# AttackGNN: Red-Teaming GNNs in Hardware Security Using Reinforcement Learning

**Vasudev Gohil** 

Satwik Patnaik

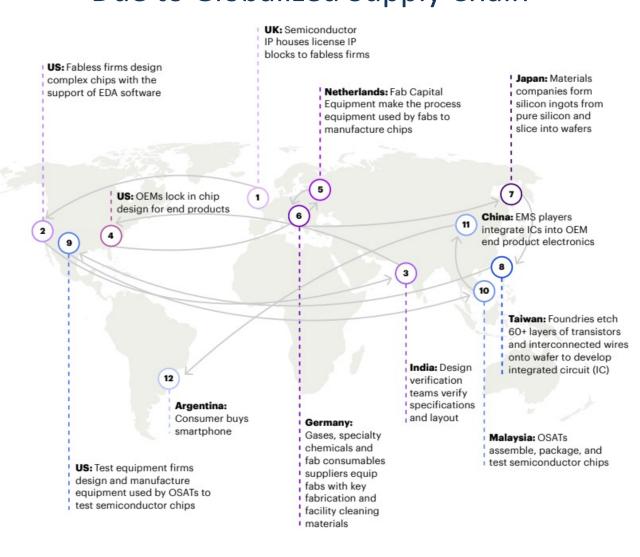
Dileep Kalathil

Jeyavijayan "JV" Rajendran





## Hardware-focused Threats to Computing Systems Due to Globalized Supply Chain



## Hardware-focused Threats to Computing Systems

Real

Fake

## Due to Globalized Supply Chain

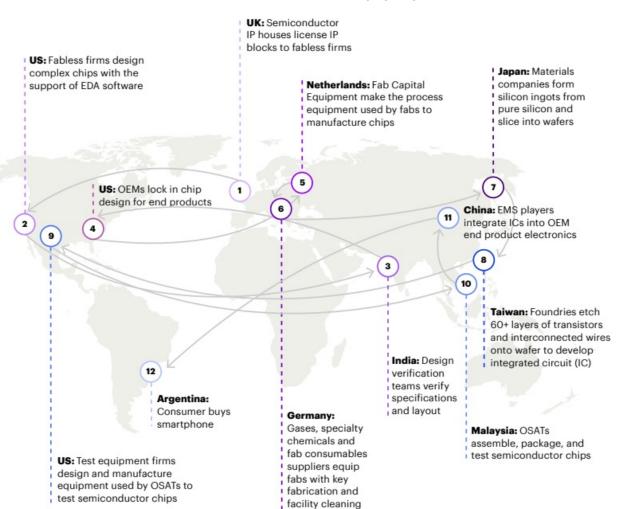




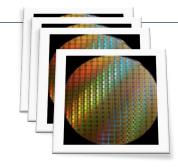
Counterfeiting



**Hardware Trojans** 



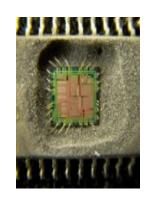
materials



Overproduction



**IP Piracy** 



**Reverse Engineering** 

## State-of-the-art GNNs in Hardware Security

Т	echnique Type	Security Problem	Technique	<b>GNN Framework</b>	Claimed Efficacy
	Defense	Detecting Trojans	GNN4TJ [1]	Attention-based custom GCN	97% TPR
		Locating Trojans	TrojanSAINT [2]	Graph attention network	98% TPR, 96% TNR
		Detecting IP Piracy	GNN4IP [3]	Attention-based custom GCN	94.61% Accuracy
	Attack	Reverse Engineering	GNN-RE [4]	Graph attention network	98.87% Accuracy
		Hardware Obfuscation	OMLA [5]	Graph isomorphism network	89.55% Accuracy

## State-of-the-art GNNs in Hardware Security

Technique Type	Security Problem	Technique	GNN Framework	Claimed Efficacy			
	Are Graph Neural Networks (GNNs) Used To Solve Hardware Security Problems Robust?						
	Hojans	لکا	Hetwork				
	Detecting IP Piracy	GNN4IP [3]	Attention-based custom GCN	94.61% Accuracy			
	Reverse Engineering	GNN-RE [4]	Graph attention network	98.87% Accuracy			
Attack	Hardware Obfuscation	OMLA [5]	Graph isomorphism network	89.55% Accuracy			

## State-of-the-art GNNs in Hardware Security



Hardware Obfuscation

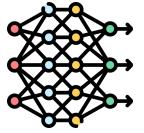
**OMLA** [5]

isomorphism network

89.55% Accuracy

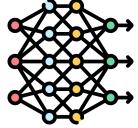
Standard attack model of adversarial attacks













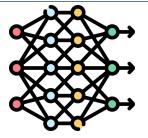
Kevin Eykholt et al., "Robust physical-world attacks on deep learning visual classification," In Proc. of CVPR, 2018

#### Standard attack model of adversarial attacks



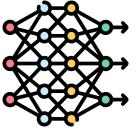
No Modifications







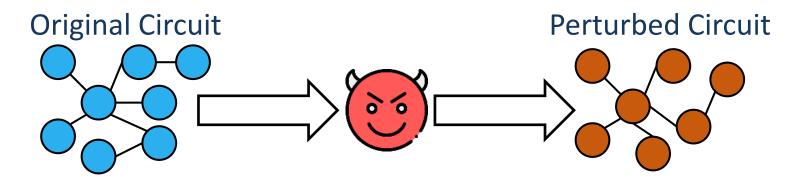




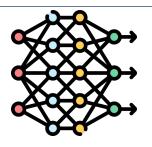


Kevin Eykholt et al., "Robust physical-world attacks on deep learning visual classification," In Proc. of CVPR, 2018

#### Standard attack model of adversarial attacks

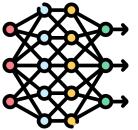






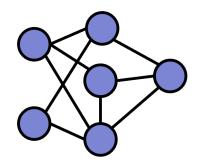








Kevin Eykholt et al., "Robust physical-world attacks on deep learning visual classification," In Proc. of CVPR, 2018

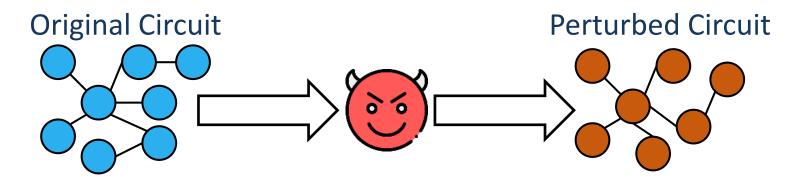


**Trained GNN** 

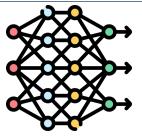
No Modifications

Perturbations Following Circuit Design Rules

Standard attack model of adversarial attacks

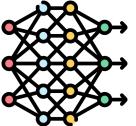














Kevin Eykholt et al., "Robust physical-world attacks on deep learning visual classification," In Proc. of CVPR, 2018



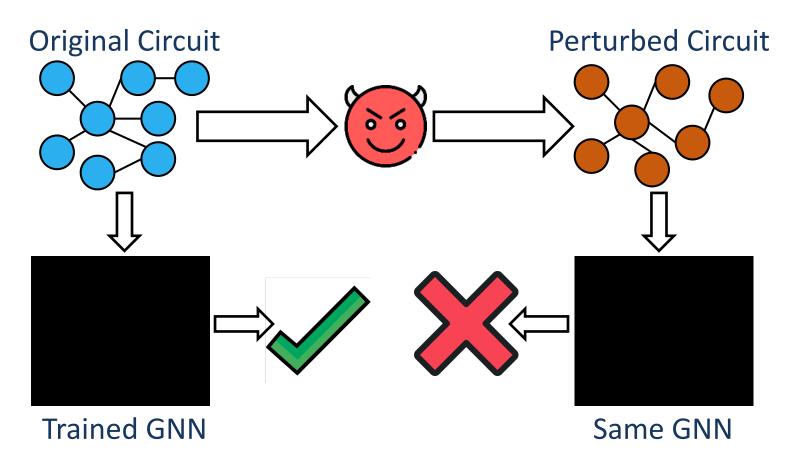
**Trained GNN** 

No Modifications

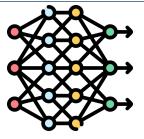
Perturbations Following Circuit Design Rules

**Black-box Access** 

Standard attack model of adversarial attacks

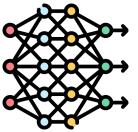














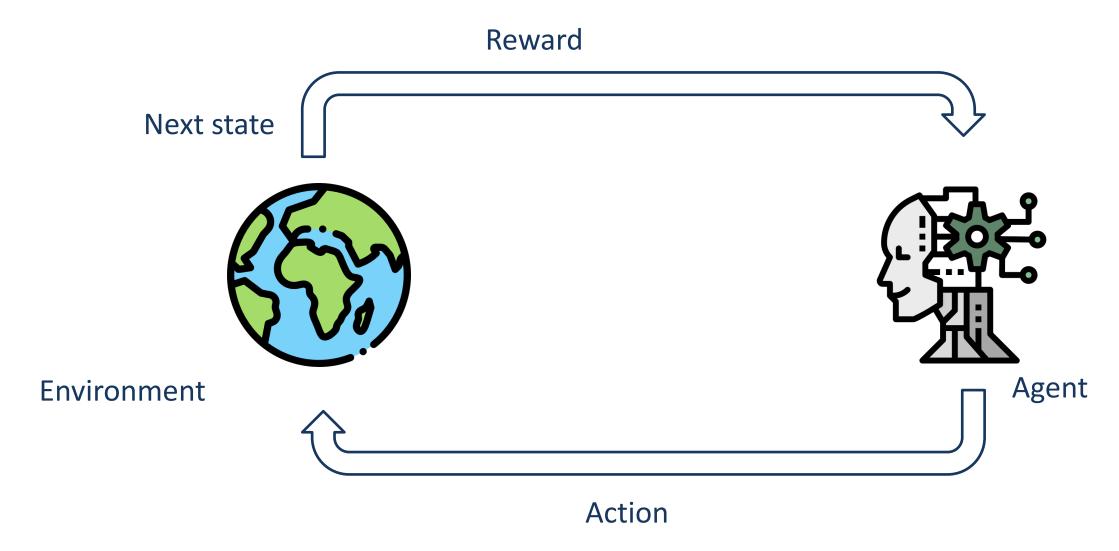
Kevin Eykholt et al., "Robust physical-world attacks on deep learning visual classification," In Proc. of CVPR, 2018

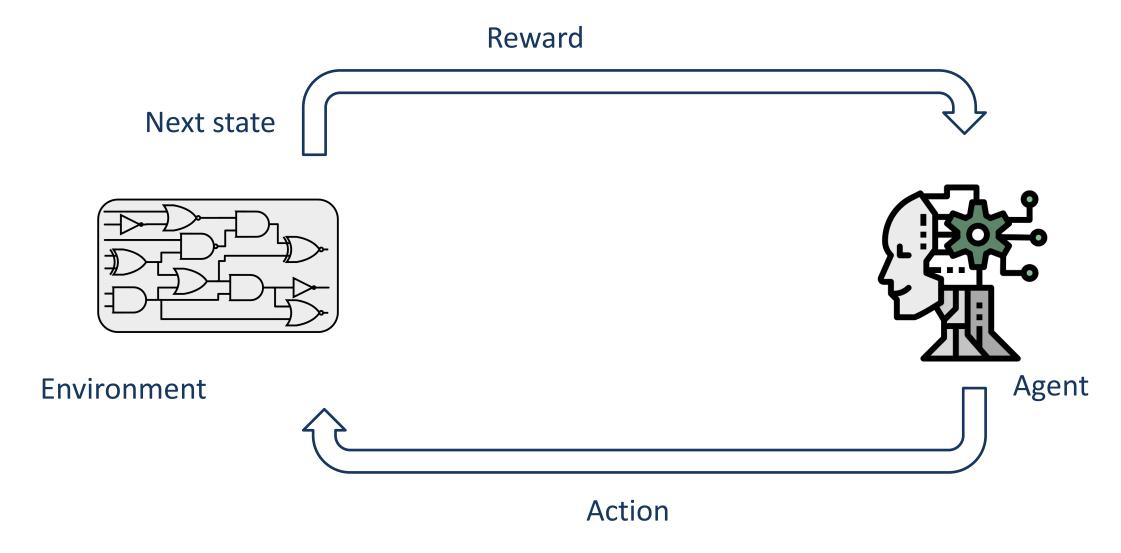
Goal: Misclassification

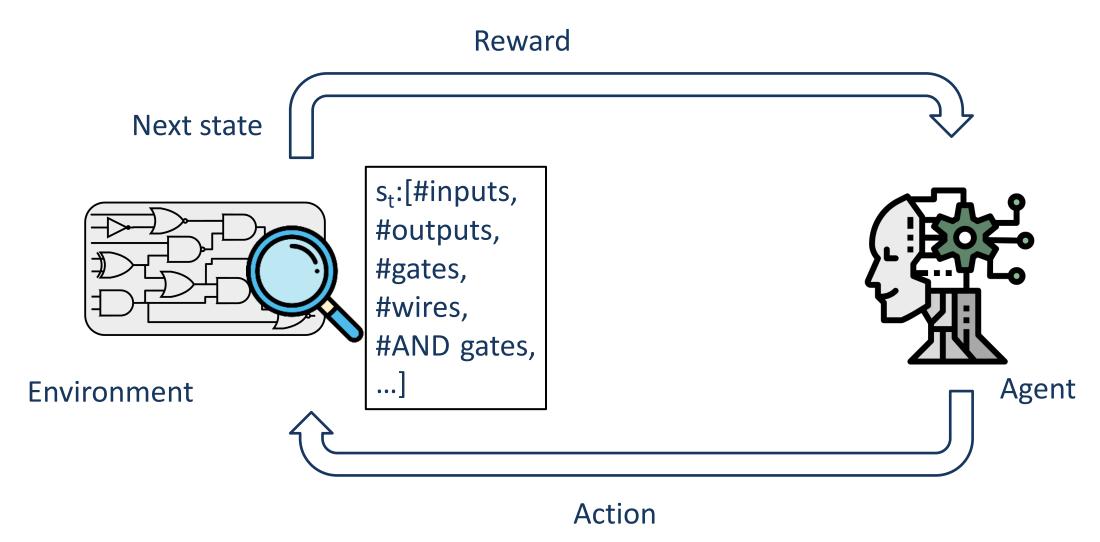
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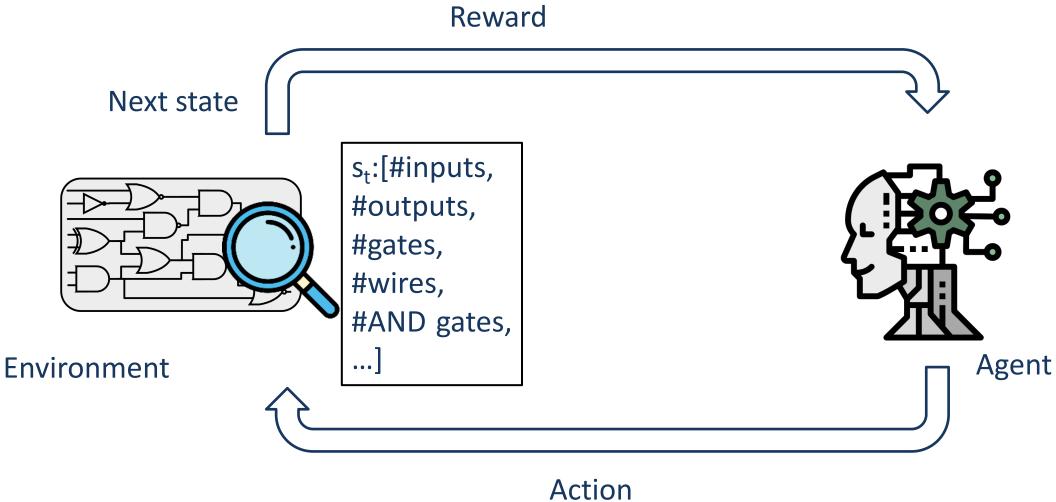
Perturbations Following Circuit Design Rules

**Black-box Access** 



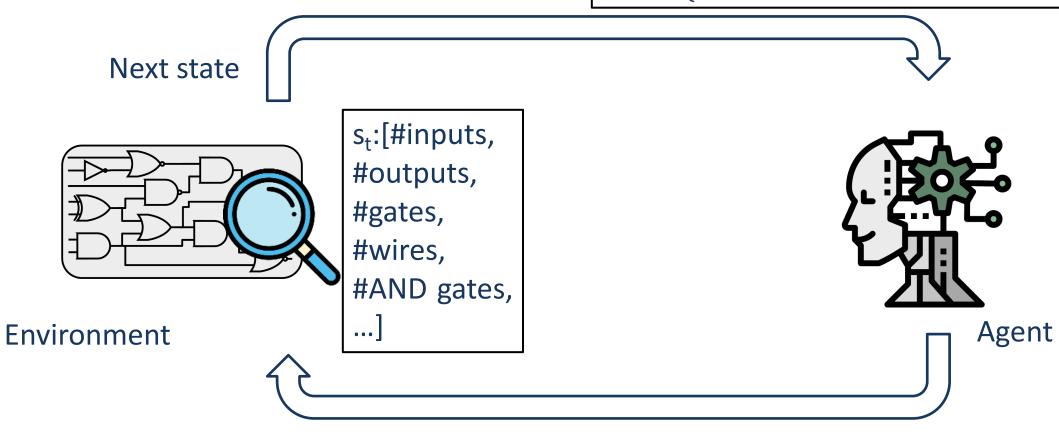






Reward

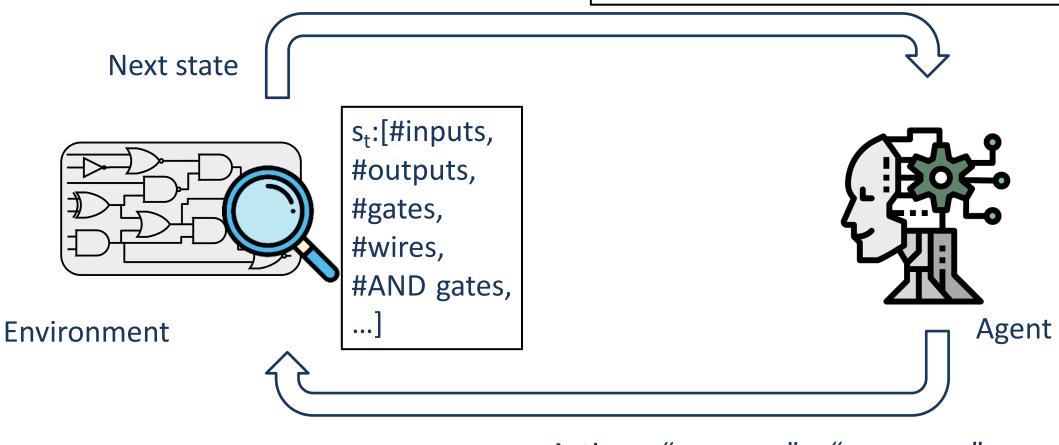
$$r_t = \begin{cases} \alpha \ (> 0) & \text{if next state is misclassified} \\ 0 & \text{else} \end{cases}$$



Action

Reward

$$r_t = \begin{cases} \alpha \ (> 0) & \text{if next state is misclassified} \\ 0 & \text{else} \end{cases}$$

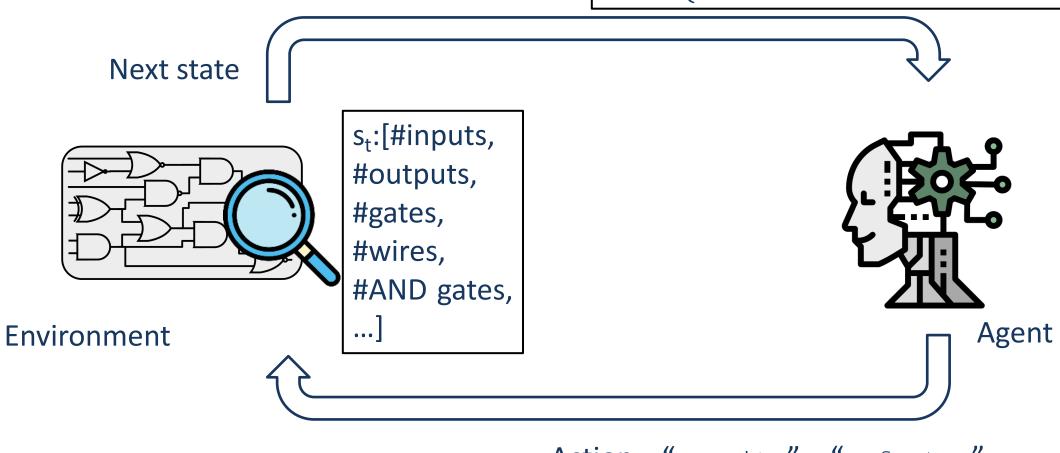


Action "rewrite" "refactor"

## AttackGNN – Challenges

Reward

$$r_t = \begin{cases} \boldsymbol{\alpha} \ (> \mathbf{0}) & \text{if next state is misclassified} \\ \mathbf{0} & \text{else} \end{cases}$$



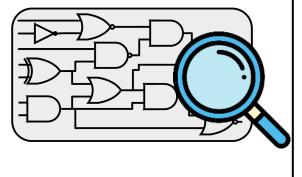
Action "rewrite" "refactor"



 $\alpha$  (> 0) if next state is misclassified else

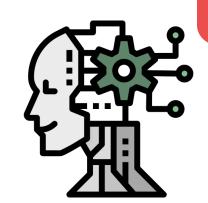
Reward

Next state



**Environment** 

s<sub>t</sub>:[#inputs, #outputs, #gates, #wires, #AND gates, MDP Specific to One GNN



Agent

Unnecessary

Reward

Computations

Ineffective and Specific Actions

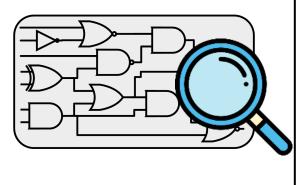


Action "rewrite" "refactor"



 $\alpha$  (> 0) if next state is misclassified else

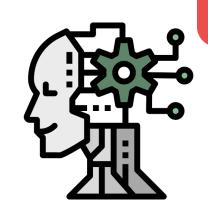
Reward Next state



**Environment** 

s<sub>t</sub>:[#inputs, #outputs, #gates, #wires, #AND gates,

MDP Specific to One GNN



Agent

Unnecessary

Reward

Computations

Ineffective and Specific Actions



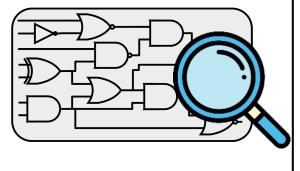
Action "rewrite" "refactor"



 $r_t = \begin{cases} \alpha \ (> 0) & \text{if next state is misclassified} \\ 0 & \text{else} \end{cases}$ 

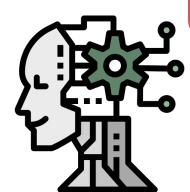
Reward

Next state



s<sub>t</sub>:[#inputs, #outputs, #gates, #wires, #AND gates, ...]

MDP Specific to One GNN



Agent

Unnecessary

Reward

Computations

**Environment** 

Ineffective and Specific Actions



 $\bigcirc$ 

Action Don't use 3-input AND gates

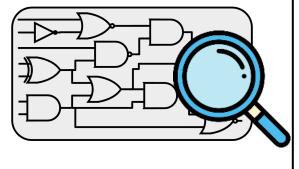
a<sub>t</sub>: allowed/unallowed gate types



 $r_t = \begin{cases} \alpha \ (> 0) & \text{if next state is misclassified} \\ 0 & \text{else} \end{cases}$ 

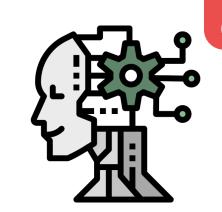
Reward

Next state



s<sub>t</sub>:[#inputs, #outputs, #gates, #wires, #AND gates, ...] 3

MDP Specific to One GNN



Unnecessary
Reward
Computations

® Sparse
Rewards

Agent

Environment

Ineffective and Specific Actions



1

Action Don't use 3-input AND gates

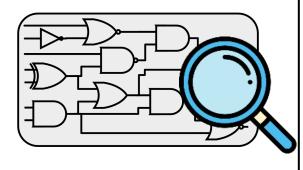
a<sub>t</sub>: allowed/unallowed gate types

### AttackGNN - Solutions

 $r_t = \begin{cases} \alpha \ (> 0) & \text{if next state is misclassified} \\ 0 & \text{else} \end{cases}$ 

Reward

Next state

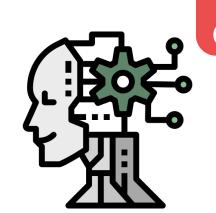


Environment

s<sub>t</sub>:[#inputs, #outputs, #gates, #wires, #AND gates, ...] <u>(3</u>

MDP Specific to One GNN

© Multi-task
Learning:
Contextual MDP



Unnecessary
Reward
Computations

® Sparse
Rewards

Agent

Ineffective and Specific Actions



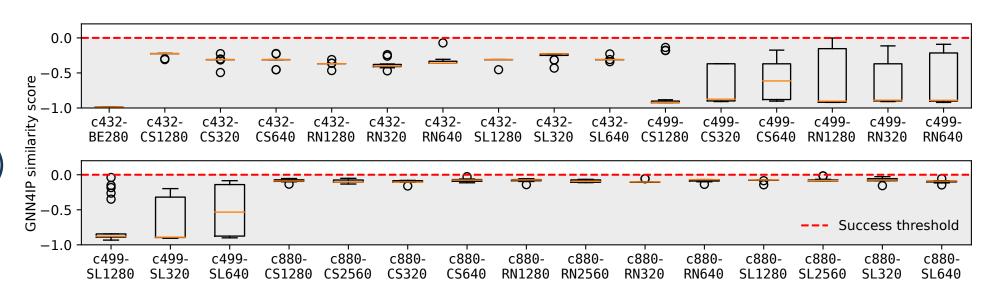
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Action Don't use 3-input AND gates

a<sub>t</sub>: allowed/unallowed gate types

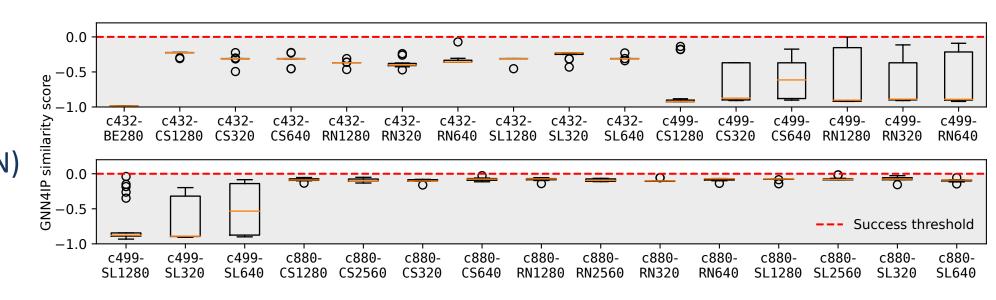
#### AttackGNN – Results

Against GNN4IP (IP Piracy Detection GNN)

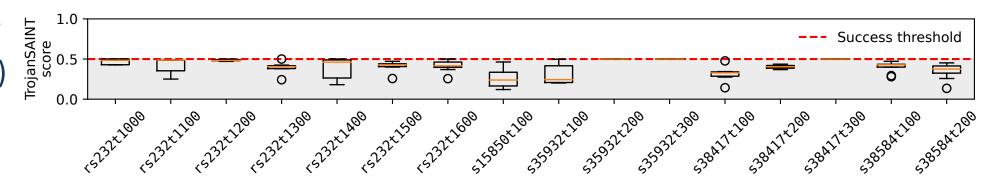


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Against GNN4IP (IP Piracy Detection GNN)

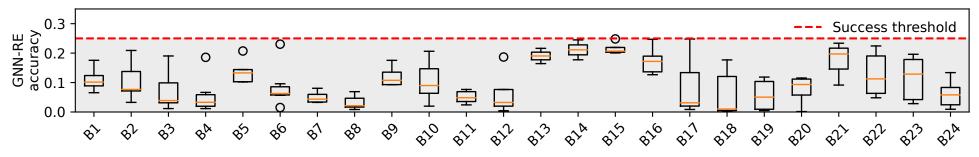


Against TrojanSAINT (Trojan Locator GNN)

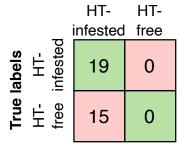


#### AttackGNN – Results

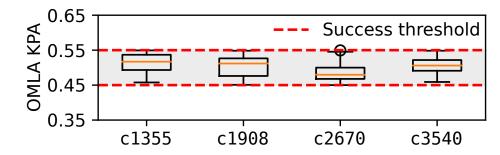
Against GNN-RE (Reverse Eng. GNN)



#### **GNN4TJ** predictions



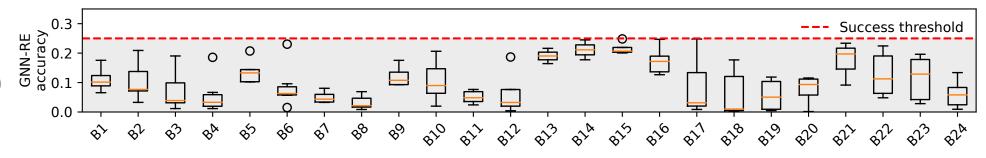
Against OMLA (De-obfuscation GNN)

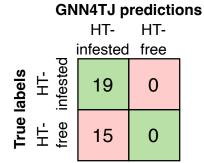


Against GNN4TJ (Trojan Detector GNN)

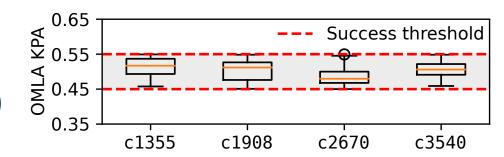
#### AttackGNN - Results

Against GNN-RE (Reverse Eng. GNN)





Against OMLA (De-obfuscation GNN)



Against GNN4TJ (Trojan Detector GNN)

Success rate of all GNNs against AttackGNN-generated adversarial circuits: 0%

GNNs used in hardware security are **not robust**!

## Thank You

Vasudev Gohil vasudevgohil.com

<u>Secure and Trustworthy Hardware (SETH) Lab</u>
<a href="https://seth.engr.tamu.edu">https://seth.engr.tamu.edu</a>
Texas A&M University

#### References

- [1] Yasaei, Rozhin, Shih-Yuan Yu, and Mohammad Abdullah Al Faruque. "Gnn4tj: Graph neural networks for hardware trojan detection at register transfer level." In Design, Automation & Test in Europe Conference & Exhibition (DATE), pp. 1504-1509, IEEE, 2021.
- [2] Lashen, Hazem, Lilas Alrahis, Johann Knechtel, and Ozgur Sinanoglu. "TrojanSAINT: Gate-level netlist sampling-based inductive learning for hardware Trojan detection." arXiv preprint arXiv:2301.11804, 2023.
- [3] Yasaei, Rozhin, Shih-Yuan Yu, Emad Kasaeyan Naeini, and Mohammad Abdullah Al Faruque. "GNN4IP: Graph neural network for hardware intellectual property piracy detection." In 58th ACM/IEEE Design Automation Conference (DAC), pp. 217-222, IEEE, 2021.
- [4] Alrahis, Lilas, Abhrajit Sengupta, Johann Knechtel, Satwik Patnaik, Hani Saleh, Baker Mohammad, Mahmoud Al-Qutayri, and Ozgur Sinanoglu. "GNN-RE: Graph neural networks for reverse engineering of gate-level netlists." IEEE Transactions on Computer-Aided Design of Integrated Circuits and Systems 41, no. 8: 2435-2448, 2021.
- [5] Alrahis, Lilas, Satwik Patnaik, Muhammad Shafique, and Ozgur Sinanoglu. "OMLA: An oracle-less machine learning-based attack on logic locking." IEEE Transactions on Circuits and Systems II: Express Briefs 69, no. 3: 1602-1606, 2021.