## ID protocols

## Overview

## The Setup



## Applications: physical world

- Physical locks: (friend-or-foe)
- Wireless car entry system
- Opening an office door
- Login at a bank ATM or a desktop computer


## Applications: Internet

Login to a remote web site after a key-exchange with one-sided authentication (e.g. HTTPS)


## ID Protocols: how not to use

- ID protocol do not establish a secure session between Alice and Bob !!
- Not even when combined with anonymous key exch.
- Vulnerable to man in to the middle attacks



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## ID Protocols: Security Models

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

- Doorlock

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

## Direct attacks

## Basic Password Protocol ${ }_{\text {(incorerect vesion) }}$

- PWD: finite set of passwords
- Algorithm G (KeyGen):
- choose $\mathrm{pw} \leftarrow \mathrm{PWD}$. output $\mathrm{sk}=\mathrm{vk}=\mathrm{pw}$.



## Basic Password Protocol ${ }_{\text {(incorect tesision) }}$

## Problem: vk must be kept secret

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

| Alice | $\mathrm{pw}_{\text {alice }}$ |
| :---: | :---: |
| Bob | $\mathrm{pw}_{\text {bob }}$ |
| $\ldots$ | $\ldots$ |

## 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 | $H\left(\mathrm{pw}_{A}\right)$ |
| :---: | :---: |
| Bob | $H\left(\mathrm{pw}_{\mathrm{B}}\right)$ |
| $\ldots$ | $\ldots$ |

## Problem: Weak Password Choice

Users frequently choose weak passwords: (adobe list, 2013)

| Password: | 123456 | 123456789 | password | adobe123 | 12345678 | qwerty | 123456 <br> 7 |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Fraction <br> of users: | $5 \%$ | $1.1 \%$ | $0.9 \%$ | $0.5 \%$ | $0.5 \%$ | $0.5 \%$ | $0.3 \%$ |

A common occurrence
Total: 8.8\%

- Example: the Rockyou password list, 2009 (6 most common pwds) 123456, 12345, Password, iloveyou, princess, abc123

Dictionary of 360,000,000 words covers about $25 \%$ of user passwords

| Password: | 123456 | 123456789 | password | adobe123 | 12345678 | qwerty | 123456 <br> 7 |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Fraction <br> of users: | $5 \%$ | $1.1 \%$ | $0.9 \%$ | $0.5 \%$ | $0.5 \%$ | $0.5 \%$ | $0.3 \%$ |

Online dictionary attack: Suppose an attacker obtains a list of usernames. For each username the attacker tries to login using the password '123456'.

Success after 20 tries on average

## Offline Dictionary Attacks

Suppose attacker obtains a single $\quad \mathrm{vk}=\mathrm{H}(\mathrm{pw})$ from server

- Offline attack: hash all words in Dict untila word w is found such that $H(w)=v k$
- Time O(|Dict|) perpassword

Off the shelf tools (e.g. John the ripper):

- Scan through all 7-letter passwords in a few minutes
- Scan through 360,000,000 guesses in few seconds
$\Rightarrow$ will recover $23 \%$ of passwords


## Batch Offline Dictionary Attacks

Suppose attacker steals entire pwd file F

- Obtains hashed pwds for all users
- Example (2012): Linkedin (6M: SHA1(pwd))

Batch dict. attack:

| Alice | $H\left(\mathrm{pw}_{\mathrm{A}}\right)$ |
| :---: | :---: |
| Bob | $\mathrm{H}\left(\mathrm{pw}_{\mathrm{B}}\right)$ |
| $\ldots$ | $\ldots$ |

- For each $w \in$ Dict: test if $H(w)$ appears in $F$ (using fast look-up)

Total time: $\mathbf{O}(|\operatorname{Dict}|+|F|) \quad$ [Linkedin: 6 days, $90 \%$ of pwds. recovered]

Much better than attacking each password individually !

## Preventing Batch Dictionary Attacks

## Public salt:

- When setting password, pick a random $n$-bit salt $S$
- When verifying pw for $A$,

| id | S | h |
| :---: | :---: | :---: |
| Alice | $S_{A}$ | $H\left(p W_{A}, S_{A}\right)$ |
| Bob | $S_{B}$ | $H\left(p w_{B}, S_{B}\right)$ |
| $\ldots$ | $\cdots$ | $\ldots$ | test if $\mathbf{H}\left(\mathbf{p w}, \mathbf{S}_{\mathrm{A}}\right)=\mathbf{h}_{\mathbf{A}}$

Recommended salt length, $\mathrm{n}=64$ bits

- Attacker must re-hash dictionary for each user

Batch attack time is now: $O(\mid$ Dict $|\times|F|)$

## How to hash a password?

Linked-in: SHA1 hashed (unsalted) passwords
$\Rightarrow 6$ days, $90 \%$ of passwords recovered by exhaustive search
The problem: SHA1 is too fast ... attacker can try all words in a large dictionary

To hash passwords:

- Use a keyed hash function (e.g., HMAC) where key stored in HSM
- In addition: use a slow, space-hard function


## How to hash?

PBKDF2, bcrypt: slow hash functions

- Slowness by "iterating" a crypto hash function like SHA256 Example: $\quad \mathrm{H}(\mathrm{pw})=$ SHA256(SHA256( ... SHA256(pw, $\mathrm{S}_{\mathrm{A}}$ ) ...))
- Number of iterations: set for 1000 evals/sec
- Unnoticeable to user, but makes offline dictionary attack harder

Problem: custom hardware (ASIC) can evaluate hash function 50,000x faster than a commodity CPU
$\Rightarrow \quad$ attacker can do dictionary attack much faster than 1000 evals/sec.

## How to hash: a better approach

Scrypt: a slow hash function AND need lots of memory to evaluate
$\Rightarrow$ custom hardware not much faster than commodity CPU

Problem: memory access pattern depends on input password $\Rightarrow$ local attacker can learn memory access pattern for a given password
$\Rightarrow$ eliminates need for memory in an offline dictionary attack

Is there a space-hard function where time is independent of pwd?

- Password hashing competition (2015): Argon2i (also Balloon)



## ID protocols

## Security against eavesdropping attacks

(one-time password systems)

## Eavesdropping Security Model

Adversary is given:

- Server's vk, and
- the transcript of several interactions between honest prover and verifier. (example: remote car unlock) adv. goal is to impersonate prover to verifier

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

The password protocol is clearly insecure !

## One-time passwords (secret vk, statefu)

Setup (algorithm G):

- Choose random key $\mathbf{k}$
- Output $\mathbf{s k}=(\mathbf{k}, \mathbf{0})$; $\mathbf{v k}=(\mathbf{k}, \mathbf{0})$


Identification:

often, time-based updates: $\mathrm{r} \leftarrow \mathrm{F}(\mathrm{k}$, time) [stateless]

## The SecurID system (secere vk, stateful)

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

RSA SecurID uses AES-128:


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

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

Both systems allow for skew in the counter value

## Google authenticator

- 6-digit timed one-time passwords (TOTP) based on [RFC 6238]
- Wide web-site adoption:
- Evernote, Dropbox, WordPress, outlook.com, ...

To enable TOTP for a user: web site presents QR code with embedded data:
otpauth://totp/Example:alice@dropbox.com? secret=JBSWY3DPEHPK3PXP \& issuer=Example
(Subsequent user logins require user to present TOTP)

Danger: password reset upon user lockout

## Server compromise exposes secrets

March 2011:

- RSA announced servers attacked, secret keys stolen
$\Rightarrow$ enabled SecurID user impersonation

Is there an ID protocol where server key vk is public?

## The $\mathrm{S} /$ Key system (poblicuks statefu)

Notation: $\quad H^{(n)}(x)=\underbrace{H(H(\ldots H(x) \ldots))}_{n \text { times }}$
Algorithm G: (setup)

- Choose random key $\mathrm{k} \leftarrow \mathrm{K}$
- Output $\mathbf{s k}=(\mathbf{k}, \mathrm{n}) ; \quad \mathbf{v k}=\mathbf{H}^{(\mathbf{n + 1})}(\mathbf{k})$

Identification:


## The $\mathrm{S} /$ Key system (poblick, statefu)

(dentification (in detail):

- $\operatorname{Prover}(\mathrm{sk}=(\mathrm{k}, \mathrm{i}))$ : send $\mathrm{t} \leftarrow \mathrm{H}^{(\mathrm{i})}(\mathrm{k})$; set $\mathrm{sk} \leftarrow(\mathrm{k}, \mathrm{i}-1)$
- Verifier( $\left.\mathbf{v k}=H^{(i+1)}(\mathrm{k})\right)$ : if $\mathrm{H}(\mathrm{t})=\mathrm{vk}$ then $\mathrm{vk} \leftarrow \mathrm{t}$, output "yes"

Notes: vk can be made public; but need to generate new sk after $n$ logins ( $n \approx 10^{6}$ )
"Thm": S/Key ${ }_{\mathrm{n}}$ is secure against eavesdropping (publicvk) provided H is one-way on n -iterates

## SecurID vs. S/Key

## S/Key:

- public vk, limited number of authentications
- Long authenticator t (e.g., 80 bits)

SecurlD:

- secret vk, unlimited number of authentications
- Short authenticator (6 digits)


## ID protocols

## Security against active attacks

(challenge-response protocols)

## Active Attacks



- Offline fake ATM: interacts with user; later tries to impersonate user to real ATM
- Offline phishing: phishing site interacts with user; later authenticates to real site

All protocols so far are vulnerable

## MAC-based Challenge Response (secret vk)


"Thm": protocol is secure against active attacks (secret vk), provided ( $\mathrm{S}_{\mathrm{MAC}}, \mathrm{V}_{\mathrm{MAC}}$ ) 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 , $\mathrm{S}_{\mathrm{MAC}}(\mathrm{pw}, \mathrm{m})$ ] eavesdropper can try all $\mathrm{pw} \in$ Dict to recover pw

Main benefit:

- Both $m$ and $t$ can be short

- CryptoCard: 8 chars each


## Sig-based Challenge Response

Replace MAC with a digital signature:

"Thm": Protocol is secure against active attacks (public vk), provided ( $\mathrm{G}_{\text {SIG }}$, Sign,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, unboundedlogins
- S/Key: public vk, bounded logins
- Active attacks: challenge-response


## THE END

