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Analyzing and Mitigating the SSB Vulnerability in an MDP-Equipped **RISC-V** Processor

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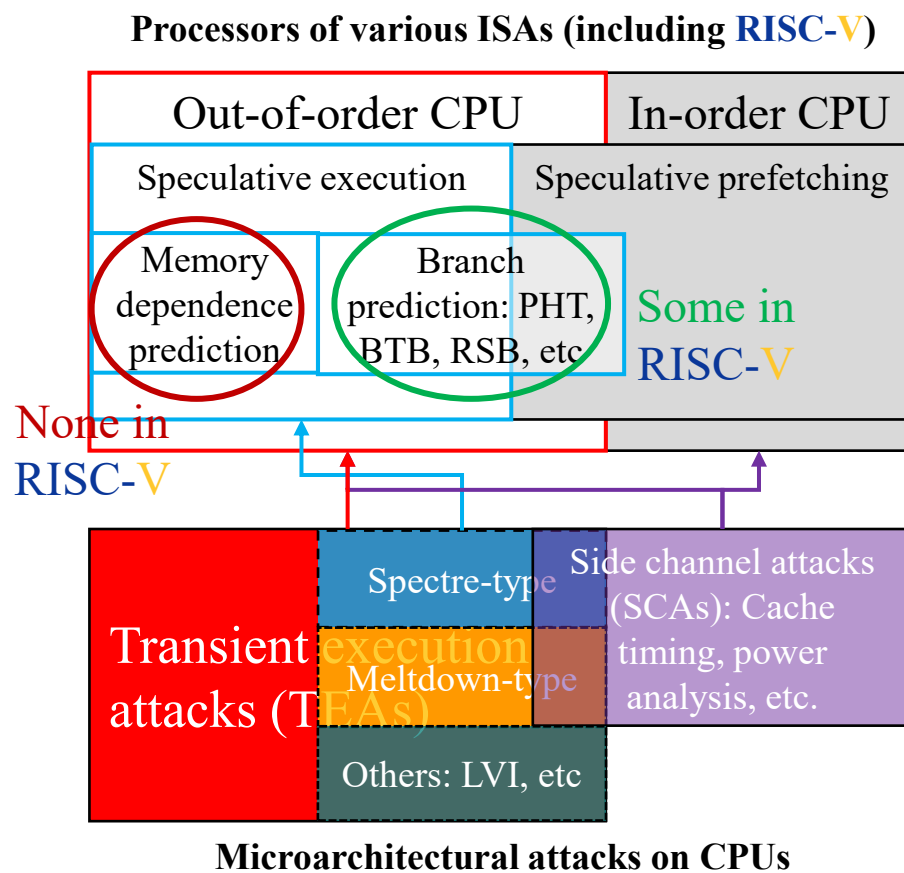
- Overview
- Open-source RISC-V processor RSD
- Speculative Store Bypass (SSB) vulnerability
- Attack verification
- Hardware mitigation
- Conclusion



- Transient execution vulnerabilities (TEVs) identified in CPUs
- Growing attention on situation of **RISC-V** implementations
- Existing gap

- Current TEV research is heavily concentrated on the BOOM.

Transient execution attacks against RISC-V implementations under more aggressive prediction strategies remain unexamined.



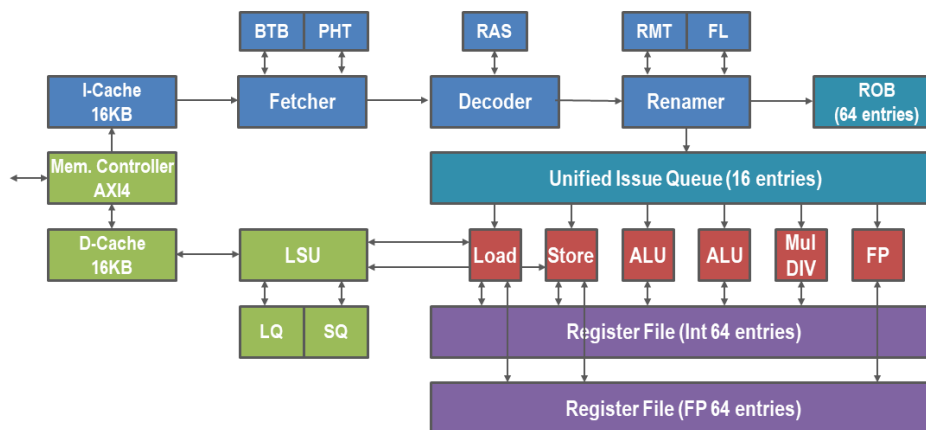


■ Research objectives

1. Explore the feasibility of the **Spectre**-type SSB attack against a **memory dependence predictor (MDP)**-equipped **RISC-V** CPU, “RSD”.
2. Confirm the results using “Konata”, a pipeline visualization tool.
3. Investigate mitigations if the SSB is verified.

CVE-	Name (Alias)	Transient execution attacks => RISC-V CPU
2017-5753	BCB (v1)	Gonzalez et al., UCB report, 2019 => BOOMv2 F. A. Fuchs, KTH, 2021 => Tooba
2017-5715	BTI (v2)	Jin et al., ACM Trans. Archit. Code Optim. 2023 => BOOMv3 Cheng et al., USENIX Security 24 => BOOMv3
2017-5754	RDCL (v3)	Lin et al, IEEE MWSCAS 2022 => BOOMv3
2018-15572	Ret2spec (v5)	F. A. Fuchs, KTH, 2021 => Tooba Jin et al., ACM Trans. Archit. Code Optim. 2023 => BOOMv3 Cheng et al., USENIX Security 24 => BOOMv3
2018-3639	SSB (v4)	F. A. Fuchs, KTH, 2021 => Tooba Jin et al., ACM Trans. Archit. Code Optim. 2023 => BOOMv3 Cheng et al., USENIX Security 24 => BOOMv3 Our work => RSD
Unindexed	SpectreRewind	Jin et al., ACM Trans. Archit. Code Optim. 2023 => BOOMv3
	Spectre-TLB	
	Bombard	Hur et al., ACM CCS 2022 => BOOM & Nutshell
	Birgus	

- RSD: an RV32IMF out-of-order superscalar processor core
 - Advantages: **compact**, can be synthesized for small FPGAs; and **efficient**, featuring a memory dependence prediction mechanism.
 - Conference paper: [S. Mashimo et al., “An Open Source FPGA-Optimized Out-of-Order RISC-V Soft Processor,” in 2019 International Conference on Field-Programmable Technology \(ICFPT\), Dec. 2019, pp. 63–71.](#)
 - Main RSD repository: <https://github.com/rsd-devel/rsd>
 - Forked and modified RSD repo: <https://github.com/cctsirjin/rsd-mod>

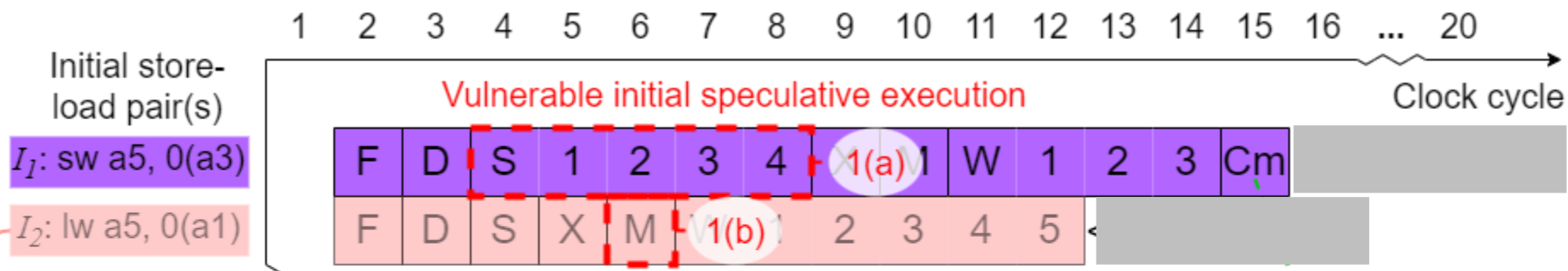




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- Exploiting speculative load/store execution

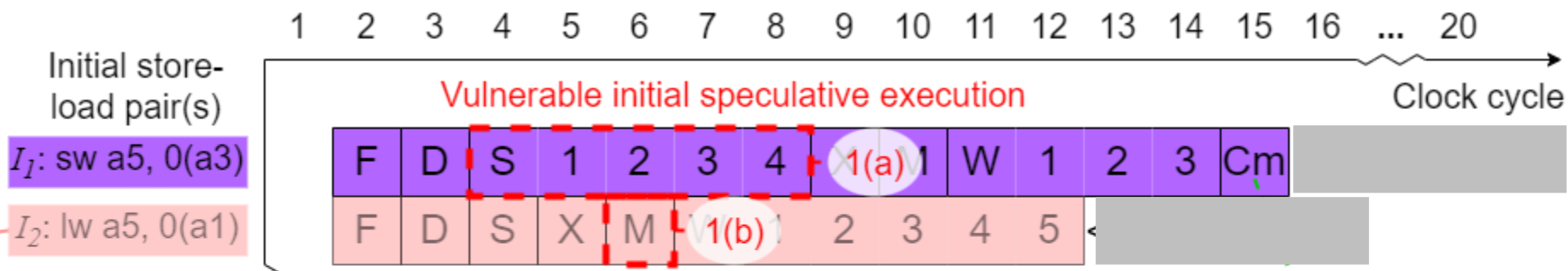
1. The first n (temporarily let $n=1$) store-load instruction pair $I_1 + I_2$ enters the pipeline and accesses the same memory address.
2. In the absence of prior execution, the CPU cannot determine whether load I_2 is dependent on store I_1 . To accelerate execution, typically it speculatively assumes they are independent.





Exploiting speculative load/store execution

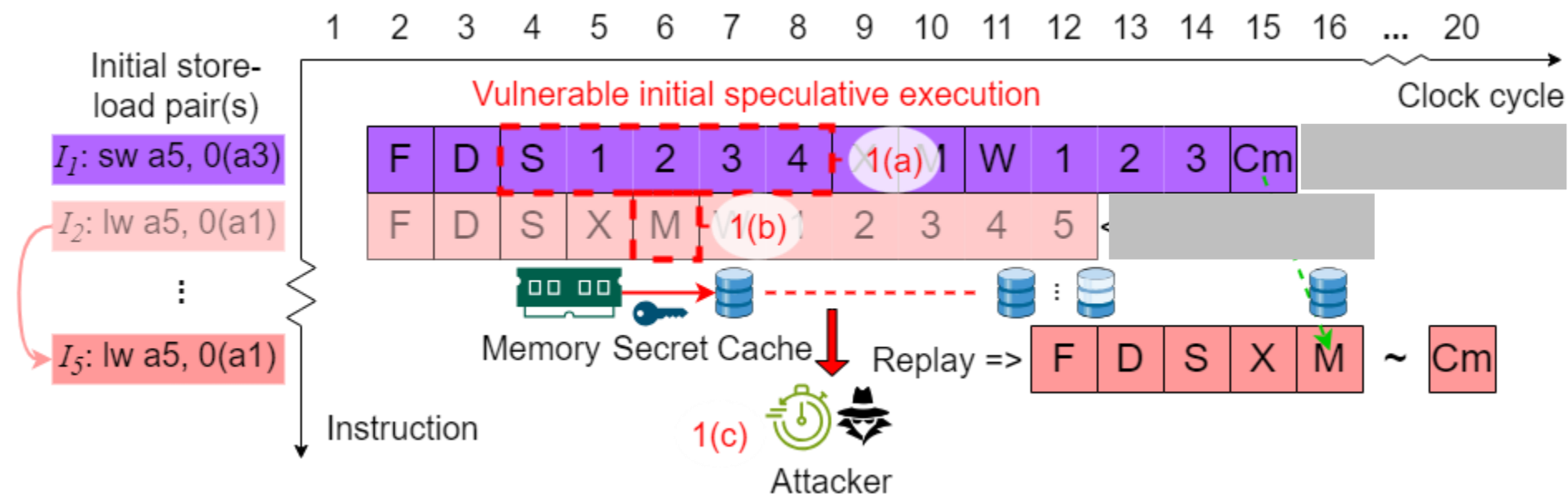
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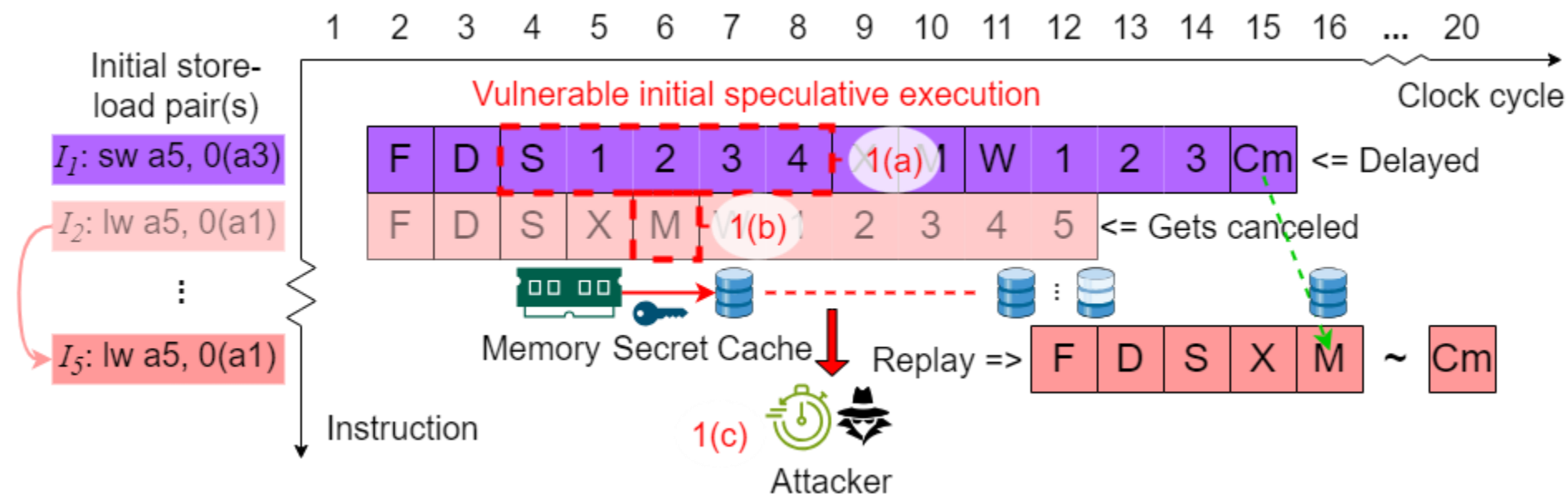
3. Owing to that assumption, secret data are loaded from the memory into the cache in 1(b), simultaneously with the store operation during 1(a).
4. The attacker then conducts a side-channel attack on the cache to extract the secret data, as depicted in 1(c). The detection of memory ordering violation and rollback later at I_5 cannot undo this damage.





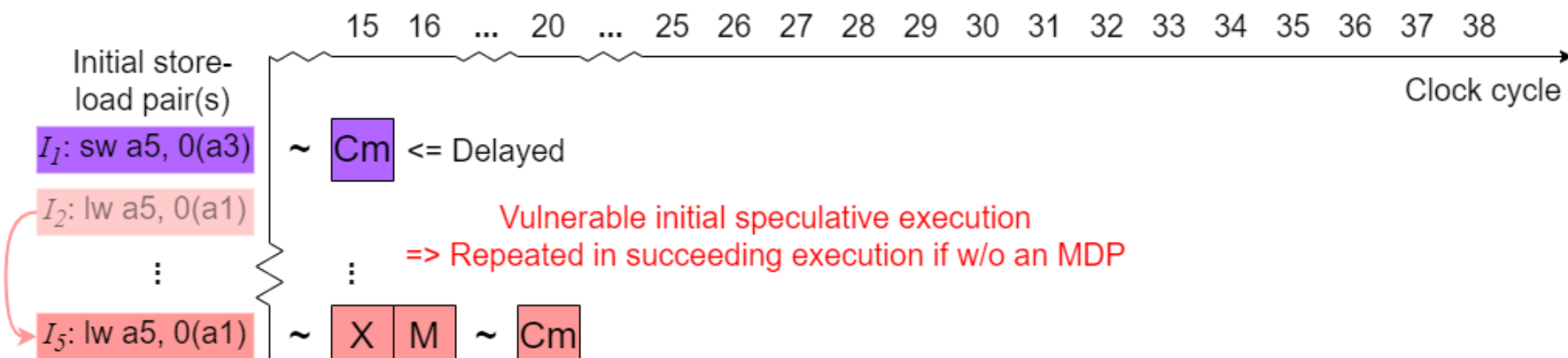
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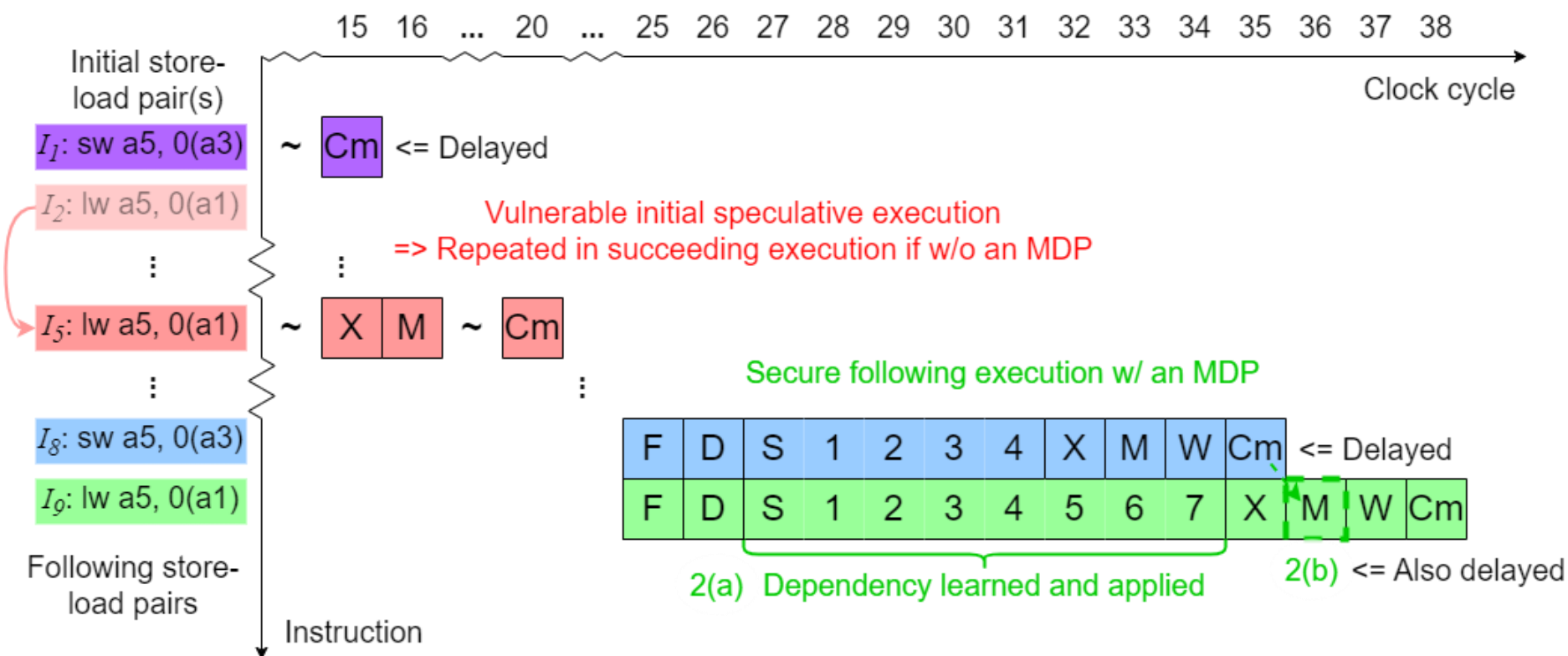


- In subsequent executions after the initial one(s) ...
 - Processors w/o an MDP, such as BOOM, can be constantly exploited.
 - An MDP is anticipated to form a *partial* defense, as depicted in 2(a) and 2(b) of store-load pair $I_8 + I_9$. However, the initial n round(s) remain vulnerable.





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 - Since RSD is open source, it is possible to determine the n by analyzing its source codes. However, compared to this theoretical approach ...
 - A more empirical method, involves executing a script that is prone to inducing memory ordering violations, and subsequently, observing the pipeline's behavior through a visualization tool, “Konata”.

```

1  __attribute__((noinline)) int test(volatile
   int* a, volatile int* b, int n)
2  {
3      int j = 0;
4      for (int i = 0; i < n; i++) {
5          *a = i/2+i+1;
6          j += *b;
7      }
8      return j;
9  }
10
11 int x = 0;
12 int y = 0;
13
14 int main() {
15     test(&x, &x, 1000);
16     return 0;
17 }
    
```

C language code of the test script

```

1      srai    a5,a4,1
2      add     a5,a5,a4
3      addi    a5,a5,1
4      sw      a5,0(a3)
5      lw      a5,0(a1)
6      addi    a4,a4,1
7      add     a0,a0,a5
8      bne     a2,a4,.L3
9      ret
    
```

Prone to inducing a store-load ordering violation

RISC-V assembly code of the store-load pair

Experiment platform:
Verilator and ZedBoard:





■ Identifying the MDP trigger value n of RSD

- From Fig. 1, it can be confirmed that our early assumption of $n = 1$ is correct.

Also from Fig. 2, it is evident that the learned dependency was applied.

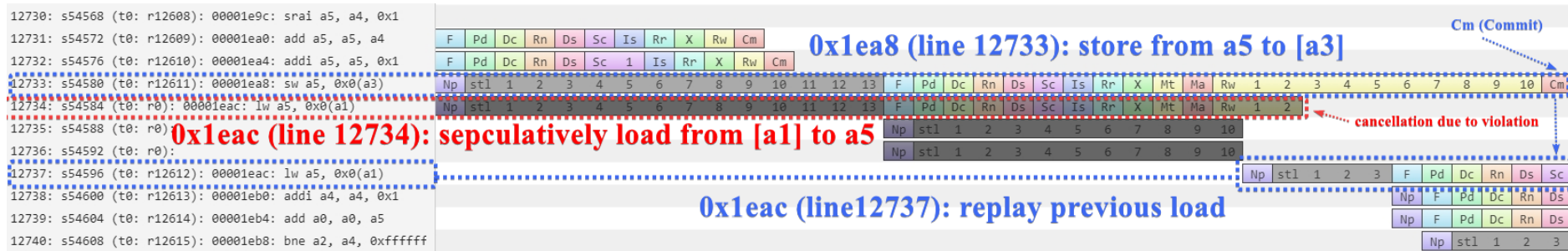


Fig. 1: Pipeline behavior during the initial round of MDP test

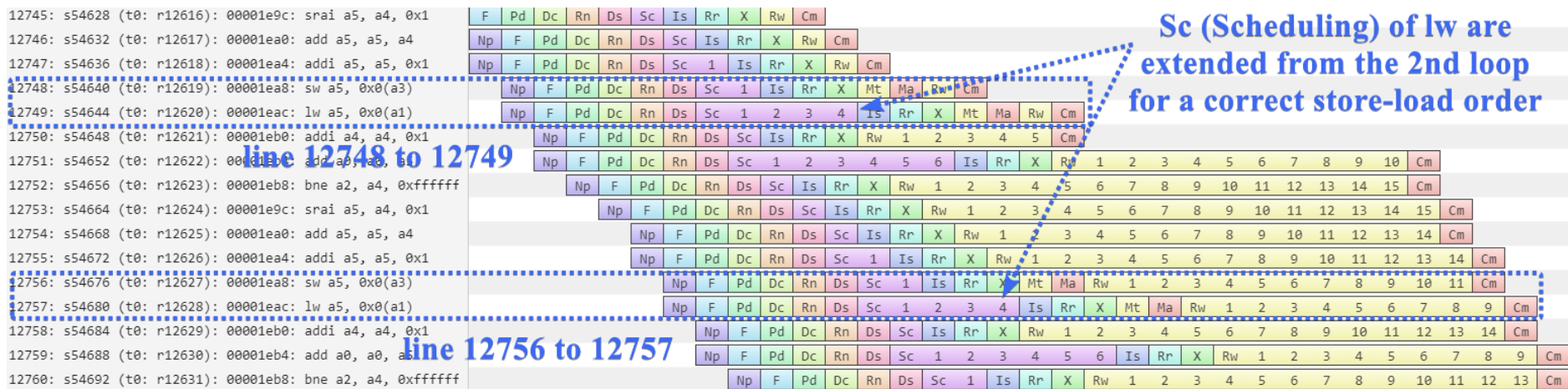
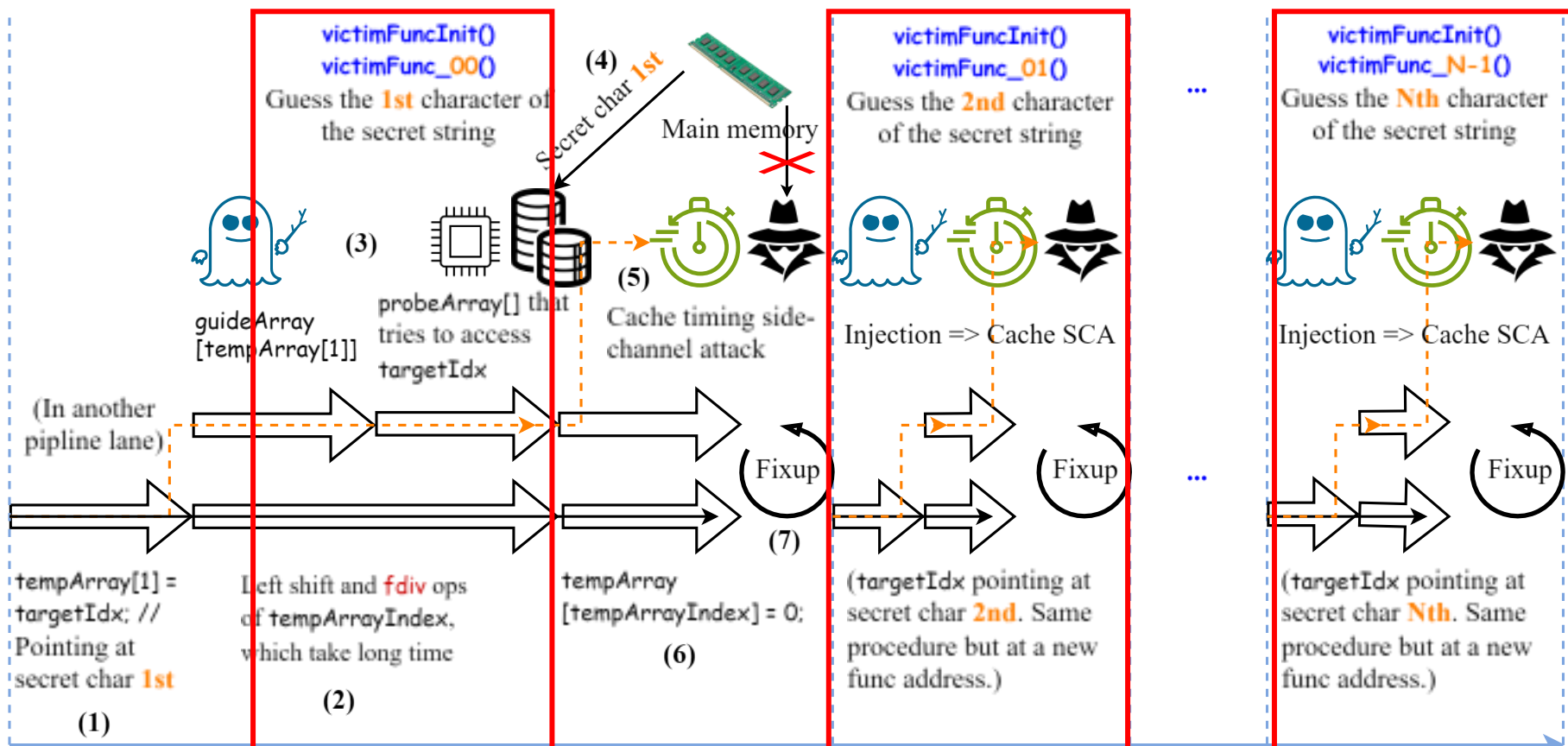


Fig. 2: Pipeline behavior in subsequent loops of the MDP test (from the 2nd execution onward)

SSB attack process and result

- Switching among addresses `victimFunc_00()`, `...`, `_N-1()` to keep exploiting the property $n = 1$ and extracting secret characters successively.





- SSB attack process and result
 - The secret string “RISCV” was correctly inferred. The execution log was also analyzed using the Konata tool.

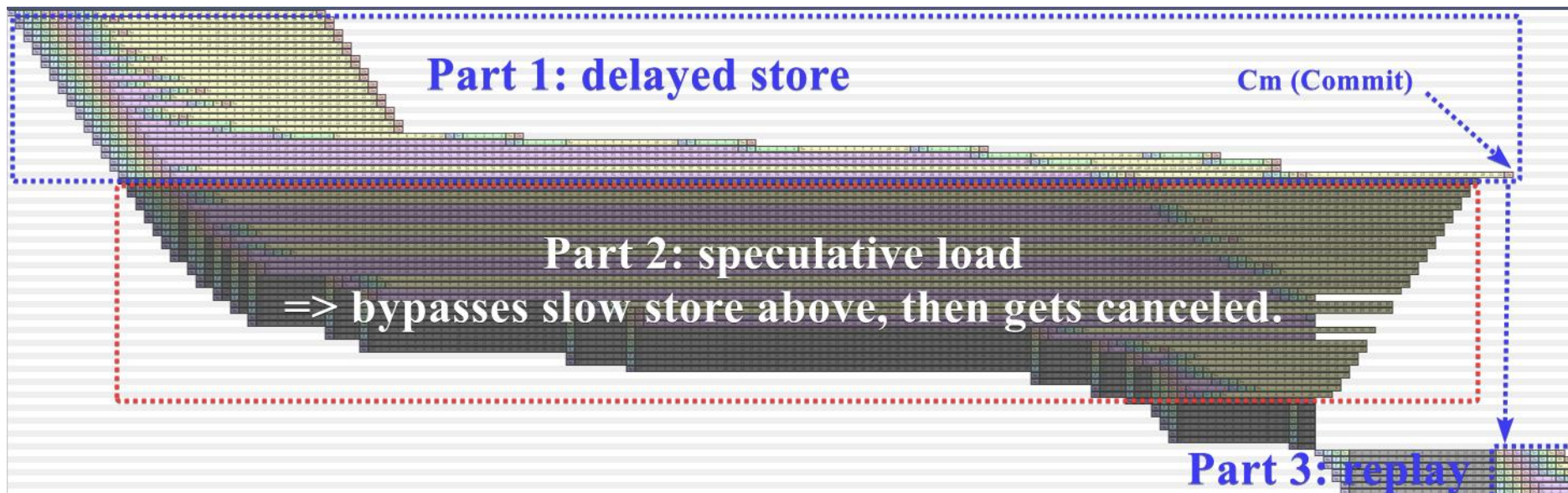
```
1  ===Start===  
2  Value: R Hit: 4  
3  Value: I Hit: 1  
4  Value: S Hit: 2  
5  Value: C Hit: 3  
6  Value: V Hit: 5  
7  ===End===
```



- SSB attack process and result

- The secret string “RISCV” was correctly inferred. The execution log was also analyzed using the Konata tool.
- Part 1** represents an intentionally delayed store operation. RSD issues a speculative load operation in **Part 2**, entering a transient execution state and causing one secret character into the dcache. It's later rolled back in **Part 3**.

```
1  ===Start===  
2  Value: R Hit: 4  
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```



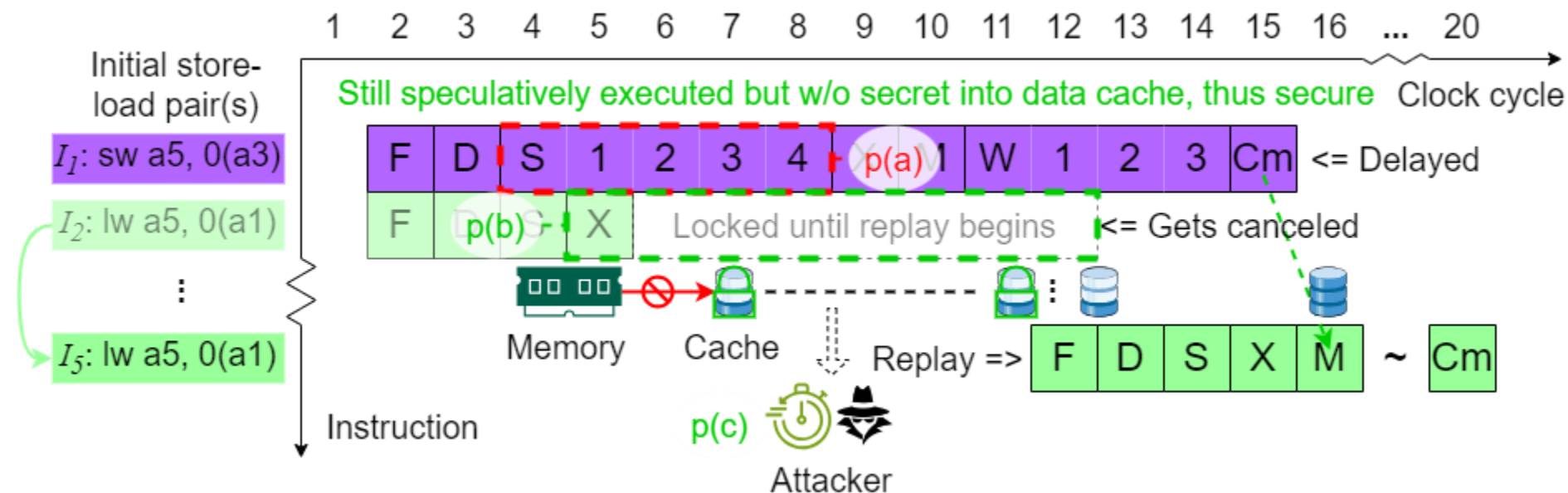


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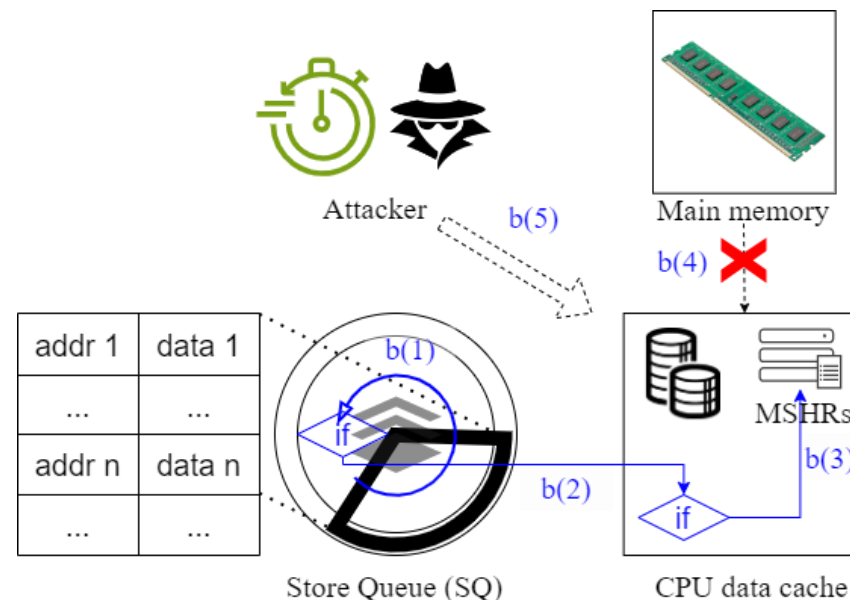


- PseudoConflict: minor modifications to the RSD's μ -arch
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 - Idea: When a preceding store has an unresolved address, a subsequent load will be prevented from memory accesses, even in the event of a cache miss.
 - The proposed method is illustrated in p(b). If the address of the preceding store I_1 remains unresolved, a locking mechanism can be introduced starting from the eXecution stage of I_2 in place of the former Memory stage.



- Implementation of PseudoConflict
 - **Store Queue (SQ):** if a preceding store has been issued, its address and data are recorded. During the execution of a load, the system checks whether any preceding stores contain unresolved addresses.
 - **Miss Status Handling Registers (MSHRs):** if a preceding store operation with an unresolved address exists, MSHR allocation will be suppressed.

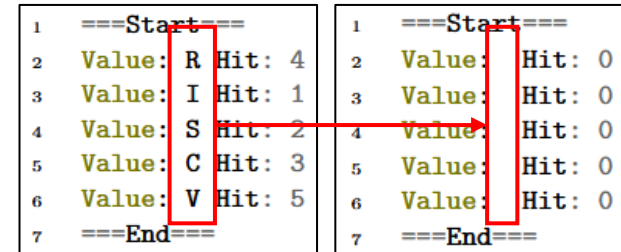




- Results after application of PseudoConflict
 - On the same Verilator and ZedBoard platforms, the effectiveness of mitigation was confirmed.

1	===Start===	1	===Start===
2	Value: R Hit: 4	2	Value: Hit: 0
3	Value: I Hit: 1	3	Value: Hit: 0
4	Value: S Hit: 2	4	Value: Hit: 0
5	Value: C Hit: 3	5	Value: Hit: 0
6	Value: V Hit: 5	6	Value: Hit: 0
7	===End===	7	===End===

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5	Value: C Hit: 3	5	Value: Hit: 0
6	Value: V Hit: 5	6	Value: Hit: 0
7	===End===	7	===End===

- Evaluation of the mitigation
 - The CoreMark score / MHz (CM / MHz) and the Dhrystone MIPS (DMIPS):
The baseline and the proposal are identical or nearly identical.
 - FPGA resource utilization: The mitigation leads to only a slight increase that is insignificant in the demand for LUTs and registers.
 - The operation frequency of the RSD remains unchanged, as the proposed method does not affect the critical path.

	CM/MHz	DMIPS	LUT	Register
Baseline	2.675 (100%)	201.0 (100%)	25956 (100%)	11901 (100%)
Proposal	2.675 (100%)	200.6 (99.8%)	26028 (100.28%)	11904 (100.03%)

- Benefits of PseudoConflict
 - Since the modified RSD still performs speculative execution of loads, it does not interfere with the normal operation of the MDP and **preserves the initial memory dependency learning process.**
 - **Low-cost and highly efficient.** Using precisely the characteristic of an SSB attack as a prerequisite to trigger the defense, the impact on program executions is minimal, resulting in low overhead. Hardware-based approach also offers greater cost advantages over software solutions.
 - **Versatile.** Not dependent on the specific design of RSD and may be ported to other OoO CPUs.



- Current limitations of PseudoConflict
 - In implementing this mitigation, it is crucial to examine the **compatibility with other CPU components** beyond the SQ and data cache, such as the Replay Queue (RQ) of RSD in this paper, necessitating more granular hardware adjustments.
 - We have not yet conducted a statistical analysis on the proportion of normal, non-malicious programs exhibiting "preceding store with an unresolved address" behavior, similar to SSB attacks, across various real-world application scenarios. Therefore, **we cannot accurately estimate the extent of the impact** that widespread adoption of this mitigation across many CPUs would cause.

■ Findings

- For an OoO CPU like RSD, even if an MDP is present and only the first loop of execution is susceptible to SSB, it is still sufficient for exploitation.
- On the other hand, this vulnerability can also be remedied with minimal effort at the hardware level, and the mitigation is generic.

■ Future work

- Adversary: Enhancing the existing SSB algorithm using new methodologies to achieve similar or improved results and efficiency.
- Defense: Conduct additional assessments of performance impact to support large-scale adoption of PseudoConflict's framework.