

exercise: inferring cache accesses (1)

```
char *array;  
array = AllocateAlignedPhysicalMemory(CACHE_SIZE);  
LoadIntoCache(array, CACHE_SIZE);  
if (mystery) {  
    *pointer += 1;  
}  
if (TimeAccessTo(&array[index]) > THRESHOLD) {  
    /* pointer accessed */  
}
```

suppose pointer is 0x1000188

and cache (of interest) is direct-mapped, 32768 (2^{15}) byte, 64-byte blocks

what array index should we check?

aside

```
array = AllocateAlignedPhysicalMemory(CACHE_SIZE);  
LoadIntoCache(array, CACHE_SIZE);  
if (mystery) { *pointer += 1; }  
if (TimeAccessTo(&array[index]) > THRESHOLD) {  
    /* pointer accessed */  
}
```

will this detect when pointer accessed? yes

will this detect if mystery is true? not quite

...because branch prediction could started cache access

exercise: inferring cache accesses (2)

```
char *other_array = ...;
char *array;
array = AllocateAlignedPhysicalMemory(CACHE_SIZE);
LoadIntoCache(array, CACHE_SIZE);
other_array[mystery] += 1;
for (int i = 0; i < CACHE_SIZE; i += BLOCK_SIZE) {
    if (TimeAccessTo(&array[i]) > THRESHOLD) {
        /* found something interesting */
    }
}
```

other_array at 0x200400, and interesting index is $i=0x800$, then what was mystery?

exercise: inferring cache accesses (2)

```
char *array;  
posix_memalign(&array, CACHE_SIZE, CACHE_SIZE);  
LoadIntoCache(array, CACHE_SIZE);  
if (mystery) {  
    *pointer = 1;  
}  
if (TimeAccessTo(&array[index1]) > THRESHOLD ||  
    TimeAccessTo(&array[index2]) > THRESHOLD) {  
    /* pointer accessed */  
}
```

pointer is 0x1000188

cache is 2-way, 32768 (2^{15}) byte, 64-byte blocks, ??? replacement

what array indexes should we check?

PRIME+PROBE

name in literature: PRIME + PROBE

PRIME: fill cache (or part of it) with values

do thing that uses cache

PROBE: access those values again and see if it's slow

(one of several ways to measure how cache is used)

coined in attacks on AES encryption

example: AES (1)

from Osvik, Shamir, and Tromer, “Cache Attacks and Countermeasures: the Case of AES” (2004)

early AES implementation used lookup tables

goal: detect index into lookup table

index depended on key + data being encrypted

tricks they did to make this work

vary data being encrypted

subtract average time to look for what changes

lots of measurements

example: AES (2)

from Osvik, Shamir, and Tromer, “Cache Attacks and Countermeasures: the Case of AES” (2004)

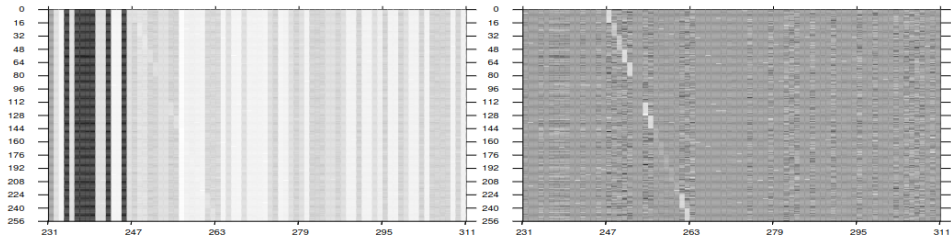


Fig. 5. Prime+Probe attack using 30,000 encryption calls on a 2GHz Athlon 64, attacking Linux 2.6.11 `dm-crypt`. The horizontal axis is the evicted cache set (i.e., $\langle y \rangle$ plus an offset due to the table's location) and the vertical axis is p_0 . Left: raw timings (lighter is slower). Right: after subtraction of the average timing of the cache set. The bright diagonal reveals the high nibble of $p_0 = 0x00$.

reading a value

```
char *array;
posix_memalign(&array, CACHE_SIZE, CACHE_SIZE);
AccessAllOf(array);
other_array[mystery * BLOCK_SIZE] += 1;
for (int i = 0; i < CACHE_SIZE; i += BLOCK_SIZE) {
    if (CheckIfSlowToAccess(&array[i])) {
        ...
    }
}
```

with 32KB direct-mapped cache

suppose we find out that `array[0x400]` is slow to access

and `other_array` starts at address `0x100000`

what was `mystery`?

revisiting an earlier example (1)

```
char *array;
posix_memalign(&array, CACHE_SIZE, CACHE_SIZE);
LoadIntoCache(array, CACHE_SIZE);
if (mystery) {
    *pointer += 1;
}
if (TimeAccessTo(&array[index]) > THRESHOLD) {
    /* pointer accessed */
}
```

what if mystery is false *but* branch mispredicted?

revisiting an earlier example (2)

	cycle #	0	1	2	3	4	5	6	7	8	9	10	11
<code>movq mystery, %rax</code>		F	D	R	I	E	E	E	W	C			
<code>test %rax, %rax</code>		F	D	R				I	E	W	C		
<code>jz skip (mispred.)</code>		F	D	R				I	E	W	C		
<code>mov pointer, %rax</code>		F	D	R	I	E	E	E	W				
<code>mov (%rax), %r8</code>			F	D	R				I	E	W		
<code>add \$1, %r8</code>			F	D	R								
<code>mov %r8, %rax</code>				F	D	R							
...													
<code>skip: ...</code>									F	D	R		

avoiding/triggering this problem

```
if (something false) {  
    access *pointer;  
}
```

what can we do to make access more/less likely to happen?

reading a value without really reading it

```
char *array;
posix_memalign(&array, CACHE_SIZE, CACHE_SIZE);
AccessAllOf(array);
if (something false) {
    other_array[mystery * BLOCK_SIZE] += 1;
}
for (int i = 0; i < CACHE_SIZE; i += BLOCK_SIZE) {
    if (CheckIfSlowToAccess(&array[i])) {
        ...
    }
}
```

if branch mispredicted, cache access may **still happen**

can find the value of `mystery`

seeing past a segfault? (1)

```
Prime();  
if (something false) {  
    triggerSegfault();  
    Use(*pointer);  
}  
Probe();
```

could cache access for `*pointer` still happen?

yes, if:

- branch for if statement mispredicted, and
- `*pointer` starts before segfault detected

seeing past a segfault? (2)

operations in virtual memory lookup:

- translate virtual to physical address

- check if access is permitted by permission bits

Intel processors: looks like these were separate steps, so...

```
Prime();
```

```
if (something false) {
```

```
    int value = ReadMemoryMarkedNonReadableInPageTable();
```

```
    access other_array[value * ...];
```

```
}
```

```
Probe();
```

seeing past a segfault? (2)

operations in virtual memory lookup:

- translate virtual to physical address

- check if access is permitted by permission bits

Intel processors: looks like these were separate steps, so...

```
Prime();
```

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if (something false) {
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```
    int value = ReadMemoryMarkedNonReadableInPageTable();
```

```
    access other_array[value * ...];
```

```
}
```

```
Probe();
```


seeing past a segfault? (2)

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```
Prime();
```

```
if (something false) {
```

```
    int value = ReadMemoryMarkedNonReadableInPageTable();
```

```
    access other_array[value * ...];
```

```
}
```

```
Probe();
```

seeing past a segfault? (2)

operations in virtual memory lookup:

- translate virtual to physical address

- check if access is permitted by permission bits

Intel processors: looks like these were separate steps, so...

```
Prime();
```

```
if (something false) {
```

```
    int value = ReadMemoryMarkedNonReadableInPageTable();
```

```
    access other_array[value * ...];
```

```
}
```

```
Probe();
```

Meltdown

from Lipp et al, "Meltdown: Reading Kernel Memory from User Space"

```
// %rcx = kernel address  
// %rbx = array to load from to cause eviction  
xor %rax, %rax           // rax ← 0  
retry:  
    // rax ← memory[kernel address] (segfaults)  
    // but check for segfault done out-of-order on Intel  
movb (%rcx), %al  
    // rax ← memory[kernel address] * 4096 [speculated]  
shl $0xC, %rax  
jz retry                // not-taken branch  
    // access array[memory[kernel address] * 4096]  
mov (%rbx, %rax), %rbx
```

Meltdown

from Lipp et al, "Meltdown: Reading Kernel Memory from User Space"

```
// %rcx = kernel address
// %rbx = array base
xor %rax, %rax
retry:
    // rax ← memory[kernel address] (segfaults)
    // but check for segfault done out-of-order on Intel
    movb (%rcx), %al
    // rax ← memory[kernel address] * 4096 [speculated]
    shl $0xC, %rax
    jz retry
    // not-taken branch
    // access array[memory[kernel address] * 4096]
    mov (%rbx, %rax), %rbx
```

space out accesses by 4096
ensure separate cache sets and
avoid triggering prefetcher

viction

Meltdown

from Lipp et al, "Meltdown: Reading Kernel Memory from User Space"

```
// %rcx repeat access if zero
// %rbx apparently value of zero speculatively read on
xor %rax, %rax when real value not yet available
retry:
// rax <- memory[kernel address] (segfaults)
// but check for segfault done out-of-order on Intel
movb (%rcx), %al
// rax <- memory[kernel address] * 4096 [speculated]
shl $0xC, %rax
jz retry // not-taken branch
// access array[memory[kernel address] * 4096]
mov (%rbx, %rax), %rbx
```

Meltdown

from Lipp et al, "Meltdown: Reading Kernel Memory from User Space"

```
// %rcx : access cache to allow measurement later  
// %rbx : in paper with FLUSH+RELOAD instead of PRIME+PROBE technique  
xor %rax, %rax  
retry:  
// rax <- memory[kernel address] (segfaults)  
// but check for segfault done out-of-order on Intel  
movb (%rcx), %al  
// rax <- memory[kernel address] * 4096 [speculated]  
shl $0xC, %rax  
jz retry // not-taken branch  
// access array[memory[kernel address] * 4096]  
mov (%rbx, %rax), %rbx
```

Meltdown

from Lipp et al, "Meltdown: Reading Kernel Memory from User Space"

segfault actually happens eventually

option 1: okay, just start a new process every time

option 2: way of suppressing exception (transactional memory support)

```
// rax <- memory[kernel address] (segfaults)  
// but check for segfault done out-of-order on Intel  
movb (%rcx), %al  
// rax <- memory[kernel address] * 4096 [speculated]  
shl $0xC, %rax  
jz retry // not-taken branch  
// access array[memory[kernel address] * 4096]  
mov (%rbx, %rax), %rbx
```

Meltdown fix

HW: permissions check done with/before physical address lookup
was already done by AMD, ARM apparently?
now done by Intel

SW: separate page tables for kernel and user space
don't have sensitive kernel memory pointed to by page table
when user-mode code running
unfortunate performance problem
exceptions start with code that switches page tables

reading a value without really reading it

```
char *array;
posix_memalign(&array, CACHE_SIZE, CACHE_SIZE);
AccessAllOf(array);
if (something false) {
    other_array[mystery * BLOCK_SIZE] += 1;
}
for (int i = 0; i < CACHE_SIZE; i += BLOCK_SIZE) {
    if (CheckIfSlowToAccess(&array[i])) {
        ...
    }
}
```

if branch mispredicted, cache access may **still happen**

can find the value of `mystery`

mistraining branch predictor?

```
if (something) {  
    CodeToRunSpeculatively()  
}
```

how can we have 'something' be false, but predicted as true

run lots of times with something true

then do actually run with something false

contrived(?) vulnerable code (1)

suppose this C code is run with extra privileges

(e.g. in system call handler, library called from JavaScript in webpage, etc.)

assume x chosen by attacker

(example from original Spectre paper)

```
if (x < array1_size)
    y = array2[array1[x] * 4096];
```

the out-of-bounds access (1)

```
char array1[...];
```

```
...
```

```
int secret;
```

```
...
```

```
y = array2[array1[x] * 4096];
```

suppose array1 is at 0x10000000 and

secret is at 0x103F0003;

what x do we choose to make array1[x] access first byte of secret?

the out-of-bounds access (2)

```
char array1[...];
```

```
...
```

```
int secret;
```

```
...
```

```
y = array2[array1[x] * 4096];
```

suppose our cache has 64-byte blocks and 8192 sets

and `array2[0]` is stored in cache set 0

if the above evicts something in cache set 128,
then what do we know about `array1[x]`?

the out-of-bounds access (2)

```
char array1[...];
```

```
...
```

```
int secret;
```

```
...
```

```
y = array2[array1[x] * 4096];
```

suppose our cache has 64-byte blocks and 8192 sets

and `array2[0]` is stored in cache set 0

if the above evicts something in cache set 128,
then what do we know about `array1[x]`?

is 2 or 130

exploit with contrived(?) code

```
/* in kernel: */  
int systemCallHandler(int x) {  
    if (x < array1_size)  
        y = array2[array1[x] * 4096];  
    return y;  
}
```

```
/* exploiting code */  
/* step 1: mistrain branch predictor */  
for (a lot) {  
    systemCallHandler(0 /* less than array1_size */);  
}  
  
/* step 2: evict from cache using misprediction */  
Prime();  
systemCallHandler(targetAddress - array1Address);  
int evictedSet = ProbeAndFindEviction();  
int targetValue = (evictedSet - array2StartSet) / setsPer4K;
```

really contrived?

```
char *array1; char *array2;  
if (x < array1_size)  
    y = array2[array1[x] * 4096];
```

times 4096 shifts so we can get lower bits of target value
so all bits effect what cache block is used

really contrived?

```
char *array1; char *array2;  
if (x < array1_size)  
    y = array2[array1[x] * 4096];
```

times 4096 shifts so we can get lower bits of target value
so all bits effect what cache block is used

```
int *array1; int *array2;  
if (x < array1_size)  
    y = array2[array1[x]];
```

will still get *upper* bits of array1[x] (can tell from cache set)

can still read arbitrary memory!

want memory at 0x10000?

upper bits of 4-byte integer at 0x3FFFE

bounds check in kernel

```
if (x < array1_size) {  
    y = array2[array1[x]];  
}
```

our template

```
void SomeSystemCallHandler(int index) {  
    if (index > some_table_size)  
        return ERROR;  
    int kind = table[index];  
    switch (other_table[kind].foo) {  
        ...  
    }  
}
```

actual code

bounds check in kernel

```
if (x < array1_size) {  
    y = array2[array1[x]];  
}
```

our template

```
void SomeSystemCallHandler(int index) {  
    if (index > some_table_size)  
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    int kind = table[index];  
    switch (other_table[kind].foo) {  
        ...  
    }  
}
```

actual code

bounds check in kernel

```
if (x < array1_size) {  
    y = array2[array1[x]];  
}
```

our template

```
void SomeSystemCallHandler(int index) {  
    if (index > some_table_size)  
        return ERROR;  
    int kind = table[index];  
    switch (other_table[kind].foo) {  
        ...  
    }  
}
```

actual code

bounds check in kernel

```
if (x < array1_size) {  
    y = array2[array1[x]];  
}
```

our template

```
void SomeSystemCallHandler(int index) {  
    if (index > some_table_size)  
        return ERROR;  
    int kind = table[index];  
    switch (other_table[kind].foo) {  
        ...  
    }  
}
```

actual code

privilege levels?

vulnerable code runs with higher privileges

so far: higher privileges = kernel mode

but other common cases of higher privileges

example: scripts in web browsers

JavaScript

JavaScript: scripts in webpages

not supposed to be able to read arbitrary memory, but...

can access arrays to examine caches

and could take advantage of some browser function being vulnerable

JavaScript

JavaScript: scripts in webpages

not supposed to be able to read arbitrary memory, but...

can access arrays to examine caches

and could take advantage of some browser function being vulnerable

or — doesn't even need browser to supply vulnerable code itself!

just-in-time compilation?

for performance, compiled to machine code, run in browser

not supposed to be access arbitrary browser memory

example JavaScript code from paper:

```
if (index < simpleByteArray.length) {  
    index = simpleByteArray[index | 0];  
    index = (((index * 4096) | 0) & (32*1024*1024-1)) | 0;  
    localJunk ^= probeTable[index|0] | 0;  
}
```

web page runs a lot to train branch predictor

then does run with out-of-bounds index

examines what's evicted by probeTable access

supplying own attack code?

JavaScript: could supply own attack code

turns out also possible with kernel mode scenario

trick: don't need to *actually run* code

...just need branch predictor to fetch it!

other misprediction

so far: talking about mispredicting direction of branch

what about mispredicting target of branch in, e.g.:

```
// possibly from C code like:  
//    (*function_pointer)();  
jmp *%rax
```

```
// possibly from C code like:  
//    switch(rcx) { ... }  
jmp *(%rax,%rcx,8)
```

an idea for predicting indirect jumps

for jumps like `jmp *%rax` predict target with cache:

bottom 12 bits of jmp address	last seen target
-------------------------------	------------------

0x0-0x7	0x200000
---------	----------

0x8-0xF	0x440004
---------	----------

0x10-0x18	0x4CD894
-----------	----------

0x18-0x20	0x510194
-----------	----------

0x20-0x28	0x4FF194
-----------	----------

...

...

0xFF8-0xFFFF	0x3F8403
--------------	----------

Intel Haswell CPU did something similar to this

uses bits of last several jumps, not just last one

can mistrain this branch predictor

using mispredicted jump

- 1: find some kernel function with `jmp *%rax`
- 2: mistrain branch target predictor for it to jump to chosen code
use code at address that conflicts in “recent jumps cache”
- 3: have chosen code be attack code (e.g. array access)
either write special code OR
find suitable instructions (e.g. array access) in existing kernel code

Spectre variants

showed Spectre variant 1 (array bounds), 2 (indirect jump)
from original paper

other possible variations:

- could cause other things to be mispredicted

 - prediction of where functions return to?

 - values instead of which code is executed?

- could use side-channel other than data cache changes

 - instruction cache

 - cache of pending stores not yet committed

 - contention for resources on multi-threaded CPU core

 - branch prediction changes

 - ...

some Linux kernel mitigations (1)

replace `array[x]` with
`array[x & ComputeMask(x, size)]`

...where `ComputeMask()` returns

0 if $x > \text{size}$

0xFFFF...F if $x \leq \text{size}$

...and `ComputeMask()` does not use jumps:

```
mov x, %r8
mov size, %r9
cmp %r9, %r8
sbb %rax, %rax // sbb = subtract with borrow
                // either 0 or -1
```

some Linux kernel mitigations (2)

for indirect branches:

with hardware help:

- separate indirect (computed) branch prediction for kernel v user mode
- other branch predictor changes to isolate better

without hardware help:

- transform `jmp *(%rax)`, etc. into code that will only be predicted to jump to safe locations (by writing assembly very carefully)

only safe prediction

as replacement for `jmp *(%rax)`

code from Intel's "Retpoline: A Branch Target Injection Mitigation"

```
    call load_label
capture_ret_spec:    /* <-- want prediction to go here */
    pause
    lfence
    jmp capture_ret_spec
load_label:
    mov %rax, (%rsp)
    ret
```

backup slides

backup slides