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Current Research				
<ul> <li>Privacy in Social Networks <ul> <li>Stylometric Linkability and Attribution</li> <li>Off-Line Networking via Cryptographic Techniques</li> </ul> </li> <li>Genomic Privacy</li> <li>Security of Embedded/IoT Devices</li> <li>Private Database Querying</li> <li>Usable Security</li> <li>Biometrics</li> <li>S&amp;P in Future Internet Architectures</li> </ul>				
For more info: <b>sprout.ics.uci.edu</b>				
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## My \$0.02:

# Off-line OSN support

## OSN for the dead

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### **OSN PRIVACY?**

- Lots of righteous noise about lack of privacy
- · Is it reasonable to expect it?
- Expecting total (even strong) privacy is silly...
- How about at least some?
- What/who to blame for lack of privacy?
   Ignorant user? Centralization?
- Distributed (p2p) OSNs have been proposed – e.g., DIASPORA, SAFEBOOK
  - unlikely to succeed

# Why Offline OSN Interactions Want limited OSN functionality in case of: <u>Poor connectivity</u>: low bandwidth, intermittent, lossy (lousy?) links.

- <u>Expensive connectivity</u>: e.g., abroad, on trains, planes and cruise-ships.
- <u>No connectivity</u>: e.g.: in air, under water, under ground, EMI-shielded environments, remote locations, disasters.
- OSN service outage
- Personal preference not to connect to OSN, i.e., want to use OSN in off-line mode

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### Offline Interactions (1)

Scenario 1:

- 1. Alice and Bob meet (physically)
- 2. They talk
- 3. Discover some common factors
- Both decide to later connect (good for OSN) Or
- 5. Nothing further happens because:
  - Neither is interested
  - One is interested, the other isn't

NOTE: OSN learns nothing if (5)

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### **UnLinked Design Goals**

- 1. Support for Off-line Interaction
- 2. Anonymity wrt Peers (debatable)
- 3. Profile Privacy wrt Peers
- 4. Interaction Privacy wrt OSN provider
- 5. OSN Connection Spillover
- 6. OSN Profile Authenticity and Owner Authentication
- 7. OSN-Independent Operation
- 8. OSN-Agnostic Design
- 9. Voluntary Participation

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Policy contd.	
Current Coarse-Grained Policies	
Open	
<ul> <li>Any other ULA user</li> </ul>	
<ul> <li>LOW</li> <li>At least one friend in common, and one school or employer.</li> <li>At least three friends in common.</li> <li>Common current employer or current academic institution.</li> </ul>	
Medium	
<ul> <li>At least three connections in common, and at least one employer or academic institution, other than current one.</li> <li>At least five connections and one institution in common.</li> <li>More than seven connections in common</li> </ul>	
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Performance Evaluation						
Input Size	Setup Time (s)	Signature Size (kb)	Offline Time (ms)	Offline Band. (kb)		
10	0.0739	3.41	143	9.2		
100	0.837	25.2	508	75		
1000	8.57	243	8790	2941		
10000	86.4	2420	14530	7337		
			-	26		



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Screenshots 2							
12:15 web, APRIL 15   EMERGENCY CALLS ONLY   System update available   Touch to download.   Peer found   2 peers.   USB debugging connected   Youch to diable USB debugging.   Vouch to diable USB debugging.   Touch to other USB options.	Image: Contract of the second seco						
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Extensions	
<ul> <li>Existing Friend Early Detection <ul> <li>Introduce oneself into set input to ATW-PSI</li> </ul> </li> <li>Authenticated Channels <ul> <li>Start conversations with DH key exchange.</li> </ul> </li> <li>Unlinkability <ul> <li>Download many authorizations</li> <li>Need to modify network addresses <ul> <li>e.g., Bluetooth or WiFi MAC</li> </ul> </li> <li>Detecting misbehavior via auditing</li> <li>WiFi Direct + IP</li> <li>Other OSNs, e.g., facebook</li> <li>Secret handshakes to obscure OSN affiliation</li> </ul> </li> </ul>	
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