

Application Note

78K0/78K0R/V850

8-, 16- and 32-bit Single-Chip Microcontroller

Flash Protection Features

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NEC Electronics Corporation

1753, Shimonumabe, Nakahara-ku,
Kawasaki, Kanagawa 211-8668, Japan
Tel: 044 4355111
<http://www.necel.com/>

[America]

NEC Electronics America, Inc.
2880 Scott Blvd.
Santa Clara, CA 95050-2554,
U.S.A.
Tel: 408 5886000
<http://www.am.necel.com/>

[Europe]

NEC Electronics (Europe) GmbH
Arcadiastrasse 10
40472 Düsseldorf, Germany
Tel: 0211 65030
<http://www.eu.necel.com/>

United Kingdom Branch

Cygnus House, Sunrise Parkway
Linford Wood, Milton Keynes
MK14 6NP, U.K.
Tel: 01908 691133

Succursale Française

9, rue Paul Dautier, B.P. 52
78142 Velizy-Villacoublay Cédex
France
Tel: 01 30675800

Tyskland Filial

Täby Centrum
Entrance S (7th floor)
18322 Täby, Sweden
Tel: 08 6387200

Filiale Italiana

Via Fabio Filzi, 25/A
20124 Milano, Italy
Tel: 02 667541

Branch The Netherlands

Steijgerweg 6
5616 HS Eindhoven,
The Netherlands
Tel: 040 2654010

[Asia & Oceania]

NEC Electronics (China) Co., Ltd
7th Floor, Quantum Plaza, No. 27
ZhiChunLu Haidian District,
Beijing 100083, P.R.China
Tel: 010 82351155
<http://www.cn.necel.com/>

NEC Electronics Shanghai Ltd.

Room 2511-2512, Bank of China
Tower,
200 Yincheng Road Central,
Pudong New Area,
Shanghai 200120, P.R. China
Tel: 021 58885400
<http://www.cn.necel.com/>

NEC Electronics Hong Kong Ltd.

12/F., Cityplaza 4,
12 Taikoo Wan Road, Hong Kong
Tel: 2886 9318
<http://www.hk.necel.com/>

NEC Electronics Taiwan Ltd.

7F, No. 363 Fu Shing North Road
Taipei, Taiwan, R.O.C.
Tel: 02 27192377

NEC Electronics Singapore Pte. Ltd.

238A Thomson Road,
#12-08 Novena Square,
Singapore 307684
Tel: 6253 8311
<http://www.sg.necel.com/>

NEC Electronics Korea Ltd.

11F., Samik Lavied'or Bldg., 720-2,
Yeoksam-Dong, Kangnam-Ku, Seoul,
135-080, Korea Tel: 02-558-3737
<http://www.kr.necel.com/>

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Chapter 1 Introduction

NEC devices offer a state of the art protection of the Flash contents against a fraudulent read-out of the flash contents. This protection is achieved by implementing a whole range of features.

There are different channels to access the Flash which need to be considered independently:

- Flash Programming Interface, or the so called 'Serial Programming Mode'
- Debugging Interface
- Selfprogramming Mode
- normal operation mode with instruction and data fetch from the flash

The protection of each of those access types is described independently as those protection features are quite independent of each other.

Chapter 2 Flash Programming Interface

The Flash Programming Interface is active in the so called 'Serial Programming Mode' which allows the user to write to the internal flash memory of a virgin device or to reprogram a previously written device using an external programming tool. Those tools are either offered by NEC, PG-FP5, or by 3rd parties.

As this is a generic interface which could also be misused for read-out attacks, special care was taken to offer a proper protection of this interface.

The following protection flags are available:

- Chip Erase
- Block Erase
- Program
- Read, where applicable

The disabling of those programming interface functions will have the following effects:

2.1 Chip Erase

The disabling of this function will prevent any erasure of the internal device flash by a flash programmer. Neither single blocks nor the entire flash can be erased. Thus it is not possible to update the stored memory contents with a flash programmer. As the Selfprogramming operation is not influenced by this setting, it is possible to erase the flash memory in Selfprogramming mode, and perform an application update. Please note that this function does not increase the protection against a read-out of the flash contents. This option should only be set if any reprogramming of the device with a flash programmer should be prevented.

2.2 Block Erase

By disabling the block erase, it is not possible to erase single or multiple blocks of the flash memory. When block erase is disabled, only chip erase is possible. The disabling of the block erase ensures that it is only possible to erase the complete flash memory. This ensures that no data remain in the device when performing an application update. A malicious software, which would be downloaded into the device with a flash programmer will not be able to find remains of the old application.

2.3 Program

By disabling program it is not possible to write any further data into the Flash memory. This feature prevents that a non-written area of the Flash is misused to store malicious software or to overwrite already written Flash areas with invalid data to cause software misbehavior.

2.4 Read

Devices which offer a read command, also offer a flag to disable this command.

2.5 Implementation of flags

All above mentioned flags have no influence on the Selfprogramming operations. Even if the flags are set, all operation can be performed in the Selfprogramming mode.

Example: When setting the block erase disable flags, single blocks cannot be erase via an external flash programming tool, but it is still possible to erase a single block, or a set of blocks, in the Selfprogramming mode.

The flags are implemented in such a way, that the communication protocol rejects any command which is prohibited by the flags. Furthermore, the programming hardware itself is also configured by the flags in such a way, that any operation which is prohibited by the flags is not possible.

2.6 Recommendation for usage of flags

Out of those flags, the 'Block Erase', 'Program', and 'Read' flags are considered to be sufficient for an effective read-out protection. The 'Chip Erase' disable prevents a reprogramming in serial mode completely and should therefore be used with care.

Chapter 3 Debugging Interface

For the debugging interface a 10 bytes password can be chosen which needs to be transmitted before the debugging interface can be used. By setting the uppermost bit of this password to '0' it is possible to disable the interface completely.

Chapter 4 Selfprogramming

The basic idea of Selfprogramming is to write data, which are already available in the RAM of the device, to the Flash memory. Thus, the application needs the ability to receive those data from the outside. In order to provide the greatest flexibility, NEC did not impose any limitations on the communication channel to receive those data. Consequently, it is not possible to provide a dedicated protection of those channels by NEC. It is up to the application program to ensure that those communication channels are not misused to gain an unwanted access to the flash and its contents.

Chapter 5 Normal operation mode

During normal operation mode no data which have been fetched from the internal memory can be observed from the outside. As some application offer diagnostic functions, it needs to be ensured that those diagnostic functions are properly protected against a misuse.

Chapter 6 Considerations when using Flash protection flags

6.1 Potential influence on the Bootswap function of V850 devices

The programming interface offers a single function to set the security flags. For V850 this command includes also a block number which is used either for the Bootcluster protection or for the Bootswap function. As this block number needs to be transmitted and as the original value of a blank device, which is 0xFF, is not possible, the activation of any security flag necessarily modifies the block number of the Bootswap function.

