

EVERCOOKIE

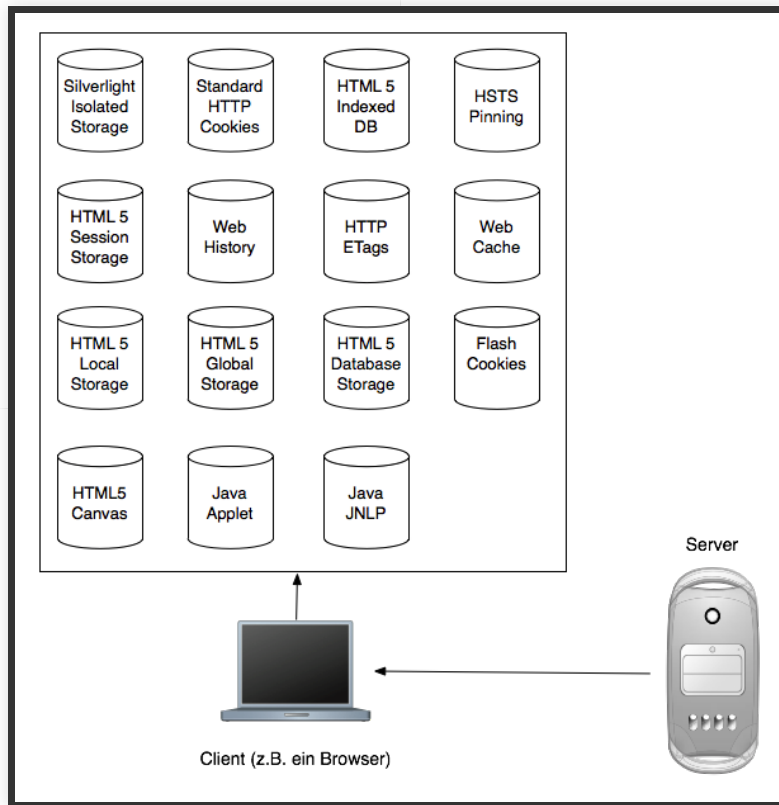
Meetup 11.10.2017 - Sergej Michel

WAS IST EIN HTTP COOKIE?

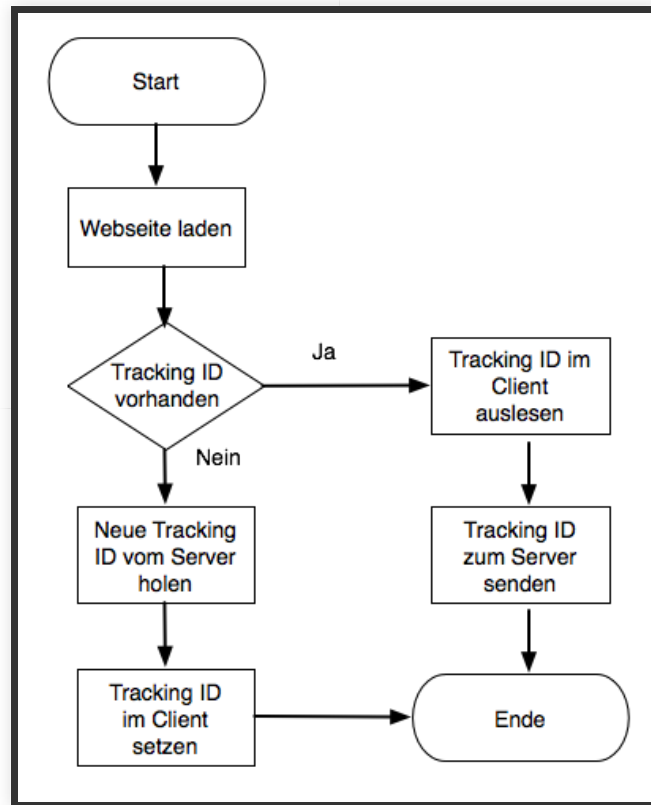
WAS IST EIN EVERCOOKIE?

WOFÜR WIRD EIN EVERCOOKIE VERWENDET?

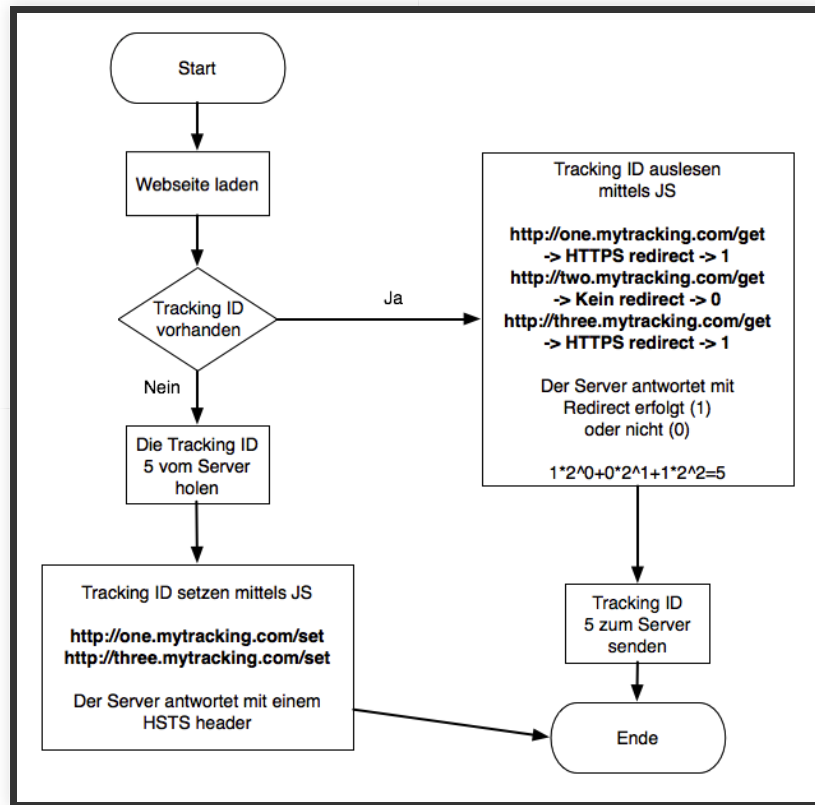
DIE BROWSER SPEICHERORTE



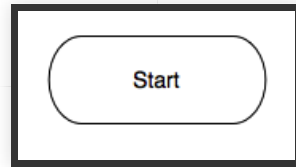
TRACKING ALGORITHMUS



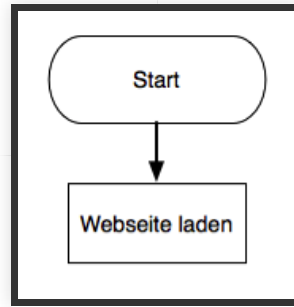
TRACKING ALGORITHMUS HSTS



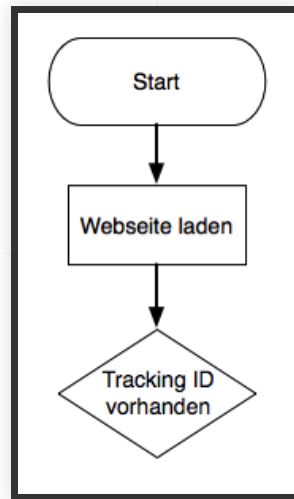
TRACKING ALGORITHMUS HSTS TRACKING ID ANLEGEN



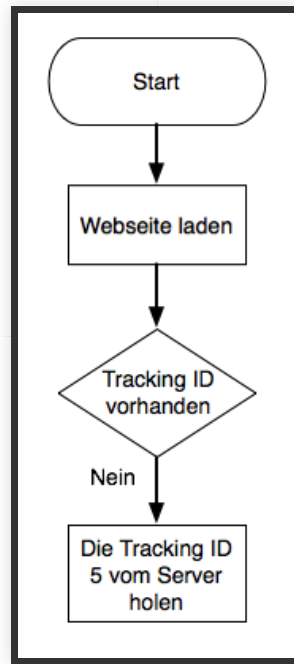
TRACKING ALGORITHMUS HSTS TRACKING ID ANLEGEN



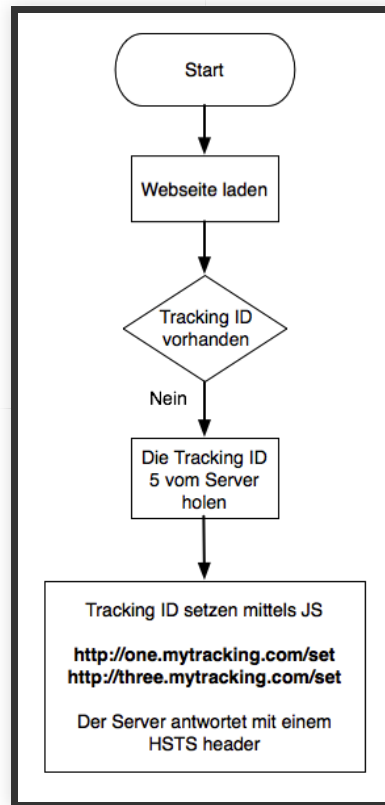
TRACKING ALGORITHMUS HSTS TRACKING ID ANLEGEN



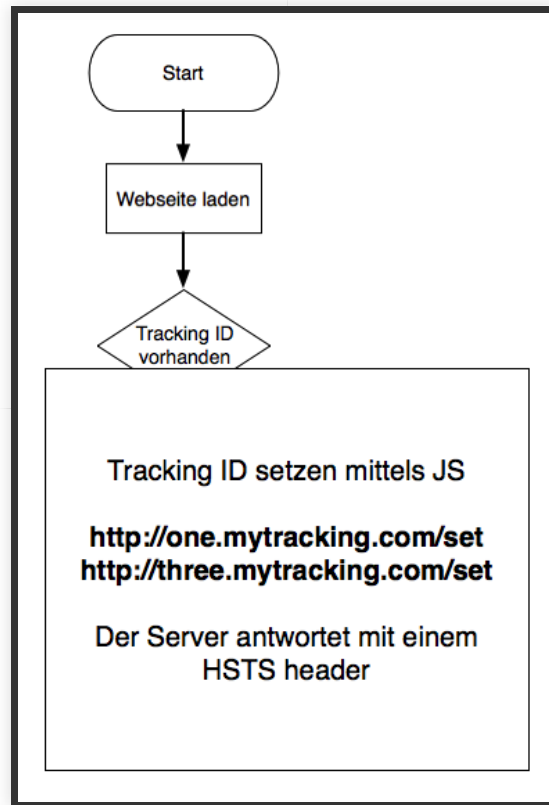
TRACKING ALGORITHMUS HSTS TRACKING ID ANLEGEN



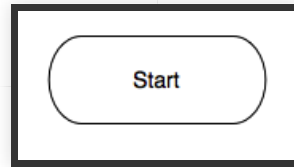
TRACKING ALGORITHMUS HSTS TRACKING ID ANLEGEN



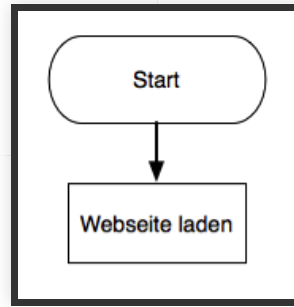
TRACKING ALGORITHMUS HSTS TRACKING ID ANLEGEN



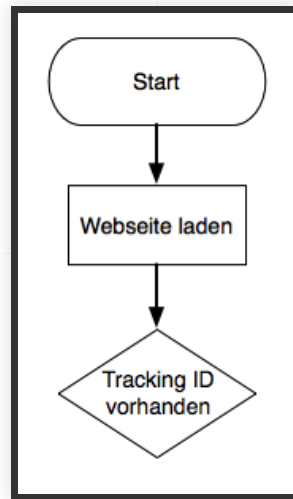
TRACKING ALGORITHMUS HSTS TRACKING ID LESEN



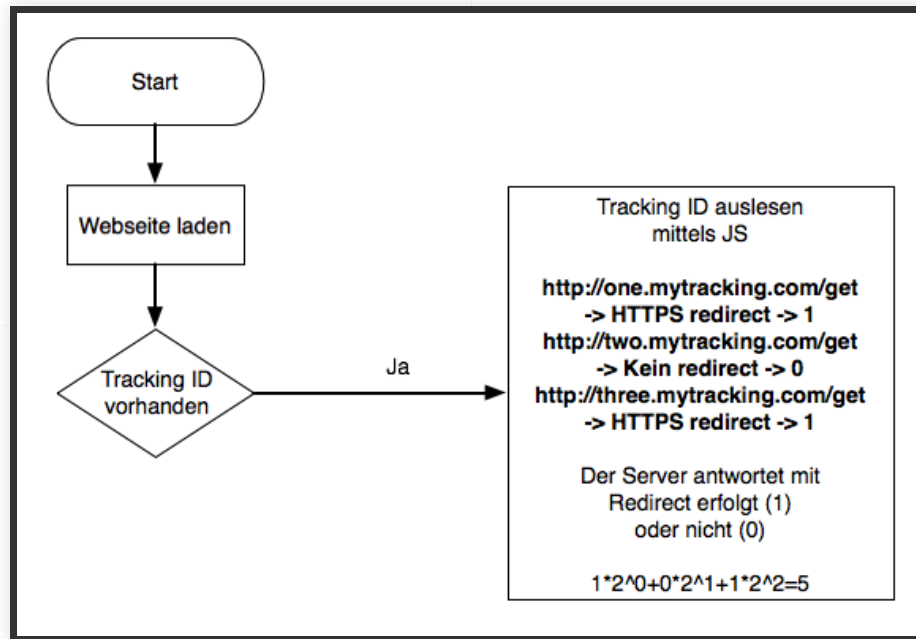
TRACKING ALGORITHMUS HSTS TRACKING ID LESEN



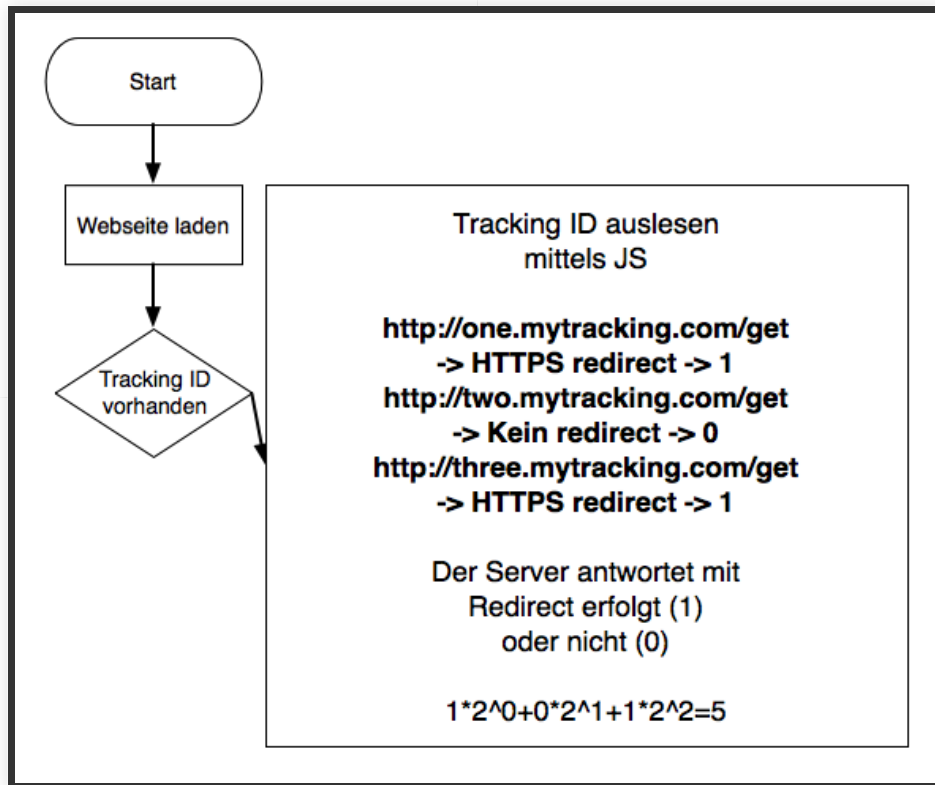
TRACKING ALGORITHMUS HSTS TRACKING ID LESEN



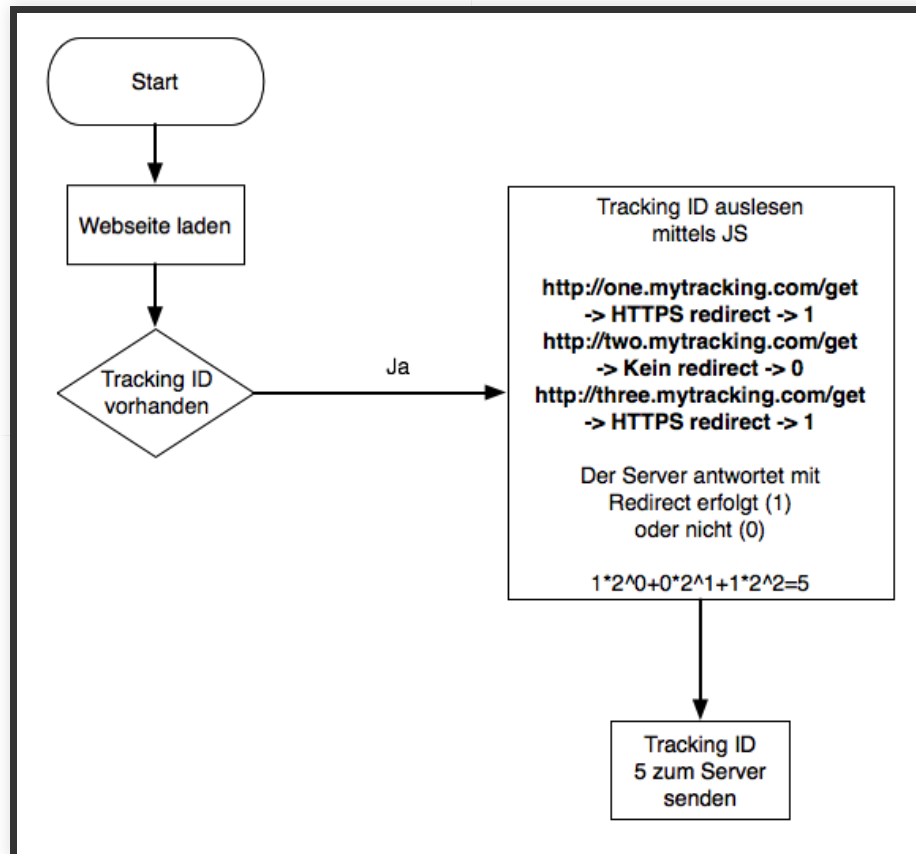
TRACKING ALGORITHMUS HSTS TRACKING ID LESEN



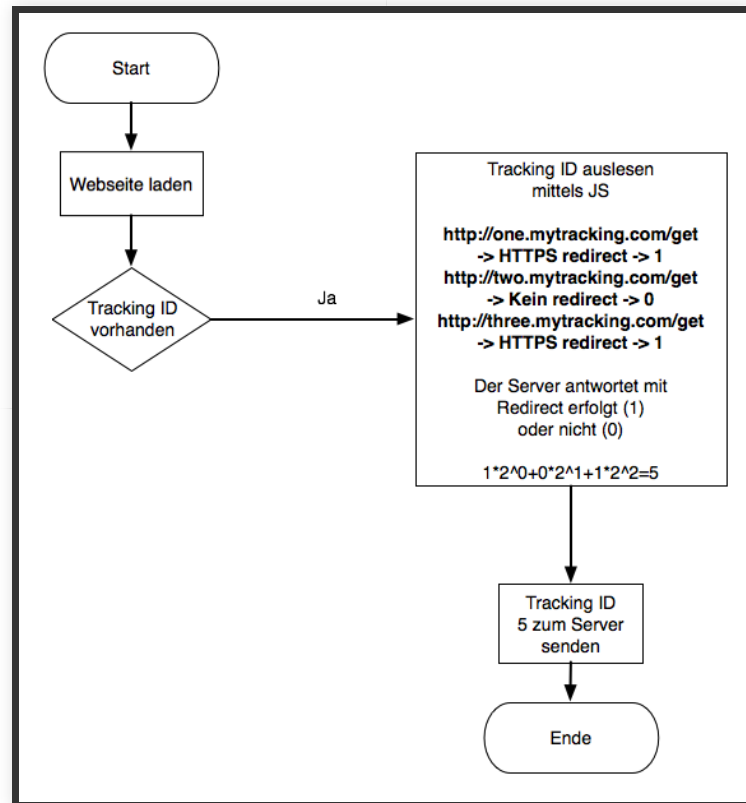
TRACKING ALGORITHMUS HSTS TRACKING ID LESEN



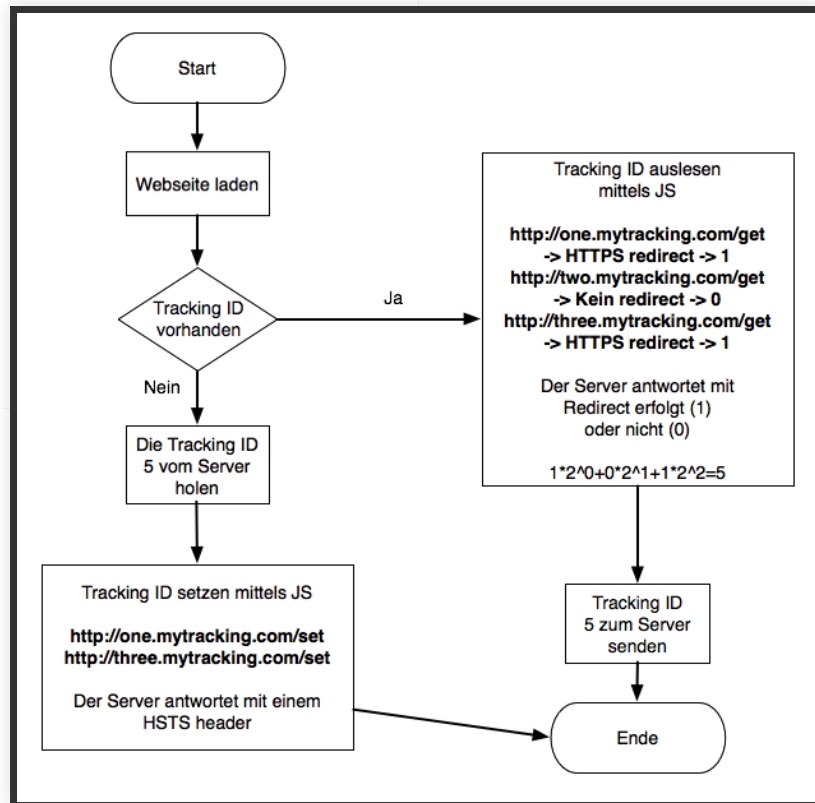
TRACKING ALGORITHMUS HSTS TRACKING ID LESEN



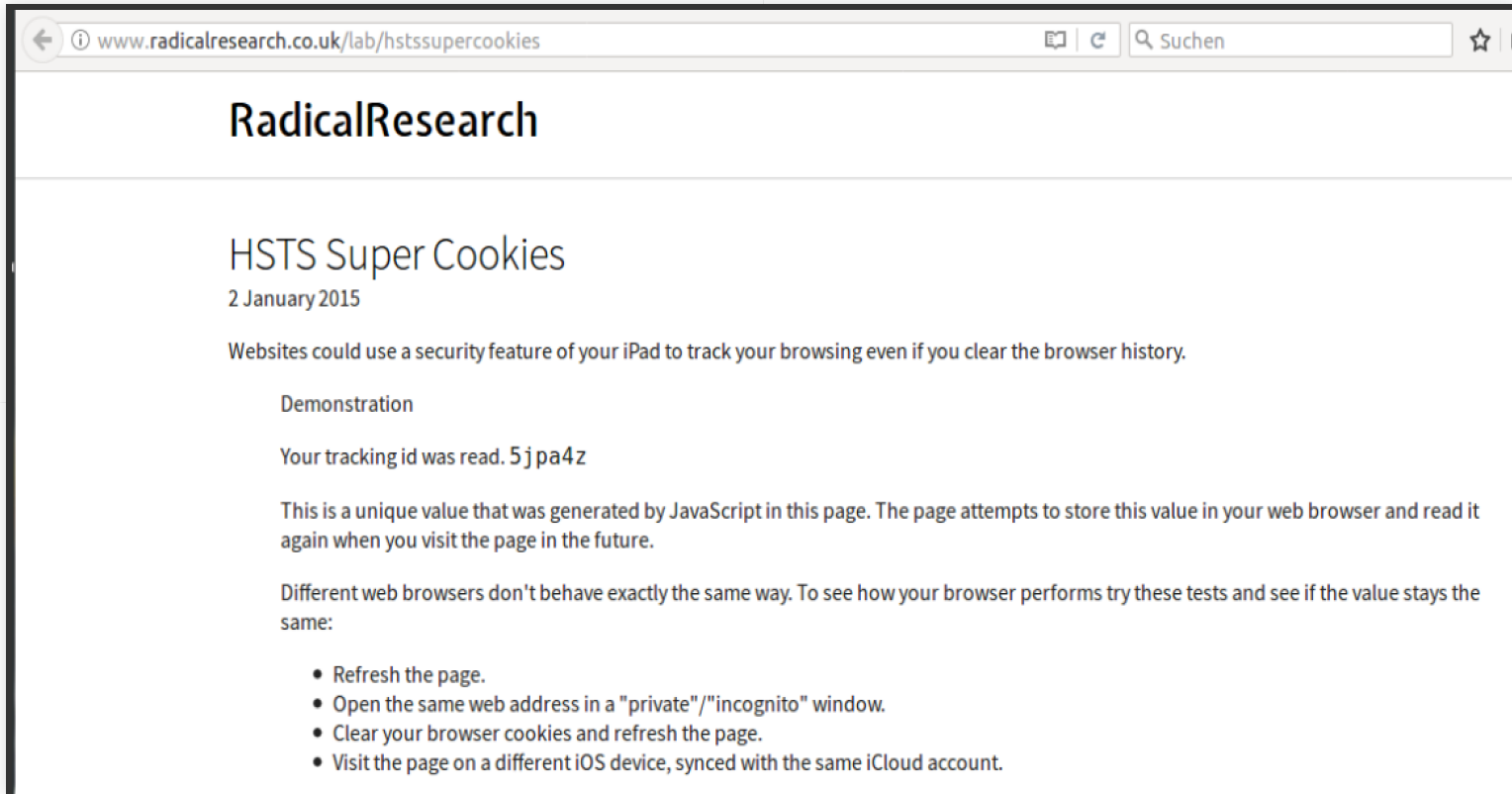
TRACKING ALGORITHMUS HSTS TRACKING ID LESEN



TRACKING ALGORITHMUS HSTS



http://www.radicalresearch.co.uk
/lab/hstssupercookies



Browser Storage Mechanisms

Client browsers must support as many of the following storage mechanisms as possible in order for Evercookie to be effective.

- Standard [HTTP Cookies](#)
- Flash [Local Shared Objects](#)
- Silverlight [Isolated Storage](#)
- CSS [History Knocking](#)
- Storing cookies in [HTTP ETags](#) ([Backend server](#) required)
- Storing cookies in [Web cache](#) ([Backend server](#) required)
- [HTTP Strict Transport Security \(HSTS\)](#) Pinning (works in Incognito mode)
- [window.name](#) caching
- Internet Explorer [userData](#) storage
- HTML5 [Session Storage](#)
- HTML5 [Local Storage](#)
- HTML5 [Global Storage](#)
- HTML5 [Database Storage](#) via SQLite
- HTML5 Canvas - Cookie values stored in RGB data of auto-generated, force-cached PNG images ([Backend server](#) required)
- HTML5 [IndexedDB](#)
- Java [JNLP PersistenceService](#)
- Java exploit [CVE-2013-0422](#) - Attempts to escape the applet sandbox and write cookie data directly to the user's hard drive.

To be implemented someday (perhaps by you?):

- [TLS Session Resumption](#) Identifiers/Tickets (works in Incognito mode)
- Generating [HTTP Public Key Pinning \(HPKP\)](#) certificates per user
- Caching in [HTTP Authentication](#)
- Google Gears
- Using Java to produce a unique key based off of NIC info
- Other methods? Please comment!

The Java persistence mechanisms are developed and maintained by [Gabriel Bauman over here](#).

SAMY KAMKAR - BEISPIEL

<https://samy.pl/evercookie/>

EXAMPLE

Cookie found: *uid* = 975

Click to create an evercookie. Don't worry, the cookie is a random number between 1 and 1000, not enough for me to track you, just enough to test evercookies.

Click to create an evercookie

```
userData mechanism: undefined
cookieData mechanism: 975
localData mechanism: 975
globalData mechanism: undefined
sessionData mechanism: 975
windowData mechanism: 975
pngData mechanism: 975
etagData mechanism: 975
cacheData mechanism: 975
lsoData mechanism: undefined
slData mechanism: undefined
```

Now, try deleting this "uid" cookie anywhere possible, then

Click to rediscover cookies

or

Click to rediscover cookies WITHOUT reactivating deleted cookies



HTML5 Canvas Fingerprinting

Canvas is an HTML5 API which is used to draw graphics and animations on a web page via scripting in JavaScript.

But apart from this, canvas can be used as additional entropy in web-browser's fingerprinting and used for online tracking purposes.

The technique is based on the fact that the same canvas image may be rendered differently in different computers. This happens for several reasons. At the image format level – web browsers uses different image processing engines, image export options, compression level, the final images may got different checksum even if they are pixel-identical. At the system level – operating systems have different fonts, they use different algorithms and settings for anti-aliasing and sub-pixel rendering.

This is the first in the wild PoC of the Canvas Fingerprinting. Below you can see if the Canvas is supported in your web browser and check whether this technique can keep track of you. In addition a little continuing research will show how really unique and persistent Canvas Fingerprint in real life, and whether your signature in BrowserLeaks database (nothing is collected right here!).

Canvas Support in Your Browser :

Canvas (basic support)	✓ True
Text API for Canvas	✓ True
Canvas toDataURL	✓ True

Database Summary :

Unique User-Agents	177962
Unique Fingerprints	6250

Your Fingerprint :

ZUSAMMENFASSUNG

FRAGEN?