



Leaky Processors

Lessons from Spectre, Meltdown, and Foreshadow

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Lessons from Spectre, Meltdown, and Foreshadow?



Spectre



Meltdown



Foreshadow

Lessons from Spectre, Meltdown, and Foreshadow?



Spectre

v1, v2, v4, v5,
Spectre-BTB,
Spectre-RSB,
ret2spec,
SGXPectre,
SmotherSpectre,
NetSpectre?



Meltdown

v3, v3.1, v3a,
RDCL?



ZombieLoad, MDS?



Foreshadow

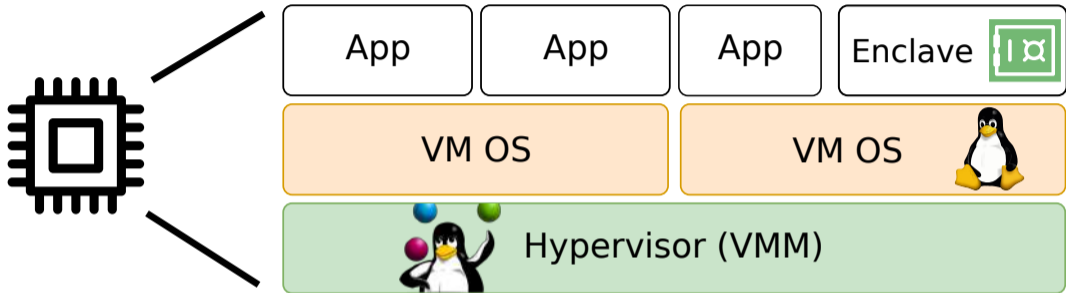
Foreshadow-NG,
L1TF?



RIDL, Fallout?

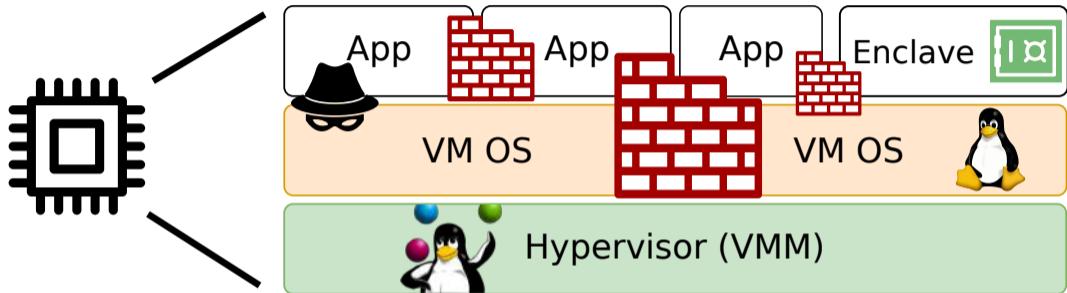


Processor security: Hardware isolation mechanisms



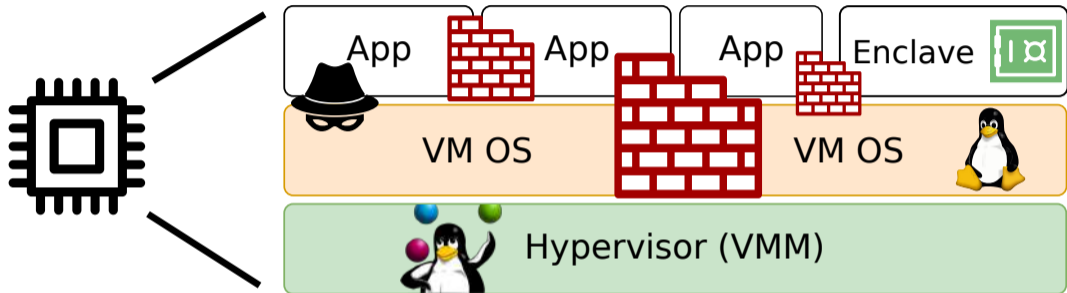
- Different software **protection domains**: user processes, virtual machines, enclaves

Processor security: Hardware isolation mechanisms




- Different software **protection domains**: user processes, virtual machines, enclaves
- CPU builds “walls” for **memory isolation** between applications and privilege levels

Processor security: Hardware isolation mechanisms



- Different software **protection domains**: user processes, virtual machines, enclaves
 - CPU builds “walls” for **memory isolation** between applications and privilege levels
- ↔ Architectural protection walls permeate **microarchitectural side channels!**

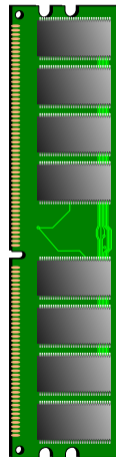
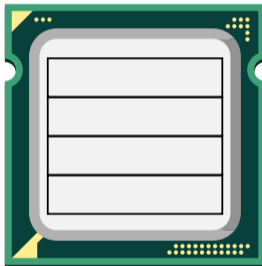


A man with dark hair and a beard, wearing a blue long-sleeved shirt, is sitting on a black metal chair at a black table outdoors. He is holding a black mug. On the table in front of him are several items: a black mug, a microphone on a stand, and some papers. A white sign is attached to the front of the table. The sign has the text "side channel = obtaining meta-data and deriving secrets from it" and "CHANGE MY MIND" below it. The background shows a brick-paved area, trees, and a building with a large archway.

side channel
= obtaining meta-data and
deriving secrets from it

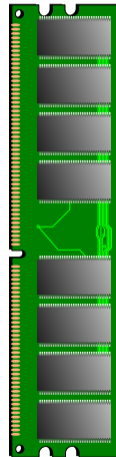
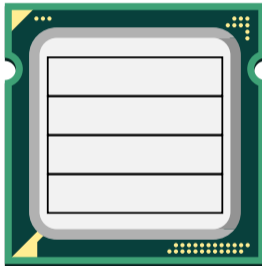
CHANGE MY MIND

```
printf("%d", i);  
printf("%d", i);
```



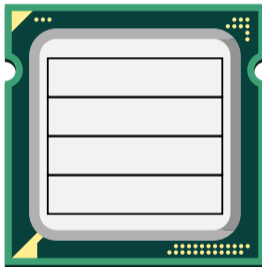
```
printf("%d", i);  
printf("%d", i);
```

Cache miss

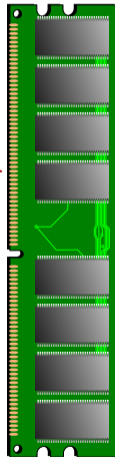


```
printf("%d", i);  
printf("%d", i);
```

Cache miss

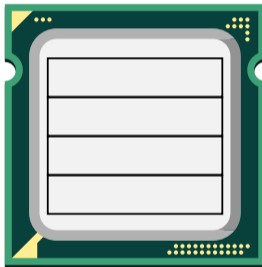


Request



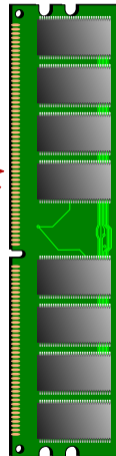
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printf("%d", i);  
printf("%d", i);
```

Cache miss



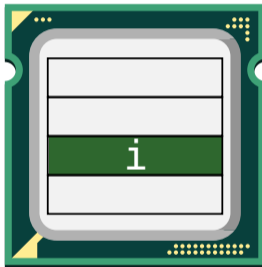
Request

Response



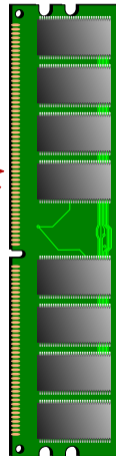
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Cache miss



Request

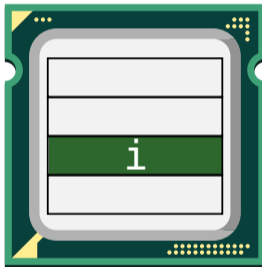
Response



```
printf("%d", i);  
printf("%d", i);
```

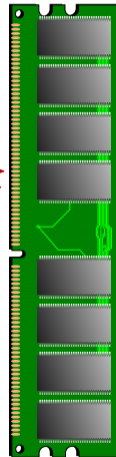
Cache miss

Cache hit



Request

Response



CPU Cache

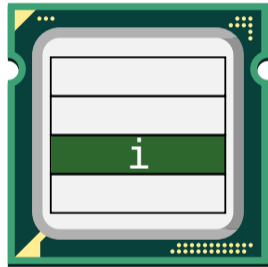
DRAM access,
slow

```
printf("%d", i);
```

```
printf("%d", i);
```

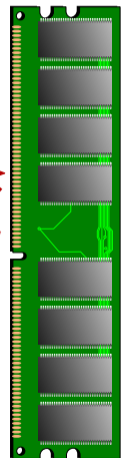
Cache miss

Cache hit

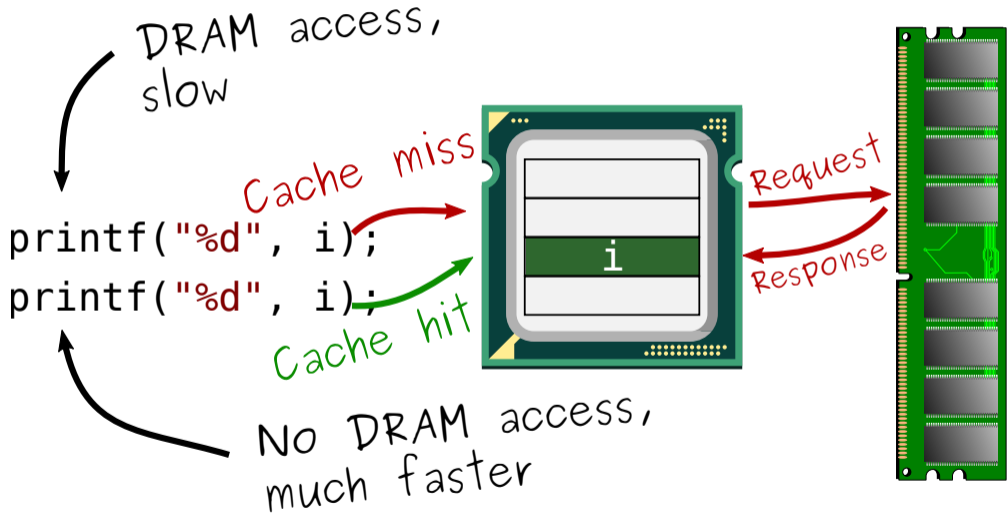


Request

Response



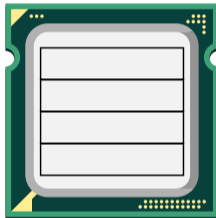
CPU Cache



Shared Memory

ATTACKER

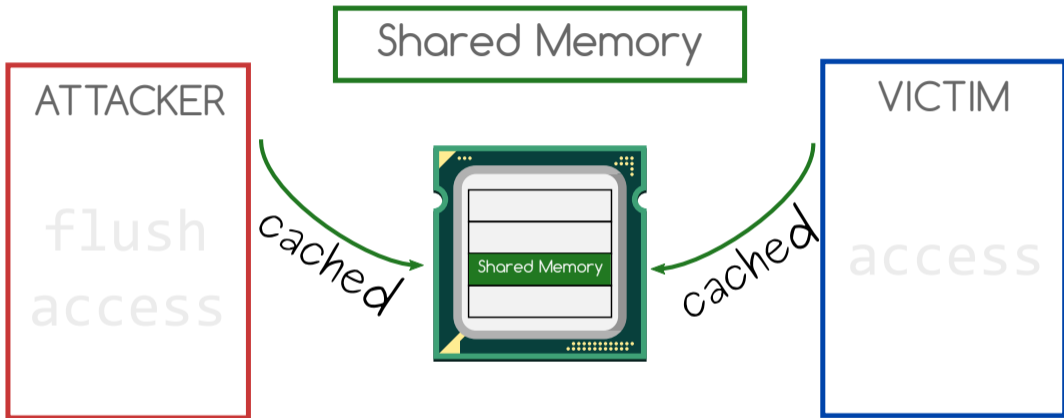
flush
access



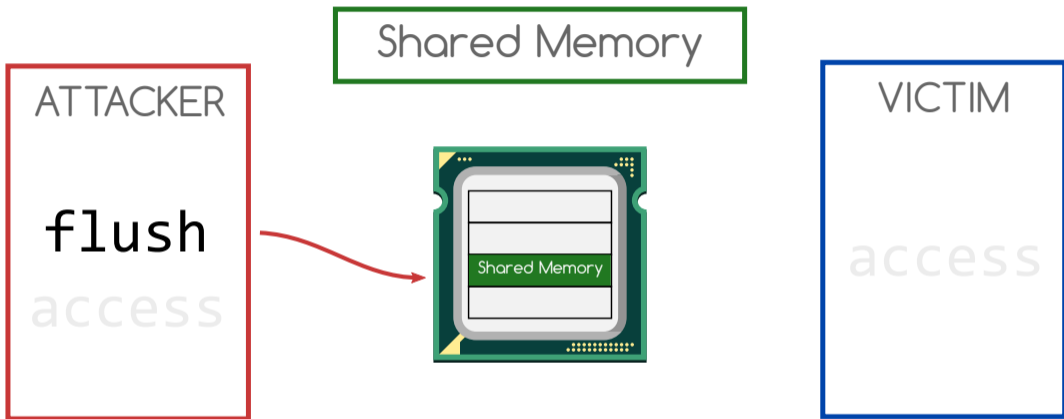
VICTIM

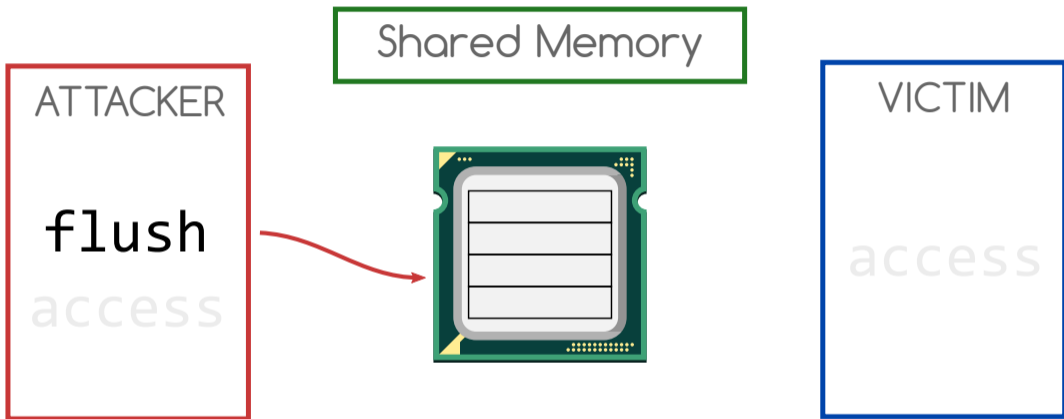
access

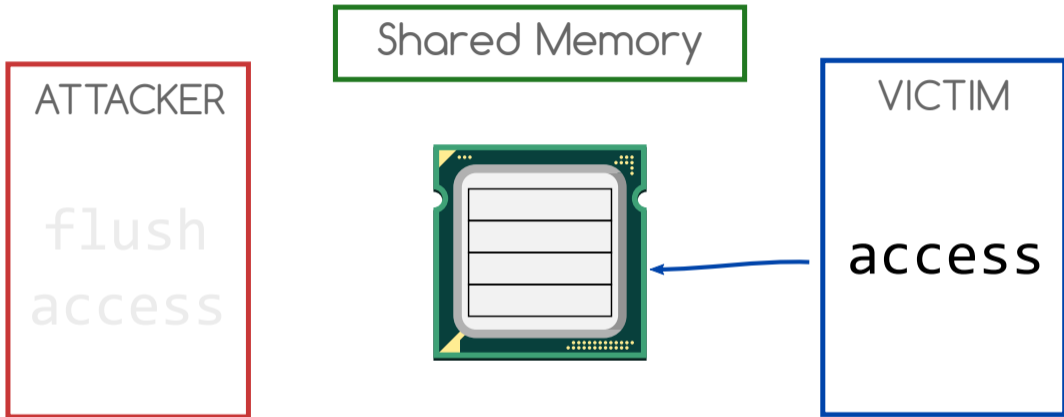
Flush+Reload



Flush+Reload



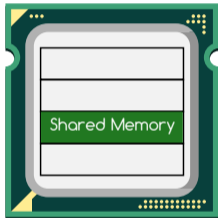




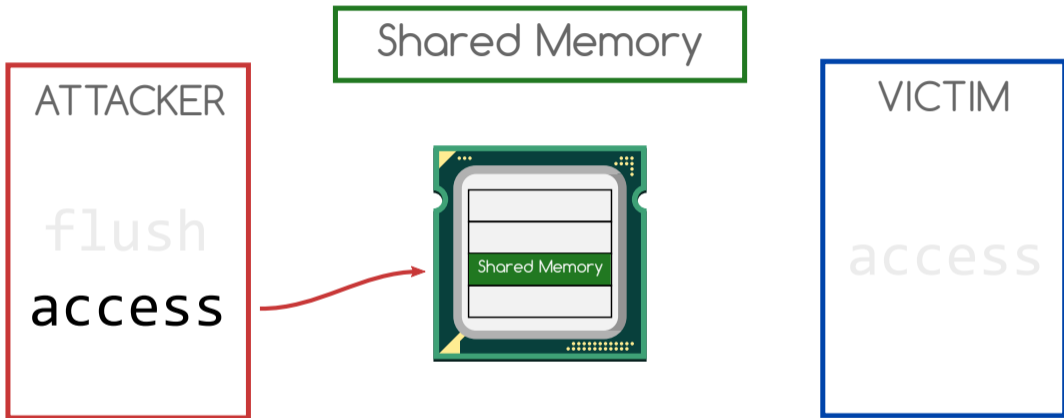
Flush+Reload



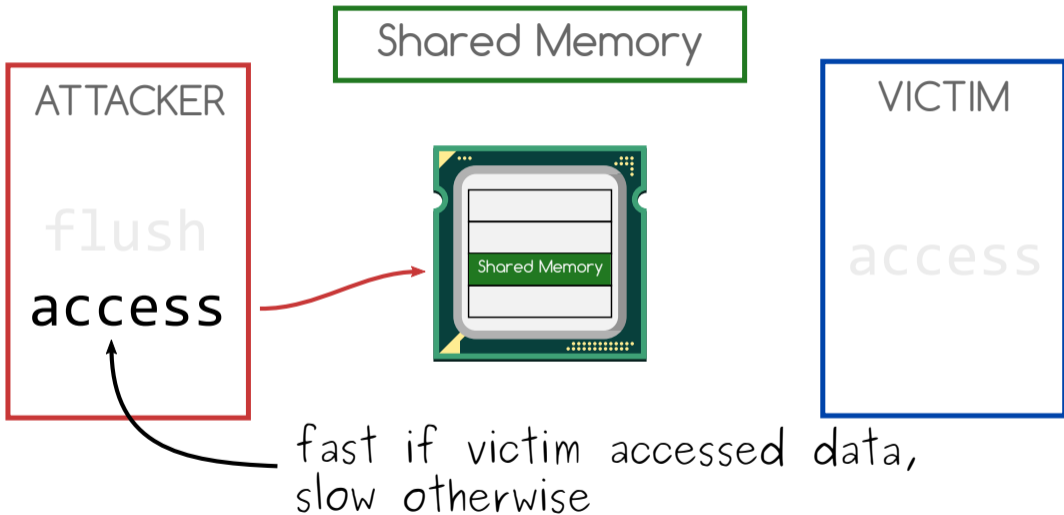
Shared Memory

A green-bordered box containing the text "Shared Memory".

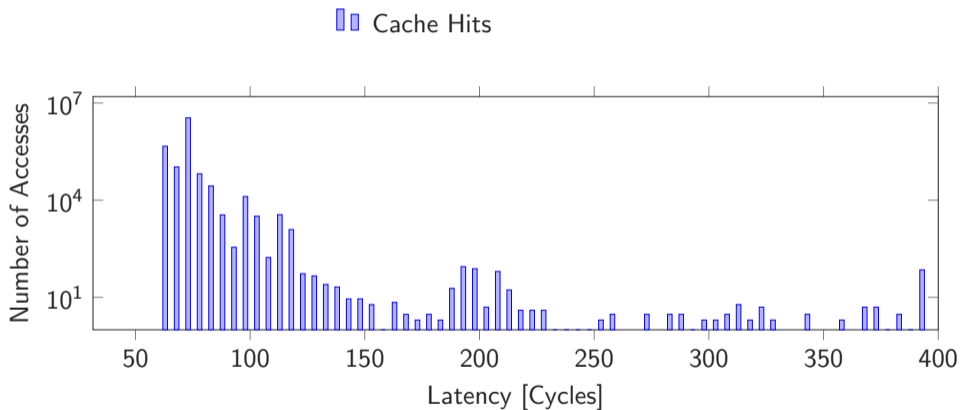
Flush+Reload



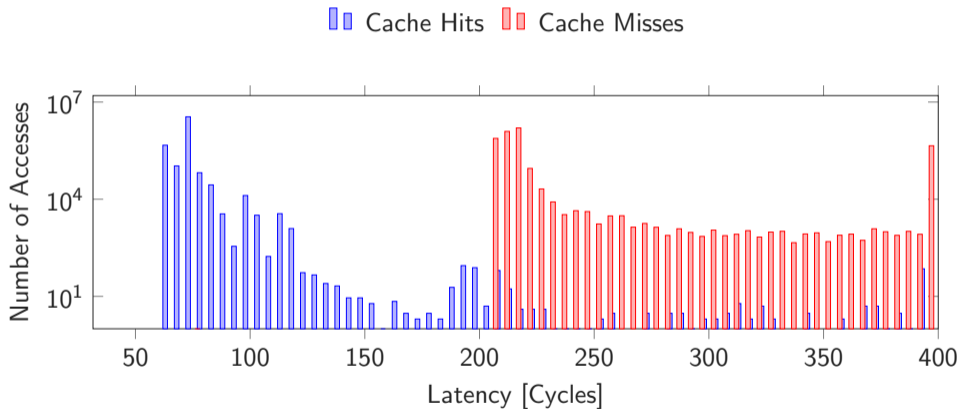
Flush+Reload



Memory Access Latency



Memory Access Latency





```
File Edit View Bookmarks Settings Help
localhost:~$ ip netns exec ns1 ip netns exec ns2 echo -n 'HELLO FROM THE OTHER SIDE (DEMO): VIDEO STREAMING OVER CACHE COVERT CHANNEL'
```

```
File Edit View Bookmarks Settings Help
ns1@ip-172-31-31-32 ~$ ip netns exec ns2 ip netns exec ns3 echo -n 'HELLO FROM THE OTHER SIDE (DEMO): VIDEO STREAMING OVER CACHE COVERT CHANNEL'
```

```
File Edit View Bookmarks Settings Help
ns1@ip-172-31-31-32 ~$ ip netns exec ns2 ip netns exec ns3 ip netns exec ns4 echo -n 'HELLO FROM THE OTHER SIDE (DEMO): VIDEO STREAMING OVER CACHE COVERT CHANNEL'
```

```
File Edit View Bookmarks Settings Help
ns1@ip-172-31-31-32 ~$ ip netns exec ns2 ip netns exec ns3 ip netns exec ns4 ip netns exec ns5 echo -n 'HELLO FROM THE OTHER SIDE (DEMO): VIDEO STREAMING OVER CACHE COVERT CHANNEL'
```

```
File Edit View Bookmarks Settings Help
ns1@ip-172-31-31-32 ~$ ip netns exec ns2 ip netns exec ns3 ip netns exec ns4 ip netns exec ns5 ip netns exec ns6 echo -n 'HELLO FROM THE OTHER SIDE (DEMO): VIDEO STREAMING OVER CACHE COVERT CHANNEL'
```

local sender (ec2) receiver (ec2)

HELLO FROM THE OTHER SIDE (DEMO):
VIDEO STREAMING OVER CACHE COVERT CHANNEL



```
File Edit View Bookmarks Settings Help
localhost:~$ ip -s

```

```
File Edit View Bookmarks Settings Help
root@ip-172-31-31-32 ~$ []

```

```
File Edit View Bookmarks Settings Help
-- store 0.4.5 on ip-172-31-31-32 --
>
>
xxx
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
>>
>
>

Active Interface: eth0           Interface Speed: unknown
Current RX Speed: 0.01 KB/s      Current TX Speed: 0.22 KB/s
Graph Top RX Speed: 0.98 KB/s    Graph Top TX Speed: 2.64 KB/s
Overall Top RX Speed: 0.94 KB/s  Overall Top TX Speed: 2.64 KB/s
Received Packets: 64             Transmitted Packets: 61
  Bytes Received: 0.045 MB       Bytes Transmitted: 0.039 MB
Errors on Receiving: 0           Errors on Transmission: 0

```

```
File Edit View Bookmarks Settings Help
root@ip-172-31-31-32 ~$ []

```

```
File Edit View Bookmarks Settings Help
-- store 0.4.5 on ip-172-31-31-32 --
>
>
>
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
>>
>
>

Active Interface: eth0           Interface Speed: unknown
Current RX Speed: 0.05 KB/s      Current TX Speed: 0.29 KB/s
Graph Top RX Speed: 0.36 KB/s    Graph Top TX Speed: 0.84 KB/s
Overall Top RX Speed: 0.36 KB/s  Overall Top TX Speed: 0.84 KB/s
Received Packets: 26             Transmitted Packets: 26
  Bytes Received: 0.003 MB       Bytes Transmitted: 0.018 MB
Errors on Receiving: 0           Errors on Transmission: 0

```

```
local

```

```
sender (ec2)

```

```
receiver (ec2)

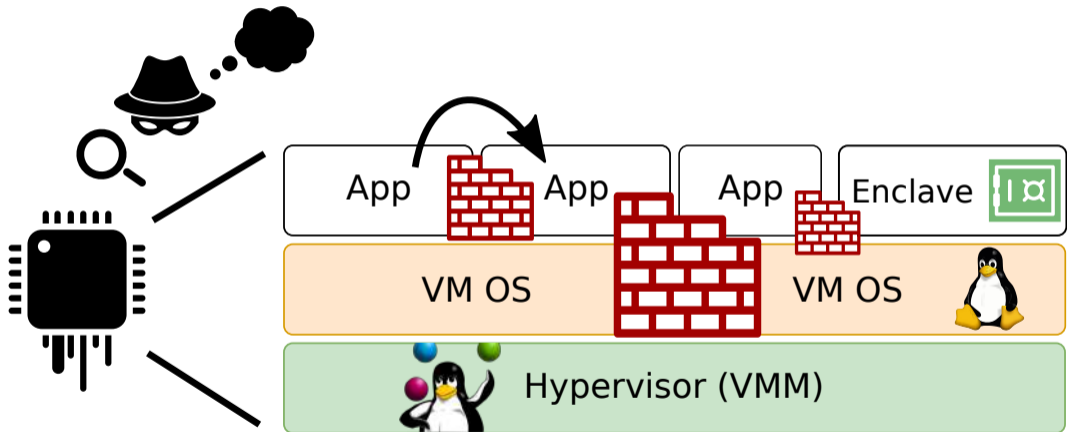
```

HELLO FROM THE OTHER SIDE (DEMO):
VIDEO STREAMING OVER CACHE COVERT CHANNEL



**We can communicate across protection walls
using microarchitectural side channels!**

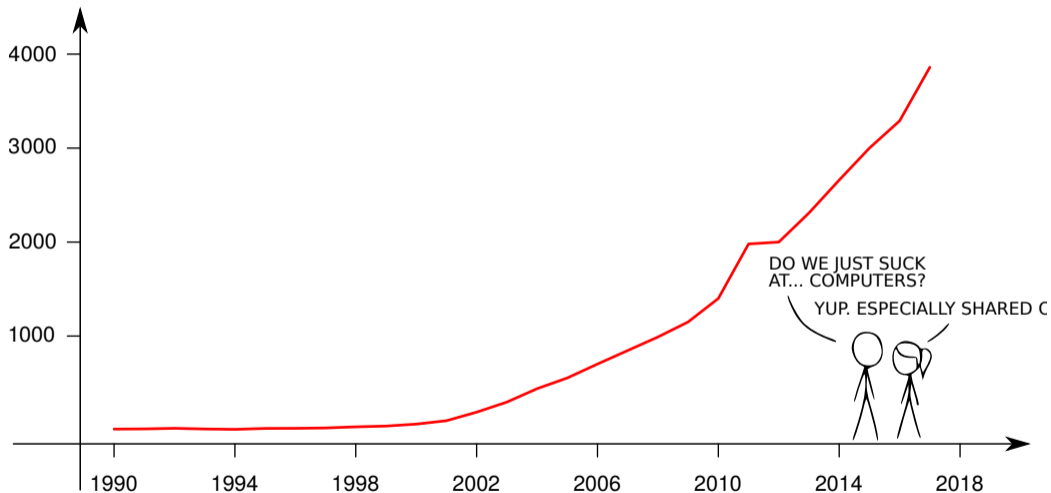
Leaky processors: Jumping over protection walls with side channels



SHARING IS NOT CARING

SHARING IS LOSING YOUR STUFF TO OTHERS

Side-channel attacks are known for decades already – what's new?



Based on github.com/Pold87/academic-keyword-occurrence and xkcd.com/1938/

Intel Analysis of Speculative Execution Side Channels

[Download PDF](#)



1 of 12



100%



Intel Analysis of Speculative Execution Side Channels

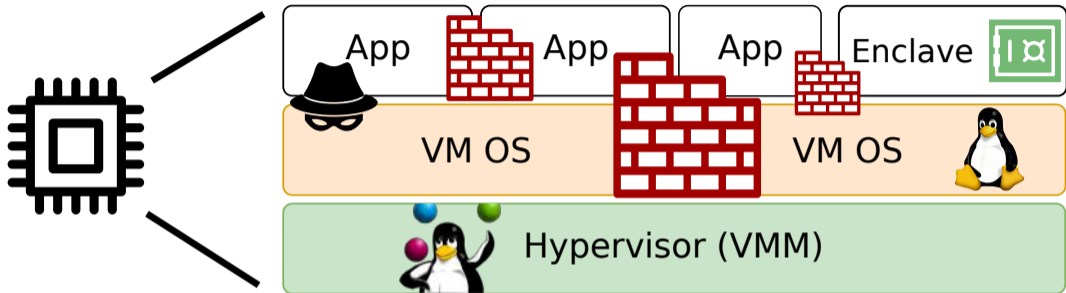
[White Paper](#)



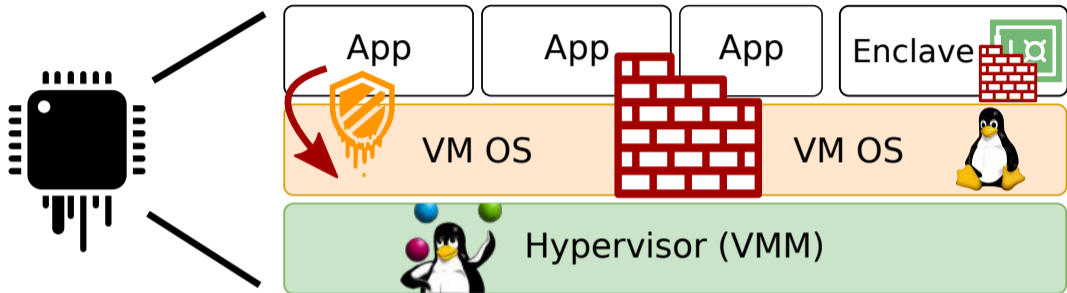
Can we do better? Can we demolish architectural protection walls instead of just peaking over?



Leaky processors: Breaking isolation mechanisms

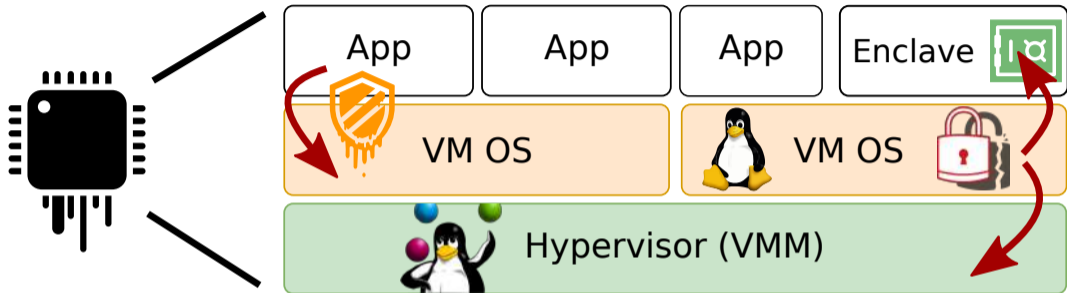


Leaky processors: Breaking isolation mechanisms



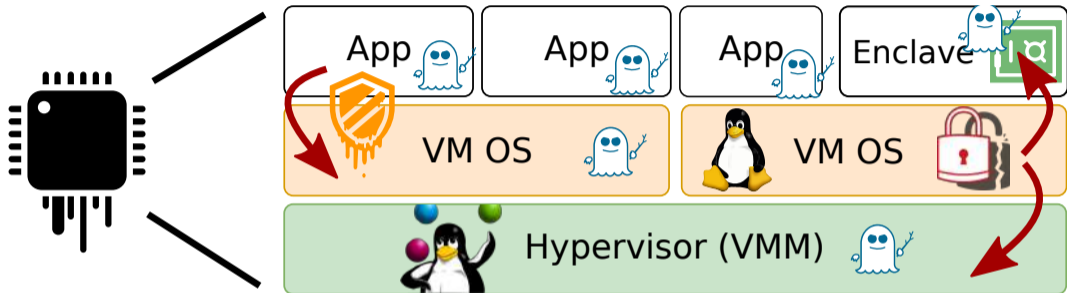
- **Meltdown** breaks user/kernel isolation

Leaky processors: Breaking isolation mechanisms



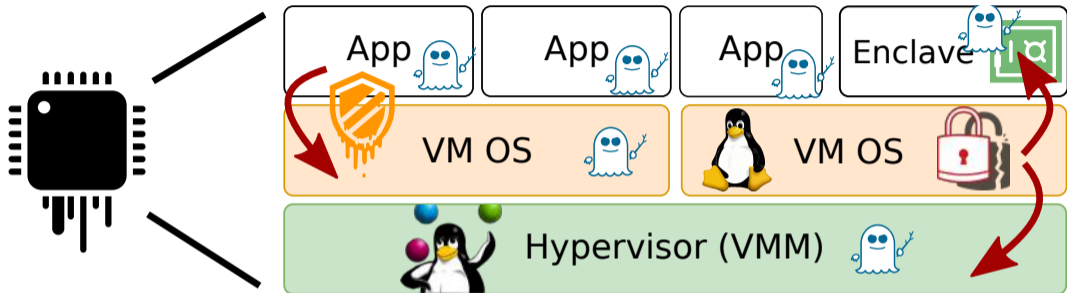
- **Meltdown** breaks user/kernel isolation
- **Foreshadow** breaks SGX enclave and virtual machine isolation

Leaky processors: Breaking isolation mechanisms



- **Meltdown** breaks user/kernel isolation
- **Foreshadow** breaks SGX enclave and virtual machine isolation
- **Spectre** breaks software-defined isolation on various levels

Leaky processors: Breaking isolation mechanisms



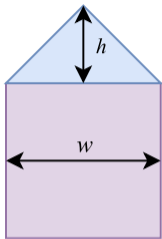
- **Meltdown** breaks user/kernel isolation
- **Foreshadow** breaks SGX enclave and virtual machine isolation
- **Spectre** breaks software-defined isolation on various levels
- ... many more – but all exploit the same underlying insights!

A close-up, high-angle shot of Morpheus from the movie The Matrix. He is wearing his signature black sunglasses and has a serious, intense expression. The background is a blurred, outdoor setting. The text is overlaid in a bold, white, sans-serif font with a black drop shadow.

WHAT IF I TOLD YOU

YOU CAN CHANGE RULES MID-GAME

Out-of-order and speculative execution

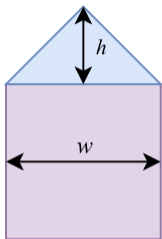


Key **discrepancy**:

- Programmers write **sequential** instructions

```
int area(int h, int w)
{
    int triangle = (w*h)/2;
    int square   = (w*w);
    return triangle + square;
}
```

Out-of-order and speculative execution



Key **discrepancy**:

- Programmers write **sequential** instructions
- Modern CPUs are inherently **parallel**

⇒ *Execute instructions ahead of time*

```
int area(int h, int w)
```

```
{
```

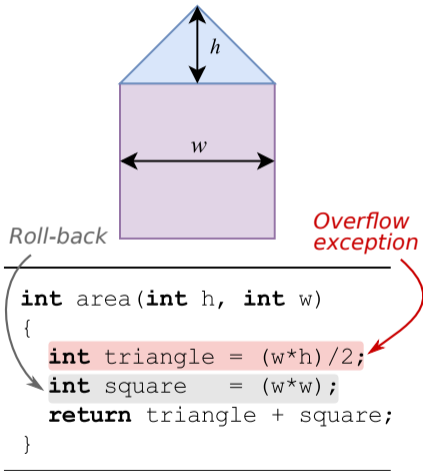
```
  int triangle = (w*h)/2;
```

```
  int square   = (w*w);
```

```
  return triangle + square;
```

```
}
```

Out-of-order and speculative execution



Key **discrepancy**:

- Programmers write **sequential** instructions
- Modern CPUs are inherently **parallel**

⇒ *Execute instructions ahead of time*

Best-effort: What if triangle fails?

→ Commit in-order, **roll-back** square

... But **side channels** may leave traces (!)

Transient-execution attacks: Welcome to the world of fun!

CPU executes ahead of time in transient world

- Success → *commit* results to normal world 😊
- Fail → *discard* results, compute again in normal world ☹️



Key finding of 2018

⇒ *Transmit secrets from transient to normal world*



Transient-execution attacks: Welcome to the world of fun!

Key finding of 2018

⇒ *Transmit secrets from transient to normal world*



Transient world (microarchitecture) may temp bypass architectural software intentions:



Delayed exception handling



Control flow prediction

Transient-execution attacks: Welcome to the world of fun!

Key finding of 2018

⇒ *Transmit secrets from transient to normal world*

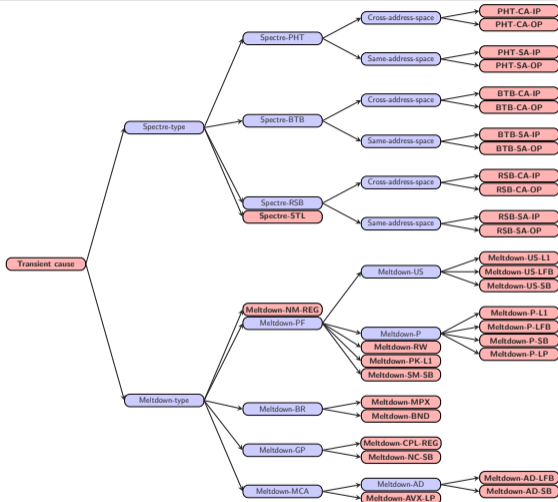


Transient world (microarchitecture) may temp bypass architectural software intentions:



CPU access control bypass

Speculative buffer overflow/ROP



Canella et al. "A systematic evaluation of transient execution attacks and defenses", USENIX Security 2019



inside™



inside™

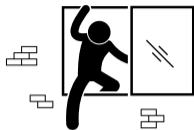


inside™



inside™

Meltdown: Transiently encoding unauthorized memory



Unauthorized access

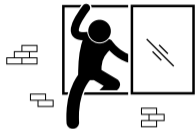
Listing 1: x86 assembly

```
1 meltdown:
2   // %rdi: oracle
3   // %rsi: secret_ptr
4
5   movb (%rsi), %al
6   shl $0xc, %rax
7   movq (%rdi, %rax), %rdi
8   retq
```

Listing 2: C code.

```
1 void meltdown(
2     uint8_t *oracle,
3     uint8_t *secret_ptr)
4 {
5     uint8_t v = *secret_ptr;
6     v = v * 0x1000;
7     uint64_t o = oracle[v];
8 }
```

Meltdown: Transiently encoding unauthorized memory



Unauthorized access



Transient out-of-order window

Listing 1: x86 assembly.

```
1 meltdown:
2   // %rdi: oracle
3   // %rsi: secret_ptr
4
5   movb (%rsi), %al
6   shl $0xc, %rax
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Listing 2: C code.

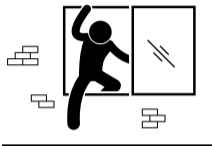
```
1 void meltdown(
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4 {
5     uint8_t v = *secret_ptr;
6     v = v * 0x1000;
7     uint64_t o = oracle[v];
8 }
```

oracle array



secret idx

Meltdown: Transiently encoding unauthorized memory



Unauthorized access



Transient out-of-order window



Exception

(discard architectural state)

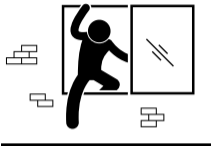
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Meltdown: Transiently encoding unauthorized memory



Unauthorized access



Transient out-of-order window



Exception handler

Listing 1: x86 assembly.

```
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2 // %rdi: oracle  
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4  
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7 movq (%rdi, %rax), %rdi  
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Listing 2: C code.

```
1 void meltdown(  
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3     uint8_t *secret_ptr)  
4 {  
5     uint8_t v = *secret_ptr;  
6     v = v * 0x1000;  
7     uint64_t o = oracle[v];  
8 }
```

oracle array

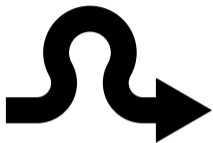


cache hit

Recovering from a Meltdown: Re-building protection walls?



Mitigating Meltdown: Unmap kernel addresses from user space

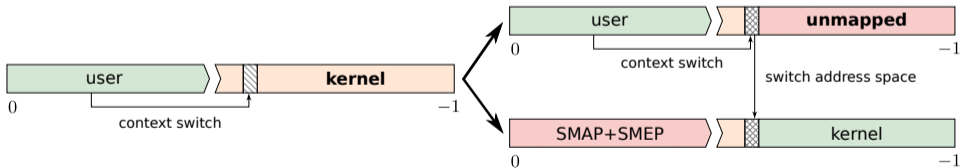


- OS software fix for **faulty hardware** (\leftrightarrow future CPUs)

Mitigating Meltdown: Unmap kernel addresses from user space



- OS software fix for **faulty hardware** (\leftrightarrow future CPUs)
 - Unmap kernel from user *virtual address space*
- Unauthorized physical addresses **out-of-reach** (~cookie jar)



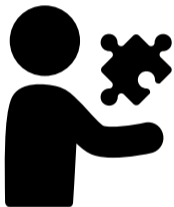
Gruss et al. "KASLR is dead: Long live KASLR", ESSoS 2017



- Meltdown **fully mitigated** in software



- Meltdown **fully mitigated** in software
- Problem **seemed** to be solved
- No attack surface left



- Meltdown **fully mitigated** in software
- Problem **seemed** to be solved
- No attack surface left
- That is what everyone thought



inside™



inside™

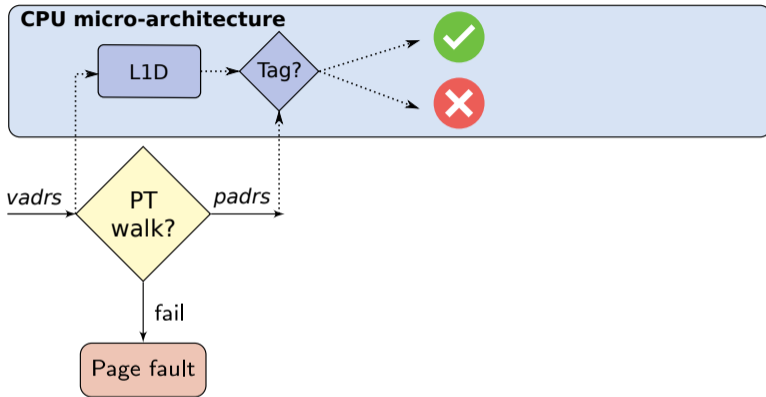


inside™



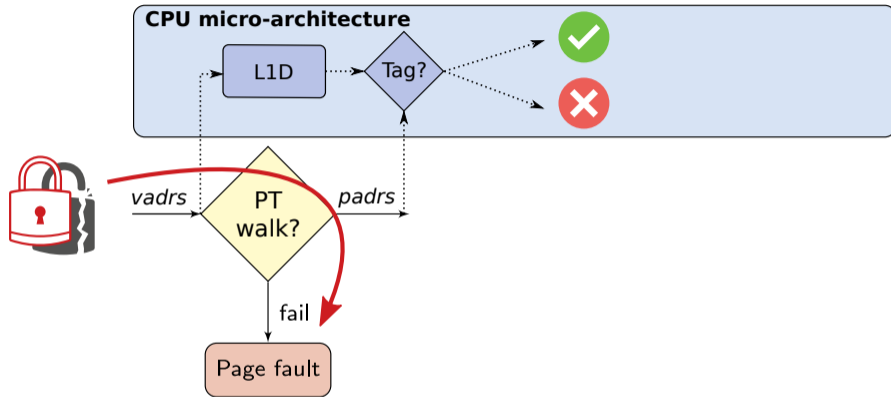
inside™

Foreshadow-NG: Breaking the virtual memory abstraction



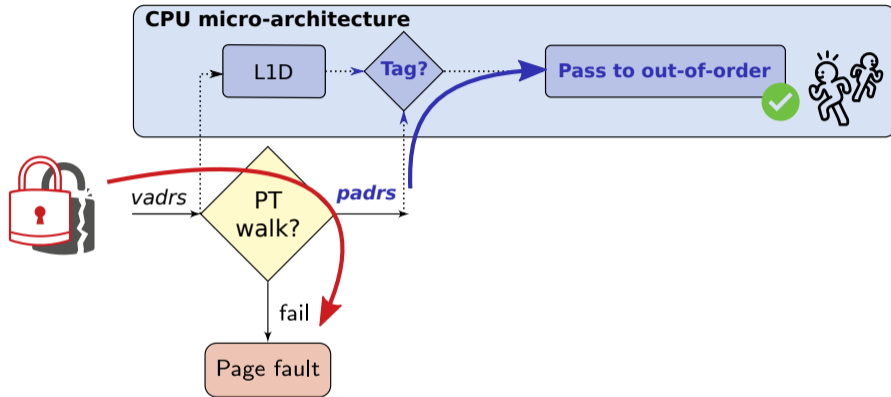
L1 cache design: Virtually-indexed, physically-tagged

Foreshadow-NG: Breaking the virtual memory abstraction



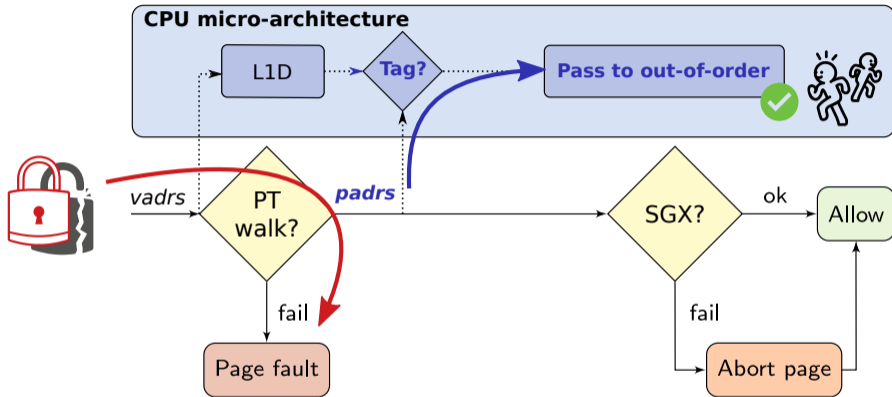
Page fault: Early-out address translation

Foreshadow-NG: Breaking the virtual memory abstraction



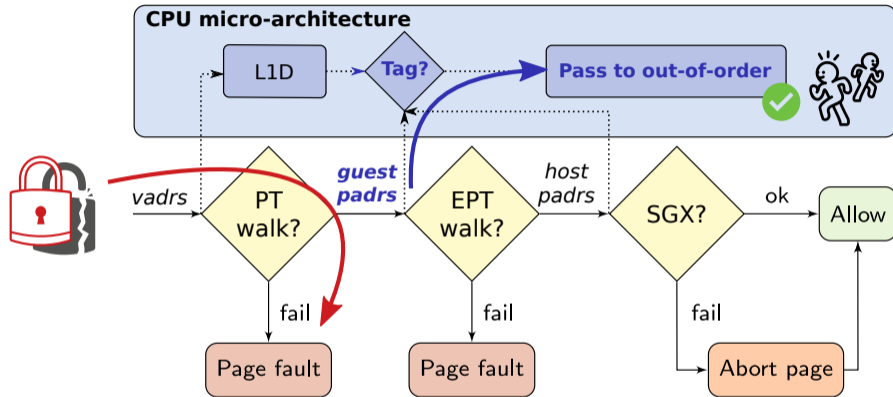
L1-Terminal Fault: match *unmapped physical address* (!)

Foreshadow-NG: Breaking the virtual memory abstraction



Foreshadow-SGX: bypass enclave isolation

Foreshadow-NG: Breaking the virtual memory abstraction



Foreshadow-VMM: bypass virtual machine isolation(!)

Mitigating Foreshadow/L1TF: Hardware-software cooperation

```
jo@gropius:~$ uname -svp
Linux #41~16.04.1-Ubuntu SMP Wed Oct 10 20:16:04 UTC 2018 x86_64

jo@gropius:~$ cat /proc/cpuinfo | grep "model name" -m1
model name       : Intel(R) Core(TM) i7-6500U CPU @ 2.50GHz

jo@gropius:~$ cat /proc/cpuinfo | egrep "meltdown|lltf" -m1
bugs              : cpu_meltdown spectre_v1 spectre_v2 spec_store_bypass lltf

jo@gropius:~$ cat /sys/devices/system/cpu/vulnerabilities/meltdown | grep "Mitigation"
Mitigation: PTI

jo@gropius:~$ cat /sys/devices/system/cpu/vulnerabilities/lltf | grep "Mitigation"
Mitigation: PTE Inversion; VMX: conditional cache flushes, SMT vulnerable

jo@gropius:~$ █
```





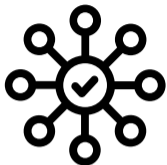
- Meltdown is a whole **category of vulnerabilities**

Generalization – Lessons from Foreshadow



- Meltdown is a whole **category of vulnerabilities**
- Not only the user-accessible check

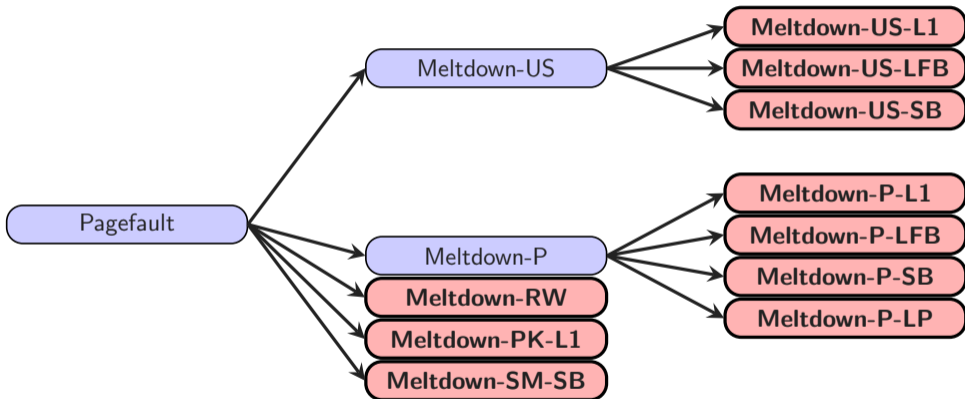
Generalization – Lessons from Foreshadow



- Meltdown is a whole **category of vulnerabilities**
- Not only the user-accessible check
- There are many more page table bits and exception types...

P	RW	US	WT	UC	R	D	S	G	Ignored	
Physical Page Number										
									Ignored	X

Meltdown subtree: Exploiting page-table bits





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Meltdown Redux: Intel Flaw Lets Hackers Siphon Secrets from Millions of PCs

Two different groups of researchers found another speculative execution attack that can steal all the data a CPU touches.

I SPECULATE THAT THIS WON'T BE THE LAST SUCH BUG —

New speculative execution bug leaks data from Intel chips' internal buffers

Intel-specific vulnerability was found by researchers both inside and outside the company.

Microarchitectural data sampling: RIDL, ZombieLoad, Fallout



- May 2019: 3 new **Meltdown-type** attacks
- Leakage from: line-fill buffer, store buffer, load ports



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- Leakage from: line-fill buffer, store buffer, load ports
- **Key take-aways:**
 1. Leakage from various **intermediate buffers** (\supset L1D)
 2. Transient execution through **microcode assists** (\supset exceptions)

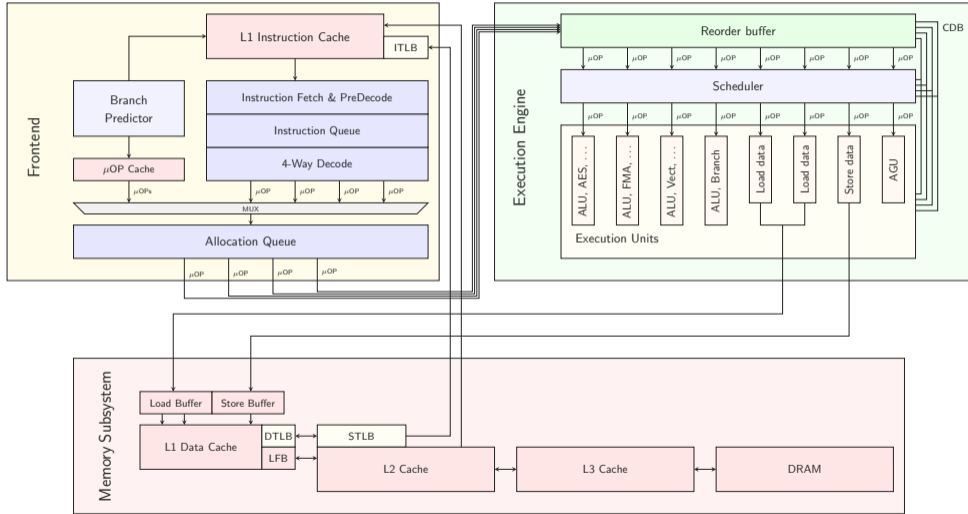
Microarchitectural data sampling: RIDL, ZombieLoad, Fallout



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- Leakage from: line-fill buffer, store buffer, load ports
- **Key take-aways:**
 1. Leakage from various **intermediate buffers** (\supset L1D)
 2. Transient execution through **microcode assists** (\supset exceptions)

There is no noise. Noise is just someone else's data

MDS take-away 1: Microarchitectural buffers



MDS take-away 2: Microcode assists



- Optimization: only implement fast-path in **silicon**
- More complex edge cases (slow-path) in **microcode**

MDS take-away 2: Microcode assists

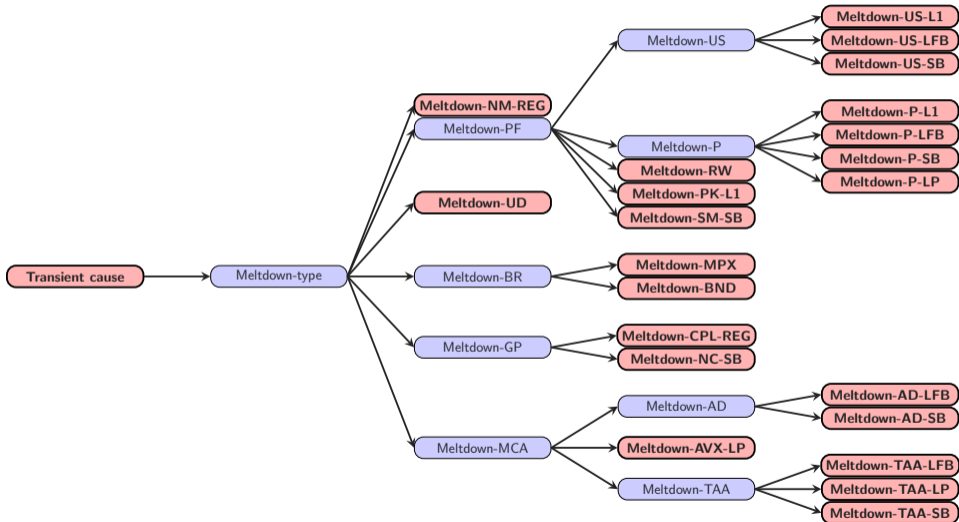


- Optimization: only implement fast-path in **silicon**
- More complex edge cases (slow-path) in **microcode**
- Need help? Re-issue the load with a **microcode assist**
 - assist == “microarchitectural fault”

MDS take-away 2: Microcode assists



- Optimization: only implement fast-path in **silicon**
- More complex edge cases (slow-path) in **microcode**
- Need help? Re-issue the load with a **microcode assist**
 - assist == “microarchitectural fault”
- Example: setting A/D bits in the page table walk
 - Likely many more!



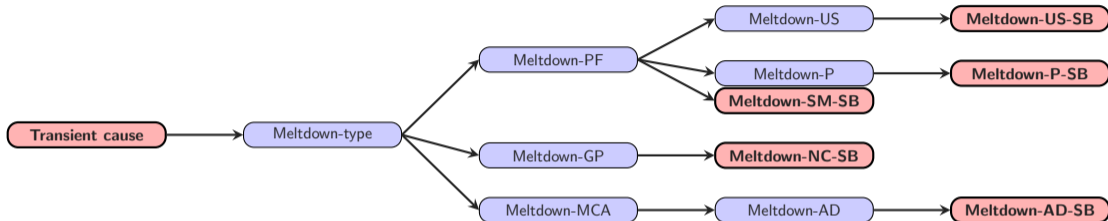
2018 era: Depth-first search (e.g., Foreshadow/L1TF)



- Meltdown is a **category of attacks** and not a single instance or bug
- **Systematic analysis (tree search)** revealed several overlooked variants

Canella et al. "A Systematic Evaluation of Transient Execution Attacks and Defenses", USENIX Security 2019.

2019 era: Breadth-first search (e.g., Fallout)



Not “just another buffer”, include systematic **fault-type analysis**



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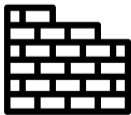
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Update your systems! (+ disable HyperThreading)

 **Update** your systems! (+ disable HyperThreading)

- ⇒ New emerging and powerful class of **transient-execution** attacks
- ⇒ Importance of fundamental **side-channel** research
- ⇒ Security **cross-cuts** the system stack: hardware, hypervisor, kernel, compiler, application





Leaky Processors

Lessons from Spectre, Meltdown, and Foreshadow

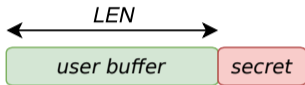
Jo Van Bulck (@jovanbulck)¹, Daniel Gruss (@lavados)²

Red Hat Research Day, January 23, 2020

¹ imec-DistriNet, KU Leuven, ² Graz University of Technology

Appendix

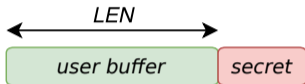
Spectre v1: Speculative buffer over-read



```
if (idx < LEN)
{
    s = buffer[idx];
    t = lookup[s];
    ...
}
```

- Programmer *intention*: never access out-of-bounds memory

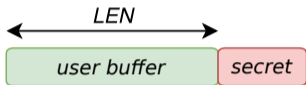
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- Branch can be mistrained to **speculatively** (i.e., ahead of time) execute with $idx \geq LEN$ in the **transient world**

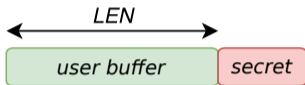
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- Insert explicit **speculation barriers** to tell the CPU to halt the transient world...
- Huge manual, error-prone effort...