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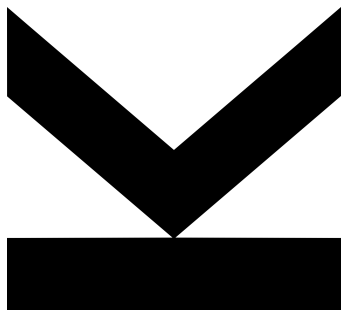
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Project Digidow: Biometric Sensor



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Statutory Declaration

I hereby declare that the thesis submitted is my own unaided work, that I have not used other than the sources indicated, and that all direct and indirect sources are acknowledged as references.

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Abstract

What is it all about? Why is that interesting? What is new in this thesis? Where is the solution directing to?

Kurzfassung

Das am Institut für Netzwerke und Sicherheit entwickelte Projekt *Digital Shadow* benötigt in vielen Bereichen ein prüfbares Vertrauen um eine Erkennung von Nutzern anhand ihrer biometrischen Daten zu erkennen und Berechtigungen zuzuteilen. Das Vertrauen soll dem Nutzer die Möglichkeit geben, die Korrektheit des Systems schnell und einfach zu prüfen, bevor er/sie dieses System biometrische Daten zur Verfügung stellt. Diese Masterarbeit beschäftigt sich nun mit den existierenden Werkzeugen, die ein solches Vertrauen schaffen können. Das implementierte System kombiniert diese Werkzeuge, um damit sensible Daten von Nutzern aufzunehmen und im Netzwerk von Digital Shadow zu identifizieren. Es soll dabei sicher gestellt sein, dass eine fälschliche Verwendung der sensiblen Nutzerdaten ausgeschlossen wird. Anhand dieses Systems werden die Eigenschaften einer vertrauenswürdigen Umgebung für Software diskutiert und notwendige Rahmenbedingungen erläutert.

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1 Introduction

We all live in a world full of digital systems. They appear as PCs, notebooks, cellular phones or embedded devices. Especially the footprint of embedded computers became so small that they can be used in almost all electrical devices. These embedded systems form the so called *smart* devices.

All these new devices made life a lot easier in the past decades. Many of them automate services to the public like managing the bank account, public transportation or health services. The list of digital service is endless and will still grow in the future.

The downside of all these digital services is that using these services generate a lot of data. Besides of the intended exchange of information, many of the services try to extract metadata as well. Metadata answers some of the following questions. Which IP is connected? What kind of device is that? Is the software of the device up to date? Was this device here in the past? What else did the owner on the device? This set of questions is not complete.

Aggregating metadata is not required to fulfill the function of the requested service. However, aggregating and reselling the metadata brings the provider more margin on the product and hence more profit. Consequently, the market for metadata is growing and yet only partly regulated. Since metadata aggregation is one downside of using smart services, providers try to downplay or to hide these aggregation features where possible. Often a proprietary layer is used either on the client or the server side to hide those functions. The result is a piece of software which is provided as binary and the user cannot prove what this software is exactly doing besides the visible front end features.

There are of course other purposes for delivering software in a closed source manner. Firmware of hardware vendors is usually not disclosed and provide an API where an *Operating System* (OS) can connect to. Some companies deliver complete closed source

devices with internet connection. In this case a user has no chance to detect what the device is doing in this very moment.

There is, however, a special need for users to keep sensitive data secret. Especially when providing confidential data like passwords or biometric data, a certain level of trust is required. This means that the user assumes that the provided sensible data is handled properly for only the designated usage. One may argue that a password can easily be changed when revealed to the public. Unfortunately, this does not apply to a fingerprint since a human usually has only ten of them during lifetime.

1.1 Trust

When using a system with an authentication method, trust plays a key role. For black box systems this trust is cast to the vendor of the system or device. There is however no mathematical proof that the device is indeed executing the software as intended from the vendor.

This thesis will therefore use the term *trust* as a cryptographic chain of proofs, that a system is behaving in an intended way, a so called *Chain of Trust*. By providing a Chain of Trust, a user can ask the vendor for a certification of its devices and consequently comprehend the state of the system at hand. The Chain of Trust will be separated into two parts, namely the creation of trust on a certain system, and the transfer of trust over the network for verification purposes.

1.2 Project DigiDow

The Institute for Networks and Security is heavily using the cryptographic form of trust in the project *Digital Shadow* (DigiDow). DigiDow introduces an electronic authentication system, which aims to minimize any generation of metadata on system and network level and hence maximizes the level of privacy for their users. The project furthermore aims to specify a scalable solution for nationwide or even worldwide applications including provable trust and integrity to the user.

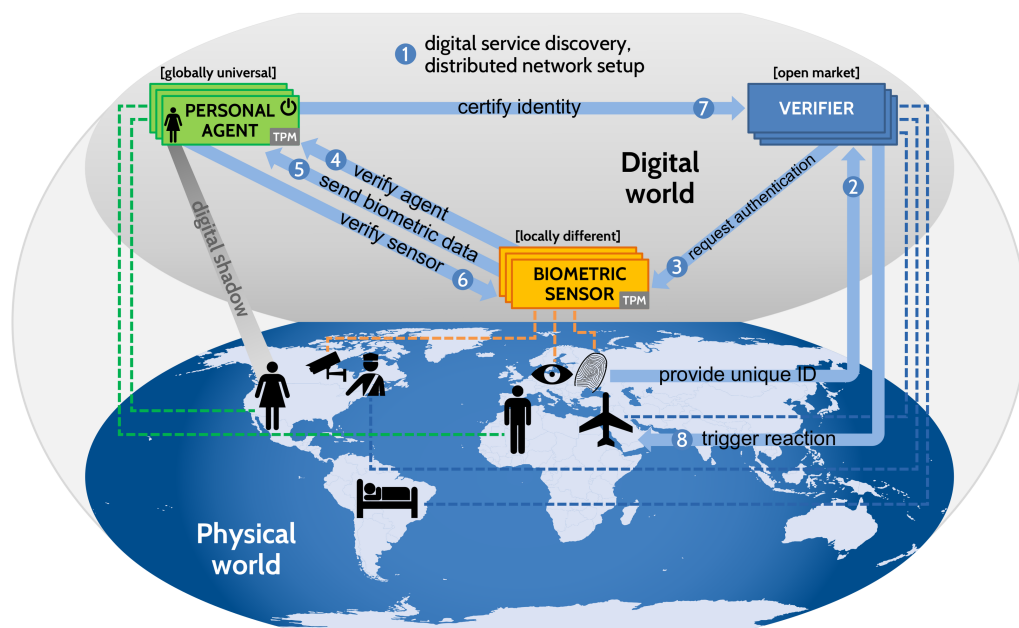


Figure 1.1: Overview of the DigiDow authentication process

The picture in Figure 1.1 provide an overview of the authentication process within DigiDow. At the time of this writing, the exact order and definition of every step is not yet finished and may change during the progress of the whole project. DigiDow introduces three main parties which are involved in a common authentication process.

- *Personal Identity Agent (PIA)*: The PIA is the digital shadow of an individual who wants to be authenticated. This individual is also the owner of the PIA and should be able to manage sensible data and software on it.
- *Verifier (V)*: This is the party that verifies the whole authentication process and may finally trigger the desired action if all went well.
- *Biometric Sensor (BS)*: For Authentication, an individual has to be uniquely identified. The BS records therefore biometric data from the individual and passes it into the DidiDow network.

For scalability, we assume that there are large numbers of all parties. The illustration also shows a draft of how which steps need to be performed between above mentioned parties during an authentication process.

- (1) All relevant parties need to find each other via the DigiDow network. When this step is finished, it is assumed that for every step the individual hosts for communication are identifiable and ready for the authentication process.
- (2)(3) Eventually an individual wants to authenticate itself and the BS records the biometric data. With this data and a corresponding unique ID, the BS knows which PIA to contact.
- (4)(5)(6) The BS contacts the PIA and sends the recorded data set as well as a cryptographic signature to proof that the sensor is valid and this is an honest authentication attempt.
- (7) The PIA proofs authenticity of the received signature and compares the data with its own saved biometric data sets. Assuming all is correct, the PIA certifies that the person standing in front of the BS is indeed the owner of the PIA. The verifier checks the certification and finally triggers the desired action for the asking individual.

The above illustration is an early draft of the whole setup and is under constant development. A more recent version of the whole system can be found at the DigiDow Project Page¹. This thesis will contribute a prototype setup the Biometric Sensor and discuss how to create trust into this system.

1.3 Our Contribution: Deriving Trust from the Biometric Sensor

The DigiDow network is designed to preserve privacy and build trust for any user. A key feature is to show the user that all involved parts of the system are working as intended. So we design a prototype based on the common x86 architecture and use the cryptographic features of the *Trusted Platform Module* (TPM). A TPM is a passive crypto coprocessor available on many modern PC platforms which has an independent storage for crypto variables and provides functions to support above mentioned features.

We define a solution for installing and booting a Linux Kernel with TPM-backed integrity measurements in place. We use an attached camera as example for a biometric sensor hardware to create the data set to continue with the authentication process. This data set

¹<https://digidow.eu>

will be combined with the integrity measurements of the system and a signature from the TPM and finally sent to the PIA for verification and further computation.

By building a system with an integrated TPM, the system should be able to provide the following properties:

- *Sensor Monitoring.* The system should be able to monitor the hardware sensor (fingerprint sensor, camera, etc.) itself.
- *System Monitoring.* It should be possible to track the state of the system. Especially every modification of the system at hardware level should be detected.
- *Freshness of Sensor Data.* To prevent replay attacks, the system should proof that the provided biometric data is captured live.
- *Integrity of Sensor Data.* As it is possible for an adversary to modify the provided data during the capturing process, integrity should guarantee that the data originates from the BS.
- *Confidentiality of Sensor Data.* It should not be possible to eavesdrop any sensitive data out of the system. Furthermore almost all kinds of metadata (e. g. information about the system or network information) should not be published
- *Anonymity.* Given a message from a BS, an adversary should not be able to detect which BS created it
- *Unforgeability.* Only honest BS should be able to be part of the DigiDow network. Corrupt systems should not be able to send valid messages.

The thesis focuses on a working setup as basis for future research. Since the DigiDow protocols are not yet finalized some assumptions are defined for this work and the prototype implementation:

- Any network discovery (Step 1 in Figure 1.1) is omitted. BS and PIA are assumed to be reachable directly via TCP/IP
- We look into a protocol which proofs trustworthiness from BS to PIA. Any further proofs necessary for DigiDow's Verifier are also not focused in this thesis.

- The sensible data sets will be transmitted in cleartext between BS and PIA. It is considered easy to provide an additional layer of encryption for transportation. However this should be considered in the DigiDow network protocol design. This thesis focuses only on the trust part between BS and PIA.
- Any built system is considered secure on a hardware level. Any threats which are attacking the system without changing any running software on the system may be not detected. This includes USB wire tapping or debug interfaces within the system revealing sensible information.

1.4 Description of structure

In Chapter chapter 2 we will outline a variety of projects which do not contribute to this thesis. There is, however, scientific work that is used as scientific background to this thesis as described in ???. This includes especially the theoretical foundations of the network protocol. Together with that, we will introduce our theoretical solution for the previously stated problems in chapter 3. Chapter 4 introduces then a working implementation with all necessary parts for a working prototype. Finally we will present the results and limitations in chapter 5 and give an overview of future work.

2 Related Work

There exist already many interesting projects and implementations which touch the field of trusted computing. We will introduce some of these projects and discuss why these do not meet the purpose of this thesis.

Scheer et al. developed a full featured trusted computing environment for cloud computing. They show in their paper how a TPM of a hypervisor can be virtualized and used by the guest operating system. This includes trusted bootstrapping, integrity monitoring, virtualization, compatibility with existing tools for fleet management and scalability[10]. The concept of a well known virtual environment does, however, not apply to our contribution. Furthermore, the system should be self contained as good as possible and it should be possible to get information about the system via anonymous attestation.

- What exists in the field?
- Keylime – DONE
- Xaptum ECDA
- FIDO 2 ECDA
- Strongswan Attestation
- Linux IMA
- Secure Boot
- Intel TXT
- Trusted Execution Environment (TEE)
- nanovm (nanovms.com)

3 Concept

The theoretical tool that should be formed to one whole system implementation in this thesis.

3.1 Definition of the Biometric Sensor

What part fulfills the BS and what needs to be done. Record Sensor data, Network Discovery, send sensor data via trusted channel to PIA

3.1.1 What has the BS to do?

1. Listen for a Trigger to start the Authentication Process
2. Collect Sensor Data (Picture, Fingerprint) and calculate a biometric representation
3. Start Network Discovery and find the PIA of this person
4. Create a trusted and secure channel and transmit the attributes for verification
5. Restore the state of the system as it was before this transaction

3.2 Attack Vectors and Threat Model

The Biometric Sensor will work in an exposed environment. Neither the user providing biometric data nor the network environment should be trusted for proper function. There should only be a connection to the Digidow network for transmitting the recorded data. This assumption of autonomy provides independence to the probably diverse target environments and use cases.

In addition to autonomy, the Biometric Sensor should also ensure proper handling of received and generated data. The recorded dataset from a sensor is *sensitive data* due to its ability to identify an individual (Who?). Due to its narrow definition, it is affordable to protect sensitive data. Besides that, *metadata* is information generated during the whole transaction phase. Timestamps and host information are metadata as well as connection lists, hash sums and log entries and much more (What? Where? When?) There exists no exact definition or list of metadata which makes it hard to prevent any exposure of it. Metadata does not directly identify an individual. However huge network providers are able to combine lots of metadata to traces of individuals. Eventually an action of those traced individuals might unveil their identity. Consequently, a central goal of Digidow is to minimize the amount to minimize the risk of traces.

Privacy defines the ability of individuals to keep information about themselves private from others. In context to the Biometric Sensor, this is related to the recorded biometric data. Furthermore, to prevent tracking, any interaction with a Sensor should not be matched to personal information. Only the intended and trusted way of identification within the Digidow network should be possible.

3.2.1 Threat Model

To fulfill the Sensor's use case in an exposed environment, we need to consider the following attack vectors.

- *Rogue Hardware Components*: Modified components of the Biometric Sensor could, depending on their contribution to the system, collect data or create a gateway to the internal processes of the system. Although the produced hardware piece itself

is fine, the firmware on it is acting in a malicious way. This threat addresses the manufacturing and installation of the system.

- *Hardware Modification*: Similar to rogue hardware components, the system could be modified in the target environment by attaching additional hardware. With this attack, adversaries may get direct access to memory or to data transferred from or to attached devices,
- *Metadata Extraction*: The actual sensor like camera or fingerprint sensor is usually attached via USB or similar cable connection. It is possible to log the protocol of those attached devices via Man in the Middle attack on the USB cable.
- *Attribute Extraction*: The actual sensor like camera or fingerprint sensor is usually attached via USB or similar cable connection. It is possible to log the protocol of those attached devices via wiretapping the USB cable. With that attack, an adversary is able to directly access the attributes to identify individuals.
- *Modification or aggregation of sensitive data within Biometric Sensor*: The program which prepares the sensor data for transmission could modify the data before sealing it. The program can also just save the sensible data for other purposes.
- *Metadata extraction on Network*: During transmission of data from the sensor into the Digidow network, there will be some metadata generated. An adversary could use this datasets to generate tracking logs and eventually match these logs to individuals.
- *Retransmission of sensor data of a rogue Biometric Sensor*: When retransmitting sensor data, the authentication of an individual could again be proven. Any grants provided to this individual could then given to another person.
- *Rogue Biometric Sensor blocks transmission*: By blocking any transmission of sensor data, any transaction within the Digidow network could be blocked and therefore the whole authentication process is stopped.
- *Rogue Personal Identity Agent*: A rogue PIA might receive the sensor data instead of the honest one. Due to this error, a wrong identity and therefore false claims would be made out of that.

Given this threat model and the use cases described in subsection 3.1.1, we will introduce an approach to minimize most of the attack vectors.

- DONE Definition of sensitive data / privacy / metadata
- This version of BS is not owned by the user, there is no personal data in the System
- Rogue Personal Identity Agent (PIA)
- Metadata Extraction
- Attribute extraction
- Sensor Data Modification/manipulation
- Wiretap between Sensor and System (USB or network)
- Physical Manipulation of the BS-System
- Network - Retransmission of sensor data of a rogue BS
- Network - Blocking Data transmission of a rogue BS
- Rogue BS Sensor Data aggregation
- Rogue BS Sensor data modification before transmission

3.3 Trust and Security

Trust is an essential term in this thesis. In the world of IT security, the term *trusted computing* defines a secured environment where special or confidential computing jobs are dispatched. This environment or product usually meets the following requirements

- *Minimalization*. The number of features and hence the complexity must be as low as possible.
- *Sound definitions*. Every function should be well defined. There should be no margin for interpretation left. Security Engineers should be involved in the development.
- *Complete testing*. Testing for trusted computing includes a threat analysis and exhaustive testing if possible.

Since software and hardware testing is never complete, it is hard to find a good balance between feature set and testing completeness.

However trust in IT is not equal to security. It defines a subset of IT security where this small well defined environment is embedded in a larger system which is usually untrusted. Claiming a system *secure* spans the constraints of trust over the complete system, which is not affordable for commodity computers these days. However it is possible to use the trusted environment to get some guarantees on the untrusted parts of a system as well In Chapter 3 we will show how trust will be extended in a commodity PC.

Differentiation between trust and security — and the problem that not everyone is using that right.

3.4 Systems of Trust

All trust systems are built on the standards of Trusted Computing Group.

3.4.1 Secure Boot, TXT, ...

Trusted Boot is not the same as Secure Boot. Explain the difference

3.4.2 TPM1.2

Initial Version of the crypto-coprocessor, successfully spread into many systems, but hardly any integration in Trust/security Software

3.4.3 TPM2.0

The *Trusted Platform Module* (TPM) is a small cryptocoprocessor that introduces a variety of new features to the platform. This module is part of a standard developed by the Trusted Computing Group (TCG), which current revision is 2.0[14].

The hardware itself is strongly defined by the standard and comes in the following flavors:

- *Dedicated device.* The TPM chip is mounted on a small board with a connector. The user can plug it into a compatible compute platform. This gives most control to the end user since it is easy to disable trusted computing or switch to another TPM.
- *Mounted device.* The dedicated chip is directly mounted on the target mainboard. Therefore any hardware modification is impossible. However most PC platforms provide BIOS features to control the TPM.
- *Firmware TPM (fTPM).* This variant was introduced with the TPM2.0 Revision. Firmware means in this context an extension of the CPU instruction set which provides the features of a TPM. Both Intel and AMD provide this extension for their platforms for several years now. When activating this feature on BIOS level, all features of Trusted Computing are available to the user.
- *TPM Simulator.* For testing reasons, it is possible to install a TPM simulator. It provides basically every feature of a TPM but cannot be used outside the operating system. Features like Trusted Boot or in hardware persisted keys are not available.

Even the dedicated devices are small microcontrollers that run the TPM features in software which gives the manufacturer the possibility to update their TPMs in the field. FTPMs will be updated with the Microcode updates of the CPU manufacturers.

The combination of well constrained hardware and features, an interface for updates and well defined software interfaces make TPMs trustworthy and reliable. Since TCG published the new standard in 2014 only six CVE-Entries handled vulnerabilities with TPMs¹. Only two of them had impact on the implementation of a dedicated chip:

- *CVE-2017-15361*

Using the TPM

On top of the cryptographic hardware, the TCG provides several software interfaces for application developers:

¹<https://cve.mitre.org/cgi-bin/cvekey.cgi?keyword=%22Trusted+Platform+Module%22>

- *System API (SAPI)*. The SAPI is a basic API where the developer has to handle the resources within the application. However this API provides the full set of features.
- *Enhanced System API (ESAPI)*. While still providing a complete feature set, the ESAPI makes some resources transparent to the application like session handling. Consequently, this API layer is built on top of the SAPI.
- *Feature API (FAPI)*. This API layer is again built on top of the ESAPI. It provides a simple to use API but the feature set is also reduced to common use cases. Although the Interface was formally published from the beginning, an implementation is available since end of 2019.

The reference implementation of these APIs is published at Github[7] and is still under development. At the point of writing stable interfaces are available for C and C++, but other languages like Rust, Java, C# and others will be served in the future. The repository additionally provides the tpm2-tools toolset which provides the FAPI features to the command line. Unfortunately, the command line parameters changed several times during the major releases of tpm2-tools[9].

The Hardware

The TCG achieved with the previous mentioned software layers independence of the underlying hardware. Hence, TCG provided different flavors of the TPM

TCG defined with the TPM2.0 standard a highly constrained hardware with a small feature set. It is a passive device with some volatile and non-volatile memory, which provides hardware acceleration for a small number of crypto algorithms. The standard allows to add some extra functionality to the device. However the TPMs used in this project provided just the minimal set of algorithms and also the minimal amount of memory.

Since TCG published its documents, several IT security teams investigated concept and implementations of TPMs.

- security problems with some implementations
- Hierarchies
- Endorsement Key

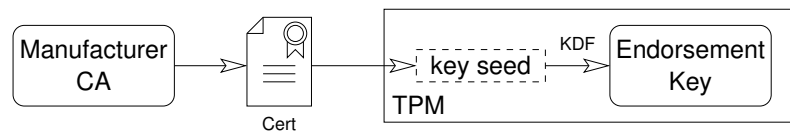


Figure 3.1: The manufacturer certifies every TPM it produces

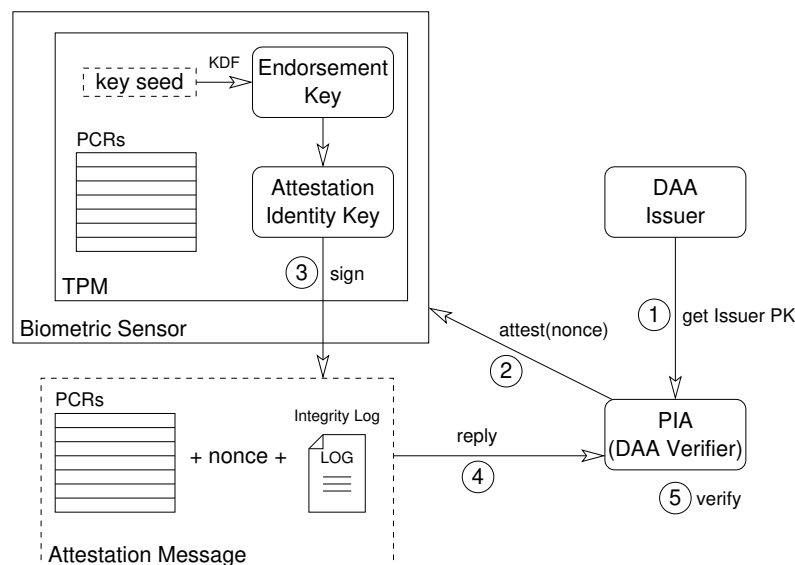


Figure 3.2: The DAA attestation process requires 5 steps. The PIA may trust the Biometric Sensor afterwards.

- Attestation Identity Key
- Key management

3.5 Trusted Boot

A boot process of modern platforms consists of several steps until the Operating System taking over the platform. During these early steps, the hardware components of the platform are initialized and some self tests are performed. This is controlled by either the BIOS (for legacy platforms) or the UEFI firmware.

TCG introduced in 2004 their first standard for trusted computing. As part in this standard, TCG defined a procedure, where every step in the early boot process is measured and saved

in a *Platform Configuration Register* (PCR). The measuring part is a simple cryptographic extension function which works described in formula 3.1

$$\text{new_PCR} = \text{hash}(\text{old_PCR} || \text{data}) \quad (3.1)$$

The function of $||$ represents a concatenation of two binary strings and the hash function is either SHA1 or SHA256. In recent TPM-platforms, both hashing algorithms are performed by default in each measurement. If there has to be measured more than one object in one PCR, the BIOS / UEFI has to perform the measurement in a deterministic way. The function allows this feature since the current value of the PCR is also part of the hash for the value. This feature is called *hash chaining* and ensures with a deterministic measurement procedure, that the resulting values are always comparable as long as the measured components keep unchanged. The procedure of measuring the boot process did not change over the years and is still valid for the most recent TPM2.0 standard.

A TPM has at least 24 PCR registers in the PC platform. Every PCR represents a different part of the platform. When TCG introduced Trusted Boot in 2004, UEFI was not yet available for the ordinary PC platform. Consequently, TCG standardized the roles of every PCR only for the BIOS platform. Later, when UEFI became popular, the PCR descriptions got adopted for the new platform. The most recent description of the registers, as defined in section 2.3.3 of the *TCG PC Client Platform Firmware Profile*[12], is shown in table 3.1.

Table 3.1: Usage of PCRs during an UEFI trusted boot process

PCR	Explanation
0	SRTM, BIOS, host platform extensions, embedded option ROMs and PI drivers
1	Host platform configuration
2	UEFI driver and application code
3	UEFI driver and application configuration and data
4	UEFI Boot Manager code and boot attempts
5	Boot Manager code configuration and data and GPT / partition table
6	Host platform manufacturer specific
7	Secure Boot Policy
8-15	Defined for use by the static OS
16	Debug
17-23	Application

The standard furthermore defines which part of the platform or firmware has to perform the measurement. Since the TPM itself is a purely passive element in the platform, the BIOS / UEFI firmware itself has to initiate the measurement beginning by the binary representation of the firmware itself. This procedure is well defined in the TCG standard and the platform user has to *trust* the manufacturer, that it is performed as expected. It is called the *Static Root of Trust for Measurement* (SRTM) and is described in section 2.2 of the TCG PC Client Platform Firmware Profile[12].

The SRTM is a small immutable piece of the firmware which is executed by default after the platform was reset. It is the first software that is executed on the platform and measures itself into PCR[0]. It furthermore must measure all platform initialization code like embedded drivers, host platform firmware, etc. as they are provided as part of the PC motherboard. If these measurements cannot be performed, the chain of trust is broken and consequently the platform cannot be trusted. One may see a zeroed PCR[0] or a value representing a hashed string of zeros as a strong indicator of a broken chain of trust.

As the manufacturer of the motherboards do not publish their firmware code, one may have to reverse engineer the firmware to prove correct implementation of the SRTM. This is the point where the platform user has to trust the manufacturer as well as the manufacturer of the TPM. The PCR[1-7] are then written by the motherboard firmware itself. As last step, the bootloader is measured into PCR[4] and PCR[5] and then executed. Consequently, the bootloader and the OS are then responsible for continuing the chain of trust for this platform.

3.6 Integrity Measurements

As described in the previous section, when the boot process is eventually finished, the OS is then responsible for extending the chain of trust. Given a valid trusted boot procedure, the binary representation of the kernel is already measured. Therefore the Kernel itself has the responsibility to keep track of everything happening on the platform from the OS point of view.

Soon after the first TPM standard was published, the *Integrity Measurement Architecture* (IMA) for the Linux Kernel was introduced. Since Kernel 3.7 it is possible to use all IMA features, when the compiler options of the Kernel are set correspondingly.

IMA

Extend the Chain of Trust beyond the boot process. The Kernel can measure many different types of Resources. What is a useful set of measurements

3.7 Verify Trust with DAA

3.7.1 Definitions

For the definition of the algorithm, some notations and definitions are summarized in the following. Greek letters denote a secret that is not known to the verifier whereas all other variable can be used to verify the desired properties. The symbol $||$ is a concatenation of binary strings or binary representations of integers.

Given an integer q , $\mathbb{Z}_q$ denotes the ring of integers modulo q and $\mathbb{Z}_q^*$ denotes the multiplicative group modulo q [4].

3.7.2 Discrete Logarithm Problem

Given a cyclic group $G = \langle g \rangle$ of order n , the discrete logarithm of $y \in G$ to the base g is the smallest positive integer x satisfying $g^x = y$ if this x exists. For sufficiently large n and properly chosen G and g , it is infeasible to compute the reverse $x = \log_g y$. This problem is known as *Discrete Logarithm Problem* and is the basis for the following cryptographic algorithms.

3.7.3 Signatures of Knowledge

Camenisch and Stadler[4] describe an efficient scheme for proving knowledge of a secret without providing it. They assume a collision resistant hash function $\mathcal{H} : \{0, 1\}^* \rightarrow \{0, 1\}^k$ for signature creation. Furthermore, the algorithm is based on the Schnorr signature scheme[11]. For instance,

$$SPK\{(\alpha) : y = g^\alpha\}(m)$$

denotes a proof of knowledge of the secret α , which is embedded in the signature of message m . The one-way protocol consists of three procedures:

1. *Setup*. Let m be a message to be signed, α be a secret and $y := g^\alpha$ be the corresponding public representation.
2. *Sign*. Choose a random number r and create the signature tuple (c, s) as

$$c := \mathcal{H}(m || y || g || g^r) \quad \text{and} \quad s := r - c\alpha \pmod{n}.$$

3. *Verify*. The verifier knows the values of y and g , as they are usually public. The message m comes with the signature values c and s . She computes the value

$$c' := \mathcal{H}(m || y || g || g^s y^c) \quad \text{and verifies, that} \quad c' = c.$$

The verification holds since

$$g^s y^c = g^r g^{-c\alpha} g^{c\alpha} = g^r.$$

Camenisch and Stadler[4] state, that this scheme is extensible to proof knowledge of arbitrary number of secrets. Furthermore, complex relations between secret and public values can be represented with that scheme.

3.7.4 Bilinear Maps

The Camenisch-Lysyanskaya (CL) Signature Scheme[3] is used for the DAA-Protocol. Furthermore, the CL-Scheme itself is based on Bilinear Maps.

Consider three groups $\mathbb{G}_1, \mathbb{G}_2$, with their corresponding base points g_1, g_2 , and $\mathbb{G}_T$. Let $e : \mathbb{G}_1 \times \mathbb{G}_2 \rightarrow \mathbb{G}_T$ that satisfies three properties[2, 3]:

- *Bilinearity*. For all $P \in \mathbb{G}_1, Q \in \mathbb{G}_2$, for all $a, b \in \mathbb{Z} : e(P^a, Q^b) = e(P, Q)^{ab}$.
- *Non-degeneracy*. For all generators $g_1 \in \mathbb{G}_1, g_2 \in \mathbb{G}_2 : e(g_1, g_2)$ generates $\mathbb{G}_T$.
- *Efficiency*. There exists an efficient algorithm that outputs the bilinear group $(q, \mathbb{G}_1, \mathbb{G}_2, \mathbb{G}_T, e, g_1, g_2)$ and an efficient algorithm for computing e .

3.7.5 Camenisch-Lysyanskaya Signature Scheme

The Camenisch-Lysyanskaya (CL) Signature Scheme... [3] allows efficient proofs for signature possession and is the basis for the DAA scheme discussed in section XY. It is based on a bilinear group $(q, G_1, G_2, G_T, e, g_1, g_2)$ that is available to all steps in the protocol.

- *Setup.* Choose $x \leftarrow \mathbb{Z}_q$ and $y \leftarrow \mathbb{Z}_q$ at random. Set the secret key $sk \leftarrow (x, y)$ and the public key $pk \leftarrow (g_2^x, g_2^y) = (X, Y)$
- *Sign.* Given a message m , and the secret key sk , choose a at random and output the signature $\sigma \leftarrow (a, a^y, a^{x+ym}) = (a, b, c)$
- *Verify.* Given message m , signature σ and public key pk , verify, that $a \neq 1_{G_1}$, $e(a, Y) = e(b, g_2)$ and $e(a, X) \cdot e(b, X)^m = e(c, g_2)$

Camenisch et al. stated in section 4.2 of their paper[2] that one has to verify the equation against $e(g_1, b)$ and $e(g_1, c)$ which is proven wrong here.

3.7.6 DAA History

Direct Anonymous Attestation (DAA) is a cryptographic protocol, which aims to provide evidence that a device is a honest member of a group without providing any identification information. Brickell, Camenisch and Chen[1] introduce DAA and implement the protocol for the TPM 1.2 standard. However it supports only RSA and has limitations in verifying attestation signatures. Hence, DAA is not used with the TPM 1.2 standard.

Since the DAA protocol is quite complex, it is difficult to provide a sound security model for DAA and formally proof the security properties of it. Chen, Morissey and Smart[6] add linkability to the protocol. Their approach for a formal proof is not correct, since a trivial key can be used for pass verification[2]

Camenisch, Drijvers and Lehmann[2] developed a DAA scheme for the new TPM 2.0 standard. It supports linkability and the proofs for security and correctness still hold. Furthermore, RSA and ECC cryptography is supported which makes it practicable for a wider variety of use cases. However, Camenisch et. al.[5] proposed a fix in the TPM 2.0 API to guarantee all requirements necessary for DAA. Xaptum implemented this DAA-variant including the fixes in the TPM API. The implementation will be discussed in Chapter 4.

Analyzing the security and integrity of this scheme would exceed the scope of this thesis. Hence this thesis describes the DAA protocol and assumes the correctness and integrity.

3.7.7 DAA Protocol

DAA is a group signature protocol, which aims to reveal no additional information about the signing host. According to Camenisch et al.[2] the DAA protocol consists of three parties.

- *Issuer* $\mathcal{I}$. The issuer maintains a group and has evidence of hosts that are members in this group.
- *Host* $\mathcal{H}$. The Host creates a platform with the corresponding TPM $\mathcal{M}$. Membership of groups are maintained by the TPM.
- *Verifier* $\mathcal{V}$. A verifier can check whether a Host with its TPM is in a group or not. Besides the group membership, no additional information is provided.

A certificate authority $\mathcal{F}_{ca}$ is providing a certificate for the issuer itself. bsn and nym Session ids sid is already available with communication session on the network or on the link between host and TPM. $\mathcal{L}$ is the list of registered group members which is maintained by $\mathcal{I}$.

- *Setup*. During Setup $\mathcal{I}$ is generating the issuer secret key isk and the corresponding issuer public key ipk . The public key is published and assumed to be known to everyone.

1. On input SETUP $\mathcal{I}$

- generates $x, y \leftarrow \mathbb{Z}_q$ and sets $isk = (x, y)$ and $ipk \leftarrow (g_2^x, g_2^y) = (X, Y)$. Initialize $\mathcal{L} \leftarrow \emptyset$,
- generates a prove $\pi \xleftarrow{\$} SPK\{(x, y) : X = g_2^x \wedge Y = g_2^y\}$ that the key pair is well formed,
- registers the public key (X, y, π) at $\mathcal{F}_{ca}$ and stores the secret key,
- outputs SETUPDONE

- *Join*. When a platform, consisting of host $\mathcal{H}_j$ and TPM $\mathcal{M}_i$, wants to become a member of the issuer's group, it joins the group by authenticating to the issuer $\mathcal{I}$.
 1. On input JOIN, host $\mathcal{H}_j$ sends the message JOIN to $\mathcal{I}$.
 2. $\mathcal{I}$ upon receiving JOIN from $\mathcal{H}_j$, chooses a fresh nonce $n \leftarrow \{0, 1\}^\tau$ and sends it back to $\mathcal{H}_j$.
 3. $\mathcal{H}_j$ upon receiving n from $\mathcal{I}$, forwards n to $\mathcal{M}_i$
 4. $\mathcal{M}_i$ generates the secret key:
 - Check, that no completed key record exists. Otherwise, it is already a member of that group.
 - Choose $gsk \xleftarrow{\$} \mathbb{Z}_q$ and store the key as $(gsk, \perp)$.
 - Set $Q \leftarrow g_1^{gsk}$ and compute $\pi_1 \xleftarrow{\$} SPK\{(gsk) : Q = g_1^{gsk}\}(n)$.
 - Return (Q, π_1) to $\mathcal{H}_j$.
 5. $\mathcal{H}_j$ forwards JOINPROCEED(Q, π_1) to $\mathcal{I}$.
 6. $\mathcal{I}$ upon input JOINPROCEED(Q, π_1) creates the CL-credential:
 - Verify that π_1 is correct.
 - Add $\mathcal{M}_i$ to $\mathcal{L}$.
 - Choose $r \xleftarrow{\$} \mathbb{Z}_q$ and compute $a \leftarrow g_1^r, b \leftarrow a^y, c \leftarrow a^x \cdot Q^{rxy}, d \leftarrow Q^{ry}$.
 - Create the prove $\pi_2 \xleftarrow{\$} SPK\{(t) : b = g_1^t \wedge d = Q^t\}$.
 - Send APPEND(a, b, c, d, π_2) to $\mathcal{H}_j$
 7. $\mathcal{H}_j$ upon receiving APPEND(a, b, c, d, π_2)
 - verifies, that $a \neq 1, e(a, Y) = e(b, g_2)$ and $e(c, g_2) = e(a \cdot d, X)$.
 - forwards (b, d, π_2) to $\mathcal{M}_i$.
 8. $\mathcal{M}_i$ receives (b, d, π_2) and verifies π_2 . The join is completed after the record is extended to $(gsk, (b, d))$. $\mathcal{M}_i$ returns JOINED to $\mathcal{H}_j$.

9. $\mathcal{H}_j$ stores (a, b, c, d) and outputs JOINED.
- *Sign.* After joining the group, a host $\mathcal{H}_j$ and TPM $\mathcal{M}_i$ can sign a message m with respect to basename bsn .
 1. $\mathcal{H}_j$ upon input $\text{SIGN}(m, \text{bsn})$ re-randomizes the CL-credential:
 - Retrieve the join record (a, b, c, d) and choose $r \xleftarrow{\$} \mathbb{Z}_q$. Set $(a', b', c', d') \leftarrow (a^r, b^r, c^r, d^r)$.
 - Send (m, bsn, r) to $\mathcal{M}_i$ and store (a', b', c', d') .
 2. $\mathcal{M}_i$ upon receiving (m, bsn, r)
 - checks, that a complete join record $(gsk, (b, d))$ exists, and
 - stores (m, bsn, r) .
 3. $\mathcal{M}_i$ completes the signature after it gets permission to do so.
 - Retrieve group record $(gsk, (b, d))$ and message record (m, bsn, r) .
 - Compute $b' \leftarrow b^r, d' \leftarrow d^r$.
 - If $\text{bsn} = \perp$ set $\text{nym} \leftarrow \perp$ and compute $\pi \xleftarrow{\$} \text{SPK}\{(gsk) : d' = b'^{gsk}\}(m, \text{bsn})$
 - If $\text{bsn} \neq \perp$ set $\text{nym} \leftarrow H_1(\text{bsn})^{gsk}$ and compute $\pi \xleftarrow{\$} \text{SPK}\{(gsk) : \text{nym} = H_1(\text{bsn})^{gsk} \wedge d' = b'^{gsk}\}(m, \text{bsn})$.
 - Send (π, nym) to $\mathcal{H}_j$.
 4. $\mathcal{H}_j$ assembles the signature $\sigma \leftarrow (a', b', c', d', \pi, \text{nym})$ and outputs SIGNATURE(σ)
 - *Verify.* Given a signed message, everyone can check whether the signature with respect to bsn is valid and the signer is member of this group. Furthermore a revocation list RL holds the private keys of corrupted TPMs, whose signatures are no longer accepted.
 1. $\mathcal{V}$ upon input $\text{VERIFY}(m, \text{bsn}, \sigma)$
 - parses $\sigma \leftarrow (a, b, c, d, \pi, \text{nym})$,

- verifies π with respect to (m, bsn) and $\text{nymif bsn} \neq \perp$.
 - checks, that $a \neq 1, b \neq 1$ $e(a, Y) = e(b, g_2)$ and $e(c, g_2) = e(a \cdot d, X)$,
 - checks, that for every $gsk_i \in \text{RL} : b^{gsk_i} \neq d$,
 - sets $f \leftarrow 1$ if all test pass, otherwise $f \leftarrow 0$, and
 - outputs $\text{VERIFIED}(f)$.
- *Link.* After proving validity of the signature, the verifier can test, whether two different messages with the same basenname $\text{bsn} \neq \perp$ are generated from the same TPM.
 1. $\mathcal{V}$ on input $\text{LINK}(\sigma, m, \sigma', m', \text{bsn})$ verifies the signatures and compares the pseudonyms contained in σ, σ' :
 - Check, that $\text{bsn} \neq \perp$ and that both signatures σ, σ' are valid.
 - Parse the signatures $\sigma \leftarrow (a, b, c, d, \pi, \text{nym}), \sigma' \leftarrow (a', b', c', d', \pi', \text{nym}')$
 - If $\text{nym} = \text{nym}'$, set $f \leftarrow 1$, otherwise $f \leftarrow 0$.
 - Output $\text{LINK}(f)$

4 Implementation

The concept described in chapter 3 will be implemented as a prototype. Although the goal is to put all these features on a highly integrated system, we decided to start with widely available hardware based on Intel's x86 architecture.

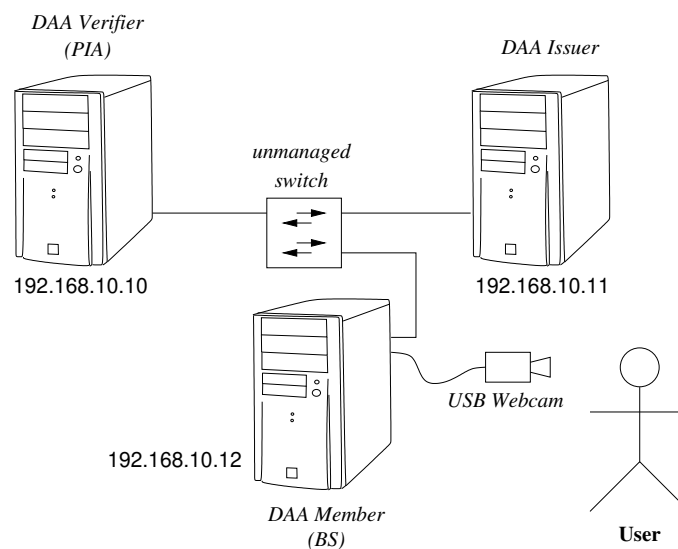


Figure 4.1: Prototype setup to show DAA features and the Dataflow from BS to PIA

Figure 4.1 shows the setup on a connection level. To show the features of DAA, it is necessary to have three independent systems which are connected via a TCP/IP network. Every host is connected via Ethernet to the other systems. To keep the setup minimal, the IP addresses are static and Internet is only required during installation.

Table 4.1: Systems used for demonstration prototype

	<i>System 1</i>	<i>System 2</i>	<i>System 3</i>
Processor	AMD Athlon 240GE	Intel Pentium G4560T	Intel Pentium G4560T
Mainboard	Gigabyte B450I Aorus Pro Wifi	Gigabyte GA H110N	Gigabyte GA H310N
Memory	8GB DDR4	8GB DDR4	8GB DDR4
Storage	NVMe SSD 128GB	NVMe SSD 128GB	NVMe SSD 128GB
TPM	Gigabyte TPM2.0_L	Gigabyte TPM2.0_L	Gigabyte TPM2.0_L

4.1 Hardware Setup

For demonstrating remote attestation via DAA over a simple network infrastructure, we use 3 systems with similar configuration. Table 4.1 show the specification of these systems. We decided to order one system with an AMD processor in it to find differences in handling the TPM between Intel and AMD systems. All features used in this thesis were available on both platform types, so there were no differences found.

The used mainboards come with a dedicated TPM2.0 header which may differ from board to board. A 19-pin header is available on the older platform of *System 2*. As long as TPM and mainboard have the same 19-pin connector they will be compatible to each other. The newer Gigabyte mainboards come with a proprietary 11-pin connector which is only compatible with Gigabyte's TPM2.0_S module. All other modules are however electrical compatible since only unused pins of the full size connector are removed. With a wiring adapter any TPM board would work on any mainboard supporting TPM2.0 even when coming with a proprietary header.

4.2 Operating System

The Operating System need to fulfill three requirements for this prototype. First, the TPM must be supported by the Kernel. Second, the OS has to support a recent version of the TPM Software Stack (TSS 3.0.x or newer at the point of writing) for using the

<i>Partition</i>	<i>Size</i>	<i>Mountpoint</i>	<i>Comment</i>
nvme0n1p1	512M	/boot/efi	EFI boot partition
nvme0n1p2	1G	/boot	Bootloader partition (Grub)
nvme0n1p3	118G		lvm on dm_crypt
ubuntu-vg-ubuntu-lv	118G	/	root partition on lvm

Table 4.2: Disk layout of the BS prototype

Xaptum ECDA¹ project with enabled hardware TPM. Similarly, the `tpm2-tools` must be available in a version newer than 4.0.0. Finally, the support for the Integrity Measurement Architecture (IMA) must be activated in the Kernel and supported by the OS. This feature is available in the mainline Linux Kernel, however, the according Kernel compile parameters must be set.

The most recent version of Ubuntu 20.04 LTS does fulfill above mentioned requirements by default. Ubuntu is also supported by the Xaptum ECDA project, although it was tested with an older version (18.04). When installing Ubuntu on the prototype, we used *Full Disk Encryption* (FDE) which leads to the disk allocation described in Table 4.2.

4.3 Trusted Boot

By default, every Mainboard with support for TPM2.0 supports also Trusted Boot. When a TPM becomes available, the BIOS itself takes all required measures until the boot process is handed over to the OS bootloader (e.g. Grub). Since Ubuntu uses Grub 2.04 as bootloader, Trusted Boot is directly supported and needs just to be enabled in the configuration. In this case, Grub will be measured from the BIOS to the PCRs 4 and 5, as shown in 3.1. Grub itself uses PCR 8 for executed commands, the Kernel command line and all commands forwarded to Kernel modules. PCR 9 is used to measure all files read by Grub².

There is however a more efficient way of booting for embedded systems since there is often only one bootable Kernel in place and the device has to boot autonomously. Pawit Pornkitprasam [8][9] and Karl O from Tevora [13] introduced the concept of a *Unified Kernel* for Ubuntu and Arch respectively.

¹<https://github.com/xaptum/ecdaa>

²https://www.gnu.org/software/grub/manual/grub/html_node/Measured-Boot.html (visited on 19.11.2020)

<i>Address</i>	<i>Source path</i>	<i>Comment</i>
0x0000000	/usr/lib/systemd/boot/efi/linuxx64.efi.stub	Linux EFI Stub
0x0020000	/usr/lib/os-release	Linux OS release information
0x0030000	/boot/kernel-command-line.txt	Kernel command line parameters
0x0040000	/boot/vmlinuz	latest Kernel image
0x3000000	/boot/initrd	latest initial ramdisk

Table 4.3: Memory layout of the Unified Kernel EFI file

We create a large EFI file which contains the initramfs, Kernel command line and the Kernel itself. This EFI file replaces that from Grub in the EFI boot partition. Listing 2 shows the used command line which will be saved on `/boot/kernel-command-line.txt`. The parameters activate also IMA which is discussed later in this chapter. The shell script shown in Listing 5 uses the command `objcopy` to create a single EFI file which contains the Kernel with corresponding release information and parameters and the initial ramdisk. The memory layout is shown in 4.3. With this Unified Kernel in place, no additional PCRs are used and everything is measured by the BIOS. It furthermore omits the bootloader which is not necessary since the BS is ideally an embedded system with a single boot option in the end.

So, when the BIOS hands over the system to the bootloader, all PCR values are already set. The Trusted Boot chain can now be used to authenticate the Kernel against the system. Therefore a second key is added to the LUKS header, which is a random number of 32 byte length. This key is saved in the TPM and sealed with the values of PCR 0–7. If the BIOS measurements calculate the same values as those of the sealing, the TPM is able to reveal the key for the FDE and the boot process can continue. The *trusted* environment is now extended to the Kernel and the modules loaded at boot.

- Trusted Boot with GRUB 2.04: TPM support available; PCR mapping
- Secure Boot with Unified Kernel; another PCR mapping
- Benefits and Drawbacks of both variants
- describe automated unlocking

Limitations due to bad implementation on BIOS-Level, no Certificate Verification Infrastructure available for TPMs? Needs to be proven for correctness.

4.4 Integrity Measurement Architecture

Available on Ubuntu, RedHat and optionally Gentoo. The Kernel has the correct compile options set.

4.4.1 Handling external hardware

4 How can camera and fingerprint sensor be trusted? What is the limitation of this solution?

4.5 Interaction with TPM2

tpm2-tools 4.x are usable to interact with the TPM from the command line. Available on all major releases after summer 2019. Fallback is using the TPM2 ESAPI or SAPI, which is available on almost all Linux distributions.

4.6 Direct Anonymous Attestation

DAA Project from Xaptum: Working DAA handshake and possible TPM integration. Requires an Attestation Key which is secured with a password policy.

5 Conclusion and Outlook

5.1 Testing

These are the test results

5.2 Limitations

Still hard to set up a system like that. Documentation is available, but hardly any implementations for DAA and IMA.

5.3 Future Work

5.4 Outlook

Hardening of the system beyond IMA useful. Minimization also useful, because the logging gets shorter.

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Sealing LUKS encryption key with PCRs in a TPM

Listing 1: create-luks-tpm.sh: Script to create a new LUKS key

```
1 #!/bin/bash
2 set -e
3
4 CRYPTFS=/dev/nvme0n1p3
5
6 echo "creating_secret_key"
7 mkdir -p /root/keys
8 tpm2_getrandom 32 -o /root/keys/fde-secret.bin
9 chmod 600 /root/keys/fde-secret.bin
10 cryptsetup luksAddKey $CRYPTFS /root/keys/fde-secret.bin
11
12 # /usr/sbin/update-luks-tpm.sh #not required before reboot
```

Listing 2: kernel-command-line.txt: Command line for the Kernel

```
1 /vmlinuz-5.4.0-42-generic ima_appraise=fix ima_policy=appraise_tcb ima_policy=tcb
  ima_hash=sha256 root=/dev/mapper/ubuntu--vg-ubuntu--lv ro rootflags=i_version
```

Listing 3: passphrase-from-tpm.sh: Initramfs-script to ask the TPM for the LUKS key

```
1 #!/bin/sh
2 echo "Unlocking_via_TPM" >&2
3 export TPM2TOOLS_TCTI="device:/dev/tpm0"
4 /usr/bin/tpm2_unseal -c 0x81000000 -p pcr:sha256:0,1,2,3,4,5,6,7
5 if [ $? -eq 0 ]; then
6     exit
7 fi
8 /lib/cryptsetup/askpass "Unlocking_the_disk_fallback_${CRYPTTAB_SOURCE}_
  ${CRYPTTAB_NAME}\nEnter_passphrase:_"
```

Listing 4: update-luks-tpm.sh: Script for updating the Sealing of the TPM Object with new PCR values

```
1 #!/usr/bin/bash
2 echo "Updating_TPM_Policy_with_current_available_PCrs"
```



```

3
4 set +e
5 tpm2_evictcontrol -c 0x81000000
6
7 set -e
8 tpm2_flushcontext -t
9 tpm2_createprimary -C e -g sha256 -G ecc256 -c /root/keys/e-primary.context
10 tpm2_createpolicy --policy-pcr -l sha256:0,1,2,3,4,5,6,7 -L /root/keys/pcr-policy.
    digest
11 tpm2_create -g sha256 -u /root/keys/obj.pub -r /root/keys/obj.priv -C /root/keys/e-
    primary.context -L /root/keys/pcr-policy.digest -a "noda|adminwithpolicy|
    fixedparent|fixedtpm" -i /root/keys/fde-secret.bin
12 tpm2_flushcontext -t
13 tpm2_load -C /root/keys/e-primary.context -u /root/keys/obj.pub -r /root/keys/obj.
    priv -c /root/keys/load.context
14 tpm2_evictcontrol -C o -c /root/keys/load.context 0x81000000
15 # tpm2_unseal -c 0x81000000 -p pcr:sha1:0,1,2,3,4,5,6,7 -o /root/test.bin #proof that
    the persistence worked
16 rm -f /root/keys/load.context /root/keys/obj.priv /root/keys/obj.pub /root/keys/pcr-
    policy.digest
17 tpm2_flushcontext -t

```

Listing 5: update-kernel.sh: Script for updating the unified Kernel

```

1 #!/usr/bin/bash
2 set -e
3 PARTITION_ROOT=/dev/mapper/ubuntu--vg-ubuntu--lv
4 DISK=/dev/nvme0n1
5
6 mkdir -p /boot/efi/EFI/Linux
7 update-initramfs -u -k all
8 LATEST=`ls -t /boot/vmlinuz* | head -1`
9 VERSION=`file -bL $LATEST | grep -o 'version_[^_]*' | cut -d '_' -f 2`
10 ### echo "/vmlinuz-$VERSION root=/dev/mapper/vg-root rw loglevel=3 cryptdevice=
    PARTUUID=$(blkid -o value $PARTITION_ROOT | tail -n 1):lvm:allow-discards rd.luks.
    options=discard" > /boot/kernel-command-line.txt #Arch command line
11 # echo "/vmlinuz-$VERSION root=$PARTITION_ROOT ro ima_appraise=fix ima_policy=tcb
    ima_policy=appraise_tcb rootflags=i_version" > /boot/kernel-command-line.txt #
    Ubuntu command line
12 objcopy \
13 --add-section .osrel="/usr/lib/os-release" --change-section-vma .osrel=0x20000 \
14 --add-section .cmdline="/boot/kernel-command-line.txt" --change-section-vma .cmdline
    =0x30000 \
15 --add-section .linux="/boot/vmlinuz-$VERSION" --change-section-vma .linux=0x40000 \
16 --add-section .initrd="/boot/initrd.img-$VERSION" --change-section-vma .initrd=0
    x3000000 \
17 "/usr/lib/systemd/boot/efi/linuxx64.efi.stub" "/boot/efi/EFI/Linux/Linux.efi"

```

Listing 6: install.sh: Script to install Trusted Boot on Ubuntu

```

1 #!/bin/bash

```

```
2 set -e
3
4 cp -vf ./passphrase-from-tpm.sh /usr/sbin/ || exit 1
5 cp -vf ./update-luks-tpm.sh /usr/sbin || exit 1
6 cp -vf ./update-kernel.sh /usr/sbin || exit 1
7 cp -vf ./create-luks-tpm.sh /usr/sbin || exit 1
8
9 cp -vf ./tpm2-hook.sh /etc/initramfs-tools/hooks/ || exit 2
10 awk -i inplace '/luks/{print_$0_",discard,initramfs,keyscript=/usr/sbin/passphrase-
    from-tpm.sh"}' /etc/crypttab
11
12 cp -vf ./kernel-command-line.txt /boot/ || exit 3
13 /usr/sbin/create-luks-tpm.sh
14 /usr/sbin/update-kernel.sh
15 efibootmgr --create --disk /dev/nvme0n1 --part 1 --label "ubuntu_unified" --loader "\
    EFI\Linux\Linux.efi" --verbose
16 echo "Installed_successfully!_Please_reboot_and_execute_update-luks-tpm.sh_
    afterwards"
```

TCP/IP Wrapper for the Xaptum ECDAAC Protocol

1 Common source files for all DAA parties

Listing 1: common.h

```
1
2 #ifndef ECDAAC_COMMON_H
3 #define ECDAAC_COMMON_H
4
5 #include <sys/random.h>
6 #include <stdio.h>
7 #include <string.h>
8 #include <stdint.h>
9
10 #define ISSUERIP "192.168.10.11"
11 #define ISSUERPORT 6590
12 #define MEMBERIP "192.168.10.12"
13 #define MEMBERPORT 6591
14 #define VERIFIERIP "192.168.10.10"
15 #define VERIFIERPORT 6592
16
17 #define MAX_CLIENTS 10
18 #define MAX_BUFSIZE 20480
19 #define MAX_MSGSIZE ((MAX_BUFSIZE - 1536) / 2)
20 #define MAX_BSNSIZE 128
21 #define NONCE_SIZE 384
22
23 typedef int (*conn_handler)(char *buffer);
24
25 void ecdaa_rand(void *buffer, size_t buflen);
26
27 size_t ecdaa_decode(const char *in_enc, uint8_t *out_dec, size_t outlen);
28
29 size_t ecdaa_encode(const uint8_t *in_dec, char *out_enc, size_t inlen);
30
31 #endif //ECDAAC_COMMON_H
```

Listing 2: common.c

```

1 #include "common.h"
2
3 static const char base64_table[65] = "
    ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/";
4
5 static const uint8_t base64_index[256] = {
6     0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
7     0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
8     0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 62, 63, 62, 63,
9     52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 0, 0, 0, 0, 0, 0,
10    0, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14,
11    15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 0, 0, 0, 0, 63,
12    0, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40,
13    41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51 };
14
15
16 void ecdsa_rand(void *buffer, size_t buflen) {
17     getrandom(buffer, buflen, 0);
18 }
19
20 char bin2hex(uint8_t byte) {
21     uint8_t word = byte & 0x0f;
22     char hex = 0;
23     if (word >= 0 && word <= 9) hex = word + '0';
24     else if (word >= 10 && word <= 15) hex = word - 10 + 'A';
25     return hex;
26 }
27
28 uint8_t hex2bin(char hex) {
29     uint8_t byte = 0;
30     if (hex >= '0' && hex <= '9') byte = hex - '0';
31     else if (hex >= 'a' && hex <= 'f') byte = hex - 'a' + 10;
32     else if (hex >= 'A' && hex <= 'F') byte = hex - 'A' + 10;
33     return byte;
34 }
35
36 size_t hex_decode(const char *in_hex, uint8_t *out_bin, size_t outlen) {
37     size_t i = 0;
38     size_t j = 0;
39     for (; i < outlen; i++, j+=2) {
40         uint8_t val = hex2bin(in_hex[j]);
41         val += hex2bin(in_hex[j+1]) * 16;
42         out_bin[i] = (char) val;
43     }
44     return i;
45 }
46
47 size_t hex_encode(const uint8_t *in_bin, char *out_hex, size_t inlen) {
48     size_t i = 0;

```

```

49     size_t j = 0;
50     for (; i < inlen; i++, j+=2) {
51         out_hex[j] = bin2hex(in_bin[i]);
52         out_hex[j+1] = bin2hex(in_bin[i] >> 4);
53     }
54     return i;
55 }
56
57 size_t base64_encode(const uint8_t *in_dec, char *out_enc, size_t inlen) {
58     size_t outlen = 4 * ((inlen + 2) / 3);
59     size_t i = 0;
60     size_t j = 0;
61
62     while(i < inlen) {
63         uint32_t octet_a = i < inlen ? in_dec[i++] : 0;
64         uint32_t octet_b = i < inlen ? in_dec[i++] : 0;
65         uint32_t octet_c = i < inlen ? in_dec[i++] : 0;
66
67         uint32_t triple = (octet_a << 16) + (octet_b << 8) + octet_c;
68
69         out_enc[j++] = base64_table[(triple >> 18) & 0x3F];
70         out_enc[j++] = base64_table[(triple >> 12) & 0x3F];
71         out_enc[j++] = base64_table[(triple >> 6) & 0x3F];
72         out_enc[j++] = base64_table[(triple) & 0x3F];
73     }
74     switch (inlen % 3) {
75     case 1:
76         out_enc[j-2] = '=';
77     case 2:
78         out_enc[j-1] = '=';
79     default:
80         break;
81     }
82     return j;
83 }
84
85 size_t base64_decode(const char *in_enc, uint8_t *out_dec, size_t outlen) {
86     size_t inlen = 4 * ((outlen + 2) / 3);
87     size_t i = 0;
88     size_t j = 0;
89
90     while (i < inlen) {
91         uint32_t sextet_a = in_enc[i] == '=' ? 0 & i++ : base64_index[in_enc[i++]];
92         uint32_t sextet_b = in_enc[i] == '=' ? 0 & i++ : base64_index[in_enc[i++]];
93         uint32_t sextet_c = in_enc[i] == '=' ? 0 & i++ : base64_index[in_enc[i++]];
94         uint32_t sextet_d = in_enc[i] == '=' ? 0 & i++ : base64_index[in_enc[i++]];
95
96         uint32_t triple = (sextet_a << 18) + (sextet_b << 12) + (sextet_c << 6) +
97             sextet_d;

```

```

98     if (j < outlen) out_dec[j++] = (triple >> 16) & 0xFF;
99     if (j < outlen) out_dec[j++] = (triple >> 8) & 0xFF;
100    if (j < outlen) out_dec[j++] = triple & 0xFF;
101    }
102    return i;
103 }
104
105 size_t ecdaa_encode(const uint8_t *in_dec, char *out_enc, size_t inlen) {
106     return base64_encode(in_dec, out_enc, inlen);
107 }
108
109 size_t ecdaa_decode(const char *in_enc, uint8_t *out_dec, size_t outlen) {
110     return base64_decode(in_enc, out_dec, outlen);
111 }

```

Listing 3: client.h

```

1 //
2 // Created by root on 10/30/19.
3 //
4
5 #ifndef ECDAA_ISSUER_CLIENT_H
6 #define ECDAA_ISSUER_CLIENT_H
7 #include <stdlib.h>
8 #include <string.h>
9 #include <stdio.h>
10 #include <sys/socket.h>
11 #include <unistd.h>
12 #include <arpa/inet.h>
13 #include "common.h"
14
15 int client_connect(conn_handler handler, char *ip_str, int16_t port);
16
17 #endif //ECDAA_ISSUER_CLIENT_H

```

Listing 4: client.c

```

1 #include "client.h"
2
3 int client_open(char *servip, int16_t port) {
4     struct sockaddr_in servaddr;
5     size_t servaddr_len = 0;
6     int connfd = 0;
7
8     connfd = socket(AF_INET, SOCK_STREAM, 0);
9     if (-1 == connfd) {
10         printf("client_listen:_failed_to_create_endpoint.\n");
11         return -1;
12     }
13     bzero(&servaddr, sizeof(servaddr));

```

```

14
15     servaddr.sin_family = AF_INET;
16     servaddr.sin_addr.s_addr = inet_addr(servip);
17     servaddr.sin_port = htons(port);
18     servaddr_len = sizeof(servaddr);
19     if (0 != connect(connfd, (const struct sockaddr *) &servaddr, servaddr_len)) {
20         printf("client_accept:_connection_to_server_failed\n");
21         close(connfd);
22         return -1;
23     }
24     return connfd;
25 }
26
27 int client_connect(conn_handler handler, char *servip, int16_t port) {
28     int connfd = 0;
29     char buffer[MAX_BUFSIZE];
30     int ret = 0;
31     int len = 0;
32
33     connfd = client_open(servip, port);
34     if(0 >= connfd) {
35         return -1;
36     }
37     bzero(buffer, MAX_BUFSIZE);
38     for (ret = 0; 0 == ret;) {
39         ret = handler(buffer);
40         if(0 != ret)
41             break;
42
43         if (0 >= write(connfd, buffer, sizeof(buffer))) {
44             printf("client_connect:_cannot_write_to_socket\n");
45             ret = -1;
46         }
47
48         bzero(buffer, MAX_BUFSIZE);
49         len = read(connfd, buffer, sizeof(buffer));
50         if (0 > len) {
51             printf("client_connect:_cannot_read_from_socket\n");
52             ret = -1;
53         } else if (0 == len) {
54             printf("client_connect:_server_closed_connection\n");
55             ret = 1;
56         }
57     }
58
59     if (0 != close(connfd)) {
60         printf("client_connect:_failed_to_close_server_connection_properly\n");
61     }
62
63     return ret;

```

```
64 }
```

Listing 5: server.h

```
1 //
2 // Created by root on 10/30/19.
3 //
4
5 #ifndef ECDAI_ISSUER_SERVER_H
6 #define ECDAI_ISSUER_SERVER_H
7 #include <stdio.h>
8 #include <string.h>
9 #include <stdlib.h>
10 #include <sys/socket.h>
11 #include <netinet/in.h>
12 #include <unistd.h>
13 #include "common.h"
14
15 int server_start(conn_handler handler, int16_t port);
16
17 #endif //ECDAI_ISSUER_SERVER_H
```

Listing 6: server.c

```
1 #include "server.h"
2
3 int server_open(int16_t port) {
4     struct sockaddr_in servaddr;
5     int connfd = 0;
6
7     connfd = socket(AF_INET, SOCK_STREAM, 0);
8     if (-1 == connfd) {
9         printf("server_open:_failed_to_create_endpoint.\n");
10        return -1;
11    }
12    servaddr.sin_family = AF_INET;
13    servaddr.sin_addr.s_addr = htonl(INADDR_ANY);
14    servaddr.sin_port = htons(port);
15
16    if (0 != bind(connfd, (const struct sockaddr *) &servaddr, sizeof(servaddr))) {
17        printf("server_open:_failed_to_bind_socket\n");
18        close(connfd);
19        return -1;
20    }
21    return connfd;
22 }
23
24 int server_start(conn_handler handler, int16_t port) {
25     struct sockaddr_in client;
26     unsigned int client_len = 0;
```



```

27  int connfd = 0;
28  int clientfd = 0;
29  int len = 0;
30  int ret = 0; //<0 .. failure, 0 .. continue, 1 .. exit, 2 .. shutdown
31  char buffer[MAX_BUFSIZE];
32
33  if(NULL == handler) {
34      printf("server_start:_received_empty_handler,_stopping\n");
35      return -1;
36  }
37  connfd = server_open(port);
38  if(-1 == connfd) {
39      printf("server_start:_could_not_open_port,_stopping\n");
40      return -1;
41  }
42  if (0 != listen(connfd, MAX_CLIENTS)) {
43      printf("server_start:_listen_failed,_stopping\n");
44      return -1;
45  }
46  printf("server_start:_listening\n");
47  for(ret = 1; 1 == ret;) {
48      client_len = sizeof(client);
49      clientfd = accept(connfd, (struct sockaddr *) &client, &client_len);
50      if (0 >= clientfd) {
51          printf("server_start:_connection_to_client_failed\n");
52          ret = -1;
53      } else {
54          for(ret = 0; 0 == ret;) {
55              bzero(buffer, MAX_BUFSIZE);
56              len = read(clientfd, buffer, sizeof(buffer));
57              if (0 > len) {
58                  printf("server_start:_cannot_read_from_socket\n");
59                  ret = -1;
60              } else if(0 == len) {
61                  printf("server_start:_client_closed_connection\n");
62                  ret = 1;
63              } else {
64                  ret = handler(buffer);
65              }
66
67              if (0 <= ret && 0 >= write(clientfd, buffer, sizeof(buffer))) {
68                  printf("server_start:_cannot_write_to_socket\n");
69                  ret = -1;
70              }
71
72          }
73          if (0 != close(clientfd)) {
74              printf("server_start:_failed_to_close_client_connection_properly\n");
75              ret = -1;
76          }

```

```

77     }
78 }
79 printf("server_start:_closing_connection\n");
80 if (0 != close(connfd)) {
81     printf("server_start:_failed_to_close_server_port_properly\n");
82     ret = -1;
83 }
84 return ret;
85 }

```

2 Source files for the DAA Issuer

Listing 7: issuer.h

```

1 //
2 // Created by root on 11/5/19.
3 //
4
5 #ifndef ECDAI_ISSUER_H
6 #define ECDAI_ISSUER_H
7 #include <ecdaa.h>
8 #include "server.h"
9 #include "client.h"
10 #include "common.h"
11
12 int process_issuer(char *buffer);
13 const char* issuer_public_key_file = "ipk.bin";
14 const char* issuer_secret_key_file = "isk.bin";
15
16 #endif //ECDAI_ISSUER_H

```

Listing 8: issuer.c

```

1 #include "issuer.h"
2
3 typedef enum issuer_state {
4     ON,
5     JOINSTART,
6     JOINPROCEED,
7     READY
8 } issuerstate_e;
9
10 typedef struct issuer {
11     struct ecdaa_issuer_public_key_FP256BN ipk;
12     struct ecdaa_issuer_secret_key_FP256BN isk;
13     uint8_t nonce[NONCE_SIZE];
14     struct ecdaa_member_public_key_FP256BN mpk;
15     issuerstate_e state;
16     struct ecdaa_credential_FP256BN cred;

```

```

17     struct ecdaa_credential_FP256BN_signature cred_sig;
18 } issuer_t;
19
20 issuer_t issuer;
21
22 int issuer_setup();
23 int issuer_reset(char *buffer);
24 int issuer_joinstart(char *buffer);
25 int issuer_joinproceed(char *buffer);
26 int issuer_publish(char *buffer);
27
28 int main() {
29     issuer.state = ON;
30     if (ON == issuer.state) {
31         if (0 == issuer_setup()) {
32             issuer.state = READY;
33         } else {
34             printf("issuer_setup_failed\n");
35             return 1;
36         }
37     }
38
39     if (2 != server_start(&process_issuer, ISSUERPORT)) {
40         printf("server_failed\n");
41     }
42     return 0;
43 }
44
45 int process_issuer(char *buffer) {
46     int ret = 0;
47
48     printf(">_ISSUER:_%s\n", buffer);
49
50     if (0 == strncasecmp("OK", buffer, 2)) {
51         switch (issuer.state) {
52             case JOINPROCEED:
53                 issuer.state = READY;
54                 break;
55             default:
56                 bzero(buffer, MAX_BUFSIZE);
57                 strncpy(buffer, "ERR\n", 4);
58                 break;
59         }
60     } else if (0 == strncasecmp("ERR", buffer, 3)) {
61         switch (issuer.state) {
62             case JOINPROCEED:
63                 printf("command_failed_at_client\n");
64                 issuer.state = READY;
65                 break;
66             default:

```

```

67         bzero(buffer, MAX_BUFSIZE);
68         strncpy(buffer, "ERR\n", 4);
69         break;
70     }
71 } else if (0 == strncasecmp("RESET", buffer, 4)) {
72     switch (issuer.state) {
73         case READY:
74             printf("generate_new_issuer_identity\n");
75             if (0 == issuer_setup(buffer)) {
76                 issuer.state = READY;
77             } else {
78                 printf("issuer_setup_failed\n");
79                 return 2;
80             }
81             if(0 == issuer_joinstart(buffer)) {
82                 issuer.state = JOINSTART;
83             }
84             break;
85         default:
86             bzero(buffer, MAX_BUFSIZE);
87             strncpy(buffer, "ERR\n", 4);
88             break;
89     }
90 } else if (0 == strncasecmp("JOIN", buffer, 4)) {
91     switch (issuer.state) {
92         case READY:
93             if(0 == issuer_joinstart(buffer)) {
94                 issuer.state = JOINSTART;
95             }
96             break;
97         default:
98             bzero(buffer, MAX_BUFSIZE);
99             strncpy(buffer, "ERR\n", 4);
100            break;
101    }
102 } else if (0 == strncasecmp("APPEND", buffer, 6)) {
103     switch (issuer.state) {
104         case JOINSTART:
105             if(0 == issuer_joinproceed(buffer)) {
106                 issuer.state = READY;
107             }
108             break;
109         default:
110             bzero(buffer, MAX_BUFSIZE);
111             strncpy(buffer, "ERR\n", 4);
112             break;
113     }
114 } else if (0 == strncasecmp("PUBLISH", buffer, 7)) {
115     switch (issuer.state) {
116         case READY:

```

```

117         issuer_publish(buffer);
118         issuer.state = READY;
119         break;
120     default:
121         bzero(buffer, MAX_BUFSIZE);
122         strncpy(buffer, "ERR\n", 4);
123         break;
124     }
125 } else if (0 == strncasecmp("EXIT", buffer, 4)) {
126     printf("exit()\n");
127     bzero(buffer, MAX_BUFSIZE);
128     strncpy(buffer, "OK\n", 3);
129     ret = 1;
130 } else if (0 == strncasecmp("SHUTDOWN", buffer, 8)) {
131     bzero(buffer, MAX_BUFSIZE);
132     strncpy(buffer, "OK\n", 3);
133     ret = 2;
134 } else {
135     printf("error()\n");
136     bzero(buffer, MAX_BUFSIZE);
137     strncpy(buffer, "ERR\n", 4);
138     ret = 0;
139 }
140
141 printf("<_ISSUER:_%s", buffer);
142 return ret;
143 }
144
145 // "JOIN" > "JOINSTART <issuer.nonce>"
146 int issuer_joinstart(char *buffer) {
147     ecdaa_rand(issuer.nonce, NONCE_SIZE);
148     char* current;
149     bzero(buffer, MAX_BUFSIZE);
150     strncpy(buffer, "JOINSTART_", 10);
151     current = &buffer[10];
152     ecdaa_encode(issuer.nonce, current, NONCE_SIZE);
153     buffer[2 * NONCE_SIZE + 10] = '\n';
154     return 0;
155 }
156
157 // "APPEND <member.mpk>" > "JOINPROCEED <member.cred><member.cred_sig>"
158 int issuer_joinproceed(char *buffer) {
159     char *current = &buffer[7];
160     uint8_t binbuf[MAX_BUFSIZE];
161     bzero(binbuf, MAX_BUFSIZE);
162     int ret = 0;
163
164     ecdaa_decode(current, binbuf, ECDAA_MEMBER_PUBLIC_KEY_FP256BN_LENGTH);
165     bzero(buffer, MAX_BUFSIZE);

```

```

166     ret = ecdaa_member_public_key_FP256BN_deserialize(&issuer.mpk, binbuf, issuer.
        nonce, NONCE_SIZE);
167     if(-1 == ret) {
168         strncpy(buffer, "ERR\n", 4);
169         printf("issuer_joinproceed:_member_public_key_is_malformed!\n");
170         return -1;
171     } else if (-2 == ret) {
172         strncpy(buffer, "ERR\n", 4);
173         printf("issuer_joinproceed:_signature_of_member_public_key_is_invalid\n");
174         return -1;
175     }
176
177     if (0 != ecdaa_credential_FP256BN_generate(&issuer.cred, &issuer.cred_sig, &issuer.
        isk, &issuer.mpk, ecdaa_rand)) {
178         strncpy(buffer, "ERR\n", 4);
179         printf("issuer_joinproceed:_error_generating_credential\n");
180         return -1;
181     }
182     bzero(buffer, MAX_BUFSIZE);
183     strncpy(buffer, "JOINPROCEED_", 12);
184
185     current = &buffer[12];
186     bzero(binbuf, MAX_BUFSIZE);
187     ecdaa_credential_FP256BN_serialize(binbuf, &issuer.cred);
188     ret = ecdaa_encode(binbuf, current, ECDAA_CREDENTIAL_FP256BN_LENGTH);
189
190     current = &current[ret];
191     bzero(binbuf, MAX_BUFSIZE);
192     ecdaa_credential_FP256BN_signature_serialize(binbuf, &issuer.cred_sig);
193     ret = ecdaa_encode(binbuf, current, ECDAA_CREDENTIAL_FP256BN_SIGNATURE_LENGTH);
194
195     current[ret] = '\n';
196     return 0;
197 }
198
199 // "RESET > RESETDONE"
200 int issuer_reset(char *buffer) {
201     printf("issuer_reset:_generating_new_keys_and_save_them_to_disk\n");
202     if (0 != ecdaa_issuer_key_pair_FP256BN_generate(&issuer.ipk, &issuer.isk,
        ecdaa_rand)) {
203         printf("issuer_reset:_Error_generating_issuer_key-pair\n");
204         strncpy(buffer, "ERR\n", 4);
205         return -1;
206     }
207     if(0 != ecdaa_issuer_public_key_FP256BN_serialize_file(issuer_public_key_file, &
        issuer.ipk) ||
208         0 != ecdaa_issuer_secret_key_FP256BN_serialize_file(issuer_secret_key_file,
        &issuer.isk)) {
209         printf("issuer_reset:_Error_saving_key-pair_to_disk\n");
210         strncpy(buffer, "ERR\n", 4);

```

```

211     return -1;
212 }
213 bzero(buffer, MAX_BUFSIZE);
214 strncpy(buffer, "RESETDONE\n", 10);
215 return 0;
216 }
217
218 //Load or generate issuer keypair initially
219 int issuer_setup() {
220     printf("setup()\n");
221     if (0 == ecdaa_issuer_public_key_FP256BN_deserialize_file(&issuer.ipk,
222         issuer_public_key_file)) {
223         if (0 == ecdaa_issuer_secret_key_FP256BN_deserialize_file(&issuer.isk,
224             issuer_secret_key_file)) {
225             printf("issuer_setup:_loaded_keys_from_disk\n");
226             return 0;
227         }
228     }
229     printf("issuer_setup:_generating_new_keys_and_save_them_to_disk\n");
230     if (0 != ecdaa_issuer_key_pair_FP256BN_generate(&issuer.ipk, &issuer.isk,
231         ecdaa_rand)) {
232         printf("issuer_setup:_Error_generating_issuer_key-pair\n");
233         return -1;
234     }
235     if (0 != ecdaa_issuer_public_key_FP256BN_serialize_file(issuer_public_key_file, &
236         issuer.ipk) ||
237         0 != ecdaa_issuer_secret_key_FP256BN_serialize_file(issuer_secret_key_file,
238             &issuer.isk)) {
239         printf("issuer_setup:_Error_saving_key-pair_to_disk\n");
240         return -1;
241     }
242     return 0;
243 }
244
245 // "PUBLISH" > "PUBLISH <issuer.ipk>"
246 int issuer_publish(char *buffer) {
247     char *current;
248     uint8_t binbuf[MAX_BUFSIZE];
249     bzero(buffer, MAX_BUFSIZE);
250     int ret = 0;
251
252     strncpy(buffer, "PUBLISH_", 8);
253
254     current = &buffer[8];
255     bzero(binbuf, MAX_BUFSIZE);
256     ecdaa_issuer_public_key_FP256BN_serialize(binbuf, &issuer.ipk);
257     ret = ecdaa_encode(binbuf, current, ECDAA_ISSUER_PUBLIC_KEY_FP256BN_LENGTH);
258
259     current[ret] = '\n';
260 }

```

```

256     return 0;
257 }

```

3 Source files for the DAA Member

Listing 9: member.h

```

1
2 #ifndef ECDAa_MEMBER_H
3 #define ECDAa_MEMBER_H
4 #include <ecdaa.h>
5 #include <ecdaa.h>
6 #include "server.h"
7 #include "client.h"
8 #include "common.h"
9
10 /* int process_member(char *buffer); */
11
12 const char* member_public_key_file = "mpk.bin";
13 const char* member_secret_key_file = "msk.bin";
14 const char* member_credential_file = "mcred.bin";
15 const char* member_nonce_file = "mnonce.bin";
16
17 #endif //ECDAa_ISSUER_H

```

Listing 10: member.c

```

1 #include "member.h"
2
3 typedef enum memberstate {
4     ON,
5     ISSUER_PUB,
6     RCV_PUB,
7     JOIN,
8     APPEND,
9     JOIN_PROCEED,
10    JOINED,
11 } memberstate_e;
12
13 typedef struct member {
14     struct ecdaa_member_public_key_FP256BN mpk;
15     struct ecdaa_member_secret_key_FP256BN msk;
16     memberstate_e state;
17     uint8_t nonce[NONCE_SIZE];
18     struct ecdaa_credential_FP256BN cred;
19     struct ecdaa_issuer_public_key_FP256BN ipk;
20     uint8_t bsn[MAX_BSNSIZE];
21     size_t bsn_len;
22 } member_t;

```



```

23
24 member_t member;
25 uint8_t msg[MAX_MSGSIZE];
26 size_t msg_len;
27 int member_join(char *buffer);
28
29 int member_verifymsg(char *buffer);
30
31 int member_publish(char *buffer);
32
33 int member_joinappend(char *buffer);
34
35 int member_joinfinish(char *buffer);
36
37 int main(int argc, char **argv) {
38     char buffer[MAX_BUFSIZE];
39     char *remote_ip = argv[2];
40     int ret = 0;
41     //strncpy(member.bsn, "mybasename", 10);
42     //member.bsn_len = strlen(member.bsn);
43     switch(argc) {
44         case 3:
45             if( 0 == strncasecmp("--join", argv[1], 6) || 0 == strncasecmp("-j", argv[1],
46                 2)) {
47                 member.state = ON;
48                 ret = client_connect(&member_join, remote_ip, ISSUERPORT);
49                 if (0 >= ret || JOINED != member.state) {
50                     printf("Join_process_failed!\n");
51                     return 1;
52                 } else {
53                     printf("Join_process_was_successful\n");
54                 }
55             } else {
56                 printf("2_arguments_but_not_join\n");
57             }
58             break;
59             case 4:
60                 if( 0 == strncasecmp("--send", argv[1], 6) || 0 == strncasecmp("-s", argv[1],
61                     2)) {
62                     msg_len = ecdaa_read_from_file(msg, MAX_MSGSIZE, argv[3]);
63                     if (msg_len < 0) {
64                         printf("Could_not_open_message_file_%s\n", argv[3]);
65                         return 1;
66                     }
67                     if (0 > ecdaa_read_from_file(member.nonce, NONCE_SIZE, member_nonce_file)
68                         ||
69                         0 != ecdaa_member_secret_key_FP256BN_deserialize_file(&member.msk,
70                             member_secret_key_file) ||
71                         0 != ecdaa_member_public_key_FP256BN_deserialize_file(&member.mpk,
72                             member_public_key_file, member.nonce, NONCE_SIZE) ||

```

```

68         0 != ecdaa_credential_FP256BN_deserialize_file(&member.cred,
69             member_credential_file)) {
70             printf("Could_not_import_key_files._importing_from_%s,_%s,_%s_or_%s
71                 _was_not_successful\n",
72                 member_nonce_file, member_secret_key_file, member_public_key_file,
73                 member_credential_file);
74             return 1;
75         }
76         member.state = JOINED;
77         ret = client_connect(&member_verifysig, remote_ip, VERIFIERPORT);
78         if (0 >= ret || JOINED != member.state) {
79             printf("connection_to_verifier_failed\n");
80         }
81     } else {
82         printf("3_arguments_but_not_send\n");
83     }
84     break;
85 default:
86     printf("Usage:_\n_Join_an_issuer's_group:_%s_--join_<issuer's_IPv4>\n",
87         argv[0]);
88     printf("Send_a_signed_message_to_the_verifier:_%s_--send_<verifier's_IPv4
89         >_<msgfile>\n", argv[0]);
90     printf("Before_sending_a_DAA-signed_message,_the_member_must_join_a_DAA_
91         group\n");
92     break;
93 }
94 return 0;
95 }
96
97 int member_join(char *buffer) {
98     int ret = 0;
99
100     switch (member.state) {
101         case ON:
102             bzero(buffer, MAX_BUFSIZE);
103             strncpy(buffer, "PUBLISH\n", 8);
104             member.state = ISSUER_PUB;
105             break;
106         case ISSUER_PUB:
107             if (0 == strncasecmp("PUBLISH", buffer, 7)) {
108                 printf("ISSUER_>_MEMBER:_%s", buffer);
109                 uint8_t binbuf[MAX_BUFSIZE];
110                 char *current = &buffer[8];
111                 ecdaa_decode(current, binbuf, ECDAA_ISSUER_PUBLIC_KEY_FP256BN_LENGTH);
112                 ret = ecdaa_issuer_public_key_FP256BN_deserialize(&member.ipk, binbuf);
113                 if (-1 == ret) {
114                     printf("member_getpublic:_issuer_public_key_is_malformed!\n");
115                     ret = -1;
116                 } else if (-2 == ret) {

```

```

111         printf("member_getpublic:_signature_of_issuer_public_key_is_invalid\
112                n");
113         ret = -1;
114     } else {
115         bzero(buffer, MAX_BUFSIZE);
116         strncpy(buffer, "JOIN\n", 5);
117         member.state = APPEND;
118     }
119     } else {
120         printf("member_getpublic:_did_not_get_public_key_from_issuer\n");
121         member.state = ON;
122         ret = -1;
123     }
124     break;
125 case APPEND:
126     if (0 == strncasecmp("JOINSTART", buffer, 9)) {
127         printf("ISSUER_>_MEMBER:_%s", buffer);
128         member_joinappend(buffer);
129         member.state = JOINPROCEED;
130     } else {
131         printf("member_join:_did_not_get_nonce_from_issuer\n");
132         member.state = RCVPUBLIC;
133         ret = -1;
134     }
135     break;
136 case JOINPROCEED:
137     if (0 == strncasecmp("JOINPROCEED", buffer, 11)) {
138         printf("ISSUER_>_MEMBER:_%s", buffer);
139         member_joinfinish(buffer);
140         member.state = JOINED;
141         ret = 1;
142     } else {
143         printf("member_getpublic:_did_not_get_credentials_from_issuer\n");
144         member.state = RCVPUBLIC;
145         ret = -1;
146     }
147     break;
148 default:
149     ret = -1;
150 }
151 if (0 == ret) {
152     printf("ISSUER_<_MEMBER:_%s", buffer);
153 }
154 return ret;
155 }
156
157 // "VERIFYMSG" > "VERIFYMSG <attestval>"
158 int member_verifymsg(char *buffer) {
159     char *current = buffer;

```

```

160  uint8_t binbuf[MAX_BUFSIZE];
161  uint8_t has_nym = member.bsn_len > 0 ? 1 : 0;
162  struct ecdaa_signature_FP256BN sig;
163  size_t sig_len = has_nym ? ecdaa_signature_FP256BN_with_nym_length() :
    ecdaa_signature_FP256BN_length();
164  int ret = 0;
165
166  if (0 == strncasecmp("OK", buffer, 2)) {
167      return 1;
168  } else if (0 == strncasecmp("ERR", buffer, 3)) {
169      printf("member_verifymsg:_Verifier_refused_signature\n");
170  return 1;
171  }
172
173  bzero(buffer, MAX_BUFSIZE);
174  strncpy(current, "VERIFYMSG_", 10);
175  current = &current[10];
176
177  ret = ecdaa_encode(msg, current, msg_len);
178  current = &current[2 * MAX_MSGSIZE];
179  if(has_nym) {
180      if (0 != ecdaa_signature_FP256BN_sign(&sig, msg, msg_len, member.bsn, member.
        bsn_len, &member.msk, &member.cred, ecdaa_rand)) {
181          printf("member_verifymsg:_Signing_message_failed\n");
182      }
183      current[0] = '1';
184      current = &current[1];
185      strncpy(current, (char *)member.bsn, MAX_BSNSIZE);
186      current = &current[MAX_BSNSIZE];
187  } else {
188      if (0 != ecdaa_signature_FP256BN_sign(&sig, msg, msg_len, NULL, 0, &member.msk,
        &member.cred, ecdaa_rand)) {
189          printf("member_verifymsg:_Signing_message_failed\n");
190      }
191      current[0] = '0';
192  current = &current[1];
193  }
194
195  bzero(binbuf, MAX_BUFSIZE);
196  ecdaa_signature_FP256BN_serialize(binbuf, &sig, has_nym);
197  ret = ecdaa_encode(binbuf, current, sig_len);
198  printf("member_verifymsg:_has_nym:_%u,_sig_len:_%lu\n",has_nym, sig_len);
199  printf("member_verifymsg:_msg:_%s,_len:_%lu\n",msg, msg_len);
200  printf("member_verifymsg:_bsn:_%s,_len:_%lu\n",(char *)member.bsn, strlen((char
    *)member.bsn));
201  printf("member_verifymsg:_sig:_%s,_len:_%lu\n", current, sig_len);
202
203  current[ret] = '\n';
204  return 0;
205 }

```

```

206
207 // "PUBLISH" > "PUBLISH <member.mpk>"
208 int member_publish(char *buffer) {
209     char *current;
210     int ret = 0;
211     uint8_t binbuf[MAX_BUFSIZE];
212     bzero(buffer, MAX_BUFSIZE);
213
214     strncpy(buffer, "PUBLISH_", 8);
215
216     current = &buffer[8];
217     bzero(binbuf, MAX_BUFSIZE);
218     ecdaa_member_public_key_FP256BN_serialize(binbuf, &member.mpk);
219     ret = ecdaa_encode(binbuf, current, ECDAA_MEMBER_PUBLIC_KEY_FP256BN_LENGTH);
220
221     current[ret] = '\n';
222
223     return 0;
224 }
225
226 // "JOINSTART <issuer.nonce>" > "APPEND <member.mpk>"
227 int member_joinappend(char *buffer) {
228     char *current = &buffer[10];
229     uint8_t binbuf[MAX_BUFSIZE];
230     int ret = ecdaa_decode(current, member.nonce, NONCE_SIZE);
231     ecdaa_write_buffer_to_file(member_nonce_file, member.nonce, NONCE_SIZE);
232 // if (0 != ecdaa_member_key_pair_TPM_FP256BN_generate(&member.mpk, member.nonce,
233 //     NONCE_SIZE)) {
234     if (0 != ecdaa_member_key_pair_FP256BN_generate(&member.mpk, &member.msk, member.
235         nonce, NONCE_SIZE, ecdaa_rand)) {
236         fprintf(stderr, "Error_generating_member_key-pair\n");
237         return -1;
238     }
239     bzero(buffer, MAX_BUFSIZE);
240     strncpy(buffer, "APPEND_", 7);
241
242     current = &buffer[7];
243     bzero(binbuf, MAX_BUFSIZE);
244     ecdaa_member_public_key_FP256BN_serialize(binbuf, &member.mpk);
245     ret = ecdaa_encode(binbuf, current, ECDAA_MEMBER_PUBLIC_KEY_FP256BN_LENGTH);
246     current[ret] = '\n';
247     return 0;
248 }
249
250 // "JOINPROCEED <member.cred><member.cred_sig>" > ""
251 int member_joinfinish(char *buffer) {
252     char *current = &buffer[12];
253     uint8_t *bincur;
254     uint8_t binbuf[MAX_BUFSIZE];
255     int ret = 0;

```

```

254     bzero(binbuf, MAX_BUFSIZE);
255     ret = ecdaa_decode(current, binbuf, ECDAACREDENTIAL_FP256BN_LENGTH);
256
257     current = &current[ret];
258     bincur = &binbuf[ECDAACREDENTIAL_FP256BN_LENGTH];
259     ecdaa_decode(current, bincur, ECDAACREDENTIAL_FP256BN_SIGNATURE_LENGTH);
260     ret = ecdaa_credential_FP256BN_deserialize_with_signature(&member.cred, &member.
        mpk, &member.ipk.gpk, binbuf, bincur);
261     if(-1 == ret) {
262         printf("member_joinfinish:_credential_is_malformed!\n");
263         ret = -1;
264     } else if(-2 == ret) {
265         printf("member_joinfinish:_signature_of_credential_is_invalid!\n");
266         ret = -1;
267     }
268     printf("member_joinfinish:_writing_key-pair_and_credential_to_disk!\n");
269     if(0 != ecdaa_member_public_key_FP256BN_serialize_file(member_public_key_file, &
        member.mpk) ||
270         0 != ecdaa_member_secret_key_FP256BN_serialize_file(member_secret_key_file,
            &member.msk) ||
271         0 != ecdaa_credential_FP256BN_serialize_file(member_credential_file, &member.
            cred)) {
272         printf("issuer_setup:_Error_saving_key-pair_or_credential_to_disk!\n");
273         return -1;
274     }
275
276     return ret;
277 }

```

4 Source files for the DAA Member with TPM support

Listing 11: member-tpm.h

```

1 //
2 // Created by root on 11/5/19.
3 //
4
5 #ifndef ECDAAMEMBER_TPM_H
6 #define ECDAAMEMBER_TPM_H
7 #include <tss2/tss2_sys.h>
8 #include <tss2/tss2_tcti.h>
9 #include <tss2/tss2_tcti_device.h>
10 #include <ecdaa.h>
11 #include <ecdaa-tpm.h>
12 #include "server.h"
13 #include "client.h"
14 #include "common.h"
15

```

```

16 #define ECP_FP256BN_LENGTH 130
17
18 int process_member(char *buffer);
19
20 const char* member_public_key_file = "mpk.bin";
21 const char* member_credential_file = "mcred.bin";
22 const char* member_nonce_file = "mnonce.bin";
23
24 #endif //ECDAa_MEMBER_TPM_H

```

Listing 12: member-tpm.c

```

1 #include "member-tpm.h"
2
3 typedef enum memberstate {
4     ON,
5     ISSUER_PUB,
6     RCV_PUBLIC,
7     JOIN,
8     APPEND,
9     JOINPROCEED,
10    JOINED,
11 } memberstate_e;
12
13 typedef struct member {
14     struct ecdaa_member_public_key_FP256BN mpk;
15     memberstate_e state;
16     uint8_t nonce[NONCE_SIZE];
17     struct ecdaa_credential_FP256BN cred;
18     struct ecdaa_issuer_public_key_FP256BN ipk;
19     uint8_t bsn[MAX_BSNSIZE];
20     size_t bsn_len;
21     struct ecdaa_tpm_context ctx;
22     TPM2_HANDLE pk_handle;
23     unsigned char pk_in[ECP_FP256BN_LENGTH];
24     unsigned char tcti_buffer[256];
25 } member_t;
26
27 member_t member;
28 uint8_t msg[MAX_MSGSIZE];
29 size_t msg_len;
30 const char *pub_key_filename = "pub_key.txt";
31 const char *handle_filename = "handle.txt";
32
33 int init_tpm();
34 int free_tpm();
35 static int read_public_key_from_files(uint8_t *public_key, TPM2_HANDLE *key_handle,
36     const char *pub_key_filename, const char *handle_filename);
36 int member_join(char *buffer);
37 int member_verifymsg(char *buffer);

```

```

38 int member_publish(char *buffer);
39 int member_joinappend(char *buffer);
40 int member_joinfinish(char *buffer);
41
42 int main(int argc, char *argv[]) {
43     char buffer[MAX_BUFSIZE];
44     char *remote_ip = argv[2];
45     int ret = 0;
46     TPM2_HANDLE sk_handle = 0;
47
48     //strncpy(member.bsn, "mybasename", 10);
49     //member.bsn_len = strlen(member.bsn);
50     switch(argc) {
51         case 3:
52             if( 0 == strncasecmp("--join", argv[1], 6) || 0 == strncasecmp("-j", argv[1],
53                 2)) {
54                 if (0 != read_public_key_from_files(member.pk_in, &sk_handle, pub_key_filename,
55                     handle_filename)) {
56                     printf("Error:_error_reading_in_public_key_files_ '%s' _and_ '%s'\n",
57                         pub_key_filename, handle_filename);
58                     return 1;
59                 }
60                 member.state = ON;
61                 ret = client_connect(&member_join, remote_ip, ISSUERPORT);
62                 if (0 >= ret || JOINED != member.state) {
63                     printf("Join_process_failed!\n");
64                     return 1;
65                 } else {
66                     printf("Join_process_was_successful\n");
67                 }
68             } else {
69                 printf("2_arguments_but_not_join\n");
70             }
71             break;
72         case 4:
73             if( 0 == strncasecmp("--send", argv[1], 6) || 0 == strncasecmp("-s", argv[1],
74                 2)) {
75                 msg_len = ecdaa_read_from_file(msg, MAX_MSGSIZE, argv[3]);
76                 if (msg_len < 0) {
77                     printf("Could_not_open_message_file_%s\n", argv[3]);
78                     return 1;
79                 }
80             }
81             if (0 != read_public_key_from_files(member.pk_in, &sk_handle, pub_key_filename,
82                 handle_filename)) {
83                 printf("Error:_error_reading_in_public_key_files_ '%s' _and_ '%s'\n",
84                     pub_key_filename, handle_filename);
85                 return 1;
86             }
87             if (0 > ecdaa_read_from_file(member.nonce, NONCE_SIZE, member_nonce_file)
88                 ||

```



```

81         0 != ecdaa_member_public_key_FP256BN_deserialize_file(&member.mpk,
82             member_public_key_file, member.nonce, NONCE_SIZE) ||
83         0 != ecdaa_credential_FP256BN_deserialize_file(&member.cred,
84             member_credential_file)) {
85             printf("Could_not_import_key_files._importing_from_%s,_%s_or_%s_was
86                 _not_successful\n",
87                 member_nonce_file, member_public_key_file, member_credential_file);
88             return 1;
89         }
90         member.state = JOINED;
91         ret = client_connect(&member_verifymsg, remote_ip, VERIFIERPORT);
92         if (0 >= ret || JOINED != member.state) {
93             printf("connection_to_verifier_failed\n");
94         }
95     } else {
96         printf("3_arguments_but_not_send\n");
97     }
98     break;
99 default:
100     printf("Usage:_\n_Join_an_issuer's_group:_%s_--join_<issuer's_IPv4>\n",
101         argv[0]);
102     printf("Send_a_signed_message_to_the_verifier:_%s_--send_<verifier's_IPv4
103         >_<msgfile>\n", argv[0]);
104     printf("Before_sending_a_DAA-signed_message,_the_member_must_join_a_DAA_
105         group\n");
106     break;
107 }
108 return 0;
109 }
110
111 //int init_tpm() {
112 // TSS2_TCTI_CONTEXT *tctiContext = NULL;
113 // member.pk_handle = 0x81010000;
114 // const char* passwd = NULL;
115 // uint16_t passwdlen = 0;
116 // TSS2_RC retval = 0;
117 // size_t bufsize = tss2_tcti_getsize_device();
118 // uint8_t tctiBuffer[bufsize];
119 // bzero(tctiBuffer, bufsize);
120 // const char* devicePath = "/dev/tpm0";
121 //
122 // tctiContext = tctiBuffer;
123 // retval = tss2_tcti_init_device(devicePath, strlen(devicePath), tctiContext);
124 // switch (retval & 0xFF) {
125 //     case TSS2_RC_SUCCESS:
126 //         printf("tcti context established\n");
127 //         break;
128 //     default:
129 //         printf("tcti context failed\n");
130 //         break;
131 // }

```

```

125 // }
126 // //initialize ecdaa tpm context
127 // if(0 != ecdaa_tpm_context_init(&member.ctx, handle, passwd, passwdlen, tctiContext
    )) {
128 //     printf("\necdaa context failed\n");
129 //     return -1;
130 // }
131 // printf("\necdaa context initialized\n");
132 // return 0;
133 //}
134
135 int init_tpm()
136 {
137     const char *device_conf = "/dev/tpm0";
138
139     int init_ret;
140
141     memset(member.tcti_buffer, 0, sizeof(member.tcti_buffer));
142
143     TSS2_TCTI_CONTEXT *tcti_ctx = (TSS2_TCTI_CONTEXT*)member.tcti_buffer;
144
145     size_t size;
146     init_ret = Tss2_Tcti_Device_Init(NULL, &size, device_conf);
147     if (TSS2_RC_SUCCESS != init_ret) {
148         printf("Failed_to_get_allocation_size_for_tcti_context\n");
149         return -1;
150     }
151     if (size > sizeof(member.tcti_buffer)) {
152         printf("Error:_device_TCTI_context_size_larger_than_pre-allocated_buffer\n");
153         return -1;
154     }
155     init_ret = Tss2_Tcti_Device_Init(tcti_ctx, &size, device_conf);
156     if (TSS2_RC_SUCCESS != init_ret) {
157         printf("Error:_Unable_to_initialize_device_TCTI_context\n");
158         return -1;
159     }
160
161     //initialize ecdaa tpm context
162     if(0 != ecdaa_tpm_context_init(&member.ctx, member.pk_handle, NULL, 0, tcti_ctx))
    {
163         printf("\necdaa_context_failed\n");
164         return -1;
165     }
166     printf("\necdaa_context_initialized\n");
167     return 0;
168 }
169
170 int free_tpm() {
171     ecdaa_tpm_context_free(&member.ctx);
172     return 0;

```

```

173 }
174
175 int member_join(char *buffer) {
176     int ret = 0;
177
178     switch (member.state) {
179         case ON:
180             bzero(buffer, MAX_BUFSIZE);
181             strncpy(buffer, "PUBLISH\n", 8);
182             member.state = ISSUER_PUB;
183             break;
184         case ISSUER_PUB:
185             if (0 == strncasecmp("PUBLISH", buffer, 7)) {
186                 printf("ISSUER->MEMBER:_%s", buffer);
187                 uint8_t binbuf[MAX_BUFSIZE];
188                 char *current = &buffer[8];
189                 ecdaa_decode(current, binbuf, ECDAa_ISSUER_PUBLIC_KEY_FP256BN_LENGTH);
190                 ret = ecdaa_issuer_public_key_FP256BN_deserialize(&member.ipk, binbuf);
191                 if (-1 == ret) {
192                     printf("member_getpublic:_issuer_public_key_is_malformed!\n");
193                     ret = -1;
194                 } else if (-2 == ret) {
195                     printf("member_getpublic:_signature_of_issuer_public_key_is_invalid\n");
196                     ret = -1;
197                 } else {
198                     bzero(buffer, MAX_BUFSIZE);
199                     strncpy(buffer, "JOIN\n", 5);
200                     member.state = APPEND;
201                     ret = 0;
202                 }
203             } else {
204                 printf("member_getpublic:_did_not_get_public_key_from_issuer\n");
205                 member.state = ON;
206                 ret = -1;
207             }
208             break;
209         case APPEND:
210             if (0 == strncasecmp("JOINSTART", buffer, 9)) {
211                 printf("ISSUER->MEMBER:_%s", buffer);
212                 member_joinappend(buffer);
213                 member.state = JOINPROCEED;
214             } else {
215                 printf("member_join:_did_not_get_nonce_from_issuer\n");
216                 member.state = RCV_PUBLIC;
217                 ret = -1;
218             }
219             break;
220         case JOINPROCEED:
221             if (0 == strncasecmp("JOINPROCEED", buffer, 11)) {

```

```

222         printf("ISSUER_>_MEMBER:_%s", buffer);
223         member_joinfinish(buffer);
224         member.state = JOINED;
225         ret = 1;
226     } else {
227         printf("member_getpublic:_did_not_get_credentials_from_issuer\n");
228         member.state = RCVPUBLIC;
229         ret = -1;
230     }
231     break;
232 default:
233     ret = -1;
234 }
235 if (0 == ret) {
236     printf("ISSUER_<_MEMBER:_%s", buffer);
237 }
238 return ret;
239 }
240
241 // "VERIFYMSG" > "VERIFYMSG <attestval>"
242 int member_verifymsg(char *buffer) {
243     char *current = buffer;
244     uint8_t binbuf[MAX_BUFSIZE];
245     uint8_t has_nym = member.bsn_len > 0 ? 1 : 0;
246     struct ecdaa_signature_FP256BN sig;
247     size_t sig_len = has_nym ? ecdaa_signature_FP256BN_with_nym_length() :
        ecdaa_signature_FP256BN_length();
248     int ret = 0;
249
250     if (0 == strncasecmp("OK", buffer, 2)) {
251         return 1;
252     } else if (0 == strncasecmp("ERR", buffer, 3)) {
253         printf("member_verifymsg:_Verifier_refused_signature\n");
254         return 1;
255     }
256
257     bzero(buffer, MAX_BUFSIZE);
258     strncpy(current, "VERIFYMSG_", 10);
259     current = &current[10];
260
261     ret = ecdaa_encode(msg, current, msg_len);
262     current = &current[2 * MAX_MSGSIZE];
263     if (has_nym) {
264         if (0 != ecdaa_signature_TPM_FP256BN_sign(&sig, msg, msg_len, member.bsn,
            member.bsn_len, &member.cred, ecdaa_rand, &member.ctx)) {
265             printf("member_verifymsg:_Signing_message_failed\n");
266         }
267         current[0] = '1';
268         current = &current[1];
269         strncpy(current, (char *)member.bsn, MAX_BSNSIZE);

```

```

270     current = &current[MAX_BSNSIZE];
271 } else {
272     if (0 != ecdaa_signature_TPM_FP256BN_sign(&sig, msg, msg_len, NULL, 0, &member.
        cred, ecdaa_rand, &member.ctx)) {
273         printf("member_verifymsg:_Signing_message_failed\n");
274     }
275     current[0] = '0';
276     current = &current[1];
277 }
278
279 bzero(binbuf, MAX_BUFSIZE);
280 ecdaa_signature_FP256BN_serialize(binbuf, &sig, has_nym);
281 ret = ecdaa_encode(binbuf, current, sig_len);
282 printf("member_verifymsg:_has_nym:_%u,_sig_len:_%lu\n", has_nym, sig_len);
283 printf("member_verifymsg:_msg:_%s,_len:_%lu\n", msg, msg_len);
284 printf("member_verifymsg:_bsn:_%s,_len:_%lu\n", (char *)member.bsn, strlen((char
    *)member.bsn));
285 printf("member_verifymsg:_sig:_%s,_len:_%lu\n", current, sig_len);
286
287 current[ret] = '\n';
288 return 0;
289 }
290
291 // "PUBLISH" > "PUBLISH <member.mpk>"
292 int member_publish(char *buffer) {
293     char *current;
294     int ret = 0;
295     uint8_t binbuf[MAX_BUFSIZE];
296     bzero(buffer, MAX_BUFSIZE);
297
298     strncpy(buffer, "PUBLISH_", 8);
299
300     current = &buffer[8];
301     bzero(binbuf, MAX_BUFSIZE);
302     ecdaa_member_public_key_FP256BN_serialize(binbuf, &member.mpk);
303     ret = ecdaa_encode(binbuf, current, ECDAA_MEMBER_PUBLIC_KEY_FP256BN_LENGTH);
304
305     current[ret] = '\n';
306
307     return 0;
308 }
309
310 // "JOINSTART <issuer.nonce>" > "APPEND <member.mpk>"
311 int member_joinappend(char *buffer) {
312     char *current = &buffer[10];
313     uint8_t binbuf[MAX_BUFSIZE];
314     int ret = ecdaa_decode(current, member.nonce, NONCE_SIZE);
315     ecdaa_write_buffer_to_file(member_nonce_file, member.nonce, NONCE_SIZE);
316     if (0 != ecdaa_member_key_pair_TPM_FP256BN_generate(&member.mpk, member.pk_in,
        member.nonce, NONCE_SIZE, &member.ctx)) {

```

```

317     fprintf(stderr, "Error_generating_member_key-pair\n");
318     return -1;
319 }
320 bzero(buffer, MAX_BUFSIZE);
321 strncpy(buffer, "APPEND_", 7);
322
323 current = &buffer[7];
324 bzero(binbuf, MAX_BUFSIZE);
325 ecdaa_member_public_key_FP256BN_serialize(binbuf, &member.mpk);
326 ret = ecdaa_encode(binbuf, current, ECDAA_MEMBER_PUBLIC_KEY_FP256BN_LENGTH);
327 current[ret] = '\n';
328 return 0;
329 }
330
331 // "JOINPROCEED <member.cred><member.cred_sig>" > ""
332 int member_joinfinish(char *buffer) {
333     char *current = &buffer[12];
334     uint8_t *bincur;
335     uint8_t binbuf[MAX_BUFSIZE];
336     int ret = 0;
337     bzero(binbuf, MAX_BUFSIZE);
338     ret = ecdaa_decode(current, binbuf, ECDAA_CREDENTIAL_FP256BN_LENGTH);
339
340     current = &current[ret];
341     bincur = &binbuf[ECDAA_CREDENTIAL_FP256BN_LENGTH];
342     ecdaa_decode(current, bincur, ECDAA_CREDENTIAL_FP256BN_SIGNATURE_LENGTH);
343     ret = ecdaa_credential_FP256BN_deserialize_with_signature(&member.cred, &member.
        mpk, &member.ipk.gpk, binbuf, bincur);
344     if(-1 == ret) {
345         printf("member_joinfinish:_credential_is_malformed!\n");
346         ret = -1;
347     } else if(-2 == ret) {
348         printf("member_joinfinish:_signature_of_credential_is_invalid!\n");
349         ret = -1;
350     }
351     printf("member_joinfinish:_writing_key-pair_and_credential_to_disk\n");
352     if(0 != ecdaa_member_public_key_FP256BN_serialize_file(member_public_key_file, &
        member.mpk) ||
353         0 != ecdaa_credential_FP256BN_serialize_file(member_credential_file, &member.
        cred)) {
354         printf("issuer_setup:_Error_saving_key-pair_or_credential_to_disk\n");
355         return -1;
356     }
357
358     return ret;
359 }
360
361 int read_public_key_from_files(uint8_t *public_key, TPM2_HANDLE *key_handle, const
    char *pub_key_filename, const char *handle_filename)
362 {

```

```

363     int ret = 0;
364
365     FILE *pub_key_file_ptr = fopen(pub_key_filename, "r");
366     if (NULL == pub_key_file_ptr)
367         return -1;
368     do {
369         for (unsigned i=0; i < ECP_FP256BN_LENGTH; i++) {
370             unsigned byt;
371             if (fscanf(pub_key_file_ptr, "%02X", &byt) != 1) {
372                 ret = -1;
373                 break;
374             }
375             public_key[i] = (uint8_t)byt;
376         }
377     } while(0);
378     (void)fclose(pub_key_file_ptr);
379     if (0 != ret)
380         return -1;
381
382     FILE *handle_file_ptr = fopen(handle_filename, "r");
383     if (NULL == handle_file_ptr)
384         return -1;
385     do {
386         for (int i=(sizeof(TPM2_HANDLE)-1); i >= 0; i--) {
387             unsigned byt;
388             if (fscanf(handle_file_ptr, "%02X", &byt) != 1) {
389                 ret = -1;
390                 break;
391             }
392             *key_handle += byt<<(i*8);
393         }
394         if (0 != ret)
395             break;
396     } while(0);
397     (void)fclose(handle_file_ptr);
398
399     return ret;
400 }

```

Listing 13: daa-test-tpm.

```

1
2 #ifndef ECDAA_TESTTPM_H
3 #define ECDAA_TESTTPM_H
4 #include <ecdaa.h>
5 #include "server.h"
6 #include "client.h"
7 #include "common.h"
8 #include <string.h>
9 #include <stdlib.h>

```

```

10
11 #include <ecdaa-tpm.h>
12 #include <tss2/tss2_sys.h>
13 #include <tss2/tss2_tcti.h>
14 #include <tss2/tss2_tcti_device.h>
15 #endif

```

Listing 14: create_tpm_key-util.c

```

1  /*****
2  *
3  * Copyright 2020 Xaptum, Inc.
4  *
5  * Licensed under the Apache License, Version 2.0 (the "License");
6  * you may not use this file except in compliance with the License.
7  * You may obtain a copy of the License at
8  *
9  * http://www.apache.org/licenses/LICENSE-2.0
10 *
11 * Unless required by applicable law or agreed to in writing, software
12 * distributed under the License is distributed on an "AS IS" BASIS,
13 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 * See the License for the specific language governing permissions and
15 * limitations under the License
16 *
17 *****/
18
19 #include "daa-test-tpm.h"
20
21 static TPMA_SESSION empty_session_attributes = {0}; // attributes for password either
22               can't be set or don't make sense
23 const char *pub_key_filename = "pub_key.txt";
24 const char *handle_filename = "handle.txt";
25
26 void parse_cmd_args(int argc, char *argv[]) {
27     if (3 != argc) {
28         printf("usage:_%s_<public_key_output_file>_<handle_output_file>\n", argv[0]);
29         exit(1);
30     }
31     pub_key_filename = argv[1];
32     handle_filename = argv[2];
33     printf("Saving_public_key_to_%s_and_handle_to_%s\n", pub_key_filename,
34           handle_filename);
35 }
36
37 struct test_context {
38     TSS2_SYS_CONTEXT *sapi_ctx;
39     TPM2_HANDLE primary_key_handle;
40     TPM2_HANDLE signing_key_handle;

```



```

40     TPM2_HANDLE persistent_key_handle;
41     TPM2B_PUBLIC out_public;
42     TPM2B_PRIVATE out_private;
43     unsigned char tcti_buffer[256];
44     unsigned char sapi_buffer[4200];
45
46 };
47
48 static void initialize(struct test_context *ctx);
49 static void cleanup(struct test_context *ctx);
50
51 static void create_key(const char* pub_key_filename, const char* handle_filename);
52 static int clear(struct test_context *ctx);
53 static int create_primary(struct test_context *ctx);
54 static int create(struct test_context *ctx);
55 static int load(struct test_context *ctx);
56 static int save_public_key_info(const struct test_context* ctx, const char*
    pub_key_filename, const char* handle_filename);
57 static int evict_control(struct test_context *ctx);
58
59 int main(int argc, char *argv[])
60 {
61     // Included in the utils header, but we don't need them.
62     // (void)tpm_initialize;
63     // (void)tpm_cleanup;
64
65     // parse_cmd_args(argc, argv);
66
67     printf("Saving_public_key_to_%s_and_handle_to_%s\n", pub_key_filename,
        handle_filename);
68     create_key(pub_key_filename, handle_filename);
69 }
70
71 void initialize(struct test_context *ctx)
72 {
73     const char *device_conf = "/dev/tpm0";
74
75     int init_ret;
76
77     memset(ctx->tcti_buffer, 0, sizeof(ctx->tcti_buffer));
78     memset(ctx->sapi_buffer, 0, sizeof(ctx->sapi_buffer));
79
80     TSS2_TCTI_CONTEXT *tcti_ctx = (TSS2_TCTI_CONTEXT*)ctx->tcti_buffer;
81
82     size_t size;
83     init_ret = Tss2_Tcti_Device_Init(NULL, &size, device_conf);
84     if (TSS2_RC_SUCCESS != init_ret) {
85         printf("Failed_to_get_allocation_size_for_tcti_context\n");
86         exit(1);
87     }

```

```

88     if (size > sizeof(ctx->tcti_buffer)) {
89         printf("Error:_device_TCTI_context_size_larger_than_pre-allocated_buffer\n");
90         exit(1);
91     }
92     init_ret = Tss2_Tcti_Device_Init(tcti_ctx, &size, device_conf);
93     if (TSS2_RC_SUCCESS != init_ret) {
94         printf("Error:_Unable_to_initialize_device_TCTI_context\n");
95         exit(1);
96     }
97
98     ctx->sapi_ctx = (TSS2_SYS_CONTEXT*)ctx->sapi_buffer;
99     size_t sapi_ctx_size = Tss2_Sys_GetContextSize(0);
100
101     TSS2_ABI_VERSION abi_version = TSS2_ABI_VERSION_CURRENT;
102     init_ret = Tss2_Sys_Initialize(ctx->sapi_ctx,
103                                   sapi_ctx_size,
104                                   tcti_ctx,
105                                   &abi_version);
106
107     ctx->out_public.size = 0;
108     ctx->out_private.size = 0;
109 }
110
111 void cleanup(struct test_context *ctx)
112 {
113     TSS2_TCTI_CONTEXT *tcti_context = NULL;
114     TSS2_RC rc;
115
116     if (ctx->sapi_ctx != NULL) {
117         rc = Tss2_Sys_GetTctiContext(ctx->sapi_ctx, &tcti_context);
118
119         Tss2_Tcti_Finalize(tcti_context);
120
121         Tss2_Sys_Finalize(ctx->sapi_ctx);
122     }
123 }
124
125 void create_key(const char* pub_key_filename, const char* handle_filename)
126 {
127     struct test_context ctx;
128     initialize(&ctx);
129
130     int ret = 0;
131
132     // ret = clear(&ctx);
133     // if(ret != TSS2_RC_SUCCESS) {
134     //     printf("TPM Clear failed: %x\n",ret);
135     // }
136
137     ret = create_primary(&ctx);

```

```

138     if(ret != TSS2_RC_SUCCESS) {
139         printf("TPM_Create_Primary_failed:_%x\n",ret);
140     }
141
142     ret = create(&ctx);
143     if(ret != TSS2_RC_SUCCESS) {
144         printf("TPM_Create_failed:_%x\n",ret);
145     }
146
147     ret = load(&ctx);
148     if(ret != TSS2_RC_SUCCESS) {
149         printf("TPM_Load_failed:_%x\n",ret);
150     }
151
152     ret = evict_control(&ctx);
153     if(ret != TSS2_RC_SUCCESS) {
154         printf("TPM_Evict_Control_failed:_%x\n",ret);
155     }
156
157     ret = save_public_key_info(&ctx, pub_key_filename, handle_filename);
158     if(ret != TSS2_RC_SUCCESS) {
159         printf("Save_Public_Key_Info_failed:_%x\n",ret);
160     }
161
162     cleanup(&ctx);
163 }
164
165 int save_public_key_info(const struct test_context *ctx, const char* pub_key_filename,
166     const char* handle_filename)
167 {
168     int write_ret = 0;
169
170     FILE *pub_key_file_ptr = fopen(pub_key_filename, "w");
171     if (NULL == pub_key_file_ptr)
172         return -1;
173     do {
174         if (fprintf(pub_key_file_ptr, "%02X", 4) != 2)
175             break;
176
177         for (unsigned i=0; i < ctx->out_public.publicArea.unique.ecc.x.size; i++) {
178             if (fprintf(pub_key_file_ptr, "%02X", ctx->out_public.publicArea.unique.ecc.
179                 x.buffer[i]) != 2) {
180                 write_ret = -1;
181                 break;
182             }
183         }
184         if (0 != write_ret)
185             break;
186
187         for (unsigned i=0; i < ctx->out_public.publicArea.unique.ecc.y.size; i++) {

```

```

186         if (fprintf(pub_key_file_ptr, "%02X", ctx->out_public.publicArea.unique.ecc.
187             y.buffer[i]) != 2) {
188             write_ret = -1;
189             break;
190         }
191         if (0 != write_ret)
192             break;
193     } while(0);
194     (void)fclose(pub_key_file_ptr);
195
196     (void)handle_filename;
197     FILE *handle_file_ptr = fopen(handle_filename, "w");
198     if (NULL == handle_file_ptr)
199         return -1;
200     write_ret = 0;
201     do {
202         for (int i=(sizeof(ctx->persistent_key_handle)-1); i >= 0; i--) {
203             if (fprintf(handle_file_ptr, "%02X", (ctx->persistent_key_handle >> i*8) & 0
204                 xFF) != 2) {
205                 write_ret = -1;
206                 break;
207             }
208             if (0 != write_ret)
209                 break;
210         } while(0);
211         (void)fclose(handle_file_ptr);
212     }
213     return write_ret;
214 }
215
216 int clear(struct test_context *ctx)
217 {
218     TPMI_RH_CLEAR auth_handle = TPM2_RH_LOCKOUT;
219
220     TSS2L_SYS_AUTH_COMMAND sessionsData = {};
221     sessionsData.auths[0].sessionHandle = TPM2_RS_PW;
222     sessionsData.auths[0].sessionAttributes = empty_session_attributes;
223     sessionsData.count = 1;
224
225     TSS2L_SYS_AUTH_RESPONSE sessionsDataOut = {};
226     sessionsDataOut.count = 1;
227
228     TSS2_RC ret = Tss2_Sys_Clear(ctx->sapi_ctx,
229                                 auth_handle,
230                                 &sessionsData,
231                                 &sessionsDataOut);
232
233     printf("Clear_ret=%#X\n", ret);

```

```

234
235     return ret;
236 }
237
238 int create_primary(struct test_context *ctx)
239 {
240     TPMI_RH_HIERARCHY hierarchy = TPM2_RH_ENDORSEMENT;
241
242     TSS2L_SYS_AUTH_COMMAND sessionsData = {};
243     sessionsData.auths[0].sessionHandle = TPM2_RS_PW;
244     sessionsData.auths[0].sessionAttributes = empty_session_attributes;
245     sessionsData.count = 1;
246
247     TSS2L_SYS_AUTH_RESPONSE sessionsDataOut = {};
248     sessionsDataOut.count = 1;
249
250     TPM2B_SENSITIVE_CREATE inSensitive = {};
251
252     TPM2B_PUBLIC in_public = {};
253     in_public.publicArea.type = TPM2_ALG_ECC;
254     in_public.publicArea.nameAlg = TPM2_ALG_SHA256;
255     in_public.publicArea.objectAttributes = TPMA_OBJECT_FIXEDTPM |
256         TPMA_OBJECT_FIXEDPARENT |
257         TPMA_OBJECT_SENSITIVEDATAORIGIN |
258         TPMA_OBJECT_USERWITHAUTH |
259         TPMA_OBJECT_DECRYPT |
260         TPMA_OBJECT_RESTRICTED;
261     in_public.publicArea.parameters.eccDetail.symmetric.algorithm = TPM2_ALG_AES;
262     in_public.publicArea.parameters.eccDetail.symmetric.keyBits.aes = 128;
263     in_public.publicArea.parameters.eccDetail.symmetric.mode.sym = TPM2_ALG_CFB;
264     in_public.publicArea.parameters.eccDetail.scheme.scheme = TPM2_ALG_NULL;
265     in_public.publicArea.parameters.eccDetail.curveID = TPM2_ECC_NIST_P256;
266     in_public.publicArea.parameters.eccDetail.kdf.scheme = TPM2_ALG_NULL;
267
268     TPM2B_DATA outsideInfo = {};
269
270     TPML_PCR_SELECTION creationPCR = {};
271
272     TPM2B_CREATION_DATA creationData = {};
273     TPM2B_DIGEST creationHash = {};
274     TPMT_TK_CREATION creationTicket = {};
275
276     TPM2B_NAME name = {};
277
278     TPM2B_PUBLIC public_key = {};
279
280     TSS2_RC ret = Tss2_Sys_CreatePrimary(ctx->sapi_ctx,
281                                         hierarchy,
282                                         &sessionsData,
283                                         &inSensitive,

```

```

284         &in_public,
285         &outsideInfo,
286         &creationPCR,
287         &ctx->primary_key_handle,
288         &public_key,
289         &creationData,
290         &creationHash,
291         &creationTicket,
292         &name,
293         &sessionsDataOut);
294
295     printf("CreatePrimary_ret=%#X\n", ret);
296
297     return ret;
298 }
299
300 int create(struct test_context *ctx)
301 {
302     TSS2L_SYS_AUTH_COMMAND sessionsData = {};
303     sessionsData.auths[0].sessionHandle = TPM2_RS_PW;
304     sessionsData.auths[0].sessionAttributes = empty_session_attributes;
305     sessionsData.count = 1;
306
307     TSS2L_SYS_AUTH_RESPONSE sessionsDataOut = {};
308     sessionsDataOut.count = 1;
309
310     TPM2B_SENSITIVE_CREATE inSensitive = {};
311
312     TPM2B_PUBLIC in_public = {};
313     in_public.publicArea.type = TPM2_ALG_ECC;
314     in_public.publicArea.nameAlg = TPM2_ALG_SHA256;
315     in_public.publicArea.objectAttributes = TPMA_OBJECT_FIXEDTPM |
316         TPMA_OBJECT_FIXEDPARENT |
317         TPMA_OBJECT_SENSITIVEDATAORIGIN |
318         TPMA_OBJECT_USERWITHAUTH |
319         TPMA_OBJECT_SIGN_ENCRYPT;
320     in_public.publicArea.parameters.eccDetail.symmetric.algorithm = TPM2_ALG_NULL;
321     in_public.publicArea.parameters.eccDetail.scheme.scheme = TPM2_ALG_ECDA;
322     in_public.publicArea.parameters.eccDetail.scheme.details.ecdaa.hashAlg =
323         TPM2_ALG_SHA256;
324     in_public.publicArea.parameters.eccDetail.scheme.details.ecdaa.count = 1;
325     in_public.publicArea.parameters.eccDetail.curveID = TPM2_ECC_BN_P256;
326     in_public.publicArea.parameters.eccDetail.kdf.scheme = TPM2_ALG_NULL;
327
328     TPM2B_DATA outsideInfo = {};
329
330     TPML_PCR_SELECTION creationPCR = {};
331
332     TPM2B_CREATION_DATA creationData = {};
333     TPM2B_DIGEST creationHash = {};

```

```

333     TPMT_TK_CREATION creationTicket = {};
334
335     TSS2_RC ret = Tss2_Sys_Create(ctx->sapi_ctx,
336                                   ctx->primary_key_handle,
337                                   &sessionsData,
338                                   &inSensitive,
339                                   &in_public,
340                                   &outsideInfo,
341                                   &creationPCR,
342                                   &ctx->out_private,
343                                   &ctx->out_public,
344                                   &creationData,
345                                   &creationHash,
346                                   &creationTicket,
347                                   &sessionsDataOut);
348
349     printf("Create_ret=%#X\n", ret);
350
351     return ret;
352 }
353
354 int load(struct test_context *ctx)
355 {
356     TSS2L_SYS_AUTH_COMMAND sessionsData = {};
357     sessionsData.auths[0].sessionHandle = TPM2_RS_PW;
358     sessionsData.auths[0].sessionAttributes = empty_session_attributes;
359     sessionsData.count = 1;
360
361     TSS2L_SYS_AUTH_RESPONSE sessionsDataOut = {};
362     sessionsDataOut.count = 1;
363
364     TPM2B_NAME name = {};
365
366     int ret = Tss2_Sys_Load(ctx->sapi_ctx,
367                             ctx->primary_key_handle,
368                             &sessionsData,
369                             &ctx->out_private,
370                             &ctx->out_public,
371                             &ctx->signing_key_handle,
372                             &name,
373                             &sessionsDataOut);
374
375     printf("Load_ret=%#X\n", ret);
376
377     return ret;
378 }
379
380 int evict_control(struct test_context *ctx)
381 {
382     TSS2L_SYS_AUTH_COMMAND sessionsData = {};

```

```

383     sessionsData.auths[0].sessionHandle = TPM2_RS_PW;
384     sessionsData.auths[0].sessionAttributes = empty_session_attributes;
385     sessionsData.count = 1;
386
387     TSS2L_SYS_AUTH_RESPONSE sessionsDataOut = {};
388     sessionsDataOut.count = 1;
389
390     ctx->persistent_key_handle = 0x81010000;
391
392     TSS2_RC ret = Tss2_Sys_EvictControl(ctx->sapi_ctx,
393                                         TPM2_RH_OWNER,
394                                         ctx->signing_key_handle,
395                                         &sessionsData,
396                                         ctx->persistent_key_handle,
397                                         &sessionsDataOut);
398
399     printf("EvictControl_ret= %#X\n", ret);
400
401     return ret;
402 }

```

5 Source files for the DAA Verifier

Listing 15: verifier.h

```

1
2 #ifndef ECDA_A_VERIFIER_H
3 #define ECDA_A_VERIFIER_H
4 #include <ecdaa.h>
5 // #include <ecdaa-tpm.h>
6 #include "server.h"
7 #include "client.h"
8 #include "common.h"
9
10 int process_verifier(char *buffer);
11 const char* verifier_message_file = "vmmsg.txt";
12
13 #endif //ECDA_A_VERIFIER_H

```

Listing 16: verifier.c

```

1 #include "verifier.h"
2
3 typedef enum verifierstate {
4     ON,
5     ASKISSUER,
6     GOTISSUER,
7     ASKATTEST,
8 } verifierstate_e;

```



```

9
10 typedef struct verifier {
11     struct ecdaa_issuer_public_key_FP256BN ipk;
12 // struct ecdaa_member_public_key_FP256BN mpk;
13     struct ecdaa_revocations_FP256BN revocations;
14     verifierstate_e state;
15 } verifier_t;
16
17 verifier_t verifier;
18
19 int verifier_getissuer(char *buffer);
20
21 //int verifier_getmember(char *buffer);
22 int verifier_attestmember(char *buffer);
23
24 int verifier_checklink(char *buffer);
25
26 int verifier_checkattest(char *buffer);
27
28 int main() {
29     verifier.revocations.sk_list = NULL;
30     verifier.revocations.bsn_list = NULL;
31
32     if (2 != server_start(&process_verifier, VERIFIERPORT)) {
33         printf("server_failed\n");
34     }
35     return 0;
36 }
37
38 int process_verifier(char *buffer) {
39     int ret = 0;
40     char remote_ip[16];
41
42     printf(">_VERIFIER:_%s\n", buffer);
43
44     if (0 == strncasecmp("VERIFYMSG", buffer, 9)) {
45         switch (verifier.state) {
46             case GOTISSUER:
47                 ret = verifier_checkattest(&buffer[10]);
48                 bzero(buffer, MAX_BUFSIZE);
49                 if (-1 == ret) {
50                     printf("process_verifier:_member_public_key_is_malformed!\n");
51                     strncpy(buffer, "ERR\n", 4);
52                 } else if (-2 == ret) {
53                     printf("process_verifier:_signature_of_member_public_key_is_invalid\n");
54                     strncpy(buffer, "ERR\n", 4);
55                 } else {
56                     strncpy(buffer, "OK\n", 3);
57                 }

```

```

58         break;
59     default:
60         bzero(buffer, MAX_BUFSIZE);
61         strncpy(buffer, "ERR\n", 4);
62     }
63     ret = 0;
64     } else if (0 == strncasecmp("ATTEST", buffer, 6)) {
65         strncpy(remote_ip, &buffer[7], 15);
66         ret = client_connect(&verifier_attestmember, remote_ip, MEMBERPORT);
67         if (0 >= ret) {
68             printf("process_verifier:_member_verification_failed\n");
69             bzero(buffer, MAX_BUFSIZE);
70             strncpy(buffer, "ERR\n", 4);
71         } else {
72             bzero(buffer, MAX_BUFSIZE);
73             strncpy(buffer, "OK\n", 3);
74         }
75         ret = 0;
76     } else if (0 == strncasecmp("LINK", buffer, 4)) {
77         bzero(buffer, MAX_BUFSIZE);
78         verifier_checklink(buffer);
79     } else if (0 == strncasecmp("GETPUBLIC", buffer, 9)) {
80         verifier.state = ON;
81         int iplen = strlen(&buffer[10]);
82         if (iplen >= 7 && iplen <= 15) {
83             strncpy(remote_ip, &buffer[10], 15);
84             ret = client_connect(&verifier_getissuer, remote_ip, ISSUERPORT);
85             if (0 >= ret || GOTISSUER != verifier.state) {
86                 printf("process_verifier:_issuer_connection_failed\n");
87                 bzero(buffer, MAX_BUFSIZE);
88                 strncpy(buffer, "ERR\n", 4);
89             } else {
90                 bzero(buffer, MAX_BUFSIZE);
91                 strncpy(buffer, "OK\n", 3);
92             }
93         } else {
94             printf("process_verifier:_no_valid_ip\n");
95             bzero(buffer, MAX_BUFSIZE);
96             strncpy(buffer, "ERR\n", 4);
97         }
98         ret = 0;
99     } else if (0 == strncasecmp("EXIT", buffer, 4)) {
100         printf("exit()\n");
101         bzero(buffer, MAX_BUFSIZE);
102         strncpy(buffer, "OK\n", 3);
103         ret = 1;
104     } else if (0 == strncasecmp("SHUTDOWN", buffer, 8)) {
105         bzero(buffer, MAX_BUFSIZE);
106         strncpy(buffer, "OK\n", 3);
107         ret = 2;

```

```

108     } else {
109         printf("error()\n");
110         bzero(buffer, MAX_BUFSIZE);
111         strncpy(buffer, "ERR\n", 4);
112         ret = 0;
113     }
114
115     printf("<_VERIFIER:_%s\n", buffer);
116     return ret;
117 }
118
119 // "GETPUBLIC <IPv4>" > "OK"
120 int verifier_getissuer(char *buffer) {
121     int ret = 0;
122
123     switch (verifier.state) {
124         case ON:
125             bzero(buffer, MAX_BUFSIZE);
126             strncpy(buffer, "PUBLISH\n", 8);
127             verifier.state = ASKISSUER;
128             break;
129         case ASKISSUER:
130             if (0 == strncasecmp("PUBLISH", buffer, 7)) {
131                 printf("ISSUER_>_VERIFIER:_%s", buffer);
132                 uint8_t binbuf[MAX_BUFSIZE];
133                 char *current = &buffer[8];
134                 ecdaa_decode(current, binbuf, ECDAA_ISSUER_PUBLIC_KEY_FP256BN_LENGTH);
135                 ret = ecdaa_issuer_public_key_FP256BN_deserialize(&verifier.ipk, binbuf);
136                 if (-1 == ret) {
137                     printf("verifier_getpublic:_issuer_public_key_is_malformed!\n");
138                     ret = -1;
139                 } else if (-2 == ret) {
140                     printf("verifier_getpublic:_signature_of_issuer_public_key_is_
invalid\n");
141                     ret = -1;
142                 } else {
143                     verifier.state = GOTISSUER;
144                     ret = 1;
145                 }
146             } else {
147                 printf("verifier_getpublic:_did_not_get_public_key_from_issuer\n");
148                 verifier.state = ON;
149                 ret = -1;
150             }
151             break;
152         default:
153             ret = -1;
154     }
155     if (0 == ret) {
156         printf("ISSUER_<_VERIFIER:_%s", buffer);

```

```

157     }
158     return ret;
159 }
160
161
162 int verifier_attestmember(char *buffer) {
163     int ret = 0;
164
165     switch (verifier.state) {
166         case GOTISSUER:
167             bzero(buffer, MAX_BUFSIZE);
168             strncpy(buffer, "ATTEST\n", 7);
169             verifier.state = ASKATTEST;
170             break;
171         case ASKATTEST:
172             if (0 == strncasecmp("ATTEST", buffer, 6)) {
173                 printf("MEMBER_>_VERIFIER:_%s", buffer);
174                 ret = verifier_checkattest(&buffer[7]);
175                 if (-1 == ret) {
176                     printf("verifier_attestmember:_group_public_key_is_malformed!\n");
177                     ret = -1;
178                 } else if (-2 == ret) {
179                     printf("verifier_attestmember:_signature_of_group_public_key_is_
invalid\n");
180                     ret = -1;
181                 } else {
182                     verifier.state = GOTISSUER;
183                     ret = 1;
184                 }
185             } else {
186                 printf("verifier_attestmember:_did_not_get_correct_message_from_member\
n");
187                 ret = -1;
188             }
189             break;
190         default:
191             ret = -1;
192     }
193     if (0 == ret) {
194         printf("MEMBER_<_VERIFIER:_%s", buffer);
195     }
196     return ret;
197 }
198
199 //"ATTEST <msg>0<signature w/o bsn>" or
200 //"ATTEST <msg>1<signature with bsn>"
201 int verifier_checkattest(char *buffer) {
202     char *current = buffer;
203     char msg[MAX_MSGSIZE];
204     size_t msg_len = 0;

```

```

205     int has_nym = 0;
206     char bsn[MAX_BSNSIZE];
207     size_t bsn_len = 0;
208     uint8_t binbuf[MAX_BUFSIZE];
209     size_t sig_len = 0;
210     struct ecdaa_signature_FP256BN sig;
211     int ret = 0;
212
213     bzero(msg, MAX_MSGSIZE);
214     ret = ecdaa_decode(current, msg, MAX_MSGSIZE);
215     msg_len = strlen(msg);
216     current = &current[2 * MAX_MSGSIZE];
217     has_nym = current[0] - '0';
218     current = &current[1];
219
220     if (has_nym) {
221         bzero(bsn, MAX_BSNSIZE);
222         strncpy(bsn, current, MAX_BSNSIZE);
223         bsn_len = strlen(bsn);
224         current = &current[MAX_BSNSIZE];
225     sig_len = ecdaa_signature_FP256BN_with_nym_length();
226     } else {
227
228     sig_len = ecdaa_signature_FP256BN_length();
229
230     }
231     bzero(binbuf, MAX_BUFSIZE);
232     ecdaa_decode(current, binbuf, sig_len);
233
234     ret = ecdaa_signature_FP256BN_deserialize(&sig, binbuf, has_nym);
235     if (0 != ret) {
236         printf("verifier_checkattest:_error_reading_signature\n");
237         return -1;
238     }
239
240     printf("verifier_checkattest:_msg:_%s,_len:_%lu\n", msg, msg_len);
241     printf("verifier_checkattest:_bsn:_%s,_len:_%lu\n", bsn, bsn_len);
242     printf("verifier_checkattest:_sig:_%s,_len:_%lu\n", current, sig_len);
243     ret = ecdaa_signature_FP256BN_verify(&sig, &verifier.ipk.gpk, &verifier.
        revocations, (uint8_t *) msg, msg_len,
244         (uint8_t *) bsn, bsn_len);
245     if (0 != ret) {
246         printf("verifier_checkattest:_signature_not_valid,_ret=_%i\n", ret);
247         return -1;
248     }
249
250     printf("writing_message_to_%s\n", verifier_message_file);
251     ecdaa_write_buffer_to_file(verifier_message_file, msg, msg_len);
252     return 0;
253 }

```

```
254
255 /"LINK" > "NOT IMPLEMENTED"
256 int verifier_checklink(char *buffer) {
257     strncat(buffer, "NOT_IMPLEMENTED\n", 17);
258     return 0;
259 }
```