

Attack on ROB and Prefetcher

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Disabling Prefetcher to avoid Cache Pollution

- Cache side-channels work by extracting information about cache accesses of victim process
- Any other process or hardware block which accesses the cache will increase noise in the side-channel
- Fuchs et al. ¹ have proposed a method to make prefetcher increase noise in cache and disrupt cache side-channel attacks
- We propose to disable the prefetcher by not allowing it to learn the stride patterns
- This can be done by running a third process in parallel which makes random loads at PC which alias with victim process' load PCs

¹Disruptive prefetching: impact on side-channel attacks and cache designs - SYSTOR'15

Prefetcher attack implementation

- Place load instructions at multiple PC address to fill up the prefetcher table
- Randomize stride for every load address
- Restrict load address to single cache line by keeping stride less than 64 bytes
- Ensure cache miss every time by flushing before load using `clflush`
- Use `nop` instructions to align loads to desired PC address

- Drawback: targets whole prefetcher and not few entries of victim

Prefetcher attack implementation

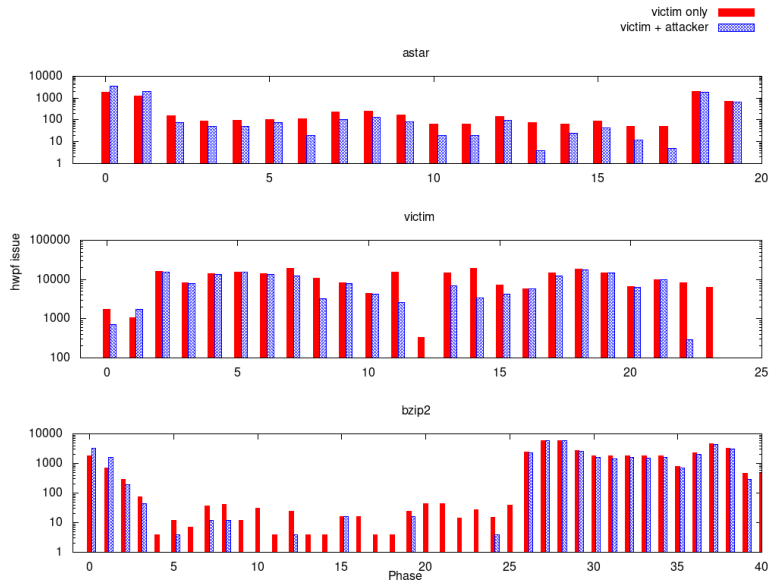
000000000000006ca <attack>:

6ce:	8b 58 36	mov	0x36(%rax),%ebx
6d1:	90	nop	
6d2:	0f ae 78 36	clflush	0x36(%rax)
6d6:	8b 58 08	mov	0x8(%rax),%ebx
6d9:	90	nop	
6da:	0f ae 78 08	clflush	0x8(%rax)
6de:	8b 58 3f	mov	0x3f(%rax),%ebx
6e1:	90	nop	
6e2:	0f ae 78 3f	clflush	0x3f(%rax)
6e6:	8b 58 38	mov	0x38(%rax),%ebx
6e9:	90	nop	
6ea:	0f ae 78 38	clflush	0x38(%rax)
6ee:	8b 58 20	mov	0x20(%rax),%ebx
6f1:	90	nop	

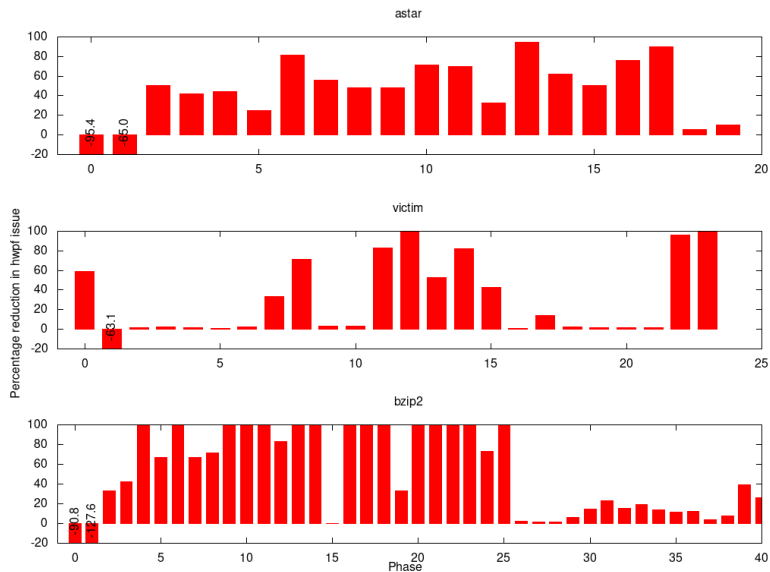
Simulation setup

- Simulator: gem5 X86
 - Cores: 2
 - L1: 32K icache 32K dcache private to each core
 - L2: 256K 16-way shared between cores
 - L2prefetcher: Stride 64-entry 4-way, confidence threshold 4
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- Victim process runs on core1 and attacker runs on core2
 - Number of prefetches issued are measured for every 100,000 instructions of victim process

Result plots: Number of prefetches



Result plots: Percent reduction



Future work

- Analyse why prefetches are not reducing to 0
- Devise attack tailored to victim's loads
- Try with openssl AES code

The End