

Stopping Silent Sneaks: Defending against Malicious Mixes through Topological Engineering

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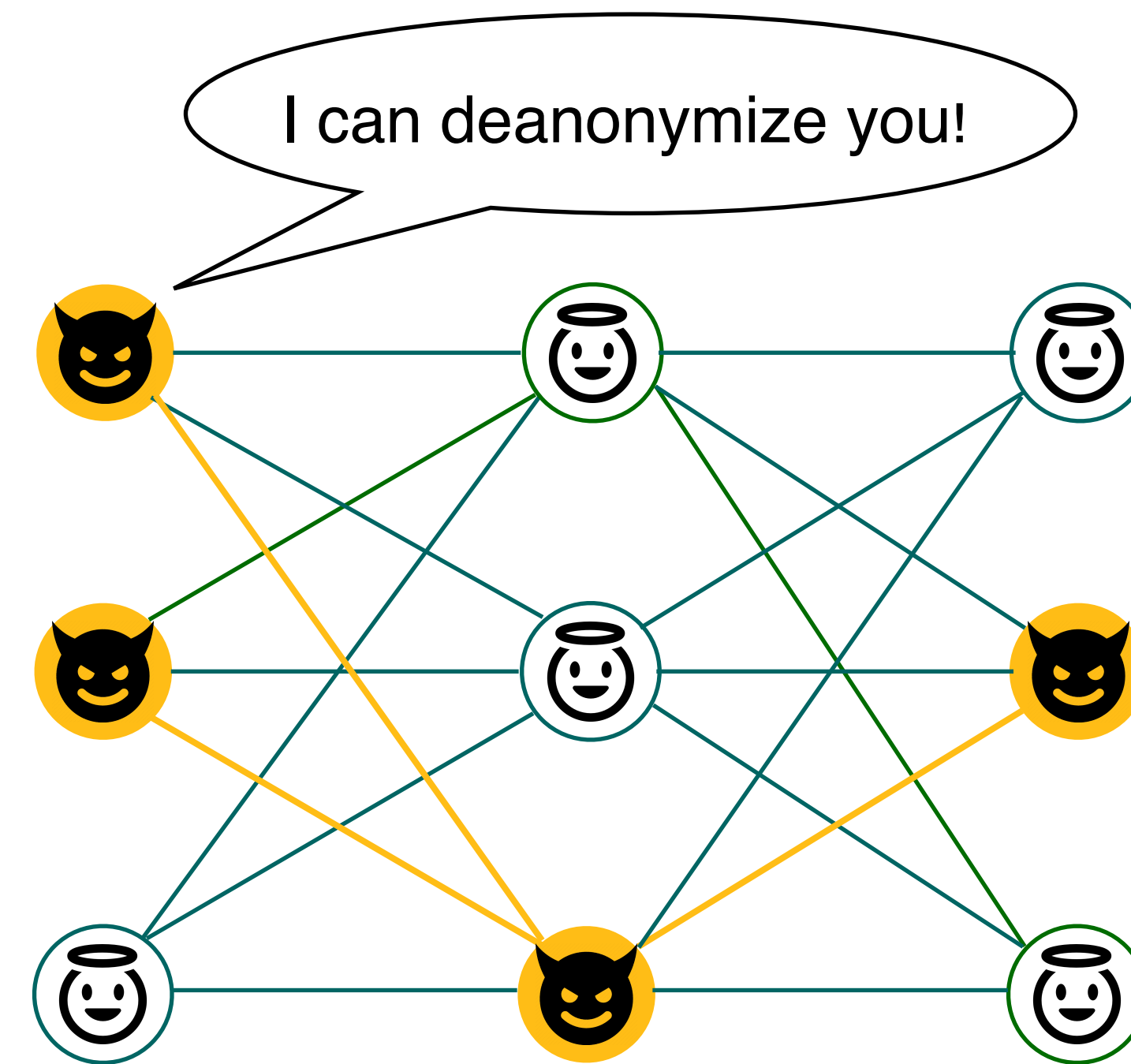
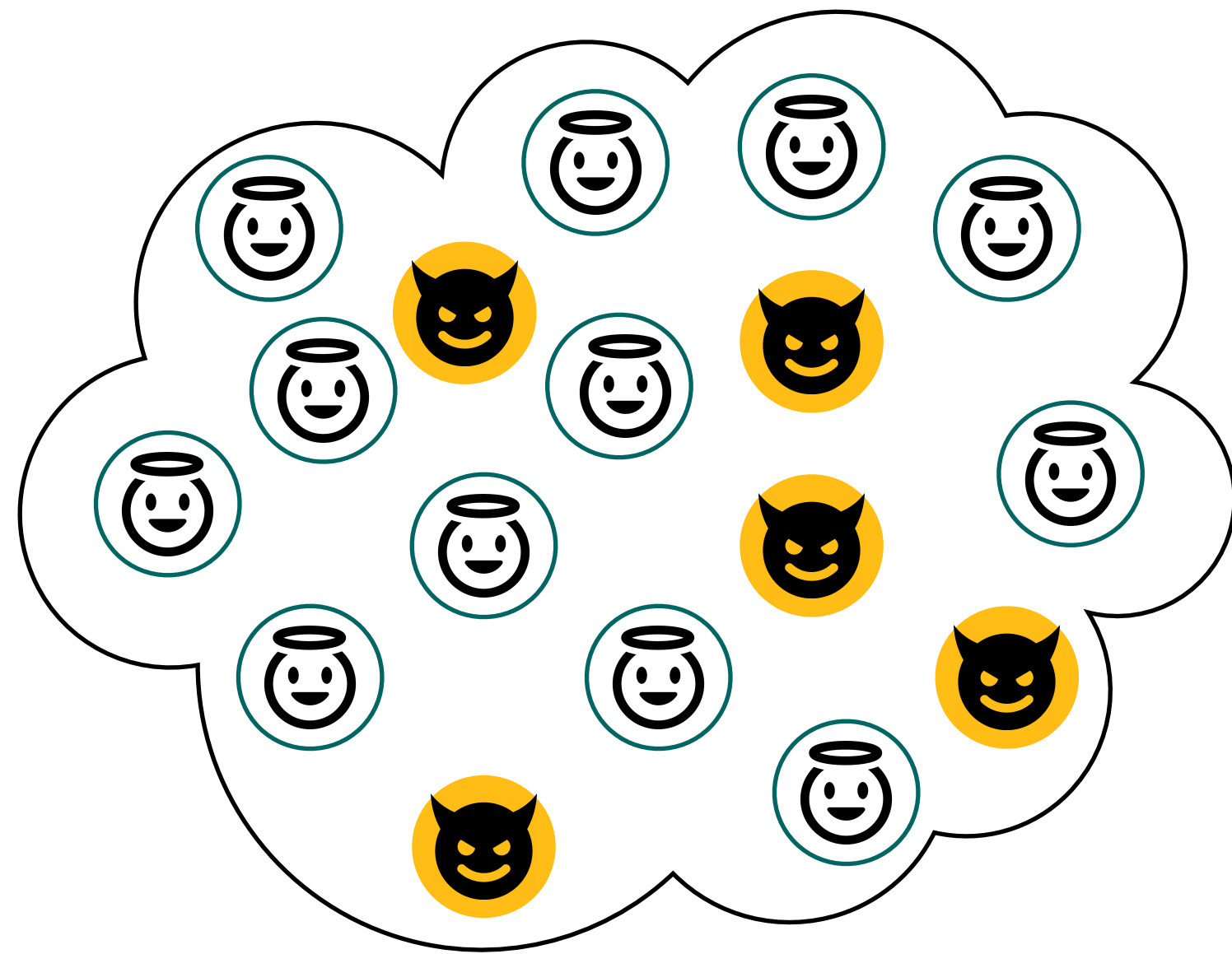
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Problem: Trustworthy Mixnet Construction

Overview



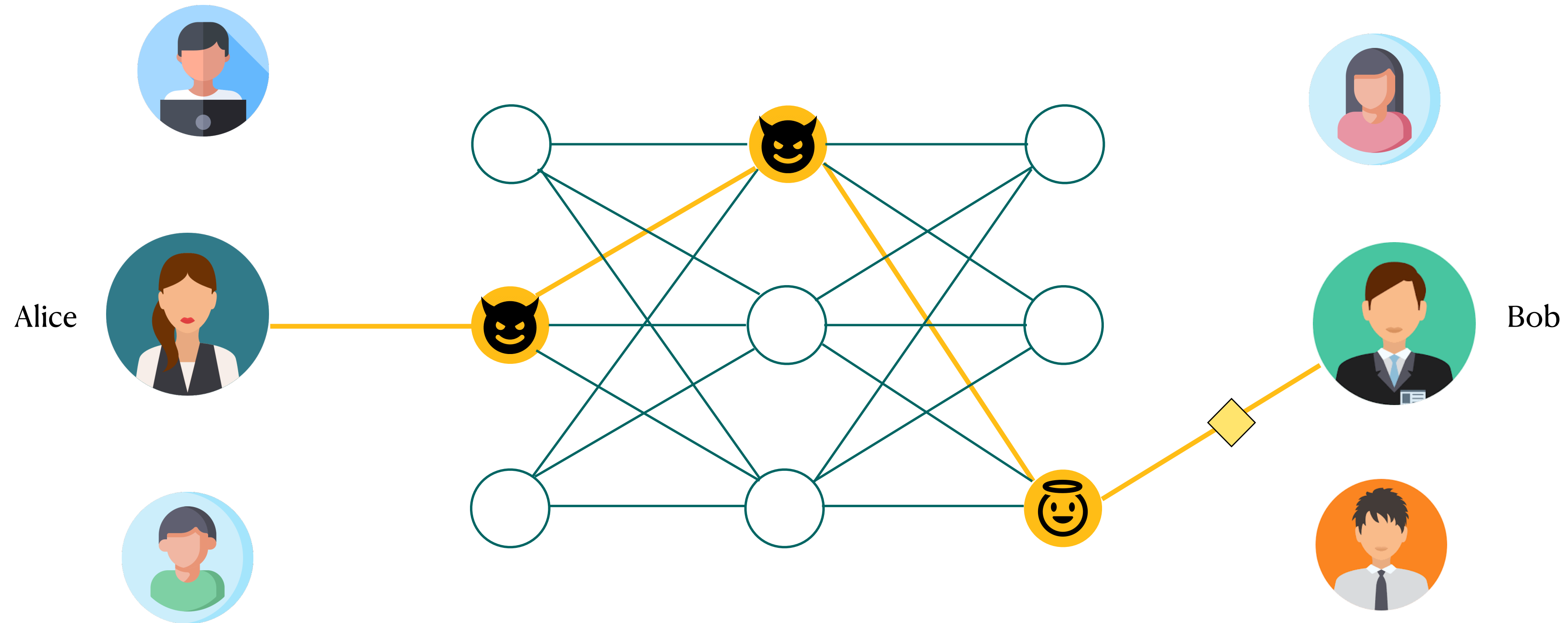
▶ **Untrustworthy network resources**

▶ **End-to-end compromise**

How to construct the mixnets to mitigate the impacts of malicious mixes.

Problem: Trustworthy Mixnet Construction

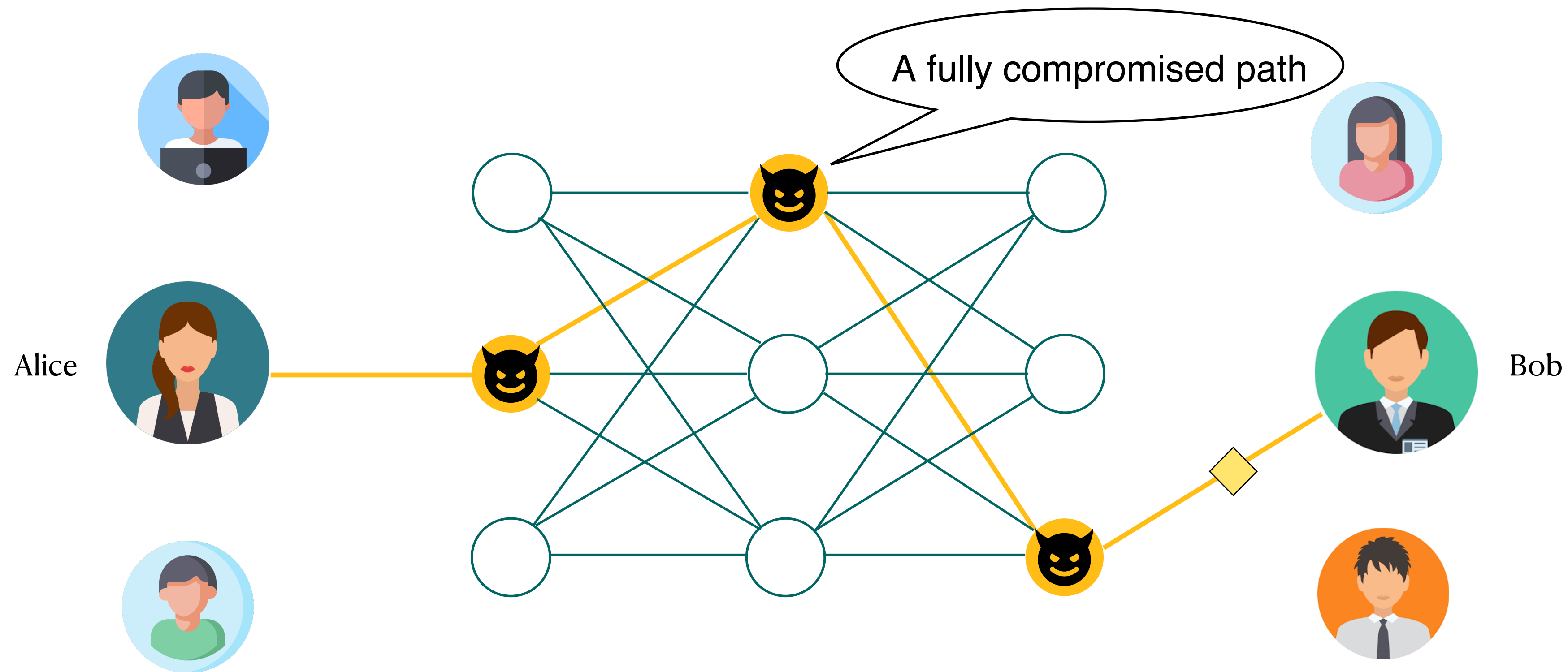
Anytrust assumption is the security basis.



At least one server in the path must be honest.

Problem: Trustworthy Mixnet Construction

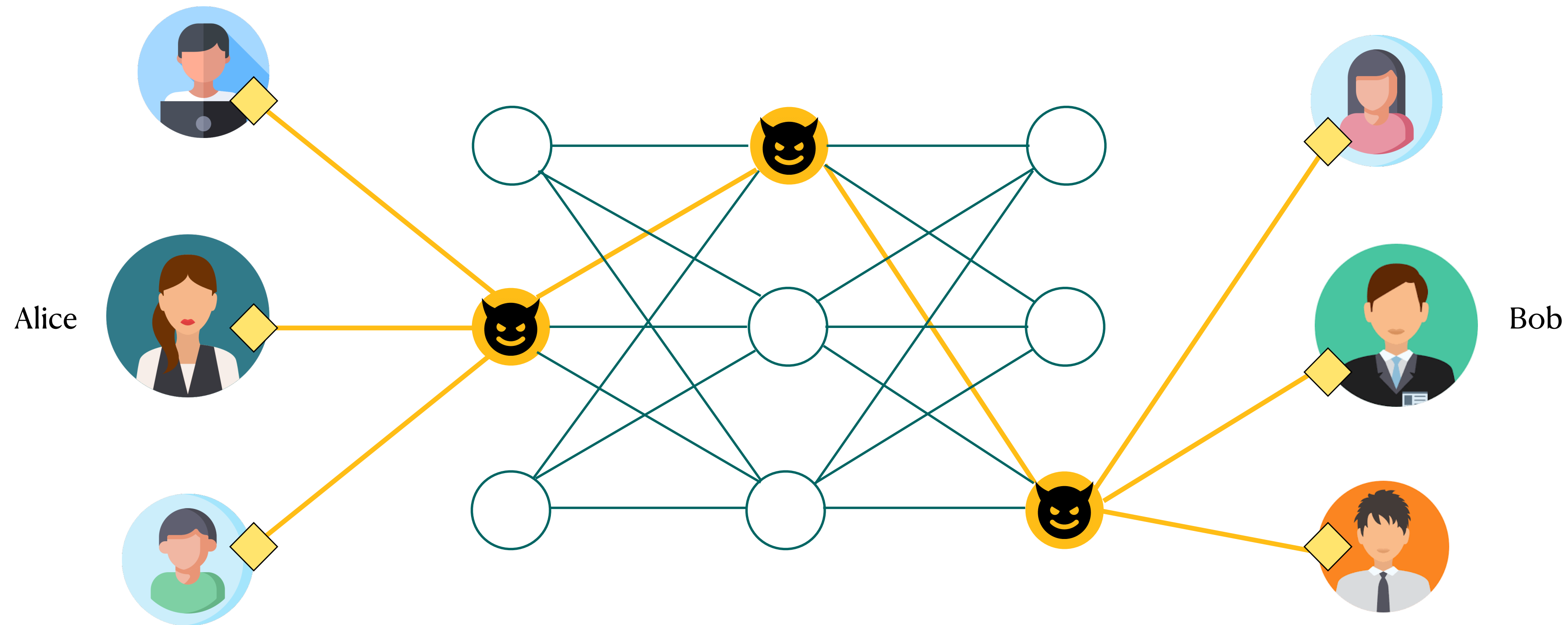
Anytrust assumption might break in the real world.



- ▶ Mixnet literature typically considers active attacks: $(n-1)$ attack and DoS attack.
- ▶ **End-to-end deanonymization by passive adversaries.**

Problem: Trustworthy Mixnet Construction

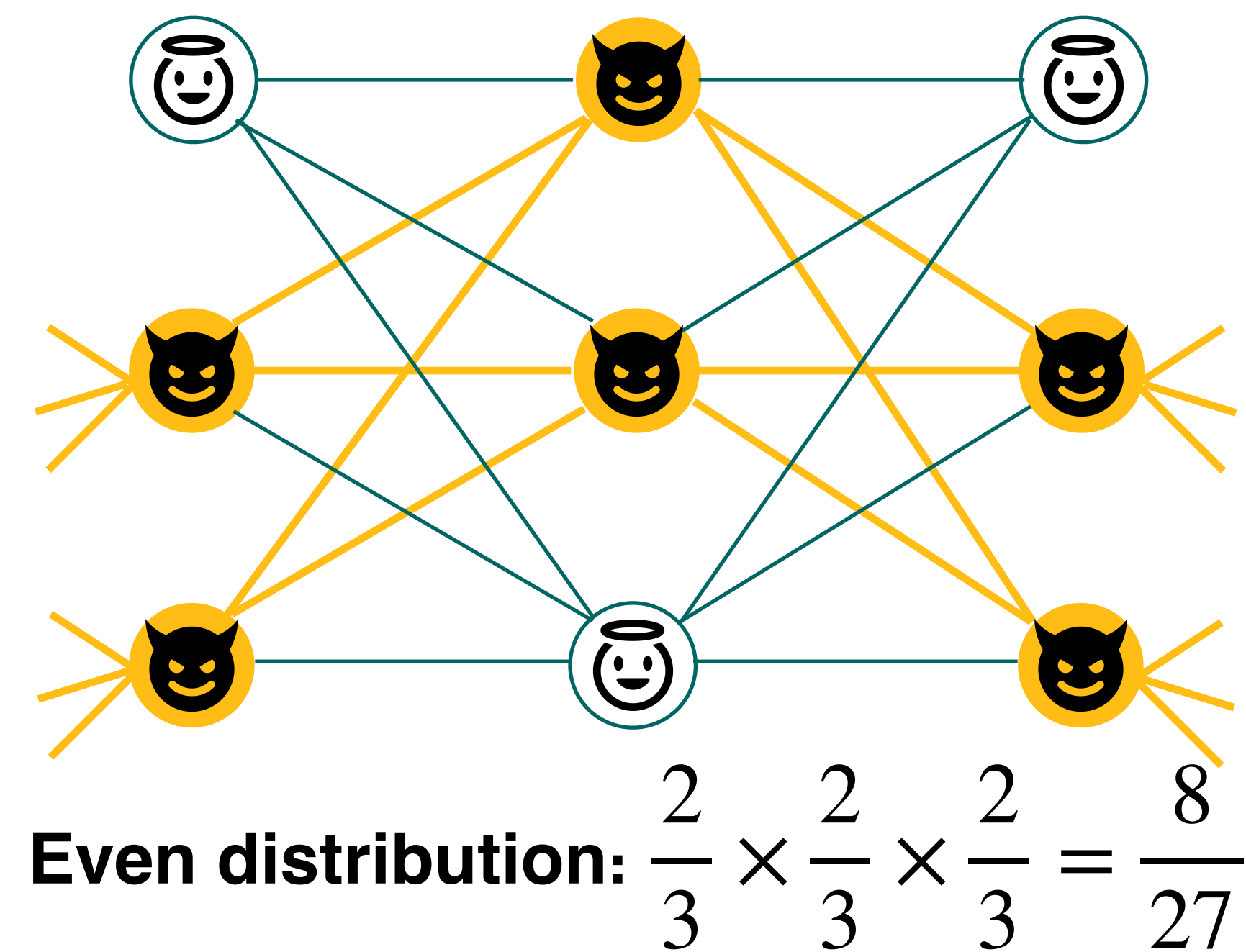
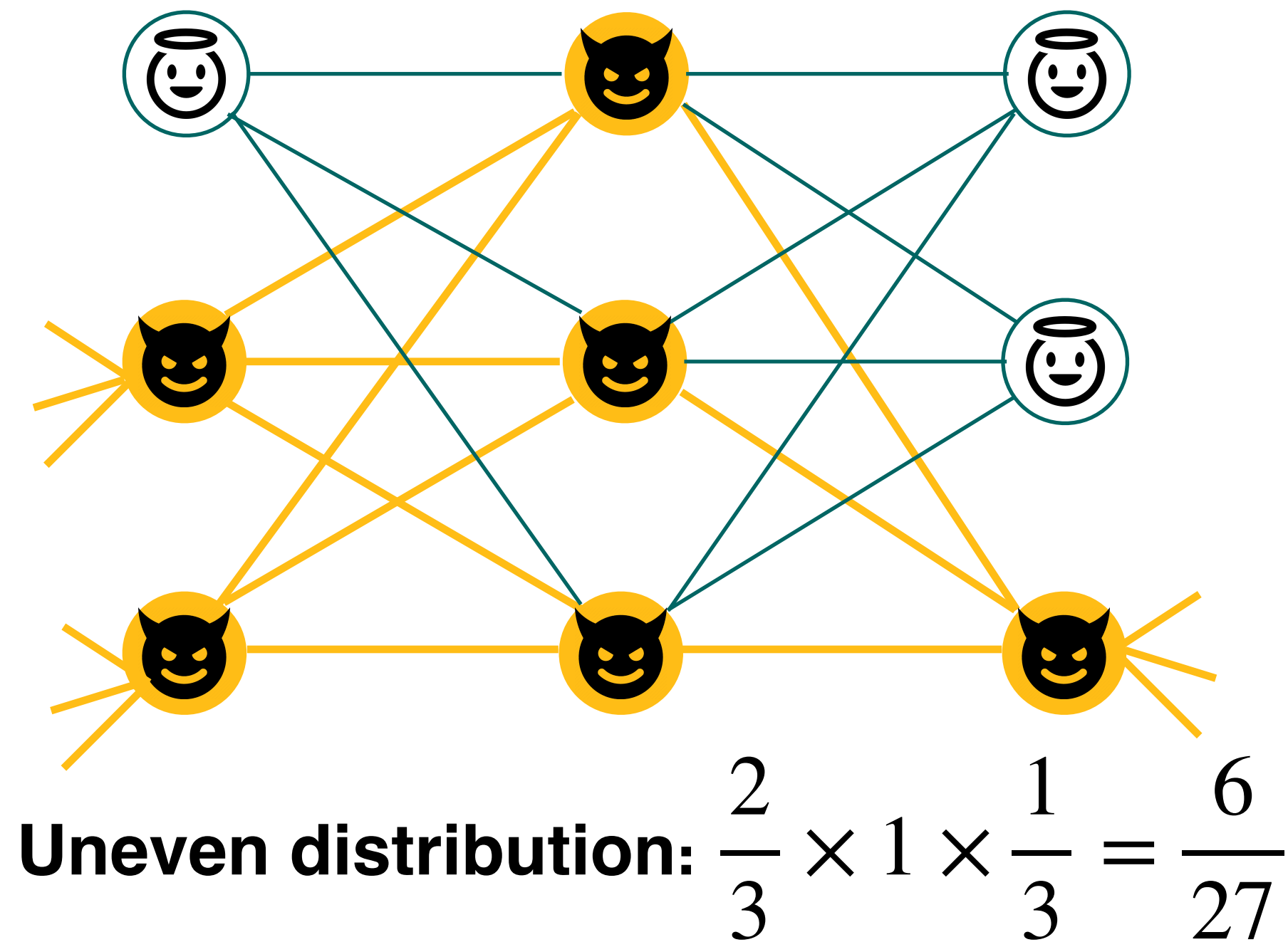
Client enumeration: the number of deanonymized clients matters.



- ▶ Eventually, each user has at least one message traverses a fully compromised path.

Problem: Trustworthy Mixnet Construction

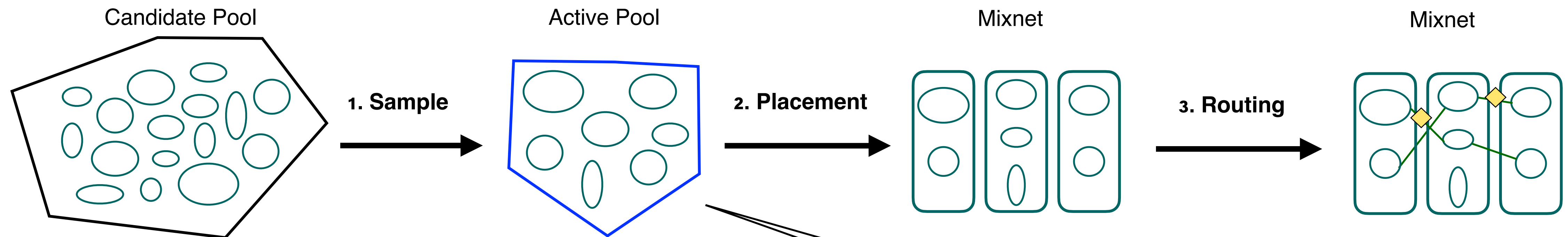
Adversary's best resource allocation to maximise the compromise rate



End-to-end compromise rate

Problem: Trustworthy Mixnet Construction

Mixnet construction model: 3-stages process



- ▶ Mixnet is periodically reconstructed.
- ▶ A subset of nodes will be used.
- ▶ We consider these heuristic choices:
 1. Sample: bw-weighted, random
 2. Placement: random

Subset size (sample fraction h)

Problem: Trustworthy Mixnet Construction

Example: How adversary manipulates the construction process?

Adversary

- ▶ The number of nodes and their bw to deploy
- ▶ Bandwidth budget: $\alpha = 0.2$

Fig 1. Probability of falling into each layer

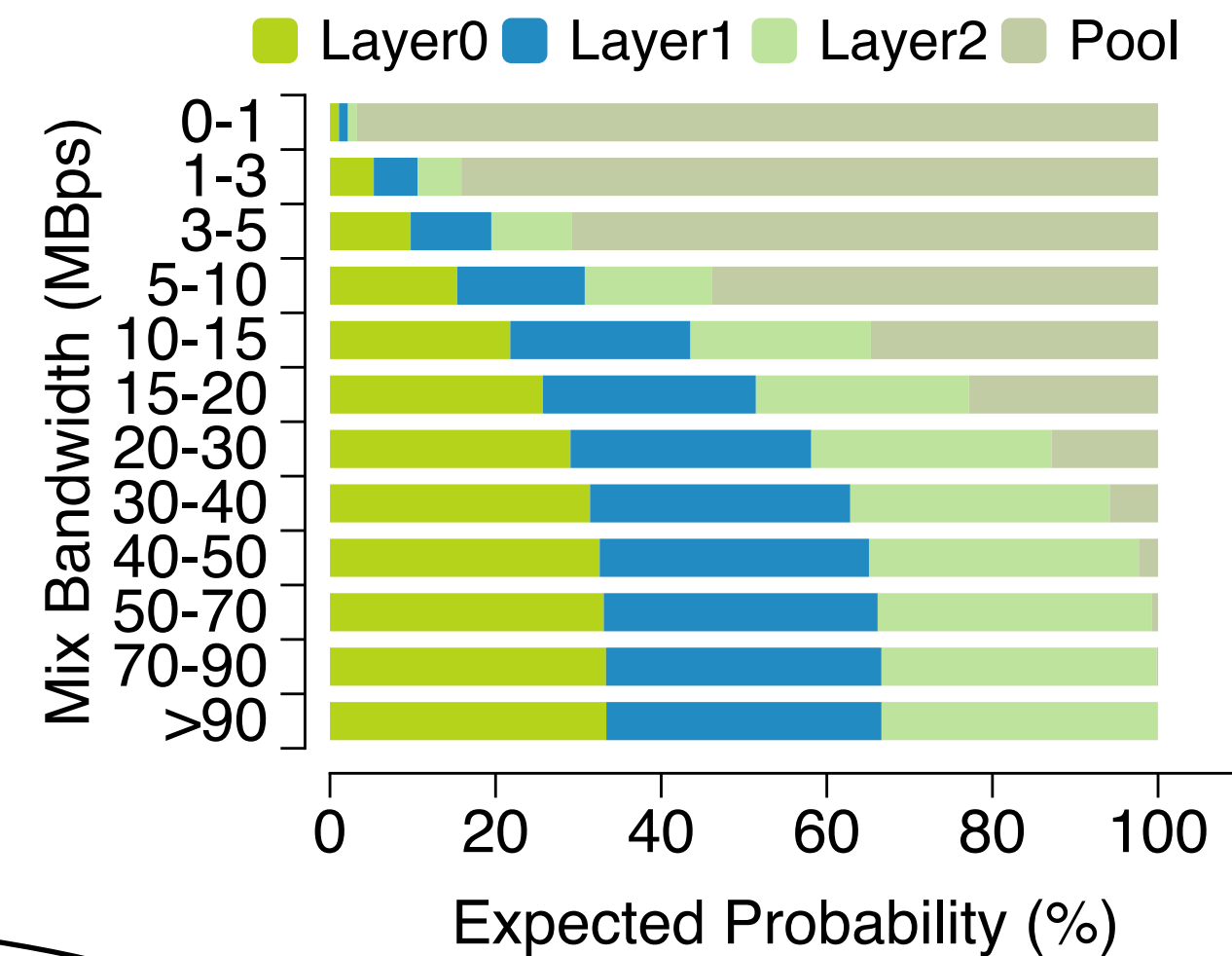
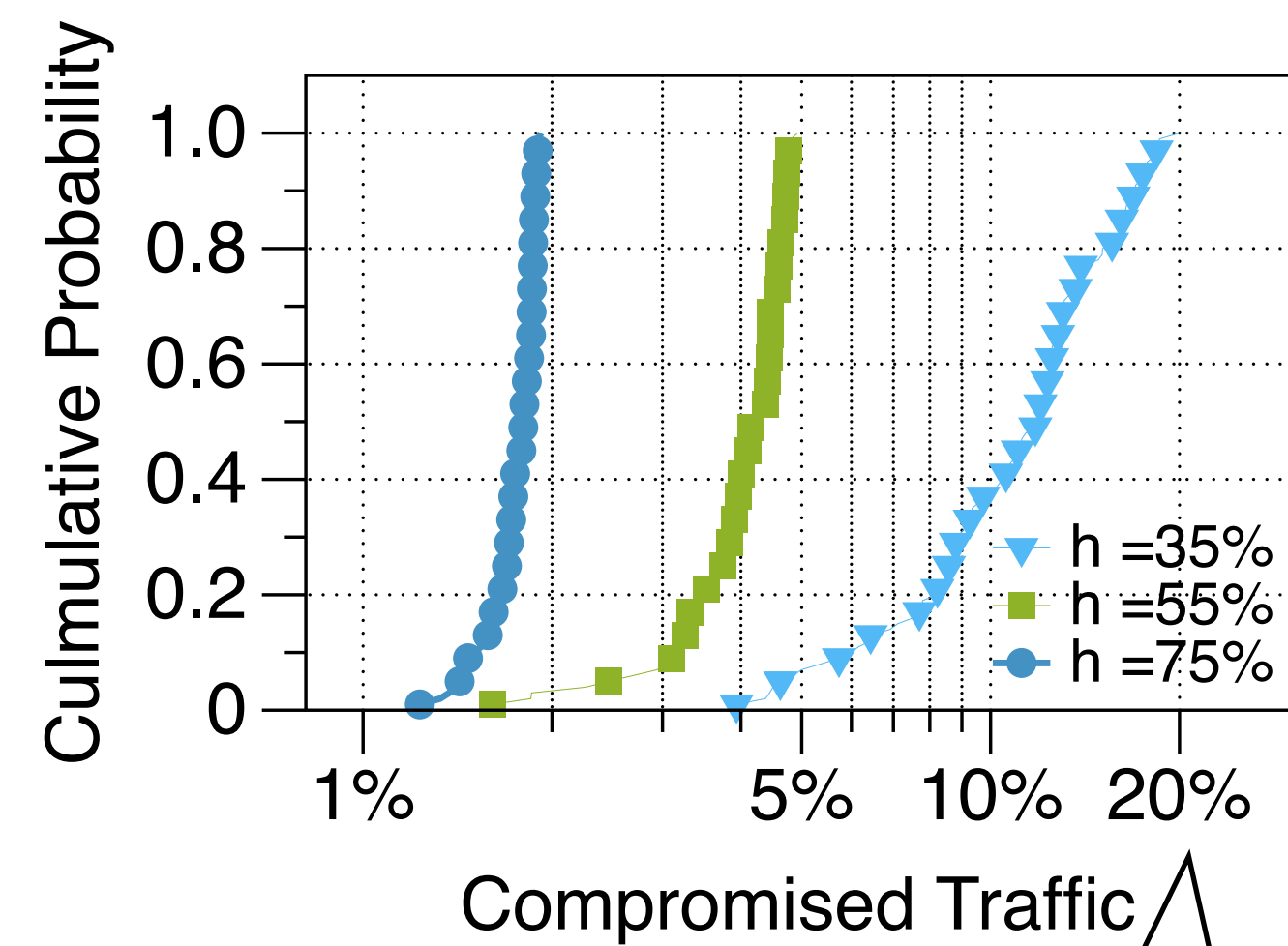
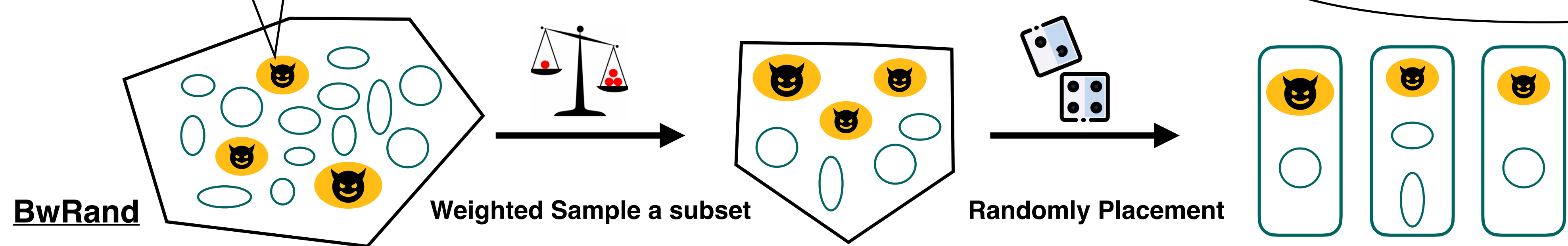


Fig 2. CDF of worst-case compromised fraction



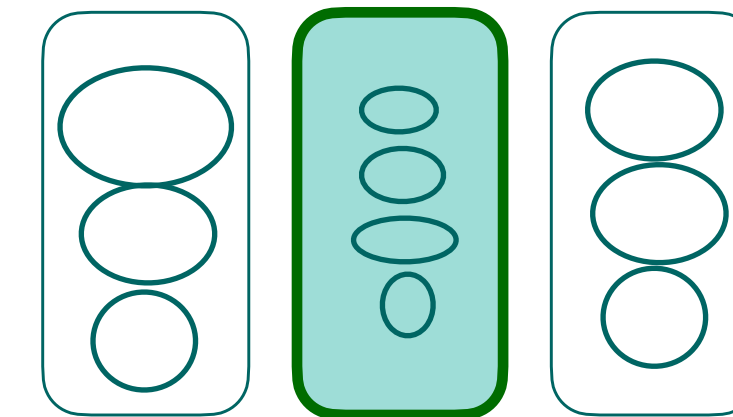
By manipulating the weights (bw)!

Sample fraction h has a big impact.



Challenges

1. The adversary's manipulation is **hard to prevent**.
2. The adversary can do **client enumeration** with merely one fully compromised path.
3. The generated network should be **performant**.
4. **Nodes churn** in real-world deployments.



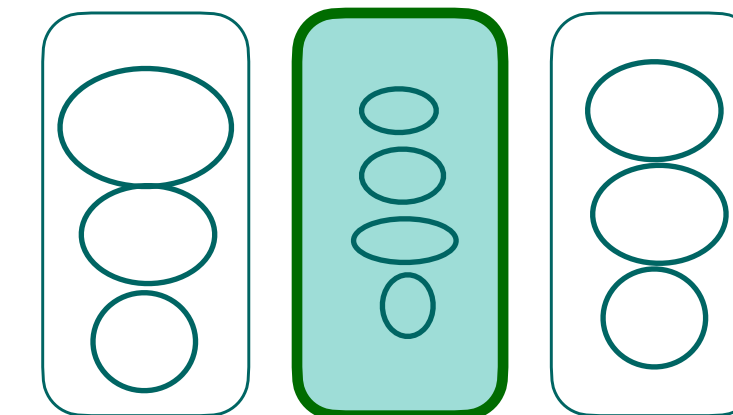
Bottleneck

✓ **ONLINE**

✗ **OFFLINE**

Challenges

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Bottleneck

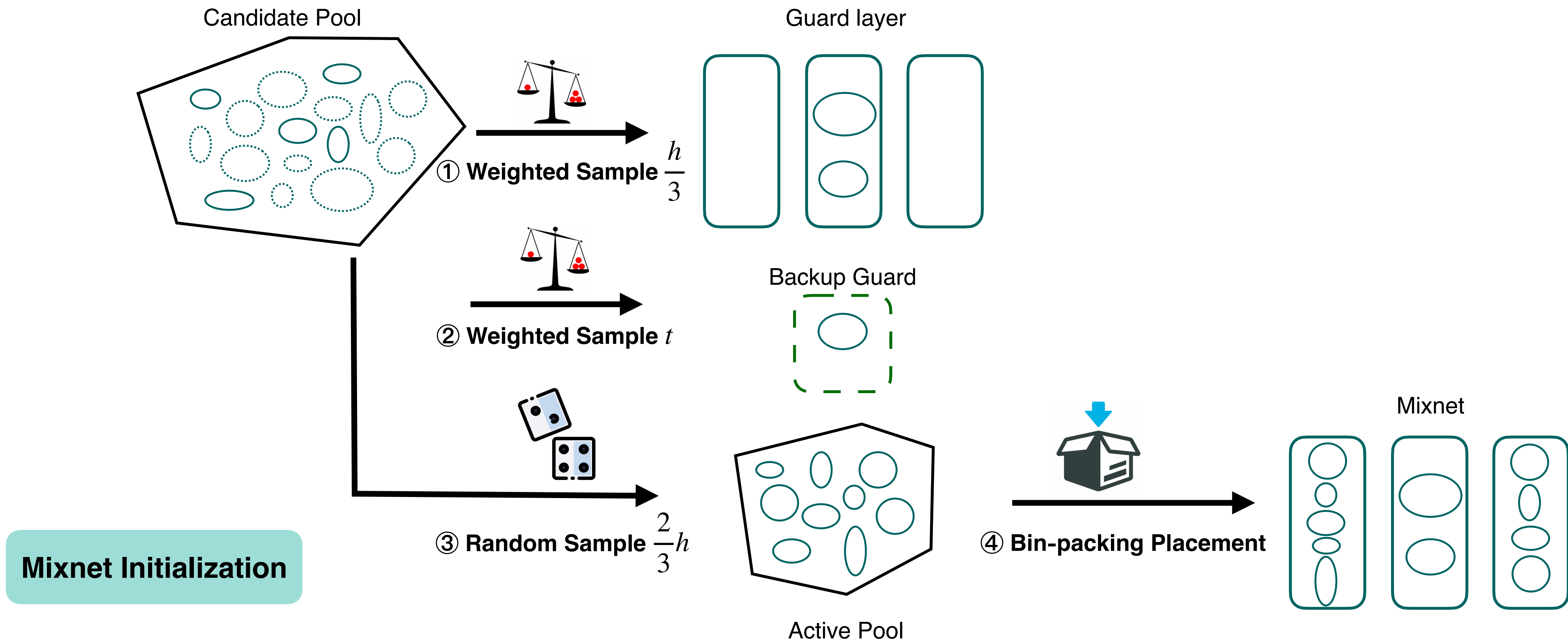


Solution Intuition

- ▶ A constrained guard layer that is populated with stable and high performance relays. This creates a challenge for the adversary to achieve even placement.
- ▶ Bin-packing placement to improve the performance.

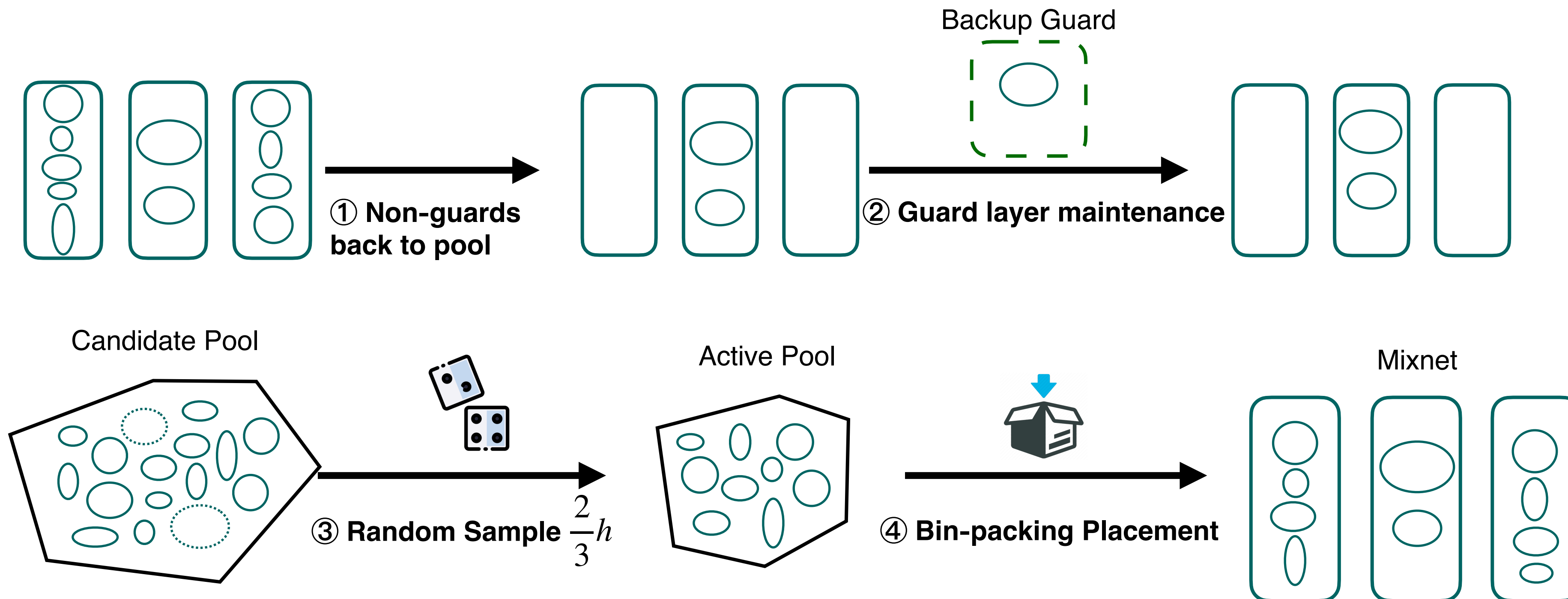
Bow-Tie: High-level Overview

How to shape the network to strengthen anytrust assumption?



Bow-Tie: High-level Overview

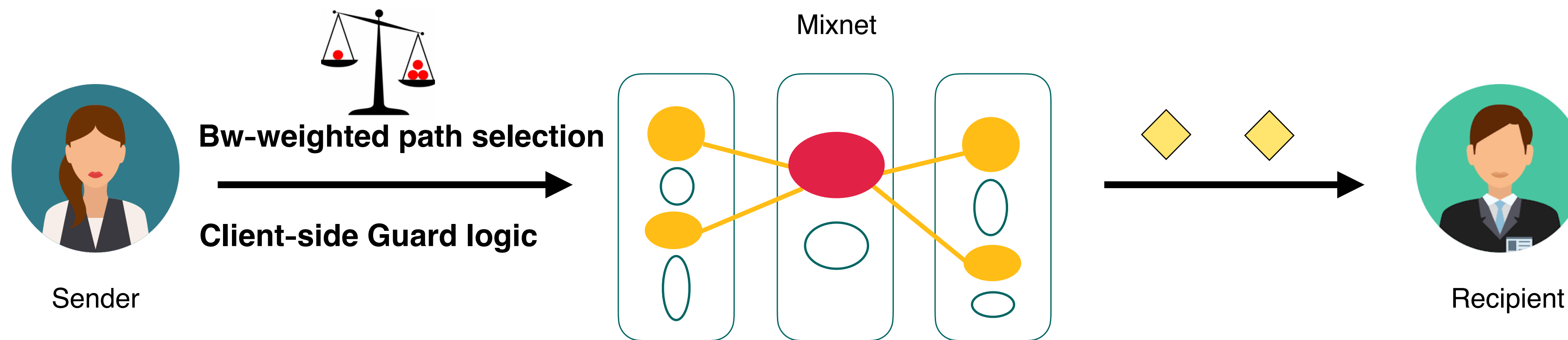
How to shape the network to strengthen anytrust assumption?



Mixnet Maintenance

Bow-Tie: High-level Overview

How to shape the network to strengthen anytrust assumption?



Keep using one guard node in all potential paths.

Mixnet Routing

Results: A Balance between Security and Performance

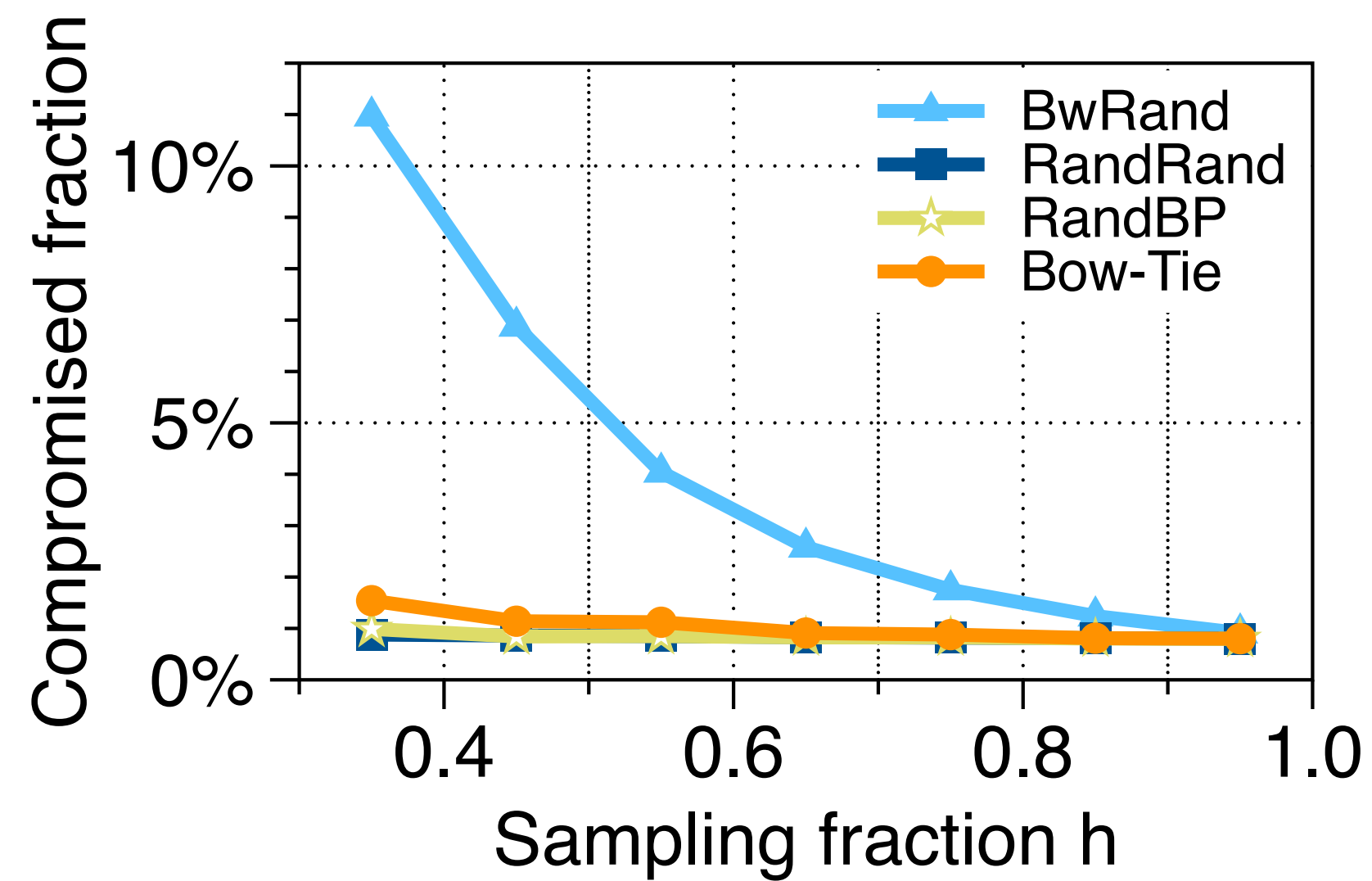


Fig3. End-to-end compromise rate

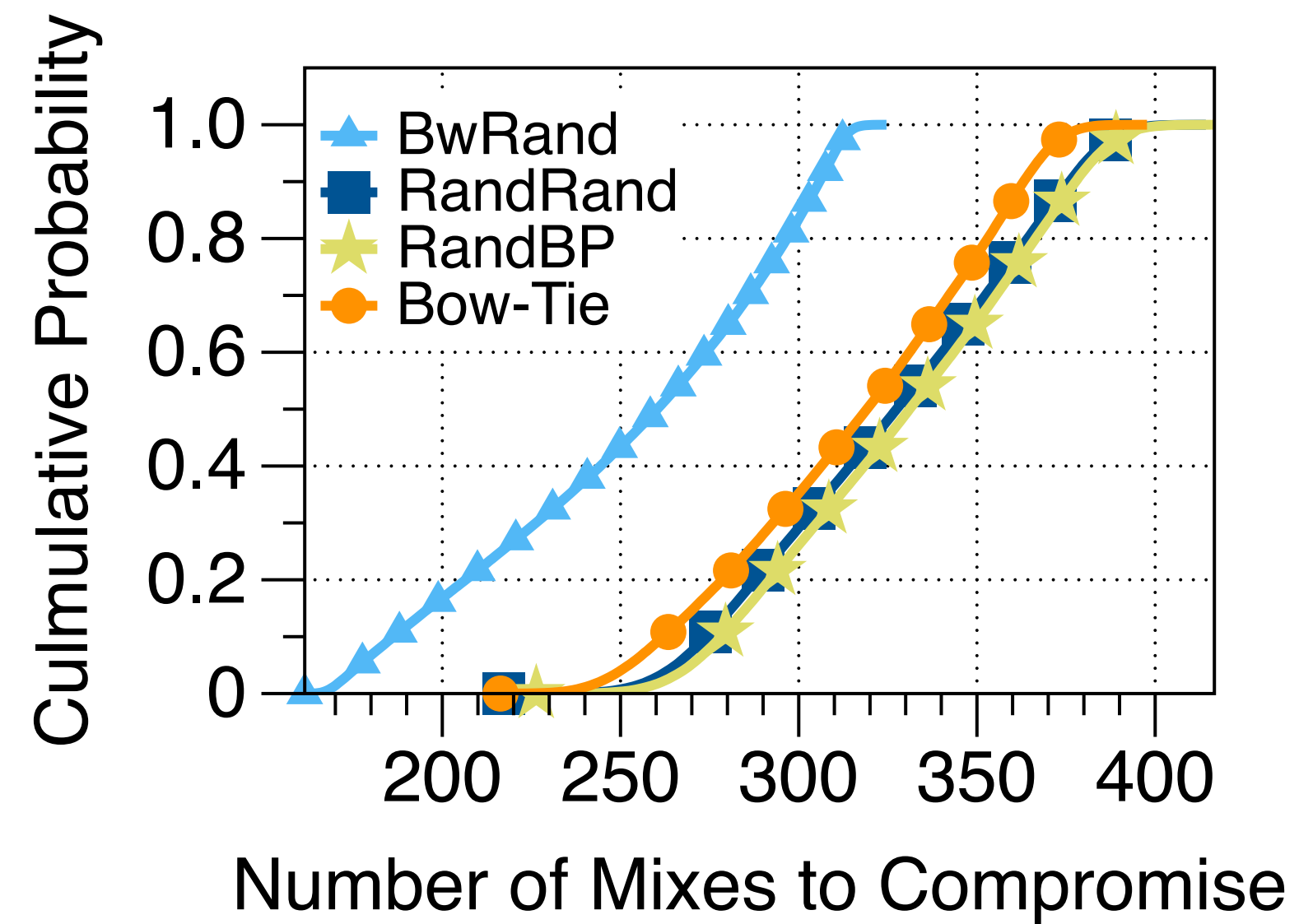
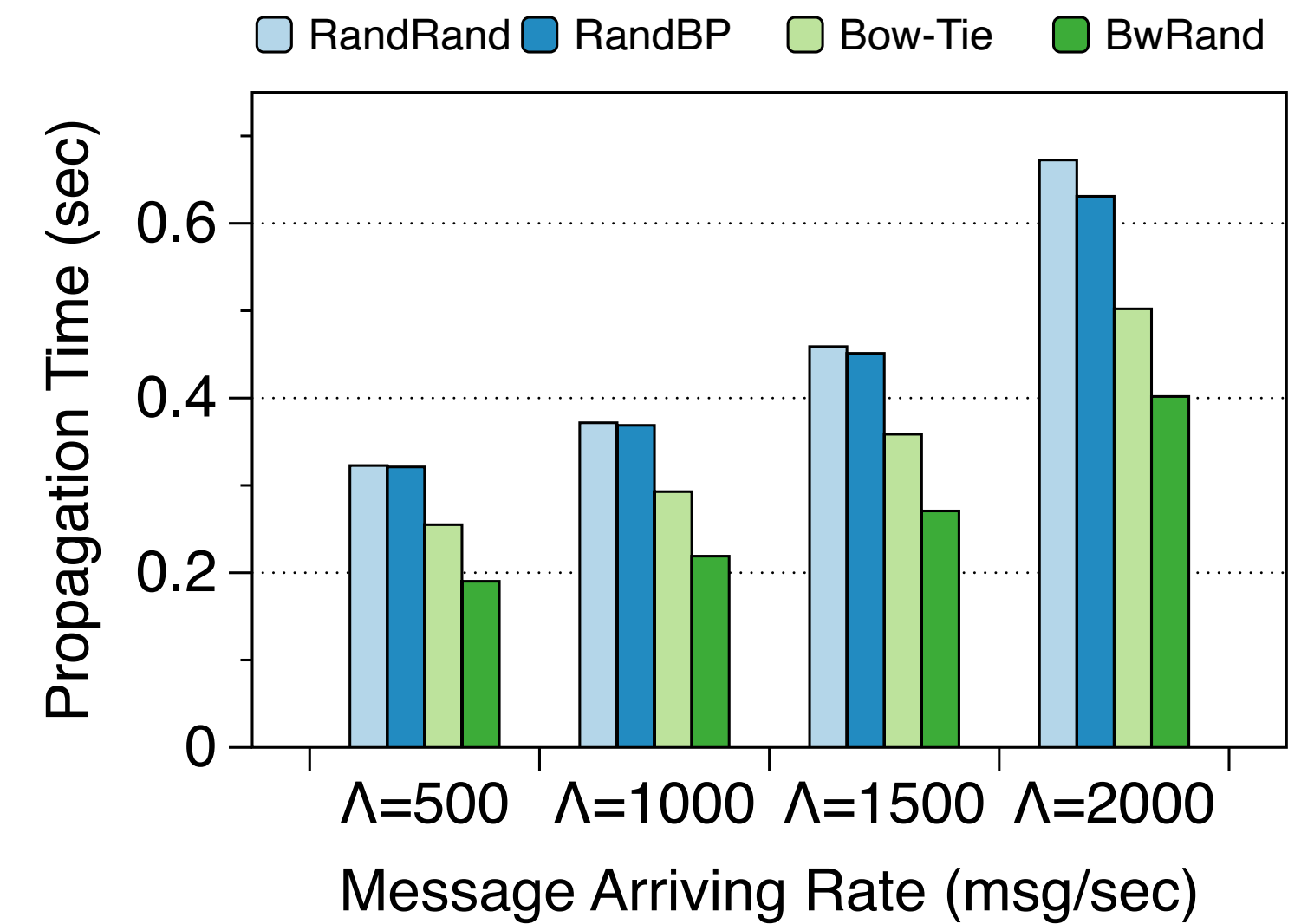


Fig4. Guessing entropy



Figs. Average Queuing delay

Results: Necessity of Guard Design

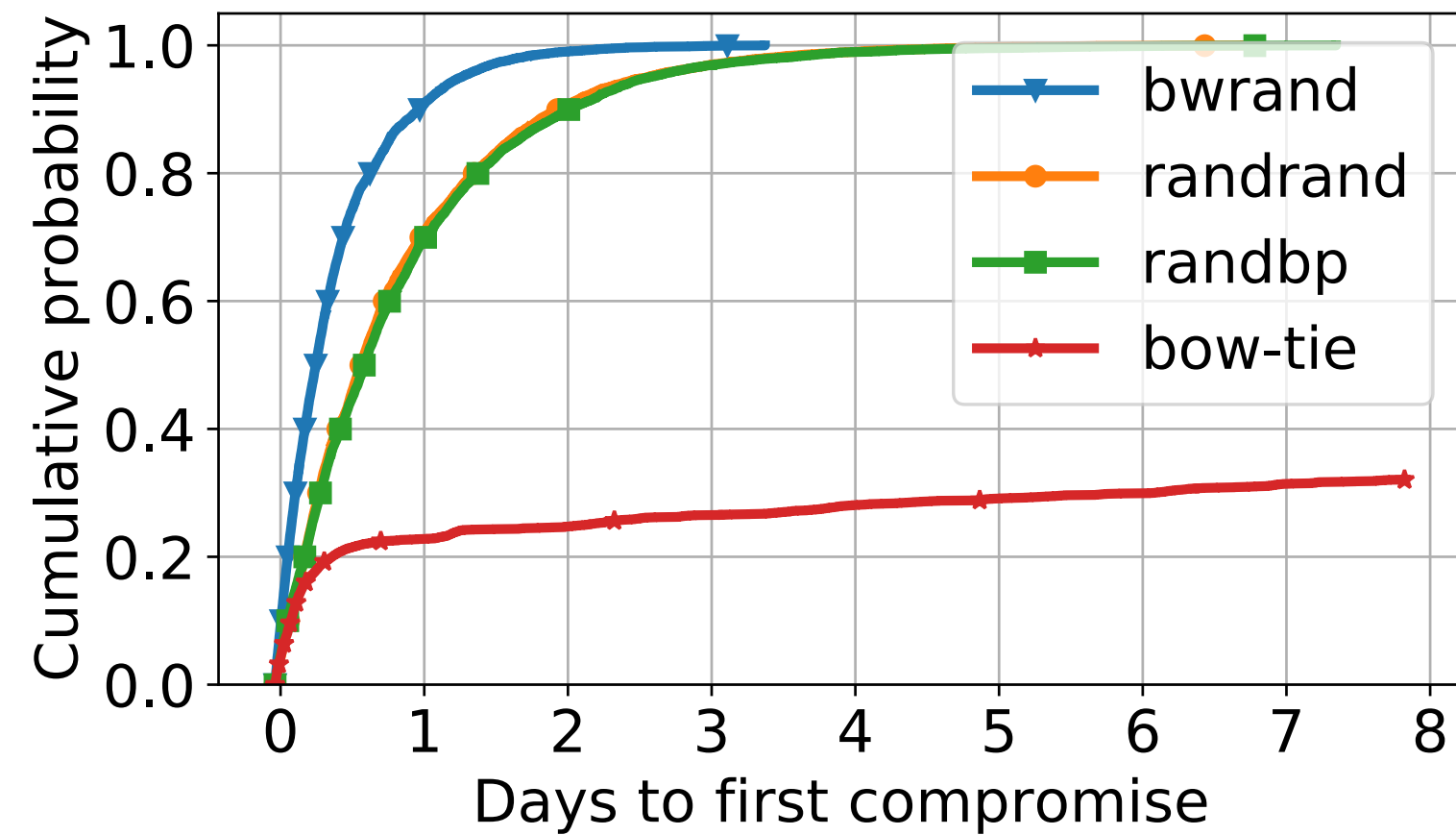


Fig6. Bow-tie vs others

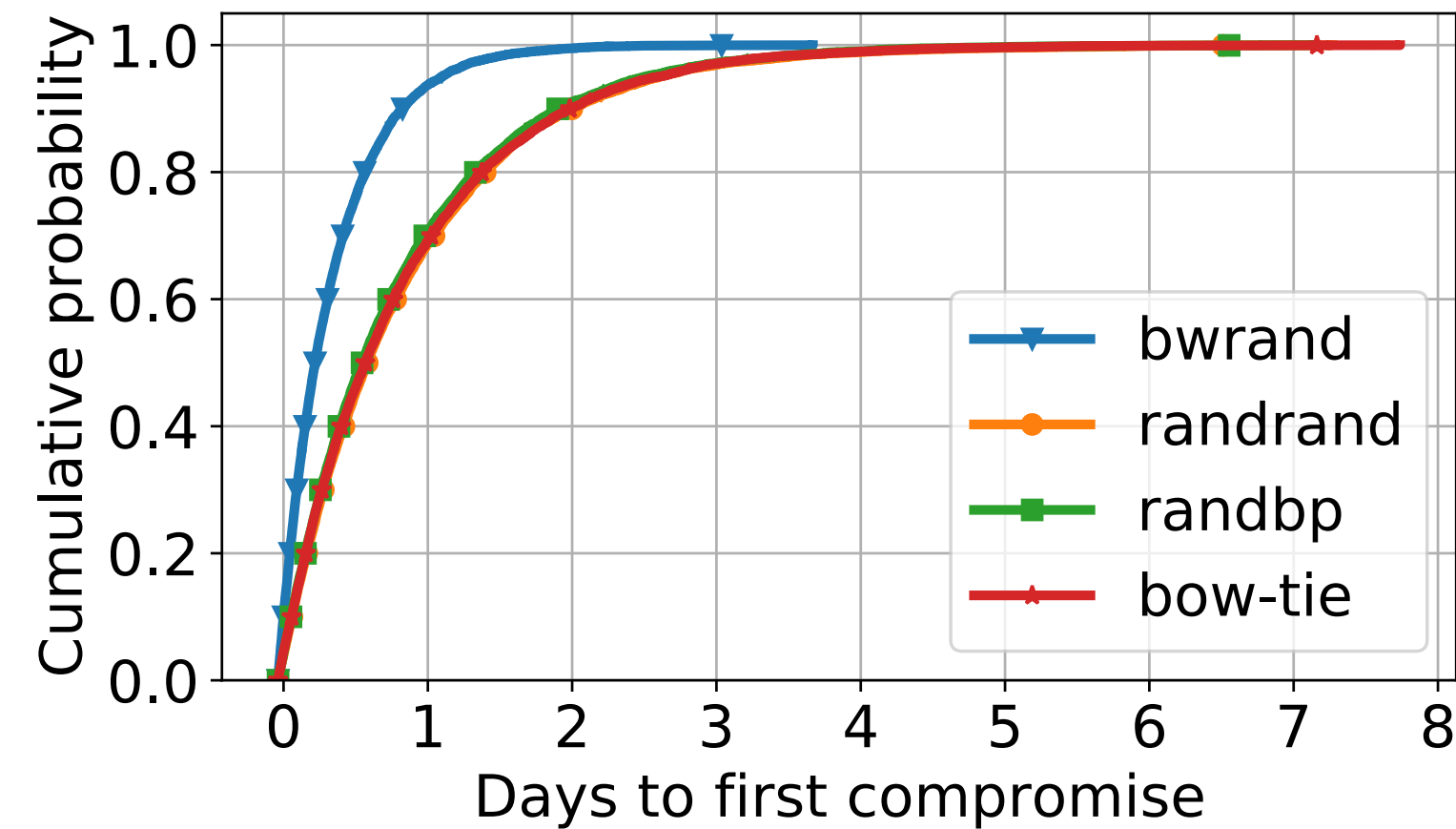
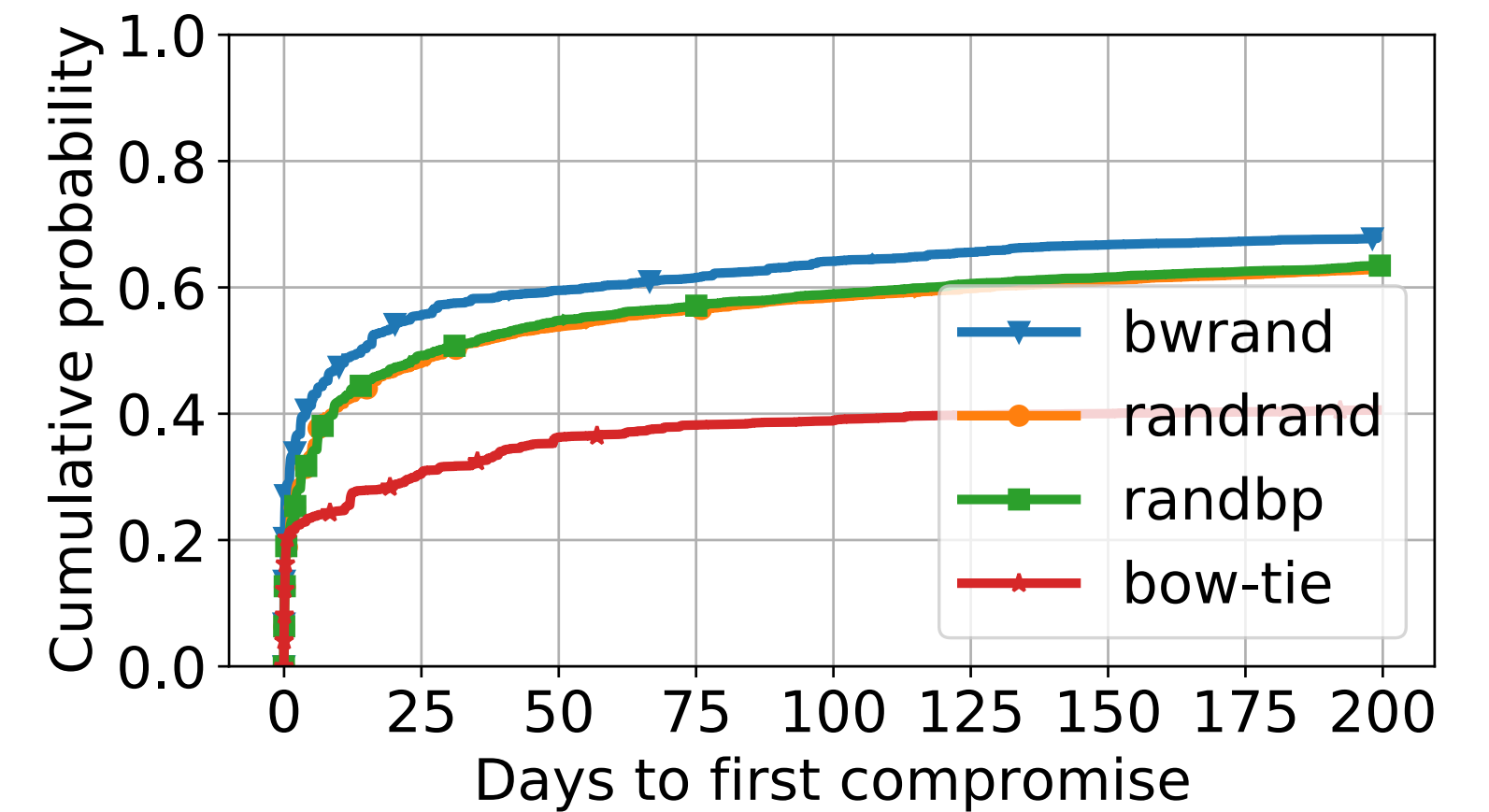


Fig7. Turn off guard logic for Bow-tie



Figs. Turn on guard logic for others

- ▶ The combination of guard layer and client-side guard logic reduces clients' exposure more effectively than they each could alone.

Results: Analysis of Other Aspects

Influence of [Protocol designs](#) and [User behaviour](#)

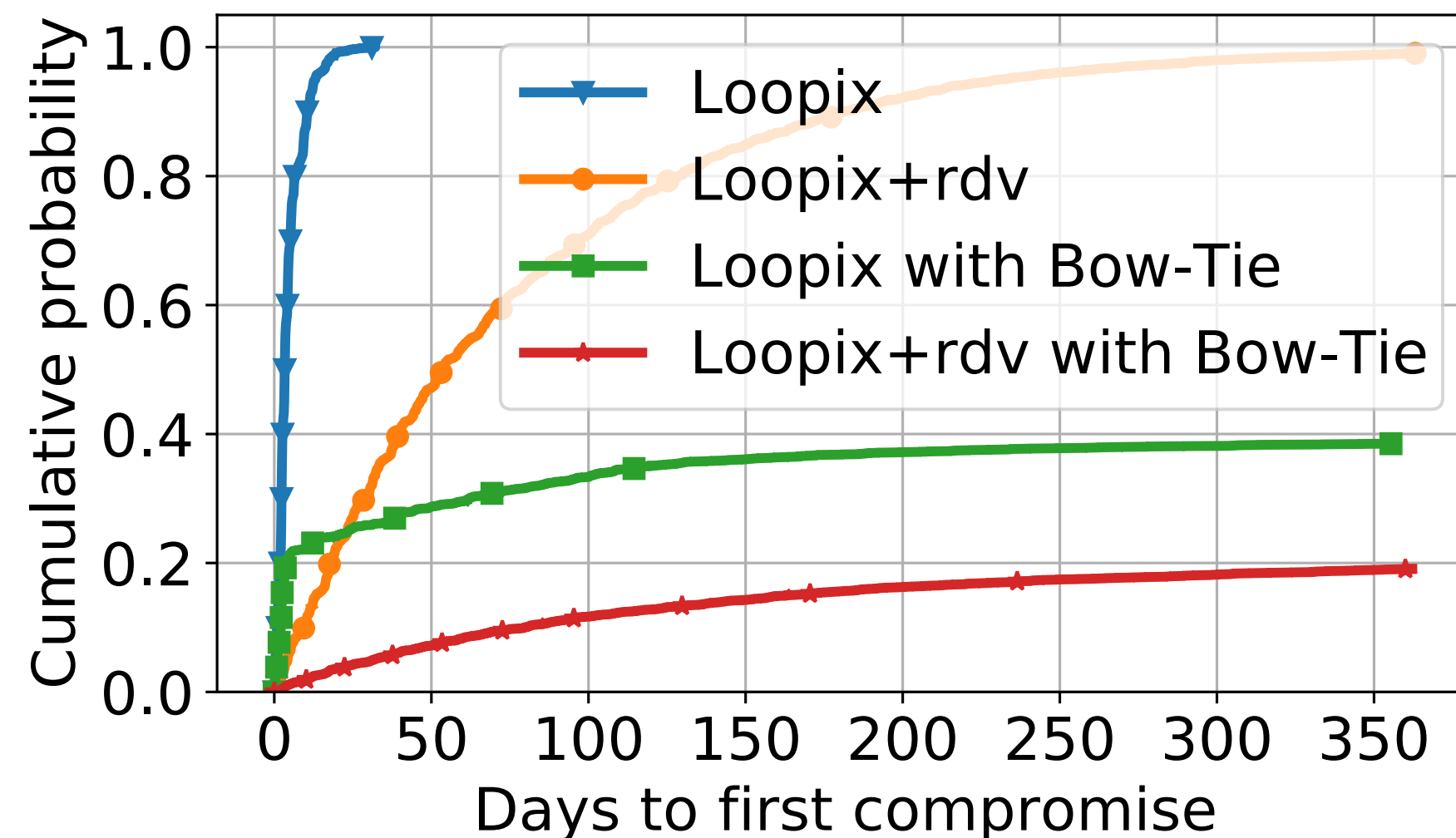


Fig9. Influence of protocol design

- ▶ User Model-1: dataset of UoE staff members over two months.
- ▶ Bow-Tie's effect is compatible to protocol designs.

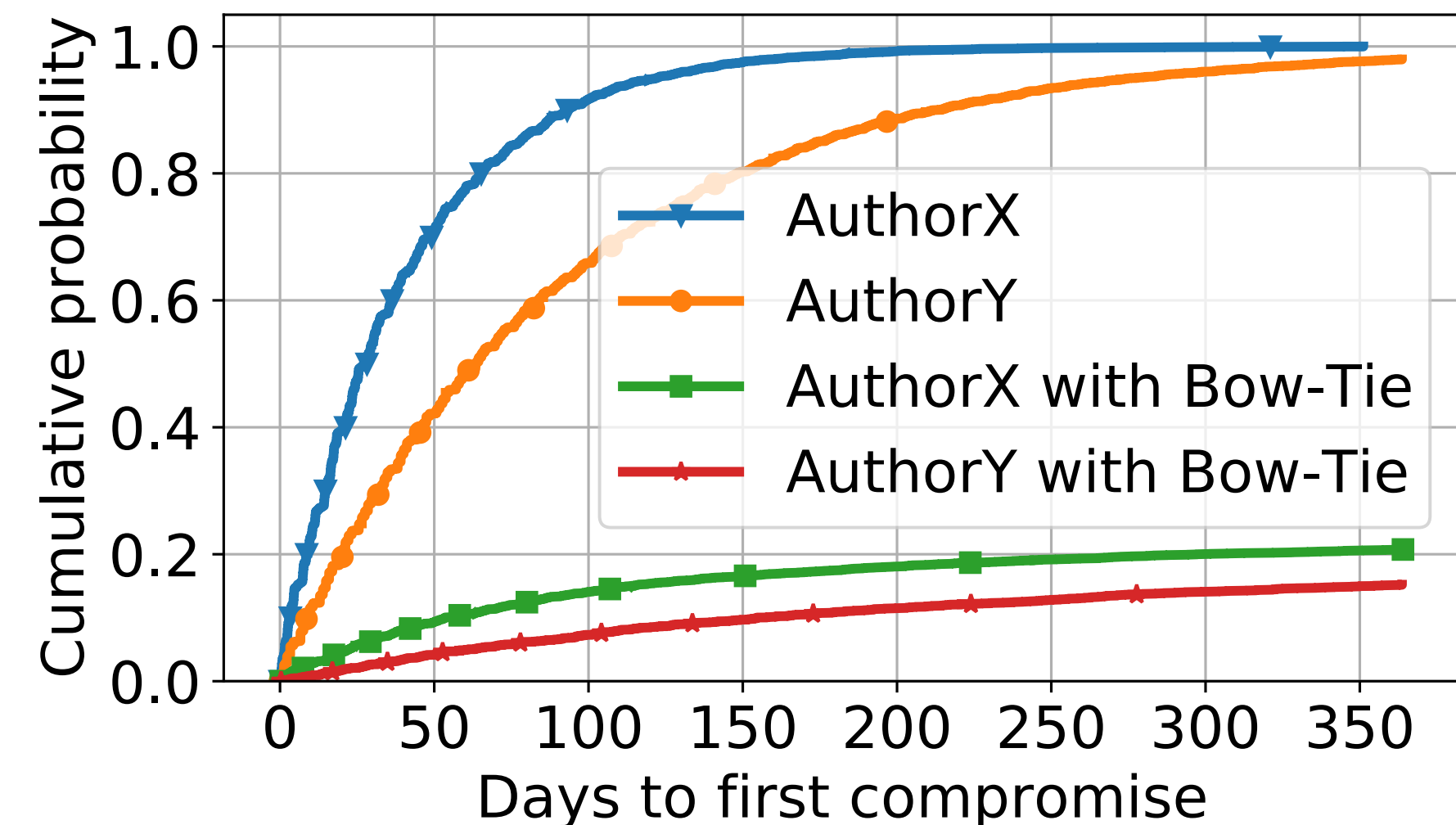


Fig10. Influence of individual behaviours

- ▶ User Model-2: years of two authors' own email usage patterns.
- ▶ Users can figure out how long they could safely use the network based on their behaviours.

Takeaways

- ▶ **Problem:** How to construct a mixnet using untrustworthy resources with high security & performance.
- ▶ **Our Design:** A constrained guard layer that is populated with stable and high performance relays. This creates a challenge for the adversary to achieve even placement.
- ▶ **Results:** Bow-Tie finds a good balance between security and performance.
- ▶ **Simulator&Tools:** <https://github.com/susopid/BowTie-Artifacts>