

# of Secure Compilation

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Marco Patrignani<sup>1,2</sup>



Special thanks to:

Marco Guarnieri, Catalin Hritcu, Marco Vassena  
for making their slides publicly available

07<sup>th</sup> March 2020



# HACL\* verified cryptographic library, in practice

~100.000 LOC in F\*

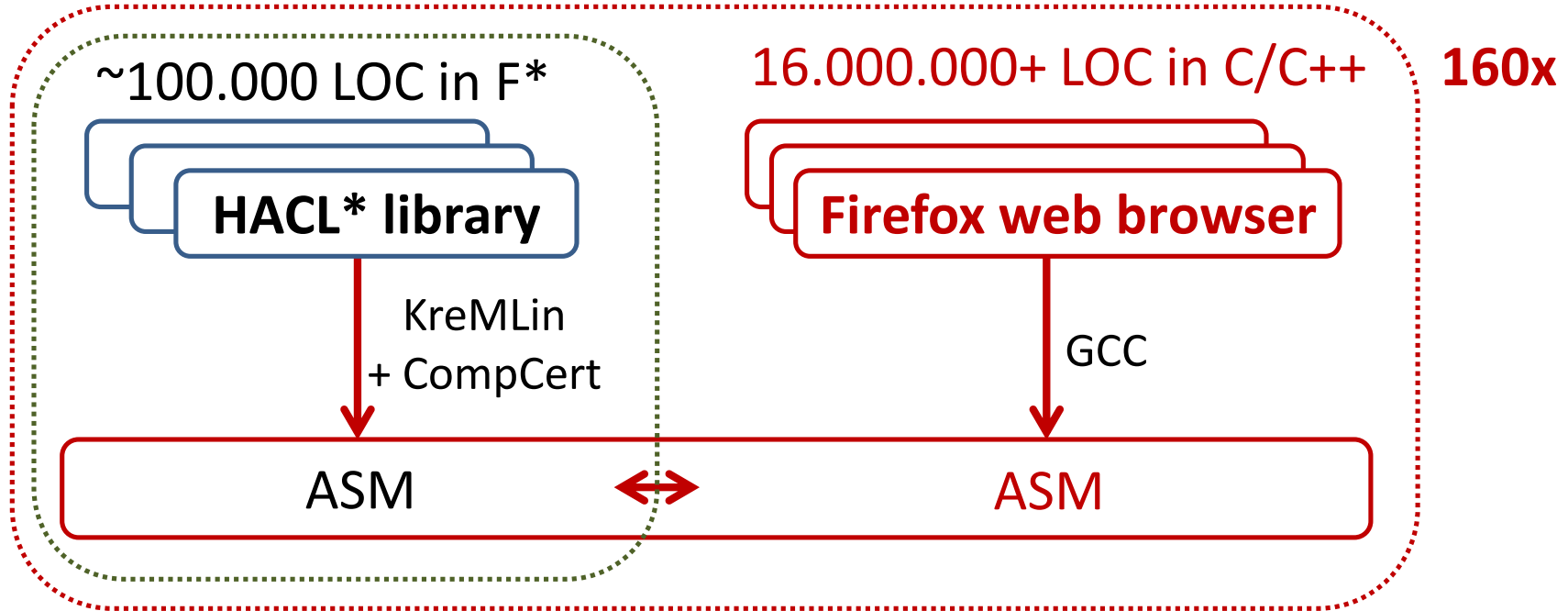
**HACL\* library**

16.000.000+ LOC in C/C++

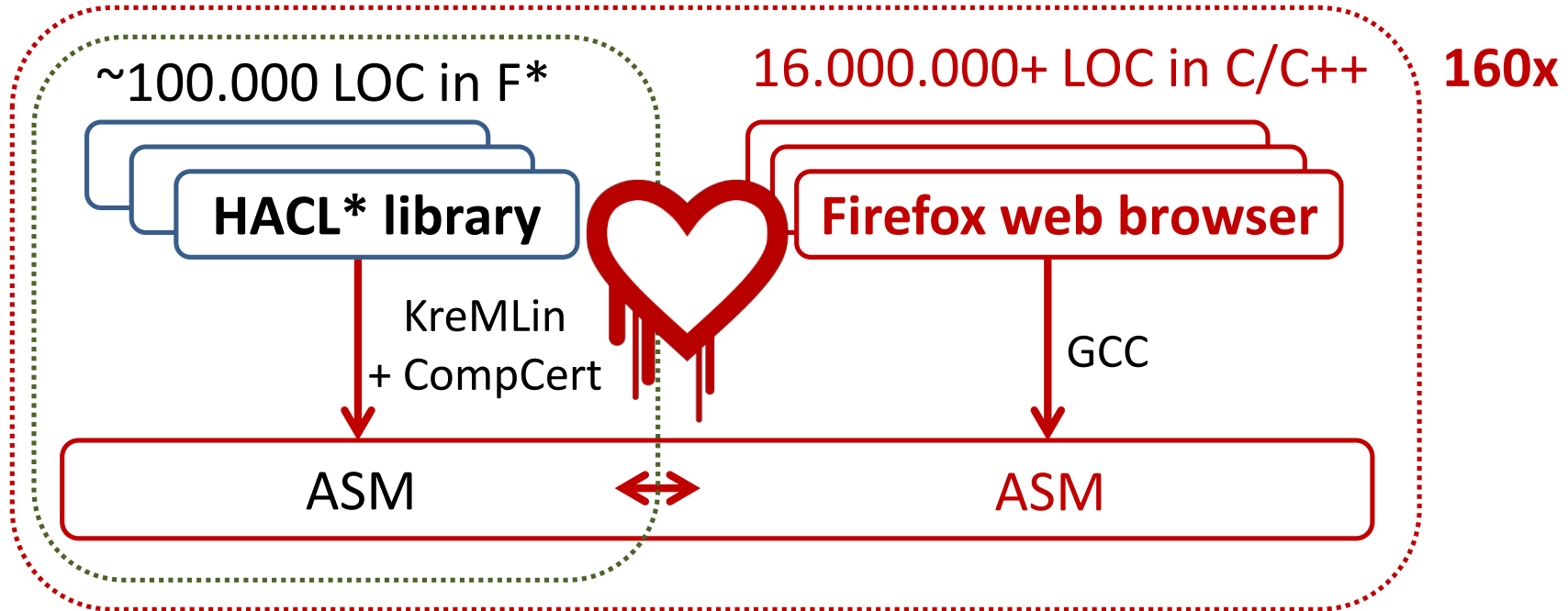
**Firefox web browser**

**160x**

# HACL\* verified cryptographic library, in practice



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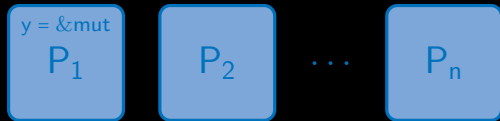
**Insecure interoperability:** linked code can read and write data and code, jump to arbitrary instructions, smash the stack, ...

# We need secure compilation chains

- **Protect source-level abstractions**  
**even against linked adversarial low-level code**
  - various enforcement mechanisms: processes, SFI, ...
  - shared responsibility: compiler, linker, loader, OS, HW
- **Goal: enable source-level security reasoning**
  - linked adversarial target code cannot break the security of compiled program any more than some linked source code
  - no "low-level" attacks

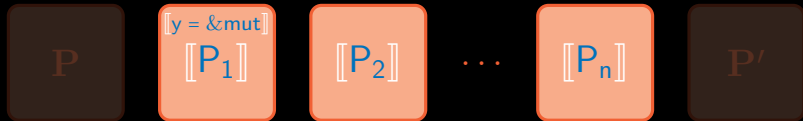
# What is Secure Compilation?

*Correct compilation*



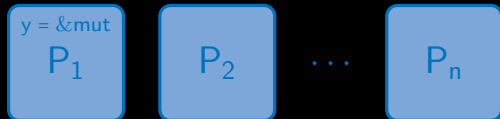
Rust

Asm



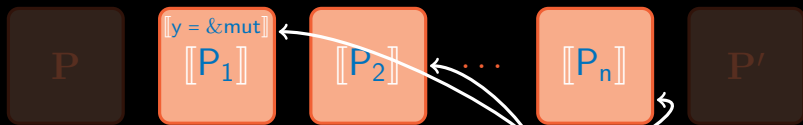
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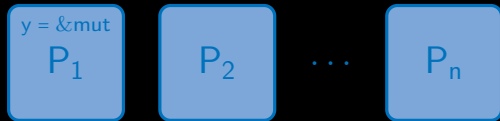
Asm



respect linearity

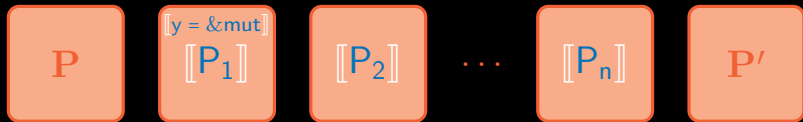
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**Secure** compilation



Rust

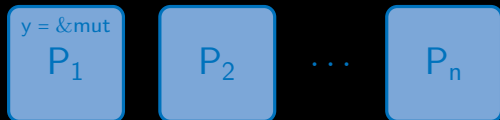
Asm





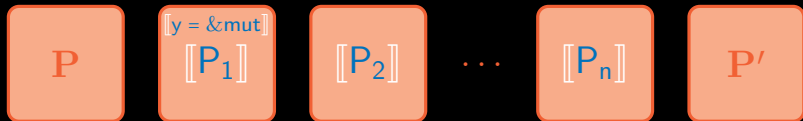
# What is Secure Compilation?

Enable source-level security reasoning

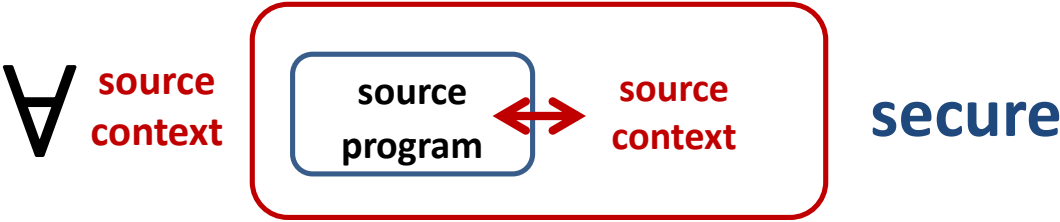


Rust

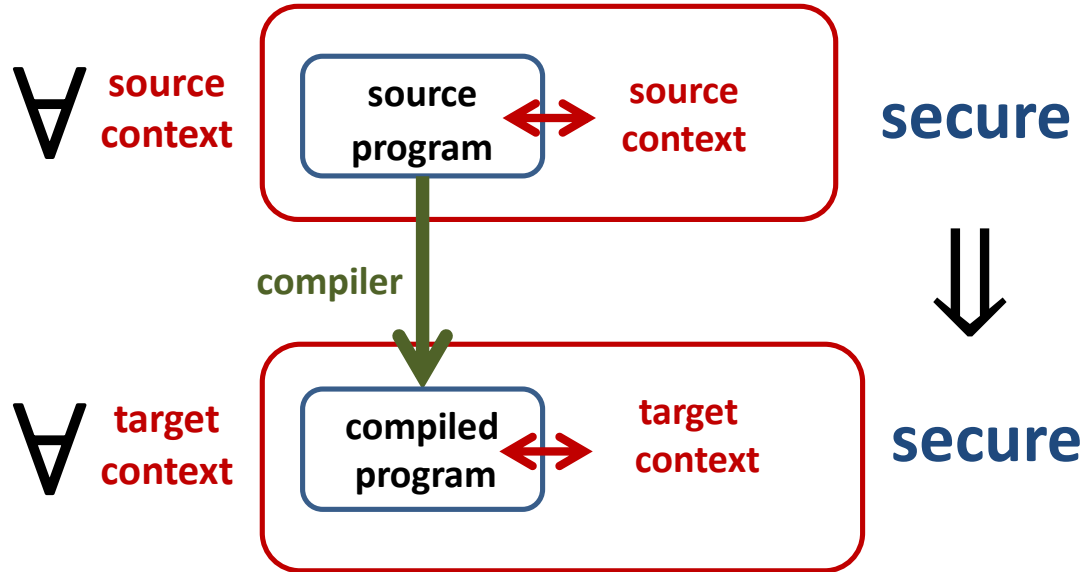
Asm



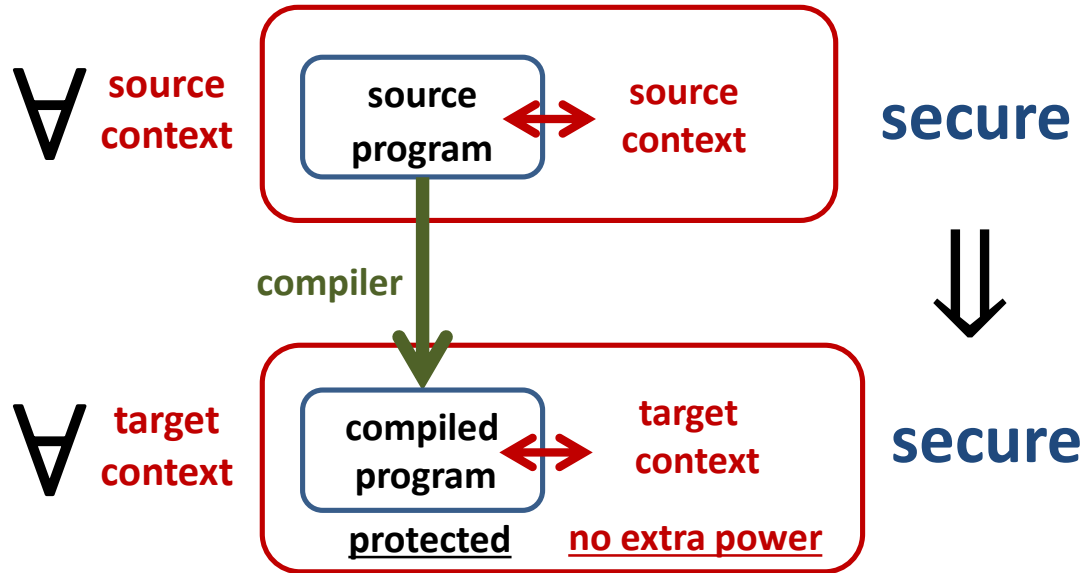
# Robustly preserving security



# Robustly preserving security



# Robustly preserving security



But what should "secure" mean?

# What properties should we robustly preserve?

# The Origins of the Secure Compiler

## Fully Abstract Compilation (FAC)

**Theorem 1** *The compositional translation is fully-abstract, up to observational equivalence: for all join-calculus processes  $P$  and  $Q$ ,*

$$P \approx Q \quad \text{if and only if} \quad \text{Env}[[P]] \approx \text{Env}[[Q]]$$

# Fully Abstract Compilation Influence

Fully Abstract Compilation to JavaScript

Secure Implementations for Typed Session Abstraction

*Typed Closure Conversion Preserves Observational Equivalence*

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Ricardo Corin<sup>1,2,3</sup> Pierre-Malo Deniérou<sup>1,2</sup> Cédric Fournet<sup>1,2</sup>  
Karthikeyan Bhargavan<sup>1,2</sup> James Leifer<sup>1</sup>  
<sup>1</sup> MSR-INRIA Joint Centre <sup>2</sup> Microsoft Research <sup>3</sup> University of T

Amal Ahmed Matthias Blume  
Toyota Technological Institute at Chicago  
(amal.blume)@ti-c.org

Fully-Abstract Compilation by Approximate Back-Translation

Dominique Devriese Marco Patrignani Frank Piessens  
iMinds-DistriNet, Computer Science dept., KU Leuven  
frank.last@cs.kuleuven.ac.be

Authentication primitives and their compilation

Martín Abadi\*  
Bell Labs Research  
Lucent Technologies

Cédric Fournet  
Microsoft Research

Georges G  
INRIA Rocq

On Protection by Layout Randomization

MARTÍN ABADI, Microsoft Research, Silicon Valley  
Santa Cruz, Collège de France  
GORDON D. PLOTKIN, University of Edinburgh

*Beyond Good and Evil*

*Formalizing the Security Guarantees of Compartmentalizing Compilation*

Yannis Juglaret<sup>1,2</sup> Cătălin Hrișcu<sup>1</sup> Arthur Azevedo de Amorim<sup>1</sup> Boris Eng<sup>1,3</sup> Benjamin C. Pierce<sup>4</sup>  
<sup>1</sup>Inria Paris <sup>2</sup>Université Paris Diderot (Paris 7) <sup>3</sup>Université Paris 8 <sup>4</sup>University of Pennsylvania

A Secure Compiler for ML Modules

Marco Patrignani, Dave Clarke, and Frank Piessens

iMinds-DistriNet, Dept. Computer Science  
{first.last}@iMinds-DistriNet

and Dave Clarke

*Local Memory via Layout Randomization*

James Riely  
University

Julian Rathke  
University of Southampton

Corin Pitcher

*An Equivalence-Preserving CPS Translation via Multi-Language Semantics\**

Amal Ahmed

Matthias Blume  
Google  
blume@google.com

*Secure Compilation to Protected Module Architectures*

*On Modular and Fully-Abstract Compilation*

Marco Patrignani  
MPI-SWS

Fully Abstract Compilation via Universal Embedding\*

Marco Patrignani  
Dept. Computer Science  
and Dave Clarke

# What properties should we robustly preserve?

**relational  
hyperproperties**  
(trace equivalence)

*new*

**hyperproperties**  
(noninterference)

**trace properties**  
(safety & liveness)



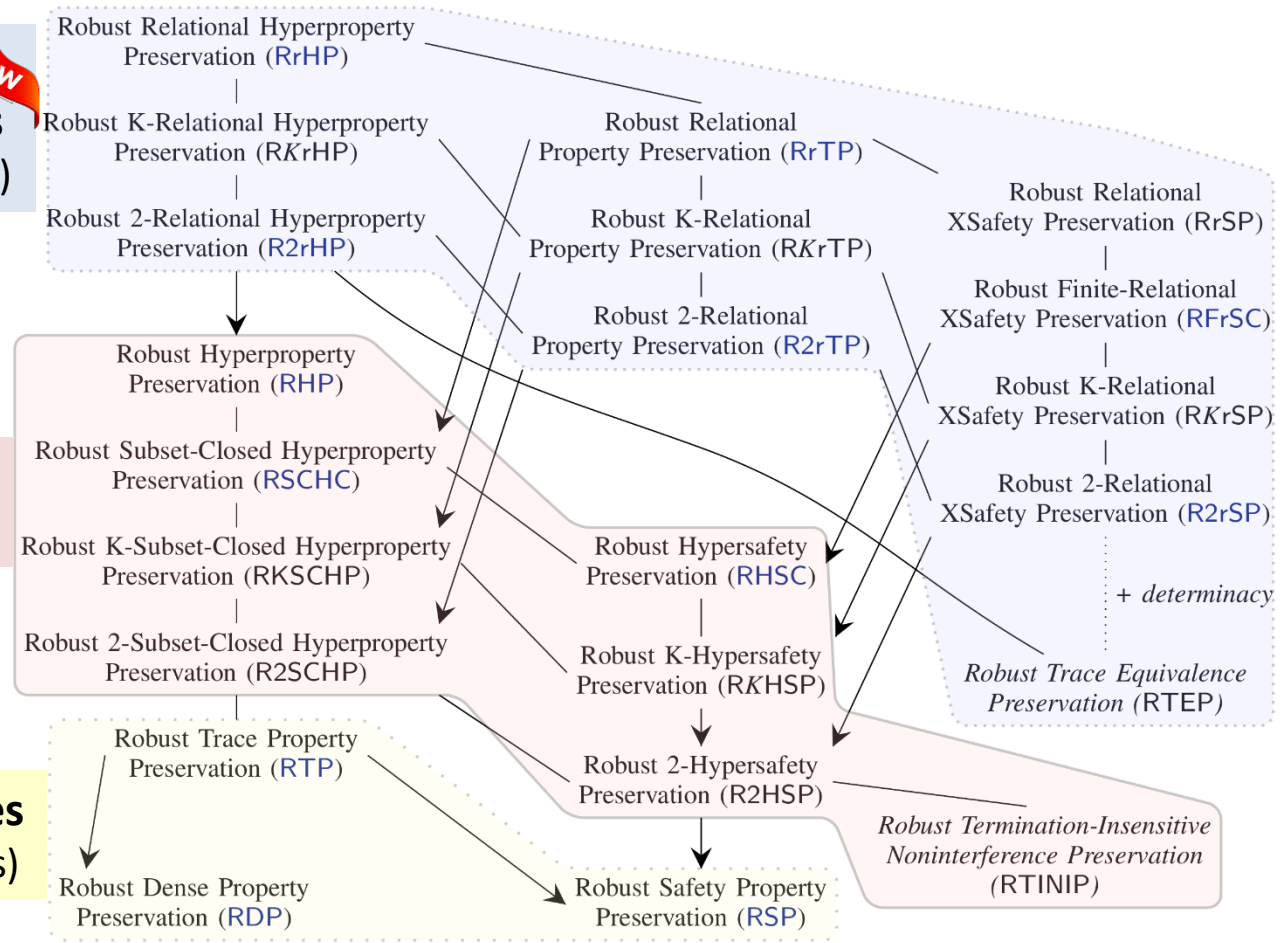
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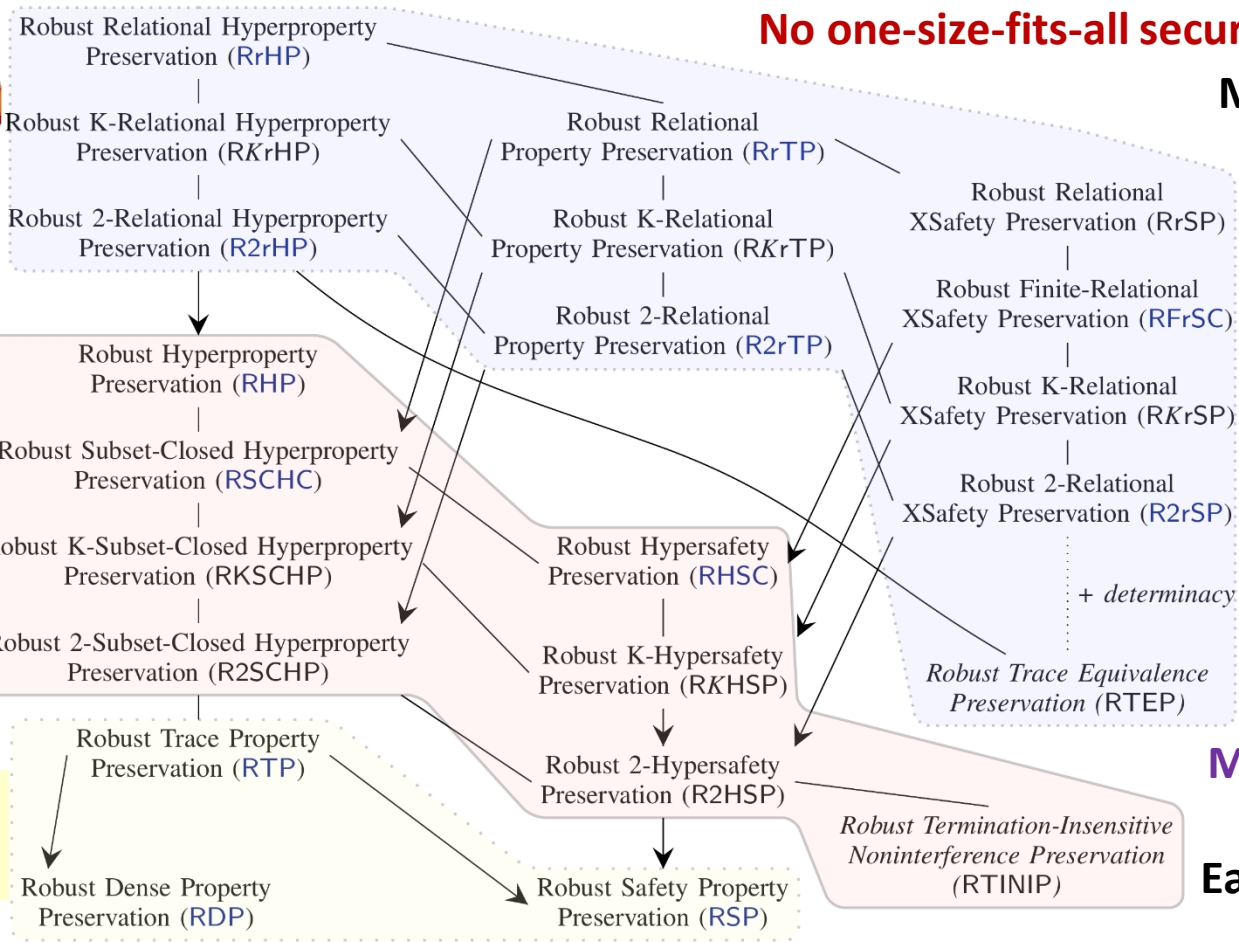
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**No one-size-fits-all security criterion**

**More secure**



**More efficient to enforce**  
**Easier to prove**

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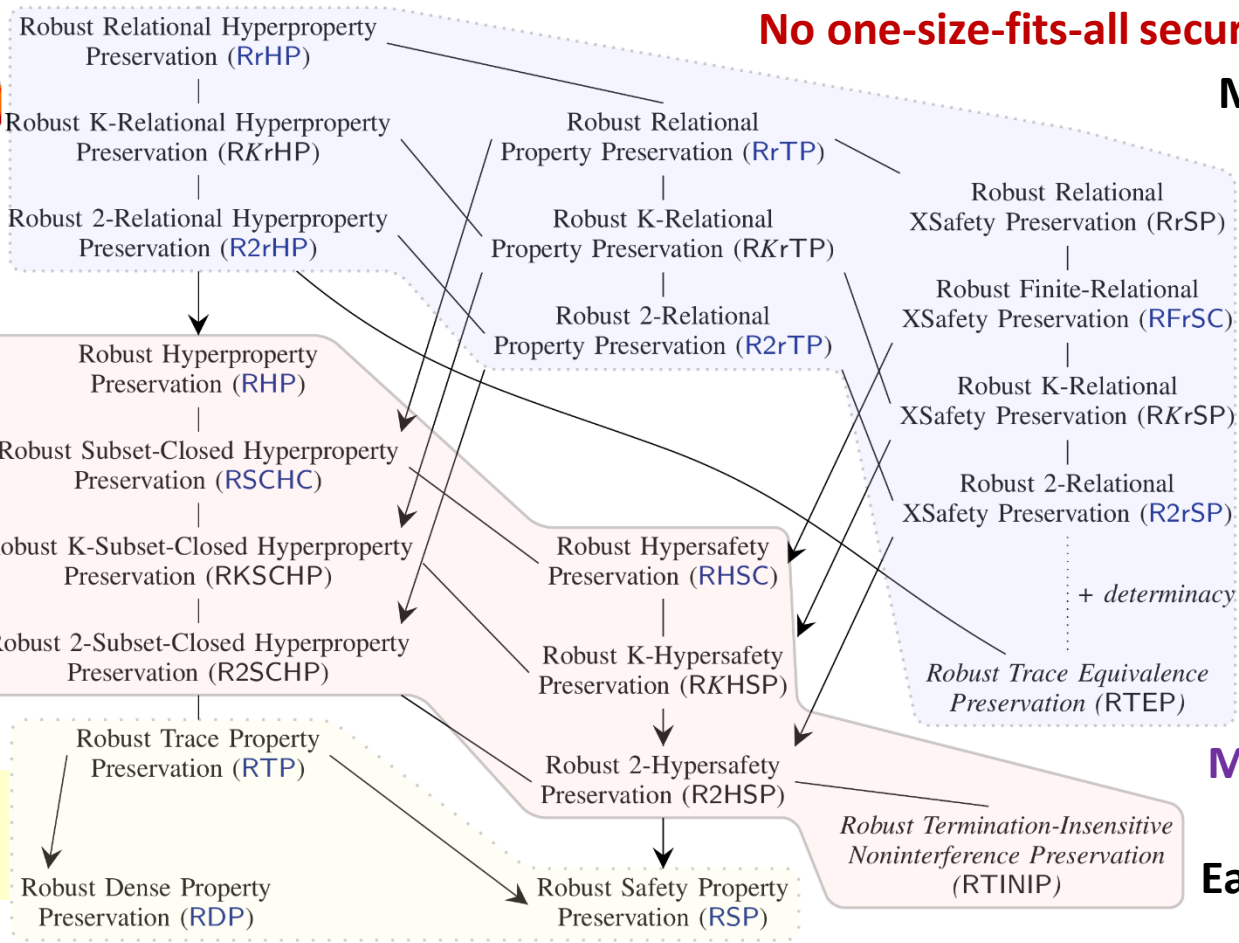
**relational hyperproperties**  
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only integrity



No one-size-fits-all security criterion

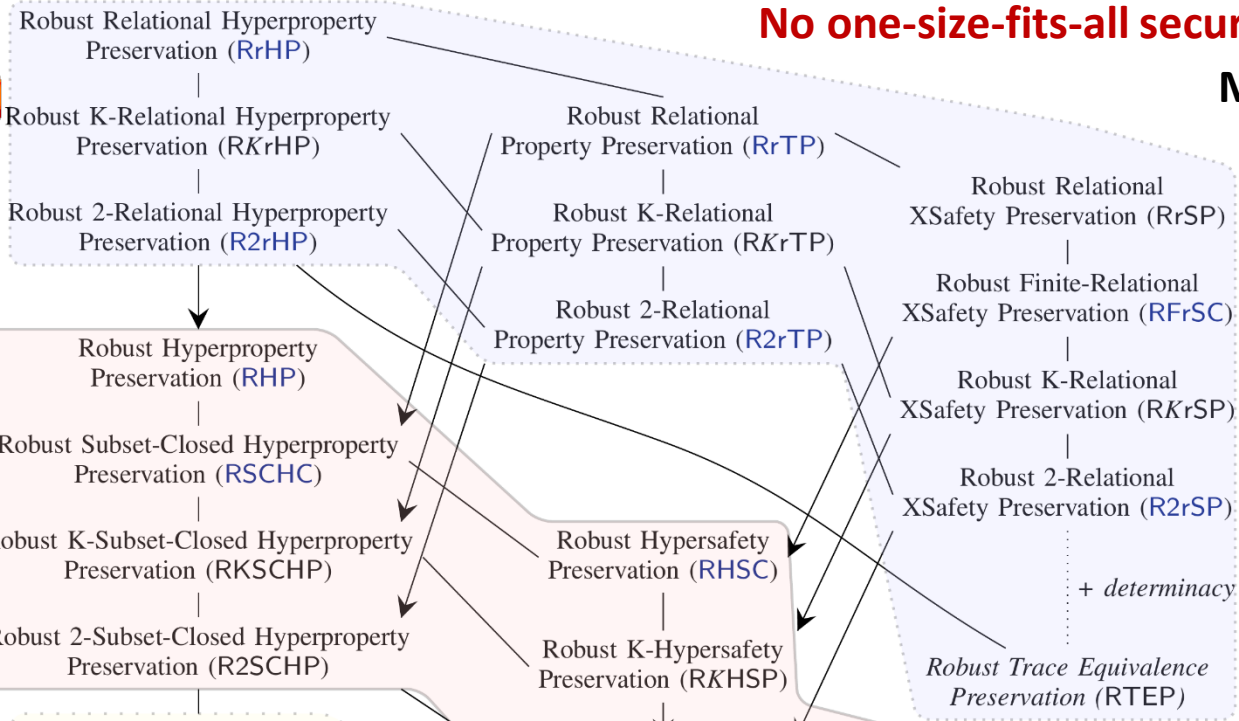
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**hyperproperties**  
(noninterference)  
+ data confidentiality

**trace properties**  
(safety & liveness)  
only integrity

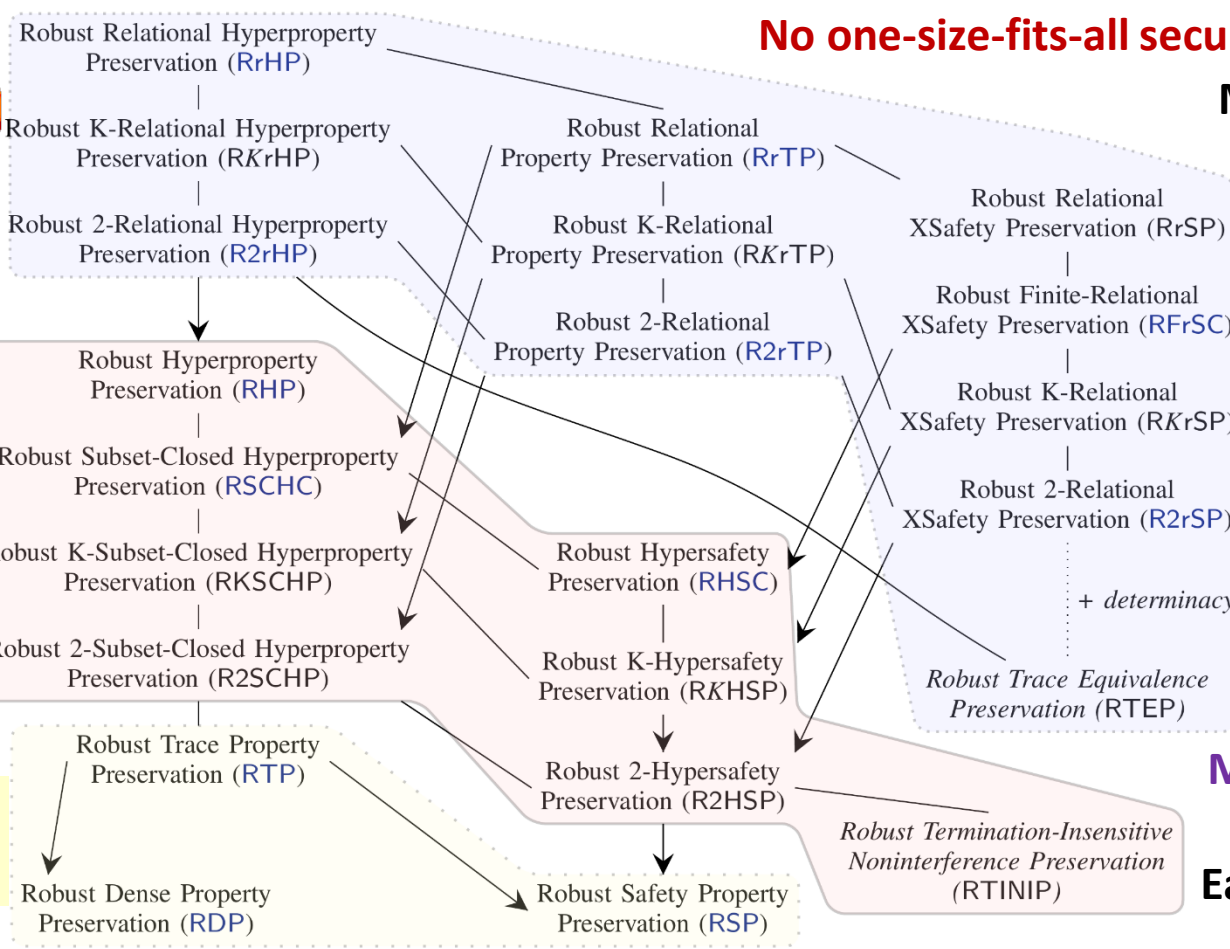
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# What properties should we robustly preserve?

**relational hyperproperties**  
(trace equivalence)  
+ code confidentiality

**hyperproperties**  
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+ data confidentiality

**trace properties**  
(safety & liveness)  
only integrity



**No one-size-fits-all security criterion**

**More secure**



**More efficient to enforce**  
**Easier to prove**

# Robust Safety

- for a safety property ( $M$ )
- **no matter** what we link against ( $\forall A, \bar{\alpha}$ )
- our program **behaves** in a way (if  $A[P] \xrightarrow{\bar{\alpha}}$  )
- that **respects** that safety property (then  $M \vdash \bar{\alpha}$ )

robust safety formally  
 $M \vdash P$

# RSC and PF-RSC

RSC: given  $M \approx M$   
if  $M \vdash P$  then  $M \vdash \llbracket P \rrbracket$



PF-RSC: if  $\forall A.A \llbracket P \rrbracket \xrightarrow{\bar{\alpha}}$   
then  $\exists A.A [P] \xrightarrow{\bar{\alpha}}$  and  $\bar{\alpha} \approx \bar{\alpha}$

- $\iff$  **must** be proven (when needed)
- proof is (generally) **trivial**
- **sanity-check** for cross-language safety encoding ( $M \approx M$ )

# Backtranslation: Build $A$ From $A$ or $\bar{\alpha}$

HP: P is RS

```
newBlk(c)
addBlk(b)
verifyCh()
```

+

lib<sub>1</sub>

lib<sub>2</sub>

lib<sub>3</sub>

```
[newBlk(c)]
[addBlk(b)]
[verifyCh()]
```

+

code<sub>1</sub>

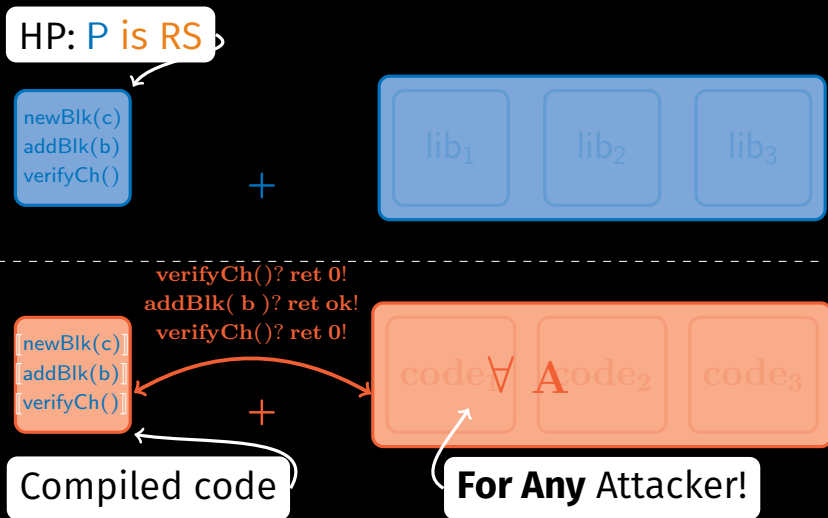
code<sub>2</sub>

code<sub>3</sub>

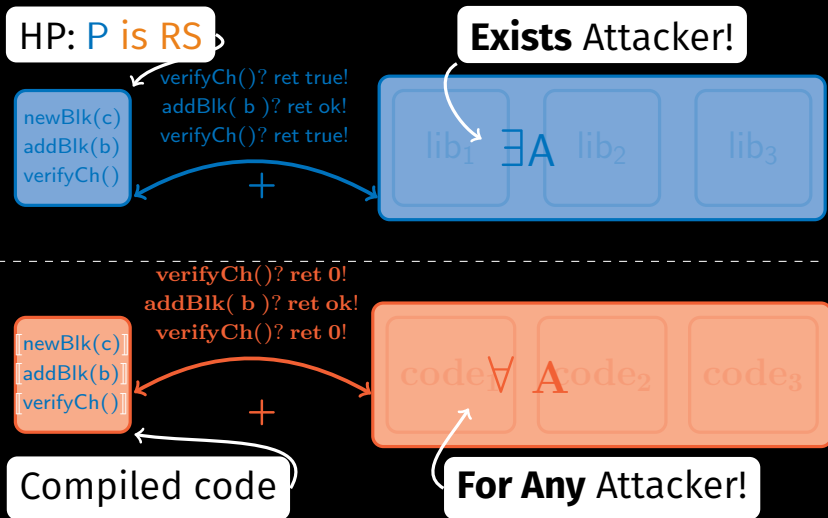
Compiled code



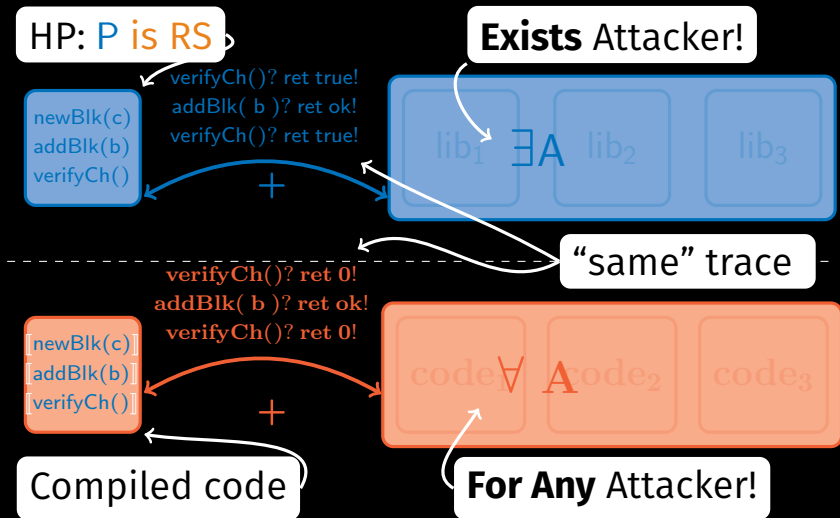
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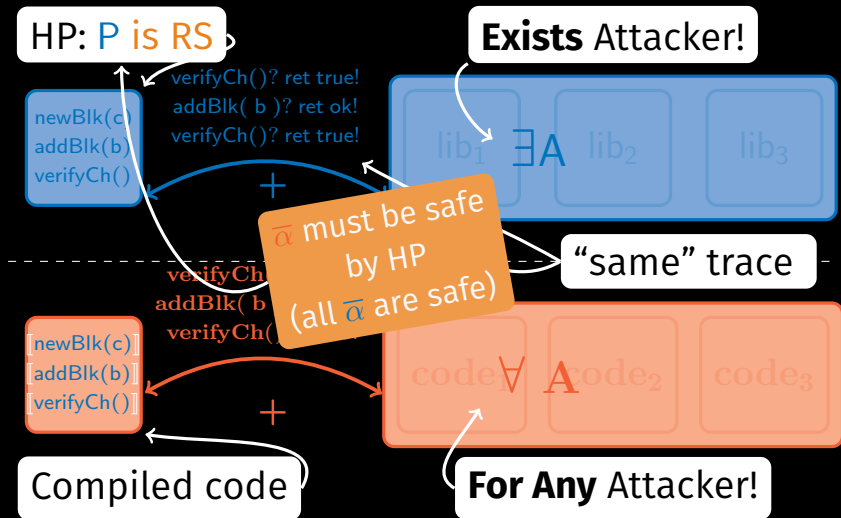
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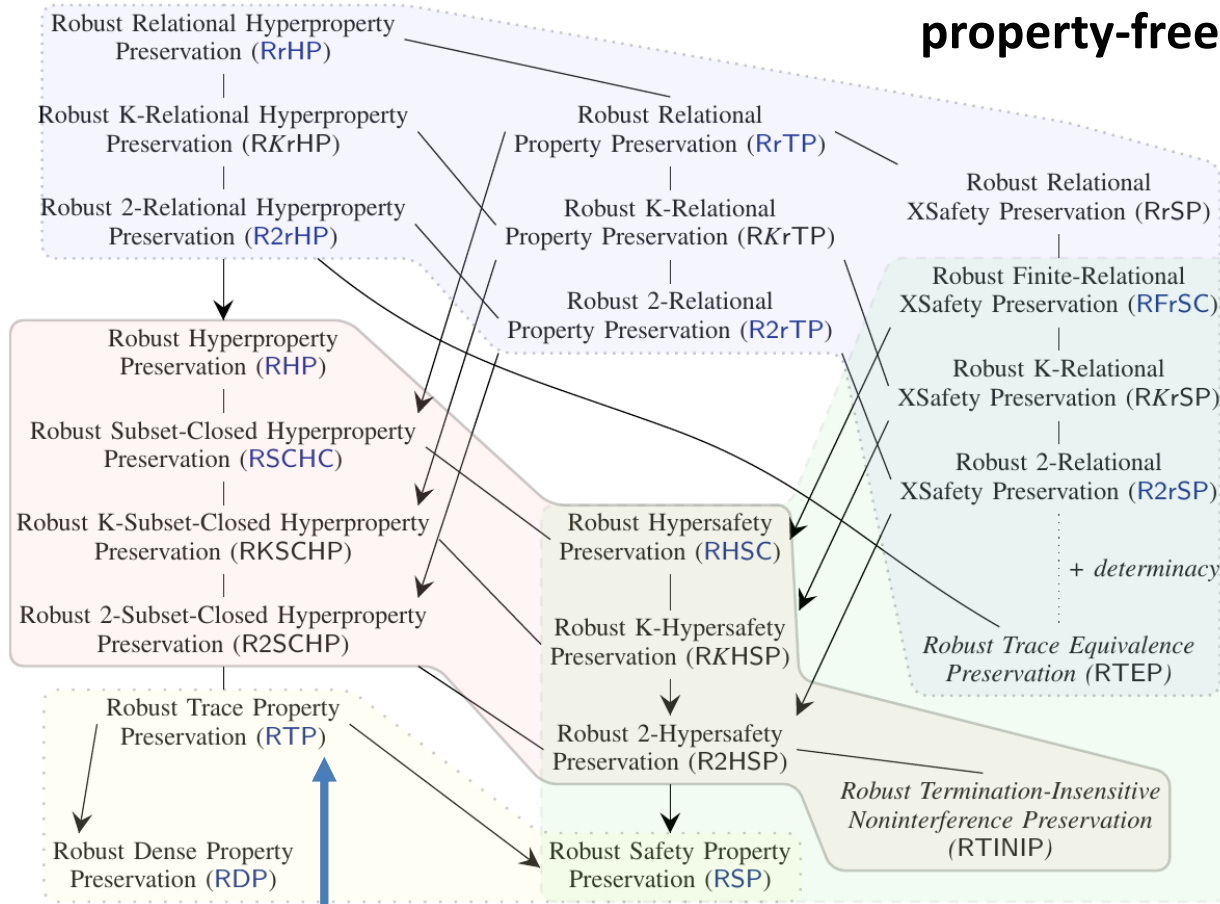
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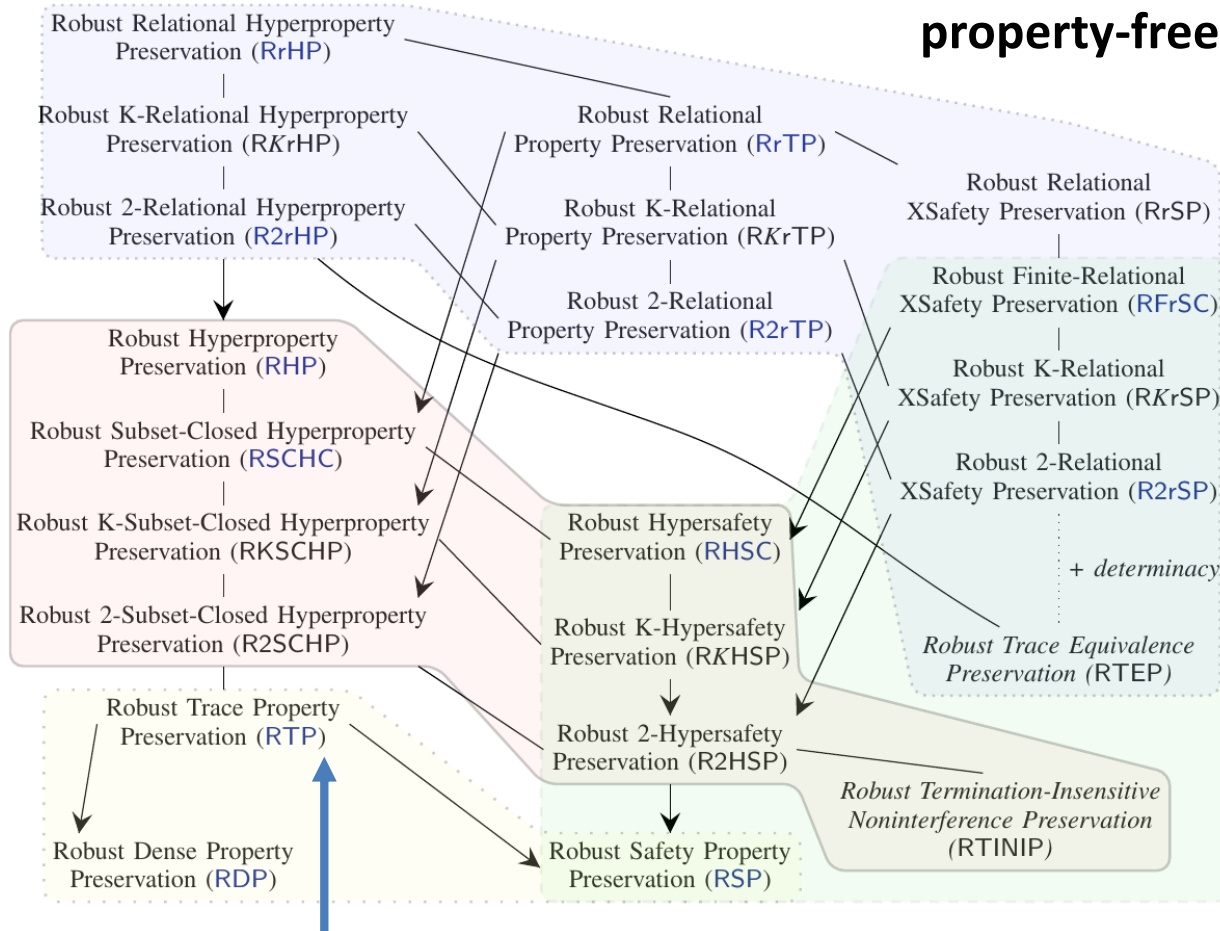
# Some of the proof difficulty is manifest in property-free characterization



back-translating  
prog & context & trace  
 $\forall P \forall C_T \forall t \exists C_S \dots$

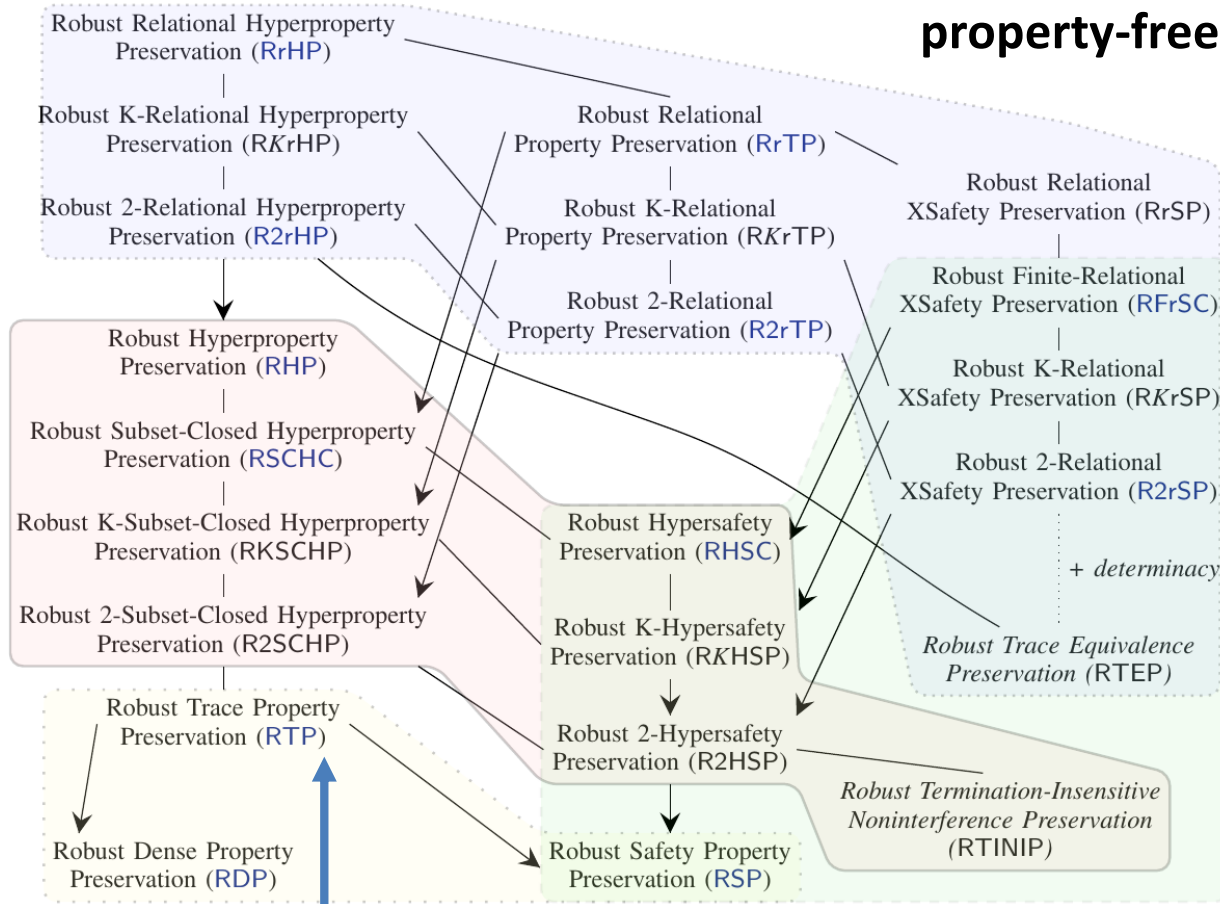
back-translating  
finite trace prefix  
 $\forall P \forall C_T \forall m \exists t \exists C_S \dots$

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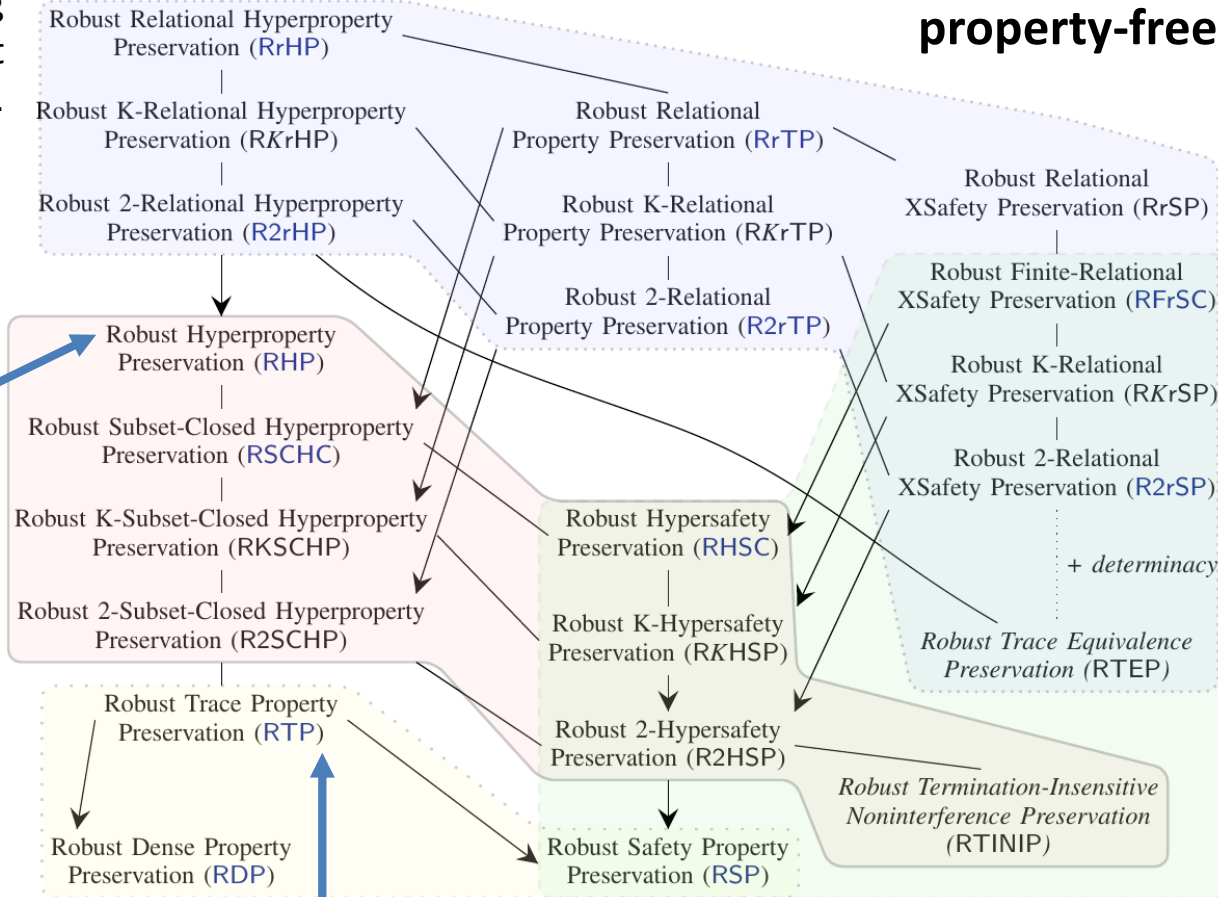
back-translating  
finite set of  
finite trace prefixes  
 $\forall k \forall P_1 \dots P_k \forall C_T$   
 $\forall m_1 \dots m_k \exists C_S \dots$

back-translating  
prog & context & trace  
 $\forall P \forall C_T \forall t \exists C_S \dots$

back-translating  
finite trace prefix  
 $\forall P \forall C_T \forall m \exists t \exists C_S \dots$

# Some of the proof difficulty is manifest in property-free characterization

back-translating context  
 $\forall C_T \exists C_S \forall P \forall t \dots$



back-translating finite set of finite trace prefixes  
 $\forall k \forall P_1 \dots P_k \forall C_T \forall m_1 \dots m_k \exists C_S \dots$

back-translating prog & context  
 $\forall P \forall C_T \exists C_S \forall t \dots$

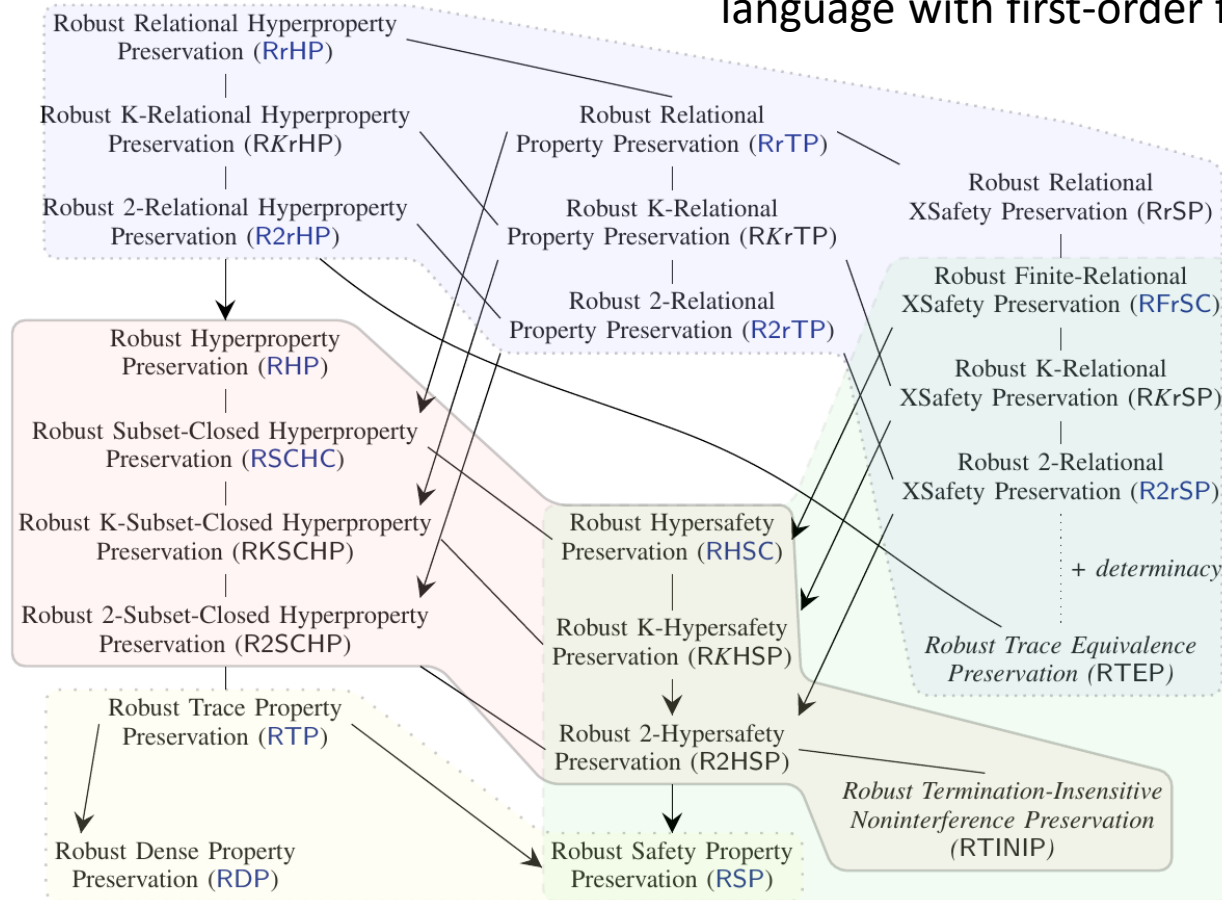
back-translating prog & context & trace  
 $\forall P \forall C_T \forall t \exists C_S \dots$

back-translating finite trace prefix  
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# Embraced and extended™ proof techniques

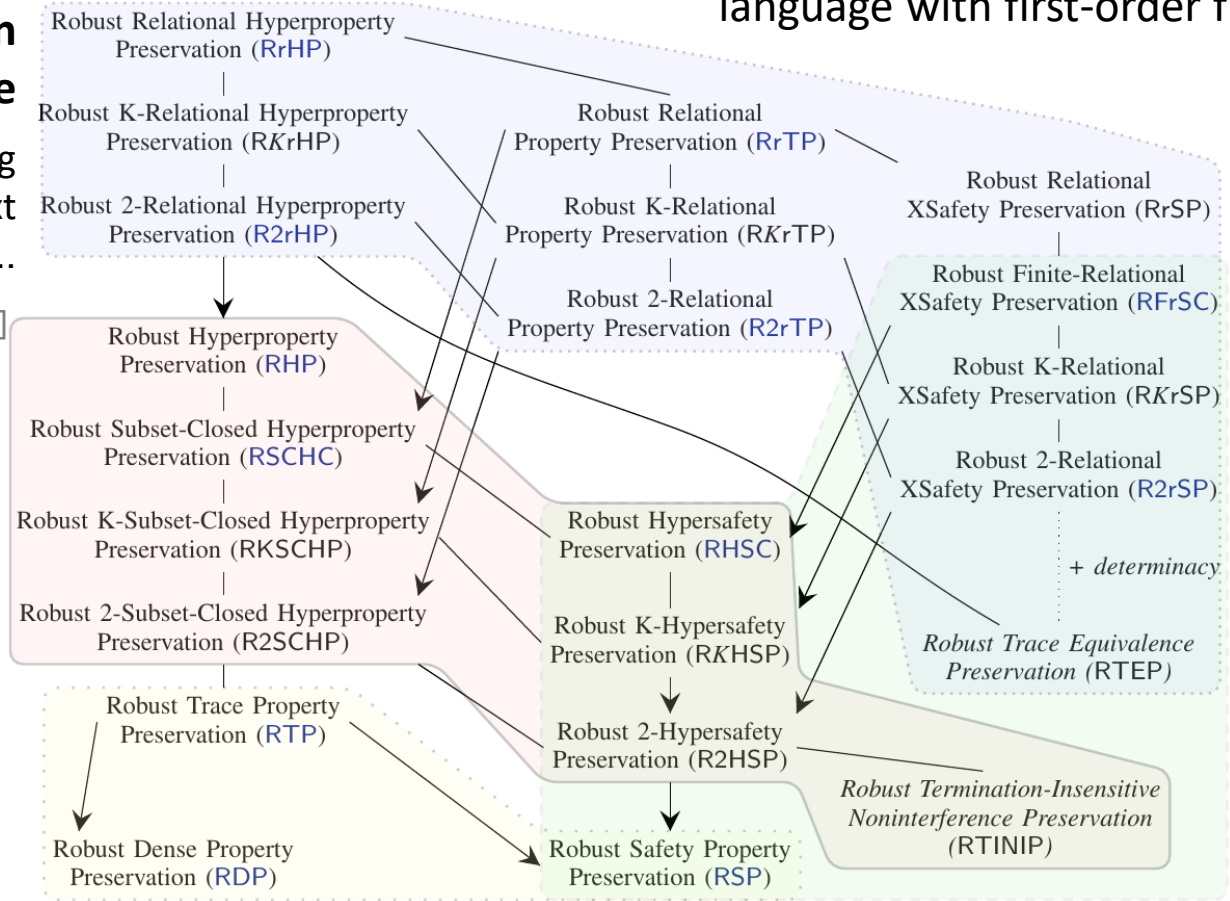
for simple translation from statically to dynamically typed language with first-order functions and I/O



# Embraced and extended™ proof techniques

for simple translation from statically to dynamically typed language with first-order functions and I/O

strongest  
criterion  
achievable  
back-translating  
context  
 $\forall C_T \exists C_S \forall P \forall t \dots$   
[New et al, ICFP'16]

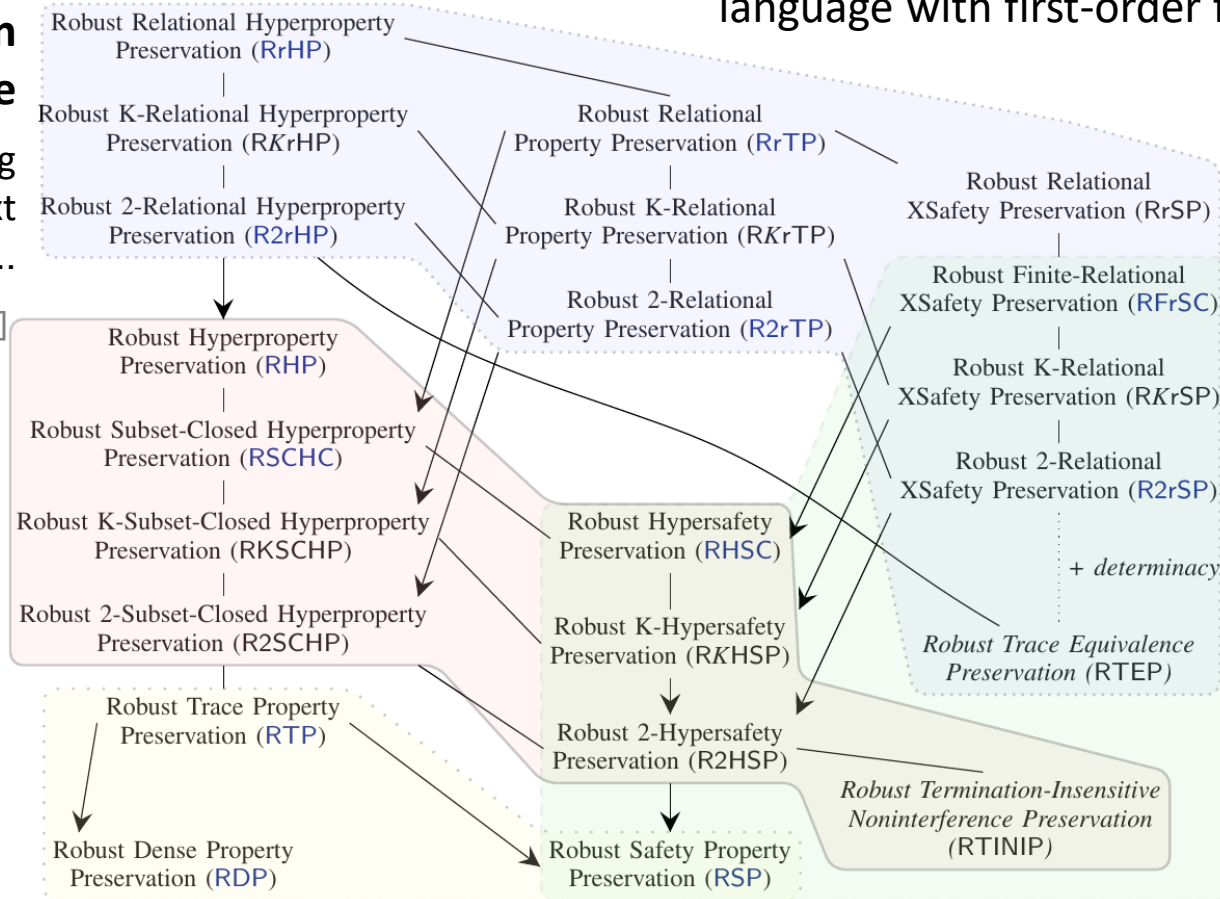


# Embraced and extended™ proof techniques

for simple translation from statically to dynamically typed language with first-order functions and I/O

strongest  
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[New et al, ICFP'16]



generic technique  
applicable  
back-translating  
finite set of  
finite trace prefixes  
 $\forall k \forall P_1 \dots P_k \forall C_T$   
 $\forall m_1 \dots m_k \exists C_S \dots$

[Jeffrey & Rathke, ESOP'05]  
[Patrignani et al, TOPLAS'15]

# Proof Techniques for Secure Compilation

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# Proving FAC

$P1 \approx_{ctx} P2$



$\llbracket P1 \rrbracket \approx_{ctx} \llbracket P2 \rrbracket$

# Proving FAC (History)

$P1 \simeq_{ctx} P2$

Ahmed et al.'8'11'14'15'16'17,  
Devriese et al.'16'17

$\llbracket P1 \rrbracket \sim_n \llbracket P2 \rrbracket$

# Proving FAC with Logical Relations

$$P1 \approx_{ctx} P2$$

approx. compiler security

$$\llbracket P1 \rrbracket \stackrel{?}{\approx}_{ctx} \llbracket P2 \rrbracket$$

# Proving FAC with Logical Relations

$$P1 \simeq_{ctx} P2$$

$$\begin{array}{ccc} C[[P1]] \Downarrow_n & \stackrel{?}{\Rightarrow} & C[[P2]] \Downarrow_- \\ & & \\ & & [[P1]] \stackrel{?}{\simeq_{ctx}} [[P2]] \end{array}$$

approx. compiler security



# Proving FAC with Logical Relations

$$P1 \simeq_{ctx} P2$$

$$\begin{array}{l} \llbracket C \rrbracket_n \sim_n C \\ P1 \sim_- \llbracket P1 \rrbracket \end{array} \quad \begin{array}{c} \uparrow \\ (1) \end{array}$$

$$\begin{array}{ccc} C[\llbracket P1 \rrbracket] \Downarrow_n & \stackrel{?}{\Rightarrow} & C[\llbracket P2 \rrbracket] \Downarrow_- \\ \llbracket P1 \rrbracket & \stackrel{?}{\simeq_{ctx}} & \llbracket P2 \rrbracket \end{array}$$

approx. compiler security

# Proving FAC with Logical Relations

$$P1 \simeq_{ctx} P2$$

$$\llbracket C \rrbracket_n[P1] \Downarrow_-$$

$$\begin{array}{l} \llbracket C \rrbracket_n \sim_n C \\ P1 \sim_- \llbracket P1 \rrbracket \end{array} \quad \begin{array}{c} \uparrow \\ (1) \end{array}$$

$$C[\llbracket P1 \rrbracket] \Downarrow_n \stackrel{?}{\Rightarrow} C[\llbracket P2 \rrbracket] \Downarrow_-$$

$$\llbracket P1 \rrbracket \stackrel{?}{\simeq}_{ctx} \llbracket P2 \rrbracket$$

approx. compiler security

# Proving FAC with Logical Relations

$$\begin{array}{ccc} & P1 \simeq_{ctx} P2 & \\ & \Downarrow & \\ \langle\langle C \rangle\rangle_n[P1] \Downarrow_- & \xRightarrow{(2)} & \langle\langle C \rangle\rangle_n[P2] \Downarrow_- \\ & \Uparrow & \\ \langle\langle C \rangle\rangle_n \sim_n C & & \\ P1 \sim_- \llbracket P1 \rrbracket & \xRightarrow{(1)} & \\ C[\llbracket P1 \rrbracket] \Downarrow_n & \xRightarrow{?} & C[\llbracket P2 \rrbracket] \Downarrow_- \\ & & \llbracket P1 \rrbracket \stackrel{?}{\simeq}_{ctx} \llbracket P2 \rrbracket \end{array}$$

approx. compiler security

# Proving FAC with Logical Relations

$$\begin{array}{ccc} & P1 \simeq_{ctx} P2 & \\ & \Downarrow_{-} & \\ \langle\langle C \rangle\rangle_n [P1] \Downarrow_{-} & \xRightarrow{(2)} & \langle\langle C \rangle\rangle_n [P2] \Downarrow_{-} \\ \begin{array}{c} \langle\langle C \rangle\rangle_n \sim_n C \\ P1 \sim_{-} \llbracket P1 \rrbracket \end{array} & \begin{array}{c} \uparrow \\ (1) \\ \downarrow \end{array} & \begin{array}{c} \langle\langle C \rangle\rangle_n \sim_{-} C \\ P2 \sim_{-} \llbracket P2 \rrbracket \end{array} \\ & & \\ C[\llbracket P1 \rrbracket] \Downarrow_n & \xRightarrow{?} & C[\llbracket P2 \rrbracket] \Downarrow_{-} \\ & & \llbracket P1 \rrbracket \stackrel{?}{\simeq}_{ctx} \llbracket P2 \rrbracket \end{array}$$

approx. compiler security

# Open Problems

- Compiling to WebAssembly
- Proving security against Spectre

# Memory Safety Preservation for WebAssembly

Marco Vassena <sup>1</sup>



Marco Patrignani <sup>1,2</sup>



1



**CISPA**

HELMHOLTZ CENTER FOR  
INFORMATION SECURITY

2



**Stanford**  
University

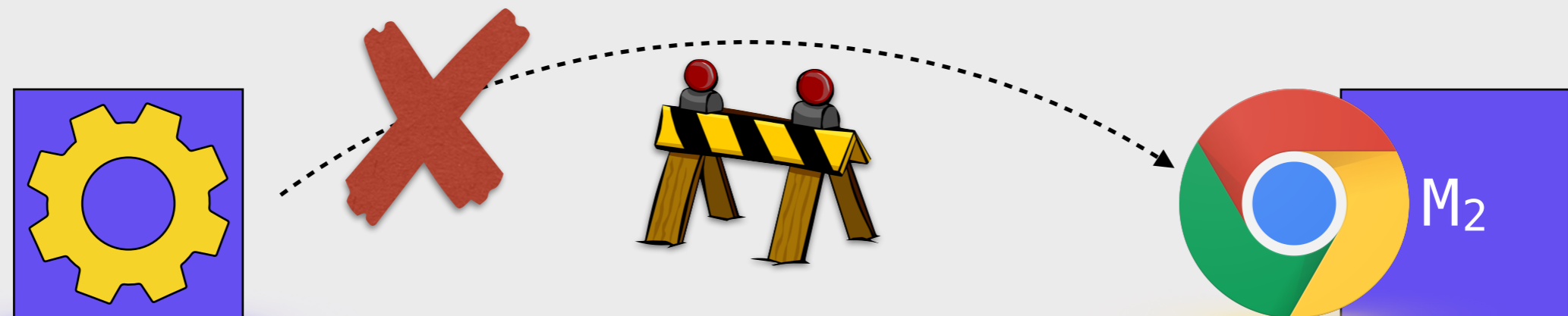
# WebAssembly

WA

## Validation



## Sandboxed Execution Environment



# Problem

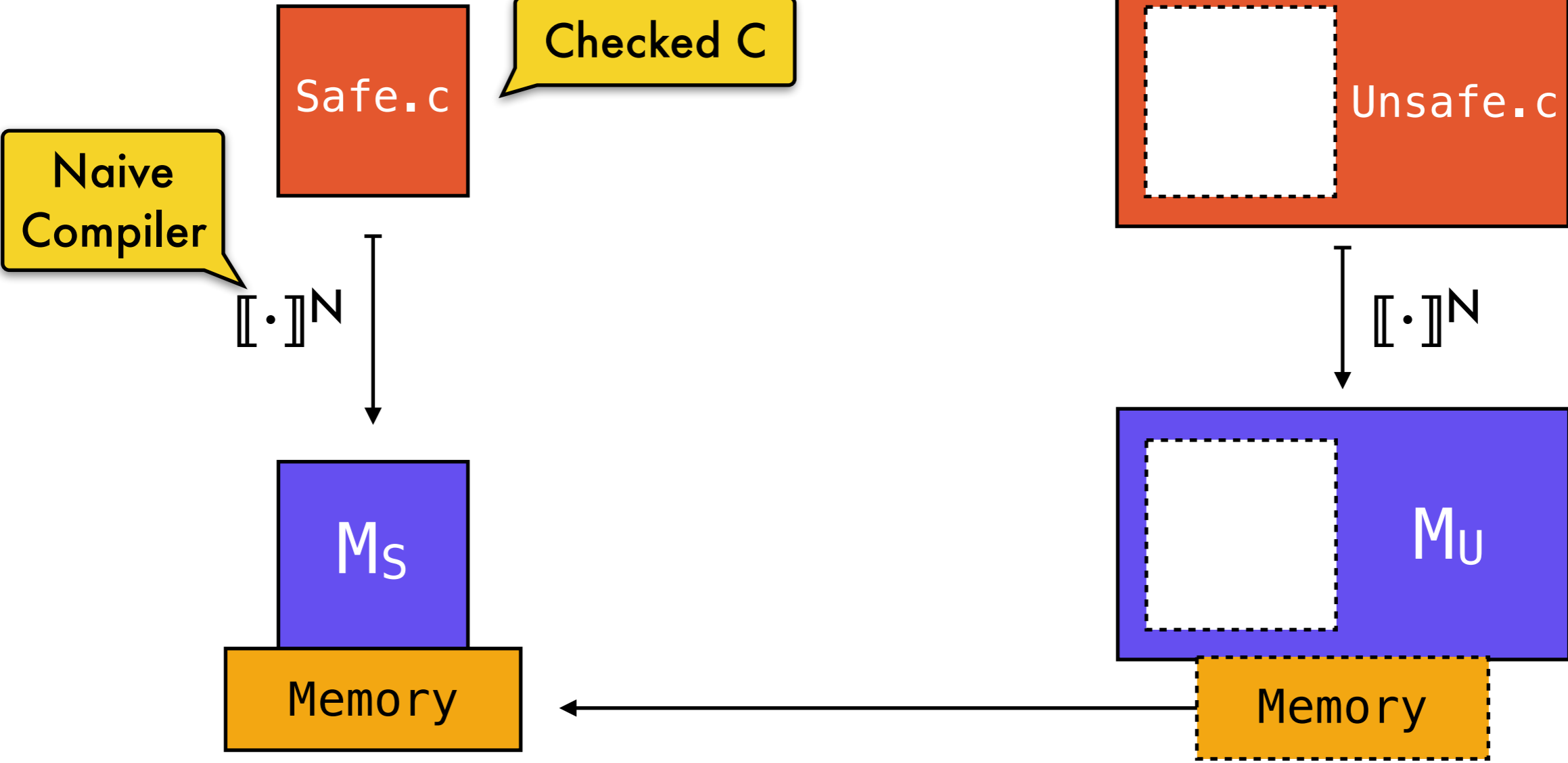
Safe.c

Checked C

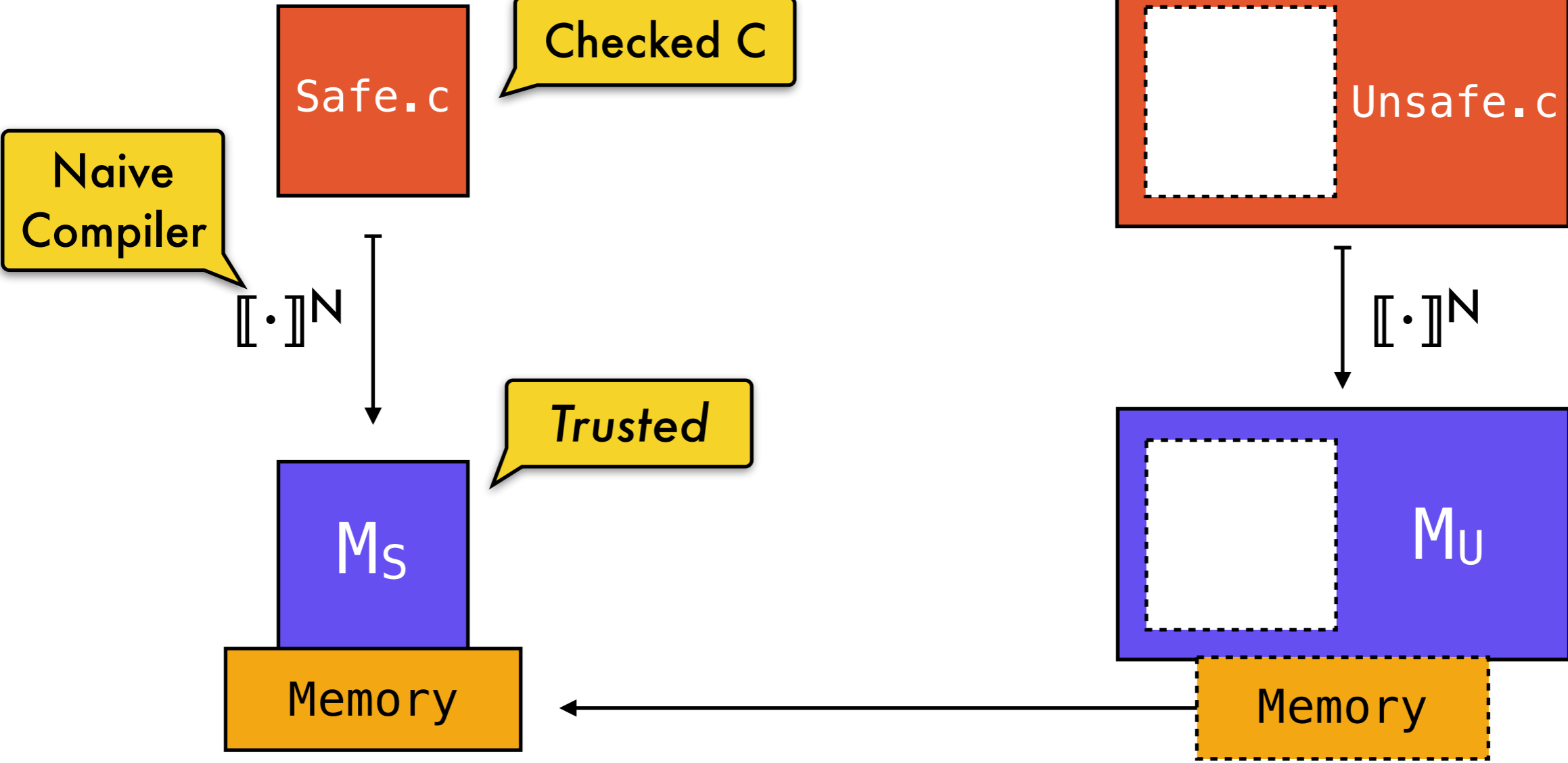
Unsafe.c



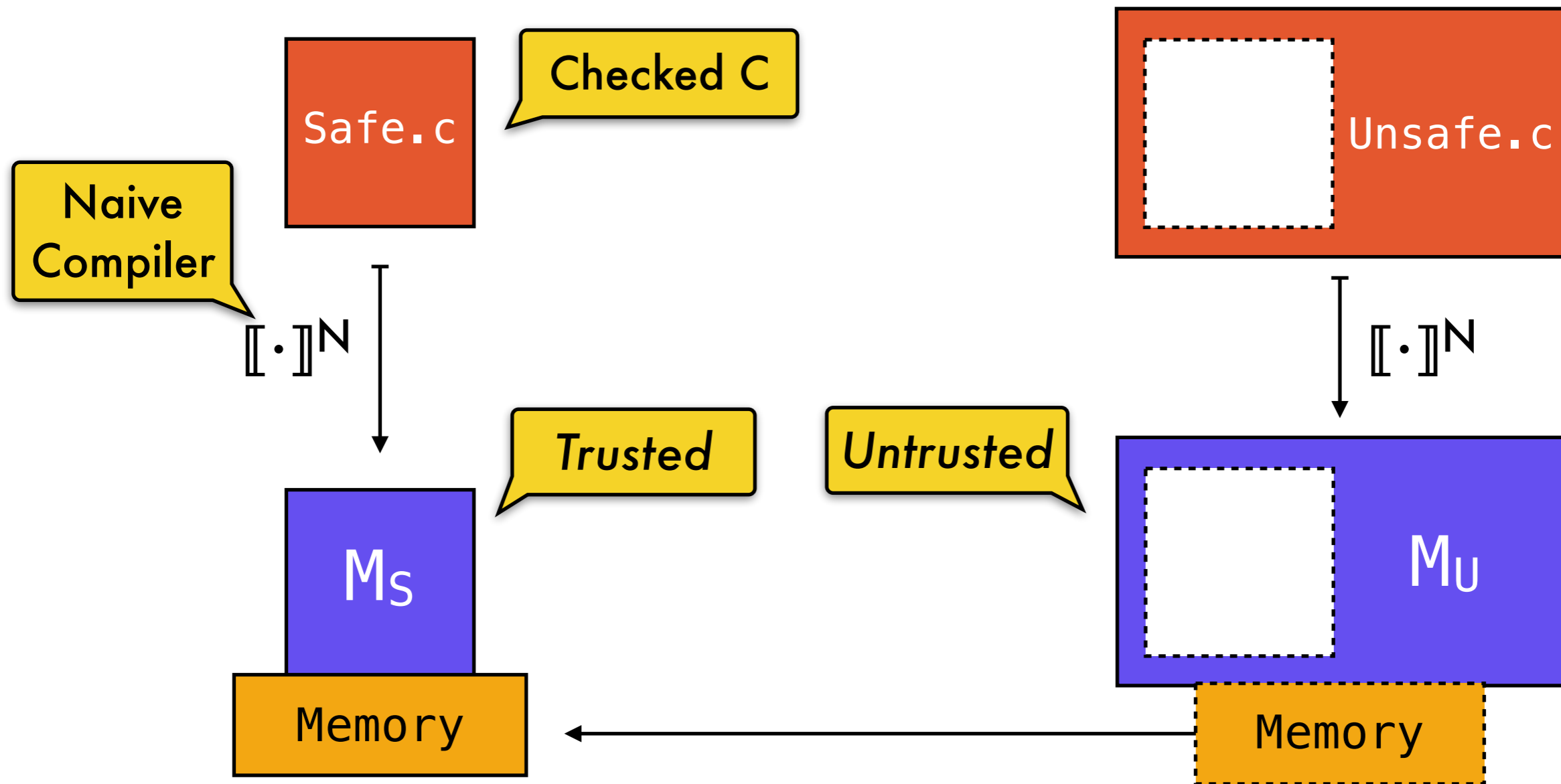
# Problem



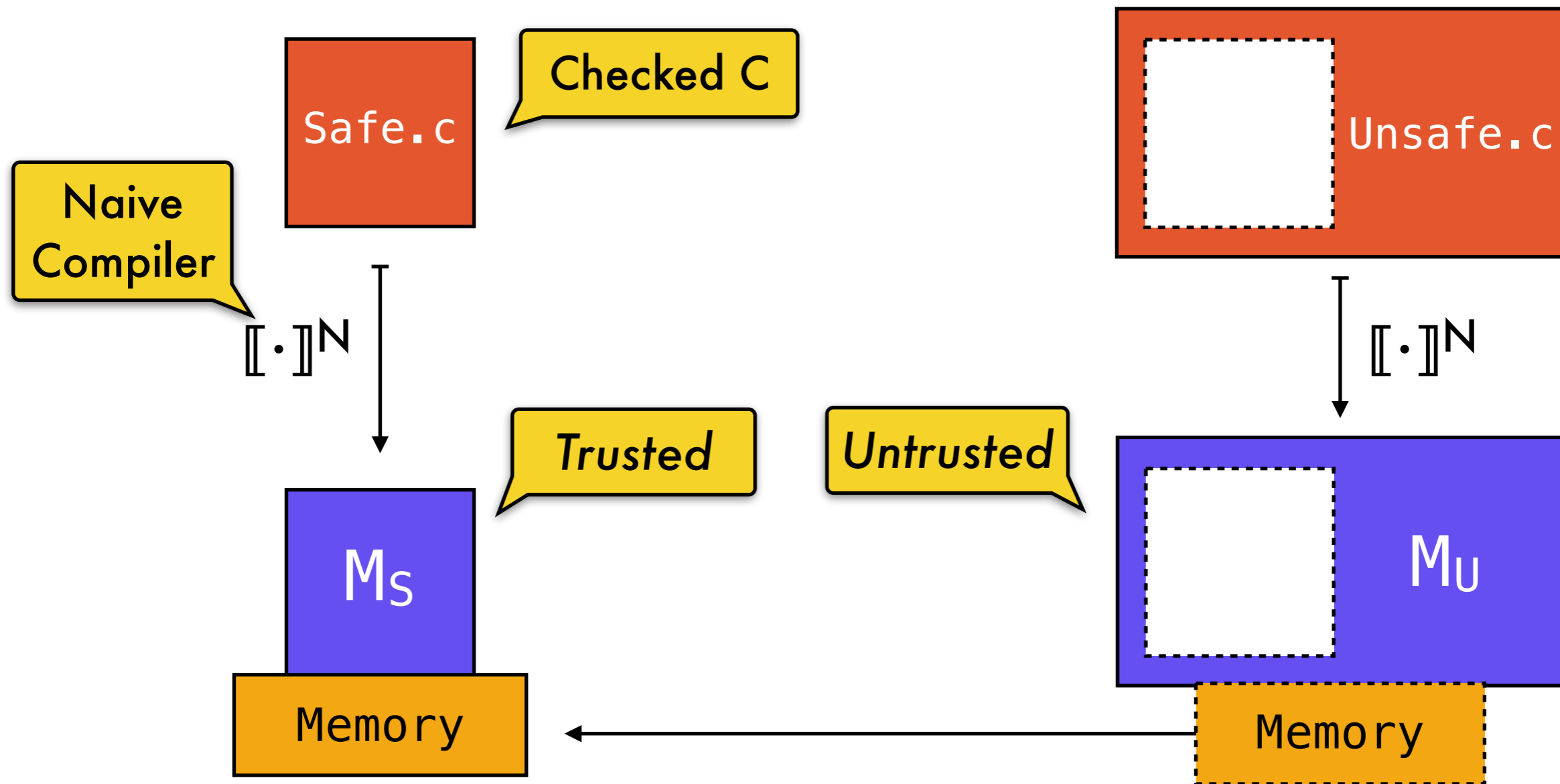
# Problem



# Problem



# Problem



*Module  $M_U$  can corrupt the shared memory and break memory safety of  $M_S$*

# Memory Safety as a Trace Property

*Pointers and memory locations are tagged with **colors***

*Trace*

$\alpha = \mathbf{read}(n^c) \mid \mathbf{write}(n^c) \mid \mathbf{alloc}(N, n^c) \mid \mathbf{free}(n^c)$

*Memory Safety*

$MS(\bar{\alpha}, H) = \exists H' . H \xrightarrow{\bar{\alpha}} H'$

# Relaxing Memory Safety

*Our definition can capture interesting variations*

Array bounds & null pointer

Spatial Memory Safety

Including Relaxed Temporal safety

Temporal Memory Safety

Intra-object, e.g., struct fields

Fine-grained Memory Safety

Using colors & valid bit

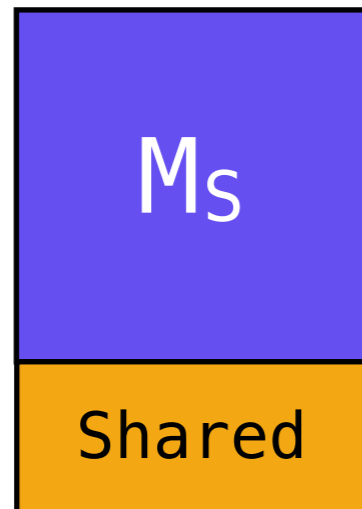
Pointer Integrity

# Short Term Solution

*Provide memory isolation through **module encapsulation***

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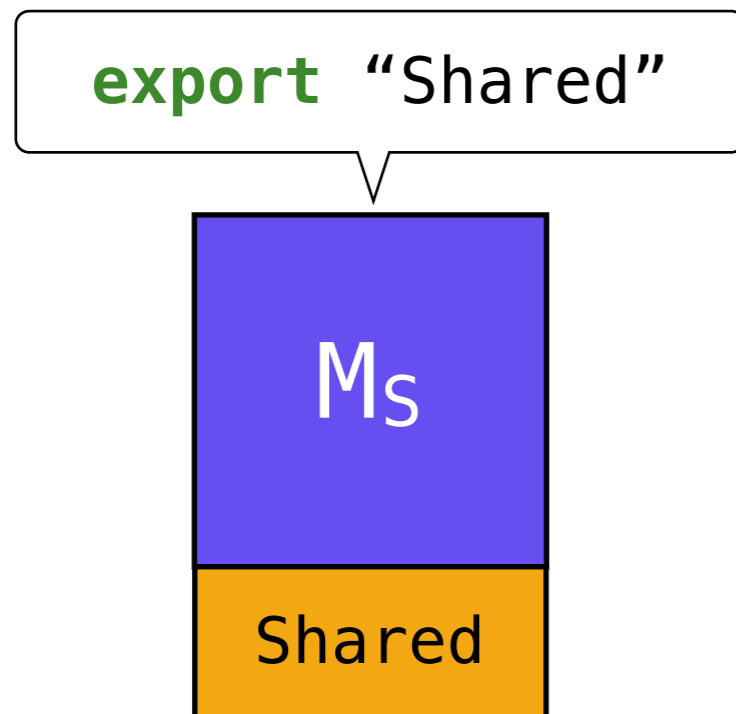
*Provide memory isolation through **module encapsulation***





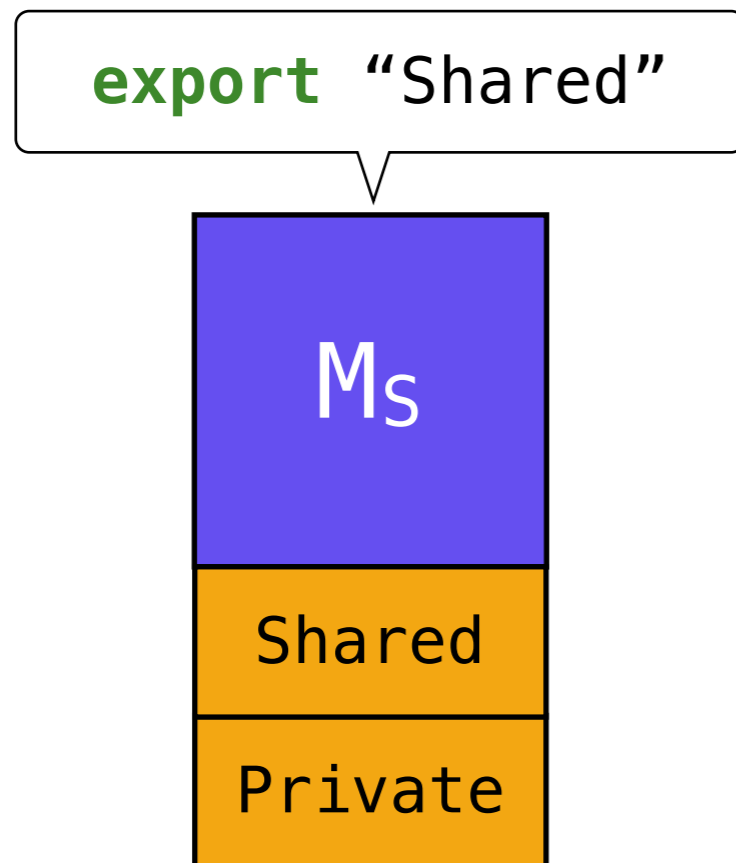
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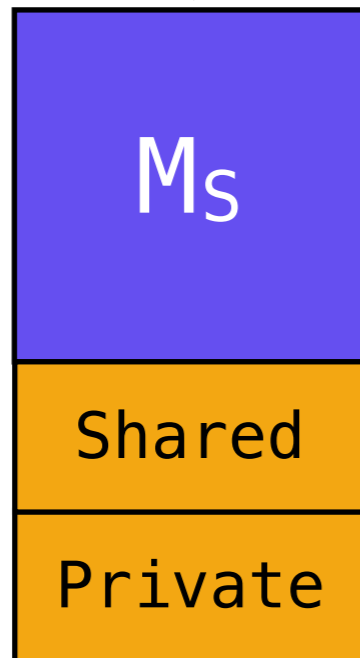
*Provide memory isolation through **module encapsulation***



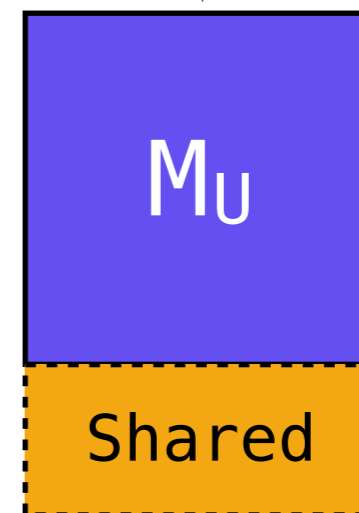
# Short Term Solution

Provide memory isolation through *module encapsulation*

`export "Shared"`

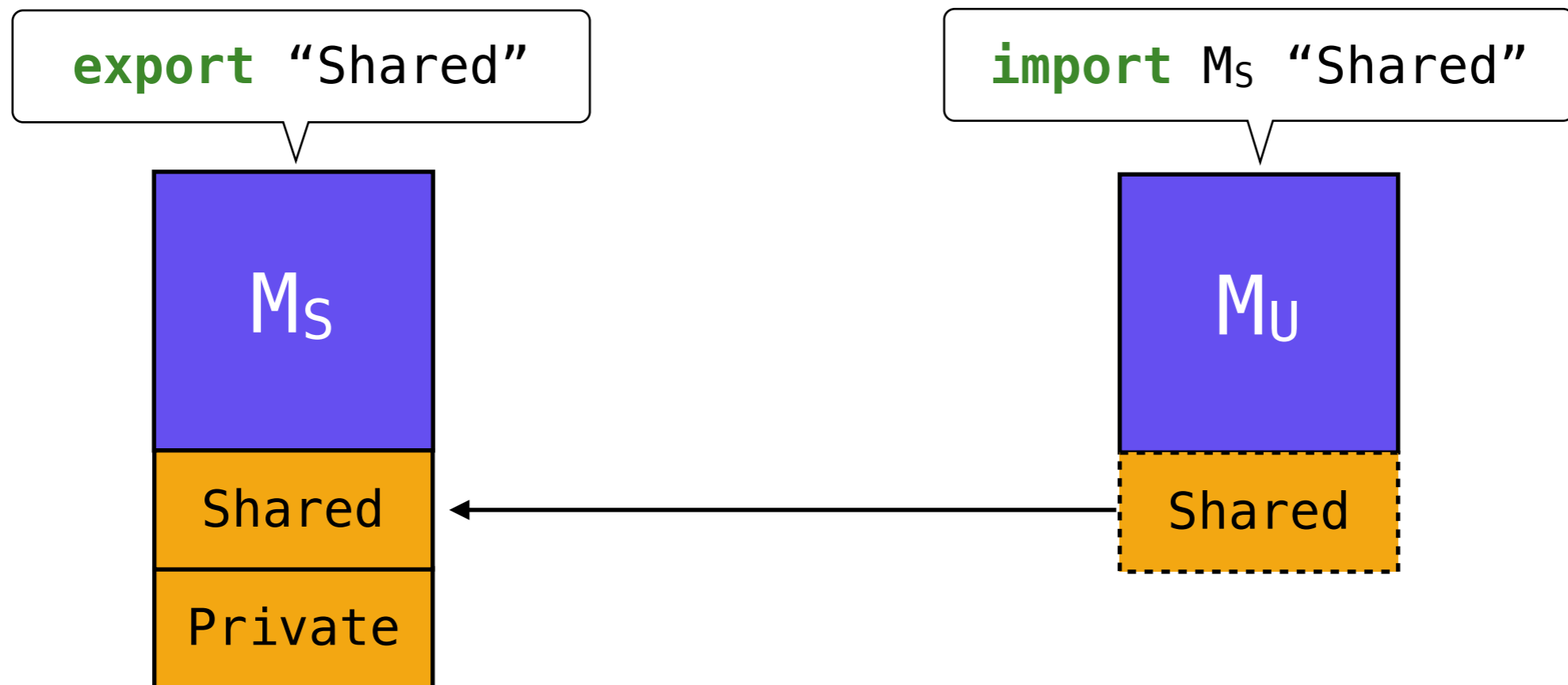


`import MS "Shared"`



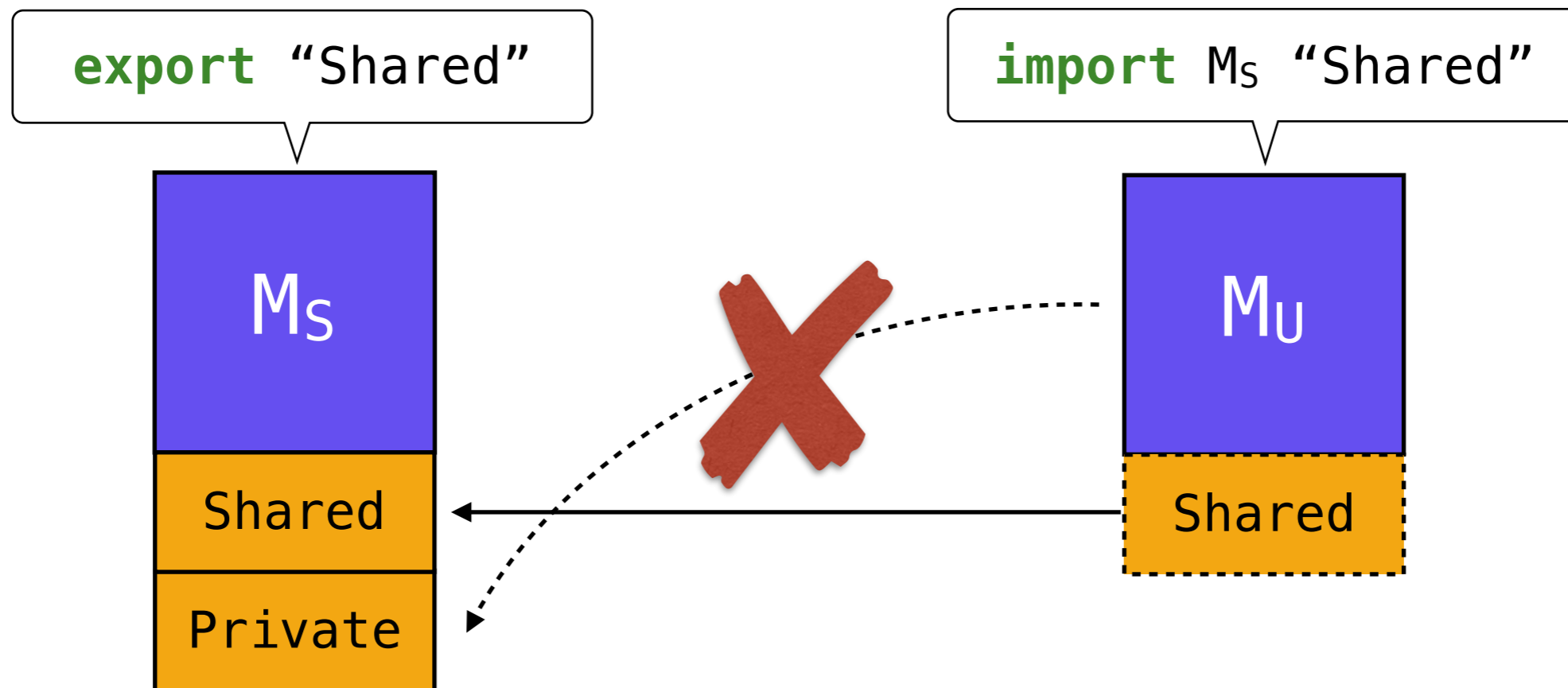
# Short Term Solution

Provide memory isolation through *module encapsulation*



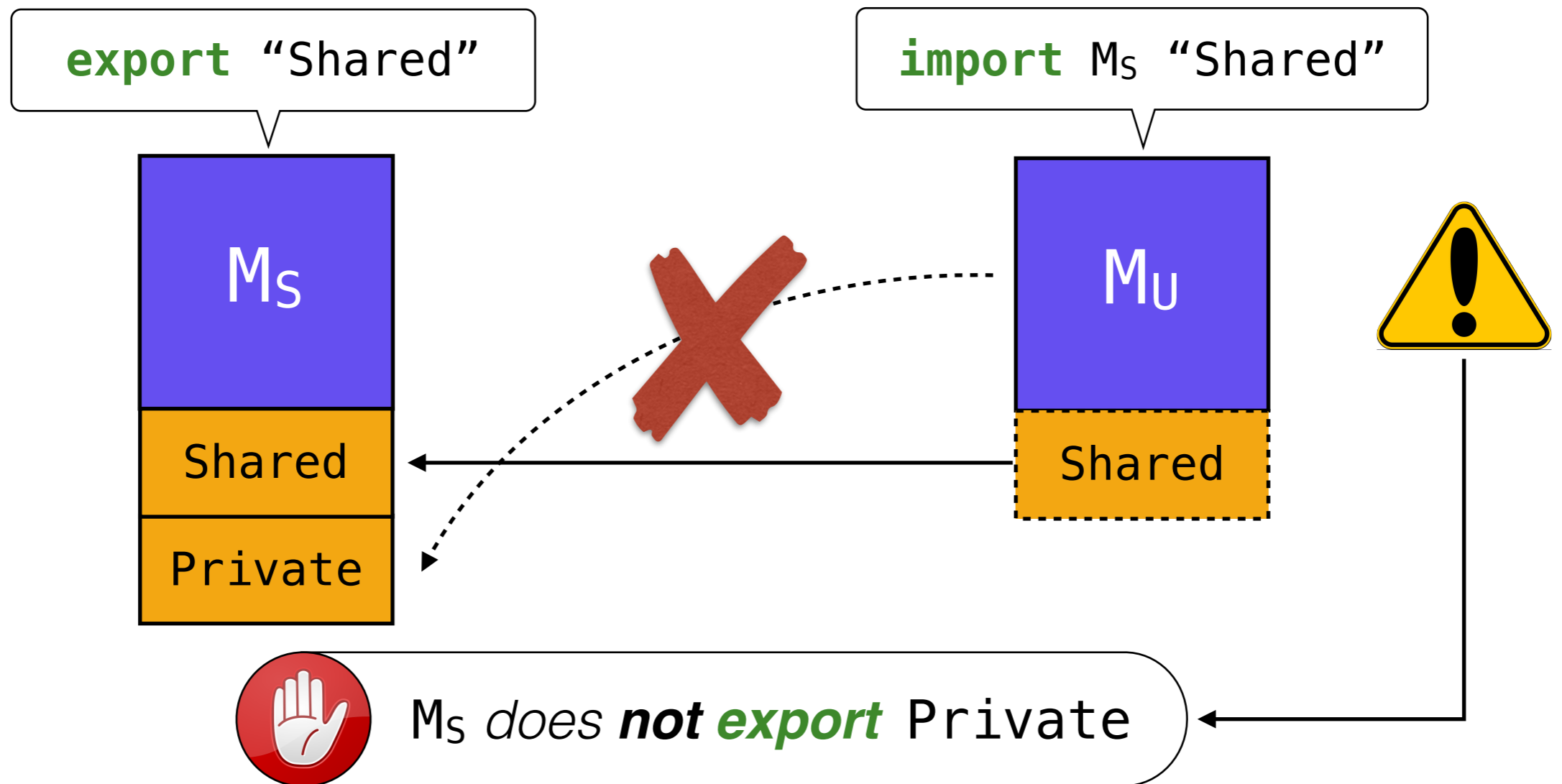
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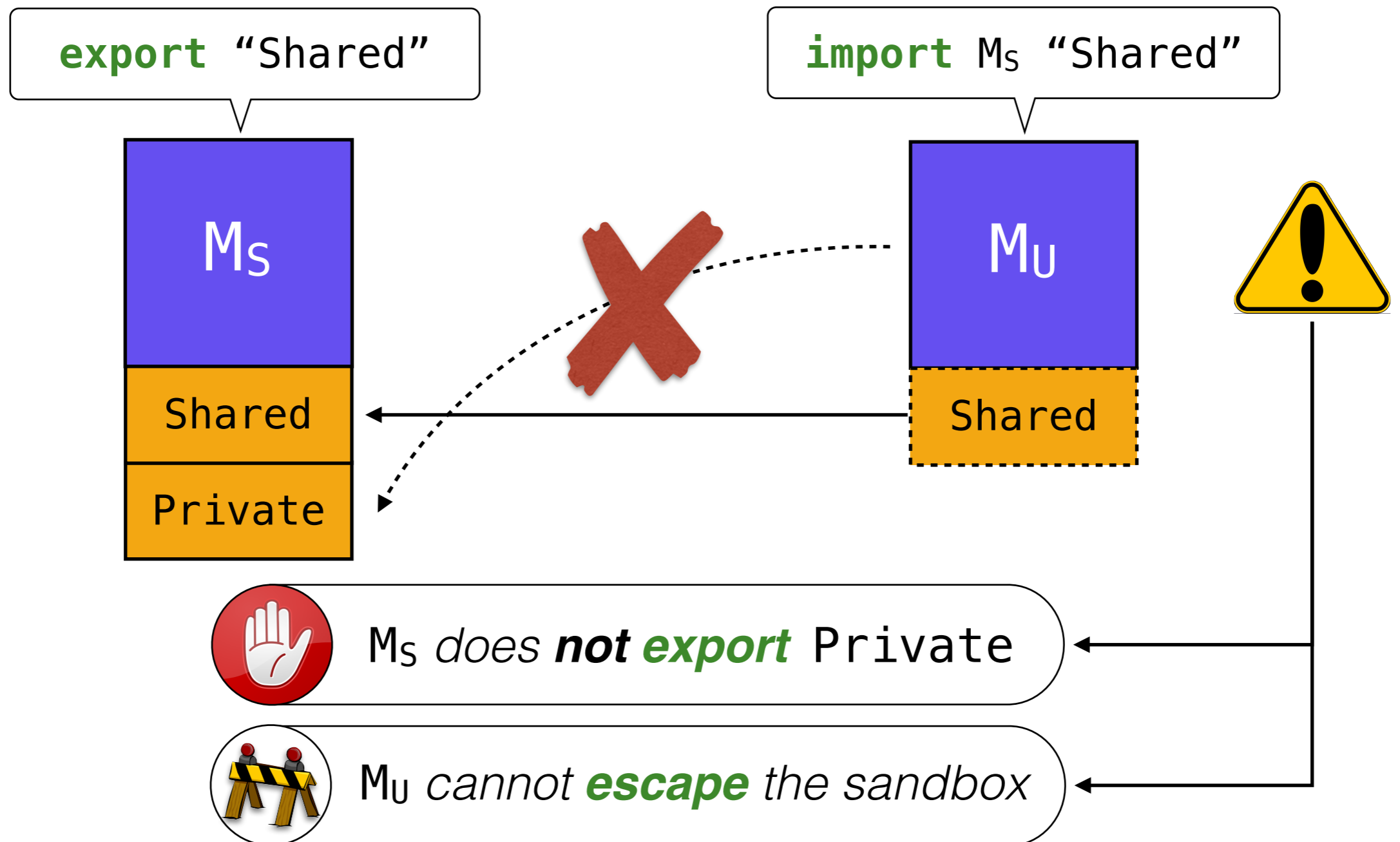
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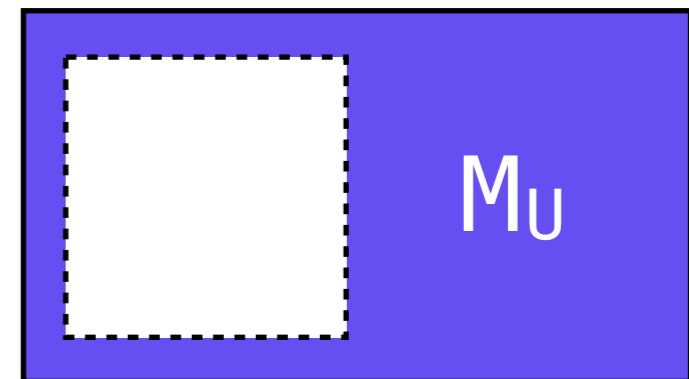
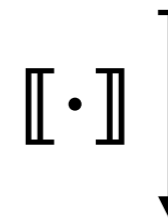
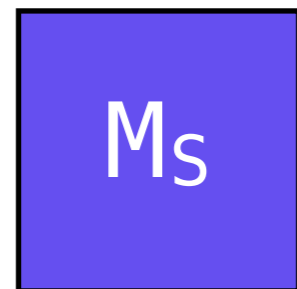
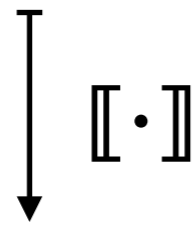


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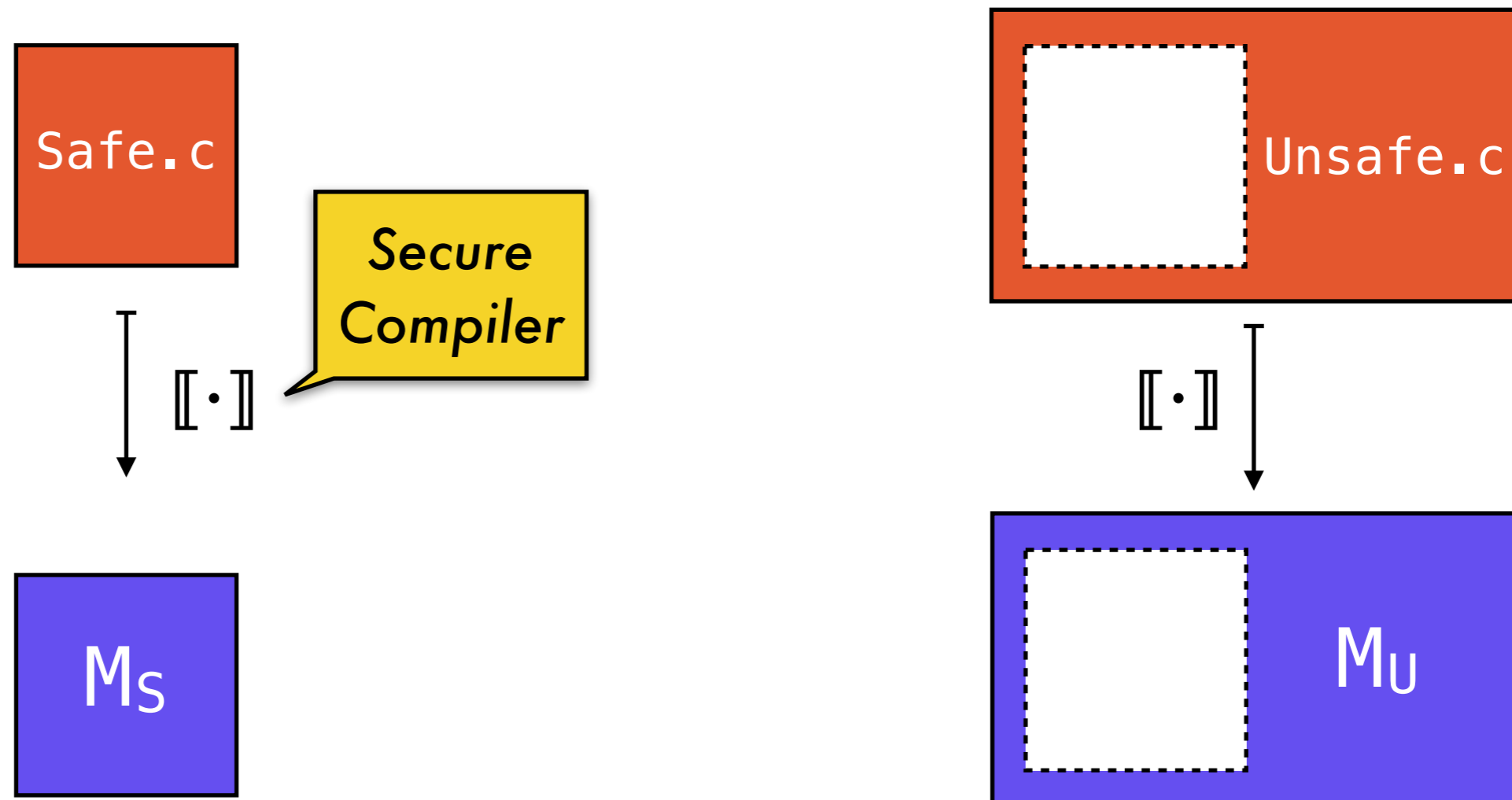


# Memory Isolation in Action

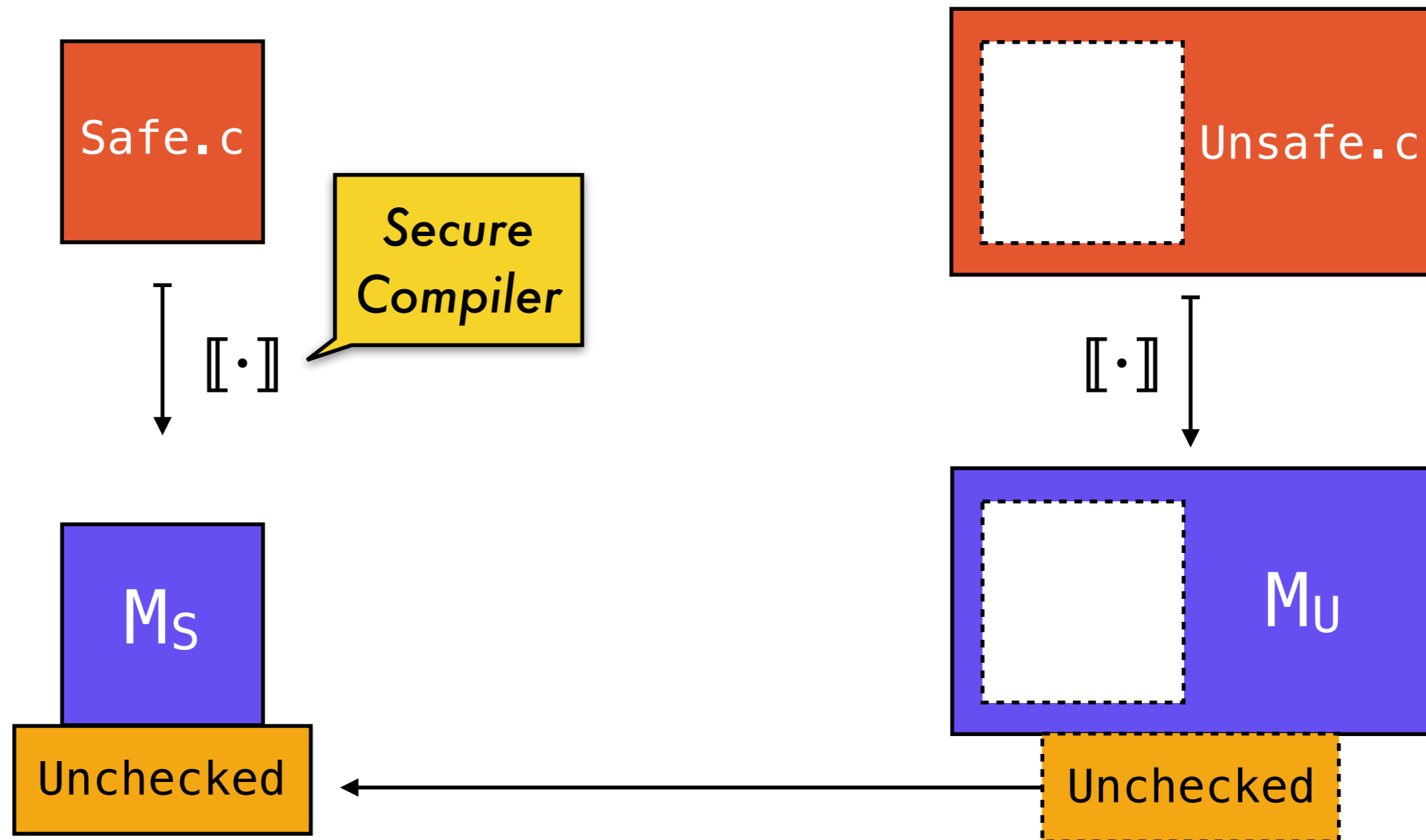




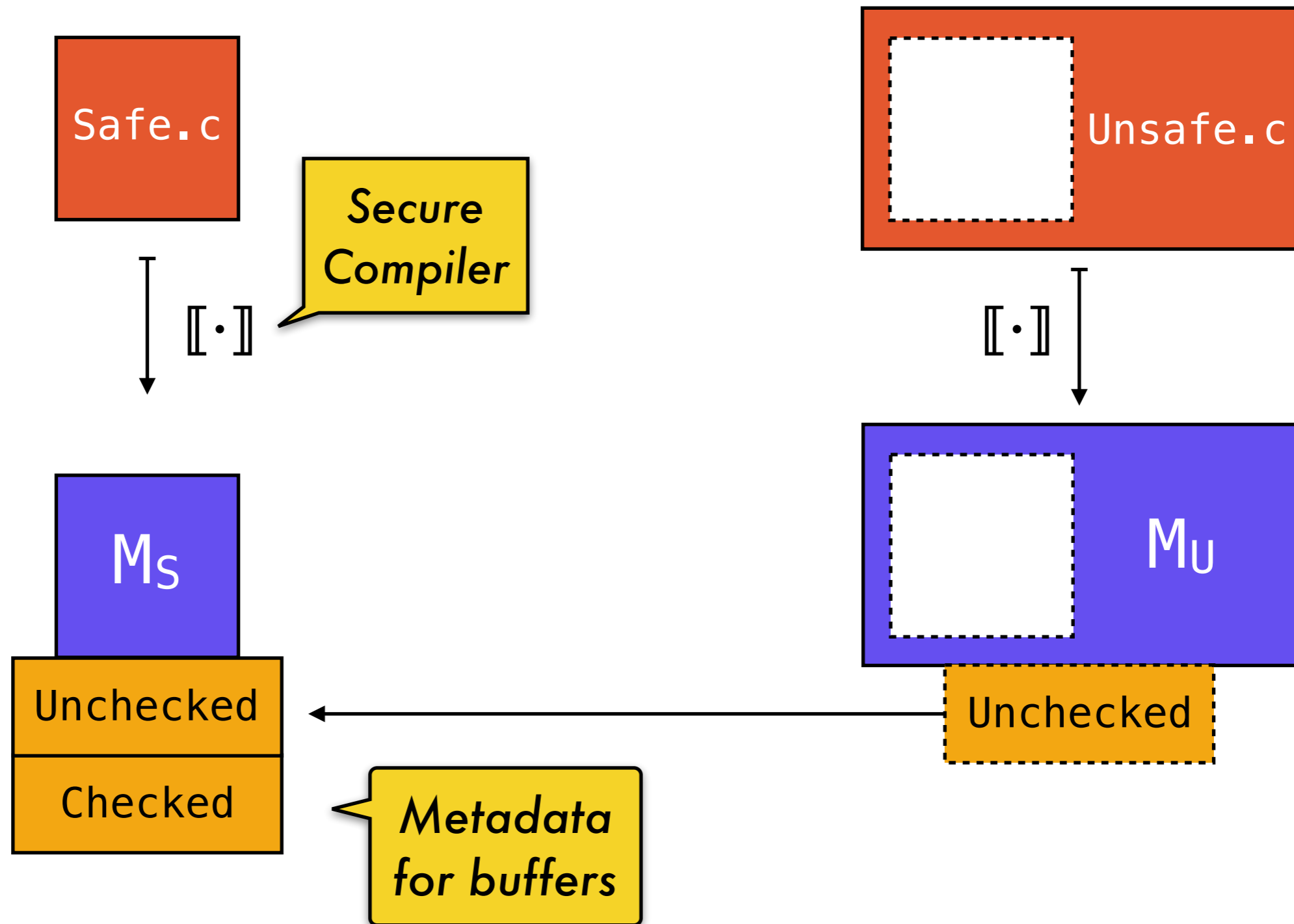
# Memory Isolation in Action



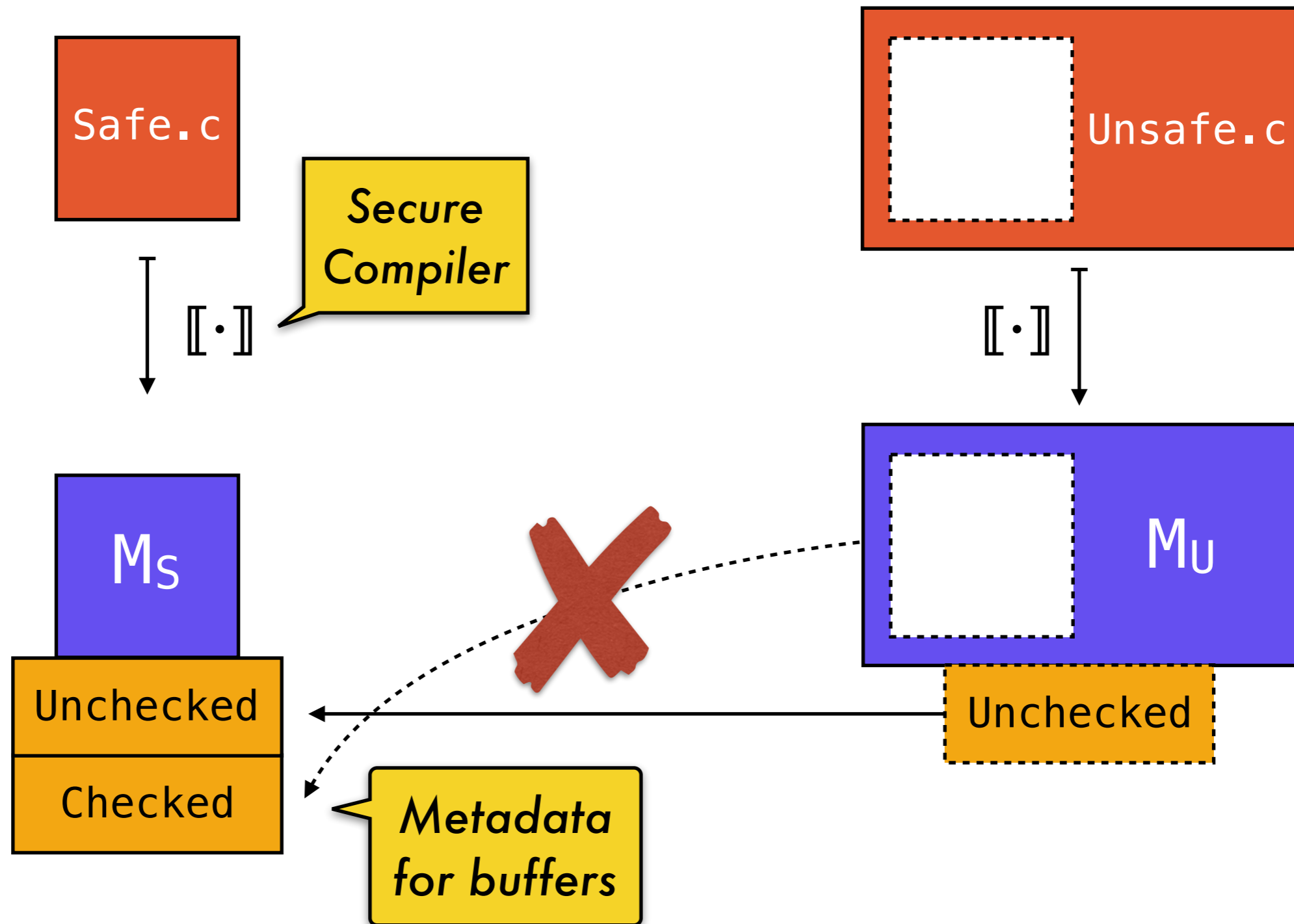
# Memory Isolation in Action



# Memory Isolation in Action



# Memory Isolation in Action



# Compiling Safe Modules

*Pointers as **capabilities** stored in private memory:*

# Long Term Solution

Target a language designed with **first-class support** for memory safety

MS-WASM

## Position Paper: Progressive Memory Safety for WebAssembly

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### ABSTRACT

WebAssembly (Wasm) is a low-level platform-independent bytecode language. Today, developers can compile C/C++ to Wasm and run it everywhere, at almost native speeds. Unfortunately, this compilation from C/C++ to Wasm also preserves classic memory safety vulnerabilities, such as buffer overflows and use-after-frees.

New processor features (e.g., tagged memory, pointer authentication, and fine grain capabilities) are making it increasingly possible to detect, mitigate, and prevent such vulnerabilities with low overhead. Unfortunately, Wasm JITs and compilers cannot exploit these features. Critical high-level information—e.g., the size of an array—is lost when lowering to Wasm.

### 1 INTRODUCTION

WebAssembly (Wasm) is a platform-independent bytecode designed to run C/C++ and similar languages at near native speed in the browser. Wasm's *linear memory model*—i.e., loads and stores to an untyped array of bytes, is the key feature that makes it possible for C/C++ compilers like Clang to easily and efficiently target Wasm. Unfortunately, this is also the reason memory safety vulnerabilities, like buffer overflows and use-after-frees (UAFs), remain a problem when C/C++ programs are compiled to Wasm [29, 32].

Wasm is designed to allow browsers to run code in a sandbox, isolating the impact of vulnerabilities in Wasm code from the rest of the browser.<sup>1</sup> But keeping the browser safe from Wasm code

# Long Term

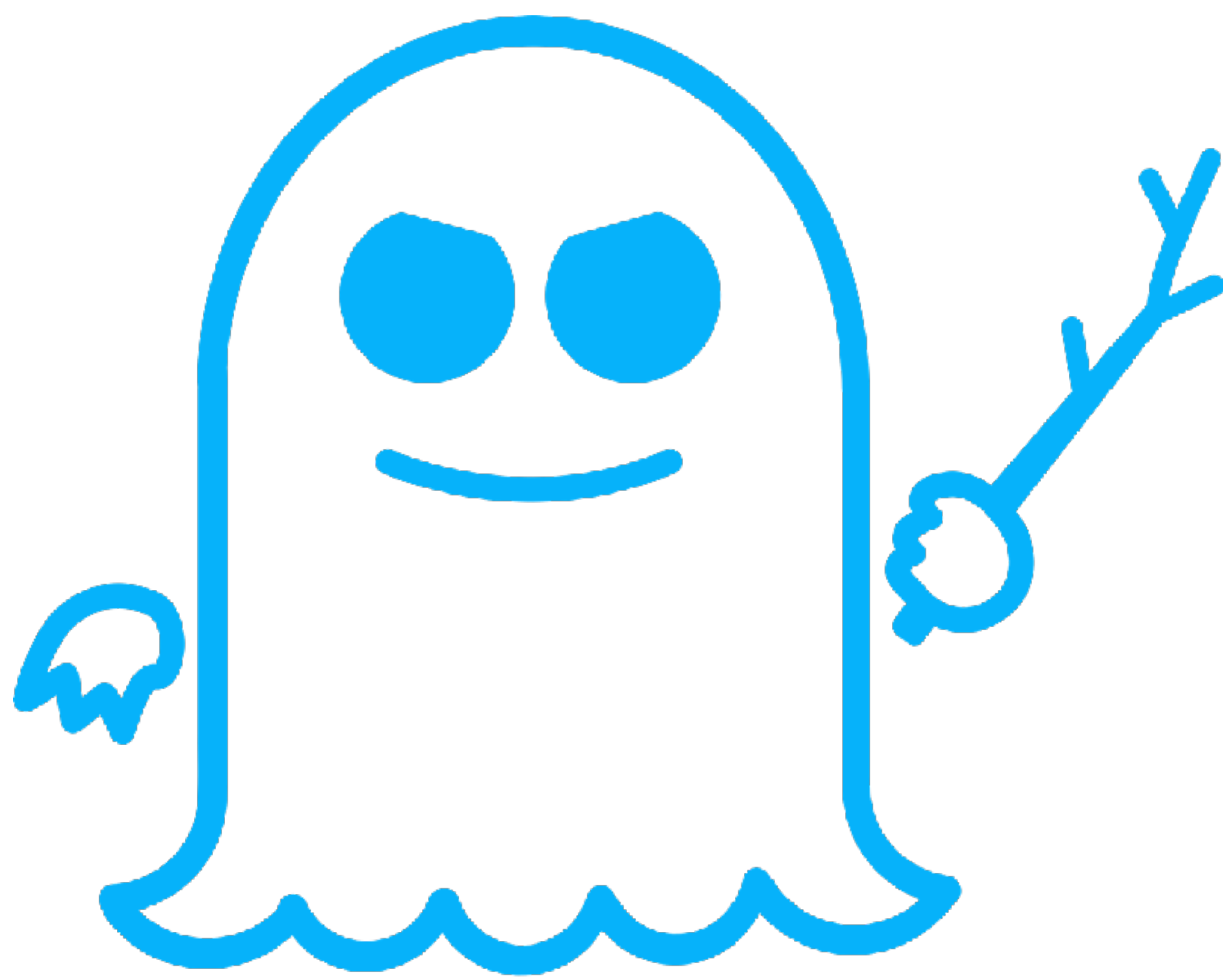
First instance of usable secure compiler

# Exorcising Spectres with Secure Compilers

Marco Guarnieri  
IMDEA Software Institute

Joint work with Marco Patrignani @ CISPA/Stanford University





# SPECTRE

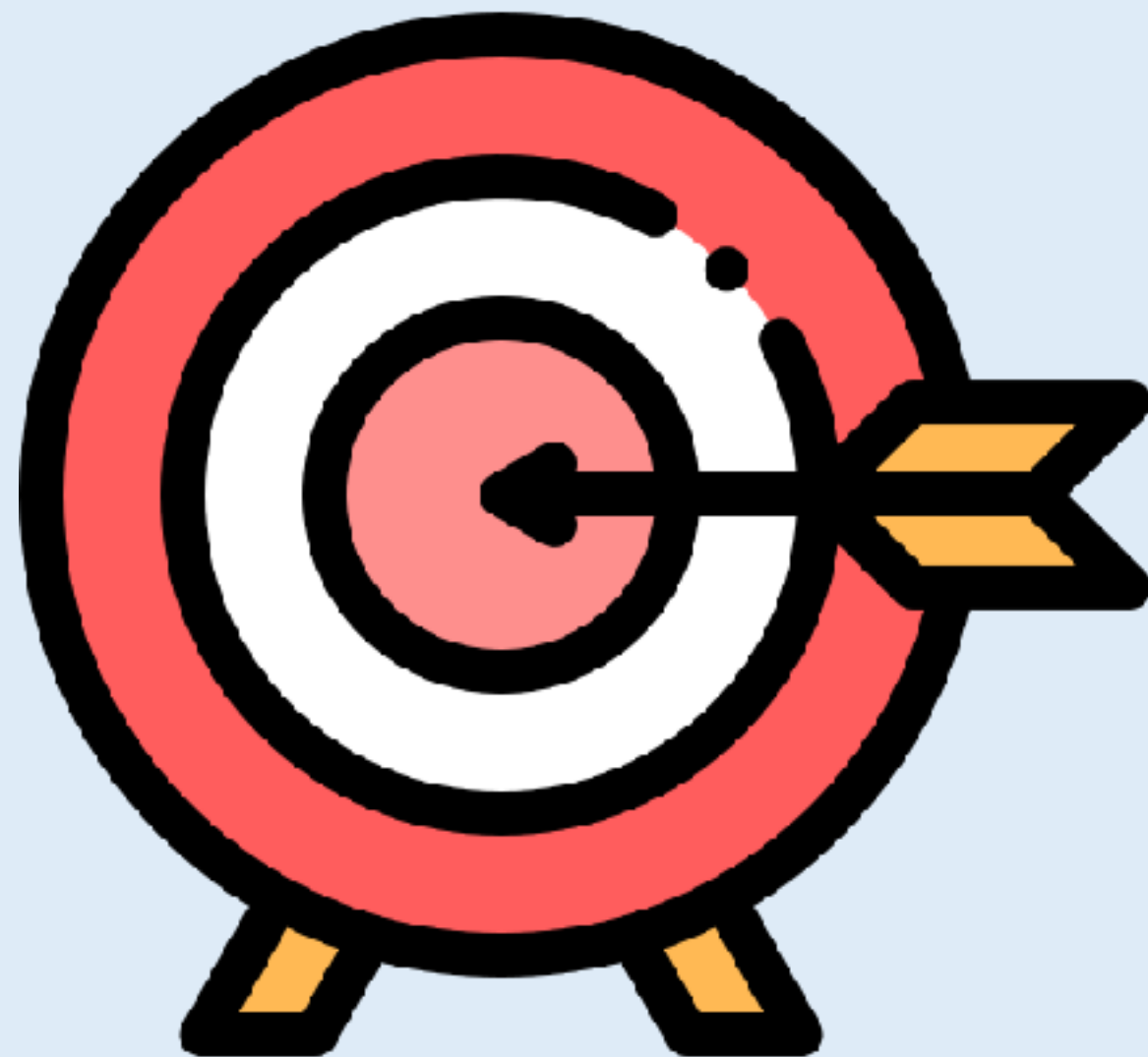
Exploits *speculative execution*

Almost *all* modern *CPUs*  
are *affected*

## Compiler-level countermeasures

- Example: insert LFENCE to selectively stop speculative execution
- Implemented in major compilers (Microsoft Visual C++, Intel ICC, Clang)

**No security guarantees!**



### Our Goal

Formally reasoning  
about the security of  
compiler-level  
countermeasures

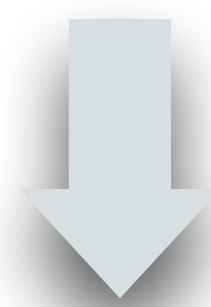


# Compiler-level countermeasures

For *Spectre V1*

# Injecting speculation barriers

```
if (x < A_size)
    y = B[A[x]]
```

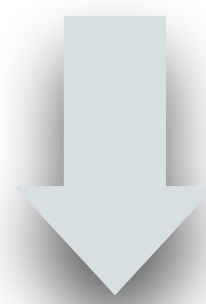


```
if (x < A_size)
    lfence
    y = B[A[x]]
```

- In x86, **LFENCE** act as **speculation barrier**
- Compiler injects LFENCE after each branch instruction
  - Microsoft Visual C++
  - Intel ICC
- Effectively **stop speculative execution!**

# Speculative load-hardening (SLH)

```
if (x < A_size)
    y = B[A[x]]
```

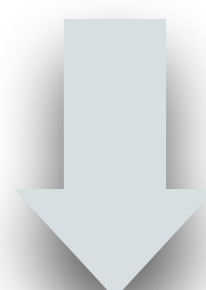


```
if (x < A_size)
    y = B[mask(A[x])]
```

- Injects *data dependencies* and *masking operations*
- Combines *conditional moves* and *binary operations*
- Stops *speculative leaks*
- Does not block speculative execution!
- Implemented in Clang

# Speculative load-hardening (SLH)

```
if ( x < A_size )  
    y = B[A[x]]
```



```
mov     rax, A_size  
mov     rcx, x  
mov     rdx, 0  
cmp     rcx, rax  
jae     END  
cmovae -1, rdx  
mov     rax, A[rcx]  
shl     rax, 9  
or     rax, rdx  
mov     rax, B[rax]
```

- Injects *data dependencies* and *masking operations*
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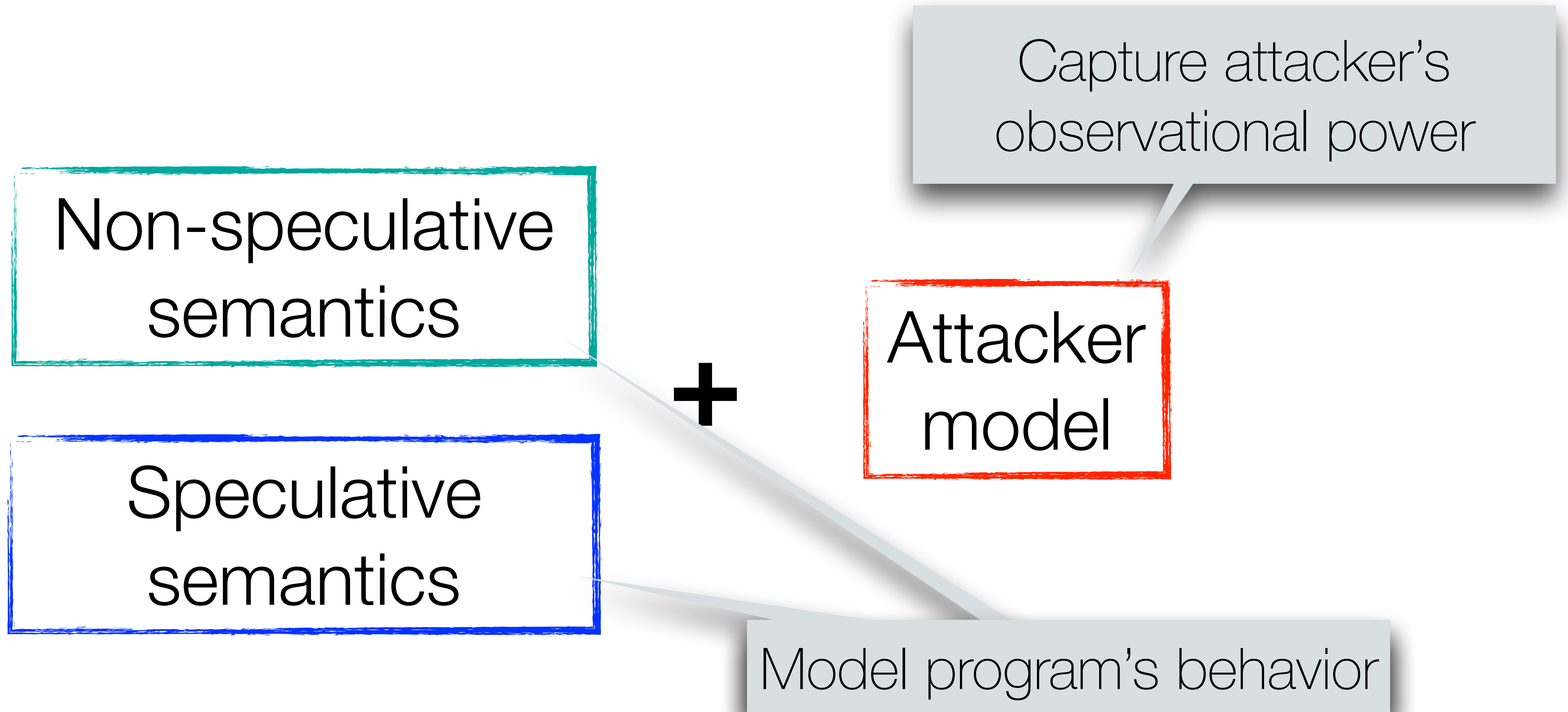
# Modeling speculative execution

See M. Guarnieri, B. Köpf, J. Morales, J. Reineke, A. Sánchez  
Spectector: Principled Detection of Speculative Information Flows  
@ IEEE S&P 2020

<https://spectector.github.io>



# How to capture leakage?





# How to capture leakage?

Starts **speculative transactions** upon branch instructions

- **Committed** upon correct speculation
- **Rolled-back** upon misprediction

Speculative semantics

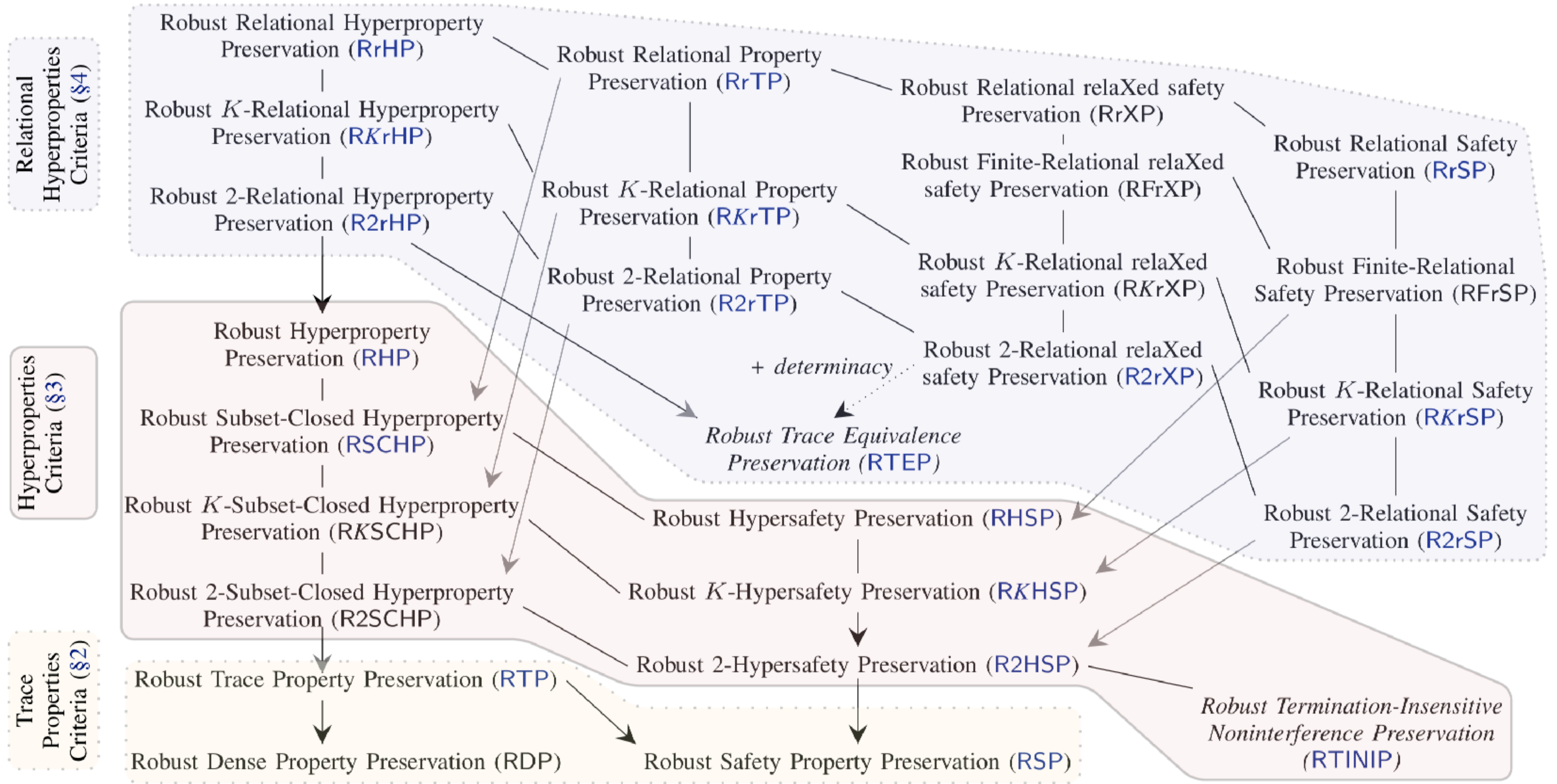
+

Attacker model

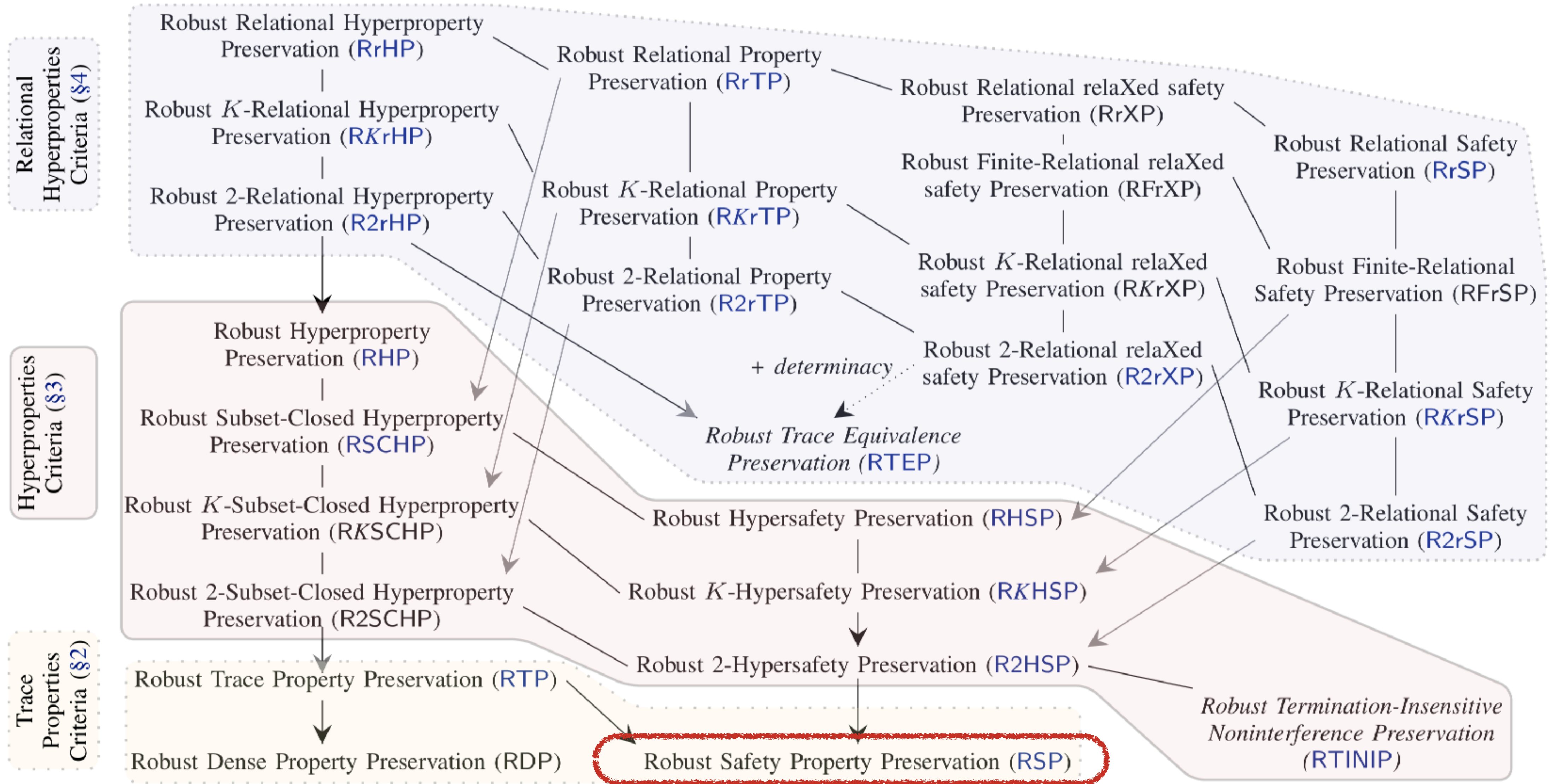
Capture attacker's observational power

Model program's behavior

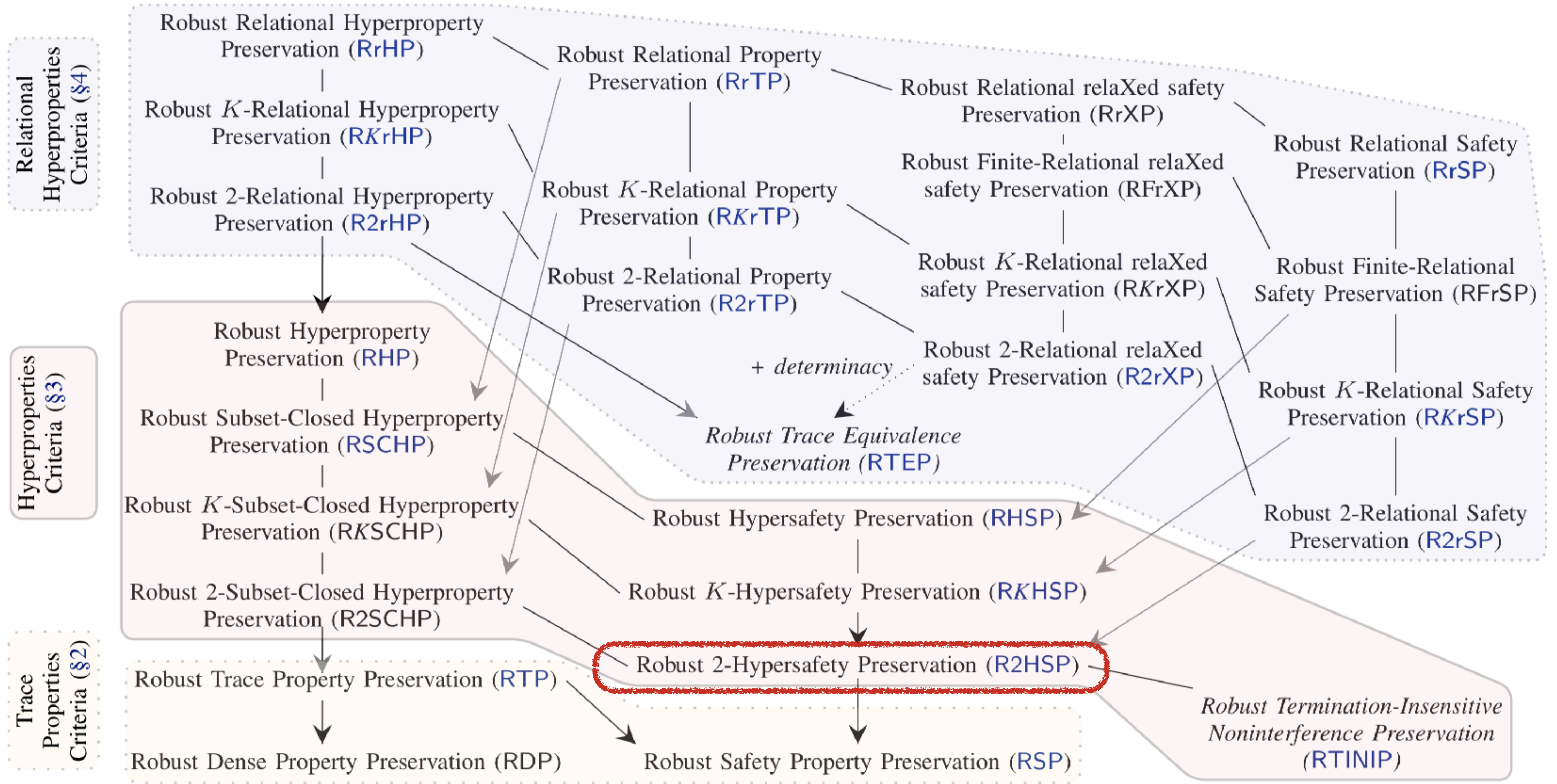
# Secure compilation for Spectre



# Secure compilation for Spectre



# Secure compilation for Spectre



# A hierarchy of security conditions

**Strict  
speculative  
safety**

**Speculative  
safety**

**Speculative  
non-interference**

[Guarnieri et al., S&P 2020]

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$$P_{\text{non-spec}}(s) = P_{\text{spec}}(s)$$

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Drops **unsafe** observations

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*Formally:*

For all program states  $\mathbf{s}$  and  $\mathbf{s}'$ :

$$\mathbf{P}_{\text{non-spec}}(\mathbf{s}) = \mathbf{P}_{\text{non-spec}}(\mathbf{s}')$$

$$\Rightarrow \mathbf{P}_{\text{spec}}(\mathbf{s}) = \mathbf{P}_{\text{spec}}(\mathbf{s}')$$

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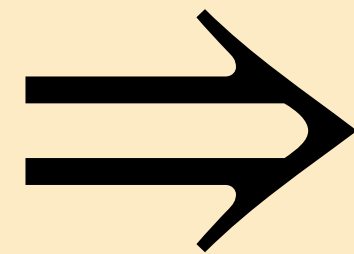
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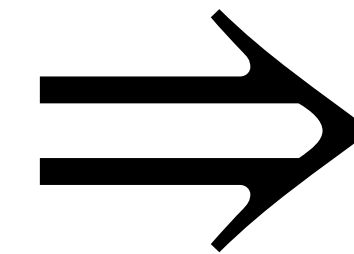
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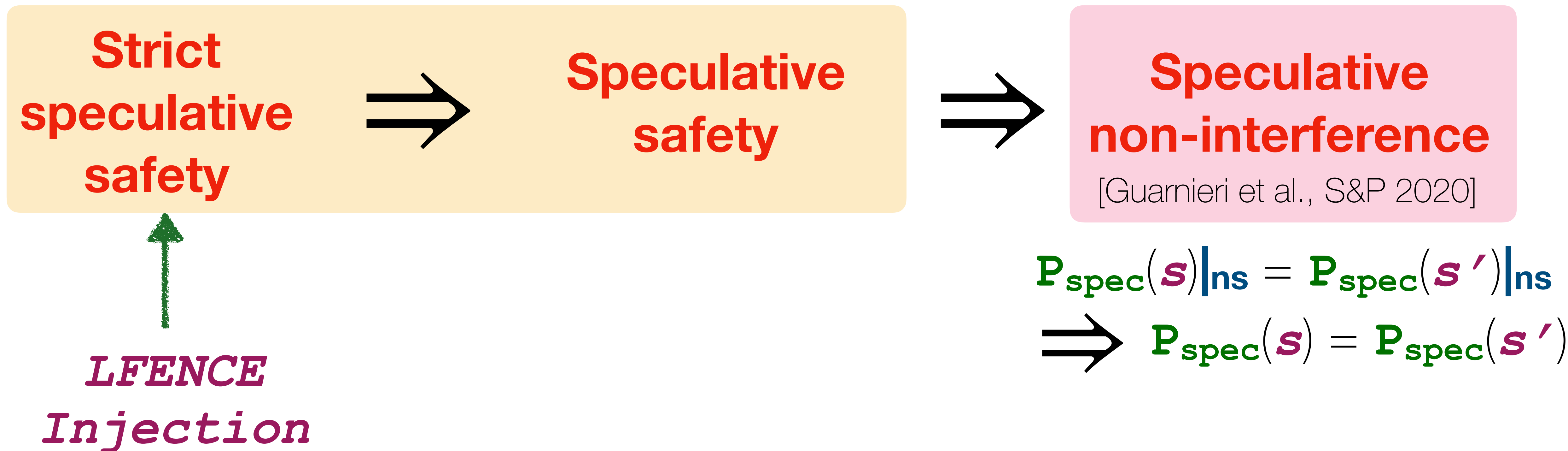
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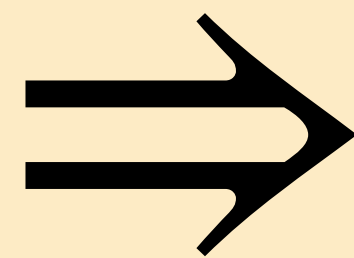
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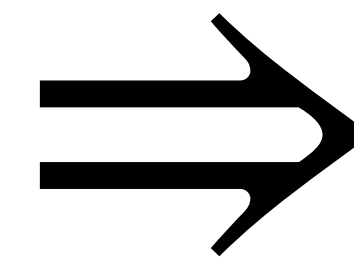
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*LFENCE  
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*Speculative  
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