#### Sharing Specifications

or

the State of Repeatability in Computer Systems Research

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Opening Gambit Study Proposal Future Work



#### Abstract

We present a new general technique for protecting clients in distributed systems against *Remote Man-at-the-end* (R-MATE) attacks. Such attacks occur in settings where an adversary has physical access to an untrusted client device and can obtain an advantage from tampering with the hardware itself or the software it contains.

In our system, the trusted server overwhelms the untrusted client's analytical abilities by continuously and automatically generating and pushing to him diverse client code variants. The diversity subsystem employs a set of primitive code transformations that provide an ever-changing attack target for the adversary, making tampering difficult without this being detected by the server.

#### 1. Introduction

Man-at-the-end (MATE) attacks occur in settings where an adversary has physical access to a device and compromises it by tampering with its hardware or software. Remote man-atthe-end (R-MATE) attacks occur in distributed systems where untrusted clients are in frequent communication with trusted servers over a network, and malicious user can get an advantage by compromising an untrusted device.

To illustrate the ubiquity of R-MATE vulnerabilities, consider the following four scenarios. First, in the Advanced Metering Infrastructure (AMI) for controlling the electrical power grid, networked devices ("smart meters") are installed at individual house-holds to allow two-way communication with control servers of the utility company. In an R-MATE attack against the AMI, a malicious consumer tampers with the meter to emulate an imminent blackout, or to trick a control server to send disconnect commands to other customers [7] 21]. Second, massive multiplayer online games are susceptible to R-MATE attacks since a malicious player who tampers with the game client can get an advantage over other players [16]. Third, wireless sensors are often deployed in unsecured environments (such as theaters of war) where they are vulnerable to tampering attempts. A compromised sensor could be coached into supplying the wrong observations to a base station, causing real-world damage. Finally, while electronic health records (EHR) are typically protected by encryption while stored in databases and in transit to doctors' offices, they are vulnerable to R-MATE attack if an individual doctor's client machine is compromised.

#### 1.1 Overview

In each of the scenarios above the adversary's goal is to tamper with the client code and data under his control. The trusted server's goal is to *detect* any such integrity violations, after which countermeasures (such as severing connections, legal remedies, etc.) can be launched.

Security mechanisms. In this paper we present a system that achieves protection against R-MATE attacks through the extensive use of code diversity and continuous code replacement. In our system, the trusted server continuously and automatically generates diverse variants of client code, pushes these code updates to the untrusted clients, and installs them as the client is running. The intention is to force the client to constantly analyze and re-analyze incoming code variants, thereby overwhelming his analytical abilities, and making it difficult for him to tamper with the continuously changing code without this being detected by the trusted server. Limitations. Our system specifically targets distributed ap-

Limit this our system spectrearly largers distributed applications which have frequent client-server communication, since client tampering can only be detected at client-server interaction events. Furthermore, while our use of code diversity can *delay* an attack, it cannot completely *prevent* it. Our goal is therefore the rapid *detection* of attacks; applications which need to completely prevent any tampering of client code, for even the shortest length of time, are not suitable targets for our system. To see this, consider the following timeline in the history of a distributed application running under our system:



The  $e_i$ 's are interaction events, points in time when clients communicate with servers either to exchange application data or to perform code updates. At time  $t_1$  the client tampers with the code under his control. Until the next interaction event, during interval  $I_1$ , the client runs autonomously, and the server cannot detect the attack. At time  $t_2$ , after an interval  $I_2$  consisting of a few interaction events, the client's tampering has caused it to display anomalous behavior, perhaps through the use of an outdated communication protocol, and the server detects this. At time  $t_3$ , finally, the server issues a response, perhaps by shutting



To: authors@cs.ux.edu

Cool paper! Can you send me the system so I can break it?

#### **Reimplement!**





#### **Reimplement!**

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#### • $f: \mathbb{N} \rightarrow \mathbb{N}$ ? • $\varphi$ ? • typecheck?

#### Technical Report Conference Paper

PhD

Thesis

(HB)

#### To: PI, DC@cs.ux.edu

I ... request under the OPEN RECORDS ACT ... ALL SOURCE CODE ...

PI

DC



#### From: legal@cs.ux.edu

#### ... to the extent such records may exist, they will not be produced pursuant to ORA.

δ





Pursuant to ORA, I request copies of all electronic mail...





... we estimate a total cost of \$2,263.66 to search for, retrieve, redact and produce such records.







We will also make our data and software available to the research community when appropriate.



#### Consequences

By not sharing their code, and by (perhaps unintentionally) leaving holes in their publications, the authors have effectively guaranteed that their claims can never be refuted.





#### Repeatability

[T]he ability to re-run the exact same experiment with the same method on the same or similar system and obtain the same or very similar result.

Vitek, Kalibera: R3 – Repeatability, Reproducibility and Rigor

## Weak Repeatability

Do authors make the source code used to create the results in their article available, and will it build?







ASPLOS'12, CCS'12, OOPSLA'12, OSDI'12, PLDI'12, SIGMOD'12, SOSP'11, VLDB'12, TACO'9, TISSEC'15, TOCS'30, TODS'37, TOPLAS'34





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## Reasons for not Sharing?

The email responses we received were pleasant, accommodating, and apologetic if code could not be provided.



The good news ... I was able to find some code. I am just hoping that it ... matches the implementation we ... used for the paper.

### Versioning

Unfortunately the current system is not mature ... We are actively working on a number of extensions ...

#### Available Soon

The code was **never** intended to be released so is not in any shape for general use.

#### No Intention to Share

[Our] prototype ... included many moving pieces that only <u>student</u> knew how to operate ... he left.

#### Personnel Issues

[Our] prototype ... included many moving pieces that only <u>student</u> knew how to operate ... he left.

#### Personnel Issues

... the server in which my implementation was stored had a **disk crash** ... three disks crashed ... Sorry for that.

#### Lost Code

... the server in which my implementation was stored had a **disk crash** ... three disks crashed ... Sorry for that.

#### Lost Code

[Our system] continues to become more complex as more PhD students add more pieces to it.

### Academic Tradeoffs

... when we attempted to share it, we [spent] more time getting outsiders up to speed than on our own research.

#### Academic Tradeoffs

[Therefore] we will not provide the source code outside the group.

## Academic Tradeoffs

... we can't share what did for this paper. ... this is not in the academic tradition, but this is a hazard in an industrial lab.

#### Industrial Lab Tradeoffs

... we have no plans to make the scheduler's source code publicly available. ... because [ancient OS] as such does not exist anymore

Ubso ete sv

... few people would manage to get it to work on new hardware.

Obsolete SW

We would like to be notified [if] the implementation [is used] to perform (and ... publish) comparisons with other developed techniques.

#### Controlled Usage

... based on earlier (bad) experience, we [want] to make sure that our implementation is not used in situations that it was not meant for.

#### Controlled Usage

... we have an agreement with the [business], and we cannot release the code because of the potential **privacy risks** 

...

## Privacy/Security

The code ... is ... hardly usable by anyone other than the authors ... due to our decision to use [obscure variant of obscure language]

### Design Issues

Proposal







1. Funding agencies should encourage researchers to request additional funds for repeatability engineering







1. Funding agencies should encourage researchers to request additional funds for repeatability engineering

2. Agencies should conduct random audits to ensure that research artifacts are shared in accordance with what was promised in the grant application

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Abstract  Keywords	Introduction
Copyright	Sharing 

acm



Sharing specifications clarify which research artifacts will be available

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Abstract  Keywords	Introduction	Provided both in • submission
Copyright	Sharing 	<ul> <li>final paper</li> </ul>

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Sociological solution: •Small coercion

Large incentive

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#### Location • email address and/or web site

Location	<ul> <li>email address and/or web site</li> </ul>
	<ul> <li>types: code, data, media, documentation</li> <li>availability: no access, access, NDA access</li> <li>expense: free, non-free, free for academics</li> <li>distribution form: source, binary, service</li> <li>expiration date</li> <li>license</li> <li>comment</li> </ul>

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Support	<ul> <li>kinds: resolve installation issues, fix bugs, upgrade to new language and operating system versions, port to new environments, improve performance, add features</li> <li>expense: free, non-free, free for academics</li> <li>expiration date</li> </ul>

Sharing	Contract
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sharing
 <u>repeatability.cs.arizona.edu;</u>
 <u>collberg@gmail.com;</u>
 code: access,free,source;
 data: access,free,source,"sanitized";
 support: installation,bug fixes,free,
 2015-12-31;

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sharing

# DISCUSSION and Future Work

#### repeatability.cs.arizona.edu

Technical Report

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TODS'37	Davide Martinenghi, Marco Tagliasacchi	Proximity measures for rank join	Practical	Link from google	Not sent	-	Builds	Database Entry	Build notes	
TODS'37	Daniel Lemire, Owen Kaser, Eduardo Gutarra	Reordering rows for better compression: Beyond the lexicographic order	Practical	Link from paper	Not sent	-	Builds	Database Entry	Build notes	
TODS'37	Benny Kimelfeld, Jan Vondrak, Ryan Williams	Maximizing Conjunctive Views in Deletion Propagation	Theoretical	-	-	-	-	Database Entry	-	
TODS'37	Yinan Li, Jignesh M Patel, Allison Terrell	WHAM: A High- Throughput Sequence Alignment Method	Practical	Link from google	Not sent	-	Build fails	Database Entry	Build notes	
TODS'37	Yufei Tao, Cheng Sheng, Jianzhong Li	Exact and approximate algorithms for the most connected vertex problem	Practical	-	Email sent	Replied yes	Builds	<u>Database</u> <u>Entry</u>	Build notes	
TODS'37	Junhu Wang, Jeffrey Xu Yu	Revisiting answering tree pattern queries using views	Practical	-	Email sent	Replied no	-	Database Entry	-	
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To appear in The Communication of the ACM



1. Demanding everyone to share code always is unrealistic.

2. Sharing specifications are a low-cost alternative that can be implemented now.



3. We believe sharing specifications will be an incentive to authors to produce solid computational artifacts.

#### Longitudinal Study

To: author@cs.ux.edu
Congrats on your new paper!
 •Will you share?
 •Under what license?
 •URL to code/data?



LARGE NUMBER OF CONFERENCES OVER 5 YEARS



#### 1. Data for reproducibility research



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Data for reproducibility research
 Trending data for funding agencies



2015 2016 2017 2018 2019

Share?

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Data for reproducibility research
 Trending data for funding agencies
 Directory of research artifacts

Sure!

#### Sharing Data Database

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 Motivating researchers to share

Share? Sure! Sharing Data Database Questions?