

# Assignment 2: Flush + Reload

Hardware Security

# What

[HOME](#) » [NEWS](#) » [WORLD NEWS](#) » [EUROPE](#) » [NETHERLANDS](#)

## Dutch police catch cannabis growers after spotting snow-free roof

Police in the Netherlands have been identifying cannabis growers from the lack of snow on the roofs of their houses



The house in Haarlem with no snow on its roof



By Harriet Alexander  
11:44AM GMT 10 Feb 2015

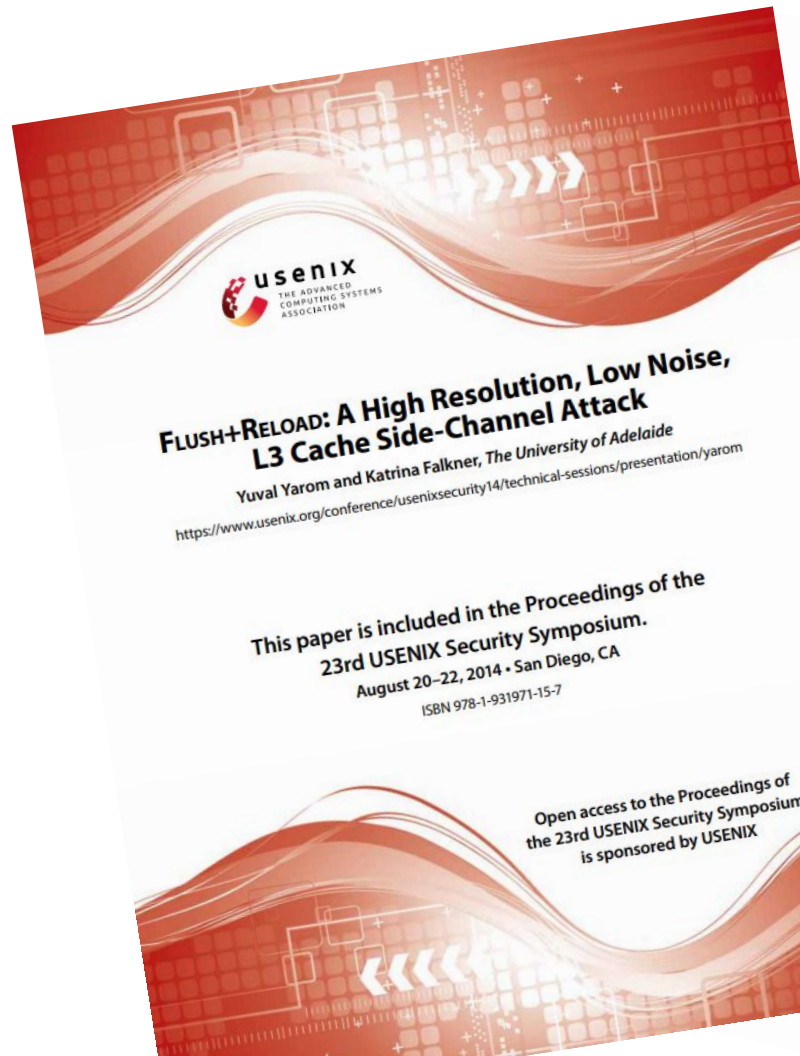
[Follow](#)

7,026 followers

[Netherlands](#)

[News](#) » [World News](#) »  
[Europe](#) »  
[Harriet Alexander](#) »

# What



## **FLUSH+RELOAD: a High Resolution, Low Noise, L3 Cache Side-Channel Attack**

Yuval Yarom

*The University of Adelaide*

Katrina Falkner

**FLUSH+RELOAD: A High Resolution, Low Noise, L3 Cache Side-Channel Attack**  
Yuval Yarom and Katrina Falkner, *The University of Adelaide*  
<https://www.usenix.org/conference/usenixsecurity14/technical-sessions/presentation/yarom>

This paper is included in the Proceedings of the  
23rd USENIX Security Symposium.  
August 20-22, 2014 • San Diego, CA  
ISBN 978-1-931971-15-7

Open access to the Proceedings of  
the 23rd USENIX Security Symposium  
is sponsored by USENIX

pages between non-trusting processes  
of reducing the memory footprint  
systems. In this paper we demon-  
strated a weakness in the Intel X86 processors,  
a cache side-channel attack. We  
exploit this weakness to monitor access  
pages. Unlike previous cache  
attacks, FLUSH+RELOAD targets the Last-  
Level-Cache (LLC) with three cache lev-  
els and the victim do  
core.

of the FLUSH+RELOAD  
private encryption keys  
PG 1.4.13. We tested  
processes in a sin-  
gle process running in  
the attack is able  
key by observ-

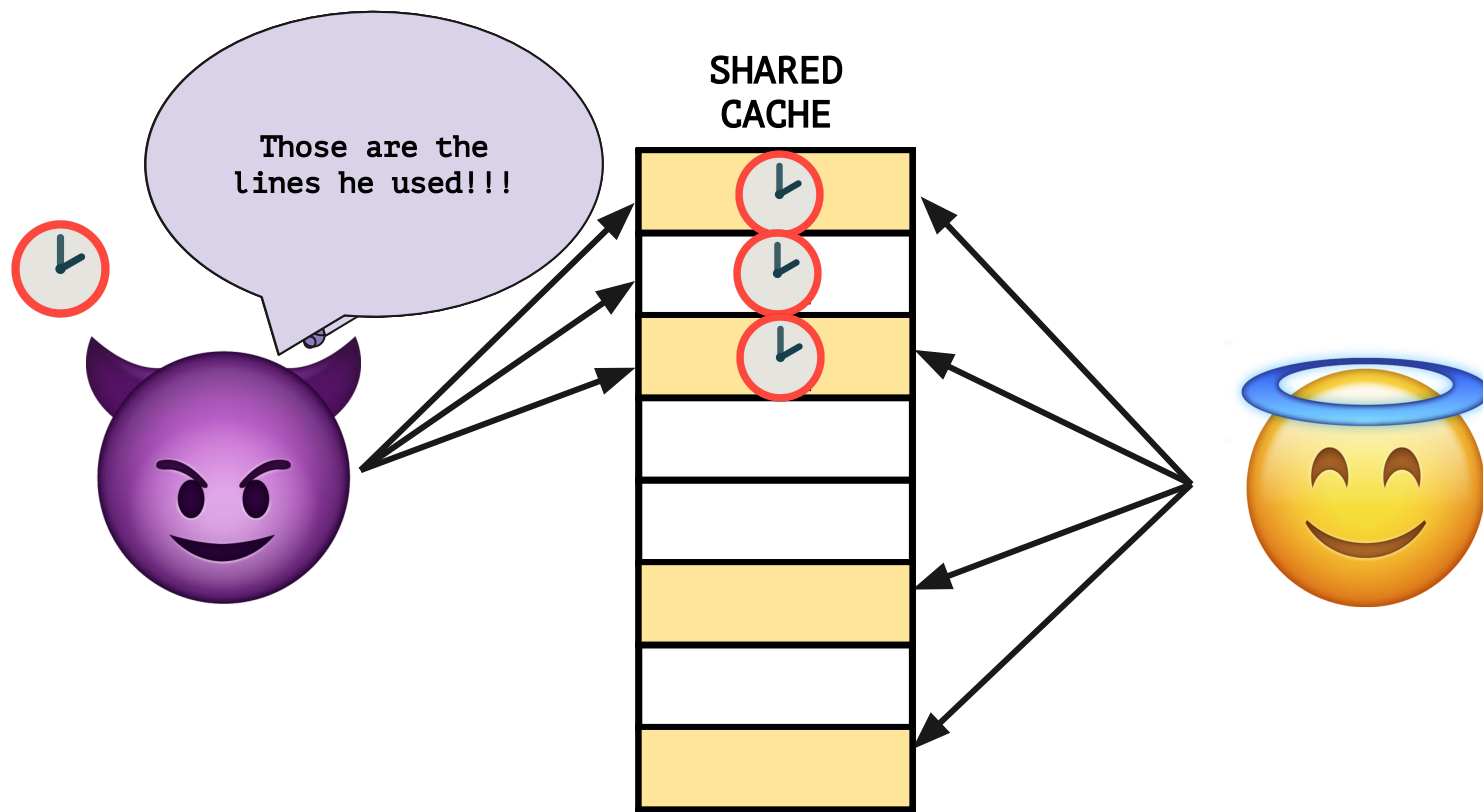
from the shared use of the processor cache. When a pro-  
cess accesses a shared page in memory, the contents of  
the accessed memory location is cached. Gullasch et  
al. [29] describes a side channel attack technique that  
utilises this cache behaviour to extract information on  
access to shared memory pages. The technique uses the  
processor's `CLFLUSH` instruction to evict the monitored  
memory locations from the cache, and then tests whether  
the data in these locations is back in the cache after al-  
lowing the victim program to execute a small number of  
instructions.

We observe that the `CLFLUSH` instruction evicts the  
memory line from all the cache levels, including from  
the shared Last-Level-Cache (LLC). Based on this ob-  
servation we design the FLUSH+RELOAD attack—an ex-  
tension of the Gullasch et al. attack. Unlike the original  
attack, FLUSH+RELOAD is a cross-core attack, allowing  
the spy and the victim to execute in parallel on differ-  
ent execution cores. FLUSH+RELOAD further extends  
the Gullasch et al. attack by adapting it to a virtualised  
environment, allowing cross-VM attacks.

Two properties of the FLUSH+RELOAD attack make  
it more powerful, and hence more dangerous, than prior  
micro-architectural side-channel attacks. The first is that  
the attack identifies access to specific memory lines,  
whereas most prior attacks identify access to larger  
classes of locations, such as specific cache sets. Con-  
sequently, FLUSH+RELOAD has a high fidelity, does not  
suffer from false positives and does not require additional  
processing for detecting access. While the Gullasch et al.  
attack also identifies access to specific memory lines, the  
result also suffers from false positives.

The second advantage of the FLUSH+RELOAD attack  
is that it focuses on the LLC, which is the cache level  
shared between the processors cores (i.e., L2 in proces-  
sors with two cache levels and L3 in processors with  
three). The LLC is shared by multiple cores on the  
processor die. While some prior attacks do use the

# What



# Once upon a time



*“We need stronger crypto algorithms  
to protect our communications” \**

*Herbert J. Bos, 12/09/2001*

*\*very unknown but truthful quote*

# Once upon a time



T-tables are  
fast!!

I'll implement my  
own crypto!!

# T-table crypto (kinda)

```
uint64_t table[256] = {  
    0x6ef72dc68d9d5af9, ... , 0x32676ab64008ac79  
    0x262981b7a097ac2c, ... , 0x0ac84dbcb82c748a  
    ...  
    0x01a892a87c2acc27, ... , 0x62377c01b1db094c  
    0x12426129dd7123a8, ... , 0x537ce5189a75db1f  
}
```

```
hjb_encrypt(char in[8], char key[8], char out[8]){  
    for (int i = 0; i < 8; i++) {  
        out[i] = do_something(table[in[i] ⊕ key[i]]);  
    }  
}
```

# Assignment

0x3 Stages:

- Easy crypto
- Evict + Reload
- Hardened crypto



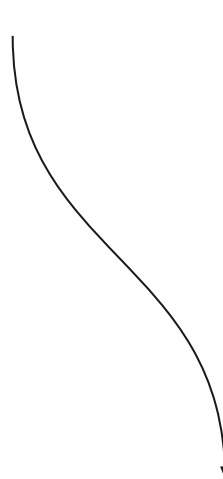
# Assignment

**Stage #1**  
**Easy Crypto**

# T-table crypto (kinda)

... Herbert didn't really understand CPU caches

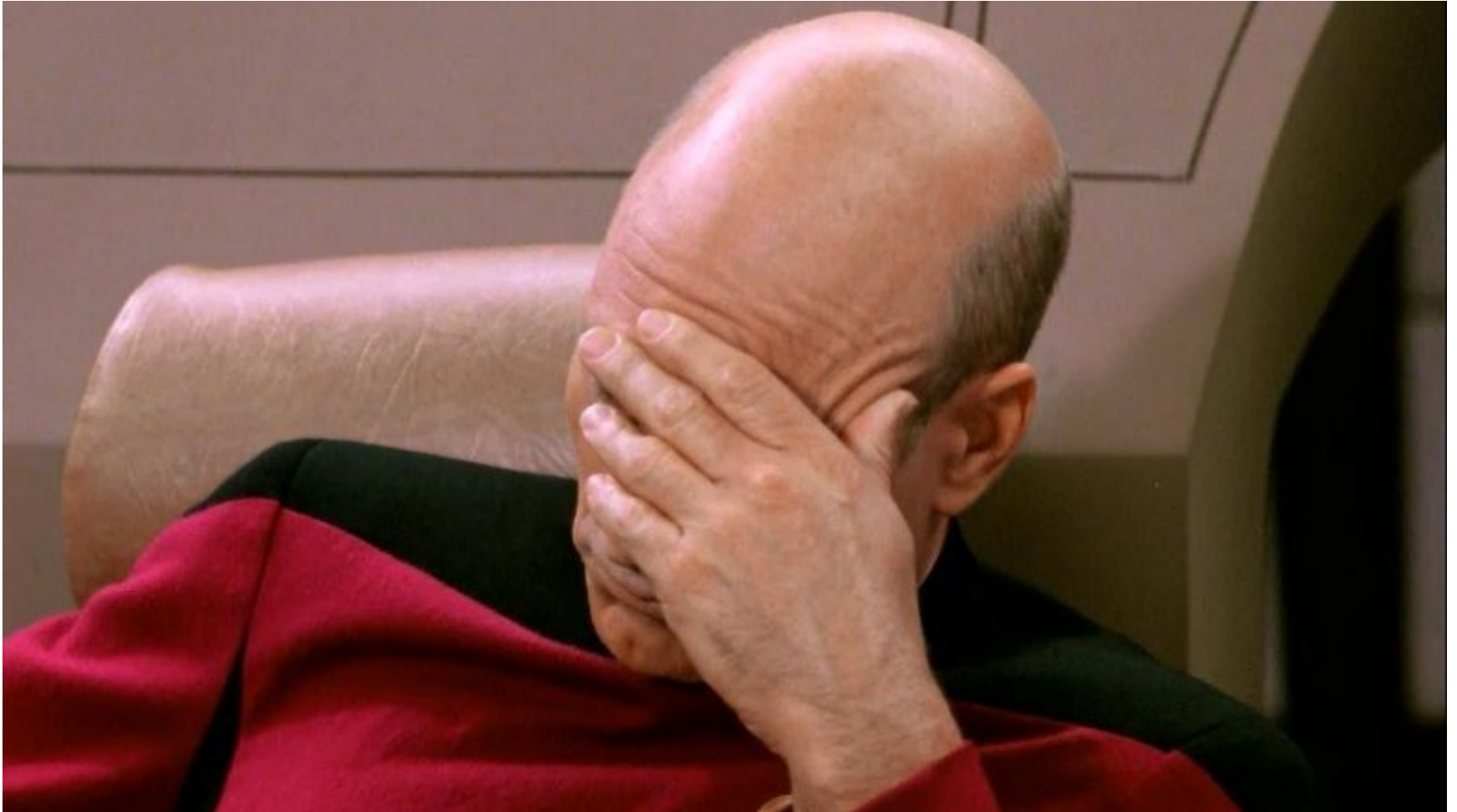
CACHELINE\_SIZE table[256] =



0x6ef72dc68d9d5af9, ...	, 0x32676ab64008ac79
0x262981b7a097ac2c, ...	, 0x0ac84dbcb82c748a
...	...
0x01a892a87c2acc27, ...	, 0x62377c01b1db094c
0x12426129dd7123a8, ...	, 0x537ce5189a75db1f

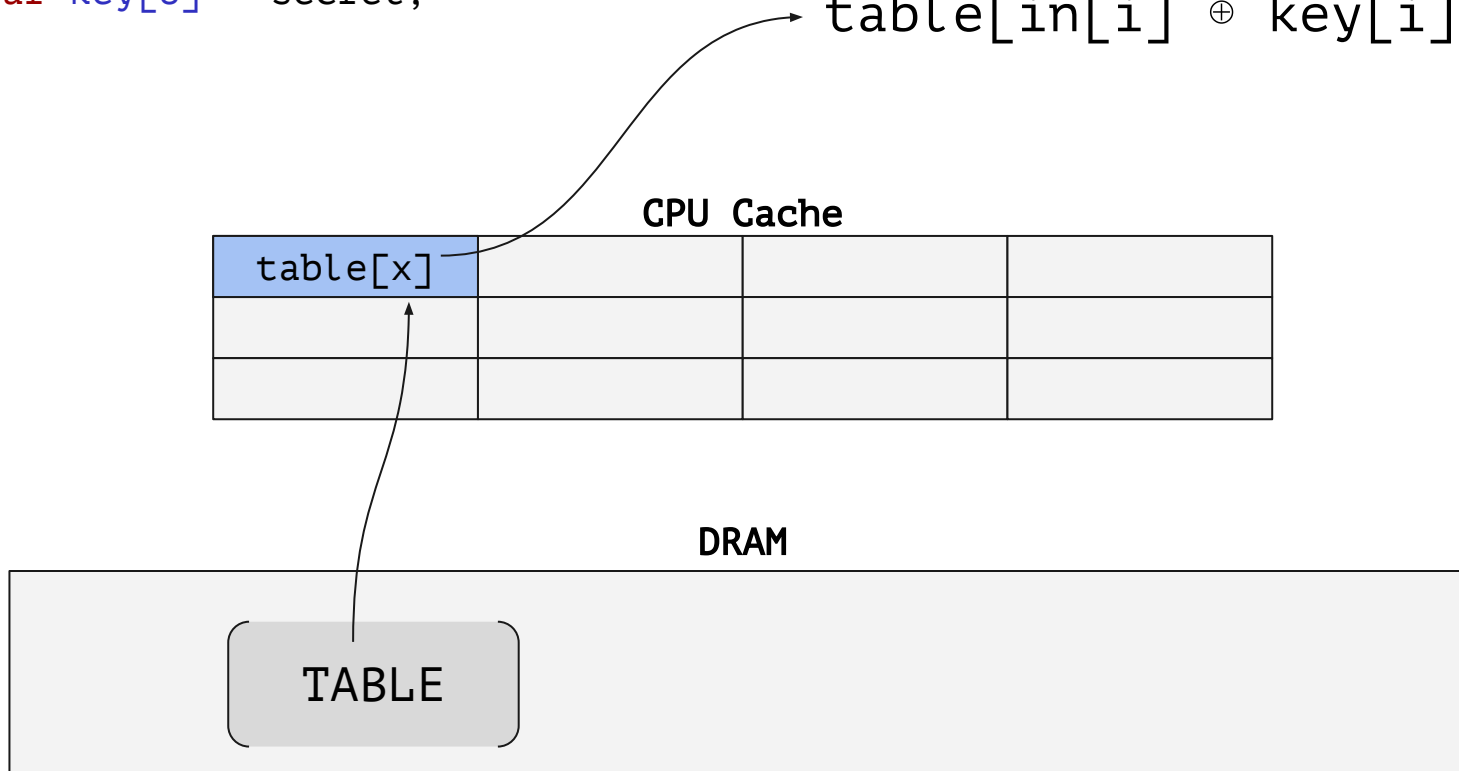
EVERY TABLE ENTRY FILLS ONE CACHE LINE

# T-table crypto (kinda)



# FLUSH + RELOAD

```
char in[8] = controlled_data;    for (i in 0..7)
char key[8] = secret;             table[in[i]  $\oplus$  key[i]]
```



# FLUSH + RELOAD

- You have two options:
  - v.1** Flush + Reload all table
  - v.2** Flush + Reload table[const]

# FLUSH + RELOAD v.1

Flush + Reload all table

```
// remove the table from the cache
```

```
for (i in 0..255)  
    clflush(table[i])
```

```
// bring back table[secret] to the cache
```

```
hjb_encrypt(...)
```

Tells you which table entry was loaded by `hjb_encrypt()`

```
// time every access
```

```
for (i in 0..255)  
    time(table[i])
```

# v.1 Challenges

- **Prefetcher:** Optimizes memory accesses to hide latency. (You will see cache hits where you don't have them)
- **Unknown key bytes order:** You will recover the 8 bytes belonging to the key but you don't know the order.  
You can bruteforce this (if you defeat the prefetcher 😡)

# FLUSH + RELOAD v.2

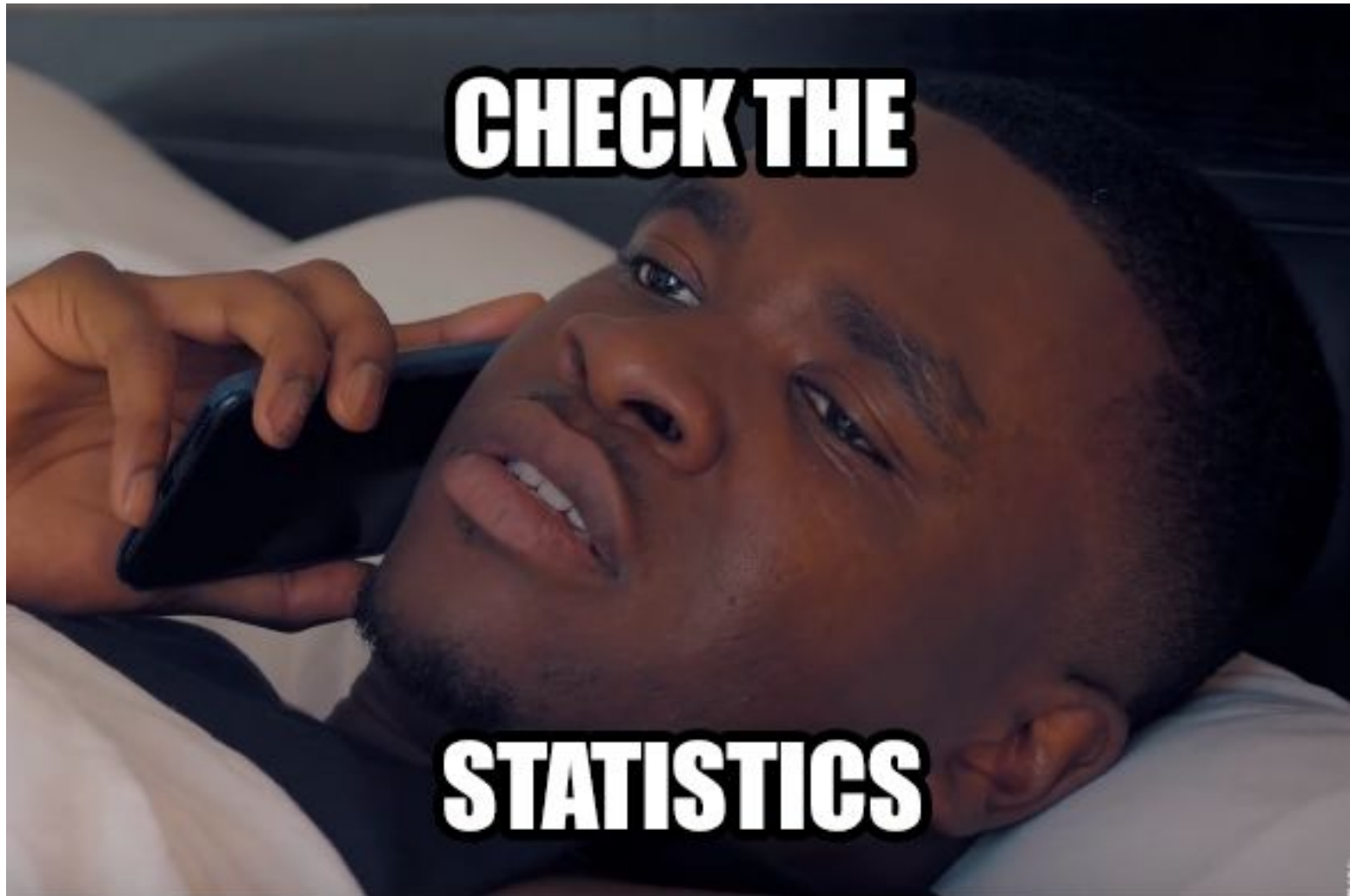
Flush + Reload table[const]

```
for (i in 0..7): //for each position of in[8]
    reset(results) //A 256B buffer for the values hit counts
    for (val in 0..256): //try all the possible byte values
        in[i] = val
        for (round in 0..10K) {
            in[other_bits] = rand()%256
            clflush(table[0])
            hjb_encrypt(in, ...)
            if (time(table[0]) < CACHED_THRESHOLD)
                results[i]++
        }
    check_probability(results)
```



# FLUSH + RELOAD v.2

Flush + Reload table[const]



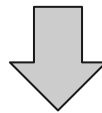
# Assignment

**Stage #2**  
**Evict + Reload**

# Stage #2

Since HJBCrypto is too easy, we make it difficult for you and we remove **clflush**.

You need to force the table entries out of the caches by means of eviction.



**EVICT + RELOAD**

Simply fill up the  
caches

# Assignment

**Stage #3**  
**Hardened Crypto**

# T-table crypto v.2

Herbert realised his idea of `CACHELINE_SIZE` entries was not smart 🙄

He introduced 2 fixes:

- Two tables (for two rounds)
- `uint64_t` table entries (Multiple entries per cacheline)



Take this crypto  
h4k3rz!!!

# T-table crypto v.2

Unfortunately he didn't really think this through ...

```
for (i in 0..7) {  
    // first round  
    val = Te0[(key[i] & 0xf0)  $\oplus$  in[i]];  
    ...  
    // second round  
    val = Te1[(key[i] << 4)  $\oplus$  in[i]];  
    ...  
}
```

You can leak the key in  
pieces of 4 bits

# T-table crypto v.2



**DOUBLE FACEPALM**

FOR WHEN ONE FACEPALM DOESN'T CUT IT

# HJB's Long tales

*“Coming from a systems background, he drifted into security a few years ago and never left. Even so, he still does not understand crypto, and hides this by saying that he prefers to stay on the systems' side of security.” \**



*Herbert J. Bos, Blackhat 2016*

*\*only truthful quote of this slides deck*



# Deliverable

## **./attack**

Perform a **FLUSH + RELOAD** attack by default.

**-DEVICT** enables **EVICT + RELOAD**.

**-DHARDENED** enables the **Hardened version**.

**NOTE:** Check your code on our cluster before submitting, this is where we will grade it.

**Tip:** You can set the secret using

**-DSECRET=0x6162636465666768** to try different keys.

# Grading & Deadline

- Deadline:
  - Deadline **Tuesday Nov 5, 23:59**  
Delays: -1pt per late day
- Grading:
  - 7  $\Rightarrow$  Stage #1 Flush + Reload
  - 9  $\Rightarrow$  Stage #2 Evict + Reload
  - 11  $\Rightarrow$  Stage #3 Hardened Crypto

# Questions?

- Discussion board on Canvas
  - Help each other
  - Don't give away your solution

