ARMageddon

How Your Smartphone CPU Breaks Software-Level Security And Privacy

Moritz Lipp and Clémentine Maurice

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Motivation

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- Information leaks because of the underlying hardware
- We focus on the CPU cache
- Cache attacks can be used for covert communications and attack crypto implementations
- Only been demonstrated on Intel x86 for now
- But why not on ARM?

Who We Are

Who We Are

- **Moritz Lipp**
- Master Student, Graz University Of Technology
- @mlqxyz
- mail@mlq.me

Who We Are

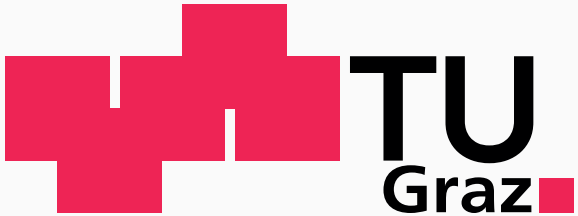
- **Clémentine Maurice**
- PhD in InfoSec; Postdoc, Graz University Of Technology
- @BloodyTangerine
- clementine.maurice@iaik.tugraz.at

The rest of the team

The rest of the research team

- Daniel Gruss
- Raphael Spreitzer
- Stefan Mangard

From Graz University of Technology



Demo

Outline

- Background information

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- Tools

Cache Attacks

Memory Hierarchy

- Data can reside in

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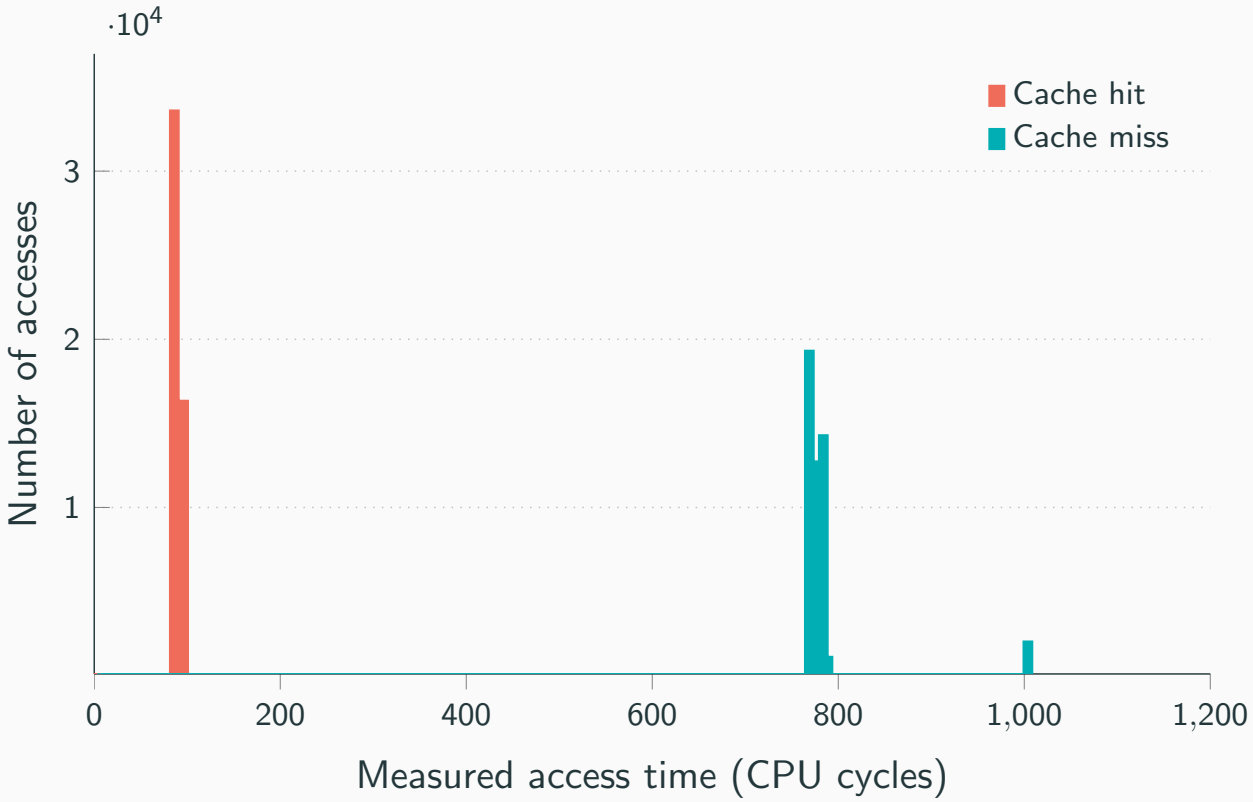
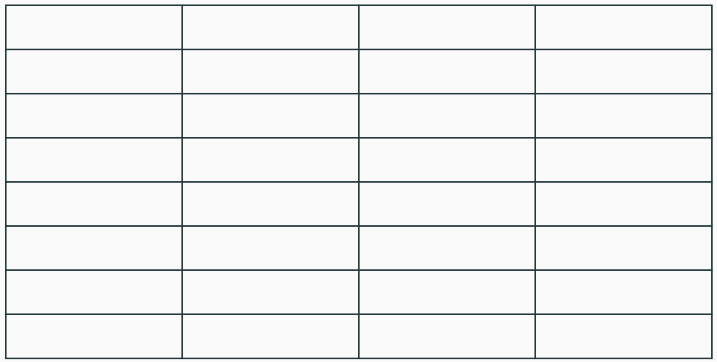


Set-Associative Caches



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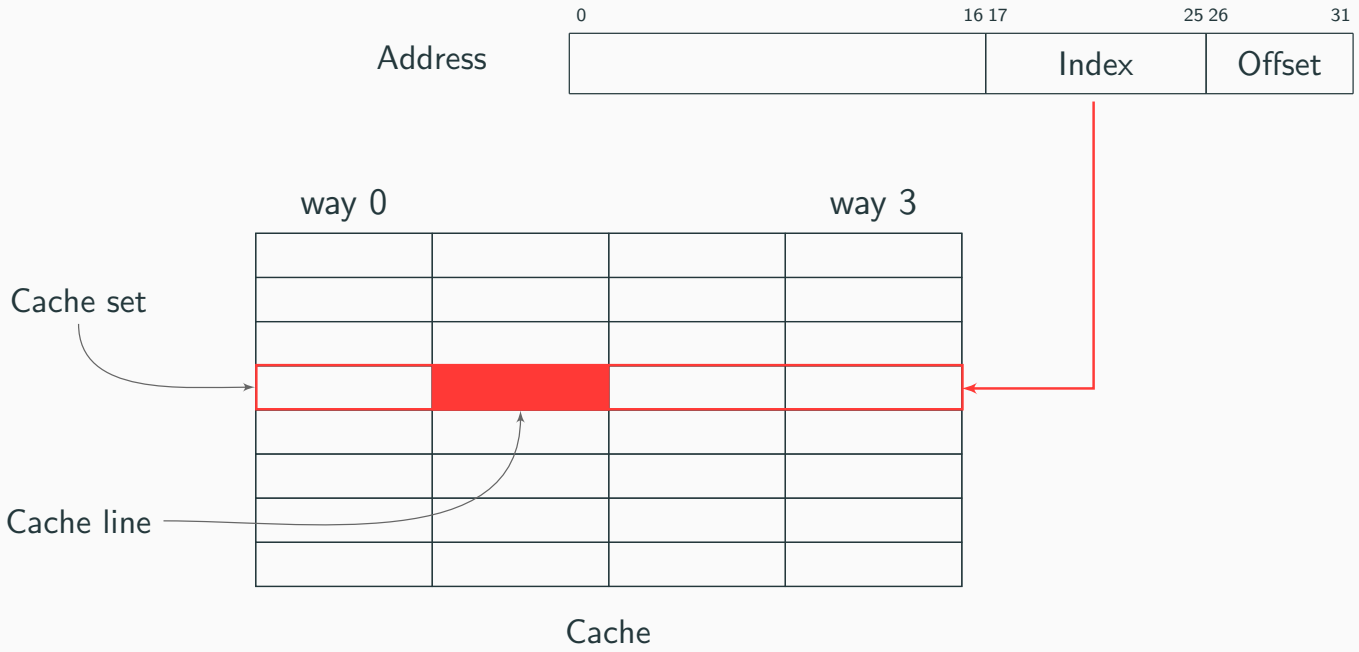
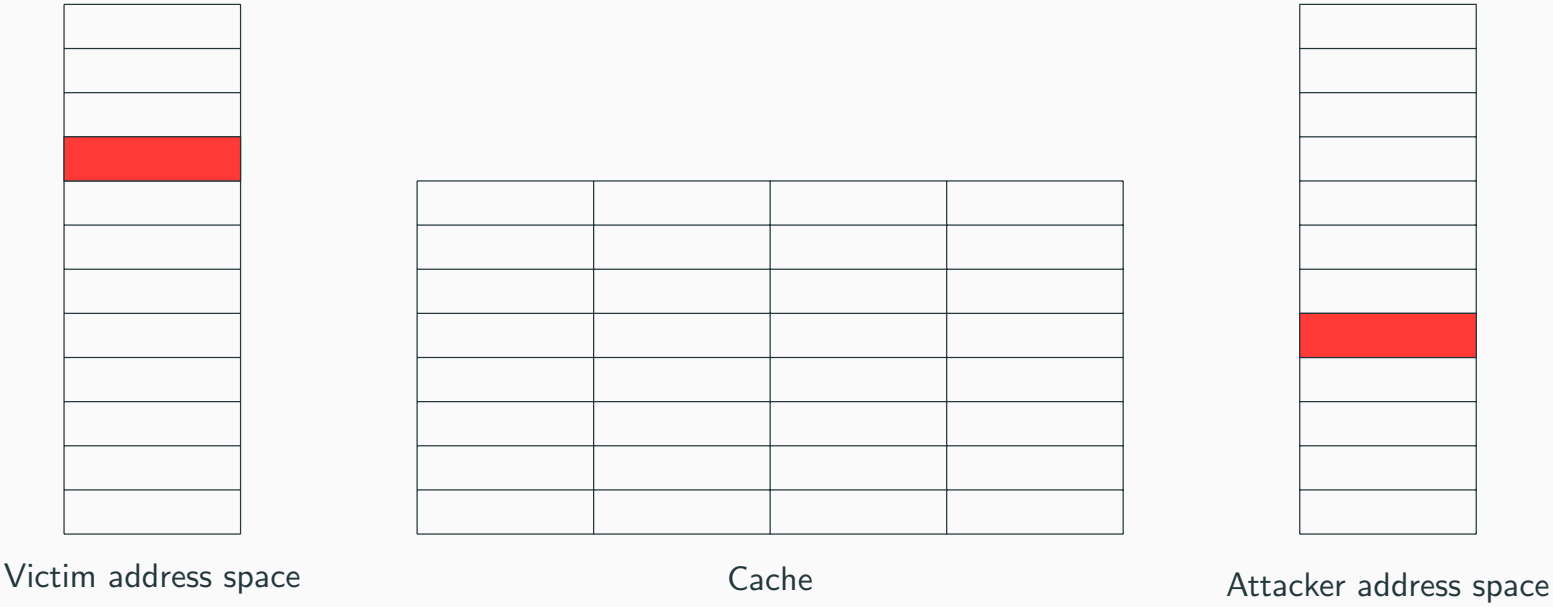


Data loaded in a specific set depending on its address

Several ways per set

Cache line loaded in a specific way depending on the replacement policy

Cache Attacks: Flush+Reload



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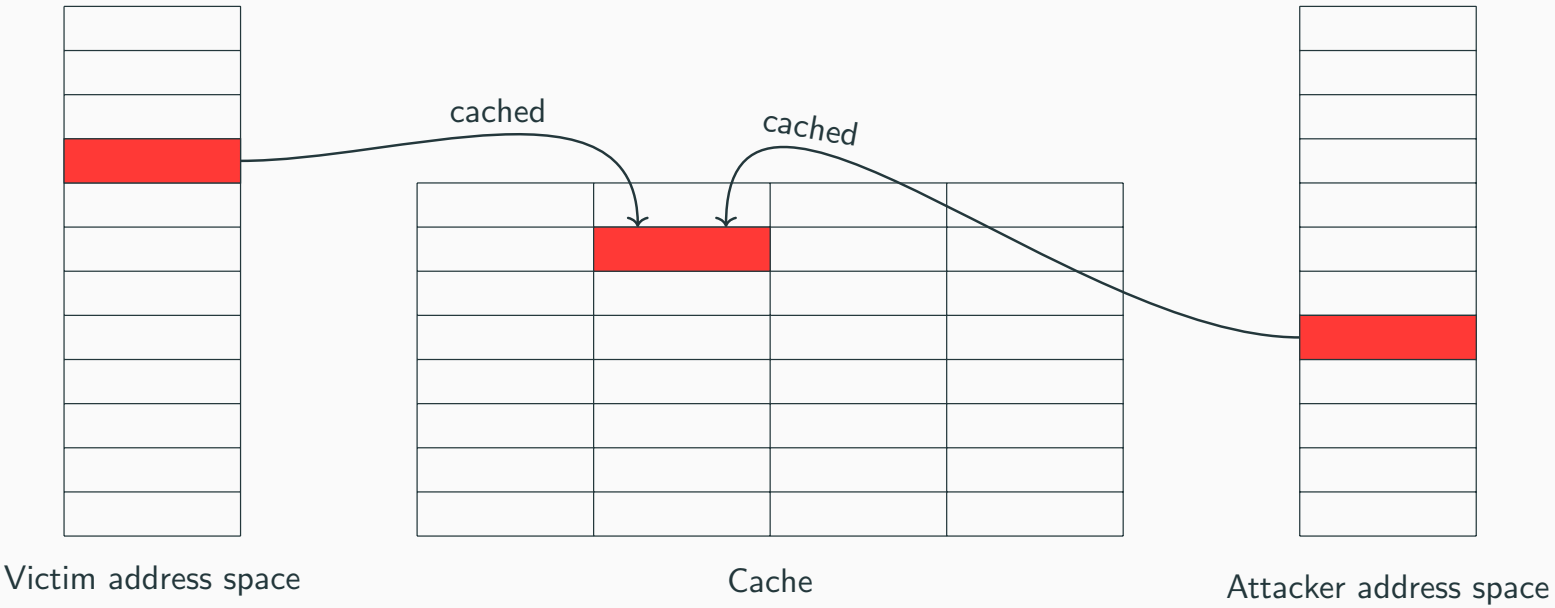

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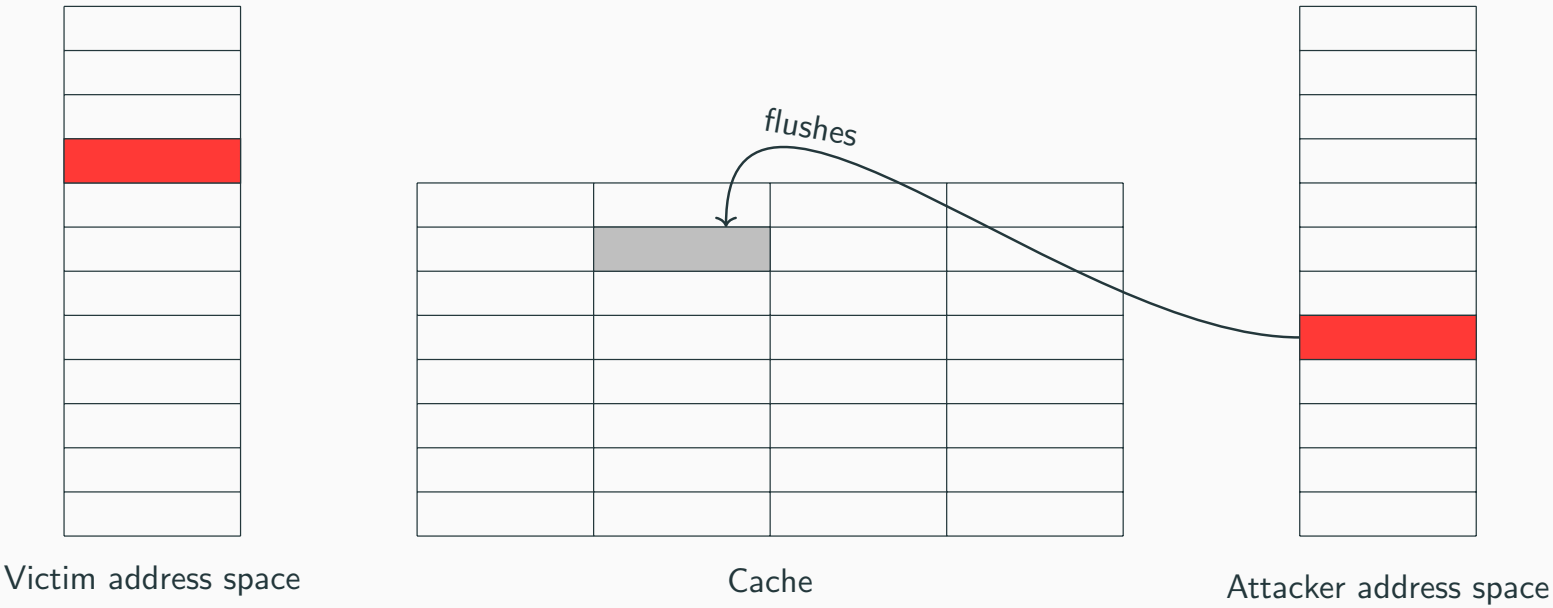

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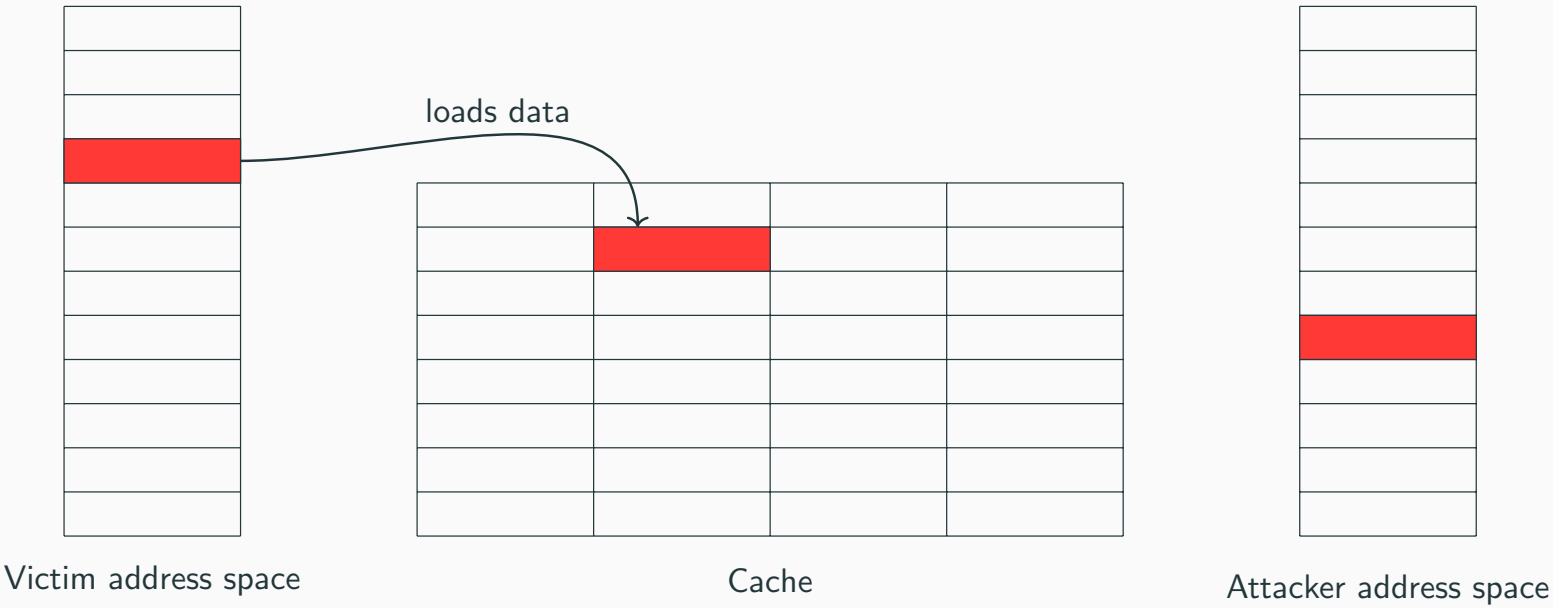

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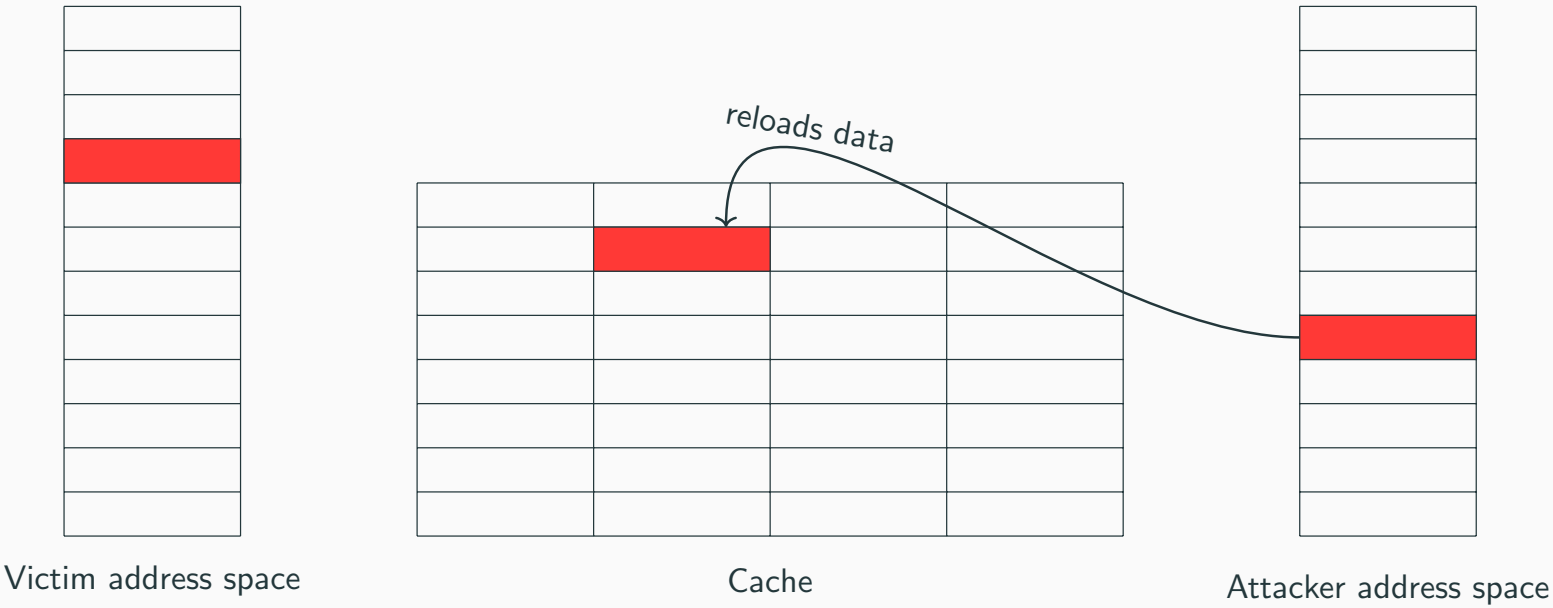

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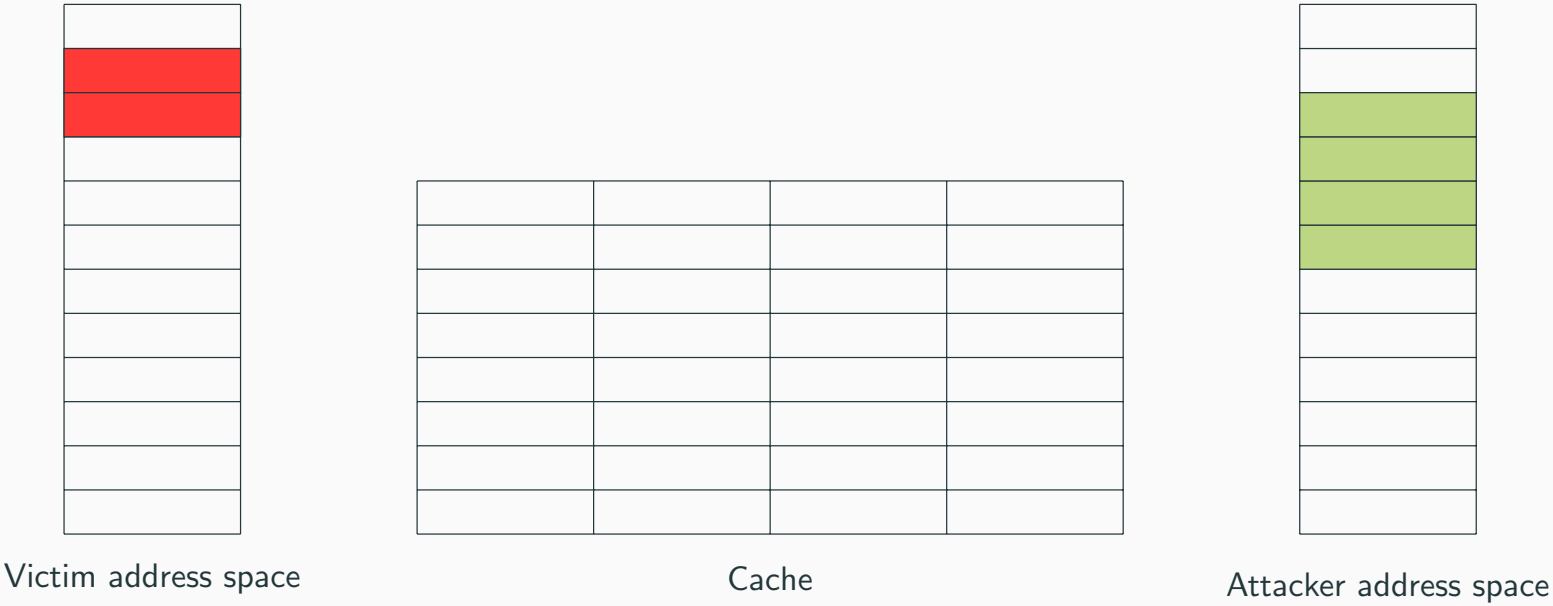

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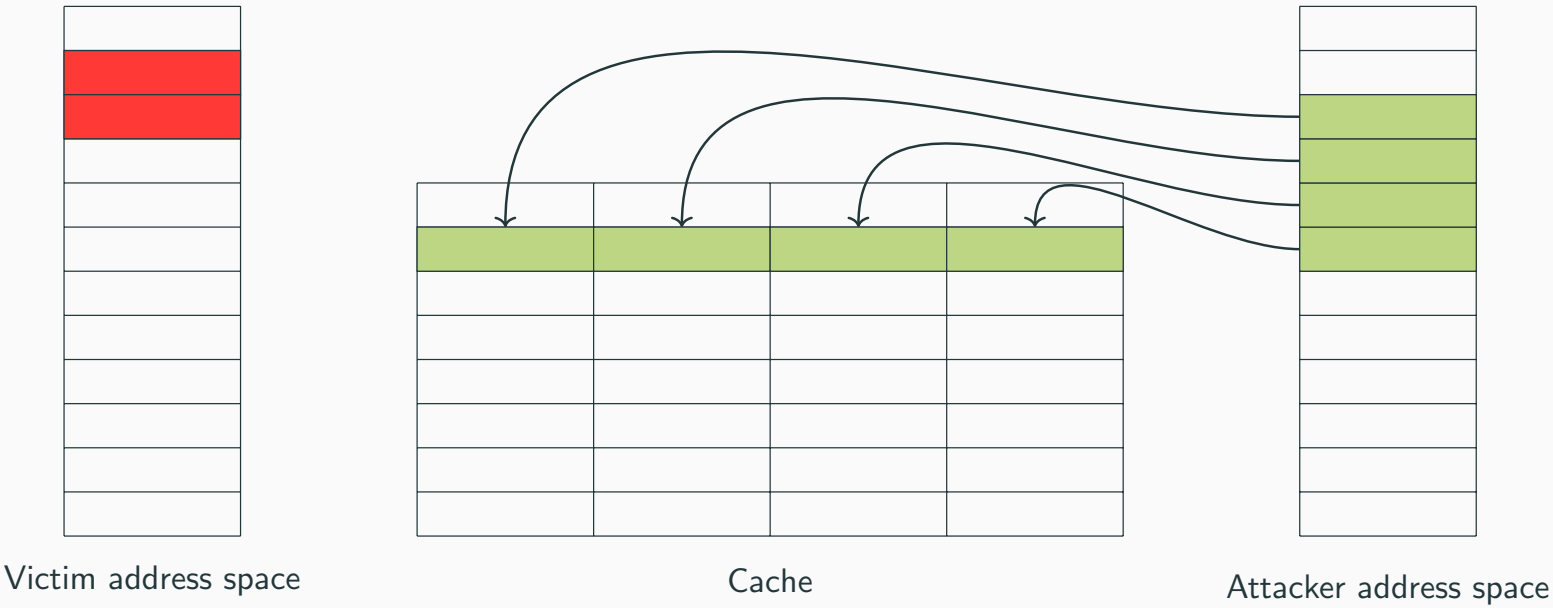

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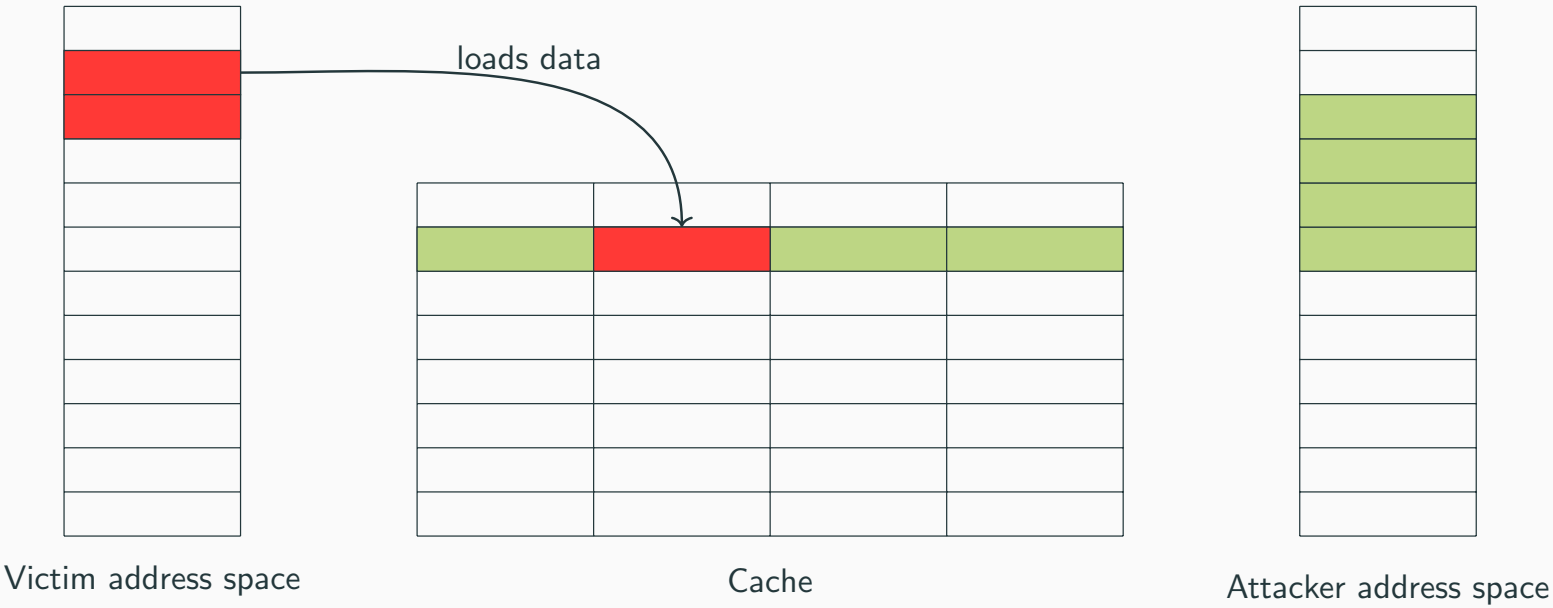

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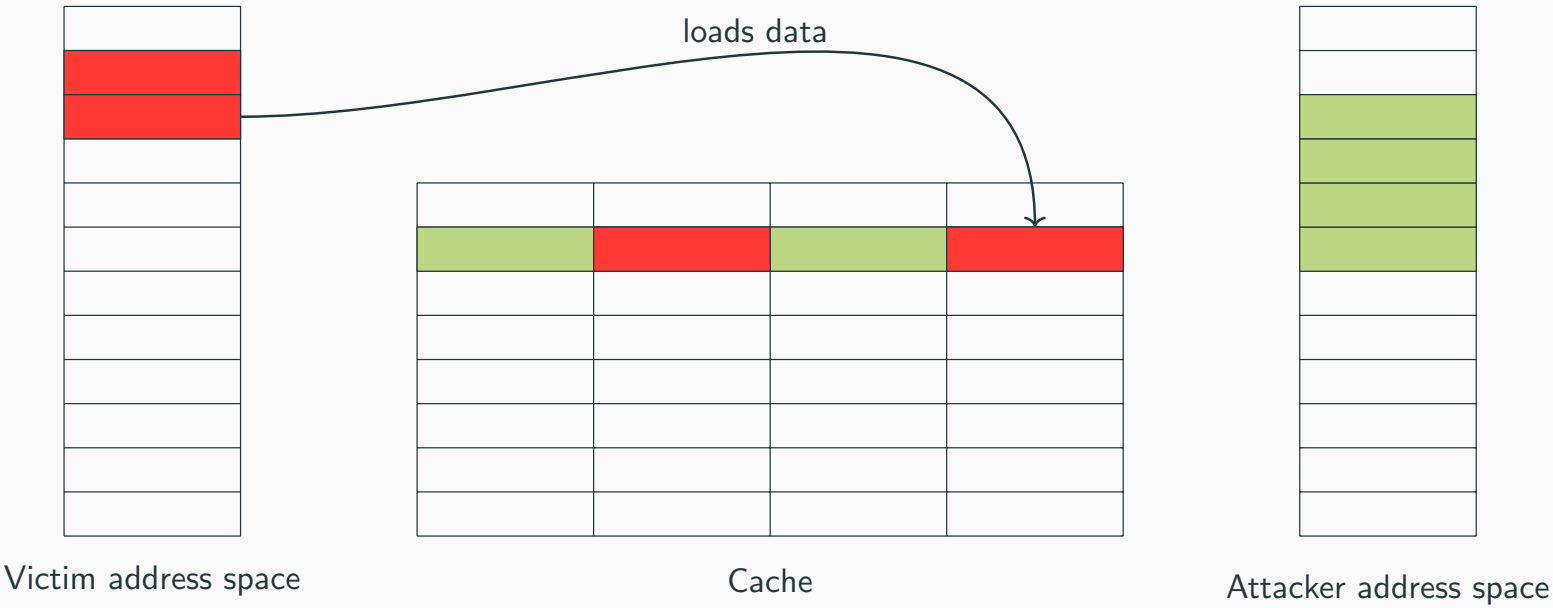

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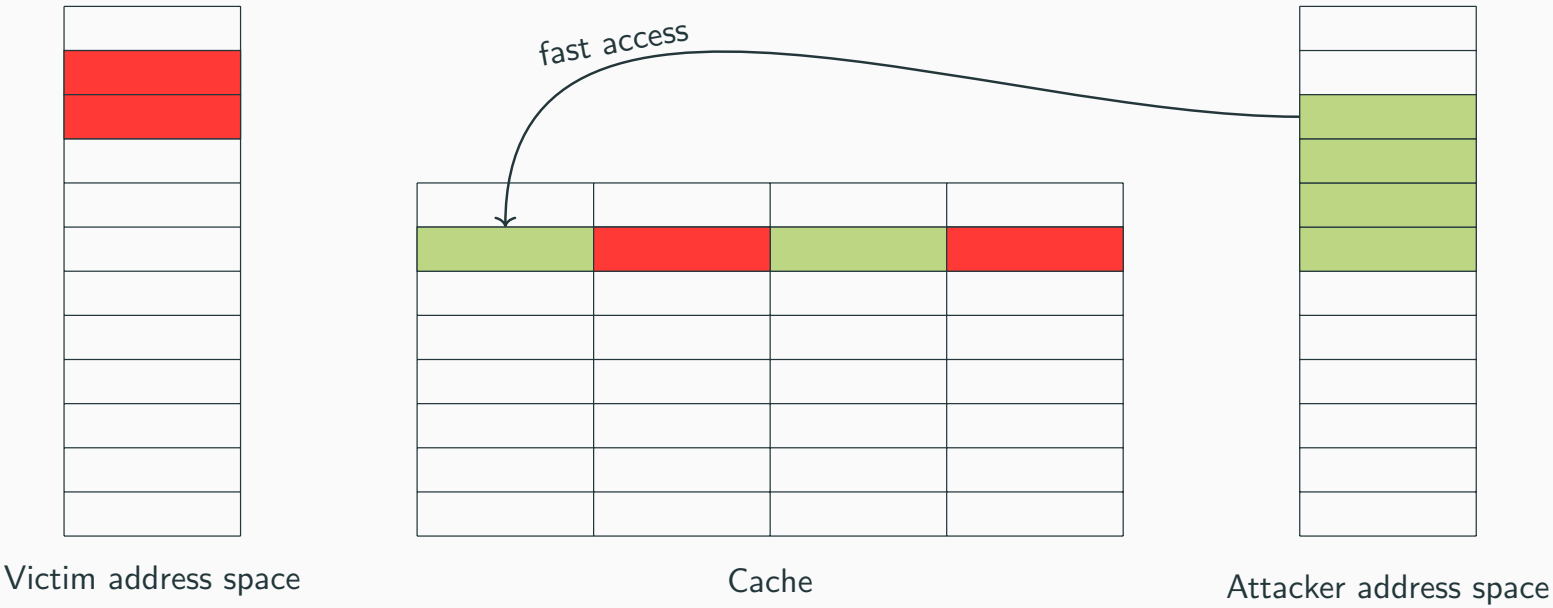

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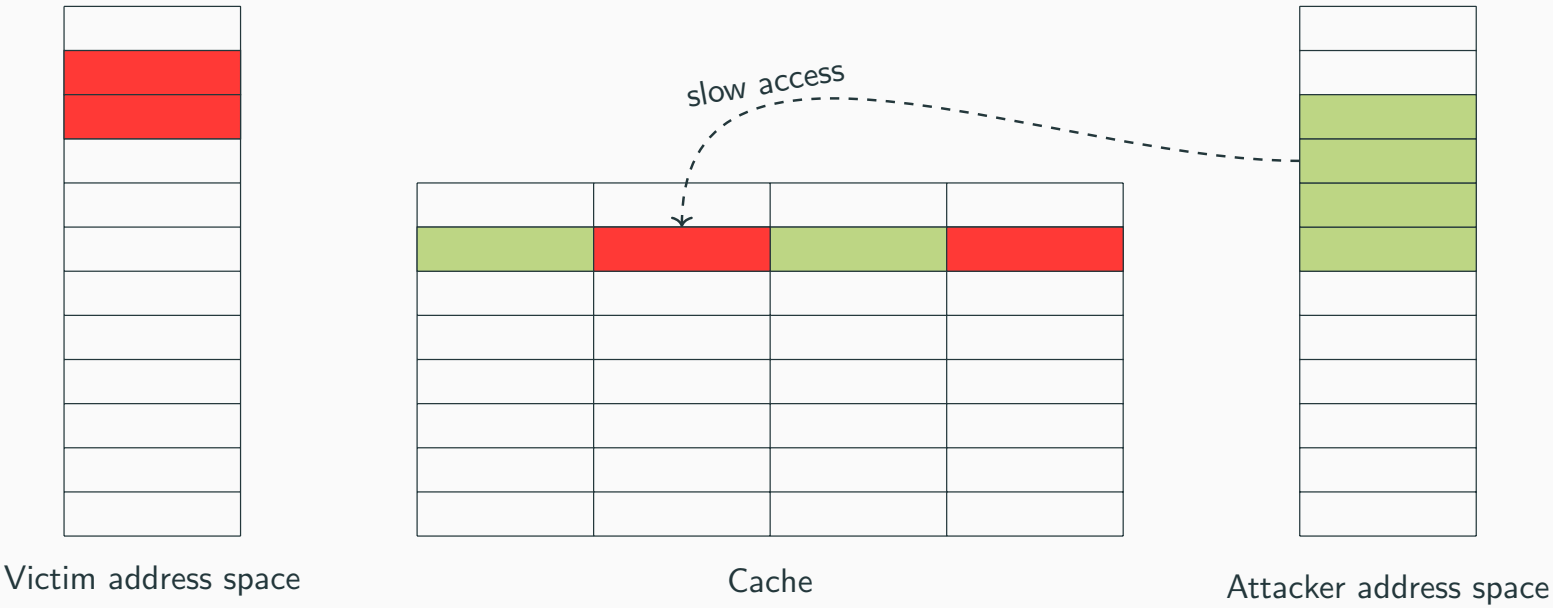

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Differences between Intel x86 and ARM

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- Basic operation for cache attacks: invalidate cache lines

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Challenge #1

No flush instruction

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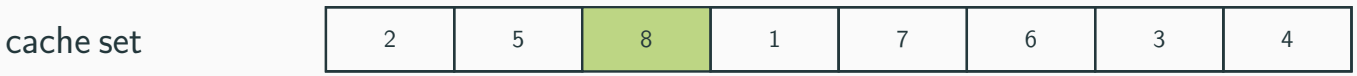

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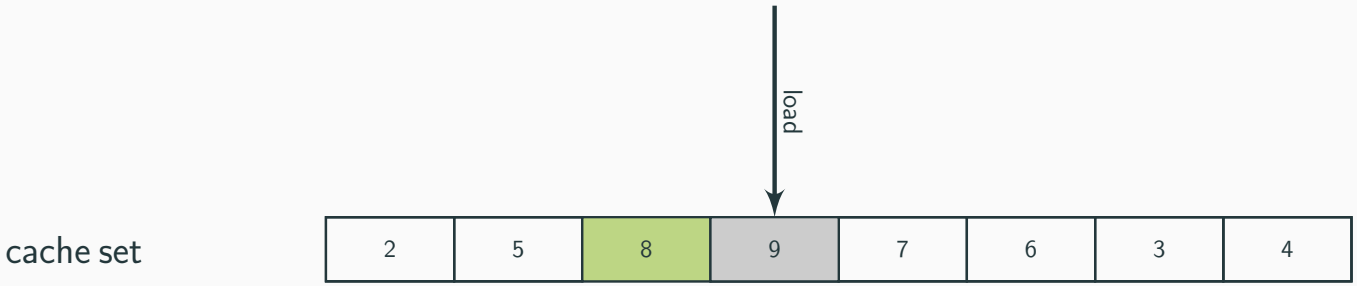

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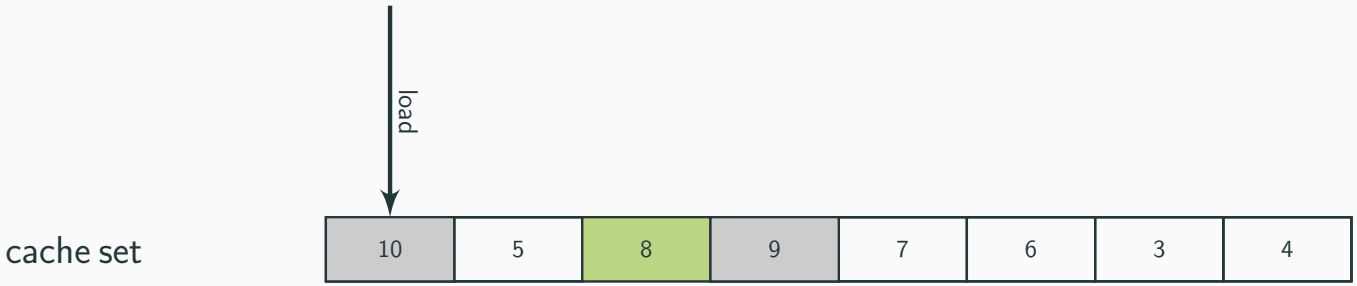

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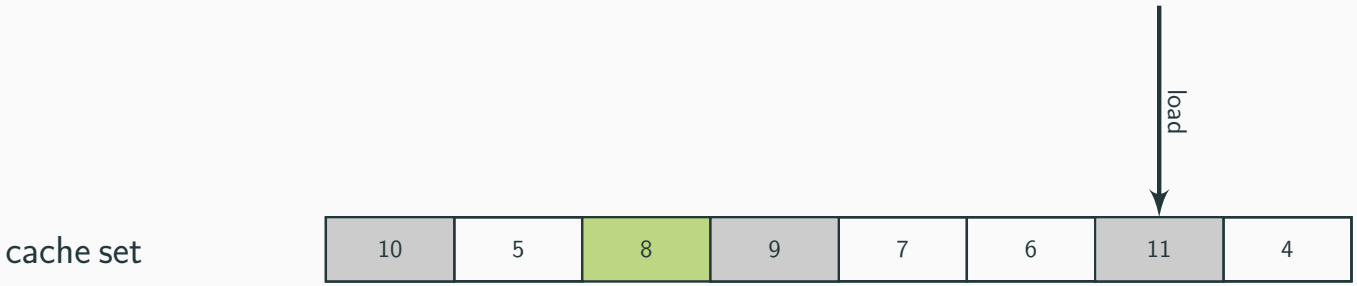

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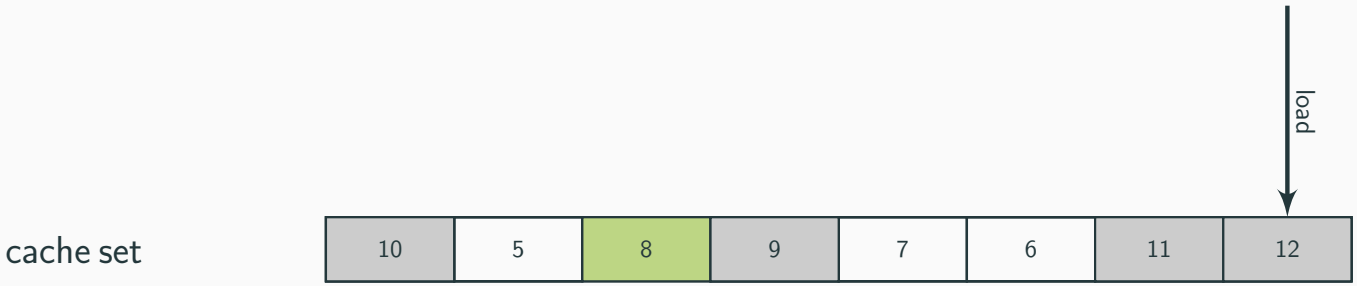

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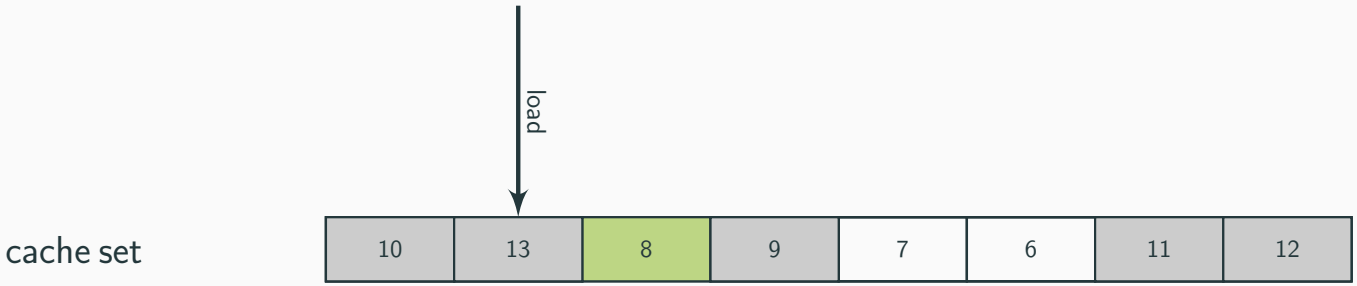

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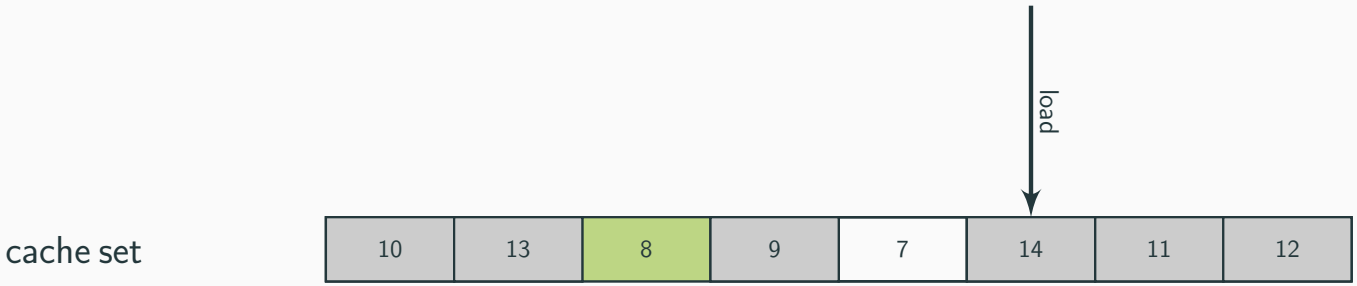

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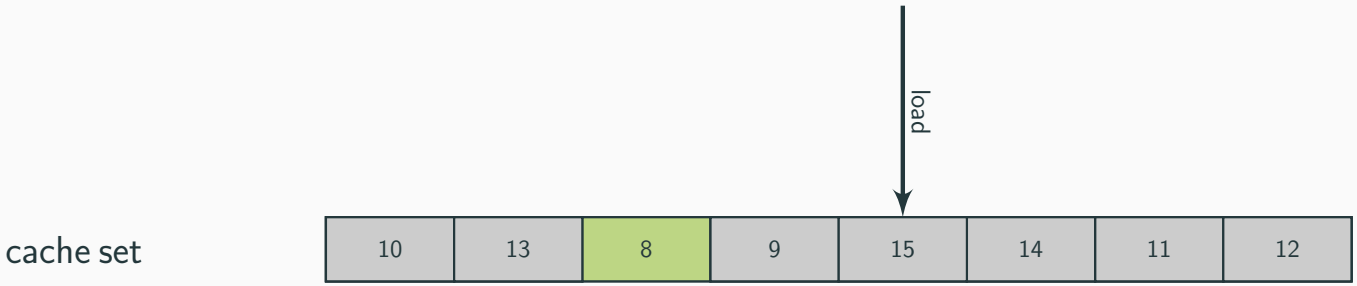

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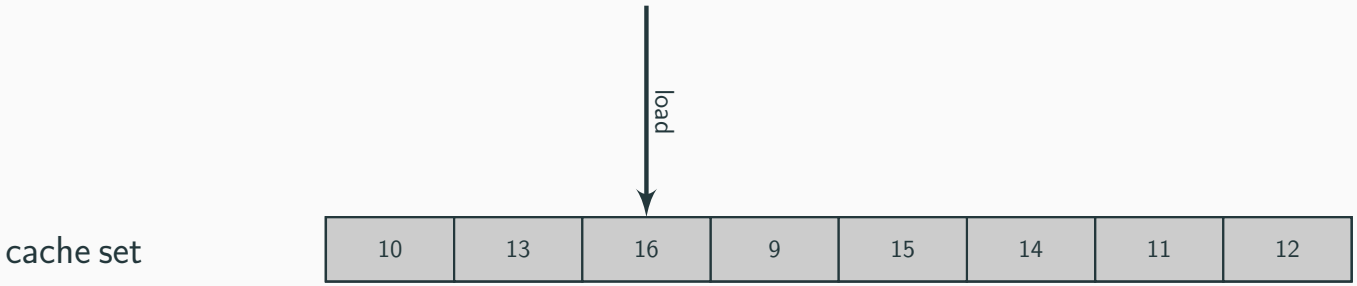

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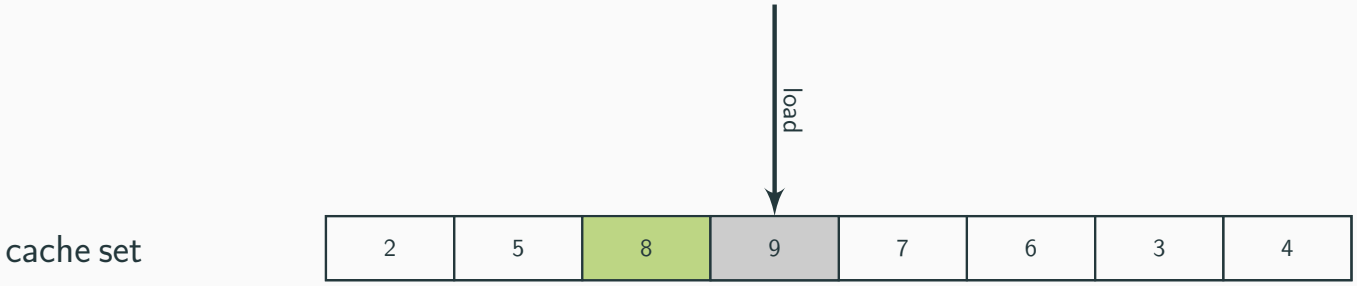

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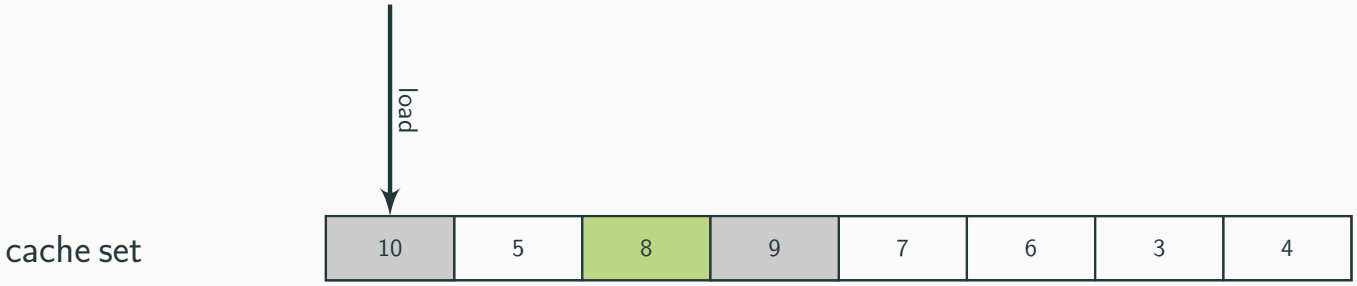

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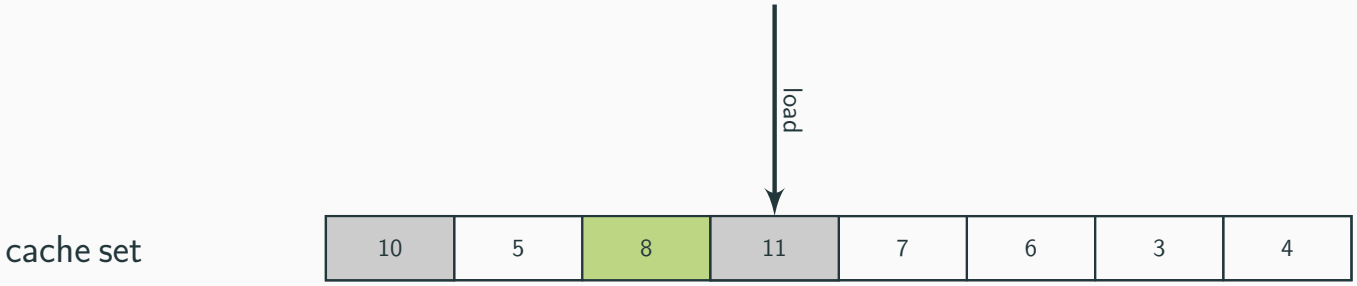

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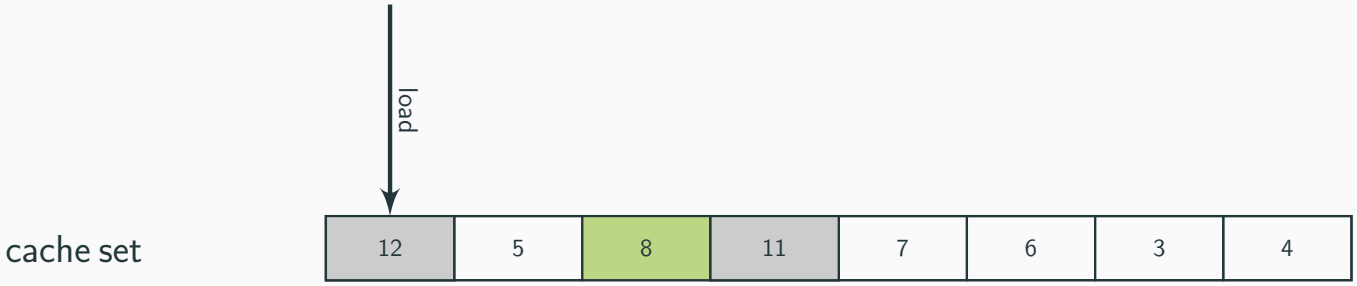

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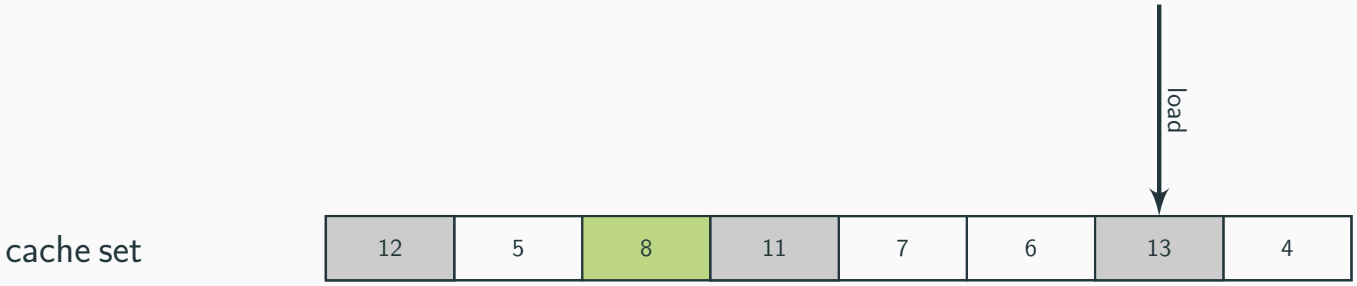

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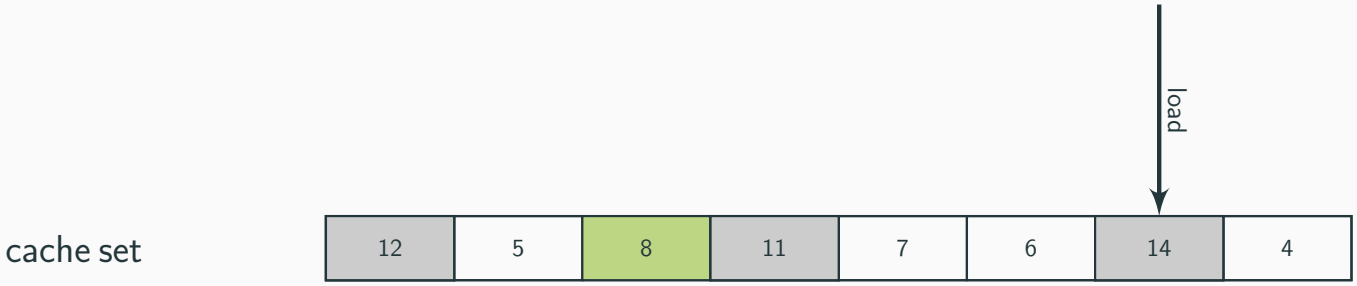

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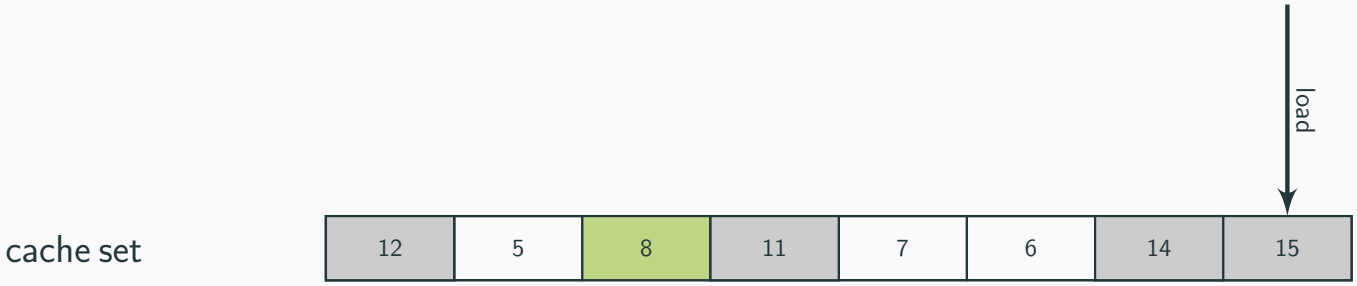

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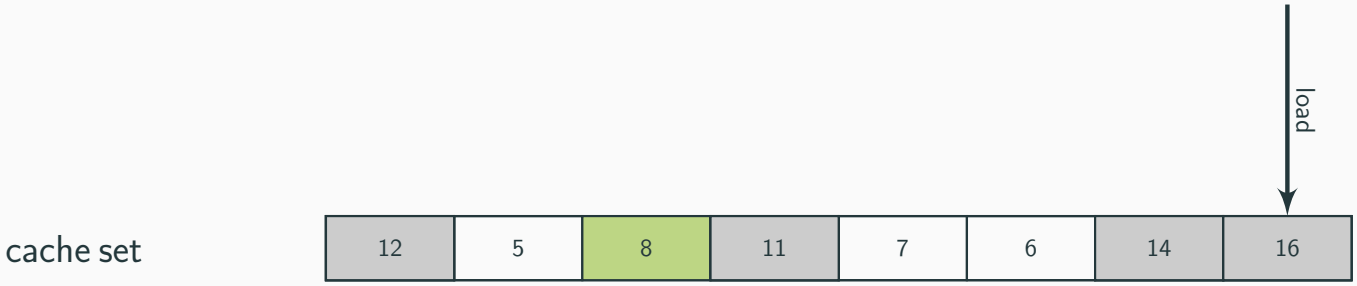

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Challenge #2

Pseudo-random replacement policy complicates eviction

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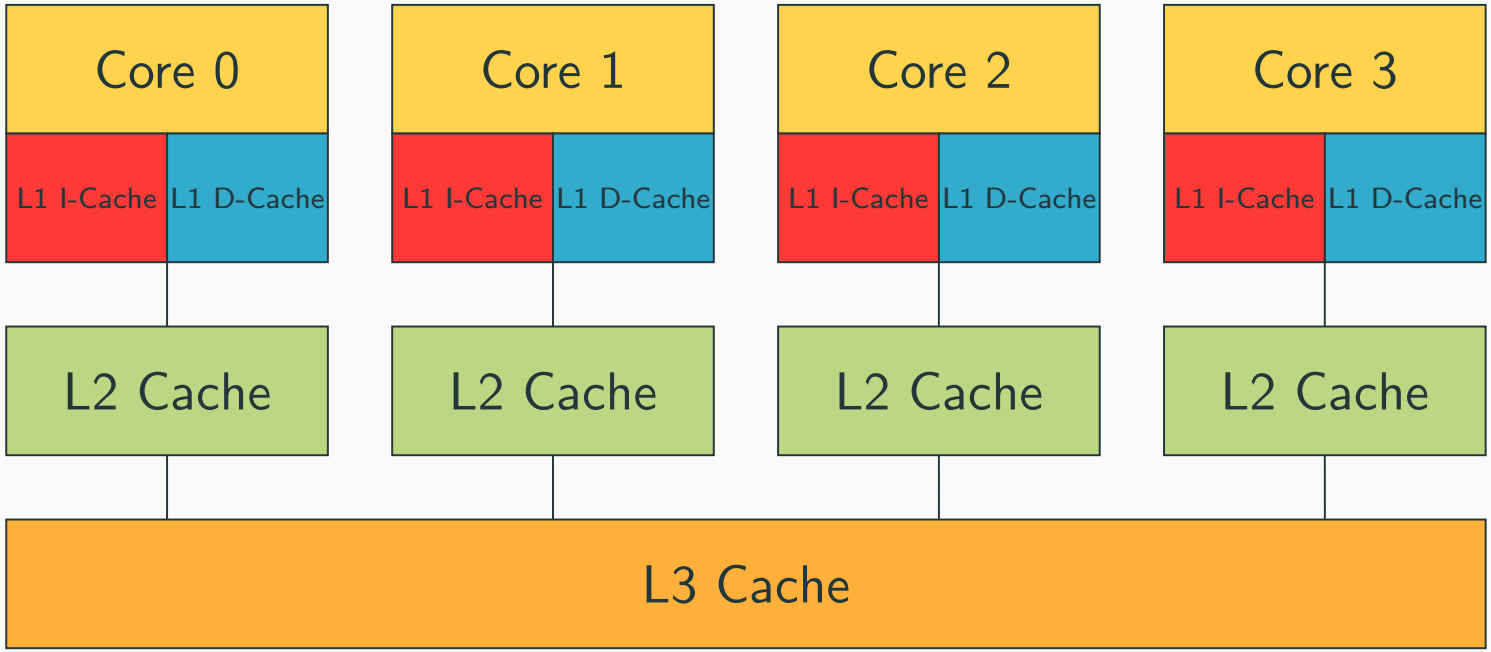
Challenge #3

No unprivileged and accurate timing sources

Cache Hierarchy on Intel CPUs



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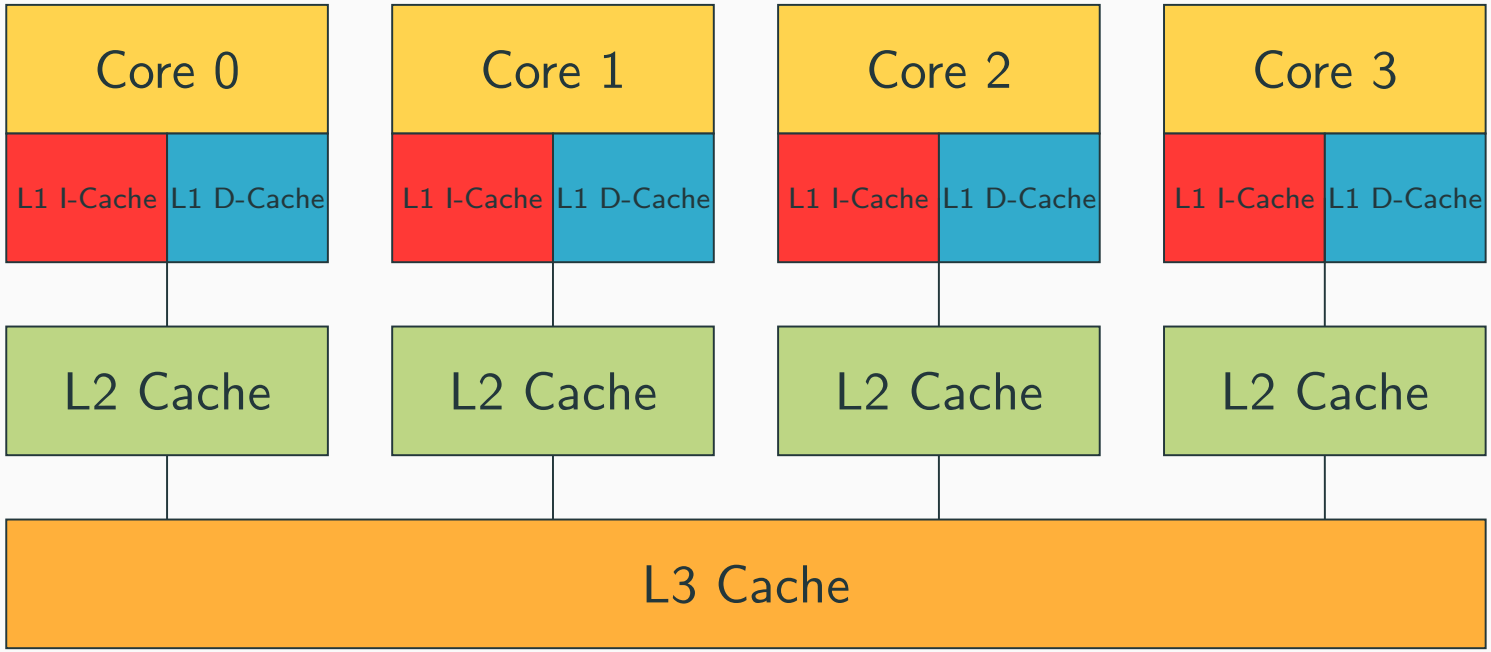

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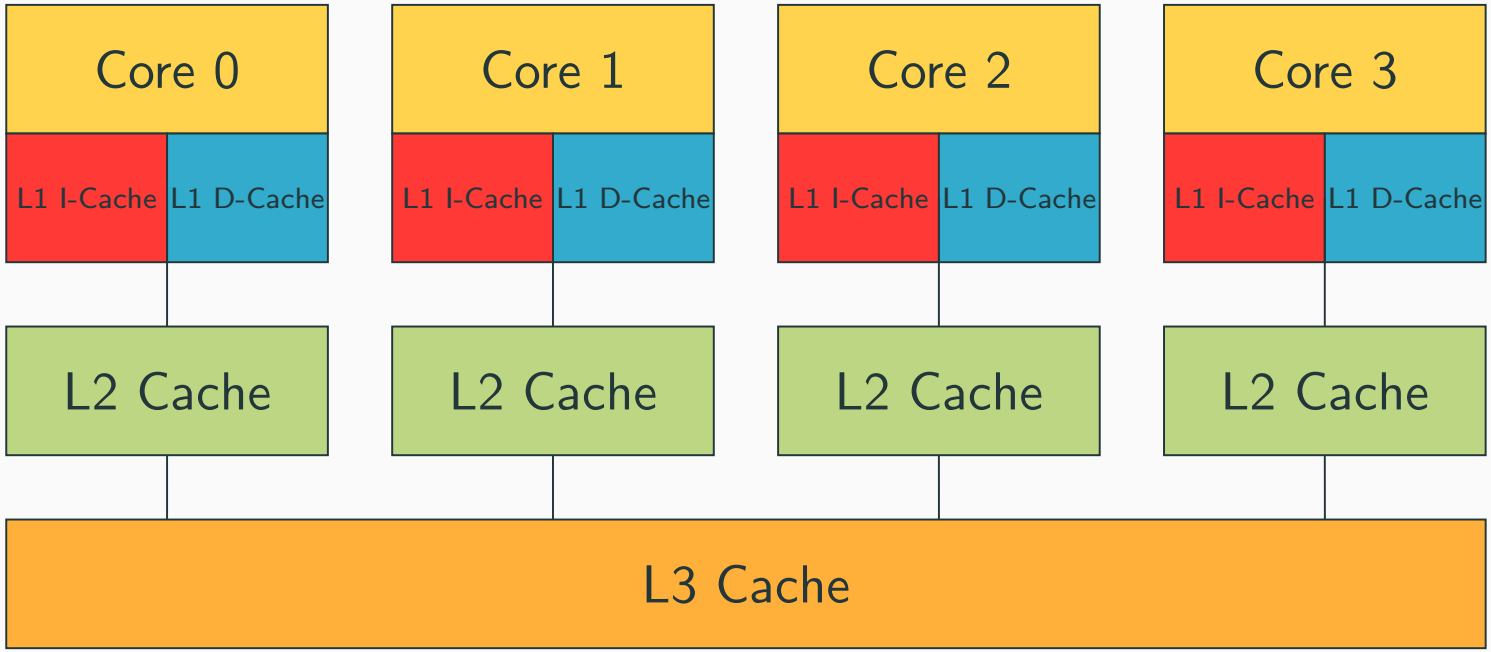

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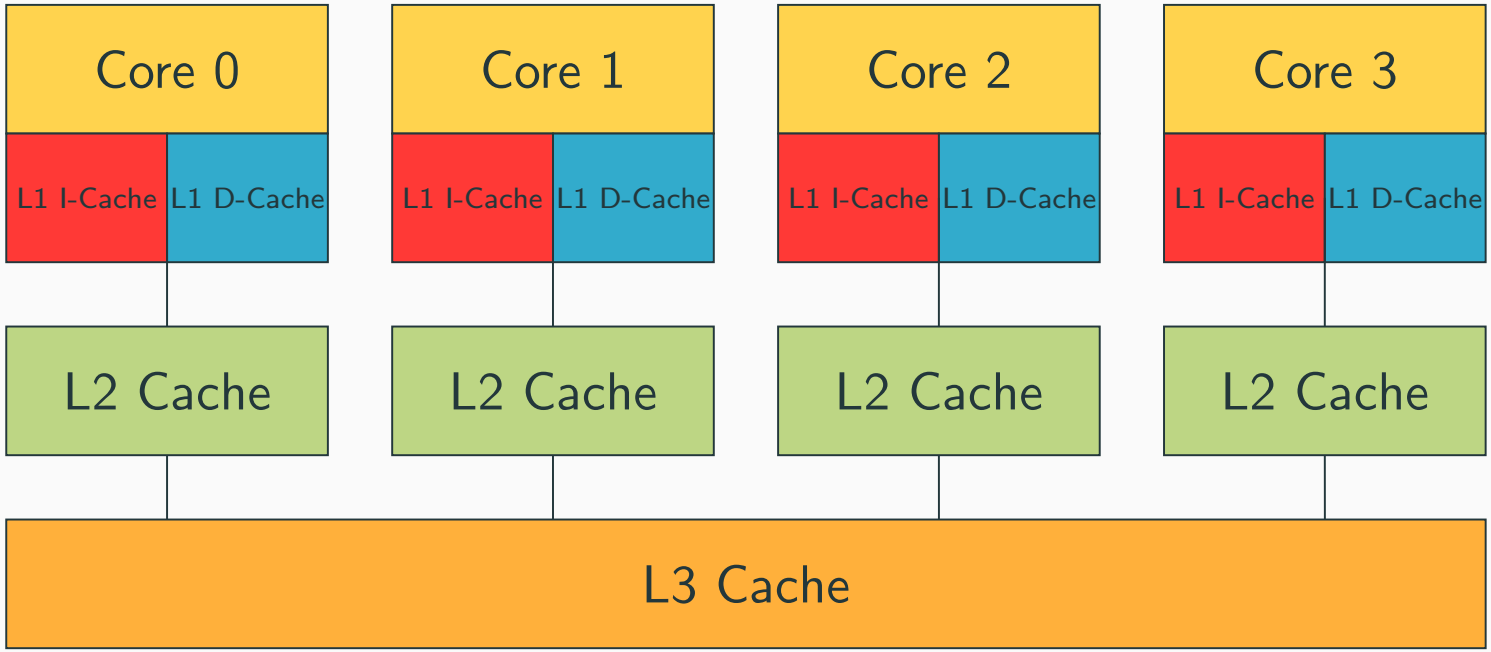

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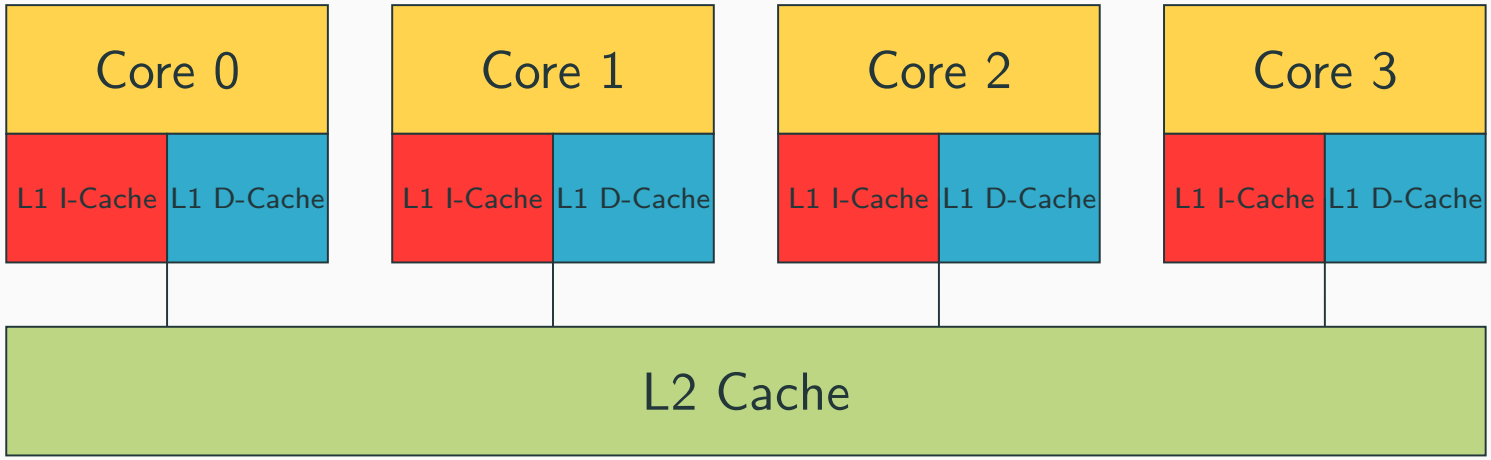
  $\rightarrow$ Shared memory is shared in the cache across all cores

Cache Hierarchy on ARM Cortex-A CPUs



- Last-level cache: L2

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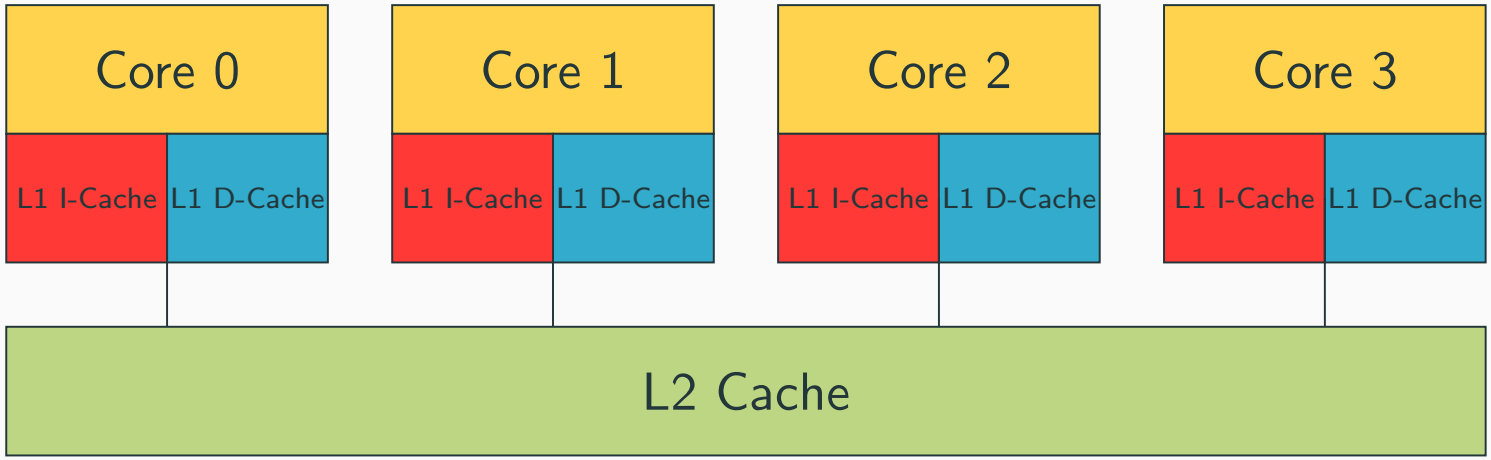

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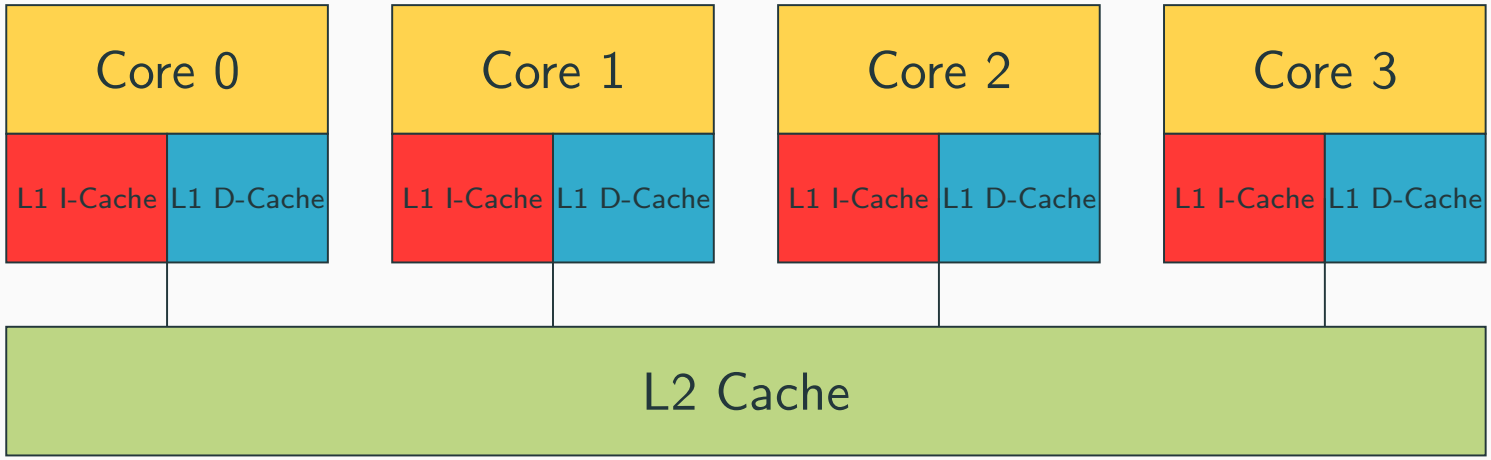

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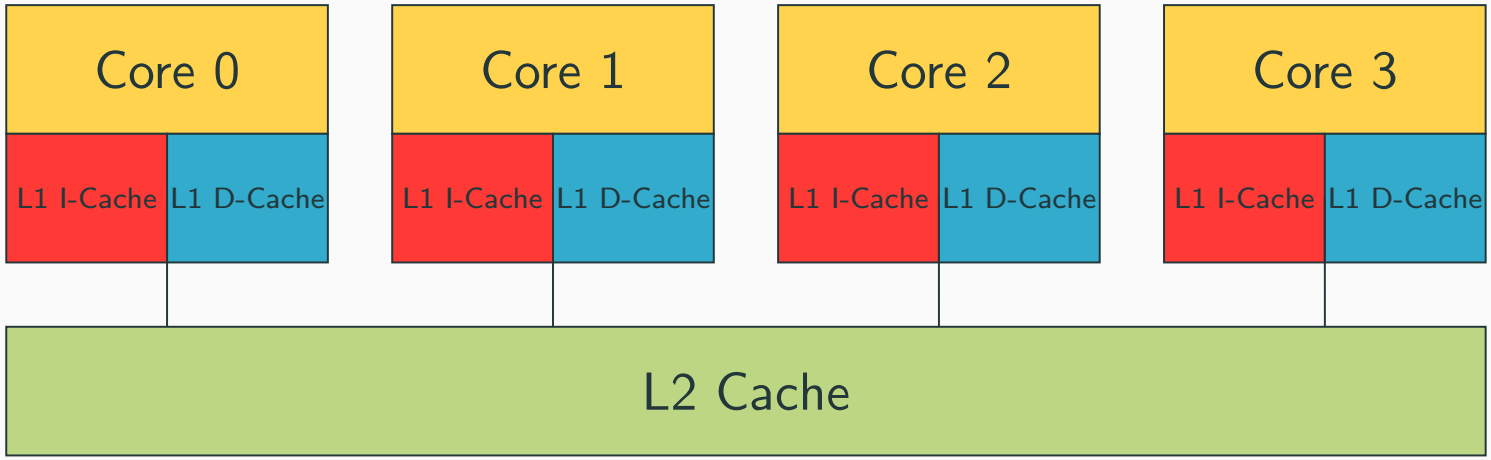

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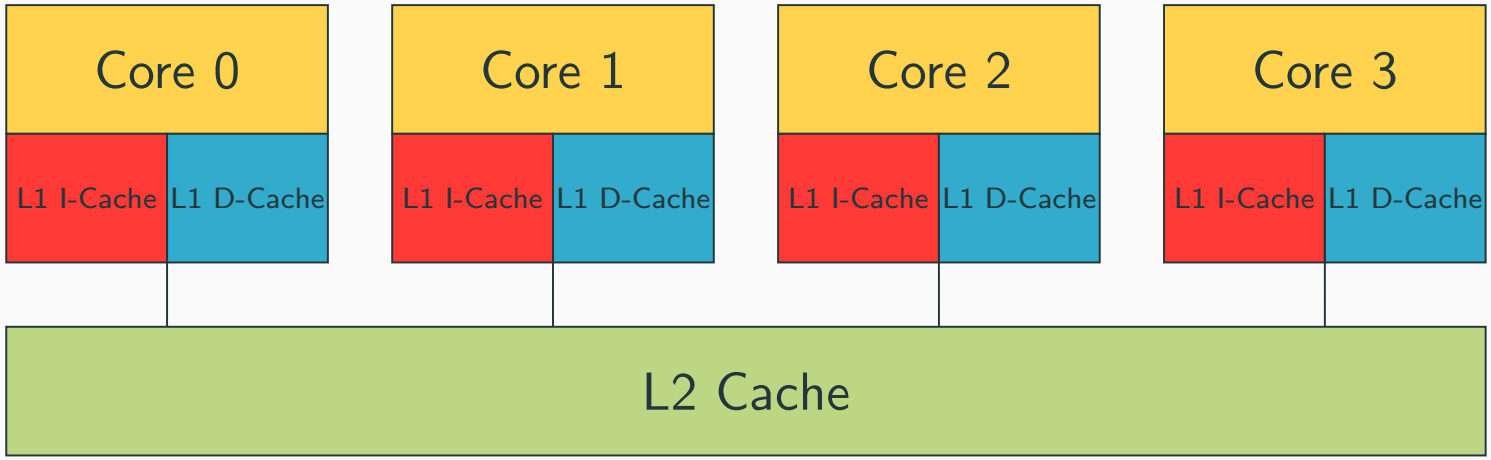

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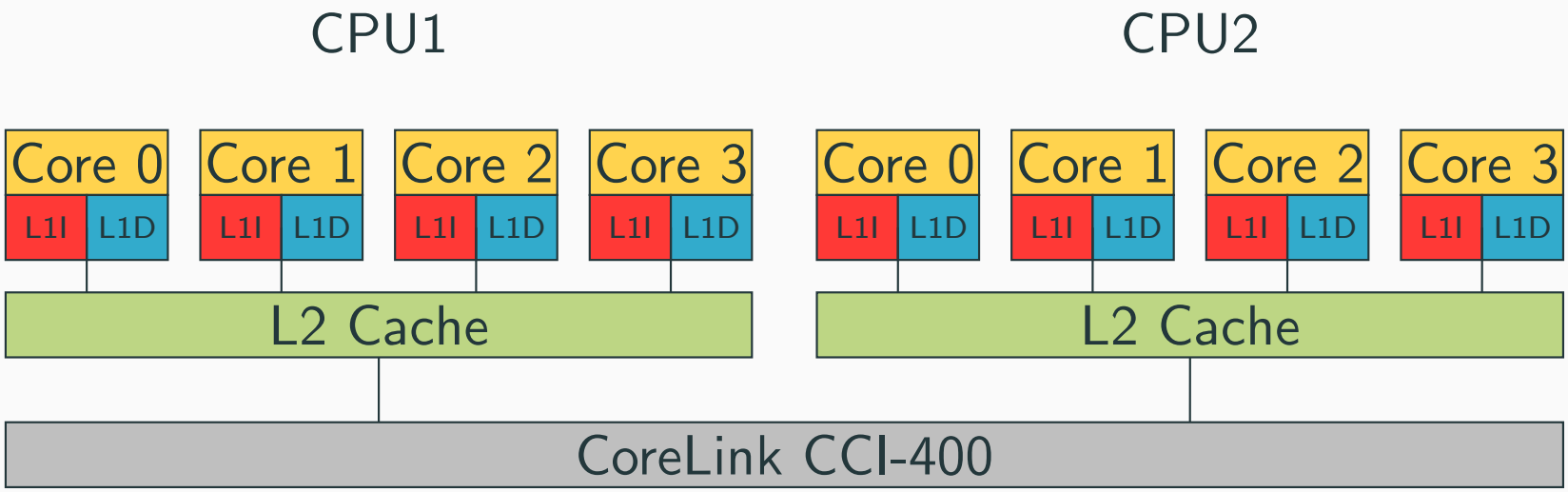
Challenge #4

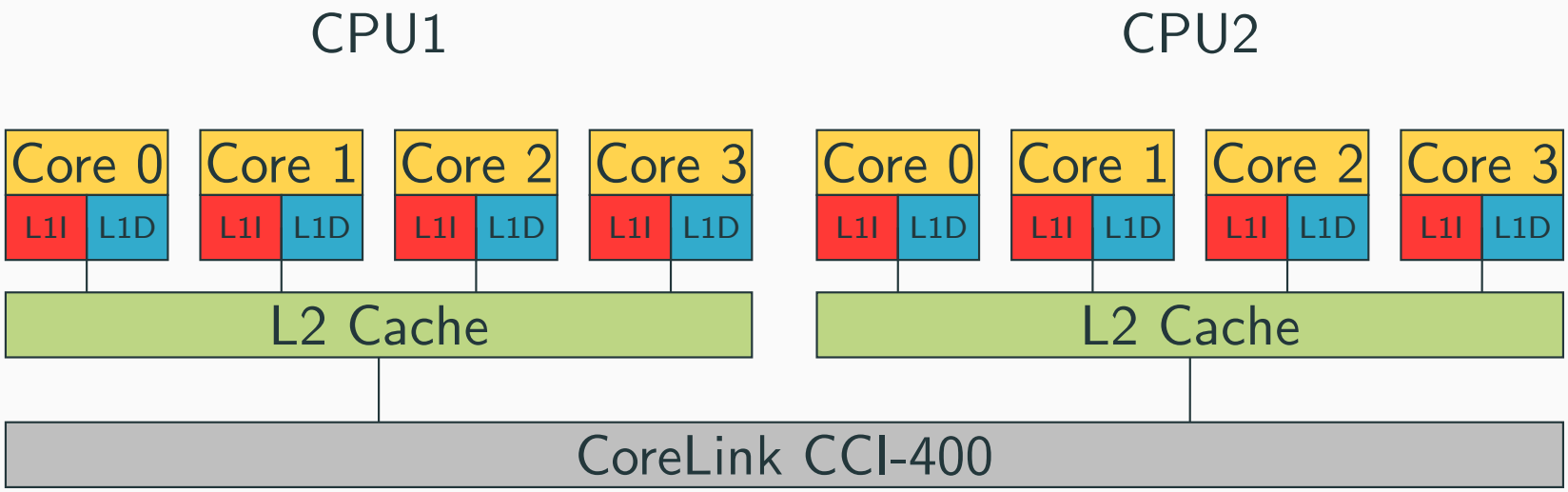
Non-inclusive caches

Cache Hierarchy on ARM big.LITTLE



- Interconnects multiple CPUs to combine energy efficiency and performance

Cache Hierarchy on ARM big.LITTLE



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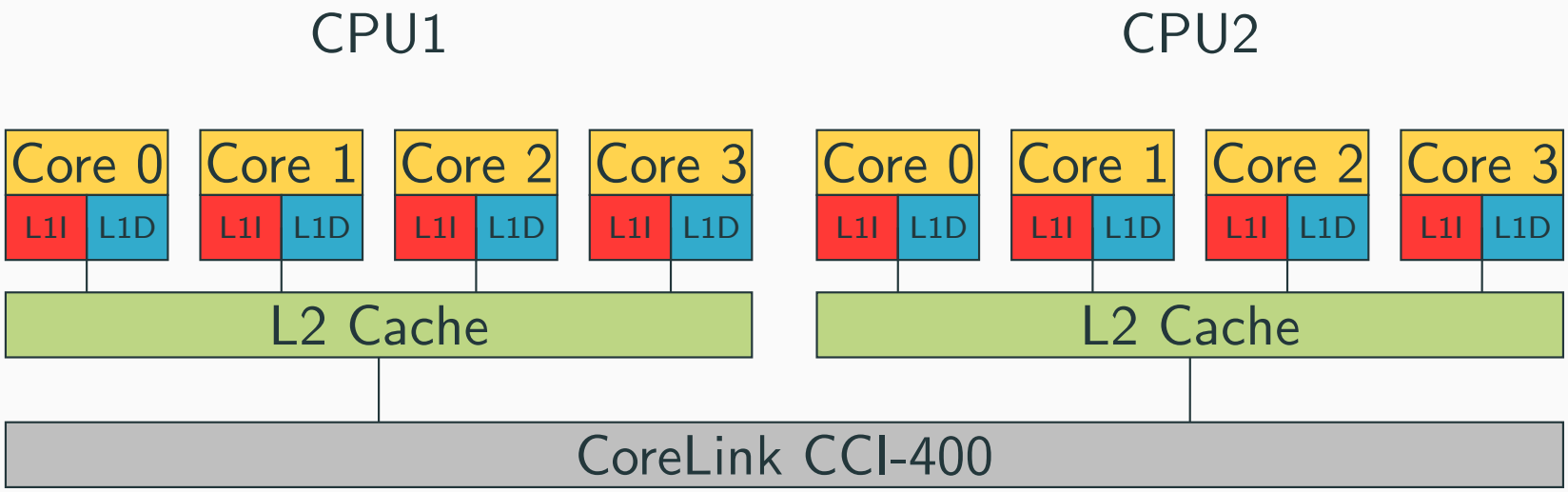

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Challenge #5

No shared cache

Let's solve those challenges

Challenges

Challenge #1 No flush instruction

Challenge #2 Pseudo-random replacement policy

Challenge #3 No unprivileged timing

Challenge #4 Non-inclusive caches

Challenge #5 No shared cache

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- Replace the missing flush instruction with cache eviction
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  - *Prime+Probe*
  - *Flush+Reload* $\rightarrow$ *Evict+Reload*

Challenges

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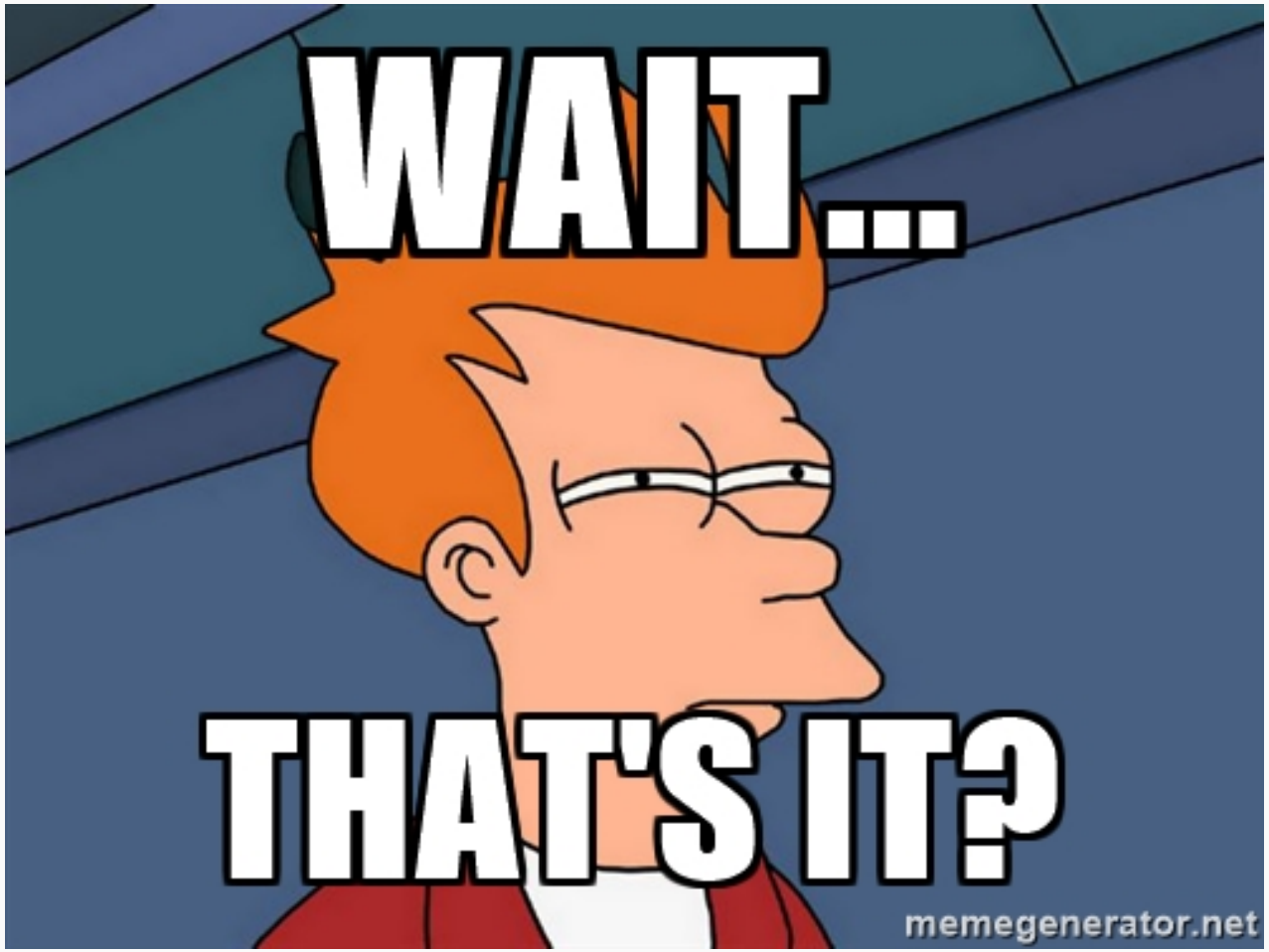
Challenges



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→ Central idea of our Rowhammer.js paper

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- Accessing once n addresses in an n-way cache set
  $\rightarrow$ Cache eviction slow and unreliable

Solution:

- Accessing unique addresses several times, with different access patterns

Solving #2: Pseudo-random replacement policy

Table 1: Different eviction strategies for the Alcatel One Touch Pop 2

Addresses	Accesses	Cycles	Eviction rate
48	48	6 517 ✓	70.78% ✗

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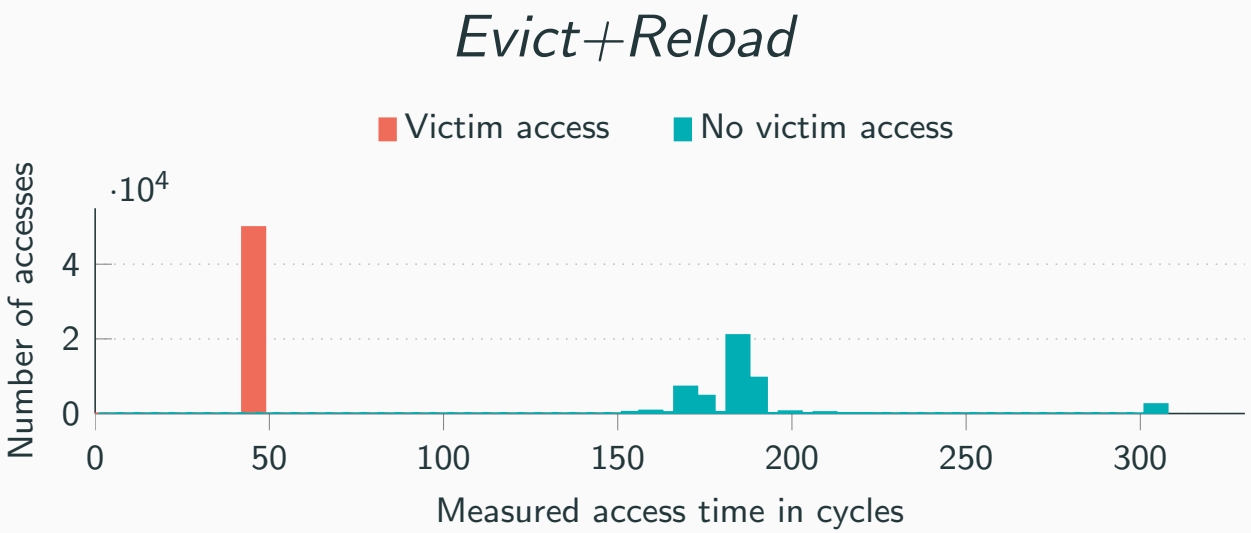

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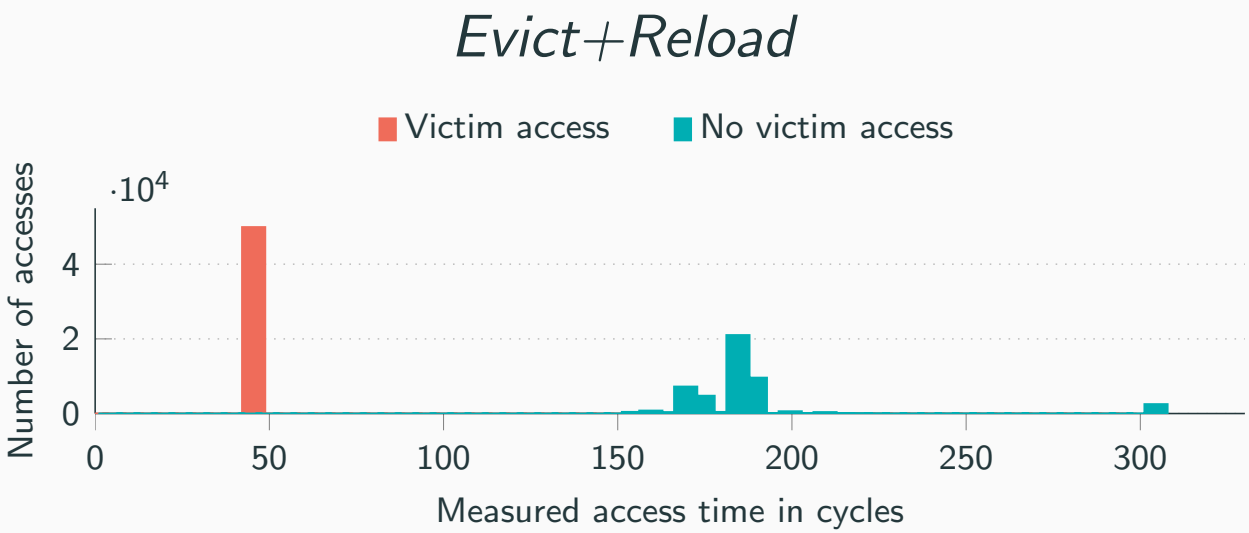

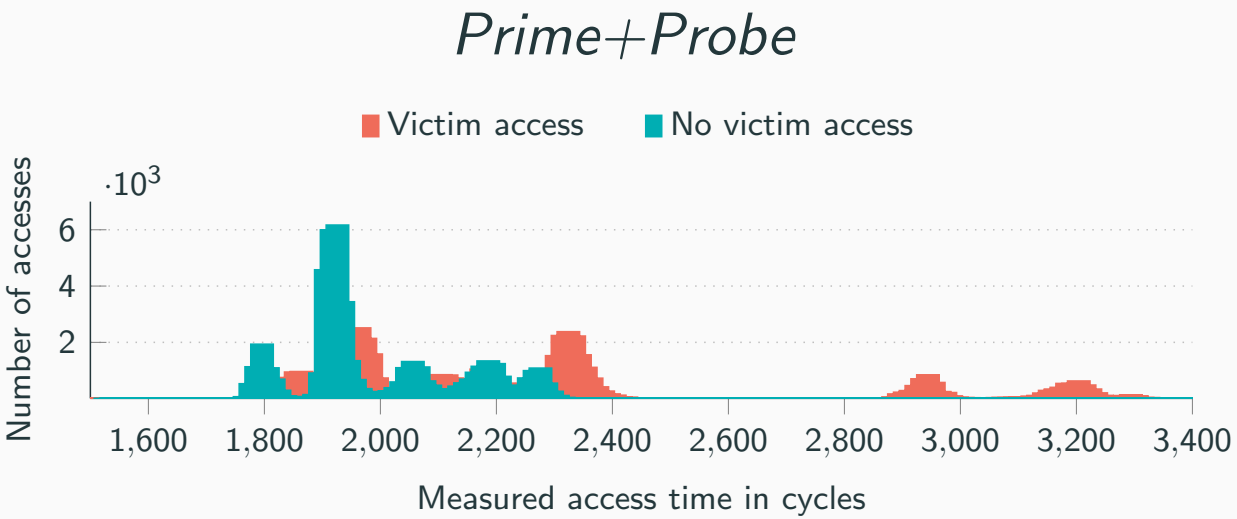

Challenges

Challenge #1 No flush instruction ✔

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$\rightarrow$ Allows distinguishing cache hits from cache misses

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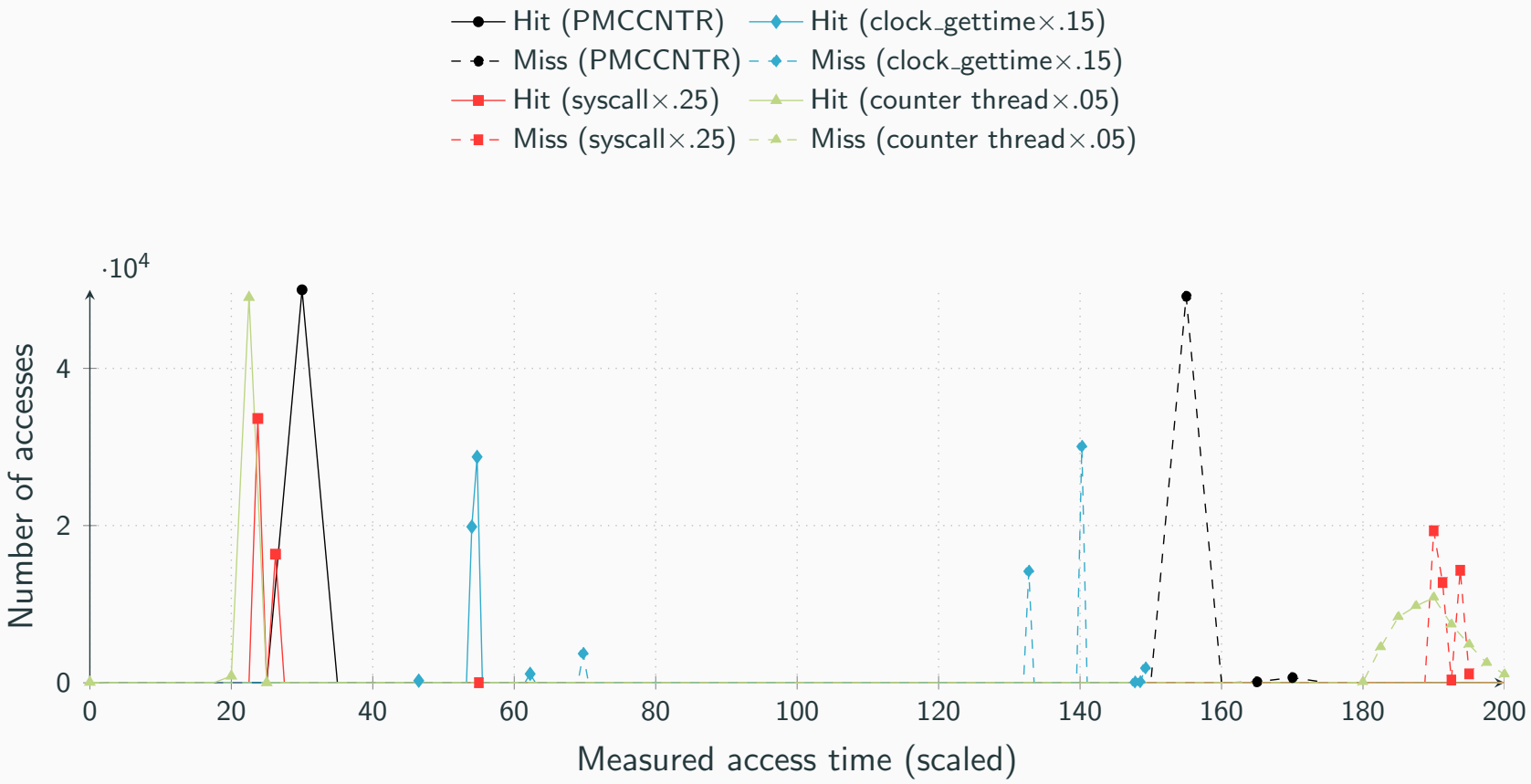

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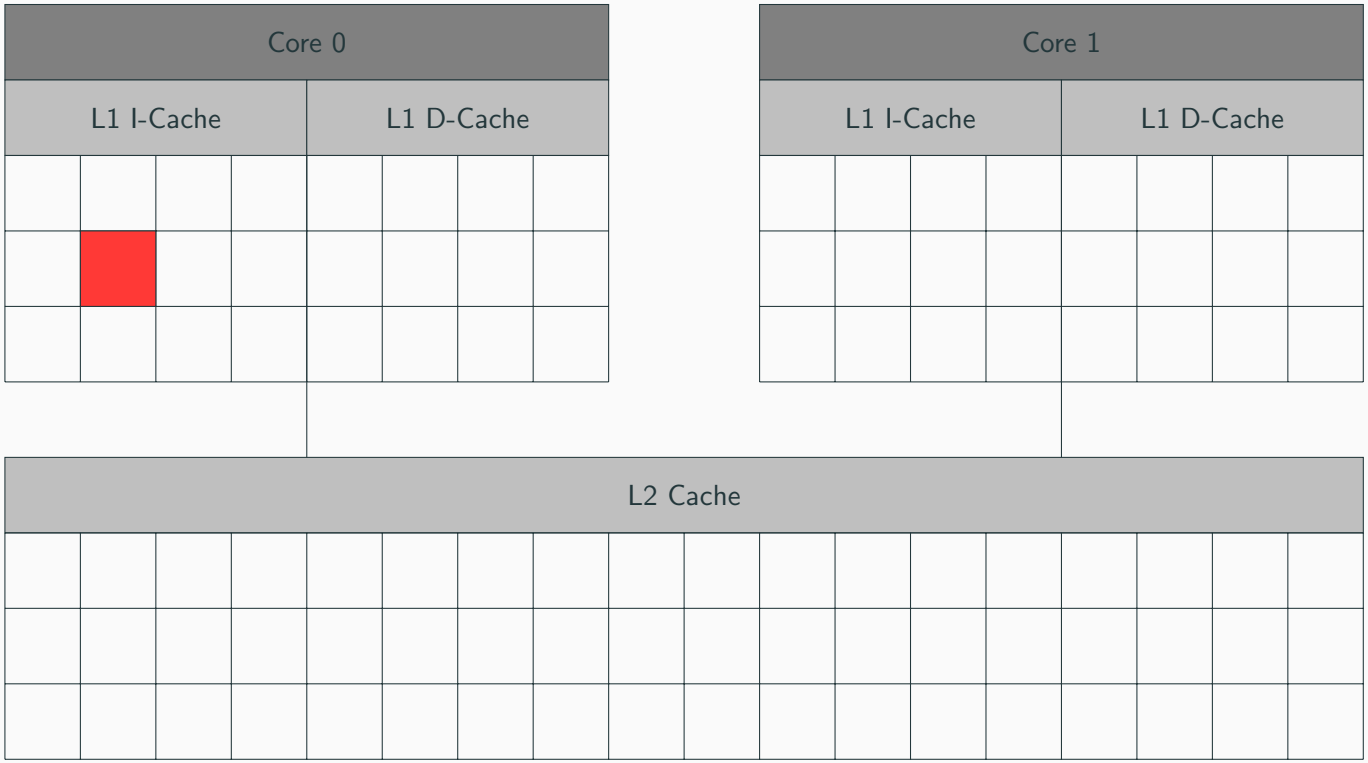

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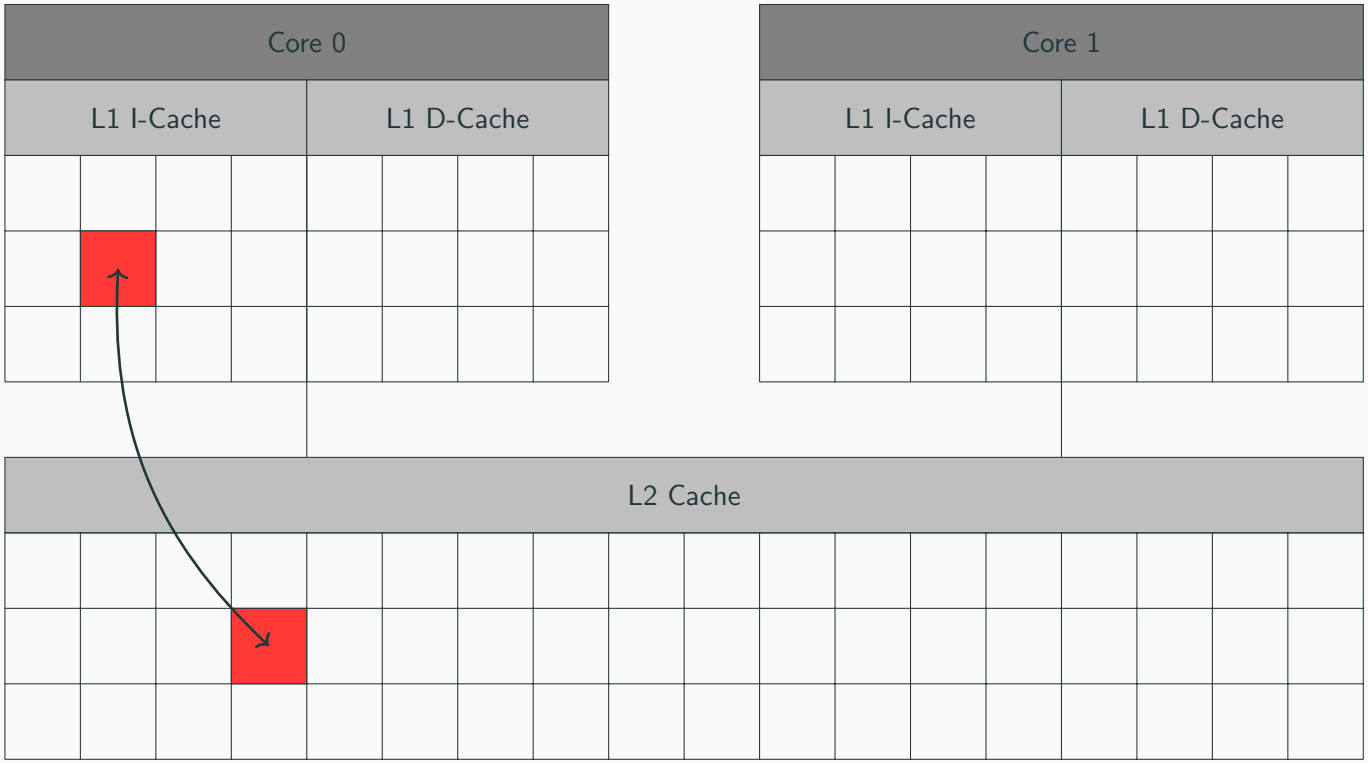

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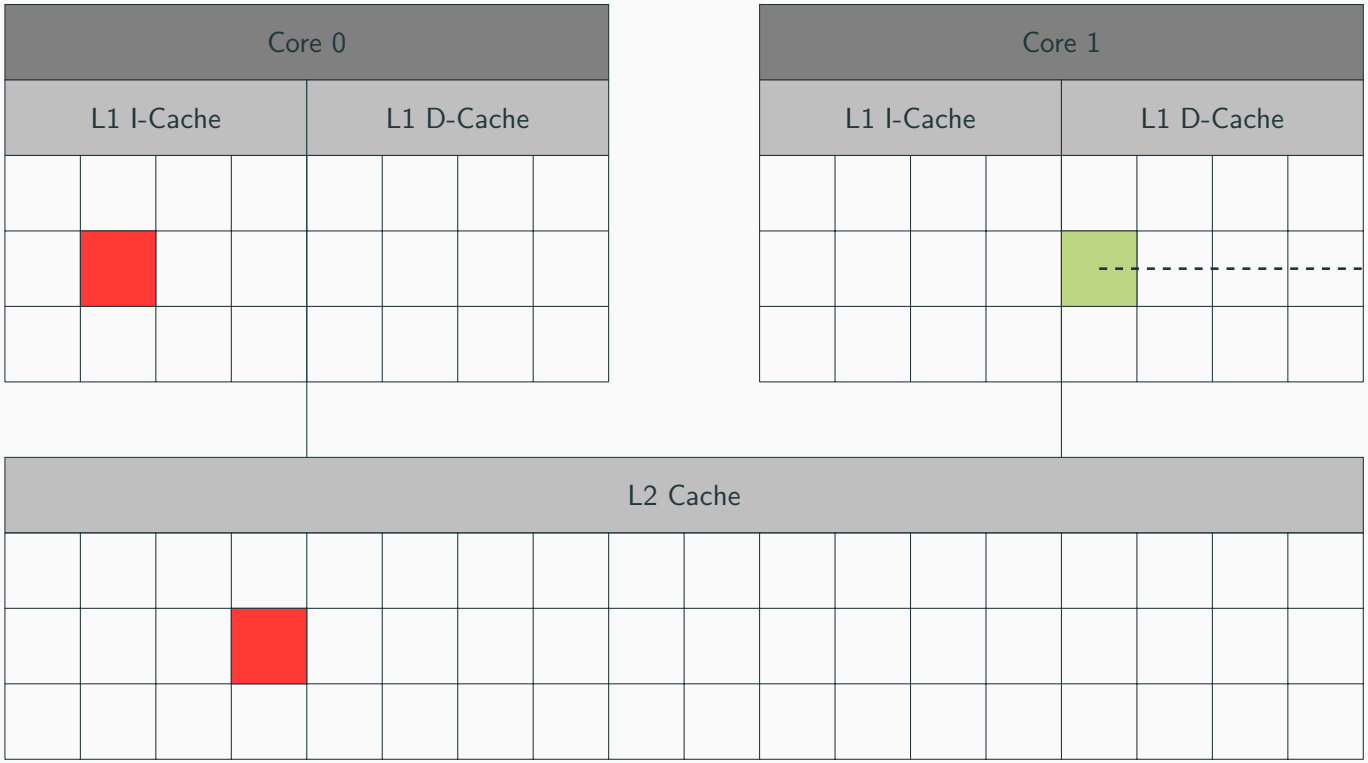

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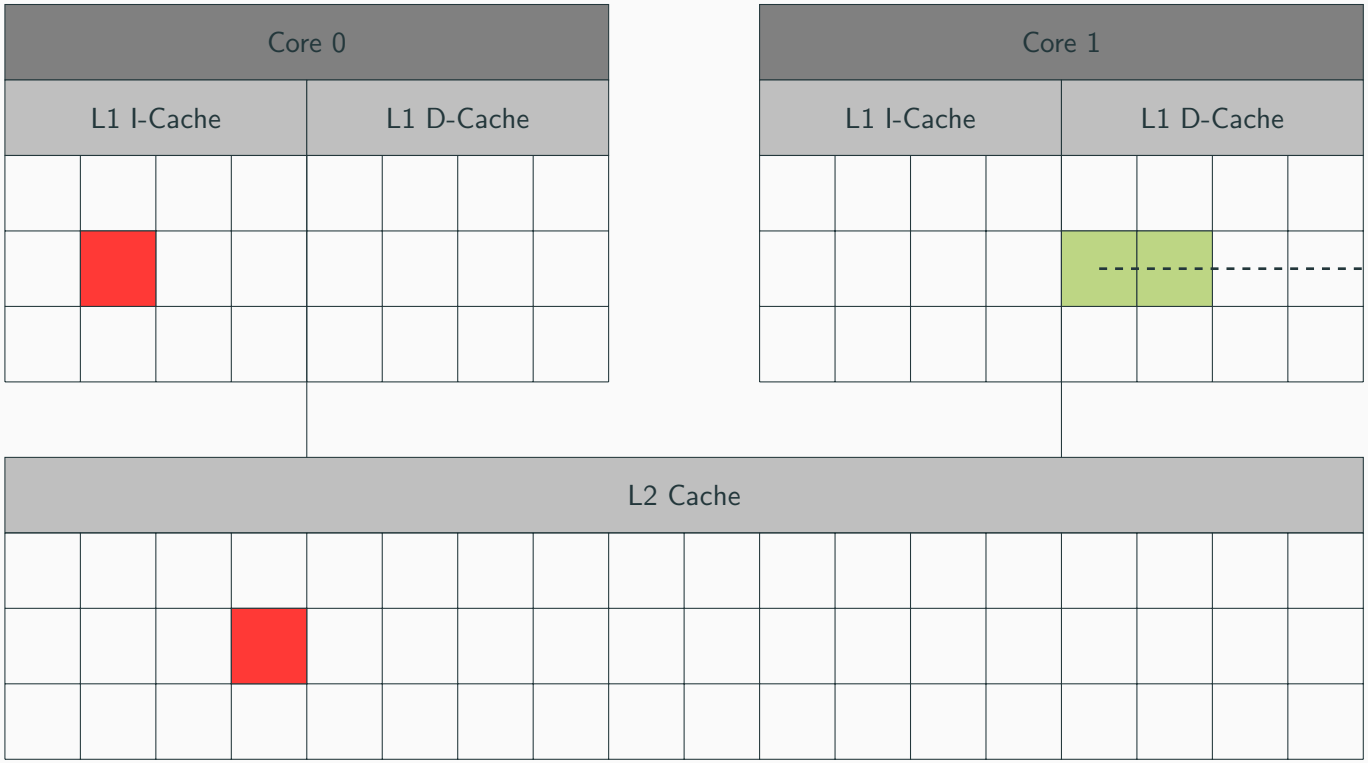

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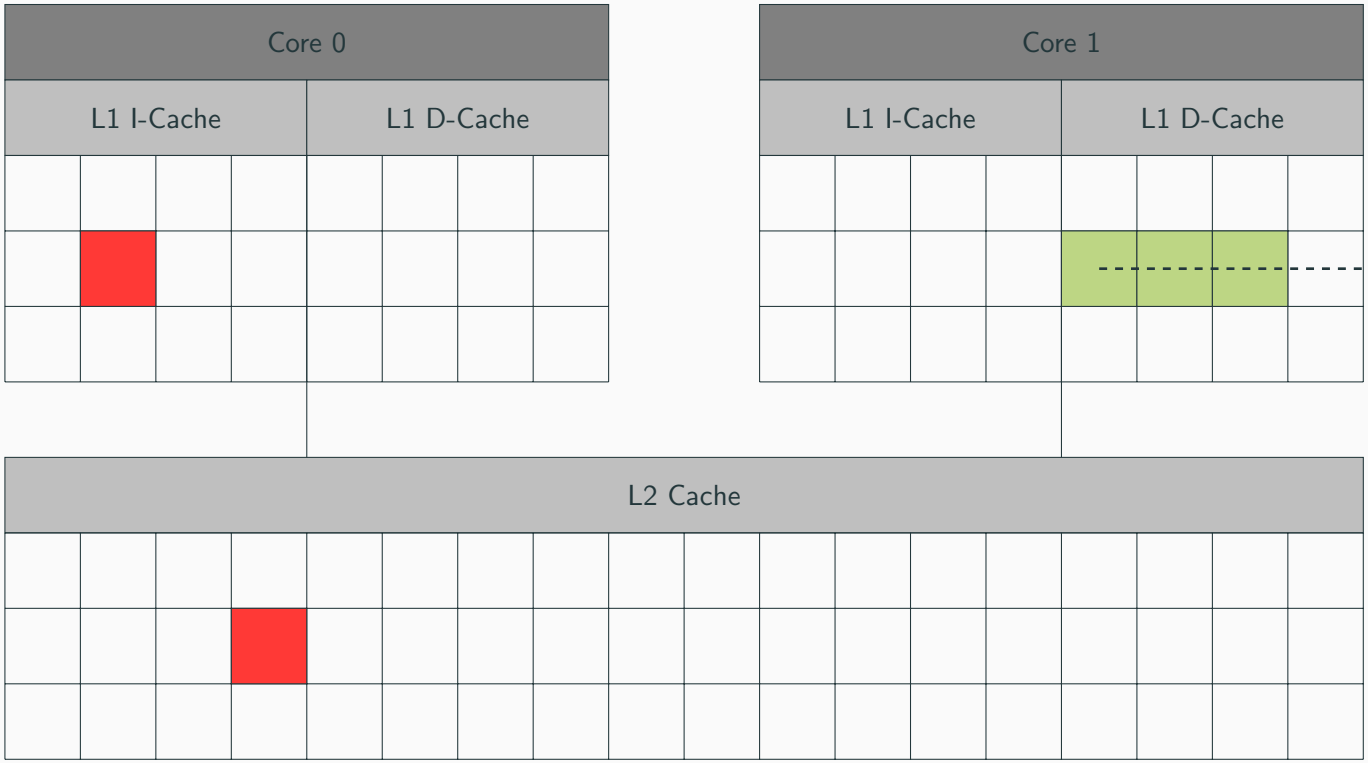

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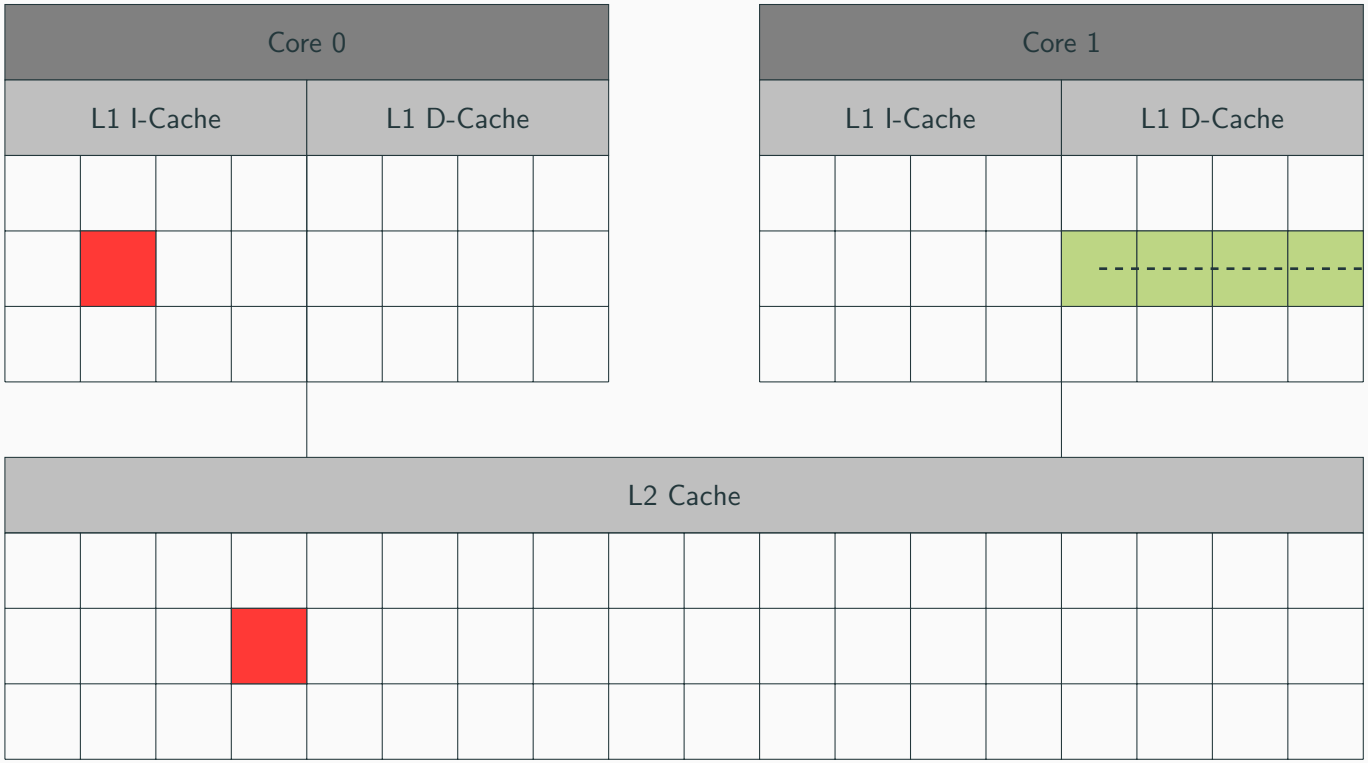

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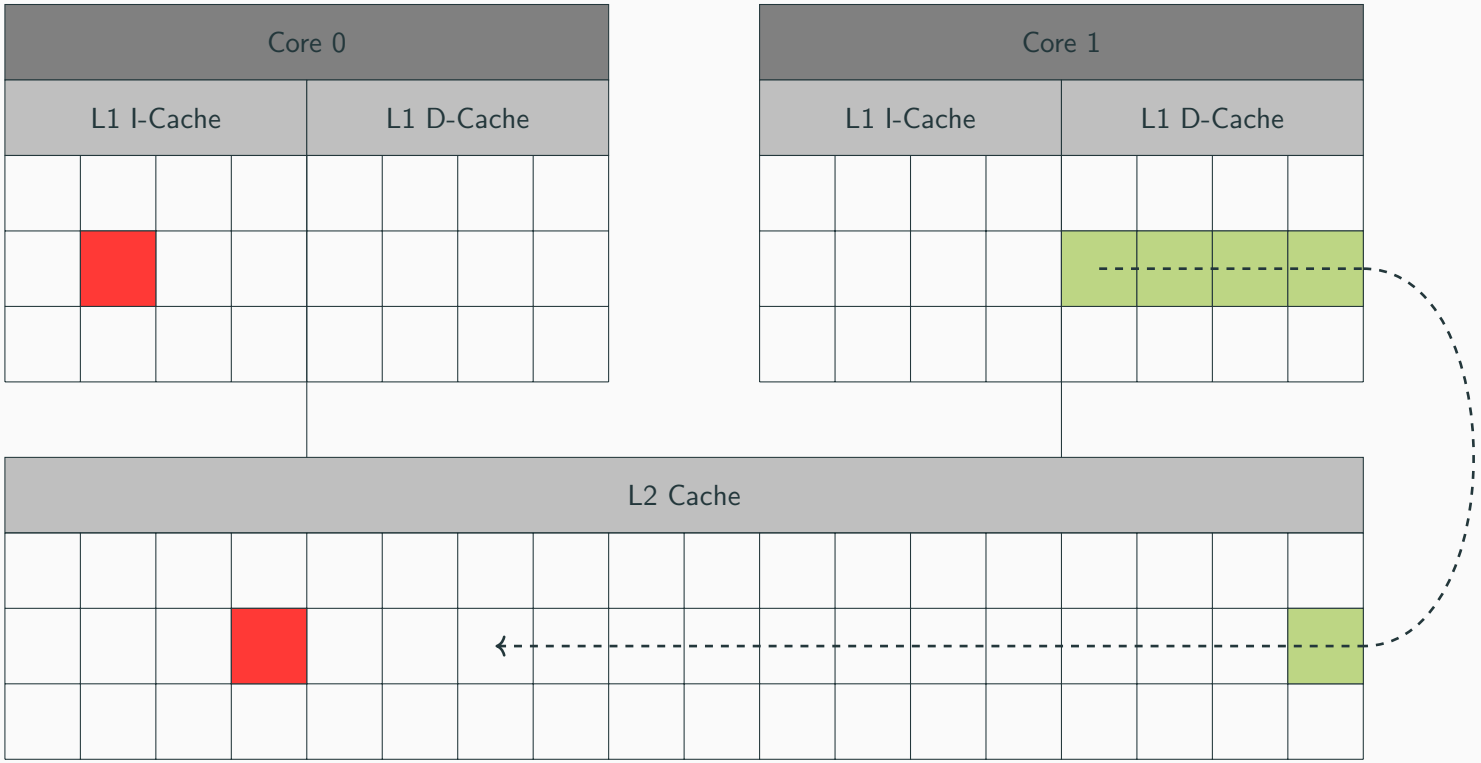

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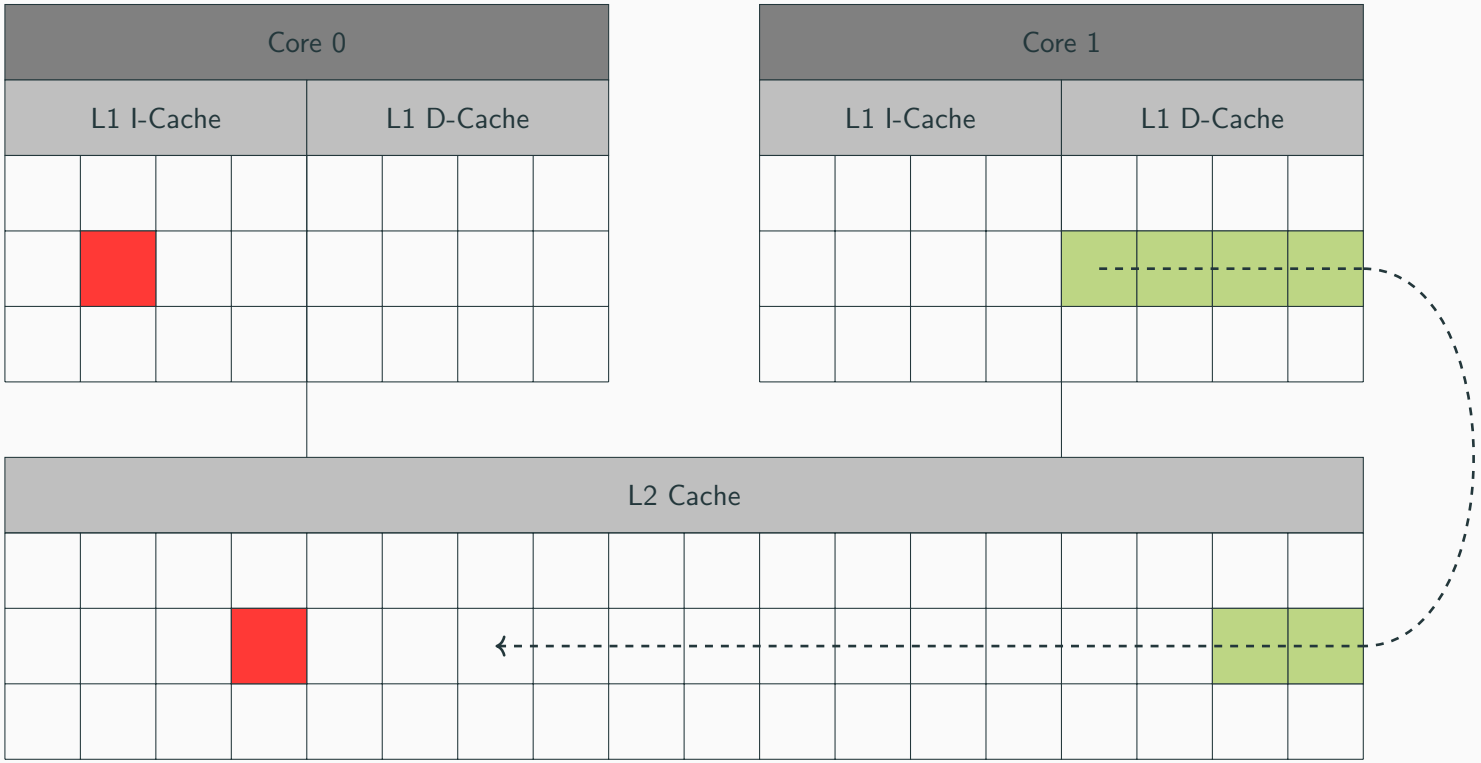

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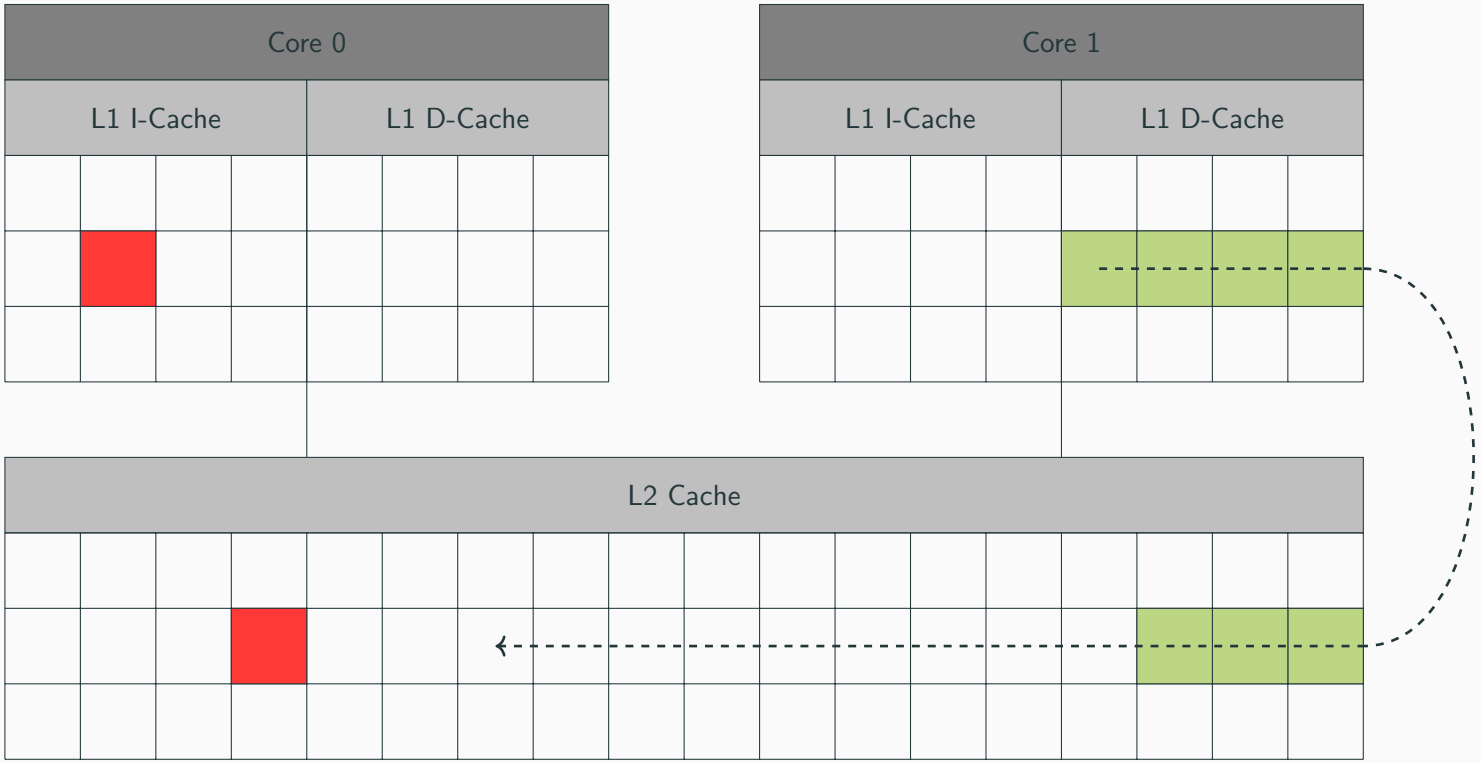

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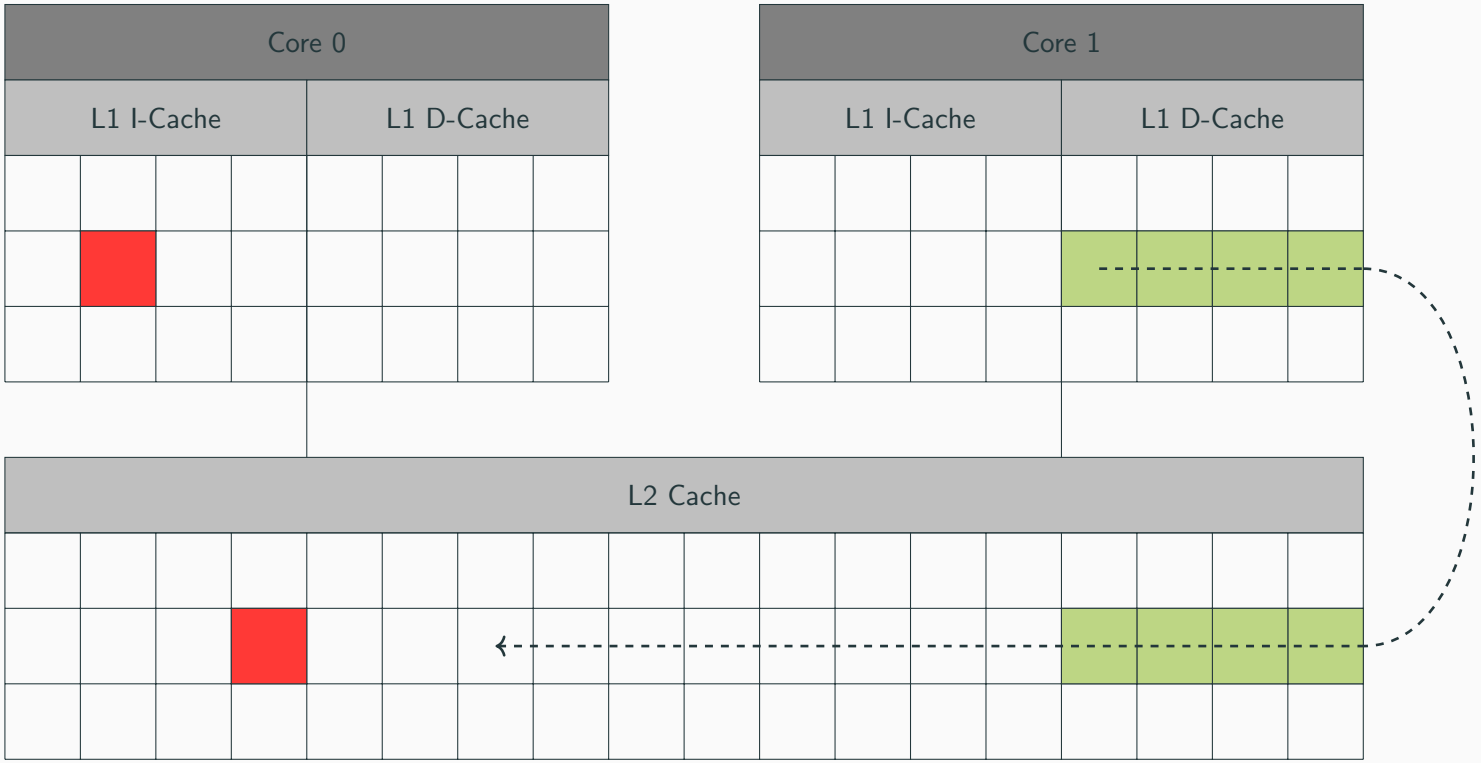

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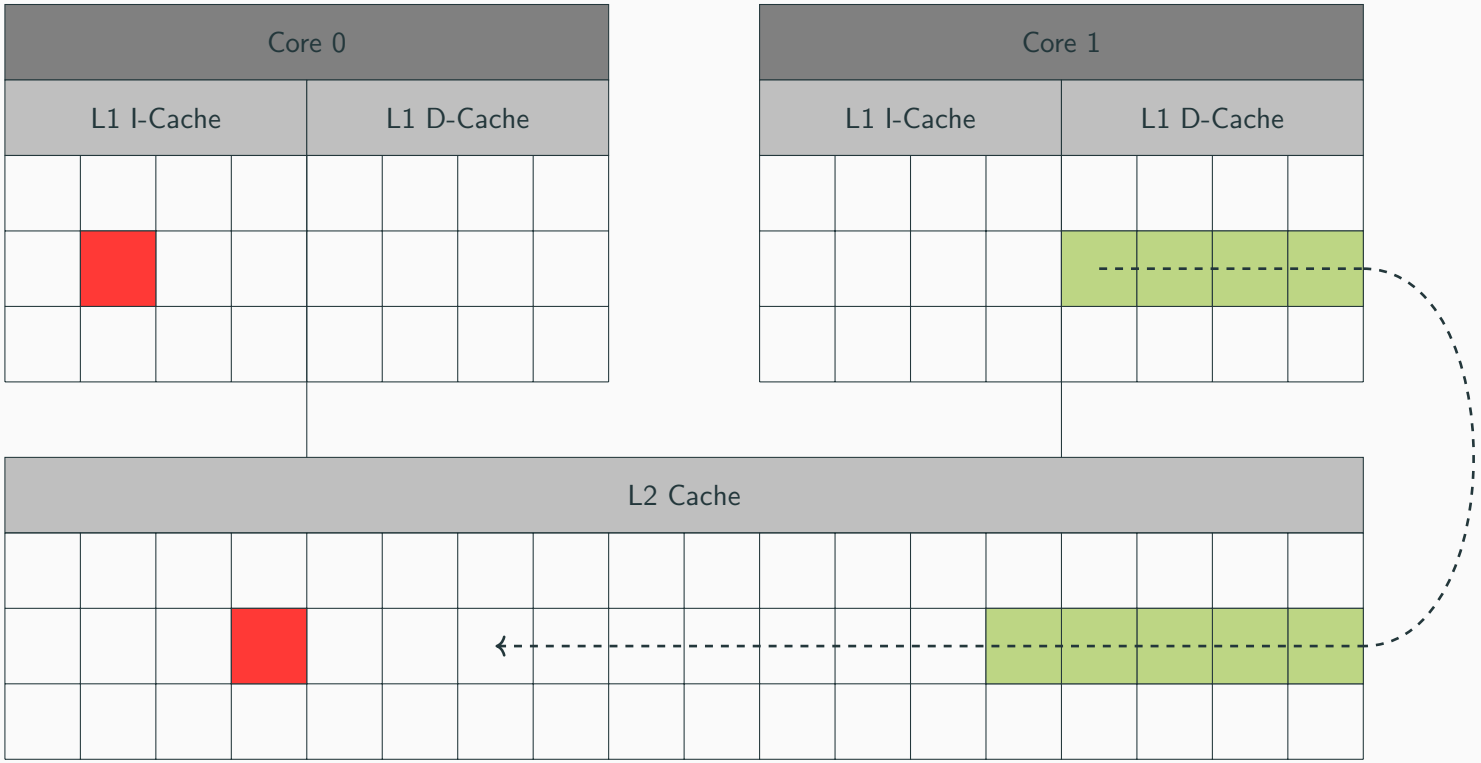

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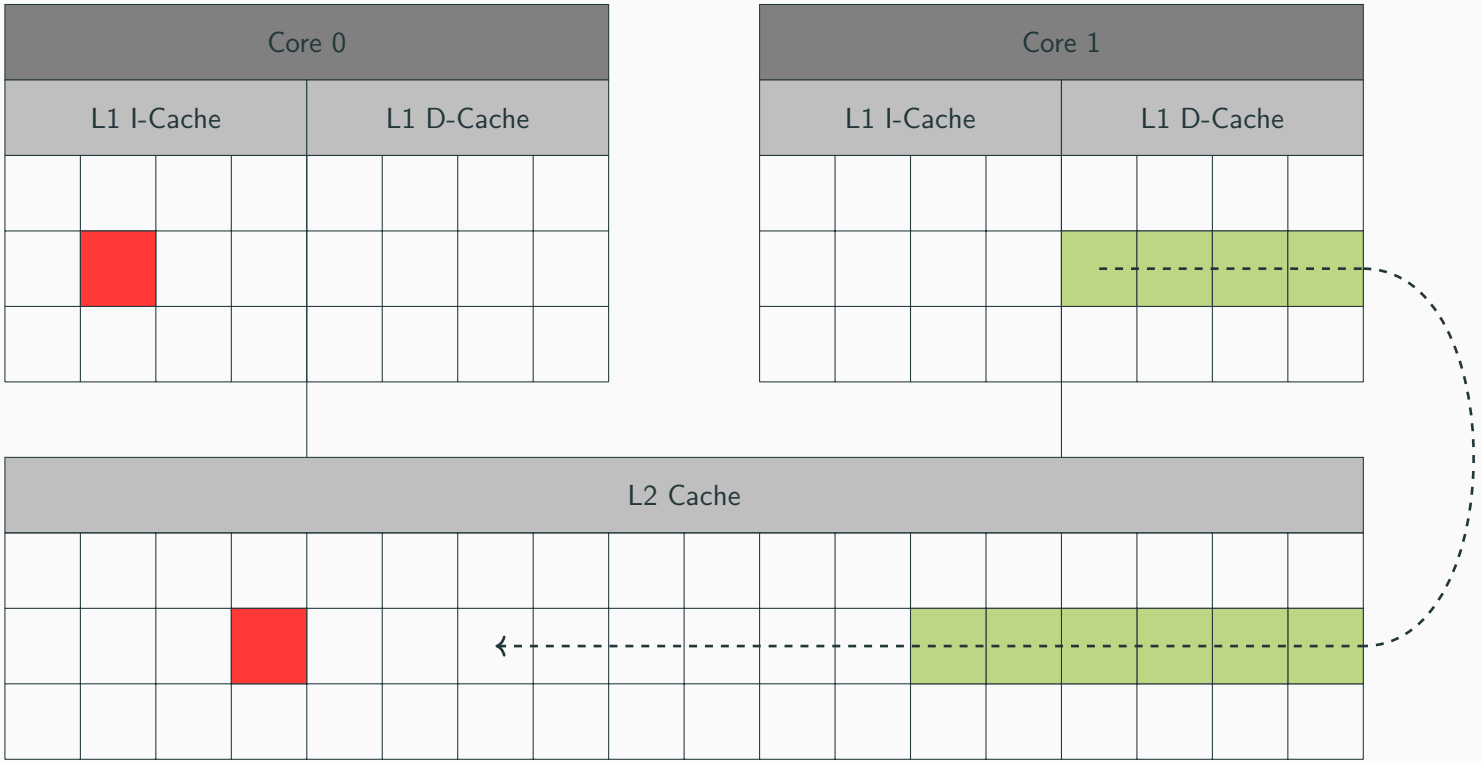

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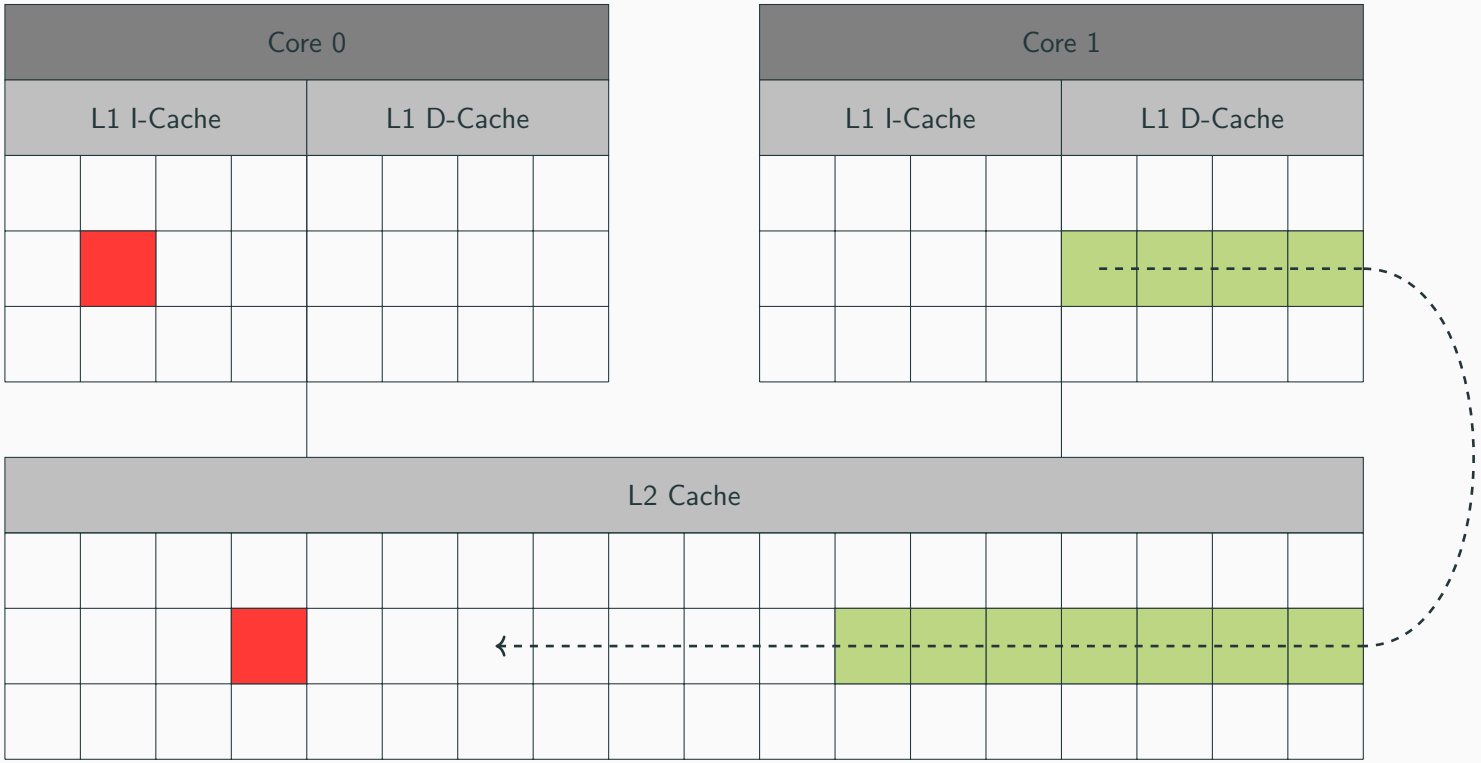

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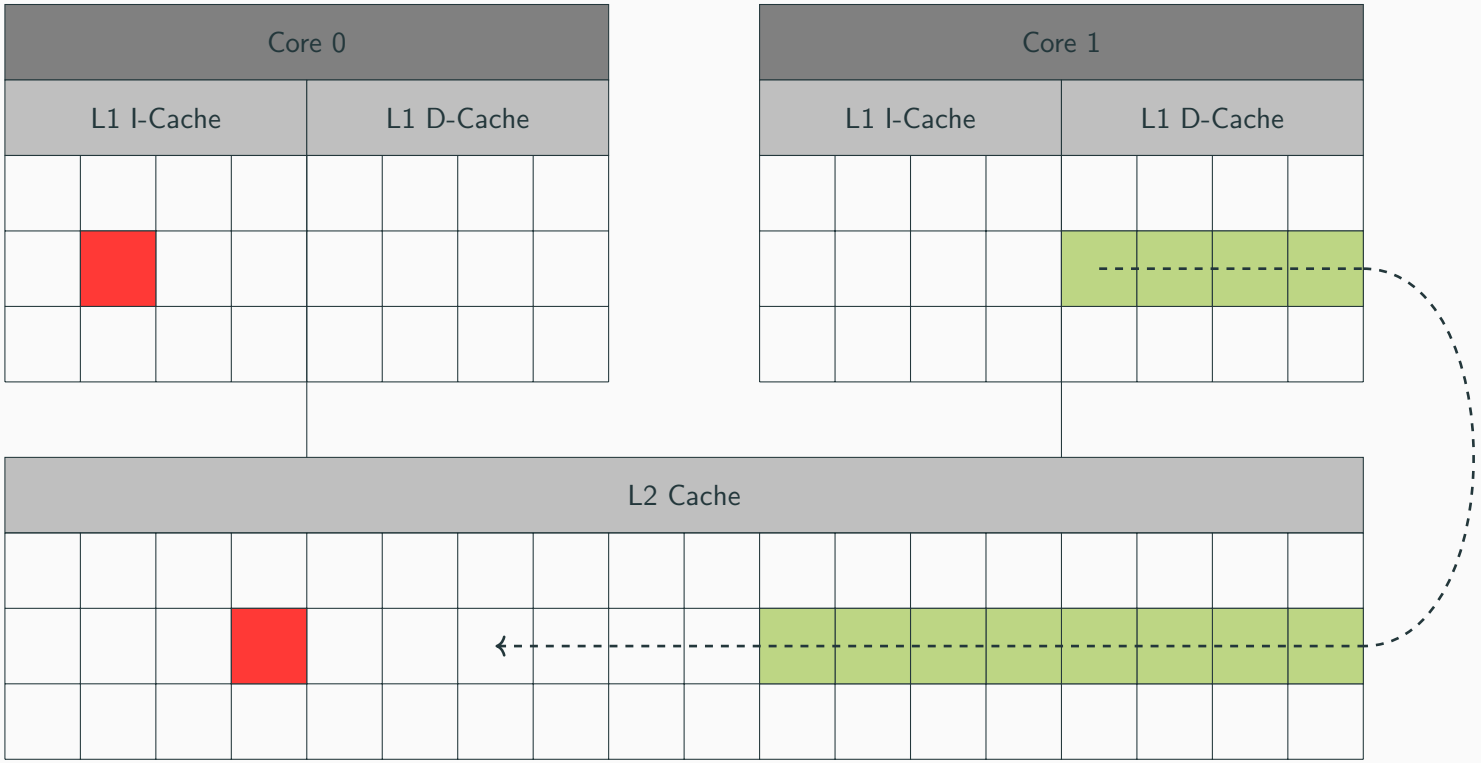

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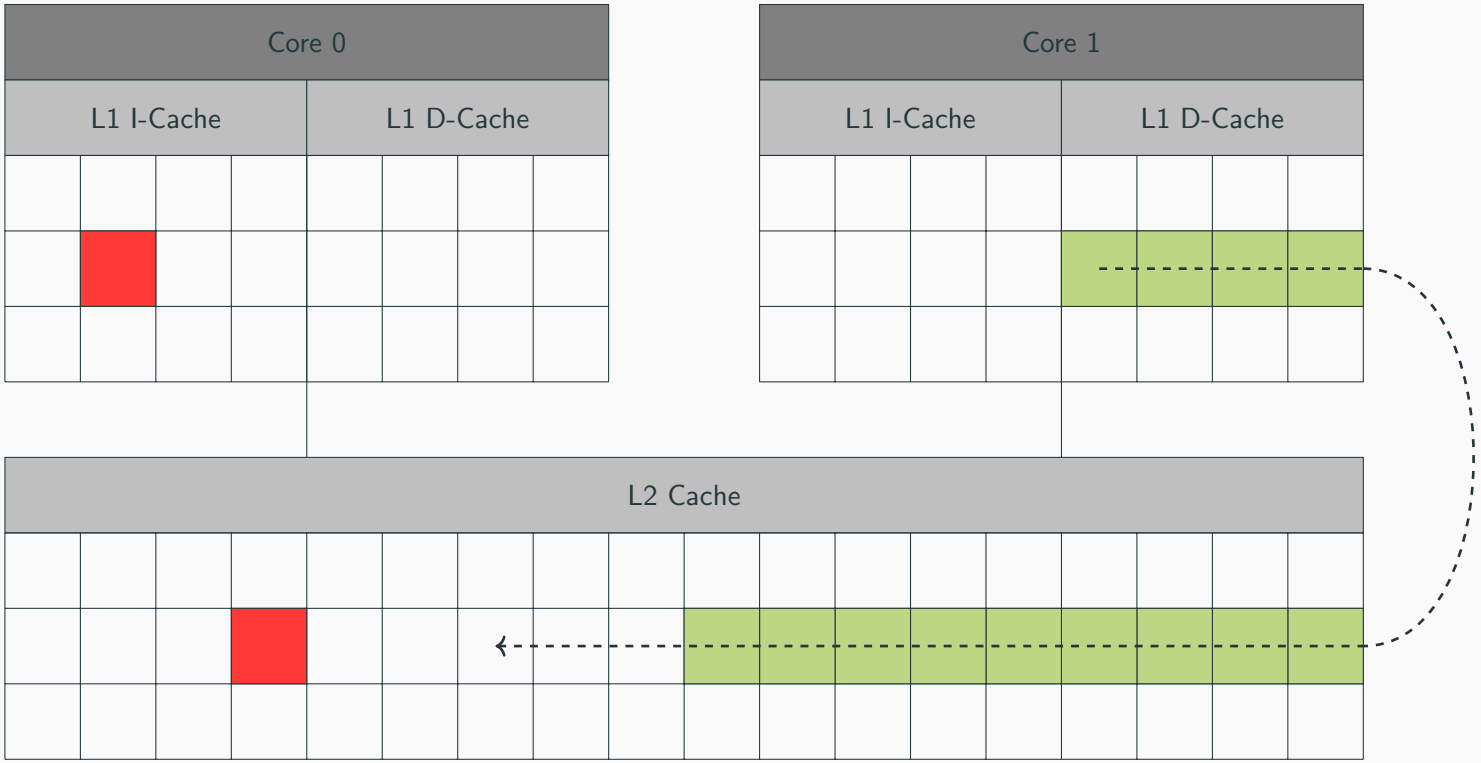

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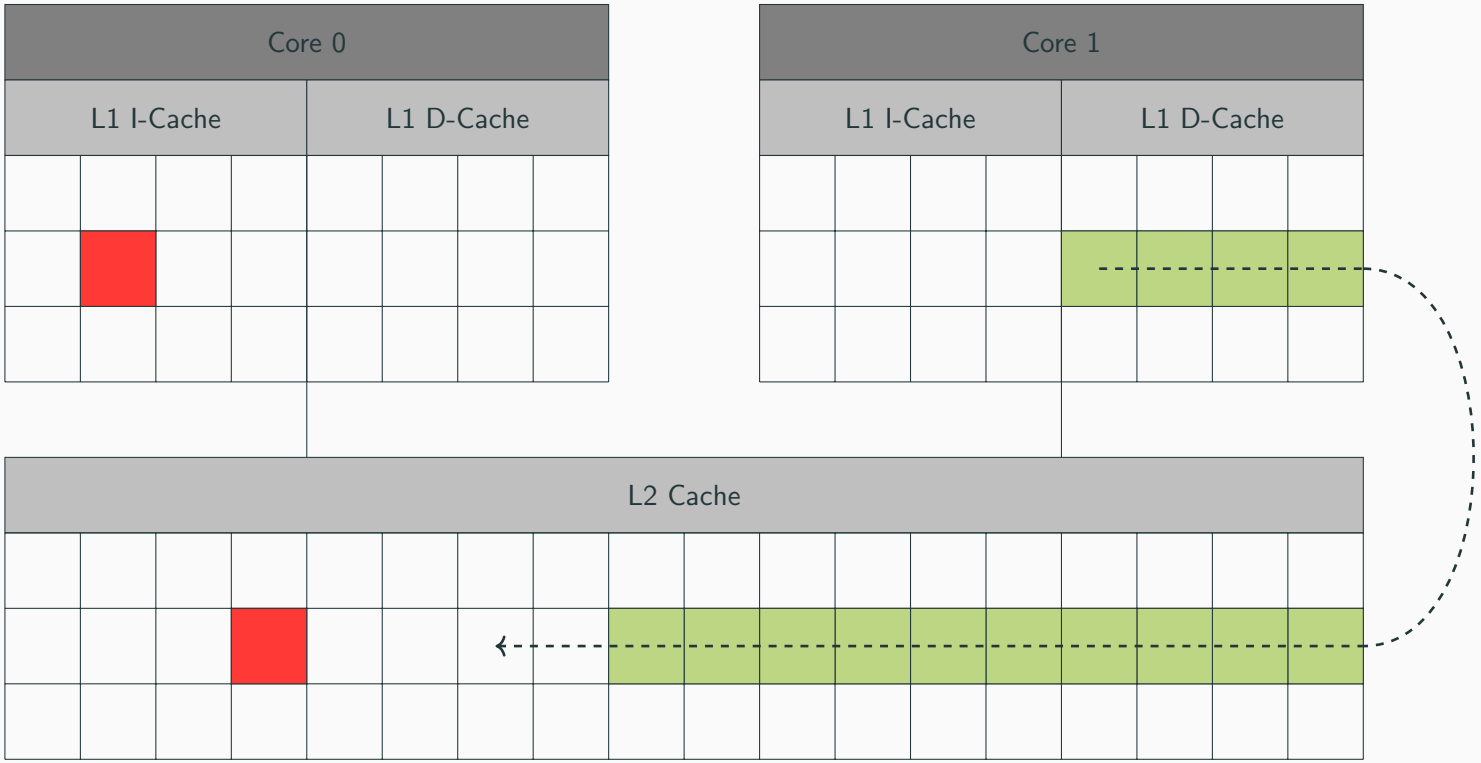

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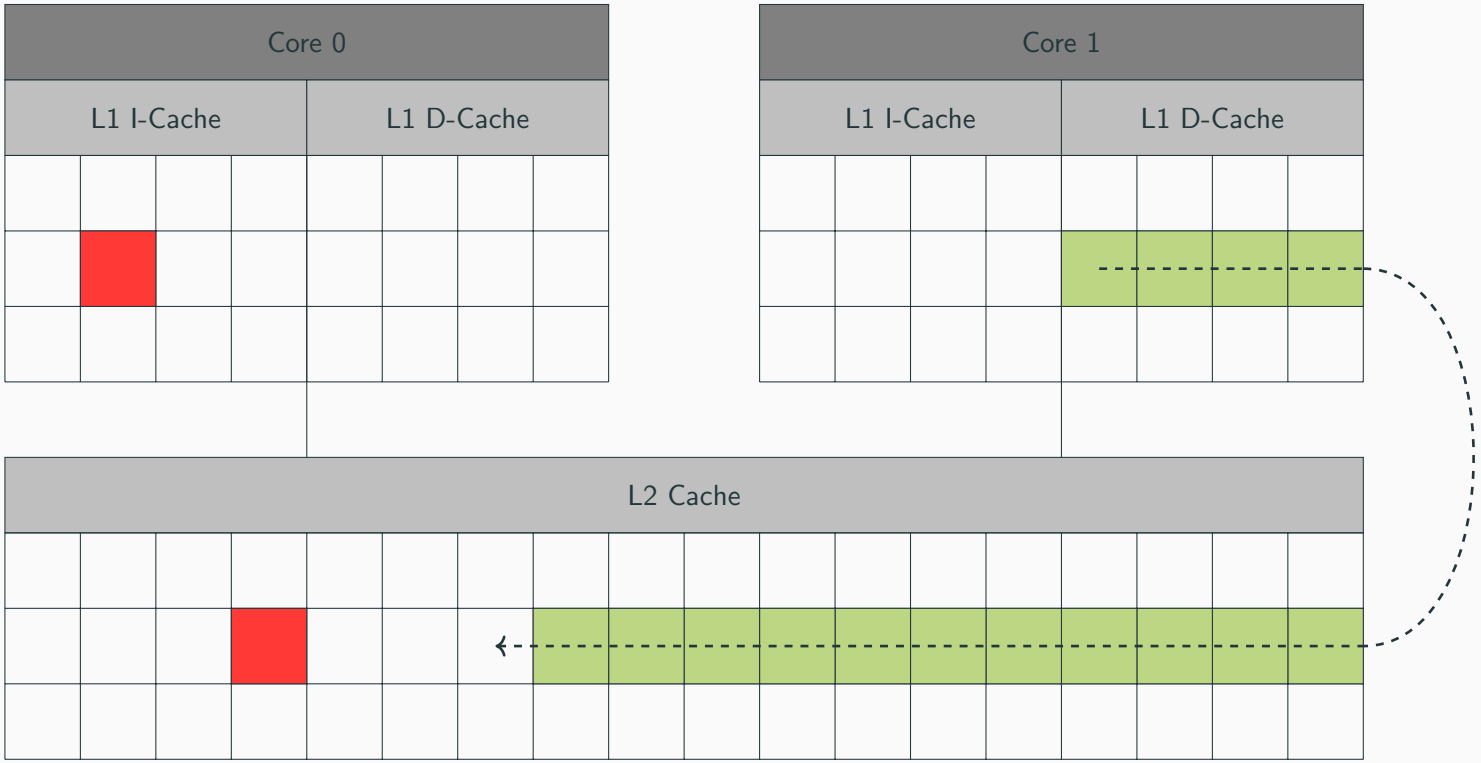

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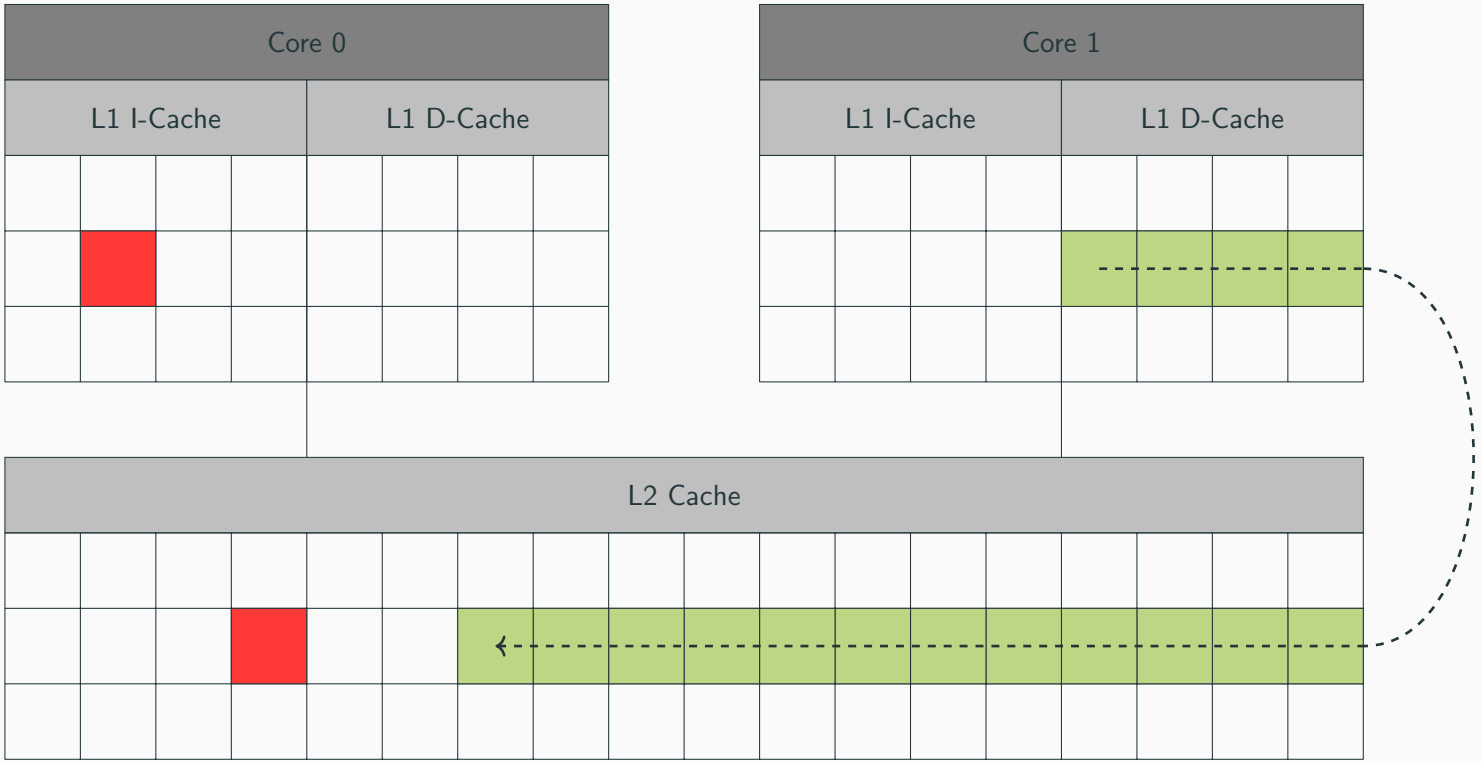

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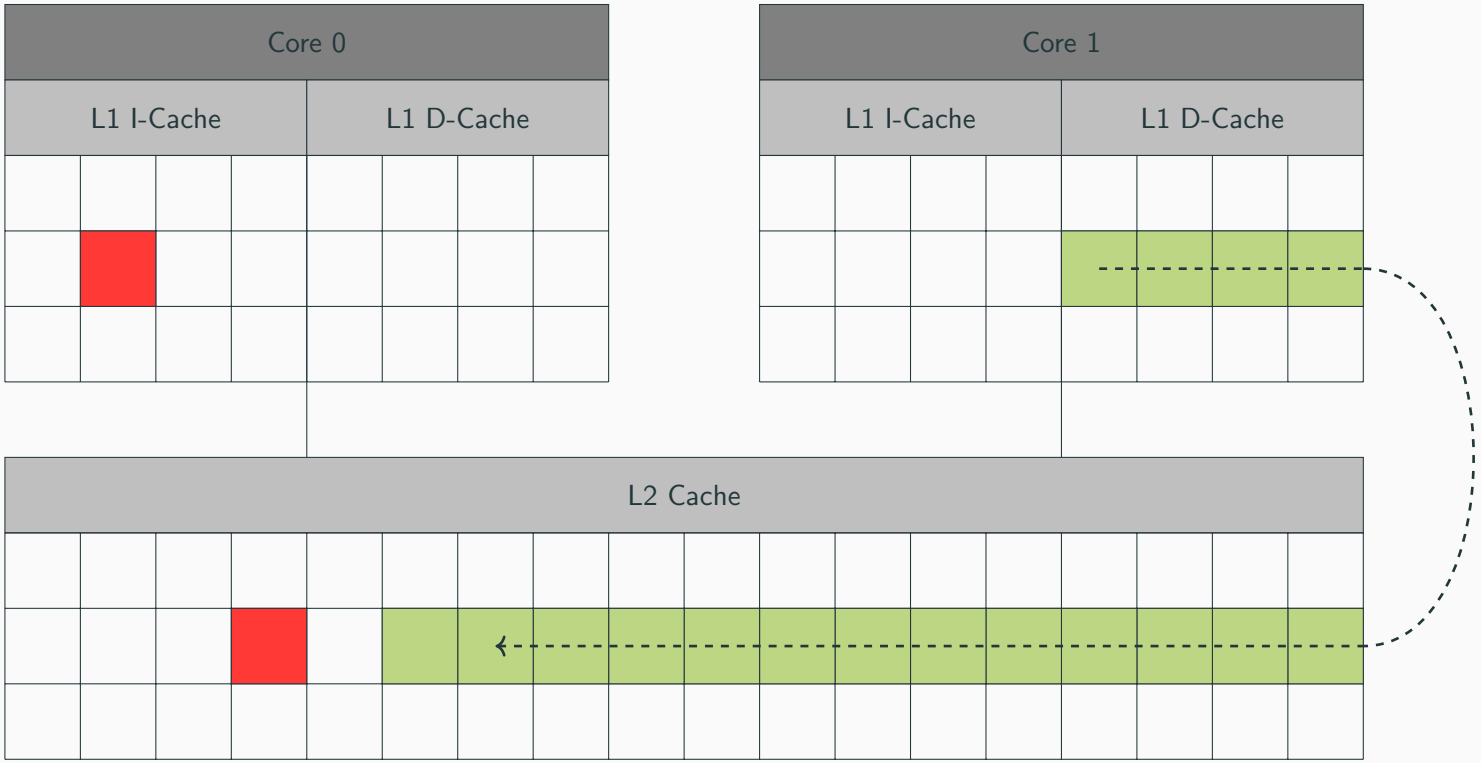

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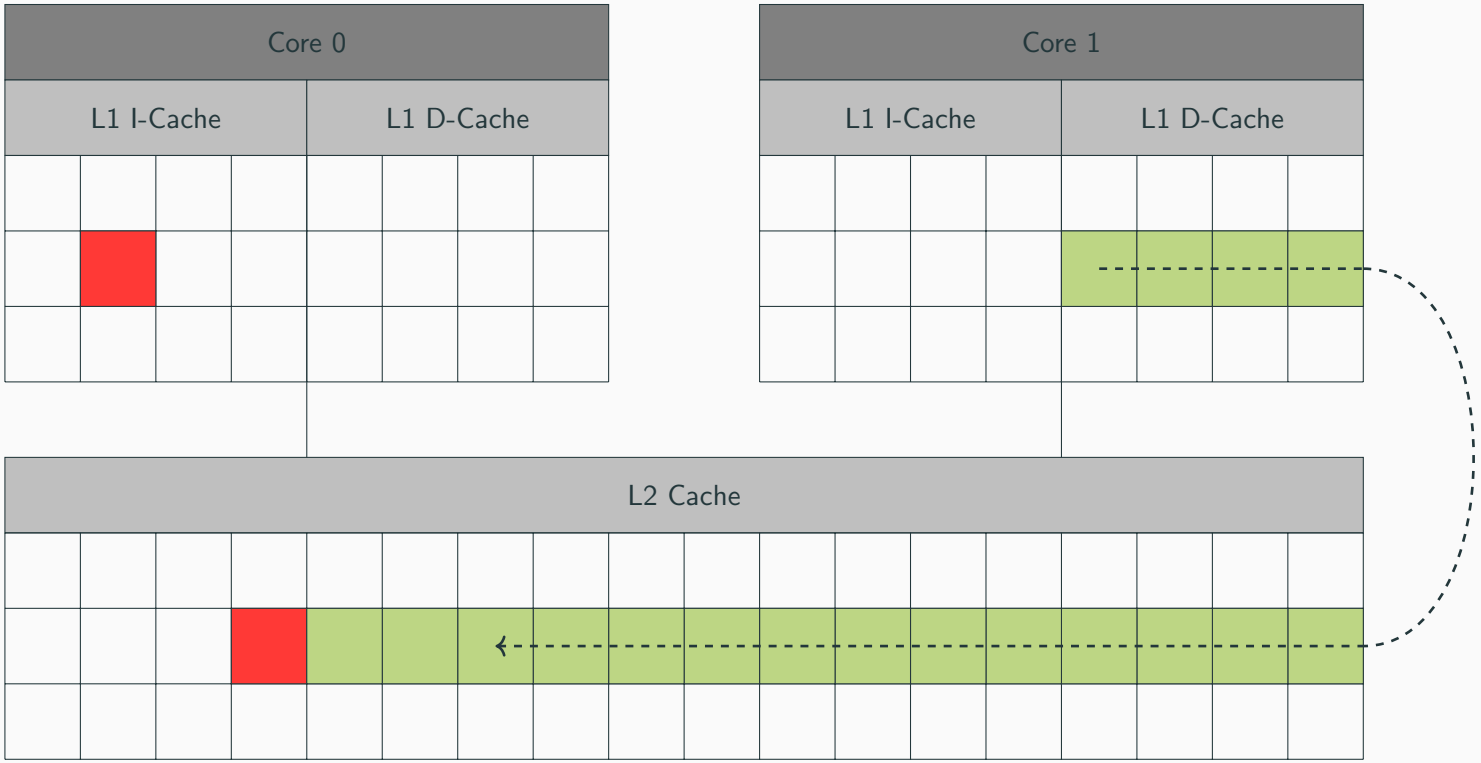

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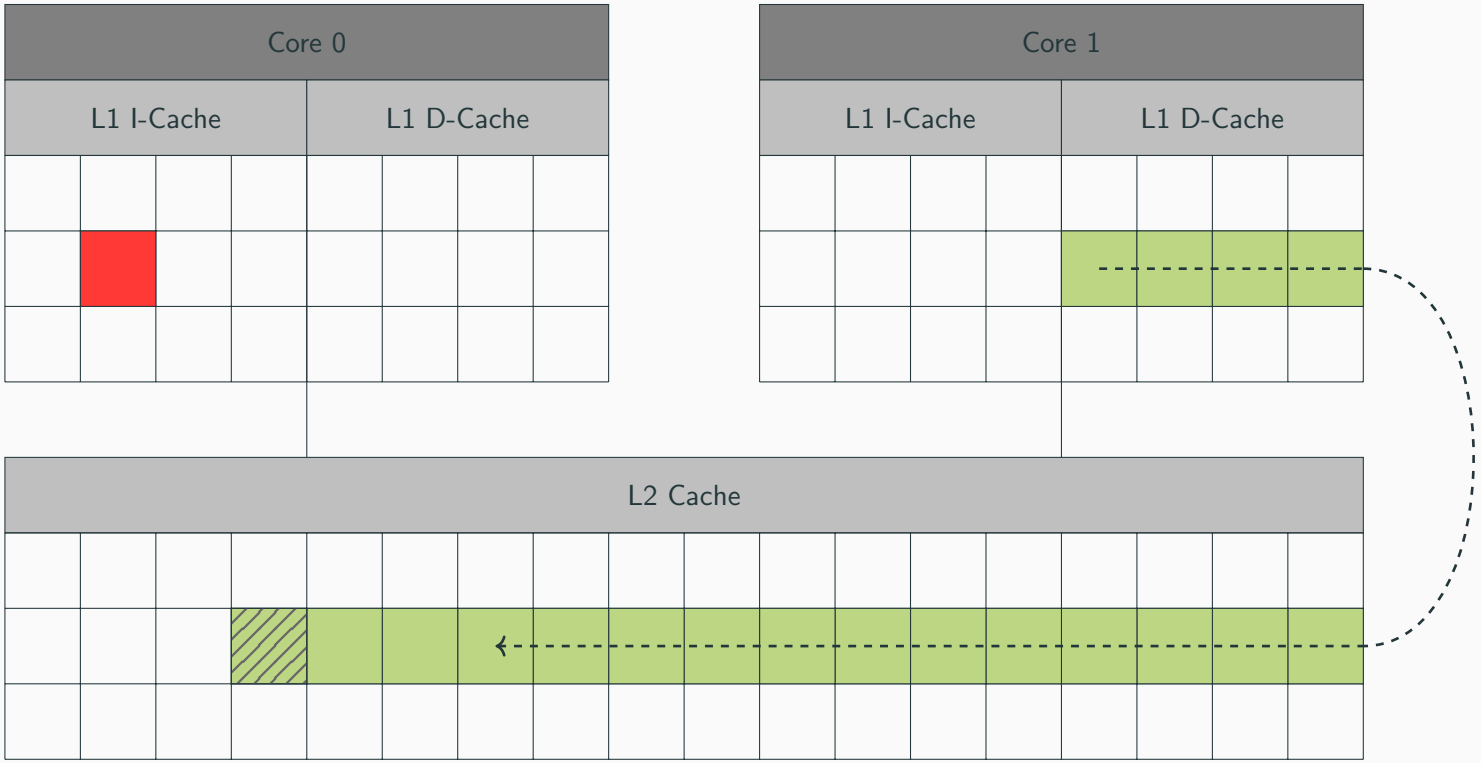

- Instruction-inclusive, data-non-inclusive caches
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- Inclusion: Line evicted from L2 $\rightarrow$ also evicted from L1

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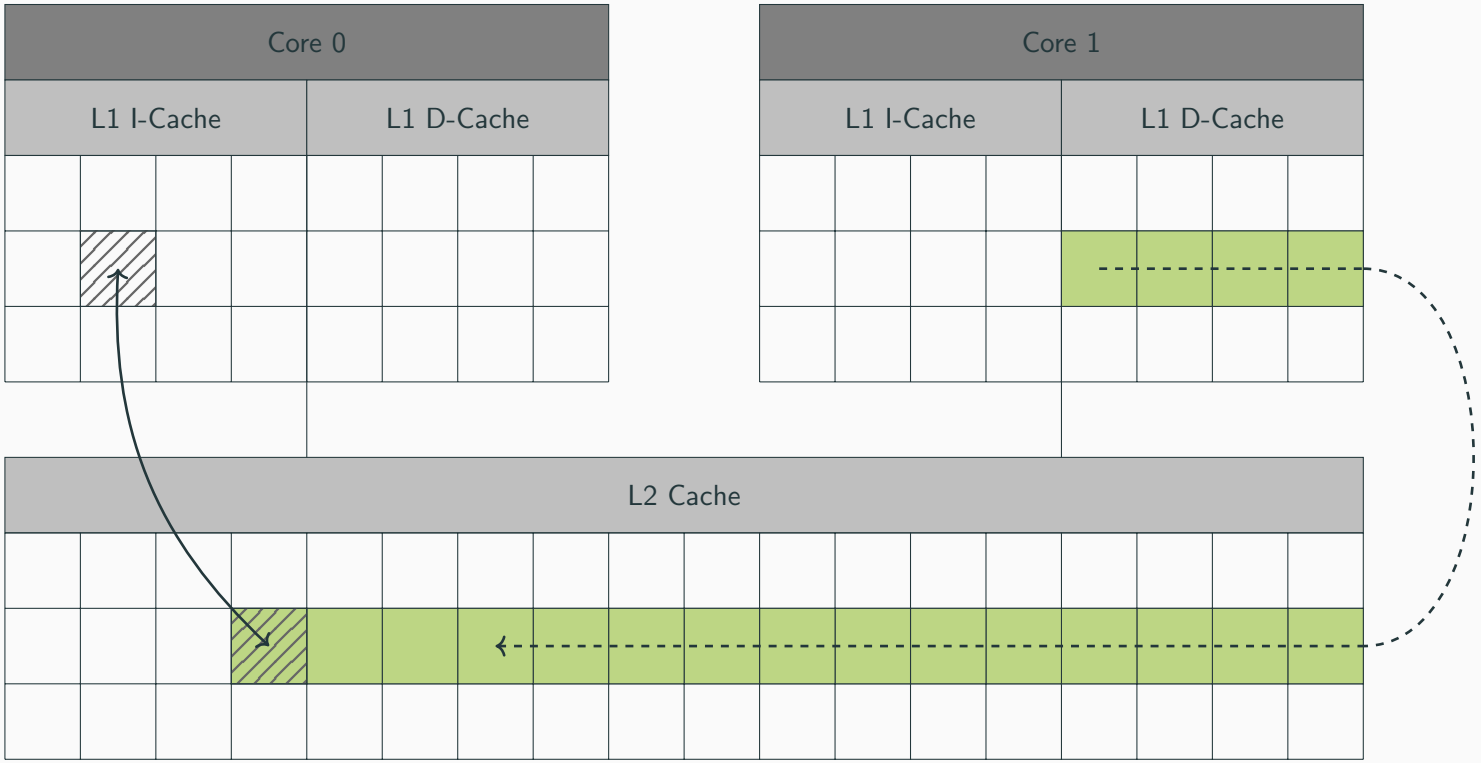

- Instruction-inclusive, data-non-inclusive caches
- Fill-up L1 D-Cache and begin to populate shared L2 Cache
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Solving #4: Non-inclusive caches

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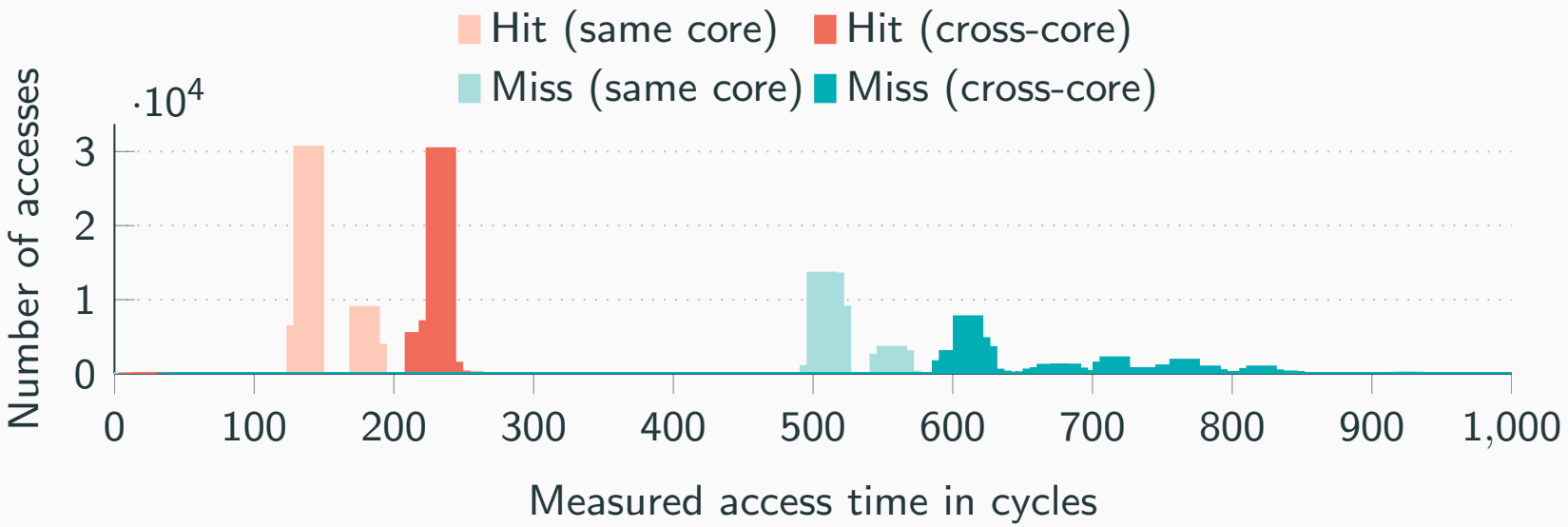

Challenges

Challenge #1 No flush instruction ✔

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Challenge #4 Non-inclusive caches ✔

Challenge #5 No shared cache

Solving #5: No shared cache

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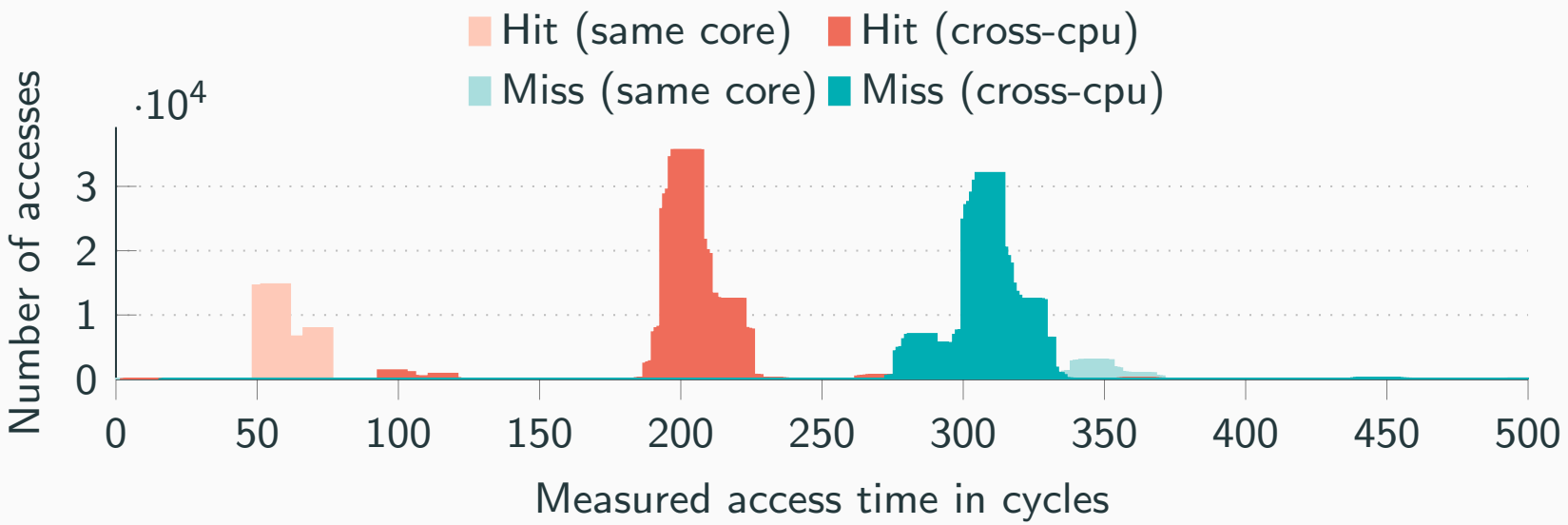

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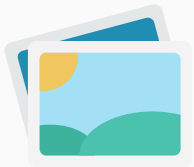
Attack scenarios

Case study #1

Covert communication

Case Study #1: Covert Channel

- Malicious privacy gallery app



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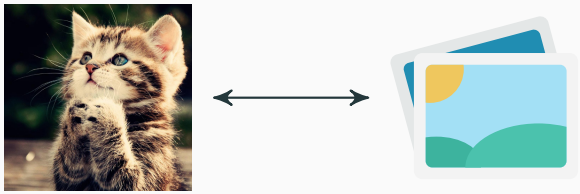

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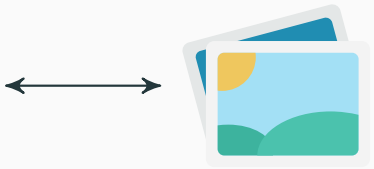


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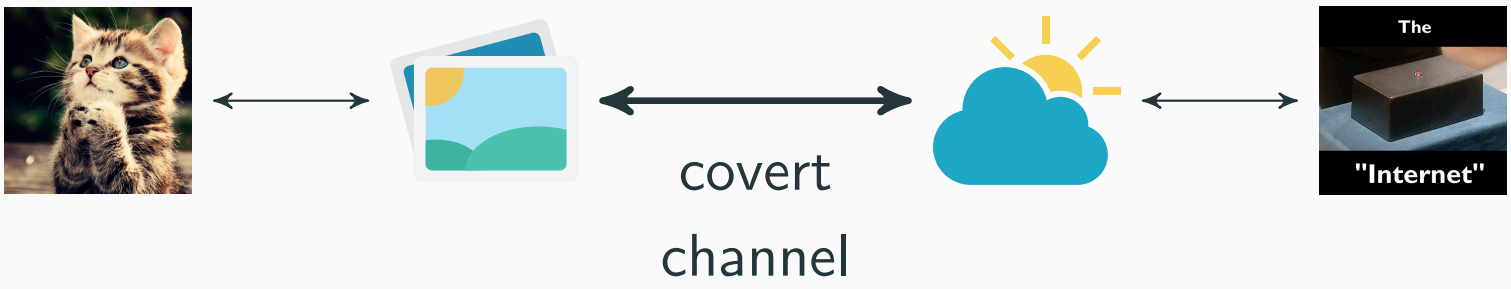

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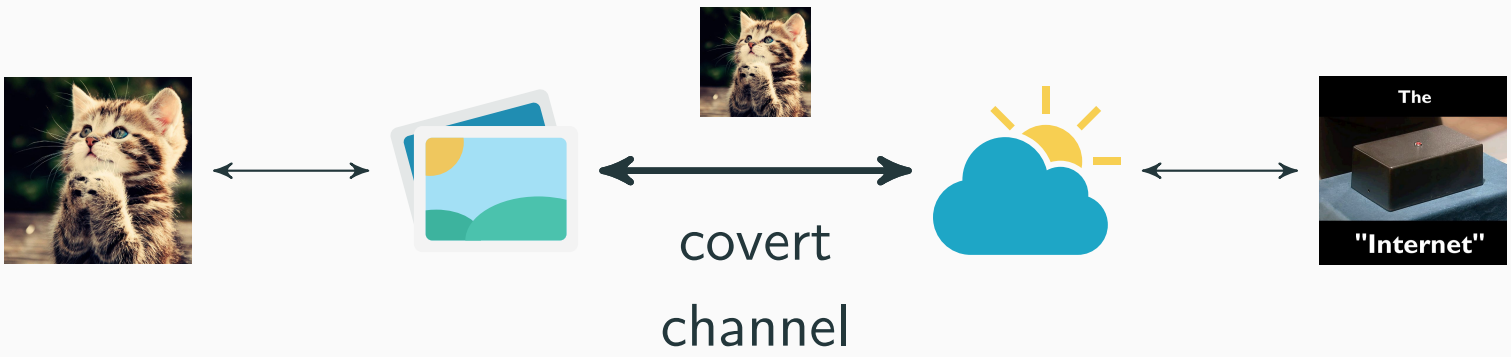

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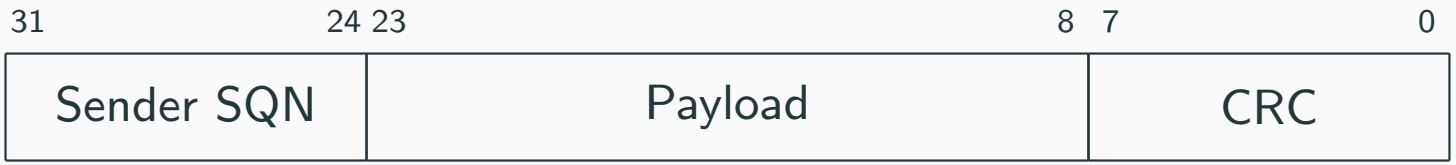

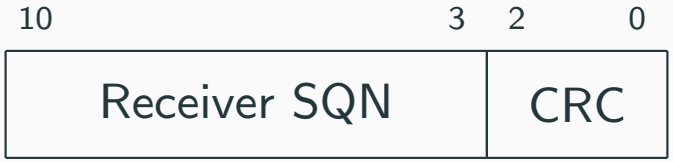

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Ours (Samsung Galaxy S6)	*Flush+Flush*, cross-core	178 292	0.48%
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Ours (Samsung Galaxy S6)	*Flush+Reload*, cross-core	1 140 650	1.10%

Case study #2

Spying on the user

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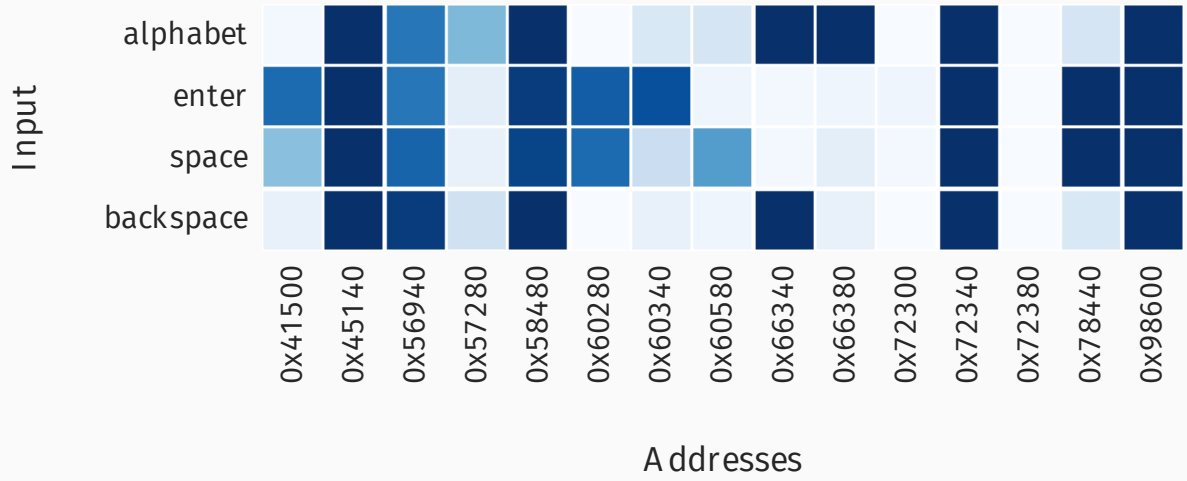

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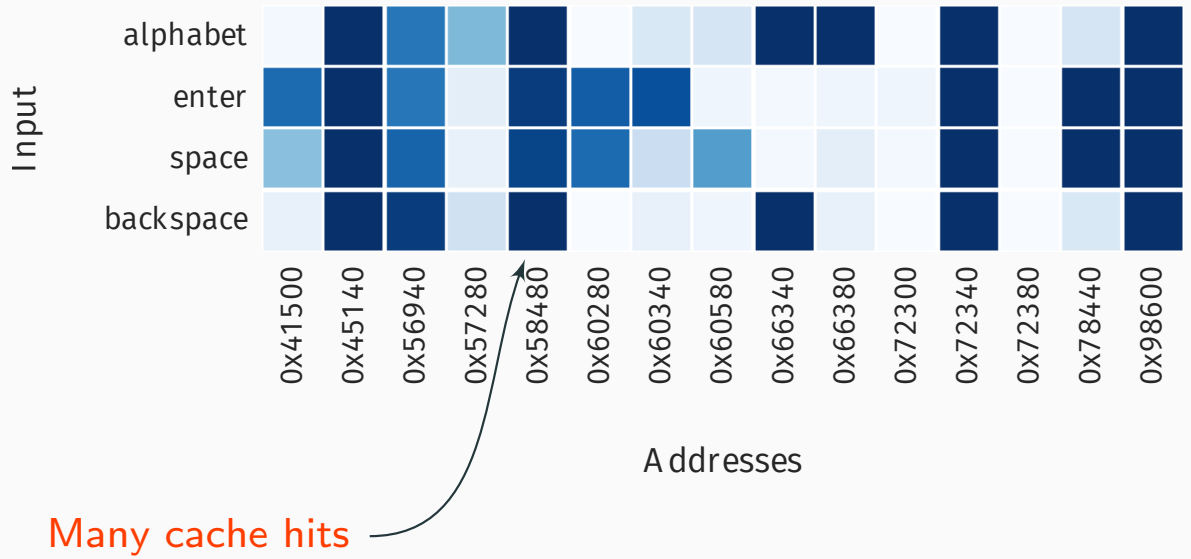

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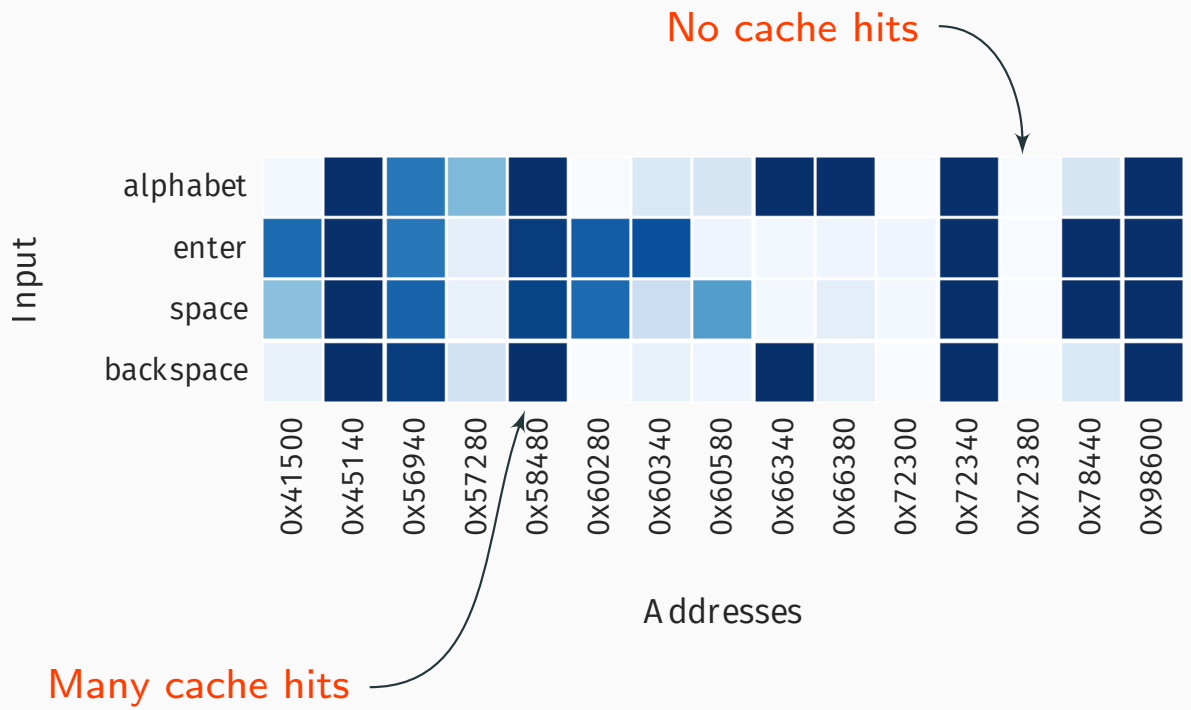

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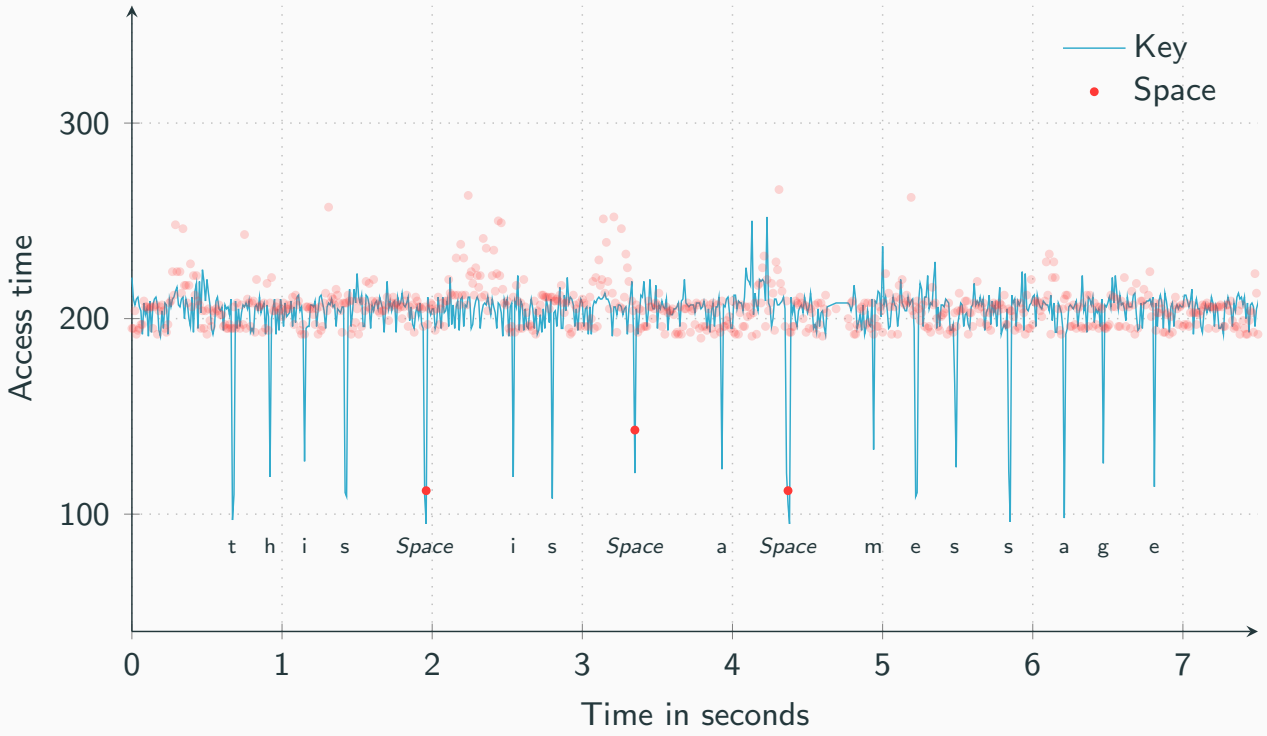
Evict+Reload on two addresses on the Alcatel One Touch Pop 2 in `custpack@app@withoutlibs@LatinIME.apk@classes.dex`

→ Differentiate keys from spaces



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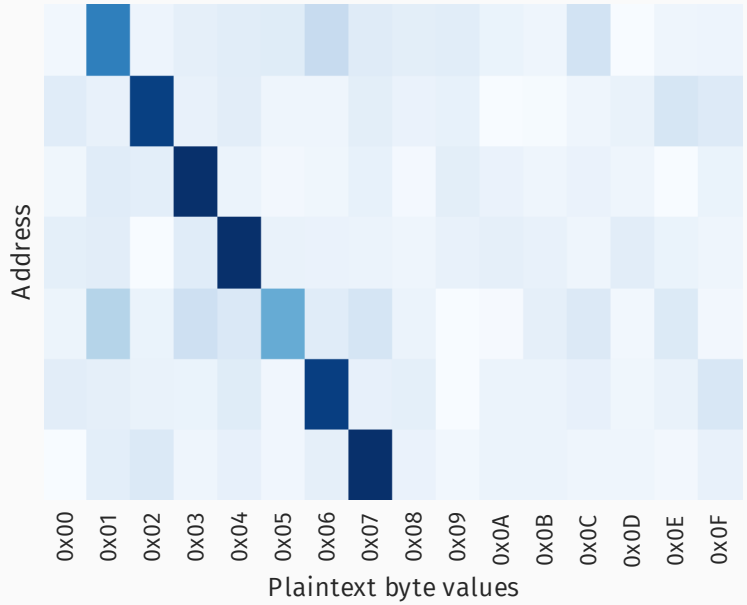
→ *Prime+Probe* to the rescue!



Case study #4

Monitoring ARM TrustZone

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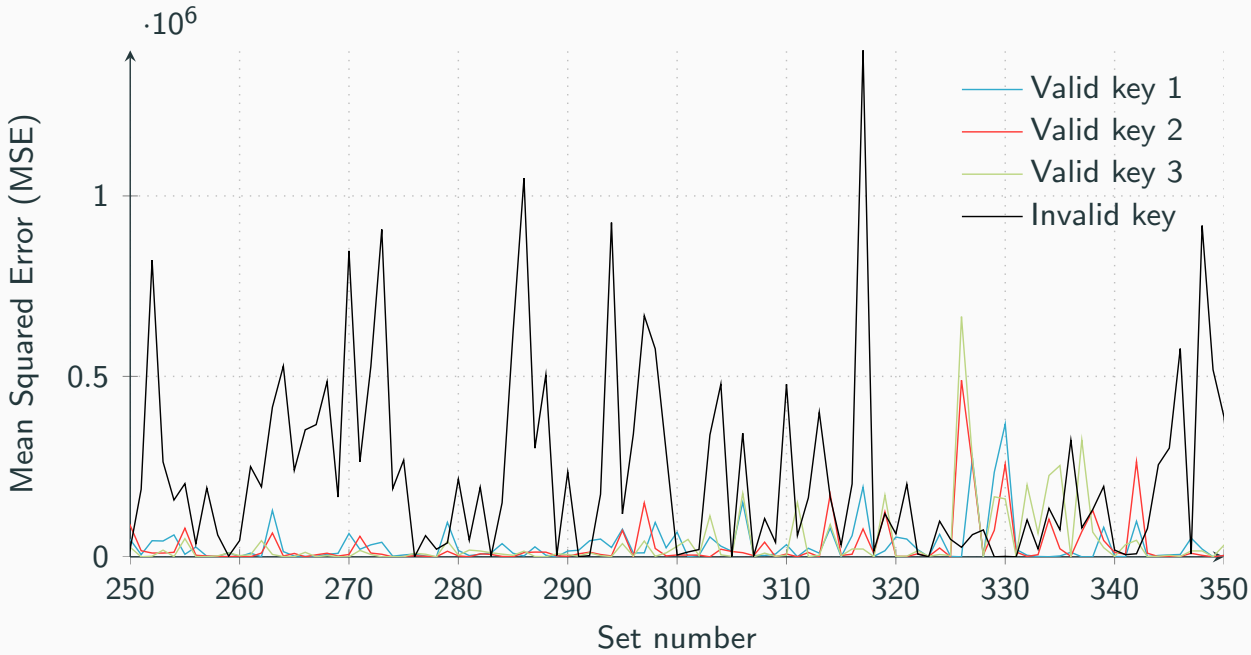

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→ Protect crypto. For the rest...

Countermeasures

- Coarse-grained timers
  - → But a thread timer is sufficient...
- No shared memory
  - → What about Prime+Probe?
- Restrict system information, e.g., `pagemap`
  - → Harder but still possible
- Use cryptographic instruction extensions
  - → Still not the default everywhere...
  - → Doesn't protect from spying user behavior...

→ Protect crypto. For the rest... No satisfying solution

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- Try our tools yourself!

ARMageddon

How Your Smartphone CPU Breaks Software-Level Security And Privacy

Moritz Lipp and Clémentine Maurice

November 3, 2016—Black Hat Europe