



Privacy in Social-X

Thorsten Strufe

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Access: Type and Scope





器 Our (brave?) New World...

	Compose Mail Delete Forever Not Span Mare Actures.		
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- Data loss
 - Data accessible to unintended parties
- Manipulation and forgery
 - Tampered, spoofed data

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TECHNISCHE UNIVERSITAT Classic Security Goals and Adversaries

- Confidentiality
 - Data transmitted or stored should only be revealed to the intended audience
- Integrity
 - Modification of data is detected (identify source, first!)
- Availability
 - Services should function correctly upon request

Privacy

• So what is this thing, anyways?

Which disclosures are people concerned about? (study from '10)

Privacy

• So what is this thing, anyways?

- Samuel Warren, Louis Brandeis: "The Right to Privacy", Harvard Law Review, Vol. IV, No. 5, 15th December 1890
- Reason: "snapshot photography" (recent innovation at that time)
 - allowed newspapers to publish photographs of individuals without obtaining their consent.
 - private individuals were being continually injured
 - this practice weakened the "moral standards of society as a whole"

• Consideration:

- basic principle of common law: individual shall have full protection in person and in property
- "it has been found necessary from time to time to define anew the exact nature and extent of such protection"
- "Political, social, and economic changes entail the recognition of new rights"
- Conclusion:
 - "right to be let alone"

RSITAT Privacy "in Europe": Data Protection

- Principles
 - collect and process personal data fairly and lawfully
 - purpose binding
 - keep it only for one or more specified, explicit and lawful purposes
 - use and disclose it only in ways compatible with these purposes

data minimization

- adequate, relevant and not excessive wrt. the purpose
- retained no longer than necessary

transparency

- inform who collects which data for which purposes
- inform how the data is processed, stored, forwarded etc.
- user rights
 - access to the data, correction, deletion
- keep the data safe and secure

- Protect data?
- Rather: Protect integrity of individuals
- Hence: Protect individuals FROM data

• Hang on! What's all this "data" about?

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Data without any relation to individuals

Data with (obvious) relation to individuals

- Simulation data
- Measurements from experiments

- Types
 - Content
 - Meta data
- Revelation
 - Consciously
 - Unconsciously

- What can be disclosed?
- Disclosure of attributes
 - Infer a (hidden) attribute of an individual

- Disclosure of identity
 - Identify an individual in a dataset

• Both must be prevented!

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- "Facebook Mining" attacks
- Single term lecture (students without any prior knowledge on ML)
- Information (ab)used:
 - Partial profiles
 - Neighborhood

- Inferred, with high accuracy:
 - Gender
 - Age
 - Education level
 - Expected tenure with employer
 - Sexual preferences
 - Religious beliefs
 - Political preferences

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- Explicit
 - Created content
 - Comments
 - Structural interaction (contacts, likes)

But I've got nothing to hide...?

- "Meta data"
 - Session artifacts (time of actions)
 - *interest* (retrieved profiles; membership in groups/participation in discussions)

influence

- Clickstreams, ad preferences
- communication (end points, type, intensity, frequency, extent)
- Iocation (IP; shared; gps coordinates)

Inferred

- Preference- and
- Image recognition models
- Personal details

- Externally correlated
 - Observation in ad networks

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 - Created content
 - Comments
 - Structural interaction (contacts, likes)

But I've got nothing to hide...?

Inferred

- Preference— and
- Image recognition models
- Personal details (location, health...)

Likes, can be used to automatically and accurately predict a range ticks, can be used to automaticany and accurately predict a range of highly sensitive personal attributes including: sexual orientaor ngrup sensitive personal activities including) sexual orienta-tion, ethnicity, religious and political views, personality traits, intelligence, happiness, use of addictive substances, parental sepamensuperco, negarines, the or addictive substances, parental sepa-ration, age, and gender. The analysis presented is based on a dataset of over \$8,000 volumes who provided their Facebook Likes, detailed demographic profiles, and the results of several psychomet-

"M

ric tests. The proposed model uses dimensionality reduction for preprocessing the Likes data, which are then entered into logistic/ preprocessing the Likes tata, which are then entered into system linear regression to predict individual psychodemographic profiles from Likes. The model correctly discriminates between homosexual and heterosexual men in 88% of cases, African Americans and and heterosexual men in 50% of cases, Arman American and Caucasian Americans in 95% of cases, and between Democrat and Cauciaan Americana in 35% of cases, and outween outmouter and Republican in 85% of cases. For the personality trait "Openness," prediction accuracy is close to the test-referst accuracy of a standard personality test. We give examples of associations between attri-butes and Likes and discuss implications for online personalization and privacy.

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Michal Kosinski^{a,1}, David Stillwell^a, and Thore Graepel

digital records of human behavior

Private traits and attributes are predictable from

social networks | computational social science | machine learning | big data | data mining | psychological assesse

A growing proportion of human activities, such as social formation, are now mediated by digital services and devices. Such formation, are now inecuated by digital services and devices, buch digitally mediated behaviors can easily be recorded and analyzed, fueling the emergence of computational social science (1) and new services such as personalized search engines, recommender systems services such as personalized search engines, recommencer systems (2), and targeted online marketing (3). However, the widespread availability of extensive records of individual behavior, together with the desire to learn more about customers and citizens, presents

with the desire to teach there arount customers and customers processors serious challenges related to privacy and data ownership (4, 5). We distinguish between data that are actually recorded and information that can be statistically predicted from such records, People may choose not to reveal certain pieces of information People may encose not to reveal certain preces or information about their lives, such as their sexual orientation or age, and yet this information might be predicted in a statistical sense from other aspects of their lives that they do reveal. For example, a major US appends of their area unat tary to ferval, For example, it major to retail network used customer shopping records to predict preg-nancies of its female customers and send them well-timed and welltargeted offers (6). In some contexts, an unexpected flood of vouchers for prenatal vitamins and maternity clothing may be welcome, but it could also lead to a tragic outcome, e.g., by revealing (or incorrectly suggesting) a pregnancy of an unmarried woman to her family in a culture where this is unacceptable (7). As woman to net samp in a currare where this is unacceptance (1). As this example shows, predicting personal information to improve products, services, and targeting can also lead to dangerous inva-

Predicting individual traits and attributes based on various cues, such as samples of written text (8), answers to a psychometric test (9), or the appearance of spaces people inhabit (10), has a long history. Human migration to digital environment renders it posnessey, reunan ingrauon to ugnar environment renders it pos-sible to base such predictions on digital records of human behavior. It has been shown that age, gender, occupation, education level,

Yree School Lane, The Psychometrics Centre, University of Cambridge, Cambridge CB2 3RQ United Kingdom; and ¹Microsoft Research, Cambridge CB1 2F8, United Kingdom Edited by Kenneth Wachter, University of California, Berkeley, CA, and approved February 12, 2013 (received for review October 29, 2012)

browsing logs (11-15). Similarly, it has been shown that personality browsniplogs (11–15). Similarly, it has been shown that personality can be predicted based on the contents of personal Web sites (16), music collections (17), properties of Facebook or Twitter profiles such as the number of friends or the density of the model profiles (18–21), or language used by their users of friendship networks (18–21), or language used by their users of friendship networks (18–21), or language used by their users of friendship networks from within a friendship network at Facebook was shown to be (18-21), or ranguage used of men users (22), runnermore, roca-tion within a friendship network at Facebook was shown to be

predictive of sexual orientation (23). This study demonstrates the degree to which relatively basic digital records of human hebavior can be used to automatically and accurately estimate a wide range of personal attributes that people would typically assume to perform attributes that on Facebook Likes, a mechanism used by Facebook users to approxibil associations with (or "Like") online content, use as otherse friends' status undatas. Evolution to many of the facebook to the sto-set as otherse friends' status undatas. Evolution to many of the facebook to the sto-set as otherse friends' status undatas. Evolution to many of the facebook to the sto-set as otherse friends' status undatas. Evolution to many of the facebook to the sto-set as otherse friends' status undatas. Evolution to many of the facebook to the sto-set as otherse friends' status undatas. Evolution to the facebook to the sto-set as otherse friends' status undatas. Evolution to the status of the status to the statu express their positive association with (or "Like") online content, such as photos, friends' status updates, Facebook pages of prod-ucts, speries, musicians, books, restaurants, or popular Web sites. Likes represent a very generic class of digital records, similar to Web search, queries, Web browsing histories, and credit card purchases. For example, observing user's related to music provide similar information to observing records of songs listened to o online, songs and aritist searched for a Web search en-gine, or subscriptions to related Twitter reharmeds. In contrast to these other sources of information, Facebook Likes are musual in gme, or subscriptions to related 1 witter channels. In contrast to these other sources of information, Facebook Likes are unusual in that they are currently publicly available by default. However, those other digital records are still available to numerous parties (e.g., governments, developers of Web browsers, search engines, or Facebook applications), and, hence, similar predictions are

or Facebook applications), and, hence, similar predictions are unlikely to the study is presented in Fig. 1. We selected traits and attributes that reveal how accurate any first selected traits such presentations in the including second presentation," "ethnic origin," "political views," "religion," "prosmality, "in-telligence," "statistation with life," (WL), studkance use ("alco-hed" "status," "cinarettrac"). temperoe, sanaaction with me (swill), summance use (anot-hol, "drugs," "cigarettes"), "whether an individual's parents stayed together until the individual was 21 y old," and basic desuper ingerure turn the intrividual was 4x y ora, and oaste ue-mographic attributes such as "age," "gender," "relationship sta-tus," and "size and density of the friendship network," Five Factor Model (9) personality scores (n = 54,373) were established using Model (9) personainy scores (n = 34, 5/5) were estatushed using the International Personality Item Pool (IPIP) questionnaire with 20 items (25). Intelligence (n = 1.350) was measured using Raven's Standard Progressive Matrices (SPM) (26) and SWL Raven's Standard Progressive Matrices (SPM) (26), and SWL (n = 2,340) was measured using the SWL Scale (27). Age (n = 52,700) areage, $\mu = 256$, 510 = 10), gender (n = 57,505; 62%, 62%, 63%, 63%, 64%), relationship status ("single")" in relationship", n = 46,072, 69% single), political views ("Liberal"/"Conservative"; n = 9,752;

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Data deposition: The data reported in this paper have been deposited in the myPerson ality Project database (www.mypersonality.org/wiki).

condence should be addressed. E-mail: mk583@cam.ac.uk.

This article contains supporting information online at www.pnat.org/ook

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- Resilient Networking
 - Confidential transmission
 - Defending the network

- User Understanding
 - Privacy assessment, metrics
 - Intention recognition
 - User support

- Anonymous communication
- Service decentralisation
- System security
 - Protocol/service partitioning
 - Hardware extensions (SGX)

- TOR allows you to hide your IP, but what about the service itself...
- Decentralize the services
- Federated SNS

DOSN

- Prevent identification, censorship and retribution.
- From DOSN to darknets: Tightening requirements
 - Concealed participation
 - Unobserveability
 - Metadata privacy (sender-, receiver-, relationship anonymity)
- So where's the problem?
- Classic overlays:
 - Two degrees of freedom: ID, links
 - Eclipse, *-hole attacks
 - Disclosure of IP address to unknown parties

• Let's go "dark"!

- Friend-to-Friend:
 - Membership concealing
 - Freedom from observation
 - Resilient to censorship and sabotage

TECHNISCHE UNIVERSITAT Social Overlays: Embedding/Virtual Overlays

- Concepts of social overlays:
 - Constrain connectivity to social links
 - Constrain information (hop-by-hop anonymization)
 - Attempt to route messages (degree of freedom: ID)

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Trust graph
Virtual Link
Tunnel 8-14

Privacy and Security

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Privacy and Security

Roos and Strufe: INFOCOM 2015
 Roos et al.: PETS 2014

• Establishment & maintenance of "trails"

- Flooding
 - Finds shortest paths, is excessively expensive
- Routing
 - Leverage overlay routing to trail endpoint
 - Concatenate existing tunnels

- e.g. WSN, X-Vine
- Efficiency: *Can tunnels remain polylog over time at polylog cost?*
- Proof by contradiction: Concatenation of trails diverges beyond polylog length over time
 [1] Boos and Strufe: INFOCOM 2

- "Censorship resistance requires anonymous communication"
 - [Clarke 2000], [Clarke, Miller, Hong, Sandberg, Wiley 2002]

- Basic concepts
 - Push-based P2P data store with probabilistic on-path caching
 - Create overlay
 - Random ID selection ("location")
 - Unidimensional lattice (unit circle)
 - Approximation of Kleinberg (see below)
 - Routing
 - Information containment: Recursive routing with source rewriting
 - Greedy: distance-directed depth first search ("steepest-ascent hill climbing")
- Publishing, storing, and requesting nodes can't be identified

- Each darknet exists on its own
- Nodes participating in darknet and opennet act as "bridges"

- How does Freenet work in the first place?
- Does Freenet routing work (what does the topology look like)?
- How many people are using Freenet, and where?
- What usage / behavior is to be expected?
- What is the popularity of content?
- Do Darknets exist and can we find them?
- How resistant is Freenet to sabotage?

General Methodology and Setup

- How can we find out?
 - Code analyses (papers, online/"code" documentation are not reliable)
 - Instrumentation of client software
 - Passive measurements (logging all messages)
 - Active probing (active node discovery and tracking)
 - Campaigns: Summer/autumn `12 (1407/1410), spring `13 (1442/1457), summer/fall '16
- Hardware Setup
 - 4 older machines from the lab for long term measurements:
 - 2 barebones, 1.5GHz, 2GB RAM
 - 2 sun solaris workstations
 - Our "monster" for specific probing campaigns:
 - 4 x 16 cores, 2.8GHz, 512GB RAM
 - *Side note*: main limiting factor is memory, each barebone hosts max. 11 nodes

- Methodology:
 - Log topology updates (upon changes to neighborhood)
 - Trace forwarded requests
 - *Additionally*: create Darknet of 10 nodes, and connect through own bridge
 - Simulate routing with measured, corrected DD
- Corrected distance distribution
 - Many neighbors with d < 0.05
 - Uniform distribution for d > 0.05
 - Simulated average 37 vs 13 hops (Kleinberg)
- Measured routing success
 - Opennet (92.5% of requests) yields 22.5% success
 - Darknet (7.5% of requests) yields 0.4% success

Adapt neighbor selection Ignore Darknets, or Skew Darknets to ID of bridge

- [1407] *FNPRoutedPing*: Ping/Pongs of specific locations Really nice tool to
 - Discover nodes, track selection (55 clients, 680b)
 - Routing success well below 100%:
 - Place *M* monitors on ID space
 - Ping monitors periodically to assess current success rates
 - Ping target and report success to server
 - On failure, ping from next monitor, until k=5 attempts for 99.9% certainty

[1410,...] FNPRHProbeRequest: Random Probe for [location|uptime]

- Probe is forwarded along 10 hops unweighted random walk
 - Estimate probability to detect node within specific interval
 - Flood FNPRHP R for locations (2.4 mio/h)
 - Collect responses with timestamps
 - Extract sessions for each discovered location
- (150 clients, 216h)

track users.

- Methodology
 - Collect routing keys from forwarded requests
 - Extract publisher's keys (SSK/USK)
 - Estimate content
- Measured Popularity of keys

- Order of content types (top 5)
 - Freenet updates
 - Developer blogs
 - Freesite indices
 - Freenet documentation
 - Freemail content

Freenet isn't about terrorism, rebellions, and organized crime... (Goto BlackMarket reloaded for that ;)

- Aim at recreating unidimensional Kleinberg:
- Bootstrapping
 - Bootstrap at seed node
 - Seed node replicates and routes request according to location
 - Termini of routes establish connections
- Topology control
 - Allow neighbors depending on bandwidth
 - Establish additional connections if necessary (nodes discovered in operation)
 - Additionally: Connect to further discovered nodes (content discovery)
- Sender/storage/receiver "anonymity", participation disclosed

- Only deployed (used) darknet
- Assumptions:
 - Social graphs are small world, power law
 - Kleinberg
 - Approach:
 - Embed nodes into *Kleinberg-like topology* (namespace: [0,1))
 - Simulated annealing to *approximate lattice* with additional long-range neighbor L_u for each node u: $P(L_u = v) \propto \frac{1}{d(u,v)^d}$
 - Periodic random sampling of node pairs
 - Comparison of neighborhoods: $c(u, v) = \frac{\prod_{i \in N(u)} d(ID(u), ID(i)) \prod_{i \in N(v)} d(ID(v), ID(j))}{\prod_{i \in N(u)} d(ID(v), ID(i)) \prod_{i \in N(v)} d(ID(u), ID(j))}$
 - ID swap with probability: min{1,c(u,v)}
 - Embedding not greedy, adapted routing (DDFS)

TECHNISCHE UNIVERSITAT Routing: Extending Kleinberg's Model

- Observe: Perfect lattice not achieved
- Extend Kleinberg:
 - Max. distance to closest neighbor ≠ 1
 - Multitude of long range neighbors

- *K*'(*n*,*d*,*C*,*L*)
 - n^d nodes in d dimensional lattice
 - *C* ∈ \mathbb{N} : max of distance to closest neighbor over all nodes
 - L: distribution of long-range links

- Routing: *Distance-directed depth first search*
 - Forward to neighbor closest to t that has not received the message before
 - Backtrack when no neighbor left
 - "On backtrack": *next closest* neighbor
- "Try best node that has not received the message before…"

- *Proof idea* (*C*>2, bounded *L*):
 - Adverse scenario: local routing unsuccessful, long range link taken
 - 2. Success only on backtrack or other long-range link
 - 3. P_1 linear, P_2 in polylog steps negligible
- Result:
 - E(R(s,t)) bounded by log^p n

- Vulnerabilities: Unattested
 - Request period, source of random walk, TTL
 - ID, neighborhood (arbitrarily bad)
- Ad-hoc attacks:
 - Randomize (all IDs constantly)
 - Pretend having random ID, distant neighbors
 - Contract (all to target ID)
 - Pretend having target ID, distant neighbors

- Simulate
- 10k users
- 1% adversaries
- Results:
- Hit Ratio

Attack Type	Immediate attack		Attack after convergence	
	R	Н	R	Н
Randomize	24%	21%	32%	22%
Contract	27%	22%	32%	31%

No adversary: 60%

random embedding: 21%

A *network embedding* on an undirected graph G = (V, E) is a function

 $ID: V \rightarrow M$

to a metric space M equipped with a distance $d \cdot M \times M \rightarrow \mathbb{R} + d$

For a node $u \in V$, ID(u) is the identifier of u.

• Greedy embeddings

guarantee greedy routing success (for every distinct node pair *s*,*t*: *s* is connected to or has a neighbor that is closer to *t*).

• Goal:

find a decentralized algorithm that approximates a greedy network embedding

06.0.2016

- Distortion extends paths
- Aim: greedy embedding
- Trees can be embedded
- PIE tree embedding
- Find spanning tree
- Enumerate children
- Distance metric:
- d(s,t) := |s| + |t| 2cpl(s,t)

- Challenges:
 - Tree addresses
 - Leak neighborhood
 - Addresses leak receiver
 - Attacks on tree construction

- Receiver anonymity
 - (Return) address needed
 - Distance: longest prefix match
 - Blinded addresses:
 - Randomize:
 - [1,2,0] -> [r1,r2,r3]
 - Padding
 - [r1,r2,r3] -> [r1,r2,r3, rk+1, ... ,rL]
 - Blinding
 - k, [r1,..,rL] ->
 (k,[h(r1⊕k),h(r2⊕h(r1⊕k)...])
 - Distance metrics:
- d1 (s,t) := |s|+|t|-2cpl(s,t)
- d2 (s,t) := L cpl(s,t) δ

- Theoretical analysis
- Performance bounds
 - Tree routing O(log n)
 - Tree maintenance O(log n)
 - per join/leave
- Security analysis
 - Plausible deniability: Receiver cannot uniquely be identified
 - Minimal information loss to allow for routing

- What is privacy
- How is it threatened (directly and indirectly)
- What are potential effects
- What can we do about it

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