

LazyFP: Leaking FPU Register State using Microarchitectural Side-Channels

Julian Stecklina
Amazon Development Center Germany GmbH
jsteckli@amazon.de

Thomas Prescher
Cyberus Technology GmbH
thomas.prescher@cyberus-
technology.de

ABSTRACT

Modern processors utilize an increasingly large register set to facilitate efficient floating point and SIMD computation. This large register set is a burden for operating systems, as its content needs to be saved and restored when the operating system context switches between tasks. As an optimization, the operating system can defer the context switch of the FPU and SIMD register set until the first instruction is executed that needs access to these registers. Meanwhile, the old content is left in place with the hope that the current task might not use these registers at all. This optimization is commonly called lazy FPU context switching. To make it possible, a processor offers the ability to toggle the availability of instructions utilizing floating point and SIMD registers. If the instructions are turned off, any attempt of executing them will generate a fault.

In this paper, we present an attack that exploits lazy FPU context switching and allows an adversary to recover the FPU and SIMD register set of arbitrary processes or VMs. The attack works on processors that transiently execute FPU or SIMD instructions that follow an instruction generating the fault indicating the first use of FPU or SIMD instructions. On operating systems using lazy FPU context switching, the FPU and SIMD register content of other processes or virtual machines can then be reconstructed via cache side effects. With SIMD registers not only being used for cryptographic computation, but also increasingly for simple operations, such as copying memory, we argue that lazy FPU context switching is a dangerous optimization that needs to be turned off in all operating systems, if there is a chance that they run on affected processors.

INTRODUCTION

As demonstrated by the Meltdown attack [4], Intel processors speculatively execute instructions past the kernel/user privilege check and the generation of a page fault. Together with the related Spectre attack [3], these attacks were a revelation that microarchitectural design decisions in processors affect security properties of computing devices and

sparked research into discovering further security-relevant design issues in current general purpose CPU architectures. In this paper, we introduce a new information leak vulnerability similar to Meltdown that affects popular operating systems and hypervisors. We present practical attacks based on this vulnerability leaking FPU register state across process and virtual machine boundaries. In contrast to Meltdown, we exploit the behavior of recent Intel processors when they encounter a Device Not Available (#NM) exception instead of a Page Fault (#PF) exception. This exception is used to implement a context switch optimization called *lazy FPU context switching*. We will demonstrate how speculative instruction execution can lead to full recovery of the FPU register state of a victim process using unprivileged local code execution in combination with this optimization.

The paper is structured as follows. We start with a background section that gives an overview over FPU state context switching in operating systems and how the lazy FPU context switching optimization works on Intel processors. We will briefly revisit architectural details related to speculative execution on out-of-order processors. Equipped with this background knowledge, the following section builds the LazyFP attack from a one-bit leak towards several practical attack variants. We will evaluate these variants. After assessing the impact of this vulnerability to Intel AES-NI and discussing mitigation, we review related work and finally conclude.

BACKGROUND

In this section, we give relevant technical background that is necessary to understand the LazyFP vulnerability.

The x87 FPU

The x87 floating-point unit (FPU) is a processor extension with the original purpose of accelerating mathematical operations on floating-point numbers. It has its own set of instructions and registers. It is an integral part of every Intel x86 microprocessor since the Intel 486DX introduced in 1989. Up to the Intel 486DX, it used to be an optional external co-processor.

Saving and restoring the FPU state to and from memory, which is required to implement multitasking, was costly at that time because memory was slow and limited. Additionally, at that time usually only few applications actually used the FPU. Switching FPU states on every context switch, although the FPU is not used by all processes imposes unnecessary overhead. In order to be able to reduce this overhead, a control register bit (`cr0.ts`) was introduced that allowed

Permission to make digital or hard copies of part or all of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page. Copyrights for third-party components of this work must be honored. For all other uses, contact the owner/author(s).

the operating system to switch the FPU on and off. While the FPU is turned off, it keeps its state, but is inaccessible to both user and kernel code.

The optimization made possible by `cr0.ts` is called *lazy FPU context switching*. The core idea is that FPU register state is only context switched when necessary and left in-place for processes that do not use the FPU. This way, the operating system avoids the cost of saving and restoring FPU context where possible.

The operating system tracks which process the current FPU register state belongs to. This process is called the *FPU owner*. Additionally, the FPU may be enabled or disabled. The simplest case is when the FPU is enabled. Here, the current process is the FPU owner and can freely execute FPU instructions. When the operating system switches to another process, the FPU is disabled. It stays disabled until a process attempts to execute an FPU instruction. As the FPU is disabled, the processor generates a `#NM` exception. What happens in response to the `#NM` depends on whether the current process is the FPU owner. If it is, the FPU register state belongs to this process and the operating system simply enables the FPU. The process is again free to execute FPU instructions.

If the current process when receiving the `#NM` exception is not the FPU owner, the operating system enables the FPU, stores the current FPU register state to the save area for the FPU owner and restores the FPU register state of the current process. As the FPU register state now matches the running process, this process is now the FPU owner.

Variations on the above algorithm are possible, but all of them share the property that the operating system does not have to context switch the FPU register state when it switches from an FPU-using process to a process that does not use the FPU and back.

While *lazy FPU context switching* is still widely used in many operating systems today, its underlying assumption is usually not true anymore. Starting with the Intel MMX instruction set extension and continuing with SSE, AVX, and AVX-512, the FPU register state has been extended with ever larger SIMD registers. The SSE instruction set is mandatory for 64-bit x86 processors and practically all programs and libraries use it for various tasks that would be inefficient without it, such as copying memory.

Even though the larger FPU register state makes it theoretically more attractive to avoid costly FPU context switches, in the current software landscape, every process will eventually touch FPU registers and cause a costly `#NM` exception. For this reason, at least the Linux kernel has switched to eager FPU context switching by default, where FPU registers are switched as part of the normal context switch and no `#NM` exception is generated in normal operation.

FPU Handling in Virtualized Systems

A complete description of virtualization is out of scope for this paper. For the purposes of this paper it is sufficient to understand that with Intel VT the processor does not take care of switching FPU register state when transitioning from guest mode to the hypervisor. This leaves the hypervisor in charge of context switching FPU register state and the mechanisms are the same as for a non-virtualized operating system. As such, lazy FPU context switching is also applicable to hypervisors.

Speculative Execution

Speculative execution is a technique used by modern microprocessors aimed at increasing the utilization of the processor pipeline. The processor executes instructions ahead of time, but prevents their results, such as register updates and memory writes, from becoming architecturally visible until it was verified that they are indeed supposed to be executed.

During this speculative execution, the processor has incomplete information. For example, it has to predict the direction of conditional or indirect jumps. It can also assume that certain instructions do not generate exceptions. If these “guesses” turn out to be correct once the relevant information is available, the results can be committed to the architectural state and the respective instruction retires. If an assumption was invalid, the processor discards all results from its mis-speculation and resumes execution from the last correctly executed instruction.

Instructions that execute, but their architectural side-effects are discarded, are called *transient* instructions. However, these instructions can change microarchitectural state. Microarchitectural state is not part of the processor’s instruction set architecture. An example of microarchitectural state is the content of caches.

For an in-depth discussion of speculative execution and how microarchitectural state can be converted into architectural state, we refer the reader to the Meltdown paper [4].

Intel TSX

Intel Transactional Synchronization eXtensions (TSX) is the product name for two x86 instruction set extensions, called Hardware Lock Elision (HLE) and Restricted Transactional Memory (RTM). HLE is a set of prefixes that can be added to specific instructions. These prefixes are backward-compatible so that code that uses them also works on older hardware. RTM is an extension adding several instructions to the instruction set that are used to declare regions of code that should execute as part of a hardware transactions. Transactions can protect a series of memory accesses that shall either all succeed together or shall be rolled back together in case of any error condition or concurrent access by other threads.

A RTM transaction comprises the region of code that is encapsulated between a pair of `xbegin` and `xend` instructions. `xbegin` also provides a mechanism to define a fall-back handler that is called if the transaction is aborted. `xabort` can be used by the executing code to explicitly abort the transaction. In addition to that, the processor might abort the transaction upon certain events. These events include, among others, an exception that occurs during the transaction.

When we refer to Intel TSX in this paper, we refer to RTM specifically.

LEAKING FPU REGISTERS

In this section, we will build several closely related exploits, starting with a simple one-bit leak of an FPU register and extending it towards leaking the complete FPU register set. In the following discussion, we assume that there is a victim and an attacker process. The victim process contains confidential information in its FPU register set, such as cryptographic keys. The attacker process needs no special permissions beyond the ability to execute arbitrary user code on the same processor core (hardware thread) as the victim.

Mechanisms that achieve co-location are out of scope for this paper, but in the simplest case random chance helps with this requirement. Also typical operating systems do not regard the ability to pin threads to cores as a privileged operation.

The One-Bit Leak

A simple x86 assembly program for a one-bit leak is shown in Figure 1. It reads the lower-half of the SSE registers `xmm0` into the `rax` general purpose register. It then masks the lowest bit and shifts it by 6 to be either 0 or 64 depending on the input value. This calculated offset is used to write to memory. On a system with 64-byte cache lines, the write operation will touch one of two cache lines depending on bit 0 of the `xmm0` register.

```
1 movq rax, xmm0
2 and rax, 1
3 shl rax, 6
4 mov dword [mem + rax], 0
```

Figure 1: The basic building block of the LazyFP attack. The FPU register access executes speculatively with the previous process’ FPU register set. The execution is retried once the operating system kernel handles the `#NM` exception generated by the first instruction.

Assuming the FPU registers being owned by the victim process due to lazy FPU context switching, the `movq` instruction generates a `#NM` fault to indicate to the operating system that the FPU is disabled. The operating system will transparently handle this fault, restore the register state of the current process and continue execution.

The interesting part happens before the processor retires the `movq` and generates the `#NM` fault. It has already executed the subsequent instructions speculatively. The architectural changes caused by these instructions is discarded, but their microarchitectural footprint in the cache is not.

We thus get a speculative execution of the code with the victim’s FPU register set and the regular execution with the attacker’s register set. Assuming that the attacker set `xmm0` to zero and flushed `mem + 64` from the processor cache, he can now recover the victim’s bit by probing the access latency of this memory location.

While this attack can be repeated to leak arbitrary bits from arbitrary registers, in this simple form it is not practical. Each attempt at leaking needs to be preceded by letting the victim run. This is necessary to move ownership of the FPU back to the victim, but it also means the victim will likely change its register content rendering the results hard to use.

Leaking the Complete Register Set

To leak a consistent snapshot of the FPU register set of the victim without the victim getting a chance to change the state, the attacker needs a way to suppress the generation of the `#NM` exception.

One idea is to suppress the `#NM` exception by deliberately triggering another exception that the attacker can handle before reading from the FPU registers.

In Figure 2, we show a variant of the exploit that causes a page fault before the instruction touching the FPU register state is executed. To recover from the page fault exception

```
1 mov dword [0], 0 ; causes #PF
2 movq rax, xmm0
3 and rax, 1
4 shl rax, 6
5 mov dword [mem + rax], 0
```

Figure 2: The FPU register access in the shadow of a page fault. Subsequent instructions will execute speculatively and their results are discarded when the faulting instruction retires.

instead of being aborted by the operating system, the attacker needs to configure a signal handler beforehand.

The attack still proceeds as described earlier with the crucial difference that the instruction touching FPU state is executed only speculatively. As such, the exception it causes is never generated. Instead, the attacker receives a signal that he can handle and continue. The operating system does not see the `#NM` exception and will not replace the victim’s FPU register state from the hardware registers. This leaves the FPU register state untouched and the attack can continue by probing further bits.

A downside to this approach is that it puts signal handling in the path between probing the victim’s FPU registers and being able to observe the cache effects. This introduces noise as the cache line that was pulled in by speculative execution may be evicted during signal handling.

Suppressing Exceptions using Intel TSX

The exception suppression using a page fault works, but it is heavy-weight. For each leaking attempt, a signal is generated by the kernel that needs to be handled. As we will see in the evaluation, this slowness reduces the practicality of the attack. Using a more light-weight way of suppressing the `#NM` exception is therefore desirable. In recent TSX-capable Intel CPUs, the Restricted Transactional Memory instruction set extension is useful to achieve exactly that. RTM transactions abort when exceptions are encountered during transactional execution.

```
1 xbegin abort
2 movq rax, xmm0
3 and rax, 1
4 shl rax, 6
5 mov dword [mem + rax], 0
6 xabort
7 abort:
```

Figure 3: The FPU register access is executed inside of a TSX transaction. The transaction will abort once the `#NM` exception is generated, but subsequent instructions have already executed speculatively.

By executing the same simple attack as shown before, but inside a TSX hardware transaction, the attacker can thus leak one bit without triggering the operating system’s handling of any exception. Example code is shown in Figure 3.

Suppressing Exceptions using Retpoline

Intel TSX is a relatively recent addition (Haswell and onwards) to the Intel x86 instruction set. This way it limits the

applicability of the attack to recent processors. It is possible to achieve similar exception suppression using the retpoline [5] construct.

```

1   call set_up_target
2   capture:
3   pause
4   jmp capture
5   set_up_target:
6   mov [rsp], destination
7   ret

```

Figure 4: The Retpoline construct that is used to prevent the CPU to speculate past an indirect branch. The CPU will always mispredict the target of the ‘RET’ instruction and speculatively execute the capture loop.

Retpoline is initially meant as Spectre mitigation. The original Retpoline construct is given in Figure 4. We refer to the original publication [5] for details, but the idea is to capture speculative execution in the pause loop (line 3 and 4) until the CPU notices the misprediction, discards any speculatively executed instructions, and continues execution at the desired jump destination.

The misprediction is constructed by exploiting the processor’s reliance on the return stack buffer (RSB) for predicting the target of a `ret` instruction. When executing a `call` instruction, the processor pushes the return address both onto the architectural stack in memory and onto the RSB. On a subsequent `ret`, the processor can pop a value from the RSB to predict the return target, while retrieving the actual return address from memory lazily. Retpoline creates a mismatch between these two values by modifying the return address on the stack in memory. Speculative execution after `ret` follows the address from the RSB. Once the processor has fetched the actual return value from memory, it will notice the misprediction, discard any results and continue execution at the address fetched from memory.

```

1   call set_up_target
2   movq rax, xmm0
3   and rax, 1
4   shl rax, 6
5   mov dword [mem + rax], 0
6   capture:
7   pause
8   jmp capture
9   set_up_target:
10  mov [rsp], destination
11  ret
12  destination:
13  ; cache line access
14  ; latency probing code...

```

Figure 5: Using the Retpoline construct to speculatively execute the FPU register access in a reliable way.

Using a technique described by Wong [6], we can repurpose Retpoline for exception suppression. The example code is shown in Figure 5.

If we prepend the capture loop in the Retpoline construct with the FPU register access, the instructions we insert will

Method	Cycles	Eff. Throughput
Page fault	359.9K	0.22 MiB/s
Intel TSX	25.4K	3.12 MiB/s
Retpoline	24.0K	3.30 MiB/s

Table 1: The cycle count required to leak a single 256-bit AVX register with different exception suppression methods.

only be executed speculatively. The pause loop is not removed entirely because it keeps the processor from continuing speculative execution into the following cache line access latency probing code, which would tamper with the results. Any exception that occurs in the speculative execution path is never delivered. The result is comparable to the Intel TSX variant, but applicable to older processors without support for TSX and also, as shown in the Evaluation, slightly faster.

EVALUATION

The practicality of a LazyFP attack depends on the time it takes to leak data from the FPU register set. The more time the attacker needs to leak individual bits, the more likely it is that the operating system preempts the attacker and the victim gets a chance to continue executing. At that point, the content of the FPU register set changes.

We thus evaluate the different variants of the attack introduced in the previous chapter by comparing the time it takes to leak a single AVX register (256 bits of data). One AVX register is enough to leak an Intel AES-NI cipher key.

We perform our evaluation on an Intel Core i7-5600U CPU running at 2.60 GHz using FreeBSD 11.1. Victim and attacker processes are pinned to the same logical CPU.

In Table 1, we see that the page fault method is by far the slowest of the three variants. To leak a single AVX register, it takes more than 300000 cycles, or 138 μ s. This inefficiency is problematic, because the typical time slice length in a modern operating system is as low as 1 ms. This duration is not enough to leak the complete register file of 16 AVX registers. Larger FPU register sets, such as those introduced with AVX-512, are even farther out of reach.

While leaking individual registers can still be practical, the efficiency can be increased by an order of magnitude by using Intel TSX or Retpoline as exception suppression methods. Both of these variants are able to leak a complete snapshot of the FPU register state in a single scheduling time slice, even for large register files, such as AVX-512.

The attack variants presented in this paper leak one bit per execution attempt. These can be extended in a straightforward way to leak multiple bits per execution attempt. Leaking 4 bits per attempt instantly quadruples the effective throughput of the side-channel.

IMPACT ON AES-NI

While leaking FPU register state seems not as readily useful to an adversary compared to reading arbitrary memory as in the Meltdown attack, the impact on confidential information can be equally devastating.

A full discussion of the affected processors, operating systems and cryptographic libraries is out of scope for this paper. For this information, we refer the reader to the Intel security advisory INTEL-SA-00145. We would still like to give an impact assessment for Intel AES-NI.

The Intel AES-NI instruction set extension [1] that is used to provide hardware acceleration for AES encryption and decryption is a prime target for a LazyFP-based attack. AES-NI was introduced by Intel in 2010 with the Westmere microarchitecture and is widely used for efficient AES implementation.

```
1 ; the data block is in xmm15.
2 ; xmm0-xmm10 hold the round keys
3 pxor xmm15, xmm0
4 aesenc xmm15, xmm1 ; Round 1
5 aesenc xmm15, xmm2 ; Round 2
6 aesenc xmm15, xmm3 ; Round 3
7 aesenc xmm15, xmm4 ; Round 4
8 aesenc xmm15, xmm5 ; Round 5
9 aesenc xmm15, xmm6 ; Round 6
10 aesenc xmm15, xmm7 ; Round 7
11 aesenc xmm15, xmm8 ; Round 8
12 aesenc xmm15, xmm9 ; Round 9
13 aesenc last xmm15, xmm10 ; Round 10
14 ; xmm15 holds the encryption result
```

Figure 6: The example AES-128 decryption sequence as it is given in the AES-NI documentation. All round keys are kept in SSE registers and are thus within reach of the LazyFP attack.

Figure 6 shows the AES-128 decryption code, as it is found in the official Intel documentation. All round keys that are required to decrypt the particular data block are kept in SSE registers. SSE registers are part of the FPU register set and thus the LazyFP vulnerability puts these into reach of an adversary with the ability to execute code on the same system, regardless of privileges.

The AES-NI documentation has further examples of AES-NI accelerated AES encryption and key expansion, which all keep key material in SSE registers. This is particularly troublesome as the key expansion example keeps the original cipher key in an SSE register for an extended period of time. We conclude that AES-NI, especially if it is used as the Intel documentation suggests, cannot provide confidentiality on a system that is affected by the LazyFP vulnerability.

The susceptibility of AES-NI to the LazyFP side-channel is ironic, as it is designed to defend against earlier timing and cache-based side-channels. This also means that not using AES-NI on affected systems is not an effective mitigation, as it re-enables these earlier attacks.

MITIGATION

A long term solution is to abandon the idea of lazy FPU context switching and switch context eagerly instead. For the majority of operating systems that do not make such functionality configurable, this change from lazy to eager context switching can only be implemented by the operating system vendor.

For operating systems that do have configurable FPU context switching, an effective mitigation is to manually switch to eager context switching. When running an affected Linux kernel version newer than Linux 3.7, this can be achieved by adding “eagerfpu=on” to the Linux kernel boot parameters.

RELATED WORK

Our paper touches on the areas of processor microarchitectural vulnerabilities and operating system design.

Meltdown [4] and Spectre [3] are the original classes of vulnerabilities that introduced the concept of exploiting microarchitectural state to read sensitive memory locations. Our paper extends this work by adding the ability to read sensitive information from the FPU register set.

The Flush+Reload technique [7] is a key building block to translate microarchitectural state into architectural state and thus make the above vulnerabilities and the one described in this paper possible.

Jang et al. [2] demonstrate a practical timing channel using Intel TSX. The timing channel is based on timing behavior of TSX aborts due to page faults. We leverage this insight and utilize the ability of TSX to mask arbitrary exceptions from the operating system.

Retpoline [5] is a mitigation for Spectre attacks and is based on the idea that is possible to reliably create branch mispredictions. We use a Retpoline-inspired technique as a high-performance exception suppression and speculative execution steering method.

CONCLUSION

We have shown that speculative execution can be used to leak architecturally inaccessible register state on Intel x86 processors using the example of the FPU register set. This register set includes SIMD registers that are widely used for cryptographic purposes. As an example, we have argued how AES-NI, a popular AES-accelerating instruction set extension, is significantly weakened when it is executed on a system vulnerable to LazyFP.

We consider this result as another point in the argument that microarchitectural design of processors has profound implications for the security of system software and the isolation properties of a system.

While short-term mitigations can work around the specific issue presented in this paper and there are band-aids for similar issues, we believe that a fundamental shift needs to happen in they way processors are designed. Security needs to take a front row seat.

RESPONSIBLE DISCLOSURE

The vulnerability was responsibly disclosed by the authors to Intel in February 2018 and has been assigned CVE-2018-3665. Intel published the vulnerability as INTEL-SA-00145. The authors have received a bug bounty from Intel.

ACKNOWLEDGEMENTS

The authors would like to thank Anthony Liguori and Tor Lund-Larsen for their support in the publication of this paper, and Chad Skinner for managing our relations with Intel. We would also like to thank Werner Haas and Jacek Galowicz for reviewing this paper and providing valuable feedback. Any remaining errors have been added to the paper by the authors.

References

- [1] Gueron, S. 2012. Intel Advanced Encryption Standard (AES) New Instructions Set. <https://software.intel.com/sites/default/files/article/165683/aes-wp-2012-09-22-v01.pdf>.
- [2] Jang, Y., Lee, S. and Kim, T. 2016. Breaking kernel address space layout randomization with Intel TSX. *Proceedings of the 2016 acm sigsac conference on computer and*

communications security (New York, NY, USA, 2016), 380–392.

[3] Kocher, P., Genkin, D., Gruss, D., Haas, W., Hamburg, M., Lipp, M., Mangard, S., Prescher, T., Schwarz, M. and Yarom, Y. 2018. Spectre attacks: Exploiting speculative execution. *ArXiv e-prints*. (Jan. 2018).

[4] Lipp, M., Schwarz, M., Gruss, D., Prescher, T., Haas, W., Mangard, S., Kocher, P., Genkin, D., Yarom, Y. and Hamburg, M. 2018. Meltdown. *ArXiv e-prints*. (Jan. 2018).

[5] Retpoline: A software construct for preventing branch-target-injection: 2018. <https://support.google.com/faqs/answer/7625886>. Accessed: 2018-06-09.

[6] The microarchitecture behind Meltdown: 2018. <http://blog.stuffedcow.net/2018/05/meltdown-microarchitecture/>. Accessed: 2018-06-10.

[7] Yarom, Y. and Falkner, K. 2014. FLUSH+RELOAD: A high resolution, low noise, L3 cache side-channel attack. *23rd USENIX security symposium (USENIX security 14)* (San Diego, CA, 2014), 719–732.