

# Private & Anonymous Communication

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# Communication



- transfer of information **from one point** in space-time **to the other**

# Wireless communication



- the **fundamental limits** of wireless communication are **well understood**

# Rise of the planet of the apps!



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can we communicate **anonymously** and **privately**?

# Does privacy matter?



“if you’re doing something that you don’t want other people to know, maybe you shouldn’t be doing it in first place”

“privacy is no longer a social norm!”



# Recent privacy leaks

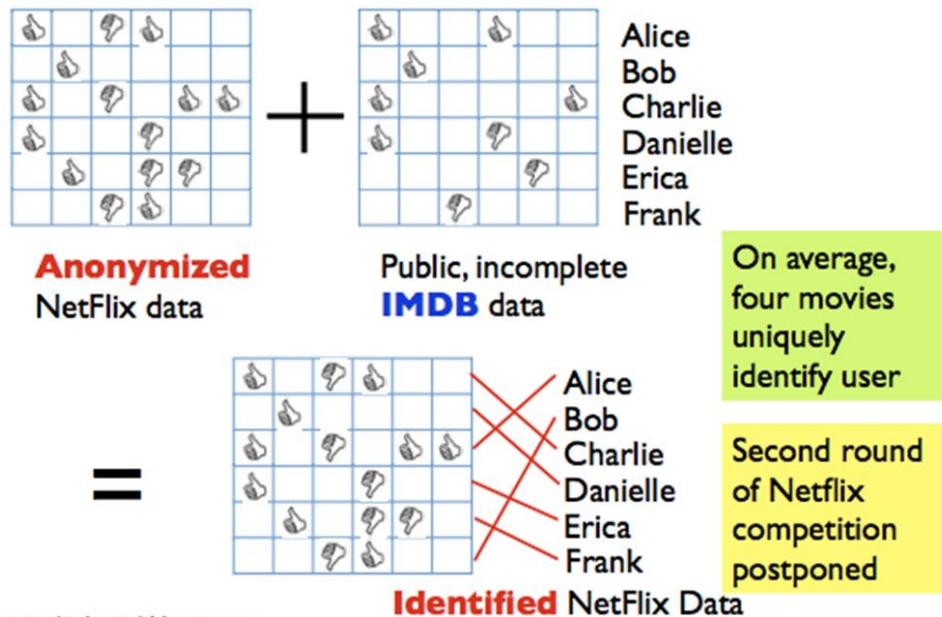
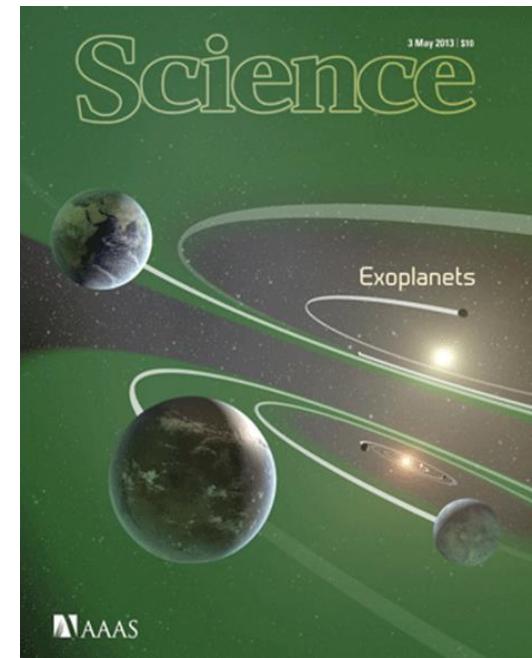


Image credit: Arvind Narayanan

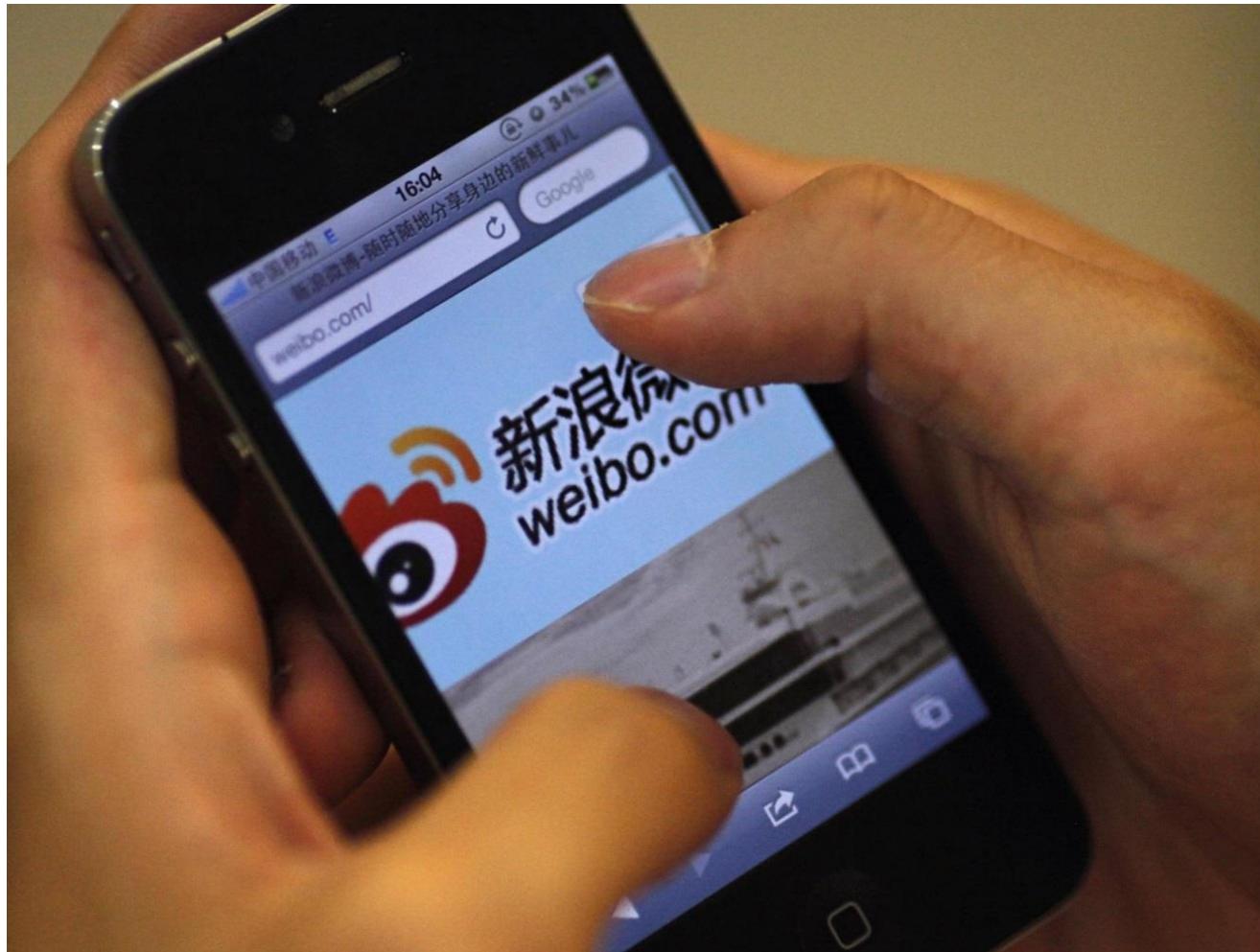
11



**deanonymizing** Netflix data, **identifying** personal genomes, etc.



# China's crackdown on messaging apps



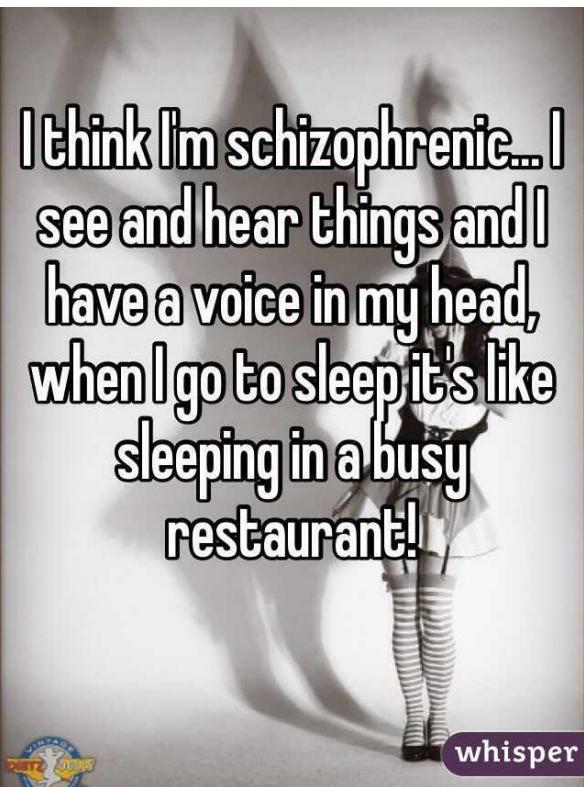
- if your message is shared 500 times, you may face **3 years in prison**

# Political activism

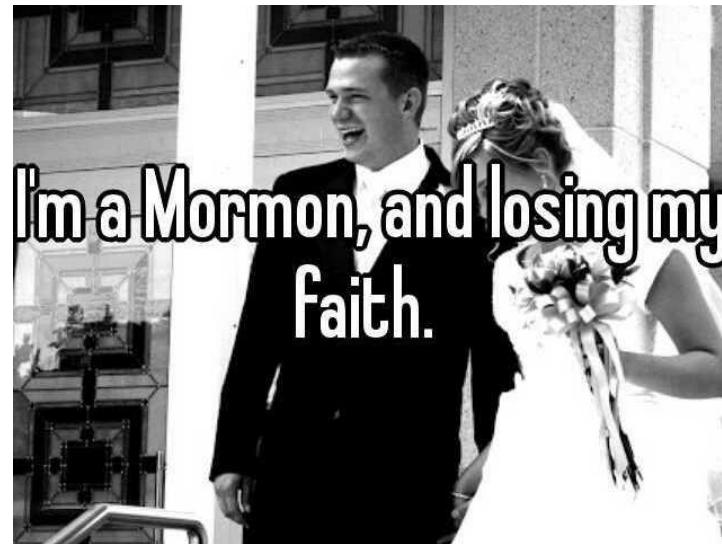
some people have important,  
sensitive things to say



# Personal confessions



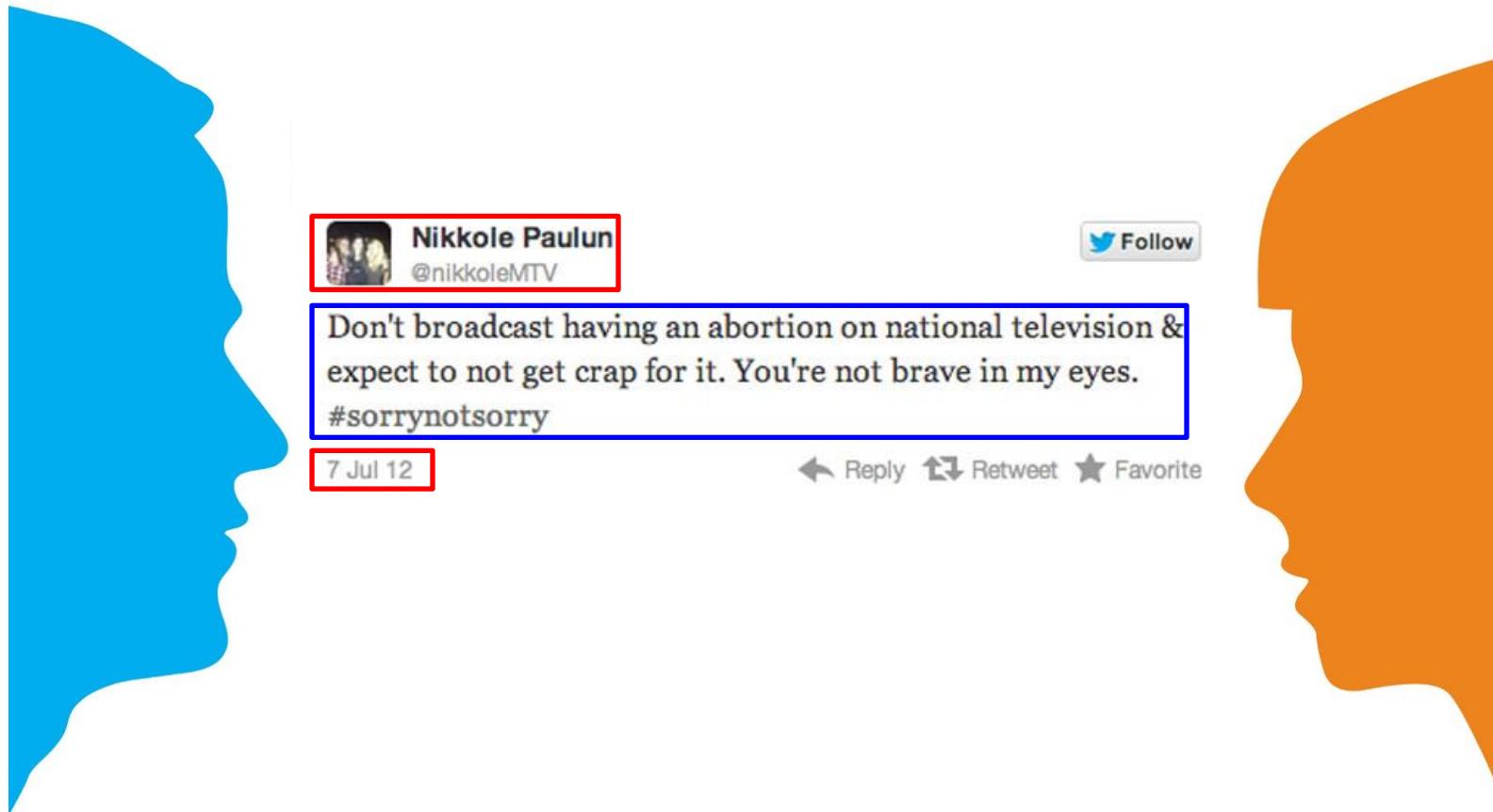
others have less important, but sensitive things to say



# Private and anonymous communication

Bob

Alice



- the **data privacy** and **meta-data privacy** contexts

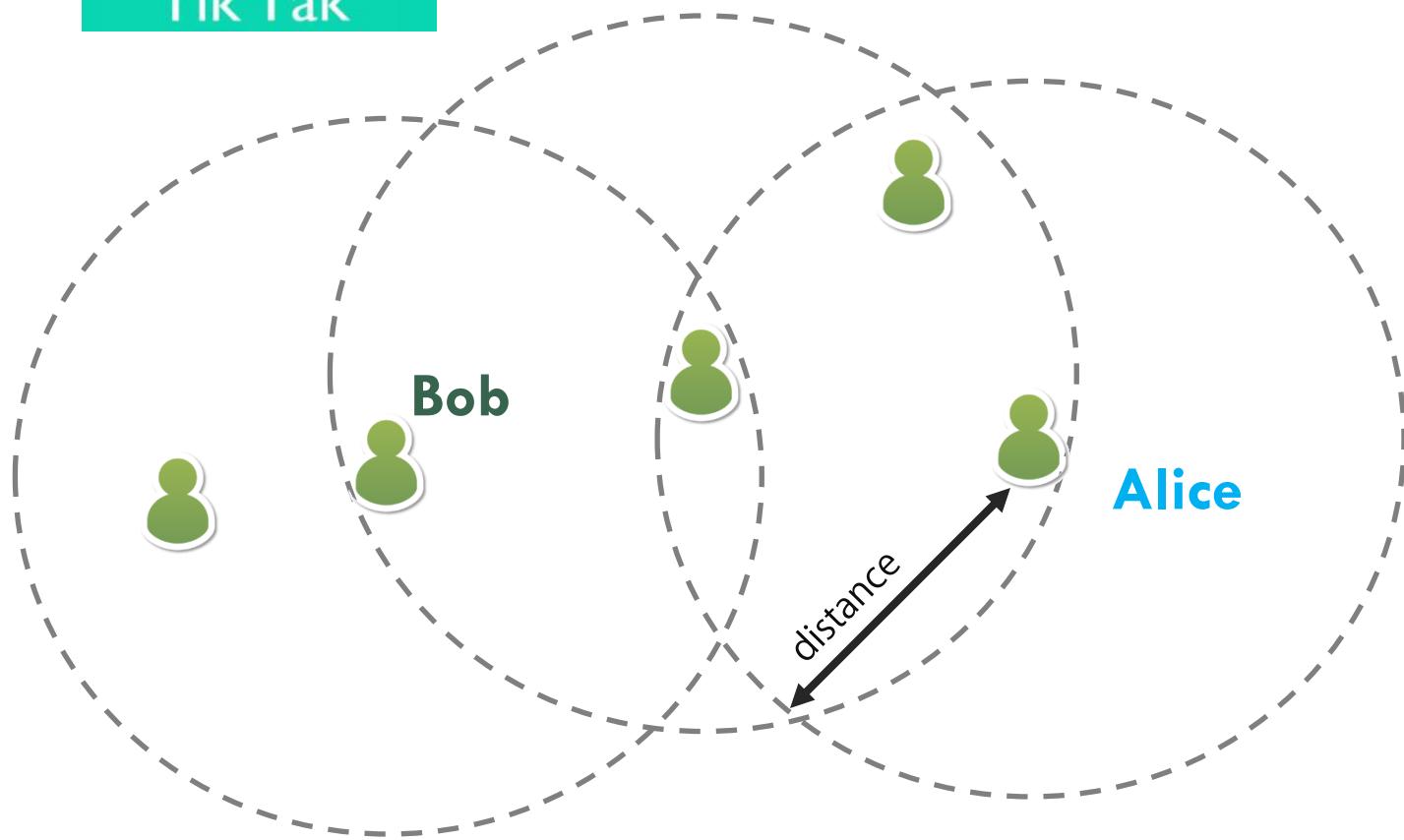
# **Part I:**

# **Anonymous Communication**

# Existing anonymous messaging apps



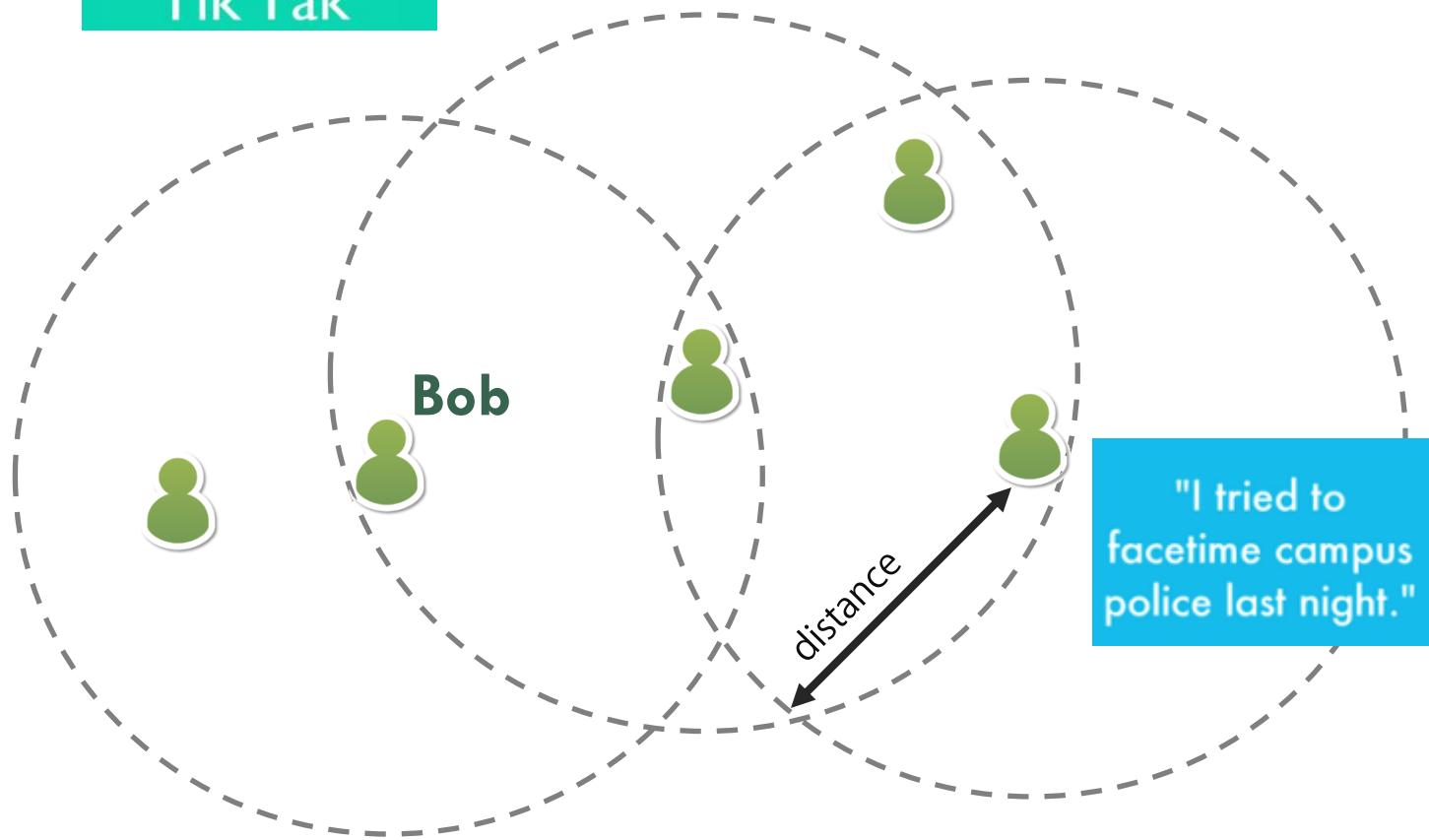
# whisper



# Existing anonymous messaging apps



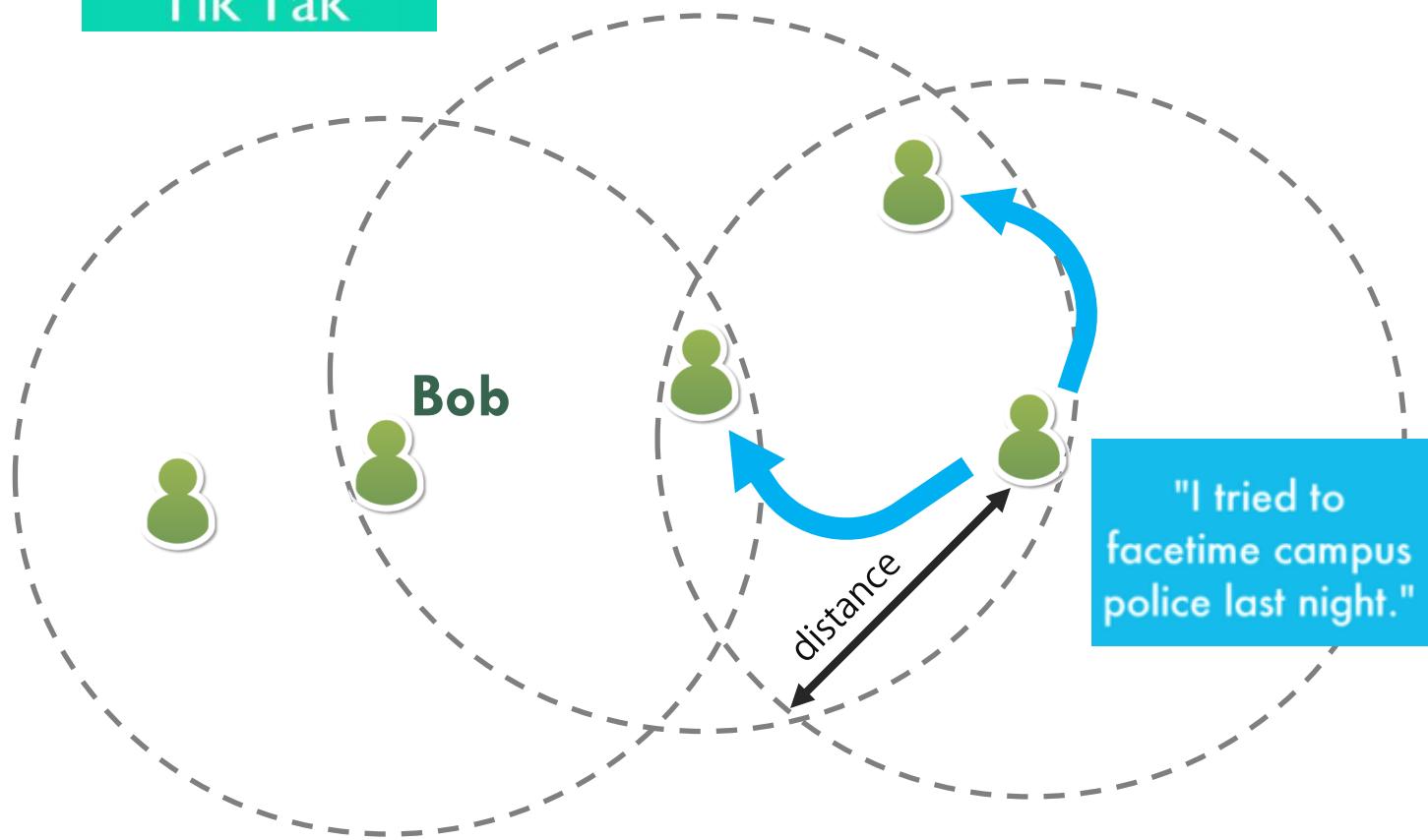
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# Existing anonymous messaging apps



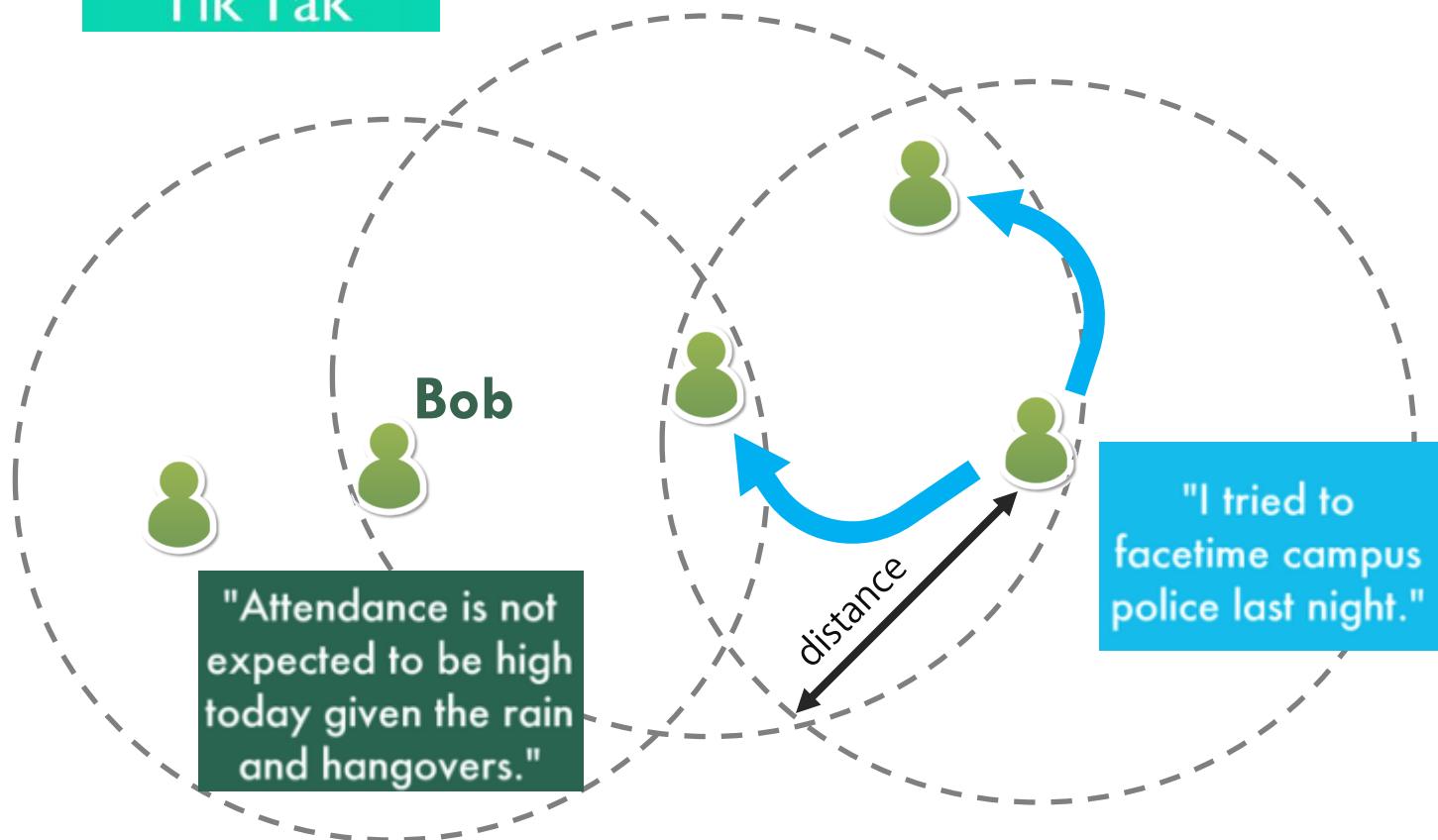
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# Existing anonymous messaging apps



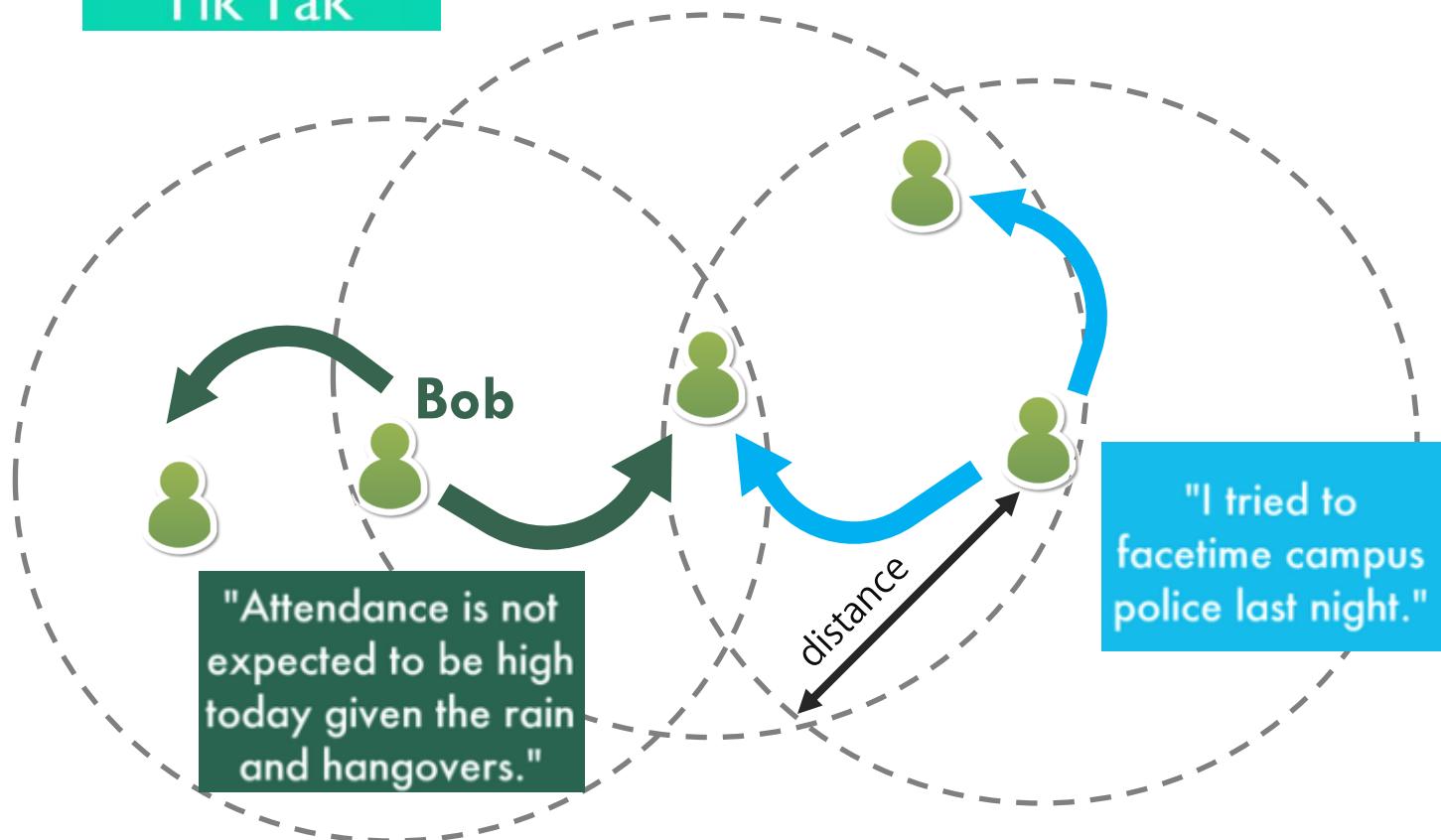
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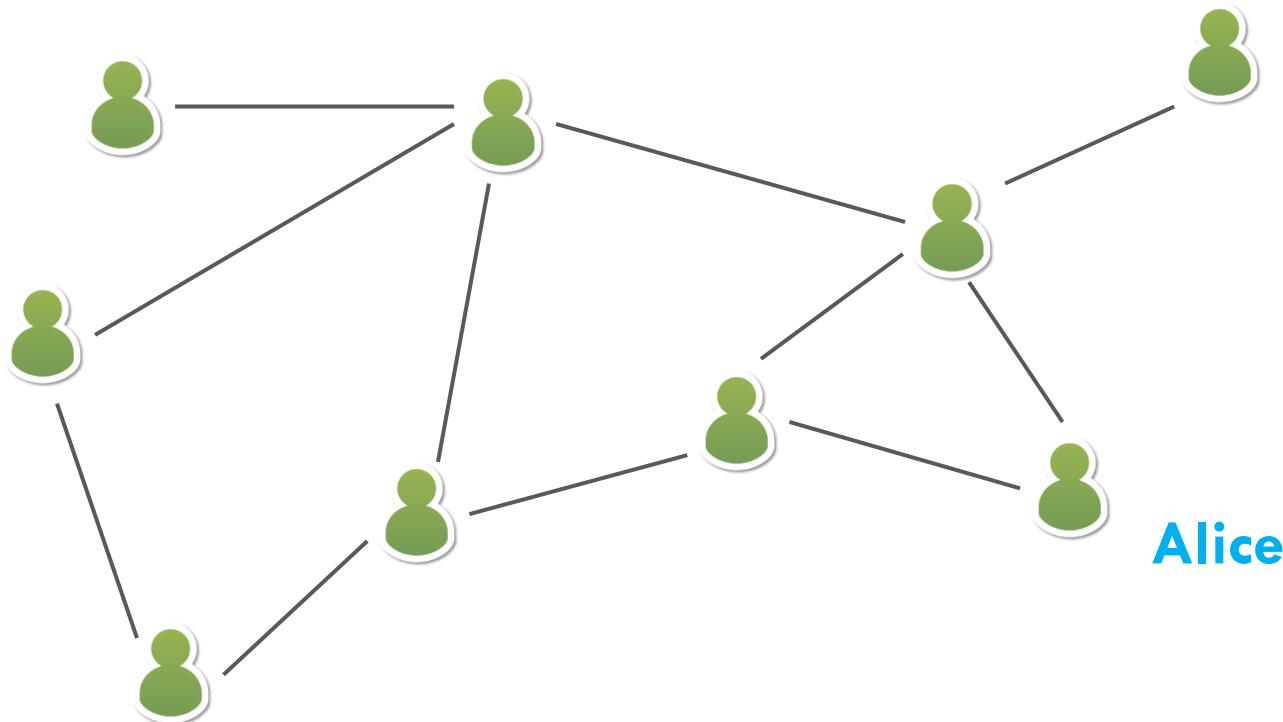
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# Existing anonymous messaging apps



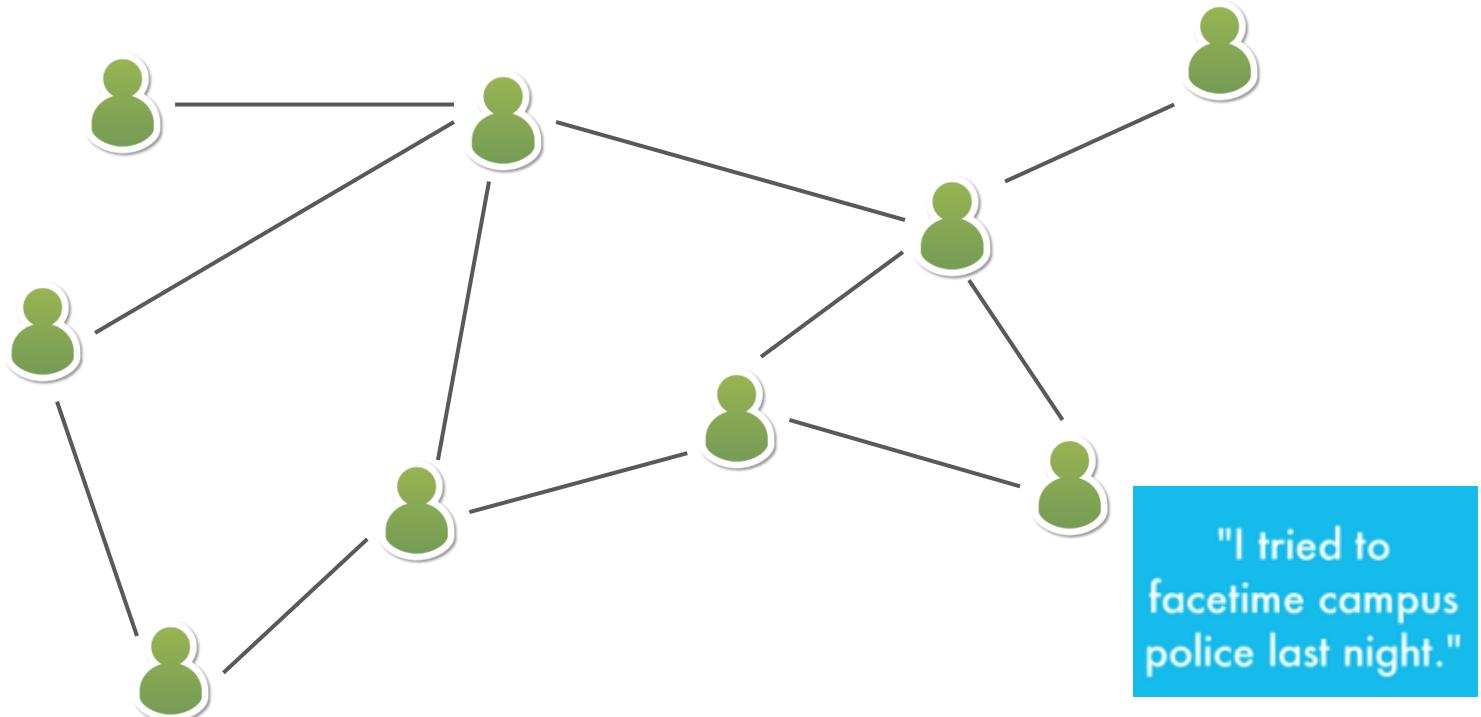
secret



# Existing anonymous messaging apps



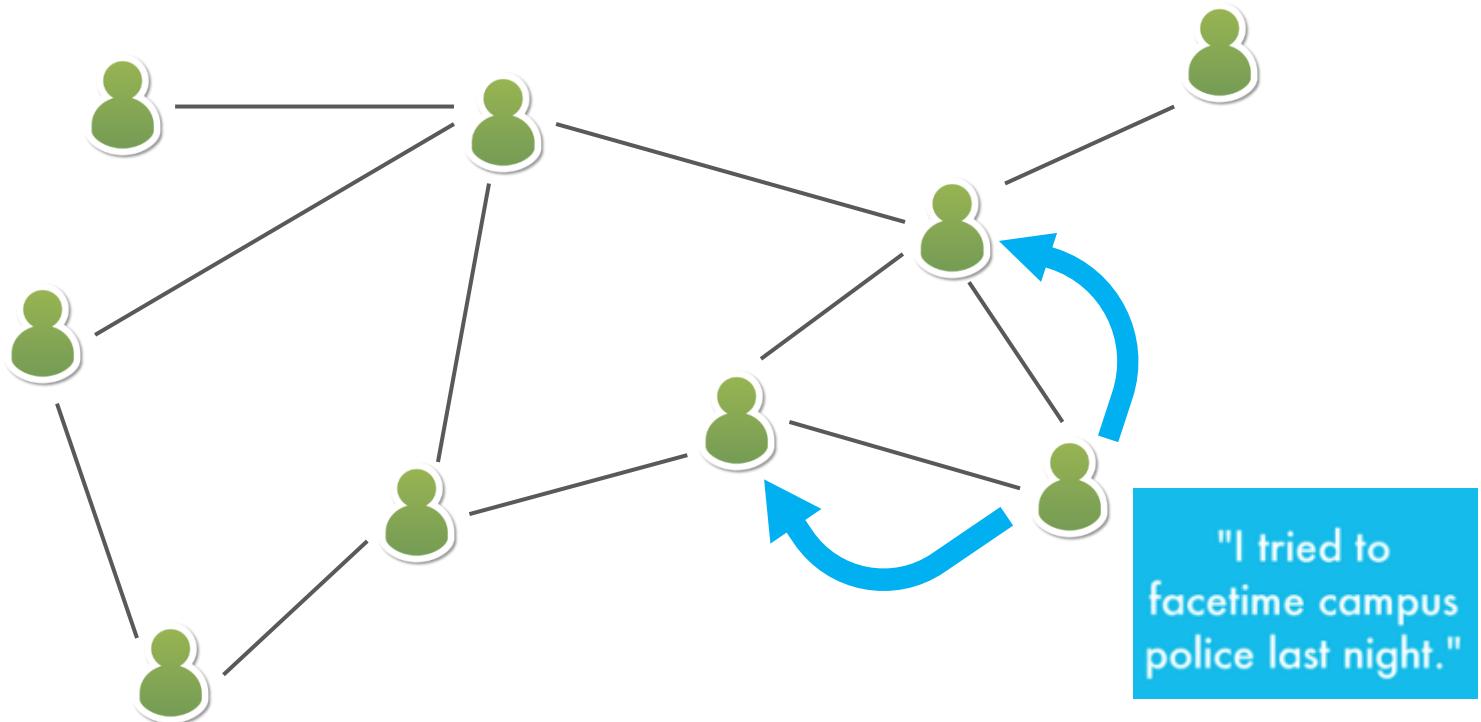
secret



# Existing anonymous messaging apps



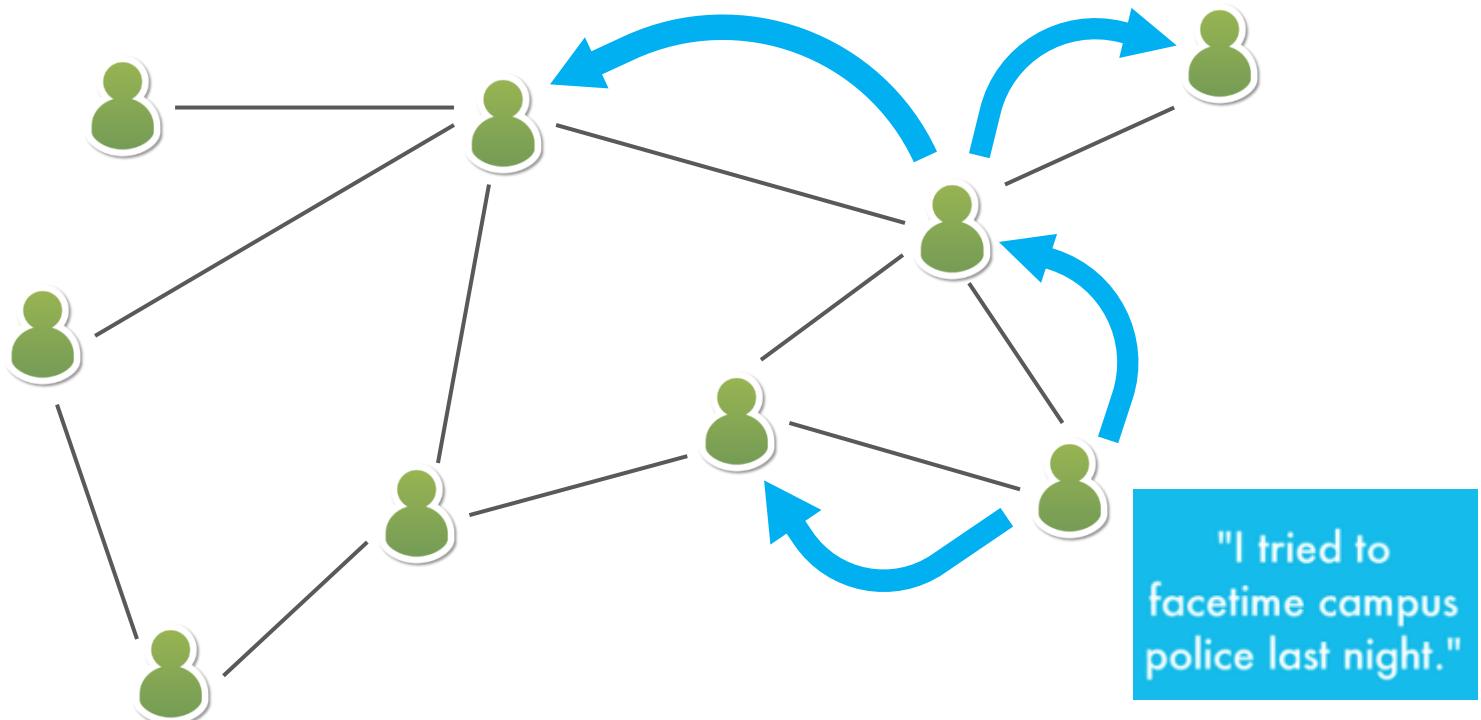
secret



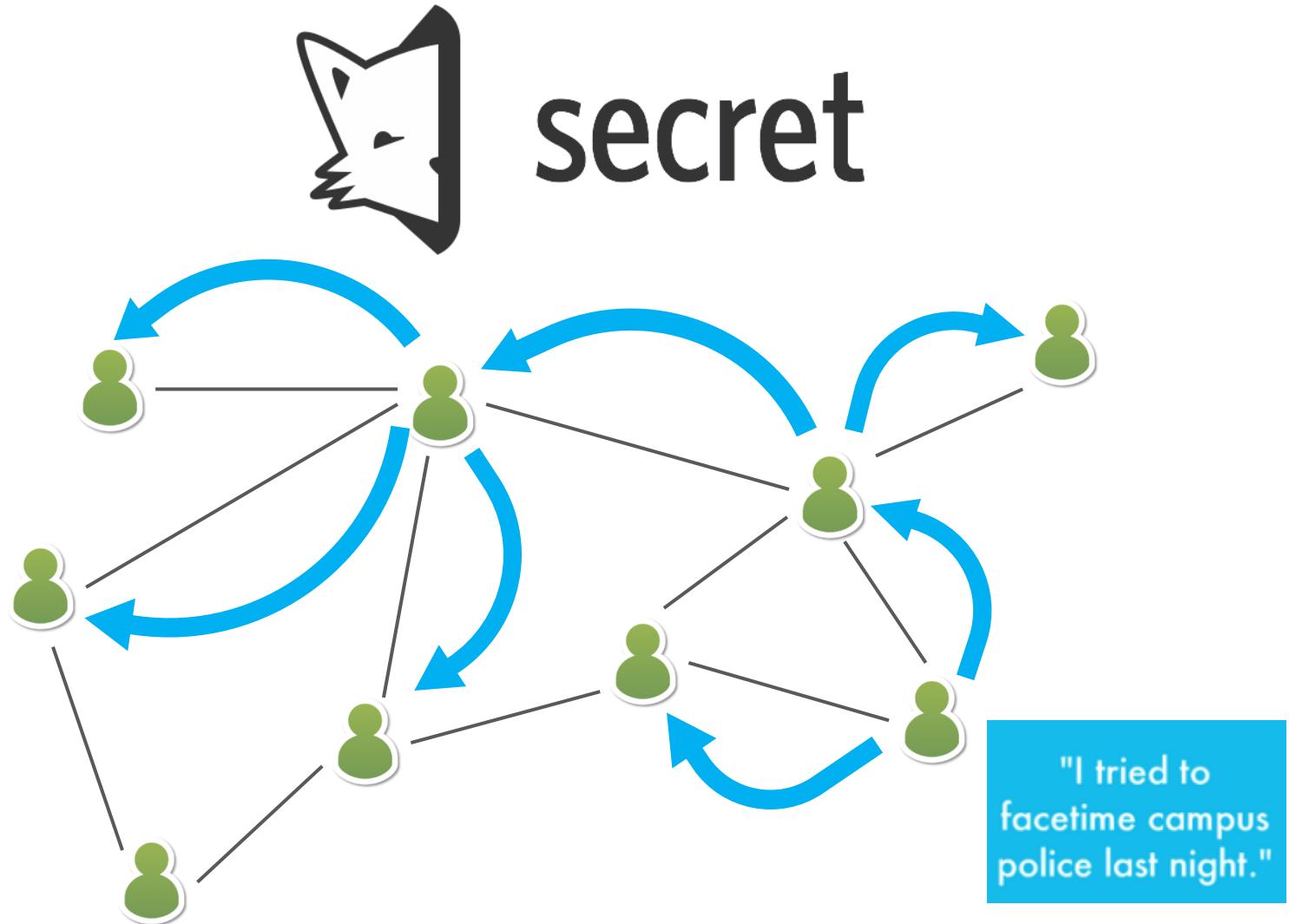
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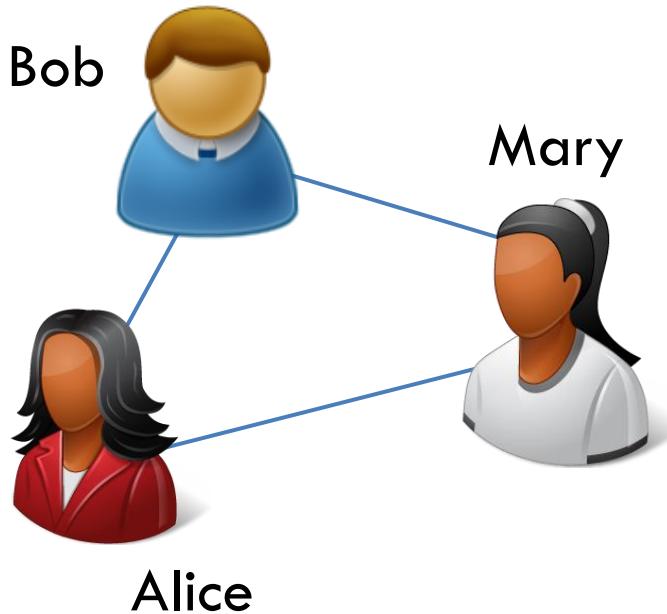
secret



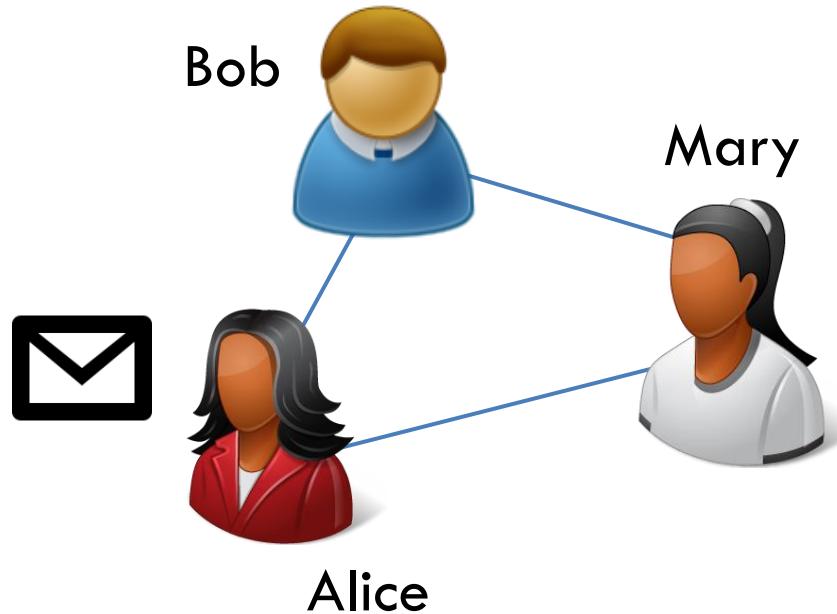
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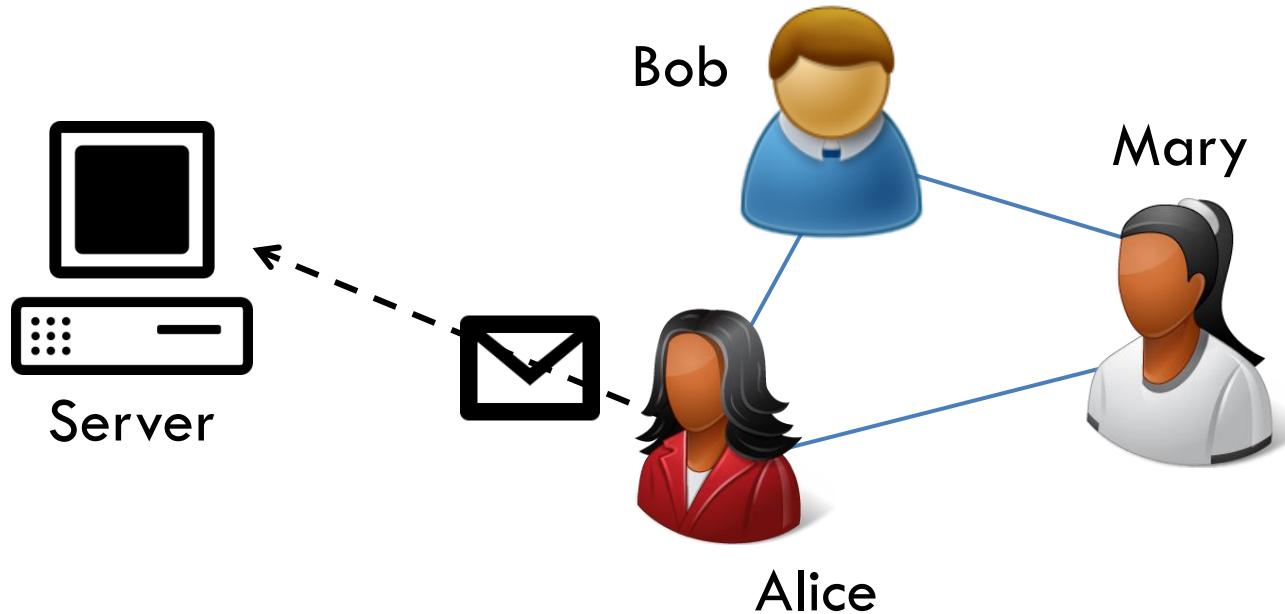
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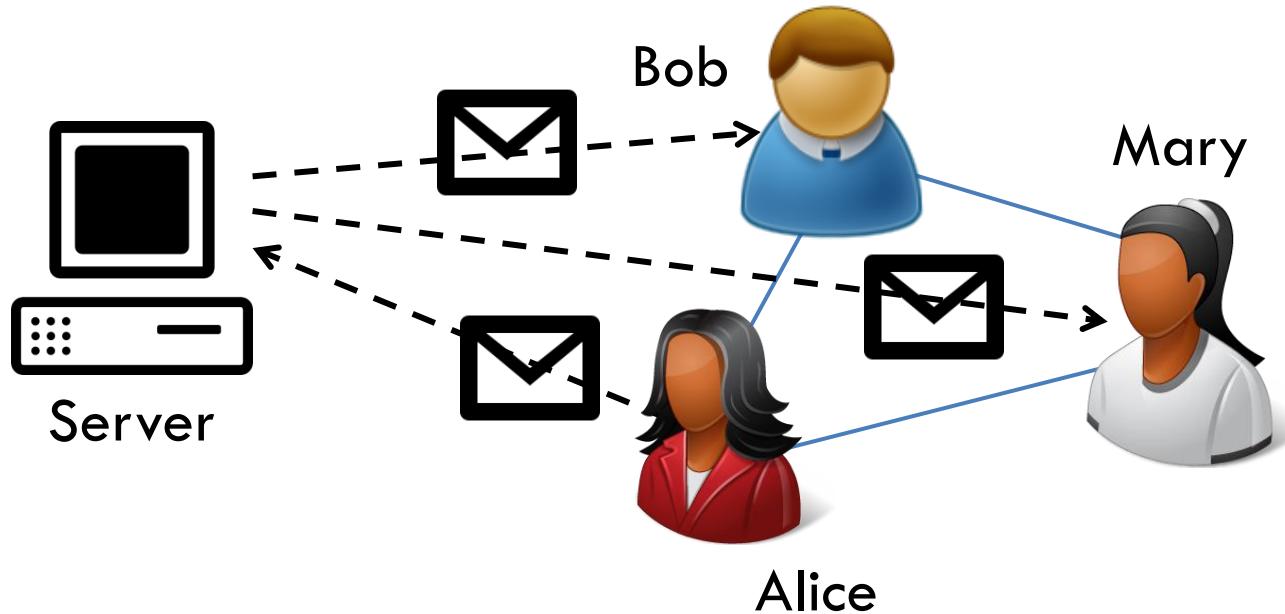
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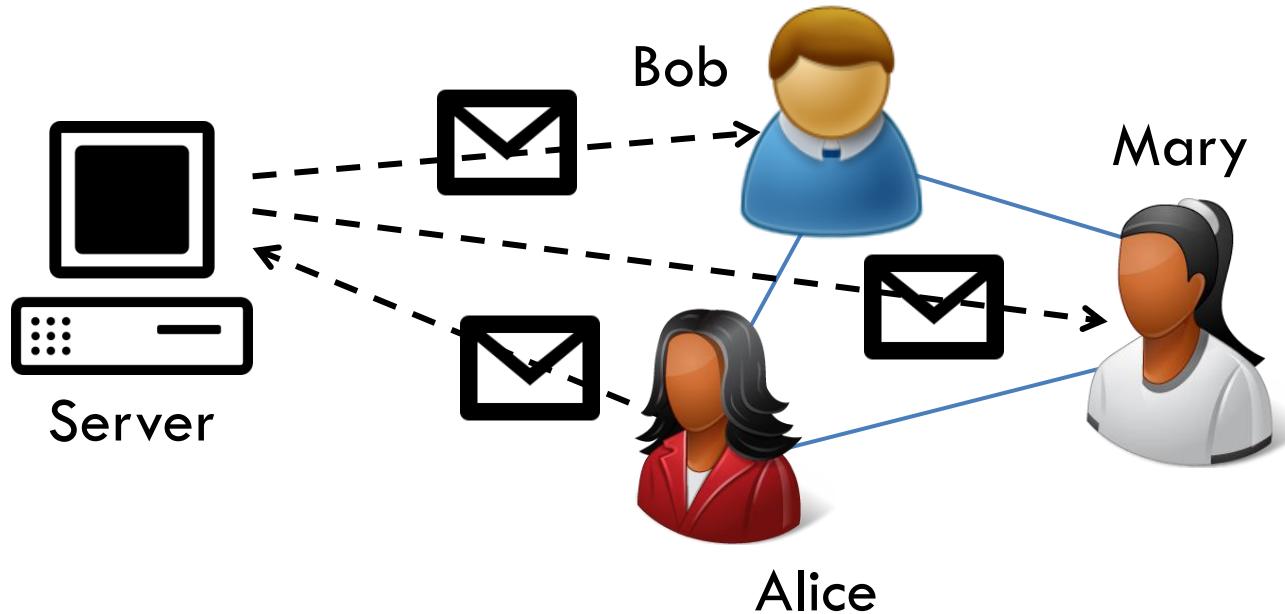
# Existing anonymous messaging apps



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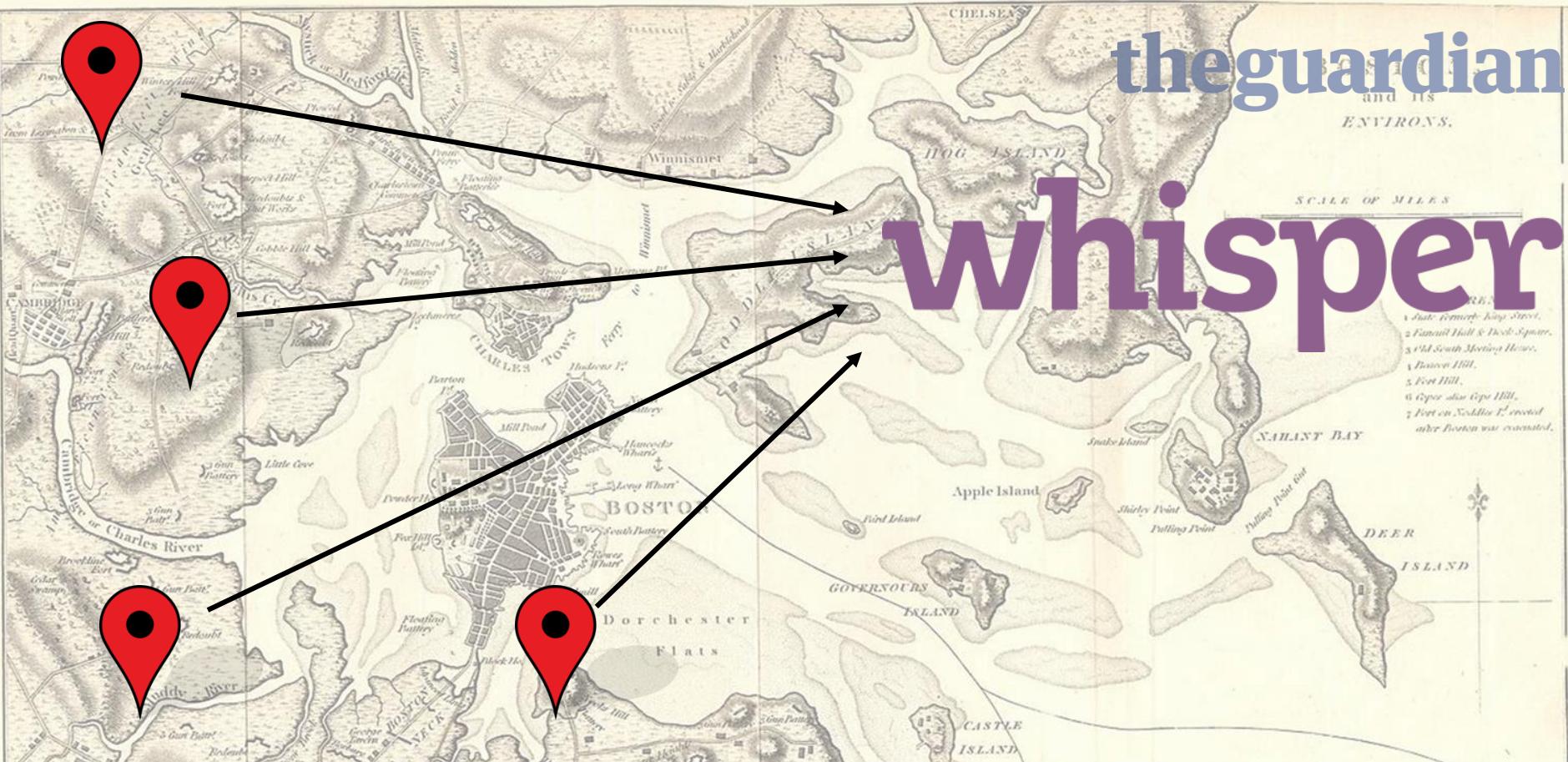
centralized networks **are not** truly anonymous!

# Compromises in anonymity

the guardian  
ENVIRONS.

RE  
1 State formerly King Street.  
2 Faneuil Hall & Dock Square.  
3 Old South Meeting House.  
4 Beacon Hill.  
5 Fort Hill.  
6 Upper alias Gope Hill.  
7 Fort on Noddle's P. erected  
after Boston was evacuated.

# whisper

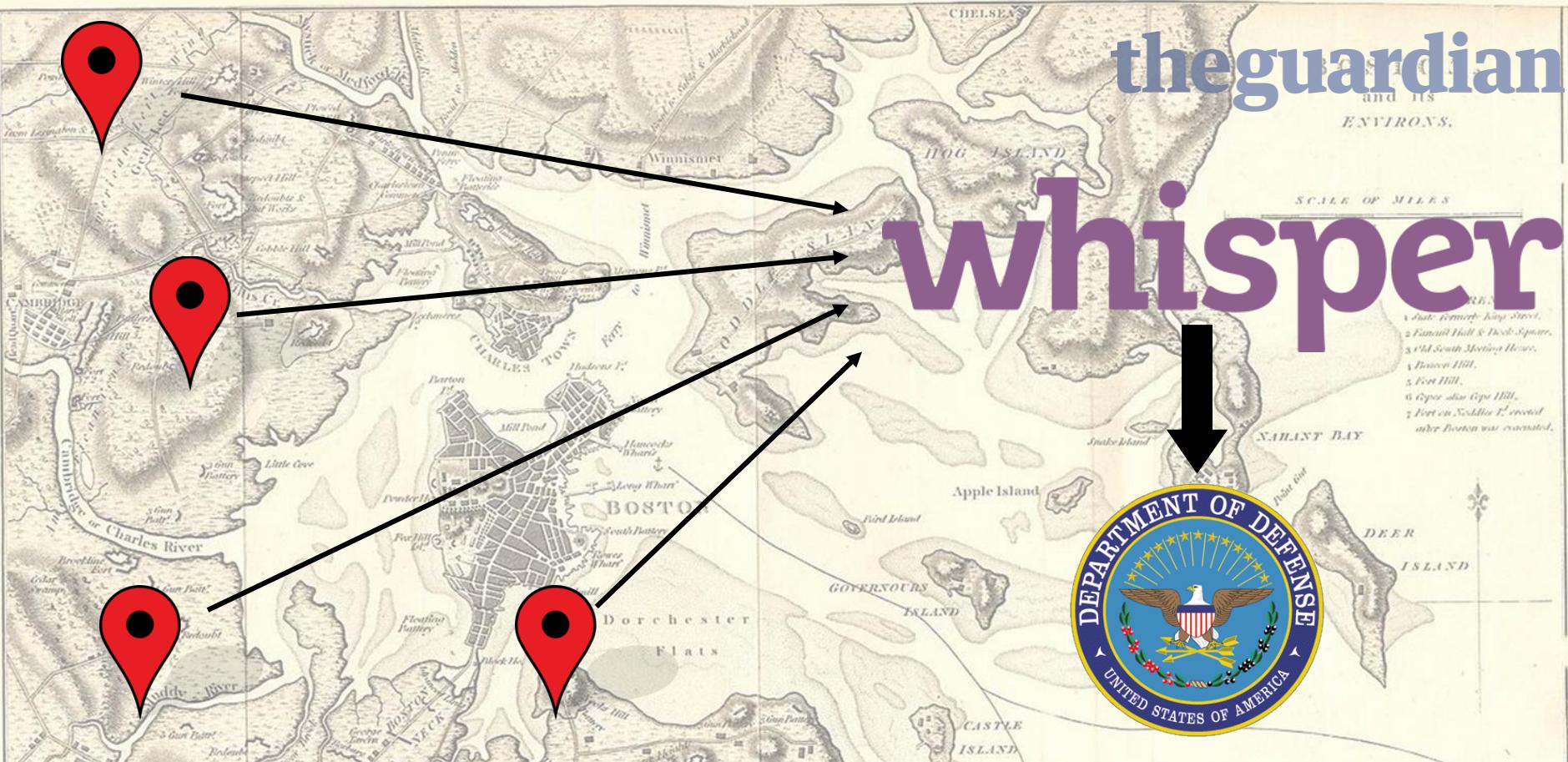


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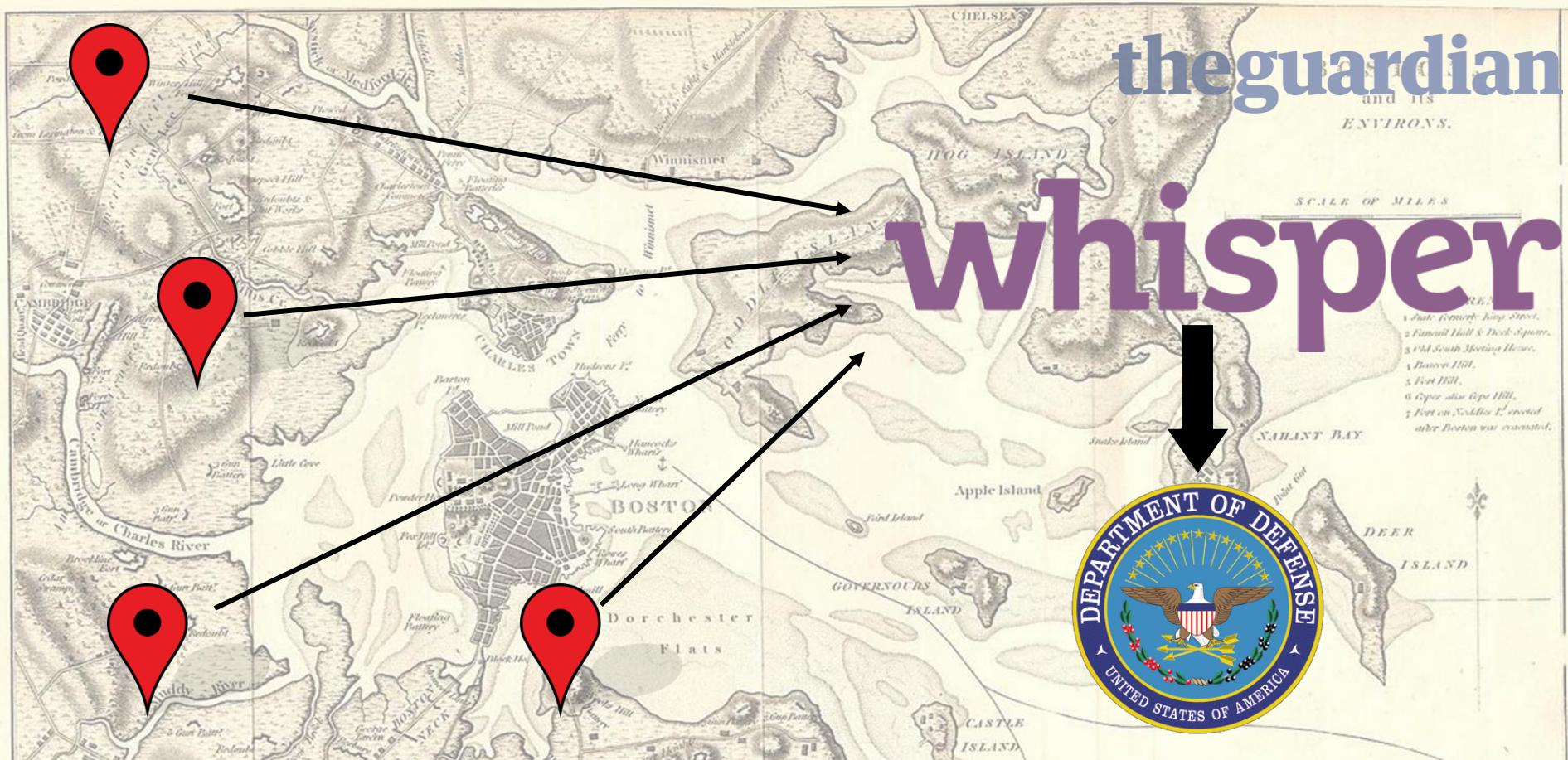
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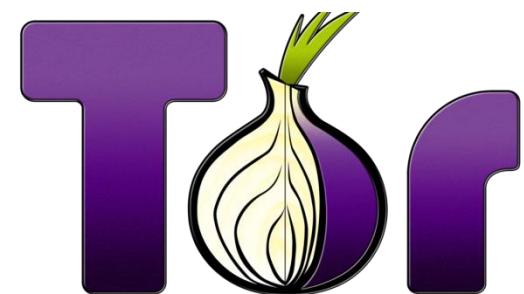


# Compromises in anonymity



anonymity loss extends **beyond the network**

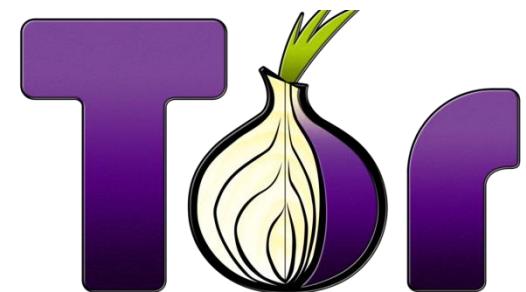
# **Anonymous communication**



**OneSwarm**

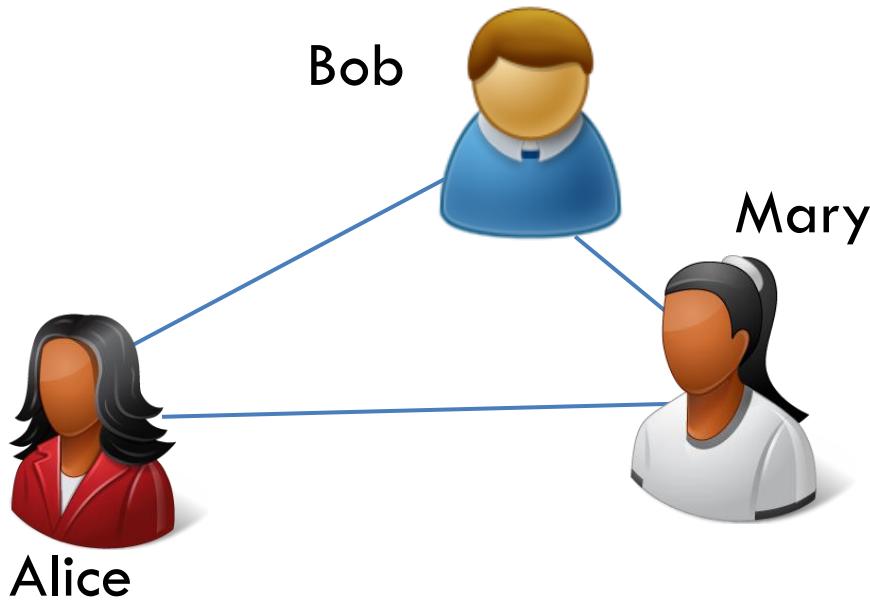
Privacy preserving peer-to-peer data sharing

# **Anonymous communication**

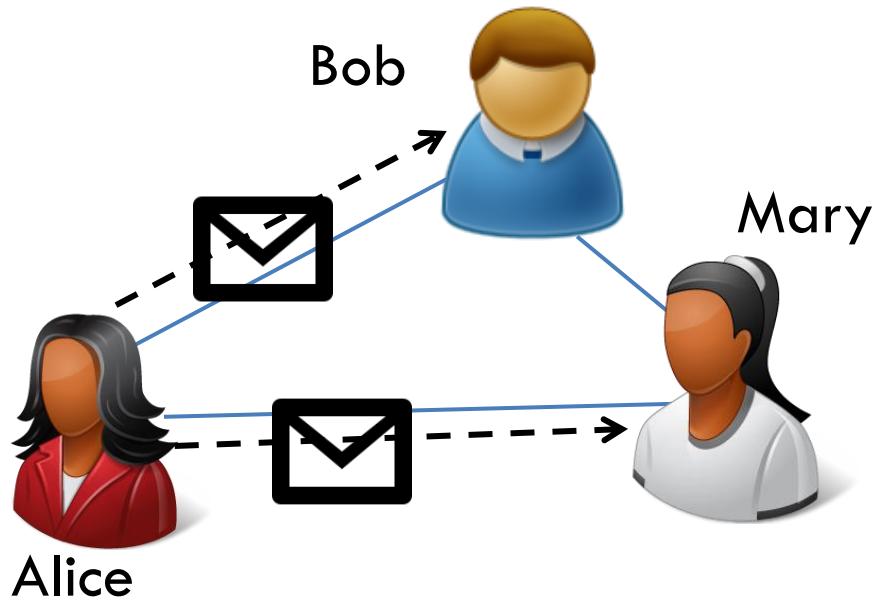


**designed for point-to-point communication**

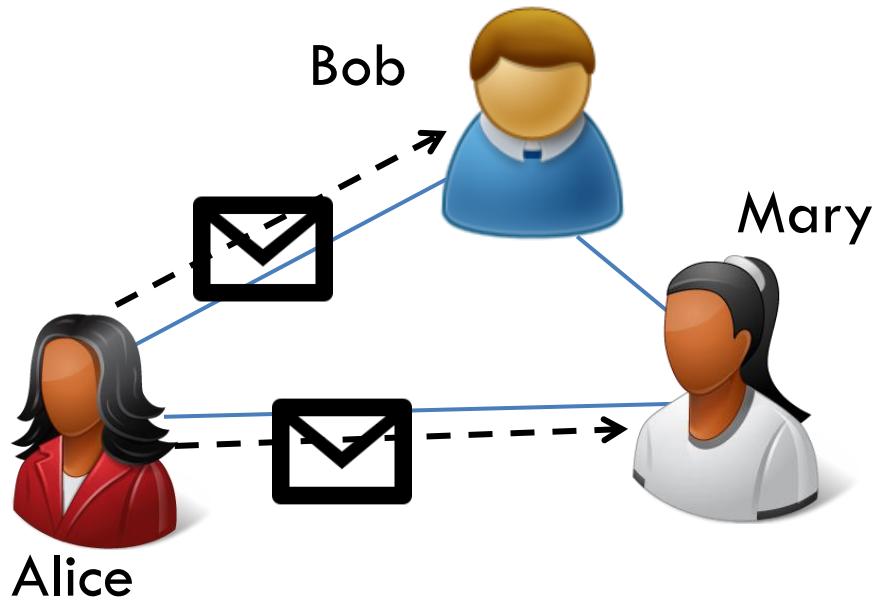
# Distributed messaging



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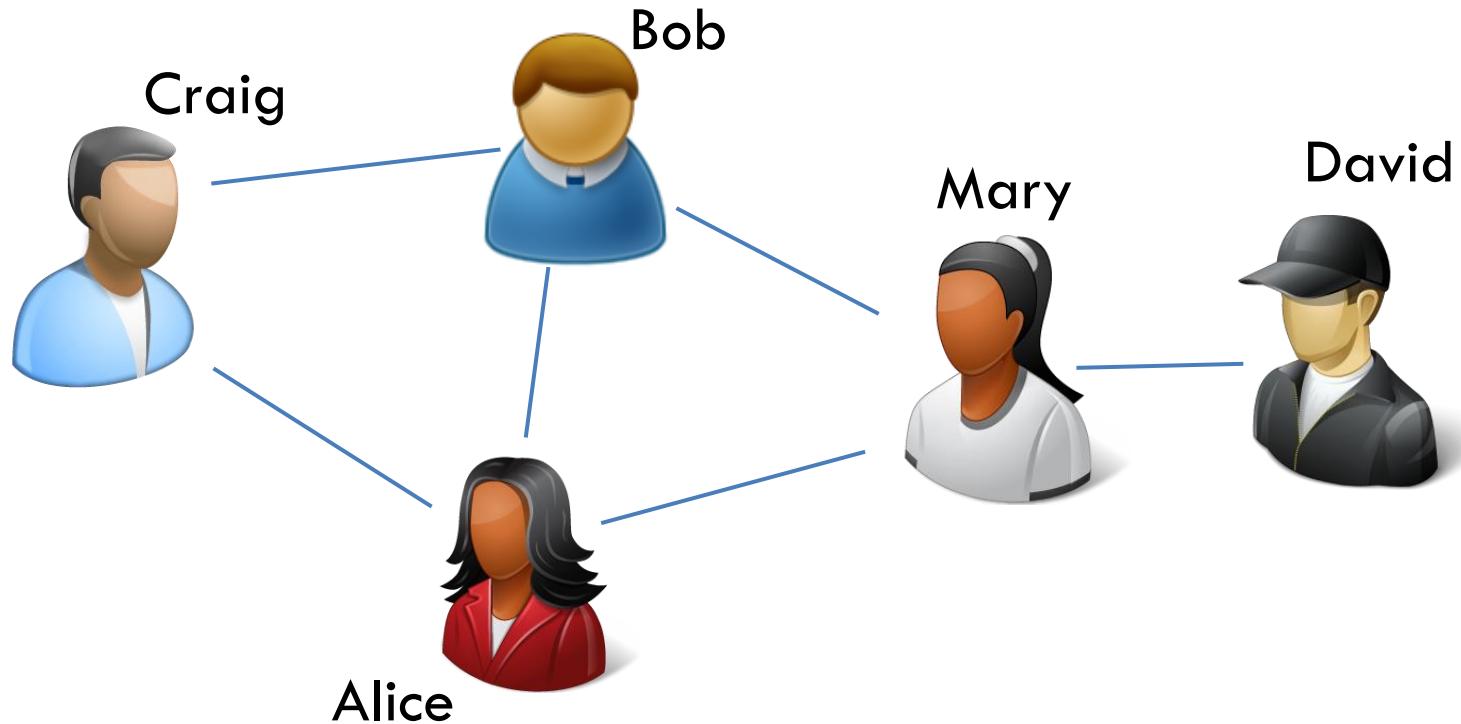


# Distributed messaging

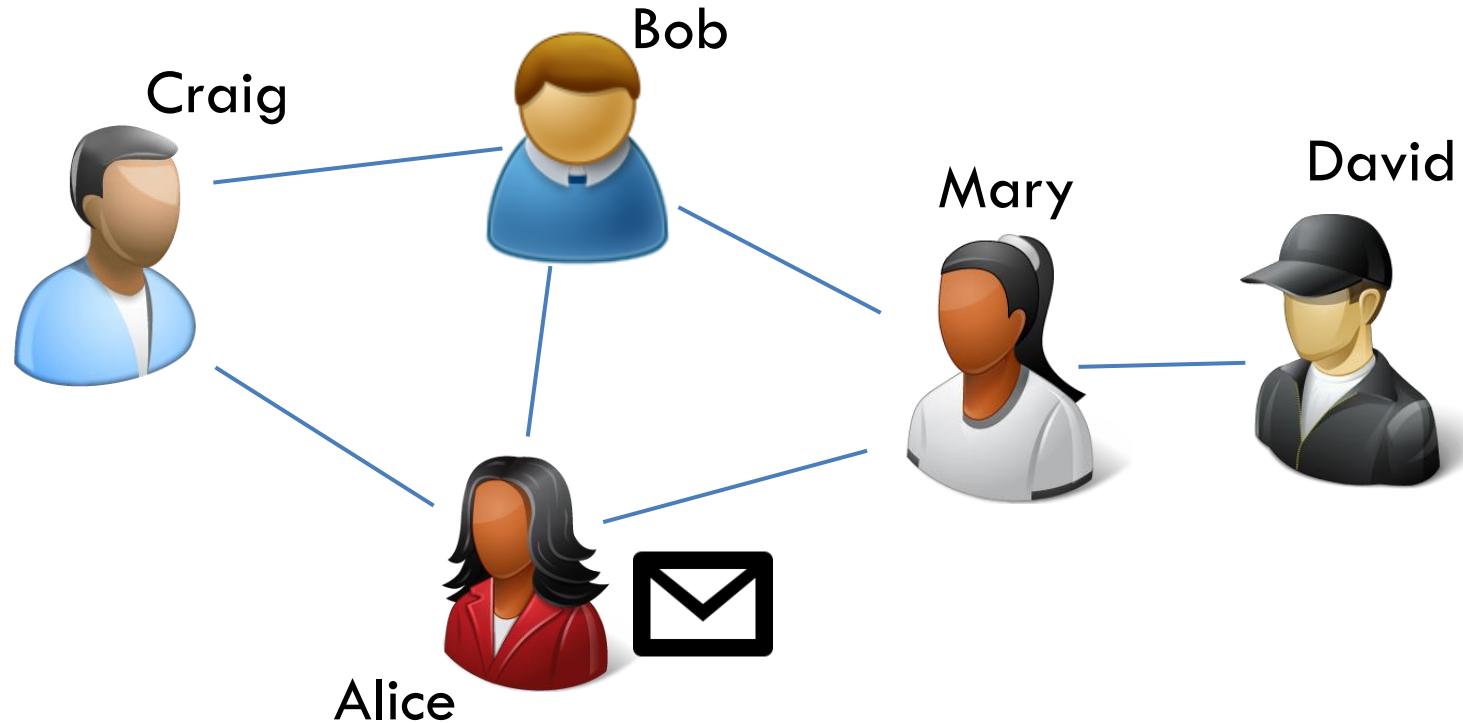


what can an **adversary** do?

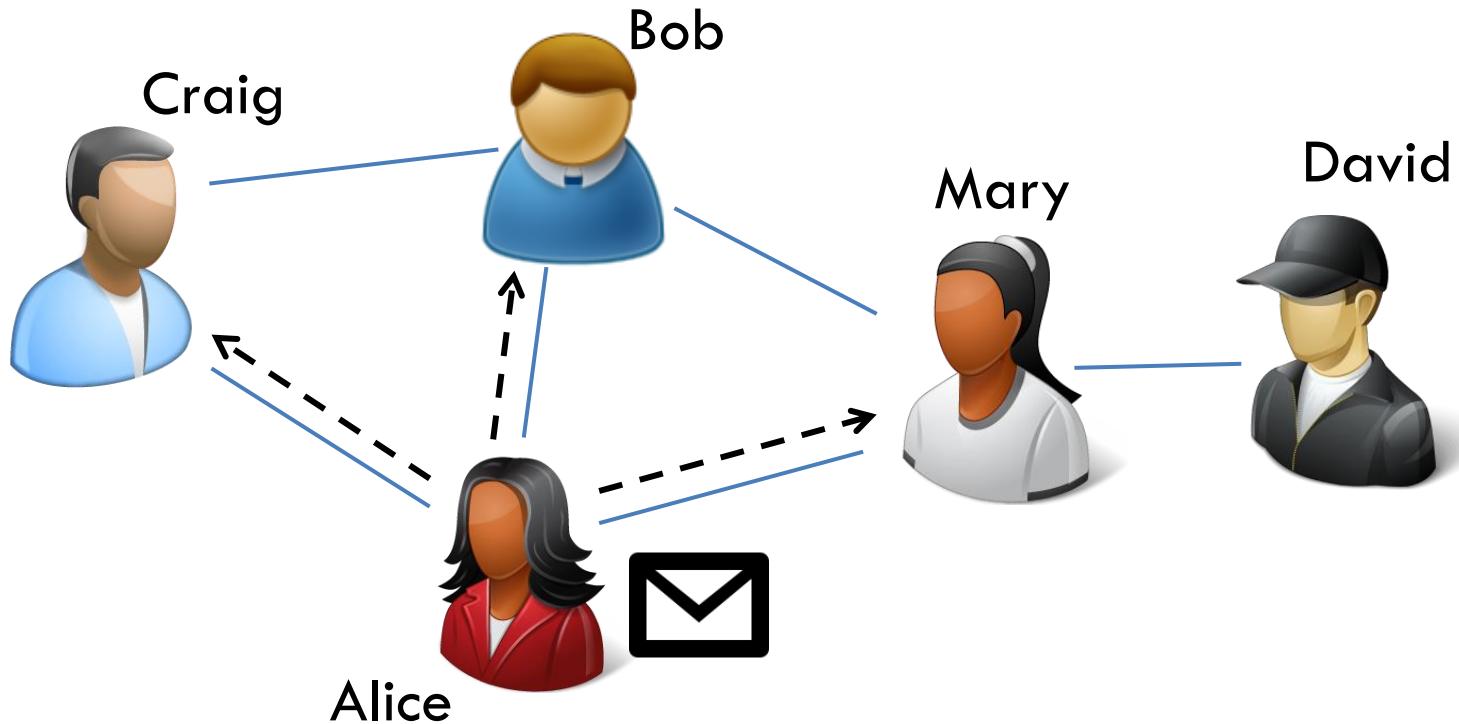
# Adversary without timing



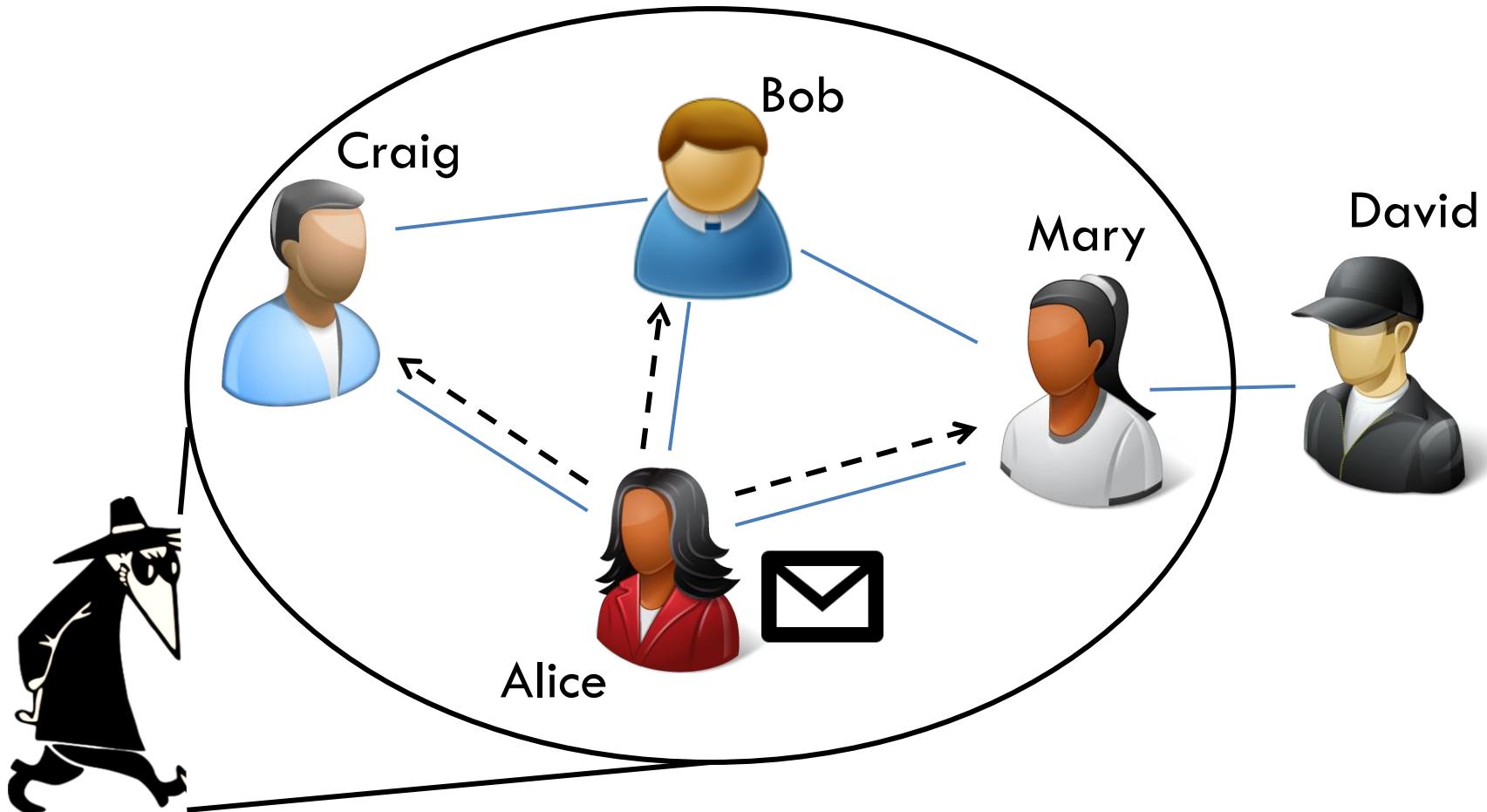
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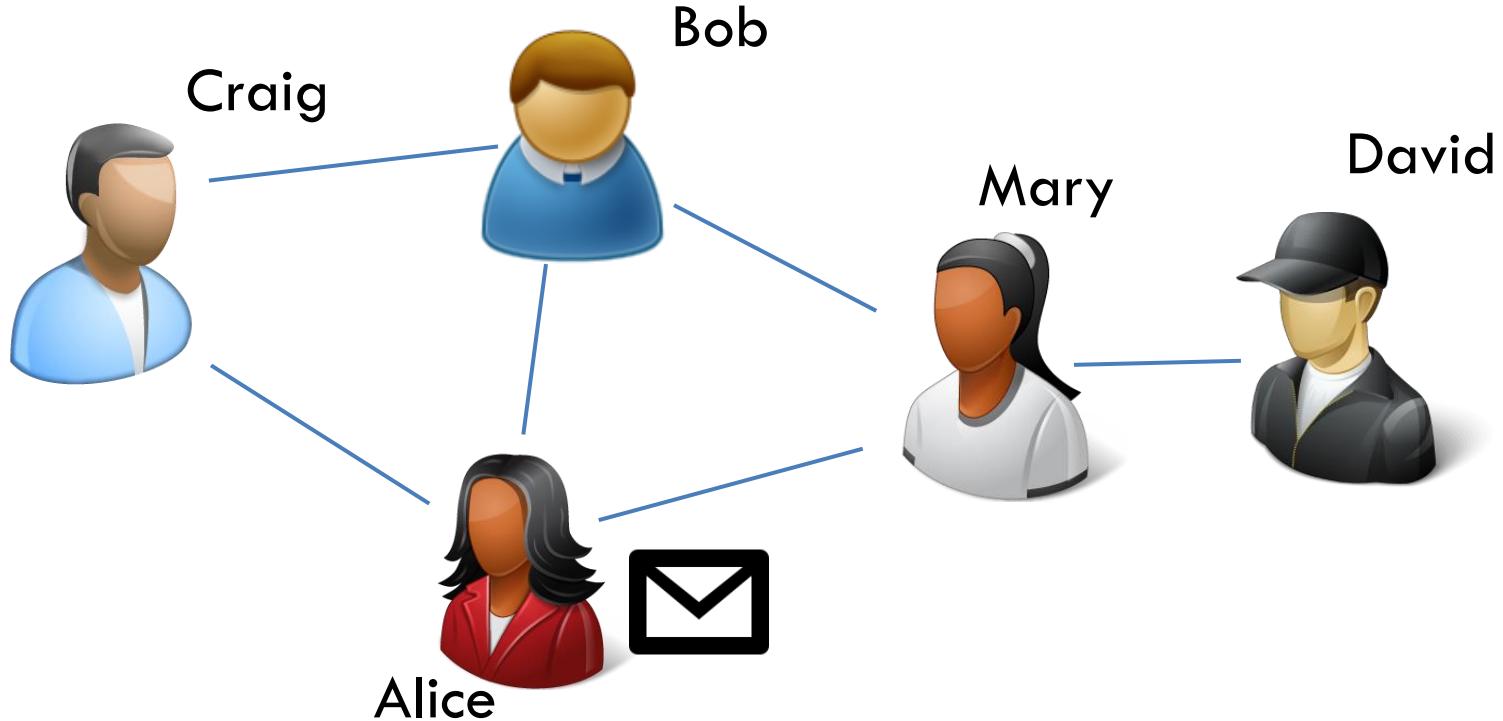


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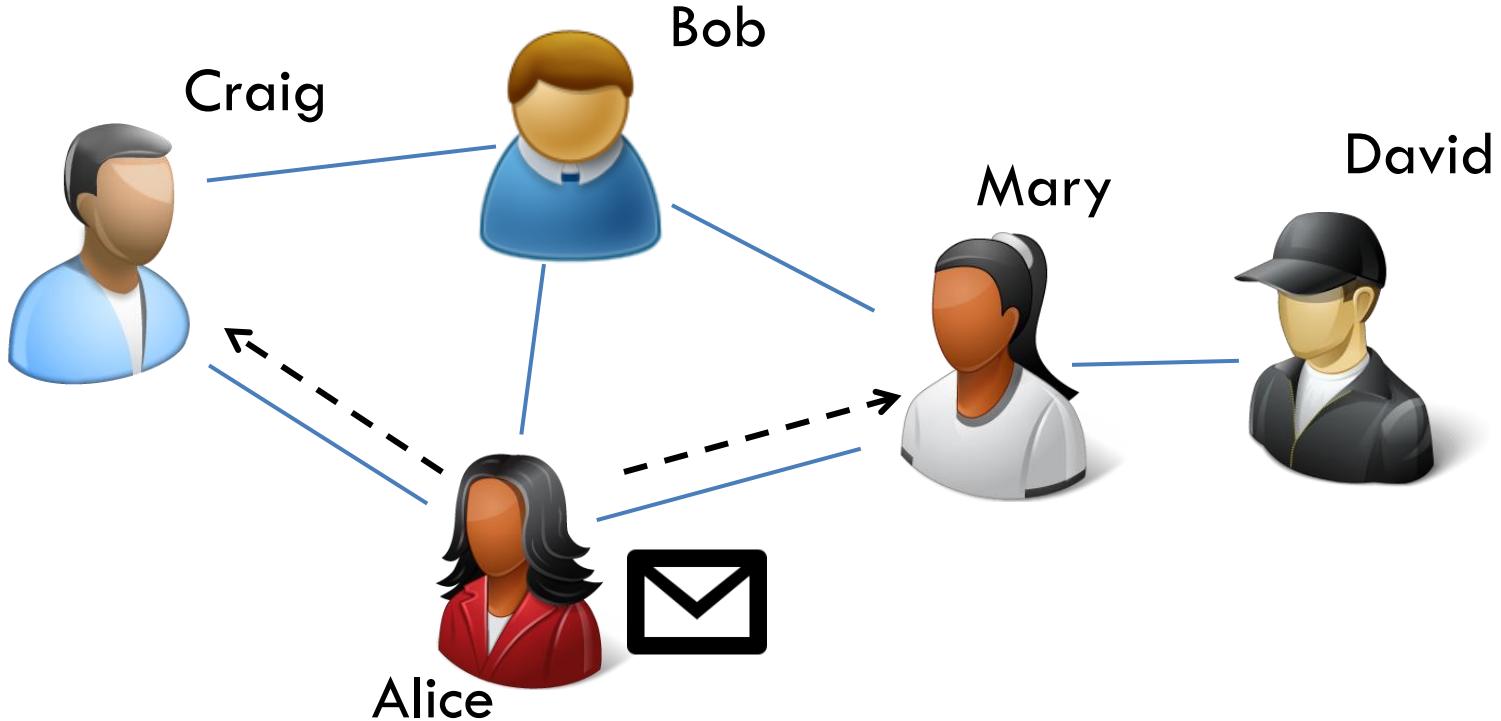


adversary can figure out who got the message

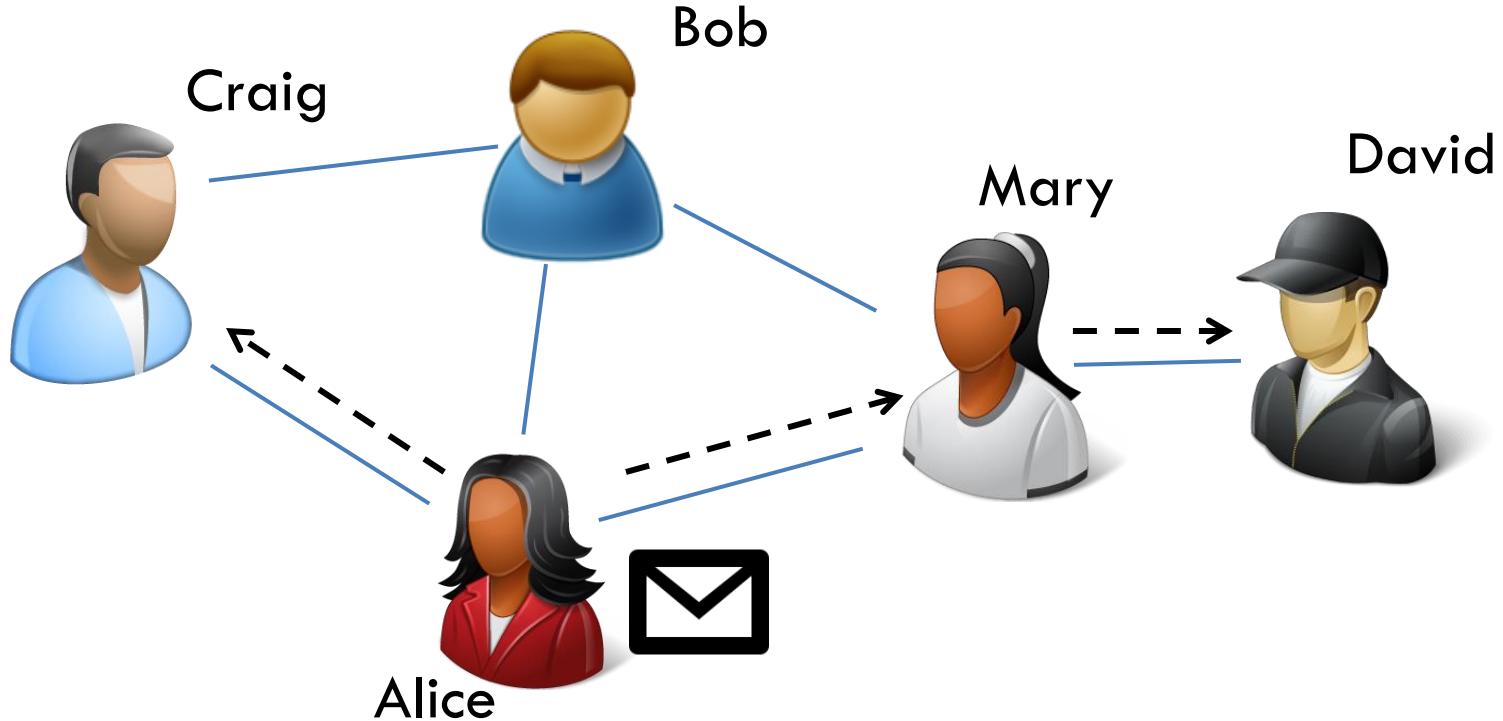
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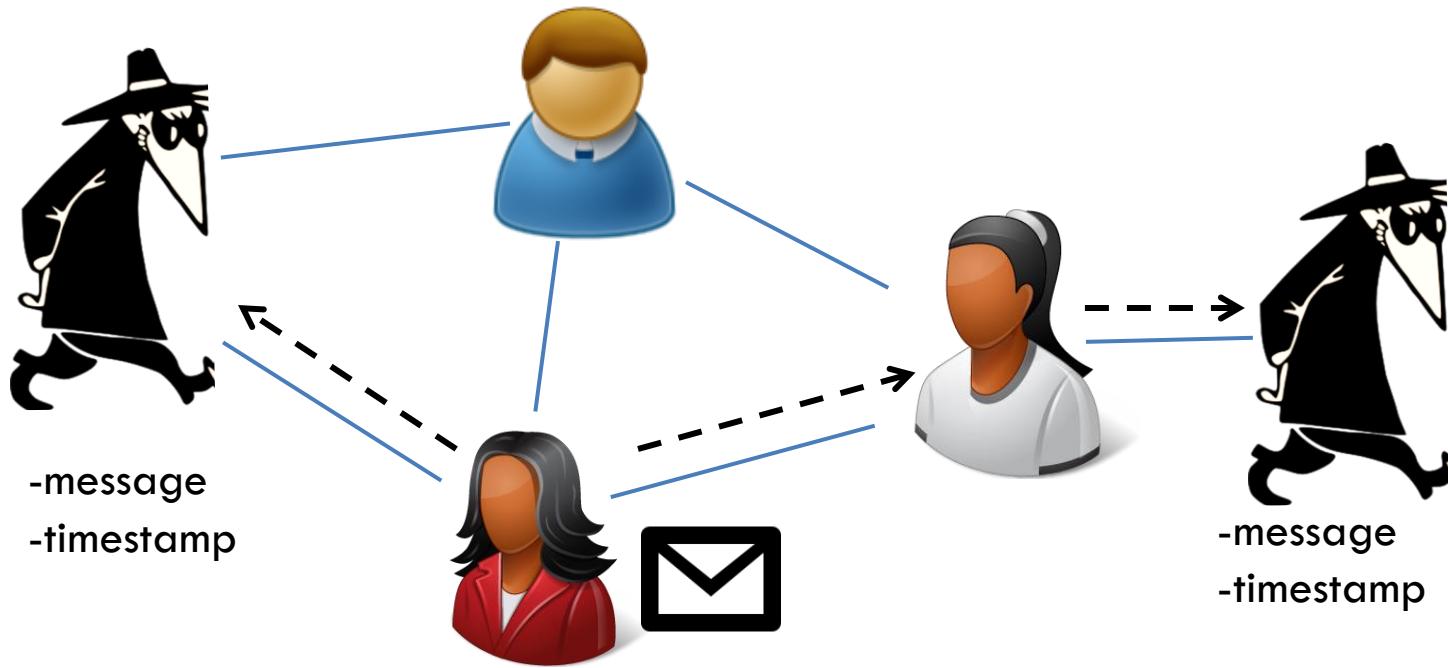
# Adversary with timing



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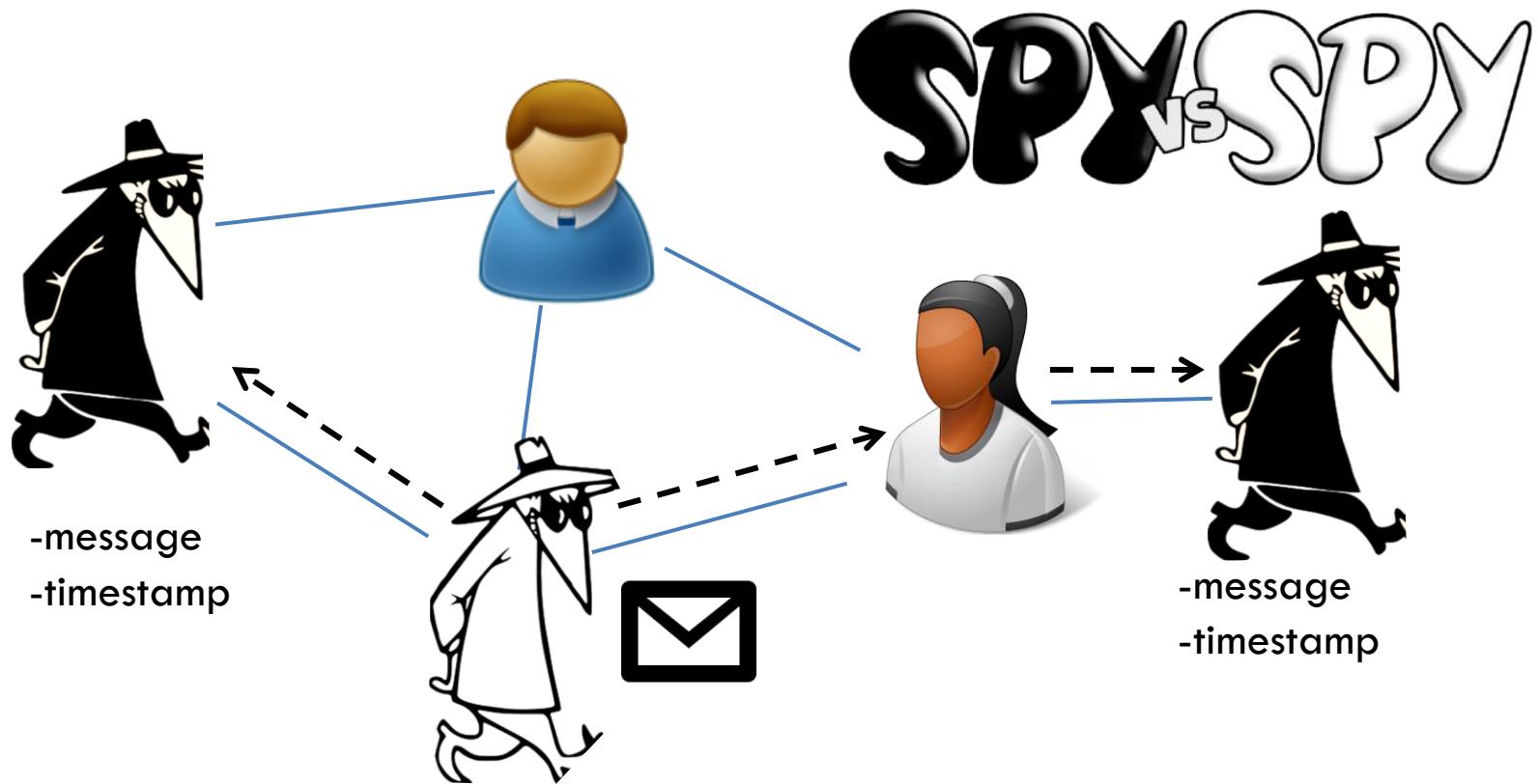


# Adversary with timing



adversary can collect timing information

# Adversary with timing



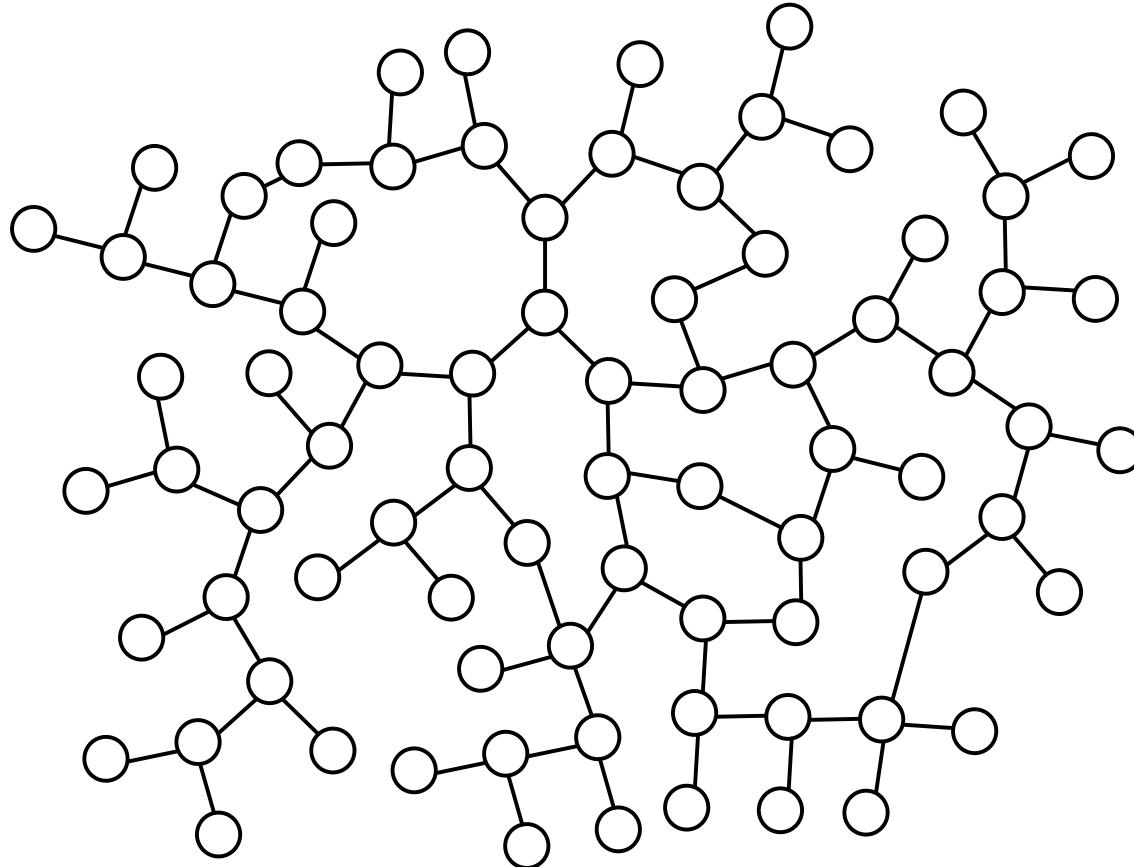
adversary can collect timing information

# Distributed network forensics



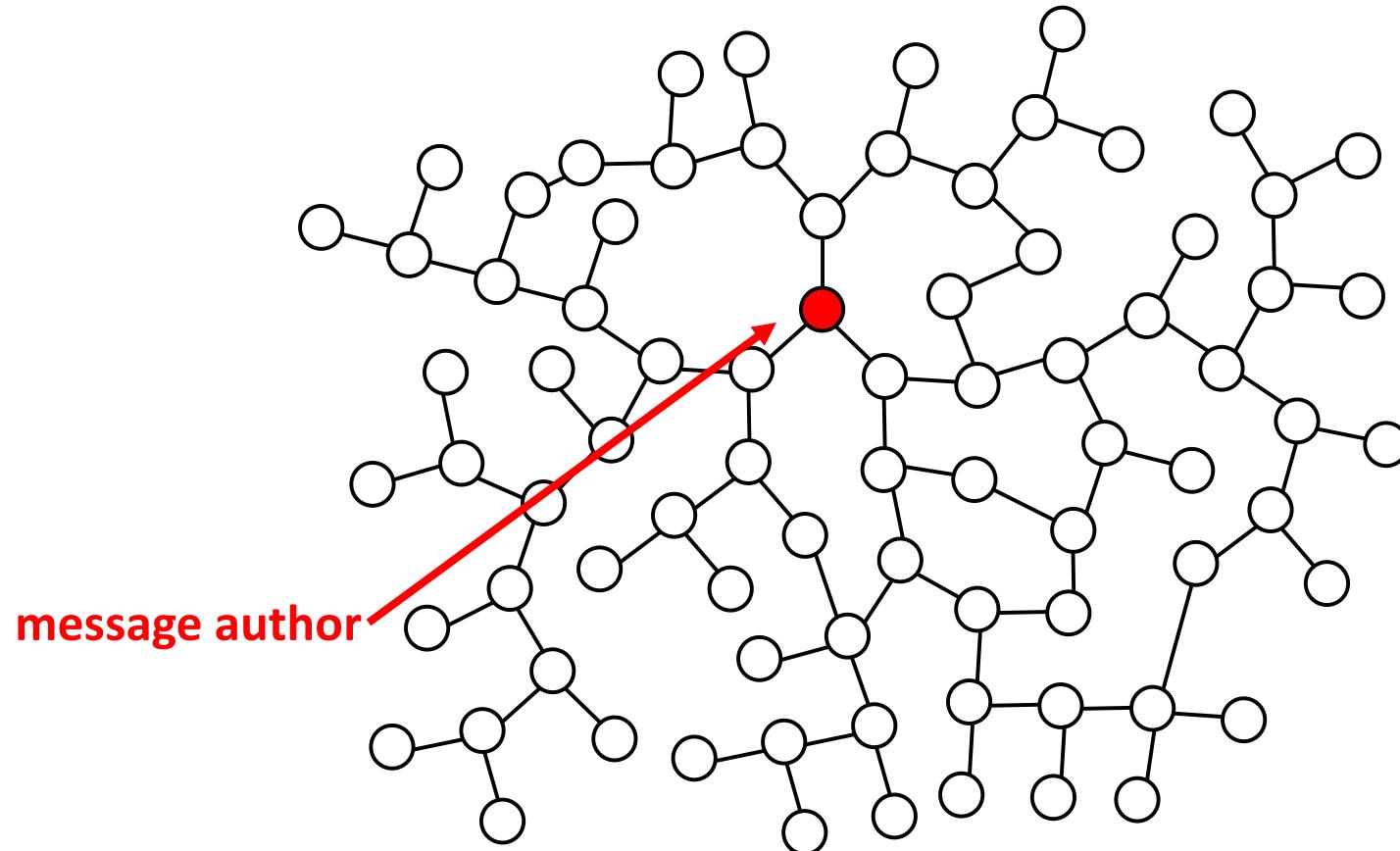
**timing + who has the message = authorship**

# Information flow in social networks

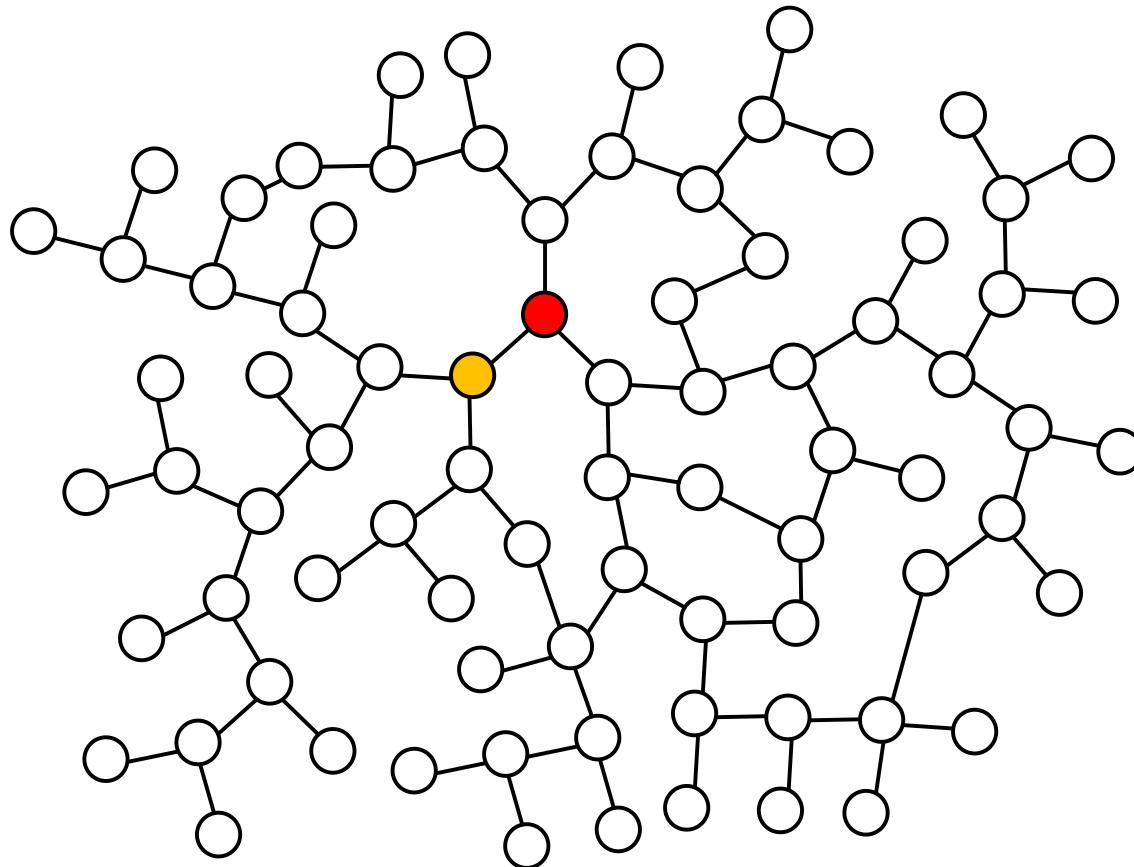


- $G$  is the graph representing the social network

# Information flow in social networks

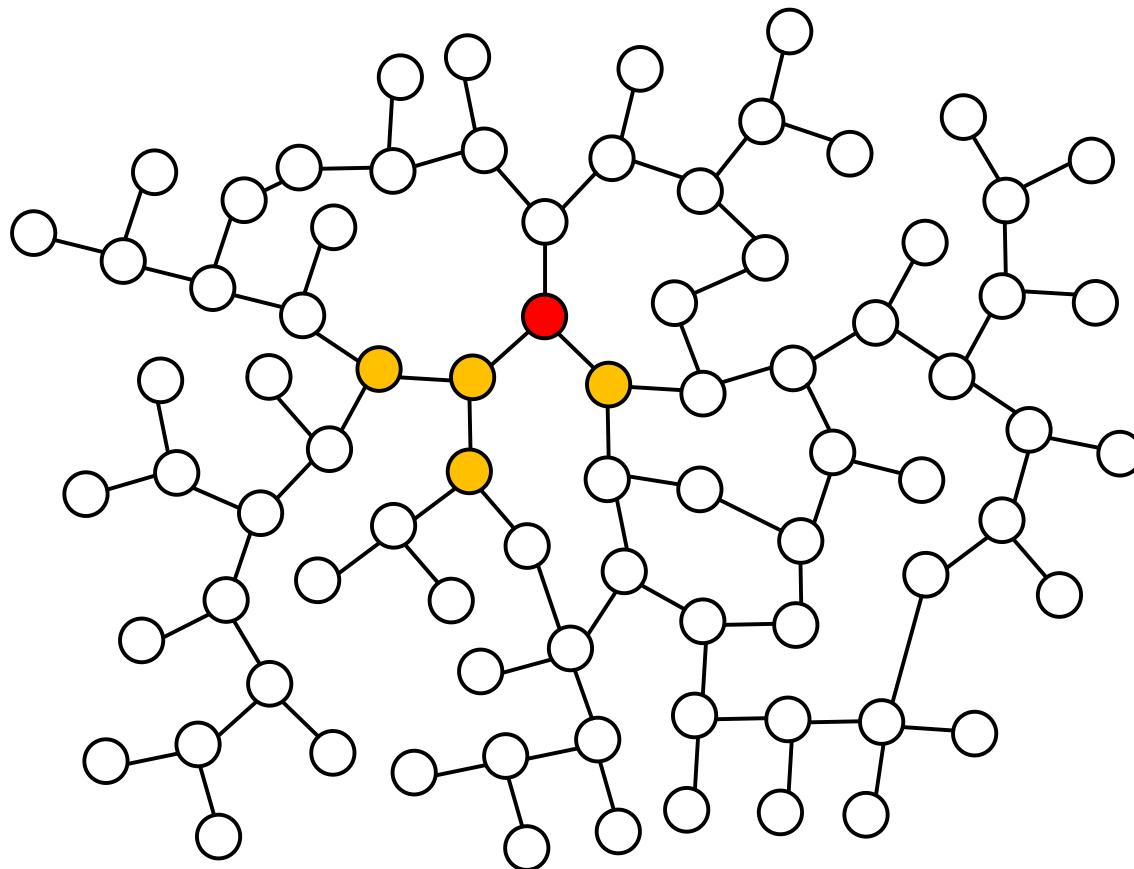


# Information flow in social networks



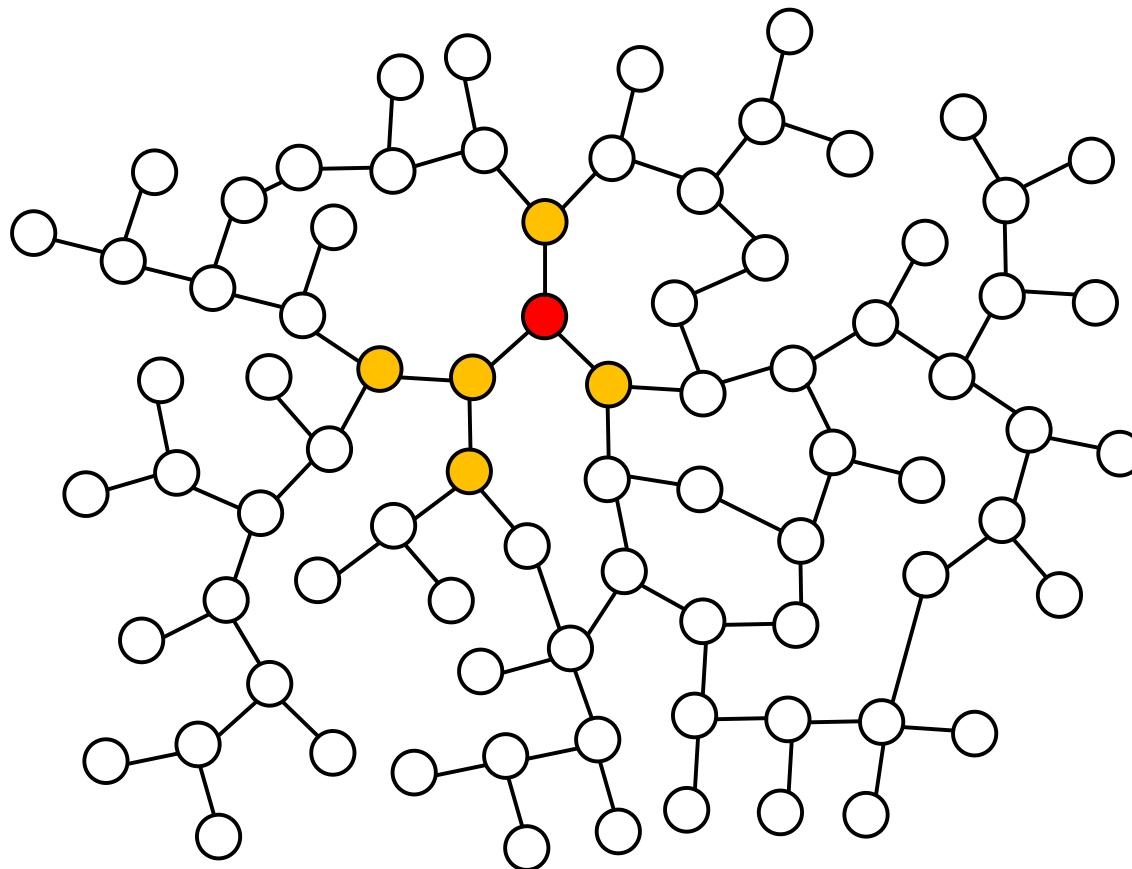
- the author passes the message to its neighbors

# Information flow in social networks



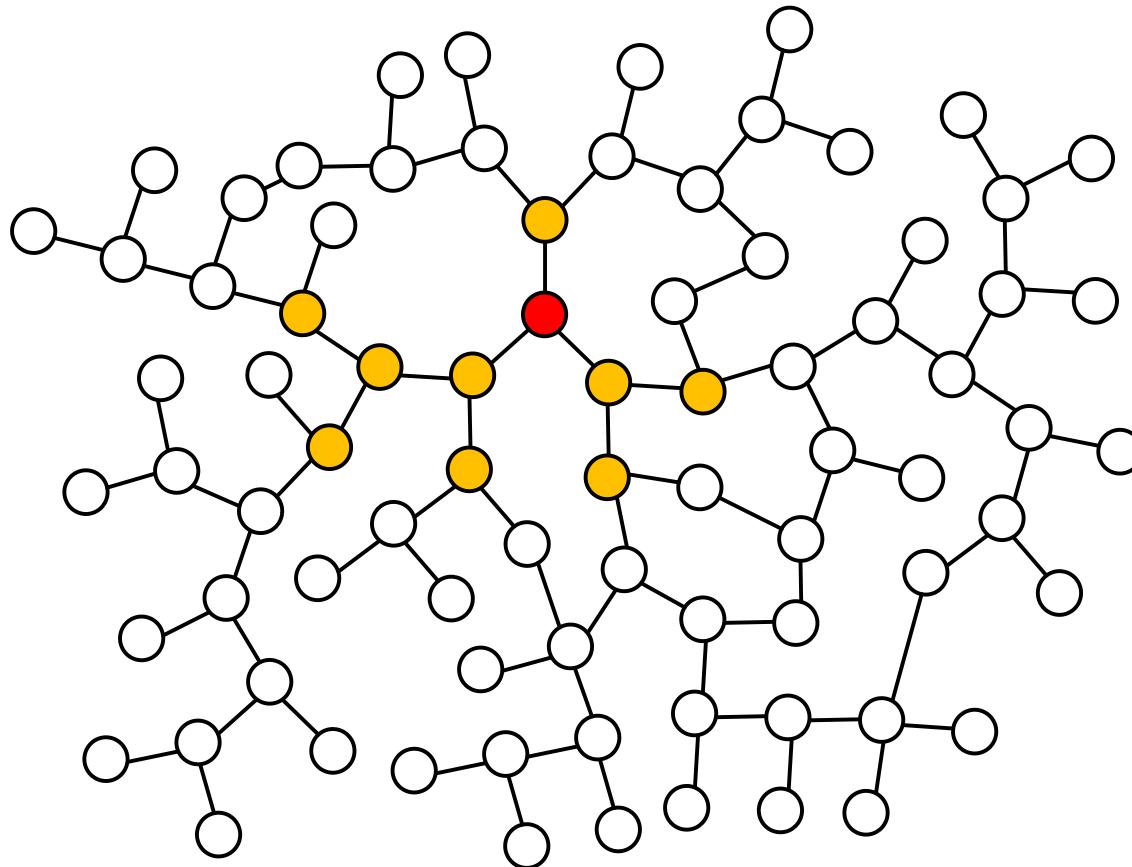
- its neighbors pass the message to theirs

# Information flow in social networks



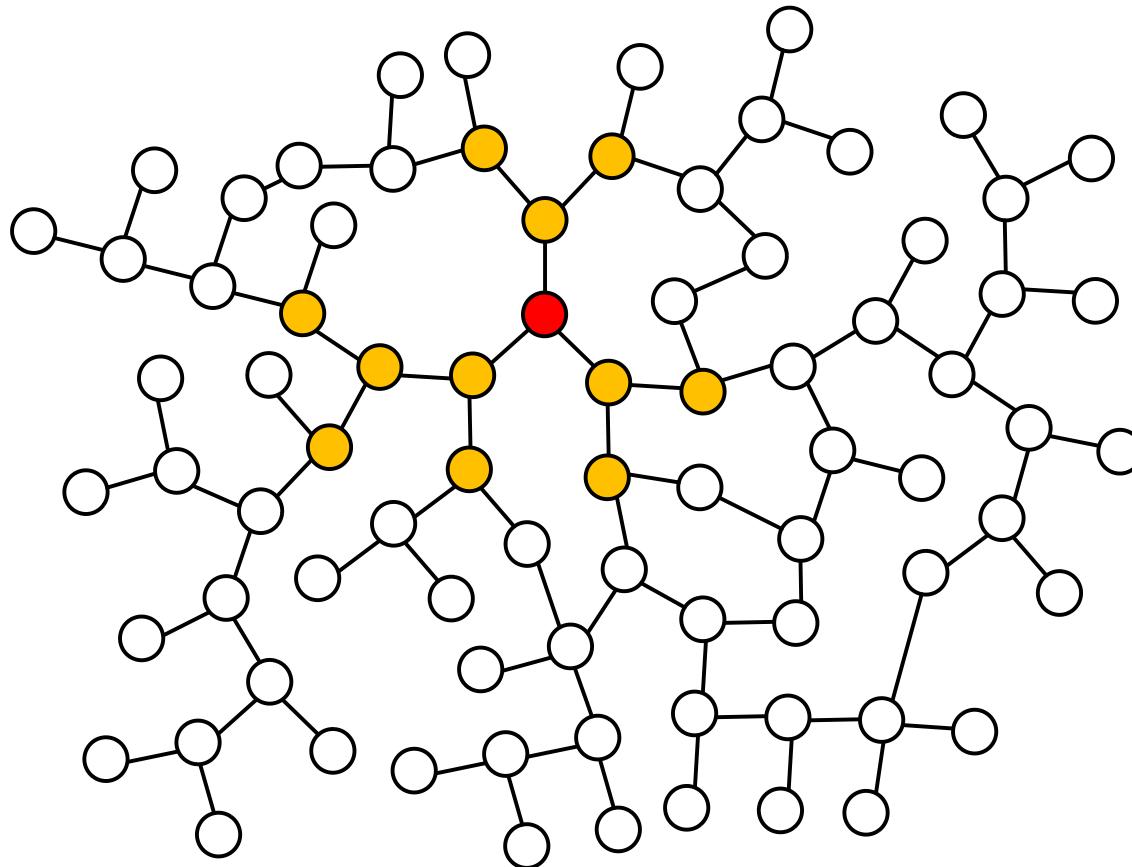
- the message spreads in **all directions** at the **same rate**

# Information flow in social networks



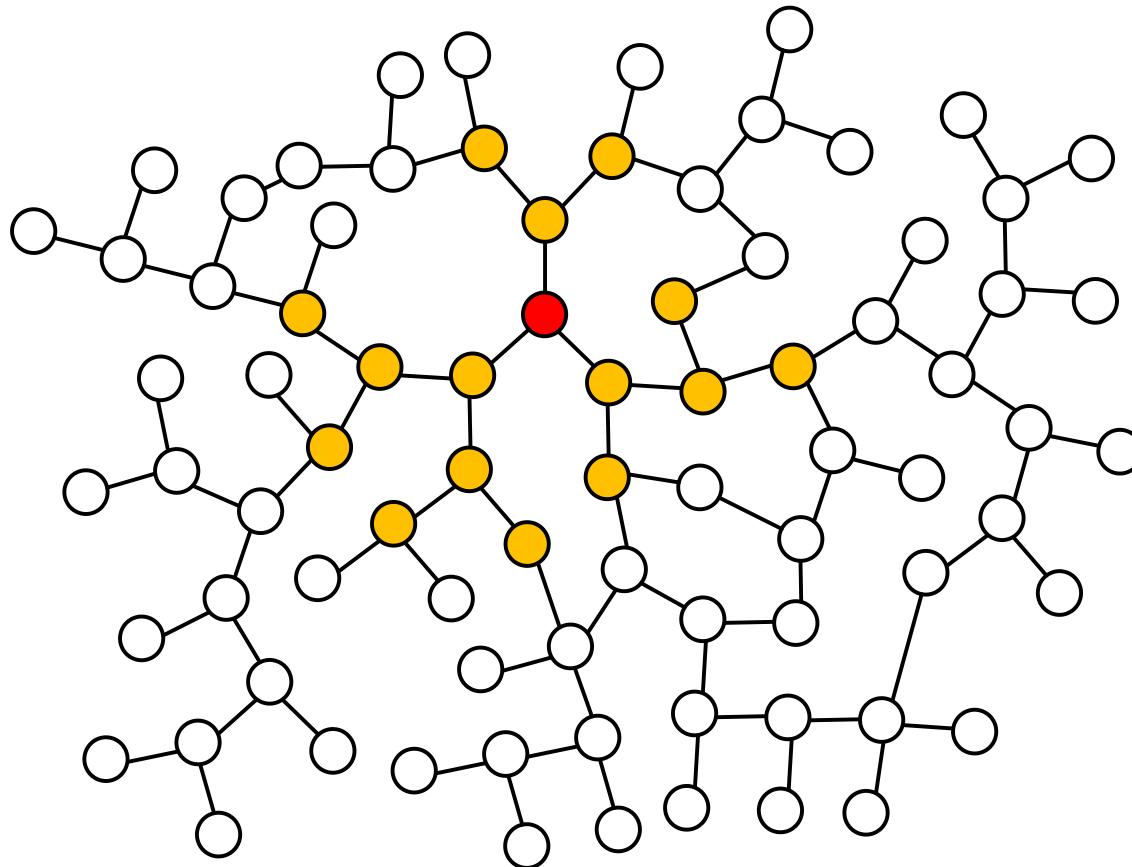
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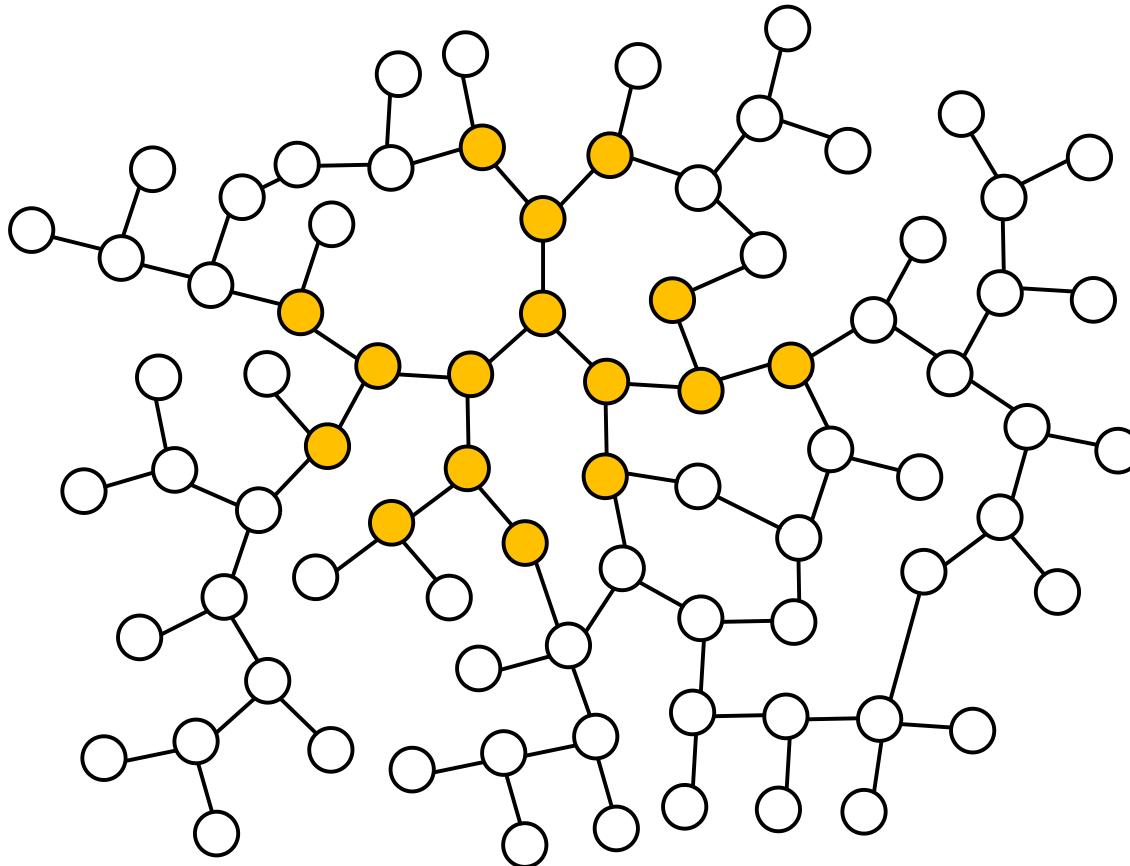
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# Information flow in social networks



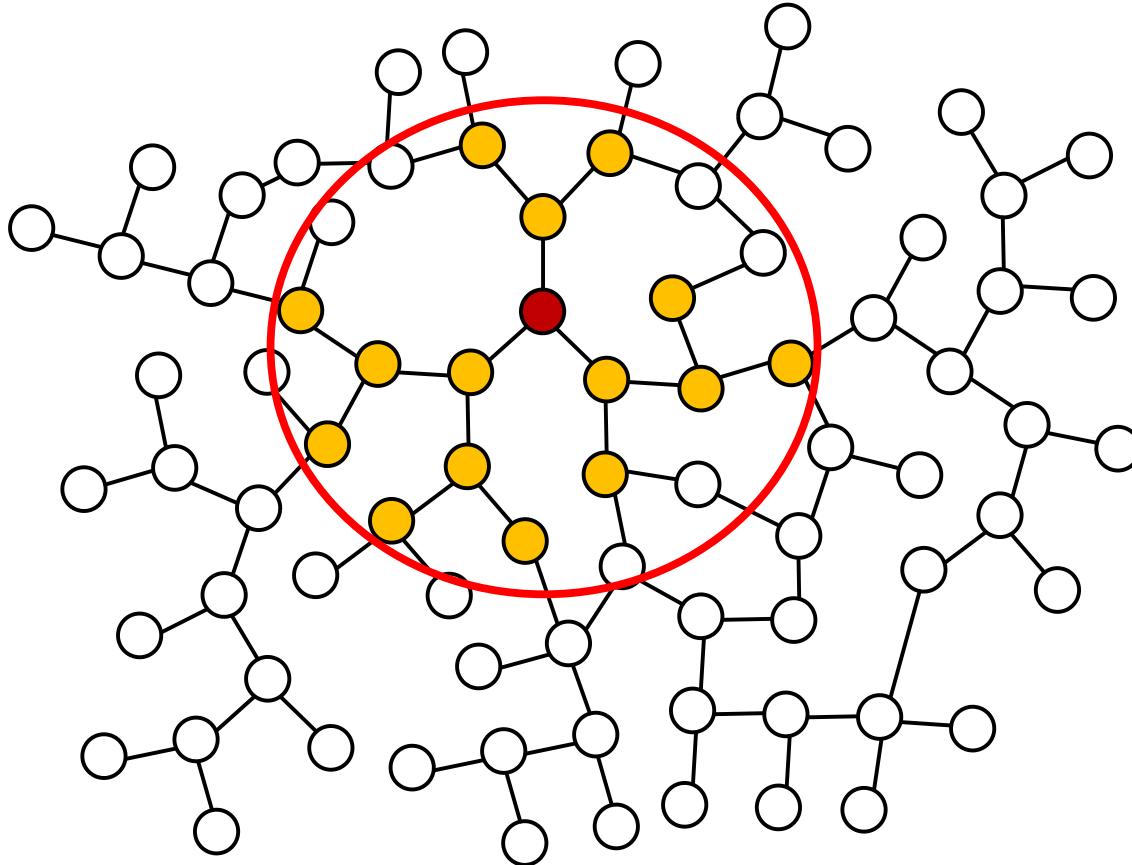
- this **spreading model** is known as the **diffusion model**

# Adversary



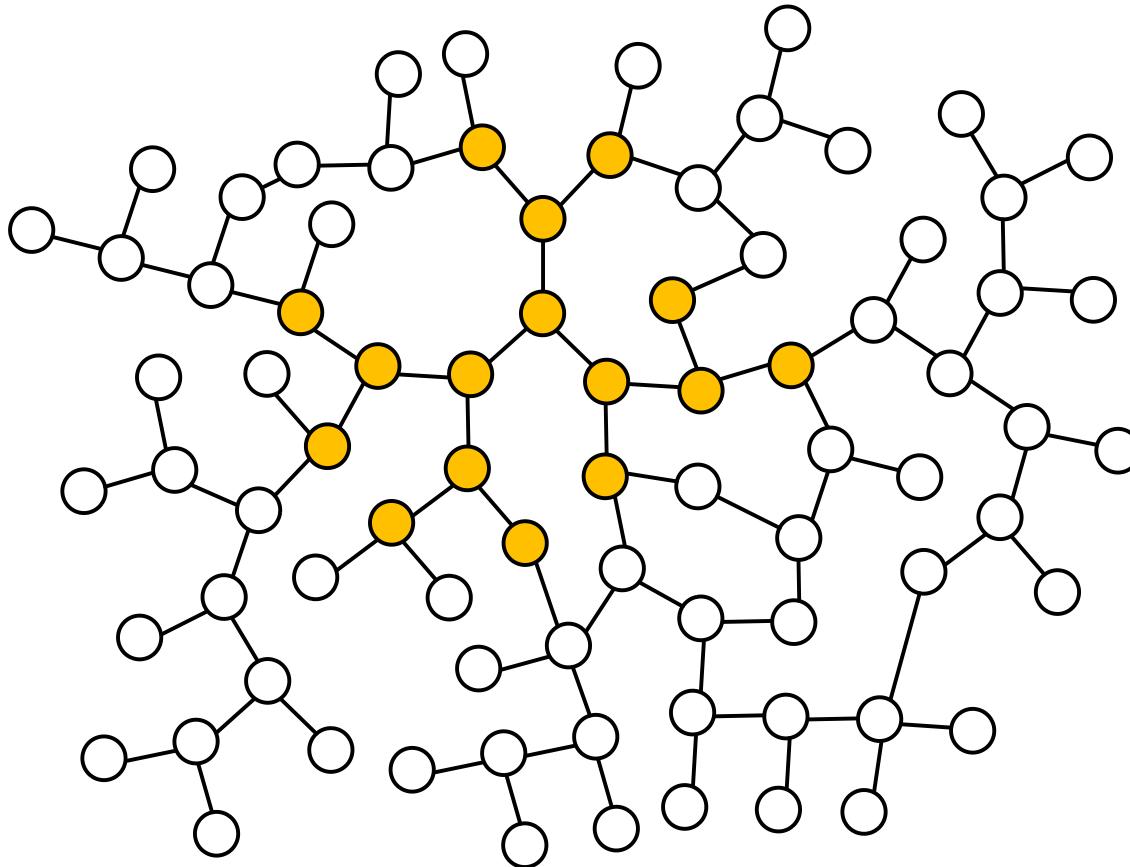
can we locate the message author?

# Concentration around the center



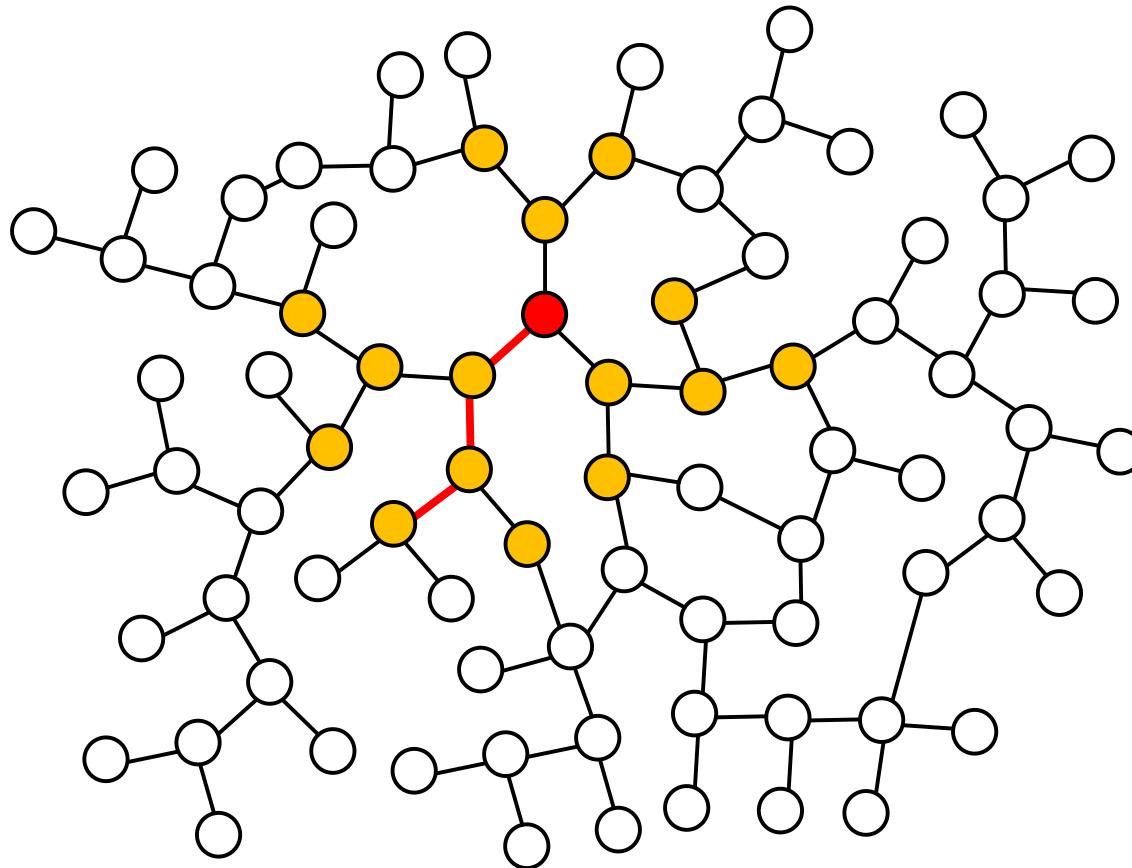
- the **message author** is in the “**center**”

# Node eccentricity



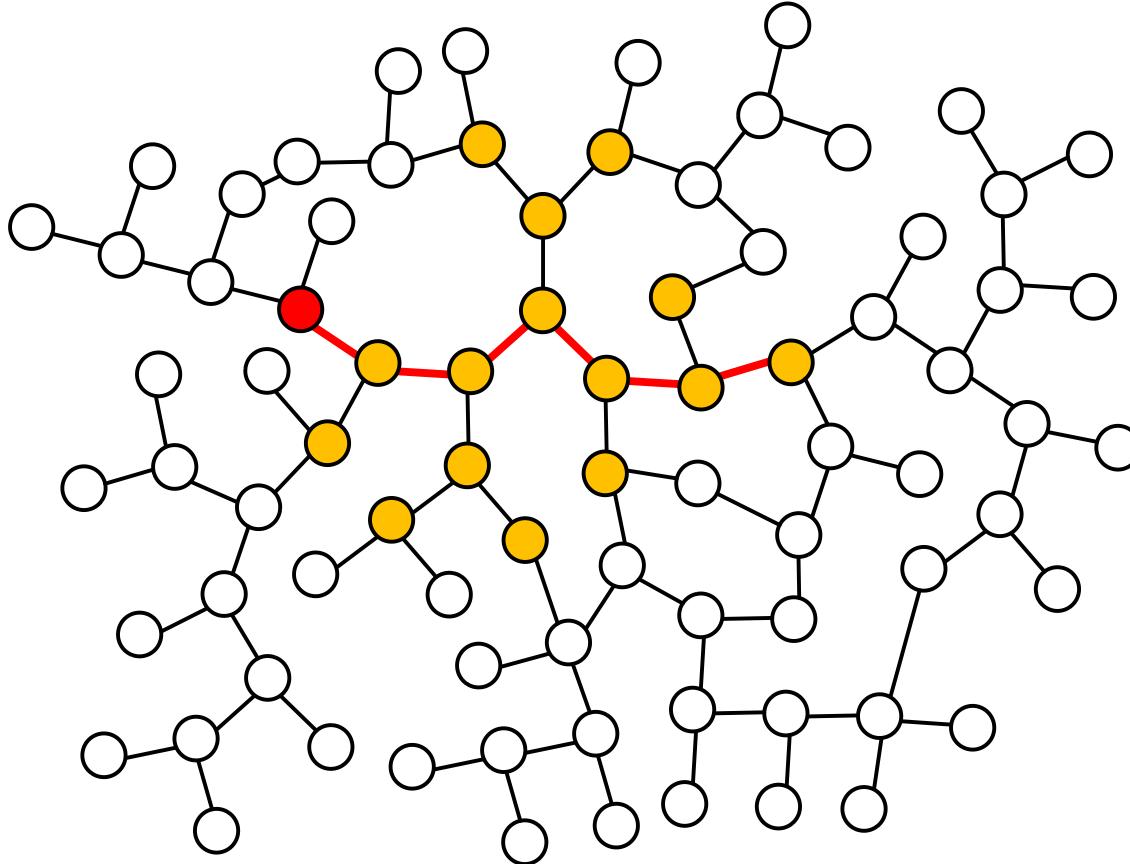
- maximum distance from a node to any other node

# Node eccentricity



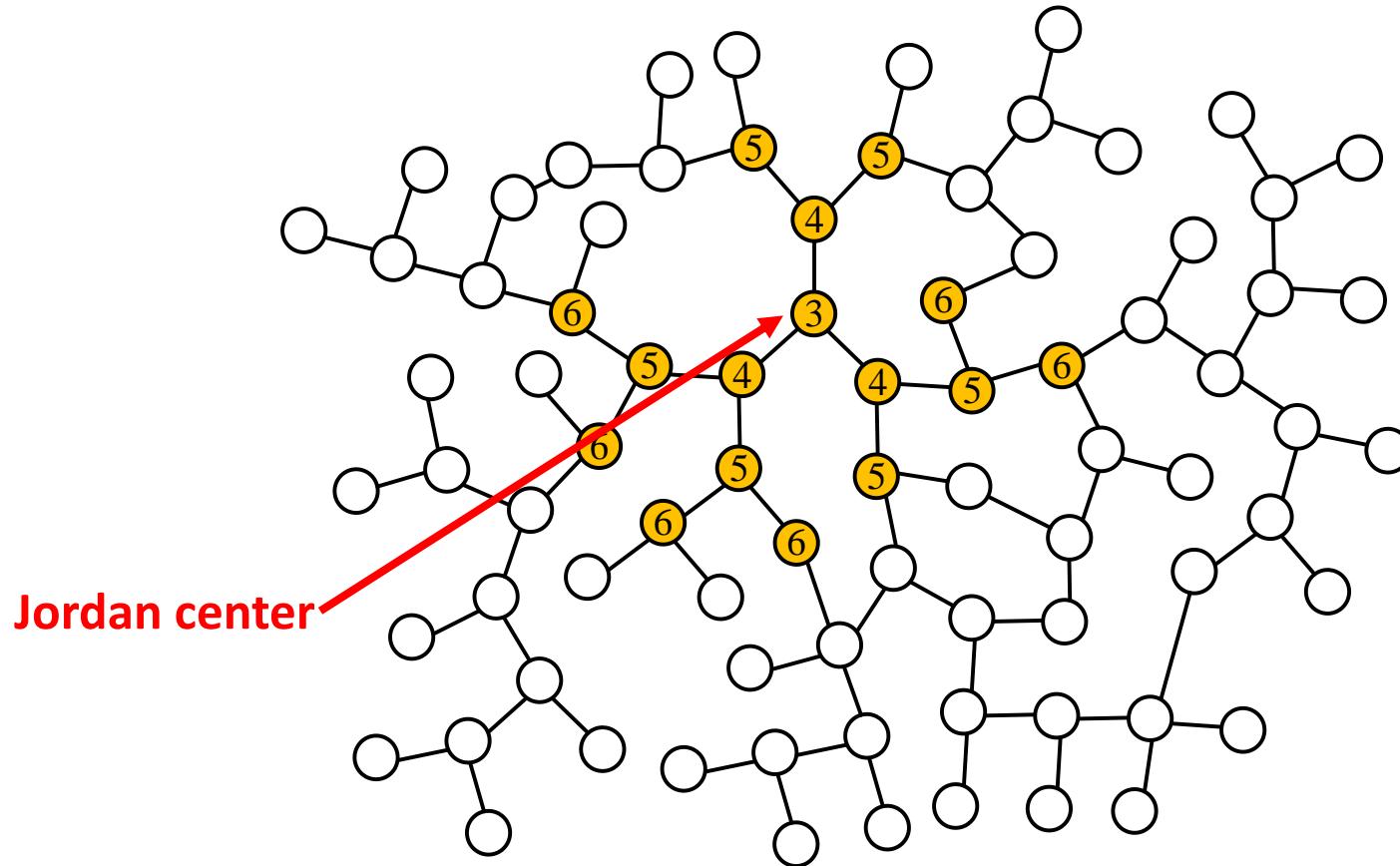
- the **message author** has an **eccentricity of 3**

# Node eccentricity



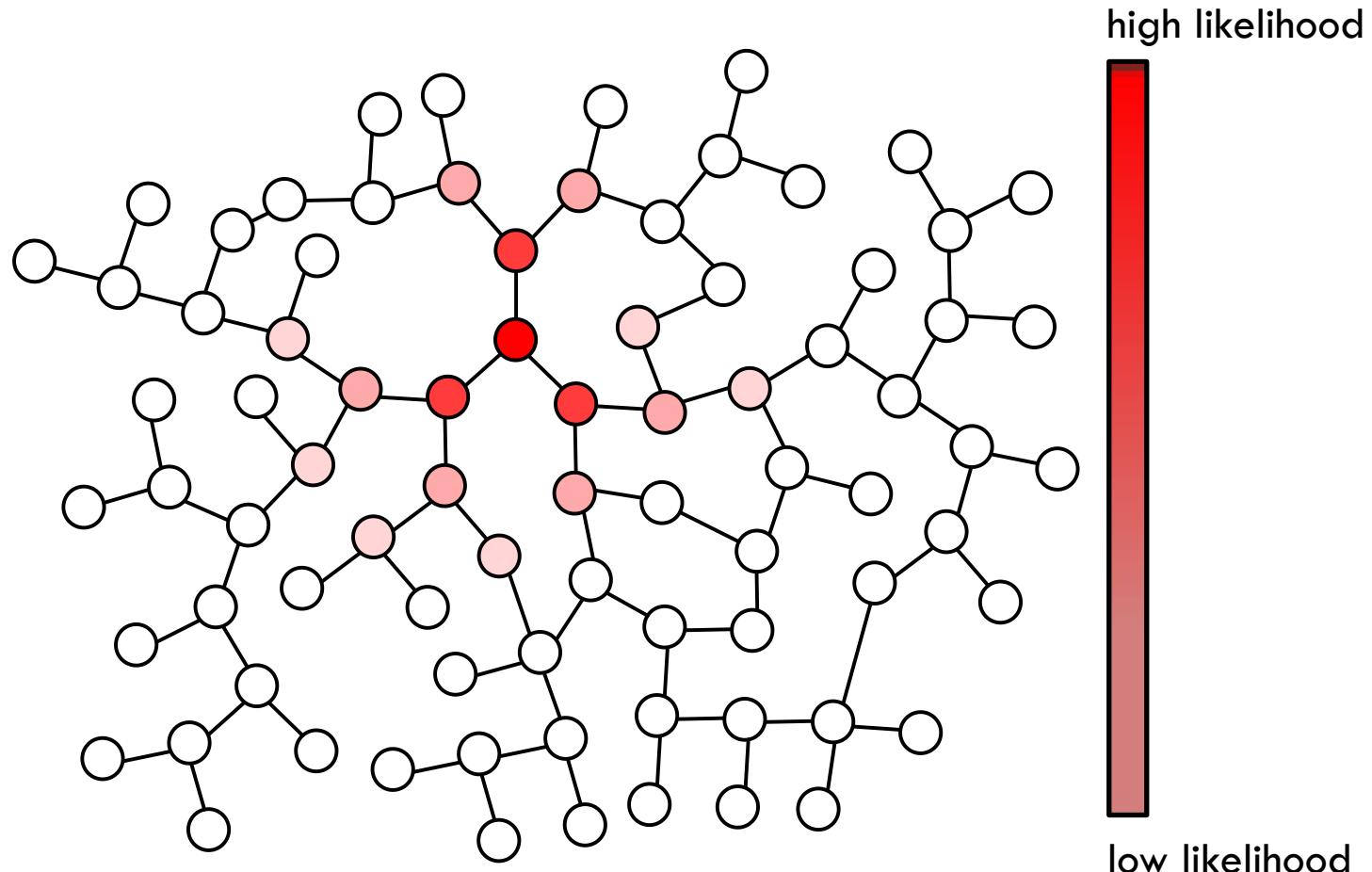
- all other nodes have larger eccentricities

# Jordan centrality



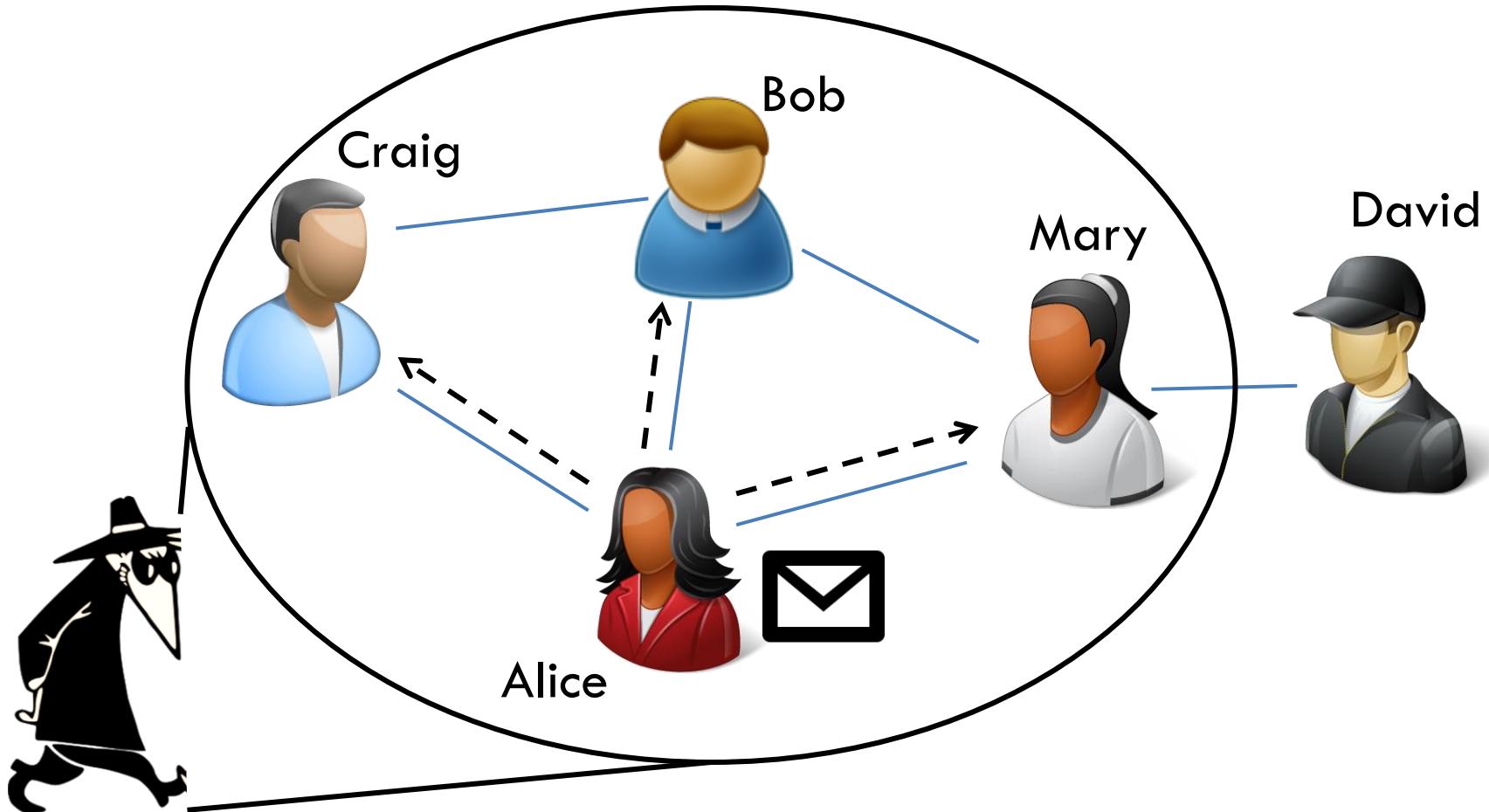
- other centralities: distance centrality, rumor centrality, etc.

# Maximum likelihood detection



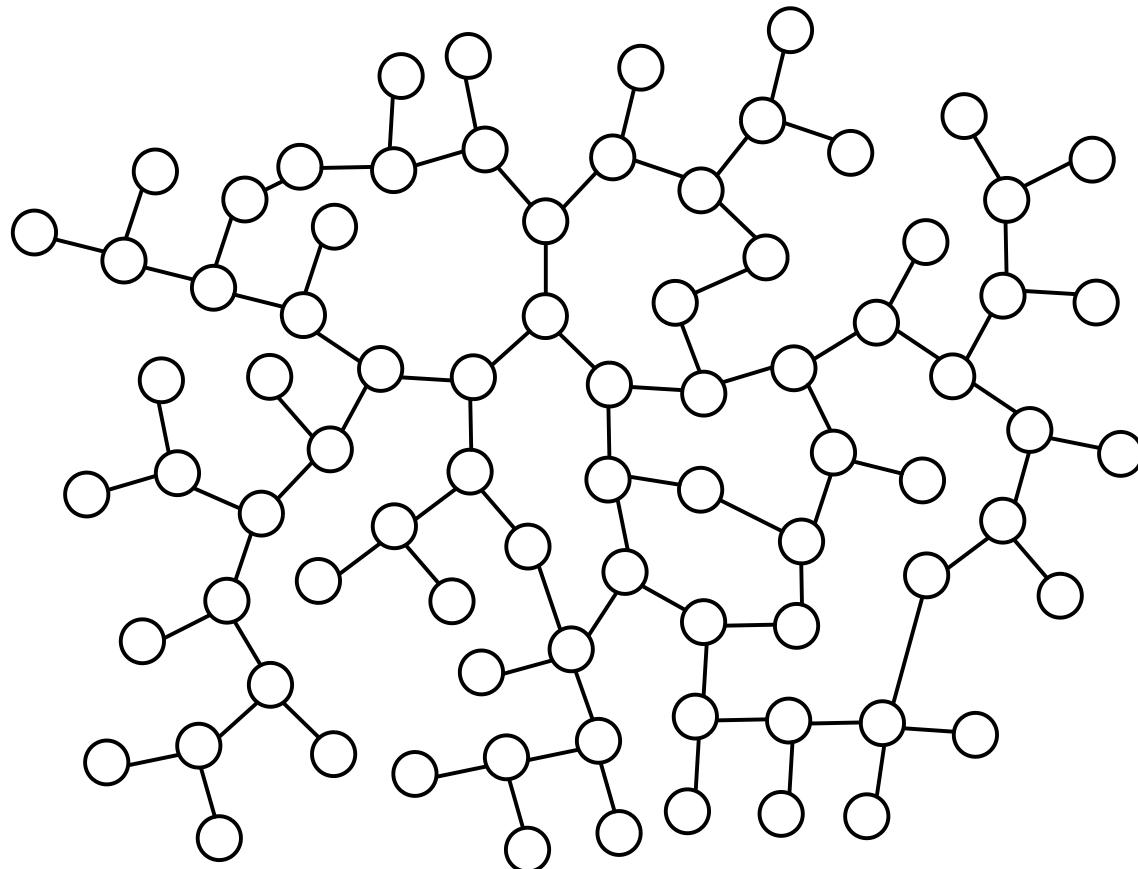
**diffusion spreading = deanonymization**

# Our goal

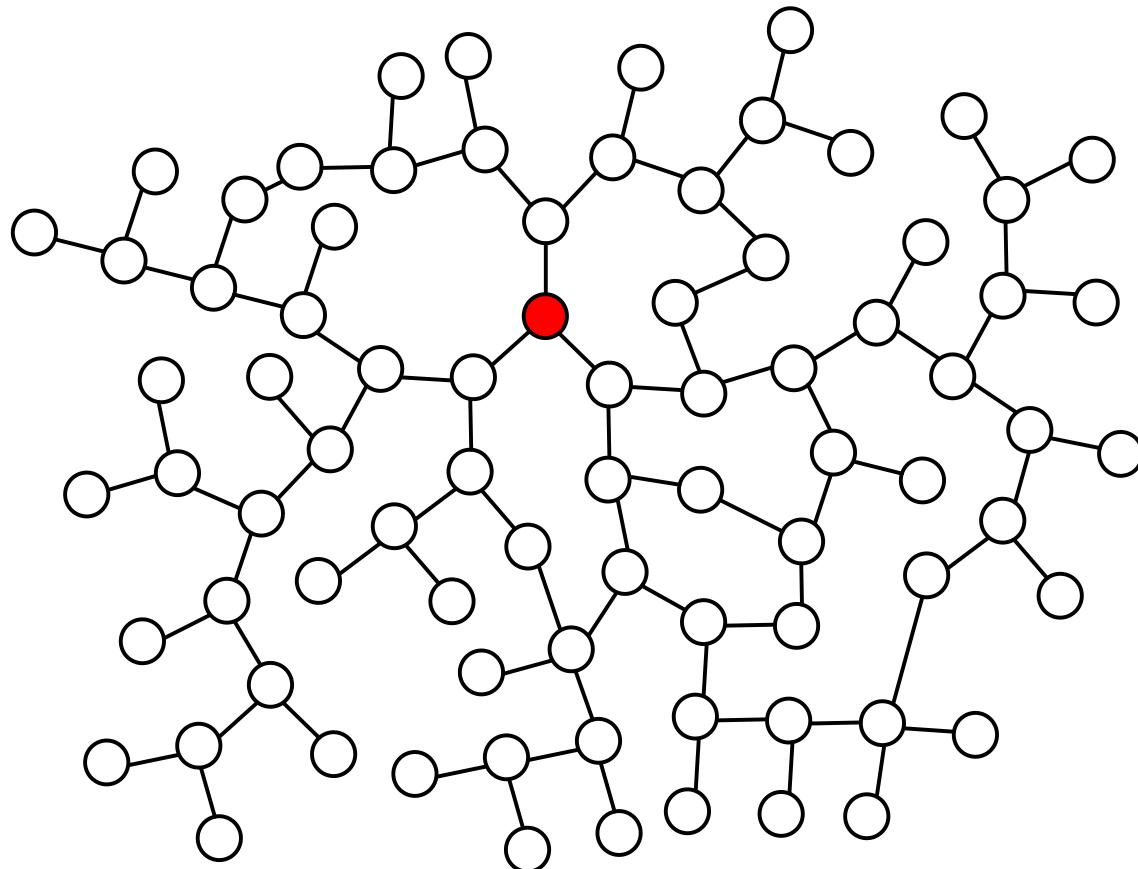


engineer the spread to **hide authorship**

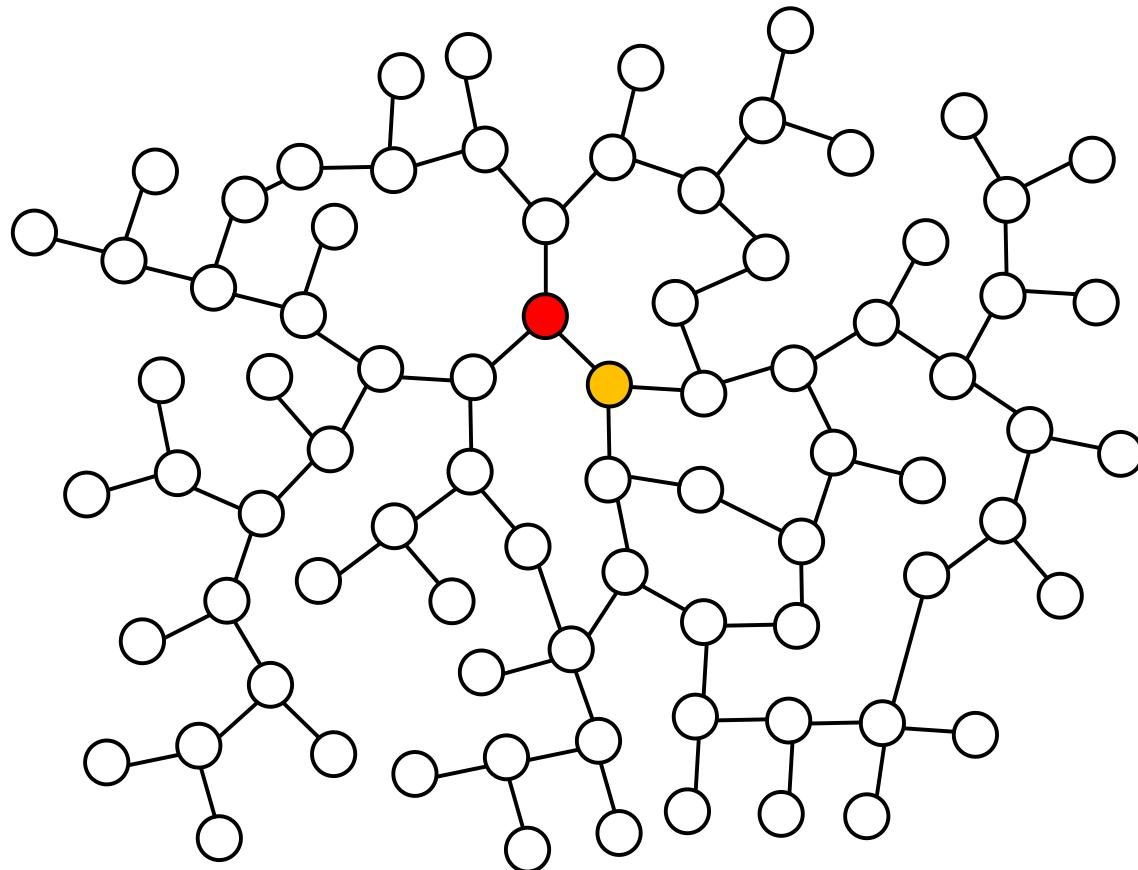
# Main Result: Adaptive diffusion



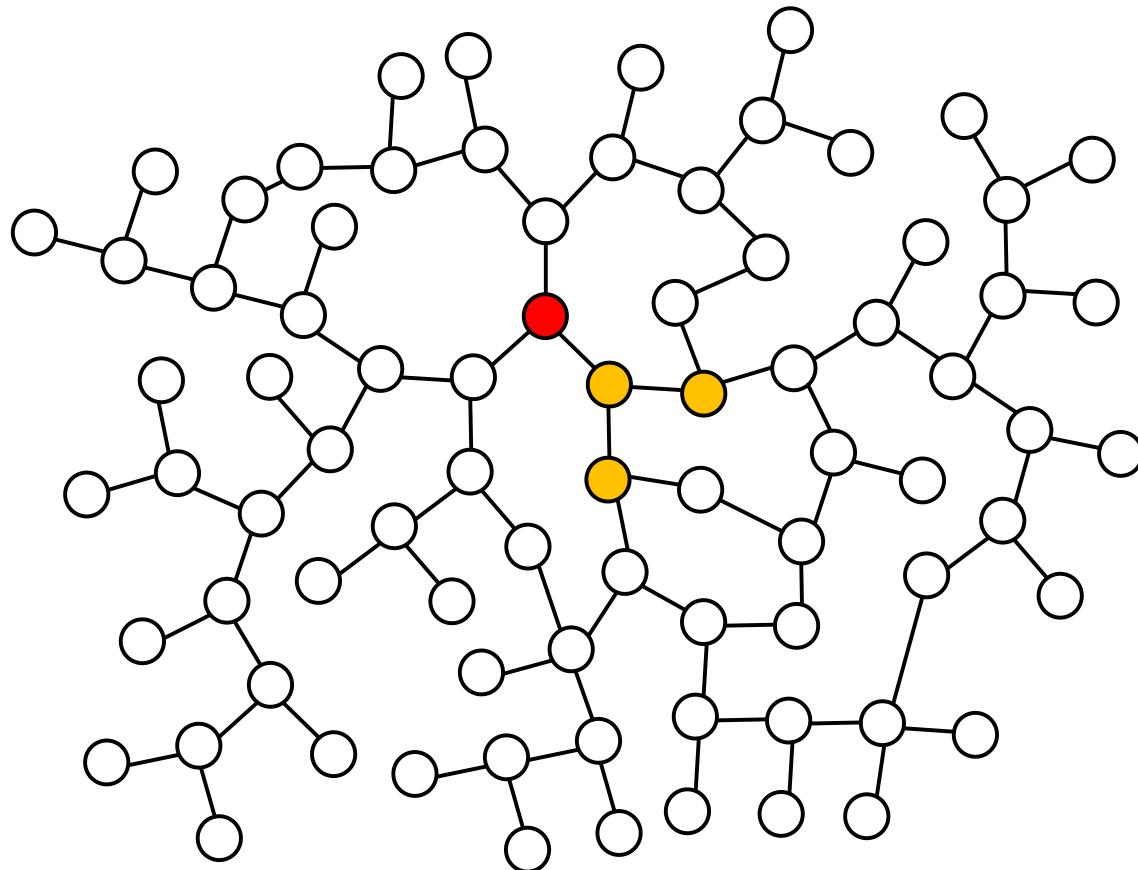
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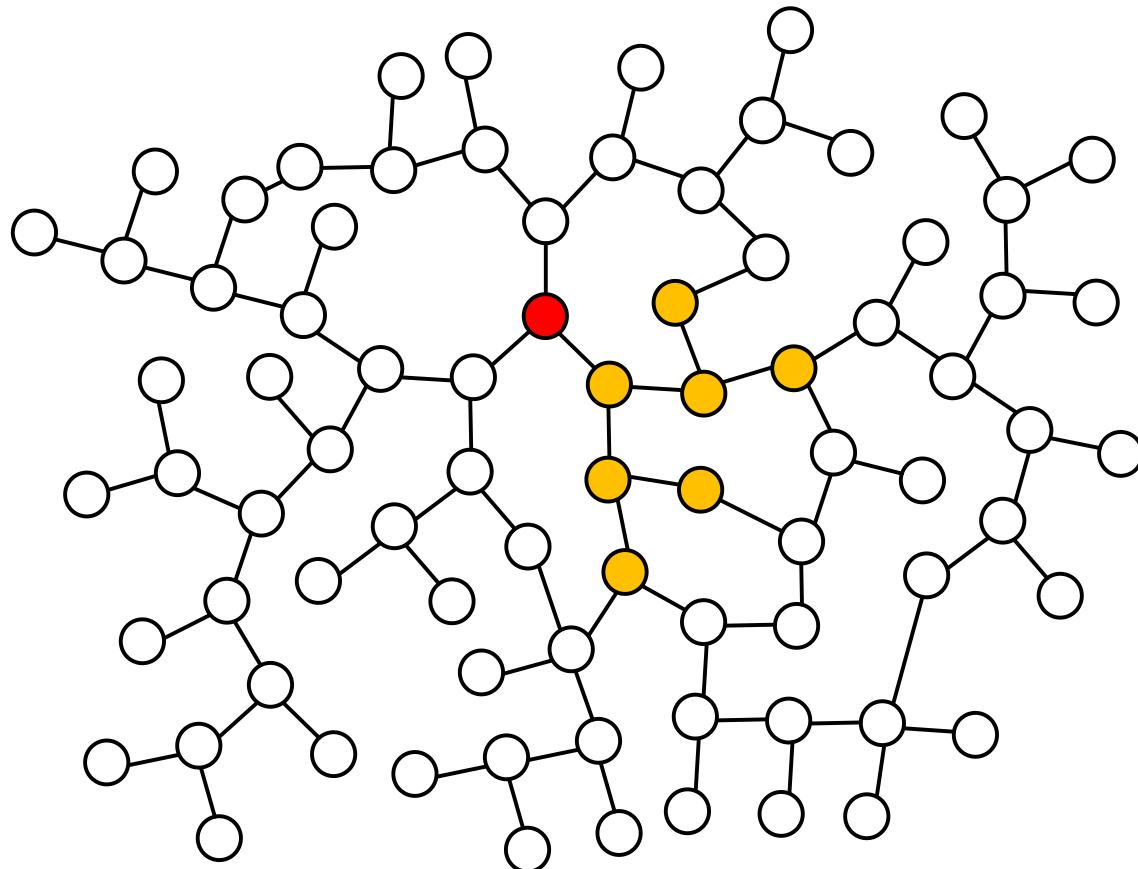
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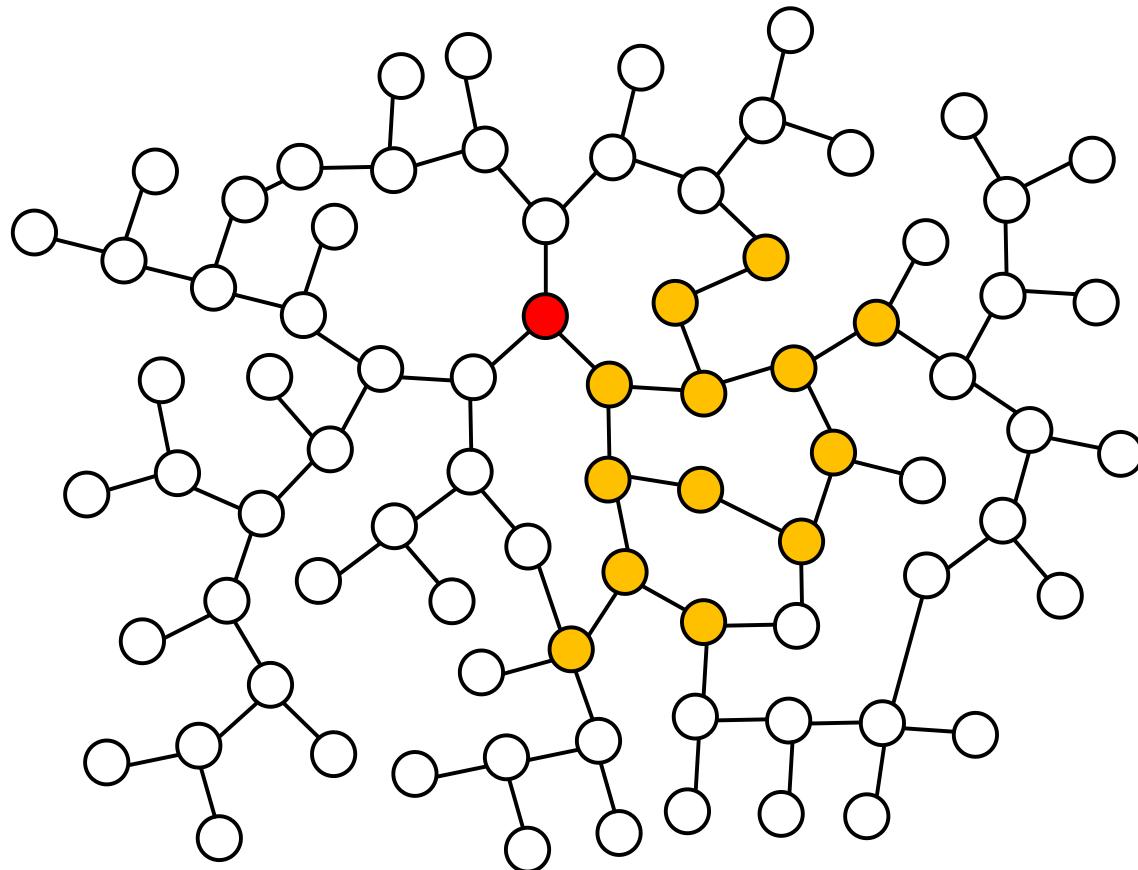
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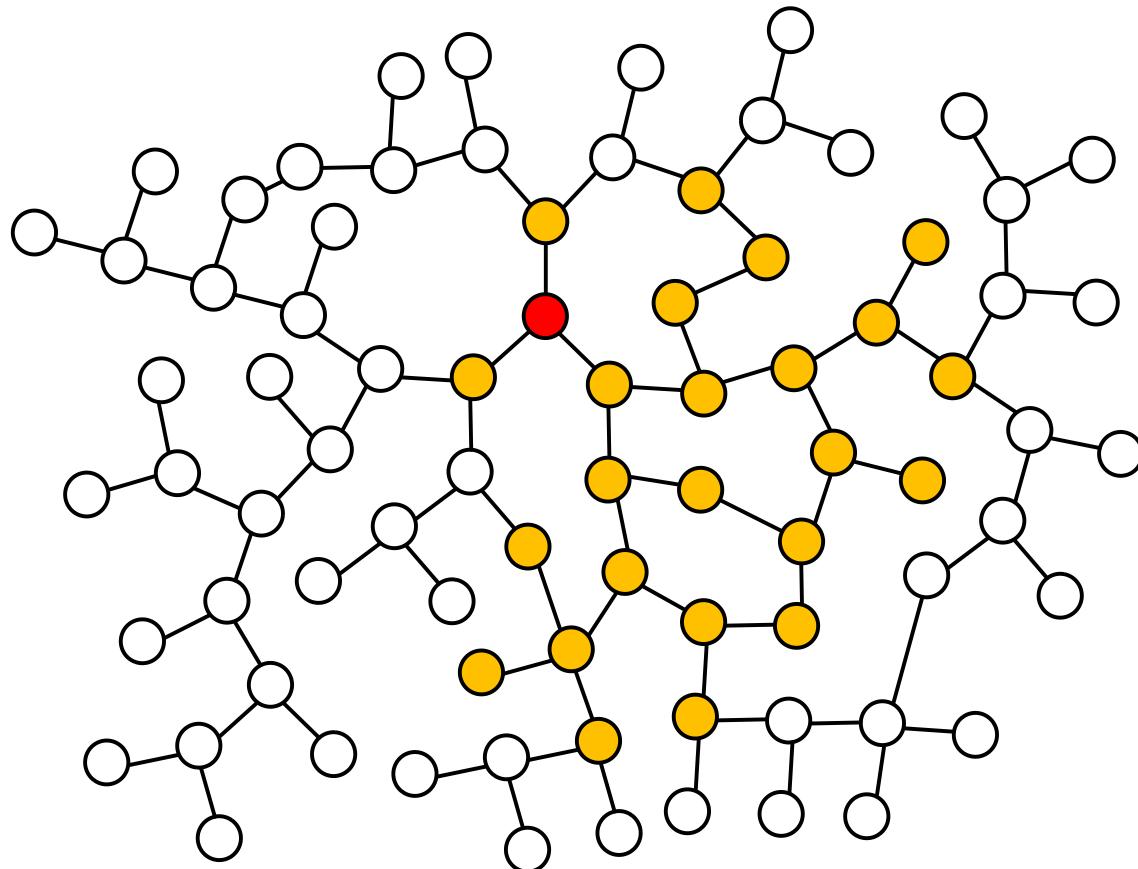
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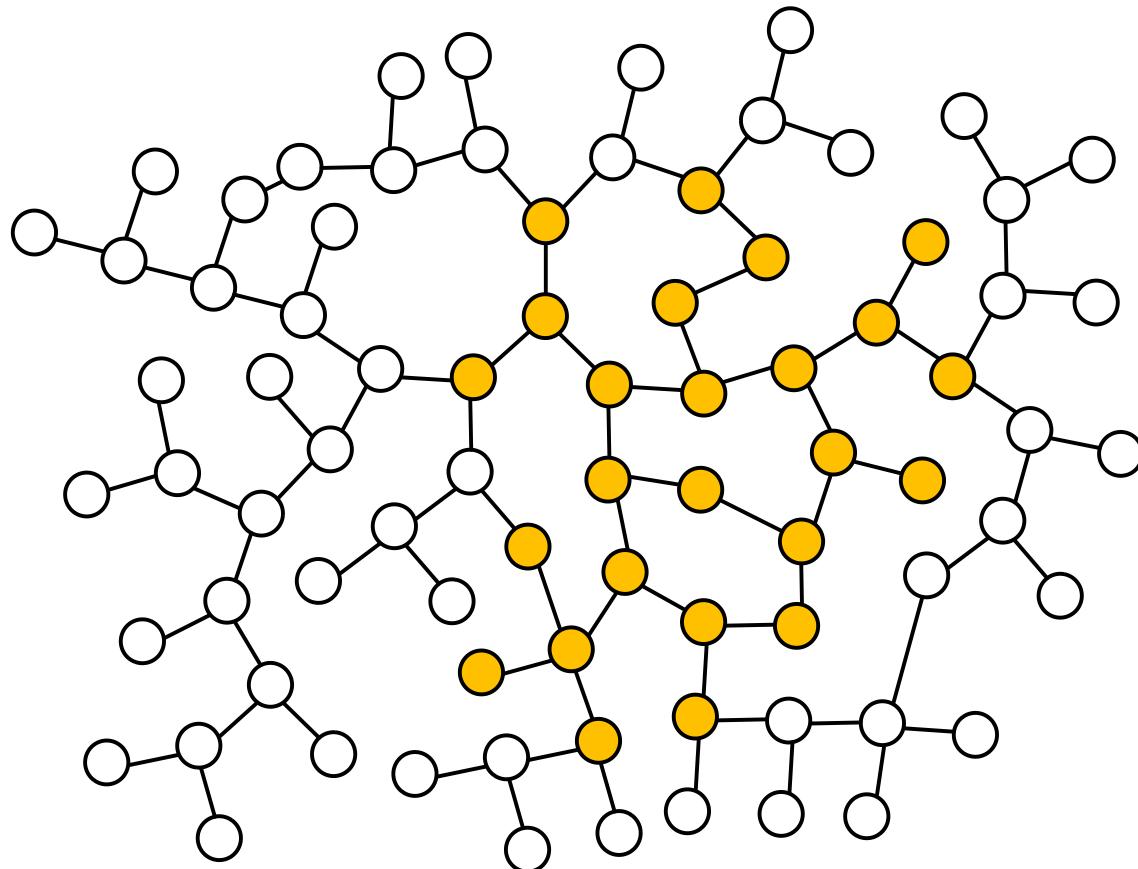
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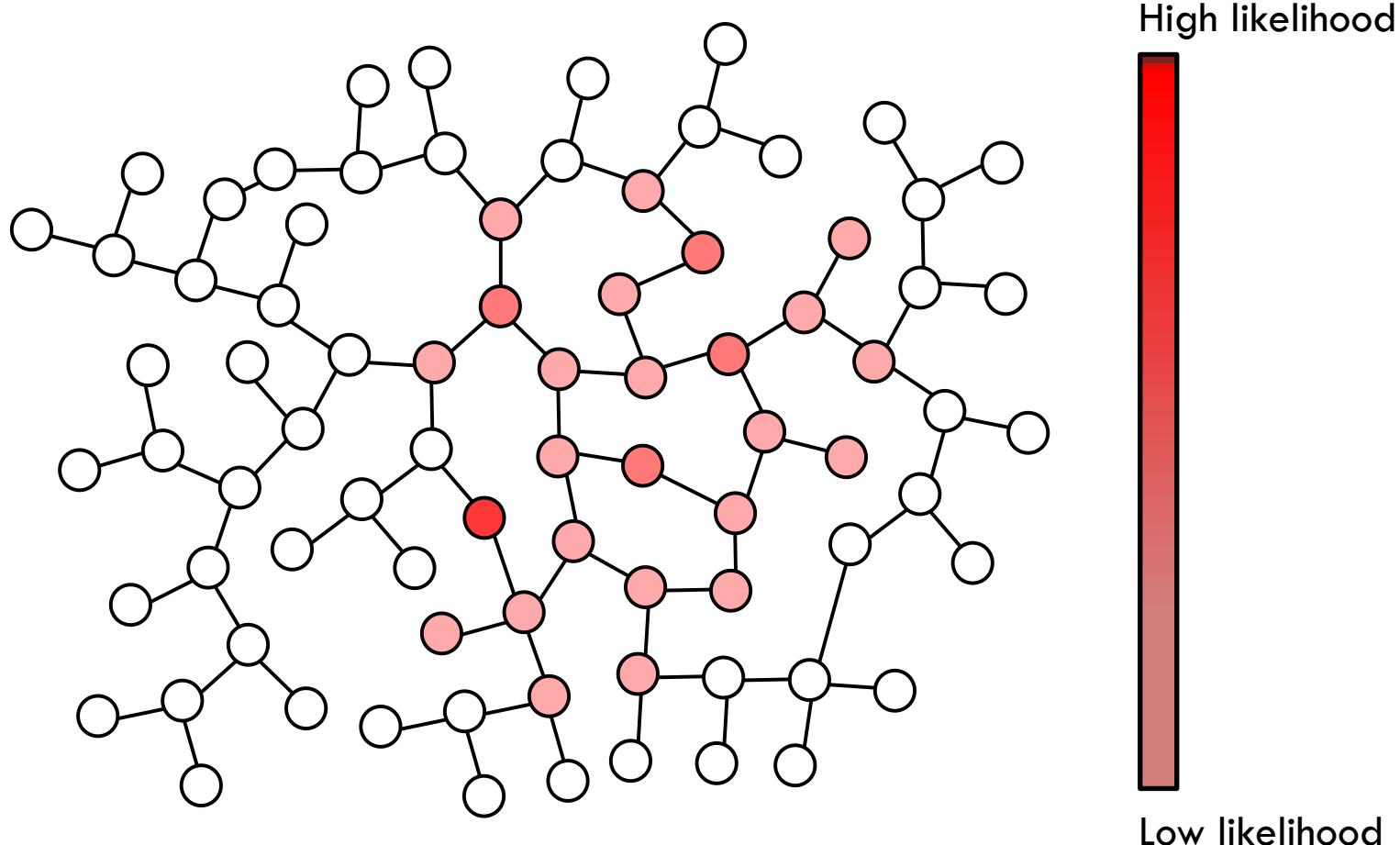
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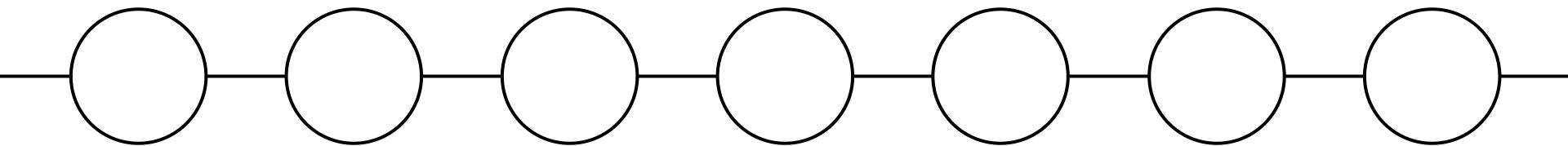


# Main Result: Adaptive diffusion



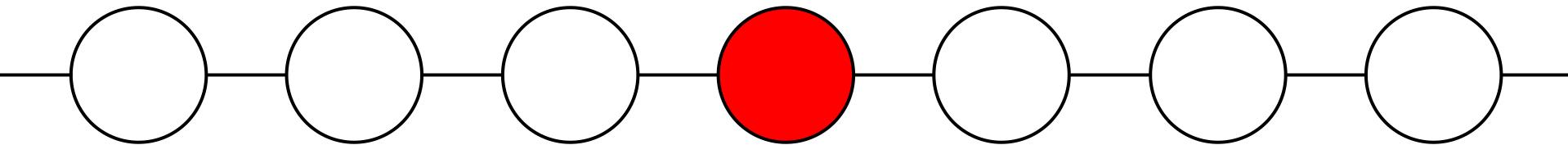
**provides provable anonymity guarantees**

# **Line graphs**



- let's start with line graphs

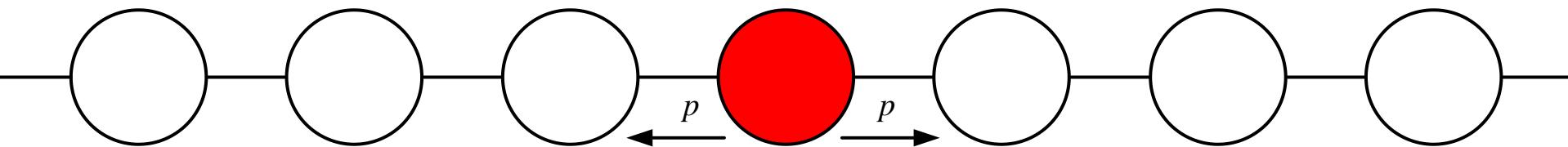
# Line graphs: diffusion



$$T = 0$$

- the message author starts a rumor at  $T = 0$

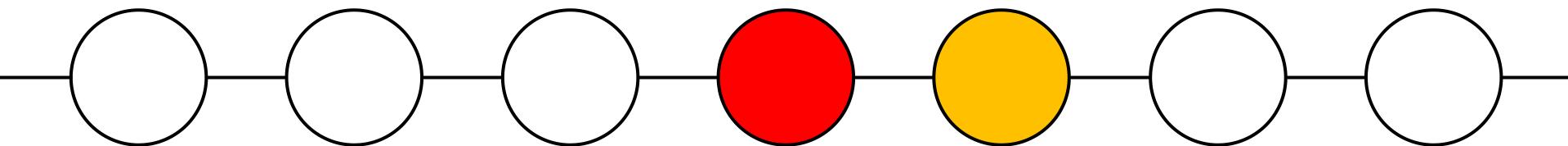
# Line graphs: diffusion



$$T = 1$$

- with probability  $p$ , the left (right) node receives the message

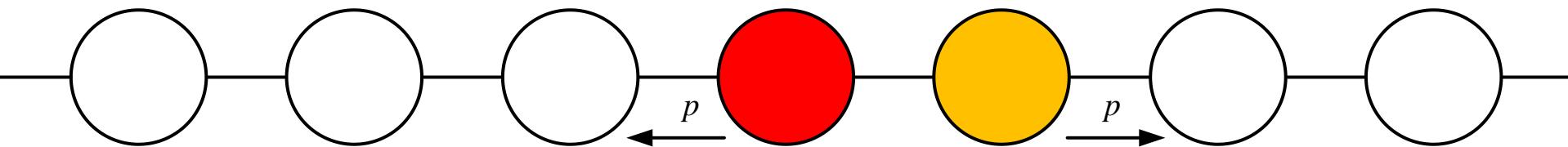
# Line graphs: diffusion



$$T = 1$$

- the node to the right of the author receives the message

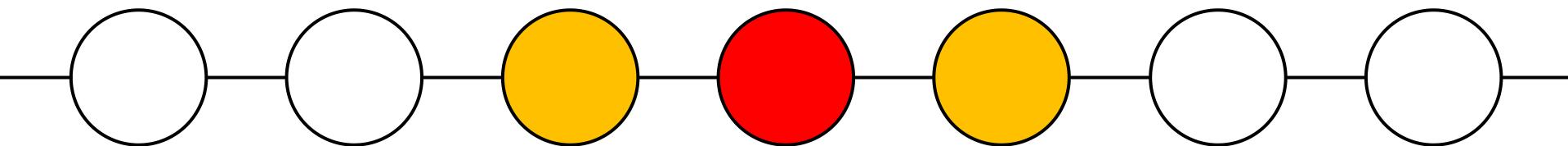
# Line graphs: diffusion



$$T = 2$$

- the rumor propagates in both directions at the same rate

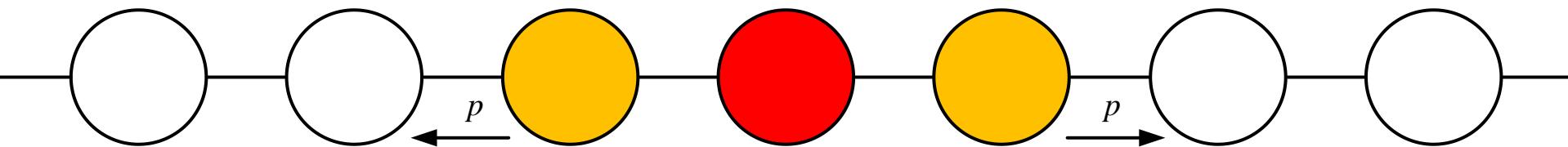
# Line graphs: diffusion



$$T = 2$$

- the rumor propagates in **both directions** at the **same rate**

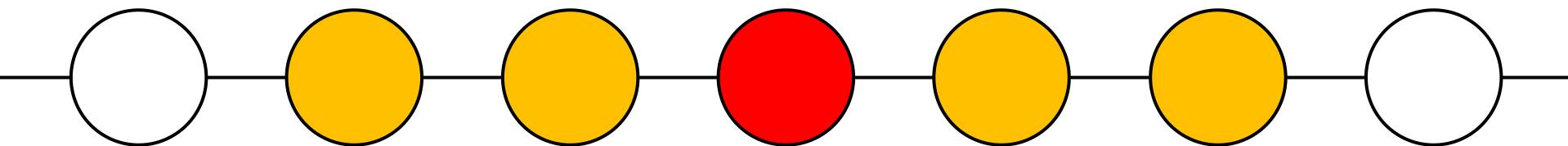
# Line graphs: diffusion



$$T = 3$$

- $p$  is **independent of** time or **hop distance** to message author

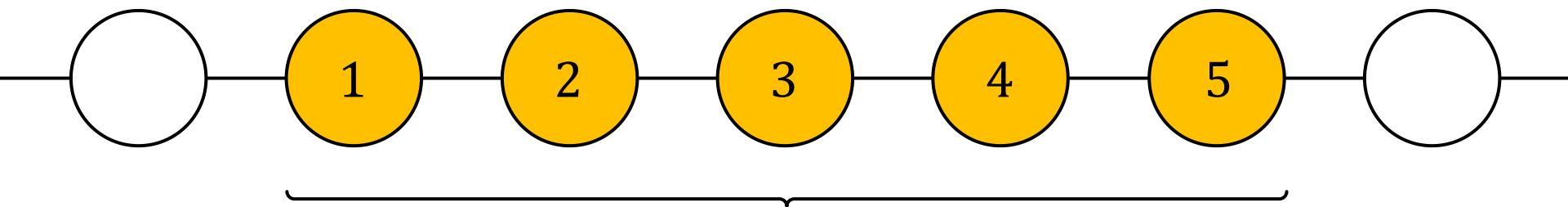
# Line graphs: diffusion



$$T = 3$$

- diffusion on a line is equivalent to **two independent random walks**

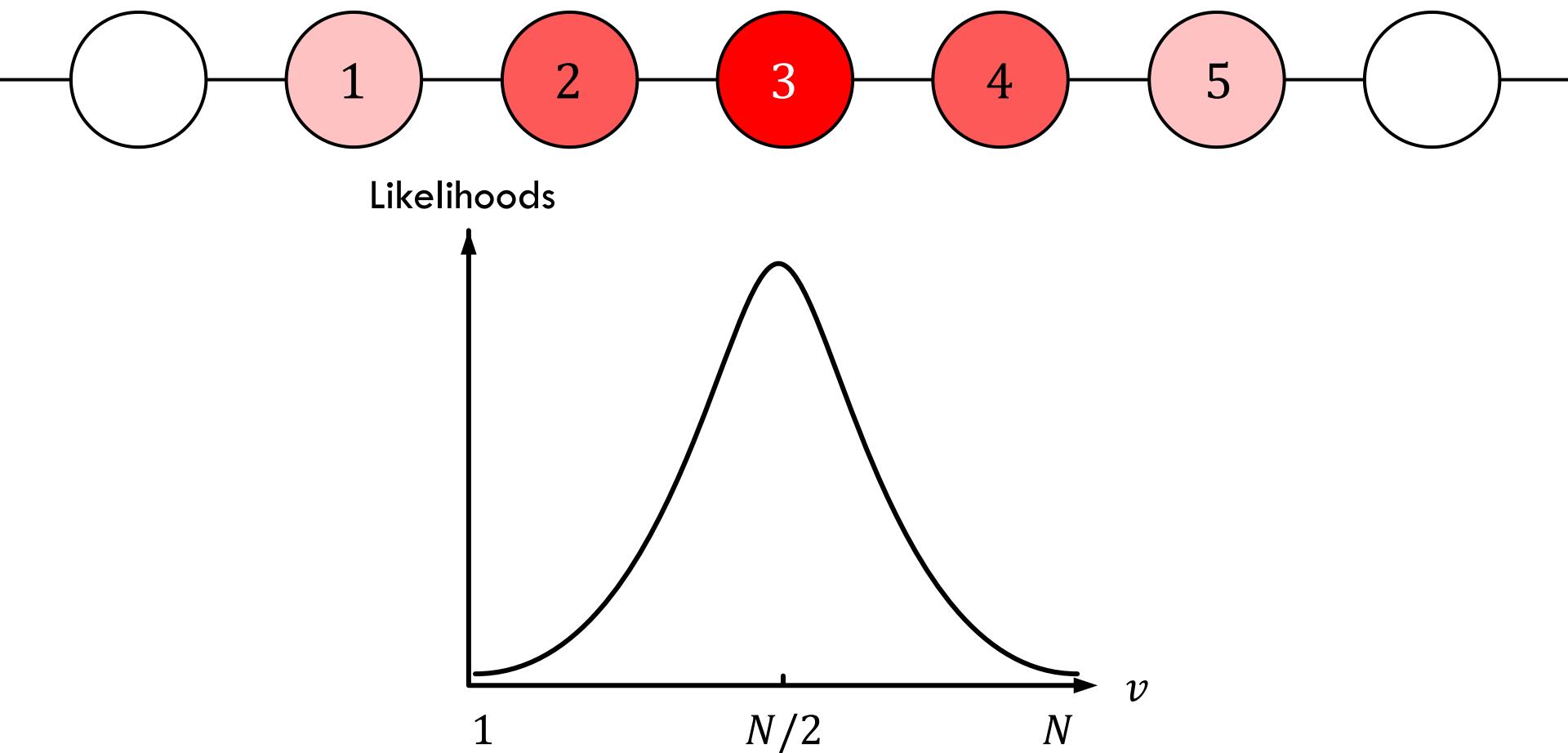
# Adversary



$N = 5$   
nodes with the message

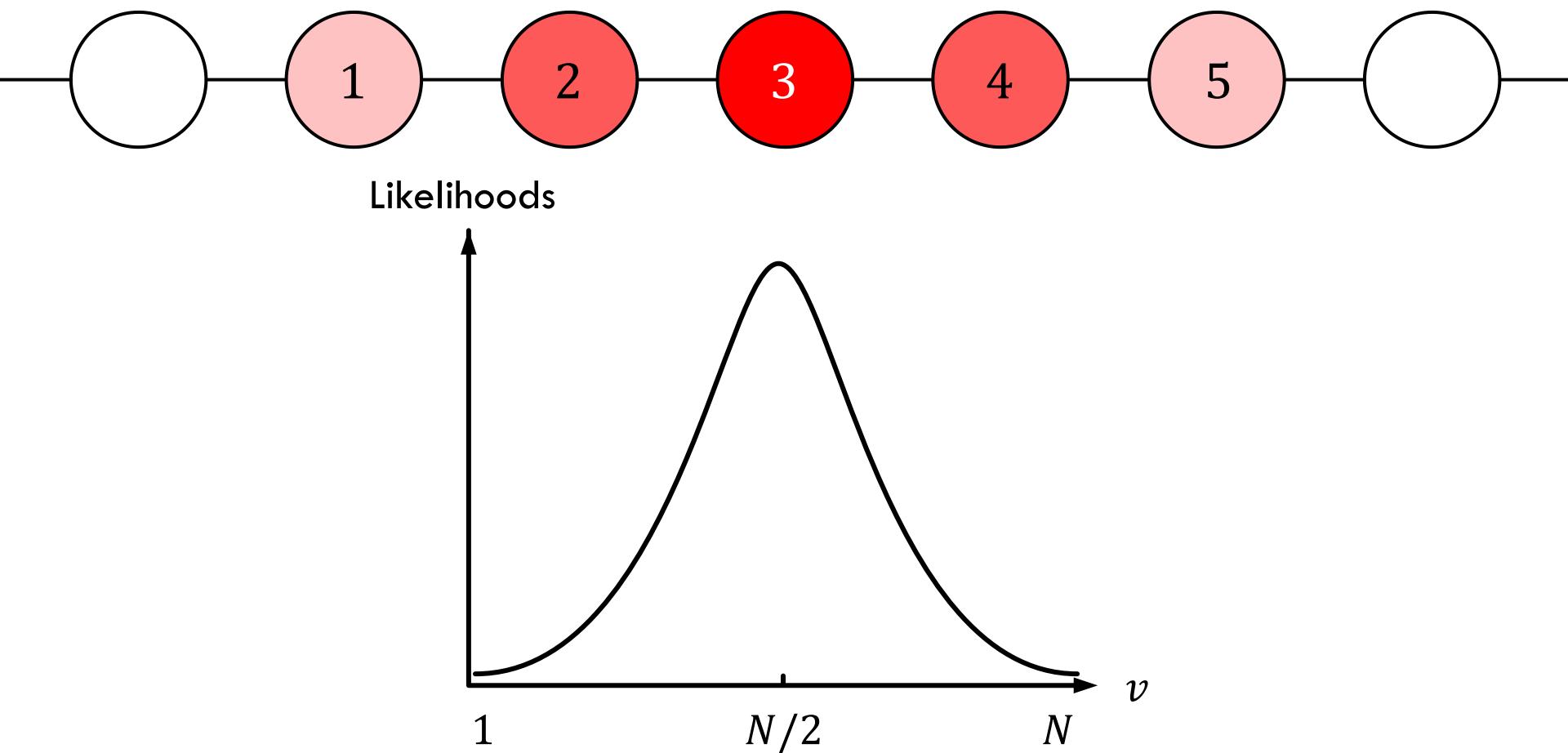
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# Maximum likelihood detection



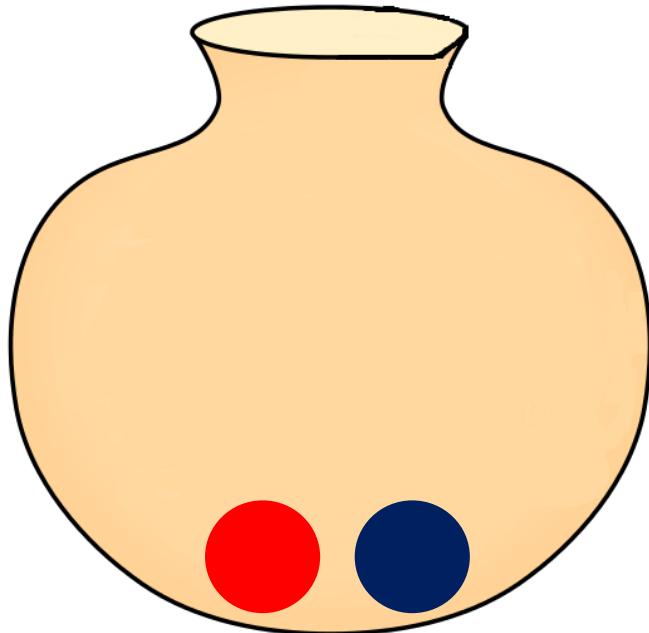
- the **node in the middle** is the **mostly likely author**

# Maximum likelihood detection



Probability of detection  $\approx \frac{1}{\sqrt{N}}$

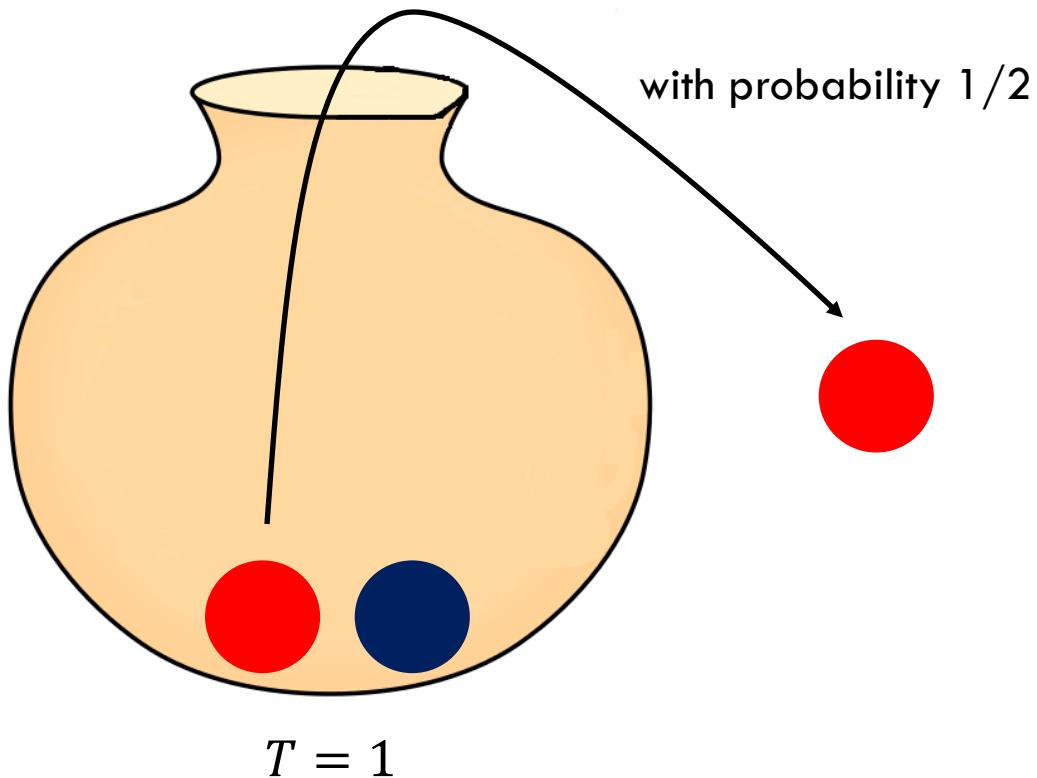
# Pólya's urn process



$$T = 1$$

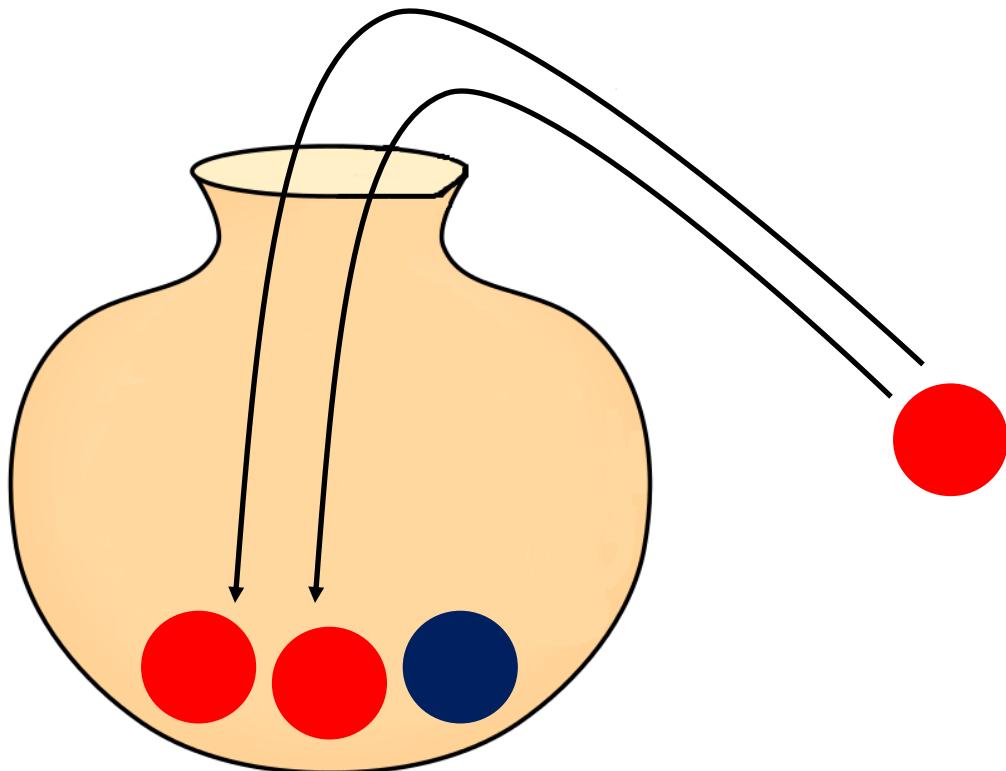
- choose a ball at random from the urn

# Pólya's urn process



- choose a ball at random from the urn

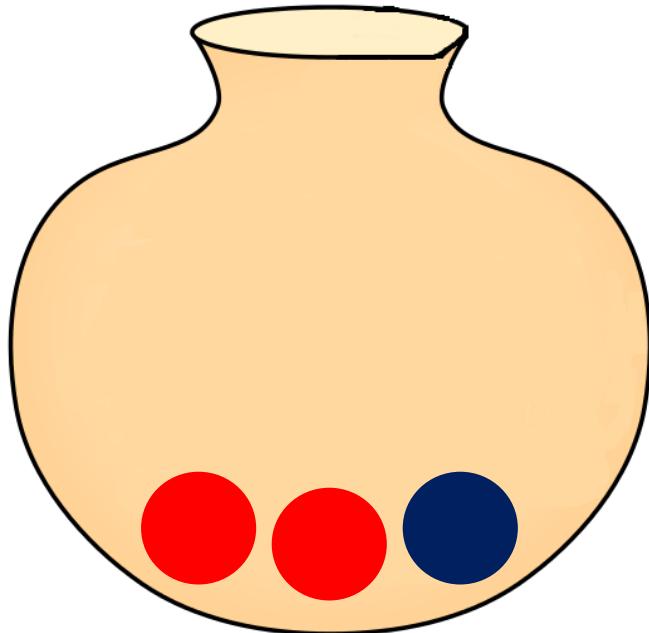
# Pólya's urn process



$$T = 1$$

- replace the chosen ball by two balls of the same color

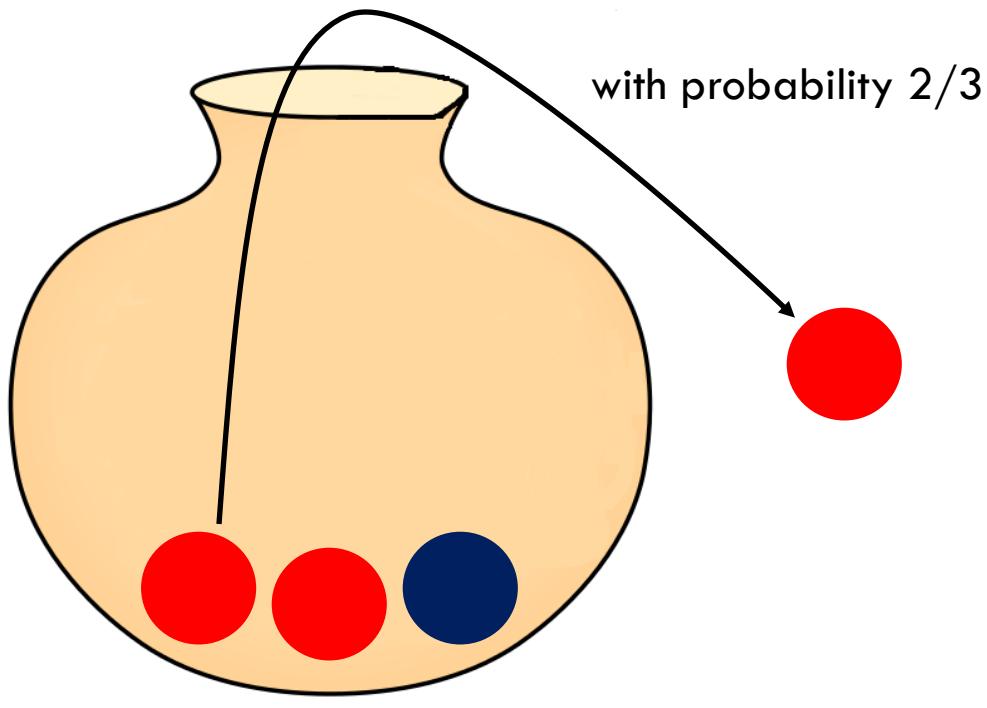
# Pólya's urn process



$$T = 2$$

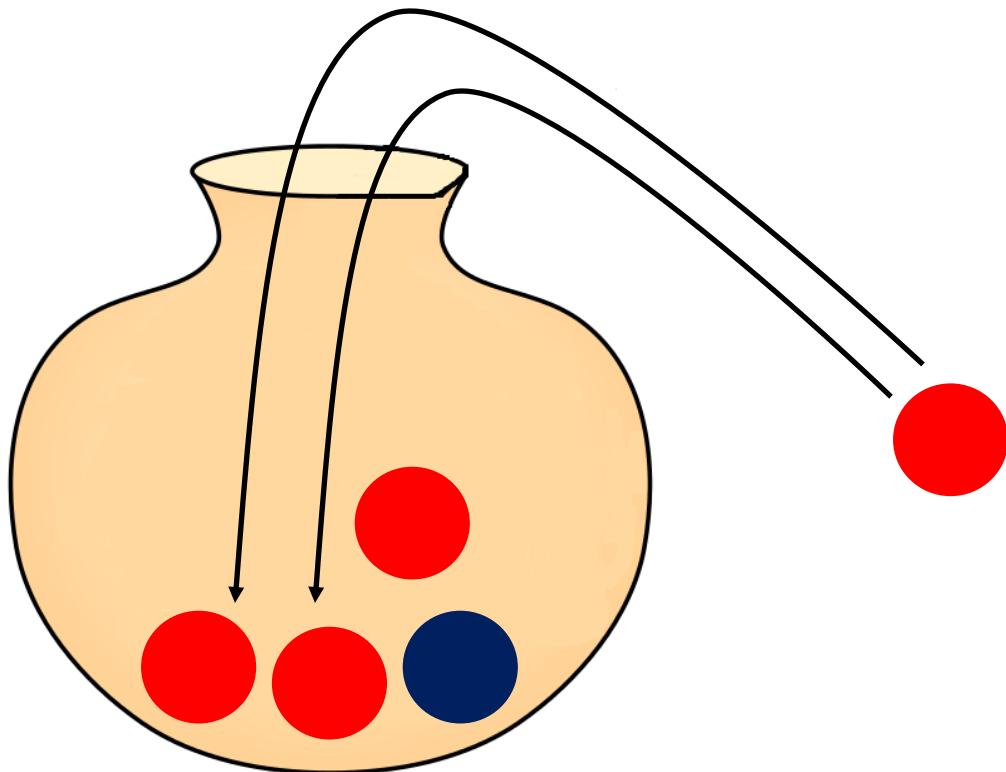
- repeat previous steps

# Pólya's urn process



- repeat previous steps

# Pólya's urn process

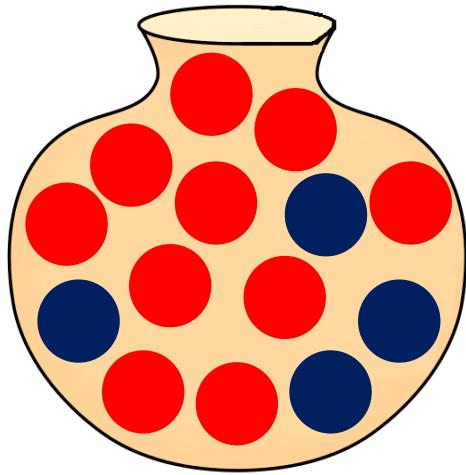


$$T = 2$$

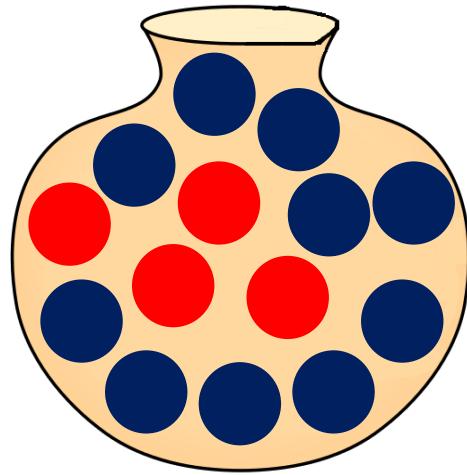
the rich get richer and poor get poorer

# Pólya's urn process: anonymity properties

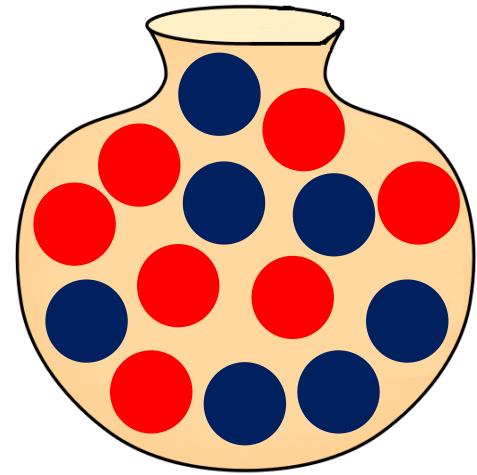
$T = 14$



10 red and 4 blue



4 red and 10 blue

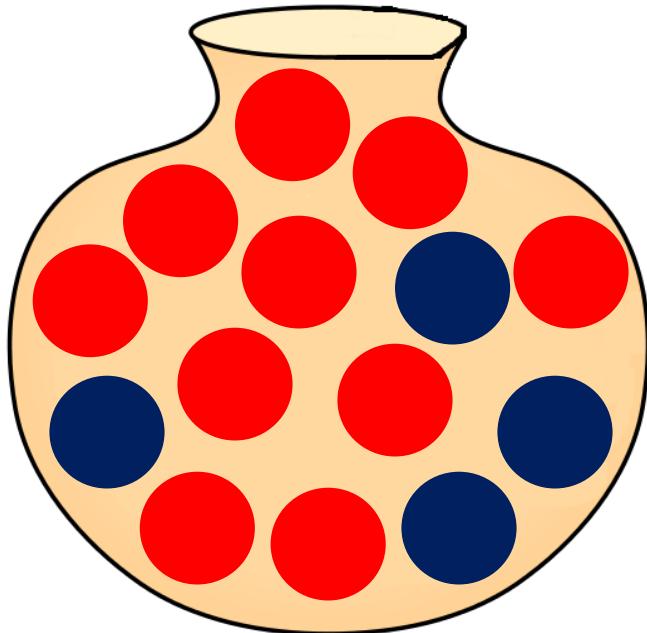


7 red and 7 blue

**all events are equally likely**

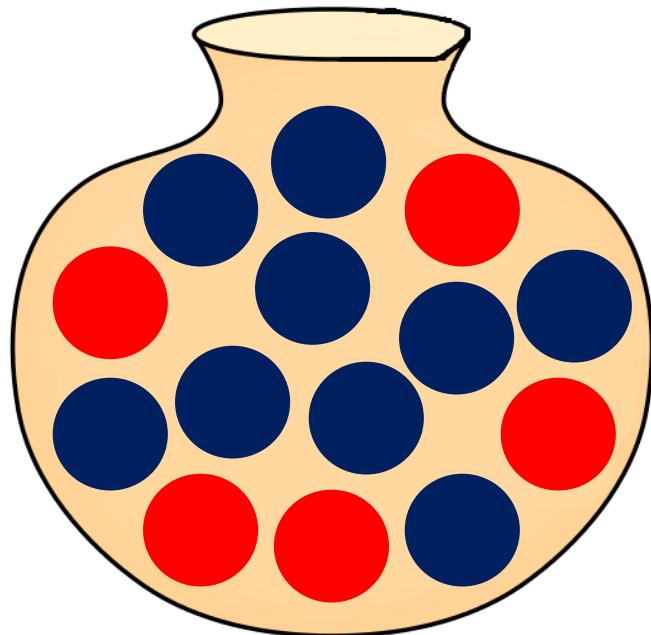
# Pólya's urn process: learning

Urn 1



10 red and 4 blue

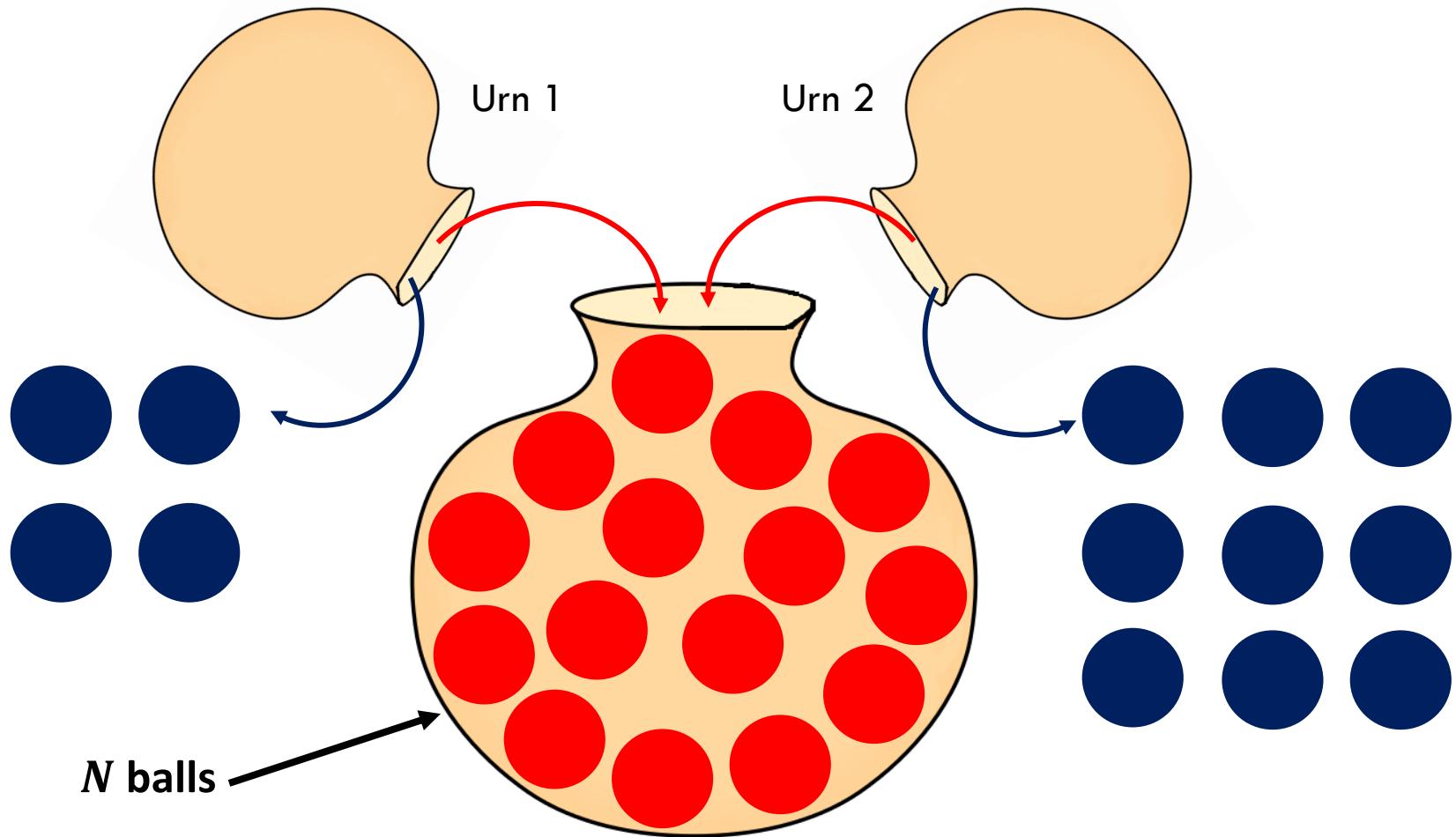
Urn 2



5 red and 9 blue

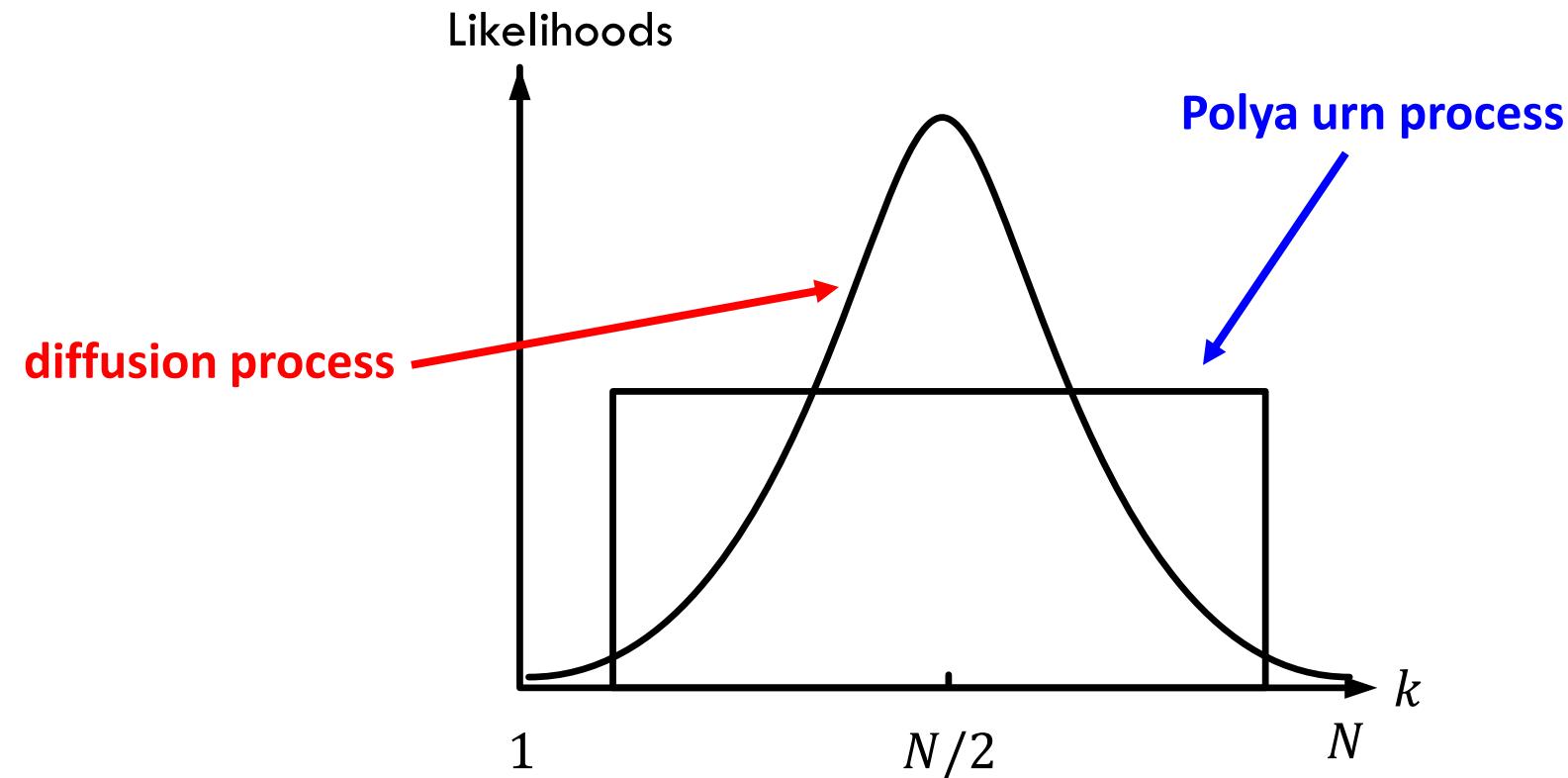
**given two urns generated independently**

# Pólya's urn process: learning



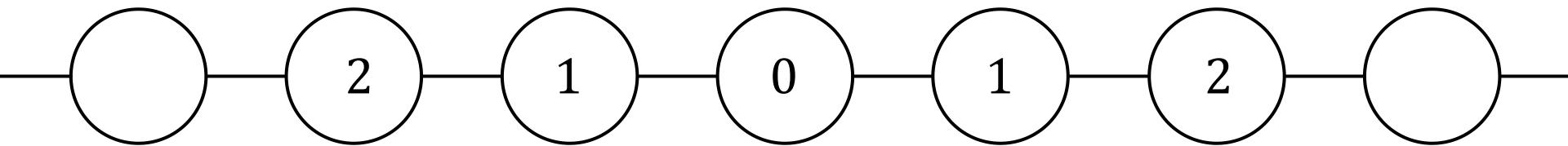
how many red balls came from urn 1?

# Maximum likelihood detection



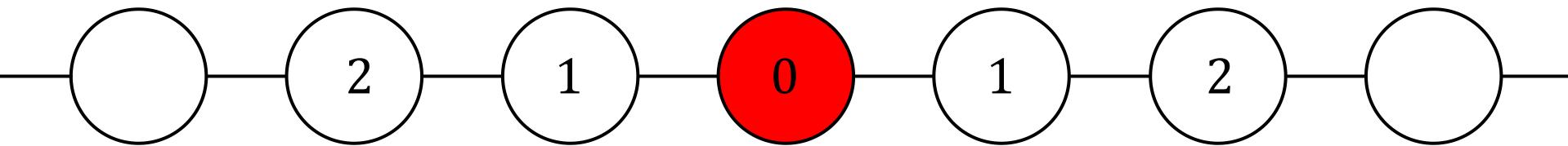
- we broke the **concentration** around  $N/2$

# Line graphs: adaptive diffusion



- consider a line graph

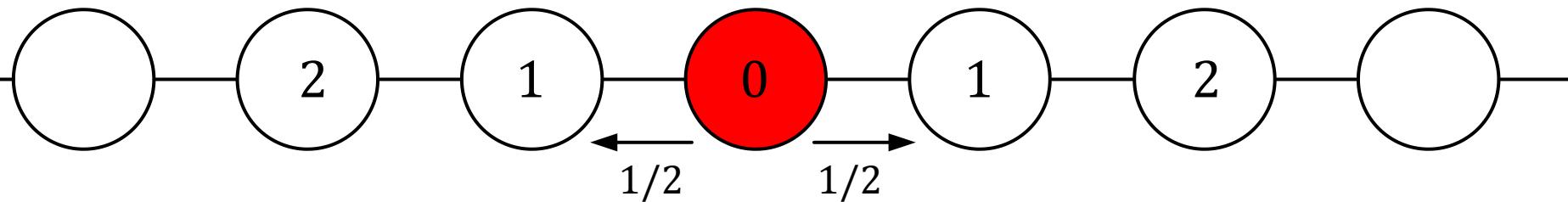
# Line graphs: adaptive diffusion



$$T = 0$$

- node 0 starts a rumor at  $T = 0$

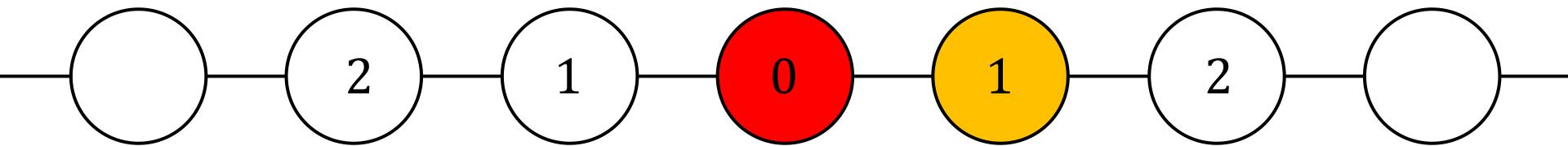
# Line graphs: adaptive diffusion



$$T = 1$$

- with probability  $1/2$ , the left (right) node receives the message

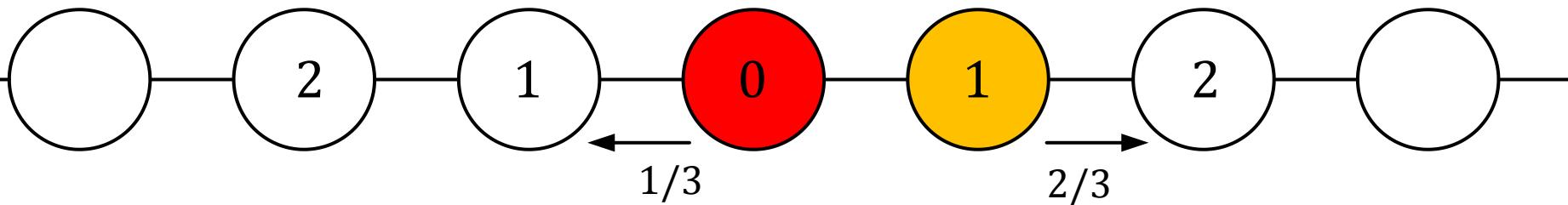
# Line graphs: adaptive diffusion



$$T = 1$$

- right node 1 receives the message

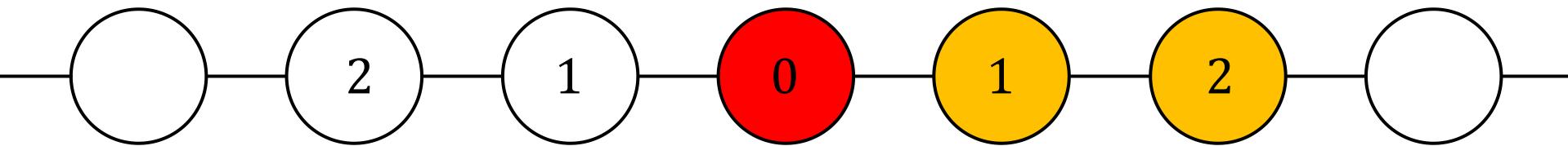
# Line graphs: adaptive diffusion



$$T = 2$$

- probability of passing message =  $\frac{h+1}{T+1}$ 
  - hop distance to message author
  - elapsed time

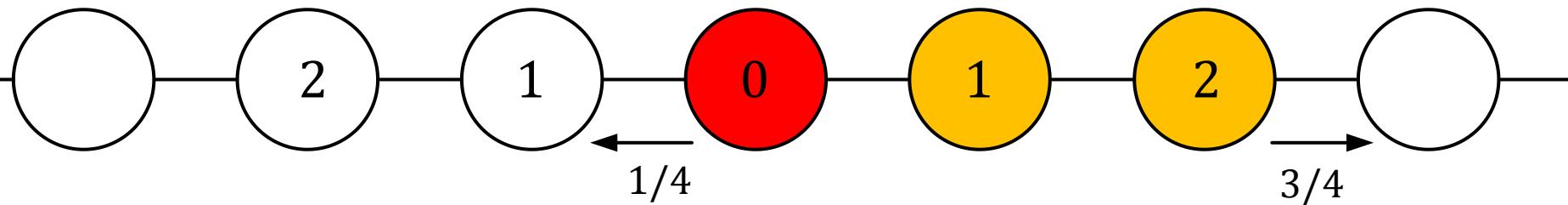
# Line graphs: adaptive diffusion



$$T = 2$$

- right node 2 receives the message

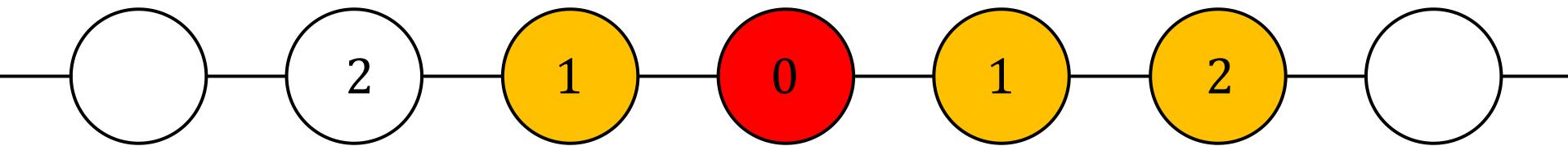
# Line graphs: adaptive diffusion



$$T = 3$$

- probability of passing message =  $\frac{h+1}{T+1}$ 
  - hop distance to message author
  - elapsed time

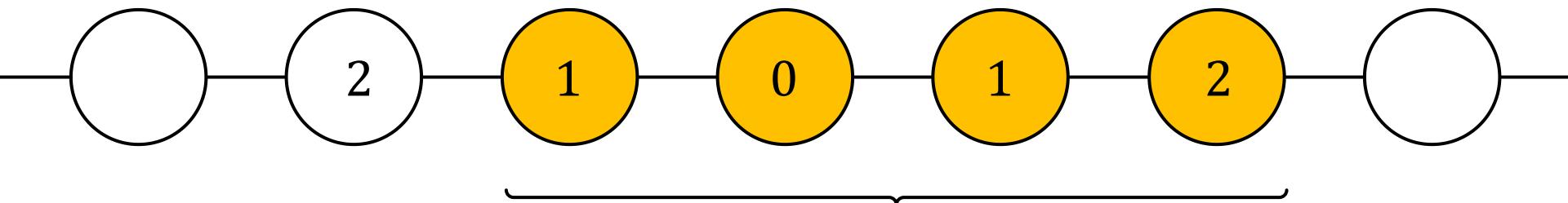
# Line graphs: adaptive diffusion



$$T = 3$$

- left node 1 receives the message

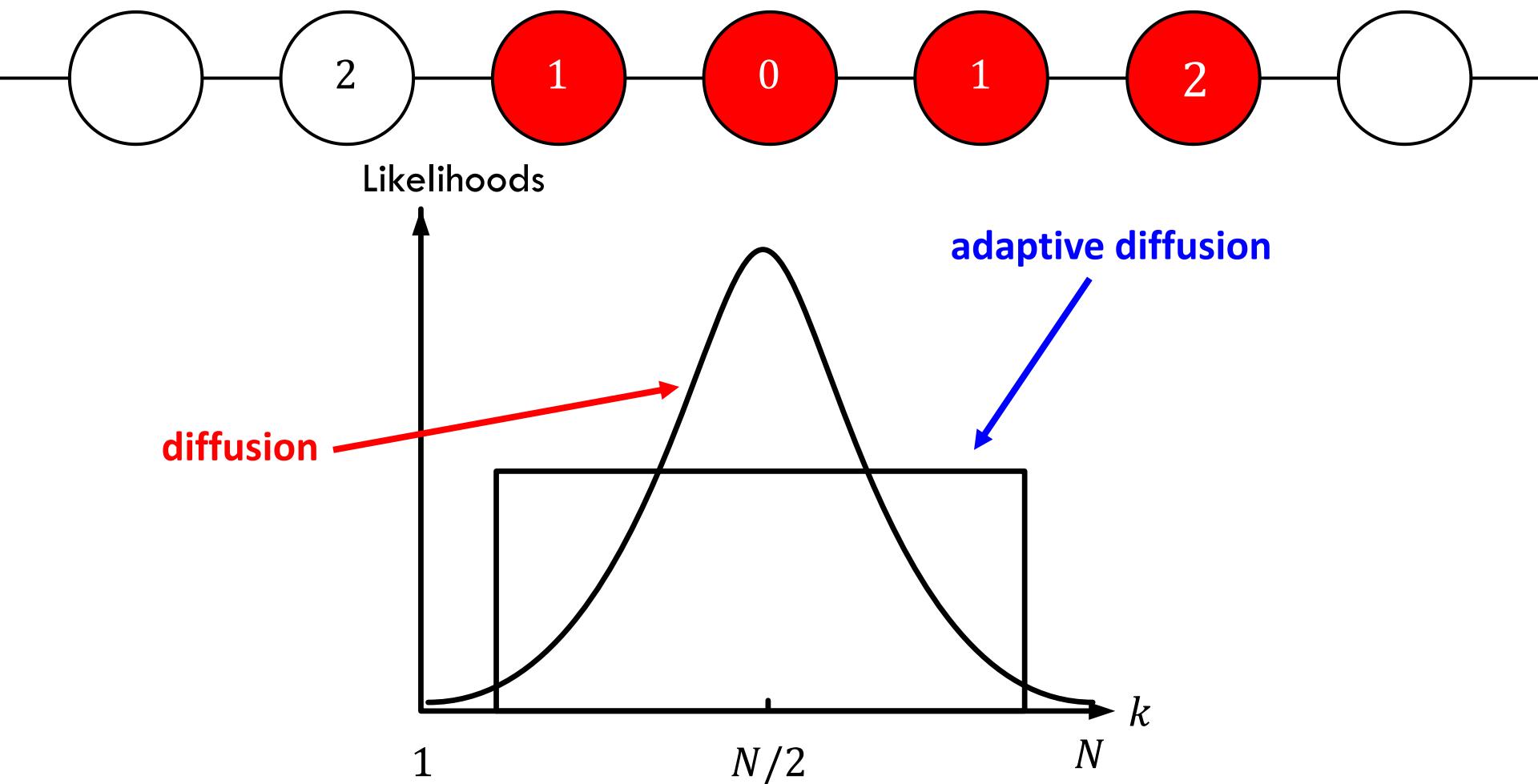
# Adversary



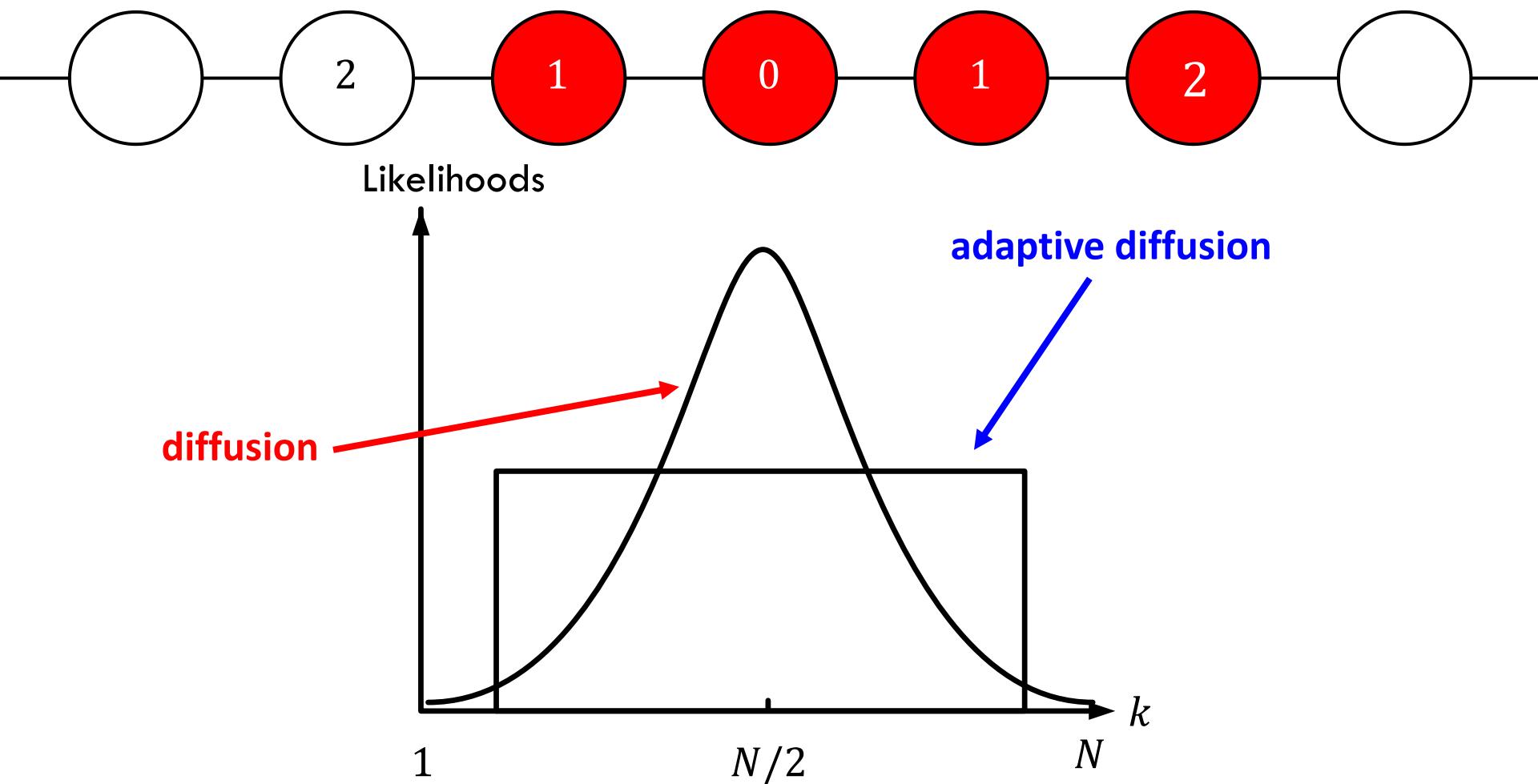
$N = 4$   
nodes with the message

can we locate the message author?

# Maximum likelihood detection

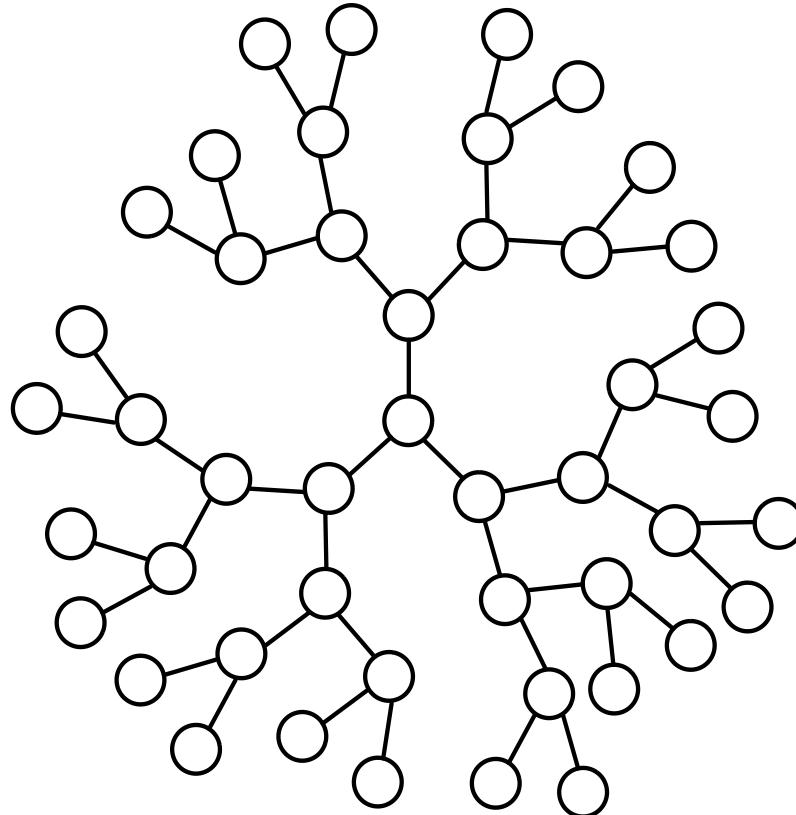


# Maximum likelihood detection



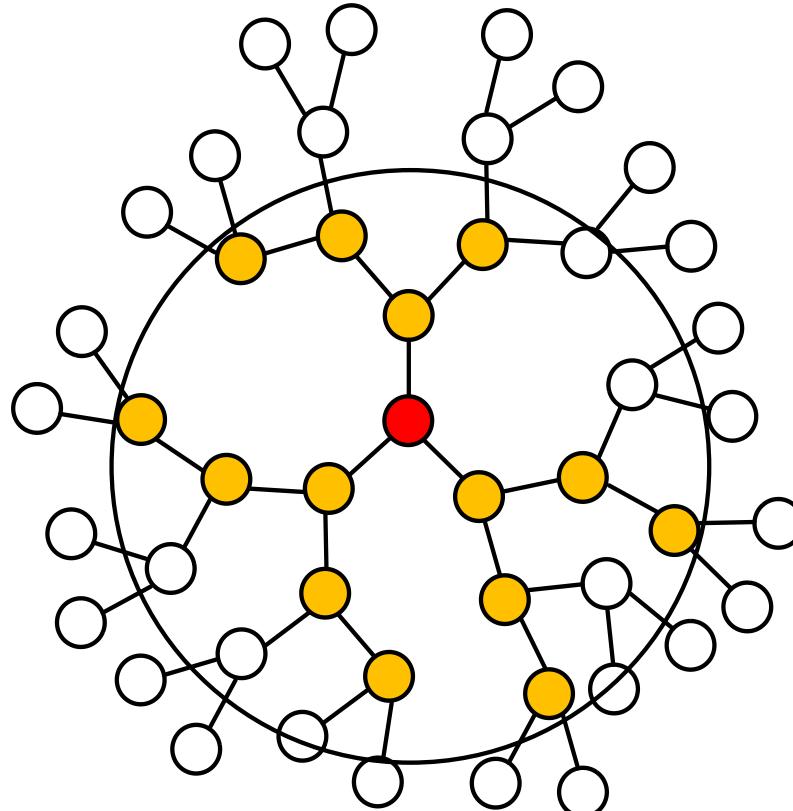
Probability of detection  $\approx \frac{1}{N}$

# $d$ -regular trees



- what about  $d$ -regular trees?

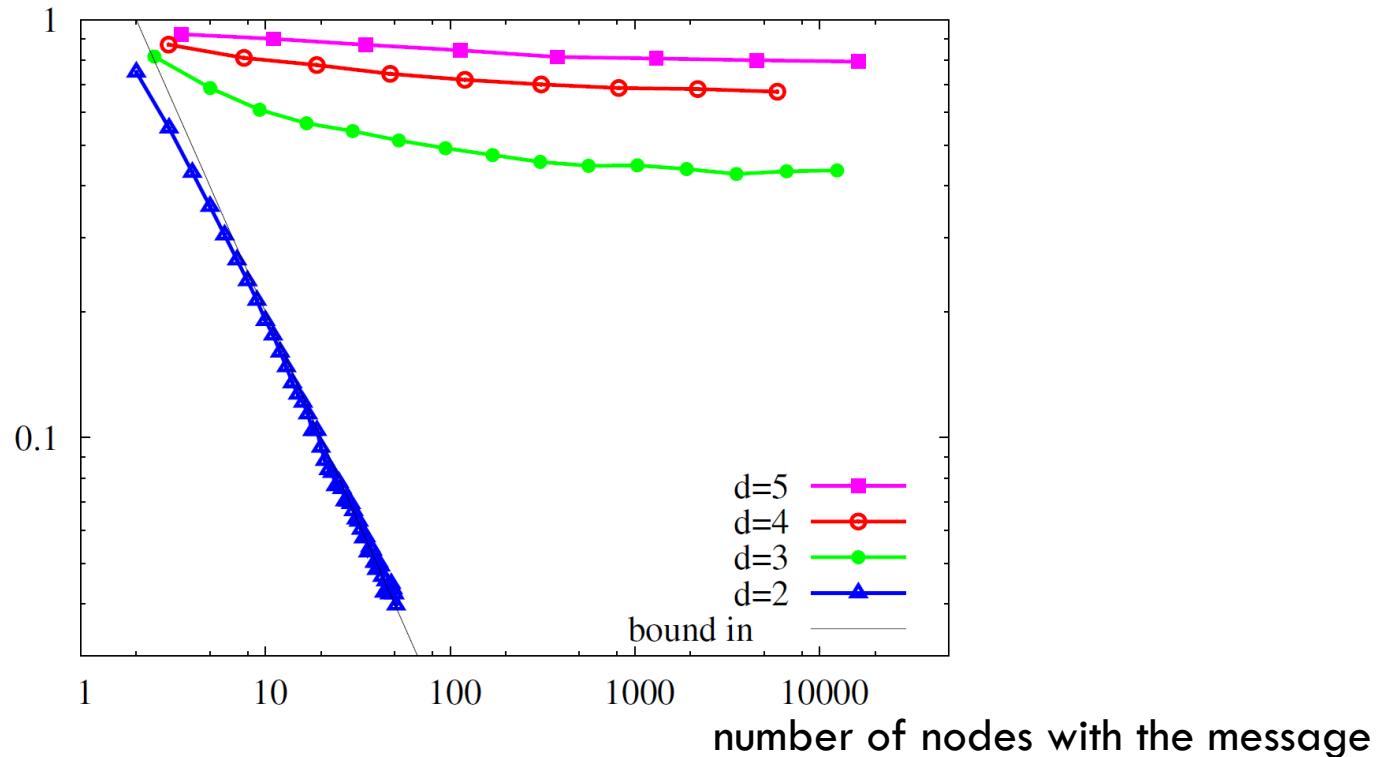
# $d$ -regular trees: diffusion



- **likelihoods concentrate** around the **center**

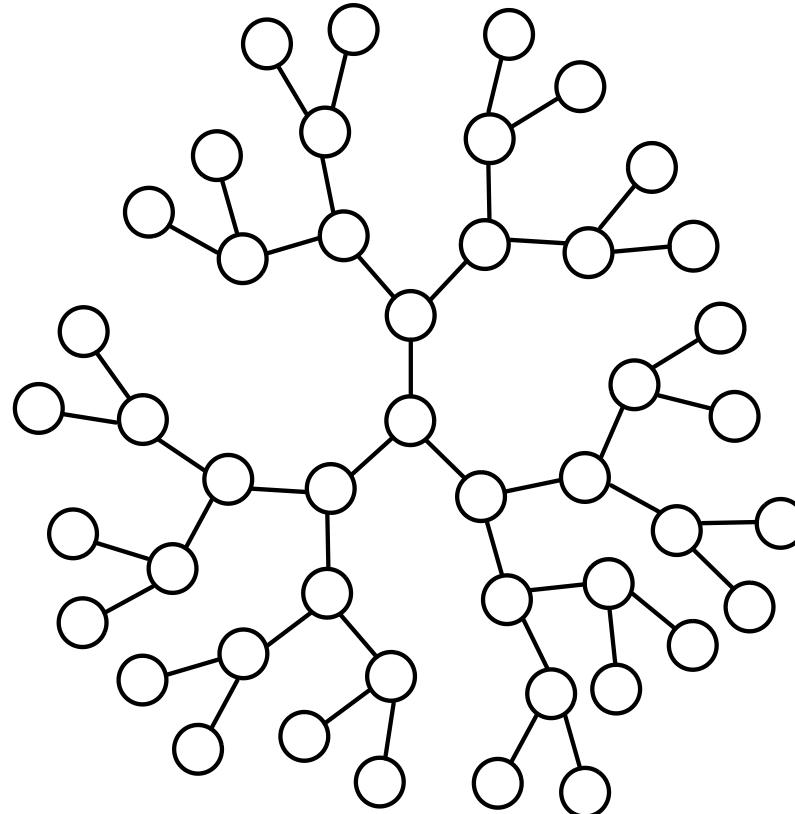
# $d$ -regular trees: Pólya's urn processes

Probability of detection using Jordan centrality

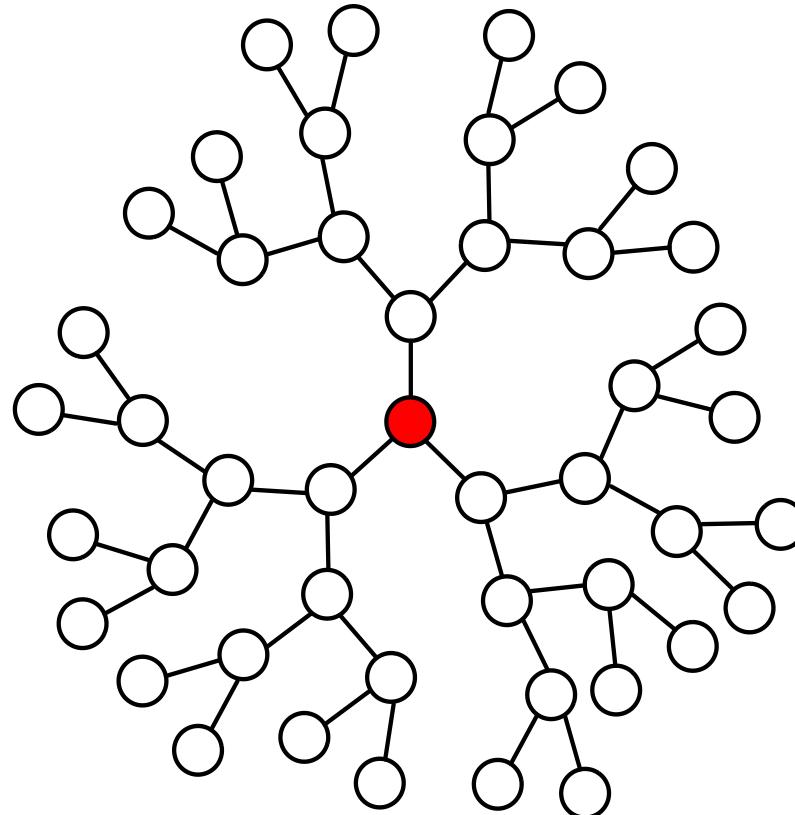


- does not work at all!

# **$d$ -regular trees : adaptive diffusion**

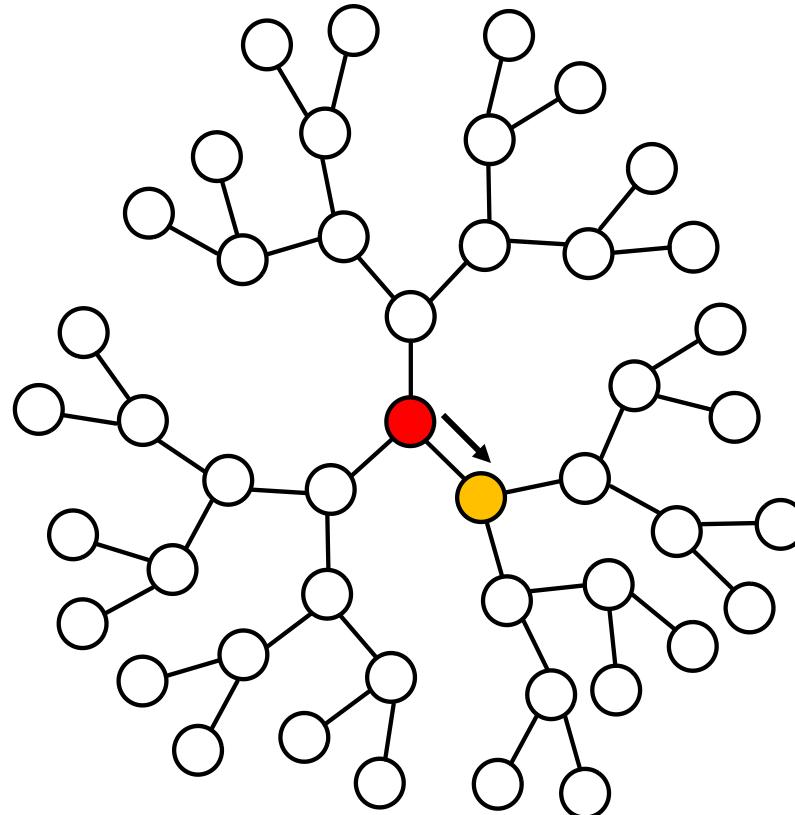


# $d$ -regular trees : adaptive diffusion



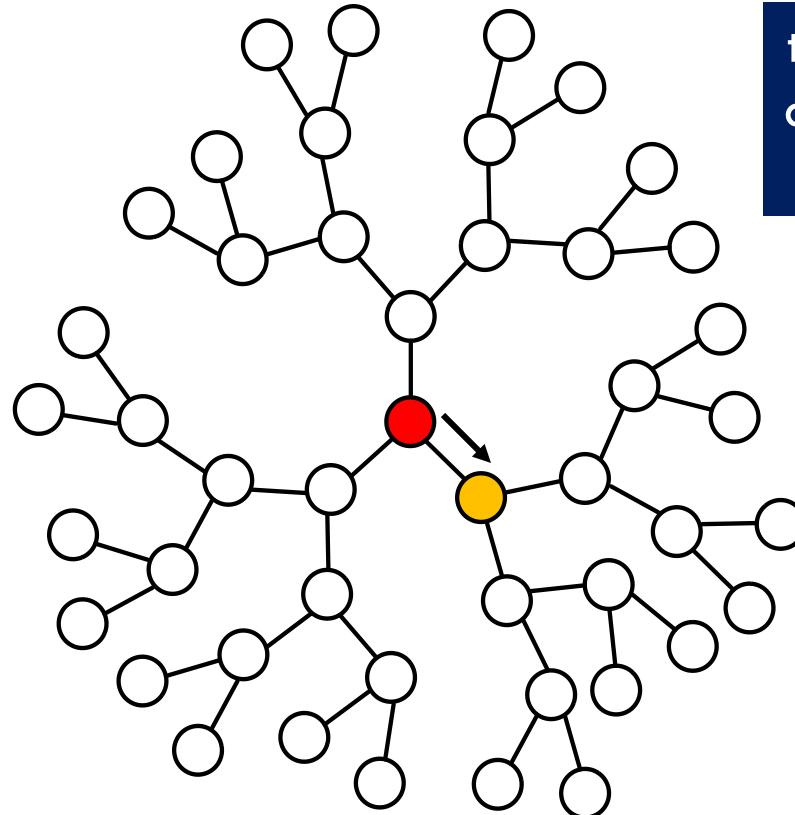
- initially, the author is also the “**virtual source**”

# **$d$ -regular trees : adaptive diffusion**



- at  $T = 1$ , the author selects one neighbor at random

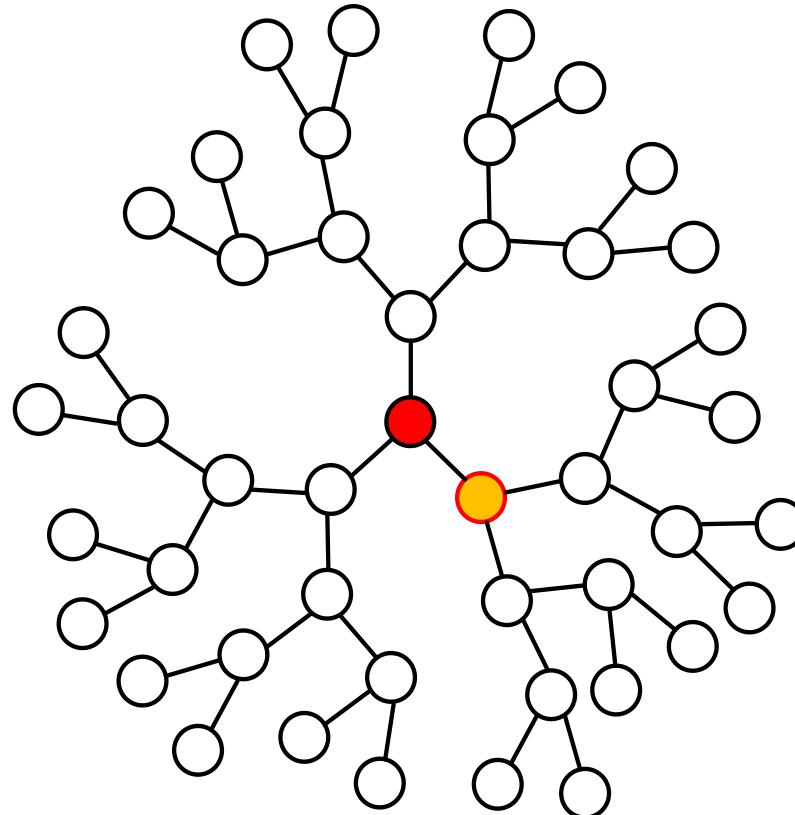
# $d$ -regular trees : adaptive diffusion



the author passes  $h = 1$   
and  $T = 2$  to the chosen  
neighbor

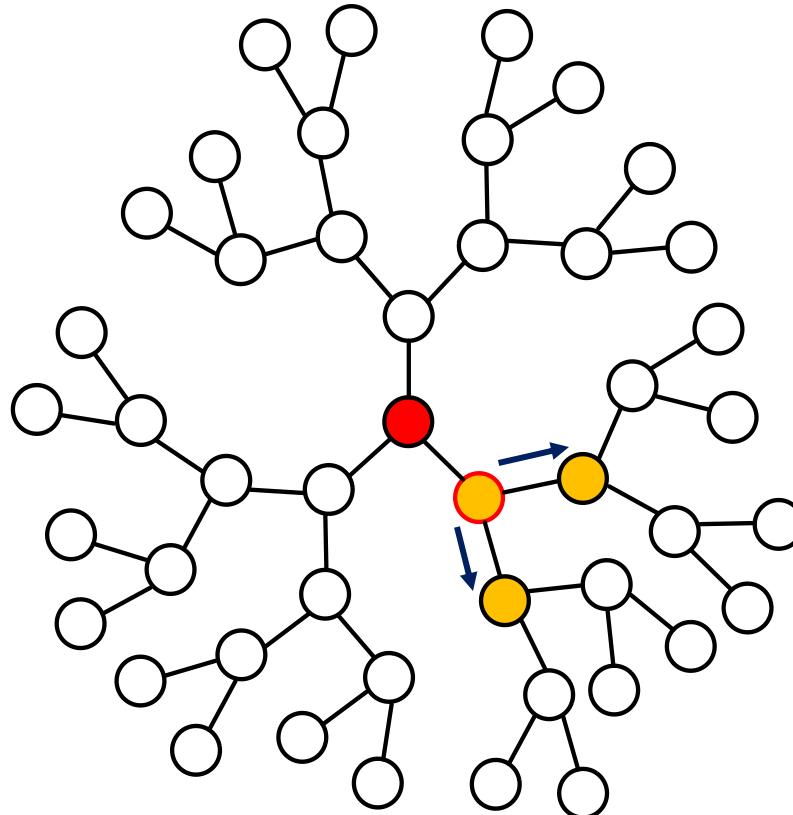
- at  $T = 1$ , the author selects one neighbor at random

# $d$ -regular trees : adaptive diffusion



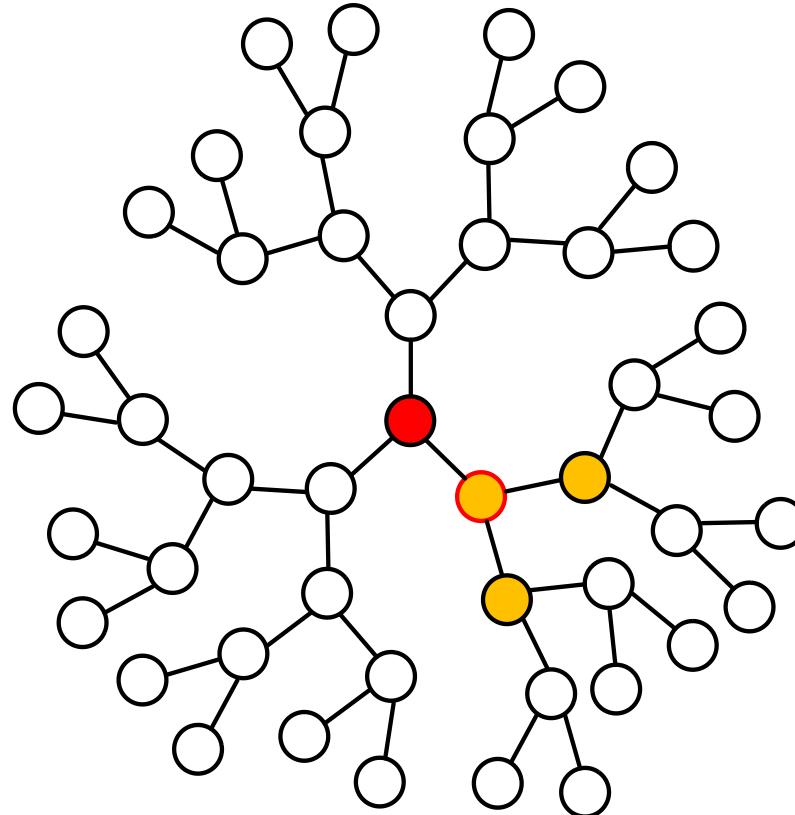
- the chosen neighbor becomes the **new virtual source**

# $d$ -regular trees : adaptive diffusion



- at  $T = 2$ , the **virtual source** passes the message to all its neighbors

# $d$ -regular trees : adaptive diffusion

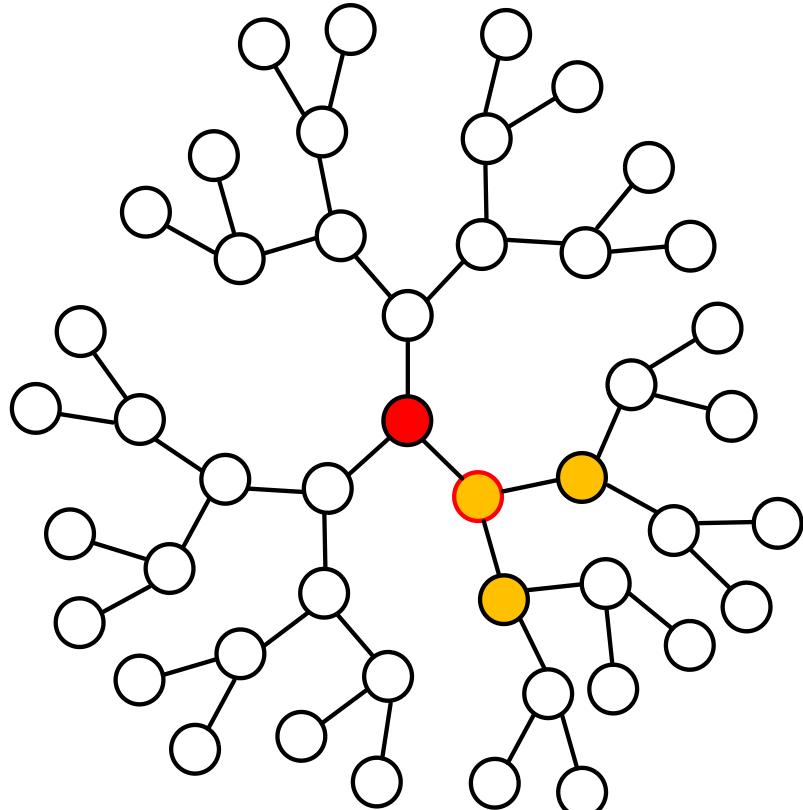


- as  $T$  transitions from even to odd, the virtual source has two options:

keeping the virtual source token

passing the virtual source token

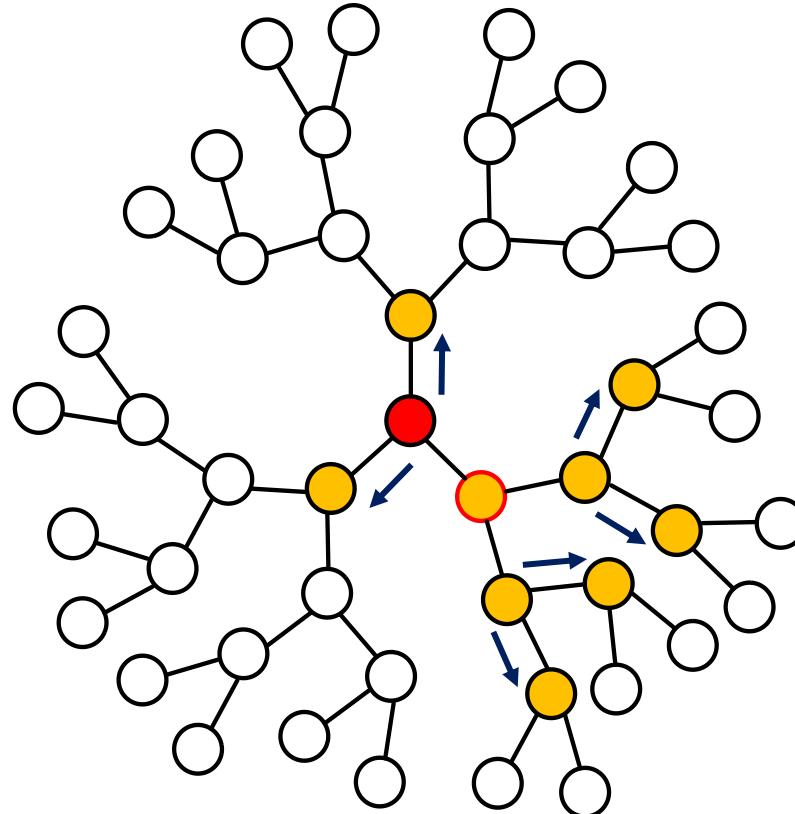
# Keeping the virtual source token



adaptive rate

- virtual source token is kept with probability  $\frac{(d-1)^{\frac{T}{2}-h-1}-1}{(d-1)^{\frac{T}{2}+1}-1}$

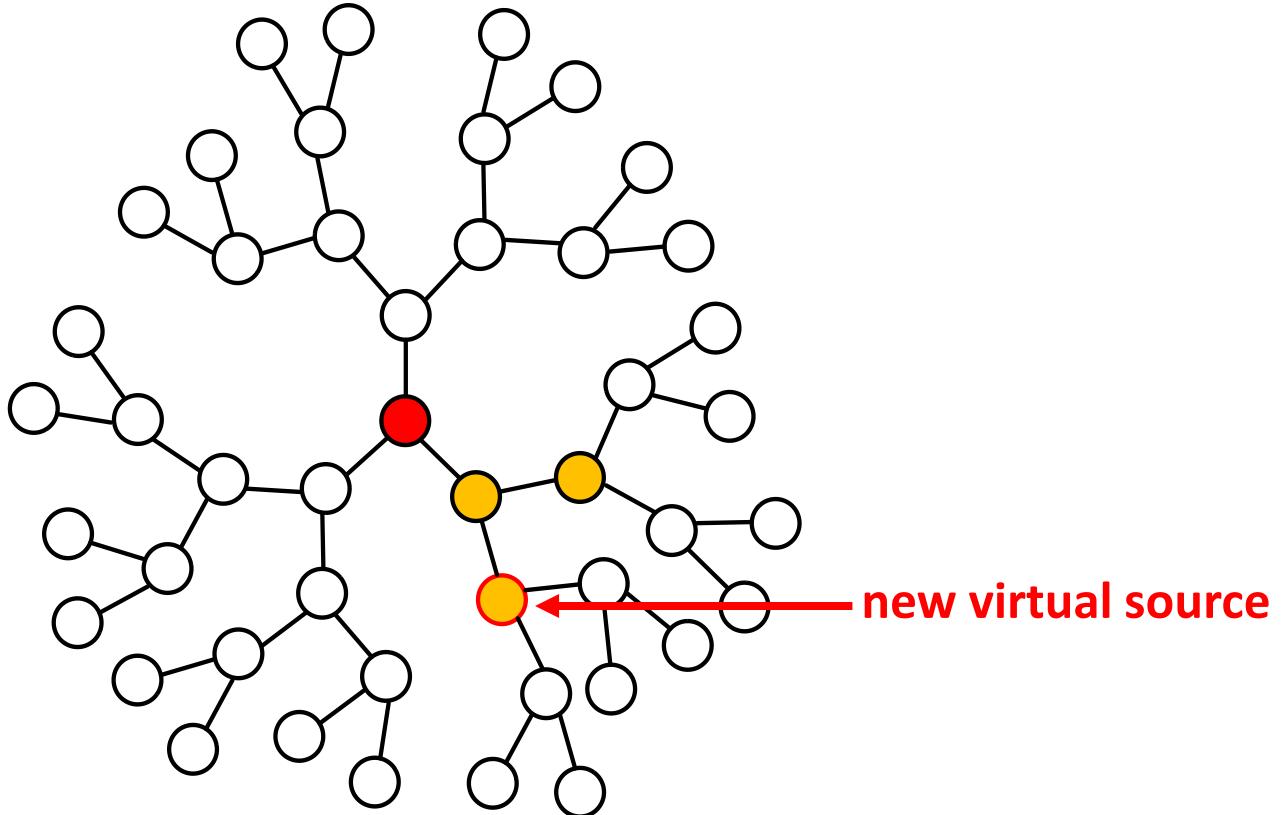
# Keeping the virtual source token



happens in  $T = 3$  and  
 $T = 4$

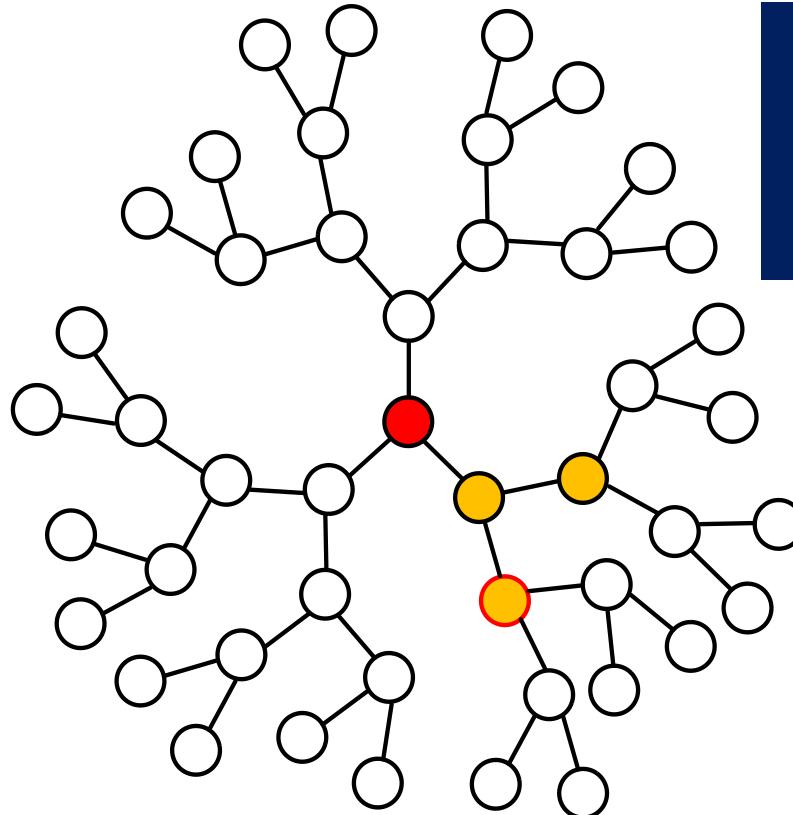
- all leaf nodes with the message pass it to their neighbors

# Passing the virtual source token



- current virtual source selects one of its neighbors at random

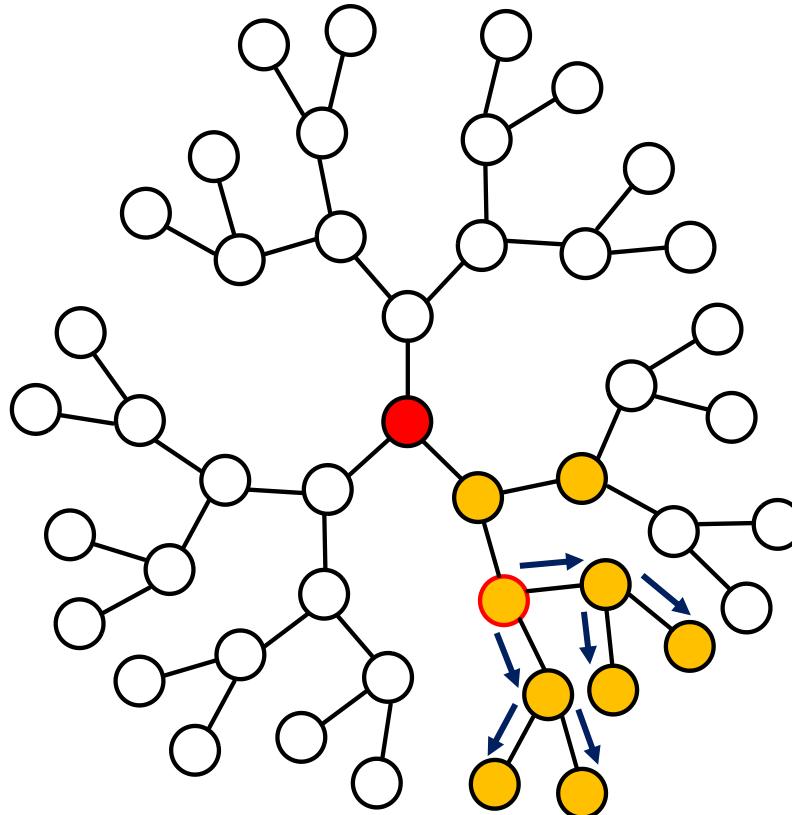
# Passing the virtual source token



current virtual source  
passes  $h = 2$  and  
 $T = 4$  to new virtual  
source

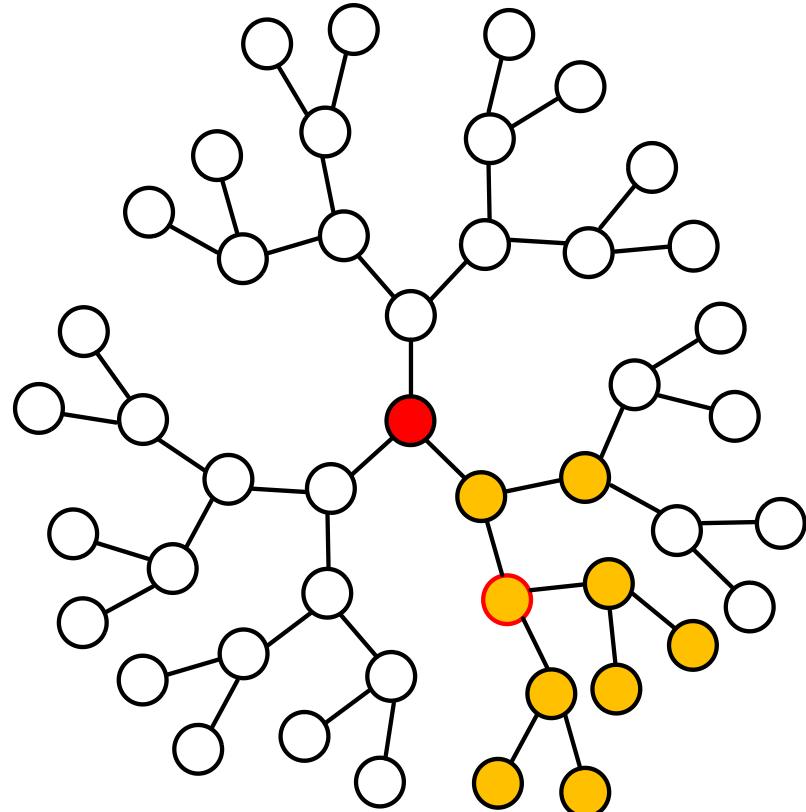
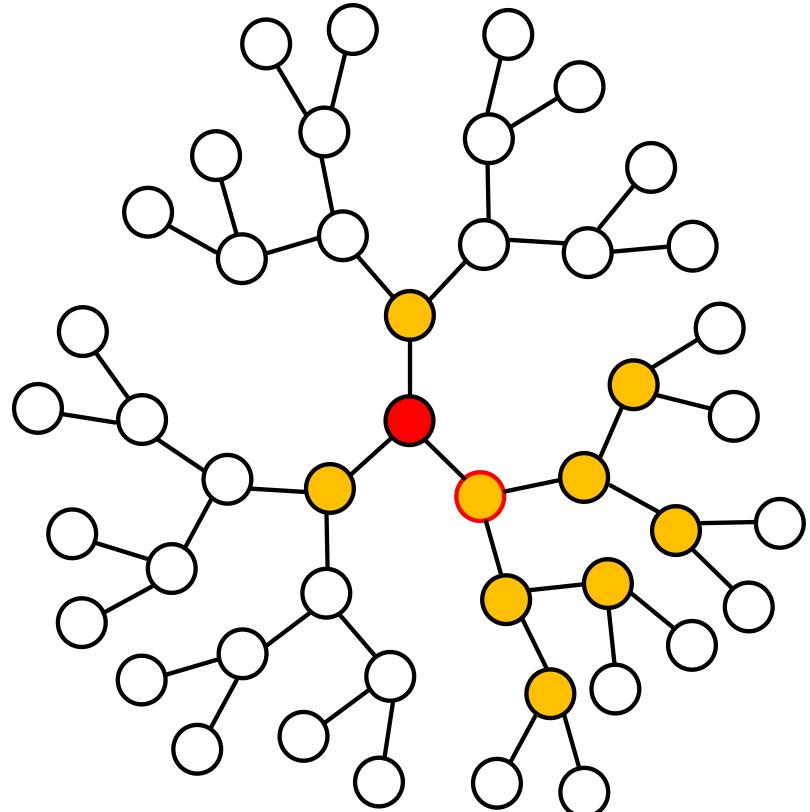
- current virtual source selects one of its neighbors at random

# Passing the virtual source token



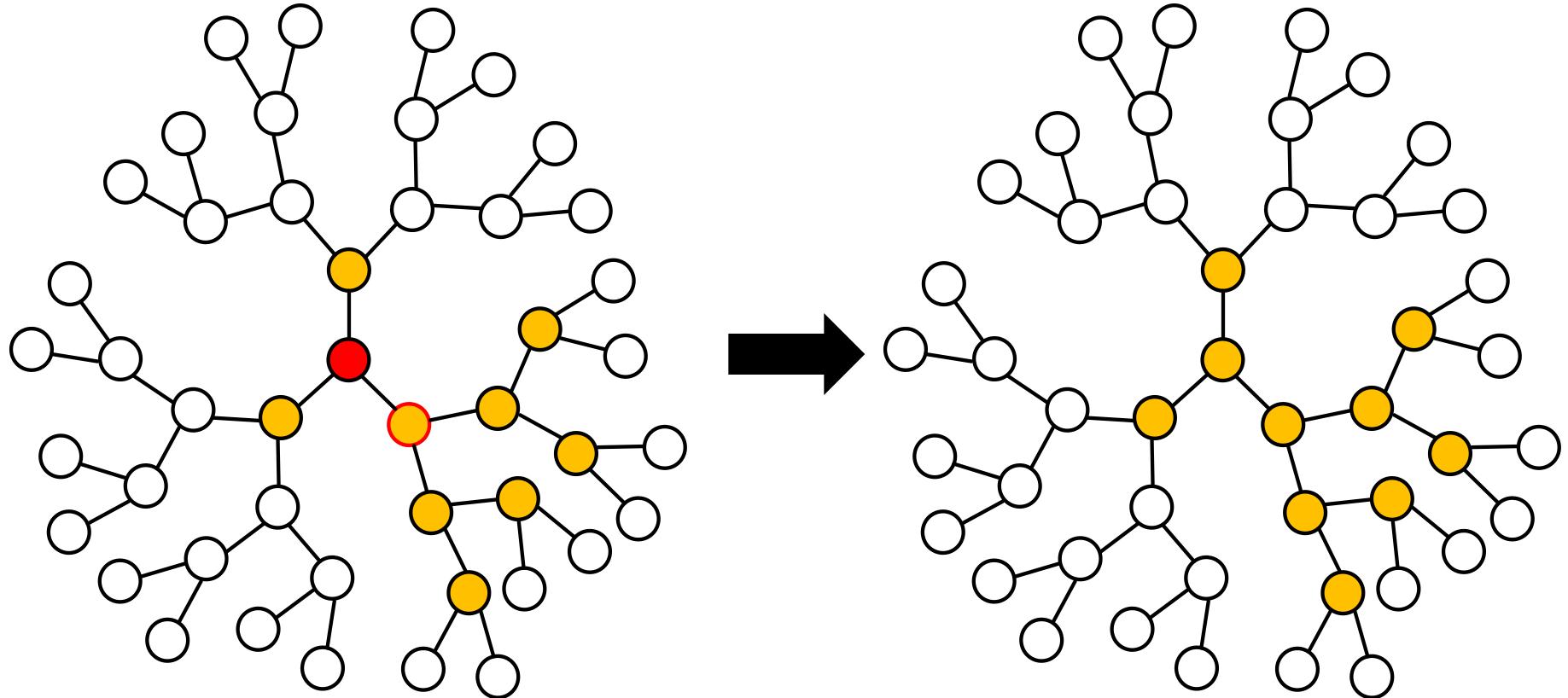
- new virtual source passes the message to its neighbors which in turn pass it to their neighbors

# Symmetry properties



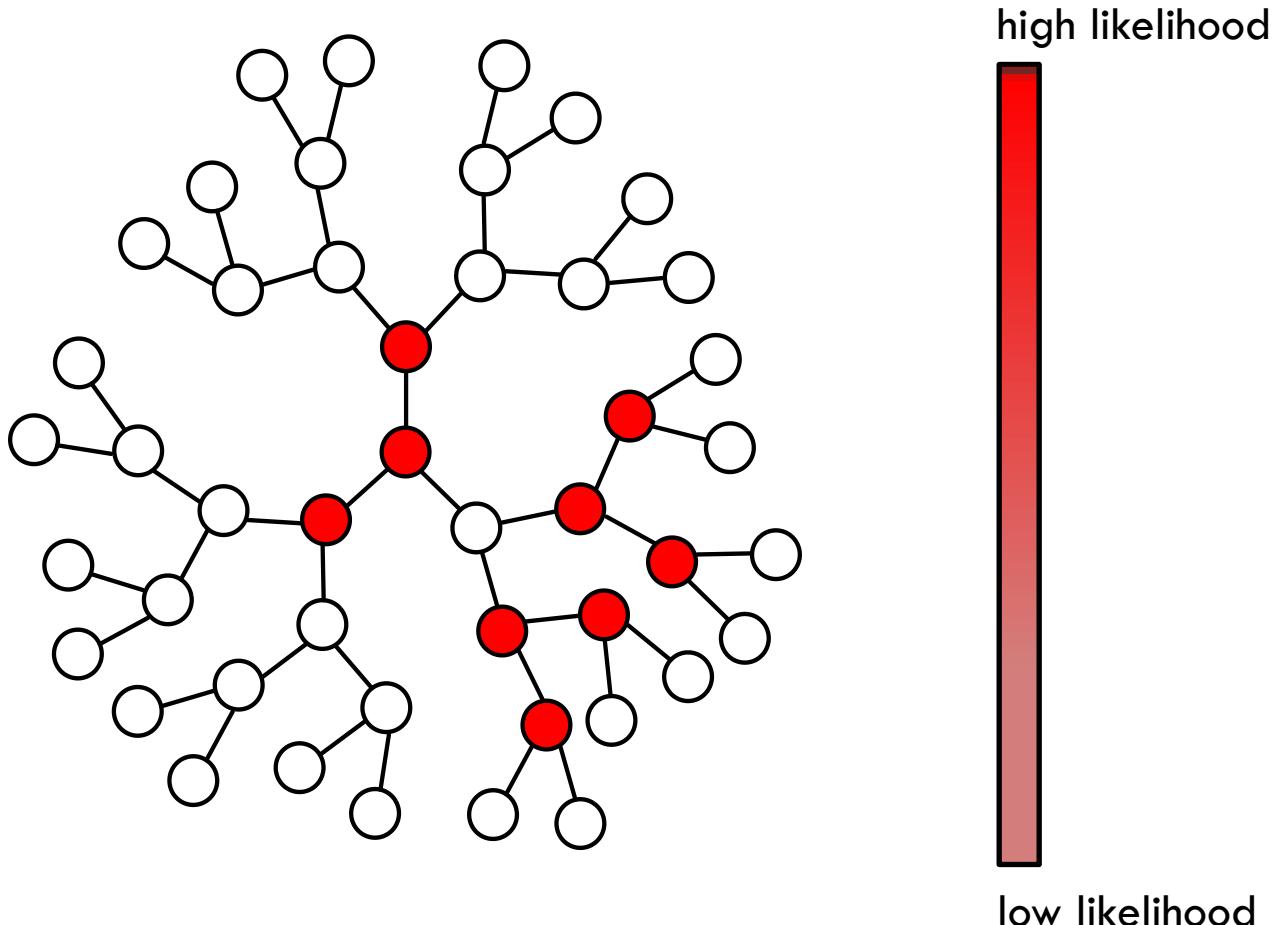
- the graph is **always symmetric** around the **virtual source**

# Adversary



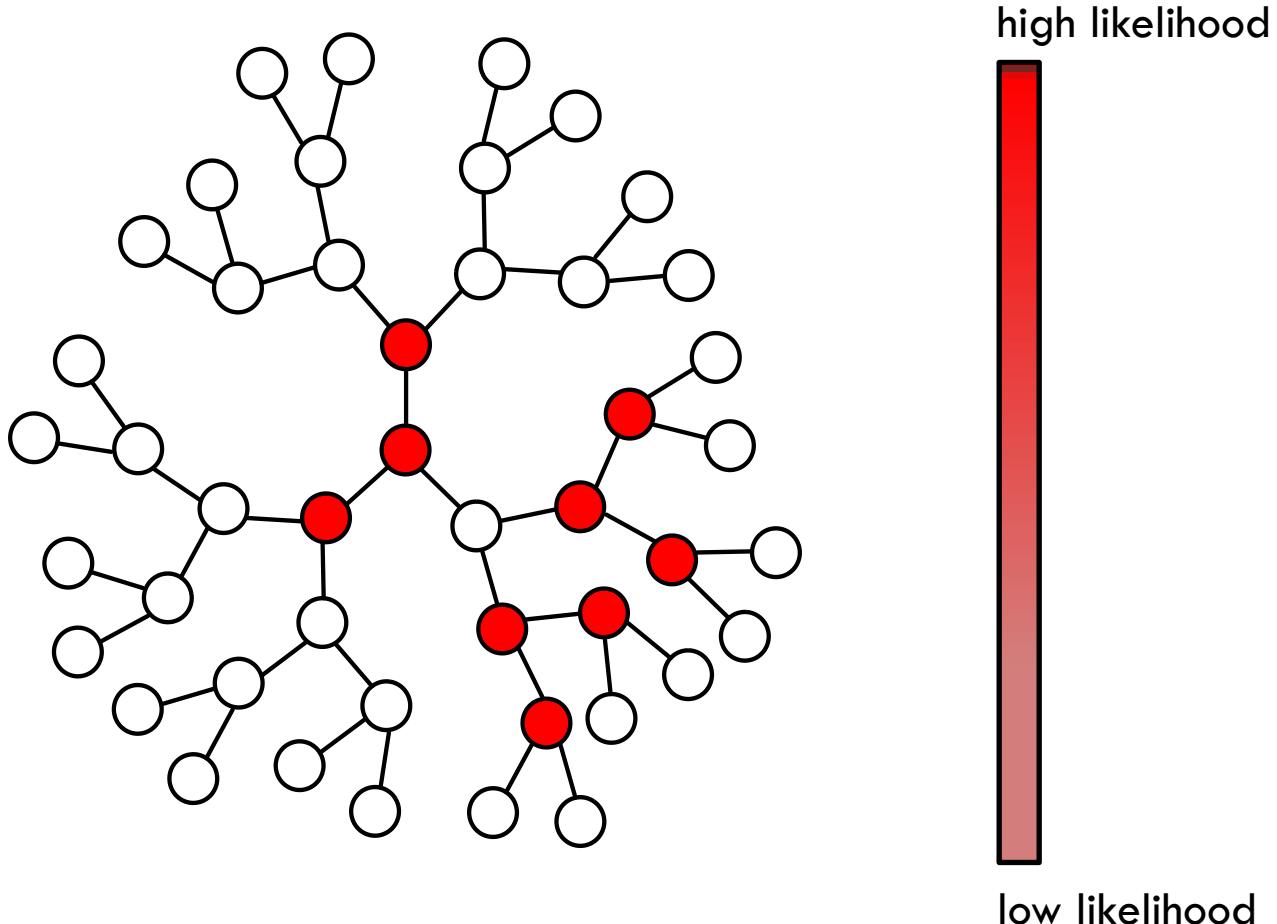
can we locate the **message author?**

# Maximum likelihood detection



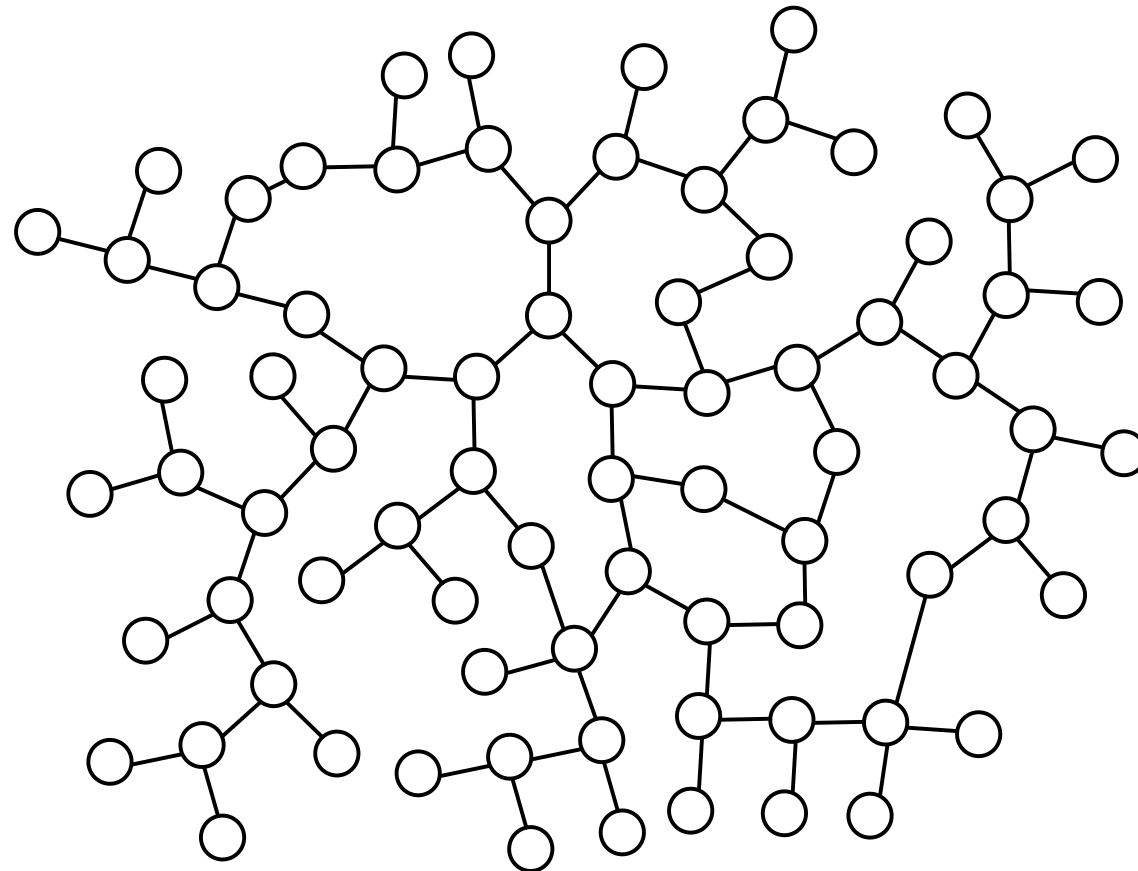
- **all nodes** except for the final virtual source **are equally likely**

# Maximum likelihood detection



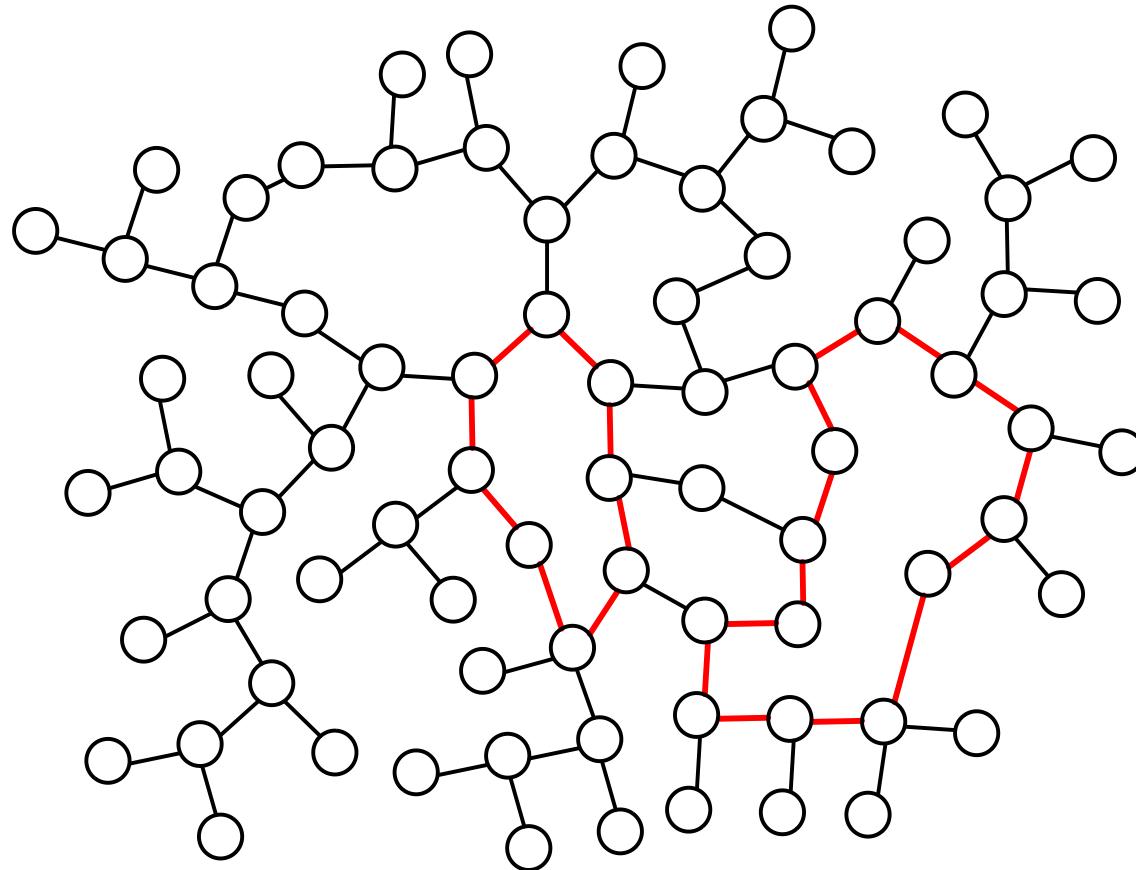
$$\text{Probability of detection} = \frac{1}{N-1}$$

# General graphs



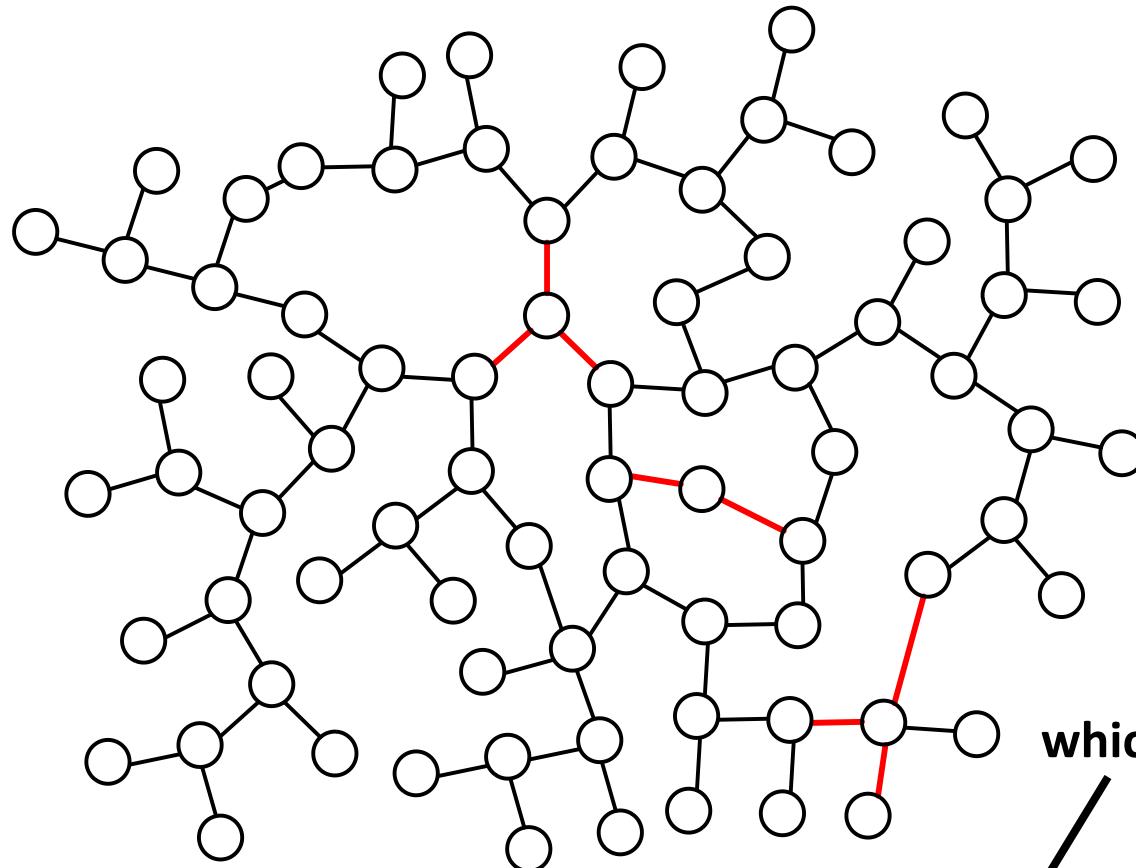
can we extend adaptive diffusion for general graphs?

# General graphs: cycles



- do not pass the message to a node that already has the message

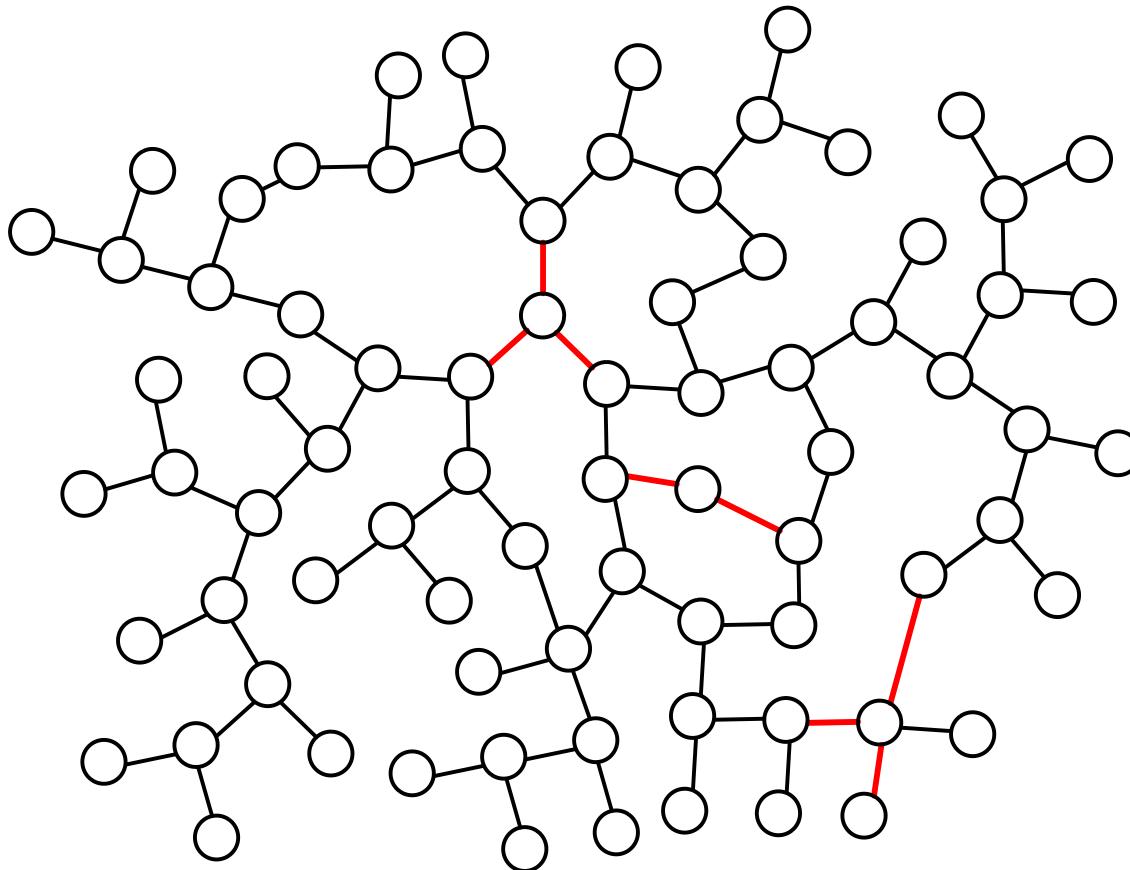
# General graphs: degree irregularities



which  $d$  to choose?

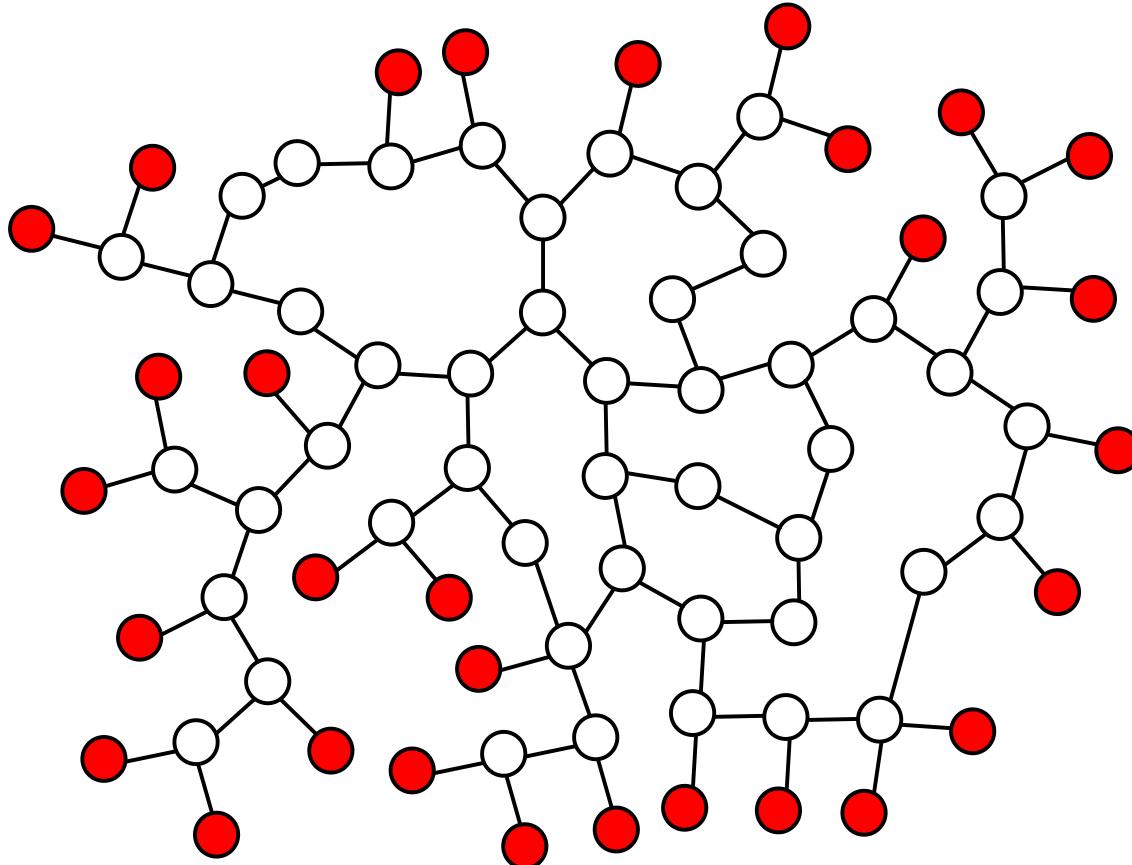
- virtual source token is kept with probability  $\frac{(d-1)^{\frac{T}{2}-h-1}-1}{(d-1)^{\frac{T}{2}+1}-1}$

# General graphs: degree irregularities



- any  $d \geq 3$  works well in practice
- to preserve symmetry, each node talks to at most 3 neighbors

# General graphs: boundary effects



- the **virtual source** is allowed to turn around when it hits the boundary

# Simulation setup



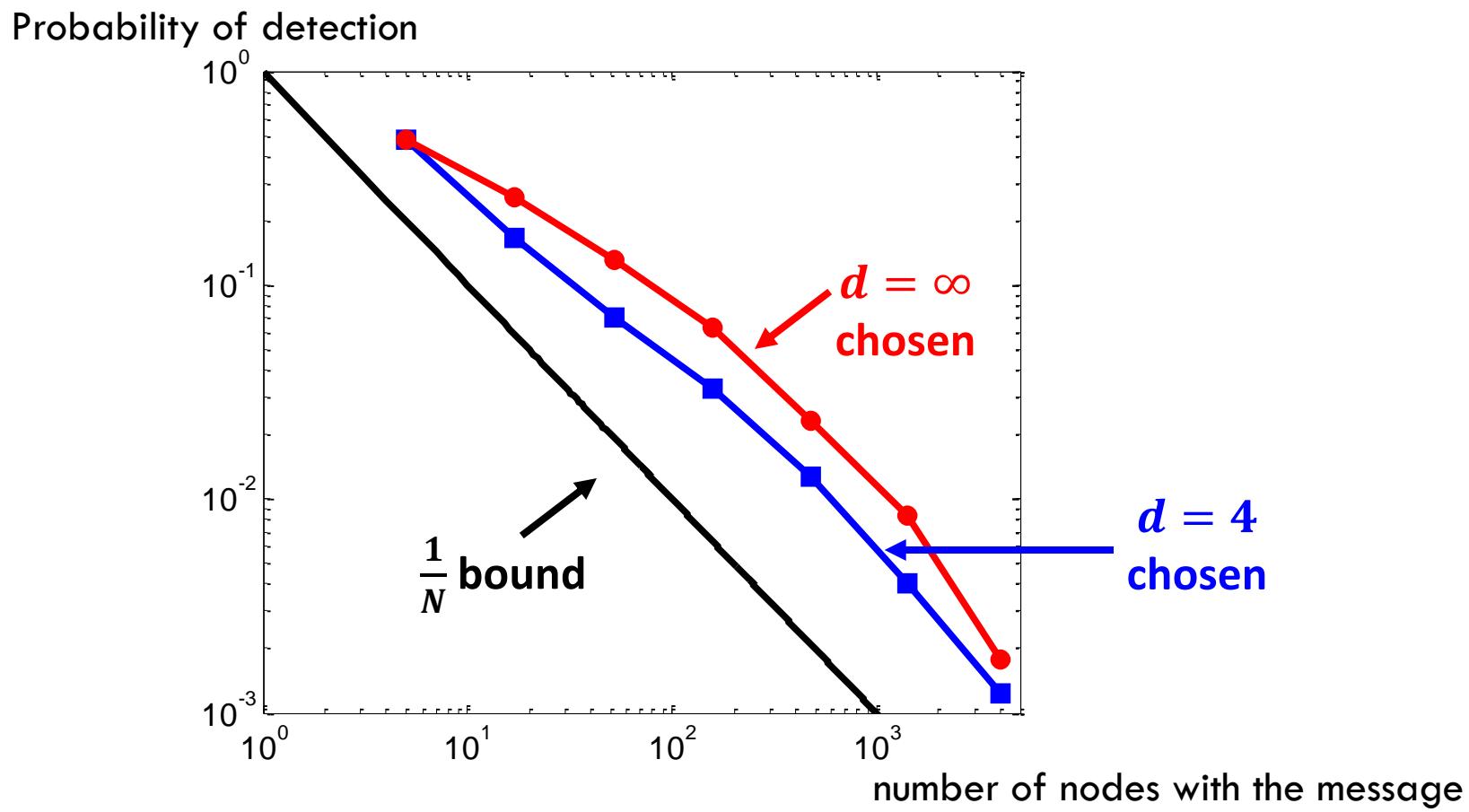
- 10,000 Facebook users in New Orleans circa 2009
- all users with degree less than 3 were removed

# Simulation results



- on average, 96% of users received the message within 10 time steps

# Simulation results

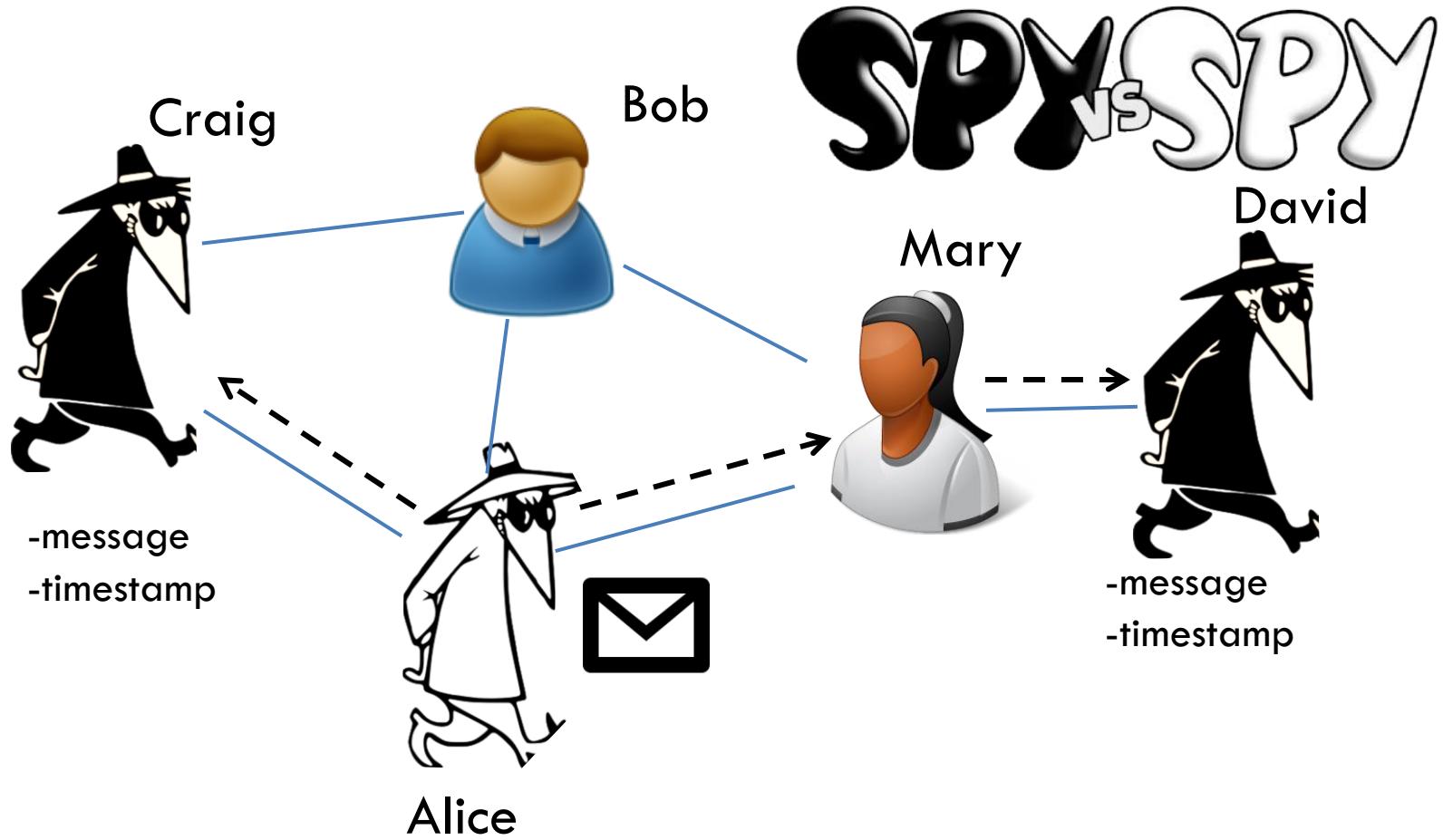


- likelihoods can be **approximated** numerically

# **Part I:**

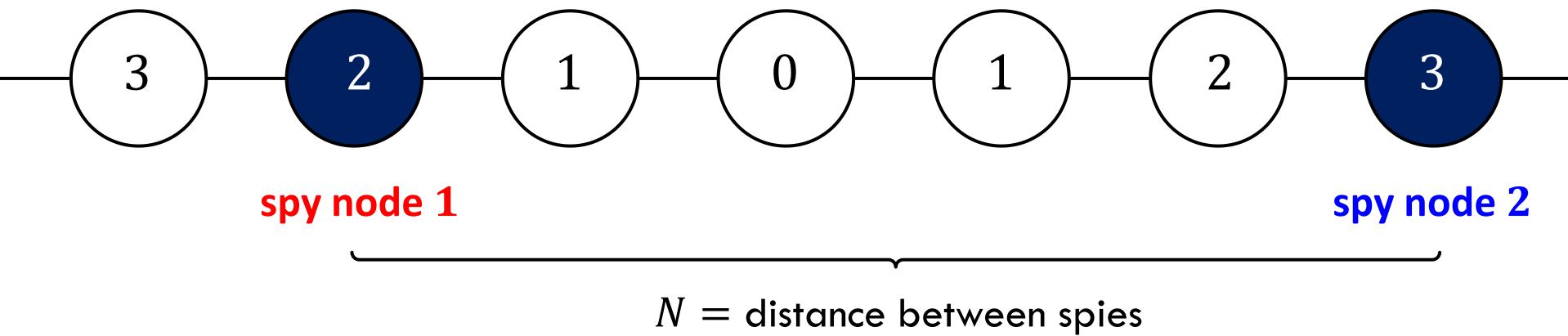
# **Proposed Research**

# Spy adversarial model



adversary can collect timing information

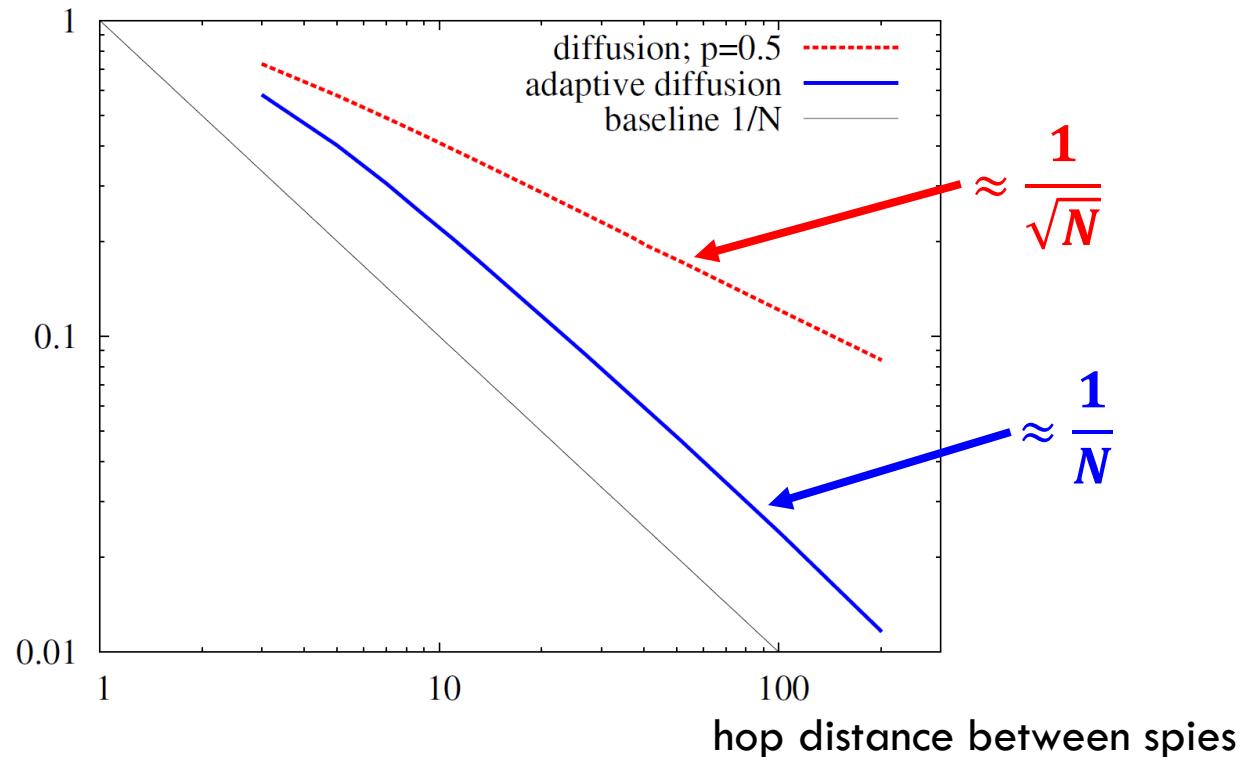
# Adversary with timing



**what if spies can collect timing information?**

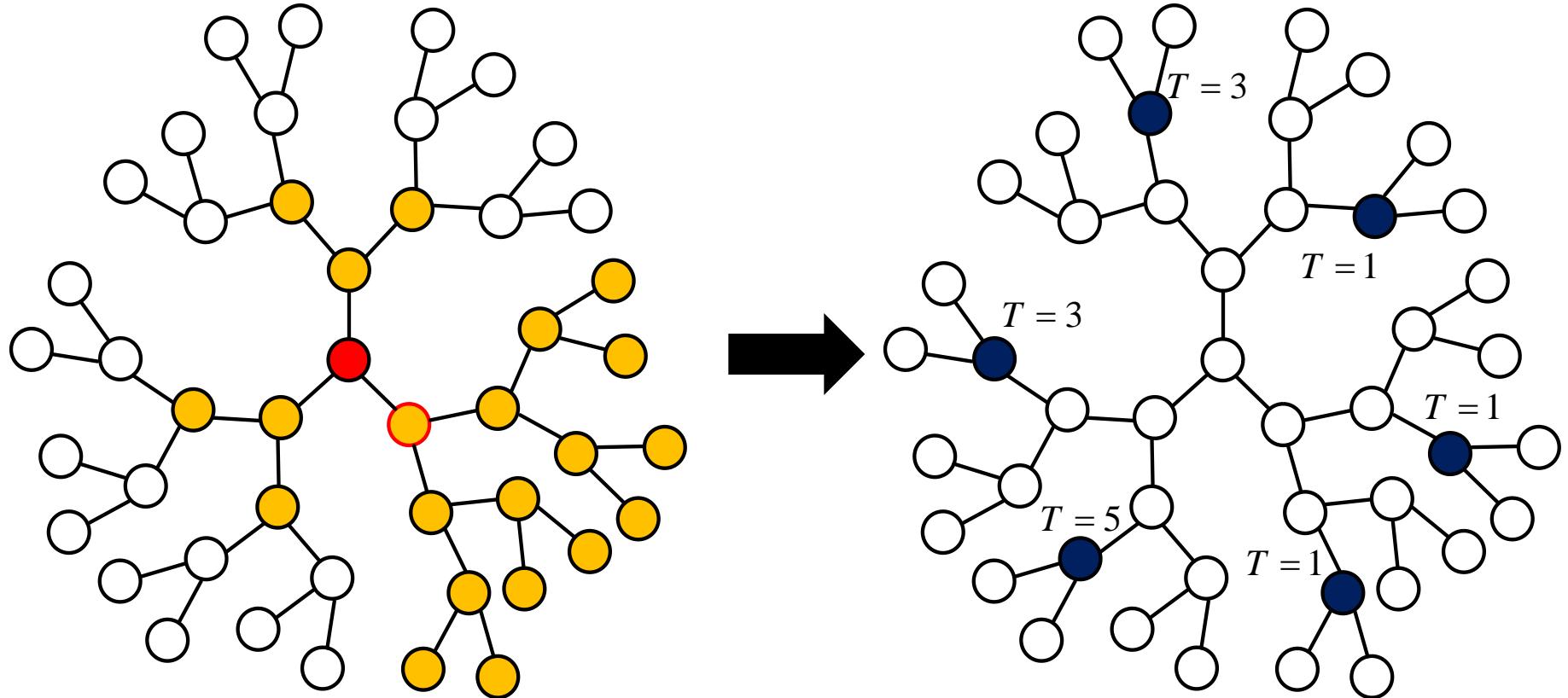
# Maximum likelihood detection

Probability of detection



Probability of detection  $\approx \frac{1}{N}$

# Adversary with timing



**cordon of spy nodes: a work in progress**

# Current progress: Wildfire



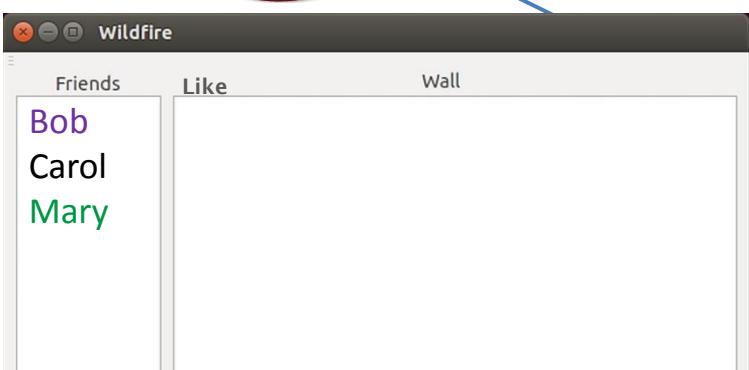
Alice



Bob



Mary



# Current progress: Wildfire



Alice



Bob



Mary



Wildfire empowers devices by  
removing central service providers



# Current progress: Wildfire



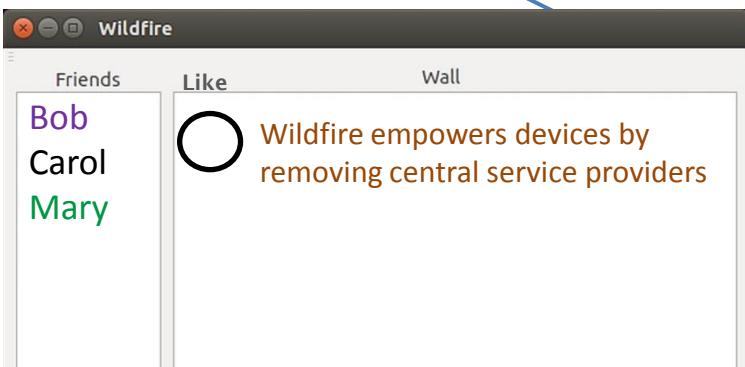
Alice



Bob



Mary



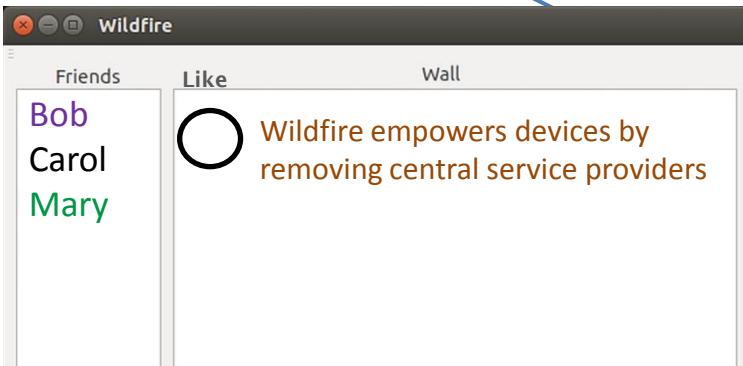
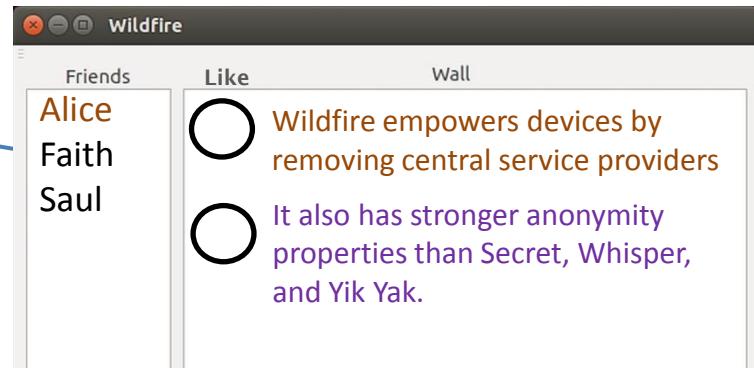
# Current progress: Wildfire



Alice



Bob



Mary



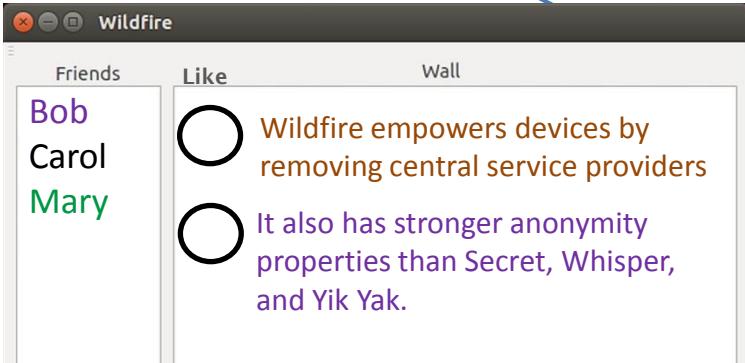
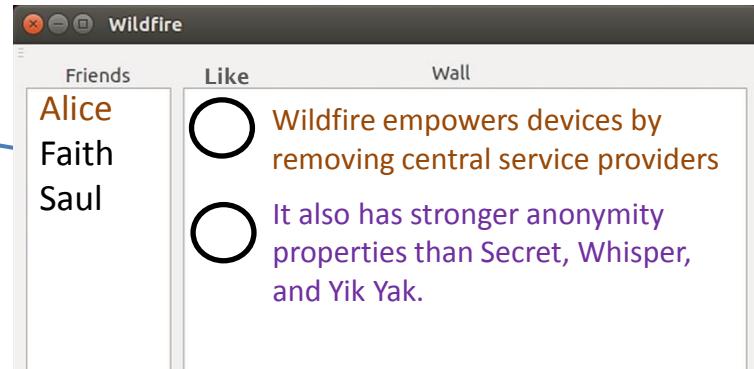
# Current progress: Wildfire



Alice



Bob



Mary



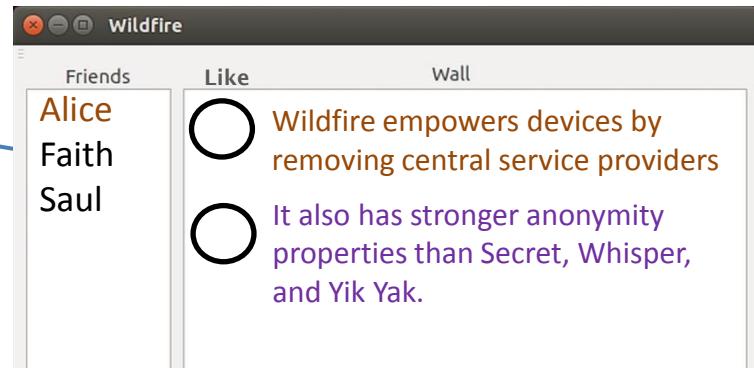
# Current progress: Wildfire



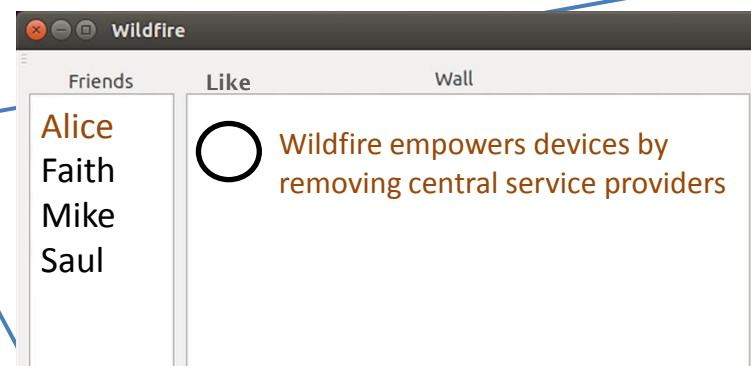
Alice



Bob



Mary



# Current progress: Wildfire



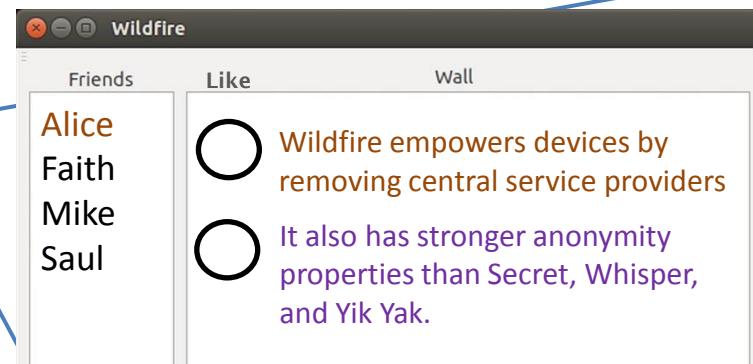
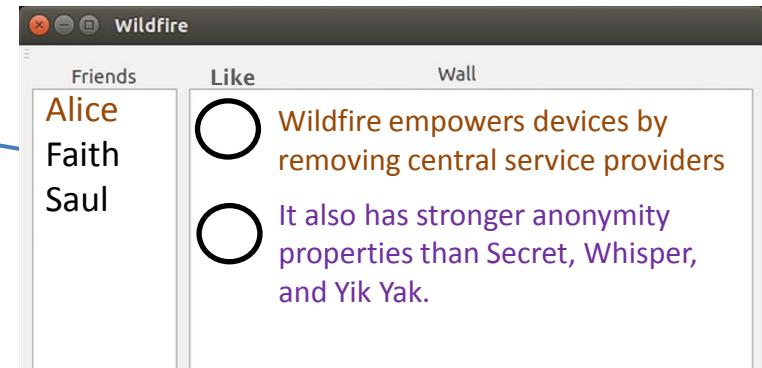
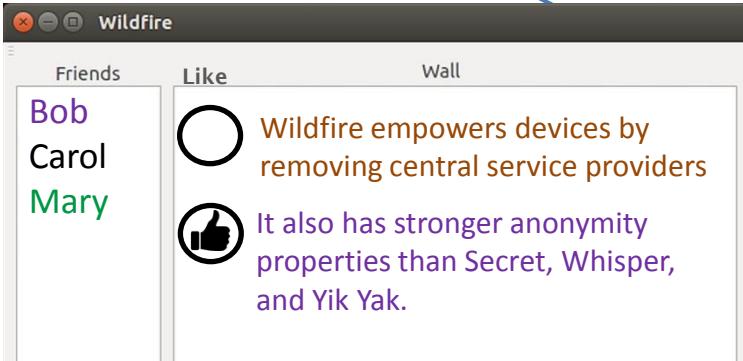
Alice



Bob



Mary



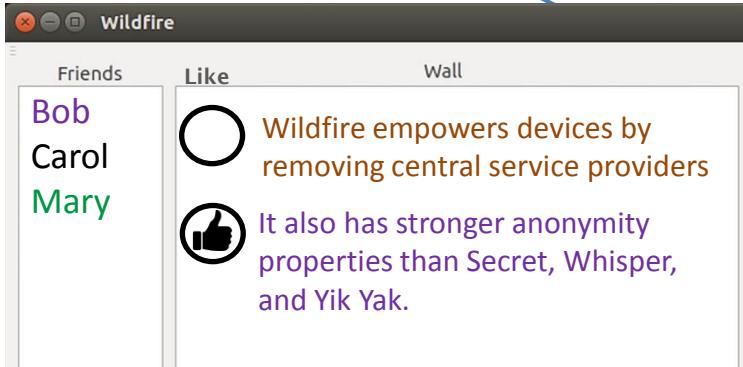
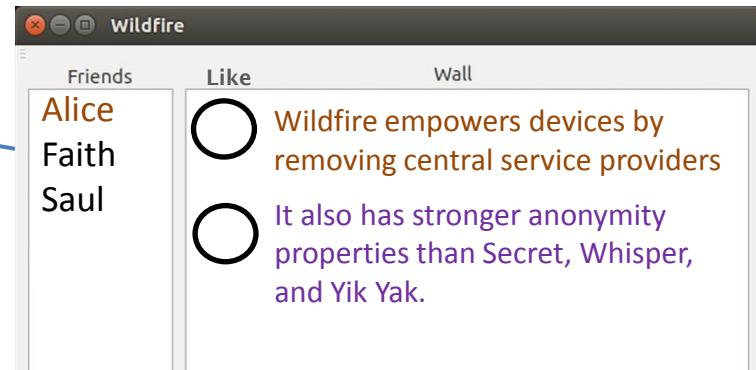
# Current progress: Wildfire



Alice



Bob



Mary

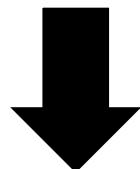


anonymous, distributed, secure implementation

# Upcoming research

## Theoretical Systems

- Spy adversarial model
- Hiding relays
- Dynamic networks
- Video sharing
- Message caching
- Bootstrapping contacts

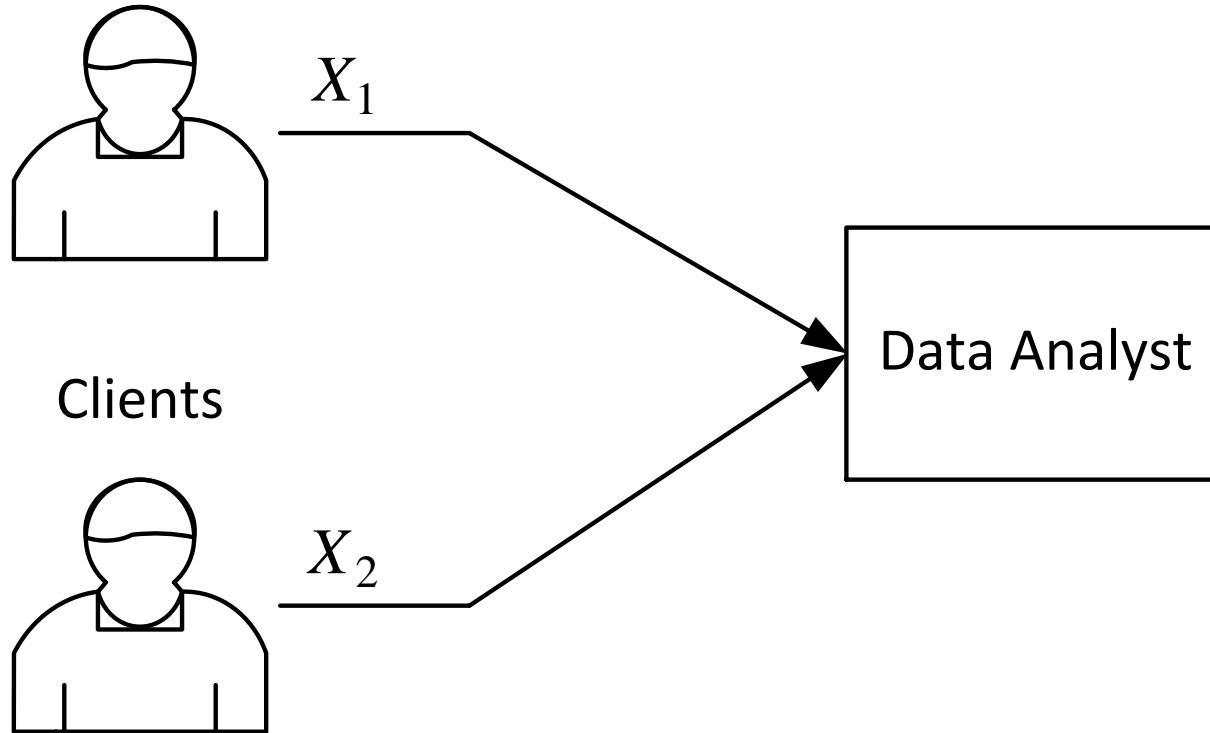


**Wildfire Release**

# **Part II:**

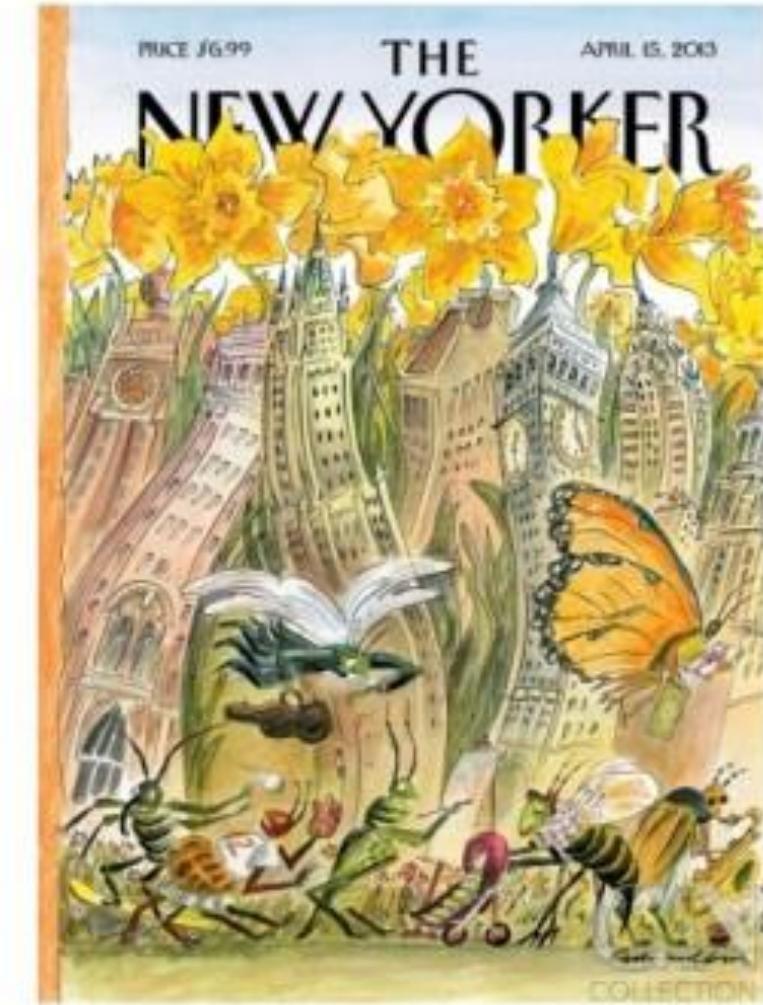
# **Private Communication**

# Local privacy model



- clients **receive a service** if they share their data
- clients **do not trust** data analyst

# Lying is the ultimate protection



“the future of privacy is lying”

- **lying = randomizing**

# Privacy via plausible deniability

have you ever used illegal drugs?

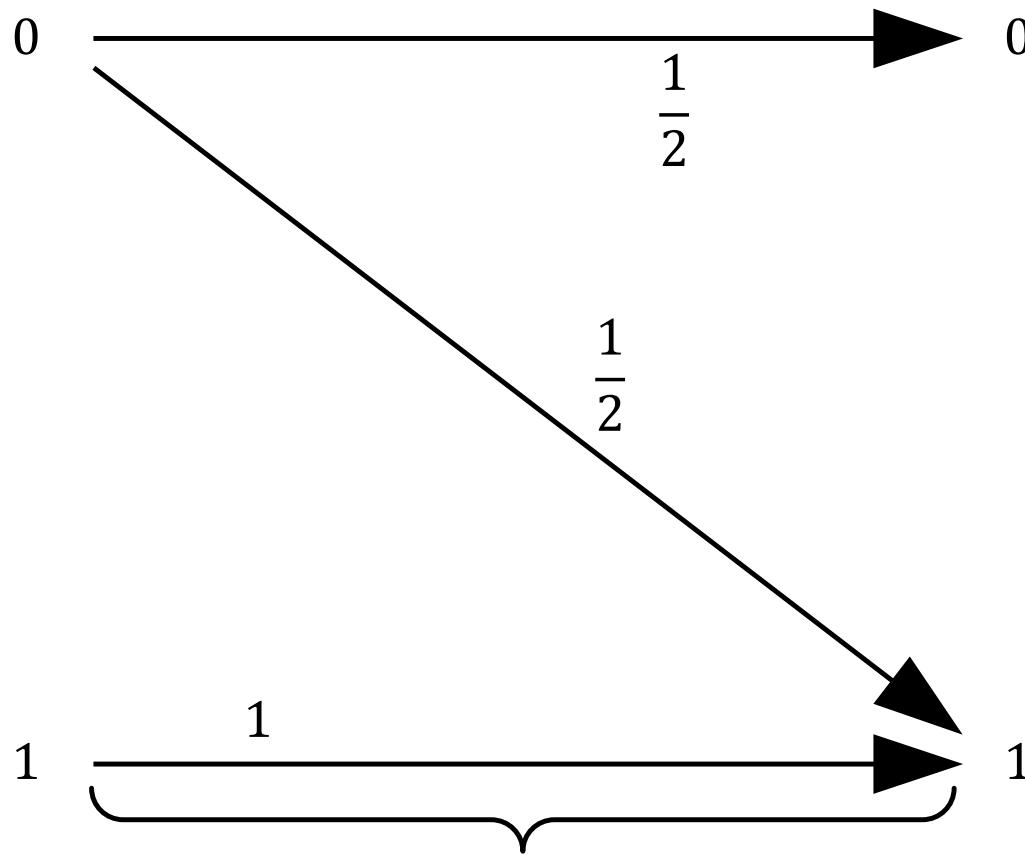


**say yes**



**answer truthfully**

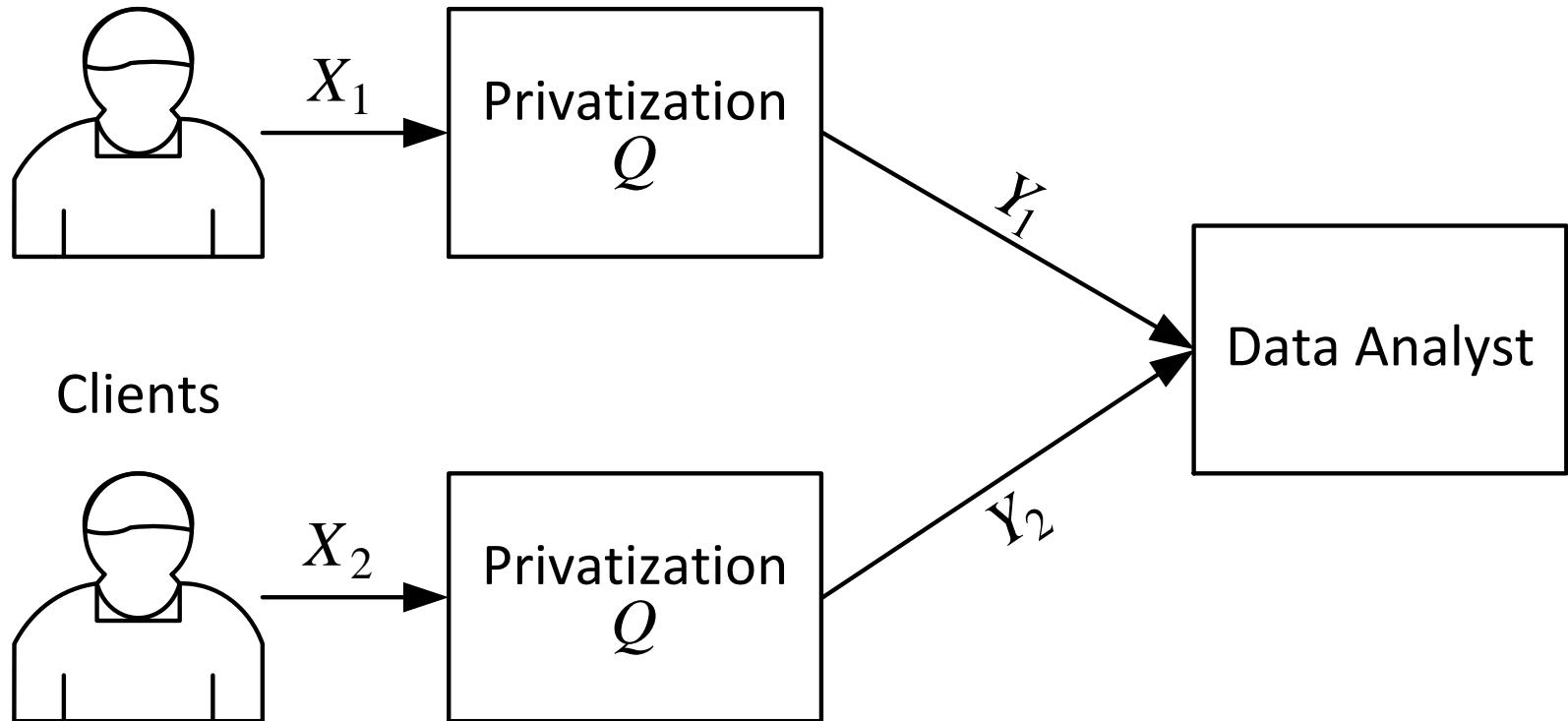
# Privacy via plausible deniability



**$Q$ : privatization mechanism**

- instead of  $X = x$ , share  $Y = y$  w.p.  $Q(y|x)$
- $Q: |\mathcal{X}| \times |\mathcal{Y}|$  is a stochastic mapping

# Local privacy model



- each user **privatizes** her data before releasing it

# Local differential privacy

$Q$  is  $\varepsilon$ -locally differentially private iff **for all  $x, x' \in \mathcal{X}$  and  $y \in \mathcal{Y}$**

$$e^{-\varepsilon} \leq \frac{Q(y|x)}{Q(y|x')} \leq e^{\varepsilon}$$

$\varepsilon$  controls the level of privacy

large  $\varepsilon$ , low privacy

small  $\varepsilon$ , high privacy

- $\mathcal{D}_\varepsilon$ : set of all  $\varepsilon$ -locally differentially private mechanisms

# Privacy vs utility

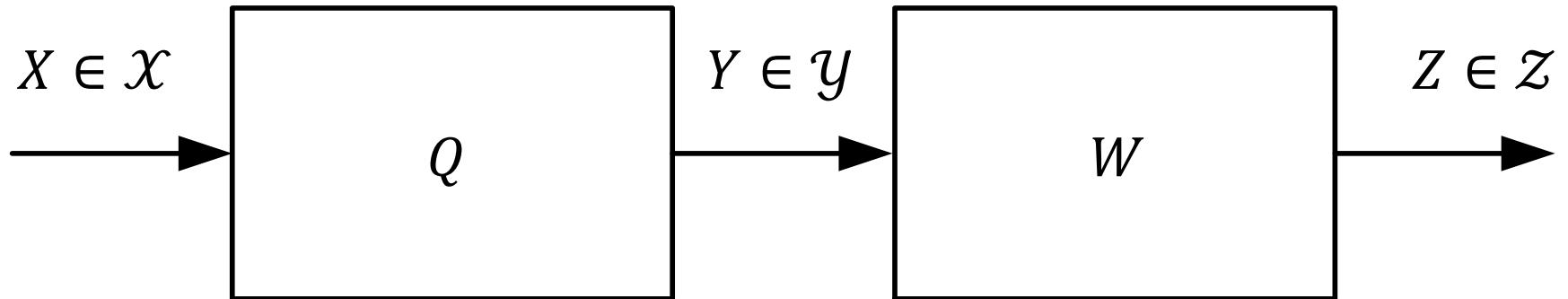
- the **more private** you want to be, the **less utility** you get
- there is a **fundamental trade-off** between **privacy** and **utility**

$$\begin{aligned} & \underset{Q}{\text{maximize}} && U(Q) \\ & \text{subject to} && Q \in \mathcal{D}_\varepsilon \end{aligned}$$

$U(Q)$ : application dependent utility function

$\mathcal{D}_\varepsilon$ : set of all  $\varepsilon$ -locally differentially private mechanisms

# Utility functions



utility functions obeying the **data processing inequality**:

$$T = Q \circ W \Rightarrow U(T) \leq U(Q)$$

- further randomization **can only reduce utility**
- note that if  $Q \in \mathcal{D}_\varepsilon \Rightarrow T \in \mathcal{D}_\varepsilon$

# Information theoretic utility functions

- for  $|\mathcal{X}| > 2$ , we focus on a rich class of **convex utility functions**:

$$\begin{aligned} \text{maximize}_Q \quad U(Q) &= \sum_{y \in \mathcal{Y}} \mu(Q_y) \\ \text{subject to} \quad Q &\in \mathcal{D}_\varepsilon \end{aligned}$$

$Q_y$ : the column of  $Q$  corresponding to  $Q(y|.)$

$\mu$ : any sub-linear function

**includes all  $f$ -divergences and mutual information**

# Staircase mechanisms

$Q$  is  $\varepsilon$ -locally differentially private if **for all**  $x, x' \in \mathcal{X}$  **and**  $y \in \mathcal{Y}$

$$e^{-\varepsilon} \leq \frac{Q(y|x)}{Q(y|x')} \leq e^{\varepsilon}$$

# Staircase mechanisms

$Q$  is  $\varepsilon$ -locally differentially private if **for all**  $x, x' \in \mathcal{X}$  and  $y \in \mathcal{Y}$

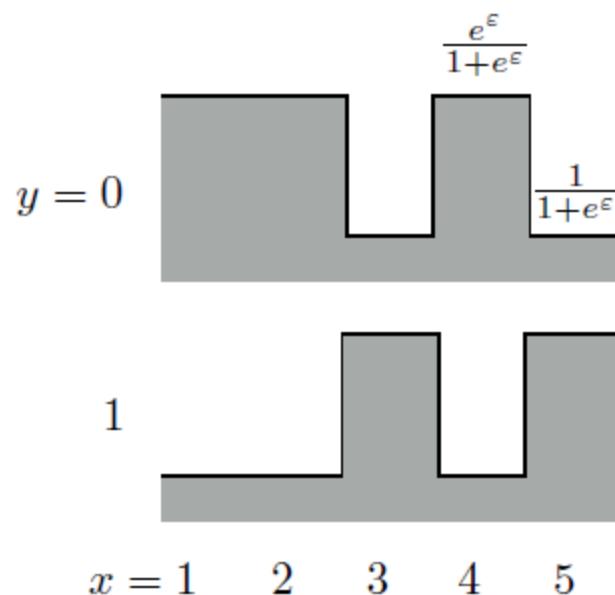
$$e^{-\varepsilon} \leq \frac{Q(y|x)}{Q(y|x')} \leq e^{\varepsilon}$$

$Q$  is a staircase mechanism if **for all**  $x, x' \in \mathcal{X}$  and  $y \in \mathcal{Y}$

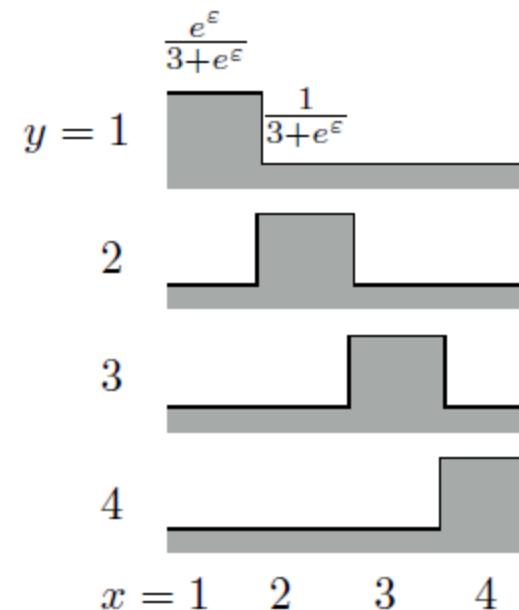
$$\frac{Q(y|x)}{Q(y|x')} \in \{e^{-\varepsilon}, 1, e^{\varepsilon}\}$$

# Example of staircase mechanisms

$$Q^T = \frac{1}{1+e^\varepsilon} \begin{bmatrix} e^\varepsilon & e^\varepsilon & 1 & e^\varepsilon & 1 \\ 1 & 1 & e^\varepsilon & 1 & e^\varepsilon \end{bmatrix}$$



$$Q^T = \frac{1}{3+e^\varepsilon} \begin{bmatrix} e^\varepsilon & 1 & 1 & 1 \\ 1 & e^\varepsilon & 1 & 1 \\ 1 & 1 & e^\varepsilon & 1 \\ 1 & 1 & 1 & e^\varepsilon \end{bmatrix}$$



**Binary  
Mechanism**

**Randomized  
Response**

# Main result: **binary data**

for  $|\mathcal{X}| = 2$ , binary data:



w.p.  $\frac{1}{1+e^\varepsilon}$  **lie**

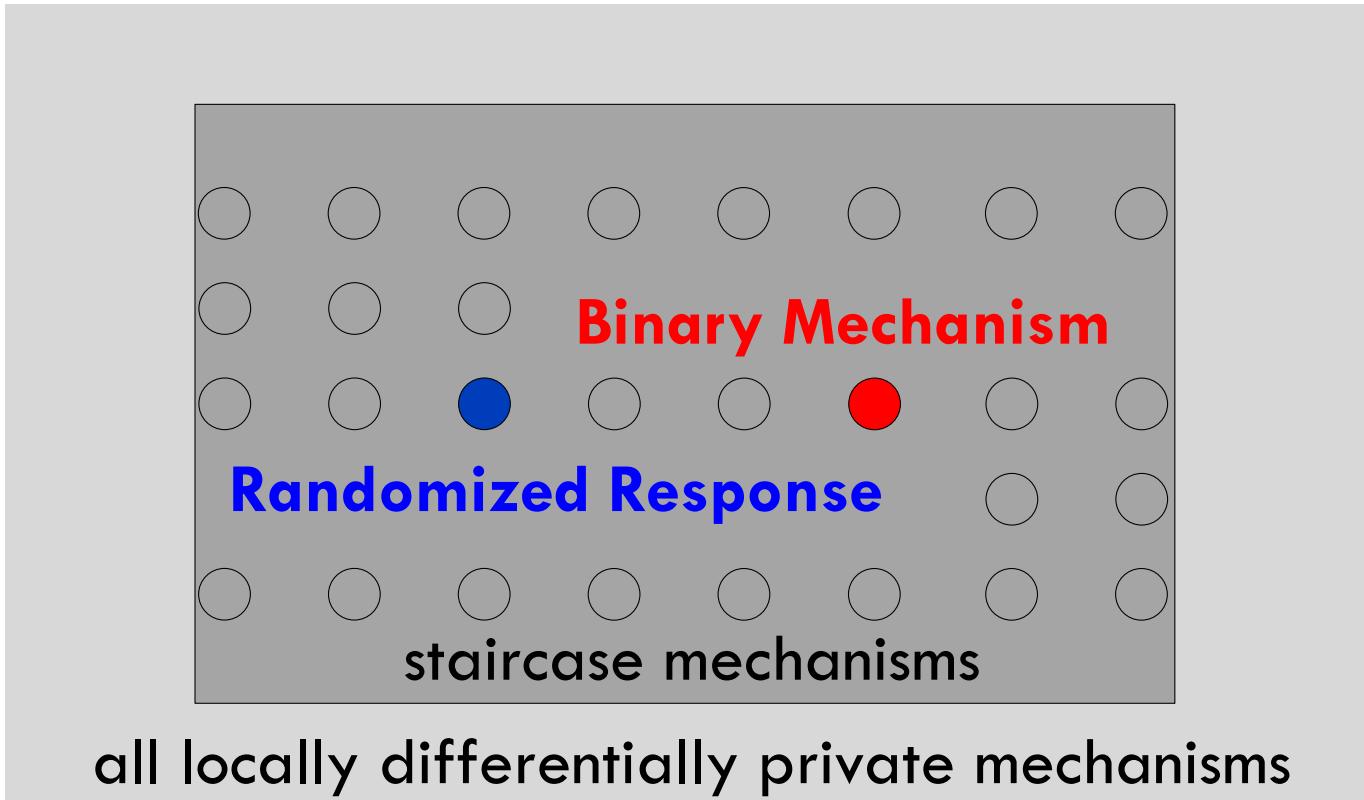


w.p.  $\frac{e^\varepsilon}{1+e^\varepsilon}$  **say the truth**

- optimal for **all  $\varepsilon$**
- optimal for **all  $U(Q)$  obeying the data processing inequality**

# Main result: general case

for  $|\mathcal{X}| > 2$ , general data:



- staircase mechanisms are optimal for **all  $\epsilon$**
- **BM optimal for small  $\epsilon$**
- **RR optimal for large  $\epsilon$**

# Acknowledgments



**Giulia Fanti**



**Pramod Viswanath**



**Sewoong Oh**

**Thank You!**