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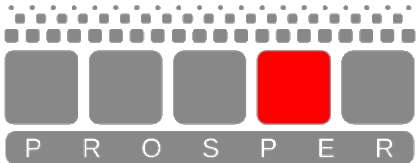
Cache Storage Channels **Alias-driven Attacks**

Formally Verified Platforms



INTEGRITY

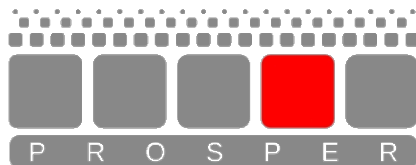
Formally Verified Platforms



Formally Verified Platforms



INTEGRITY

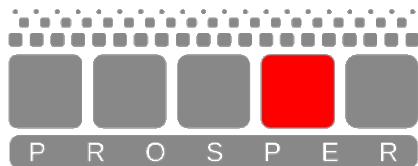


Caches Excluded from the analysis

Formally Verified Platforms



INTEGRITY



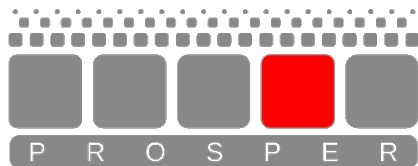
Caches Excluded from the analysis



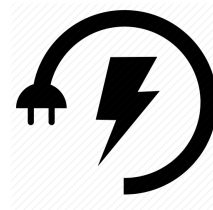
Formally Verified Platforms



INTEGRITY



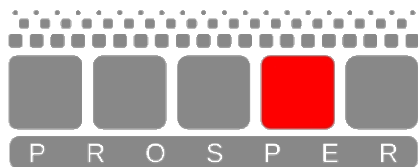
Caches Excluded from the analysis



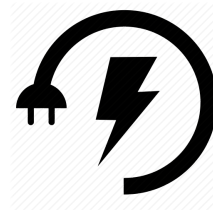
Formally Verified Platforms



INTEGRITY



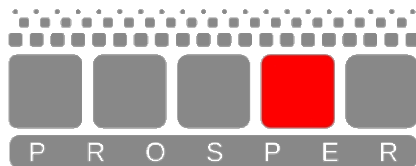
Caches Excluded from the analysis



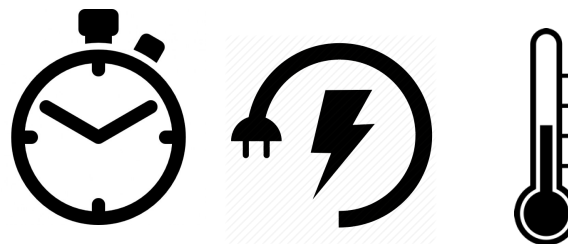
Formally Verified Platforms



INTEGRITY

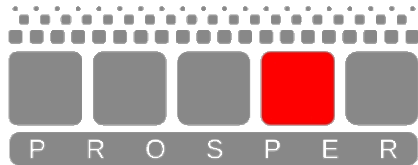


Caches Excluded from the analysis

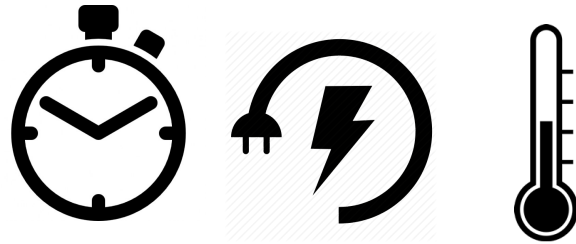


Models should be Sound

Formally Verified Platforms

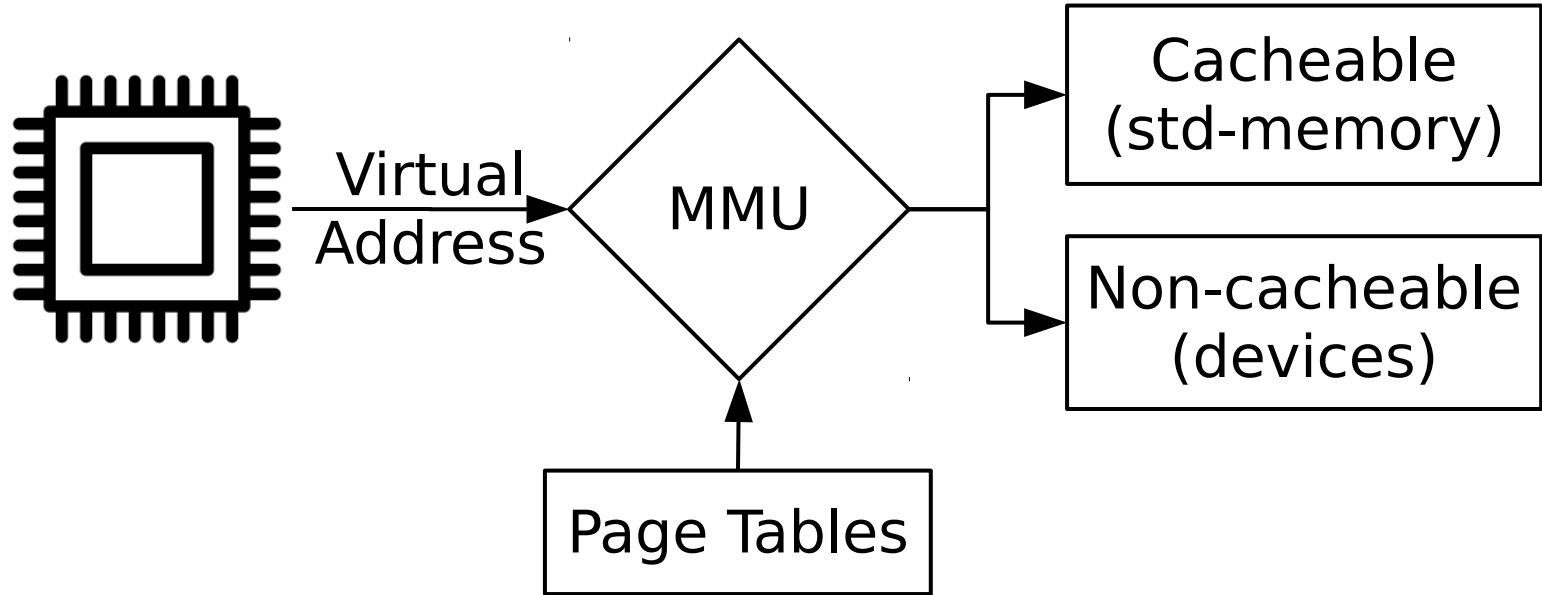


Caches Excluded from the analysis



Models should be Sound

Storage Channels can invalidate results



Incoherent Cache Behaviors

Mismatched cacheability attributes

Mismatched cacheability attributes
do not do this

Mismatched cacheability attributes

Please, do not do this

Mismatched cacheability attributes

Please, do not do this

Incoherent Cache Behaviors

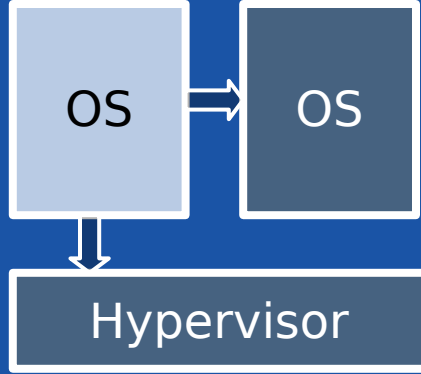
Mismatched cacheability attributes

Please, do not do this

Incoherent Cache Behaviors

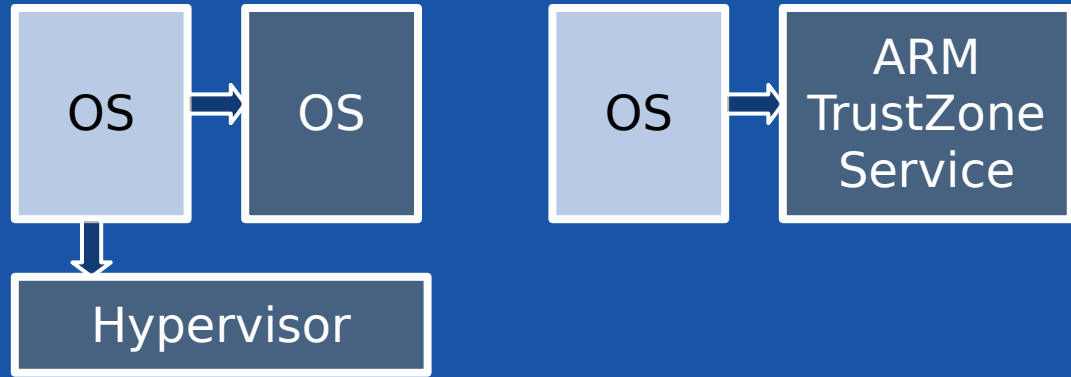
ARM-terminology: **unexpected cache hit**

if the data cache reports a hit on a memory location that is marked as non-cacheable, the cache might access the memory disregarding such hit.

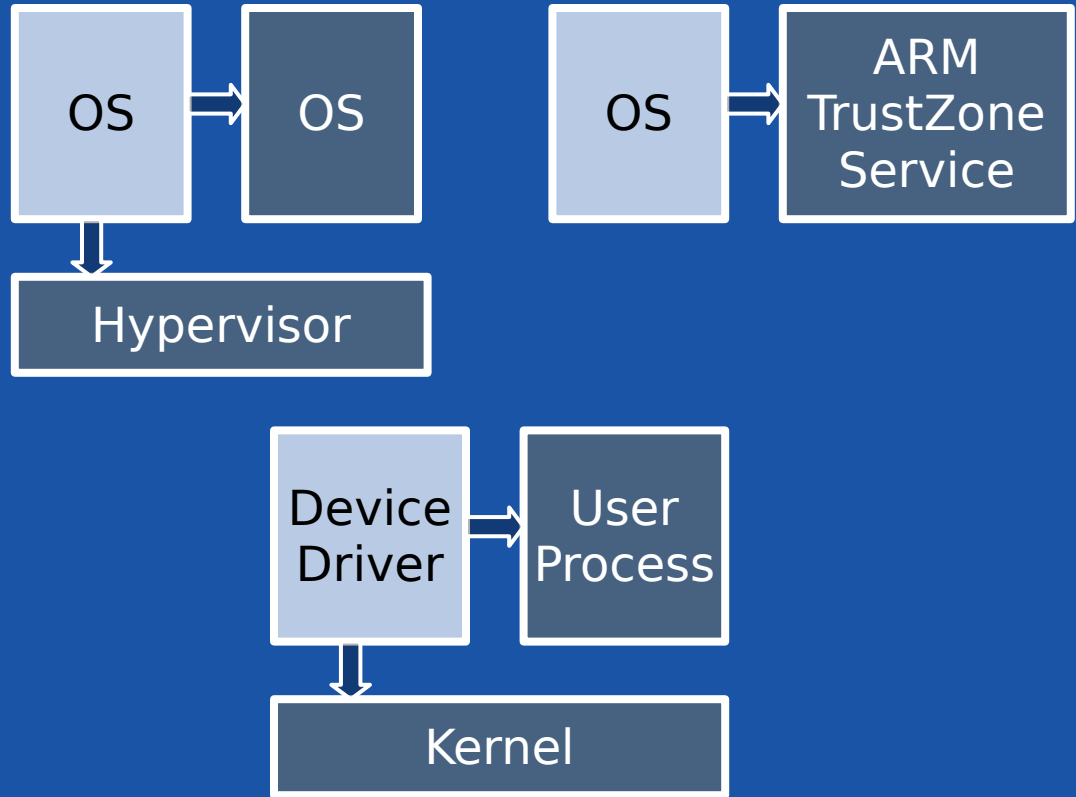


Scenarios

Scenarios



Scenarios

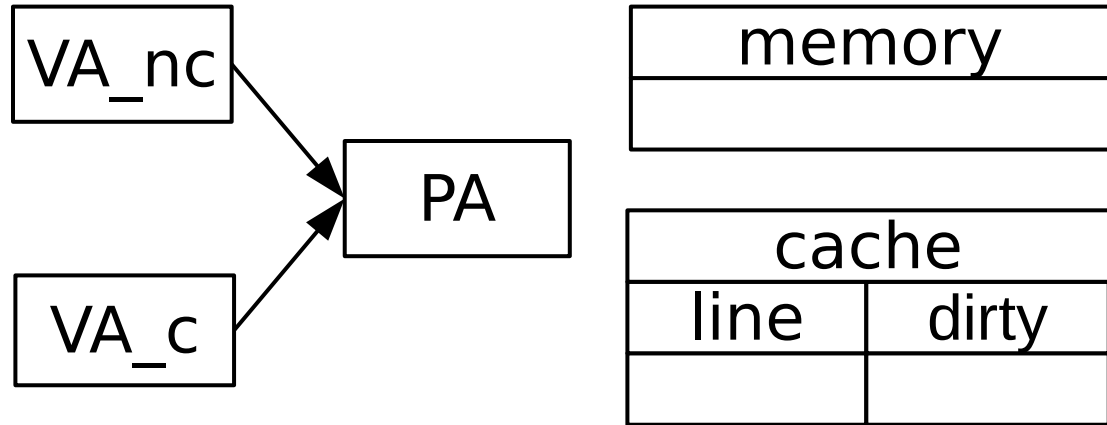


Attacker

```
write(VA_nc, 0)
...
write(VA_nc, 1)
free(VA_nc)
```

Victim

```
D = access(VA_c)
...
D = access(VA_c)
if not policy(D)
    Reject()
...
use(VA_c)
```

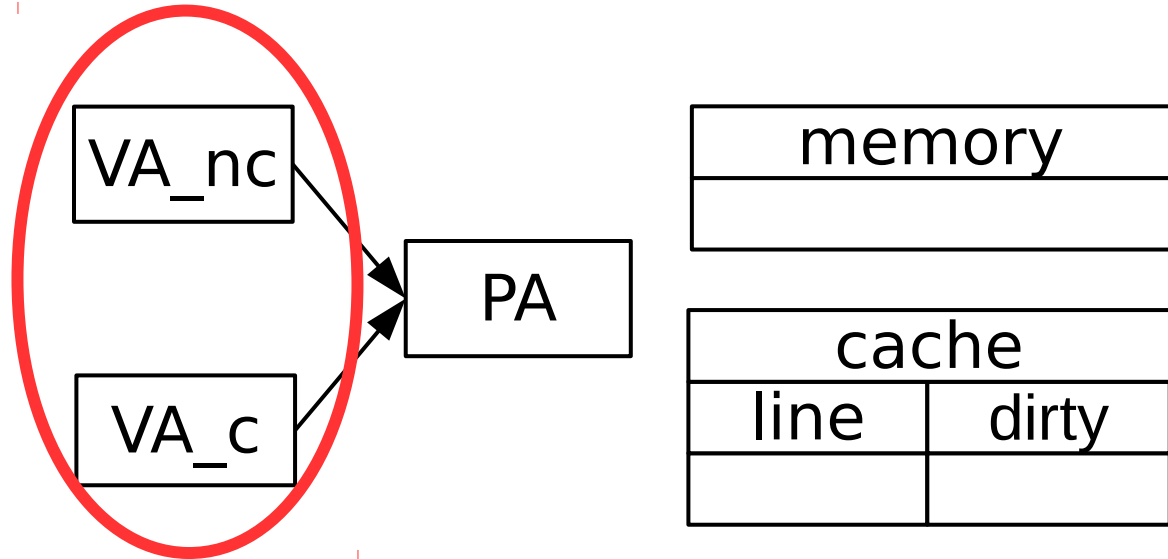


Attacker

```
write(VA_nc, 0)
...
write(VA_nc, 1)
free(VA_nc)
```

Victim

```
D = access(VA_c)
...
D = access(VA_c)
if not policy(D)
    Reject()
...
use(VA_c)
```



Attacker

→ write(VA_nc, 0)

...

write(VA_nc, 1)

free(VA_nc)

Victim

D = access(VA_c)

...

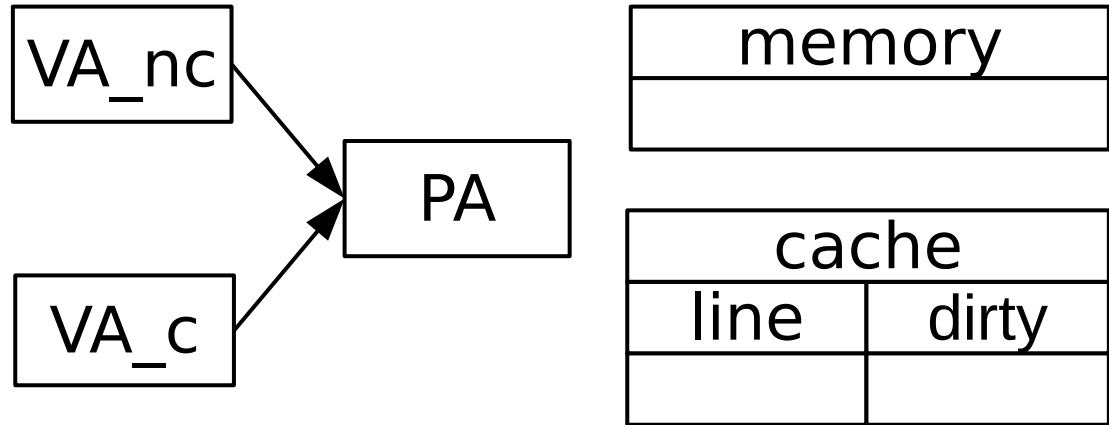
D = access(VA_c)

if not policy(D)

Reject()

...

use(VA_c)



Attacker

→ write(VA_nc, 0)

...

write(VA_nc, 1)

free(VA_nc)

Victim

D = access(VA_c)

...

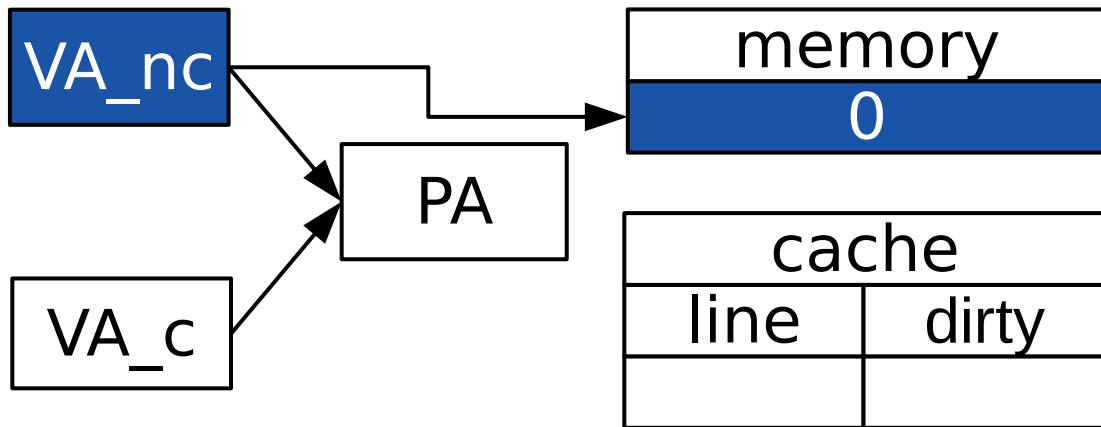
D = access(VA_c)

if not policy(D)

Reject()

...

use(VA_c)

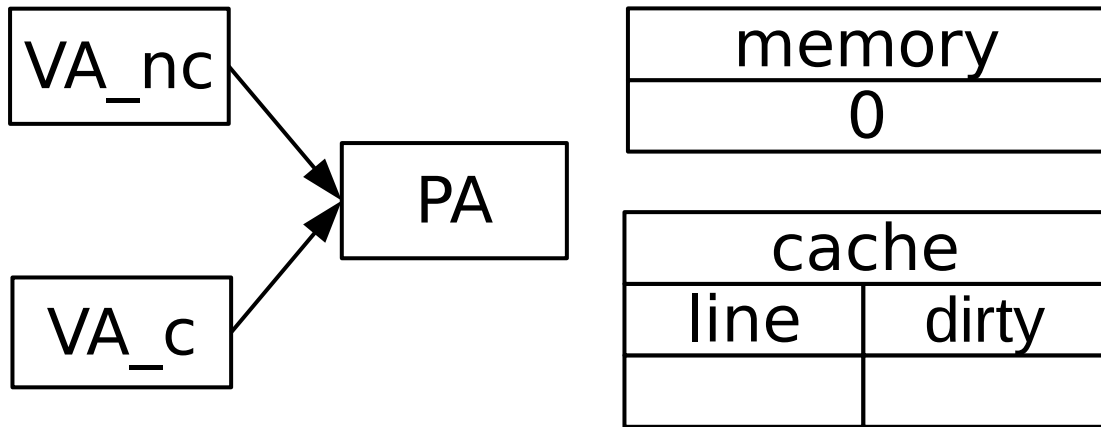


Attacker

```
write(VA_nc, 0)
...
write(VA_nc, 1)
free(VA_nc)
```

Victim

```
➔ D = access(VA_c)
...
D = access(VA_c)
if not policy(D)
    Reject()
...
use(VA_c)
```

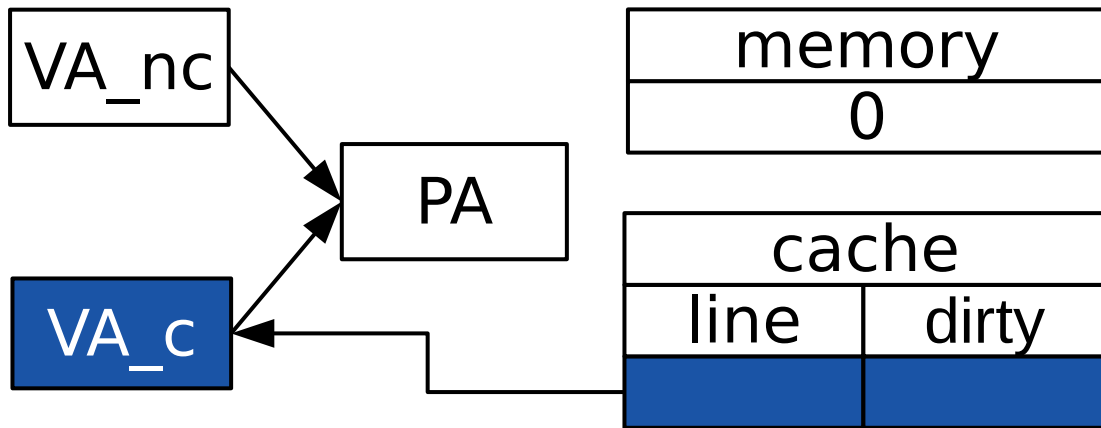


Attacker

```
write(VA_nc, 0)
...
write(VA_nc, 1)
free(VA_nc)
```

Victim

```
➔ D = access(VA_c)
...
D = access(VA_c)
if not policy(D)
    Reject()
...
use(VA_c)
```



Attacker

```
write(VA_nc, 0)
```

```
...
```

```
write(VA_nc, 1)
```

```
free(VA_nc)
```

Victim

```
➔ D = access(VA_c)
```

```
...
```

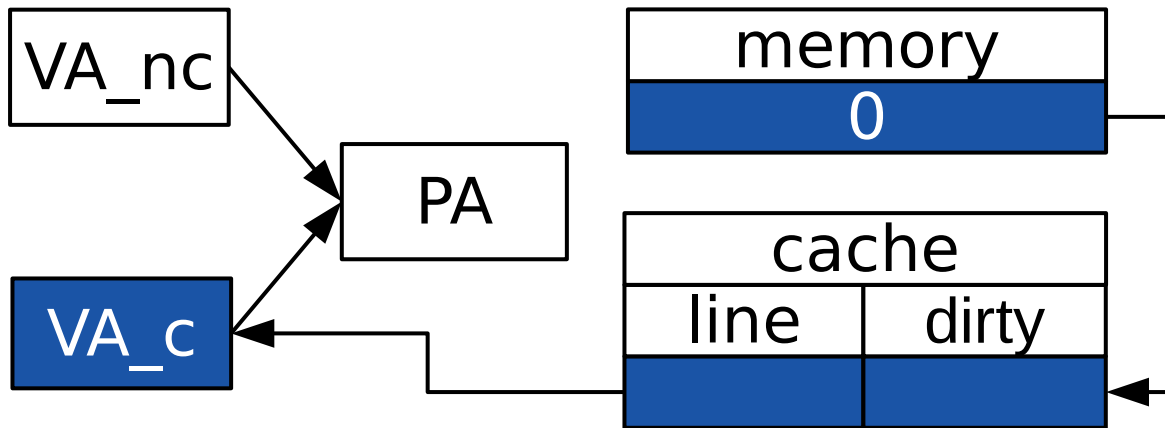
```
D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
```

```
...
```

```
use(VA_c)
```



Attacker

```
write(VA_nc, 0)
```

...

```
write(VA_nc, 1)
```

```
free(VA_nc)
```

Victim

➔ `D = access(VA_c)`

...

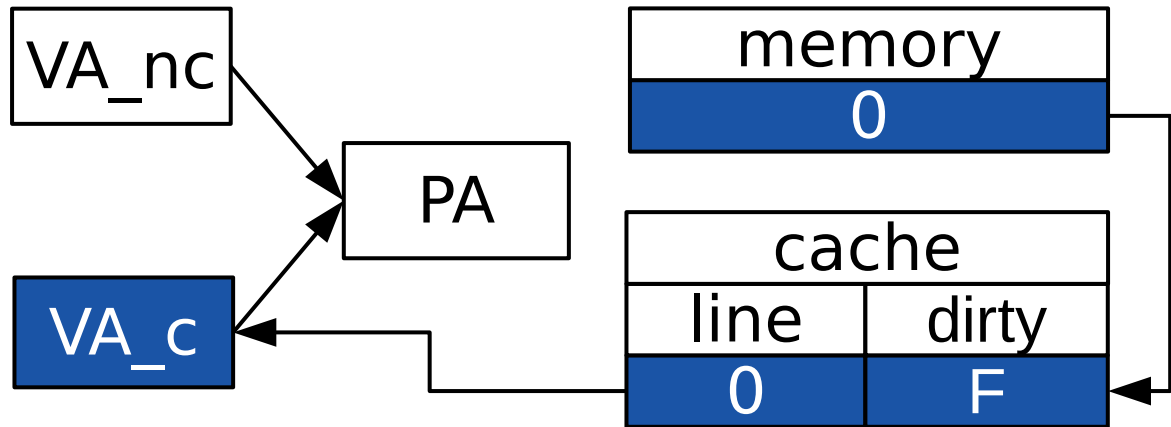
```
D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
```

...

```
use(VA_c)
```



Attacker

```
write(VA_nc, 0)
```

...

```
→ write(VA_nc, 1)  
free(VA_nc)
```

Victim

```
D = access(VA_c)
```

...

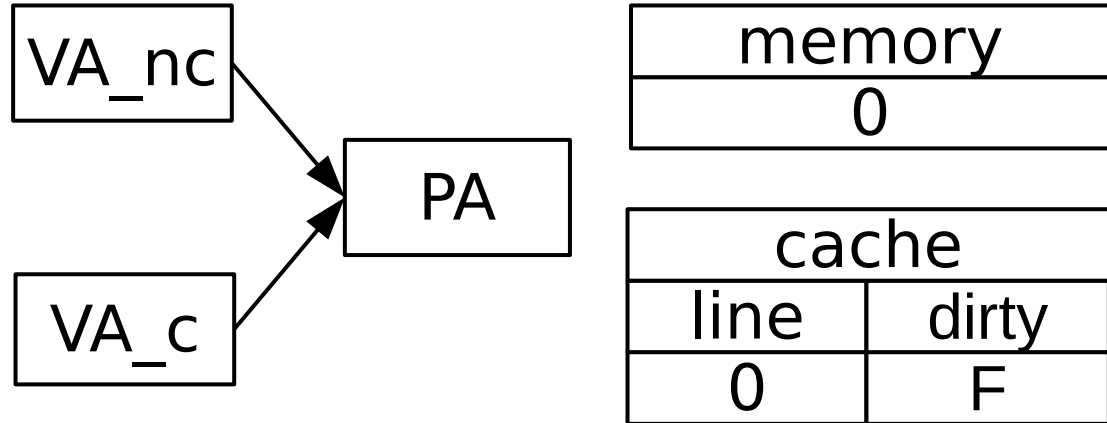
```
D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
```

...

```
use(VA_c)
```



Attacker

```
write(VA_nc, 0)
```

...

```
→ write(VA_nc, 1)  
free(VA_nc)
```

Victim

```
D = access(VA_c)
```

...

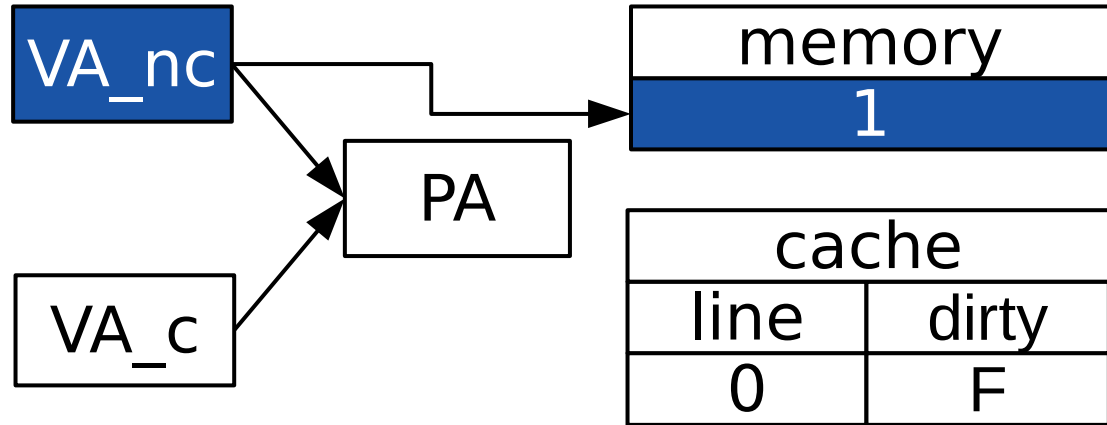
```
D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
```

...

```
use(VA_c)
```



Attacker

```
write(VA_nc, 0)
```

...

```
→ write(VA_nc, 1)  
free(VA_nc)
```

Victim

```
D = access(VA_c)
```

...

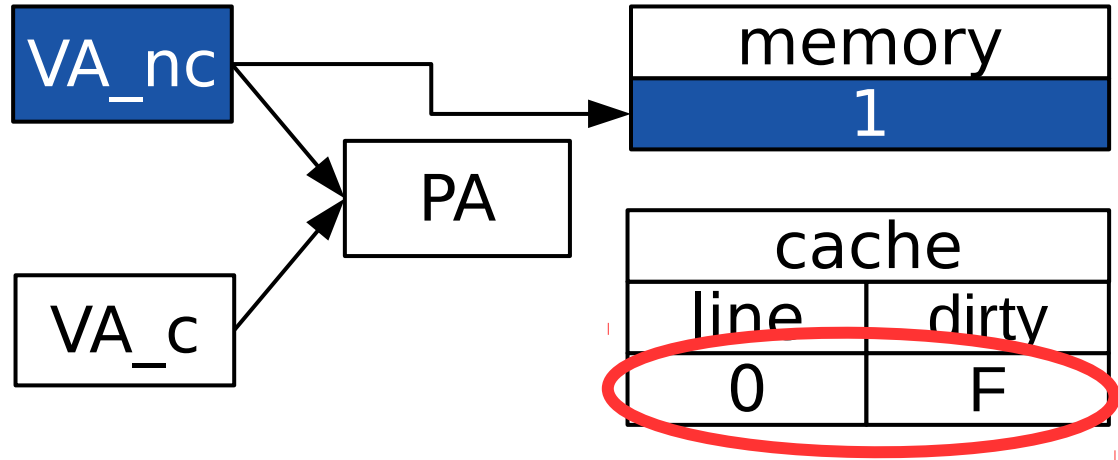
```
D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
```

...

```
use(VA_c)
```



Attacker

```
write(VA_nc, 0)
```

```
...
```

```
write(VA_nc, 1)
```

```
➔ free(VA_nc)
```

Victim

```
D = access(VA_c)
```

```
...
```

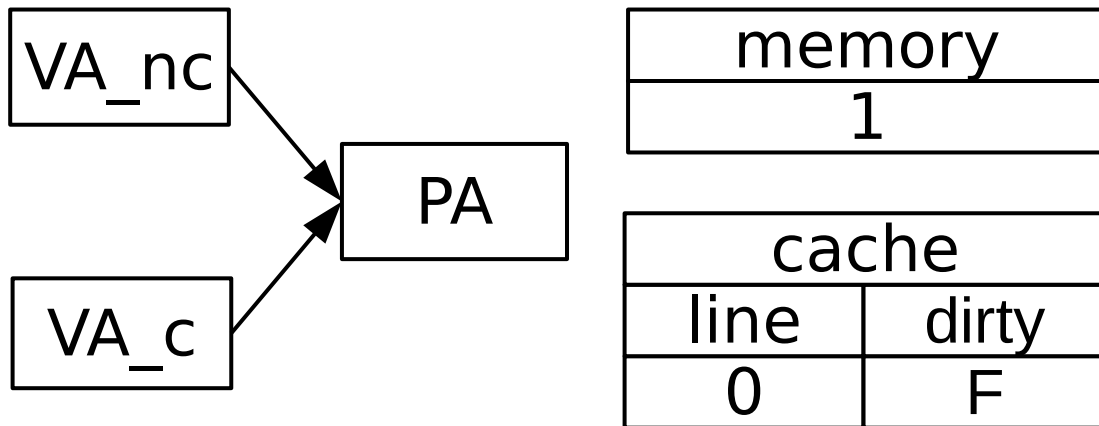
```
D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
```

```
...
```

```
use(VA_c)
```



Attacker

```
write(VA_nc, 0)
```

```
...
```

```
write(VA_nc, 1)
```

```
➔ free(VA_nc)
```

Victim

```
D = access(VA_c)
```

```
...
```

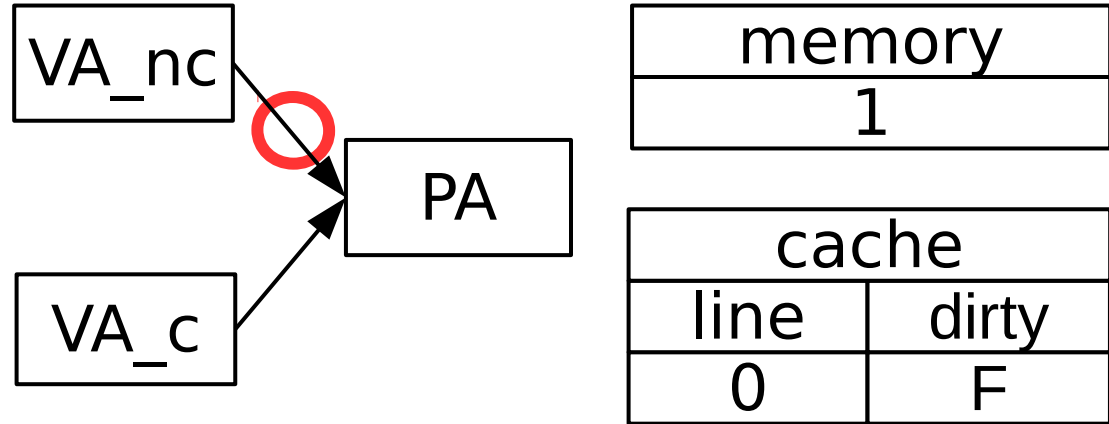
```
D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
```

```
...
```

```
use(VA_c)
```



Attacker

```
write(VA_nc, 0)
```

```
...
```

```
write(VA_nc, 1)
```

```
➔ free(VA_nc)
```

Victim

```
D = access(VA_c)
```

```
...
```

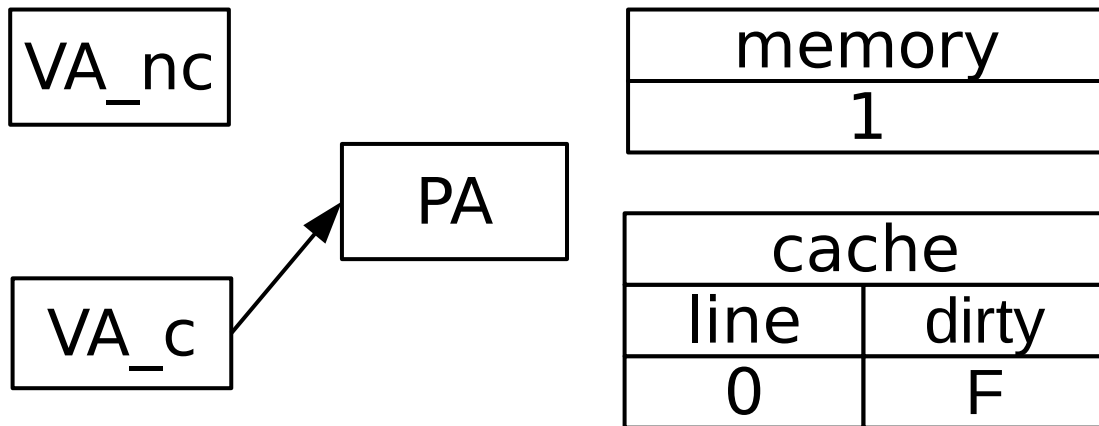
```
D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
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```
...
```

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use(VA_c)
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Attacker

```
write(VA_nc, 0)
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```
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```
write(VA_nc, 1)
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free(VA_nc)
```

Victim

```
D = access(VA_c)
```

```
...
```

```
➔ D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
```

```
...
```

```
use(VA_c)
```

VA_nc

VA_c

PA

memory
1

cache	
line	dirty
0	F

Attacker

```
write(VA_nc, 0)
```

```
...
```

```
write(VA_nc, 1)
```

```
free(VA_nc)
```

Victim

```
D = access(VA_c)
```

```
...
```

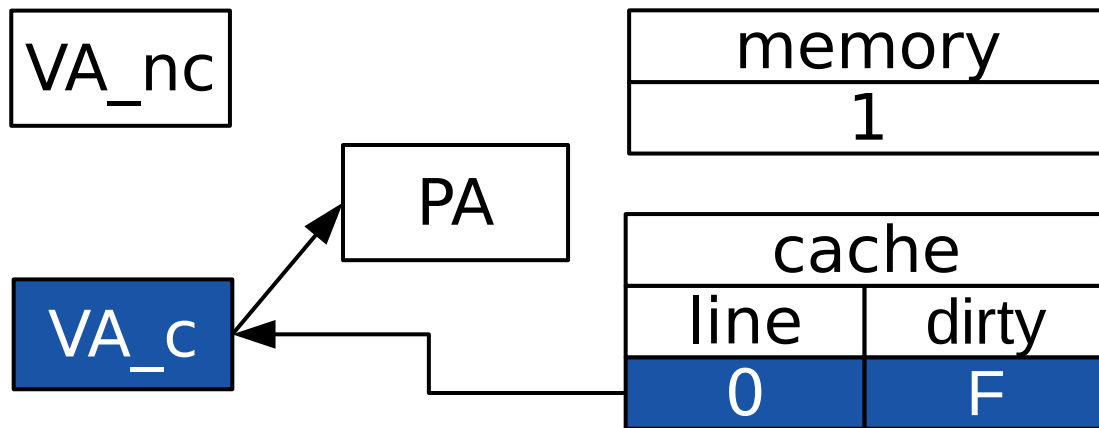
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➔ D = access(VA_c)
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```
    Reject()
```

```
...
```

```
use(VA_c)
```



Attacker

```
write(VA_nc, 0)
```

```
...
```

```
write(VA_nc, 1)
```

```
free(VA_nc)
```

Victim

```
D = access(VA_c)
```

```
...
```

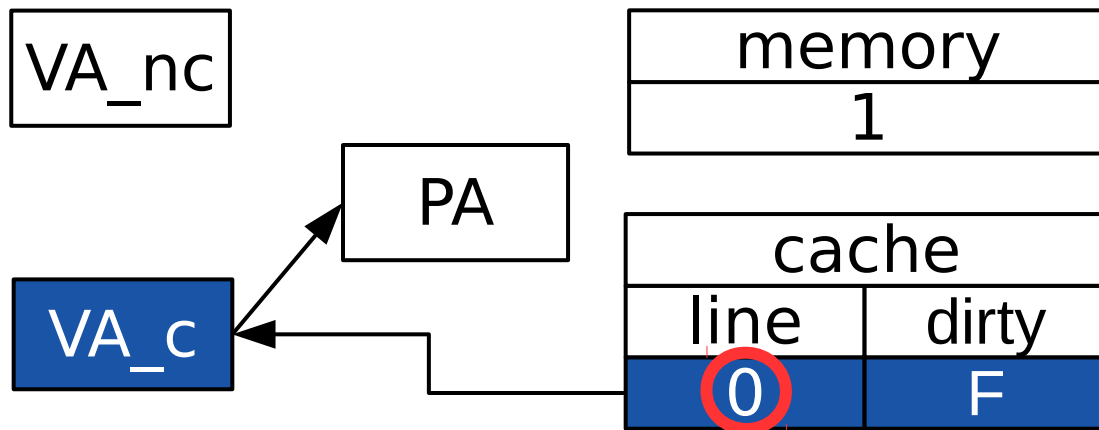
```
➔ D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
```

```
...
```

```
use(VA_c)
```

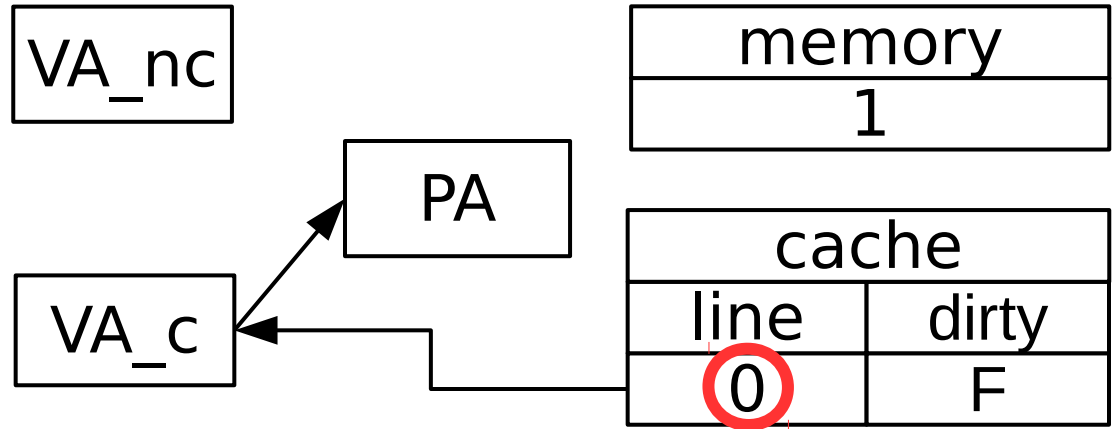


Attacker

```
write(VA_nc, 0)
...
write(VA_nc, 1)
free(VA_nc)
```

Victim

```
D = access(VA_c)
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D = access(VA_c)
→ if not policy(D)
    Reject()
...
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```

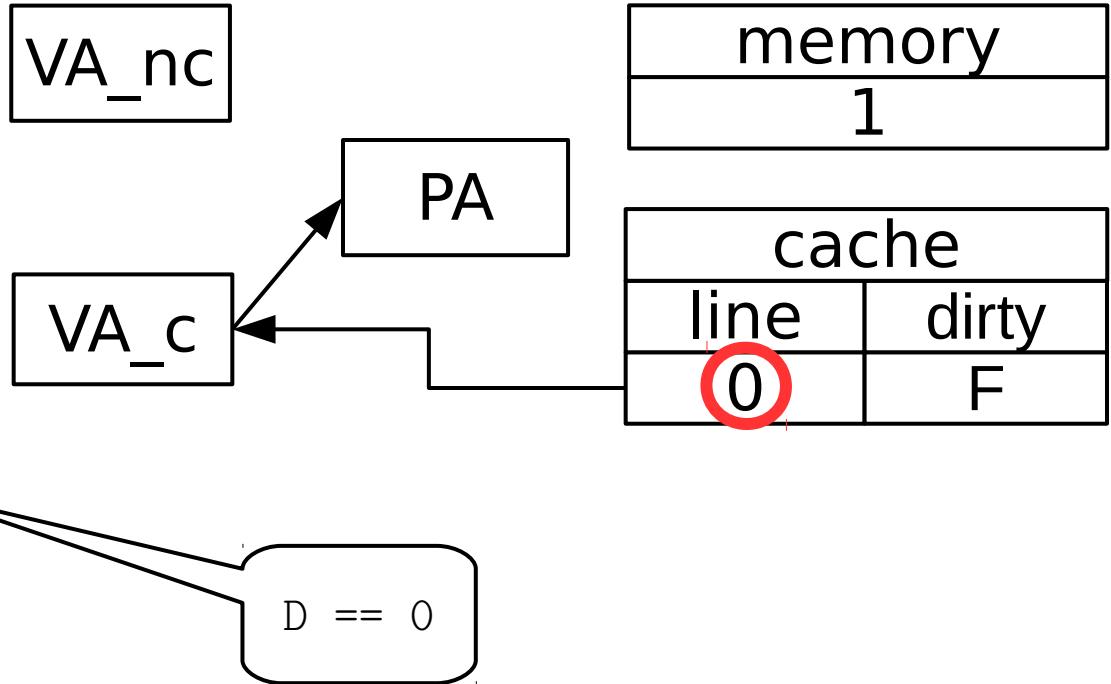


Attacker

```
write(VA_nc, 0)  
...  
write(VA_nc, 1)  
free(VA_nc)
```

Victim

```
D = access(VA_c)  
...  
D = access(VA_c)  
→ if not policy(D)  
    Reject()  
...  
use(VA_c)
```



Attacker

```
write(VA_nc, 0)
```

```
...
```

```
write(VA_nc, 1)
```

```
free(VA_nc)
```

Victim

```
D = access(VA_c)
```

```
...
```

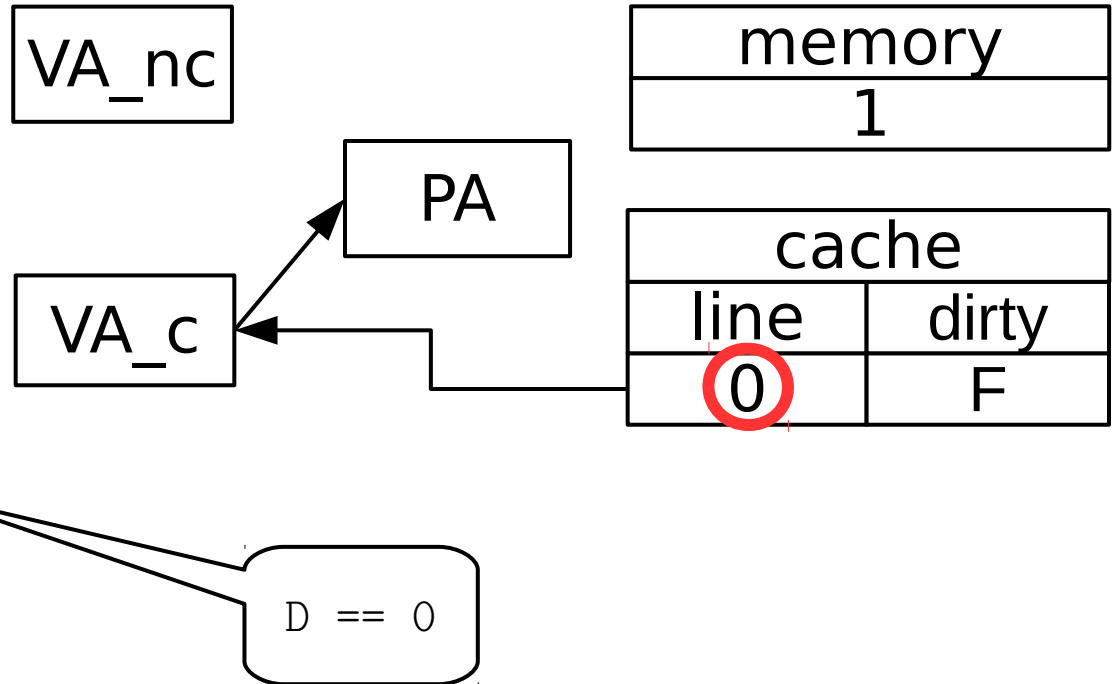
```
D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
```

```
...
```

```
use(VA_c)
```



Attacker

```
write(VA_nc, 0)
```

```
...
```

```
write(VA_nc, 1)
```

```
free(VA_nc)
```

Victim

```
D = access(VA_c)
```

```
...
```

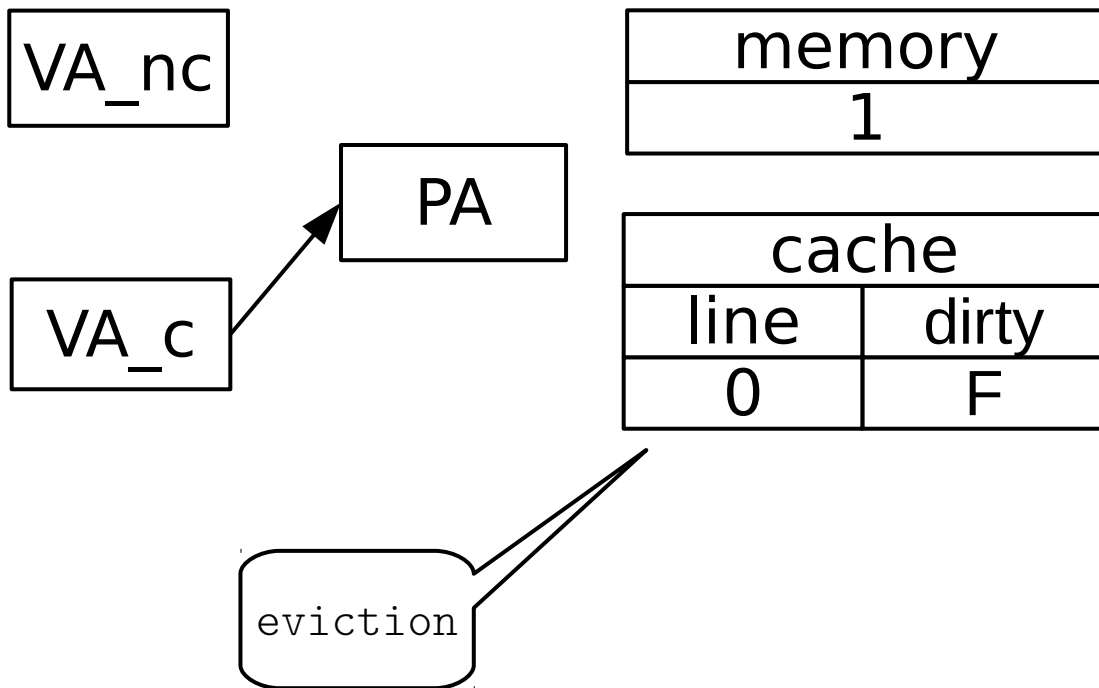
```
D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
```

```
...
```

```
use(VA_c)
```



Attacker

```
write(VA_nc, 0)
```

```
...
```

```
write(VA_nc, 1)
```

```
free(VA_nc)
```

Victim

```
D = access(VA_c)
```

```
...
```

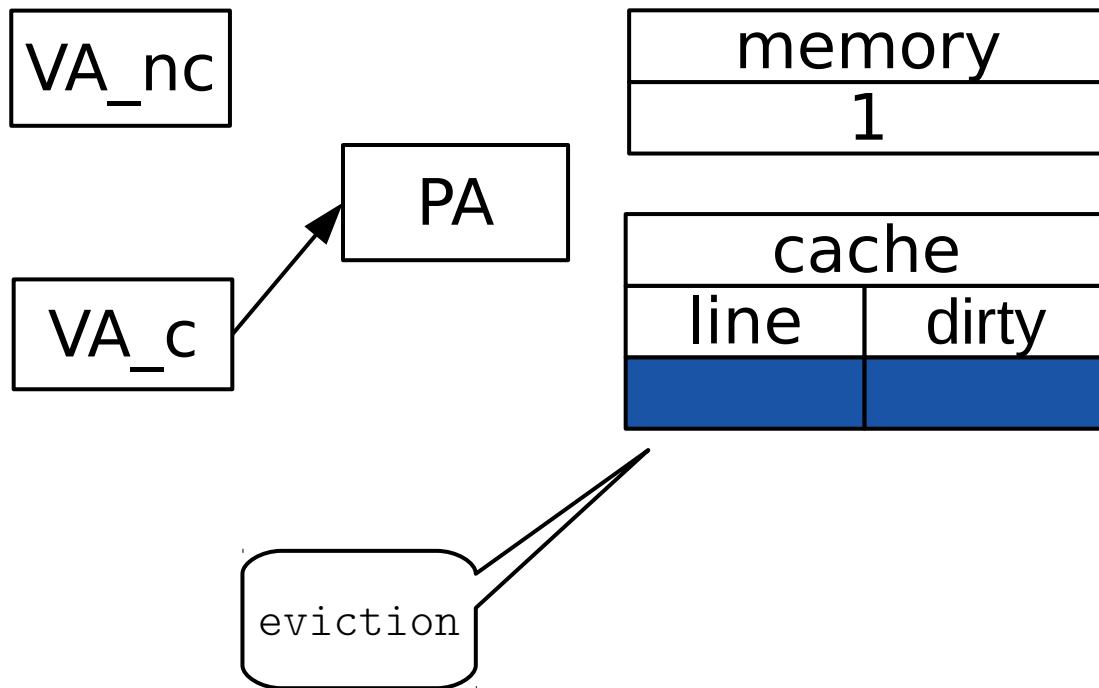
```
D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
```

```
...
```

```
use(VA_c)
```



Attacker

```
write(VA_nc, 0)
```

```
...
```

```
write(VA_nc, 1)
```

```
free(VA_nc)
```

Victim

```
D = access(VA_c)
```

```
...
```

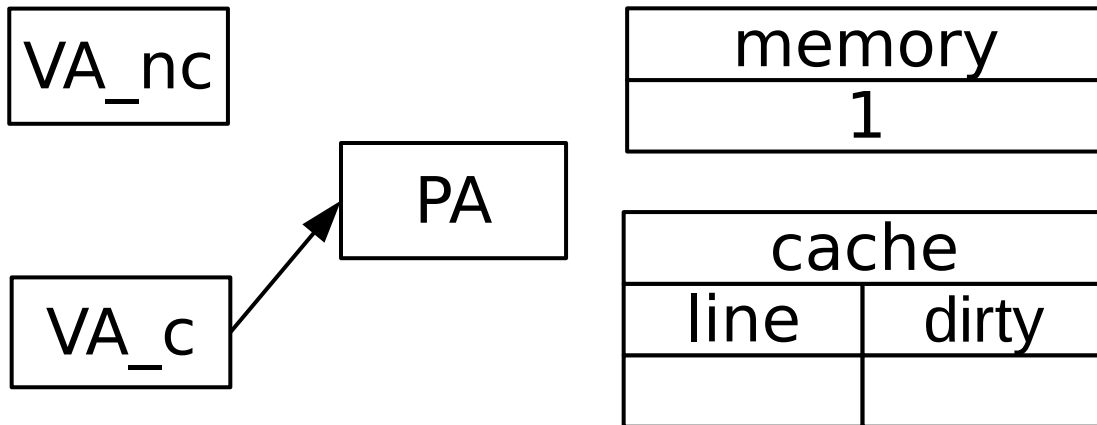
```
D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
```

```
...
```

➔ use(VA_c)



Attacker

```
write(VA_nc, 0)
```

```
...
```

```
write(VA_nc, 1)
```

```
free(VA_nc)
```

Victim

```
D = access(VA_c)
```

```
...
```

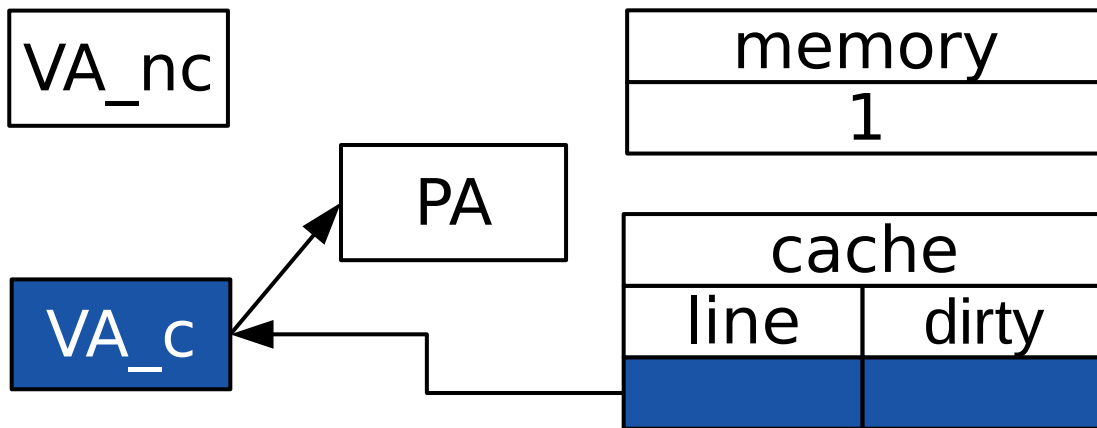
```
D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
```

```
...
```

➔ use(VA_c)



Attacker

```
write(VA_nc, 0)
```

```
...
```

```
write(VA_nc, 1)
```

```
free(VA_nc)
```

Victim

```
D = access(VA_c)
```

```
...
```

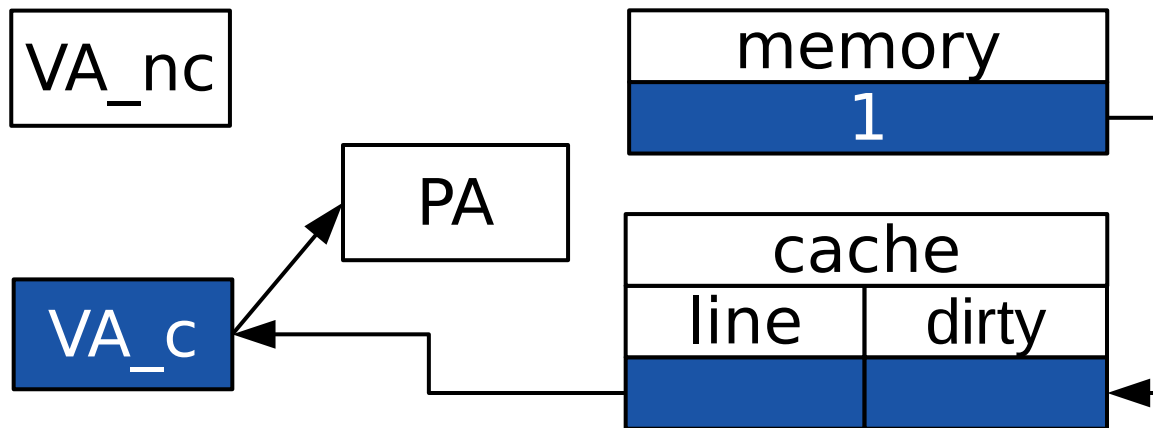
```
D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
```

```
...
```

➔ use(VA_c)



Attacker

```
write(VA_nc, 0)
```

```
...
```

```
write(VA_nc, 1)
```

```
free(VA_nc)
```

Victim

```
D = access(VA_c)
```

```
...
```

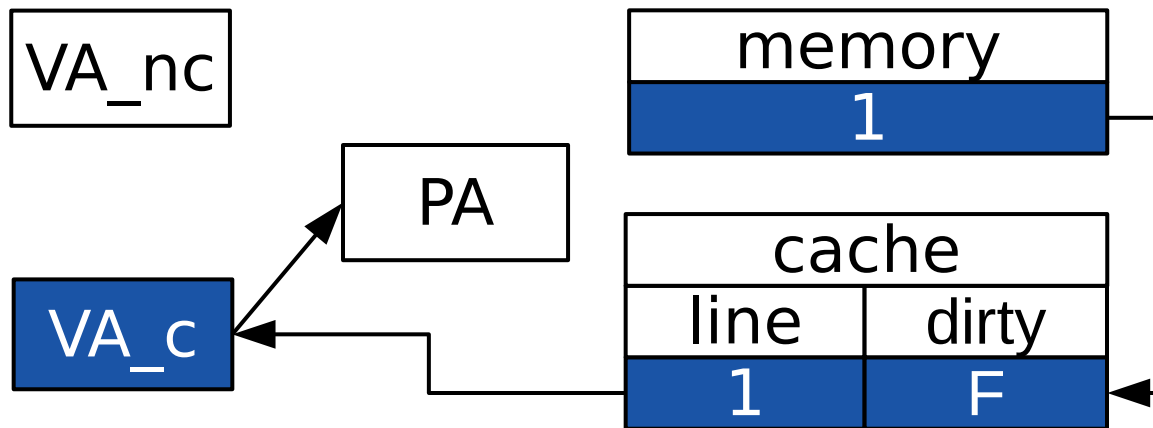
```
D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
```

```
...
```

➔ use(VA_c)



Attacker

```
write(VA_nc, 0)
```

```
...
```

```
write(VA_nc, 1)
```

```
free(VA_nc)
```

Victim

```
D = access(VA_c)
```

```
...
```

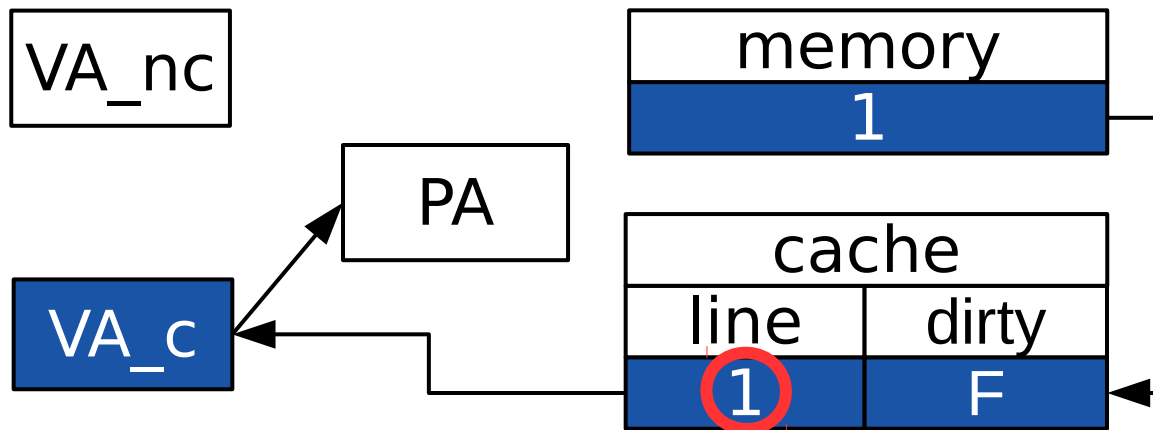
```
D = access(VA_c)
```

```
if not policy(D)
```

```
    Reject()
```

```
...
```

➔ use(VA_c)



Storage channels

Integrity threat

- Transfer of memory ownership
- Time Of Check To Time Of Use attacks
- No need of
 - simultaneous double mapping
 - concurrency

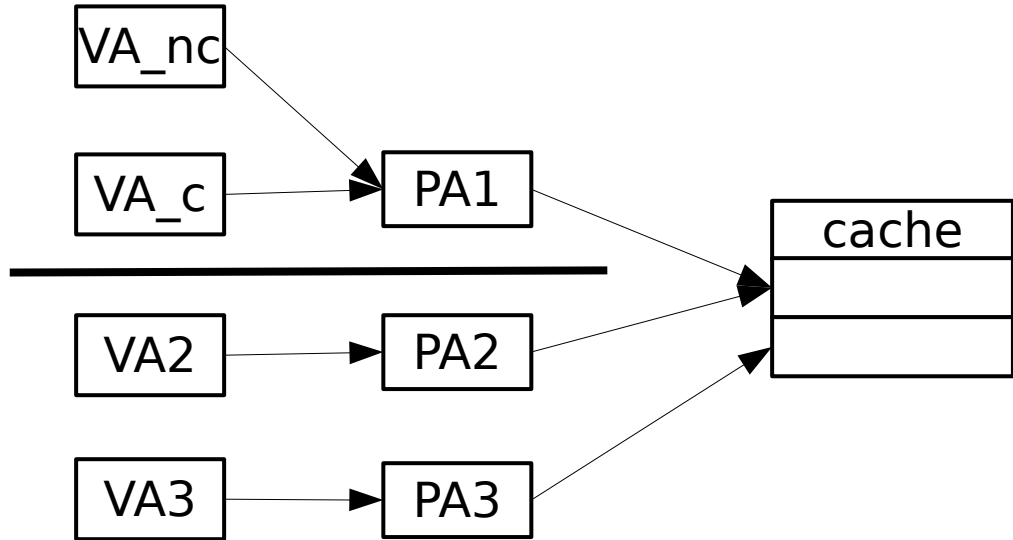
Natural preys: reference monitors

Attacker

```
invalidate(VA_c)
write(VA_nc, 0)
D = read(VA_c)
write(VA_nc, 1)
call victim
D = read(VA_c)
```

Victim

```
if secret
    access(VA2)
else
    access(VA3)
```



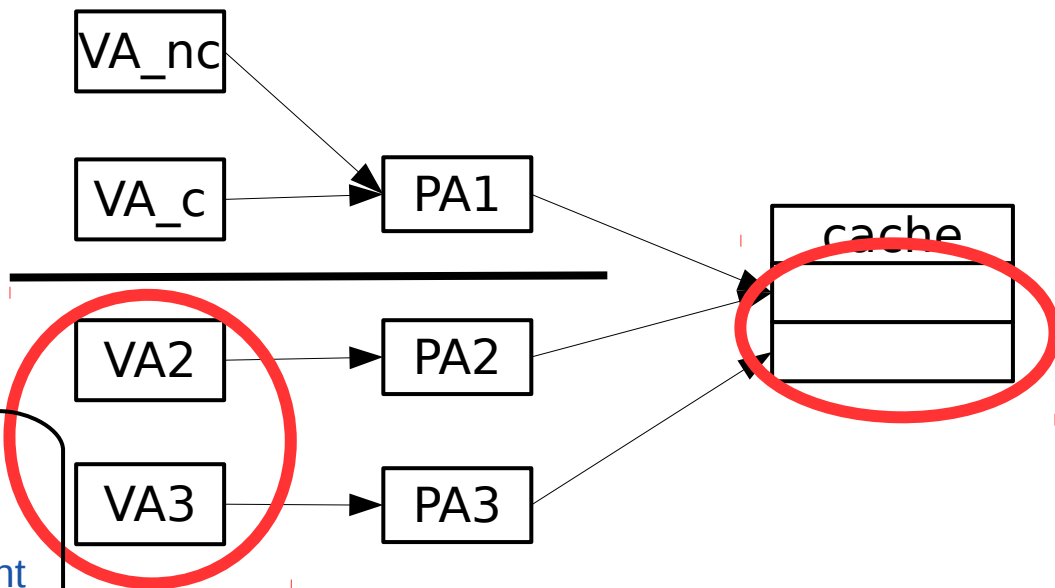
Attacker

```
invalidate(VA_c)
write(VA_nc, 0)
D = read(VA_c)
write(VA_nc, 1)
call victim
D = read(VA_c)
```

Victim

```
if secret
  access(VA2)
else
  access(VA3)
```

Accessed
cache line is
secret-dependent

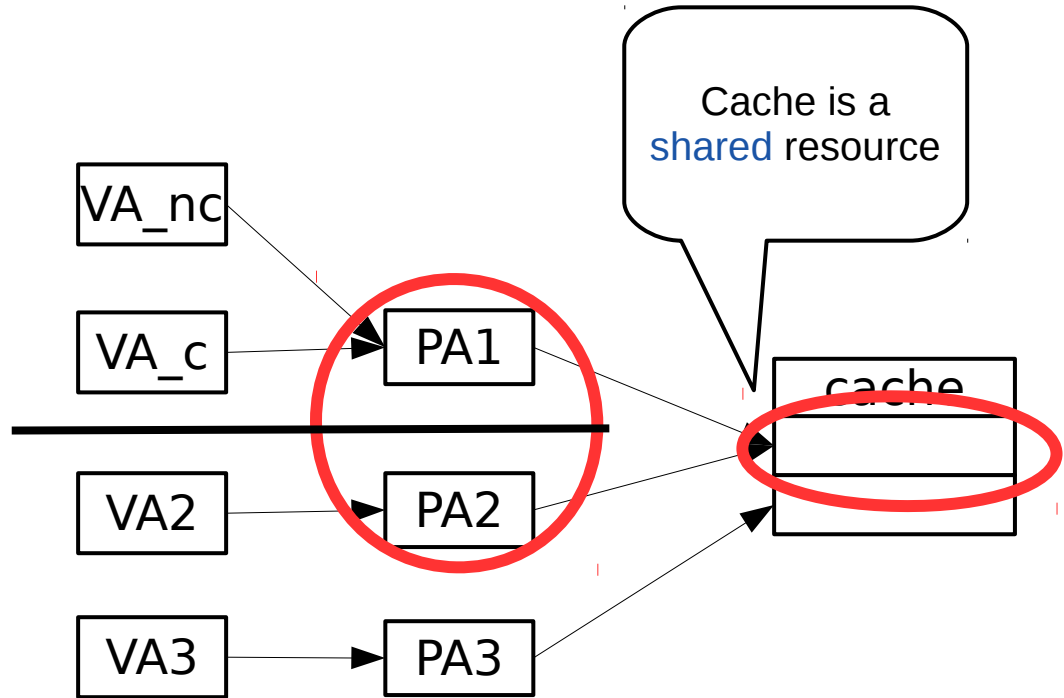


Attacker

```
invalidate(VA_c)
write(VA_nc, 0)
D = read(VA_c)
write(VA_nc, 1)
call victim
D = read(VA_c)
```

Victim

```
if secret
    access(VA2)
else
    access(VA3)
```

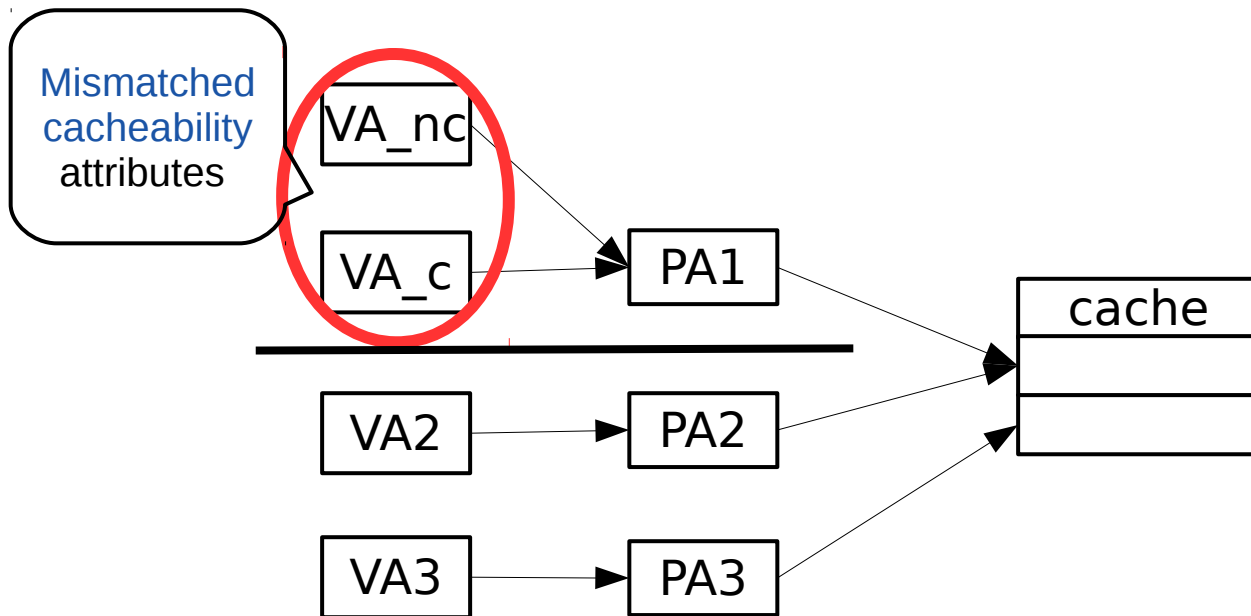


Attacker

```
invalidate(VA_c)
write(VA_nc, 0)
D = read(VA_c)
write(VA_nc, 1)
call victim
D = read(VA_c)
```

Victim

```
if secret
    access(VA2)
else
    access(VA3)
```



Storage channels

Integrity threat

- Transfer of memory ownership
- Time Of Check To Time Of Use
- No need of
 - simultaneous double mapping
 - concurrency

Natural preys: reference monitors

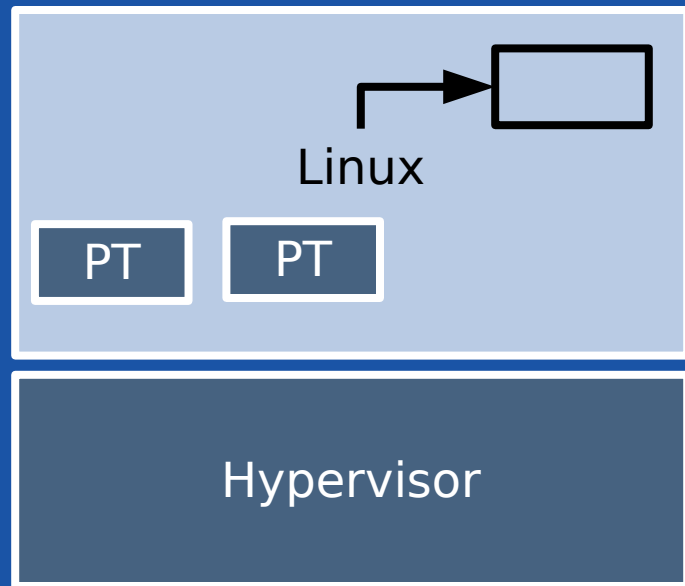
Confidentiality threat

- Access driven attacks
- No external measure needed
- Difficult to counter-measure at probing time

Natural preys: look-up tables

Paravirtualizing Hypervisor

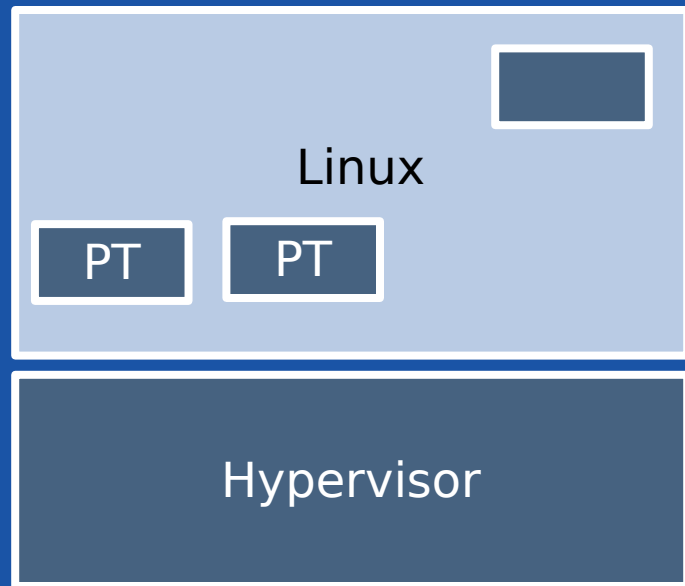
- ▶ Beagleboard



Linux prepares a PT

Paravirtualizing Hypervisor

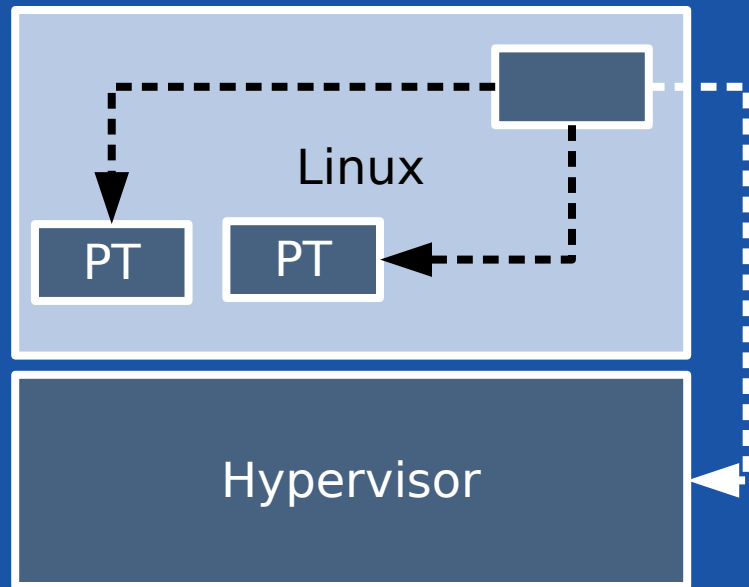
- ▶ Beagleboard



**Hypervisor makes
region read-only**

Paravirtualizing Hypervisor

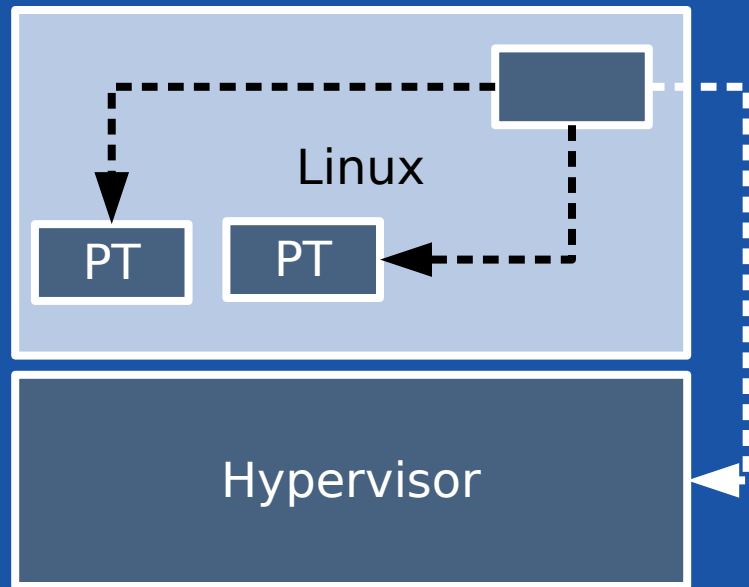
- ▶ Beagleboard



Hypervisor validates content

Paravirtualizing Hypervisor

- ▶ Beagleboard

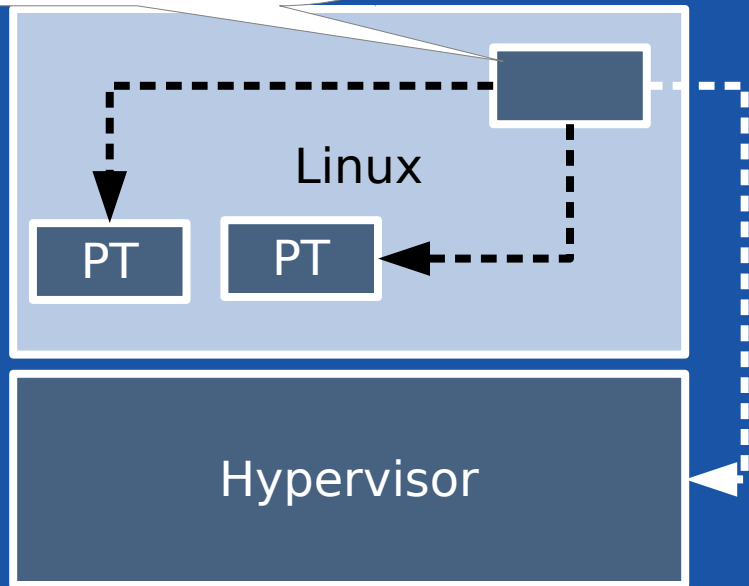


**Hypervisor activates
PT**

Paravirtualizing Hypervisor

- ▶ Beagleboard

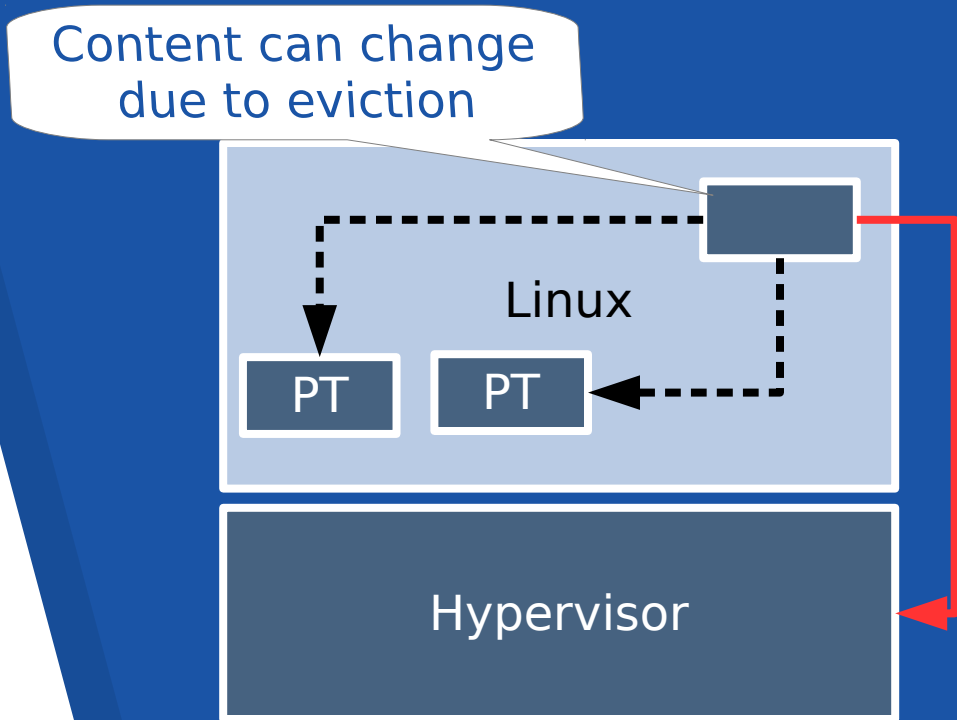
Content can change due to eviction



**Hypervisor activates
PT**

Paravirtualizing Hypervisor

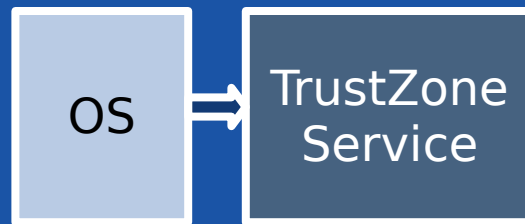
- ▶ Beagleboard
- ▶ Linux takes complete control



**Hypervisor activates
PT**

AES Cryptoservice

- ▶ Raspberry PI 2
- ▶ 128-bit key extracted after 850 encryptions



Vulnerability:

$$c[j] = Kn[j] \text{ xor } T4[s[j]]$$

Observable

Inferred

Countermeasures

Integrity threat

guarantee memory coherency

- cache flushes
(8x overhead)
- selective eviction
(0.2x overhead)

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- secret-independent accesses
(5x overhead)
- no cache for secret accesses
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Vector specific

- avoid uncacheable aliases
(0.15x overhead)

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HW Countermeasures

- do not disregard
unexpected cache hit

Concluding **remarks**

Confidentiality threat using **self-modifying code**

Ongoing work

- Repair **formal verification**
- TLBs / Branch prediction / ...
- Experimentation in multi-core
- Evaluating HW countermeasures



THANKS!

Any questions?

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