

CSE 484 / CSE M 584 (Spring 2012)

Anonymity

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Goals for Today

- ◆ Anonymity

Privacy on Public Networks

- ◆ Internet is designed as a public network
 - Machines on your LAN may see your traffic, network routers see all traffic that passes through them
- ◆ Routing information is public
 - IP packet headers identify source and destination
 - Even a passive observer can easily figure out **who is talking to whom**
- ◆ Encryption does not hide identities
 - Encryption hides payload, but not routing information
 - Even IP-level encryption (tunnel-mode IPSec/ESP) reveals IP addresses of IPSec gateways

Applications of Anonymity

◆ Privacy

- Hide online transactions, Web browsing, etc. from intrusive governments, marketers and archivists

◆ Untraceable electronic mail

- Corporate whistle-blowers
- Political dissidents
- Socially sensitive communications (online AA meeting)
- Confidential business negotiations

◆ Law enforcement and intelligence

- Sting operations and honeypots
- Secret communications on a public network

What is Anonymity?

- ◆ Anonymity is the state of being not identifiable within a **set of subjects**
 - You cannot be anonymous by yourself!
 - Big difference between anonymity and confidentiality
 - Hide your activities among others' similar activities
- ◆ Unlinkability of action and identity
 - For example, sender and the email he or she sends are no more related after observing communication than they were before
- ◆ Unobservability (hard to achieve)

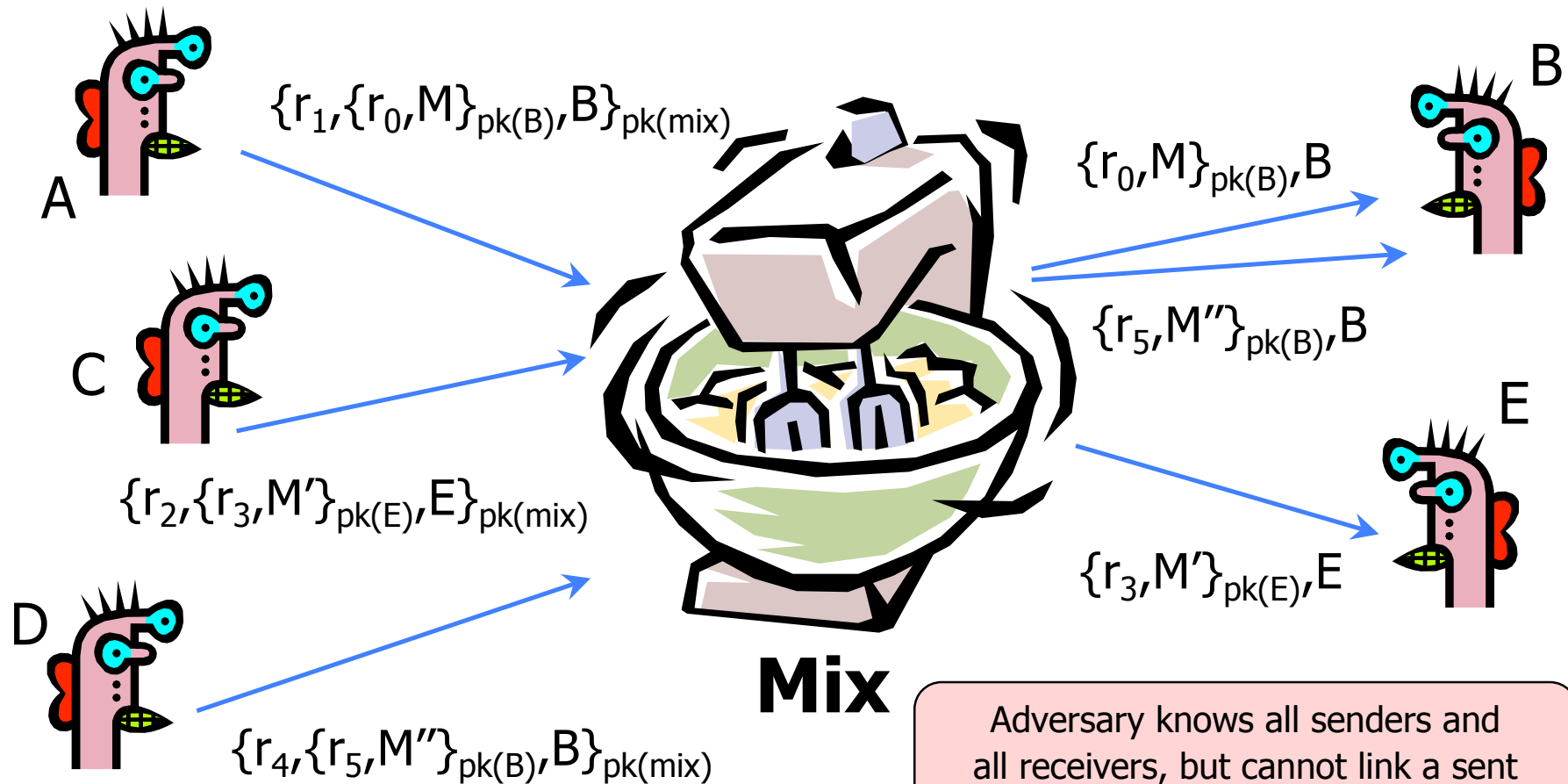
Chaum's Mix

- ◆ Early proposal for anonymous email
 - David Chaum. "Untraceable electronic mail, return addresses, and digital pseudonyms". Communications of the ACM, February 1981.

Before spam, people thought anonymous email was a good idea 😊

- ◆ Public key crypto + trusted re-mailer (Mix)
 - Untrusted communication medium
 - Public keys used as persistent pseudonyms
- ◆ Modern anonymity systems use Mix as the basic building block

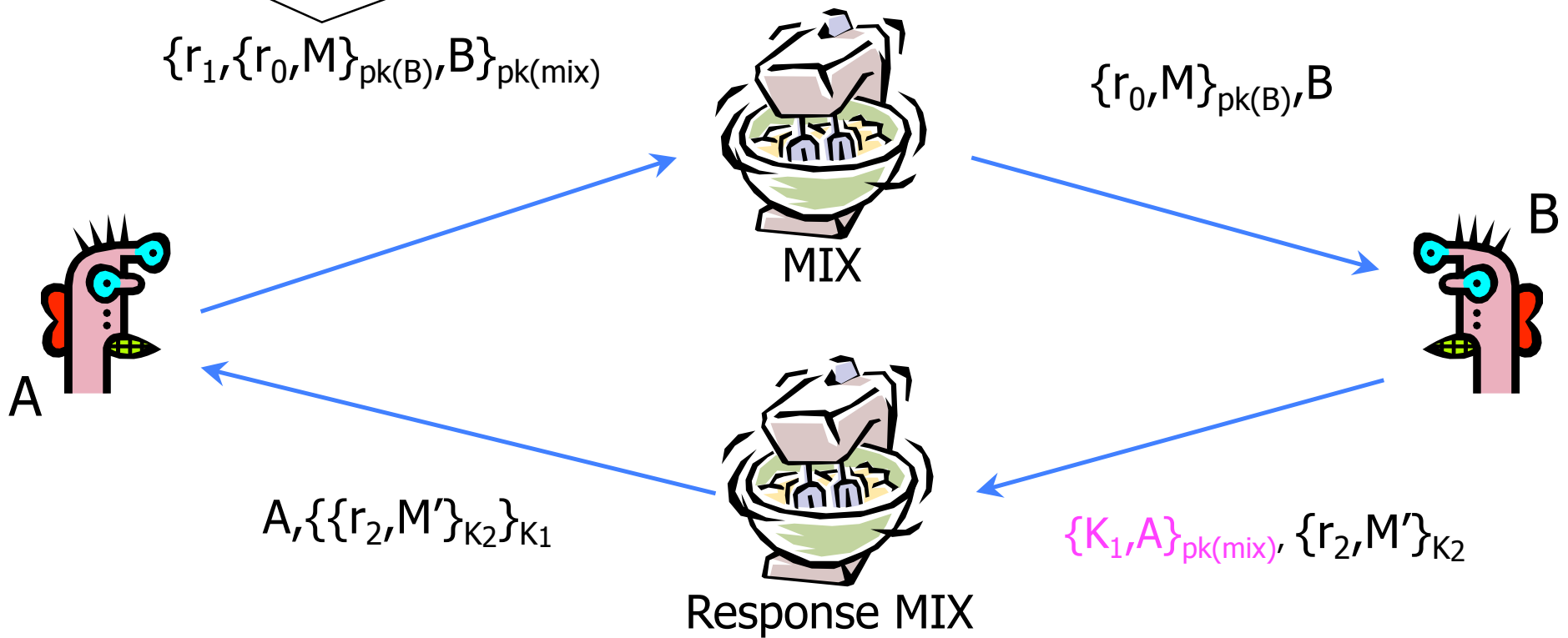
Basic Mix Design



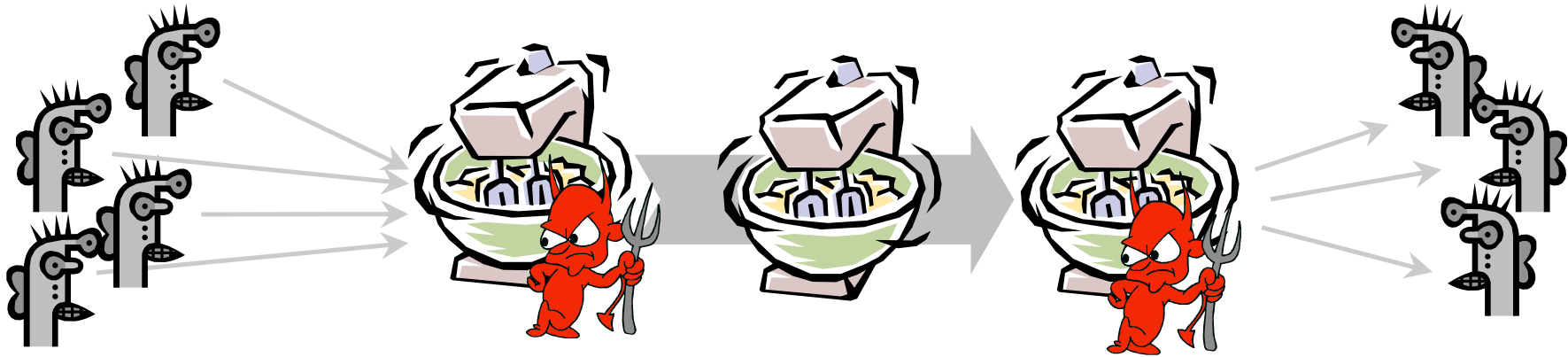
Adversary knows all senders and all receivers, but cannot link a sent message with a received message

Anonymous Return Addresses

M includes $\{K_1, A\}_{pk(mix)}$, K_2 where K_2 is a fresh public key



Mix Cascade

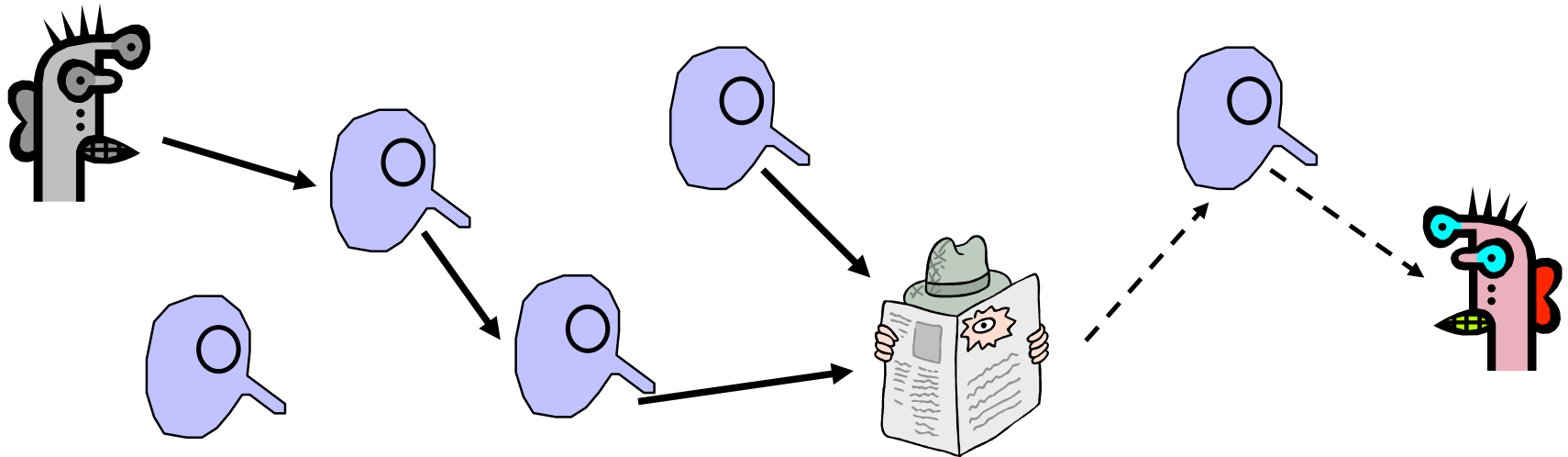


- ◆ Messages are sent through a **sequence of mixes**
 - Can also form an arbitrary network of mixes (“mixnet”)
- ◆ Some of the mixes may be controlled by attacker, but even a single good mix guarantees anonymity
- ◆ Pad and buffer traffic to foil correlation attacks

Disadvantages of Basic Mixnets

- ◆ Public-key encryption and decryption at each mix are computationally expensive
- ◆ Basic mixnets have high latency
 - Ok for email, not Ok for anonymous Web browsing
- ◆ Challenge: low-latency anonymity network
 - Use public-key cryptography to establish a “circuit” with pairwise symmetric keys between hops on the circuit
 - Then use symmetric decryption and re-encryption to move data messages along the established circuits
 - Each node behaves like a mix; anonymity is preserved even if some nodes are compromised

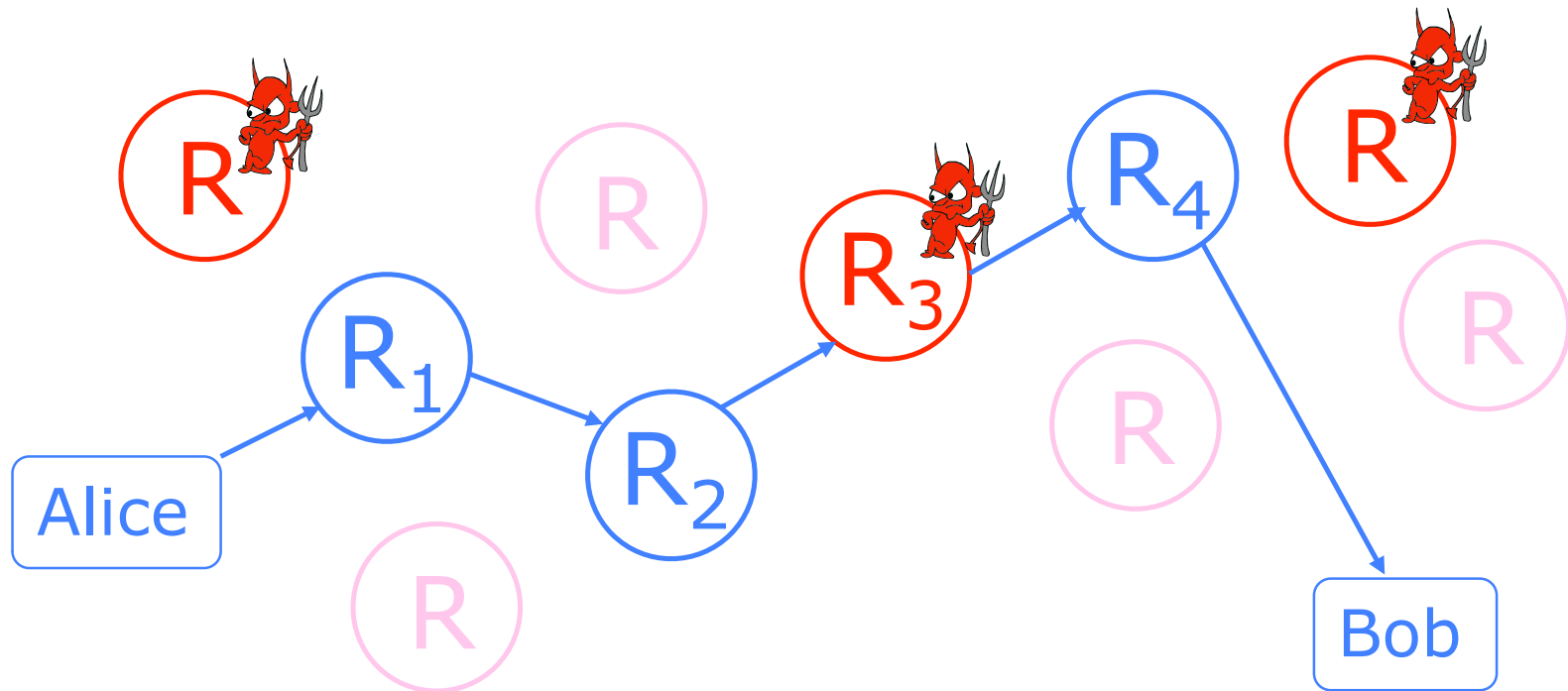
Another Idea: Randomized Routing



- ◆ Hide message source by routing it randomly
 - Popular technique: Crowds, Freenet, Onion routing
- ◆ Routers don't know for sure if the apparent source of a message is the true sender or another router

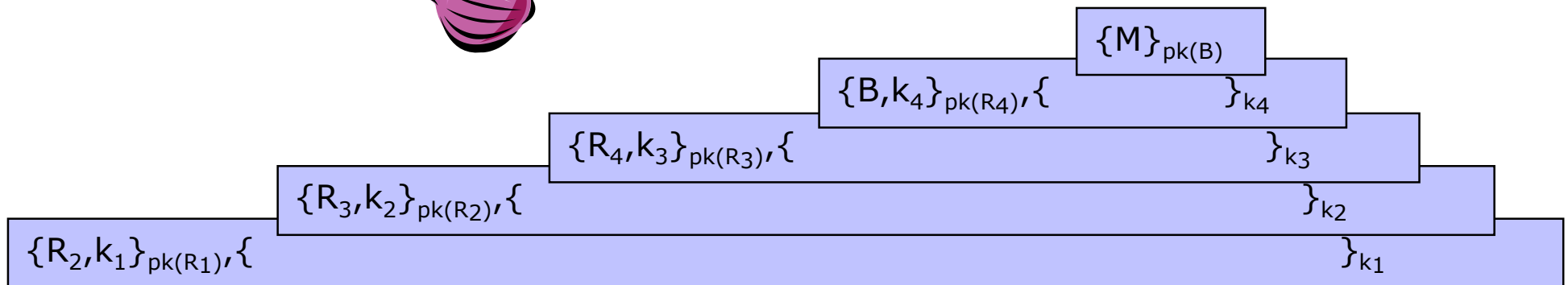
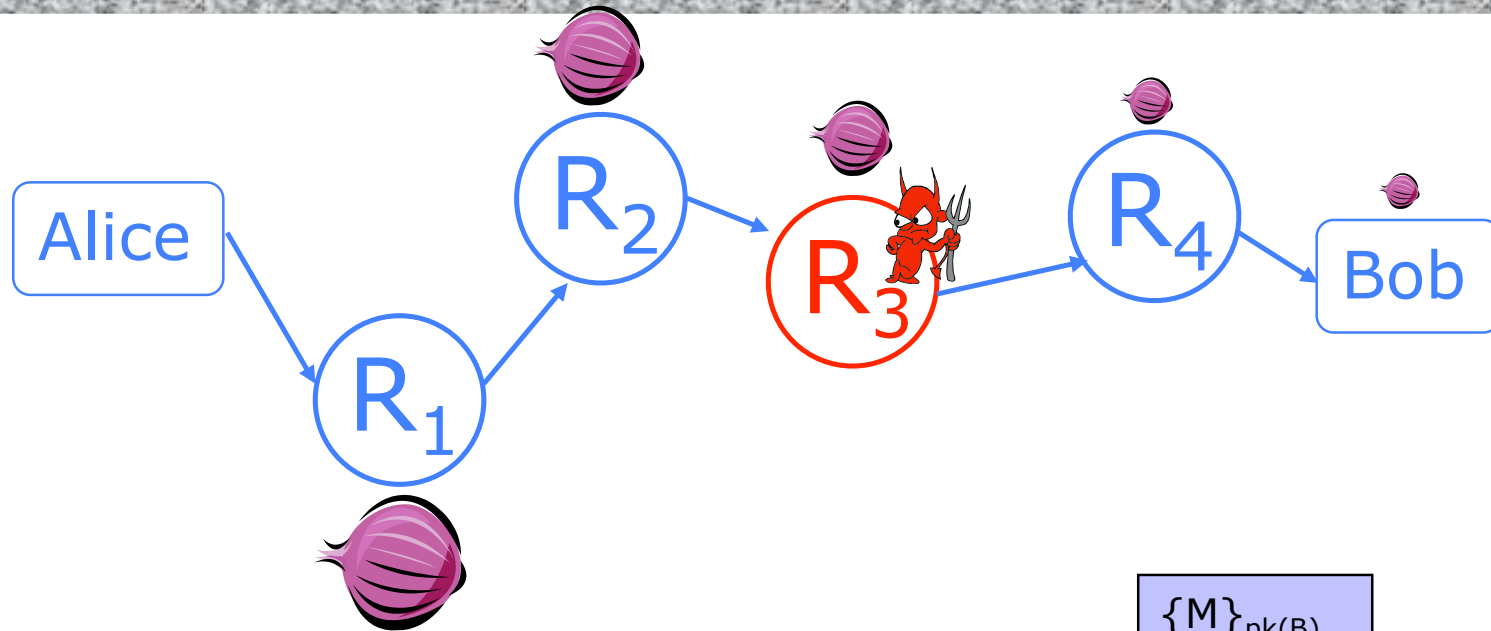
Onion Routing

[Reed, Syverson, Goldschlag '97]



- ◆ Sender chooses a random sequence of routers
 - Some routers are honest, some controlled by attacker
 - Sender controls the length of the path

Route Establishment



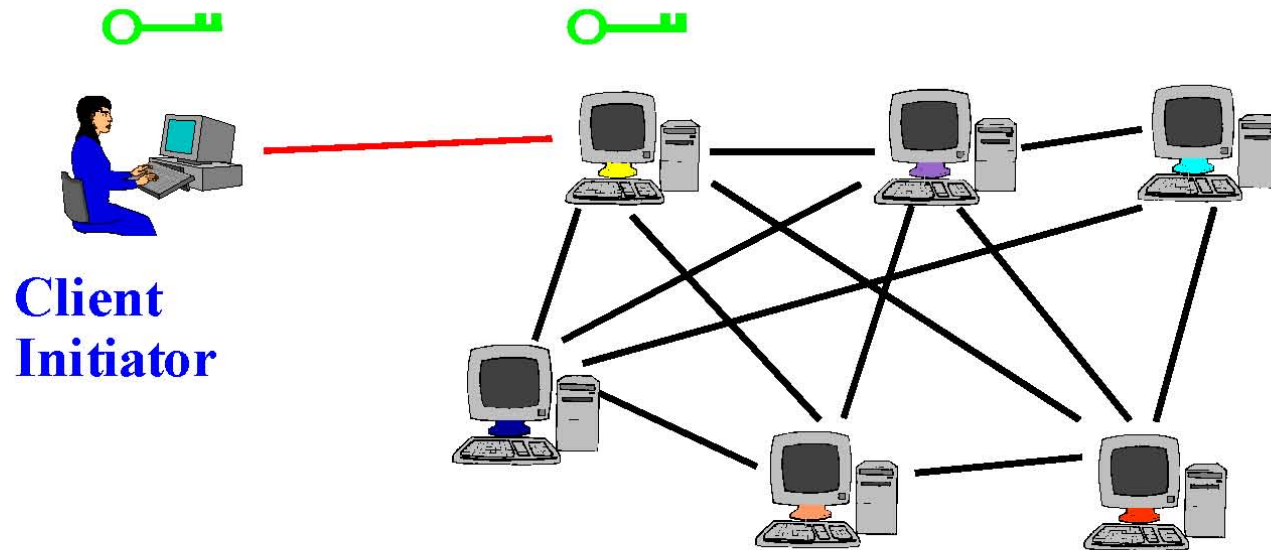
- Routing info for each link encrypted with router's public key
- Each router learns only the identity of the next router

Tor


- ◆ Second-generation onion routing network
 - <http://tor.eff.org>
 - Developed by Roger Dingledine, Nick Mathewson and Paul Syverson
 - Specifically designed for **low-latency** anonymous Internet communications
- ◆ Running since October 2003
- ◆ “Easy-to-use” client proxy
 - Freely available, can use it for anonymous browsing

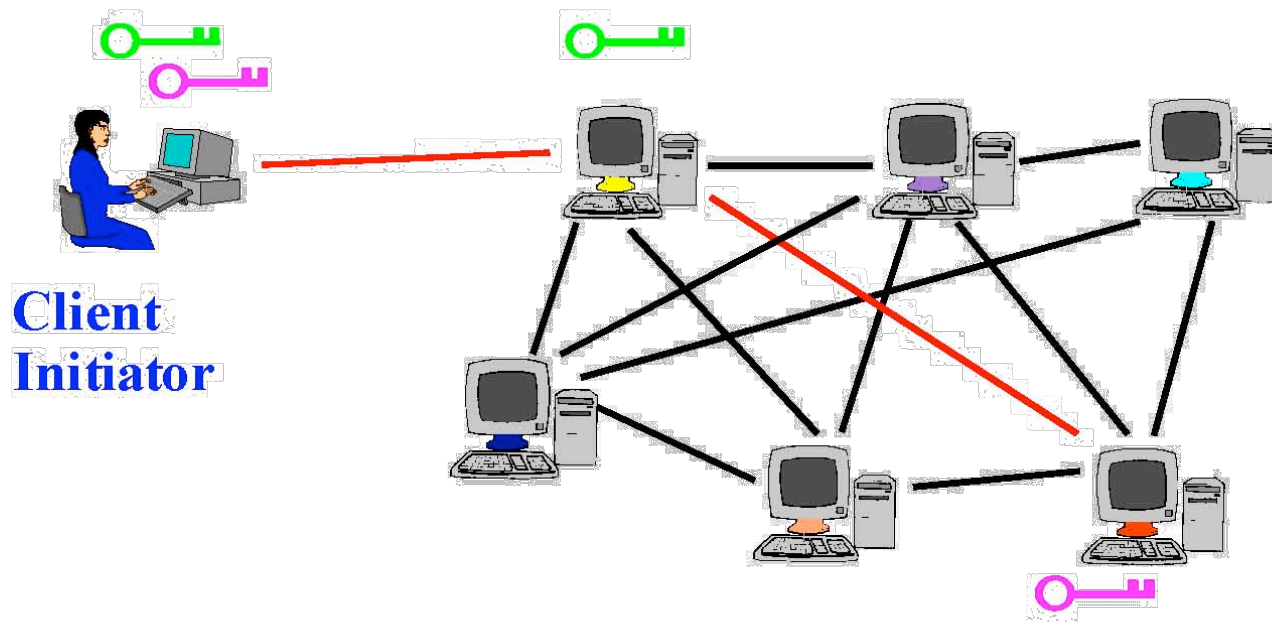
Tor Circuit Setup (1)

- ◆ Client proxy establish a symmetric session key and circuit with Onion Router #1



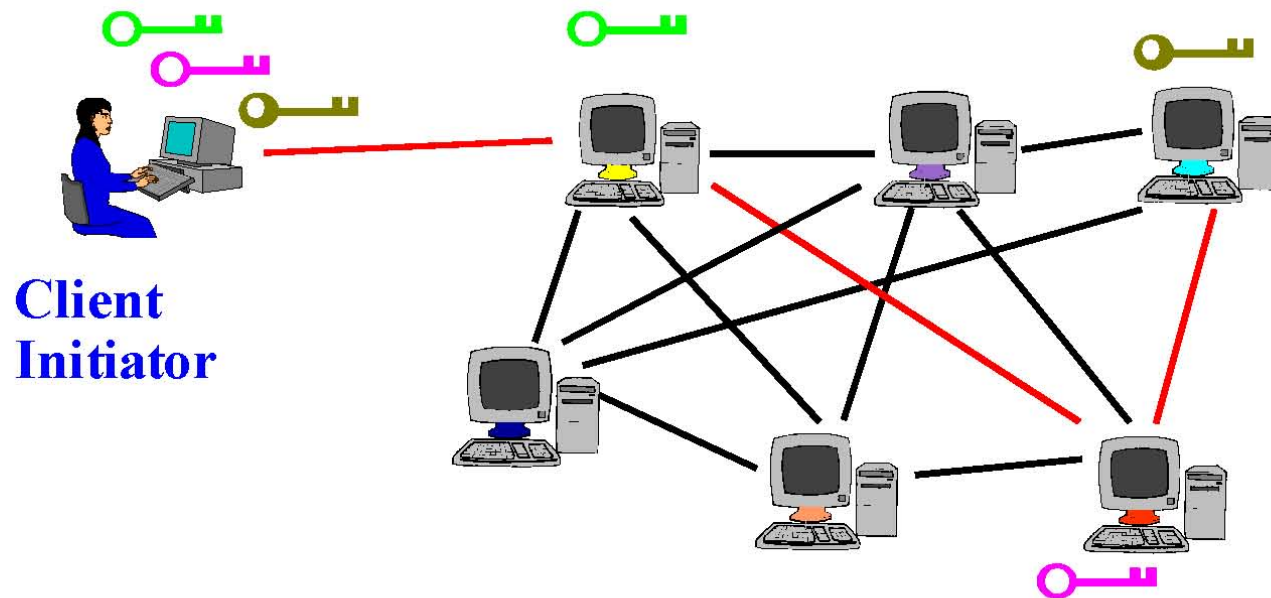
Tor Circuit Setup (2)

- ◆ Client proxy extends the circuit by establishing a symmetric session key with Onion Router #2
 - Tunnel through Onion Router #1 (don't need 



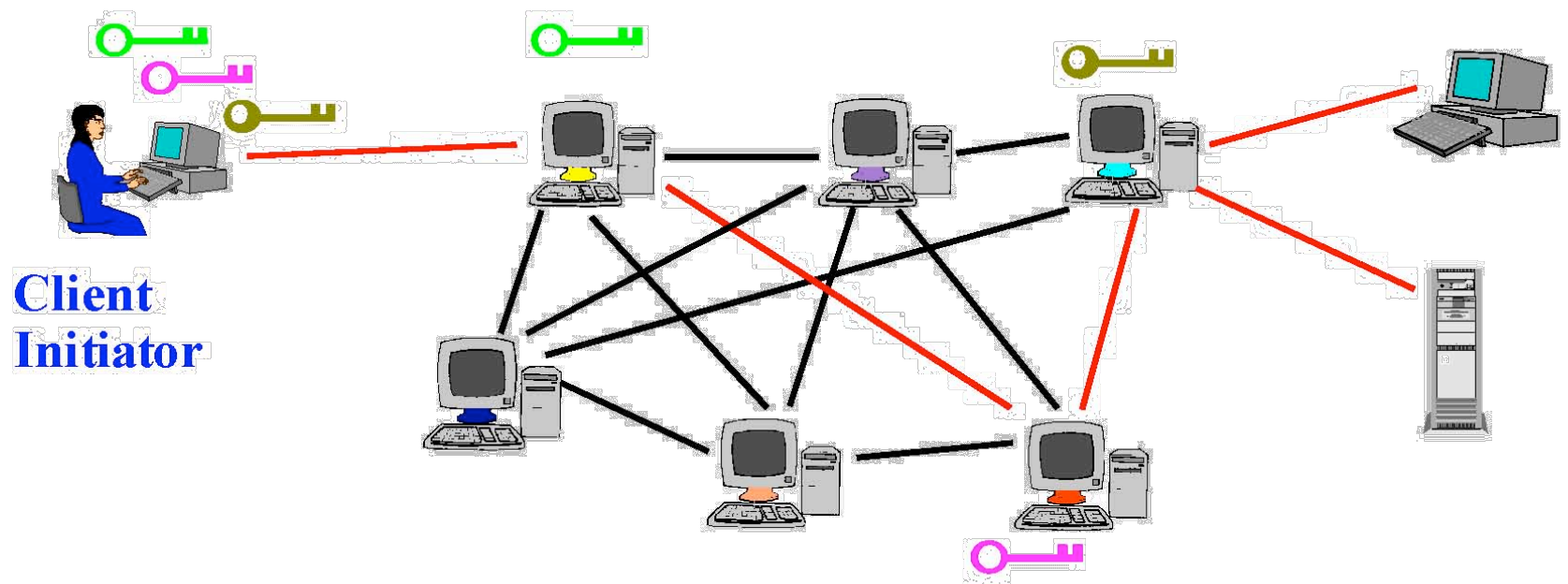
Tor Circuit Setup (3)

- ◆ Client proxy extends the circuit by establishing a symmetric session key with Onion Router #3
 - Tunnel through Onion Routers #1 and #2



Using a Tor Circuit

- ◆ Client applications connect and communicate over the established Tor circuit



Tor Management Issues

- ◆ Many applications can share one circuit
 - Multiple TCP streams over one anonymous connection
- ◆ Tor router doesn't need root privileges
 - Encourages people to set up their own routers
 - More participants = better anonymity for everyone
- ◆ Directory servers
 - Maintain lists of active onion routers, their locations, current public keys, etc.
 - Control how new routers join the network
 - “Sybil attack”: attacker creates a large number of routers
 - Directory servers' keys ship with Tor code

Attacks on Anonymity

◆ Passive traffic analysis

- Infer from network traffic who is talking to whom
- To hide your traffic, must carry other people's traffic!

◆ Active traffic analysis

- Inject packets or put a timing signature on packet flow

◆ Compromise of network nodes

- Attacker may compromise some routers
- It is not obvious which nodes have been compromised
 - Attacker may be passively logging traffic
- Better not to trust any individual router
 - Assume that some fraction of routers is good, don't know which

Deployed Anonymity Systems

- ◆ Tor (<http://tor.eff.org>)
 - Overlay circuit-based anonymity network
 - Best for low-latency applications such as anonymous Web browsing
- ◆ Mixminion (<http://www.mixminion.net>)
 - Network of mixes
 - Best for high-latency applications such as anonymous email