

# Packet Tracker: Finding the Source of Network Traffic

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# The Problems

## Anonymity in the network

### – Address Spoofing

- Attackers are able to falsify the source address of their traffic

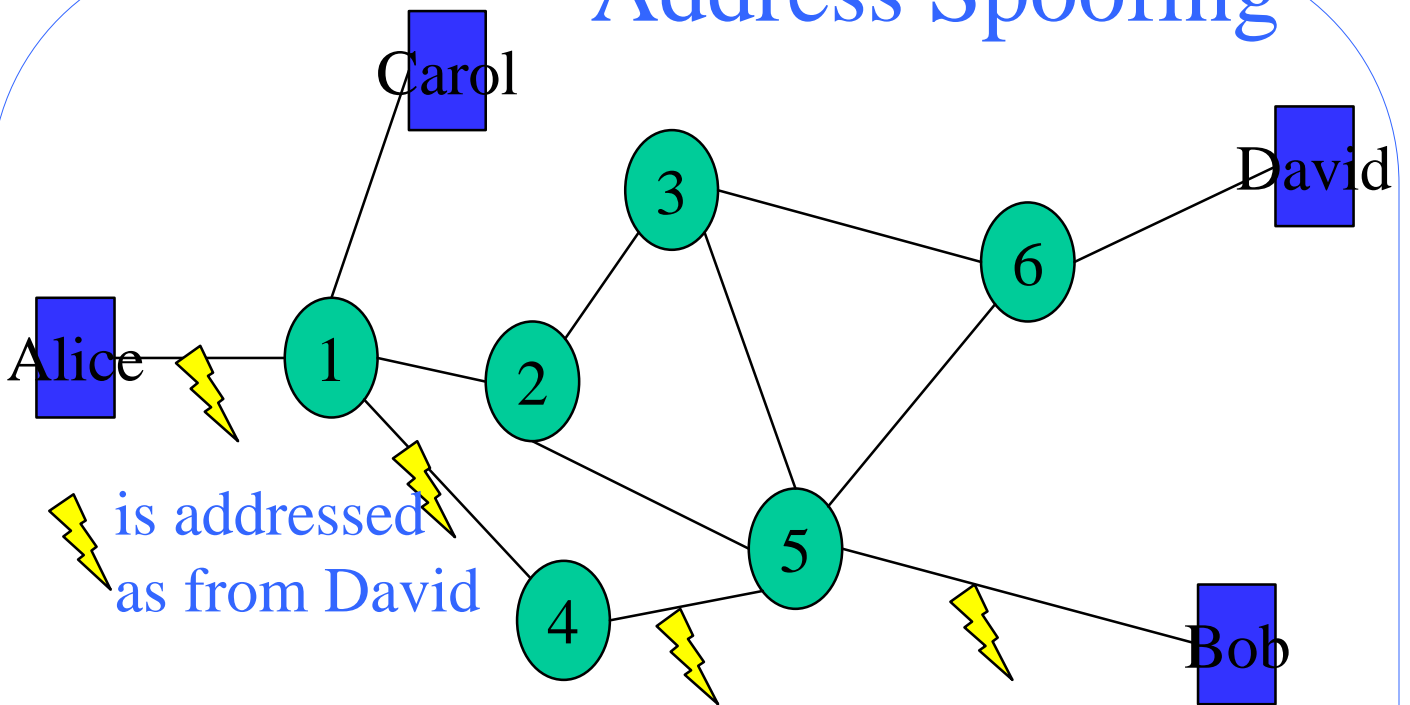
### – Redirection

- Attackers may send their traffic through multiple (possibly compromised) hosts to hide their location

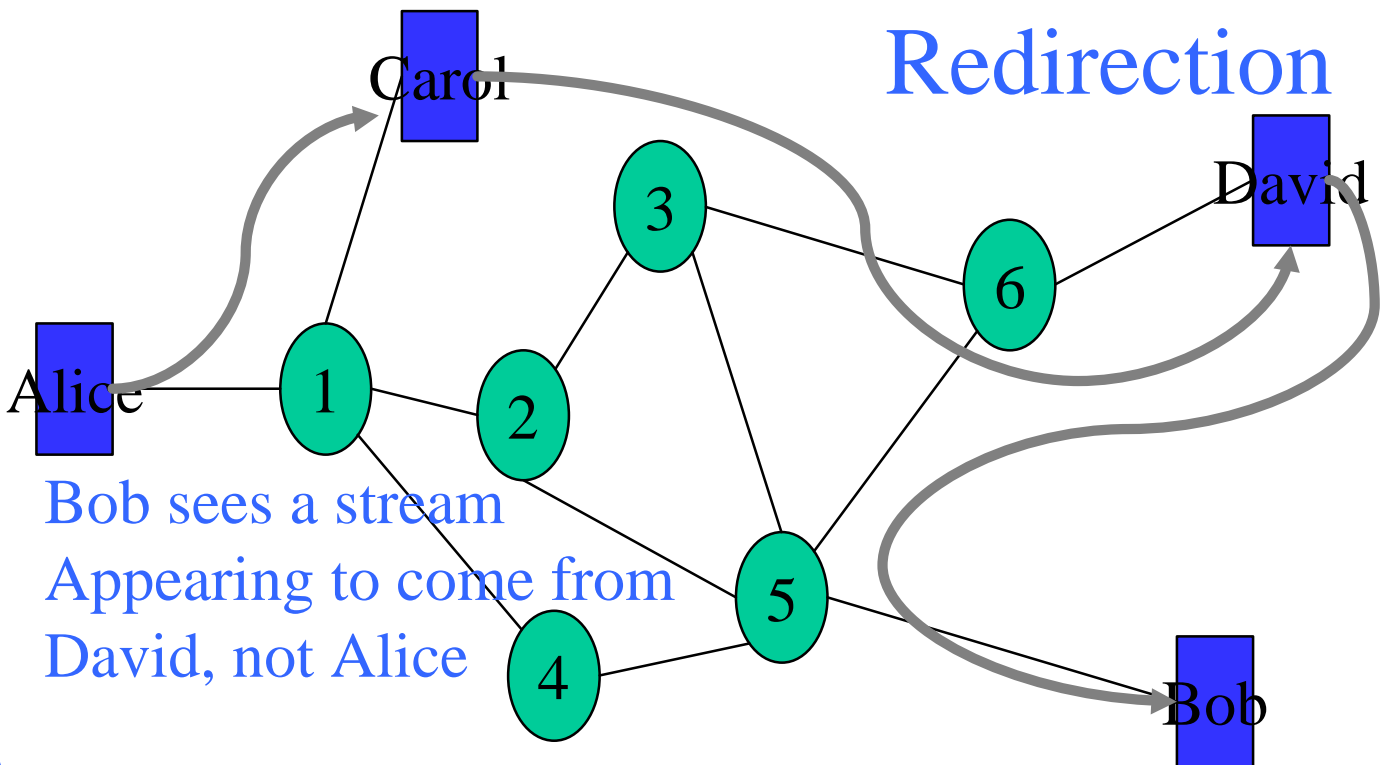
### – Sophisticated anonymity systems

- Crowds, Onion Routing, etc.

# Address Spoofing



# Redirection



# The Goals of Packet Tracker

- Better understanding of:
  - Mechanisms behind network anonymity
  - Previously suggested solution
  - The issues both social and technical
  - How to design the next round of solutions
- Encourage other work in this area

# Approach

- Literature review
  - found few known solutions
- Reproduce prior work
  - confirms findings
  - increases our understanding
- Enhance prior work
  - fix problems/adding features
- Propose new solutions
- Academic outreach
  - Workshop planned

# Caller ID System in the Internet (CISIE)\*

- Host-based, active system for tracing extended login connections
- Only useful in limited, well controlled networks

# Network Traffic Thumbprinting\*

- Technique for correlating login streams captured at different points in the net.
- Uses a statistical thumbprint of each minute of a stream

\*Staniford-Chen, Stuart. Distributed Tracing of Intruders. Masters Thesis. University of California-Davis. 1995.

# Modeling Network Anonymity and Identity

- Based on OSI model
- Relates the entity at each level with the entities below it.
- The model should
  - concisely present the general problem of net. anonymity
  - identify what information should be kept and from where



# Results So Far

- CISIE appears to never have been built
  - paper lacks key information
  - may require kernel info.
- Thumbprinting is not well understood
  - many arbitrarily chosen parameters
  - technique is unproven
- The Model
  - still under development

# Future Work

- CISIE
  - complete an implementation of the system
  - add authentication
- Thumbprinting
  - evaluate in a “real world” environment
  - evaluate changes to parameters
- Modeling of Identity...
  - continue to develop the model