

# Tor Experimentation Tools

**Fatemeh Shirazi**

TU Darmstadt / KU Leuven  
Darmstadt, Germany  
[fshirazi@cdc.informatik.tu-darmstadt.de](mailto:fshirazi@cdc.informatik.tu-darmstadt.de)

**Matthias Göhring**

TU Darmstadt  
Darmstadt, Germany  
[de.m.goehring@ieee.org](mailto:de.m.goehring@ieee.org)

**Claudia Diaz**

KU Leuven / iMinds  
Leuven, Belgium  
[claudia.diaz@esat.kuleuven.be](mailto:claudia.diaz@esat.kuleuven.be)

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# Tor Experimentation Tools

- Background
- Network Statistics
- How it works
- CollecTor
- Research

# Tor Basics

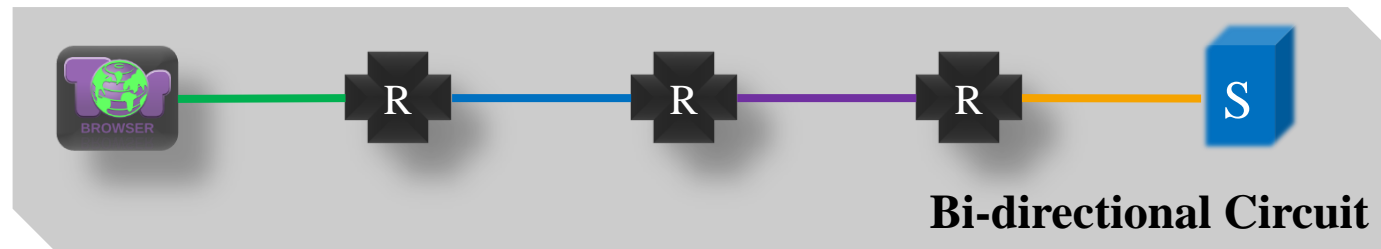
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- Distributed overlay anonymity network
- Operated by volunteers around the world
- Developed and maintained by The Tor Project (non-profit)
- Active research community

# Network Components

- Relays: Onion Router (OR)

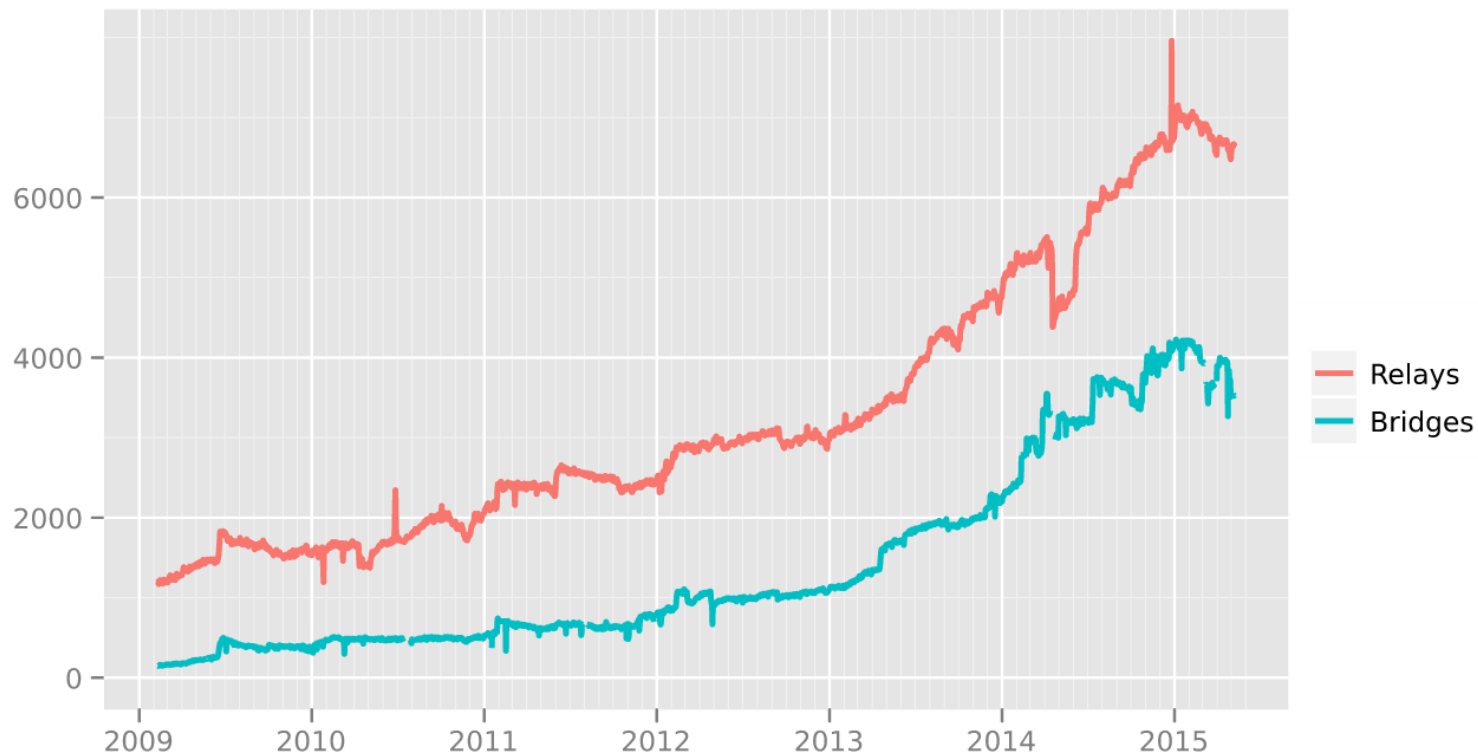
- Entry guard
- Middle node
- Exit node



- Client Software: Onion Proxy (OP)
- Directory Servers (Authorities and Mirrors)
- Bridges („*hidden*“ relays)

# Tor Network Size

Number of relays



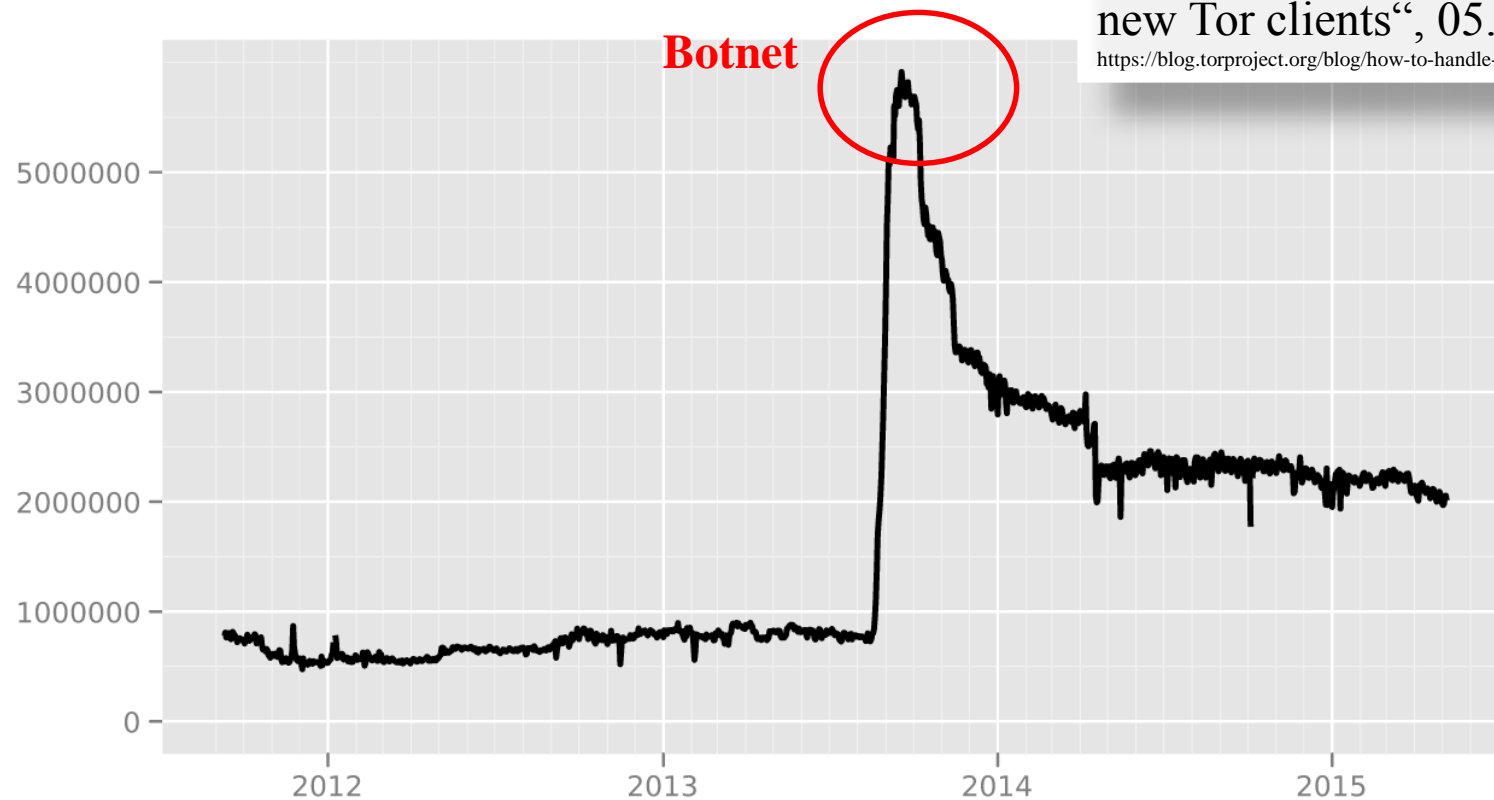
The Tor Project - <https://metrics.torproject.org/>

# Tor Users

Directly connecting users

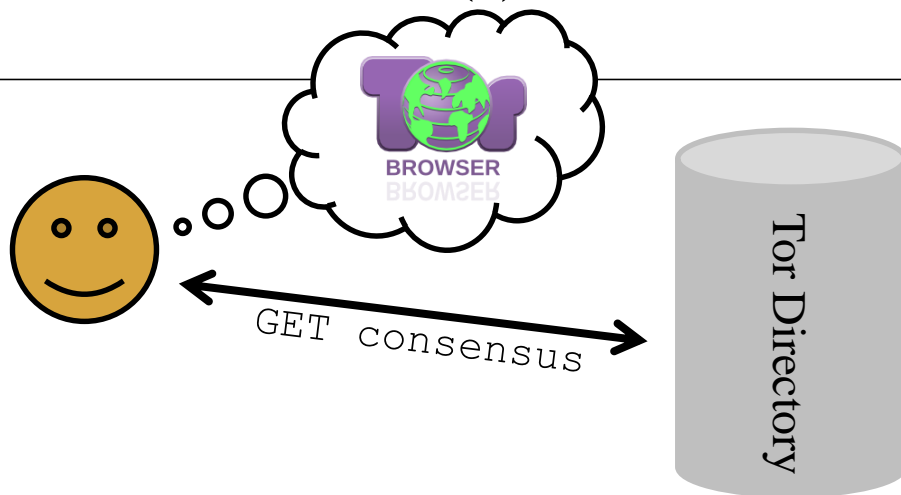
„How to handle millions of new Tor clients“, 05.09.2013

<https://blog.torproject.org/blog/how-to-handle-millions-new-tor-clients>

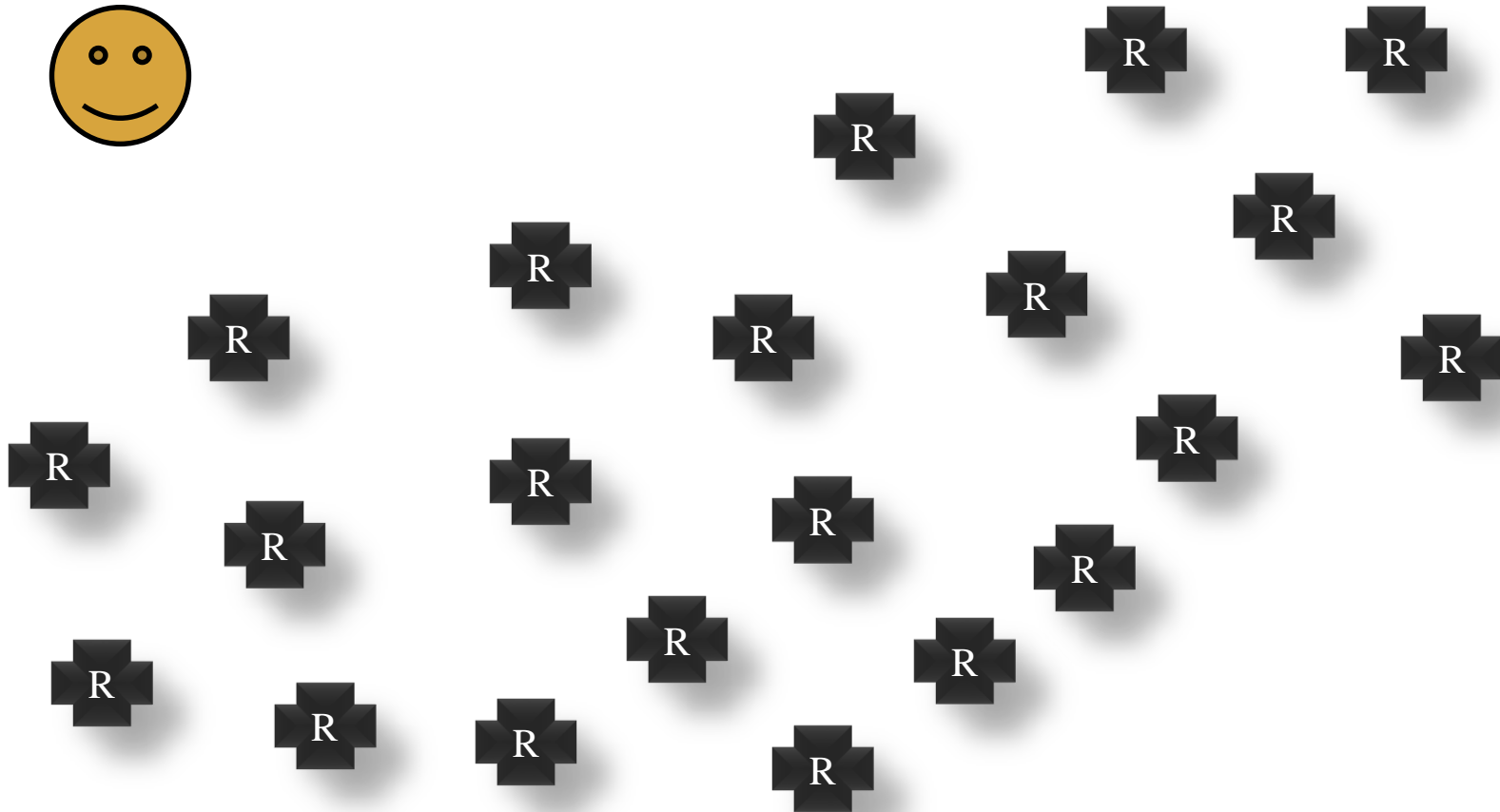


The Tor Project - <https://metrics.torproject.org/>

# How it works... (1)

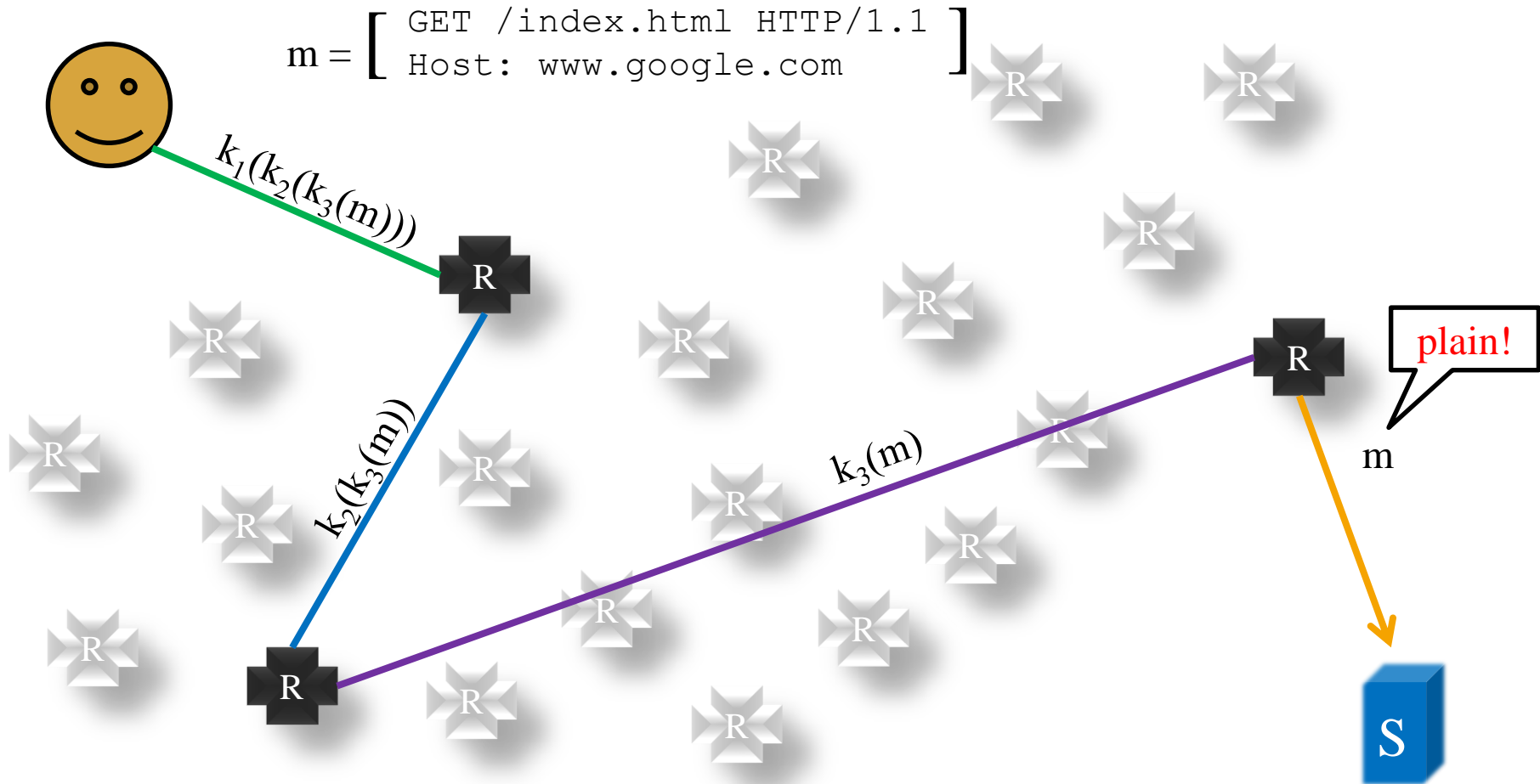


# How it works... (2)





# How it works... (3)



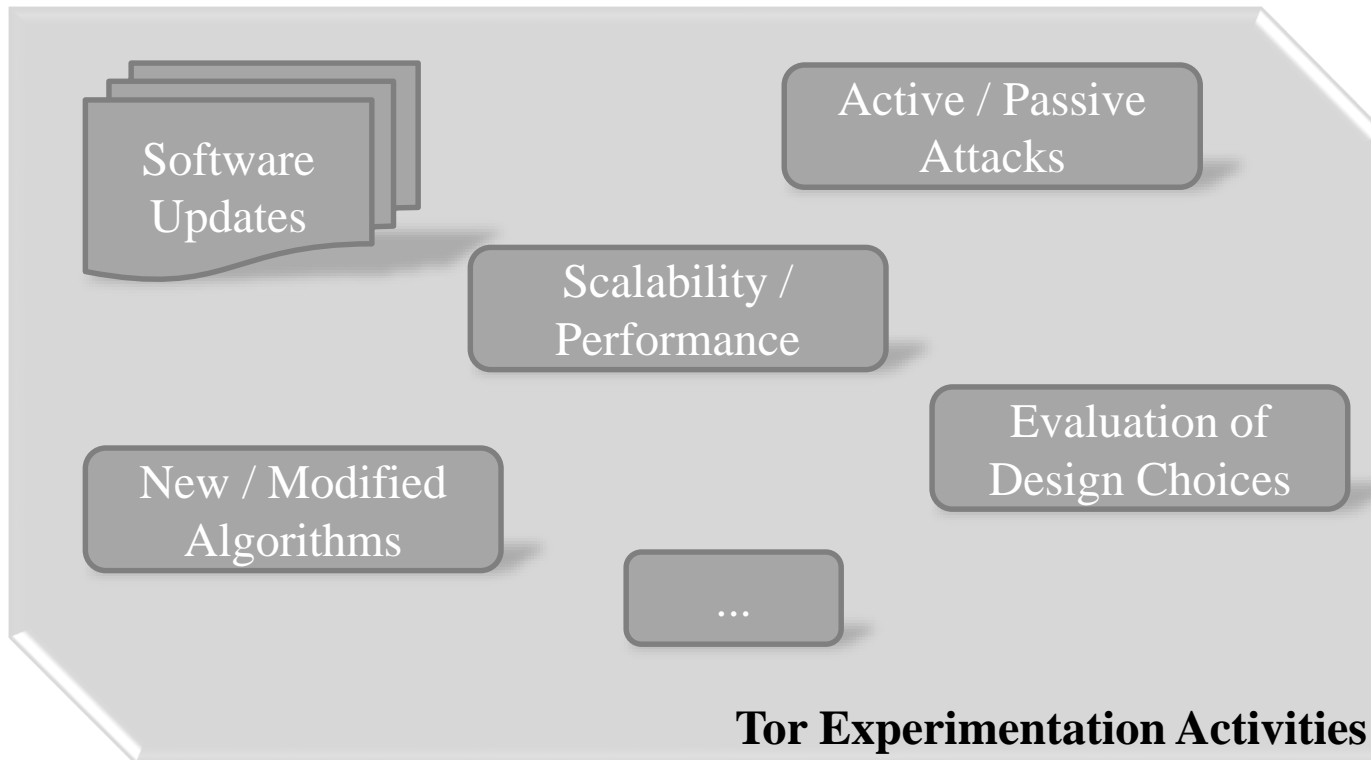
# CollectoR

## Consensuses and Server Descriptors

- Available at <https://collector.torproject.org>
- *Consensus* of the directory authorities
  - Published every hour
  - Defines network state as list of relays
- More details per relay in *Server Descriptors*
- Example entry of a consensus document:

```
r NotInMyBackyard 3B2fxLXY5M+0cu4PvqgcV1cY7hY pBqK0tU+Wxk9GG6woIgoXZV0jU4 2015-05-01 16:47:18 87.106.21.77 9001 0
s Fast HSDir Running Stable Valid
v Tor 0.2.5.12
w Bandwidth=30
p reject 1-65535
```

# Research Privacy Engineering



Experimentation is mandatory for privacy research on Tor!

# Tor Experimentation Tools

- Live Experimentation
- Requirements
- Categorization
- Evaluation
- Simulation vs. Emulation

# Live Experimentation

## Advantages:

- Low costs
  - e.g. running a relay
- Easy to adapt / extend
  - Tor is open-source software
- Most realistic environment

## Limitations:

- No control over the experiment
- Limited to deployed network
  - e.g. Tor software versions
- Results cannot be reproduced
- Might **threaten user's anonymity** and QoS [6]

**Not Recommended**  
(for most Experiments, see [6])

Safe & Realistic Environment Required

# Requirements

Realism

Flexibility & Control

Safety

Scalability

# Categorization – Evaluation

1. Live Tor Network
2. Analytical / Theoretical Modeling
3. Private Tor Networks
4. Overlay Testbed Deployments
5. Simulation
6. Emulation

Problematic!

Verification required

Limited scalability

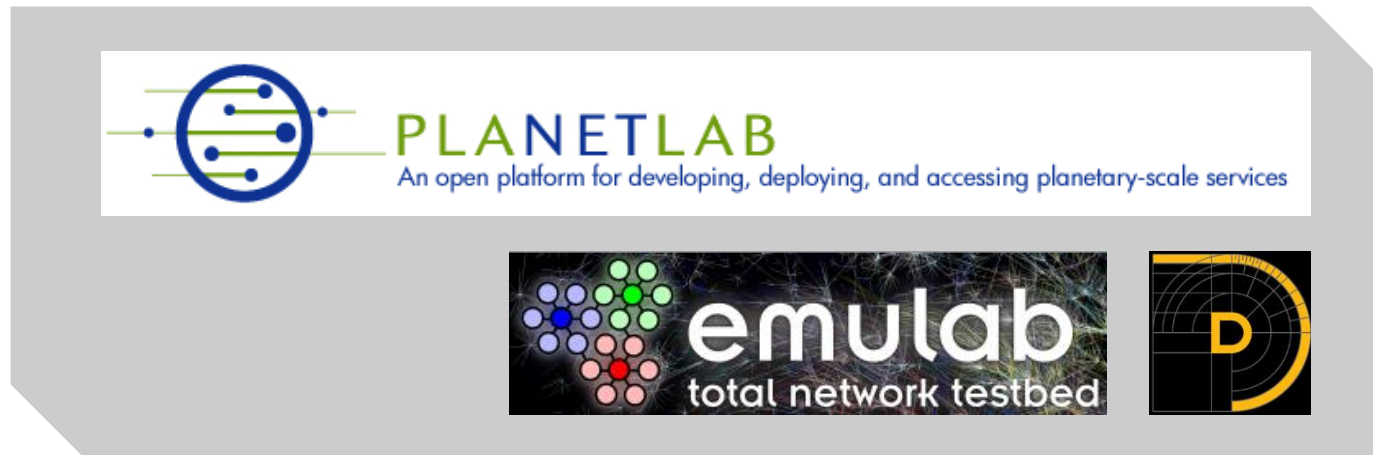
# Overlay Testbeds

- Services:

- PlanetLab
- Emulab
- Deter

- Limitations:

- Scalability
- Results depend on current network state
  - cannot be reproduced (easily)
- Shared resources





# Categorization – Evaluation

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Problematic!

Verification required

Limited scalability

Results cannot be reproduced

# Simulation vs. Emulation

## Simulation

- Abstract model of the system, assumptions for simplicity
- Virtual time
- Reduced hardware requirements
- Improved scalability

Shadow

TorPS

COGS

## Emulation

- Little to no assumptions, all operations performed
- Real time
- Substantial hardware requirements
- Scalability limited
  - Due to required hardware

ExperimenTor

SNEAC

# Tor Experimentation Tools

- Metrics
- Simulators
  - Shadow, TorPS, COGS
- Emulators
  - ExperimenTor, SNEAC

# Evaluation Metrics

1. Size / number of relays
  2. Routing approach
  3. Topology
  4. Network effects (e.g. congestion)
  5. Number of users
  6. Usage patterns
  7. Modeling adversaries
  8. Currently maintained?
  9. Runs unmodified Tor source code?
  10. Resource requirements
- Experiment characteristics**
- Tool characteristics**

# Shadow

[8] Jansen et al.

**Simulator**



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- General-purpose, discrete-event simulator
- Runs on a single machine with user privileges
- Applications run as plugins
  - Tor plugin: Scallion

## Limitations:

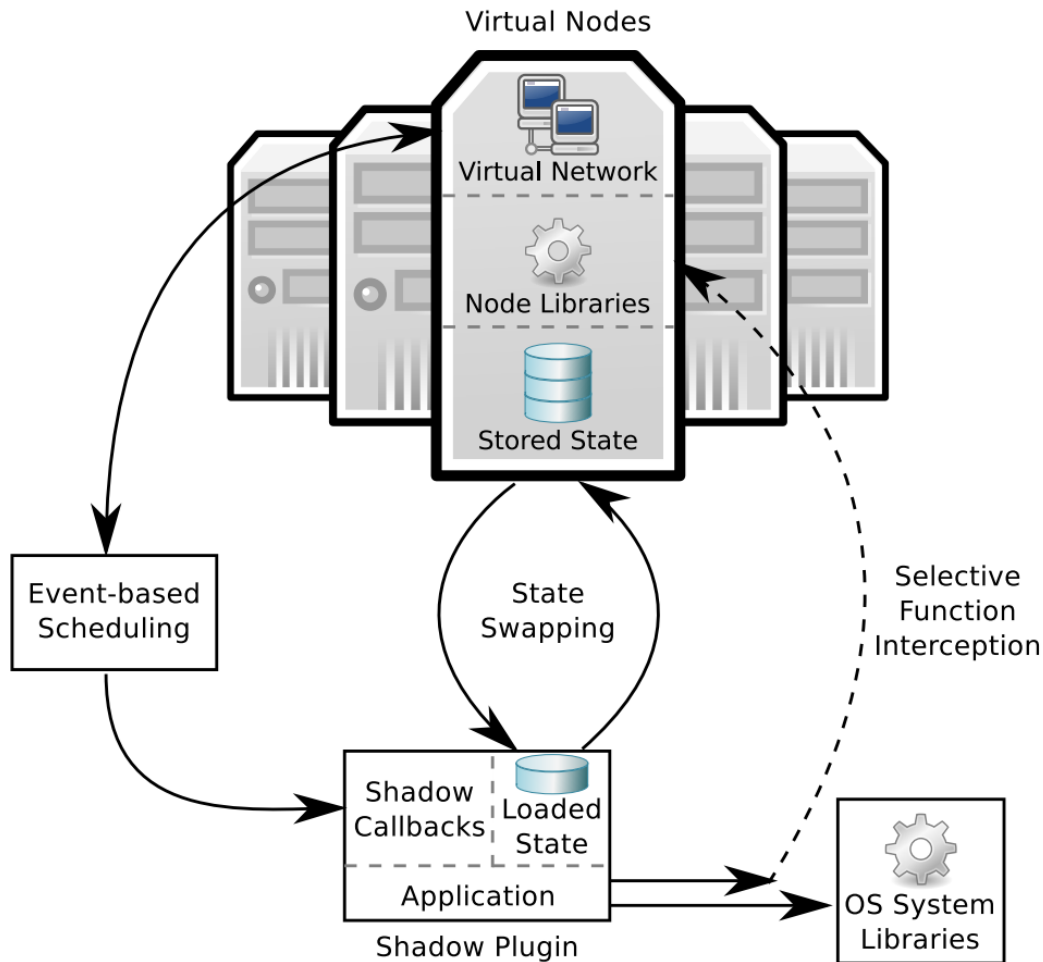
- Scalability limited by resources of a single host
- Simplifications might influence results, e.g.
  - Cryptographic operations are simulated by time delays
  - Downscaling of experiments

# Shadow: Simulation Flow

**Simulator**



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Source: [8]

# Tor Path Simulator (TorPS)

[7] Johnson et al.

**Simulator**



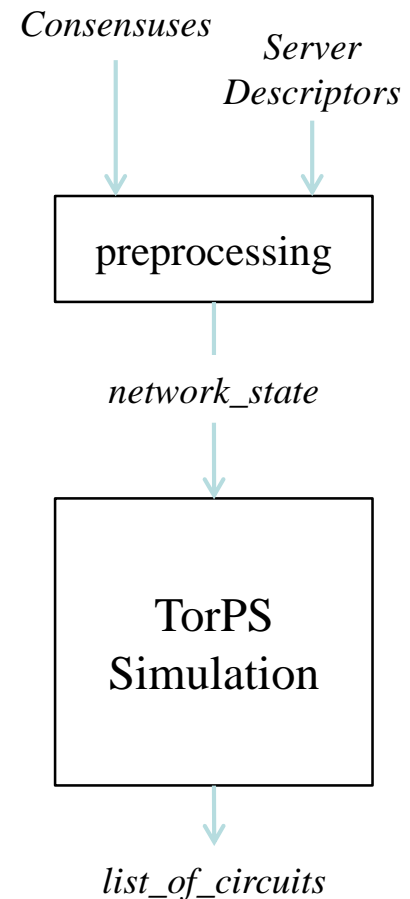
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- Specialized Tor simulator
- Simulate relay selection for circuit construction
- Intention: Test different algorithms

## Limitations:

- Underlying network effects ignored
- Reimplementation of algorithms (python)

### Simulation Flow



# Changing of the Guards (COGS)

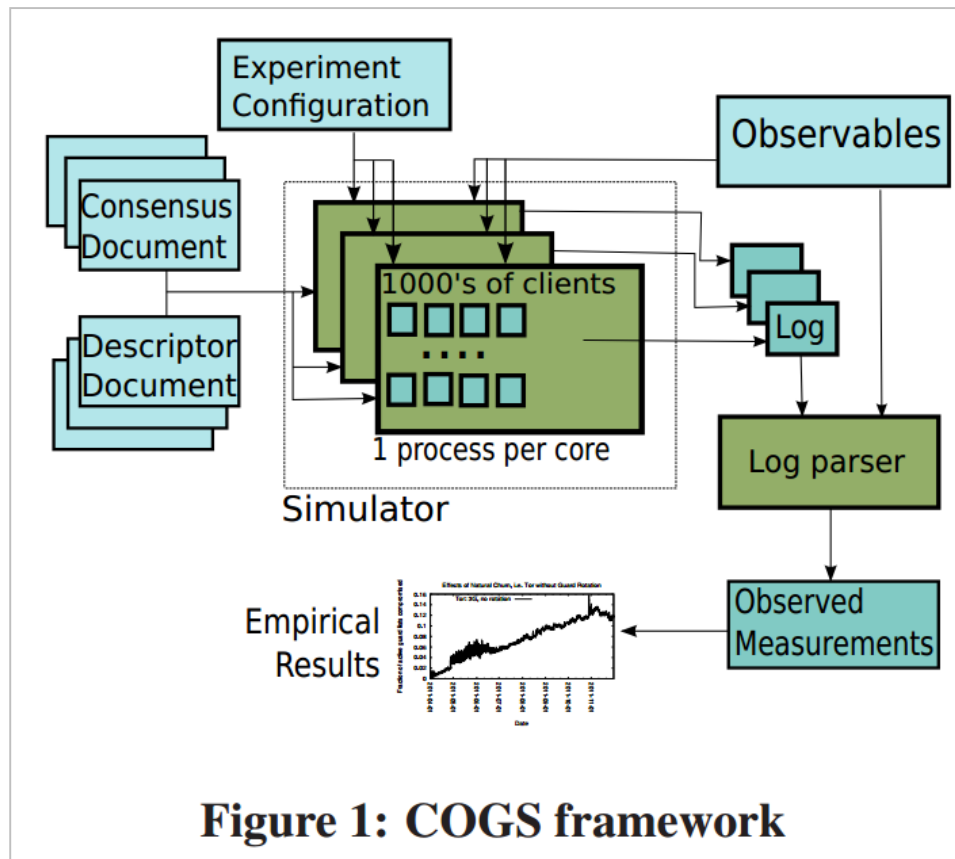
[5] Elahi et al.

**Simulator**



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Purpose: Analyze effects of entry guard selection on user privacy



**Figure 1: COGS framework**

Source: [5]



# ExperimenTor

[9] Bauer et al.

**Emulator**

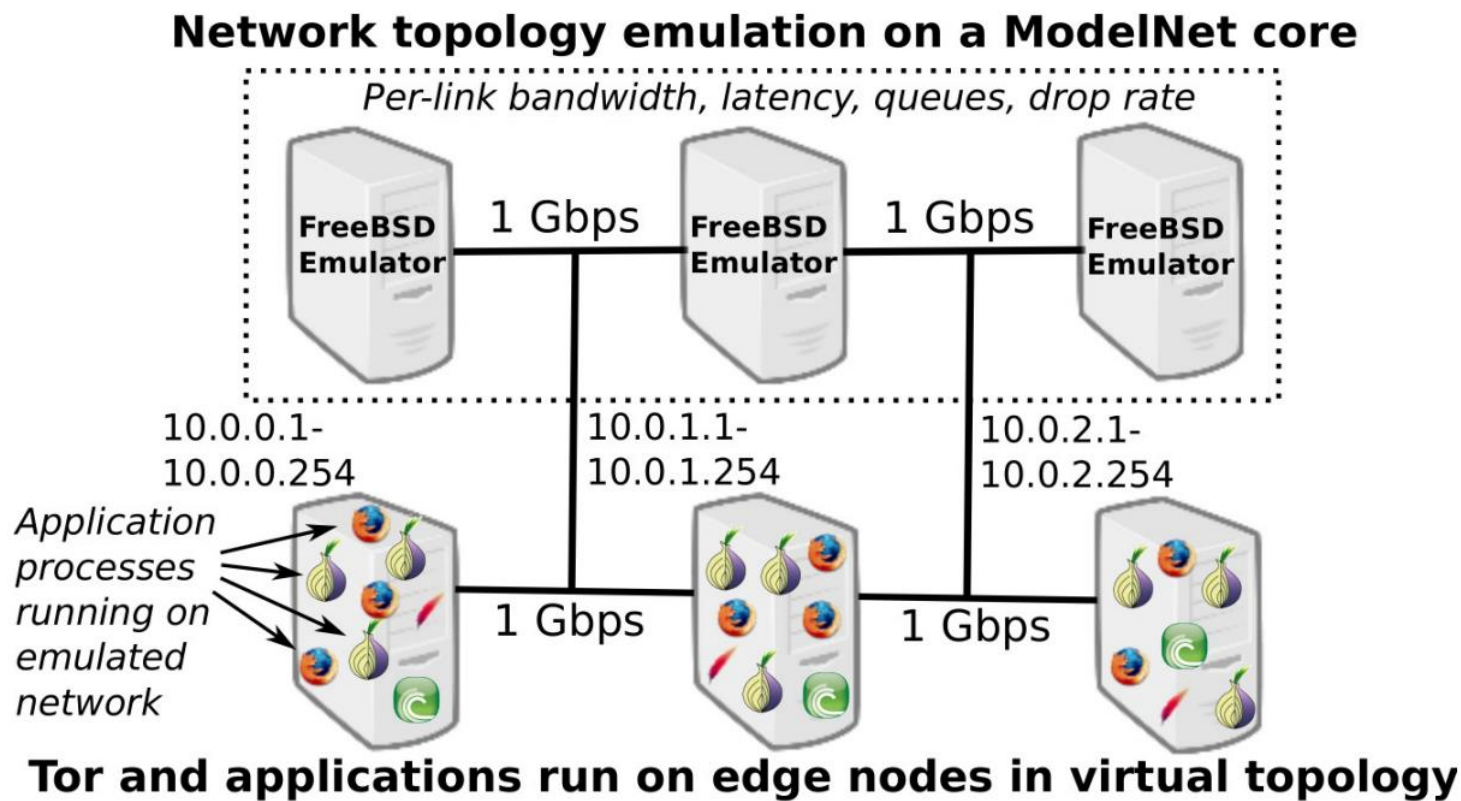


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- General-purpose Tor emulator
- At least two hosts required:
  - (Emulator core)+: Emulating the network topology
  - (Edge node)+: Running unmodified applications, e.g.
    - Web browsers, BitTorrent clients, ...

## Limitations:

- Based on an outdated version of FreeBSD
  - No longer available & maintained
- Supposed to be replaced by SNEAC



**Figure 2:** ExperimenTor system architecture

Source: [9]

## *Scalable Network Emulator for Anonymous Communication*

### Limitations:

- Hardware requirements limit scalability!
- Requires own data extractic
- User Model?

Source: [18]

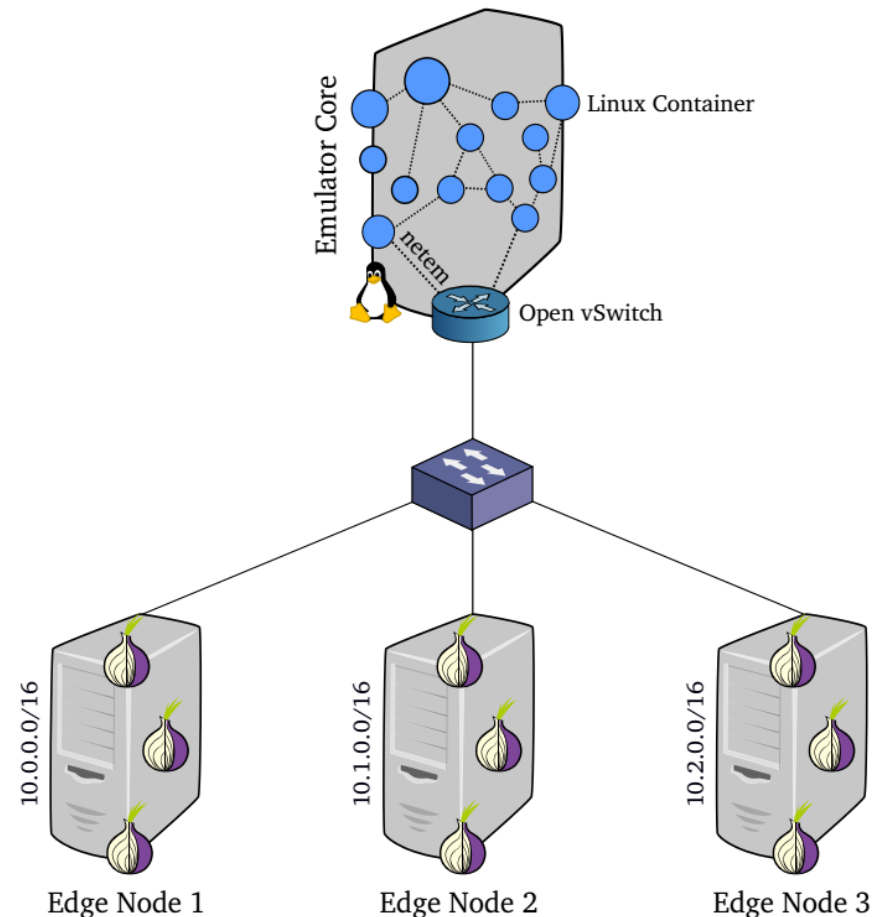


Figure 3.1: Architecture of a SNEAC setup being used to emulate Tor.

# Comparison

Metric	Shadow	TorPS	ExperimenTor
1. Size / number of relays	downscaling, simulation with 500+ relays possible	no downscaling	limited by available resources
2. Routing approach	not using additional weighting in node selection	ignoring paths being dropped due to timeouts	-
3. Topology	geographic distribution ignored, bandwidth distribution based on Tor	both same as Tor	geographic distribution of Tor ignored, bandwidth distribution based on Tor
4. Network effects (e.g. congestion)	yes	no	yes (simplified)
5. Number of Tor users	downscaled	no	downscaled
6. Usage pattern of Tor users	5 usage patterns	5 usage patterns	2 usage patterns
7. Modeling adversaries	possible	possible	possible
8. Currently being maintained	yes	yes	no
9. Using original Tor code	yes	no, Python application	yes
10. Required resources	single host, user privileges	single host, user privileges	min. 2 hosts, high resource requirements

# Conclusion

- No standardized experimentation approach
  - Simulation vs. emulation
- Experimentation results are based on specific tools
  - cannot be compared easily
- Inherent complications experimenting with an anonymity network
- General problems:
  - User model / traffic
  - Scalability / downscaling

**Thank you for your attention!**

**Questions?**

*Matthias Göhring*  
*de.m.goehring@ieee.org*

# Acknowledgements

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- Aaron Johnson
- Ian Goldberg
- Kevin Bauer
- Sukhbir Singh

# References

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