Lecture-17 (DRAM Timing attacks & Row Hammer) CS665-Fall 2018 Secure Memory Systems





Now at the DRAM

Control flow/pattern of operations in RSA depends upon the secret key.

These operations cause memory accesses

Memory intensity of victim can leak number of '1's in the key.

By measuring it's own memory access latency, attacker can infer memory intensity of the victim.

Now at the DRAM: An Example





STEP 1. Schedule cores alternatively (Round Robin fashion)



Number of Banks = 8

STEP 2. Divide banks into 3 sets



STEP 3. Alternatively schedule request from each bank set.

- Strict scheduling constraints —> Lots of empty slots
- Request arriving at a "bad time" needs to wait for the whole interval.
- Bank interleaving 18 cycles. Performance loss ?

Now think 🙂

Row-hammer [ISCA '14]





Repeatedly opening and closing a row induces disturbance errors in adjacent rows

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Row-hammer [ISCA '14]



"It's like breaking into an apartment by repeatedly slamming a neighbor's door until the vibrations open the door you were after" – Motherboard Vice

Row-hammer [ISCA '14] ()



Avoid *cache hits* Flush X from cache

2. Avoid *row hits* to X - Read Y in another row



Row-hammer [ISCA '14] (Can you do without Clflush?)





CPU Architecture	Errors	Access-Rate
Intel Haswell (2013)	22.9K	12.3M/sec
Intel Ivy Bridge (2012)	20.7K	11.7M/sec
Intel Sandy Bridge (2011)	16.1K	11.6M/sec
AMD Piledriver (2012)	59	6.1M/sec

But Why?

- Cause 1: Electromagnetic coupling
 - Toggling the wordline voltage briefly increases the voltage of adjacent wordlines
 - Slightly opens adjacent rows → Charge leakage
- Cause 2: Conductive bridges
- Cause 3: Hot-carrier injection

Confirmed by at least one manufacturer

Oh!!

A company B company C company







Up to	Up to	Up to
1.0×10 ⁷	2.7×10 ⁶	3.3×10 ⁵
errors	errors	errors

Oh!!



A process' address space in the memory is isolated from that of other processes, but the

modern browser."

Naïve Solutions

- 1 Throttle accesses to same row
 - Limit access-interval: ≥500ns
 - Limit number of accesses: $\leq 128K$ (=64ms/500ns)

2 Refresh more frequently

• Shorten refresh-interval by ~7x

Both naive solutions introduce significant overhead in performance and power