

Security Engineering:

Zcash Ecosystem Security and Learning
From Safety-Critical Disciplines

Taylor Hornby

Part 1: The ZecSec Project

Funded by a Zcash Community Grant, I...

- Provide security audits to community projects.
- Offer security advice through open office-hours
- Help projects respond to security bugs
- (I think about scalable protocol design too.)

more info - <https://zecsec.com>

Contributions

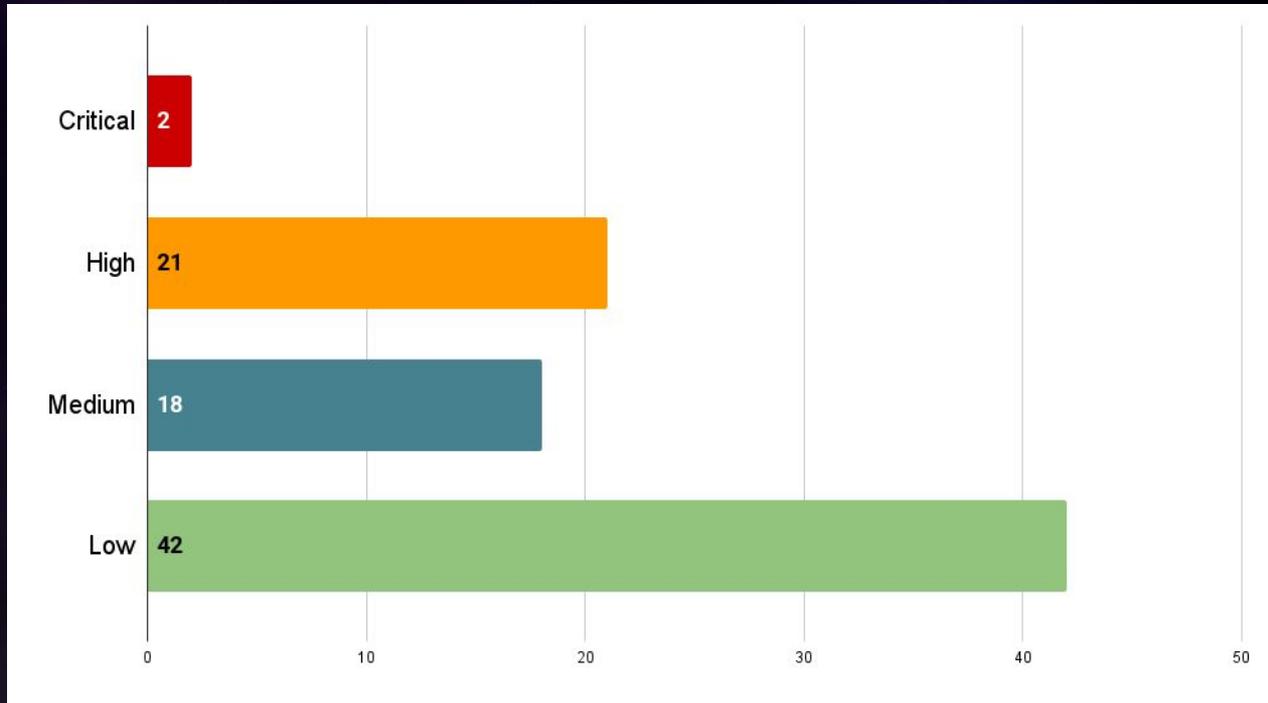
Audits:

- zecwallet-lite-cli
- Ywallet
- lightwalletd
- Nighthawk's lightwalletd deployment infrastructure
- Free2z
- zGO
- Ledger hardware wallets: Zondax's & Hanh's
- ZIPs for Zcash Shielded Assets

Other:

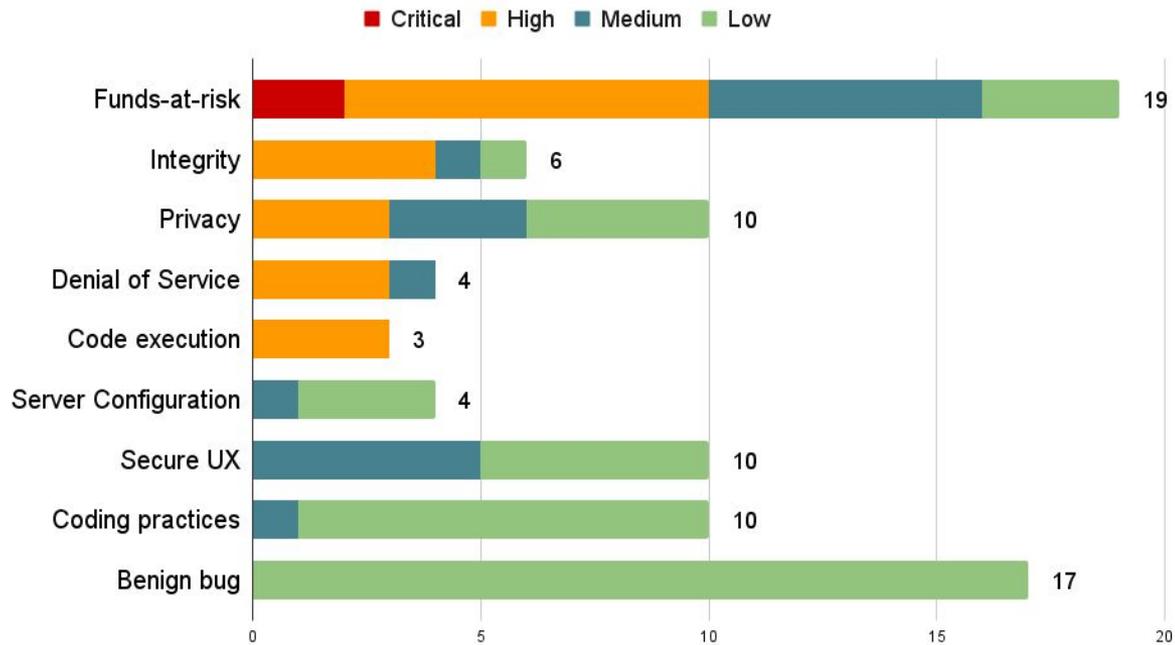
- Survey alternatives to transaction scanning.
- Misc. bug investigation / security response help.
- A lot of forum discussion :-)

Bugs Discovered, by Severity



83 bugs total, 41 medium-or-worse

Bugs Discovered, by Type



Conclusions So Far

Security review is effective, *especially* in code that handles funds.

Most bugs were found by manual review + a creative bug discovery process.

I *missed* some bugs, e.g. in the Zcash Shielded Assets ZIPs.

Most projects respond to bug reports quickly and thoroughly.

Some projects don't; not enough resources. Should fund bug-fix engineers.

Building security review/fixes into the grant process itself would help.

Part 2:

Security Engineering: Learning From
Safety-Critical Disciplines

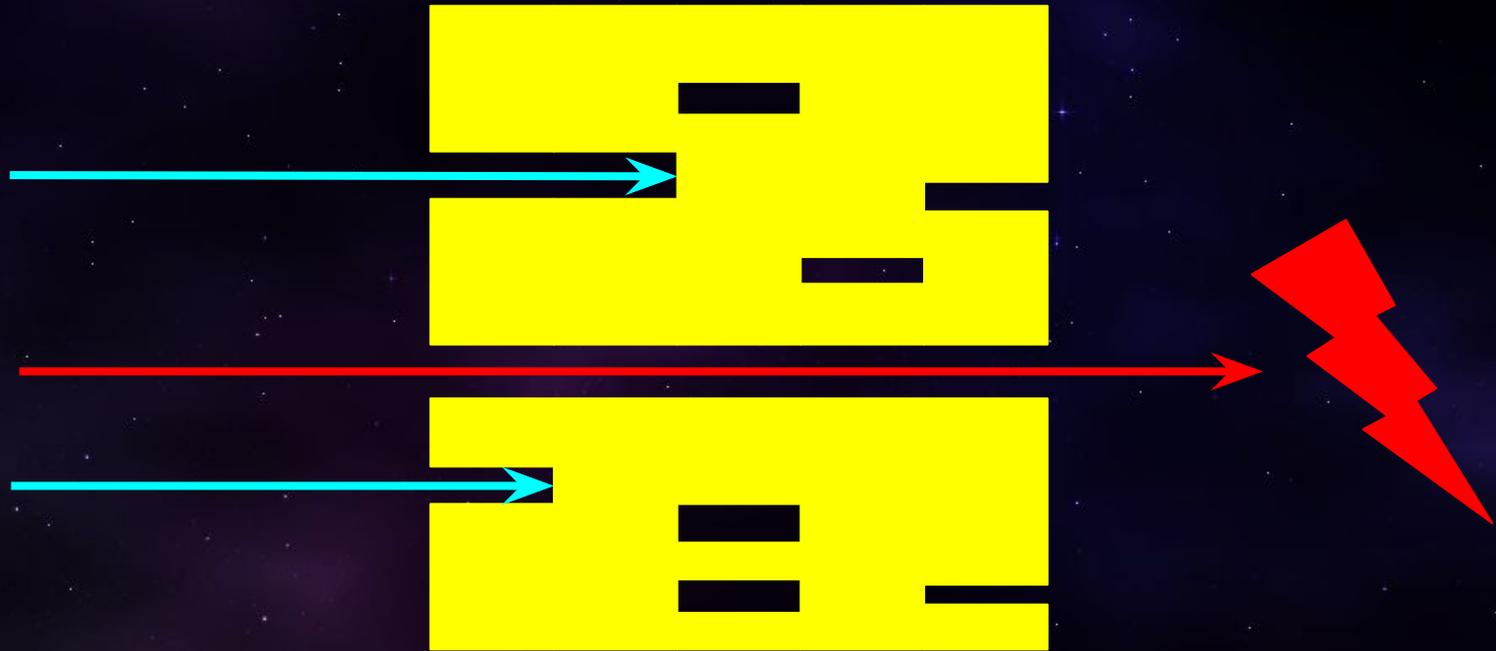
Tenet 1: Learning from Failure

We owe our safety to the people who have died in disasters, and to the investigators who worked tirelessly to find out why.

Tenet 2: “Human Error”



Swiss Cheese Model



Tenet 3: Blameless Investigation

“The sole objective of the investigation and the Final Report is the prevention of accidents.” - ICAO

Tenets of Safety Engineering

Learn from failure

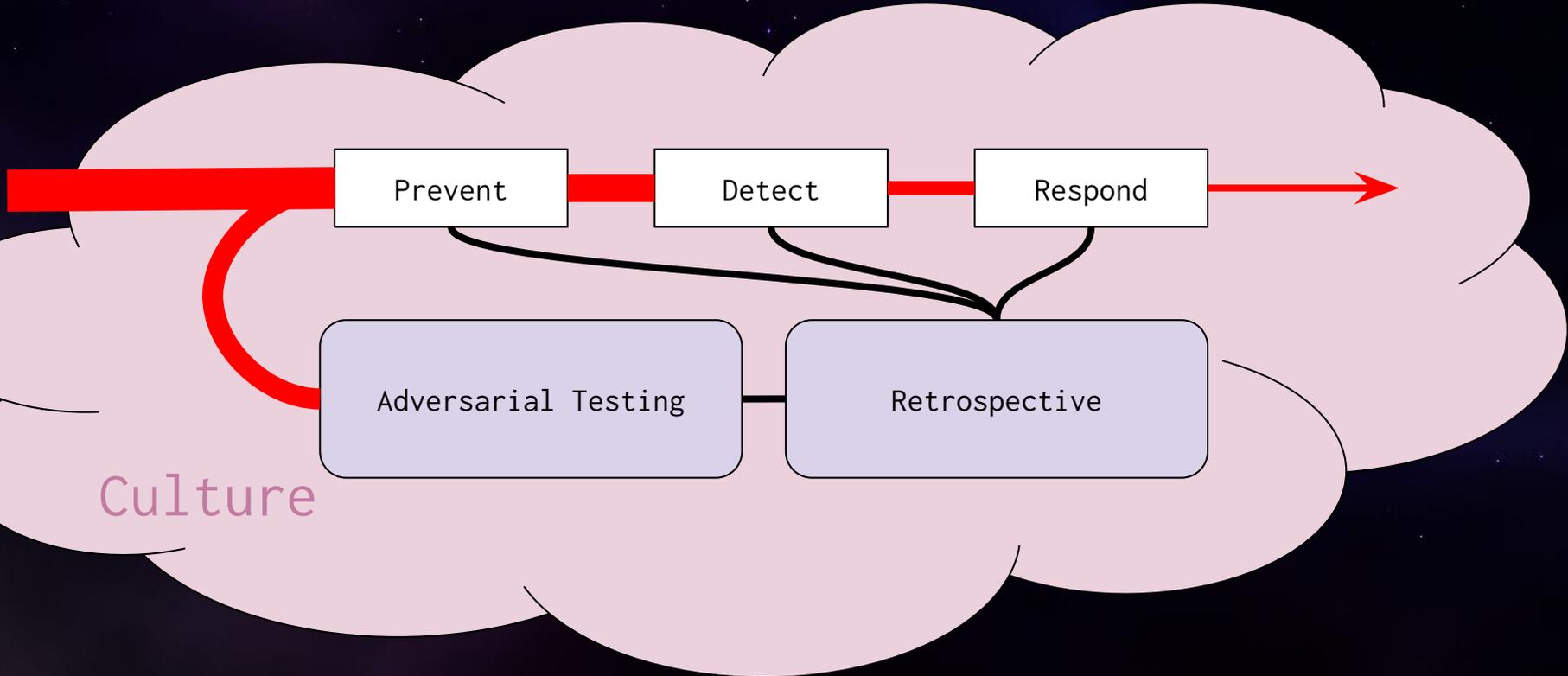
Design for human error

Create a blameless environment

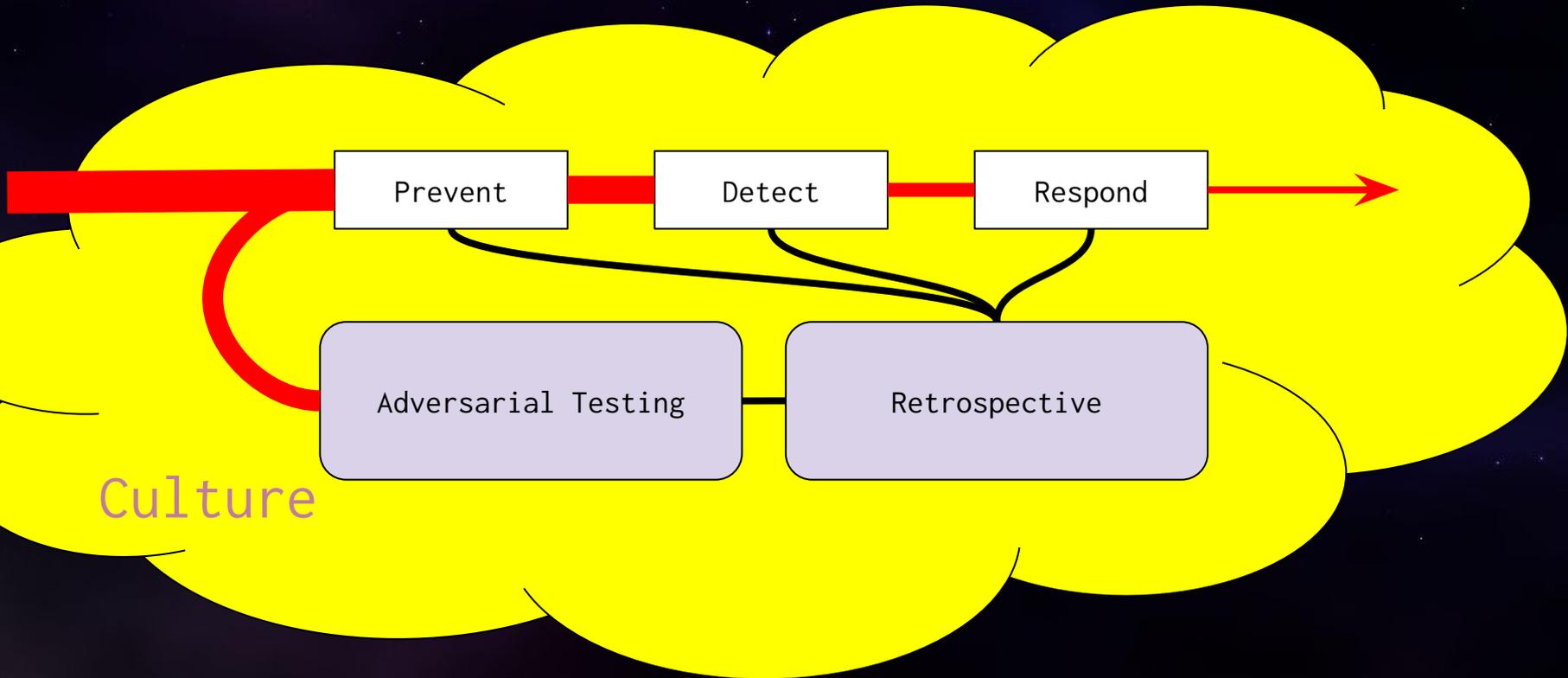
Safety vs. Security



Security Engineering



Security Engineering



The background is a deep, dark purple space scene. A large, glowing planet with a blueish-purple hue is visible in the upper left quadrant. The rest of the space is filled with numerous small, bright white stars, creating a starry field effect. The overall atmosphere is mysterious and cosmic.

Culture: Hazards

Blameful Environment

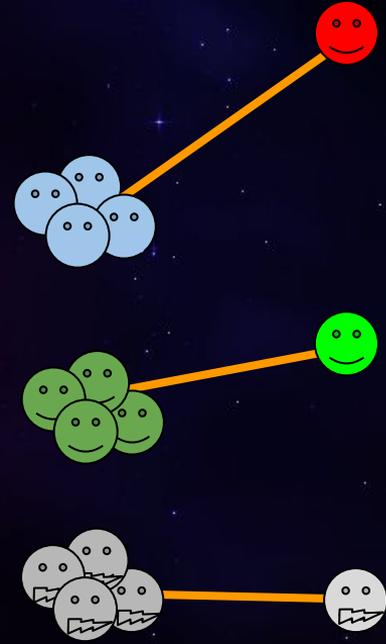


Judicial Mindset



Scholarly Mindset

Authority Gradients



“15:30:21 HOT-1: got any ideas?”

Get-there-itis



Habituation / Normalization of Deviance



Task Saturation



Alarm Fatigue



Condition-Based Maintenance



vs. Periodic Maintenance

The background is a deep purple space scene. On the left, a large, dark planet with a thin blue ring is visible. To the right, there is a nebula with wispy, glowing purple and blue structures. The overall atmosphere is mysterious and cosmic.

Culture: Tools

Value Blamelessness and Fallibility

“I don’t know”

“I made a mistake, when I X, Y happened;
next time I will Z.”

Make sure everyone is comfortable saying these things!

“Hey That’s Weird”

“Hey is this email phishing?”

“I got this weird error on my computer.”

“Am I really supposed to transfer these funds?”

“I don’t recognize this script on our website.”

“My personal email was involved in a data breach.”

“I can’t log in.”

Time Out



A systematic time-out in the operating room just before incision has been introduced the last two decades to help prevent wrong site surgeries and other surgical never events.

Positive Transfer of Control

“Your aircraft.”

“My aircraft.”

Pilot Flying vs. Pilot Monitoring

Checklists



1. Read



2. Execute



3. Say aloud

4. Confirm

Checklists: Beware of Rhyming

- Auxiliary fuel pump
 - a. ...Off
- Flight controls
 - a. ...Free and correct
- Instruments and radios
 - a. ...Checked and set
- Landing gear position lights
 - a. ...Checked
- Altimeter
 - a. ...Set
- Directional gyro
 - a. ...Set
- Fuel gauges
 - a. ...Checked

Pointing and Calling



Culture: Summary

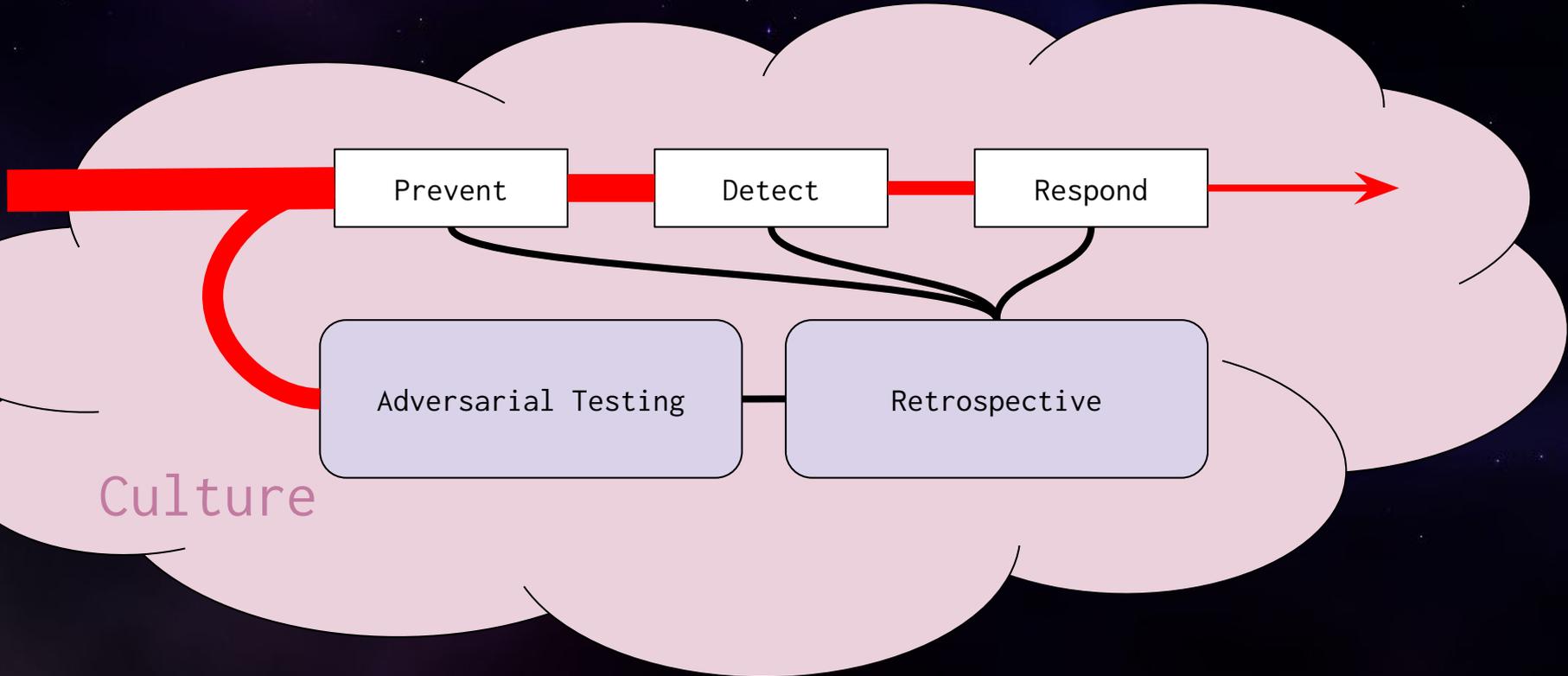
Avoid:

- Blameful environments.
- Steep or flat authority gradients.
- Get-there-itis.
- Normalization of deviance.
- Task saturation
- Alarm fatigue.
- Condition-based maintenance.

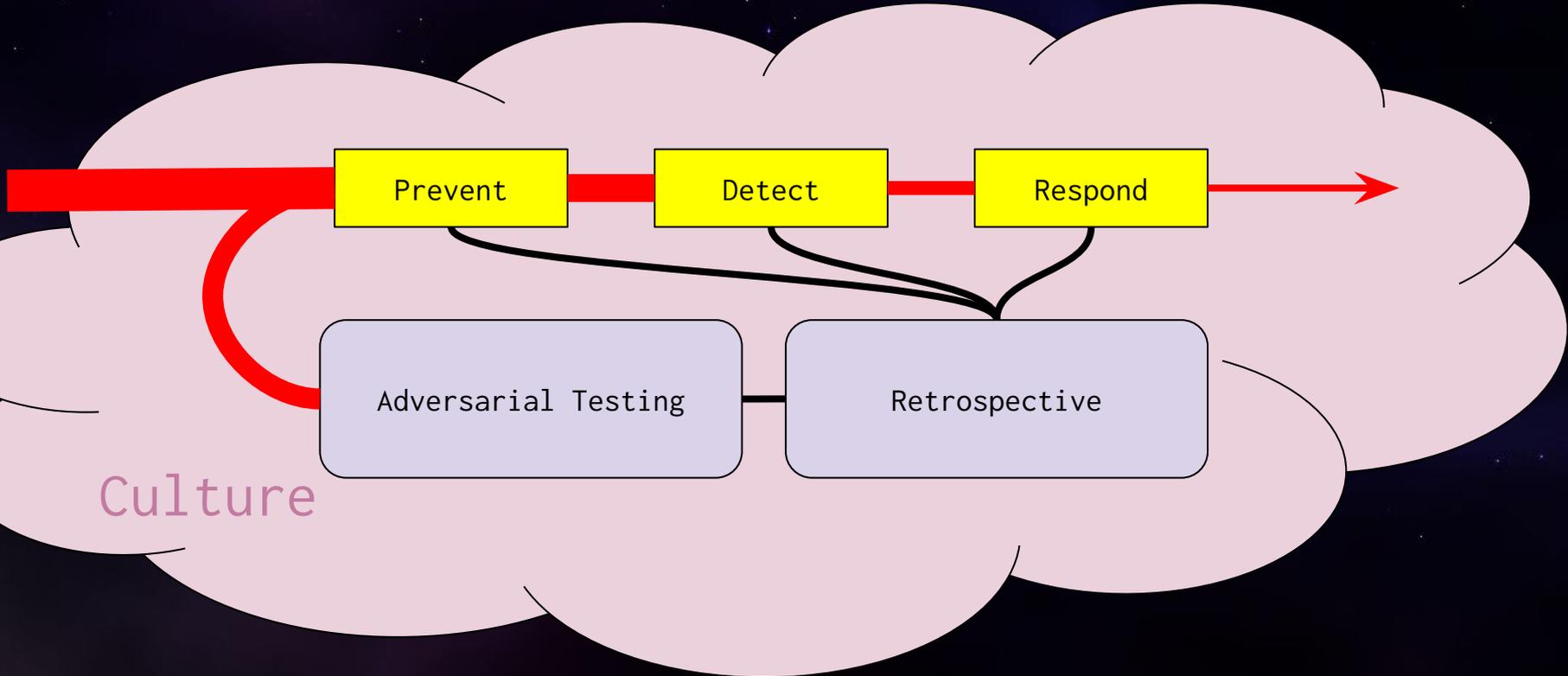
Implement:

- Blameless investigation.
- Healthy authority gradient.
- Open discussion of fallibility.
- “Hey That’s Weird”
- Time Outs
- Positive Transfer of Control
- Checklists
- Pointing and Calling

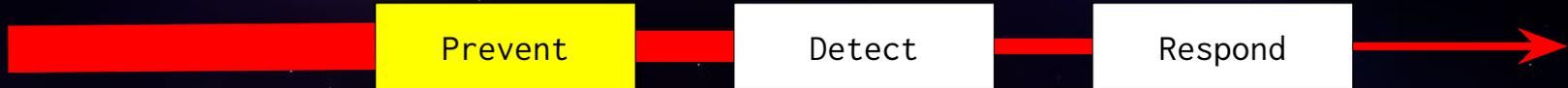
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Prevent: Threat Model



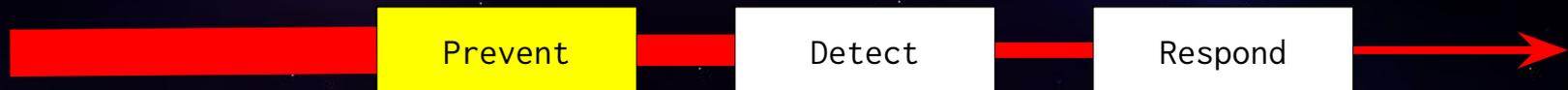
Enumerate all possible kinds of attacks against your system
(complicated, technical)

and/or

Describe *expected security properties* in language users understand
(simpler, considers user experience, harder to do)

“I expect that nobody except me and my friend can read our encrypted messages unless someone breaks into one of our phones.”

Prevent: Full Stack Security



Organization

Password Manager

2FA

Accessible
Security Support

Org-Wide Security
Culture

Code

Memory-safe Languages

Parameterized Queries

Unit Tests

Code Review Policies

Audits

DevOps

Gitops

Automatic Updates

Firewalls

Avoid Storing Data

Detect

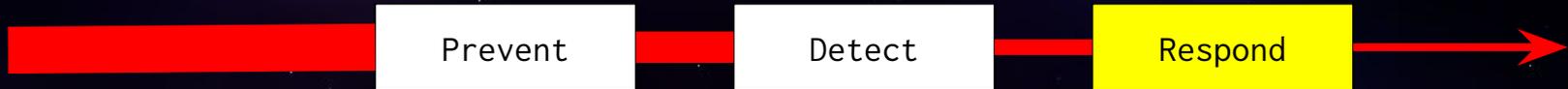


*No matter how good
your prevention is...*

- Machines get malware
- Networks get breached
- Bugs get exploited
- Accounts get hacked
- Data gets leaked

You need systems in
place to detect
intrusions.

Respond



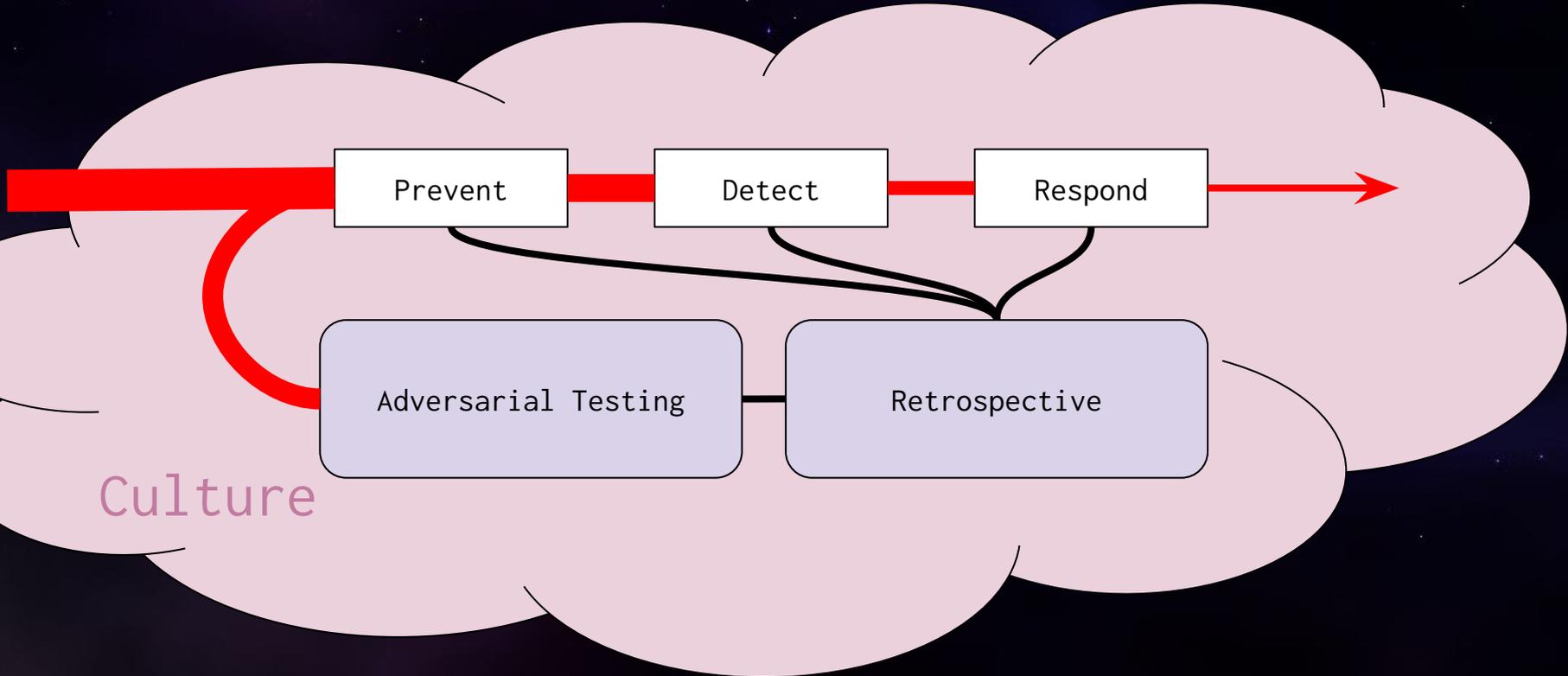
Create *and Practice* an Incident Response Procedure

- Clear severity rankings (drop-everything vs. for-next-sprint)
- Roles (investigators, decision-makers)
- How to communicate internally
- Public comms / PR

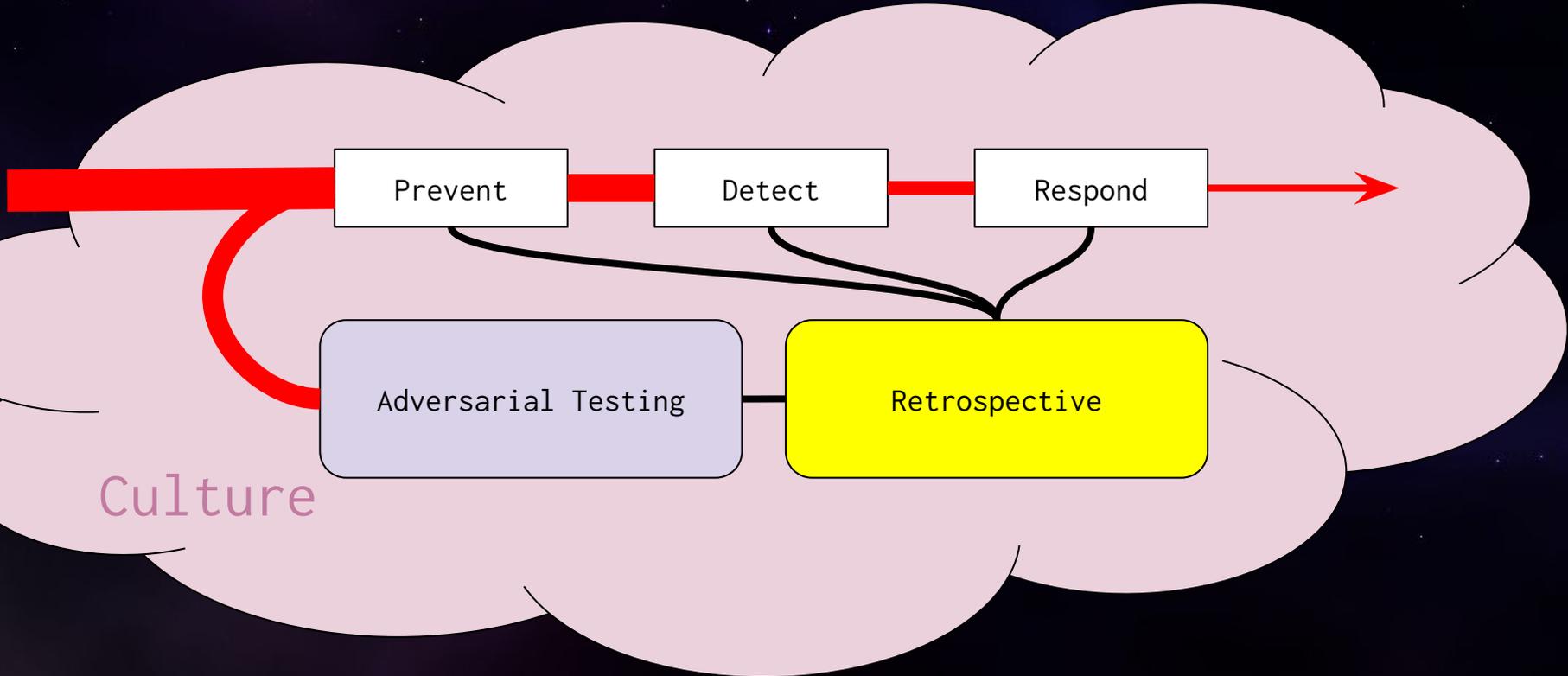
Prepare for likely disasters

- Make it easy to restore servers to known-good state
- Know which accounts' passwords you'll need to reset
- Have engineers on-call to make bug fixes

Security Engineering



Security Engineering



The Retrospective

Before meeting:

1. Collect and share technical information

At meeting:

2. What went well
3. What didn't go well
4. Go around the room & record all ideas (free-form)
5. Action items

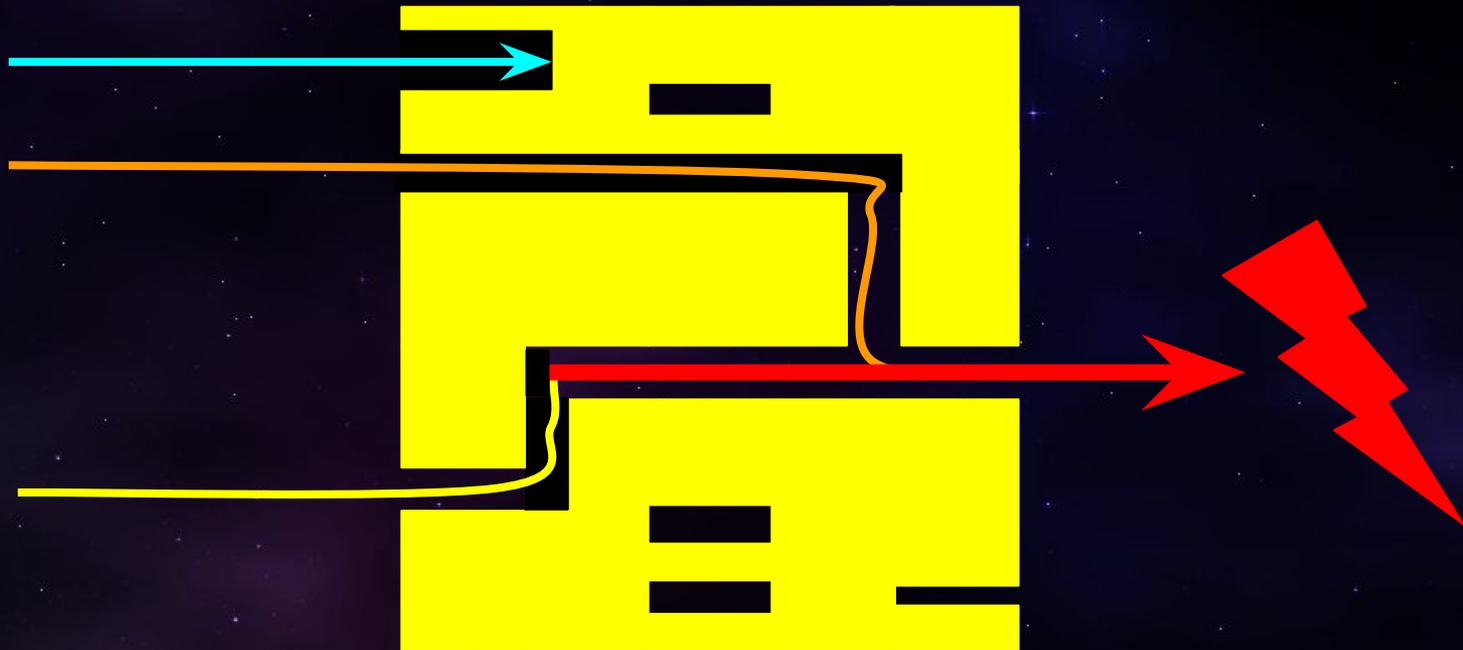
After:

Document, Brief, Review

Retro: Ideation



Retro: Root Cause Seduction



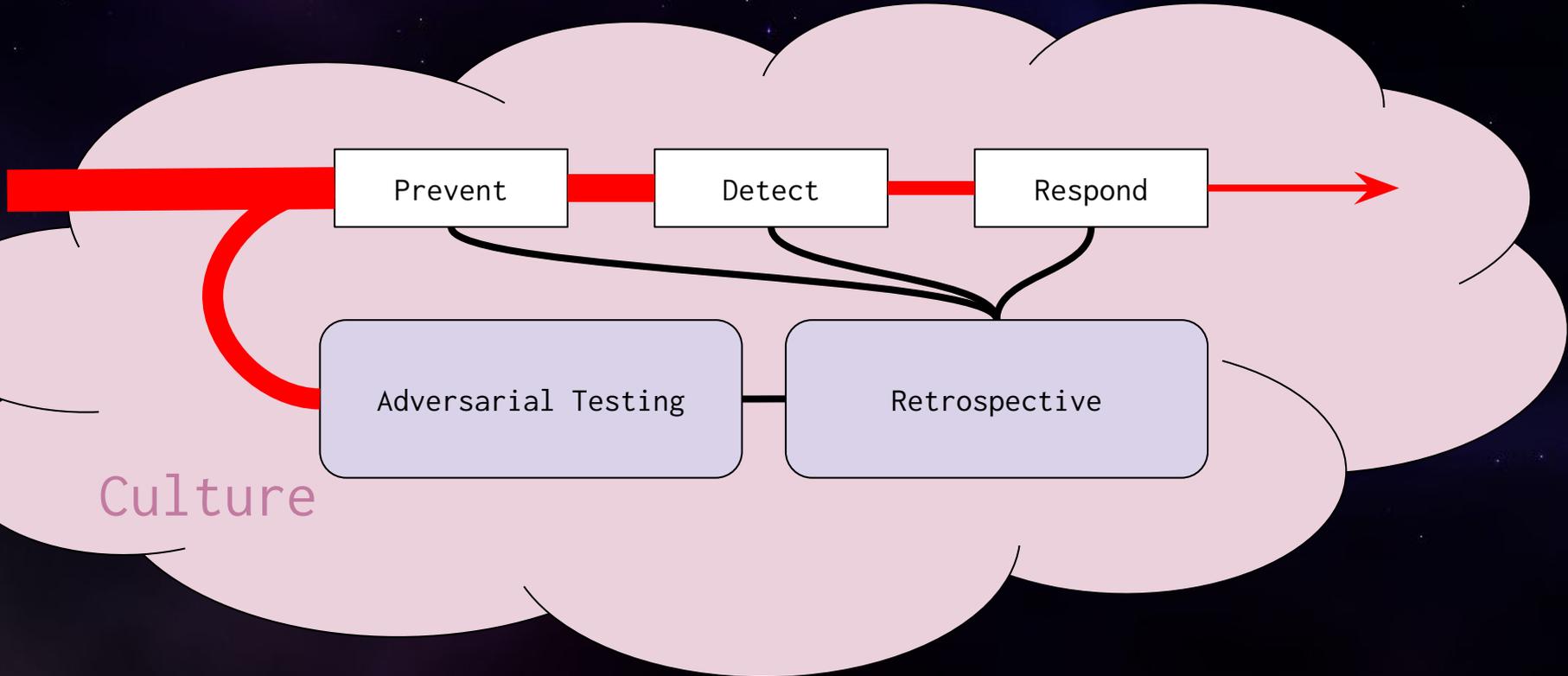
Retro: The Final Report

Document (1-2 pages)

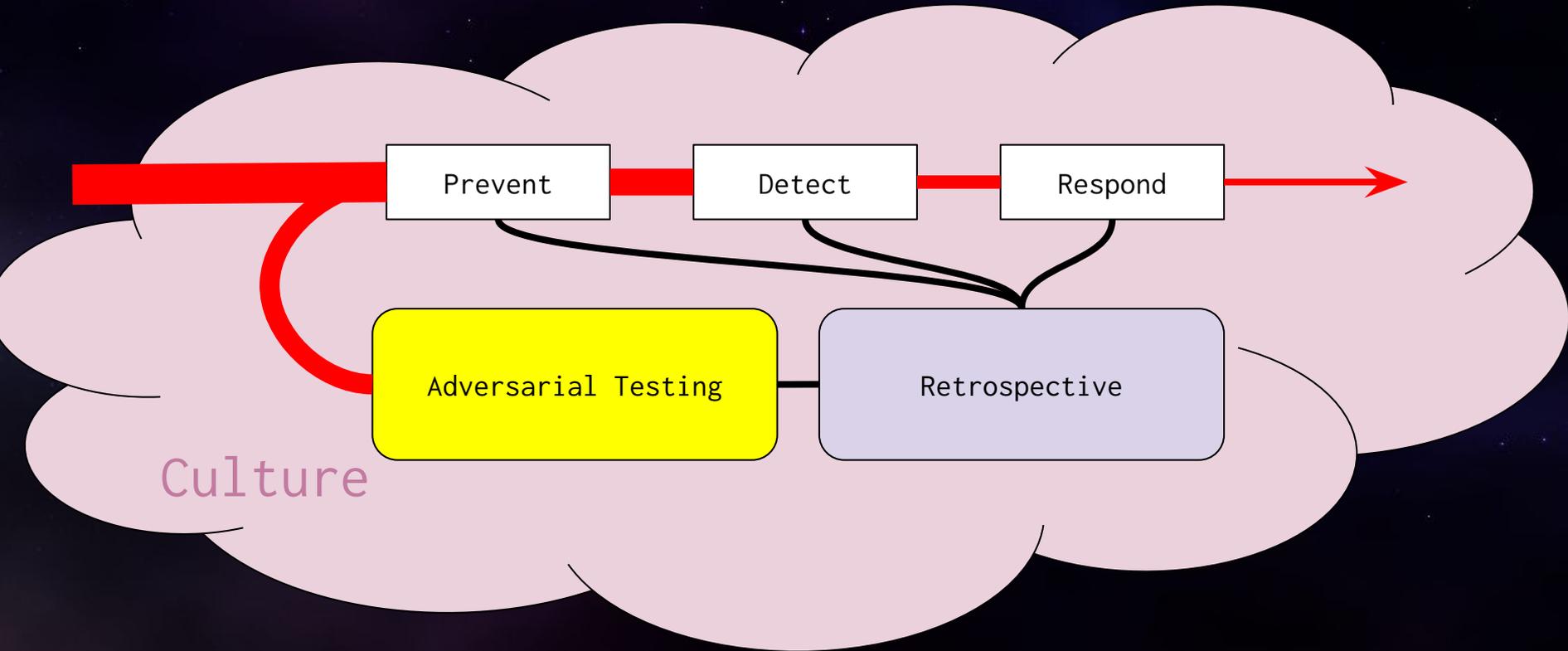
Brief (+ 2 weeks)

Review (+ 3-6 months)

Security Engineering



Security Engineering



You Have Bugs

Security bugs exist, you just haven't found them.

You need to find bugs to understand how your processes are failing.

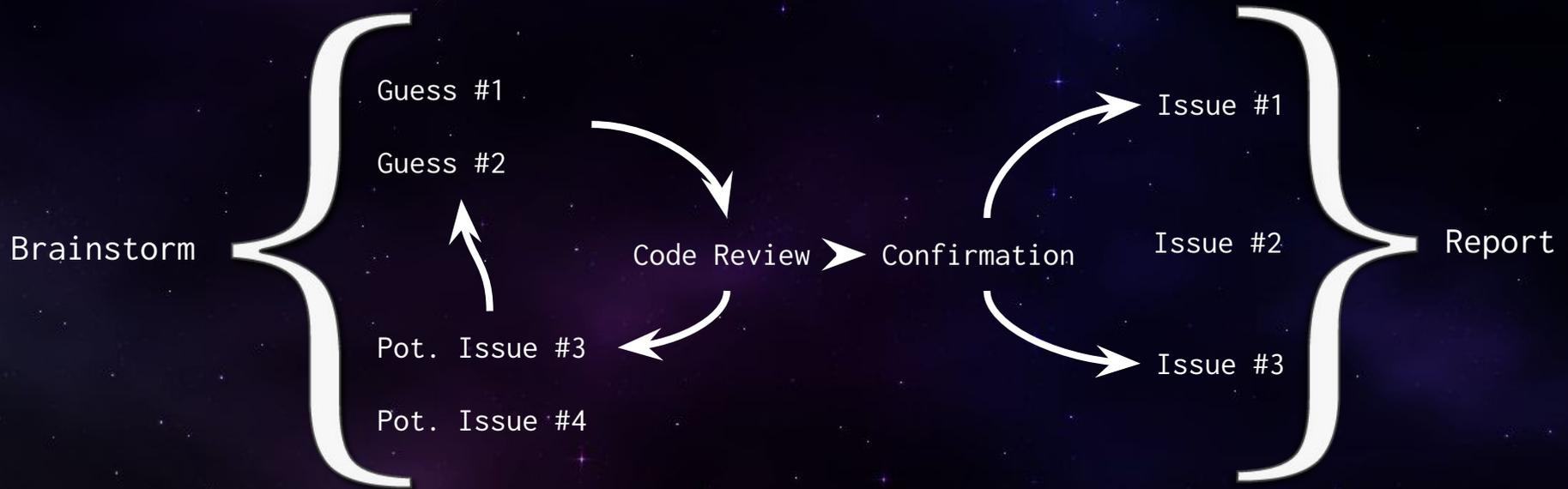
Invest in bug discovery to fix current bugs *and prevents future ones.*

Adversarial Mindset



```
1 struct Account {  
2     name: String,  
3     balance: i32,  
4 }  
5  
6 fn transfer(from: &mut Account, to: &mut Account, amount: i32) -> Result<(), String> {  
7     if from.balance < amount {  
8         return Err("Not enough funds.".to_string());  
9     }  
10  
11     to.balance += amount;  
12     from.balance -= amount;  
13  
14     Ok(())  
15 }  
16 
```

Security Audit: Process



Internal vs. External Audits

Internal:

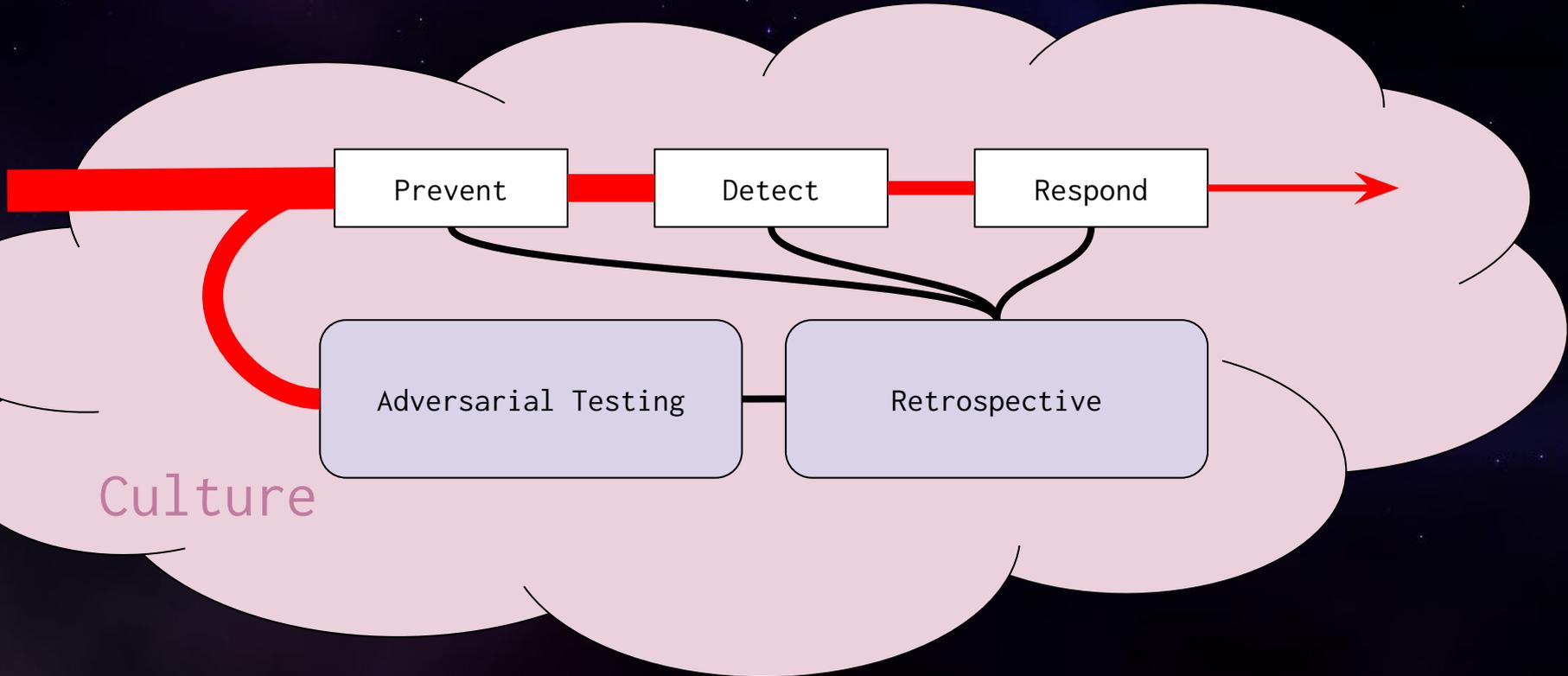
- You're the most familiar with your code.
- Develops in-house adversarial mindset.

External:

- More likely to question entrenched assumptions.
- Fresh eyes can see bugs that are "habituated" in developers' minds.

Do both!

Security Engineering



Tenets of ~~Safety~~ Engineering Security

Learn from failure

Design for human error

Create a blameless environment

Prevent, Detect, Respond

Attack your own systems

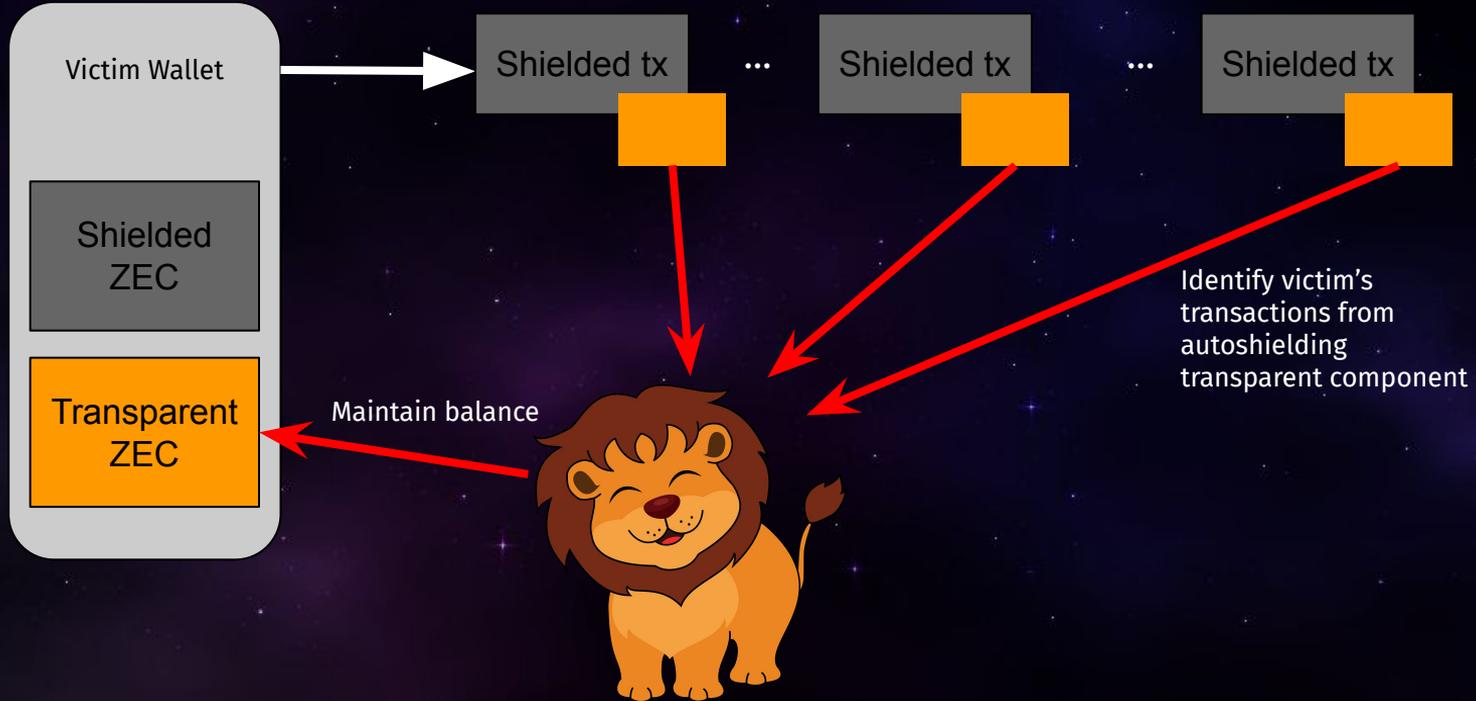
Bonus Part:

Bugs!

MITM thru memo-based contact list



Autoshielding Deanonimization



Paying for orders by paying yourself

```
for all customer addresses z:  
  for all memos m sent to z:  
    if m == "ORDERPAYMENT:<id>" and id is a valid order ID  
      and payment is the correct amount:  
        Mark the order as paid.
```

The attack:

1. Sign up as a customer of the payment processor yourself.
2. Get the order ID for the order you want to pay.
3. Send the payment to *your own address*.
4. The processing server will mark the order as paid.

Hardware wallet state machine bug

```
typedef enum {  
    IDLE,  
    T_IN,  
    T_OUT,  
    S_OUT,  
    O_ACTION,  
    FEE,  
    SIGN,  
} signing_stage_t;
```

```
1  int change_stage(uint8_t new_stage) {  
2      if (new_stage != G_context.signing_ctx.stage + 1) {  
3          reset_app();  
4          return io_send_sw(SW_BAD_STATE);  
5      }  
6  
7      cx_hash_t *ph = (cx_hash_t *)&G_context.hasher;  
8  
9      switch (new_stage) {  
10         case T_OUT:  
11             // ...  
12             // ... cases that handle stages S_OUT, O_ACTION, and FEE  
13             // originally there was no default case  
14         }  
15         G_context.signing_ctx.stage = new_stage;  
16  
17         return io_send_sw(SW_OK);  
18     }
```

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<https://zecsec.com/posts/security-engineering/>

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