Designing a Secure Hybrid DRAM+NVM Memory Module

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## Introduction



#### Traditionally DRAM as Main Memory

**DRAM** Limitation:

Easy loss of the stored charges when it comes to 10nm and beyond

#### DRAM Memory Module

#### NVM (such as PCM) as Main Memory

NVM could be scaled down to nanoscale However,

#1. Slower Operations (read: 4x slower than

DRAM; write: 10x) [1][2]

#2. Poor Write Endurance ( $10^8$  vs  $10^{16}$  on

DRAM) [1]

#3. Data Security (Non-volatility) [3]

## Solving NVM Challenges

1.DRAM Cache to solve slower operation problem and poor write endurance problem



2.A hardware security support to solve the data security problem

# CPU PUF In this work, we design a secure hybrid memory

It includes NVM (PCM) as main memory, a DRAM cache and a security unit.

module.

The security unit includes a AES-GCM [4] engine and a NVM vault (STT-RAM) for tags and counter values Hybrid Memory Module

SU

**NVM** 

It follows NVDIMM-N standard: A backup power source is built to transfer DRAM blocks into NVM when the system fails.

# Methodology for DRAM Cache Design

**#1. DRAM Cache Configuration**: Evaluate Hit Rate for different combinations of DRAM cache parameters (associativity, cache line size and total size ) and choose the one that is most beneficial



Benchmarks: SPEC CPU06 with single thread [5]

NPB [6], STREAM [7], Rodinia [8] with 4 threads



CPU Frequency	2.67GHz
L1, L2, L3 Cache	32KB, 256KB, 8MB
DRAM Row Size	2KB[9]
DRAM tCL-tRCD-tRP	13.75ns-13.75ns-13.75ns[9]
NVM Main Memory Size	8GB
NVM tCL-tRCD-tRP	13.75ns-55ns-150ns[2]
NVM Row Size	2KB[2]
DDR Frequency/period	1600MHz/0.625ns
AES Latency(128 bit block)-GHASH Latency(1KB)	10 memory cycles - 69 memory cycles [4]

Selected Benchmarks (memory bound benchmarks)

DRAM

Cache Sim

SPEC CPU06: gobmk, sjeng, gcc, wrf, zeusmp, GemsFDTD, lbm, mcf, soplex (single thread)

(IPC)

STREAM: STREAM (4 threads)

Rodinia: backprop, nw, hotspot, bfs, cfd (4 threads)

NPB: is, cg, ua, mg, lu (4 threads)

## **DRAM Cache Parameters**

Three parameters should be determined to design a DRAM cache: Associativity, Cache Line Size and Total Size



We suggest 2-way associativity, 1KB cache line and 256MB total size

## Associativity

For SPEC and STREAM, multiway cache doesn't provide better hit rate. For NPB and Rodinia, the difference of hit rates between 1-way to 32-way is less than 5%

We suggest 2-way as associativity:

#1. 2-way is more effective against write attack than 1-way

#2. More than 2-way is more complex to design for LRU replacement policy

Cache Total Size: 256MB Cache Line Size: 1024B

#### Average Hit Rate



## Cache Line Size

For all benchmarks, the hit rate increases until it reaches 1KB

However, larger cache line needs more time to transfer.

We also evaluate the system performance for different cache line sizes. 1KB does provide better IPC

Cache Total Size: 256MB Associativity: 2-way





Average IPC



## **Total Size**

For STREAM, larger size has no benefit. For SPEC and Rodinia, 256MB is sufficient. For NPB, larger size could always provide better hit rate.

We suggest 256MB as the total size.

Some previous research also chose 256MB as the DRAM cache size [9][10][15]

Cache Associativity: 2-way Cache Line Size: 1024B

#### Average Hit Rate



## **Overview of Security Unit**



## **Putting It All Together**

SPEC CPU06: gobmk, sjeng, gcc, wrf, zeusmp, GemsFDTD, lbm, mcf, soplex (single thread) STREAM: STREAM (4 threads) Rodinia: backprop, nw, hotspot, bfs, cfd (4 threads) NPB: is, cg, ua, mg, lu (4 threads)

Compared with NVM-only and DRAM-only

Overall, it improves the performance by 32% compared to NVM-only Memory Module, and only is 6.8% slower than DRAM-only Memory Module

Our DRAM Cache design is also faster than Alloy memory system [9] and TDV memory system [10] by 16.9% and 13.5%, respectively

#### Normalized IPC



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## Appendix:AES-GCM Parameters

#### **Encryption Granularity**

We divide 1024B cache line into 64B subblocks and see how many dirty subblocks are there when a DRAM cache line is written back. It turns out most of cases, more than 12 subblocks are dirty when a 1024B cache line written back.

#### **Counter Value**

When a dram cache line is written back, its counter value is incremented by 1 A NVM cell could be written 10<sup>8</sup> and 27-bit counter value is enough..



## Appendix: RAM Technology Comparison

Latency



## Appendix: GHASH

