

# Cache Storage Channels **Alias-driven Attacks**

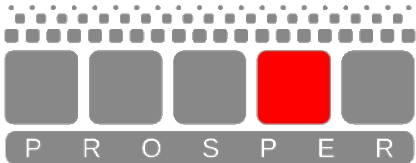
Roberto Guanciale  
Mads Dam  
Hamed Nemati  
Christoph Baumann

IEEE S&P, 2016

Presented by:  
Paul Murley  
21 September, 2017

\*This is a modified version  
of the original slide deck  
presented by the authors.\*

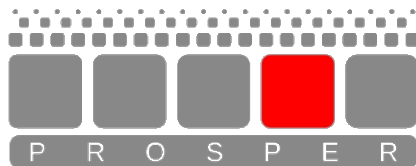
# Formally Verified Platforms



# Formally Verified Platforms



**INTEGRITY**

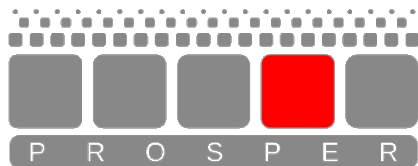


# Caches Excluded from the analysis

# Formally Verified Platforms



**INTEGRITY**



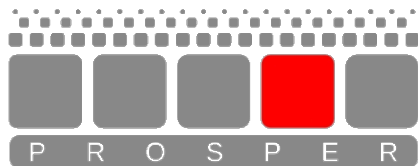
# Caches Excluded from the analysis



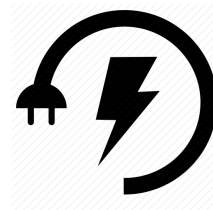
# Formally Verified Platforms



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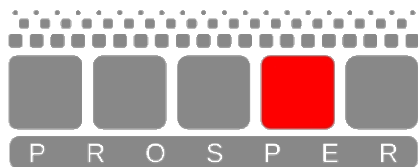
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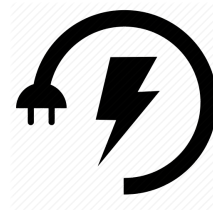
# Formally Verified Platforms



**INTEGRITY**



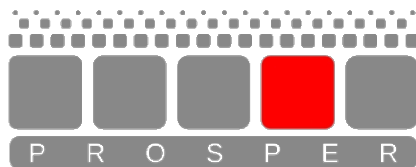
# Caches Excluded from the analysis



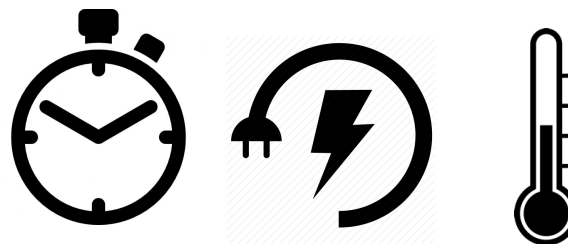
# Formally Verified Platforms



**INTEGRITY**



# Caches Excluded from the analysis

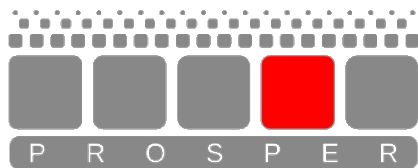


Models should be Sound

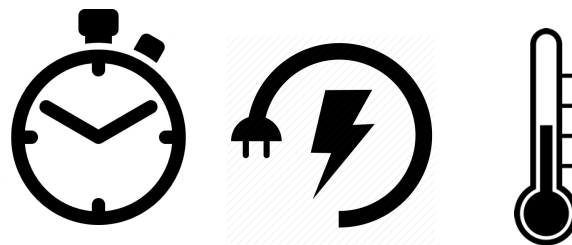
## Formally Verified Platforms



**INTEGRITY**



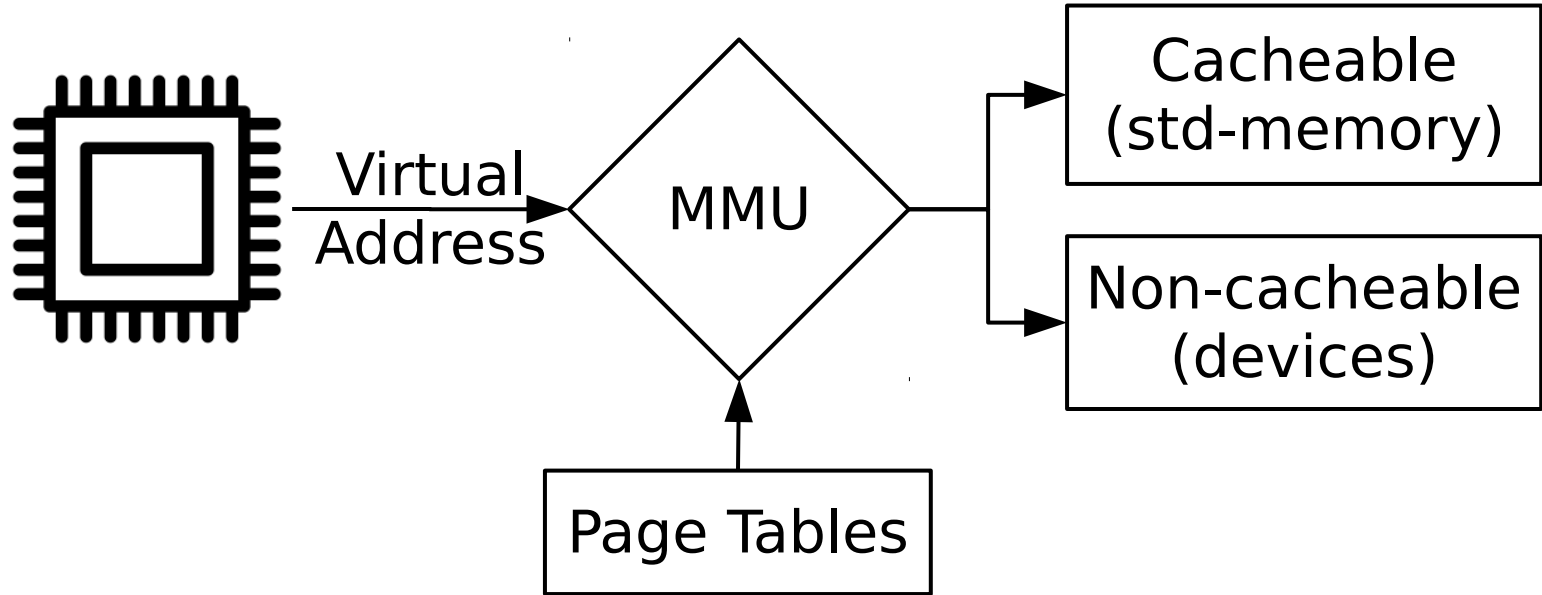
## Caches Excluded from the analysis



Models should be Sound

Storage Channels can invalidate results





## Incoherent Cache Behaviors

# Mismatched cacheability attributes

## **Mismatched cacheability** attributes

Please, do not do this

**Mismatched cacheability** attributes

Please, do not do this

**Incoherent** Cache Behaviors

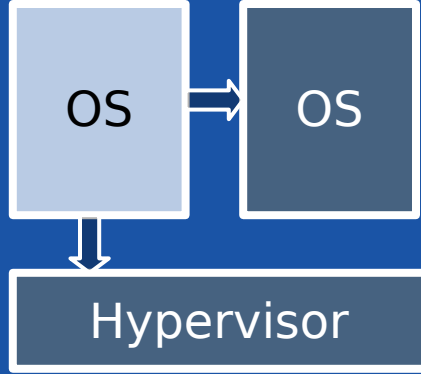
## **Mismatched cacheability** attributes

Please, do not do this

## **Incoherent** Cache Behaviors

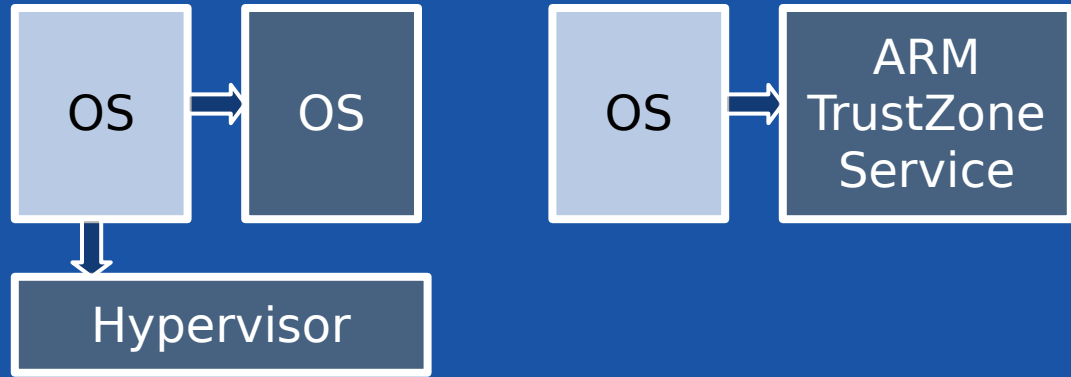
ARM-terminology: **unexpected cache hit**

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

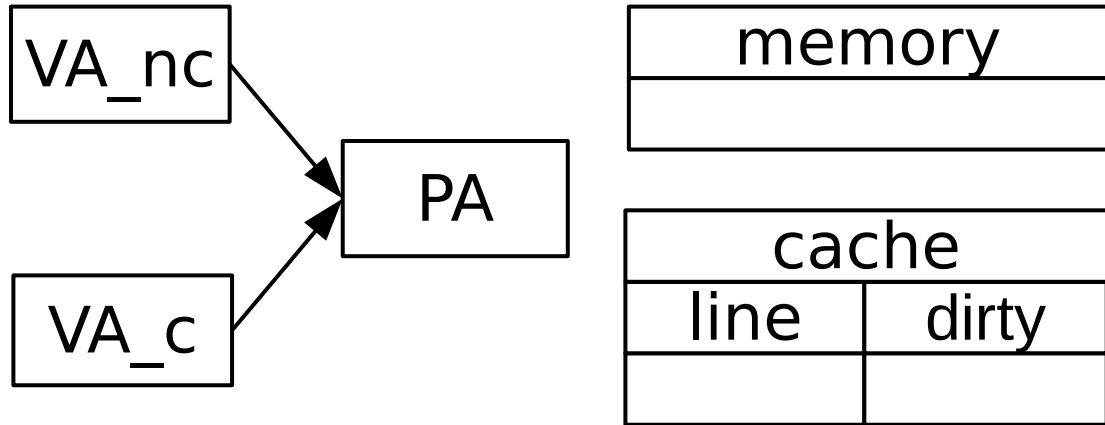


# Attacker

```
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)
```



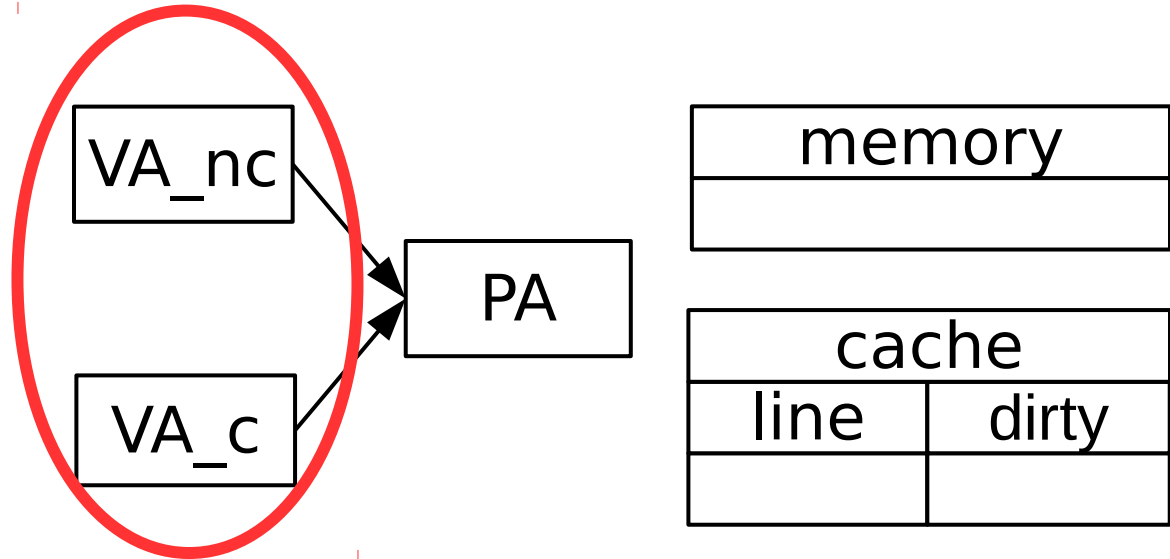


# Attacker

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

# Victim

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



# Attacker

→ write(VA\_nc, 0)

...

write(VA\_nc, 1)

free(VA\_nc)

# Victim

D = access(VA\_c)

...

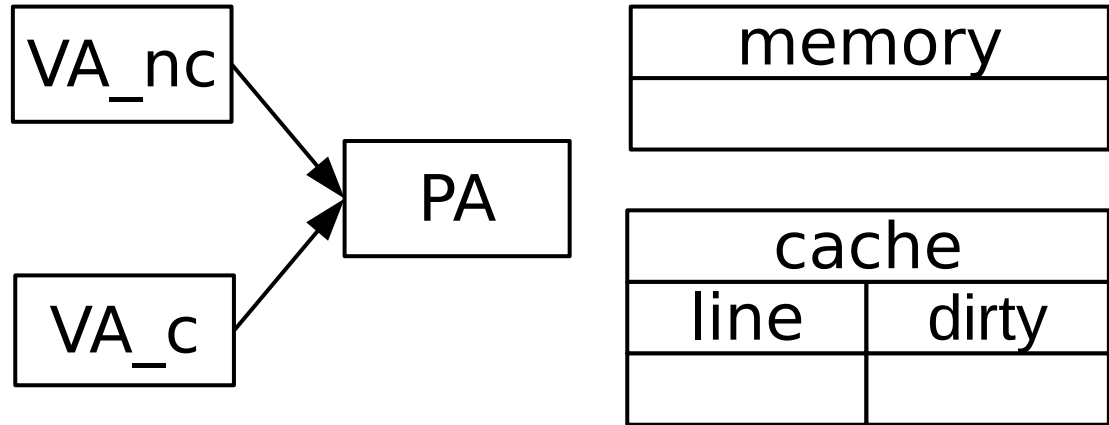
D = access(VA\_c)

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)

...

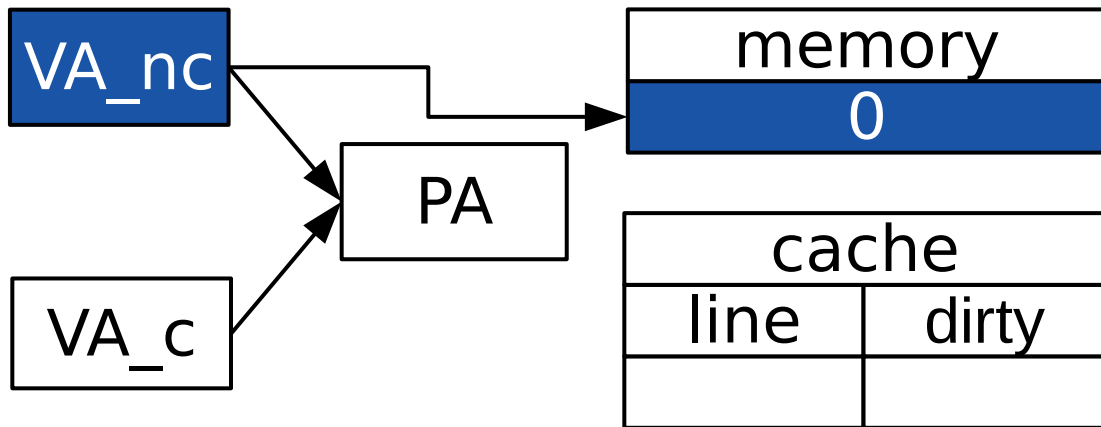
D = access(VA\_c)

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)
```

```
...
```

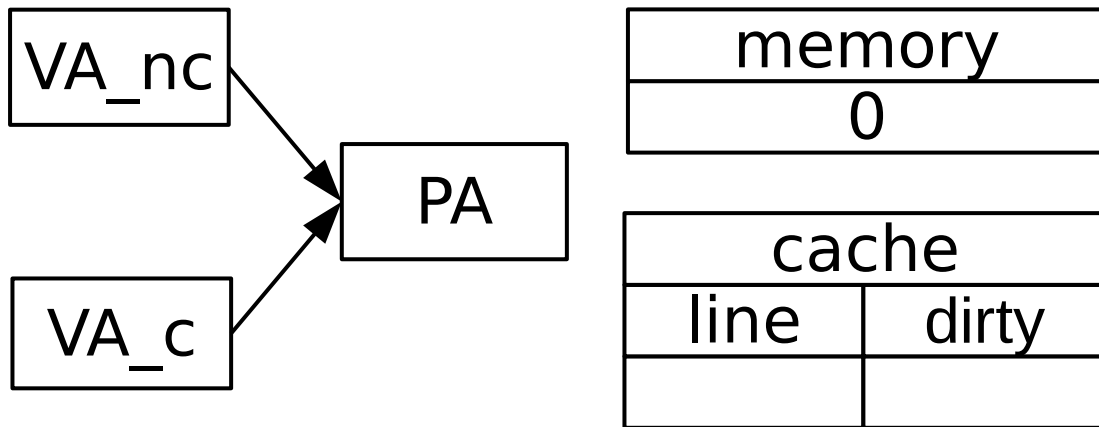
```
D = access(VA_c)
```

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

```
    Reject()
```

```
...
```

```
use(VA_c)
```

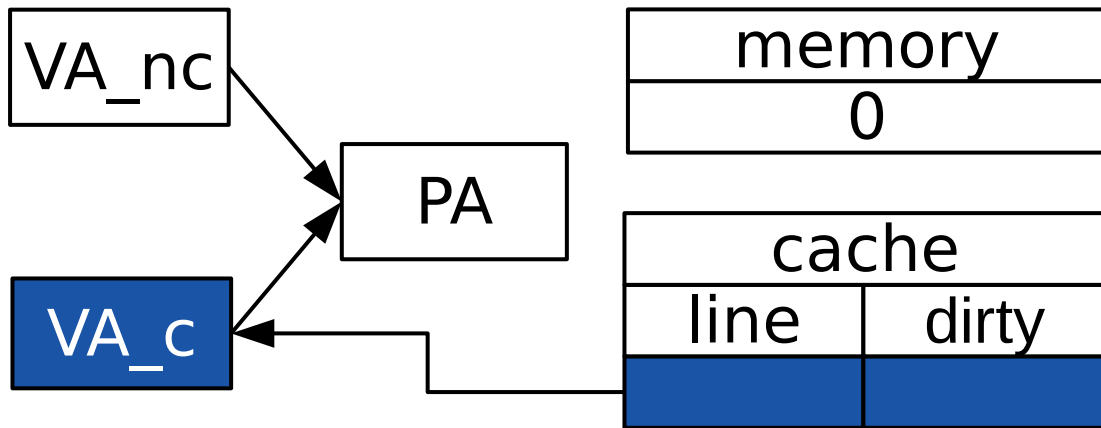


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```
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free(VA_nc)
```

# Victim

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



# Attacker

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

```
...
```

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

```
free(VA_nc)
```

# Victim

```
➔ D = access(VA_c)
```

```
...
```

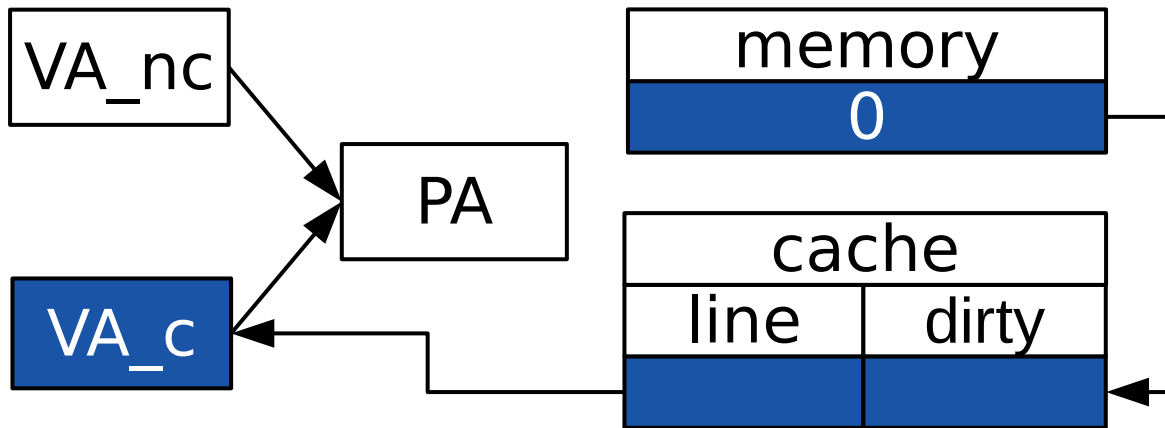
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```
if not policy(D)
```

```
    Reject()
```

```
...
```

```
use(VA_c)
```



# Attacker

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

```
...
```

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

```
free(VA_nc)
```

# Victim

```
➔ D = access(VA_c)
```

```
...
```

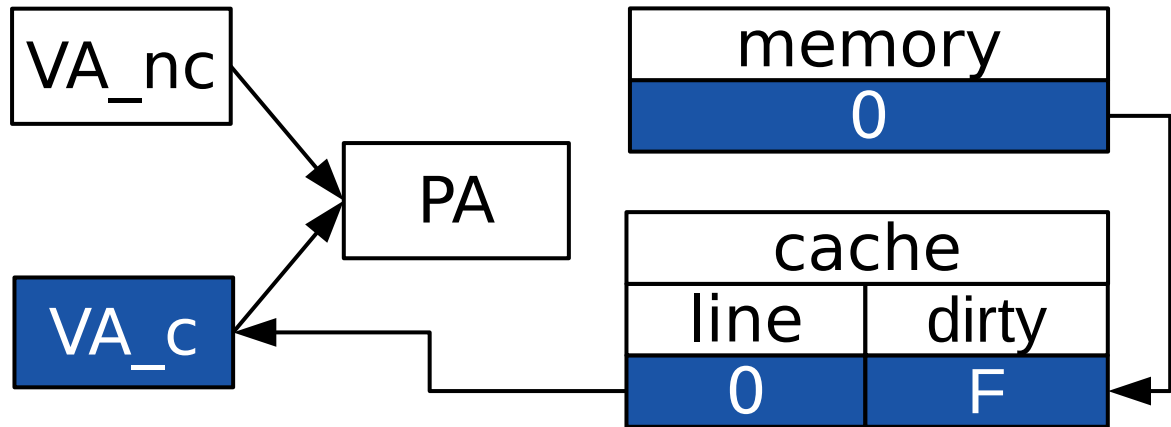
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```
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```

```
use(VA_c)
```



# Attacker

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

```
...
```

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

# Victim

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

```
...
```

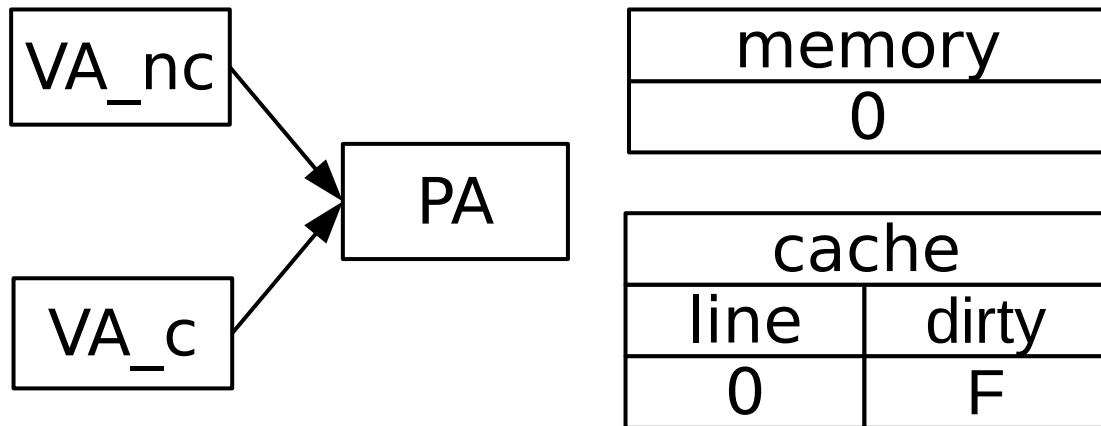
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D = access(VA_c)
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```
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```

```
    Reject()
```

```
...
```

```
use(VA_c)
```





# Attacker

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

...

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

# Victim

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

...

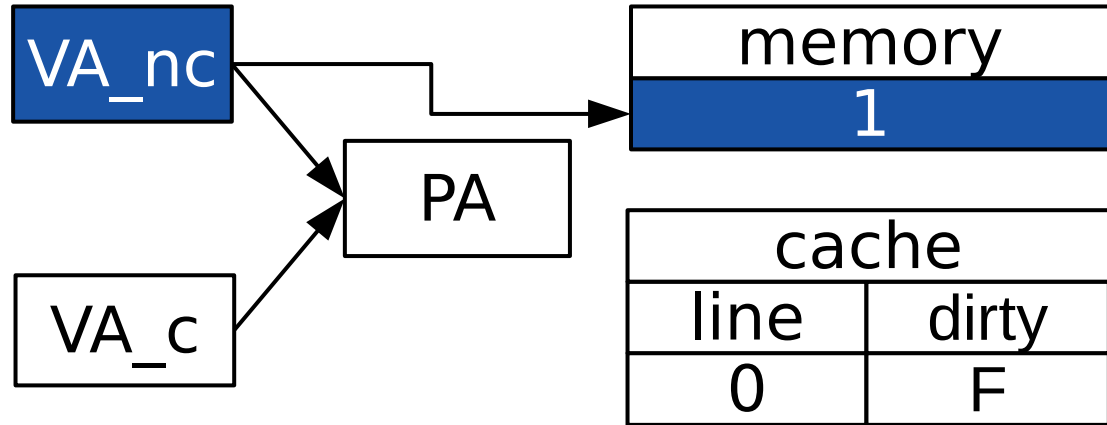
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D = access(VA_c)
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```
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...

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# Attacker

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

# Victim

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

...

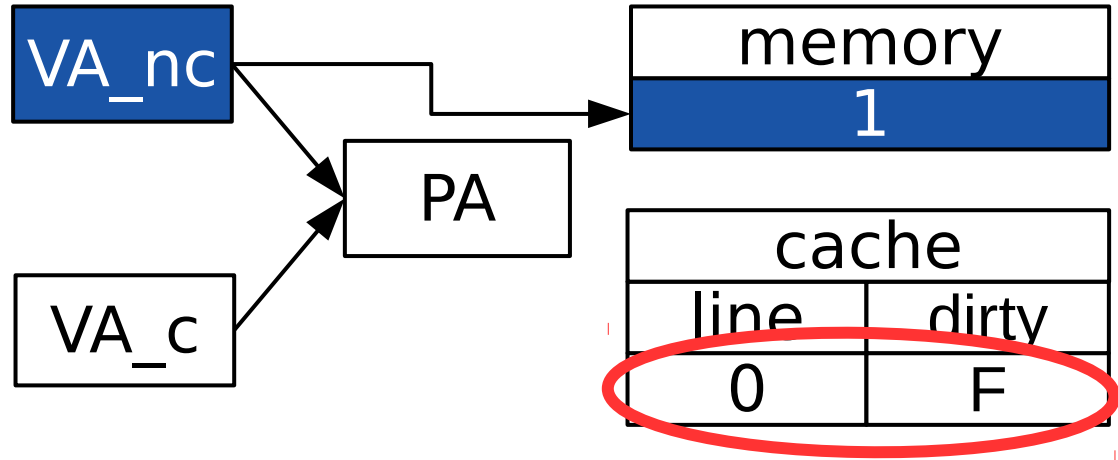
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# Attacker

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```

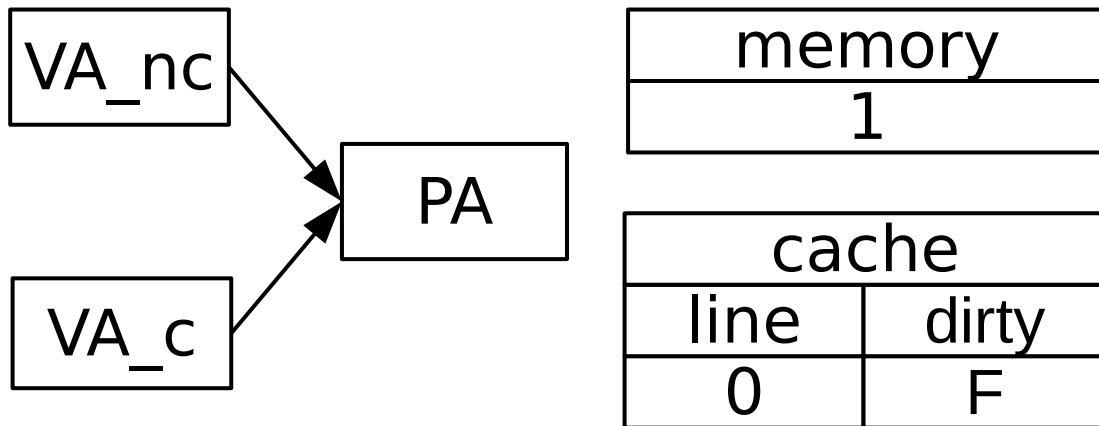
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```
    Reject()
```

```
...
```

```
use(VA_c)
```



# Attacker

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

# Victim

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

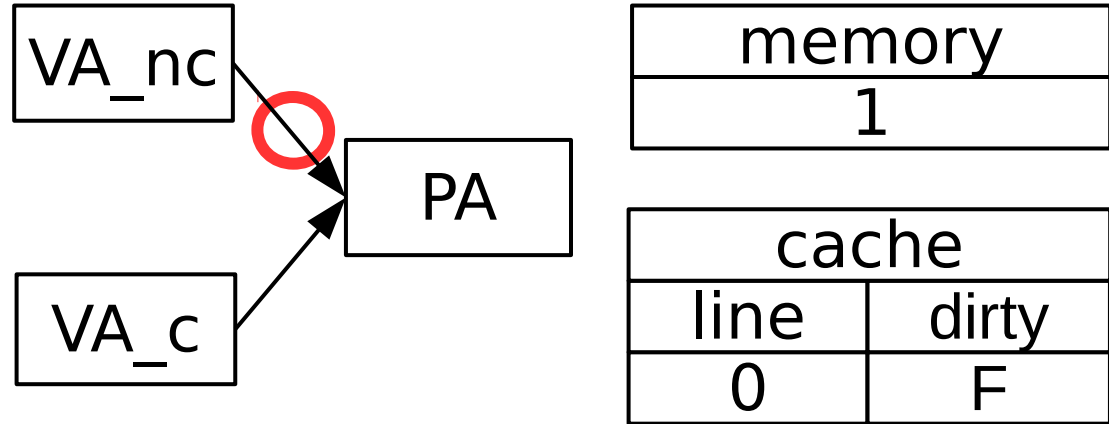
```
D = access(VA_c)
```

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

```
    Reject()
```

```
...
```

```
use(VA_c)
```



# Attacker

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

```
...
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```
write(VA_nc, 1)
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➔ free(VA_nc)
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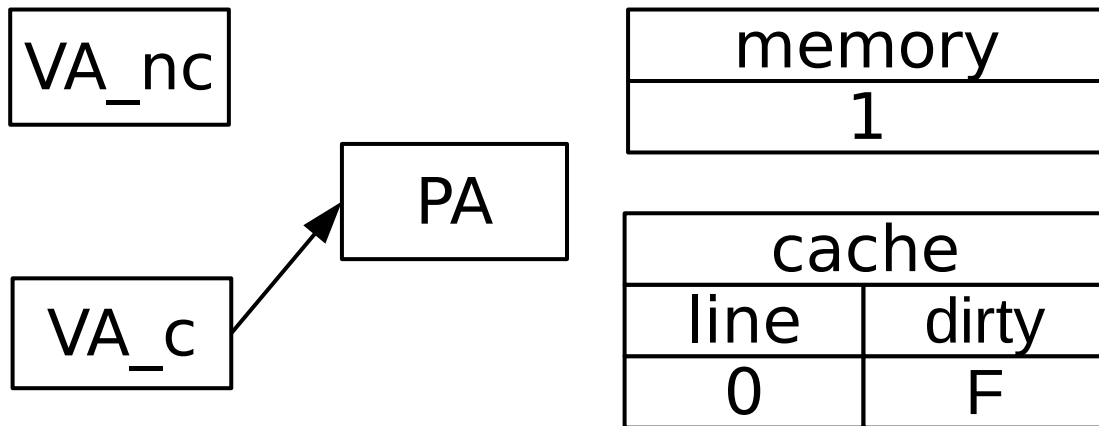
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...
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➔ D = access(VA_c)
```

```
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

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```
...
```

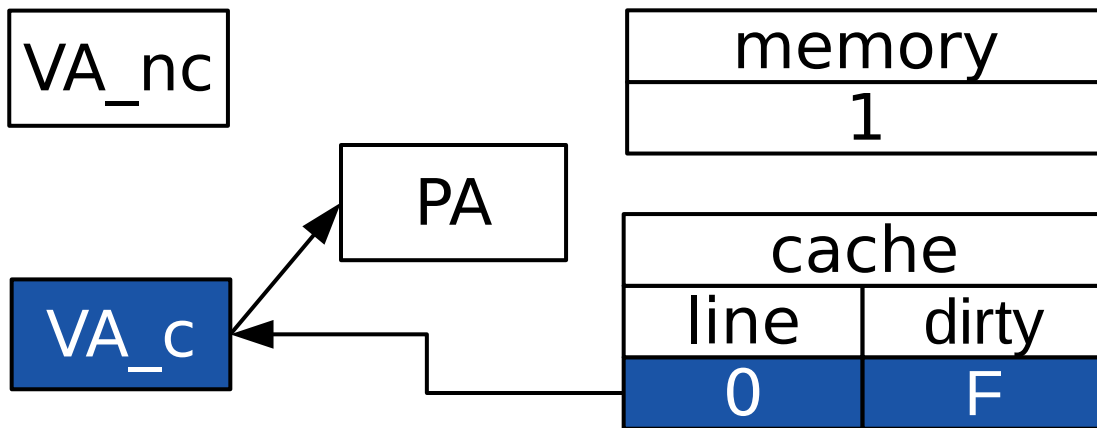
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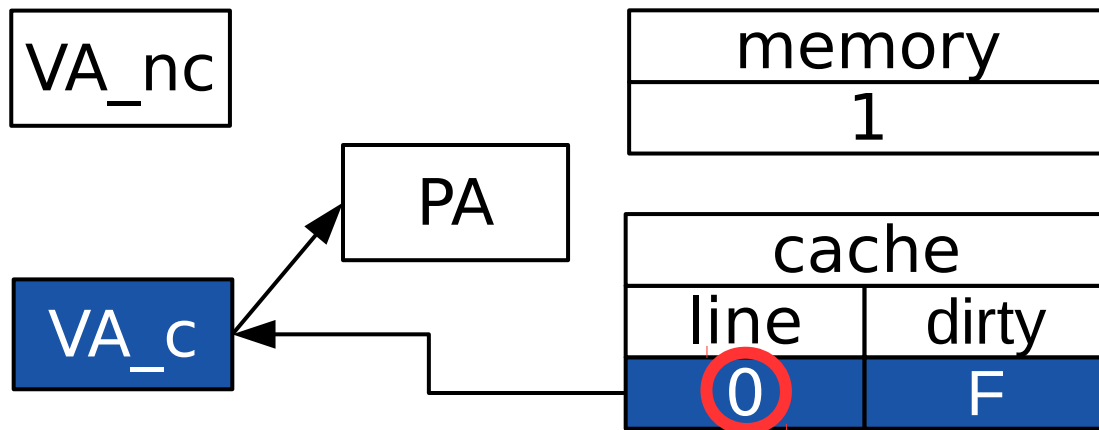
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if not policy(D)
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```
    Reject()
```

```
...
```

```
use(VA_c)
```



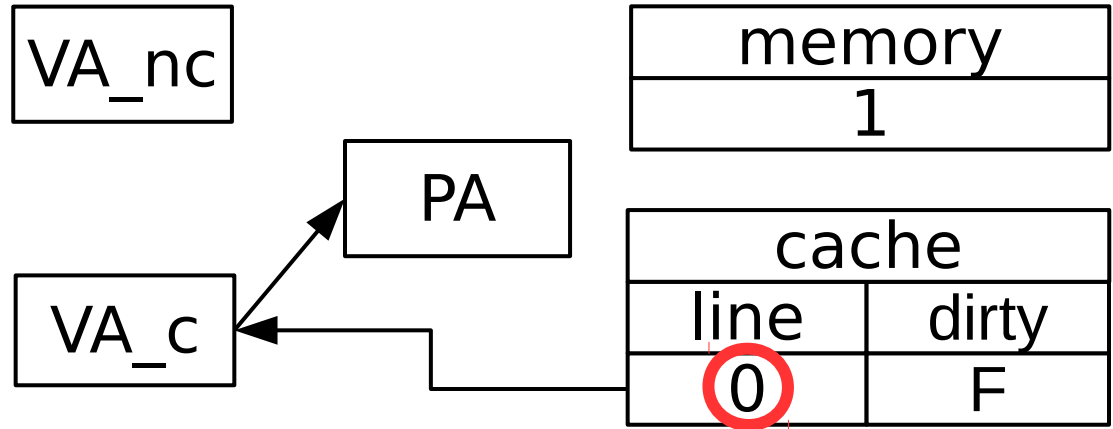


# Attacker

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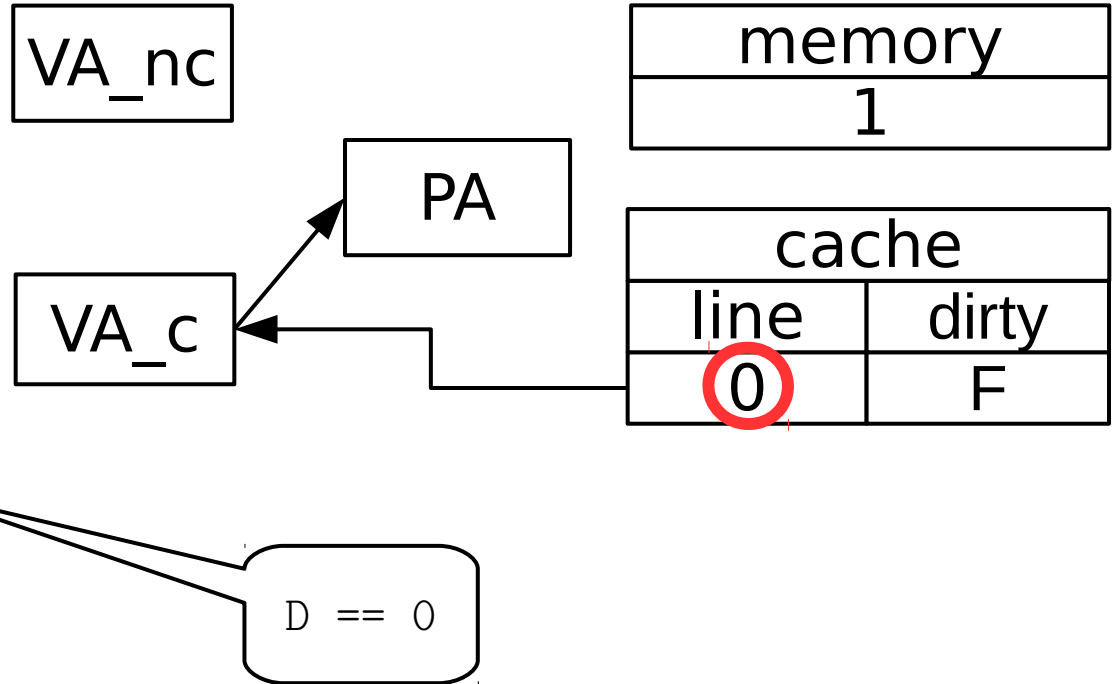
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```

```
    Reject()
```

```
...
```

```
use(VA_c)
```



# Attacker

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

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D = access(VA_c)
```

```
...
```

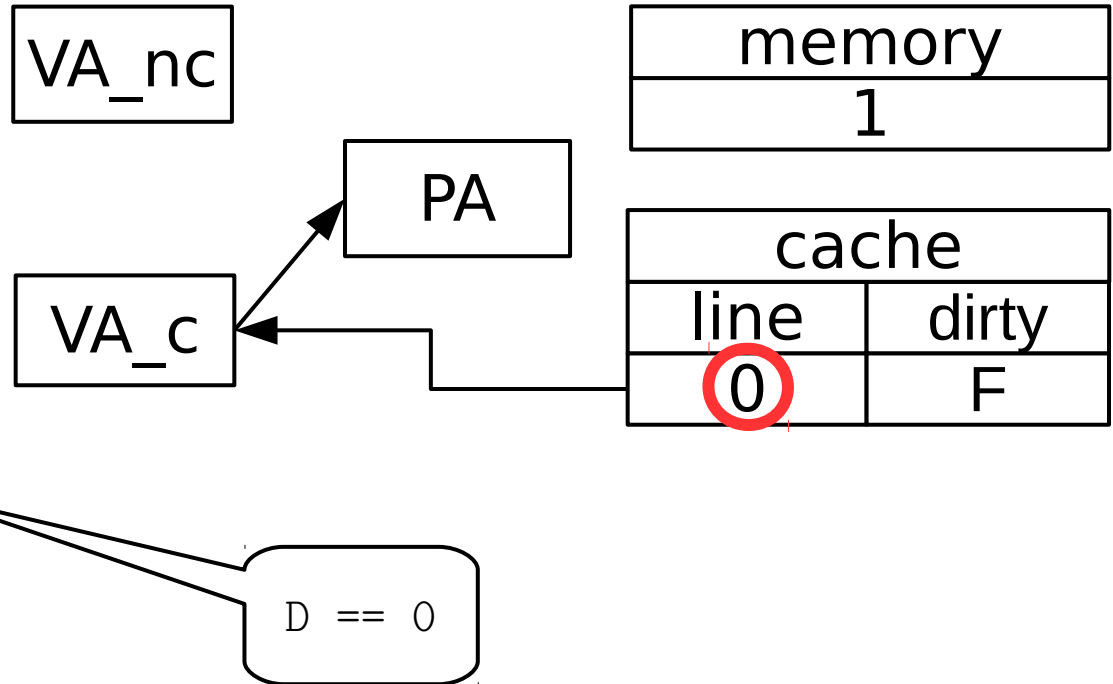
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D = access(VA_c)
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```
if not policy(D)
```

```
    Reject()
```

```
...
```

```
use(VA_c)
```

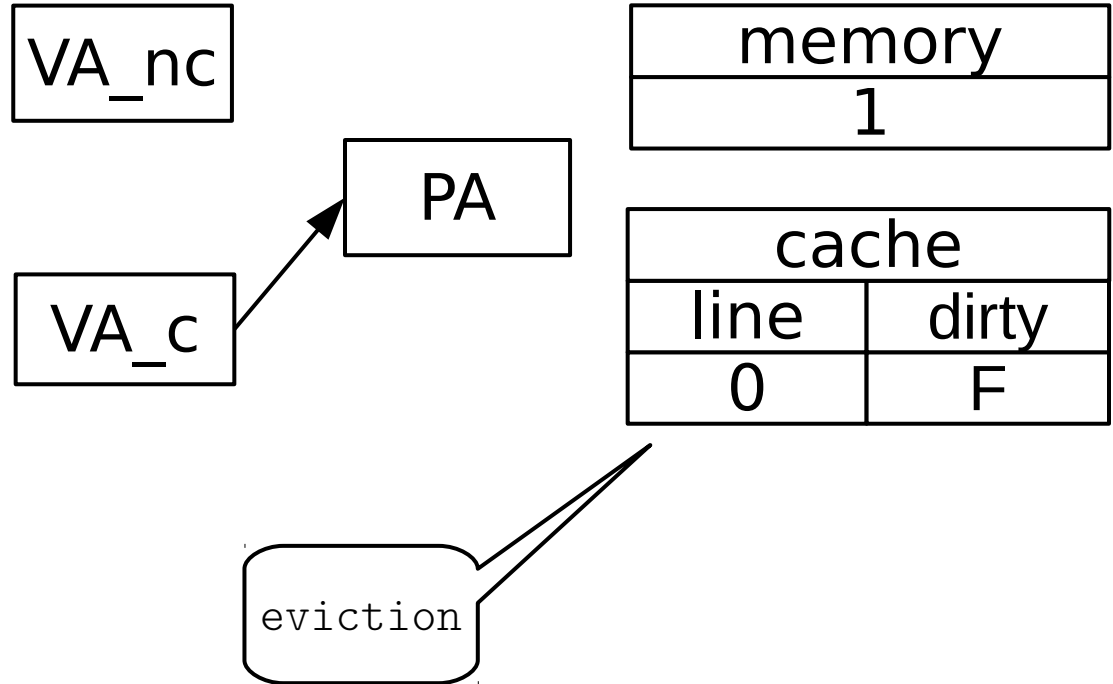


# Attacker

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write(VA_nc, 1)
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D = access(VA_c)
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# Attacker

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

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

# Victim

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

```
...
```

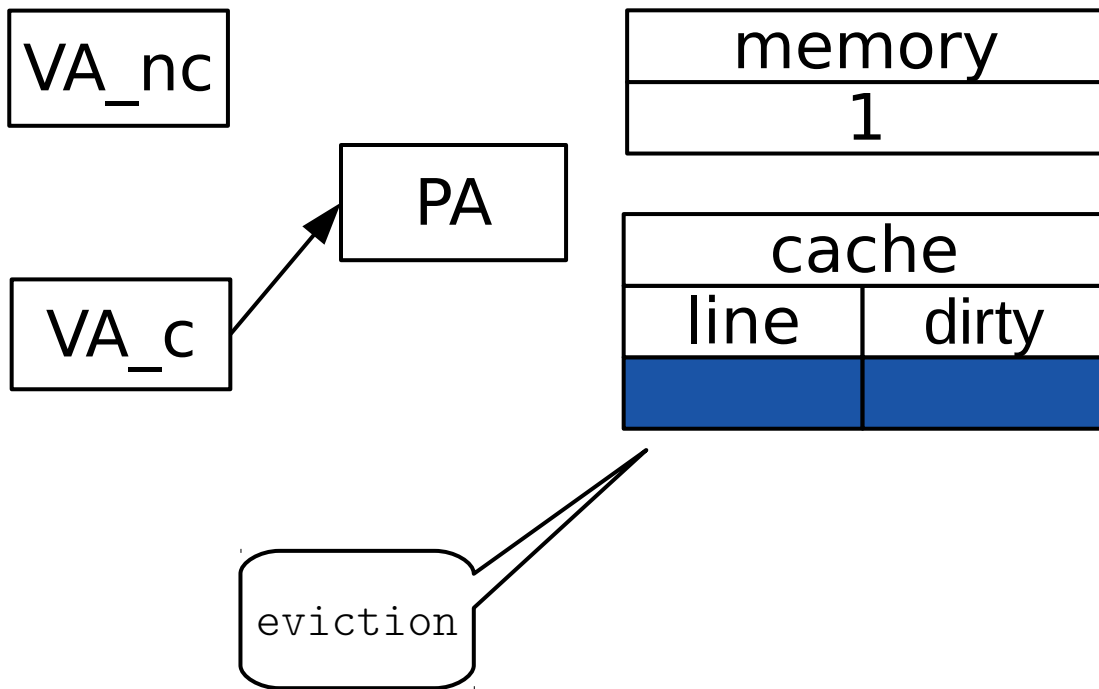
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    Reject()
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```
...
```

```
use(VA_c)
```



# Attacker

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

```
...
```

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

# Victim

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

```
...
```

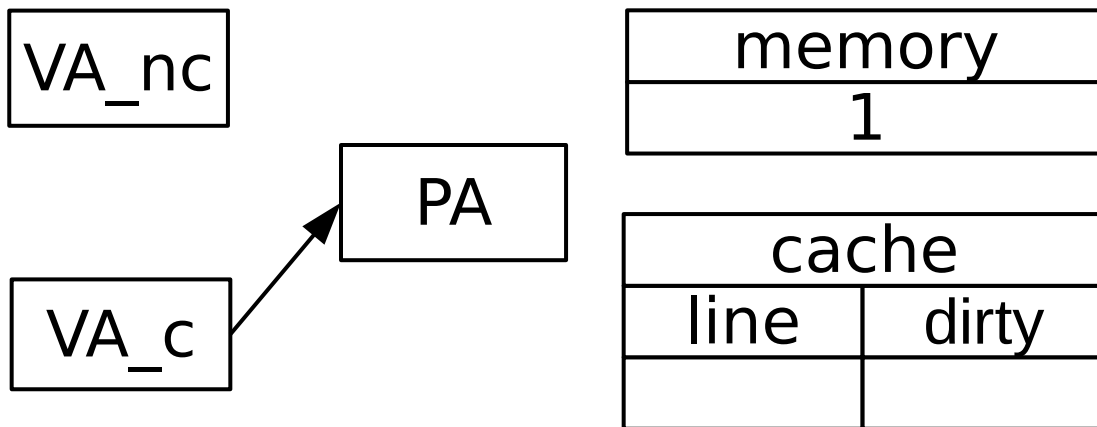
```
D = access(VA_c)
```

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

```
    Reject()
```

```
...
```

➔ use(VA\_c)



# Attacker

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

```
...
```

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

```
free(VA_nc)
```

# Victim

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

```
...
```

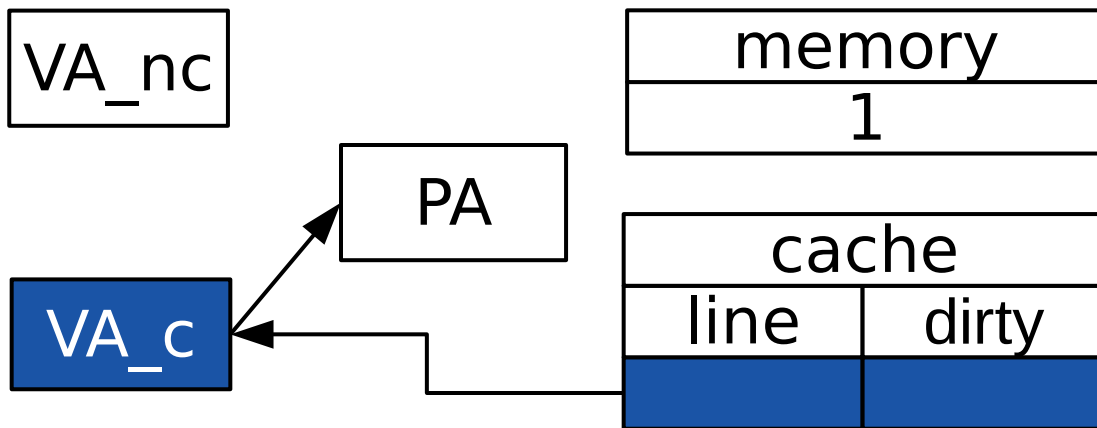
```
D = access(VA_c)
```

```
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)
```

```
...
```

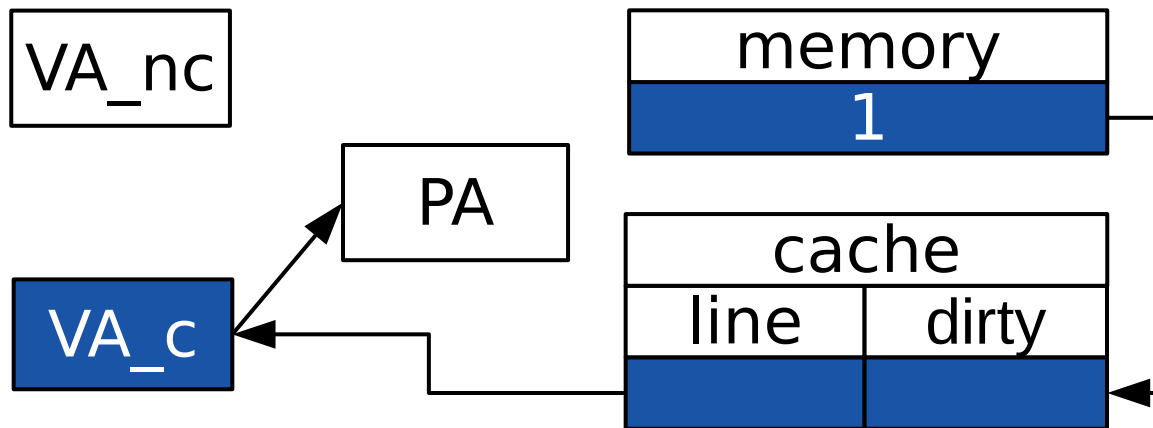
```
D = access(VA_c)
```

```
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)
```

```
...
```

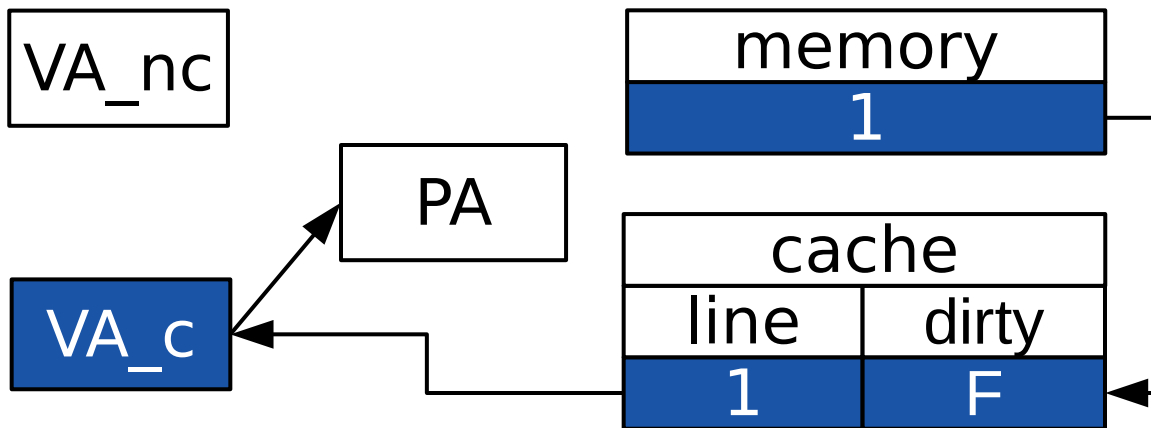
```
D = access(VA_c)
```

```
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)
```

```
...
```

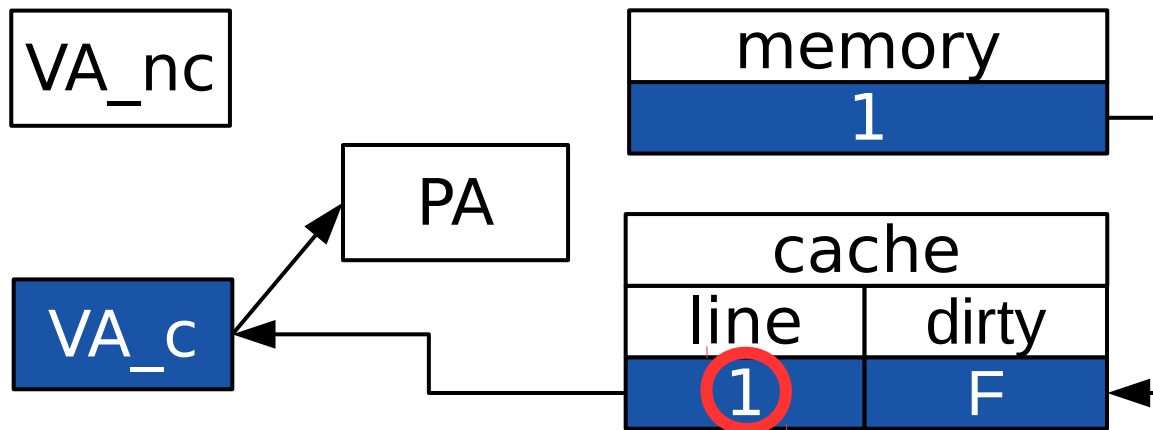
```
D = access(VA_c)
```

```
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

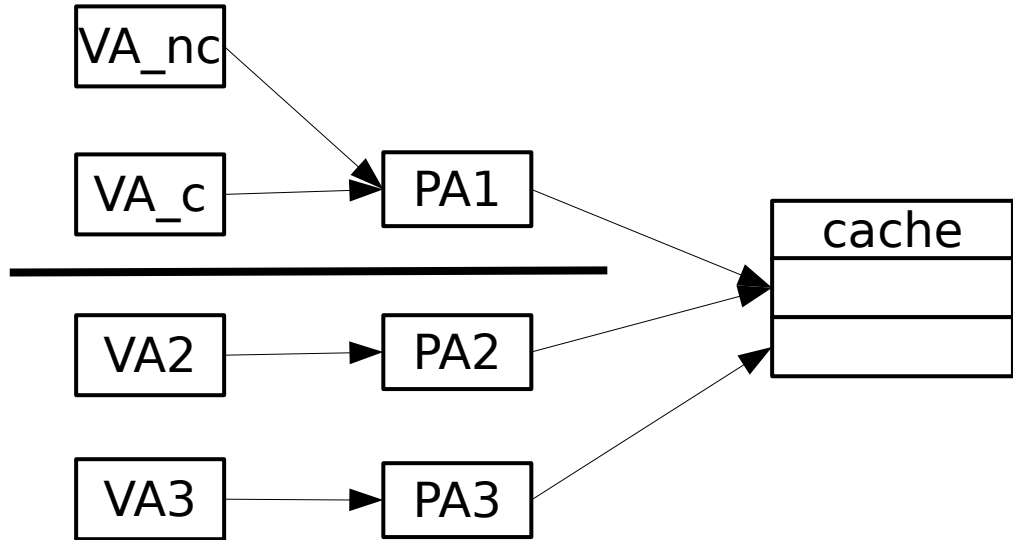
**Natural preys:** reference monitors

# 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)
```



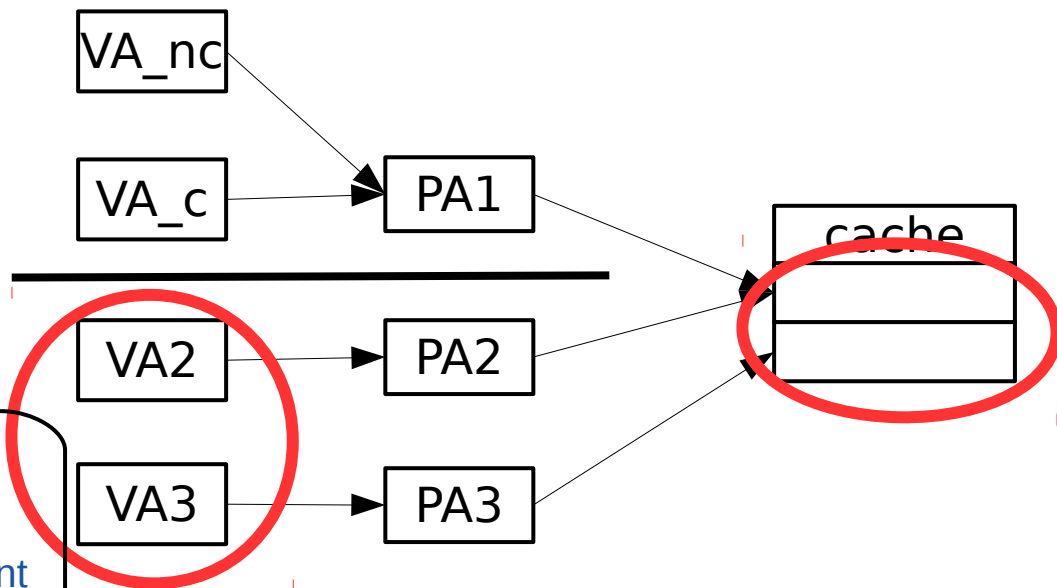
# Attacker

```
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

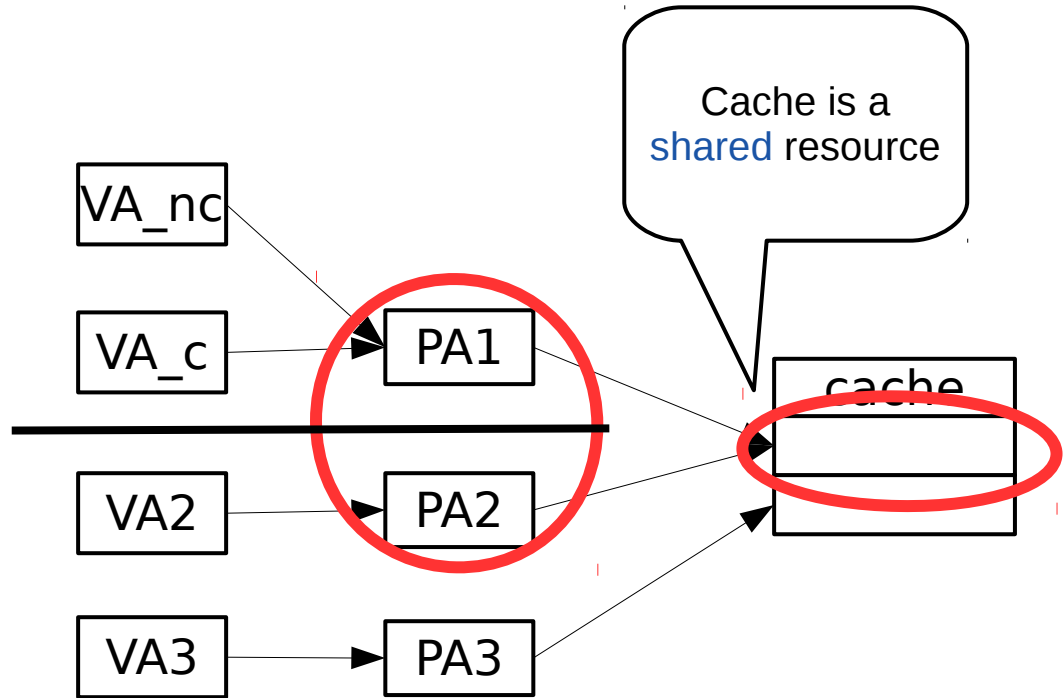


# Attacker

```
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)
```

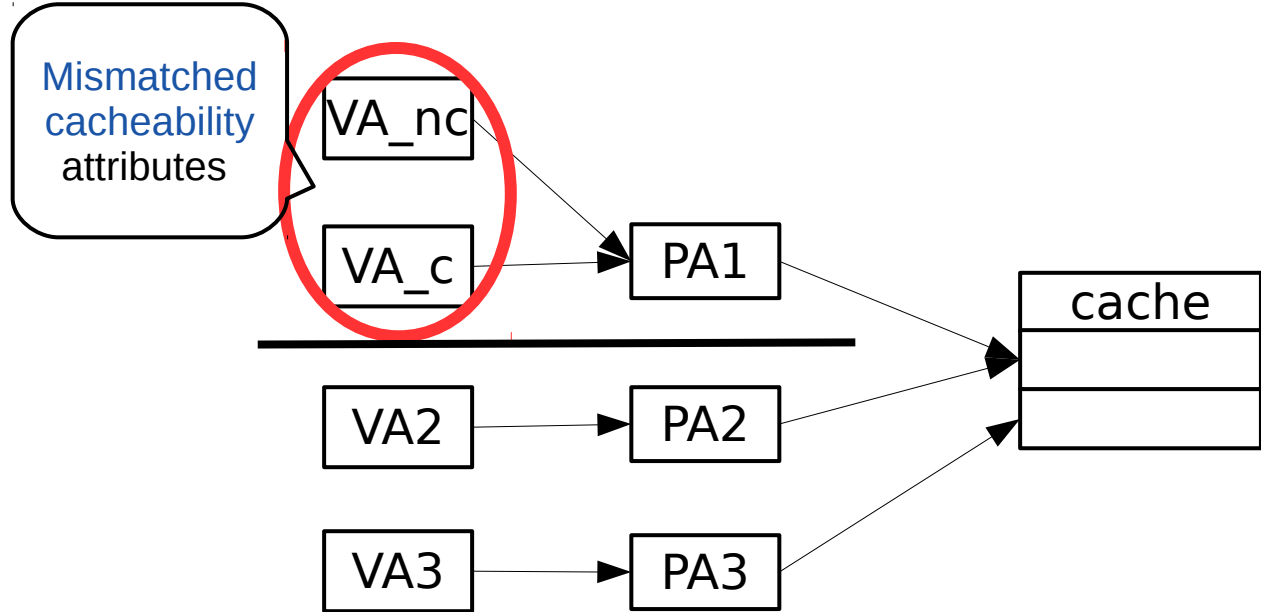


# Attacker

```
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

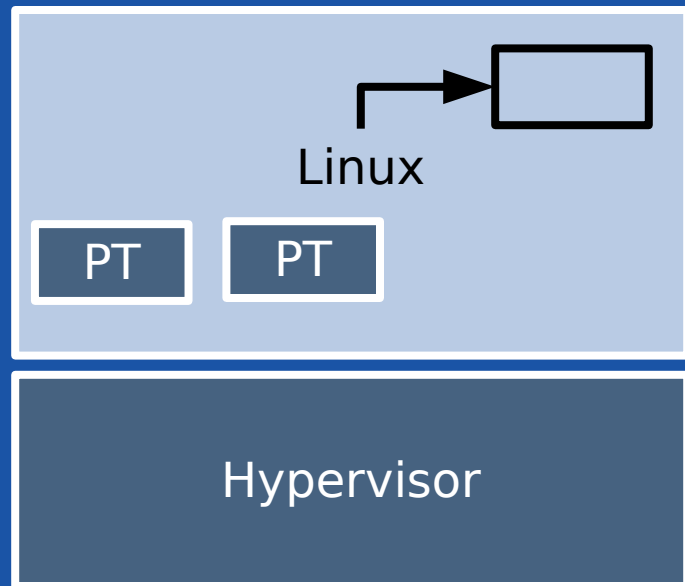
- Access driven attacks
- No external measure needed
- Difficult to counter-measure at probing time

**Natural preys:** look-up tables



# Paravirtualizing Hypervisor

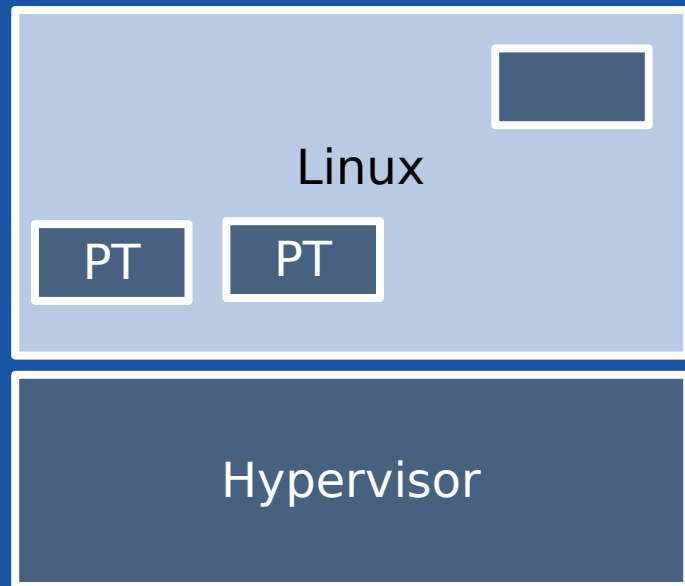
- ▶ Beagleboard



**Linux prepares a PT**

# Paravirtualizing Hypervisor

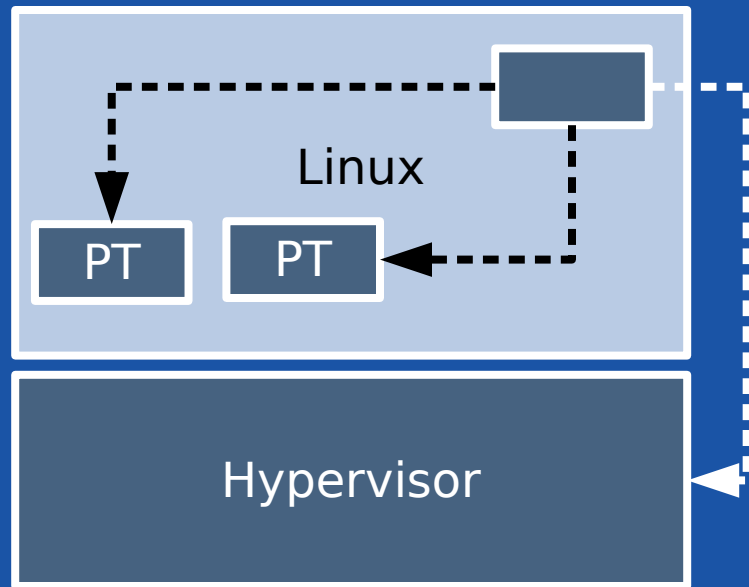
- ▶ Beagleboard



**Hypervisor makes  
region read-only**

# Paravirtualizing Hypervisor

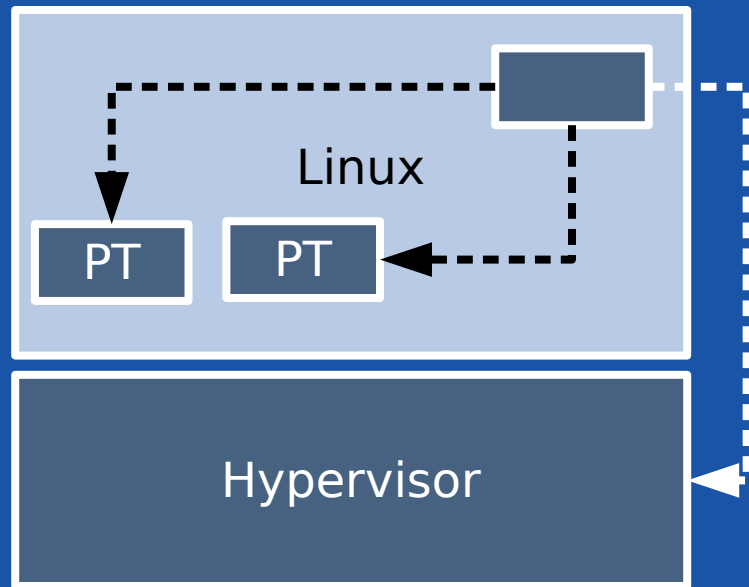
- ▶ Beagleboard



**Hypervisor validates content**

# Paravirtualizing Hypervisor

- ▶ Beagleboard

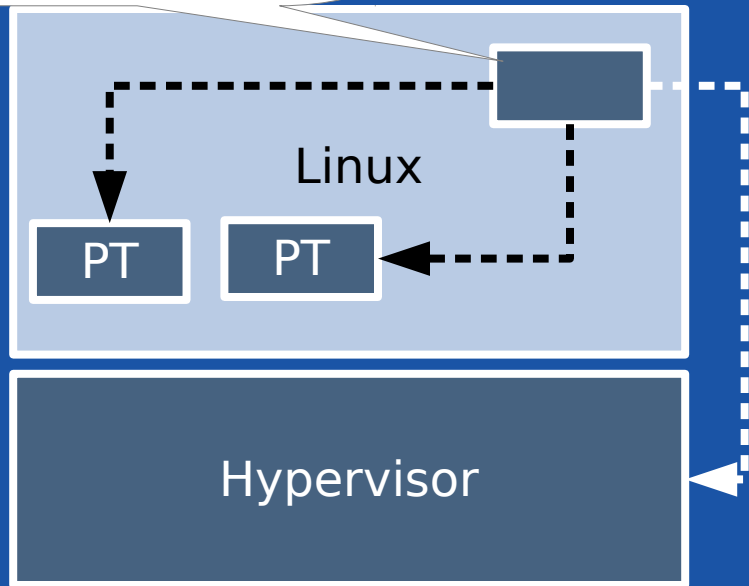


**Hypervisor activates  
PT**

# Paravirtualizing Hypervisor

- ▶ Beagleboard

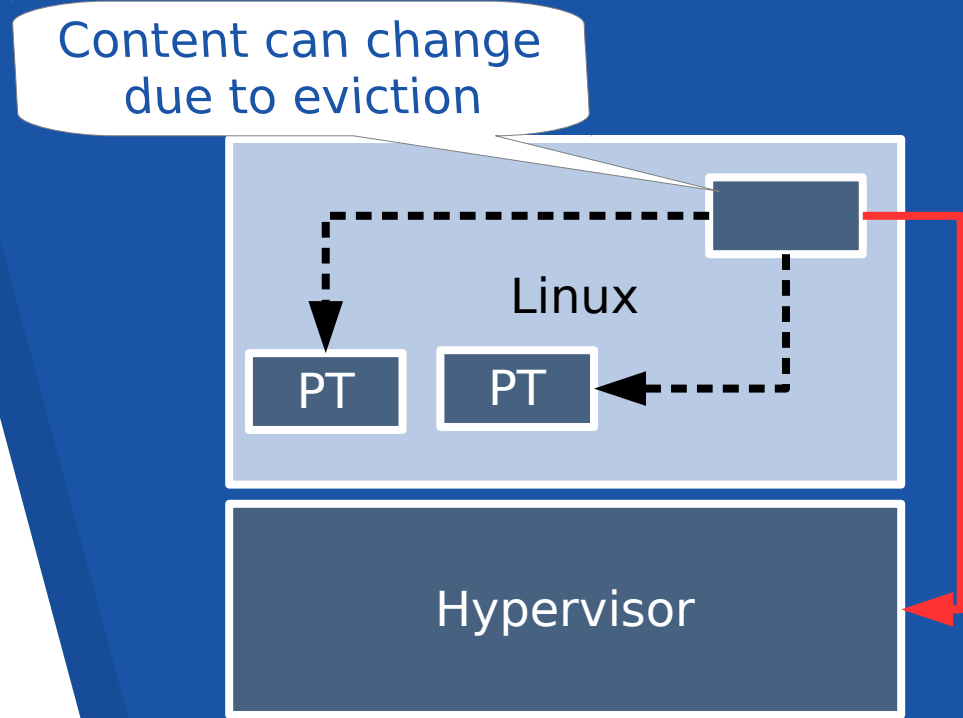
Content can change due to eviction



**Hypervisor activates  
PT**

# Paravirtualizing Hypervisor

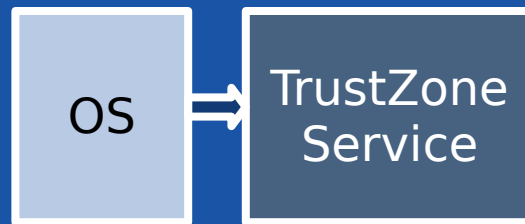
- ▶ Beagleboard
- ▶ Linux takes complete control



**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)



# Countermeasures

## **Integrity** threat

guarantee memory coherency

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## **Confidentiality** threat

standard timing approaches

- secret-independent accesses  
(5x overhead)
- no cache for secret accesses  
(6x overhead)

# Countermeasures

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- selective eviction  
(0.2x overhead)

## **Vector** specific

- avoid uncacheable aliases  
(0.15x overhead)

## **Confidentiality** threat

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## **HW** Countermeasures

- do not disregard  
unexpected cache hit

# *Fixing Formal Verification*

- Fix incoherent memory problem
- Verify countermeasures
- Property: Different memory/cache data for same VA means that cache line **must** be dirty

***Questions***