

Computer Security

08. Authentication

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Authentication

- **Identification**: who are you?
- **Authentication**: prove it
- **Authorization**: you can do it

- Protocols such as Kerberos combine all three

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Authentication

Three factors:

- something you have *key, card*
 - Can be stolen
- something you know *passwords*
 - Can be guessed, shared, stolen
- something you are *biometrics*
 - Usually needs hardware, can be copied (sometimes)
 - Once copied, you're stuck

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Multi-Factor Authentication

Factors may be combined

- ATM machine: **2-factor authentication**
 - **ATM card** something you have
 - **PIN** something you know
- Password + code delivered via SMS: **2-factor authentication**
 - **Password** something you know
 - **Code** validates that you possess your phone

Two passwords ≠ Two-factor authentication

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Authentication: PAP

Password Authentication Protocol

```

    graph LR
      client[client] -- "login, password" --> server[server]
      server -- "OK" --> client
      subgraph server_db [server]
        db[name:password database]
      end
  
```

- Unencrypted, reusable passwords
- Insecure on an open network
- Also, password file must be protected from open access
 - But administrators can still see everyone's passwords

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Passwords are bad

- Human readable & easy to guess
 - People usually pick really bad passwords
- Easy to forget
- Usually short
- Static ... reused over & over
- Replayable

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Common Passwords

Adobe security breach (November 2013)

- 152 million Adobe customer records ... with encrypted passwords
- Adobe encrypted passwords with a symmetric key algorithm
- ... and used the same key to encrypt every password!

Top 26 Adobe Passwords

Frequency	Password	Frequency	Password		
1	1,911,938	123456	14	61,453	1234
2	446,162	123456789	15	56,744	adobe1
3	345,834	password	16	54,651	macromedia
4	211,659	adobe123	17	48,850	azerty
5	201,580	12345678	18	47,142	iloveyou
6	130,832	qwerty	19	44,281	aaaaaa
7	124,253	1234567	20	43,670	654321
8	113,884	111111	21	43,497	12345
9	83,411	photoshop	22	37,407	666666
10	82,694	123123	23	35,325	sunshine
11	76,910	1234567890	24	34,963	123321
12	76,186	000000	25	33,452	letmein
13	70,791	abc123	26	32,549	monkey

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PAP: Reusable passwords

Problem #1: Open access to the password file

What if the password file isn't sufficiently protected and an intruder gets hold of it? All passwords are now compromised!

Even if a trusted admin sees your password, this might also be your password on other systems.

Solution:

Store a **hash** of the password in a file

- Given a file, you don't get the passwords
- Have to resort to a **dictionary** or **brute-force attack**
- Example, passwords hashed with SHA-512 hashes (SHA-2)

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What is a dictionary attack?

- **Suppose you got access to a list of hashed passwords**
- **Brute-force, exhaustive search: try every combination**
 - Letters (A-Z, a-z), numbers (0-9), symbols (!@#%\$%...)
 - Assume 30 symbols + 52 letters + 10 digits = 92 characters
 - Test all passwords up to length 8
 - Combinations = $92^8 + 92^7 + 92^6 + 92^5 + 92^4 + 92^3 + 92^2 + 92^1 = 5.189 \times 10^{15}$
 - If we test 1 billion passwords per second: ≈ 60 days
- **But some passwords are more likely than others**
 - 1,991,938 Adobe customers used a password = "123456"
 - 345,834 users used a password = "password"
- **Dictionary attack**
 - Test lists of common passwords, dictionary words, names
 - Add common substitutions, prefixes, and suffixes

Easiest to do if you steal a hashed password file – so we read-protect the hashed passwords

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Defenses

- **Rate-limit guesses**
 - Add timeouts after an incorrect password
 - Linux waits about 3 secs – and terminates the *login* program after 5 tries
- **Lock out the account after N bad guesses**
 - But this makes you vulnerable to **denial-of-service attacks**
- **Use a slow algorithm to make guessing slow**

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What is salt?

- How to speed up a dictionary attack
 - Create a table of **precomputed hashes**
 - Now we just search a table
- **Example: SHA-512 hash of "password" =**
`sQnzu7wkTrgkQZF+0G1hi5Ai3Qmzyv0bXgc5THBqi7mAsdd4XII27ASbRt9fEYavWi6m0QP9B8lThf+rDKy8hg==`
- **Salt = random string (typically up to 16 characters)**
 - Concatenated with the password
 - Stored with the password file (it's not secret)
 - Even if you know the salt, you cannot use precomputed hashes to search for a password (because the salt is prefixed)
- **Example: SHA-512 hash of "am\$7b22QLpassword", salt = "am\$7b22QL":**
`ntixjDMnueMWig4dtWolMbagaucW6xV6cHJ+7yNrGvdoyFFRVbLLQs01/pXS8xZ+ur7zPO2yn8xccliUPqj7xg==`
- You will **not** have a precomputed hash("am\$7b22QLpassword")

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Longer passwords

- English text has an entropy of about 1.2-1.5 bits per character
- Random text has an entropy $\approx \log_2(1/95) \approx 6.6$ bits/character

Through 10 years of effort, we've successfully trained everyone to use passwords that are hard for humans to remember, but easy for computers to guess.

Assume 95 printable characters

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People forget passwords

- Especially seldom-used ones
- How do we handle that?
- **Email them?**
 - Common solution
 - Requires that the server be able to get the password (can't store a hash)
 - What if someone reads your email?
- **Reset them?**
 - How do you authenticate the requester?
 - Usually send reset link to email address created at registration
 - But – what if someone reads your mail? ...or you no longer have that address?
- **Hints?**
- **Write them down?**
 - OK if the threat model is electronic only

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Reusable passwords in multiple places

- People often use the same password in different places
- If one site is compromised, the password can be used elsewhere
 - People often try to use the same email address and/or user name
- This is the root of phishing attacks
- **Password managers**
 - Software that stores passwords in an encrypted file
 - Do you trust the protection? The synchronization capabilities?
 - Can malware get to the database?
 - In general, these are good
 - Way better than storing passwords in a file
 - Encourages having unique passwords per site
 - Password managers may have the ability to recognize web sites & defend against phishing

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PAP: Reusable passwords

Problem #2: Network sniffing

Passwords can be stolen by observing a user's session in person or over a network:

- snoop on telnet, ftp, rlogin, rsh sessions
- Trojan horse
- social engineering
- brute-force or dictionary attacks

Solutions:

- (1) Use **one-time passwords**
- (2) Use an encrypted communication channel

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One-time passwords

Use a different password each time

- If an intruder captures the transaction, it won't work next time

Three forms

1. **Sequence-based:** password = $f(\text{previous password})$
2. **Time-based:** password = $f(\text{time}, \text{secret})$
3. **Challenge-based:** $f(\text{challenge}, \text{secret})$

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S/key authentication

- One-time password scheme
- Produces a limited number of authentication sessions
- Relies on one-way functions

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S/key authentication

Authenticate Alice for 100 logins

- pick random number, R
- using a one-way function, $f(x)$:

$$x_1 = f(R)$$

$$x_2 = f(x_1) = f(f(R))$$

$$x_3 = f(x_2) = f(f(f(R)))$$

$$\dots$$

$$x_{100} = f(x_{99}) = f(\dots f(f(f(R))) \dots)$$

Give this list to Alice

- then compute:

$$x_{101} = f(x_{100}) = f(\dots f(f(f(R))) \dots)$$

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S/key authentication

Authenticate Alice for 100 logins

store x_{101} in a password file or database record associated with Alice

alice: x_{101}

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S/key authentication

Alice presents the *last* number on her list:

Alice to host: { "alice", x_{100} }

Host computes $f(x_{100})$ and compares it with the value in the database

```

if ( $x_{100}$  provided by alice) = passwd("alice")
  replace  $x_{101}$  in db with  $x_{100}$  provided by alice
  return success
else
  fail
    
```

next time: Alice presents x_{99}

if someone sees x_{100} there is no way to generate x_{99} .

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Authentication: CHAP

Challenge-Handshake Authentication Protocol

```

graph LR
    Client[client] -- challenge (= nonce) --> Server[server]
    Server -- OK --> Client
    Client -- hash(challenge, secret) --> Server
    
```

The challenge is a *nonce* (random bits).
 We create a hash of the nonce and the secret.
 An intruder does not have the secret and cannot do this!

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CHAP authentication

```

graph LR
    Alice["Alice"] -- "alice" --> Host[host]
    Host -- "look up alice's key, K" --> Host
    Host -- "generate random challenge number C" --> Host
    Host -- "C" --> Alice
    Alice -- "R' = f(K, C)" --> Host
    Host -- "R = f(K, C)" --> Host
    Host -- "welcome" --> Alice
    Eavesdropper[an eavesdropper does not see K]
    
```

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Authentication: MS-CHAP

Microsoft's Challenge-Handshake Authentication Protocol

```

graph LR
    Client[client] -- "Session ID, Challenge: 16-byte random #" --> Server[server]
    Server -- "OK" --> Client
    Client -- "user name, hash(challenge, password), password_challenge, hashed_password" --> Server
    
```

The same as CHAP – we're just hashing more things in the response

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SecurID card

Username: paul
 Password: 1234032848

PIN + passcode from card

Something you know (PIN) + Something you have (passcode)

Passcode changes every 60 seconds

1. Enter PIN
2. Press \diamond
3. Card computes password
4. Read password & enter

Password: 354982

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SecurID card

- Proprietary device from RSA
 - SASL mechanism: RFC 2808
- Two-factor authentication based on:
 - Shared secret key** (seed)
 - stored on authentication card
 - Shared personal ID** – PIN
 - known by user

← Something you have

← Something you know

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SecurID (SASL) authentication: server side

- Look up user's PIN and seed associated with the token
- Get the time of day
 - Server stores relative accuracy of clock in that SecurID card
 - historic pattern of drift
 - adds or subtracts offset to determine what the clock chip on the SecurID card believes is its current time
- Passcode is a cryptographic hash of seed, PIN, and time
 - server computes $f(\text{seed}, \text{PIN}, \text{time})$
- Server compares results with data sent by client

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Man-in-the-Middle Attacks

Password systems are vulnerable to **man-in-the-middle attacks**

- Attacker acts as the server

Alice: Hi Bob, I'm Alice

Mike: (Impersonating Bob)

Bob: (Server)

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Man-in-the-Middle Attacks

Password systems are vulnerable to **man-in-the-middle attacks**

- Attacker acts as the server

Bob: What's your password?

Alice: (Responds to Bob)

Mike: (Intercepts)

Bob: What's your password?

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Man-in-the-Middle Attacks

Password systems are vulnerable to **man-in-the-middle attacks**

- Attacker acts as the server

Alice: It's 123456

Mike: (Impersonating Bob)

Bob: (Server)

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Man-in-the-Middle Attacks

Password systems are vulnerable to **man-in-the-middle attacks**

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Alice Mike Bob

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Alice Mike Bob

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Guarding against man-in-the-middle attacks

- **Use a covert communication channel**
 - The intruder won't have the key
 - Can't see the contents of any messages
 - But you can't send the key over that channel!
- **Use signed messages for all communication**
 - Signed message = { message, encrypted hash of message }
 - Both parties can reject unauthenticated messages
 - The intruder cannot modify the messages
 - Signatures will fail (they will need to know how to encrypt the hash)
- **But watch out for replay attacks!**
 - May need to use session numbers or timestamps

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Cryptographic toolbox

- Symmetric encryption
- Public key encryption
- Hash functions
- Random number generators

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The End

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