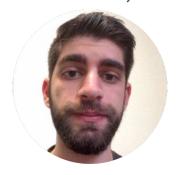
# On the Effectiveness of Same-Domain Memory Deduplication

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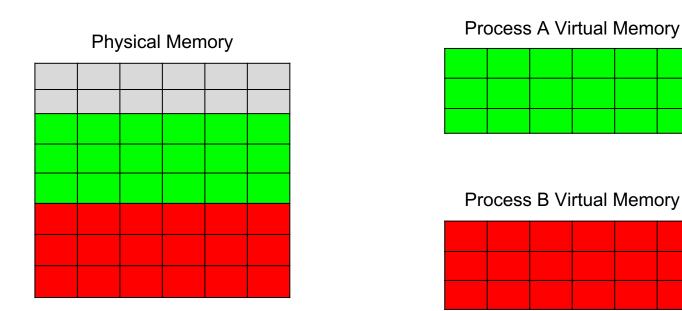
Current defenses against **memory deduplication side channel attacks** are based on **separating** trusted data from untrusted data.

However, in this work, we present **two case studies** that highlight one key flaw in this defense: that it is **difficult to implement** correctly, and hence, **insufficient**.

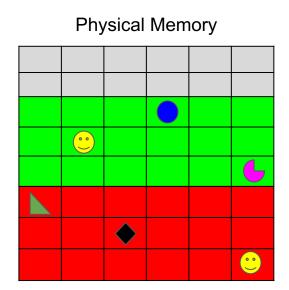
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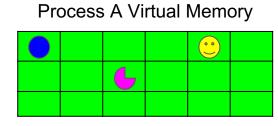
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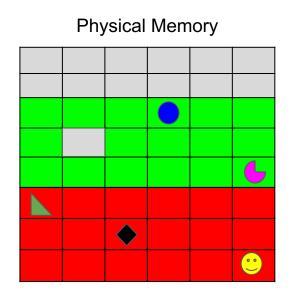
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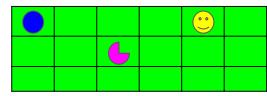




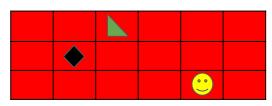
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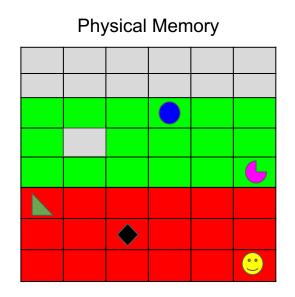


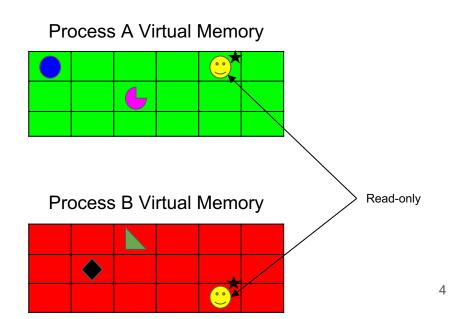


**Process B Virtual Memory** 

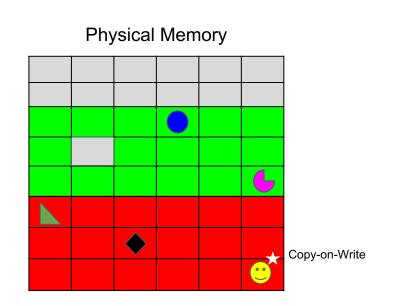


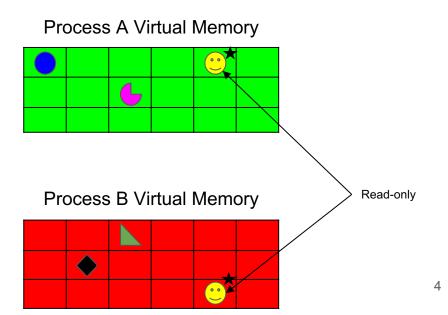
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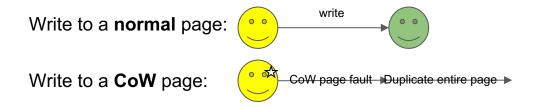
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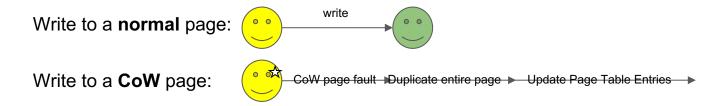


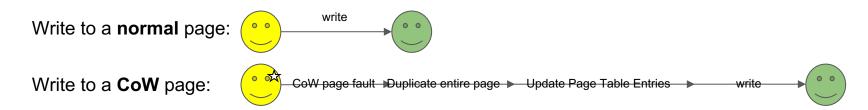
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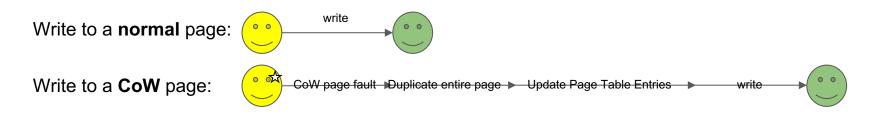




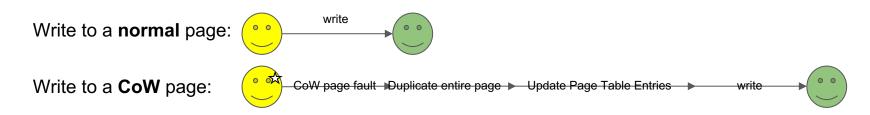




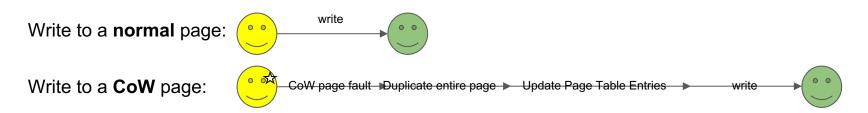
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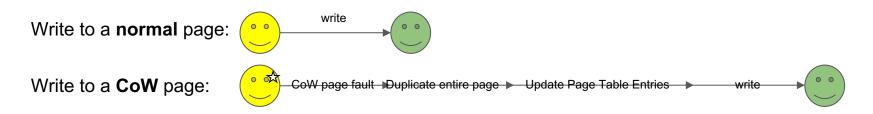
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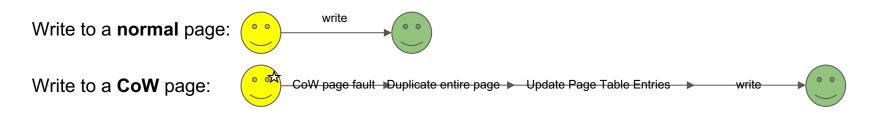
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  - Windows disabled arbitrary **inter-process deduplication** (as we will see next)

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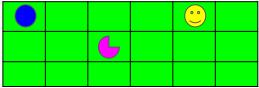
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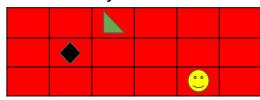


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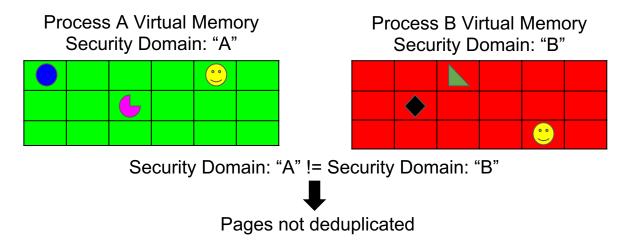




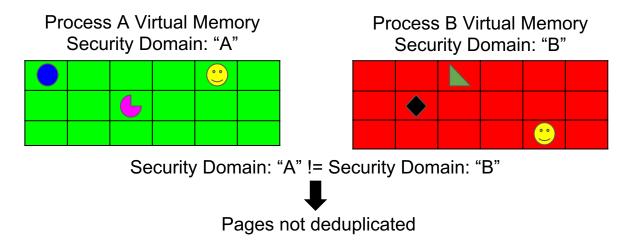
Process B Virtual Memory Security Domain: "B"



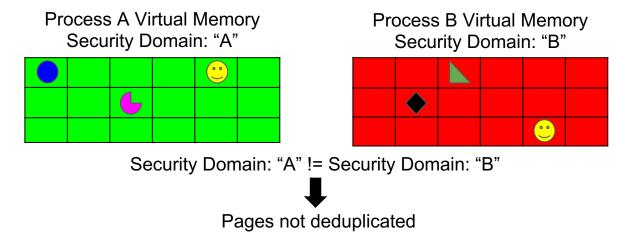
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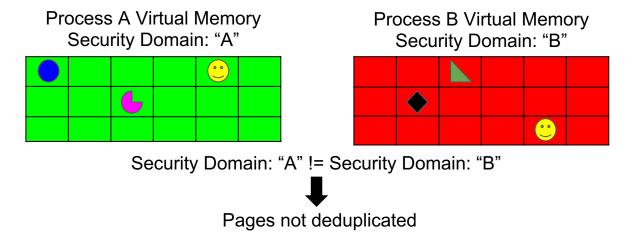


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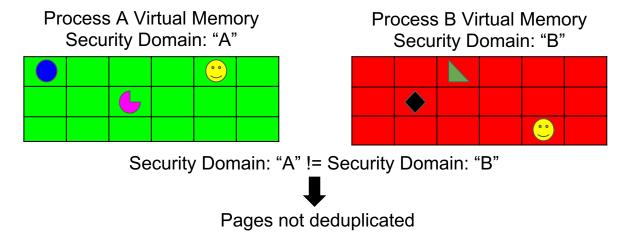
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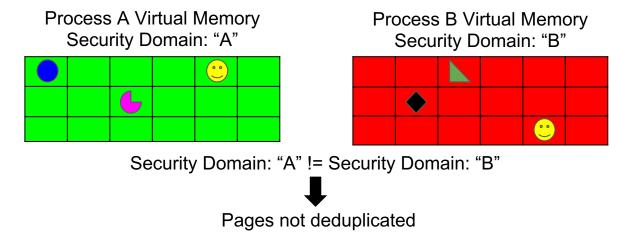
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  - This would be useful for e.g., a program handles safe and unsafe data within the same process.

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  - E.g., by using a **SharedArrayBuffer counter**, one thread can increment a "timer" value in a loop, while the other thread polls the "timer".

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- This resembles e.g., a server such as a nginx running a key-value store, which untrusted clients can connect to.

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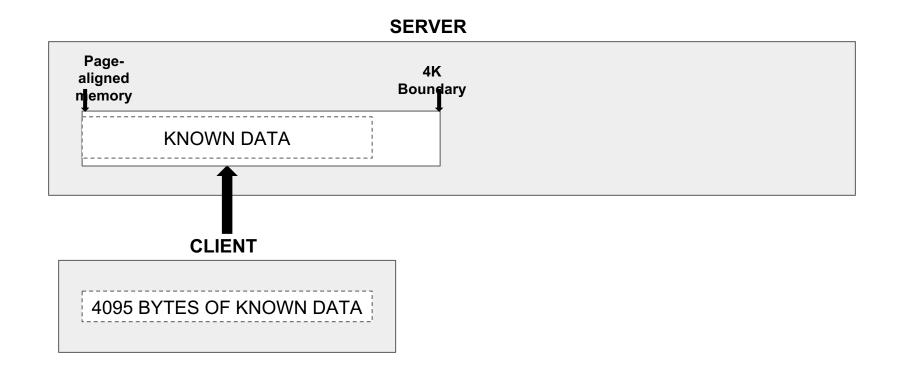
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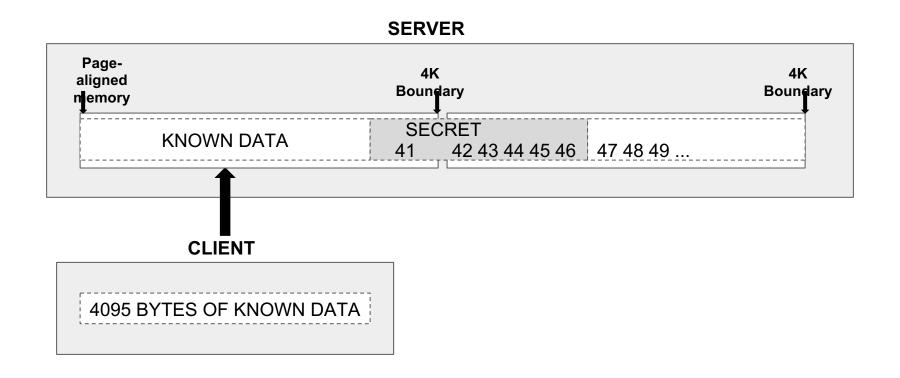
#### **CLIENT**

4095 BYTES OF KNOWN DATA

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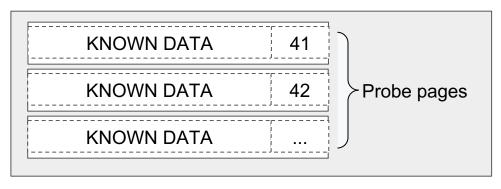
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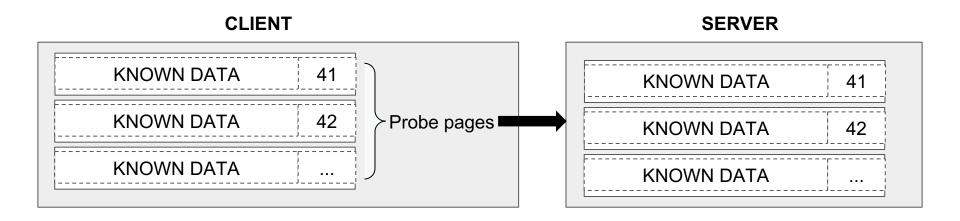
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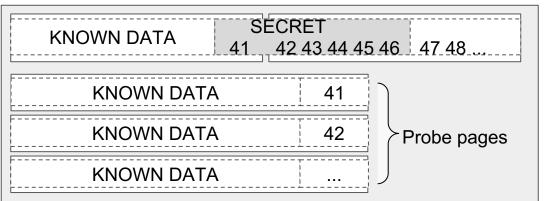
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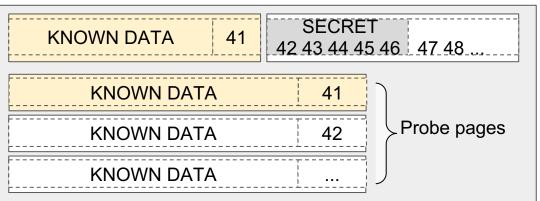
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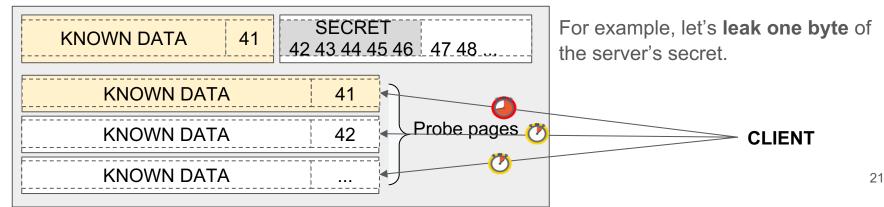
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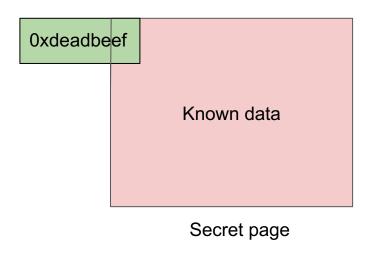
- **1. Prime**: The client sends data to the server, including:
  - a. Data that will be stored next to secret data, i.e., on the secret page
  - b. Multiple probe pages
- 2. The client waits for a deduplication pass to occur.
- 3. Probe: The client updates its probe pages and measures how long it takes for the server to respond.
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- 4. The client repeats steps 1–3 to disclose secret data **byte-by-byte**.

- We assume that the client can manipulate the **alignment of secret data** based on how much data it sends to the server.

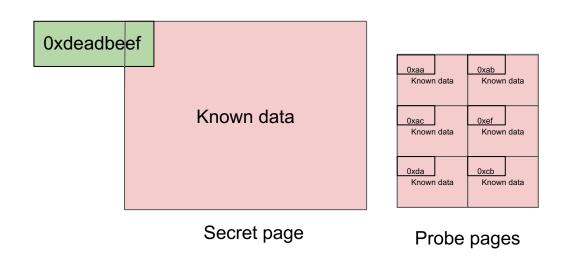
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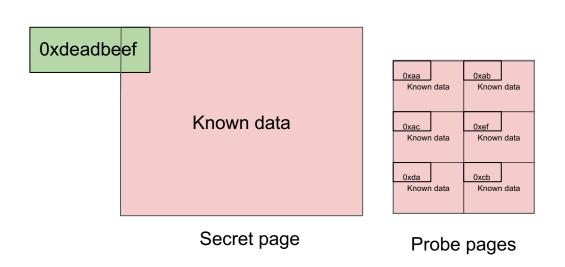
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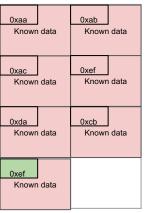


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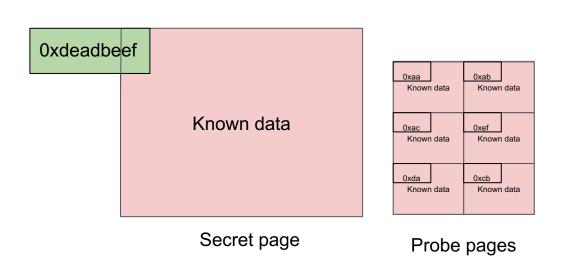


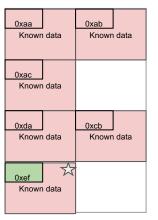
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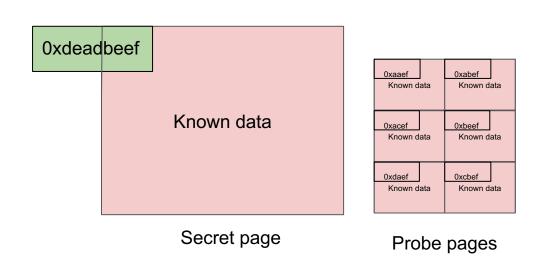


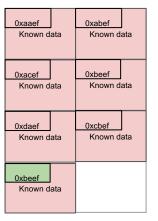
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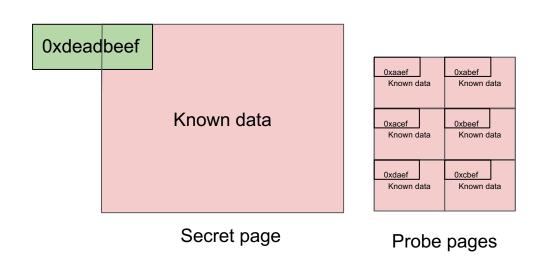


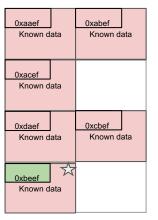
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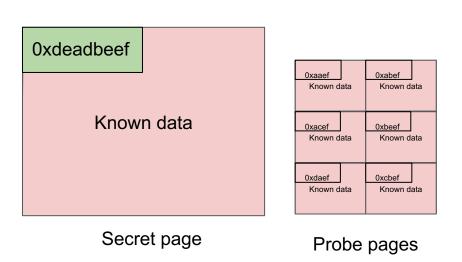


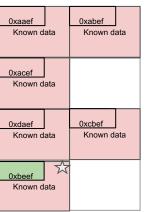
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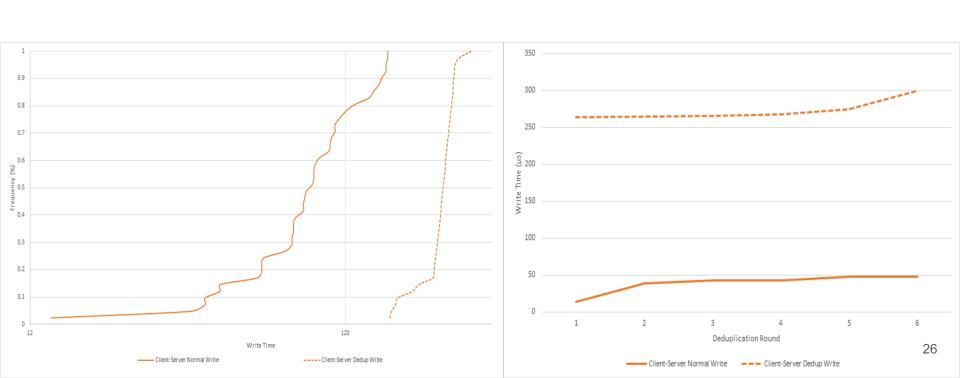




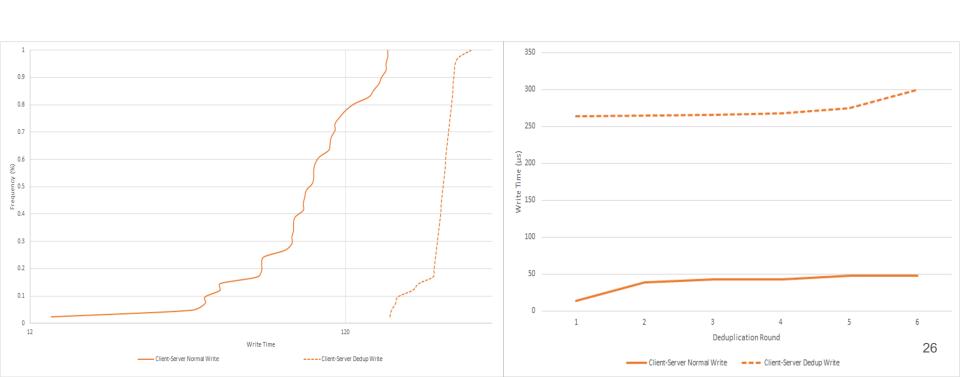
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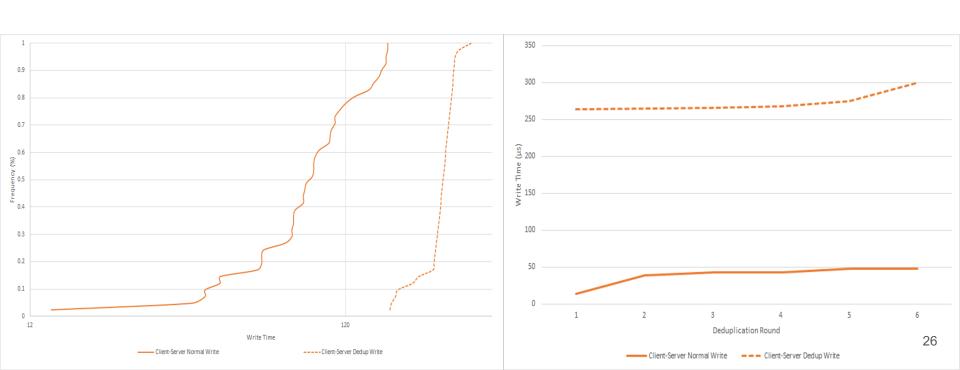




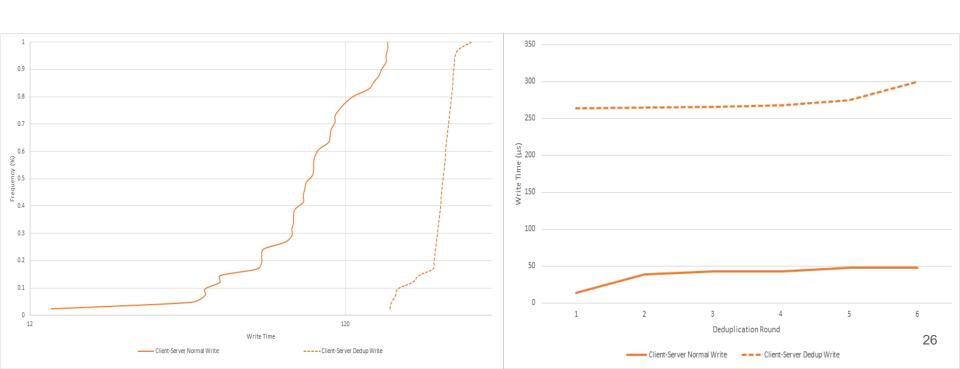
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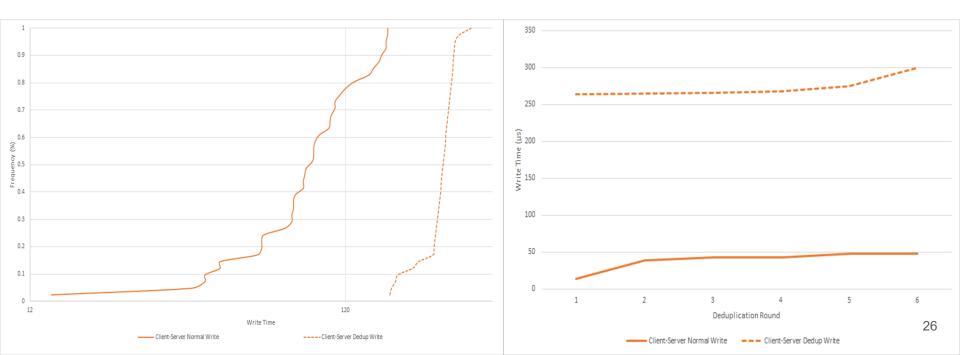
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- 85% of the CoW write operations took more than 205µs to complete



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- Some programs (e.g., a client-server scenario) necessarily handle both untrusted data and trusted data.
- Hence, such programs are not easily amenable to security domain-based deduplication mitigations, which require the separation of trusted and untrusted data.

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							1	

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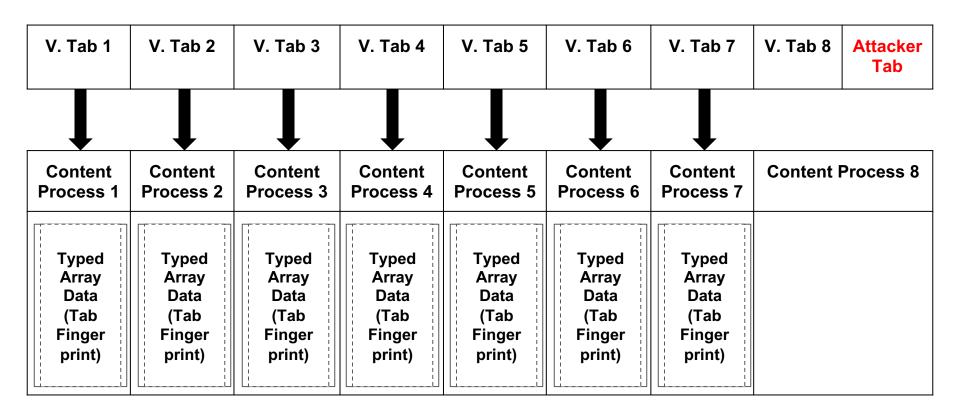
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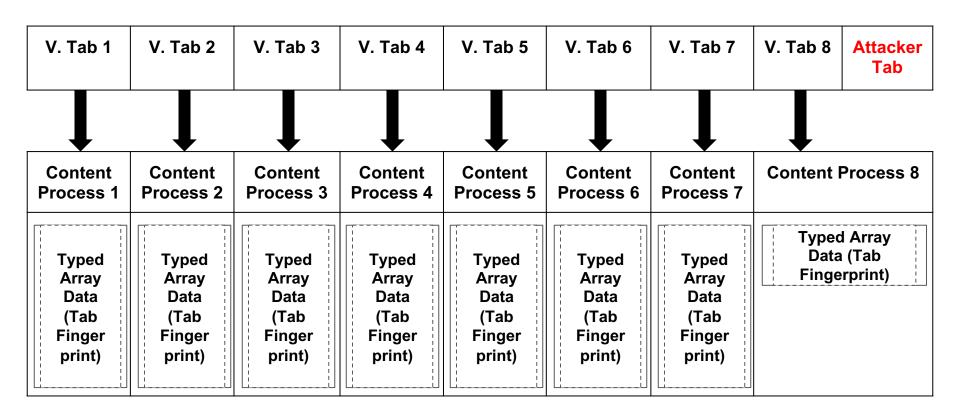
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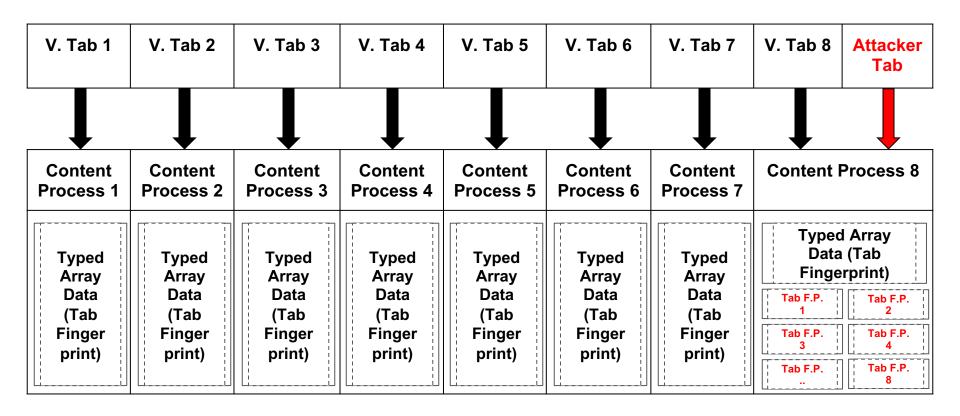
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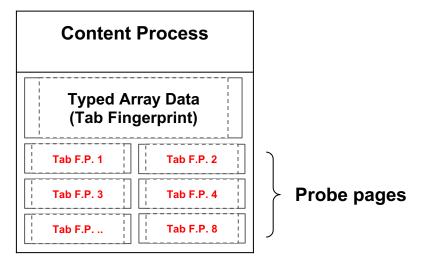




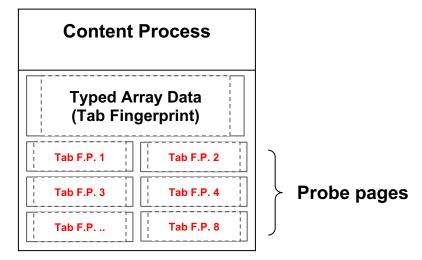
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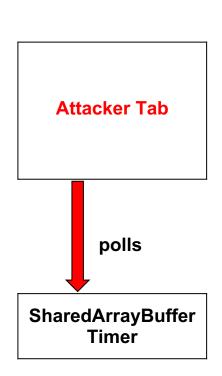
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- 4. After a **deduplication pass**, the attacker **writes** to each of its fingerprints, **timing** each operation via a **SharedArrayBuffer counter**.

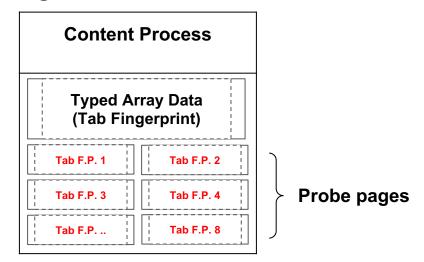
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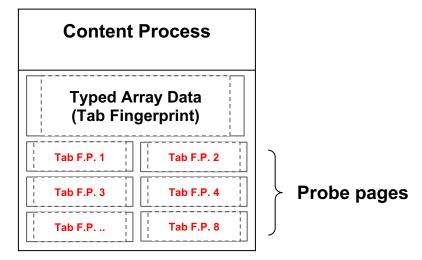
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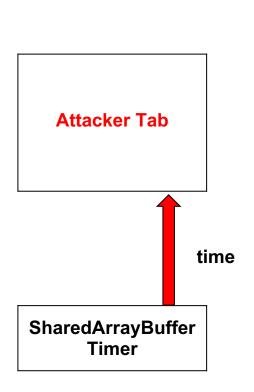


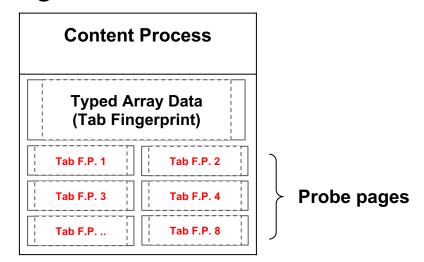




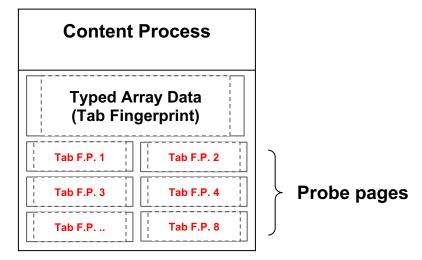
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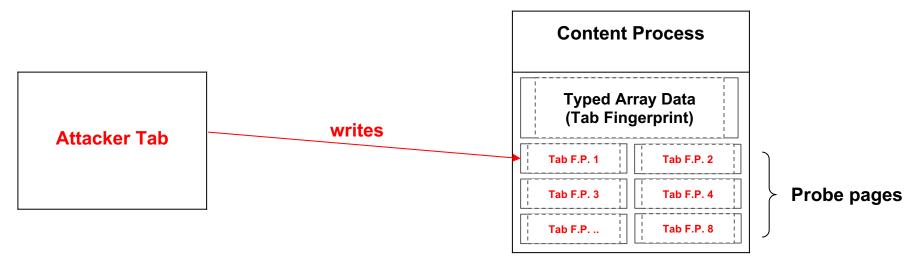




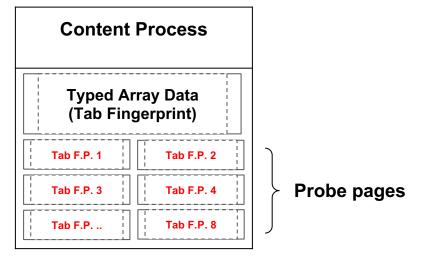


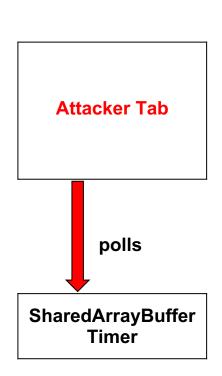
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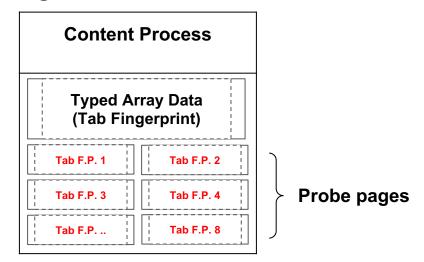




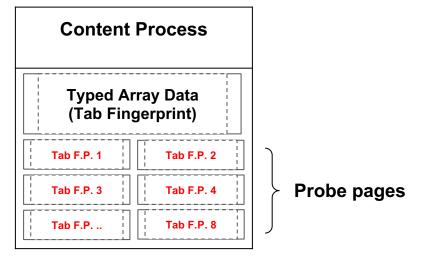
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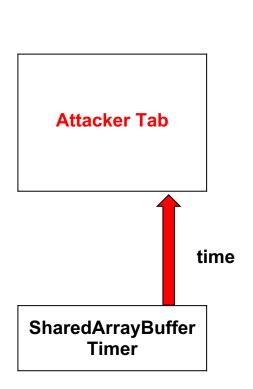


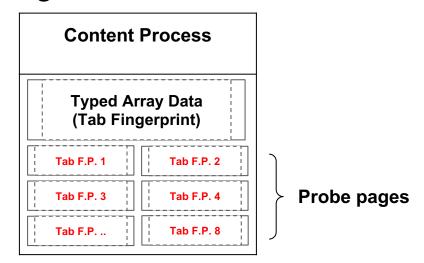




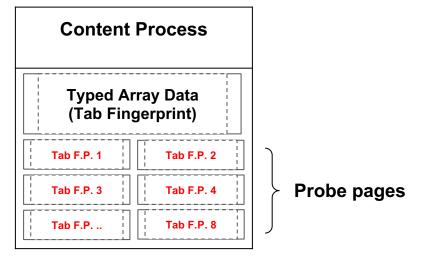
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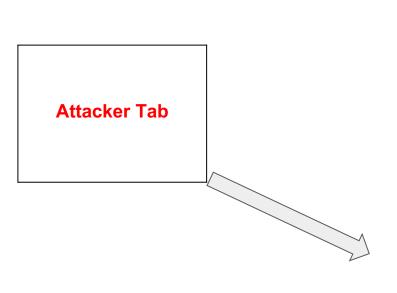


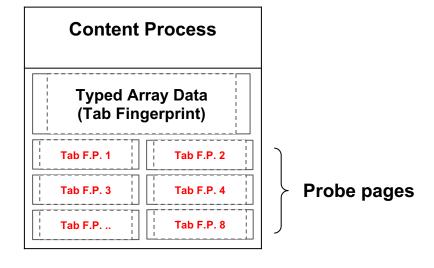


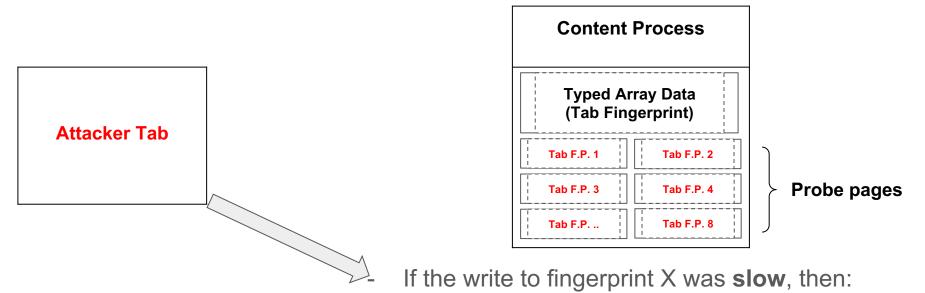


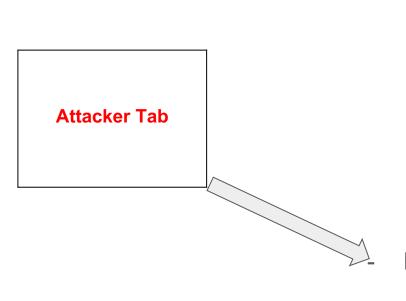
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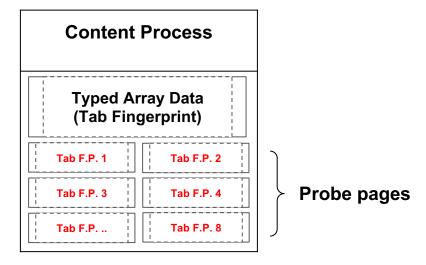






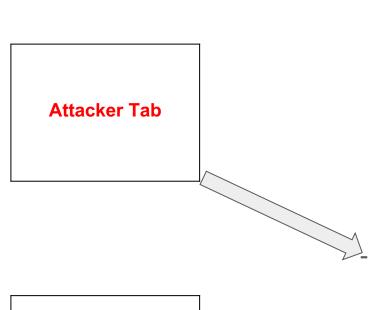


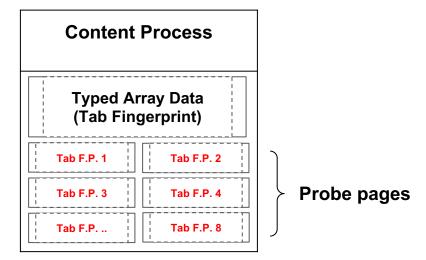




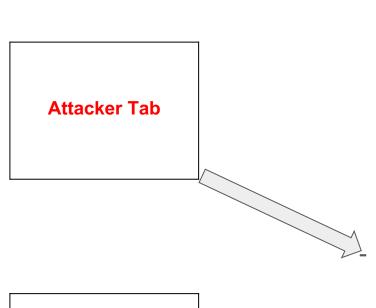
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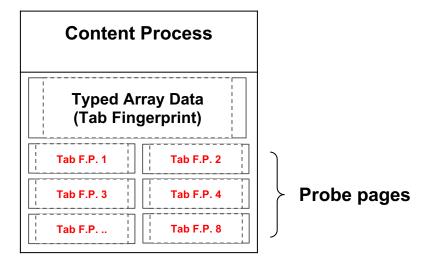




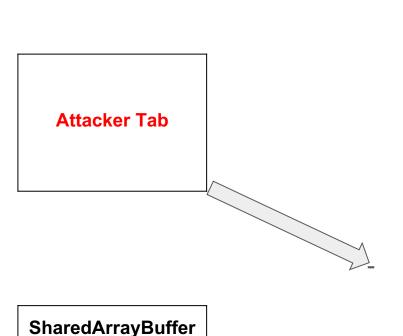
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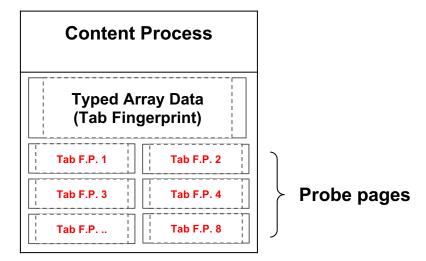
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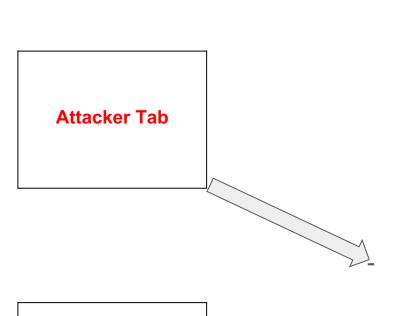
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Timer

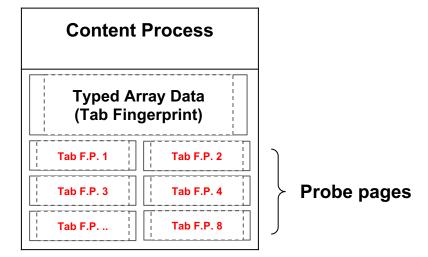


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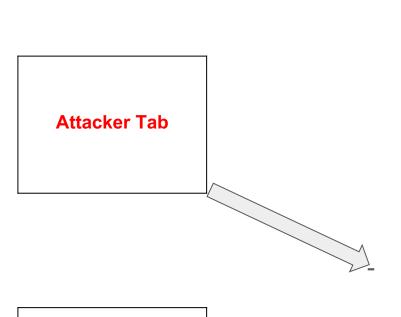


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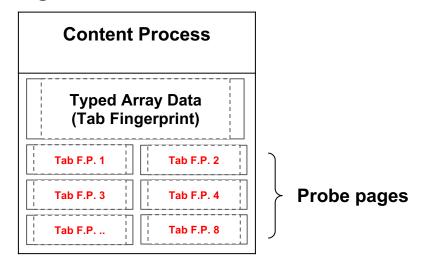
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- In particular, Firefox didn't **mitigate** this until **November 2021**, when it adopted full site isolation.

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  - **Opt-in** security domain-based deduplication, i.e., deduplication is **off by default**.
  - **VUsion**, a mechanism that ensures the same behavior on all pages of a system.

# Thank you!