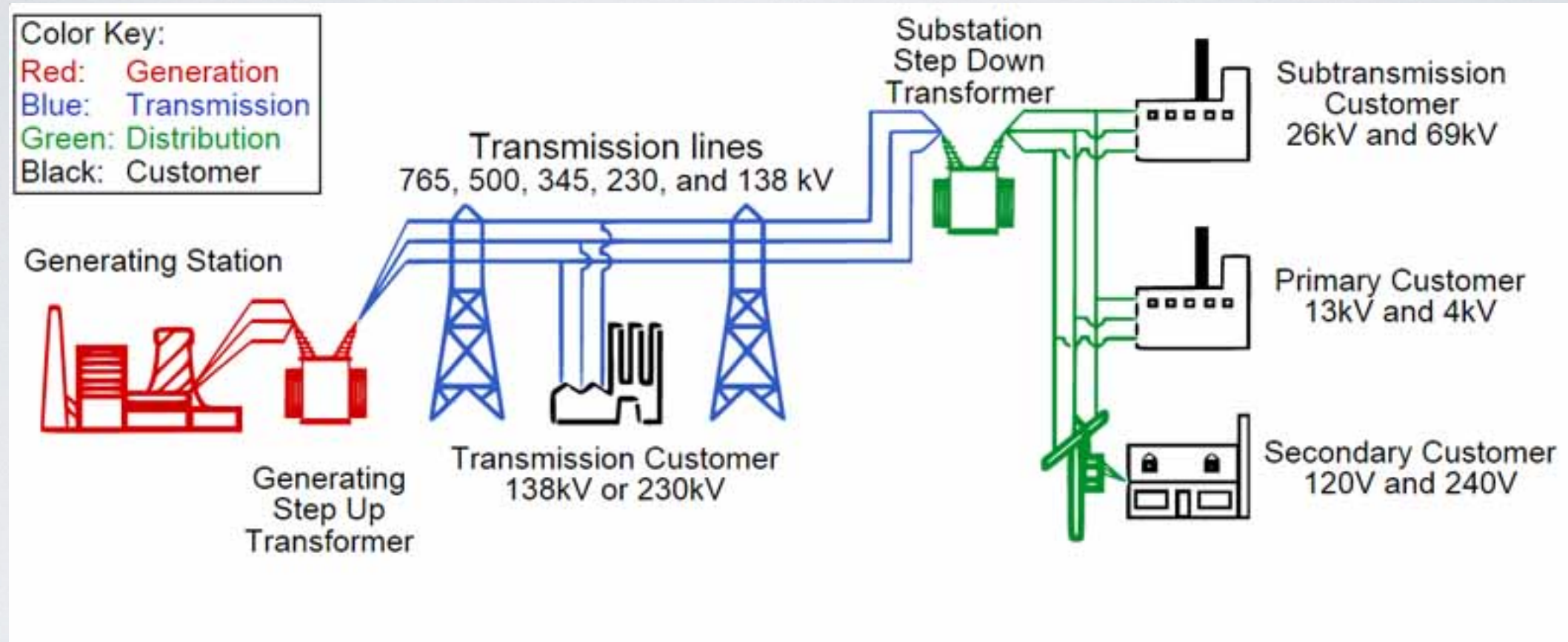


# Evaluating BFT Protocols for Spire

**Henry Schuh & Sam Beckley**

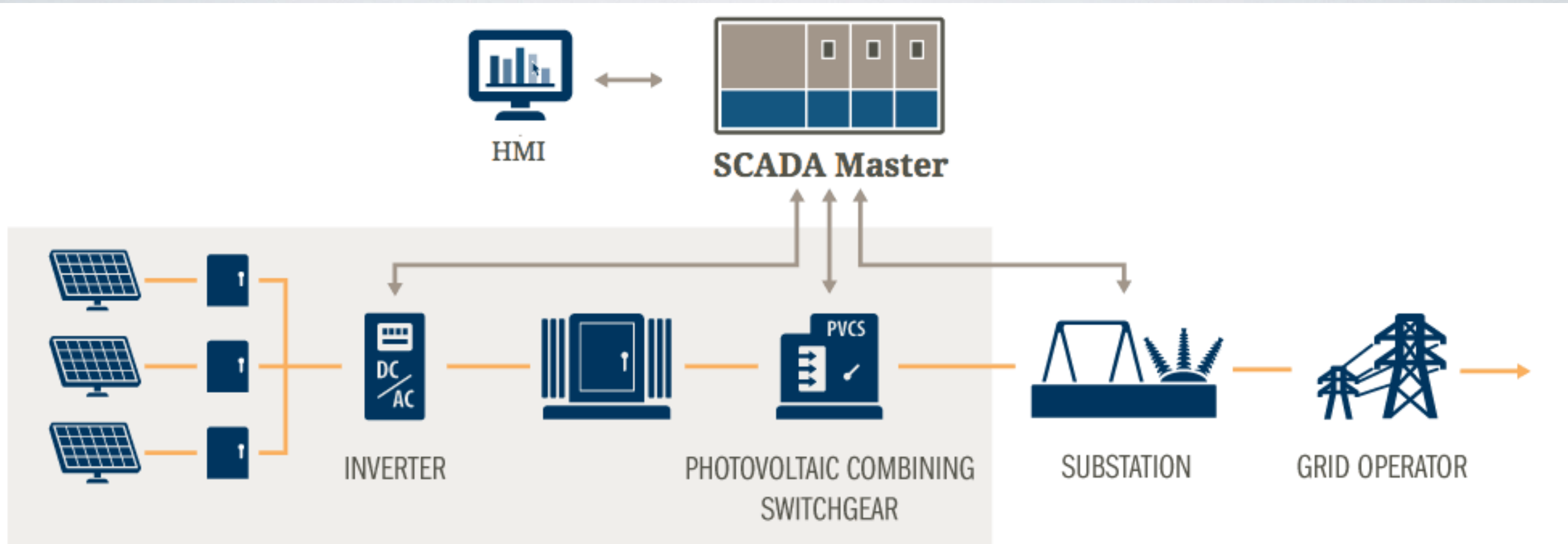
600.667 Advanced Distributed Systems & Networks

- SCADA & Spire Overview
- High-Performance, Scalable Spire
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# Power Grid Overview





# SCADA Overview

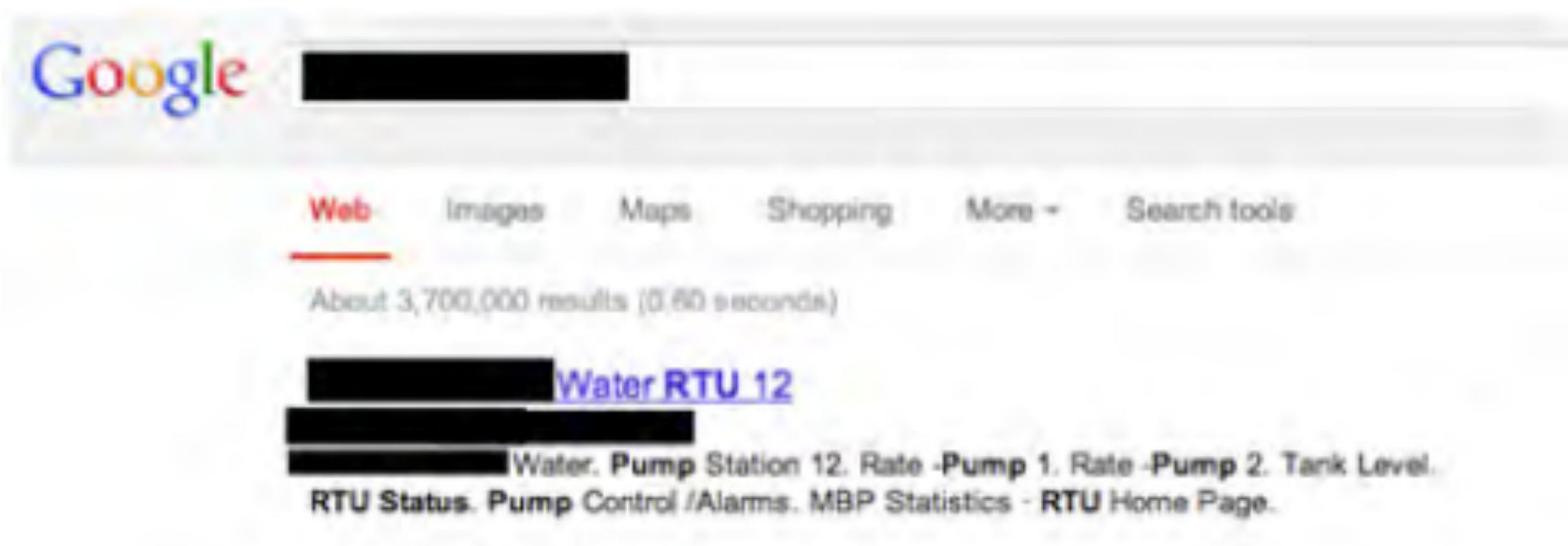
# SCADA Requirements

- Must have very low latencies  
(100-200ms)
- Must have very high reliability
- Must be able to run for decades

# SCADA Adopting IP & Internet

- In the past SCADA used proprietary protocols on air gapped systems
- Now moving to both IP & the Internet to reduce costs





**FIGURE 3:** Google-dorks search that easily located a water-pumping station

“These devices were not only internet facing, they did not have security mechanisms to prevent unauthorized access”

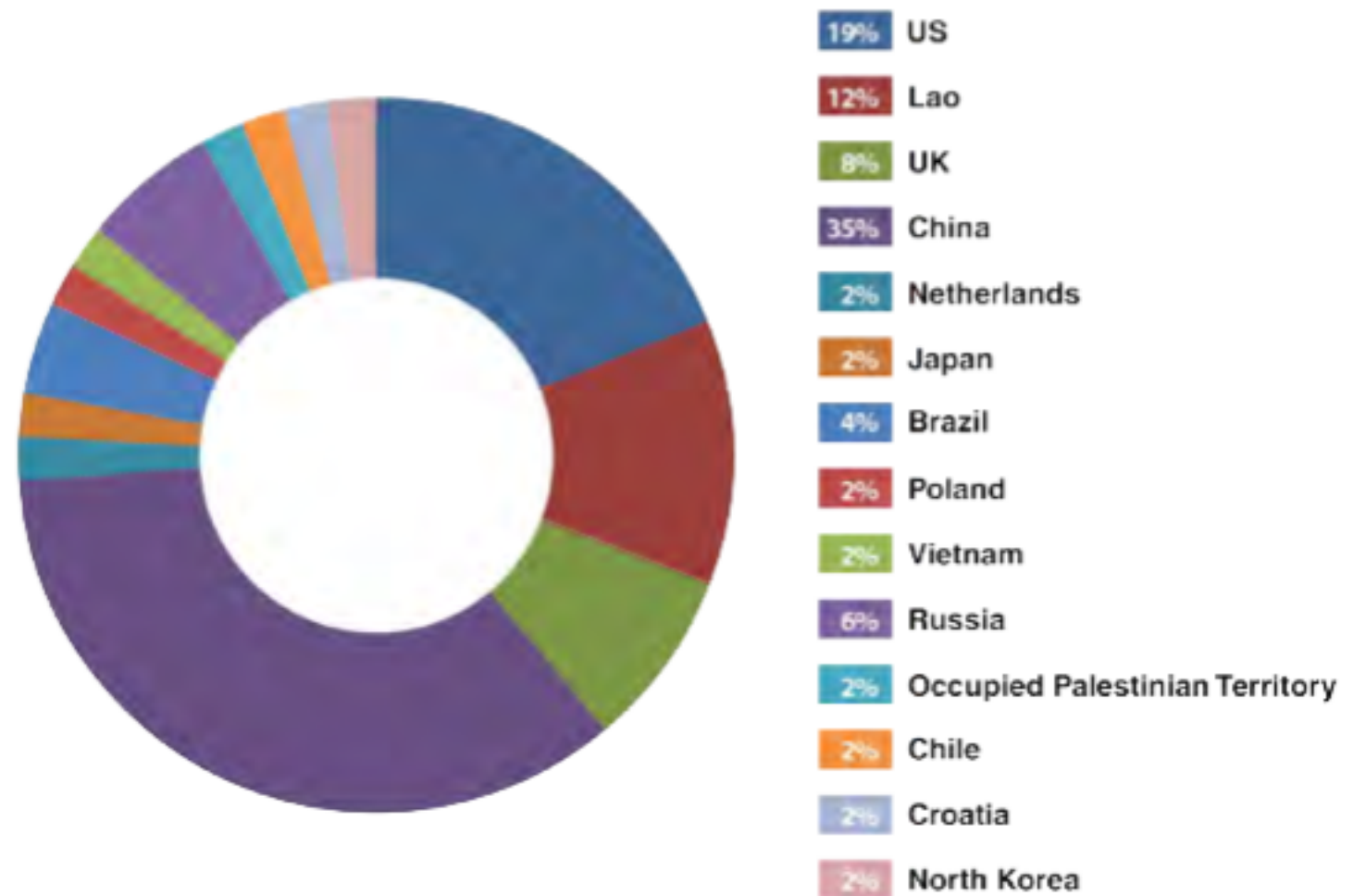
- Trend Micro Incorporated, *Who's Really Attacking Your ICS Systems*

# Attacks on SCADA Systems

28 Days: 39 Attacks  
All targeted specifically at  
SCADA systems

The first attack was within  
18 hours of the honeypot  
going live

Source: Trend Micro Incorporated,  
*Who's Really Attacking Your ICS Systems*



**FIGURE 10:** Country breakdown indicating the number of attack attempts



# Distributed Replication

- Several machines that coordinate their actions such that they appear to be a single unified machine to a client.

Pros: High Availability and Performance

Cons: Cost of Synchronization

# Intrusion Tolerant Replication

## *Somewhat Formally:*

The ability to make progress in the presence of some number of malicious replicas with guaranteed correctness. Some protocols also guarantee a level of performance under attack.

## *Informally:*

If some of the replicas get hacked the system still works.

# Defense Across Space & Time

## *Defense Across Time:*

Have to periodically regain control of a compromised machine to stop the attacker from eventually gaining control of the entire network.

## *Defense Across Space:*

Every replica must present a unique attack surface so that one attack cannot be used to compromise every replica.



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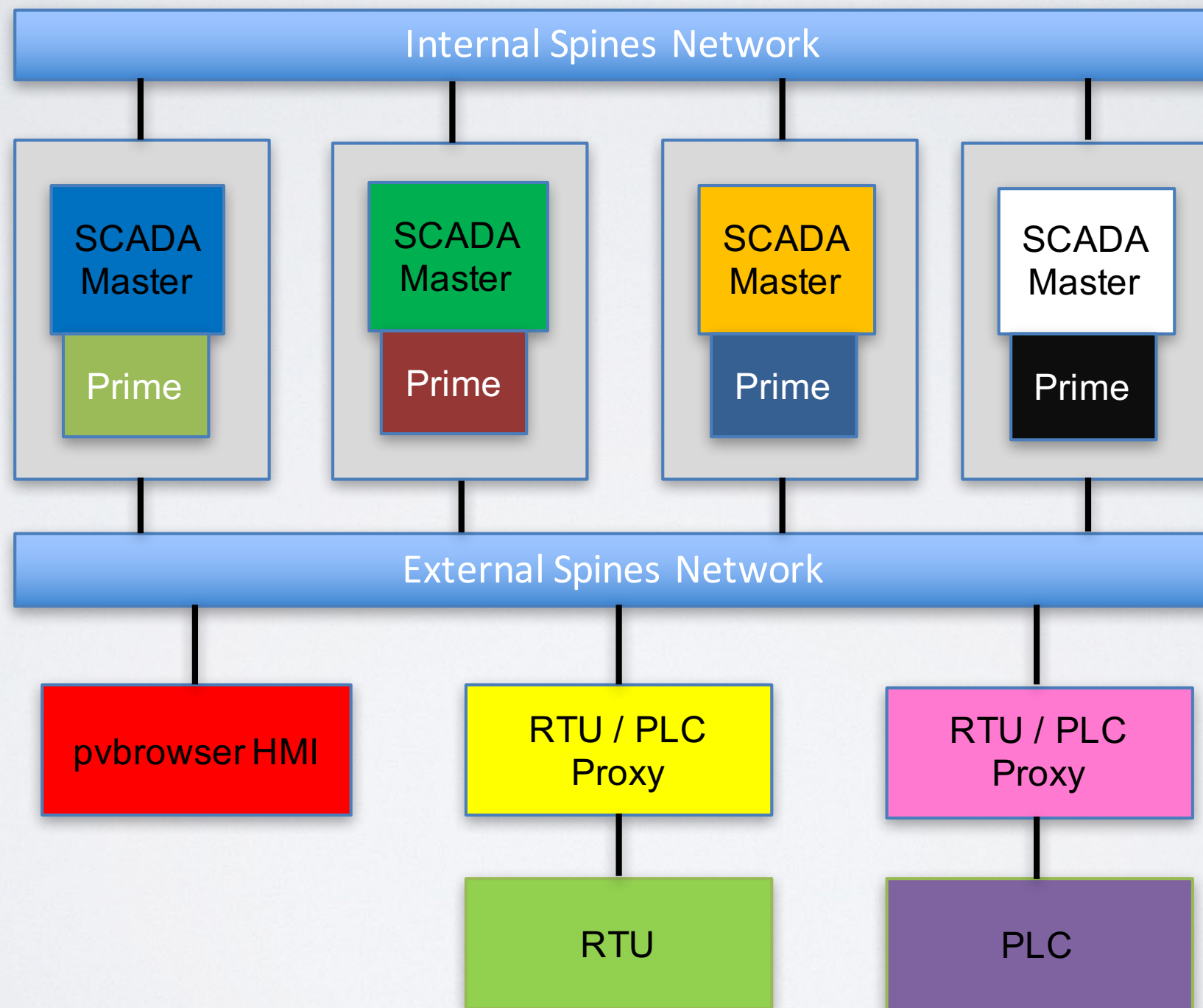
# Spire

Open Source SCADA system that provides both standard crypto defense mechanisms as well as an intrusion tolerant SCADA Master.

Spire uses several different technologies

- Prime
- Spines
- PVBrowser

# Spire





# Scaling Spire

In order to tolerate more intrusions we need more replicas

The more replicas, the higher the latency becomes

We rely on having very low latency

# Our Mission

Find a way to make Spire more scalable, to allow for more replicas, and thus more intrusions

# 3 Angles of Attack

Trusted Hardware - using a TPM

Taking Advantage of Known Network Characteristics

Hierarchy of Protocols



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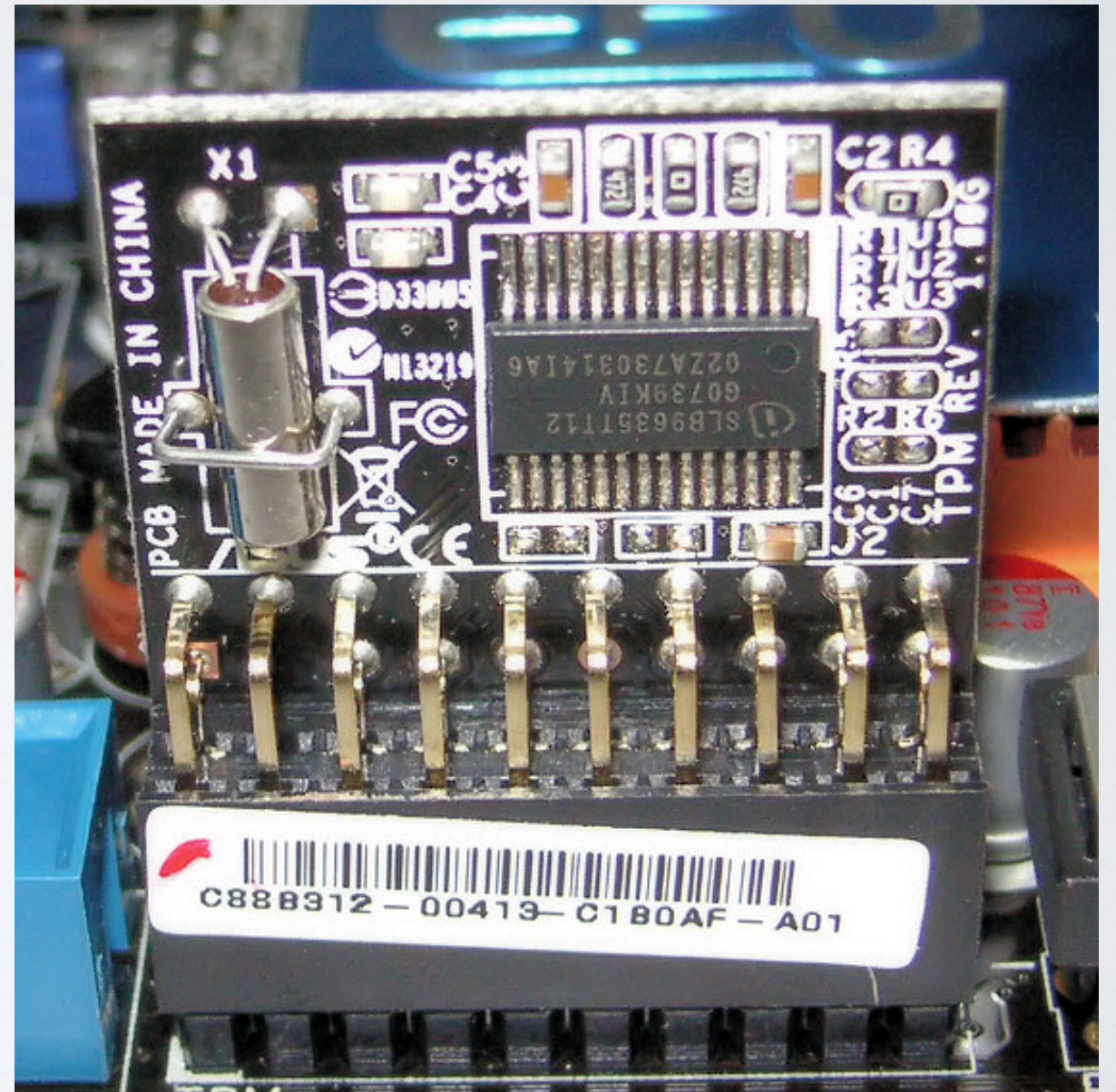


# Trusted Platform Module

Specialized chip that holds a secret key and can perform cryptographic functions for the rest of the machine

The key never leaves the TPM

Too slow :(





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# Leverage Network Characteristics

SCADA deployments are static and predictable

Most importantly, we know:

- Geographically close - low latency communication
- Consistent number of clients and messaging pattern

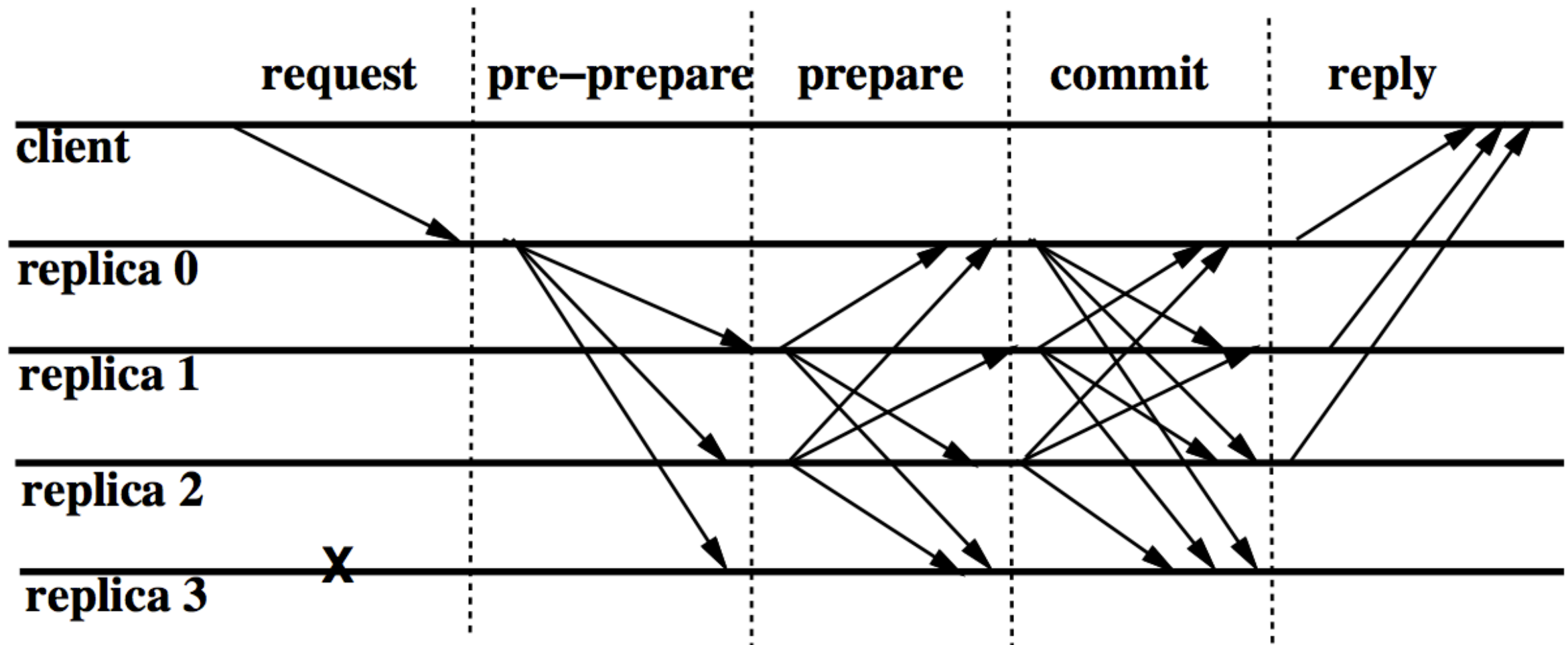
# The Three BFT Protocol Families

PBFT

Spinning

Prime

# PBFT





# PBFT

When the leader fails we must perform a “view change”  
This is by far the most expensive operation in PBFT

“[The view change] is the Achilles Heel”

-Yair Amir

# Spinning

Every ordering is done by a different leader

A bad leader can delay exactly one ordering before it is evicted from the protocol

# Prime

Designed to remove load from the leader to allow for many clients without performance degradation

Performs one ordering every  $X$  milliseconds



# Prime

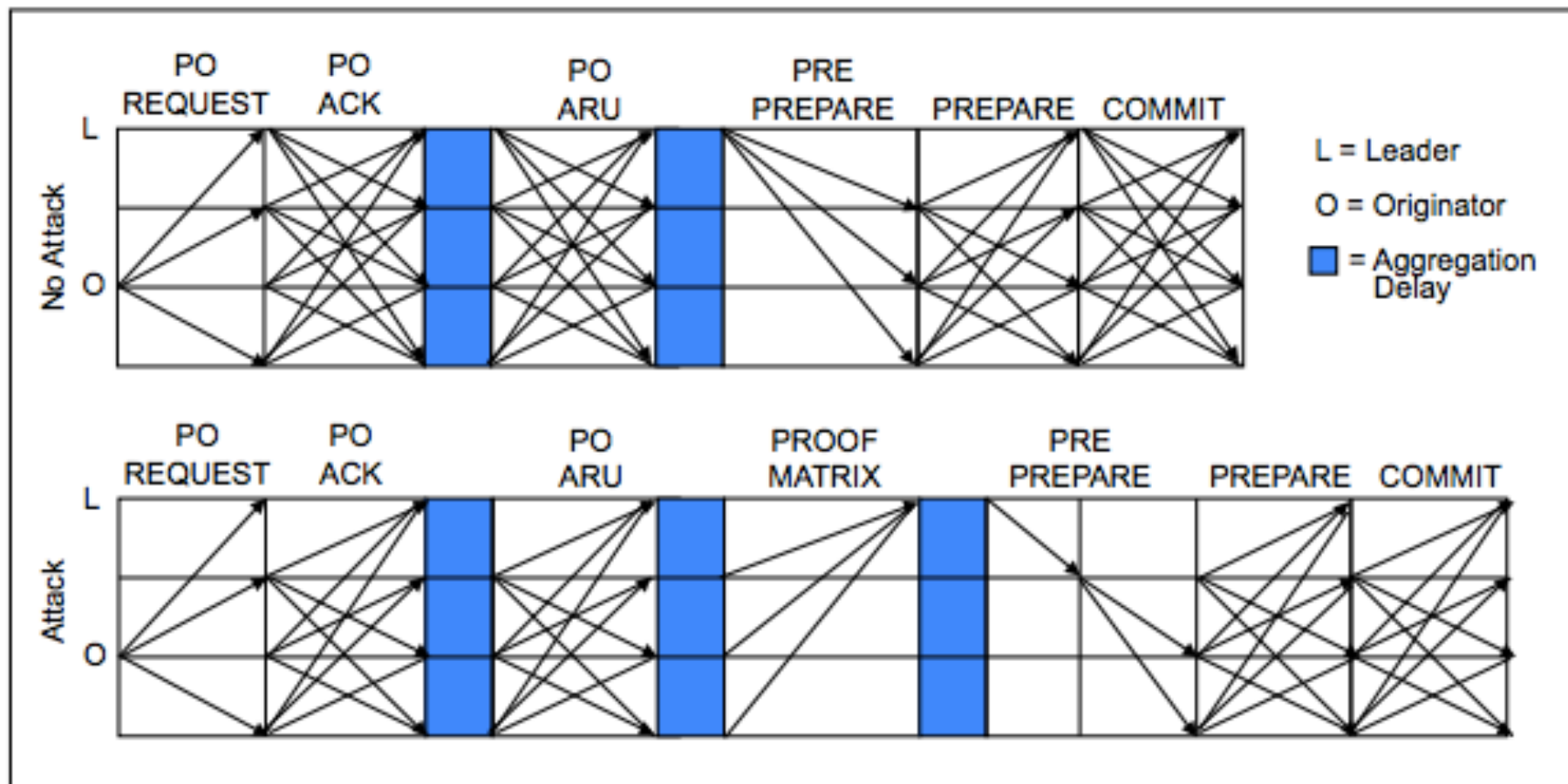


Fig. 1. The pre-ordering phase in Prime helps to detect a delay attack and replace a malicious leader.

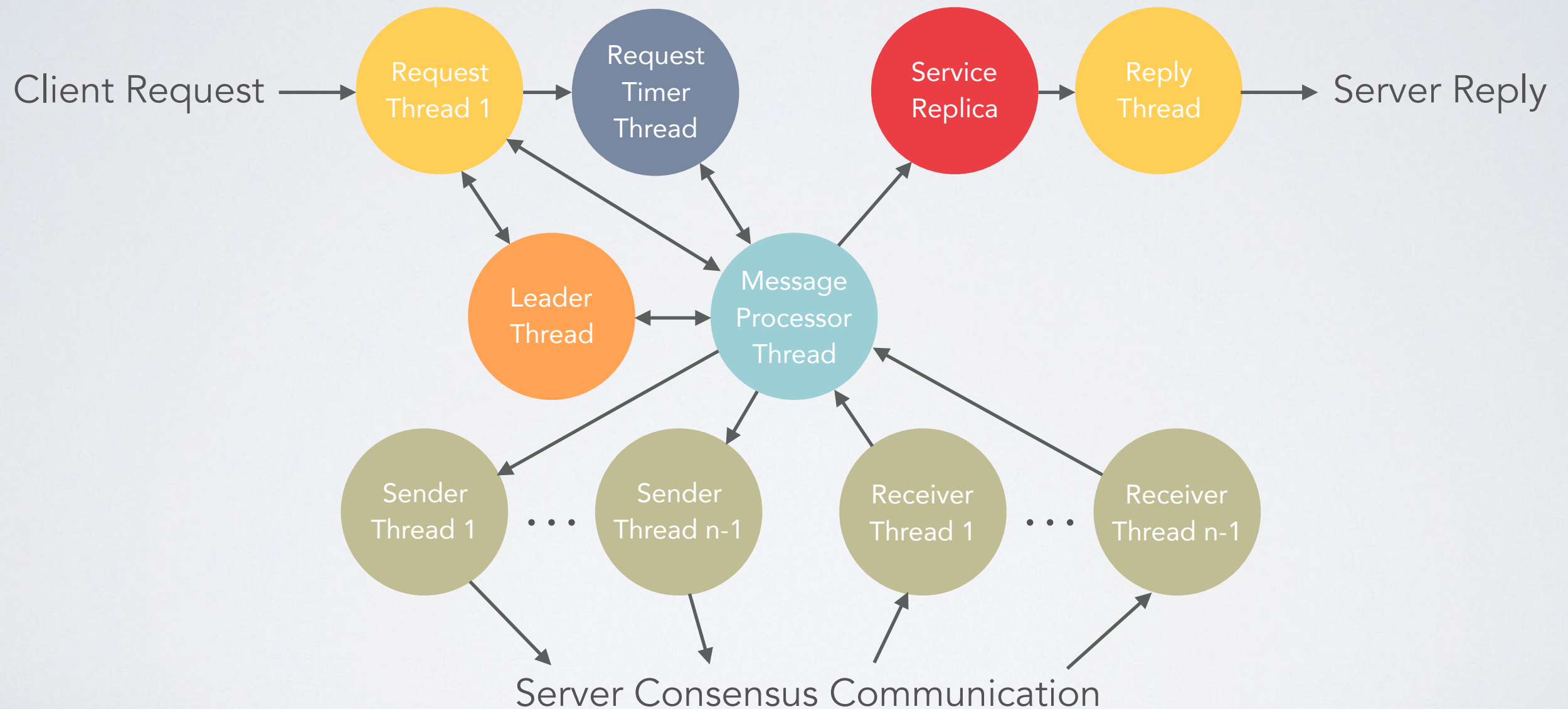
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# BFT-SMART

- Implements "*Yet Another Visit to Paxos*" protocol (IBM Zurich) in Java
- Modular, multi-threaded server replicas
- Standard BFT message pattern
- Modern protocol with ongoing development

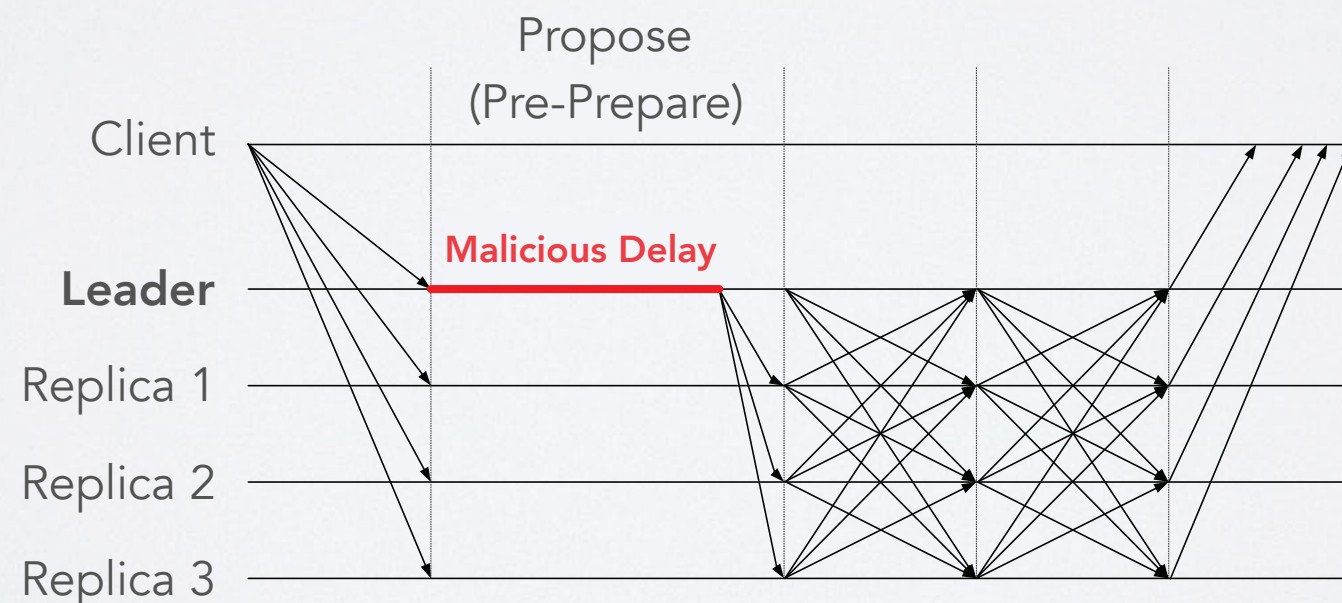


# Multithreaded Design



# BFT-SMART and Performance Attacks

- Consensus relies on leader to order messages
- A malicious leader could delay progress
- Timeouts limit the leader's worst-cast performance



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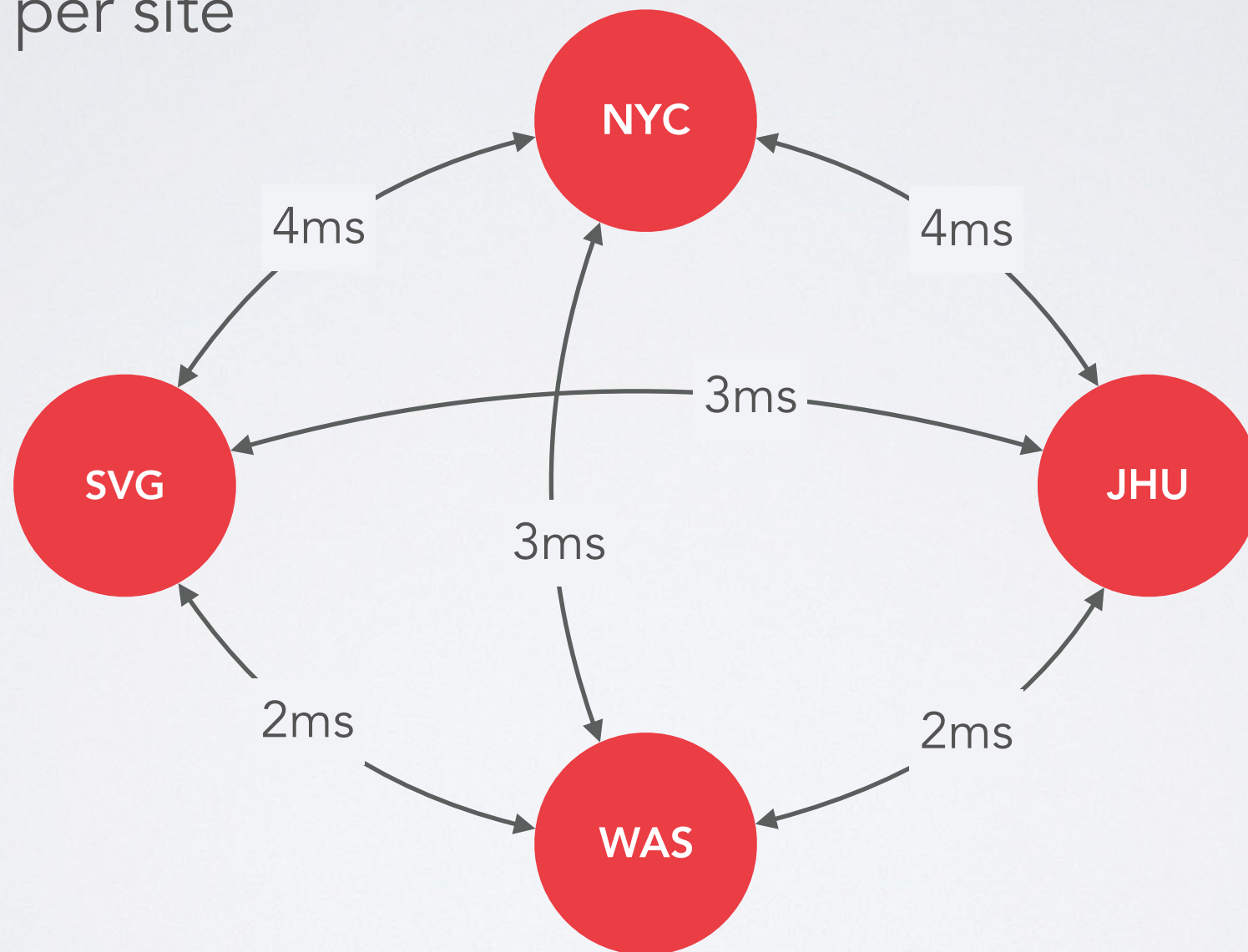


# Simulating a SCADA Network

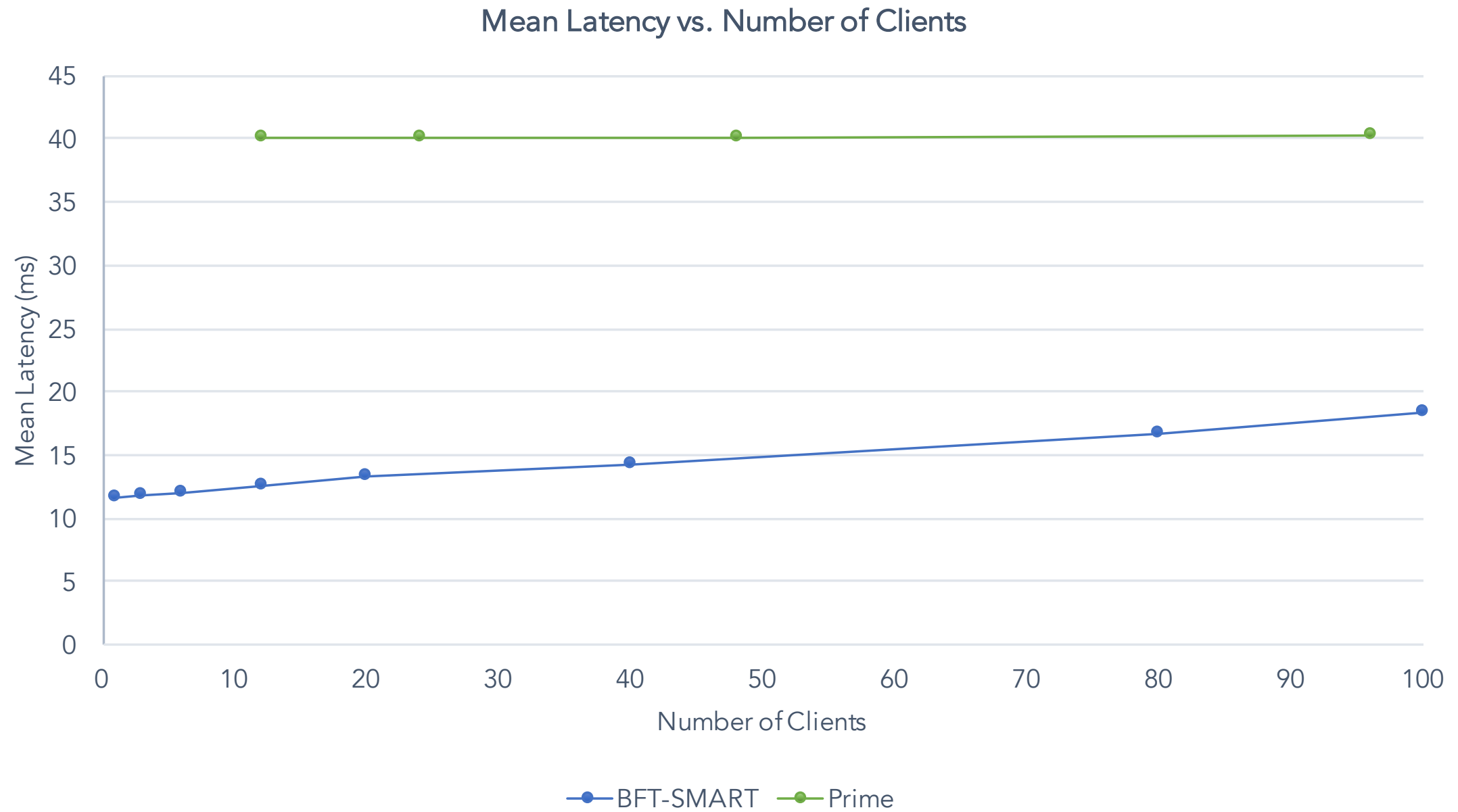
3 replicas per site

$n = 12$

$f = 3$



# Normal-Case Latency



# Normal-Case Latency

- Significantly lower with BFT-SMART, but increasing with number of clients
  - Matches expectations given fewer consensus rounds
- Constant with Prime, due to batch ordering on a preset interval of 20ms



# Performance Attack Latency

- Tested 4 timeouts, chosen based on normal performance
  1. **8ms** (aggressive)
  2. **10ms** (conservative)

# Performance Attack Latency

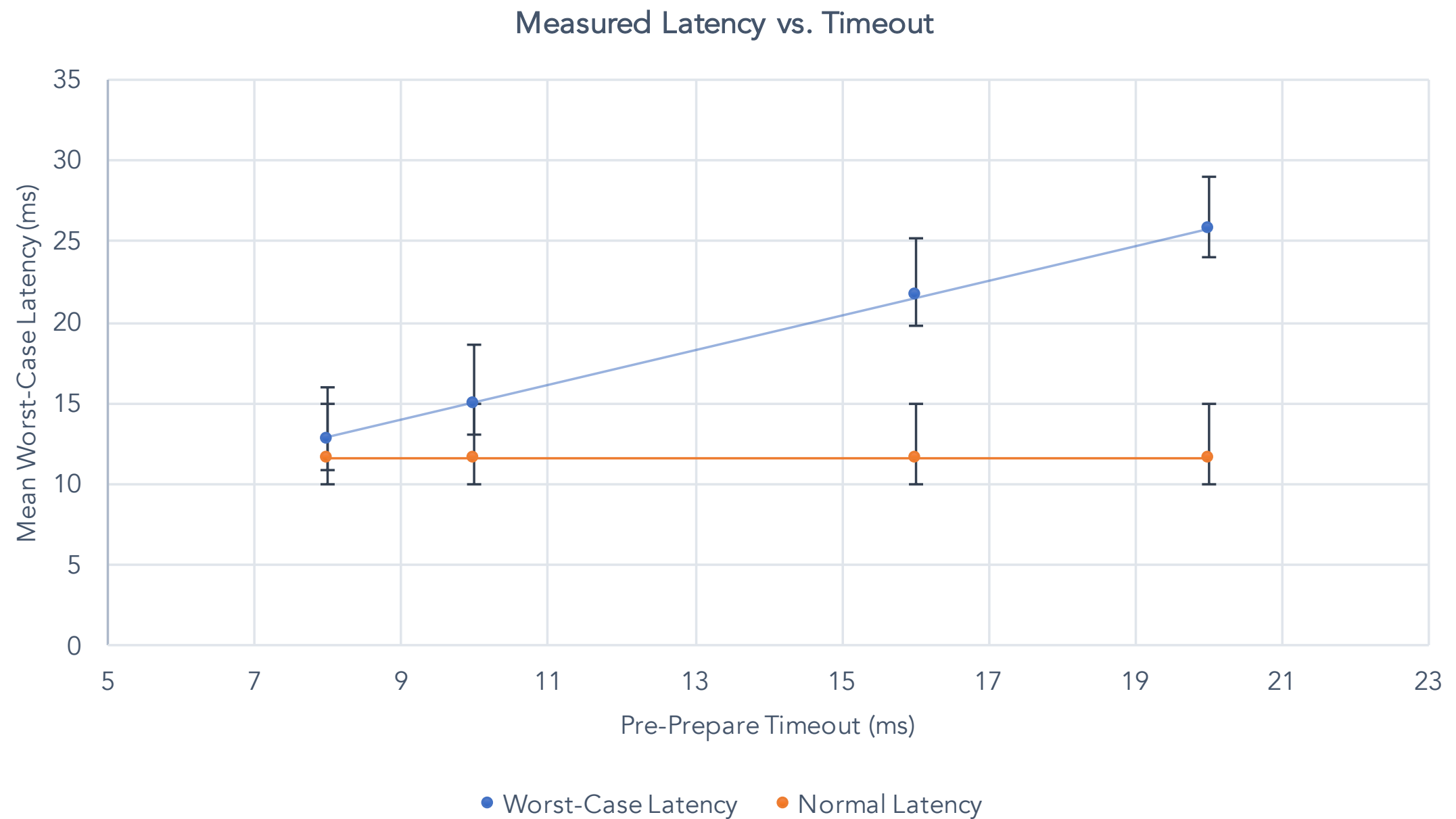
- Tested 4 timeouts, chosen based on normal performance
  1. **8ms** (aggressive)
  2. **10ms** (conservative)
  3. **16ms** (aggressive, forwarding request at 8ms)
  4. **20ms** (conservative, forwarding request at 10ms)

# Performance Attack Latency

- Developed a malicious replica to delay sending *pre-prepare* messages as leader
- Experimentally maximized delay up to each view change timeout
- Measured worst-case latency seen by client under this condition



# Performance Attack Latency



# Performance Attack Latency

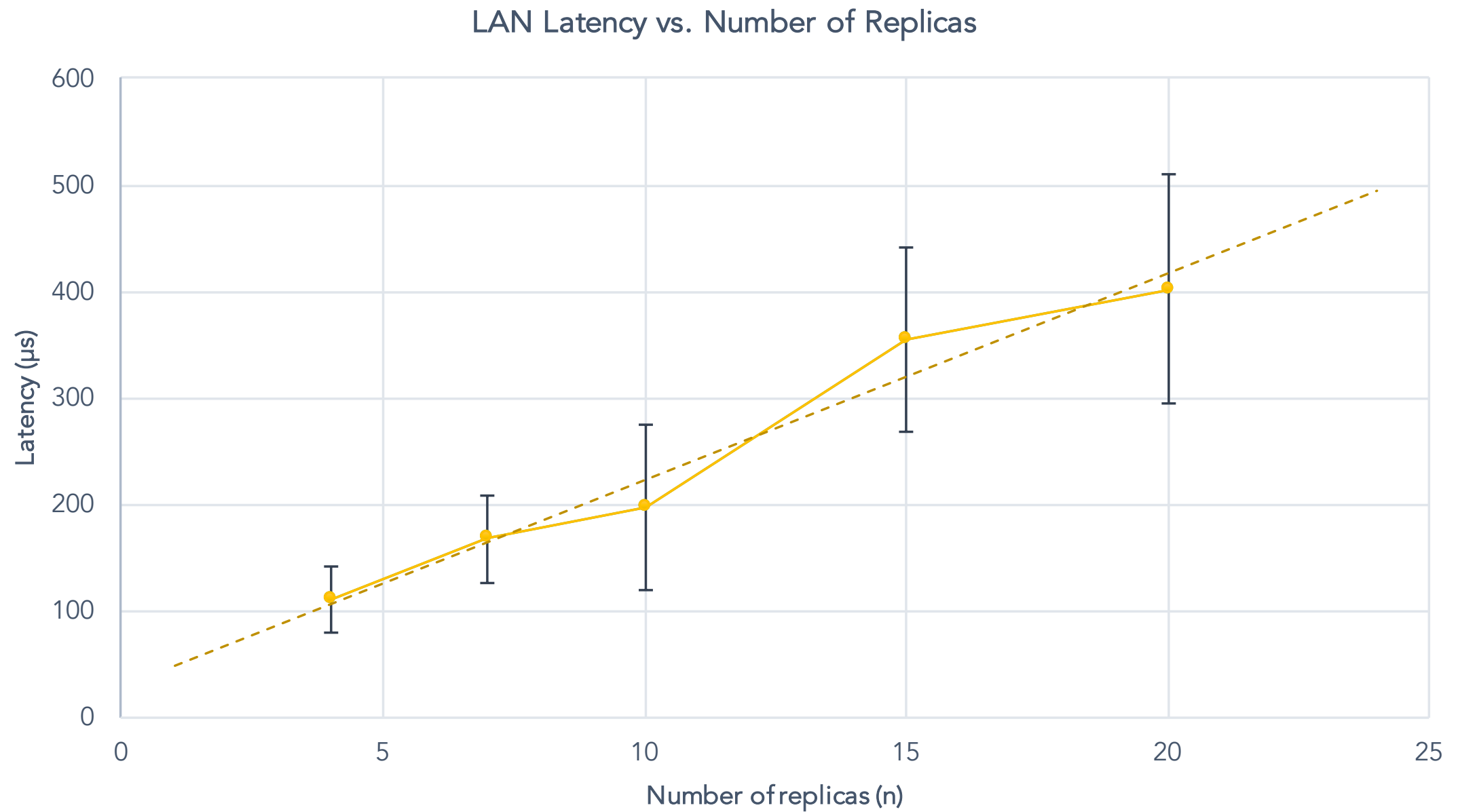
- With a tight timeout, performance degradation is minimal
- With a conservative timeout, performance degradation approaches 50% (26ms latency)
- In either case, lower than normal-case Prime and exceeds the required performance
- This performance attack would not pose a risk to the SCADA system

# View Change

- **50-70ms** depending on number of pending requests
- Slow due to unoptimized serialization, data structures, taking up to **40ms**
- Sequential view changes are an issue with multiple faulty replicas
  - With  $f \geq 3$ , view change must be improved to meet the 200ms requirement
- Prime view changes are on the order of **60-90ms**



# Scalability Overhead



# Scalability Overhead

- Shows the computational overhead of increasing  $n$
- Latency appears linear with  $n$ , and grows at a reasonable rate
- Actual latency determined by location of added replicas
  - Another geographic site vs. more replicas per site

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# BFT-SMART: Pros & Cons

## PROS

- Lightweight protocol & implementation
- Possible to apply aggressive timeout
- Low normal-case latency
- Support for dynamic state transfer, reconfiguration/recovery

## CONS

- Latency increases with number of clients, concurrent requests
- High view change cost
- Java implementation

# Prime: Pros & Cons

## PROS

- Leader is not burdened by client requests
- Bounded performance guarantee under attack
- Latency remains constant as number of clients increases
- Measurements performed so replicas can adapt to network conditions

## CONS

- 2 more consensus rounds per ordering
- High view change cost
- Significantly higher normal-case latency

# Conclusions

- Strict limit on performance attacks possible with a lightweight protocol and bounded network latencies
- View change still a high cost, but could be optimized
- A viable path to scaling Spire
- However, BFT-SMART introduces some new issues



# Conclusions: BFT-SMART

- BFT-SMART is a good implementation, but not exactly what we need
- Very good proof of concept that something with weaker guarantees than Prime could outperform Prime in this specific context using known network characteristics

# Conclusions: Prime

- We want some of the features Prime has, specifically, network measurements and batching.
- We can live without Prime's expensive offloading of the leader - we can assume that the computers can do the intended job fast enough (need to measure how long it takes for a full update compared with how long it takes for immediate response in Prime).

# Next Steps

- Consider diversity and client-server communication
- Interface with the Spines and SCADA hardware
- *Or, apply this approach to something new?*



# Thank You

- To Yair, Tom, Amy and Trevor
- To the class
- To Alysson Bessani and the  
BFT-SMART group