

*Cisco CRC - 45 minutes*

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# ASLR^Cache: Practical Cache Attacks on the MMU

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Kaveh Razavi

Erik Bosman

Herbert Bos

Cristiano Giuffrida

*Vrije Universiteit Amsterdam*

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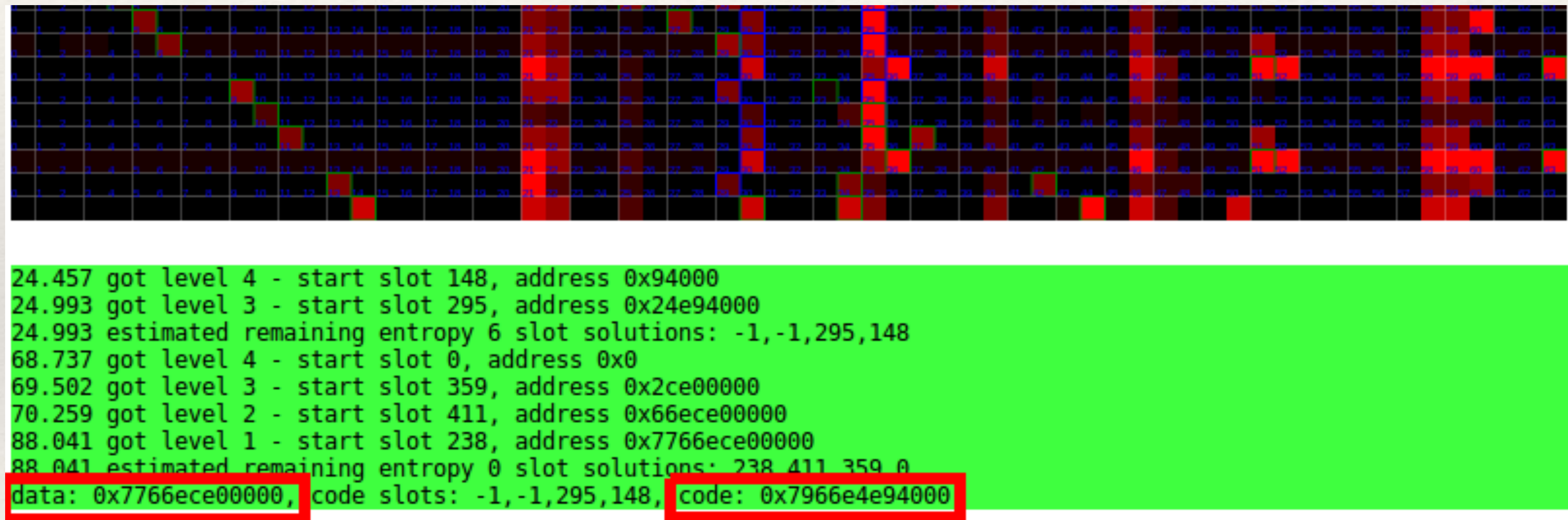
# Teaser

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- ❖ Compute virtual addresses of data & code
- ❖ With microarchitectural MMU side channel, not software
- ❖ Thereby breaking ASLR
- ❖ On all modern CPU models - Intel, AMD, ARM
- ❖ Even from JavaScript

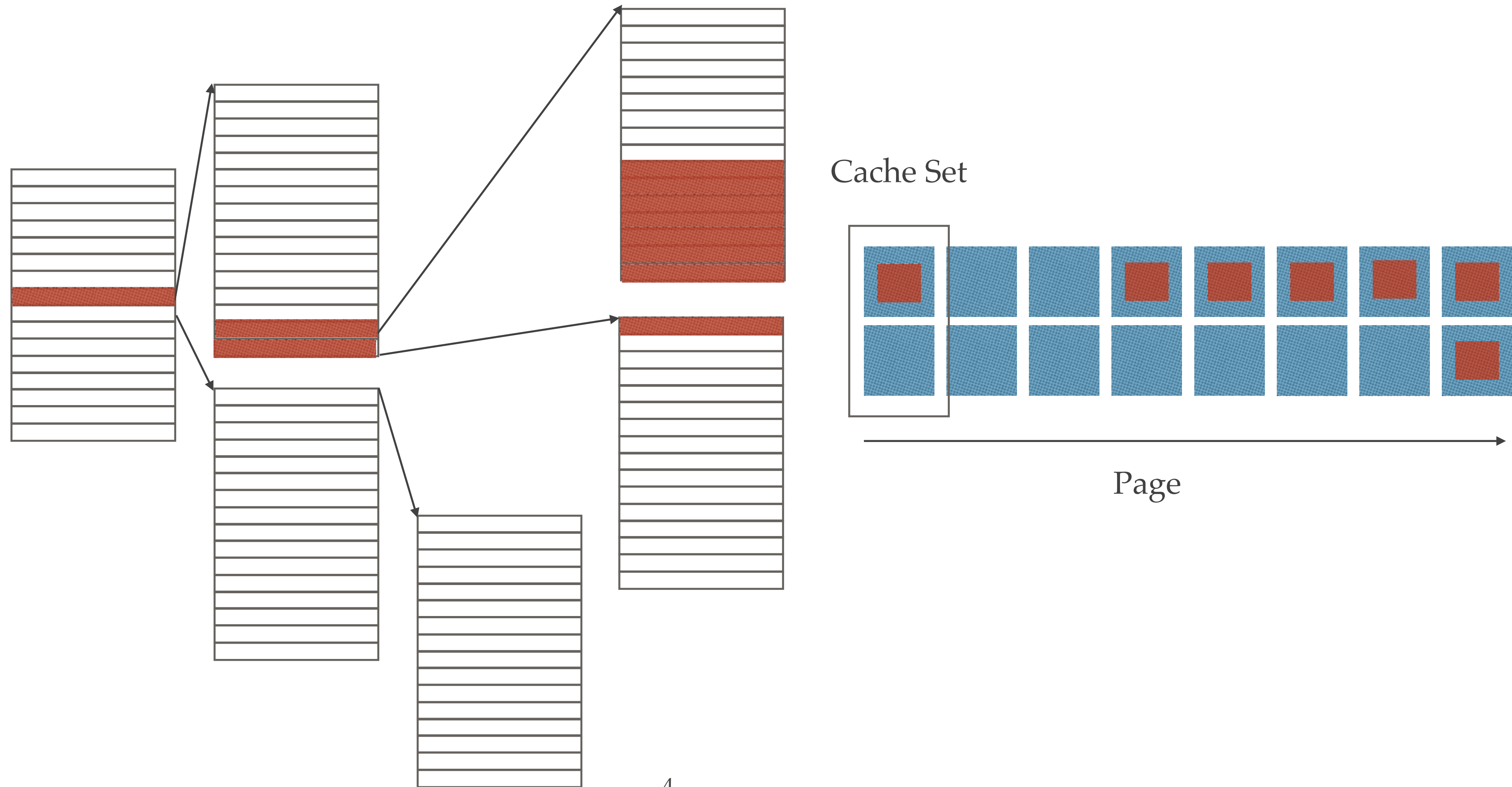
# Teaser

- ❖ Visualization - JavaScript - and no software bug



- ❖ There will be videos and other refreshments

# Big picture: cached page tables



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# Outline

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- ❖ Justification: ASLR
- ❖ Side Channels
- ❖ Pagetable walks
- ❖ CPU Caches
- ❖ EVICT+TIME
- ❖ JavaScript
- ❖ Results
- ❖ Demo

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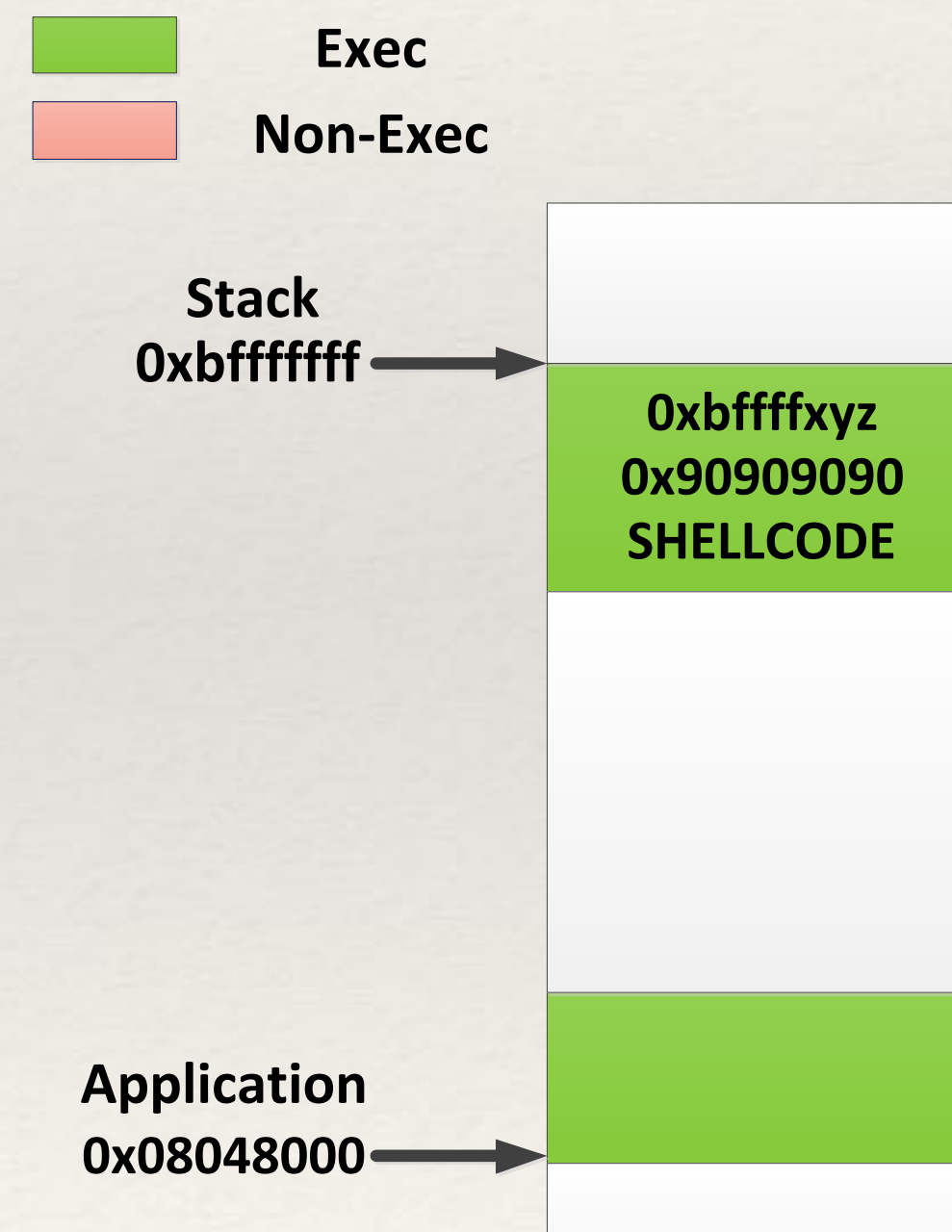
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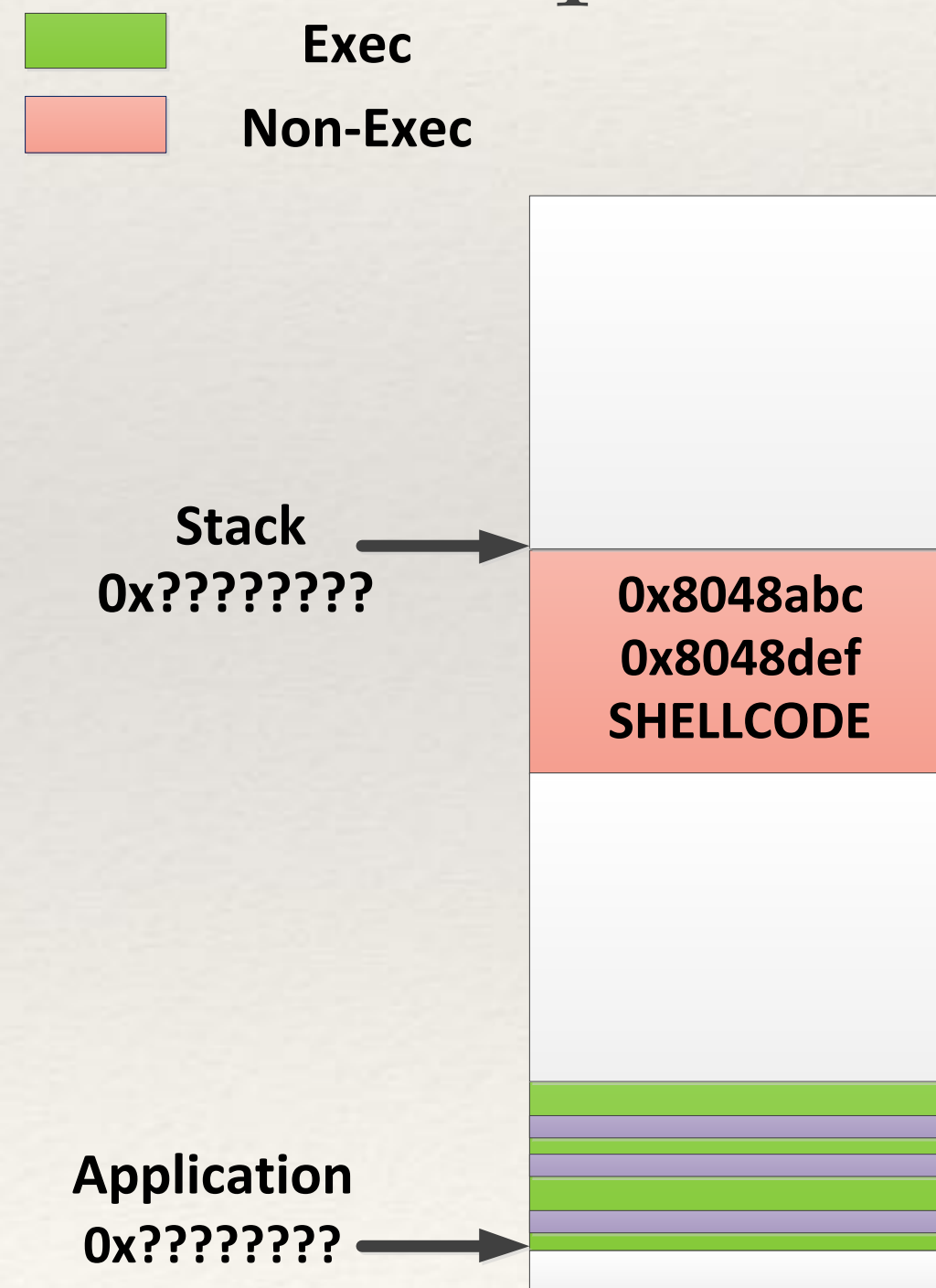
# ASLR

- ❖ Main justification
- ❖ Response to exploitation in the 90s



# ASLR

- ❖ Let's randomize both areas: ASLR
- ❖ Also DEP. So exploitation requires ROP+ASLR bypass





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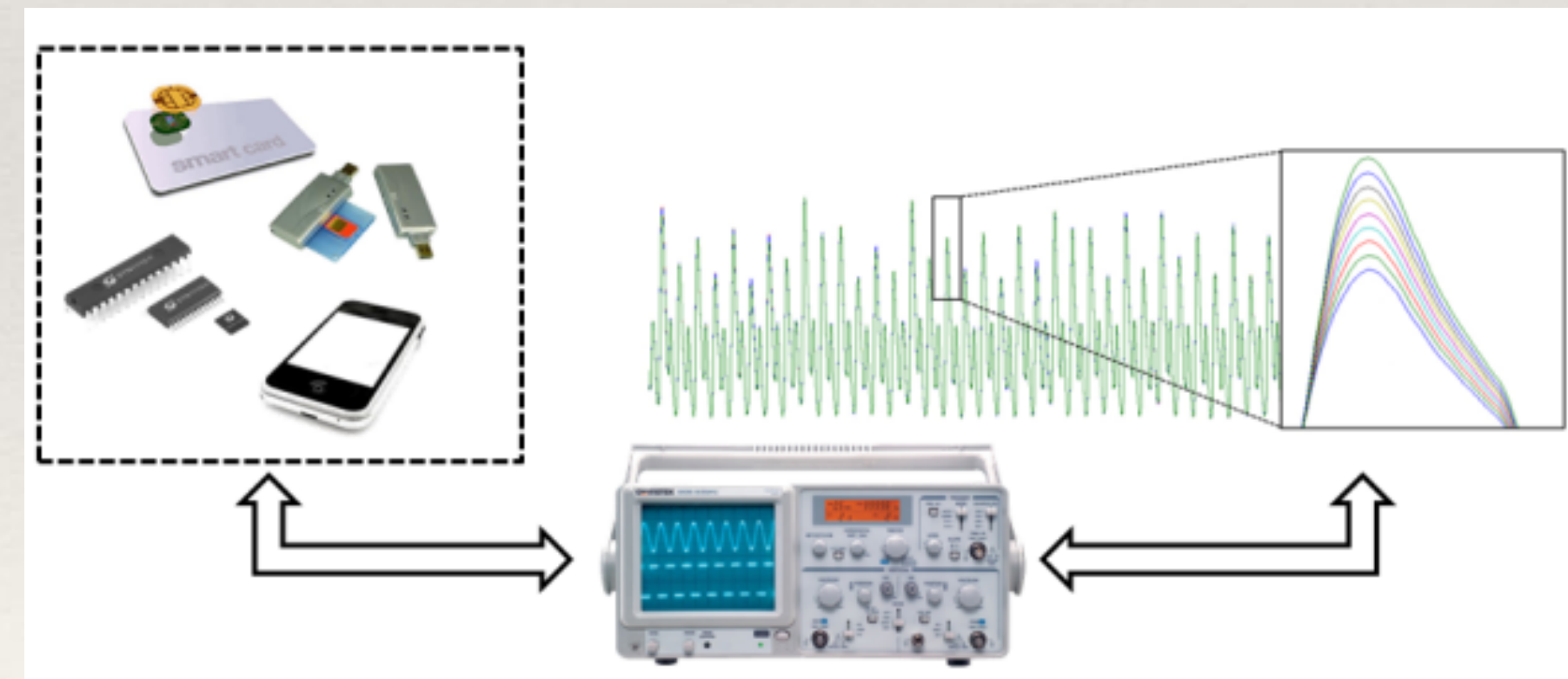
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# Side Channels

- ❖ Get secrets by measuring out of the box
- ❖ Side effect outside the system
- ❖ e.g. Stethoscopes
- ❖ e.g. Power analysis
- ❖ e.g. Timing
- ❖ e.g. RF



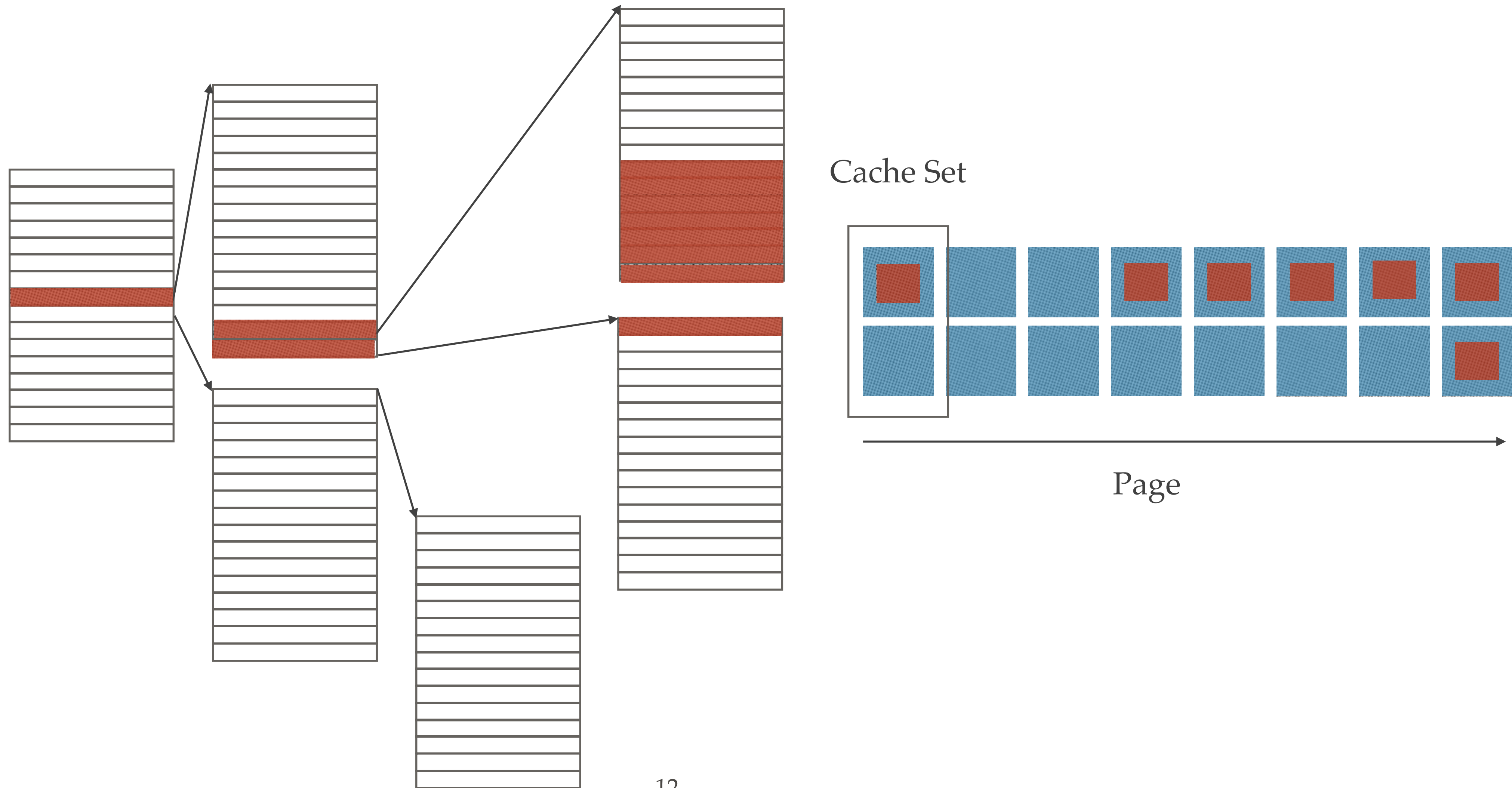
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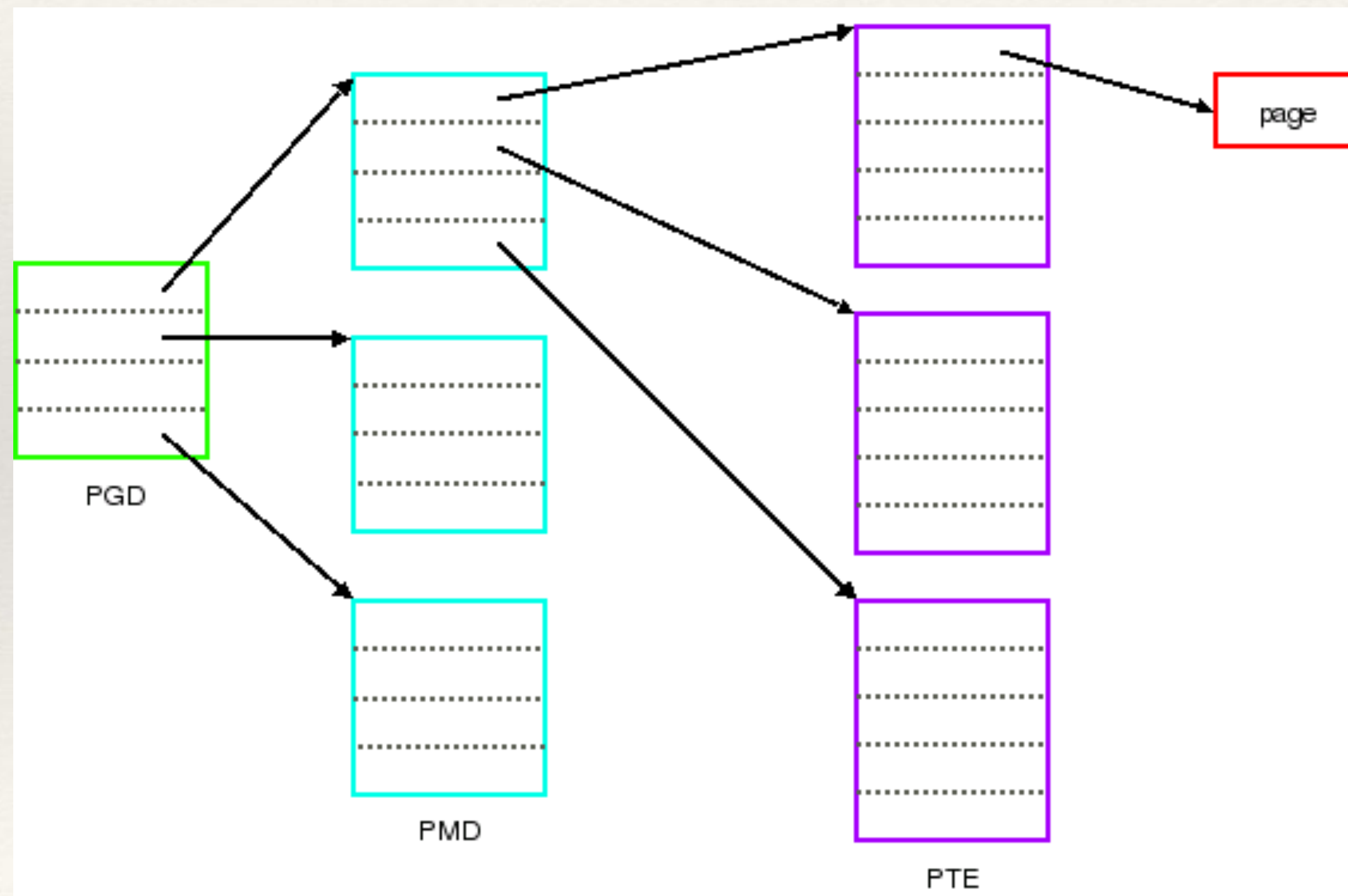
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# Big picture: cached page tables



# Pageable Walks From DRAM

- ❖ Page tables point to the next step in a tree



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# Pageable Walks From DRAM

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0x644b321f4000

110010001001011001100100001111101000000000000000

CR3: Level 4 Physical Addr

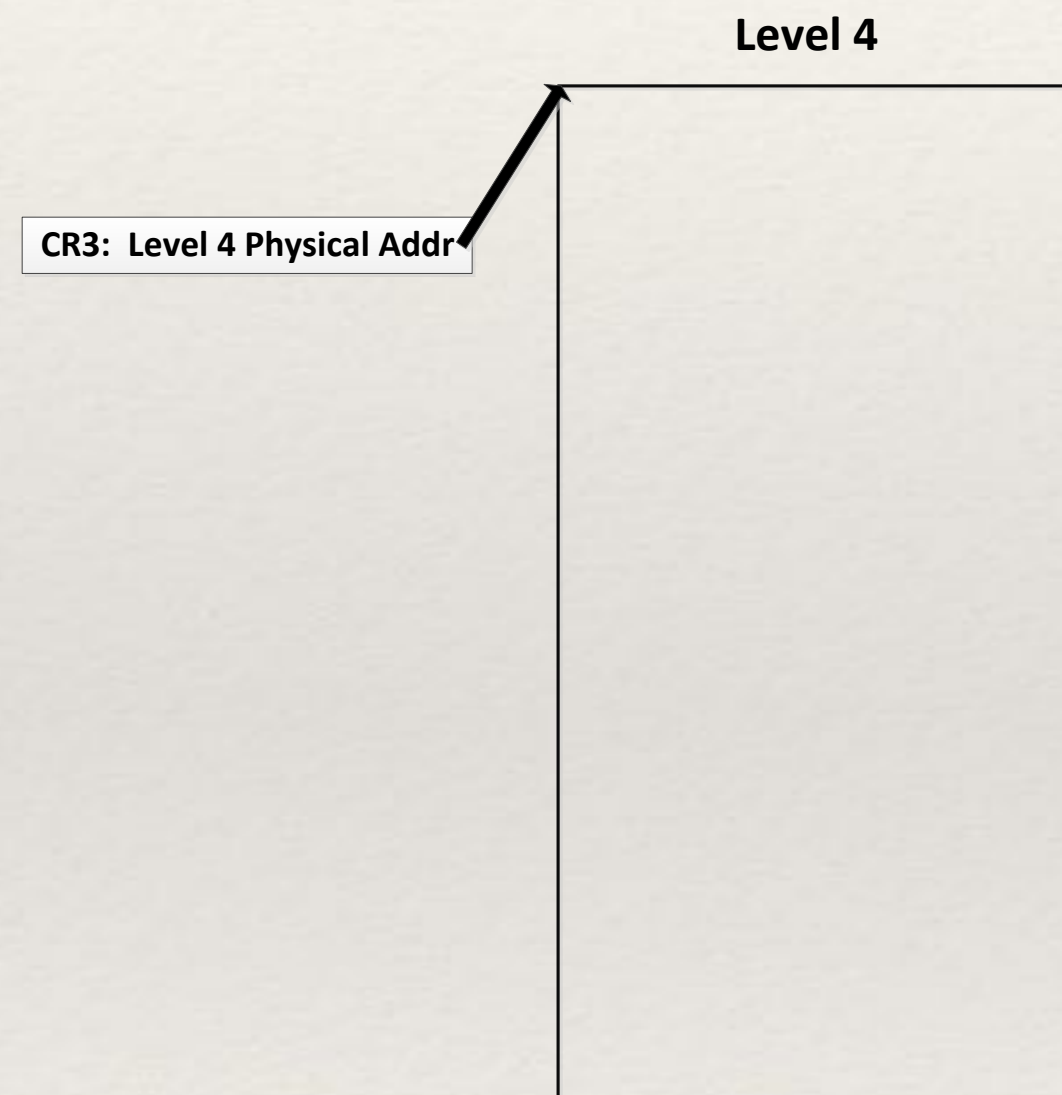
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# Pageable Walks From DRAM

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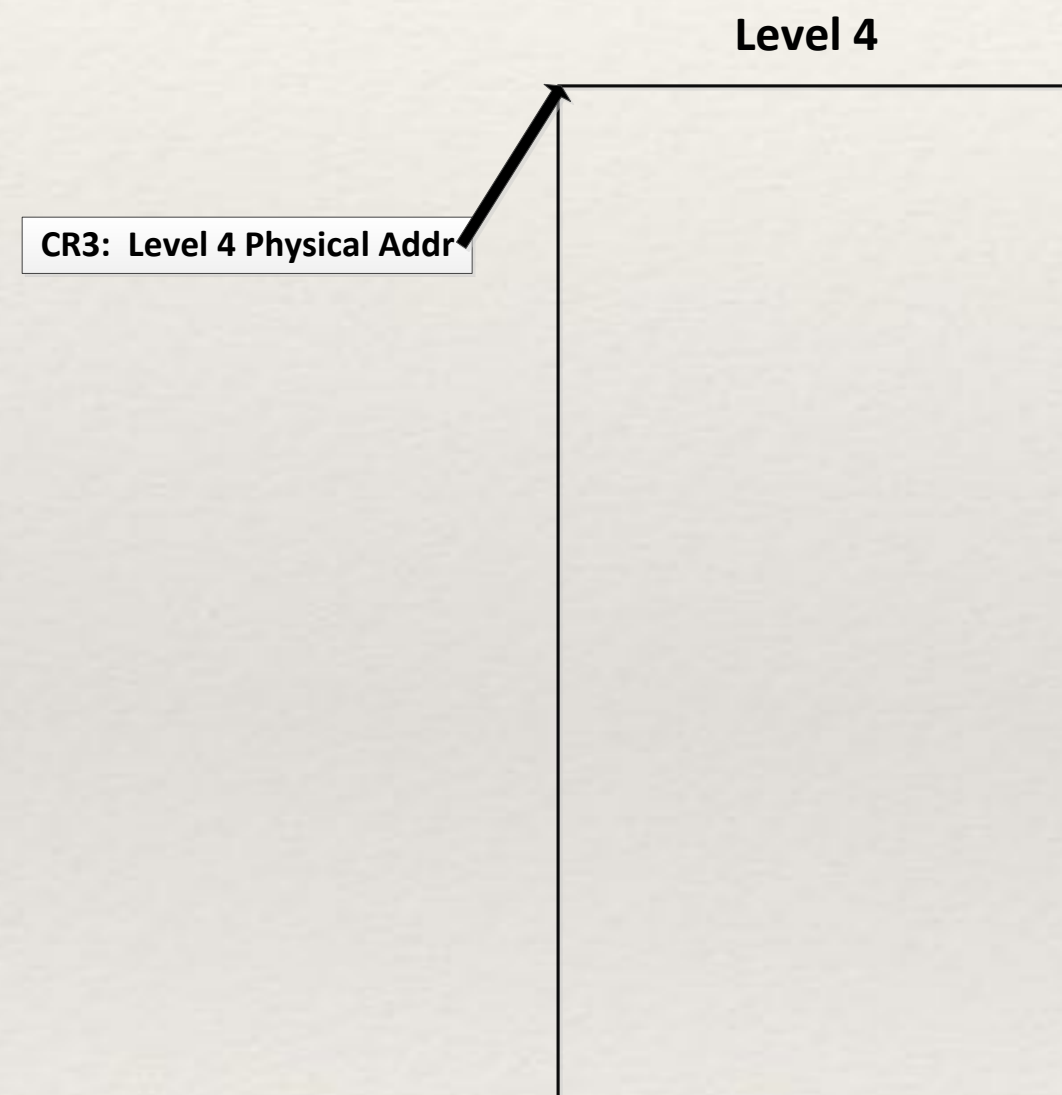
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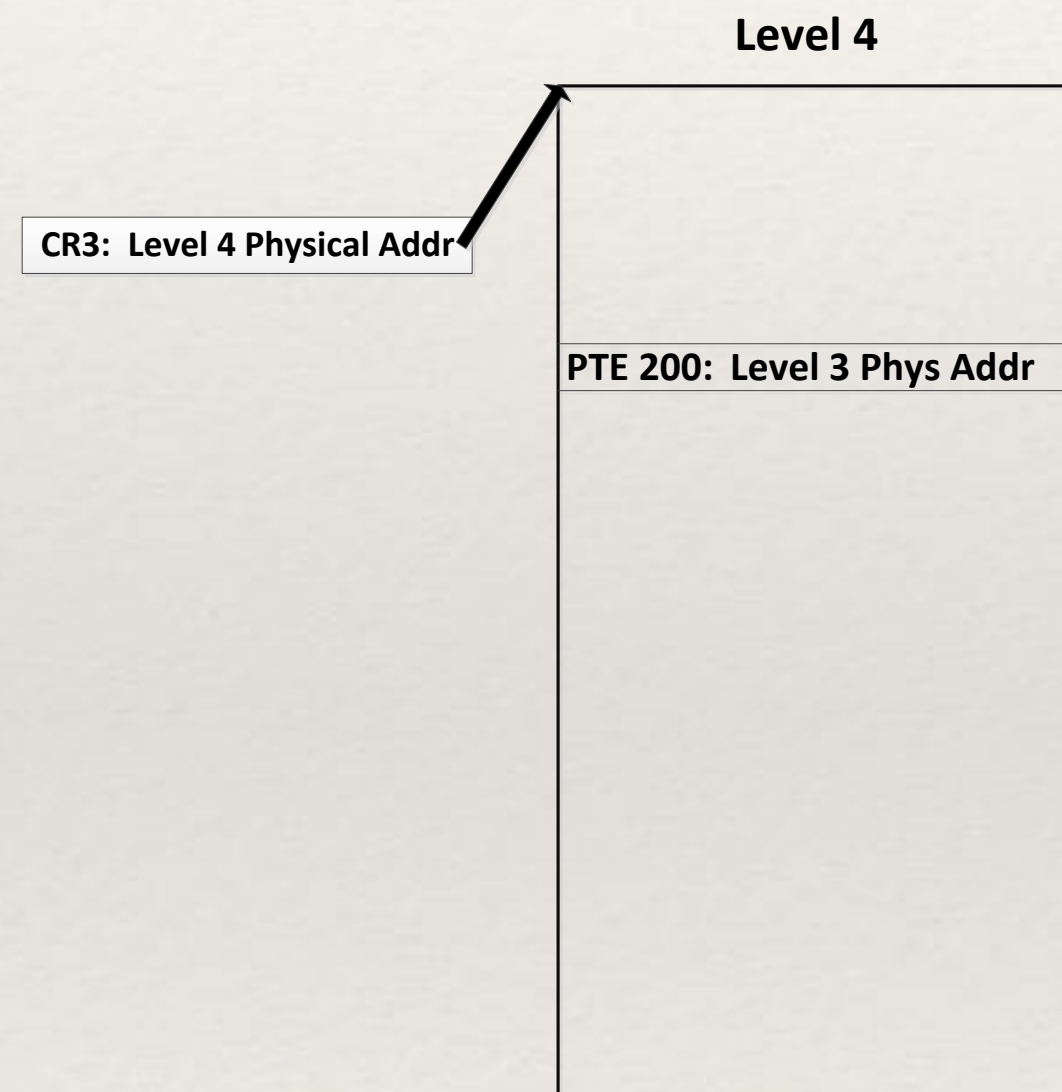




# Pageable Walks From DRAM

0x644b321f4000

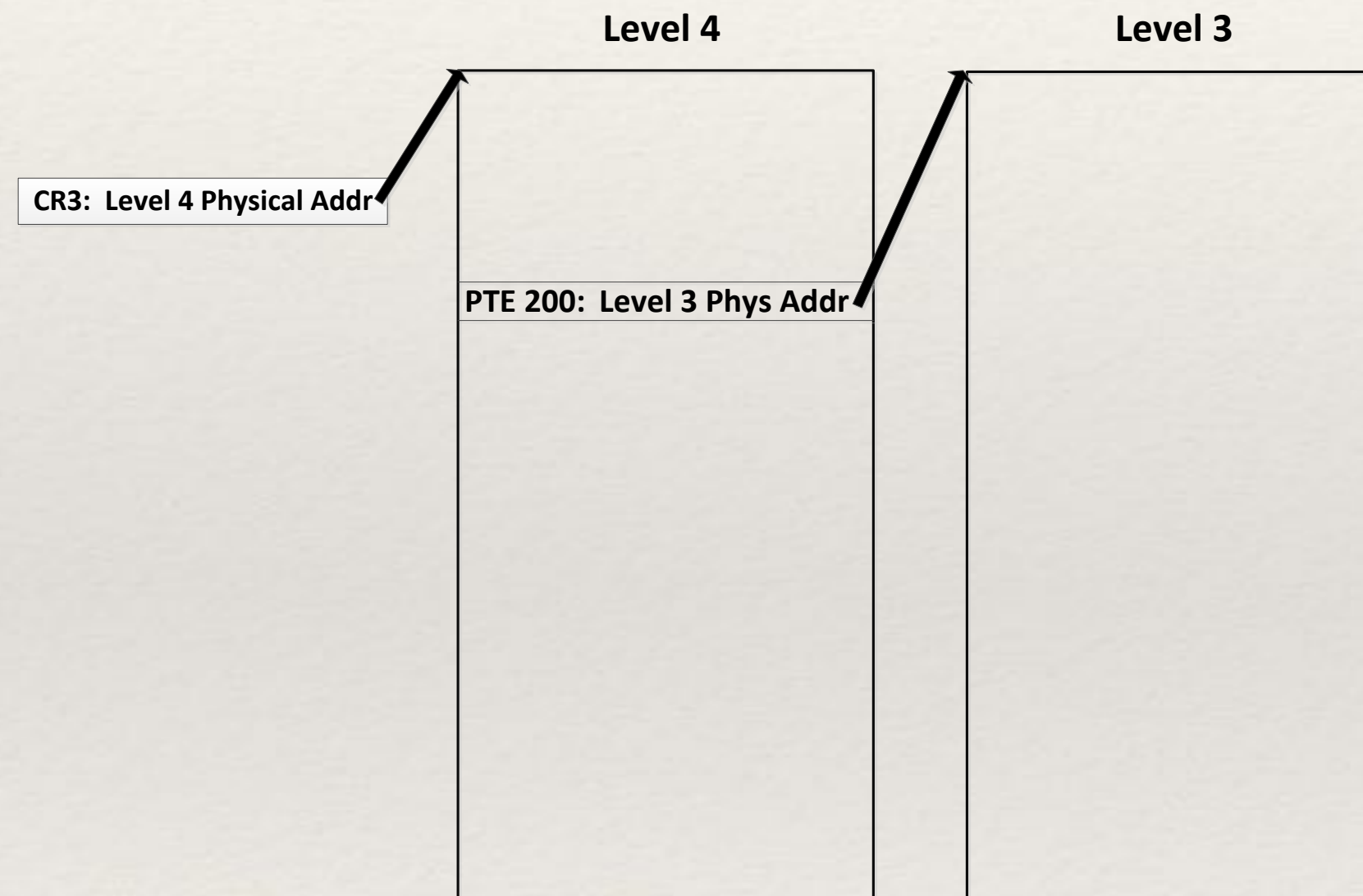
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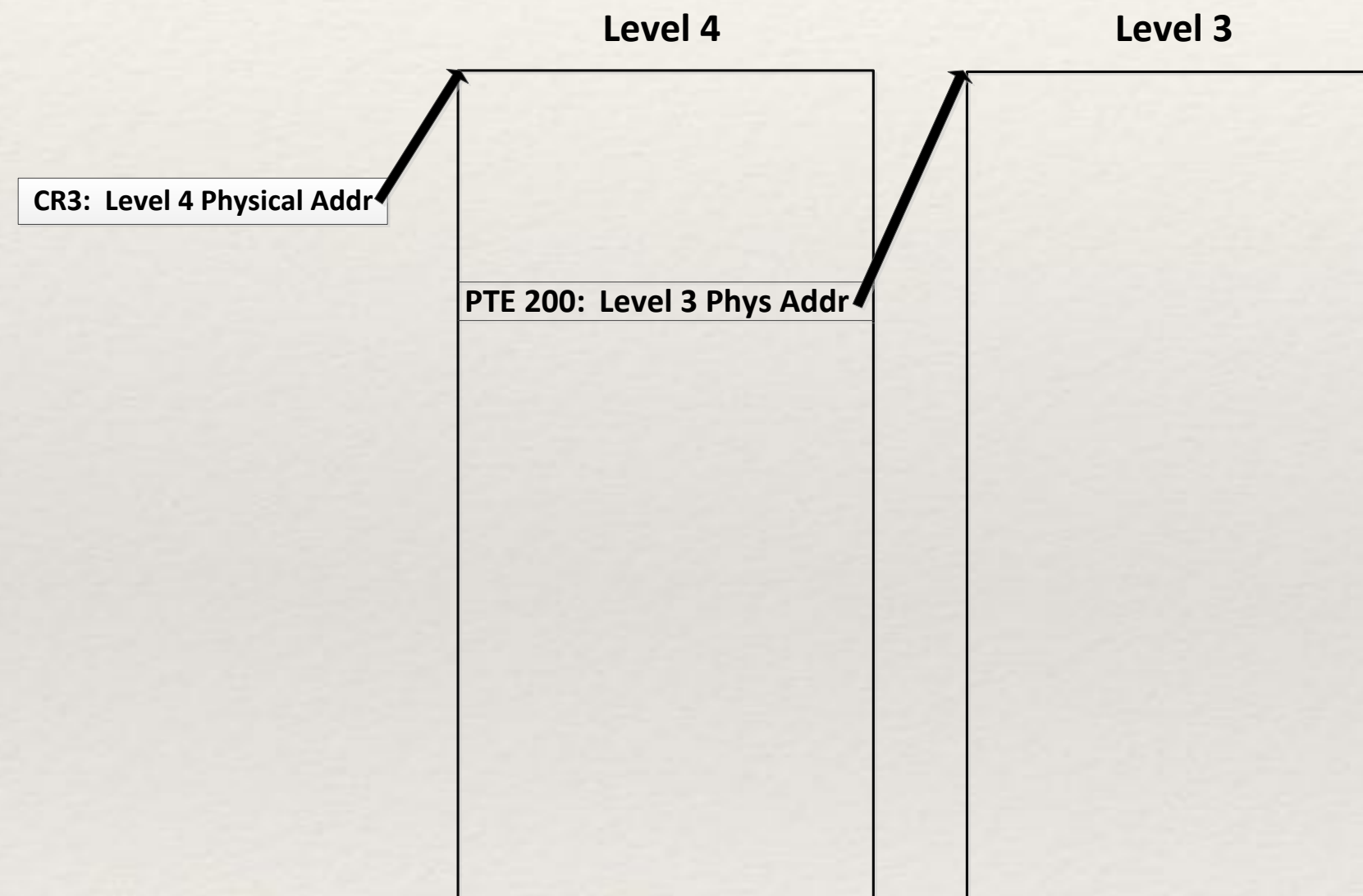
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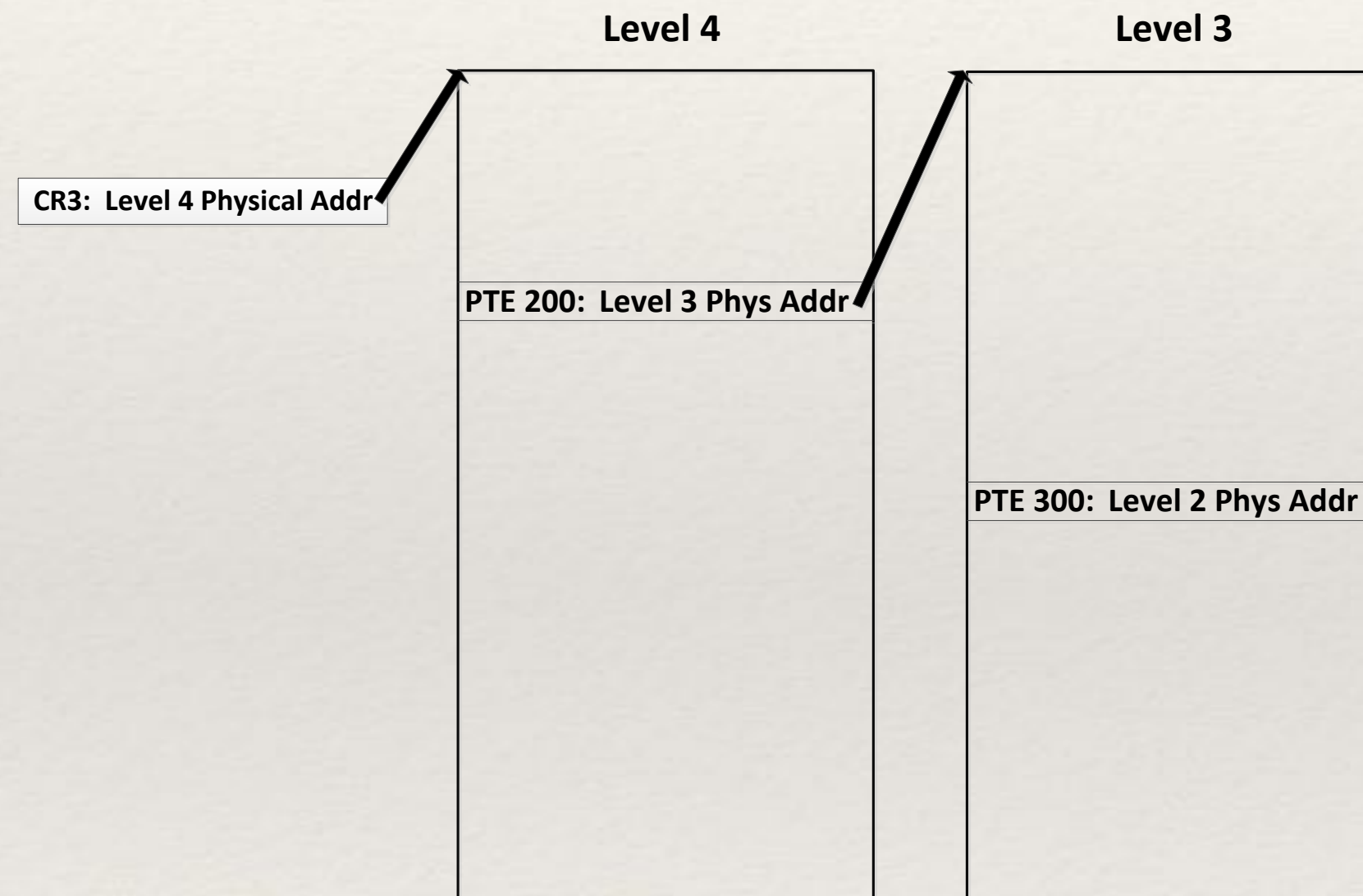
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0x644b321f4000

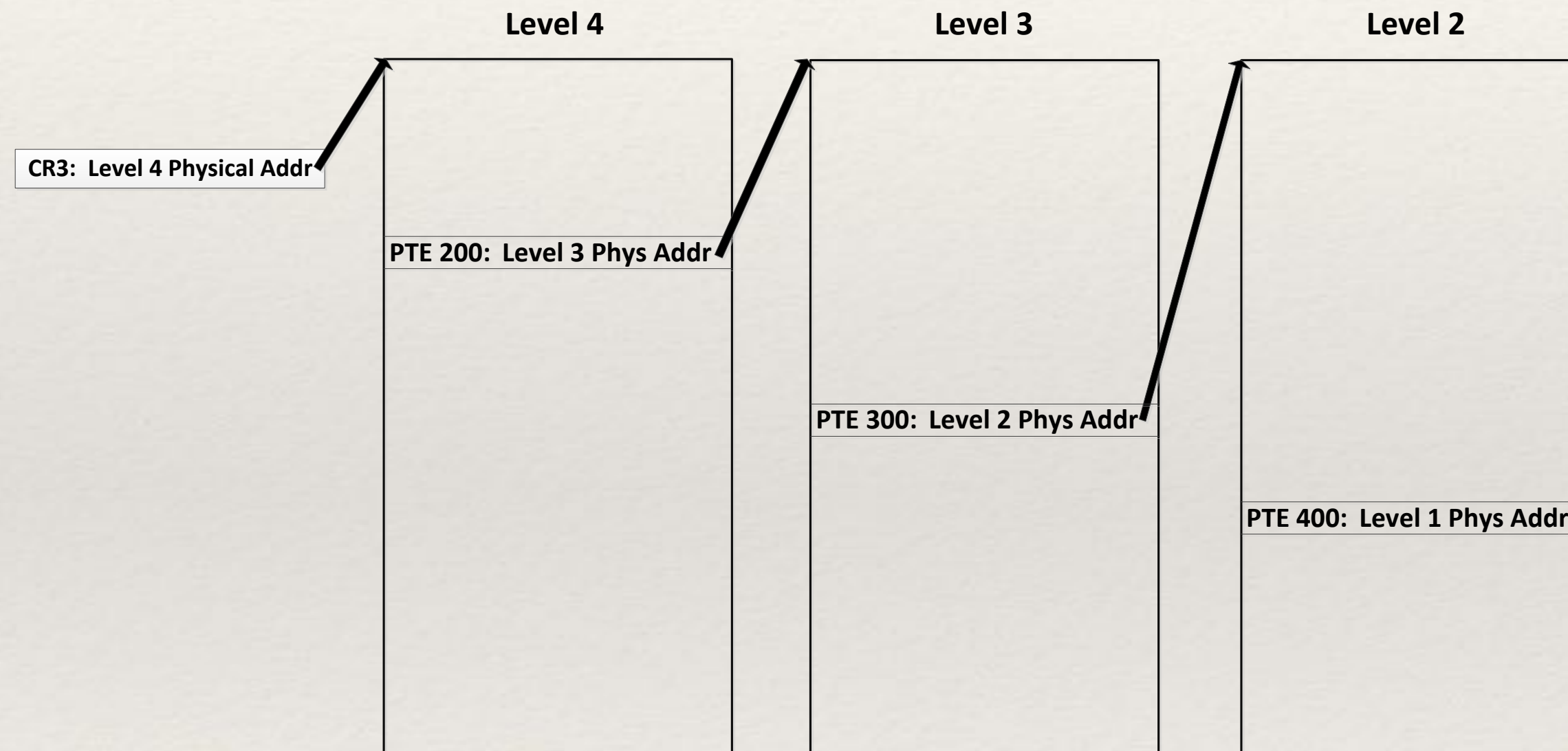
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0x644b321f4000

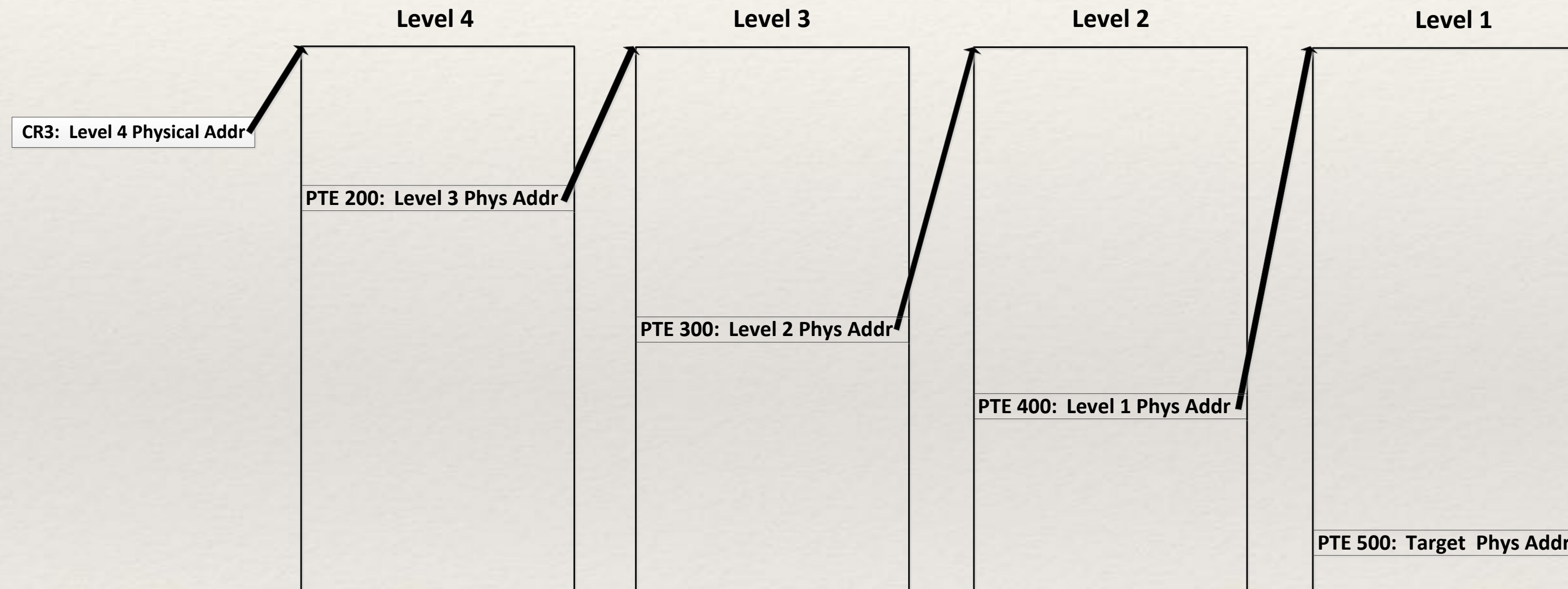
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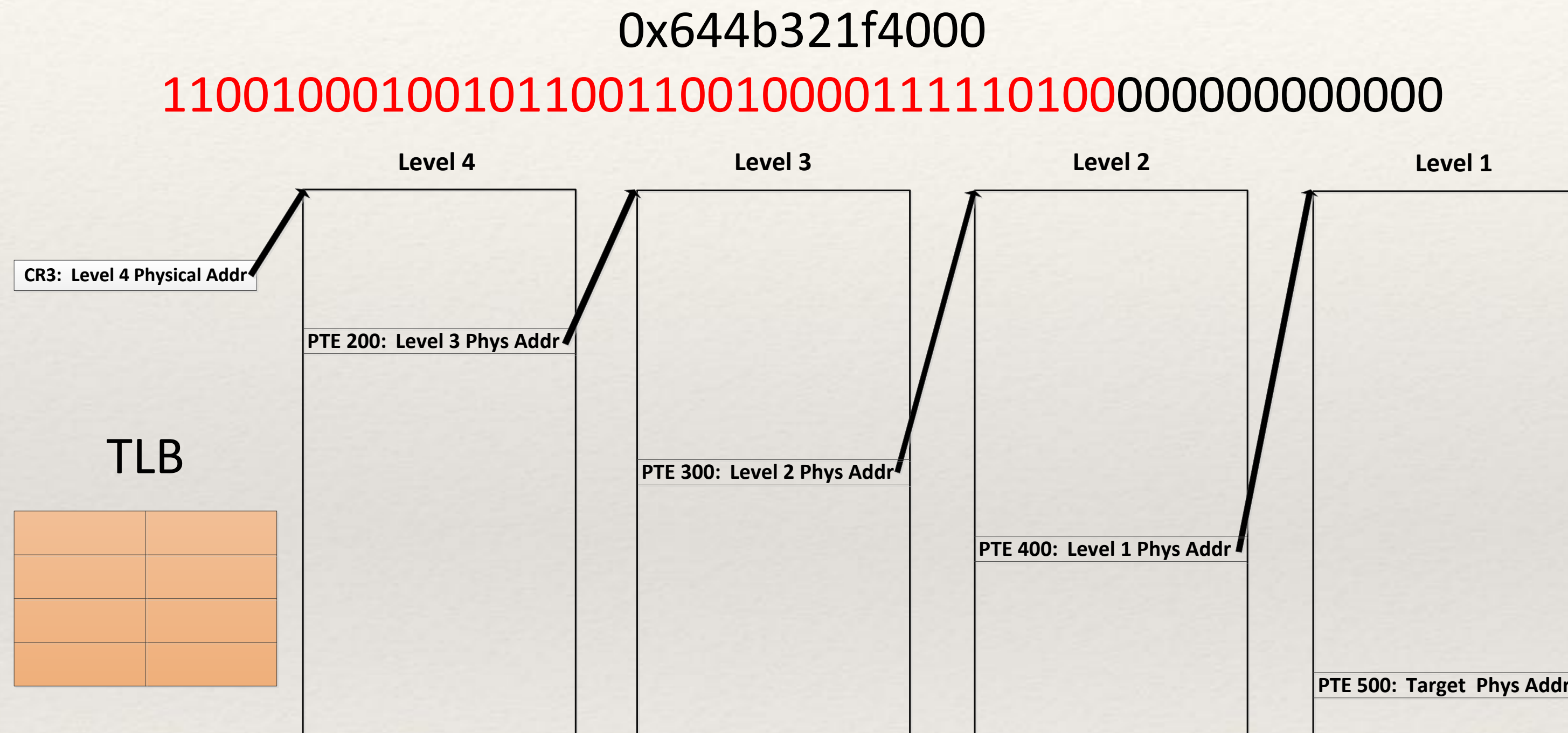
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0x644b321f4000

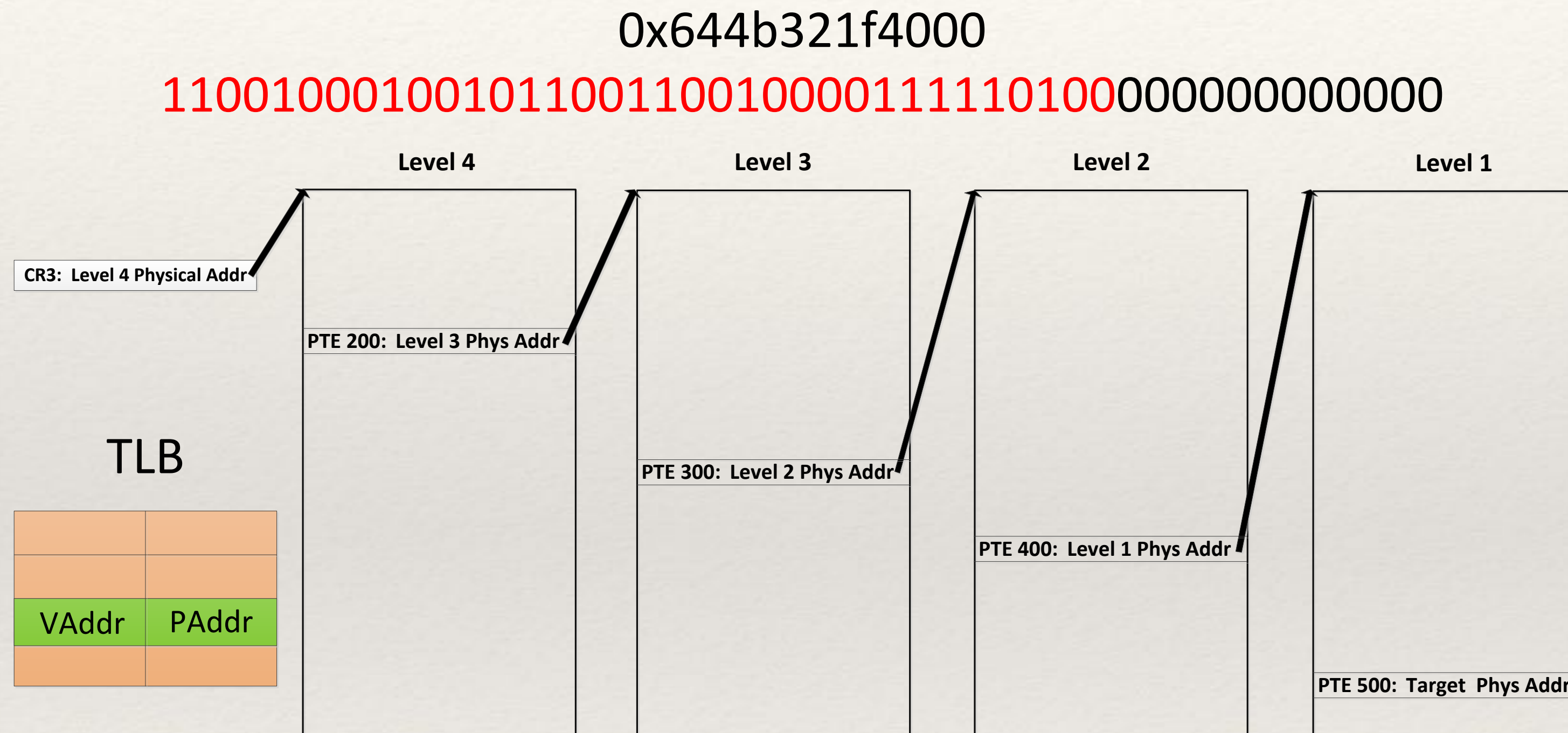
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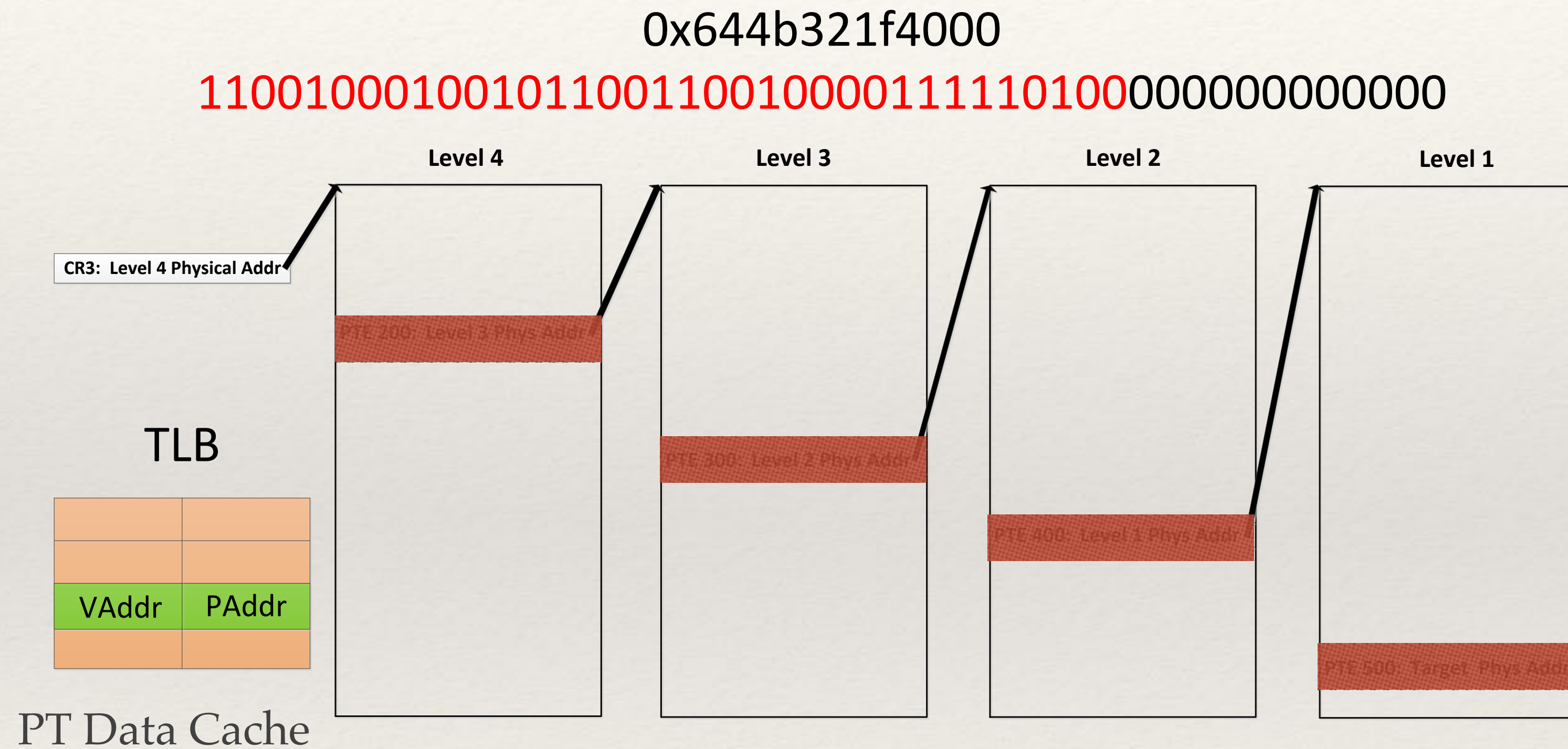


# Pageable Walks From DRAM





# Pageable Walks From DRAM



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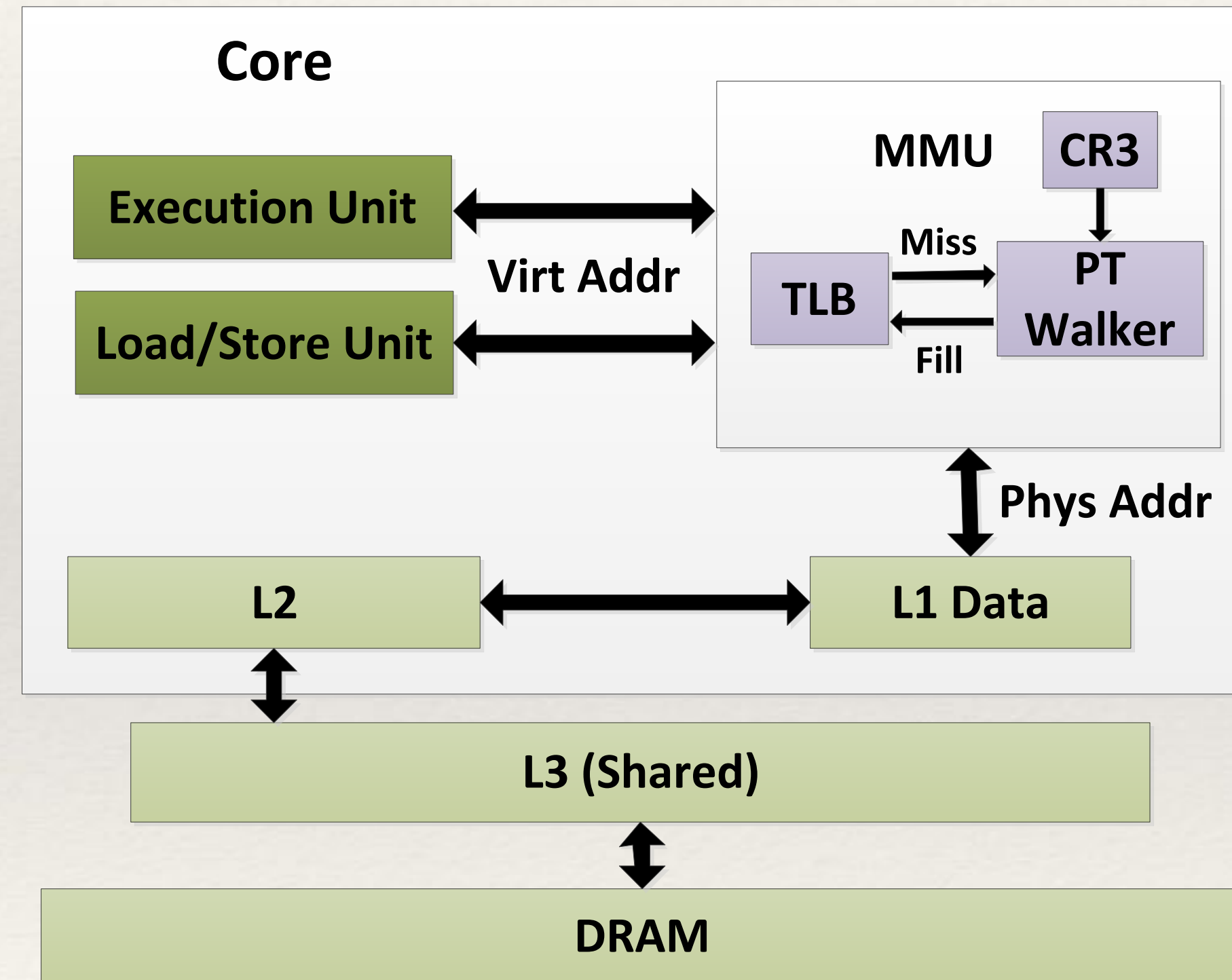
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# CPU Caches

- ❖ Logical layout of a CPU core and connection to DRAM

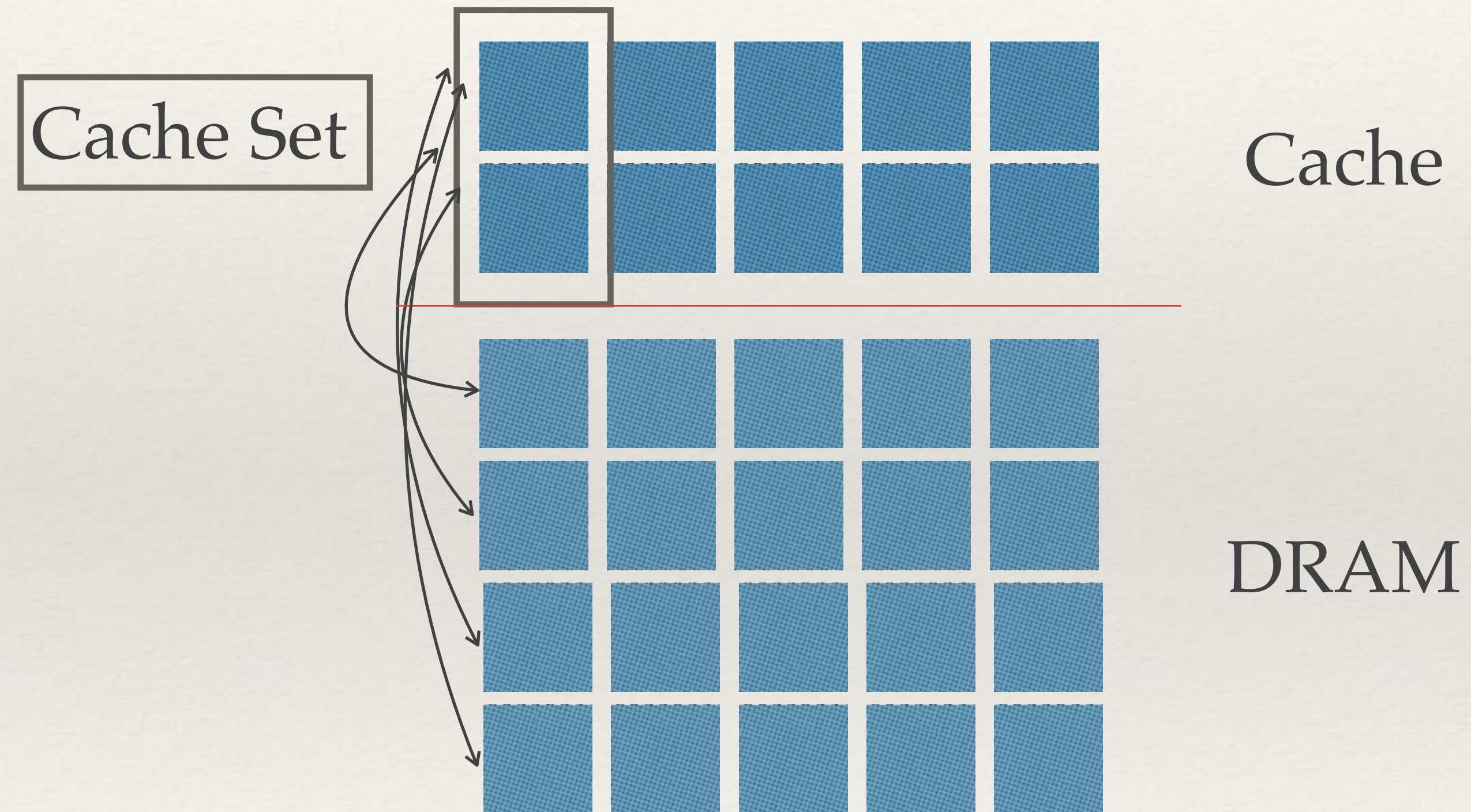


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# CPU Caches

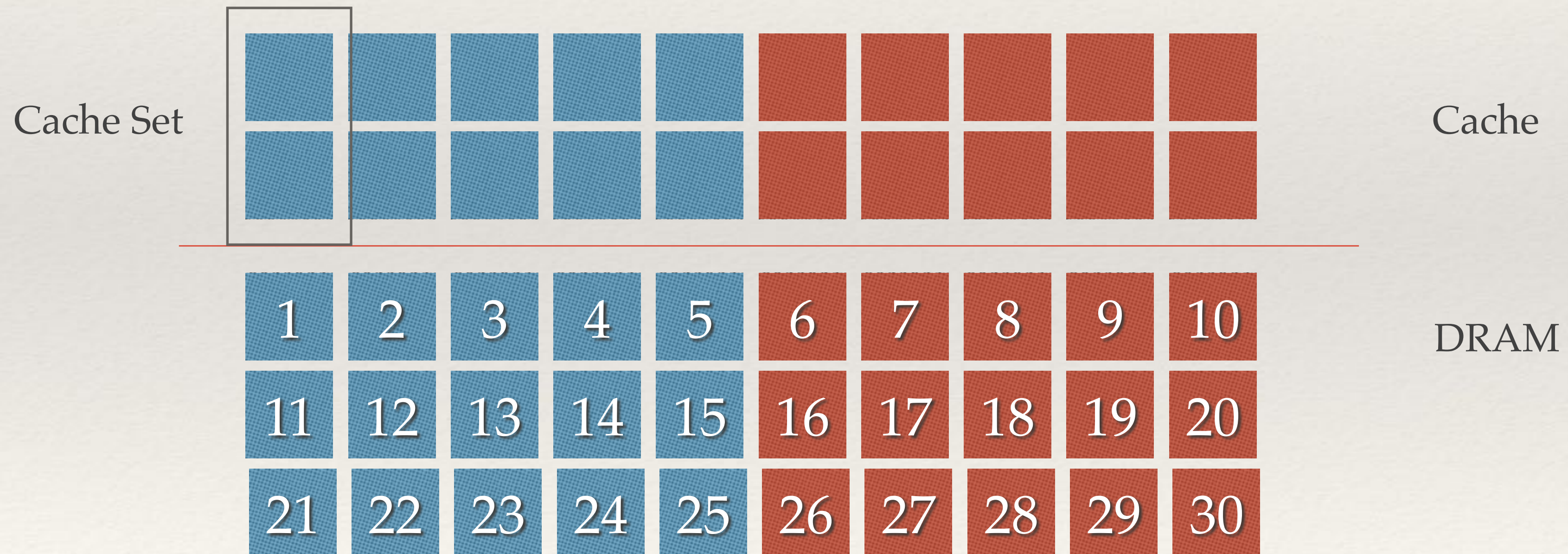
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- ❖ Memory cache lines can only go into one small cache set



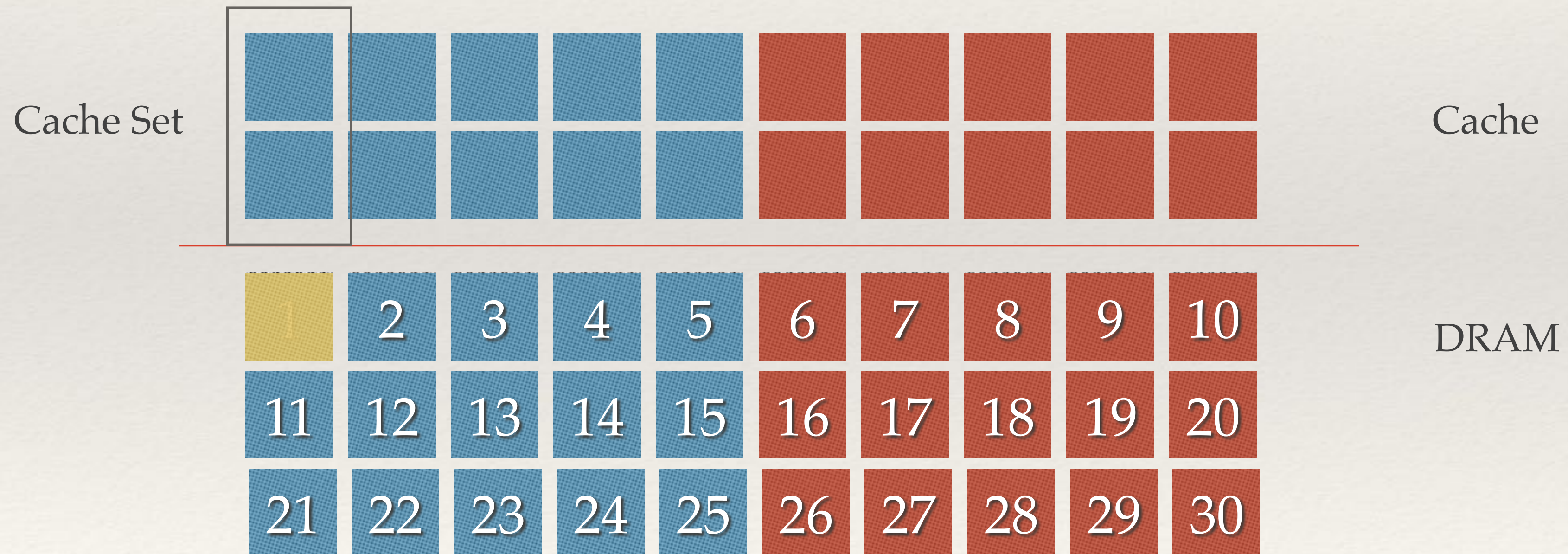
# Tiny Cache Example

- ❖ 2-way cache, 5 sets per page, showing 2 colors



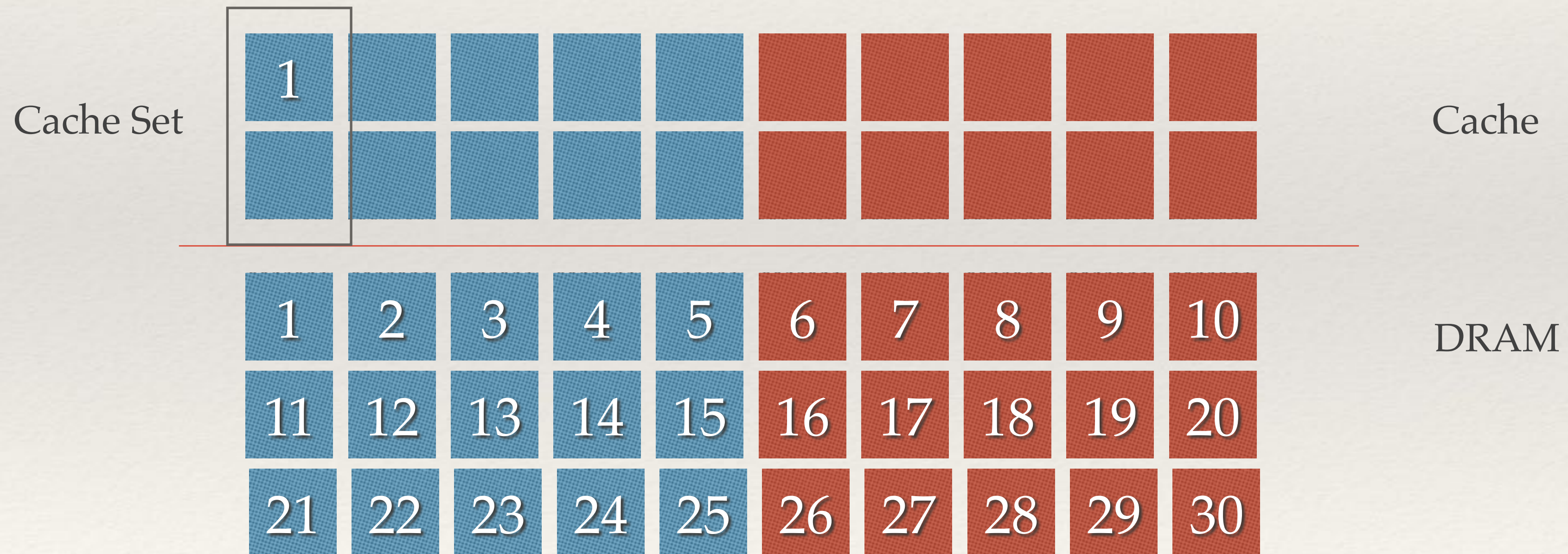
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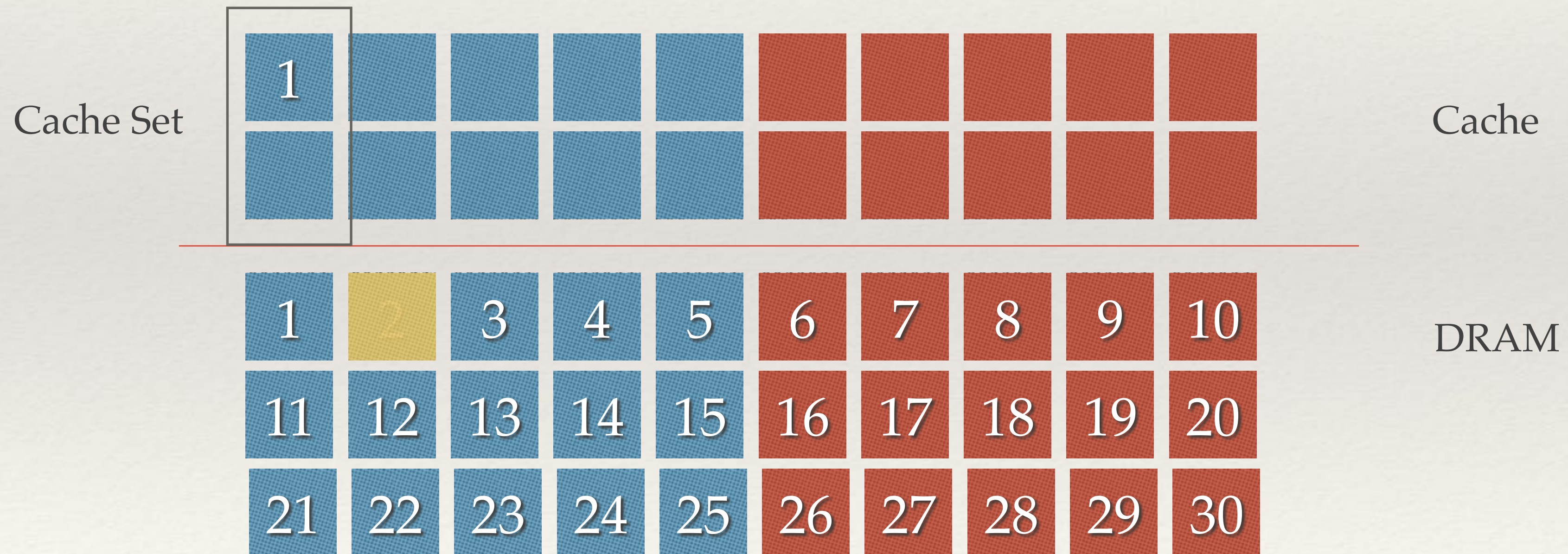
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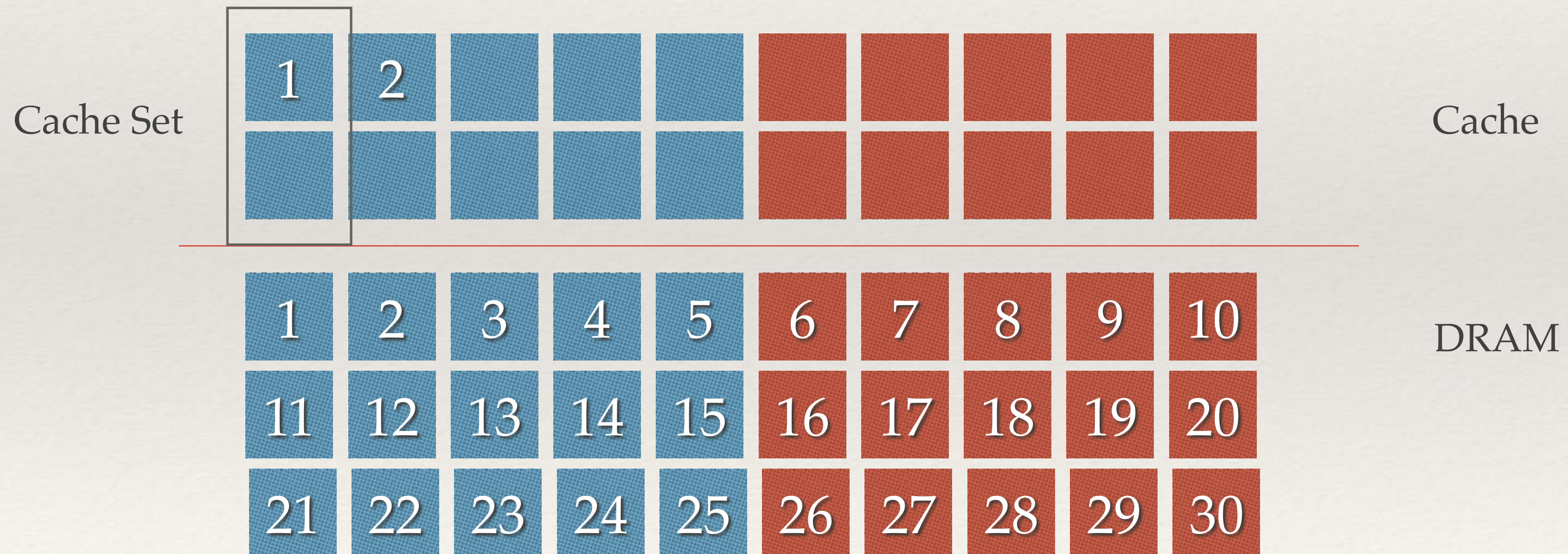
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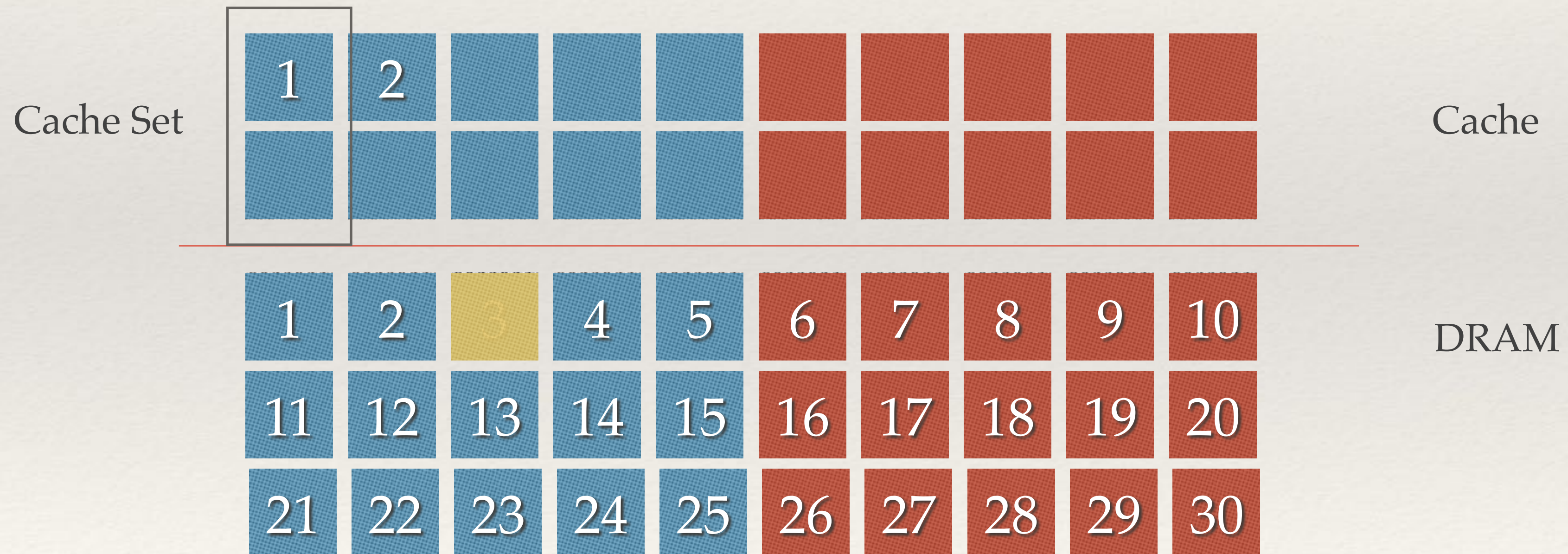
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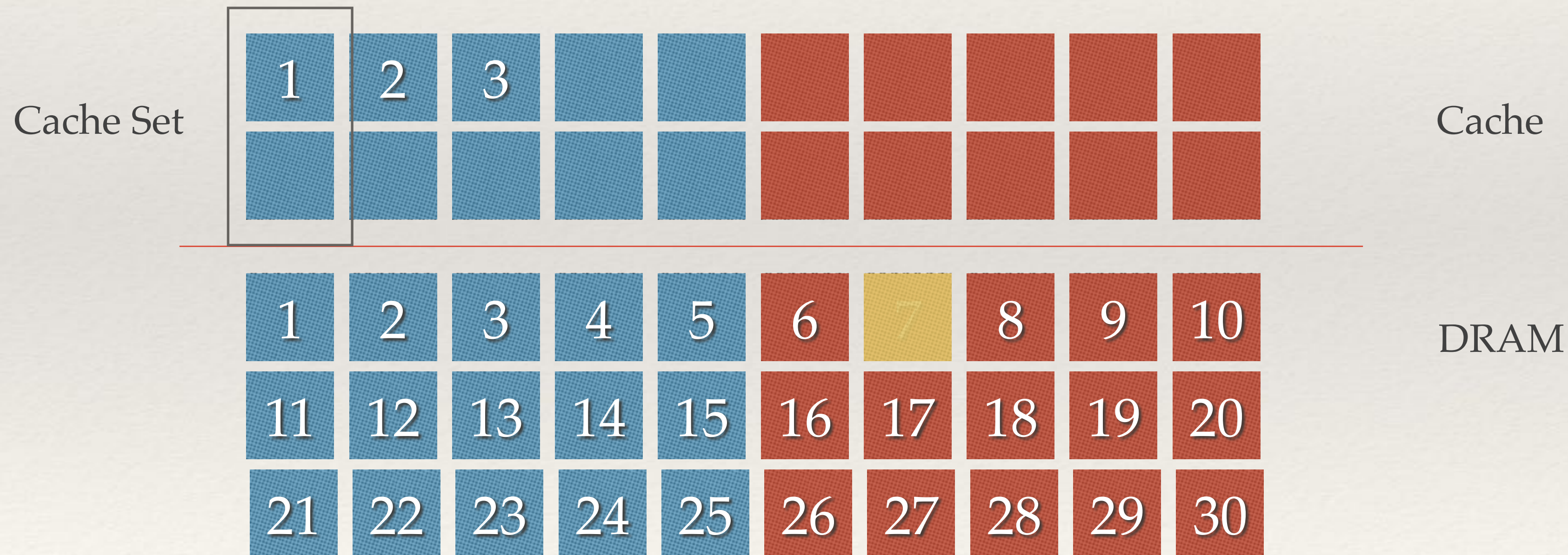
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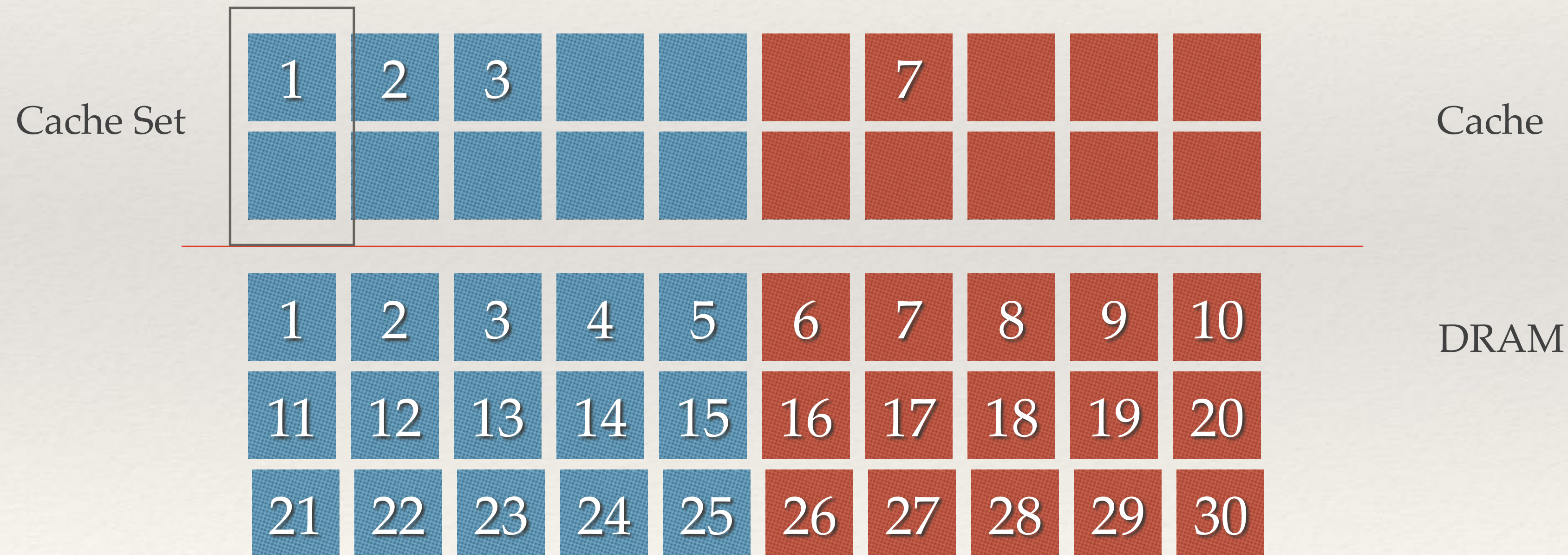
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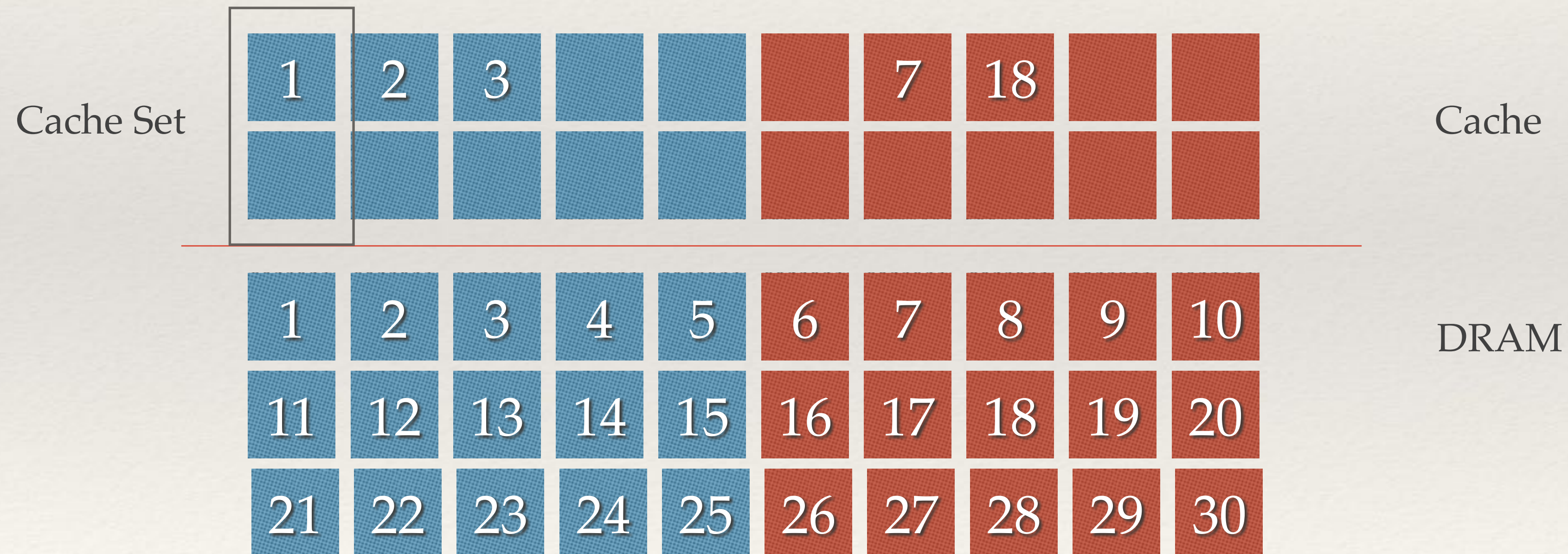
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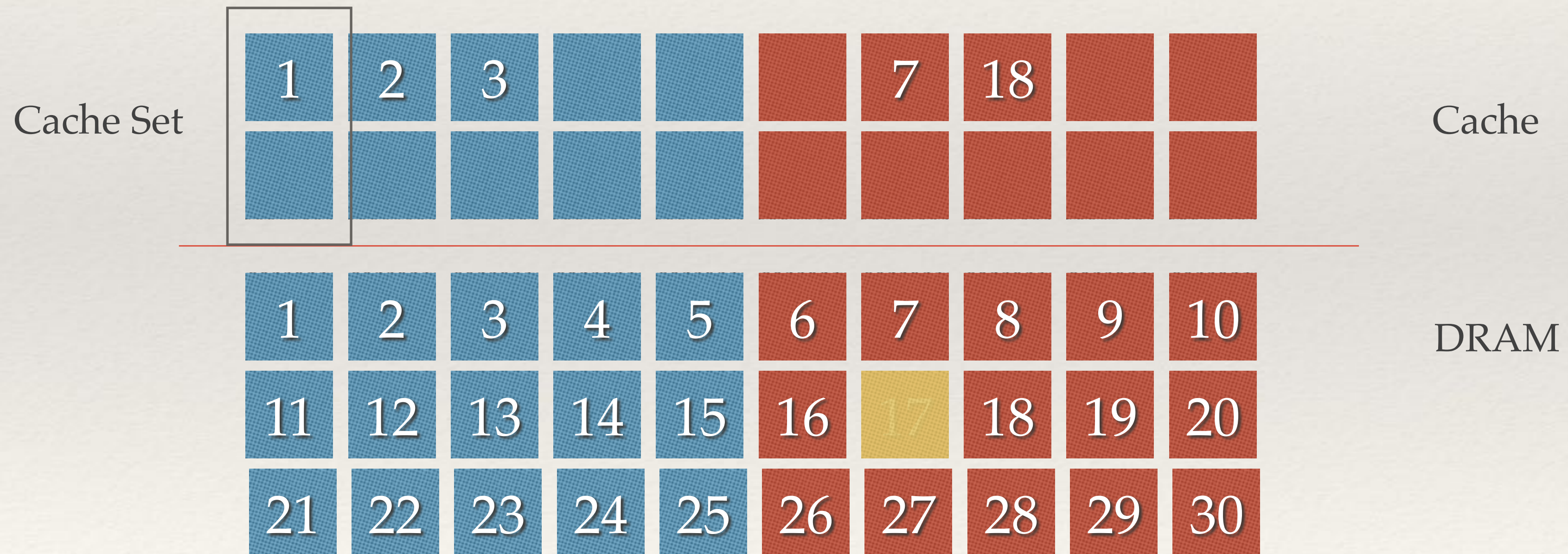
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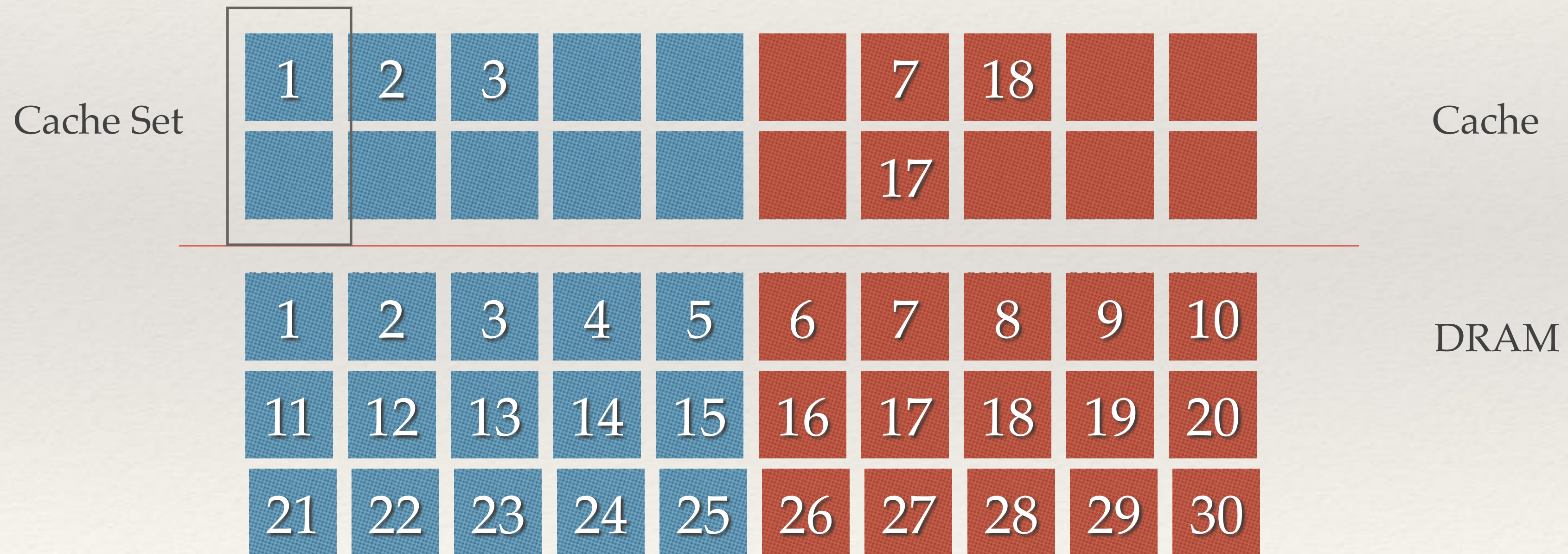
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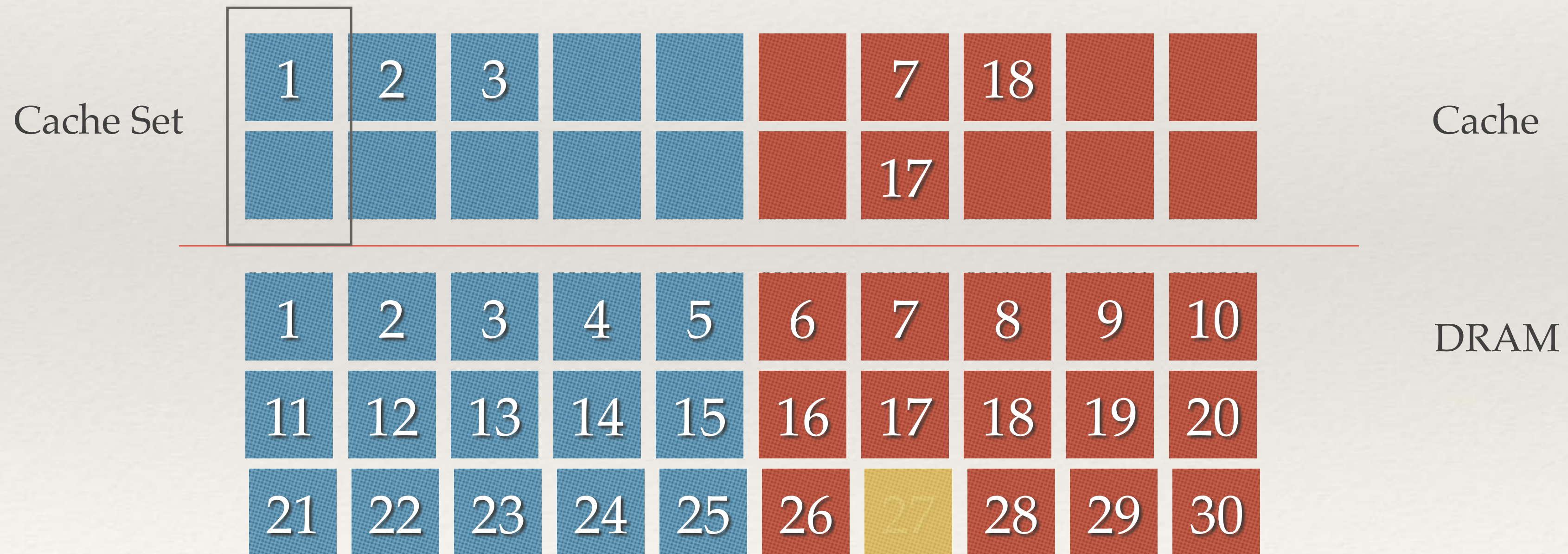
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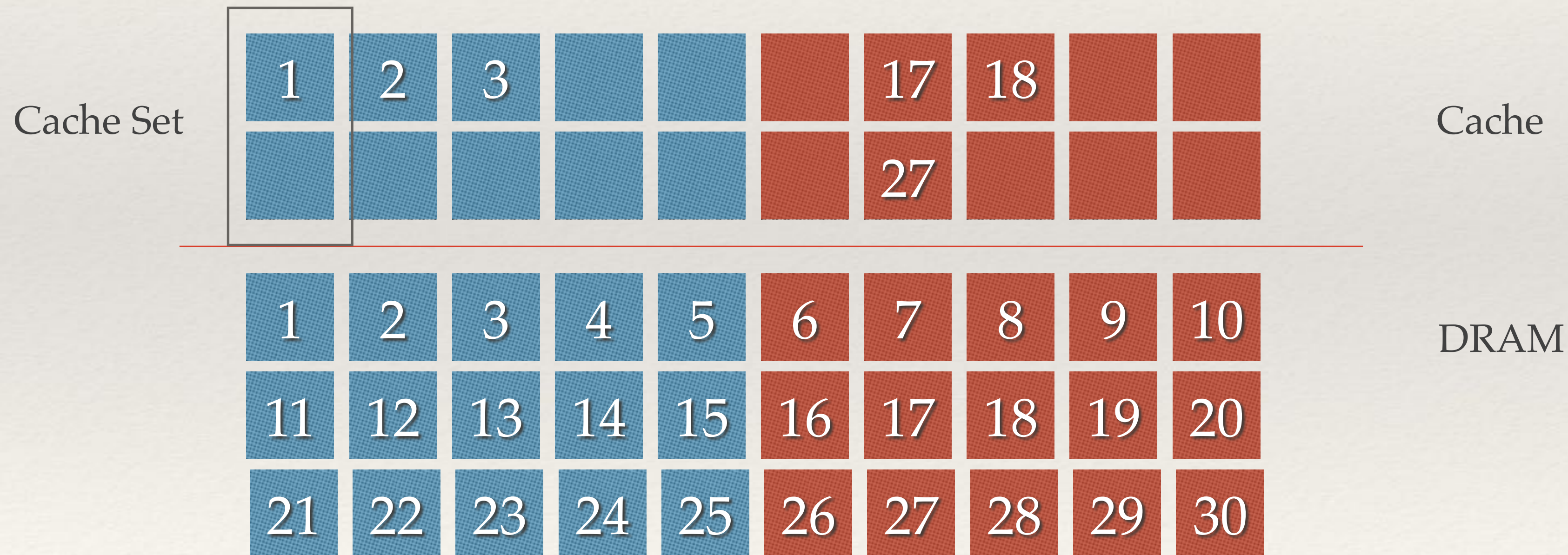
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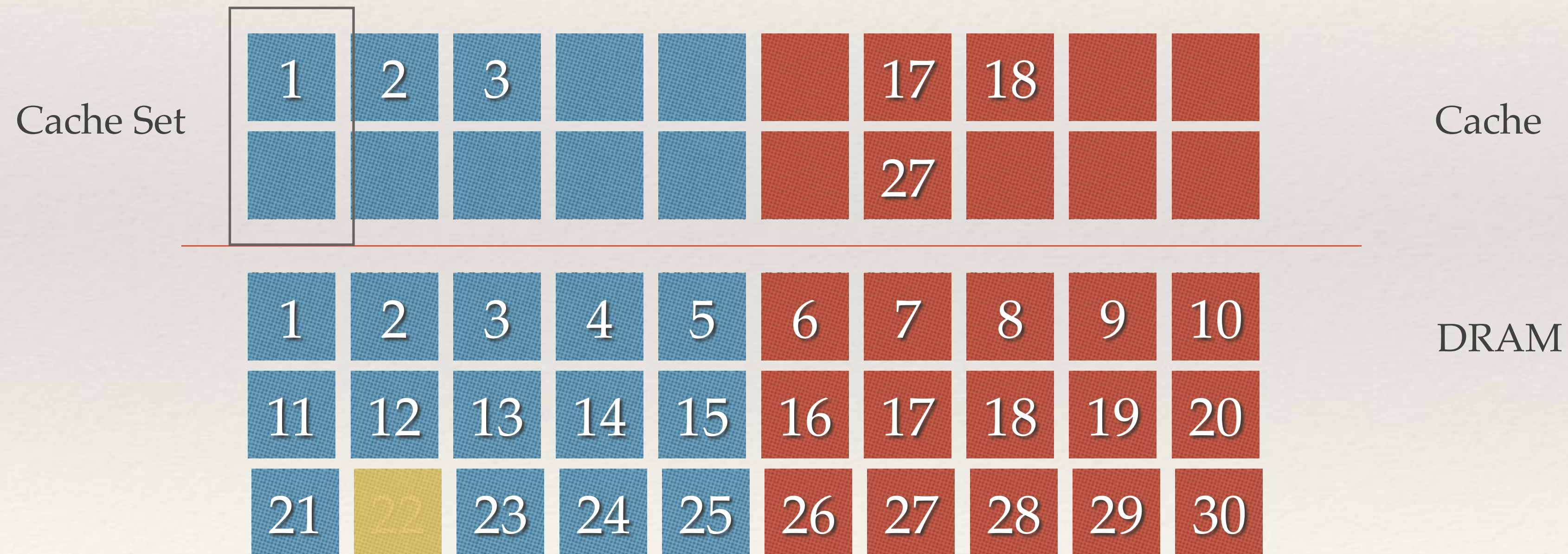
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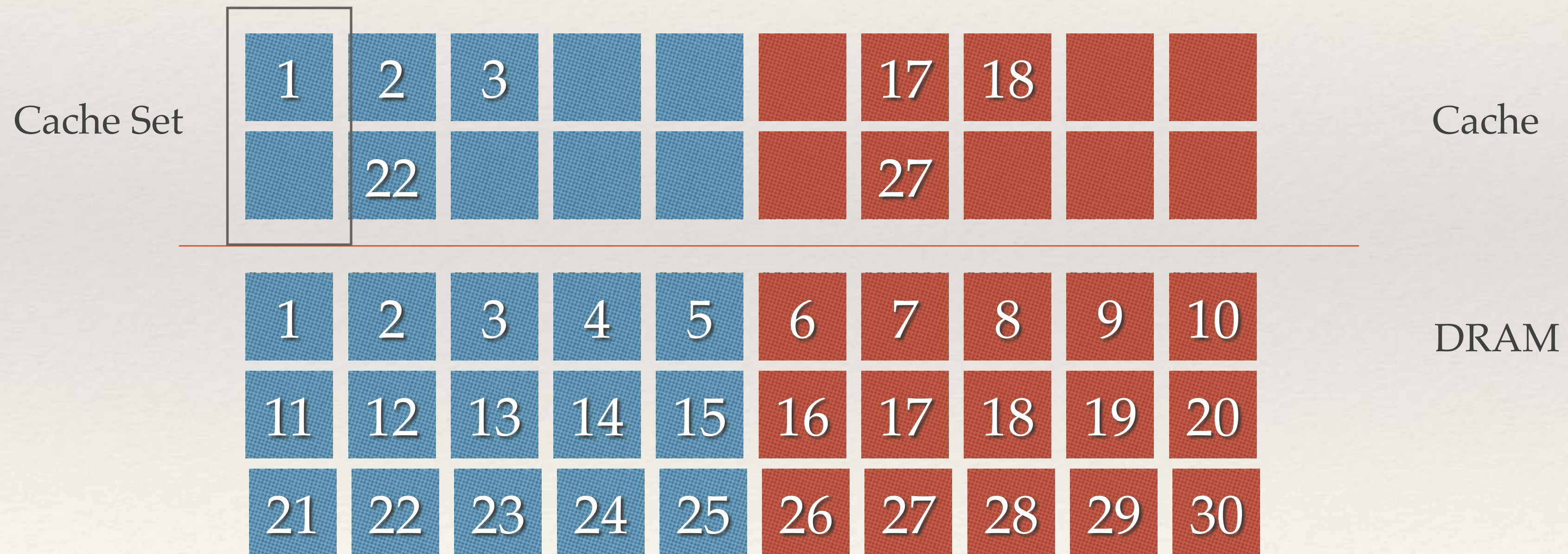
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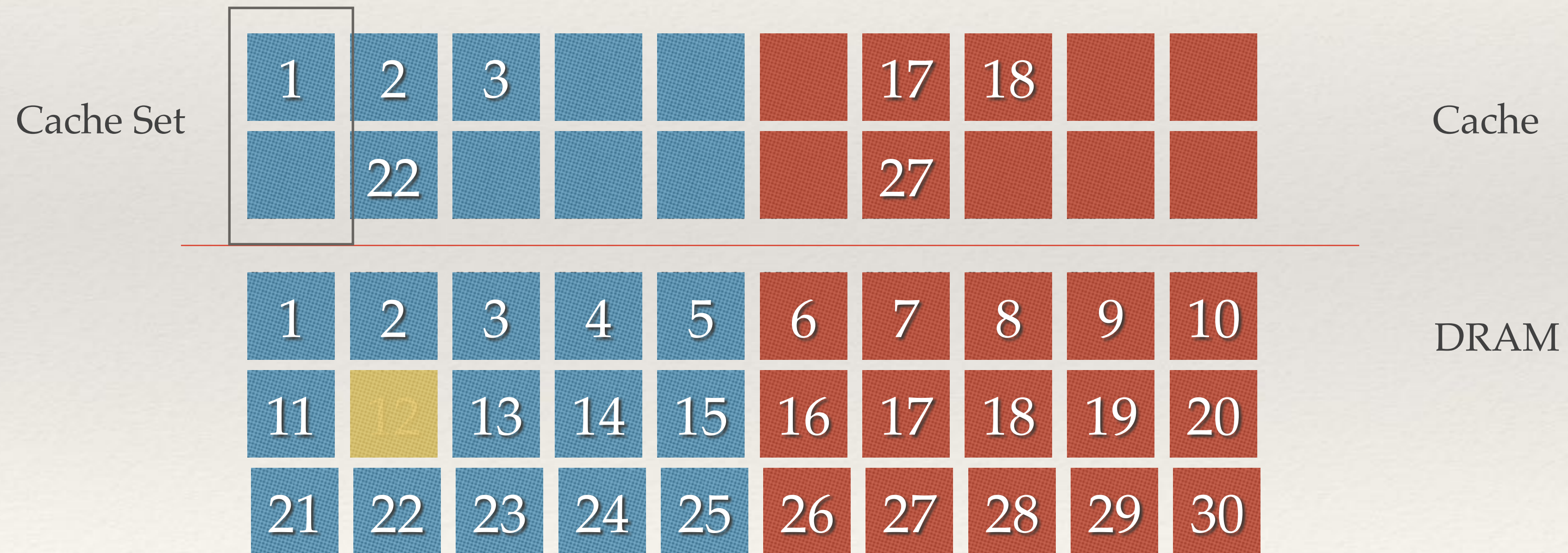
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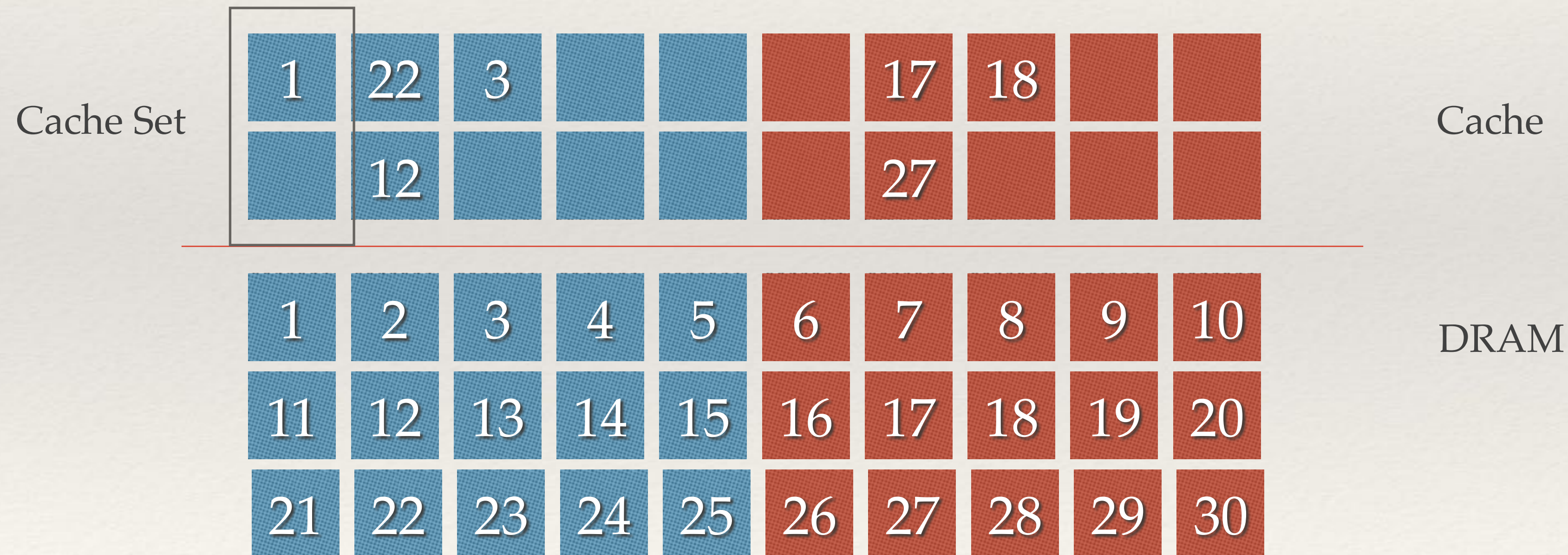
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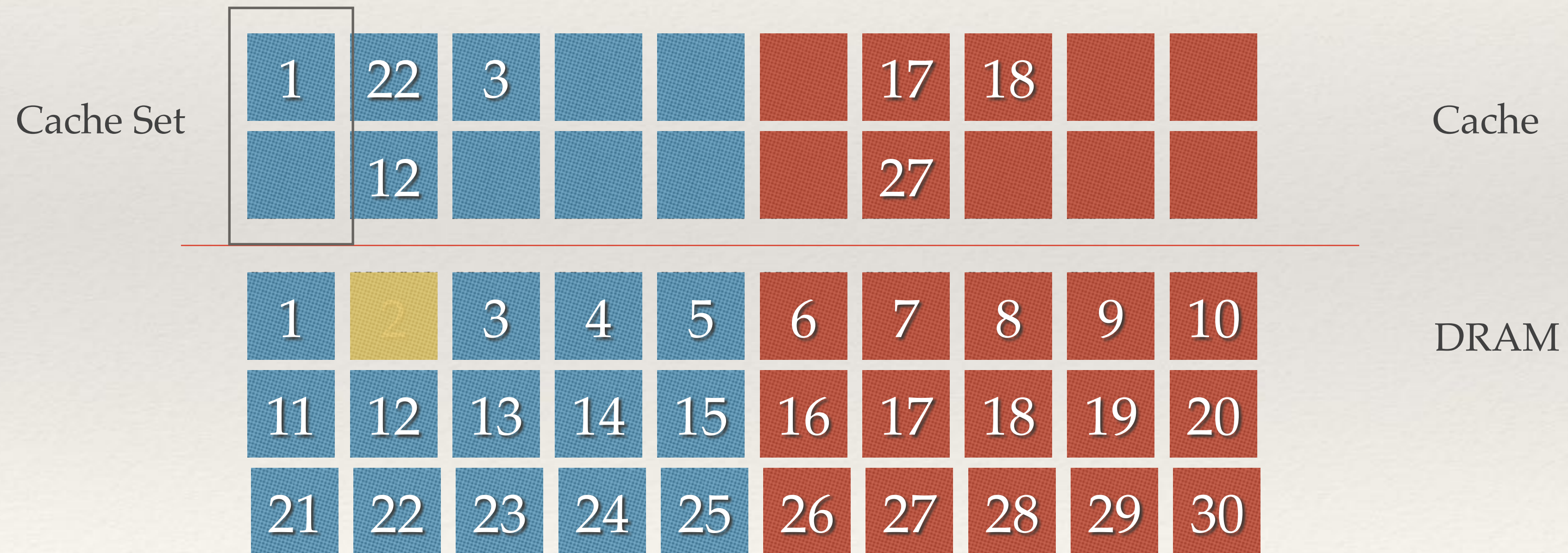
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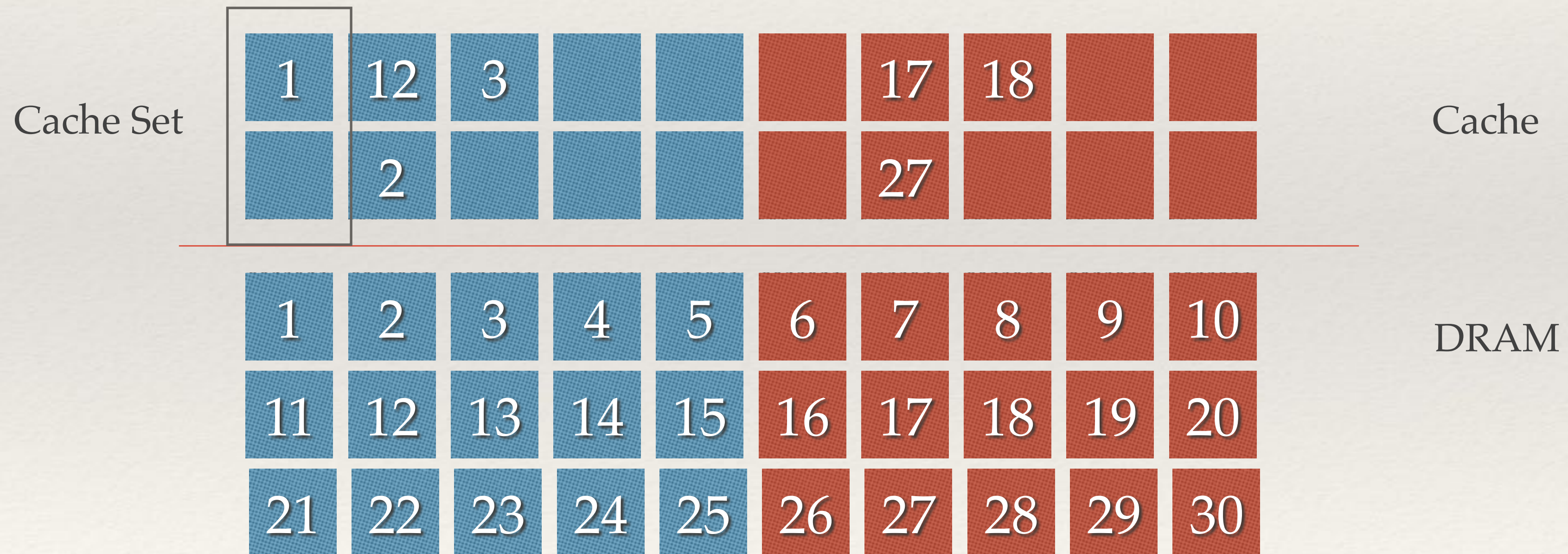
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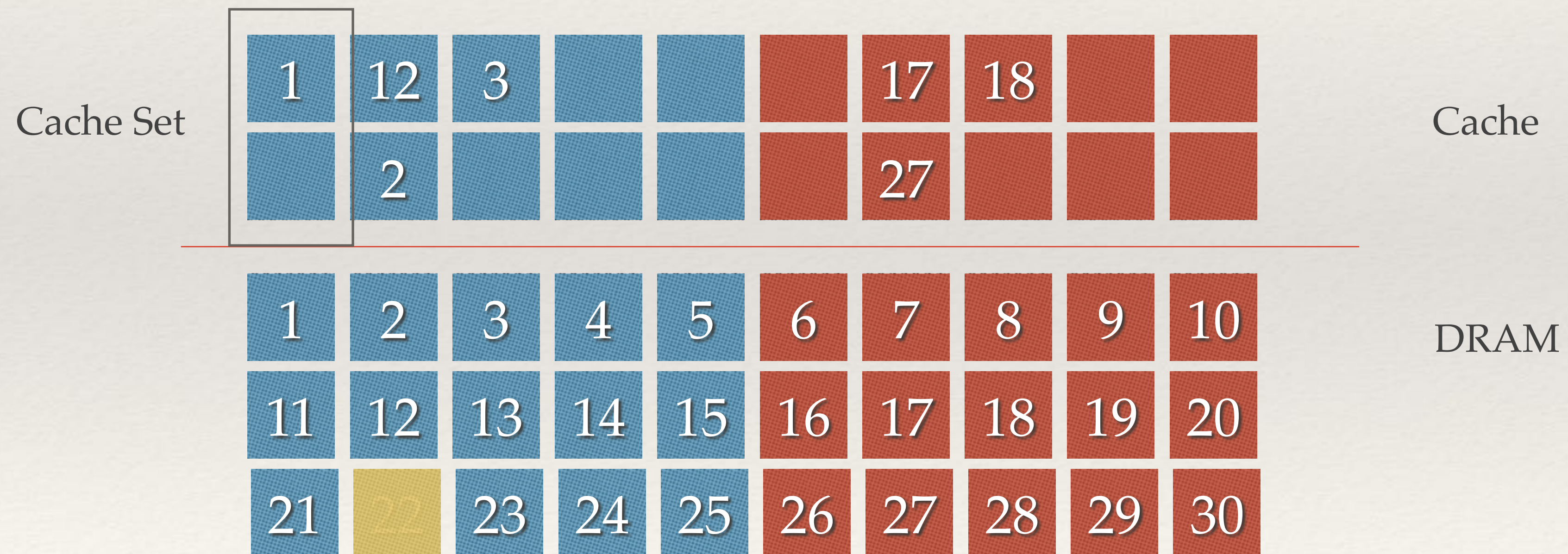
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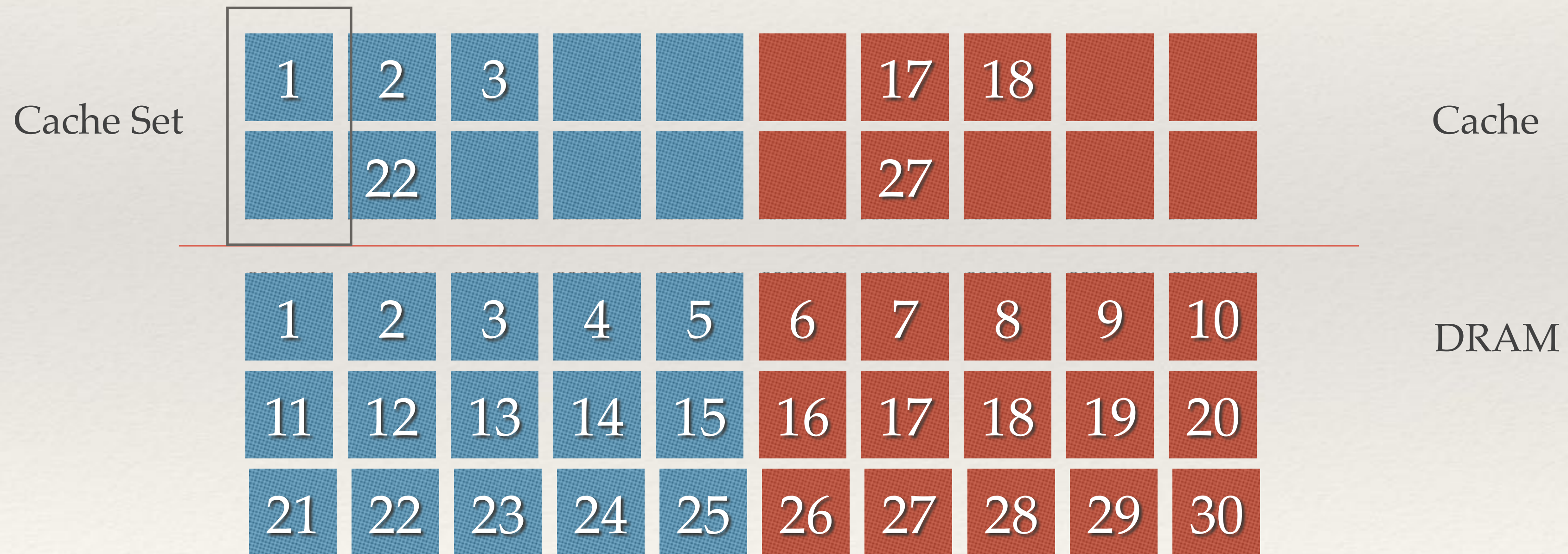
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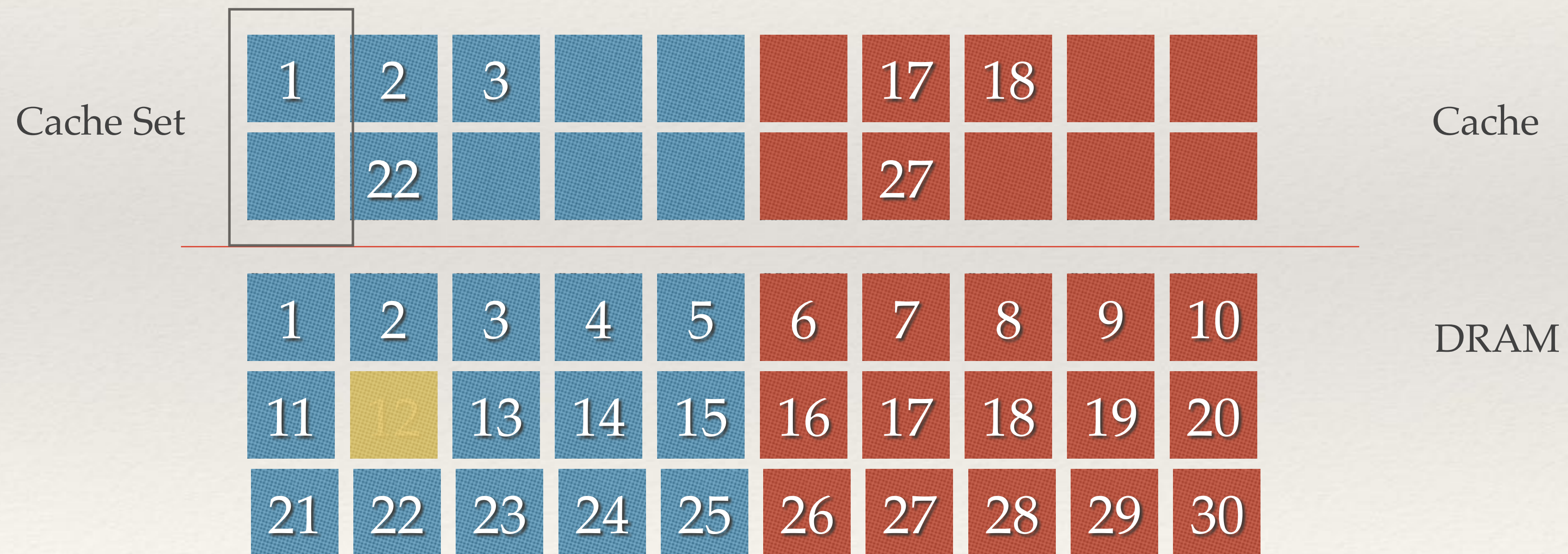
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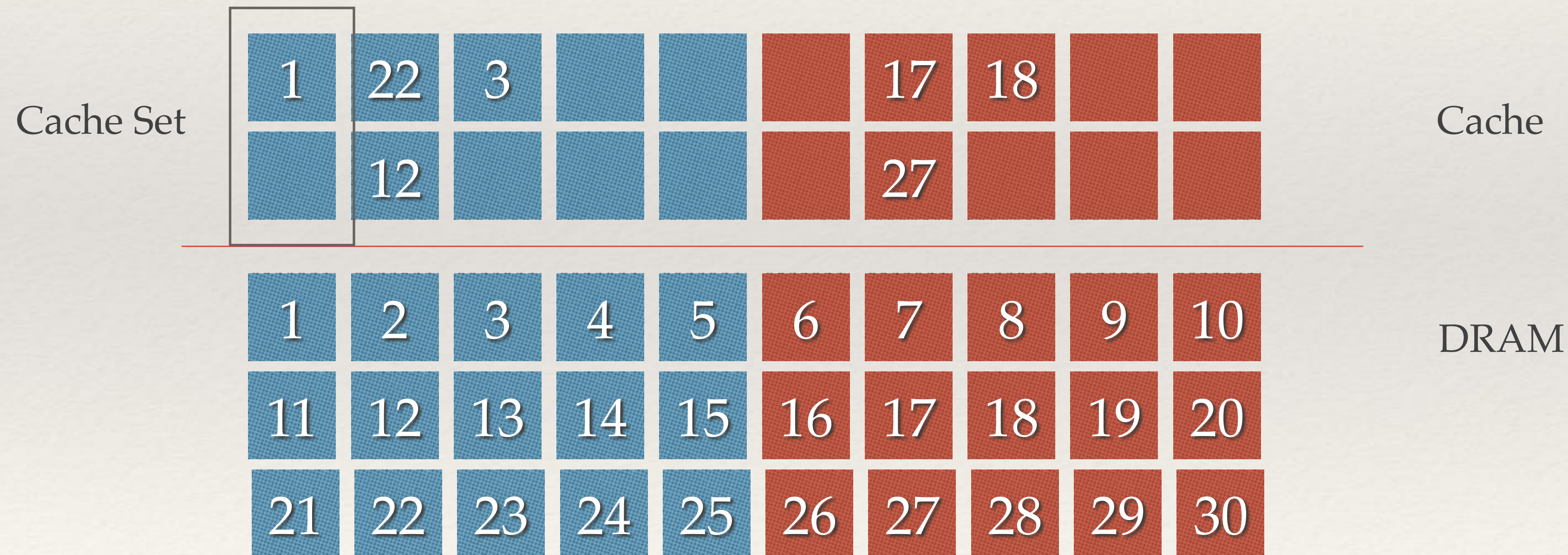
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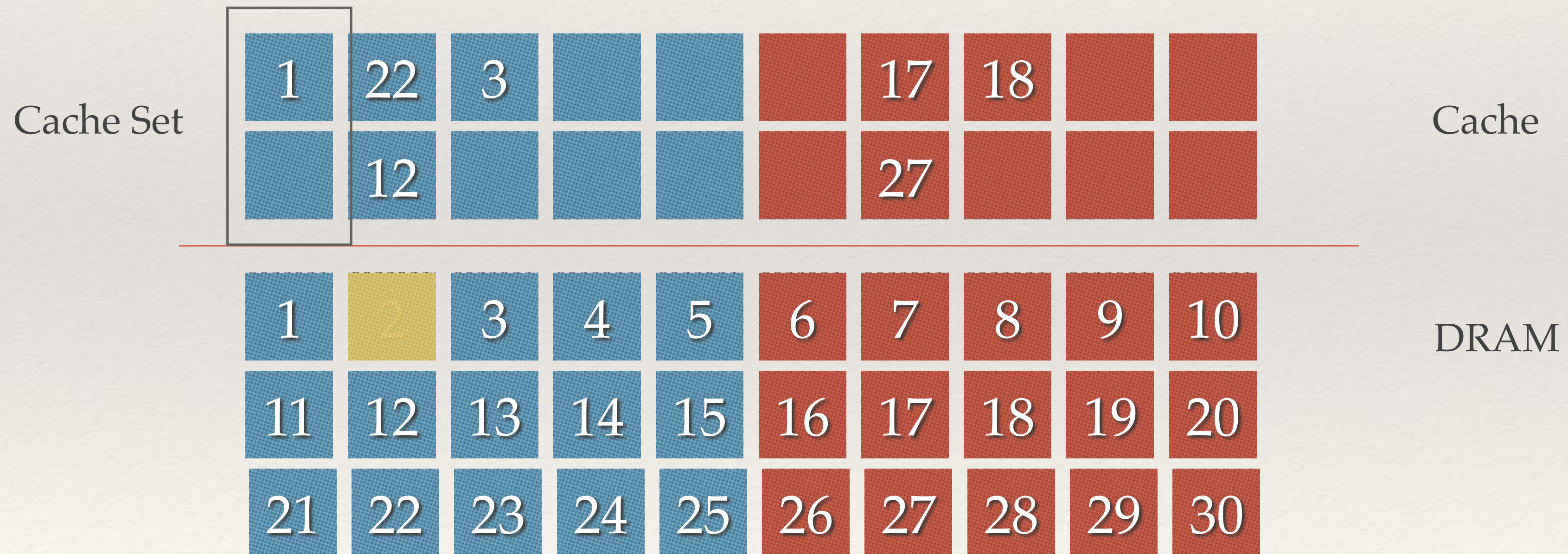
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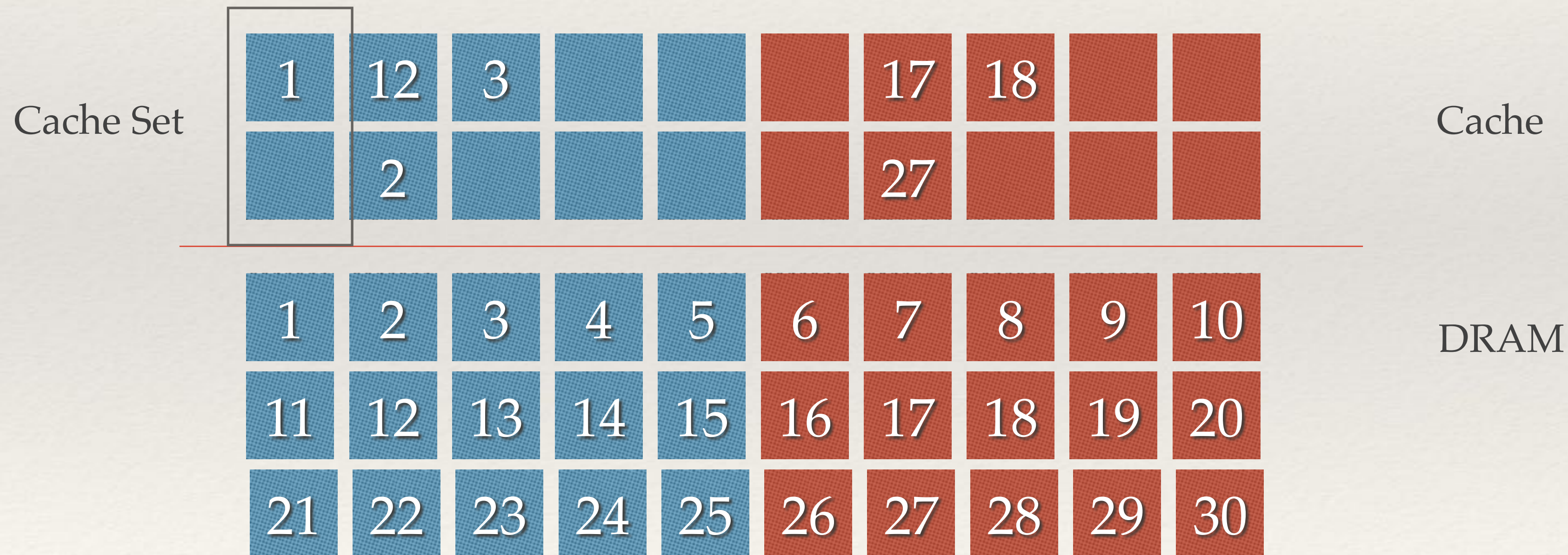
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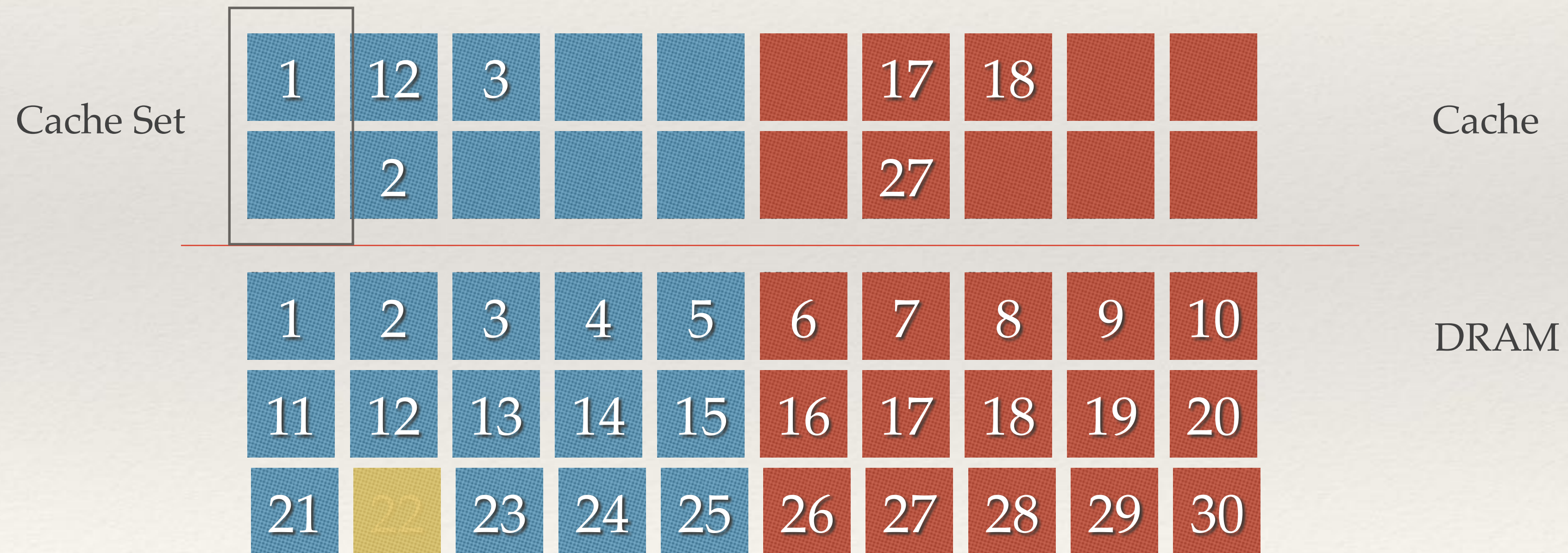
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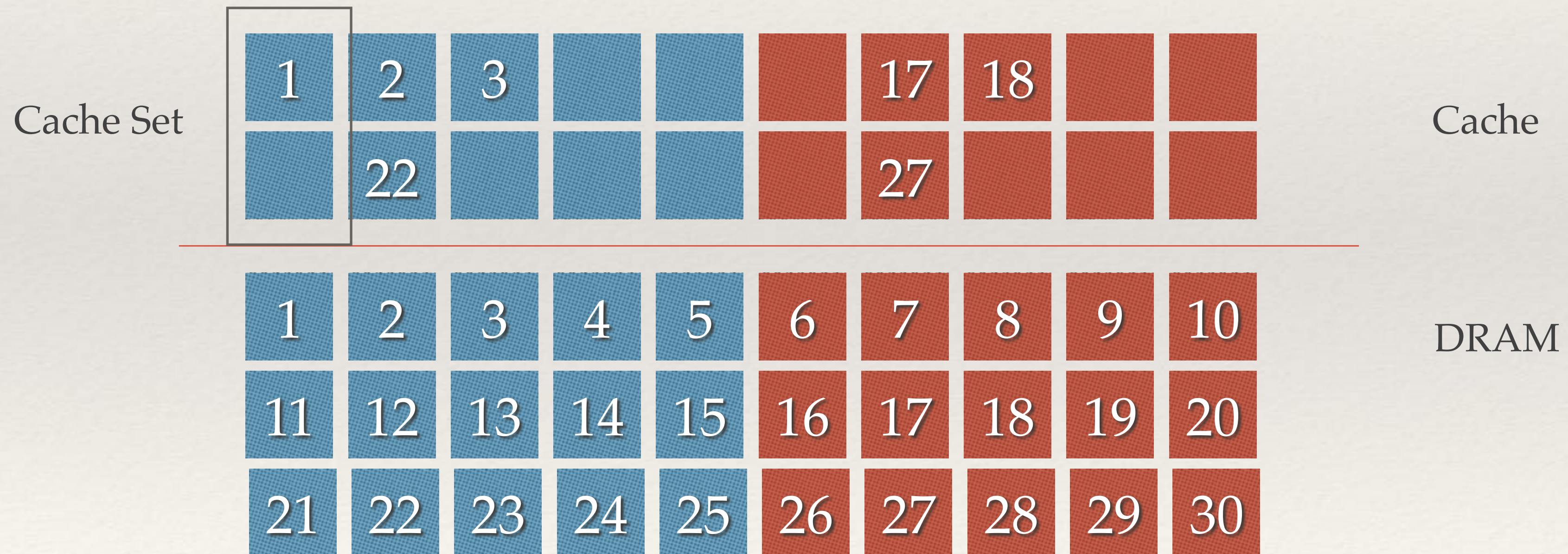
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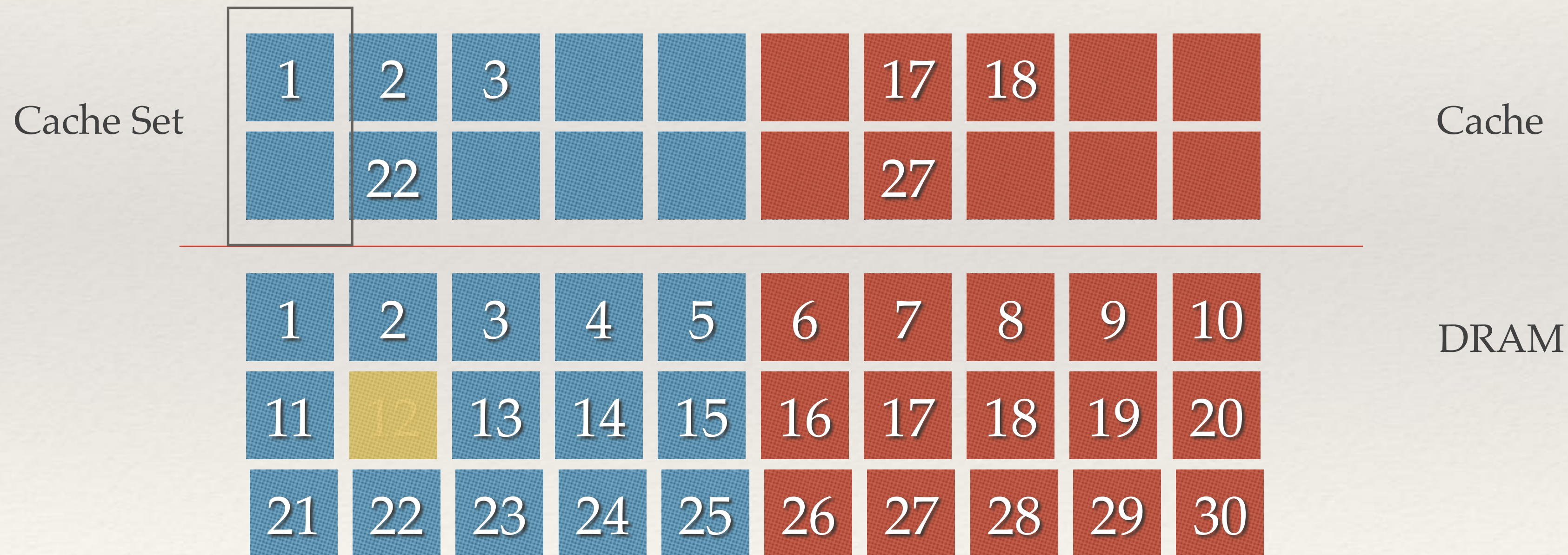
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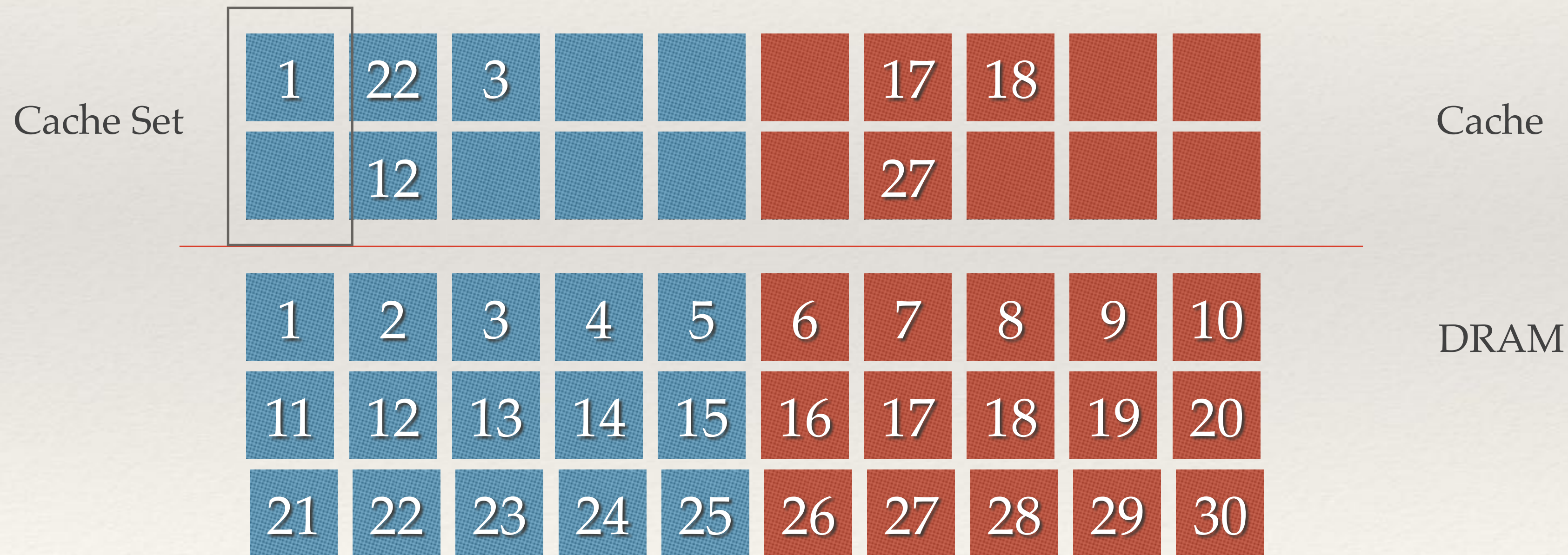
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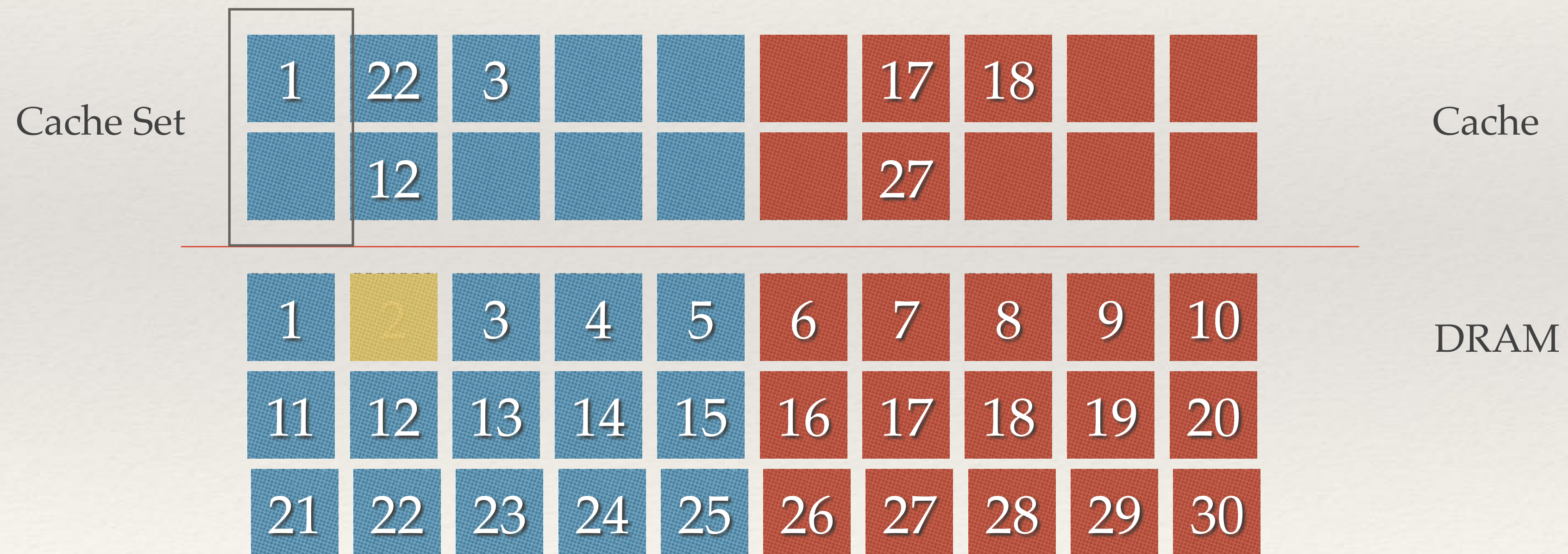
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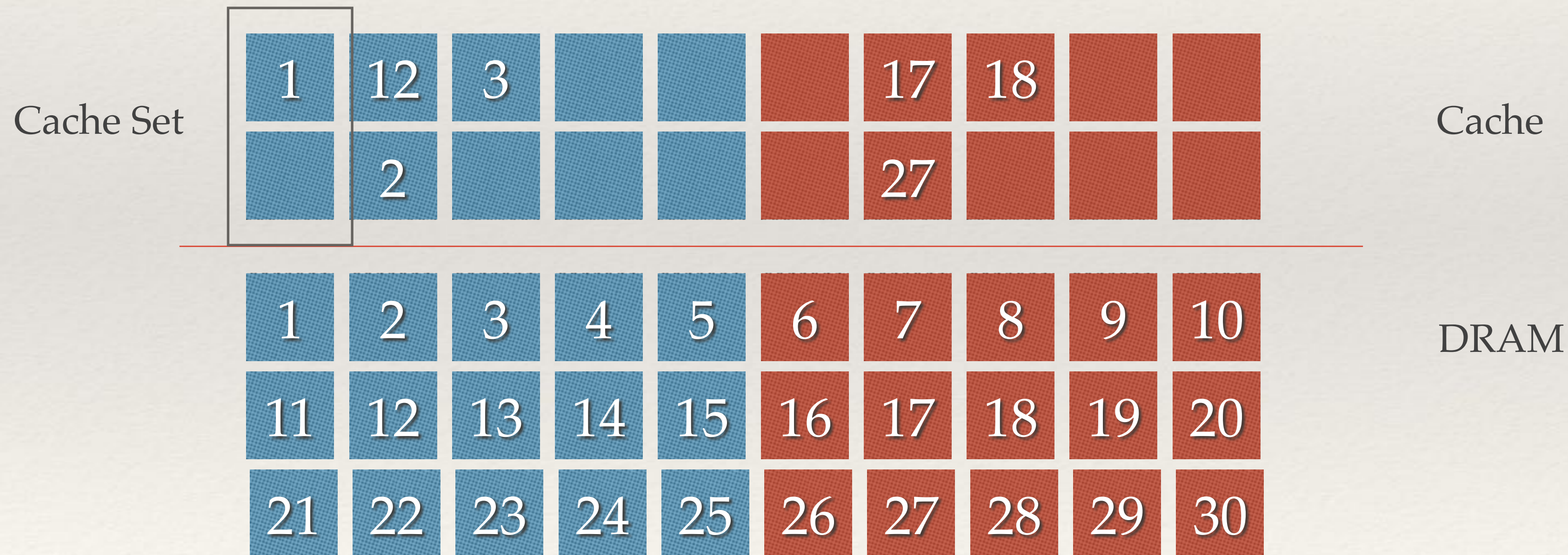
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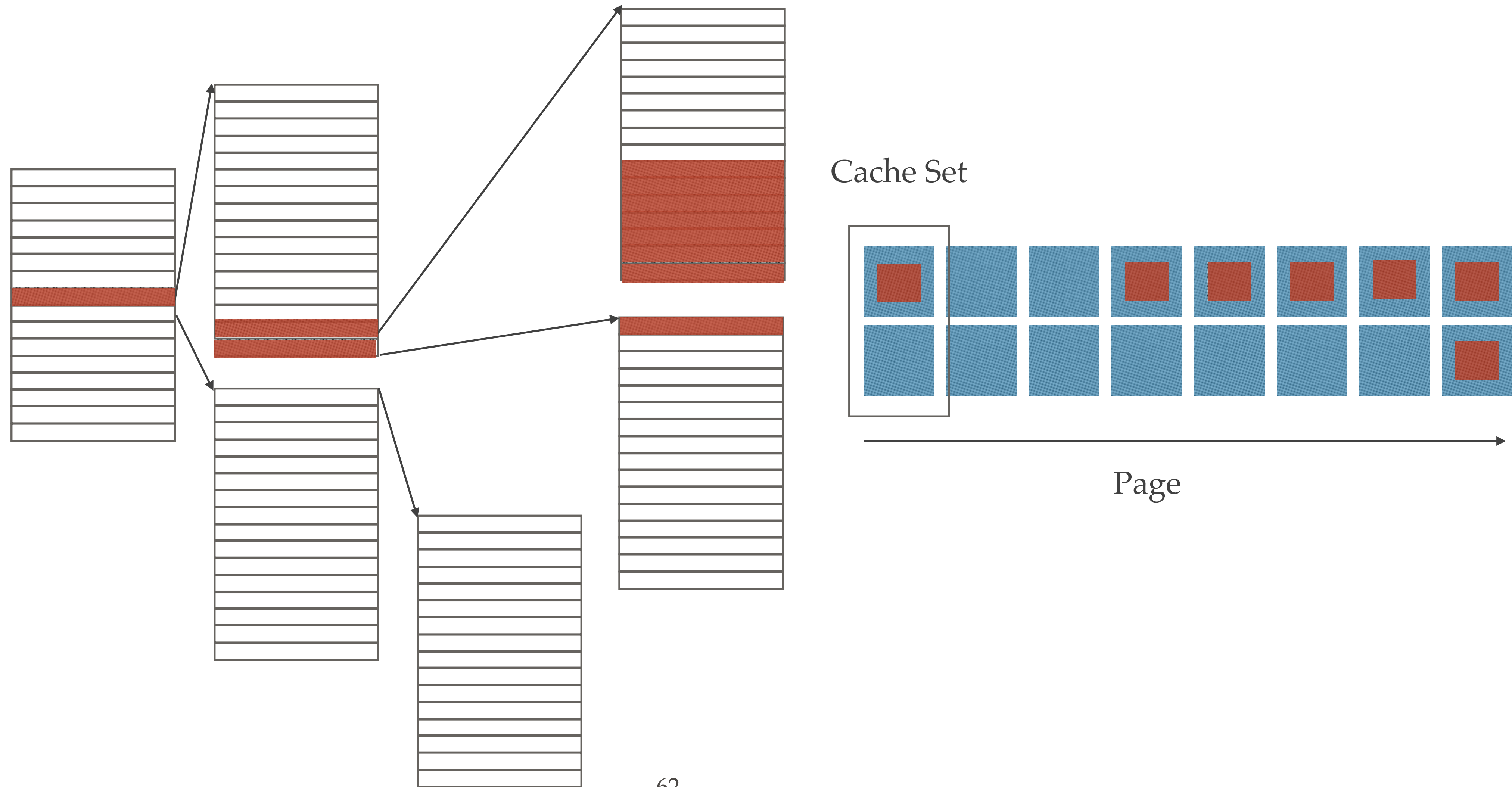


# Tiny Cache Example

- ❖ 2-way cache, 5 sets per page, showing 2 colors
- ❖ Eviction sets follow page offsets



# Big picture: cached page tables



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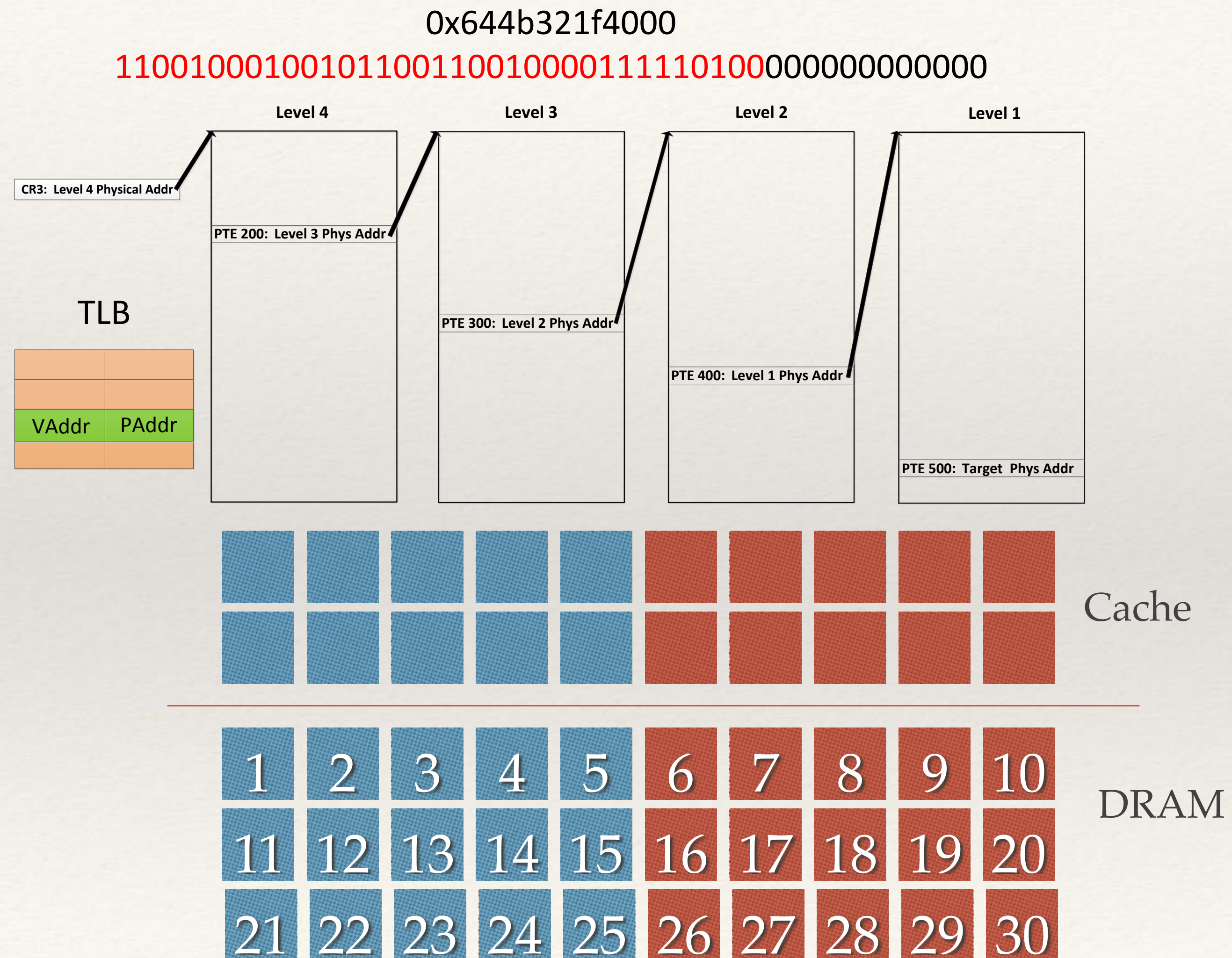
# EVICT+TIME

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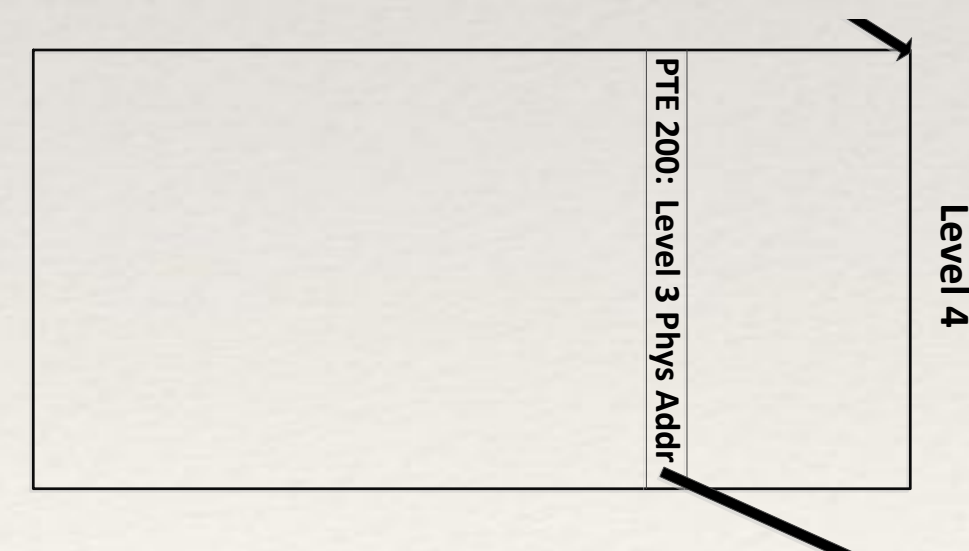
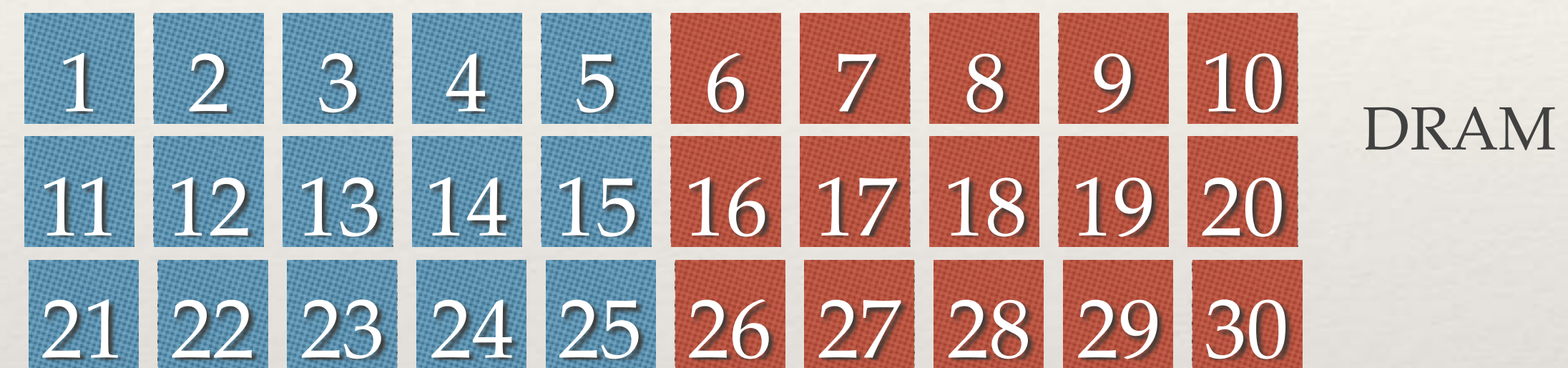
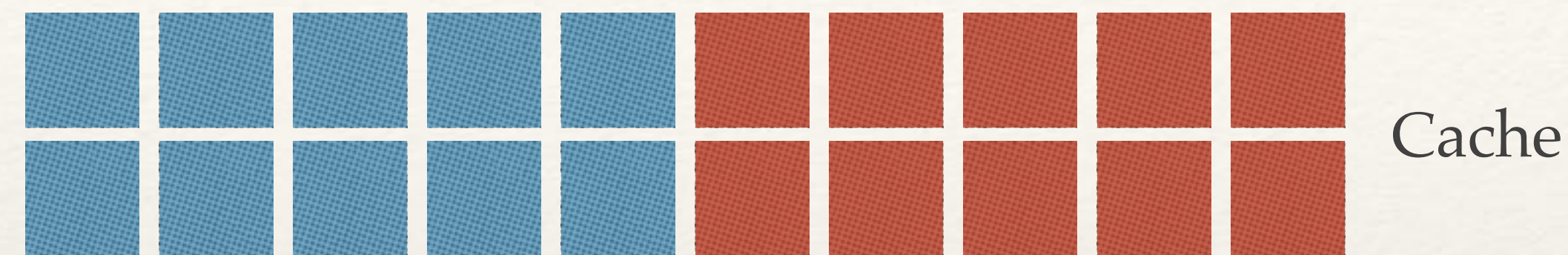
- ❖ Flush TLB, forcing pagetable walk
- ❖ Evict first cacheline
- ❖ Measure lookup time
- ❖ Find cacheline dependencies



# EVICT+TIME in Cache

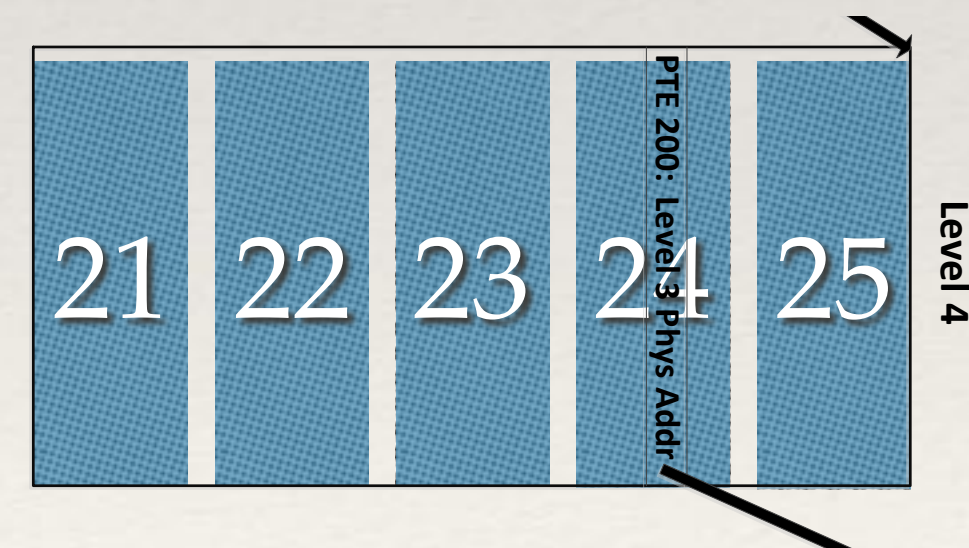
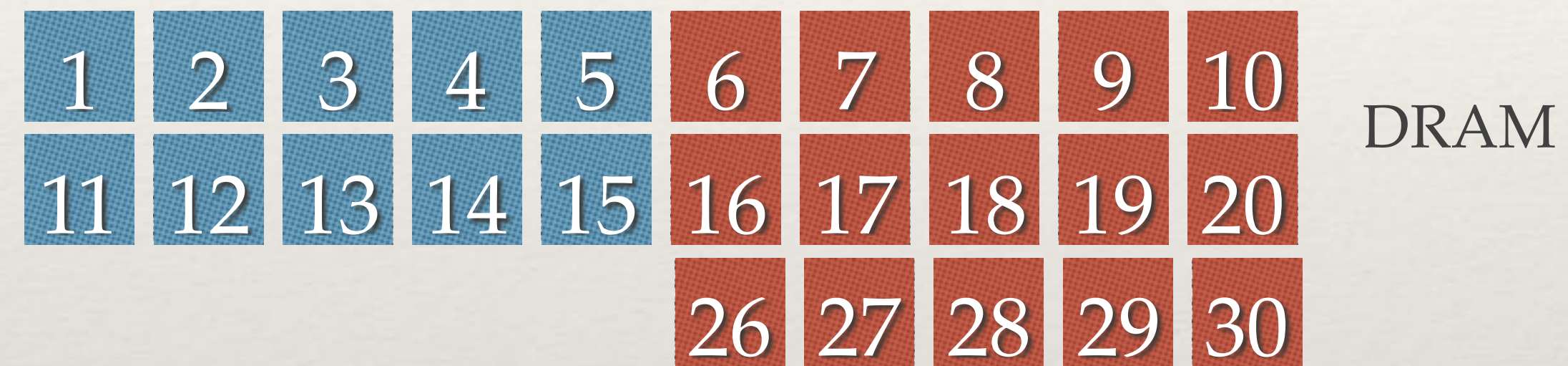
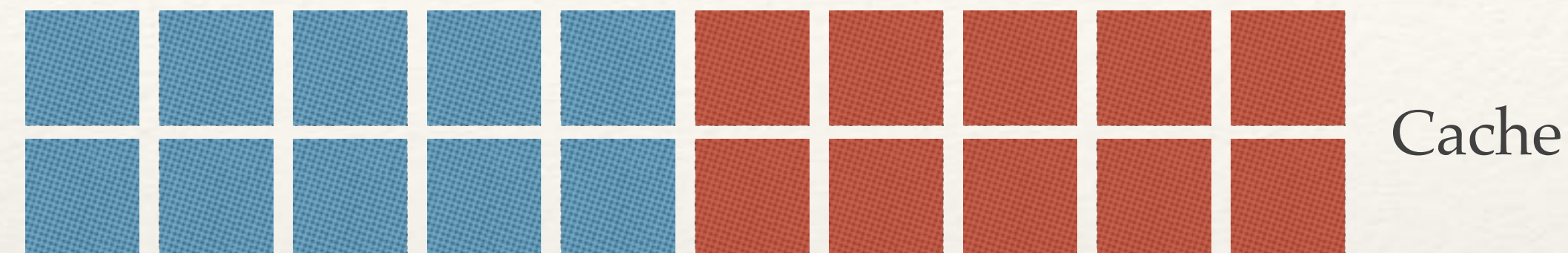


# EVICT+TIME in Cache



Pagetable in DRAM

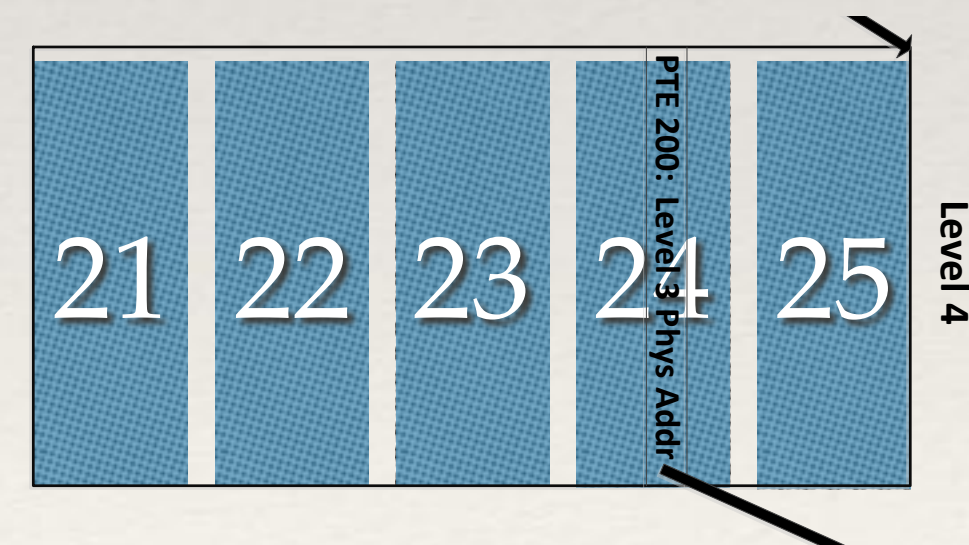
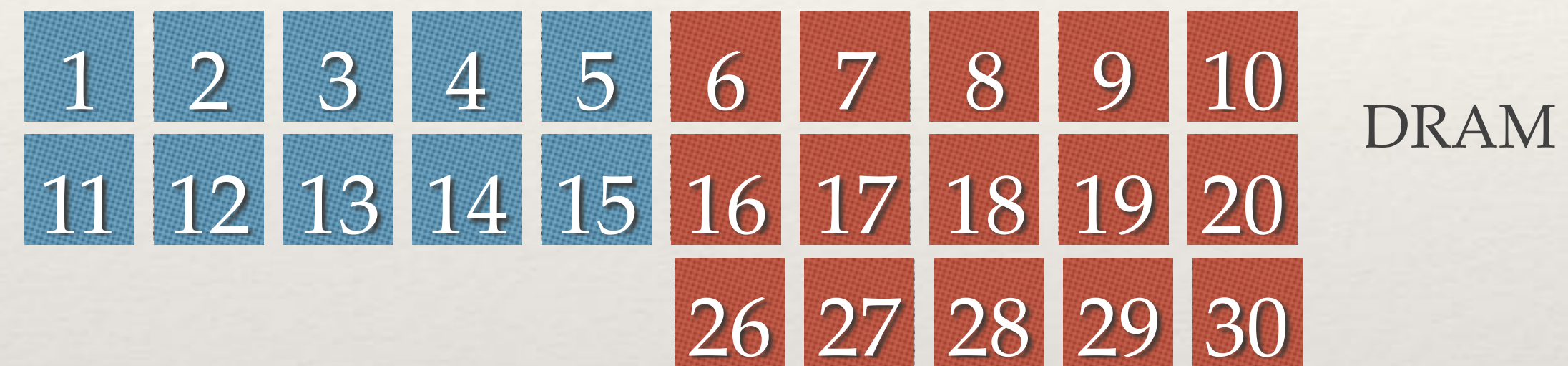
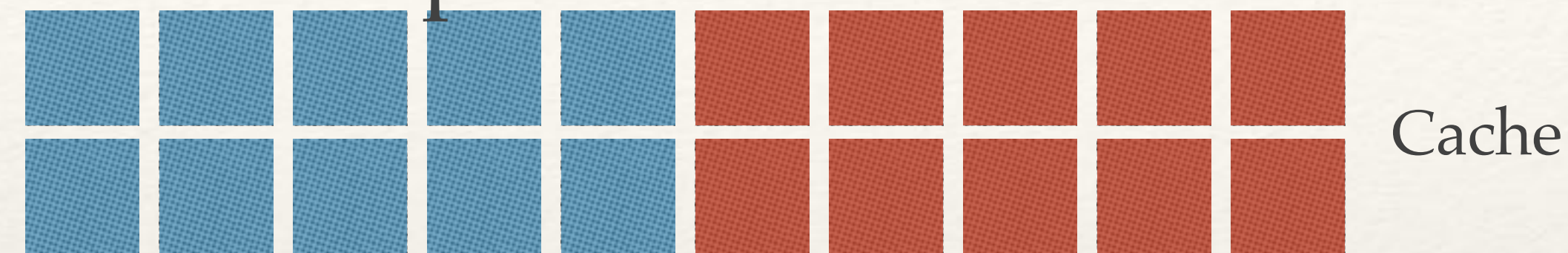
# EVICT+TIME in Cache



Pagetable in DRAM

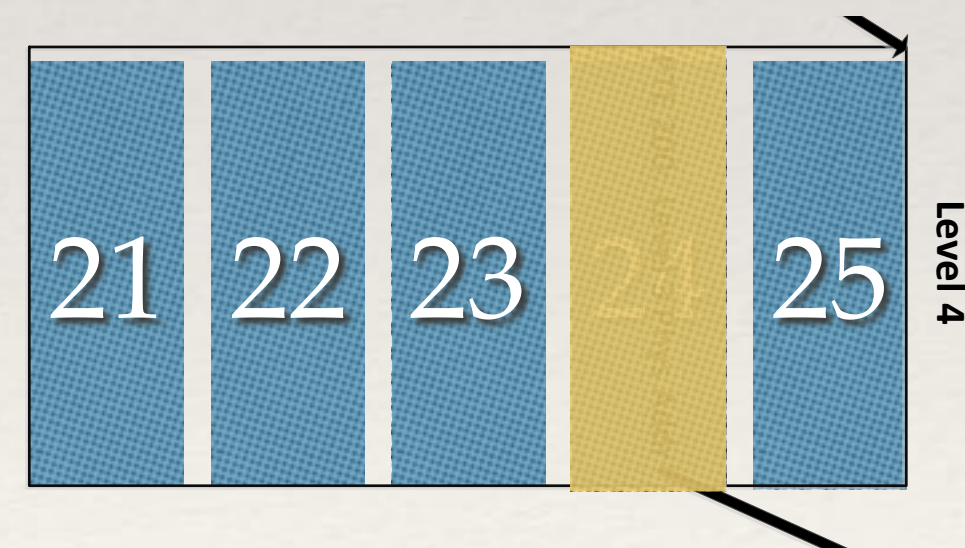
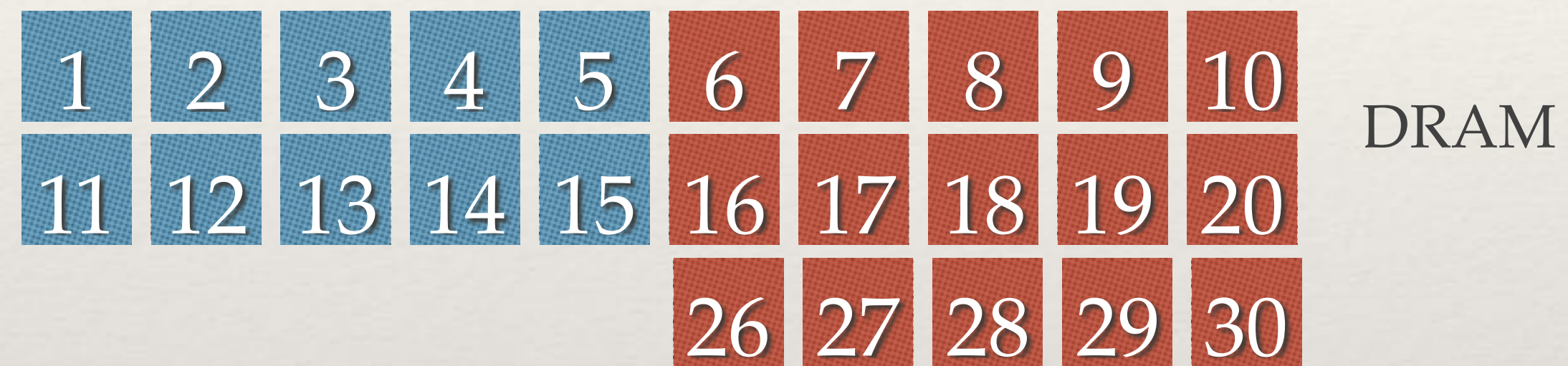
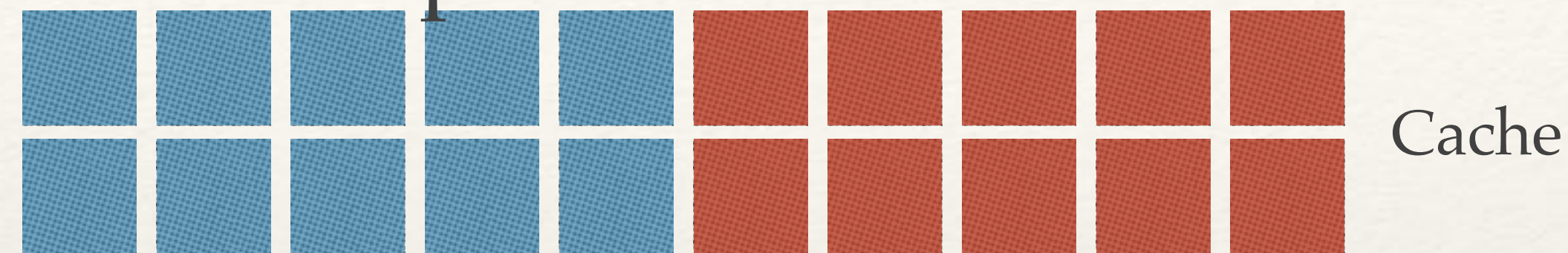
# EVICT+TIME in Cache

❖ Do address lookup



# EVICT+TIME in Cache

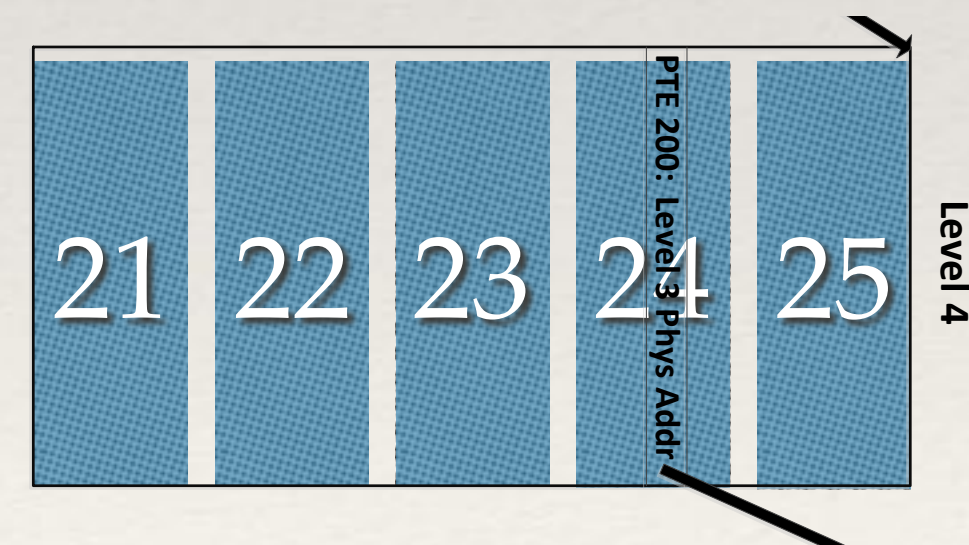
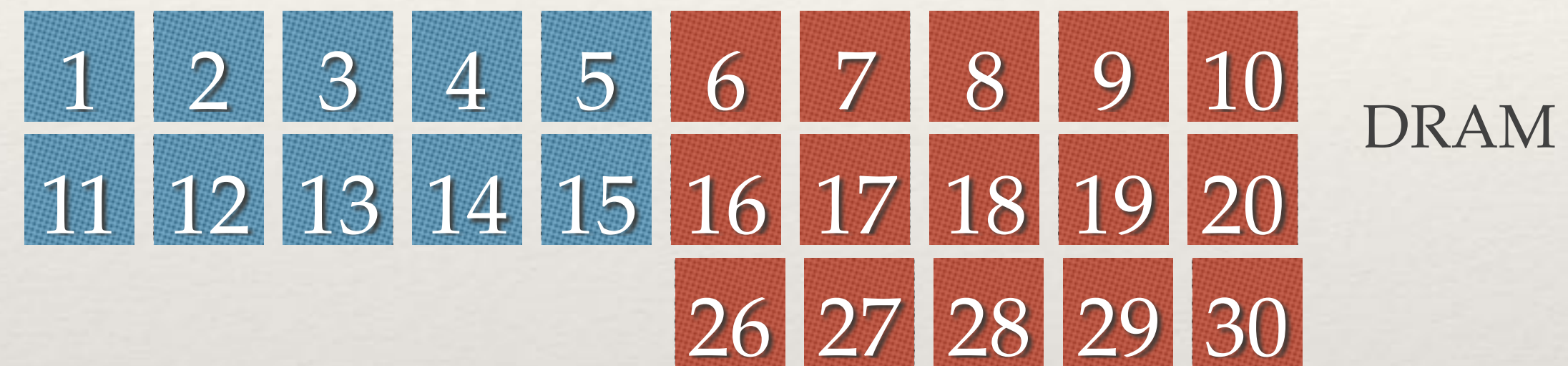
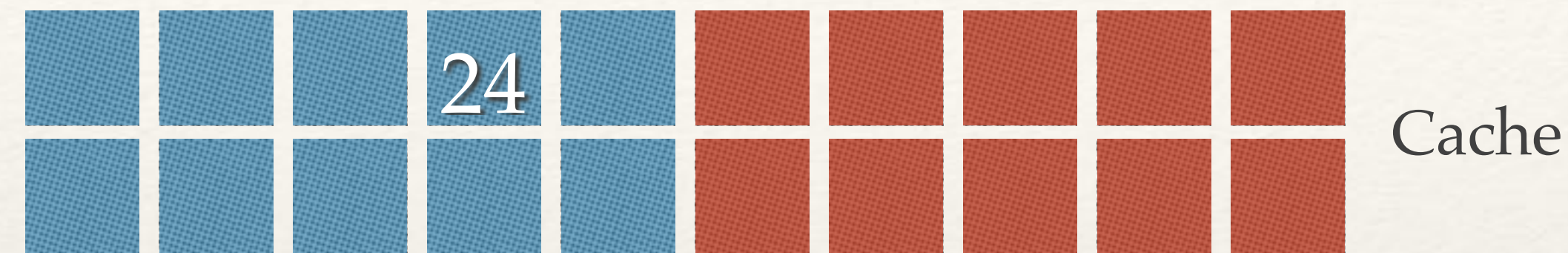
❖ Do address lookup



Pagetable in DRAM

# EVICT+TIME in Cache

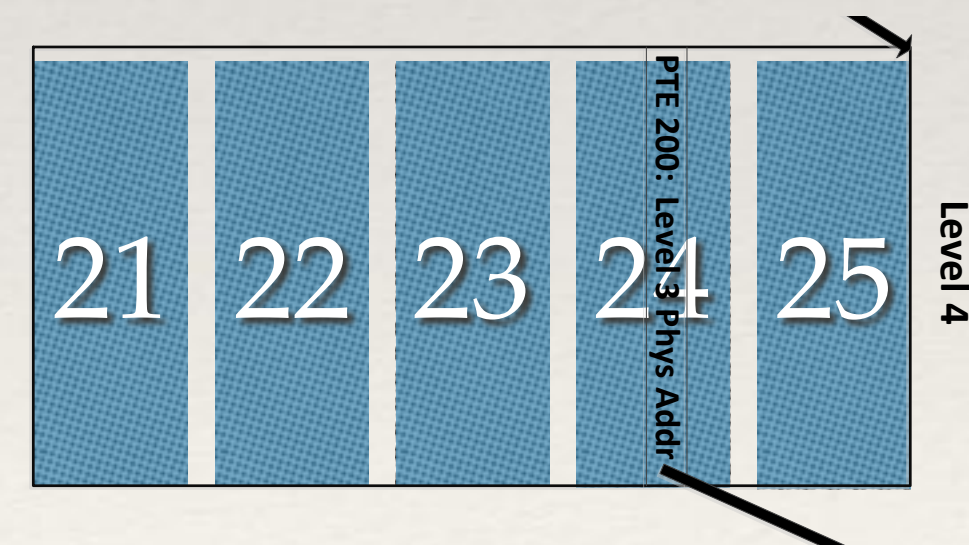
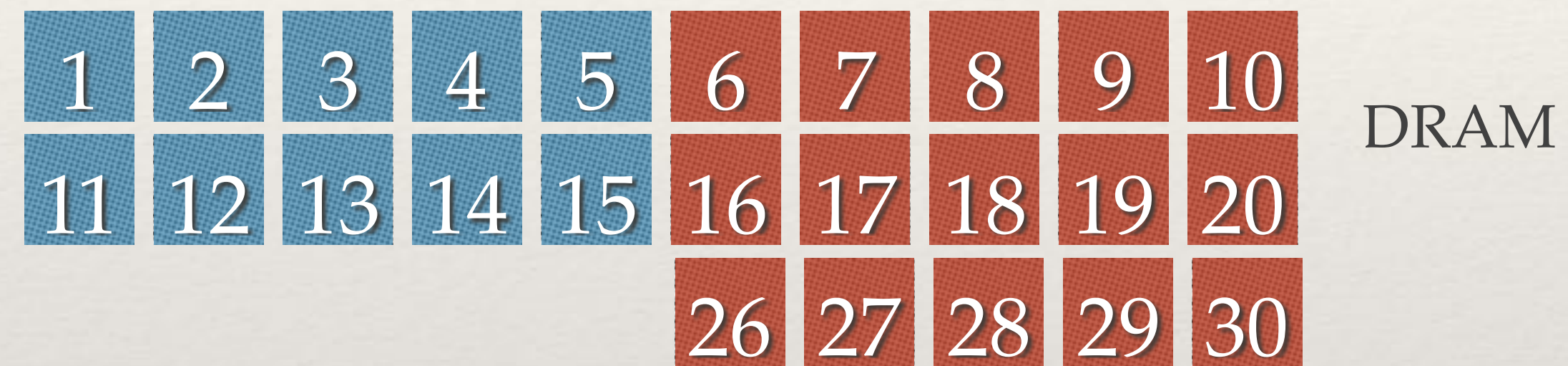
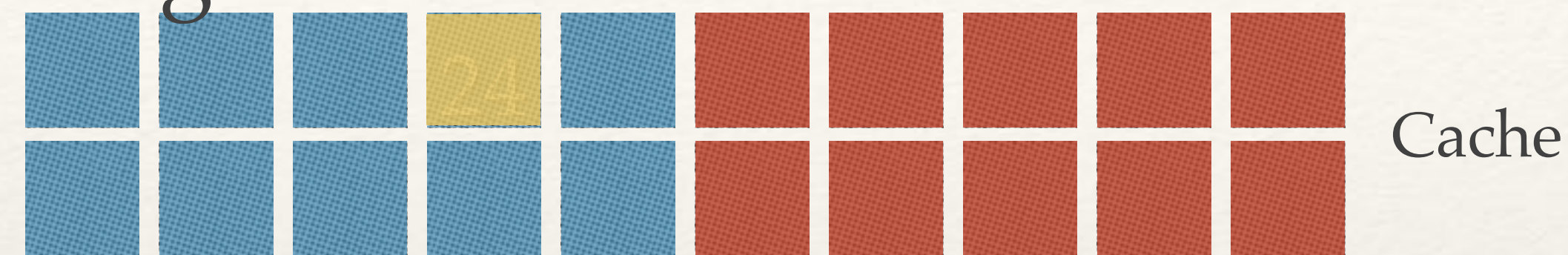
❖ It was uncached - slow



Pagetable in DRAM

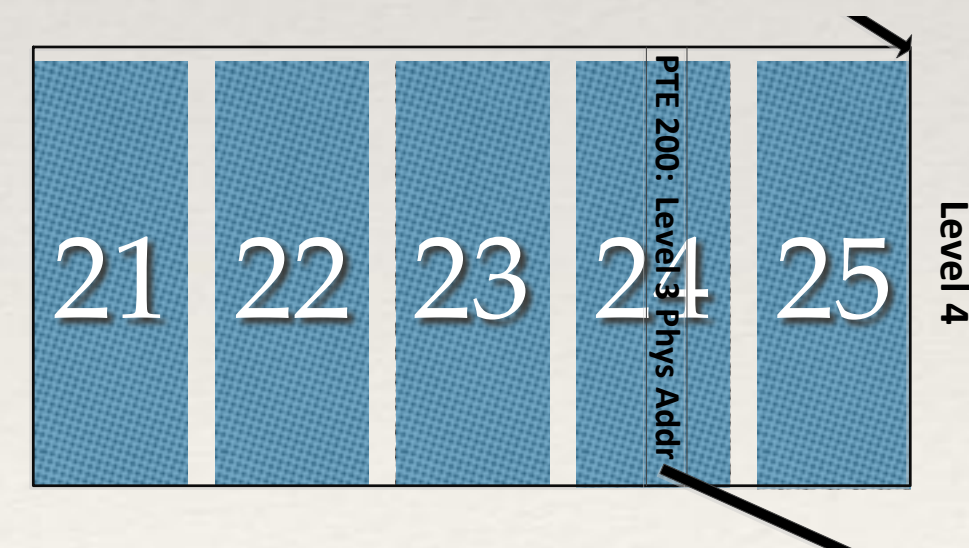
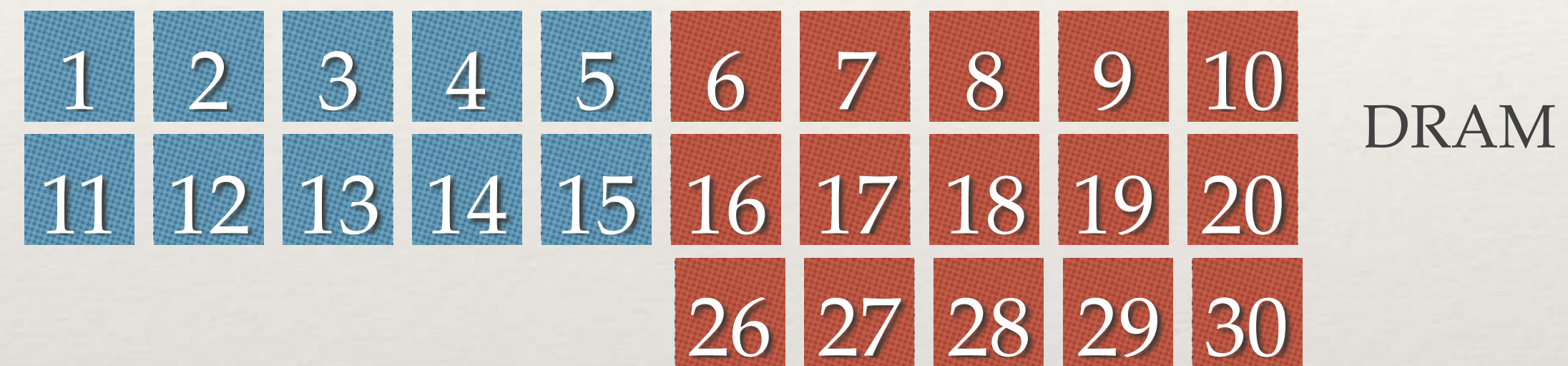
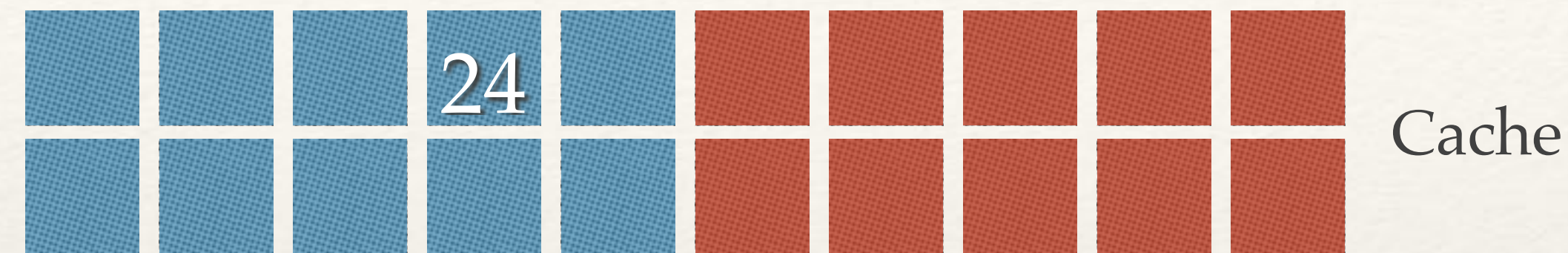
# EVICT+TIME in Cache

❖ Let's do it again



# EVICT+TIME in Cache

❖ It was cached - fast

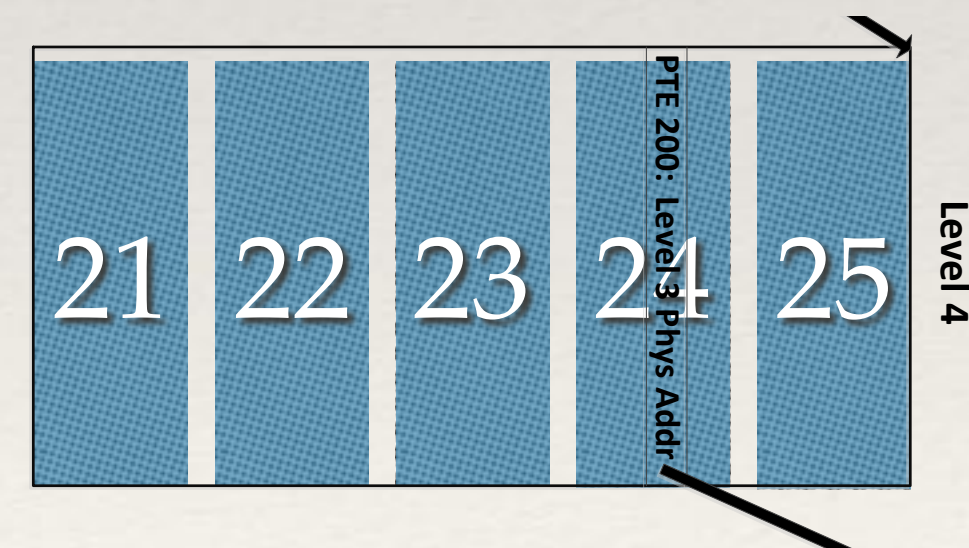
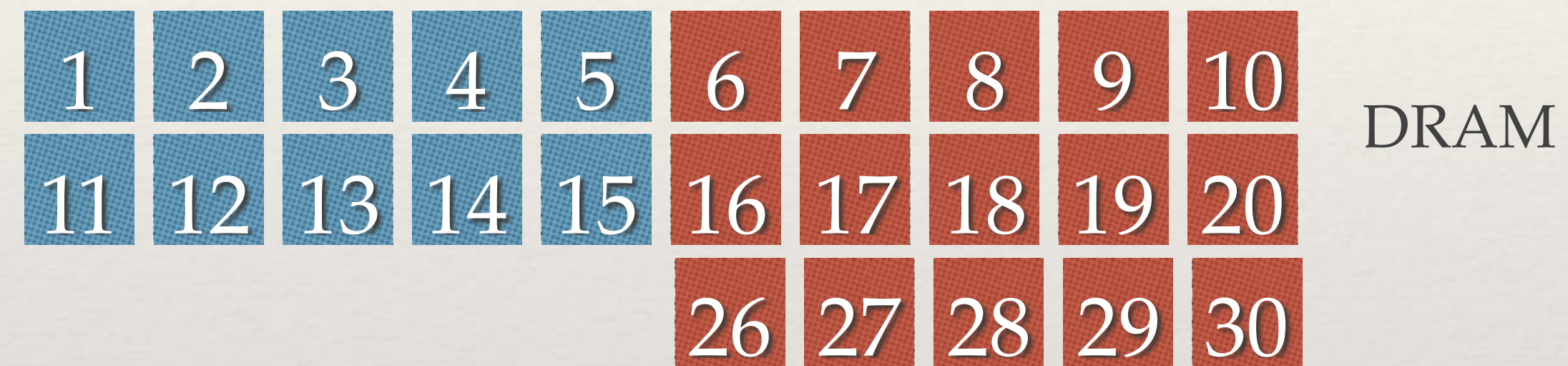
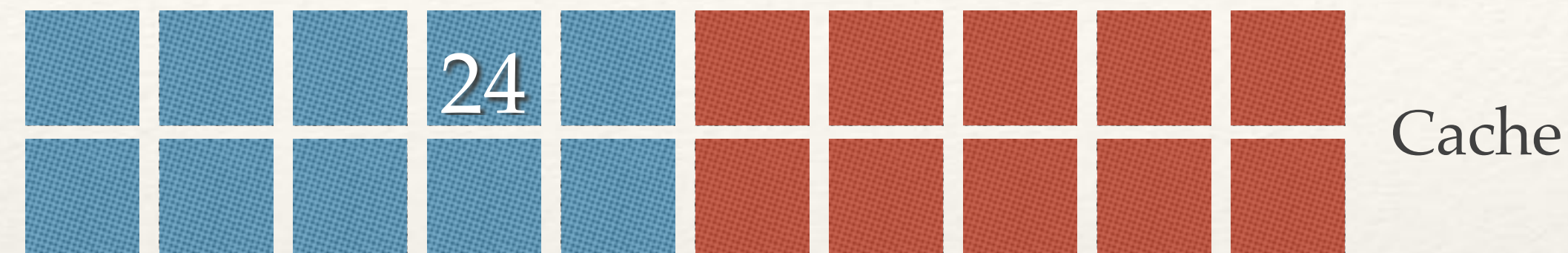


Pagetable in DRAM



# EVICT+TIME in Cache

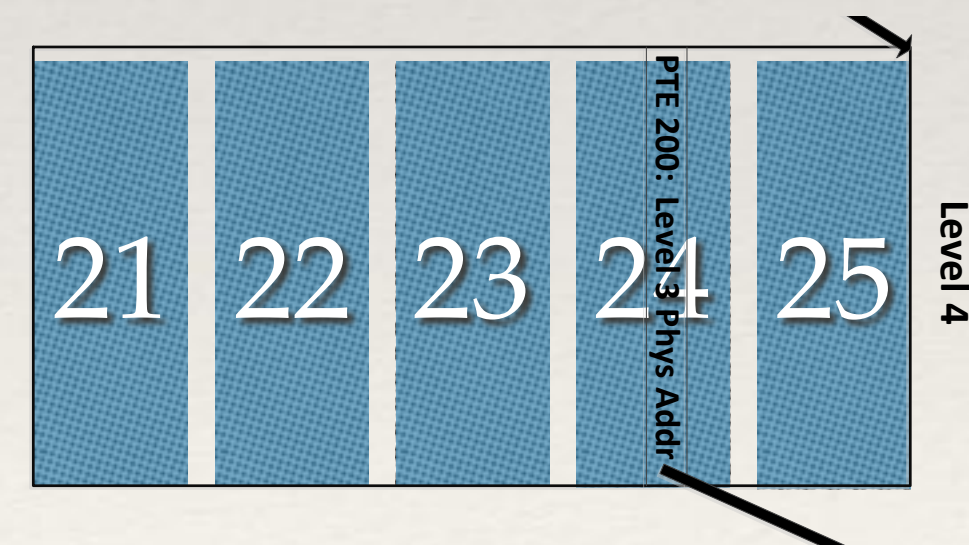
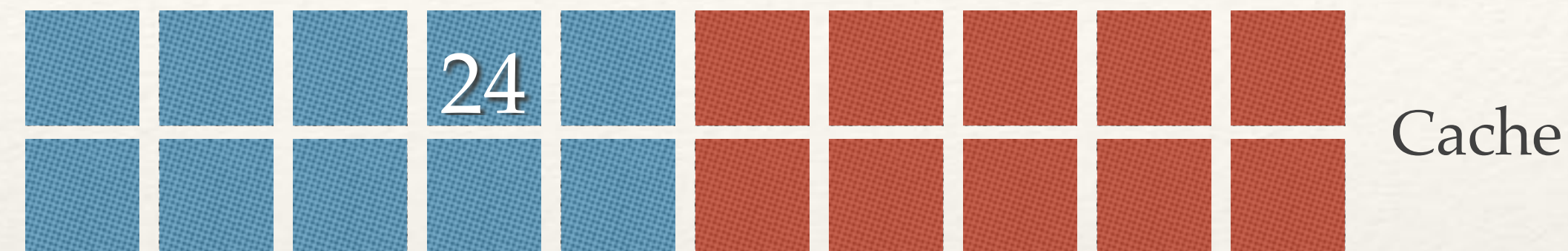
❖ Let's evict



Pagetable in DRAM

# EVICT+TIME in Cache

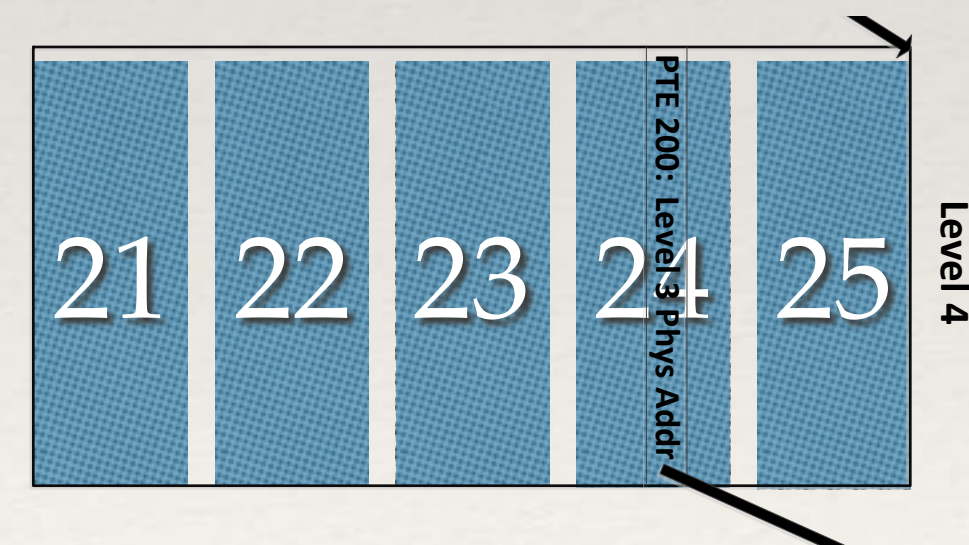
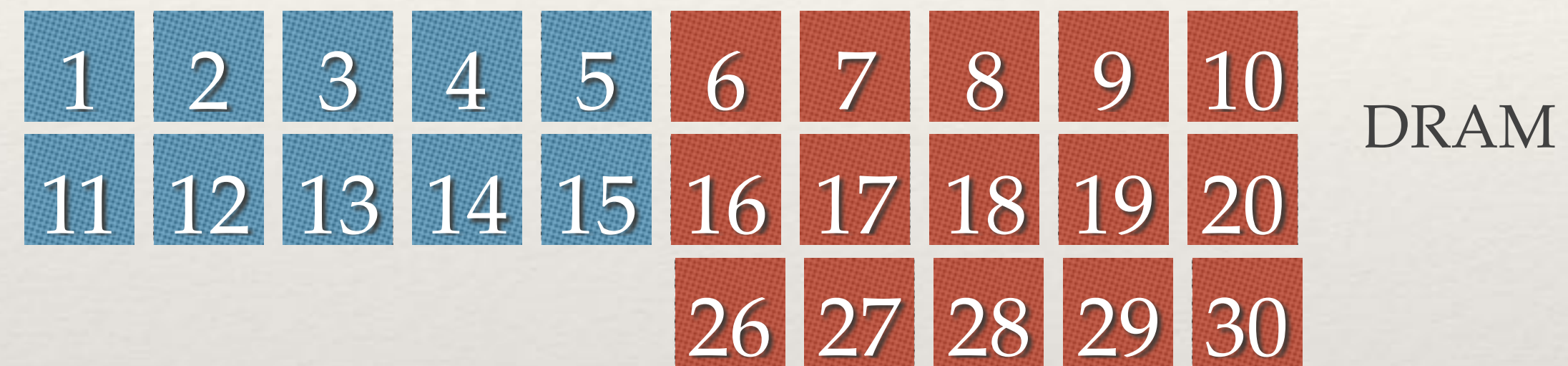
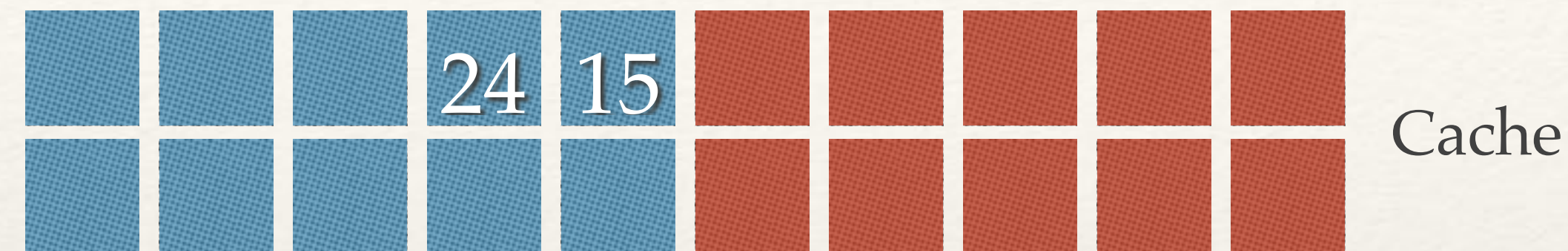
❖ Let's evict



Pagetable in DRAM

# EVICT+TIME in Cache

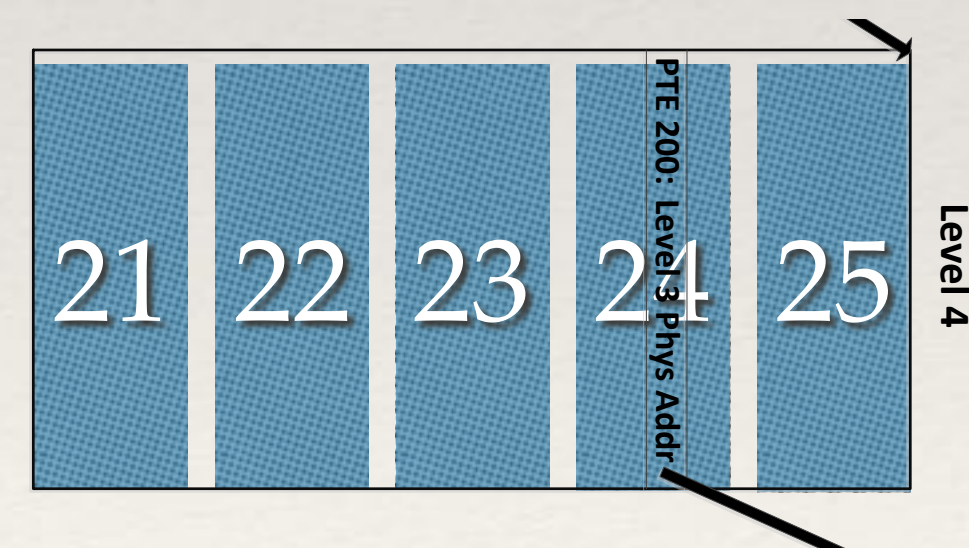
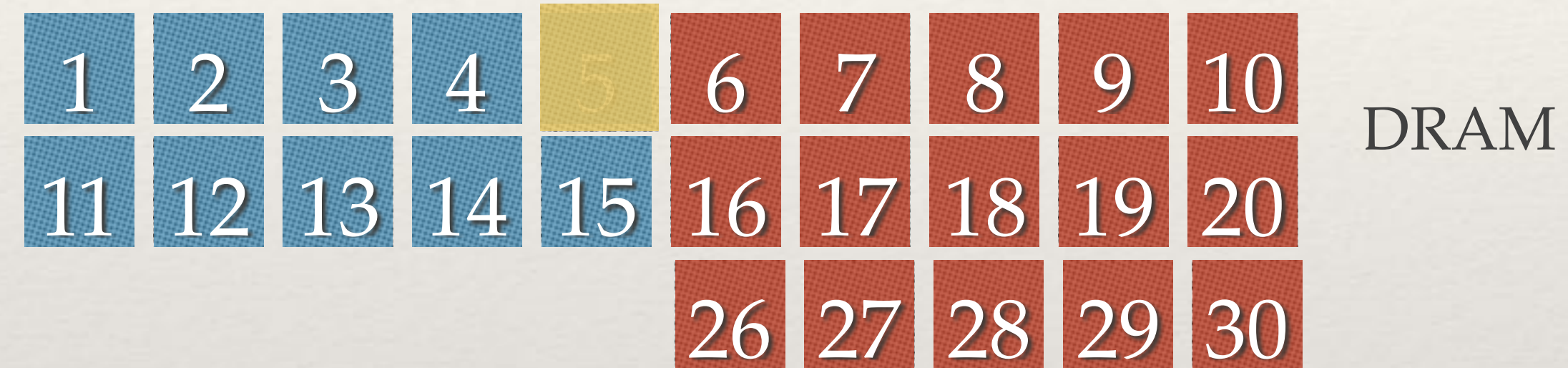
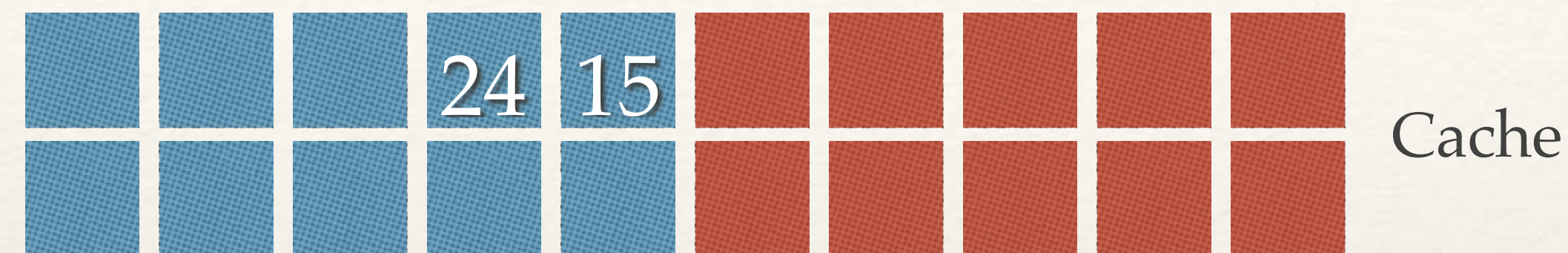
❖ Let's evict



Pagetable in DRAM

# EVICT+TIME in Cache

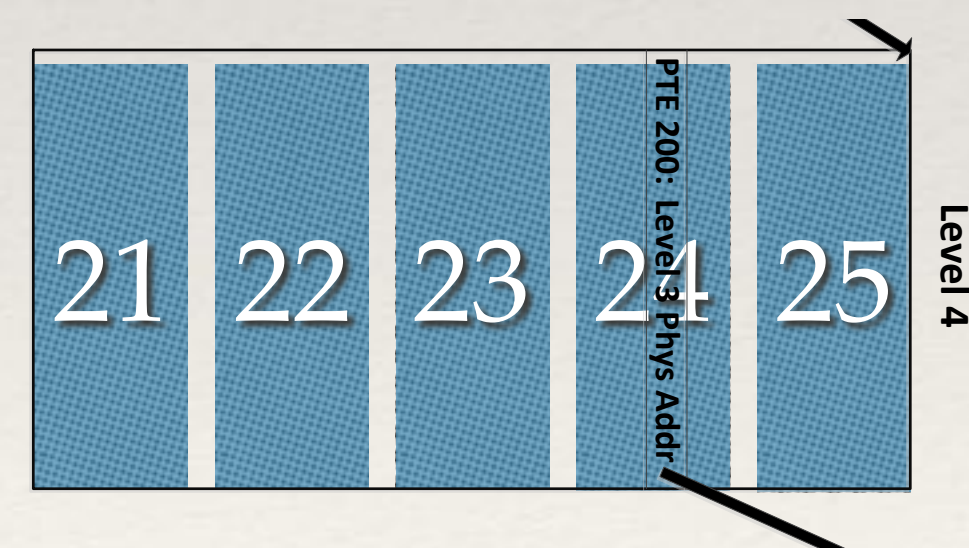
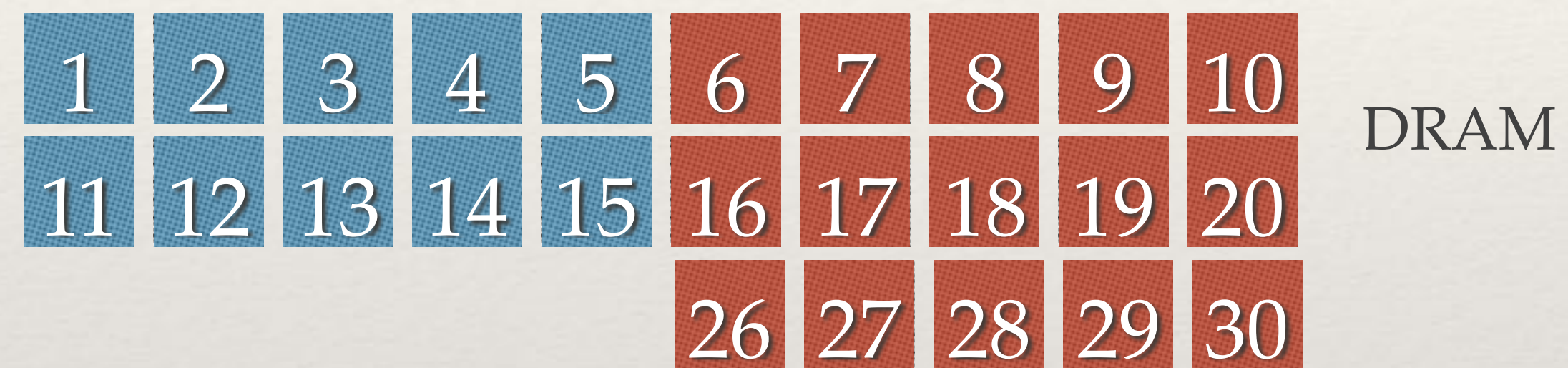
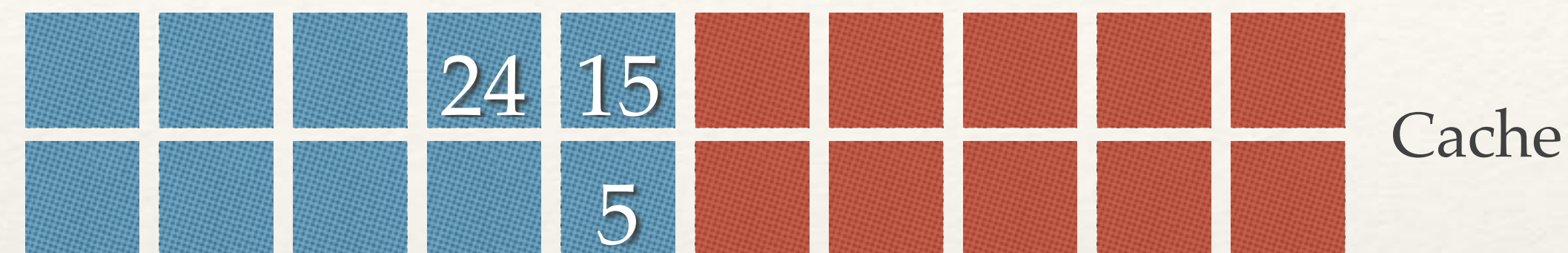
❖ Let's evict



Pagetable in DRAM

# EVICT+TIME in Cache

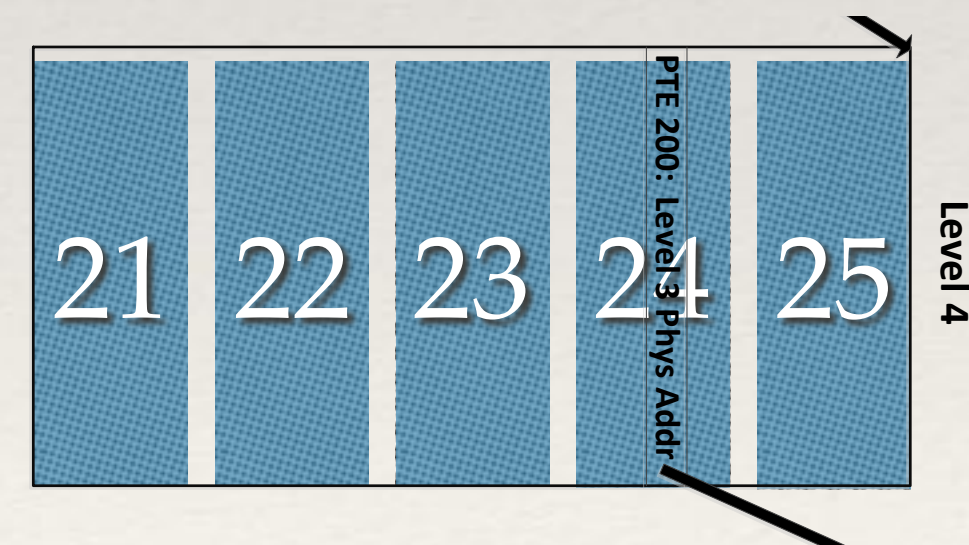
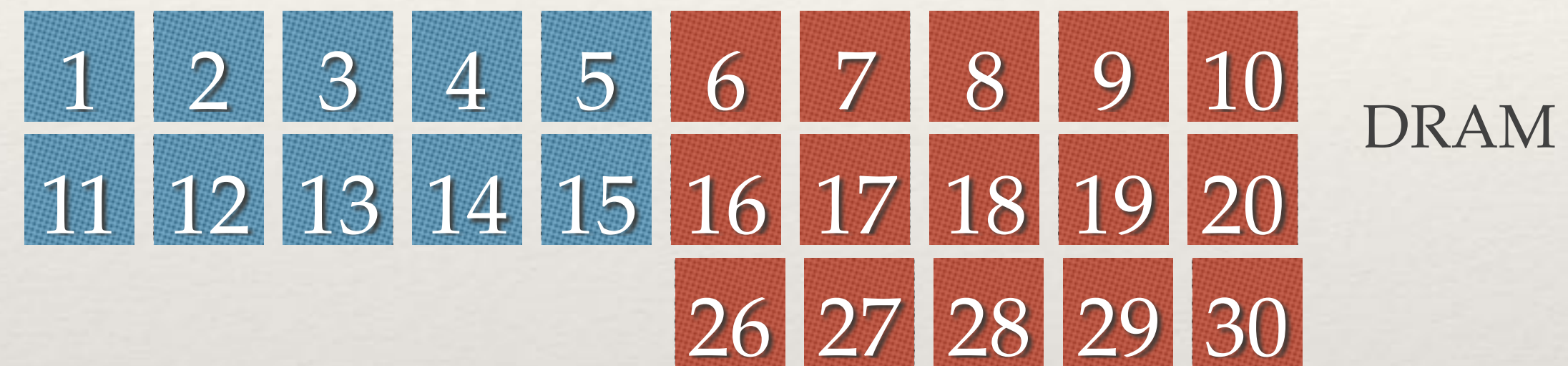
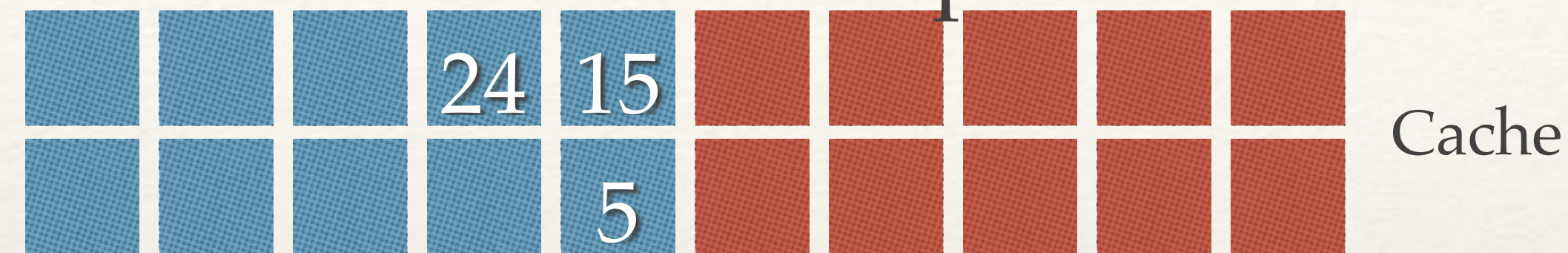
❖ Let's evict



Pagetable in DRAM

# EVICT+TIME in Cache

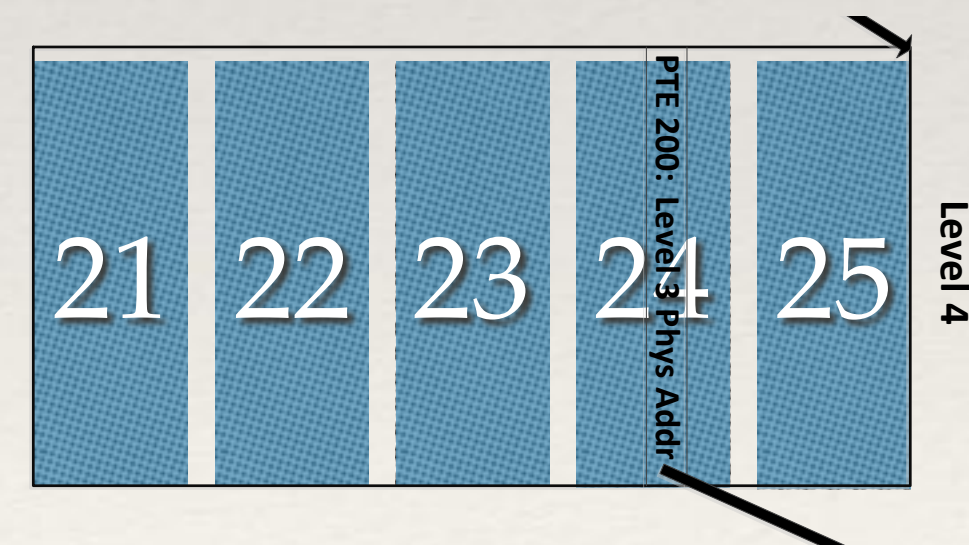
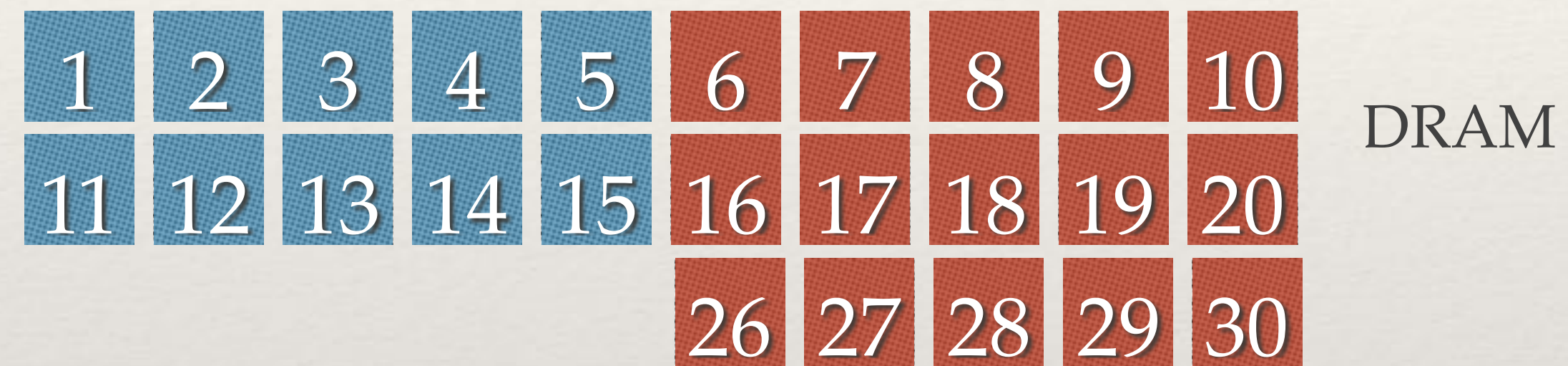
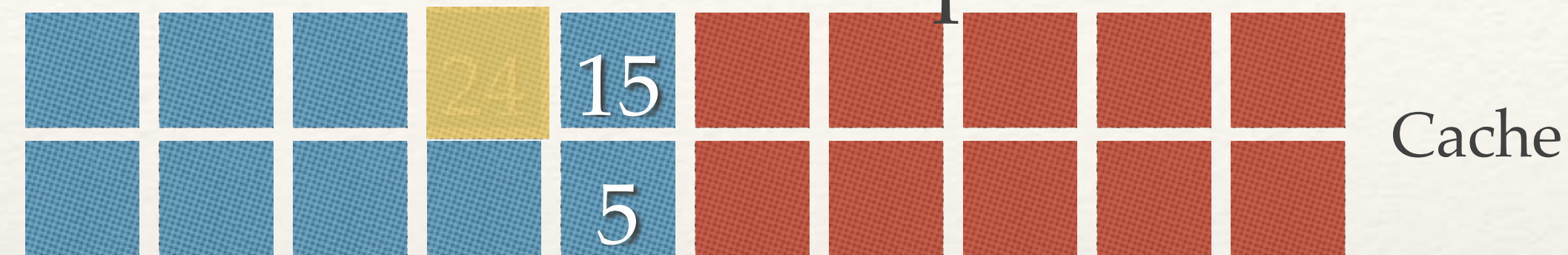
❖ Eviction done - let's do lookup



Page table in DRAM

# EVICT+TIME in Cache

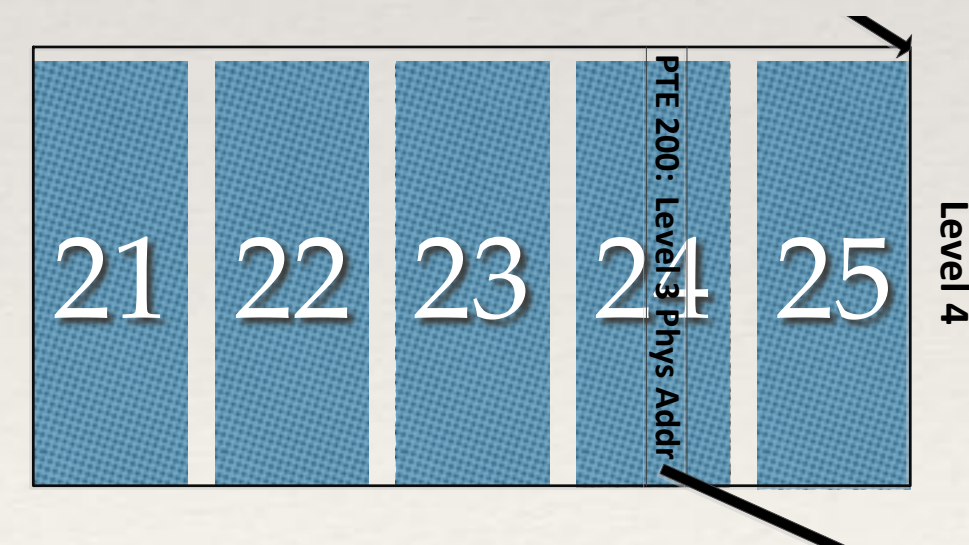
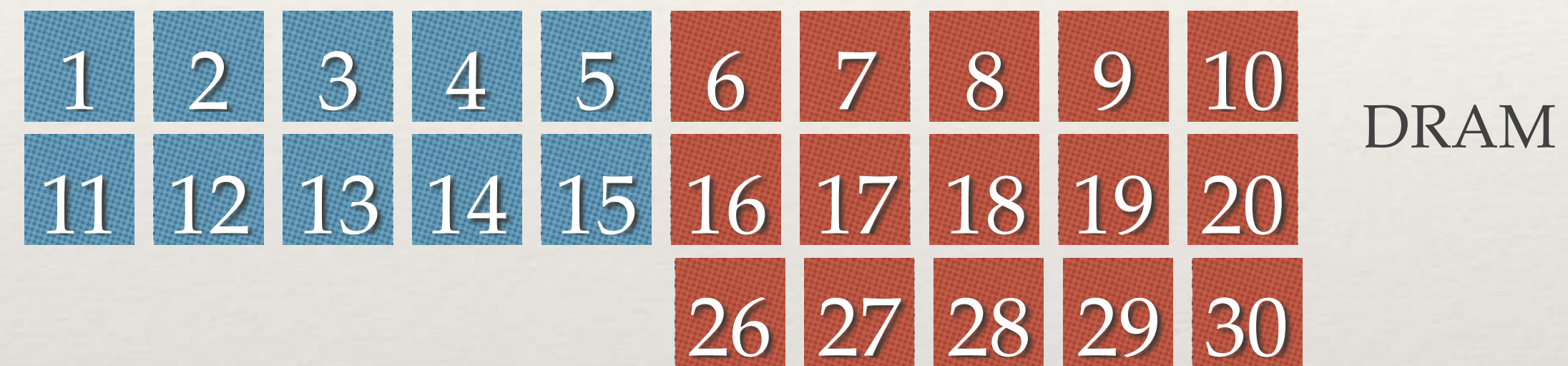
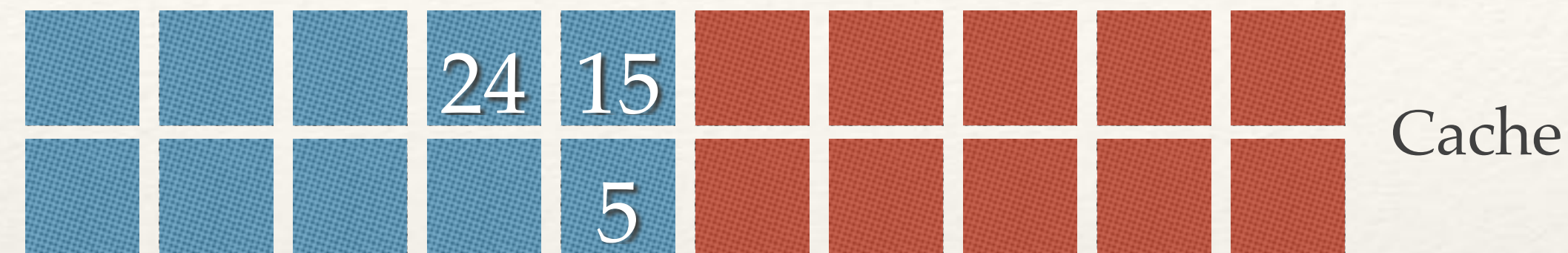
❖ Eviction done - let's do lookup



Pagetable in DRAM

# EVICT+TIME in Cache

❖ Still cached

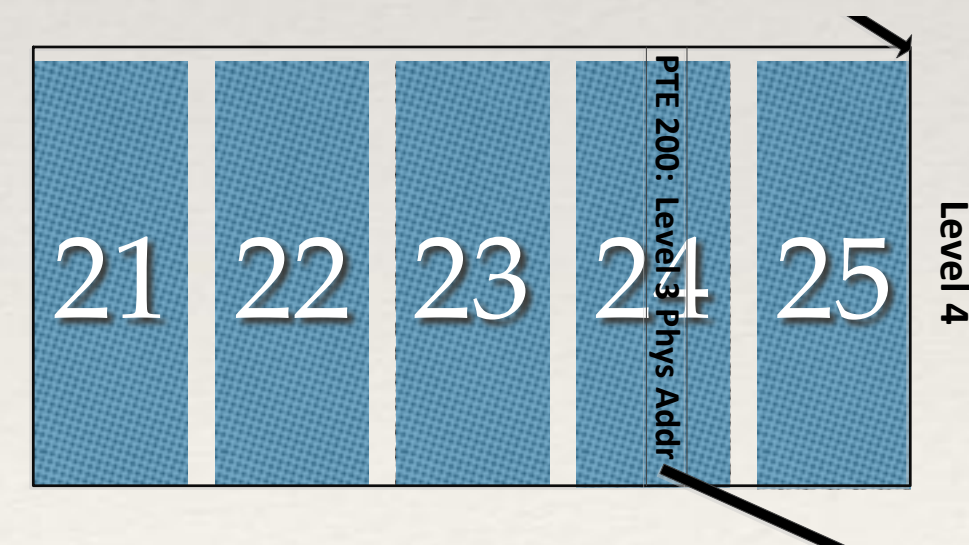
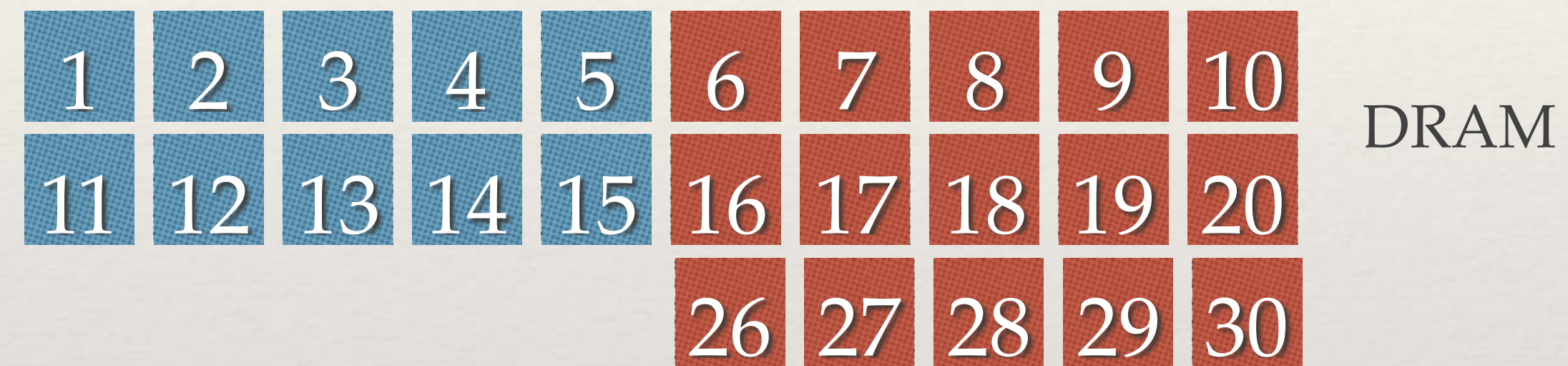
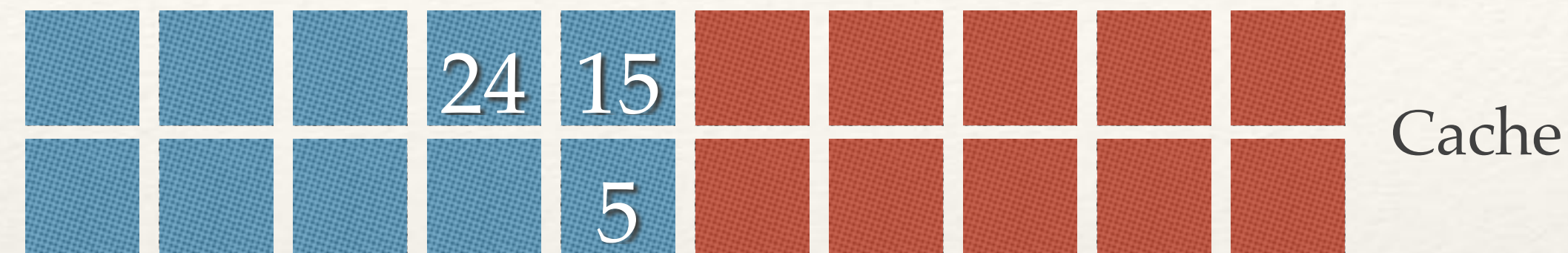


Pagetable in DRAM



# EVICT+TIME in Cache

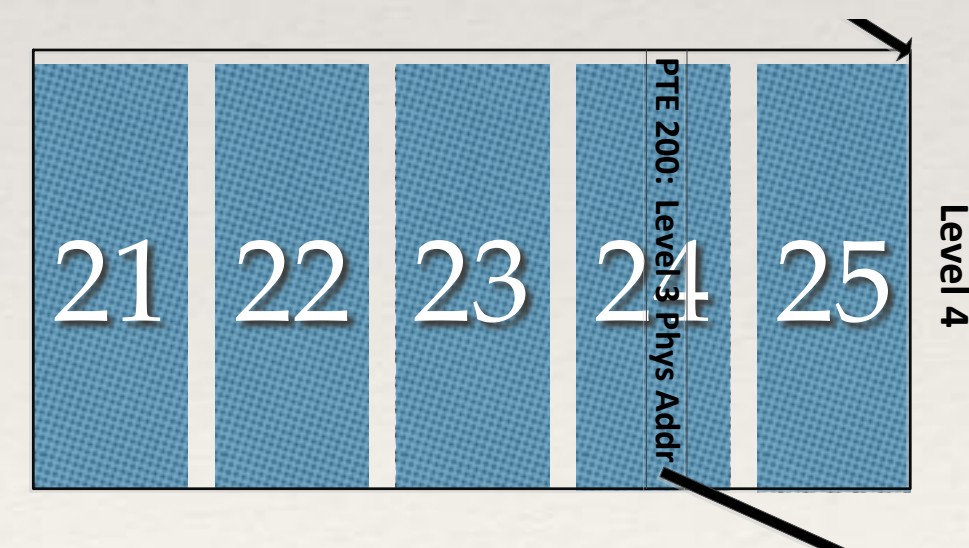
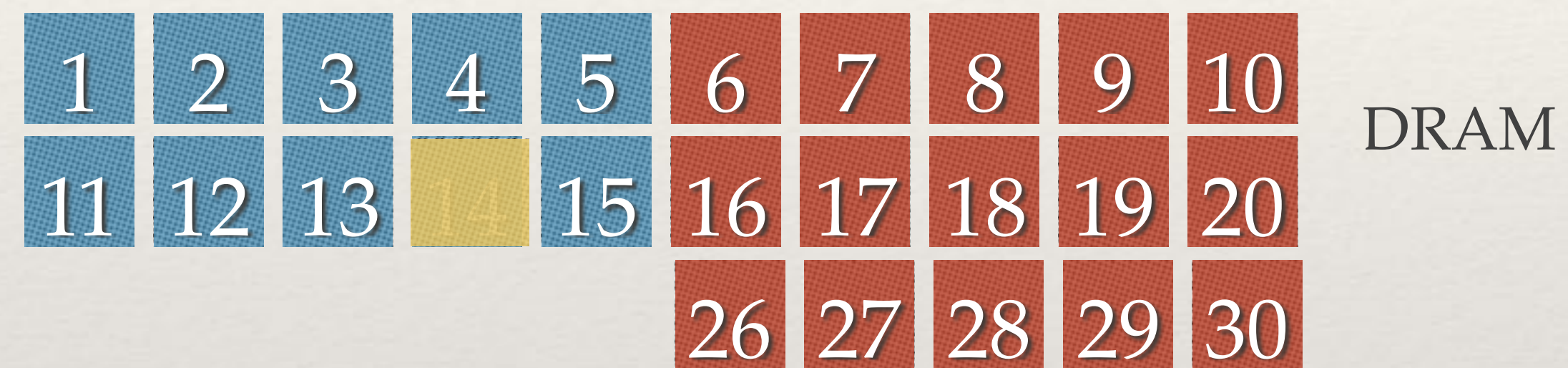
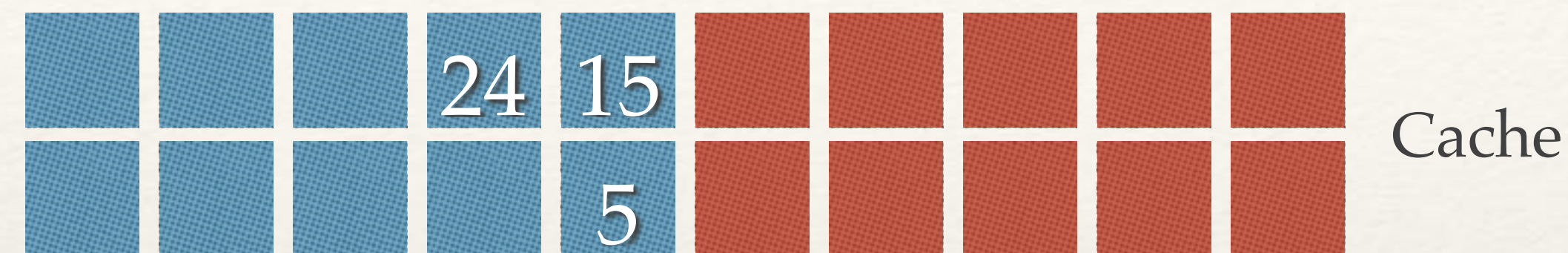
❖ Let's evict



Pagetable in DRAM

# EVICT+TIME in Cache

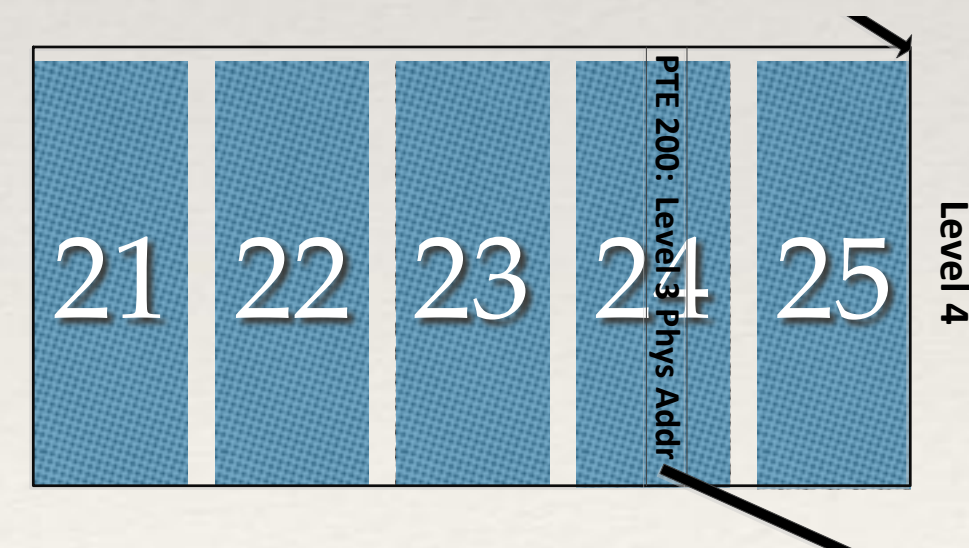
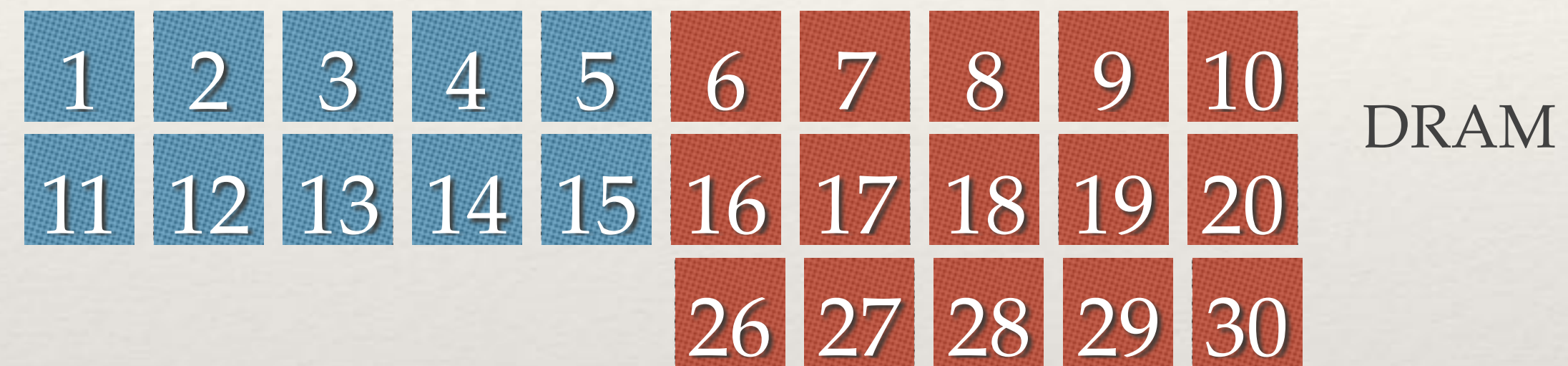
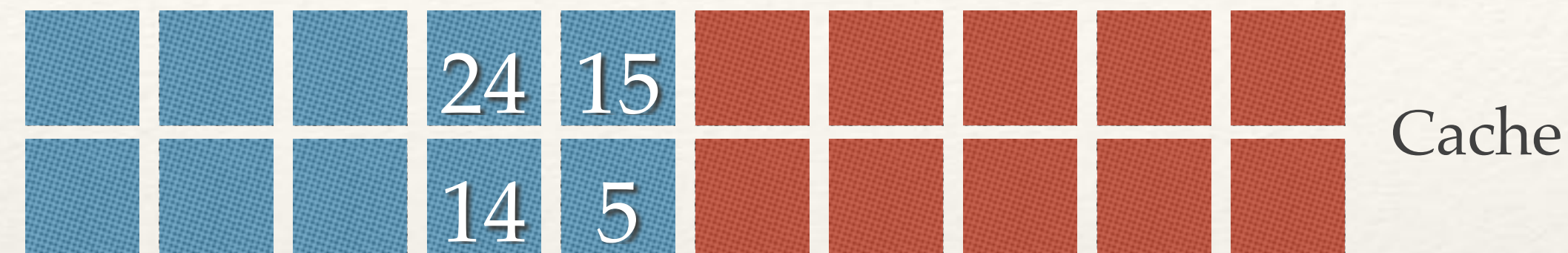
❖ Let's evict



Pagetable in DRAM

# EVICT+TIME in Cache

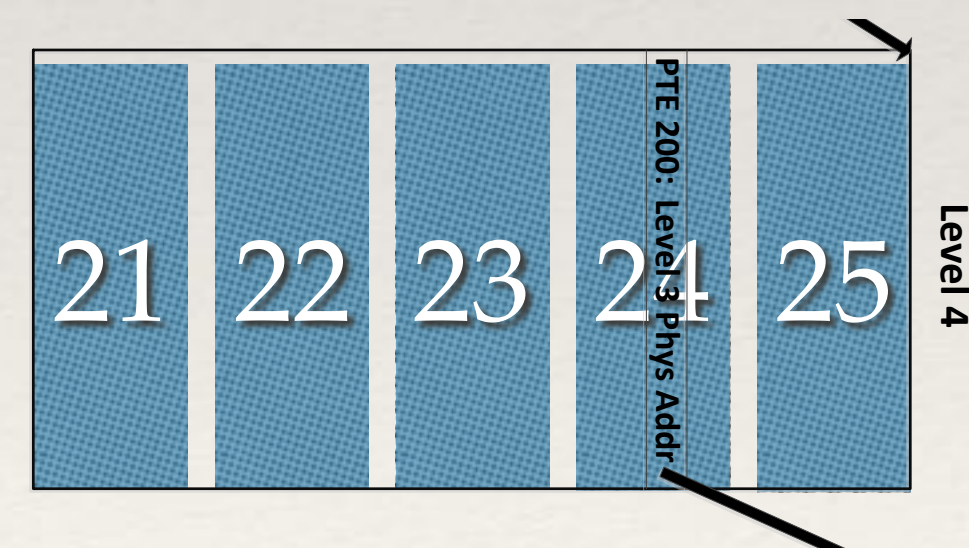
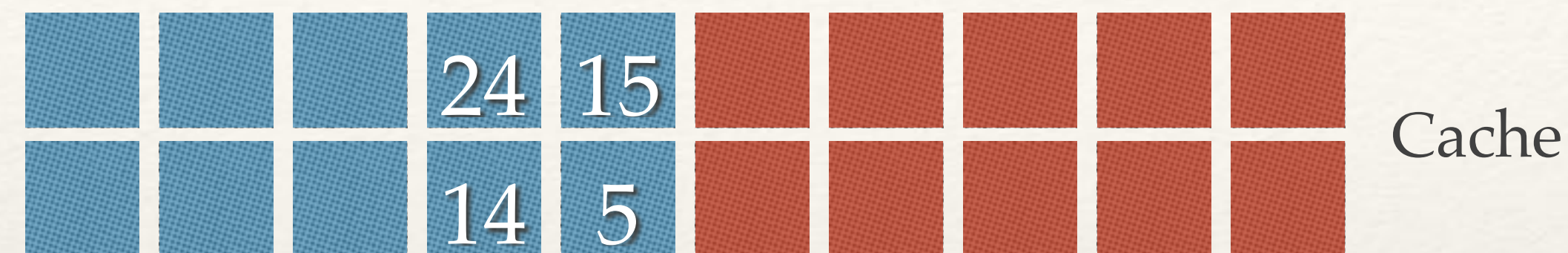
❖ Let's evict



Pagetable in DRAM

# EVICT+TIME in Cache

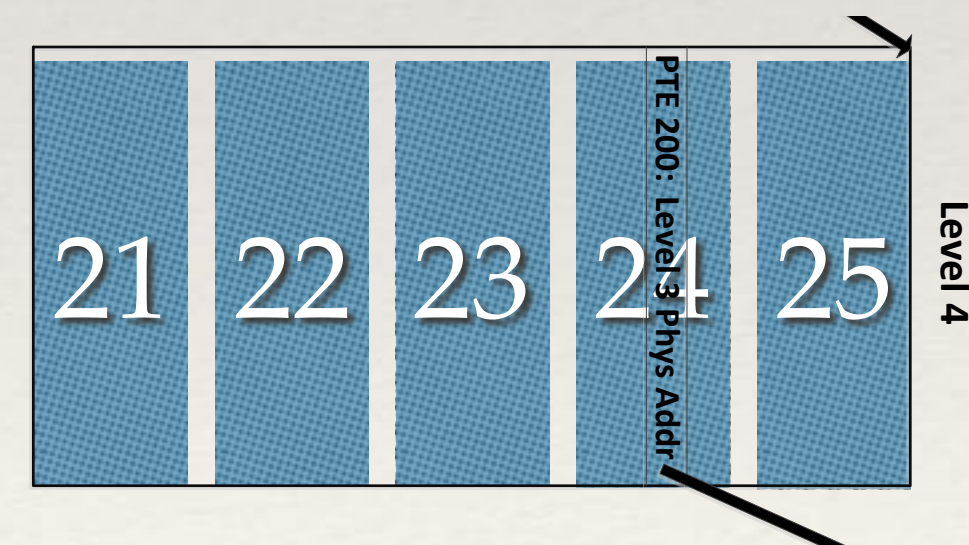
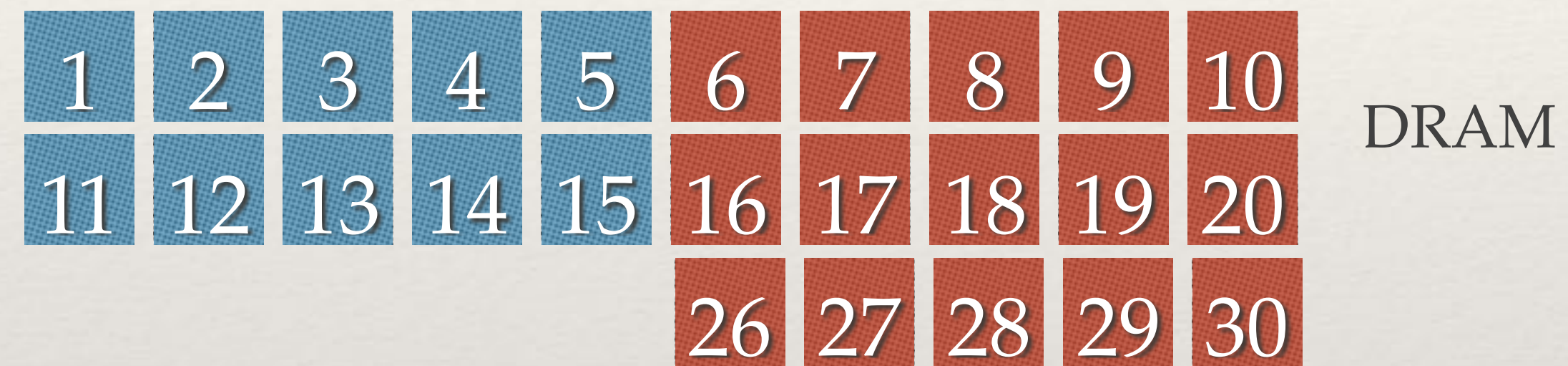
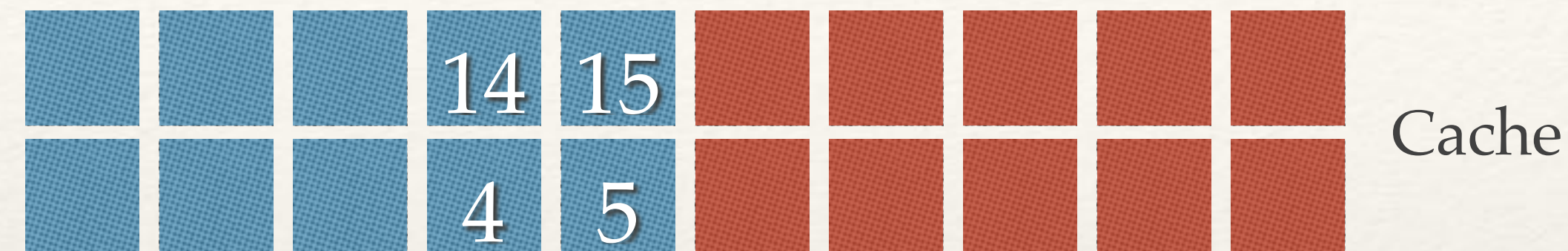
❖ Let's evict



Pagetable in DRAM

# EVICT+TIME in Cache

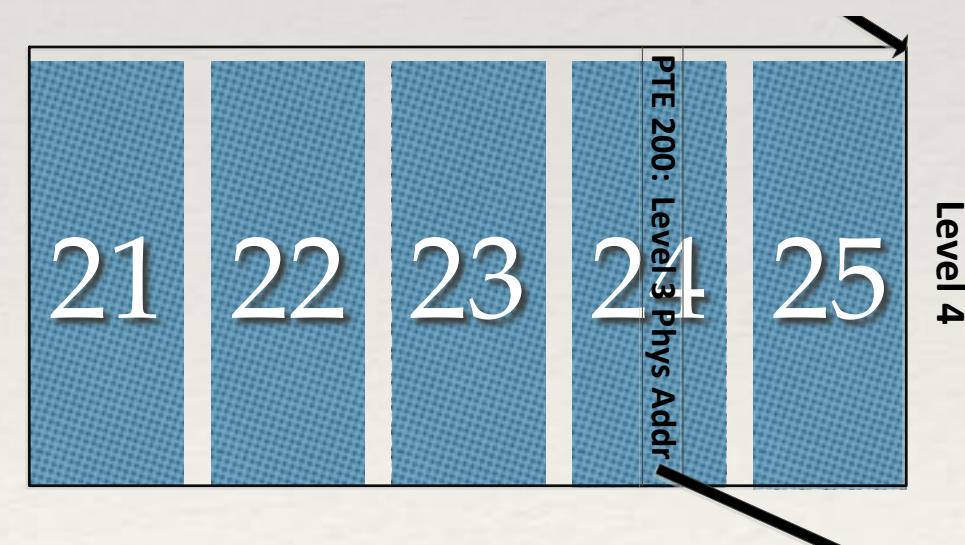
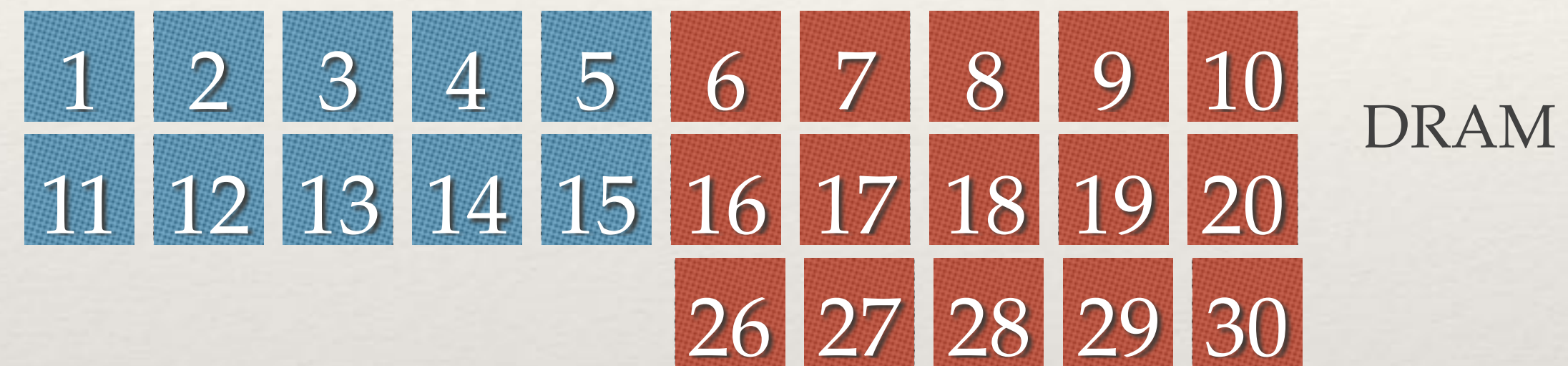
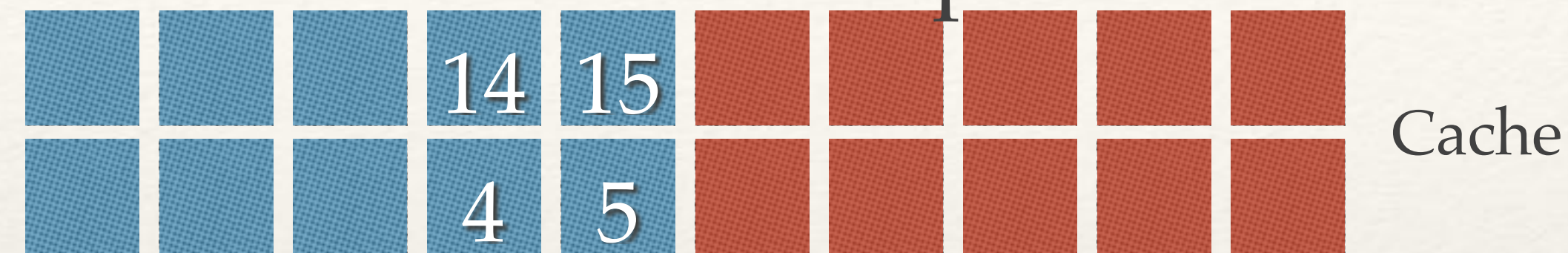
❖ Let's evict



Pagetable in DRAM

# EVICT+TIME in Cache

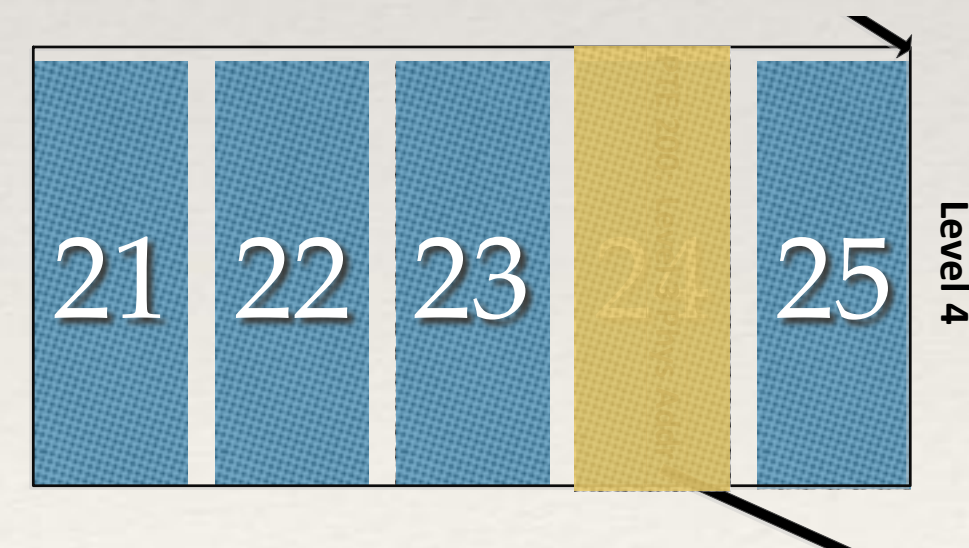
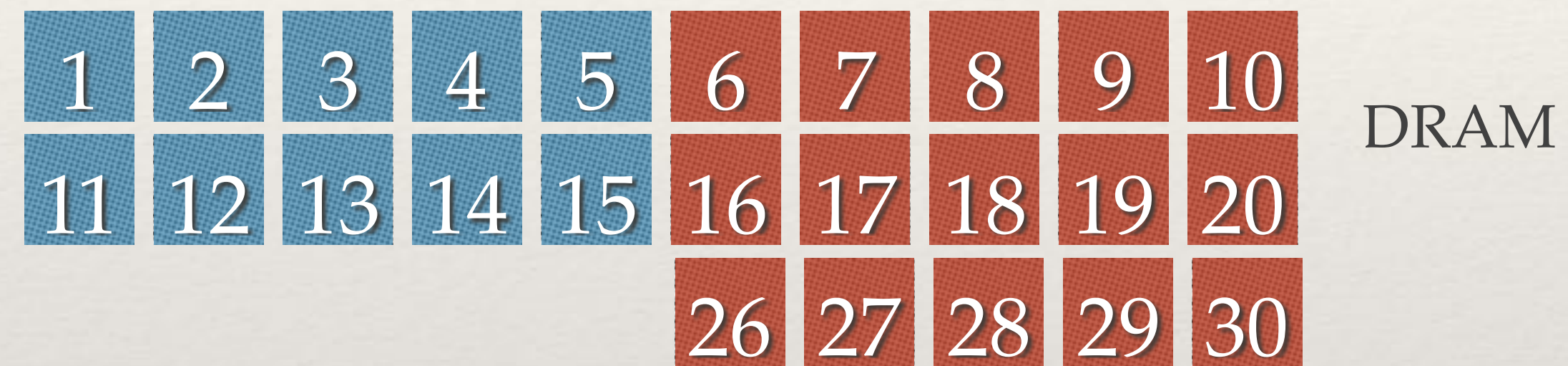
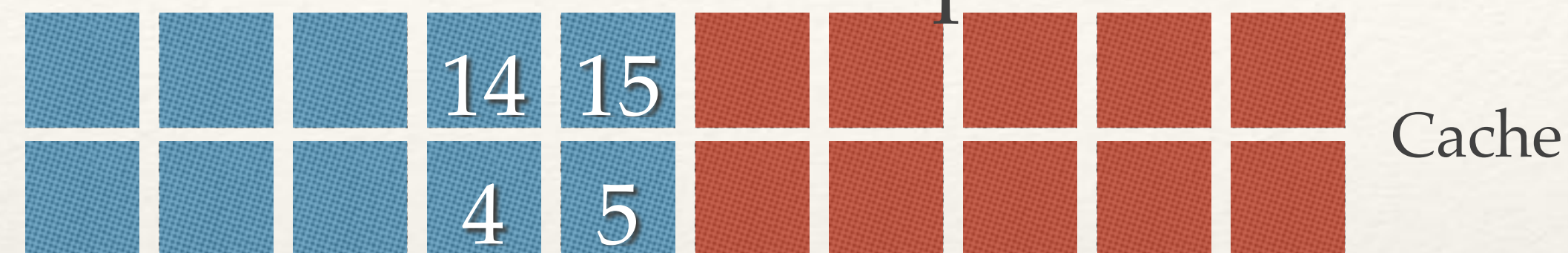
❖ Eviction done - let's do lookup



Pagetable in DRAM

# EVICT+TIME in Cache

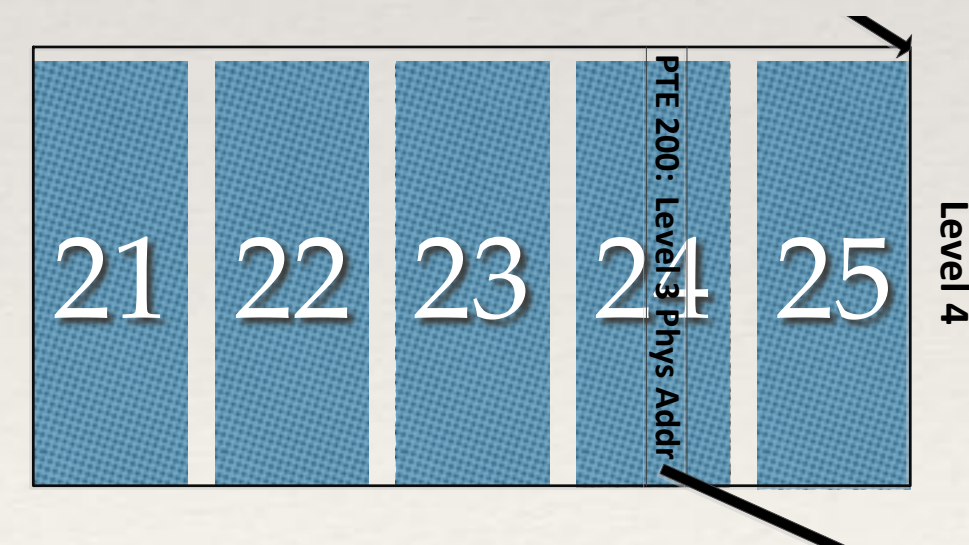
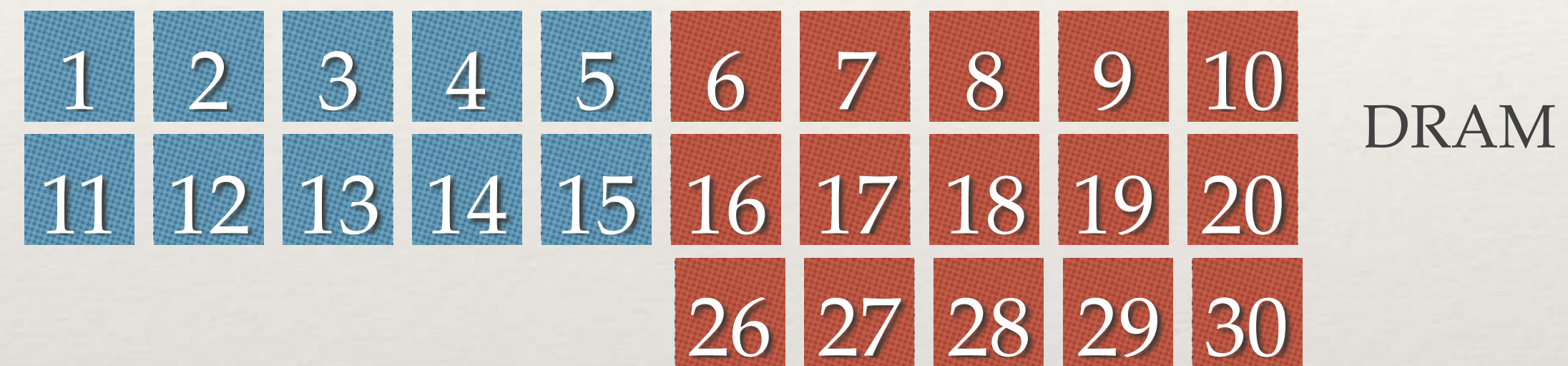
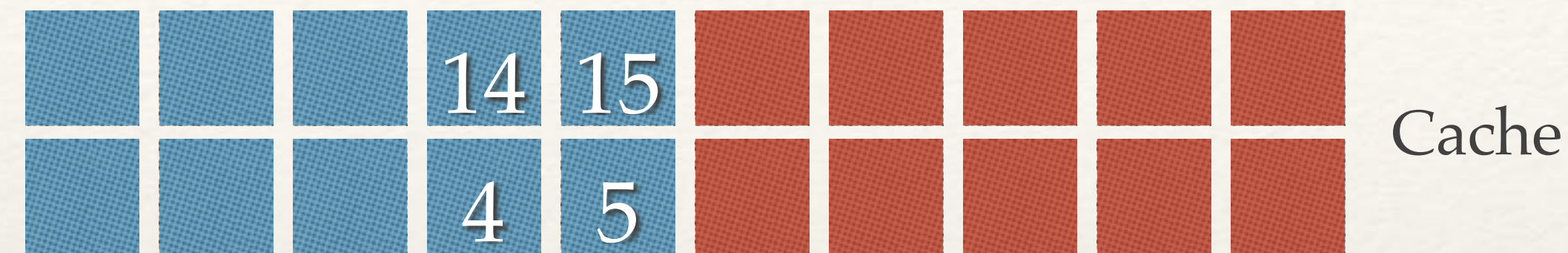
❖ Eviction done - let's do lookup



Pagetable in DRAM

# EVICT+TIME in Cache

❖ Uncached now

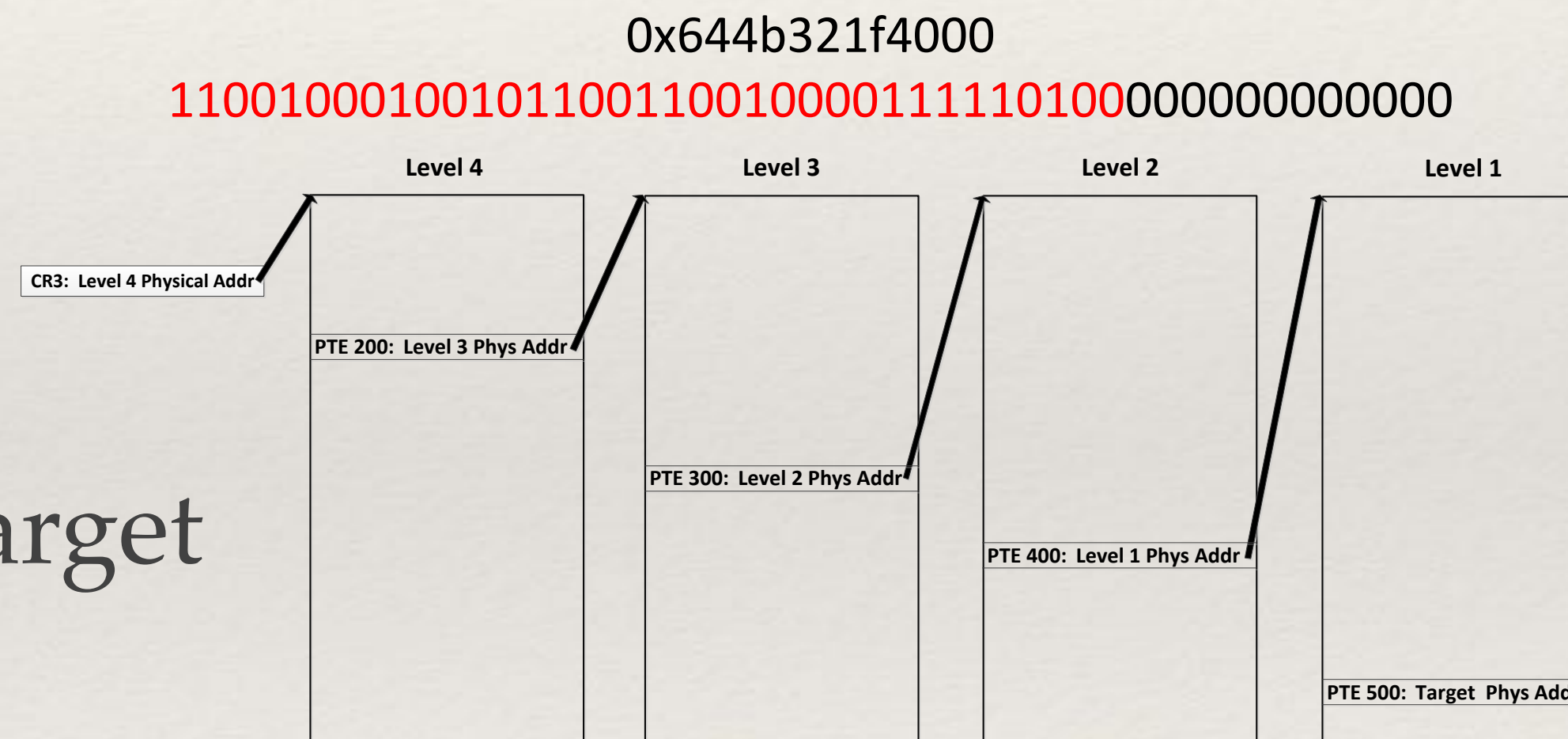


Pagetable in DRAM

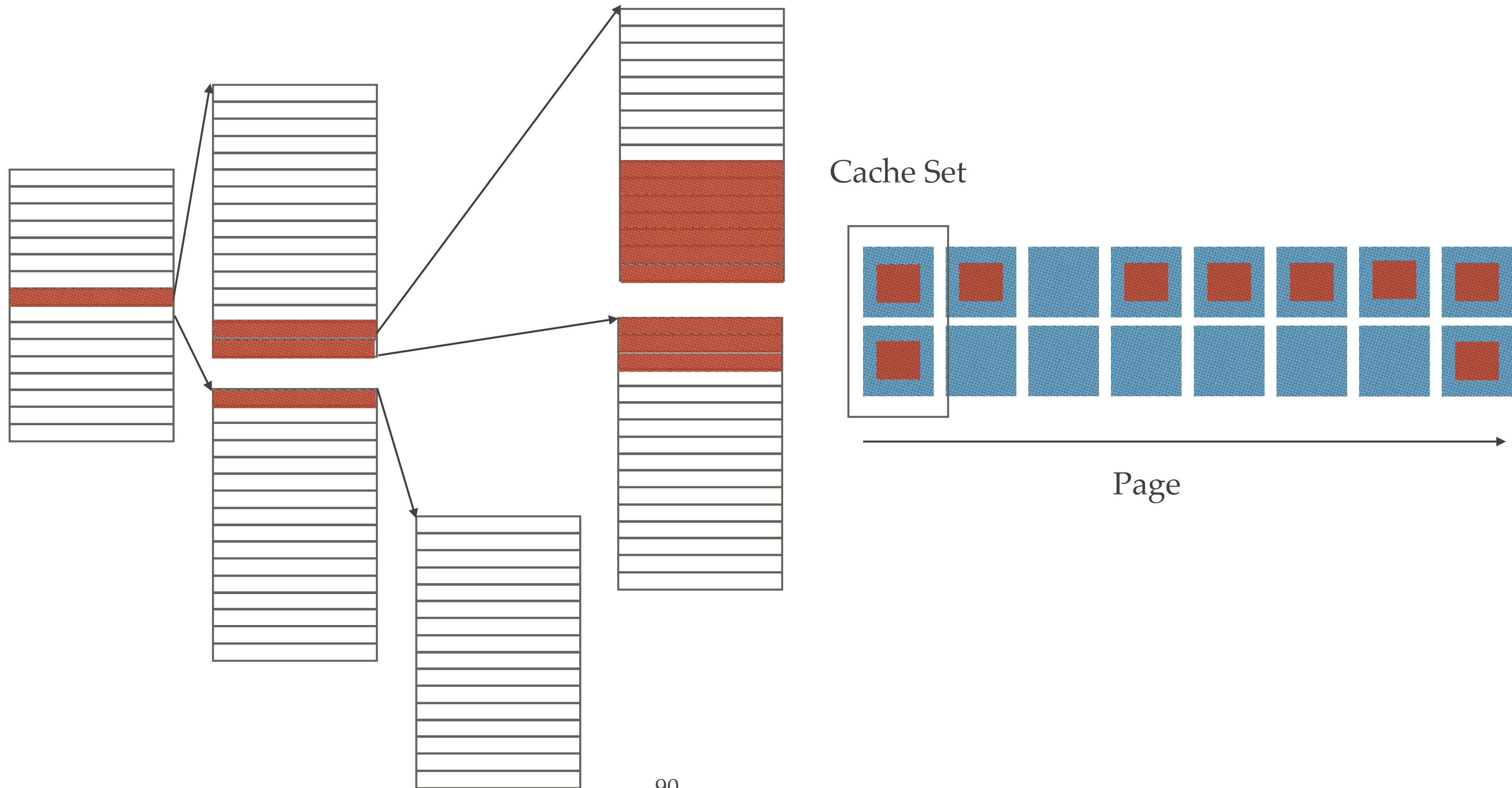


# Ambiguity

- ❖ 2 sources of ambiguity remaining
- ❖ Which are the 4 levels
- ❖ 8 slots per cacheline
- ❖ We have to vary the target
- ❖ This varies the slots



# Big picture: cached page tables



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# Outline

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- ❖ Justification: ASLR
- ❖ Side Channels
- ❖ Pagetable walks
- ❖ CPU Caches
- ❖ EVICT+TIME
- ❖ **JavaScript**
- ❖ Results
- ❖ Demo



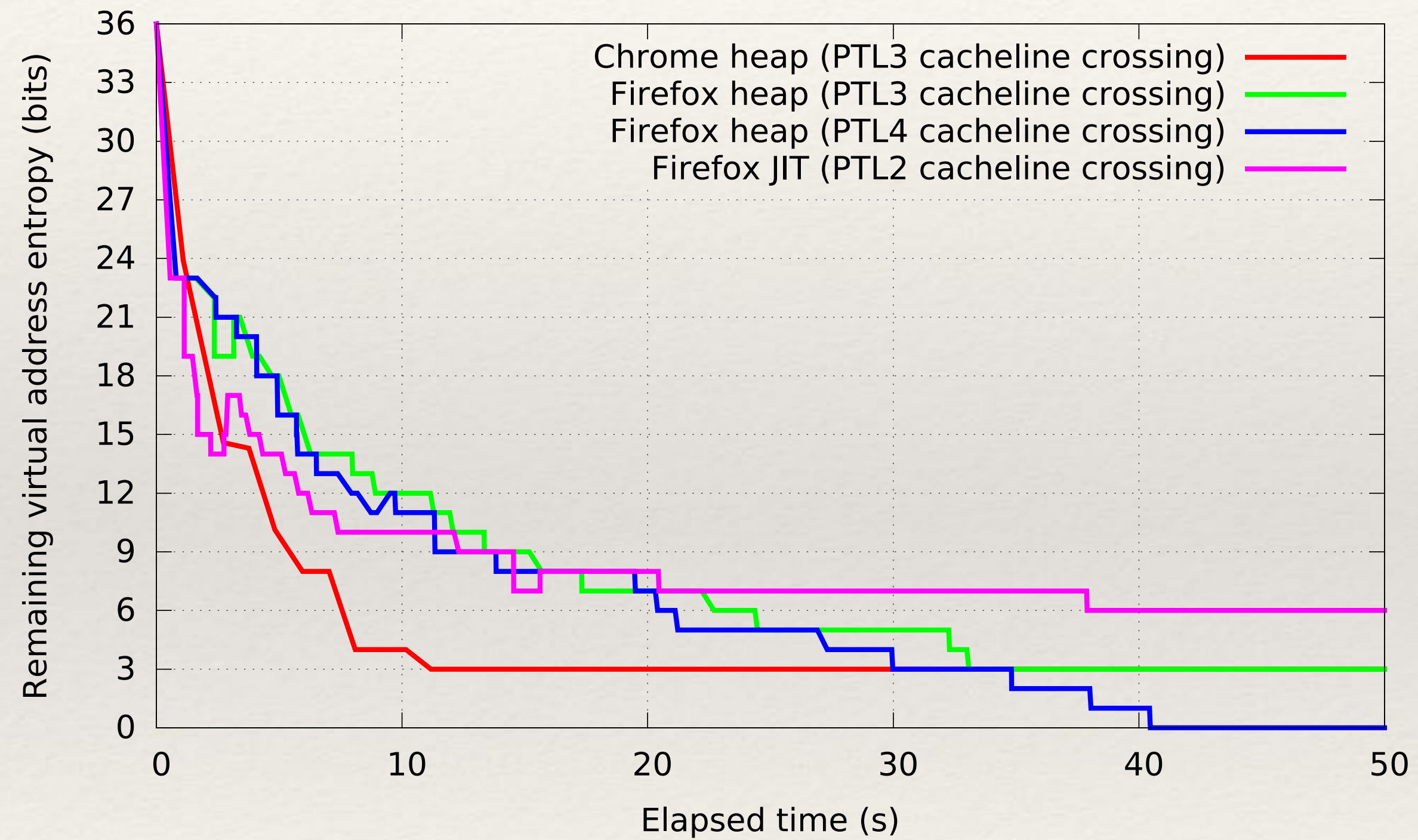
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# Outline

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- ❖ Justification: ASLR
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# Results: speed



# Results: tested microarchitectures

CPU Model	Microarchitecture	Year	
Intel Xeon E3-1240 v5	Skylake	2015	
Intel Core i7-6700K	Skylake	2015	
Intel Celeron N2840	Silvermont	2014	
Intel Xeon E5-2658 v2	Ivy Bridge EP	2013	
Intel Atom C2750	Silvermont	2013	
Intel Core i7-4500U	Haswell	2013	
Intel Core i7-3632QM	Ivy Bridge	2012	
Intel Core i7-2620QM	Sandy Bridge	2011	
Intel Core i5 M480	Westmere	2010	
Intel Core i7 920	Nehalem	2008	
AMD FX-8350 8-Core	Piledriver	2012	
AMD FX-8320 8-Core	Piledriver	2012	
AMD FX-8120 8-Core	Bulldozer	2011	
AMD Athlon II 640 X4	K10	2010	
AMD E-350	Bobcat	2010	
AMD Phenom 9550 4-Core	K10	2008	
Allwinner A64	ARM Cortex A53	2016	
Samsung Exynos 5800	ARM Cortex A15	2014	
Samsung Exynos 5800	ARM Cortex A7	2014	
Nvidia Tegra K1 CD580M-A1	ARM Cortex A15	2014	
Nvidia Tegra K1 CD570M-A1	ARM Cortex A15; LPAE	2014	

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# Outline

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- ❖ EVICT+TIME
- ❖ JavaScript
- ❖ Results
- ❖ **Demo**



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# Reception

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- ❖ Intel, AMD, ARM: CVE 2017-5925, 2017-5926, 2017-5927
- ❖ Chrome, Firefox, Safari, Edge: CVE-2017-5928
- ❖ Apple mitigation in iOS, Safari and tvOS updates

## **Additional recognition**

### **WebKit hardening**

We would like to acknowledge Ben Gras, Kaveh Razavi, Erik Bosman, Herbert Bos, and Cristiano Giuffrida of the vusec group at Vrije Universiteit Amsterdam for their assistance.

- ❖ Thank you NCSC-NL

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# Conclusion

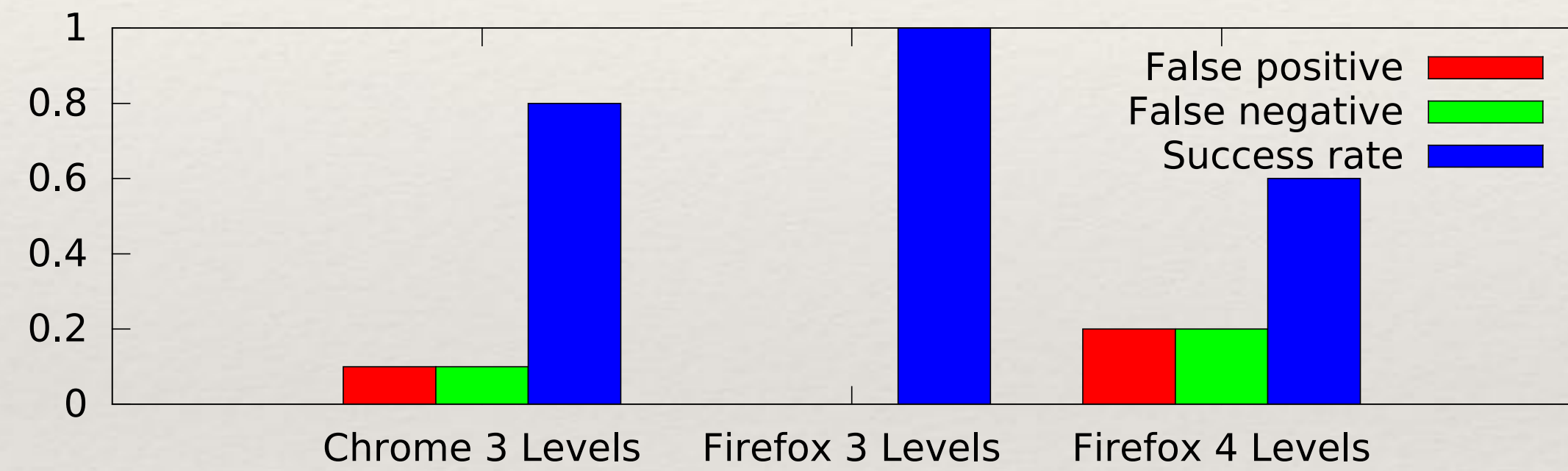
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- ❖ There is an micro-architectural MMU cache side channel
- ❖ Exploitable from JavaScript
- ❖ It breaks ASLR in sandboxed environments
- ❖ Project page: <https://www.vusec.net/projects/anc/>
- ❖ Native code: <https://github.com/vusec/revanc>
- ❖ Twitter @vu5ec

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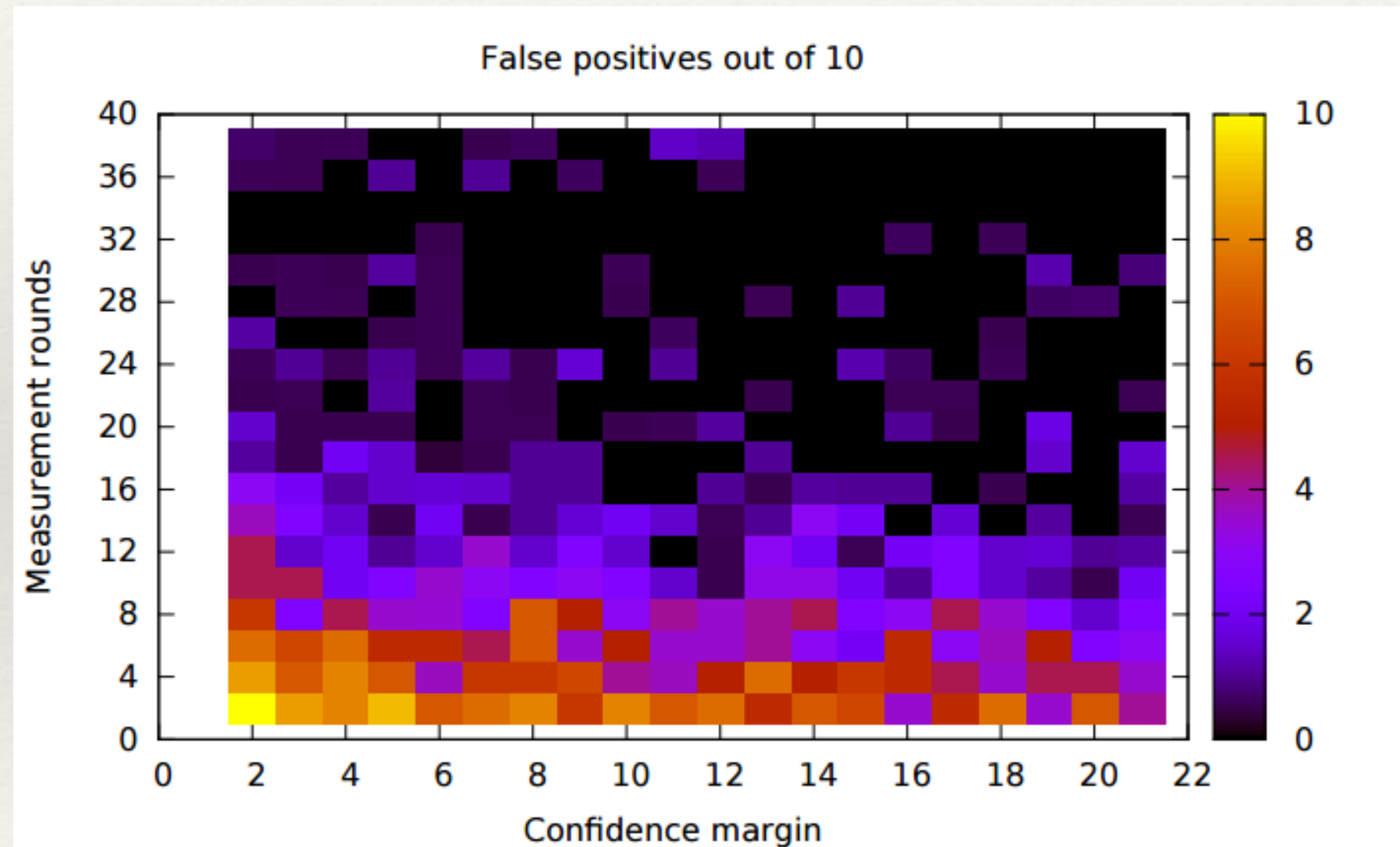
# Results: reliability

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# Results: noise

- ❖ Repeat measurements vs confidence margin



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# Who are we

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- ❖ VUSec systems security academic research group
- ❖ Defensive & offensive security projects using systems techniques
- ❖ Aim to publish at S&P, CCS, NDSS, Usenix Security, SOSP, OSDI
- ❖ VU University in Amsterdam
- ❖ I am an intern with Cisco ASRG now

