

Distributed Operating Systems Side-Channels

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2023-07-03



2023-07-04

DOS - Side-Channels

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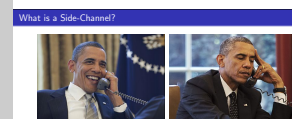
What is a Side-Channel?



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DOS - Side-Channels
└ Introduction

└ What is a Side-Channel?



What is a Side-Channel?



Visual side-channel

Which call has a positive connotation?

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What is a Side-Channel?



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Definition

Side-Channel

A side-channel is an *unintended* information source which enables the *extraction* of information that is processed through a means of communication or computation.

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DOS - Side-Channels

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└ Definition

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DOS - Side-Channels

- └ Introduction

2001: A Space Odyssey — Video

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Covert channels?

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Side-Channel usage

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Malicious

Extracting ...

- ... other customers data across virtual machines

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Typical Side-Channels

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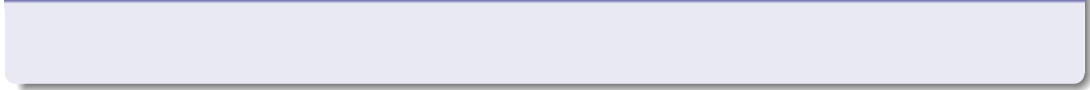
DOS - Side-Channels

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└ Typical Side-Channels

Typical Side-Channels

What is a suitable side-channel



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DOS - Side-Channels

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Typical Side-Channels

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Any measurable parameter of the system and of its individual operations that changes depending on the processed data.

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Timing Channels



Attack vector

The duration of an attacker observable operation depends on the data processed by the victim

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- DOS - Side-Channels
 - └ Internal Attack Vectors
 - └ Timing Channels
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Timing Channels



Attack vector

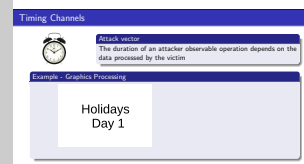
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Example - Graphics Processing

Holidays
Day 1

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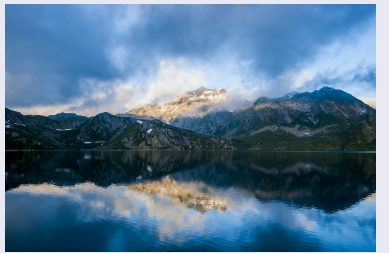
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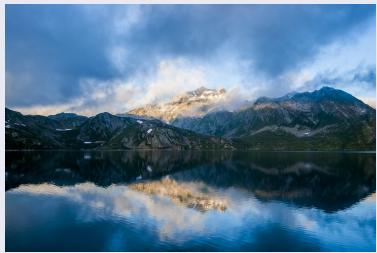
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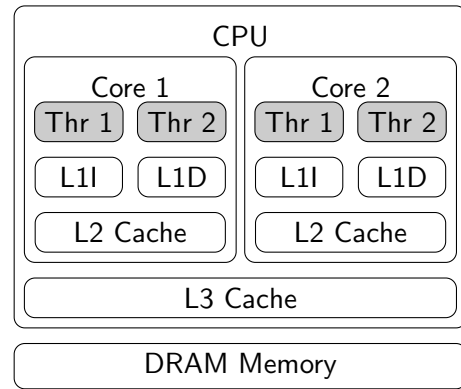
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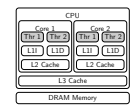
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Cache Side-Channel

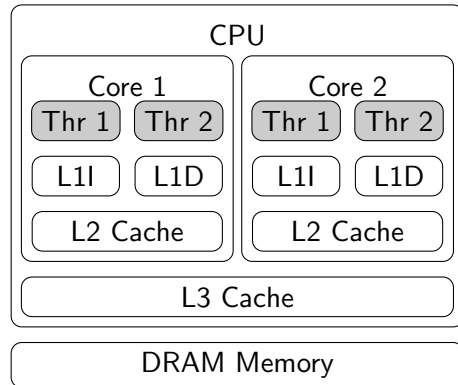


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Cache Side-Channel

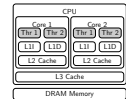


Level	Size	Cycles
L1D	32 KiB	4
L1I	32 KiB	4
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DRAM	large	250

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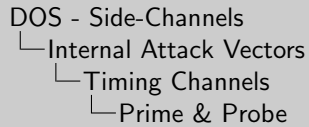
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Prime & Probe

Concept

- Fill cache with known data (Prime)
- Repeatedly measure how long it takes to access this data
- Longer duration means cache-line was "stolen"

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Prime & Probe

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Example (Victim)

struct Person {
    char name[56];
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} Alice, Bob;

void transact(Person& p) {
    p.account += 4000;
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transact(Alice);
    
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L1D 8-way set cache

Tag (20)	Set Index (6)	Offset (6)
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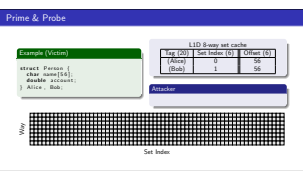
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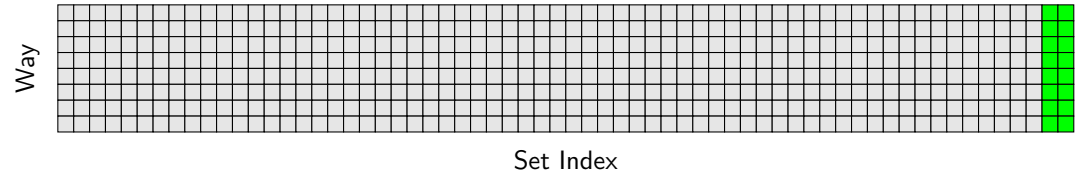
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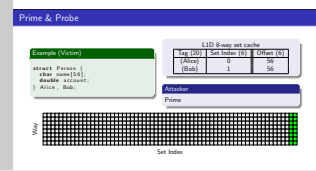
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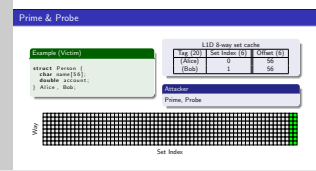
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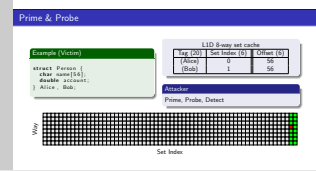
Attacker
Prime, Probe, Detect

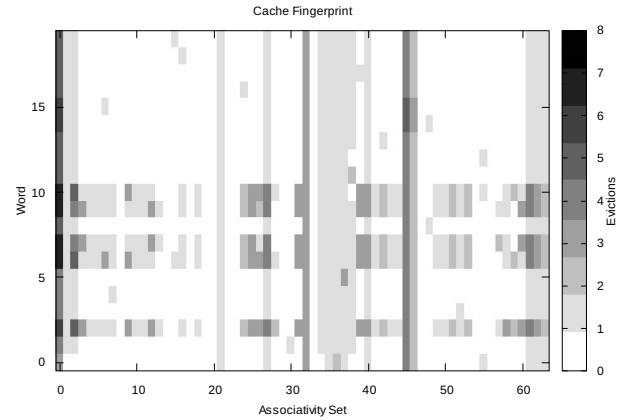


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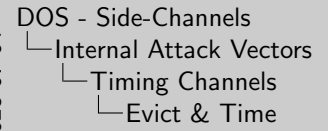
Results of prime-probe observations for 20 distinct processed text words (rows). Darker fields indicate more evicted ways within an 8-way associativity set. Vertical lines identify cache addresses evicted in every observation.

Evict & Time

Prime & Probe shortcomings

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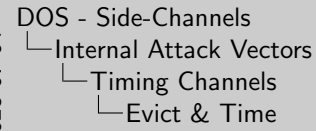
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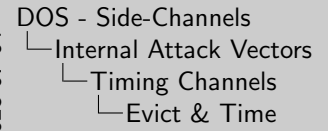
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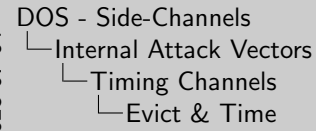
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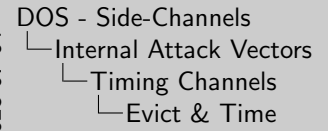
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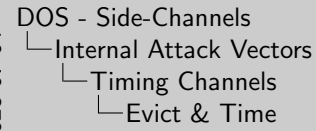
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├ Internal Attack Vectors
│ └ Timing Channels
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Smart Caches
 Smart Caches "reserve" parts of the L3 cache for individual cores. This makes priming hard.

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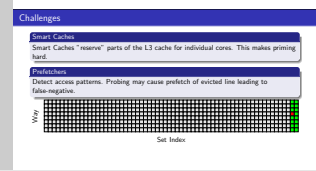
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 - └ Challenges

Challenges

Smart Caches
Smart Caches "reserve" parts of the L3 cache for individual cores. This makes priming hard.

Prefetchers
Detect access patterns. Probing may cause prefetch of evicted line leading to false-negative.

Challenges

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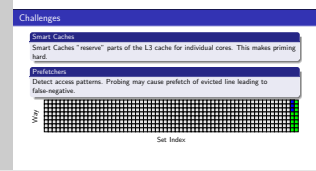
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- DOS - Side-Channels
 - └ Internal Attack Vectors
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May evict primed data leading to 'blind times'

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DOS - Side-Channels

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Pagefault Side-Channel

Assumption
Removing the OS from the TCB

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- DOS - Side-Channels
 - └ Internal Attack Vectors
 - └ Fault Channels
 - └ Pagefault Side-Channel

Pagefault Side-Channel

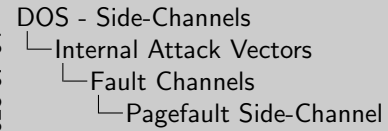
Assumption

Removing the OS from the TCB

Scenario: Shielding Systems

- InkTag: Hypervisor / paging based isolation between OS and Application

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Pagefault Side-Channel

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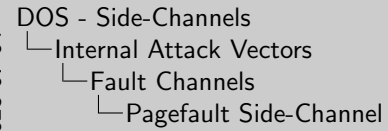
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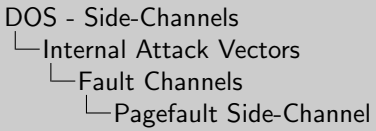
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Vulnerability

- These systems don't trust OS but use it to configure hardware
- OS makes a powerful adversary

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Controlled Channel Attacks

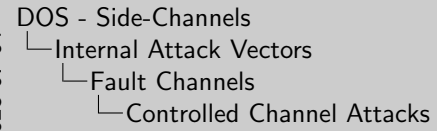
First attack vector against Intel SGX

Controlled-Channel Attacks: Deterministic Side Channels for Untrusted Operating Systems

Yuanzhong Xu, Weidong Cui, and Marcus Peinado, MSR

- System Model**
- OS cannot directly observe memory or registers of application
 - OS controls virtual memory

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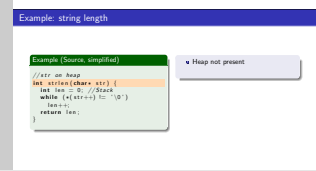
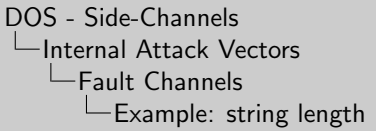
Example: string length

Example (Source, simplified)

```
//str on heap
int strlen(char* str) {
  int len = 0; //Stack
  while (*(str++) != '\0')
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  return len;
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- Heap not present

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DOS - Side-Channels

- └ Internal Attack Vectors
 - └ Fault Channels
 - └ Example: string length

Example: string length

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Example: string length

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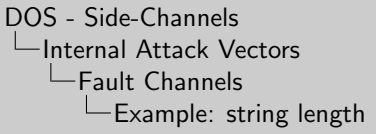
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}
```

- Heap not present
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	Phys-Addr	other Flags	P
Heap	0
Stack	0

Attackers Knowledge
Length = 0

2023-07-04



Example: string length

Example (Source, simplified)

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Example: string length

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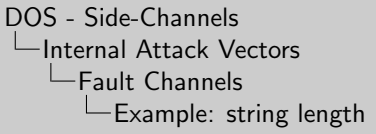
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2023-07-04



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Attackers Knowledge
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Example: string length

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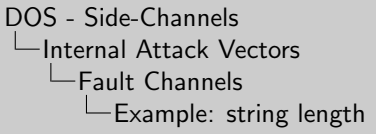
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	Phys-Addr	other Flags	P
Heap	1
Stack	0

Attackers Knowledge
Length = 0

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Example: string length

Example (Source, simplified)

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int strlen(char* str) {
    int len = 0; //Stack
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Heap not present

Stack not present

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Attackers Knowledge
Length = 0

Example: string length

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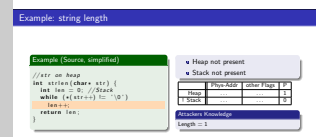
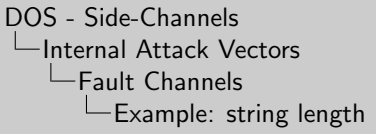
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! Stack	0

Attackers Knowledge
Length = 1

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Example: string length

Example (Source, simplified)

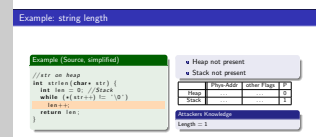
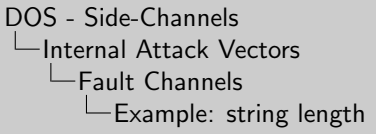
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Attackers Knowledge
Length = 1

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Example: string length

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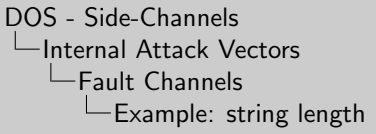
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Length = 1

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Attackers Knowledge
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Example: string length

Example (Source, simplified)

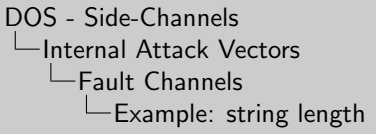
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Heap not present

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Attackers Knowledge
Length = 1

Example: string length

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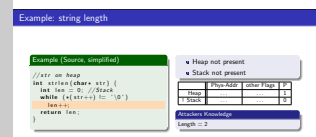
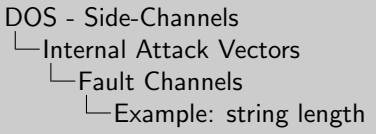
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- Heap not present
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	Phys-Addr	other Flags	P
Heap	1
! Stack	0

Attackers Knowledge
Length = 2

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Example: string length

```

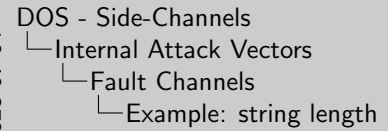
Example (Source, simplified)
//str on heap
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}
    
```

- Heap not present
- Stack not present

	Phys-Addr	other Flags	P
Heap	0
Stack	1

Attackers Knowledge
Length = 2

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Example: string length

```

Example (Source, simplified)
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Heap not present
 Stack not present

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Heap	0
Stack	1

Attackers Knowledge
Length = 2

Example Results (PF vs. Cache Channel)

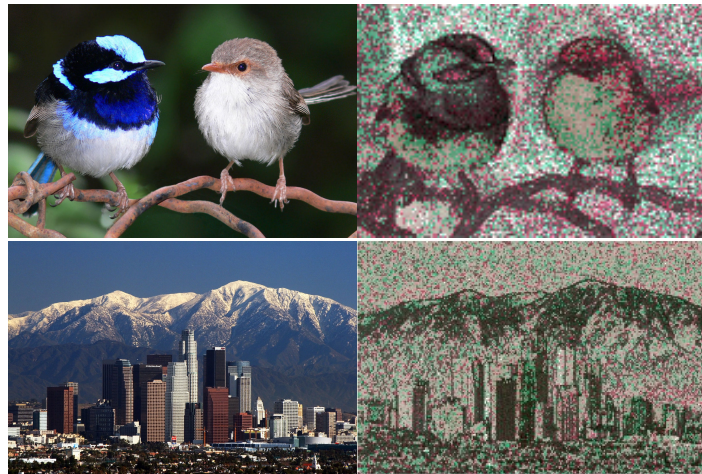


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- DOS - Side-Channels
 - └ Internal Attack Vectors
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 - └ Example Results (PF vs. Cache Channel)

1. IDCT (inverse discrete cosine transformation)
2. Index in array ≈ 8 kB big

Example Results (PF vs. Cache Channel)

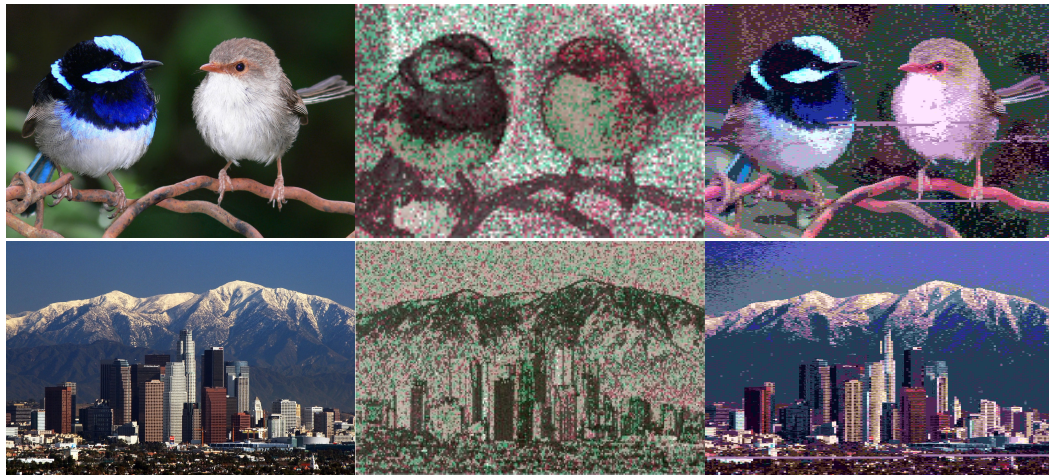


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1. IDCT (inverse discrete cosine transformation)
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Example Results (PF vs. Cache Channel)



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DOS - Side-Channels

└ Internal Attack Vectors

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Example Results (PF vs. Cache Channel)



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Microarchitectural Channels

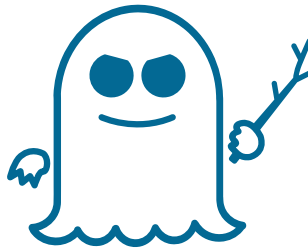


Meltdown

Leaking speculative CPU-state to attackers

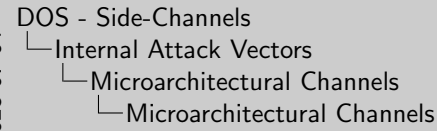
Moritz Lipp, Michael Schwarz, Daniel Gruss, Thomas Prescher, Werner Haas, Stefan Mangard, Paul Kocher, Daniel Genkin, Yuval Yarom, Mike Hamburg

Examples and figures taken from the Meltdown paper



Spectre

2023-07-04



Leaking speculative CPU-state to attackers
Moritz Lipp, Michael Schwarz, Daniel Gruss, Thomas Prescher, Werner Haas, Stefan Mangard, Paul Kocher, Daniel Genkin, Yuval Yarom, Mike Hamburg
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Side-Effects of Out-of-Order execution

Toy Example

```
raise_exception();  
// the line below is never reached  
access(probe_array[data*4096]);
```

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- DOS - Side-Channels
 - Internal Attack Vectors
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Toy Example

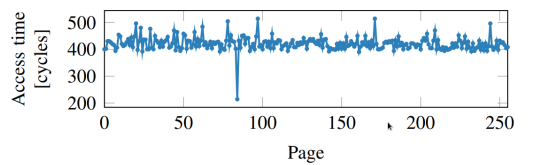
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Side-Effects of Out-of-Order execution

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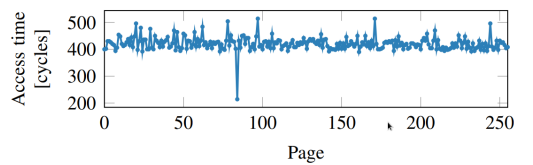
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Constraints

- Raising the exception should be slow
- Accessing the array should be fast

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Side-Effects of Out-of-Order execution

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- Raising the exception should be slow
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Meltdown example code

```
; rcx = kernel address  
; rbx = probe array  
retry:  
  MOV AL, byte [RCX]  
  SHL RAX, 12  
  JZ retry  
MOV RBX, qword [RBX + RAX]
```

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DOS - Side-Channels

- Internal Attack Vectors
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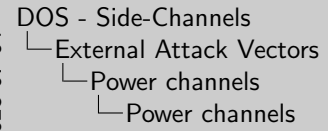
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  JZ retry  
MOV RBX, qword [RBX + RAX]
```

1. Retry needed because exception handling zeroes registers
2. No evicted cache line is considered zero
3. Exception can be prevented (amongst others) using TSX

Power channels

- Features
- Requires no capability to run code
 - Hard to detect
 - In theory usable remotely

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Power channels

Features

- Requires no capability to run code
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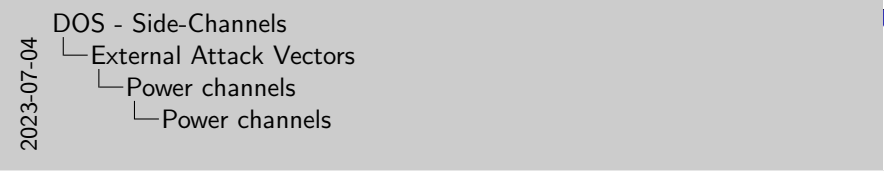
Power channels

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Requirements

- (very) high-resolution power measurement
- physical access to power supply
- detailed knowledge about exact processor used



Power channels

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- Requires no capability to run code
- Hard to detect
- In theory usable remotely

Requirements

- (very) high-resolution power measurement
- physical access to power supply
- detailed knowledge about exact processor used

Example

Example (Square-And-Multiply)

```
int exp(int base, int e) {
    int res = 1;
    while (e != 0) {
        res *= res; //square
        if (e & 1) res *= base; //multiply
        e >>= 1;
    }
    return res;
}
```

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DOS - Side-Channels

- External Attack Vectors
 - Power channels
 - Example

Example

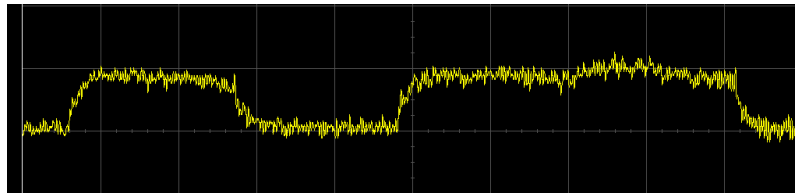
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Example

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}
```



Source: https://commons.wikimedia.org/wiki/File:Power_attack.png

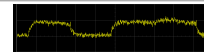
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DOS - Side-Channels
├ External Attack Vectors
│ └ Power channels
│ └ Example

Example

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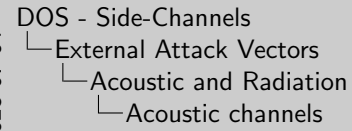


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Acoustic channels

- Features**
- Requires no capability to run code
 - Hard to detect
 - Usable remotely, bugs

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Acoustic channels

Features

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Acoustic channels

Features

- Requires no capability to run code
- Hard to detect
- Usable remotely, bugs

Requirements

- Good audio equipment
- Reliable audio filters
- Knowledge about typing style
- Knowledge about hardware used

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DOS - Side-Channels

- └ External Attack Vectors
 - └ Acoustic and Radiation
 - └ Acoustic channels

Acoustic channels

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Example

Password typing attack

Keyboard Acoustic Emanations Revisited
Li Zhuang, Feng Zhou, J. D. Tygar
University of California, Berkeley

2023-07-04

- DOS - Side-Channels
 - └ External Attack Vectors
 - └ Acoustic and Radiation
 - └ Example

Example

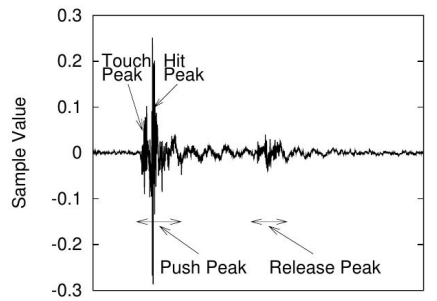
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Password typing attack

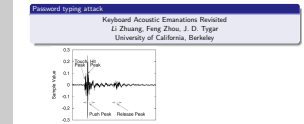
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DOS - Side-Channels

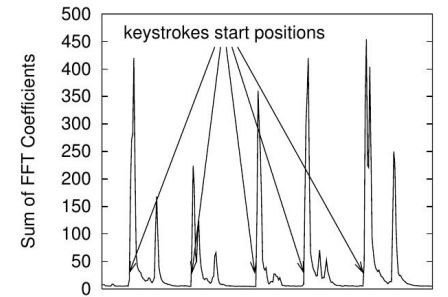
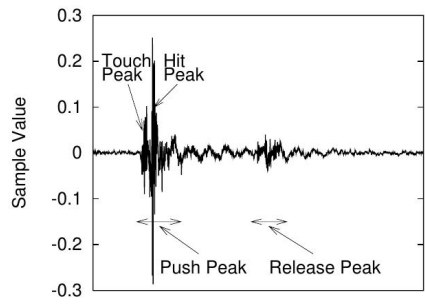
- └ External Attack Vectors
 - └ Acoustic and Radiation
 - └ Example



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Password typing attack

Keyboard Acoustic Emanations Revisited
 Li Zhuang, Feng Zhou, J. D. Tygar
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DOS - Side-Channels

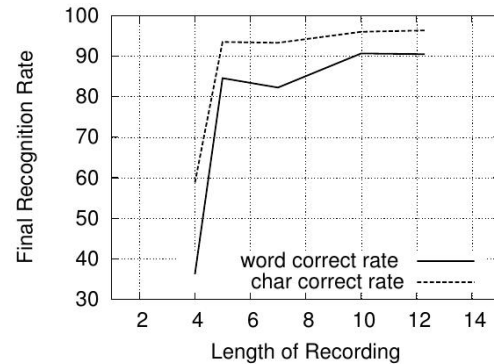
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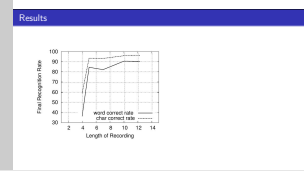
Results



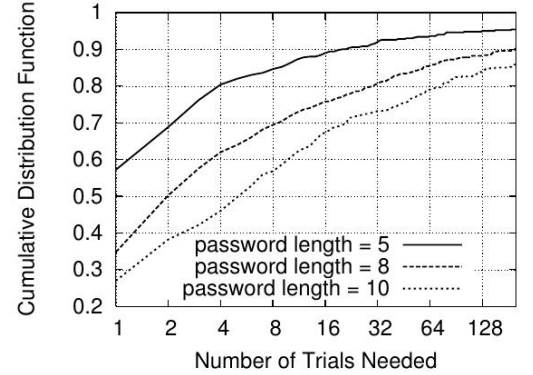
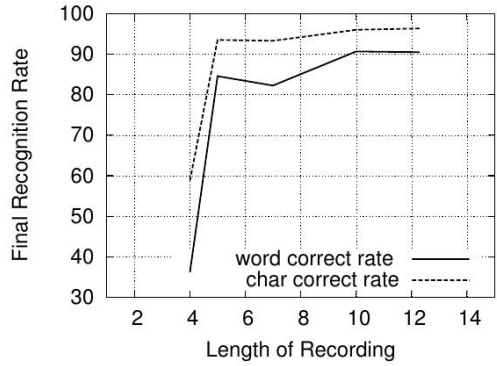
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DOS - Side-Channels

- External Attack Vectors
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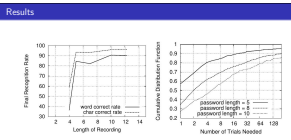


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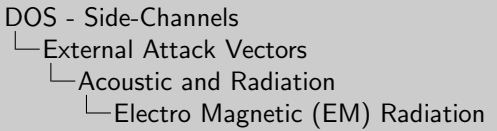
DOS - Side-Channels
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Electro Magnetic (EM) Radiation

- Features**
- Requires no capability to run code
 - Hard to detect
 - No "wire-cutting" needed

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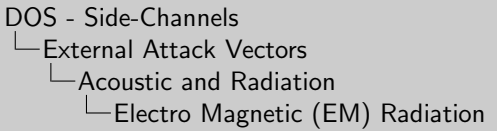
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Data Remanence

Warning

- NOT a classical side-channel
- no indirect observance of data → direct

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DOS - Side-Channels
└─Data remanence

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DOS - Side-Channels

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DOS - Side-Channels

- └ Data remanence
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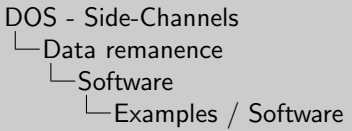
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Examples / Software

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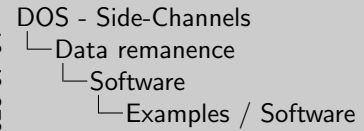
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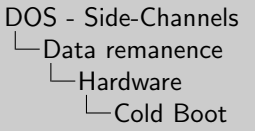
Cold Boot

Let's We Remember: Cold Boot Attacks on Encryption Keys

J. Alex Halderman, Seth D. Schoen, Nadia Heninger, William Clarkson, William Paul, Joseph A. Calandrino, Ariel J. Feldman, Jacob Appelbaum, and Edward W. Felten
Princeton University, Electronic Frontier Foundation, Wind River Systems



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Performance

	Seconds w/o power	Error % at operating temp.	Error % at -50 °C
A	60	41	(no errors)
	300	50	0.000095
B	360	50	(no errors)
	600	50	0.000036
C	120	41	0.00105
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D	40	50	0.025
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DOS - Side-Channels

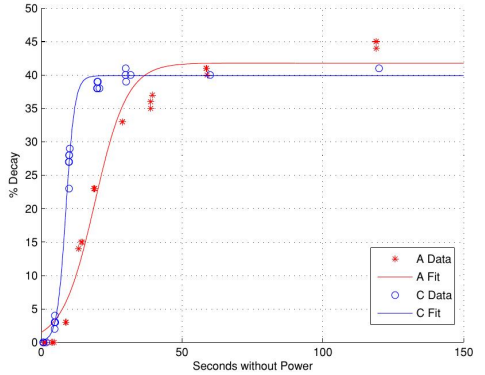
- └ Data remanence
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DOS - Side-Channels
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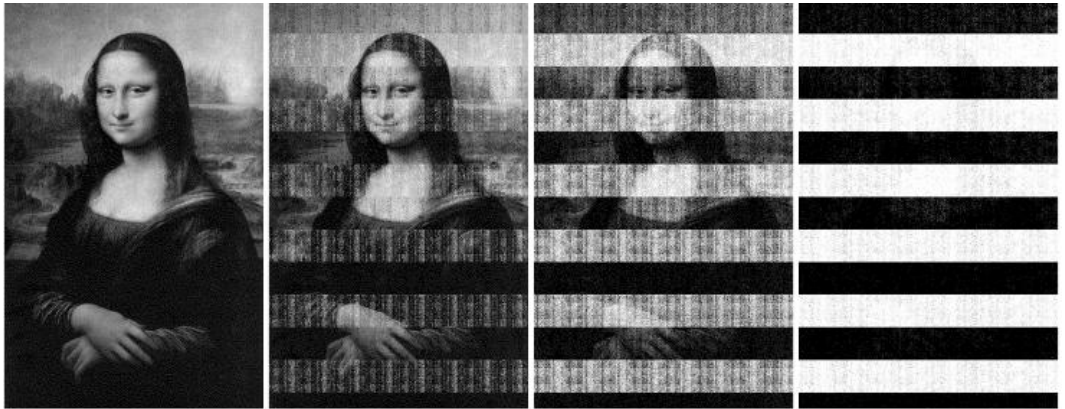
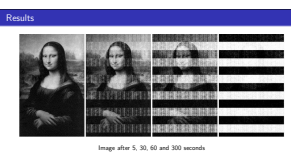


Image after 5, 30, 60 and 300 seconds

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DOS - Side-Channels
└─ Data remanence
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Defense mechanisms

Approach
Make all behavior that is observable independent of the input data

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DOS - Side-Channels
└ Defense

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Complete independence is not always achievable
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DOS - Side-Channels

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DOS - Side-Channels

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Timing channels

Blinding

- Modify data computed on in such a way that operation always takes equal time
- Requires inverse unblinding that can be performed after the operation
- Noise injection

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DOS - Side-Channels

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Removes changes in runtime due to different operations depending on data
 Example: Move different data processed in different branch targets to same cacheline

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DOS - Side-Channels

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Page-Fault Channel / Fault channels

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- Given a reliable time-source constant page-faults can be detected as unusually long program runtime
 - SGX v2 can notify the protected program of page-faults. It may chose not to compute on secret data if such page-faults come unexpected

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DOS - Side-Channels
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DOS - Side-Channels
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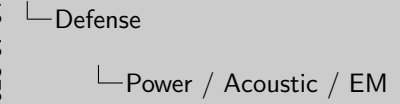
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- Use internal power source or high-capacitance in power path for sensitive instructions (low pass effect)
- Use same-complexity instructions for input-dependent code (mul instead of shift)

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DOS - Side-Channels

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- Combined with the above very hard! Use shut down and not hibernate / suspend. After a few seconds you should be fine.
- Idea: Write secret data to physical 0x7c00 - 0x7dFF! MBR is loaded there :)

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Sidechannels

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- DOS - Side-Channels
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Overview

- <http://csrc.nist.gov/groups/STM/cmvp/documents/fips140-3/physec/papers/physecpaper19.pdf>

Cache Side-Channels

- <https://www.usenix.org/system/files/conference/usenixsecurity14/sec14-paper-yarom.pdf>

Page-fault Channel

- <http://www.ieee-security.org/TC/SP2015/papers-archived/6949a640.pdf>
- <https://www.usenix.org/system/files/conference/atc17/atc17-hahnel.pdf>

Microarchitectural Channels

- <https://meltdownattack.com/meltdown.pdf>
- <https://spectreattack.com/spectre.pdf>

Acoustic Channels

- http://people.eecs.berkeley.edu/~tygar/papers/Keyboard_Acoustic_Emanations_Revisited/ccs.pdf

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DOS - Side-Channels

- └ Conclusion
- └ References and Related Work

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- Page-fault Channel
 - <http://www.ieee-security.org/TC/SP2015/papers-archived/6949a640.pdf>
 - <https://www.usenix.org/system/files/conference/atc17/atc17-hahnel.pdf>
- Microarchitectural Channels
 - <https://meltdownattack.com/meltdown.pdf>
 - <https://spectreattack.com/spectre.pdf>
- Acoustic Channels
 - http://people.eecs.berkeley.edu/~tygar/papers/Keyboard_Acoustic_Emanations_Revisited/ccs.pdf

Cold Boot

- https://www.usenix.org/event/sec08/tech/full_papers/halderman/halderman.pdf

Remanence

- <http://www.daemonology.net/blog/2014-09-04-how-to-zero-a-buffer.html>
- <http://www.daemonology.net/blog/2014-09-06-zeroing-buffers-is-insufficient.html>

Defense

- https://www.blackhat.com/presentations/bh-usa-08/McGregor/BH_US_08_McGregor_Cold_Boot_Attacks.pdf
- http://fc16.ifca.ai/preproceedings/21_Anand.pdf
- <https://www.semanticscholar.org/paper/Software-mitigations-to-hedge-AES-against-cache-Brickell-Graunke/11c6fddeff9e2f95c8cf238ea9f12f8ffae7cf8c/pdf>
- <https://www.cc.gatech.edu/~slee3036/papers/shih:tsgx.pdf>

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DOS - Side-Channels

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- └ References and Related Work

Cold Boot
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