A Scalable, Cloud-Based Device Reprogramming Architecture



# About Me

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  - Software Developer for 30+ years
  - 20 years experience with Linux
  - 15 years working with embedded systems
  - Interests: Networking, Security, Cloud, ...

### Introduction What Is a Device?

• A thing made or adapted for a particular purpose, especially a piece of mechanical or *electronic equipment.*<sup>1</sup>

 Any piece of electronic equipment capable of executing code to perform some function.



### Introduction Is There a Problem?

Abundance

- Breadth: More kinds of devices available

- Depth: More demand for each kind

• Device lifetime of 10+ (20+) years

### Introduction Is There a Problem?

- Time-to-market
  - Increasingly demanding
  - Dropped/incomplete features & enhancements
- Crowd-funded projects, small start-ups
  - Lack of experienced engineers
  - Lack of security experts

### Introduction What Is Device Reprogramming?

- Changing software (firmware) of a device
  - Updates
  - Enhancements
  - Add [or remove] features
  - Bug fixes
    - Application errors, security vulnerabilities, etc.



# Introduction

Device Reprogramming: Challenges

- Current cost vs. future capabilities
- •CPU capability/speed
- Memory & storage (disk/flash) capacity
- Connectivity & accessibility
- Bandwidth

### Update Strategy Manual or Automatic?

### **Manual Updates**

- •User in full control
- Inform user
- Motivate user
- Unknown timing

### **Automatic Updates**

- Mfr. in full control
- Mandatory
- Scheduled
- Controlled

### General Requirements Fundamental Issues

- Security
  - How do you prevent attack (or loss of control)?
- Reliability
  - How do you account for failure?
- Scalability
  - How do you handle millions of updates?

### Security How Do You Prevent Attack? Trusted Sources

- Where did the update originate?
- Should the user/device trust the source?
- Would source tampering be evident?
- Hashes, Digital Signatures
- Proof-Carrying Code
- Verification/Validation

### Security How Do You Prevent Attack? Trusted Targets

- •Where did the update go?
- Is the target authorized to accept update?
- Are the assets protected?
- Authentication
- Authorization
- Confidentiality

### Security How Do You Prevent Attack? Trusted Channels

- •Who has access to the infrastructure?
- Would in-transit tampering be evident?
- Can the installation be verified?
- End-to-end key distribution & encryptionNon-repudiation

# Reliability How Do You Account for Failure?

• Failure is not an option

• Failure is reality



# Reliability

### How Do You Account for Failure? Gracefully Adapt

- Storage issues
- Adjust size, bandwidth
- •Retry, with back-off
- Verification
- Validation

# Reliability

### How Do You Account for Failure? Roll Back

- •Keep the previous image, revert
- Update again, to previous image
- Update the updater
  - Try again



# Scalability

How Do You Handle Millions of Updates? **Convenience** 

- Enhancements
- Minor bug fixes

- Deploy slowly, at your convenience
- Low server capacity & bandwidth

# Scalability

How Do You Handle Millions of Updates? **Urgency** 

- Security vulnerabilities
- Major bugs

- Deploy quickly
- High server capacity & bandwidth

# Scalability

How Do You Handle Millions of Updates? Shared, Cloud-Based Infrastructure

- Scale up to meet demand
- Scale down to reduce costs
- Share costs of setup & maintenance
- Pay for what you use

Requirements→Implementation Defining a General Process for Scalable, Cloud-Based Device Reprogramming

- 1. Publish the update image
- 2. Determine population of eligible targets
- 3. Determine scheduling constraints
- 4. Reprogram each eligible target
- 5. Report progress

Requirements→Implementation Reprogramming Each Eligible Target

- A. Obtain authorization for update
- B. Failsafe transition to Reprogram mode
  - Failure reverts to Normal mode, no change
- C. Transfer new image and update
- D. Failsafe transition to Normal mode
  - Failure reverts to Reprogram mode, retry

# Requirements→Implementation Two Images: Normal, Reprogram

- Reprogram image significantly smaller
  - Custom Linux kernel and/or initrd
  - Reduce dependencies & features
  - Objectives:
    - Obtain updated image
    - Roll back



Requirements→Implementation Bootloader, Hardware Support

- Atomic switching of boot image
- Atomic acceptance of booted image
  - Failure reverts to last accepted boot image
- Power failure detection, protection
  - Guarantee atomicity, quality of writes

1. Publish the Update Image

- •OpenDOF provider
  - Image owner retains full ownership, control
  - Complete security model
    - Image owner (Trusted Source)
    - Device (Trusted Target)
    - Sessions (Trusted Channel)



2. Determine Population of Eligible Targets

- Version Service using OpenDOF libraries
  - Devices report type and software version
  - Authorized clients may query database
    - Devices of specific type
    - Devices running specific software version
    - Devices *not* running specific software version



### 3. Determine Scheduling Constraints

- Population size
- Time constraints
- Cost constraints

Determine required scale

### 4A. Obtain Authorization

- Update Service using OpenDOF libraries
  - Notifies device of time frame to update
  - May include additional authorizations by
    - Manufacturer
    - Service provider
    - User
    - Device



4B. Failsafe Transition to Reprogram mode

- Atomically switch to Reprogram mode
- Reboot
- Reconnect
- Update Service accepts booted image
  - Verification of connectivity

### 4C. Transfer Image and Update

- OpenDOF requestor to image provider
  - Transfer image blocks
  - Leverage UDP
    - Reduce buffering
    - Block caching
  - Verify image, signatures, etc.

4D. Failsafe Transition to Normal mode

- Atomically switch to Normal mode
- Reboot
- Reconnect
- Update Service verifies new version
- Update Service accepts booted image
  - Verification of connectivity



## The Update Process 5. Create a Report

- Update Service tracks progress of devices
- •Generate report
  - Scheduled
  - Started
  - Succeeded
  - Failed

# Summary

A Scalable, Cloud-Based Device Reprogramming Architecture

- •General, robust update process
- Services to automate process
  - Image
  - Version
  - Update

• Flexible OpenDOF libraries & protocols

# Questions & Answers https://opendof.org/

