Central Intelligence Agency

Washington, D.C. 20505

5 April 2021

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Reference: F-2018-02353; NSA Reference: 104643 R-1

Dear Mr. Greenwald:

In the course of processing your 24 June 2018 Freedom of Information Act (FOIA) request to the National Security Agency (NSA) for copies of Intellipedia pages, the NSA located CIA material and referred it to us on 17 August 2018 for review and direct response to you.

We have determined that the two (2) documents referred to us can be released in segregable form with redactions made on the basis of FOIA exemption (b)(3). Exemption (b)(3) pertains to Section 6 of the Central Intelligence Agency Act of 1949, 50 U.S.C. § 3507; Section 102A(i)(l) of the National Security Act of 1947, 50 U.S.C § 3024(i)(1); and/or Section 6 of the Public Law 86-36, 50 U.S.C. § 3605.

As the CIA Information and Privacy Coordinator, I am the CIA official responsible for this determination. You have the right to appeal this response to the Agency Release Panel, in care of my office, within 90 days from the date of this letter. Please include the basis of your appeal.

Please be advised that you may also seek dispute-resolution services from the CIA FOIA Public Liaison or from the Office of Government Information Services (OGIS) of the National Archives and Records Administration. OGIS offers mediation services to help resolve disputes between FOIA requesters and Federal agencies. Please note, contacting the CIA FOIA Public Liaison or OGIS does not affect your right to pursue an administrative appeal.

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Sincerely,

Mark Lilly
Information and Privacy Coordinator

Enclosures

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(U//~~FOUO~~) Datawar

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From Intellipedia

This topic is of one of many emerging issues identified by (b)(3) This and several other emerging issues are grouped in a category that describes New Weapons.

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Datawar

Issue

How might networked databases become a new theater of conflict?

Discussion

Networked databases are exploding in cyberspace, underwritten by orders-of-magnitude increases in:

- **Storage.** The cost of data storage is dropping to the point where it is practically free. Databases even retain voice communications, which are even easier to store given VoIP (Voice Over IP)protocols. Many large organizations no longer limit the size of email boxes. Increasingly, whatever goes into a database stays there – or in some other database– indefinitely.
- **Search.** Search engines are fundamental to everyday life in knowledge economies such as the US, Europe and the upper echelons of industrial and developing economies. They allow access to the 400 million host sites now on the web (which increases by 20% a year). Reflecting their value, the most advanced search engine, Google, rose from nothing to a $100 billion a year corporation in less than a decade.
- **Identity.** Personal interactions are increasingly traceable. We leave digital trails when using technologies ranging from biometric scanners to web browser cookies to the "electronic money" of debit and credit cards. These electronic trails capture what we used to do anonymously. For example, when we commute to work, from the credit card we swipe to buy gas, to the transponder that collects our toll, to the cell phone record of our calls and location along the way, to the RFID-embedded pass card we use to enter our building – all of these actions routinely leave a detailed electronic trail of our specific activities.
- **Mining.** XML (Extensible Mark-Up Language, a programming language similar to HTML that provides a common frame of reference for databases), makes it easier to mine across databases. While public initiatives like TIA (DARPA's Total Information Awareness program) were slowed by political pressure, the underlying technologies are speeding ahead. Even when access to data is restricted, advanced algorithms can infer information by combining data from multiple sources.
- **Routine use.** Even elementary school report cards are stored in networked databases. Medical records, manufacturing orders, census data – practically every major interaction in business and government – are now available via networked databases (to those with access, of course). Data that was once protected simply by its paper nature, is now accessible due to its digital nature and its inclusion in networked databases. These networks of databases are not mere technological toys. Businesses and governments do not build and maintain huge databases and then network them for fun. Rather, these networks are modern fulcrums of competitive advantage. Take the world's largest retailer, Wal-Mart, for example. Wal-Mart leverages a global network of databases to produce its competitive advantage. Wal-Mart integrates logistics networks with financial databases through a proprietary information network. The end result is a retail colossus.

Wal-Mart is America's largest private truck fleet operator, energy consumer and real estate developer. It has over one million employees, thousands of suppliers, hundreds ofdistribution centers and annual revenues equal to the GDP of Australia. Not only is Wal-Mart the largest customer for giants such as Disney, Kraft, Revlon and Procter & Gamble, all these firms (and many others) manage their inventories through Wal-Mart's networks; all of their purchase, inventory and shipping data exist within Wal-Mart's continuous replenishment program. These suppliers – plus Wal-Mart -- leverage their combined networks to produce a combined competitive advantage. They all place their databases on the same network, which lowers overhead costs for everyone. It also cuts indirect costs by giving sellers and buyers visibility into each other's data. They compare their plans, problems, schedules and opportunities with everyone else in the network. By owning this common network, Wal-Mart gains a competitive leverage over prices and suppliers. If anyone wanted to destroy Wal-Mart, blowing up a distribution center or superstore would do little strategic damage. Corrupting its network of databases, however, would ruin the corporation. Wal-Mart simply could not operate if forced to rely on paper and telephones for every transaction. In the same vein, an explosives attack on the United States (e.g., the World Trade Center), despite the human toll, would not destroy the US economy. A successful attack on our networks of databases, however, would be devastating. Even an attack that brought into question the validity of data would have significant and potentially devastating consequences. A "bug" that was developed for

example that could undermine the validity of the banking or financial industries would have serious worldwide impact. While many people have looked at targeting and defending stand-alone databases in the past and others have looked at network warfare, the growth of networked databases, crucial to the economy and government of every advanced society, may be an area of underserved examination. It is more than the sum of networks and data; it is a new "animal" that requires focused examination.

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(U) See Intellipedia:Abandoned pages for more information about pages with this banner.

(U) See the discussion page for more information about the status of this page.

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Contents

Books

General

- Anderson, Benedict. "Imagined Communities: Reflection on the Origins and Spread of Nationalism." Verso; 2006.
- Barabasi, Albert Laszlo. "Linked: How Everything is Connected to Everything Else and What it Means." Plume; 2003.
- Buchanan, Mark. "Nexus: Small Worlds and the Groundbreaking Science of Networks." W.W. Norton and Company; 2002.
- Carrington, Peter; et al. "Models and Methods in Social Network Analysis." Cambridge University Press; 2005.
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- Greenfield, Adam. "Everyware: The Dawning Age of Ubiquitous Computing." New Riders Publishing; 2006.
- Liebowitz, Jay. "Social Networking: The Essence of Innovation." Scarecrow Press; May 2007.
- Putnam, Robert. "Bowling Alone: the Collapse and Revival of American Community." New York: Simon and Schuster; 2000.
- Rheingold, Howard. "Smart Mobs: The Next Social Revolution." Basic Books; 2003.
- Rheingold, Howard. "The Virtual Community: Homesteading on the Electronic Frontier (revised edition)." MIT Press; 2000.
- Ryan, Sherida Evelyn. "Don't trust anyone outside your pack: Initial trust formation in an online social activist network." Ph.D Dissertation at the University of Toronto. 2003.
- Tonnies, Ferdinand. "Community and Society." London: Routledge and Paul; 1955.

- Watts, Duncan. "Six Degrees: The Science of a Connected Age." W.W. Norton and Company; 2003.

For the available abstracts of the books below, click: Mobile-centric Books and Articles

- Castells, Manuel; Sey, Araba; et al... "Mobile Communication and Society: A Global Perspective." MIT Press; 2006.
- Glotz, Peter & Stefan Bertsch. "Thumb Culture: The Meaning of Mobile Phones for Society." Transaction Publishers; 2006.
- Goggin, Gerard. "Cell Phone Culture: Mobile Technology in Everyday Life." Routledge; 2006.
- Gow, Gordon & Richard Smith. "Mobile and Wireless Communications: An Introduction." Open University Press; 2006.
- Hamill, Lynne & Amparo Lasen. "Mobile World: Past, Present, and Future." Springer; 2005.
- Ito, Mizuko; Okabe, Daisuke; and Matsuda, Misa (Eds.) "Personal, Portable, Pedestrian." MIT Press; 2005.
- Katz, James. "Magic in the Air: Mobile Communication and the Transformation of Social Life." Transaction Publishers; 2006.
- Katz, James. "A Nation of Ghosts: Choreography of Mobile Communication in Public Spaces." In K. Nyiri (Ed.) Mobile Democracy: Essays on Society, Self and Politics, pp21-31. Passagen Verlag; 2003.
- Melinger, Dan. "Socialight: Social Network, Meet Mobile Network." Unpublished book chapter. Accessed on 20 February 2007
- Nyiri, Kristof (Ed). "Mobile Democracy: Essays on Society, Self, and Politics." Passagen Verlag; 2003.

Mobile + Democracy Publications

- Chambers, Tim & Rob Sebastian. "Mobile Media in 21st Century Politics." Prepared for the New Politics Institute; 1 September 2006. Accessed online 29 December 2006.

  The development of mobile media is not going to take place in the distant future. As this report points out, mobile media has already proven to have big political impacts in other countries, and it played a key role in the immigration demonstrations all over the United States this spring. Now is the time for progressive political practitioners to start to engage this new technology and media. The report ends with seven concrete steps to begin mastering this new world.

- Eggers, William. "Government 2.0: Using Technology to Improve Education, Cut Red Tape, Reduce Gridlock, and Enhance Democracy." Rowman & Littlefield Publishers, Inc., 2005.

  A well-written, lively, optimistic book that calls for the transformation of technology in government from lipstick on a bulldog to total information awareness. This book is proactive in nature (see what these governments are really doing), does not call for a wholesale and costly transformation, and employs a subtle shaming of those governments that have not yet joined the 21st century. William Eggers's argument, conservative in nature, states that the world of politics would quickly and markedly benefit from this digital transformation in terms of a fiscal payoff, but a more profound change would result as governments become more transparent, more democratic, and more efficient.

- George Washington University's Institute for Politics Democracy & the Internet. "Person-to-Person-to-Person: Harnessing the Political Power of Online Social Networks and User-Generated Content." Washington, DC: 2006.

- Kahn, Joseph. "China Is Filtering Phone Text Messages to Regulate Criticism." New York Times, pA3; July 3, 2004.

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  Are blogs and other emerging technologies changing the face of politics? Extreme Democracy is a collection of writings about the impact of technology on the political process. Authors include Steven Johnson, Joi Ito, David Weinberger, Jay Rosen, Mitch Ratcliffe, Jon Lebkowsky, danah boyd, and many others. Jon Lebkowsky discusses Extreme Democracy in an interview on the WELL, currently in progress.
  Internet: http://www.extremedemocracy.com/
  Internet: http://del.icio.us/tag/extremedemocracy

- Suarez, Sandra. "Mobile Democracy: Text Messages, Voter Turnout, and the 2004 Spanish General Election."

Paper presented at the 2005 Annual Meeting of the American Political Science Association, September 2005.

  This is also available on the Internet at: http://electionupdates.caltech.edu/suarez.pdf

- Walker, Carol. "Technology Promotes Democracy, Lawmakers Say: Mobile phones, phone text-messaging allow users to avoid censorship." USINFO, 1 March 2006; accessed electronically on 2 January 2006.

  This is also available on the Internet at:http://usinfo.state.gov/xarchives/display.html?p=washfile-english&y=2006&m=March&x=20060301165354bcreklaw0.952984

- Williams, Christine & Jesse Gordon. "The Role of Meetup in the 2004 Presidential Nomination Contest." April 8, 2004. (unpublished)

  For more analysis see Internet: http://www.meetupsurvey.com/Study/ReportsPubPaper.html

Journal Articles

For the abstracts to these articles click here

- "Hanging With the In-Crowd: Big Media Firms and Investors are Cosying up to Social-Networking Websites." The Economist, 380(8495) p81; 14 September 2006.
- Jordan, John W. "A Virtual Death and a Real Dilemma: Identity, Trust and Community in Cyberspace." The Southern Communication Journal, 70(3) p. 200-18; Spring 2005.
- Krebs, Valdis. "Connecting the Dots - - Tracking Two Identified Terrorists." http://www.orgnet.com/prevent.html Last accessed on 20 December 2006.
- Ogdin, Carol Anne. "What Is Community? The Characteristics Required for Community." Deep Woods Technology, Inc. (http://www.deepwoods.com /transform/defs/community.htm) Last accessed on 18 December 2006.
- Watts, Duncan; et al. "Identity and Search in Social Networks." Science, vol 296(55571), 17 May 2002.

Online Social Gaming Articles

- ---"Visiting the Second Life World: Virtual Hype." All Things Considered. Washington, D.C.: Dec 26, 2006.

An audio interview is also available at Internet:http://www.npr.org/templates/story/story.php?storyId=6682433

- Fontanella, James. "A make-believe money maker ENTREPRENEURSHIP: Ailin Graf used her programming skills to create a virtual property empire that is now bringing in real-life dollars, says James Fontanella." Financial Times (Asian Edition), p9; 23 November 2006.
- Foster, Andrea. "The Avatars of Research." The Chronicle of Higher Education, 52(6) pA35; 30 September 2005.
- "Your Second Life is Ready," Analee Newitz, Popular Science, September 2006.
- Nuttall, Chris. "Virtual mirror on the real world ONLINE SIMULATION: Blue-chip companies are using Second Life, the web's immersive universe, to test out business scenarios." Financial Times, p10; 15 December 2006.
- Petrecca, Laura. "There's new place to set up shop: Virtual reality ; Marketers move in to 3-D world called Second Life." USA Today, pB4; 7 December 2006.
- Sternstein, Aliya. "CDC Official has His Own Avatar." Federal Computer Week, 20(40) p31; 20 November 2006.
- Wahl, Andrew. "Turning play into pay." Canadian Business, 79(8) p19; 10-23 April 2006.
- Zimmer, Linda. "How Viable Is Virtual Commerce? -- Businesses that understand the potential of Second Life are finding real-world commercial opportunities in the virtual space." Optimize, 63(44) p44; January 2007.

Categories and Examples of Online Social Networking

Social networking has turned into such a buzz word that it is often difficult to grasp what people mean when they use the phrase. [redacted] uses the term social networking as an umbrella descriptor that covers each of the individual nodes listed below. Each of these nodes possesses its own space within the world of online social networking, and so a brief description follows each example along with a pertinent journal article. All of the indidual sites listed below the image fit into the ven diagram of social networking, but occupy their own space as well. [redacted] created a matrix (see the image below) to illustrate where each specific example fits within the social networking world. The X axis travels from "one-way" to "interactive." One-way communication is exemplified by one person pushing information to one or many people, while interactive allows for simultaneous communications between individuals or groups. The Y axis spans from one on one "peer to peer" communication to "broadcast" communication to many individuals. For example, on this matrix Second Life represents the most interactive/broadcast social networking site because it allows for synchronous communications that can be sent/received by many people. For a better explanation of each of the social networking categores try this link: Social Networking sites

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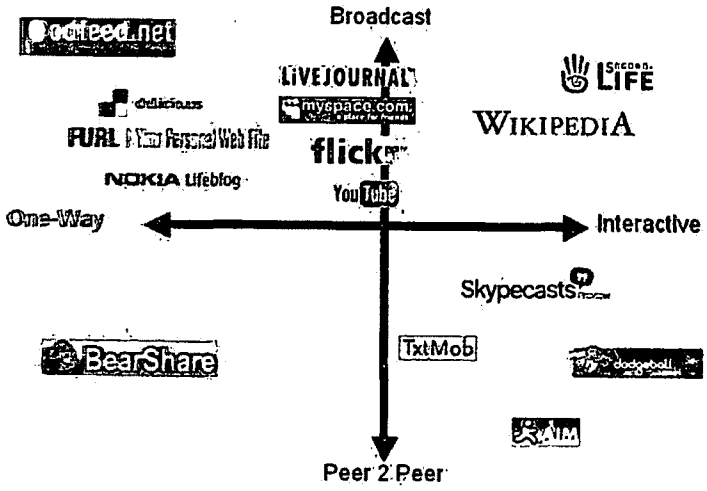

Basic social networking:	*MySpace*	*LinkedIn*
Niche social networking:	*minti*	
Mobile social networking:	*Dodgeball*	*Streethive*
Social diary:	*Blogger*	*Live journal*
Social/instant messaging:	*Meetro*	*AIM*
Social bookmarking:	*del.icio.us*	*Backflip*
Social web page archiving:	*Furl*	
Social gaming:	*Second Life*	*Furcadia*
Social biography:	*Dandelife*	*Nokia lifeblog*
Social broadcasting:	*Youtube*	*dave.tv*
Social texting:	*upoc*	*txtmob*
Social conferencing:	*Skypecasts*	
Social photo sharing:	*Flickr*	*Smugmug*

Blogs of Interest

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Organizations and Websites of Interest

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Other resources

- Background Study: Human Networks and Communities BEFORE the Internet
- Massively Multiplayer Online Role Playing Game
- Social Network
- Second Life

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