

# Down the Rabbit-Hole

## A Forensic Analysis of the Matrix Protocol and Synapse Homeserver

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DFRWS

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A man with a shaved head, wearing dark sunglasses and a shiny, metallic-looking jacket, stands in a dark, textured environment. He has a thoughtful or questioning expression on his face. The background consists of vertical, stone-like or concrete pillars. The lighting is dramatic, highlighting the man's face and jacket against the dark surroundings.

**...TUMBLING DOWN THE RABBIT HOLE?**

# What is Matrix???

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Just think of it as an end-to-end messaging app / protocol for now.

# Presentation Outline

01

## The War Story

Game Leaks, Hackers and Forums

02

## Matrix Protocol Architecture / Background

Federation, encryption (Olm & Megolm), key management

03

## Research Questions

RQ1 & RQ2 — artifacts and timeline reconstruction

04

## Methodology

Test environment, scenarios, and acquisition approach

05

## Server Log Artifacts

Auth, messages, media, VoIP, crypto key events

06

## Database Artifacts

175 tables — user IDs, relationships, content

07

## SynExtract Tool

Architecture, capabilities, visualizations

08

## Discussion & Future Work

Limitations and next steps

# War Story: Game Leaks, Hackers and Forums

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Shanghai Jueyin Digital Forensic Institute

**Shout out to them!**

# War Story: Game Leaks, Hackers and Forums

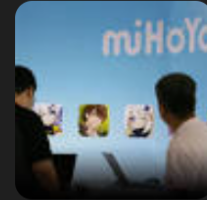


Sixth Tone

<https://www.sixthtone.com> › news › shanghai-opens-first... ⋮

## Shanghai Opens First Criminal Case Against Video Game ...

Mar 2, 2026 — Last April, the Supreme People's Court issued guidelines clarifying how **criminal** law applies to IP violations, including copyright infringement. [Read more](#)



In recent years, an increasing number of developers have turned to legal action to curb leaks. In 2024, a court in Chengdu, capital of China's southwestern Sichuan province, sentenced a man to three years in prison and fined him 300,000 yuan (\$43,600) for leaking future character skins from gaming giant Tencent's "Honor of Kings."

<https://www.sixthtone.com/news/1018250>

**\*\* Not this case exactly but similar \*\***

# War Story: Game Leaks, Hackers and Forums

公安机关查明，刘某某利用侵犯企业著作权的形式，不到半年时间账号粉丝数量飙升至70余万。经法院审理查明认定，4个月间，刘某某在网络平台发布《王者荣耀》“爆料视频”33个，获取点赞178万余次，获取平台结算的广告收益数十万元。

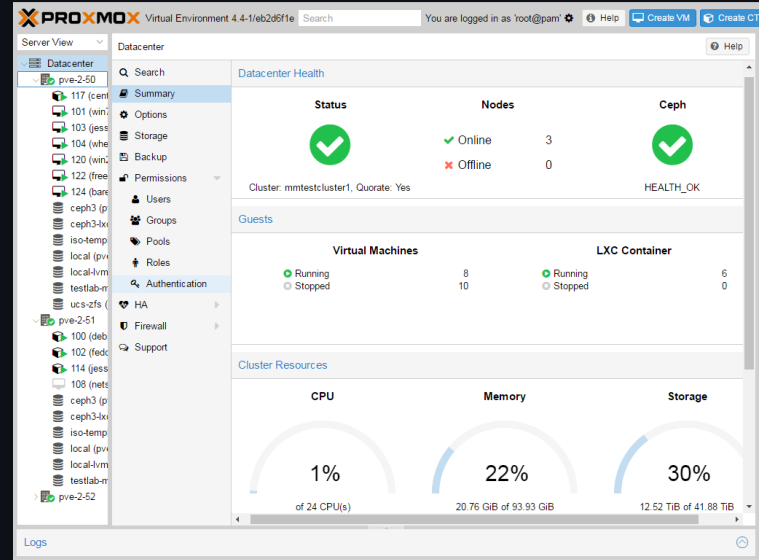
Police investigators determined that Liu used copyright-infringing content to grow his account to over 700,000 followers in less than six months.

Court proceedings further established that over a four-month period, Liu published 33 "leak videos" about *Honor of Kings* on online platforms, accumulating more than 1.78 million likes and earning hundreds of thousands of yuan in advertising revenue settled by the platforms.

<https://mp.weixin.qq.com/s/-4rBqFafNvgl6Uz2L8MK1A>

**\*\* Not this case exactly but similar \*\***

# War Story: Game Leaks, Hackers and Forums



PROXMOX

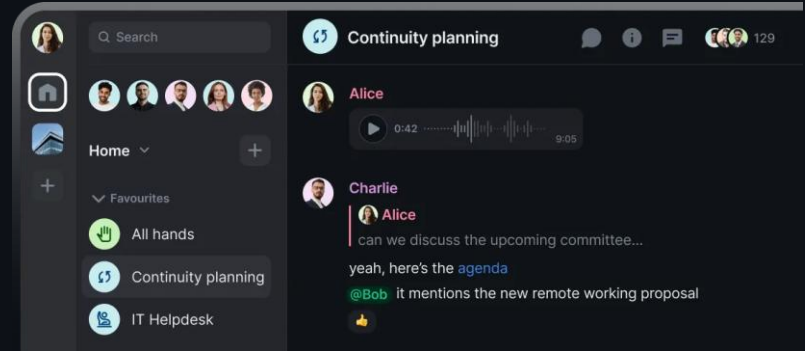
[www.proxmox.com](http://www.proxmox.com)

# War Story: Game Leaks, Hackers and Forums



MISKEY

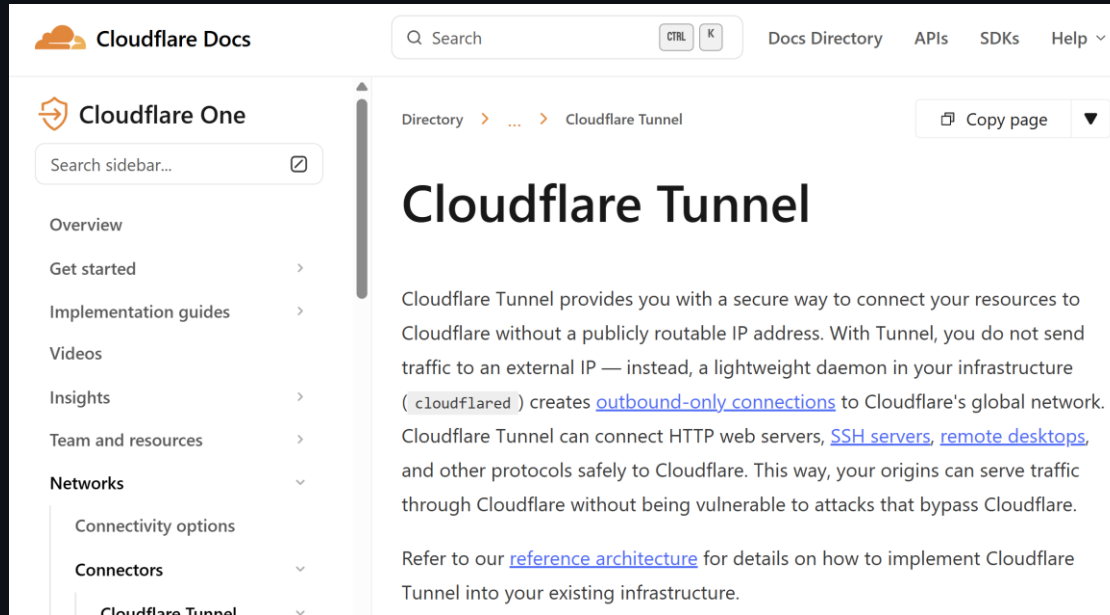
misskey-hub.net



Element / Matrix

element.io

# War Story: Game Leaks, Hackers and Forums



<https://developers.cloudflare.com/cloudflare-one/networks/connectors/cloudflare-tunnel/>

# Why Matrix?

## The E2EE Forensic Challenge

- Signal, Telegram, WhatsApp & Wire widely adopted
- Encrypted comms shield criminal activities from detection
- Law enforcement capabilities severely hampered
- Existing research focuses on client-side artifacts only

## Matrix: A Unique Target

### Self-hostable

Organizations run their own Homeservers — full data control

### Federated

Decentralized rooms replicated across servers

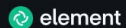
### Government Use

French govt & NATO adopted Matrix / Element

### Research Gap

No prior study of Synapse server-side forensics

# Global Usage | NATO



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## NATO NI2CE Messenger builds on Matrix.

NATO innovates with sovereign and secure messenger, based on the Matrix open standard for pan-NATO interoperability and technological independence.



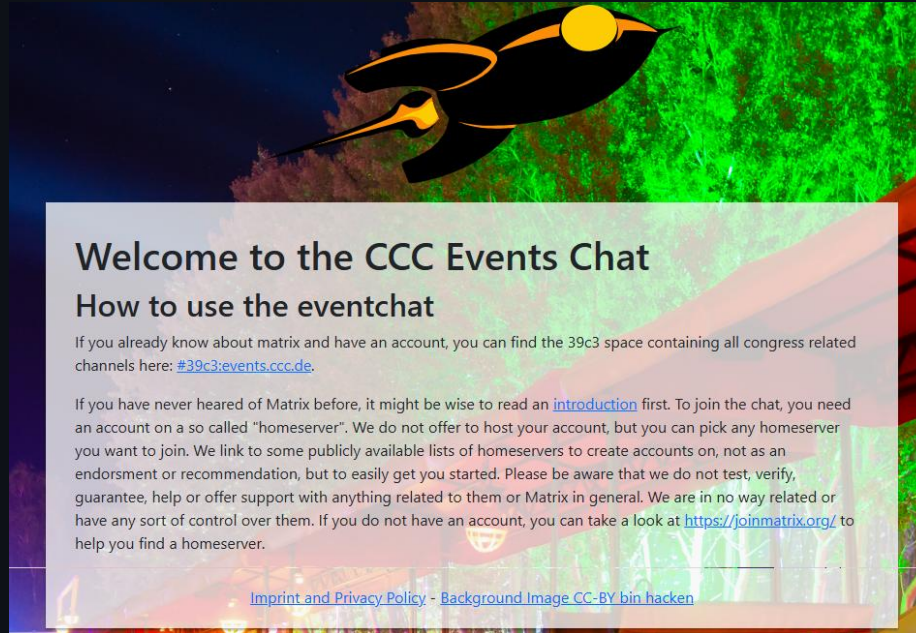
NATO is innovating with a self-hosted open source and cross-platform instant messaging and voice-over-IP service to support digitally sovereign and secure communications.

The experimental project is led by the Allied Command Transformation's (ACT) **Innovation Hub**. The aim is to complement existing NATO communication solutions with a secure Bring Your Own Device (BYOD) style messenger for 'unclassified' use.

The system is called **NI2CE**, which stands for NATO Interoperable Instant Communication Environment.

<https://element.io/en/case-studies/nato>

# Global Usage | Chaos Computer Club



**Welcome to the CCC Events Chat**

**How to use the eventchat**

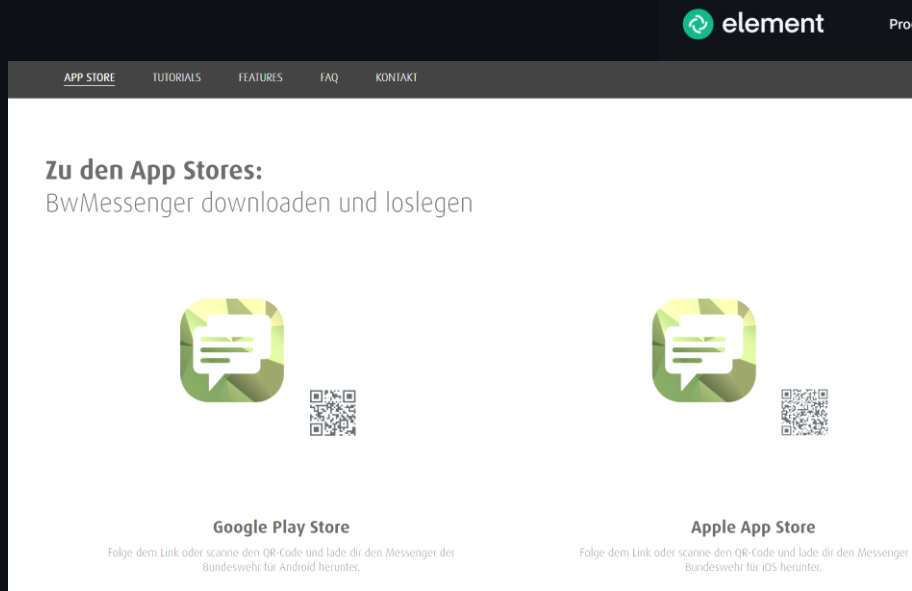
If you already know about matrix and have an account, you can find the 39c3 space containing all congress related channels here: [#39c3:events.ccc.de](#).

If you have never heard of Matrix before, it might be wise to read an [introduction](#) first. To join the chat, you need an account on a so called "homeserver". We do not offer to host your account, but you can pick any homeserver you want to join. We link to some publicly available lists of homeservers to create accounts on, not as an endorsement or recommendation, but to easily get you started. Please be aware that we do not test, verify, guarantee, help or offer support with anything related to them or Matrix in general. We are in no way related or have any sort of control over them. If you do not have an account, you can take a look at <https://joinmatrix.org/> to help you find a homeserver.

[Imprint and Privacy Policy](#) - [Background Image CC-BY bin hacken](#)

<https://chat-info.events.ccc.de/>

# Global Usage | German Armed Forces



**Zu den App Stores:**  
BwMessenger downloaden und loslegen

**Google Play Store**  
Folge dem Link oder scanne den QR-Code und lade dir den Messenger der Bundeswehr für Android herunter.

**Apple App Store**  
Folge dem Link oder scanne den QR-Code und lade dir den Messenger der Bundeswehr für iOS herunter.

<https://messenger.bwi.de/bwmessenger>

## Mapping Germany's Matrix deployments

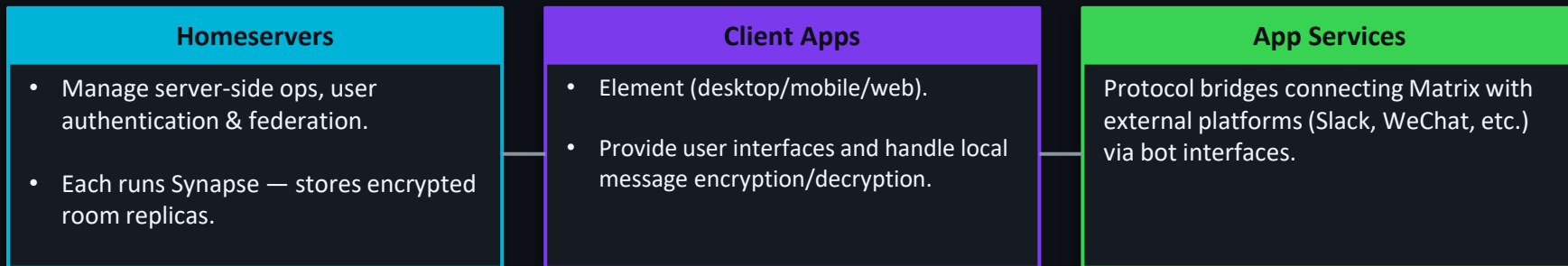
The first known engagement of Germany's public sector with Matrix was in March 2018, when the State of Schleswig-Holstein reached out to Element, as the creators of Matrix, to discuss the viability of running Matrix as a sovereign messenger service for its internal communication. Then in 2019, **Dataport** contacted Element to use Matrix to underpin communications for its **Phoenix project** for digital sovereignty across the public sector. At the same time, **BWI** started working with Element to use Matrix to power **BwMessenger** - the official secure messenger for the **Bundeswehr**.

Since then, the Matrix industry in Germany has exploded - with **Gematik** mandating Matrix for interoperable secure communication **across the healthcare industry** in 2021; **BMI** and **ZenDiS** selecting Matrix and Element for the communication layer for the **openDesk** sovereign workplace suite in 2022; **FITKO** investigating Matrix for **secure citizen communication** in 2023, and **universities across the land** converging on Matrix as a self-sovereign yet interoperable communication fabric.

To help navigate the maze of projects, Element has curated a guide to Germany's flagship Matrix implementations.

<https://element.io/en/matrix-in-germany>

# Matrix Protocol Architecture



## Four Communication Paradigms

### 1. Same Homeserver

Alice ↔ Emily (both on HS-A)

### 2. Cross-Server Federation

Bob (HS-B) ↔ Alice (HS-A)

### 3. Matrix ↔ Bridge

Emily (Matrix) ↔ WeChat user Wang

### 4. Cross-Platform via Matrix

WeChat ↔ Slack through federation

# Olm vs. Megolm: Encryption Protocols

Olm — Pairwise	
Security Model	Forward + Backward Secrecy
Algorithm	Double Ratchet (Signal)
Self-Healing	✓ YES
Scalability	$O(n^2)$ key exchanges
Compromise Impact	Time-limited only
Forensic Evidence	<b>High volume, distributed</b>
Primary Use	1-to-1 device sessions

Megolm — Group	
Security Model	Forward Secrecy only
Algorithm	Unidirectional ratchet
Self-Healing	✗ NO
Scalability	$O(n)$ — efficient
Compromise Impact	Full session exposed
Forensic Evidence	<b>Low volume, centralized</b>
Primary Use	Group chat rooms

# Double Ratchet Algorithm

Forward secrecy + Post-compromise security — Two ratchets working in tandem

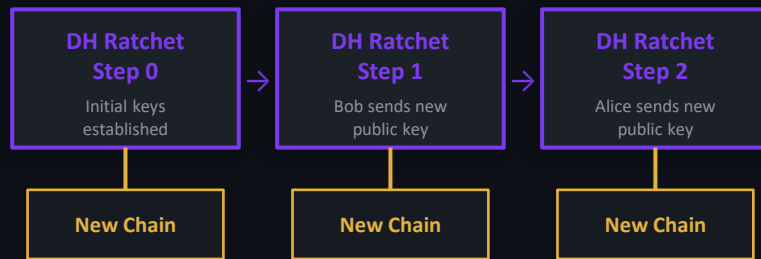
## ① Symmetric-Key Ratchet (Chain Key)



Message Key (MK) — encrypts one message, used once then discarded

→ Forward Secrecy: past messages safe even if current key is exposed

## ② Diffie-Hellman Ratchet (Root Key)



Each DH exchange = fresh entropy injected → new symmetric chain spawned

→ Post-Compromise Security: future messages safe after a past key leak

### Combined Power

Two ratchets run simultaneously — symmetric ratchet for per-message keys, DH ratchet for periodic re-keying

### Forward Secrecy

Each message key is derived fresh and deleted after use. Compromise of current key does not expose past messages

### Post-Compromise Heal

After a breach, the next DH ratchet step injects new entropy. The session "self-heals" — future messages are re-secured

### Cost: $O(n^2)$

Every pair of devices needs its own OLM session. For  $n$  devices:  $O(n^2)$  sessions — only feasible for pairwise (1-to-1) use

# Olm vs. Megolm: Encryption Protocols

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# Unidirectional Ratchet Algorithm

One-way advancement — optimised for scalable group messaging at the cost of backward secrecy

## Megolm Session: Single Forward-Only Ratchet Chain



Message Key (MK) — derived from each ratchet state, used to encrypt exactly one message

⚠ Cannot go backwards — once  $S_i$  advances to  $S_{i+1}$ , state  $S_i$  is permanently deleted

### How it works

A single symmetric ratchet advances forward on each message. The session key is shared once via Olm to all room members.

### Forward Secrecy

Past message keys are deleted after use. Compromising the current state does not decrypt earlier messages.

### No Backward Secrecy

If state  $S_i$  is compromised, ALL future messages ( $S_{i+1}$ ,  $S_{i+2}$  ...) can be decrypted — until a key rotation event.

### Cost: $O(n)$

One session per room, shared among all  $n$  members. Efficient regardless of group size — ideal for large group chats.

# Matrix's encryption



Springer Nature Link

<https://link.springer.com> › article

## Matrix protocol: a comprehensive systematic mapping study

by JAP Martins · 2026 — **Matrix** builds upon existing components to establish an open **protocol** that empowers users to have full control over their data and communication. [Read more](#)

## [BOOK] [Matrix Protocol End-to-End Encryption: The Complete Guide for Developers and Engineers](#)

W Smith - 2025 - [books.google.com](https://books.google.com)

... In **summary**, native **end-to-end encryption** within **Matrix** is an indispensable design choice

... By embedding E2EE at the **protocol** level, **Matrix** protects message confidentiality against a ...

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# Element & Matrix: Understanding the Relationship

## Matrix.org

### Open Standard · Non-Profit

Decentralised, open protocol for real-time communications. Created in 2014 as the "missing comms layer of the open web."

### The Matrix.org Foundation

- Non-profit community interest company
- Independently manages the Matrix specification
- 4 directors (2 from original founding team)
- Governing Board: elected ecosystem reps

### Revenue Model

Enterprise subscriptions (Element Server Suite Pro) fund ongoing Matrix development

2014

Matrix protocol born

2017

Element founded

CREATES  
& FUNDS

Now

90%+ of core dev by Element

## Element

### For-Profit Company · Founded 2017

Built by the same founding team to demonstrate what can be built on Matrix, and to attract investment for further Matrix development.

### Contributions to Matrix

**90%+** of key server components & SDKs

*All contributions made free of charge to the Matrix project*

### Open Source


AGPL v3 license — free for individuals & FOSS community; proprietary features for enterprise

### Foundation Support

Element manages matrix.org homeserver on behalf of The Matrix.org Foundation


# Element Github Repos

Pinned

 **element-web** Public


A glossy Matrix collaboration client for the web.

TypeScript 12.9k 2.5k

 **synapse** Public


Synapse: Matrix homeserver written in Python/Twisted + Rust

Python 3.9k 491

 **element-x-ios** Public


Next generation Matrix client for iOS built with SwiftUI on top of matrix-rust-sdk.

Swift 777 270

 **element-x-android** Public


Android Matrix messenger application using the Matrix Rust Sdk and Jetpack Compose

Kotlin 2k 445

 **element-meta** Public

Shared/meta documentation and project artefacts for Element clients

113 22

 **ess-helm** Public

Element Server Suite Community Edition


Python 723 108

<https://github.com/element-hq>

# Alternative Ecosystem | Clients & Servers

## Featured clients

Clients are needed to chat using Matrix. Here is a selection of the most mature ones you can safely use.




### FluffyChat

Cute instant messaging app for all platforms.

iOS Android Linux

Web

Open client details




### Element Web / Desktop

A glossy web and desktop client with an emphasis on performance and usability.

Windows macOS Linux

Web

Open client details




### Cinny

A Matrix client focusing primarily on simple, elegant and secure interface.

Windows macOS Linux

Web

Open client details




### Nheko

Desktop client for Matrix using Qt and C++20.

Windows macOS Linux

Open client details



### Element X

Next generation Element on mobile with native OIDC, sliding sync and Matrix RTC for calls.

iOS Android

Open client details

You don't need to run your homeserver yourself to participate in the Matrix network. If you are not a tech-savvy person or are not interested into running your own homeserver, head to the [Chat Basics](#) to discover how to chat using Matrix.

Maturity ▼ Licence ▼ Language ▼

### continuuumity

Stable

Apache-2.0 Rust

Continuumity, a community driven 2nd degree fork of Conduit focusing on user experience and new features.

[Repository](#) [Matrix Room](#)

### Synapse Pro

Stable

Element Commercial License Python and Rust

Synapse for Enterprise, with a focus on performance, scalability and compliance.

[Homepage](#) [Matrix Room](#)

### Tuwunel

Stable

Apache-2.0 Rust

Enterprise successor to conduwit, the high-performance and feature-rich fork of Conduit.

[Repository](#) [Matrix Room](#)

### Synapse

Stable

AGPL-3.0-or-later OR Element Commercial License Python

Synapse is a Matrix homeserver written in Python/Twisted.

[Repository](#) [Matrix Room](#)

### Conduit

Beta

Apache-2.0 Rust

Conduit is a simple, fast and reliable chat server written in Rust

[Repository](#) [Matrix Room](#)

### Dendrite

Beta

AGPL-3.0-or-later OR Element Commercial License Go

Dendrite is a second-generation Matrix homeserver written in Go!

[Repository](#) [Matrix Room](#)

# What Are We Trying to Find?

## RQ1

**What categories of forensic artifacts persist in Synapse homeserver deployments despite end-to-end encryption protections?**

→ Authentication records · Device fingerprints · File transfer metadata · Cryptographic key events · Message metadata

## RQ2

**To what extent can investigators reconstruct communication timelines, user relationships, and behavioral patterns from server-side metadata alone?**

→ Reconstruct timelines · Map social networks · Identify participants · Document file sharing activity

★ Contribution: First systematic server-side forensic study of Matrix · SynExtract open-source tool · Practical investigator guidance

# Experimental Setup & Test Scenarios

## Server Environment

OS	Ubuntu 22.04 LTS (VM)
Resources	2 vCPU · 4 GB RAM
Synapse	v1.133.0 (Docker Compose)
Database	SQLite — homeserver.db
Admin UI	Synapse Admin v0.11.1
Clients	Element Desktop (Linux) + Element Android 1.6.44

## Test Scenarios (3 User Accounts)

Account Setup	Registration and login
Direct Messaging	Text, emoji, formatted text
File Sharing	Image, document, video
Group Room	Create + join 3-person room
Group Messaging	Group text and media sharing
Voice & Video	Call initiation and termination

# Two Analysis mode

---

**Log only**

**Database only**

# Synapse Log File Artifacts

Log location: `/var/lib/docker/containers/[id]/[id]-json.log`

## Authentication & Sessions

User ID · Device ID · IP · User-Agent · Platform · Login timestamps

## Media File Transfers

Upload path · Media URI · File size · Upload/download user · Duration

## Message Metadata

Room ID · Event ID · Sender · Timestamp (content encrypted)

## VoIP Call Preparation

TURN server queries · VoIP capability checks · User ID · Client version

## Message Receipts & Typing

Read receipts · Read timestamps · Typing indicators per room

## Cryptographic Key Management

One-time key uploads · Device key updates · Cross-signing setup · Key backup ops

⚠ Message content remains cryptographically protected — only metadata is recoverable from logs

# Authentication

## Login

```
{"log":"2025-09-01 13:13:07,662 - synapse.handlers.auth - 1009 - INFO - POST-135 - Logging in user @root:matrix.redundan3y.com on device LNOMLDNWLQ\n","stream":"stderr","time":"2025-09-01T13:13:07.662949991Z"}
```

## Device Registration

```
{"log":"2025-09-01 13:11:01,156 - synapse.access.http.8008 - 515 - INFO - GET-115 - 183.194.74.162 - 8008 - {None} Processed request: 0.000sec/0.000sec (0.000sec, 0.000sec) (0.000sec/0.000sec/0) 78B 200 \"GET /_matrix/client/v3/login HTTP/1.1\" \"Mozilla/5.0 (X11; Linux x86_64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/133.0.0.0 Safari/537.36\" [0
```

# Message Activity

## Encrypted Message Send

```
{@wushufan:matrix.redundan3y.com} Processed request: 0.036sec/0.001sec (0.005sec, 0.000sec)
(0.003sec/0.006sec/13) 59B 200 \"PUT
/_matrix/client/r0/rooms/!cPjsVTKCjDgQIGNQgF:matrix.redundan3y.com/send/m.room.encrypted/$local.
66232120-5f23-4857-a2f2-40dcffed9418 HTTP/1.1\" \"Element/1.6.44 (HUAWEI ALN-AL00; Android 12;
ALN-AL00 4.2.0.183(C00E165R4P16); Flavour GooglePlay; MatrixAndroidSdk2 1.6.44)\" [0
dbevts]\\n\", \"stream\": \"stderr\", \"time\": \"2025-09-01T14:05:46.724332338Z\"}
```

## Message Receipt Confirm

```
{@wangyikai:matrix.redundan3y.com} Processed request: 0.010sec/0.000sec (0.003sec, 0.000sec)
(0.001sec/0.003sec/6) 2B 200 \"POST
/_matrix/client/r0/rooms/!cPjsVTKCjDgQIGNQgF:matrix.redundan3y.com/receipt/m.read/$ijsUholaxvED
W0TPepfF49pVoHQptxxHpgxRX5n0K54 HTTP/1.1\" \"Element/1.6.44 (Xiaomi 22101317C; Android 14;
UKQ1.230917.001 release-keys; Flavour GooglePlay; MatrixAndroidSdk2 1.6.44)\" [0
dbevts]\\n\", \"stream\": \"stderr\", \"time\": \"2025-09-01T14:05:47.526403245Z\"}
```

# Message Activity

---

## Typing Indicators

```
{@wangyikai:matrix.redundan3y.com} Processed request: 0.004sec/0.000sec (0.000sec, 0.000sec)
(0.000sec/0.000sec/1) 2B 200 \"PUT
/_matrix/client/r0/rooms/!cPjsVTKCjDgQIGNQgF:matrix.redundan3y.com/typing/@wangyikai:matrix.redundan3y.com HTTP/1.1\" \"Element/1.6.44 (Xiaomi 22101317C; Android 14; UKQ1.230917.001 release-keys; Flavour GooglePlay; MatrixAndroidSdk2 1.6.44)\" [0 dbevts]\"n\", \"stream\": \"stderr\", \"time\": \"2025-09-01T14:05:48.228264182Z\"}
```

# Media File Transfer Operations

## File Upload

```
{"log":"2025-09-01 14:08:44,070 - synapse.media.media_repository - 334 - INFO - POST-1817 - Stored local media in file '/data/media_store/local_content/xz/Ku/KSXBXiYuyEUPmZNCMJTI'\n","stream":"stderr","time":"2025-09-01T14:08:44.070412461Z"}
```

```
{"log":"2025-09-01 14:08:44,074 - synapse.rest.media.upload_resource - 131 - INFO - POST-1817 - Uploaded content with URI 'mxc://matrix.redundan3y.com/xzKuKSXBXiYuyEUPmZNCMJTI'\n","stream":"stderr","time":"2025-09-01T14:08:44.074509698Z"}
```

```
{"log":"2025-09-01 14:08:44,075 - synapse.access.http.8008 - 515 - INFO - POST-1817 - 183.192.83.35 - 8008 - {@wangyikai:matrix.redundan3y.com} Processed request: 0.006sec/0.000sec (0.001sec, 0.000sec) (0.000sec/0.004sec/2) 70B 200 \"POST /_matrix/media/r0/upload HTTP/1.1\" \"Element/1.6.44 (Xiaomi 22101317C; Android 14; UKQ1.230917.001 release-keys; Flavour GooglePlay; MatrixAndroidSdk2 1.6.44)\" [0 dbevts]\n","stream":"stderr","time":"2025-09-01T14:08:44.075206412Z"}
```

# Media File Transfer Operations

## File Download

```
{@wushufan:matrix.redundan3y.com} Processed request: 0.006sec/-0.000sec (0.001sec, 0.000sec)
(0.001sec/0.000sec/1) 118383B 200 \"GET
/_matrix/client/v1/media/download/matrix.redundan3y.com/xzKuKSXBXiYuyEUPmZNCMJTI HTTP/1.1\"
\"Element/1.6.44 (HUAWEI ALN-AL00; Android 12; ALN-AL00 4.2.0.183(C00E165R4P16); Flavour
GooglePlay; MatrixAndroidSdk2 1.6.44)\" [0 dbevts]\"n\", \"stream\": \"stderr\", \"time\": \"2025-09-
01T14:08:44.801976355Z\"}
```

# Cryptographic Key Management

## One-Time Key Upload

```
{"log":"2025-09-13 06:53:42,601 - synapse.handlers.e2e_keys - 951 - INFO - POST-70566 - Adding one_time_keys dict_keys(['signed_curve25519:AAAAAAAAAADl']) for device 'VMKJFLDDHH' for user '@zhangxuepei:matrix.redundan3y.com' at 1757746422590\n","stream":"stderr","time":"2025-09-13T06:53:42.601604278Z"}
```

## Device Key Update

```
{"log":"2025-09-13 07:00:25,468 - synapse.handlers.e2e_keys - 820 - INFO - POST-70955 - Claimed one-time-keys: signed_curve25519:AAAAAAAAAAA4 for @zhangxuepei:matrix.redundan3y.com:VMKJFLDDHH\n","stream":"stderr","time":"2025-09-13T07:00:25.468716157Z"}
```

# Cryptographic Key Management

## Cross-Signing Setup

```
{@wangyikai:matrix.redundan3y.com} Processed request: 0.008sec/0.001sec (0.001sec, 0.001sec)
(0.000sec/0.004sec/3) 2B 200 \"PUT
/_matrix/client/r0/user/@wangyikai:matrix.redundan3y.com/account_data/m.secret_storage.key.45b4fc6
6-6599-4973-b04d-bf7b2f0255f7 HTTP/1.1\" \"Element/1.6.44 (Xiaomi 22101317C; Android 14;
UKQ1.230917.001 release-keys; Flavour GooglePlay; MatrixAndroidSdk2 1.6.44)\" [0
dbevts]\\n\", \"stream\": \"stderr\", \"time\": \"2025-09-10T00:07:11.458578407Z\"}
```

## Key Backup Operations

```
{@zhangxuepei:matrix.redundan3y.com} Processed request: 0.005sec/0.000sec (0.001sec, 0.000sec)
(0.001sec/0.002sec/5) 22B 200 \"PUT /_matrix/client/v3/room_keys/keys?version=1 HTTP/1.1\"
\"Mozilla/5.0 (X11; Linux x86_64) AppleWebKit/537.36 (KHTML, like Gecko) Element/1.11.111
Chrome/138.0.7204.224 Electron/37.3.0 Safari/537.36\" [0 dbevts]\\n\", \"stream\": \"stderr\", \"time\": \"2025-09-
16T10:50:05.811396691Z\"}
```

# Synapse Database: 175 Tables

**175**

DB Tables

**6**

Artifact Categories

**SQLite**

Default Format

## User Identification

user\_ips + devices tables: User ID, Device ID, Device Name, IP Address, User-Agent — links digital identity to physical person

## Message Content

Non-E2EE rooms: event\_search\_content table stores plaintext. Event relations reconstruct threads; reactions in aggregation\_key

## Read Receipts

receipts\_linearized: Read user, event ID, millisecond-resolution timestamps — behavioral timeline reconstruction

## User Relationships

room\_memberships, users\_who\_share\_private\_rooms: Bidirectional contact mapping; member count distinguishes DM (2) vs group (3+)

## Message Metadata

events table: Event ID, message type, Room ID, Device metadata in internal\_metadata — provenance without decryption

## Media Transfers

media\_repository: Media ID, file type, file size, uploader, created time, last access — complete file sharing record

# User Identification Information

Source Tables: [user\\_ips](#)

user_id	device_id	ip	user_agent (abbreviated)	last_seen
@zhangxuepei:matrix.test.com	VMKJFLDDHH	114.XX.XX.205	Element/1.6.44 · HONOR PGT-AN10 · Android 13	2025-09-12 16:13
@test:matrix.test.com	BXQYWKGTNU	183.XX.XX.118	Element/1.11.111 · Linux x86_64 · Chrome/138	2025-09-12 16:40
@wangyikai:matrix.test.com	JOGKWUVOGV	203.XX.XX.252	Element/1.6.44 · Xiaomi 22101317C · Android 14	2025-07-01 08:19
@wangyikai:matrix.test.com	JOGKWUVOGV	183.XX.XX.35	Element/1.6.44 · Xiaomi 22101317C · Android 14	2025-07-01 09:01
@wangyikai:matrix.test.com	JOGKWUVOGV	162.XX.XX.218	Element/1.6.44 · Xiaomi 22101317C · Android 14	2025-07-01 08:19

## What Investigators Can Recover

### ① Real Identity

user\_id links a Matrix handle to a physical person. Combined with device\_id, investigators can tie every action to a specific account and device.

### ② IP Address History

@wangyikai accessed the server from 3 different IPs on the same device — revealing location changes and potential VPN/proxy usage (162.158.x = Cloudflare).

### ③ Device Fingerprint

user\_agent encodes OS, device model, and client version. All three @wangyikai rows share device JOGKWUVOGV and identical UA — confirming one physical device, multiple sessions.

# User Identification Information

Source Table: **devices**

user_id	device_id	display_name	last_seen · ip	ua	hid
@wangyikai:...	WkrIAjG6Jntx...TNo	master signing key	—	—	1
@wangyikai:...	of6h9JqEFurQ...Bnk	self_signing signing key	—	—	1
@wangyikai:...	cxcReWfu...xn8	user_signing signing key	—	—	1
@wushufan:...	KLCVGFxBUJ	Element Android	2025-09-12 183.XX.XX.254	HUAWEI ALN-AL00 · Android 12	0
@wushufan:...	WPXa20T+LZX8...rU	master signing key	—	—	1
@wushufan:...	tbtBCsNAQ7fY...Lns	self_signing signing key	—	—	1
@wushufan:...	7RaPxMwkmSg0...ew	user_signing signing key	—	—	1

## What Investigators Can Recover

### ① Real vs. Cryptographic Device IDs

hidden=0 rows are physical devices with a short alphanumeric device\_id, IP address, and user-agent. hidden=1 rows are cross-signing keys masquerading as devices — their long base64 IDs are Ed25519 public keys, not hardware.

### ② Cross-Signing Key Enumeration

Each user exposes all three cross-signing key types: master signing key (MSK), self\_signing key (SSK), and user\_signing key (USK). Their presence confirms the user activated verified device cross-signing and anchors the trust chain.

### ③ Device Fingerprint + Session Anchor

KLCVGFxBUJ belongs to a HUAWEI ALN-AL00 (Android 12) last seen at 183.XX.XX.254. The display\_name 'Element Android' was set by the user — names are investigator-readable labels that can corroborate testimony.

Physical device (hidden=0)

@wangyikai cross-signing keys (hidden=1)

@wushufan cross-signing keys (hidden=1)

hidden=1 (key-only, not a real device)

# User Relationships

Source Table: `users_who_share_private_rooms`

<code>user_id</code>	<code>other_user_id</code>	<code>room_id</code>
@wushufan	@wangyikai	● !cPjsVTKC...
@wangyikai	@wushufan	● !cPjsVTKC...
@zhangxuepei	@wangyikai	● !sAaSjzzR...

● Direct Message (@wushufan ↔ @wangyikai)

● Private Room (@zhangxuepei ↔ @wangyikai)

Source Table: `room_memberships`

<code>user_id</code>	<code>sender</code>	<code>membership</code>	<code>display_name</code>
@zhangxuepei	@wangyikai	invite	十四
@zhangxuepei	@zhangxuepei	join	十四
@wangyikai	@wangyikai	join	wang

## Invite Chain Detected

Row 1: `sender ≠ user_id` → @wangyikai invited @zhangxuepei (establishes social link)

Row 2: `sender = user_id` → @zhangxuepei accepted the invite

💡 DM vs. Group Detection: room with 2 members = Direct Message · 3+ members = Group Room  
Each bidirectional pair ( $A \rightarrow B + B \rightarrow A$ ) confirms a confirmed mutual contact relationship.

## What Investigators Can Recover

### ① Social Graph Mapping

`users_who_share_private_rooms` exposes the complete contact network: every user who ever communicated privately is listed, even if messages are E2EE-protected.

### ② Invite Chain = Relationship Proof

When `sender ≠ user_id` in `room_memberships`, an explicit social link is proven — @wangyikai recruited @zhangxuepei into the room, independent of message content.

### ③ Display Name Persistence

`display_name` (e.g. '十四', 'wang') persists in the database and may correspond to real-world identifiers, nicknames, or codenames used across multiple rooms.

# Group Room Message Analysis · events

Room: !cPjsVTKCjDgQlGNQgF · Source Table: events + events\_json

depth	event type	sender	content (from events_json)	origin_server_ts	
1	m.room.create	@wangyikai	creator: "wang" · room_version: 10	01 Aug 08:05:21	Room created
2	m.room.member (join)	@wangyikai	displayname: "wang" · membership: join	08:05:21	
3	m.room.power_levels	@wangyikai	wangyikai: 100 · wushufan: 100	08:05:21	Admin config
7	m.room.member (invite)	@wangyikai	invite → @wushufan · is_direct: true	08:05:22	Invite
8	m.room.message	@wangyikai	"hello" · device: JOGKWUVOGV	08:05:22	
9	m.room.member (join)	@wushufan	membership: join · device: KLCVGFXBUI	08:13:32	Wu joins
10	m.room.message	@wushufan	"hihi" · device: KLCVGFXBUI	08:13:43	
11	m.room.message	@wangyikai	"nice" · txn_id present	08:14:12	
12	m.room.message	@wangyikai	"这里就随便聊天了"	08:14:22	Plaintext
13	m.room.message	@wushufan	"一定要用你配的服务器吗"	08:14:44	Plaintext
15	m.room.message	@wangyikai	"对的"	08:15:55	Sensitive

**events table reveals:** complete room lifecycle (create → invite → join → message) with sender, device\_id, depth ordering, and millisecond timestamps — **plaintext content recoverable in non-E2EE rooms.**

# Group Room Message Analysis · event\_relations

Source Table: event\_relations — maps reactions, edits, and thread replies to parent events

## m.annotation

### Reactions

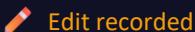


child_event_id	aggregation_key
\$e0Mw...	
\$XW_i...	
\$nnoJ...	
\$219d...	
\$AyiI...	

5 emoji reactions on message \$Bv\_Dd6d... — reveals emotional responses, social dynamics, and confirms users actively read and engaged with the message.

## m.replace

### Message Edit



child_event_id	aggregation_key
\$MXe4...	—

\$MXe4... replaced \$o6Qj... — the edit event links new text to original. Both versions persist on server; investigators can recover original + edited content.

## m.reference

### Thread Replies



child_event_id	aggregation_key
\$b16C...	—
\$jD6D...	—
\$WJe-...	—

3 events reference \$1RyBkfv... as thread root, revealing a sub-conversation. Thread structure reconstructs reply chains even when message content is encrypted.

**event\_relations** exposes social context invisible to basic log analysis: who reacted and how (**m.annotation**), what was edited and when (**m.replace**), and which messages sparked follow-up threads (**m.reference**).

# Read Receipt Artifacts

Source Table: `receipts_linearized`

stream_id	room_id (abbreviated)	user_id	event_id (abbreviated)	timestamp (ms)
103	!cPjsVTK...com	@wangyikai	\$8UE8WBO...Ac	1757662142984
104	!cPjsVTK...com	@wushufan	\$Njv4j3_...gw	1757662754235
117	!tShmdQh...com	@wangyikai	\$Pf0rh-N...ZE	1757746830236
116	!tShmdQh...com	@zhangxuepei	\$RuY5FeW...SQ	1757746819951
167	!sAaSjzz...com	@wangyikai	\$C-ReYxD...HE	1757760314394

## Read-Order Timeline (stream\_id = global ordering)



## What Investigators Can Recover

### ① Who Read What, Exactly

Each row links user → event\_id → room with millisecond timestamp. Investigators know exactly which message each user last read in every room.

### ② Global Read Order via stream\_id

stream\_id is monotonically increasing. Rows 116 → 117: @zhangxuepei read their message 10 seconds BEFORE @wangyikai — both in the same room.

### ③ Cross-Room Activity Mapping

@wangyikai appears in all 3 rooms (sid 103, 117, 167), revealing their active communication rooms without any message content.

# What Can Investigators Recover?

## ✓ Recoverable Despite E2EE

- Real identity: User IDs, IP addresses, device fingerprints
- Social graph: Who communicated with whom and when
- Communication timeline: Send/read timestamps per message
- File transfer records: What was shared, by whom, file size
- Typing and reading behavior: Real-time interaction patterns
- Authentication history: Login times, devices, IP changes
- Cryptographic activity: Key uploads, cross-signing events
- Plaintext content: Rooms without E2EE enabled

## ✗ Protected by Encryption

- Message text content (in E2EE rooms)
- Media file contents
- Voice / video call audio and video
- Reaction content (in E2EE rooms)

### Key Insight

Even with perfect E2EE, server-side metadata reveals who, when, where, and how often — sufficient to build a complete investigative picture.

# Discussion, Limitations & Future Work

## Contributions

✓ First systematic forensic study of Synapse server-side artifacts

✓ Identified recoverable evidence across 175 DB tables and structured logs

✓ SynExtract — open-source Python tool for automated extraction & reporting

✓ Practical guidance for law enforcement with lawful server access

## Limitations

! Restricted to single-server deployments — federated artifacts not examined

! No active-session cryptographic key interception explored

! Element client forensics (desktop / mobile / web) not covered

## Future Work

(1) Message interception during active sessions with admin privileges | (2) Systematic client-side forensics across all Element platforms

# Conclusion

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## End-to-End Encryption ≠ Forensic Invisibility

Substantial metadata persists on Synapse servers despite strong E2EE — enabling identity, timeline, and relationship reconstruction

175 database tables + structured logs provide rich forensic artifacts accessible to investigators with lawful server access

SynExtract automates extraction, correlation, and visualization — reducing analyst effort significantly

Matrix's self-hosting model creates unique forensic opportunities absent in cloud-based messaging platforms

[github.com/redundan3y/SynExtract](https://github.com/redundan3y/SynExtract)  
[redundan3y@protonmail.com](mailto:redundan3y@protonmail.com)