

Experiment on Replication of Side Channel Attack via Cache of RISC-V Berkeley Out-of-Order Machine (BOOM) Implemented on FPGA

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Introduction

Motivation

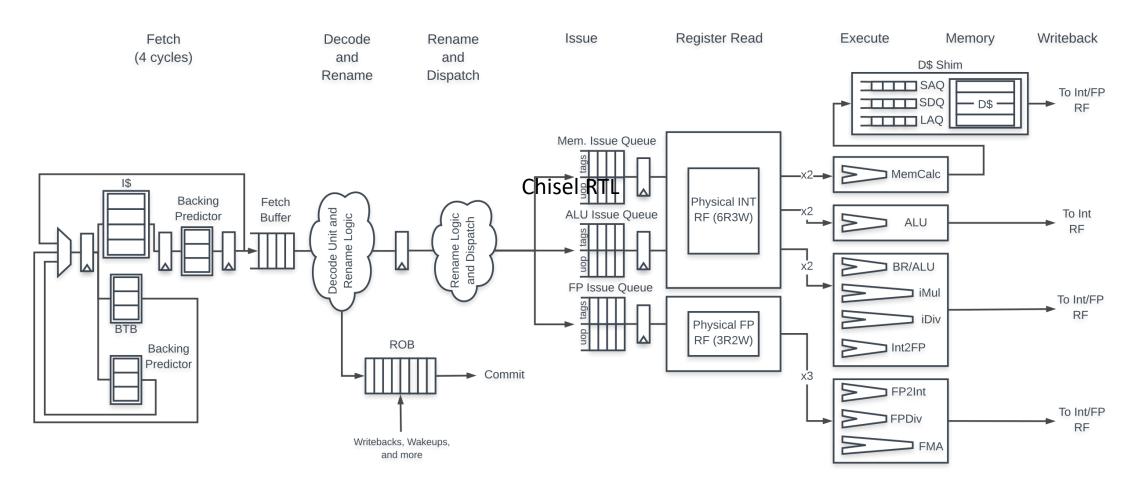
- RISC-V Open source approach:
 - Open, free and non-restrictive licenses.
 - Both 32-bit and 64-bit
 - Widely supported.
 - Include open source processor cores, tool chains, simulators and other key supporting components
- Open processor's architecture
 - In-order processor: Rocket Core
 - Out-of-order processor: BOOM (Berkeley Out-of-order Machine)



BOOM (Berkeley Out-of-order Machine)

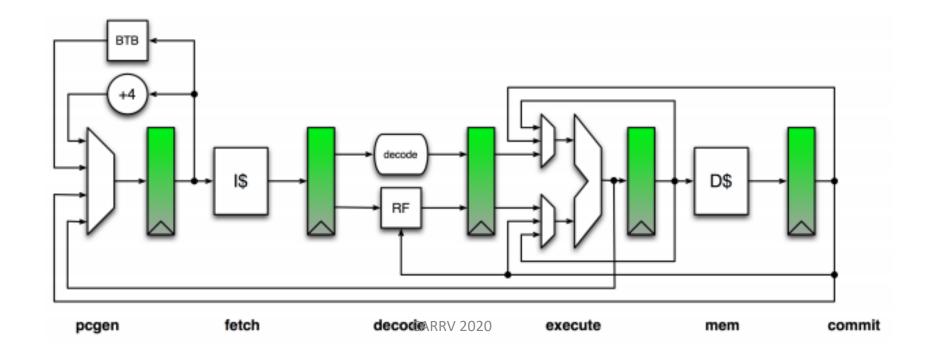
- Open-source synthesizable parameterized out-or-order RISC-V processor.
- Develop and maintain using Chisel RTL.
- Support Linux boot.
- 10-stages pipeline.

BOOM pipeline



Rocket core

- Micro-architecture of an in-order scalar processor.
- Provided with a library of processor components.
- 6-stages pipeline.



Spectre and Meltdown

Spectre

- Break the isolation between different applications.
- Take advantage of the speculative execution mechanism.
- Allow attacker trick applications into leaking secret information.

Meltdown

- Break the isolation between user applications and the operating system.
- Compromise processor when implementing the Out-of-Order execution.
- Mostly exploit in Intel processors.

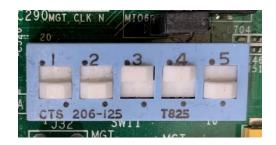
Implementation of BOOM on FPGA and benchmarks

FPGA Xilinx SoC ZC706

- Based on the Zynq®-7000 SoC.
- Combine both programmable FPGA circuitry and an ARM-based processor.
- Communicate using HTIF (Host/Target Interface)
- Execute program through ELF (Executable and Linkable Format) format.



ZC706 board



SW11 SD Boot mode

RISC-V Cores

BOOM

- 2-wide single-core
- 64 bit
- L1 Sets: 64
- L1 Ways: 8
- BTB Sets 512
- BTB Banks 2
- BTB Ways 4

Rocket

- Single-core
- 64 bit

Benchmark – Coremark

- Developed by the Embedded Microprocessor Benchmark Consortium (EEMBC).
- Coremark's score: the number of iterations per second with seeds of 0,0,0x66, and the buffer size of 2000 bytes.

	Iterations/s
RV64 Boom two-wide	3,737
RV64 Rocket	2,181

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Replication of Side Channel Attack via Cache

Spectre attacks

- Attack mechanisms:
 - Conditional branch
 - Indirect jump
 - Return instructions
 - Speculative store bypass
 - Data speculation
 - ...

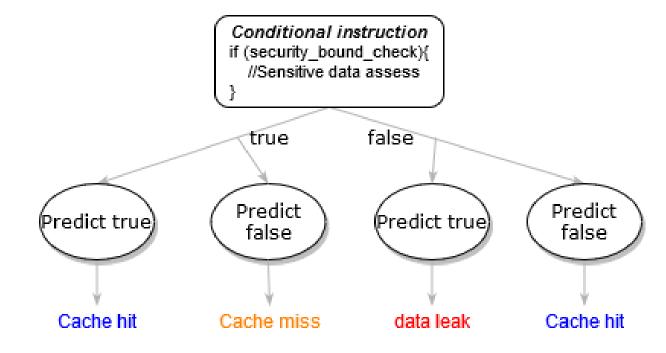
- BOOM's features:
 - Branch Predictor Unit
 - Speculative Execution

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Caching

Bound check bypass attack

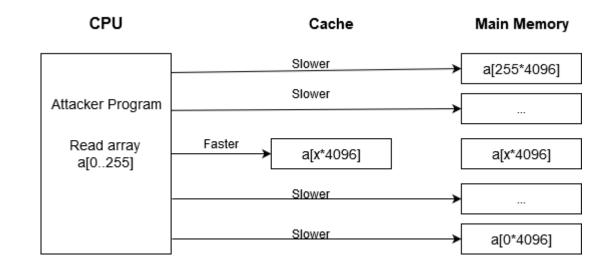
- Focus on branch misprediction.
- Exploit visible effects in the cache.



Attack scenario

FLUSH+RELOAD technique

- Step 1: Flush shared address in the memory cache
- Step 2: Wait for the victim function access the sensitive data
- Step 3: Reload to find out which element's loading time is faster than others



Results

```
|root@zyng:~# ./fesvr-zyng sd/boom-attacks/bin/spectre.riscv
Bound Check Bypass - Spectre Attack
m[0x0x80002718]
                  sceret char(S)
                                    quess char(hits,score,value) 1.(3, 83, S)
lm[0x0x80002719]
                                    guess_char(hits,score,value) 1.(9, 101, e)
                  sceret char(e)
m[0x0x8000271a]
                  sceret char(c)
                                    quess char(hits,score,value) 1.(7, 99, c)
m[0x0x8000271b]
                  sceret char(r)
                                    guess_char(hits,score,value) 1.(8, 114, r)
m[0x0x8000271c]
                                    guess_char(hits,score,value) 1.(8, 101, e)
                  sceret char(e)
m[0x0x8000271d]
                                    guess_char(hits,score,value) 1.(9, 116, t)
                  sceret_char(t)
m[0x0x8000271e]
                  sceret char(
                                    guess_char(hits,score,value) 1.(10, 32,
m[0x0x8000271f]
                  sceret char(K)
                                    quess_char(hits,score,value) 1.(8, 75, K)
m[0x0x80002720]
                                    quess char(hits,score,value) 1.(8, 101, e)
                  sceret char(e)
m[0x0x80002721]
                  sceret char(v)
                                    quess char(hits,score,value) 1.(8, 121, v)
lm[0x0x800027221
                  sceret char( )
                                    quess char(hits,score,value) 1.(10, 32,
m[0x0x80002723]
                                    guess_char(hits,score,value) 1.(9, 116, t)
                  sceret char(t)
m[0x0x80002724]
                  sceret char(o)
                                    quess char(hits,score,value) 1.(8, 111, o)
lm[0x0x80002725]
                  sceret char( )
                                    quess char(hits,score,value) 1.(10, 32,
lm[0x0x80002726]
                  sceret char(t)
                                    guess_char(hits,score,value) 1.(6, 116, t)
lm[0x0x800027271
                  sceret char(e)
                                    guess_char(hits,score,value) 1.(7, 101, e)
lm[0x0x800027281
                                    quess char(hits,score,value) 1.(8, 115, s)
                  sceret_char(s)
lm[0x0x800027291
                                    quess char(hits,score,value) 1.(8, 116, t)
                  sceret char(t)
lm[0x0x8000272a1
                  sceret char( )
                                    quess char(hits,score,value) 1.(10, 32,
lm[0x0x8000272b]
                  sceret char(B)
                                    guess_char(hits,score,value) 1.(7, 66, B)
m[0x0x8000272c]
                  sceret char(0)
                                    guess_char(hits,score,value) 1.(7, 79, 0)
m[0x0x8000272d]
                  sceret_char(0)
                                    guess_char(hits,score,value) 1.(8, 79, 0)
lm[0x0x8000272e]
                  sceret char(M)
                                    guess_char(hits,score,value) 1.(7, 77, M)
lm[0x0x8000272f]
                  sceret_char(
                                    guess_char(hits,score,value) 1.(10, 32, )
lm[0x0x80002730]
                  sceret_char(a)
                                    guess_char(hits,score,value) 1.(8, 97, a)
m[0x0x80002731]
                  sceret_char(t)
                                    quess_char(hits,score,value) 1.(8, 116, t)
```

Conclusion

Conclusion

- Demonstrate the BOOM implementation
 - Run on physical FPGA ZC706
 - Proved that the in-order processor's performance, the Rocket Core, was outplayed by the Berkeley Out-of-Order processor.
- Demonstrate side-channel attack technique that exposes the caching effect of Out-of-order RISC-V processor.

A heterogeneous multi-core processor

Rocket Core does not issue data-memory accesses speculatively.

- => Hybrid core: Rocket Core + BOOM Core.
 - Developed to use the same open-source RocketChip SoC generator.
 - Take advantage of both processor's characteristics.

Thank you for listening! Q&A