Overhead-free I/O from enclaves

SysTEX'16 Trento, Italy

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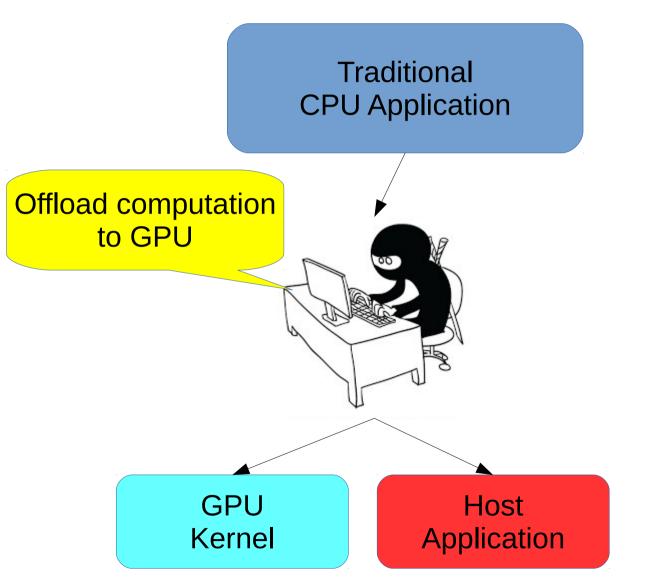


Research Statement:

Enclaves are accelerators for secured execution

Accelerator system services and Abstractions can be retrofitted Inspire system services for enclaves

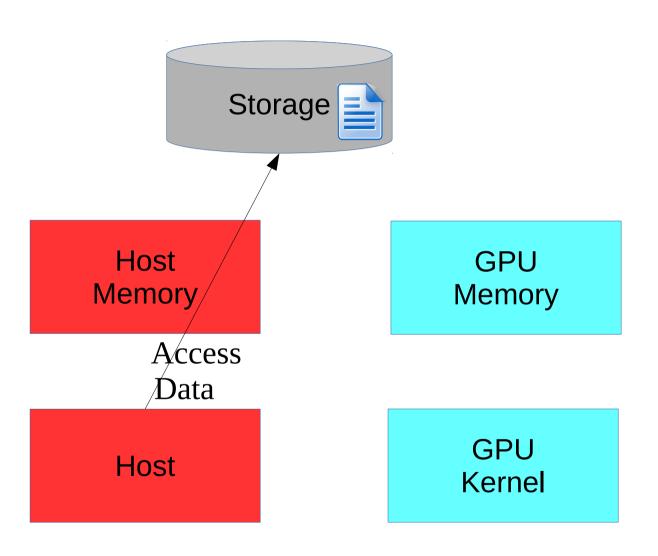
Case Example: GPU



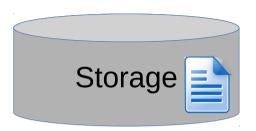
Partition: GPU and host

High Performance Private Memory High latency (PCIe) to host memory Host **GPU** Memory Memory **GPU** Host Kernel

Partition: GPU and host Separate GPU Memory



Partition: GPU and host Separate GPU Memory Host manages OS services GPU cannot invoke syscalls



Host Memory

GPU Memory

Host

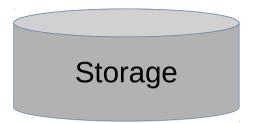
GPU Kernel Partition: GPU and host

Separate GPU Memory

Host manages OS services

GPU cannot invoke syscalls

Host operate on its memory





GPU Memory

Host

GPU Kernel Partition: GPU and host

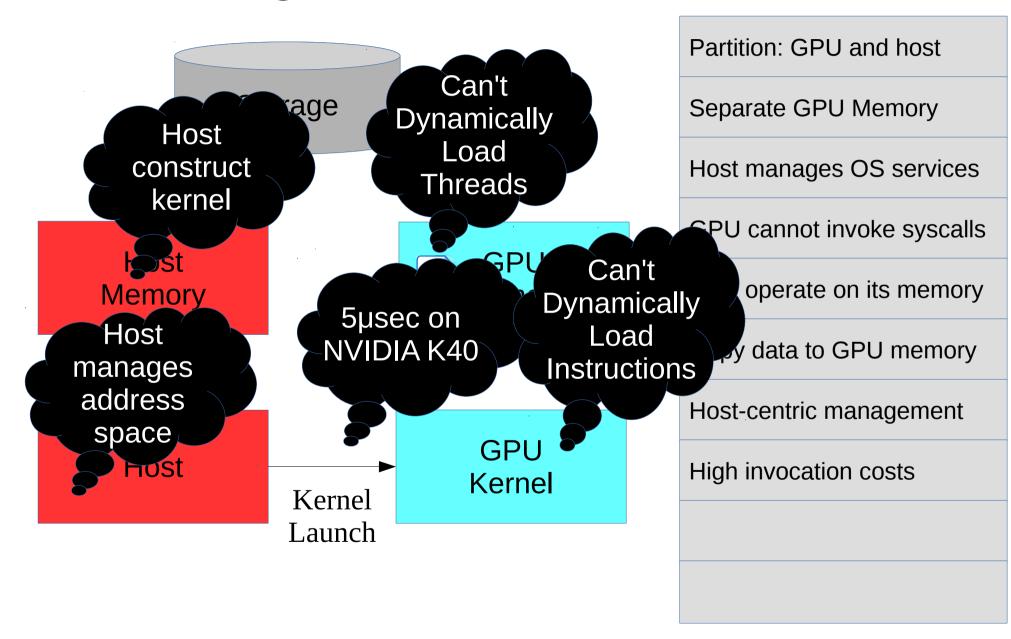
Separate GPU Memory

Host manages OS services

GPU cannot invoke syscalls

Host operate on its memory

Copy data to GPU memory



Storage

Host Memory



Host

GPU Kernel Partition: GPU and host

Separate GPU Memory

Host manages OS services

GPU cannot invoke syscalls

Host operate on its memory

Copy data to GPU memory

Host-centric management

High invocation costs

GPU execute computation

Storage

Host Memory



Host

GPU Kernel Partition: GPU and host

Separate GPU Memory

Host manages OS services

GPU cannot invoke syscalls

Host operate on its memory

Copy data to GPU memory

Host-centric management

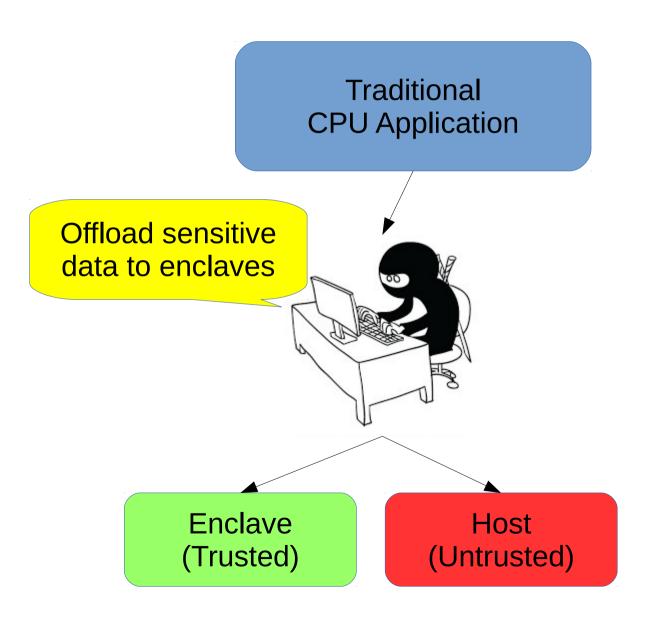
High invocation costs

GPU execute computation

What do GPU and enclave have in common?



Design an Enclave Application



Partition:trusted and untrusted

Separate GPU Memory

Host manages OS services

GPU cannot invoke syscalls

Host operate on its memory

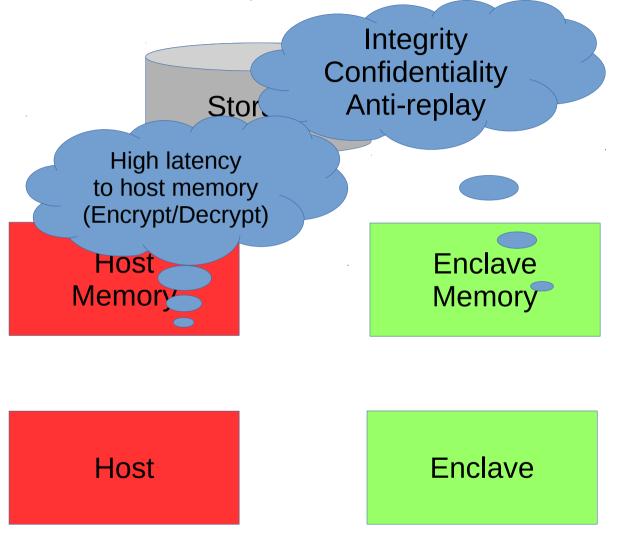
Copy data to GPU memory

Host-centric management

High invocation costs

GPU execute computation

Private Reserved Memory



Partition:trusted and untrusted

Separate Enclave Memory

Host manages OS services

GPU cannot invoke syscalls

Host operate on its memory

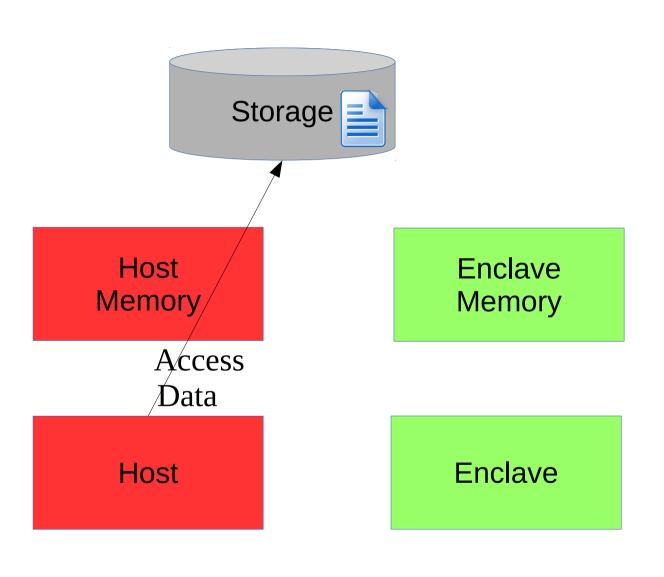
Copy data to GPU memory

Host-centric management

High invocation costs

GPU execute computation

The OS is untrusted



Partition:trusted and untrusted

Separate Enclave Memory

Host manages OS services

Enclave cannot invoke syscalls

Host operate on its memory

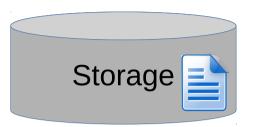
Copy data to GPU memory

Host-centric management

High invocation costs

GPU execute computation

Untrusted code operates on untrusted memory



Host Memory

Enclave Memory

Host

Enclave

Partition:trusted and untrusted

Separate Enclave Memory

Host manages OS services

Enclave cannot invoke syscalls

Host operate on its memory

Copy data to GPU memory

Host-centric management

High invocation costs

GPU execute computation

Trusted code operates on Trusted memory

Storage



Enclave Memory

Host

Enclave

Partition:trusted and untrusted

Separate Enclave Memory

Host manages OS services

Enclave cannot invoke syscalls

Host operate on its memory

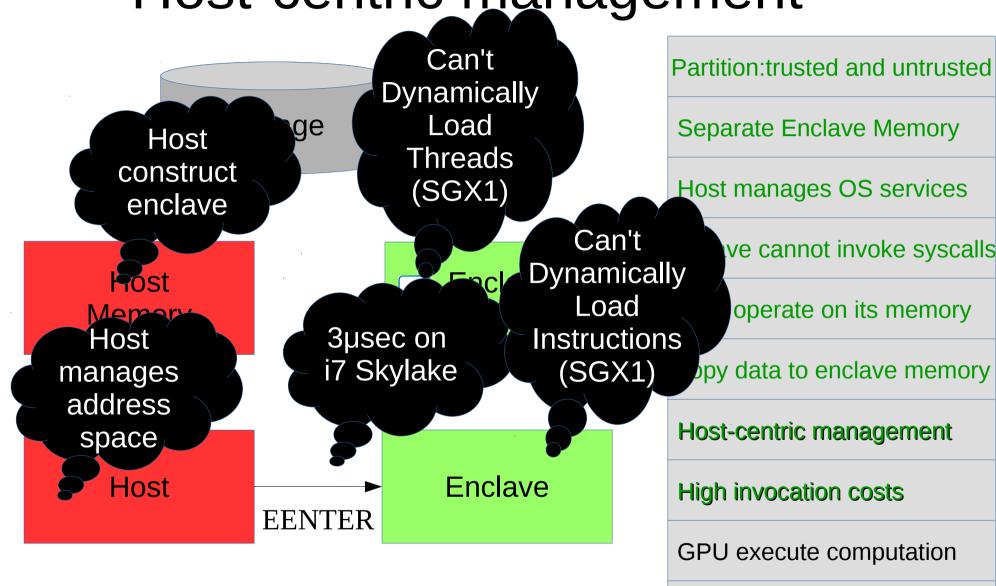
Copy data to enclave memory

Host-centric management

High invocation costs

GPU execute computation

Host-centric management



Isolated execution

Storage

Host Memory



Host

Enclave

Partition:trusted and untrusted

Separate Enclave Memory

Host manages OS services

Enclave cannot invoke syscalls

Host operate on its memory

Copy data to enclave memory

Host-centric management

High invocation costs

Enclave execute computation

Communication through untrusted memory

Storage

Host Memory



Host

Enclave

Partition:trusted and untrusted

Separate Enclave Memory

Host manages OS services

Enclave cannot invoke syscalls

Host operate on its memory

Copy data to enclave memory

Host-centric management

High invocation costs

Enclave execute computation

The reason is... Isolation by design

Enclaves use strong isolation to provide strong security

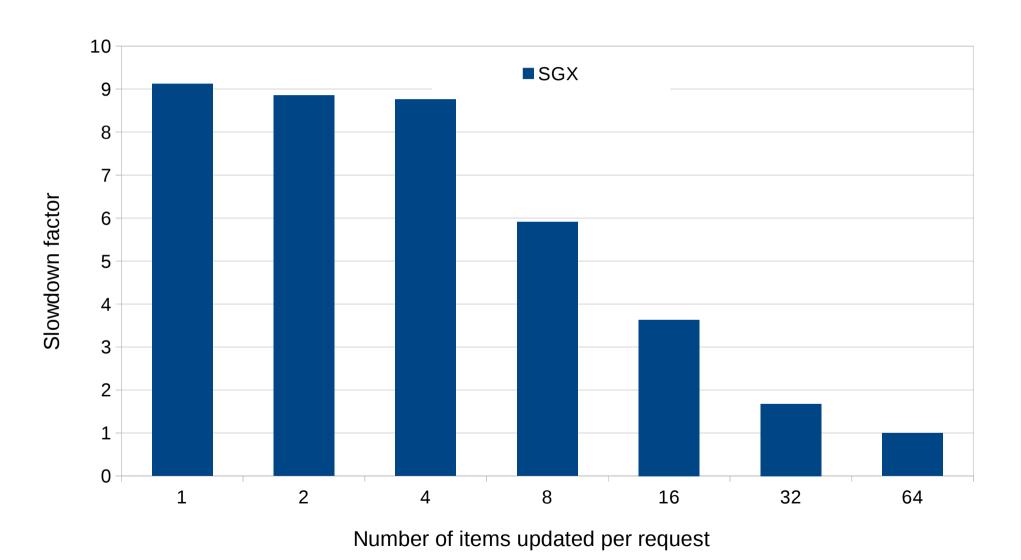


Accelerators run on different hardware Accelerators are isolated by necessity

Effect on processes' runtime

- Simplified parameter server in and out of enclave
 - Network server
 - Private model & data
 - Store model in hash table
 - Clients send 100k random requests to update items
 - Server issues recv() to get requests and update
 - Enclave encapsulate recv() in OCALL.

Simplified parameter server



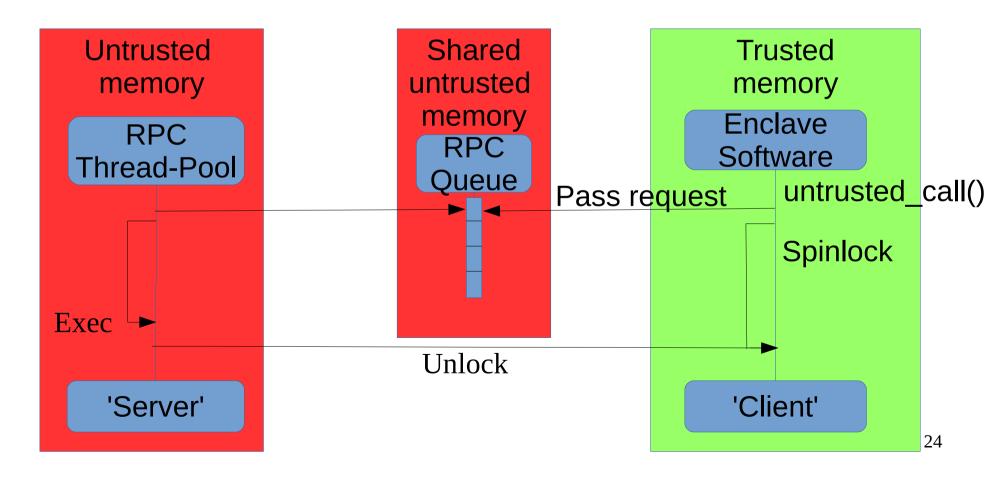
What can we learn from GPUs?



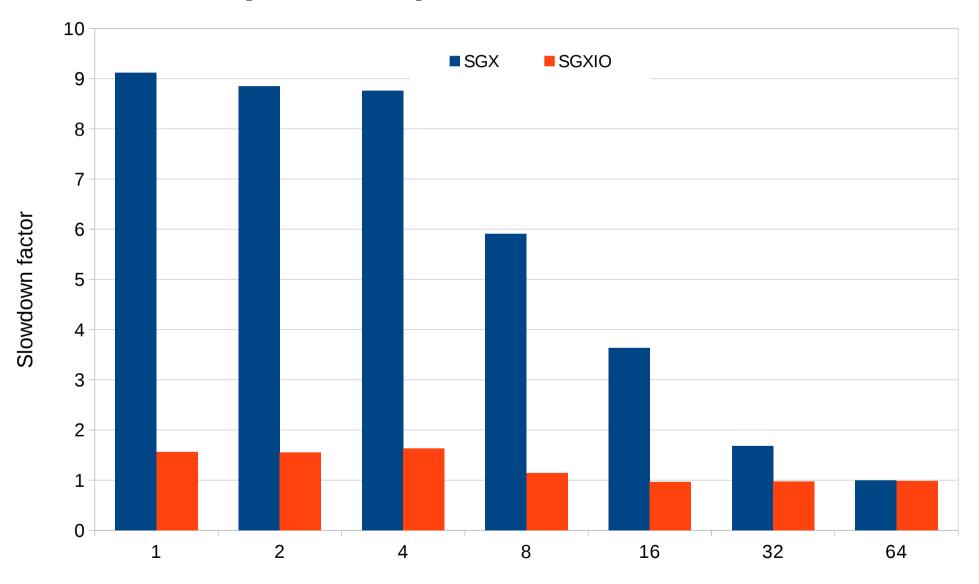
SGXIO: Overhead-free I/O from enclaves

Based on GPUfs [ASPLOS'2013]

RPC communication infrastructure



Simplified parameter server



Number of items updated per request

Same, Same but different



- Enclaves are not traditional accelerators
 - Latency to host memory
 - MMU vs PCle
 - Atomic instructions shared with the host
 - Internal management
 - E.g., Enclave Thread-scheduler

Enclaves bring new possibilities

Retrofitting accelerators' ideas for enclaves

- SGXIO: OS services for enclaves
- Asynchronous DMA host copies
- Non-blocking enclave launches
- In-enclave virtual memory management



Thank you!

Questions?



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