

CASPER

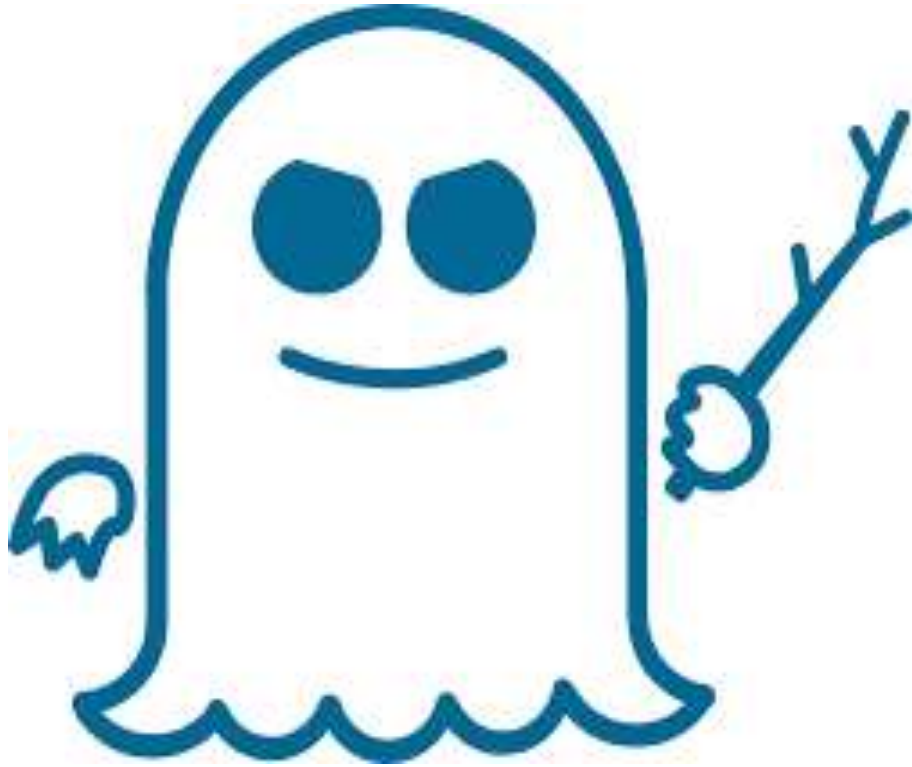
CS773-2025-Spring: Computer Architecture for Performance and Security

Lecture 8: Transient Execution Attacks 😊



ON SILENT MODE PLEASE

Spectre and Meltdown



Spectre in Action: Fasten Your Seat Belts

```
int CS773Array = [100, 200, 300];
```

```
int attacker = 4;
```

```
if (attacker < sizeof(CS773Array))
```

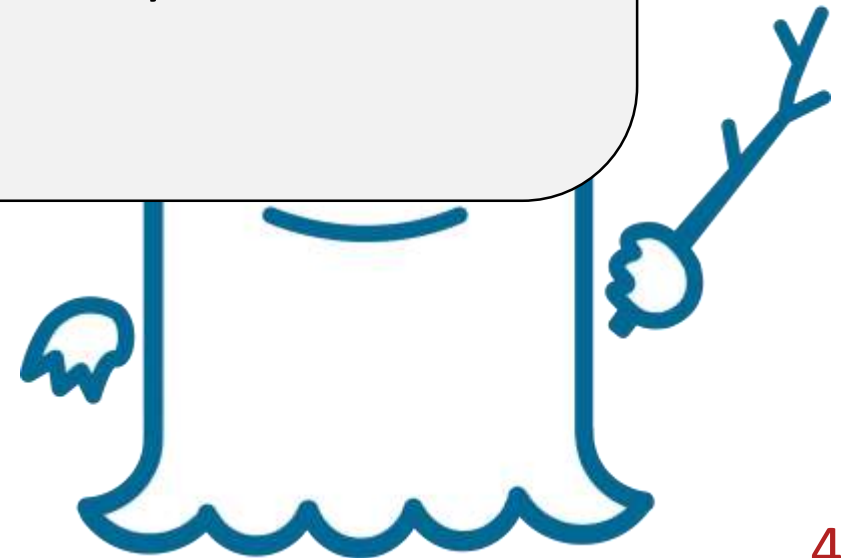
```
    x = CS773Array[attacker]
```

DRAM LOAD (make sure you
thrash all from cache)

DRAM LOAD (make sure you thrash all from
cache)

```
y=MyArray[CS773Array[attacker]*512]
```

X is the secret that is not accessible to the attacker



Branch Predictor and Speculative Execution

```
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int attacker = 4;  
if (attacker < sizeof(CS773Array))  
    y = MyArray[CS773Array[attacker]*512]
```



Branch predictor returns TRUE ☹️

Branch Predictor and Speculative Execution

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Branch predictor returns TRUE ☹️

T T T T T T T T T T

Attacker has mis-trained it ☹️ ☹️

How? By using values less than 3 always ☹️ ☹️

Branch Predictor and Speculative Execution

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Branch predictor returns TRUE 😞

Attacker has mis-trained it 😞 😞

Processor is on the wrong-path 😞 😞 😞

Branch Predictor and Speculative Execution

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int CS773Array = [100, 200, 300];  
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Attacker has mis-trained it ☹️ ☹️

Processor is on the wrong-path ☹️ ☹️ ☹️

Branch resolution latency 200 cycles ☹️ ☹️ ☹️ ☹️

Within these 200 cycles 😊

```
int CS773Array = [100, 200, 300];  
int attacker = 4;  
if (attacker < sizeof(CS773Array))  
    y = MyArray[CS773Array[attacker]*512]
```

CS773Array[4] is in L1/L2/L3 ☹️

The address is in the cache ☹️ ☹️

Yes, you guessed it right: F+R, P+P cache attacks ☹️ ☹️ ☹️

After say 200 cycles

Processor realized it was a mistake and *squashed* all wrong path instructions

But cache has the data ☹️

*y = MyArray[CS773Array[attacker]*512]*

LOAD MyArray[0] 60 ns

LOAD MyArray[512] 60 ns

LOAD MyArray[1024] 5 ns Bingo !! CS773Array[attacker] = 2

What if myarray is not shared with the attacker?

- Still it is possible to do Spectre attack 😊
- How?
- $\text{CS773Array}[\text{attacker}] = 0$, you access set 0
- $\text{CS773Array}[\text{attacker}] = 1$, you access set 1
- $\text{CS773Array}[\text{attacker}] = k$, you access set k

So, in summary, the attacker can do prime and probe on sets and check which sets show latency difference