Leftover bits (honoring Thanksgiving)

- Compliance with RIAA and p2p
 - > Campus level issues
- Voting: electronic, internet, and other
 - > Why is there less of this in the news?
- Court cases affect: life, liberty, technology
 - > What are the key issues here?

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17.1

Audible Magic: Copysense Appliance

- EFF 'analysis' of solutions
 - http://tinyurl.com/6136p6
- What does this do? Database of copyrighted works with digital fingerprints
 - > Compare packet data with database
 - > If there's a match do "something" to squelch use
 - > \$60-75K/year



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17.3

Costs of dealing with campus p2p

- Campus Computing Project, Paul Green, 10/08
 - http://tinyurl.com/5mqxyd
- Private universities spend (average, '07-'08)
 - > \$105K software, \$158K hardware, \$144K other direct costs (e.g., personnel)
 - Software for monitoring, shaping p2p
 - > Hardware, e.g., Copysense appliance
 - ► Keeping up with RIAA: IT and student support
 - Stanford three-strikes policy?

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Campus tussles in p2p monitoring

- How much of IT budget for p2p monitoring?
 - > Vendor lock, support, open-source solutions?
- Academic freedom, student expectations of privacy
 - How is p2p traffic monitored? Wiretapping?
- Discourage infringement, respect laws and students
 - > Laws require universities to do something
 - Student expectations and reality

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17.4

Packet shaping

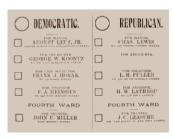
- From \$1,500 to \$58,000 (Packeteer, there are others)
 - ▶ Look at where packets go, specific port
 - http: 80, limewire: 6346, eDonkey: 4662, ...
 - ▶ Look at what type of information packet carries
 - Typically don't need to do "deep" inspection
- Throughput, latency, throttling
 - > Change network behavior



17.5

Illustrated History of Voting

- http://www.cs.uiowa.edu/~jones/voting/pictures/
- Privacy, Reliability, Anonymity, ...
 - > Who gets to vote, whose votes are counted?





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17.6

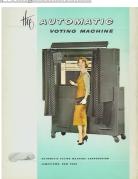
History of Voting

http://americanhistory.si.edu/vote/votingmachine.html





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17.7

Voting, Technology, Internet

 "If elections are defective, the entire democratic system is at risk ... Americans are losing confidence in the fairness of elections, and while we do not face a crisis today, we need to address the problems of our electoral system."

Commisson on Federal Election Reform

 From 1876 (Rutheford B. Hayes) to 2000 (George Bush), pushes for "voting machine reform": HAVA 2002

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How hard to attack voting machines?

- How hard to hack/attack paper ballot?
 - ➤ What about Internet voting? DRE machine?
- How hard is it to find the phone number of John Smith using a phone book?
 - ▶ What about whose number is 914.962.4204?
- How data is organized affects "difficulty"
 - > Given a reverse-number phone book...
 - Given Google ...

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17.9

17.11

Attacks (see Wallach paper)

- Absentee/vote-by-mail
 - To steal N votes must do O(N) work, bribe or coerce each voter. What about using postal workers? O(N/P)
 - Centralized DoS attack, potentially O(1), throw out all envelopes, all from some zip-code, etc.
- DRE attack
 - > Anonymity using O(P) or O(1) since order of votes is kept in machine (maybe)
 - ➤ Visits, poll-workers, ...

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Complexity and Computer Science

- Time doubles when items double in size
 - ➤ Linear or O(n)
- Time quadruples when items double
 - \rightarrow Quadratic or O(n²): 3 to 9, 5 to ?
- Time constant/unchanging when doubling
 - ➤ Constant time or O(1)
- Why does this matter?

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Legal v Technical: Courts of Law

- Perfect 10 v everyone
 - ➤ Mostly copyright: fair-use, infringement
- Blizzard v BNETD and MDY
 - Copyright, licensing, section 117
- Blumenthal v Drudge and AOL
 - ▶ Who is liable for libel online?

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Perfect 10 v Google (and others)

- Thumbnails "transformative"
 - > Anatomy of Google results
- History of Perfect 10
 - > Who is sued and why?







• Who files Amicus Briefs?







17.13

Blumenthal v Drudge and AOL

- Drudge alleges spousal abuse
 - > Retracts "immediately"
- Blumenthal sues both
 - > Why is AOL dismissed?
- What recourse here?
 - ➤ Good Samaritan clause
 - Section 230 of CDA



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17.15

Blizzard v BNETD and MDY

- Blizzard: \$100Million/month on WOW
 - > MMO, how is it played? Licensed? Purchased
 - > Network and updates (currently Bittorrent!)
- BNETD, open source, network alternative
- MDY, "Glider", autoplayer

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- > Warden as either spyware or protection
- > Tremendous implications if Blizzard wins

ACTIVISION BUZZARD



17.14