Border Control: Sandboxing Accelerators

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Executive Summary

- Accelerators access shared host memory
  - Performance, programmability
  - Bugs, malicious design?

- Protect host from accelerator wild reads/writes

- Border Control
  - provides full host memory safety (sandboxing)
  - does not degrade performance

- Performance overhead ~0.48%
What is an accelerator?

Broadly:

**Specialized hardware** that can perform a **subset of computation tasks** with **higher performance** and/or **lower energy** than a CPU.
Accelerators are Pervasive

- (GP)GPUs
- ISPs
- DSPs
- Cryptographic
- Neuromorphic
- Approximate
- Database
- .....
Accelerators are Programmable

- HSA Model: host, accelerator share memory
- Shared Physical Memory
  - avoid copying data
- Shared Virtual Memory
  - pointer-is-a-pointer semantics
  - improved programmability
Untrusted Accelerators

- May be designed by 3\textsuperscript{rd} parties
- May have bugs
  - Even CPUs have bugs sometimes!
- May be malicious

An incorrect accelerator with access to shared physical memory is a threat!
Threat Model

Protect host from incorrect or malicious accelerators that could perform

- stray reads, violating confidentiality
- stray writes, violating integrity

of host processes that **do** and **do NOT** run on the accelerator
Principle of Least Privilege

Every program and every user of the system should operate using the least set of privileges necessary to complete the job. Primarily, this principle limits the damage that can result from an accident or error.

Jerome Saltzer, 1975

Border Control Authors, 2015
Outline

Motivation

Current Systems

Border Control

Evaluation
Direct Physical Address

CPU

TLB

MMU

Trusted data path

Untrusted data path

Address translation path

Translation update path

Accel.

Memory or Shared LLC

Accel.
Full IOMMU

- CPU
- Accel.
- Accel.
- Full IOMMU
- Memory or Shared LLC
- Trusted data path
- Address translation path
- Untrusted data path
- Translation update path
Bypassable IOMMU (Baseline)

- **CPU**
  - Trusted data path
  - Address translation path
  - Translation update path

- **OS Memory (Q)**
  - Untrusted data path

- **Memory or Shared LLC**
  - **Mem req: Virtual addr = V**
  - **Mem req: Phys. addr = P**

- **Process Memory (P)**
  - **Accel.**
  - **TLB**
  - **MMU**
Bypassable IOMMU (Baseline)

CPU

TLB

MMU

$$$ OS Memory (Q) $$

Memory or Shared LLC

Process Memory (P)

IOMMU

Accel.

Mem req: Phys. addr = Q

Accel.

TLB

$$$_$

$$$_$

$$$_$

Trusted data path

Address translation path

Untrusted data path

Translation update path
Outline

Motivation

Current Systems

Border Control

Evaluation
Bypassable IOMMU (Baseline)

- CPU
- MMU
- TLB
- IOMMU
- Trusted data path
- Untrusted data path
- Address translation path
- Translation update path

OS Memory (Q)
Memory or Shared LLC
Process Memory (P)
Border Control

CPU

Trusted data path

Untrusted data path

Memory or Shared LLC

OS Memory (Q)

Process Memory (P)

Trusted data path

Untrusted data path

Address translation path

Translation update path
Border Control

- CPU
- MMU
- TLB
- TLB
- TLB
- TLB
- Border Control
- Border Control

Memory or Shared LLC

- Trusted data path
- Address translation path
- Untrusted data path
- Translation update path
Border Control

- **CPU**
- **Accel.**
- **IOMMU**
- **OS Memory (Q)**
- **Memory or Shared LLC**
- **Process Memory (P)**

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- **Trusted data path**
- **Untrusted data path**
- **Address translation path**
- **Translation update path**

- **Mem req:** Phys. addr = Q
- **Border Control**
Border Control: Implementation

- One Border Control instance per accelerator

- Protection Table
  - In system memory
  - Contains all needed permissions by PPN
  - Sufficient for correct design
  - 0.006% physical memory overhead

- Border Control Cache (BCC)
  - Caches recent permissions
  - A 64 byte entry covers 512 4KB pages
### Protection Table Design

- Flat physically indexed table in memory
  - 2 bits (R/W) per physical page
    - Initialized to 0 (no permission)
    - Lazily updated on IOMMU translation
    - Checked on all accelerator memory requests

<table>
<thead>
<tr>
<th>PPN</th>
<th>R</th>
<th>W</th>
</tr>
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<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
<td>0</td>
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<tr>
<td>3</td>
<td>0</td>
<td>0</td>
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<tr>
<td>...</td>
<td>...</td>
<td>...</td>
</tr>
<tr>
<td>N-4</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>N-3</td>
<td>1</td>
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<td>N-2</td>
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<td>0</td>
</tr>
<tr>
<td>N-1</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>
More details in paper!

- Design of Border Control Cache
- Actions: translation, page table updates, etc.
- IBM CAPI
- Multiprocess accelerators
- Large pages
- .....
Outline

Motivation

Current Systems

Border Control

Evaluation
Methodology

- GPGPU → accelerator safety stress-test

- Simulator: gem5-gpu
  - Moderately-threaded: single core
  - Highly-threaded: eight cores

- Rodinia Benchmarks

- Baseline: fast but unsafe bypassable IOMMU
Border Control Overheads

Moderately-Threaded GPU

Takeaway: Average 0.48% performance overhead
Border Control Overheads

Highly-Threaded GPU

Takeaway: Average 0.15% performance overhead
Conclusion

- Accelerators pose new security questions\(^1\)
- Border Control provides full memory access protection / sandboxing
  - with minimal impact on performance
  - and low storage overhead

1. “Security Implications of Third-Party Accelerators” by Olson, Sethumadhavan, and Hill, CAL 2015
Questions?
IBM CAPI

- Trusted data path
- Address translation path
- Untrusted data path
- Translation update path
TLB Shootdown Steps

- If page was read-only:
  - update entry in Protection Table and BCC

- If page was read-write:
  1. Invalidate entry in TLB
  2. Flush dirty blocks from page in accelerator cache
  3. Update entry in Protection Table and BCC
## Simulation Parameters

<table>
<thead>
<tr>
<th>CPU</th>
<th></th>
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<tbody>
<tr>
<td>CPU Cores</td>
<td>1</td>
</tr>
<tr>
<td>CPU Caches</td>
<td>64KB L1, 2MB L2</td>
</tr>
<tr>
<td>CPU Frequency</td>
<td>3 GHz</td>
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</table>

<table>
<thead>
<tr>
<th>GPU</th>
<th></th>
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</thead>
<tbody>
<tr>
<td>Cores (highly threaded)</td>
<td>8</td>
</tr>
<tr>
<td>Cores (moderately threaded)</td>
<td>1</td>
</tr>
<tr>
<td>Caches (highly threaded)</td>
<td>16KB L1, shared 256KB L2</td>
</tr>
<tr>
<td>Caches (moderately threaded)</td>
<td>16KB L1, shared 64KB L2</td>
</tr>
<tr>
<td>L1 TLB</td>
<td>64 entries</td>
</tr>
<tr>
<td>Shared L2 TLB (trusted)</td>
<td>512 entries</td>
</tr>
<tr>
<td>GPU Frequency</td>
<td>700 MHz</td>
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</table>

<table>
<thead>
<tr>
<th>Memory System</th>
<th></th>
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<tbody>
<tr>
<td>Peak Memory Bandwidth</td>
<td>180 GB/s</td>
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</table>

<table>
<thead>
<tr>
<th>Border Control</th>
<th></th>
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</thead>
<tbody>
<tr>
<td>BCC Size</td>
<td>8KB</td>
</tr>
<tr>
<td>BCC Access Latency</td>
<td>10 cycles</td>
</tr>
<tr>
<td>Protection Table Size</td>
<td>196KB</td>
</tr>
<tr>
<td>Protection Table Access Latency</td>
<td>100 cycles</td>
</tr>
</tbody>
</table>

Table 3: Simulation configuration details.
## Comparison of Configurations

<table>
<thead>
<tr>
<th></th>
<th>Safe?</th>
<th>L1 $</th>
<th>L1 TLB</th>
<th>L2 $</th>
<th>BCC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATS-only IOMMU</td>
<td>✗</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>N/A</td>
</tr>
<tr>
<td>Full IOMMU</td>
<td>✓</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>N/A</td>
</tr>
<tr>
<td>CAPI-like</td>
<td>✓</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>N/A</td>
</tr>
<tr>
<td>Border Control-noBCC</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>—</td>
</tr>
<tr>
<td>Border Control-BCC</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>

**Table 2: Comparison of configurations under study.**
Border Control Cache

Takeaway: A small (1KB) BCC is sufficient for our workloads
Border Control Flush Overhead

[Graph showing runtime overhead vs. permission downgrades per second with different threadings and IOMMU types.

Takeaway: Permission downgrades affect performance, but not much]
Information Flow Tracking

- Goal: track untrusted information, prevent it from modifying sensitive data / control
  - e.g., prevent buffer overflow in software

- Hardware-assisted techniques: prevent threats from bugs in software (same address space) – different threat than Border Control

- Hardware (e.g. Tiwari et al., ISCA 2011) – very powerful technique, but high area/runtime overhead and not transparent to software
Mondriaan

- Replacement for traditional page table + TLB
- Allows fine-grained permissions
- Border Control is independent of the policy for deciding permissions
  - But permission granularity might mean alternate Protection Table organizations are better