

# Address-based Content Blocking: An Introduction

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# Contents

- Context for blocking
- Methodologies for blocking
- How easy is it to avoid?
- Other considerations

# Context for Blocking

# Purposes of Content Blocking 1

- Protection
  - Help the users to avoid material that they do not wish to encounter
- Compliance
  - Prevent users from accessing material that they are actively seeking

## Purposes of Content Blocking 2

- Protection
  - User does not want to access blocked material
  - User will not deliberately subvert blocking system
  - User's normal usage will usually not strain the blocking system by introducing difficult cases
- Compliance
  - User wishes to access blocked material
  - User may deliberately subvert blocking system

## Examples of Protection

- “Phishing”
- Viruses and other malware
- Protecting ordinary users from viewing child pornography
- Helping children not to mistake “gambling” for “computer games”

## Examples of Compliance

- Preventing terrorists accessing “bomb making” instructions
- Preventing paedophiles accessing child pornography
- Preventing gamblers accessing gambling sites

## Examples of mixed cases

In these cases, some users may wish to be blocked, some may not

- Preventing teenagers accessing pornography
- Preventing Muslims accessing extremist ideologies
- Preventing the “curious” accessing banned material



# Methodologies of Blocking

# Methodologies of Blocking

- End-user filtering
- Web Proxy filtering
- DNS poisoning
- IP blocking
- Hybrid IP blocking/proxy filter
  
- (Alternative to blocking: removal)

## End User Filtering

- Methodology
  - Software installed on each PC prevents access to certain materials
- Financial Costs
  - From around €50 per PC
  - Falls on customer
- Non-financial costs
  - Choice of sites to block can be questionable
  - Classification of sites can be questionable

## End User Filtering 2

- Features
  - Commonly targets web, e-mail
  - Rarely targets Games, IM, Peer-to-Peer etc
  - Vibrant commercial market means state of the art is continually advancing
  - Customer has choice of a wide range of reasons for sites to be blocked (e.g. pornography, violent imagery, gambling, racism, even “lack of educational value”)

# Web Proxy Filtering

- Methodology
  - All web traffic passed through a proxy cache, which selectively refuses access to particular web pages
- Financial Costs
  - Very high (€100,000s for an ISP with 50,000 customers)
- Non-financial costs
  - Can slow down network traffic
  - Can reduce network reliability
  - But no overblocking

## Web Proxy Filtering 2

- Features
  - Centralised mandatory blocking of all web traffic
    - Generally, limited block-list from a qualified source e.g. court, IWF
  - Does not block non-web traffic

# DNS Poisoning 1

- DNS is the system that translate human-readable addresses into machine-readable Internet protocol addresses
  - Example DNS address: [www.google.com](http://www.google.com)
  - Corresponding IP address: 216.239.59.147
- Every ISP provides a “DNS resolver” to look up these translations for its customers.
  - Each customer configures their PC to use their ISP’s DNS resolver as part of the process of connecting to that ISP
  - Whenever they visit a new website (or use any other Internet resource), their PC contacts the DNS resolver to discover the IP address to contact
  - Customer could instead configure their PC with any other DNS resolver, e.g. from an American ISP or one they run themselves

## DNS Poisoning 2

- Methodology
  - ISP configures DNS resolver to lie about existence of sites to be blocked
- Financial costs
  - Low (Can be less than €5000 per ISP)
- Non-financial costs
  - Massive over-blocking, as a whole domain is blocked (e.g. all of MySpace, Geocities, terra.es etc)
  - Surprisingly difficult to implement without errors



## DNS Poisoning 3

- Features
  - Blocks more than just web;
  - But non-use of DNS by site operators can limit effectiveness; and
  - Over-blocking is a serious problem, and can cause user rejection

# IP Address Blackholing 1

- Methodology
  - ISP prevents all traffic from routing to specified IP addresses
- Financial costs
  - Depends on length of block list
- Non-financial costs
  - High level of overblocking due to shared web space (e.g. all of MySpace, Geocities, terra.es etc)

## IP Address Blackholing 2

- Features
  - Blocks access for all protocols
  - Over-blocking is again a serious problem

## IP Blackhole/Proxy Hybrid (Cleanfeed)

- Methodology
  - Use the same technology for IP-based blocking to route only selected traffic to a proxy; the proxy decides what to block
- Financial Cost
  - Less than full proxy, but still substantial
- Non-financial costs
  - Over-blocking greatly reduced / eliminated

But does it work?

How hard is it to avoid so-called  
“mandatory” blocking?

## Proficiency levels required for avoidance

<b>VERY HIGH</b>	Advanced network software research
<b>HIGH</b>	Good understanding of networking principles. Basic software development skills.
<b>MODERATE</b>	Can search for and find obscure or complex software. Can follow complex instructions. Capable of imagining secondary uses of “dual-purpose” software.
<b>LOW</b>	Aware of common applications e.g. peer-to-peer. Capable of following written instructions to download, install and use such software.
<b>VERY LOW</b>	Can use web browser, e-mail. Cannot set up own computer to use Internet

# Avoiding Blocking Systems 1

- End User Filters
  - Removal by PC owner (**LOW** expertise)
  - Surreptitious by-pass by PC user (**MODERATE** to **VERY HIGH** expertise)
- DNS poisoning
  - Use different ISP's DNS resolver (**LOW** expertise)
  - Run your own DNS resolver (**MODERATE** expertise)
  - Avoid or confuse DNS (**MODERATE** expertise)
  - DNS-SEC will make this obsolete

## Avoiding Blocking Systems 2

- All methods except End-User Filters
  - Use Peer-to-Peer (**LOW** expertise); only provides access to content, not applications such as gambling sites
  - “Anonymizer.com” style tunnel (**VERY LOW** expertise)
  - Create your own encrypted tunnel (**MODERATE** expertise)
  - Confuse the blocking system with technical attacks<sup>1</sup> (**MODERATE** to **VERY HIGH** expertise, variable effectiveness)

<sup>1</sup>Simple examples include URL Character encoding, web file-path traversal with “..”  
etc



# Other considerations

## What gets blocked

- A blocking system is only as good as the list of items to block
  - Recognised authority or private company as source?
  - Only “known” material will be blocked
    - Not password-protected or otherwise hidden material
- Address-based blocking can only block material that has an address
  - Excludes Peer-to-Peer, e-mail, Instant Messages etc

# Hybrid approach and the Oracle attack<sup>1</sup>

- Nature of Attack

- With a **MODERATE** to **HIGH** technical expertise, a user can reverse engineer a hybrid system and discover the list of blocked sites.
- This may have occurred already, although this is not known
- Over time the difficulty is likely to be reduced to a **LOW** expertise requirement.

- Implication

- Hybrid blocking systems could be inadvertently “advertising” a verified guide to child pornography for paedophiles

<sup>1</sup> The “Oracle Attack” was discovered and named by Dr Richard Clayton of the University of Cambridge Computer Laboratory

## Geopolitical issues

- Many undemocratic non-EU countries engage in censorship for domestic purposes
  - Blocking in the EU is cited as legitimising their censorship (e.g. China)
- Blocking material hosted in another country could be viewed as an “attack” on that country’s Internet access
  - Analogous to radio jamming
  - Especially credible if the effect of blocking “spills over” across jurisdictions, because EU networks serve non-EU countries too

# Undermining the end-to-end principle

- The end-to-end principle is a basic organising principle of the Internet
- It says that intelligence occurs at the network edges, not in the core routers
- It permits technological development, including invention of web, VoIP, etc
- Requiring blocking at the network level undermines the end-to-end principle and the capacity for invention
- Arguably, it invites network operators to subvert the end-to-end principle further