

Introduction to Browser Fingerprinting

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What is Browser Fingerprinting

Browser Fingerprinting is a method that allows websites and online services to **collect** and **analyze** specific data about a user's device resulting in a **unique fingerprint** of it



Collected data

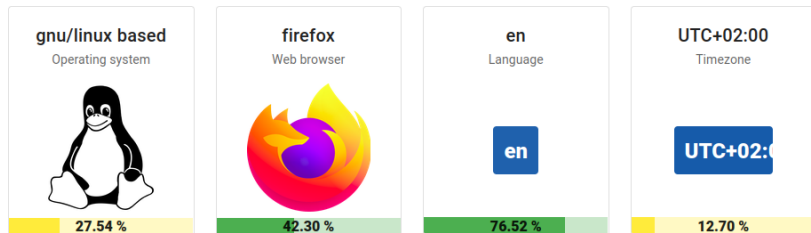
- ▶ **Browser info:** type, version, language, plugins, settings, ...
- ▶ **Device info:** OS, GPU, screen size, fonts, battery info, ...
- ▶ **Network and Session info:** public IP, local IP, VPN, timezone, supported protocols, ...

Browser Fingerprinting properties: uniqueness

- ▶ highly improbable for two users to have identical fingerprints
- ▶ **uniqueness can be so specific** that only one in several hundred thousand users might share the same fingerprint

Yes! You are unique among the 2118922 fingerprints in our entire dataset.

The following informations reveal your OS, browser version as well as your timezone and preferred language. Moreover, we show the proportion of users sharing the same elements.



Browser Fingerprinting properties: stateless

Still works even if users:

- ▶ disable cookies
- ▶ change IP
- ▶ use privacy-focused browsing modes

This method is stateless, not relying on stored data in the browser, and hence, it leaves no obvious trace.

YOUR ID

PruXJhDuVwJfUXtKJMx7

IP	INCOGNITO	BROWSER
146.241.144.46	No	Firefox on Linux

YOUR ID

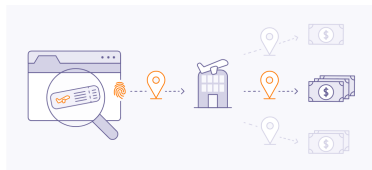
PruXJhDuVwJfUXtKJMx7

IP	INCOGNITO	BROWSER
109.54.221.114	Yes	Firefox on Linux

Why it is used: the questionable way

Track users across websites and collect information about their habits and their tastes without the users knowing about it:

- ▶ **Advertising:** data collected allows advertising businesses to create a custom profile for targeted advertising
 - ▶ higher revenue for the company
 - ▶ user satisfaction (sometimes)
- ▶ **Dynamic content and pricing:** adapt content and prices due to users habits, status and location









Why it is used: the destructive way













Deliver exploits that are tailored for a specific user configuration:

1. find a website vulnerability
2. use this vulnerability to inject a tracking script
3. collect user information
4. define an exploit for the user
5. send the exploit to the user the next time he visits the website

How data is collected: HTTP request

1 - User agent 	0.03 %	Mozilla/5.0 (X11; Linux x86_64; rv:109.0) Gecko/20100101 Firefox/118.0
2 - Accept 	29.08 %	text/html,application/xhtml+xml,application/xml;q=0.9,image/avif,image/webp,*/*;q=0.8
3 - Content encoding 	96.49 %	gzip, deflate, br
4 - Content language 	34.82 %	en-US,en;q=0.5
5 - Upgrade Insecure Requests 	91.25 %	1
6 - Referer 	2.33 %	https://www.google.com/

How data is collected: JavaScript attributes

3 - Cookies enabled 	88.22 %	
4 - Timezone 	12.70 %	UTC+02:00
5 - Content language 	43.08 %	en-US,en
7 - List of fonts (JS) 	0.00 %	Courier And 22 others
8 - Use of Adblock 	21.89 %	
9 - Do Not Track 	65.20 %	
10 - Navigator properties 	2.37 %	42 properties detected
20 - Screen width 	20.60 %	1920
21 - Screen height 	19.18 %	1080

How data is collected: Canvas fingerprinting

The way an image or text is rendered on a canvas can vary based on the browser, OS, GPU, font rendering settings and anti-aliasing algorithms, resulting in a unique image

Steps to generate a fingerprint from the canvas:

1. get the image base64-encoded using `.toDataURL()`
2. compute a hash of the string

How data is collected: Canvas fingerprinting example

```
// text with lowercase/uppercase/punctuation symbols
var txt = "BrowserLeaks.com <canvas> 1.0";
ctx.textBaseline = "top";
// the most common type
ctx.font = "14px 'Arial'";
ctx.textBaseline = "alphabetic";
ctx.fillStyle = "#f60";
ctx.fillRect(125,1,62,20);
// color mixing to increase the difference in rendering
ctx.fillStyle = "#069";
ctx.fillText(txt, 2, 15);
ctx.fillStyle = "rgba(102, 204, 0, 0.7)";
ctx.fillText(txt, 4, 17);
```

BrowserLeaks.com <canvas> 1.0

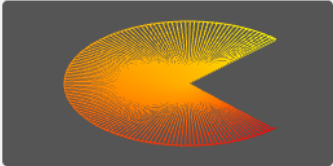
How data is collected: WebGL fingerprinting

WebGL is a JavaScript API used to render 3D graphics within a web browser by utilizing the device's GPU:

► WebGL report:

WebGL Report Hash	9547265AE049A77DFA56D95C59995E3B
Supported Context Name(s)	webgl2 , <u>webgl</u> , <u>experimental-webgl</u>
GL Version	WebGL 2.0
Shading Language Version	WebGL GLSL ES 3.00
Vendor	Intel
Renderer	Intel(R) HD Graphics 400

► WebGL image:

WebGL Image Hash	E10B88458FEBC71C3E568D7468223794
WebGL Image	

What about privacy: GDPR and ePrivacy Directive

Whether collecting personal data using browser fingerprinting companies must comply with the requirements of GDPR and ePrivacy Directive:

- ▶ the data collection process must be transparent to users
- ▶ companies must ask for consent when personal data is involved



Nevertheless companies rely on specialized companies in this field and their fingerprinting methods are hard to detect or avoid

Conclusions: prevention and mitigation

- ▶ use privacy-focused browsers like Tor, Mullvad and anti-fingerprinting extensions like Privacy-Badger and uBlock
- ▶ disable unnecessary plugins, disable useless extensions and consider using default settings to blend in with a larger crowd
- ▶ keep software updated
- ▶ if you are a developer, build your own anti-fingerprinting countermeasure

References

▶ Bibliography

- ▶ Browser Fingerprinting: A survey
- ▶ How Unique Is Your Web Browser?
- ▶ A Survey of Browser Fingerprint Research and Application

▶ External sources

- ▶ <https://amiunique.org>
- ▶ <https://coveryourtracks.eff.org>
- ▶ <https://pixelprivacy.com/resources/browser-fingerprinting>

Any questions?