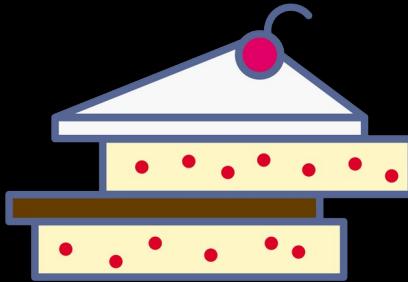


Shufflecake

Plausible Deniability in 2025



Tommaso Gagliardoni, Horizen Labs

From a joint work with Elia Anzuoni

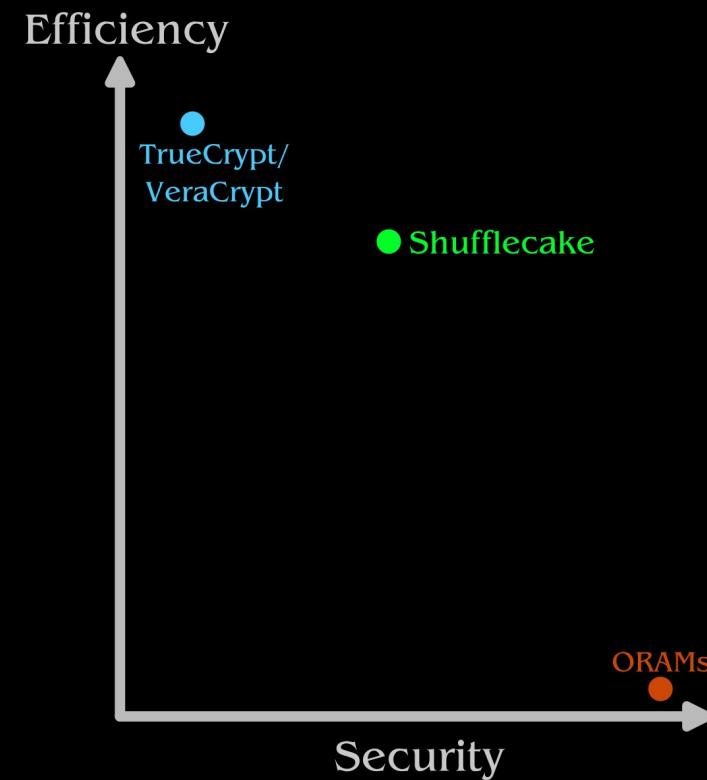
Open Source Cryptography Workshop 2025

2025-03-25, Sofia, Bulgaria



Shufflecake: TL;DR

- Encrypts, hides existence of disk partitions
- Plausible deniability like TrueCrypt/VeraCrypt
- Security and usability improvements
- Cryptographic proof of security
- Faster than ORAM-based solutions
- Potential to improve security even further
- FLOSS ("free" as in "freedom")



Shufflecake: TL;DR



Shufflecake
AKA TrueCrypt on
Steroids for Linux

DEF CON 31 Demo Labs
2023-08-11, Las Vegas (NV), USA

Introducing Shufflecake: Plausible Deniability For Multiple Hidden Filesystems on Linux (kudelskisecurity.com)

Posted by EditorDavid on Saturday November 12, 2022 @02:34PM from the magic-mounting dept.

Thursday the [Kudelski Group's](#) cybersecurity division released "a tool for Linux that [allows creation of multiple hidden volumes on a storage device](#) in such a way that it is very difficult, even under forensic inspection, to prove the existence of such volumes."

"Each volume is encrypted with a different secret key, scrambled across the empty space of an underlying existing storage medium, and indistinguishable from random noise when not decrypted."

 **Hacker News** new | past | comments | ask | show | jobs | submit

16. Shufflecake: Plausible deniability for hidden filesystems on Linux (2023) (iacr.org)
66 points by simonpure 9 hours ago | hide | 22 comments

Shufflecake: Plausible Deniability For Multiple Hidden Filesystems On Linux

Elia Anzuoni
ETHZ and EPFL and Kudelski Security
Switzerland

ABSTRACT

We present Shufflecake, a new plausible deniability design to hide the existence of encrypted data on a storage medium making it very difficult for an adversary to prove the existence of such data. Shufflecake can be considered a "resistant process" of Truecrypt

Tommaso Gagliardoni
Kudelski Security
Switzerland

by means of (physical, legal, psychological) coercion, they can obtain the encryption keys to any encrypted content identifiable on the user's device. The security goal in this scenario, then, becomes to still retain secrecy of some selected, "crucial" data on the disk, by making the presence of such data not even identifiable, thus allow-



Who am I

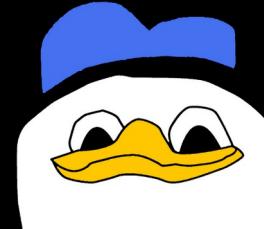
Tommaso “tomgag” Gagliardoni

- PhD in cryptography at TU Darmstadt, Germany
- Past: IBM Research, Kudelski Security
- Now: Horizen Labs, based in Zurich
- Focus on privacy, cryptography, quantum security, web3

Who am I

Tommaso “tomgag” Gagliardoni

- PhD in cryptography at TU Darmstadt, Germany
- Past: IBM Research, Kudelski Security
- Now: Horizen Labs, based in Zurich
- Focus on privacy, cryptography, quantum security, web3



More business

Less business

Overview

- TL;DR
 - Bio
 - Introduction
 - TrueCrypt (and VeraCrypt)
 - Shufflecake
 - Implementation
 - Future directions
 - How to contribute
- 
- You are here

Introduction



Introduction

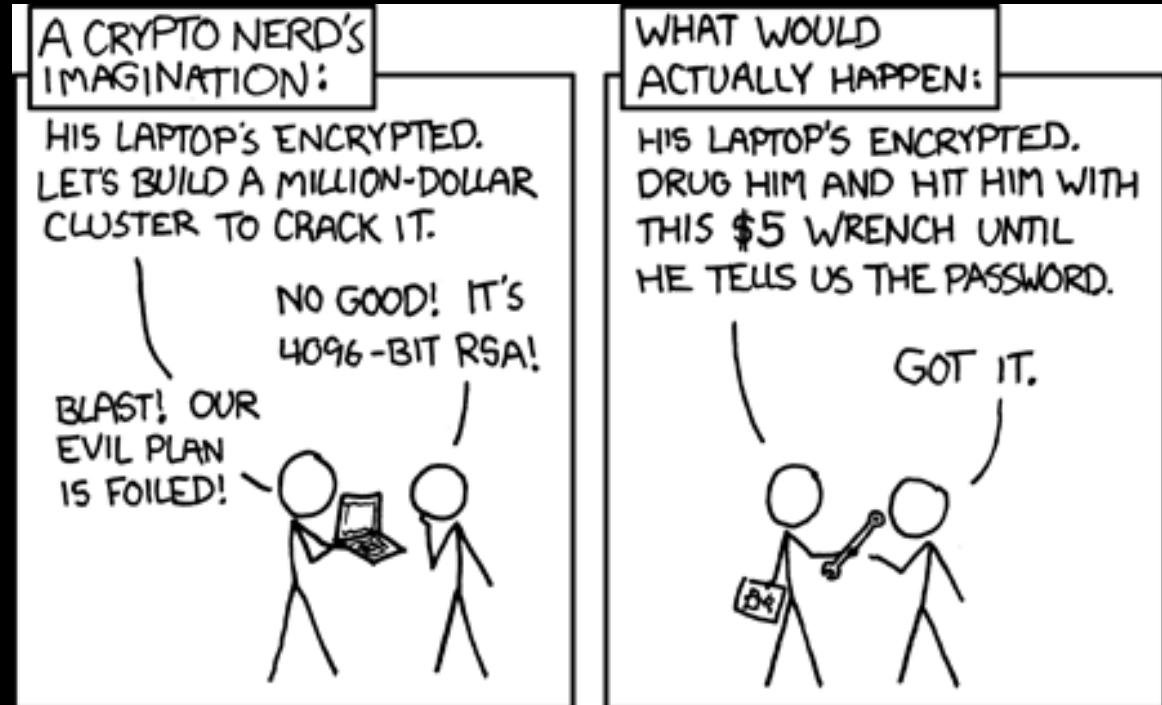


- BitLocker (Windows)
- FileVault 2 (MacOS)
- LUKS (Linux)
- ...

Introduction



- BitLocker (Windows)
- FileVault 2 (MacOS)
- LUKS (Linux)
- ...



Source: <https://xkcd.com/538/>

How bad is it?

How bad is it?

- ▼ Legislation by nation
 - Antigua and Barbuda
 - Australia
 - Belgium
 - Cambodia
 - Canada
 - Czech Republic
 - Finland
 - France
 - Germany
 - Iceland
 - India
 - Ireland
 - New Zealand
 - Poland
 - South Africa
 - Spain
 - Sweden
 - Switzerland

Key disclosure law

Article Talk

From Wikipedia, the free encyclop

Key disclosure laws, also known as
law enforcement. The purpose is to

Man jailed over computer password
refusal

① 5 October 2010



Campaigners hit by decryption law

By Mark Ward

Technology correspondent, BBC News website

Animal rights activists are



US v. Fricosu

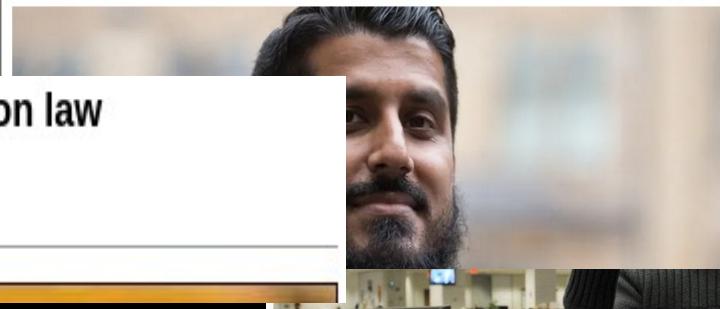
EFF urged a federal district court in Colorado to block the government's attempt to force a woman to enter a password into an encrypted laptop, arguing that it would violate her Fifth Amendment

How a Syrian refugee risked his life to bear witness to atrocities

A few hours before leaving his home in Syria to begin a new life in Canada, Mostafa picked up a kitchen knife and began cutting into his left arm

Why Cage director was guilty of withholding password

① 25 September 2017



Plausible Deniability (idea)

Must hide sensitive information in undetectable way



Plausible Deniability (idea)

Must hide sensitive information in undetectable way

But at the same time must be “plausible”

- You have PD software installed – can't deny existence of encryption
- “I forgot the password” – nope
- Must “give in” some decoy data and hide the rest



Plausible Deniability (idea)

Must hide sensitive information in undetectable way

But at the same time must be “plausible”

- You have PD software installed – can't deny existence of encryption
- “I forgot the password” – nope
- Must “give in” some decoy data and hide the rest

Example:

- Disk is obviously encrypted
- Password 1 unlocks cat pictures
- Password 2 unlocks Panama Papers
- No way to prove that password 2 exists



Plausible Deniability (idea)

Must hide sensitive information in undetectable way

But at the same time must be “plausible”

- You have PD software installed – can't deny existence of encryption
- “I forgot the password” – nope
- Must “give in” some decoy data and hide the rest

Example:

- Disk is obviously encrypted
- Password 1 unlocks cat pictures
- Password 2 unlocks Panama Papers
- No way to prove that password 2 exists

Note: different from Steganography



Who is this for?

- Repressed minorities in low-democracy countries
- Investigative journalists
- Whistleblowers
- Human right activists in repressive regimes



Plausible Deniability (formally)

- Game-based security notion, Adversary VS Challenger
- Very similar in spirit to IND-CPA

Plausible Deniability (formally)

- Game-based security notion, Adversary VS Challenger
- Very similar in spirit to IND-CPA
- Adversary chooses $N-1$ passwords
- Challenger flips random bit b
 - If $b=0$ then initializes scheme with $N-1$ secret volumes
 - If $b=1$ then samples another high entropy password and initializes scheme with N secret volumes

Plausible Deniability (formally)

- Game-based security notion, Adversary VS Challenger
- Very similar in spirit to IND-CPA
- Adversary chooses $N-1$ passwords
- Challenger flips random bit b
 - If $b=0$ then initializes scheme with $N-1$ secret volumes
 - If $b=1$ then samples another high entropy password and initializes scheme with N secret volumes
- Adversary can then submit queries to Challenger
- Each query is a pair of access patterns* i.e. read/write sequences
- Only one of the two is executed, depending on b

Plausible Deniability (formally)

- Game-based security notion, Adversary VS Challenger
- Very similar in spirit to IND-CPA
- Adversary chooses $N-1$ passwords
- Challenger flips random bit b
 - If $b=0$ then initializes scheme with $N-1$ secret volumes
 - If $b=1$ then samples another high entropy password and initializes scheme with N secret volumes
- Adversary can then submit queries to Challenger
- Each query is a pair of access patterns* i.e. read/write sequences
- Only one of the two is executed, depending on b
- Adversary can request snapshots of the disk*
- Eventually, Adversary must guess b with good advantage

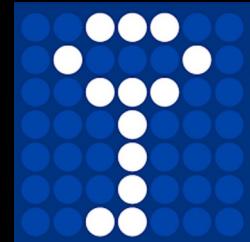
Plausible Deniability (formally)

- Game-based security notion, Adversary VS Challenger
- Very similar in spirit to IND-CPA
- Adversary chooses $N-1$ passwords
- Challenger flips random bit b
 - If $b=0$ then initializes scheme with $N-1$ secret volumes
 - If $b=1$ then samples another high entropy password and initializes scheme with N secret volumes
- Adversary can then submit queries to Challenger
- Each query is a pair of access patterns* i.e. read/write sequences
- Only one of the two is executed, depending on b
- Adversary can request snapshots of the disk*
- Eventually, Adversary must guess b with good advantage

* : with certain restrictions, depending on the “flavor” of PD

TrueCrypt (and VeraCrypt)

TrueCrypt: one of the earliest,
efficient full-disk encryption software
(released 2004)



TrueCrypt (and VeraCrypt)

TrueCrypt: one of the earliest,
efficient full-disk encryption software
(released 2004)

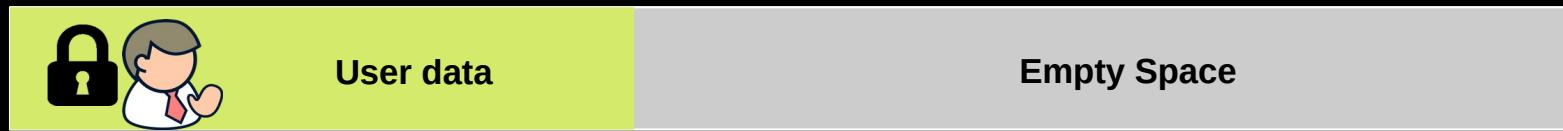
Troubled history, discontinued in
2014, replaced by VeraCrypt



TrueCrypt (and VeraCrypt)

TrueCrypt: one of the earliest,
efficient full-disk encryption software
(released 2004)

Troubled history, discontinued in
2014, replaced by VeraCrypt



Normal (Disk Encryption) Mode

TrueCrypt (and VeraCrypt)

TrueCrypt: one of the earliest,
efficient full-disk encryption software
(released 2004)

Troubled history, discontinued in
2014, replaced by VeraCrypt



TrueCrypt (and VeraCrypt)

TrueCrypt: one of the earliest,
efficient full-disk encryption software
(released 2004)

Troubled history, discontinued in
2014, replaced by VeraCrypt



Plausible Deniability Mode

Problems with TrueCrypt

- Container must be FAT (NTFS with heavy limitations)
- Only 2 layers of secrecy
- Cannot use them concurrently (decoy volume read-only)

Problems with TrueCrypt

- Container must be FAT (NTFS with heavy limitations)
- Only 2 layers of secrecy
- Cannot use them concurrently (decoy volume read-only)

Objections

Problems with TrueCrypt

- Container must be FAT (NTFS with heavy limitations)
- Only 2 layers of secrecy
- Cannot use them concurrently (decoy volume read-only)

Objections

- TrueCrypt is dead, we use VeraCrypt now

Problems with TrueCrypt

- Container must be FAT (NTFS with heavy limitations)
- Only 2 layers of secrecy
- Cannot use them concurrently (decoy volume read-only)

Objections

- TrueCrypt is dead, we use VeraCrypt now Same.

Problems with TrueCrypt

- Container must be FAT (NTFS with heavy limitations)
- Only 2 layers of secrecy
- Cannot use them concurrently (decoy volume read-only)

Objections

- TrueCrypt is dead, we use VeraCrypt now **Same.**
- I still use FAT on my laptop

Problems with TrueCrypt

- Container must be FAT (NTFS with heavy limitations)
- Only 2 layers of secrecy
- Cannot use them concurrently (decoy volume read-only)

Objections

- TrueCrypt is dead, we use VeraCrypt now **Same.**
- I still use FAT on my laptop
- I only use the FDE feature of VeraCrypt

Problems with TrueCrypt

- Container must be FAT (NTFS with heavy limitations)
- Only 2 layers of secrecy
- Cannot use them concurrently (decoy volume read-only)

Objections

- TrueCrypt is dead, we use VeraCrypt now Same.
- I still use FAT on my laptop
- I only use the FDE feature of VeraCrypt
- LUKS can do plausible deniability too, you just need to fill the disc with random data, make a bootable USB

drive with your bootloader on it, make a LUKS header only file on that USB drive, and then create an encrypted filesystem on the disc using that detached header file. You'll want to backup that header file, and possibly hide it with another encrypted volume using a headerless encryption on the USB drive. It's OK as long as both the USB drive and the disc stay inside the pentacle you just painted on the floor with black chicken blood.

Problems with TrueCrypt

- Container must be FAT (NTFS with heavy limitations)
- Only 2 layers of secrecy
- Cannot use them concurrently (decoy volume read-only)



[SKEPTICAL SIGHING.]

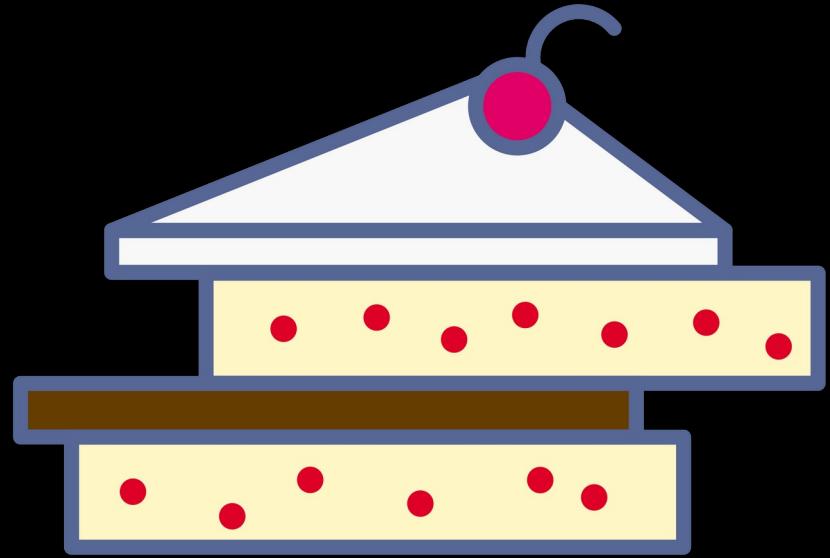
Objections

- TrueCrypt is dead, we use VeraCrypt now Same.
- I still use FAT on my laptop
- I only use the FDE feature of VeraCrypt
- LUKS can do plausible deniability too, you just need to fill the disc with random data, make a bootable USB

drive with your bootloader on it, make a LUKS header only file on that USB drive, and then create an encrypted filesystem on the disc using that detached header file. You'll want to backup that header file, and possibly hide it with another encrypted volume using a headerless encryption on the USB drive. It's OK as long as both the USB drive and the disc stay inside the pentacle you just painted on the floor with black chicken blood.

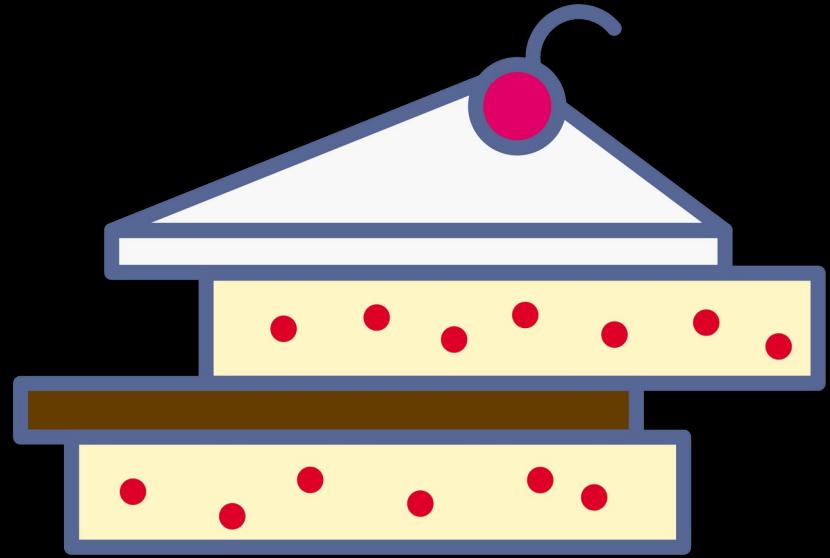
Shufflecake

- Native for Linux
- File-System agnostic
- Many nested layers
- Concurrent volume use
- One password to open
- GPLv2



Shufflecake

- Native for Linux
- File-System agnostic
- Many nested layers
- Concurrent volume use
- One password to open
- GPLv2 “or superior”



Shufflecake

Operating Principles

- One device = multiple volumes (with concurrency)
- 1 volume = 1 password
- Volumes are numbered (from least to most secret)
- Unlocking volume N also unlocks volume N-1

Shufflecake

Operating Principles

- One device = multiple volumes (with concurrency)
- 1 volume = 1 password
- Volumes are numbered (from least to most secret)
- Unlocking volume N also unlocks volume N-1

Cryptography

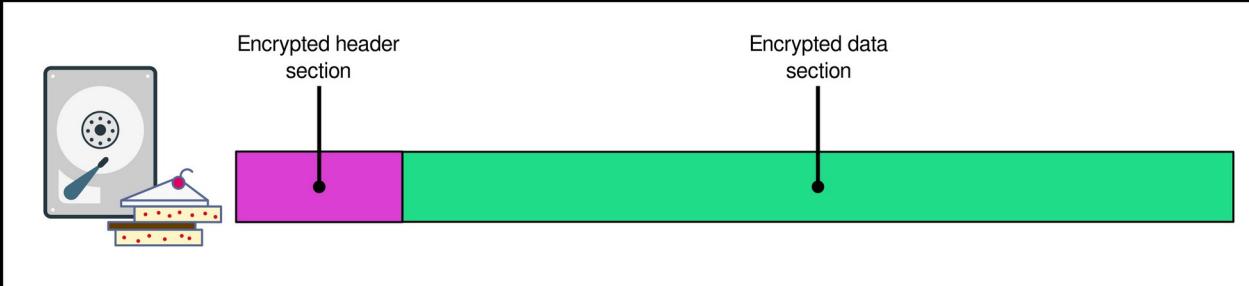
- Well-established schemes (AES, Argon2)
- Cryptographic security proof (single-snapshot)

Shufflecake: disk layout

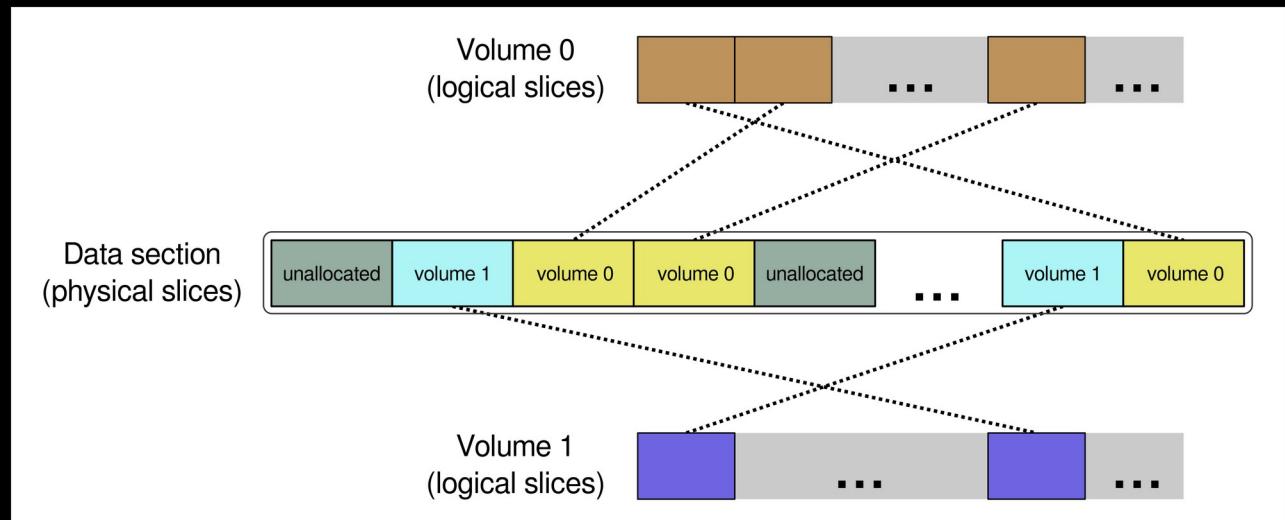


Header size: 60 MiB for a
1 TB device (worst case)

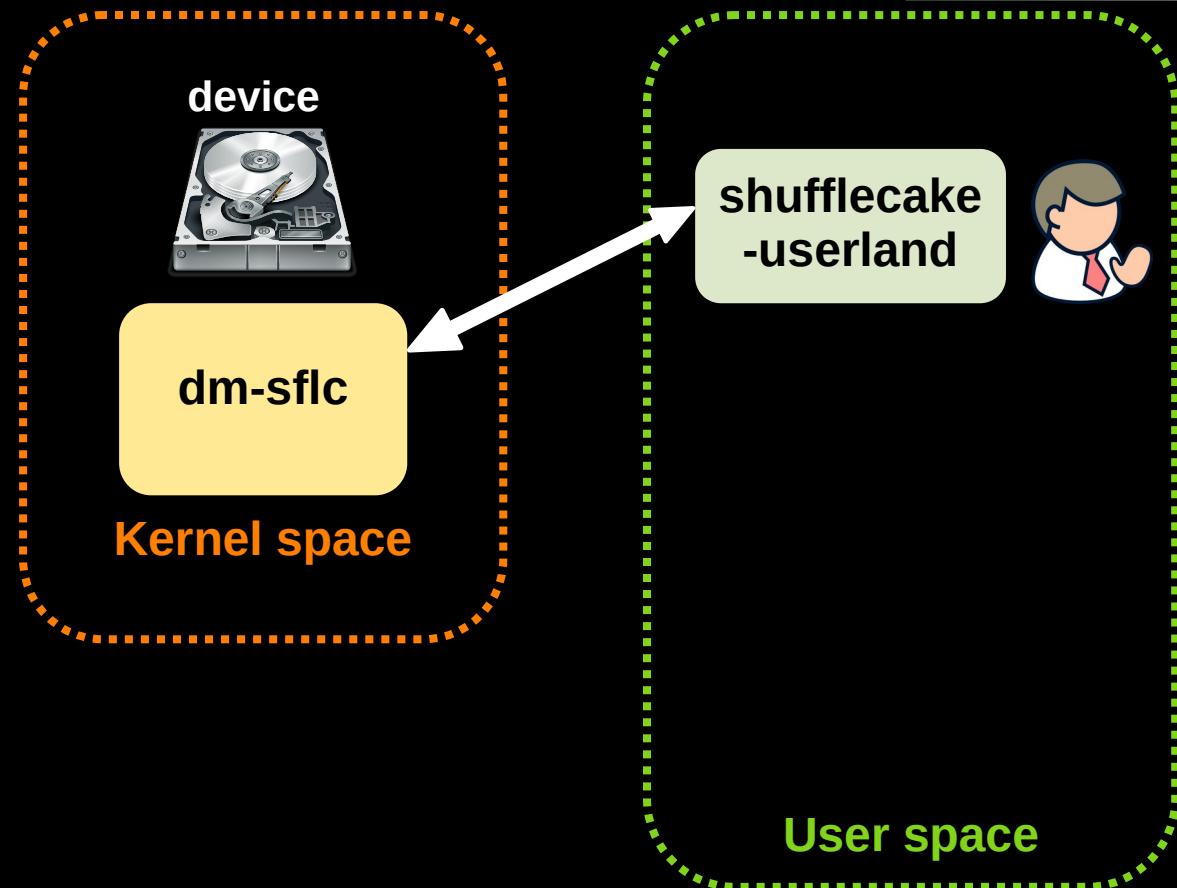
Shufflecake: disk layout



Header size: 60 MiB for a
1 TB device (worst case)

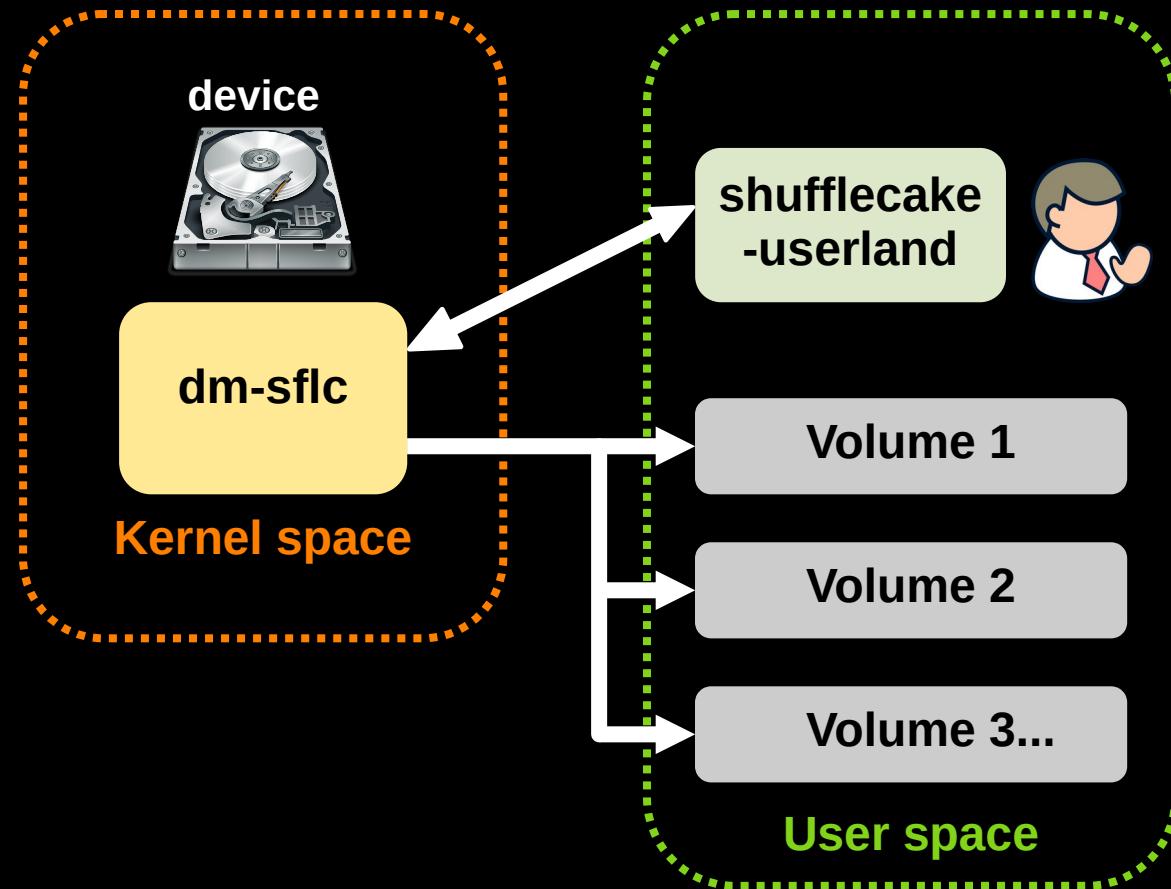


Shufflecake: implementation



- Userspace can leverage more advanced crypto
- Also better for error handling, interfacing, etc

Shufflecake: implementation



- Userspace can leverage more advanced crypto
- Also better for error handling, interfacing, etc
- Hidden volumes appear as `/dev/mapper/sflc_x_y`
- They can be used as any other block device (formatted at wish, mounted, etc)

Let's talk about multi-snapshot



Physical volume (hard disk/partition)

Decoy data
(FAT filesystem)

Empty space (?)



Let's talk about multi-snapshot



"modern" solid-state drives: caching / layering / TRIM



Let's talk about multi-snapshot



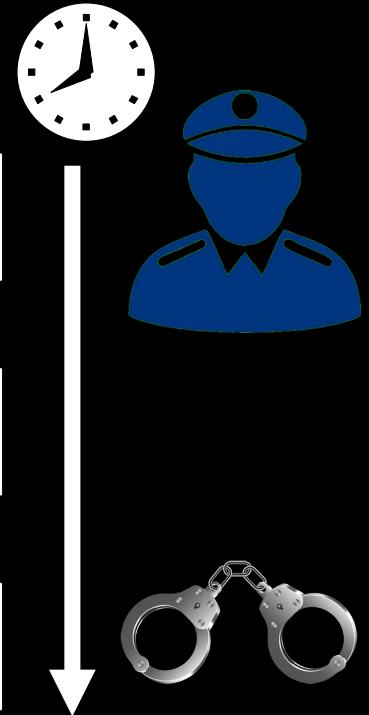
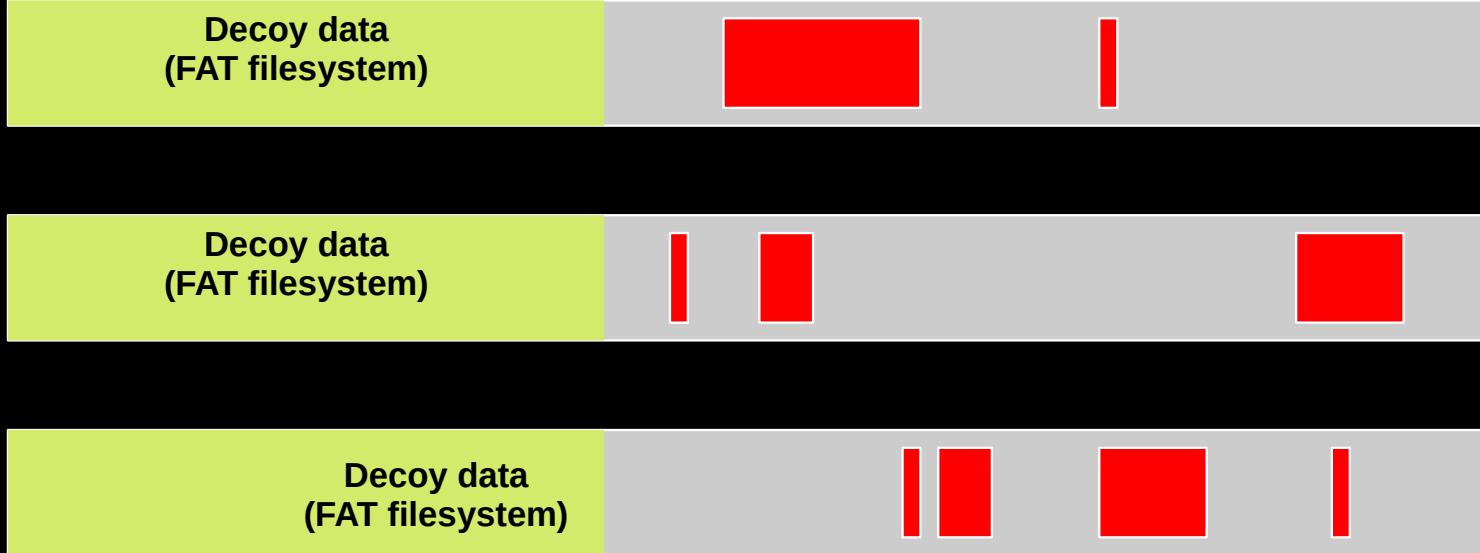
"modern" solid-state drives: caching / layering / TRIM



Let's talk about multi-snapshot



"modern" solid-state drives: caching / layering / TRIM



Can we do better?

- Long story short: multi-snapshot security is hard
- There are techniques to achieve it: ORAMs/woORAMs
- But they have extremely low performance

Can we do better?

- Long story short: multi-snapshot security is hard
- There are techniques to achieve it: ORAMs/woORAMs
- But they have extremely low performance
- Moreover, we think they overpromise



Can we do better?

- Long story short: multi-snapshot security is hard
- There are techniques to achieve it: ORAMs/woORAMs
- But they have extremely low performance
- Moreover, we think they overpromise



- How about practical / legal security?
- What if secure “with high enough” probability?
- What if I’m proved guilty with 2/3 probability?



Can we do better?

- Long story short: multi-snapshot security is hard
- There are techniques to achieve it: ORAMs/woORAMs
- But they have extremely low performance
- Moreover, we think they overpromise



- How about practical / legal security?
- What if secure “with high enough” probability?
- What if I’m proved guilty with 2/3 probability?



- How about operational security?
- Are multi-snapshot attacks realistic at all? Should we care?

Shufflecake “Legacy”

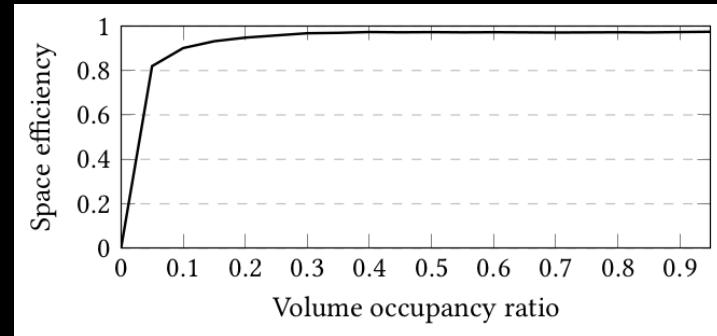
- Initial design of Shufflecake scheme
- Uses AES-CTR to achieve ciphertext re-randomization
- The goal is to exploit re-randomization for multi-snapshot resistance in the future (kind of a “lightweight ORAM”)
- But needs to write IVs on disk: cumbersome, corruption-prone
- NOT RECOMMENDED

Shufflecake “Legacy”

- Initial design of Shufflecake scheme
- Uses AES-CTR to achieve ciphertext re-randomization
- The goal is to exploit re-randomization for multi-snapshot resistance in the future (kind of a “lightweight ORAM”)
- But needs to write IVs on disk: cumbersome, corruption-prone
- NOT RECOMMENDED

	Shufflecake	dm-crypt/LUKS	VeraCrypt
random write	26.77	38.43	39.07
random read	26.78	38.44	39.09
sequential write	176.87	247.14	247.75
sequential read	177.10	247.43	248.04

Table 1: I/O performance (in MB/s) of Shufflecake, dm-crypt/LUKS, and VeraCrypt.



- ~30% slower than LUKS/VeraCrypt
- Negligible waste of space

Shufflecake “Lite”

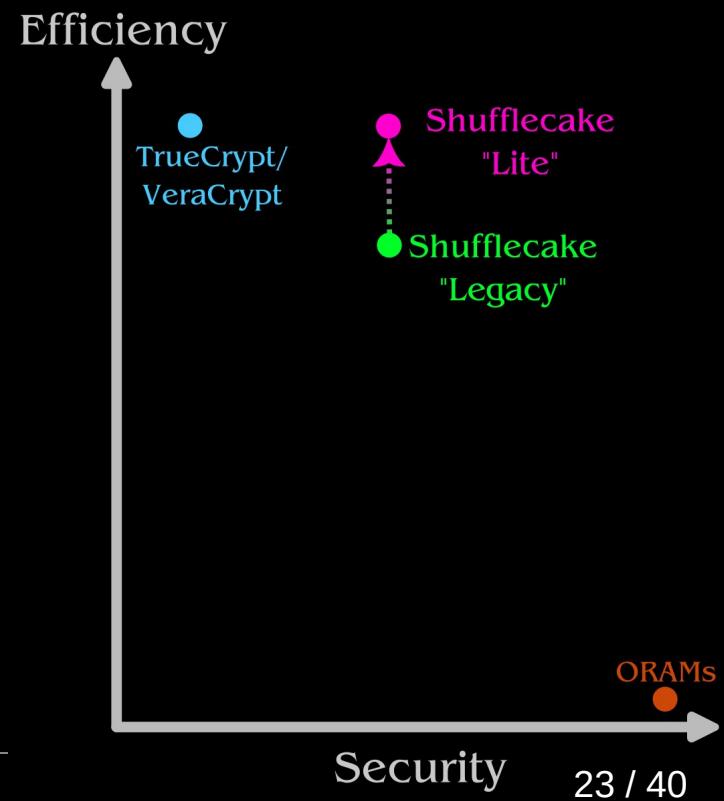
Shufflecake v0.5.0 introduces “Lite” scheme

- Uses AES-XTS instead of AES-CTR (like most disk encryption tools)
- As secure as Legacy (single-snapshot)
- Natively crash consistent
- Faster
- More space efficient

Shufflecake “Lite”

Shufflecake v0.5.0 introduces “Lite” scheme

- Uses AES-XTS instead of AES-CTR (like most disk encryption tools)
- As secure as Legacy (single-snapshot)
- Natively crash consistent
- Faster
- More space efficient



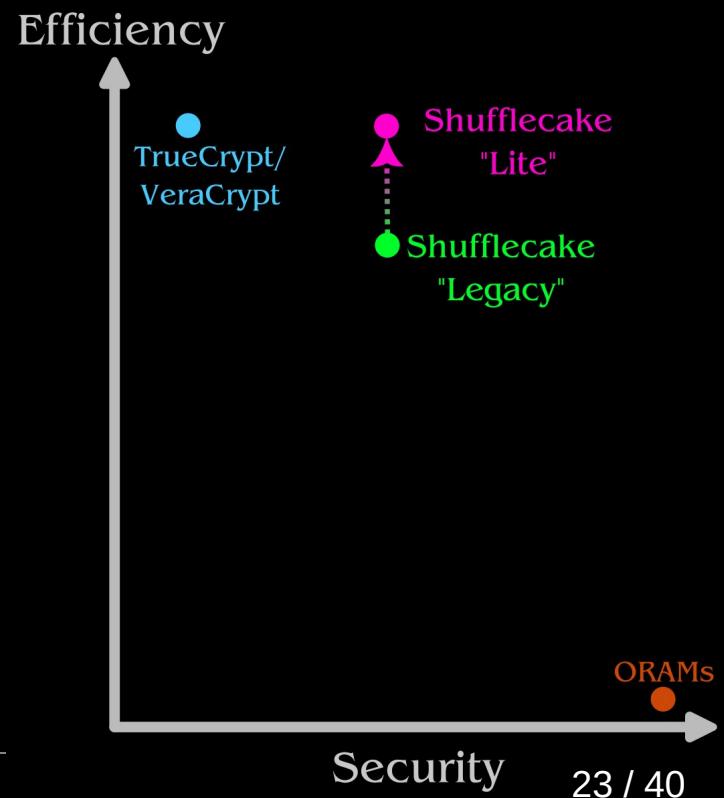
Shufflecake “Lite”

Shufflecake v0.5.0 introduces “Lite” scheme

- Uses AES-XTS instead of AES-CTR (like most disk encryption tools)
- As secure as Legacy (single-snapshot)
- Natively crash consistent
- Faster
- More space efficient

Lite as default mode, but
Legacy supported for
backward compatibility

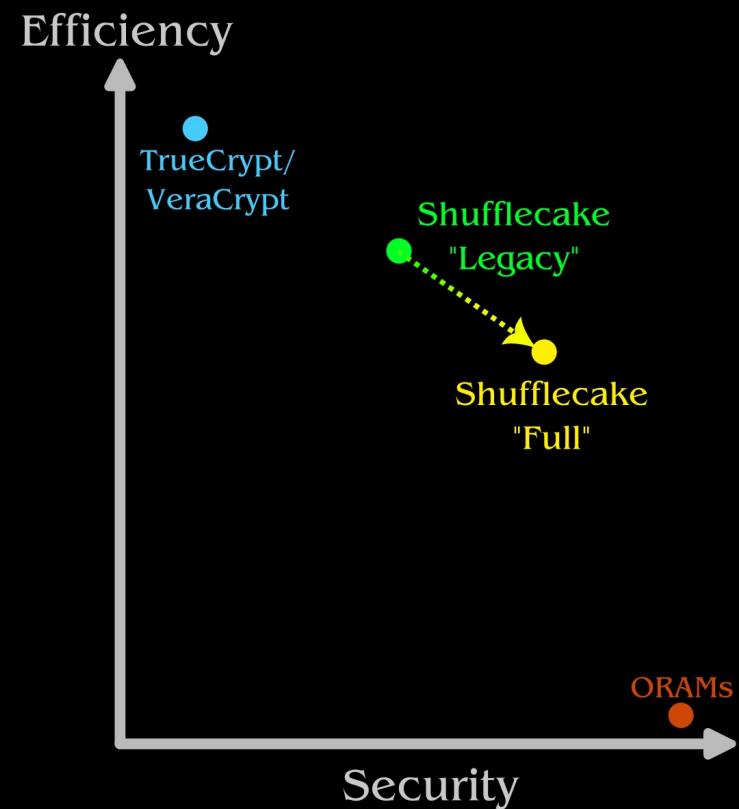
Paper and benchmarks
coming soon...



Shufflecake “Full” (WIP)

Like Shufflecake “Legacy” (use of AES-CTR for ciphertext rerandomization) but with added features

- Crash consistency
- (Partial) multi-snapshot security
- “lightweight ORAM” in spirit
- Will not achieve “full” multisnapshot security
- But goal is to reach “operational” security (= “stands in court”)

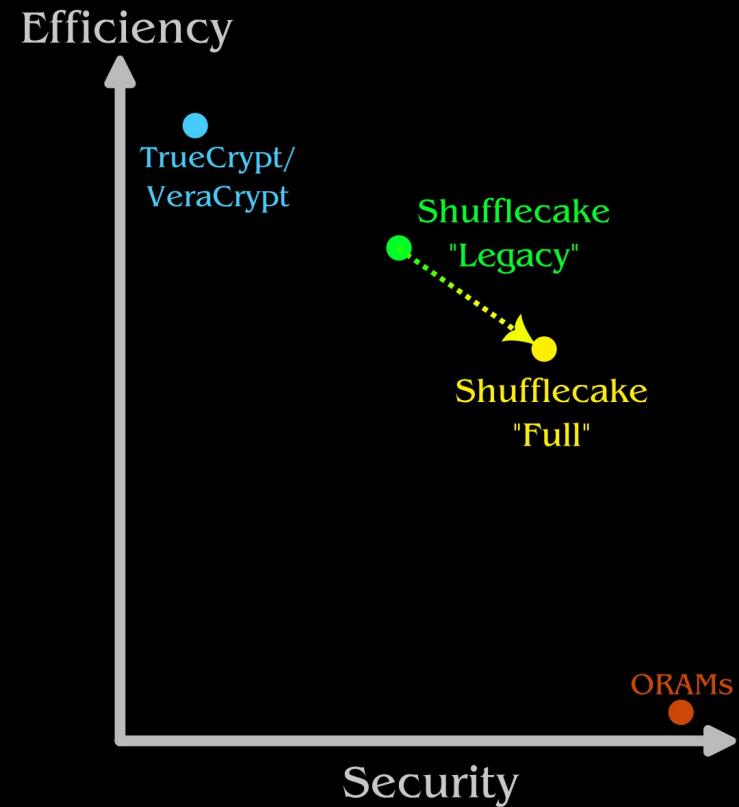


Shufflecake “Full” (WIP)

Like Shufflecake “Legacy” (use of AES-CTR for ciphertext rerandomization) but with added features

- Crash consistency
- (Partial) multi-snapshot security
- “lightweight ORAM” in spirit
- Will not achieve “full” multisnapshot security
- But goal is to reach “operational” security (= “stands in court”)

Open question: should we bother? Or is Lite enough?



Future Directions



Chores and external contribution

Shufflecake is still an experimental, very low-level tool

- Expand testing to other Linux distros (now: Debian/Ubuntu)
- `make install`
- Distribute through DKMS
- Packetization (.deb, .rpm etc)
- Developer documentation

Chores and external contribution

Shufflecake is still an experimental, very low-level tool

- Expand testing to other Linux distros (now: Debian/Ubuntu)
- `make install`
- Distribute through DKMS
- Packetization (.deb, .rpm etc)
- Developer documentation
 - Porting to Rust?
 - GUI?
 - Port to Windows/iOS?

Work in progress and plans

- Shufflecake “Full”
- Full crash consistency
- Corruption resistance
- (Partial) multi-snapshot security
- Use of volume metadata
- Reclaiming unused slices
- Anti-safeword: unbounded number of volumes
- Hidden Shufflecake OS



Work in progress and plans

- Shufflecake “Full”
- Full crash consistency
- Corruption resistance
- (Partial) multi-snapshot security
- Use of volume metadata
- Reclaiming unused slices
- Anti-safeword: unbounded number of volumes
- Hidden Shufflecake OS



Safeword

- Our implementation has a limit of 15 nested volumes. More than enough.

Safeword

- Our implementation has a limit of 15 nested volumes. More than enough.
- Really? How about 30? Or 300? would things change? How about security?

Safeword

- Our implementation has a limit of 15 nested volumes. More than enough.
- Really? How about 30? Or 300? would things change? How about security?
- **Safeword:** *"I can prove to you that I do not have any other volume"*
- Easy to implement on TrueCrypt: just always use a hidden volume.
- Also doable on Shufflecake.

Safeword

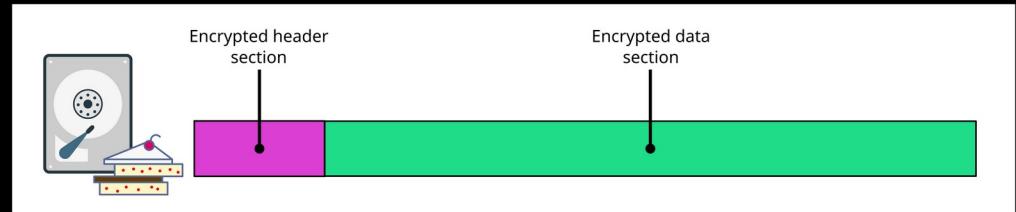
- Our implementation has a limit of 15 nested volumes. **More than enough.**
- **Really?** How about 30? Or 300? would things change? How about security?
- **Safeword:** *"I can prove to you that I do not have any other volume"*
- Easy to implement on TrueCrypt: just always use a hidden volume.
- Also doable on Shufflecake.
- **Very bad for operational security.**
- If you have even the **possibility** of implementing a safeword, the attacker will assume you have it.
- This pushes users to its adoption. This in turns ruins PD for everyone.

Safeword

- Our implementation has a limit of 15 nested volumes. More than enough.
- Really? How about 30? Or 300? would things change? How about security?
- **Safeword:** *"I can prove to you that I do not have any other volume"*
- Easy to implement on TrueCrypt: just always use a hidden volume.
- Also doable on Shufflecake.
- Very bad for operational security.
- If you have even the possibility of implementing a safeword, the attacker will assume you have it.
- This pushes users to its adoption. This in turns ruins PD for everyone.
 - Problem understudied: it exists in all PD solutions we are aware of.
 - Only fix: have an unbounded number of nested volumes.

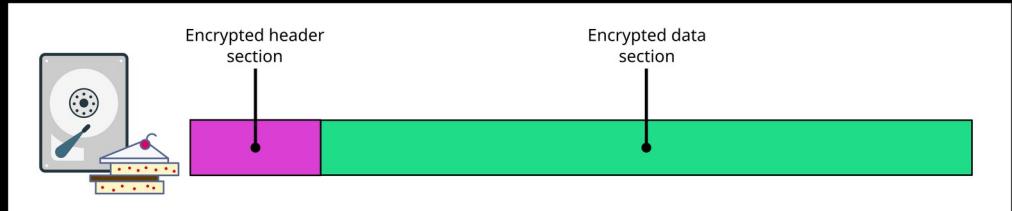
Unbounded number of volumes

- Remember Shufflecake disk layout:
- This clearly **cannot** work.

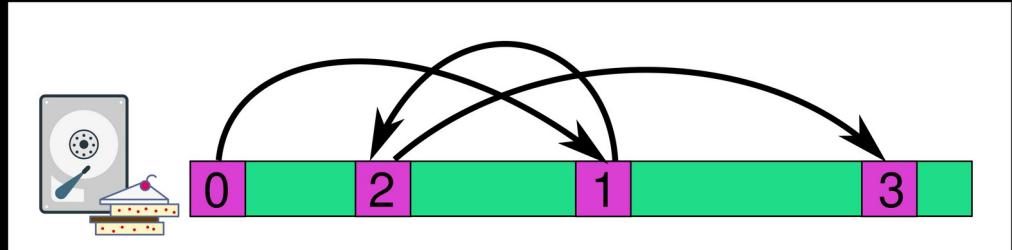


Unbounded number of volumes

- Remember Shufflecake disk layout:
- This clearly **cannot** work.

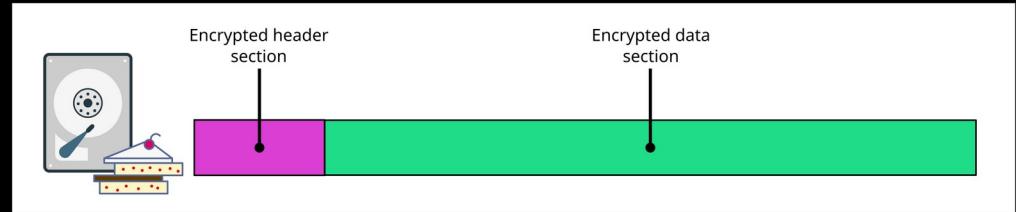


- **Idea:** headers as slices at random positions
- Encrypted, indistinguishable from data slices

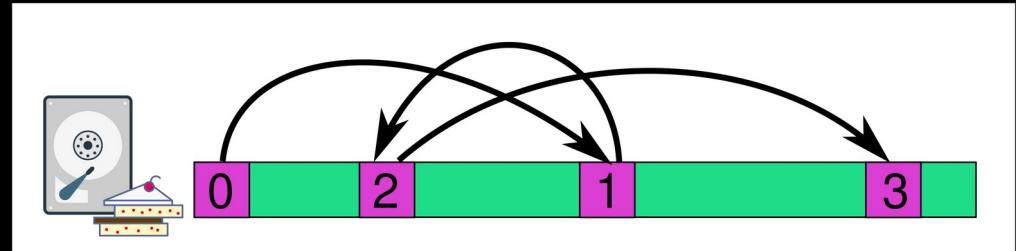


Unbounded number of volumes

- Remember Shufflecake disk layout:
- This clearly **cannot** work.



- **Idea:** headers as slices at random positions
- Encrypted, indistinguishable from data slices



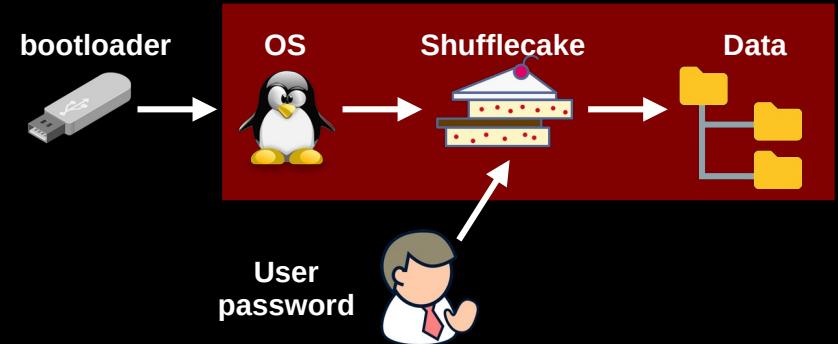
- Linked list, navigation through **cleartext randomness**
- Position maps **split** into more list nodes if too large

Shufflecake Hidden OS

- Even if Shufflecake were 100% secure,
the OS ***will*** leak hidden data

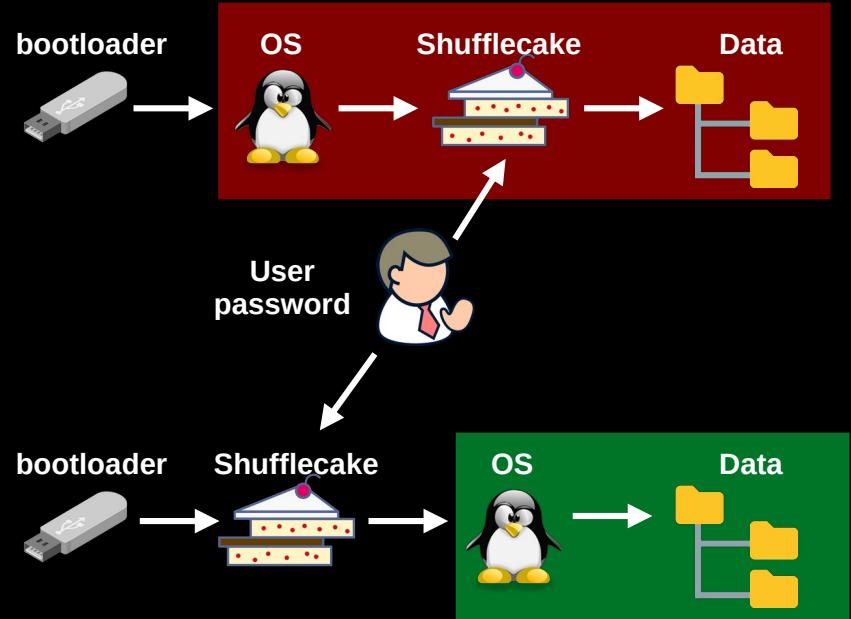
Shufflecake Hidden OS

- Even if Shufflecake were 100% secure, the OS **will** leak hidden data



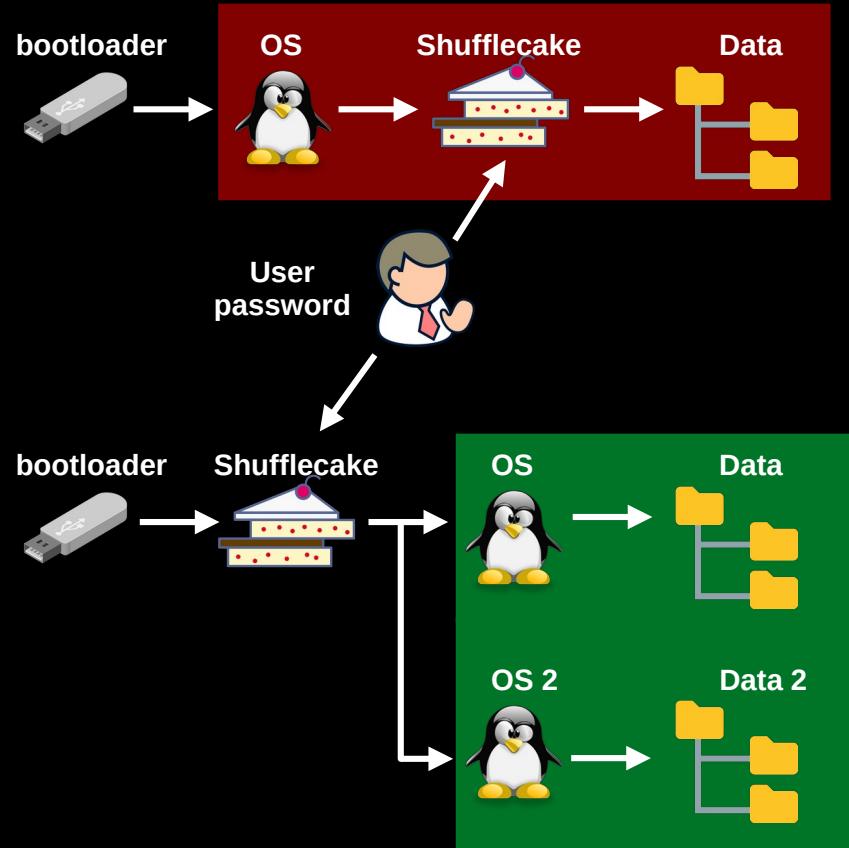
Shufflecake Hidden OS

- Even if Shufflecake were 100% secure, the OS ***will*** leak hidden data
- The only solution is to have a **hidden OS**: an OS booting from **inside** a PD container (like in TrueCrypt's hidden Windows OS)



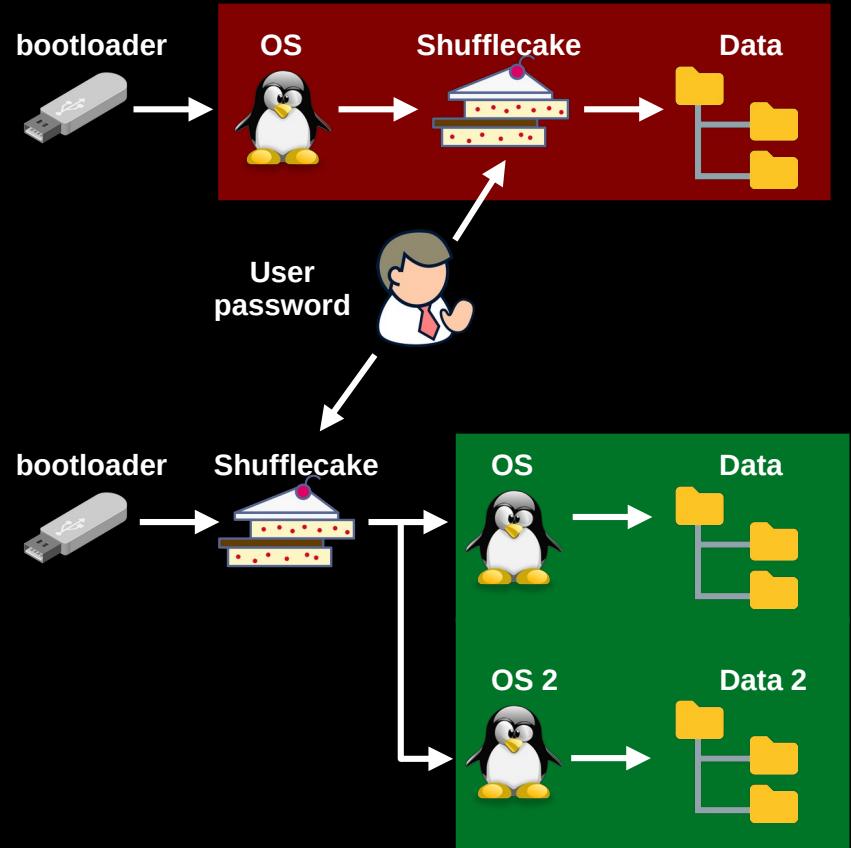
Shufflecake Hidden OS

- Even if Shufflecake were 100% secure, the OS ***will*** leak hidden data
- The only solution is to have a **hidden OS**: an OS booting from **inside** a PD container (like in TrueCrypt's hidden Windows OS)
- A fully **hidden OS/distro** powered by Shufflecake is our **ultimate PD goal**



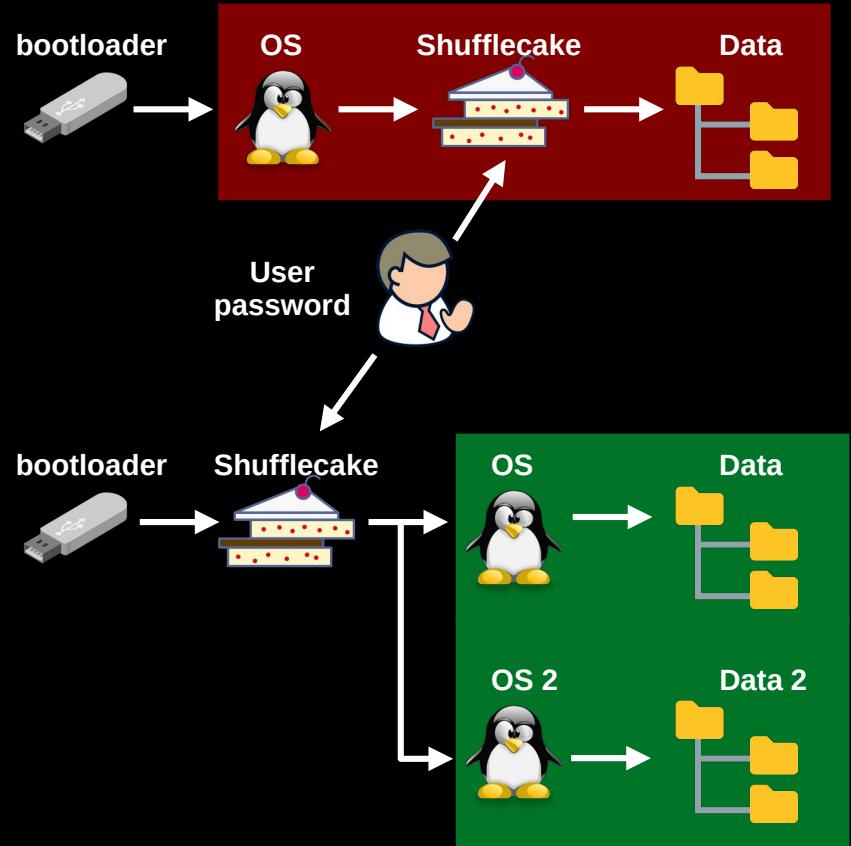
Shufflecake Hidden OS

- Even if Shufflecake were 100% secure, the OS ***will*** leak hidden data
- The only solution is to have a **hidden OS**: an OS booting from **inside** a PD container (like in TrueCrypt's hidden Windows OS)
- A fully **hidden OS/distro** powered by Shufflecake is our **ultimate PD goal**
 - This is probably utopia.



Shufflecake Hidden OS

- Even if Shufflecake were 100% secure, the OS ***will*** leak hidden data
- The only solution is to have a **hidden OS**: an OS booting from **inside** a PD container (like in TrueCrypt's hidden Windows OS)
- A fully **hidden OS/distro** powered by Shufflecake is our **ultimate PD goal**
 - This is probably utopia.
 - We were wrong...



Shufflecake OS

- Important progress on the realization of a fully hidden Shufflecake distro, even a working prototype! Thanks to Anderson Ronsenberg!

Shufflecake OS

- Important progress on the realization of a fully hidden Shufflecake distro, even a working prototype! Thanks to Anderson Ronsenberg!
- The idea is to implement Shufflecake as a GRUB module, and let GRUB decrypt one among many encrypted `/boot` partitions, each one with their own kernel. Need to patch GRUB2 for this to work.
- Then kernel is loaded and boot sequence continues. Shufflecake within the booted OS would decrypt storage and mount other decoy OSes for use.

Shufflecake OS

- Important progress on the realization of a fully hidden Shufflecake distro, even a working prototype! Thanks to Anderson Ronsenberg!
- The idea is to implement Shufflecake as a GRUB module, and let GRUB decrypt one among many encrypted `/boot` partitions, each one with their own kernel. Need to patch GRUB2 for this to work.
- Then kernel is loaded and boot sequence continues. Shufflecake within the booted OS would decrypt storage and mount other decoy OSes for use.
 - Long-term vision is to use a hypervisor-based OS like Qubes OS.

Shufflecake OS

- Important progress on the realization of a fully hidden Shufflecake distro, even a working prototype! Thanks to Anderson Ronsenberg!
- The idea is to implement Shufflecake as a GRUB module, and let GRUB decrypt one among many encrypted `/boot` partitions, each one with their own kernel. Need to patch GRUB2 for this to work.
- Then kernel is loaded and boot sequence continues. Shufflecake within the booted OS would decrypt storage and mount other decoy OSes for use.
 - Long-term vision is to use a hypervisor-based OS like Qubes OS.
 - Qubes OS' hypervisor and dom0 would reside in Shufflecake volume 0 and be opened read-only

Shufflecake OS

- Important progress on the realization of a fully hidden Shufflecake distro, even a working prototype! Thanks to Anderson Ronsenberg!
- The idea is to implement Shufflecake as a GRUB module, and let GRUB decrypt one among many encrypted `/boot` partitions, each one with their own kernel. Need to patch GRUB2 for this to work.
- Then kernel is loaded and boot sequence continues. Shufflecake within the booted OS would decrypt storage and mount other decoy OSes for use.
 - Long-term vision is to use a hypervisor-based OS like Qubes OS.
 - Qubes OS' hypervisor and dom0 would reside in Shufflecake volume 0 and be opened read-only
 - All other VMs would reside in other Shufflecake volumes.

Shufflecake OS: Roadmap

- 1) Improve testing and performance of Shufflecake Lite in progress
- 2) Implement Shufflecake primitives in a new library **sflclib** and have **dm-sflc** and **shufflecake-userland** depend on that in progress
- 3) Patch GRUB to support Argon2 KDF and other Shufflecake tweaks done
- 4) Write **sflcdisk** GRUB module using **sflclib** done
- 5) Patch Qubes OS to support dom0+hypervisor in read-only mode and allow flashing from another VM planned
- 6) Patch Qubes OS' installer planned

How to contribute

- Code <https://codeberg.org/shufflecake>
- Mastodon [@shufflecake@fosstodon.org](https://fosstodon.org/@shufflecake)
- Website <https://shufflecake.net>
- E-mail website@shufflecake.net
- Jabber <xmpp:shufflecake@conference.draugr.de>
- Blog: COMING SOON



Thank you for your attention!

Full crash consistency

- Use of AES-CTR is problematic for crash consistency
- There is a “write ciphertext – write IV” window
- Undecryptable data left on disk after crash

Full crash consistency

- Use of AES-CTR is problematic for crash consistency
- There is a “write ciphertext – write IV” window
- Undecryptable data left on disk after crash

Option 1

- Use a 2-circular log for IV (one old, one new)
- First update ciphertext, then update oldest IV (use HMAC to disambiguate)
- Need to make every request write-through – heavy

Full crash consistency

- Use of AES-CTR is problematic for crash consistency
- There is a “write ciphertext – write IV” window
- Undecryptable data left on disk after crash

Option 1

- Use a 2-circular log for IV (one old, one new)
- First update ciphertext, then update oldest IV (use HMAC to disambiguate)
- Need to make every request write-through – heavy

Option 2

- Store IV along data block and make write of block atomic
- Minimum addressable block size (on Linux): 512 bytes
- Use 9-block writes (4096 bytes data + 512 bytes IV block)
- Wastes ~11% space but faster, extra space in IV block to be used

(Partial) multi-snapshot security

Shufflecake is only single-snapshot secure

(Partial) multi-snapshot security

Shufflecake is only single-snapshot secure

- We can exploit **re-randomization** of AES-CTR

(Partial) multi-snapshot security

Shufflecake is only single-snapshot secure

- We can exploit **re-randomization** of AES-CTR
- Different ideas leveraging reasonable security assumptions (e.g.: how many snapshots?)
- Underlying idea: add an (orthogonal) **obfuscation** procedure

(Partial) multi-snapshot security

Shufflecake is only single-snapshot secure

- We can exploit **re-randomization** of AES-CTR
- Different ideas leveraging reasonable security assumptions (e.g.: how many snapshots?)
- Underlying idea: add an (orthogonal) **obfuscation** procedure
- Obfuscation adds extra **noise** to the empty space of the most secret volume unlocked
- Extra noise makes it appear as if there is still other hidden volumes

(Partial) multi-snapshot security

Shufflecake is only single-snapshot secure

- We can exploit **re-randomization** of AES-CTR
- Different ideas leveraging reasonable security assumptions (e.g.: how many snapshots?)
- Underlying idea: add an (orthogonal) **obfuscation** procedure
- Obfuscation adds extra **noise** to the empty space of the most secret volume unlocked
- Extra noise makes it appear as if there is still other hidden volumes
- Obfuscation can be delegated to a **daemon** (additional component)
- “Poor man’s ORAM” in spirit

Corruption resistance

- Writing data on decoy volume without unlocking **all** hidden volumes can cause **volume corruption**
- Unavoidable risk (for plausible deniability)

Corruption resistance

- Writing data on decoy volume without unlocking **all** hidden volumes can cause **volume corruption**
- Unavoidable risk (for plausible deniability)
- Recommended usage for user: always **unlock all volumes for daily use**
- Unlock less only under interrogation
- If corruption happens: **recover from backup**

Corruption resistance

- Writing data on decoy volume without unlocking **all** hidden volumes can cause **volume corruption**
- Unavoidable risk (for plausible deniability)
- Recommended usage for user: always **unlock all volumes for daily use**
- Unlock less only under interrogation
- If corruption happens: **recover from backup**

But **mitigation must not be necessary perfect!**

Corruption resistance

- Writing data on decoy volume without unlocking **all** hidden volumes can cause **volume corruption**
- Unavoidable risk (for plausible deniability)
- Recommended usage for user: always **unlock all volumes for daily use**
- Unlock less only under interrogation
- If corruption happens: **recover from backup**

But **mitigation must not be necessary perfect!**

- Idea: use redundancy (error-correcting codes)
- Tested with RAID (but cumbersome)

Corruption resistance

- Writing data on decoy volume without unlocking **all** hidden volumes can cause **volume corruption**
- Unavoidable risk (for plausible deniability)
- Recommended usage for user: always **unlock all volumes for daily use**
- Unlock less only under interrogation
- If corruption happens: **recover from backup**

But **mitigation must not be necessary perfect!**

- Idea: use redundancy (error-correcting codes)
- Tested with RAID (but cumbersome)
- Shufflecake reallocates corrupted slices, but recovery left to external tools
- We are implementing API to help external tools
- Open problem: how to protect not only data blocks, but also position map?

Use of volume metadata

Extra space available in each VMB. We can embed **metadata**

Metadata is volume-specific, encrypted with that volume's VMK

Use of volume metadata

Extra space available in each VMB. We can embed **metadata**

Metadata is volume-specific, encrypted with that volume's VMK

- Example: **mountpoint** (and allow Shufflecake to automount)

Use of volume metadata

Extra space available in each VMB. We can embed **metadata**

Metadata is volume-specific, encrypted with that volume's VMK

- Example: mountpoint (and allow Shufflecake to automount)
- Example: corruption status flag

Use of volume metadata

Extra space available in each VMB. We can embed **metadata**

Metadata is volume-specific, encrypted with that volume's VMK

- Example: mountpoint (and allow Shufflecake to automount)
- Example: corruption status flag
- Example: virtual quotas

Use of volume metadata

Extra space available in each VMB. We can embed **metadata**

Metadata is volume-specific, encrypted with that volume's VMK

- Example: mountpoint (and allow Shufflecake to automount)
- Example: corruption status flag
- Example: virtual quotas
 - To limit overcommitment and avoid corruption
 - Every volume's VMB has a virtual quota not for itself, but for the volume below
 - Topmost volume is assigned total space minus sum of virtual quotas

Reclaiming unused slices

- Currently, slice assignment to a volume is permanent
- If a slice gets emptied of every logical content, it's still marked as assigned to its original volume
- Which is OK, but...

Reclaiming unused slices

- Currently, slice assignment to a volume is permanent
- If a slice gets emptied of every logical content, it's still marked as assigned to its original volume
- Which is OK, but...
- For increasing space efficiency, it would be nice to reassign empty slices to the pool of available free slices.
- Tricky. Need a way to tell Shufflecake that the slice has no occupied sectors.

Reclaiming unused slices

- Currently, slice assignment to a volume is permanent
- If a slice gets emptied of every logical content, it's still marked as assigned to its original volume
- Which is OK, but...
- For increasing space efficiency, it would be nice to reassign empty slices to the pool of available free slices.
- Tricky. Need a way to tell Shufflecake that the slice has no occupied sectors.
- Need intervention from the OS for this. TRIM operation.
- Needs to intercept OS's TRIM operations for a given slice.
- Once we have this in place, Shufflecake design allows to do the rest easily.