

draft-moran-suit-manifest- 05

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Overview of manifest problem statement

Problem Statement (1/6)

- IoT devices need to be updated
 - Security patches
 - Functional bugs
 - Feature deployment
 - Time to market

Problem Statement (2/6)

- IoT updates should be easy:
 - An author has firmware
 - A device needs firmware
 - Put the firmware on the device
- IoT updates are not easy because:
 - Many possible actors
 - Diversity of update model
 - Diversity of memory model
 - Multiple functional units
 - Security concerns

Problem Statement (3/6)

- Diversity of update model
 - Active Partition (discard on update)
 - Active Partition (swap)
 - Multi-partition (execute in-place)
- Diversity of memory model
 - XIP
 - Run-from-RAM
 - OS + single application
 - OS + multiple applications

Problem Statement (4/6)

- Update may have many actors with varying concerns and privileges
 - Device OEMs
 - Firmware/Software vendors
 - Device operators
 - Network operators
 - Device Owners
 - Users

Problem Statement (5/6)

- Devices may be composed of multiple functional units:
 - One or more host processors
 - Intelligent I/O
 - Radio modules
 - I/O controllers
 - Intelligent peripherals
 - Sensors with dedicated controllers
 - Actuators with dedicated controllers

Problem Statement (6/6)

- Security Considerations
 - Devices need to make decisions based on trust
 - Trust must be established for any code or configuration either
 - At time of installation
 - At time of use
 - Or, both
 - Multiple actors adds complexity
 - Different trust levels
 - Trust for different operations
 - Multiple functional units adds complexity
 - Actors x Functional units x Operations

Behavioural Manifest Summary

Observations about updates

- We can't have many similar formats, there needs to be just one.
- Simple parsers need few unique structures and low nesting levels.
- Update use cases all use the same operations in varying orders.
- An update consumer does not care what an update is, just what it should do.

- Maybe a sequence of update-relevant commands?

Behavioural manifests

Composed of several parts:

- External information:

- Structure Version
- Sequence number

- Common information

- Dependencies
- Components identifiers
- Common sequence

- Command Sequences

- 6 sequences

- Text / text reference

- Layout of the structure:

```
{  
  1 : version  
  2 : sequence number  
  3 : common  
  7 : dependency resolution  
  8 : payload fetch  
  9 : install  
 10 : validate  
 11 : load  
 12 : run  
 13 : text  
}
```

Summary of changes from 04 (1/?)

- Common elements moved into nested in bstr
 - Reduce parsing complexity
 - Improve consistency in format
- Changed encoding of command sequences:
 - Was: [+ { SUIE_Command }]
 - Now: [+ SUIE_Command]
 - SUIE_Command is pairs of integer, argument

Summary of changes from 04 (2/?)

- Changed handling of optional sequences:
 - Was: conditional sequences, no explicit structure
 - Now: “try-each” list of conditional sequences. One must pass.
- Added encrypted manifest support
 - Cose Encrypt and detached payload added in outer wrapper as:
 - 3 : COSE_Encrypt
 - 4 : Manifest Ciphertext
- Added “swap” directive
- Defined SUIF-specific digest identifiers
- Editorial changes