

# Optimization for Attack Surface Exploration

## The Case of TLS



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**Jamie Hayes**  
University College London

# Attack Surface Exploration

Given a system or protocol:

1. Study its operation, security properties and trust assumptions.
2. Define the adversaries and their goals.
3. Design, realise and optimize the attack(s).

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Step 3 can be a complex and time-consuming iterative process.

# Optimizing an Attack

## Goal

Advance the state-of-the-art so as to better evaluate the security of the system/protocol and the available defences.

# Optimizing an Attack

## Manual iterative process

- How efficient is it? False positives/False negatives
- Are its assumptions realistic? Can we relax any?
- Can we do better?

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Best-effort process that requires human involvement.

# Exploration with ML/AI

- Further advance the state-of-the-art.
- Minimize human involvement.

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## Requirements

- Must be easier to collect data and train a model than to optimize the attack manually.
- The goal of the adversary can be expressed as a differentiable loss function.

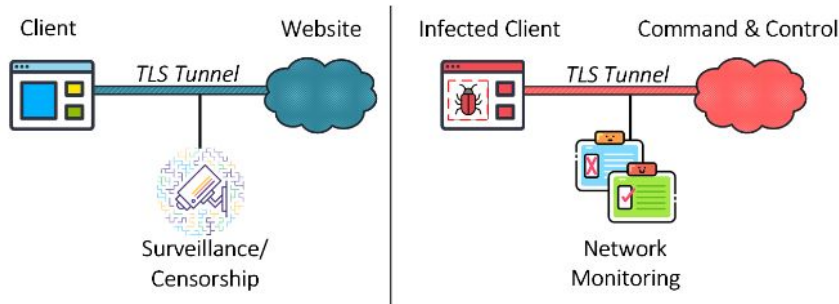


# Use Case: Traffic Fingerprinting

## Webpage Fingerprinting (TLS)

Infer the *webpage* visited from the patterns of traffic between the client and the server.

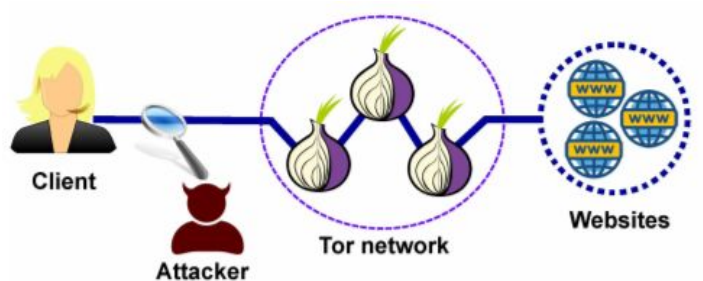
*TLS does not protect the IP of the server visited.*



# Use Case: Traffic Fingerprinting

## Website Fingerprinting (Tor)

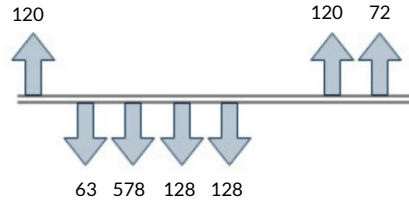
Infer the *website* visited from the traffic between the client and the Tor entry node.



Sirinam, Payap, et al. "Deep fingerprinting: Undermining website fingerprinting defenses with deep learning." ACM Conference on Computer and Communications Security. 2018.

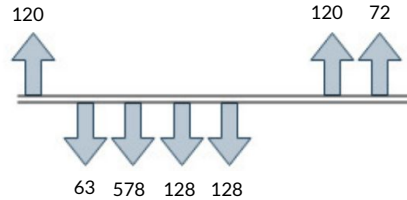
# The Fingerprinting Task

- Traffic to-be-fingerprinted is encoded as sequences of bytes.



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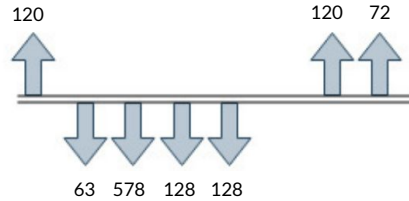
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1. The adversary compiles a dataset of labelled sequences.

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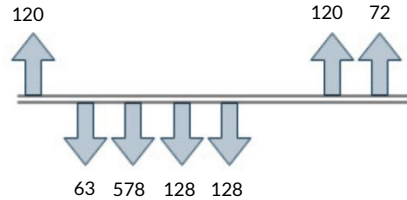
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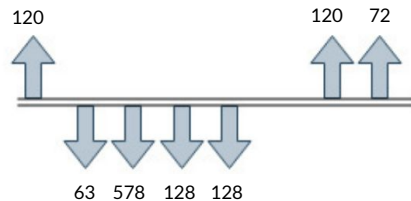
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2. Prepares a classification system.

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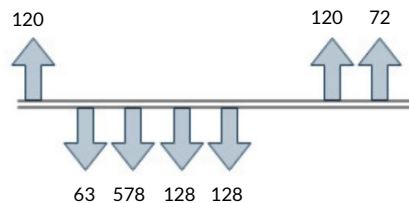
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3. Classifies unknown sequences captured from a victim's traffic.

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Can modern ML help with steps 2 and 3?



...2016

2017-2018

2019-2020



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*Not an exhaustive review of the literature!*

...2016

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### Incremental Steps:

- **Feature Engineering**

- **Performance**

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*"... we show that an adversary can **automate the feature engineering** process, and thus automatically deanonymize Tor traffic by applying our novel method based on deep learning."*

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*"By focusing on only a limited set of features, prior work does not help us understand the "extents" of **learn-ability (and vulnerability)** from TCP/IP headers..."*

*"...what is the list of all TCP/IP features that are informative for website fingerprinting?"*

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*“In WF, finding and evaluating manually designed features can help in understanding why some sites may be especially vulnerable and how to design more effective and efficient defenses. We thus explore new **timing features** in this work.”*

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- Additional Dimensions
- More Realistic Adversaries

*"We suspect that maintaining a perfect WF system is **costly** as the adversary needs to collect information about different localized versions of the webpages, user's browsing settings and update the system over time to recover from **data staleness**."*

Juarez, Marc, et al. "A critical evaluation of website fingerprinting attacks." CCS 2014.

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**Flexibility & Transferability.** *The WF classifier should enable the attacker to flexibly add new sites to the monitored set...*

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The model still needs to be retrained  
when new classes are introduced.

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*"... lowers the likelihood of data staleness performance issues..."*

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- **Additional Dimensions**
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*"... lowers the **likelihood of data staleness** performance issues..."*

*"...allows a weaker attacker with **fewer data collection** resources to successfully perform a powerful WF attack."*

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# Transfer Learning

*“Transfer learning is a machine learning technique where a model trained on one task is re-purposed on a second related task.”*

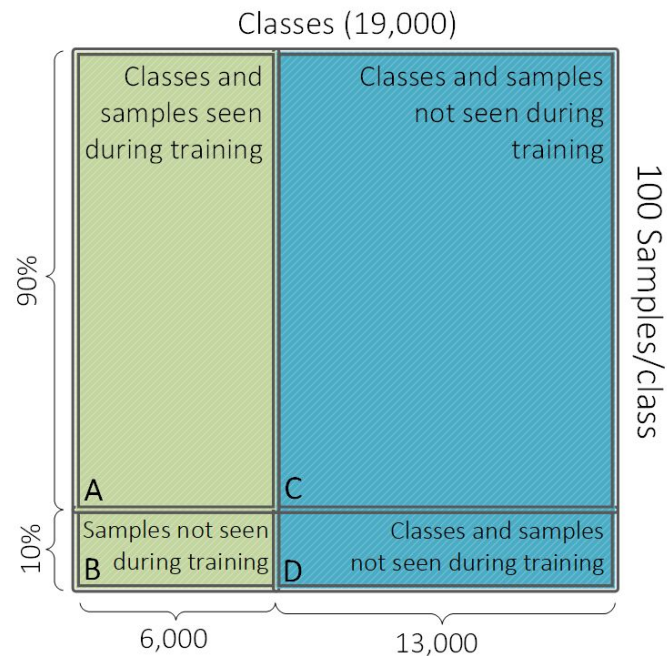
Fingerprinting models transferable across various dimensions:

- Temporal (e.g., data staleness)
- Websites/Webpages
- Location
- Protocol versions

The goal is to explore how versatile adversaries can become across those dimensions.

# Wikipedia Dataset

- TLS traffic traces for Webpage fingerprinting
- 19,000 Wikipedia articles
- Each loaded 100 times
- 100 different AWS instances
- Instances spread across 5 different regions





# Fingerprinting Pipeline

1. Train an embedding model

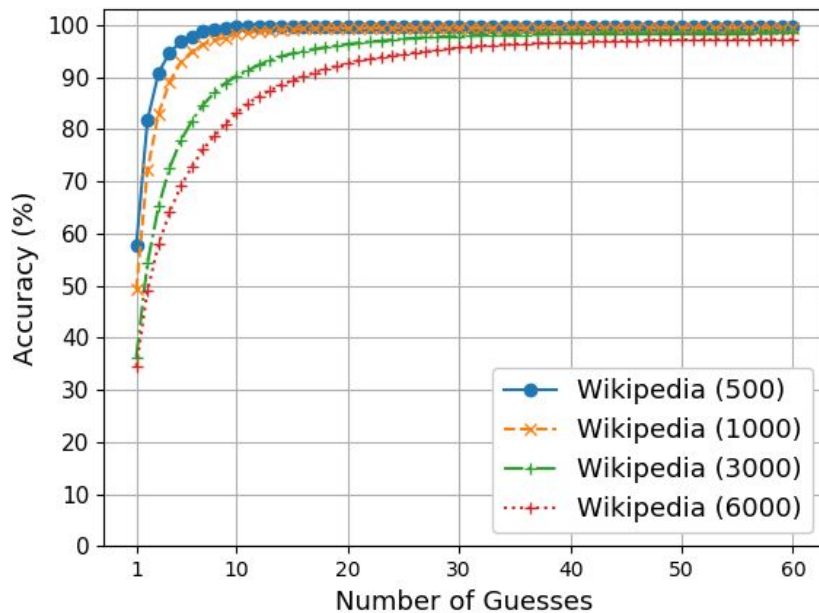
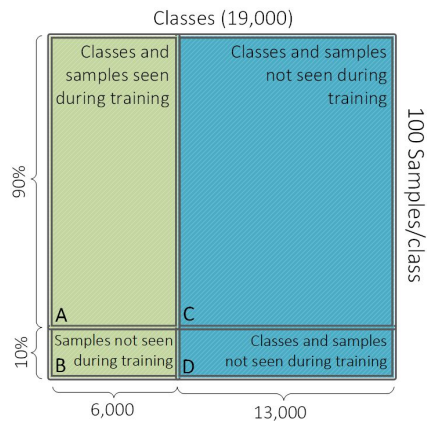
 Maps inputs into a multidimensional space

2. Gather a set of *reference* samples and embed them.

3. For each input, embed and classify based on its proximity to the reference samples.

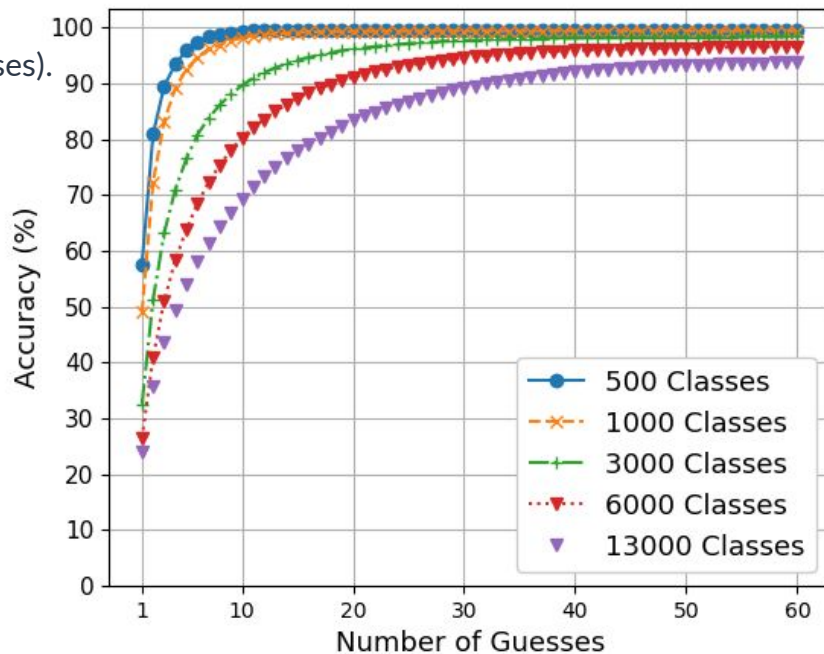
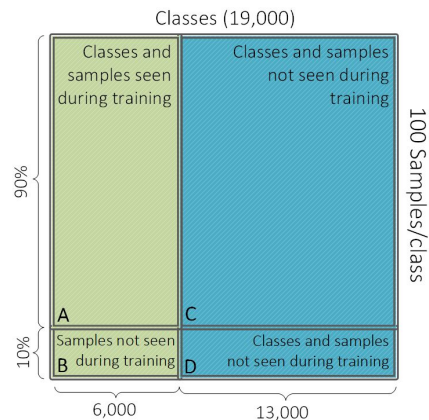
# Experiment 1

- Train on subset A (90 samples x 6,000 classes).
- Test on subset B (10 unseen samples x 6,000 classes).



# Experiment 2

- Train on subset A (90 samples x 6,000 classes).
- Test on subset D (10 unseen samples x 13,000 **different** classes).
- We use 90 samples (C) as reference and classify 10 (D).



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2. Existing adversarial models have reached \*very\* high accuracy.
3. New more realistic adversaries became possible.
4. ML/AI has been applied mostly for fingerprinting attacks but applications in countermeasures have received less attention.



# Thank you!

## Questions?

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