

Lecture 2: Proving Full Abstraction (+ Question)

CS350

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Some Answers: CEQ with Randomisation

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1 public Int random(){return rand;} // P1
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1 public Int random(){rand; return rand;} // P2
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```
1 public Int random(){return < rand;, rand;> } // P3
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```
1 public Int random(){x=rand; return < x,x> ;} // P4
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1 public
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Q: are P_1 and P_2 equivalent?

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Q: are P_1 and P_2 equivalent?

Should they be?

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- Assume the language has `rand`

- $$\frac{\text{(Rand)} \quad n \in \mathbb{N}}{O; n \triangleright \text{rand} \rightarrow O \triangleright n}$$
- **Oracles:** infinite lists of random numbers

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CEQ:

$$P_1 \simeq_{ctx} P_2 \stackrel{\text{def}}{=} \forall \mathfrak{C}. \mathfrak{C}[P_1] \downarrow \iff \mathfrak{C}[P_2] \downarrow$$

publi

publi

publi

publi

3

P4

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CEQ-with-rand, try 1:

$$P_1 \simeq_{ctx} ?P_2 \stackrel{\text{def}}{=} \forall \mathfrak{C}, \forall O.O \triangleright \mathfrak{C}[P_1] \downarrow \iff \\ O \triangleright \mathfrak{C}[P_2] \downarrow$$

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No!

P_1 and P_2 are not equivalent with this definition (but they should be)

Intuitively $P_1 \simeq_{ctx} P_2$ and $P_3 \not\simeq_{ctx} P_3$

Some Answers: CEQ with Randomisation

- Assume the language has rand

- Contextual Preorder:
(not an eq, not symmetric)

$$P_1 \sqsubseteq P_2 \stackrel{\text{def}}{=} \forall \mathfrak{C}, \forall O_1. O_1 \triangleright \mathfrak{C}[P_1] \downarrow \Rightarrow \exists O_2. O_2 \triangleright \mathfrak{C}[P_2] \downarrow$$

publi

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For $P_1 \simeq_{ctx} P_2$, O_2 is O_1 with every other element interleaved with random numbers

publi

publi

publi

publi

Intui

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Must also include $P_2 \sqsubseteq P_1$ otherwise P_3 and P_4 are also equivalent (and they should not be)

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Must also include $P_2 \sqsubseteq P_1$ otherwise P_3 and P_4 are also equivalent (and they should not be)

$$P_1 \simeq_{ctx} P_2 \stackrel{\text{def}}{=} P_1 \sqsubseteq P_2 \cap P_2 \sqsubseteq P_1$$

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- Contextual equivalence is **not** the only notion of program equivalence
- **Any** semantics defines its notion of equivalence
- **Any** notion of equivalence can be used in the statement of fully abstract compilation
- Trace semantics or bisimilarity are widely used

Fully Abstract Compilation

$\llbracket \cdot \rrbracket_{\mathbf{T}}^{\mathbf{S}}$ is FAC $\stackrel{\text{def}}{=} \forall P_1, P_2$

$$P_1 \simeq_{ctx} P_2 \iff \llbracket P_1 \rrbracket_{\mathbf{T}}^{\mathbf{S}} \simeq_{ctx} \llbracket P_2 \rrbracket_{\mathbf{T}}^{\mathbf{S}}$$

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- break the \iff :
 1. \Rightarrow : $\forall P_1, P_2. P_1 \simeq_{ctx} P_2 \Rightarrow \llbracket P_1 \rrbracket_{\mathbf{T}}^{\mathbf{S}} \simeq_{ctx} \llbracket P_2 \rrbracket_{\mathbf{T}}^{\mathbf{S}}$
 2. \Leftarrow : $\forall P_1, P_2. \llbracket P_1 \rrbracket_{\mathbf{T}}^{\mathbf{S}} \simeq_{ctx} \llbracket P_2 \rrbracket_{\mathbf{T}}^{\mathbf{S}} \Rightarrow P_1 \simeq_{ctx} P_2$
- point 2 (should) follow from compiler correctness

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- point 1 is tricky, because of \simeq_{ctx} and its $\forall \mathcal{C}$

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- point 2 (should) follow from compiler correctness
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This structure is called a **backtranslation**

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- a semantics that **abstracts** from the context (observer)
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- a **trace** semantics

Traces for PMA

main method

this is code written by
the attacker

■ function definition
of our code

private data of our program

other code

written by the attacker
(this is the context 🇸🇰!)

- interest in the behaviour of our code (component)

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- abstract its behaviour **from the component perspective:**

Trace Semantics for Our Program



The diagram shows a dark background with light-colored text representing code. A yellow callout box labeled "call args." has an arrow pointing to a light gray box. The light gray box contains the text "function definition of our code" above a horizontal line, and "private data of our program" below it. The background text includes "this is code written by the attacker" and "other code written by the attacker (this is the context 🌀!)"

call args.

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private data of our program

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- disregard the rest
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 1. jump to an entry point ■

Trace Semantics for Our Program



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Trace Semantics for Our Program



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- denotational: describes the **behaviour** of a component as **sets of traces**
- a **trace** is (typically) a sequence of **actions** that describe how a component interacts with an observer
- **without** needing to specify the observer
- indicated as $\text{TR}(C) = \left\{ \bar{\alpha} \mid C \xRightarrow{\bar{\alpha}} - \right\}$

Trace Actions

Labels $L ::= a \mid \epsilon$

Observable actions $\alpha ::= \surd \mid g? \mid g!$

Actions $g ::= \text{call } p(r) \mid \text{ret } p r(r_0)$

Traces for PMA

We need to define:

- trace states (almost program states)
- labels that make traces
- rules for generating labels and traces ...
- the traces of a component $TR(C) = \dots$

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the traces of C_1 are the same of those of C_2 11

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Proofs about Trace Semantics

- **any** trace semantics won't just work
- it needs to be **correct** and **complete**

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- it needs to be **correct** (\Leftarrow) and **complete** (\Rightarrow)

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Fully Abstract Compilation & Target Traces

- we have:

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- we have:
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- unfold \simeq_{ctx}

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 - $\exists C. C \left[\llbracket C_1 \rrbracket_T^S \right] \downarrow \not\iff C \left[\llbracket C_2 \rrbracket_T^S \right] \downarrow \Rightarrow P_1 \not\equiv_{ctx} P_2$
- unfold \simeq_{ctx}
- contrapositive

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- unfold \simeq_{ctx}
- backtranslation!

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- we need to prove
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 $\exists C. C[C_2] \downarrow \not\Leftarrow C[C_2] \downarrow$
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