

**Tor:**  
Anonymous Communications for  
the Dept of Defense...and you.

Roger Dingledine  
Free Haven Project  
Electronic Frontier Foundation

<http://tor.eff.org/>

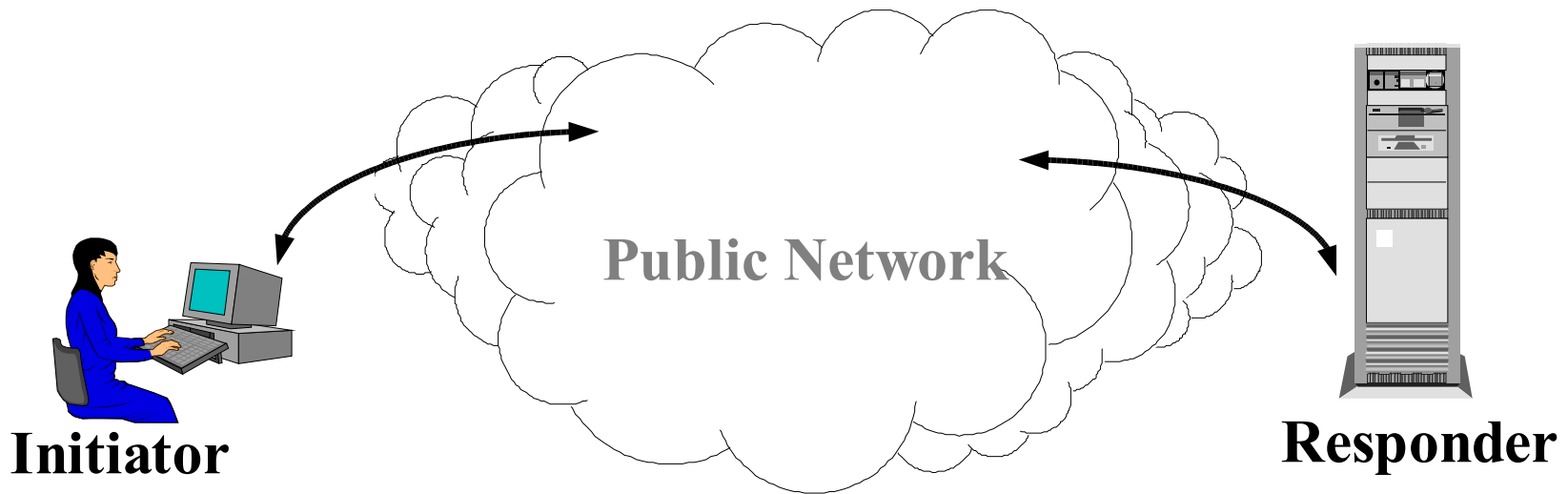
6 July 2005

# Talk Outline

- ◆ Motivation: Why anonymous communication?
  - Myth 1: This is only for privacy nuts.
  - Myth 2: This stuff enables criminals.
- ◆ Tor design overview
- ◆ Hidden servers and rendezvous points
- ◆ Policy issues raised
- ◆ Open technical issues and hard problems

# Public Networks are Vulnerable to Traffic Analysis

- ◆ In a Public Network (Internet):
- ◆ Packet (message) headers identify recipients
- ◆ Packet routes can be tracked



**Encryption does *not* hide routing information.**

# Who Needs Anonymity?

- ◆ Journalists, Dissidents, Whistleblowers  
(indymedia, victimpower)
- ◆ Censorship resistant publishers/readers  
(libraries)
- ◆ Socially sensitive communicants:
  - Chat rooms and web forums for abuse survivors, people with illnesses
- ◆ Law Enforcement: (In-q-tel, Nye Kripos)
  - Anonymous tips or crime reporting
  - Surveillance and honeypots (sting operations)

# Who Needs Anonymity?

- ◆ Corporations: (Google, Wal-Mart, ...)
  - Who's talking to the company lawyers? Are your employees looking at monster.com?
  - Hiding procurement suppliers or patterns
  - Competitive analysis

# Who Needs Anonymity?

- ◆ You:
  - Where are you sending email (who is emailing you)
  - What web sites are you browsing
  - Where do you work, where are you from
  - What do you buy, what kind of physicians do you visit, what books do you read, ...

# Who Needs Anonymity?

- ◆ Government

# Government Needs Anonymity?

## Yes, for...

- ◆ Open source intelligence gathering
  - Hiding individual analysts is not enough
  - That a query was from a govt. source may be sensitive
- ◆ Defense in depth on open and *classified* networks
  - Networks with only cleared users (but a million of them)
- ◆ Dynamic and semitrusted international coalitions
  - Network can be shared without revealing existence or amount of communication between all parties
- Elections and voting



# Anonymity Loves Company

- ◆ You can't be anonymous by yourself.
  - *Can* have confidentiality by yourself.
- ◆ A network that protects only DoD network users won't hide that connections from that network are from DoD.
- ◆ You must carry traffic for others to protect yourself.
- ◆ But those others don't want to trust their traffic to just one entity either. Network needs *distributed trust*.
- ◆ Security depends on diversity and dispersal of network.

# Who Needs Anonymity?

- ◆ And yes criminals

# Who Needs Anonymity?

- ◆ And yes criminals

But they already have it.

We need to protect everyone else.

# Privacy and Criminals

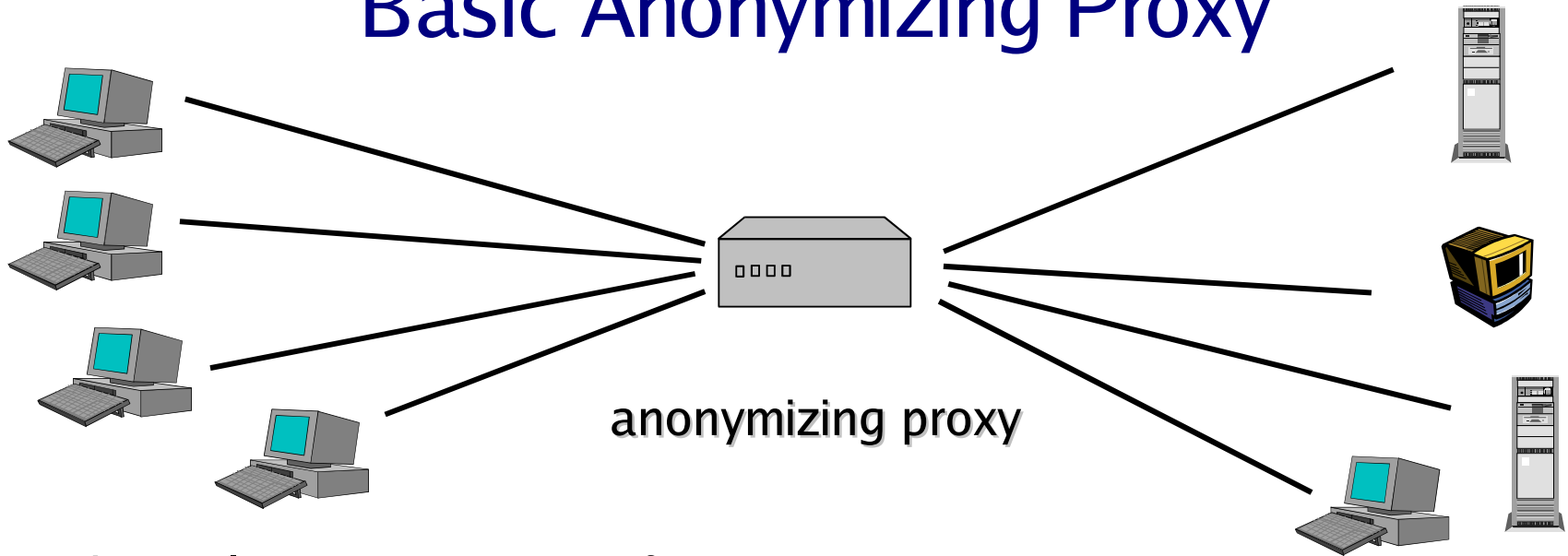
- ◆ Criminals have privacy
  - Motivation to learn
  - Motivation to buy
  - Identity theft
- ◆ Normal People, Companies, Governments, Police don't
- ◆ The worst of all possible worlds

# Privacy and Hackers

- ◆ Hackers have privacy
  - Break into system
  - Destroy the logs
  - Repeat as needed
  - They don't use or need our software
- ◆ Normal People, Companies, Governments, Police don't
- ◆ The worst of all possible worlds

Focus of Tor is anonymity of the  
communication pipe,  
not what goes through it

# Basic Anonymizing Proxy



- Channels appear to come from proxy, **not** true originator
- Appropriate for Web connections, etc.:  
SSL, TLS, SSH (lower cost symmetric encryption)
- Examples: The Anonymizer
- Advantages: Simple, Focuses lots of traffic for more anonymity
- **Main Disadvantage: Single point of failure, compromise, attack**

Tor

The Onion Router



Tor

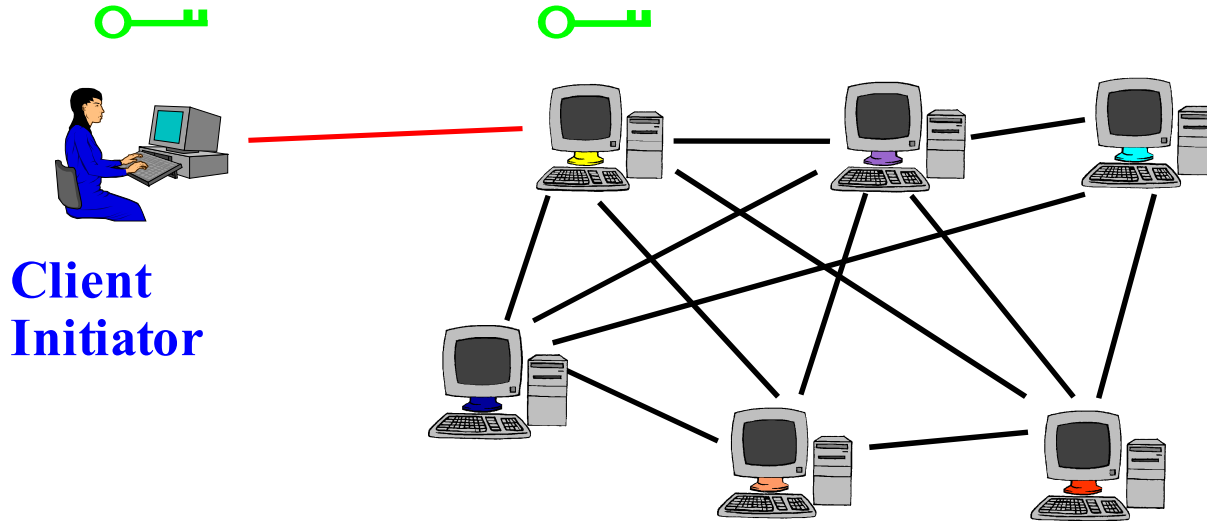
Tor's Onion Routing

# Numbers and Performance

- ◆ Running since October 2003
- 250 nodes on five continents (North America, South America, Europe, Asia, Australia)
- Volunteer-based infrastructure
- Fifty thousand+ (?) users
- Nodes process 1-90 GB / day application cells
- Network has never been down

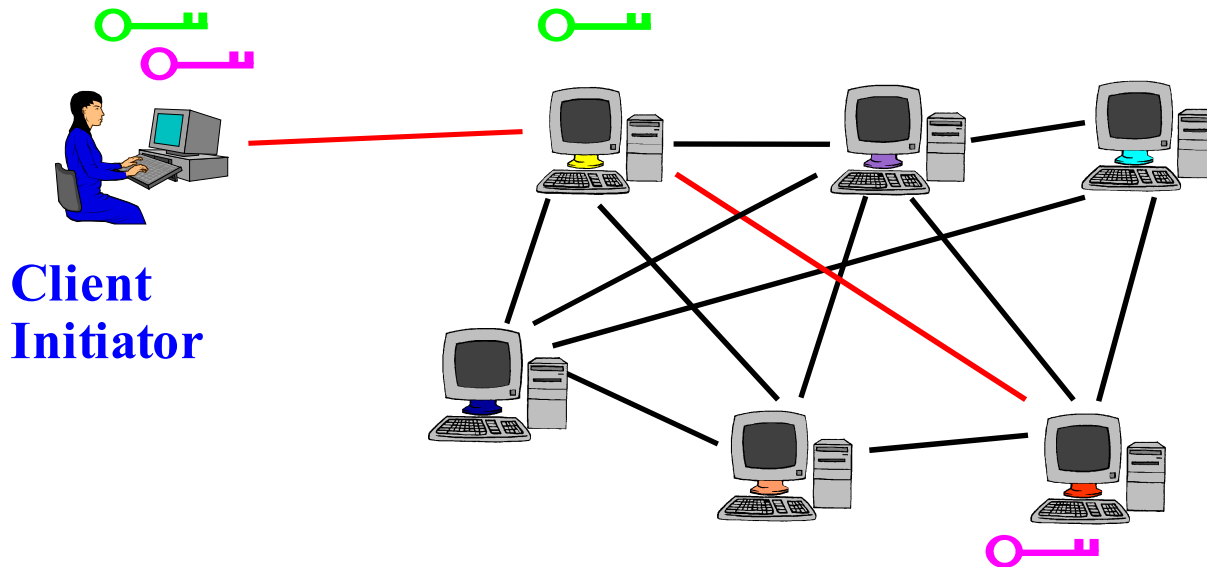
# Tor Circuit Setup

- Client Proxy establishes session key + circuit w/ **Onion Router 1**



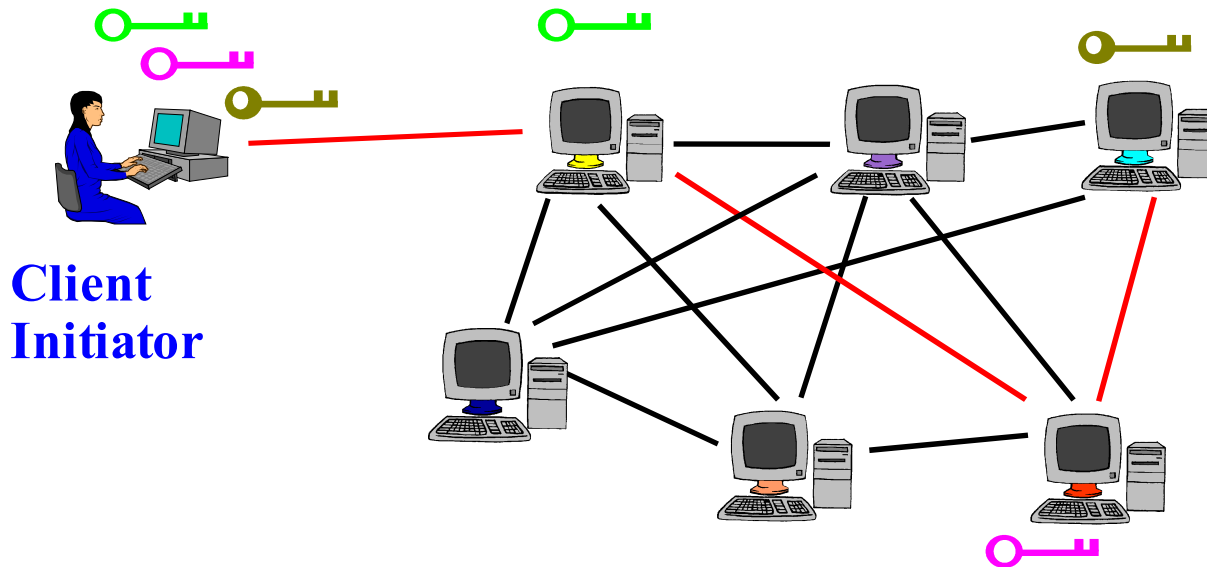
# Tor Circuit Setup

- Client Proxy establishes session key + circuit w/ **Onion Router 1**
- Proxy tunnels through that circuit to extend to **Onion Router 2**



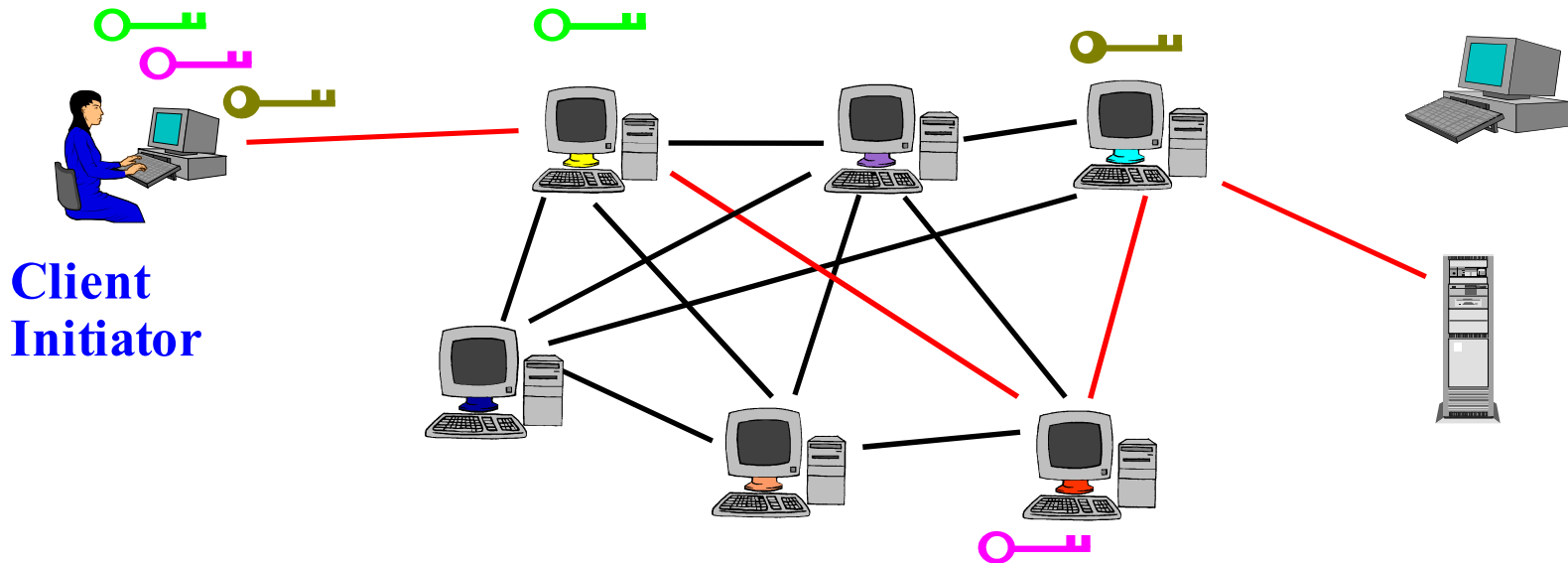
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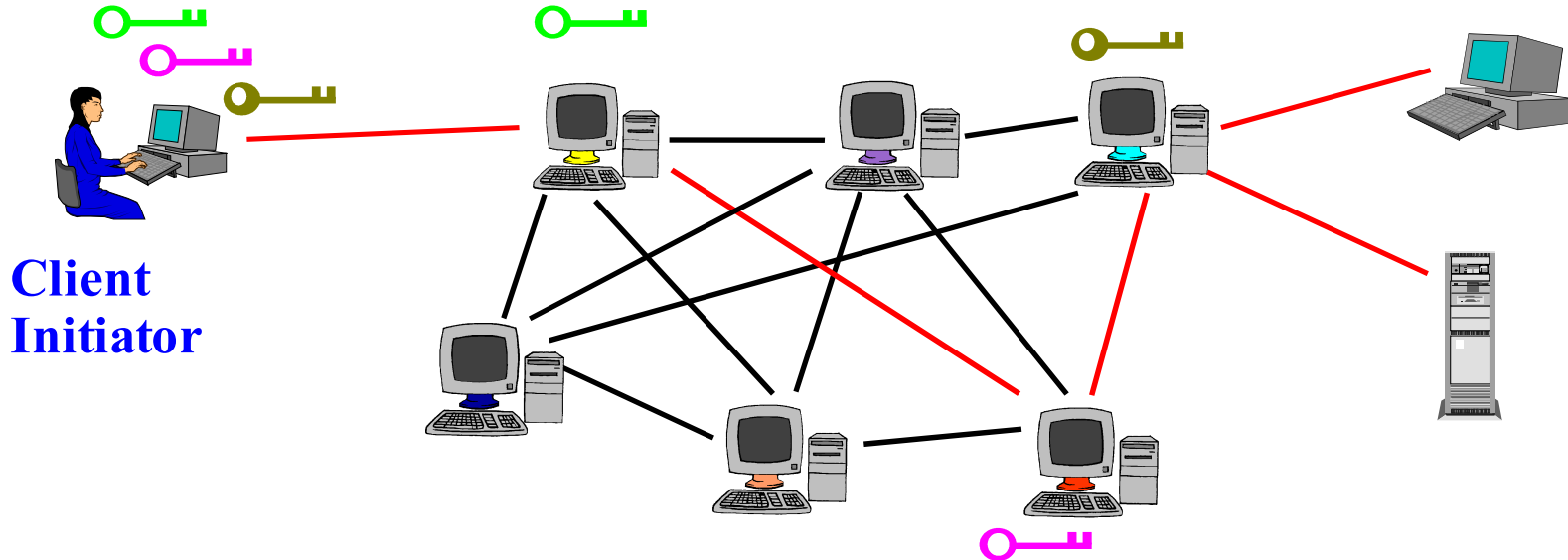
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- Client applications connect and communicate over Tor circuit



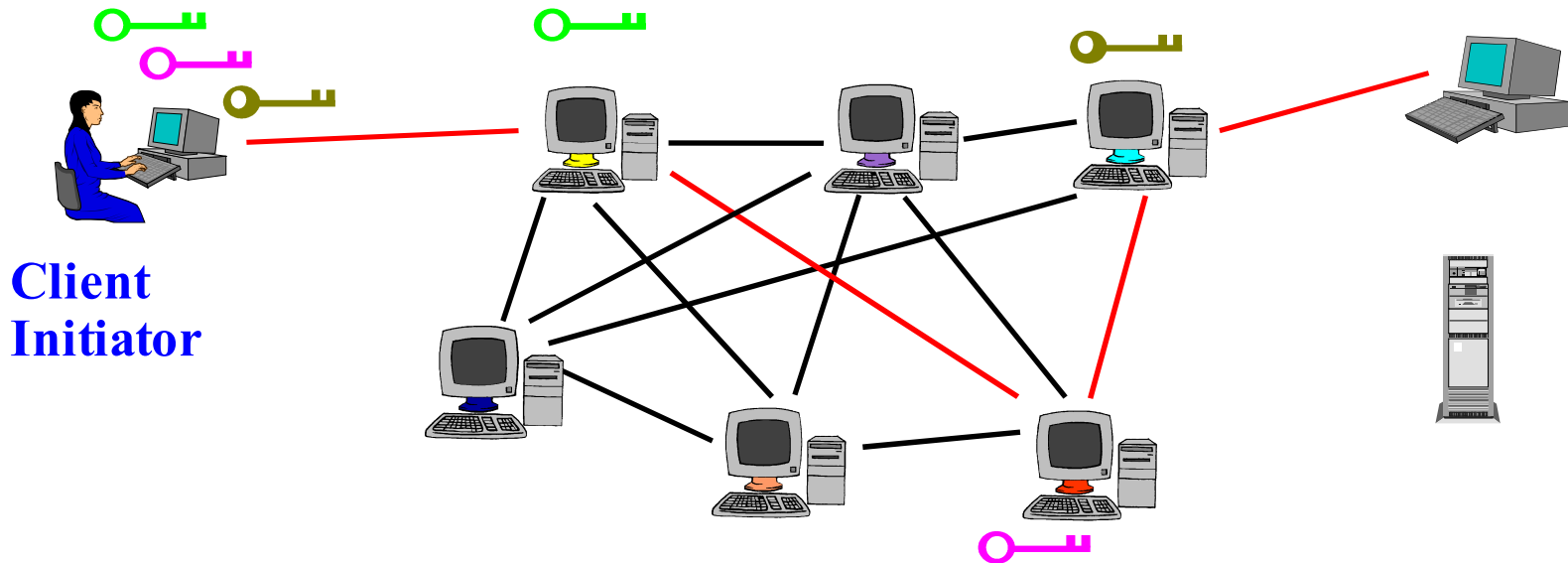
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# Where do I go to connect to the network?

- ◆ Directory Servers
  - Maintain list of which onion routers are up, their locations, current keys, exit policies, etc.
  - Directory server keys ship with the code
  - Control which nodes can join network
    - Important to guard against “Sybil attack” and related problems
  - These directories are cached and served by other servers, to reduce bottlenecks
  - Need to decentralize, get humans out of the loop, without letting attackers sign up 100,000 nodes.

# Some Tor Properties

- ◆ Simple modular design, restricted ambitions.
  - ~40K lines of C code
  - Even servers run in user space, no need to be root
  - Flexible exit policies, each node chooses what applications/destinations can emerge from it
  - Server usability is key to adoption. Without a network, we are nothing.

# Some Tor Properties

- ◆ Lots of supported platforms:
  - Linux, BSD, MacOS X, Solaris, Windows, ...
- Tor servers on xbox, linksys wireless routers.
- ◆ Deployment paradigm:
  - Volunteer server operators
  - No payments, not proprietary
  - Moving to a P2P incentives model

# Location Hidden Servers

- ◆ Alice can connect to Bob's server without knowing where it is or possibly who he is
- ◆ Can provide servers that
  - Are accessible from anywhere
  - Resist censorship
  - Require minimal redundancy for resilience in denial of service (DoS) attack
  - Can survive to provide selected service even during full blown distributed DoS attack
  - Resistant to physical attack (you can't find them)

# Get the Code, Run a Node! (or just surf the web anonymously)

- ◆ Current code freely available (3-clause BSD license)
- ◆ Comes with a specification – the JAP team in Dresden implemented a compatible Tor client in Java
- ◆ Chosen as the anonymity layer for EU PRIME project
- ◆ One of PCWorld's Top 100 Products of 2005
- ◆ Design paper, system spec, code, see the list of current nodes, etc.
- ◆ <http://tor.eff.org/>

# Policy issues

- ◆ Spam/proxy blacklists
- ◆ Google groups
- ◆ Wikipedia / Slashdot
- ◆ Internet Relay Chat (IRC)
- ◆ DMCA (MPAA) Harvard / Berkman
- ◆ Hotmail (FBI)

# Tradeoffs

- ◆ Padding vs. no padding (mixing, traffic shaping)
- ◆ UI vs. no UI (Contest!)
- ◆ Incentives to run servers / allow exits
- ◆ Enclave-level onion routers / helper nodes
- ◆ China?
- ◆ P2P network vs. static network