

# BranchSpec: Information Leakage Attacks Exploiting Speculative Branch Instruction Executions

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# Background

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- ❖ Security issues of speculation are raising critical concerns.
- ❖ Microarchitectural state changes remain beyond speculation.
- ❖ Unintended data could be exfiltrated via side channels.
  - E.g., Spectre and Meltdown.
  - Demonstrated using Cache, TLB and function units.

# Motivation

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- ❖ Branch predictor unit (BPU) is one of the most critical components
- ❖ BPU is used to trigger mis-speculation in transient execution attacks
- ❖ BPU can transfer secret in non-speculative domain (e.g., BranchScope<sup>1</sup>)

# Motivation

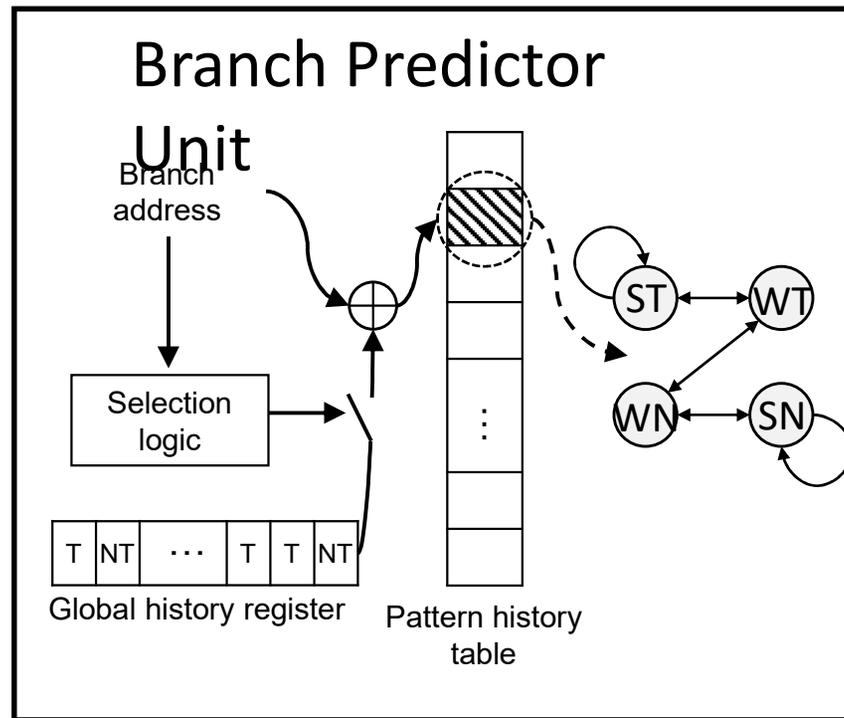
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- ❖ BPU can transfer secret in non-speculative domain (e.g., BranchScope<sup>1</sup>)

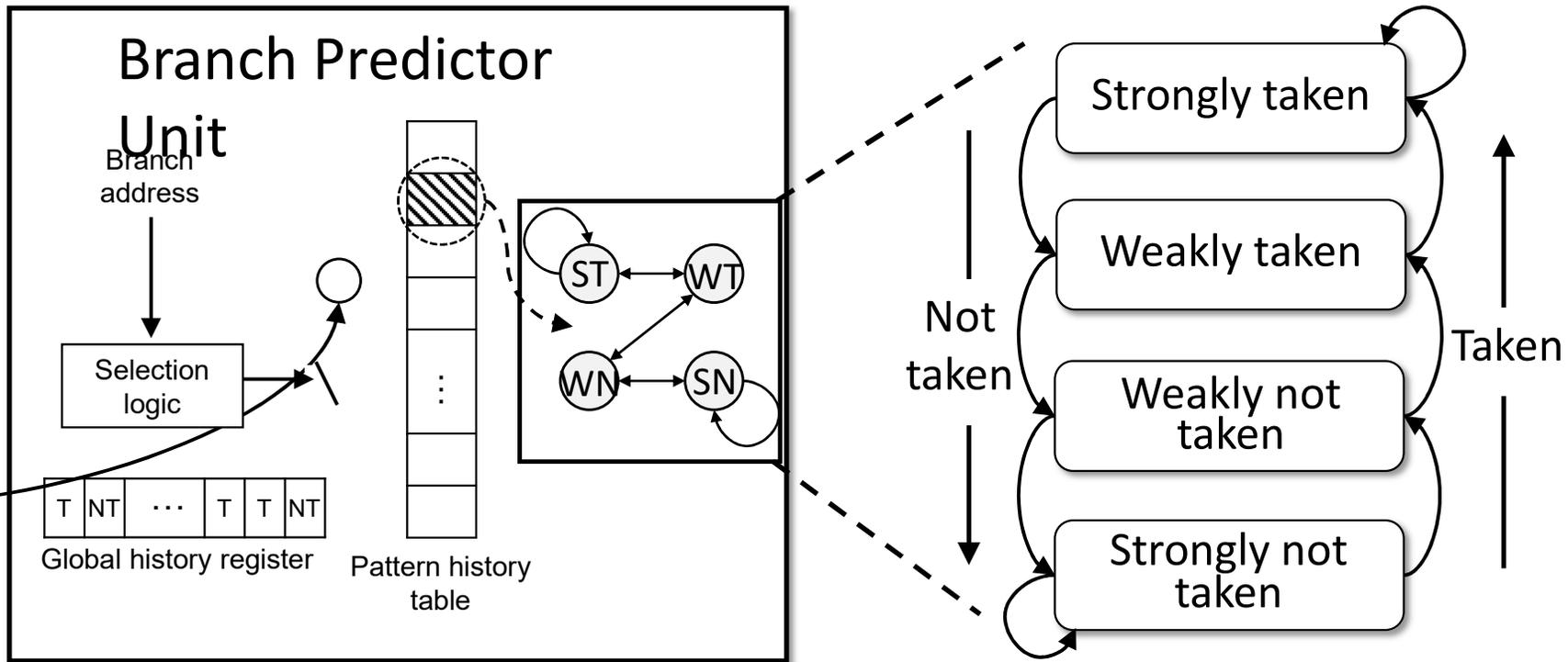
❖ Can we use branch predictor as **transmitting medium** in transient execution domain?

# Modern Branch Predictor Architecture

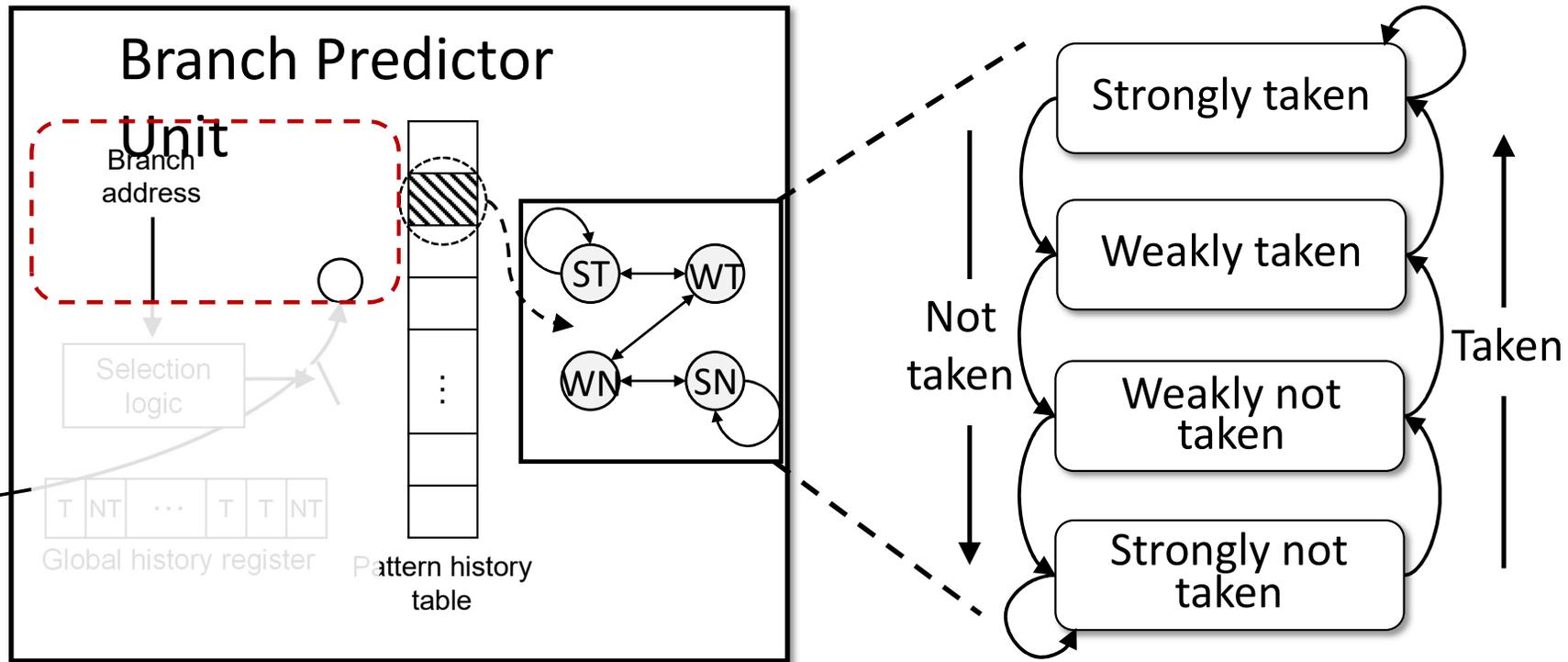
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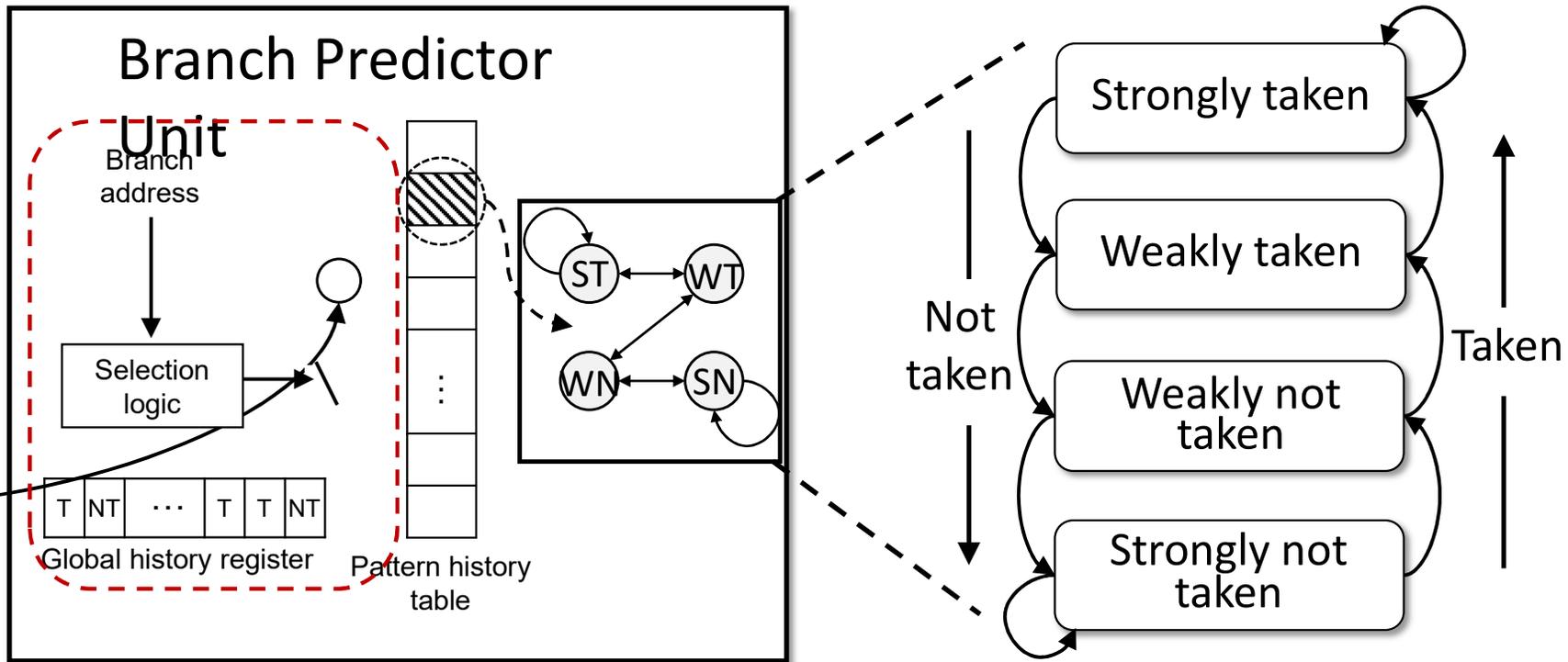
# Modern Branch Predictor Architecture



# Modern Branch Predictor Architecture

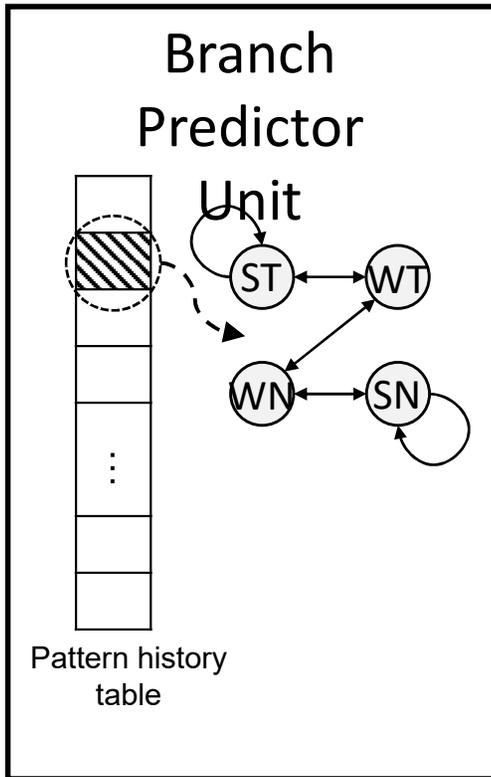


# Modern Branch Predictor Architecture



# Do PHT Changes Remain After Speculation?

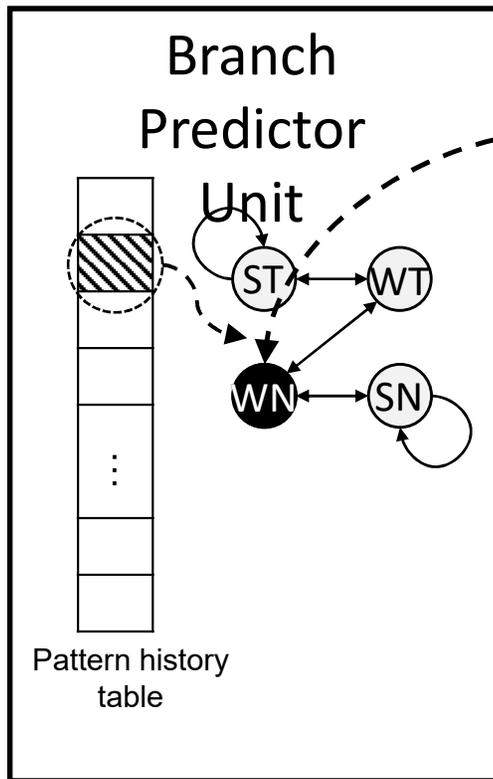
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```
bool control;  
① if (i < bound)  
  ② if (control)  
    <some_operations>;
```

# Do PHT Changes Remain After Speculation?

---

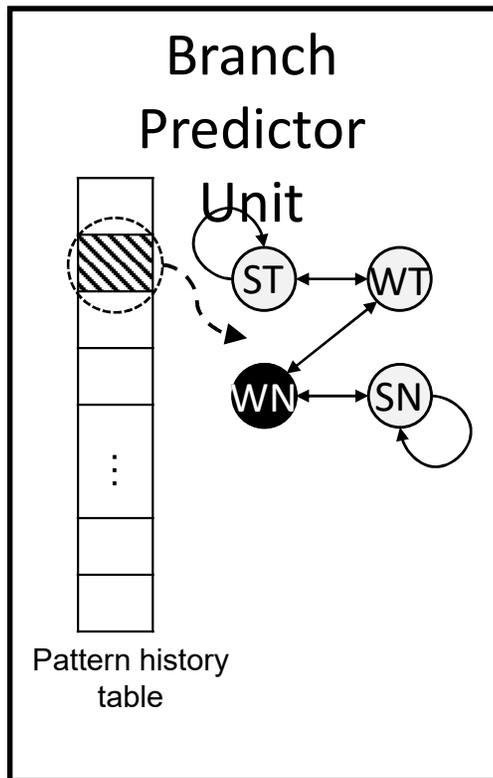


1. *Initialize {not-taken}* the PHT state

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# Do PHT Changes Remain After Speculation?

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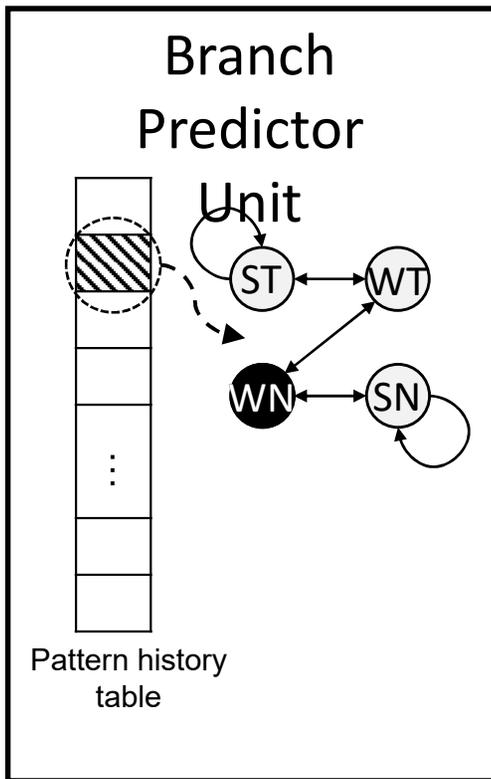


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bool control;  
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2. Trigger *speculation*

# Do PHT Changes Remain After Speculation?



1. *Initialize {not-taken}* the PHT state

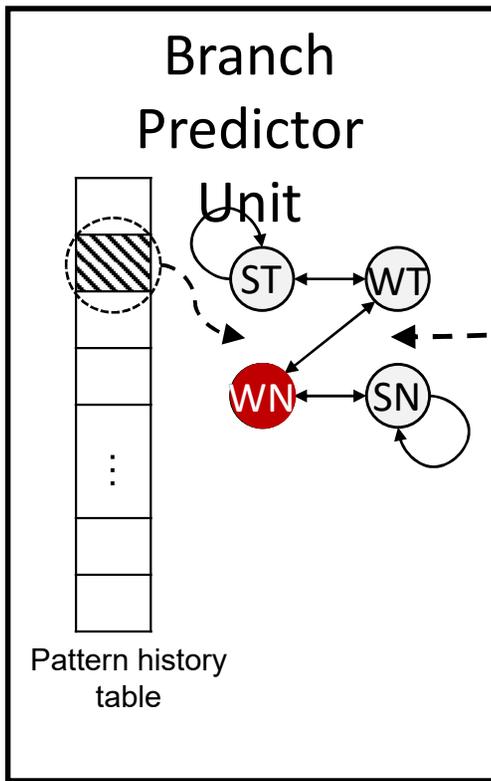
2. Trigger *speculation*

```
bool control;  
① if (i < bound)  
② if (control)  
   <some_operat
```

Start of *Speculation*

*Speculative Execution*

# Do PHT Changes Remain After Speculation?



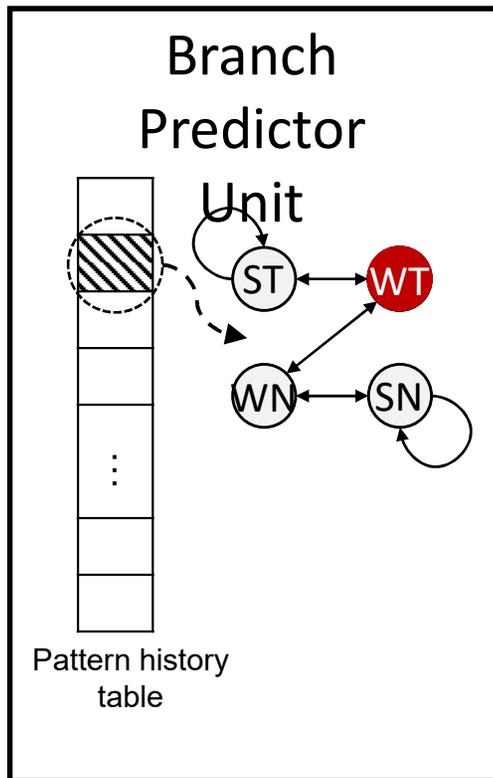
1. Initialize *{not-taken}* the PHT state

2. Trigger *speculation*

```
bool control;  
① if (i < bound)  
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   <some_operat
```

**Start of Speculation** points to line ①. **Speculative Execution** points to line ②.

# Do PHT Changes Remain After Speculation?



1. Initialize *{not-taken}* the PHT state

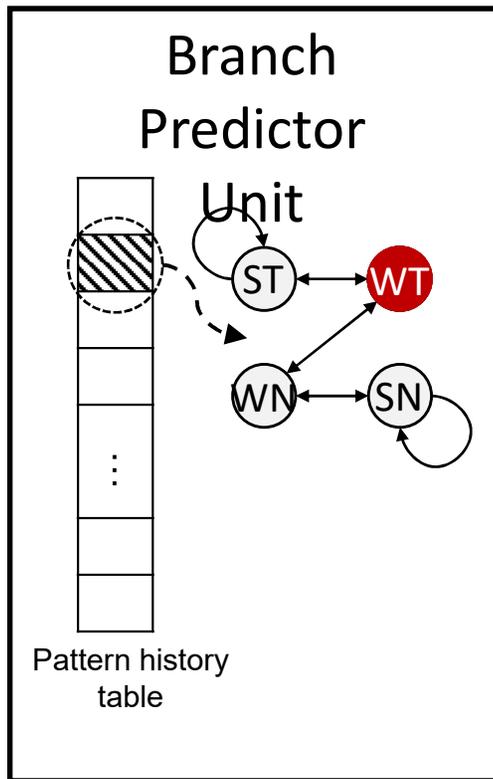
2. Trigger *speculation*

```
bool control;  
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Start of *Speculation*

*Speculative Execution*

# Do PHT Changes Remain After Speculation?



1. Initialize *{not-taken}* the PHT state

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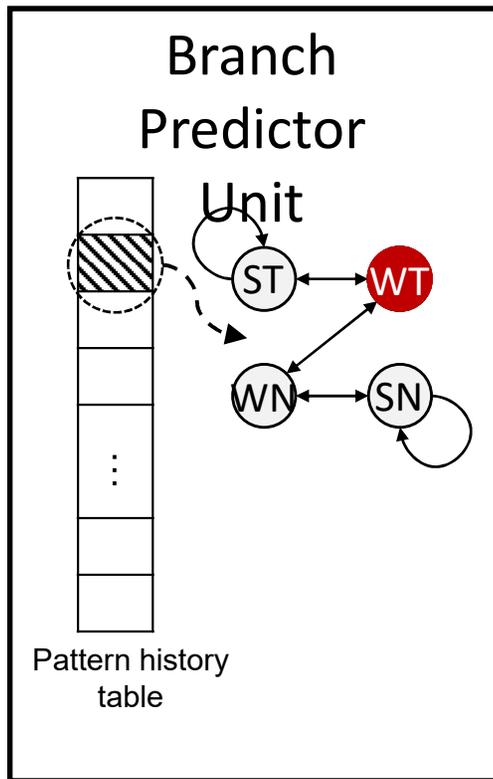
```
② is(control)
```

Squash!

Start of *Speculation*

*Speculative Execution*

# Do PHT Changes Remain After Speculation?



1. Initialize *{not-taken}* the PHT state

2. Trigger *speculation*

3. Measure execution time *{taken}*

```
bool control;  
① if (i < bound)  
  ② if (control)  
    <some_operations>;
```



# Do PHT Changes Remain After Speculation?

## Key Observation:

Branches executed in the speculative path change PHT entry which are not restored in case of mis-speculation.

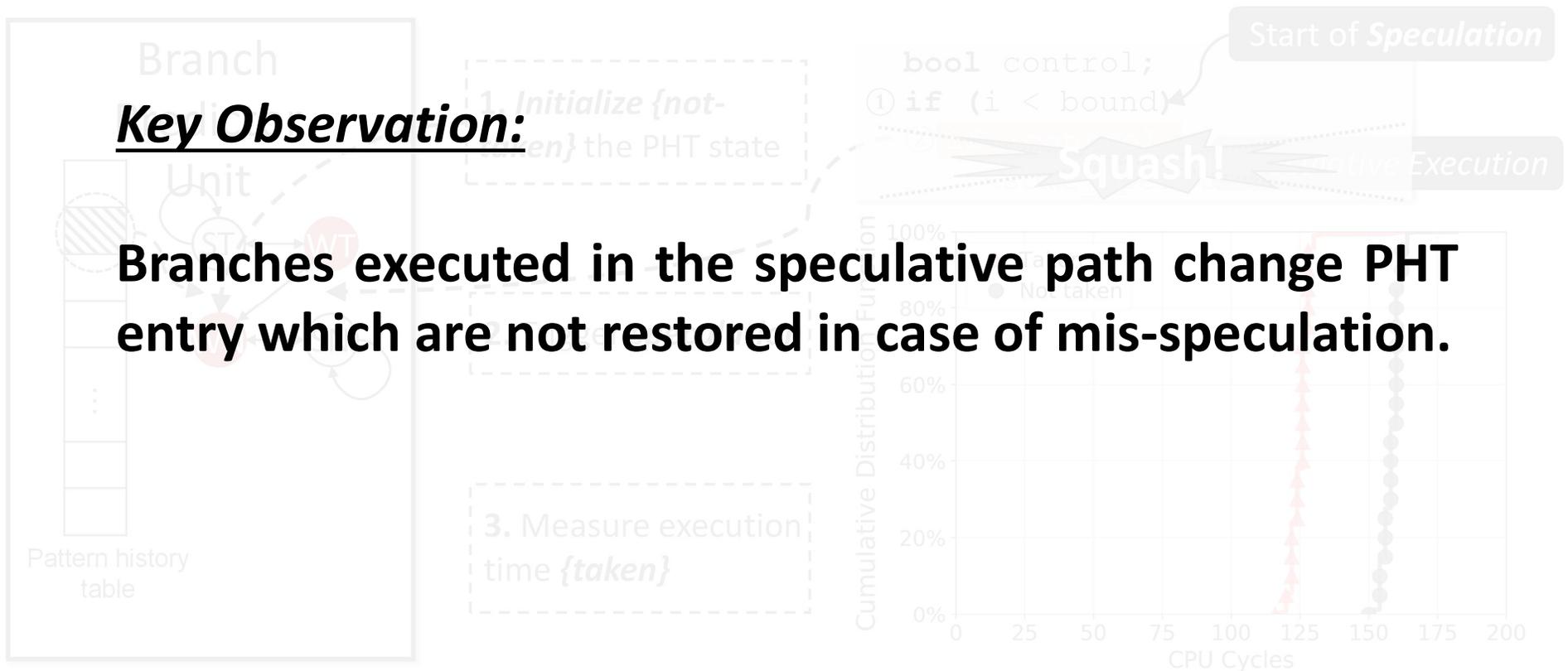


Figure 1: Execution time of branch ② in step 3 for different outcome of the branch in step 2

# BranchSpec: Side Channel Attack

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## Victim

```
// Parent branch  
if (x < bound)  
    ....  
    ....  
// Victim branch,  $b_v$   
if (array1[x])  
    <some_operations>;
```

# BranchSpec: Side Channel Attack

---

## Victim

```
// Parent branch  
if (x < bound)  
    ....  
    ....  
// Victim branch, bv  
if (array1[x])  
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```

# BranchSpec: Side Channel Attack

---

**Step 1:** Preset PHT entry ( $PHT_v$ ) of victim branch ( $b_v$ )

- Attacker uses a **congruent branch** of  $b_v$  (i.e.,  $b_a$ )
- Executes  $b_a$  twice with *taken* outcome

## Victim

```
// Parent branch
if (x < bound)
    ....
    ....
// Victim branch,  $b_v$ 
if (array1[x])
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# BranchSpec: Side Channel Attack

**Step 1:** Preset PHT entry ( $PHT_v$ ) of victim branch ( $b_v$ )

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## Victim

```
// Parent branch
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  ....
  ....
// Victim branch,  $b_v$ 
if (array1[x])
  <some_operations>;
```



Initial state ( $PHT_v$ )

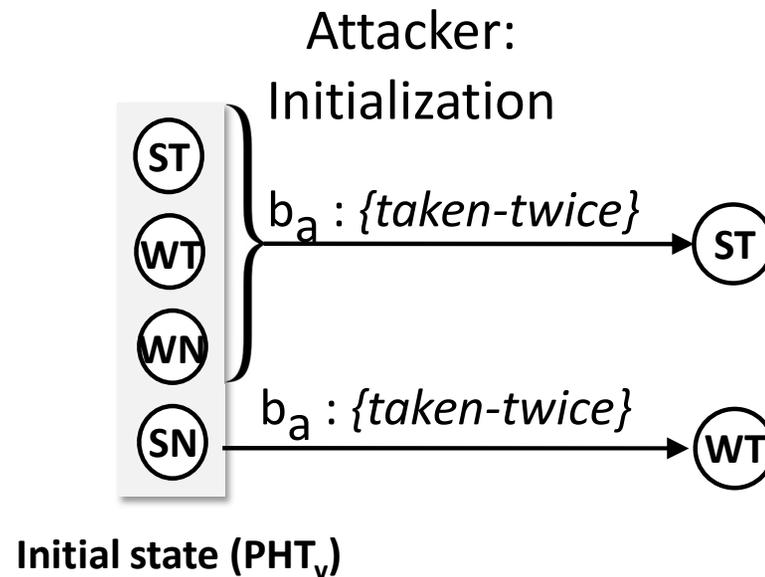
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```
// Parent branch
if (x < bound)
  ....
  ....
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if (array1[x])
  <some_operations>;
```



# BranchSpec: Side Channel Attack

---

**Step 2:** Victim executes  $b_v$  **speculatively**

## Victim

```
// Parent branch
if (x < bound)
    ....
    ....
// Victim branch,  $b_v$ 
if (array1[x])
    <some_operations>;
```

# BranchSpec: Side Channel Attack

---

## Step 2: Victim executes $b_v$ speculatively

- Attacker can trigger mis-speculation of parent branch using congruent branch

### Victim

```
// Parent branch
if (x < bound)
    ....
    ....
// Victim branch,  $b_v$ 
if (array1[x])
    <some_operations>;
```

# BranchSpec: Side Channel Attack

---

## Step 2: Victim executes $b_v$ speculatively

- Attacker can trigger mis-speculation of parent branch using congruent branch
- PHT entry of victim branch ( $PHT_v$ ) is updated based on  $b_v$  outcome

### Victim

```
// Parent branch
if (x < bound)
    ....
    ....
// Victim branch,  $b_v$ 
if (array1[x])
    <some_operations>;
```

# BranchSpec: Side Channel Attack

## Step 2: Victim executes $b_v$ speculatively

- Attacker can trigger mis-speculation of parent branch using congruent branch
- PHT entry of victim branch ( $PHT_v$ ) is updated based on  $b_v$  outcome

### Victim

```
// Parent branch
if (x < bound)
    ....
    ....
// Victim branch,  $b_v$ 
if (array1[x])
    <some_operations>;
```



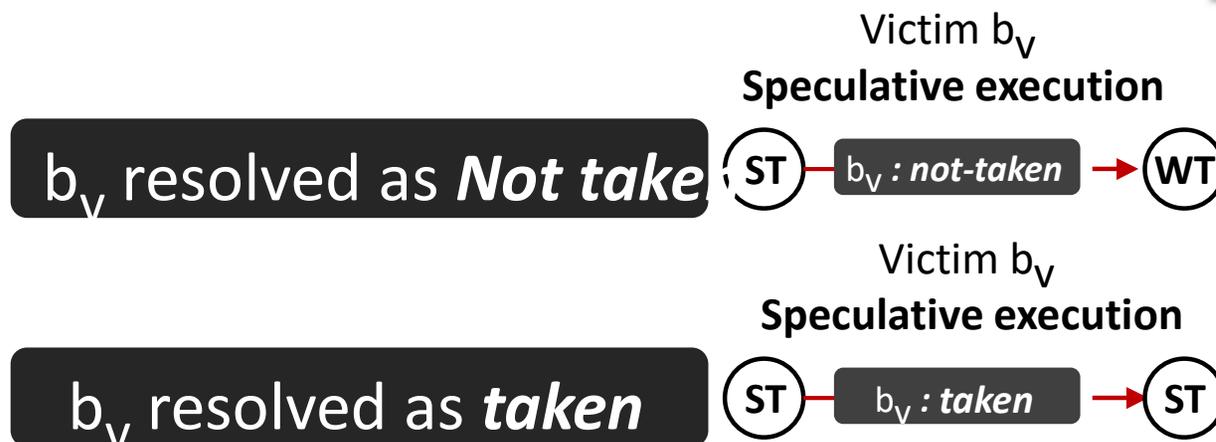
# BranchSpec: Side Channel Attack

## Step 2: Victim executes $b_v$ speculatively

- Attacker can trigger mis-speculation of parent branch using congruent branch
- PHT entry of victim branch ( $PHT_v$ ) is updated based on  $b_v$  outcome

### Victim

```
// Parent branch
if (x < bound)
    ....
    ....
// Victim branch,  $b_v$ 
if (array1[x])
    <some_operations>;
```



# BranchSpec: Side Channel Attack

**Step 3:** Attacker probes  $PHT_V$  to infer  $b_V$  outcome

## Victim

```
// Parent branch,  $b_{V0}$  😱  
if (x < bound)  
    ....  
    ....  
    // Victim branch,  $b_V$   
    if (array1[x])  
        <some_operations>;
```



# BranchSpec: Side Channel Attack

**Step 3:** Attacker probes  $PHT_V$  to infer  $b_V$  outcome

- Execute  $b_a$  twice with *not taken* outcome

## Victim

```
// Parent branch,  $b_{v0}$  ☹️  
if (x < bound)  
    ....  
    ....  
    // Victim branch,  $b_V$   
    if (array1[x])  
        <some_operations>;
```



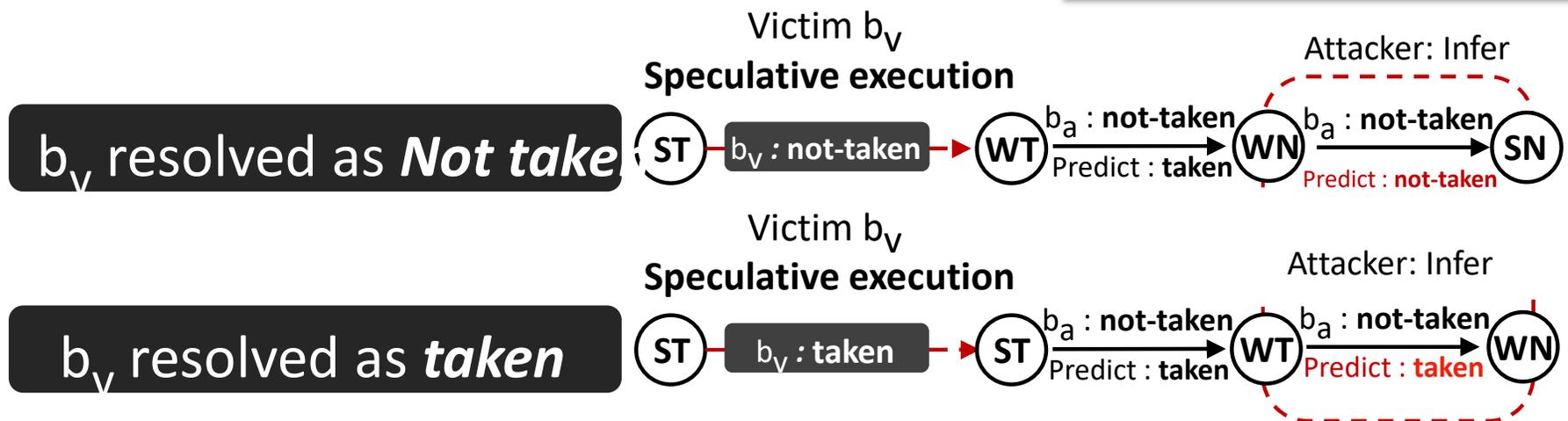
# BranchSpec: Side Channel Attack

**Step 3:** Attacker probes  $PHT_V$  to infer  $b_V$  outcome

- Execute  $b_a$  twice with *not taken* outcome

## Victim

```
// Parent branch,  $b_{v0}$ 
if (x < bound)
    ...
    ...
// Victim branch,  $b_V$ 
if (array1[x])
    <some_operations>;
```



# BranchSpec: Side Channel Attack

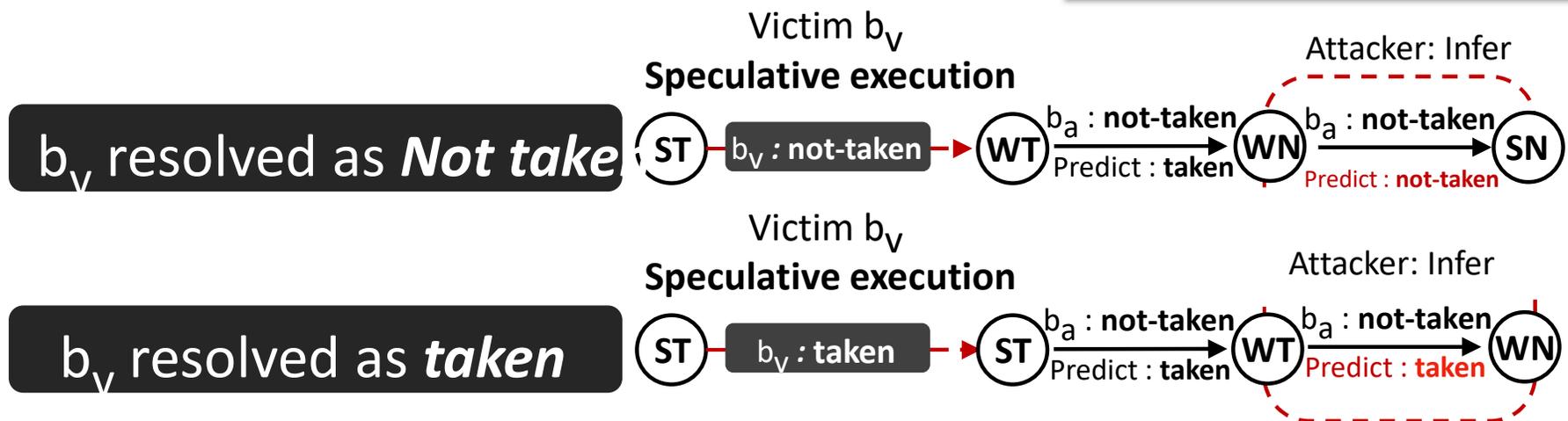
## Victim

```

// Parent branch,  $b_{v0}$ 
if (x < bound)
    ....
    ....
// Victim branch,  $b_v$ 
if (array1[x])
    <some_operations>;
    
```

**Step 3:** Attacker probes  $PHT_v$  to infer  $b_v$  outcome

- Execute  $b_a$  twice with **not taken** outcome
- Measure execution time of **second** execution



# BranchSpec: Side Channel Attack

## Step 3: Attacker

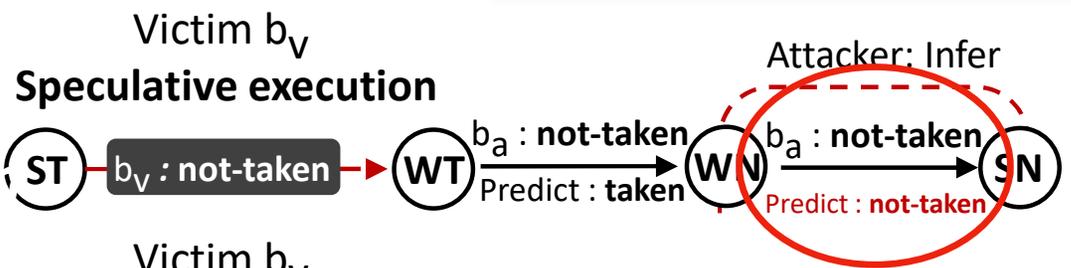
- Execute  $b_a$  twice with *not taken* outcome
- Measure execution time of **second** execution

Correct prediction of  $b_a \rightarrow$  Shorter execution time

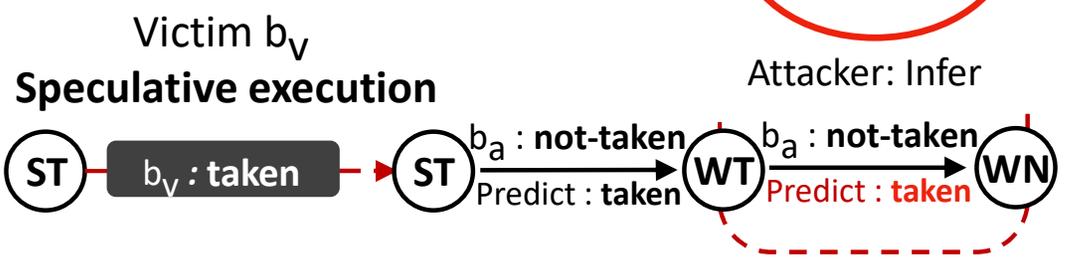
```

Victim
// Parent branch,  $b_{v0}$ 
....
// Victim branch,  $b_v$ 
if (array1[x])
    <some_operations>;
    
```

$b_v$  resolved as *Not take*



$b_v$  resolved as *taken*



# BranchSpec: Side Channel Attack

Victim

```
// Parent branch, b_v0
// Child branch, b_v
<some_operations>;
```

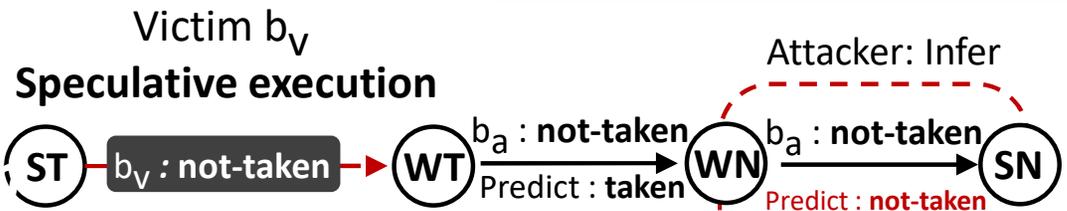
Step 3: Attacker

- Execute  $b_a$  twice with *not taken* outcome
- Measure execution time

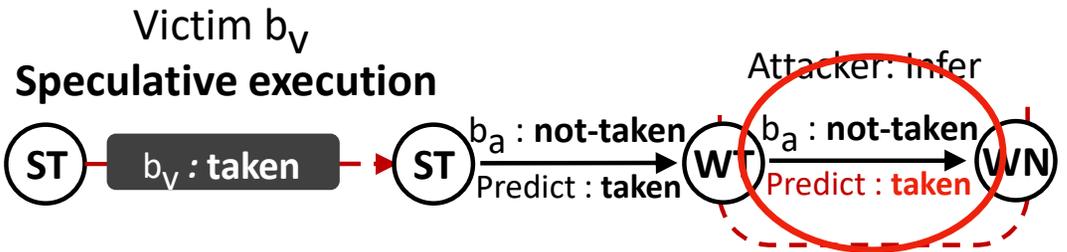
Correct prediction of  $b_a \rightarrow$  Shorter execution time

Mis-prediction of  $b_a \rightarrow$  Longer execution

$b_v$  resolved as *Not take*



$b_v$  resolved as *taken*



# Results and Characteristics of BranchSpec

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- ❖ First work to show information leakage via branch predictor in transient execution attacks
  - Implemented on processors **with and w/o SMT**
  - Bit error rate is less than **4%**
  - Potentially targeted applications: **Crypto algorithms, image processing and ML programs**
- ❖ Enables even stronger attack capabilities
  - Completely uses BPU for end-to-end attack
  - Utilizes more common code patterns than Spectre V1

## Spectre V1 Gadgets

```
if (x < array1_size)
    y = array2(array1[x] * 4096);
```

## BranchSpec Gadgets

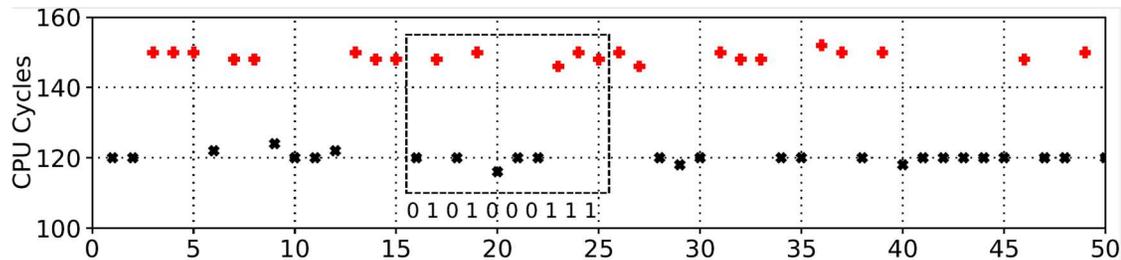
```
if (x < bound)
    if (array1[x]) // bv
        <some_operations>;
```

```
if (x < bound)
    for (i = 0; i < bound; i++)
        if (array1[x + i]) // bv
            <some_operations>;
```

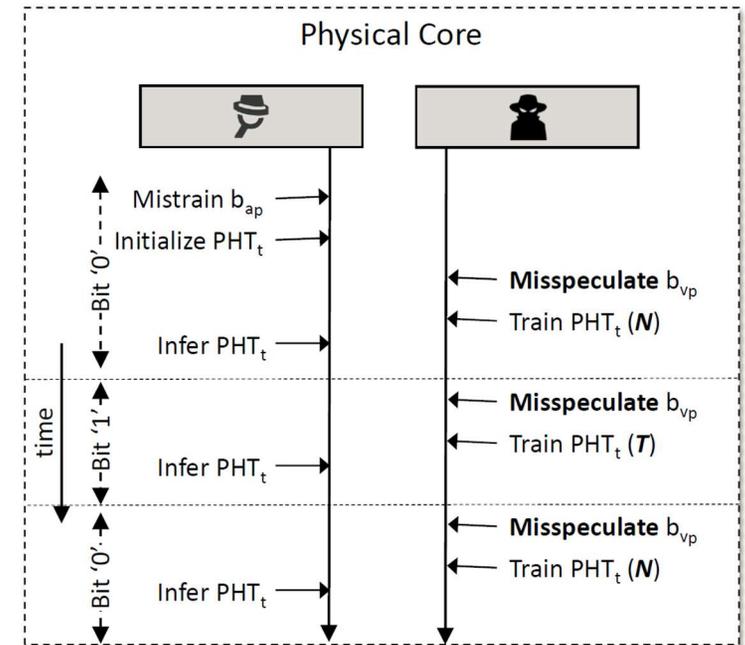
```
for (i = x; i < bound; i++)
    if (array1[i]) // bv
        <some_operations>;
```

# BranchSpec: Covert Channel Attack

- ❖ Covert channel using BranchSpec
  - With optimizations, 131 Kbps transmission rate within 3.7% error rate



**Figure 3:** Latency traces for a 50-bit transmission by Spy corresponding to the covert channel in Figure 2.



**Figure 2:** Illustration of BranchSpec covert channel protocol.

# Potential Mitigations

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- ❖ Existing system level defenses are ineffective
  - E.g., Retpoline, IBRS and others
- ❖ Potential architecture level mitigations
  - Restoring states for transient branches
  - Delaying PHT update
  - Enabling invisible PHT entry update

# Conclusion

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- ❖ Branches executed in speculation change PHT states, which are not restored after transient execution finishes.
- ❖ The vulnerability allows BPU to be used as *transmitting medium* in transient execution attacks.
- ❖ We demonstrate new forms of side and covert channels exploiting the discovered threat.
- ❖ We discuss potential mitigations to secure branch executions in speculative domain.

# Thanks! Questions?

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Source code available: <https://github.com/fanyao/branchspec>