# Deanonymizing Internet Traffic with Website Fingerprinting

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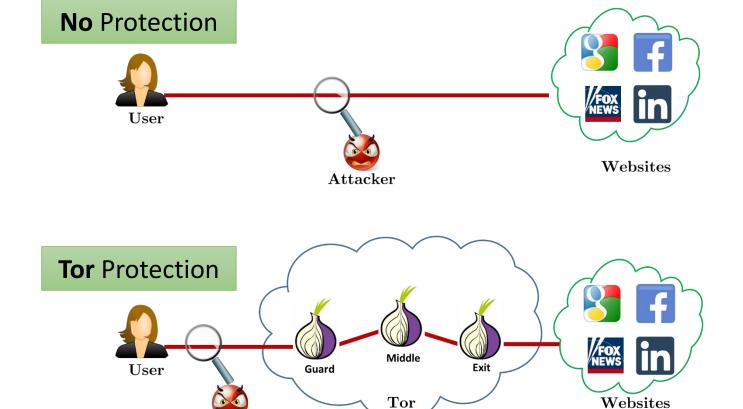
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## **Internet Anonymity**



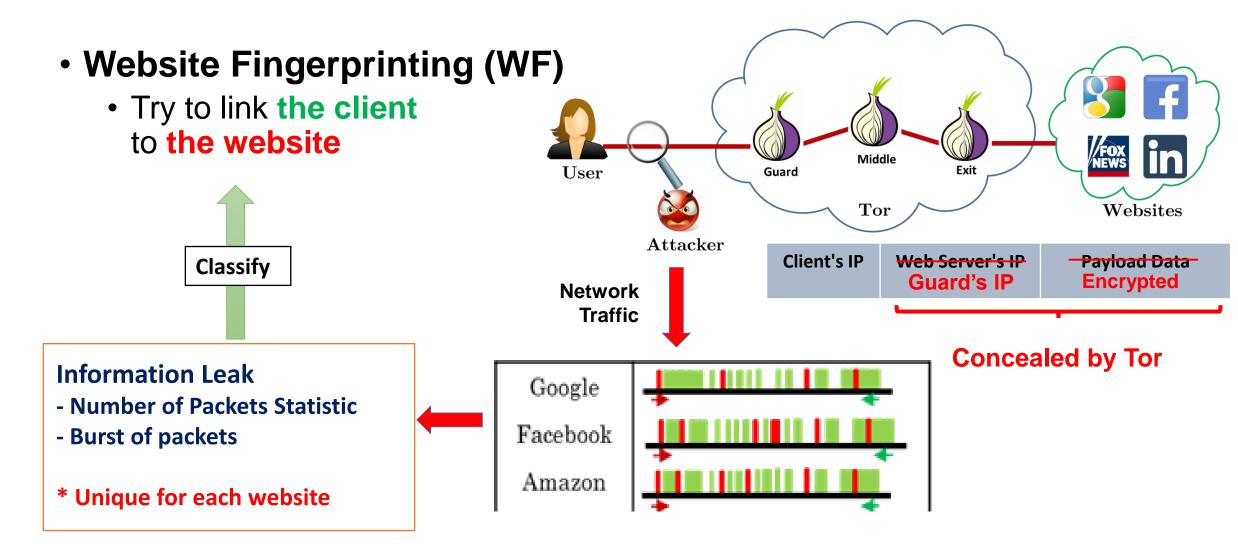
Attacker

#### **Tor Anonymity System**

- Incrementally creating a circuit
- Sophisticated encryptions
- No individual node has the complete path information

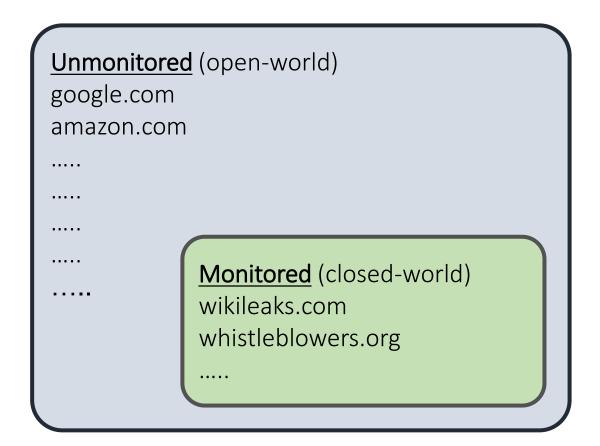
The attacker fails to link user to the actual website she is visiting

#### **Internet Anonymity**



#### Experimental design

- Closed-world
  - Benchmark
- Open-world
  - Comparable to real-world

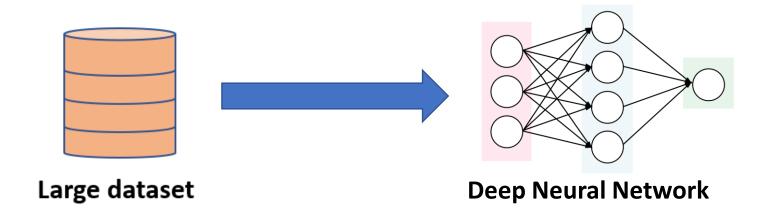


- WF attacks using hand-crafted features [Panchenko et. al, Hayes et. al]
  - Designed features
  - Machine learning classifiers
    - SVM, Random Forest, k-NN



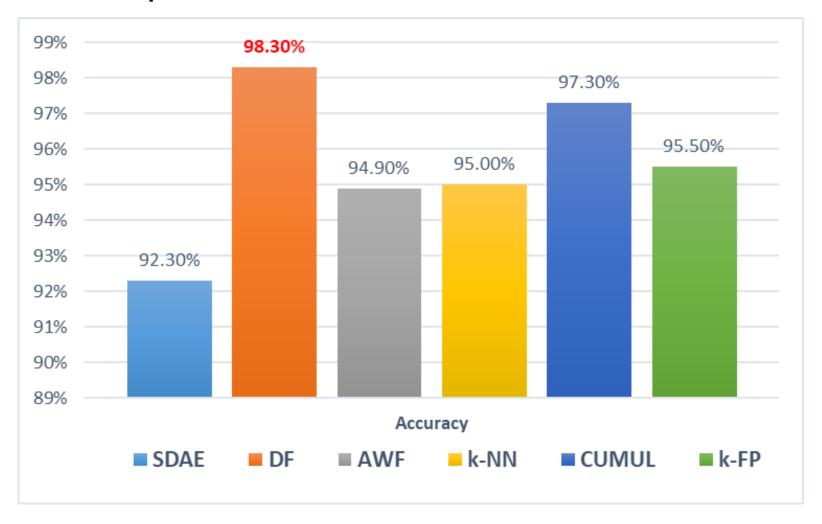
- Panchenko et al. Website fingerprinting at internet scale, NDSS 2016
- Hayes and Danezis. k-Fingerprinting: A robust scalable website fingerprinting technique, USENIX 2016.

- WF attacks using deep learning [Sirinam et. al, Bhat et al.]
  - Automated feature learning
  - Higher performance
    - Larger data requirements



- Sirinam et al. Deep Fingerprinting: Undermining Website Fingerprinting Defenses with Deep Learning, CCS 2018
- Bhat et al. Var-CNN: A Data-Efficient Website Fingerprinting Attack Based on Deep Learning, PoPETS 2019

Closed-world performance

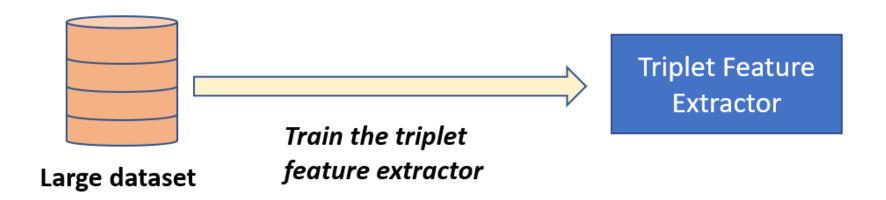


- New directions in WF attacks
  - Improve performance in open-world
  - Improve attacker assumptions
    - Lower data requirements
    - Webpage vs. Website fingerprinting

#### Recent-work: Triplet Fingerprinting

#### 1. Pre-training step

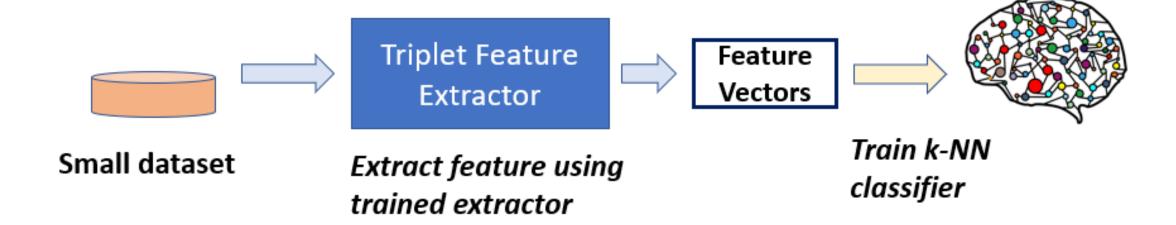
- Train triplet network as feature extractor
- Large, preexisting dataset
- Nontargeted



## Recent-work: Triplet Fingerprinting

#### 2. Training step

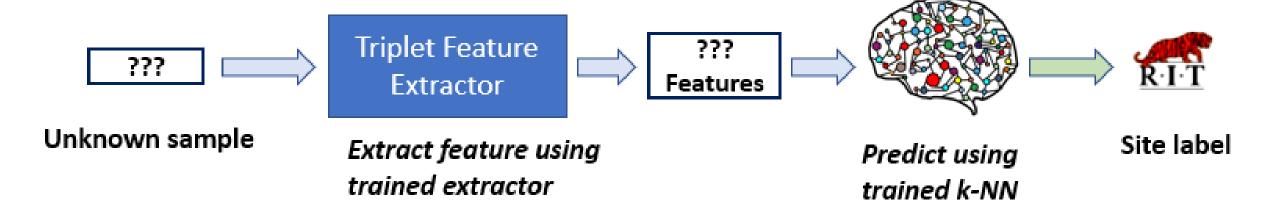
- Collected targeted data.
- Process into features and train classifier



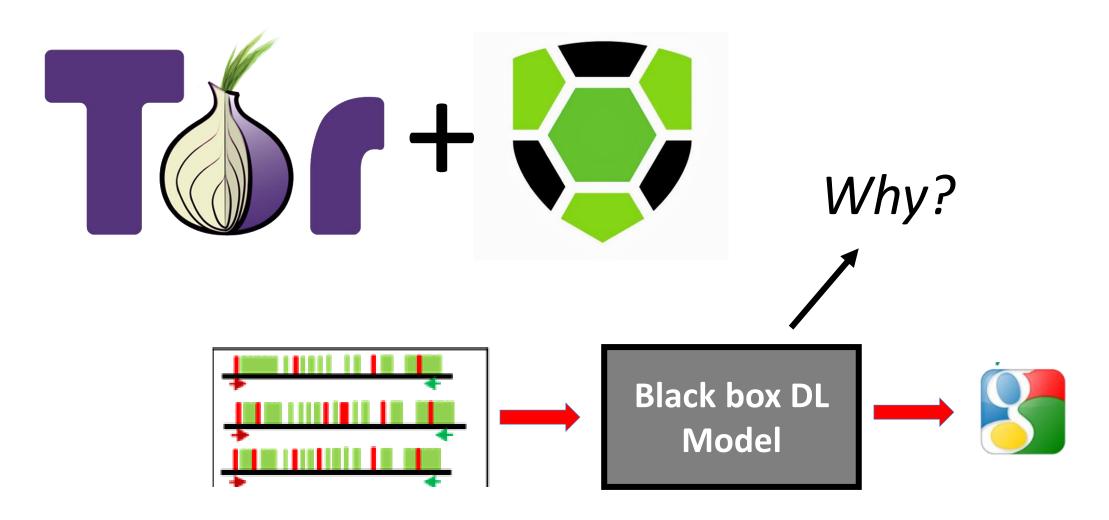
## Recent-work: Triplet Fingerprinting

#### 3. Attack step

- Capture unknown sample.
- Predict with trained classifier.



## Working Towards a Defense



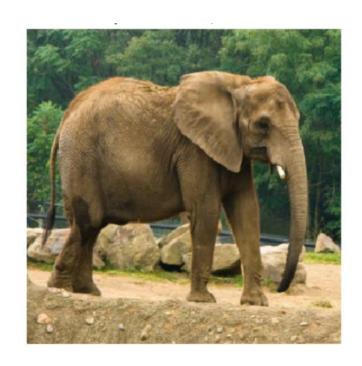
#### WF Defenses



#### WF Defenses

- Popular strategies
  - Stuff trace with fake traffic
    - High overheads harm network performance
  - Create traffic pattern "collisions"
    - Lower overheads
    - Mathematical guarantees
    - Cumbersome to implement

## Ongoing-work: Adversarial Patches



African-Elephant (92% prediction)



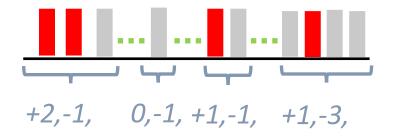
**Adversarial Patch** 

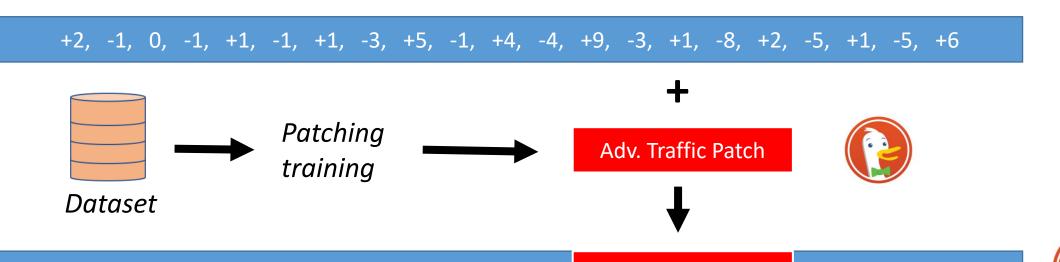


Baseball (90% prediction)

#### Ongoing-work: Adversarial Patches

**Burst-based** representation









#### WF Defense: Open Questions

- How much defense is enough?
- Defending against future, unknown attack types.

Thanks for listening!

## Questions?