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## MessageVortex

Transport Independent and Unlinking Messaging

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## **Abstract**

In this paper, we introduce an unobservable message anonymization protocol, named MessageVortex. It bases on the zero-trust principle, a distributed peer-to-peer (P2P) architecture, and avoids central aspects such as fixed infrastructures within a global network. It scores over existing work by blending its traffic into suitable existing transport protocols, thus making it next to impossible to block it without significantly affecting regular users of the transport medium. No additional protocol-specific infrastructure is required in public networks and allows a sender to control all aspects of a message such as the degree of anonymity, timing, and redundancy of the message transport without disclosing any of these details to the routing or transporting nodes. Part of this work is an RFC document attached in Appendix A describing the protocol. It contains all the necessary information to build protocol nodes. The RFC draft is available through the official RFC channels. Additionally, the RFC document, additional documents, and a reference are available under <https://messagevortex.net/>.

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# Contents

<b>I Introduction</b>	<b>1</b>
<b>Chapter 1 Foreword</b>	<b>3</b>
1.1 Contributions . . . . .	4
<b>Chapter 2 Notation</b>	<b>4</b>
2.1 Cryptography . . . . .	4
2.2 Code and commands . . . . .	5
2.3 Hyperlinking . . . . .	5
<b>Chapter 3 Our Contribution</b>	<b>5</b>
<b>Chapter 4 Overview over Existing Implementations and Research on the Topic</b>	<b>5</b>
<b>Chapter 5 Main Research Question</b>	<b>5</b>
5.1 SQ1: Technologies for Sending Messages Maintaining Unlinkability . . . . .	6
5.2 SQ2: Attacking unlinkability and circumvention . . . . .	6
5.3 SQ3: Attack Mitigation by design . . . . .	6
<b>II Related Work</b>	<b>7</b>
<b>Chapter 6 Anonymity Research</b>	<b>9</b>
6.1 Definition of Anonymity . . . . .	9
6.2 $k$ -Anonymity . . . . .	10
6.3 $\ell$ -Anonymity . . . . .	10
6.4 $t$ -closeness . . . . .	10
6.5 Single and Multi Use Reply Blocks . . . . .	10
<b>Chapter 7 Censorship</b>	<b>10</b>
7.1 Censorship Resistance . . . . .	10
7.2 Censorship Circumvention . . . . .	10
7.3 Parrot Circumvention . . . . .	10
<b>Chapter 8 Cryptography and Steganography</b>	<b>10</b>
8.1 Homomorphic Encryption . . . . .	10
8.2 Deniable Encryption . . . . .	10
8.3 Deniable Steganography . . . . .	11
8.4 Cryptographic modes for Block Cyphers . . . . .	11
8.5 Padding for Block Cyphers . . . . .	11
<b>Chapter 9 Information Routing and Distribution for Anonymizing Protocols</b>	<b>11</b>
9.1 Mixing . . . . .	11
9.2 Onionizing . . . . .	11
9.3 Mimic Routes . . . . .	11
9.4 Distributed Hash Tables . . . . .	11
9.5 Dining Cryptographer Networks . . . . .	11
<b>Chapter 10 Proposed Academic Protocols and System Implementations</b>	<b>11</b>
10.1 Characteristics of Known Anonymity Implementations . . . . .	11
10.2 Remailers, Resenders, Onion Routers, and Mixnets . . . . .	11
10.2.1 Pseudonymous Remailers (1981) . . . . .	11
10.2.2 Cypherpunk Remailers (approx. 1993) . . . . .	12
10.2.3 Babel (1996) . . . . .	12
10.2.4 Mixmaster-Remailers (1996) . . . . .	12
10.2.5 Crowds (1997) . . . . .	12
10.2.6 Tor (2000) . . . . .	12
10.2.7 $I^2P$ (2001) . . . . .	13
10.2.8 Mixminion-Remailers (2002) . . . . .	13
10.2.9 $\mathcal{P}^5$ (2002) . . . . .	14

10.2.10 AP3 (2004) . . . . .	14
10.2.11 Cashmere (2005) . . . . .	14
10.2.12 SCION (2017) . . . . .	14
10.3 Distributed Hash Tables . . . . .	14
10.3.1 Tarzan (2002) . . . . .	14
10.3.2 MorphMix (2002) . . . . .	14
10.3.3 Salsa (2008) . . . . .	14
10.3.4 SOR (2012) . . . . .	14
10.4 Dining Cryptographer Based Networks . . . . .	15
10.4.1 Herbivore (2003) . . . . .	15
10.4.2 Dissent (2010) . . . . .	15
10.5 Multicast and Broadcast Based Networks . . . . .	15
10.5.1 Hordes (2002) . . . . .	15
10.6 Distributed Storage Based Networks . . . . .	15
10.6.1 Feenet (2000) . . . . .	15
10.6.2 Gnutella2 (2002) . . . . .	15
10.7 Unknown (TBD) . . . . .	15
10.7.1 Riffle (2016) . . . . .	15
10.7.2 Atom (2017) . . . . .	16
10.7.3 Riposte (2015) . . . . .	16
10.7.4 Pung (2016) . . . . .	16
10.7.5 PIR (2018) . . . . .	16
10.7.6 Karaoke (2018) . . . . .	16
10.7.7 Loopix (2017) . . . . .	16
10.7.8 Stadium (2017) . . . . .	16
10.7.9 Vuvuzela (2015) . . . . .	16
<b>Chapter 11 Well Known Standard Protocols</b> . . . . .	<b>16</b>
11.1 SMTP and Related Post Office Protocols (1982) . . . . .	16
11.2 S/MIME (1996) . . . . .	19
11.3 Pretty Good Privacy (1996) . . . . .	19

### III Substancial Decisions and Research Related to MessageVortex

21

<b>Chapter 12 Threat Model</b> . . . . .	<b>23</b>
<b>Chapter 13 Required Properties of our Unobservable Network</b> . . . . .	<b>23</b>
13.1 Anonymizing and Unlinking . . . . .	23
13.2 Censorship Resistant . . . . .	23
13.3 Controllable Trust . . . . .	24
13.4 Reliable . . . . .	24
13.5 Diagnoseable . . . . .	24
13.6 Available . . . . .	24
13.7 Identifiable Sender . . . . .	24
<b>Chapter 14 Identified Problem Hotspots</b> . . . . .	<b>24</b>
14.1 Zero Trust Philosophy . . . . .	24
14.2 Information leakage and P2P Design . . . . .	24
14.3 Accounting . . . . .	24
14.4 Anonymisation . . . . .	24
14.5 Censorship Resistance . . . . .	24
14.6 Initial Bootstrapping . . . . .	24
14.7 Cypher selection . . . . .	24
14.8 Reed-Solomon function . . . . .	25
14.9 Usability . . . . .	25
<b>Chapter 15 Protocol</b> . . . . .	<b>25</b>
15.1 Key Concepts . . . . .	25
15.1.1 Nodes and their Identity Keys . . . . .	25
15.1.2 Protocol Layers . . . . .	25
15.1.3 Routing Operations . . . . .	25
15.1.4 Vortex Messages . . . . .	25
15.1.5 Ephemeral Identities, Workspaces and Accounting . . . . .	25
15.1.6 Request and Reply Blocks . . . . .	25
15.2 Outline of a Complete MessageVortex Message . . . . .	25
15.3 Node Addressing Scheme . . . . .	26
15.4 Message Blending . . . . .	26
15.4.1 Plain Blending . . . . .	26
15.4.2 F5 Blending . . . . .	26
15.5 Routing . . . . .	26
15.5.1 Algorithms Suitable for Achieving Anonymity . . . . .	26
15.5.2 Routing Diagnosis and Reputation Building . . . . .	26
15.5.3 Message Path Redundancy . . . . .	26
15.6 Protocol Bootstrapping . . . . .	26

15.6.1	Key Distribution for Endpoints . . . . .	26
15.6.2	Key Aquisition for Routing Nodes . . . . .	26
<b>Chapter 16</b>	<b>Routing Strategies</b>	<b>26</b>
16.1	Strictly Onionized Message Routing . . . . .	26
16.2	Mixing Routing . . . . .	26
16.3	Redundant Message Passing . . . . .	27
<b>IV</b>	<b>Analysis of MessageVortex</b>	<b>29</b>
<b>Chapter 17</b>	<b>Suitability of transport layer protocols</b>	<b>31</b>
17.1	Methods . . . . .	31
17.1.1	Applied Criteria . . . . .	31
17.1.2	Analyzed Protocols . . . . .	31
17.2	Analysis . . . . .	32
17.2.1	HTTP . . . . .	32
17.2.2	FTP . . . . .	32
17.2.3	TFTP . . . . .	32
17.2.4	MQTT . . . . .	32
17.2.5	Advanced Message Queuing Protocol (AMQP) . . . . .	33
17.2.6	Constrained Application Protocol (CoAP) . . . . .	33
17.2.7	Web Application Messaging Protocol (WAMP) . . . . .	33
17.2.8	XMPP (jabber) . . . . .	33
17.2.9	SMTP . . . . .	33
17.2.10	SMS and MMS . . . . .	34
17.2.11	MMS . . . . .	34
17.3	Results . . . . .	34
<b>Chapter 18</b>	<b>Routing Strategy Considerations Related to Security and Anonymity</b>	<b>34</b>
<b>Chapter 19</b>	<b>Identification of Possible Attack Schemes</b>	<b>34</b>
19.1	Static Attacks . . . . .	34
19.1.1	Bugging and Tagging Attacks . . . . .	34
19.1.2	Information Leaking related to Information Available to Routing Nodes . . . . .	34
19.1.3	Identification of Involved Nodes . . . . .	35
19.1.4	Identification of MessageVortex Traffic . . . . .	35
19.1.5	Identification of Message Traffic . . . . .	35
19.1.6	Identification of Software Updates Traffic . . . . .	35
19.2	Dynamic Attacks . . . . .	35
19.2.1	Attacks Against the Vortex System Itself . . . . .	35
19.2.2	Attacking a Single Ephemeral Identity of a MessageVortex Node . . . . .	35
19.2.3	Attacking Sending and Receiving Identities of the MessageVortex System . . . . .	35
19.2.4	Recovery of Previously Carried Out Operations . . . . .	35
<b>Chapter 20</b>	<b>Static Security Analysis of the Protocol</b>	<b>35</b>
20.1	Detection of Transport Layer Messages and Blending . . . . .	36
20.1.1	Identification of a Message . . . . .	36
20.1.2	Message Structure Related to Censorship Circumvention . . . . .	36
20.1.3	Message Structure Related to Information Leaking . . . . .	36
<b>Chapter 21</b>	<b>Dynamic Security Analysis of the Protocol</b>	<b>36</b>
21.1	Attacks Against the Vortex System Itself . . . . .	36
21.1.1	DoS Attacks against the System . . . . .	36
21.1.2	Attacking a Single Ephemeral Identity of a MessageVortex Node . . . . .	36
21.1.3	Attacking Sending and Receiving Identities of the MessageVortex System . . . . .	36
21.1.4	Recovery of Previously Carried Out Operations . . . . .	36
21.1.5	Attacking Routing Participants . . . . .	36
21.1.6	Attacking Anonymity Through Traffic Analysis . . . . .	36
21.1.7	Attacking Anonymity Through Timing Analysis . . . . .	37
21.1.8	Attacking Anonymity through Throughput Analysis . . . . .	37
21.1.9	Attacking Anonymity Through Routing Block Analysis . . . . .	37
21.1.10	Attacking Anonymity Through Header Analysis . . . . .	37
21.1.11	Attacking Anonymity Through Payload Analysis . . . . .	37
21.1.12	Attacking Anonymity Through Bugging . . . . .	37
21.1.13	Attacking Anonymity Through Replay Analysis . . . . .	37
<b>Chapter 22</b>	<b>Analysis of the Degree of Anonymization in Comparison to Other Systems</b>	<b>37</b>
22.1	Mixnet Based or Onionizing Systems . . . . .	37
22.2	DHT-Based Systems . . . . .	37
22.3	DC-Based Systems . . . . .	37

<b>V Discussion on Results</b>	<b>39</b>
Chapter 23     Summary on Weaknesses Found	41
Chapter 24     Summary on the Research Questions	41
Chapter 25     Further Research	41
<b>VI Appendix</b>	<b>43</b>
Chapter A     The RFC draft document	A1
Bibliography	A61
Short Biography	A64

## List of Corrections



## **Part I**

### **Introduction**



## 1 Foreword

Almon Brown Strowger was the owner of a funeral parlor in St. Petersburg. He filed a patent on March 10<sup>th</sup>, 1891 for an "Automatic Telephone Exchange" [66]. This patent built the base for modern automated telephone systems. According to several sources, he was annoyed by the fact that the local telephone operator was married to another undertaker. She diverted potential customers of Mr. Strowger to her husband instead, which caused Almon B. Strowger to lose business. In 1922, this telephone dialing system, which is nowadays called pulse dialing, became the standard dialing technology for more than 70 years until tone dialing replaced it.

This dialing technology is the base for automatic messaging for voice and text messages (e.g., telex) up until today and is the foundation for current routed networks. These networks build the base for our communication-based Society these days and allow us to connect quickly with any person or company of our wish. We use these networks today as communication meaning for all purposes, and most of the people spend minimal thoughts on the possible consequences arising if someone puts hands on this communication.

This collected data may be used to judge our intentions and thus is not only confidential if we have something to hide. This problem has dramatically increased in the last years as big companies and countries started to collect all kinds of data and created the means to process them. It allows supposedly to judge peoples not only on what they are doing but as well, on what they did and what they might do. Numerous events past and present show that actors, some of which are state-sponsored, collected data on a broad base within the Internet. Whether this is a problem or not is a disputable fact. Undisputed is, however, that such data requires careful handling, and accusations should then base on solid facts. While people may classify personalized advertising as legit use, a general classification of citizens is broadly considered unacceptable[11, 49, 5, 36, 42].

To show that this may happen even in democracies, we might refer to events such as the "secret files scandal" (or "Fichenskandal") in Switzerland. In the years from 1900 to 1990 Swiss government collected 900'000 files in a secret archive (covering more than 10% of the natural and juristic entities within Switzerland at that time). The Swiss Federal Archives document this event in depth[42].

Whistleblower Edward Snowden leaked a vast amount of documents. These documents suggest that such attacks on privacy are commonly made on a global scale. The documents leaked in 2009 by him claim that there was a data collection starting in 2010. Since these documents are not publicly available, it is hard proving the claims based on these documents. However – A significant number of journalists from multiple countries screened these documents claiming that the information seems credible. According to these documents (verified by NRC), NSA infiltrated more than 50k computers with malware to collect classified or personal information. They furthermore infiltrated Telecom-Operators (mainly executed by British GCHQ) such as Belgacom to collect data and targeted high members of governments even in associated states (such as the mobile phone number of Germany's president) [11, 49, 5, 1, 36]. A later published shortened list of "selectors" in Germany showed 68 telephone and fax numbers targeting economy, finance, and agricultural parts of the German government. A global survey done by the freedom house[32] claims a decrease in Internet freedom for the p8 year in a row.

This list of events shows that big players are collecting and storing vast amounts of data for analysis or possible future use. The list of events also shows that the use of such data was at least partially questionable. This work analyses the possibility of using state-of-the-art technology to minimize the information footprint of a person on the Internet.

We leave a large information footprint in our daily communication. On a regular email, we disclose everything in an "postcard" to any entity on its way. Even when encrypting a message perfectly with today's technology (S/MIME[29] or PGP[23]), it still leaves at least the originating and the receiving entity disclosed, or we rely on the promises of a third party provider which offers a proprietary solution. Even in those cases, we leak pieces of information such as "message subject", "frequency of exchanged messages", "size of messages", or "client being used". A suitable anonymity protocol must cover more than the sent message itself. It includes, besides the message itself, all metadata, and all the traffic flows. Furthermore, a protocol to anonymize messages should not rely on the trust of infrastructure other than the infrastructure under control of the sending or receiving entity. Trust in any third party might be misleading in terms of security or privacy.

Furthermore, central infrastructure is bound to be of particular interest to anyone gathering data. Such control by an adversary would allow manipulating the system or the data or the data flow. So, avoiding a central infrastructure is a good thing when it comes to minimizing an information footprint available to a single entity.

Leaving no information trail when sending information from one person to another is hard to achieve. Most messaging systems disclose at least the peer partners when posting messages. Metadata such as starting and endpoints, frequency, or message size are leaked in all standard protocols even when encrypting messages.

Allowing an entity to collect data may affect senders and recipients of any information. The collection of vast amounts of data allows a potent adversary to build a profile of a person. Unlike in the past, the availability of information has risen to a never known extent with the Internet.

An entity in possession of such Profiles may use them for many purposes. These include service adoption, directed advertising, or classification of citizens. The examples given above show that the effects of this data is not limited to the Internet but reaches us effectively in the real world.

The main problem of this data is that it may be collected over a considerable amount of time and evaluated at any time. It even happened that standard practices at a time are differently judged upon at a later time. Persons may then be judged retrospectively upon these types of practice. This questionable type of judgment is visible in the tax avoidance discussion[2].

People must be able to control their data footprint. Not providing these means does effectively allow any country or a more prominent player to ban and control any number of persons within or outside the Internet.

We design in this work a new protocol. This protocol allows message transfer through existing communication channels. These messages are next to unobservable to any third party. This unobservability does not only cover the message itself but all metadata and flows associated with it. We called this protocol "*MessageVortex*" or just "*Vortex*". The protocol is capable of using a wide variety of transport protocols. It is even possible to switch protocols while the messages are in the transfer. This behavior allows media breaches (at least on a protocol level) and makes the analysis even harder.

The new protocol allows secure communication without the need to trust the underlying transport media. Furthermore, the usage of the protocol itself is possible without altering the immediate behavior of the transport layer. The transport layers' regular traffic does, therefore, increase the noise in which hidden information has to be searched.

This work splits into multiple parts. In the first part, we collect available researches and technologies. We emphasize techniques on the

strength and weaknesses relevant to this work.

In the second part, we reassemble the pieces to a new protocol.

In the third part, we analyze the protocol for the fitness of the purpose. We try to find weaknesses and work out recommendations for protocol usage.

In the last part, we discuss the results and try to summarize the findings. We furthermore elaborate to what extent the protocol fulfills the requirements mentioned in the previous sections.

## 1.1 Contributions

This thesis contributes to the topic in the following senses:

- It introduces a consistent model for message delivery, which includes all endpoints and involved parties.
- It shows an approach based on existing protocols for anonymous communication, which gives full control of the anonymity to the sender while controlling the costs.
- It offers a client application implementing the proposed Protocol as IMAPv4 cache daemon and as SMTP relay.

## 2 Notation

### 2.1 Cryptography

The theory in this document is heavily based on symmetric encryption, asymmetric encryption, and hashing. To use a uniformed notation I use  $E^{K_a}(M)$  (where  $a$  is an index to distinguish multiple keys) resulting in  $M^{K_a}$  as the encrypted message. If we are reflecting a tuple of information, we write it in boldface. To express the content of the tuple, we use angular brackets  $L(\text{normalAddress}, \text{vortexAddress})$ . If we want Messages encrypted with multiple keys do list the used keys as a comma-separated list in superscript  $E^{K_b}(E^{K_a}(M)) = M^{K_a, K_b}$ .

For a symmetric encryption of a message  $M$  with a key  $K_a$  resulting in  $M^{K_a}$  where  $a$  is an index to distinguish different keys. Decryption uses therefore  $D^{K_a}(M^{K_a}) = M$ .

As notation for asymmetric encryption we use  $E^{K_a^1}(M)$  where as  $K_a^{-1}$  is the private key and  $K_a^1$  is the public key of a key pair  $K_a^p$ . The asymmetric decryption is noted as  $D^{K_a^{-1}}(M)$ .

For hashing, we do use  $H(M)$  if unsalted and  $H^{S_a}$  if using a salted hash with salt  $S_a$ . The generated hash is shown as  $H_M$  if unsalted and  $H_M^{S_a}$  if salted.

If we want to express what details contained in a tuple we use the the notation  $M(t, MURB, serial)$  respectively if encrypted  $M^{K_a}(t, MURB, serial)$ .

$$\begin{array}{ll}
\text{asymmetric: } E^{K_a^{-1}}(M) & = M^{K_a^{-1}} \\
D^{K_a^1}(E^{K_a^{-1}}(M)) & = M \\
D^{K_a^{-1}}(E^{K_a^1}(M)) & = M \\
\text{symmetric: } E^{K_a}(M) & = M^{K_a} \\
D^{K_a}(E^{K_a}(M)) & = M \\
\text{hashing (unsalted): } H(M) & = H_M \\
\text{hashing (salted): } H^{S_a}(M) & = H_M^{S_a}
\end{array}$$

In general, subscripts denote selectors to differentiate the values of the same type, and superscript denotes relevant parameters to operations expressed. The subscripted and superscripted pieces of information are omitted if not needed.

We refer to the components of a *VortexMessage* as follows:

$$\begin{array}{ll}
\text{Prefix component: } \textbf{PREFIX} & = D^{K_a^1}(\mathbf{P}^{K_a^{-1}}) = D(\mathbf{P}) \\
\text{Header component: } \textbf{HEAD} & = D^{K_a^1}(\mathbf{H}^{K_a^{-1}}) = D(\mathbf{H}) \\
\text{Route component: } \textbf{ROUTE} & = D^{K_a^1}(\mathbf{R}^{K_a^{-1}}) = D(\mathbf{R})
\end{array}$$

In general, a decrypted Block is written as a capitalized multi-character boldface sequence. An encrypted Block is expressed as a capitalized, single character, boldface letter.

## 2.2 Code and commands

We write code blocks as a light grey block with line numbers:

```
1 public class Hello {  
2     public static void main(String args[]) {  
3         System.out.println("Hello ."+args[1]);  
4     }  
5 }
```

Commands entered at the command line are in a grey box with a top and bottom line. Whenever root rights are required, the command line is prefixed with a "#". Commands not requiring specific rights are prefixed with a "\$". Lines without a trailing "\$" or "#" are output lines of the previous command. If long lines are split to fit into the paper, a "↔" is inserted to indicate that a line break was inserted for readability.

```
# su -  
# javac Hello.java  
# exit  
$java Hello  
Hello.  
$java Hello "This is a very long command-line that had to be broken to fit into the code box displayed on this page."  
Hello. This is a very long command-line that had to be broken to fit into the code box displayed on this page.
```

## 2.3 Hyperlinking

The electronic version of this document is hyperlinked. References to the glossary or the literature may be clicked to find the respective entry. Chapter or table references are clickable too.

## 3 Our Contribution

This thesis contributes to anonymization with an asynchronous messaging protocol called MessageVortex.

The protocol employs a new type of programmable forwarders called “routing nodes” (nodes) with a novel way of message mixing, moving away from a strictly chunked and onionized system, to a system where routing operations allow to increase or decrease in size without differentiating between decoy traffic and message routing. We refer to the instructions required to process a node as “routing blocks”. These routing blocks have an onionized structure, only exposing the required information for the current node. Routing blocks may travel with a message or join at any common routing node with the message.

To non-traceable routing this, we introduce a novel type of routing operation called “addRedundancy”. This operation is a Reed-Solomon-calculation with encryption and a new type of padding. This operation transposes the received information in a form bigger or smaller than the original message by adding or removing redundancy operations. The applied padding structures the message in such a way that any possible result of a decryption operation results in a plausible padding structure. With standard paddings, decoy operations on traffic would possibly be identifiable as the resulting padding structure may be invalid leaking information. After applying these operations, the routing node then sends this transposed information to subsequent peers without any knowledge of what parts of the sent messages are relevant for the successful message delivery. Therefore, applying such operations makes it impossible for any node to differentiate between decoy traffic and real message traffic. Furthermore, tagging beyond peering nodes is not possible, as building relations between messages of non-neighboring nodes is not possible.

An outside observer is unable to identify messages, as they do not use proprietary communication protocol but hide within other standard internet protocols. We blend these transport protocols without modifying the servers used for message transport. This property makes the protocol very robust as the prosecution of server administrators is not sensible if traffic is running over their infrastructures.

As the structure of routing blocks does not expose the encryption keys required to build routing blocks for a peering node, a malicious node may only discover other possible peer partners when routing traffic without gaining the capability of talking to them. Other properties, such as type of routed traffic, message size, message content, communication partners, or intensity of communication, remain hidden. External global observers are unable to differentiate between regular protocol traffic and Vortex traffic. Assuming an observer capable of identifying the steganographically hidden information, he may apply censorship but remains unable to trace messages according to externally attributes, even assuming that he has additional information from collaborating nodes within the message path.

Our protocol differentiates from other protocols by the fact that our way of mixing and routing messages does not rely on knowingly injected decoy traffic and that we are capable of piggybacking multiple other carrier protocols without modifying the required, already available infrastructure on the internet or requiring dedicated infrastructure. The carrier protocols may even be switched during routing, making it even harder to observe message traffic.

## 4 Overview over Existing Implementations and Research on the Topic



## 5 Main Research Question

The main topic of this thesis was defined as follows:

- Is it possible to have a specialized messaging protocol used on the Internet-based on “state of the science” technologies offering a high level of unlikability (sender and receiver anonymity) towards an adversary with a high budget and privileged access to Internet infrastructure?

Based on this central question, there are several sub-questions grouped around various topics:

1. What technologies and methods may be used to provide sender and receiver anonymity and unlinkability when sending messages against a potential adversary? (SQ1)
2. How can entities utilizing *MessageVortex* be attacked, and what measures are available to circumvent such attacks? (SQ2)
3. How can design mitigate attacks target anonymity of a sending or receiving entity within *MessageVortex*? (SQ3)

## 5.1 SQ1: Technologies for Sending Messages Maintaining Unlinkability

This question covers the principal part of the work. We first elaborate on a list of criteria for the *MessageVortex* protocol. We then create a list of suitable technologies and methods. Based on these findings, we define a protocol combining these technologies and researches into a solution. This solution is implemented and analyzed for suitability based on the criteria specified previously.

Main results of this question are found in part ?? and part ??.

## 5.2 SQ2: Attacking unlinkability and circumvention

Within this question, we look at various attacks and test resistance of the protocol based on the definition of the protocol. We do this by first collecting well-known attacks (either generic or specific to a technology used in the protocol). We then elaborate if those attacks might be successful (and if so under what circumstances).

We discuss this question in part ??.

## 5.3 SQ3: Attack Mitigation by design

Within this question, we define baselines to mitigate attacks by identifying guidelines for using the protocol. We analyze the effectiveness of the guidelines and elaborate on the general achievement level of the protocol by looking again at the criteria defined in SQ1.

This question is answered in part ??.

## **Part II**

### **Related Work**





## 6 Anonymity Research

In this section, we collect protocols research related to anonymity. We did not stick to anonymous message transfer. Instead, we took a broad focus in terms of technology and outlined in each protocol strengths and weaknesses identified, which may be relevant to this research.

### 6.1 Definition of Anonymity

As the definition for Anonymity we take the definition as specified in [53].

Anonymity of a subject means that the subject is not identifiable within a set of subjects, the anonymity set.<sup>1</sup>

and

Anonymity of a subject from an attacker's perspective means that the attacker cannot sufficiently identify the subject within a set of subjects, the anonymity set.<sup>1</sup>

We define the anonymity set as the set of all possible subjects within a supposed message. The anonymity of a subject towards an observing third party is a crucial factor as it relates directly to our adversary model.

## 6.2 $k$ -Anonymity



## 6.3 $\ell$ -Anonymity



## 6.4 $\beta$ -closeness



## 6.5 Single and Multi Use Reply Blocks



## 7 Censorship



### 7.1 Censorship Resistance



### 7.2 Censorship Circumvention



### 7.3 Parrot Circumvention



## 8 Cryptography and Steganography



### 8.1 Homomorphic Encryption



### 8.2 Deniable Encryption



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<sup>1</sup>footnotes omitted in quote

### **8.3 Deniable Steganography**



### **8.4 Cryptographic modes for Block Cyphers**



### **8.5 Padding for Block Cyphers**



## **9 Information Routing and Distribution for Anonymizing Protocols**



### **9.1 Mixing**



### **9.2 Onionizing**



### **9.3 Mimic Routes**



### **9.4 Distributed Hash Tables**



### **9.5 Dining Cryptographer Networks**



## **10 Proposed Academic Protocols and System Implementations**



### **10.1 Characteristics of Known Anonymity Implementations**

Table ?? shows the previously analyzed protocols.

### **10.2 Remailers, Resenders, Onion Routers, and Mixnets**

#### **10.2.1 Pseudonymous Remailers (1981)**

The basic idea of remailers was discussed in [14]. The most well-known remailer was probably anon.penel.fi, which operated from 1993 to 1996. This type of remailer is often referred to as type-0-remailer.

In principle, an anonymous remailer works as an ordinary forwarding service for messages (e.g., SMTP). The only difference is that it strips off all meta information and then replaces the sender and recipient address with pseudonyms respectively with the real address.

	Network Structure						Routing Information		Communication Model					Performance and Deployability			
	Topology	Connection		Symmetry		Network view	Updating	Routing Type	Scheduling	Node Selection			Latency	Communication mode	Implementation	Code availability	Context/application
		Direction	Synchronization	Roles	Hierarchy					Determinism	Selection set	selection probability					
MessageVortex	☒	↔	#	...	...	○	⌚	...	=	8	⊕	⊗	H	B	✓	✓	@
Riffle																	
Atom																	
Riposte																	
Pung																	
PIR																	
Karaoke																	
Loopix																	
Stadium																	
Vuvuzela																	

Table 10.1: Classification table for anonymization protocols according to [64]

This kind of remailer is easily attackable by an authority. The remailer has a directory containing the tuples of pseudonyms and their respective real identities. Such a list breaks effectively anonymity or pseudonymity even retrospectively if obtained by an adversary. To give an example, this was the case in the closure of penet remailer[44]. Furthermore, the message may be monitored at the server or on its way, and then due to the unmodified content matching is easy.

This remailer offers, therefore, no protection against an adversary defined in our problem.

### 10.2.2 Cypherpunk Remailers (approx. 1993)

With the failing of anon.penetr.net, it became clear that the weakest spot of a single server infrastructure the information stored on the server and the vulnerability of their owner. The new type-1-remailers score over the existing type-0-remailers by using encryption for the message. Most of the time PGP was used and custom programmed mail processors on systems to achieve the functionality. It is unclear when first type-1-remailers were invented. Setting up a type-1-remailer was typically achieved by using procmail together with a small script calling PGP binaries and then sending the resulting message to the next recipient. By combining multiple type-1-remailers, an onion-like structure of the message was achievable.

This approach was promising, but it was still observable. An observation was possible by correlating the message sizes (e.g., strictly decreasing) and timing information. Furthermore, remailers were however still known and authorities were able to ban infrastructure and capable of monitoring their routing activities. Additionally, those remailers allowed to prosecute administrators of such systems.

### 10.2.3 Babel (1996)

Babel was an academic system defined in a paper by Gülcü and Tsudik in 1996[37]. It has been developed at IBM Zurich Research Laboratory. It was a mixing system using onionized addresses. The sender remains anonymous while he may provide a reply routing block called RPI. If both parties would like to remain anonymous, the RPI of the initiator is deployed in a forum thread. Anyone using this block adds an RPI for its address to the message.

This system has all the disadvantages of a system using MURBs. Traffic highlighting and similar attacks are possible.

### 10.2.4 Mixmaster-Remailers (1996)

Like Cypherpunk remailers, the Mixmaster remailers were working with onion-like encrypted messages. The protocol was based on Mix-Nets described by Chaum in [14] and further developed by L. Cottrell in 1996.

In contrast to type-1-remailers, the use of cascading systems to remail became systematic. The enduser used specialized software to build and send Mixmaster messages.

Mixmaster messages were still traceable by message size. Reply blocks were not supported by the system. A user had to know all Mixmaster nodes in order to use the system. The last node was typically an exit node sending the message in clear to the final recipient. This behavior still allowed the use of Usenet.

### 10.2.5 Crowds (1997)



### 10.2.6 Tor (2000)

Tor is one of the most common onion router networks these days and onionizes generic TCP streams. It is specified in [20]. It might be considered one of the most advanced networks since it has a considerable size, and much research has been done here.

According to [67] Tor is a network consisting of multiple onion routers. Each client first picks an entry node. Then it establishes an identity, gets a listing of relay servers, and chooses a path through multiple onion routers. The temporary identity links to such a path and should be changed on a regular base along with its identity. Transferring data works by splitting the data into equally sized cells of 512 bytes.

There is a centrally organized directory in the Tor network, knowing all tor relay servers. Any Tor relay server may be a directory server as well.

Many attacks involving the Tor networks have been discussed in the academic world such as [50, 6, 7, 9, 10, 19, 25] and some have even been exploited actively. In the best case, the people discovering the attacks did propose mitigation to the attack. Some of these mitigations flowed back into the protocol. Some general thoughts of the attacks should be emphasized here for treatment in our protocol.

Being an exit node may be a problem in some jurisdictions. In general, it seems to be accepted that routing traffic with unknown content (to the routing node) is not regarded as illegal per se. So by being unable to tell malicious or illegal traffic apart from legitimate traffic, this is not a problem. However – being an exit node can mean that unencrypted and illegal traffic is leaving the routing traffic. In this specific case, operators of a relay node might fear legal prosecution. Tor nodes may proclaim themselves as “non-exit nodes” to avoid the possibility of legal prosecution.

Furthermore, several DoS-Attacks have been carried out to overload parts of the Tor network. Most of them do a bandwidth drain on the network layer.

Attacking anonymization has been done in several ways. First of all, the most common attack is a time-wise correlation of packets if in control of an entry and an exit node. A massive attack of this kind was published in 2014 and has been published on the tor website (relay early traffic confirmation attack). This attack was possible because tor is a low latency network. Another attack is to identify routes through tor by statistically analyze the traffic density in the network between nodes. More theoretical attacks focus on the possibility of controlling the directory servers to guarantee that an entity may be deanonymized because it is using compromised routers.

Generally, the effectiveness of the monitoring of single nodes or whole networks is disputed. According to a study by Johnson et al. in 2013[39], a system in the scale of PRISM should be able to correlate traffic of 95% of the users within a “few days”. Other sources based on the Snowden Papers claim that NSA was unable so far to de-anonymize users of Tor. However, since these papers referenced to “manual analysis”, the statement may be disputed when looking at automated attacks as well.

#### 10.2.6.1 Censorship Resistance

It is, according to <https://www.torproject.org/docs/pluggable-transports>, impossible to use transborder Tor traffic in at least China, Uzbekistan, Iran, and Kazakhstan. In censored countries, Tor offers so-called bridged Transports. Currently deployed transports in the standard Tor browser bundle package are obfs4, meek, FTE, and ScrambleSuit. Only meek is listed as working in China. Meek achieves this by hiding its traffic in a standard protocol (<https://>).

[61] is an excellent survey listing recent developments and attacks within the Tor project.

### 10.2.7 $I^2P$ (2001)

The name  $I^2P$  is a derived from “Invisible Internet Project” according to geti2p.net. The first binary release on sourceforge dates from 2001. The system itself is comparable to Tor for its capabilities. Major differences are:

- P2P based
- Packet-switched routing (tor is “circuit-switched”)
- Different forward and backward routes (called tunnels)
- Works pseudonymously
- Supports TCP and UDP

$I^2P$  has not attracted as much attention as Tor so far. So it is hard to judge upon its real qualities.

In 2011 Herrmann and Grothoff presented in [38] an attack. As  $I^2Ps$  security model is chosen based on IP addresses, the authors propose to use several cloud providers in different B-Class networks. By selectively flooding peers, an adversary may extract statistical information. The paper proposes an attack based on the heuristic performance-based peer selection. The main critics of the paper were that the peer selection might be influenced by an adversary enabling him to recover  $I^2P$  has not attracted as much attention as Tor so far. So it is hard to judge upon its real qualities.

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### 10.2.8 Mixminion-Rmailers (2002)

Mixminion was the standard implementation of a type-3-remailer. It tried to address many issues previously not solved. A Mixminion router splits messages in equally sized chunks and supports SURBs. Furthermore, replay protection and key rotation were available. Unlike the previous remailer types, Mixminion was no longer using SMTP as the transport protocol. Instead, Mixminion introduced a new transport protocol. The sources of this remailer are available on GitHub under <https://github.com/mixminion/mixminion>.

As a received message had to be decoded by the final recipient. Therefore, the final recipient had to be aware of Mixminion system.

According to <https://mixminion.net> the first release of the software was in December 2002. And has been discontinued in 2008. Since 2011 the sources are available on GitHub. There have been some forks in 2011 but at the moment all forks seem to be inactive since at least 2016 as there are no new commits.

## **10.2.9 $\mathcal{P}^5$ (2002)**

The Peer-to-Peer Personal Privacy Protocol is defined in [63]. It provides sender-, receiver- and sender-receiver anonymity. According to the project page of  $\mathcal{P}^5$ , there is only a simulator available for the protocol.

The transport layer problematic has been wholly ignored. As there is no precise protocol specification but only a rough outline about the messaging and the crypto operations,  $\mathcal{P}^5$  offers minimal possibilities for analysis.

### **10.2.9.1 AN.ON (2003)**

AN.ON, as suggested in [27], is a mixing network. It generates messages in equally sized chunks and sends them in fixed time slots after random mixing. Its implementation is called JAP and may be found under <https://anon.inf.tu-dresden.de/>. JAP is many ways similar to the capabilities of Tor. The network was at the time of writing a lot smaller (10 JonDos compared to 6500 relays in the Tor network).

## **10.2.10 AP3 (2004)**

AP3, as defined in [45], is an anonymous communication system and very similar to crowds. It performs a random walk over a set of known nodes. Not all nodes are known to anyone, and all nodes are aware of the final recipient.

The system is susceptible to numerous attacks, as shown by [46], and does not withstand our adversary as the final recipient is known to the routing nodes.

### **10.2.11 Cashmere (2005)**

Cashmere is specified in [71]. It defines a protocol for the use of chaum mixes. Unlike most of the protocols, the chaum mixes in cashmere are virtual. So-called relay groups represent them. Each mix in the relay group may be used as an equivalent mix to all other mixes in the same group.

This design means that the failure of one mix does not result in the non-delivery of a message.

No client implementation could be found on the nternet. The project homepage <http://current.cs.ucsb.edu/projects/cashmere/> has not been updated since 2005. This suggests that this project is dead or sleeping.

## **10.2.12 SCION (2017)**

SCION[51] is a clean slate Internet protocol. While SCION is not really an anonymizing protocol. It contains, however, many interesting features. Unlike with the traditional networks, we have the possibility of influencing the routing of data within SCION. Furthermore, with PHI[16] and Dovetail[62], SCION may feature strong and fast anonymity features.

Unfortunately, as this is a clean slate Internet design, it is not available commonly currently, and as it is easily identifiable, it enables easy censorship as the relevance is due to its current availability of no importance, and a censoring adversary may just ban and censor SCION entirely.

## **10.3 Distributed Hash Tables**

### **10.3.1 Tarzan (2002)**

Tarzan is a P2P IP protocol using UDP to communicate. It is specified in [31]. Tarzan nodes may be used to anonymize Internet traffic in general. An initiator on the original sender machines encapsulates traffic into a layered UDP package and sends the package through a mix like relayd's. The last relayd acts as an exit node. A replier may send answers the opposite way. Each relayd knows its next and previous relayd. To minimize the impact of observation, Tarzan forwards packets only every 20ms and features replay protection.

### **10.3.2 MorphMix (2002)**

MorphMix is another mix network and specified in [56]. It was a circuit-based mix system for networking anonymity. The core of the network was collision detection. This detection has been circumvented by [68]. Since then, no new papers have been published, and the project seems to be dead.

### **10.3.3 Salsa (2008)**

Salsa was proposed in [48] and described a circuit based anonymization pattern based on distributed hash tables (DHT). An implementation for Salsa is available, but it is not public. [46] claims that by combining active and passive attacks, anonymity can be compromised.

### **10.3.4 SOR (2012)**

SSH-based onion routing (SOR)[22] is blaming the complex and monocultural landscape of anonymizing software and proclaims a simple approach based on onionized SSH tunnels.

While the approach is both simple and effective, it is not suitable against a powerful adversary. First, an adversary may be able to snoop the forwarding when on the system. Second, due to the timing behavior, tunnels belonging to each other may be identified, and third, the package size information does leak as well.

## 10.4 Dining Cryptographer Based Networks

### 10.4.1 Herbivore (2003)

Herbivore is a network protocol designed by Goel et al. in [35]. It is based on the dining cryptographers paper[15]. At the time of writing, no herbivore client or an actual protocol implementation could be found on the Internet. Wikipedia lists Herbivore as "dormant or defunct".

### 10.4.2 Dissent (2010)

Dissent is defined in [18]. It is an anonymity network based on DC-nets. A set of servers forms these DC-nets. At least one of the servers in the used net must be trustworthy, and none may be misbehaving. A server failure results in the stall of all message delivery using this server.

## 10.5 Multicast and Broadcast Based Networks

### 10.5.1 Hordes (2002)

Hordes was a multicast-based protocol for anonymity specified in [43]. Hordes used the abilities to handle multicast addresses of routers to generate a dynamic set of receivers and then sends messages to them. It assumes that a single observer or router does not know all participating peers.

This assumption is correct for a local observer. Unfortunately, it is not sufficient assuming an adversary as defined in this paper.

## 10.6 Distributed Storage Based Networks

### 10.6.1 Freenet (2000)

Freenet was initially designed to be a fully distributed data store[17]. Documents are stored in an encrypted form. Downloaders must know a document descriptor called CHK containing the file hash, the key, and some background about the crypto being used. A file is stored more or less redundantly based on the number of accesses to a stored file. The primary goal of Freenet is to decouple authorship from a particular document. It furthermore provides fault-tolerant storage, which improves caching of a document if requested more often.

Precisely as  $I^2P$ , Freenet is not analyzed thoroughly by the scientific world.

The Freenet features two protocols FCPv2 acts as the client protocol for participating in the control of the Freenet storage. The Freenet client protocol allows us to insert and retrieve data, to query the network status, and to manage Freenet nodes directly connected to an own node. FCPv2 operates on port 9481, and blocking is thus easy, as it is a dedicated port.

The Freenet project seems to be under active development as pages about protocols were updated in the near past (Last update on the FCPv2 Page was July 5<sup>th</sup> 2016 at the time of writing).

#### 10.6.1.1 Gnutella (2000)

Gnutella is not a protocol for the anonymity world in special. Instead, the Gnutella protocol implements a general file sharing on a Peer to peer base. This peer-to-peer approach is the most interesting aspect of Gnutella in this context. Furthermore, Gnutella has proven to be working with a large number of clients.

The current protocol specification may be found under <http://rfc-gnutella.sourceforge.net/>. While the Gnutella network is defunct. The approaches solving some of the peer-to-peer aspects were very interesting.

### 10.6.2 Gnutella2 (2002)

Despite its name, Gnutella2 is not the next generation of Gnutella. It was a fork in 2002 from the original Gnutella and has been developed in a different direction. The specification may be found on <http://g2.doxu.org>. Just as its predecessor, Gnutella2 seems to be dead. The last relevant update to the main site or its protocol is dated four years back.

## 10.7 Unknown (TBD)

### 10.7.1 Riffle (2016)

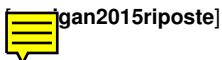
[kwon2016riffle]



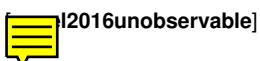
### 10.7.2 Atom (2017)



### 10.7.3 Riposte (2015)



### 10.7.4 Pung (2016)



### 10.7.5 PIR (2018)



### 10.7.6 Karaoke (2018)



### 10.7.7 Loopix (2017)



### 10.7.8 Stadium (2017)



### 10.7.9 Vuvuzela (2015)



## 11 Well Known Standard Protocols

### 11.1 SMTP and Related Post Office Protocols (1982)

Today's mail transport is mostly done via SMTP protocol, as specified in [41]. This protocol has proven to be stable and reliable. Most of the messages are passed from an MUA to an SMTP relay of a provider. From there, the message is directly sent to the SMTP server of the recipient and subsequently to the server-based storage of the recipient. The recipient may, at any time, connect to his server-based storage and may optionally relocate the message to a client-based (local) storage. The delivery from the server storage to the MUA of the recipient may happen by message polling or by message push (whereas the latter is usually implemented by a push-pull mechanism).

To understand the routing of a mail, it is essential to understand the whole chain starting from a user(-agent) until arriving at the target user (and being read!). To simplify this, we used a consistent model that includes all components (server and clients). The figure 11.1 shows all involved parties of a typical mail routing. It is essential to understand that mail routing remains the same regardless of the client. However, the availability of a mail at its destination changes drastically depending on the type of client used. Furthermore, control of the mail flow and control is different depending on the client.

The model has three main players storage (Storage), agent (Agent) and service (Service). Storages are endpoint facilities storing emails received. Not explicitly shown are temporary storages such as spooler queues or state storages. Agents are simple programs taking care of a specific job. Agents may be exchangeable by other similar agents. A service is a bundle of agents that is responsible for a specific task or task sets.

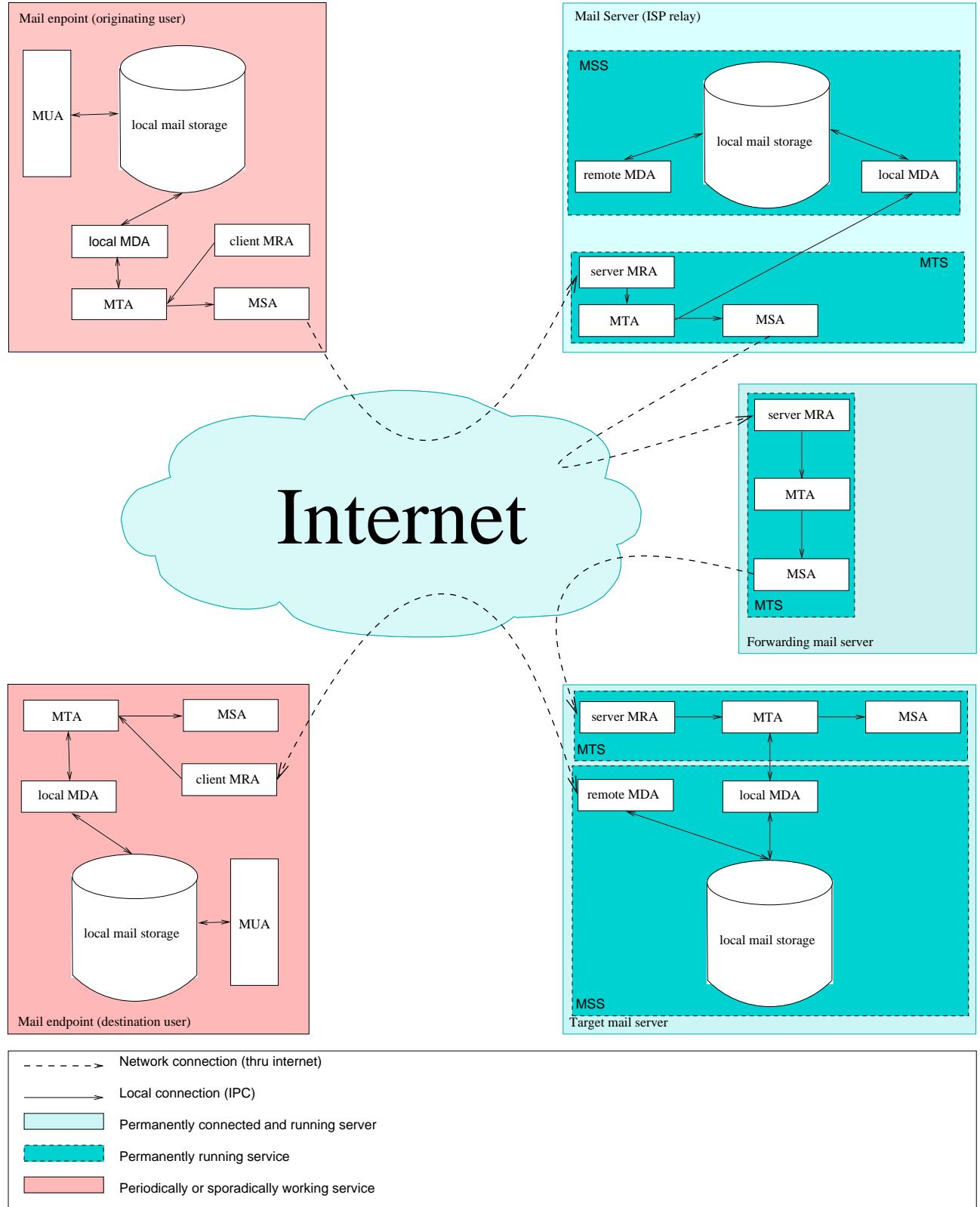


Figure 11.1: Mail Agents

In the following paragraphs (for definitions), the term "email" is used synonymously to the term "Message". "Email" has been chosen over "messages" because of its frequent use in standard documents.

Emails are typically initiated by a Mail User Agent (MUA). An MUA accesses local email storage, which may be the server storage or a local copy. The local copy may be a cache only copy, the only existing storage (when emails are fetched and deleted from the server after

retrieval), or a collected representation of multiple server storages (cache or authoritative).

Besides the MUA, the only other component accessing local email storage is the Mail Delivery Agent (MDA). An MDA is responsible for storing and fetching emails from the local mail storage. Emails destined for other accounts than the current one are forwarded to the MTA. Emails destined to a User are persistently stored in the local email storage. It is essential to understand that email storage does not necessarily reflect a single mailbox. It may as well represent multiple mailboxes (e.g., a rich client serving multiple IMAP accounts) or a combined view of multiple accounts (e.g., a rich client collecting mail from multiple POP accounts). In the case of a rich client, the local MDA is part of the software provided by the user agent. In the case of an email server, the local MDA is part of the local email store (not necessarily of the mail transport service).

On the server-side, there are usually two components (services) at work. A “Mail Transport Service” (MTS) responsible for mail transfers and a “Mail Storage System” which offers the possibility to store received Mails in a local, persistent store.

An MTS generally consists out of three parts. For incoming connects, there is a daemon called Mail Receiving Agent (Server MRA) is typically a SMTP listening daemon. A Mail Transfer Agent (MTA) which is responsible for routing, forwarding, and rewriting emails. Moreover, a Mail Sending Agent (MSA) which is responsible for transmitting emails reliably to another Server MRA (usually sent via SMTP).

An MSS consists of local storage and delivery agents which do offer uniform interfaces to access the local store. They do also deal with replication issues, and grant should take care of the atomicity of transactions committed to the storage. Typically there are two different kinds of MDAs. Local MDAs offer possibilities to access the store via efficient (non-network based) mechanisms (e.g., IPC or named sockets). This is usually done with a stripped-down protocol (e.g., LMTP). For remote agents there a publicly – network-based – agent available. Common Protocols for this Remote MDA include POP, IMAP, or MS-OXCMAPIHTTP.

Mail endpoints consist typically of the following components:

- A Mail User agent (MUA)
- A Local Mail storage (MUA)
- A Local Mail Delivery Agent (Local MDA)
- A Mail Transfer Agent (MTA)
- A Mail Sending Agent (MSA)
- A Mail Receiving Agent (MRA)

Only two of these components do have external interfaces. These are MSA and MRA. MSA usually uses SMTP as transport protocol. When doing so, there are a couple of specialties.

- Port number is 587 (specified in [34]).  
Although port numbers 25 and 465 are valid and do usually have the same capabilities, they are for mail routing between servers only. Mail endpoints should no longer use them.
- Connections are authenticated.  
Unlike a normal server-to-server (relay or final delivery) SMTP connections on port 25, clients should always be authenticated of some sort. This may be based on data provided by the user (e.g., username/password or certificate) or data identifying the sending system (e.g., IP address)[34]. Failure in doing authentication may result in this port being misused as a sender for UBM.

Mail User Agents (MUA) are the terminal endpoint of email delivery. Mail user agents may be implemented as fat clients on a desktop or mobile system or as an interface over a different generic protocol such as HTTP (Web Clients).

Server located clients are a special breed of fat clients. These clients share the properties of fat clients except for the fact that they do not connect to the server. The client application itself has to be run on the server where the mail storage persists. This makes delivery and communication with the server different. Instead of interfacing with an MSA and a client MDA, they may directly access the local mail storage on the server. On these systems, the local mail storage may be implemented as a database in a user-specific directory structure.

### 11.1.0.1 Fat clients

The majority of mail clients are fat clients. These clients score over the more centralistic organized web clients in the way that they may offer mail availability even if an Internet connection is not available (through client-specific local mail storage). They furthermore provide the possibility to collect emails from multiple sources and store them in the local storage. Unlike Mail servers, clients are assumed to be not always online. They may be offline most of the time. To guarantee the availability of a particular email address, a responsible mail server for a specific address collects all emails (the MSS does this) and provides a consolidated view onto the database when a client connects through a local or remote MDA.

As these clients vary heavily, it is mandatory for the MDA that they are well specified. Lack of doing so would result in massive interoperability problems. Most commonly the Protocols IMAP, POP and EWS are being used these days. For email delivery, the SMTP protocol is used.

Fat clients are commonly used on mobile devices. According to [13] in Aug 2012 the most typical fat email client was Apple Mail client on iOS devices (35.6%), followed by Outlook (20.14%), and Apple Mail (11%). *Email Client Market Share*[24] as a more recent source lists in February 2014 iOS devices with 37%, followed by Outlook (13%), and Google Android (9%).

### 11.1.0.2 Server located clients

Server located clients build an absolute minority. This kind of clients was common in the days of centralized hosts. An example for a Server Located Client is the Unix command “mail”. This client reads email storage from a file in the users home directory.

#### 11.1.0.3 Web clients

Web clients are these days a common alternative to fat clients. Most big provider companies use their proprietary web client. According to [24] the most common web clients are "Gmail", "Outlook.com", and "Yahoo! Mail". All these Interfaces do not offer a kind of public plug-in interface. However, they do offer IMAP-interfaces. This important for a future generalistic approach to the problem.

## 11.2 S/MIME (1996)

S/MIME is an extension to the MIME standard. The MIME standard allows in simple text-oriented mails an alternate representation of the same content (e.g., as text and as HTML), or it allows to split a message into multiple parts that may be encoded. It is important to note that MIME encoding is only effective in the body part of a mail.

S/MIME, as described in [55], extends this standard with the possibility to encrypt mail content or to sign it. Practically this is achieved by either putting the encrypted part or the signature into an attachment. It is essential to know that this method leaks significant pieces of the data.

As the mail travels directly from sender to recipient, both involved parties are revealed. Neither message subject nor message size or frequency is hidden. This method does offer limited protection when assuming an adversary with interest in the message content only. It does not protect from the kind of adversary in our case.

The trust model is based on a centralistic approach involving generally trusted root certification authorities.

## 11.3 Pretty Good Privacy (1996)

Exactly as S/MIME PGP[28] builds upon the base of MIME. Although the trust model in PGP is peer-based. The encryption technology does not significantly differ (as seen from the security model).

Like S/MIME, PGP does not offer anonymity. Sender and endpoints are known to all routing nodes. Depending on the version of PGP, some meta-information or parts of the message content such as subject line, the real name of the sender and receiver, message size is leaked.

A good thing to learn from PGP is that peer-based approaches are offering limited possibilities for trust. The trust in PGP is based on the peer review of users. This peer review may give an idea of how well verified the key of a user is.



## **Part III**

### **Substancial Decisions and Research Related to MessageVortex**





MessageVortex is a protocol piggybacking common transport protocols somehow similar as S/MIME[23] or PGP[33] which are common transport protocols such as SMTP.

## 12 Threat Model

We refer to jurisdiction as a geographical area where a set of legal rules created by a single actor or a group of actors apply, which contains executive capabilities (e.g., police, army, or secret service) to enforce this set of legal rules.

We assume for our protocol that adversaries are state-sponsored actors or players of large organizations. These actors have high funding and expected to have elaborated capabilities themselves or within reach of the sponsor. Actors may join forces with other actors as allies. However, achieving more than 50% on a world scale is excluded from our model. We always assume one or more actors with disjoint interests covering half of the network or more.

We assume the following goals for an adversary:

- An adversary may want to disrupt non-authorized communication.
- An adversary may want to read any information passing through portions of the Internet.
- An adversary may want to build and conserve information about individuals or groups of individuals of any aspect of their life.

To achieve these goals, we assume the following properties of our adversary:

- An adversary has elaborated technical know-how to attack any infrastructure. This attack may cover any attack favoring his goals, starting with exploiting weaknesses of popular software (e.g., buffer overflows or zero-day exploits) down to simple or elaborated (D)DoS attacks.
- An adversary may monitor traffic at any point in public networks within a jurisdiction.
- An adversary may modify routing information within a jurisdiction freely.
- An adversary may freely modify even cryptographically weak secured data where a single or a limited number of entities grant proof of authenticity or privacy.
- An adversary may inject or modify any data on the network of a jurisdiction.
- An adversary may create their nodes in a network. He may furthermore monitor their behavior and data flow without limitation.
- An adversary may force a limited number of other non-allied nodes to expose their data to him. For this assumption, we explicitly excluded actors with disjoint interests.
- An adversary may have similar access to resources as within its jurisdiction in a limited number of other jurisdictions.

we may furthermore subdivide the adversaries into the following sub-classes:

- A censoring adversary  
The primary goal of this adversary is censoring messages and opinions, not within his interests. He does this, regardless of whether the activities of censorship may be observed or not. Therefore, this adversary does not cloak its activities and typically bans censorship circumventing activities as illegal.
- An observing adversary  
This adversary behaves like a traditional spy. He collects and classifies information while hiding its activities. Unlike within reach of a censoring adversary, in this case, typically, no restrictions apply to the use of anonymization technology.

## 13 Required Properties of our Unobservable Network

### 13.1 Anonymizing and Unlinking



### 13.2 Censorship Resistant



**13.3 Controllable Trust**



**13.4 Reliable**



**13.5 Diagnoseable**



**13.6 Available**



**13.7 Identifiable Sender**



**14 Identified Problem Hotspots**



**14.1 Zero Trust Philosophy**



**14.2 Information leakage and P2P Design**



**14.3 Accounting**



**14.4 Anonymisation**



**14.5 Censorship Resistance**



**14.6 Initial Bootstrapping**



**14.7 Cypher selection**



## 14.8 Reed-Solomon function



## 14.9 Usability



# 15 Protocol

## 15.1 Key Concepts



### 15.1.1 Nodes and their Identity Keys



#### 15.1.1.1 Public Vortex Node



#### 15.1.1.2 Hidden Vortex Node



#### 15.1.1.3 Stealth Vortex Node



## 15.1.2 Protocol Layers



## 15.1.3 Routing Operations



## 15.1.4 Vortex Messages



## 15.1.5 Ephemeral Identities, Workspaces and Accounting



## 15.1.6 Request and Reply Blocks



## 15.2 Outline of a Complete MessageVortex Message



### **15.3 Node Addressing Scheme**



### **15.4 Message Blending**



#### **15.4.1 Plain Blending**



#### **15.4.2 F5 Blending**



### **15.5 Routing**



#### **15.5.1 Algorithms Suitable for Achieving Anonymity**



#### **15.5.2 Routing Diagnosis and Reputation Building**



#### **15.5.3 Message Path Redundancy**



### **15.6 Protocol Bootstrapping**



#### **15.6.1 Key Distribution for Endpoints**



#### **15.6.2 Key Acquisition for Routing Nodes**



## **16 Routing Strategies**



### **16.1 Strictly Onionized Message Routing**



### **16.2 Mixing Routing**



### 16.3 Redundant Message Passing





## **Part IV**

### **Analysis of MessageVortex**





## 17 Suitability of transport layer protocols

The following sections list common Internet protocols. We analyze those protocols for the fitness as transport layer of message vortex.

### 17.1 Methods

All sections are structured the same way. We first refer to the protocol or standard and describe it in the simplest possible form. We refer to subsequent standards if required to consider extensions where sensible. We then apply the previously referenced criteria and make a concise summary of the suiting of the protocol as a transport layer. The findings of this section is listed in table ???. The list here does not reflect the quality or maturity of the protocols. It is a simple analysis of suiting as a transport layer.

All sections are structured the same way.

- Description

We first refer to the protocol or standard and describe it in the simplest possible form. We refer to subsequent standards if required to consider extensions where sensible.

- Apply criteria

We then apply the previously referenced criteria and make a concise summary of the suiting of the protocol as a transport layer. The findings of this section is listed in table ???. The list here does not reflect the quality or maturity of the protocols. It is a simple analysis of suiting as a transport layer.

#### 17.1.1 Applied Criteria

- Widely adopted (Ct1)

The more widely adopted and used a protocol is, the harder it is due to the sheer mass for an adversary to monitor, filter, or block the protocol. This is important for censorship resistance of the protocol.

- Reliable (Ct2)

Message transport between peers should be reliable. As messages may arrive anytime from everywhere, we do not have means to synchronize the peer partners on a higher level without investing a considerable effort. Furthermore, the availability of information when what type of information should be available at a specific point in the system would drastically simplify the identification of peers. To avoid synchronization, we do look for inherently reliable protocols.

- Symmetrical built (Ct3)

The transport layer should rely on a peer to peer base. All servers implement a generic routing that requires no prior knowledge of all possible targets. This criterion neglects centralized infrastructures. This criterion may be dropped, assuming that the blending layer or a specialized transport overlay is responsible for routing.

#### 17.1.2 Analyzed Protocols

We were unable to find a comprehensive list of protocols being used within the Internet and their bandwidth consumption. A weak reference is [70]. This weakness is founded in the fact that traffic in this report is classified among two criteria: Known server or known port. As streaming services consume a considerable part of the Internet bandwidth (according to the report more than 60% download). The focus on the report lies on the bandwidth intense figures. However, leaving aside all sources which are strictly one way or dominated by a small number of companies worldwide, the “top 10” list of the report shrinks to the two categories “File sharing” (Rank 5; 4.2% download and 30.2% upload) and “Messaging” (Rank 8; 1.6% download and 8.3% upload bandwidth).

In lack of such material we first collected a list of all common Internet messaging protocols (synchronous and asynchronous). We added furthermore some of the most common transfer protocols such as HTTP and FTP and analyzed this list.

- Messaging Protocols

- SMTP
- CoAP
- MQTT
- AMQP
- XMPP
- WAMP
- SMS
- MMS

- Other Protocols

- FTP, SFTP, and FTPS
- TFTP

## – HTTP

The following protocols have been discarded as we have considered them as outdated:

- MTP[65] (obsoleted by SMTP)
- NNTP[26] (outdated and has only a small usage according to [40])

We furthermore discarded all RPC-related protocols as they would by definition violate Ct3.

## 17.2 Analysis

### 17.2.1 HTTP

The HTTP protocol allows message transfer from and to a server and is specified in RFC2616 [47]. It is not suitable as a communication protocol for messages due to the lack of notifications. There are some extensions that would allow such communications (such as WebDAV). Still, in general, even those are not suitable as they require a continuous connection to the server to get notifications. Having a “rollup” of notifications when connecting is not there by default but could be implemented on top of it. HTTP servers listen on standard ports 80 or 443 for incoming connects. The port 443 is equivalent to the port 80 except for the fact that it has a wrapping encryption layer (usually TLS). The incoming connects (requests) must offer a header part and may contain a body part that would be suitable for transferring messages to the server. The reply to this request is transferred over the same TCP connection containing the same two sections.

HTTP0.9-HTTP/1.1 are clear text protocols which are human-readable (except for the data part which might contain binary data). The HTTP/2[8] protocol is using the same ports and default behavior. Unlike HTTP/0.9-HTTP/1.1, it is not a clear text but encodes headers and bodies in binary form.

To be a valid candidate as storage, unauthenticated WebDAV support, as specified in [21], must be assumed.

The protocol does satisfy the first two main criteria (Ct1: Widely Adopted and Ct2: Reliable). The main disadvantage in terms of a message transport protocol is that this protocol is not symmetrically. A server is always just “serving requests” and not sending information actively to peers. This Request-Reply violates criteria (Ct3: Symmetrically built) and makes the protocol not a primary choice for message transport.

It is possible to add such behavior to the blending layer using HTTP servers as pure storage. Such a behavior would however be most likely detectable and thus no longer be censorship resistant.

### 17.2.2 FTP

FTP is defined in RFC959[54]. This Protocol is intended for authenticated file transfer only. There is an account available for general access (“anonymous”). This account does normally not offer upload rights for security reasons. It is possible to use FTP as a message transfer endpoint. The configuration would work as follows: the user “anonymous” has upload rights only. It is unable to download or list a directory. A node may upload a message with a random name. In case a collision arises, the node retries with another random name. The blending layer picks messages up using an authenticated user. This workaround has multiple downsides. At first, handling FTP that way is very uncommon and usually requires an own dedicated infrastructure. Such behavior would make the protocol again possibly detectable. Secondly, passwords are always sent in the clear within FTP. Encryption as a wrapping layer (FTPS) is not common, and SFTP (actually a subsystem of SSH) has nothing in common with FTP except for the fact that it may transfer files as well.

Furthermore, FTP may be problematic when used in active mode for firewalls. All these problems make FTP not very suitable as a transport layer protocol. FTPS and SFTP feature similar weaknesses as the FTP version in terms of detectability of non-standard behavior.

Like in HTTP, a disadvantage of FTP in terms of a message transport protocol is that this protocol is not symmetrically. A server is always just “serving requests” and not sending information actively to peers. This Request-Reply violates criteria (Ct3: Symmetrically built) and makes the protocol not a primary choice for message transport. The Protocol, however, satisfies the first two criteria (Ct1: Widely Adopted and Ct2: Reliable).

### 17.2.3 TFTP

TFTP has, despite its naming similarities to FTP, very little in common with it. TFTP is a UDP based file transfer protocol without any authentication scheme. The possibility of unauthenticated message access makes it not suitable as a transport layer. The protocol is due to the use of UDP in a meshed network with redundant routes. Since the Internet has a lot of these redundant routes, this neglects the use of this protocol.

TFTP is rarely ever used on the Internet, as its UDP based nature is not suitable for a network with redundant routes. Not being common on the Internet violates criterion one (Ct1: Widely Adopted). TFTP is not symmetrically. This means that a server is always just “serving requests” and not sending information actively to peers. This Request-Reply violates criteria (Ct3: Symmetrically built) and makes the protocol not a primary choice for message transport. The Protocol furthermore violates Ct2 (Ct2: Reliable) as it is based on UDP without any additional error correction.

### 17.2.4 MQTT

MQTT is an ISO standard (ISO/IEC PRF 20922:2016) and was formerly called MQ Telemetry Transport. The current standard as the time of writing this document was 3.1.1 [4].

The protocol runs by default on the two ports 1883 and 8883 and can be encrypted with TLS. MQTT is a publish/subscribe based message-passing protocol that is mainly targeted to m2m communication. This Protocol requires the receiving party to be subscribed to a central infrastructure in order to be able to receive messages. This makes it very hard to be used in a system without centralistic infrastructure and having no static routes between senders and recipients.

The protocol does satisfy the second criterion (Ct2: Reliable). It is in the area of end-user (i.e., Internet) not widely adopted, thus violating Criteria 1 (Ct1: Widely Adopted). In terms of decentralization design, the protocol fails as well (Ct3: Symmetrically built).

### 17.2.5 Advanced Message Queuing Protocol (AMQP)

The Advanced Message Queuing Protocol (AMQP) was initially initiated by numerous exponents based mainly on finance-related industries. The AMQP-Protocol is either used for communication between two message brokers, or between a message broker and a client[3].

It is designed to be interoperable, stable, reliable, and safe. It supports either SASL or TLS secured communication. The use of such a tunnel is controlled by the immediate sender of a message. In its current version 1.0, it does, however, not support a dynamic routing between brokers[3].

Due to the lack of a generic routing capability, this protocol is therefore not suitable for message transport in a generic, global environment.

The protocol satisfies partially the first criterion (Ct1: Widely Adopted) and fully meets the second criterion (Ct2: Reliable). However, the third criterion is violated due to the lack of routing capabilities between message brokers (Ct3: Symmetrically built).

### 17.2.6 Constrained Application Protocol (CoAP)

The Constrained Application Protocol (CoAP) is a communication Protocol which is primarily destined to m2m communication. It is defined in RFC7252[12]. It is defined as a lightweight replacement for HTTP in IoT devices and is based on UDP.

The protocol does partially satisfy the first criteria (Ct1: Widely Adopted). The second criterion (Ct2: Reliable) is only partially fulfilled as it is based on UDP and does only add limited session control on its own.

The main disadvantage in terms of a message transport protocol is that this protocol is not (like HTTP) symmetrically. This means that a server is always just "serving requests" and not sending information actively to peers. This Request-Reply violates criteria (Ct3: Symmetrically built) and makes the protocol not a primary choice for message transport.

### 17.2.7 Web Application Messaging Protocol (WAMP)

WAMP is a web-sockets based protocol destined to enable M2M communication. Like MQTT, it is publish respectively subscribe oriented. Unlike MQTT, it allows remote procedure calls (RPC).

The WAMP protocol is not widely adopted (Ct1: Widely Adopted), but it is reliable on a per-node base (Ct2: Reliable). Due to its RPC based capability, unlike MQTT, a routing like capability could be implemented. Symmetrical protocol behavior is therefore not available but could be built in relatively easy.

### 17.2.8 XMPP (jabber)

XMPP (originally named Jabber) is a synchronous message protocol used in the Internet. It is specified in the documents RFC6120[60], RFC6121[60], RFC3922[59], and RFC3923[58]. The protocol is a very advanced chat protocol featuring numeros levels of security including end-to-end signing and object encryption[58]. There is also a stream initiation extension for transferring files between endpoints [69].

It has generic routing capabilities spanning between known and unknown servers. The protocol offers a message retrieval mechanism for offline messages similarly to POP [52].

The protocol itself seems to be a strong candidate as a transport layer as it is being used actively on the Internet.

### 17.2.9 SMTP

The SMTP protocol is currently specified in [41]. It specifies a method to deliver reliably asynchronous mail objects through a specific transport medium (most of the time, the Internet). The document splits a mail object into a mail envelope and its content. The envelope contains the routing information, which is the sender (one) and the recipient (one or more) in 7-Bit ASCII. The envelope may additionally contain optional protocol extension material.

The content should be in 7-Bit-ASCII (8-Bit ASCII may be requested, but this feature is not widely adopted). It is split into two parts. These parts are the header (which does contain meta-information about the message such as subject, reply address, or a comprehensive list of all recipients), and the body which includes the message itself. All lines of the content must be terminated with a CRLF and must not be longer than 998 characters, excluding CRLF.

The header consists of a collection of header fields. Each of them is built by a header name, a colon, and the data. The exact outline of the header is specified in [57] and is separated with a blank line from the body.

[41] furthermore introduces a simplistic model for SMTP message-based communication. A more comprehensive model is presented in section ?? as the proposed model is not sufficient for a detailed end-to-end analysis.

Traditionally the message itself is mime encoded. The MIME messages are mainly specified in [29] and [30]. MIME allows to send messages in multiple representations (alternates), and attach additional information (such as possibly inlined images or attached documents).

SMTP is one of the most common messaging protocols on the Internet (Ct1: Widely Adopted), and it would be devastating for the business of a country if, for censoring reasons, this protocol would be cut off. The protocol is furthermore very reliable as it has built-in support for redundancy and a thorough message design making it relatively easy to diagnose problems (Ct2: Reliable). All SMTP servers usually are capable of routing and receiving messages. Messages going over several servers are common (Ct3: Symmetrically built), so the third criterion may be considered as fulfilled as well.

SMTP is considered a strong candidate as a transport layer.

### 17.2.10 SMS and MMS

SMS capability was introduced in the SS7 protocol. This protocol allows the message transfer of messages not bigger than 144 characters. Due to this restriction in size, it is unlikely to be suitable for this type of communication as the keys being required are already sized similarly, leaving no space for Messages or routing information.

The 3<sup>rd</sup> Generation Partnership Project (3GPP) maintains the Multimedia Messaging Service (MMS). This protocol is mainly a mobile protocol based on telephone networks.

Both protocols are not widely adopted within the Internet domain. There are gateways providing bridging functionalities to the SMS/MMS services. However, the protocol itself is insignificant on the Internet itself.

### 17.2.11 MMS

This protocol is just like the SMS protocol accessible through the Internet by using gateways but not directly usable within the Internet.

## 17.3 Results

We have shown that all common M2M protocols failed mainly at Ct3 as there is no need for message routing. In M2M communication contacting foreign machines is not common. Therefore M2M protocols are typically using static M2M communication over prepared channels. Such behavior is, however unsuitable for a generic messaging protocol.

Pure storage protocols fail at the same criteria as they typically have a defined set of data sources and data sinks, whereas usually at least the data sources are limited in number. This makes those protocols unsuitable again.

We can clearly state that according to the criteria, only a few protocols are suitable. Table 17.1 on page ?? shows that only SMTP and XMPP are suitable protocols. Eventually, similar protocols such as HTTP (with WebDAV) or FTP may be usable as well.

Protocol \ Criteria	Ct1: Widely adopted	Ct2: Reliable	Ct3: Symmetrically built
HTTP	✓	✓	✗
FTP	✓	✓	✗
TFTP	✗	✗	✗
MQTT	~	✓	✗
AMQP	~	✓	✗
CoAP	~	~	✗
WAMP	✗	✓	~
XMPP	✓	✓	✓
SMTP	✓	✓	✓

Table 17.1: comparison of protocols in terms of the suitability as transport layer

The findings of this short analysis suggested that we should use the two protocols, SMTP and XMPP, for our first standardization. We require at least two to prove that the protocol is agnostic to the transport.

## 18 Routing Strategy Considerations Related to Security and Anonymity

### 19 Identification of Possible Attack Schemes



#### 19.1 Static Attacks



##### 19.1.1 Bugging and Tagging Attacks



##### 19.1.2 Information Leaking related to Information Available to Routing Nodes



### **19.1.3 Identification of Involved Nodes**



### **19.1.4 Identification of MessageVortex Traffic**



### **19.1.5 Identification of Message Traffic**



### **19.1.6 Identification of Software Updates Traffic**



## **19.2 Dynamic Attacks**



### **19.2.0.1 DoS Attacks Against the Transport System**



### **19.2.1 Attacks Against the Vortex System Itself**



#### **19.2.1.1 DoS by Traffic Replay**



#### **19.2.1.2 DoS by Traffic Generation**



### **19.2.2 Attacking a Single Ephemeral Identity of a MessageVortex Node**



#### **19.2.2.1 Denial of Service by Exhausting Quotas or Limits**



### **19.2.3 Attacking Sending and Receiving Identities of the MessageVortex System**



#### **19.2.3.1 Traffic Highlighting or Traffic Analysis**

### **19.2.4 Recovery of Previously Carried Out Operations**



## **20 Static Security Analysis of the Protocol**



## **20.1 Detection of Transport Layer Messages and Blending**



### **20.1.1 Identification of a Message**



#### **20.1.1.1 Plain Embedding**



#### **20.1.1.2 F5**



### **20.1.2 Message Structure Related to Censorship Circumvention**



### **20.1.3 Message Structure Related to Information Leaking**



## **21 Dynamic Security Analysis of the Protocol**



### **21.1 Attacks Against the Vortex System Itself**



#### **21.1.1 DoS Attacks against the System**



#### **21.1.2 Attacking a Single Ephemeral Identity of a MessageVortex Node**



#### **21.1.3 Attacking Sending and Receiving Identities of the MessageVortex System**



#### **21.1.4 Recovery of Previously Carried Out Operations**



#### **21.1.5 Attacking Routing Participants**



#### **21.1.6 Attacking Anonymity Through Traffic Analysis**



**21.1.7 Attacking Anonymity Through Timing Analysis**



**21.1.8 Attacking Anonymity through Throughput Analysis**



**21.1.9 Attacking Anonymity Through Routing Block Analysis**



**21.1.10 Attacking Anonymity Through Header Analysis**



**21.1.11 Attacking Anonymity Through Payload Analysis**



**21.1.12 Attacking Anonymity Through Bugging**



**21.1.13 Attacking Anonymity Through Replay Analysis**



**22 Analysis of the Degree of Anonymization in Comparison to Other Systems**



**22.1 Mixnet Based or Onionizing Systems**



**22.2 DHT-Based Systems**



**22.3 DC-Based Systems**





## **Part V**

### **Discussion on Results**





**23** Summary on Weaknesses Found



**24** Summary on the Research Questions



**25** Further Research



## **Part VI**

## **Appendix**



## A The RFC draft document

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# MessageVortex Protocol

## Abstract

The MessageVortex (referred to as Vortex) protocol achieves different degrees of anonymity, including sender, receiver, and third-party anonymity, by specifying messages embedded within existing transfer protocols, such as SMTP or XMPP, sent via peer nodes to one or more recipients.

The protocol outperforms others by decoupling the transport from the final transmitter and receiver. No trust is placed into any infrastructure except for that of the sending and receiving parties of the message. The creator of the routing block has full control over the message flow. Routing nodes gain no non-obvious knowledge about the messages even when collaborating. While third-party anonymity is always achieved, the protocol also allows for either sender or receiver anonymity.

## Status of This Memo

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## Table of Contents

- [1. Introduction](#)
  - [1.1. Requirements Language](#)
  - [1.2. Protocol Specification](#)
  - [1.3. Number Specification](#)
- [2. Entities Overview](#)
  - [2.1. Node](#)
    - [2.1.1. Blocks](#)
    - [2.1.2. NodeSpec](#)
  - [2.2. Peer Partners](#)
  - [2.3. Encryption keys](#)
    - [2.3.1. Identity Keys](#)
    - [2.3.2. Peer Key](#)
    - [2.3.3. Sender Key](#)
  - [2.4. Vortex Message](#)
  - [2.5. Message](#)
  - [2.6. Key and MAC specifications and usage](#)
    - [2.6.1. Asymmetric Keys](#)
    - [2.6.2. Symmetric Keys](#)
  - [2.7. Transport Address](#)
  - [2.8. Identity](#)
    - [2.8.1. Peer Identity](#)
    - [2.8.2. Ephemeral Identity](#)
    - [2.8.3. Official Identity](#)
  - [2.9. Workspace](#)

## 2.10. Multi-use Reply Blocks

### 3. Layer Overview

#### 3.1. Transport Layer

#### 3.2. Blending Layer

#### 3.3. Routing Layer

#### 3.4. Accounting Layer

### 4. Vortex Message

#### 4.1. Overview

#### 4.2. Message Prefix Block (MPREFIX)

#### 4.3. Inner Message Block

##### 4.3.1. Control Prefix Block

##### 4.3.2. Control Blocks

##### 4.3.3. Payload Block

### 5. General notes

#### 5.1. Supported Symmetric Ciphers

#### 5.2. Supported Asymmetric Ciphers

#### 5.3. Supported MACs

#### 5.4. Supported Paddings

#### 5.5. Supported Modes

### 6. Blending

#### 6.1. Blending in Attachments

##### 6.1.1. PLAIN embedding into attachments

##### 6.1.2. F5 embedding into attachments

#### 6.2. Blending into an SMTP layer

#### 6.3. Blending into an XMPP layer

## 7. Routing

### 7.1. Vortex Message Processing

#### 7.1.1. Processing of incoming Vortex Messages

#### 7.1.2. Processing of Routing Blocks in the Workspace

#### 7.1.3. Processing of Outgoing Vortex Messages

### 7.2. Header Requests

#### 7.2.1. Request New Ephemeral Identity

#### 7.2.2. Request Message Quota

#### 7.2.3. Request Increase of Message Quota

#### 7.2.4. Request Transfer Quota

#### 7.2.5. Query Quota

#### 7.2.6. Request Capabilities

#### 7.2.7. Request Nodes

#### 7.2.8. Request Identity Replace

### 7.3. Special Blocks

#### 7.3.1. Error Block

#### 7.3.2. Requirement Block

### 7.4. Routing Operations

#### 7.4.1. Mapping Operation

#### 7.4.2. Split and Merge Operations

#### 7.4.3. Encrypt and Decrypt Operations

#### 7.4.4. Add and Remove Redundancy Operations

### 7.5. Processing of Vortex Messages

## [8. Accounting](#)

### [8.1. Accounting Operations](#)

#### [8.1.1. Time-Based Garbage Collection](#)

#### [8.1.2. Time-Based Routing Initiation](#)

#### [8.1.3. Routing Based Quota Updates](#)

#### [8.1.4. Routing Based Authorization](#)

#### [8.1.5. Ephemeral Identity Creation](#)

## [9. Acknowledgments](#)

## [10. IANA Considerations](#)

## [11. Security Considerations](#)

## [12. References](#)

### [12.1. Normative References](#)

### [12.2. Informative References](#)

## [Appendix A. The ASN.1 schema for Vortex messages](#)

### [A.1. The main VortexMessageBlocks](#)

### [A.2. The VortexMessage Ciphers Structures](#)

### [A.3. The VortexMessage Request Structures](#)

### [A.4. The VortexMessage Replies Structures](#)

### [A.5. The VortexMessage Requirements Structures](#)

### [A.6. The VortexMessage Helpers Structures](#)

### [A.7. The VortexMessage Additional Structures](#)

## [Author's Address](#)

## 1. Introduction

Anonymisation is hard to achieve. Most previous attempts relied on either trust in a dedicated infrastructure or a specialized networking protocol.

Instead of defining a transport layer, Vortex piggybacks on other transport protocols. A blending layer embeds Vortex messages (VortexMessage) into ordinary messages of the respective transport protocol. This layer picks up the messages, passes them to a routing layer, which applies local operations to the messages, and resends the new message chunks to the next recipients.

A processing node learns as little as possible from the message or the network utilized. The operations have been designed to be sensible in any context. The 'onionized' structure of the protocol makes it impossible to follow the trace of a message without having control over the processing node.

MessageVortex is a protocol which allows sending and receiving messages by using a routing block instead of a destination address. With this approach, the sender has full control over all parameters of the message flow.

A message is split and reassembled during transmission. Chunks of the message may carry redundant information to avoid service interruptions during transit. Decoy and message traffic are not differentiable as the nature of the addRedundancy operation allows each generated portion to be either message or decoy. Therefore, any routing node is unable to distinguish between message and decoy traffic.

After processing, a potential receiver node knows if the message is destined for it (by creating a chunk with ID 0) or other nodes. Due to missing keys, no other node may perform this processing.

This RFC begins with general terminology (see [Section 2](#)) followed by an overview of the process (see [Section 3](#)). The subsequent sections describe the details of the protocol.

### 1.1. Requirements Language

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [[RFC2119](#)].

## 1.2. Protocol Specification

[Appendix A](#) specifies all relevant parts of the protocol in ASN.1 (see [[CCITT.X680.2002](#)] and [[CCITTX208.1988](#)]). The blocks are DER encoded, if not otherwise specified.

## 1.3. Number Specification

All numbers within this document are, if not suffixed, decimal numbers. Numbers suffixed with a small letter 'h' followed by two hexadecimal digits are octets written in hexadecimal. For example, a blank ASCII character (' ') is written as 20h and a capital 'K' in ASCII as 4Bh.

# 2. Entities Overview

The following entities used in this document are defined below.

## 2.1. Node

The term 'node' describes any computer system connected to other nodes, which support the MessageVortex Protocol. A 'node address' is typically an email address, an XMPP address or other transport protocol identity supporting the MessageVortex protocol. Any address SHOULD include a public part of an 'identity key' to allow messages to transmit safely. One or more addresses MAY belong to the same node.

### 2.1.1. Blocks

A 'block' represents an ASN.1 sequence in a transmitted message. We embed messages in the transport protocol, and these messages may be of any size.

### 2.1.2. NodeSpec

A nodeSpec block, as specified in [Section a.6](#), expresses an addressable node in a unified format. The nodeSpec contains a reference to the routing protocol, the routing address within this protocol, and the keys required for addressing the node. This RFC specifies transport layers for XMPP and SMTP. Additional transport layers will require an extension to this RFC.

### 2.1.2.1. NodeSpec for SMTP nodes

An alternative address representation is defined that allows a standard email client to address a Vortex node. A node SHOULD support the smtpAlternateSpec (its specification is noted in ABNF as in [RFC5234]). For applications with QR code support, an implementation SHOULD use the smtpUrl representation.

```
localPart      = <local part of address>
domain        = <domain part of address>
email          = localPart "@" domain
keySpec        = <BASE64 encoded AsymmetricKey [DER encoded]>
smtpAlternateSpec = localPart ".." keySpec ".." domain "@localhost"
smtpUrl       = "vortexsmtp://" smtpAlternateSpec
```

This representation does not support quoted local part SMTP addresses.

### 2.1.2.2. NodeSpec for XMPP nodes

Typically, a node specification follows the ASN.1 block NodeSpec. For support of XMPP clients, an implementation SHOULD support the jidAlternateSpec (its specification is noted in ABNF as in [RFC5234]).

```
localPart      = <local part of address>
domain        = <domain part of address>
resourcePart   = <resource part of the address>
jid            = localPart "@" domain [ "/" resourcePart ]
keySpec        = <BASE64 encoded AsymmetricKey [DER encoded]>;
jidAlternateSpec = localPart ".." keySpec ".."
                           domain "@localhost" [ "/" resourcePart ]
jidUrl         = "vortexxmpp://" jidAlternateSpec
```

## 2.2. Peer Partners

This document refers to two or more message sending or receiving entities as peer partners. One partner sends a message, and all others receive one or more messages. Peer partners are message specific, and each partner always connects directly to a node.

### 2.3. Encryption keys

Several keys are required for a Vortex message. For identities and ephemeral identities (see below), we use asymmetric keys, while symmetric keys are used for message encryption.

#### 2.3.1. Identity Keys

Every participant of the network includes an asymmetric key, which SHOULD be either an EC key with a minimum length of 384 bits or an RSA key with a minimum length of 2048 bits.

The public key must be known by all parties writing to or through the node.

#### 2.3.2. Peer Key

Peer keys are symmetrical keys transmitted with a Vortex message and are always known to the node sending the message, the node receiving the message, and the creator of the routing block.

A peer key is included in the Vortex message as well as the building instructions for subsequent Vortex messages (see [RoutingCombo](#) in [Appendix A](#)).

#### 2.3.3. Sender Key

The sender key is a symmetrical key protecting the identity and routing block of a Vortex message. It is encrypted with the receiving peer key and prefixed to the identity block. This key further decouples the identity and processing information from the previous key.

A sender key is known to only one peer of a Vortex message and the creator of the routing block.

## 2.4. Vortex Message

The term 'Vortex message' represents a single transmission between two routing layers. A message adapted to the transport layer by the blending layer is called a 'blended Vortex message' (see [Section 3](#)).

A complete Vortex message contains the following items:

- The peer key, which is encrypted with the host key of the node and stored in a prefixBlock, protects the inner Vortex message (innerMessageBlock).
- The small padding guarantees that a replayed routing block with different content does not look the same.
- The sender key, also encrypted with the host key of the node, protects the identity and routing block.
- The identity block, protected by the sender key, contains information about the ephemeral identity of the sender, replay protection information, header requests (optional), and a requirement reply (optional).
- The routing block, protected by the sender key, contains information on how subsequent messages are processed, assembled, and blended.
- The payload block, protected by the peer key, contains payload chunks for processing.

## 2.5. Message

A message is content to be transmitted from a single sender to a recipient. The sender uses a routing block either built itself or provided by the receiver to perform the transmission. While a message may be anonymous, there are different degrees of anonymity as described by the following.

- If the sender of a message is not known to anyone else except the sender, then this degree is referred to as 'sender anonymity.'
- If the receiver of a message is not known to anyone else except the receiver, then the degree is 'receiver anonymity.'
- If an attacker is unable to determine the content, original sender, and final receiver, then the degree is considered 'third-party anonymity.'
- If a sender or a receiver may be determined as one of a set of  $<k>$  entities, then it is referred to as k-anonymity[[KAnon](#)].

A message is always MIME encoded as specified in [[RFC2045](#)].

## 2.6. Key and MAC specifications and usage

MessageVortex uses a unique encoding for keys. This encoding is designed to be small and flexible while maintaining a specific base structure.

The following key structures are available:

- SymmetricKey
- AsymmetricKey

MAC does not require a complete structure containing specs and values, and only a MacAlgorithmSpec is available. The following sections outline the constraints for specifying parameters of these structures where a node MUST NOT specify any parameter more than once.

If a crypto mode is specified requiring an IV, then a node MUST provide the IV when specifying the key.

### 2.6.1. Asymmetric Keys

Nodes use asymmetric keys for identifying peer nodes (i.e., identities) and encrypting symmetric keys (for subsequent de-/encryption of the payload or blocks). All asymmetric keys MUST contain a key type specifying a strictly-normed key. Also, they MUST contain a public part of the key encoded as an X.509 container and a private key specified in PKCS#8 wherever possible.

RSA and EC keys MUST contain a keySize parameter. All asymmetric keys SHOULD contain a padding parameter, and a node SHOULD assume PKCS#1 if no padding is specified.

NTRU specification MUST provide the parameters "n", "p", and "q".

### 2.6.2. Symmetric Keys

Nodes use symmetric keys for encrypting payloads and control blocks. These symmetric keys MUST contain a key type specifying a key, which MUST be in an encoded form.

A node MUST provide a keySize parameter if the key (or, equivalently, the block) size is not standardized or encoded in the name. All symmetric key specifications MUST contain a mode and padding parameter. A node MAY list multiple padding or mode parameters in a ReplyCapability block to offer the recipient a free choice.

## 2.7. Transport Address

The term 'transport address' represents the token required to address the next immediate node on the transport layer. An email transport layer would have SMTP addresses, such as 'vortex@example.com,' as the transport address.

## 2.8. Identity

### 2.8.1. Peer Identity

The peer identity may contain the following information of a peer partner:

- A transport address (always) and the public key of this identity, given there is no recipient anonymity.
- A routing block, which may be used to contact the sender. If striving for recipient anonymity, then this block is required.
- The private key, which is only known by the owner of the identity.

### 2.8.2. Ephemeral Identity

Ephemeral identities are temporary identities created on a single node. These identities MUST NOT relate to another identity on any other node so that they allow bookkeeping for a node. Each ephemeral identity has a workspace assigned, and may also have the following items assigned.

- An asymmetric key pair to represent the identity.
- A validity time of the identity.

### 2.8.3. Official Identity

An official identity may have the following items assigned.

- Routing blocks used to reply to the node.
- A list of assigned ephemeral identities on all other nodes and their projected quotas.
- A list of known nodes with the respective node identity.

## 2.9. Workspace

Every official or ephemeral identity has a workspace, which consists of the following elements.

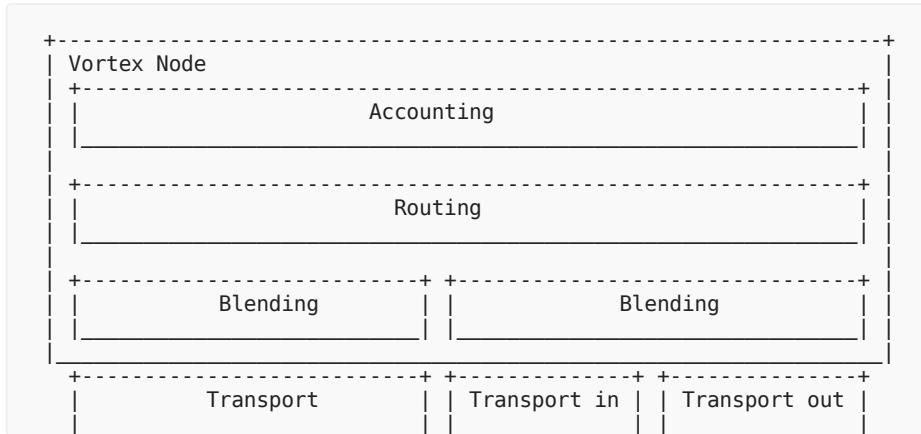
- Zero or more routing blocks to be processed.
- Slots for a payload block sequentially numbered. Every slot:
  - MUST contain a numerical ID identifying the slot.
  - MAY contain payload content.
  - If a block contains a payload, then it MUST contain a validity period.

## 2.10. Multi-use Reply Blocks

'Multi-use reply blocks' (MURB) are a special type routing block sent to a receiver of a message or request. A sender may use such a block one or several times to reply to the sender linked to the ephemeral identity, and it is possible to achieve sender anonymity using MURBs.

# 3. Layer Overview

The protocol is designed in four layers as shown in [Figure 1](#).



*Figure 1: Layer overview*

Every participating node MUST implement the layer's blending, routing, and accounting. There MUST be at least one incoming and one outgoing transport layer available to a node. All blending layers SHOULD connect to the respective transport layers for sending and receiving packets.

### 3.1. Transport Layer

The transport layer transfers the blended Vortex messages to the next vortex node and stores it until the next blending layer picks up the message.

The transport layer infrastructure SHOULD NOT be specific to anonymous communication and should contain significant portions of non-Vortex traffic.

### 3.2. Blending Layer

The blending layer embeds blended Vortex Message into the transport layer data stream and extracts the packets from the transport layer.

### 3.3. Routing Layer

The routing layer expands the information contained in MessageVortex packets, processes them, and passes generated packets to the respective blending layer.

### 3.4. Accounting Layer

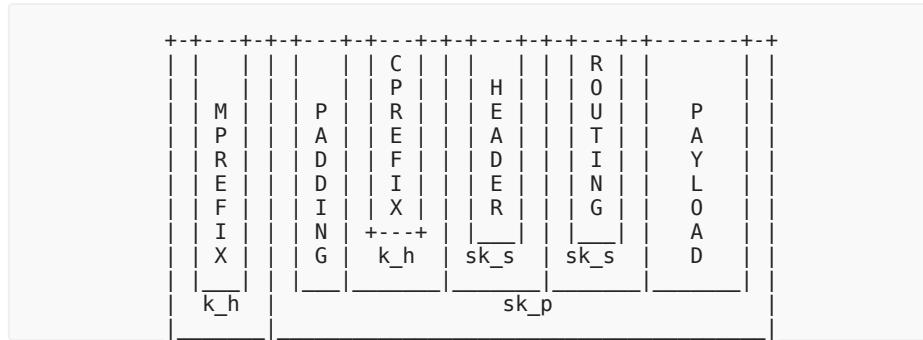
The accounting layer tracks all ephemeral identities authorized to use a MessageVortex node and verifies the available quotas to an ephemeral identity.

## 4. Vortex Message

### 4.1. Overview

[Figure 2](#) shows a Vortex message. The enclosed sections denote encrypted blocks, and the three or four-letter abbreviations denote the key required for decryption. The abbreviation k\_h stands for the asymmetric host key, and sk\_p is the symmetric peer key. The receiving node obtains this key by decrypting MPREFIX with its host key k\_h. Then, sk\_s is the symmetric sender key. When decrypting the MPREFIX block, the node obtains this key. The sender key protects the header and routing blocks by

guaranteeing the node assembling the message does not know about upcoming identities, operations, and requests. The peer key protects the message, including its structure, from third-party observers.



*Figure 2: Vortex message overview*

#### 4.2. Message Prefix Block (MPREFIX)

The PrefixBlock contains a symmetrical key as defined in [Section a.1](#) and is encrypted using the host key of the receiving peer host. The symmetric key utilized MUST be from the set advertised by a CapabilitiesReplyBlock (see [Section 7.2.6](#)). A node MAY choose any parameters omitted in the CapabilitiesReplyBlock freely unless stated otherwise in [Section 7.2.6](#). A node SHOULD avoid sending unencrypted PrefixBlocks, and a prefix block MUST contain the same forward-secret as the other prefix as well as the routing and header blocks. A host MAY reply to a message with an unencrypted message block, but any reply to a message SHOULD be encrypted.

The sender MUST choose a key which may be encrypted with the host key in the respective PrefixBlock using the padding advertised by the CapabilitiesReplyBlock.

#### 4.3. Inner Message Block

A node MUST always encrypt an InnerMessageBlock with the symmetric key of the PrefixBlock to hide the inner structure of the message. The InnerMessageBlock SHOULD always accommodate four or more payload chunks.

An InnerMessageBlock always starts with a padding block, which guarantees that when using the same routing block multiple times, its binary structure is not repeated throughout the messages of the same routing block. The padding MUST be the first 16 bytes of the first four non-empty payload chunks (i.e., PayloadChunks). If a payload chunk is shorter than 16 bytes, then the content of the padding SHOULD be filled with zero-valued bytes (00h) from the end up to the required number of bytes. An inner message block (i.e., InnerMessageBlock) SHOULD contain at least four payload chunks with a size of 16 bytes or larger. If there are less than four payload chunks, then the padding MUST contain a random sequence of 16 bytes for those missing, and a node MUST NOT reuse random sequences.

An InnerMessageBlock contains so-called forwardSecrets, a random number that MUST be the same in the HeaderBlock, RoutingBlock, and PrefixBlock. Nodes receiving messages containing non-matching forwardSecrets MUST discard these messages and SHOULD NOT send an error message. If a node receives too many messages with illegal forward secrets, then the node SHOULD delete this identity. A node receiving a message with a broken forwardSecret SHOULD treat the block as a replayed block and discard it regardless of a valid forwardSecret. Any replay within the replay protection time MUST be discarded regardless of a correct forward secret.

#### 4.3.1. Control Prefix Block

Control prefix (CPREFIX) and MPREFIX blocks share the same structure and logic as well as containing the sender key  $sk_s$ . If an MPREFIX block is unencrypted, a node MAY omit the CPREFIX block. An omitted CPREFIX block results in unencrypted control blocks (e.g., the HeaderBlock and RoutingBlock).

A prefix block MUST contain the same forwardSecret as the other prefix, the routing block, and the header block.

#### 4.3.2. Control Blocks

The control blocks of the HeaderBlock and a RoutingBlock contain the core information to process the payload.

##### 4.3.2.1. Header Block

The header block (see HeaderBlock in [Appendix A](#)) contains the following information.

- It MUST contain the local ephemeral identity of the routing block builder.

- It MAY contain header requests.
- It MAY contain the solution to a PuzzleRequired block previously opposed in a header request.

The list of header requests MAY be one of the following.

- Empty.
- Contain a single identity create request (HeaderRequestIdentity).
- Contain a single increase quota request.

If a header block violates these rules, then a node MUST NOT reply to any header request. The payload and routing blocks SHOULD still be added to the workspace and processed if the message quota is not exceeded.

#### 4.3.2.2. Routing Block

The routing block (see [RoutingBlock](#) in [Appendix A](#)) contains the following information.

- It MUST contain a serial number uniquely identifying the routing block of this user. The serial number MUST be unique during the lifetime of the routing block.
- It MUST contain the same forward secret as the two prefix blocks and the header block.
- It MAY contain assembly and processing instructions for subsequent messages.
- It MAY contain a reply block for messages assigned to the owner of the identity.

#### 4.3.3. Payload Block

Each InnerMessageBlock with routing information SHOULD contain at least four PayloadChunks.

## 5. General notes

The MessageVortex protocol is a modular protocol that allows the use of different encryption algorithms. For its operation, a Vortex node SHOULD always support at least two distinct types of algorithms, paddings or modes such that they rely on two mathematical problems.

## 5.1. Supported Symmetric Ciphers

A node MUST support the following symmetric ciphers.

- AES128 (see [[FIPS-AES](#)] for AES implementation details).
- AES256.
- CAMELLIA128 (see [[RFC3657](#)] Chapter 3 for Camellia implementation details).
- CAMELLIA256.

A node SHOULD support any standardized key larger than the smallest key size.

A node MAY support Twofish ciphers (see [[TWOFISH](#)]).

## 5.2. Supported Asymmetric Ciphers

A node MUST support the following asymmetric ciphers.

- RSA with key sizes greater or equal to 2048 ([[RFC8017](#)]).
- ECC with named curves secp384r1, sect409k1 or secp521r1 (see [[SEC1](#)]).

## 5.3. Supported MACs

A node MUST support the following Message Authentication Codes (MAC).

- SHA3-256 (see [[ISO-10118-3](#)] for SHA implementation details).
- RipeMD160 (see [[ISO-10118-3](#)] for RIPEMD implementation details).

A node SHOULD support the following MACs.

- SHA3-512.
- RipeMD256.
- RipeMD512.

## 5.4. Supported Paddings

A node MUST support the following paddings specified in [[RFC8017](#)].

- PKCS1 (see [[RFC8017](#)]).
- PKCS7 (see [[RFC5958](#)]).

## 5.5. Supported Modes

A node MUST support the following modes.

- CBC (see [[RFC1423](#)]) such that the utilized IV must be of equal length as the key.
- EAX (see [[EAX](#)]).
- GCM (see [[RFC5288](#)]).
- NONE (only used in special cases, see [Section 11](#)).

A node SHOULD NOT use the following modes.

- NONE (except as stated when using the addRedundancy function).
- ECB.

A node SHOULD support the following modes.

- CTR ([[RFC3686](#)]).
- CCM ([[RFC3610](#)]).
- OCB ([[RFC7253](#)]).
- OFB ([[MODES](#)]).

## 6. Blending

Each node supports a fixed set of blending capabilities, which may be different for incoming and outgoing messages.

The following sections describe the blending mechanism. There are currently two blending layers specified with one for the Simple Mail Transfer Protocol (SMTP, see [[RFC5321](#)]) and the second for the Extensible Messaging and Presence Protocol (XMPP, see [[RFC6120](#)]). All nodes MUST at least support "encoding=plain;0,256".

### 6.1. Blending in Attachments

There are two types of blending supported when using attachments.

- Plain binary encoding with offset (PLAIN).
- Embedding with F5 in an image (F5).

A node MUST support PLAIN blending for reasons of interoperability whereas a node MAY support blending using F5.

### 6.1.1. PLAIN embedding into attachments

A blending layer embeds a VortexMessage in a carrier file with an offset for PLAIN blending. For replacing a file start, a node MUST use the offset 0. The routing node MUST choose the payload file for the message, and SHOULD use a credible payload type (e.g., MIME type) with high entropy. Furthermore, it SHOULD prefix a valid header structure to avoid easy detection of the Vortex message. Finally, a routing node SHOULD use a valid footer, if any, to a payload file to improve blending.

The blended Vortex message is embedded in one or more message chunks, each starting with two unsigned integers of variable length. The integer starts with the LSB, and if bit 7 is set, then there is another byte following. There cannot be more than four bytes where the last, fourth byte is always 8 bit. The three preceding bytes have a payload of seven bits each, which results in a maximum number of  $2^{29}$  bits. The first of the extracted numbers reflect the number of bytes in the chunk after the length descriptors. The second contains the number of bytes to be skipped to reach the next chunk. There exists no "last chunk" indicator.

```
position:00h 02h 04h 06h 08h ... 400h 402h 404h 406h  
408h 40Ah  
value: 01 02 03 04 05 06 07 08 09 ... 01 05 0A 0B 0C 0D 0E 0F f0  
03 12 13  
  
Embedding: "(plain:1024)"  
  
Result: 0A 13 (+ 494 omitted bytes; then skip 12 bytes to next chunk)
```

A node SHOULD offer at least one PLAIN blending method and MAY offer multiple offsets for incoming Vortex messages.

A plain blending is specified as the following.

```
plainEncoding = ("plain:" <numberOfBytesOffset>  
[ "," <numberOfBytesOffset> ]* ")"
```

### 6.1.2. F5 embedding into attachments

For F5, a blending layer embeds a Vortex message into a jpeg file according to [F5]. The password for blending may be public, and a routing node MAY advertise multiple passwords. The use of F5 adds approximately tenfold transfer volume to the message. A routing block building node SHOULD only use F5 blending where appropriate.

A blending in F5 is specified as the following.

```
f5Encoding = "(F5:" <passwordString> [ "," <PasswordString> ]* ")"
```

Commas and backslashes in passwords MUST be escaped with a backslash whereas closing brackets are treated as normal password characters unless they are the final character of the encoding specification string.

### 6.2. Blending into an SMTP layer

Email messages with content MUST be encoded with Multipurpose Internet Mail Extensions (MIME) as specified in [RFC2045]. All nodes MUST support BASE64 encoding and MUST test all sections of a MIME message for the presence of a VortexMessage.

A vortex message is present if a block containing the peer key at the known offset of any MIME part decodes correctly.

A node SHOULD support SMTP blending for sending and receiving. For sending SMTP, the specification in [RFC5321] must be used. TLS layers MUST always be applied when obtaining messages using POP3 (as specified in [RFC1939] and [RFC2595]) or IMAP (as specified in [RFC3501]). Any SMTP connection MUST employ a TLS encryption when passing credentials.

### 6.3. Blending into an XMPP layer

For interoperability, an implementation SHOULD provide XMPP blending.

Blending into XMPP traffic is performed using the [XEP-0231] extension of the XMPP protocol.

PLAIN and F5 blending are acceptable for this transport layer.

## 7. Routing

### 7.1. Vortex Message Processing

#### 7.1.1. Processing of incoming Vortex Messages

An incoming message is considered initially unauthenticated. A node should consider a VortexMessage as authenticated as soon as the ephemeral identity is known and is not temporary.

For an unauthenticated message, the following rules apply.

- A node MUST ignore all Routing blocks.
- A node MUST ignore all Payload blocks.
- A node SHOULD accept identity creation requests in unauthenticated messages.
- A node MUST ignore all other header requests except identity creation requests.
- A node MUST ignore all identity creation requests belonging to an existing identity.

A message is considered authenticated as soon as the identity used in the header block is known and not temporary. A node MUST NOT treat a message as authenticated if the specified maximum number of replays is reached. For authenticated messages, the following rules apply.

- A node MUST ignore identity creation requests.
- A node MUST replace the current reply block with the reply block provided in the routing block (if any). The node MUST keep the reply block if none is provided.
- A node SHOULD process all header requests.
- A node SHOULD add all routing blocks to the workspace.
- A node SHOULD add all payload blocks to the workspace.

A routing node MUST decrement the message quota by one if a received message is authenticated, valid, and contains at least one payload block. If a message is identified as duplicate according to the reply protection, then a node MUST NOT decrement the message quota.

The message processing works according pseudo-code shown below.

```
function incoming_message(VortexMessage blendedMessage) {
    try{
        msg = unblend( blendedMessage );
        if( not msg ) {
            // Abort processing
            throw exception( "no embedded message found" )
        } else {
            hdr = get_header( msg )
            if( not known_identity( hdr.identity ) ) {
                if( get_requests( hdr ) contains HeaderRequestIdentity ) {
                    create_new_identity( hdr ).set_temporary( true )
                    send_message( create_requirement( hdr ) )
                } else {
                    // Abort processing
                    throw exception( "identity unknown" )
                }
            } else {
                if( is_duplicate_or_replayed( msg ) ) {
                    // Abort processing
                    throw exception( "duplicate or replayed message" )
                } else {
                    if( get_accounting( hdr.identity ).is_temporary() ) {
                        if( not verify_requirement( hdr.identity, msg ) ) {
                            get_accounting( hdr.identity ).set_temporary( false )
                        }
                    }
                    if( get_accounting( hdr ).is_temporary() ) {
                        throw exception( "no processing on temporary identity" )
                    }

                    // Message authenticated
                    get_accounting( hdr.identity )
                    .register_for_replay_protection( msg )
                    if( not verify_matching_forward_secrets( msg ) ) {
                        throw exception( "forward secret mismatch" )
                    }
                    if( contains_payload( msg ) ) {
                        if( get_accounting( hdr.identity ).decrement_message_quota
                            () ) {
                            while index,nextPayloadBlock = get_next_payload_block
                            ( msg ) {
                                add_workspace( header.identity, index,
                                nextPayloadBlock )
                            }
                            while nextRoutingBlock = get_next_routing_block( msg ) {
                                add_workspace( hdr.identity, add_routing
                                ( nextRoutingBlock ) )
                            }
                            process_reserved_mapping_space( msg )
                            while nextRequirement = get_next_requirement( hdr ) {
                                add_workspace( hdr.identity, nextRequirement )
                            }
                        } else {
                            throw exception( "Message quota exceeded" )
                        }
                    }
                }
            }
        }
    }
}
```

```
        }
    }
}
} catch( exception e ) {
    // Message processing failed
    throw e;
}
}
```

### 7.1.2. Processing of Routing Blocks in the Workspace

A routing workspace consists of the following items.

- The identity linked to, which determines the lifetime of the workspace.
- The linked routing combos (RoutingCombo).
- A payload chunk space with the following multiple subspaces available:
  - ID 0 represents a message to be embedded (when reading) or a message to be extracted to the user (when written).
  - ID 1 to ID maxPayloadBlocks represent the payload chunk slots in the target message.
  - All blocks between ID maxPayloadBlocks + 1 to ID 32767 belong to a temporary routing block-specific space.
  - All blocks between ID 32768 to ID 65535 belong to a shared space available to all operations of the identity.

The accounting layer typically triggers processing and represents either a cleanup action or a routing event. A cleanup event deletes the following information from all workspaces.

- All processed routing combos.
- All routing combos with expired usagePeriod.
- All payload chunks exceeding the maxProcess time.
- All expired objects.
- All expired puzzles.
- All expired identities.
- All expired replay protections.

Note that maxProcessTime reflects the number of seconds since the arrival of the last octet of the message at the transport layer facility. A node SHOULD NOT take additional processing time (e.g., for anti-UBE or anti-virus) into account.

The accounting layer triggers routing events occurring at least the minProcessTime after the last octet of the message arrived at the routing layer. A node SHOULD choose the latest possible moment at which the peer node receives the last octet of the assembled message before the maxProcessTime is reached. The calculation of this last point in time where a message may be set SHOULD always assume that the target node is working. A sending node SHOULD choose the time within these bounds randomly. An accounting layer MAY trigger multiple routing combos in bulk to further obfuscate the identity of a single transport message.

First, the processing node escapes the payload chunk at ID 0 if needed (e.g., a non-special block is starting with a backslash). Next, it executes all processing instructions of the routing combo in the specified sequence. If an instruction fails, then the block at the target ID of the operation remains unchanged. The routing layer proceeds with the subsequent processing instructions by ignoring the error. For a detailed description of the operations, see [Section 7.4](#). If a node succeeds in building at least one payload chunk, then a VortexMessage is composed and passed to the blending layer.

### 7.1.3. Processing of Outgoing Vortex Messages

The blending layer MUST compose a transport layer message according to the specification provided in the routing combo. It SHOULD choose any decoy message or steganographic carrier in such a way that the dead parrot syndrome, as specified in [\[DeadParrot\]](#), is avoided.

## 7.2. Header Requests

Header requests are control requests for the anonymization system. Messages with requests or replies only MUST NOT affect any quota.

### 7.2.1. Request New Ephemeral Identity

Requesting a new ephemeral identity is performed by sending a message containing a header block with the new identity and an identity creation request (HeaderRequestIdentity) to a node. The node MAY send an error block (see [Section 7.3.1](#)) if it rejects the request.

If a node accepts an identity creation request, then it MUST send a reply. A node accepting a request without a requirement MUST send back a special block containing "no error". A node accepting a request under the precondition of a requirement to be fulfilled MUST send a special block containing a requirement block.

A node SHOULD NOT reply to any clear-text requests if the node does not want to disclose its identity as a Vortex node officially. A node MUST reply with an error block if a valid identity is used for the request.

#### 7.2.2. Request Message Quota

Any valid ephemeral identity may request an increase of the current message quota to a specific value at any time. The request MUST include a reply block in the header and may contain other parts. If a requested value is lower than the current quota, then the node SHOULD NOT refuse the quota request and SHOULD send a "no error" status.

A node SHOULD reply to a HeaderRequestIncreaseMessageQuota request (see [Appendix A](#)) of a valid ephemeral identity. The reply MUST include a requirement, an error message or a "no error" status message.

#### 7.2.3. Request Increase of Message Quota

A node may request to increase the current message quota by sending a HeaderRequestIncreaseMessageQuota request to the routing node. The value specified within the node is the new quota. HeaderRequestIncreaseMessageQuota requests MUST include a reply block, and a node SHOULD NOT use a previously sent MURB to reply.

If the requested quota is higher than the current quota, then the node SHOULD send a "no error" reply. If the requested quota is not accepted, then the node SHOULD send a requestedQuotaOutOfBand reply.

A node accepting the request MUST send a RequirementBlock or a "no error block."

#### 7.2.4. Request Transfer Quota

Any valid ephemeral identity may request to increase the current transfer quota to a specific value at any time. The request MUST include a reply block in the header and may contain other parts. If a requested value is lower than the current quota, then the node SHOULD NOT refuse the quota request and SHOULD send a "no error" status.

A node SHOULD reply to a HeaderRequestIncreaseTransferQuota request (see [Appendix A](#)) of a valid ephemeral identity. The reply MUST include a requirement, an error message or a "no error" status message.

#### 7.2.5. Query Quota

Any valid ephemeral identity may request the current message and transfer quota. The request MUST include a reply block in the header and may contain other parts.

A node MUST reply to a HeaderRequestQueryQuota request (see [Appendix A](#)), which MUST include the current message quota and the current message transfer quota. The reply to this request MUST NOT include a requirement.

#### 7.2.6. Request Capabilities

Any node MAY request the capabilities of another node, which include all information necessary to create a parseable VortexMessage. Any node SHOULD reply to any encrypted HeaderRequestCapability.

A node SHOULD NOT reply to clear-text requests if the node does not want to disclose its identity as a Vortex node officially. A node MUST reply if a valid identity is used for the request, and it MAY reply to unknown identities.

#### 7.2.7. Request Nodes

A node may ask another node for a list of routing node addresses and keys, which may be used to bootstrap a new node and add routing nodes to increase the anonymization of a node. The receiving node of such a request SHOULD reply with a requirement (e.g., RequirementPuzzleRequired).

A node MAY reply to a HeaderRequest request (see [Appendix A](#)) of a valid ephemeral identity, and the reply MUST include a requirement, an error message or a "no error" status message. A node MUST NOT reply to an unknown identity, and SHOULD always reply with the same result set to the same identity.

### 7.2.8. Request Identity Replace

This request type allows a receiving node to replace an existing identity with the identity provided in the message, and is required if an adversary manages to deny the usage of a node (e.g., by deleting the corresponding transport account). Any sending node may recover from such an attack by sending a valid authenticated message to another identity to provide the new transport and key details.

A node SHOULD reply to such a request from a valid known identity, and the reply MUST include an error message or a "no error" status message.

## 7.3. Special Blocks

Special blocks are payload messages that reflect messages from one node to another and are not visible to the user. A special block starts with the character sequence 'special' (or 5Ch 73h 70h 65h 63h 69h 61h 6Ch) followed by a DER encoded special block (SpecialBlock). Any non-special message decoding to ID 0 in a workspace starting with this character sequence MUST escape all backslashes within the payload chunk with an additional backslash.

### 7.3.1. Error Block

An error block may be sent as a reply contained in the payload section. The error block is embedded in a special block and sent with any provided reply block. Error messages SHOULD contain the serial number of the offending header block and MAY contain human-readable text providing additional messages about the error.

### 7.3.2. Requirement Block

If a node is receiving a requirement block, then it MUST assume that the request block is accepted, is not yet processed, and is to be processed if it meets the contained requirement. A node MUST process a request as soon as the requirement is fulfilled, and MUST resend the request as soon as it meets the requirement.

A node MAY reject a request, accept a request without a requirement, accept a request upon payment (RequirementPaymentRequired), or accept a request upon solving a proof of work puzzle (RequirementPuzzleRequired).

### 7.3.2.1. Puzzle Requirement

If a node requests a puzzle, then it MUST send a RequirementPuzzleRequired block. The puzzle requirement is solved if the node receiving the puzzle is replying with a header block that contains the puzzle block, and the hash of the encoded block begins with the bit sequence mentioned in the puzzle within the period specified in the field 'valid.'

A node solving a puzzle requires sending a VortexMessage to the requesting node, which MUST contain a header block that includes the puzzle block and MUST have a MAC fingerprint starting with the bit sequence as specified in the challenge. The receiving node calculates the MAC from the unencrypted DER encoded HeaderBlock with the algorithm specified by the node. The sending node may achieve the requirement by adding a proofOfWork field to the HeaderBlock containing any content fulfilling the criteria. The sending node SHOULD keep the proofOfWork field as short as possible.

### 7.3.2.2. Payment Requirement

If a node requests a payment, then it MUST send a RequirementPaymentRequired block. As soon as the requested fee is paid and confirmed, the requesting node MUST send a "no error" status message. The usage period 'valid' describes the period during which the payment may be carried out. A node MUST accept the payment if occurring within the 'valid' period but confirmed later. A node SHOULD return all unsolicited payments to the sending address.

## 7.4. Routing Operations

Routing operations are contained in a routing block and processed upon arrival of a message or when compiling a new message. All operations are reversible, and no operation is available for generating decoy traffic, which may be used through encryption of an unpadded block or the addRedundancy operation.

All payload chunk blocks inherit the validity time from the message routing combos as arrival time + max(maxProcessTime).

When applying an operation to a source block, the resulting target block inherits the expiration of the source block. When multiple expiration times exist, the one furthest in the future is applied to the target block. If the operation fails, then the target expiration remains unchanged.

#### 7.4.1. Mapping Operation

The straightforward mapping operation is used in inOperations of a routing block to map the routing block's specific blocks to a permanent workspace.

#### 7.4.2. Split and Merge Operations

The split and merge operations allow splitting and recombining message chunks. A node MUST adhere to the following constraints.

- The operation must be applied at an absolute (measuring in bytes) or relative (measured as a float value in the range 0>value>100) position.
- All calculations must be performed according to IEEE 754 [[IEEE754](#)] and in 64-bit precision.
- If a relative value is a non-integer result, then a floor operation (i.e., cutting off all non-integer parts) determines the number of bytes.
- If an absolute value is negative, then the size represents the number of bytes counted from the end of the message chunk.
- If an absolute value is greater than the number of bytes in a block, then all bytes are mapped to the respective target block, and the other target block becomes a zero byte-sized block.

An operation MUST fail if relative values are equal to, or less than, zero. An operation MUST fail if a relative value is equal to, or greater than, 100. All floating-point operations must be performed according to [[IEEE754](#)] and in 64-bit precision.

#### 7.4.3. Encrypt and Decrypt Operations

Encryption and decryption are executed according to the standards mentioned above. An encryption operation encrypts a block symmetrically and places the result in the target block. The parameters MUST contain IV, padding, and cipher modes. An encryption operation without a valid parameter set MUST fail.

#### 7.4.4. Add and Remove Redundancy Operations

The addRedundancy and removeRedundancy operations are core to the protocol. They may be used to split messages and distribute message content across multiple routing nodes. The operation is separated into three steps.

1. Pad the input block to a multiple of the key block size in the resulting output blocks.
2. Apply a Vandermonde matrix with the given sizes.
3. Encrypt each resulting block with a separate key.

The following sections describe the order of the operations within an addRedundancy operation. For a removeRedundancy operation, invert the functions and order. If the removeRedundancy has more than the required blocks to recover the information, then it should take only the required number beginning from the smallest. If a seed and PRNG are provided, then the removeRedundancy operation MAY test any combination until recovery is successful.

##### 7.4.4.1. Padding Operation

A processing node calculates the final length of all payload blocks, including redundancy. This is done by  $L=\text{roof}((\text{input block size in bytes})+4)/(\text{encryption block size in bytes})^*\text{encryption block size in bytes}$ . The block is prepended with a 32-bit unit length indicator in bytes (little-endian). This length indicator,  $i$ , is calculated by  $i=\text{input block size in bytes} * \text{randominteger} \cdot L$ . The remainder of the input block, up to length  $L$ , is padded with random data. A routing block builder should specify the value of the \$randomInteger\$. If not specified the routing node may choose a random positive integer value. A routing block builder SHOULD specify a PRNG and a seed used for this padding. If GF(16) is applied, then all numbers are treated as little-endian representations. Only GF(8) and GF(16) are allowed fields.

For padding removal, the padding  $i$  at the start is first removed as a little-endian integer. Second, the length of the output block is calculated by applying  $\text{output block size in bytes}=i \bmod \text{input block size in bytes}$

This padding guarantees that each resulting block matches the block size of the subsequent encryption operation and does not require further padding.

#### 7.4.4.2. Apply Matrix

Next, the input block is organized in a data matrix D of dimensions (inrows, incols) where incols=(<number of data blocks>-<number of redundancy blocks>) and inrows=L/(<number of data blocks>-<number of redundancy blocks>). The input block data is first distributed in this matrix across, and then down.

Next, the data matrix D is multiplied by a Vandermonde matrix V with its number of rows equal to the incols calculated and columns equal to the <number of data blocks>. The content of the matrix is formed by  $v(i,j)=\text{pow}(i,j)$ , where i reflects the row number starting at 0, and j reflects the column number starting at 0. The calculations described must be carried out in the GF noted in the respective operation to be successful. The completed operation results in matrix A.

#### 7.4.4.3. Encrypt Target Block

Each row vector of A is a new data block encrypted with the corresponding encryption key noted in the keys of the addRedundancyOperation. If there are not enough keys available, then the keys used for encryption are reused from the beginning after the final key is used. A routing block builder SHOULD provide enough keys so that all target blocks may be encrypted with a unique key. All encryptions SHOULD NOT use padding.

### 7.5. Processing of Vortex Messages

The accounting layer triggers processing according to the information contained in a routing block in the workspace. All operations MUST be executed in the sequence provided in the routing block, and any failing operation must leave the result block unmodified.

All workspace blocks resulting in IDs of 1 to maxPayloadBlock are then added to the message and passed to the blending layer with appropriate instructions.

## 8. Accounting

### 8.1. Accounting Operations

The accounting layer has two types of operations.

- Time-based (e.g., cleanup jobs and initiation of routing).

- Routing triggered (e.g., updating quotas, authorizing operations, and pickup of incoming messages).

Implementations MUST provide sufficient locking mechanisms to guarantee the integrity of accounting information and the workspace at any time.

#### **8.1.1. Time-Based Garbage Collection**

The accounting layer SHOULD keep a list of expiration times. As soon as an entry (e.g., payload block or identity) expires, the respective structure should be removed from the workspace. An implementation MAY choose to remove expired items periodically or when encountering them during normal operation.

#### **8.1.2. Time-Based Routing Initiation**

The accounting layer MAY keep a list of when a routing block is activated. For improved privacy, the accounting layer should use a slotted model where, whenever possible, multiple routing blocks are handled in the same period, and the requests to the blending layers are mixed between the transactions.

#### **8.1.3. Routing Based Quota Updates**

A node MUST update quotas on the respective operations. For example, a node MUST decrease the message quota before processing routing blocks in the workspace and after the processing of header requests.

#### **8.1.4. Routing Based Authorization**

The transfer quota MUST be checked and decreased by the number of data bytes in the payload chunks after an outgoing message is processed and fully assembled. The message quota MUST be decreased by one on each routing block triggering the assembly of an outgoing message.

#### **8.1.5. Ephemeral Identity Creation**

Any packet may request the creation of an ephemeral identity. A node SHOULD NOT accept such a request without a costly requirement since the request includes a lifetime of the ephemeral identity. The costs for creating the ephemeral identity SHOULD increase if a longer lifetime is requested.

## 9. Acknowledgments

Thanks go to my family who supported me with patience and countless hours as well as to Mark Zeman for his feedback challenging my thoughts and peace.

## 10. IANA Considerations

This memo includes no request to IANA.

Additional encryption algorithms, paddings, modes, blending layers or puzzles MUST be added by writing an extension to this or a subsequent RFC. For testing purposes, IDs above 1,000,000 should be used.

## 11. Security Considerations

The MessageVortex protocol should be understood as a toolset instead of a fixed product. Depending on the usage of the toolset, anonymity and security are affected. For a detailed analysis, see [[MVAnalysis](#)].

The primary goals for security within this protocol rely on the following focus areas.

- Confidentiality
- Integrity
- Availability
- Anonymity
  - Third-party anonymity
  - Sender anonymity
  - Receiver anonymity

These aspects are affected by the usage of the protocol, and the following sections provide additional information on how they impact the primary goals.

The Vortex protocol does not rely on any encryption of the transport layer since Vortex messages are already encrypted. Also, confidentiality is not affected by the protection mechanisms of the transport layer.

If a transport layer supports encryption, then a Vortex node SHOULD use it to improve the privacy of the message.

Anonymity is affected by the inner workings of the blending layer in many ways. A Vortex message cannot be read by anyone except the peer nodes and routing block builder. The presence of a Vortex node message may be detected through the typical high entropy of an encrypted file, broken structures of a carrier file, a meaningless content of a carrier file or the contextless communication of the transport layer with its peer partner. A blending layer SHOULD minimize the possibility of simply detection by minimizing these effects.

A blending layer SHOULD use carrier files with high compression or encryption. Carrier files SHOULD NOT have inner structures such that the payload is comparable to valid content. To achieve undetectability by a human reviewer, a routing block builder should use F5 instead of PLAIN blending. This approach, however, increases the protocol overhead by approximately tenfold.

The two layers of 'routing' and 'accounting' have the deepest insight into a Vortex message's inner working. Each knows the immediate peer sender and the peer recipients of all payload chunks. As decoy traffic is generated by combining chunks and applying redundancy calculations, a node can never know if a malfunction (e.g., during a recovery calculation) was intended. Therefore, a node is unable to distinguish a failed transaction from a terminated transaction as well as content from decoy traffic.

A routing block builder SHOULD follow the following rules not to compromise a Vortex message's anonymity.

- All operations applied SHOULD be credibly involved in a message transfer.
- A sufficient subset of the result of an addRedundancy operation should always be sent to peers to allow recovery of the data built.
- The anonymity set of a message should be sufficiently large to avoid legal prosecution of all jurisdictional entities involved, even if a certain amount of the anonymity set cooperates with an adversary.
- Encryption and decryption SHOULD follow normal usage whenever possible by avoiding the encryption of a block on a node with one key and decrypting it with a different key on the same or adjacent node.
- Traffic peaks SHOULD be uniformly distributed within the entire anonymity set.

- A routing block SHOULD be used for a limited number of messages. If used as a message block for the node, then it should be used only once. A block builder SHOULD use the HeaderRequestReplaceIdentity block to update the reply to routing blocks regularly. Implementers should always remember that the same routing block is identifiable by its structure.

An active adversary cannot use blocks from other routing block builders. While the adversary may falsify the result by injecting an incorrect message chunk or not sending a message, such message disruptions may be detected by intentionally routing information to the routing block builder (RBB) node. If the Vortex message does not carry the information expected, then the node may safely assume that one of the involved nodes is misbehaving. A block building node MAY calculate reputation for involved nodes over time and MAY build redundancy paths into a routing block to withstand such malicious nodes.

Receiver anonymity is at risk if the handling of the message header and content is not done with care. An attacker might send a bugged message (e.g., with a DKIM or DMARC header) to deanonymize a recipient. Careful attention is required when handling anything other than local references when processing, verifying, or rendering a message.

## 12. References

## 12.1. Normative References

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## Appendix A. The ASN.1 schema for Vortex messages

The following sections contain the ASN.1 modules specifying the MessageVortex Protocol.

## A.1. The main VortexMessageBlocks

```

MessageVortex-Schema DEFINITIONS EXPLICIT TAGS ::=

BEGIN
    EXPORTS PrefixBlock, InnerMessageBlock, RoutingBlock,
           maxID;
    IMPORTS SymmetricKey, AsymmetricKey, MacAlgorithmSpec, CipherSpec
            FROM MessageVortex-Ciphers
    HeaderRequest
            FROM MessageVortex-Requests
    PayloadOperation
            FROM MessageVortex-Operations

    UsagePeriod, BlendingSpec
            FROM MessageVortex-Helpers;

--*****
-- Constant definitions
--*****

-- maximum serial number
maxSerial          INTEGER ::= 4294967295
-- maximum number of administrative requests
maxNumberOfRequests   INTEGER ::= 8
-- maximum number of seconds which the message might be delayed
-- in the local queue (starting from startOffset)
maxDurationOfProcessing  INTEGER ::= 86400
-- maximum id of an operation
maxID              INTEGER ::= 32767
-- maximum number of routing blocks in a message
maxRoutingBlocks    INTEGER ::= 127
-- maximum number a block may be replayed
maxNumberOfReplays  INTEGER ::= 127
-- maximum number of payload chunks in a message
maxPayloadBlocks    INTEGER ::= 127
-- maximum number of seconds a proof of non revocation may be old
maxTimeCachedProof  INTEGER ::= 86400
-- The maximum ID of the workspace
maxWorkspaceId      INTEGER ::= 65535
-- The maximum number of assembly instructions per combo
maxAssemblyInstructions  INTEGER ::= 255

--*****
-- Block Definitions
--*****

PrefixBlock ::= SEQUENCE {
    forwardsecret  ChainSecret,
    key           SymmetricKey,
    version        INTEGER OPTIONAL
}

IdentityBlock ::= SEQUENCE {
    -- Public key of the identity representing this transmission
    identityKey    AsymmetricKey,
    -- serial identifying this block
    serial         INTEGER (0..maxSerial),
}

```

```

-- number of times this block may be replayed (Tuple is
-- identityKey, serial while UsagePeriod of block)
maxReplays      INTEGER (0..maxNumberOfReplays),
-- subsequent Blocks are not processed before valid time.
-- Host may reject too long retention. Recomended validity
-- support >=1Mt.
valid           UsagePeriod,
-- represents the chained secret which has to be found in
-- subsequent blocks
-- prevents reassembly attack
forwardSecret   ChainSecret,
-- contains the MAC-Algorithm used for signing
signAlgorithm   MacAlgorithmSpec,
-- contains administrative requests such as quota requests
requests        SEQUENCE (SIZE (0..maxNumberOfRequests))
                  OF HeaderRequest ,
-- Reply Block for the requests
requestReplyBlock RoutingCombo,
-- padding and identifier required to solve the cryptopuzzle
identifier [12201] PuzzleIdentifier OPTIONAL,
-- This is for solving crypto puzzles
proofOfWork [12202] OCTET STRING OPTIONAL
}

InnerMessageBlock ::= SEQUENCE {
  padding OCTET STRING,
  prefix CHOICE {
    plain [11011] PrefixBlock,
    -- contains prefix encrypted with receivers public key
    encrypted [11012] OCTET STRING
  },
  identity CHOICE {
    -- debug/internal use only
    plain [11021] IdentityBlock,
    -- contains encrypted identity block
    encrypted [11022] OCTET STRING
  },
  -- contains signature of Identity [as stored in
  -- HeaderBlock; signed unencrypted HeaderBlock without Tag]
  identitySignature OCTET STRING,
  -- contains routing information (next hop) for the payloads
  routing CHOICE {
    plain [11031] RoutingBlock,
    -- contains encrypted routing block
    encrypted [11032] OCTET STRING
  },
  -- contains the actual payload
  payload SEQUENCE (SIZE (0..maxPayloadBlocks))
          OF OCTET STRING
}

RoutingBlock ::= SEQUENCE {
  -- contains the routingCombos
  routing [332] SEQUENCE (SIZE (0..maxRoutingBlocks))
            OF RoutingCombo,
}

```

```
-- contains the secret of the header block
forwardSecret      ChainSecret,
-- contains a routing block which may be used when sending
-- error messages back to the quota owner
-- this routing block may be cached for future use
replyBlock [131]   SEQUENCE {
    murb          RoutingCombo,
    maxReplay     INTEGER,
    validity      UsagePeriod
} OPTIONAL
}

RoutingCombo ::= SEQUENCE {
    -- contains the period when the payload should be processed
    -- Router might refuse to long queue retention
    -- Recommended support for retention >=1h
    minProcessTime INTEGER (0..maxDurationOfProcessing),
    maxProcessTime INTEGER (0..maxDurationOfProcessing),
    -- The message key to encrypt the message
    peerKey         [401] SymmetricKey OPTIONAL,
    -- contains the next recipient
    recipient       [402] BlendingSpec OPTIONAL,
    -- PrefixBlock encrypted with message key
    mPrefix        [403] OCTET STRING OPTIONAL,
    -- PrefixBlock encrypted with sender key
    cPrefix        [404] OCTET STRING OPTIONAL,
    -- HeaderBlock encrypted with sender key
    header         [405] OCTET STRING OPTIONAL,
    -- RoutingBlock encrypted with sender key
    routing        [406] OCTET STRING OPTIONAL,
    -- contains information for building messages (when used as MURB
    -- ID 0 denotes original message; ID 1-maxPayloadBlocks denotes
    -- target message; 32768-maxWorkspaceId shared workspace for all
    -- blocks of this identity)
    assembly        [407] SEQUENCE (SIZE (0..maxAssemblyInstructions))
                    OF PayloadOperation,
    validity        [408] UsagePeriod,
    -- optional - to identify the sender of a message when received
    id              [409] INTEGER OPTIONAL
}

PuzzleIdentifier      ::= OCTET STRING ( SIZE(0..16) )

ChainSecret ::= INTEGER (0..4294967295)

END
```

## A.2. The VortexMessage Ciphers Structures

```
MessageVortex-Ciphers DEFINITIONS EXPLICIT TAGS ::=  
BEGIN  
    EXPORTS SymmetricKey, AsymmetricKey, MacAlgorithmSpec,  
           MacAlgorithm, CipherSpec, PRNGType;  
  
    CipherSpec ::= SEQUENCE {  
        asymmetric [16001] AsymmetricAlgorithmSpec OPTIONAL,  
        symmetric [16002] SymmetricAlgorithmSpec OPTIONAL,  
        mac [16003] MacAlgorithmSpec OPTIONAL,  
        cipherUsage[16004] CipherUsage  
    }  
  
    CipherUsage ::= ENUMERATED {  
        sign (200),  
        encrypt (210)  
    }  
  
    SymmetricAlgorithmSpec ::= SEQUENCE {  
        algorithm [16101]SymmetricAlgorithm,  
        -- if ommited: pkcs1  
        padding [16102]CipherPadding OPTIONAL,  
        -- if ommited: cbc  
        mode [16103]CipherMode OPTIONAL,  
        parameter [16104]AlgorithmParameters OPTIONAL  
    }  
  
    AsymmetricAlgorithmSpec ::= SEQUENCE {  
        algorithm AsymmetricAlgorithm,  
        parameter AlgorithmParameters OPTIONAL  
    }  
  
    MacAlgorithmSpec ::= SEQUENCE {  
        algorithm MacAlgorithm,  
        parameter AlgorithmParameters  
    }  
  
    PRNGAlgorithmSpec ::= SEQUENCE {  
        type PRNGType,  
        seed OCTET STRING  
    }  
  
    PRNGType ::= ENUMERATED {  
        mrg32k3a (1000),  
        blumMicali (1001)  
    }  
  
    SymmetricAlgorithm ::= ENUMERATED {  
        aes128 (1000), -- required  
        aes192 (1001), -- optional support  
        aes256 (1002), -- required  
        camellia128 (1100), -- required  
        camellia192 (1101), -- optional support  
        camellia256 (1102), -- required  
        twofish128 (1200), -- optional support
```

```
twofish192      (1201), -- optional support
twofish256      (1202)  -- optional support
}

CipherMode ::= ENUMERATED {
    -- ECB is a really bad choice. Do not use unless really
    -- necessary
    ecb          (10000),
    cbc          (10001),
    eax          (10002),
    ctr          (10003),
    ccm          (10004),
    gcm          (10005),
    ocb          (10006),
    ofb          (10007),
    none         (10100)
}

CipherPadding ::= ENUMERATED {
    none         (1000),
    pkcs1        (1001),
    pkcs7        (1002)
}

AsymmetricAlgorithm ::= ENUMERATED {
    rsa          (2000),
    dsa          (2100),
    ec           (2200),
    ntru         (2300)
}

MacAlgorithm ::= ENUMERATED {
    sha3-256     (3000),
    sha3-384     (3001),
    sha3-512     (3002),
    ripemd160    (3100),
    ripemd256    (3101),
    ripemd320    (3102)
}

ECCurveType ::= ENUMERATED{
    secp384r1    (2500),
    sect409k1    (2501),
    secp521r1    (2502)
}

AlgorithmParameters ::= SEQUENCE {
    keySize        [10000] INTEGER (0..65535) OPTIONAL,
    curveType      [10001] ECCurveType  OPTIONAL,
    initialisationVector [10002] OCTET STRING  OPTIONAL,
    nonce          [10003] OCTET STRING  OPTIONAL,
    mode           [10004] CipherMode   OPTIONAL,
    padding        [10005] CipherPadding OPTIONAL,
    n              [10010] INTEGER      OPTIONAL,
    p              [10011] INTEGER      OPTIONAL,
```

```
q          [10012] INTEGER      OPTIONAL,
k          [10013] INTEGER      OPTIONAL,
t          [10014] INTEGER      OPTIONAL
}

-- Symmetric key
SymmetricKey ::= SEQUENCE {
    keyType SymmetricAlgorithm,
    parameter AlgorithmParameters,
    key     OCTET STRING (SIZE(16..512))
}

-- Asymmetric Key
AsymmetricKey ::= SEQUENCE {
    keyType      AsymmetricAlgorithm,
    -- private key encoded as PKCS#8/PrivateKeyInfo
    publicKey   [2] OCTET STRING,
    -- private key encoded as X.509/SubjectPublicKeyInfo
    privateKey  [3] OCTET STRING OPTIONAL
}

END
```

### A.3. The VortexMessage Request Structures

```
MessageVortex-Requests DEFINITIONS EXPLICIT TAGS ::=  
BEGIN  
    EXPORTS HeaderRequest;  
    IMPORTS RequirementBlock  
            FROM MessageVortex-Requirements  
        UsagePeriod, NodeSpec  
            FROM MessageVortex-Helpers;  
  
    HeaderRequest ::= CHOICE {  
        identity      [0] HeaderRequestIdentity,  
        capabilities [1] HeaderRequestCapability,  
        messageQuota [2] HeaderRequestIncreaseMessageQuota,  
        transferQuota [3] HeaderRequestIncreaseTransferQuota,  
        quotaQuery     [4] HeaderRequestQuota,  
        nodeQuery      [5] HeaderRequestNodes,  
        replace        [6] HeaderRequestReplaceIdentity  
    }  
  
    HeaderRequestIdentity ::= SEQUENCE {  
        period UsagePeriod  
    }  
  
    HeaderRequestReplaceIdentity ::= SEQUENCE {  
        old      NodeSpec,  
        new      NodeSpec  
    }  
  
    HeaderRequestQuota ::= SEQUENCE {  
    }  
  
    HeaderRequestNodes ::= SEQUENCE {  
        numberOfNodes INTEGER (0..255)  
    }  
  
    HeaderRequestIncreaseMessageQuota ::= SEQUENCE {  
        messages INTEGER (0..4294967295)  
    }  
  
    HeaderRequestIncreaseTransferQuota ::= SEQUENCE {  
        size      INTEGER (0..4294967295)  
    }  
  
    HeaderRequestCapability ::= SEQUENCE {  
        period UsagePeriod  
    }  
  
END
```

#### A.4. The VortexMessage Replies Structures

```
MessageVortex-Replies DEFINITIONS EXPLICIT TAGS ::=  
BEGIN  
    EXPORTS SpecialBlock;  
    IMPORTS BlendingSpec, NodeSpec  
        FROM MessageVortex-Helpers  
        RequirementBlock  
        FROM MessageVortex-Requirements  
        CipherSpec, PRNGType, MacAlgorithm  
        FROM MessageVortex-Ciphers;  
  
    SpecialBlock ::= CHOICE {  
        capabilities [1] ReplyCapability,  
        requirement [2] SEQUENCE (SIZE (1..127))  
            OF RequirementBlock,  
        quota [4] ReplyCurrentQuota,  
        nodes [5] ReplyNodes,  
        status [99] StatusBlock  
    }  
  
    StatusBlock ::= SEQUENCE {  
        code StatusCode  
    }  
  
    StatusCode ::= ENUMERATED {  
        -- System messages  
        ok (2000),  
        quotaStatus (2101),  
        puzzleRequired (2201),  
  
        -- protocol usage failures  
        transferQuotaExceeded (3001),  
        messageQuotaExceeded (3002),  
        requestedQuotaOutOfBand (3003),  
        identityUnknown (3101),  
        messageChunkMissing (3201),  
        messageLifeExpired (3202),  
        puzzleUnknown (3301),  
  
        -- capability errors  
        macAlgorithmUnknown (3801),  
        symmetricAlgorithmUnknown (3802),  
        asymmetricAlgorithmUnknown (3803),  
        prngAlgorithmUnknown (3804),  
        missingParameters (3820),  
        badParameters (3821),  
  
        -- Major host specific errors  
        hostError (5001)  
    }  
  
    ReplyNodes ::= SEQUENCE {  
        node SEQUENCE (SIZE (1..5))  
            OF NodeSpec
```

```
}

ReplyCapability ::= SEQUENCE {
    -- supported ciphers
    cipher          SEQUENCE (SIZE (2..256)) OF CipherSpec,
    -- supported mac algorithms
    mac            SEQUENCE (SIZE (2..256)) OF MacAlgorithm,
    -- supported PRNGs
    prng           SEQUENCE (SIZE (2..256)) OF PRNGType,
    -- maximum number of bytes to be transferred (outgoing bytes in
vortex message without blending)
    maxTransferQuota  INTEGER (0..4294967295),
    -- maximum number of messages to process for this identity
    maxMessageQuota   INTEGER (0..4294967295),
    -- maximum simultaneously tracked header serials
    maxHeaderSerials  INTEGER (0..4294967295),
    -- maximum simultaneously valid build operations in workspace
    maxBuildOps        INTEGER (0..4294967295),
    -- maximum header lifespan in seconds
    maxHeaderLive      INTEGER (0..4294967295),

    supportedBlendingIn SEQUENCE OF BlendingSpec
}

ReplyCurrentQuota ::= SEQUENCE {
    messages INTEGER (0..4294967295),
    size     INTEGER (0..4294967295)
}

END
```

## A.5. The VortexMessage Requirements Structures

```
MessageVortex-Requirements DEFINITIONS EXPLICIT TAGS ::=  
BEGIN  
    EXPORTS RequirementBlock;  
    IMPORTS MacAlgorithmSpec  
            FROM MessageVortex-Ciphers  
            UsagePeriod, UsagePeriod  
            FROM MessageVortex-Helpers;  
  
    RequirementBlock ::= CHOICE {  
        puzzle [1] RequirementPuzzleRequired,  
        payment [2] RequirementPaymentRequired  
    }  
  
    RequirementPuzzleRequired ::= SEQUENCE {  
        -- bit sequence at beginning of hash from encrypted identity  
        -- block  
        challenge     BIT STRING,  
        mac           MacAlgorithmSpec,  
        valid          UsagePeriod,  
        identifier    INTEGER (0..4294967295)  
    }  
  
    RequirementPaymentRequired ::= SEQUENCE {  
        account        OCTET STRING,  
        amount         REAL,  
        currency       Currency  
    }  
  
    Currency ::= ENUMERATED {  
        btc            (8001),  
        eth            (8002),  
        zec            (8003)  
    }  
  
END
```

## A.6. The VortexMessage Helpers Structures

```
MessageVortex-Helpers DEFINITIONS EXPLICIT TAGS ::=  
BEGIN  
    EXPORTS UsagePeriod, BlendingSpec, NodeSpec;  
    IMPORTS AsymmetricKey, SymmetricKey  
        FROM MessageVortex-Ciphers;  
  
    -- the maximum number of parameters that might be embedded  
    maxNumberOfParameter      INTEGER ::= 127  
  
    UsagePeriod ::= CHOICE {  
        absolute [2] AbsoluteUsagePeriod,  
        relative [3] RelativeUsagePeriod  
    }  
  
    AbsoluteUsagePeriod ::= SEQUENCE {  
        notBefore      [0]    GeneralizedTime OPTIONAL,  
        notAfter       [1]    GeneralizedTime OPTIONAL  
    }  
  
    RelativeUsagePeriod ::= SEQUENCE {  
        notBefore      [0]    INTEGER OPTIONAL,  
        notAfter       [1]    INTEGER OPTIONAL  
    }  
  
    -- contains a node spec of a routing point  
    -- At the moment either smtp:<email> or xmpp:<jabber>  
    BlendingSpec ::= SEQUENCE {  
        target          [1] NodeSpec,  
        blendingType    [2] IA5String,  
        parameter       [3] SEQUENCE ( SIZE (0..maxNumberOfParameter) )  
                                OF BlendingParameter  
    }  
  
    BlendingParameter ::= CHOICE {  
        offset          [1] INTEGER,  
        symmetricKey    [2] SymmetricKey,  
        asymmetricKey   [3] AsymmetricKey,  
        passphrase      [4] OCTET STRING  
    }  
  
    NodeSpec ::= SEQUENCE {  
        transportProtocol [1] Protocol,  
        recipientAddress [2] IA5String,  
        recipientKey     [3] AsymmetricKey OPTIONAL  
    }  
  
    Protocol ::= ENUMERATED {  
        smtp (100),  
        xmpp (110)  
    }  
  
END
```

## A.7. The VortexMessage Additional Structures

```

-- States: Tuple()=Value() [validity; allowed operations] {Store}
-- - Tuple(identity)=Value(messageQuota,transferQuota,sequence of
--   Routingblocks for Error Message Routing) [validity; Requested
--   at creation; may be extended upon request] {identityStore}
-- - Tuple(Identity,Serial)=maxReplays ['valid' from Identity
--   Block; from First Identity Block; may only be reduced]
--   {IdentityReplayStore}

MessageVortex-NonProtocolBlocks DEFINITIONS EXPLICIT TAGS ::=
BEGIN
    IMPORTS PrefixBlock, InnerMessageBlock, RoutingBlock, maxID
        FROM MessageVortex-Schema
        UsagePeriod, NodeSpec, BlendingSpec
        FROM MessageVortex-Helpers
        AsymmetricKey
        FROM MessageVortex-Ciphers
        RequirementBlock
        FROM MessageVortex-Requirements;

    -- maximum size of transfer quota in bytes of an identity
    maxTransferQuota      INTEGER ::= 4294967295
    -- maximum size of message quota in messages of an identity
    maxMessageQuota       INTEGER ::= 4294967295

    -- do not use these blocks for protocol encoding (internal only)
    VortexMessage ::= SEQUENCE {
        prefix      CHOICE {
            plain          [10011] PrefixBlock,
            -- contains prefix encrypted with receivers public key
            encrypted      [10012] OCTET STRING
        },
        innerMessage CHOICE {
            plain          [10021] InnerMessageBlock,
            -- contains inner message encrypted with Symmetric key from
            -- Prefix
            encrypted      [10022] OCTET STRING
        }
    }

    MemoryPayloadChunk ::= SEQUENCE {
        id                  INTEGER (0..maxID),
        payload             [100] OCTET STRING,
        validity            UsagePeriod
    }

    IdentityStore ::= SEQUENCE {
        identities SEQUENCE (SIZE (0..4294967295))
            OF IdentityStoreBlock
    }

    IdentityStoreBlock ::= SEQUENCE {
        valid                UsagePeriod,
        messageQuota         INTEGER (0..maxMessageQuota),
        transferQuota        INTEGER (0..maxTransferQuota),
    }

```

```
-- if omitted this is a node identity
identity          [1001] AsymmetricKey OPTIONAL,
-- if omitted own identity key
nodeAddress        [1002] NodeSpec      OPTIONAL,
-- Contains the identity of the owning node;
-- May be omitted if local node
nodeKey           [1003] SEQUENCE OF AsymmetricKey OPTIONAL,
routingBlocks     [1004] SEQUENCE OF RoutingBlock OPTIONAL,
replayStore       [1005] IdentityReplayStore,
requirement       [1006] RequirementBlock OPTIONAL
}

IdentityReplayStore ::= SEQUENCE {
    replays   SEQUENCE (SIZE (0..4294967295))
                  OF IdentityReplayBlock
}

IdentityReplayBlock ::= SEQUENCE {
    identity      AsymmetricKey,
    valid         UsagePeriod,
    replaysRemaining INTEGER (0..4294967295)
}

END
```

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## A Short Biography

Martin Gwerder was born 20. July 1972 in Glarus, Switzerland. He is currently a doctoral student at the University of Basel. After having concluded his studies at the polytechnic at Brugg in 1997, he did a postgraduate education as a master of business and engineering. Following that, he changed to the university track doing an MSc in Informatics at FernUniversität in Hagen. While doing this, he steadily broadened his horizon by working for industry, banking, and government as an engineer and architect in security-related positions. He currently holds a lecturer position for cloud and security at the University of Applied Sciences Northwestern Switzerland. His primary expertise is in the field of networking-related problems dealing with data protection, distribution, confidentiality, and anonymity.

