



Moving Data Through Disconnected Networks Delay-Tolerant Networking and the IC (U//FOUO)



[Redacted] R4 [Redacted]
[Redacted] R4 [Redacted]
[Redacted] R4 [Redacted]

June 2012

The overall classification of this briefing is:
TOP SECRET//COMINT//REL TO USA, FVEY



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1-52

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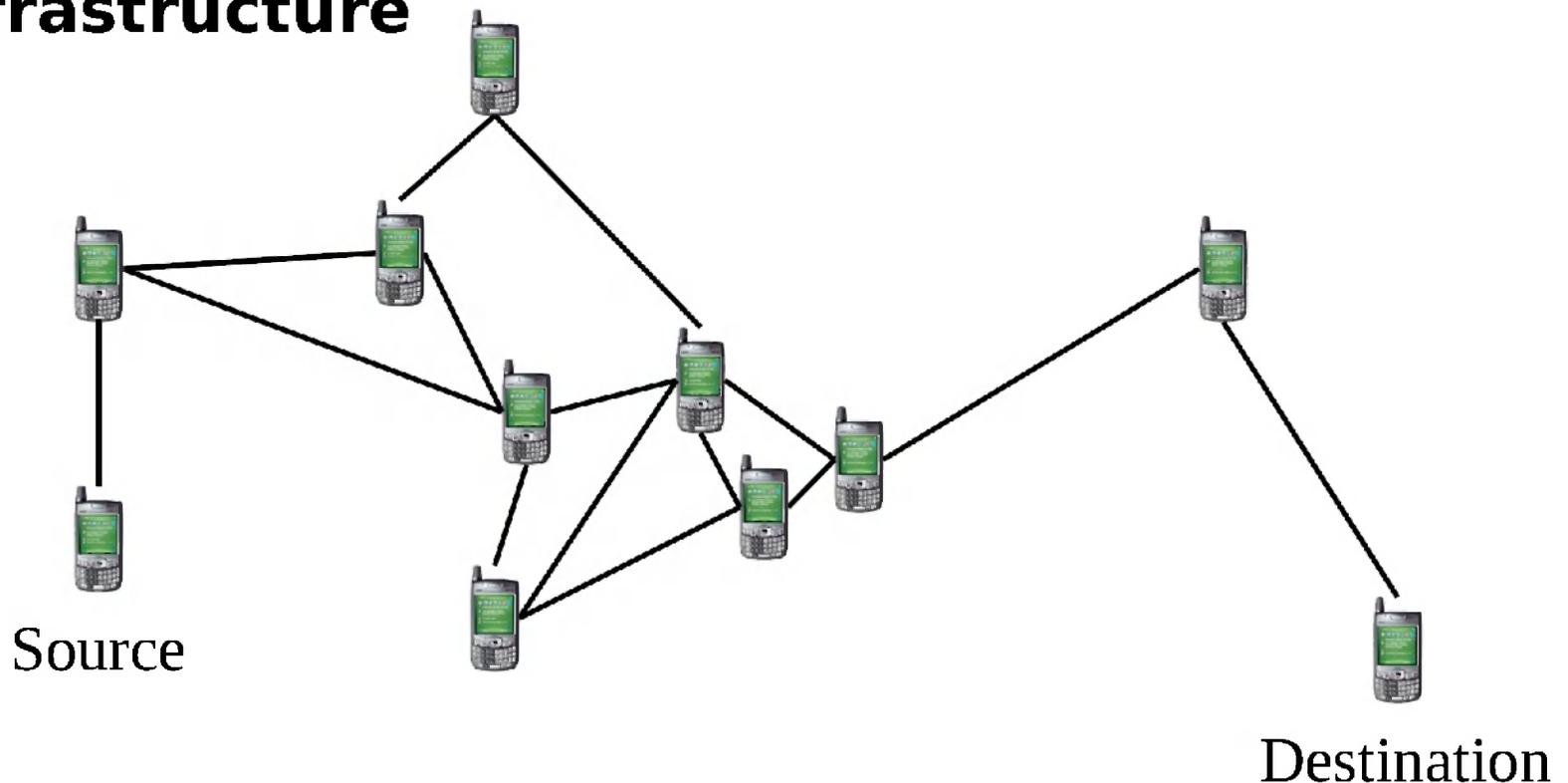
Outline

1. (U) Delay-Tolerant Networking intro
 - i. Outside world: protocols and software
 - ii. IC Applications of DTNs
2. (TS//SI//REL) Summary of R4 work
 - i. CHIMNEYPOOL integration
 - ii. Wireless testing
3. (TS//SI//REL) Interesting details
 - i. DTN Routing
 - ii. DTN Security



Mobile Ad-Hoc Networks (U)

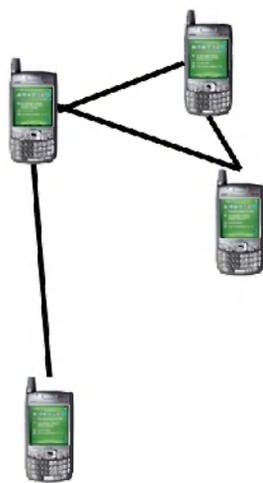
- **(U//FOUO) A wireless network with no infrastructure**



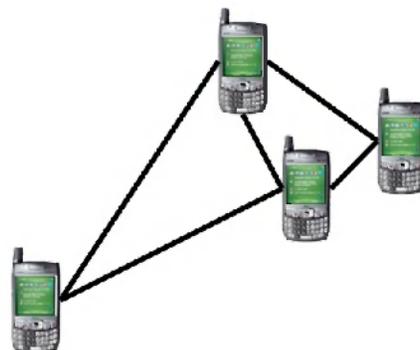


Intermittently Connected Network (U)

- **(U//FOUO) Many wireless networks will not have end-to-end connectivity**



Source

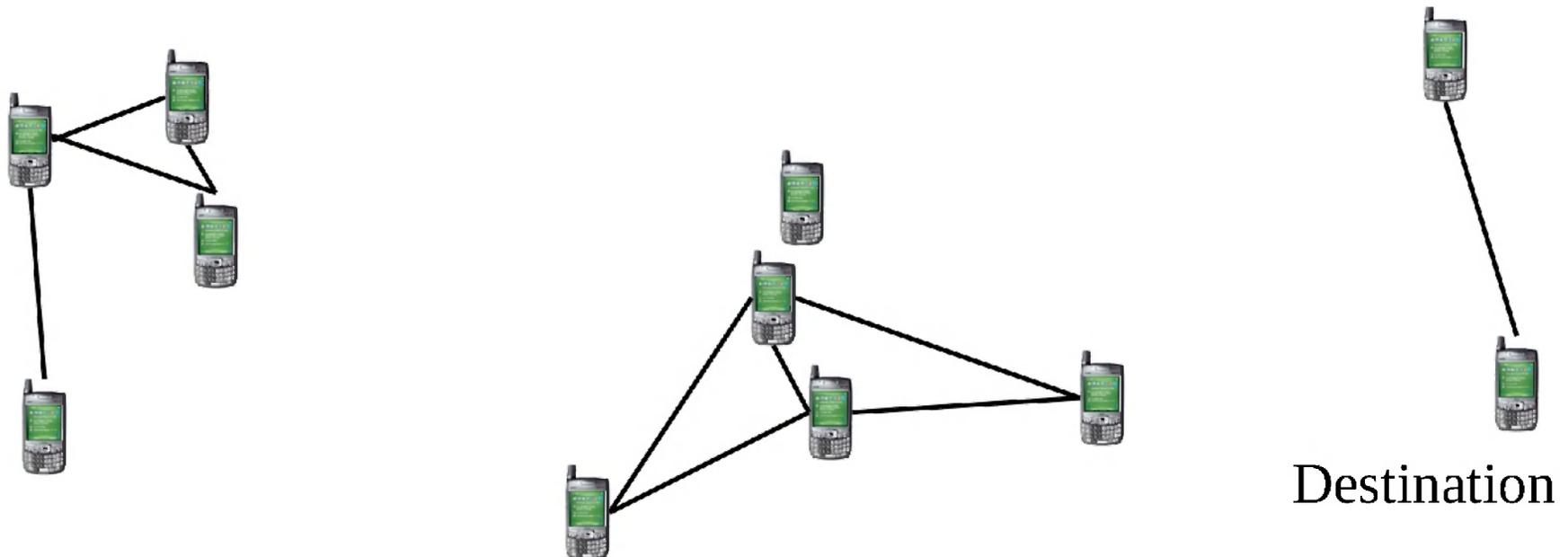


Destination



Delay-Tolerant Networks (U)

- **(U//FOUO) DTNs use a store-carry-forward approach to take advantage of node mobility**

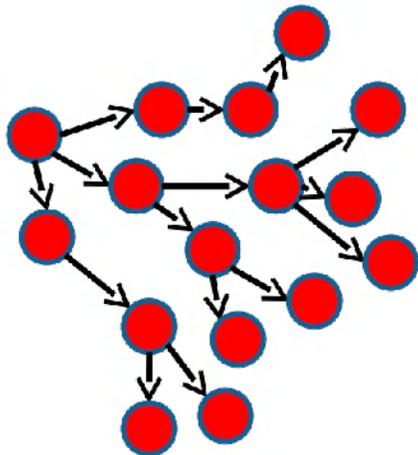




Beginnings of DTN (U)

2000: Epidemic Routing
Vahdat and Becker

1990s: Interplanetary Network
NASA, JPL



2002, 2004: ZebraNet
Juang, Oki, Wang, Martonosi, Peh, Rubenstein

2002: Mobility Increases Capacity in Ad-hoc Wireless Networks
Grossglauser and Tse

2003: A DTN Architecture for Challenged Internets
Kevin Fall

2003: DataMULEs
Shah, Roy, Jain, Brunette

2003: Probabilistic Routing in Intermittently Connected
Networks
Lindgren, Doria, Schelen



Beginnings of DTN: Epidemic (U)

- 2000: Epidemic Routing - Vahdat and Becker



- Nodes exchange “summary vectors”
- Each node sends the data that the other node lacks
- Summary vectors implemented as a Bloom Filter
- Followed by Immunity concept: *Resource and performance tradeoffs in delay-tolerant wireless networks*, 2005; Small and Haas



Beginnings of DTN: ZebraNet (U)

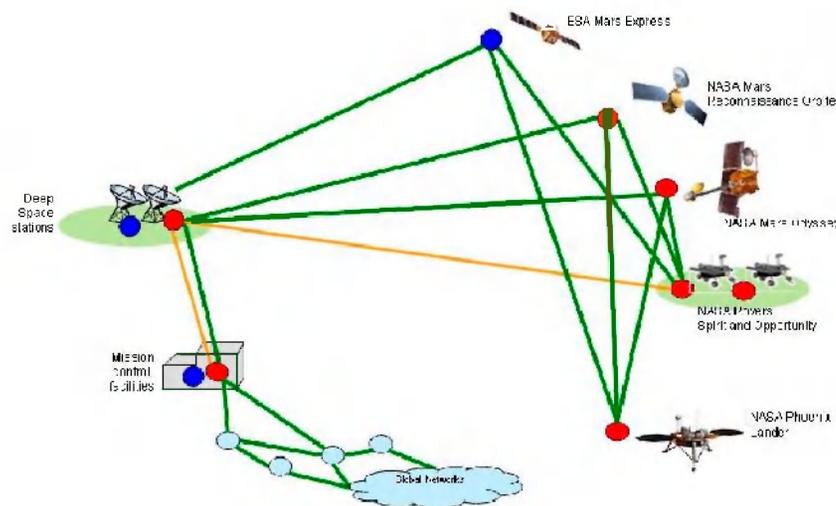
- Wildlife tracking project at Princeton
- GPS + other info gathered by collars on zebras
- Data migrated back to base using “History-Based” routing





Beginnings of DTN: IPN (U)

- Inter-Planetary Network
- Long distances \Rightarrow long propagation delays
- Intermittent connections
- Known contact schedule \Rightarrow Contact Graph Routing
- Worked on since the 1990s by NASA, JPL, incl Vint Cerf



[Figure taken from Vint Cerf's 2010 presentation: "When Intuition Fails"]



Beginnings of DTN: DataMULEs (U)

- *Data MULEs: modeling a three-tier architecture for sparse sensor networks*
- 2003 Paper by R. C. Shah, S. Roy, S. Jain, W. Brunette
- Has mobile MULEs relaying data from sensors to well-connected Access Points
- Similar: *A Message Ferrying Approach for Data Delivery in Sparse Mobile Ad Hoc Networks*, 2004; Zhao Ammar, Zegura





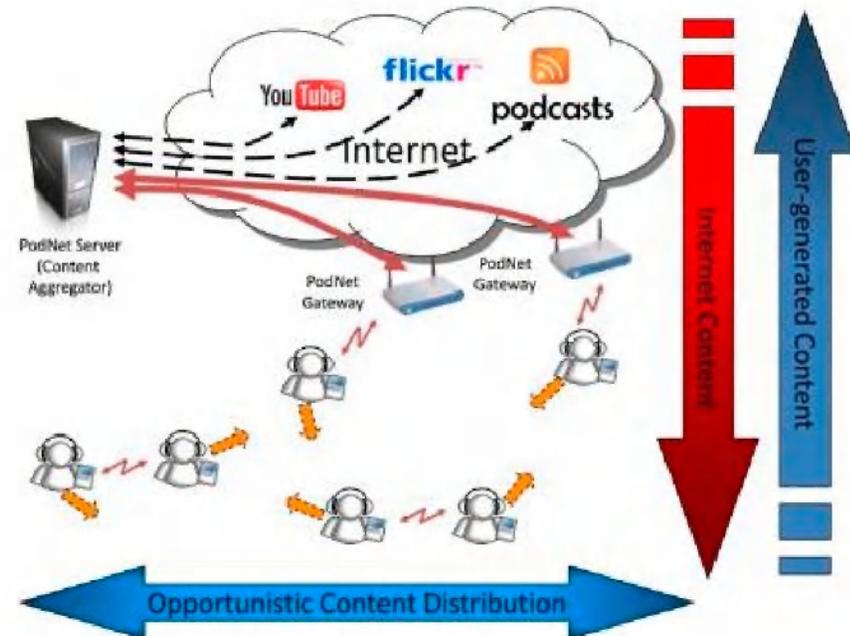
What's a DTN For? (U//FOUO)

- Wildlife tracking
 - ZebraNet, SWIM, TurtleNet
- Outer space
- Under water
- Underground (mines)
 - [DTN Communication in a Mine, 2010 Ginzboorg, Kärkkäinen et al]
- Rural areas
 - N4C, DakNet, KioskNet, TIER, Bytewalla
- VANETS, Public transit
 - DieselNet, Braunschweig, NICT
- Battlefields/disaster areas
 - DARPA DTN Program
- Sensor nets
- Heterogeneous networks
 - [Integrating Multiple and Heterogeneous Challenged Networks for Large-sized Data Transfer, 2009 Nagata et al]



What's a DTN for II (U//FOUO)

- Content dissemination
 - [PodNet, 2006 - Present; Legendre, Lenders, May, Karlsson]
 - Haggie Project
- Social Networking
- Distributed Storage
 - [TierStore, 2008; Demmer, Du, Brewer]
 - [DTN-based Content Storage and Retrieval; Ott, Pitkanen]

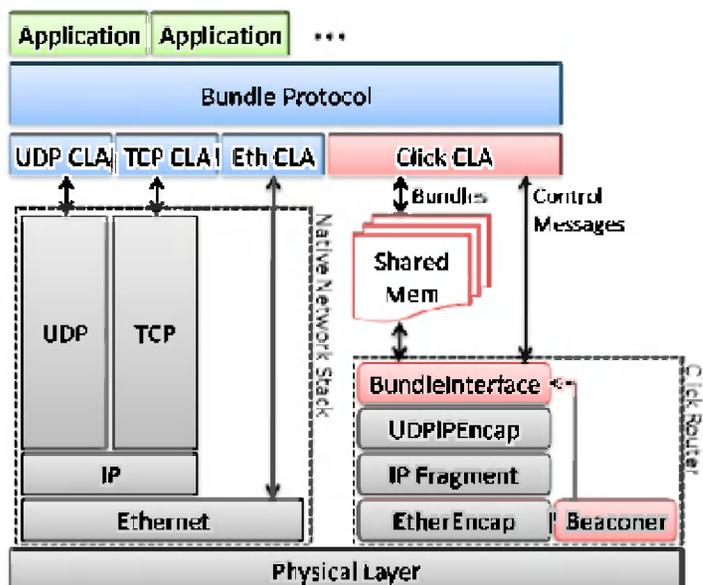


- Cellular Traffic Offloading
 - [Cellular Traffic Offloading through Opportunistic Communications: A Case Study, 2010; Han, Hiu et al]



Standardization Activities* (U)

- DTNRG has been part of the IRTF since (at least) 2002
- RFC 5050 defines the Bundle Protocol
- Application-layer overlay that moves “bundles” of data
- Convergence Layers move bundles over different networks





Protocol Highlights (U//FOUO)

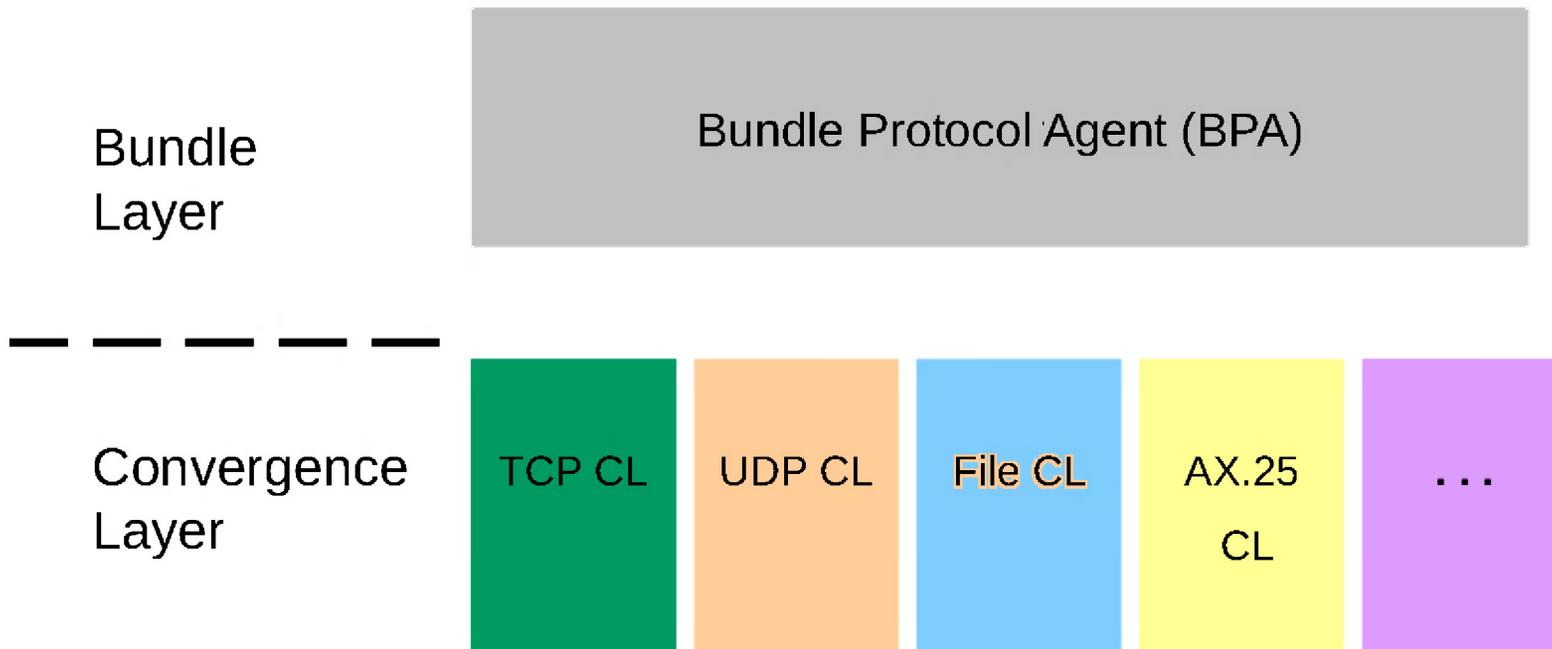
- Modular architecture
 - Convergence layers
 - Routers
 - Neighbor discovery
- Security extensions
- Persistent storage
- Hop-by-hop and end-to-end reliability possible



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Bundle Protocol Architecture (U//FOUO)

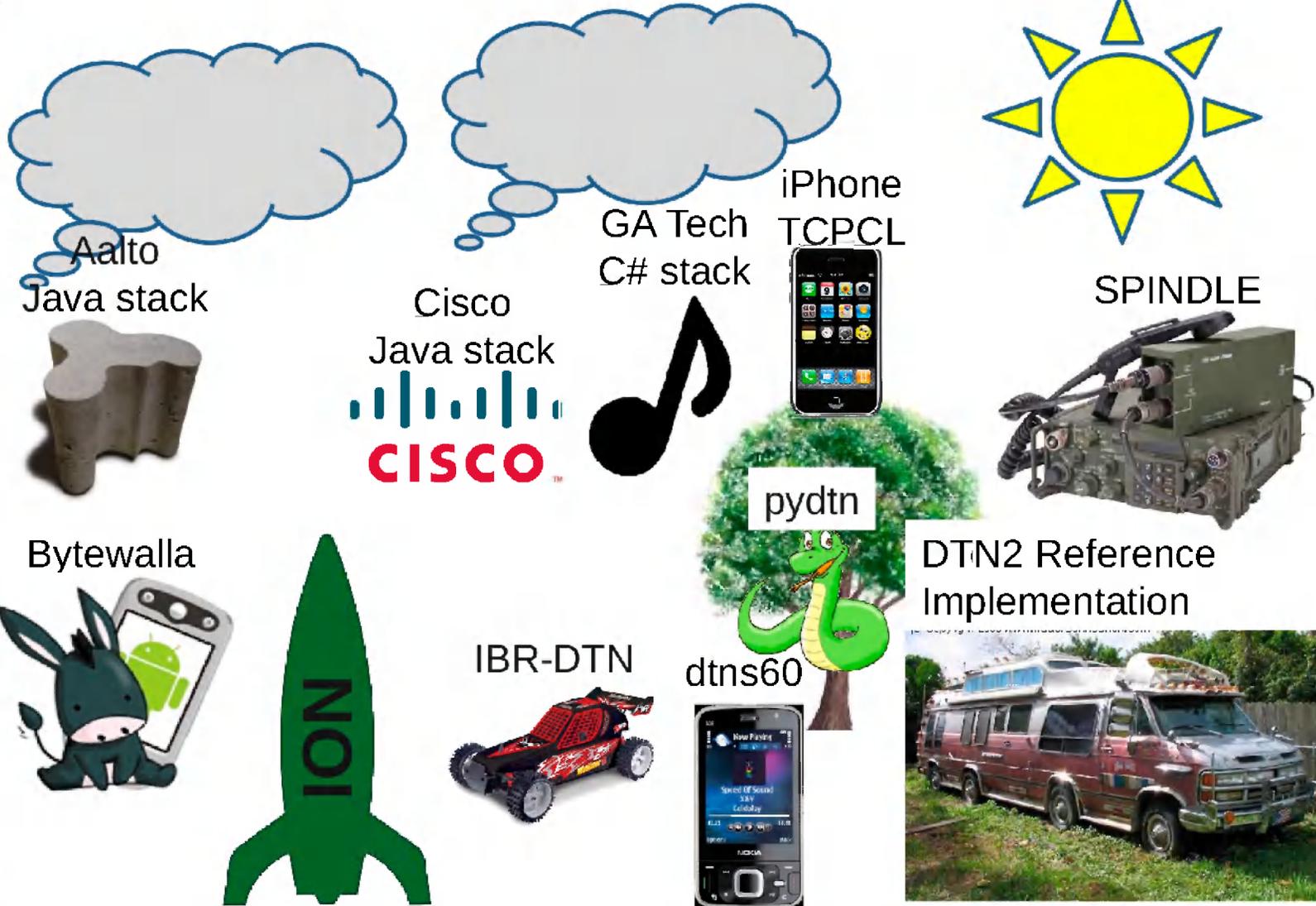


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Bundle Protocol Stack Landscape

Vapor

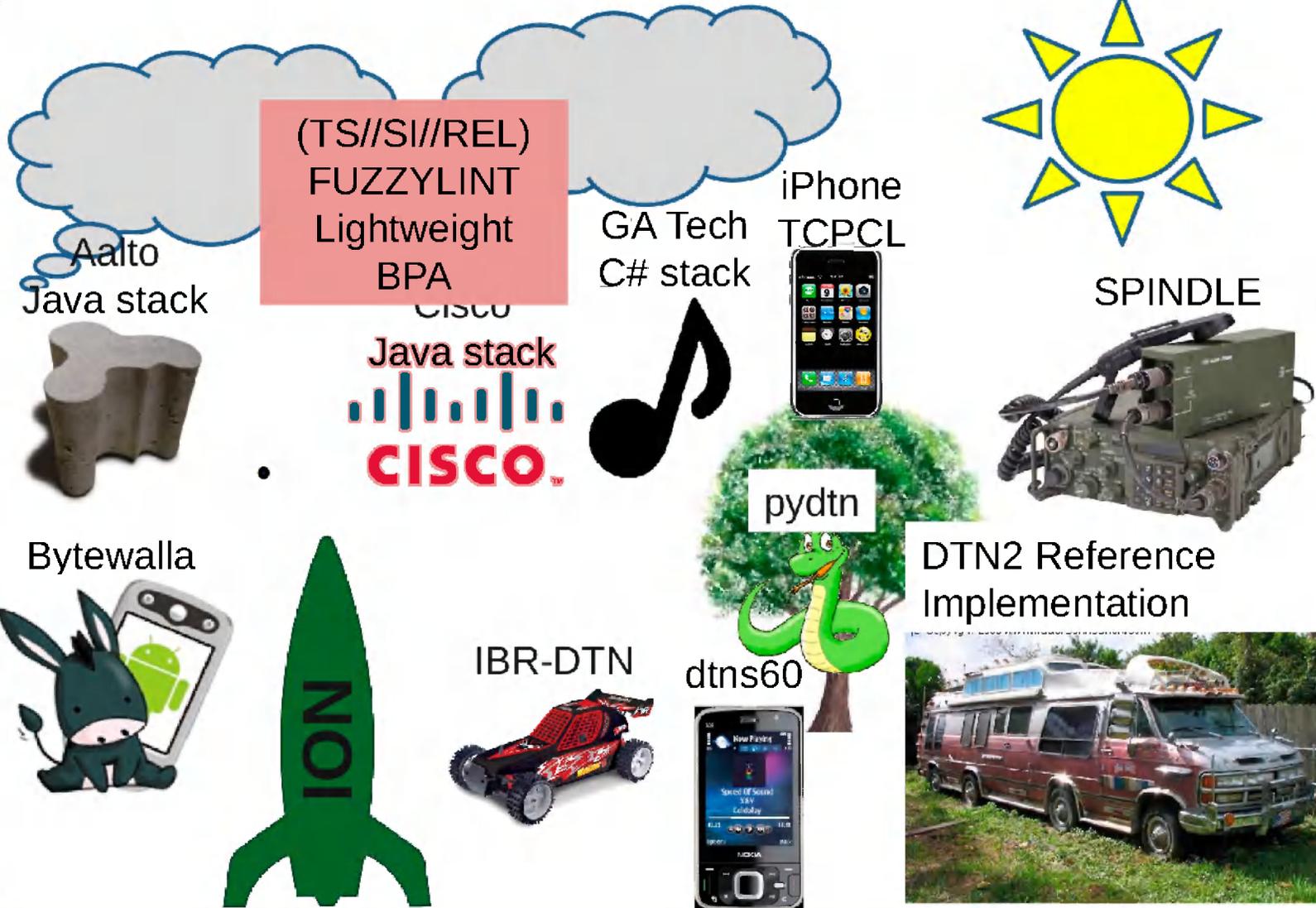


Real



Bundle Protocol Stack Landscape

Vapor



Real

Summary of Intelligence Community Applications (U//FOUO)



Covert Communications (TS//SI//REL)

- (TS//SI//REL) Provide covert comms in denied areas where no infrastructure exists, or where using the infrastructure would compromise the operation.
- (S//REL) Several “brush-pass” wireless hand-offs as an untraceable alternative to scheduled meetings, dead drops.
- (TS//SI//REL) DTN provides an open-source solution running on commercial handheld devices = Unattributable.



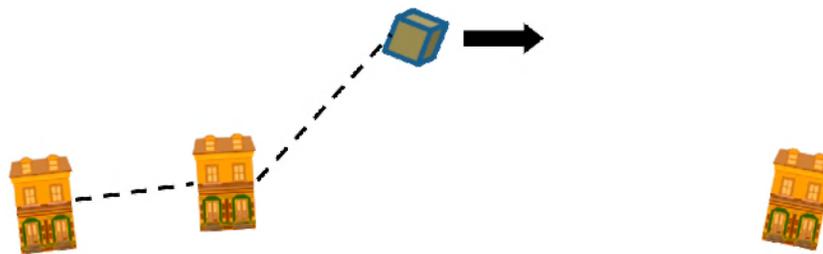
Close Access (TS//SI//REL)

- (TS//SI//REL) Implant in a secure facility or denied area
- (TS//SI//REL) Need to transfer data and commands over two or more hops
- (TS//SI//REL) May rely on mobile nodes and unwitting data mules



NRO/MSD Collaboration

- (TS//SI//TK) Moving data between ground stations using CubeSats. Coverage every ~1.5 hours. Need DTN
- (TS//SI//TK) They use DTN2, ION, contact graph routing





Crowd Sourcing (U)

- (TS//SI//REL) Provide data flow in and out of closed nations during internet shut-down
- (U) Ambitious BIG idea
- (U) Proposed CONOP not far from current work
- (U) Proposed internally and externally
- (U) State Dept-funded project had an article in NYT



Tagging Tracking & Locating (U)

- (U) Insert GPS trackers in cars or electronics, but we may never see them again
- (TS//SI//REL) Migrate data back to collection point via DTN
- (TS//SI//REL) Original CONOP for RAPTORGALAXY





Summary of IC applications (U//FOUO)

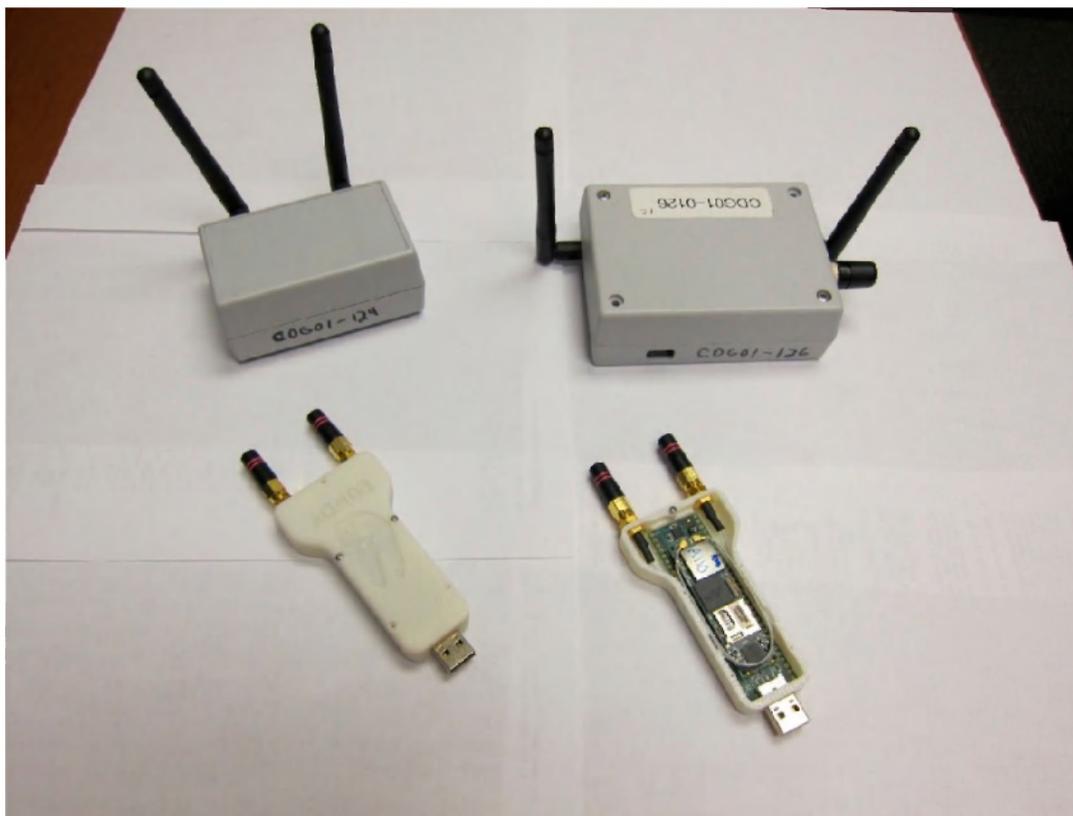
CovComm	Close Access	NRO CubeSat Comms	Crowd-Sourcing	Tagging Tracking & Locating
<p>Unattributable</p> <p>COTS handsets</p> <p>Open-source</p>	<p>Data exfiltration from isolated networks and denied areas</p> <p>TSV field test</p>	<p>Comms between ground stations that only have occasional satellite coverage</p> <p>Use inexpensive CubeSat platform</p>	<p>Provide data flow in and out of closed nations</p> <p>Ambitious BIG idea</p> <p>Proposed CONOP can be done <i>now</i></p> <p>Proposed internally and externally</p>	<p>Very small hardware</p> <p>Record locations and encounters</p> <p>Use DTN to migrate data back to collection points</p>

DTN work at R4



Things We Have Done (U)

- Porting FOS DTN software to mobile devices





Things We Have Done (U)

- Porting FOS DTN software to mobile devices
- Developing friendly user interface software so anyone can use it





What We Have Been Building (U)

- Porting open source DTN software to mobile devices
- Developing friendly user interface software so anyone can use it
- Testing – determining what actually works
- Field testing different configurations and scenarios
- Implementing security features
- Building new routing modules
- Adding geo-tagging/tracking features
- Experimenting with new neighbor discovery methods

FUZZYLINT and CHIMNEYPOOL integration (TS//SI//REL)



(Not So) Close Access

- (TS//SI//REL) Retrieving data from an implant without visiting the implant ourselves
- (TS//SI//REL) Need to add DTN link capability to the implant
- (S//REL) Data mule may be unaware of their role
- (TS//SI//REL) Rough prototype demoed at Trident Spectre



STRAITBIZZARE (U)

- (TS//SI//REL) Cross-platform implant built using TAO's CHIMNEYPOOL framework
 - Ports for Linux, Windows, etc..
 - Endpoint-centric : focused on file exfil from a PC
 - Remote Procedure Call (RPC) based
- (TS//SI//REL) FRIEZERAMP protocol provides covert networking
 - CHIMNEYPOOL comms module
 - Similar to IP, IPsec
 - Only supports static network configuration
- (TS//SI//REL) FRIEZERAMP links are adapters to converge FR packets onto the transport layer below
 - Examples : https, udp, smtp, etc.

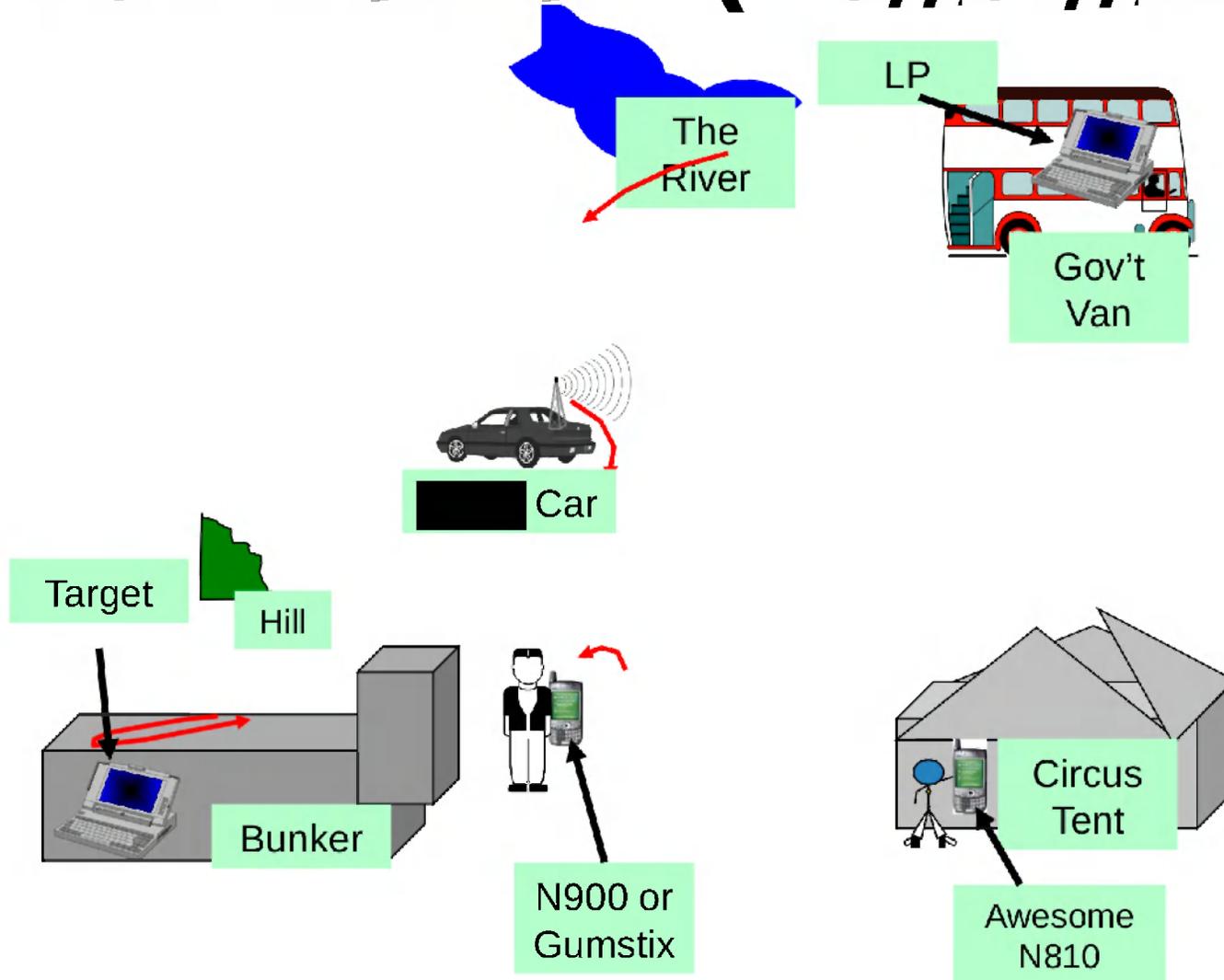


Put SBZ on each device ... right? (TS//SI//REL)

- (TS//SI//REL) File exfil CP modules and FRIEZERAMP treats reliability as **only** an end-to-end issue
 - FR retransmissions are requested by the receiver and only the sender can retransmit
 - Hop-by-hop reliability is desirable
- (TS//SI//REL) Persistent storage module only waits until link is available then “send and forget”
- (U//FOUO) All routes are static and setup a priori
- (TS//SI//REL) Operationally, SBZ on each device is undesirable in some CONOPs



TSV CONOP (TS//SI//REL)



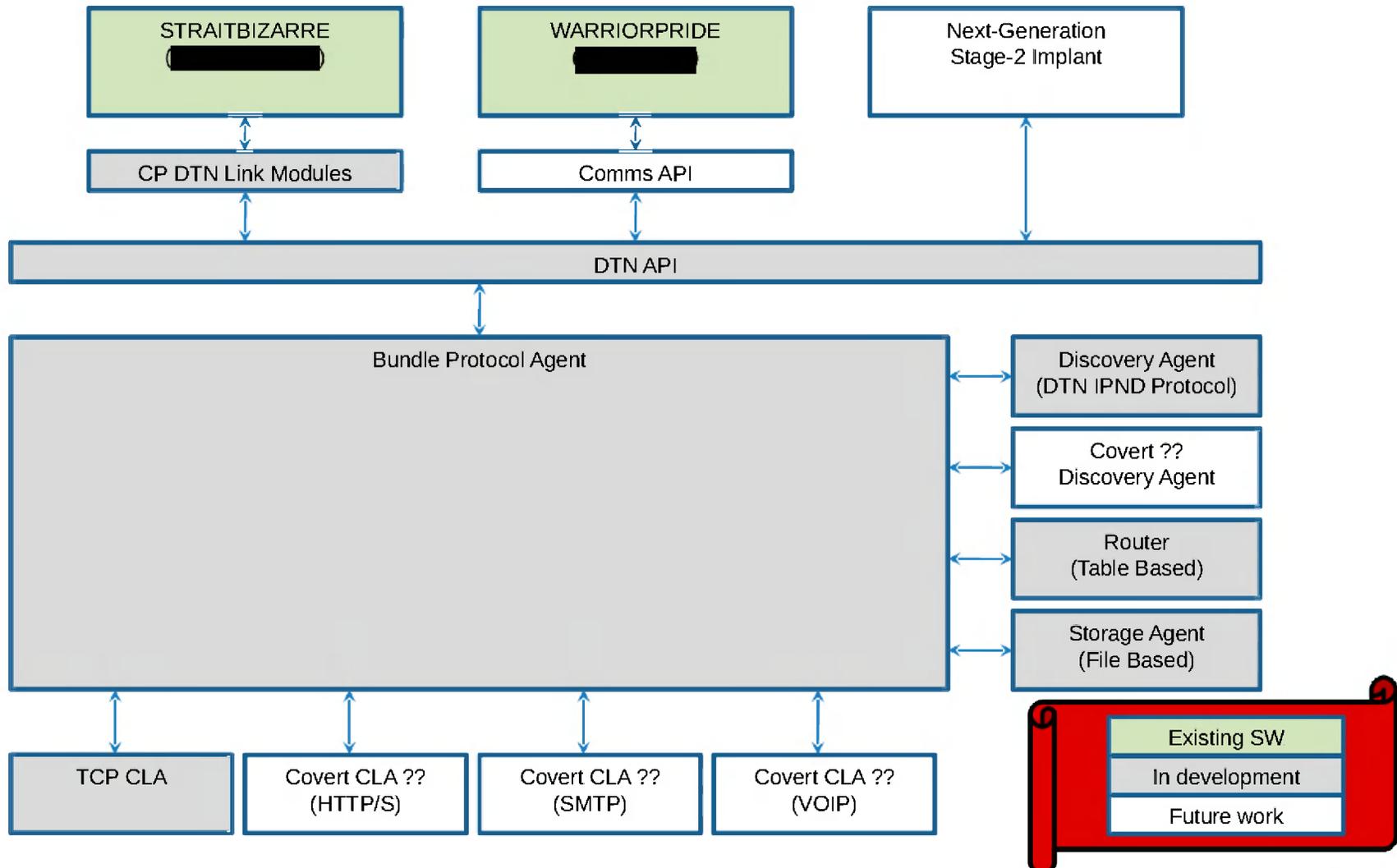


Ultra-lightweight BPA (TS//SI//REL)

- (TS//SI//REL) [REDACTED] has been building an ultra-lightweight BPA that can act as a CP link to a DTN
- (U//FOUO) Locally provides data persistence, discovery, routing, convergence layers
- (TS//SI//REL) FR packets are already fragmented, so this BPA does not need to be as flexible as others
- (S//REL) Can add covert Convergence Layer Adapters

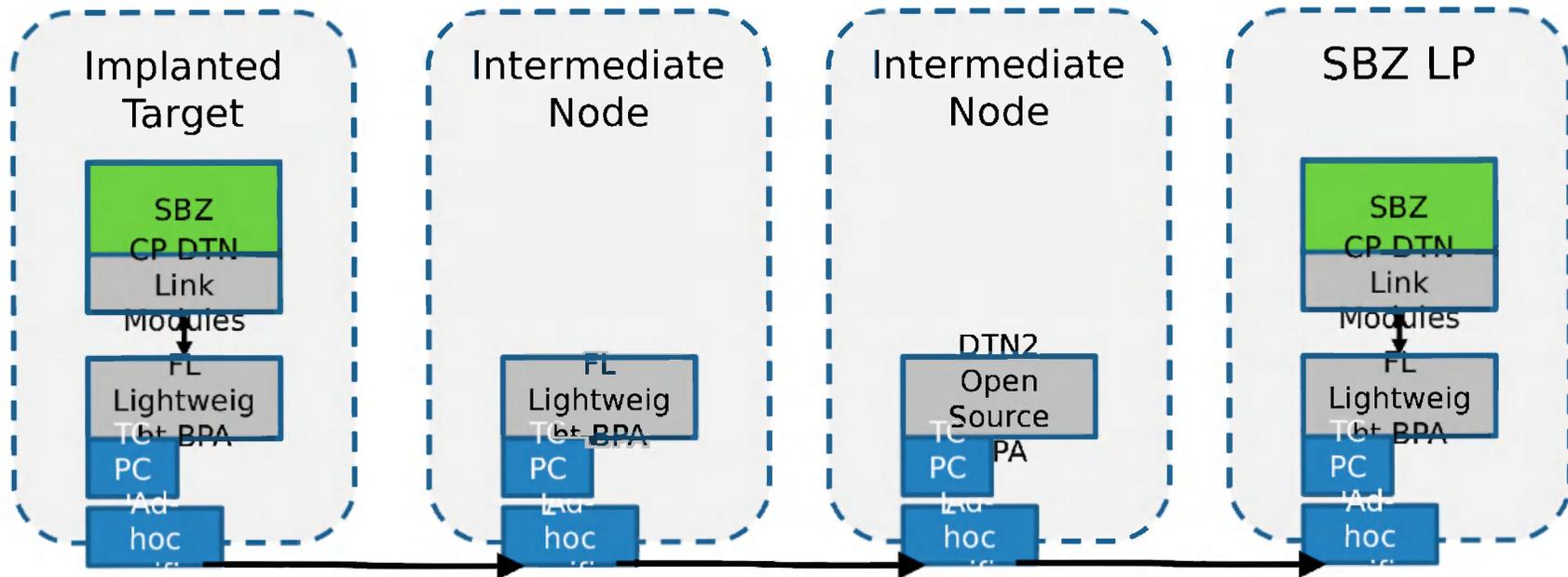


TAO-Specific DTN Stack (TS//SI//REL)





TSV CONOP (TS//SI//REL)





Platforms and Capabilities (TS//SI//REL)

	Linux netbook	Maemo	iPhone	Gumstix	Android	Windows and Java
DTN2	✓	✓	✓	✓	✓	
IBR-DTN	✓	✓	✓	✓	✓	
FUZZYLINT	✓		✓		✓	✓

Current Effort



Wireless testbeds (U//FOUO)



Reality Ninja (U//FOUO)

Reality

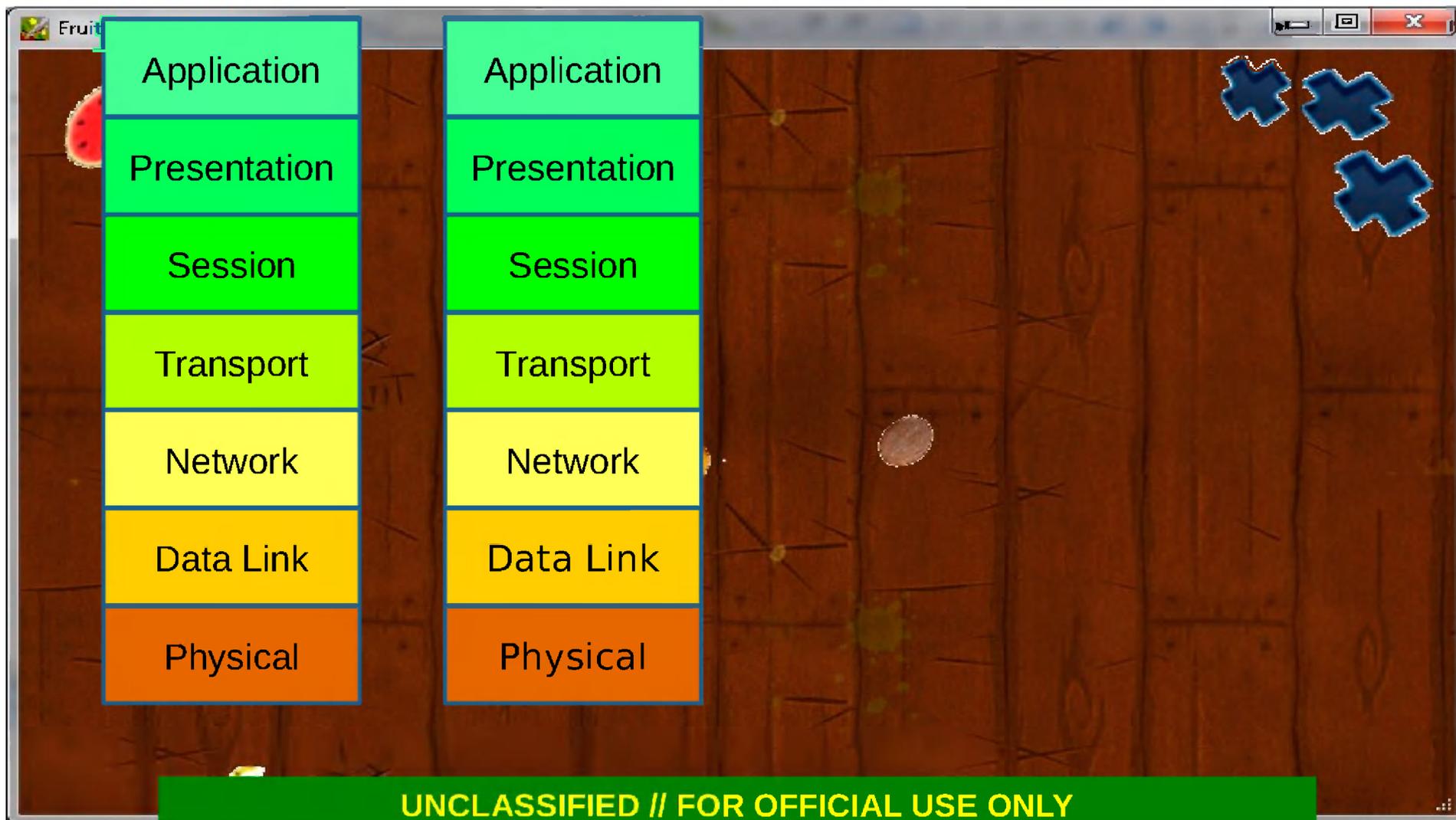
A screenshot of a computer window titled "Reality Ninja". On the left side of the window, there is a vertical stack of seven colored boxes representing the layers of the OSI model: Application (light blue), Presentation (medium blue), Session (dark blue), Transport (light green), Network (yellow-green), Data Link (yellow), and Physical (orange). The main area of the window shows a 3D game environment with a dark brown wooden floor. There are several objects scattered on the floor: a red watermelon slice, a yellow fruit, a brown coin, and a small red and black object. In the top right corner of the game area, there are three blue plus signs. The window has standard Windows-style window controls (minimize, maximize, close) in the top right corner.



Reality Ninja (U//FOUO)

Reality

Network Emulators



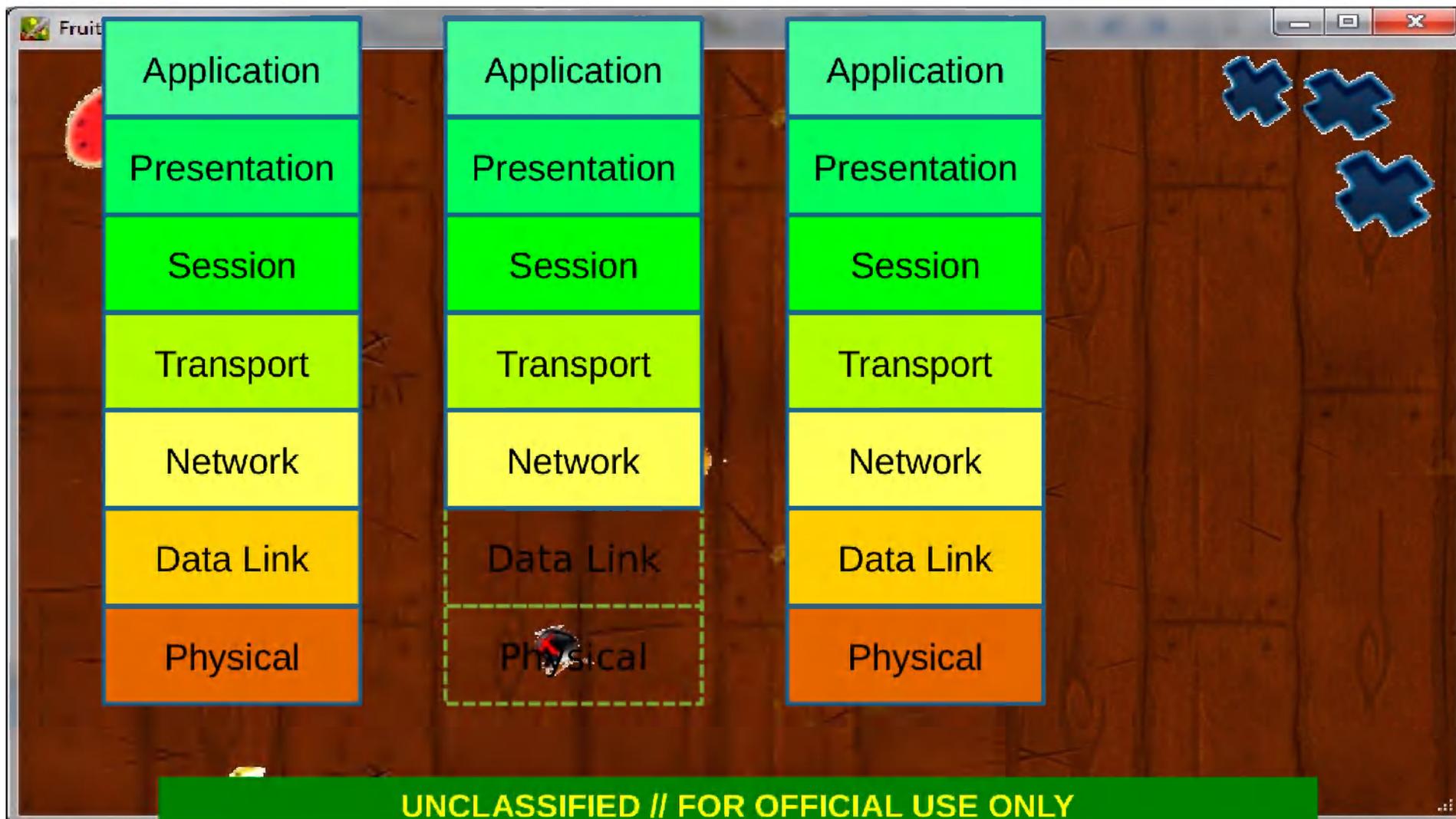


Reality Ninja (U//FOUO)

Reality

Network Emulators

Simulation





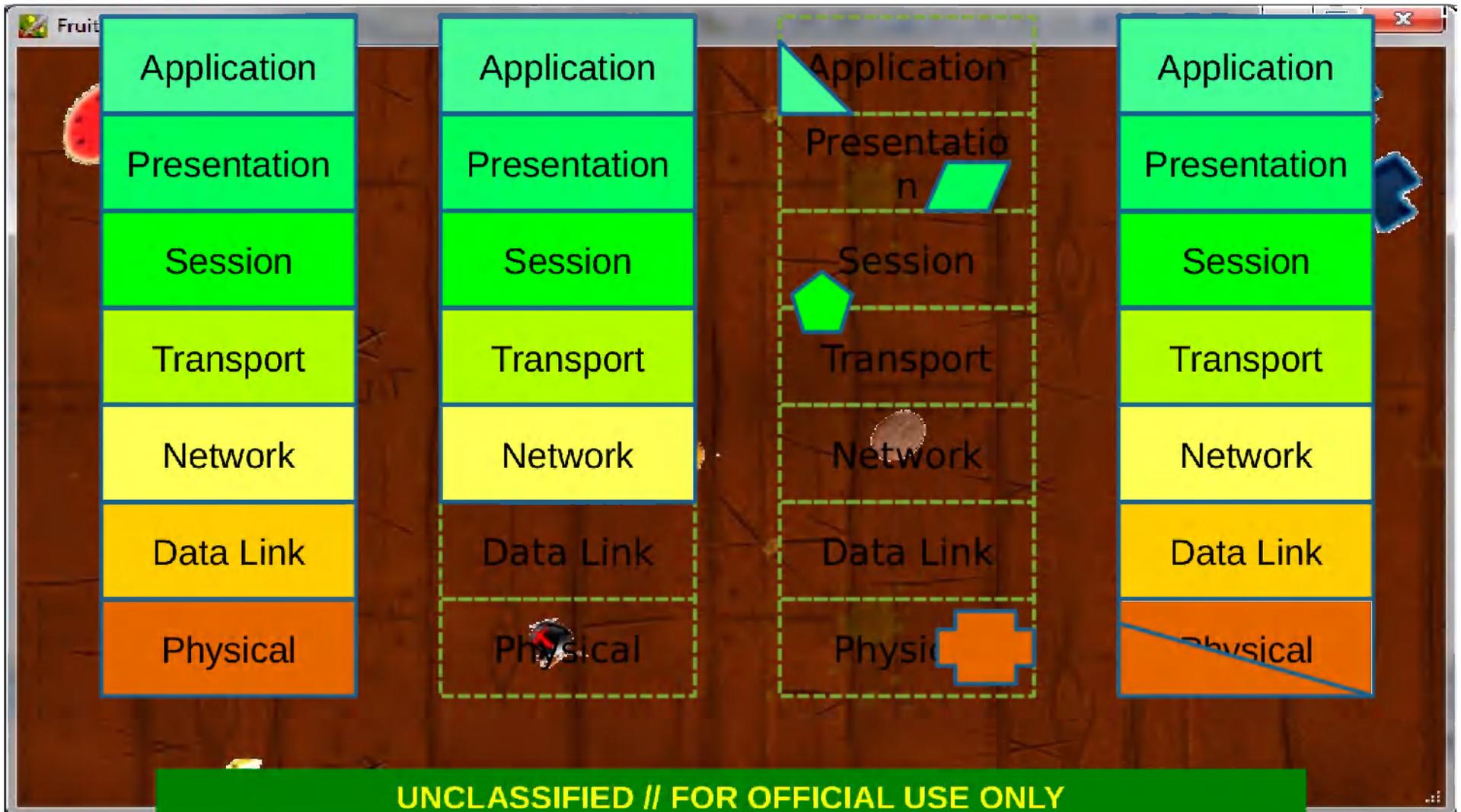
Reality Ninja (U//FOUO)

Reality

Network Emulators

Simulation

MeshTest



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Mobile Wireless Testbed (U//FOUO)



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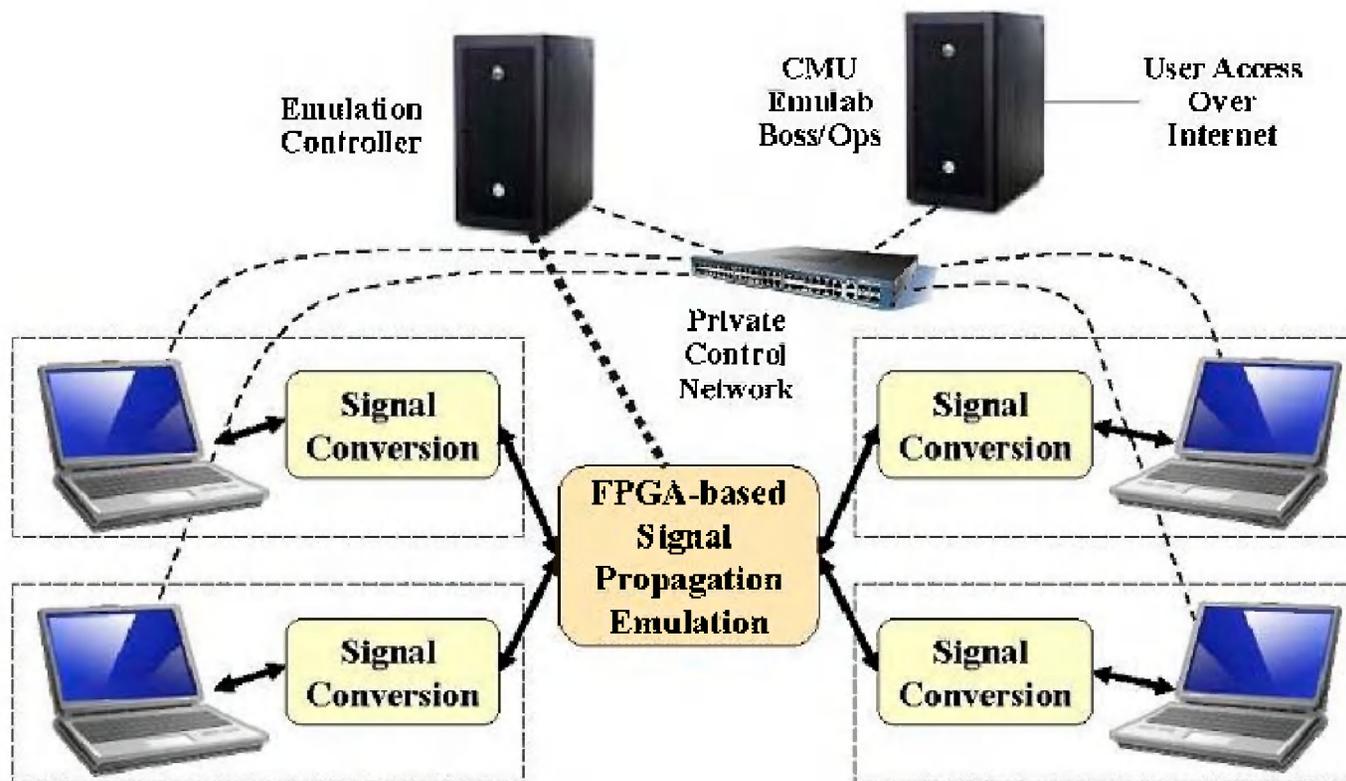


Mobile Wireless Testbed (U//FOUO)

The screenshot displays a web-based map application interface. On the left, there is a 'Layers' panel with the following checked items: Stars, Sky, NASA Blue Marble Image, Blue Marble (WMS) 2001, I-cube2 Landsat, USDA NIP, IMS Virtual Earth Aerial, USGS Lilihu Area Ortho, Nodes, Place Names, World Map, Scale bar, View Controls, Compass, and OpenStreetMap. Below this is the 'VMI WorldWind Controls' section, which includes fields for Host (10.51.4.6), Port (13306), Database Name (vmi:meshTest), Edge Database Name (EDGEUST), User ID, and Database Password (masked with dots). There are buttons for 'Connect to Host', 'Start Experiment', and 'Disconnect from Host/Stop Experiment'. The current date and time are shown as 'Sat Jun 04 17:06:04 EDT 2011'. At the bottom left, there are 'World' projection options: 'Round' (selected) and 'Flat', and a 'Projection' dropdown set to 'Mercator'. The main map area shows a satellite view of a city grid with several yellow circular markers labeled '10', '19', and '15'. A scale bar at the bottom right indicates 500 meters. The status bar at the very bottom shows 'Altitude: 10 km', 'Lat: 37.7800°', 'Lon: -122.4736°', 'Elev: 51 meters', and 'Downloading'.



CMU Wireless Emulator (U//FOUO)





Detailed Channel Modeling (U//FOUO)

The screenshot displays a software interface for channel modeling. The main window shows a 3D city model with a grid of red and black squares representing the ground plane. Numerous colored lines (blue, green, yellow, red) represent propagation paths originating from a transmitter and reflecting off buildings and the ground. The interface includes a project hierarchy on the left, a main view area, and a calculation log on the right. A table at the bottom lists antenna configurations.

Calculation Log:

```
Roslyn Tutorial
Propagation model parameters
Study area number: 1
Short description: myarea1
Propagation model: full3d
Ray spacing (deg): 0.250
Maximum reflections: 20
Maximum transmissions: 0
Maximum diffractions: 1
Maximum reflections before first diff: 1
Maximum reflections between diff: 1
Maximum transmissions before first diff: 1
Maximum transmissions between diff: 1
Maximum transmissions after last diff: 1
Ray tracing method: SBR
Ray tracing acceleration: auto
Using partitions
Available Memory (MB) = 1737.63
Maximum Memory Used (MB) = 1

Calculation mode before checking
Calculation Mode = 6
completed reading e-field records

mode after checking status of path
Calculation Mode = 6

Start combining fields and writing c

Writing point-to-many output
10 Percent Completed 0h 0m
20 Percent Completed 0h 0m

start interference analysis
finish interference analysis

Finish combining fields and writing

Timing results for study area myare

Combining Fields and Writing Out
Study Area Run Time: 0h 0m 2s

Finished

Warning Messages:
None

Stop time: 16:21:49 6/6/2011
Elapsed time: 25 seconds

Calculation finished. Elapsed time: 00:00:25
```

Active	Visible	Description	Type	No. points	Spacing	Antenna	Waveform	Collection ra.	Bounding box	Filename
No	Yes	Lynn St	route	58	5.00 m	Vertical dipole	*908.5 MHz	Auto	Auto	C:\Documents and Settings\Its\My Documents\...
No	Yes	N Moore St	route	62	5.00 m	Vertical dipole	*908.5 MHz	Auto	Auto	C:\Documents and Settings\Its\My Documents\...
No	Yes	N Kent St	route	42	5.00 m	Vertical dipole	*908.5 MHz	Auto	Auto	C:\Documents and Settings\Its\My Documents\...
No	Yes	N Nash St / 19th St	route	112	5.00 m	Vertical dipole	*908.5 MHz	Auto	Auto	C:\Documents and Settings\Its\My Documents\...
No	Yes	Ft. Myer Drive	route	64	5.00 m	Vertical dipole	*908.5 MHz	Auto	Auto	C:\Documents and Settings\Its\My Documents\...
Yes	Yes	Added Single Rx Point	points	1	N/A	Vertical dipole	908.5 MHz	Auto	Auto	C:\Documents and Settings\Its\My Documents\...

- Routing and Reliability Issues
- Security Issues

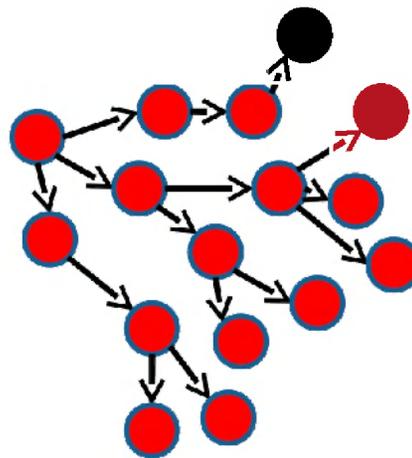
Some Interesting Details (U)

Routing in DTNs (U)



Flood Routing and Epidemic (U)

- 2000: Epidemic Routing [Vahdat and Becker]





Static Routing Background (U)

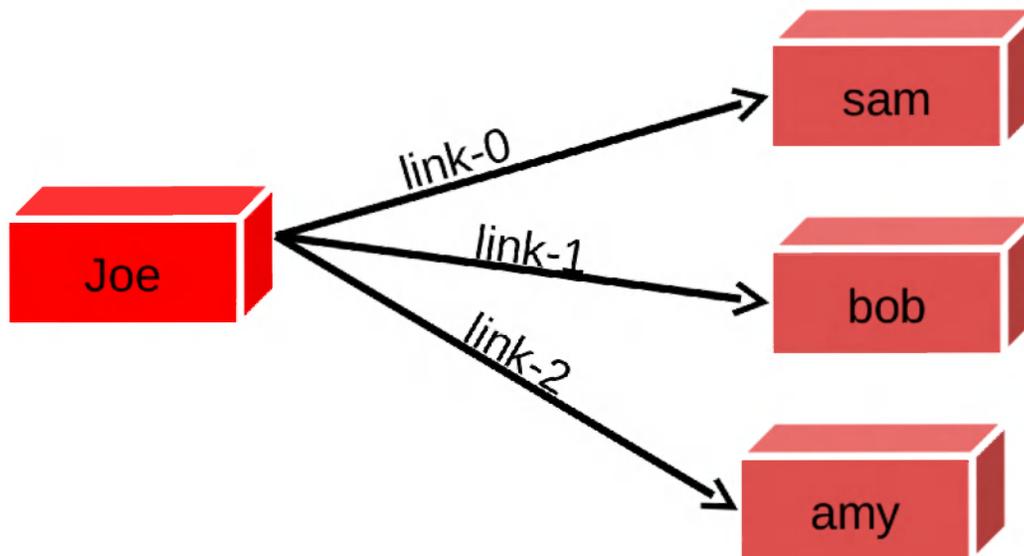
- Bundle Protocol Nodes are identified by Endpoint Identifiers (EIDs) that look like:
 - dtm://dtmbone.umd.edu.dtm/
 - dtm://nodea.dtm/
 - ebr://group5.dtm/
- Convergence Layer connections to neighbors are called “Links”
 - For example a TCP connection to a neighbor is a link
- Each link knows the EID of the neighbor associated with it



Static Routing Tables (U)

One-hop "Direct Delivery"

Destination	Next hop	Action
dtn://sam.dtn/	link-0	FWD
dtn://bob.dtn/	link-1	FWD
dtn://amy.dtn/	link-2	FWD

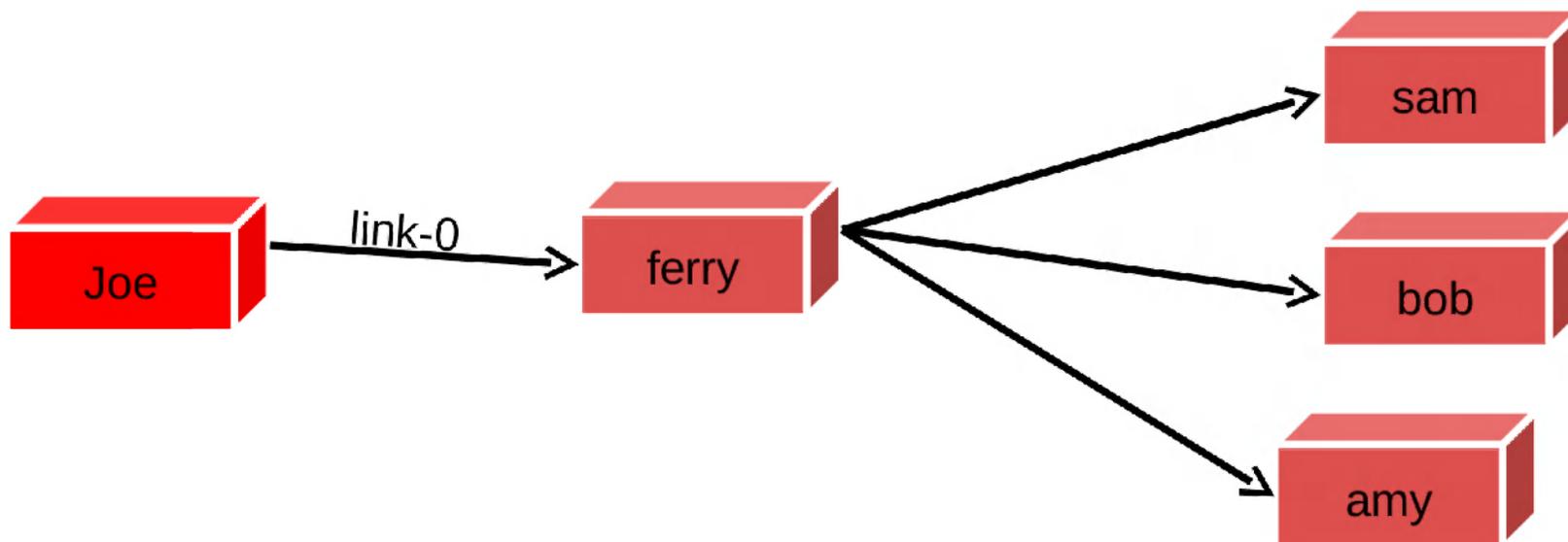




Static Routing Tables (U)

Two-hop "Bundle Ferry"

Destination	Next hop	Action
dtn://sam.dtn/	dtn://ferry.dtn/	FWD
dtn://bob.dtn/	dtn://ferry.dtn/	FWD
dtn://amy.dtn/	dtn://ferry.dtn/	FWD
dtn://ferry.dtn/	link-0	FWD

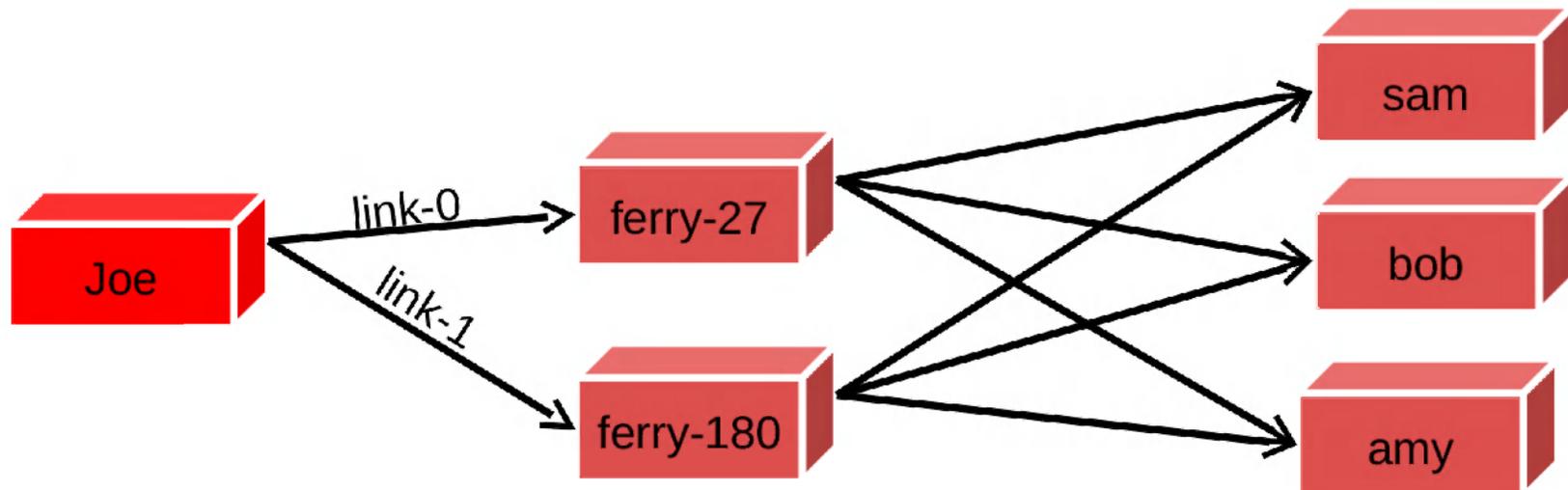




Static Routing Tables (U)

Two-hop "Bundle Ferry" with wildcards

Destination	Next hop	Action
dtm://sam.dtm/	dtm://ferry-*.dtm/	FWD
dtm://bob.dtm/	dtm://ferry-*.dtm/	FWD
dtm://amy.dtm/	dtm://ferry-*.dtm/	FWD
dtm://ferry-27.dtm/	link-0	FWD
dtm://ferry-180.dtm/	link-1	FWD

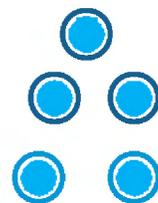
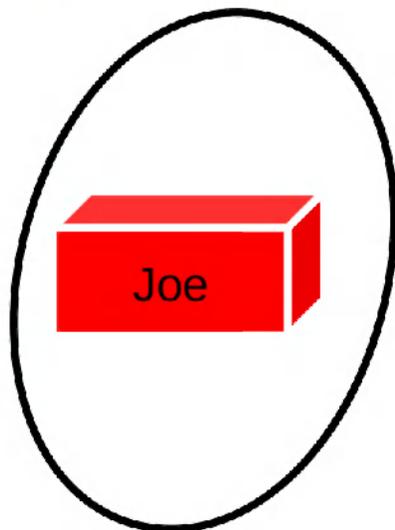




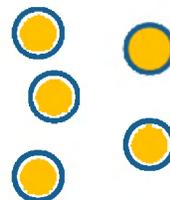
Static Routing Tables (U)

Multi-hop “Tiered routing”

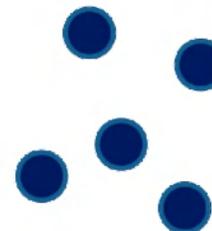
Destination	Next hop	Action
dtn://twitter.dtn/	dtn://tier1-*.dtn/	FWD
dtn://twitter.dtn/	dtn://tier2-*.dtn/	FWD
dtn://twitter.dtn/	dtn://tier3-*.dtn/	FWD
dtn://twitter.dtn/	link-0	FWD



Tier 1



Tier 2



Tier 3





DTN Routing Bonanza (U)

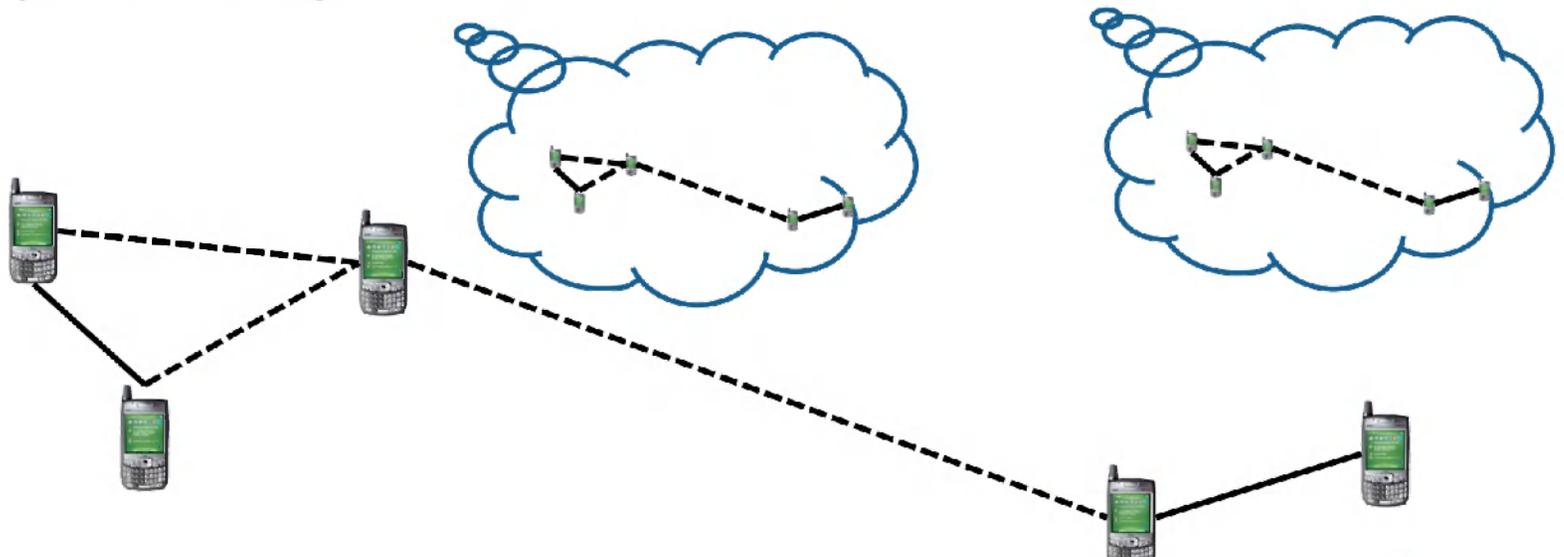
- (U//FOUO) People propose routing protocols for many different environments and purposes.
 - Sometimes with novel applications, sometimes with no real need
- (U) Has inspired the phrase “Yet Another Routing Protocol”

Static
Flooding
Static with copy links
Neighborhood
Epidemic
Endemic
Epidemic with Immunity
mphone
TIERStore
DTLSR



DTLSR (U)

- (U//FOUO) Delay-Tolerant Link State Routing
 - Assumes a mostly stable contact graph
 - Nodes all flood their recent contacts
 - Each node maintains an internal picture of the network, and makes routing decisions based on Dijkstra's alg





“Intelligent” Routing: P_{RO}PHET (U)

- *Probabilistic routing in intermittently connected networks*, 2003; A. Lindgren, A. Doria, and O. Scheln
- Probabilistic Routing Protocol using History of Encounters and Transitivity (P_{RO}PHET)

sam	amy	0.9
	bob	0.0
	joe	0.0

bob	amy	0.0
	sam	0.0
	joe	0.4

amy	sam	0.9
	bob	0.0
	joe	0.0



“Intelligent” Routing: P_{RO}PHET (U)

- *Probabilistic routing in intermittently connected networks*, 2003; A. Lindgren, A. Doria, and O. Scheln
- Probabilistic Routing Protocol using History of Encounters and Transitivity (P_{RO}PHET)

amy	sam	0.9
	bob	0.0
	joe	0.0

bob	amy	0.4
	sam	0.9
	joe	0.4

sam	amy	0.9
	bob	0.9
	joe	0.2



Network-Coding in DTNs (U)

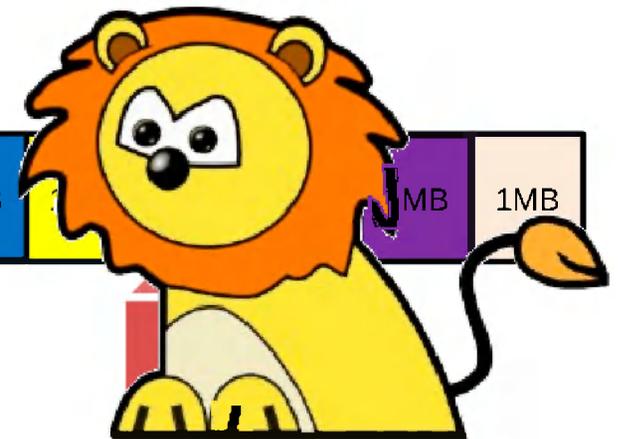
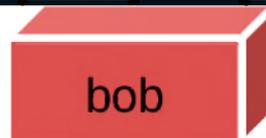
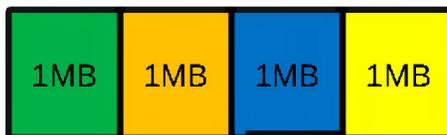
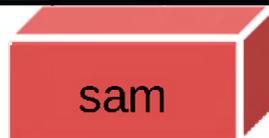
- Imagine trying to distribute a 100MB bundle in a DTN
- Idea:





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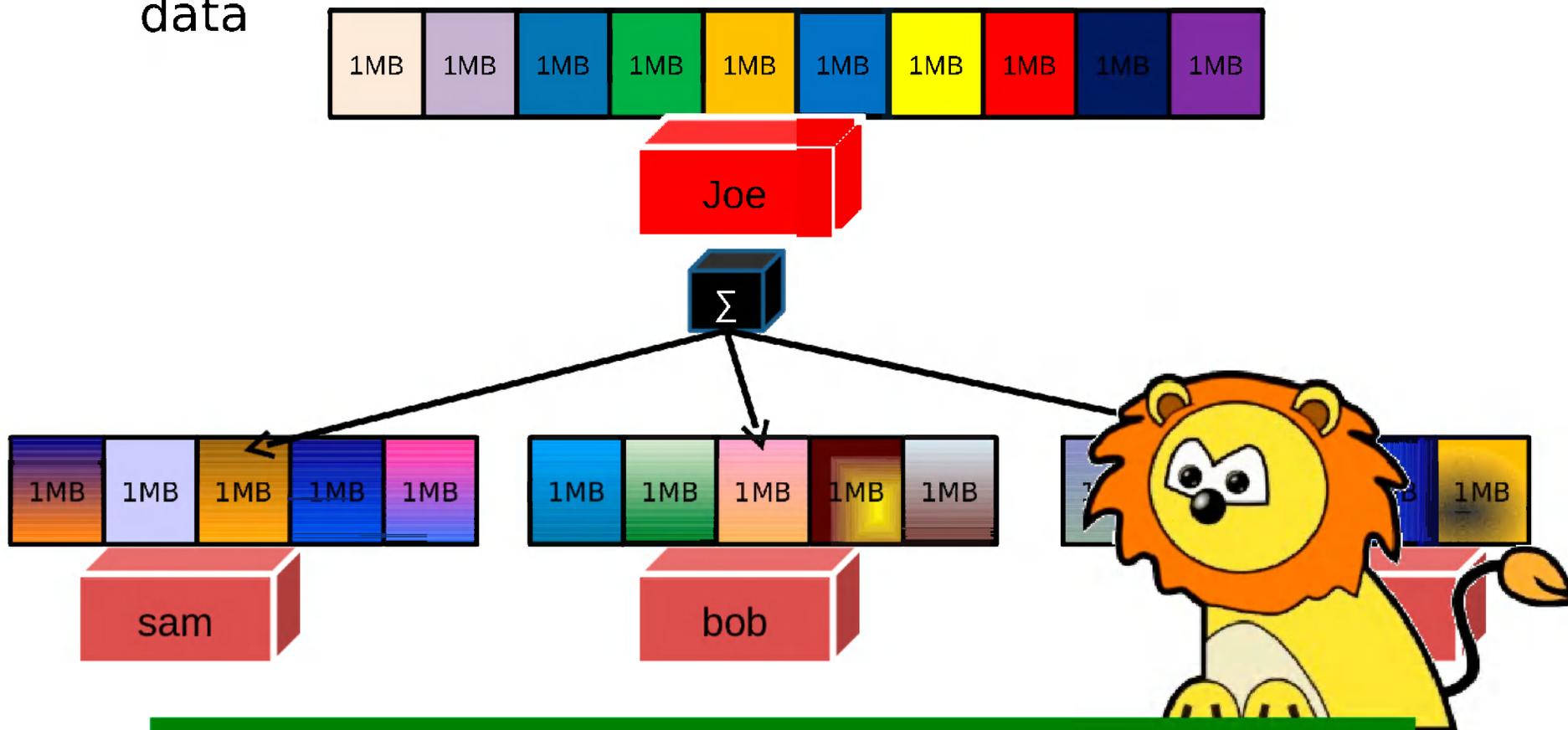
- Imagine trying to distribute a 100MB bundle in a DTN
- Idea: fragment into 1MB pieces





Network-Coding in DTNs (U)

- Send linear combinations of fragments
- A receiver can collect **any** ten pieces and recover the data



Security in DTNs (U)



Security Threats (U)

- (TS//SI//REL) Protecting against rogue bundles being injected into the network
- (TS//SI//REL) Prevent an adversary from modifying legitimate bundles
- (S//REL) Protection against eavesdroppers
- (S//REL) Authenticate neighbors before establishing links
- (TS//SI//REL) Low Probability of Detection / Intercept



Bundle Security Protocol RFC 6257 (U)

- (U) Provides bundle-layer encryption, authentication, and data integrity
- (U) Lack of connectivity affects choice of algorithms and services
- (U) Security policies may be directional
- (U//FOUO) Managing keys and their accompanying policies is a challenge



Bundle Authentication (U)

- (U) Hop-by-hop Authentication
- (U) Requires each device to generate a shared secret with each of its neighbors
- (U//FOUO) Establishing these keys is a challenge



Bundle Authentication (U)

- (U//FOUO) End-to-end authentication
 - RSA digital signatures
- (U) Intermediate nodes can verify the signature
- (U) Cannot assume connectivity to an external Certificate Authority
- (U) For signatures, the certificate can be appended to the message



Bundle Encryption (U)

- (U//FOUO) Payload data encrypted with AES in Galois Counter Mode (GCM)
- (U) Provides data integrity
- (U) AES key is encrypted with the destination's RSA public key



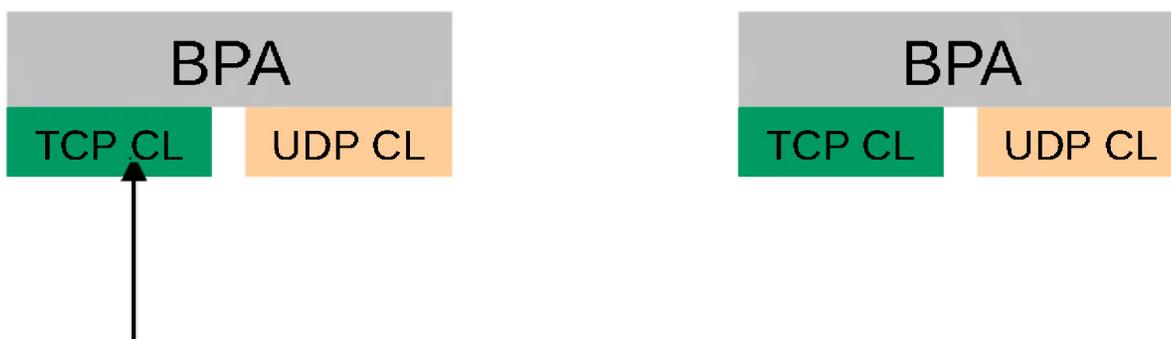
Key Management Issues (U)

- (U) How to distribute public keys securely
- (U//FOUO) One option: pass certificates between devices
- (U//FOUO) Another option: pre-placing certificates
 - Memory issues
- (U) Revoking keys of compromised devices



Link-Layer Security (U)

- (U//FOUO) Even with BSP, CL is wide open
- (U//FOUO) Develop a mechanism to authenticate neighbors before allowing them to connect
 - Enables dropping unwanted bundles
 - May prevent DoS through too many connections
- (U//FOUO) Enable different groups of nodes to operate in the same area but maintain separation





Link-Layer Security (U)

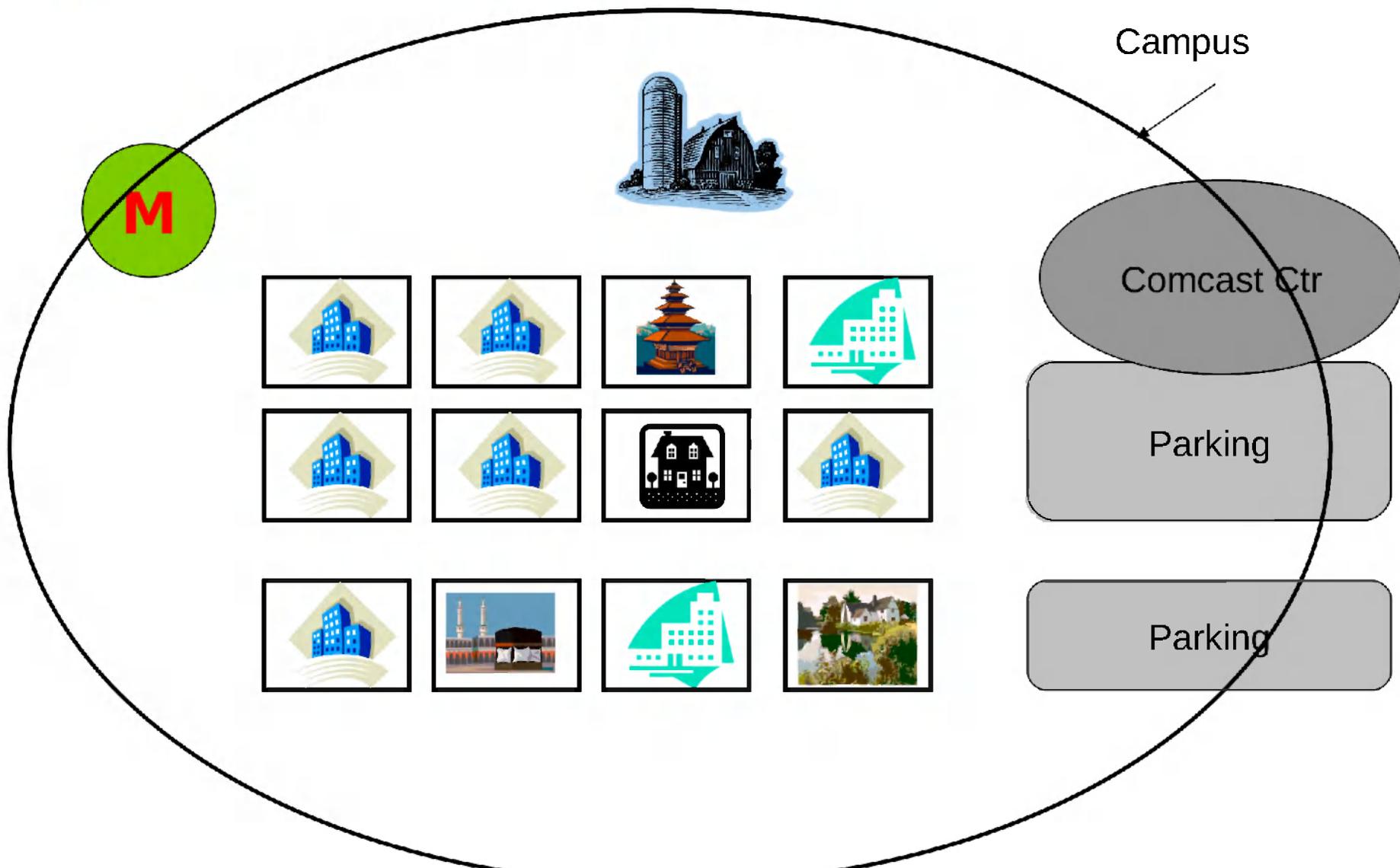
- (U) Constraints
 - Lightweight
 - Low setup latency
 - Limited bandwidth consumption
 - Minimal provisioning/maintenance
 - Compatible with short session durations



Covert Discovery (S//REL)

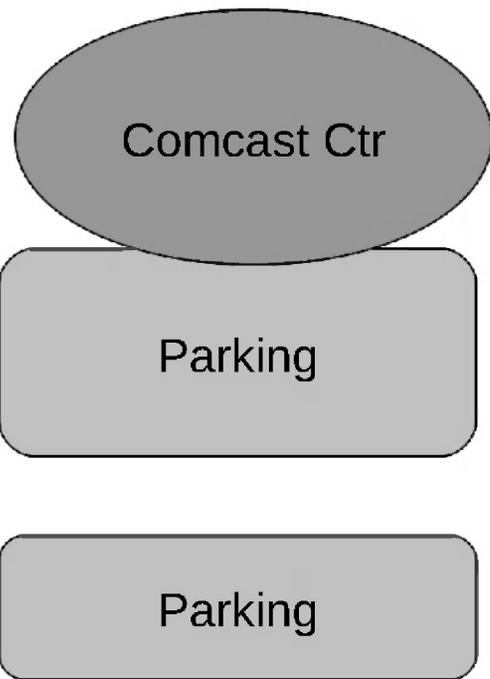
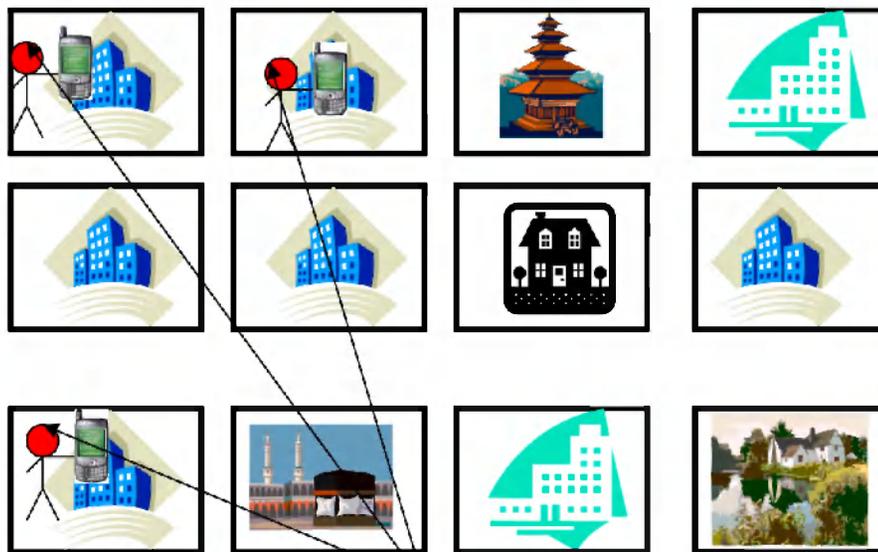
- (TS//SI//REL) Have set up external triggers for establishing DTN links
- (S//REL) Similar work being done outside to reduce power consumption
- (U) Example: Bluetooth beacons triggering a wifi connection
- (S//REL) Another option: use our own radios for some hops

Surveillance-oriented Demo (U)





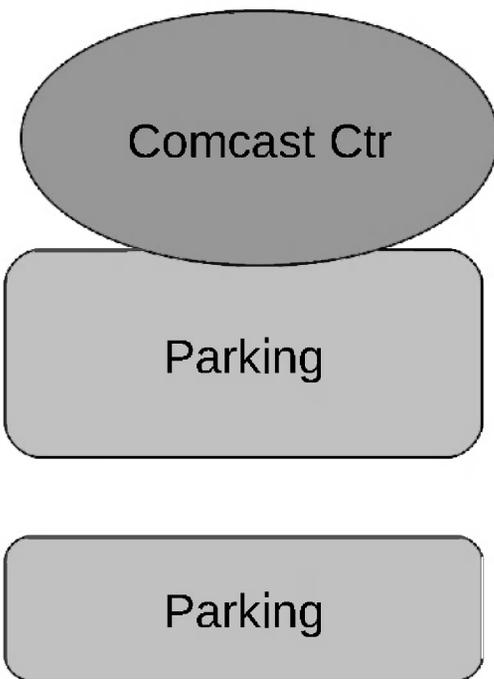
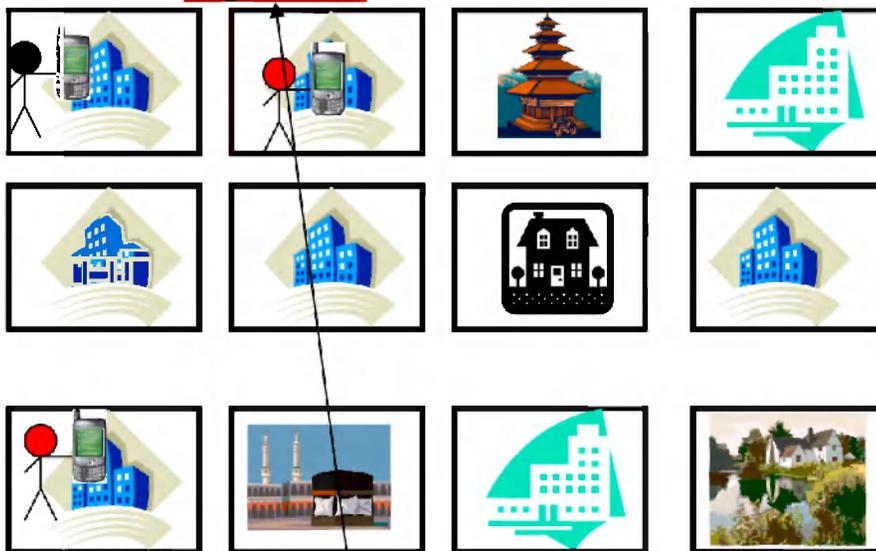
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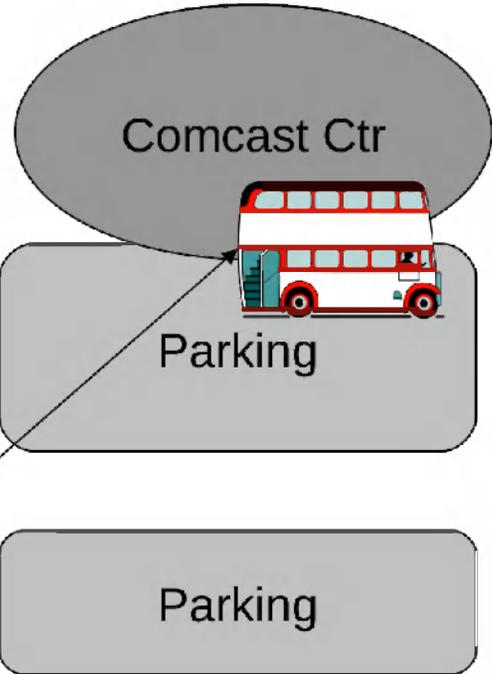
Data sources at "secret" locations on campus. Queue up or generate data.



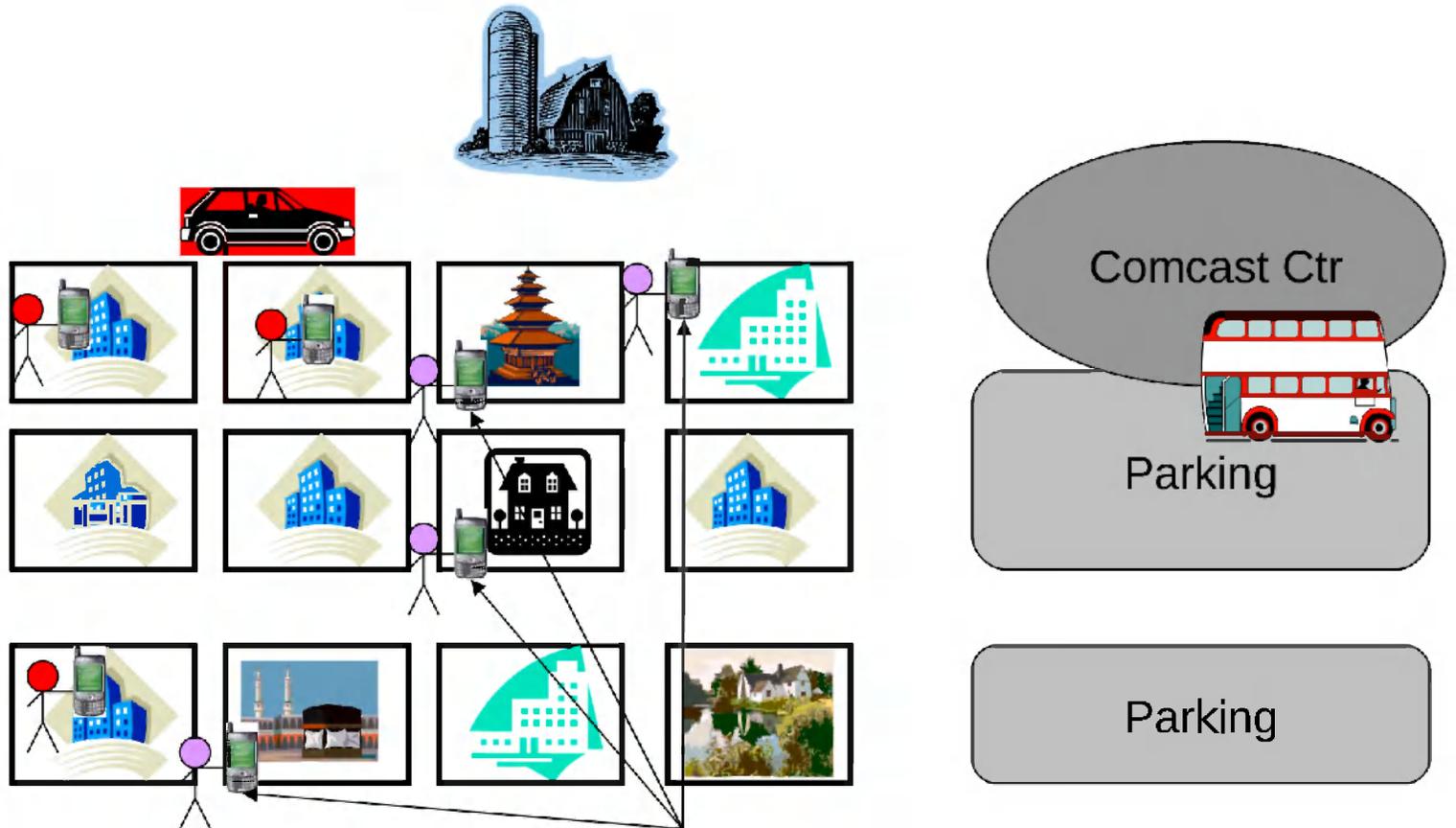
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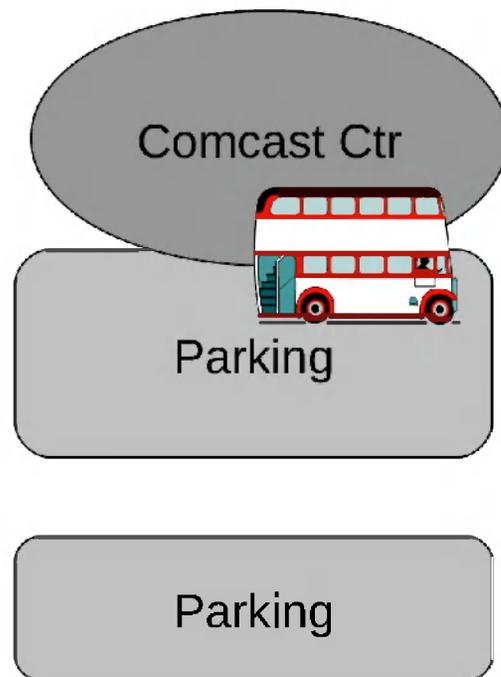
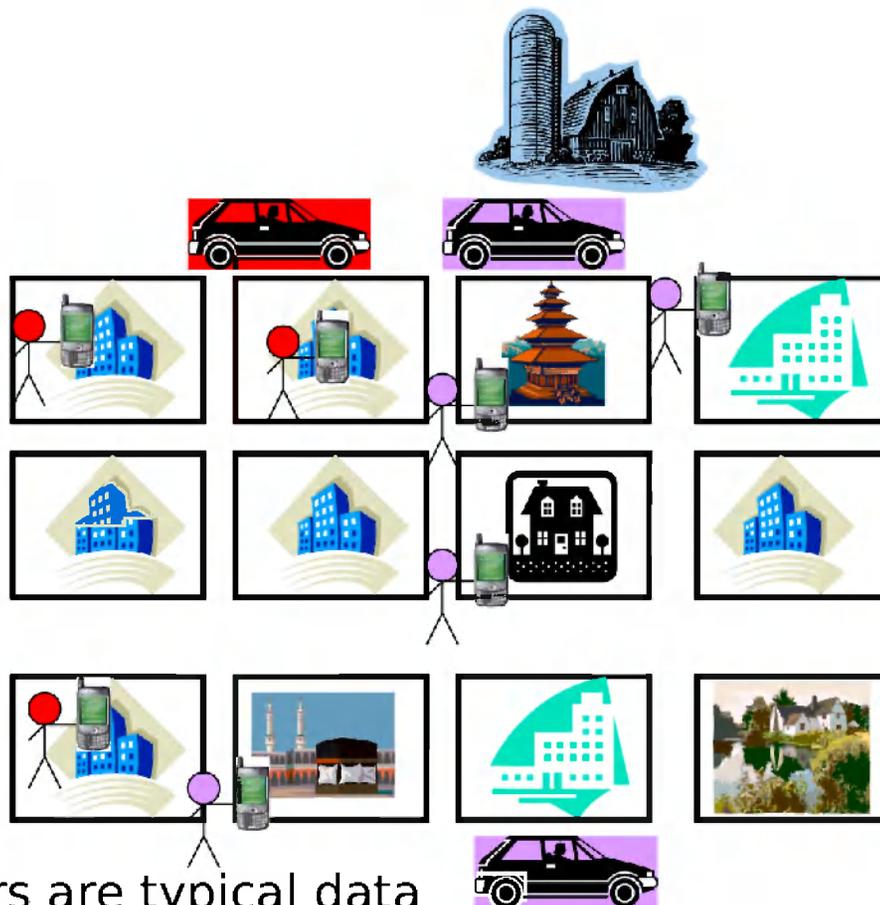
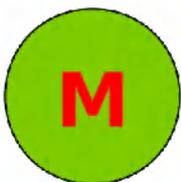
Mobile data generator in a car sending segments of audio



Destination node in parking lot by the Comcast Center



Pedestrian relays walk around, and pick up data from source nodes



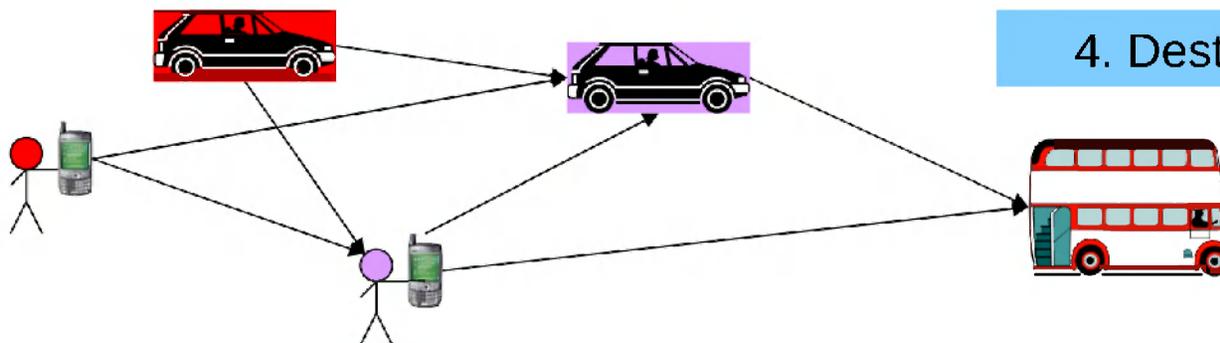
Car Players are typical data ferries. They relay data to the destination.



1. Sources

3. Relays

4. Destination





UNC

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Questions?

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