Introducing Fast and Secure Deterministic Stash Free

Write Only Oblivious RAMs for Demand Paging in Keystone

Workshop on Computer Architecture Research with RISC-V

(CARRV'21 @ISCA '21)



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Introducing Fast and Secure Deterministic Stash Free Write Only Oblivious RAMs for Demand Paging in Keystone

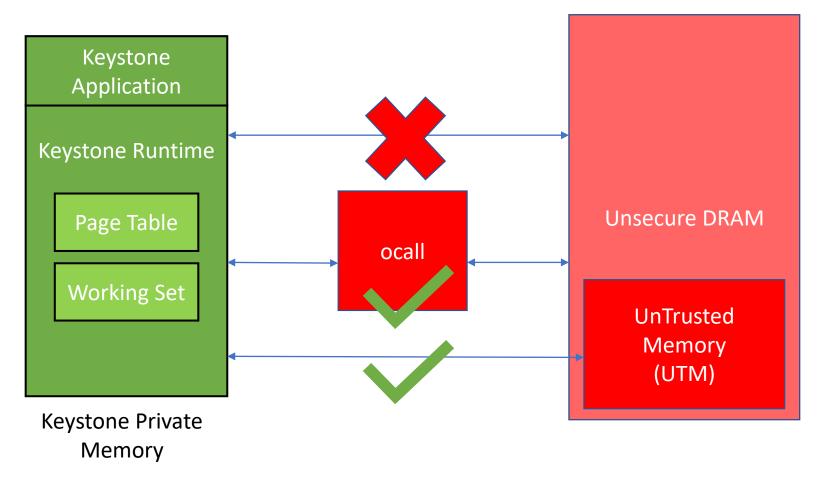
Keystone

A trusted execution environment based on RISC-V architecture.

Isolate memory into secure **Keystone private** and **Unsecure non-Keystone** memory.

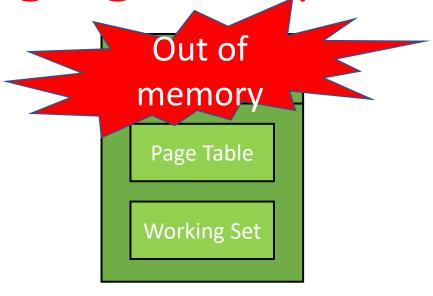
Allows application to run securely in presence of privileged adversary.

Components of Keystone



Introducing Fast and Secure Deterministic Stash Free Write Only Oblivious RAMs for Demand Paging in Keystone

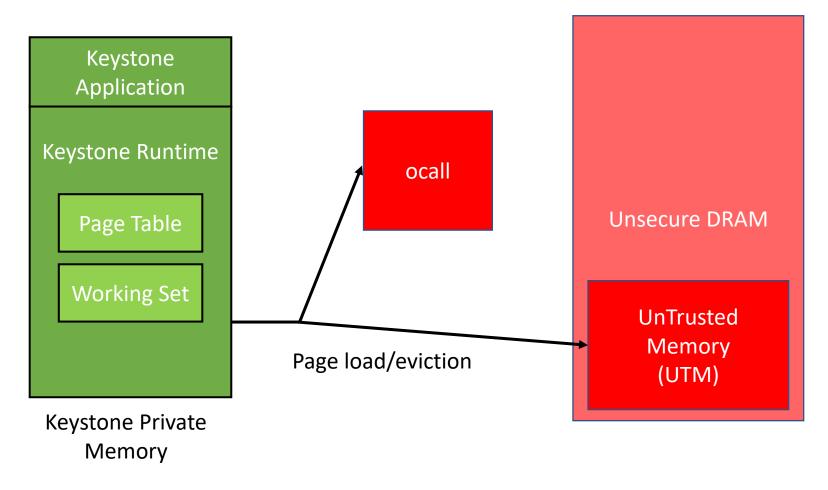
Demand paging in Keystone



• To run large applications, we need demand paging.

We utilize the unsecure non-Keystone memory as backing store.

Demand paging in Keystone

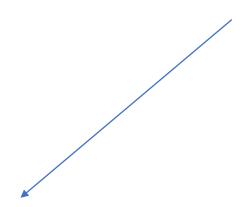


What makes life difficult?

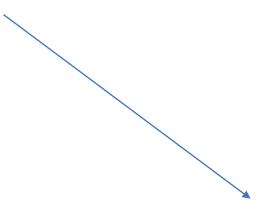
• OS oversees the unsecure DRAM region.

As we shall see, demand paging leaks access patterns.

Leakage due to demand paging







Page evictions are visible

```
Page *p = (Page*) malloc(2*sizeof(Page));
int secret = input();
if (secret == 1)
      write (p + 0, 0);
else
      write (p + 1, 0);
```



Working Set

```
Page *p = (Page*)malloc(2*sizeof(Page));
int secret = input();
if (secret == 1)
      write (p + 0, 0);
else
      write (p + 1, 0);
```



Working Set

CARRV' 21 **1**:

```
Page *p = (Page*) malloc(2*sizeof(Page));
int secret = input();
if (secret == 1)
      write (p + 0, 0);
else
      write (p + 1, 0);
```



Working Set

```
Page *p = (Page*) malloc(2*sizeof(Page));
int secret = input();
if (secret == 1)
      write (p + 0, 0);
else
      write (p + 1, 0);
```



Working Set

CARRV' 21 **1**.

```
Page *p = (Page*) malloc(2*sizeof(Page));
                                                         Χ
                                                                       Z
                                                            Working Set
int secret = input();
                                                 Secret ==1
                                                                       Secret !=1
if (secret == 1)
      write (p + 0, 0);
                                              X
                                                            P0
                                                                     X
                                                                                  P1
else
      write (p + 1, 0);
```

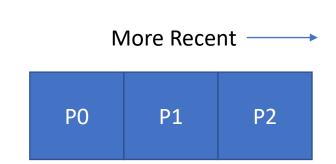
CARRV' 21 Checkmate!

```
Page *P = (Page *) malloc(4*sizeof(Page));
int secret = input();
if (secret == 1) {
      write(P[1],0);
      write(P[2],0);
else{
      write(P[2],0);
      write(P[1],0);
write (P[0], 0);
write (P[3], 0);
```



Working set (LRU replacement policy)

```
Page *P = (Page *)malloc(4*sizeof(Page));
int secret = input();
if (secret == 1) {
      write(P[1],0);
      write(P[2],0);
else{
      write(P[2],0);
      write(P[1],0);
write (P[0], 0);
write(P[3],0);
```



```
Page *P = (Page *) malloc(4*sizeof(Page));
int secret = input();
if (secret == 1) {
      write(P[1],0);
      write(P[2],0);
else{
      write(P[2],0);
      write(P[1],0);
write (P[0], 0);
write (P[3], 0);
```



```
Page *P = (Page *) malloc(4*sizeof(Page));
int secret = input();
if (secret == 1) {
      write(P[1],0);
      write(P[2],0);
else{
      write(P[2],0);
      write(P[1],0);
write (P[0], 0);
write (P[3], 0);
```



write(P[3],0);

```
More Recent ----
Page *P = (Page *) malloc(4*sizeof(Page));
                                                        X
                                                               Y
int secret = input();
if (secret == 1) {
      write(P[1],0);
                                                      Secret ==1
                                                                            Secret !=1
      write(P[2],0);
else{
                                                                             P2
                                                 P1
                                                        P2
                                                                                   P1
      write(P[2],0);
      write(P[1],0);
write (P[0], 0);
```

write(P[3],0);

```
More Recent ----
Page *P = (Page *) malloc(4*sizeof(Page));
                                                        X
                                                               Y
int secret = input();
if (secret == 1) {
      write(P[1],0);
                                                      Secret ==1
                                                                            Secret !=1
      write(P[2],0);
else{
                                          P1
                                                 P2
                                                        P0
                                                                      P2
                                                                            P1
                                                                                   P0
      write(P[2],0);
      write(P[1],0);
write(P[0],0);
```

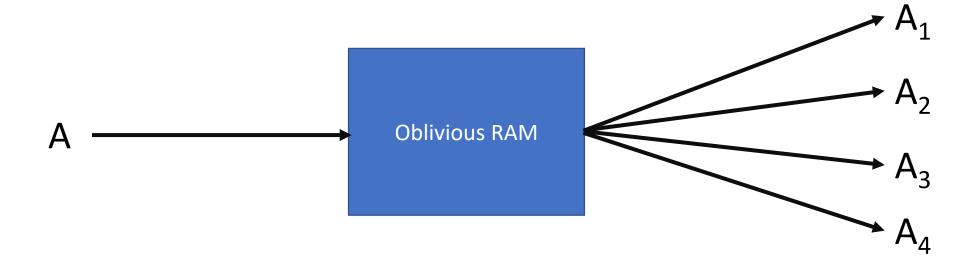
```
More Recent ----
Page *P = (Page *) malloc(4*sizeof(Page));
                                                           X
                                                                   Y
int secret = input();
if (secret == 1) {
       write(P[1],0);
                                                         Secret ==1
                                                                                 Secret !=1
       write(P[2],0);
else{
                                             P1
                                                    P2
                                                           P<sub>0</sub>
                                                                          P2
                                                                                 P1
                                                                                        P0
       write(P[2],0);
       write(P[1],0);
write (P[0], 0);
write(P[3],0);
                                                               Checkmate!
```

Solution?

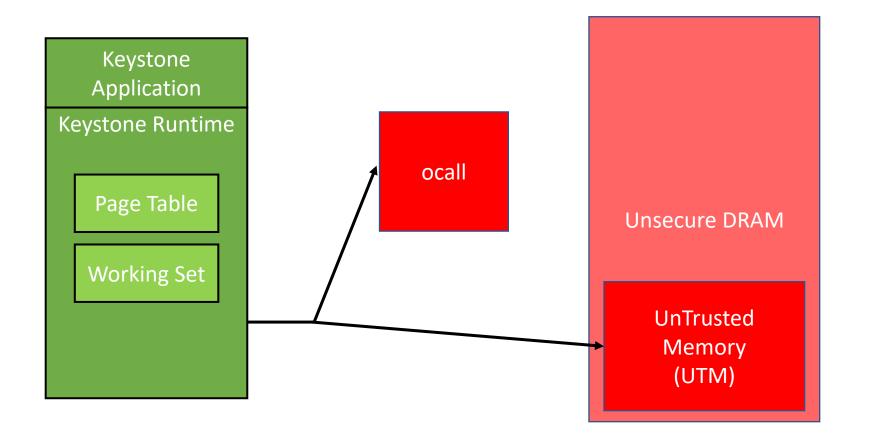
Use Oblivious RAM for loading and evicting pages.

Introducing Fast and Secure Deterministic Stash Free Write Only Oblivious RAMs for Demand Paging in Keystone

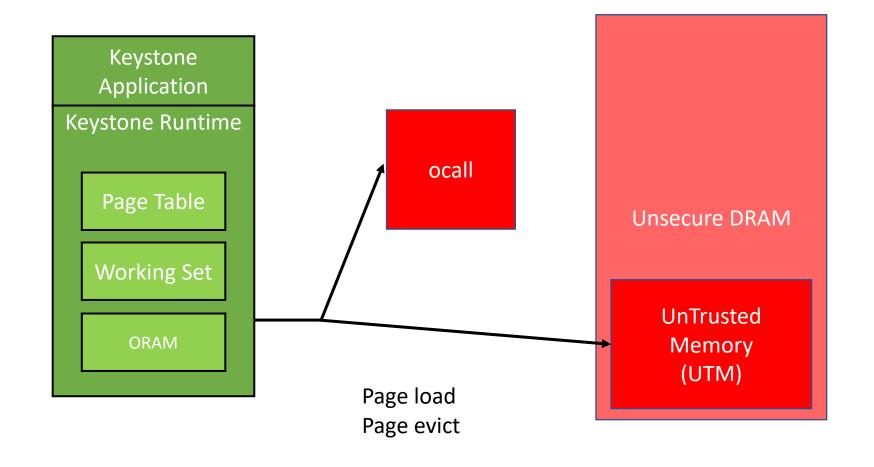
What is Oblivious RAM?



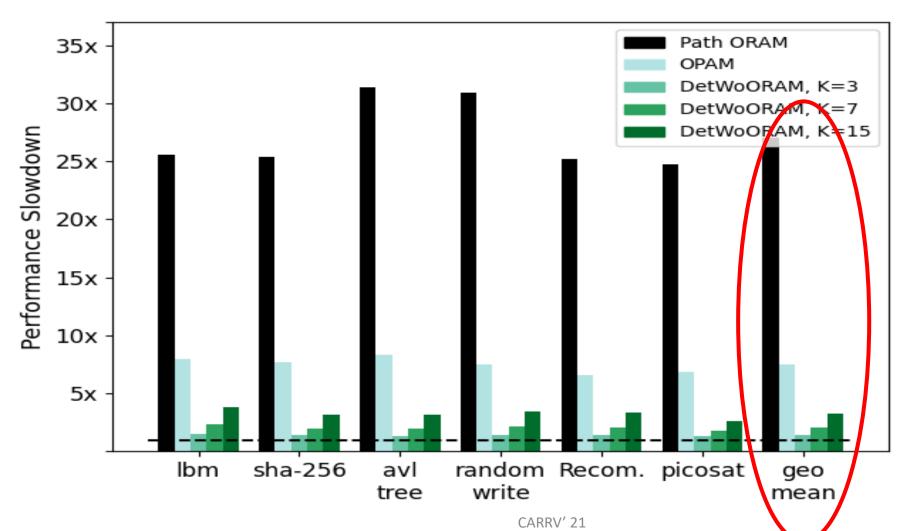
Oblivious Demand paging in Keystone



Oblivious Demand paging in Keystone



Motivation



Path ORAM and OPAM are very slow.

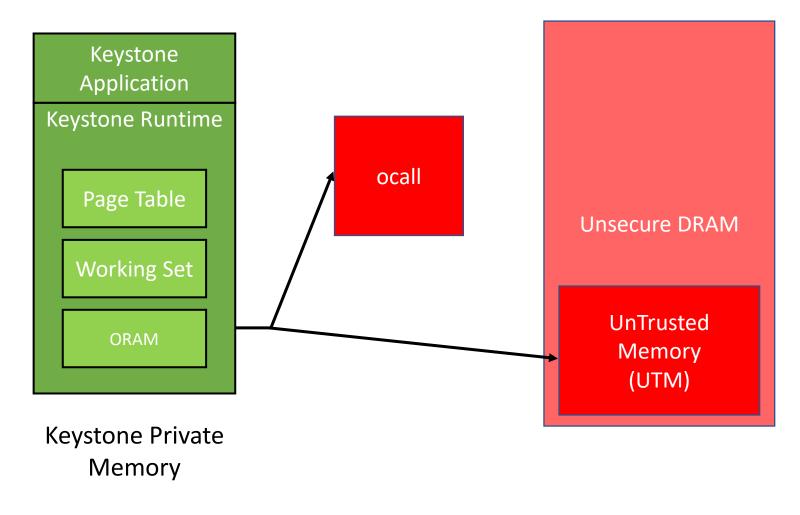
DetWoORAM is very fast.

Introducing Fast and Secure Deterministic Stash Free Write Only Oblivious RAMs for Demand Paging in Keystone

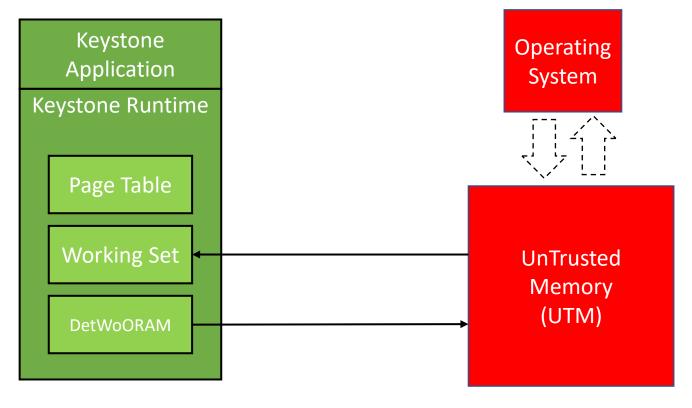
Write only ORAM

- WoORAM assumes that the reads are oblivious.
 - No one can see where a read is happening.
- But paging involves reading(loading) and writing(evicting).
 - So how do we assume that the reads are invisible?

Write Only ORAM for demand paging



Write Only ORAM for demand paging



Keystone Private Memory

Challenges

• The entire application should be able to fit into the UTM.

We expect future work in increasing the UTM size.

• So far, we discussed how we can use DetWoORAM for demand paging.



Can we make something good out of this work?



• So far, we discussed how we can use DetWoORAM for demand paging.

That's not enough work



Can we make something good out of this work?



• So far, we discussed how we can use DetWoORAM for demand paging.

We need to optimize further.



Can we make something good out of this work?



• So far, we discussed how we can use DetWoORAM for demand paging.

We need to optimize further.



But... DetWoORAM is algorithmically optimal.



Summary

• So far, we discussed how we can use DetWoORAM for demand paging.

Can we go beyond the algorithm?



But... DetWoORAM is algorithmically optimal.



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Summary

• So far, we discussed how we can use DetWoORAM for demand paging.

Can we go beyond Got it! the algorithm? 🚱

Lets shorten it as DetWoORAM

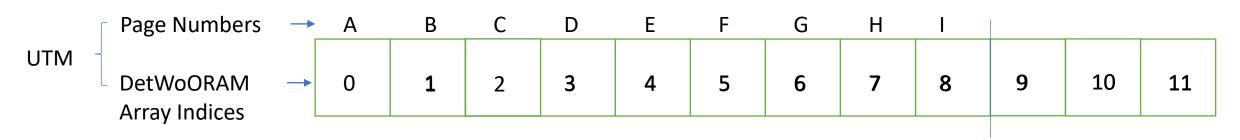
Introducing Fast and Secure <u>Deterministic</u> <u>Stash Free</u> <u>Write Only Oblivious RAM</u>s for Demand Paging in Keystone

Our Contribution

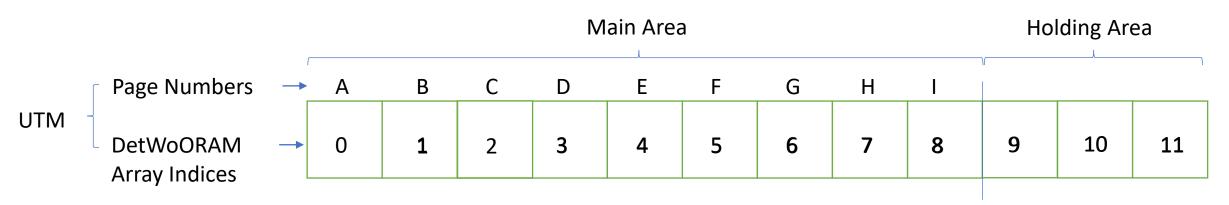
• We introduce enhancements to DetWoORAM, namely:

- Eager DetWoORAM
- Parallel DetWoORAM

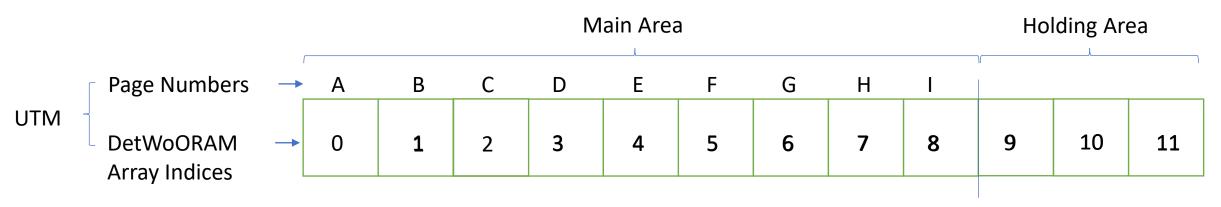
CARRV' 21



Α	0
В	1
С	2
D	3
Е	4
F	5
G	6
Н	7
I	8



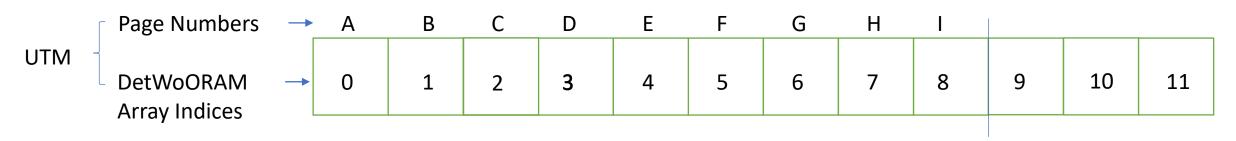
Α	0
В	1
С	2
D	3
Е	4
F	5
G	6
Н	7
1	8



Position Map

Α	0
В	1
С	2
D	3
E	4
F	5
G	6
Н	7
I	8

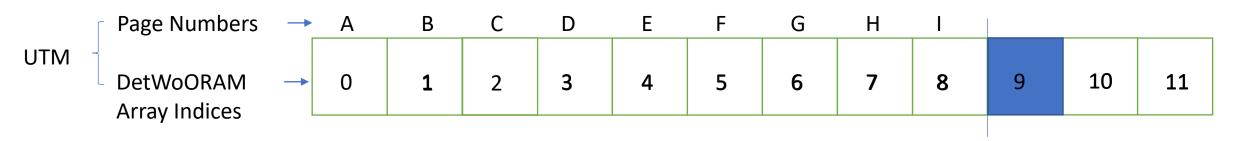
*Deterministic, Stash-Free Write-Only ORAM by Roche et al, 2017



Operations

1. Write A

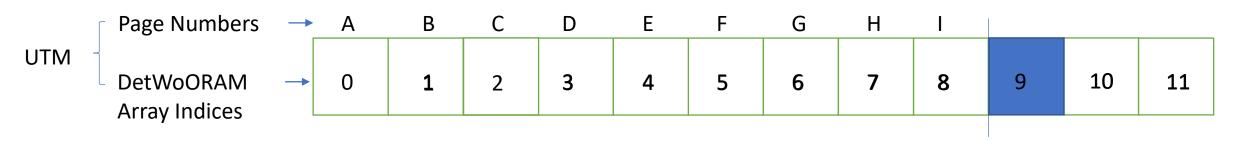
Α	0
В	1
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

1. Write A

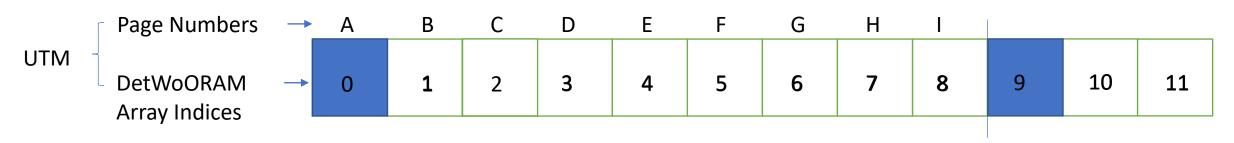
Α	0
В	1
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

1. Write A

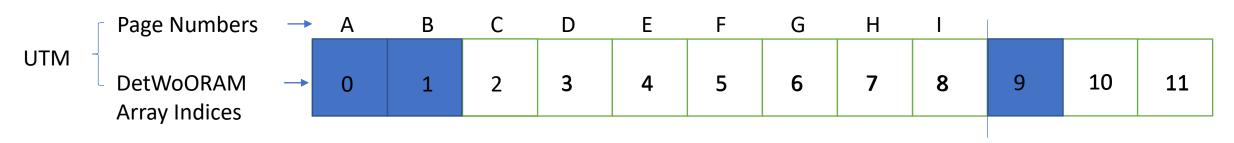
Α	9
В	1
С	2
D	3
E	4
F	5
G	6
Н	7
1	8



Operations

1. Write A

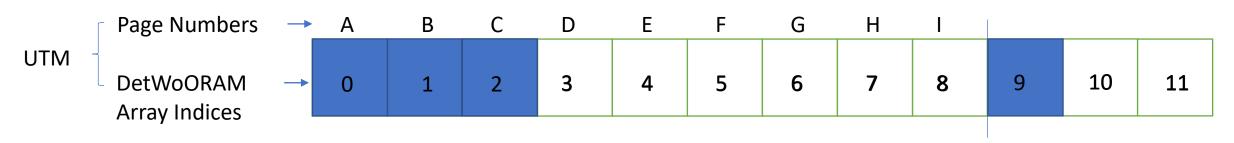
Α	0
В	1
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

1. Write A

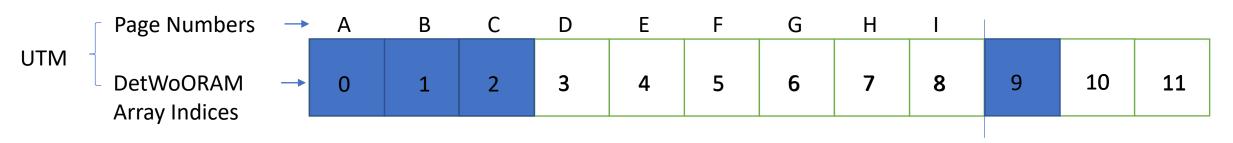
Α	0
В	1
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

1. Write A

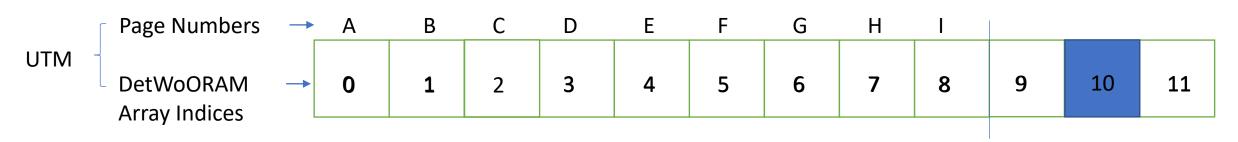
Α	0
В	1
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

- 1. Write A
- 2. Write B

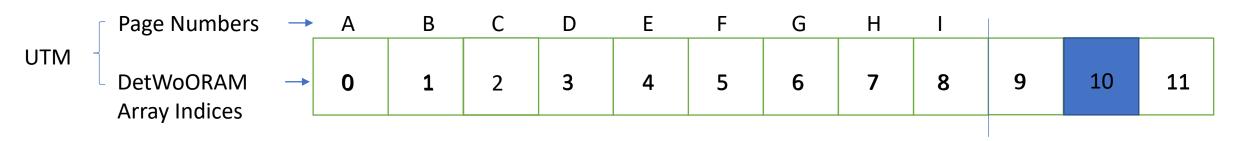
Α	0
В	1
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

- 1. Write A
- 2. Write B

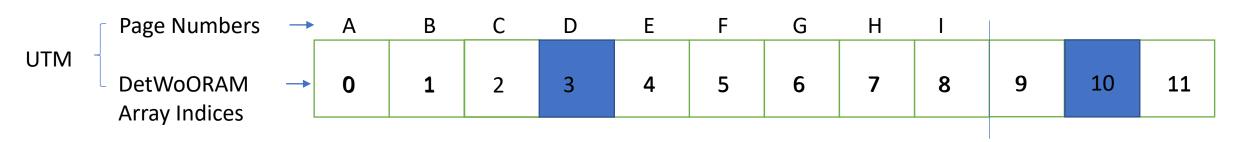
0
1
2
3
4
5
6
7
8



Operations

- 1. Write A
- 2. Write B

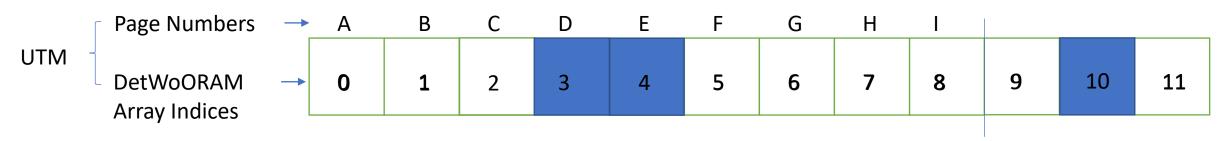
Α	0
В	10
С	2
D	3
Е	4
F	5
G	6
Н	7
I	8



Operations

- 1. Write A
- 2. Write B

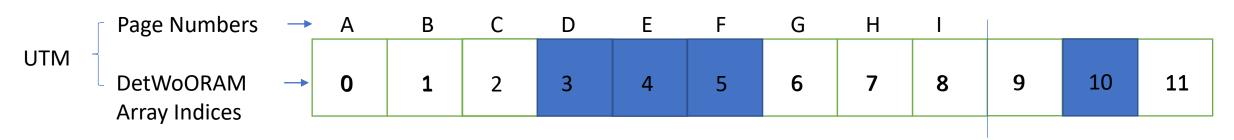
Α	0
В	10
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

- 1. Write A
- 2. Write B

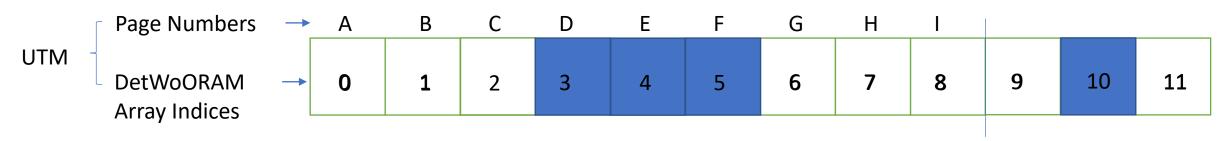
А	0
В	10
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

- 1. Write A
- 2. Write B

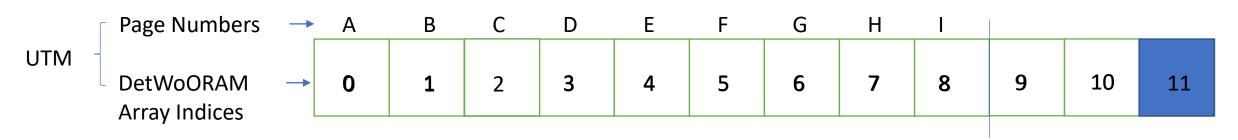
А	0
В	10
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

- 1. Write A
- 2. Write B
- 3. Write C

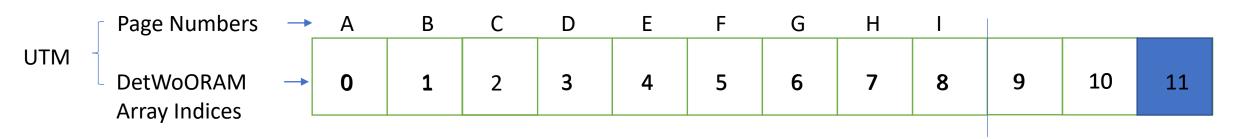
А	0
В	10
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

- 1. Write A
- 2. Write B
- 3. Write C

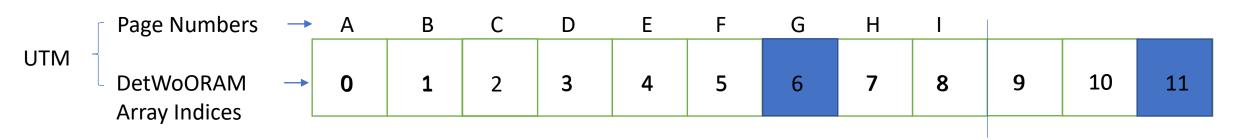
Α	0
В	10
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

- 1. Write A
- 2. Write B
- 3. Write C

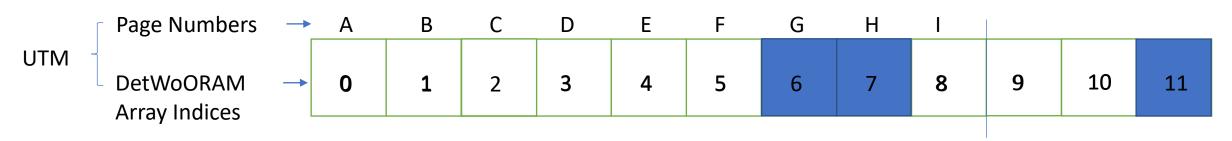
Α	0
В	10
С	11
D	3
Е	4
F	5
G	6
Н	7
1	8



Operations

- 1. Write A
- 2. Write B
- 3. Write C

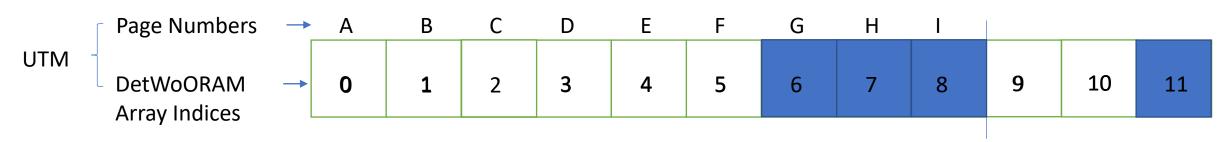
А	0
В	10
С	11
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

- 1. Write A
- 2. Write B
- 3. Write C

А	0
В	10
С	11
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

- 1. Write A
- 2. Write B
- 3. Write C

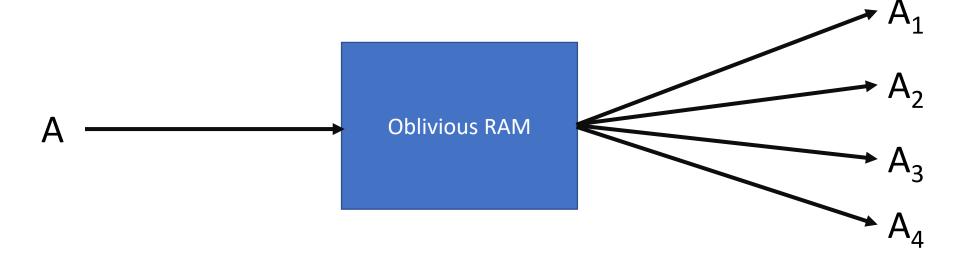
А	0
В	10
С	11
D	3
Е	4
F	5
G	6
Н	7
I	8

Enhancements

1) Eager DetWoORAM (EDetWoORAM)

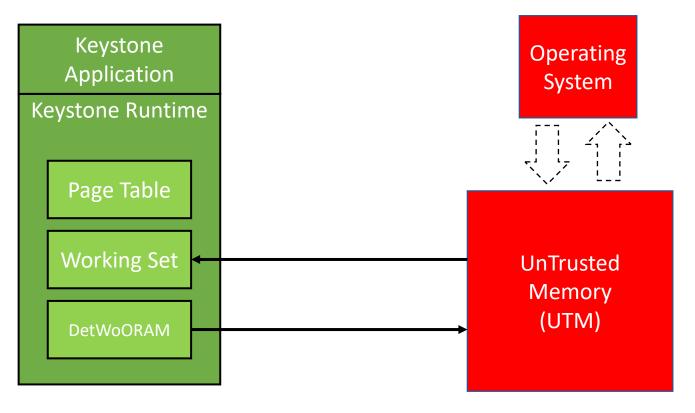
Observation

DetWoORAM is "deterministic".



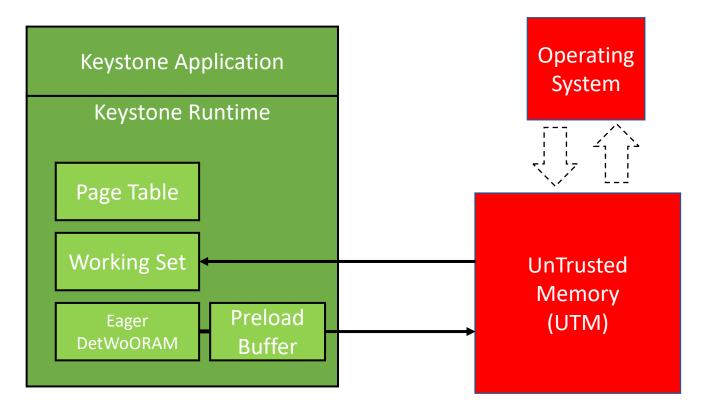
Irrespective of A, $A_1,...,A_4$ will always be the same

DetWoORAM for demand paging

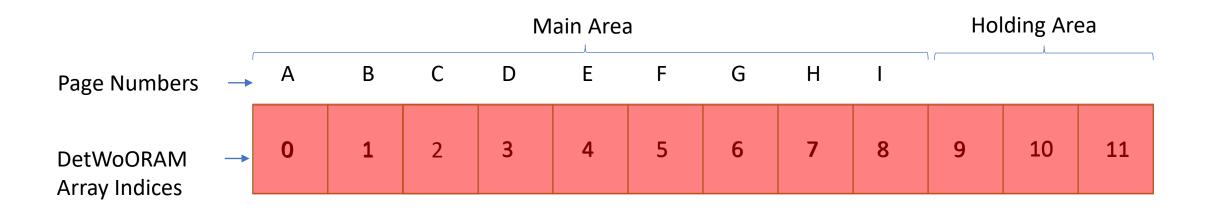


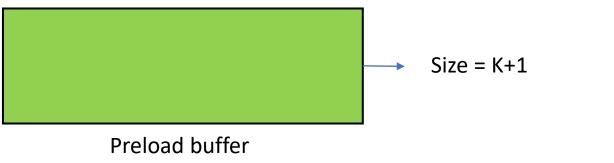
Keystone Private Memory

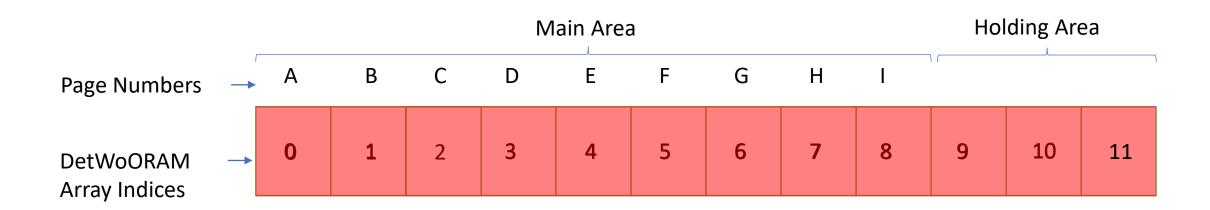
EDetWoORAM for demand paging



Keystone Private Memory





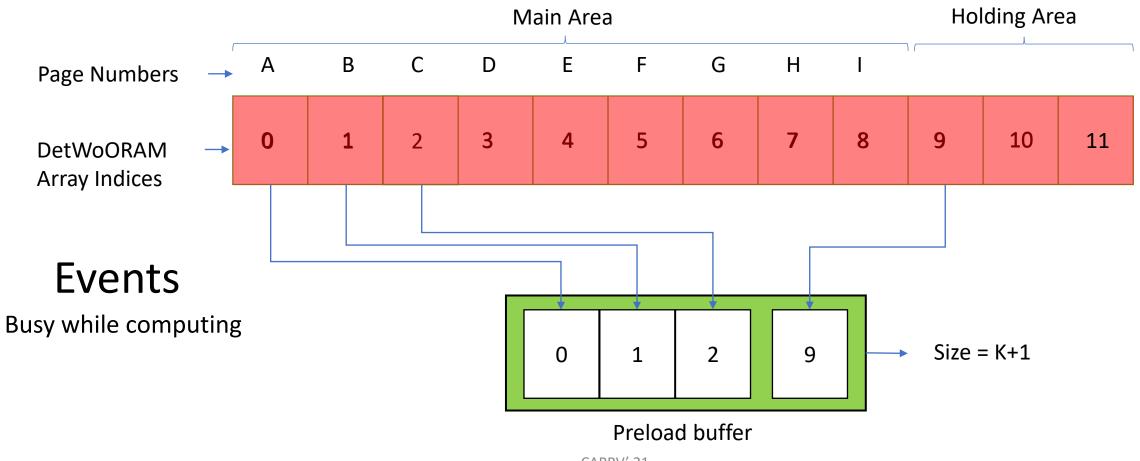


Events

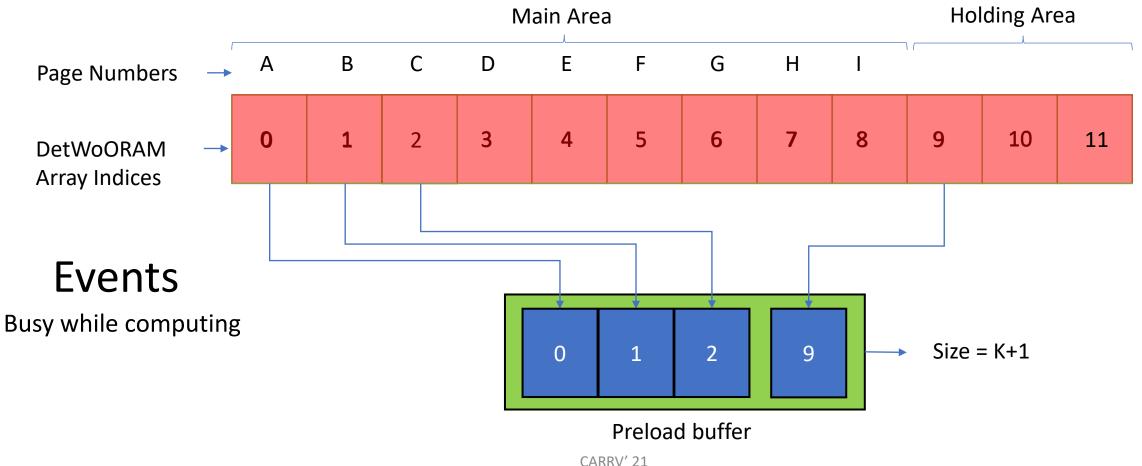
Busy while computing



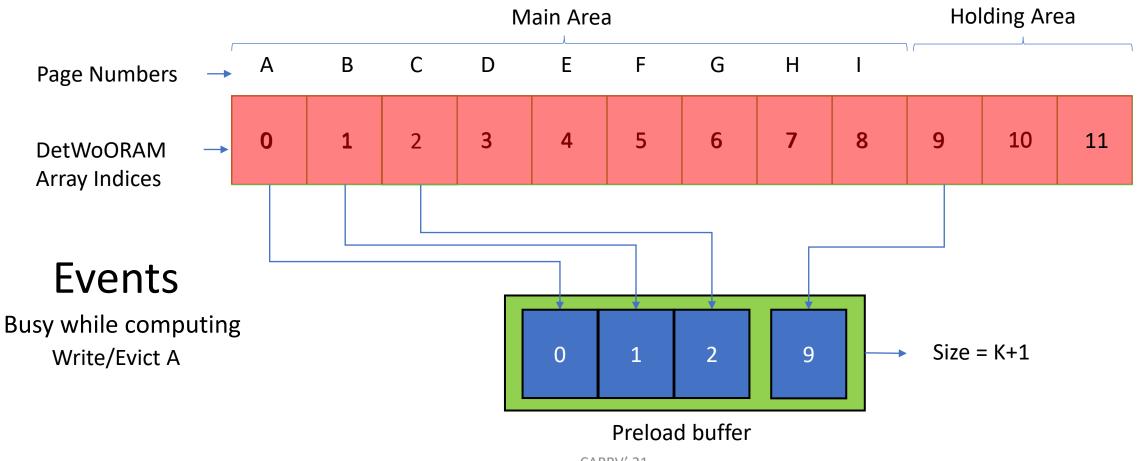
CARRV' 21

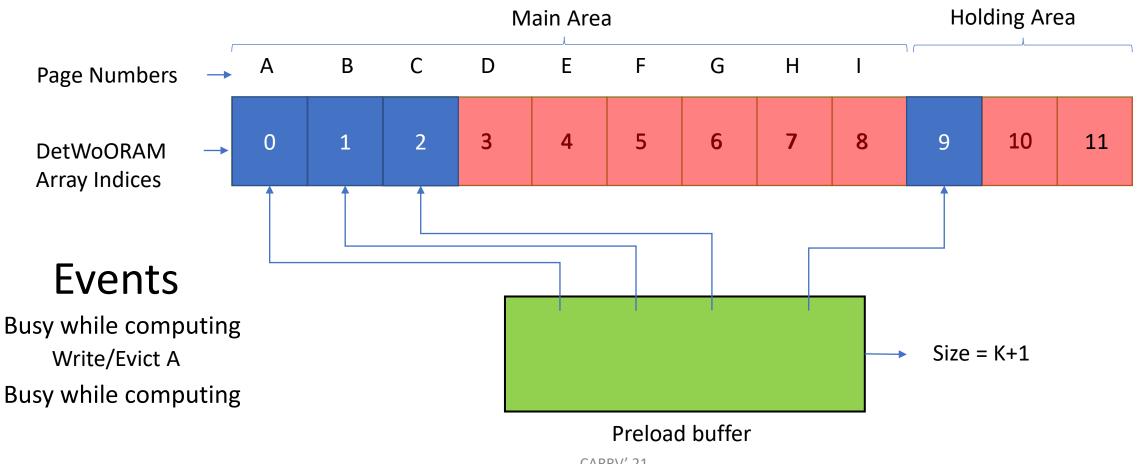


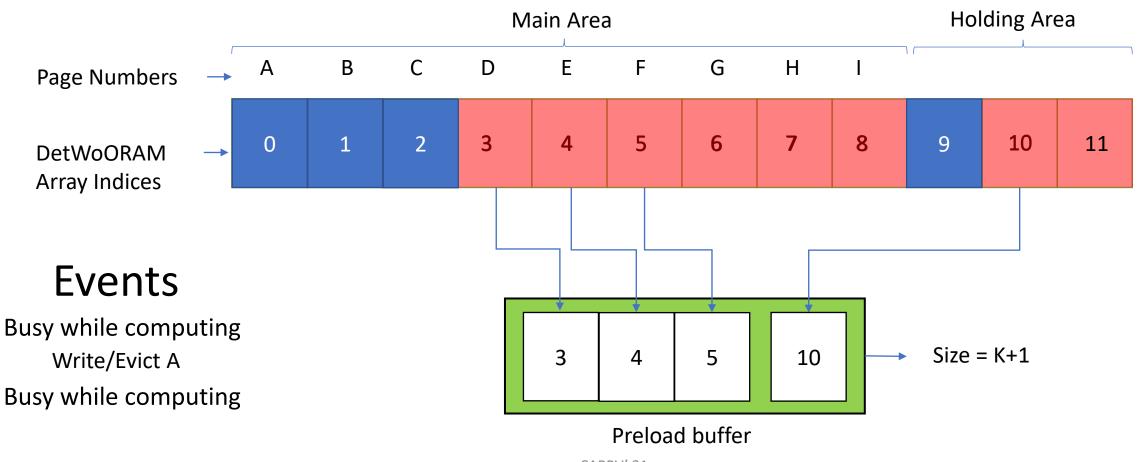
68



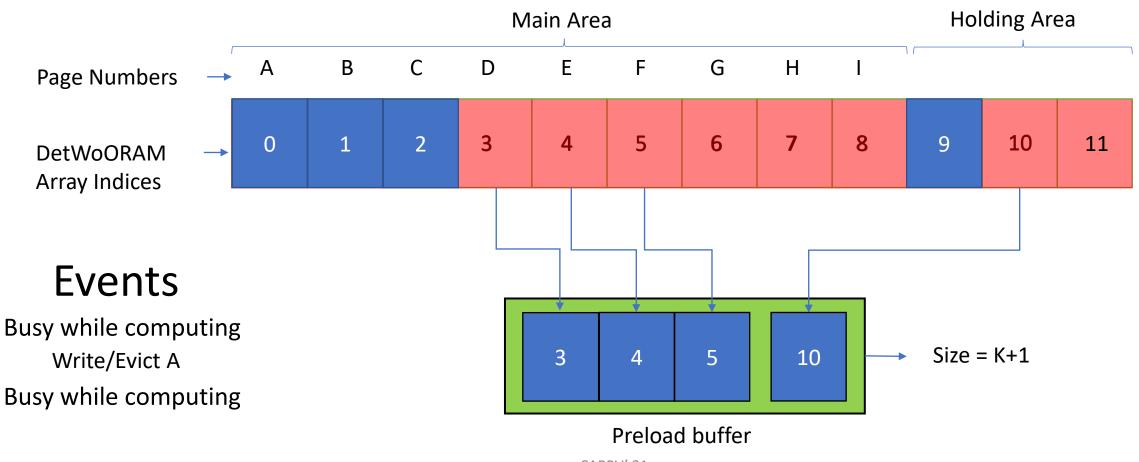
69



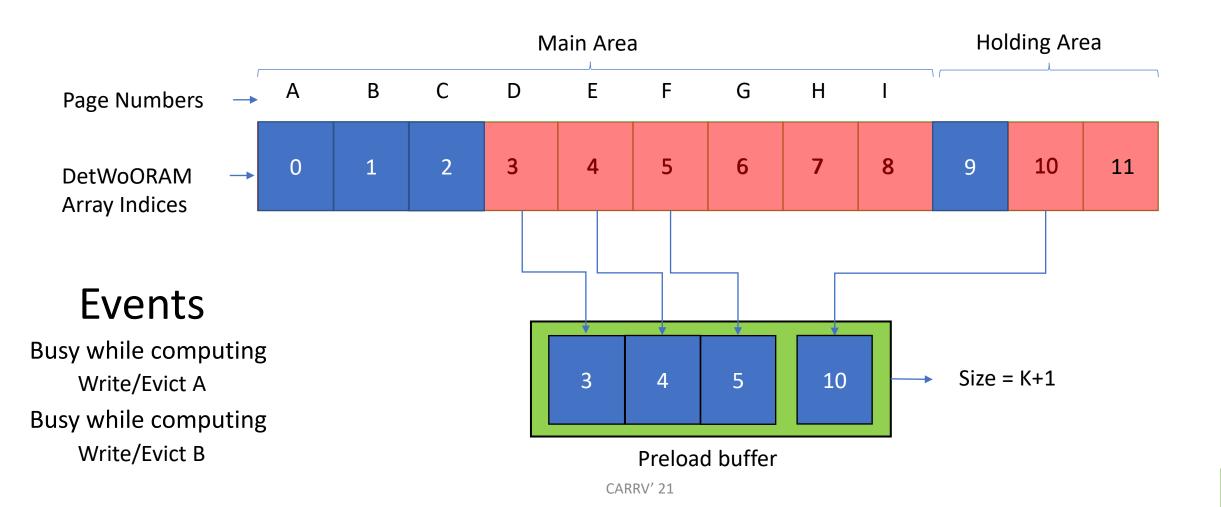




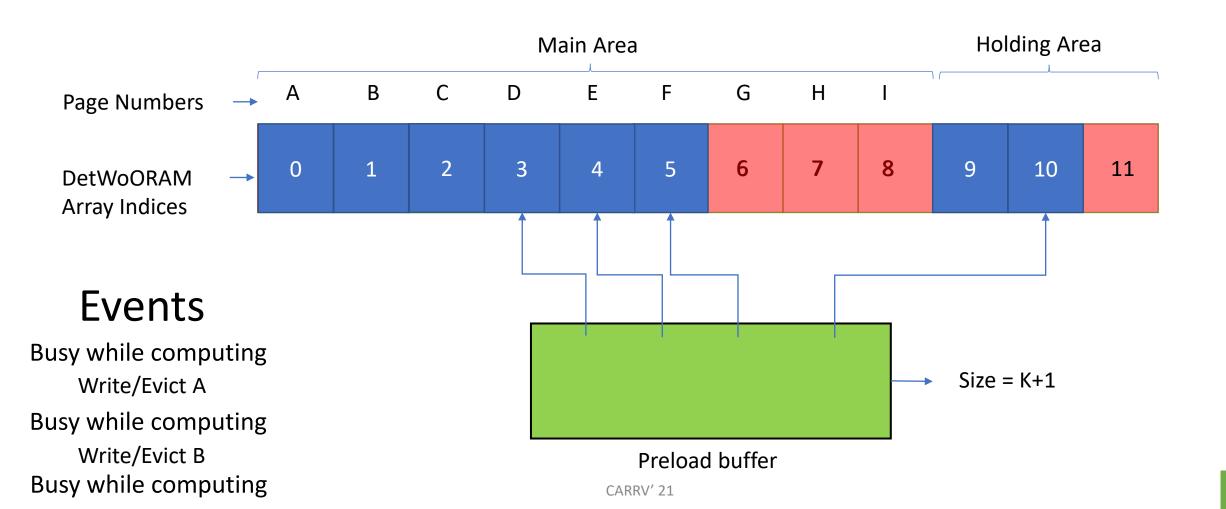
7

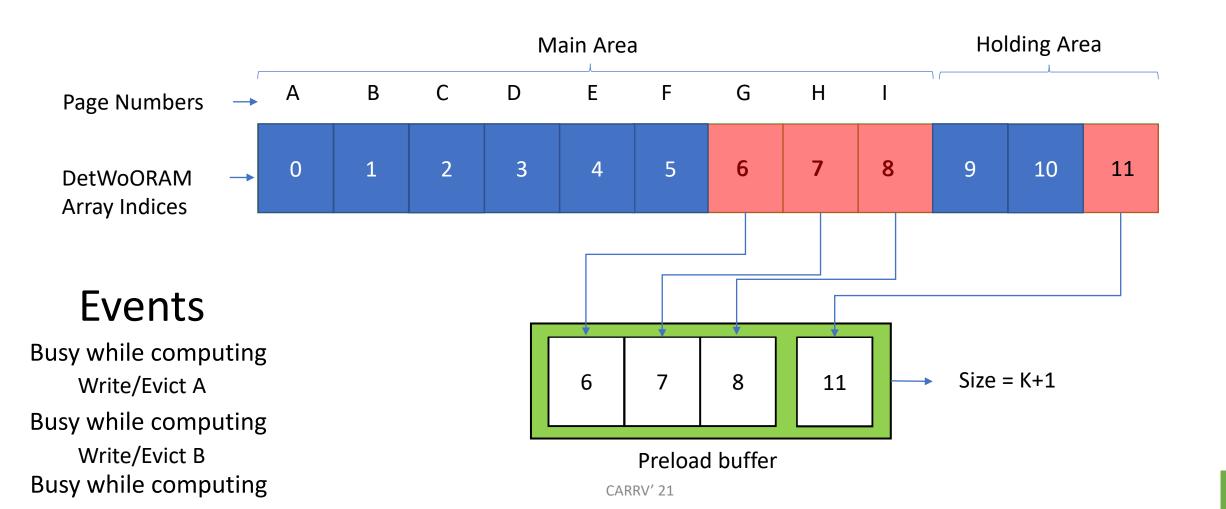


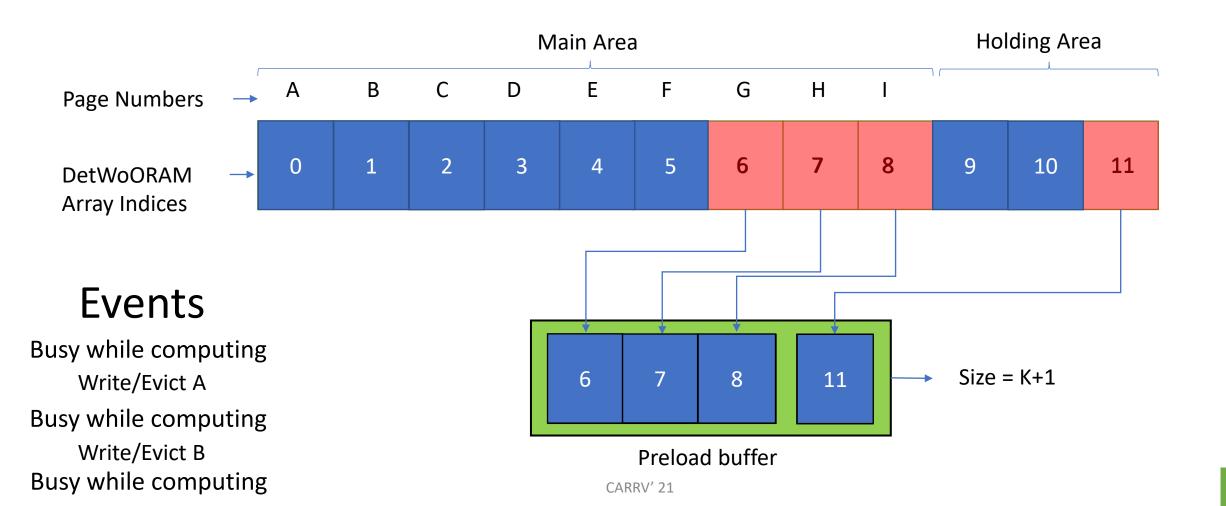
7



74







Simulation of EDetWoORAM

X ← DetWoORAM latency that's supposed to be hidden by EDetWoORAM.

Y ← Time between consecutive page fault.

if X<Y:

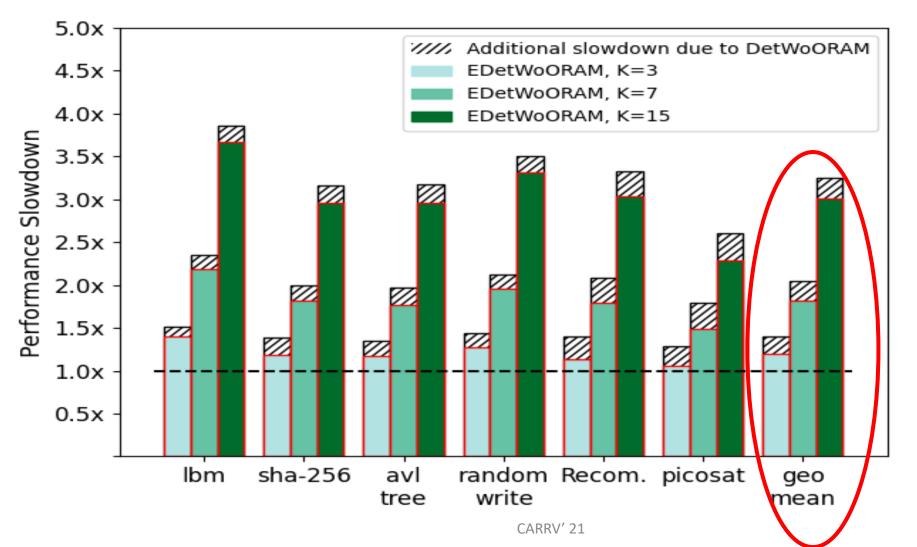
discount X from total execution time.

else:

discount Y from total execution time.

CARRV' 21 **78**

Speedup with EDetWoORAM



Marginal, but considerable reduction in slowdown.

This is all I would have had to present....But... CAR-RV 2021 deadline extended!

TIME = MONEY

TIME

=

PERFORMANCE



CARRV' 21 **80**

Enhancements

2) Parallel DetWoORAM (PDetWoORAM)

CARRV' 21

Effect of ``K`` on performance

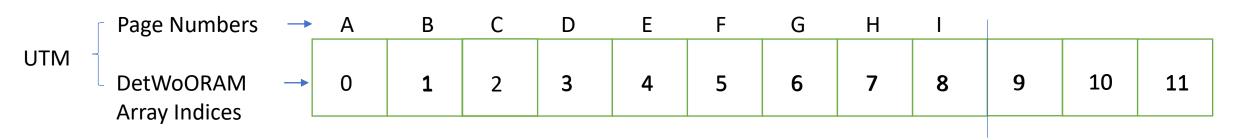
High value of K => More space in Main Area.



=> More writes in Main Area.



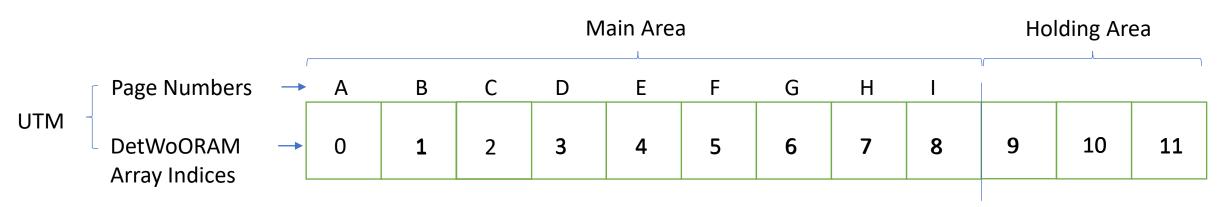
CARRV' 21



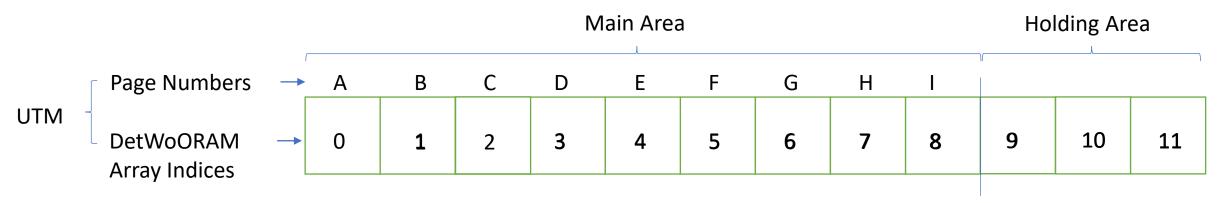
Position Map

Α	0
В	1
С	2
D	3
Е	4
F	5
G	6
Н	7
1	8

*Deterministic, Stash-Free Write-Only ORAM by Roche et al, 2017



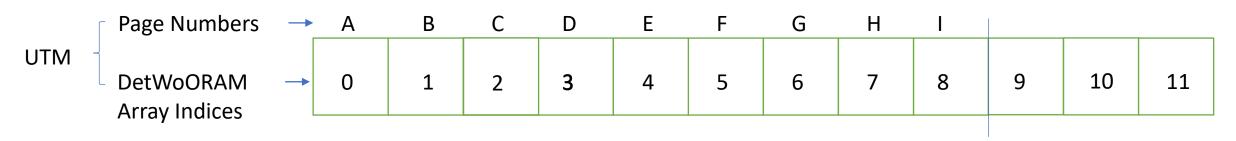
Α	0
В	1
С	2
D	3
Е	4
F	5
G	6
Н	7
I	8



Position Map

Α	0
В	1
С	2
D	3
E	4
F	5
G	6
Н	7
1	8

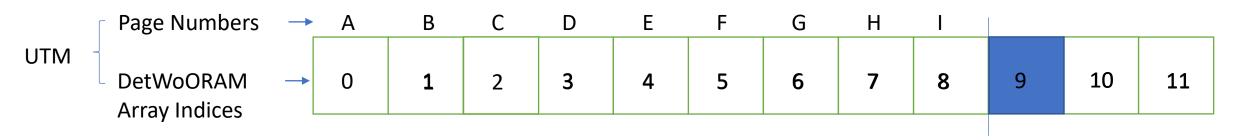
*Deterministic, Stash-Free Write-Only ORAM by Roche et al, 2017



Operations

1. Write A

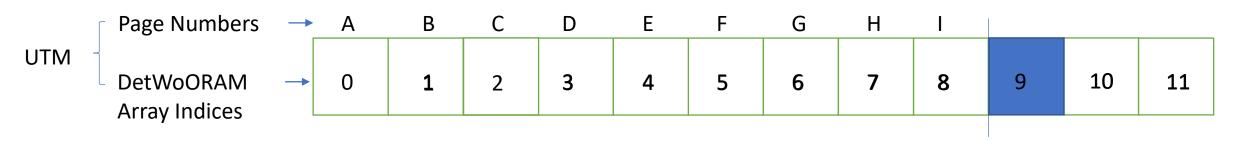
А	0
В	1
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

1. Write A

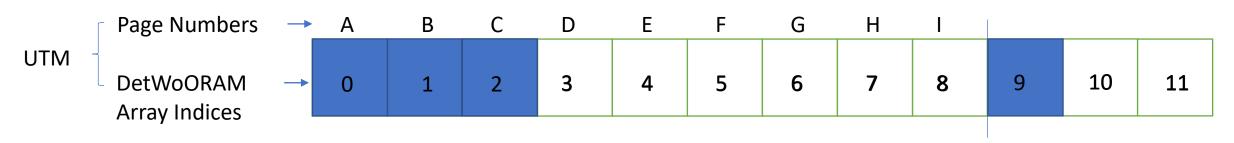
Α	0
В	1
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

1. Write A

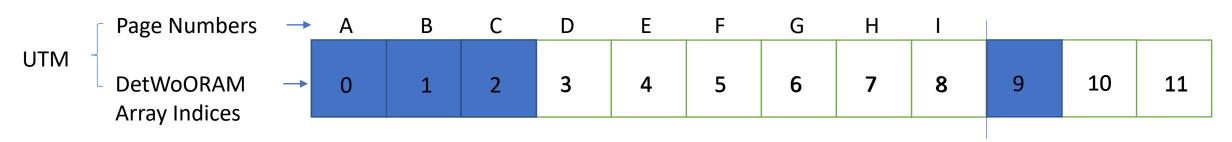
Α	9
В	1
С	2
D	3
E	4
F	5
G	6
Н	7
1	8



Operations

1. Write A

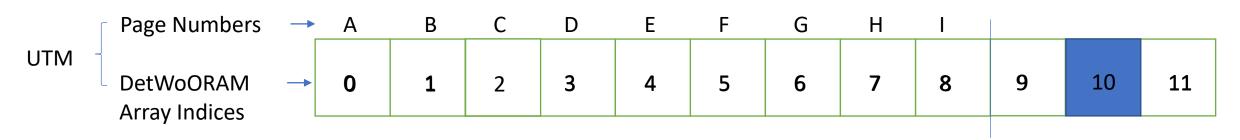
Α	0
В	1
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

- 1. Write A
- 2. Write B

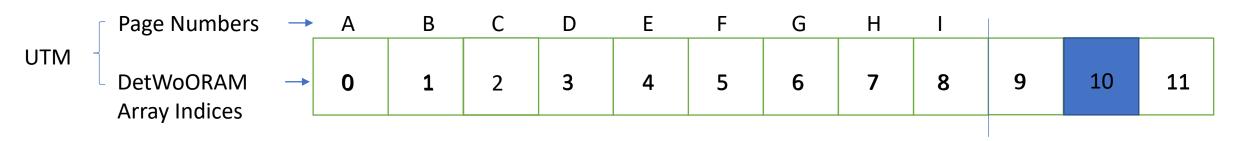
Α	0
В	1
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

- 1. Write A
- 2. Write B

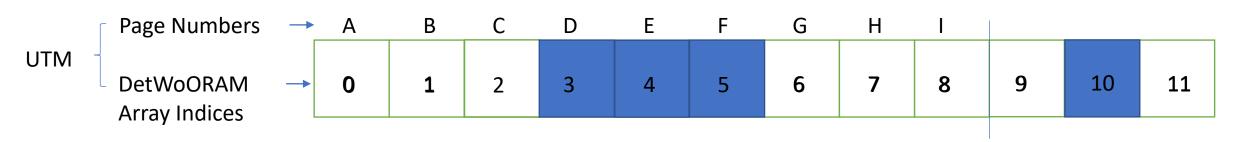
Α	0
В	1
С	2
D	3
Е	4
F	5
G	6
Н	7
I	8



Operations

- 1. Write A
- 2. Write B

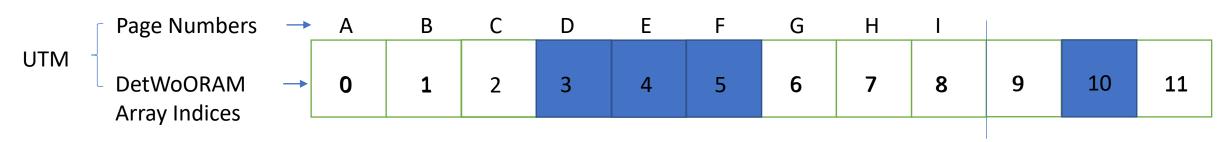
Α	0
В	10
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

- 1. Write A
- 2. Write B

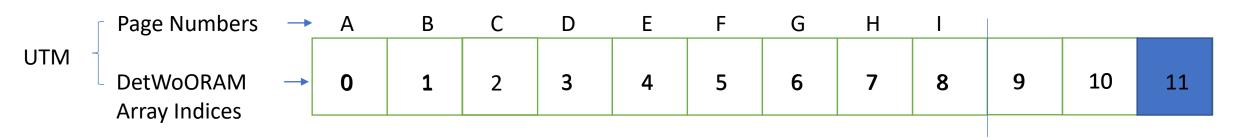
Α	0
В	10
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

- 1. Write A
- 2. Write B
- 3. Write C

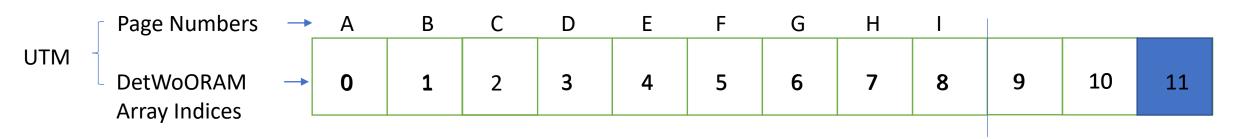
А	0
В	10
С	2
D	3
E	4
F	5
G	6
Н	7
l	8



Operations

- 1. Write A
- 2. Write B
- 3. Write C

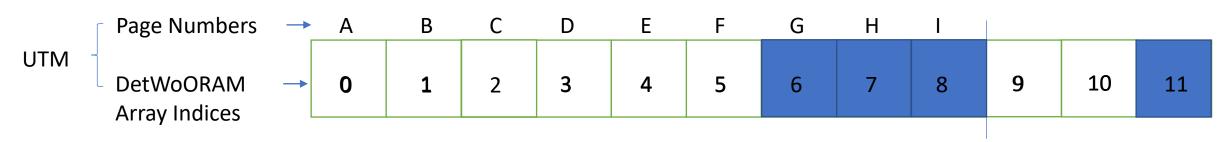
А	0
В	10
С	2
D	3
E	4
F	5
G	6
Н	7
I	8



Operations

- 1. Write A
- 2. Write B
- 3. Write C

А	0
В	10
С	11
D	3
E	4
F	5
G	6
Н	7
I	8



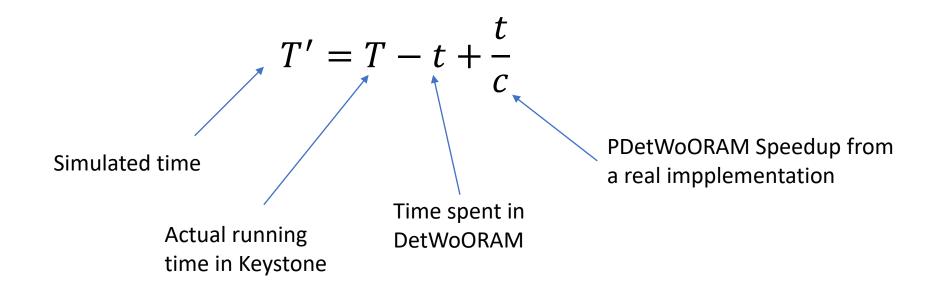
Operations

- 1. Write A
- 2. Write B
- 3. Write C

А	0
В	10
С	11
D	3
E	4
F	5
G	6
Н	7
I	8

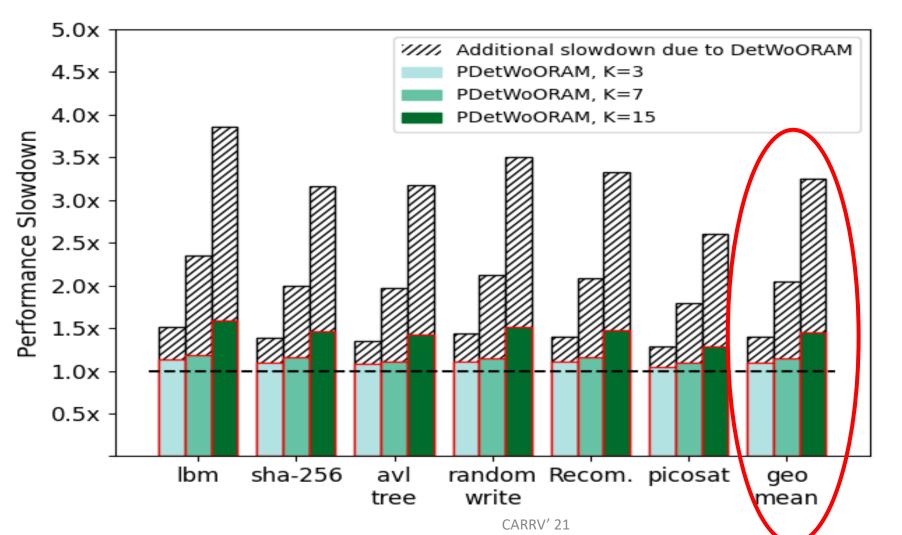
Simulation of PDetWoORAM

Divide the time spent in fault handling with DetWoORAM by *c. c* is the PDetWoORAM speedup on a native implementation.



CARRV' 21 9

Slowdown with PDetWoORAM



Substantial improvement in slowdown.

Almost optimal!

Summary

• We discussed how Write Only ORAMS are useful in Keystone.

We introduced EDetWoORAM, that provides marginal speedup.

 We also introduced a PDetWoORAM that provides aggressive speedup.

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THANK YOU