



Build Reproducibility for Software Integrity

Vivi Andersson, vivia@kth.se

KTH EECS, CHAINS Research Group

2024-05-23

Introduction

- **KTH 2019-2024**
 - MSc. Computer Science, Software Engineering
 - **Interests:** (SC) Security, Blockchains
- **CHAINS Research Group**
 - **Lead:** Musard Balliu, Benoit Baudry, Mathias Ekstedt, Martin Monperrus
 - **Topics:** Software Supply Chains > Dependencies, Builds, SBOMs...
 - **My project:** Go Ethereum SSC Security



Agenda: Reproducible Builds

- Motivation: Software Supply Chains
- Reproducible builds: Why and What?
- Causes for **unreproducible** builds
- In practice: Experiences from Go Ethereum
- Future Outlook



Reproducible Builds for Software Integrity

Software Supply Chains: Motivation

Definition

A software supply chain is defined as all components involved in producing a final software artifact [1].

- **Threat landscape**

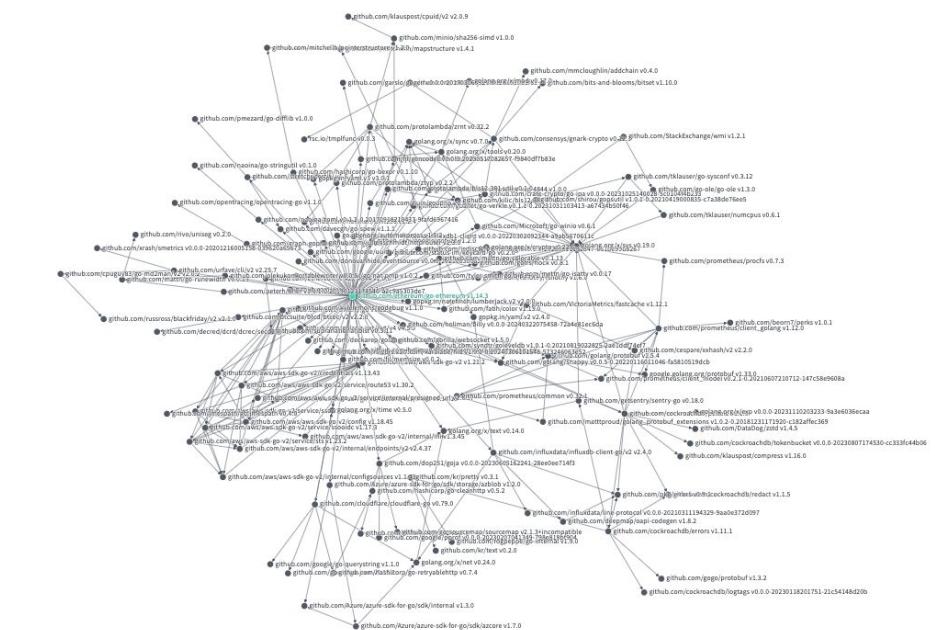
- 2023 saw twice as many software supply chain attacks as 2019-2022 combined [2].

- **Canonical attacks:** SUNBURST, XZ-Utils

- Sophisticated approaches

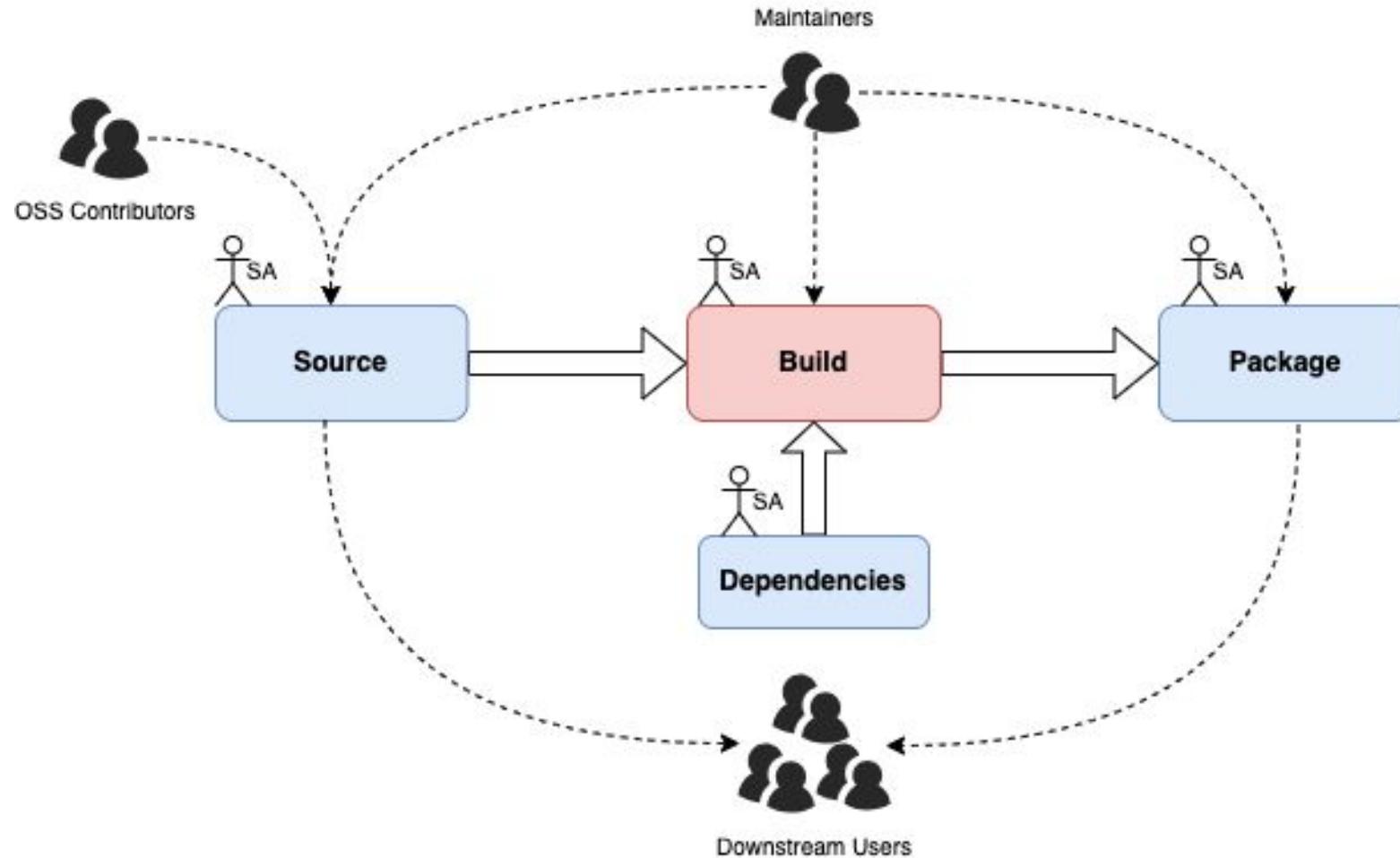
- **“Simpler” attacks:** npm event-stream

- Maintainer change



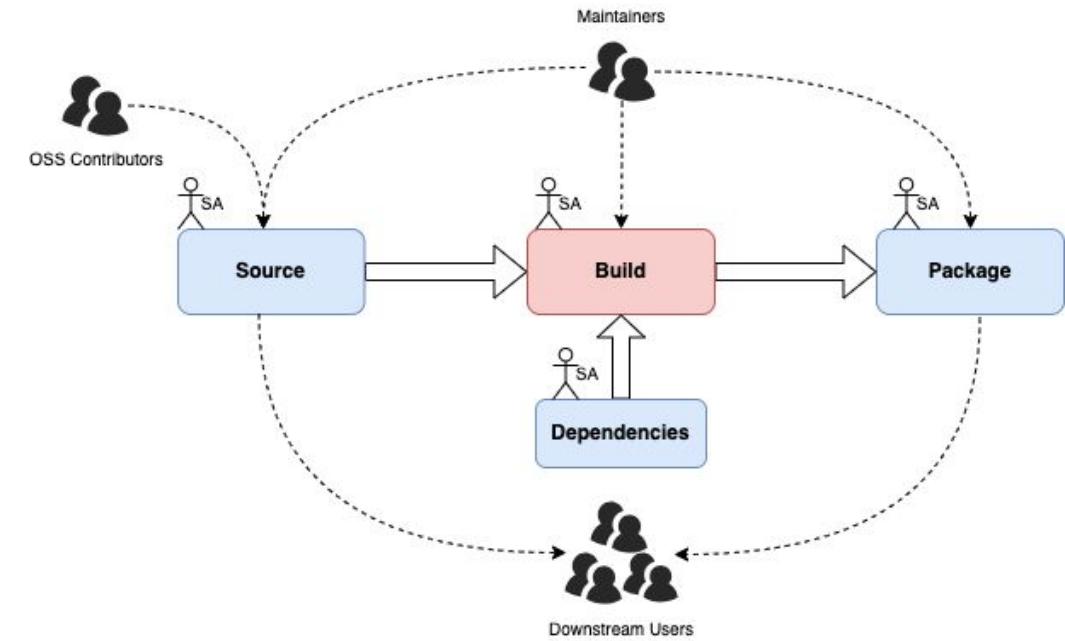
[1] ENISA Threat Landscape for Supply Chain Attacks. Technical Report. July 2021.

[2] Sonatype 9th Annual State of the Software Supply Chain. October 2023.



Problem Space

- Complex software supply chain: **Opaque build process**
 - Binaries whose origins are difficult to determine
 - Compile same source twice
→ **get two different results!**
- **Are we executing the correct code?**
 - Are the source-to-binary semantics correct?
 - How can we detect vulnerabilities introduced
 - in the build?
 - during distribution?
- **If the same sources always compile to different binaries, how can we know if it is correct?**



Reproducible Builds (R-Bs)

Definition

A build is **reproducible** if...

*given the same **source code**, **build environment** and **build instructions**, any party can recreate **bit-by-bit identical** copies of all specified artifacts [3].*

$$f(x) = y$$

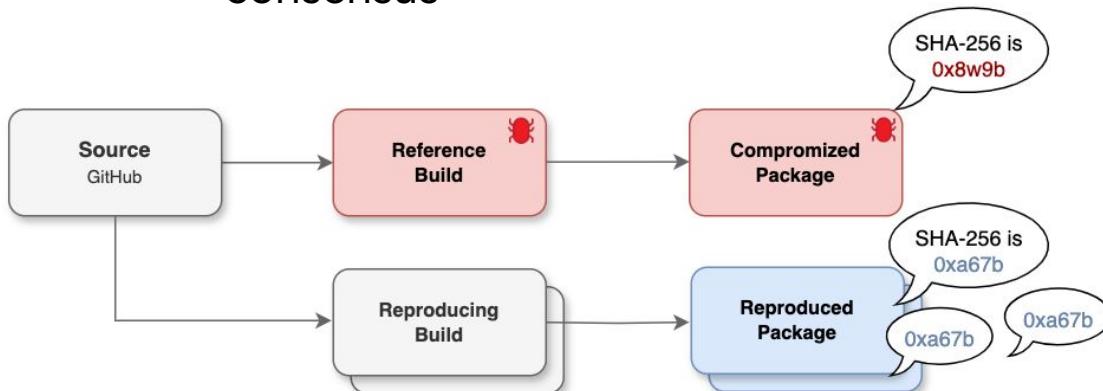
- **Motivation:** Strengthens confidence in source-to-binary correctness
- **Core assumption:** All verifiers' toolchains cannot be subverted
- **Limitation:** Does not claim absence of vulnerabilities in code



[3] <https://reproducible-builds.org/docs/definition/>

Leveraging R-Bs

- “Strengthens confidence in source-to-binary correctness”
- **How?**
 - Build & publish hash digest
 - Independent verifiers → distributed consensus



State of R-Bs

- Most software today is not reproducible [4]
- Research focuses on Linux OS/packages
- Driver: Reproducible builds project [3]



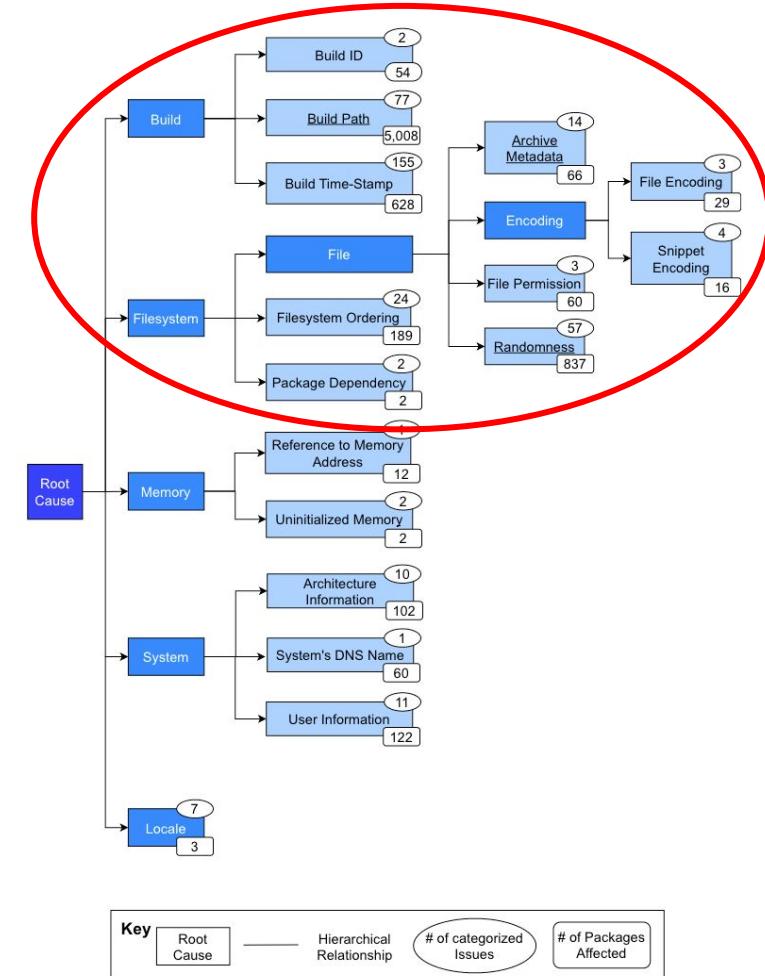
[4] Fourné, M., et al. (2023, May). It's like flossing your teeth: On the Importance and Challenges of Reproducible Builds for Software Supply Chain Security.



Why is software not reproducible?

Causes of Unreproducibility [5] [6]

- Even when specifying all inputs, the build may be unreproducible
- **Build**
 - Build ID
 - Embedding host unique data
 - Build path
 - Absolute paths to executables
 - Time-Stamp
 - C preprocessor macros e.g. __DATE__
- **Filesystem**
 - Archive metadata
 - During build - embeds metadata
 - Filesystem Ordering
 - Auto generation of makefiles
 - Randomness
 - Parallel builds



[5] Lamb, Zacchioli. "Reproducible Builds: Increasing the Integrity of Software Supply Chains" (Apr. 2021).

[6] Bajaj, et al.. "Unreproducible builds: time to fix, causes, and correlation with external ecosystem factors". Empirical Softw. Engg. 29.1 (Nov. 2023).

**For reproducible builds,
we need to remove all cases
of unreproducibility**

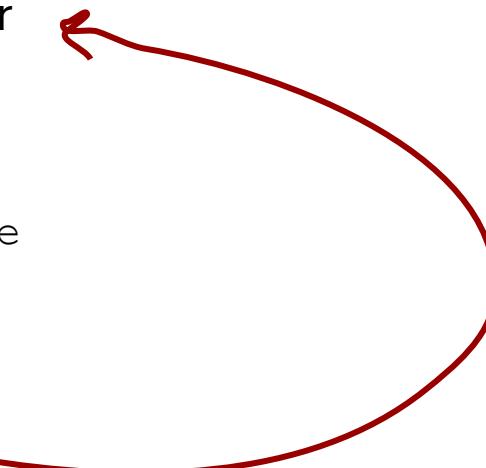
R-Bs in Practice: Go Ethereum

- **Motivation**

- Majority execution client for Ethereum → exploits can have large effect
- Supply chain security of blockchain software remains relatively unexplored [6]

- **Identifying & rectifying cases of unreproducibility**

- Compile in container
- Diff two binaries
 - Tool: diffoscope
- Identify root cause
- Fix





R-Bs in Practice: Identified Cases of Unreproducibility

Unreproducibility: Build IDs

- **Manifestation**
 - GNU Build ID
 - C in Go (CGO)
 - .note.gnu.build-id
 - Go build ID
 - .note.go.buildid
- **Why?**
 - Both IDs claim reproducibility, yet breaks when combined
- **Fix**
 - Remove from analysis

```
--- geth-reference
+++ geth-reproduce
--- File has been modified after NT_GNU_BUILD_ID has been applied.
--- readelf --wide --notes {}
@@ -1,16 +1,16 @@
 
 Displaying notes found in: .note.gnu.property
 Owner          Data size    Description
 GNU           0x00000010    NT_GNU_PROPERTY_TYPE_0      Properties: stack size: 0x800000
 Displaying notes found in: .note.gnu.build-id
 Owner          Data size    Description
 -  GNU          0x00000014    NT_GNU_BUILD_ID (unique build ID bitstring)      Build ID: f40579b453df78b49b822b66e7ac6a8585ca150e
 +  GNU          0x00000014    NT_GNU_BUILD_ID (unique build ID bitstring)      Build ID: b70d6be12c1b4e795738600a41bd8544cc6bb784
 Displaying notes found in: .note.ABI-tag
 Owner          Data size    Description
 GNU           0x00000010    NT_GNU_ABI_TAG (ABI version tag)        OS: Linux, ABI: 3.2.0
 Displaying notes found in: .note.go.buildid
 Owner          Data size    Description
 -  Go           0x00000053    GO BUILDID      description data: 33 6e 35 70 64 72 4c 53 2d 43 69 4c 33 4f 6e 54 56 53 38 5a 2f 2d
70 73 51 37 50 68 58 61 51 71 52 37 46 33 61 6a 2d 6a 31 2f 55 4e 30 74 42 32 78 47 30 37 69 76 48 32 77 5f 39 71 4b 6b 2f 6e 70 67 77 42 67 74
45 75 51 30 54 65 51 59 48 70 57 51 42
+  Go           0x00000053    GO BUILDID      description data: 54 43 33 34 7a 6b 42 72 6c 48 37 44 4d 55 39 66 63 68 35 6e 2f 2d
70 73 51 37 50 68 58 61 51 71 52 37 46 33 61 6a 2d 6a 31 2f 55 4e 30 74 42 32 78 47 30 37 69 76 48 32 77 5f 39 71 4b 6b 2f 6e 66 50 33 44 6b 57
63 78 33 32 42 71 54 62 31 63 31 39 59
```



Unreproducibility: Date

- **Manifestation**
 - Date embedding
 - Release date! (essentially good)
 - **Why?**
 - Source code logic
 - **Fix**
 - Check out build in branch...

Unreproducibility: Full Paths & GCC

- **Manifestation**

- Absolute paths for C libraries

- **Why?**

- Bug in cmd/go (for ubuntu:bionic)

- **Fix**

- Fix bug or...

- Go around problem

- **Manifestation**

- Differing GCC versions

- **Why?**

- Bug in Travis CI

geth-reference: go1.22.2

Running `readelf -p .rodata geth-reference | grep /home/travis ...`

```
[9e8b70] /home/travis/gopath/pkg/mod/github.com/karalabe/hid@v1.0.1-0.20240306101548-573246063e52/libusb/libusb/libu...  
[9e8be8] /home/travis/gopath/pkg/mod/github.com/karalabe/hid@v1.0.1-0.20240306101548-573246063e52/libusb/libusb/os/e...  
[9e8c68] /home/travis/gopath/pkg/mod/github.com/karalabe/hid@v1.0.1-0.20240306101548-573246063e52/libusb/libusb/os/l...  
[9e8ce8] /home/travis/gopath/pkg/mod/github.com/karalabe/hid@v1.0.1-0.20240306101548-573246063e52/libusb/libusb/os/l...  
[9e8d60] /home/travis/gopath/pkg/mod/github.com/karalabe/hid@v1.0.1-0.20240306101548-573246063e52/libusb/libusb/core...  
[9e8e00] /home/travis/gopath/pkg/mod/github.com/karalabe/hid@v1.0.1-0.20240306101548-573246063e52/libusb/libusb/http...  
[9e8e78] /home/travis/gopath/pkg/mod/github.com/karalabe/hid@v1.0.1-0.20240306101548-573246063e52/libusb/libusb/io.c...  
[9e9db8] /home/travis/gopath/pkg/mod/github.com/ethereum/c-kzg-4844@v1.0.0/bindings/go/.../src/c_kzg_4844.c
```

go/cmd: trimpath does not clean some CGO C filepaths #67011



vivi365 opened this issue last month · 5 comments

R-Bs in Practice: Summary

- Manual work (At least initially)
- Your favourite language is now assembly
- Compiling all day is slow
- Reproducible builds **make sense**
- Great bug hunter



Current Challenges [4]

- Unclear definitions of reproducibility
- Manual process, somewhat ad-hoc
- Reproducibility for upstream dependencies
- Some toolchains are extra problematic



makergeekdan · 2y ago

Ideally Builds should only pull from internal mirrors. Upgraded new versions under control and on your timeline. I'm on a bit of a mission to remove internet access at all from build agents to avoid this sort of thing happening. But it often feels like swimming against the tide. More and more systems have hundreds of dependencies and everyone wants to do continuous delivery of micro changes. But then in the last few months there have been multiple compromised npm packages. Build chain attacks are going to get more common. Repeatable builds may not be sexy, but how about not getting totally screwed by malicious code dynamically pulled in and run with admin rights on your build infrastructure...

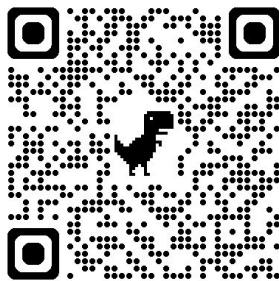
 14   Reply  Award  Share ...

Future

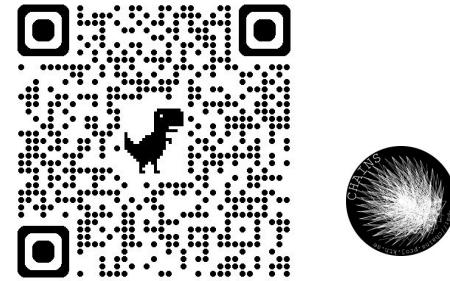
- “Make R-Bs the new standard, so new releases are **reproducible by default.**” [4]
- “Treat unreproducible builds as a **security threat.**” [4]
- Related work
 - SLSA
 - SBOMs/Attestations
 - CI/CD efforts
 - (...)



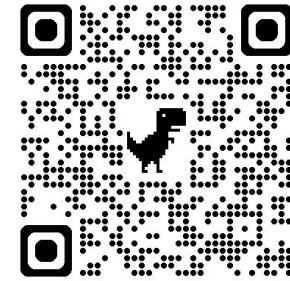
Thank You!



reproducible-builds.org/



chains.proj.kth.se/



linkedin.com/in/viviandersson/