

A classic locked-room mystery. Eve was in the false branch of a conditional the whole time, how could she do it?

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Overview

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Craig Disselkoen, Radha Jagadeesan, Alan Jeffrey, James Riely

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Why? Spectre!

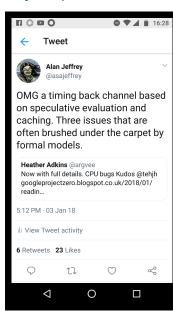


The Code That Never Ran: Modeling Attacks on Speculative Evaluation

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Why? Spectre!



Attacks bypass dynamic security checks:

```
if (canReadSecret) {
  doStuffWith(SECRET);
}
```

Information flow from SECRET even though canReadSecret is false.

Most formal models ignore code in branches that aren't taken.

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Models that include speculation?

There are some models that include speculation relaxed memory models:

- The Java Memory Model Manson, Pugh and Adve, 2005.
- Generative Operational Semantics for Relaxed Memory Models Jagadeesan, Pitcher and Riely, 2010.
- A promising semantics for relaxed-memory concurrency Kang, Hur, Lahav, Vafeiadis and Dreyer, 2017.

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Models that include speculation?

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- The Java Memory Model Manson, Pugh and Adve, 2005.
- Generative Operational Semantics for Relaxed Memory Models Jagadeesan, Pitcher and Riely, 2010.
- A promising semantics for relaxed-memory concurrency Kang, Hur, Lahav, Vafeiadis and Dreyer, 2017.

Question: is there a simple model similar to those of relaxed memory, that can model speculation?

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Information flow attacks on speculation

Speculation happens in many places:

- Speculation in hardware (branch prediction,...)
- Transactions (transactional memory,...)
- ► Relaxed memory (compiler optimizations,...)

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Information flow attacks on speculation

Speculation happens in many places:

- Speculation in hardware (branch prediction,...)
 Attacked by Spectre (Kocher et al. 2019).
- ► *Transactions* (transactional memory,...) Attacked by Prime+Abort (Disselokoen *et al.* 2017).
- Relaxed memory (compiler optimizations,...)
 No known attacks

Question: are there information flow attacks against compiler optimizations?

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Contributions

- A simple compositional model.
- Examples.
- Attacks (including a new attack on relaxed memory).
- Experiments (testing practicality of new attacks).

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C11-style models are based on *events* with *labels* (e.g. $(R \times 3)$ or $(W \times 3)$) and *relations* (e.g. happens-before or reads-from).

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Simplest such is partially ordered multisets (Gisher, 1988).

Only one relation, a partial order modelling dependency

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is an execution of (r:=x; y:=1; z:=r+1).

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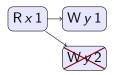
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C11-style models are based on *events* with *labels* (e.g. $(R \times 3)$ or $(W \times 3)$) and *relations* (e.g. happens-before or reads-from).

Simplest such is partially ordered multisets (Gisher, 1988).

Only one relation, a partial order modelling dependency, e.g.



is an execution of $(if(x) \{ y := 1 \} else \{ y := 2 \})$.

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First off, straight-line code.

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First off, straight-line code.

New idea: put preconditions on events

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First off, straight-line code.

New idea: put preconditions on events, e.g.

$$(r = 1 \mid Wz2)$$

is an execution of (

$$z := r + 1$$
).

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First off, straight-line code.

New idea: put preconditions on events, e.g.

is an execution of (y:=1; z:=r+1).

Note: no dependency because r does not depend on y := 1.

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First off, straight-line code.

New idea: put preconditions on events, e.g.

$$\begin{array}{c|c}
\hline
 R \times 1 & \hline
 W \times 1 & \hline
 1 = 1 \mid W \times 2
\end{array}$$

is an execution of (r:=x; y:=1; z:=r+1).

Note: dependency because r depends on r:=x. Also note: performing a substitution [1/r].

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First off, straight-line code.

New idea: put preconditions on events, e.g.

$$R \times 1$$
 $W \times 2$

is an execution of (r:=x; y:=1; z:=r+1).

Visualize: elide tautologies

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Next, conditionals.

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Next, conditionals.

New idea: an execution of if $M \{ C \}$ else $\{ D \}$ comes from an execution of C and an execution of D

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Next, conditionals.

New idea: an execution of if $M \{ C \}$ else $\{ D \}$ comes from an execution of C and an execution of D, e.g.

$$r \neq 0 \mid Wy1$$

is an execution of (
$$y := 1$$
) when $r \neq 0$

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Next, conditionals.

New idea: an execution of if $M \{ C \}$ else $\{ D \}$ comes from an execution of C and an execution of D, e.g.

$$r = 0 \mid Wy2$$

is an execution of (y := 2) when r = 0

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Next, conditionals.

New idea: an execution of if $M \{ C \}$ else $\{ D \}$ comes from an execution of C and an execution of D, e.g.

$$r \neq 0 \mid Wy1$$

$$(r = 0 \mid Wy2)$$

is an execution of ($if(r) \{ y := 1 \} else \{ y := 2 \}$)

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is an execution of $(r:=x; if(r) \{ y:=1 \} else \{ y:=2 \})$

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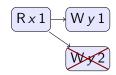
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Next, conditionals.

New idea: an execution of if $M \{ C \}$ else $\{ D \}$ comes from an execution of C and an execution of D, e.g.



is an execution of $(r:=x; if(r) \{ y:=1 \} else \{ y:=2 \})$

Visualize: elide tautologies and cross out unsatisfiables

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ALLACKS

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But...

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xperiment:

But...any execution of C should be an execution of if $M \{ C \}$ else $\{ C \}$

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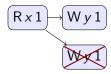
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But...any execution of C should be an execution of if $M \{ C \}$ else $\{ C \}$, e.g.



is an execution of $(if x \{ y := 1 \} else \{ y := 1 \})$

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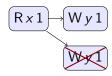
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But...any execution of C should be an execution of if $M \{ C \}$ else $\{ C \}$, e.g.



is an execution of (if $x \{ y := 1 \}$ else $\{ y := 1 \}$), but so is

$$\begin{bmatrix} R x 1 \end{bmatrix} \begin{bmatrix} W y 1 \end{bmatrix}$$

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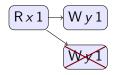
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But...any execution of C should be an execution of if $M \{ C \}$ else $\{ C \}$, e.g.



is an execution of $(if x \{ y := 1 \} else \{ y := 1 \})$, but so is



New idea: events from different branches can merge.

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Lastly, concurrency.

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Lastly, concurrency.

Old idea: match reads with matching writes (à la C11)

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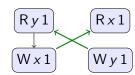
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Lastly, concurrency.

Old idea: match reads with matching writes (à la C11), e.g.



is an execution of $(x:=y \mid | r:=x; y:=1)$.

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Glossed over some details:

- ▶ 3-valued pomsets for negative constraints $d \nmid e$,
- sanity conditions on reads-from,
- precise rules for dependency,
- variable declaration,
- **...**

All in the paper!

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Information flow example

Imagine a SECRET, protected by a run-time security check:

```
\mathtt{if}\;\mathtt{canRead}(\mathtt{SECRET})\,\{\,\ldots\,\mathtt{use}\;\mathtt{SECRET}\ldots\,\}\,\mathtt{else}\,\{\,\ldots\,\}
```

For attacker code canRead(SECRET) is always false

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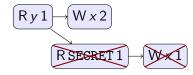
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Information flow example

Imagine a SECRET, protected by a run-time security check:

$$\mathtt{if}\;\mathtt{canRead}(\mathtt{SECRET})\,\{\,\ldots\,\mathtt{use}\;\mathtt{SECRET}\ldots\,\}\,\mathtt{else}\,\{\,\ldots\,\}$$

For attacker code canRead(SECRET) is always false, e.g.



is an execution of if y { if canRead(SECRET) { x := SECRET } else { x := 1 } }.

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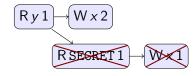
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Information flow example

Imagine a SECRET, protected by a run-time security check:

$$\mathtt{if}\;\mathtt{canRead}(\mathtt{SECRET})\,\{\,\ldots\,\mathtt{use}\;\mathtt{SECRET}\ldots\,\}\,\mathtt{else}\,\{\,\ldots\,\}$$

For attacker code canRead(SECRET) is always false, e.g.



is an execution of if y { if canRead(SECRET) { x := SECRET } else { x := 1 } }.

Attacker goal: learn if SECRET is 0 or 1.

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 Ξ xperiments

Spectre uses cache timing to discover if a memory location has been touched.

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 ${\sf Experiment}$

Spectre uses cache timing to discover if a memory location has been touched.

Glossing over a lot of details, this is

if touched
$$(x) \{ \cdots \}$$
 else $\{ \cdots \}$

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$$(x) \{ \cdots \}$$
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Modeled with a new action (Tx)

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Spectre uses cache timing to discover if a memory location has been touched.

Glossing over a lot of details, this is

if touched
$$(x) \{ \cdots \}$$
 else $\{ \cdots \}$

Modeled with a new action (Tx), e.g.

$$Tx \longrightarrow Wy1$$

is an execution of if touched $(x) \{ y := 1 \}$.

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Spectre uses cache timing to discover if a memory location has been touched.

Glossing over a lot of details, this is

if touched
$$(x) \{ \cdots \}$$
 else $\{ \cdots \}$

Modeled with a new action (Tx), e.g.

$$Tx \longrightarrow Wy1$$

is an execution of if touched (x) { y := 1 }.

Require that any event labelled (Tx) must be preceded by an event labelled $(R \times v)$ or $(W \times v)$.

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A very simplified Spectre attack:

```
\begin{split} &\text{if canRead(SECRET)} \left\{ \left. a [\text{SECRET}] := 1 \right. \right\} \\ &\text{else if touched} \left( a [0] \right) \left\{ \left. x := 0 \right. \right\} \\ &\text{else if touched} \left( a [1] \right) \left\{ \left. x := 1 \right. \right\} \end{split}
```

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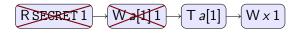
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A very simplified Spectre attack:

```
if canRead(SECRET) { a[SECRET] := 1 } else if touched (a[0]) { x := 0 } else if touched (a[1]) { x := 1 }
```

e.g. with execution



Information flow from SECRET to x.

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Prime+Abort is an information flow attsck on Intel's transactional memory. So first model transactions

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Prime+Abort is an information flow attsck on Intel's transactional memory. So first model transactions, e.g.

and



are executions of begin; x := x + 1; end

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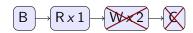


Prime+Abort is an information flow attsck on Intel's transactional memory. So first model transactions, e.g.

and

$$B \rightarrow R \times 1 \rightarrow V \times 2 \rightarrow X$$

are executions of begin; x := x + 1; end, but not



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 ${\sf Experiment}$

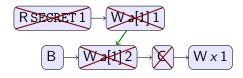


Transactions are fine, but not if we add a reason for an abort.

If the attacker knows that every aborted transaction does so because of a read/write or write/write conflict, then in

if canRead(SECRET) {
$$a$$
[SECRET]:=1 } || begin; a [1]:=2; loop; end; x :=1

the transaction aborts only when SECRET is 1.



Information flow from SECRET to x.

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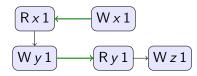
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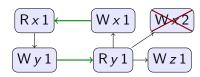
An attack on relaxed memory, discovered from this model.

$$\begin{aligned} y := x &\mid\mid \text{ if } (y == 0) \, \{ \, x := 1 \, \} \\ &= \text{ lse if } (\text{canRead(SECRET)}) \, \{ \, x := \text{SECRET} \, \} \\ &= \text{ lse} \, \{ \, x := 1 \, ; \, z := 1 \, \} \end{aligned}$$

If SECRET is 1, there is an execution:



If SECRET is 2, there is no execution:



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Experiment:

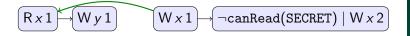
New dead store elimination attack

Another attack discovered from this model.

$$y:=x \mid \mid x:=1;$$

if (canRead(SECRET)) { if (SECRET) { $x:=2$ }
else { $x:=2$ }

If SECRET is 0, there is an execution:



If SECRET is 1, there is an execution:



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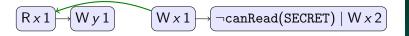
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Another attack discovered from this model.

$$y := x \mid\mid x := 1;$$
if (canRead(SECRET)) { if (SECRET) { $x := 2$ } }
else { $x := 2$ }

If SECRET is 0, there is an execution:



If SECRET is 1, and dead store elimination is performed, there is *no* execution:



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Implementing the new attacks

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