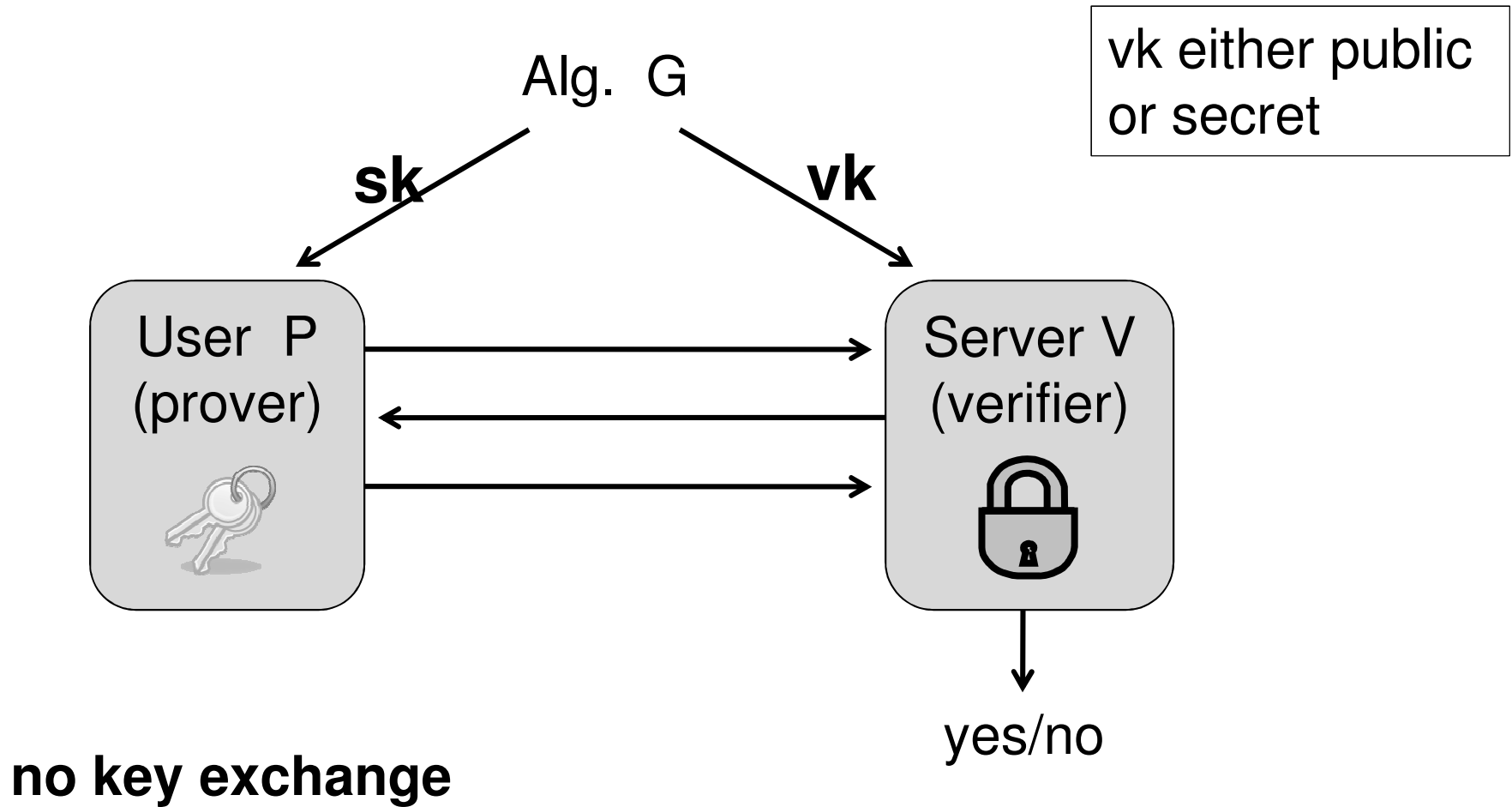


# User Authentication: ID protocols

D. Boneh

# The Setup



# Applications

---

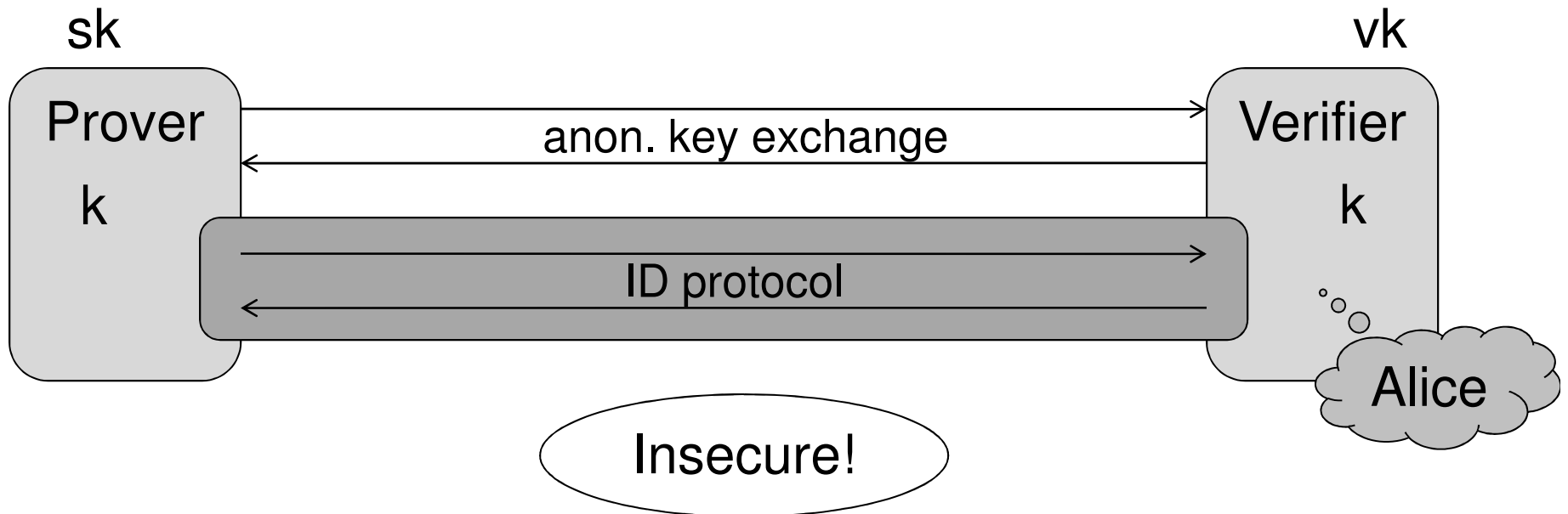
- Physical locks: (friend-or-foe)
  - Wireless car entry system (e.g. KeeLoq)
  - Opening an office door or a garage door
- Login at a bank ATM or a desktop computer
- Login to a remote web site once key-exchange with one-sided authentication completes (e.g. SSL)

# ID Protocols: how not to use

---

ID protocols do not establish a secure session between Alice and Bob !!

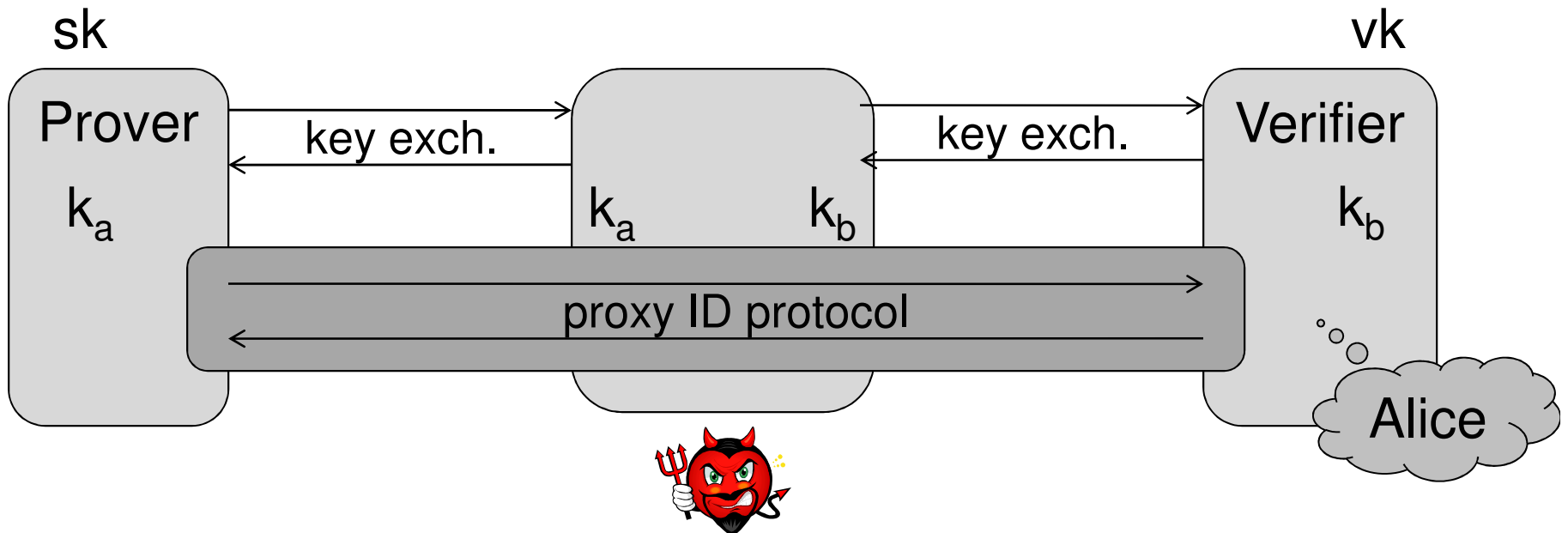
- Not even when combined with anonymous key exchange.
- Vulnerable to man in the middle attacks



# ID Protocols: how not to use

ID protocols do not set up a secure session between Alice and Bob !!

- Not even when combined with anonymous key exchange.
- Vulnerable to man in the middle attack



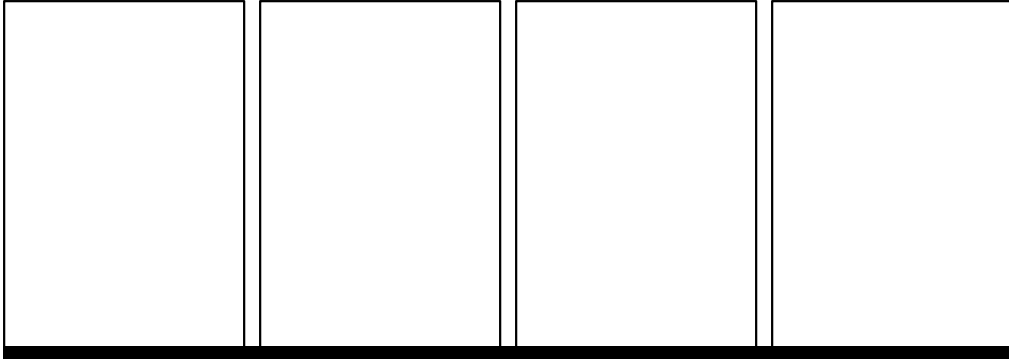
# ID Protocols: Security Models

---

1. **Direct Attacker:** impersonates prover with no additional information (other than vk)
  - Door lock

---
2. **Eavesdropping attacker:** impersonates prover after eavesdropping on a few conversations between prover and verifier
  - Wireless car entry system

---
3. **Active attacker:** interrogates prover and then attempts to impersonate prover
  - Fake ATM in shopping mall



# ID protocols secure against direct attacks

a.k.a Password Systems

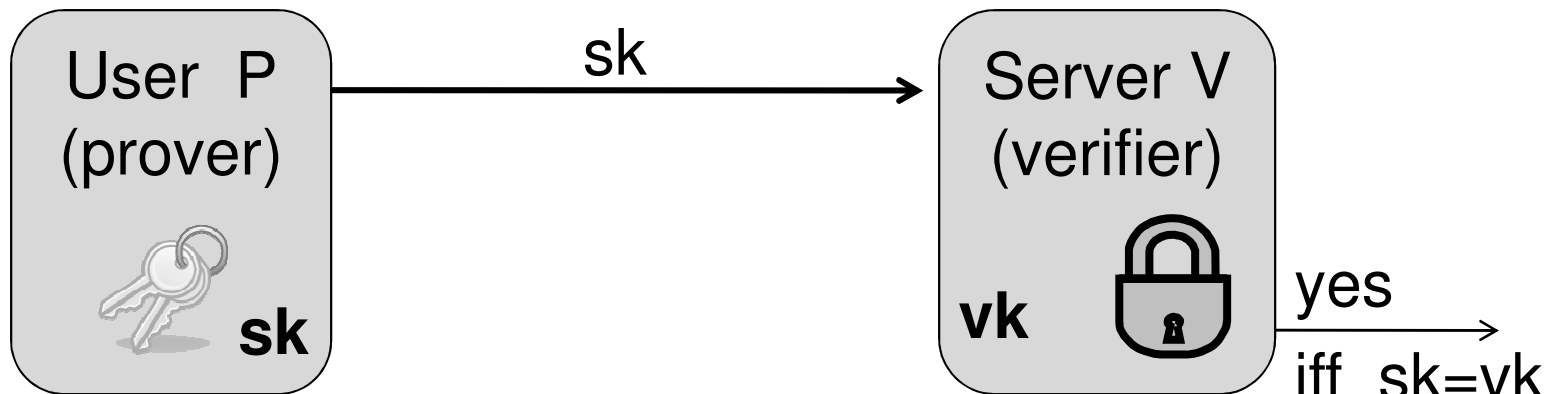
# Basic Password Protocol (incorrect version)

---

**PWD:** finite set of passwords

Algorithm G (KeyGen):

- choose  $pw \leftarrow \text{PWD}$ . output  $sk = vk = pw$ .





# Basic Password Protocol (incorrect version)

---

Problem: VK must be kept secret

- Compromise of server exposes all passwords
- Never store passwords in the clear!

password file on server

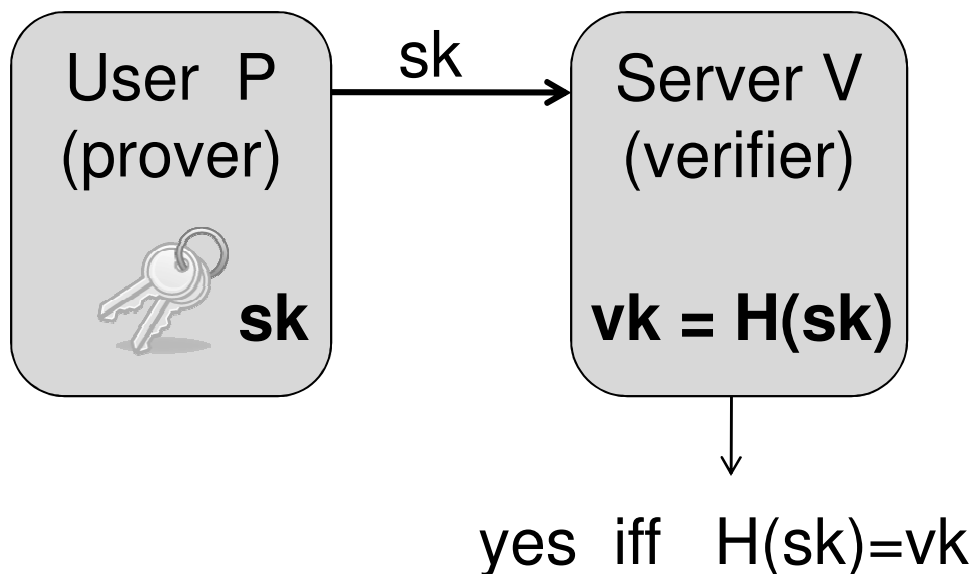
|       |                            |
|-------|----------------------------|
| Alice | $\text{pw}_{\text{alice}}$ |
| Bob   | $\text{pw}_{\text{bob}}$   |
| ...   | ...                        |

# Basic Password Protocol: version 1

---

H: one-way hash function from PWD to X

- “Given  $H(x)$  it is difficult to find  $y$  such that  $H(y)=H(x)$ ”



password file on server

|       |           |
|-------|-----------|
| Alice | $H(pw_A)$ |
| Bob   | $H(pw_B)$ |
| ...   | ...       |

# Weak Passwords and Dictionary Attacks

---

People often choose passwords from a small set:

- The 6 most common passwords (sample of  $32 \times 10^6$  pwds):  
123456, 12345, Password, iloveyou, princess, abc123  
(‘123456’ appeared 0.90% of the time)
- 23% of users choose passwords in a dictionary of size 360,000,000

---

**Online dictionary attacks:**

- Defeated by doubling response time after every failure
- Harder to block when attacker commands a bot-net

# Offline Dictionary Attacks

---

Suppose attacker obtains  $vk = H(pw)$  from server

- **Offline** attack: hash all words in Dict until a word  $w$  is found such that  $H(w) = vk$
- Time  $O(|Dict|)$  per password

Off the shelf tools

- 2,000,000 guesses/sec
- Scan through 360,000,000 guesses in few minutes
  - Will recover 23% of passwords

# Password Crackers

---

| Algorithm | Speed/sec  |
|-----------|------------|
| DES       | 2 383 000  |
| MD5       | 4 905 000  |
| LanMan    | 12 114 000 |

Many tools for this

- John the ripper
- Cain and Abel
- Passware(Commercial)

# Batch Offline Dictionary Attacks

---

Suppose attacker steals pwd file  $F$

- Obtains hashed pwds for **all** users

|       |                  |
|-------|------------------|
| Alice | $H(\text{pw}_A)$ |
| Bob   | $H(\text{pw}_B)$ |
| ...   | ...              |

Batch dict. attack:

- Build list  $L$  containing  $(w, H(w))$  for all  $w \in \text{Dict}$
- Find intersection of  $L$  and  $F$

Total time:  $O(|\text{Dict}| + |F|)$

Much better than a dictionary attack on each password

# Preventing Batch Dictionary Attacks

---

Public salt:

- When setting password, pick a random  $n$ -bit salt  $S$
- When verifying pw for  $A$ , test if  $H(\text{pw}, S_A) = h_A$

| id    | S     | h                     |
|-------|-------|-----------------------|
| Alice | $S_A$ | $H(\text{pw}_A, S_A)$ |
| Bob   | $S_B$ | $H(\text{pw}_B, S_B)$ |
| ...   | ...   | ...                   |

Recommended salt length,  $n = 64$  bits

- Pre-hashing dictionary does not help

Batch attack time is now:  $O(|\mathbf{Dict}| \times |\mathbf{F}|)$

# Further Defenses

---

**Slow hash function H:** (0.1 sec to hash pw)

- Example:  $H(\text{pw}) = \text{SHA1}(\text{SHA1}(\dots \text{SHA1}(\text{pw}) \dots))$
- Unnoticeable to user, but makes offline dictionary attack harder

**Secret salts:**

- When setting pwd choose short random  $r$  (8 bits)
- When verifying pw for A, try all values of  $r_A$ : 128 times slow down on average
- 256 times slow down for attacker

|       |       |                            |
|-------|-------|----------------------------|
| Alice | $S_A$ | $H(\text{pw}_A, S_A, r_A)$ |
| Bob   | $S_B$ | $H(\text{pw}_B, S_B, r_B)$ |
| ...   | ...   | ...                        |

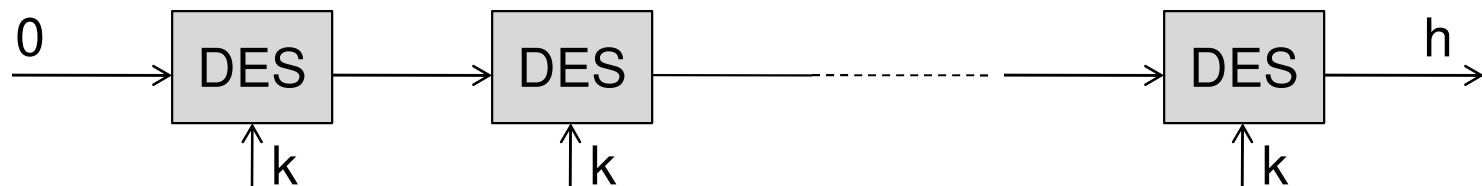


# Case study: UNIX and Windows

---

**UNIX**: 12-bit public salt

- Hash function H:
  - Convert pw and salt and a DES key  $k$
  - Iterate DES (or DES') 25 times:



**Windows**: NT and later use MD4

- Outputs a 16 byte hash
- No public or secret salts

# Biometrics

---

## Examples:

- Fingerprints, retina, facial recognition, ...
- Benefit: hard to forget

## Problems:

- Biometrics are not generally secret
- Cannot be changed, unlike passwords

⇒ Primarily used as a second factor authentication

# The Common Password Problem

---

Users tend to use the same password at many sites

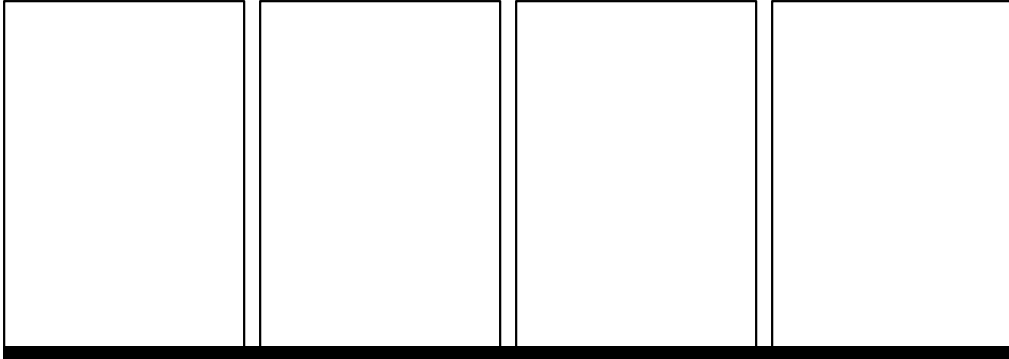
- Password at a high security site can be exposed by a break-in at a low security site

Standard solution:

- Client side software that converts a common password  $pw$  into a unique site password

$$pw' \leftarrow H( pw, \text{user-id}, \text{server-id} )$$

$pw'$  is sent to server



# **ID protocols secure against eavesdropping attacks**

a.k.a One-time Password Systems

# Eavesdropping Security Model

---

Adversary is given:

- $vk$ , and
- the transcript of several interactions between honest prover and verifier.

adv. goal is to then impersonate prover to verifier

A protocol is “secure against eavesdropping” if no efficient adversary can win this game

The password protocol is clearly insecure

- We discuss two secure stateful protocols (one-time pwd), and
- one stateless protocol (challenge-response)

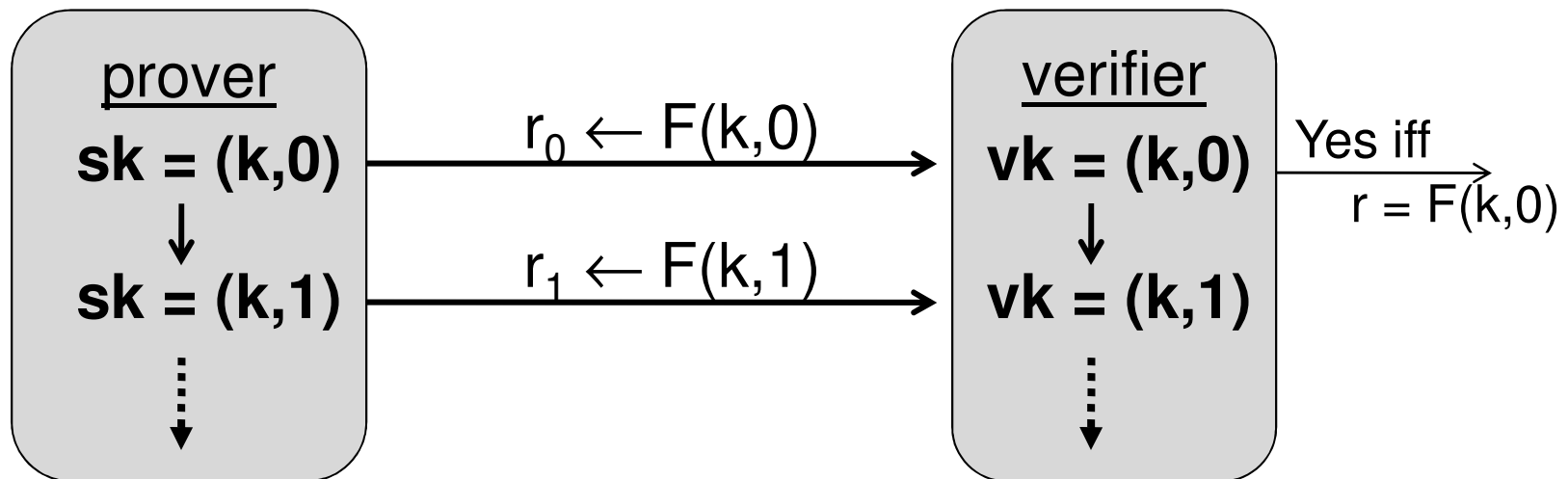
# The SecurID system (secret $vk$ , stateful)

Algorithm G: (setup)

- Choose random key  $k \leftarrow K$
- Output  $sk = (k,0)$  ;  $vk = (k,0)$



Identification:

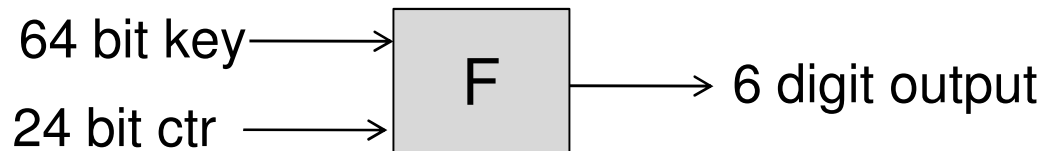


# The SecurID system (secret vk, stateful)

---

“Thm”: if  $F$  is a secure PRF then protocol is secure against eavesdropping

RSA SecurID uses a custom PRF:



---

Advancing state:  $sk \leftarrow (k, i+1)$

- Time based: every 60 seconds
- User action: every button press

Both systems allow for skew in the counter value

# The S/Key system (public vk, stateful)

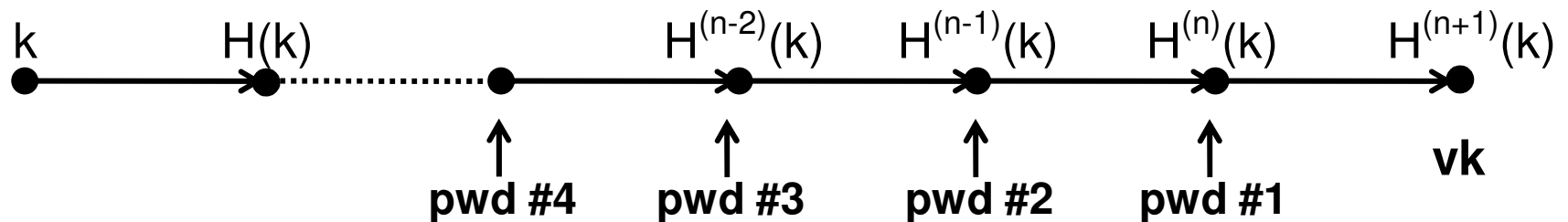
---

Notation:  $H^{(n)}(x) = \underbrace{H(H(\dots H(x)\dots))}_{n \text{ times}}$

Algorithm G: (setup)

- Choose random key  $k \leftarrow K$
- Output  $\mathbf{sk} = (k, n)$  ;  $\mathbf{vk} = H^{(n+1)}(k)$

Identification:





# The S/Key system (public vk, stateful)

---

Identification (in detail):

- Prover ( $\mathbf{sk}=(\mathbf{k},i)$ ): send  $\mathbf{t} \leftarrow \mathbf{H}^{(i)}(\mathbf{k})$  ; set  $\mathbf{sk} \leftarrow (\mathbf{k},i-1)$
- Verifier(  $\mathbf{vk}=\mathbf{H}^{(i+1)}(\mathbf{k})$  ): if  $\mathbf{H}(\mathbf{t})=\mathbf{vk}$  then  $\mathbf{vk} \leftarrow \mathbf{t}$ , output “yes”

Notes: vk can be made public;  
but need to generate new sk after n logins ( $n \approx 10^6$ )

“Thm”:  $\text{S/Key}_n$  is secure against eavesdropping (public vk)  
provided H is one-way on n-iterates

# SecurID vs. S/Key

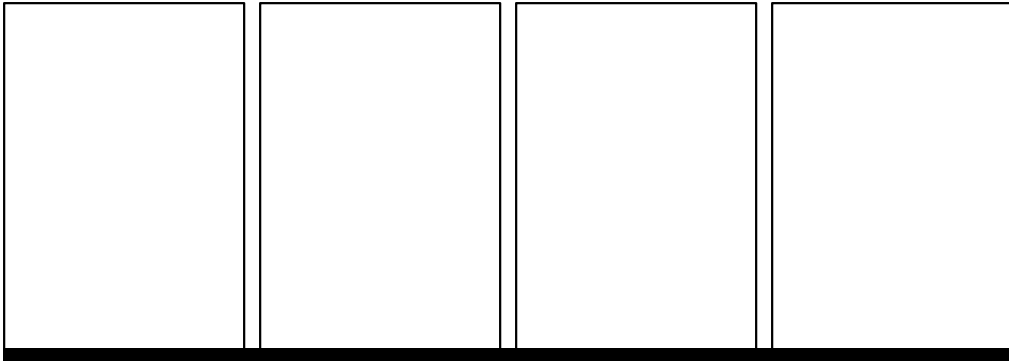
---

## S/Key:

- **public** vk, **limited** number of auths
- often implemented using pencil and paper

## SecurID:

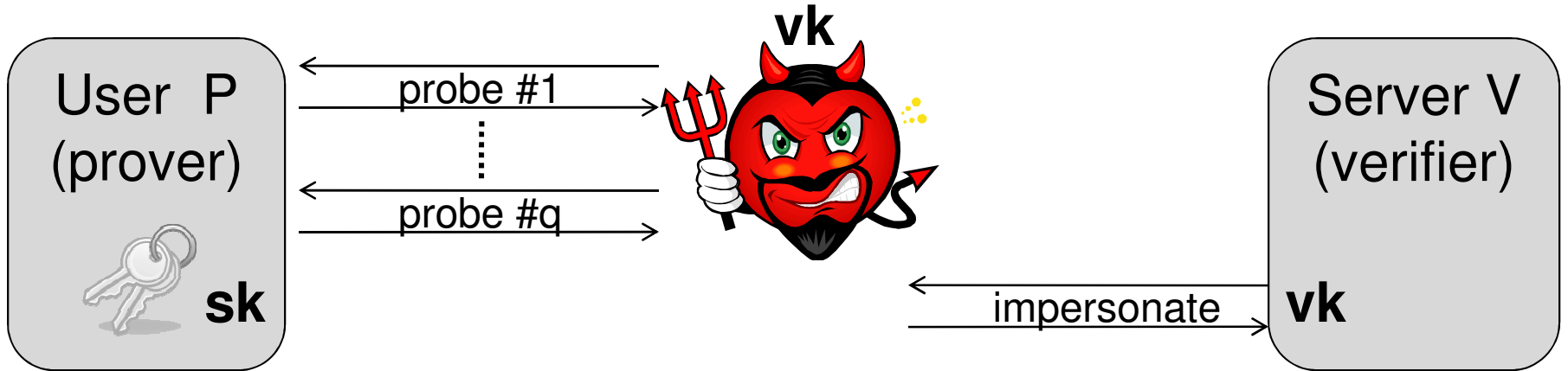
- **secret** vk, **unlimited** number of auths
- often implemented using secure token



# ID protocols secure against active attacks

a.k.a Challenge-Response Protocols

# Active Attacks

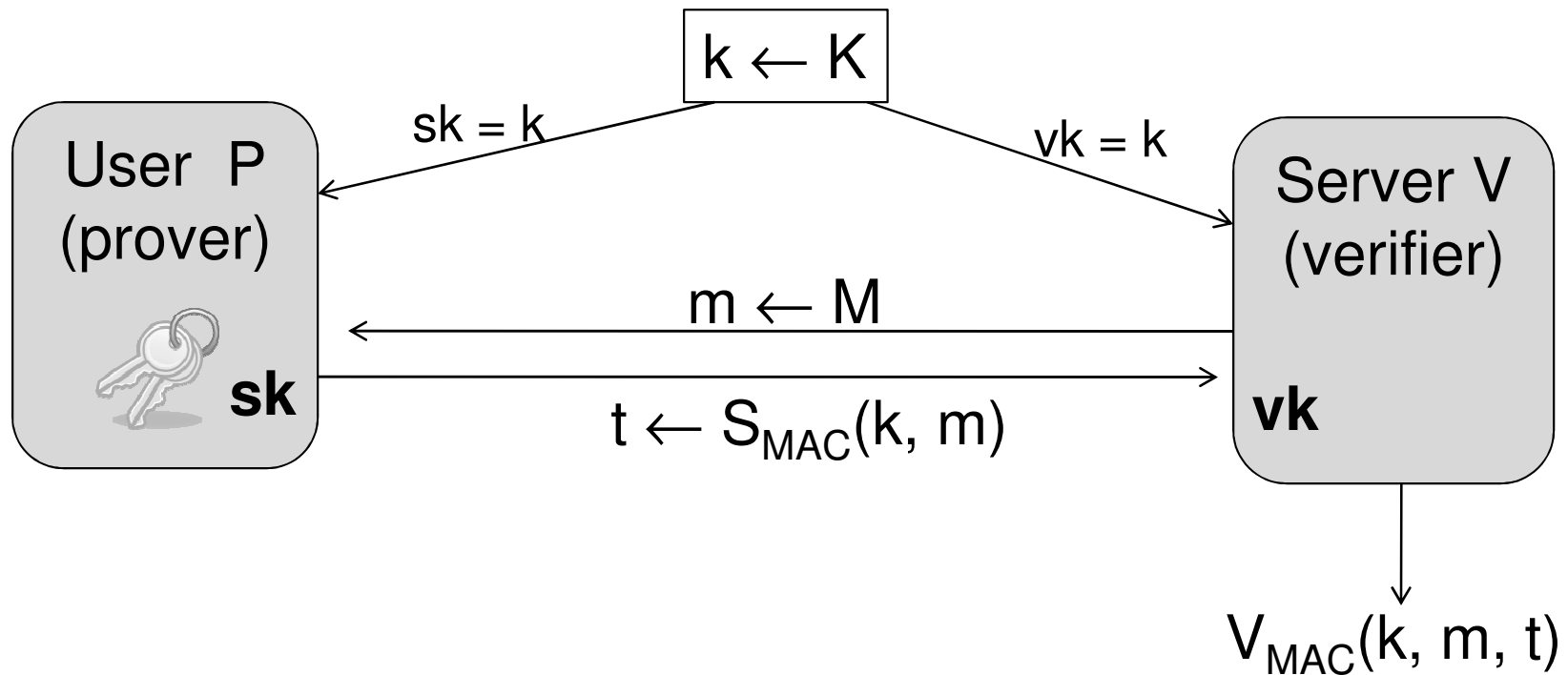


Offline fake ATM: interacts with user; later tries to impersonate to legit. ATM

Offline phishing: phishing site interacts with user; later authenticates to real site

Protocols so far are vulnerable

# MAC-based Challenge Response (secret vk)



“Thm”:

Protocol is secure against active attacks (secret vk),  
provided  $(S_{MAC}, V_{MAC})$  is a secure MAC

# MAC-based Challenge Response

---

## Problems:

- $vk$  must be kept secret on server
- dictionary attack when  $k$  is a human pwd:
  - Given  $[ m , S_{MAC}(pw, m) ]$  eavesdropper can try all  $pw \in Dict$  to recover  $pw$

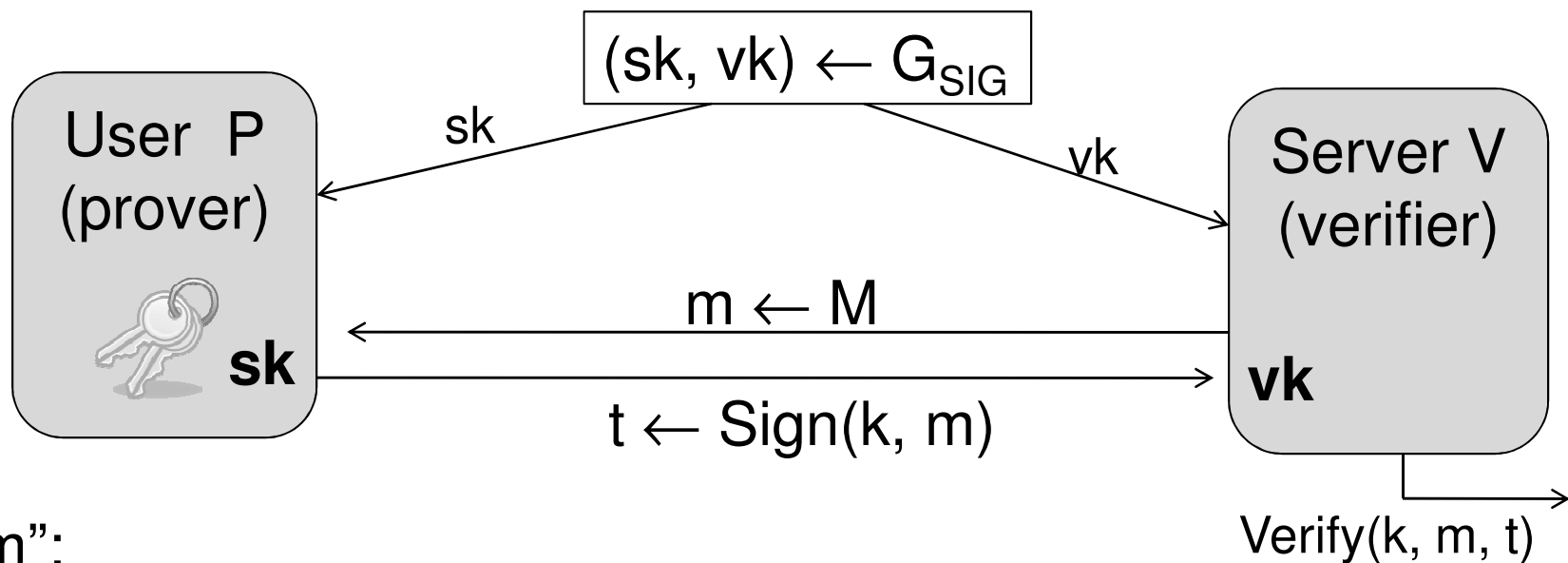
## Main benefit:

- Both  $m$  and  $t$  can be short
- CryptoCard: 8 chars each



# Sig-based Challenge Response (public vk)

Replace MAC with a digital signature:



“Thm”:

Protocol is secure against active attacks (**public vk**), provided  $(G_{SIG}, \text{Sign}, \text{Verify})$  is a secure digital sig.

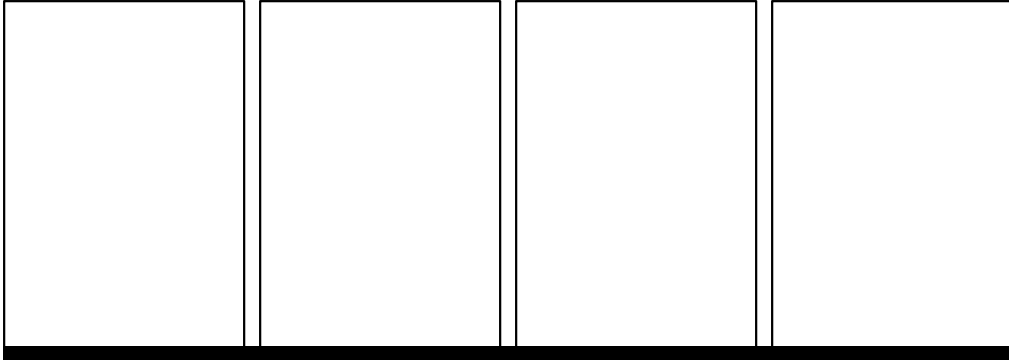
but  $t$  is long ( $\geq 20$  bytes)

# Summary

---

- ID protocols: useful in settings where adversary cannot interact with prover during impersonation attempt
- Three security models:
  - **Direct:** passwords (properly salted and hashed)
  - **Eavesdropping attacks:** One time passwords
    - SecurID: secret vk, unbounded logins
    - S/Key: public vk, bounded logins
  - **Active attacks:** challenge-response





**THE END**