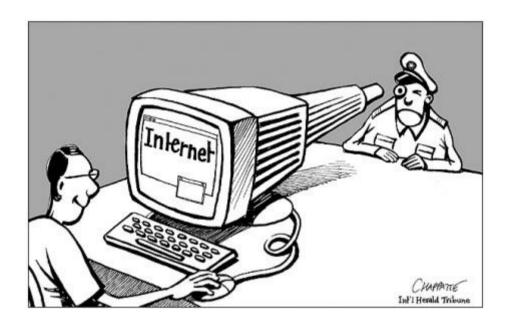
Preserving Privacy in a Connected World



Hugo Jonker University of Luxembourg





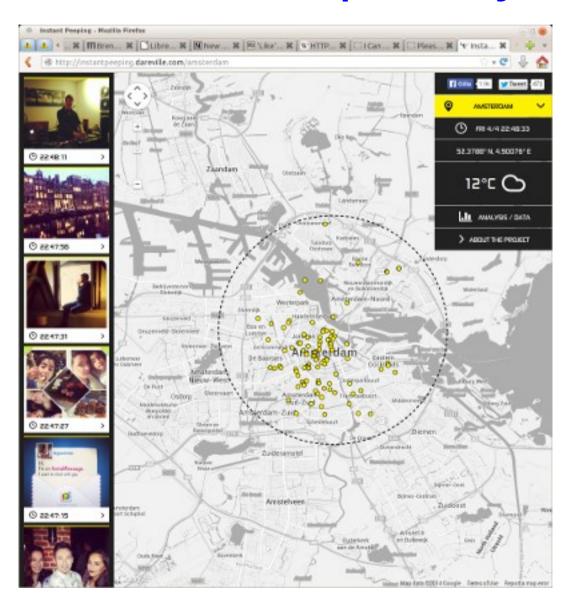
Background

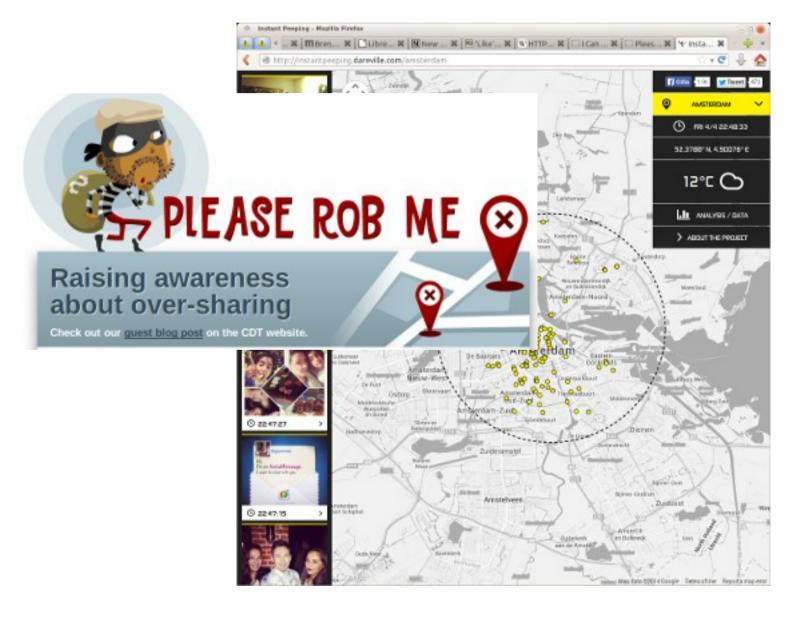
- Former IPA student (TU/e)
- PhD thesis on Fair Sharing and Vote Privacy
- Interests:
 - vote privacy
 - healthcare privacy, e-health
 - auction verifiability & privacy
 - privacy
 - ...
 - practical security

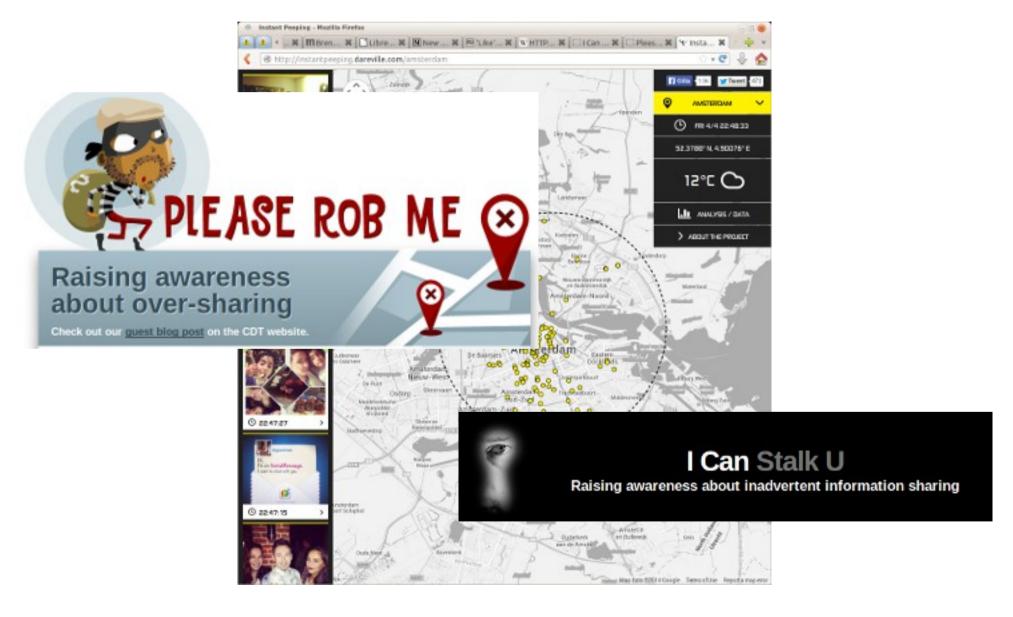
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We really suck at privacy



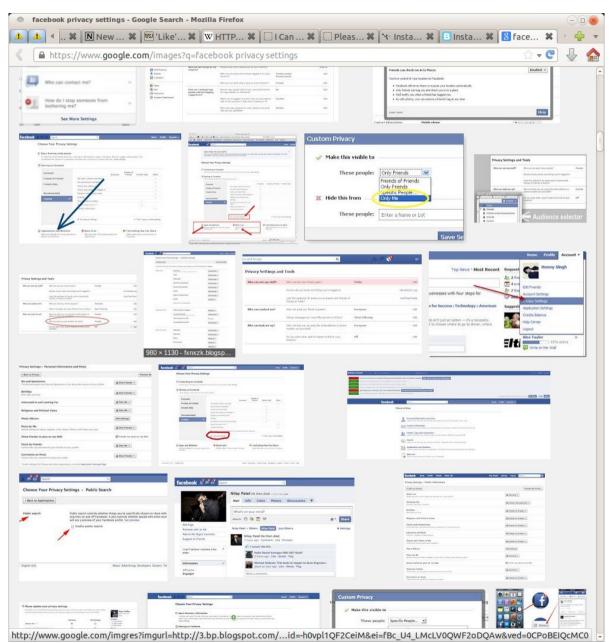
We really suck at privacy



Note: account number can suffice for withdrawal

Privacy is hard

Privacy is hard



Privacy is really hard

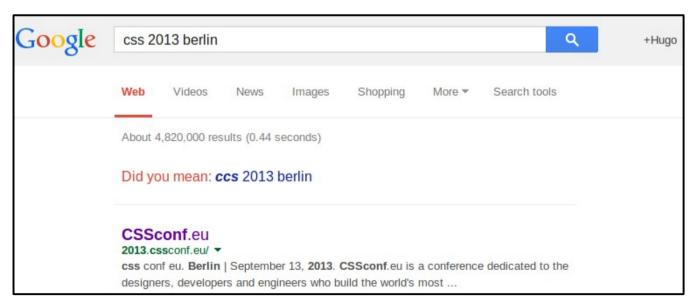
"Another thing which is just an observation, when I was working on the **blocking of the social plugins**, I always used the "I website to test my implementation. Today **Facebook suggested** me on my phone the **group of** "I"."

an anonymous UL Bachelor student

Privacy is really really hard

How Target Figured Out A Teen Girl Was Pregnant Before Her Father Did

2/16/2012 @ 11:02AM | 2,398,698 views





Good question!

Good question!

Privacy is wrt. someone



Good question!

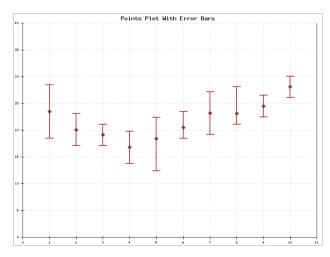
- Privacy is wrt. someone
- Two sides:
 - (in)distinguishability





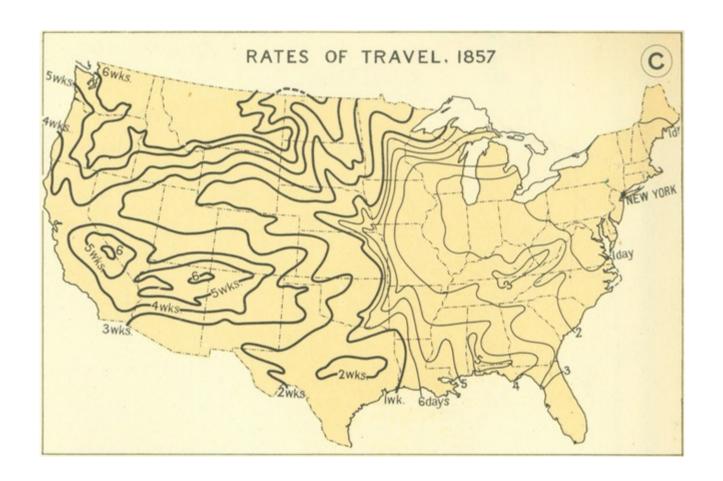
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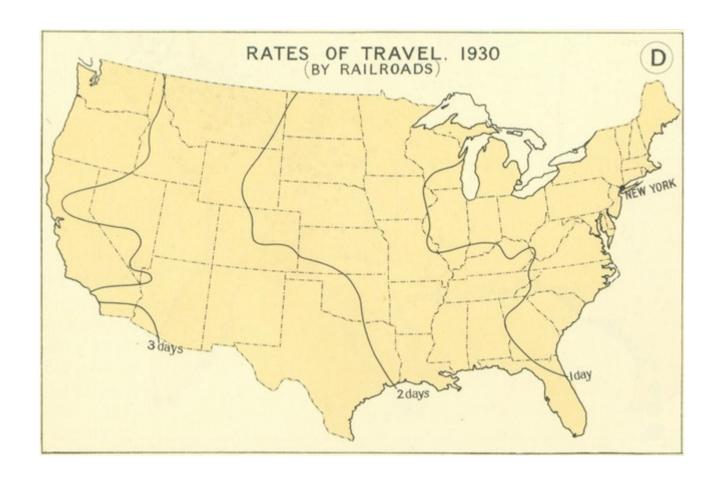
- Privacy is wrt. someone
- Two sides:
 - (in)distinguishability
 - (un)certainty





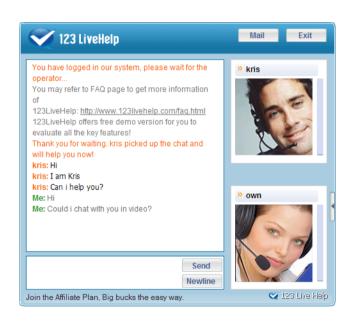




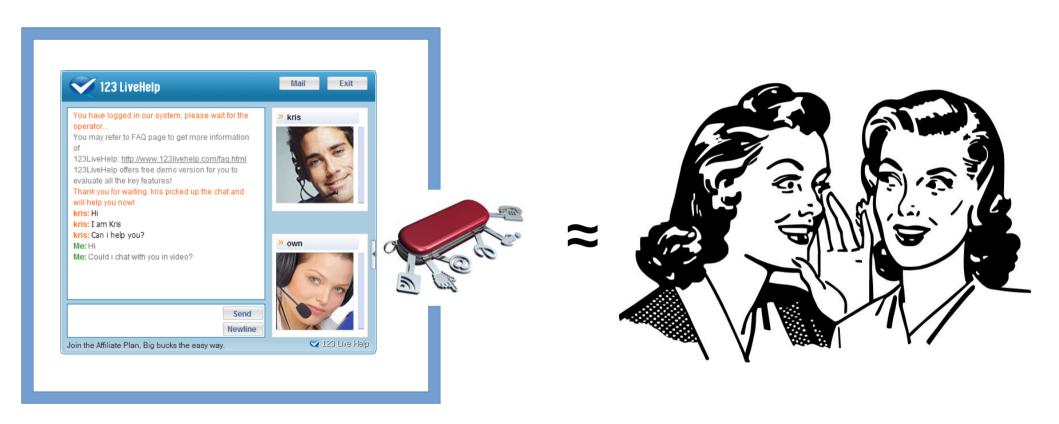












Online privacy challenges

1. How to share with limits,

2. How to limit web tracking.

Sharing with limits a case study of SnapChat

SnapChat





9 April '14 riago Jonker, Oniversity of Eazembourg 29/42

Failures of SnapChat (in 2012)

 Photos renamed, not fully removed a version still accessible via USB

Photos not encrypted
 i.e. always accessible via USB

•

Obvious fixes:

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really delete photos; encrypt photos

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Example applications:

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Example applications:

selfies

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Example applications:

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- office white board photos

Beyond SnapChat

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How to control access?

context → privacy

Context implies privacy?

"In the office"

- Office wifi / AP
- Augmented location
 - Cell phone network
 - GPS

"work context"

- Shared: not accessible outside office
- Pic-taking device: only after passwd/unlock

Limit web tracking

Outline

- How the web works
- Tracking/fingerprinting outline
- Related work
- Thwarting ubiquitous tracking

How the web works (abstractly)

Client-server communication:
 Server needs to know client address

- Layered structure
 - TCP/IP stack (OSI 1-6)
 - HTTP (OSI 7)
 - Browser + plugins: HTML + CSS / Java / Flash / ...
 - JavaScript

HTTP

```
$ telnet facebook.com 80
HEAD /unsupportedbrowser HTTP/1.1
Host: www.facebook.com
HTTP/1.1 301 Moved Permanently
Cache-Control: private, no-cache, no-store, must-revalidate
Content-Type: text/html; charset=utf-8
Date: Fri, 04 Apr 2014 22:37:48 GMT
Expires: Sat, 01 Jan 2000 00:00:00 GMT
Location: https://www.facebook.com/unsupportedbrowser
P3P: CP="Facebook does not have a P3P policy. Learn why here: http://fb.me/p3p"
Pragma: no-cache
Set-Cookie: datr=PDQ_UxyV3GBjiWmyk27HthOf; expires=Sun, 03-Apr-2016 22:37:48 GMT; path=/; domain=.facebook.com; httponly
X-Content-Type-Options: nosniff
X-Frame-Options: DENY
X-XSS-Protection: 0
X-FB-Debug: bJwsyEWZ2vw1AOhRFNOe9jSRe8+DrsC8ZMXbC6jwmpc=
Connection: keep-alive
Content-Length: 0
```

HTTP headers

Server

- Set-cookie
- E-tag

Client



Cookie



- If-non-match
- Referer
- User-agent
- Accept, Accept-*
- DNT
- •

Cookies

- Hack to add state
- Last received cookie sent back to server

- validity:
 - Time: set by server (session, 1 yr, ...)
 - Paths: set by server (path=/, path=/~user/, ...)
- can be "secure" and/or "httponly"

Why tracking?

- Find site errors / problems
- Count visitors, not pageviews
- Detect suspicious logins
- Targeted advertising

Goal: track a user

How to track

- Client-side
 - Cookies
 - Evercookies/zombiecookies/...
 - History exploit
 - Active fingerprinting
- Server-side only
 - Passive fingerprinting
 - Web bugs

Zombiecookies

- Standard HTTP cookies
- Storing cookies in and reading out web history
- Storing cookies in HTTP ETags
- Internet Explorer (<9) userData storage
- HTML5 Session Storage
- HTML5 Local Storage
- HTML5 Global Storage
- HTML5 Database Storage via SQLite
- Storing cookies in RGB values of auto-generated, force-cached PNGs using HTML5 Canvas tag to read pixels (cookies) back out
- Local Shared Objects (Flash cookies)
- Silverlight Isolated Storage
- Cookie syncing scripts that function as a cache cookie and respawn the MUID cookie
- Caching in HTTP authentication
- ...

9 April '14

Why fingerprinting?

- Cookies/zombiecookies/...: client-side storage.
- Fingerprinting:
 - Passive: infer info from server side.
 - Active: gather info from client side on-the-fly.

- Actually in use?
 - [S&P13, CCS13]: some, but not much... yet.

Related work

Privacy plugins





Buttons everywhere

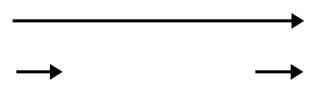
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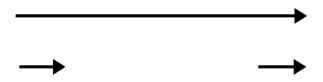
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- Facebook can track people not on FB
- Google is worse (AdSense, Analytics)



Effectiveness of fingerprinting



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 - No JS → better results
 - Mobile → less plugins → better results
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- Defensive paradox

Panopticlick (2)

Test	Entropy (bits)
user-agent header	10.00
plugins	15.40
fontlist	13.90
screen resolution	4.83
supercookie test	2.12
http accept headers	6.09
timezone	3.04
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Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:1.9.1.3) Gecko/20090824 Firefox/3.5.3 (.NET CLR 3.5.30729)

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Clock skew can be passively detected, proxies don't help.

Fighting fingerprinting

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- Again: defensive paradox.

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The defense can be detected ... which makes you more unique.

Tracking goal: linking two usersessions

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```
i_u = (OSI_1, OSI_2, ..., OSI_7, Java, flash, JS,...)
```

Decomposition functions

cookie(i_u) = get-cookie(i_u.OSI₇)

• username(
$$i_u$$
) =
$$\begin{cases} user(session(i_u)) & if is_logged_in(i_u) \\ empty & otherwise \end{cases}$$

ipaddr(i_u) = get-remote-addr(i_u.OSI7)

• etc.

Consider interactions i_{u1} , i_{u2}

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- How is \approx_x defined, for any x?

Consider interactions i_{u1}, i_{u2}

- Same for FaceBook iff i_{u1} ≈_{fb} i_{u2}
- Same for Google iff i_{u1} ≈_{goog} i_{u2}
- How is \approx_x defined, for any x?
- How can we ensure ≠_x ?

$$i_{u1} \approx i_{u2}$$
 ?

- username_x(i_{u1}) = username_x(i_{u2}) V
- $cookie_x(i_{u1}) = cookie_x(i_{u2})$ v
- ...
- fingerprint(i_{u1}) = fingerprint(i_{u2})
- match(fingerprint(i_{u1}), fingerprint(i_{u2})) > 85%
- $i_{u1} \in clickhistory(i_{u2})$ (e.g., logging in)

- username_x(i_{u1}) \neq username_x(i_{u2}), \wedge
- cookie_x(i_{u1}) ≠ cookie_x(i_{u2})
- ...

• match(fingerprint(i_{u1}), fingerprint(i_{u2})) < 12%

- username_x(i_{u1}) ≠ username_x(i_{u2}),
- cookie_x(i_{u1}) ≠ cookie_x(i_{u2})
- ...

• match(fingerprint(i_{u1}), fingerprint(i_{u2})) < 12%

Preventing matching ≠ ensuring non-matching!

Cannot prevent linking when logged in

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Each website gets unique interaction

- Cannot prevent linking when logged in
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Concept:

- Each website gets unique interaction
- Thwart identification for 3rd party sites

Online privacy is hard...

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- …and therefore an interesting research area

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- IPA-days can be more than fun [FSEN07,FI08]
- Good targets for your security papers:
 CCS, CSF, S&P, NDSS, ESORICS, Usenix Security.
- Security papers need a security analysis.

Thank you for your attention!



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