# Rage Against the Machine Clear: A Systematic Analysis of Machine Clears and Their Implications for Transient Execution Attacks

Hany Ragab<sup>\*</sup>, Enrico Barberis<sup>\*</sup>, Herbert Bos and Cristiano Giuffrida

\*Equal contribution joint first authors



Vrije Universiteit Amsterdam

## **Speculative Execution**

Data cache

	•••	array [x-1]	array [x]	array [x+1]	•••
--	-----	----------------	--------------	----------------	-----

Not cached



Data cache

|--|

Not cached



Data cache

arrayarrayarray[x-1][x][x+1]
------------------------------







Data cache

|--|







## **Bad Speculation**

The root cause of discarding issued  $\mu$ Ops on x86 processors



**Branch Misprediction** 



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**Machine Clear** 





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**Machine Clear** 

Rage Against The Machine	Clear
Self-Modifying Code	Floating-Point
Machine Clear	Machine Clear
Memory Ordering	Memory Disambiguation
Machine Clear	Machine Clear

Self-Modifying Code Machine Clear Floating-Point Machine Clear

#### Self-Modifying Code Machine Clear

Floating-Point Machine Clear

Speculative Code Store Bypass (SCSB)

Negligible mitigation overhead

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Floating-Point Value Injection (FPVI)

53% Mitigation overhead

Self-Modifying Code Machine Clear Floating-Point Machine Clear

End-to-end exploit leaking arbitrary memory in Firefox

With a leakage rate of **13 KB/s** 

1. Architectural Invariant

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2. Invariant Violation

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3. Security Implications

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4. Exploitation

Self-Modifying Code is a program storing instructions as data, modifying its own code as it is being executed

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i1: ...
i2: store nop @ i3
i3: load secret
i4: ...
i5: ...

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SMC Detection Transiently Done

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Exploitation

?



SMC Detection Transiently Done










#### 8.1.3 Handling Self- and Cross-Modifying Code

(\* OPTION 1 \*)
Store modified code (as data) into code segment;
Jump to new code or an intermediate location;
Execute new code;
(\* OPTION 2 \*)
Store modified code (as data) into code segment;
Execute a serializing instruction; (\* For example, CPUID instruction \*)
Execute new code;



#### 8.1.3 Handling Self- and Cross-Modifying Code

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Subnormal/Denormal numbers are a special range of floating-point numbers with a value smaller than the smallest Normal number (i.e. 2^-1022)

i1: Z = X / Y i2: Z = Z + 1 i3: ...





















```
//x = 0xc000e8b2c9755600
//v = 0 \times 000400000000000
z = x/v
if (typeof z === "string") {
  //z = 0 \times fffb0 deadbeef000
  //leak byte a 0xdeadbeef004
  return buf[(z.length&0xff)<<10]</pre>
 else {
  return z //z=-Infinity
}
```

Architectural Invariant FPU always operates on normal numbers

Invariant Violation Denormal FP operations Security Implications Transiently inject arbitrary FP values Exploitation Floating-Point Value Injection

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  - → Use site-isolation or conditionally mask FP operations in the browsers.







Architectural baseline leakage rate






















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CPU Vendor	Affected by SCSB (CVE-2021-0089) (CVE-2021-26313)	Affected by FPVI (CVE-2021-0086) (CVE-2021-26314)
Intel	$\checkmark$	$\checkmark$
AMD	$\checkmark$	<b>v</b> *
ARM	X	<b>v</b> **

\* No exploitable NaN-boxed transient results were found

\*\* ARM reported that some FPU implementations are affected by FPVI

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• Xen hypervisor mitigated SCSB and released a security advisory (XSA-375) following our proposed mitigation.

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Code, exploit demo and more can be found here:

