In Trusted Components we Trust!



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Byzantine Failures Do Not Exist!



A Byzantine failure in the real world

11/27/2020

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An analysis of the Cloudflare API availability incident on 2020-11-02

Cores that don't count

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Byzantine Fault Tolerance, from Theory to Reality

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Real World Examples of Byzantine Failure

On <u>NASA's DASHlink</u>, there is <u>a collection of real system failures</u> that they encountered. These web pages also describe some phenomenology that can cause Byzantine faults.

List of Scenarios Outline (1)

Honeywell

- Leading the list are examples of Byzantine failures because of the very widespread "that can't happen" disbelief in these failures and the fact that there are known solutions
- Introduction to the Byzantine Generals Problem
 - Definitions of Fault, Failure, and Error
 - Byzantine failure definitions and background
- Examples of actual occurrences
 - Space shuttle mission STS-124
 - Space shuttle data bus standing wave
 - Mid-value select
 - Command / Monitor wrap-back
 - Time-Triggered Protocol (TTP/C) heavy ion fault injection
 - Multi-Microprocessor Flight Control System (M²FCS)
 - Potential grounding of an entire aircraft fleet
 - A pushbutton input to the command and monitor lanes of an airplane brake system caused the system to fail (see section 1.6.7 of www.fss.aero/accident-reports/dvdfiles/ES/1998-05-21-ES.pdf)



Everything is fine until there are Adversaries!





Solution → Byzantine-Fault Tolerant Consensus





Traditional BFT Protocol Flow



BFT Consensus is Expensive!

- > Paxos requires n = 2f + 1 replicas.
- ➢ BFT protocols require n=3f+1 replicas.
 - ➤ Why 3f+1?
 - Byzantine replicas can equivocate!
 - > Equivocation leads to massive communication.



Need for Trust







Trusted BFT Protocols

> Require each replica to have a co-located trusted component.

> Assumption: Trusted component cannot be compromised.

Trusted component attests order for each client request.

Fault-Tolerance: In a system of n replicas at most f byzantine replicas, n >= 2f+1.

Trust-BFT Protocol Flow



So Are We Done?



Challenges for Trust-BFT Protocols!

>We found three challenges with the design of Trust-BFT protocols.

> We show that Trust-BFT protocols target wrong metric.

➤ Correct metric → Throughput per Hardware

Observation 1: Loss of Responsiveness

 \succ Delayed messages from one honest replica \rightarrow Clients stuck!

> Why? Consensus only need weak quorums \rightarrow f+1

Execution still needs quorum of f+1

> Byzantine replicas can always avoid sending messages.

Observation 2: Loss of Safety under Rollbacks

Trusted Enclaves can be rollbacked!

Impossibly hard to rollback are TPMs or persistent counters!

> TPMs are too slow \rightarrow 180ms per access.

Observation 3: Lack Parallel Invocations

 \succ Every message sent \rightarrow Requires attestation.

> A replica cannot run consensus on two transactions in parallel!

 \succ We show that despite 2f+1 replicas \rightarrow Trusted-BFT slower than BFT.

Solution → FlexiTrust Protocols

➢ Novel Suite of Protocols.

Guarantee both liveness and responsiveness.

> Only one access to trusted component per transaction.

> Minimal Memory consumption \rightarrow No logging at trusted component!



Magical Ingredient behind FlexiTrust Protocols

Switch back to replication factor 3f+1.

- Trusted hardware still useful to reduce phases and communication.
- Only primary accesses trusted hardware before sending proposal!
- ➤ Throughput per hardware more than Trusted-BFT.

> One Line Conclusion:

- Simply reducing replication will not yield better throughput.
- FlexiTrust protocols advocate meaningful application of BFT consensus.

Check out:

- ResilientDB VLDB'20 (https://github.com/resilientdb/resilientdb)
- Basil SOSP'21 (https://medium.com/initc3org/decentralizing-databases-with-basil-604827608ff8)
- *S. Gupta*, J. Hellings and M. Sadoghi, *Fault-tolerant Distributed Transactions on Blockchain*, Morgan & Claypool Synthesis Lectures on Data Management and Springer, 2021.

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