

# COS433/Math 473: Cryptography

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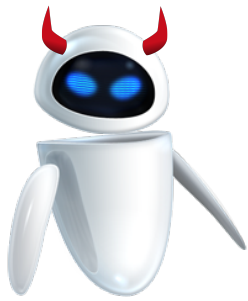
Princeton University

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# Identification



# Identification



# Identification

To identify yourself, you need something the adversary doesn't have

Typical factors:

- What you **are**: biometrics (fingerprints, iris scans,...)
- What you **have**: Smart cards, SIM cards, etc
- What you **know**: Passwords, PINs, secret keys

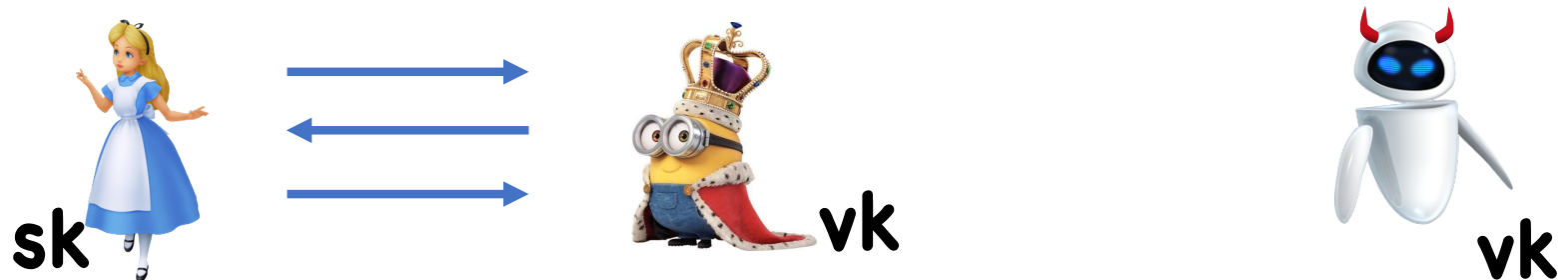
Today

# Types of Identification Protocols

Secret key:

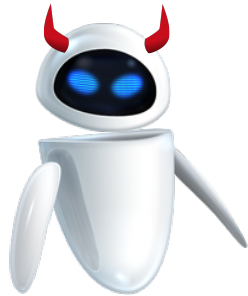


Public Key:



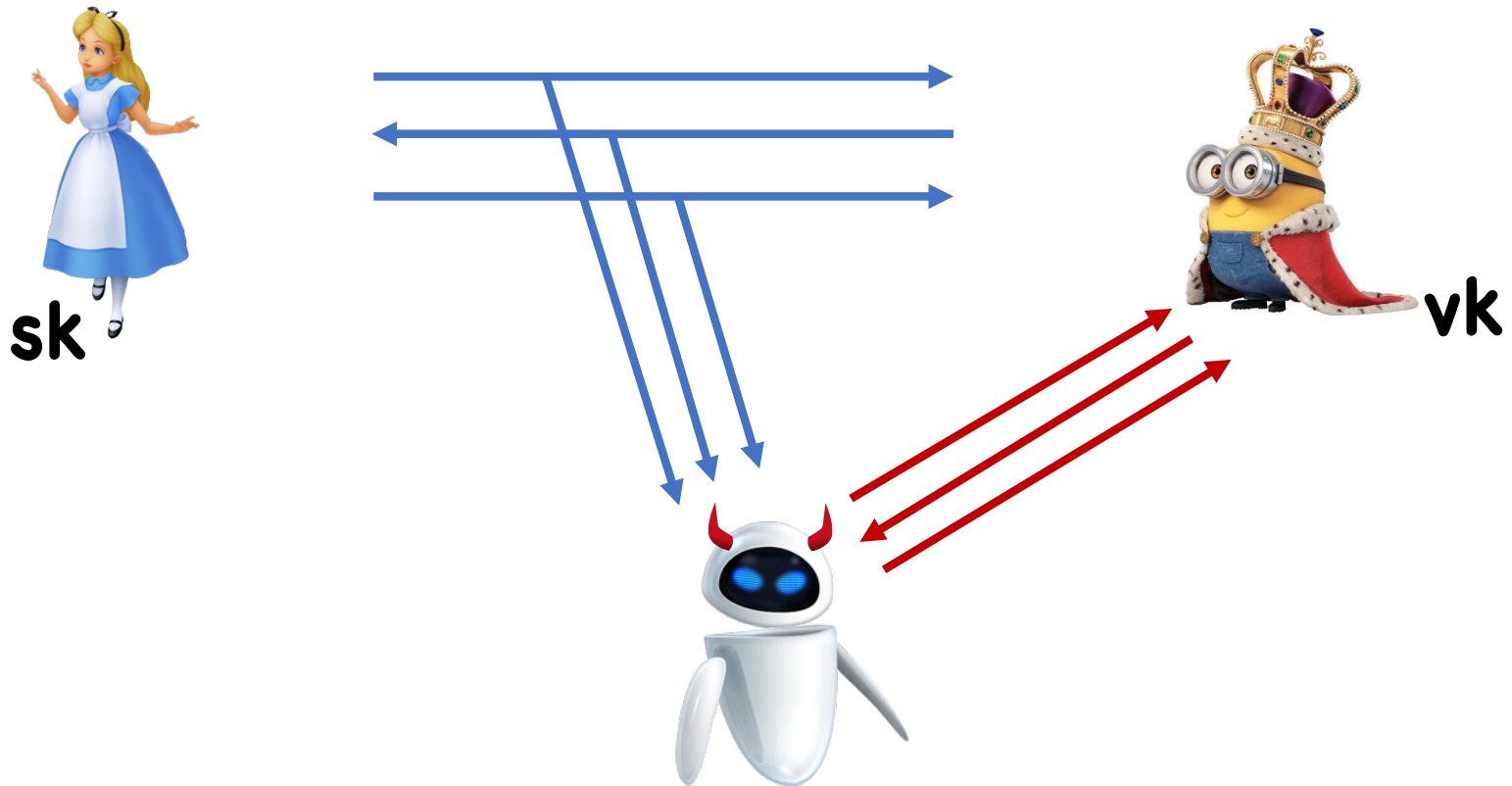
# Types of Attacks

Direct Attack:



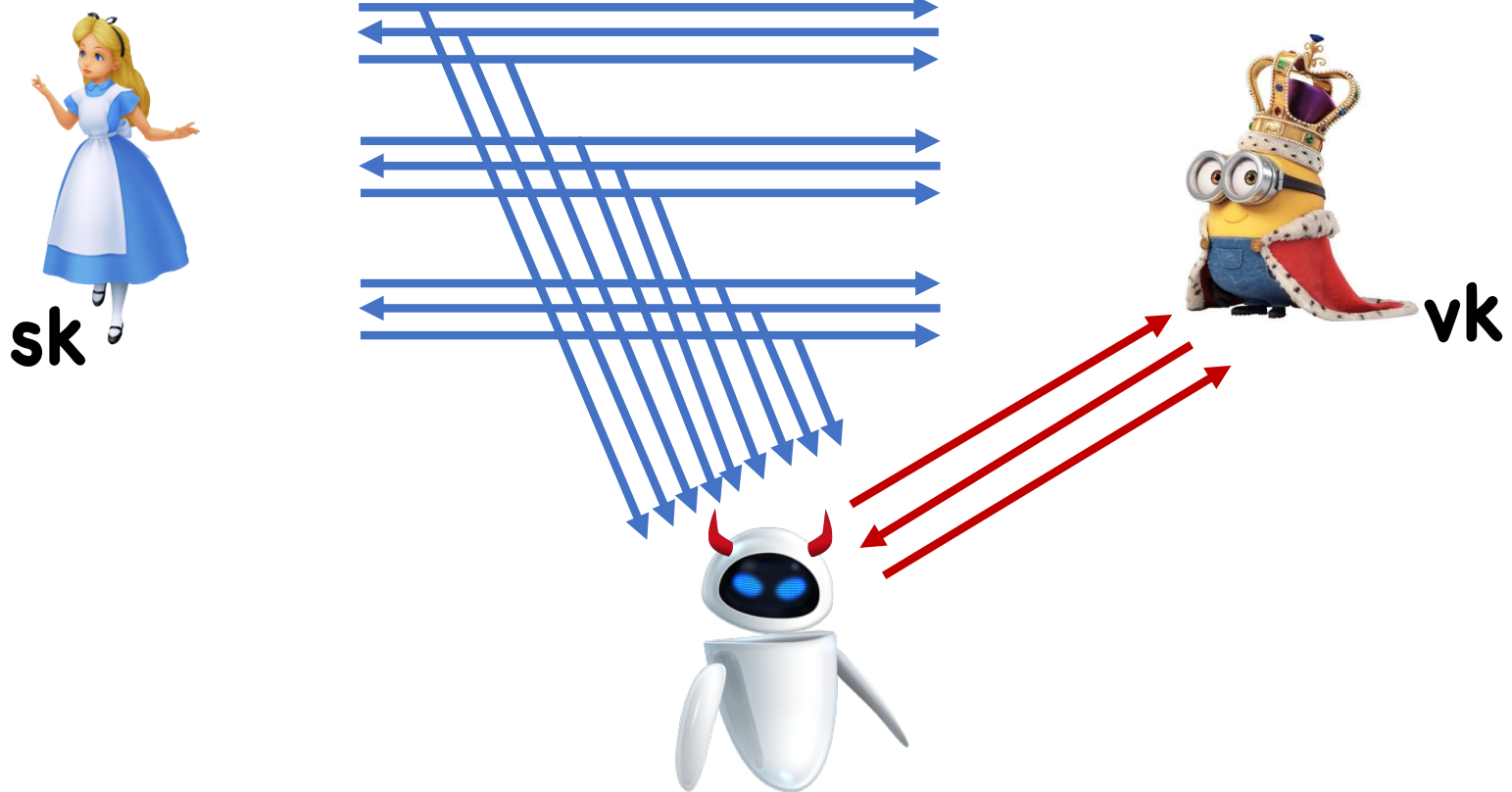
# Types of Attacks

Eavesdropping/passive:



# Types of Attacks

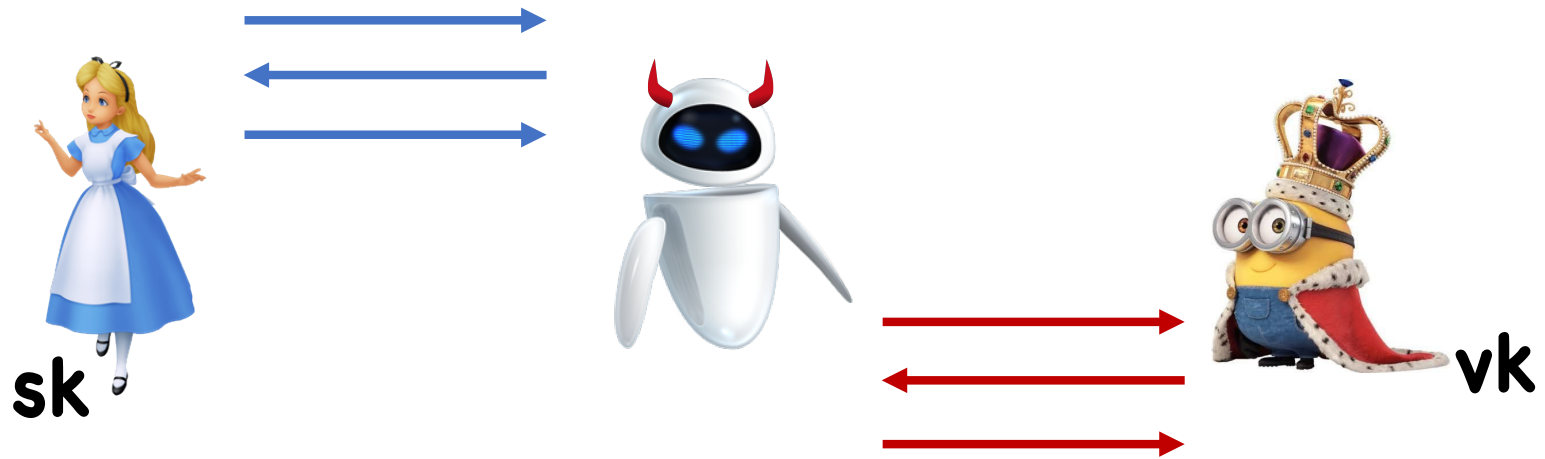
Eavesdropping/passive:





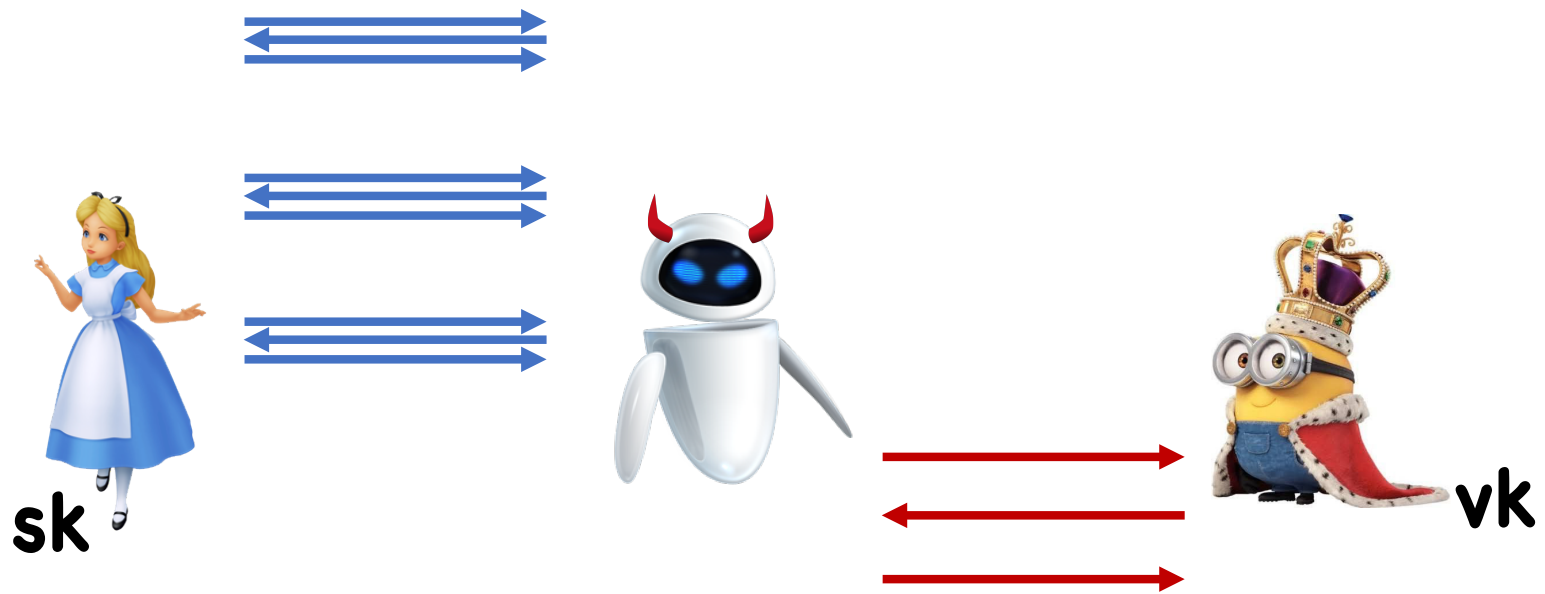
# Types of Attacks

Man-in-the-Middle/Active:



# Types of Attacks

Man-in-the-Middle/Active:



# Basic Password Protocol

Never ever (ever ever...) use

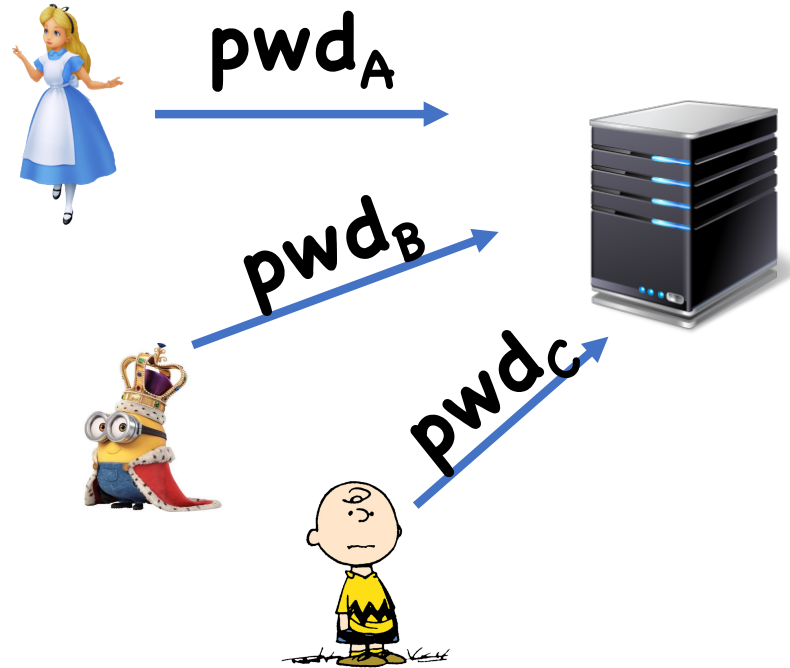


**sk == vk?**

# Problem with Basic Pwd Protocol

**vk** must be kept secret at all costs

Issue:



| User    | Pwd            |
|---------|----------------|
| Alice   | $\text{pwd}_A$ |
| Bob     | $\text{pwd}_B$ |
| Charlie | $\text{pwd}_C$ |
| ...     | ...            |

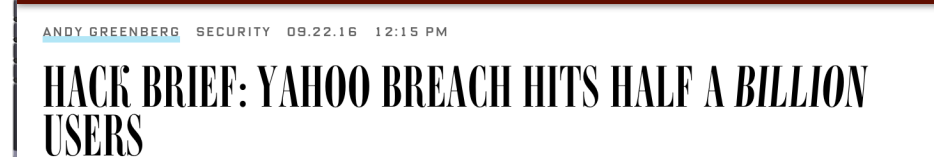
# Problem with Basic Pwd Protocol

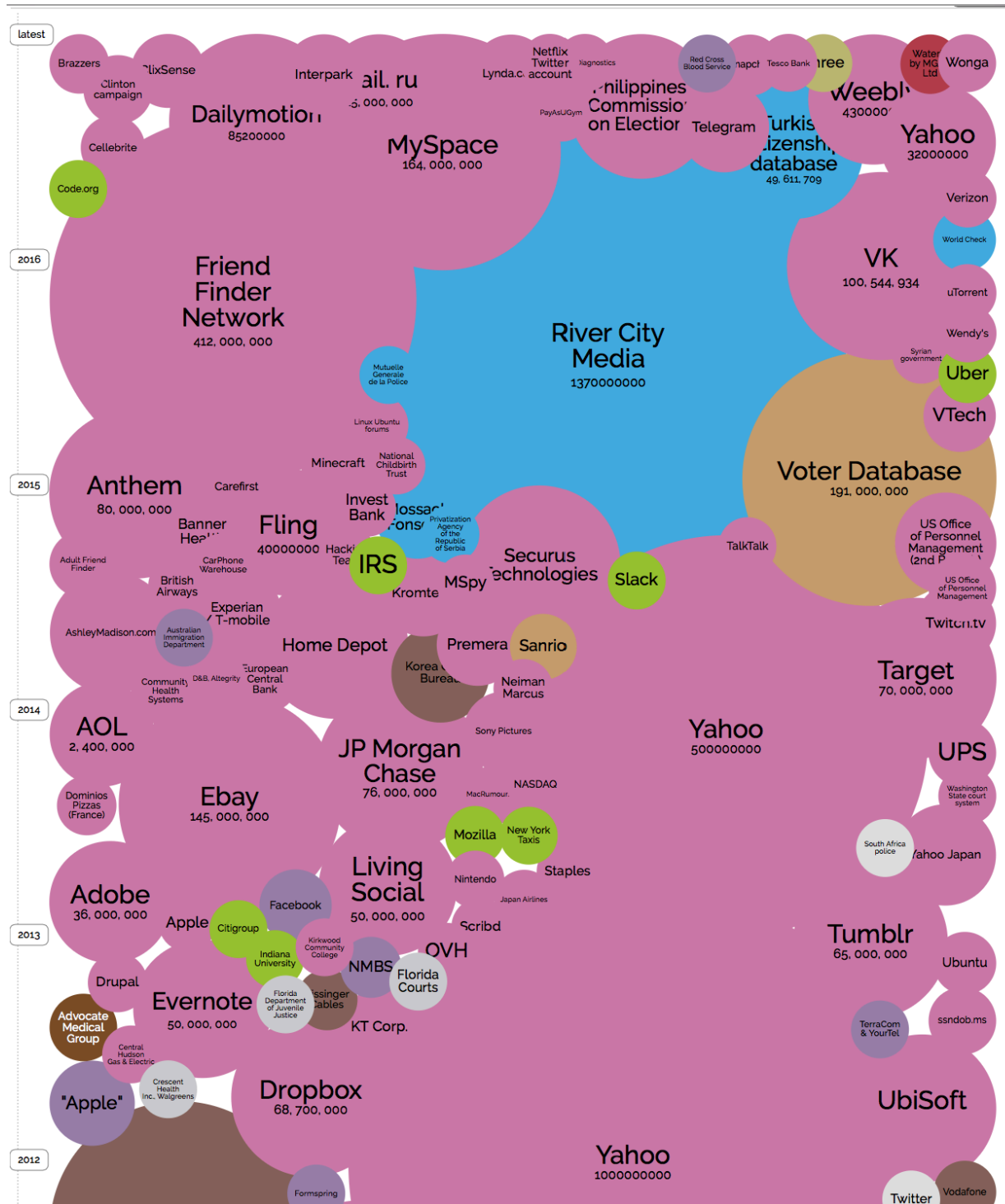
**vk** must be kept secret at all costs

Issue:



pw

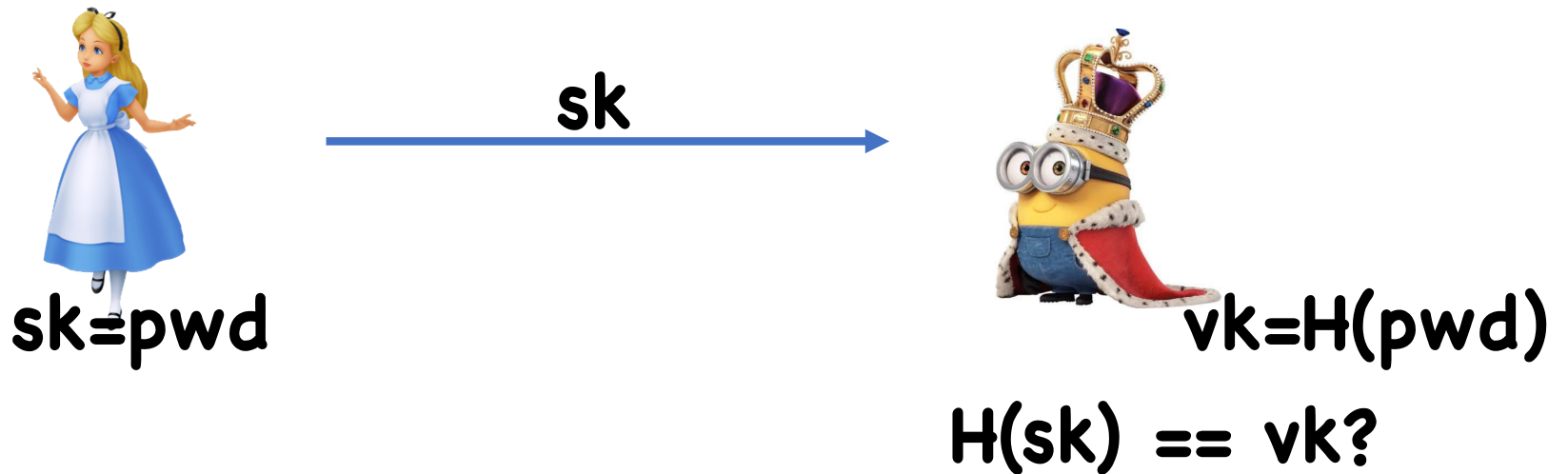




# Slightly Better Version

STILL never ever (ever ever...) use

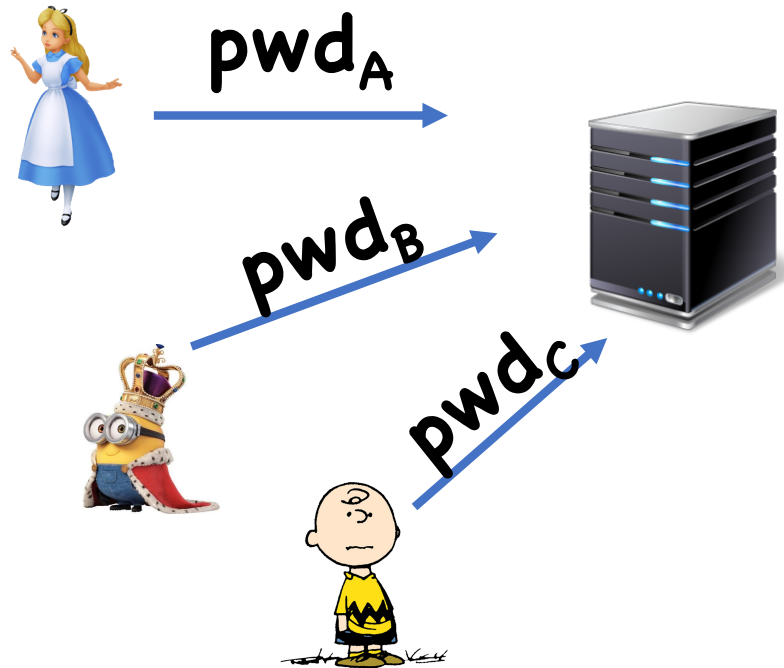
Let **H** be a hash function



# Slightly Better Version

STILL never ever (ever ever...) use

Let **H** be a hash function



| User    | Pwd               |
|---------|-------------------|
| Alice   | $H(\text{pwd}_A)$ |
| Bob     | $H(\text{pwd}_B)$ |
| Charlie | $H(\text{pwd}_C)$ |
| ...     | ...               |



# Slightly Better Version

STILL never ever (ever ever...) use

Advantage of hashing:

- Now if pwd database is leaks, adversary only gets hashes passwords
- For identification protocol, need actual password
- Therefore, adversary needs to invert hash function to break protocol
- Presumed hard

# Weak Passwords

Data from 10M passwords leaked in 2016:

**17%**



| RANK | PASSWORD   | 9.  | 123123     | 18. | 654321     |
|------|------------|-----|------------|-----|------------|
| 1.   | 123456     | 10. | 987654321  | 19. | 555555     |
| 2.   | 123456789  | 11. | qwertyuiop | 20. | 3rjs1la7qe |
| 3.   | qwerty     | 12. | myn0ob     | 21. | google     |
| 4.   | 12345678   | 13. | 123321     | 22. | 1q2w3e4r5t |
| 5.   | 111111     | 14. | 666666     | 23. | 123qwe     |
| 6.   | 1234567890 | 15. | 18atcskd2w | 24. | zxcvbnm    |
| 7.   | 1234567    | 16. | 7777777    | 25. | 1q2w3e     |
| 8.   | password   | 17. | 1q2w3e4r   |     |            |



50% of available passwords

# Weak Passwords

Of course, pwds that have been leaked are likely the particularly common ones

Even so, 360M pwds covers about 25% of all users

# Online Dictionary Attack

Suppose attacker gets list of usernames

Attacker tries logging in to each with **pwd** = '123456'

5-17% of accounts will be compromised

# Online Dictionary Attacks

How to slow down attacker?

- Lock out after several unsuccessful attempts
  - Honest users may get locked out too
- Slow down response after each unsuccessful attempt
  - 1s after 1<sup>st</sup>, 2s after 2<sup>nd</sup>, 4s after 3<sup>rd</sup>, etc

# Offline Dictionary Attack

Suppose attacker gets hashed password  **$vk = H(pwd)$**

Attack:

- Assemble dictionary of 360M common passwords
- Hash each, and check if you get  **$vk$**
- If so, you have just found  **$pwd$** !

On modern hardware, takes a few seconds to recover a password 25% of the time

# Offline Dictionary Attack

Now consider what happens when adversary gets entire hashed password database

- Hash dictionary once:  $O(|D|)$
- Index dictionary by hashes
- Lookup each database entry in dictionary:  $O(|L|)$

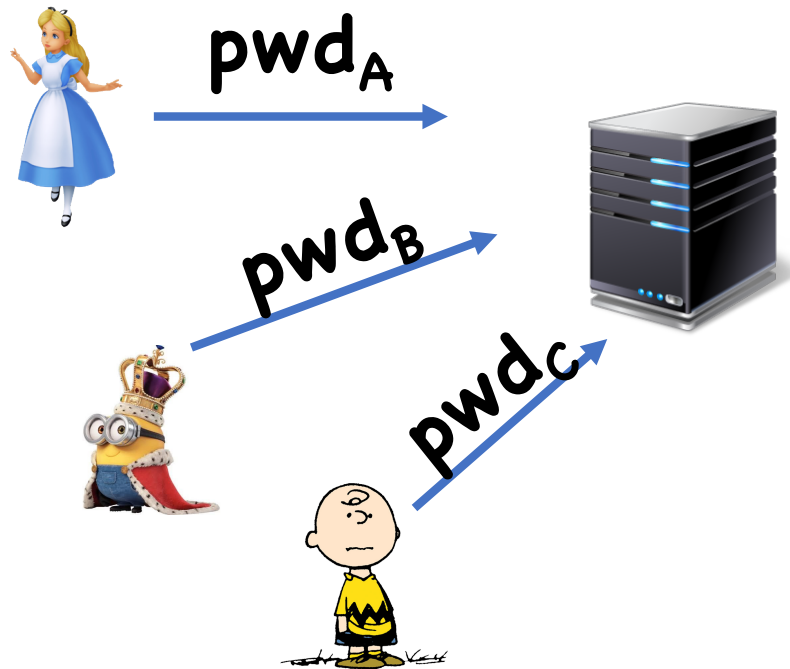
To get 25% of passwords takes  $O(|D|+|L|)$  time

- Amortize cost of hashing dictionary over many passwords

# Salting

Let  $H$  be a hash function

$s_i$  random



| User    | Salt  | Pwd             |
|---------|-------|-----------------|
| Alice   | $s_A$ | $H(s_A, pwd_A)$ |
| Bob     | $s_B$ | $H(s_B, pwd_B)$ |
| Charlie | $s_C$ | $H(s_C, pwd_C)$ |
| ...     | ...   | ...             |



# Salting

Salt length? Enough to make each user's salt unique

- At least 64 bits

Salting kills amortization:

- To recover Alice's key, adversary must hash entire dictionary with  $\mathbf{s}_A$
- To recover Bob's key, adversary must hash entire dictionary with  $\mathbf{s}_B$
- Must hash entire dictionary again for each user

Running time:  $O(|D| \times |L|)$

# Unique Passwords

Different websites may employ different standards for password security

- Some may store passwords in clear, some may hash without salt, some may salt

If you use the same password at a bank (high security) and your high school reunion (low security), could end up with your password stolen

# Unique Passwords

Solutions:

- Password managers
- Salt master password to generate website-specific password (e.g. pwdhash):

Master password: **pwd**

Pwd for abcdefg.com: **H(abcdefg.com,pwd)**

# What Hash Function to Use

In LinkedIn leak (using Sha1), 90% of passwords were recovered within a week

Problem: Sha1 is very fast!

To make hashing harder, want hash function that is just slow enough to be unnoticeable to user

# What Hash Function to Use

Examples: PBKDF2, bcrypt

- Iterate hash function many times:

$$H'(x) = H(H(H(\dots H(x)\dots)))$$

- Set #iterations to get desired hashing time

Still problem:

- Adversary may have special purpose hardware  
⇒ Can eval much fast than you can (50,000x)

# What Hash Function to Use

Memory-hard functions: functions that require a lot of memory to compute

- As far as we know, no special purpose memory
- Attacker doesn't gain advantage using special purpose hardware

# What Hash Function to Use

## Example: Scrypt

- Slow hash function, and memory requirement is as good as possible (proportional to run time)
- Problem: memory access pattern depends on password
  - Local attack can potentially learn access pattern
  - Turns out this can eliminate the need for memory in attacks

# What Hash Function to Use

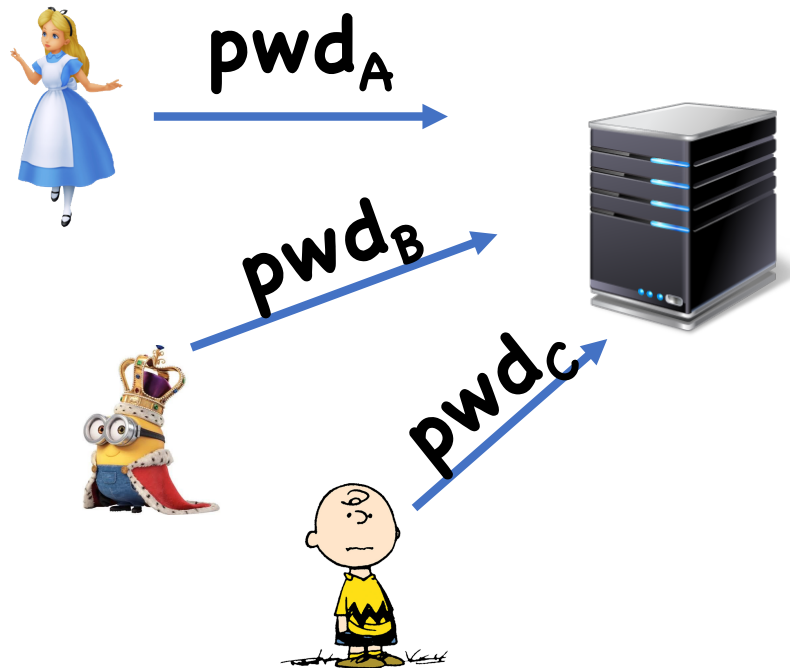
Instead, want data-independent memory hard function (iMHF)

- Ex: Argon2i

To date, no known practical iMHF with optimal memory requirements



# Encrypt Passwords?



| User    | Pwd                           |
|---------|-------------------------------|
| Alice   | $\text{Enc}(k, \text{pwd}_A)$ |
| Bob     | $\text{Enc}(k, \text{pwd}_B)$ |
| Charlie | $\text{Enc}(k, \text{pwd}_C)$ |
| ...     | ...                           |

# Encrypt Passwords?

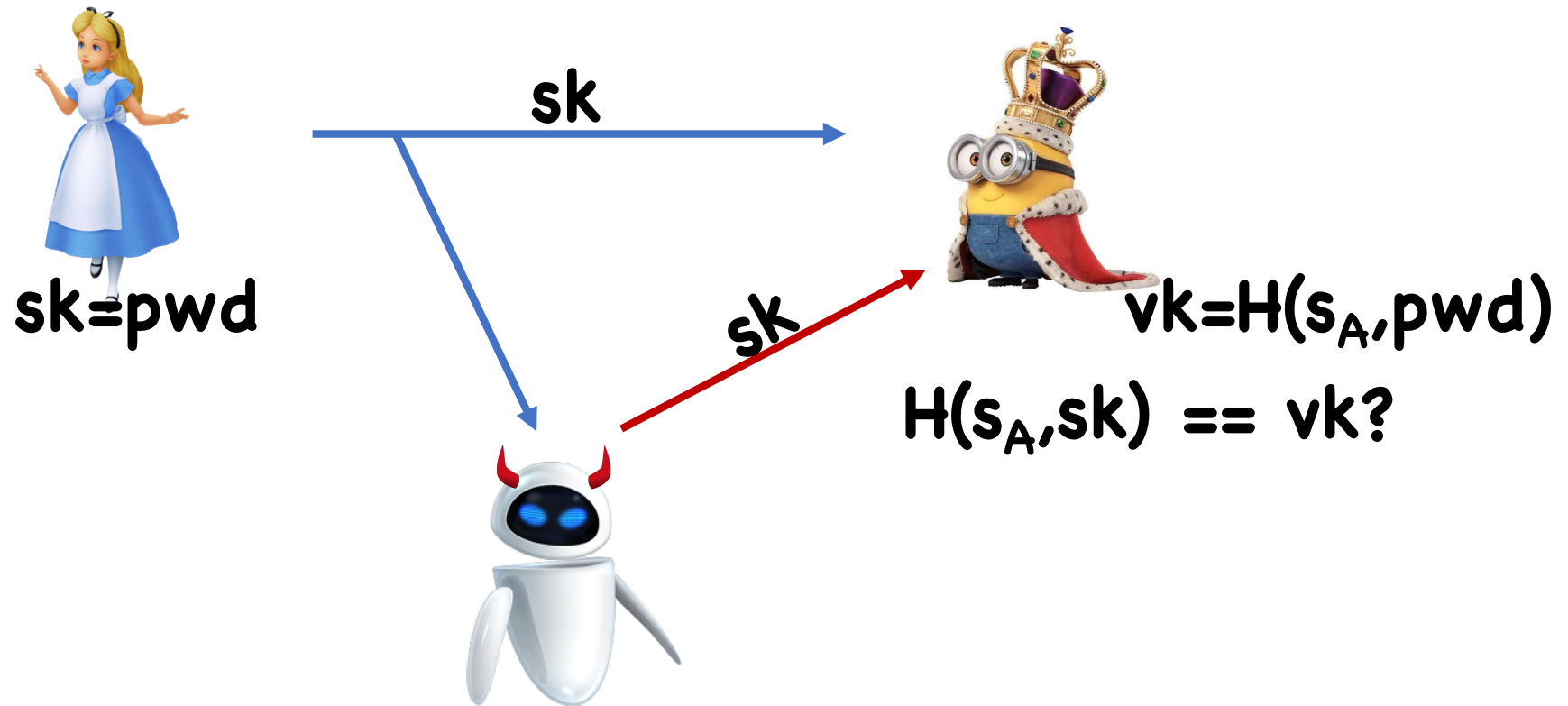
Again, never ever (ever ever....) use

- To check password, need to decrypt
- Must store decryption key **k** somewhere
- What if **k** is stolen?

Need to use one-way mechanism

- With hash function, not even server can recover password

# Security Against Eavesdropping



# Security Against Eavesdropping

One solution: update **sk,vk** after every run

# One-time Passwords

Let  $\mathbf{F}$  be a PRF



$sk=(k,0)$

$$sk_0 = F(k,0)$$



$vk=(k,0)$

$sk_0 == F(k,0)?$

# One-time Passwords

Let  $\mathbf{F}$  be a PRF



$sk=(k,1)$

$$sk_1 = F(k,1)$$



$vk=(k,1)$

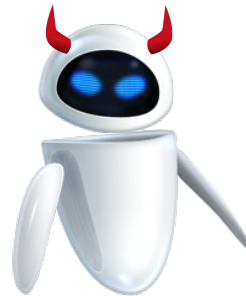
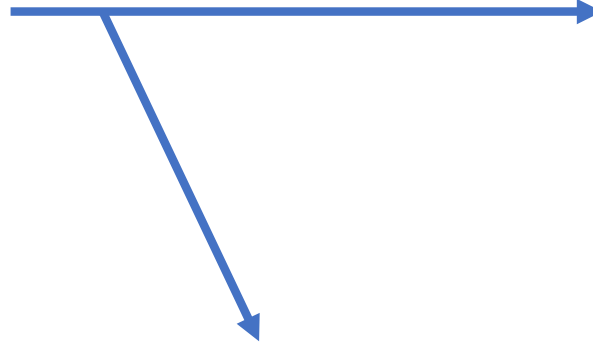
$sk_1 == F(k,1)?$

# One-time Passwords

Let  $\mathbf{F}$  be a PRF

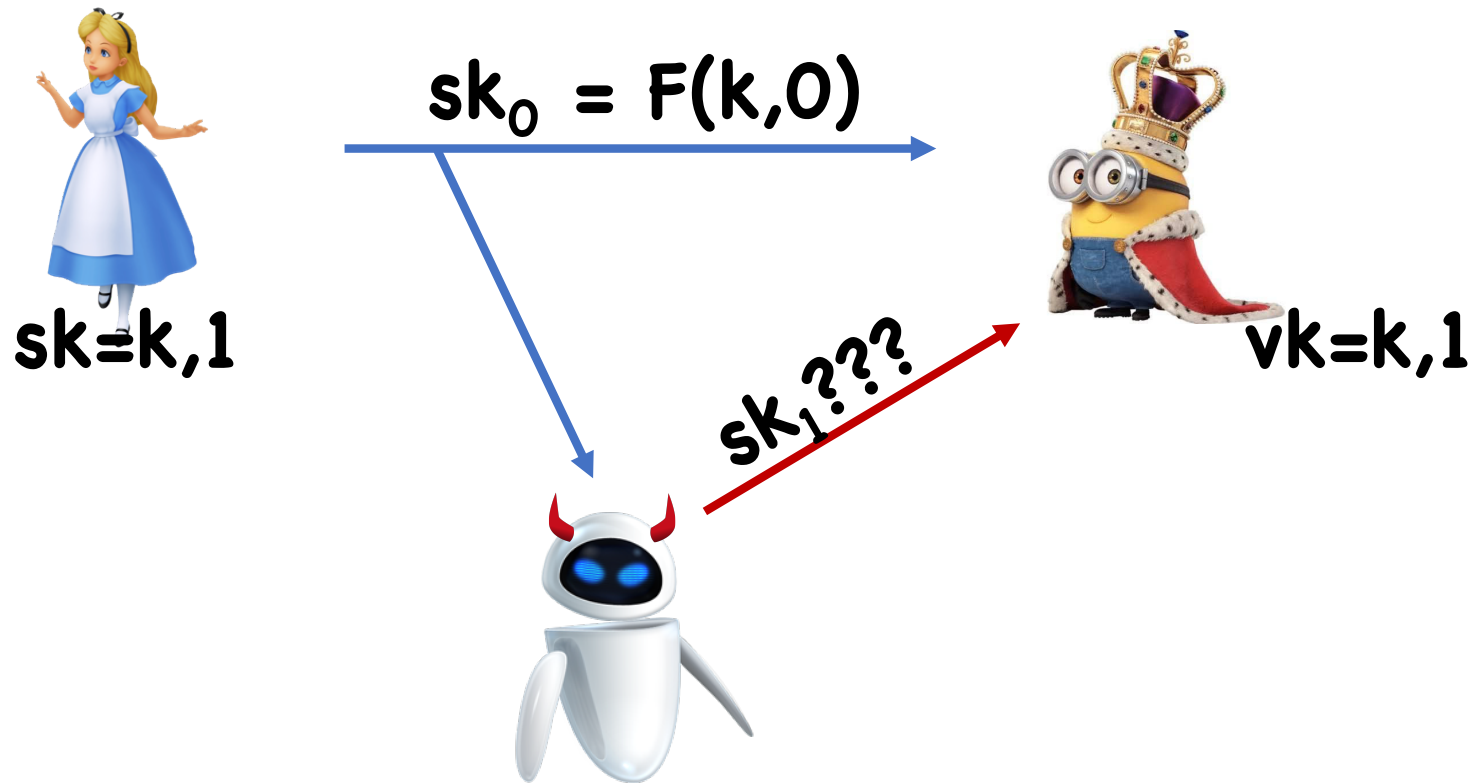


$$sk_0 = F(k,0)$$



# One-time Passwords

Let  $\mathbf{F}$  be a PRF





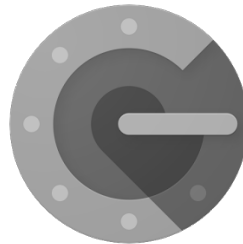
# One-time Passwords

Advancing state:

- Time based (e.g. every minute, day, etc)
- User Action (button press)

Must allow for small variation in counter value

- Clocks may be off, user may accidentally press button



# S/Key

Allow for **vk** to be public

**sk** = random string **k**

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

$$\mathbf{sk}_i = H^{n-i-1}(\mathbf{k})$$

$$\mathbf{vk}_i = H^{n-i}(\mathbf{k})$$

S/Key



$sk=k$

$$sk_0 = H^{n-1}(k)$$



$vk_0=H^n(k)$

$H(sk_0) == vk_0?$

S/Key



$$sk_1 = H^{n-2}(k)$$



$$vk_1 = sk_0 = H^{n-1}(k)$$
$$H(sk_1) == vk_1?$$

S/Key



$$sk_2 = H^{n-3}(k)$$



$$vk_2 = sk_1 = H^{n-2}(k)$$
$$H(sk_2) == vk_2?$$

# S/Key

Now **vk** can be public

However, after **n** runs, need to reset

# Stateless Schemes?

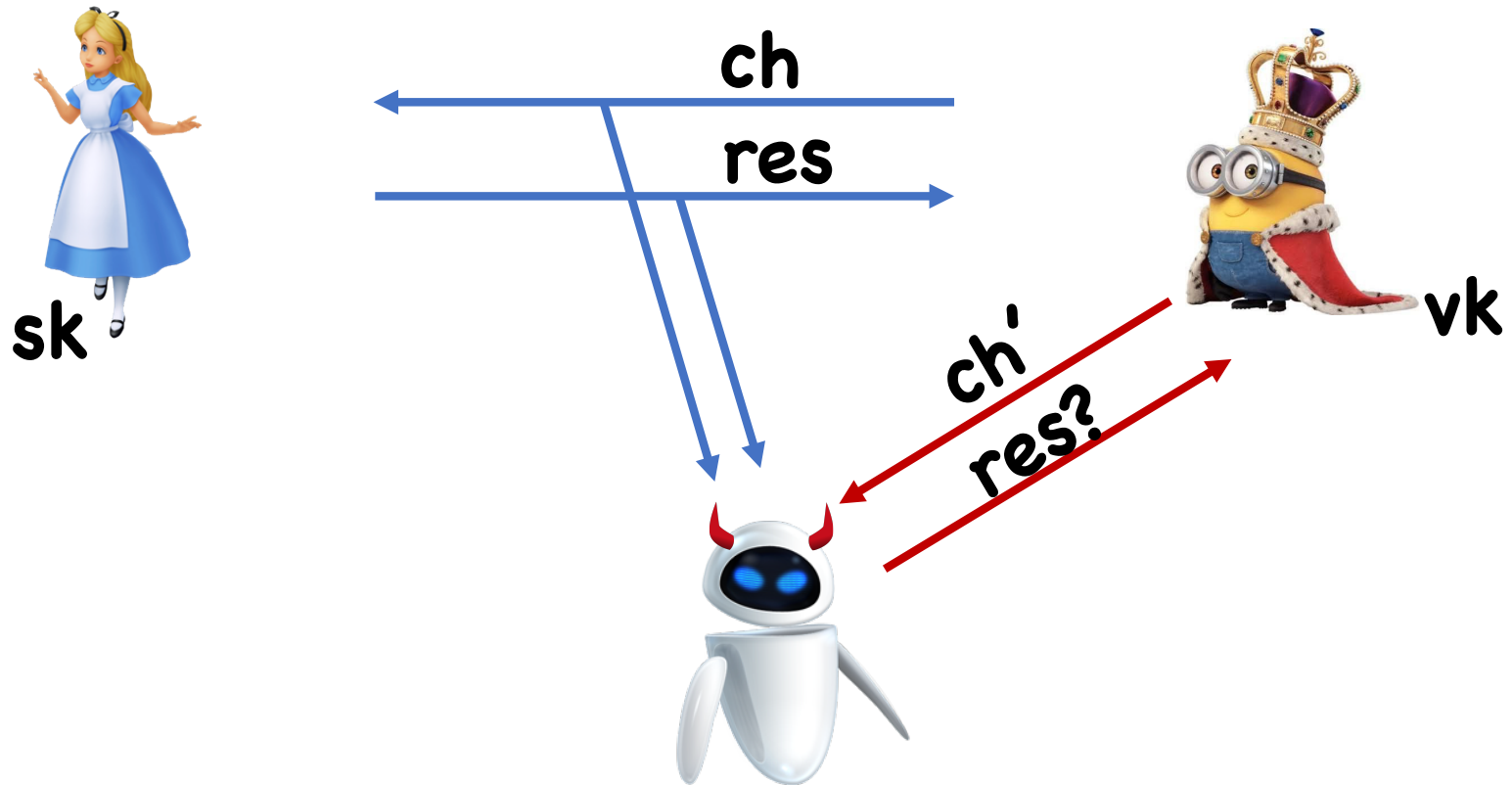
So far, all schemes secure against eavesdropping are stateless

Easy theorem: any one-message ID protocol is insecure if the adversary can eavesdrop

- Simply replay message

If want stateless scheme, instead want at least two messages

# Challenge-Response

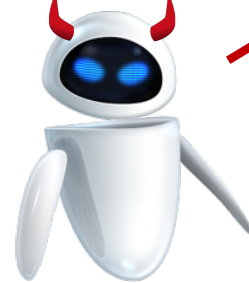




# C-R Using Encryption



$ch = \text{Enc}(k, r)$   
 $res = \text{Dec}(k, ch)$



$ch = \text{Enc}(k, r')$   
 $res?$

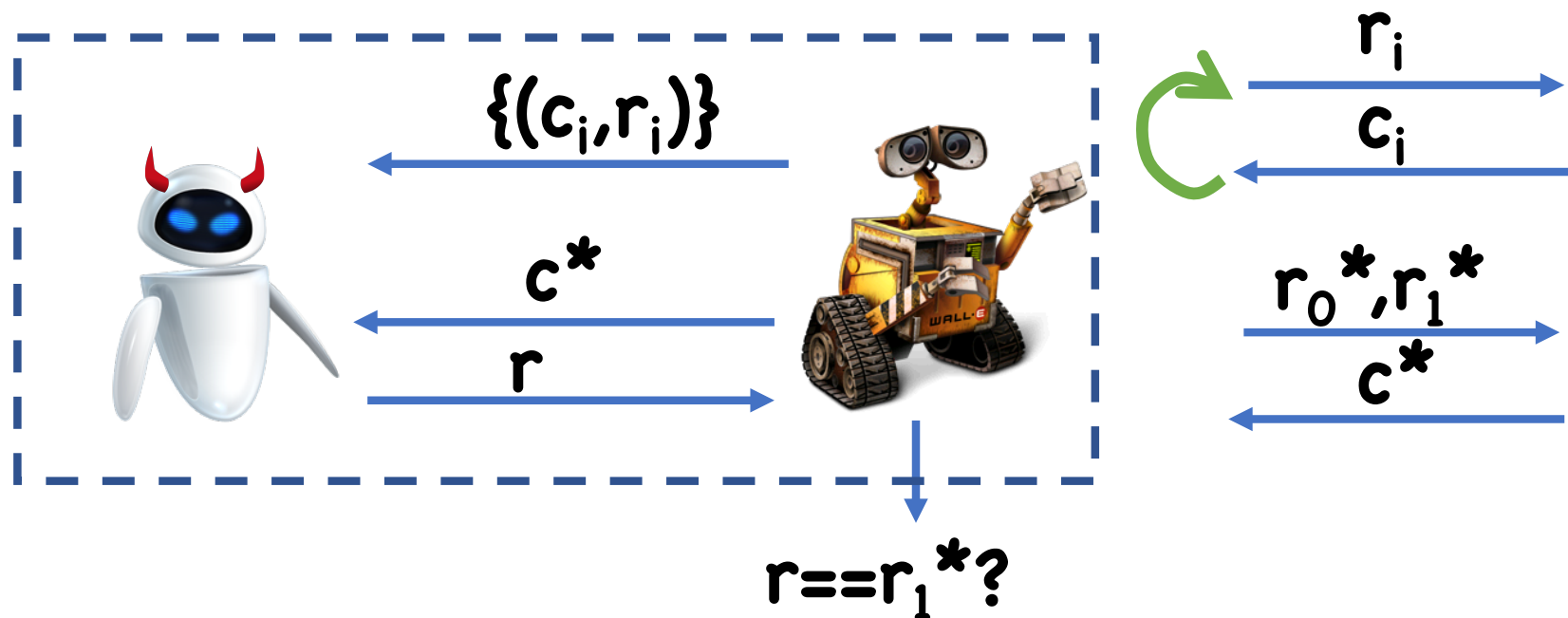
Random  $r$



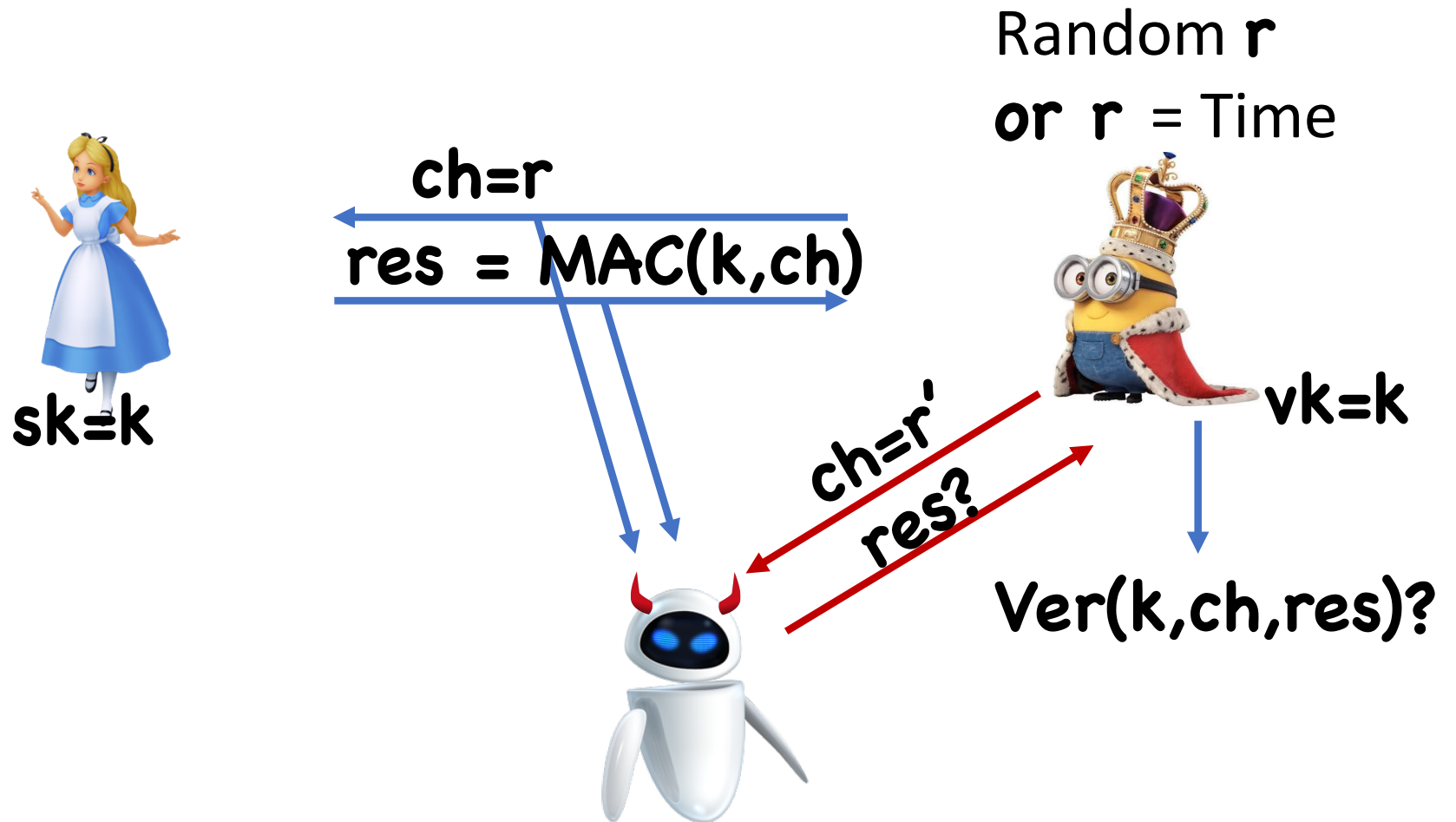
vk=k

$res == r?$

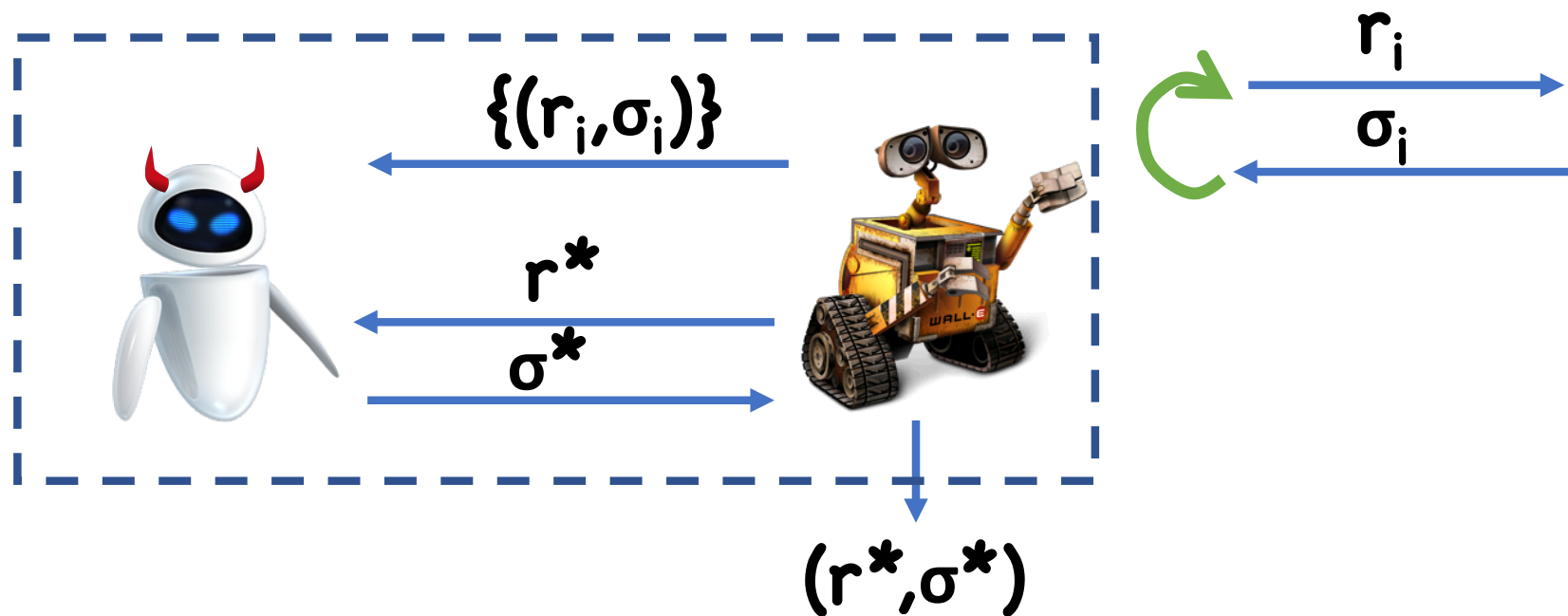
**Theorem:** If **(Enc,Dec)** is a CPA-secure secure SKE/PKE scheme, then the C-R protocol is a secret key/public key identification protocol secure against eavesdropping attacks



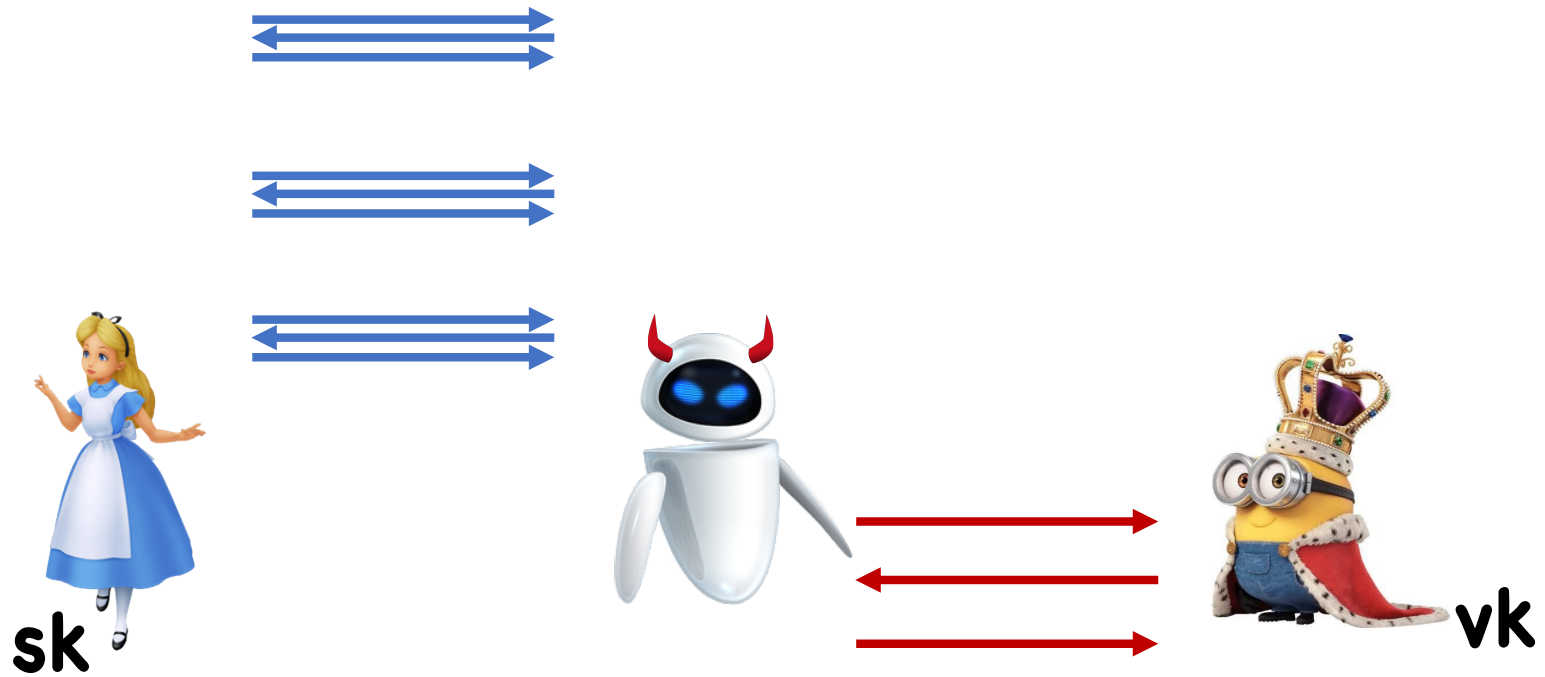
# C-R Using MACs/Signatures



**Theorem:** If **(MAC, Ver)** is a CMA-secure secure MAC/Signature scheme, then the C-R protocol is a secret key/public key identification protocol secure against eavesdropping attacks



# Active Attacks



# Active Attacks

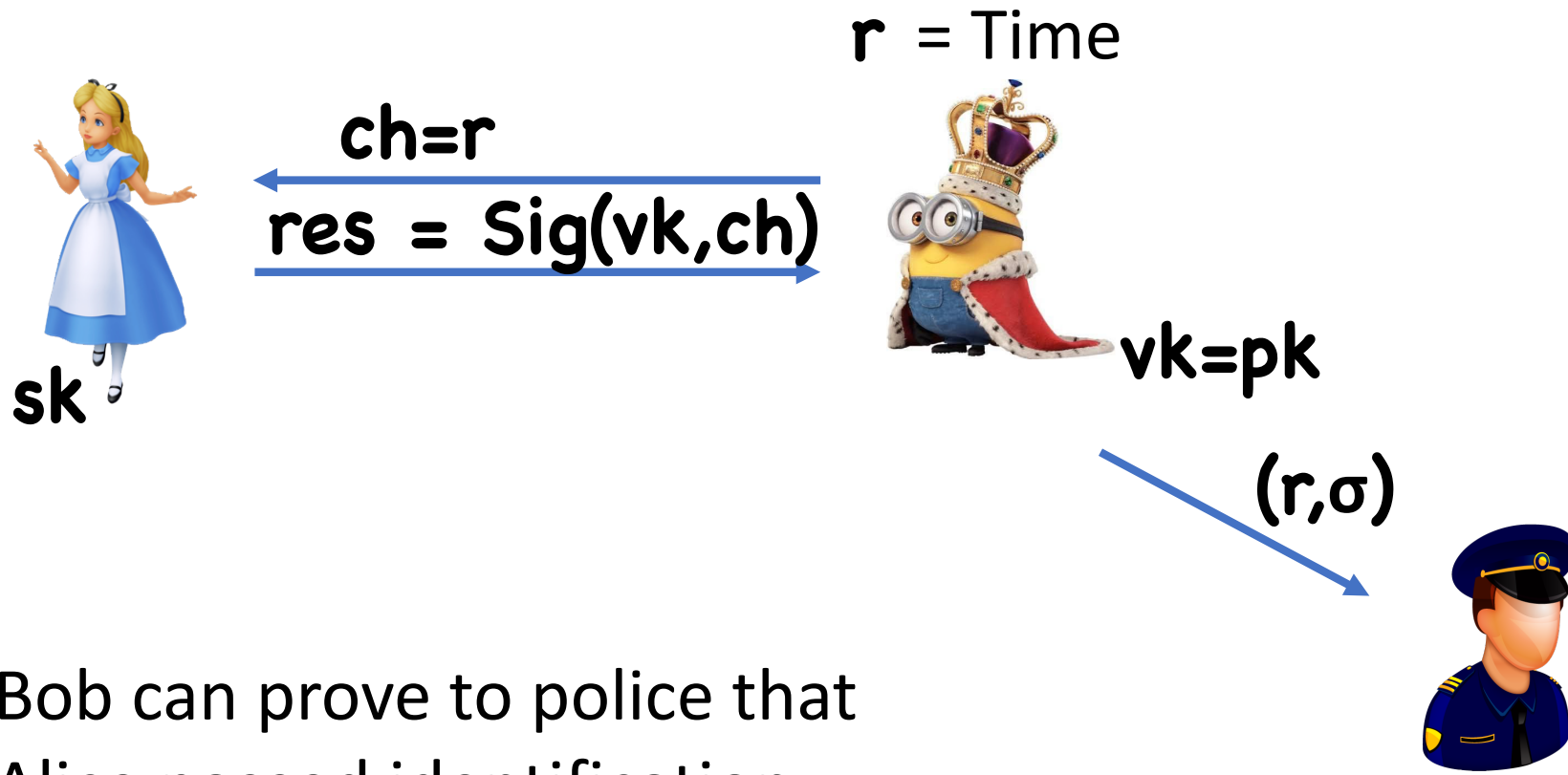
For enc-based C-R, CPA-secure is insufficient

- Instead need CCA-security (lunch-time sufficient)

For MAC/Sig-based C-R, CMA-security is sufficient

# Non-Repudiation

Consider signature-based C-R



# Zero Knowledge

What if Bob could have come up with a valid transcript, without ever interacting with Alice?

- Then Bob cannot prove to police that Alice authenticated

Seems impossible:

- If (public) **vk** is sufficient to come up with valid transcript, why can't an adversary do the same?



# Zero Knowledge

Adversary CAN come up with valid transcripts, but Bob doesn't accept transcripts

- Instead, accepts *interactions*

Ex: public key Enc-based C-R

- Valid transcript: **(c,r)** where **c** encrypts **r**
- Anyone can come up with a valid transcript
- However, only Alice can generate the transcript for a given **c**

Takeaway: order matters

# Next Time

Zero knowledge proofs

- Prove a theorem without revealing how to prove it