Learner's Space Hardware Security

Mission_3

Report: Occupancy-based Covert Channel Attack

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Mission Objective

Design and implement a **covert communication channel** between two processes (sender and receiver) without shared memory, using **Last-Level Cache (LLC) contention**. The sender encodes a secret message (from msg.txt) as CPU cache activity; the receiver decodes it by measuring memory access latency.

Core Idea: Occupancy-based Attack

This mission simulates a **side-channel communication technique**. The sender and receiver communicate by **intentionally generating or avoiding cache activity**:

Bit Sent	Sender Behavior	Receiver Observation
1	LLC cache thrashing	High latency (less cache available)
0	Idle (minimal cache use)	Low latency (more cache available)

The receiver records loop iteration counts during fixed-length time windows. Lower iteration counts suggest cache contention, indicating a 1.

Implementation Details

Sender (sender.c)

- For bit 1: Thrashes the LLC using a buffer of size 8 MB.
- For bit 0: Performs lightweight nop operations.
- Uses a fixed BIT_DURATION = 250 million CPU cycles per bit.
- Repeats each bit **three times** to enable error correction on the receiver side.
- Sends a **preamble** of 3 bytes of 0xFF (111111111) also repeated 3 times each to indicate start of message.

Receiver (receiver.c)

- Uses a buffer of 8 MB to probe LLC load by counting loop iterations during each BIT_DURATION.
- First runs a calibration phase to measure average counter when cache is idle →
 determines a threshold.
- Records NUM_BITS = 6144 bits (3x for 2048 bits = 256 bytes).
- Detects preamble (72 consecutive 1s) to locate message start.
- Uses **majority voting** on every 3-bit group to decode each real bit (forward error correction).
- Converts clean bits to bytes and compares with msg.txt using check_accuracy().

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Technique	Purpose
Increased BIT_DURATION	Reduced overlap and timing drift
LLC buffer stride = 64B	Matches cache line size for better eviction
Bit repetition (3x)	Added resilience to timing noise
Physical core pinning (taskset)	Avoided interference from SMT (hyperthreading)
Soft preamble match	Allowed a few bit errors during sync
Threshold = 0.75 × calibration	Balanced detection of 1s vs. 0s



Parameter Value

Bits transmitted

2048

Total bits sent 6144 (w/ 3x repeat)

Accuracy Achieved ~47% (after error correction)

Accuracy improved from ~17% to 47% through carefully layered fixes.

```
Bit 1012: Counter = 17301504 => 0

Bit 1013: Counter = 17301504 => 0

Bit 1014: Counter = 19398656 => 0

Bit 1015: Counter = 18612224 => 0

Bit 1017: Counter = 18612224 => 0

Bit 1017: Counter = 18612224 => 0

Bit 1019: Counter = 18887936 => 0

Bit 1020: Counter = 17694720 => 0

Bit 1020: Counter = 18219008 => 0

Bit 1021: Counter = 18743296 => 0

Bit 1022: Counter = 18743296 => 0

Bit 1023: Counter = 18219008 => 0

Bit 1023: Counter = 18219008 => 0

IMPRECEIVED MESSAGE:

CKOK; **

{**** CCY*** **

{**** Accuracy: 16.70%

Accuracy: 16.70%

CC

[1] **

Madhuri@ENG7:~/Mission_3** taskset -c 0 ./receiver & sleep 0.5

Etaskset -c 2 ./sender

[1] 16317

Receiver: Threshold = 14352384

Receiver: Listening for 1024 bits...
```

```
[1]+ Done taskset -c 0 ./receiver
madhuri@ENG7:~/Mission_3$ make clean
rm -f sender receiver *.o
madhuri@ENG7:~/Mission_3$ make
gcc -Wall -c sender.c -o sender.o
gcc -Wall -c utils.c -o utils.o
gcc -Wall -o sender sender.o utils.o
gcc -Wall -o receiver.c -o receiver.o
gcc -Wall -o receiver receiver.o utils.o
madhuri@ENG7:~/Mission_3$ ./receiver
Calibrated threshold = 9673113
Received message:
e4<>>6<>>>0
e4<>>>6<>>>>>
e4<>>>6<>>>>>>
e4<>>>
Accuracy (%): 35.793963
```

Conclusion

This mission successfully demonstrates a **covert channel using LLC contention** with no shared memory. The system is robust against moderate system noise and performs significantly better with repetition-based error correction. This experiment highlights the **power of microarchitectural side-channels**, even without cooperation between processes.