ sudo mount /dev/mmcblk0p1 /media/boot
$ cd /media
$ gunzip -cd optee_3.9.0_rpi3/out-br/images/rootfs.cpio.gz | sudo cpio -idmv "boot/*"
$ umount boot

```

#### Write rootfs

```

$ mkfs.ext4 -L rootfs /dev/mmcblk0p2
$ mkdir -p /media/rootfs
$ sudo mount /dev/mmcblk0p2 /media/rootfs
$ cd rootfs
$ gunzip -cd <your-base-dir>/optee_3.9.0_rpi3/build/./out-br/images/rootfs.cpio.gz | sudo cpio
-idmv
$ rm -rf /media/rootfs/boot/*
$ cd .. && sudo umount rootfs

```

If you use CI from AIST, download `rpi3_sdimage` as follows

```

$ wget http://192.168.100.100:2000/optee_rpi3_sdimage.tar.xz
$ tar xf optee_rpi3_sdimage.tar.xz
$ dd if=rpi3_sdimage.bin of=/dev/mmcblk0p2 conv=fsync bs=4096

```

Now SD-card is ready to boot RPI3.

## 6.2.2 Copying binaries of `test_hello` and `test_gp` to rootfs partition

### Copying `test_hello` & `test_gp`

```

$ sudo mount /dev/mmcblk0p2 /media/rootfs
$ sudo mkdir -p /media/rootfs/home/gitlab/out/{test_hello,test_gp}
$ sudo cp ta-ref/test_hello/optee/App/optee_ref.ta /media/rootfs/home/gitlab/out/test_hello/
$ sudo cp ta-ref/test_hello/optee/Enclave/a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta
/media/rootfs/home/gitlab/out/test_hello/
$ sudo cp ta-ref/test_gp/optee/App/optee_ref.ta /media/rootfs/home/gitlab/out/test_gp/
$ sudo cp ta-ref/test_gp/optee/Enclave/a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta
/media/rootfs/home/gitlab/out/test_gp/a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta
$ sudo cp ta-ref/test_gp/optee/Enclave/Enclave.nm /media/rootfs/home/gitlab/out/test_gp/

```

### 6.2.3 Check test\_hello and test\_gp

1. Insert SD-card into RPI3 board, then power-on
2. Connect RPI3 board Serial console to your laptop (/dev/ttyUSB0 over minicom)
3. Checking on RPI3

Login to Serial console and enter "root" as username

```
buildroot login: root
Password:
$
```

test\_hello:

```
$ cp /home/gitlab/out/test_hello/
$ cp a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta /home/gitlab/out/
$ ln -s /home/gitlab/out/a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta
  /lib64/optee_armtz/a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta
$ ./optee_ref_ta
--- enclave log start---
ecall_ta_main() start
hello world!
ecall_ta_main() end
--- enclave log end---
```

If executed successfully, you see above messages

test\_gp:

```
$ cd /home/gitlab/out/test_gp/
$ cp a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta /home/gitlab/out/
$ ln -s /home/gitlab/out/a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta
  /lib64/optee_armtz/a6f77c1e-96fe-4a0e-9e74-262582a4c8f1.ta
$ ./optee_ref_ta
start TEEC_InvokeCommand
--- enclave log start---
ecall_ta_main() start
@random: fe0c7d3eeffb9bd5e63b8a0cce29af7eb
@GP REE time 1612156259 sec 390 millis
@GP System time 249187 sec 954 millis
256 bytes read: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f20212223242526272829
2a2b2c2d2e2f303132333435363738393a3b3c3d3e3f404142434445464748494a4b4c4d4e4f505152535455565758595a5b
5c5d5e5f606162636465666768696a6b6c6d6e6f707172737475767778797a7b7c7d7e7f808182838485868788898a8b8c8d
8e8f909192939495969798999a9b9c9d9e9f9a0a1a2a3a4a5a6a7a8a9aaabacadaeafb0b1b2b3b4b5b6b7b8b9babbbcbdbefc
c0c1c2c3c4c5c6c7c8c9cacbcccdcecfdd0d1d2d3d4d5d6d7d8d9daddbcdcddeedfe0e1e2e3e4e5e6e7e8e9eaebeceedeef0f1f
f2f3f4f5f6f7f8f9fafbfcfdfefff
verify ok
hash: 40aff2e9d2d8922e47afd4648e6967497158785fbd1da870e7110266bf944880
@cipher: 30a558176172c53be4a2ac320776de105da79c29726879fe67d06b629f065731285f8a90f8a521ce34ecee51e1
5e928d157ea10d149bb687dd78be79469c28696506283edcda527fcd86f6a47e852bbc3488df3fc651b46b034faf4ab5f12f
51a285478ea01e58d40e8177d415be243df93b23cdf889feb91fa3be8906fe190d836fe61168aed0473406be1054dd88a381
ef25381d920ea3780ba74fblcfel434cbdl68de8386dcc2e2b92eee0fc432f3c0514f462cbeaf96753b174a4a673f323e671
61272fe932ead4bc95770fcc130dd5877b521d6a79f961eeadd1680042f69257ccf9368927aa170176faf8ac211dd22161997
7224837232dad970220f4
decrypted to: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f202122232425262728292a
2b2c2d2e2f303132333435363738393a3b3c3d3e3f404142434445464748494a4b4c4d4e4f505152535455565758595a5b5c
5d5e5f606162636465666768696a6b6c6d6e6f707172737475767778797a7b7c7d7e7f808182838485868788898a8b8c8d8e
8f909192939495969798999a9b9c9d9e9f9a0a1a2a3a4a5a6a7a8a9aaabacadaeafb0b1b2b3b4b5b6b7b8b9babbbcbdbefc
c0c1c2c3c4c5c6c7c8c9cacbcccdcecfdd0d1d2d3d4d5d6d7d8d9daddbcdcddeedfe0e1e2e3e4e5e6e7e8e9eaebeceedeef0f1f
f2f3f4f5f6f7f8f9fafbfcfdfefff
verify ok
@cipher: ff409d8fe203bf0d81de36832b86c702f07edd343f408d3a2fb5ab347b4f72b10031efff0c17b7e0bc56c3f2f95
f53c0d731ed87eb3e1187b6714a25cfc65082284682b44450941654e7edc99af0f7b037c3ba9ea731036070aa9496e34cfef
db6845e8aa9955416ba227970d3dd1f8207b5743e1490a7f5fd78d81fce0a24576de06a2f528d49c5b11e79a5cab015806ba
d73f118e205a3645a95b2b330ffd9da12e00c693e7ee8cfd04eb0f08c3c657c4fa0ae384ed2d5ab1e15ffc835c3e4cc116cd
1049611f896cf445ab36dc8b393a6fe75d20d45b2273a5d8c2d3b935e3f22bc82b24c952812d66a902155d288d5f26ac6722
fe72498bd72ea523c914c
@tag: 9b357baf76d2632fa7d16231640d6324
decrypted to: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f202122232425262728292a
2b2c2d2e2f303132333435363738393a3b3c3d3e3f404142434445464748494a4b4c4d4e4f505152535455565758595a5b5c
5d5e5f606162636465666768696a6b6c6d6e6f707172737475767778797a7b7c7d7e7f808182838485868788898a8b8c8d8e
```

```

8f909192939495969798999a9b9c9d9e9fa0a1a2a3a4a5a6a7a8a9aaabacadaeafb0b1b2b3b4b5b6b7b8b9babbbcbdbefbc0
c1c2c3c4c5c6c7c8c9cacbcccdcecf0d1d2d3d4d5d6d7d8d9daddbcddeedfe0e1e2e3e4e5e6e7e8e9eaebecedeeeff0f1f2
f3f4f5f6f7f8f9fafbfcfdfeff
verify ok
@digest: 40aff2e9d2d8922e47afd4648e6967497158785fbd1da870e7110266bf944880
@signature: 719fa9898f3423b754675b835268f9b2368b77a429eeabf7369d60d135dee08158c3902fd2ed3c1bf17cb34e
76f2ba25da915fa3970c757962f7533c8d8bad7d
@@TEE_FreeOperation:
verify ok
ecall_ta_main() end
--- enclave log end---
res = TEEC_SUCCESS; TEEC_InvokeCommand succeeded!

```

If executed successfully, you see above messages

## 6.3 SGX, NUC

Make sure SGX SDK, sgx driver and other dependant sources have been built and installed on NUC machine

### 6.3.1 Copying binaries of test\_hello and test\_gp to NUC machine

Login to NUC machine over SSH (Assuming that SSH enabled on NIC machine). Assuming that ta-ref was natively built on NUC machine at ~/ta-ref

```

$ ssh <ssh-user>@<IP-Address> 'mkdir -p ~/test_hello,test_gp'
$ scp ta-ref/test_hello/sgx/Enclave/enclave.signed.so <ssh-user>@<IP-Address>:~/test_hello
$ scp ta-ref/test_hello/sgx/App/sgx_app <ssh-user>@<IP-Address>:~/test_hello
$ scp ta-ref/test_gp/sgx/Enclave/enclave.signed.so <ssh-user>@<IP-Address>:~/test_gp
$ scp ta-ref/test_gp/sgx/App/sgx_app <ssh-user>@<IP-Address>:~/test_gp

```

Now can login to NUC machine for further testing.

### 6.3.2 Check test\_hello and test\_gp

Checking test\_hello

```

$ cd ~/test_hello
$ ./sgx_app
hello world!
Info: Enclave successfully returned.

```

Checking test\_gp

```

$ cd ~/test_gp
$ ./sgx_app
main start
TEE_GenerateRandom(): start
@random: f35c1d1e4bbf6641c5511c9dc5aaf638
TEE_GetREETime(): start
request to get unix time 1612257364, 199
@GP REE time 1612257364 sec 199 millis
TEE_GetSystemTime(): start
@GP System time 727941859 sec 984 millis
TEE_CreatePersistentObject(): start
request to open FileOne flags 241 -> 3
TEE_WriteObjectData(): start
request to write 256 bytes to descriptor 3
TEE_CloseObject(): start
request to close descriptor 3
TEE_OpenPersistentObject(): start
request to open FileOne flags 0 -> 3
TEE_ReadObjectData(): start

```

```

request to read 256 bytes from descriptor 3
TEE_CloseObject(): start
request to close descriptor 3
256 bytes read: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f20212223242526272829
2a2b2c2d2e2f303132333435363738393a3b3c3d3e3f404142434445464748494a4b4c4d4e4f505152535455565758595a5b
5c5d5e5f606162636465666768696a6b6c6d6e6f707172737475767778797a7b7c7d7e7f808182838485868788898a8b8c8d
8e8f909192939495969798999a9b9c9d9e9f9a0a1a2a3a4a5a6a7a8a9aaabacadaeafb0b1b2b3b4b5b6b7b8b9babbbcbdbbfc0
c0c1c2c3c4c5c6c7c8c9cacbcccdcecfcd0d1d2d3d4d5d6d7d8d9dadbdcddeedfe0e1e2e3e4e5e6e7e8e9eaebeceedeef0f1f2
f3f4f5f6f7f8f9fafbfcfdfefff
verify ok
TEE_AllocateOperation(): start
TEE_FreeOperation(): start
TEE_DigestDoFinal(): start
TEE_FreeOperation(): start
hash: 9b04c091da96b997afb8f2585d608aeb9c4a904f7d52c8f28c7e4d2dd9fba5f
TEE_AllocateTransientObject(): start
TEE_GenerateKey(): start
TEE_GenerateRandom(): start
TEE_AllocateOperation(): start
TEE_GenerateRandom(): start
TEE_CipherInit(): start
TEE_CipherUpdate(): start
TEE_FreeOperation(): start
@cipher: 7427bfff21e729a824a239e25332ebd455d18fa6aec1ec6618b77c252f768e0a9345608b0135727568867ce5b0fa
c872f6647787861b88220840281f3944eea456a2769081e6598079b52edc541e2201ffd2e96a6c3e485be25a0ce4f5c07544
aa0c67b3e34bd069b293843daf66db51b751b3c09f2a9c6912c22a6062c8ecbd0effd4698081660e218f6f0c1249e3691a33
e91836953953513040eb29ce709efe50f96e67f07d6a1b00f08beacebc5950f9744b0049cb76ec5ba17a49d7270b60034c47
23bb79dc61d465062b0394e8d93f98c2391ee2b02b7b537b375e0e1cc5eeb8eb2e62df839048db0f1fdbdd1b7f5c6ef2faa1
a5b305ef045936c9146f8
TEE_AllocateOperation(): start
TEE_CipherInit(): start
TEE_CipherUpdate(): start
TEE_FreeOperation(): start
TEE_FreeTransientObject(): start
decrypted to: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f202122232425262728292a
2b2c2d2e2f303132333435363738393a3b3c3d3e3f404142434445464748494a4b4c4d4e4f505152535455565758595a5b5c
5d5e5f606162636465666768696a6b6c6d6e6f707172737475767778797a7b7c7d7e7f808182838485868788898a8b8c8d8e
8f909192939495969798999a9b9c9d9e9f9a0a1a2a3a4a5a6a7a8a9aaabacadaeafb0b1b2b3b4b5b6b7b8b9babbbcbdbbfc0
c1c2c3c4c5c6c7c8c9cacbcccdcecfcd0d1d2d3d4d5d6d7d8d9dadbdcddeedfe0e1e2e3e4e5e6e7e8e9eaebeceedeef0f1f2
f3f4f5f6f7f8f9fafbfcfdfefff
verify ok
TEE_AllocateTransientObject(): start
TEE_GenerateKey(): start
TEE_GenerateRandom(): start
TEE_AllocateOperation(): start
TEE_GenerateRandom(): start
TEE_AEInit(): start
TEE_AEEncryptFinal(): start
TEE_FreeOperation(): start
@cipher: e33f34122c80b9a10002725e4e21542256da7c7cd3f6dd1b62b71cf8308f9e4a0daa50b29880a8f76707c4ed432
549c4da9e68e7930189d2127fdd7aa2379106090814b5deed9a9e161ef0886da03a2a94c3fb9e0faadfd1ce8bb09fb5388bb
23a042944fbeb269d486aa4f21a91a41968184122520dfc308850059efce660a52adb17361bd52f570bfba05cccad32ffa9ea
c94914725ded073355f28eb3dc30d60f00cfd2de76c3a05df8bef32f302bb4d14b493a3a90b1dee4eba64e625695c4d58ec4
feb78436d62e4cac82fcbd00e60c8138af7176995a742b08a572f64e539e9f9850a9f6f33907a829108ca6540332aab53f3f
6a4fd2c3de35c5556a427
@tag: 4c920ce2aef079e468ab24e25730d9d2
TEE_AllocateOperation(): start
TEE_AEInit(): start
TEE_AEDecryptFinal(): start
TEE_FreeOperation(): start
TEE_FreeTransientObject(): start
decrypted to: 000102030405060708090a0b0c0d0e0f101112131415161718191a1b1c1d1e1f202122232425262728292a
2b2c2d2e2f303132333435363738393a3b3c3d3e3f404142434445464748494a4b4c4d4e4f505152535455565758595a5b5c
5d5e5f606162636465666768696a6b6c6d6e6f707172737475767778797a7b7c7d7e7f808182838485868788898a8b8c8d8e
8f909192939495969798999a9b9c9d9e9f9a0a1a2a3a4a5a6a7a8a9aaabacadaeafb0b1b2b3b4b5b6b7b8b9babbbcbdbbfc0
c1c2c3c4c5c6c7c8c9cacbcccdcecfcd0d1d2d3d4d5d6d7d8d9dadbdcddeedfe0e1e2e3e4e5e6e7e8e9eaebeceedeef0f1f2
f3f4f5f6f7f8f9fafbfcfdfefff
verify ok
TEE_AllocateOperation(): start
TEE_FreeOperation(): start
TEE_DigestDoFinal(): start
TEE_FreeOperation(): start
@digest: 9b04c091da96b997afb8f2585d608aeb9c4a904f7d52c8f28c7e4d2dd9fba5f
TEE_AllocateOperation(): start
TEE_AllocateTransientObject(): start
TEE_InitValueAttribute(): start
TEE_GenerateKey(): start
TEE_GenerateRandom(): start
TEE_AsymmetricSignDigest(): start
TEE_FreeOperation(): start
@signature: 100b392ce043e9b8dc703088f505dd3083ec47bfcb8d59d968a66b54e80464d684d56dc9c44336f08fd96309
79863a2d8fb7cd672a819ef609357e9ac6a3d80e
TEE_AllocateOperation(): start
TEE_AsymmetricVerifyDigest(): start
TEE_FreeOperation(): start

```



```

@@TEE_FreeOperation:
TEE_FreeTransientObject(): start
verify ok
main end
Info: Enclave successfully returned.

```

## 7 Class Index

### 7.1 Class List

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### 8.1 File List

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## 9 Class Documentation

### 9.1 \_\_TEE\_ObjectHandle Struct Reference

```
#include <tee_api_tee_types.h>
```

## Public Attributes

- unsigned int [type](#)
- int [flags](#)
- int [desc](#)
- mbedtls\_aes\_context [persist\\_ctx](#)
- unsigned char [persist\\_iv](#) [TEE\_OBJECT\_NONCE\_SIZE]
- unsigned char [public\\_key](#) [TEE\_OBJECT\_KEY\_SIZE]
- unsigned char [private\\_key](#) [TEE\_OBJECT\_SKEY\_SIZE]

### 9.1.1 Member Data Documentation

**9.1.1.1 desc** int \_\_TEE\_ObjectHandle::desc

**9.1.1.2 flags** int \_\_TEE\_ObjectHandle::flags

**9.1.1.3 persist\_ctx** mbedtls\_aes\_context \_\_TEE\_ObjectHandle::persist\_ctx

**9.1.1.4 persist\_iv** unsigned char \_\_TEE\_ObjectHandle::persist\_iv

**9.1.1.5 private\_key** unsigned char \_\_TEE\_ObjectHandle::private\_key

**9.1.1.6 public\_key** unsigned char \_\_TEE\_ObjectHandle::public\_key

**9.1.1.7 type** unsigned int \_\_TEE\_ObjectHandle::type

The documentation for this struct was generated from the following files:

- ta-ref/api/keystone/[tee\\_api\\_tee\\_types.h](#)
- ta-ref/api/sgx/[tee\\_api\\_tee\\_types.h](#)

## 9.2 \_\_TEE\_OperationHandle Struct Reference

```
#include <tee_api_tee_types.h>
```

### Public Attributes

- int [mode](#)
- int [flags](#)
- int [alg](#)
- sha3\_ctx\_t [ctx](#)
- mbedtls\_aes\_context [aectx](#)
- mbedtls\_gcm\_context [aegcmctx](#)
- int [aegcm\\_state](#)
- unsigned char [aeiv](#) [TEE\_OBJECT\_NONCE\_SIZE]
- unsigned char [aekey](#) [32]
- unsigned char [pubkey](#) [TEE\_OBJECT\_KEY\_SIZE]
- unsigned char [prikey](#) [TEE\_OBJECT\_SKEY\_SIZE]

### 9.2.1 Member Data Documentation

**9.2.1.1 aectx** mbedtls\_aes\_context \_\_TEE\_OperationHandle::aectx

**9.2.1.2 aegcm\_state** int \_\_TEE\_OperationHandle::aegcm\_state

**9.2.1.3 aegcmctx** mbedtls\_gcm\_context \_\_TEE\_OperationHandle::aegcmctx

**9.2.1.4 aeiv** unsigned char \_\_TEE\_OperationHandle::aeiv

**9.2.1.5 aekey** unsigned char \_\_TEE\_OperationHandle::aekey

**9.2.1.6 alg** int \_\_TEE\_OperationHandle::alg

**9.2.1.7 ctx** sha3\_ctx\_t \_\_TEE\_OperationHandle::ctx

**9.2.1.8 flags** int \_\_TEE\_OperationHandle::flags

**9.2.1.9 mode** int \_\_TEE\_OperationHandle::mode

**9.2.1.10 prikey** unsigned char \_\_TEE\_OperationHandle::prikey

**9.2.1.11 pubkey** unsigned char \_\_TEE\_OperationHandle::pubkey

The documentation for this struct was generated from the following files:

- [ta-ref/api/keystone/tee\\_api\\_tee\\_types.h](#)
- [ta-ref/api/sgx/tee\\_api\\_tee\\_types.h](#)

## 9.3 \_sgx\_errlist\_t Struct Reference

```
#include <types.h>
```

### Public Attributes

- [sgx\\_status\\_t](#) [err](#)
- const char \* [msg](#)
- const char \* [sug](#)

### 9.3.1 Member Data Documentation

**9.3.1.1 err** [sgx\\_status\\_t](#) \_sgx\_errlist\_t::err

**9.3.1.2 msg** const char\* \_sgx\_errlist\_t::msg

**9.3.1.3 sug** `const char* _sgx_errlist_t::sug`

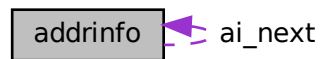
The documentation for this struct was generated from the following file:

- [ta-ref/api/include/types.h](#)

## 9.4 addrinfo Struct Reference

```
#include <tee_api_types.h>
```

Collaboration diagram for addrinfo:



### Public Attributes

- int [ai\\_flags](#)
- int [ai\\_family](#)
- int [ai\\_socktype](#)
- int [ai\\_protocol](#)
- [socklen\\_t](#) [ai\\_addrlen](#)
- struct [sockaddr](#) \* [ai\\_addr](#)
- char \* [ai\\_canonname](#)
- struct [addrinfo](#) \* [ai\\_next](#)

### 9.4.1 Member Data Documentation

**9.4.1.1 ai\_addr** `struct sockaddr* addrinfo::ai_addr`

**9.4.1.2 ai\_addrlen** `socklen_t addrinfo::ai_addrlen`

**9.4.1.3 ai\_canonname** `char* addrinfo::ai_canonname`

**9.4.1.4 ai\_family** int addrinfo::ai\_family

**9.4.1.5 ai\_flags** int addrinfo::ai\_flags

**9.4.1.6 ai\_next** struct [addrinfo](#)\* addrinfo::ai\_next

**9.4.1.7 ai\_protocol** int addrinfo::ai\_protocol

**9.4.1.8 ai\_socktype** int addrinfo::ai\_socktype

The documentation for this struct was generated from the following file:

- ta-ref/api/include/[tee\\_api\\_types.h](#)

## 9.5 enclave\_report Struct Reference

```
#include <report.h>
```

### Public Attributes

- uint8\_t [hash](#) [MDSIZE]
- uint64\_t [data\\_len](#)
- uint8\_t [data](#) [ATTEST\_DATA\_MAXLEN]
- uint8\_t [signature](#) [SIGNATURE\_SIZE]

### 9.5.1 Member Data Documentation

**9.5.1.1 data** uint8\_t enclave\_report::data[ATTEST\_DATA\_MAXLEN]

**9.5.1.2 data\_len** uint64\_t enclave\_report::data\_len



**9.5.1.3 hash** `uint8_t enclave_report::hash[MDSIZE]`

**9.5.1.4 signature** `uint8_t enclave_report::signature[SIGNATURE_SIZE]`

The documentation for this struct was generated from the following file:

- [ta-ref/api/include/report.h](#)

## 9.6 out\_fct\_wrap\_type Struct Reference

### Public Attributes

- `void(* fct)(char character, void *arg)`
- `void * arg`

### 9.6.1 Member Data Documentation

**9.6.1.1 arg** `void * out_fct_wrap_type::arg`

**9.6.1.2 fct** `void(* out_fct_wrap_type::fct)(char character, void *arg)`

The documentation for this struct was generated from the following files:

- [ta-ref/api/keystone/vsnprintf.c](#)
- [ta-ref/api/sgx/vsnprintf.c](#)

## 9.7 pollfd Struct Reference

```
#include <tee_api_types.h>
```

### Public Attributes

- `int fd`
- `short int events`
- `short int revents`

### 9.7.1 Member Data Documentation

**9.7.1.1 events** `short int pollfd::events`

**9.7.1.2 fd** `int pollfd::fd`

**9.7.1.3 revents** `short int pollfd::revents`

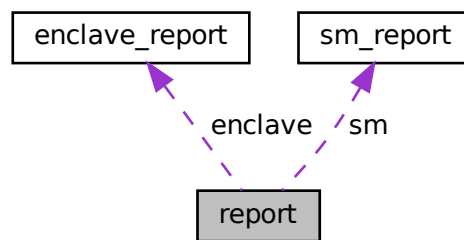
The documentation for this struct was generated from the following file:

- [ta-ref/api/include/tee\\_api\\_types.h](#)

## 9.8 report Struct Reference

```
#include <report.h>
```

Collaboration diagram for report:



### Public Attributes

- struct [enclave\\_report](#) `enclave`
- struct [sm\\_report](#) `sm`
- `uint8_t dev_public_key [PUBLIC_KEY_SIZE]`

### 9.8.1 Member Data Documentation

**9.8.1.1 dev\_public\_key** `uint8_t report::dev_public_key [PUBLIC_KEY_SIZE]`

**9.8.1.2 enclave** `struct enclave\_report report::enclave`

**9.8.1.3 sm** `struct sm\_report report::sm`

The documentation for this struct was generated from the following file:

- [ta-ref/api/include/report.h](#)

## 9.9 sm\_report Struct Reference

```
#include <report.h>
```

### Public Attributes

- `uint8_t hash [MDSIZE]`
- `uint8_t public\_key [PUBLIC_KEY_SIZE]`
- `uint8_t signature [SIGNATURE_SIZE]`

### 9.9.1 Member Data Documentation

**9.9.1.1 hash** `uint8_t sm_report::hash[MDSIZE]`

**9.9.1.2 public\_key** `uint8_t sm_report::public_key[PUBLIC_KEY_SIZE]`

**9.9.1.3 signature** `uint8_t sm_report::signature[SIGNATURE_SIZE]`

The documentation for this struct was generated from the following file:

- [ta-ref/api/include/report.h](#)

## 9.10 TEE\_Attribute Struct Reference

```
#include <tee_api_types.h>
```

## Public Attributes

- uint32\_t [attributeID](#)
- union {
  - struct {
    - void \* [buffer](#)
    - uint32\_t [length](#)
  - } [ref](#)
  - struct {
    - uint32\_t [a](#)
    - uint32\_t [b](#)
  - } [value](#)
- } [content](#)

### 9.10.1 Member Data Documentation

**9.10.1.1** **a** uint32\_t TEE\_Attribute::a

**9.10.1.2** **attributeID** uint32\_t TEE\_Attribute::attributeID

**9.10.1.3** **b** uint32\_t TEE\_Attribute::b

**9.10.1.4** **buffer** void\* TEE\_Attribute::buffer

**9.10.1.5** union { ... } TEE\_Attribute::content

**9.10.1.6** **length** uint32\_t TEE\_Attribute::length

**9.10.1.7** struct { ... } TEE\_Attribute::ref

**9.10.1.8**    `struct { ... } TEE_Attribute::value`

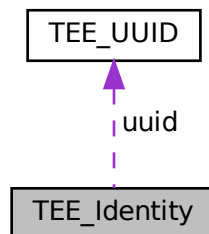
The documentation for this struct was generated from the following file:

- [ta-ref/api/include/tee\\_api\\_types.h](#)

## 9.11 TEE\_Identity Struct Reference

```
#include <tee_api_types.h>
```

Collaboration diagram for TEE\_Identity:



### Public Attributes

- `uint32_t login`
- [TEE\\_UUID uuid](#)

### 9.11.1 Member Data Documentation

**9.11.1.1 login**    `uint32_t TEE_Identity::login`

**9.11.1.2 uuid**    [TEE\\_UUID](#) `TEE_Identity::uuid`

The documentation for this struct was generated from the following file:

- [ta-ref/api/include/tee\\_api\\_types.h](#)

## 9.12 TEE\_ObjectInfo Struct Reference

```
#include <tee_api_types.h>
```

### Public Attributes

- uint32\_t [objectType](#)
- union {
  - uint32\_t [keySize](#)
  - uint32\_t [objectSize](#)
- };
- union {
  - uint32\_t [maxKeySize](#)
  - uint32\_t [maxObjectSize](#)
- };
- uint32\_t [objectUsage](#)
- uint32\_t [dataSize](#)
- uint32\_t [dataPosition](#)
- uint32\_t [handleFlags](#)

### 9.12.1 Member Data Documentation

**9.12.1.1**    `__extension__ union { ... } TEE_ObjectInfo::@3`

**9.12.1.2**    `__extension__ union { ... } TEE_ObjectInfo::@5`

**9.12.1.3**    **dataPosition**    `uint32_t TEE_ObjectInfo::dataPosition`

**9.12.1.4**    **dataSize**    `uint32_t TEE_ObjectInfo::dataSize`

**9.12.1.5**    **handleFlags**    `uint32_t TEE_ObjectInfo::handleFlags`

**9.12.1.6 keySize** uint32\_t TEE\_ObjectInfo::keySize

**9.12.1.7 maxKeySize** uint32\_t TEE\_ObjectInfo::maxKeySize

**9.12.1.8 maxObjectSize** uint32\_t TEE\_ObjectInfo::maxObjectSize

**9.12.1.9 objectSize** uint32\_t TEE\_ObjectInfo::objectSize

**9.12.1.10 objectType** uint32\_t TEE\_ObjectInfo::objectType

**9.12.1.11 objectUsage** uint32\_t TEE\_ObjectInfo::objectUsage

The documentation for this struct was generated from the following file:

- ta-ref/api/include/[tee\\_api\\_types.h](#)

## 9.13 TEE\_OperationInfo Struct Reference

```
#include <tee_api_types.h>
```

### Public Attributes

- uint32\_t [algorithm](#)
- uint32\_t [operationClass](#)
- uint32\_t [mode](#)
- uint32\_t [digestLength](#)
- uint32\_t [maxKeySize](#)
- uint32\_t [keySize](#)
- uint32\_t [requiredKeyUsage](#)
- uint32\_t [handleState](#)

### 9.13.1 Member Data Documentation

**9.13.1.1 algorithm** uint32\_t TEE\_OperationInfo::algorithm

**9.13.1.2 digestLength** uint32\_t TEE\_OperationInfo::digestLength

**9.13.1.3 handleState** uint32\_t TEE\_OperationInfo::handleState

**9.13.1.4 keySize** uint32\_t TEE\_OperationInfo::keySize

**9.13.1.5 maxKeySize** uint32\_t TEE\_OperationInfo::maxKeySize

**9.13.1.6 mode** uint32\_t TEE\_OperationInfo::mode

**9.13.1.7 operationClass** uint32\_t TEE\_OperationInfo::operationClass

**9.13.1.8 requiredKeyUsage** uint32\_t TEE\_OperationInfo::requiredKeyUsage

The documentation for this struct was generated from the following file:

- ta-ref/api/include/[tee\\_api\\_types.h](#)

## 9.14 TEE\_OperationInfoKey Struct Reference

```
#include <tee_api_types.h>
```

### Public Attributes

- uint32\_t [keySize](#)
- uint32\_t [requiredKeyUsage](#)



### 9.14.1 Member Data Documentation

**9.14.1.1 keySize** `uint32_t TEE_OperationInfoKey::keySize`

**9.14.1.2 requiredKeyUsage** `uint32_t TEE_OperationInfoKey::requiredKeyUsage`

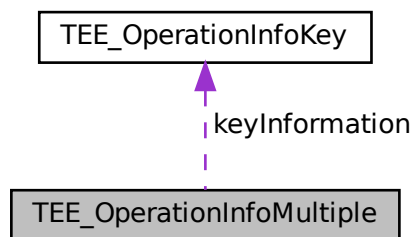
The documentation for this struct was generated from the following file:

- [ta-ref/api/include/tee\\_api\\_types.h](#)

## 9.15 TEE\_OperationInfoMultiple Struct Reference

```
#include <tee_api_types.h>
```

Collaboration diagram for TEE\_OperationInfoMultiple:



### Public Attributes

- `uint32_t` [algorithm](#)
- `uint32_t` [operationClass](#)
- `uint32_t` [mode](#)
- `uint32_t` [digestLength](#)
- `uint32_t` [maxKeySize](#)
- `uint32_t` [handleState](#)
- `uint32_t` [operationState](#)
- `uint32_t` [numberOfKeys](#)
- [TEE\\_OperationInfoKey](#) `keyInformation` []

### 9.15.1 Member Data Documentation

**9.15.1.1 algorithm** uint32\_t TEE\_OperationInfoMultiple::algorithm

**9.15.1.2 digestLength** uint32\_t TEE\_OperationInfoMultiple::digestLength

**9.15.1.3 handleState** uint32\_t TEE\_OperationInfoMultiple::handleState

**9.15.1.4 keyInformation** [TEE\\_OperationInfoKey](#) TEE\_OperationInfoMultiple::keyInformation[ ]

**9.15.1.5 maxKeySize** uint32\_t TEE\_OperationInfoMultiple::maxKeySize

**9.15.1.6 mode** uint32\_t TEE\_OperationInfoMultiple::mode

**9.15.1.7 numberOfKeys** uint32\_t TEE\_OperationInfoMultiple::numberOfKeys

**9.15.1.8 operationClass** uint32\_t TEE\_OperationInfoMultiple::operationClass

**9.15.1.9 operationState** uint32\_t TEE\_OperationInfoMultiple::operationState

The documentation for this struct was generated from the following file:

- [ta-ref/api/include/tee\\_api\\_types.h](#)

## 9.16 TEE\_Param Union Reference

```
#include <tee_api_types.h>
```

## Public Attributes

- struct {  
    void \* [buffer](#)  
    uint32\_t [size](#)  
} [memref](#)
- struct {  
    uint32\_t [a](#)  
    uint32\_t [b](#)  
} [value](#)

### 9.16.1 Member Data Documentation

**9.16.1.1 a**    `uint32_t TEE_Param::a`

**9.16.1.2 b**    `uint32_t TEE_Param::b`

**9.16.1.3 buffer**    `void* TEE_Param::buffer`

**9.16.1.4**    `struct { ... } TEE_Param::memref`

**9.16.1.5 size**    `uint32_t TEE_Param::size`

**9.16.1.6**    `struct { ... } TEE_Param::value`

The documentation for this union was generated from the following file:

- [ta-ref/api/include/tee\\_api\\_types.h](#)

## 9.17 TEE\_SEAID Struct Reference

```
#include <tee_api_types.h>
```

## Public Attributes

- `uint8_t * buffer`
- `size_t bufferLen`

### 9.17.1 Member Data Documentation

**9.17.1.1 buffer** `uint8_t* TEE_SEAID::buffer`

**9.17.1.2 bufferLen** `size_t TEE_SEAID::bufferLen`

The documentation for this struct was generated from the following file:

- `ta-ref/api/include/tee_api_types.h`

## 9.18 TEE\_SEReaderProperties Struct Reference

```
#include <tee_api_types.h>
```

## Public Attributes

- `bool sePresent`
- `bool teeOnly`
- `bool selectResponseEnable`

### 9.18.1 Member Data Documentation

**9.18.1.1 selectResponseEnable** `bool TEE_SEReaderProperties::selectResponseEnable`

**9.18.1.2 sePresent** `bool TEE_SEReaderProperties::sePresent`

**9.18.1.3 teeOnly** `bool TEE_SEReaderProperties::teeOnly`

The documentation for this struct was generated from the following file:

- `ta-ref/api/include/tee_api_types.h`

## 9.19 TEE\_Time Struct Reference

```
#include <tee_api_types.h>
```

### Public Attributes

- uint32\_t [seconds](#)
- uint32\_t [millis](#)

### 9.19.1 Member Data Documentation

**9.19.1.1 millis**    uint32\_t TEE\_Time::millis

**9.19.1.2 seconds**    uint32\_t TEE\_Time::seconds

The documentation for this struct was generated from the following file:

- ta-ref/api/include/[tee\\_api\\_types.h](#)

## 9.20 TEE\_UUID Struct Reference

```
#include <tee_api_types.h>
```

### Public Attributes

- uint32\_t [timeLow](#)
- uint16\_t [timeMid](#)
- uint16\_t [timeHiAndVersion](#)
- uint8\_t [clockSeqAndNode](#) [8]

### 9.20.1 Member Data Documentation

**9.20.1.1 clockSeqAndNode**    uint8\_t TEE\_UUID::clockSeqAndNode[8]

**9.20.1.2 timeHiAndVersion** `uint16_t TEE_UUID::timeHiAndVersion`

**9.20.1.3 timeLow** `uint32_t TEE_UUID::timeLow`

**9.20.1.4 timeMid** `uint16_t TEE_UUID::timeMid`

The documentation for this struct was generated from the following file:

- [ta-ref/api/include/tee\\_api\\_types.h](#)

## 9.21 TEEC\_Context Struct Reference

```
#include <tee_client_api.h>
```

### Public Attributes

- `int` [fd](#)
- `bool` [reg\\_mem](#)

### 9.21.1 Detailed Description

struct [TEEC\\_Context](#) - Represents a connection between a client application and a TEE.

### 9.21.2 Member Data Documentation

**9.21.2.1 fd** `int TEEC_Context::fd`

**9.21.2.2 reg\_mem** `bool TEEC_Context::reg_mem`

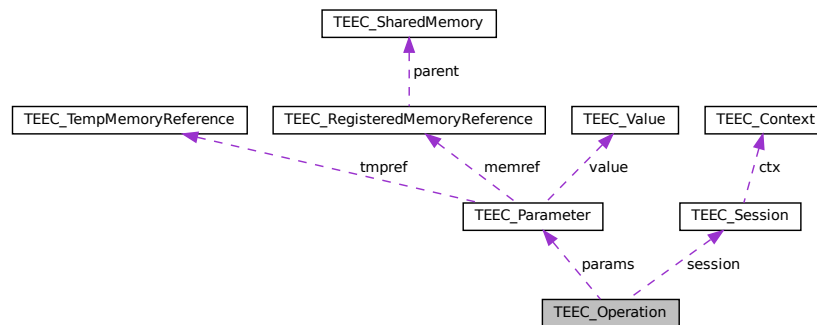
The documentation for this struct was generated from the following file:

- [ta-ref/api/include/tee\\_client\\_api.h](#)

## 9.22 TEEC\_Operation Struct Reference

```
#include <tee_client_api.h>
```

Collaboration diagram for TEEC\_Operation:



### Public Attributes

- uint32\_t [started](#)
- uint32\_t [paramTypes](#)
- [TEEC\\_Parameter](#) [params](#) [TEEC\_CONFIG\_PAYLOAD\_REF\_COUNT]
- [TEEC\\_Session](#) \* [session](#)

### 9.22.1 Detailed Description

struct [TEEC\\_Operation](#) - Holds information and memory references used in [TEEC\\_InvokeCommand\(\)](#).

#### Parameters

<i>started</i>	Client must initialize to zero if it needs to cancel an operation about to be performed.
<i>paramTypes</i>	Type of data passed. Use TEEC_PARAMS_TYPE macro to create the correct flags. 0 means TEEC_NONE is passed for all params.
<i>params</i>	Array of parameters of type <a href="#">TEEC_Parameter</a> .
<i>session</i>	Internal pointer to the last session used by TEEC_InvokeCommand with this operation.

### 9.22.2 Member Data Documentation

**9.22.2.1 params** [TEEC\\_Parameter](#) [TEEC\\_Operation::params](#) [TEEC\_CONFIG\_PAYLOAD\_REF\_COUNT]

**9.22.2.2 paramTypes** `uint32_t TEEC_Operation::paramTypes`

**9.22.2.3 session** `TEEC_Session* TEEC_Operation::session`

**9.22.2.4 started** `uint32_t TEEC_Operation::started`

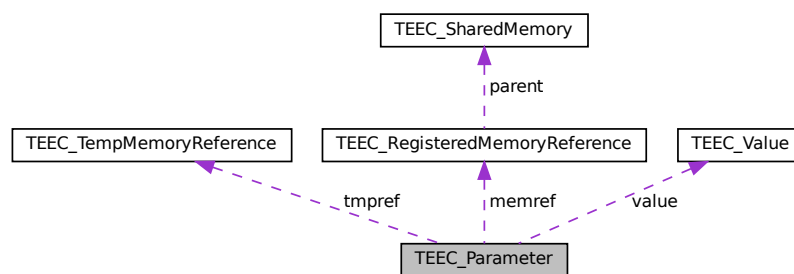
The documentation for this struct was generated from the following file:

- [ta-ref/api/include/tee\\_client\\_api.h](#)

## 9.23 TEEC\_Parameter Union Reference

```
#include <tee_client_api.h>
```

Collaboration diagram for TEEC\_Parameter:



### Public Attributes

- [TEEC\\_TempMemoryReference tmpref](#)
- [TEEC\\_RegisteredMemoryReference memref](#)
- [TEEC\\_Value value](#)

### 9.23.1 Detailed Description

union [TEEC\\_Parameter](#) - Memory container to be used when passing data between client application and trusted code.

Either the client uses a shared memory reference, parts of it or a small raw data container.



## Parameters

<i>tmpref</i>	A temporary memory reference only valid for the duration of the operation.
<i>memref</i>	The entire shared memory or parts of it.
<i>value</i>	The small raw data container to use

## 9.23.2 Member Data Documentation

9.23.2.1 **memref** [TEEC\\_RegisteredMemoryReference](#) `TEEC_Parameter::memref`

9.23.2.2 **tmpref** [TEEC\\_TempMemoryReference](#) `TEEC_Parameter::tmpref`

9.23.2.3 **value** [TEEC\\_Value](#) `TEEC_Parameter::value`

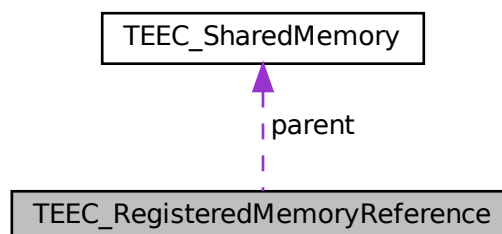
The documentation for this union was generated from the following file:

- [ta-ref/api/include/tee\\_client\\_api.h](#)

## 9.24 TEEC\_RegisteredMemoryReference Struct Reference

```
#include <tee_client_api.h>
```

Collaboration diagram for TEEC\_RegisteredMemoryReference:



## Public Attributes

- [TEEC\\_SharedMemory](#) \* `parent`
- `size_t` `size`
- `size_t` `offset`

### 9.24.1 Detailed Description

struct [TEEC\\_RegisteredMemoryReference](#) - use a pre-registered or pre-allocated shared memory block of memory to transfer data between a client application and trusted code.

#### Parameters

<i>parent</i>	Points to a shared memory structure. The memory reference may utilize the whole shared memory or only a part of it. Must not be NULL
<i>size</i>	The size, in bytes, of the memory buffer.
<i>offset</i>	The offset, in bytes, of the referenced memory region from the start of the shared memory block.

### 9.24.2 Member Data Documentation

**9.24.2.1 offset** `size_t` `TEEC_RegisteredMemoryReference::offset`

**9.24.2.2 parent** [TEEC\\_SharedMemory](#)\* `TEEC_RegisteredMemoryReference::parent`

**9.24.2.3 size** `size_t` `TEEC_RegisteredMemoryReference::size`

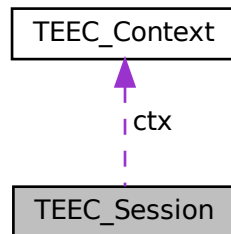
The documentation for this struct was generated from the following file:

- `ta-ref/api/include/tee_client_api.h`

## 9.25 TEEC\_Session Struct Reference

```
#include <tee_client_api.h>
```

Collaboration diagram for TEEC\_Session:



### Public Attributes

- [TEEC\\_Context](#) \* [ctx](#)
- [uint32\\_t](#) [session\\_id](#)

### 9.25.1 Detailed Description

struct [TEEC\\_Session](#) - Represents a connection between a client application and a trusted application.

### 9.25.2 Member Data Documentation

**9.25.2.1** **ctx** [TEEC\\_Context](#)\* [TEEC\\_Session::ctx](#)

**9.25.2.2** **session\_id** [uint32\\_t](#) [TEEC\\_Session::session\\_id](#)

The documentation for this struct was generated from the following file:

- [ta-ref/api/include/tee\\_client\\_api.h](#)

## 9.26 TEEC\_SharedMemory Struct Reference

```
#include <tee_client_api.h>
```

**Public Attributes**

- void \* [buffer](#)
- size\_t [size](#)
- uint32\_t [flags](#)
- int [id](#)
- size\_t [allocated\\_size](#)
- void \* [shadow\\_buffer](#)
- int [registered\\_fd](#)
- bool [buffer\\_allocated](#)

**9.26.1 Detailed Description**

struct [TEEC\\_SharedMemory](#) - Memory to transfer data between a client application and trusted code.

**Parameters**

<i>buffer</i>	The memory buffer which is to be, or has been, shared with the TEE.
<i>size</i>	The size, in bytes, of the memory buffer.
<i>flags</i>	Bit-vector which holds properties of buffer. The bit-vector can contain either or both of the TEEC_MEM_INPUT and TEEC_MEM_OUTPUT flags.

A shared memory block is a region of memory allocated in the context of the client application memory space that can be used to transfer data between that client application and a trusted application. The user of this struct is responsible to populate the buffer pointer.

**9.26.2 Member Data Documentation**

**9.26.2.1 [allocated\\_size](#)**    `size_t TEEC_SharedMemory::allocated_size`

**9.26.2.2 [buffer](#)**    `void* TEEC_SharedMemory::buffer`

**9.26.2.3 [buffer\\_allocated](#)**    `bool TEEC_SharedMemory::buffer_allocated`

**9.26.2.4 [flags](#)**    `uint32_t TEEC_SharedMemory::flags`

**9.26.2.5 id** `int TEEC_SharedMemory::id`

**9.26.2.6 registered\_fd** `int TEEC_SharedMemory::registered_fd`

**9.26.2.7 shadow\_buffer** `void* TEEC_SharedMemory::shadow_buffer`

**9.26.2.8 size** `size_t TEEC_SharedMemory::size`

The documentation for this struct was generated from the following file:

- [ta-ref/api/include/tee\\_client\\_api.h](#)

## 9.27 TEEC\_TempMemoryReference Struct Reference

```
#include <tee_client_api.h>
```

### Public Attributes

- `void *` [buffer](#)
- `size_t` [size](#)

### 9.27.1 Detailed Description

struct [TEEC\\_TempMemoryReference](#) - Temporary memory to transfer data between a client application and trusted code, only used for the duration of the operation.

#### Parameters

<i>buffer</i>	The memory buffer which is to be, or has been shared with the TEE.
<i>size</i>	The size, in bytes, of the memory buffer.

A memory buffer that is registered temporarily for the duration of the operation to be called.

### 9.27.2 Member Data Documentation

**9.27.2.1 buffer** void\* TEEC\_TempMemoryReference::buffer

**9.27.2.2 size** size\_t TEEC\_TempMemoryReference::size

The documentation for this struct was generated from the following file:

- ta-ref/api/include/[tee\\_client\\_api.h](#)

## 9.28 TEEC\_UUID Struct Reference

```
#include <tee_client_api.h>
```

### Public Attributes

- uint32\_t [timeLow](#)
- uint16\_t [timeMid](#)
- uint16\_t [timeHiAndVersion](#)
- uint8\_t [clockSeqAndNode](#) [8]

### 9.28.1 Detailed Description

This type contains a Universally Unique Resource Identifier (UUID) type as defined in RFC4122. These UUID values are used to identify Trusted Applications.

### 9.28.2 Member Data Documentation

**9.28.2.1 clockSeqAndNode** uint8\_t TEEC\_UUID::clockSeqAndNode[8]

**9.28.2.2 timeHiAndVersion** uint16\_t TEEC\_UUID::timeHiAndVersion

**9.28.2.3 timeLow** uint32\_t TEEC\_UUID::timeLow

#### 9.28.2.4 timeMid `uint16_t TEEC_UUID::timeMid`

The documentation for this struct was generated from the following file:

- [ta-ref/api/include/tee\\_client\\_api.h](#)

### 9.29 TEEC\_Value Struct Reference

```
#include <tee_client_api.h>
```

#### Public Attributes

- `uint32_t a`
- `uint32_t b`

#### 9.29.1 Detailed Description

struct [TEEC\\_Value](#) - Small raw data container

Instead of allocating a shared memory buffer this structure can be used to pass small raw data between a client application and trusted code.

##### Parameters

<i>a</i>	The first integer value.
<i>b</i>	The second second value.

#### 9.29.2 Member Data Documentation

##### 9.29.2.1 `a` `uint32_t TEEC_Value::a`

##### 9.29.2.2 `b` `uint32_t TEEC_Value::b`

The documentation for this struct was generated from the following file:

- [ta-ref/api/include/tee\\_client\\_api.h](#)





```

48 #define __used      __attribute__((__used__))
49 #define __must_check __attribute__((warn_unused_result))
50 #define __cold      __attribute__((__cold__))
51 #define __section(x) __attribute__((section(x)))
52 #define __data      __section(".data")
53 #define __bss       __section(".bss")
54 #define __rodata     __section(".rodata")
55 #define __rodata_unpaged __section(".rodata.__unpaged")
56 #define __early_ta   __section(".rodata.early_ta")
57 #define __noprof     __attribute__((no_instrument_function))
58
59 #define __compiler_bswap64(x)  __builtin_bswap64((x))
60 #define __compiler_bswap32(x)  __builtin_bswap32((x))
61 #define __compiler_bswap16(x)  __builtin_bswap16((x))
62
63 #define __GCC_VERSION (__GNUC__ * 10000 + __GNUC_MINOR__ * 100 + \
64     __GNUC_PATCHLEVEL__)
65
66 #if __GCC_VERSION >= 50100 && !defined(__CHECKER__)
67 #define __HAVE_BUILTIN_OVERFLOW 1
68 #endif
69
70 #ifdef __HAVE_BUILTIN_OVERFLOW
71 #define __compiler_add_overflow(a, b, res) \
72     __builtin_add_overflow((a), (b), (res))
73
74 #define __compiler_sub_overflow(a, b, res) \
75     __builtin_sub_overflow((a), (b), (res))
76
77 #define __compiler_mul_overflow(a, b, res) \
78     __builtin_mul_overflow((a), (b), (res))
79 #else
80 /*
81  * Copied/inspired from https://www.fefe.de/intof.html
82  */
83 #define __INTOF_HALF_MAX_SIGNED(type) ((type)1 < (sizeof(type)*8-2))
84 #define __INTOF_MAX_SIGNED(type) (__INTOF_HALF_MAX_SIGNED(type) - 1 + \
85     __INTOF_HALF_MAX_SIGNED(type))
86 #define __INTOF_MIN_SIGNED(type) (-1 - __INTOF_MAX_SIGNED(type))
87
88 #define __INTOF_MIN(type) ((type)-1 < 1?__INTOF_MIN_SIGNED(type):(type)0)
89 #define __INTOF_MAX(type) ((type)~__INTOF_MIN(type))
90
91 #define __INTOF_ASSIGN(dest, src) (__extension__({ \
92     typeof(src) __intof_x = (src); \
93     typeof(dest) __intof_y = __intof_x; \
94     ((uintmax_t)__intof_x == (uintmax_t)__intof_y) && \
95     ((__intof_x < 1) == (__intof_y < 1)) ? \
96     (void)((dest) = __intof_y), 0 : 1); \
97 })
98
99 #define __INTOF_ADD(c, a, b) (__extension__({ \
100     typeof(a) __intofa_a = (a); \
101     typeof(b) __intofa_b = (b); \
102     \
103     __intofa_b < 1 ? \
104     ((__INTOF_MIN(typeof(c)) - __intofa_b <= __intofa_a) ? \
105     __INTOF_ASSIGN((c), __intofa_a + __intofa_b) : 1) : \
106     ((__INTOF_MAX(typeof(c)) - __intofa_b >= __intofa_a) ? \
107     __INTOF_ASSIGN((c), __intofa_a + __intofa_b) : 1); \
108 })))
109
110 #define __INTOF_SUB(c, a, b) (__extension__({ \
111     typeof(a) __intofs_a = a; \
112     typeof(b) __intofs_b = b; \
113     \
114     __intofs_b < 1 ? \
115     ((__INTOF_MAX(typeof(c)) + __intofs_b >= __intofs_a) ? \
116     __INTOF_ASSIGN((c), __intofs_a - __intofs_b) : 1) : \
117     ((__INTOF_MIN(typeof(c)) + __intofs_b <= __intofs_a) ? \
118     __INTOF_ASSIGN((c), __intofs_a - __intofs_b) : 1); \
119 })))
120
121
122 /*
123  * Dealing with detecting overflow in multiplication of integers.
124  *
125  * First step is to remove two corner cases with the minum signed integer
126  * which can't be represented as a positive integer + sign.
127  * Multiply with 0 or 1 can't overflow, no checking needed of the operation,
128  * only if it can be assigned to the result.
129  *
130  * After the corner cases are eliminated we convert the two factors to
131  * positive unsigned values, keeping track of the original in another
132  * variable which is used at the end to determine the sign of the product.
133  */

```

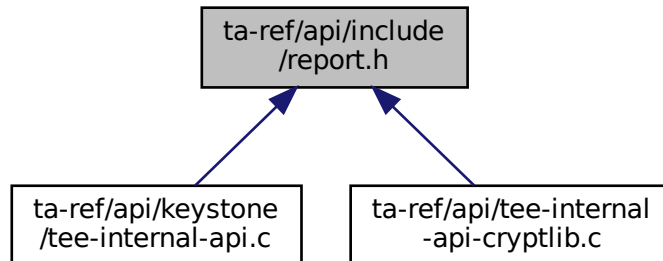
```

134 * The two terms (a and b) are divided into upper and lower half (x1 upper
135 * and x0 lower), so the product is:
136 * ((a1 << hshift) + a0) * ((b1 << hshift) + b0)
137 * which also is:
138 * ((a1 * b1) << (hshift * 2)) +                (T1)
139 * ((a1 * b0 + a0 * b1) << hshift) +            (T2)
140 * (a0 * b0)                                    (T3)
141 *
142 * From this we can tell and (a1 * b1) has to be 0 or we'll overflow, that
143 * is, at least one of a1 or b1 has to be 0. Once this has been checked the
144 * addition: ((a1 * b0) << hshift) + ((a0 * b1) << hshift)
145 * isn't an addition as one of the terms will be 0.
146 *
147 * Since each factor in: (a0 * b0)
148 * only uses half the capacity of the underlaying type it can't overflow
149 *
150 * The addition of T2 and T3 can overflow so we use __INTOF_ADD() to
151 * perform that addition. If the addition succeeds without overflow the
152 * result is assigned the required sign and checked for overflow again.
153 */
154
155 #define __intof_mul_negate    ((__intof_oa < 1) != (__intof_ob < 1))
156 #define __intof_mul_hshift   (sizeof(uintmax_t) * 8 / 2)
157 #define __intof_mul_hmask    (UINTMAX_MAX >> __intof_mul_hshift)
158 #define __intof_mul_a0       ((uintmax_t)(__intof_a) >> __intof_mul_hshift)
159 #define __intof_mul_b0       ((uintmax_t)(__intof_b) >> __intof_mul_hshift)
160 #define __intof_mul_a1       ((uintmax_t)(__intof_a) & __intof_mul_hmask)
161 #define __intof_mul_b1       ((uintmax_t)(__intof_b) & __intof_mul_hmask)
162 #define __intof_mul_t        (__intof_mul_a1 * __intof_mul_b0 + \
163     __intof_mul_a0 * __intof_mul_b1)
164
165 #define __INTOF_MUL(c, a, b) (__extension__({ \
166     typeof(a) __intof_oa = (a); \
167     typeof(a) __intof_a = __intof_oa < 1 ? -__intof_oa : __intof_oa; \
168     typeof(b) __intof_ob = (b); \
169     typeof(b) __intof_b = __intof_ob < 1 ? -__intof_ob : __intof_ob; \
170     typeof(c) __intof_c; \
171     \
172     __intof_oa == 0 || __intof_ob == 0 || \
173     __intof_oa == 1 || __intof_ob == 1 ? \
174         __INTOF_ASSIGN((c), __intof_oa * __intof_ob) : \
175         (__intof_mul_a0 && __intof_mul_b0) || \
176         __intof_mul_t > __intof_mul_hmask ? 1 : \
177         __INTOF_ADD((__intof_c), __intof_mul_t << __intof_mul_hshift, \
178             __intof_mul_a1 * __intof_mul_b1) ? 1 : \
179         __intof_mul_negate ? __INTOF_ASSIGN((c), -__intof_c) : \
180         __INTOF_ASSIGN((c), __intof_c); \
181     }))
182
183 #define __compiler_add_overflow(a, b, res) __INTOF_ADD(*res, (a), (b))
184 #define __compiler_sub_overflow(a, b, res) __INTOF_SUB(*res, (a), (b))
185 #define __compiler_mul_overflow(a, b, res) __INTOF_MUL(*res, (a), (b))
186
187 #endif
188 #define __compiler_compare_and_swap(p, oval, nval) \
189     __atomic_compare_exchange_n((p), (oval), (nval), true, \
190         __ATOMIC_ACQUIRE, __ATOMIC_RELAXED) \
191
192 #define __compiler_atomic_load(p) __atomic_load_n((p), __ATOMIC_RELAXED)
193 #define __compiler_atomic_store(p, val) \
194     __atomic_store_n((p), (val), __ATOMIC_RELAXED)
195
196 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
197 #endif /*COMPILER_H*/

```

### 10.3 ta-ref/api/include/report.h File Reference

This graph shows which files directly or indirectly include this file:



#### Classes

- struct [enclave\\_report](#)
- struct [sm\\_report](#)
- struct [report](#)

### 10.4 report.h

[Go to the documentation of this file.](#)

```

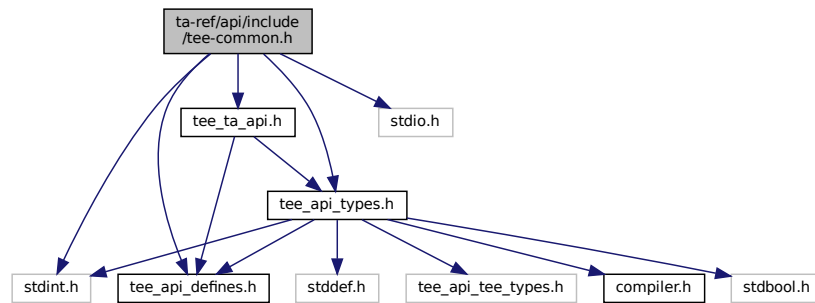
1
2 #ifndef _REPORT_H
3 #define _REPORT_H
4
5 #ifndef DOXYGEN_SHOULD_SKIP_THIS
6 #define MDSIZE 64
7 #define SIGNATURE_SIZE 64
8 #define PUBLIC_KEY_SIZE 32
9 #define ATTEST_DATA_MAXLEN 1024
10 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
11
12 /* attestation reports */
13 struct enclave_report
14 {
15     uint8_t hash[MDSIZE];
16     uint64_t data_len;
17     uint8_t data[ATTEST_DATA_MAXLEN];
18     uint8_t signature[SIGNATURE_SIZE];
19 };
20
21 struct sm_report
22 {
23     uint8_t hash[MDSIZE];
24     uint8_t public_key[PUBLIC_KEY_SIZE];
25     uint8_t signature[SIGNATURE_SIZE];
26 };
27
28 struct report
29 {
30     struct enclave_report enclave;
31     struct sm_report sm;
32     uint8_t dev_public_key[PUBLIC_KEY_SIZE];
33 };
34
35 #endif // _REPORT_H
  
```

## 10.5 ta-ref/api/include/tee-common.h File Reference

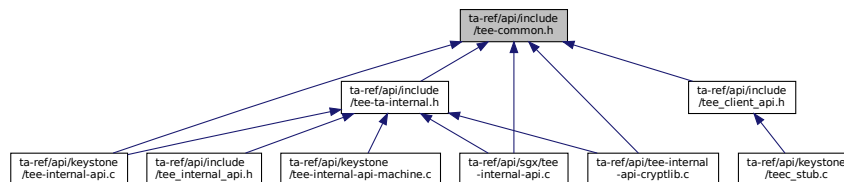
Common type and definitions of RISC-V TEE.

```
#include <stdint.h>
#include <stdio.h>
#include <tee_api_defines.h>
#include <tee_api_types.h>
#include <tee_ta_api.h>
```

Include dependency graph for tee-common.h:



This graph shows which files directly or indirectly include this file:



### 10.5.1 Detailed Description

Common type and definitions of RISC-V TEE.

draft RISC-V Internal TEE API

Author

Akira Tsukamoto, AIST

Date

2019/09/25

## 10.6 tee-common.h

[Go to the documentation of this file.](#)

```

1 /*
2  * SPDX-License-Identifier: BSD-2-Clause
3  *
4  * Copyright (C) 2019 National Institute of Advanced Industrial Science
5  *                               and Technology (AIST)
6  * All rights reserved.
7  *
8  * Redistribution and use in source and binary forms, with or without
9  * modification, are permitted provided that the following conditions are met:
10 *
11 * 1. Redistributions of source code must retain the above copyright notice,
12 * this list of conditions and the following disclaimer.
13 *
14 * 2. Redistributions in binary form must reproduce the above copyright notice,
15 * this list of conditions and the following disclaimer in the documentation
16 * and/or other materials provided with the distribution.
17 *
18 * THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS"
19 * AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE
20 * IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE
21 * ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE
22 * LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR
23 * CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF
24 * SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS
25 * INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN
26 * CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
27 * ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
28 * POSSIBILITY OF SUCH DAMAGE.
29 */
30 #ifndef TEE_COMMON_H
31 #define TEE_COMMON_H
32
33 #include <stdint.h>
34 #include <stdio.h>
35
36 #ifdef __cplusplus
37 extern "C" {
38 #endif
39
40 #ifndef DOXYGEN_SHOULD_SKIP_THIS
41 #ifdef DEBUG
42 #define pr_deb(...) do { printf(__VA_ARGS__); } while (0)
43 #else
44 #define pr_deb(...) do { } while (0)
45 #endif /* DEBUG */
46 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
47
48 // #include <tee_api.h>
49 #include <tee_api_defines.h>
50 #include <tee_api_types.h>
51 #include <tee_ta_api.h>
52
53 // typedef uint32_t TEE_Result;
54
55 #ifdef __cplusplus
56 }
57 #endif
58 #endif /* TEE_COMMON_H */

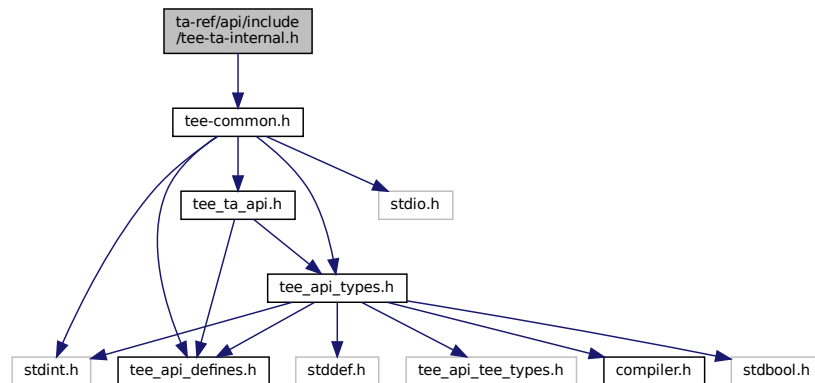
```

## 10.7 ta-ref/api/include/tee-ta-internal.h File Reference

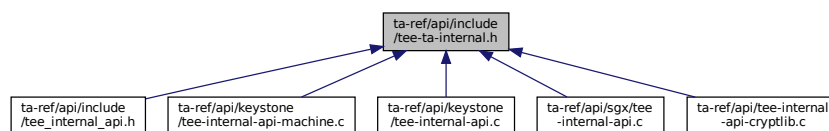
Candidate API list for Global Platform like RISC-V TEE.

```
#include "tee-common.h"
```

Include dependency graph for tee-ta-internal.h:



This graph shows which files directly or indirectly include this file:



## Functions

- void `__attribute__((noreturn)) TEE_Panic`(unsigned long code)
- void `TEE_GetREETime` (TEE\_Time \*time)  
Core Functions, Time Functions.
- void `TEE_GetSystemTime` (TEE\_Time \*time)  
Core Functions, Time Functions.
- TEE\_Result `GetRelTimeStart` (uint64\_t start)  
Core Functions, Time Functions.
- TEE\_Result `GetRelTimeEnd` (uint64\_t end)  
Core Functions, Time Functions.
- TEE\_Result `TEE_CreatePersistentObject` (uint32\_t storageID, const void \*objectID, uint32\_t objectIDLen, uint32\_t flags, TEE\_ObjectHandle attributes, const void \*initialData, uint32\_t initialDataLen, TEE\_ObjectHandle \*object)  
Core Functions, Secure Storage Functions (data is isolated for each TA)
- TEE\_Result `TEE_OpenPersistentObject` (uint32\_t storageID, const void \*objectID, uint32\_t objectIDLen, uint32\_t flags, TEE\_ObjectHandle \*object)  
Core Functions, Secure Storage Functions (data is isolated for each TA)
- TEE\_Result `TEE_GetObjectInfo1` (TEE\_ObjectHandle object, TEE\_ObjectInfo \*objectInfo)  
Core Functions, Secure Storage Functions (data is isolated for each TA)
- TEE\_Result `TEE_WriteObjectData` (TEE\_ObjectHandle object, const void \*buffer, uint32\_t size)  
Core Functions, Secure Storage Functions (data is isolated for each TA)

- **TEE\_Result TEE\_ReadObjectData** (**TEE\_ObjectHandle** object, void \*buffer, uint32\_t size, uint32\_t \*count)  
*Core Functions, Secure Storage Functions (data is isolated for each TA)*
- void **TEE\_CloseObject** (**TEE\_ObjectHandle** object)  
*Core Functions, Secure Storage Functions (data is isolated for each TA)*
- void **TEE\_GenerateRandom** (void \*randomBuffer, uint32\_t randomBufferLen)  
*Crypto, common.*
- **TEE\_Result TEE\_AllocateOperation** (**TEE\_OperationHandle** \*operation, uint32\_t algorithm, uint32\_t mode, uint32\_t maxKeySize)  
*Crypto, for all Crypto Functions.*
- void **TEE\_FreeOperation** (**TEE\_OperationHandle** operation)  
*Crypto, for all Crypto Functions.*
- void **TEE\_DigestUpdate** (**TEE\_OperationHandle** operation, const void \*chunk, uint32\_t chunkSize)  
*Crypto, Message Digest Functions.*
- **TEE\_Result TEE\_DigestDoFinal** (**TEE\_OperationHandle** operation, const void \*chunk, uint32\_t chunkLen, void \*hash, uint32\_t \*hashLen)
- **TEE\_Result TEE\_SetOperationKey** (**TEE\_OperationHandle** operation, **TEE\_ObjectHandle** key)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- **TEE\_Result TEE\_AEInit** (**TEE\_OperationHandle** operation, const void \*nonce, uint32\_t nonceLen, uint32\_t tagLen, uint32\_t AADLen, uint32\_t payloadLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- **TEE\_Result TEE\_AEUpdate** (**TEE\_OperationHandle** operation, const void \*srcData, uint32\_t srcLen, void \*destData, uint32\_t \*destLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- void **TEE\_AEUpdateAAD** (**TEE\_OperationHandle** operation, const void \*AADdata, uint32\_t AADdataLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- **TEE\_Result TEE\_AEEncryptFinal** (**TEE\_OperationHandle** operation, const void \*srcData, uint32\_t srcLen, void \*destData, uint32\_t \*destLen, void \*tag, uint32\_t \*tagLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- **TEE\_Result TEE\_AEDecryptFinal** (**TEE\_OperationHandle** operation, const void \*srcData, uint32\_t srcLen, void \*destData, uint32\_t \*destLen, void \*tag, uint32\_t tagLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- void **TEE\_CipherInit** (**TEE\_OperationHandle** operation, const void \*nonce, uint32\_t nonceLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- **TEE\_Result TEE\_CipherUpdate** (**TEE\_OperationHandle** operation, const void \*srcData, uint32\_t srcLen, void \*destData, uint32\_t \*destLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- **TEE\_Result TEE\_GenerateKey** (**TEE\_ObjectHandle** object, uint32\_t keySize, const **TEE\_Attribute** \*params, uint32\_t paramCount)  
*Crypto, Asymmetric key Verification Functions.*
- **TEE\_Result TEE\_AllocateTransientObject** (**TEE\_ObjectType** objectType, uint32\_t maxKeySize, **TEE\_ObjectHandle** \*object)  
*Crypto, Asymmetric key Verification Functions.*
- void **TEE\_InitRefAttribute** (**TEE\_Attribute** \*attr, uint32\_t attributeID, const void \*buffer, uint32\_t length)  
*Crypto, Asymmetric key Verification Functions.*
- void **TEE\_InitValueAttribute** (**TEE\_Attribute** \*attr, uint32\_t attributeID, uint32\_t a, uint32\_t b)  
*Crypto, Asymmetric key Verification Functions.*
- void **TEE\_FreeTransientObject** (**TEE\_ObjectHandle** object)  
*Crypto, Asymmetric key Verification Functions.*
- **TEE\_Result TEE\_AsymmetricSignDigest** (**TEE\_OperationHandle** operation, const **TEE\_Attribute** \*params, uint32\_t paramCount, const void \*digest, uint32\_t digestLen, void \*signature, uint32\_t \*signatureLen)  
*Crypto, Asymmetric key Verification Functions.*
- **TEE\_Result TEE\_AsymmetricVerifyDigest** (**TEE\_OperationHandle** operation, const **TEE\_Attribute** \*params, uint32\_t paramCount, const void \*digest, uint32\_t digestLen, const void \*signature, uint32\_t signatureLen)  
*Crypto, Asymmetric key Verification Functions.*

### 10.7.1 Detailed Description

Candidate API list for Global Platform like RISC-V TEE.

draft RISC-V Internal TEE API

#### Author

Akira Tsukamoto, AIST

#### Date

2019/09/25

### 10.7.2 Function Documentation

**10.7.2.1** `__attribute__((noreturn)) void __attribute__((noreturn))`

[TEE\\_Panic\(\)](#) - Raises a panic in the Trusted Application instance.

When a Trusted Application calls the TEE\_Panic function, the current instance shall be destroyed and all the resources opened by the instance shall be reclaimed. All sessions opened from the panicking instance on another TA shall be gracefully closed and all cryptographic objects and operations shall be closed properly.

#### Parameters

<i>code</i>	An informative panic code defined by the TA.
-------------	--

#### Returns

panic code will be returned.

[TEE\\_Panic\(\)](#) - Raises a Panic in the Trusted Application instance

When a Trusted Application calls the TEE\_Panic function, the current instance shall be destroyed and all the resources opened by the instance shall be reclaimed.

#### Parameters

<i>ec</i>	An informative panic code defined by the TA. May be displayed in traces if traces are available.
-----------	--

**10.7.2.2** `GetRelTimeEnd()` [TEE\\_Result](#) GetRelTimeEnd (



```
uint64_t end )
```

Core Functions, Time Functions.

Return the elapsed.

[GetRelTimeEnd\(\)](#) - finds the real time of the end timing.

This function prints the ending time.

Parameters

<i>end</i>	End timing
------------	------------

Returns

0 If success

[GetRelTimeStart\(\)](#) - find the real time of the end timing.

This function prints the End timing.

Parameters

<i>end</i>	End timing
------------	------------

Returns

0 if success else error occurred

**10.7.2.3 GetRelTimeStart()** `TEE_Result GetRelTimeStart (`  
`uint64_t start )`

Core Functions, Time Functions.

Fast relative Time function which guarantees no hart switch or context switch between Trusted and Untrusted sides.

Most of the time ending up writing similar functions when only measuring the relative time in usec resolution which do not require the quality of the time itself but the distance of the two points.

For the usage above, the function does not have to return wall clock time.

Not prepared in both Keystone and GP.

[GetRelTimeStart\(\)](#) - Gets the real time of the start timing.

This function prints the starting time.

## Parameters

<i>start</i>	Start timing
--------------	--------------

## Returns

0 on success

[GetRelTimeStart\(\)](#) - Gets the real time of the start timing.

This function prints the start timing.

## Parameters

<i>start</i>	start timing
--------------	--------------

## Returns

0 if success else error occurred.

**10.7.2.4 TEE\_AEDecryptFinal()** `TEE_Result TEE_AEDecryptFinal ( TEE_OperationHandle operation, const void * srcData, uint32_t srcLen, void * destData, uint32_t * destLen, void * tag, uint32_t tagLen )`

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

Supports TEE\_ALG\_AES\_CCM, TEE\_ALG\_AES\_GCM.

[TEE\\_AEDecryptFinal\(\)](#) - Processes data that has not been processed by previous calls to TEE\_AEUpdate as well as data supplied in srcData.

This function completes the AE operation and compares the computed tag with the tag supplied in the parameter tag. The operation handle can be reused or newly initialized. The buffers srcData and destData shall be either completely disjoint or equal in their starting positions. The operation may be in either initial or active state and enters initial state afterwards.

## Parameters

<i>operation</i>	Handle of a running AE operation
<i>srcData</i>	Reference to final chunk of input data to be encrypted
<i>srcLen</i>	length of the input data
<i>destData</i>	Output buffer. Can be omitted if the output is to be discarded.
<i>destLen</i>	length of the buffer.
<i>tag</i>	Output buffer filled with the computed tag.
<i>tagLen</i>	length of the tag.

**Returns**

0 on success.

TEE\_ERROR\_SHORT\_BUFFER If the output buffer is not large enough to contain the output

TEE\_ERROR\_MAC\_INVALID If the computed tag does not match the supplied tag

**10.7.2.5 TEE\_AEEncryptFinal()** `TEE_Result TEE_AEEncryptFinal (`  
`TEE_OperationHandle operation,`  
`const void * srcData,`  
`uint32_t srcLen,`  
`void * destData,`  
`uint32_t * destLen,`  
`void * tag,`  
`uint32_t * tagLen )`

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

Supports TEE\_ALG\_AES\_CCM, TEE\_ALG\_AES\_GCM.

[TEE\\_AEEncryptFinal\(\)](#) - processes data that has not been processed by previous calls to [TEE\\_AEUpdate](#) as well as data supplied in `srcData` .

TEE\_AEEncryptFinal completes the AE operation and computes the tag. The operation handle can be reused or newly initialized. The buffers `srcData` and `destData` SHALL be either completely disjoint or equal in their starting positions. The operation may be in either initial or active state and enters initial state afterwards.

**Parameters**

<i>operation</i>	Handle of a running AE operation
<i>srcData</i>	Reference to final chunk of input data to be encrypted
<i>srcLen</i>	length of the input data
<i>destData</i>	Output buffer. Can be omitted if the output is to be discarded.
<i>destLen</i>	length of the buffer.
<i>tag</i>	Output buffer filled with the computed tag
<i>tagLen</i>	length of the tag.

**Returns**

0 on success.

TEE\_ERROR\_SHORT\_BUFFER If the output or tag buffer is not large enough to contain the output.

**10.7.2.6 TEE\_AEInit()** `TEE_Result TEE_AEInit (`  
`TEE_OperationHandle operation,`  
`const void * nonce,`  
`uint32_t nonceLen,`  
`uint32_t tagLen,`

```
uint32_t AADLen,
uint32_t payloadLen )
```

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

Supports TEE\_ALG\_AES\_CCM, TEE\_ALG\_AES\_GCM.

[TEE\\_AEInit\(\)](#) - Initializes an Authentication Encryption operation.

The operation must be in initial state and remains in the initial state afterwards.

#### Parameters

<i>operation</i>	A handle on the operation.
<i>nonce</i>	The operation nonce or IV
<i>nonceLen</i>	length of nonce
<i>tagLen</i>	Size in bits of the tag
<i>AADLen</i>	Length in bytes of the AAD
<i>payloadLen</i>	Length in bytes of the payload.

#### Returns

0 on success.

TEE\_ERROR\_NOT\_SUPPORTED If the tag length is not supported by the algorithm.

**10.7.2.7 TEE\_AEUpdate()** [TEE\\_Result](#) TEE\_AEUpdate (   
[TEE\\_OperationHandle](#) operation,   
const void \* srcData,   
uint32\_t srcLen,   
void \* destData,   
uint32\_t \* destLen )

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

Supports TEE\_ALG\_AES\_CCM, TEE\_ALG\_AES\_GCM.

[TEE\\_AEUpdate\(\)](#) - Accumulates data for an Authentication Encryption operation

This function describes Input data does not have to be a multiple of block size. Subsequent calls to this function are possible. Unless one or more calls of this function have supplied sufficient input data, no output is generated. when using this routine to decrypt the returned data may be corrupt since the integrity check is not performed until all the data has been processed. If this is a concern then only use the TEE\_AEDecryptFinal routine.

#### Parameters

<i>operation</i>	Handle of a running AE operation.
<i>srcData</i>	Input data buffer to be encrypted or decrypted
<i>srcLen</i>	length of the input buffer.
<i>destData</i>	Output buffer
<i>destLen</i>	length of the out put buffer.

## Returns

0 on success.

TEE\_ERROR\_SHORT\_BUFFER if the output buffer is not large enough to contain the output.

**10.7.2.8 TEE\_AEUpdateAAD()** void TEE\_AEUpdateAAD (   
     TEE\_OperationHandle operation,   
     const void \* AADdata,   
     uint32\_t AADdataLen )

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

Supports TEE\_ALG\_AES\_CCM, TEE\_ALG\_AES\_GCM.

**TEE\_AEUpdateAAD()** - Feeds a new chunk of Additional Authentication Data (AAD) to the AE operation. Subsequent calls to this function are possible.

The TEE\_AEUpdateAAD function feeds a new chunk of Additional Authentication Data (AAD) to the AE operation. Subsequent calls to this function are possible. The buffers srcData and destData shall be either completely disjoint or equal in their starting positions. The operation SHALL be in initial state and remains in initial state afterwards.

## Parameters

<i>operation</i>	Handle on the AE operation
<i>AADdata</i>	Input buffer containing the chunk of AAD
<i>AADdataLen</i>	length of the chunk of AAD.

**10.7.2.9 TEE\_AllocateOperation()** TEE\_Result TEE\_AllocateOperation (   
     TEE\_OperationHandle \* operation,   
     uint32\_t algorithm,   
     uint32\_t mode,   
     uint32\_t maxKeySize )

Crypto, for all Crypto Functions.

All Crypto Functions use TEE\_OperationHandle\* operation instances.   
 Create Crypto instance.

**TEE\_AllocateOperation()** - Allocates a handle for a new cryptographic operation and sets the mode and algorithm type.

If this function does not return with TEE\_SUCCESS then there is no valid handle value. Once a cryptographic operation has been created, the implementation shall guarantee that all resources necessary for the operation are allocated and that any operation with a key of at most maxKeySize bits can be performed. For algorithms that take multiple keys, for example the AES XTS algorithm, the maxKeySize parameter specifies the size of the largest key. It is up to the implementation to properly allocate space for multiple keys if the algorithm so requires.

## Parameters

<i>operation</i>	reference to generated operation handle.
<i>algorithm</i>	One of the cipher algorithms.
<i>mode</i>	The operation mode.
<i>maxKeySize</i>	Maximum key size in bits for the operation.

## Returns

0 in case of success

TEE\_ERROR\_OUT\_OF\_MEMORY If there are not enough resources to allocate the operation.

TEE\_ERROR\_NOT\_SUPPORTED If the mode is not compatible with the algorithm or key size or if the algorithm is not one of the listed algorithms or if maxKeySize is not appropriate for the algorithm.

**10.7.2.10 TEE\_AllocateTransientObject()** `TEE_Result TEE_AllocateTransientObject ( TEE_ObjectType objectType, uint32_t maxKeySize, TEE_ObjectHandle * object )`

Crypto, Asymmetric key Verification Functions.

Create object storing asymmetric key.

**TEE\_AllocateTransientObject()** - Allocates an uninitialized transient object. Transient objects are used to hold a cryptographic object (key or key-pair).

The value TEE\_KEYSIZE\_NO\_KEY should be used for maxObjectSize for object types that do not require a key so that all the container resources can be pre-allocated. As allocated, the container is uninitialized. It can be initialized by subsequently importing the object material, generating an object, deriving an object, or loading an object from the Trusted Storage.

## Parameters

<i>objectType</i>	Type of uninitialized object container to be created
<i>maxKeySize</i>	Key Size of the object.
<i>object</i>	Filled with a handle on the newly created key container.

## Returns

0 on success

TEE\_ERROR\_OUT\_OF\_MEMORY If not enough resources are available to allocate the object handle.

TEE\_ERROR\_NOT\_SUPPORTED If the key size is not supported or the object type is not supported.

**10.7.2.11 TEE\_AsymmetricSignDigest()** `TEE_Result TEE_AsymmetricSignDigest (`  
`TEE_OperationHandle operation,`  
`const TEE_Attribute * params,`  
`uint32_t paramCount,`  
`const void * digest,`  
`uint32_t digestLen,`  
`void * signature,`  
`uint32_t * signatureLen )`

Crypto, Asymmetric key Verification Functions.

Sign a message digest within an asymmetric key operation.

Keystone has `ed25519_sign()`.

Equivalent in openssl is `EVP_DigestSign()`.

[TEE\\_AsymmetricSignDigest\(\)](#) - Signs a message digest within an asymmetric operation.

#### Parameters

<i>operation</i>	Handle on the operation, which SHALL have been suitably set up with an operation key.
<i>params</i>	Optional operation parameters
<i>paramCount</i>	size of param
<i>digest</i>	Input buffer containing the input message digest
<i>digestLen</i>	length of input buffer.
<i>signature</i>	Output buffer written with the signature of the digest
<i>signatureLen</i>	length of output buffer.

#### Returns

0 on success

`TEE_ERROR_SHORT_BUFFER` If the signature buffer is not large enough to hold the result

**10.7.2.12 TEE\_AsymmetricVerifyDigest()** `TEE_Result TEE_AsymmetricVerifyDigest (`  
`TEE_OperationHandle operation,`  
`const TEE_Attribute * params,`  
`uint32_t paramCount,`  
`const void * digest,`  
`uint32_t digestLen,`  
`const void * signature,`  
`uint32_t signatureLen )`

Crypto, Asymmetric key Verification Functions.

Verifies a message digest signature within an asymmetric key operation.

Keystone has `ed25519_verify()`.

Equivalent in openssl is `EVP_DigestVerify()`.

[TEE\\_AsymmetricVerifyDigest\(\)](#) - verifies a message digest signature within an asymmetric operation.

This function describes the message digest signature verify by calling `ed25519_verify()`.

## Parameters

<i>operation</i>	Handle on the operation, which SHALL have been suitably set up with an operation key.
<i>params</i>	Optional operation parameters
<i>paramCount</i>	size of param.
<i>digest</i>	Input buffer containing the input message digest
<i>digestLen</i>	length of input buffer.
<i>signature</i>	Output buffer written with the signature of the digest
<i>signatureLen</i>	length of output buffer.

## Returns

TEE\_SUCCESS on success

TEE\_ERROR\_SIGNATURE\_INVALID if the signature is invalid.

**10.7.2.13 TEE\_CipherInit()** void TEE\_CipherInit (  
     TEE\_OperationHandle operation,  
     const void \* nonce,  
     uint32\_t nonceLen )

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

Supports TEE\_ALG\_AES\_CBC.

TEE\_CipherInit() - starts the symmetric cipher operation.

The operation shall have been associated with a key. If the operation is in active state, it is reset and then initialized. If the operation is in initial state, it is moved to active state.

## Parameters

<i>operation</i>	A handle on an opened cipher operation setup with a key
<i>nonce</i>	Buffer containing the operation Initialization Vector as appropriate.
<i>nonceLen</i>	length of the buffer

**10.7.2.14 TEE\_CipherUpdate()** TEE\_Result TEE\_CipherUpdate (  
     TEE\_OperationHandle operation,  
     const void \* srcData,  
     uint32\_t srcLen,  
     void \* destData,  
     uint32\_t \* destLen )

Crypto, Authenticated Encryption with Symmetric key Verification Functions.



Supports TEE\_ALG\_AES\_CBC.

[TEE\\_CipherUpdate\(\)](#) - encrypts or decrypts input data.

Input data does not have to be a multiple of block size. Subsequent calls to this function are possible. Unless one or more calls of this function have supplied sufficient input data, no output is generated. The cipher operation is finalized with a call to `TEE_CipherDoFinal`. The buffers `srcData` and `destData` SHALL be either completely disjoint or equal in their starting positions. The operation SHALL be in active state.

#### Parameters

<i>operation</i>	Handle of a running Cipher operation
<i>srcData</i>	Input data buffer to be encrypted or decrypted
<i>srcLen</i>	length of input buffer
<i>destData</i>	output buffer
<i>destLen</i>	output buffer length.

#### Returns

0 on success else

TEE\_ERROR\_SHORT\_BUFFER If the output buffer is not large enough to contain the output. In this case, the input is not fed into the algorithm.

**10.7.2.15 TEE\_CloseObject()** `void TEE_CloseObject (`  
     [TEE\\_ObjectHandle](#) *object* `)`

Core Functions, Secure Storage Functions (data is isolated for each TA)

Destroy object (key, key-pair or Data).

[TEE\\_CloseObject\(\)](#) - Closes an opened object handle.

The object can be persistent or transient. For transient objects, `TEE_CloseObject` is equivalent to `TEE_FreeTransientObject`.

#### Parameters

<i>object</i>	Handle of the object.
---------------	-----------------------

#### Returns

TEE\_SUCCESS if success else error occurred.

[TEE\\_CloseObject\(\)](#) - Function closes an opened object handle.

The object can be persistent or transient. For transient objects, `TEE_CloseObject` is equivalent to `TEE_FreeTransientObject`.

## Parameters

<i>object</i>	Handle of the object
---------------	----------------------

## Returns

TEE\_SUCCESS if success else error occurred.

**10.7.2.16 TEE\_CreatePersistentObject()** `TEE_Result TEE_CreatePersistentObject (`  
     uint32\_t *storageID*,  
     const void \* *objectID*,  
     uint32\_t *objectIDLen*,  
     uint32\_t *flags*,  
     TEE\_ObjectHandle *attributes*,  
     const void \* *initialData*,  
     uint32\_t *initialDataLen*,  
     TEE\_ObjectHandle \* *object* )

Core Functions, Secure Storage Functions (data is isolated for each TA)

Create persistent object (key, key-pair or Data).

For the people who have not written code on GP then probably do not need to care the meaning of what is Persistent Object is, since the following are enough to use secure storage feature.

[TEE\\_CreatePersistentObject\(\)](#) - Creates a persistent object with initial attributes.

In this function an initial data stream content returns either a handle on the created object or TEE\_HANDLE\_NULL upon failure.

## Parameters

<i>storageID</i>	The storage to use.
<i>objectID</i>	The object identifier
<i>objectIDLen</i>	The object identifier
<i>flags</i>	The flags which determine the settings under which the object is opened.
<i>attributes</i>	A handle on a persistent object or an initialized transient object from which to take the persistent object attributes
<i>initialData</i>	The initial data content of the persistent object
<i>initialDataLen</i>	The initial data content of the persistent object
<i>object</i>	A pointer to the handle which contains the opened handle upon successful completion

## Returns

0 if success else error occurred.

[TEE\\_CreatePersistentObject\(\)](#) - Creates a persistent object with initial attributes.

An initial data stream content, and optionally returns either a handle on the created object, or TEE\_HANDLE\_NULL upon failure.

## Parameters

<i>storageID</i>	The storage to use.
<i>objectID</i>	The object identifier
<i>objectIDLen</i>	The object identifier
<i>flags</i>	The flags which determine the settings under which the object is opened.
<i>attributes</i>	A handle on a persistent object or an initialized transient object from which to take the persistent object attributes
<i>initialData</i>	The initial data content of the persistent object
<i>initialDataLen</i>	The initial data content of the persistent object
<i>object</i>	A pointer to the handle, which contains the opened handle upon successful completion

## Returns

0 if success, else error occurred.

**10.7.2.17 TEE\_DigestDoFinal()** `TEE_Result TEE_DigestDoFinal (`  
`TEE_OperationHandle operation,`  
`const void * chunk,`  
`uint32_t chunkLen,`  
`void * hash,`  
`uint32_t * hashLen )`

Function accumulates message data for hashing.

**TEE\_DigestDoFinal()** - Finalizes the message digest operation and produces the message hash.

This function finalizes the message digest operation and produces the message hash. Afterwards the Message Digest operation is reset to initial state and can be reused.

## Parameters

<i>operation</i>	Handle of a running Message Digest operation.
<i>chunk</i>	Chunk of data to be hashed.
<i>chunkLen</i>	size of the chunk.
<i>hash</i>	Output buffer filled with the message hash.
<i>hashLen</i>	length of the message hash.

## Returns

0 on success

TEE\_ERROR\_SHORT\_BUFFER If the output buffer is too small. In this case, the operation is not finalized.

**10.7.2.18 TEE\_DigestUpdate()** `void TEE_DigestUpdate (`  
    `TEE_OperationHandle operation,`  
    `const void * chunk,`  
    `uint32_t chunkSize )`

Crypto, Message Digest Functions.

Function accumulates message data for hashing.

[TEE\\_DigestUpdate\(\)](#) - Accumulates message data for hashing.

This function describes the message does not have to be block aligned. Subsequent calls to this function are possible. The operation may be in either initial or active state and becomes active.

#### Parameters

<i>operation</i>	Handle of a running Message Digest operation.
<i>chunk</i>	Chunk of data to be hashed
<i>chunkSize</i>	size of the chunk.

**10.7.2.19 TEE\_FreeOperation()** `void TEE_FreeOperation (`  
    `TEE_OperationHandle operation )`

Crypto, for all Crypto Functions.

All Crypto Functions use `TEE_OperationHandle*` operation instances.  
Destroy Crypto instance.

[TEE\\_FreeOperation\(\)](#) - Deallocates all resources associated with an operation handle.

This function deallocates all resources associated with an operation handle. After this function is called, the operation handle is no longer valid. All cryptographic material in the operation is destroyed. The function does nothing if operation is `TEE_HANDLE_NULL`.

#### Parameters

<i>operation</i>	Reference to operation handle.
------------------	--------------------------------

#### Returns

nothing after the operation free.

**10.7.2.20 TEE\_FreeTransientObject()** `void TEE_FreeTransientObject (`  
    `TEE_ObjectHandle object )`

Crypto, Asymmetric key Verification Functions.

Destroy object storing asymmetric key.

[TEE\\_FreeTransientObject\(\)](#) - Deallocates a transient object previously allocated with [TEE\\_AllocateTransientObject](#)

this function describes the object handle is no longer valid and all resources associated with the transient object shall have been reclaimed after the [TEE\\_AllocateTransientObject\(\)](#) call.

#### Parameters

<i>object</i>	Handle on the object to free.
---------------	-------------------------------

**10.7.2.21 TEE\_GenerateKey()** `TEE_Result TEE_GenerateKey (`  
`TEE\_ObjectHandle object,`  
`uint32\_t keySize,`  
`const TEE\_Attribute * params,`  
`uint32\_t paramCount )`

Crypto, Asymmetric key Verification Functions.

Generate asymmetric keypair.

[TEE\\_GenerateKey\(\)](#) - Generates a random key or a key-pair and populates a transient key object with the generated key material.

The size of the desired key is passed in the *keySize* parameter and shall be less than or equal to the maximum key size specified when the transient object was created.

#### Parameters

<i>object</i>	Handle on an uninitialized transient key to populate with the generated key.
<i>keySize</i>	Requested key size shall be less than or equal to the maximum key size specified when the object container was created
<i>params</i>	Parameters for the key generation.
<i>paramCount</i>	The values of all parameters are copied into the object so that the params array and all the memory buffers it points to may be freed after this routine returns without affecting the object.

#### Returns

0 on succes

[TEE\\_ERROR\\_BAD\\_PARAMETERS](#) If an incorrect or inconsistent attribute is detected. The checks that are performed depend on the implementation.

**10.7.2.22 TEE\_GenerateRandom()** `void TEE_GenerateRandom (`  
`void * randomBuffer,`  
`uint32_t randomBufferLen )`

Crypto, common.

Random Data Generation Function. The quality of the random is implementation dependent.

I am not sure this should be in Keystone or not, but it is very handy.

Good to have adding a way to check the quality of the random implementation.

[TEE\\_GenerateRandom\(\)](#) - Generates random data.

This function generates random data of random buffer length and is stored in to random Buffer by calling `wc_↵ RNG_GenerateBlock()`. If ret is not equal to 0 then `TEE_Panic` is called.

#### Parameters

<i>randomBuffer</i>	Reference to generated random data
<i>randomBufferLen</i>	Byte length of requested random data

#### Returns

random data random data will be returned.

[TEE\\_GenerateRandom\(\)](#) - Generates random data.

This function generates random data of random bufferlength and is stored in to randomBuffer by calling `sgx_read_↵ _rand()`.

#### Parameters

<i>randomBuffer</i>	Reference to generated random data
<i>randomBufferLen</i>	Byte length of requested random data

**10.7.2.23 TEE\_GetObjectInfo1()** `TEE_Result TEE_GetObjectInfo1 (`  
`TEE_ObjectHandle object,`  
`TEE_ObjectInfo * objectInfo )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

Get length of object required before reading the object.

[TEE\\_GetObjectInfo1\(\)](#) - Returns the characteristics of an object.

This function returns a handle which can be used to access the object's attributes and data stream.

## Parameters

<i>objectInfo</i>	Pointer to a structure filled with the object information
<i>object</i>	Handle of the object

## Returns

0 if success else error occurred.

[TEE\\_GetObjectInfo1\(\)](#) - Function returns the characteristics of an object.

It returns a handle that can be used to access the object's attributes and data stream.

## Parameters

<i>objectInfo</i>	Pointer to a structure filled with the object information
<i>object</i>	Handle of the object

## Returns

0 if success else error occurred.

**10.7.2.24 TEE\_GetREETime()** `void TEE_GetREETime (`  
     `TEE_Time * time )`

Core Functions, Time Functions.

Wall clock time of host OS, expressed in the number of seconds since 1970-01-01 UTC. This could be implemented on Keystone using ocall.

[TEE\\_GetREETime\(\)](#) - Retrieves the current REE system time.

This function retrieves the current time as seen from the point of view of the REE.

## Parameters

<i>time</i>	Filled with the number of seconds and milliseconds
-------------	--

[TEE\\_GetREETime\(\)](#) - Function retrieves the current REE system time.

This function retrieves the current time as seen from the point of view of the REE.



**Parameters**

<i>time</i>	Filled with the number of seconds and milliseconds.
-------------	---

**10.7.2.25 TEE\_GetSystemTime()** `void TEE_GetSystemTime (`  
`TEE_Time * time )`

Core Functions, Time Functions.

Time of TEE-controlled secure timer or Host OS time, implementation dependent.

[TEE\\_GetSystemTime\(\)](#) - Retrieves the current system time.

This function describes the system time has an arbitrary implementation defined origin that can vary across TA instances. The minimum guarantee is that the system time shall be monotonic for a given TA instance.

**Parameters**

<i>time</i>	Filled with the number of seconds and milliseconds
-------------	--

[TEE\\_GetSystemTime\(\)](#) - Retrieves the current system time.

The system time has an arbitrary implementation-defined origin that can vary across TA instances

**Parameters**

<i>time</i>	Filled with the number of seconds and milliseconds.
-------------	---

**10.7.2.26 TEE\_InitRefAttribute()** `void TEE_InitRefAttribute (`  
`TEE_Attribute * attr,`  
`uint32_t attributeID,`  
`const void * buffer,`  
`uint32_t length )`

Crypto, Asymmetric key Verification Functions.

Storing asymmetric key.

[TEE\\_InitRefAttribute\(\)](#) - The helper function can be used to populate a single attribute either with a reference to a buffer or with integer values.

In `TEE_InitRefAttribute ()` only the buffer pointer is copied, not the content of the buffer. This means that the attribute structure maintains a pointer back to the supplied buffer. It is the responsibility of the TA author to ensure that the contents of the buffer maintain their value until the attributes array is no longer in use.

## Parameters

<i>attr</i>	attribute structure to initialize.
<i>attributeID</i>	Identifier of the attribute to populate.
<i>buffer</i>	input buffer that holds the content of the attribute.
<i>length</i>	buffer length.

**10.7.2.27 TEE\_InitValueAttribute()** void TEE\_InitValueAttribute (   
     TEE\_Attribute \* attr,   
     uint32\_t attributeID,   
     uint32\_t a,   
     uint32\_t b )

Crypto, Asymmetric key Verification Functions.

Storing asymmetric key.

[TEE\\_InitValueAttribute\(\)](#) - The helper function can be used to populate a single attribute either with a reference to a buffer or with integer values.

## Parameters

<i>attr</i>	attribute structure to initialize.
<i>attributeID</i>	Identifier of the attribute to populate.
<i>a</i>	unsigned integer value to assign to the a member of the attribute structure.
<i>b</i>	unsigned integer value to assign to the b member of the attribute structure

**10.7.2.28 TEE\_OpenPersistentObject()** TEE\_Result TEE\_OpenPersistentObject (   
     uint32\_t storageID,   
     const void \* objectID,   
     uint32\_t objectIDLen,   
     uint32\_t flags,   
     TEE\_ObjectHandle \* object )

Core Functions, Secure Storage Functions (data is isolated for each TA)

Open persistent object.

[TEE\\_OpenPersistentObject\(\)](#) - Opens a handle on an existing persistent object.

This function returns a handle which can be used to access the object's attributes and data stream.

**Parameters**

<i>storageID</i>	The storage to use
<i>objectID</i>	The object identifier
<i>objectIDLen</i>	The object identifier
<i>flags</i>	The flags which determine the settings under which the object is opened.
<i>object</i>	A pointer to the handle, which contains the opened handle upon successful completion

**Returns**

0 if success else error occurred.

[TEE\\_OpenPersistentObject\(\)](#) - Opens a handle on an existing persistent object.

This function returns a handle that can be used to access the object's attributes and data stream.

**Parameters**

<i>storageID</i>	The storage to use.
<i>objectID</i>	The object identifier
<i>objectIDLen</i>	The object identifier
<i>flags</i>	The flags which determine the settings under which the object is opened.
<i>object</i>	A pointer to the handle, which contains the opened handle upon successful completion

**Returns**

0 if success, else error occurred.

**10.7.2.29 TEE\_ReadObjectData()** `TEE_Result TEE_ReadObjectData (`  
`TEE_ObjectHandle object,`  
`void * buffer,`  
`uint32_t size,`  
`uint32_t * count )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

Read object.

[TEE\\_ReadObjectData\(\)](#) - Attempts to read size bytes from the data stream associated with the object into the buffer pointed to by buffer.

The bytes are read starting at the position in the data stream currently stored in the object handle. The handle's position is incremented by the number of bytes actually read. On completion of TEE\_ReadObjectData sets the number of bytes actually read in the "uint32\_t" pointed to by count. The value written to \*count may be less than size if the number of bytes until the end-of-3067 stream is less than size. It is set to 0 if the position at the start of the read operation is at or beyond the end-of-stream. These are the only cases where \*count may be less than size.

## Parameters

<i>object</i>	Handle of the object
<i>buffer</i>	The buffer containing the data to be written
<i>size</i>	The number of bytes to write
<i>count</i>	size of the buffer.

## Returns

TEE\_SUCCESS if success else error occurred.

[TEE\\_ReadObjectData\(\)](#) - Attempts to read size bytes from the data stream associated with the object object into the buffer pointed to by buffer.

The bytes are read starting at the position in the data stream currently stored in the object handle. The handle's position is incremented by the number of bytes actually read. On completion TEE\_ReadObjectData sets the number of bytes actually read in the uint32\_t pointed to by count. The value written to \*count may be less than size if the number of bytes until the end-of-stream is less than size. It is set to 0 if the position at the start of the read operation is at or beyond the end-of-stream. These are the only cases where \*count may be less than size.

## Parameters

<i>object</i>	Handle of the object
<i>buffer</i>	The buffer containing the data to be written
<i>size</i>	The number of bytes to write
<i>count</i>	size of the buffer.

## Returns

TEE\_SUCCESS if success, else error occurred.

**10.7.2.30 TEE\_SetOperationKey()** [TEE\\_Result](#) TEE\_SetOperationKey (   
[TEE\\_OperationHandle](#) operation,   
[TEE\\_ObjectHandle](#) key )

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

Set symmetric key used in operation.

[TEE\\_SetOperationKey\(\)](#) - Programs the key of an operation; that is, it associates an operation with a key.

The key material is copied from the key object handle into the operation. After the key has been set, there is no longer any link between the operation and the key object. The object handle can be closed or reset and this will not affect the operation. This copied material exists until the operation is freed using TEE\_FreeOperation or another key is set into the operation.

**Parameters**

<i>operation</i>	Operation handle.
<i>key</i>	A handle on a key object.

**Returns**

0 on success return

TEE\_ERROR\_CORRUPT\_OBJECT If the object is corrupt. The object handle is closed.

TEE\_ERROR\_STORAGE\_NOT\_AVAILABLE If the persistent object is stored in a storage area which is currently inaccessible.

**10.7.2.31 TEE\_WriteObjectData()** `TEE_Result TEE_WriteObjectData (`  
    `TEE_ObjectHandle object,`  
    `const void * buffer,`  
    `uint32_t size )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

Write object.

[TEE\\_WriteObjectData\(\)](#) - Writes the buffer data in to persistent objects.

In this function it checks if object is present or not, the encryption/ decryption buffer is taken by calling `MBEDTLS_AES_CRYPT_CBC()` then that buffer data is encrypted and mapped to object. On the base of object creation TEE\_SUCCESS appears else TEE\_ERROR\_GENERIC appears.

**Parameters**

<i>object</i>	Handle of the object
<i>buffer</i>	The buffer containing the data to be written
<i>size</i>	The number of bytes to write

**Returns**

TEE\_SUCCESS if success else error occurred.

[TEE\\_WriteObjectData\(\)](#) - writes size bytes from the buffer pointed to by buffer to the data stream associated with the open object handle object.

If the current data position points before the end-of-stream, then size bytes are written to the data stream, overwriting bytes starting at the current data position. If the current data position points beyond the stream's end, then the data stream is first extended with zero bytes until the length indicated by the data position indicator is reached, and then size bytes are written to the stream.

## Parameters

<i>object</i>	Handle of the object
<i>buffer</i>	The buffer containing the data to be written
<i>size</i>	The number of bytes to write

## Returns

TEE\_SUCCESS if success else error occurred.

## 10.8 tee-ta-internal.h

[Go to the documentation of this file.](#)

```

1 /*
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3  *
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26 * CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
27 * ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
28 * POSSIBILITY OF SUCH DAMAGE.
29 */
30 #ifndef TA_INTERNAL_TEE_H
31 #define TA_INTERNAL_TEE_H
32
33 #include "tee-common.h"
34
35 #ifdef __cplusplus
36 extern "C" {
37 #endif
38
39 void __attribute__((noreturn)) TEE_Panic(unsigned long code);
40
41 void TEE_GetREETime(TEE_Time *time);
42
43 /* Wall clock time is important for verifying certificates. */
44 void TEE_GetSystemTime(TEE_Time *time);
45
46
47 /* Start timer */
48 TEE_Result GetRelTimeStart(uint64_t start);
49
50
51 TEE_Result GetRelTimeEnd(uint64_t end);
52
53
54 TEE_Result TEE_CreatePersistentObject(uint32_t storageID, const void *objectID,
55                                     uint32_t objectIDLen, uint32_t flags,
56                                     TEE_ObjectHandle attributes,
57                                     const void *initialData,

```

```

89         uint32_t initialDataLen,
90         TEE_ObjectHandle *object);
91
92
93 TEE_Result TEE_OpenPersistentObject(uint32_t storageID, const void *objectID,
94         uint32_t objectIDLen, uint32_t flags,
95         TEE_ObjectHandle *object);
96
97
98 TEE_Result TEE_GetObjectInfol(TEE_ObjectHandle object, TEE_ObjectInfo *objectInfo);
99
100
101 TEE_Result TEE_WriteObjectData(TEE_ObjectHandle object, const void *buffer,
102         uint32_t size);
103
104 TEE_Result TEE_ReadObjectData(TEE_ObjectHandle object, void *buffer,
105         uint32_t size, uint32_t *count);
106
107
108
109 void TEE_CloseObject(TEE_ObjectHandle object);
110
111
112
113
114
115 void TEE_GenerateRandom(void *randomBuffer, uint32_t randomBufferLen);
116
117
118
119
120
121
122
123 TEE_Result TEE_AllocateOperation(TEE_OperationHandle *operation,
124         uint32_t algorithm, uint32_t mode,
125         uint32_t maxKeySize);
126
127
128
129 void TEE_FreeOperation(TEE_OperationHandle operation);
130
131
132
133
134
135 void TEE_DigestUpdate(TEE_OperationHandle operation,
136         const void *chunk, uint32_t chunkSize);
137
138 TEE_Result TEE_DigestDoFinal(TEE_OperationHandle operation, const void *chunk,
139         uint32_t chunkLen, void *hash, uint32_t *hashLen);
140
141
142
143 TEE_Result TEE_SetOperationKey(TEE_OperationHandle operation,
144         TEE_ObjectHandle key);
145
146
147 TEE_Result TEE_AEInit(TEE_OperationHandle operation, const void *nonce,
148         uint32_t nonceLen, uint32_t tagLen, uint32_t AADLen,
149         uint32_t payloadLen);
150
151
152 TEE_Result TEE_AEUpdate(TEE_OperationHandle operation, const void *srcData,
153         uint32_t srcLen, void *destData, uint32_t *destLen);
154
155
156 void TEE_AEUpdateAAD(TEE_OperationHandle operation, const void *AADdata,
157         uint32_t AADdataLen);
158
159
160 TEE_Result TEE_AEEncryptFinal(TEE_OperationHandle operation,
161         const void *srcData, uint32_t srcLen,
162         void *destData, uint32_t *destLen, void *tag,
163         uint32_t *tagLen);
164
165
166 TEE_Result TEE_AEDecryptFinal(TEE_OperationHandle operation,
167         const void *srcData, uint32_t srcLen,
168         void *destData, uint32_t *destLen, void *tag,
169         uint32_t tagLen);
170
171
172
173 void TEE_CipherInit(TEE_OperationHandle operation, const void *nonce,
174         uint32_t nonceLen);
175
176
177 TEE_Result TEE_CipherUpdate(TEE_OperationHandle operation, const void *srcData,
178         uint32_t srcLen, void *destData, uint32_t *destLen);
179
180
181
182 TEE_Result TEE_GenerateKey(TEE_ObjectHandle object, uint32_t keySize,
183         const TEE_Attribute *params, uint32_t paramCount);
184
185
186 TEE_Result TEE_AllocateTransientObject(TEE_ObjectType objectType,
187         uint32_t maxKeySize,
188         TEE_ObjectHandle *object);
189
190
191 void TEE_InitRefAttribute(TEE_Attribute *attr, uint32_t attributeID,
192         const void *buffer, uint32_t length);
193
194
195 void TEE_InitValueAttribute(TEE_Attribute *attr, uint32_t attributeID,
196         uint32_t a, uint32_t b);
197
198
199 void TEE_FreeTransientObject(TEE_ObjectHandle object);
200
201
202
203
204 TEE_Result TEE_AsymmetricSignDigest(TEE_OperationHandle operation,
205         const TEE_Attribute *params,
206         uint32_t paramCount, const void *digest,

```

```

209         uint32_t digestLen, void *signature,
210         uint32_t *signatureLen);
211
212
213 TEE_Result TEE_AsymmetricVerifyDigest(TEE_OperationHandle operation,
214                                     const TEE_Attribute *params,
215                                     uint32_t paramCount, const void *digest,
216                                     uint32_t digestLen, const void *signature,
217                                     uint32_t signatureLen);
218
219
220 #ifdef __cplusplus
221 }
222 #endif
223
224 #endif /* TA_INTERNAL_TEE_H */

```

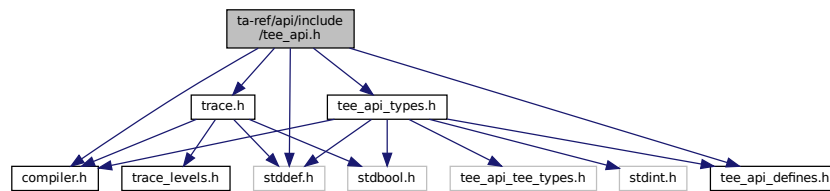
## 10.9 ta-ref/api/include/tee\_api.h File Reference

```

#include <stddef.h>
#include <compiler.h>
#include <tee_api_defines.h>
#include <tee_api_types.h>
#include <trace.h>

```

Include dependency graph for tee\_api.h:



## Functions

- [TEE\\_Result TEE\\_GetPropertyAsString](#) (TEE\_PropSetHandle propsetOrEnumerator, const char \*name, char \*valueBuffer, uint32\_t \*valueBufferLen)
- [TEE\\_Result TEE\\_GetPropertyAsBool](#) (TEE\_PropSetHandle propsetOrEnumerator, const char \*name, bool \*value)
- [TEE\\_Result TEE\\_GetPropertyAsU32](#) (TEE\_PropSetHandle propsetOrEnumerator, const char \*name, uint32\_t \*value)
- [TEE\\_Result TEE\\_GetPropertyAsBinaryBlock](#) (TEE\_PropSetHandle propsetOrEnumerator, const char \*name, void \*valueBuffer, uint32\_t \*valueBufferLen)
- [TEE\\_Result TEE\\_GetPropertyAsUUID](#) (TEE\_PropSetHandle propsetOrEnumerator, const char \*name, TEE\_UUID \*value)
- [TEE\\_Result TEE\\_GetPropertyAsIdentity](#) (TEE\_PropSetHandle propsetOrEnumerator, const char \*name, TEE\_Identity \*value)
- [TEE\\_Result TEE\\_AllocatePropertyEnumerator](#) (TEE\_PropSetHandle \*enumerator)
- [void TEE\\_FreePropertyEnumerator](#) (TEE\_PropSetHandle enumerator)
- [void TEE\\_StartPropertyEnumerator](#) (TEE\_PropSetHandle enumerator, TEE\_PropSetHandle propSet)
- [void TEE\\_ResetPropertyEnumerator](#) (TEE\_PropSetHandle enumerator)
- [TEE\\_Result TEE\\_GetPropertyName](#) (TEE\_PropSetHandle enumerator, void \*nameBuffer, uint32\_t \*nameBufferLen)
- [TEE\\_Result TEE\\_GetNextProperty](#) (TEE\_PropSetHandle enumerator)
- [void TEE\\_Panic](#) (TEE\_Result panicCode)



- `TEE_Result TEE_OpenTASession` (const `TEE_UUID` \*destination, `uint32_t` cancellationRequestTimeout, `uint32_t` paramTypes, `TEE_Param` params[`TEE_NUM_PARAMS`], `TEE_TASessionHandle` \*session, `uint32_t` \*returnOrigin)
- void `TEE_CloseTASession` (`TEE_TASessionHandle` session)
- `TEE_Result TEE_InvokeTACommand` (`TEE_TASessionHandle` session, `uint32_t` cancellationRequestTimeout, `uint32_t` commandID, `uint32_t` paramTypes, `TEE_Param` params[`TEE_NUM_PARAMS`], `uint32_t` \*returnOrigin)
- bool `TEE_GetCancellationFlag` (void)
- bool `TEE_UnmaskCancellation` (void)
- bool `TEE_MaskCancellation` (void)
- `TEE_Result TEE_CheckMemoryAccessRights` (`uint32_t` accessFlags, void \*buffer, `uint32_t` size)
- void `TEE_SetInstanceData` (const void \*instanceData)
- const void \* `TEE_GetInstanceData` (void)
- void \* `TEE_Malloc` (`uint32_t` size, `uint32_t` hint)
- void \* `TEE_Realloc` (void \*buffer, `uint32_t` newSize)
- void `TEE_Free` (void \*buffer)
- void \* `TEE_MemMove` (void \*dest, const void \*src, `uint32_t` size)
- `int32_t TEE_MemCompare` (const void \*buffer1, const void \*buffer2, `uint32_t` size)
- void \* `TEE_MemFill` (void \*buff, `uint32_t` x, `uint32_t` size)
- void `TEE_GetObjectInfo` (`TEE_ObjectHandle` object, `TEE_ObjectInfo` \*objectInfo)
- `TEE_Result TEE_GetObjectInfo1` (`TEE_ObjectHandle` object, `TEE_ObjectInfo` \*objectInfo)
- *Core Functions, Secure Storage Functions (data is isolated for each TA)*
- void `TEE_RestrictObjectUsage` (`TEE_ObjectHandle` object, `uint32_t` objectUsage)
- `TEE_Result TEE_RestrictObjectUsage1` (`TEE_ObjectHandle` object, `uint32_t` objectUsage)
- `TEE_Result TEE_GetObjectBufferAttribute` (`TEE_ObjectHandle` object, `uint32_t` attributeID, void \*buffer, `uint32_t` \*size)
- `TEE_Result TEE_GetObjectValueAttribute` (`TEE_ObjectHandle` object, `uint32_t` attributeID, `uint32_t` \*a, `uint32_t` \*b)
- void `TEE_CloseObject` (`TEE_ObjectHandle` object)
- *Core Functions, Secure Storage Functions (data is isolated for each TA)*
- `TEE_Result TEE_AllocateTransientObject` (`TEE_ObjectType` objectType, `uint32_t` maxKeySize, `TEE_ObjectHandle` \*object)
- *Crypto, Asymmetric key Verification Functions.*
- void `TEE_FreeTransientObject` (`TEE_ObjectHandle` object)
- *Crypto, Asymmetric key Verification Functions.*
- void `TEE_ResetTransientObject` (`TEE_ObjectHandle` object)
- `TEE_Result TEE_PopulateTransientObject` (`TEE_ObjectHandle` object, const `TEE_Attribute` \*attrs, `uint32_t` attrCount)
- void `TEE_InitRefAttribute` (`TEE_Attribute` \*attr, `uint32_t` attributeID, const void \*buffer, `uint32_t` length)
- *Crypto, Asymmetric key Verification Functions.*
- void `TEE_InitValueAttribute` (`TEE_Attribute` \*attr, `uint32_t` attributeID, `uint32_t` a, `uint32_t` b)
- *Crypto, Asymmetric key Verification Functions.*
- void `TEE_CopyObjectAttributes` (`TEE_ObjectHandle` destObject, `TEE_ObjectHandle` srcObject)
- `TEE_Result TEE_CopyObjectAttributes1` (`TEE_ObjectHandle` destObject, `TEE_ObjectHandle` srcObject)
- `TEE_Result TEE_GenerateKey` (`TEE_ObjectHandle` object, `uint32_t` keySize, const `TEE_Attribute` \*params, `uint32_t` paramCount)
- *Crypto, Asymmetric key Verification Functions.*
- `TEE_Result TEE_OpenPersistentObject` (`uint32_t` storageID, const void \*objectID, `uint32_t` objectIDLLen, `uint32_t` flags, `TEE_ObjectHandle` \*object)
- *Core Functions, Secure Storage Functions (data is isolated for each TA)*
- `TEE_Result TEE_CreatePersistentObject` (`uint32_t` storageID, const void \*objectID, `uint32_t` objectIDLLen, `uint32_t` flags, `TEE_ObjectHandle` attributes, const void \*initialData, `uint32_t` initialDataLen, `TEE_ObjectHandle` \*object)
- *Core Functions, Secure Storage Functions (data is isolated for each TA)*

- void [TEE\\_CloseAndDeletePersistentObject](#) ([TEE\\_ObjectHandle](#) object)
- [TEE\\_Result](#) [TEE\\_CloseAndDeletePersistentObject1](#) ([TEE\\_ObjectHandle](#) object)
- [TEE\\_Result](#) [TEE\\_RenamePersistentObject](#) ([TEE\\_ObjectHandle](#) object, const void \*newObjectID, uint32\_t newObjectIDLen)
- [TEE\\_Result](#) [TEE\\_AllocatePersistentObjectEnumerator](#) ([TEE\\_ObjectEnumHandle](#) \*objectEnumerator)
- void [TEE\\_FreePersistentObjectEnumerator](#) ([TEE\\_ObjectEnumHandle](#) objectEnumerator)
- void [TEE\\_ResetPersistentObjectEnumerator](#) ([TEE\\_ObjectEnumHandle](#) objectEnumerator)
- [TEE\\_Result](#) [TEE\\_StartPersistentObjectEnumerator](#) ([TEE\\_ObjectEnumHandle](#) objectEnumerator, uint32\_t ↵ storageID)
- [TEE\\_Result](#) [TEE\\_GetNextPersistentObject](#) ([TEE\\_ObjectEnumHandle](#) objectEnumerator, [TEE\\_ObjectInfo](#) \*objectInfo, void \*objectID, uint32\_t \*objectIDLen)
- [TEE\\_Result](#) [TEE\\_ReadObjectData](#) ([TEE\\_ObjectHandle](#) object, void \*buffer, uint32\_t size, uint32\_t \*count)  
*Core Functions, Secure Storage Functions (data is isolated for each TA)*
- [TEE\\_Result](#) [TEE\\_WriteObjectData](#) ([TEE\\_ObjectHandle](#) object, const void \*buffer, uint32\_t size)  
*Core Functions, Secure Storage Functions (data is isolated for each TA)*
- [TEE\\_Result](#) [TEE\\_TruncateObjectData](#) ([TEE\\_ObjectHandle](#) object, uint32\_t size)
- [TEE\\_Result](#) [TEE\\_SeekObjectData](#) ([TEE\\_ObjectHandle](#) object, int32\_t offset, [TEE\\_Whence](#) whence)
- [TEE\\_Result](#) [TEE\\_AllocateOperation](#) ([TEE\\_OperationHandle](#) \*operation, uint32\_t algorithm, uint32\_t mode, uint32\_t maxKeySize)  
*Crypto, for all Crypto Functions.*
- void [TEE\\_FreeOperation](#) ([TEE\\_OperationHandle](#) operation)  
*Crypto, for all Crypto Functions.*
- void [TEE\\_GetOperationInfo](#) ([TEE\\_OperationHandle](#) operation, [TEE\\_OperationInfo](#) \*operationInfo)
- [TEE\\_Result](#) [TEE\\_GetOperationInfoMultiple](#) ([TEE\\_OperationHandle](#) operation, [TEE\\_OperationInfoMultiple](#) \*operationInfoMultiple, uint32\_t \*operationSize)
- void [TEE\\_ResetOperation](#) ([TEE\\_OperationHandle](#) operation)
- [TEE\\_Result](#) [TEE\\_SetOperationKey](#) ([TEE\\_OperationHandle](#) operation, [TEE\\_ObjectHandle](#) key)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- [TEE\\_Result](#) [TEE\\_SetOperationKey2](#) ([TEE\\_OperationHandle](#) operation, [TEE\\_ObjectHandle](#) key1, [TEE\\_ObjectHandle](#) key2)
- void [TEE\\_CopyOperation](#) ([TEE\\_OperationHandle](#) dstOperation, [TEE\\_OperationHandle](#) srcOperation)
- [TEE\\_Result](#) [TEE\\_IsAlgorithmSupported](#) (uint32\_t algId, uint32\_t element)
- void [TEE\\_DigestUpdate](#) ([TEE\\_OperationHandle](#) operation, const void \*chunk, uint32\_t chunkSize)  
*Crypto, Message Digest Functions.*
- [TEE\\_Result](#) [TEE\\_DigestDoFinal](#) ([TEE\\_OperationHandle](#) operation, const void \*chunk, uint32\_t chunkLen, void \*hash, uint32\_t \*hashLen)
- void [TEE\\_CipherInit](#) ([TEE\\_OperationHandle](#) operation, const void \*IV, uint32\_t IVLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- [TEE\\_Result](#) [TEE\\_CipherUpdate](#) ([TEE\\_OperationHandle](#) operation, const void \*srcData, uint32\_t srcLen, void \*destData, uint32\_t \*destLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- [TEE\\_Result](#) [TEE\\_CipherDoFinal](#) ([TEE\\_OperationHandle](#) operation, const void \*srcData, uint32\_t srcLen, void \*destData, uint32\_t \*destLen)
- void [TEE\\_MACInit](#) ([TEE\\_OperationHandle](#) operation, const void \*IV, uint32\_t IVLen)
- void [TEE\\_MACUpdate](#) ([TEE\\_OperationHandle](#) operation, const void \*chunk, uint32\_t chunkSize)
- [TEE\\_Result](#) [TEE\\_MACComputeFinal](#) ([TEE\\_OperationHandle](#) operation, const void \*message, uint32\_t ↵ messageLen, void \*mac, uint32\_t \*macLen)
- [TEE\\_Result](#) [TEE\\_MACCompareFinal](#) ([TEE\\_OperationHandle](#) operation, const void \*message, uint32\_t ↵ messageLen, const void \*mac, uint32\_t macLen)
- [TEE\\_Result](#) [TEE\\_AEInit](#) ([TEE\\_OperationHandle](#) operation, const void \*nonce, uint32\_t nonceLen, uint32\_t tagLen, uint32\_t AADLen, uint32\_t payloadLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- void [TEE\\_AEUpdateAAD](#) ([TEE\\_OperationHandle](#) operation, const void \*AADdata, uint32\_t AADdataLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*

- [TEE\\_Result TEE\\_AEUpdate](#) ([TEE\\_OperationHandle](#) operation, const void \*srcData, uint32\_t srcLen, void \*destData, uint32\_t \*destLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- [TEE\\_Result TEE\\_AEEncryptFinal](#) ([TEE\\_OperationHandle](#) operation, const void \*srcData, uint32\_t srcLen, void \*destData, uint32\_t \*destLen, void \*tag, uint32\_t \*tagLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- [TEE\\_Result TEE\\_AEDecryptFinal](#) ([TEE\\_OperationHandle](#) operation, const void \*srcData, uint32\_t srcLen, void \*destData, uint32\_t \*destLen, void \*tag, uint32\_t tagLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- [TEE\\_Result TEE\\_AsymmetricEncrypt](#) ([TEE\\_OperationHandle](#) operation, const [TEE\\_Attribute](#) \*params, uint32\_t paramCount, const void \*srcData, uint32\_t srcLen, void \*destData, uint32\_t \*destLen)
- [TEE\\_Result TEE\\_AsymmetricDecrypt](#) ([TEE\\_OperationHandle](#) operation, const [TEE\\_Attribute](#) \*params, uint32\_t paramCount, const void \*srcData, uint32\_t srcLen, void \*destData, uint32\_t \*destLen)
- [TEE\\_Result TEE\\_AsymmetricSignDigest](#) ([TEE\\_OperationHandle](#) operation, const [TEE\\_Attribute](#) \*params, uint32\_t paramCount, const void \*digest, uint32\_t digestLen, void \*signature, uint32\_t \*signatureLen)  
*Crypto, Asymmetric key Verification Functions.*
- [TEE\\_Result TEE\\_AsymmetricVerifyDigest](#) ([TEE\\_OperationHandle](#) operation, const [TEE\\_Attribute](#) \*params, uint32\_t paramCount, const void \*digest, uint32\_t digestLen, const void \*signature, uint32\_t signatureLen)  
*Crypto, Asymmetric key Verification Functions.*
- void [TEE\\_DeriveKey](#) ([TEE\\_OperationHandle](#) operation, const [TEE\\_Attribute](#) \*params, uint32\_t paramCount, [TEE\\_ObjectHandle](#) derivedKey)
- void [TEE\\_GenerateRandom](#) (void \*randomBuffer, uint32\_t randomBufferLen)  
*Crypto, common.*
- void [TEE\\_GetSystemTime](#) ([TEE\\_Time](#) \*time)  
*Core Functions, Time Functions.*
- [TEE\\_Result TEE\\_Wait](#) (uint32\_t timeout)
- [TEE\\_Result TEE\\_GetTAPersistentTime](#) ([TEE\\_Time](#) \*time)
- [TEE\\_Result TEE\\_SetTAPersistentTime](#) (const [TEE\\_Time](#) \*time)
- void [TEE\\_GetREETime](#) ([TEE\\_Time](#) \*time)  
*Core Functions, Time Functions.*
- uint32\_t [TEE\\_BigIntFMMSizeInU32](#) (uint32\_t modulusSizeInBits)
- uint32\_t [TEE\\_BigIntFMMContextSizeInU32](#) (uint32\_t modulusSizeInBits)
- void [TEE\\_BigIntInit](#) ([TEE\\_BigInt](#) \*bigInt, uint32\_t len)
- void [TEE\\_BigIntInitFMMContext](#) ([TEE\\_BigIntFMMContext](#) \*context, uint32\_t len, const [TEE\\_BigInt](#) \*modulus)
- void [TEE\\_BigIntInitFMM](#) ([TEE\\_BigIntFMM](#) \*bigIntFMM, uint32\_t len)
- [TEE\\_Result TEE\\_BigIntConvertFromOctetString](#) ([TEE\\_BigInt](#) \*dest, const uint8\_t \*buffer, uint32\_t bufferLen, int32\_t sign)
- [TEE\\_Result TEE\\_BigIntConvertToOctetString](#) (uint8\_t \*buffer, uint32\_t \*bufferLen, const [TEE\\_BigInt](#) \*bigInt)
- void [TEE\\_BigIntConvertFromS32](#) ([TEE\\_BigInt](#) \*dest, int32\_t shortVal)
- [TEE\\_Result TEE\\_BigIntConvertToS32](#) (int32\_t \*dest, const [TEE\\_BigInt](#) \*src)
- int32\_t [TEE\\_BigIntCmp](#) (const [TEE\\_BigInt](#) \*op1, const [TEE\\_BigInt](#) \*op2)
- int32\_t [TEE\\_BigIntCmpS32](#) (const [TEE\\_BigInt](#) \*op, int32\_t shortVal)
- void [TEE\\_BigIntShiftRight](#) ([TEE\\_BigInt](#) \*dest, const [TEE\\_BigInt](#) \*op, size\_t bits)
- bool [TEE\\_BigIntGetBit](#) (const [TEE\\_BigInt](#) \*src, uint32\_t bitIndex)
- uint32\_t [TEE\\_BigIntGetBitCount](#) (const [TEE\\_BigInt](#) \*src)
- void [TEE\\_BigIntAdd](#) ([TEE\\_BigInt](#) \*dest, const [TEE\\_BigInt](#) \*op1, const [TEE\\_BigInt](#) \*op2)
- void [TEE\\_BigIntSub](#) ([TEE\\_BigInt](#) \*dest, const [TEE\\_BigInt](#) \*op1, const [TEE\\_BigInt](#) \*op2)
- void [TEE\\_BigIntNeg](#) ([TEE\\_BigInt](#) \*dest, const [TEE\\_BigInt](#) \*op)
- void [TEE\\_BigIntMul](#) ([TEE\\_BigInt](#) \*dest, const [TEE\\_BigInt](#) \*op1, const [TEE\\_BigInt](#) \*op2)
- void [TEE\\_BigIntSquare](#) ([TEE\\_BigInt](#) \*dest, const [TEE\\_BigInt](#) \*op)
- void [TEE\\_BigIntDiv](#) ([TEE\\_BigInt](#) \*dest\_q, [TEE\\_BigInt](#) \*dest\_r, const [TEE\\_BigInt](#) \*op1, const [TEE\\_BigInt](#) \*op2)
- void [TEE\\_BigIntMod](#) ([TEE\\_BigInt](#) \*dest, const [TEE\\_BigInt](#) \*op, const [TEE\\_BigInt](#) \*n)

- void `TEE_BigIntAddMod` (`TEE_BigInt *dest`, const `TEE_BigInt *op1`, const `TEE_BigInt *op2`, const `TEE_BigInt *n`)
- void `TEE_BigIntSubMod` (`TEE_BigInt *dest`, const `TEE_BigInt *op1`, const `TEE_BigInt *op2`, const `TEE_BigInt *n`)
- void `TEE_BigIntMulMod` (`TEE_BigInt *dest`, const `TEE_BigInt *op1`, const `TEE_BigInt *op2`, const `TEE_BigInt *n`)
- void `TEE_BigIntSquareMod` (`TEE_BigInt *dest`, const `TEE_BigInt *op`, const `TEE_BigInt *n`)
- void `TEE_BigIntInvMod` (`TEE_BigInt *dest`, const `TEE_BigInt *op`, const `TEE_BigInt *n`)
- bool `TEE_BigIntRelativePrime` (const `TEE_BigInt *op1`, const `TEE_BigInt *op2`)
- void `TEE_BigIntComputeExtendedGcd` (`TEE_BigInt *gcd`, `TEE_BigInt *u`, `TEE_BigInt *v`, const `TEE_BigInt *op1`, const `TEE_BigInt *op2`)
- int32\_t `TEE_BigIntIsProbablePrime` (const `TEE_BigInt *op`, uint32\_t confidenceLevel)
- void `TEE_BigIntConvertToFMM` (`TEE_BigIntFMM *dest`, const `TEE_BigInt *src`, const `TEE_BigInt *n`, const `TEE_BigIntFMMContext *context`)
- void `TEE_BigIntConvertFromFMM` (`TEE_BigInt *dest`, const `TEE_BigIntFMM *src`, const `TEE_BigInt *n`, const `TEE_BigIntFMMContext *context`)
- void `TEE_BigIntFMMConvertToBigint` (`TEE_BigInt *dest`, const `TEE_BigIntFMM *src`, const `TEE_BigInt *n`, const `TEE_BigIntFMMContext *context`)
- void `TEE_BigIntComputeFMM` (`TEE_BigIntFMM *dest`, const `TEE_BigIntFMM *op1`, const `TEE_BigIntFMM *op2`, const `TEE_BigInt *n`, const `TEE_BigIntFMMContext *context`)

### 10.9.1 Function Documentation

**10.9.1.1 TEE\_AEDecryptFinal()** `TEE_Result TEE_AEDecryptFinal (`  
`TEE_OperationHandle operation,`  
`const void * srcData,`  
`uint32_t srcLen,`  
`void * destData,`  
`uint32_t * destLen,`  
`void * tag,`  
`uint32_t tagLen )`

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

`TEE_AEDecryptFinal()` - Processes data that has not been processed by previous calls to `TEE_AEUpdate` as well as data supplied in `srcData`.

This function completes the AE operation and compares the computed tag with the tag supplied in the parameter `tag`. The operation handle can be reused or newly initialized. The buffers `srcData` and `destData` shall be either completely disjoint or equal in their starting positions. The operation may be in either initial or active state and enters initial state afterwards.

#### Parameters

<i>operation</i>	Handle of a running AE operation
<i>srcData</i>	Reference to final chunk of input data to be encrypted
<i>srcLen</i>	length of the input data
<i>destData</i>	Output buffer. Can be omitted if the output is to be discarded.
<i>destLen</i>	length of the buffer.
<i>tag</i>	Output buffer filled with the computed tag
<i>tagLen</i>	length of the tag.

**Returns**

0 on success.

TEE\_ERROR\_SHORT\_BUFFER If the output buffer is not large enough to contain the output

TEE\_ERROR\_MAC\_INVALID If the computed tag does not match the supplied tag

**10.9.1.2 TEE\_AEEncryptFinal()** `TEE_Result TEE_AEEncryptFinal (`  
`TEE_OperationHandle operation,`  
`const void * srcData,`  
`uint32_t srcLen,`  
`void * destData,`  
`uint32_t * destLen,`  
`void * tag,`  
`uint32_t * tagLen )`

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

`TEE_AEEncryptFinal()` - processes data that has not been processed by previous calls to `TEE_AEUpdate` as well as data supplied in `srcData` .

`TEE_AEEncryptFinal` completes the AE operation and computes the tag. The operation handle can be reused or newly initialized. The buffers `srcData` and `destData` SHALL be either completely disjoint or equal in their starting positions. The operation may be in either initial or active state and enters initial state afterwards.

**Parameters**

<i>operation</i>	Handle of a running AE operation
<i>srcData</i>	Reference to final chunk of input data to be encrypted
<i>srcLen</i>	length of the input data
<i>destData</i>	Output buffer. Can be omitted if the output is to be discarded.
<i>destLen</i>	length of the buffer.
<i>tag</i>	Output buffer filled with the computed tag
<i>tagLen</i>	length of the tag.

**Returns**

0 on success.

TEE\_ERROR\_SHORT\_BUFFER If the output or tag buffer is not large enough to contain the output.

**10.9.1.3 TEE\_AEInit()** `TEE_Result TEE_AEInit (`  
`TEE_OperationHandle operation,`  
`const void * nonce,`  
`uint32_t nonceLen,`  
`uint32_t tagLen,`  
`uint32_t AADLen,`  
`uint32_t payloadLen )`

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

[TEE\\_AEInit\(\)](#) - Initializes an Authentication Encryption operation.

The operation must be in initial state and remains in the initial state afterwards.

#### Parameters

<i>operation</i>	A handle on the operation.
<i>nonce</i>	The operation nonce or IV
<i>nonceLen</i>	length of nonce
<i>tagLen</i>	Size in bits of the tag
<i>AADLen</i>	Length in bytes of the AAD
<i>payloadLen</i>	Length in bytes of the payload.

#### Returns

0 on success.

TEE\_ERROR\_NOT\_SUPPORTED If the tag length is not supported by the algorithm.

**10.9.1.4 TEE\_AEUpdate()** `TEE_Result TEE_AEUpdate (`  
`TEE_OperationHandle operation,`  
`const void * srcData,`  
`uint32_t srcLen,`  
`void * destData,`  
`uint32_t * destLen )`

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

[TEE\\_AEUpdate\(\)](#) - Accumulates data for an Authentication Encryption operation

This function describes Input data does not have to be a multiple of block size. Subsequent calls to this function are possible. Unless one or more calls of this function have supplied sufficient input data, no output is generated. when using this routine to decrypt the returned data may be corrupt since the integrity check is not performed until all the data has been processed. If this is a concern then only use the TEE\_AEDecryptFinal routine.

#### Parameters

<i>operation</i>	Handle of a running AE operation.
<i>srcData</i>	Input data buffer to be encrypted or decrypted
<i>srcLen</i>	length of the input buffer.
<i>destData</i>	Output buffer
<i>destLen</i>	length of the out put buffer.

**Returns**

0 on success.

TEE\_ERROR\_SHORT\_BUFFER if the output buffer is not large enough to contain the output.

**10.9.1.5 TEE\_AEUpdateAAD()** void TEE\_AEUpdateAAD (   
     TEE\_OperationHandle operation,   
     const void \* AADdata,   
     uint32\_t AADdataLen )

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

[TEE\\_AEUpdateAAD\(\)](#) - Feeds a new chunk of Additional Authentication Data (AAD) to the AE operation. Subsequent calls to this function are possible.

The TEE\_AEUpdateAAD function feeds a new chunk of Additional Authentication Data (AAD) to the AE operation. Subsequent calls to this function are possible. The buffers srcData and destData shall be either completely disjoint or equal in their starting positions. The operation SHALL be in initial state and remains in initial state afterwards.

**Parameters**

<i>operation</i>	Handle on the AE operation
<i>AADdata</i>	Input buffer containing the chunk of AAD
<i>AADdataLen</i>	length of the chunk of AAD.

**10.9.1.6 TEE\_AllocateOperation()** TEE\_Result TEE\_AllocateOperation (   
     TEE\_OperationHandle \* operation,   
     uint32\_t algorithm,   
     uint32\_t mode,   
     uint32\_t maxKeySize )

Crypto, for all Crypto Functions.

[TEE\\_AllocateOperation\(\)](#) - Allocates a handle for a new cryptographic operation and sets the mode and algorithm type.

If this function does not return with TEE\_SUCCESS then there is no valid handle value. Once a cryptographic operation has been created, the implementation shall guarantee that all resources necessary for the operation are allocated and that any operation with a key of at most maxKeySize bits can be performed. For algorithms that take multiple keys, for example the AES XTS algorithm, the maxKeySize parameter specifies the size of the largest key. It is up to the implementation to properly allocate space for multiple keys if the algorithm so requires.

**Parameters**

<i>operation</i>	reference to generated operation handle.
<i>algorithm</i>	One of the cipher algorithms.
<i>mode</i>	The operation mode.
<i>maxKeySize</i>	Maximum key size in bits for the operation.

**Returns**

0 in case of success

TEE\_ERROR\_OUT\_OF\_MEMORY If there are not enough resources to allocate the operation.

TEE\_ERROR\_NOT\_SUPPORTED If the mode is not compatible with the algorithm or key size or if the algorithm is not one of the listed algorithms or if maxKeySize is not appropriate for the algorithm.

**10.9.1.7 TEE\_AllocatePersistentObjectEnumerator()** *TEE\_Result*

```
TEE_AllocatePersistentObjectEnumerator (
    TEE_ObjectEnumHandle * objectEnumerator )
```

**10.9.1.8 TEE\_AllocatePropertyEnumerator()** *TEE\_Result* TEE\_AllocatePropertyEnumerator (

```
    TEE_PropSetHandle * enumerator )
```

**10.9.1.9 TEE\_AllocateTransientObject()** *TEE\_Result* TEE\_AllocateTransientObject (

```
    TEE_ObjectType objectType,
    uint32_t maxKeySize,
    TEE_ObjectHandle * object )
```

Crypto, Asymmetric key Verification Functions.

[TEE\\_AllocateTransientObject\(\)](#) - Allocates an uninitialized transient object. Transient objects are used to hold a cryptographic object (key or key-pair).

The value TEE\_KEYSIZE\_NO\_KEY should be used for maxObjectSize for object types that do not require a key so that all the container resources can be pre-allocated. As allocated, the container is uninitialized. It can be initialized by subsequently importing the object material, generating an object, deriving an object, or loading an object from the Trusted Storage.

**Parameters**

<i>objectType</i>	Type of uninitialized object container to be created
<i>maxKeySize</i>	Key Size of the object.
<i>object</i>	Filled with a handle on the newly created key container.

**Returns**

0 on success

TEE\_ERROR\_OUT\_OF\_MEMORY If not enough resources are available to allocate the object handle.

TEE\_ERROR\_NOT\_SUPPORTED If the key size is not supported or the object type is not supported.



**10.9.1.10 TEE\_AsymmetricDecrypt()** `TEE_Result` TEE\_AsymmetricDecrypt (   
     `TEE_OperationHandle` operation,   
     const `TEE_Attribute` \* params,   
     uint32\_t paramCount,   
     const void \* srcData,   
     uint32\_t srcLen,   
     void \* destData,   
     uint32\_t \* destLen )

**10.9.1.11 TEE\_AsymmetricEncrypt()** `TEE_Result` TEE\_AsymmetricEncrypt (   
     `TEE_OperationHandle` operation,   
     const `TEE_Attribute` \* params,   
     uint32\_t paramCount,   
     const void \* srcData,   
     uint32\_t srcLen,   
     void \* destData,   
     uint32\_t \* destLen )

**10.9.1.12 TEE\_AsymmetricSignDigest()** `TEE_Result` TEE\_AsymmetricSignDigest (   
     `TEE_OperationHandle` operation,   
     const `TEE_Attribute` \* params,   
     uint32\_t paramCount,   
     const void \* digest,   
     uint32\_t digestLen,   
     void \* signature,   
     uint32\_t \* signatureLen )

Crypto, Asymmetric key Verification Functions.

[TEE\\_AsymmetricSignDigest\(\)](#) - Signs a message digest within an asymmetric operation.

#### Parameters

<i>operation</i>	Handle on the operation, which SHALL have been suitably set up with an operation key.
<i>params</i>	Optional operation parameters
<i>paramCount</i>	size of param
<i>digest</i>	Input buffer containing the input message digest
<i>digestLen</i>	length of input buffer.
<i>signature</i>	Output buffer written with the signature of the digest
<i>signatureLen</i>	length of output buffer.

#### Returns

0 on sccess

TEE\_ERROR\_SHORT\_BUFFER If the signature buffer is not large enough to hold the result

**10.9.1.13 TEE\_AsymmetricVerifyDigest()** `TEE_Result TEE_AsymmetricVerifyDigest (`  
`TEE_OperationHandle operation,`  
`const TEE_Attribute * params,`  
`uint32_t paramCount,`  
`const void * digest,`  
`uint32_t digestLen,`  
`const void * signature,`  
`uint32_t signatureLen )`

Crypto, Asymmetric key Verification Functions.

[TEE\\_AsymmetricVerifyDigest\(\)](#) - verifies a message digest signature within an asymmetric operation.

This function describes the message digest signature verify by calling `ed25519_verify()`.

#### Parameters

<i>operation</i>	Handle on the operation, which SHALL have been suitably set up with an operation key.
<i>params</i>	Optional operation parameters
<i>paramCount</i>	size of param.
<i>digest</i>	Input buffer containing the input message digest
<i>digestLen</i>	length of input buffer.
<i>signature</i>	Output buffer written with the signature of the digest
<i>signatureLen</i>	length of output buffer.

#### Returns

TEE\_SUCCESS on success

TEE\_ERROR\_SIGNATURE\_INVALID if the signature is invalid.

**10.9.1.14 TEE\_BigIntAdd()** `void TEE_BigIntAdd (`  
`TEE_BigInt * dest,`  
`const TEE_BigInt * op1,`  
`const TEE_BigInt * op2 )`

**10.9.1.15 TEE\_BigIntAddMod()** `void TEE_BigIntAddMod (`  
`TEE_BigInt * dest,`  
`const TEE_BigInt * op1,`  
`const TEE_BigInt * op2,`  
`const TEE_BigInt * n )`

**10.9.1.16 TEE\_BigIntCmp()** `int32_t TEE_BigIntCmp (`  
`const TEE_BigInt * op1,`  
`const TEE_BigInt * op2 )`

**10.9.1.17 TEE\_BigIntCmpS32()** `int32_t TEE_BigIntCmpS32 (`  
    `const TEE_BigInt * op,`  
    `int32_t shortVal )`

**10.9.1.18 TEE\_BigIntComputeExtendedGcd()** `void TEE_BigIntComputeExtendedGcd (`  
    `TEE_BigInt * gcd,`  
    `TEE_BigInt * u,`  
    `TEE_BigInt * v,`  
    `const TEE_BigInt * op1,`  
    `const TEE_BigInt * op2 )`

**10.9.1.19 TEE\_BigIntComputeFMM()** `void TEE_BigIntComputeFMM (`  
    `TEE_BigIntFMM * dest,`  
    `const TEE_BigIntFMM * op1,`  
    `const TEE_BigIntFMM * op2,`  
    `const TEE_BigInt * n,`  
    `const TEE_BigIntFMMContext * context )`

**10.9.1.20 TEE\_BigIntConvertFromFMM()** `void TEE_BigIntConvertFromFMM (`  
    `TEE_BigInt * dest,`  
    `const TEE_BigIntFMM * src,`  
    `const TEE_BigInt * n,`  
    `const TEE_BigIntFMMContext * context )`

**10.9.1.21 TEE\_BigIntConvertFromOctetString()** `TEE_Result TEE_BigIntConvertFromOctetString (`  
    `TEE_BigInt * dest,`  
    `const uint8_t * buffer,`  
    `uint32_t bufferLen,`  
    `int32_t sign )`

**10.9.1.22 TEE\_BigIntConvertFromS32()** `void TEE_BigIntConvertFromS32 (`  
    `TEE_BigInt * dest,`  
    `int32_t shortVal )`

**10.9.1.23 TEE\_BigIntConvertToFMM()** `void TEE_BigIntConvertToFMM (`  
    `TEE_BigIntFMM * dest,`  
    `const TEE_BigInt * src,`  
    `const TEE_BigInt * n,`  
    `const TEE_BigIntFMMContext * context )`

**10.9.1.24 TEE\_BigIntConvertToOctetString()** `TEE_Result TEE_BigIntConvertToOctetString (`  
    `uint8_t * buffer,`  
    `uint32_t * bufferLen,`  
    `const TEE_BigInt * bigInt )`

**10.9.1.25 TEE\_BigIntConvertToS32()** `TEE_Result TEE_BigIntConvertToS32 (`  
    `int32_t * dest,`  
    `const TEE_BigInt * src )`

**10.9.1.26 TEE\_BigIntDiv()** `void TEE_BigIntDiv (`  
    `TEE_BigInt * dest_q,`  
    `TEE_BigInt * dest_r,`  
    `const TEE_BigInt * op1,`  
    `const TEE_BigInt * op2 )`

**10.9.1.27 TEE\_BigIntFMMContextSizeInU32()** `uint32_t TEE_BigIntFMMContextSizeInU32 (`  
    `uint32_t modulusSizeInBits )`

**10.9.1.28 TEE\_BigIntFMMConvertToBigInt()** `void TEE_BigIntFMMConvertToBigInt (`  
    `TEE_BigInt * dest,`  
    `const TEE_BigIntFMM * src,`  
    `const TEE_BigInt * n,`  
    `const TEE_BigIntFMMContext * context )`

**10.9.1.29 TEE\_BigIntFMMSizeInU32()** `uint32_t TEE_BigIntFMMSizeInU32 (`  
    `uint32_t modulusSizeInBits )`

**10.9.1.30 TEE\_BigIntGetBit()** `bool TEE_BigIntGetBit (`  
    `const TEE_BigInt * src,`  
    `uint32_t bitIndex )`

**10.9.1.31 TEE\_BigIntGetBitCount()** `uint32_t TEE_BigIntGetBitCount (`  
    `const TEE_BigInt * src )`

**10.9.1.32 TEE\_BigIntInit()** void TEE\_BigIntInit (  
    TEE\_BigInt \* *bigInt*,  
    uint32\_t *len* )

**10.9.1.33 TEE\_BigIntInitFMM()** void TEE\_BigIntInitFMM (  
    TEE\_BigIntFMM \* *bigIntFMM*,  
    uint32\_t *len* )

**10.9.1.34 TEE\_BigIntInitFMMContext()** void TEE\_BigIntInitFMMContext (  
    TEE\_BigIntFMMContext \* *context*,  
    uint32\_t *len*,  
    const TEE\_BigInt \* *modulus* )

**10.9.1.35 TEE\_BigIntInvMod()** void TEE\_BigIntInvMod (  
    TEE\_BigInt \* *dest*,  
    const TEE\_BigInt \* *op*,  
    const TEE\_BigInt \* *n* )

**10.9.1.36 TEE\_BigIntIsProbablePrime()** int32\_t TEE\_BigIntIsProbablePrime (  
    const TEE\_BigInt \* *op*,  
    uint32\_t *confidenceLevel* )

**10.9.1.37 TEE\_BigIntMod()** void TEE\_BigIntMod (  
    TEE\_BigInt \* *dest*,  
    const TEE\_BigInt \* *op*,  
    const TEE\_BigInt \* *n* )

**10.9.1.38 TEE\_BigIntMul()** void TEE\_BigIntMul (  
    TEE\_BigInt \* *dest*,  
    const TEE\_BigInt \* *op1*,  
    const TEE\_BigInt \* *op2* )

**10.9.1.39 TEE\_BigIntMulMod()** void TEE\_BigIntMulMod (  
    TEE\_BigInt \* *dest*,  
    const TEE\_BigInt \* *op1*,  
    const TEE\_BigInt \* *op2*,  
    const TEE\_BigInt \* *n* )

**10.9.1.40 TEE\_BigIntNeg()** void TEE\_BigIntNeg (   
     TEE\_BigInt \* dest,   
     const TEE\_BigInt \* op )

**10.9.1.41 TEE\_BigIntRelativePrime()** bool TEE\_BigIntRelativePrime (   
     const TEE\_BigInt \* op1,   
     const TEE\_BigInt \* op2 )

**10.9.1.42 TEE\_BigIntShiftRight()** void TEE\_BigIntShiftRight (   
     TEE\_BigInt \* dest,   
     const TEE\_BigInt \* op,   
     size\_t bits )

**10.9.1.43 TEE\_BigIntSquare()** void TEE\_BigIntSquare (   
     TEE\_BigInt \* dest,   
     const TEE\_BigInt \* op )

**10.9.1.44 TEE\_BigIntSquareMod()** void TEE\_BigIntSquareMod (   
     TEE\_BigInt \* dest,   
     const TEE\_BigInt \* op,   
     const TEE\_BigInt \* n )

**10.9.1.45 TEE\_BigIntSub()** void TEE\_BigIntSub (   
     TEE\_BigInt \* dest,   
     const TEE\_BigInt \* op1,   
     const TEE\_BigInt \* op2 )

**10.9.1.46 TEE\_BigIntSubMod()** void TEE\_BigIntSubMod (   
     TEE\_BigInt \* dest,   
     const TEE\_BigInt \* op1,   
     const TEE\_BigInt \* op2,   
     const TEE\_BigInt \* n )

**10.9.1.47 TEE\_CheckMemoryAccessRights()** `TEE_Result` TEE\_CheckMemoryAccessRights (   
     uint32\_t accessFlags,   
     void \* buffer,   
     uint32\_t size )

**10.9.1.48 TEE\_CipherDoFinal()** `TEE_Result` TEE\_CipherDoFinal (   
     TEE\_OperationHandle operation,   
     const void \* srcData,   
     uint32\_t srcLen,   
     void \* destData,   
     uint32\_t \* destLen )

[TEE\\_CipherDoFinal\(\)](#) - Finalizes the cipher operation, processing data that has not been processed by previous calls to TEE\_CipherUpdate as well as data supplied in srcData .

This function describes The operation handle can be reused or re-initialized. The buffers srcData and destData shall be either completely disjoint or equal in their starting positions. The operation SHALL be in active state and is set to initial state afterwards.

#### Parameters

<i>operation</i>	Handle of a running Cipher operation
<i>srcData</i>	Input data buffer to be encrypted or decrypted
<i>srcLen</i>	length of input buffer
<i>destData</i>	output buffer
<i>destLen</i>	ouput buffer length.

#### Returns

0 on success

TEE\_ERROR\_SHORT\_BUFFER If the output buffer is not large enough to contain the output

**10.9.1.49 TEE\_CipherInit()** void TEE\_CipherInit (   
     TEE\_OperationHandle operation,   
     const void \* nonce,   
     uint32\_t nonceLen )

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

[TEE\\_CipherInit\(\)](#) - starts the symmetric cipher operation.

The operation shall have been associated with a key. If the operation is in active state, it is reset and then initialized. If the operation is in initial state, it is moved to active state.

## Parameters

<i>operation</i>	A handle on an opened cipher operation setup with a key
<i>nonce</i>	Buffer containing the operation Initialization Vector as appropriate.
<i>nonceLen</i>	length of the buffer

**10.9.1.50 TEE\_CipherUpdate()** `TEE_Result TEE_CipherUpdate (`  
`TEE_OperationHandle operation,`  
`const void * srcData,`  
`uint32_t srcLen,`  
`void * destData,`  
`uint32_t * destLen )`

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

[TEE\\_CipherUpdate\(\)](#) - encrypts or decrypts input data.

Input data does not have to be a multiple of block size. Subsequent calls to this function are possible. Unless one or more calls of this function have supplied sufficient input data, no output is generated. The cipher operation is finalized with a call to `TEE_CipherDoFinal`. The buffers `srcData` and `destData` SHALL be either completely disjoint or equal in their starting positions. The operation SHALL be in active state.

## Parameters

<i>operation</i>	Handle of a running Cipher operation
<i>srcData</i>	Input data buffer to be encrypted or decrypted
<i>srcLen</i>	length of input buffer
<i>destData</i>	output buffer
<i>destLen</i>	ouput buffer length.

## Returns

0 on success else

`TEE_ERROR_SHORT_BUFFER` If the output buffer is not large enough to contain the output. In this case, the input is not fed into the algorithm.

**10.9.1.51 TEE\_CloseAndDeletePersistentObject()** `void TEE_CloseAndDeletePersistentObject (`  
`TEE_ObjectHandle object )`

**10.9.1.52 TEE\_CloseAndDeletePersistentObject1()** `TEE_Result TEE_CloseAndDeletePersistentObject1`  
`(`  
`TEE_ObjectHandle object )`



**10.9.1.53 TEE\_CloseObject()** `void TEE_CloseObject (`  
`TEE_ObjectHandle object )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

[TEE\\_CloseObject\(\)](#) - Closes an opened object handle.

The object can be persistent or transient. For transient objects, TEE\_CloseObject is equivalent to TEE\_Free↔TransientObject.

**Parameters**

<i>object</i>	Handle of the object.
---------------	-----------------------

**Returns**

TEE\_SUCCESS if success else error occurred.

[TEE\\_CloseObject\(\)](#) - Function closes an opened object handle.

The object can be persistent or transient. For transient objects, TEE\_CloseObject is equivalent to TEE\_Free↔TransientObject.

**Parameters**

<i>object</i>	Handle of the object
---------------	----------------------

**Returns**

TEE\_SUCCESS if success else error occurred.

**10.9.1.54 TEE\_CloseTASession()** `void TEE_CloseTASession (`  
`TEE_TASessionHandle session )`

**10.9.1.55 TEE\_CopyObjectAttributes()** `void TEE_CopyObjectAttributes (`  
`TEE_ObjectHandle destObject,`  
`TEE_ObjectHandle srcObject )`

**10.9.1.56 TEE\_CopyObjectAttributes1()** `TEE_Result TEE_CopyObjectAttributes1 (`  
`TEE_ObjectHandle destObject,`  
`TEE_ObjectHandle srcObject )`

**10.9.1.57 TEE\_CopyOperation()** void TEE\_CopyOperation (   
     TEE\_OperationHandle dstOperation,   
     TEE\_OperationHandle srcOperation )

**10.9.1.58 TEE\_CreatePersistentObject()** TEE\_Result TEE\_CreatePersistentObject (   
     uint32\_t storageID,   
     const void \* objectID,   
     uint32\_t objectIDLen,   
     uint32\_t flags,   
     TEE\_ObjectHandle attributes,   
     const void \* initialData,   
     uint32\_t initialDataLen,   
     TEE\_ObjectHandle \* object )

Core Functions, Secure Storage Functions (data is isolated for each TA)

[TEE\\_CreatePersistentObject\(\)](#) - Creates a persistent object with initial attributes.

In this function an initial data stream content returns either a handle on the created object or TEE\_HANDLE\_NULL upon failure.

#### Parameters

<i>storageID</i>	The storage to use.
<i>objectID</i>	The object identifier
<i>objectIDLen</i>	The object identifier
<i>flags</i>	The flags which determine the settings under which the object is opened.
<i>attributes</i>	A handle on a persistent object or an initialized transient object from which to take the persistent object attributes
<i>initialData</i>	The initial data content of the persistent object
<i>initialDataLen</i>	The initial data content of the persistent object
<i>object</i>	A pointer to the handle which contains the opened handle upon successful completion

#### Returns

0 if success else error occurred.

[TEE\\_CreatePersistentObject\(\)](#) - Creates a persistent object with initial attributes.

An initial data stream content, and optionally returns either a handle on the created object, or TEE\_HANDLE\_NULL upon failure.

#### Parameters

<i>storageID</i>	The storage to use.
<i>objectID</i>	The object identifier
<i>objectIDLen</i>	The object identifier
<i>flags</i>	The flags which determine the settings under which the object is opened.
Paramter list continued on next page	

<i>attributes</i>	A handle on a persistent object or an initialized transient object from which to take the persistent object attributes
<i>initialData</i>	The initial data content of the persistent object
<i>initialDataLen</i>	The initial data content of the persistent object
<i>object</i>	A pointer to the handle, which contains the opened handle upon successful completion

#### Returns

0 if success, else error occurred.

**10.9.1.59 TEE\_DeriveKey()** `void TEE_DeriveKey (`  
     `TEE_OperationHandle operation,`  
     `const TEE_Attribute * params,`  
     `uint32_t paramCount,`  
     `TEE_ObjectHandle derivedKey )`

**10.9.1.60 TEE\_DigestDoFinal()** `TEE_Result TEE_DigestDoFinal (`  
     `TEE_OperationHandle operation,`  
     `const void * chunk,`  
     `uint32_t chunkLen,`  
     `void * hash,`  
     `uint32_t * hashLen )`

[TEE\\_DigestDoFinal\(\)](#) - Finalizes the message digest operation and produces the message hash.

This function finalizes the message digest operation and produces the message hash. Afterwards the Message Digest operation is reset to initial state and can be reused.

#### Parameters

<i>operation</i>	Handle of a running Message Digest operation.
<i>chunk</i>	Chunk of data to be hashed.
<i>chunkLen</i>	size of the chunk.
<i>hash</i>	Output buffer filled with the message hash.
<i>hashLen</i>	length of the message hash.

#### Returns

0 on success

TEE\_ERROR\_SHORT\_BUFFER If the output buffer is too small. In this case, the operation is not finalized.

**10.9.1.61 TEE\_DigestUpdate()** void TEE\_DigestUpdate (   
     TEE\_OperationHandle operation,   
     const void \* chunk,   
     uint32\_t chunkSize )

Crypto, Message Digest Functions.

[TEE\\_DigestUpdate\(\)](#)- Accumulates message data for hashing.

This function describes the message does not have to be block aligned. Subsequent calls to this function are possible. The operation may be in either initial or active state and becomes active.

#### Parameters

<i>operation</i>	Handle of a running Message Digest operation.
<i>chunk</i>	Chunk of data to be hashed
<i>chunkSize</i>	size of the chunk.

**10.9.1.62 TEE\_Free()** void TEE\_Free (   
     void \* buffer )

[TEE\\_Free\(\)](#) - causes the space pointed to by buffer to be deallocated; that is made available for further allocation.

This function describes if buffer is a NULL pointer, TEE\_Free does nothing. Otherwise, it is a Programmer Error if the argument does not match a pointer previously returned by the TEE\_Malloc or TEE\_Realloc if the space has been deallocated by a call to TEE\_Free or TEE\_Realloc.

#### Parameters

<i>buffer</i>	The pointer to the memory block to be freed.
---------------	--

**10.9.1.63 TEE\_FreeOperation()** void TEE\_FreeOperation (   
     TEE\_OperationHandle operation )

Crypto, for all Crypto Functions.

[TEE\\_FreeOperation\(\)](#) - Deallocates all resources associated with an operation handle.

This function deallocates all resources associated with an operation handle. After this function is called, the operation handle is no longer valid. All cryptographic material in the operation is destroyed. The function does nothing if operation is TEE\_HANDLE\_NULL.

#### Parameters

<i>operation</i>	Reference to operation handle.
------------------	--------------------------------

**Returns**

nothing after the operation free.

**10.9.1.64 TEE\_FreePersistentObjectEnumerator()** `void TEE_FreePersistentObjectEnumerator (`  
`TEE_ObjectEnumHandle objectEnumerator )`

**10.9.1.65 TEE\_FreePropertyEnumerator()** `void TEE_FreePropertyEnumerator (`  
`TEE_PropSetHandle enumerator )`

**10.9.1.66 TEE\_FreeTransientObject()** `void TEE_FreeTransientObject (`  
`TEE_ObjectHandle object )`

Crypto, Asymmetric key Verification Functions.

[TEE\\_FreeTransientObject\(\)](#) - Deallocates a transient object previously allocated with [TEE\\_AllocateTransientObject](#) .

this function describes the object handle is no longer valid and all resources associated with the transient object shall have been reclaimed after the [TEE\\_AllocateTransientObject\(\)](#) call.

**Parameters**

<i>object</i>	Handle on the object to free.
---------------	-------------------------------

**10.9.1.67 TEE\_GenerateKey()** `TEE_Result TEE_GenerateKey (`  
`TEE_ObjectHandle object,`  
`uint32_t keySize,`  
`const TEE_Attribute * params,`  
`uint32_t paramCount )`

Crypto, Asymmetric key Verification Functions.

[TEE\\_GenerateKey \(\)](#) - Generates a random key or a key-pair and populates a transient key object with the generated key material.

The size of the desired key is passed in the keySize parameter and shall be less than or equal to the maximum key size specified when the transient object was created.

## Parameters

<i>object</i>	Handle on an uninitialized transient key to populate with the generated key.
<i>keySize</i>	Requested key size shall be less than or equal to the maximum key size specified when the object container was created
<i>params</i>	Parameters for the key generation.
<i>paramCount</i>	The values of all parameters are copied into the object so that the params array and all the memory buffers it points to may be freed after this routine returns without affecting the object.

## Returns

0 on success

TEE\_ERROR\_BAD\_PARAMETERS If an incorrect or inconsistent attribute is detected. The checks that are performed depend on the implementation.

**10.9.1.68 TEE\_GenerateRandom()** void TEE\_GenerateRandom (   
 void \* *randomBuffer*,   
 uint32\_t *randomBufferLen* )

Crypto, common.

[TEE\\_GenerateRandom\(\)](#) - Generates random data.

This function generates random data of random buffer length and is stored in to random Buffer by calling wc\_↵ RNG\_GenerateBlock(). If ret is not equal to 0 then TEE\_Panic is called.

## Parameters

<i>randomBuffer</i>	Reference to generated random data
<i>randomBufferLen</i>	Byte length of requested random data

## Returns

random data random data will be returned.

[TEE\\_GenerateRandom\(\)](#) - Generates random data.

This function generates random data of random bufferlength and is stored in to randomBuffer by calling sgx\_read\_↵ \_rand()).

## Parameters

<i>randomBuffer</i>	Reference to generated random data
<i>randomBufferLen</i>	Byte length of requested random data

**10.9.1.69 TEE\_GetCancellationFlag()** `bool TEE_GetCancellationFlag (`  
`void )`

**10.9.1.70 TEE\_GetInstanceData()** `const void * TEE_GetInstanceData (`  
`void )`

**10.9.1.71 TEE\_GetNextPersistentObject()** `TEE_Result TEE_GetNextPersistentObject (`  
`TEE_ObjectEnumHandle objectEnumerator,`  
`TEE_ObjectInfo * objectInfo,`  
`void * objectID,`  
`uint32_t * objectIDLen )`

**10.9.1.72 TEE\_GetNextProperty()** `TEE_Result TEE_GetNextProperty (`  
`TEE_PropSetHandle enumerator )`

**10.9.1.73 TEE\_GetObjectBufferAttribute()** `TEE_Result TEE_GetObjectBufferAttribute (`  
`TEE_ObjectHandle object,`  
`uint32_t attributeID,`  
`void * buffer,`  
`uint32_t * size )`

**10.9.1.74 TEE\_GetObjectInfo()** `void TEE_GetObjectInfo (`  
`TEE_ObjectHandle object,`  
`TEE_ObjectInfo * objectInfo )`

**10.9.1.75 TEE\_GetObjectInfo1()** `TEE_Result TEE_GetObjectInfo1 (`  
`TEE_ObjectHandle object,`  
`TEE_ObjectInfo * objectInfo )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

[TEE\\_GetObjectInfo1\(\)](#) - Returns the characteristics of an object.

This function returns a handle which can be used to access the object's attributes and data stream.

## Parameters

<i>objectInfo</i>	Pointer to a structure filled with the object information
<i>object</i>	Handle of the object

## Returns

0 if success else error occurred.

[TEE\\_GetObjectInfo1\(\)](#) - Function returns the characteristics of an object.

It returns a handle that can be used to access the object's attributes and data stream.

## Parameters

<i>objectInfo</i>	Pointer to a structure filled with the object information
<i>object</i>	Handle of the object

## Returns

0 if success else error occurred.

**10.9.1.76 TEE\_GetObjectValueAttribute()** `TEE_Result TEE_GetObjectValueAttribute (`  
     `TEE_ObjectHandle object,`  
     `uint32_t attributeID,`  
     `uint32_t * a,`  
     `uint32_t * b )`

**10.9.1.77 TEE\_GetOperationInfo()** `void TEE_GetOperationInfo (`  
     `TEE_OperationHandle operation,`  
     `TEE_OperationInfo * operationInfo )`

**10.9.1.78 TEE\_GetOperationInfoMultiple()** `TEE_Result TEE_GetOperationInfoMultiple (`  
     `TEE_OperationHandle operation,`  
     `TEE_OperationInfoMultiple * operationInfoMultiple,`  
     `uint32_t * operationSize )`



**10.9.1.79 TEE\_GetPropertyAsBinaryBlock()** `TEE_Result` TEE\_GetPropertyAsBinaryBlock (   
 `TEE_PropSetHandle` propsetOrEnumerator,   
 `const char *` name,   
 `void *` valueBuffer,   
 `uint32_t *` valueBufferLen )

**10.9.1.80 TEE\_GetPropertyAsBool()** `TEE_Result` TEE\_GetPropertyAsBool (   
 `TEE_PropSetHandle` propsetOrEnumerator,   
 `const char *` name,   
 `bool *` value )

**10.9.1.81 TEE\_GetPropertyAsIdentity()** `TEE_Result` TEE\_GetPropertyAsIdentity (   
 `TEE_PropSetHandle` propsetOrEnumerator,   
 `const char *` name,   
 `TEE_Identity *` value )

**10.9.1.82 TEE\_GetPropertyAsString()** `TEE_Result` TEE\_GetPropertyAsString (   
 `TEE_PropSetHandle` propsetOrEnumerator,   
 `const char *` name,   
 `char *` valueBuffer,   
 `uint32_t *` valueBufferLen )

**10.9.1.83 TEE\_GetPropertyAsU32()** `TEE_Result` TEE\_GetPropertyAsU32 (   
 `TEE_PropSetHandle` propsetOrEnumerator,   
 `const char *` name,   
 `uint32_t *` value )

**10.9.1.84 TEE\_GetPropertyAsUUID()** `TEE_Result` TEE\_GetPropertyAsUUID (   
 `TEE_PropSetHandle` propsetOrEnumerator,   
 `const char *` name,   
 `TEE_UUID *` value )

**10.9.1.85 TEE\_GetPropertyName()** `TEE_Result` TEE\_GetPropertyName (   
 `TEE_PropSetHandle` enumerator,   
 `void *` nameBuffer,   
 `uint32_t *` nameBufferLen )

**10.9.1.86 TEE\_GetREETime()** `void` TEE\_GetREETime (   
 `TEE_Time *` time )

Core Functions, Time Functions.

[`TEE\_GetREETime\(\)`](#) - Retrieves the current REE system time.

This function retrieves the current time as seen from the point of view of the REE.

## Parameters

<i>time</i>	Filled with the number of seconds and milliseconds
-------------	--

[TEE\\_GetREETime\(\)](#) - Function retrieves the current REE system time.

This function retrieves the current time as seen from the point of view of the REE.

## Parameters

<i>time</i>	Filled with the number of seconds and milliseconds.
-------------	---

**10.9.1.87 TEE\_GetSystemTime()** `void TEE_GetSystemTime ( TEE_Time * time )`

Core Functions, Time Functions.

[TEE\\_GetSystemTime\(\)](#) - Retrieves the current system time.

This function describes the system time has an arbitrary implementation defined origin that can vary across TA instances. The minimum guarantee is that the system time shall be monotonic for a given TA instance.

## Parameters

<i>time</i>	Filled with the number of seconds and milliseconds
-------------	--

[TEE\\_GetSystemTime\(\)](#) - Retrieves the current system time.

The system time has an arbitrary implementation-defined origin that can vary across TA instances

## Parameters

<i>time</i>	Filled with the number of seconds and milliseconds.
-------------	---

**10.9.1.88 TEE\_GetTAPersistentTime()** `TEE_Result TEE_GetTAPersistentTime ( TEE_Time * time )`

**10.9.1.89 TEE\_InitRefAttribute()** `void TEE_InitRefAttribute (`  
`TEE_Attribute * attr,`  
`uint32_t attributeID,`  
`const void * buffer,`  
`uint32_t length )`

Crypto, Asymmetric key Verification Functions.

[TEE\\_InitRefAttribute\(\)](#) - The helper function can be used to populate a single attribute either with a reference to a buffer or with integer values.

In `TEE_InitRefAttribute ()` only the buffer pointer is copied, not the content of the buffer. This means that the attribute structure maintains a pointer back to the supplied buffer. It is the responsibility of the TA author to ensure that the contents of the buffer maintain their value until the attributes array is no longer in use.

#### Parameters

<i>attr</i>	attribute structure to initialize.
<i>attributeID</i>	Identifier of the attribute to populate.
<i>buffer</i>	input buffer that holds the content of the attribute.
<i>length</i>	buffer length.

**10.9.1.90 TEE\_InitValueAttribute()** `void TEE_InitValueAttribute (`  
`TEE_Attribute * attr,`  
`uint32_t attributeID,`  
`uint32_t a,`  
`uint32_t b )`

Crypto, Asymmetric key Verification Functions.

[TEE\\_InitValueAttribute\(\)](#) - The helper function can be used to populate a single attribute either with a reference to a buffer or with integer values.

#### Parameters

<i>attr</i>	attribute structure to initialize.
<i>attributeID</i>	Identifier of the attribute to populate.
<i>a</i>	unsigned integer value to assign to the a member of the attribute structure.
<i>b</i>	unsigned integer value to assign to the b member of the attribute structure

**10.9.1.91 TEE\_InvokeTACommand()** `TEE_Result TEE_InvokeTACommand (`  
`TEE_TASessionHandle session,`  
`uint32_t cancellationRequestTimeout,`  
`uint32_t commandID,`  
`uint32_t paramTypes,`

```
TEE_Param params[TEE_NUM_PARAMS],  
uint32_t * returnOrigin )
```

**10.9.1.92 TEE\_IsAlgorithmSupported()** `TEE_Result` TEE\_IsAlgorithmSupported (   
uint32\_t algId,  
uint32\_t element )

**10.9.1.93 TEE\_MACCompareFinal()** `TEE_Result` TEE\_MACCompareFinal (   
TEE\_OperationHandle operation,  
const void \* message,  
uint32\_t messageLen,  
const void \* mac,  
uint32\_t macLen )

**10.9.1.94 TEE\_MACComputeFinal()** `TEE_Result` TEE\_MACComputeFinal (   
TEE\_OperationHandle operation,  
const void \* message,  
uint32\_t messageLen,  
void \* mac,  
uint32\_t \* macLen )

**10.9.1.95 TEE\_MACInit()** void TEE\_MACInit (   
TEE\_OperationHandle operation,  
const void \* IV,  
uint32\_t IVLen )

**10.9.1.96 TEE\_MACUpdate()** void TEE\_MACUpdate (   
TEE\_OperationHandle operation,  
const void \* chunk,  
uint32\_t chunkSize )

**10.9.1.97 TEE\_Malloc()** void \* TEE\_Malloc (   
uint32\_t size,  
uint32\_t hint )

**TEE\_Malloc()** - Allocates space for an object whose size in bytes is specified in the parameter size.

This function describes the pointer returned is guaranteed to be aligned such that it may be assigned as a pointer to any basic C type. The valid hint values are a bitmask and can be independently set. This parameter allows Trusted Applications to refer to various pools of memory or to request special characteristics for the allocated memory by using an implementation-defined hint. Future versions of this specification may introduce additional standard hints.

**Parameters**

<i>size</i>	The size of the buffer to be allocated.
<i>hint</i>	A hint to the allocator.

**Returns**

Upon successful completion, with size not equal to zero, the function returns a pointer to the allocated space.

**10.9.1.98 TEE\_MaskCancellation()** `bool TEE_MaskCancellation (`  
`void )`

**10.9.1.99 TEE\_MemCompare()** `int32_t TEE_MemCompare (`  
`const void * buffer1,`  
`const void * buffer2,`  
`uint32_t size )`

**10.9.1.100 TEE\_MemFill()** `void * TEE_MemFill (`  
`void * buff,`  
`uint32_t x,`  
`uint32_t size )`

**10.9.1.101 TEE\_MemMove()** `void * TEE_MemMove (`  
`void * dest,`  
`const void * src,`  
`uint32_t size )`

**10.9.1.102 TEE\_OpenPersistentObject()** `TEE_Result TEE_OpenPersistentObject (`  
`uint32_t storageID,`  
`const void * objectID,`  
`uint32_t objectIDLen,`  
`uint32_t flags,`  
`TEE_ObjectHandle * object )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

[TEE\\_OpenPersistentObject\(\)](#) - Opens a handle on an existing persistent object.

This function returns a handle which can be used to access the object's attributes and data stream.

## Parameters

<i>storageID</i>	The storage to use
<i>objectID</i>	The object identifier
<i>objectIDLen</i>	The object identifier
<i>flags</i>	The flags which determine the settings under which the object is opened.
<i>object</i>	A pointer to the handle, which contains the opened handle upon successful completion

## Returns

0 if success else error occurred.

[TEE\\_OpenPersistentObject\(\)](#) - Opens a handle on an existing persistent object.

This function returns a handle that can be used to access the object's attributes and data stream.

## Parameters

<i>storageID</i>	The storage to use.
<i>objectID</i>	The object identifier
<i>objectIDLen</i>	The object identifier
<i>flags</i>	The flags which determine the settings under which the object is opened.
<i>object</i>	A pointer to the handle, which contains the opened handle upon successful completion

## Returns

0 if success, else error occurred.

**10.9.1.103 TEE\_OpenTASession()** `TEE_Result TEE_OpenTASession (`  
     const `TEE_UUID` \* *destination*,  
     uint32\_t *cancellationRequestTimeout*,  
     uint32\_t *paramTypes*,  
     `TEE_Param` *params*[`TEE_NUM_PARAMS`],  
     `TEE_TASessionHandle` \* *session*,  
     uint32\_t \* *returnOrigin* )

**10.9.1.104 TEE\_Panic()** `void TEE_Panic (`  
     `TEE_Result` *panicCode* )

**10.9.1.105 TEE\_PopulateTransientObject()** `TEE_Result TEE_PopulateTransientObject (`  
`TEE_ObjectHandle object,`  
`const TEE_Attribute * attrs,`  
`uint32_t attrCount )`

**10.9.1.106 TEE\_ReadObjectData()** `TEE_Result TEE_ReadObjectData (`  
`TEE_ObjectHandle object,`  
`void * buffer,`  
`uint32_t size,`  
`uint32_t * count )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

[TEE\\_ReadObjectData\(\)](#) - Attempts to read size bytes from the data stream associated with the object into the buffer pointed to by buffer.

The bytes are read starting at the position in the data stream currently stored in the object handle. The handle's position is incremented by the number of bytes actually read. On completion of TEE\_ReadObjectData sets the number of bytes actually read in the "uint32\_t" pointed to by count. The value written to \*count may be less than size if the number of bytes until the end-of-3067 stream is less than size. It is set to 0 if the position at the start of the read operation is at or beyond the end-of-stream. These are the only cases where \*count may be less than size.

#### Parameters

<i>object</i>	Handle of the object
<i>buffer</i>	The buffer containing the data to be written
<i>size</i>	The number of bytes to write
<i>count</i>	size of the buffer.

#### Returns

TEE\_SUCCESS if success else error occurred.

[TEE\\_ReadObjectData\(\)](#) - Attempts to read size bytes from the data stream associated with the object object into the buffer pointed to by buffer.

The bytes are read starting at the position in the data stream currently stored in the object handle. The handle's position is incremented by the number of bytes actually read. On completion TEE\_ReadObjectData sets the number of bytes actually read in the uint32\_t pointed to by count. The value written to \*count may be less than size if the number of bytes until the end-of-3067 stream is less than size. It is set to 0 if the position at the start of the read operation is at or beyond the end-of-stream. These are the only cases where \*count may be less than size.

#### Parameters

<i>object</i>	Handle of the object
<i>buffer</i>	The buffer containing the data to be written
<i>size</i>	The number of bytes to write
<i>count</i>	size of the buffer.

**Returns**

TEE\_SUCCESS if success, else error occurred.

**10.9.1.107 TEE\_Realloc()** `void * TEE_Realloc (`  
`void * buffer,`  
`uint32_t newSize )`

[TEE\\_Realloc\(\)](#) - Changes the size of the memory object pointed to by *buffer* to the size specified by *new size*.

This function describes the content of the object remains unchanged up to the lesser of the new and old sizes. Space in excess of the old size contains unspecified content. If the new size of the memory object requires movement of the object, the space for the previous instantiation of the object is deallocated. If the space cannot be allocated, the original object remains allocated, and this function returns a NULL pointer.

**Parameters**

<i>buffer</i>	The pointer to the object to be reallocated.
<i>newSize</i>	The new size required for the object

**Returns**

Upon successful completion, TEE\_Realloc returns a pointer to the (possibly moved) allocated space. If there is not enough available memory, TEE\_Realloc returns a NULL pointer and the original buffer is still allocated and unchanged.

**10.9.1.108 TEE\_RenamePersistentObject()** `TEE_Result TEE_RenamePersistentObject (`  
`TEE_ObjectHandle object,`  
`const void * newObjectID,`  
`uint32_t newObjectIDLen )`

**10.9.1.109 TEE\_ResetOperation()** `void TEE_ResetOperation (`  
`TEE_OperationHandle operation )`

**10.9.1.110 TEE\_ResetPersistentObjectEnumerator()** `void TEE_ResetPersistentObjectEnumerator (`  
`TEE_ObjectEnumHandle objectEnumerator )`



**10.9.1.111 TEE\_ResetPropertyEnumerator()** void TEE\_ResetPropertyEnumerator (   
     TEE\_PropSetHandle enumerator )

**10.9.1.112 TEE\_ResetTransientObject()** void TEE\_ResetTransientObject (   
     TEE\_ObjectHandle object )

**10.9.1.113 TEE\_RestrictObjectUsage()** void TEE\_RestrictObjectUsage (   
     TEE\_ObjectHandle object,   
     uint32\_t objectUsage )

**10.9.1.114 TEE\_RestrictObjectUsage1()** TEE\_Result TEE\_RestrictObjectUsage1 (   
     TEE\_ObjectHandle object,   
     uint32\_t objectUsage )

**10.9.1.115 TEE\_SeekObjectData()** TEE\_Result TEE\_SeekObjectData (   
     TEE\_ObjectHandle object,   
     int32\_t offset,   
     TEE\_Whence whence )

**10.9.1.116 TEE\_SetInstanceData()** void TEE\_SetInstanceData (   
     const void \* instanceData )

**10.9.1.117 TEE\_SetOperationKey()** TEE\_Result TEE\_SetOperationKey (   
     TEE\_OperationHandle operation,   
     TEE\_ObjectHandle key )

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

**TEE\_SetOperationKey()** - Programs the key of an operation; that is, it associates an operation with a key.

The key material is copied from the key object handle into the operation. After the key has been set, there is no longer any link between the operation and the key object. The object handle can be closed or reset and this will not affect the operation. This copied material exists until the operation is freed using TEE\_FreeOperation or another key is set into the operation.

## Parameters

<i>operation</i>	Operation handle.
<i>key</i>	A handle on a key object.

## Returns

0 on success return

TEE\_ERROR\_CORRUPT\_OBJECT If the object is corrupt. The object handle is closed.

TEE\_ERROR\_STORAGE\_NOT\_AVAILABLE If the persistent object is stored in a storage area which is currently inaccessible.

**10.9.1.118 TEE\_SetOperationKey2()** `TEE_Result TEE_SetOperationKey2 (`  
     `TEE_OperationHandle operation,`  
     `TEE_ObjectHandle key1,`  
     `TEE_ObjectHandle key2 )`

**10.9.1.119 TEE\_SetTAPersistentTime()** `TEE_Result TEE_SetTAPersistentTime (`  
     `const TEE_Time * time )`

**10.9.1.120 TEE\_StartPersistentObjectEnumerator()** `TEE_Result TEE_StartPersistentObjectEnumerator`  
     `(`  
         `TEE_ObjectEnumHandle objectEnumerator,`  
         `uint32_t storageID )`

**10.9.1.121 TEE\_StartPropertyEnumerator()** `void TEE_StartPropertyEnumerator (`  
     `TEE_PropSetHandle enumerator,`  
     `TEE_PropSetHandle propSet )`

**10.9.1.122 TEE\_TruncateObjectData()** `TEE_Result TEE_TruncateObjectData (`  
     `TEE_ObjectHandle object,`  
     `uint32_t size )`

**10.9.1.123 TEE\_UnmaskCancellation()** `bool TEE_UnmaskCancellation (`  
     `void )`

**10.9.1.124 TEE\_Wait()** `TEE_Result TEE_Wait (`  
`uint32_t timeout )`

**10.9.1.125 TEE\_WriteObjectData()** `TEE_Result TEE_WriteObjectData (`  
`TEE_ObjectHandle object,`  
`const void * buffer,`  
`uint32_t size )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

[TEE\\_WriteObjectData\(\)](#) - Writes the buffer data in to persistent objects.

In this function it checks if object is present or not, the encryption/ decryption buffer is taken by calling `mbedtls_aes_crypt_cbc()` then that buffer data is encrypted and mapped to object. On the base of object creation `TEE_SUCCESS` appears else `TEE_ERROR_GENERIC` appears.

#### Parameters

<i>object</i>	Handle of the object
<i>buffer</i>	The buffer containing the data to be written
<i>size</i>	The number of bytes to write

#### Returns

`TEE_SUCCESS` if success else error occurred.

[TEE\\_WriteObjectData\(\)](#) - writes size bytes from the buffer pointed to by buffer to the data stream associated with the open object handle object.

If the current data position points before the end-of-stream, then size bytes are written to the data stream, overwriting bytes starting at the current data position. If the current data position points beyond the stream's end, then the data stream is first extended with zero bytes until the length indicated by the data position indicator is reached, and then size bytes are written to the stream.

#### Parameters

<i>object</i>	Handle of the object
<i>buffer</i>	The buffer containing the data to be written
<i>size</i>	The number of bytes to write

#### Returns

`TEE_SUCCESS` if success else error occurred.

## 10.10 tee\_api.h

[Go to the documentation of this file.](#)

```

1  /* SPDX-License-Identifier: BSD-2-Clause */
2  /*
3   * Copyright (c) 2014, STMicroelectronics International N.V.
4   */
5
6  /* Based on GP TEE Internal API Specification Version 1.1 */
7  #ifndef TEE_API_H
8  #define TEE_API_H
9
10 #include <stddef.h>
11 #include <compiler.h>
12 #include <tee_api_defines.h>
13 #include <tee_api_types.h>
14 #include <trace.h>
15
16 /* Property access functions */
17
18 TEE_Result TEE_GetPropertyAsString(TEE_PropSetHandle propsetOrEnumerator,
19                                   const char *name, char *valueBuffer,
20                                   uint32_t *valueBufferLen);
21
22 TEE_Result TEE_GetPropertyAsBool(TEE_PropSetHandle propsetOrEnumerator,
23                                  const char *name, bool *value);
24
25 TEE_Result TEE_GetPropertyAsU32(TEE_PropSetHandle propsetOrEnumerator,
26                                 const char *name, uint32_t *value);
27
28 TEE_Result TEE_GetPropertyAsBinaryBlock(TEE_PropSetHandle propsetOrEnumerator,
29                                         const char *name, void *valueBuffer,
30                                         uint32_t *valueBufferLen);
31
32 TEE_Result TEE_GetPropertyAsUUID(TEE_PropSetHandle propsetOrEnumerator,
33                                  const char *name, TEE_UUID *value);
34
35 TEE_Result TEE_GetPropertyAsIdentity(TEE_PropSetHandle propsetOrEnumerator,
36                                     const char *name, TEE_Identity *value);
37
38 TEE_Result TEE_AllocatePropertyEnumerator(TEE_PropSetHandle *enumerator);
39
40 void TEE_FreePropertyEnumerator(TEE_PropSetHandle enumerator);
41
42 void TEE_StartPropertyEnumerator(TEE_PropSetHandle enumerator,
43                                 TEE_PropSetHandle propSet);
44
45 void TEE_ResetPropertyEnumerator(TEE_PropSetHandle enumerator);
46
47 TEE_Result TEE_GetPropertyName(TEE_PropSetHandle enumerator,
48                                void *nameBuffer, uint32_t *nameBufferLen);
49
50 TEE_Result TEE_GetNextProperty(TEE_PropSetHandle enumerator);
51
52 /* System API - Misc */
53
54 void TEE_Panic(TEE_Result panicCode);
55
56 /* System API - Internal Client API */
57
58 TEE_Result TEE_OpenTASession(const TEE_UUID *destination,
59                              uint32_t cancellationRequestTimeout,
60                              uint32_t paramTypes,
61                              TEE_Param params[TEE_NUM_PARAMS],
62                              TEE_TASessionHandle *session,
63                              uint32_t *returnOrigin);
64
65 void TEE_CloseTASession(TEE_TASessionHandle session);
66
67 TEE_Result TEE_InvokeTACommand(TEE_TASessionHandle session,
68                                uint32_t cancellationRequestTimeout,
69                                uint32_t commandID, uint32_t paramTypes,
70                                TEE_Param params[TEE_NUM_PARAMS],
71                                uint32_t *returnOrigin);
72
73 /* System API - Cancellations */
74
75 bool TEE_GetCancellationFlag(void);
76
77 bool TEE_UnmaskCancellation(void);
78
79 bool TEE_MaskCancellation(void);
80
81 /* System API - Memory Management */
82
83 TEE_Result TEE_CheckMemoryAccessRights(uint32_t accessFlags, void *buffer,
84                                         uint32_t size);
85

```

```

86 void TEE_SetInstanceData(const void *instanceData);
87
88 const void *TEE_GetInstanceData(void);
89
90 void *TEE_Malloc(uint32_t size, uint32_t hint);
91
92 void *TEE_Realloc(void *buffer, uint32_t newSize);
93
94 void TEE_Free(void *buffer);
95
96 void *TEE_MemMove(void *dest, const void *src, uint32_t size);
97
98 /*
99  * Note: TEE_MemCompare() has a constant-time implementation (execution time
100  * does not depend on buffer content but only on buffer size). It is the main
101  * difference with memcmp().
102  */
103 int32_t TEE_MemCompare(const void *buffer1, const void *buffer2, uint32_t size);
104
105 void *TEE_MemFill(void *buff, uint32_t x, uint32_t size);
106
107 /* Data and Key Storage API - Generic Object Functions */
108
109 void TEE_GetObjectInfo(TEE_ObjectHandle object, TEE_ObjectInfo *objectInfo);
110 TEE_Result TEE_GetObjectInfo1(TEE_ObjectHandle object, TEE_ObjectInfo *objectInfo);
111
112 void TEE_RestrictObjectUsage(TEE_ObjectHandle object, uint32_t objectUsage);
113 TEE_Result TEE_RestrictObjectUsage1(TEE_ObjectHandle object, uint32_t objectUsage);
114
115 TEE_Result TEE_GetObjectBufferAttribute(TEE_ObjectHandle object,
116                                         uint32_t attributeID, void *buffer,
117                                         uint32_t *size);
118
119 TEE_Result TEE_GetObjectValueAttribute(TEE_ObjectHandle object,
120                                         uint32_t attributeID, uint32_t *a,
121                                         uint32_t *b);
122
123 void TEE_CloseObject(TEE_ObjectHandle object);
124
125 /* Data and Key Storage API - Transient Object Functions */
126
127 TEE_Result TEE_AllocateTransientObject(TEE_ObjectType objectType,
128                                         uint32_t maxKeySize,
129                                         TEE_ObjectHandle *object);
130
131 void TEE_FreeTransientObject(TEE_ObjectHandle object);
132
133 void TEE_ResetTransientObject(TEE_ObjectHandle object);
134
135 TEE_Result TEE_PopulateTransientObject(TEE_ObjectHandle object,
136                                         const TEE_Attribute *attrs,
137                                         uint32_t attrCount);
138
139 void TEE_InitRefAttribute(TEE_Attribute *attr, uint32_t attributeID,
140                           const void *buffer, uint32_t length);
141
142 void TEE_InitValueAttribute(TEE_Attribute *attr, uint32_t attributeID,
143                             uint32_t a, uint32_t b);
144
145 void TEE_CopyObjectAttributes(TEE_ObjectHandle destObject,
146                               TEE_ObjectHandle srcObject);
147
148 TEE_Result TEE_CopyObjectAttributes1(TEE_ObjectHandle destObject,
149                                       TEE_ObjectHandle srcObject);
150
151 TEE_Result TEE_GenerateKey(TEE_ObjectHandle object, uint32_t keySize,
152                             const TEE_Attribute *params, uint32_t paramCount);
153
154 /* Data and Key Storage API - Persistent Object Functions */
155
156 TEE_Result TEE_OpenPersistentObject(uint32_t storageID, const void *objectID,
157                                     uint32_t objectIDLen, uint32_t flags,
158                                     TEE_ObjectHandle *object);
159
160 TEE_Result TEE_CreatePersistentObject(uint32_t storageID, const void *objectID,
161                                     uint32_t objectIDLen, uint32_t flags,
162                                     TEE_ObjectHandle attributes,
163                                     const void *initialData,
164                                     uint32_t initialDataLen,
165                                     TEE_ObjectHandle *object);
166
167 void TEE_CloseAndDeletePersistentObject(TEE_ObjectHandle object);
168
169 TEE_Result TEE_CloseAndDeletePersistentObject1(TEE_ObjectHandle object);
170

```

```

171 TEE_Result TEE_RenamePersistentObject(TEE_ObjectHandle object,
172                                     const void *newObjectID,
173                                     uint32_t newObjectIDLen);
174
175 TEE_Result TEE_AllocatePersistentObjectEnumerator(TEE_ObjectEnumHandle *
176                                                  objectEnumerator);
177
178 void TEE_FreePersistentObjectEnumerator(TEE_ObjectEnumHandle objectEnumerator);
179
180 void TEE_ResetPersistentObjectEnumerator(TEE_ObjectEnumHandle objectEnumerator);
181
182 TEE_Result TEE_StartPersistentObjectEnumerator(TEE_ObjectEnumHandle
183                                               objectEnumerator,
184                                               uint32_t storageID);
185
186 TEE_Result TEE_GetNextPersistentObject(TEE_ObjectEnumHandle objectEnumerator,
187                                       TEE_ObjectInfo *objectInfo,
188                                       void *objectID, uint32_t *objectIDLen);
189
190 /* Data and Key Storage API - Data Stream Access Functions */
191
192 TEE_Result TEE_ReadObjectData(TEE_ObjectHandle object, void *buffer,
193                               uint32_t size, uint32_t *count);
194
195 TEE_Result TEE_WriteObjectData(TEE_ObjectHandle object, const void *buffer,
196                               uint32_t size);
197
198 TEE_Result TEE_TruncateObjectData(TEE_ObjectHandle object, uint32_t size);
199
200 TEE_Result TEE_SeekObjectData(TEE_ObjectHandle object, int32_t offset,
201                               TEE_Whence whence);
202
203 /* Cryptographic Operations API - Generic Operation Functions */
204
205 TEE_Result TEE_AllocateOperation(TEE_OperationHandle *operation,
206                                  uint32_t algorithm, uint32_t mode,
207                                  uint32_t maxKeySize);
208
209 void TEE_FreeOperation(TEE_OperationHandle operation);
210
211 void TEE_GetOperationInfo(TEE_OperationHandle operation,
212                           TEE_OperationInfo *operationInfo);
213
214 TEE_Result TEE_GetOperationInfoMultiple(TEE_OperationHandle operation,
215                                          TEE_OperationInfoMultiple *operationInfoMultiple,
216                                          uint32_t *operationSize);
217
218 void TEE_ResetOperation(TEE_OperationHandle operation);
219
220 TEE_Result TEE_SetOperationKey(TEE_OperationHandle operation,
221                                TEE_ObjectHandle key);
222
223 TEE_Result TEE_SetOperationKey2(TEE_OperationHandle operation,
224                                 TEE_ObjectHandle key1, TEE_ObjectHandle key2);
225
226 void TEE_CopyOperation(TEE_OperationHandle dstOperation,
227                        TEE_OperationHandle srcOperation);
228
229 TEE_Result TEE_IsAlgorithmSupported(uint32_t algId, uint32_t element);
230
231 /* Cryptographic Operations API - Message Digest Functions */
232
233 void TEE_DigestUpdate(TEE_OperationHandle operation,
234                       const void *chunk, uint32_t chunkSize);
235
236 TEE_Result TEE_DigestDoFinal(TEE_OperationHandle operation, const void *chunk,
237                              uint32_t chunkLen, void *hash, uint32_t *hashLen);
238
239 /* Cryptographic Operations API - Symmetric Cipher Functions */
240
241 void TEE_CipherInit(TEE_OperationHandle operation, const void *IV,
242                     uint32_t IVLen);
243
244 TEE_Result TEE_CipherUpdate(TEE_OperationHandle operation, const void *srcData,
245                             uint32_t srcLen, void *destData, uint32_t *destLen);
246
247 TEE_Result TEE_CipherDoFinal(TEE_OperationHandle operation,
248                              const void *srcData, uint32_t srcLen,
249                              void *destData, uint32_t *destLen);
250
251 /* Cryptographic Operations API - MAC Functions */
252
253 void TEE_MACInit(TEE_OperationHandle operation, const void *IV,
254                 uint32_t IVLen);
255

```

```

256 void TEE_MACUpdate(TEE_OperationHandle operation, const void *chunk,
257                  uint32_t chunkSize);
258
259 TEE_Result TEE_MACComputeFinal(TEE_OperationHandle operation,
260                               const void *message, uint32_t messageLen,
261                               void *mac, uint32_t *macLen);
262
263 TEE_Result TEE_MACCompareFinal(TEE_OperationHandle operation,
264                                const void *message, uint32_t messageLen,
265                                const void *mac, uint32_t *macLen);
266
267 /* Cryptographic Operations API - Authenticated Encryption Functions */
268
269 TEE_Result TEE_AEInit(TEE_OperationHandle operation, const void *nonce,
270                      uint32_t nonceLen, uint32_t tagLen, uint32_t AADLen,
271                      uint32_t payloadLen);
272
273 void TEE_AEUpdateAAD(TEE_OperationHandle operation, const void *AADdata,
274                    uint32_t AADdataLen);
275
276 TEE_Result TEE_AEUpdate(TEE_OperationHandle operation, const void *srcData,
277                        uint32_t srcLen, void *destData, uint32_t *destLen);
278
279 TEE_Result TEE_AEEncryptFinal(TEE_OperationHandle operation,
280                               const void *srcData, uint32_t srcLen,
281                               void *destData, uint32_t *destLen, void *tag,
282                               uint32_t *tagLen);
283
284 TEE_Result TEE_AEDecryptFinal(TEE_OperationHandle operation,
285                               const void *srcData, uint32_t srcLen,
286                               void *destData, uint32_t *destLen, void *tag,
287                               uint32_t *tagLen);
288
289 /* Cryptographic Operations API - Asymmetric Functions */
290
291 TEE_Result TEE_AsymmetricEncrypt(TEE_OperationHandle operation,
292                                  const TEE_Attribute *params,
293                                  uint32_t paramCount, const void *srcData,
294                                  uint32_t srcLen, void *destData,
295                                  uint32_t *destLen);
296
297 TEE_Result TEE_AsymmetricDecrypt(TEE_OperationHandle operation,
298                                  const TEE_Attribute *params,
299                                  uint32_t paramCount, const void *srcData,
300                                  uint32_t srcLen, void *destData,
301                                  uint32_t *destLen);
302
303 TEE_Result TEE_AsymmetricSignDigest(TEE_OperationHandle operation,
304                                     const TEE_Attribute *params,
305                                     uint32_t paramCount, const void *digest,
306                                     uint32_t digestLen, void *signature,
307                                     uint32_t *signatureLen);
308
309 TEE_Result TEE_AsymmetricVerifyDigest(TEE_OperationHandle operation,
310                                       const TEE_Attribute *params,
311                                       uint32_t paramCount, const void *digest,
312                                       uint32_t digestLen, const void *signature,
313                                       uint32_t *signatureLen);
314
315 /* Cryptographic Operations API - Key Derivation Functions */
316
317 void TEE_DeriveKey(TEE_OperationHandle operation,
318                   const TEE_Attribute *params, uint32_t paramCount,
319                   TEE_ObjectHandle derivedKey);
320
321 /* Cryptographic Operations API - Random Number Generation Functions */
322
323 void TEE_GenerateRandom(void *randomBuffer, uint32_t randomBufferLen);
324
325 /* Date & Time API */
326
327 void TEE_GetSystemTime(TEE_Time *time);
328
329 TEE_Result TEE_Wait(uint32_t timeout);
330
331 TEE_Result TEE_GetTAPersistentTime(TEE_Time *time);
332
333 TEE_Result TEE_SetTAPersistentTime(const TEE_Time *time);
334
335 void TEE_GetREETime(TEE_Time *time);
336
337 /* TEE Arithmetical API - Memory allocation and size of objects */
338
339 uint32_t TEE_BigIntFMMSizeInU32(uint32_t modulusSizeInBits);
340

```

```

341 uint32_t TEE_BigIntFMMContextSizeInU32(uint32_t modulusSizeInBits);
342
343 /* TEE Arithmetical API - Initialization functions */
344
345 void TEE_BigIntInit(TEE_BigInt *bigInt, uint32_t len);
346
347 void TEE_BigIntInitFMMContext(TEE_BigIntFMMContext *context, uint32_t len,
348                               const TEE_BigInt *modulus);
349
350 void TEE_BigIntInitFMM(TEE_BigIntFMM *bigIntFMM, uint32_t len);
351
352 /* TEE Arithmetical API - Converter functions */
353
354 TEE_Result TEE_BigIntConvertFromOctetString(TEE_BigInt *dest,
355                                              const uint8_t *buffer,
356                                              uint32_t bufferLen,
357                                              int32_t sign);
358
359 TEE_Result TEE_BigIntConvertToOctetString(uint8_t *buffer, uint32_t *bufferLen,
360                                           const TEE_BigInt *bigInt);
361
362 void TEE_BigIntConvertFromS32(TEE_BigInt *dest, int32_t shortVal);
363
364 TEE_Result TEE_BigIntConvertToS32(int32_t *dest, const TEE_BigInt *src);
365
366 /* TEE Arithmetical API - Logical operations */
367
368 int32_t TEE_BigIntCmp(const TEE_BigInt *op1, const TEE_BigInt *op2);
369
370 int32_t TEE_BigIntCmpS32(const TEE_BigInt *op, int32_t shortVal);
371
372 void TEE_BigIntShiftRight(TEE_BigInt *dest, const TEE_BigInt *op,
373                           size_t bits);
374
375 bool TEE_BigIntGetBit(const TEE_BigInt *src, uint32_t bitIndex);
376
377 uint32_t TEE_BigIntGetBitCount(const TEE_BigInt *src);
378
379 void TEE_BigIntAdd(TEE_BigInt *dest, const TEE_BigInt *op1,
380                   const TEE_BigInt *op2);
381
382 void TEE_BigIntSub(TEE_BigInt *dest, const TEE_BigInt *op1,
383                   const TEE_BigInt *op2);
384
385 void TEE_BigIntNeg(TEE_BigInt *dest, const TEE_BigInt *op);
386
387 void TEE_BigIntMul(TEE_BigInt *dest, const TEE_BigInt *op1,
388                   const TEE_BigInt *op2);
389
390 void TEE_BigIntSquare(TEE_BigInt *dest, const TEE_BigInt *op);
391
392 void TEE_BigIntDiv(TEE_BigInt *dest_q, TEE_BigInt *dest_r,
393                   const TEE_BigInt *op1, const TEE_BigInt *op2);
394
395 /* TEE Arithmetical API - Modular arithmetic operations */
396
397 void TEE_BigIntMod(TEE_BigInt *dest, const TEE_BigInt *op,
398                   const TEE_BigInt *n);
399
400 void TEE_BigIntAddMod(TEE_BigInt *dest, const TEE_BigInt *op1,
401                      const TEE_BigInt *op2, const TEE_BigInt *n);
402
403 void TEE_BigIntSubMod(TEE_BigInt *dest, const TEE_BigInt *op1,
404                      const TEE_BigInt *op2, const TEE_BigInt *n);
405
406 void TEE_BigIntMulMod(TEE_BigInt *dest, const TEE_BigInt *op1,
407                      const TEE_BigInt *op2, const TEE_BigInt *n);
408
409 void TEE_BigIntSquareMod(TEE_BigInt *dest, const TEE_BigInt *op,
410                         const TEE_BigInt *n);
411
412 void TEE_BigIntInvMod(TEE_BigInt *dest, const TEE_BigInt *op,
413                      const TEE_BigInt *n);
414
415 /* TEE Arithmetical API - Other arithmetic operations */
416
417 bool TEE_BigIntRelativePrime(const TEE_BigInt *op1, const TEE_BigInt *op2);
418
419 void TEE_BigIntComputeExtendedGcd(TEE_BigInt *gcd, TEE_BigInt *u,
420                                   TEE_BigInt *v, const TEE_BigInt *op1,
421                                   const TEE_BigInt *op2);
422
423 int32_t TEE_BigIntIsProbablePrime(const TEE_BigInt *op,
424                                   uint32_t confidenceLevel);
425

```



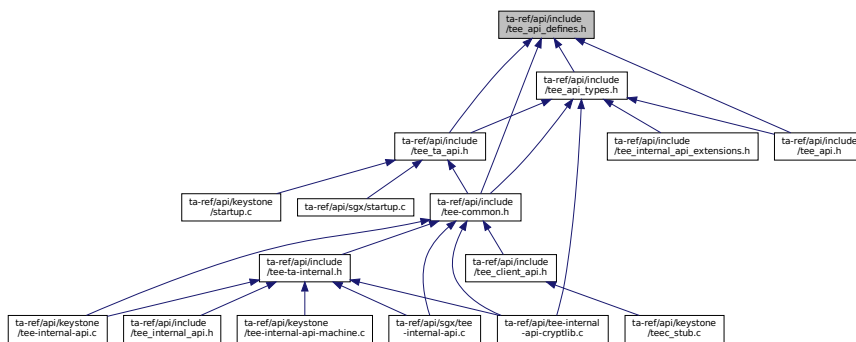
```

426 /* TEE Arithmetical API - Fast modular multiplication operations */
427
428 void TEE_BigIntConvertToFMM(TEE_BigIntFMM *dest, const TEE_BigInt *src,
429                             const TEE_BigInt *n,
430                             const TEE_BigIntFMMContext *context);
431
432 void TEE_BigIntConvertFromFMM(TEE_BigInt *dest, const TEE_BigIntFMM *src,
433                               const TEE_BigInt *n,
434                               const TEE_BigIntFMMContext *context);
435
436 void TEE_BigIntFMMConvertToBigInt(TEE_BigInt *dest, const TEE_BigIntFMM *src,
437                                   const TEE_BigInt *n,
438                                   const TEE_BigIntFMMContext *context);
439
440 void TEE_BigIntComputeFMM(TEE_BigIntFMM *dest, const TEE_BigIntFMM *op1,
441                           const TEE_BigIntFMM *op2, const TEE_BigInt *n,
442                           const TEE_BigIntFMMContext *context);
443
444 #endif /* TEE_API_H */

```

## 10.11 ta-ref/api/include/tee\_api\_defines.h File Reference

This graph shows which files directly or indirectly include this file:



## 10.12 tee\_api\_defines.h

[Go to the documentation of this file.](#)

```

1 /*
2  * Copyright (c) 2014, STMicroelectronics International N.V.
3  * All rights reserved.
4  *
5  * Redistribution and use in source and binary forms, with or without
6  * modification, are permitted provided that the following conditions are met:
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20 * CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF
21 * SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS
22 * INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN
23 * CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
24 * ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE

```

```

25  * POSSIBILITY OF SUCH DAMAGE.
26  */
27
28  /* Based on GP TEE Internal Core API Specification Version 1.1 */
29
30  #ifndef TEE_API_DEFINES_H
31  #define TEE_API_DEFINES_H
32
33  #ifndef DOXYGEN_SHOULD_SKIP_THIS
34  #define TEE_INT_CORE_API_SPEC_VERSION    0x0000000A
35
36  #define TEE_HANDLE_NULL                  0
37
38  #define TEE_TIMEOUT_INFINITE              0xFFFFFFFF
39
40  /* API Error Codes */
41  #define TEE_SUCCESS                      0x00000000
42  #define TEE_ERROR_CORRUPT_OBJECT         0xF0100001
43  #define TEE_ERROR_CORRUPT_OBJECT_2      0xF0100002
44  #define TEE_ERROR_STORAGE_NOT_AVAILABLE 0xF0100003
45  #define TEE_ERROR_STORAGE_NOT_AVAILABLE_2 0xF0100004
46  #define TEE_ERROR_GENERIC                0xFFFF0000
47  #define TEE_ERROR_ACCESS_DENIED          0xFFFF0001
48  #define TEE_ERROR_CANCEL                  0xFFFF0002
49  #define TEE_ERROR_ACCESS_CONFLICT        0xFFFF0003
50  #define TEE_ERROR_EXCESS_DATA            0xFFFF0004
51  #define TEE_ERROR_BAD_FORMAT             0xFFFF0005
52  #define TEE_ERROR_BAD_PARAMETERS         0xFFFF0006
53  #define TEE_ERROR_BAD_STATE              0xFFFF0007
54  #define TEE_ERROR_ITEM_NOT_FOUND         0xFFFF0008
55  #define TEE_ERROR_NOT_IMPLEMENTED        0xFFFF0009
56  #define TEE_ERROR_NOT_SUPPORTED          0xFFFF000A
57  #define TEE_ERROR_NO_DATA                0xFFFF000B
58  #define TEE_ERROR_OUT_OF_MEMORY          0xFFFF000C
59  #define TEE_ERROR_BUSY                   0xFFFF000D
60  #define TEE_ERROR_COMMUNICATION          0xFFFF000E
61  #define TEE_ERROR_SECURITY                0xFFFF000F
62  #define TEE_ERROR_SHORT_BUFFER           0xFFFF0010
63  #define TEE_ERROR_EXTERNAL_CANCEL        0xFFFF0011
64  #define TEE_ERROR_OVERFLOW               0xFFFF300F
65  #define TEE_ERROR_TARGET_DEAD            0xFFFF3024
66  #define TEE_ERROR_STORAGE_NO_SPACE       0xFFFF3041
67  #define TEE_ERROR_MAC_INVALID            0xFFFF3071
68  #define TEE_ERROR_SIGNATURE_INVALID       0xFFFF3072
69  #define TEE_ERROR_TIME_NOT_SET           0xFFFF5000
70  #define TEE_ERROR_TIME_NEEDS_RESET       0xFFFF5001
71
72  /* Parameter Type Constants */
73  #define TEE_PARAM_TYPE_NONE              0
74  #define TEE_PARAM_TYPE_VALUE_INPUT       1
75  #define TEE_PARAM_TYPE_VALUE_OUTPUT      2
76  #define TEE_PARAM_TYPE_VALUE_INOUT       3
77  #define TEE_PARAM_TYPE_MEMREF_INPUT      5
78  #define TEE_PARAM_TYPE_MEMREF_OUTPUT     6
79  #define TEE_PARAM_TYPE_MEMREF_INOUT      7
80
81  /* Login Type Constants */
82  #define TEE_LOGIN_PUBLIC                  0x00000000
83  #define TEE_LOGIN_USER                    0x00000001
84  #define TEE_LOGIN_GROUP                   0x00000002
85  #define TEE_LOGIN_APPLICATION             0x00000004
86  #define TEE_LOGIN_APPLICATION_USER        0x00000005
87  #define TEE_LOGIN_APPLICATION_GROUP       0x00000006
88  #define TEE_LOGIN_TRUSTED_APP             0xF0000000
89
90  /* Origin Code Constants */
91  #define TEE_ORIGIN_API                    0x00000001
92  #define TEE_ORIGIN_COMMS                  0x00000002
93  #define TEE_ORIGIN_TEE                    0x00000003
94  #define TEE_ORIGIN_TRUSTED_APP            0x00000004
95
96  /* Property Sets pseudo handles */
97  #define TEE_PROPSET_TEE_IMPLEMENTATION    (TEE_PropSetHandle) 0xFFFFFFFF
98  #define TEE_PROPSET_CURRENT_CLIENT        (TEE_PropSetHandle) 0xFFFFFFFF
99  #define TEE_PROPSET_CURRENT_TA            (TEE_PropSetHandle) 0xFFFFFFFF
100
101  /* Memory Access Rights Constants */
102  #define TEE_MEMORY_ACCESS_READ            0x00000001
103  #define TEE_MEMORY_ACCESS_WRITE          0x00000002
104  #define TEE_MEMORY_ACCESS_ANY_OWNER       0x00000004
105
106  /* Memory Management Constant */
107  #define TEE_MALLOC_FILL_ZERO              0x00000000
108
109  /* Other constants */

```

```

110 #define TEE_STORAGE_PRIVATE 0x00000001
111
112 #define TEE_DATA_FLAG_ACCESS_READ 0x00000001
113 #define TEE_DATA_FLAG_ACCESS_WRITE 0x00000002
114 #define TEE_DATA_FLAG_ACCESS_WRITE_META 0x00000004
115 #define TEE_DATA_FLAG_SHARE_READ 0x00000010
116 #define TEE_DATA_FLAG_SHARE_WRITE 0x00000020
117 #define TEE_DATA_FLAG_OVERWRITE 0x00000400
118 #define TEE_DATA_MAX_POSITION 0xFFFFFFFF
119 #define TEE_OBJECT_ID_MAX_LEN 64
120 #define TEE_USAGE_EXTRACTABLE 0x00000001
121 #define TEE_USAGE_ENCRYPT 0x00000002
122 #define TEE_USAGE_DECRYPT 0x00000004
123 #define TEE_USAGE_MAC 0x00000008
124 #define TEE_USAGE_SIGN 0x00000010
125 #define TEE_USAGE_VERIFY 0x00000020
126 #define TEE_USAGE_DERIVE 0x00000040
127 #define TEE_HANDLE_FLAG_PERSISTENT 0x00010000
128 #define TEE_HANDLE_FLAG_INITIALIZED 0x00020000
129 #define TEE_HANDLE_FLAG_KEY_SET 0x00040000
130 #define TEE_HANDLE_FLAG_EXPECT_TWO_KEYS 0x00080000
131 #define TEE_OPERATION_CIPHER 1
132 #define TEE_OPERATION_MAC 3
133 #define TEE_OPERATION_AE 4
134 #define TEE_OPERATION_DIGEST 5
135 #define TEE_OPERATION_ASYMMETRIC_CIPHER 6
136 #define TEE_OPERATION_ASYMMETRIC_SIGNATURE 7
137 #define TEE_OPERATION_KEY_DERIVATION 8
138 #define TEE_OPERATION_STATE_INITIAL 0x00000000
139 #define TEE_OPERATION_STATE_ACTIVE 0x00000001
140
141 /* Algorithm Identifiers */
142 #define TEE_ALG_AES_ECB_NOPAD 0x10000010
143 #define TEE_ALG_AES_CBC_NOPAD 0x10000110
144 #define TEE_ALG_AES_CTR 0x10000210
145 #define TEE_ALG_AES_CTS 0x10000310
146 #define TEE_ALG_AES_XTS 0x10000410
147 #define TEE_ALG_AES_CBC_MAC_NOPAD 0x30000110
148 #define TEE_ALG_AES_CBC_MAC_PKCS5 0x30000510
149 #define TEE_ALG_AES_CMAC 0x30000610
150 #define TEE_ALG_AES_CCM 0x40000710
151 #define TEE_ALG_AES_GCM 0x40000810
152 #define TEE_ALG_DES_ECB_NOPAD 0x10000011
153 #define TEE_ALG_DES_CBC_NOPAD 0x10000111
154 #define TEE_ALG_DES_CBC_MAC_NOPAD 0x30000111
155 #define TEE_ALG_DES_CBC_MAC_PKCS5 0x30000511
156 #define TEE_ALG_DES3_ECB_NOPAD 0x10000013
157 #define TEE_ALG_DES3_CBC_NOPAD 0x10000113
158 #define TEE_ALG_DES3_CBC_MAC_NOPAD 0x30000113
159 #define TEE_ALG_DES3_CBC_MAC_PKCS5 0x30000513
160 #define TEE_ALG_RSASSA_PKCS1_V1_5_MD5 0x70001830
161 #define TEE_ALG_RSASSA_PKCS1_V1_5_SHA1 0x70002830
162 #define TEE_ALG_RSASSA_PKCS1_V1_5_SHA224 0x70003830
163 #define TEE_ALG_RSASSA_PKCS1_V1_5_SHA256 0x70004830
164 #define TEE_ALG_RSASSA_PKCS1_V1_5_SHA384 0x70005830
165 #define TEE_ALG_RSASSA_PKCS1_V1_5_SHA512 0x70006830
166 #define TEE_ALG_RSASSA_PKCS1_V1_5_MD5SHA1 0x7000F830
167 #define TEE_ALG_RSASSA_PKCS1_PSS_MGF1_SHA1 0x70212930
168 #define TEE_ALG_RSASSA_PKCS1_PSS_MGF1_SHA224 0x70313930
169 #define TEE_ALG_RSASSA_PKCS1_PSS_MGF1_SHA256 0x70414930
170 #define TEE_ALG_RSASSA_PKCS1_PSS_MGF1_SHA384 0x70515930
171 #define TEE_ALG_RSASSA_PKCS1_PSS_MGF1_SHA512 0x70616930
172 #define TEE_ALG_RSAES_PKCS1_V1_5 0x60000130
173 #define TEE_ALG_RSAES_PKCS1_OAEP_MGF1_SHA1 0x60210230
174 #define TEE_ALG_RSAES_PKCS1_OAEP_MGF1_SHA224 0x60310230
175 #define TEE_ALG_RSAES_PKCS1_OAEP_MGF1_SHA256 0x60410230
176 #define TEE_ALG_RSAES_PKCS1_OAEP_MGF1_SHA384 0x60510230
177 #define TEE_ALG_RSAES_PKCS1_OAEP_MGF1_SHA512 0x60610230
178 #define TEE_ALG_RSA_NOPAD 0x60000030
179 #define TEE_ALG_DSA_SHA1 0x70002131
180 #define TEE_ALG_DSA_SHA224 0x70003131
181 #define TEE_ALG_DSA_SHA256 0x70004131
182 #define TEE_ALG_DH_DERIVE_SHARED_SECRET 0x80000032
183 #define TEE_ALG_MD5 0x50000001
184 #define TEE_ALG_SHA1 0x50000002
185 #define TEE_ALG_SHA224 0x50000003
186 #define TEE_ALG_SHA256 0x50000004
187 #define TEE_ALG_SHA384 0x50000005
188 #define TEE_ALG_SHA512 0x50000006
189 #define TEE_ALG_MD5SHA1 0x5000000F
190 #define TEE_ALG_HMAC_MD5 0x30000001
191 #define TEE_ALG_HMAC_SHA1 0x30000002
192 #define TEE_ALG_HMAC_SHA224 0x30000003
193 #define TEE_ALG_HMAC_SHA256 0x30000004
194 #define TEE_ALG_HMAC_SHA384 0x30000005

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```

195 #define TEE_ALG_HMAC_SHA512                0x30000006
196 /*
197  * Fix GP Internal Core API v1.1
198  * "Table 6-12: Structure of Algorithm Identifier"
199  * indicates ECDSA have the algorithm "0x41" and ECDH "0x42"
200  * whereas
201  * "Table 6-11: List of Algorithm Identifiers" defines
202  * TEE_ALG_ECDSA_P192 as 0x70001042
203  *
204  * We chose to define TEE_ALG_ECDSA_P192 as 0x70001041 (conform to table 6-12)
205  */
206 #define TEE_ALG_ECDSA_P192                    0x70001041
207 #define TEE_ALG_ECDSA_P224                    0x70002041
208 #define TEE_ALG_ECDSA_P256                    0x70003041
209 #define TEE_ALG_ECDSA_P384                    0x70004041
210 #define TEE_ALG_ECDSA_P521                    0x70005041
211 #define TEE_ALG_ECDH_P192                    0x80001042
212 #define TEE_ALG_ECDH_P224                    0x80002042
213 #define TEE_ALG_ECDH_P256                    0x80003042
214 #define TEE_ALG_ECDH_P384                    0x80004042
215 #define TEE_ALG_ECDH_P521                    0x80005042
216
217 /* Object Types */
218
219 #define TEE_TYPE_AES                          0xA0000010
220 #define TEE_TYPE_DES                          0xA0000011
221 #define TEE_TYPE_DES3                        0xA0000013
222 #define TEE_TYPE_HMAC_MD5                    0xA0000001
223 #define TEE_TYPE_HMAC_SHA1                    0xA0000002
224 #define TEE_TYPE_HMAC_SHA224                  0xA0000003
225 #define TEE_TYPE_HMAC_SHA256                  0xA0000004
226 #define TEE_TYPE_HMAC_SHA384                  0xA0000005
227 #define TEE_TYPE_HMAC_SHA512                  0xA0000006
228 #define TEE_TYPE_RSA_PUBLIC_KEY               0xA0000030
229 #define TEE_TYPE_RSA_KEYPAIR                  0xA1000030
230 #define TEE_TYPE_DSA_PUBLIC_KEY               0xA0000031
231 #define TEE_TYPE_DSA_KEYPAIR                  0xA1000031
232 #define TEE_TYPE_DH_KEYPAIR                   0xA1000032
233 #define TEE_TYPE_ECDSA_PUBLIC_KEY             0xA0000041
234 #define TEE_TYPE_ECDSA_KEYPAIR                0xA1000041
235 #define TEE_TYPE_ECDH_PUBLIC_KEY              0xA0000042
236 #define TEE_TYPE_ECDH_KEYPAIR                 0xA1000042
237 #define TEE_TYPE_GENERIC_SECRET               0xA0000000
238 #define TEE_TYPE_CORRUPTED_OBJECT             0xA00000BE
239 #define TEE_TYPE_DATA                         0xA00000BF
240
241 /* List of Object or Operation Attributes */
242
243 #define TEE_ATTR_SECRET_VALUE                 0xC0000000
244 #define TEE_ATTR_RSA_MODULUS                  0xD0000130
245 #define TEE_ATTR_RSA_PUBLIC_EXPONENT          0xD0000230
246 #define TEE_ATTR_RSA_PRIVATE_EXPONENT         0xC0000330
247 #define TEE_ATTR_RSA_PRIME1                   0xC0000430
248 #define TEE_ATTR_RSA_PRIME2                   0xC0000530
249 #define TEE_ATTR_RSA_EXPONENT1                0xC0000630
250 #define TEE_ATTR_RSA_EXPONENT2                0xC0000730
251 #define TEE_ATTR_RSA_COEFFICIENT              0xC0000830
252 #define TEE_ATTR_DSA_PRIME                    0xD0001031
253 #define TEE_ATTR_DSA_SUBPRIME                 0xD0001131
254 #define TEE_ATTR_DSA_BASE                     0xD0001231
255 #define TEE_ATTR_DSA_PUBLIC_VALUE             0xD0000131
256 #define TEE_ATTR_DSA_PRIVATE_VALUE            0xC0000231
257 #define TEE_ATTR_DH_PRIME                     0xD0001032
258 #define TEE_ATTR_DH_SUBPRIME                  0xD0001132
259 #define TEE_ATTR_DH_BASE                      0xD0001232
260 #define TEE_ATTR_DH_X_BITS                     0xF0001332
261 #define TEE_ATTR_DH_PUBLIC_VALUE              0xD0000132
262 #define TEE_ATTR_DH_PRIVATE_VALUE             0xC0000232
263 #define TEE_ATTR_RSA_OAEP_LABEL                0xD0000930
264 #define TEE_ATTR_RSA_PSS_SALT_LENGTH          0xF0000A30
265 #define TEE_ATTR_ECC_PUBLIC_VALUE_X           0xD0000141
266 #define TEE_ATTR_ECC_PUBLIC_VALUE_Y           0xD0000241
267 #define TEE_ATTR_ECC_PRIVATE_VALUE            0xC0000341
268 #define TEE_ATTR_ECC_CURVE                    0xF0000441
269
270 #define TEE_ATTR_BIT_PROTECTED                (1 << 28)
271 #define TEE_ATTR_BIT_VALUE                    (1 << 29)
272
273 /* List of Supported ECC Curves */
274 #define TEE_ECC_CURVE_NIST_P192                0x00000001
275 #define TEE_ECC_CURVE_NIST_P224                0x00000002
276 #define TEE_ECC_CURVE_NIST_P256                0x00000003
277 #define TEE_ECC_CURVE_NIST_P384                0x00000004
278 #define TEE_ECC_CURVE_NIST_P521                0x00000005
279

```

```

280
281 /* Panicked Functions Identification */
282 /* TA Interface */
283 #define TEE_PANIC_ID_TA_CLOSESESSIONENTRYPOINT 0x00000101
284 #define TEE_PANIC_ID_TA_CREATEENTRYPOINT 0x00000102
285 #define TEE_PANIC_ID_TA_DESTROYENTRYPOINT 0x00000103
286 #define TEE_PANIC_ID_TA_INVOKECOMMANDENTRYPOINT 0x00000104
287 #define TEE_PANIC_ID_TA_OPENSESSIONENTRYPOINT 0x00000105
288 /* Property Access */
289 #define TEE_PANIC_ID_TEE_ALLOCATEPROPERTYENUMERATOR 0x00000201
290 #define TEE_PANIC_ID_TEE_FREEPROPERTYENUMERATOR 0x00000202
291 #define TEE_PANIC_ID_TEE_GETNEXTPROPERTY 0x00000203
292 #define TEE_PANIC_ID_TEE_GETPROPERTYASBINARYBLOCK 0x00000204
293 #define TEE_PANIC_ID_TEE_GETPROPERTYASBOOL 0x00000205
294 #define TEE_PANIC_ID_TEE_GETPROPERTYASIDENTITY 0x00000206
295 #define TEE_PANIC_ID_TEE_GETPROPERTYASSTRING 0x00000207
296 #define TEE_PANIC_ID_TEE_GETPROPERTYASU32 0x00000208
297 #define TEE_PANIC_ID_TEE_GETPROPERTYASUUID 0x00000209
298 #define TEE_PANIC_ID_TEE_GETPROPERTYASNAME 0x0000020A
299 #define TEE_PANIC_ID_TEE_RESETPROPERTYENUMERATOR 0x0000020B
300 #define TEE_PANIC_ID_TEE_STARTPROPERTYENUMERATOR 0x0000020C
301 /* Panic Function */
302 #define TEE_PANIC_ID_TEE_PANIC 0x00000301
303 /* Internal Client API */
304 #define TEE_PANIC_ID_TEE_CLOSETASESSION 0x00000401
305 #define TEE_PANIC_ID_TEE_INVOKETACOMMAND 0x00000402
306 #define TEE_PANIC_ID_TEE_OPENTASESSION 0x00000403
307 /* Cancellation */
308 #define TEE_PANIC_ID_TEE_GETCANCELLATIONFLAG 0x00000501
309 #define TEE_PANIC_ID_TEE_MASKCANCELLATION 0x00000502
310 #define TEE_PANIC_ID_TEE_UNMASKCANCELLATION 0x00000503
311 /* Memory Management */
312 #define TEE_PANIC_ID_TEE_CHECKMEMORYACCESSRIGHTS 0x00000601
313 #define TEE_PANIC_ID_TEE_FREE 0x00000602
314 #define TEE_PANIC_ID_TEE_GETINSTANCEDATA 0x00000603
315 #define TEE_PANIC_ID_TEE_MALLOC 0x00000604
316 #define TEE_PANIC_ID_TEE_MEMCOMPARE 0x00000605
317 #define TEE_PANIC_ID_TEE_MEMFILL 0x00000606
318 #define TEE_PANIC_ID_TEE_MEMMOVE 0x00000607
319 #define TEE_PANIC_ID_TEE_REALLOC 0x00000608
320 #define TEE_PANIC_ID_TEE_SETINSTANCEDATA 0x00000609
321 /* Generic Object */
322 #define TEE_PANIC_ID_TEE_CLOSEOBJECT 0x00000701
323 #define TEE_PANIC_ID_TEE_GETOBJECTBUFFERATTRIBUTE 0x00000702
324 /* deprecated */
325 #define TEE_PANIC_ID_TEE_GETOBJECTINFO 0x00000703
326 #define TEE_PANIC_ID_TEE_GETOBJECTVALUEATTRIBUTE 0x00000704
327 /* deprecated */
328 #define TEE_PANIC_ID_TEE_RESTRICTOBJECTUSAGE 0x00000705
329 #define TEE_PANIC_ID_TEE_GETOBJECTINFO1 0x00000706
330 #define TEE_PANIC_ID_TEE_RESTRICTOBJECTUSAGE1 0x00000707
331 /* Transient Object */
332 #define TEE_PANIC_ID_TEE_ALLOCATETRANSIENTOBJECT 0x00000801
333 /* deprecated */
334 #define TEE_PANIC_ID_TEE_COPYOBJECTATTRIBUTES 0x00000802
335 #define TEE_PANIC_ID_TEE_FREETRANSIENTOBJECT 0x00000803
336 #define TEE_PANIC_ID_TEE_GENERATEKEY 0x00000804
337 #define TEE_PANIC_ID_TEE_INITREFATTRIBUTE 0x00000805
338 #define TEE_PANIC_ID_TEE_INITVALUEATTRIBUTE 0x00000806
339 #define TEE_PANIC_ID_TEE_POPULATETRANSIENTOBJECT 0x00000807
340 #define TEE_PANIC_ID_TEE_RESETTRANSIENTOBJECT 0x00000808
341 #define TEE_PANIC_ID_TEE_COPYOBJECTATTRIBUTES1 0x00000809
342 /* Persistent Object */
343 /* deprecated */
344 #define TEE_PANIC_ID_TEE_CLOSEANDDELETEPERSISTENTOBJECT 0x00000901
345 #define TEE_PANIC_ID_TEE_CREATEPERSISTENTOBJECT 0x00000902
346 #define TEE_PANIC_ID_TEE_OPENPERSISTENTOBJECT 0x00000903
347 #define TEE_PANIC_ID_TEE_RENAMEPERSISTENTOBJECT 0x00000904
348 #define TEE_PANIC_ID_TEE_CLOSEANDDELETEPERSISTENTOBJECT1 0x00000905
349 /* Persistent Object Enumeration */
350 #define TEE_PANIC_ID_TEE_ALLOCATEPERSISTENTOBJECTENUMERATOR 0x00000A01
351 #define TEE_PANIC_ID_TEE_FREEPERSISTENTOBJECTENUMERATOR 0x00000A02
352 #define TEE_PANIC_ID_TEE_GETNEXTPERSISTENTOBJECT 0x00000A03
353 #define TEE_PANIC_ID_TEE_RESETPERSISTENTOBJECTENUMERATOR 0x00000A04
354 #define TEE_PANIC_ID_TEE_STARTPERSISTENTOBJECTENUMERATOR 0x00000A05
355 /* Data Stream Access */
356 #define TEE_PANIC_ID_TEE_READOBJECTDATA 0x00000B01
357 #define TEE_PANIC_ID_TEE_SEEKOBJECTDATA 0x00000B02
358 #define TEE_PANIC_ID_TEE_TRUNCATEOBJECTDATA 0x00000B03
359 #define TEE_PANIC_ID_TEE_WRITEOBJECTDATA 0x00000B04
360 /* Generic Operation */
361 #define TEE_PANIC_ID_TEE_ALLOCATEOPERATION 0x00000C01
362 #define TEE_PANIC_ID_TEE_COPYOPERATION 0x00000C02
363 #define TEE_PANIC_ID_TEE_FREEOPERATION 0x00000C03
364 #define TEE_PANIC_ID_TEE_GETOPERATIONINFO 0x00000C04

```

```

365 #define TEE_PANIC_ID_TEE_RESETOperation 0x00000C05
366 #define TEE_PANIC_ID_TEE_SETOperationKey 0x00000C06
367 #define TEE_PANIC_ID_TEE_SETOperationKey2 0x00000C07
368 #define TEE_PANIC_ID_TEE_GETOperationInfoMultiple 0x00000C08
369 /* Message Digest */
370 #define TEE_PANIC_ID_TEE_DIGESTDOFinal 0x00000D01
371 #define TEE_PANIC_ID_TEE_DIGESTUPDATE 0x00000D02
372 /* Symmetric Cipher */
373 #define TEE_PANIC_ID_TEE_CIPHERDOFinal 0x00000E01
374 #define TEE_PANIC_ID_TEE_CIPHERINIT 0x00000E02
375 #define TEE_PANIC_ID_TEE_CIPHERUPDATE 0x00000E03
376 /* MAC */
377 #define TEE_PANIC_ID_TEE_MACCOMPAREFinal 0x00000F01
378 #define TEE_PANIC_ID_TEE_MACCOMPUTEFinal 0x00000F02
379 #define TEE_PANIC_ID_TEE_MACINIT 0x00000F03
380 #define TEE_PANIC_ID_TEE_MACUPDATE 0x00000F04
381 /* Authenticated Encryption */
382 #define TEE_PANIC_ID_TEE_AEDECRIPTFinal 0x00001001
383 #define TEE_PANIC_ID_TEE_AEENCRIPTFinal 0x00001002
384 #define TEE_PANIC_ID_TEE_AEINIT 0x00001003
385 #define TEE_PANIC_ID_TEE_AEUPDATE 0x00001004
386 #define TEE_PANIC_ID_TEE_AEUPDATEAAD 0x00001005
387 /* Asymmetric */
388 #define TEE_PANIC_ID_TEE_ASYMMETRICDECRYPT 0x00001101
389 #define TEE_PANIC_ID_TEE_ASYMMETRICENCRYPT 0x00001102
390 #define TEE_PANIC_ID_TEE_ASYMMETRICSIGNDIGEST 0x00001103
391 #define TEE_PANIC_ID_TEE_ASYMMETRICVERIFYDIGEST 0x00001104
392 /* Key Derivation */
393 #define TEE_PANIC_ID_TEE_DERIVEKEY 0x00001201
394 /* Random Data Generation */
395 #define TEE_PANIC_ID_TEE_GENERATERANDOM 0x00001301
396 /* Time */
397 #define TEE_PANIC_ID_TEE_GETREETIME 0x00001401
398 #define TEE_PANIC_ID_TEE_GETSYSTEMTIME 0x00001402
399 #define TEE_PANIC_ID_TEE_GETTAPERSISTENTTIME 0x00001403
400 #define TEE_PANIC_ID_TEE_SETTAPERSISTENTTIME 0x00001404
401 #define TEE_PANIC_ID_TEE_WAIT 0x00001405
402 /* Memory Allocation and Size of Objects */
403 #define TEE_PANIC_ID_TEE_BIGINTFMMCONTEXTSizeINU32 0x00001501
404 #define TEE_PANIC_ID_TEE_BIGINTFMMSizeINU32 0x00001502
405 /* Initialization */
406 #define TEE_PANIC_ID_TEE_BIGINTINIT 0x00001601
407 #define TEE_PANIC_ID_TEE_BIGINTINITFMM 0x00001602
408 #define TEE_PANIC_ID_TEE_BIGINTINITFMMCONTEXT 0x00001603
409 /* Converter */
410 #define TEE_PANIC_ID_TEE_BIGINTCONVERTFROMOctetString 0x00001701
411 #define TEE_PANIC_ID_TEE_BIGINTCONVERTFROMS32 0x00001702
412 #define TEE_PANIC_ID_TEE_BIGINTCONVERTTOOctetString 0x00001703
413 #define TEE_PANIC_ID_TEE_BIGINTCONVERTTOS32 0x00001704
414 /* Logical Operation */
415 #define TEE_PANIC_ID_TEE_BIGINTCMP 0x00001801
416 #define TEE_PANIC_ID_TEE_BIGINTCMPs32 0x00001802
417 #define TEE_PANIC_ID_TEE_BIGINTGETBIT 0x00001803
418 #define TEE_PANIC_ID_TEE_BIGINTGETBITCOUNT 0x00001804
419 #define TEE_PANIC_ID_TEE_BIGINTSHIFTRIGHT 0x00001805
420 /* Basic Arithmetic */
421 #define TEE_PANIC_ID_TEE_BIGINTADD 0x00001901
422 #define TEE_PANIC_ID_TEE_BIGINTDIV 0x00001902
423 #define TEE_PANIC_ID_TEE_BIGINTMUL 0x00001903
424 #define TEE_PANIC_ID_TEE_BIGINTNEG 0x00001904
425 #define TEE_PANIC_ID_TEE_BIGINTSQUARE 0x00001905
426 #define TEE_PANIC_ID_TEE_BIGINTSUB 0x00001906
427 /* Modular Arithmetic */
428 #define TEE_PANIC_ID_TEE_BIGINTADDMOD 0x00001A01
429 #define TEE_PANIC_ID_TEE_BIGINTINVMOD 0x00001A02
430 #define TEE_PANIC_ID_TEE_BIGINTMOD 0x00001A03
431 #define TEE_PANIC_ID_TEE_BIGINTMULMOD 0x00001A04
432 #define TEE_PANIC_ID_TEE_BIGINTSQUAREMOD 0x00001A05
433 #define TEE_PANIC_ID_TEE_BIGINTSUBMOD 0x00001A06
434 /* Other Arithmetic */
435 #define TEE_PANIC_ID_TEE_BIGINTCOMPUTEEXTENDEDgcd 0x00001B01
436 #define TEE_PANIC_ID_TEE_BIGINTISPROBABLEPRIME 0x00001B02
437 #define TEE_PANIC_ID_TEE_BIGINTRELATIVEPRIME 0x00001B03
438 /* Fast Modular Multiplication */
439 #define TEE_PANIC_ID_TEE_BIGINTCOMPUTEFMM 0x00001C01
440 #define TEE_PANIC_ID_TEE_BIGINTCONVERTFROMFMM 0x00001C02
441 #define TEE_PANIC_ID_TEE_BIGINTCONVERTTOFMM 0x00001C03
442
443 /*
444 * The macro TEE_PARAM_TYPES can be used to construct a value that you can
445 * compare against an incoming paramTypes to check the type of all the
446 * parameters in one comparison, like in the following example:
447 * if (paramTypes != TEE_PARAM_TYPES(TEE_PARAM_TYPE_MEMREF_INPUT,
448 * TEE_PARAM_TYPE_MEMREF_OUTPUT,
449 * TEE_PARAM_TYPE_NONE, TEE_PARAM_TYPE_NONE)) {

```

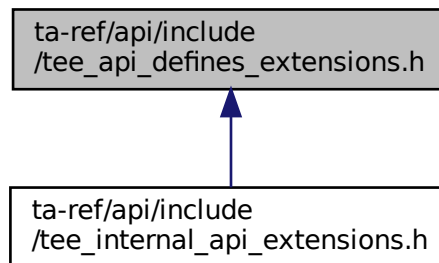
```

450 *      return TEE_ERROR_BAD_PARAMETERS;
451 * }
452 */
453 #define TEE_PARAM_TYPES(t0,t1,t2,t3) \
454 ((t0) | ((t1) << 4) | ((t2) << 8) | ((t3) << 12))
455
456 /*
457 * The macro TEE_PARAM_TYPE_GET can be used to extract the type of a given
458 * parameter from paramTypes if you need more fine-grained type checking.
459 */
460 #define TEE_PARAM_TYPE_GET(t, i) (((uint32_t)t) >> ((i)*4)) & 0xF
461
462 /*
463 * The macro TEE_PARAM_TYPE_SET can be used to load the type of a given
464 * parameter from paramTypes without specifying all types (TEE_PARAM_TYPES)
465 */
466 #define TEE_PARAM_TYPE_SET(t, i) (((uint32_t)(t) & 0xF) << ((i)*4))
467
468 /* Not specified in the standard */
469 #define TEE_NUM_PARAMS 4
470
471 /* TEE Arithmetical APIs */
472
473 #define TEE_BigIntSizeInU32(n) (((n)+31)/32)+2
474
475 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
476 #endif /* TEE_API_DEFINES_H */

```

### 10.13 ta-ref/api/include/tee\_api\_defines\_extensions.h File Reference

This graph shows which files directly or indirectly include this file:



### 10.14 tee\_api\_defines\_extensions.h

[Go to the documentation of this file.](#)

```

1 /*
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3 * All rights reserved.
4 *
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6 * modification, are permitted provided that the following conditions are met:
7 *
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```

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20 * CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF
21 * SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS
22 * INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN
23 * CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
24 * ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
25 * POSSIBILITY OF SUCH DAMAGE.
26 */
27
28 #ifndef TEE_API_DEFINES_EXTENSIONS_H
29 #define TEE_API_DEFINES_EXTENSIONS_H
30 #ifndef DOXYGEN_SHOULD_SKIP_THIS
31
32 /*
33 * HMAC-based Extract-and-Expand Key Derivation Function (HKDF)
34 */
35
36 #define TEE_ALG_HKDF_MD5_DERIVE_KEY 0x800010C0
37 #define TEE_ALG_HKDF_SHA1_DERIVE_KEY 0x800020C0
38 #define TEE_ALG_HKDF_SHA224_DERIVE_KEY 0x800030C0
39 #define TEE_ALG_HKDF_SHA256_DERIVE_KEY 0x800040C0
40 #define TEE_ALG_HKDF_SHA384_DERIVE_KEY 0x800050C0
41 #define TEE_ALG_HKDF_SHA512_DERIVE_KEY 0x800060C0
42
43 #define TEE_TYPE_HKDF_IKM 0xA10000C0
44
45 #define TEE_ATTR_HKDF_IKM 0xC00001C0
46 #define TEE_ATTR_HKDF_SALT 0xD00002C0
47 #define TEE_ATTR_HKDF_INFO 0xD00003C0
48 #define TEE_ATTR_HKDF_OKM_LENGTH 0xF00004C0
49
50 /*
51 * Concatenation Key Derivation Function (Concat KDF)
52 * NIST SP 800-56A section 5.8.1
53 */
54
55 #define TEE_ALG_CONCAT_KDF_SHA1_DERIVE_KEY 0x800020C1
56 #define TEE_ALG_CONCAT_KDF_SHA224_DERIVE_KEY 0x800030C1
57 #define TEE_ALG_CONCAT_KDF_SHA256_DERIVE_KEY 0x800040C1
58 #define TEE_ALG_CONCAT_KDF_SHA384_DERIVE_KEY 0x800050C1
59 #define TEE_ALG_CONCAT_KDF_SHA512_DERIVE_KEY 0x800060C1
60
61 #define TEE_TYPE_CONCAT_KDF_Z 0xA10000C1
62
63 #define TEE_ATTR_CONCAT_KDF_Z 0xC00001C1
64 #define TEE_ATTR_CONCAT_KDF_OTHER_INFO 0xD00002C1
65 #define TEE_ATTR_CONCAT_KDF_DKM_LENGTH 0xF00003C1
66
67 /*
68 * PKCS #5 v2.0 Key Derivation Function 2 (PBKDF2)
69 * RFC 2898 section 5.2
70 * https://www.ietf.org/rfc/rfc2898.txt
71 */
72
73 #define TEE_ALG_PBKDF2_HMAC_SHA1_DERIVE_KEY 0x800020C2
74
75 #define TEE_TYPE_PBKDF2_PASSWORD 0xA10000C2
76
77 #define TEE_ATTR_PBKDF2_PASSWORD 0xC00001C2
78 #define TEE_ATTR_PBKDF2_SALT 0xD00002C2
79 #define TEE_ATTR_PBKDF2_ITERATION_COUNT 0xF00003C2
80 #define TEE_ATTR_PBKDF2_DKM_LENGTH 0xF00004C2
81
82 /*
83 * Implementation-specific object storage constants
84 */
85
86 /* Storage is provided by the Rich Execution Environment (REE) */
87 #define TEE_STORAGE_PRIVATE_REE 0x80000000
88 /* Storage is the Replay Protected Memory Block partition of an eMMC device */
89 #define TEE_STORAGE_PRIVATE_RPMB 0x80000100
90 /* Was TEE_STORAGE_PRIVATE_SQL, which isn't supported any longer */
91 #define TEE_STORAGE_PRIVATE_SQL_RESERVED 0x80000200
92
93 /*
94 * Extension of "Memory Access Rights Constants"
95 * #define TEE_MEMORY_ACCESS_READ 0x00000001
96 * #define TEE_MEMORY_ACCESS_WRITE 0x00000002
97 * #define TEE_MEMORY_ACCESS_ANY_OWNER 0x00000004
98 */

```



```

99  * TEE_MEMORY_ACCESS_NONSECURE : if set TEE_CheckMemoryAccessRights()
100 * successfully returns only if target vmem range is mapped non-secure.
101 *
102 * TEE_MEMORY_ACCESS_SECURE : if set TEE_CheckMemoryAccessRights()
103 * successfully returns only if target vmem range is mapped secure.
104
105 */
106 #define TEE_MEMORY_ACCESS_NONSECURE      0x10000000
107 #define TEE_MEMORY_ACCESS_SECURE        0x20000000
108
109 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
110 #endif /* TEE_API_DEFINES_EXTENSIONS_H */

```

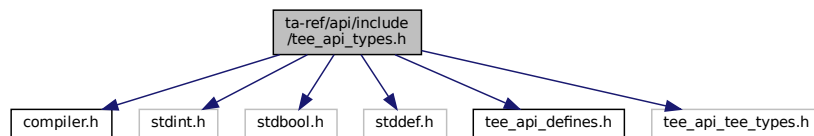
## 10.15 ta-ref/api/include/tee\_api\_types.h File Reference

```

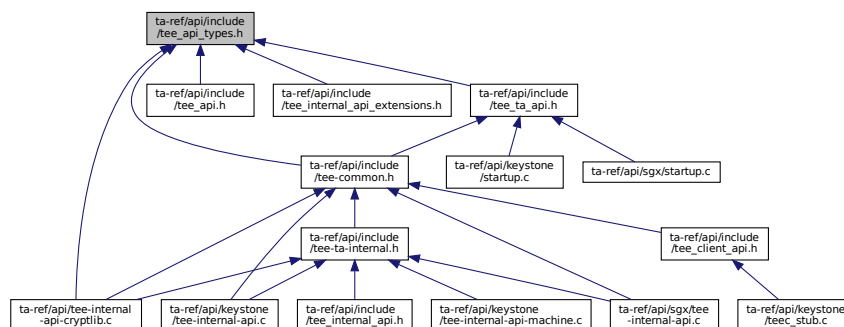
#include <compiler.h>
#include <stdint.h>
#include <stdbool.h>
#include <stddef.h>
#include <tee_api_defines.h>
#include "tee_api_tee_types.h"

```

Include dependency graph for tee\_api\_types.h:



This graph shows which files directly or indirectly include this file:



## Classes

- struct [TEE\\_UUID](#)
- struct [TEE\\_Identity](#)
- union [TEE\\_Param](#)
- struct [TEE\\_ObjectInfo](#)
- struct [TEE\\_Attribute](#)

- struct [TEE\\_OperationInfo](#)
- struct [TEE\\_OperationInfoKey](#)
- struct [TEE\\_OperationInfoMultiple](#)
- struct [TEE\\_Time](#)
- struct [TEE\\_SEReaderProperties](#)
- struct [TEE\\_SEAID](#)
- struct [pollfd](#)
- struct [addrinfo](#)

## Typedefs

- typedef uint32\_t [TEE\\_Result](#)
- typedef struct \_\_TEE\_TASessionHandle \* [TEE\\_TASessionHandle](#)
- typedef struct \_\_TEE\_PropSetHandle \* [TEE\\_PropSetHandle](#)
- typedef struct \_\_TEE\_ObjectHandle \* [TEE\\_ObjectHandle](#)
- typedef struct \_\_TEE\_ObjectEnumHandle \* [TEE\\_ObjectEnumHandle](#)
- typedef struct \_\_TEE\_OperationHandle \* [TEE\\_OperationHandle](#)
- typedef uint32\_t [TEE\\_ObjectType](#)
- typedef uint32\_t [TEE\\_BigInt](#)
- typedef uint32\_t [TEE\\_BigIntFMM](#)
- typedef uint32\_t TEE\_BigIntFMMContext [\\_\\_aligned](#)(\_\_alignof\_\_(void \*))
- typedef struct \_\_TEE\_SEServiceHandle \* [TEE\\_SEServiceHandle](#)
- typedef struct \_\_TEE\_SEReaderHandle \* [TEE\\_SEReaderHandle](#)
- typedef struct \_\_TEE\_SESessionHandle \* [TEE\\_SESessionHandle](#)
- typedef struct \_\_TEE\_SEChannelHandle \* [TEE\\_SEChannelHandle](#)
- typedef uint32\_t [TEE\\_ErrorOrigin](#)
- typedef void \* [TEE\\_Session](#)
- typedef unsigned long int [nfds\\_t](#)
- typedef uint32\_t [socklen\\_t](#)

## Enumerations

- enum [TEE\\_Whence](#) { [TEE\\_DATA\\_SEEK\\_SET](#) = 0 , [TEE\\_DATA\\_SEEK\\_CUR](#) = 1 , [TEE\\_DATA\\_SEEK\\_END](#) = 2 }
- enum [TEE\\_OperationMode](#) { [TEE\\_MODE\\_ENCRYPT](#) = 0 , [TEE\\_MODE\\_DECRYPT](#) = 1 , [TEE\\_MODE\\_SIGN](#) = 2 , [TEE\\_MODE\\_VERIFY](#) = 3 , [TEE\\_MODE\\_MAC](#) = 4 , [TEE\\_MODE\\_DIGEST](#) = 5 , [TEE\\_MODE\\_DERIVE](#) = 6 }

### 10.15.1 Typedef Documentation

**10.15.1.1 [\\_\\_aligned](#)** typedef uint32\_t TEE\_BigIntFMMContext [\\_\\_aligned](#)(\_\_alignof\_\_(void \*))

**10.15.1.2 [nfds\\_t](#)** typedef unsigned long int [nfds\\_t](#)

**10.15.1.3 socklen\_t** typedef uint32\_t [socklen\\_t](#)

**10.15.1.4 TEE\_BigInt** typedef uint32\_t [TEE\\_BigInt](#)

**10.15.1.5 TEE\_BigIntFMM** typedef uint32\_t [TEE\\_BigIntFMM](#)

**10.15.1.6 TEE\_ErrorOrigin** typedef uint32\_t [TEE\\_ErrorOrigin](#)

**10.15.1.7 TEE\_ObjectEnumHandle** typedef struct \_\_TEE\_ObjectEnumHandle\* [TEE\\_ObjectEnumHandle](#)

**10.15.1.8 TEE\_ObjectHandle** typedef struct \_\_TEE\_ObjectHandle\* [TEE\\_ObjectHandle](#)

**10.15.1.9 TEE\_ObjectType** typedef uint32\_t [TEE\\_ObjectType](#)

**10.15.1.10 TEE\_OperationHandle** typedef struct \_\_TEE\_OperationHandle\* [TEE\\_OperationHandle](#)

**10.15.1.11 TEE\_PropSetHandle** typedef struct \_\_TEE\_PropSetHandle\* [TEE\\_PropSetHandle](#)

**10.15.1.12 TEE\_Result** typedef uint32\_t [TEE\\_Result](#)

**10.15.1.13 TEE\_SEChannelHandle** typedef struct \_\_TEE\_SEChannelHandle\* [TEE\\_SEChannelHandle](#)

**10.15.1.14 TEE\_SEReaderHandle** typedef struct \_\_TEE\_SEReaderHandle\* [TEE\\_SEReaderHandle](#)

**10.15.1.15 TEE\_SEServiceHandle** typedef struct \_\_TEE\_SEServiceHandle\* [TEE\\_SEServiceHandle](#)

**10.15.1.16 TEE\_SESessionHandle** typedef struct \_\_TEE\_SESessionHandle\* [TEE\\_SESessionHandle](#)

**10.15.1.17 TEE\_Session** typedef void\* [TEE\\_Session](#)

**10.15.1.18 TEE\_TASessionHandle** typedef struct \_\_TEE\_TASessionHandle\* [TEE\\_TASessionHandle](#)

## 10.15.2 Enumeration Type Documentation

**10.15.2.1 TEE\_OperationMode** enum [TEE\\_OperationMode](#)

Enumerator

TEE_MODE_ENCRYPT	
TEE_MODE_DECRYPT	
TEE_MODE_SIGN	
TEE_MODE_VERIFY	
TEE_MODE_MAC	
TEE_MODE_DIGEST	
TEE_MODE_DERIVE	

**10.15.2.2 TEE\_Whence** enum [TEE\\_Whence](#)

Enumerator

TEE_DATA_SEEK_SET	
TEE_DATA_SEEK_CUR	
TEE_DATA_SEEK_END	

## 10.16 tee\_api\_types.h

[Go to the documentation of this file.](#)

```

1 /*
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23 * CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
24 * ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
25 * POSSIBILITY OF SUCH DAMAGE.
26 */
27
28 /* Based on GP TEE Internal API Specification Version 0.11 */
29 #ifndef TEE_API_TYPES_H
30 #define TEE_API_TYPES_H
31
32 #include <compiler.h>
33 #include <stdint.h>
34 #include <stdbool.h>
35 #include <stddef.h>
36 #include <tee_api_defines.h>
37 #include "tee_api_tee_types.h"
38
39 /*
40  * Common Definitions
41  */
42
43 typedef uint32_t TEE_Result;
44
45 typedef struct {
46     uint32_t timeLow;
47     uint16_t timeMid;
48     uint16_t timeHiAndVersion;
49     uint8_t clockSeqAndNode[8];
50 } TEE_UUID;
51
52 /*
53  * The TEE_Identity structure defines the full identity of a Client:
54  * - login is one of the TEE_LOGIN_XXX constants
55  * - uuid contains the client UUID or Nil if not applicable
56  */
57 typedef struct {
58     uint32_t login;
59     TEE_UUID uuid;
60 } TEE_Identity;
61
62 /*
63  * This union describes one parameter passed by the Trusted Core Framework
64  * to the entry points TA_OpenSessionEntryPoint or
65  * TA_InvokeCommandEntryPoint or by the TA to the functions
66  * TEE_OpenTASession or TEE_InvokeTACCommand.
67  *
68  * Which of the field value or memref to select is determined by the
69  * parameter type specified in the argument paramTypes passed to the entry
70  * point.
71  */
72 typedef union {
73     struct {
74         void *buffer;
75         uint32_t size;
76     } memref;
77     struct {
78         uint32_t a;
79         uint32_t b;
80     } value;
81 } TEE_Param;

```

```

82
83 /*
84 * The type of opaque handles on TA Session. These handles are returned by
85 * the function TEE_OpenTASession.
86 */
87 typedef struct __TEE_TASessionHandle *TEE_TASessionHandle;
88
89 /*
90 * The type of opaque handles on property sets or enumerators. These
91 * handles are either one of the pseudo handles TEE_PROPSET_XXX or are
92 * returned by the function TEE_AllocatePropertyEnumerator.
93 */
94 typedef struct __TEE_PropSetHandle *TEE_PropSetHandle;
95
96 typedef struct __TEE_ObjectHandle *TEE_ObjectHandle;
97 typedef struct __TEE_ObjectEnumHandle *TEE_ObjectEnumHandle;
98 typedef struct __TEE_OperationHandle *TEE_OperationHandle;
99
100 /*
101 * Storage Definitions
102 */
103
104 typedef uint32_t TEE_ObjectType;
105
106 typedef struct {
107     uint32_t objectType;
108     __extension__ union {
109         uint32_t keySize; /* used in 1.1 spec */
110         uint32_t objectSize; /* used in 1.1.1 spec */
111     };
112     __extension__ union {
113         uint32_t maxKeySize; /* used in 1.1 spec */
114         uint32_t maxObjectSize; /* used in 1.1.1 spec */
115     };
116     uint32_t objectUsage;
117     uint32_t dataSize;
118     uint32_t dataPosition;
119     uint32_t handleFlags;
120 } TEE_ObjectInfo;
121
122 typedef enum {
123     TEE_DATA_SEEK_SET = 0,
124     TEE_DATA_SEEK_CUR = 1,
125     TEE_DATA_SEEK_END = 2
126 } TEE_Whence;
127
128 typedef struct {
129     uint32_t attributeID;
130     union {
131         struct {
132             void *buffer;
133             uint32_t length;
134         } ref;
135         struct {
136             uint32_t a, b;
137         } value;
138     } content;
139 } TEE_Attribute;
140
141 #ifndef DOXYGEN_SHOULD_SKIP_THIS
142 #define DMREQ_FINISH 0
143 #define DMREQ_WRITE 1
144 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
145
146 /* Cryptographic Operations API */
147
148 typedef enum {
149     TEE_MODE_ENCRYPT = 0,
150     TEE_MODE_DECRYPT = 1,
151     TEE_MODE_SIGN = 2,
152     TEE_MODE_VERIFY = 3,
153     TEE_MODE_MAC = 4,
154     TEE_MODE_DIGEST = 5,
155     TEE_MODE_DERIVE = 6
156 } TEE_OperationMode;
157
158 typedef struct {
159     uint32_t algorithm;
160     uint32_t operationClass;
161     uint32_t mode;
162     uint32_t digestLength;
163     uint32_t maxKeySize;
164     uint32_t keySize;
165     uint32_t requiredKeyUsage;
166     uint32_t handleState;

```

```

167 } TEE_OperationInfo;
168
169 typedef struct {
170     uint32_t keySize;
171     uint32_t requiredKeyUsage;
172 } TEE_OperationInfoKey;
173
174 typedef struct {
175     uint32_t algorithm;
176     uint32_t operationClass;
177     uint32_t mode;
178     uint32_t digestLength;
179     uint32_t maxKeySize;
180     uint32_t handleState;
181     uint32_t operationState;
182     uint32_t numberOfKeys;
183     TEE_OperationInfoKey keyInformation[];
184 } TEE_OperationInfoMultiple;
185
186 /* Time & Date API */
187
188 typedef struct {
189     uint32_t seconds;
190     uint32_t millis;
191 } TEE_Time;
192
193 /* TEE Arithmetical APIs */
194
195 typedef uint32_t TEE_BigInt;
196
197 typedef uint32_t TEE_BigIntFMM;
198
199 typedef uint32_t TEE_BigIntFMMContext __aligned(__alignof__(void *));
200
201 /* Tee Secure Element APIs */
202
203 typedef struct __TEE_SEServiceHandle *TEE_SEServiceHandle;
204 typedef struct __TEE_SEReaderHandle *TEE_SEReaderHandle;
205 typedef struct __TEE_SESessionHandle *TEE_SESessionHandle;
206 typedef struct __TEE_SEChannelHandle *TEE_SEChannelHandle;
207
208 typedef struct {
209     bool sePresent;
210     bool teeOnly;
211     bool selectResponseEnable;
212 } TEE_SEReaderProperties;
213
214 typedef struct {
215     uint8_t *buffer;
216     size_t bufferLen;
217 } TEE_SEAID;
218
219 /* Other definitions */
220 typedef uint32_t TEE_ErrorOrigin;
221 typedef void *TEE_Session;
222
223 #ifndef DOXYGEN_SHOULD_SKIP_THIS
224 #define TEE_MEM_INPUT 0x00000001
225 #define TEE_MEM_OUTPUT 0x00000002
226
227 #define TEE_MEMREF_0_USED 0x00000001
228 #define TEE_MEMREF_1_USED 0x00000002
229 #define TEE_MEMREF_2_USED 0x00000004
230 #define TEE_MEMREF_3_USED 0x00000008
231
232 #define TEE_SE_READER_NAME_MAX 20
233 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
234
235 #ifndef PLAT_KEYSTONE
236 // TODO: ???
237
238 typedef unsigned long int nfds_t;
239
240 struct pollfd
241 {
242     int fd; /* File descriptor to poll. */
243     short int events; /* Types of events poller cares about. */
244     short int revents; /* Types of events that actually occurred. */
245 };
246
247 typedef uint32_t socklen_t;
248
249 struct addrinfo {
250     int ai_flags;
251     int ai_family;

```

```

252     int             ai_socktype;
253     int             ai_protocol;
254     socklen_t       ai_addrlen;
255     struct sockaddr *ai_addr;
256     char            *ai_canonname;
257     struct addrinfo *ai_next;
258 };
259
260 #endif /* !PLAT_KEYSTONE */
261
262 #endif /* TEE_API_TYPES_H */

```

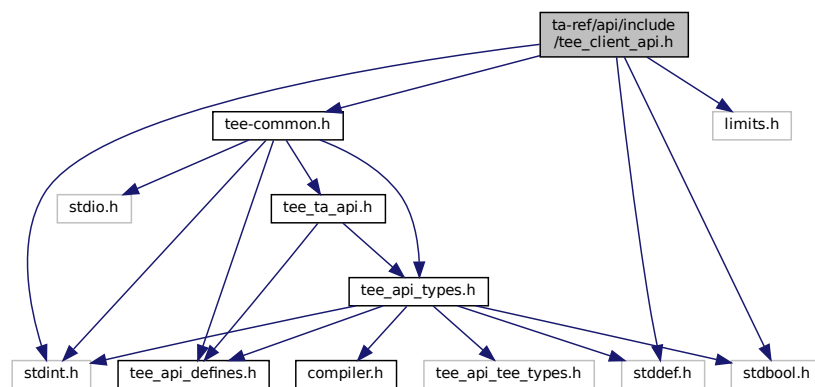
## 10.17 ta-ref/api/include/tee\_client\_api.h File Reference

```

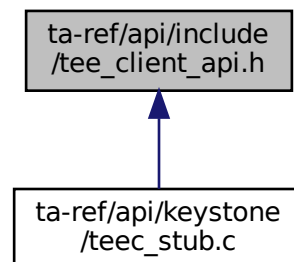
#include <stdint.h>
#include <stddef.h>
#include <stdbool.h>
#include <limits.h>
#include "tee-common.h"

```

Include dependency graph for tee\_client\_api.h:



This graph shows which files directly or indirectly include this file:





## Classes

- struct [TEEC\\_Context](#)
- struct [TEEC\\_UUID](#)
- struct [TEEC\\_SharedMemory](#)
- struct [TEEC\\_TempMemoryReference](#)
- struct [TEEC\\_RegisteredMemoryReference](#)
- struct [TEEC\\_Value](#)
- union [TEEC\\_Parameter](#)
- struct [TEEC\\_Session](#)
- struct [TEEC\\_Operation](#)

## Typedefs

- typedef uint32\_t [TEEC\\_Result](#)

## Functions

- [TEEC\\_Result](#) [TEEC\\_InitializeContext](#) (const char \*name, [TEEC\\_Context](#) \*context)
- void [TEEC\\_FinalizeContext](#) ([TEEC\\_Context](#) \*context)
- [TEEC\\_Result](#) [TEEC\\_OpenSession](#) ([TEEC\\_Context](#) \*context, [TEEC\\_Session](#) \*session, const [TEEC\\_UUID](#) \*destination, uint32\_t connectionMethod, const void \*connectionData, [TEEC\\_Operation](#) \*operation, uint32\_t \*returnOrigin)
- void [TEEC\\_CloseSession](#) ([TEEC\\_Session](#) \*session)
- [TEEC\\_Result](#) [TEEC\\_InvokeCommand](#) ([TEEC\\_Session](#) \*session, uint32\_t commandID, [TEEC\\_Operation](#) \*operation, uint32\_t \*returnOrigin)
- [TEEC\\_Result](#) [TEEC\\_RegisterSharedMemory](#) ([TEEC\\_Context](#) \*context, [TEEC\\_SharedMemory](#) \*sharedMem)
- [TEEC\\_Result](#) [TEEC\\_AllocateSharedMemory](#) ([TEEC\\_Context](#) \*context, [TEEC\\_SharedMemory](#) \*sharedMem)
- void [TEEC\\_ReleaseSharedMemory](#) ([TEEC\\_SharedMemory](#) \*sharedMemory)
- void [TEEC\\_RequestCancellation](#) ([TEEC\\_Operation](#) \*operation)

### 10.17.1 Typedef Documentation

#### 10.17.1.1 [TEEC\\_Result](#) typedef uint32\_t [TEEC\\_Result](#)

### 10.17.2 Function Documentation

#### 10.17.2.1 [TEEC\\_AllocateSharedMemory\(\)](#) [TEEC\\_Result](#) [TEEC\\_AllocateSharedMemory](#) (     [TEEC\\_Context](#) \* context,     [TEEC\\_SharedMemory](#) \* sharedMem )

[TEEC\\_AllocateSharedMemory\(\)](#) - Allocate shared memory for TEE.

## Parameters

<i>context</i>	The initialized TEE context structure in which scope to open the session.
<i>sharedMem</i>	Pointer to the allocated shared memory.

## Returns

TEEC\_SUCCESS The registration was successful.  
TEEC\_ERROR\_OUT\_OF\_MEMORY Memory exhaustion.  
TEEC\_Result Something failed.

**10.17.2.2 TEEC\_CloseSession()** `void TEEC_CloseSession (`  
`TEEC_Session * session )`

[TEEC\\_CloseSession\(\)](#) - Closes the session which has been opened with the specific trusted application.

## Parameters

<i>session</i>	The opened session to close.
----------------	------------------------------

**10.17.2.3 TEEC\_FinalizeContext()** `void TEEC_FinalizeContext (`  
`TEEC_Context * context )`

[TEEC\\_FinalizeContext\(\)](#) - Destroys a context holding connection information on the specific TEE.

This function destroys an initialized TEE context, closing the connection between the client application and the TEE. This function must only be called when all sessions related to this TEE context have been closed and all shared memory blocks have been released.

## Parameters

<i>context</i>	The context to be destroyed.
----------------	------------------------------

[TEEC\\_FinalizeContext\(\)](#) - Destroys a context holding connection information on the specific TEE.

This function finalizes an initialized TEE context, closing the connection between the client application and the TEE. This function must only be called when all sessions related to this TEE context have been closed and all shared memory blocks have been released.

## Parameters

<i>context</i>	The context to be finalized.
----------------	------------------------------

**10.17.2.4 TEEC\_InitializeContext()** `TEEC_Result TEEC_InitializeContext (`  
     `const char * name,`  
     `TEEC_Context * context )`

[TEEC\\_InitializeContext\(\)](#) - Initializes a context holding connection information on the specific TEE, designated by the name string.

## Parameters

<i>name</i>	A zero-terminated string identifying the TEE to connect to. If name is set to NULL, the default TEE is connected to. NULL is the only supported value in this version of the API implementation.
<i>context</i>	The context structure which is to be initialized.

## Returns

TEEC\_SUCCESS The initialization was successful.

TEEC\_Result Something failed.

**10.17.2.5 TEEC\_InvokeCommand()** `TEEC_Result TEEC_InvokeCommand (`  
     `TEEC_Session * session,`  
     `uint32_t commandID,`  
     `TEEC_Operation * operation,`  
     `uint32_t * returnOrigin )`

[TEEC\\_InvokeCommand\(\)](#) - Executes a command in the specified trusted application.

## Parameters

<i>session</i>	A handle to an open connection to the trusted application.
<i>commandID</i>	Identifier of the command in the trusted application to invoke.
<i>operation</i>	An operation structure to use in the invoke command. May be set to NULL to signify no operation structure needed.
<i>returnOrigin</i>	A parameter which will hold the error origin if this function returns any value other than TEEC_SUCCESS.

**Returns**

TEEC\_SUCCESS OpenSession successfully opened a new session.

TEEC\_Result Something failed.

**10.17.2.6 TEEC\_OpenSession()** `TEEC_Result TEEC_OpenSession (`  
`TEEC_Context * context,`  
`TEEC_Session * session,`  
`const TEEC_UUID * destination,`  
`uint32_t connectionMethod,`  
`const void * connectionData,`  
`TEEC_Operation * operation,`  
`uint32_t * returnOrigin )`

[TEEC\\_OpenSession\(\)](#) - Opens a new session with the specified trusted application.

**Parameters**

<i>context</i>	The initialized TEE context structure in which scope to open the session.
<i>session</i>	The session to initialize.
<i>destination</i>	A structure identifying the trusted application with which to open a session.
<i>connectionMethod</i>	The connection method to use.
<i>connectionData</i>	Any data necessary to connect with the chosen connection method. Not supported, should be set to NULL.
<i>operation</i>	An operation structure to use in the session. May be set to NULL to signify no operation structure needed.
<i>returnOrigin</i>	A parameter which will hold the error origin if this function returns any value other than TEEC_SUCCESS.

**Returns**

TEEC\_SUCCESS OpenSession successfully opened a new session.

TEEC\_Result Something failed.

**10.17.2.7 TEEC\_RegisterSharedMemory()** `TEEC_Result TEEC_RegisterSharedMemory (`  
`TEEC_Context * context,`  
`TEEC_SharedMemory * sharedMem )`

[TEEC\\_RegisterSharedMemory\(\)](#) - Register a block of existing memory as a shared block within the scope of the specified context.

**Parameters**

<i>context</i>	The initialized TEE context structure in which scope to open the session.
<i>sharedMem</i>	pointer to the shared memory structure to register.

## Returns

TEEC\_SUCCESS The registration was successful.

TEEC\_ERROR\_OUT\_OF\_MEMORY Memory exhaustion.

TEEC\_Result Something failed.

**10.17.2.8 TEEC\_ReleaseSharedMemory()** `void TEEC_ReleaseSharedMemory (`  
`TEEC_SharedMemory * sharedMemory )`

[TEEC\\_ReleaseSharedMemory\(\)](#) - Free or deregister the shared memory.

## Parameters

<i>sharedMem</i>	Pointer to the shared memory to be freed.
------------------	---

**10.17.2.9 TEEC\_RequestCancellation()** `void TEEC_RequestCancellation (`  
`TEEC_Operation * operation )`

[TEEC\\_RequestCancellation\(\)](#) - Request the cancellation of a pending open session or command invocation.

## Parameters

<i>operation</i>	Pointer to an operation previously passed to open session or invoke.
------------------	--

## 10.18 tee\_client\_api.h

[Go to the documentation of this file.](#)

```

1 /*
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23 * SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS

```

```

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25  * CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
26  * ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
27  * POSSIBILITY OF SUCH DAMAGE.
28  */
29 #ifndef TEE_CLIENT_API_H
30 #define TEE_CLIENT_API_H
31
32 #ifdef __cplusplus
33 extern "C" {
34 #endif
35
36 #include <stdint.h>
37 #include <stddef.h>
38 #include <stdbool.h>
39 #include <limits.h>
40 #include "tee-common.h"
41
42 #ifndef DOXYGEN_SHOULD_SKIP_THIS
43 /*
44  * Defines the number of available memory references in an open session or
45  * invoke command operation payload.
46  */
47 #define TEEC_CONFIG_PAYLOAD_REF_COUNT 4
48
49 #define TEEC_CONFIG_SHARED_MEM_MAX_SIZE ULONG_MAX
50
51 #define TEEC_NONE 0x00000000
52 #define TEEC_VALUE_INPUT 0x00000001
53 #define TEEC_VALUE_OUTPUT 0x00000002
54 #define TEEC_VALUE_INOUT 0x00000003
55 #define TEEC_MEMREF_TEMP_INPUT 0x00000005
56 #define TEEC_MEMREF_TEMP_OUTPUT 0x00000006
57 #define TEEC_MEMREF_TEMP_INOUT 0x00000007
58 #define TEEC_MEMREF_WHOLE 0x0000000C
59 #define TEEC_MEMREF_PARTIAL_INPUT 0x0000000D
60 #define TEEC_MEMREF_PARTIAL_OUTPUT 0x0000000E
61 #define TEEC_MEMREF_PARTIAL_INOUT 0x0000000F
62
63 #define TEEC_MEM_INPUT 0x00000001
64 #define TEEC_MEM_OUTPUT 0x00000002
65
66 #define TEEC_SUCCESS 0x00000000
67 #define TEEC_ERROR_GENERIC 0xFFFF0000
68 #define TEEC_ERROR_ACCESS_DENIED 0xFFFF0001
69 #define TEEC_ERROR_CANCEL 0xFFFF0002
70 #define TEEC_ERROR_ACCESS_CONFLICT 0xFFFF0003
71 #define TEEC_ERROR_EXCESS_DATA 0xFFFF0004
72 #define TEEC_ERROR_BAD_FORMAT 0xFFFF0005
73 #define TEEC_ERROR_BAD_PARAMETERS 0xFFFF0006
74 #define TEEC_ERROR_BAD_STATE 0xFFFF0007
75 #define TEEC_ERROR_ITEM_NOT_FOUND 0xFFFF0008
76 #define TEEC_ERROR_NOT_IMPLEMENTED 0xFFFF0009
77 #define TEEC_ERROR_NOT_SUPPORTED 0xFFFF000A
78 #define TEEC_ERROR_NO_DATA 0xFFFF000B
79 #define TEEC_ERROR_OUT_OF_MEMORY 0xFFFF000C
80 #define TEEC_ERROR_BUSY 0xFFFF000D
81 #define TEEC_ERROR_COMMUNICATION 0xFFFF000E
82 #define TEEC_ERROR_SECURITY 0xFFFF000F
83 #define TEEC_ERROR_SHORT_BUFFER 0xFFFF0010
84 #define TEEC_ERROR_EXTERNAL_CANCEL 0xFFFF0011
85 #define TEEC_ERROR_TARGET_DEAD 0xFFFF3024
86
87 #define TEEC_ORIGIN_API 0x00000001
88 #define TEEC_ORIGIN_COMMS 0x00000002
89 #define TEEC_ORIGIN_TEE 0x00000003
90 #define TEEC_ORIGIN_TRUSTED_APP 0x00000004
91
92 #define TEEC_LOGIN_PUBLIC 0x00000000
93 #define TEEC_LOGIN_USER 0x00000001
94 #define TEEC_LOGIN_GROUP 0x00000002
95 #define TEEC_LOGIN_APPLICATION 0x00000004
96 #define TEEC_LOGIN_USER_APPLICATION 0x00000005
97 #define TEEC_LOGIN_GROUP_APPLICATION 0x00000006
98
99 #define TEEC_PARAM_TYPES(p0, p1, p2, p3) \
100     ((p0) | ((p1) << 4) | ((p2) << 8) | ((p3) << 12))
101
102 #define TEEC_PARAM_TYPE_GET(p, i) (((p) >> (i * 4)) & 0xF)
103 #endif /* DOXYGEN_SHOULD_SKIP_THIS */
104
105 typedef uint32_t TEEC_Result;
106
107 typedef struct {
108     /* Implementation defined */
109 }

```

```

259     int fd;
260     bool reg_mem;
261 } TEEC_Context;
262
263 typedef struct {
264     uint32_t timeLow;
265     uint16_t timeMid;
266     uint16_t timeHiAndVersion;
267     uint8_t clockSeqAndNode[8];
268 } TEEC_UUID;
269
270 typedef struct {
271     void *buffer;
272     size_t size;
273     uint32_t flags;
274     /*
275      * Implementation-Defined
276      */
277     int id;
278     size_t allocated_size;
279     void *shadow_buffer;
280     int registered_fd;
281     bool buffer_allocated;
282 } TEEC_SharedMemory;
283
284 typedef struct {
285     void *buffer;
286     size_t size;
287 } TEEC_TempMemoryReference;
288
289 typedef struct {
290     TEEC_SharedMemory *parent;
291     size_t size;
292     size_t offset;
293 } TEEC_RegisteredMemoryReference;
294
295 typedef struct {
296     uint32_t a;
297     uint32_t b;
298 } TEEC_Value;
299
300 typedef union {
301     TEEC_TempMemoryReference tmpref;
302     TEEC_RegisteredMemoryReference memref;
303     TEEC_Value value;
304 } TEEC_Parameter;
305
306 typedef struct {
307     /* Implementation defined */
308     TEEC_Context *ctx;
309     uint32_t session_id;
310 } TEEC_Session;
311
312 typedef struct {
313     uint32_t started;
314     uint32_t paramTypes;
315     TEEC_Parameter params[TEEC_CONFIG_PAYLOAD_REF_COUNT];
316     /* Implementation-Defined */
317     TEEC_Session *session;
318 } TEEC_Operation;
319
320 TEEC_Result TEEC_InitializeContext(const char *name, TEEC_Context *context);
321
322 void TEEC_FinalizeContext(TEEC_Context *context);
323
324 TEEC_Result TEEC_OpenSession(TEEC_Context *context,
325                             TEEC_Session *session,
326                             const TEEC_UUID *destination,
327                             uint32_t connectionMethod,
328                             const void *connectionData,
329                             TEEC_Operation *operation,
330                             uint32_t *returnOrigin);
331
332 void TEEC_CloseSession(TEEC_Session *session);
333
334 TEEC_Result TEEC_InvokeCommand(TEEC_Session *session,
335                                uint32_t commandID,
336                                TEEC_Operation *operation,
337                                uint32_t *returnOrigin);
338
339 TEEC_Result TEEC_RegisterSharedMemory(TEEC_Context *context,
340                                       TEEC_SharedMemory *sharedMem);
341
342 TEEC_Result TEEC_AllocateSharedMemory(TEEC_Context *context,
343                                       TEEC_SharedMemory *sharedMem);

```

```

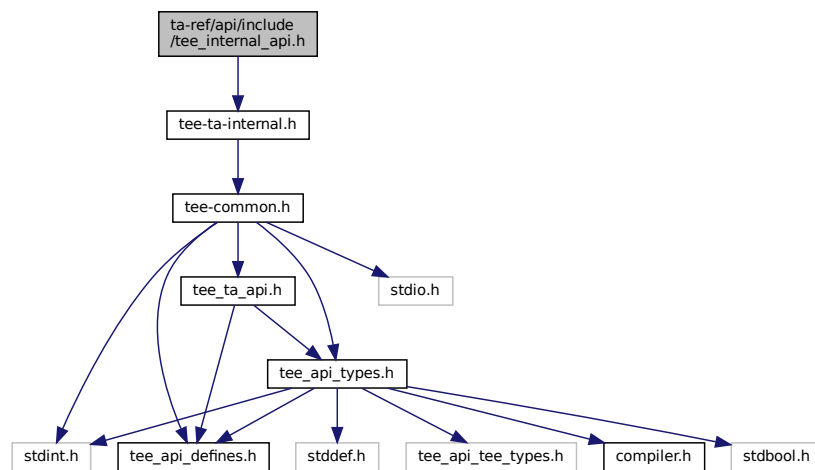
531
537 void TEEC_ReleaseSharedMemory(TEEC_SharedMemory *sharedMemory);
538
546 void TEEC_RequestCancellation(TEEC_Operation *operation);
547
548 #ifdef __cplusplus
549 }
550 #endif
551
552 #endif

```

## 10.19 ta-ref/api/include/tee\_internal\_api.h File Reference

```
#include "tee-ta-internal.h"
```

Include dependency graph for tee\_internal\_api.h:



## 10.20 tee\_internal\_api.h

[Go to the documentation of this file.](#)

```
1 #include "tee-ta-internal.h"
```

## 10.21 ta-ref/api/include/tee\_internal\_api\_extensions.h File Reference

```

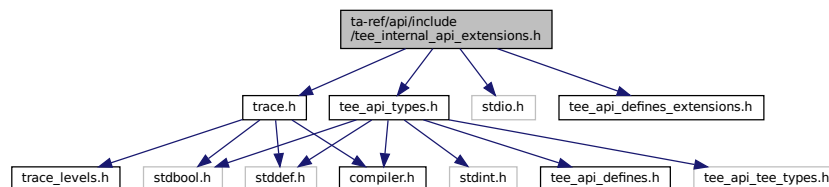
#include <trace.h>
#include <stdio.h>
#include <tee_api_defines_extensions.h>

```



```
#include <tee_api_types.h>
```

Include dependency graph for tee\_internal\_api\_extensions.h:



## Functions

- void [tee\\_user\\_mem\\_mark\\_heap](#) (void)
- size\_t [tee\\_user\\_mem\\_check\\_heap](#) (void)
- TEE\_Result [TEE\\_CacheClean](#) (char \*buf, size\_t len)
- TEE\_Result [TEE\\_CacheFlush](#) (char \*buf, size\_t len)
- TEE\_Result [TEE\\_CacheInvalidate](#) (char \*buf, size\_t len)
- void \* [tee\\_map\\_zi](#) (size\_t len, uint32\_t flags)
- TEE\_Result [tee\\_unmap](#) (void \*buf, size\_t len)
- TEE\_Result [tee\\_uuid\\_from\\_str](#) (TEE\_UUID \*uuid, const char \*s)

### 10.21.1 Function Documentation

**10.21.1.1 TEE\_CacheClean()** `TEE_Result TEE_CacheClean (`  
     char \* *buf*,  
     size\_t *len* )

**10.21.1.2 TEE\_CacheFlush()** `TEE_Result TEE_CacheFlush (`  
     char \* *buf*,  
     size\_t *len* )

**10.21.1.3 TEE\_CacheInvalidate()** `TEE_Result TEE_CacheInvalidate (`  
     char \* *buf*,  
     size\_t *len* )

**10.21.1.4 tee\_map\_zi()** `void * tee_map_zi (`  
     size\_t *len*,  
     uint32\_t *flags* )

**10.21.1.5 tee\_unmap()** `TEE_Result tee_unmap (`  
     `void * buf,`  
     `size_t len )`

**10.21.1.6 tee\_user\_mem\_check\_heap()** `size_t tee_user_mem_check_heap (`  
     `void )`

**10.21.1.7 tee\_user\_mem\_mark\_heap()** `void tee_user_mem_mark_heap (`  
     `void )`

**10.21.1.8 tee\_uuid\_from\_str()** `TEE_Result tee_uuid_from_str (`  
     `TEE_UUID * uuid,`  
     `const char * s )`

## 10.22 tee\_internal\_api\_extensions.h

[Go to the documentation of this file.](#)

```

1 /* SPDX-License-Identifier: BSD-2-Clause */
2 /*
3  * Copyright (c) 2014, STMicroelectronics International N.V.
4  */
5
6 #ifndef TEE_INTERNAL_API_EXTENSIONS_H
7 #define TEE_INTERNAL_API_EXTENSIONS_H
8
9 /* trace support */
10 #include <trace.h>
11 #include <stdio.h>
12 #include <tee_api_defines_extensions.h>
13 #include <tee_api_types.h>
14
15 void tee_user_mem_mark_heap(void);
16 size_t tee_user_mem_check_heap(void);
17 /* Hint implementation defines */
18
19 #ifndef DOXYGEN_SHOULD_SKIP_THIS
20 #define TEE_USER_MEM_HINT_NO_FILL_ZERO    0x80000000
21 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
22
23 /*
24  * Cache maintenance support (TA requires the CACHE_MAINTENANCE property)
25  *
26  * TEE_CacheClean() Write back to memory any dirty data cache lines. The line
27  * is marked as not dirty. The valid bit is unchanged.
28  *
29  * TEE_CacheFlush() Purges any valid data cache lines. Any dirty cache lines
30  * are first written back to memory, then the cache line is
31  * invalidated.
32  *
33  * TEE_CacheInvalidate() Invalidate any valid data cache lines. Any dirty line
34  * are not written back to memory.
35  */
36 TEE_Result TEE_CacheClean(char *buf, size_t len);
37 TEE_Result TEE_CacheFlush(char *buf, size_t len);
38 TEE_Result TEE_CacheInvalidate(char *buf, size_t len);
39
40 /*
41  * tee_map_zi() - Map zero initialized memory
42  * @len:    Number of bytes

```

```

43 * @flags: 0 or TEE_MEMORY_ACCESS_ANY_OWNER to allow sharing with other TAs
44 *
45 * Returns valid pointer on success or NULL on error.
46 */
47 void *tee_map_zi(size_t len, uint32_t flags);
48
49 /*
50 * tee_unmap() - Unmap previously mapped memory
51 * @buf:      Buffer
52 * @len:      Number of bytes
53 *
54 * Note that supplied @buf and @len has to match exactly what has
55 * previously been returned by tee_map_zi().
56 *
57 * Return TEE_SUCCESS on success or TEE_ERROR_* on failure.
58 */
59 TEE_Result tee_unmap(void *buf, size_t len);
60
61 /*
62 * Convert a UUID string @s into a TEE_UUID @uuid
63 * Expected format for @s is: xxxxxxxx-xxxx-xxxx-xxxxxxxxxxxx
64 * 'x' being any hexadecimal digit (0-9a-fA-F)
65 */
66 TEE_Result tee_uuid_from_str(TEE_UUID *uuid, const char *s);
67
68 #endif

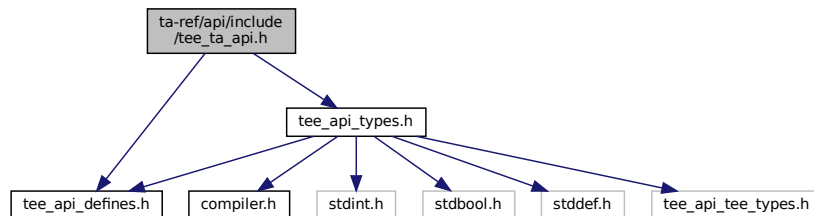
```

## 10.23 ta-ref/api/include/tee\_ta\_api.h File Reference

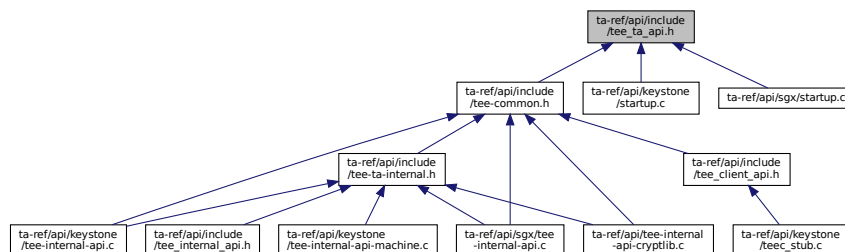
```
#include <tee_api_defines.h>
```

```
#include <tee_api_types.h>
```

Include dependency graph for tee\_ta\_api.h:



This graph shows which files directly or indirectly include this file:



## Functions

- [TEE\\_Result](#) TA\_EXPORT [TA\\_CreateEntryPoint](#) (void)
- void TA\_EXPORT [TA\\_DestroyEntryPoint](#) (void)
- [TEE\\_Result](#) TA\_EXPORT [TA\\_OpenSessionEntryPoint](#) (uint32\_t paramTypes, [TEE\\_Param](#) params[TEE\_NUM\_PARAMS], void \*\*sessionContext)
- void TA\_EXPORT [TA\\_CloseSessionEntryPoint](#) (void \*sessionContext)
- [TEE\\_Result](#) TA\_EXPORT [TA\\_InvokeCommandEntryPoint](#) (void \*sessionContext, uint32\_t commandID, uint32\_t paramTypes, [TEE\\_Param](#) params[TEE\_NUM\_PARAMS])

### 10.23.1 Function Documentation

**10.23.1.1 TA\_CloseSessionEntryPoint()** void TA\_EXPORT TA\_CloseSessionEntryPoint ( void \* *sessionContext* )

**10.23.1.2 TA\_CreateEntryPoint()** [TEE\\_Result](#) TA\_EXPORT TA\_CreateEntryPoint ( void )

**10.23.1.3 TA\_DestroyEntryPoint()** void TA\_EXPORT TA\_DestroyEntryPoint ( void )

**10.23.1.4 TA\_InvokeCommandEntryPoint()** [TEE\\_Result](#) TA\_EXPORT TA\_InvokeCommandEntryPoint ( void \* *sessionContext*, uint32\_t *commandID*, uint32\_t *paramTypes*, [TEE\\_Param](#) *params*[TEE\_NUM\_PARAMS] )

**10.23.1.5 TA\_OpenSessionEntryPoint()** [TEE\\_Result](#) TA\_EXPORT TA\_OpenSessionEntryPoint ( uint32\_t *paramTypes*, [TEE\\_Param](#) *params*[TEE\_NUM\_PARAMS], void \*\* *sessionContext* )

## 10.24 tee\_ta\_api.h

[Go to the documentation of this file.](#)

```

1 /*
2  * Copyright (c) 2014, STMicroelectronics International N.V.
3  * All rights reserved.
4  *
5  * Redistribution and use in source and binary forms, with or without
6  * modification, are permitted provided that the following conditions are met:
7  *
8  * 1. Redistributions of source code must retain the above copyright notice,
9  * this list of conditions and the following disclaimer.
10 *
11 * 2. Redistributions in binary form must reproduce the above copyright notice,
12 * this list of conditions and the following disclaimer in the documentation
13 * and/or other materials provided with the distribution.
14 *
15 * THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS"
16 * AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE
17 * IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE
18 * ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE
19 * LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR
20 * CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF
21 * SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS
22 * INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN
23 * CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
24 * ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
25 * POSSIBILITY OF SUCH DAMAGE.
26 */
27
28 /* Based on GP TEE Internal API Specification Version 0.22 */
29 #ifndef TEE_TA_API_H
30 #define TEE_TA_API_H
31
32 #include <tee_api_defines.h>
33 #include <tee_api_types.h>
34
35 #ifndef DOXYGEN_SHOULD_SKIP_THIS
36 /* This is a null define in STE TEE environment */
37 #define TA_EXPORT
38 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
39
40 /*
41  * TA Interface
42  *
43  * Each Trusted Application must provide the Implementation with a number
44  * of functions, collectively called the "TA interface". These functions
45  * are the entry points called by the Trusted Core Framework to create the
46  * instance, notify the instance that a new client is connecting, notify
47  * the instance when the client invokes a command, etc.
48  *
49  * Trusted Application Entry Points:
50  */
51
52 /*
53  * The function TA_CreateEntryPoint is the Trusted Application's
54  * constructor, which the Framework calls when it creates a new instance of
55  * the Trusted Application. To register instance data, the implementation
56  * of this constructor can use either global variables or the function
57  * TEE_InstanceSetData.
58  *
59  * Return Value:
60  * - TEE_SUCCESS: if the instance is successfully created, the function
61  *   must return TEE_SUCCESS.
62  * - Any other value: if any other code is returned the instance is not
63  *   created, and no other entry points of this instance will be called.
64  * The Framework MUST reclaim all resources and dereference all objects
65  * related to the creation of the instance.
66  *
67  * If this entry point was called as a result of a client opening a
68  * session, the error code is returned to the client and the session is
69  * not opened.
70  */
71 TEE_Result TA_EXPORT TA_CreateEntryPoint(void);
72
73 /*
74  * The function TA_DestroyEntryPoint is the Trusted Applications
75  * destructor, which the Framework calls when the instance is being
76  * destroyed.
77  *
78  * When the function TA_DestroyEntryPoint is called, the Framework
79  * guarantees that no client session is currently open. Once the call to
80  * TA_DestroyEntryPoint has been completed, no other entry point of this
81  * instance will ever be called.
82  *
83  * Note that when this function is called, all resources opened by the
84  * instance are still available. It is only after the function returns that
85  * the Implementation MUST start automatically reclaiming resources left

```

```

86  * opened.
87  *
88  * Return Value:
89  * This function can return no success or error code. After this function
90  * returns the Implementation MUST consider the instance destroyed and
91  * reclaims all resources left open by the instance.
92  */
93 void TA_EXPORT TA_DestroyEntryPoint(void);
94
95 /*
96  * The Framework calls the function TA_OpenSessionEntryPoint when a client
97  * requests to open a session with the Trusted Application. The open
98  * session request may result in a new Trusted Application instance being
99  * created as defined in section 4.5.
100  *
101  * The client can specify parameters in an open operation which are passed
102  * to the Trusted Application instance in the arguments paramTypes and
103  * params. These arguments can also be used by the Trusted Application
104  * instance to transfer response data back to the client. See section 4.3.6
105  * for a specification of how to handle the operation parameters.
106  *
107  * If this function returns TEE_SUCCESS, the client is connected to a
108  * Trusted Application instance and can invoke Trusted Application
109  * commands. When the client disconnects, the Framework will eventually
110  * call the TA_CloseSessionEntryPoint entry point.
111  *
112  * If the function returns any error, the Framework rejects the connection
113  * and returns the error code and the current content of the parameters the
114  * client. The return origin is then set to TEE_ORIGIN_TRUSTED_APP.
115  *
116  * The Trusted Application instance can register a session data pointer by
117  * setting *pSessionContext. The value of this pointer is not interpreted
118  * by the Framework, and is simply passed back to other TA_ functions
119  * within this session. Note that *sessionContext may be set with a pointer
120  * to a memory allocated by the Trusted Application instance or with
121  * anything else, like an integer, a handle etc. The Framework will not
122  * automatically free *sessionContext when the session is closed; the
123  * Trusted Application instance is responsible for freeing memory if
124  * required.
125  *
126  * During the call to TA_OpenSessionEntryPoint the client may request to
127  * cancel the operation. See section 4.10 for more details on
128  * cancellations. If the call to TA_OpenSessionEntryPoint returns
129  * TEE_SUCCESS, the client must consider the session as successfully opened
130  * and explicitly close it if necessary.
131  *
132  * Parameters:
133  * - paramTypes: the types of the four parameters.
134  * - params: a pointer to an array of four parameters.
135  * - sessionContext: A pointer to a variable that can be filled by the
136  *   Trusted Application instance with an opaque void* data pointer
137  *
138  * Return Value:
139  * - TEE_SUCCESS if the session is successfully opened.
140  * - Any other value if the session could not be open.
141  *   o The error code may be one of the pre-defined codes, or may be a new
142  *     error code defined by the Trusted Application implementation itself.
143  */
144 TEE_Result TA_EXPORT TA_OpenSessionEntryPoint(uint32_t paramTypes,
145        TEE_Param params[TEE_NUM_PARAMS],
146        void **sessionContext);
147
148 /*
149  * The Framework calls this function to close a client session. During the
150  * call to this function the implementation can use any session functions.
151  *
152  * The Trusted Application implementation is responsible for freeing any
153  * resources consumed by the session being closed. Note that the Trusted
154  * Application cannot refuse to close a session, but can hold the closing
155  * until it returns from TA_CloseSessionEntryPoint. This is why this
156  * function cannot return an error code.
157  *
158  * Parameters:
159  * - sessionContext: The value of the void* opaque data pointer set by the
160  *   Trusted Application in the function TA_OpenSessionEntryPoint for this
161  *   session.
162  */
163 void TA_EXPORT TA_CloseSessionEntryPoint(void *sessionContext);
164
165 /*
166  * The Framework calls this function when the client invokes a command
167  * within the given session.
168  *
169  * The Trusted Application can access the parameters sent by the client
170  * through the paramTypes and params arguments. It can also use these

```

```

171 * arguments to transfer response data back to the client.
172 *
173 * During the call to TA_InvokeCommandEntryPoint the client may request to
174 * cancel the operation.
175 *
176 * A command is always invoked within the context of a client session.
177 * Thus, any session function can be called by the command implementation.
178 *
179 * Parameter:
180 * - sessionContext: The value of the void* opaque data pointer set by the
181 *   Trusted Application in the function TA_OpenSessionEntryPoint.
182 * - commandID: A Trusted Application-specific code that identifies the
183 *   command to be invoked.
184 * - paramTypes: the types of the four parameters.
185 * - params: a pointer to an array of four parameters.
186 *
187 * Return Value:
188 * - TEE_SUCCESS: if the command is successfully executed, the function
189 *   must return this value.
190 * - Any other value: if the invocation of the command fails for any
191 *   reason.
192 *   o The error code may be one of the pre-defined codes, or may be a new
193 *   error code defined by the Trusted Application implementation itself.
194 */
195
196 TEE_Result TA_EXPORT TA_InvokeCommandEntryPoint(void *sessionContext,
197         uint32_t commandID,
198         uint32_t paramTypes,
199         TEE_Param params[TEE_NUM_PARAMS]);
200
201 /*
202 * Correspondance Client Functions <--> TA Functions
203 *
204 * TEE_OpenSession or TEE_OpenTASession:
205 * If a new Trusted Application instance is needed to handle the session,
206 * TA_CreateEntryPoint is called.
207 * Then, TA_OpenSessionEntryPoint is called.
208 *
209 *
210 * TEE_InvokeCommand or TEE_InvokeTACommand:
211 * TA_InvokeCommandEntryPoint is called.
212 *
213 *
214 * TEE_CloseSession or TEE_CloseTASession:
215 * TA_CloseSessionEntryPoint is called.
216 * For a multi-instance TA or for a single-instance, non keep-alive TA, if
217 * the session closed was the last session on the instance, then
218 * TA_DestroyEntryPoint is called. Otherwise, the instance is kept until
219 * the TEE shuts down.
220 *
221 */
222
223 #endif

```

## 10.25 ta-ref/api/include/test\_dev\_key.h File Reference

### Variables

- static const unsigned char `_sanctum_dev_secret_key` []
- static const size\_t `_sanctum_dev_secret_key_len` = 64
- static const unsigned char `_sanctum_dev_public_key` []
- static const size\_t `_sanctum_dev_public_key_len` = 32

### 10.25.1 Variable Documentation

#### 10.25.1.1 `_sanctum_dev_public_key` const unsigned char `_sanctum_dev_public_key`[] [static]

Initial value:

```
= {
    0x0f, 0xaa, 0xd4, 0xff, 0x01, 0x17, 0x85, 0x83, 0xba, 0xa5, 0x88, 0x96,
    0x6f, 0x7c, 0x1f, 0xf3, 0x25, 0x64, 0xdd, 0x17, 0xd7, 0xdc, 0x2b, 0x46,
    0xcb, 0x50, 0xa8, 0x4a, 0x69, 0x27, 0x0b, 0x4c
}
```

**10.25.1.2** `_sanctum_dev_public_key_len` `const size_t _sanctum_dev_public_key_len = 32` [static]

**10.25.1.3** `_sanctum_dev_secret_key` `const unsigned char _sanctum_dev_secret_key[]` [static]

Initial value:

```
= {
    0x40, 0xa0, 0x99, 0x47, 0x8c, 0xce, 0xfa, 0x3a, 0x06, 0x63, 0xab, 0xc9,
    0x5e, 0x7a, 0x1e, 0xc9, 0x54, 0xb4, 0xf5, 0xf6, 0x45, 0xba, 0xd8, 0x04,
    0xdb, 0x13, 0xe7, 0xd7, 0x82, 0x6c, 0x70, 0x73, 0x57, 0x6a, 0x9a, 0xb6,
    0x21, 0x60, 0xd9, 0xd1, 0xc6, 0xae, 0xdc, 0x29, 0x85, 0x2f, 0xb9, 0x60,
    0xee, 0x51, 0x32, 0x83, 0x5a, 0x16, 0x89, 0xec, 0x06, 0xa8, 0x72, 0x34,
    0x51, 0xaa, 0x0e, 0x4a
}
```

**10.25.1.4** `_sanctum_dev_secret_key_len` `const size_t _sanctum_dev_secret_key_len = 64` [static]

## 10.26 test\_dev\_key.h

[Go to the documentation of this file.](#)

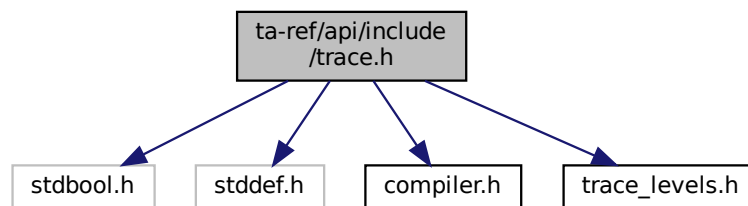
```
1 /* These are known device TESTING keys, use them for testing on platforms/qemu */
2
3 #warning Using TEST device root key. No integrity guarantee.
4 static const unsigned char _sanctum_dev_secret_key[] = {
5     0x40, 0xa0, 0x99, 0x47, 0x8c, 0xce, 0xfa, 0x3a, 0x06, 0x63, 0xab, 0xc9,
6     0x5e, 0x7a, 0x1e, 0xc9, 0x54, 0xb4, 0xf5, 0xf6, 0x45, 0xba, 0xd8, 0x04,
7     0xdb, 0x13, 0xe7, 0xd7, 0x82, 0x6c, 0x70, 0x73, 0x57, 0x6a, 0x9a, 0xb6,
8     0x21, 0x60, 0xd9, 0xd1, 0xc6, 0xae, 0xdc, 0x29, 0x85, 0x2f, 0xb9, 0x60,
9     0xee, 0x51, 0x32, 0x83, 0x5a, 0x16, 0x89, 0xec, 0x06, 0xa8, 0x72, 0x34,
10    0x51, 0xaa, 0x0e, 0x4a
11 };
12 static const size_t _sanctum_dev_secret_key_len = 64;
13
14 static const unsigned char _sanctum_dev_public_key[] = {
15     0x0f, 0xaa, 0xd4, 0xff, 0x01, 0x17, 0x85, 0x83, 0xba, 0xa5, 0x88, 0x96,
16     0x6f, 0x7c, 0x1f, 0xf3, 0x25, 0x64, 0xdd, 0x17, 0xd7, 0xdc, 0x2b, 0x46,
17     0xcb, 0x50, 0xa8, 0x4a, 0x69, 0x27, 0x0b, 0x4c
18 };
19 static const size_t _sanctum_dev_public_key_len = 32;
```



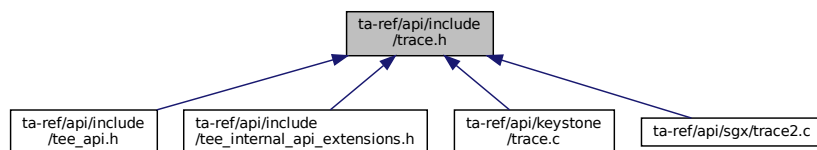
## 10.27 ta-ref/api/include/trace.h File Reference

```
#include <stdbool.h>
#include <stddef.h>
#include <compiler.h>
#include <trace_levels.h>
```

Include dependency graph for trace.h:



This graph shows which files directly or indirectly include this file:



### Functions

- void [trace\\_ext\\_puts](#) (const char \*str)
- int [trace\\_ext\\_get\\_thread\\_id](#) (void)
- void [trace\\_set\\_level](#) (int level)
- int [trace\\_get\\_level](#) (void)
- void [trace\\_printf](#) (const char \*func, int line, int level, bool level\_ok, const char \*fmt,...) \_\_printf(5)
- void [dhex\\_dump](#) (const char \*function, int line, int level, const void \*buf, int len)

### Variables

- int [trace\\_level](#)
- const char [trace\\_ext\\_prefix](#) []

#### 10.27.1 Function Documentation

**10.27.1.1 dhex\_dump()** void void dhex\_dump (  
    const char \* *function*,  
    int *line*,  
    int *level*,  
    const void \* *buf*,  
    int *len* )

**10.27.1.2 trace\_ext\_get\_thread\_id()** int trace\_ext\_get\_thread\_id (  
    void )

**10.27.1.3 trace\_ext\_puts()** void trace\_ext\_puts (  
    const char \* *str* )

**10.27.1.4 trace\_get\_level()** int trace\_get\_level (  
    void )

**10.27.1.5 trace\_printf()** void trace\_printf (  
    const char \* *func*,  
    int *line*,  
    int *level*,  
    bool *level\_ok*,  
    const char \* *fmt*,  
    ... )

**10.27.1.6 trace\_set\_level()** void trace\_set\_level (  
    int *level* )

## 10.27.2 Variable Documentation

**10.27.2.1 trace\_ext\_prefix** const char trace\_ext\_prefix[] [extern]

**10.27.2.2 trace\_level** int trace\_level [extern]

## 10.28 trace.h

[Go to the documentation of this file.](#)

```

1 /*
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4  *
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7  *
8  * 1. Redistributions of source code must retain the above copyright notice,
9  * this list of conditions and the following disclaimer.
10 *
11 * 2. Redistributions in binary form must reproduce the above copyright notice,
12 * this list of conditions and the following disclaimer in the documentation
13 * and/or other materials provided with the distribution.
14 *
15 * THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS"
16 * AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE
17 * IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE
18 * ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE
19 * LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR
20 * CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF
21 * SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS
22 * INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN
23 * CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
24 * ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
25 * POSSIBILITY OF SUCH DAMAGE.
26 */
27 #ifndef TRACE_H
28 #define TRACE_H
29
30 #include <stdbool.h>
31 #include <stddef.h>
32 #include <compiler.h>
33 #include <trace_levels.h>
34
35 #ifndef DOXYGEN_SHOULD_SKIP_THIS
36 #define MAX_PRINT_SIZE 256
37 #define MAX_FUNC_PRINT_SIZE 32
38
39 #ifndef TRACE_LEVEL
40 #define TRACE_LEVEL TRACE_MAX
41 #endif
42 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
43
44 /*
45  * Symbols provided by the entity that uses this API.
46  */
47 extern int trace_level;
48 extern const char trace_ext_prefix[];
49 void trace_ext_puts(const char *str);
50 int trace_ext_get_thread_id(void);
51 void trace_set_level(int level);
52 int trace_get_level(void);
53
54 /* Internal functions used by the macros below */
55 void trace_printf(const char *func, int line, int level, bool level_ok,
56                  const char *fmt, ...) __printf(5, 6);
57
58 #ifndef DOXYGEN_SHOULD_SKIP_THIS
59 #define trace_printf_helper(level, level_ok, ...) \
60     trace_printf(__func__, __LINE__, (level), (level_ok), \
61                 __VA_ARGS__)
62
63 /* Formatted trace tagged with level independent */
64 #if (TRACE_LEVEL <= 0)
65 #define MSG(...) (void)0
66 #else
67 #define MSG(...) trace_printf_helper(0, false, __VA_ARGS__)
68 #endif
69
70 /* Formatted trace tagged with TRACE_ERROR level */
71 #if (TRACE_LEVEL < TRACE_ERROR)
72 #define MSG(...) (void)0
73 #else
74 #define MSG(...) trace_printf_helper(TRACE_ERROR, true, __VA_ARGS__)
75 #endif
76
77 /* Formatted trace tagged with TRACE_INFO level */
78 #if (TRACE_LEVEL < TRACE_INFO)
79 #define MSG(...) (void)0
80 #else
81 #define MSG(...) trace_printf_helper(TRACE_INFO, true, __VA_ARGS__)
82 #endif
83
84 /* Formatted trace tagged with TRACE_DEBUG level */
85 #if (TRACE_LEVEL < TRACE_DEBUG)

```

```

86 #define DMSG(...)    (void)0
87 #else
88 #define DMSG(...)    trace_printf_helper	TRACE_DEBUG, true, __VA_ARGS__
89 #endif
90
91 /* Formatted trace tagged with TRACE_FLOW level */
92 #if (TRACE_LEVEL < TRACE_FLOW)
93 #define FMSG(...)    (void)0
94 #else
95 #define FMSG(...)    trace_printf_helper	TRACE_FLOW, true, __VA_ARGS__
96 #endif
97
98 /* Formatted trace tagged with TRACE_FLOW level and prefix with '>' */
99 #define INMSG(...)    FMSG("> " __VA_ARGS__)
100 /* Formatted trace tagged with TRACE_FLOW level and prefix with '<' */
101 #define OUTMSG(...)    FMSG("< " __VA_ARGS__)
102 /* Formatted trace tagged with TRACE_FLOW level and prefix with '<' and print
103  * an error message if r != 0 */
104 #define OUTRMSG(r)    \
105     do {              \
106         OUTMSG("r=[%x]", r); \
107         return r;        \
108     } while (0)
109
110 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
111
112 void dhex_dump(const char *function, int line, int level,
113               const void *buf, int len);
114
115 #ifndef DOXYGEN_SHOULD_SKIP_THIS
116 #if (TRACE_LEVEL < TRACE_DEBUG)
117 #define DHEXDUMP(buf, len) (void)0
118 #else
119 #define DHEXDUMP(buf, len) dhex_dump(__func__, __LINE__, TRACE_DEBUG, \
120                                     buf, len)
121 #endif
122 #endif
123
124 /* Trace api without trace formatting */
125
126 #define trace_printf_helper_raw(level, level_ok, ...) \
127     trace_printf(NULL, 0, (level), (level_ok), __VA_ARGS__)
128
129 /* No formatted trace tagged with level independent */
130 #if (TRACE_LEVEL <= 0)
131 #define MSG_RAW(...)    (void)0
132 #else
133 #define MSG_RAW(...)    trace_printf_helper_raw(0, false, __VA_ARGS__)
134 #endif
135
136 /* No formatted trace tagged with TRACE_ERROR level */
137 #if (TRACE_LEVEL < TRACE_ERROR)
138 #define EMSG_RAW(...)    (void)0
139 #else
140 #define EMSG_RAW(...)    trace_printf_helper_raw	TRACE_ERROR, true, __VA_ARGS__
141 #endif
142
143 /* No formatted trace tagged with TRACE_INFO level */
144 #if (TRACE_LEVEL < TRACE_INFO)
145 #define IMSG_RAW(...)    (void)0
146 #else
147 #define IMSG_RAW(...)    trace_printf_helper_raw	TRACE_INFO, true, __VA_ARGS__
148 #endif
149
150 /* No formatted trace tagged with TRACE_DEBUG level */
151 #if (TRACE_LEVEL < TRACE_DEBUG)
152 #define DMSG_RAW(...)    (void)0
153 #else
154 #define DMSG_RAW(...)    trace_printf_helper_raw	TRACE_DEBUG, true, __VA_ARGS__
155 #endif
156
157 /* No formatted trace tagged with TRACE_FLOW level */
158 #if (TRACE_LEVEL < TRACE_FLOW)
159 #define FMSG_RAW(...)    (void)0
160 #else
161 #define FMSG_RAW(...)    trace_printf_helper_raw	TRACE_FLOW, true, __VA_ARGS__
162 #endif
163
164 #if (TRACE_LEVEL <= 0)
165 #define SMSG(...)    (void)0
166 #else
167 /*
168  * Synchronised flushed trace, an Always message straight to HW trace IP.
169  * Current only supported inside OP-TEE kernel, will be just like an EMSG()

```

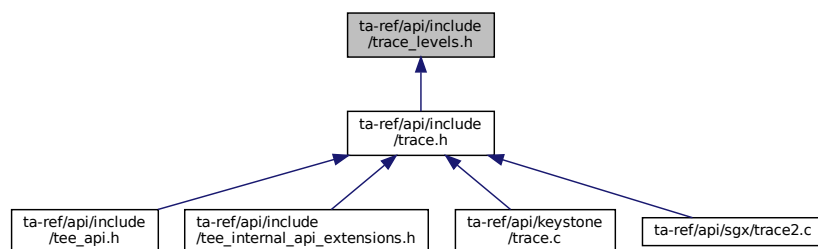
```

171  * in another context.
172  */
173 #define MSG(...) \
174     trace_printf(__func__, __LINE__, TRACE_ERROR, true, __VA_ARGS__)
175
176 #endif /* TRACE_LEVEL */
177
178 #if defined(__KERNEL__) && defined(CFG_UNWIND)
179 #include <kernel/unwind.h>
180 #define _PRINT_STACK
181 #endif
182
183 #if defined(_PRINT_STACK) && (TRACE_LEVEL >= TRACE_ERROR)
184 #define EPRINT_STACK() print_kernel_stack(TRACE_ERROR)
185 #else
186 #define EPRINT_STACK() (void)0
187 #endif
188
189 #if defined(_PRINT_STACK) && (TRACE_LEVEL >= TRACE_INFO)
190 #define IPRINT_STACK() print_kernel_stack(TRACE_INFO)
191 #else
192 #define IPRINT_STACK() (void)0
193 #endif
194
195 #if defined(_PRINT_STACK) && (TRACE_LEVEL >= TRACE_DEBUG)
196 #define DPRINT_STACK() print_kernel_stack(TRACE_DEBUG)
197 #else
198 #define DPRINT_STACK() (void)0
199 #endif
200
201 #if defined(_PRINT_STACK) && (TRACE_LEVEL >= TRACE_FLOW)
202 #define FPRINT_STACK() print_kernel_stack(TRACE_FLOW)
203 #else
204 #define FPRINT_STACK() (void)0
205 #endif
206
207 #if defined(__KERNEL__) && defined(CFG_UNWIND)
208 #undef _PRINT_STACK
209 #endif
210
211 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
212 #endif /* TRACE_H */

```

## 10.29 ta-ref/api/include/trace\_levels.h File Reference

This graph shows which files directly or indirectly include this file:



## 10.30 trace\_levels.h

[Go to the documentation of this file.](#)

```

1 /*
2  * Copyright (c) 2014, STMicroelectronics International N.V.
3  * All rights reserved.

```

```

4  *
5  * Redistribution and use in source and binary forms, with or without
6  * modification, are permitted provided that the following conditions are met:
7  *
8  * 1. Redistributions of source code must retain the above copyright notice,
9  * this list of conditions and the following disclaimer.
10 *
11 * 2. Redistributions in binary form must reproduce the above copyright notice,
12 * this list of conditions and the following disclaimer in the documentation
13 * and/or other materials provided with the distribution.
14 *
15 * THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS"
16 * AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE
17 * IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE
18 * ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE
19 * LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR
20 * CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF
21 * SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS
22 * INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN
23 * CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
24 * ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
25 * POSSIBILITY OF SUCH DAMAGE.
26 */
27 #ifndef TRACE_LEVELS_H
28 #define TRACE_LEVELS_H
29
30 /*
31  * Trace levels.
32  *
33  * ALWAYS is used when you always want a print to be seen, but it is not always
34  * an error.
35  *
36  * ERROR is used when some kind of error has happened, this is most likely the
37  * print you will use most of the time when you report some kind of error.
38  *
39  * INFO is used when you want to print some 'normal' text to the user.
40  * This is the default level.
41  *
42  * DEBUG is used to print extra information to enter deeply in the module.
43  *
44  * FLOW is used to print the execution flow, typically the in/out of functions.
45  *
46  */
47
48 #ifndef DOXYGEN_SHOULD_SKIP_THIS
49 #define TRACE_MIN      1
50 #define TRACE_ERROR    TRACE_MIN
51 #define TRACE_INFO     2
52 #define TRACE_DEBUG    3
53 #define TRACE_FLOW     4
54 #define TRACE_MAX      TRACE_FLOW
55
56 /* Trace level of the casual printf */
57 #define TRACE_PRINTF_LEVEL TRACE_ERROR
58
59 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
60 #endif /*TRACE_LEVELS_H*/
61

```

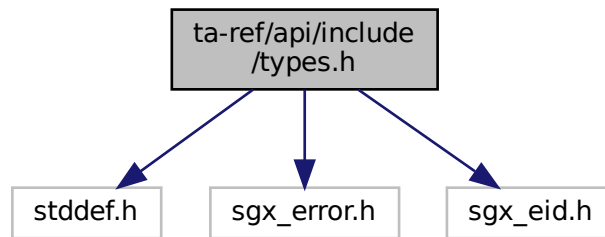
## 10.31 ta-ref/api/include/types.h File Reference

```

#include <stddef.h>
#include "sgx_error.h"
#include "sgx_eid.h"

```

Include dependency graph for types.h:



## Classes

- `struct _sgx_errlist_t`

## Typedefs

- `typedef struct _sgx_errlist_t sgx_errlist_t`

## Variables

- `sgx_enclave_id_t global_eid = 0`
- `static sgx_errlist_t sgx_errlist []`

### 10.31.1 Typedef Documentation

**10.31.1.1 `sgx_errlist_t`** `typedef struct _sgx_errlist_t sgx_errlist_t`

### 10.31.2 Variable Documentation

**10.31.2.1 `global_eid`** `sgx_enclave_id_t global_eid = 0`

**10.31.2.2 `sgx_errlist`** `sgx_errlist_t sgx_errlist[] [static]`

## 10.32 types.h

[Go to the documentation of this file.](#)

```

1 #pragma once
2 #include <stddef.h>
3 #include "sgx_error.h" /* sgx_status_t */
4 #include "sgx_eid.h" /* sgx_enclave_id_t */
5
6 /* Global EID shared by multiple threads */
7 sgx_enclave_id_t global_eid = 0;
8
9 typedef struct _sgx_errlist_t {
10     sgx_status_t err;
11     const char *msg;
12     const char *sug; /* Suggestion */
13 } sgx_errlist_t;
14
15 /* Error code returned by sgx_create_enclave */
16 static sgx_errlist_t sgx_errlist[] = {
17     {
18         SGX_ERROR_UNEXPECTED,
19         "Unexpected error occurred.",
20         NULL
21     },
22     {
23         SGX_ERROR_INVALID_PARAMETER,
24         "Invalid parameter.",
25         NULL
26     },
27     {
28         SGX_ERROR_OUT_OF_MEMORY,
29         "Out of memory.",
30         NULL
31     },
32     {
33         SGX_ERROR_ENCLAVE_LOST,
34         "Power transition occurred.",
35         "Please refer to the sample \"PowerTransition\" for details."
36     },
37     {
38         SGX_ERROR_INVALID_ENCLAVE,
39         "Invalid enclave image.",
40         NULL
41     },
42     {
43         SGX_ERROR_INVALID_ENCLAVE_ID,
44         "Invalid enclave identification.",
45         NULL
46     },
47     {
48         SGX_ERROR_INVALID_SIGNATURE,
49         "Invalid enclave signature.",
50         NULL
51     },
52     {
53         SGX_ERROR_OUT_OF_EPC,
54         "Out of EPC memory.",
55         NULL
56     },
57     {
58         SGX_ERROR_NO_DEVICE,
59         "Invalid SGX device.",
60         "Please make sure SGX module is enabled in the BIOS, and install SGX driver afterwards."
61     },
62     {
63         SGX_ERROR_MEMORY_MAP_CONFLICT,
64         "Memory map conflicted.",
65         NULL
66     },
67     {
68         SGX_ERROR_INVALID_METADATA,
69         "Invalid enclave metadata.",
70         NULL
71     },
72     {
73         SGX_ERROR_DEVICE_BUSY,
74         "SGX device was busy.",
75         NULL
76     },
77     {
78         SGX_ERROR_INVALID_VERSION,
79         "Enclave version was invalid.",
80         NULL
81     },
82     {
83         SGX_ERROR_INVALID_ATTRIBUTE,
84         "Enclave was not authorized.",
85         NULL
86     }
87 }

```



```

86     },
87     {
88         SGX_ERROR_ENCLAVE_FILE_ACCESS,
89         "Can't open enclave file.",
90         NULL
91     },
92 };

```

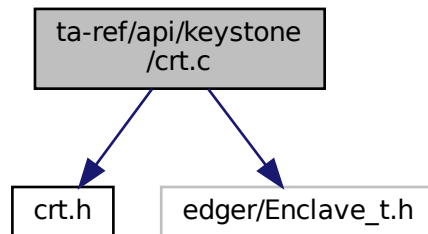
### 10.33 ta-ref/api/keystone/crt.c File Reference

```

#include "crt.h"
#include "edger/Enclave_t.h"

```

Include dependency graph for crt.c:



#### Functions

- void `crt_end` (void)

#### Variables

- static void(\*const `init_array` [])() `__attribute__((section(".init_array")))`
- static void(\*const `aligned` []) (sizeof(void \*))
- static void(\*const `fini_array` [])() `__attribute__((section(".fini_array")))`
- void(\* `__init_array_start` []) (void)

#### 10.33.1 Function Documentation

**10.33.1.1 crt\_end()** void crt\_end ( void )

`crt_end()` - Ends the certification.

It compares `__fini_array_start` and `__fini_array_end`; and then it the loops through the file pointer.

### 10.33.2 Variable Documentation

**10.33.2.1 `__init_array_start`** `void(* __init_array_start[]) (void) (void) [extern]`

`crt_begin()` - Commences the certification.

It compares `__init_array_start` and `__init_array_end`; and then it the loops through the file pointer.

**10.33.2.2 `aligned`** `void(*const aligned[]) (sizeof(void *)) (sizeof(void *))`

Initial value:

```
= {
}
```

**10.33.2.3 `fini_array`** `void(*const fini_array[]) () __attribute__((section(".fini_array"))) [static]`

Termination array for the executable.

This section holds an array of function pointers that contributes to a single termination array for the executable or shared object containing the section and if defined is `PERF_ENABLE` then unmapping the profiler information.

Parameters

<code>fini_array[]</code>	constant array.
---------------------------	-----------------

**10.33.2.4 `init_array`** `void(*const init_array[]) () __attribute__((section(".init_array"))) [static]`

Initialization array for the executable.

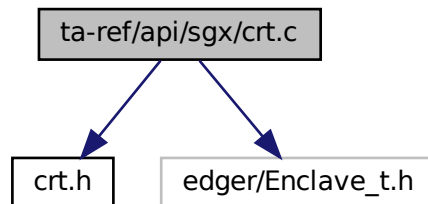
This section holds an array of function pointers that contributes to a single initialization array for the executable or shared object containing the section if defined is `PERF_ENABLE` then mapping the profiler information.

Parameters

<code>init_array[]</code>	constant array.
---------------------------	-----------------

### 10.34 ta-ref/api/sgx/crt.c File Reference

```
#include "crt.h"
#include "edger/Enclave_t.h"
Include dependency graph for crt.c:
```



#### Functions

- void [crt\\_end](#) (void)

#### Variables

- static void(\*const [init\\_array](#) [])() [\\_\\_attribute\\_\\_](#)((section(".init\_array")
- static void(\*const [aligned](#) []) (sizeof(void \*)))
- static void(\*const [fini\\_array](#) [])() [\\_\\_attribute\\_\\_](#)((section(".fini\_array")
- void(\* [\\_\\_init\\_array\\_start](#) []) (void)

#### 10.34.1 Function Documentation

**10.34.1.1 crt\_end()** void crt\_end (void )

[crt\\_end\(\)](#) - Ends the certification.

It compares `__fini_array_start` and `__fini_array_end`; and then it the loops through the file pointer.

#### 10.34.2 Variable Documentation

**10.34.2.1 \_\_init\_array\_start** void(\* \_\_init\_array\_start[]) (void) (void ) [extern]

[crt\\_begin\(\)](#) - Commences the certification.

It compares `__init_array_start` and `__init_array_end`; and then it the loops through the file pointer.

**10.34.2.2 aligned** void(\*const aligned[]) (sizeof(void \*))) (sizeof(void \*) )

**Initial value:**

```
= {
}
```

**10.34.2.3 fini\_array** void(\*const fini\_array[])() `__attribute__((section(".fini_array") ( )`  
[static]

Termination array for the executable.

This section holds an array of function pointers that contributes to a single termination array for the executable or shared object containing the section and if defined is PERF\_ENABLE then unmapping the profiler information.

#### Parameters

<i>fini_array[]</i>	constant array.
---------------------	-----------------

**10.34.2.4 init\_array** void(\*const init\_array[])() `__attribute__((section(".init_array") ( )`  
[static]

Initialization array for the executable.

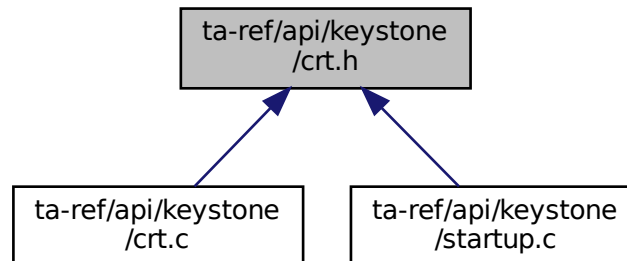
This section holds an array of function pointers that contributes to a single initialization array for the executable or shared object containing the section if defined is PERF\_ENABLE then mapping the profiler information.

#### Parameters

<i>init_array[]</i>	constant array.
---------------------	-----------------

## 10.35 ta-ref/api/keystone/crt.h File Reference

This graph shows which files directly or indirectly include this file:



### Functions

- void [crt\\_begin](#) (void)
- void [crt\\_end](#) (void)
- int [main](#) (void)

### 10.35.1 Function Documentation

**10.35.1.1 crt\_begin()** void crt\_begin (  
void )

**10.35.1.2 crt\_end()** void crt\_end (  
void )

[crt\\_end\(\)](#) - Ends the certification.

It compares `__fini_array_start` and `__fini_array_end`; and then it the loops through the file pointer.

**10.35.1.3 main()** int main (  
void )

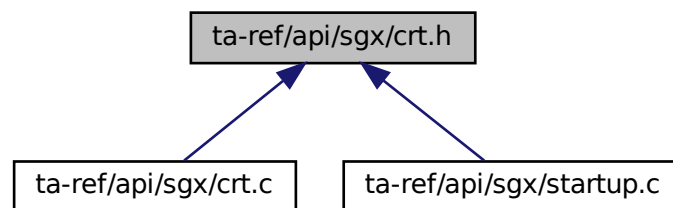
## 10.36 crt.h

[Go to the documentation of this file.](#)

```
1 void crt_begin(void);  
2 void crt_end(void);  
3 int main(void);
```

## 10.37 ta-ref/api/sgx/crt.h File Reference

This graph shows which files directly or indirectly include this file:



### Functions

- void [crt\\_begin](#) (void)
- void [crt\\_end](#) (void)
- int [main](#) (void)

#### 10.37.1 Function Documentation

**10.37.1.1 crt\_begin()** void crt\_begin (  
void )

**10.37.1.2 crt\_end()** void crt\_end (  
void )

[crt\\_end\(\)](#) - Ends the certification.

It compares `__fini_array_start` and `__fini_array_end`; and then it the loops through the file pointer.

**10.37.1.3 main()** int main (  
void )

## 10.38 crt.h

[Go to the documentation of this file.](#)

```

1 void crt_begin(void);
2 void crt_end(void);
3 int main(void);

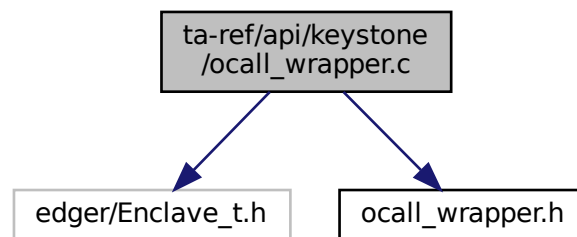
```

### 10.39 ta-ref/api/keystone/ocall\_wrapper.c File Reference

```

#include "edger/Enclave_t.h"
#include "ocall_wrapper.h"
Include dependency graph for ocall_wrapper.c:

```



#### Functions

- unsigned int [ocall\\_print\\_string\\_wrapper](#) (const char \*str)

#### 10.39.1 Function Documentation

**10.39.1.1 ocall\_print\_string\_wrapper()** unsigned int ocall\_print\_string\_wrapper (const char \* str )

[ocall\\_print\\_string\\_wrapper\(\)](#) - To print the argument string

This function invokes ocall\_print\_string() to print the string.

##### Parameters

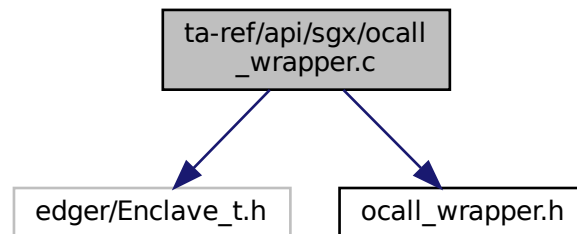
<i>str</i>	The string value for print.
------------	-----------------------------

##### Returns

string It prints the value of str by calling ocall\_print\_string().

## 10.40 ta-ref/api/sgx/ocall\_wrapper.c File Reference

```
#include "edger/Enclave_t.h"
#include "ocall_wrapper.h"
Include dependency graph for ocall_wrapper.c:
```



### Functions

- unsigned int [ocall\\_print\\_string\\_wrapper](#) (const char \*str)

#### 10.40.1 Function Documentation

**10.40.1.1 ocall\_print\_string\_wrapper()** unsigned int ocall\_print\_string\_wrapper (const char \* str )

[ocall\\_print\\_string\\_wrapper\(\)](#) - To print the argument string

This function invokes ocall\_print\_string() to print the string.

#### Parameters

<i>str</i>	The string value for print.
------------	-----------------------------

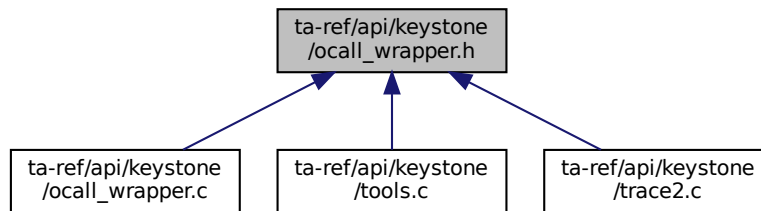


## Returns

retval Its prints the value of str by calling ocall\_print\_string().

## 10.41 ta-ref/api/keystone/ocall\_wrapper.h File Reference

This graph shows which files directly or indirectly include this file:



## Functions

- unsigned int [ocall\\_print\\_string\\_wrapper](#) (const char \*str)

### 10.41.1 Function Documentation

**10.41.1.1 ocall\_print\_string\_wrapper()** unsigned int ocall\_print\_string\_wrapper (const char \* str )

[ocall\\_print\\_string\\_wrapper\(\)](#) - To print the argument string

This function invokes ocall\_print\_string() to print the string.

#### Parameters

<i>str</i>	The string value for print.
------------	-----------------------------

## Returns

string It prints the value of str by calling ocall\_print\_string().

[ocall\\_print\\_string\\_wrapper\(\)](#) - To print the argument string

This function invokes ocall\_print\_string() to print the string.

**Parameters**

<i>str</i>	The string value for print.
------------	-----------------------------

**Returns**

retval Its prints the value of str by calling ocall\_print\_string().

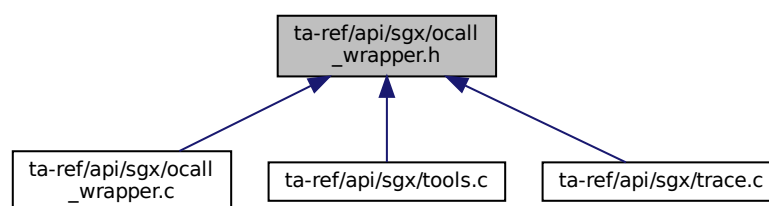
**10.42 ocall\_wrapper.h**

[Go to the documentation of this file.](#)

```
1 #pragma once
2 unsigned int ocall_print_string_wrapper(const char* str);
```

**10.43 ta-ref/api/sgx/ocall\_wrapper.h File Reference**

This graph shows which files directly or indirectly include this file:

**Functions**

- unsigned int [ocall\\_print\\_string\\_wrapper](#) (const char \*str)

**10.43.1 Function Documentation**

**10.43.1.1 ocall\_print\_string\_wrapper()** unsigned int ocall\_print\_string\_wrapper (const char \* *str* )

[ocall\\_print\\_string\\_wrapper\(\)](#) - To print the argument string

This function invokes ocall\_print\_string() to print the string.

**Parameters**

<i>str</i>	The string value for print.
------------	-----------------------------

**Returns**

string It prints the value of *str* by calling `ocall_print_string()`.

[ocall\\_print\\_string\\_wrapper\(\)](#) - To print the argument string

This function invokes `ocall_print_string()` to print the string.

**Parameters**

<i>str</i>	The string value for print.
------------	-----------------------------

**Returns**

retval It prints the value of *str* by calling `ocall_print_string()`.

**10.44 ocall\_wrapper.h**

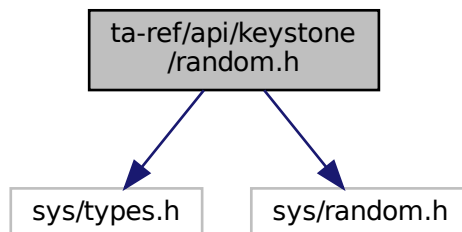
[Go to the documentation of this file.](#)

```
1 #pragma once
2 unsigned int ocall_print_string_wrapper(const char* str);
```

**10.45 ta-ref/api/keystone/random.h File Reference**

```
#include <sys/types.h>
#include <sys/random.h>
```

Include dependency graph for random.h:

**10.46 random.h**

[Go to the documentation of this file.](#)

```

1 #include <sys/types.h>
2 // for keystone-enclave v0.4 we saw the getrandom(2) function freeze, so we use srandom/random
   instead when we set 'SEED' value.
3 #ifdef SEED
4 #include <stdlib.h>
5 #define getrandom seed_random
6 static ssize_t seed_random(void *buf, size_t buflen, unsigned int flags) {
7     (flags); // not used
8     const ssize_t ss = sizeof(unsigned int);
9     unsigned int retval;
10    unsigned int *b = (unsigned int*)buf;
11    ssize_t idx = 0;
12    srandom((unsigned int)SEED);
13    while(buflen) {
14        retval = random();
15        buflen -= ss;
16        b[idx++] = retval;
17    }
18    return idx*ss;
19 }
20 #else
21 #include <sys/random.h>
22 #endif

```

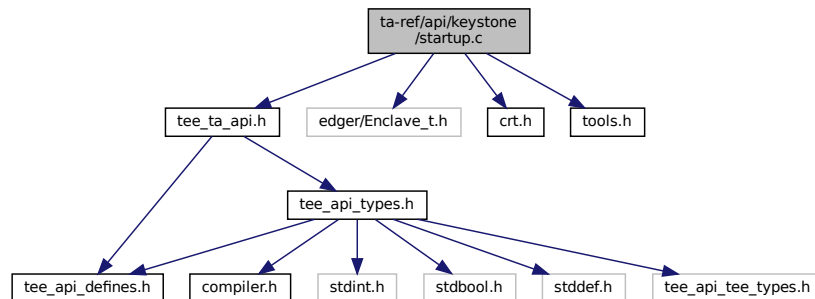
## 10.47 ta-ref/api/keystone/startup.c File Reference

```

#include "tee_ta_api.h"
#include "edger/Enclave_t.h"
#include "crt.h"
#include "tools.h"

```

Include dependency graph for startup.c:



### Functions

- [TEE\\_Result TA\\_InvokeCommandEntryPoint](#) (void \*sess\_ctx, uint32\_t cmd\_id, uint32\_t param\_types, TEE\_Param params[4])
- void EAPP\_ENTRY [eapp\\_entry](#) ()

#### 10.47.1 Function Documentation

### 10.47.1.1 eapp\_entry() `void EAPP_ENTRY eapp_entry ( )`

The `eapp_entry()` - It contains enclave verbose and invokes main function.

This function invokes `crt_begin()` if defined macro is `ENCLAVE_VERBOSE` then prints the main start and invokes `main()`. Once `main()` is completed prints the main end and invokes the `crt_end()`.

#### Returns

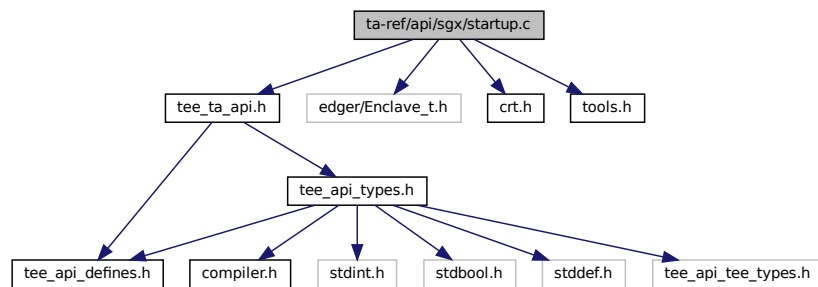
It will return `EAPP_RETURN(0)`.

### 10.47.1.2 TA\_InvokeCommandEntryPoint() `TEE_Result TA_InvokeCommandEntryPoint ( void * sess_ctx, uint32_t cmd_id, uint32_t param_types, TEE_Param params[4] )`

## 10.48 ta-ref/api/sgx/startup.c File Reference

```
#include "tee_ta_api.h"
#include "edger/Enclave_t.h"
#include "crt.h"
#include "tools.h"
```

Include dependency graph for startup.c:



## Functions

- `TEE_Result TA_InvokeCommandEntryPoint (void *sess_ctx, uint32_t cmd_id, uint32_t param_types, TEE_Param params[4])`
- `void ecall_ta_main (uint32_t command)`

### 10.48.1 Function Documentation

**10.48.1.1 ecall\_ta\_main()** `void ecall_ta_main (`  
`uint32_t command )`

The `eapp_entry()` - It contains enclave verbose and invokes the main function.

This function invokes `crt_begin()` if defined macro is `ENCLAVE_VERBOSE` then prints the main start and invokes `main()`. Once `main()` is completed, it prints the main end and invokes the `crt_end()`.

#### Returns

It will return `EAPP_RETURN(0)`.

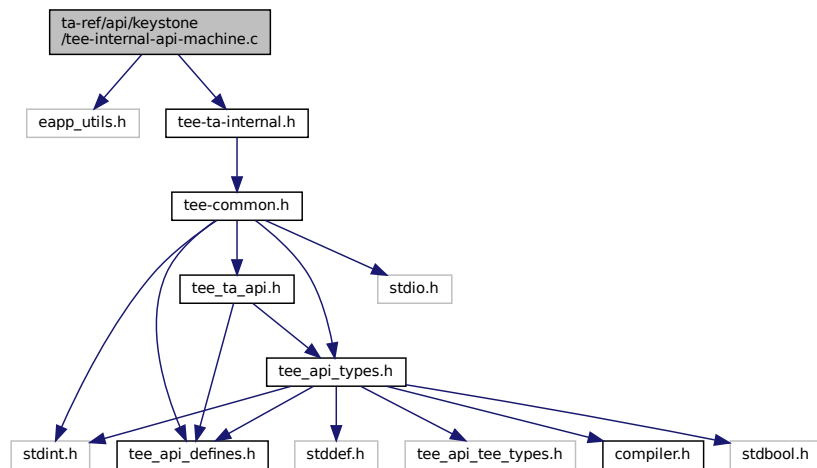
**10.48.1.2 TA\_InvokeCommandEntryPoint()** `TEE_Result TA_InvokeCommandEntryPoint (`  
`void * sess_ctx,`  
`uint32_t cmd_id,`  
`uint32_t param_types,`  
`TEE_Param params[4] )`

## 10.49 ta-ref/api/keystone/tee-internal-api-machine.c File Reference

```
#include "eapp_utils.h"
```

```
#include "tee-ta-internal.h"
```

Include dependency graph for `tee-internal-api-machine.c`:



#### Functions

- `void __attribute__((noreturn))`

#### 10.49.1 Function Documentation

**10.49.1.1** `__attribute__((noretun)) void __attribute__((noretun))`

**TEE\_Panic()** - Raises a panic in the Trusted Application instance.

When a Trusted Application calls the TEE\_Panic function, the current instance shall be destroyed and all the resources opened by the instance shall be reclaimed. All sessions opened from the panicking instance on another TA shall be gracefully closed and all cryptographic objects and operations shall be closed properly.

#### Parameters

<i>code</i>	An informative panic code defined by the TA.
-------------	--

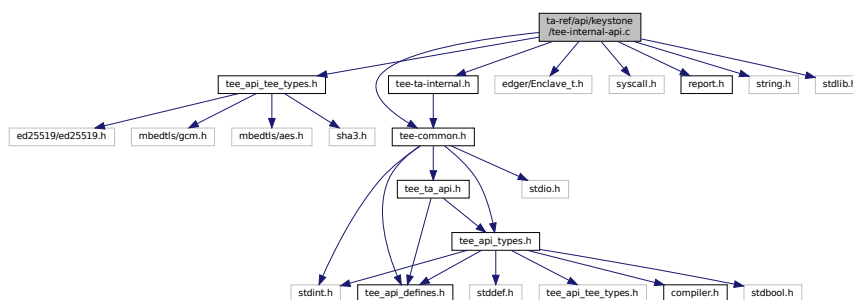
#### Returns

panic code will be returned.

## 10.50 ta-ref/api/keystone/tee-internal-api.c File Reference

```
#include "tee_api_tee_types.h"
#include "tee-common.h"
#include "tee-ta-internal.h"
#include "edger/Enclave_t.h"
#include "syscall.h"
#include "report.h"
#include <string.h>
#include <stdlib.h>
```

Include dependency graph for tee-internal-api.c:



#### Functions

- void \* **TEE\_Malloc** (uint32\_t size, uint32\_t hint)
- void \* **TEE\_Realloc** (void \*buffer, uint32\_t newSize)
- void **TEE\_Free** (void \*buffer)
- void **TEE\_GetREETime** (TEE\_Time \*time)  
Core Functions, Time Functions.
- void **TEE\_GetSystemTime** (TEE\_Time \*time)  
Core Functions, Time Functions.

- [TEE\\_Result GetRelTimeStart](#) (uint64\_t start)  
*Core Functions, Time Functions.*
- [TEE\\_Result GetRelTimeEnd](#) (uint64\_t end)  
*Core Functions, Time Functions.*
- static int [flags2flags](#) (int flags)
- static int [set\\_object\\_key](#) (void \*id, unsigned int idlen, [TEE\\_ObjectHandle](#) object)
- static [TEE\\_Result OpenPersistentObject](#) (uint32\_t storageID, const void \*objectID, uint32\_t objectIDLen, uint32\_t flags, [TEE\\_ObjectHandle](#) \*object, int ocreat)
- [TEE\\_Result TEE\\_CreatePersistentObject](#) (uint32\_t storageID, const void \*objectID, uint32\_t objectIDLen, uint32\_t flags, [TEE\\_ObjectHandle](#) attributes, const void \*initialData, uint32\_t initialDataLen, [TEE\\_ObjectHandle](#) \*object)  
*Core Functions, Secure Storage Functions (data is isolated for each TA)*
- [TEE\\_Result TEE\\_OpenPersistentObject](#) (uint32\_t storageID, const void \*objectID, uint32\_t objectIDLen, uint32\_t flags, [TEE\\_ObjectHandle](#) \*object)  
*Core Functions, Secure Storage Functions (data is isolated for each TA)*
- [TEE\\_Result TEE\\_GetObjectInfo1](#) ([TEE\\_ObjectHandle](#) object, [TEE\\_ObjectInfo](#) \*objectInfo)  
*Core Functions, Secure Storage Functions (data is isolated for each TA)*
- [TEE\\_Result TEE\\_WriteObjectData](#) ([TEE\\_ObjectHandle](#) object, const void \*buffer, uint32\_t size)  
*Core Functions, Secure Storage Functions (data is isolated for each TA)*
- [TEE\\_Result TEE\\_ReadObjectData](#) ([TEE\\_ObjectHandle](#) object, void \*buffer, uint32\_t size, uint32\_t \*count)  
*Core Functions, Secure Storage Functions (data is isolated for each TA)*
- void [TEE\\_CloseObject](#) ([TEE\\_ObjectHandle](#) object)  
*Core Functions, Secure Storage Functions (data is isolated for each TA)*
- WC\_RNG \* [get\\_wc\\_rng](#) (void)
- int [wc\\_ocall\\_genseed](#) (void \*nonce, uint32\_t len)
- void [TEE\\_GenerateRandom](#) (void \*randomBuffer, uint32\_t randomBufferLen)  
*Crypto, common.*

## Variables

- static int [wc\\_rng\\_init](#) = 0
- static WC\_RNG [rngstr](#)

## 10.50.1 Function Documentation

**10.50.1.1 flags2flags()** static int flags2flags (  
int flags ) [inline], [static]

[flags2flags\(\)](#) - Checks the status for reading or writing of the file operational.

This function is used to check the status for reading or writing of the file operational.

### Parameters

<i>flags</i>	Flags of the referencing node.
--------------	--------------------------------



**Returns**

ret if success.

**10.50.1.2 get\_wc\_rng()** WC\_RNG \* get\_wc\_rng (   
 void )

[get\\_wc\\_rng\(\)](#) - Gets the seed (from OS) and key cipher for rng (random number genertor).

This function returns the random number or unique number of "rngstr".

**Returns**

random number if success else error occured.

**10.50.1.3 GetRelTimeEnd()** TEE\_Result GetRelTimeEnd (   
 uint64\_t end )

Core Functions, Time Functions.

[GetRelTimeEnd\(\)](#) - finds the real time of the end timing.

This function prints the ending time.

**Parameters**

<i>end</i>	End timing
------------	------------

**Returns**

0 If success

**10.50.1.4 GetRelTimeStart()** TEE\_Result GetRelTimeStart (   
 uint64\_t start )

Core Functions, Time Functions.

[GetRelTimeStart\(\)](#) - Gets the real time of the start timing.

This function prints the starting time.

## Parameters

<i>start</i>	Start timing
--------------	--------------

## Returns

0 on success

**10.50.1.5 OpenPersistentObject()** static `TEE_Result` OpenPersistentObject (   
     uint32\_t *storageID*,  
     const void \* *objectID*,  
     uint32\_t *objectIDLen*,  
     uint32\_t *flags*,  
     TEE\_ObjectHandle \* *object*,  
     int *ocreat* ) [static]

[OpenPersistentObject\(\)](#) - Opens a handle on an existing persistent object.

The flags parameter is a set of flags that controls the access rights and sharing permissions with which the object handle is opened. The value of the flags parameter is constructed by a bitwise-inclusive OR of flags TEE\_DATA\_FLAG\_ACCESS\_READ, the object is opened with the read access right. This allows the Trusted Application to call the function TEE\_ReadObjectData. TEE\_DATA\_FLAG\_ACCESS\_WRITE, the object is opened with the write access right. TEE\_DATA\_FLAG\_ACCESS\_WRITE\_META, the object is opened with the write-meta access right.

## Parameters

<i>storageID</i>	The storage to use.
<i>objectID</i>	The object identifier
<i>objectIDLen</i>	length of the identifier
<i>flags</i>	The flags which determine the settings under which the object is opened.
<i>object</i>	A pointer to the handle, which contains the opened handle upon successful completion.

## Returns

0 if success else error occurred.

**10.50.1.6 set\_object\_key()** static int set\_object\_key (   
     void \* *id*,  
     unsigned int *idlen*,  
     TEE\_ObjectHandle *object* ) [static]

[set\\_object\\_key\(\)](#) - Initialize report and then attest enclave with file.

This function describes the initialization of report, attest the enclave with file id and its length then assigned to ret. Based on "mbedtls" key encryption and decryption position of the object will be copied. Finally ret value returns on success else signature too short error will appear on failure.

**Parameters**

<i>id</i>	id of the object.
<i>idlen</i>	length of the id.
<i>object</i>	TEE_ObjectHandle type handle.

**Returns**

ret if success.

**10.50.1.7 TEE\_CloseObject()** `void TEE_CloseObject (`  
`TEE_ObjectHandle object )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

[TEE\\_CloseObject\(\)](#) - Closes an opened object handle.

The object can be persistent or transient. For transient objects, TEE\_CloseObject is equivalent to TEE\_Free↵ TransientObject.

**Parameters**

<i>object</i>	Handle of the object.
---------------	-----------------------

**Returns**

TEE\_SUCCESS if success else error occurred.

**10.50.1.8 TEE\_CreatePersistentObject()** `TEE_Result TEE_CreatePersistentObject (`  
`uint32_t storageID,`  
`const void * objectID,`  
`uint32_t objectIDLen,`  
`uint32_t flags,`  
`TEE_ObjectHandle attributes,`  
`const void * initialData,`  
`uint32_t initialDataLen,`  
`TEE_ObjectHandle * object )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

[TEE\\_CreatePersistentObject\(\)](#) - Creates a persistent object with initial attributes.

In this function an initial data stream content returns either a handle on the created object or TEE\_HANDLE\_NULL upon failure.

## Parameters

<i>storageID</i>	The storage to use.
<i>objectID</i>	The object identifier
<i>objectIDLen</i>	The object identifier
<i>flags</i>	The flags which determine the settings under which the object is opened.
<i>attributes</i>	A handle on a persistent object or an initialized transient object from which to take the persistent object attributes
<i>initialData</i>	The initial data content of the persistent object
<i>initialDataLen</i>	The initial data content of the persistent object
<i>object</i>	A pointer to the handle which contains the opened handle upon successful completion

## Returns

0 if success else error occurred.

**10.50.1.9 TEE\_Free()** `void TEE_Free (`  
`void * buffer )`

[TEE\\_Free\(\)](#) - causes the space pointed to by *buffer* to be deallocated;that is made available for further allocation.

This function describes if *buffer* is a NULL pointer, `TEE_Free` does nothing. Otherwise, it is a Programmer Error if the argument does not match a pointer previously returned by the `TEE_Malloc` or `TEE_Realloc` if the space has been deallocated by a call to `TEE_Free` or `TEE_Realloc`.

## Parameters

<i>buffer</i>	The pointer to the memory block to be freed.
---------------	--

**10.50.1.10 TEE\_GenerateRandom()** `void TEE_GenerateRandom (`  
`void * randomBuffer,`  
`uint32_t randomBufferLen )`

Crypto, common.

[TEE\\_GenerateRandom\(\)](#) - Generates random data.

This function generates random data of random buffer length and is stored in to random Buffer by calling `wc_↵ RNG_GenerateBlock()`.If ret is not equal to 0 then `TEE_Panic` is called.

**Parameters**

<i>randomBuffer</i>	Reference to generated random data
<i>randomBufferLen</i>	Byte length of requested random data

**Returns**

random data random data will be returned.

**10.50.1.11 TEE\_GetObjectInfo1()** `TEE_Result TEE_GetObjectInfo1 (`  
    `TEE_ObjectHandle object,`  
    `TEE_ObjectInfo * objectInfo )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

[TEE\\_GetObjectInfo1\(\)](#) - Returns the characteristics of an object.

This function returns a handle which can be used to access the object's attributes and data stream.

**Parameters**

<i>objectInfo</i>	Pointer to a structure filled with the object information
<i>object</i>	Handle of the object

**Returns**

0 if success else error occurred.

**10.50.1.12 TEE\_GetREETime()** `void TEE_GetREETime (`  
    `TEE_Time * time )`

Core Functions, Time Functions.

[TEE\\_GetREETime\(\)](#) - Retrieves the current REE system time.

This function retrieves the current time as seen from the point of view of the REE.

**Parameters**

<i>time</i>	Filled with the number of seconds and milliseconds
-------------	--

**10.50.1.13 TEE\_GetSystemTime()** `void TEE_GetSystemTime (`  
`TEE_Time * time )`

Core Functions, Time Functions.

[TEE\\_GetSystemTime\(\)](#) - Retrieves the current system time.

This function describes the system time has an arbitrary implementation defined origin that can vary across TA instances. The minimum guarantee is that the system time shall be monotonic for a given TA instance.

#### Parameters

<i>time</i>	Filled with the number of seconds and milliseconds
-------------	--

**10.50.1.14 TEE\_Malloc()** `void * TEE_Malloc (`  
`uint32_t size,`  
`uint32_t hint )`

[TEE\\_Malloc\(\)](#) - Allocates space for an object whose size in bytes is specified in the parameter size.

This function describes the pointer returned is guaranteed to be aligned such that it may be assigned as a pointer to any basic C type. The valid hint values are a bitmask and can be independently set. This parameter allows Trusted Applications to refer to various pools of memory or to request special characteristics for the allocated memory by using an implementation-defined hint. Future versions of this specification may introduce additional standard hints.

#### Parameters

<i>size</i>	The size of the buffer to be allocated.
<i>hint</i>	A hint to the allocator.

#### Returns

Upon successful completion, with size not equal to zero, the function returns a pointer to the allocated space.

**10.50.1.15 TEE\_OpenPersistentObject()** `TEE_Result TEE_OpenPersistentObject (`  
`uint32_t storageID,`  
`const void * objectID,`  
`uint32_t objectIDLen,`  
`uint32_t flags,`  
`TEE_ObjectHandle * object )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

[TEE\\_OpenPersistentObject\(\)](#) - Opens a handle on an existing persistent object.

This function returns a handle which can be used to access the object's attributes and data stream.

#### Parameters

<i>storageID</i>	The storage to use
<i>objectID</i>	The object identifier
<i>objectIDLen</i>	The object identifier
<i>flags</i>	The flags which determine the settings under which the object is opened.
<i>object</i>	A pointer to the handle, which contains the opened handle upon successful completion

#### Returns

0 if success else error occurred.

**10.50.1.16 TEE\_ReadObjectData()** `TEE_Result TEE_ReadObjectData (`  
`TEE\_ObjectHandle object,`  
`void * buffer,`  
`uint32_t size,`  
`uint32_t * count )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

[TEE\\_ReadObjectData\(\)](#) - Attempts to read size bytes from the data stream associated with the object into the buffer pointed to by buffer.

The bytes are read starting at the position in the data stream currently stored in the object handle. The handle's position is incremented by the number of bytes actually read. On completion of TEE\_ReadObjectData sets the number of bytes actually read in the "uint32\_t" pointed to by count. The value written to \*count may be less than size if the number of bytes until the end-of-stream is less than size. It is set to 0 if the position at the start of the read operation is at or beyond the end-of-stream. These are the only cases where \*count may be less than size.

#### Parameters

<i>object</i>	Handle of the object
<i>buffer</i>	The buffer containing the data to be written
<i>size</i>	The number of bytes to write
<i>count</i>	size of the buffer.

#### Returns

TEE\_SUCCESS if success else error occurred.

**10.50.1.17 TEE\_Realloc()** `void * TEE_Realloc (`  
`void * buffer,`  
`uint32_t newSize )`

[TEE\\_Realloc\(\)](#) - Changes the size of the memory object pointed to by *buffer* to the size specified by *new size*.

This function describes the content of the object remains unchanged up to the lesser of the new and old sizes. Space in excess of the old size contains unspecified content. If the new size of the memory object requires movement of the object, the space for the previous instantiation of the object is deallocated. If the space cannot be allocated, the original object remains allocated, and this function returns a NULL pointer.

#### Parameters

<i>buffer</i>	The pointer to the object to be reallocated.
<i>newSize</i>	The new size required for the object

#### Returns

Upon successful completion, TEE\_Realloc returns a pointer to the (possibly moved) allocated space. If there is not enough available memory, TEE\_Realloc returns a NULL pointer and the original buffer is still allocated and unchanged.

**10.50.1.18 TEE\_WriteObjectData()** `TEE_Result TEE_WriteObjectData (`  
`TEE_ObjectHandle object,`  
`const void * buffer,`  
`uint32_t size )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

[TEE\\_WriteObjectData\(\)](#) - Writes the buffer data in to persistent objects.

In this function it checks if object is present or not, the encryption/ decryption buffer is taken by calling `mbedtls_aes_128_crypt_cbc()` then that buffer data is encrypted and mapped to object. On the base of object creation TEE\_SUCCESS appears else TEE\_ERROR\_GENERIC appears.

#### Parameters

<i>object</i>	Handle of the object
<i>buffer</i>	The buffer containing the data to be written
<i>size</i>	The number of bytes to write

#### Returns

TEE\_SUCCESS if success else error occurred.



**10.50.1.19 wc\_ocall\_genseed()** `int wc_ocall_genseed (`  
    `void * nonce,`  
    `uint32_t len )`

[wc\\_ocall\\_genseed\(\)](#) To generate random data.

This function describes the return value of random generated data. if generated random value is not equal to length of buffer then panic reason occurs.

#### Parameters

<i>nonce</i>	pointer of buffer
<i>len</i>	length of the buffer.

#### Returns

0 on success else error will occur based on panic raised inside trusted application.

### 10.50.2 Variable Documentation

**10.50.2.1 rngstr** `WC_RNG rngstr [static]`

**10.50.2.2 wc\_rng\_init** `int wc_rng_init = 0 [static]`

`ocall_getrandom()` - For getting random data.

This function describes that the retval is returned based on the size of buffer by calling the functions `ocall_getrandom196` and `ocall_getrandom16`

#### Parameters

<i>buf</i>	character type buffer
<i>len</i>	size of the buffer
<i>flags</i>	unassigned integer flag

#### Returns

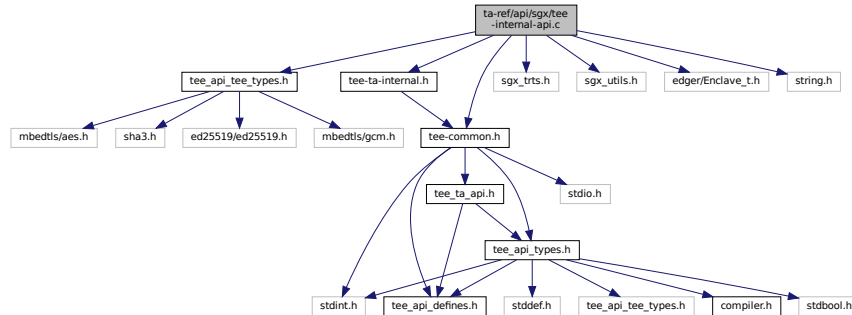
retval value will be returned based on length of buffer.

### 10.51 ta-ref/api/sgx/tee-internal-api.c File Reference

```
#include "tee_api_tee_types.h"
#include "tee-common.h"
```

```
#include "tee-ta-internal.h"
#include "sgx_trts.h"
#include "sgx_utils.h"
#include "edger/Enclave_t.h"
#include <string.h>
```

Include dependency graph for tee-internal-api.c:



## Functions

- void [\\_\\_attribute\\_\\_\(\(noreturn\)\)](#)
- void [TEE\\_GetREETime](#) (TEE\_Time \*time)  
*Core Functions, Time Functions.*
- void [TEE\\_GetSystemTime](#) (TEE\_Time \*time)  
*Core Functions, Time Functions.*
- [TEE\\_Result GetRelTimeStart](#) (uint64\_t start)  
*Core Functions, Time Functions.*
- [TEE\\_Result GetRelTimeEnd](#) (uint64\_t end)  
*Core Functions, Time Functions.*
- static int [flags2flags](#) (int flags)
- static int [set\\_object\\_key](#) (const void \*id, unsigned int idlen, [TEE\\_ObjectHandle](#) object)
- static [TEE\\_Result OpenPersistentObject](#) (uint32\_t storageID, const void \*objectID, uint32\_t objectIDLen, uint32\_t flags, [TEE\\_ObjectHandle](#) \*object, int ocreat)
- [TEE\\_Result TEE\\_CreatePersistentObject](#) (uint32\_t storageID, const void \*objectID, uint32\_t objectIDLen, uint32\_t flags, [TEE\\_ObjectHandle](#) attributes, const void \*initialData, uint32\_t initialDataLen, [TEE\\_ObjectHandle](#) \*object)  
*Core Functions, Secure Storage Functions (data is isolated for each TA)*
- [TEE\\_Result TEE\\_OpenPersistentObject](#) (uint32\_t storageID, const void \*objectID, uint32\_t objectIDLen, uint32\_t flags, [TEE\\_ObjectHandle](#) \*object)  
*Core Functions, Secure Storage Functions (data is isolated for each TA)*
- [TEE\\_Result TEE\\_GetObjectInfo1](#) ([TEE\\_ObjectHandle](#) object, [TEE\\_ObjectInfo](#) \*objectInfo)  
*Core Functions, Secure Storage Functions (data is isolated for each TA)*
- [TEE\\_Result TEE\\_WriteObjectData](#) ([TEE\\_ObjectHandle](#) object, const void \*buffer, uint32\_t size)  
*Core Functions, Secure Storage Functions (data is isolated for each TA)*
- [TEE\\_Result TEE\\_ReadObjectData](#) ([TEE\\_ObjectHandle](#) object, void \*buffer, uint32\_t size, uint32\_t \*count)  
*Core Functions, Secure Storage Functions (data is isolated for each TA)*
- void [TEE\\_CloseObject](#) ([TEE\\_ObjectHandle](#) object)  
*Core Functions, Secure Storage Functions (data is isolated for each TA)*
- void [TEE\\_GenerateRandom](#) (void \*randomBuffer, uint32\_t randomBufferLen)  
*Crypto, common.*
- static WC\_RNG \* [get\\_wc\\_rng](#) (void)

## Variables

- static int `wc_rng_init` = 0
- static WC\_RNG `rngstr`

### 10.51.1 Function Documentation

**10.51.1.1 `__attribute__()`** `void __attribute__ (`  
`(noreturn) )`

`TEE_Panic()` - Raises a Panic in the Trusted Application instance

When a Trusted Application calls the `TEE_Panic` function, the current instance shall be destroyed and all the resources opened by the instance shall be reclaimed.

#### Parameters

<code>ec</code>	An informative panic code defined by the TA. May be displayed in traces if traces are available.
-----------------	--

**10.51.1.2 `flags2flags()`** `static int flags2flags (`  
`int flags ) [inline], [static]`

`flags2flags()` - Checks the status for reading or writing of the file operational.

This function is to check the status for reading or writing of the file operational.

#### Parameters

<code>flags</code>	Flags of the referencing node.
--------------------	--------------------------------

#### Returns

0 if success else error occurred.

**10.51.1.3 `get_wc_rng()`** `static WC_RNG * get_wc_rng (`  
`void ) [static]`

`get_wc_rng()` - Gets the seed (from OS) and key cipher for rng(random number genertor).

This function returns the random number or unique number of "rngstr".

**Returns**

random number if success else error occurred.

**10.51.1.4 GetRelTimeEnd()** `TEE_Result GetRelTimeEnd (`  
     `uint64_t end )`

Core Functions, Time Functions.

[GetRelTimeStart\(\)](#) - find the real time of the end timing.

This function prints the End timing.

**Parameters**

<i>end</i>	End timing
------------	------------

**Returns**

0 if success else error occurred

**10.51.1.5 GetRelTimeStart()** `TEE_Result GetRelTimeStart (`  
     `uint64_t start )`

Core Functions, Time Functions.

[GetRelTimeStart\(\)](#) - Gets the real time of the start timing.

This function prints the start timing.

**Parameters**

<i>start</i>	start timing
--------------	--------------

**Returns**

0 if success else error occurred.

**10.51.1.6 OpenPersistentObject()** `static TEE_Result OpenPersistentObject (`  
     `uint32_t storageID,`  
     `const void * objectID,`

```

uint32_t objectIDLen,
uint32_t flags,
TEE_ObjectHandle * object,
int ocreat ) [static]

```

**OpenPersistentObject()** - Opens a handle on an existing persistent object.

The flags parameter is a set of flags that controls the access rights and sharing permissions with which the object handle is opened. The value of the flags parameter is constructed by a bitwise-inclusive OR of flags TEE\_DATA\_FLAG\_ACCESS\_READ, the object is opened with the read access right. This allows the Trusted Application to call the function TEE\_ReadObjectData. TEE\_DATA\_FLAG\_ACCESS\_WRITE, the object is opened with the write access right. TEE\_DATA\_FLAG\_ACCESS\_WRITE\_META, the object is opened with the write-meta access right.

#### Parameters

<i>storageID</i>	The storage to use.
<i>objectID</i>	The object identifier
<i>objectIDLen</i>	length of the identifier
<i>flags</i>	The flags which determine the settings under which the object is opened.
<i>object</i>	A pointer to the handle, which contains the opened handle upon successful completion.

#### Returns

0 if success else error occurred.

**10.51.1.7 set\_object\_key()** static int set\_object\_key (
const void \* id,
unsigned int idlen,
TEE\_ObjectHandle object ) [static]

**set\_object\_key** - To initialize report and then attest enclave with file.

This function describes objectID as key\_id to make the key dependent on it. sgx report key is 128-bit. Fill another 128-bit with seal key. seal key doesn't change with enclave. Better than nothing, though. random nonce can not use for AES here because of persistency. the digest of attestation report and objectID as the last resort has been used.

#### Parameters

<i>id</i>	id of the object.
<i>idlen</i>	length of the id.
<i>object</i>	TEE_ObjectHandle type handle.

#### Returns

0 if success else error occurred.

**10.51.1.8 TEE\_CloseObject()** `void TEE_CloseObject (`  
`TEE_ObjectHandle object )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

[TEE\\_CloseObject\(\)](#) - Function closes an opened object handle.

The object can be persistent or transient. For transient objects, TEE\_CloseObject is equivalent to TEE\_Free↔TransientObject.

#### Parameters

<i>object</i>	Handle of the object
---------------	----------------------

#### Returns

TEE\_SUCCESS if success else error occurred.

**10.51.1.9 TEE\_CreatePersistentObject()** `TEE_Result TEE_CreatePersistentObject (`  
`uint32_t storageID,`  
`const void * objectID,`  
`uint32_t objectIDLen,`  
`uint32_t flags,`  
`TEE_ObjectHandle attributes,`  
`const void * initialData,`  
`uint32_t initialDataLen,`  
`TEE_ObjectHandle * object )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

[TEE\\_CreatePersistentObject\(\)](#) - Creates a persistent object with initial attributes.

An initial data stream content, and optionally returns either a handle on the created object, or TEE\_HANDLE\_NULL upon failure.

#### Parameters

<i>storageID</i>	The storage to use.
<i>objectID</i>	The object identifier
<i>objectIDLen</i>	The object identifier
<i>flags</i>	The flags which determine the settings under which the object is opened.
<i>attributes</i>	A handle on a persistent object or an initialized transient object from which to take the persistent object attributes
<i>initialData</i>	The initial data content of the persistent object
<i>initialDataLen</i>	The initial data content of the persistent object
<i>object</i>	A pointer to the handle, which contains the opened handle upon successful completion

**Returns**

0 if success, else error occurred.

**10.51.1.10 TEE\_GenerateRandom()** `void TEE_GenerateRandom (`  
    `void * randomBuffer,`  
    `uint32_t randomBufferLen )`

Crypto, common.

[TEE\\_GenerateRandom\(\)](#) - Generates random data.

This function generates random data of random bufferlength and is stored in to randomBuffer by calling `sgx_read_rand()`.

**Parameters**

<i>randomBuffer</i>	Reference to generated random data
<i>randomBufferLen</i>	Byte length of requested random data

**10.51.1.11 TEE\_GetObjectInfo1()** `TEE_Result TEE_GetObjectInfo1 (`  
    `TEE_ObjectHandle object,`  
    `TEE_ObjectInfo * objectInfo )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

[TEE\\_GetObjectInfo1\(\)](#) - Function returns the characteristics of an object.

It returns a handle that can be used to access the object's attributes and data stream.

**Parameters**

<i>objectInfo</i>	Pointer to a structure filled with the object information
<i>object</i>	Handle of the object

**Returns**

0 if success else error occurred.

**10.51.1.12 TEE\_GetREETime()** `void TEE_GetREETime (`  
    `TEE_Time * time )`

Core Functions, Time Functions.

[TEE\\_GetREETime\(\)](#) - Function retrieves the current REE system time.

This function retrieves the current time as seen from the point of view of the REE.

#### Parameters

<i>time</i>	Filled with the number of seconds and milliseconds.
-------------	---

**10.51.1.13 TEE\_GetSystemTime()** `void TEE_GetSystemTime ( TEE_Time * time )`

Core Functions, Time Functions.

[TEE\\_GetSystemTime\(\)](#) - Retrieves the current system time.

The system time has an arbitrary implementation-defined origin that can vary across TA instances

#### Parameters

<i>time</i>	Filled with the number of seconds and milliseconds.
-------------	---

**10.51.1.14 TEE\_OpenPersistentObject()** `TEE_Result TEE_OpenPersistentObject ( uint32_t storageID, const void * objectID, uint32_t objectIDLen, uint32_t flags, TEE_ObjectHandle * object )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

[TEE\\_OpenPersistentObject\(\)](#) - Opens a handle on an existing persistent object.

This function returns a handle that can be used to access the object's attributes and data stream.

#### Parameters

<i>storageID</i>	The storage to use.
<i>objectID</i>	The object identifier
<i>objectIDLen</i>	The object identifier
<i>flags</i>	The flags which determine the settings under which the object is opened.
<i>object</i>	A pointer to the handle, which contains the opened handle upon successful completion



**Returns**

0 if success, else error occurred.

**10.51.1.15 TEE\_ReadObjectData()** `TEE_Result TEE_ReadObjectData (`  
    `TEE_ObjectHandle object,`  
    `void * buffer,`  
    `uint32_t size,`  
    `uint32_t * count )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

[`TEE\_ReadObjectData\(\)`](#) - Attempts to read size bytes from the data stream associated with the object object into the buffer pointed to by buffer.

The bytes are read starting at the position in the data stream currently stored in the object handle. The handle's position is incremented by the number of bytes actually read. On completion `TEE_ReadObjectData` sets the number of bytes actually read in the `uint32_t` pointed to by count. The value written to \*count may be less than size if the number of bytes until the end-of-stream is less than size. It is set to 0 if the position at the start of the read operation is at or beyond the end-of-stream. These are the only cases where \*count may be less than size.

**Parameters**

<i>object</i>	Handle of the object
<i>buffer</i>	The buffer containing the data to be written
<i>size</i>	The number of bytes to write
<i>count</i>	size of the buffer.

**Returns**

TEE\_SUCCESS if success, else error occurred.

**10.51.1.16 TEE\_WriteObjectData()** `TEE_Result TEE_WriteObjectData (`  
    `TEE_ObjectHandle object,`  
    `const void * buffer,`  
    `uint32_t size )`

Core Functions, Secure Storage Functions (data is isolated for each TA)

[`TEE\_WriteObjectData\(\)`](#) - writes size bytes from the buffer pointed to by buffer to the data stream associated with the open object handle object.

If the current data position points before the end-of-stream, then size bytes are written to the data stream, overwriting bytes starting at the current data position. If the current data position points beyond the stream's end, then the data stream is first extended with zero bytes until the length indicated by the data position indicator is reached, and then size bytes are written to the stream.

## Parameters

<i>object</i>	Handle of the object
<i>buffer</i>	The buffer containing the data to be written
<i>size</i>	The number of bytes to write

## Returns

TEE\_SUCCESS if success else error occurred.

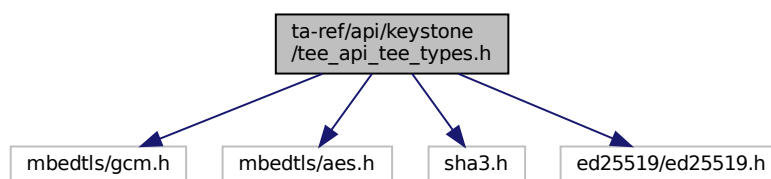
## 10.51.2 Variable Documentation

**10.51.2.1 rngstr** WC\_RNG rngstr [static]

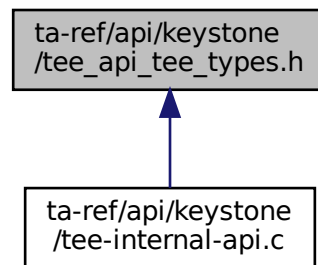
**10.51.2.2 wc\_rng\_init** int wc\_rng\_init = 0 [static]

## 10.52 ta-ref/api/keystone/tee\_api\_tee\_types.h File Reference

```
#include "mbedtls/gcm.h"
#include "mbedtls/aes.h"
#include "sha3.h"
#include "ed25519/ed25519.h"
Include dependency graph for tee_api_tee_types.h:
```



This graph shows which files directly or indirectly include this file:



## Classes

- struct [\\_\\_TEE\\_OperationHandle](#)
- struct [\\_\\_TEE\\_ObjectHandle](#)

## 10.53 tee\_api\_tee\_types.h

[Go to the documentation of this file.](#)

```

1 /*
2  * SPDX-License-Identifier: BSD-2-Clause
3  *
4  * Copyright (C) 2019 National Institute of Advanced Industrial Science
5  *                               and Technology (AIST)
6  * All rights reserved.
7  *
8  * Redistribution and use in source and binary forms, with or without
9  * modification, are permitted provided that the following conditions are met:
10 *
11 * 1. Redistributions of source code must retain the above copyright notice,
12 * this list of conditions and the following disclaimer.
13 *
14 * 2. Redistributions in binary form must reproduce the above copyright notice,
15 * this list of conditions and the following disclaimer in the documentation
16 * and/or other materials provided with the distribution.
17 *
18 * THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS"
19 * AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE
20 * IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE
21 * ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE
22 * LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR
23 * CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF
24 * SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS
25 * INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN
26 * CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
27 * ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
28 * POSSIBILITY OF SUCH DAMAGE.
29 */
30
31 #ifndef TEE_API_TYPES_KEYSTONE_H
32 #define TEE_API_TYPES_KEYSTONE_H
33
34 #ifndef DOXYGEN_SHOULD_SKIP_THIS
35 #define MBEDCRYPT 1
36 #define WOLFECRYPT 2
37 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
38
39 #if CRYPTLIB==MBEDCRYPT
40 #ifndef DOXYGEN_SHOULD_SKIP_THIS

```

```

41 # define MBEDTLS_CONFIG_FILE "mbed-crypto-config.h"
42 # define AES256 1
43 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
44 # include "mbedtls/gcm.h"
45 # include "mbedtls/aes.h"
46 # include "sha3.h"
47 # include "ed25519/ed25519.h"
48 #elif CRYPTLIB==WOLFCRYPT
49 #ifndef DOXYGEN_SHOULD_SKIP_THIS
50 # define HAVE_AESGCM 1
51 # define HAVE_AES_CBC 1
52 # define HAVE_AES_DECRYPT 1
53 # define HAVE_FIPS 1
54 # define HAVE_FIPS_VERSION 2
55 # define HAVE_ED25519 1
56 # define HAVE_ED25519_SIGN 1
57 # define HAVE_ED25519_VERIFY 1
58 # define WOLFSSL_SHA512 1
59 # define WOLFSSL_SHA3 1
60 # define WOLFSSL_SHA3_SMALL 1
61 # define WOLFCRYPT_ONLY 1
62 # define WOLF_CRYPT_PORT_H
63 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
64 # include "wolfssl/wolfcrypt/sha3.h"
65 # include "wolfssl/wolfcrypt/aes.h"
66 # include "wolfssl/wolfcrypt/sha512.h"
67 # include "wolfssl/wolfcrypt/ed25519.h"
68 #else
69 # include "sha3.h"
70 # include "ed25519/ed25519.h"
71 # include "tiny_AES_c/aes.h"
72 #ifndef DOXYGEN_SHOULD_SKIP_THIS
73 # define AES256 1
74 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
75 #endif
76
77 #ifndef DOXYGEN_SHOULD_SKIP_THIS
78 #define SHA_LENGTH (256/8)
79 #define TEE_OBJECT_NONCE_SIZE 16
80 #define TEE_OBJECT_KEY_SIZE 32
81 #define TEE_OBJECT_SKEY_SIZE 64
82 #define TEE_OBJECT_AAD_SIZE 16
83 #define TEE_OBJECT_TAG_SIZE 16
84 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
85
86 struct __TEE_OperationHandle
87 {
88     int mode;
89     int flags;
90     int alg;
91     #if CRYPTLIB==MBEDCRYPT
92     sha3_ctx_t ctx;
93     mbedtls_aes_context aectx;
94     mbedtls_gcm_context aegcmctx;
95     #elif CRYPTLIB==WOLFCRYPT
96     wc_Sha3 ctx;
97     Aes aectx;
98     Aes aegcmctx;
99     unsigned int aegcm_aadsz;
100     unsigned char aegcm_aad[TEE_OBJECT_AAD_SIZE];
101     ed25519_key key;
102     #else
103     sha3_ctx_t ctx;
104     struct AES_ctx aectx;
105     #endif
106     int aegcm_state;
107     unsigned char aeiv[TEE_OBJECT_NONCE_SIZE];
108     unsigned char aekey[32];
109     unsigned char pubkey[TEE_OBJECT_KEY_SIZE];
110     unsigned char prikey[TEE_OBJECT_SKEY_SIZE];
111 };
112
113 struct __TEE_ObjectHandle
114 {
115     unsigned int type;
116     int flags;
117     int desc;
118     #if CRYPTLIB==MBEDCRYPT
119     mbedtls_aes_context persist_ctx;
120     unsigned char persist_iv[TEE_OBJECT_NONCE_SIZE];
121     #elif CRYPTLIB==WOLFCRYPT
122     Aes persist_ctx;
123     unsigned char persist_iv[TEE_OBJECT_NONCE_SIZE];
124     ed25519_key key;
125     #else

```

```

126  struct AES_ctx persist_ctx;
127 #endif
128  unsigned char public_key[TEE_OBJECT_KEY_SIZE];
129  unsigned char private_key[TEE_OBJECT_SKEY_SIZE];
130 };
131
132 // defined in tee_api_defines.h
133 // enum Data_Flag_Constants {
134 //     TEE_DATA_FLAG_ACCESS_READ = 0x00000001,
135 //     TEE_DATA_FLAG_ACCESS_WRITE = 0x00000002,
136 //     //TEE_DATA_FLAG_ACCESS_WRITE_META = 0x00000004,
137 //     //TEE_DATA_FLAG_SHARE_READ = 0x00000010,
138 //     //TEE_DATA_FLAG_SHARE_WRITE = 0x00000020,
139 //     TEE_DATA_FLAG_OVERWRITE = 0x00000400
140 // };
141 // enum Data_Flag_Constants {
142 //     TEE_DATA_FLAG_ACCESS_READ = 0x00000001,
143 //     TEE_DATA_FLAG_ACCESS_WRITE = 0x00000002,
144 //     //TEE_DATA_FLAG_ACCESS_WRITE_META = 0x00000004,
145 //     //TEE_DATA_FLAG_SHARE_READ = 0x00000010,
146 //     //TEE_DATA_FLAG_SHARE_WRITE = 0x00000020,
147 //     TEE_DATA_FLAG_OVERWRITE = 0x00000400
148 // };
149 #endif

```

## 10.54 ta-ref/api/optee/tee\_api\_tee\_types.h File Reference

## 10.55 tee\_api\_tee\_types.h

[Go to the documentation of this file.](#)

```

1 // empty

```

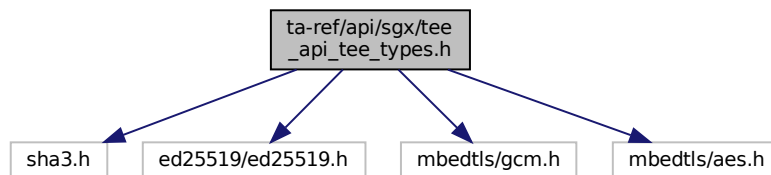
## 10.56 ta-ref/api/sgx/tee\_api\_tee\_types.h File Reference

```

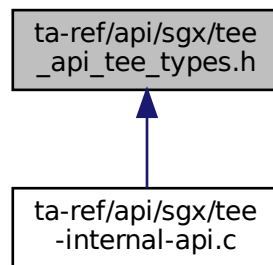
#include "sha3.h"
#include "ed25519/ed25519.h"
#include "mbedtls/gcm.h"
#include "mbedtls/aes.h"

```

Include dependency graph for tee\_api\_tee\_types.h:



This graph shows which files directly or indirectly include this file:



## Classes

- struct [\\_\\_TEE\\_OperationHandle](#)
- struct [\\_\\_TEE\\_ObjectHandle](#)

## 10.57 tee\_api\_tee\_types.h

[Go to the documentation of this file.](#)

```

1 /*
2  * SPDX-License-Identifier: BSD-2-Clause
3  *
4  * Copyright (C) 2019 National Institute of Advanced Industrial Science
5  *                               and Technology (AIST)
6  * All rights reserved.
7  *
8  * Redistribution and use in source and binary forms, with or without
9  * modification, are permitted provided that the following conditions are met:
10 *
11 * 1. Redistributions of source code must retain the above copyright notice,
12 * this list of conditions and the following disclaimer.
13 *
14 * 2. Redistributions in binary form must reproduce the above copyright notice,
15 * this list of conditions and the following disclaimer in the documentation
16 * and/or other materials provided with the distribution.
17 *
18 * THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS"
19 * AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE
20 * IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE
21 * ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE
22 * LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR
23 * CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF
24 * SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS
25 * INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN
26 * CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
27 * ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
28 * POSSIBILITY OF SUCH DAMAGE.
29 */
30
31 #ifndef TEE_API_TYPES_KEystone_H
32 #define TEE_API_TYPES_KEystone_H
33
34 #ifndef DOXYGEN_SHOULD_SKIP_THIS
35 #define MBEDCRYPT 1
36 #define WOLFCRYPT 2
37 #define SHA_LENGTH (256/8)
38 #define AES256 1
39 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
40

```

```

41 #include "sha3.h"
42 #include "ed25519/ed25519.h"
43
44 #if CRYPTLIB==MBEDCRYPT
45 #ifndef DOXYGEN_SHOULD_SKIP_THIS
46 # define MBEDTLS_CONFIG_FILE "mbed-crypto-config.h"
47 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
48 # include "mbedtls/gcm.h"
49 # include "mbedtls/aes.h"
50 #elif CRYPTLIB==WOLFCRYPT
51 #ifndef DOXYGEN_SHOULD_SKIP_THIS
52 # define HAVE_AESGCM 1
53 # define HAVE_AES_CBC 1
54 # define HAVE_AES_DECRYPT 1
55 # define HAVE_FIPS 1
56 # define HAVE_FIPS_VERSION 2
57 # define HAVE_ED25519 1
58 # define HAVE_ED25519_SIGN 1
59 # define HAVE_ED25519_VERIFY 1
60 # define WOLFSSL_SHA3 1
61 # define WOLF_CRYPT_PORT_H
62 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
63 # include "wolfssl/wolfcrypt/sha3.h"
64 # include "wolfssl/wolfcrypt/aes.h"
65 # include "wolfssl/wolfcrypt/sha512.h"
66 # include "wolfssl/wolfcrypt/ed25519.h"
67 #else
68 # include "tiny_AES_c/aes.h"
69 #endif
70
71 #ifndef DOXYGEN_SHOULD_SKIP_THIS
72 #define TEE_OBJECT_NONCE_SIZE 16
73 #define TEE_OBJECT_KEY_SIZE 32
74 #define TEE_OBJECT_SKEY_SIZE 64
75 #define TEE_OBJECT_AAD_SIZE 16
76 #define TEE_OBJECT_TAG_SIZE 16
77 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
78
79 struct __TEE_OperationHandle
80 {
81     int mode;
82     int flags;
83     int alg;
84 #if CRYPTLIB==MBEDCRYPT
85     sha3_ctx_t ctx;
86     mbedtls_aes_context aectx;
87     mbedtls_gcm_context aegcmctx;
88 #elif CRYPTLIB==WOLFCRYPT
89     wc_Sha3 ctx;
90     Aes aectx;
91     Aes aegcmctx;
92     unsigned int aegcm_aadsize;
93     unsigned char aegcm_aad[TEE_OBJECT_AAD_SIZE];
94     ed25519_key key;
95 #else
96     sha3_ctx_t ctx;
97     struct AES_ctx aectx;
98 #endif
99     int aegcm_state;
100     unsigned char aeiv[TEE_OBJECT_NONCE_SIZE];
101     unsigned char aekey[32];
102     unsigned char pubkey[TEE_OBJECT_KEY_SIZE];
103     unsigned char prikey[TEE_OBJECT_SKEY_SIZE];
104 };
105
106 struct __TEE_ObjectHandle
107 {
108     unsigned int type;
109     int flags;
110     int desc;
111 #if CRYPTLIB==MBEDCRYPT
112     mbedtls_aes_context persist_ctx;
113     unsigned char persist_iv[TEE_OBJECT_NONCE_SIZE];
114 #elif CRYPTLIB==WOLFCRYPT
115     Aes persist_ctx;
116     unsigned char persist_iv[TEE_OBJECT_NONCE_SIZE];
117     ed25519_key key;
118 #else
119     struct AES_ctx persist_ctx;
120 #endif
121     unsigned char public_key[TEE_OBJECT_KEY_SIZE];
122     unsigned char private_key[TEE_OBJECT_SKEY_SIZE];
123 };
124
125 // Minimal constant definitions

```

```

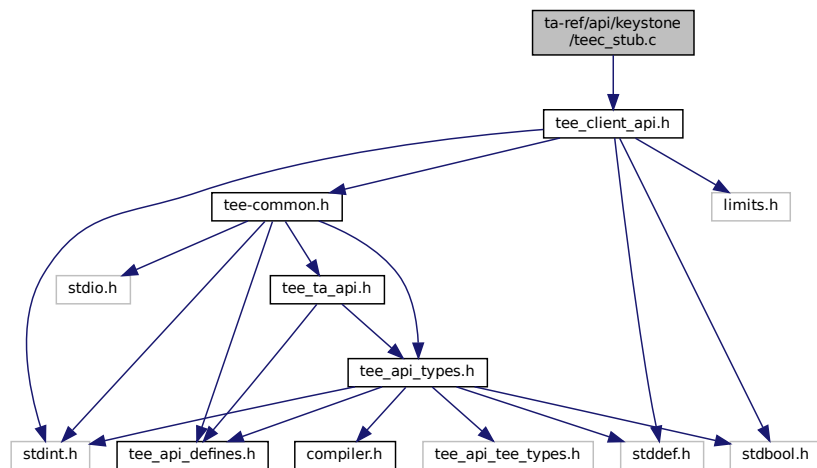
126 #ifndef DOXYGEN_SHOULD_SKIP_THIS
127 #define TEE_HANDLE_NULL 0
128 #endif /*DOXYGEN_SHOULD_SKIP_THIS*/
129
130 #endif

```

## 10.58 ta-ref/api/keystone/teeec\_stub.c File Reference

```
#include <tee_client_api.h>
```

Include dependency graph for teeec\_stub.c:



### Functions

- [TEEC\\_Result TEEC\\_InitializeContext](#) (const char \*name, [TEEC\\_Context](#) \*context)
- void [TEEC\\_FinalizeContext](#) ([TEEC\\_Context](#) \*context)
- [TEEC\\_Result TEEC\\_OpenSession](#) ([TEEC\\_Context](#) \*context, [TEEC\\_Session](#) \*session, const [TEEC\\_UUID](#) \*destination, uint32\_t connectionMethod, const void \*connectionData, [TEEC\\_Operation](#) \*operation, uint32\_t \*returnOrigin)
- void [TEEC\\_CloseSession](#) ([TEEC\\_Session](#) \*session)
- [TEEC\\_Result TEEC\\_RegisterSharedMemory](#) ([TEEC\\_Context](#) \*context, [TEEC\\_SharedMemory](#) \*sharedMem)
- [TEEC\\_Result TEEC\\_AllocateSharedMemory](#) ([TEEC\\_Context](#) \*context, [TEEC\\_SharedMemory](#) \*sharedMem)
- void [TEEC\\_ReleaseSharedMemory](#) ([TEEC\\_SharedMemory](#) \*sharedMemory)
- void [TEEC\\_RequestCancellation](#) ([TEEC\\_Operation](#) \*operation)

### 10.58.1 Function Documentation

**10.58.1.1 TEEC\_AllocateSharedMemory()** [TEEC\\_Result TEEC\\_AllocateSharedMemory](#) (  
[TEEC\\_Context](#) \* context,  
[TEEC\\_SharedMemory](#) \* sharedMem )

[TEEC\\_AllocateSharedMemory\(\)](#) - Allocate shared memory for TEE.



**Parameters**

<i>context</i>	The initialized TEE context structure in which scope to open the session.
<i>sharedMem</i>	Pointer to the allocated shared memory.

**Returns**

TEEC\_SUCCESS The registration was successful.  
TEEC\_ERROR\_OUT\_OF\_MEMORY Memory exhaustion.  
TEEC\_Result Something failed.

**10.58.1.2 TEEC\_CloseSession()** `void TEEC_CloseSession (`  
`TEEC_Session * session )`

[TEEC\\_CloseSession\(\)](#) - Closes the session which has been opened with the specific trusted application.

**Parameters**

<i>session</i>	The opened session to close.
----------------	------------------------------

**10.58.1.3 TEEC\_FinalizeContext()** `void TEEC_FinalizeContext (`  
`TEEC_Context * context )`

[TEEC\\_FinalizeContext\(\)](#) - Destroys a context holding connection information on the specific TEE.

This function finalizes an initialized TEE context, closing the connection between the client application and the TEE. This function must only be called when all sessions related to this TEE context have been closed and all shared memory blocks have been released.

**Parameters**

<i>context</i>	The context to be finalized.
----------------	------------------------------

**10.58.1.4 TEEC\_InitializeContext()** `TEEC_Result TEEC_InitializeContext (`  
`const char * name,`  
`TEEC_Context * context )`

[TEEC\\_InitializeContext\(\)](#) - Initializes a context holding connection information on the specific TEE, designated by the name string.

## Parameters

<i>name</i>	A zero-terminated string identifying the TEE to connect to. If name is set to NULL, the default TEE is connected to. NULL is the only supported value in this version of the API implementation.
<i>context</i>	The context structure which is to be initialized.

## Returns

TEEC\_SUCCESS The initialization was successful.

TEEC\_Result Something failed.

**10.58.1.5 TEEC\_OpenSession()** `TEEC_Result TEEC_OpenSession (`  
     `TEEC_Context * context,`  
     `TEEC_Session * session,`  
     `const TEEC_UUID * destination,`  
     `uint32_t connectionMethod,`  
     `const void * connectionData,`  
     `TEEC_Operation * operation,`  
     `uint32_t * returnOrigin )`

[TEEC\\_OpenSession\(\)](#) - Opens a new session with the specified trusted application.

## Parameters

<i>context</i>	The initialized TEE context structure in which scope to open the session.
<i>session</i>	The session to initialize.
<i>destination</i>	A structure identifying the trusted application with which to open a session.
<i>connectionMethod</i>	The connection method to use.
<i>connectionData</i>	Any data necessary to connect with the chosen connection method. Not supported, should be set to NULL.
<i>operation</i>	An operation structure to use in the session. May be set to NULL to signify no operation structure needed.
<i>returnOrigin</i>	A parameter which will hold the error origin if this function returns any value other than TEEC_SUCCESS.

## Returns

TEEC\_SUCCESS OpenSession successfully opened a new session.

TEEC\_Result Something failed.

**10.58.1.6 TEEC\_RegisterSharedMemory()** `TEEC_Result TEEC_RegisterSharedMemory (`  
     `TEEC_Context * context,`  
     `TEEC_SharedMemory * sharedMem )`

[TEEC\\_RegisterSharedMemory\(\)](#) - Register a block of existing memory as a shared block within the scope of the specified context.

**Parameters**

<i>context</i>	The initialized TEE context structure in which scope to open the session.
<i>sharedMem</i>	pointer to the shared memory structure to register.

**Returns**

TEEC\_SUCCESS The registration was successful.  
TEEC\_ERROR\_OUT\_OF\_MEMORY Memory exhaustion.  
TEEC\_Result Something failed.

**10.58.1.7 TEEC\_ReleaseSharedMemory()** `void TEEC_ReleaseSharedMemory ( TEEC_SharedMemory * sharedMemory )`

[TEEC\\_ReleaseSharedMemory\(\)](#) - Free or deregister the shared memory.

**Parameters**

<i>sharedMem</i>	Pointer to the shared memory to be freed.
------------------	---

**10.58.1.8 TEEC\_RequestCancellation()** `void TEEC_RequestCancellation ( TEEC_Operation * operation )`

[TEEC\\_RequestCancellation\(\)](#) - Request the cancellation of a pending open session or command invocation.

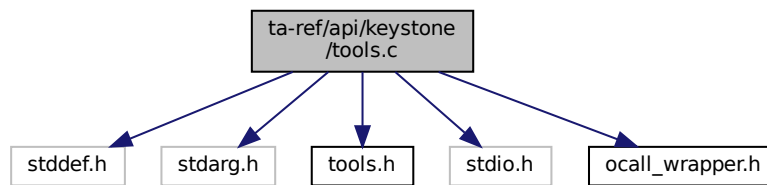
**Parameters**

<i>operation</i>	Pointer to an operation previously passed to open session or invoke.
------------------	--

## 10.59 ta-ref/api/keystone/tools.c File Reference

```
#include <stddef.h>
#include <stdarg.h>
#include "tools.h"
#include <stdio.h>
#include "ocall_wrapper.h"
```

Include dependency graph for tools.c:



## Functions

- static unsigned int [\\_strlen](#) (const char \*str)
- int [puts](#) (const char \*s)
- int [putchar](#) (int c)
- int [printf](#) (const char \*fmt,...)

### 10.59.1 Function Documentation

**10.59.1.1 [\\_strlen\(\)](#)** static unsigned int [\\_strlen](#) (  
const char \* *str* ) [inline], [static]

**10.59.1.2 [printf\(\)](#)** int [printf](#) (  
const char \* *fmt*,  
... )

[printf\(\)](#) - Function sends formatted output to stdout.

format can optionally contain embedded format tags that are replaced by the values specified in subsequent additional arguments and formatted as requested.

#### Parameters

<i>fm</i>	This is the string that contains the text to be written to stdout.
-----------	--

#### Returns

string length If success.  
0 Error occurred.

**10.59.1.3 putchar()** `int putchar (`  
`int c )`

[putchar\(\)](#) - Function writes a character (an unsigned char) specified by the argument char to stdout.

This function returns the character written as an unsigned char cast to an int or EOF on error.

#### Parameters

<code>c</code>	This is the character to be written. This is passed as its int promotion.
----------------	---

#### Returns

size If success.  
0 Error occurred.

**10.59.1.4 puts()** `int puts (`  
`const char * s )`

[puts\(\)](#) - Function writes a string to stdout up to but not including the null character.

A newline character is appended to the output by calling [putchar\(\)](#). Compiler may replace simple printf to puts and putchar.

#### Parameters

<code>s</code>	This is the C string to be written
----------------	------------------------------------

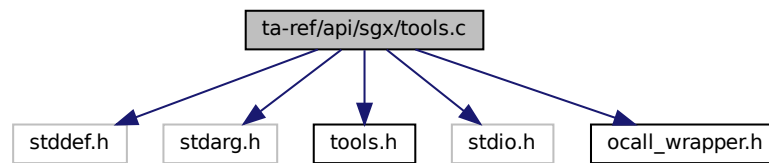
#### Returns

size If success.  
0 Error occurred.

## 10.60 ta-ref/api/sgx/tools.c File Reference

```
#include <stddef.h>
#include <stdarg.h>
#include "tools.h"
#include <stdio.h>
#include "ocall_wrapper.h"
```

Include dependency graph for tools.c:



## Functions

- static unsigned int [\\_strlen](#) (const char \*str)
- int [puts](#) (const char \*s)
- int [putchar](#) (int c)
- int [printf](#) (const char \*fmt,...)

### 10.60.1 Function Documentation

**10.60.1.1 [\\_strlen\(\)](#)** static unsigned int [\\_strlen](#) (  
const char \* *str* ) [inline], [static]

**10.60.1.2 [printf\(\)](#)** int [printf](#) (  
const char \* *fmt*,  
... )

[printf\(\)](#) - Function sends formatted output to stdout.

format can optionally contain embedded format tags that are replaced by the values specified in subsequent additional arguments and formatted as requested.

#### Parameters

<i>fm</i>	This is the string that contains the text to be written to stdout.
-----------	--

#### Returns

string length If success.  
0 Error occurred.

**10.60.1.3 putchar()** `int putchar (`  
`int c )`

[putchar\(\)](#) - Function writes a character (an unsigned char) specified by the argument char to stdout.

This function returns the character written as an unsigned char cast to an int or EOF on error.

**Parameters**

<code>c</code>	This is the character to be written. This is passed as its int promotion.
----------------	---

**Returns**

size If success.  
0 Error occurred.

**10.60.1.4 puts()** `int puts (`  
`const char * s )`

[puts\(\)](#) - Function writes a string to stdout up to but not including the null character.

A newline character is appended to the output by calling [putchar\(\)](#). Compiler may replace simple printf to puts and putchar.

**Parameters**

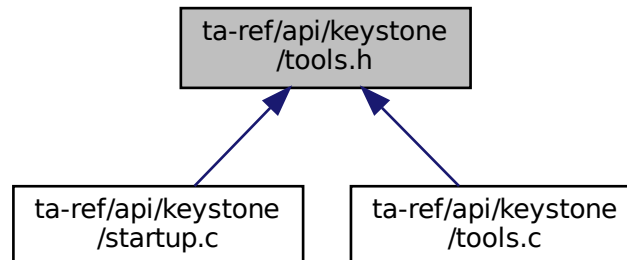
<code>s</code>	This is the C string to be written
----------------	------------------------------------

**Returns**

size If success.  
0 Error occurred.

## 10.61 ta-ref/api/keystone/tools.h File Reference

This graph shows which files directly or indirectly include this file:



### Functions

- int [puts](#) (const char \*s)
- int [putchar](#) (int c)
- int [printf](#) (const char \*fmt,...)

#### 10.61.1 Function Documentation

**10.61.1.1 printf()** `int printf (const char * fmt, ... )`

[printf\(\)](#) - Function sends formatted output to stdout.

format can optionally contain embedded format tags that are replaced by the values specified in subsequent additional arguments and formatted as requested.

#### Parameters

<i>fm</i>	This is the string that contains the text to be written to stdout.
-----------	--

#### Returns

string length If success.  
0 Error occurred.



**10.61.1.2 putchar()** `int putchar (`  
`int c )`

[putchar\(\)](#) - Function writes a character (an unsigned char) specified by the argument char to stdout.

This function returns the character written as an unsigned char cast to an int or EOF on error.

#### Parameters

<code>c</code>	This is the character to be written. This is passed as its int promotion.
----------------	---

#### Returns

size If success.

0 Error occurred.

**10.61.1.3 puts()** `int puts (`  
`const char * s )`

[puts\(\)](#) - Function writes a string to stdout up to but not including the null character.

A newline character is appended to the output by calling [putchar\(\)](#). Compiler may replace simple printf to puts and putchar.

#### Parameters

<code>s</code>	This is the C string to be written
----------------	------------------------------------

#### Returns

size If success.

0 Error occurred.

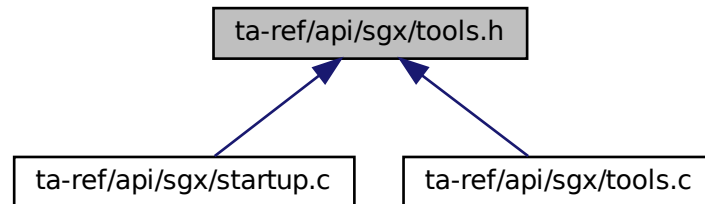
## 10.62 tools.h

[Go to the documentation of this file.](#)

```
1 int puts(const char *s);  
2 int putchar(int c);  
3 int printf(const char* fmt, ...);
```

## 10.63 ta-ref/api/sgx/tools.h File Reference

This graph shows which files directly or indirectly include this file:



### Functions

- int [puts](#) (const char \*s)
- int [putchar](#) (int c)
- int [printf](#) (const char \*fmt,...)

#### 10.63.1 Function Documentation

**10.63.1.1 printf()** `int printf (const char * fmt, ... )`

[printf\(\)](#) - Function sends formatted output to stdout.

format can optionally contain embedded format tags that are replaced by the values specified in subsequent additional arguments and formatted as requested.

##### Parameters

<i>fm</i>	This is the string that contains the text to be written to stdout.
-----------	--

##### Returns

string length If success.

0 Error occurred.

**10.63.1.2 putchar()** `int putchar (`  
`int c )`

[putchar\(\)](#) - Function writes a character (an unsigned char) specified by the argument char to stdout.

This function returns the character written as an unsigned char cast to an int or EOF on error.

#### Parameters

<code>c</code>	This is the character to be written. This is passed as its int promotion.
----------------	---

#### Returns

size If success.  
0 Error occurred.

**10.63.1.3 puts()** `int puts (`  
`const char * s )`

[puts\(\)](#) - Function writes a string to stdout up to but not including the null character.

A newline character is appended to the output by calling [putchar\(\)](#). Compiler may replace simple printf to puts and putchar.

#### Parameters

<code>s</code>	This is the C string to be written
----------------	------------------------------------

#### Returns

size If success.  
0 Error occurred.

## 10.64 tools.h

[Go to the documentation of this file.](#)

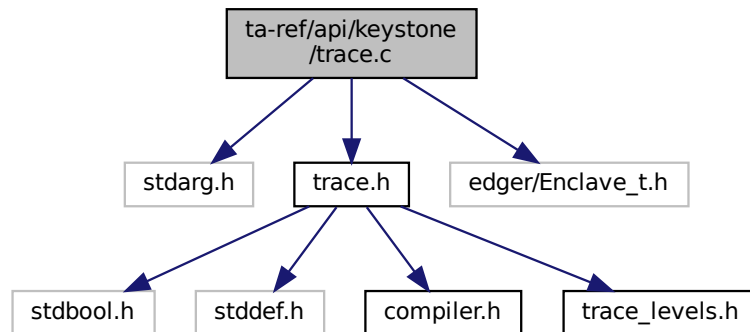
```
1 int puts(const char *s);
2 int putchar(int c);
3 int printf(const char* fmt, ...);
```

## 10.65 ta-ref/api/keystone/trace.c File Reference

```
#include <stdarg.h>
#include "trace.h"
```

```
#include "edger/Enclave_t.h"
```

Include dependency graph for trace.c:



## Functions

- void [trace\\_vprintf](#) (const char \*func, int line, int level, bool level\_ok, const char \*fmt, va\_list ap)
- void [trace\\_printf](#) (const char \*func, int line, int level, bool level\_ok, const char \*fmt,...)

### 10.65.1 Function Documentation

**10.65.1.1 [trace\\_printf\(\)](#)** void [trace\\_printf](#) (

```

    const char * func,
    int line,
    int level,
    bool level_ok,
    const char * fmt,
    ... )

```

[trace\\_printf\(\)](#) - Prints the formatted data to stdout.

This function returns the value of ap by calling va\_end().

#### Parameters

<i>func</i>	Pointer to a buffer where the resulting C-string is stored.
<i>line</i>	integer type of line
<i>level_ok</i>	boolean value
<i>fmt</i>	C string that contains a format string
<i>ap</i>	A value identifying a variable arguments list

**Returns**

Total number of characters is returned.

```
10.65.1.2 trace_vprintf() void trace_vprintf (
    const char * func,
    int line,
    int level,
    bool level_ok,
    const char * fmt,
    va_list ap )
```

[trace\\_vprintf\(\)](#) - Writes the formatted data from variable argument list to sized buffer.

This function returns the buffer character by calling `ocall_print_string()`

**Parameters**

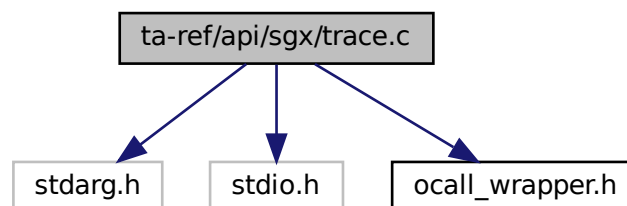
<i>func</i>	Pointer to a buffer where the resulting C-string is stored.
<i>line</i>	integer type of line
<i>level_ok</i>	boolean value
<i>fmt</i>	C string that contains a format string
<i>ap</i>	A value identifying a variable arguments list

**Returns**

buf The total number of characters written is returned.

**10.66 ta-ref/api/sgx/trace.c File Reference**

```
#include <stdarg.h>
#include <stdio.h>
#include "ocall_wrapper.h"
Include dependency graph for trace.c:
```



## Functions

- static unsigned int [\\_strlen](#) (const char \*str)
- int [tee\\_printf](#) (const char \*fmt,...)

### 10.66.1 Function Documentation

**10.66.1.1 [\\_strlen\(\)](#)** static unsigned int [\\_strlen](#) (  
const char \* *str* ) [inline], [static]

[\\_strlen\(\)](#) - calculate the length of characters in a str.

#### Parameters

<i>str</i>	str is an argument of type pointer.
------------	-------------------------------------

#### Returns

string length on success.

**10.66.1.2 [tee\\_printf\(\)](#)** int [tee\\_printf](#) (  
const char \* *fmt*,  
... )

[tee\\_printf\(\)](#) - For tracing GP API.

Initializes ap variable. Formats data under control of the format control string and stores the result in buf and ends the processing of ap. Finally print the buffer value.

#### Parameters

<i>fmt</i>	fmt is a constant character argument of type pointer.
------------	---

#### Returns

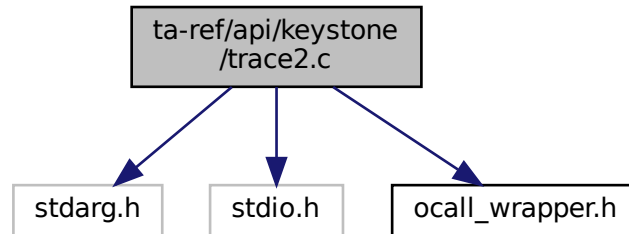
buffer If successfully executed, else error occurred.

## 10.67 ta-ref/api/keystone/trace2.c File Reference

```
#include <stdarg.h>
#include <stdio.h>
```

```
#include "ocall_wrapper.h"
```

Include dependency graph for trace2.c:



## Functions

- static unsigned int [\\_strlen](#) (const char \*str)
- int [tee\\_printf](#) (const char \*fmt,...)

### 10.67.1 Function Documentation

**10.67.1.1 [\\_strlen\(\)](#)** static unsigned int [\\_strlen](#) (  
const char \* *str* ) [inline], [static]

[\\_strlen\(\)](#) - calculate the length of characters in str.

#### Parameters

<i>str</i>	str is argument of type pointer.
------------	----------------------------------

#### Returns

string string length.

**10.67.1.2 [tee\\_printf\(\)](#)** int [tee\\_printf](#) (  
const char \* *fmt*,  
... )

[tee\\_printf\(\)](#) - For trace GP API.

Initializes ap variable. Formats data under control of the format control string and stores the result in buf and ends the processing of ap. Finally prints the buffer value.

## Parameters

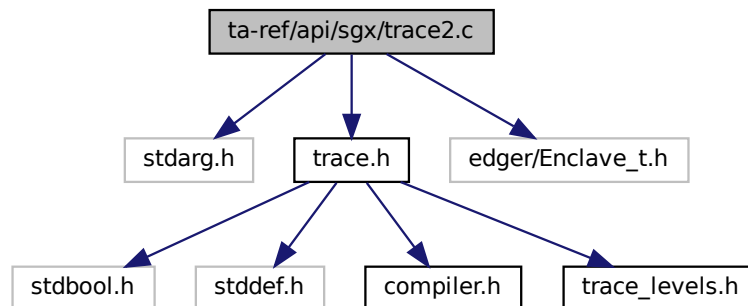
<i>fmt</i>	<i>fmt</i> is constant character argument of type pointer.
------------	--

## Returns

res Based on the condition check it will return string length else returns 0.

## 10.68 ta-ref/api/sgx/trace2.c File Reference

```
#include <stdarg.h>
#include "trace.h"
#include "edger/Enclave_t.h"
Include dependency graph for trace2.c:
```



## Functions

- void [trace\\_vprintf](#) (const char \*func, int line, int level, bool level\_ok, const char \*fmt, va\_list ap)
- void [trace\\_printf](#) (const char \*func, int line, int level, bool level\_ok, const char \*fmt,...)

## 10.68.1 Function Documentation

**10.68.1.1 trace\_printf()** void trace\_printf (

```

    const char * func,
    int line,
    int level,
    bool level_ok,
    const char * fmt,
    ... )
```

[trace\\_printf\(\)](#) - Prints the formatted data to stdout.

This function returns the value of ap by calling va\_end().



**Parameters**

<i>func</i>	Pointer to a buffer where the resulting C-string is stored.
<i>line</i>	integer type of line
<i>level_ok</i>	boolean value
<i>fmt</i>	C string that contains a format string
<i>ap</i>	A value identifying a variable arguments list

**Returns**

Total number of characters is returned.

```
10.68.1.2 trace_vprintf() void trace_vprintf (
    const char * func,
    int line,
    int level,
    bool level_ok,
    const char * fmt,
    va_list ap )
```

[trace\\_vprintf\(\)](#) - Writes the formatted data from variable argument list to sized buffer.

This function returns the buffer character by calling ocall\_print\_string()

**Parameters**

<i>func</i>	Pointer to a buffer where the resulting C-string is stored.
<i>line</i>	integer type of line
<i>level_ok</i>	boolean value
<i>fmt</i>	C string that contains a format string
<i>ap</i>	A value identifying a variable arguments list

**Returns**

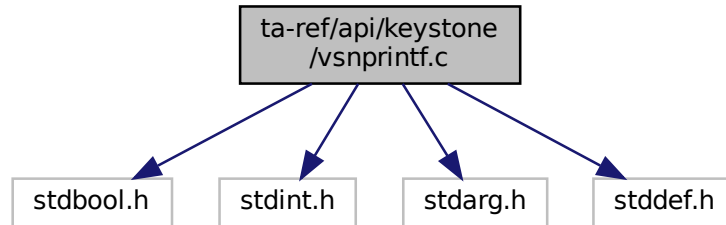
buf The total number of characters written is returned.

**10.69 ta-ref/api/keystone/vsnprintf.c File Reference**

```
#include <stdbool.h>
#include <stdint.h>
#include <stdarg.h>
```

```
#include <stddef.h>
```

Include dependency graph for vsnprintf.c:



## Classes

- struct [out\\_fct\\_wrap\\_type](#)

## Typedefs

- typedef void(\* [out\\_fct\\_type](#)) (char character, void \*buffer, size\_t idx, size\_t maxlen)

## Functions

- static void [\\_out\\_buffer](#) (char character, void \*buffer, size\_t idx, size\_t maxlen)
- static void [\\_out\\_null](#) (char character, void \*buffer, size\_t idx, size\_t maxlen)
- static void [\\_out\\_char](#) (char character, void \*buffer, size\_t idx, size\_t maxlen)
- static void [\\_out\\_fct](#) (char character, void \*buffer, size\_t idx, size\_t maxlen)
- static unsigned int [\\_strlen](#) (const char \*str)
- static bool [\\_is\\_digit](#) (char ch)
- static unsigned int [\\_atoi](#) (const char \*\*str)
- static size\_t [\\_ntoa\\_format](#) ([out\\_fct\\_type](#) out, char \*buffer, size\_t idx, size\_t maxlen, char \*buf, size\_t len, bool negative, unsigned int base, unsigned int prec, unsigned int width, unsigned int flags)
- static size\_t [\\_ntoa\\_long](#) ([out\\_fct\\_type](#) out, char \*buffer, size\_t idx, size\_t maxlen, unsigned long value, bool negative, unsigned long base, unsigned int prec, unsigned int width, unsigned int flags)
- static int [\\_vsnprintf](#) ([out\\_fct\\_type](#) out, char \*buffer, const size\_t maxlen, const char \*format, va\_list va)
- int [sprintf](#) (char \*buffer, const char \*format,...)
- int [snprintf](#) (char \*buffer, size\_t count, const char \*format,...)
- int [vsnprintf](#) (char \*buffer, size\_t count, const char \*format, va\_list va)
- int [fctprintf](#) (void(\*out)(char character, void \*arg), void \*arg, const char \*format,...)

### 10.69.1 Typedef Documentation

**10.69.1.1 out\_fct\_type** typedef void(\* out\_fct\_type) (char character, void \*buffer, size\_t idx, size\_t maxlen)

## 10.69.2 Function Documentation

**10.69.2.1 `_atoi()`** `static unsigned int _atoi (`  
`const char ** str ) [static]`

**10.69.2.2 `_is_digit()`** `static bool _is_digit (`  
`char ch ) [inline], [static]`

**10.69.2.3 `_ntoa_format()`** `static size_t _ntoa_format (`  
`out_fct_type out,`  
`char * buffer,`  
`size_t idx,`  
`size_t maxlen,`  
`char * buf,`  
`size_t len,`  
`bool negative,`  
`unsigned int base,`  
`unsigned int prec,`  
`unsigned int width,`  
`unsigned int flags ) [static]`

**10.69.2.4 `_ntoa_long()`** `static size_t _ntoa_long (`  
`out_fct_type out,`  
`char * buffer,`  
`size_t idx,`  
`size_t maxlen,`  
`unsigned long value,`  
`bool negative,`  
`unsigned long base,`  
`unsigned int prec,`  
`unsigned int width,`  
`unsigned int flags ) [static]`

**10.69.2.5 `_out_buffer()`** `static void _out_buffer (`  
`char character,`  
`void * buffer,`  
`size_t idx,`  
`size_t maxlen ) [inline], [static]`

**10.69.2.6** `_out_char()` `static void _out_char (`  
    `char character,`  
    `void * buffer,`  
    `size_t idx,`  
    `size_t maxlen )` `[inline], [static]`

**10.69.2.7** `_out_fct()` `static void _out_fct (`  
    `char character,`  
    `void * buffer,`  
    `size_t idx,`  
    `size_t maxlen )` `[inline], [static]`

**10.69.2.8** `_out_null()` `static void _out_null (`  
    `char character,`  
    `void * buffer,`  
    `size_t idx,`  
    `size_t maxlen )` `[inline], [static]`

**10.69.2.9** `_strlen()` `static unsigned int _strlen (`  
    `const char * str )` `[inline], [static]`

**10.69.2.10** `_vsnprintf()` `static int _vsnprintf (`  
    `out_fct_type out,`  
    `char * buffer,`  
    `const size_t maxlen,`  
    `const char * format,`  
    `va_list va )` `[static]`

**10.69.2.11** `fctprintf()` `int fctprintf (`  
    `void(*) (char character, void *arg) out,`  
    `void * arg,`  
    `const char * format,`  
    `... )`

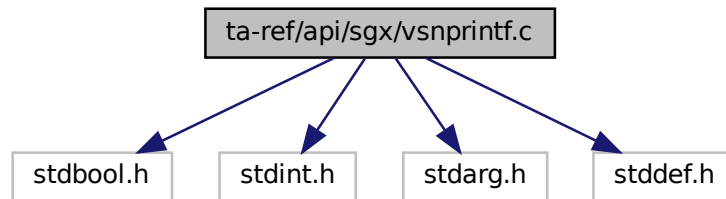
**10.69.2.12** `snprintf()` `int snprintf (`  
    `char * buffer,`  
    `size_t count,`  
    `const char * format,`  
    `... )`

**10.69.2.13 printf()** `int printf (`  
     `char * buffer,`  
     `const char * format,`  
     `... )`

**10.69.2.14 vsnprintf()** `int vsnprintf (`  
     `char * buffer,`  
     `size_t count,`  
     `const char * format,`  
     `va_list va )`

## 10.70 ta-ref/api/sgx/vsnprintf.c File Reference

```
#include <stdbool.h>
#include <stdint.h>
#include <stdarg.h>
#include <stddef.h>
Include dependency graph for vsnprintf.c:
```



### Classes

- struct [out\\_fct\\_wrap\\_type](#)

### Macros

- #define [PRINTF\\_NTOA\\_BUFFER\\_SIZE](#) 32U
- #define [PRINTF\\_FTOA\\_BUFFER\\_SIZE](#) 32U
- #define [PRINTF\\_SUPPORT\\_FLOAT](#)
- #define [PRINTF\\_SUPPORT\\_LONG\\_LONG](#)
- #define [PRINTF\\_SUPPORT\\_PTRDIFF\\_T](#)
- #define [FLAGS\\_ZEROPAD](#) (1U << 0U)
- #define [FLAGS\\_LEFT](#) (1U << 1U)
- #define [FLAGS\\_PLUS](#) (1U << 2U)
- #define [FLAGS\\_SPACE](#) (1U << 3U)
- #define [FLAGS\\_HASH](#) (1U << 4U)

- #define `FLAGS_UPPERCASE` (1U << 5U)
- #define `FLAGS_CHAR` (1U << 6U)
- #define `FLAGS_SHORT` (1U << 7U)
- #define `FLAGS_LONG` (1U << 8U)
- #define `FLAGS_LONG_LONG` (1U << 9U)
- #define `FLAGS_PRECISION` (1U << 10U)
- #define `_putchar` `putchar`

## Typedefs

- typedef void(\* `out_fct_type`) (char character, void \*buffer, size\_t idx, size\_t maxlen)

## Functions

- int `putchar` (char ch)
- static void `_out_buffer` (char character, void \*buffer, size\_t idx, size\_t maxlen)
- static void `_out_null` (char character, void \*buffer, size\_t idx, size\_t maxlen)
- static void `_out_char` (char character, void \*buffer, size\_t idx, size\_t maxlen)
- static void `_out_fct` (char character, void \*buffer, size\_t idx, size\_t maxlen)
- static unsigned int `_strlen` (const char \*str)
- static bool `_is_digit` (char ch)
- static unsigned int `_atoi` (const char \*\*str)
- static size\_t `_ntoa_format` (`out_fct_type` out, char \*buffer, size\_t idx, size\_t maxlen, char \*buf, size\_t len, bool negative, unsigned int base, unsigned int prec, unsigned int width, unsigned int flags)
- static size\_t `_ntoa_long` (`out_fct_type` out, char \*buffer, size\_t idx, size\_t maxlen, unsigned long value, bool negative, unsigned long base, unsigned int prec, unsigned int width, unsigned int flags)
- static size\_t `_ntoa_long_long` (`out_fct_type` out, char \*buffer, size\_t idx, size\_t maxlen, unsigned long long value, bool negative, unsigned long long base, unsigned int prec, unsigned int width, unsigned int flags)
- static size\_t `_ftoa` (`out_fct_type` out, char \*buffer, size\_t idx, size\_t maxlen, double value, unsigned int prec, unsigned int width, unsigned int flags)
- static int `_vsnprintf` (`out_fct_type` out, char \*buffer, const size\_t maxlen, const char \*format, va\_list va)
- int `sprintf` (char \*buffer, const char \*format,...)
- int `snprintf` (char \*buffer, size\_t count, const char \*format,...)
- int `vsnprintf` (char \*buffer, size\_t count, const char \*format, va\_list va)
- int `fctprintf` (void(\*out)(char character, void \*arg), void \*arg, const char \*format,...)

## 10.70.1 Macro Definition Documentation

### 10.70.1.1 `_putchar` #define `_putchar` `putchar`

### 10.70.1.2 `FLAGS_CHAR` #define `FLAGS_CHAR` (1U << 6U)

**10.70.1.3    FLAGS\_HASH**    `#define FLAGS_HASH (1U << 4U)`

**10.70.1.4    FLAGS\_LEFT**    `#define FLAGS_LEFT (1U << 1U)`

**10.70.1.5    FLAGS\_LONG**    `#define FLAGS_LONG (1U << 8U)`

**10.70.1.6    FLAGS\_LONG\_LONG**    `#define FLAGS_LONG_LONG (1U << 9U)`

**10.70.1.7    FLAGS\_PLUS**    `#define FLAGS_PLUS (1U << 2U)`

**10.70.1.8    FLAGS\_PRECISION**    `#define FLAGS_PRECISION (1U << 10U)`

**10.70.1.9    FLAGS\_SHORT**    `#define FLAGS_SHORT (1U << 7U)`

**10.70.1.10    FLAGS\_SPACE**    `#define FLAGS_SPACE (1U << 3U)`

**10.70.1.11    FLAGS\_UPPERCASE**    `#define FLAGS_UPPERCASE (1U << 5U)`

**10.70.1.12    FLAGS\_ZEROPAD**    `#define FLAGS_ZEROPAD (1U << 0U)`

**10.70.1.13    PRINTF\_FTOA\_BUFFER\_SIZE**    `#define PRINTF_FTOA_BUFFER_SIZE 32U`

**10.70.1.14 PRINTF\_NTOA\_BUFFER\_SIZE** `#define PRINTF_NTOA_BUFFER_SIZE 32U`

**10.70.1.15 PRINTF\_SUPPORT\_FLOAT** `#define PRINTF_SUPPORT_FLOAT`

**10.70.1.16 PRINTF\_SUPPORT\_LONG\_LONG** `#define PRINTF_SUPPORT_LONG_LONG`

**10.70.1.17 PRINTF\_SUPPORT\_PTRDIFF\_T** `#define PRINTF_SUPPORT_PTRDIFF_T`

## 10.70.2 Typedef Documentation

**10.70.2.1 out\_fct\_type** `typedef void(* out_fct_type) (char character, void *buffer, size_t idx, size_t maxlen)`

## 10.70.3 Function Documentation

**10.70.3.1 \_atoi()** `static unsigned int _atoi (const char ** str) [static]`

[\\_atoi\(\)](#) - Converts the internal ASCII string into an unsigned integer.

This function is to convert the internal ASCII string into unsigned integer.

### Parameters

<i>str</i>	string representation of an integral number.
------------	--

### Returns

i unsigned integer value.



```

10.70.3.2  _ftoa()  static size_t _ftoa (
    out_fct_type out,
    char * buffer,
    size_t idx,
    size_t maxlen,
    double value,
    unsigned int prec,
    unsigned int width,
    unsigned int flags )  [static]

```

**\_ftoa()** - Converts a given floating-point number or a double to a string with the use of standard library functions.

This function checks whether the value is negative or not, then it checks with if condition default precision to 6, if it not set it will set explicitly. Using the while loop it limits the precision to 9, because it causes a overflow error when precision crosses above 10. Using the if condition rollover or round If the precison value is greater than 0.5 up the precision value.it round up to

1. Using the while\_loop condition adding extra zeros and append decimal value to the lenthth. Finally using the conditional statement executes pad leading zeros, handling the hash value, padding spaces up to given width and reverses the string.

#### Parameters

<i>out</i>	type of out_fct_type
<i>buffer</i>	Pointer to a character string to write the result.
<i>idx</i>	idx bytes of size_t
<i>maxlen</i>	Maximum number of characters to write.
<i>negative</i>	boolean type
<i>base</i>	an unsigned long data type
<i>prec</i>	an unsigned integral data type
<i>width</i>	an unsigned integral data type
<i>flags</i>	an unsigned integral data type

#### Returns

non integer value if success else error occur

```

10.70.3.3  _is_digit()  static bool _is_digit (
    char ch )  [inline], [static]

```

**\_is\_digit()** - Is for the internal test if char is a digit from 0 to 9

#### Parameters

<i>ch</i>	This is the character to be checked.
-----------	--------------------------------------

## Returns

true if char is a digit and internal test if char is a digit from 0 to 9

**10.70.3.4** `_ntoa_format()` static size\_t \_ntoa\_format (

```

    out_fct_type out,
    char * buffer,
    size_t idx,
    size_t maxlen,
    char * buf,
    size_t len,
    bool negative,
    unsigned int base,
    unsigned int prec,
    unsigned int width,
    unsigned int flags ) [static]

```

`_ntoa_format()` - Converts the string into the defined format structure.

This function uses the while condition for padding the leading zeroes and also applies the if conditions to handle the hash. Using the if condition pad spaces up to given width what specifies in that. It reverse the string and again append pad spaces up to given width.

## Parameters

<i>out</i>	type of out_fct_type
<i>buffer</i>	Pointer to a character string to write the result.
<i>idx</i>	idx bytes of size_t
<i>maxlen</i>	Maximum number of characters to write.
<i>negative</i>	boolean type
<i>base</i>	an unsigned long data type
<i>prec</i>	an unsigned integer data type
<i>width</i>	an unsigned integer data type
<i>flags</i>	an unsigned integer data type

## Returns

idx non integer value if success else error occur.

**10.70.3.5** `_ntoa_long()` static size\_t \_ntoa\_long (

```

    out_fct_type out,
    char * buffer,
    size_t idx,
    size_t maxlen,
    unsigned long value,
    bool negative,
    unsigned long base,

```

```

unsigned int prec,
unsigned int width,
unsigned int flags ) [static]

```

[\\_ntoa\\_long\(\)](#) - Converts string into long value.

This function begins with an if condition value then it assigns ~FLAGS\_HASH into flags & value. Later it uses the if condition and do while write if precision not equal to zero and value is not equals to zero.

#### Parameters

<i>out</i>	type of out_fct_type
<i>buffer</i>	Pointer to a character string to write the result.
<i>idx</i>	idx bytes of size_t
<i>maxlen</i>	Maximum number of characters to write.
<i>negative</i>	boolean type
<i>base</i>	an unsigned long data type
<i>prec</i>	an unsigned integral data type
<i>width</i>	an unsigned integral data type
<i>flags</i>	an unsigned integral data type

#### Returns

idx non integer value if success else error occur.

**10.70.3.6** [\\_ntoa\\_long\\_long\(\)](#) static size\_t \_ntoa\_long\_long (

```

    out_fct_type out,
    char * buffer,
    size_t idx,
    size_t maxlen,
    unsigned long long value,
    bool negative,
    unsigned long long base,
    unsigned int prec,
    unsigned int width,
    unsigned int flags ) [static]

```

[\\_ntoa\\_long\\_long\(\)](#) - Function to convert string to long value.

This function begins with an if condition then it assigns ~FLAGS\_HASH into flags & value. Later it uses the if condition and do while write if precision not equal to zero and value is not equals to zero.

#### Parameters

<i>out</i>	type of out_fct_type
<i>buffer</i>	Pointer to a character string to write the result.
<i>idx</i>	idx bytes of size_t
<i>maxlen</i>	Maximum number of characters to write.
Paramter list continued on next page	

<i>negative</i>	boolean type
<i>base</i>	an unsigned long data type
<i>prec</i>	an unsigned integral data type
<i>width</i>	an unsigned integral data type
<i>flag</i>	an unsigned integral data type

#### Returns

idx non integer value if success else error occur.

**10.70.3.7 `_out_buffer()`** static void `_out_buffer` (  
     char *character*,  
     void \* *buffer*,  
     size\_t *idx*,  
     size\_t *maxlen* ) [inline], [static]

[\\_out\\_buffer\(\)](#) - Internal buffer output

This function compares the idx and maxlen, If "idx" is less than "maxlen" then it will assign "character" value into the typecasting char "buffer[idx]"

#### Parameters

<i>character</i>	character type string
<i>buffer</i>	Pointer to a character string to write the result.
<i>idx</i>	bytes of size_t
<i>maxlen</i>	Maximum number of characters to write.

**10.70.3.8 `_out_char()`** static void `_out_char` (  
     char *character*,  
     void \* *buffer*,  
     size\_t *idx*,  
     size\_t *maxlen* ) [inline], [static]

[\\_out\\_char\(\)](#) - Internal putchar wrapper

The typecasting of arguments with void is to avoid unused variable warnings in some compilers. Checks the character value once the if condition is success then [putchar\(\)](#) writes a character into stdout.

#### Parameters

<i>character</i>	character type string
Paramter list continued on next page	

<i>buffer</i>	Pointer to a character string to write the result.
<i>idx</i>	bytes of size_t
<i>maxlen</i>	Maximum number of characters to write.

**10.70.3.9** `_out_fct()` `static void _out_fct (`  
    `char character,`  
    `void * buffer,`  
    `size_t idx,`  
    `size_t maxlen ) [inline], [static]`

[\\_out\\_fct\(\)](#) - Internal output function wrapper

This function typecasting `idx` and `maxlen` arguments is to avoid compiler error. And then output function wrapper and the buffer is the output fct pointer.

**Parameters**

<i>character</i>	character type string
<i>buffer</i>	Pointer to a character string to write the result.
<i>idx</i>	bytes of size_t
<i>maxlen</i>	Maximum number of characters to write.

**10.70.3.10** `_out_null()` `static void _out_null (`  
    `char character,`  
    `void * buffer,`  
    `size_t idx,`  
    `size_t maxlen ) [inline], [static]`

[\\_out\\_null\(\)](#) - Internal null output.

The typecasting of arguments with void is applied to avoid unused variable warnings in some compilers.

**Parameters**

<i>character</i>	character type string
<i>buffer</i>	Pointer to a character string to write the result.
<i>idx</i>	bytes of size_t
<i>maxlen</i>	Maximum number of characters to write.

**10.70.3.11** `_strlen()` `static unsigned int _strlen (`  
`const char * str ) [inline], [static]`

`_strlen()` - calculates the length of the string.

#### Parameters

<i>str</i>	str is an argument of type pointer.
------------	-------------------------------------

#### Returns

string length if successfully executed, else error occurred.

**10.70.3.12** `_vsnprintf()` `static int _vsnprintf (`  
`out_fct_type out,`  
`char * buffer,`  
`const size_t maxlen,`  
`const char * format,`  
`va_list va ) [static]`

`_vsnprintf()` - Function writes formatted output to a character array, up to a maximum number of characters.

The `_vsnprintf` function firstly initializes the variables of format specifiers like flags, width, precision in this they evaluate all the specifiers individually. First it checks the buffer equal to zero or not for null output function. After that flags evaluation will start using the switch case, then width field evaluation takes process using if condition.

#### Parameters

<i>out</i>	type of out_fct_type.
<i>buffer</i>	pointer to the buffer where you want to function to store the formatted string.
<i>maxlen</i>	maximum number of characters to store in the buffer.
<i>format</i>	string that specifies the format of the output.
<i>va</i>	variable-argument list of the additional argument.

#### Returns

Its return the typecasted int of idx if success otherwise error occurred.

**10.70.3.13** `fctprintf()` `int fctprintf (`  
`void(*) (char character, void *arg) out,`  
`void * arg,`  
`const char * format,`  
`... )`

`fprintf()` - Function is using the library macros of variable arguments like `vstart` and `vaend`.

This function initializes the `va_list` variable and invokes the `va_start()`. Invokes `_vsnprintf` function and stores the value into `ret`. It applies the functions `va_start` and `va_end` on `va` and returns `ret`.

## Parameters

<i>out</i>	An output function which takes one character and an argument pointer.
<i>arg</i>	An argument pointer for user data passed to output function.
<i>format</i>	A string that specifies the format of the output.

## Returns

The number of characters that are sent to the output function, not counting the terminating null character.

**10.70.3.14 putchar()** `int putchar (`  
     `char ch )`

**10.70.3.15 snprintf()** `int snprintf (`  
     `char * buffer,`  
     `size_t count,`  
     `const char * format,`  
     `... )`

[snprintf\(\)](#) - Places the generated output into the character array pointed to by buf, instead of writing it to a file

This function initializes the va\_list variable and invokes the va\_start(). Invokes \_vsnprintf function and stores the value into ret. It applies the functions va\_start and va\_end on va and returns ret.

## Parameters

<i>buffer</i>	pointer to buffer where you want to function to store the formatted string.
<i>count</i>	maximum number of characters to store in the buffer.
<i>format</i>	string that specifies the format of the output.

## Returns

ret returns the ret value as an integer type.

**10.70.3.16 sprintf()** `int sprintf (`  
     `char * buffer,`  
     `const char * format,`  
     `... )`

[sprintf\(\)](#) - Sends formatted output to a string pointed to by the argument buffer.



This function initialize the `va_list` variable and invokes the `va_start()`. Invokes `_vsnprintf` function and store the value into `ret`. It applies the functions `va_start` and `va_end` on `va` and returns `ret`.

**Parameters**

<i>buffer</i>	pointer to an array of char elements resulting string will store.
<i>format</i>	string that contains the text to be written to buffer.

**Returns**

ret It returns the ret value as an integer type.

**10.70.3.17 vsnprintf()** int vsnprintf (  
    char \* *buffer*,  
    size\_t *count*,  
    const char \* *format*,  
    va\_list *va* )

[vsnprintf\(\)](#) - Invokes another function called [\\_vsnprintf\(\)](#). with some arguments.

**Parameters**

<i>buffer</i>	Pointer to the buffer where you want to function to store the formatted string.
<i>count</i>	maximum number of characters to store in the buffer.
<i>format</i>	string that specifies the format of the output.

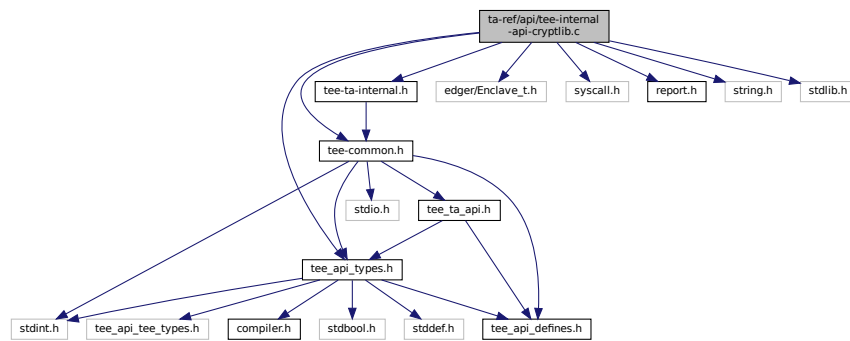
**Returns**

Its return the typecasted int of idx if success otherwise error occurred.

**10.71 ta-ref/api/tee-internal-api-cryptlib.c File Reference**

```
#include "tee_api_types.h"
#include "tee-common.h"
#include "tee-ta-internal.h"
#include "edger/Enclave_t.h"
#include "syscall.h"
#include "report.h"
#include <string.h>
#include <stdlib.h>
```

Include dependency graph for tee-internal-api-cryptlib.c:



## Functions

- void [wolfSSL\\_Free](#) (void \*p)
- void \* [wolfSSL\\_Malloc](#) (size\_t n)
- [TEE\\_Result TEE\\_AllocateOperation](#) ([TEE\\_OperationHandle](#) \*operation, uint32\_t algorithm, uint32\_t mode, uint32\_t maxKeySize)  
*Crypto, for all Crypto Functions.*
- void [TEE\\_FreeOperation](#) ([TEE\\_OperationHandle](#) operation)  
*Crypto, for all Crypto Functions.*
- void [TEE\\_DigestUpdate](#) ([TEE\\_OperationHandle](#) operation, const void \*chunk, uint32\_t chunkSize)  
*Crypto, Message Digest Functions.*
- [TEE\\_Result TEE\\_DigestDoFinal](#) ([TEE\\_OperationHandle](#) operation, const void \*chunk, uint32\_t chunkLen, void \*hash, uint32\_t \*hashLen)
- [TEE\\_Result TEE\\_SetOperationKey](#) ([TEE\\_OperationHandle](#) operation, [TEE\\_ObjectHandle](#) key)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- [TEE\\_Result TEE\\_AEInit](#) ([TEE\\_OperationHandle](#) operation, const void \*nonce, uint32\_t nonceLen, uint32\_t tagLen, uint32\_t AADLen, uint32\_t payloadLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- void [TEE\\_AEUpdateAAD](#) ([TEE\\_OperationHandle](#) operation, const void \*AADdata, uint32\_t AADdataLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- [TEE\\_Result TEE\\_AEUpdate](#) ([TEE\\_OperationHandle](#) operation, const void \*srcData, uint32\_t srcLen, void \*destData, uint32\_t \*destLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- [TEE\\_Result TEE\\_AEEncryptFinal](#) ([TEE\\_OperationHandle](#) operation, const void \*srcData, uint32\_t srcLen, void \*destData, uint32\_t \*destLen, void \*tag, uint32\_t \*tagLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- [TEE\\_Result TEE\\_AEDecryptFinal](#) ([TEE\\_OperationHandle](#) operation, const void \*srcData, uint32\_t srcLen, void \*destData, uint32\_t \*destLen, void \*tag, uint32\_t tagLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- void [TEE\\_CipherInit](#) ([TEE\\_OperationHandle](#) operation, const void \*nonce, uint32\_t nonceLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- [TEE\\_Result TEE\\_CipherUpdate](#) ([TEE\\_OperationHandle](#) operation, const void \*srcData, uint32\_t srcLen, void \*destData, uint32\_t \*destLen)  
*Crypto, Authenticated Encryption with Symmetric key Verification Functions.*
- [TEE\\_Result TEE\\_CipherDoFinal](#) ([TEE\\_OperationHandle](#) operation, const void \*srcData, uint32\_t srcLen, void \*destData, uint32\_t \*destLen)

- [TEE\\_Result TEE\\_GenerateKey](#) ([TEE\\_ObjectHandle](#) object, [uint32\\_t](#) keySize, const [TEE\\_Attribute](#) \*params, [uint32\\_t](#) paramCount)  
*Crypto, Asymmetric key Verification Functions.*
- [TEE\\_Result TEE\\_AllocateTransientObject](#) ([TEE\\_ObjectType](#) objectType, [uint32\\_t](#) maxKeySize, [TEE\\_ObjectHandle](#) \*object)  
*Crypto, Asymmetric key Verification Functions.*
- void [TEE\\_InitRefAttribute](#) ([TEE\\_Attribute](#) \*attr, [uint32\\_t](#) attributeID, const void \*buffer, [uint32\\_t](#) length)  
*Crypto, Asymmetric key Verification Functions.*
- void [TEE\\_InitValueAttribute](#) ([TEE\\_Attribute](#) \*attr, [uint32\\_t](#) attributeID, [uint32\\_t](#) a, [uint32\\_t](#) b)  
*Crypto, Asymmetric key Verification Functions.*
- void [TEE\\_FreeTransientObject](#) ([TEE\\_ObjectHandle](#) object)  
*Crypto, Asymmetric key Verification Functions.*
- [TEE\\_Result TEE\\_AsymmetricSignDigest](#) ([TEE\\_OperationHandle](#) operation, const [TEE\\_Attribute](#) \*params, [uint32\\_t](#) paramCount, const void \*digest, [uint32\\_t](#) digestLen, void \*signature, [uint32\\_t](#) \*signatureLen)  
*Crypto, Asymmetric key Verification Functions.*
- [TEE\\_Result TEE\\_AsymmetricVerifyDigest](#) ([TEE\\_OperationHandle](#) operation, const [TEE\\_Attribute](#) \*params, [uint32\\_t](#) paramCount, const void \*digest, [uint32\\_t](#) digestLen, const void \*signature, [uint32\\_t](#) signatureLen)  
*Crypto, Asymmetric key Verification Functions.*

### 10.71.1 Function Documentation

**10.71.1.1 TEE\_AEDecryptFinal()** [TEE\\_Result](#) TEE\_AEDecryptFinal (  
[TEE\\_OperationHandle](#) operation,  
const void \* srcData,  
[uint32\\_t](#) srcLen,  
void \* destData,  
[uint32\\_t](#) \* destLen,  
void \* tag,  
[uint32\\_t](#) tagLen )

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

[TEE\\_AEDecryptFinal\(\)](#) - Processes data that has not been processed by previous calls to [TEE\\_AEUpdate](#) as well as data supplied in srcData.

This function completes the AE operation and compares the computed tag with the tag supplied in the parameter tag. The operation handle can be reused or newly initialized. The buffers srcData and destData shall be either completely disjoint or equal in their starting positions. The operation may be in either initial or active state and enters initial state afterwards.

#### Parameters

<i>operation</i>	Handle of a running AE operation
<i>srcData</i>	Reference to final chunk of input data to be encrypted
<i>srcLen</i>	length of the input data
<i>destData</i>	Output buffer. Can be omitted if the output is to be discarded.
<i>destLen</i>	length of the buffer.
<i>tag</i>	Output buffer filled with the computed tag
<i>tagLen</i>	length of the tag.

**Returns**

0 on success.

TEE\_ERROR\_SHORT\_BUFFER If the output buffer is not large enough to contain the output

TEE\_ERROR\_MAC\_INVALID If the computed tag does not match the supplied tag

**10.71.1.2 TEE\_AEEncryptFinal()** `TEE_Result TEE_AEEncryptFinal (`  
`TEE_OperationHandle operation,`  
`const void * srcData,`  
`uint32_t srcLen,`  
`void * destData,`  
`uint32_t * destLen,`  
`void * tag,`  
`uint32_t * tagLen )`

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

[TEE\\_AEEncryptFinal\(\)](#) - processes data that has not been processed by previous calls to [TEE\\_AEUpdate](#) as well as data supplied in `srcData` .

[TEE\\_AEEncryptFinal](#) completes the AE operation and computes the tag. The operation handle can be reused or newly initialized. The buffers `srcData` and `destData` SHALL be either completely disjoint or equal in their starting positions. The operation may be in either initial or active state and enters initial state afterwards.

**Parameters**

<i>operation</i>	Handle of a running AE operation
<i>srcData</i>	Reference to final chunk of input data to be encrypted
<i>srcLen</i>	length of the input data
<i>destData</i>	Output buffer. Can be omitted if the output is to be discarded.
<i>destLen</i>	length of the buffer.
<i>tag</i>	Output buffer filled with the computed tag
<i>tagLen</i>	length of the tag.

**Returns**

0 on success.

TEE\_ERROR\_SHORT\_BUFFER If the output or tag buffer is not large enough to contain the output.

**10.71.1.3 TEE\_AEInit()** `TEE_Result TEE_AEInit (`  
`TEE_OperationHandle operation,`  
`const void * nonce,`  
`uint32_t nonceLen,`  
`uint32_t tagLen,`  
`uint32_t AADLen,`  
`uint32_t payloadLen )`

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

[TEE\\_AEInit\(\)](#) - Initializes an Authentication Encryption operation.

The operation must be in initial state and remains in the initial state afterwards.

#### Parameters

<i>operation</i>	A handle on the operation.
<i>nonce</i>	The operation nonce or IV
<i>nonceLen</i>	length of nonce
<i>tagLen</i>	Size in bits of the tag
<i>AADLen</i>	Length in bytes of the AAD
<i>payloadLen</i>	Length in bytes of the payload.

#### Returns

0 on success.

TEE\_ERROR\_NOT\_SUPPORTED If the tag length is not supported by the algorithm.

**10.71.1.4 TEE\_AEUpdate()** `TEE_Result TEE_AEUpdate (`  
     `TEE_OperationHandle operation,`  
     `const void * srcData,`  
     `uint32_t srcLen,`  
     `void * destData,`  
     `uint32_t * destLen )`

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

[TEE\\_AEUpdate\(\)](#) - Accumulates data for an Authentication Encryption operation

This function describes Input data does not have to be a multiple of block size. Subsequent calls to this function are possible. Unless one or more calls of this function have supplied sufficient input data, no output is generated. when using this routine to decrypt the returned data may be corrupt since the integrity check is not performed until all the data has been processed. If this is a concern then only use the TEE\_AEDecryptFinal routine.

#### Parameters

<i>operation</i>	Handle of a running AE operation.
<i>srcData</i>	Input data buffer to be encrypted or decrypted
<i>srcLen</i>	length of the input buffer.
<i>destData</i>	Output buffer
<i>destLen</i>	length of the out put buffer.

**Returns**

0 on success.

TEE\_ERROR\_SHORT\_BUFFER if the output buffer is not large enough to contain the output.

**10.71.1.5 TEE\_AEUpdateAAD()** `void TEE_AEUpdateAAD (`  
     `TEE_OperationHandle operation,`  
     `const void * AADdata,`  
     `uint32_t AADdataLen )`

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

[TEE\\_AEUpdateAAD\(\)](#) - Feeds a new chunk of Additional Authentication Data (AAD) to the AE operation. Subsequent calls to this function are possible.

The TEE\_AEUpdateAAD function feeds a new chunk of Additional Authentication Data (AAD) to the AE operation. Subsequent calls to this function are possible. The buffers srcData and destData shall be either completely disjoint or equal in their starting positions. The operation SHALL be in initial state and remains in initial state afterwards.

**Parameters**

<i>operation</i>	Handle on the AE operation
<i>AADdata</i>	Input buffer containing the chunk of AAD
<i>AADdataLen</i>	length of the chunk of AAD.

**10.71.1.6 TEE\_AllocateOperation()** `TEE_Result TEE_AllocateOperation (`  
     `TEE_OperationHandle * operation,`  
     `uint32_t algorithm,`  
     `uint32_t mode,`  
     `uint32_t maxKeySize )`

Crypto, for all Crypto Functions.

[TEE\\_AllocateOperation\(\)](#) - Allocates a handle for a new cryptographic operation and sets the mode and algorithm type.

If this function does not return with TEE\_SUCCESS then there is no valid handle value. Once a cryptographic operation has been created, the implementation shall guarantee that all resources necessary for the operation are allocated and that any operation with a key of at most maxKeySize bits can be performed. For algorithms that take multiple keys, for example the AES XTS algorithm, the maxKeySize parameter specifies the size of the largest key. It is up to the implementation to properly allocate space for multiple keys if the algorithm so requires.

**Parameters**

<i>operation</i>	reference to generated operation handle.
<i>algorithm</i>	One of the cipher algorithms.
<i>mode</i>	The operation mode.
<i>maxKeySize</i>	Maximum key size in bits for the operation.

**Returns**

0 in case of success

TEE\_ERROR\_OUT\_OF\_MEMORY If there are not enough resources to allocate the operation.

TEE\_ERROR\_NOT\_SUPPORTED If the mode is not compatible with the algorithm or key size or if the algorithm is not one of the listed algorithms or if maxKeySize is not appropriate for the algorithm.

**10.71.1.7 TEE\_AllocateTransientObject()** `TEE_Result TEE_AllocateTransientObject (`  
`TEE_ObjectType objectType,`  
`uint32_t maxKeySize,`  
`TEE_ObjectHandle * object )`

Crypto, Asymmetric key Verification Functions.

[TEE\\_AllocateTransientObject\(\)](#) - Allocates an uninitialized transient object. Transient objects are used to hold a cryptographic object (key or key-pair).

The value TEE\_KEYSIZE\_NO\_KEY should be used for maxObjectSize for object types that do not require a key so that all the container resources can be pre-allocated. As allocated, the container is uninitialized. It can be initialized by subsequently importing the object material, generating an object, deriving an object, or loading an object from the Trusted Storage.

**Parameters**

<i>objectType</i>	Type of uninitialized object container to be created
<i>maxKeySize</i>	Key Size of the object.
<i>object</i>	Filled with a handle on the newly created key container.

**Returns**

0 on success

TEE\_ERROR\_OUT\_OF\_MEMORY If not enough resources are available to allocate the object handle.

TEE\_ERROR\_NOT\_SUPPORTED If the key size is not supported or the object type is not supported.

**10.71.1.8 TEE\_AsymmetricSignDigest()** `TEE_Result TEE_AsymmetricSignDigest (`  
`TEE_OperationHandle operation,`  
`const TEE_Attribute * params,`  
`uint32_t paramCount,`  
`const void * digest,`  
`uint32_t digestLen,`  
`void * signature,`  
`uint32_t * signatureLen )`

Crypto, Asymmetric key Verification Functions.

[TEE\\_AsymmetricSignDigest\(\)](#) - Signs a message digest within an asymmetric operation.



**Parameters**

<i>operation</i>	Handle on the operation, which SHALL have been suitably set up with an operation key.
<i>params</i>	Optional operation parameters
<i>paramCount</i>	size of param
<i>digest</i>	Input buffer containing the input message digest
<i>digestLen</i>	length of input buffer.
<i>signature</i>	Output buffer written with the signature of the digest
<i>signatureLen</i>	length of output buffer.

**Returns**

0 on success

TEE\_ERROR\_SHORT\_BUFFER If the signature buffer is not large enough to hold the result

**10.71.1.9 TEE\_AsymmetricVerifyDigest()** `TEE_Result TEE_AsymmetricVerifyDigest (`  
`TEE_OperationHandle operation,`  
`const TEE_Attribute * params,`  
`uint32_t paramCount,`  
`const void * digest,`  
`uint32_t digestLen,`  
`const void * signature,`  
`uint32_t signatureLen )`

Crypto, Asymmetric key Verification Functions.

[TEE\\_AsymmetricVerifyDigest\(\)](#) - verifies a message digest signature within an asymmetric operation.

This function describes the message digest signature verify by calling `ed25519_verify()`.

**Parameters**

<i>operation</i>	Handle on the operation, which SHALL have been suitably set up with an operation key.
<i>params</i>	Optional operation parameters
<i>paramCount</i>	size of param.
<i>digest</i>	Input buffer containing the input message digest
<i>digestLen</i>	length of input buffer.
<i>signature</i>	Output buffer written with the signature of the digest
<i>signatureLen</i>	length of output buffer.

**Returns**

TEE\_SUCCESS on success

TEE\_ERROR\_SIGNATURE\_INVALID if the signature is invalid.

**10.71.1.10 TEE\_CipherDoFinal()** `TEE_Result TEE_CipherDoFinal (`  
`TEE_OperationHandle operation,`  
`const void * srcData,`  
`uint32_t srcLen,`  
`void * destData,`  
`uint32_t * destLen )`

[TEE\\_CipherDoFinal\(\)](#) - Finalizes the cipher operation, processing data that has not been processed by previous calls to [TEE\\_CipherUpdate](#) as well as data supplied in `srcData` .

This function describes The operation handle can be reused or re-initialized. The buffers `srcData` and `destData` shall be either completely disjoint or equal in their starting positions. The operation SHALL be in active state and is set to initial state afterwards.

#### Parameters

<i>operation</i>	Handle of a running Cipher operation
<i>srcData</i>	Input data buffer to be encrypted or decrypted
<i>srcLen</i>	length of input buffer
<i>destData</i>	output buffer
<i>destLen</i>	ouput buffer length.

#### Returns

0 on success

TEE\_ERROR\_SHORT\_BUFFER If the output buffer is not large enough to contain the output

**10.71.1.11 TEE\_CipherInit()** `void TEE_CipherInit (`  
`TEE_OperationHandle operation,`  
`const void * nonce,`  
`uint32_t nonceLen )`

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

[TEE\\_CipherInit\(\)](#) - starts the symmetric cipher operation.

The operation shall have been associated with a key. If the operation is in active state, it is reset and then initialized. If the operation is in initial state, it is moved to active state.

#### Parameters

<i>operation</i>	A handle on an opened cipher operation setup with a key
<i>nonce</i>	Buffer containing the operation Initialization Vector as appropriate.
<i>nonceLen</i>	length of the buffer

**10.71.1.12 TEE\_CipherUpdate()** `TEE_Result TEE_CipherUpdate (`  
`TEE_OperationHandle operation,`  
`const void * srcData,`  
`uint32_t srcLen,`  
`void * destData,`  
`uint32_t * destLen )`

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

[TEE\\_CipherUpdate\(\)](#) - encrypts or decrypts input data.

Input data does not have to be a multiple of block size. Subsequent calls to this function are possible. Unless one or more calls of this function have supplied sufficient input data, no output is generated. The cipher operation is finalized with a call to `TEE_CipherDoFinal`. The buffers `srcData` and `destData` SHALL be either completely disjoint or equal in their starting positions. The operation SHALL be in active state.

#### Parameters

<i>operation</i>	Handle of a running Cipher operation
<i>srcData</i>	Input data buffer to be encrypted or decrypted
<i>srcLen</i>	length of input buffer
<i>destData</i>	output buffer
<i>destLen</i>	output buffer length.

#### Returns

0 on success else

`TEE_ERROR_SHORT_BUFFER` If the output buffer is not large enough to contain the output. In this case, the input is not fed into the algorithm.

**10.71.1.13 TEE\_DigestDoFinal()** `TEE_Result TEE_DigestDoFinal (`  
`TEE_OperationHandle operation,`  
`const void * chunk,`  
`uint32_t chunkLen,`  
`void * hash,`  
`uint32_t * hashLen )`

[TEE\\_DigestDoFinal\(\)](#) - Finalizes the message digest operation and produces the message hash.

This function finalizes the message digest operation and produces the message hash. Afterwards the Message Digest operation is reset to initial state and can be reused.

#### Parameters

<i>operation</i>	Handle of a running Message Digest operation.
<i>chunk</i>	Chunk of data to be hashed.
<i>chunkLen</i>	size of the chunk.
<i>hash</i>	Output buffer filled with the message hash.
<i>hashLen</i>	length of the message hash.

**Returns**

0 on success

TEE\_ERROR\_SHORT\_BUFFER If the output buffer is too small. In this case, the operation is not finalized.

**10.71.1.14 TEE\_DigestUpdate()** void TEE\_DigestUpdate (   
     TEE\_OperationHandle operation,   
     const void \* chunk,   
     uint32\_t chunkSize )

Crypto, Message Digest Functions.

[TEE\\_DigestUpdate\(\)](#) - Accumulates message data for hashing.

This function describes the message does not have to be block aligned. Subsequent calls to this function are possible. The operation may be in either initial or active state and becomes active.

**Parameters**

<i>operation</i>	Handle of a running Message Digest operation.
<i>chunk</i>	Chunk of data to be hashed
<i>chunkSize</i>	size of the chunk.

**10.71.1.15 TEE\_FreeOperation()** void TEE\_FreeOperation (   
     TEE\_OperationHandle operation )

Crypto, for all Crypto Functions.

[TEE\\_FreeOperation\(\)](#) - Deallocates all resources associated with an operation handle.

This function deallocates all resources associated with an operation handle. After this function is called, the operation handle is no longer valid. All cryptographic material in the operation is destroyed. The function does nothing if operation is TEE\_HANDLE\_NULL.

**Parameters**

<i>operation</i>	Reference to operation handle.
------------------	--------------------------------

**Returns**

nothing after the operation free.

**10.71.1.16 TEE\_FreeTransientObject()** `void TEE_FreeTransientObject (`  
`TEE_ObjectHandle object )`

Crypto, Asymmetric key Verification Functions.

[TEE\\_FreeTransientObject\(\)](#) - Deallocates a transient object previously allocated with [TEE\\_AllocateTransientObject](#).

this function describes the object handle is no longer valid and all resources associated with the transient object shall have been reclaimed after the [TEE\\_AllocateTransientObject\(\)](#) call.

#### Parameters

<i>object</i>	Handle on the object to free.
---------------	-------------------------------

**10.71.1.17 TEE\_GenerateKey()** `TEE_Result TEE_GenerateKey (`  
`TEE_ObjectHandle object,`  
`uint32_t keySize,`  
`const TEE_Attribute * params,`  
`uint32_t paramCount )`

Crypto, Asymmetric key Verification Functions.

[TEE\\_GenerateKey\(\)](#) - Generates a random key or a key-pair and populates a transient key object with the generated key material.

The size of the desired key is passed in the `keySize` parameter and shall be less than or equal to the maximum key size specified when the transient object was created.

#### Parameters

<i>object</i>	Handle on an uninitialized transient key to populate with the generated key.
<i>keySize</i>	Requested key size shall be less than or equal to the maximum key size specified when the object container was created
<i>params</i>	Parameters for the key generation.
<i>paramCount</i>	The values of all parameters are copied into the object so that the params array and all the memory buffers it points to may be freed after this routine returns without affecting the object.

#### Returns

0 on success

`TEE_ERROR_BAD_PARAMETERS` If an incorrect or inconsistent attribute is detected. The checks that are performed depend on the implementation.

**10.71.1.18 TEE\_InitRefAttribute()** `void TEE_InitRefAttribute (`  
     `TEE_Attribute * attr,`  
     `uint32_t attributeID,`  
     `const void * buffer,`  
     `uint32_t length )`

Crypto, Asymmetric key Verification Functions.

[TEE\\_InitRefAttribute\(\)](#) - The helper function can be used to populate a single attribute either with a reference to a buffer or with integer values.

In `TEE_InitRefAttribute ()` only the buffer pointer is copied, not the content of the buffer. This means that the attribute structure maintains a pointer back to the supplied buffer. It is the responsibility of the TA author to ensure that the contents of the buffer maintain their value until the attributes array is no longer in use.

#### Parameters

<i>attr</i>	attribute structure to initialize.
<i>attributeID</i>	Identifier of the attribute to populate.
<i>buffer</i>	input buffer that holds the content of the attribute.
<i>length</i>	buffer length.

**10.71.1.19 TEE\_InitValueAttribute()** `void TEE_InitValueAttribute (`  
     `TEE_Attribute * attr,`  
     `uint32_t attributeID,`  
     `uint32_t a,`  
     `uint32_t b )`

Crypto, Asymmetric key Verification Functions.

[TEE\\_InitValueAttribute\(\)](#) - The helper function can be used to populate a single attribute either with a reference to a buffer or with integer values.

#### Parameters

<i>attr</i>	attribute structure to initialize.
<i>attributeID</i>	Identifier of the attribute to populate.
<i>a</i>	unsigned integer value to assign to the a member of the attribute structure.
<i>b</i>	unsigned integer value to assign to the b member of the attribute structure

**10.71.1.20 TEE\_SetOperationKey()** `TEE_Result TEE_SetOperationKey (`  
     `TEE_OperationHandle operation,`  
     `TEE_ObjectHandle key )`

Crypto, Authenticated Encryption with Symmetric key Verification Functions.

[TEE\\_SetOperationKey\(\)](#) - Programs the key of an operation; that is, it associates an operation with a key.

The key material is copied from the key object handle into the operation. After the key has been set, there is no longer any link between the operation and the key object. The object handle can be closed or reset and this will not affect the operation. This copied material exists until the operation is freed using `TEE_FreeOperation` or another key is set into the operation.

#### Parameters

<i>operation</i>	Operation handle.
<i>key</i>	A handle on a key object.

#### Returns

0 on success return

`TEE_ERROR_CORRUPT_OBJECT` If the object is corrupt. The object handle is closed.

`TEE_ERROR_STORAGE_NOT_AVAILABLE` If the persistent object is stored in a storage area which is currently inaccessible.

**10.71.1.21 `wolfSSL_Free()`** `void wolfSSL_Free (`  
`void * p )`

[wolfSSL\\_Free\(\)](#) - Deallocates the memory which allocated previously.

#### Parameters

<i>p</i>	This is the pointer to a memory block.
----------	--

**10.71.1.22 `wolfSSL_Malloc()`** `void * wolfSSL_Malloc (`  
`size_t n )`

[wolfSSL\\_Malloc\(\)](#) - Allocates the requested memory and returns a pointer to it.

#### Parameters

<i>n</i>	size of the memory block.
----------	---------------------------

10.72 ta-ref/docs/building.md File Reference

10.73 ta-ref/docs/gp\_api.md File Reference

10.74 ta-ref/docs/how\_to\_program\_on\_ta-ref.md File Reference

10.75 ta-ref/docs/overview\_of\_ta-ref.md File Reference

10.76 ta-ref/docs/preparation.md File Reference

10.77 ta-ref/docs/running\_on\_dev\_boards.md File Reference





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