

PRETTY EASY PRIVACY

www: pep.foundation
mail: sva@pep.foundation
IRC: #PrettyEasyPrivacy on Freenode
twitter: [@pepFoundation](https://twitter.com/pepFoundation) [@sva](https://twitter.com/pepFoundation)
hashtags: #PrettyEasyPrivacy #PrivacyByDefault



Privacy by Default.

PGP / GPG

PGP \equiv Pretty Good Privacy

Created by Phil Zimmermann in 1991

see RFC 1991 (in 1996)

Zimmermann had been a long-time anti-nuclear activist, he created PGP that people might securely use BBSs and securely store messages and files

OpenPGP \equiv standard/specification

see RFC 2440 (in 1998) and 4880 (in 2007)

GPG \equiv GNU Privacy Guard

Created by Werner Koch 1999

from Free Software Foundation

(most common implementation of PGP)

What is Crypto?

mathematical way to make the data only readable for:

the one sending it

the one receiving it

→ end-to-end encryption

encrypt (or encode)

→ Code, Cipher,
or Key

Simple encoding/key:

Hello

:

olleH

Software helps:

Hello

:

hQEMAy4io41ThT7gAQgAqF7Ijcgd

End-to-End

...only you and me have the key and
no one else can listen or modify.

⋮

uSMWsh3zbWke8DUmY+Lf9Ssy2waJkE+gaJKhxp1D6CWfL96vgXn3N/bBVg2+SCmt
UV/btwupjojluio1cLS0X85glj85sfeALHZGDzRTe7kuMXSqY9A+ZEpyIGybGkLk
8EjFZOqgDNRZRVe2mXpu7EOEwXEuI12cANk5iXaVanAHGSMubUEzwkZWxvfHdPSZ
DWK9AYBRyIr62k8W7/rvpI8T8RtuinPbVWl5sLe7/x0smFvVfYj0Cy+UakOLgN08
4yghqyWWY7Hzc1Xq+UQrVib8CVnk5h/WQotu0shBmdLpAWMYkbNV3eJMxQ4xqx0u

Asymmetric Encryption

Also known as: “public-private-key-encryption”

Everyone has own key-pair:

Public Key:

Available for
everyone!



Private Key:

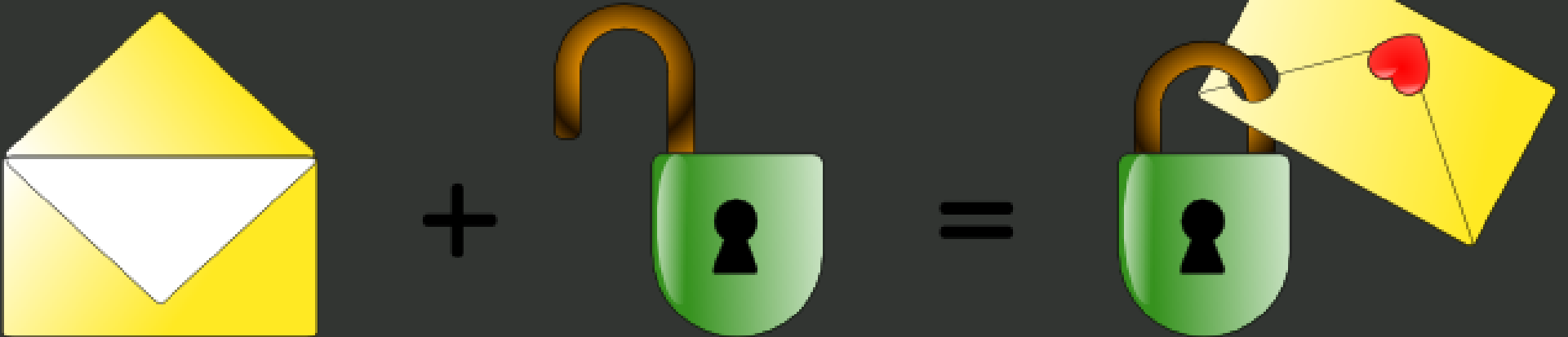
Has to stay
hidden!



En-Crypt!

Bob uses the open lock / public key
from Alice to lock/encrypt the message.

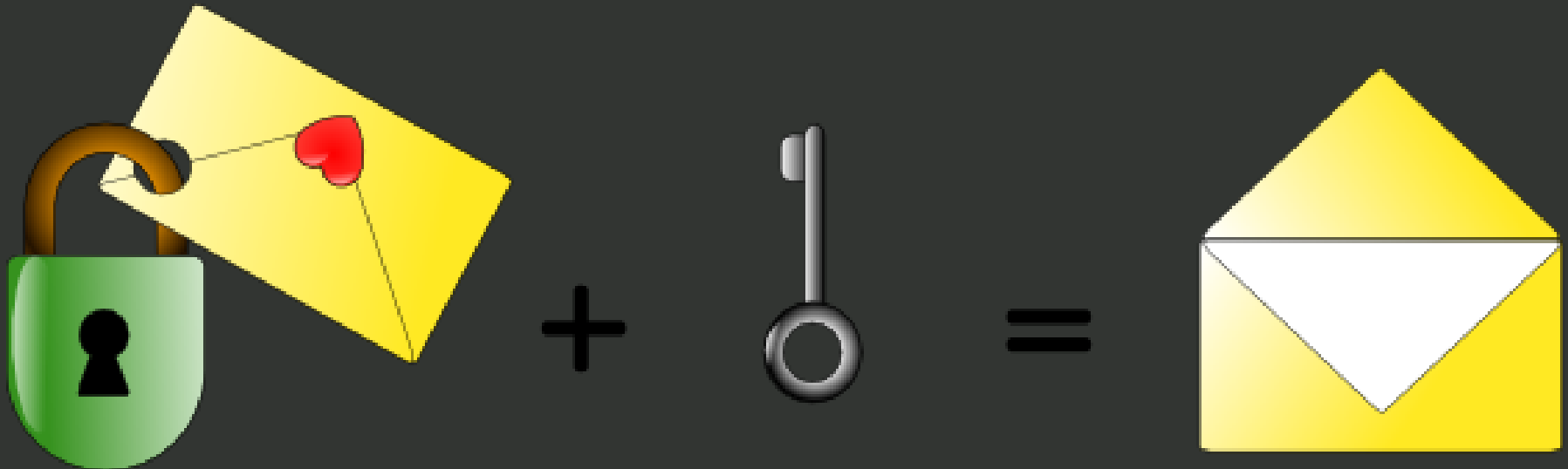
Once closed, he is not able to open it any more.



De-Crypt!

Alice uses her secret key to unlock/ decrypt the message from Bob.

Alice is **the only one** able to open this message.



4 rules-of-thumb

...when it's about encryption

If it's not open source, don't use it!

The older, the more likely it is secure.

Keep an eye on the news and recent happenings...

Where does it come from? Who is developing it?

4 rules-of-thumb on GPG / PGP:

[x] free/libre open source software

[x] pretty old, in use ever since

[x] nothing in the news, still unbroken

[x] private persons and non-profit-foundations

Sequoia / A New OpenPGP

“...developers formerly working on GnuPG ...
...create a new opinionated OpenPGP implementation.”

A Cool OpenPGP Library

Does not dictate how OpenPGP is used

Keys are automatically kept up-to-date

Key rotations approximating forward secrecy

Written in Rust

Modern code base

Spatial and temporal memory safety: no leaks, no use-after-free,
no out-of-bounds access, no race conditions

C API

Overview

0 – Intro

1 – Technology for Mass Encryption

2 – General Concept of $p \equiv p$

3 – Technology for Mass Anonymization /
Meta Data Protection (GUnet)

Summary + Q & A

0.1: What is p≡p?

...software for various platforms to easily use existing crypto tools
(like GnuPG) ⇒ Pretty Easy

...designed to encrypt all digital written communication
(with the starting point of email) ⇒ Privacy by Default.

...encrypts automatically with whatever (most privacy-enhancing) crypto
standard available ⇒ Privacy by Default.

All end-user software must be
hassle-free and zero-touch. ⇒ Pretty Easy!

0.2: What is p≡p not?

...not yet-another-crypto-tool with closed user base.

...not a (centralized) platform provider.

...not implementing any own crypto.

...not replacing any existing crypto tool per se.

... not just an email encryption tool:
that's just the beginning \o/

0.3: Who is p≡p?

We see ourselves as *cypherpunks*.

We want to roll out **mass encryption**
to optimize the costs of mass surveillance!

We want to make the use of crypto pretty easy:

The **developer plugs it** into apps.

The **user just uses it.**

By default.

0.4: Who? Cypherpunks?

- ...are actively engaged in **making the networks safer**
- ...advocate widespread use of strong cryptography [...] as a **route to social and political change**.
- ...aim to achieve privacy and security through proactive use of cryptography.

Cypherpunk manifesto: 9th March 1993, Eric Hughes

0.4: Cypherpunk Manifesto

“Privacy is necessary for an open society in the electronic age.

Privacy is not secrecy.

A **private** matter is something one **doesn't want the whole world to know**, but a **secret** matter is something one **doesn't want anybody to know**.

Privacy is the power to selectively reveal oneself to the world.”

9th March 1993, Eric Hughes

0.4: Cypherpunk Manifesto

“We cannot expect governments, corporations, or other large, faceless organizations to grant us privacy (...)

We must **defend our own privacy** if we **expect to have any**.

(...) We know that **someone has to write software** to defend privacy, and ... **we're going to write it.**”

9th March 1993, Eric Hughes

0.5: Who is sva?

Anthropology

Computer Science

Carpenter

cryptoparty.in

hillhacks.in

hackbeach.in

events.ccc.de

sva = unique address
in Internet and Web

(founded 1981)
Chaos Computer Club
Hackers without Borders
(founded 2014)

0.6: Declaration of Human Rights

Article 12

“No one shall be subjected to **arbitrary interference with his privacy, family, home or correspondence**, nor to attacks upon his honour and reputation.

Everyone has the **right to the protection of the law** against such interference or attacks.”

<http://www.un.org/en/universal-declaration-human-rights/>

0.7: Quote

"I don't want to live in a world where everything that I say, everything I do, everyone I talk to, every expression of creativity or love or friendship is recorded."

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(Edward Snowden)





Hotmail



(TS//SI//NF) PRISM Collection Details



Current Providers

- Microsoft (Hotmail, etc.)
- Google
- Yahoo!
- Facebook
- PalTalk
- YouTube
- Skype
- AOL
- Apple



What Will You Receive in Collection (Surveillance and Stored Comms)?

It varies by provider. In general:

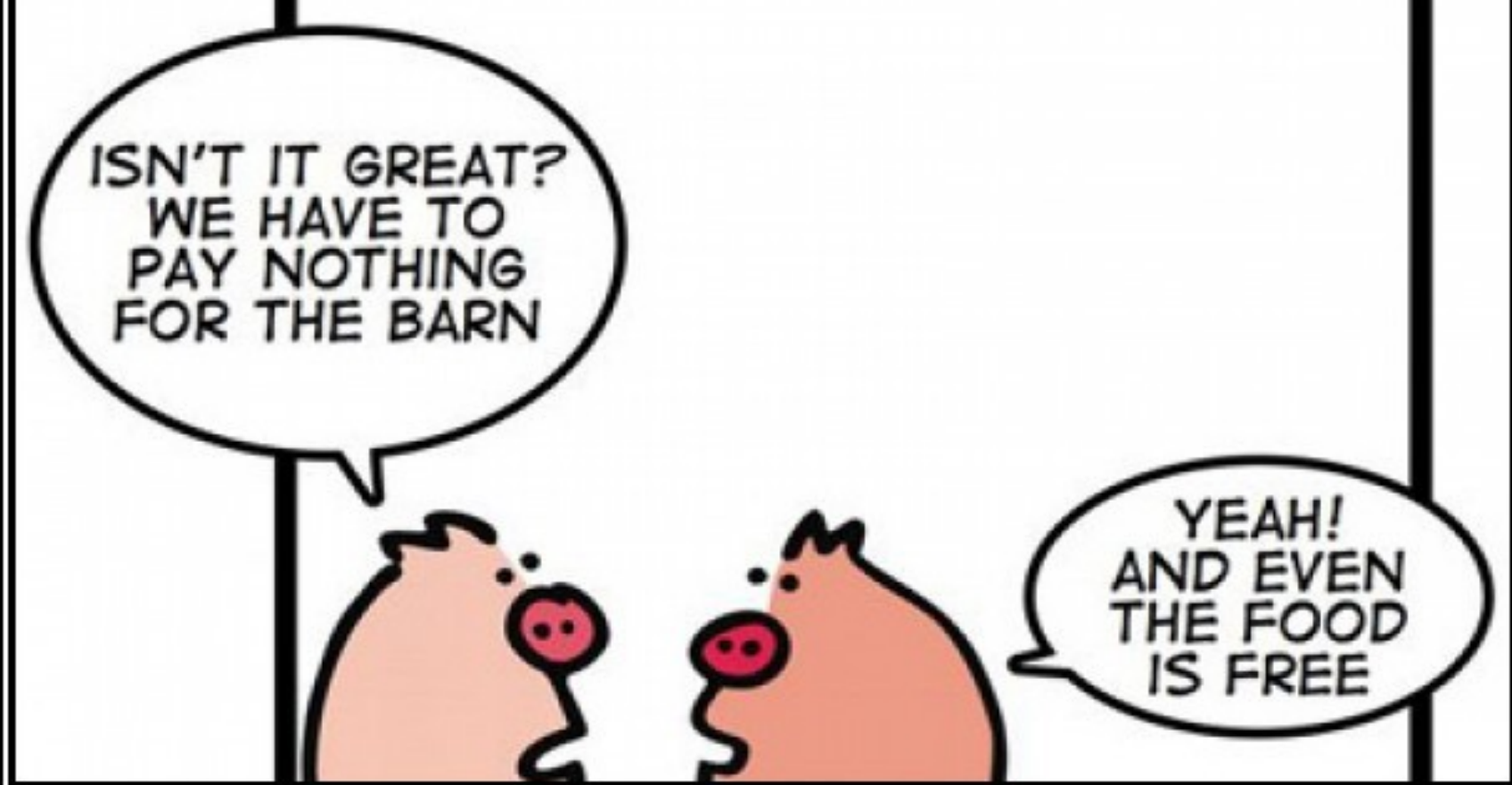
- E-mail
- Chat – video, voice
- Videos
- Photos
- Stored data
- VoIP
- File transfers
- Video Conferencing
- Notifications of target activity – logins, etc.
- Online Social Networking details
- **Special Requests**

Complete list and details on PRISM web page:

Go PRISMFAA

YES WE SCAN





FACEBOOK AND YOU

If you're not paying for it, you're not the customer. You're the product being sold.

0.8: Problem

Problem:

Online communication is visible like a postcard &
this world has mass surveillance

0.8: Problem & Solution

Problem:

Online communication is visible like a postcard &
this world has mass surveillance

Solution:

Encryption
Anonymization

0.8: Problem & Solution?

Problem:

Online communication is visible like a postcard &
this world has mass surveillance

Encryption &
Anonymization
are there!

Since decades....

Still too hard to use!

Solution:

Encryption
Anonymization

Is it really a solution?

???

0.8: Problem & Solution!

Problem:

Online communication is visible like a postcard &
this world has mass surveillance

Solution:

Mass Encryption == Privacy by Default.
Mass Anonymization == Privacy by Design.

0.9: pretty Easy privacy

$p \equiv p$ does what the user *would want to do*

Instead of writing how-to guides
we write user expectations
into software and protocols,

to automatize all steps a user would need to carry out.

⇒ Taking away “crypto needs” from users view (like *https*)

Real-time
General
Internet
Ops & Mgmt
Routing
Security
Transport
IRTF

New work

Chartering groups
BOFs

Other groups

Concluded groups
Non-WG lists

Documents

Search
Draft submission
Sign in to track docs

RFC streams

IAB
IRTF
ISE

Meetings

Agenda
Materials
Floor Plan
Past proceedings
Upcoming
Past
Request a session
Session requests

Other

IPR disclosures

Document **Type** Active Internet-Draft (individual)

Last updated 2017-06-28

Stream (None)

Intended RFC status (None)

Formats

plain text xml pdf html bibtex

Stream **Stream state** (No stream defined)

Consensus Unknown

Boilerplate

RFC Editor Note (None)

IESG **IESG state** I-D Exists

Telechat date

Responsible AD (None)

Send notices to (None)

Email authors IPR References Referenced by Nits Search lists

Network Working Group
Internet-Draft
Intended status: Standards Track
Expires: December 31, 2017

V. Birk
H. Marques
Shelburn
pEp Foundation
S. Koechli
pEp Security
June 29, 2017

pretty Easy privacy (pEp): Privacy by Default
draft-birk-pep-00

Abstract

Building on already available security formats and message transports (like PGP/MIME for email), pretty Easy privacy (pEp) describes protocols to automatize operations (key management, key discovery, private key handling including peer-to-peer synchronization of private keys and other user data across devices) that have been seen to be barriers to deployment of end-to-end secure interpersonal messaging. pEp also introduces "Trustwords" (instead of

0.10: RFC / Internet-Draft

We started an Internet-Draft together with the ISOC-CH on the general pEp principles.

It's online and ready for discussion:

<https://datatracker.ietf.org/doc/draft-birk-pep/>

What does pEp do?

pretty Easy privacy (pEp): Privacy by Default
draft-birk-pep-00

Abstract

Building on already available security formats and message transports (like PGP/MIME for email), pretty Easy privacy (pEp) describes protocols to automatize operations (key management, key discovery, private key handling including peer-to-peer synchronization of private keys and other user data across devices) that have been seen to be barriers to deployment of end-to-end secure interpersonal messaging. pEp also introduces "Trustwords" (instead of fingerprints) to verify communication peers and proposes a trust rating system to denote secure types of communications and signal the privacy level available on a per-user and per-message level. In this document, the general design choices and principles of pEp are outlined.

<https://datatracker.ietf.org/doc/draft-birk-pep/>

What does the user do?



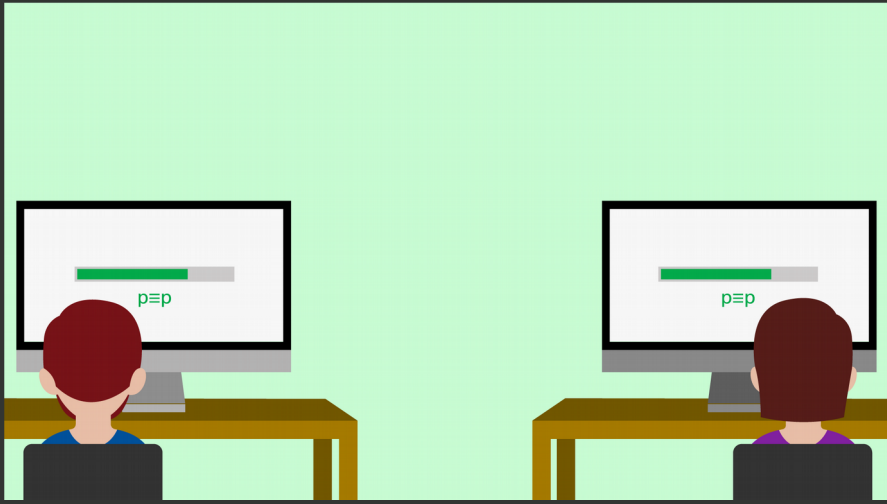
$p \equiv p$

$p \equiv p$
Privacy by Default.

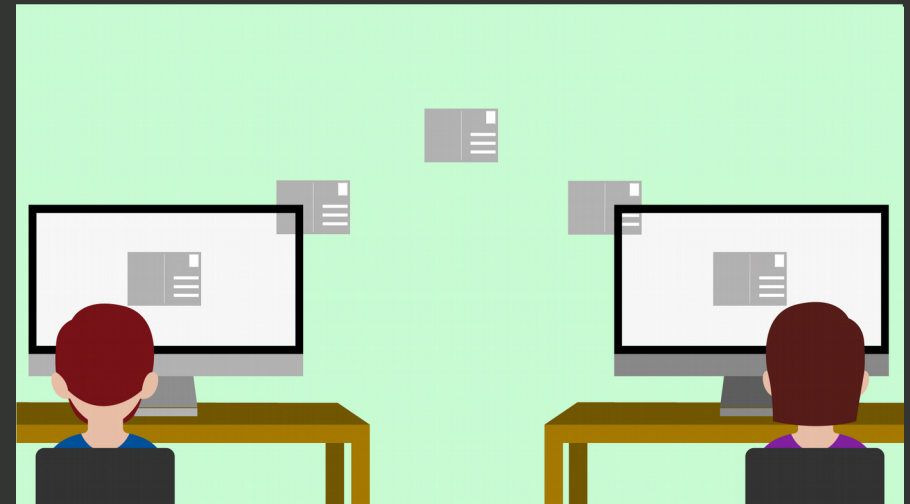


What does the user do?

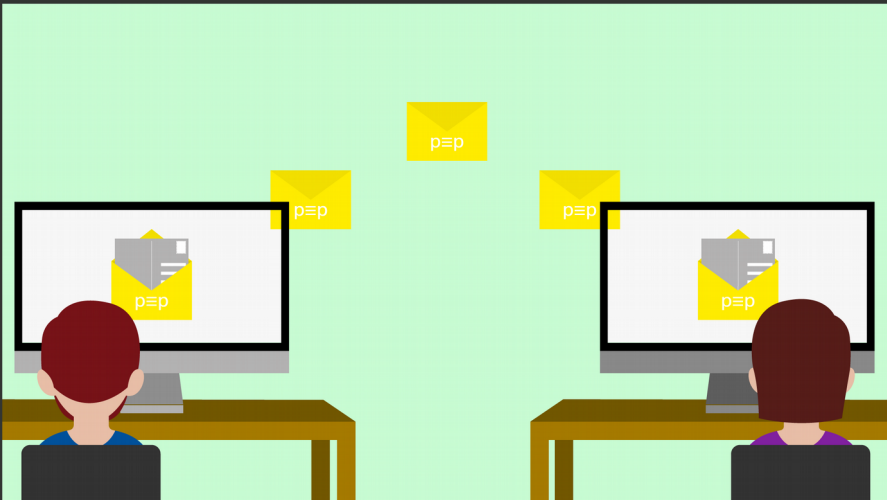
Writing messages.



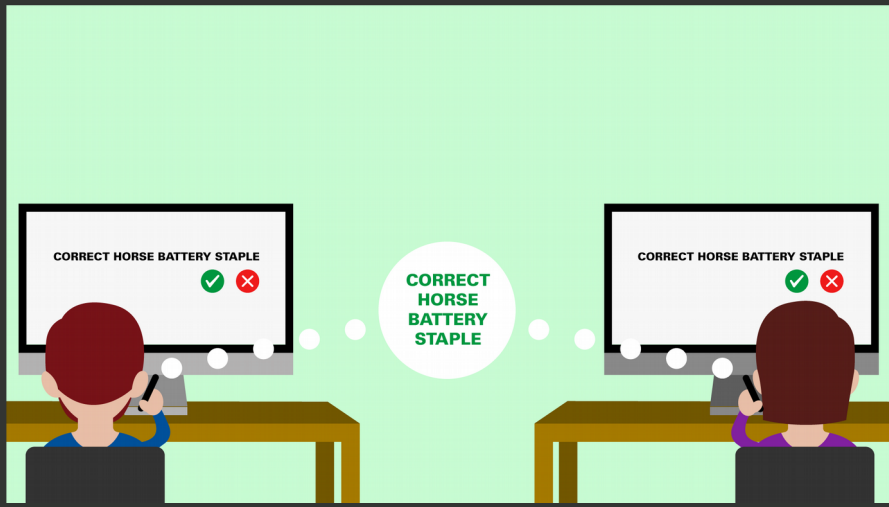
1



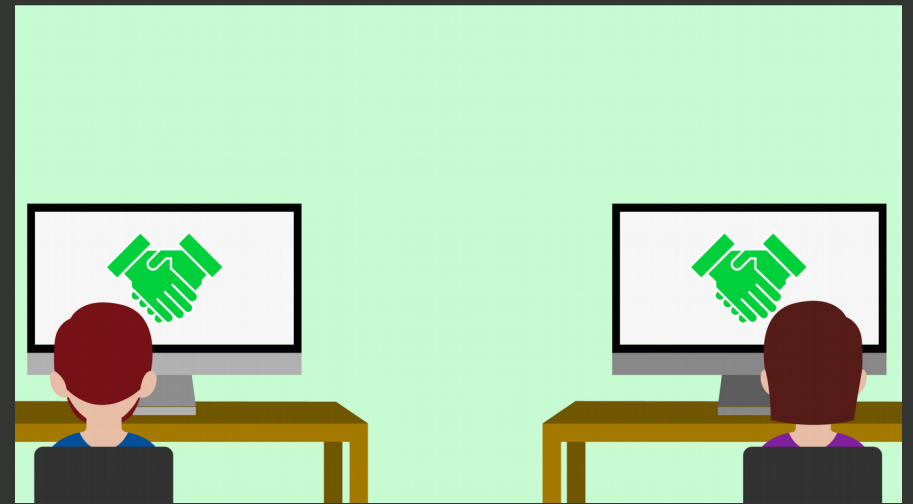
2



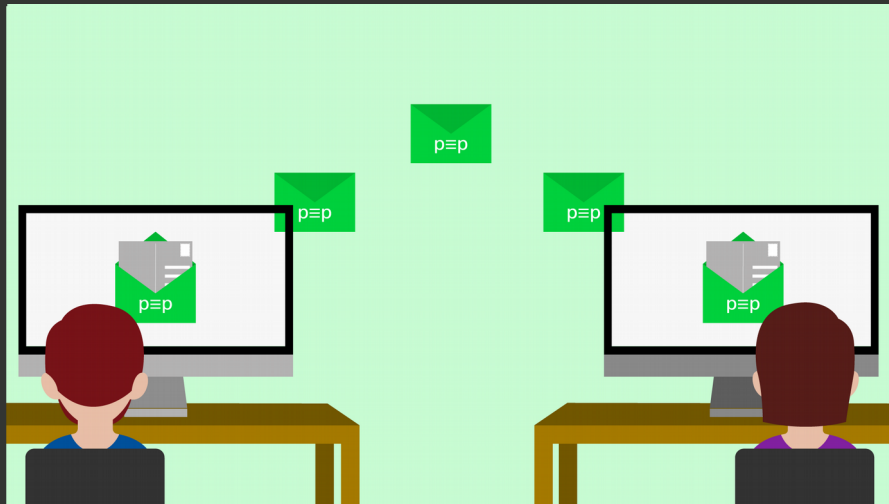
3



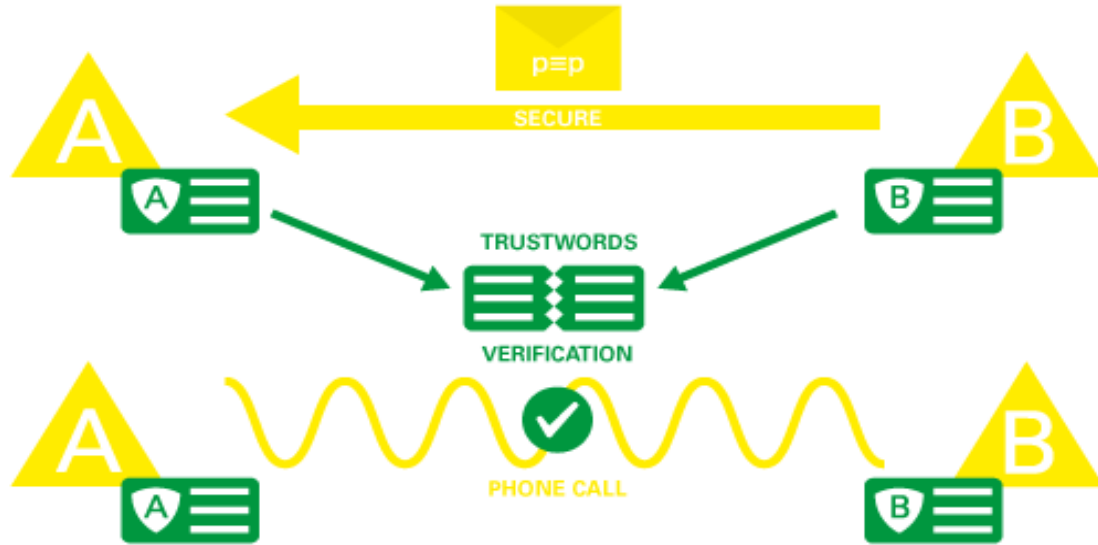
4



5



6



1: Technology: Overview

1.0. Architecture

1.1. Engine

1.2. Adapter

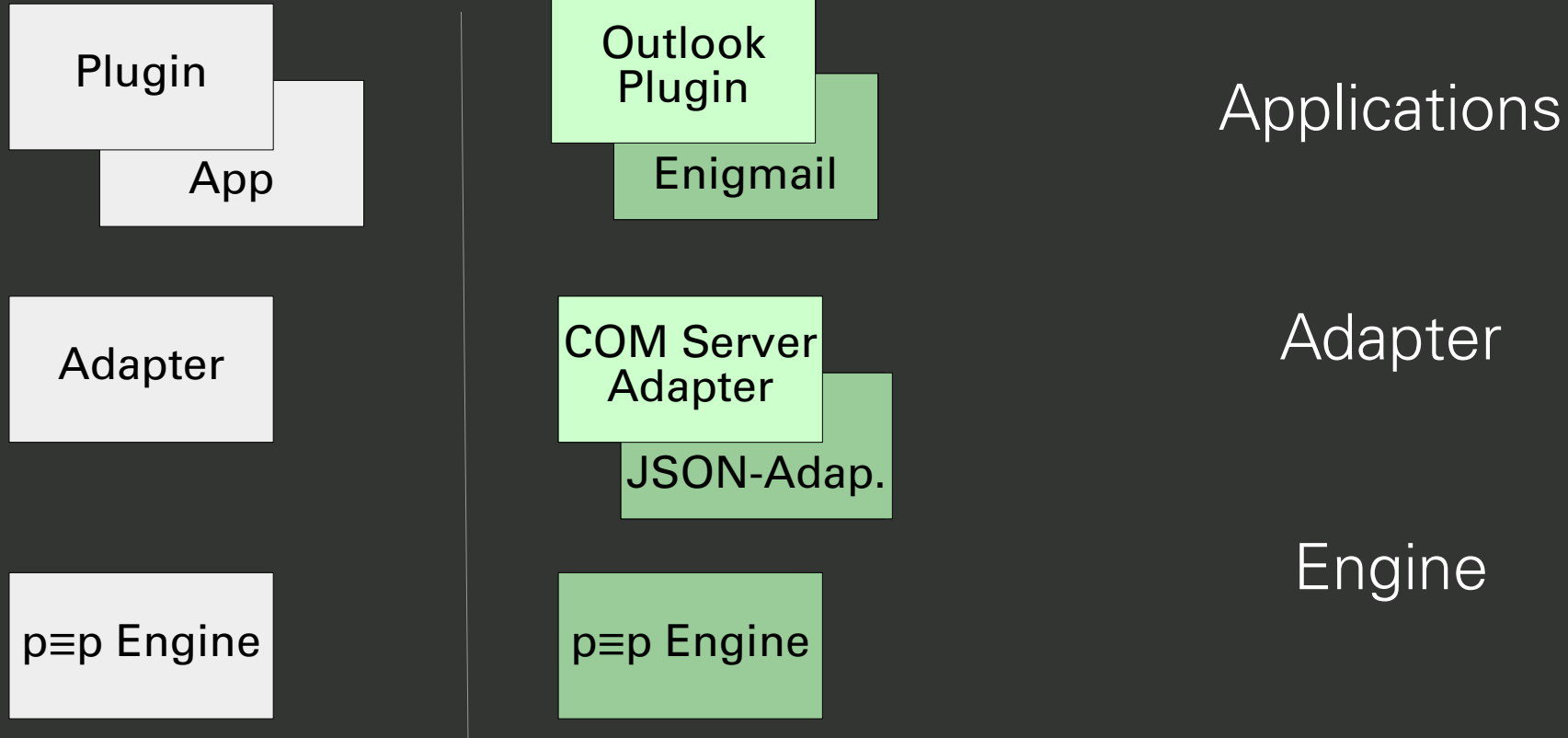
1.3. Applications

1.4. Organizational Forms

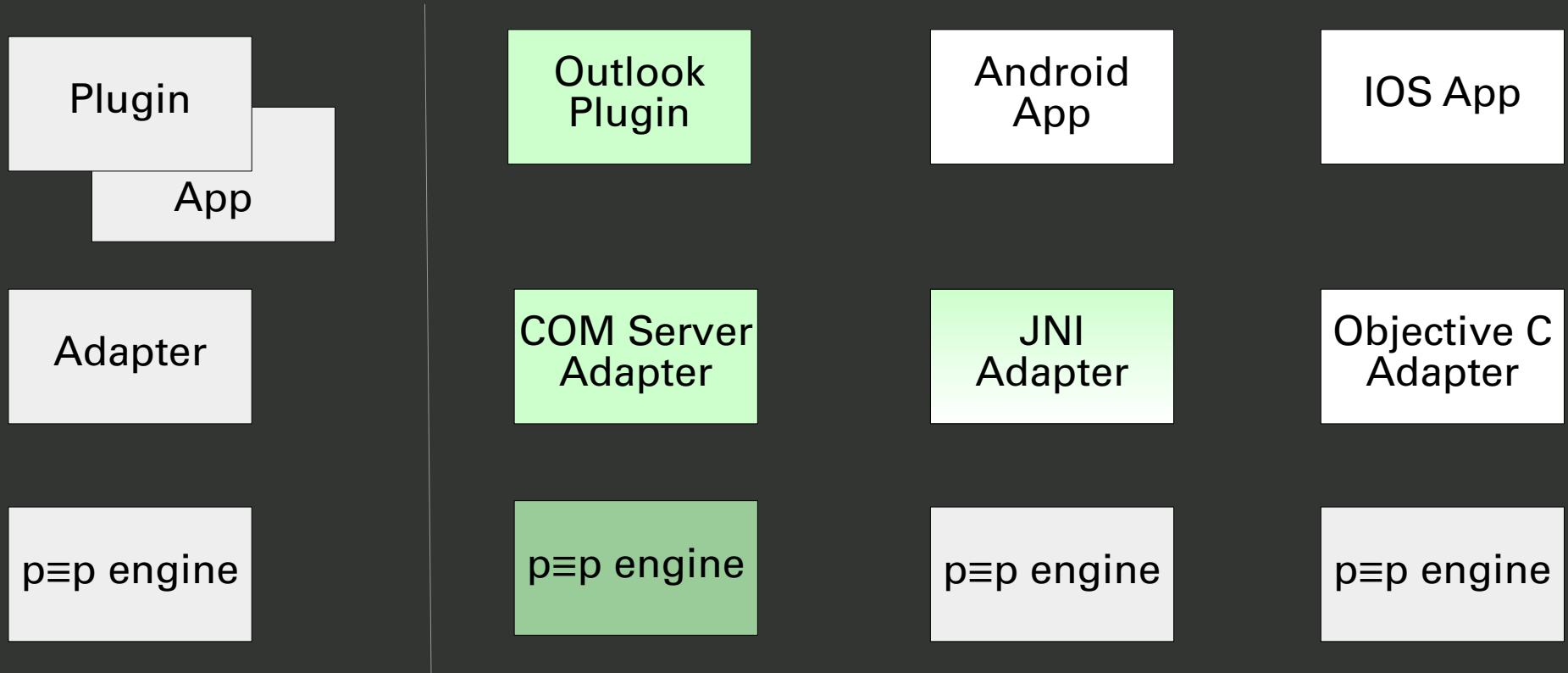
1.5. Repositories

1.6. Developing Platforms

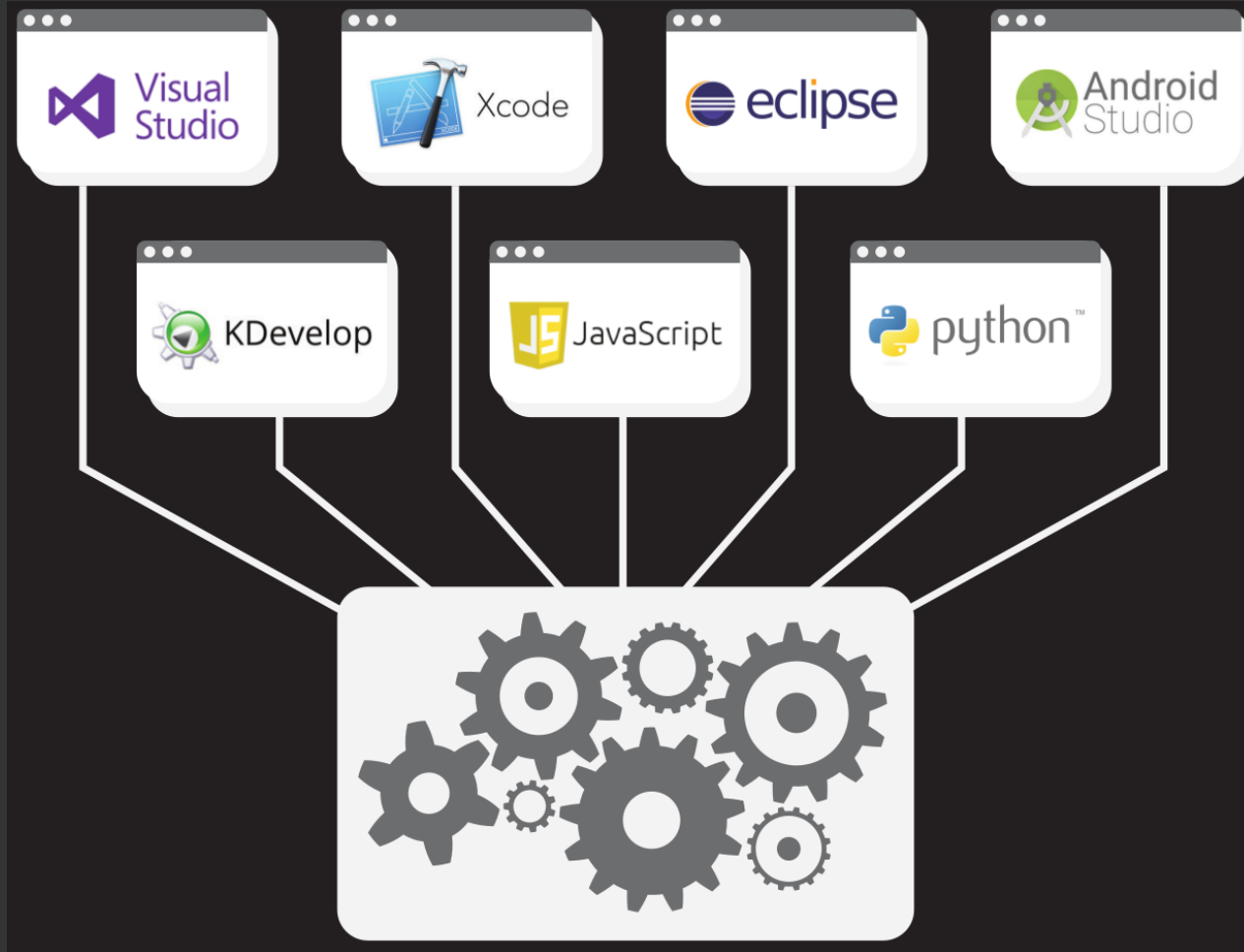
1.0. p≡p Tech: Architecture



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1.1. p≡p Tech: Engine

Engine drives several crypto standards on different digital channels / message transport protocols.

Written in C99,
~10.000 lines of code,
with regular code audits.

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Engine drives several crypto standards on different digital channels / message transport protocols.

Written in C99,
~10.000 lines of code,
with regular code audits.

Not meant to be used in application code directly!!1!!11!!

1.1. p≡p Tech: Engine

As developer you can just plug'n'play the engine,
which means you don't have maintain any crypto.

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Ehm, wait, what?

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which means you don't have maintain any crypto.

Ehm, wait, what?

Code Audits: <https://pep.foundation/docs/code-audits/>

1.1. p≡p Tech: Engine

Takes care of:

Messaging functions

Cryptotech services (crypto API)

Fully automated key management services

Trust rating

Knows about:

Transport Protocols / Message Transports

In the future:

Meta Data Protection via GUNet (Anonymization)

1.1. p≡p Tech: Engine

Does:

- Decryption & Encryption
- MIME encoding & decoding
- Message processing for the adapter
- Key management: generation, verification, blacklisting
- Key synchronization of same account between devices

1.2. p≡p Tech: Adapter: What?

... is a language/environment-specific interface between the engine API and an application development environment (like a programming language or IDE).

Basically adapters serve bindings.

Adapter	Example Languages
COM Server Adapter	C#, C++, VB.Net
JNI Adapter	Java (e.g. Android)
JSON Adapter	Javascript
ObjC Adapter	Swift (iOS, macOS)
Python Adapter	Python
C++/Qt Adapter	C++, Qt

1.2. p≡p Tech: Adapter: How?

(1) App makes calls to the adapter for the function it wants:

encrypt / decrypt / mime-encoding

getting trustwords / verifying identity

decide on trustlevel for identity and/or a particular message

(2) Adapter converts that into:

normalized, standardized form (for the engine)

for messages and makes the C library call.

~~~ engine magic ~~~

(3) Adapter gives the result back to the application

# 1.3. p≡p Tech: Apps: Current Implement.

Handles OpenPGP without hassle for the user:

- Automatically encrypts
- Encrypts the subject inline
- Automatic key management
- Import of existing keys
- No keyserver or any other centralized infrastructure

- Fingerprints  $\equiv$  Trustwords
- Opt-in passphrase for keys
- Disclaimer-Function
- "Force-Protection"
- "Passive-Mode"
- Header encrypted & obfuscated
- p≡pSync*



# 1.3. p≡p Tech: Applications

MS Outlook via Add-in

Thunderbird via Enigmail/p≡p (Win, Linux, MacOS)

p≡p for Android (K-9-Fork)

p≡p for iOS (new MUA, Alpha)

... more to come ... we've just started ...  
... KMail ... Mutt ... browser plugins ...  
... your mail client here ...  
... SMS ... Jabber ... facebook/twitter/whatever ...  
... everything ... you know ... MASS-ENCRYPTION !!!!1!! ...

# 1.4. p≡p Tech: Organizational Forms

**<https://pep.foundation>**  
**(Foundation)**

Supporting Free Software;  
Code belongs to the foundation

**<https://pep.security>**  
**(Company)**

Selling Applications/Plugins and Services

**<https://pep.coop>**  
**(Cooperative)**

Bringing people together (Memberships),  
Cooperations with other projects, Webplugins.



# 1.4. p≡p Tech: Other Websites (in progress!)

**<https://pep.software>:**

Download of Software (binary & code, *in progress*)

**<https://pep.community>:**

Forum, Mailing lists, Chat, etc. *(in progress)*

**<https://pep.news>:**

*(News of the pEp-Universe, not there yet...)*

# 1.5. p≡p Tech: Repositories:

Android: [https://\*\*pep-security.lu/gitlab\*\*/android/pep/](https://pep-security.lu/gitlab/android/pep/)

Outlook: [https://\*\*pep-security.lu\*\*/dev/repos/pEp\\_for\\_Outlook/](https://pep-security.lu/dev/repos/pEp_for_Outlook/)

iOS: [https://\*\*pep-security.ch\*\*/dev/repos/pEp\\_for\\_iOS/](https://pep-security.ch/dev/repos/pEp_for_iOS/)

Enigmail: [https://\*\*sourceforge.net\*\*/p/enigmail/source/ci/master/tree/](https://sourceforge.net/p/enigmail/source/ci/master/tree/)

Engine & Adapter & MISC: <https://pep.foundation/dev/>

Everything: <https://pep.foundation/pep-software>

<https://pep.software>

- Enigmail/p≡p [source code](#)

### Reproducible builds

-

# 1.5. p≡p Tech: Repos of Foundation:

## Repositories list

| <a href="#">Name</a>        | <a href="#">Description</a>                                       | <a href="#">Contact</a>                    | <a href="#">Last modified</a>   | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |
|-----------------------------|-------------------------------------------------------------------|--------------------------------------------|---------------------------------|---------------------|--------------------|---------------------|---------------------|----------------------|
| <b>MessageModel</b>         | Modelling Message and Folder                                      | p≡p development team <dev@pep-project.org> | Wed, 03 Oct 2018 15:17:44 +0200 | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |
| <b>downloadclient</b>       | client implementation for p≡p update server                       | p≡p development team <dev@pep-project.org> | Wed, 26 Apr 2017 13:19:32 +0200 | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |
| <b>enigmailEp</b>           | Misc code for Enigmail/p≡p (cf. https://xkcd.com/1077/)           | p≡p development team <dev@pep-project.org> | Mon, 23 Jul 2018 18:07:13 +0200 | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |
| <b>internet-drafts</b>      | p≡p I-Ds (IETF Internet-Drafts)                                   | p≡p development team <dev@pep-project.org> | Fri, 14 Sep 2018 20:15:03 +0200 | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |
| <b>libAccountSettings</b>   | Platform-independent connection and server settings configuration | p≡p development team <dev@pep-project.org> | Wed, 08 Aug 2018 10:44:31 +0200 | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |
| <b>libEpAdapter</b>         | C++ library for common structures used in p≡p adapters            | p≡p development team <dev@pep-project.org> | Mon, 15 Oct 2018 21:34:37 +0200 | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |
| <b>netpgp-et</b>            | fork of netpgp (iOS adaption and fixes)                           | p≡p development team <dev@pep-project.org> | Wed, 19 Sep 2018 12:22:17 +0200 | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |
| <b>pEpCOMServerAdapter</b>  | p≡p COM server adapter                                            | p≡p development team <dev@pep-project.org> | Tue, 16 Oct 2018 01:24:49 +0200 | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |
| <b>pEpEngine</b>            | p≡p engine                                                        | p≡p development team <dev@pep-project.org> | Tue, 16 Oct 2018 12:30:03 +0200 | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |
| <b>pEpJNIAdapter</b>        | p≡p JNI adapter                                                   | p≡p development team <dev@pep-project.org> | Thu, 20 Sep 2018 11:17:06 +0200 | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |
| <b>pEpJSONServerAdapter</b> | p≡p JSON adapter                                                  | p≡p development team <dev@pep-project.org> | Mon, 15 Oct 2018 16:48:27 +0200 | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |
| <b>pEpMIME</b>              | p≡p MIME library                                                  | p≡p development team <dev@pep-project.org> | Mon, 24 Apr 2017 15:06:52 +0200 | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |
| <b>pEpObjCAdapter</b>       | p≡p Objective-C (and Swift) adapter                               | p≡p development team <dev@pep-project.org> | Fri, 05 Oct 2018 16:36:10 +0200 | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |
| <b>pEpPythonAdapter</b>     | p≡p Python adapter                                                | p≡p development team <dev@pep-project.org> | Thu, 04 Oct 2018 10:35:31 +0200 | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |
| <b>pEpQtAdapter</b>         | p≡p Qt adapter                                                    | p≡p development team <dev@pep-project.org> | Sun, 01 Oct 2017 23:50:53 +0200 | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |
| <b>pantomime-iOS</b>        | fork of pantomime (iOS adaption)                                  | p≡p development team <dev@pep-project.org> | Mon, 01 Oct 2018 12:01:07 +0200 | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |
| <b>yml2</b>                 | >b's YML 2                                                        | Volker Birk <vb@dingens.org>               | Sat, 08 Sep 2018 14:37:46 +0200 | <a href="#">zip</a> | <a href="#">gz</a> | <a href="#">bz2</a> | <a href="#">RSS</a> | <a href="#">Atom</a> |

# 1.5. p≡p Tech: Repos

<https://pep.foundation/dev>

MessageModel

downloadclient

enigmailpEp

internet-drafts

libAccountSettings

netpgp-et

pEpCOMServerAdapter

pEpEngine

pEpJNIAdapter

pEpJSONServerAdapter

pEpMIME

pEpObjCAdapter

pEpPythonAdapter

pEpQtAdapter

packages

pantomime-iOS

yml2

Modelling Message and Folder

client implementation for p≡p update server

Misc code for Enigmail/p≡p (cf. <https://xkcd.com/1077/>)

p≡p I-Ds (IETF Internet-Drafts)

Platform-independent connection and server settings config

fork of netpgp (iOS adoptions and fixes)

p≡p COM server adapter

p≡p engine

p≡p JNI adapter

p≡p JSON adapter

p≡p MIME library

p≡p Objective-C (and Swift) adapter

p≡p Python adapter

p≡p Qt adapter

Documentation for packages with p≡p software

fork of pantomime (iOS adoptions)

>b's YML 2

# 1.6. p≡p Tech: Developing Platforms

iOS

Android

Linux

BSD

MacOS

Windows

# 2 – Concept: Overview

2.0. Privacy by Default

2.1. pretty Easy privacy

2.2. Peer-to-Peer and End-to-End

2.3. Free Software

2.4. Compatibility (Crypto & Transports)

2.5. Meta Data Protection

2.6. Summary

# 2.0. $p \equiv p$ Concept: Privacy by Default.

$p \equiv p$  does what the user *would want to do*

Instead of writing how-to guides  
we write user expectations  
into software and protocols,

to automatize all steps a user would need to carry out.

⇒ Taking away “crypto needs” from users view (like *https*)



## 2.1. $p \equiv p$ Concept: pretty Easy privacy

### Makes privacy easy.

Easy to install;  
Easy to understand;  
Easy to use.

No hassle; No training needed.

Also: Easy for app-devs!

## 2.1. $p \equiv p$ Concept: Easy: Trustwords

**>> Battery Horse Staple <<**

instead of

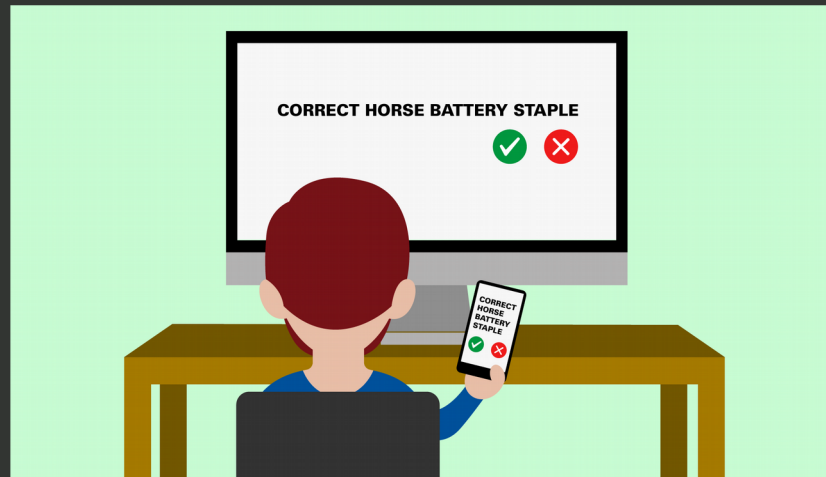
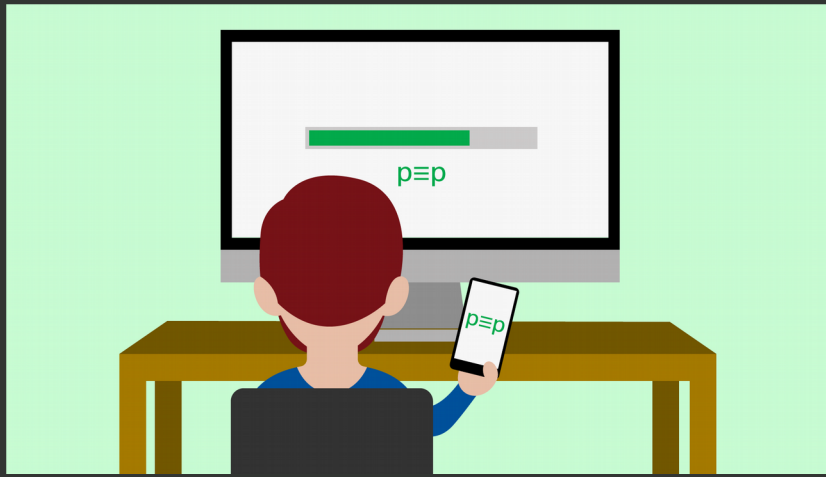
**>> EC55 39C8 FECF <<**

## 2.1. $p \equiv p$ Concept: Easy: $p \equiv p$ Sync

Use same keys on multiple devices:

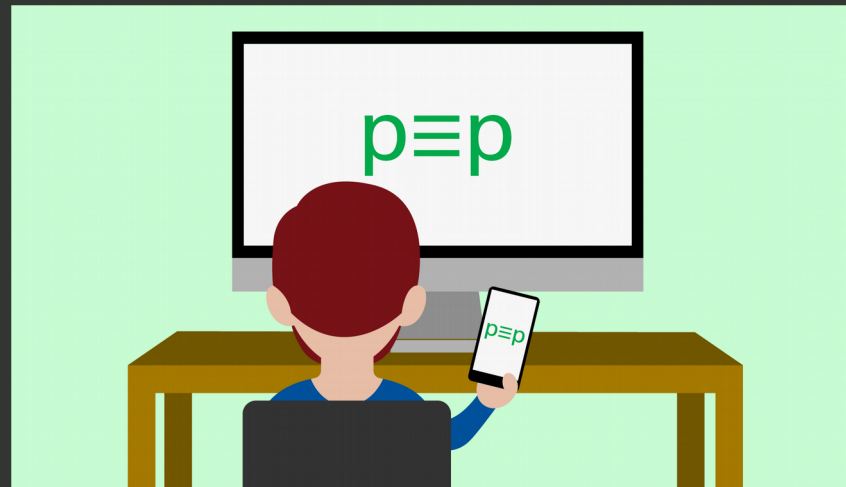
Realized with the help of Device Groups:

- (1) New device generates a device-key,
- (2) Pings with this one to the device-group,
- (3) Existing devices and user verify the new device,
- (4) Devices agree on a secret main group,
- (5) All Devices exchange their secret keys.



# Sync keys, contacts and calendar

Realized with device groups – backup-problem solved, too!



# There is NO CLOUD, just



# other people's computers

## 2.2. p≡p Concept: End-to-End

End-to-end encryption

Peer-to-peer transport

No centralized infrastructure nor closed services

## 2.3. p≡p Concept: Free Software

p≡p is Free Software

<https://pep.foundation/pep-software/>

*“We publish our code so that our fellow Cypherpunks may practice and play with it. Our code is free for all to use, worldwide.”*

(Cypherpunk Manifesto, March 1993)

## 2.4. p≡p Concept: Compatibility

Multiple crypto technologies

Multiple message transports

Multiple platforms

Multiple languages



## 2.4. p≡p Concept:Compatib.:Crypto

**OpenPGP / GnuPG / netGPG**

**S/MIME**

OTR

OMEMO

Signal Protocol / Axolotl

...

## 2.4. p≡p Concept:Compat:Transports

**SMTP / IMAP / POP3 / Exchange**

XMPP (jabber)

non-open standards (e.g. Twitter DMs)

GNUnet

SMS

...

## 2.5. p≡p Concept: MetaDataProtection

Content encryption is not everything...

E.g. E-Mail: Metadata stays visible!

(e.g.: from/to, IPs, Subject, size,...)

p≡p encrypts subjects inline (opt-out)

p≡p obfuscates & encrypts the header as much as possible

## 2.5. $p \equiv p$ Concept: MetaDataProtection

What is the problem with our Internet? e.g.:

Network knows & learns too much

Insecure defaults & high Complexities

Centralized Components  
(e.g. IANA, ICANN, DNS, ...)

Administrators can be a target!

# 2.5. p≡p Concept: MetaDataProtection

*1970/80: Internet v1.0*

Wow, I can access your computer, you can check out mine!  
Awesome!

*2010/20: Internet v1.1*

Sure I can access other computers and use their services.  
Wait, What? They can also access mine!?

*20xx/25: Internet v2.0*

End-to-end encryption and anonymization of the ways data flows.



## 2.6. p≡p Concept: Summary

Users don't have to think about the crypto anymore. They can just use it.

By default.

*"It is this 'little hacker inside' that decides on the cryptography chosen to communicate with the message recipient."*

### 3. GNUnet

GNUnet.org



Let's make a GNU one!

# 3.0. p≡p Anonymity: GNUnet: Idea

“GNUnet is a **mesh routing layer** for end-to-end encrypted networking and a framework for distributed applications **designed to replace the old insecure Internet protocol stack.**”

GNUnet.org

(founded 2002,  
followed in academia)





# 3.1. $p \equiv p$ Anonymity: GNet: Layers

(very hard) simplified version of the Internet:

---

Google, FB & Co

---

DNS/X.509

---

TCP/UDP

---

IP/BGP

---

Ethernet

---

Physical Layer

---



# 3.1. $p \equiv p$ Anonymity: GUNet: Layers

Internet:

Google, FB & Co

DNS/X.509

TCP/UDP

IP/BGP

Ethernet

Physical Layer

GUNet:

...

...

...

...

...

...



## 3.2. $p \equiv p$ Anonymity: GNUnet: Layers

Internet:

Google, FB & Co

DNS/X.509

TCP/UDP

IP/BGP

Ethernet

Physical Layer

GNUnet:

...

...

...

...

...

HTTPS/TCP/WLAN/...



## 3.2. $p \equiv p$ Anonymity: GNUnet: Layers

Start with what we have: e.g.  
TCP, UDP, SMTP, HTTP, HTTPS;  
WLAN, Bluetooth,...

Unreliable, out-of-order packet  
delivery semantics.

Automated Transport Selection  
(ATS) decides.

GNUnet:

...

...

...

...

...

HTTPS/TCP/WLAN/...



# 3.3. p≡p Anonymity: GNUnet: Layers

Internet:

Google, FB & Co

DNS/X.509

TCP/UDP

IP/BGP

Ethernet

Physical Layer

GNUnet:

...

...

...

...

CORE (OTR)

HTTPS/TCP/WLAN/...



# 3.3. p≡p Anonymity: GNUnet: Layers

Off-The-Record encryption  
between peers.

Multiplexes inbound messages  
by type to higher-level  
subsystems.

Hides connections from/to peers  
that do not speak same higher-  
level protocol.

GNUnet:

...

...

...

...

CORE (OTR)

HTTPS/TCP/WLAN/...



# 3.4. p≡p Anonymity: GNUnet: Layers

## Internet:

Google, FB & Co

DNS/X.509

TCP/UDP

IP/BGP

Ethernet

Physical Layer

## GNUnet:

...

...

...

R<sup>5</sup>N DHT

CORE (OTR)

HTTPS/TCP/WLAN/...



# 3.4. p≡p Anonymity: GNUnet: Layers

Decentralized routing algorithm

Using distributed hash  
tables (randomized version  
of Kademlia, still effective  
in small networks)

GNUnet:

...

...

...

R<sup>5</sup>N DHT

CORE (OTR)

HTTPS/TCP/WLAN/...





# 3.5. $p \equiv p$ Anonymity: GNUnet: Layers

Internet:

Google, FB & Co

DNS/X.509

TCP/UDP

IP/BGP

Ethernet

Physical Layer

GNUnet:

...

...

CADET

R<sup>5</sup>N DHT

CORE (OTR)

HTTPS/TCP/WLAN/...



# 3.5. p≡p Anonymity: GNUnet: Layers

Transport Protocol.

Has features of SCTP and Axolotl;  
serves end-to-end-encryption.

Additional services,  
eg for pEp:

Xolotl (sphinx+Axolotl)  
protecting meta data,

Lake (like pond) providing  
mailboxes / asynchronous  
delivery.

GNUnet:

...

...

CADET

R<sup>5</sup>N DHT

CORE (OTR)

HTTPS/TCP/WLAN/...



# 3.5. $p \equiv p$ Anonymity: GNUnet: Layers

*by all science & mathematics  
we know today,  
all the meta data will be  
gone that way!*

GNUnet:

...

...

CADET

R<sup>5</sup>N DHT

CORE (OTR)

HTTPS/TCP/WLAN/...



# 3.6. $p \equiv p$ Anonymity: GNUnet: Layers

Internet:

Google, FB & Co

DNS/X.509

TCP/UDP

IP/BGP

Ethernet

Physical Layer

GNUnet:

...

GNS

CADET

R<sup>5</sup>N DHT

CORE (OTR)

HTTPS/TCP/WLAN/...



# 3.6. p≡p Anonymity: GNUnet: Layers

Secure and decentralized  
name system, no central root  
zones or auth.

Provides alternative  
public key infrastructure.

Inter-operable with DNS.

Query and response privacy.

GNUnet:

...

GNS

CADET

R<sup>5</sup>N DHT

CORE (OTR)

HTTPS/TCP/WLAN/...



# 3.7. p≡p Anonymity: GNUnet: Layers

## Internet:

Google, FB & Co

DNS/X.509

TCP/UDP

IP/BGP

Ethernet

Physical Layer

## GNUnet:

Applications

GNS

CADET

R<sup>5</sup>N DHT

CORE (OTR)

HTTPS/TCP/WLAN/...



# 3.7. p≡p Anonymity: GNUnet: Layers

File sharing

SecuShare (social networking)

Conversation (VoIP)

pEp (messaging)

GNU Taler (payments)

MUDs (game)

Your app?

GNUnet:

Applications

GNS

CADET

R<sup>5</sup>N DHT

CORE (OTR)

HTTPS/TCP/WLAN/...



## 3.8. $p \equiv p$ Anonymity: GNUnet: Goals

“GNUnet wants to...

...protect the privacy of its users and to guard itself against attacks or abuse.

...become a widely used, reliable, open, non-discriminating, egalitarian, unfettered and censorship-resistant system of free information exchange.

...serve as a development platform for the next generation of decentralized Internet protocols.”





## 3.9. p≡p Try GNUnet!

Check it out!

Clone [gnunet.org/git](https://gnunet.org/git)

Follow instructions on the website

Get support via #gnunet on freenode  
and/or via ML e.g. [help-gnunet@gnu.org](mailto:help-gnunet@gnu.org)

! Report bugs on [gnunet.org/bugs](https://gnunet.org/bugs) !

Written in C, but a GNUnet-Java exist, too:  
Start for an API for extensions in Java :)



# Summary: Problem & Solution

## Problem:

Online communication is visible like a postcard &  
this world has mass surveillance

## Solution:

Right now: Mass encryption  
Then: Mass anonymization

# Summary: Human Rights

## Article 12

“No one shall be subjected to arbitrary interference with his privacy, family, home or correspondence, nor to attacks upon his honour and reputation.

Everyone has the right to the protection of the law against such interference or attacks.”

<http://www.un.org/en/universal-declaration-human-rights/>

# Summary: Law of Mathematics

## The laws of Australia will trump the laws of mathematics: Turnbull

Despite calling the laws of mathematics 'commendable', the prime minister of Australia told ZDNet the only law that applies in Australia is the law of Australia when it comes to legislating decryption.



By [Chris Duckett](#) and [Asha McLean](#) | July 14, 2017 -- 01:27 GMT (02:27 BST) | Topic: [Security](#)

"The laws of Australia prevail in Australia, I can assure you of that," he said on Friday. "The laws of mathematics are very commendable, but the only law that applies in Australia is the law of Australia."

# Questions?

pretty Easy privacy:

#prettyeasyprivacy on Freenode

@pEpfoundation on twitter

#prettyeasyprivacy

<https://pEp.foundation/>

<https://pEp.software/>

<https://pEp.community/>

Speaker:

sva@pEp.foundation

sva@IRC (various networks)

@sva on twitter

p≡p