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Invisible Internet Project a.k.a. I2P

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Athens CryptoParty #0

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Outline

Introduction

More I2P

Key Concepts Sending a Message

Gimme something

Applications Installation

The end

References Thank you!





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I2P is

- an anonymous network (Captain Obvious)
- a decentralized resilient network
- scalable
- end-to-end encrypted
- in active development since Feb 2003
- mostly written in Java
- currently in version 0.9.3
- open source
- not Tor



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Key Concepts

It's essential to clarify some key concepts:

- Router
- Destination
- Tunnel
- netDb
- Garlic routing





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Router

- The software that every I2P node should run
- The "thing" that participates in the network
- Traffic routing
- Transportation
- Encryption Decryption



Destination

- Cryptographic identifiers
- Anonymous Endpoints
- Associated with applications
- Destinations are connected to routers
- Each user will have several local destinations on their router





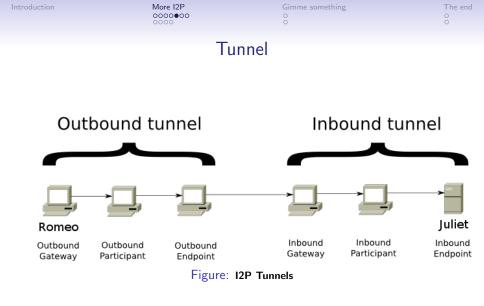




- A unidirectional path through routers
- Layered encryption is used each of the routers can decrypt only one layer
- Two types of tunnels:
 - **Inbound** Inbound tunnels bring messages to the tunnel creator. First router is the Inbound Endpoint and the last one is the Inbound Gateway
 - **Outbound** Outbound tunnels send messages away from the tunnel creator.

First router is the Outbound Gateway and the last one is the Outbound Endpoint









- Network Database (so what?)
- Share network metadata
- Custom structured DHT based on the Kademlia algorithm
- Two types of metadata:
 - routerInfo Data necessary for contacting a particular router
 - leaseSets Data necessary for contacting a particular destination



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Garlic Routing

- Variant of onion routing
- Each router decrypts only one layer of the message
- Bundle together multiple messages
- Difficult to perform traffic analysis



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The Story

- Romeo and Juliet is a very loving couple
- Their families Montagues and Capulets are arch enemies
- They decide to communicate over I2P
- So they both install I2P





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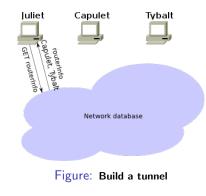
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Building a tunnel

First of all, Juliet should build an outbound tunnel.

- Juliet does a lookup in the netDb to collect routerInfo
- Then she sends a build message to the first node
- The later forwards the message to the next node





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Building a tunnel

Then, the tunnel is ready

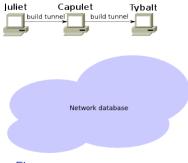


Figure: Build a tunnel

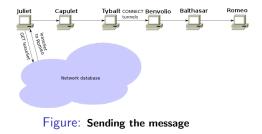


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Send the message

- Juliet does a lookup in the netDb to find Romeo's leaseSet
- Picks one outbound tunnel and sends the message with instructions for Romeo's inbound tunnel gateway
- Romeo's inbound tunnel gateway receives the message and forwards it to Romeo's router







Applications

I2P provides a plethora of applications. Each application make its own anonymity, latency and throughput trade-offs.

- Web Browsing http & https proxy
- Chat IRC, I2P-Messenger
- File Sharing I2PSnark, iMule, Robert
- E-mail susimail, I2P-Bote
- Blog Syndie
- Distributed Data Store Tahoe-LAFS over I2P

• ...



Installation

- $\checkmark\,$ Download the latest build
- ✓ java -jar i2pinstall_x.x.x.jar [-console]
- ✓ Port forward necessary ports
- ✓ Configure bandwidth settings
- $\checkmark\,$ Add subscriptions to your addressbook





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References

- www.i2p2.{de,i2p}
- forum.i2p
- zzz.i2p
- killyourtv.i2p
- satori-wiki.i2p
- #i2p, #i2p-help @ {freenode, I2P}



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Thank you!

Q&A

Anonymity is not Boolean

