#### YΣ13 - Computer Security

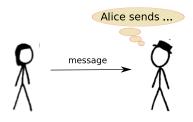
### **Anonymous Communication**

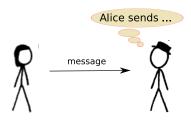
Κώστας Χατζηκοκολάκης



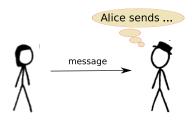




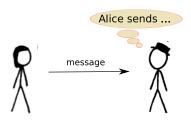




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- Other properties?



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- Other properties?
- Adversary model?

### Why?

- Accessing censitive content
- Censorship resistance (eg. Great Firewall of China)
- Electronic voting
- Whistleblowing
- File sharing
- Profiling resistance
- Auctions / stock market

# Why anonymity is difficult?

• wolframalpha.com: "who am I"?

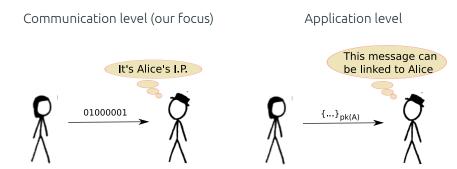
### Why anonymity is difficult?

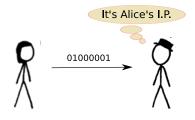
- wolframalpha.com: "who am I"?
- Sender's IP address included in all IP packets
- Already enough to trace someone to ISP/region level
- Can be traced down to individuals using ISP's logs (obtained with ISP's co-operation, subpoenas, ...)
- Similarly for ethernet (MAC address) and other protocols

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- Similarly for ethernet (MAC address) and other protocols
- Identity leakage via other means (eg cookies)

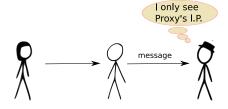
## Communication level vs application level





How can we approach this problem?

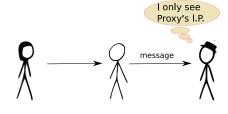
• Use an anonymous proxy



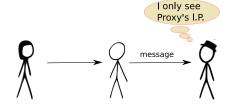
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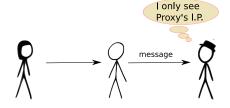
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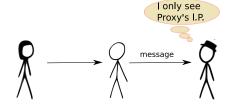
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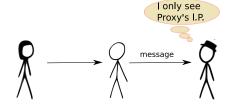
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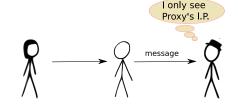


Proxy's I.P.

message

I only see

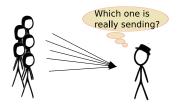
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- Problems



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  - If the adversary controls the whole network?
- Problems
  - We need to trust the proxy
  - Easy to block

### Approaches without a trusted party

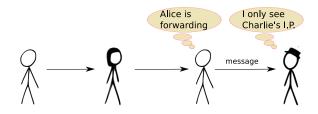
1. Hide message in other traffic



- Alice's traffic should look indistinguishable from everyone else's
- Possible to achieve "strong" anonymity
  - Dining Cryptographers protocol
- But too costly in bandwidth

### Approaches without a trusted party

2. Forward message through other users



- More efficient
- But challening to deal with an adversary controlling the whole network
- Mixes and Onion routing protocols

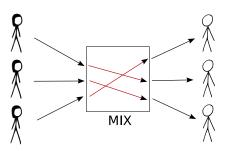
#### Mix neworks

- Stronger adversary
  - Controls the whole network
- But weaker property
  - Hide only the link between a sender and a receiver

- Users send messages to the Mix
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- What can a global adversary infer?
  - Protect the link between the sender and the receiver



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- Prevent against tagging attacks

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#### Mixing strategies:

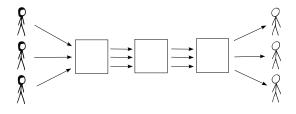
- Threshold Mix: receive N messages, output them in random order
- Pool Mix: keep a pool of M messages. Receive N messages, output N out of N+M
- Insufficient traffic ⇒ generate dummy messages

# Mix: first problem

• We have to trust the Mix

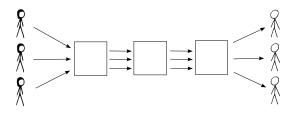
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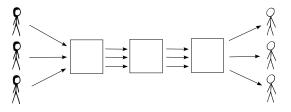
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- Messages are encrypted with the keys of the mixes in reverse order



# Mix: first problem

#### Various approaches:

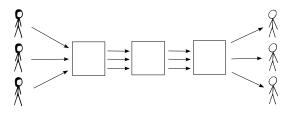
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#### Mix: first problem

#### Various approaches:

- Cascade mixes: messages pass through all mixes in fixed order
  - A single honest Mix is enough
- Free routing: mixes are fully connected, messages are routed through random paths
  - Less anonymity, better load balancing



- Does the Mix provide "strong" sender-receiver unlinkability?
- · Adversary goal
  - Distinguish (A  $\rightarrow$  C, B  $\rightarrow$  D)
  - From  $(A \rightarrow D, B \rightarrow C)$

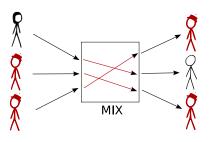
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- Anonymity depends on the behaviour of the other users
  - (prior knowledge)

- Extreme case: (n-1) attack
  - the attacker blocks all senders except Alice
  - waits until the mix is flushed
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- Authenication
  - Difficult to accept in an anonymity system
- Delaying-expiring messages
  - Random delay is added by each mix
  - Messages have expiration time
  - Harder for the attacker to flush the mix
- Heartbeat traffic
  - The attacker needs to block other users to flush the mix
  - The mix sends a test message to itself on a certain interval
  - If the message is blocked, inject dummy traffic

- Repetitive usage creates patterns that can be observed
- Assume a Mix protocol with n users (one of which is Alice)
- All users are honest and select a receiver with uniform probability 1/n
- On the *i*-th run we only observe the set  $R_i$  of receivers

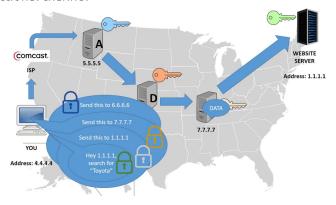
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- On the *i*-th run we only observe the set  $R_i$  of receivers
- Extreme case: Alice always sends messages to the same receiver r
- With high probability:  $\bigcap_i R_i = \{r\}$

- Now assume that Alice sends messages to a small set of users {Bob, Paul, Tom}
- We can still infer this set with high probability by simply counting the messages
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- This probabilistic knowledge can be now used to further de-anonymize other users

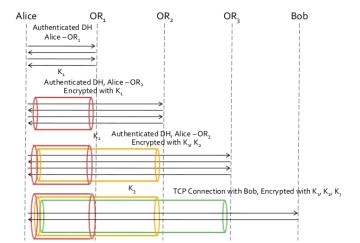
- Real-world communication, eg web browsing
- low latency, 1-2 secs round-trip max
- Frequent repeated use
- No time for mixing, delays, etc
- Trade a weaker adversary model for practicality

- Alice selects a short path (3 hops), relays are known
- Encrypt in reverse order (as with mixes)
- Bi-directional channel



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- Extend the route via Diffie-Hellman



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- Useful to have longer routes?



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- Solution: fixed entry quard
  - if honest, profiling/tracing never happens
  - if compromised, higher chances of being traced  $\frac{c}{n}$

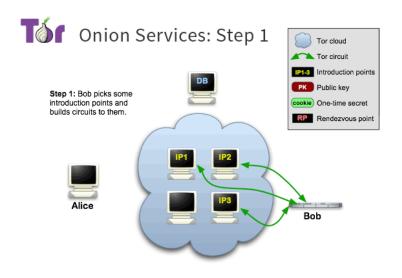


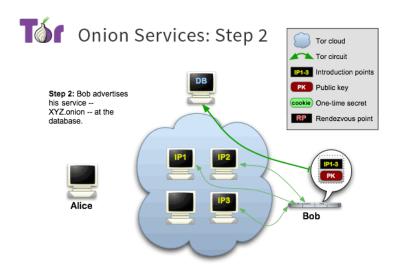
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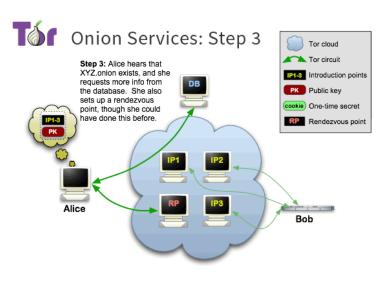
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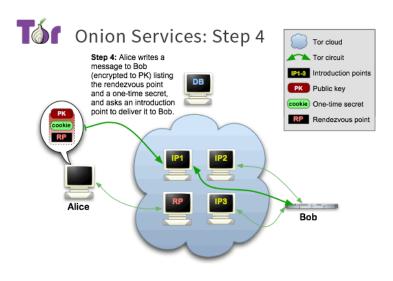
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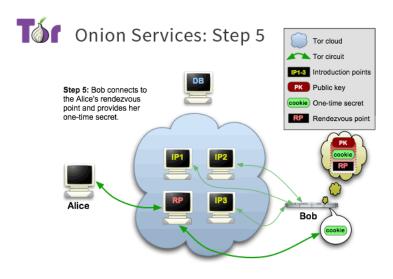
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- No anonymity is provided to the server
  - Solution: onion services

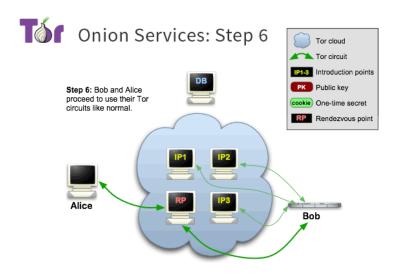












- Eg.
  - BBC: https://www.bbcnewsv2vjtpsuy.onion/
  - DuckDuckGo: http://3g2upl4pq6kufc4m.onion/
  - Facebook: https://www.facebookcorewwwi.onion/
  - Riseup: http:// vww6ybal4bd7szmgncyruucpgfkqahzddi37ktceo3ah7ngmcopnpyyd.onion
- Accessible via the Tor browser