

Authentication in practice

CS 1660: Introduction to Computer
Systems Security

Authetication (Recap)

	Hash (SHA1 SHA256)	MAC Message Authentication Code	Digital signature
Integrity	Yes	Yes	Yes
Authentication	No	Yes	Yes
Non-repudiation	No	No	Yes
Crypto system	None	Symmetric (AES)	Asymmetric (RSA, ECC)

How to authenticate *humans*?

Beyond CIA...

Who are you?



Identification

Prove it!



Authentication

Here's your stuff...



Authorization

Identification

- Humans are generally indistinguishable in front of a computer
- A subject should provide a identifier (e.g. email has to be unique)
- The system will verify if you have the proof to claim an identity
 - This process is called Authentication

Authentication

- **Authentication** is the act of confirming the truth of an attribute of a datum or entity
- There are three authentication factors:
 - **Knowledge**: Something you know
 - **Ownership**: Something you have
 - **Inherence**: Something you are

Knowledge

- Something the user knows (e.g., a password, or PIN, challenge/response (the user must answer a question), pattern)

Strengths

- Easy to transport
- Can be changed

Weaknesses

- Can be forgotten
- Easy to duplicate
- Verifier often learns the secret

Ownership

- Something the user has (e.g., phone number, ID card, security token, etc.)

Strengths

- Easily transferable
- More difficult to clone than what you know

Weaknesses

- Can be lost or stolen
- Can be forged
 - e.g. a key can be made from photos

Inherence

- Something the user is or does (e.g., fingerprint, retinal pattern, DNA sequence, voice, etc.).

Strengths

- Non-transferable
- Usually identifies individual

Weaknesses

- Forgeable (ie, fingerprint from picture or from a glass)
- Can be lost (ie, loss or degradation)
- Can't be changed

Dynamic Authentication with Devices

Time-Varying Codes

(One Time Password)

- Physical/Tamper proof
- Precise clock
- Hash chain inside



Challenge response

- U2F (Universal Second Factor) authentication protocol
- challenge/response protocol
- https://developers.yubico.com/U2F/Protocol_details/Overview.html



More authentication factors?

- Location factor
 - Where you are (ie. Gps, Mobile Cell, etc.)
- Ability factor
 - What you can do (ie. Keystroke Dynamics, mouse tracking, etc.)
- ...
- Usually they are classified in the inherence factor,
It is an open problem
 - NIST SP 800-63-1

If you need more security?

- Could you use more authentication factor to verify the identity of a user?

–**Multi Factor Authentication** is born

- To increase the level of security, many systems will require a user to provide different types of authentication factor

2-factor authentication

- ATM card + PIN
- Credit card + signature
- Passport + fingerprint
- ...

Clicker Question 1

Which multi-factor schema is more secure?

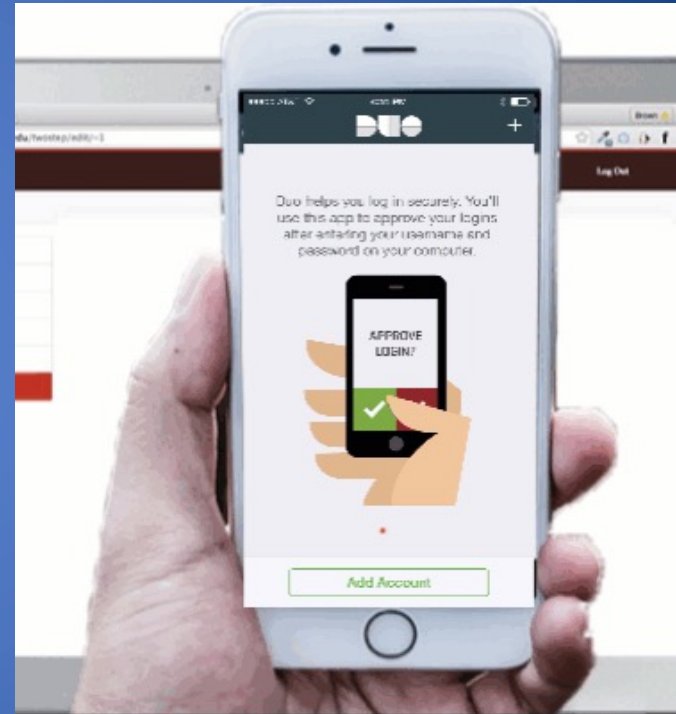
- A. ATM Card + Pin + Fingerprint
- B. Passport + fingerprint + face
- C. Same level of security
- D. It is not possible to establish

Clicker Question 1 - Answer

- **Answer: A**
 - It is the only three-factor authentication schema
 - B. fingerprint and face
 - they belong both to the ownership authentication factor
 - C, D are not true

Multi-step Authentication

- User submits two or more authentication tokens
- ATM bank card (Two Factor)
 - Physical card (something you have)
 - PIN (something you know)
- Password + code sent to the phone (Two Step) Brown Authentication
 - Enter password (something you know)
 - Enter code (something you know)



Security Questions (aka Personal Questions)

- Questions about the user like city of birth, high school, first car, favorite color, etc.
- Used as supplementary authentication factor
 - When user logs in from new device
 - For password reset
- Answer selection strategies
 - Truthful answers
 - Untruthful but plausible answers
 - Randomly generated answers

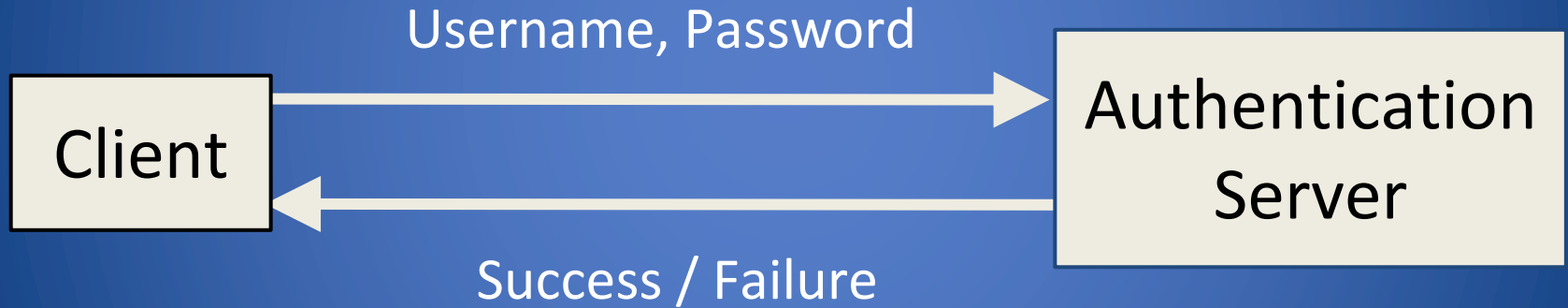
Password Authentication

What Do These Passwords Have in Common?

- 123456
- password
- 123456789
- 12345678
- 12345
- 111111
- 1234567q
- sunshine
- qwerty
- iloveyou
- princess
- admin
- welcome
- 666666
- abc123
- football
- 123123
- monkey
- 654321
- !@#\$%^&*
- charlie
- aa123456
- donald
- Password1
- qwerty123

Top 25 passwords used in 2018 according to SplashData

Password Authentication



Attacks on Passwords



Information States (MC CUMBER CUBE):
Storage, Transmission, Processing

Why send the password?

- “Why not use a MAC instead?”
- Usually, establish a secure channel first with other cryptography
- Allows the server to decide how to hash passwords (which is important for later)

Password Complexity

Characters in Passwords

- Consider a standard US English keyboard
- Lower case characters: 26
- UPPER and lower case: 52
- Digits: 10
- Special characters: 32
- Standard keyboard characters: 94
- All 7-bit ASCII characters: 128

Size of Password Space

- 6-character password
- Only lower case letters, no numbers or symbols



Size of Password Space

- 6-character password
- Only lower case letters, no numbers or symbols
- There are $26 \times 26 \dots \times 26$ or 26^6 ($\approx 309M$) possible passwords
- Easy to try all of them

Char	*	*	*	*	*	*
Choices	26	26	26	26	26	26

Other Password Schemes

- How many possible 6-character passwords?
 - Digits (10): 10^6
 - UPPER and lower case (52): 52^6
 - Special characters: &, %, \$, @, ", |, ^, <, ... (32): 32^6
 - Standard keyboard characters (94): 94^6
 - All 7-bit ASCII characters (128): 128^6

Number of Possible Passwords

Assume a standard keyboard with 94 characters

Password length	Number of passwords
5	$94^5 = 7,339,040,224$
6	$94^6 = 689,869,781,056$
7	$94^7 = 64,847,759,419,264$
8	$94^8 = 6,095,689,385,410,816$
9	$94^9 = 572,994,802,228,616,704$

Brown University Password Policy

- Cannot contain your first name, last name, or username
- Cannot match your last three passwords
- Must be at least 10 characters in length
- Must contain at least one lowercase character
- Must contain at least one number
- Must contain at least one special character
- Must contain at least one uppercase character

Source: <https://it.brown.edu/information-security/guard-your-privacy/strong-passwords>

Strong Passwords

- Long passwords preferred
- Use all available characters
 - UPPER/lower case characters
 - Digits
 - Special characters: &, %, \$, £, “, |, ^, §, ...
- Which of the following passwords are strong?
 - Seattle1
 - M1ke03
 - P@\$w0rd
 - TD2k5s@}ecV87^R:@DKlksj298RLO<j;-*h

Clicker Question 2

Which password policy is more secure?

Policy A	Policy B
8 characters total: <ul style="list-style-type: none">• 1 lowercase• 1 uppercase• 1 digit• 1 symbol• 4 of any keyboard characters	8 of any keyboard characters

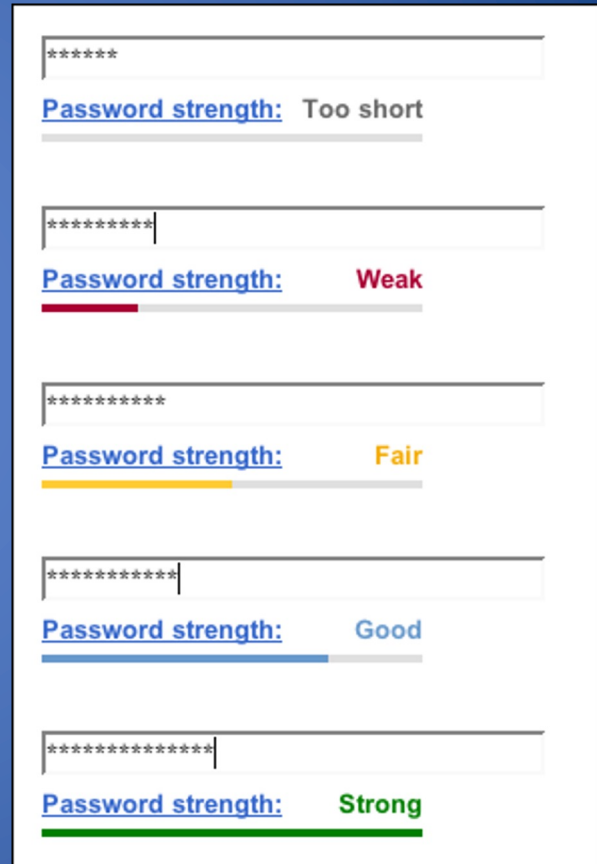
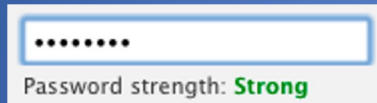
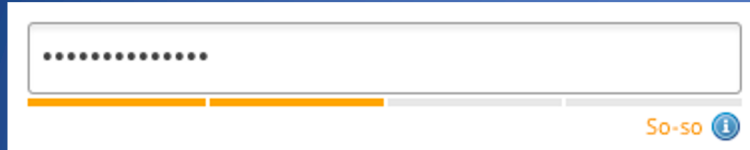
- A. Policy A
- B. Policy B
- C. Both are equally secure
- D. It is not possible to evaluate the security

Clicker Question 2 - Answer

- Answer: A, B, or C
 - Depends on the assumptions you make
 - Policy B has bigger password space, though users can pick bad passwords (i.e. password, 12345678)
 - What if both policies prevented users from picking common passwords?

Password Complexity In Practice

Password Strength Meter



History of LUDS

- Lower- and Uppercase letters, Digits and Symbols
- Became standard ~ 1985
- US Defense Department - *Password Management Guideline(Green Book)*
 - Guessing space
- NIST - *Password Usage of the Federal Information Processing Standards*
 - Take English words(dictionary) into consideration

LUDS in Practice

passwordmeter.com

Test Your Password		Minimum Requirements			
Password:	<input type="text"/>	<ul style="list-style-type: none">• Minimum 8 characters in length• Contains 3/4 of the following items:<ul style="list-style-type: none">- Uppercase Letters- Lowercase Letters- Numbers- Symbols			
Hide:	<input checked="" type="checkbox"/>				
Score:	<div style="width: 0%; background-color: orange; text-align: center;">0%</div>				
Complexity:	Too Short				
Additions		Type	Rate	Count	Bonus
<input checked="" type="checkbox"/>	Number of Characters	Flat	$+(n*4)$	<input type="text" value="0"/>	0
<input checked="" type="checkbox"/>	Uppercase Letters	Cond/Incr	$+(len-n)*2)$	<input type="text" value="0"/>	0
<input checked="" type="checkbox"/>	Lowercase Letters	Cond/Incr	$+(len-n)*2)$	<input type="text" value="0"/>	0
<input checked="" type="checkbox"/>	Numbers	Cond	$+(n*4)$	<input type="text" value="0"/>	0
<input checked="" type="checkbox"/>	Symbols	Flat	$+(n*6)$	<input type="text" value="0"/>	0
<input checked="" type="checkbox"/>	Middle Numbers or Symbols	Flat	$+(n*2)$	<input type="text" value="0"/>	0
<input checked="" type="checkbox"/>	Requirements	Flat	$+(n*2)$	<input type="text" value="0"/>	0
Deductions					
<input checked="" type="checkbox"/>	Letters Only	Flat	$-n$	<input type="text" value="0"/>	0
<input checked="" type="checkbox"/>	Numbers Only	Flat	$-n$	<input type="text" value="0"/>	0
<input checked="" type="checkbox"/>	Repeat Characters (Case Insensitive)	Comp	-	<input type="text" value="0"/>	0

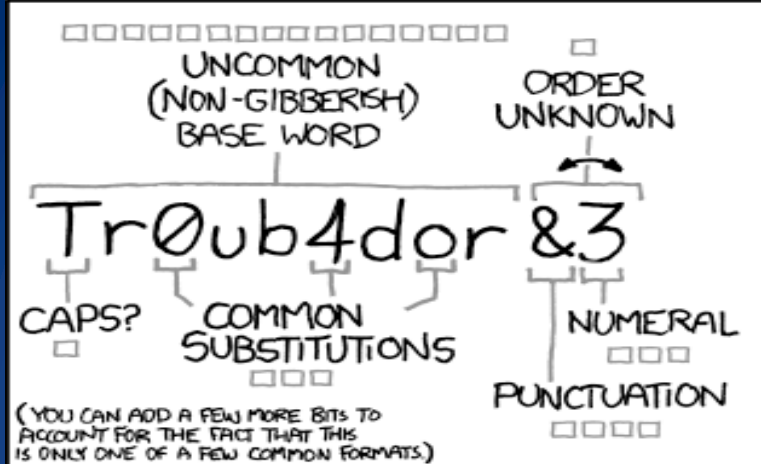
Problems with LUDS

- Characters frequency is not random
- Frequently used words (password, name)
- Special Dates (Birthday of a relative)
- Keyboard Patterns
- Wrong password strength estimation
 - P@\$\$w0rd1

zxcvbn: realistic password strength estimation

- A model developed by Dropbox
- Easy to adopt
- A rigorous estimation
 - Estimating guess attack directly
- Non-probabilistic
 - Assume attackers know the patterns that make up a password





~28 BITS OF ENTROPY

$2^{28} = 3 \text{ DAYS AT } 1000 \text{ GUESSES/SEC}$

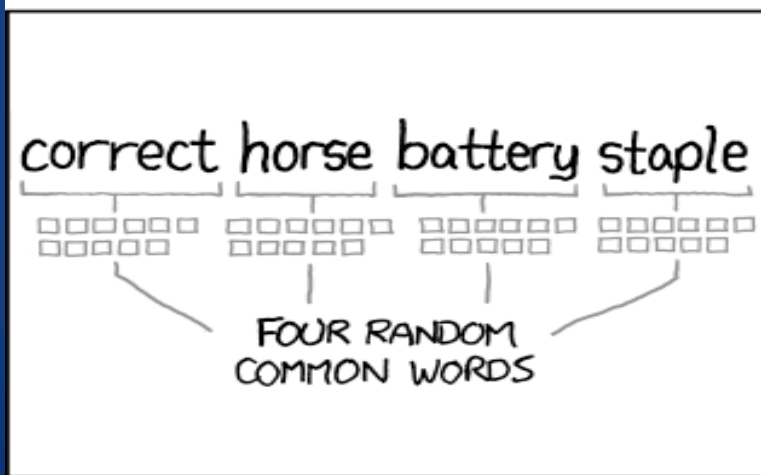
(PLAUSIBLE ATTACK ON A WEAK REMOTE WEB SERVICE. YES, CRACKING A STOLEN HASH IS FASTER, BUT IT'S NOT WHAT THE AVERAGE USER SHOULD WORRY ABOUT.)

DIFFICULTY TO GUESS: **EASY**

WAS IT TROMBONE? NO, TROUBADOR. AND ONE OF THE 0s WAS A ZERO?

AND THERE WAS SOME SYMBOL...

DIFFICULTY TO REMEMBER: **HARD**



~44 BITS OF ENTROPY

$2^{44} = 550 \text{ YEARS AT } 1000 \text{ GUESSES/SEC}$

DIFFICULTY TO GUESS: **HARD**

THAT'S A BATTERY STAPLE.

CORRECT!

DIFFICULTY TO REMEMBER: **YOU'VE ALREADY MEMORIZED IT**

THROUGH 20 YEARS OF EFFORT, WE'VE SUCCESSFULLY TRAINED EVERYONE TO USE PASSWORDS THAT ARE HARD FOR HUMANS TO REMEMBER, BUT EASY FOR COMPUTERS TO GUESS.

What about AI?

- Lakera is an AI security company that has developed an online game
- In this game, you have to try to get the young wizard Gandalf to reveal the password using natural language questions
- Each level requires increasingly complex techniques to deceive the implemented protection mechanisms



gandalf.lakera.ai



Practicing

- You can practice in class with something similar to your real password:
 - **passwordmeter.com** (LUDS)
 - zxcvbn alternatives to bit.ly/2dp7BD3
(no more public on dropbox from 9/1/2017):
 - goo.gl/DUSwys (Cygnius)
 - goo.gl/e pu13n(Takecontrolbooks)

BREAK!

5

4

3

2

1

Storing Passwords

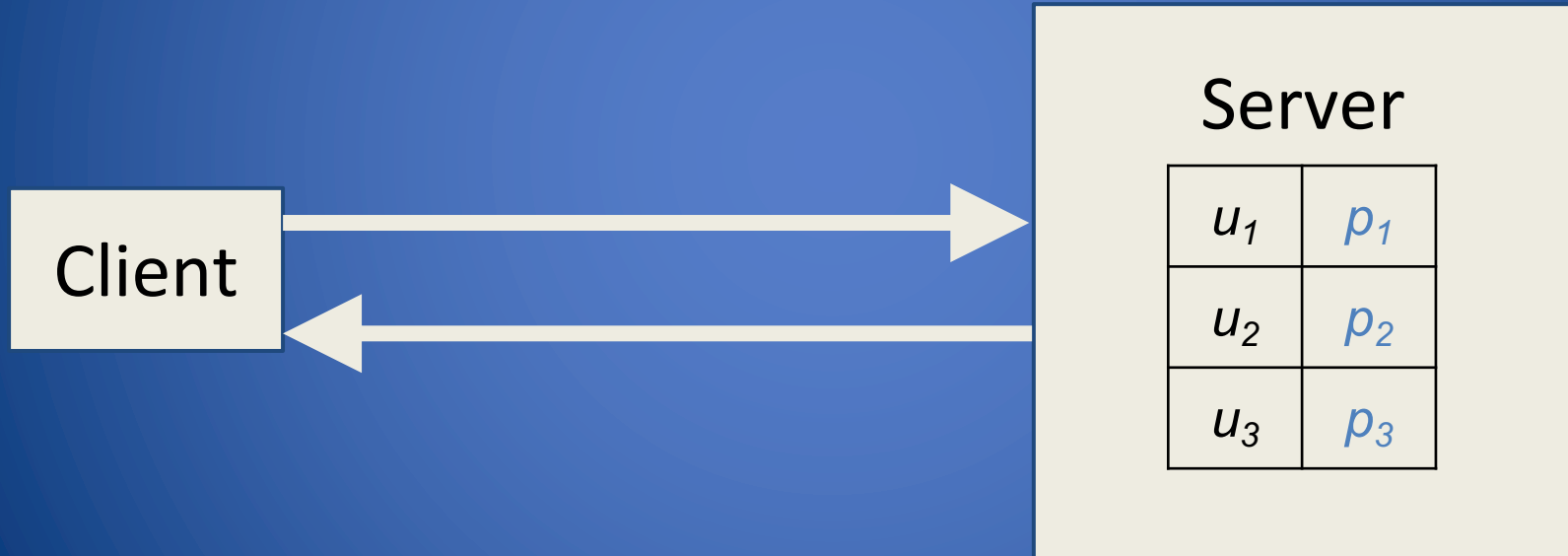
How Should the Server Store Passwords?

- Our goal is to defend from attacks that **exfiltrate** the password database stored by the server
 - Most common password-related attack on server
- We don't consider other password attacks on the server
 - Eavesdropping passwords submitted by users
 - Modifying the password authentication code

Security mindset: Trust models

- Trust describes a situation in which the security of a system depends on the decisions made by other systems outside of its control
- Security of system A depends on decisions made by system B
 - “A trusts B”
- Trust \neq trustworthiness

Attempt #1 - Plaintext

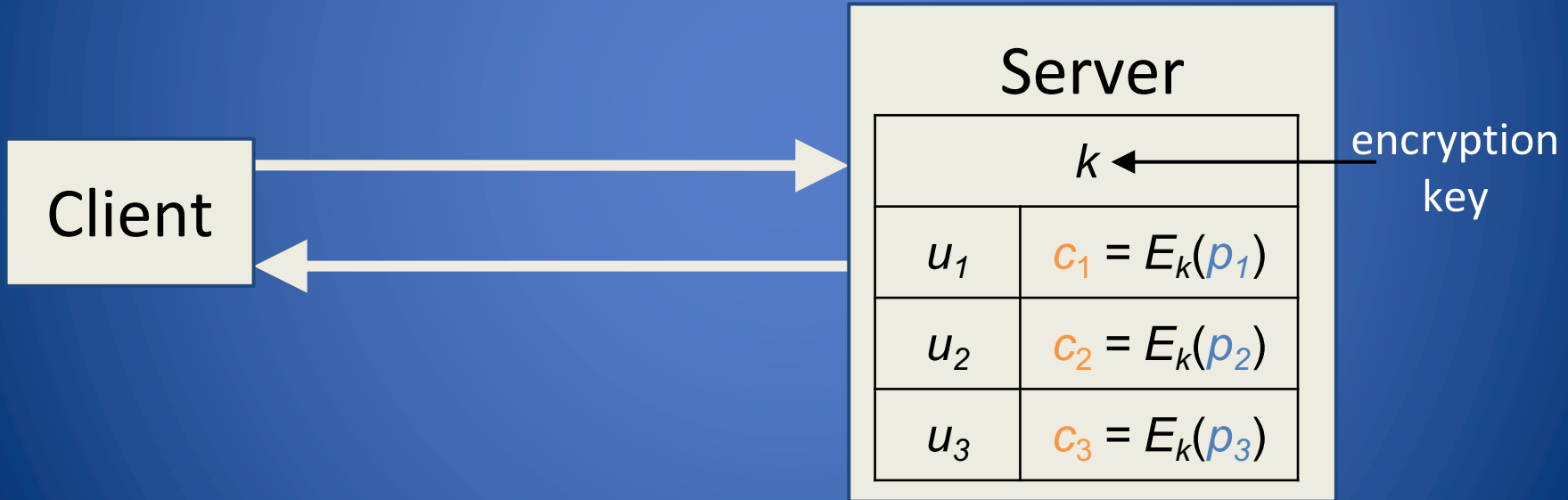


Attempt #1 - Plaintext

- Advantages
 - Easier to manage
 - Less computational needs
- What could go wrong?
 - If database is stolen, so are passwords!
 - Admins have access to passwords.
- Ex. Reddit (2006), Twitter (2018)

Attempt #2 - Encryption

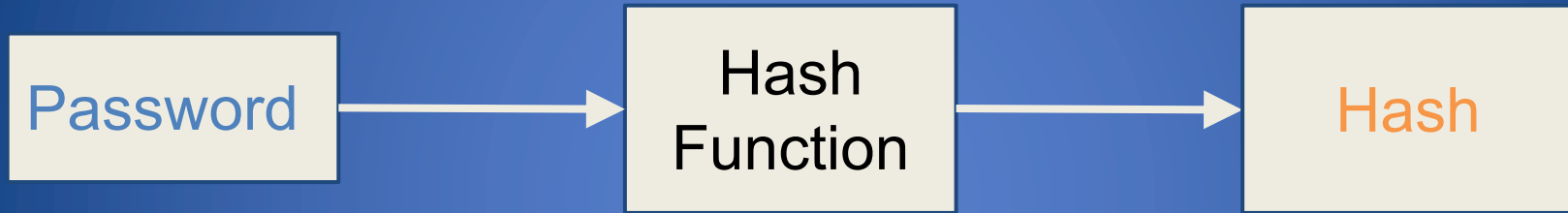
- Store encrypted passwords
- Decrypt and compare on login



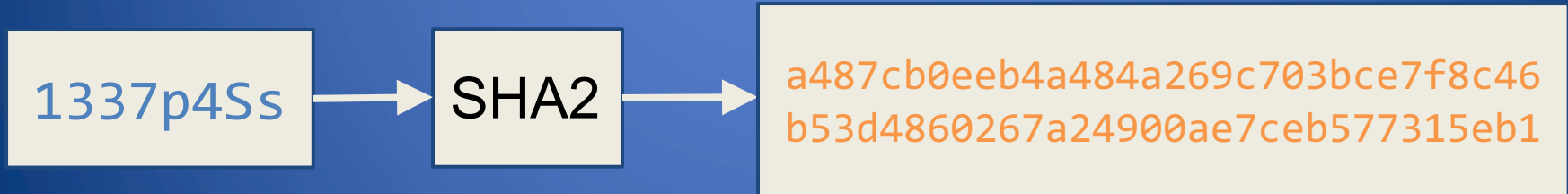
Attempt #2 - Encryption

- Advantages
 - If encrypted passwords are stolen, they can't be decrypted
 - Only administrators with key can decrypt
- What could go wrong?
 - If the encrypted passwords are stolen, what is to keep the key from also being stolen?
 - Anyone with the key (admins) can view passwords
- Ex. Adobe (2013)

Attempt #3 - Hashing



Example:

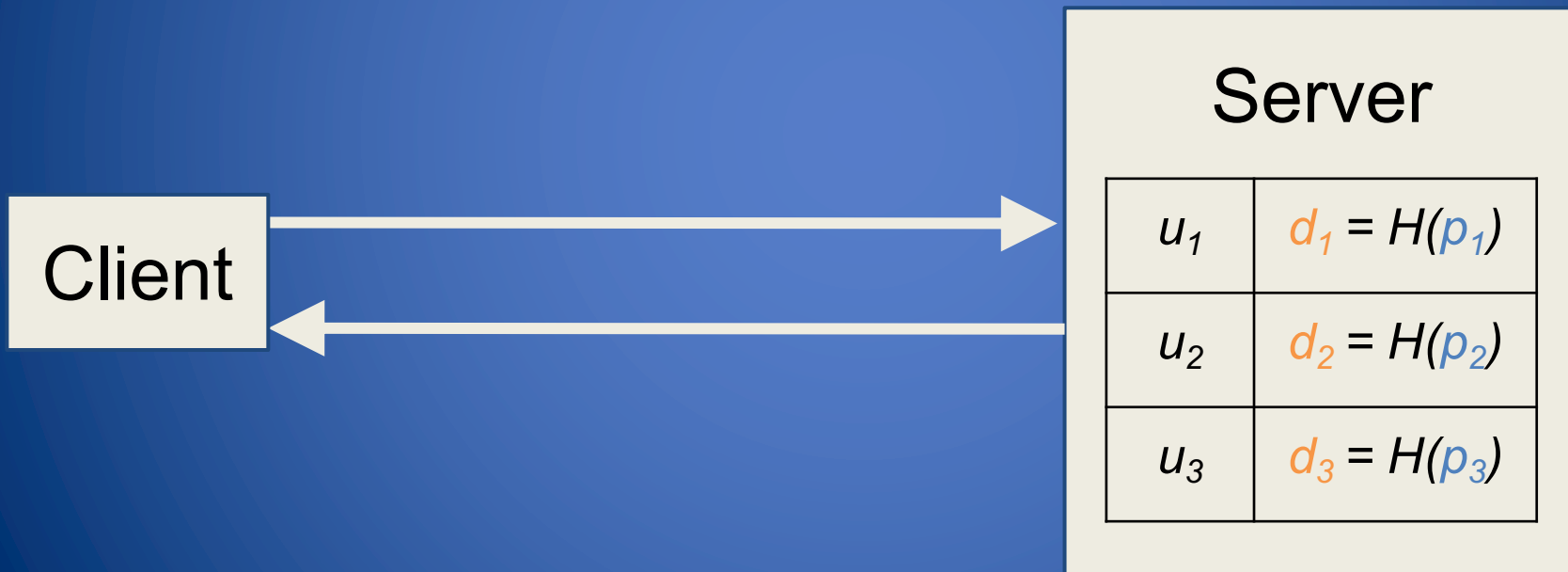


Attempt #3 - Hashing

- Recall cryptographic hashing:
 - Variable length input, fixed length “random” output
 - One-way
 - Given hash x , hard to find p such that $H(p) = x$
 - Weak collision resistance
 - Given input p , hard to find q such that $H(p) = H(q)$
 - Strong collision resistance
 - Hard to find distinct p, q such that $H(p) = H(q)$

Attempt #3 - Hashing

- Hash the password, store the hash
- Hash the user-supplied password and compare



Attempt #3 - Hashing

- Registration
 - Hash password, store hash
- Login
 - Hash user-supplied password, compare with stored hash
- What **advantages** does this scheme have?
 - If database is stolen, hashes need to be cracked
 - Correct
 - Cracking must be done brute-force for every password
 - **Is this accurate?**

Clicker Question 3

- Which hash will you try to decode first?

fa80328eaf40ecbf22943747d8fe63e3

b57bc9ee094db754ca74e034875deb1d

35e89a9469522038161a3c173815d8e7

d6ed2c6957eb5d5228be0942cf93ea72

35e89a9469522038161a3c173815d8e7

- A. fa80328eaf40ecbf22943747d8fe63e3
- B. b57bc9ee094db754ca74e034875deb1d
- C. 35e89a9469522038161a3c173815d8e7
- D. d6ed2c6957eb5d5228be0942cf93ea72

Clicker Question 3 - Answer

C. `fa80328eaf40ecbf22943747d8fe63e3`

Identical hash from different users
come from the same password and
probably it is a common word

Attempt #3 - Hashing

- What could go wrong?
 - Identical passwords produce identical hashes
 - Once you've cracked a given hash, you can trivially crack it every time you see the same hash again
 - Humans pick bad passwords
 - Frequency analysis
 - Precompute massive tables for popular hash functions
 - Common passwords are very common!
 - Even a small table cracks most passwords
 - Updated version

Clicker Question 4

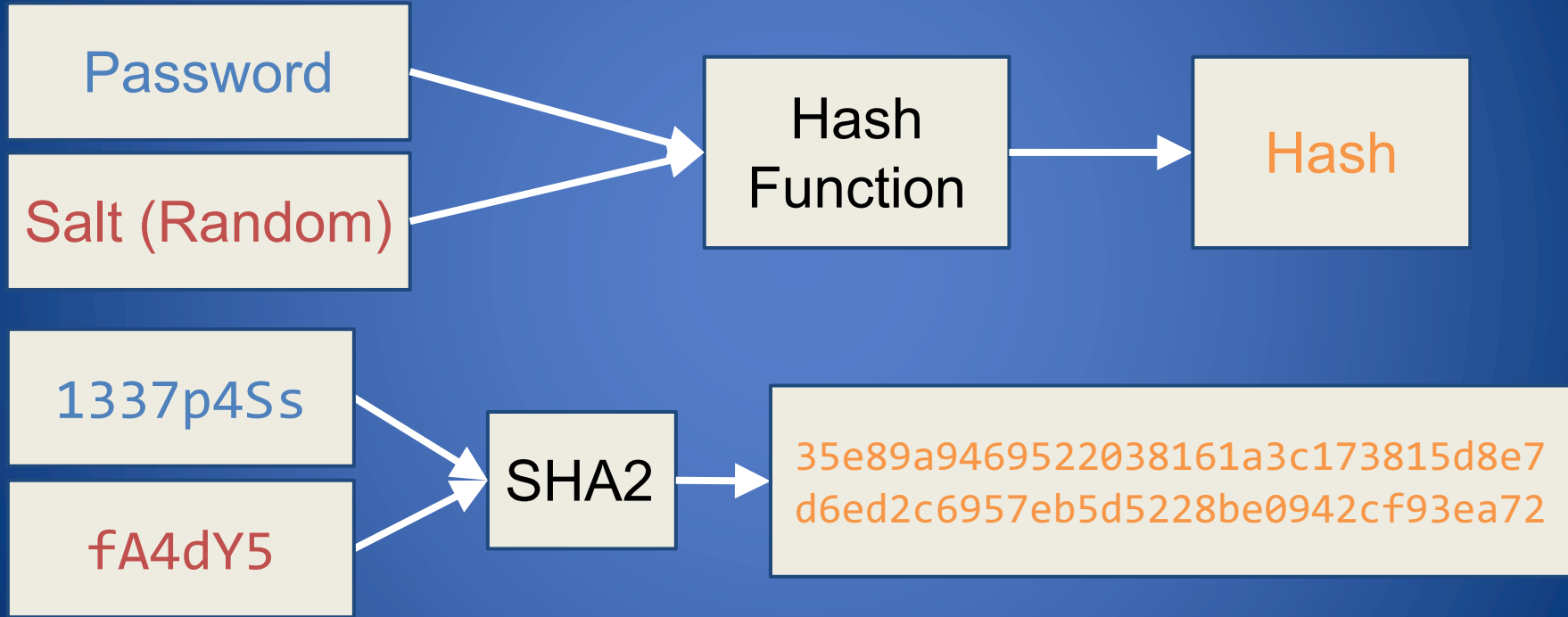
Mallory steals a database of encrypted passwords (but cannot steal the key). Could she recover the plaintext passwords?

- A. Yes, all of them
- B. Yes, a fraction of them
- C. No, since the database is encrypted
- D. No, since it is computationally infeasible

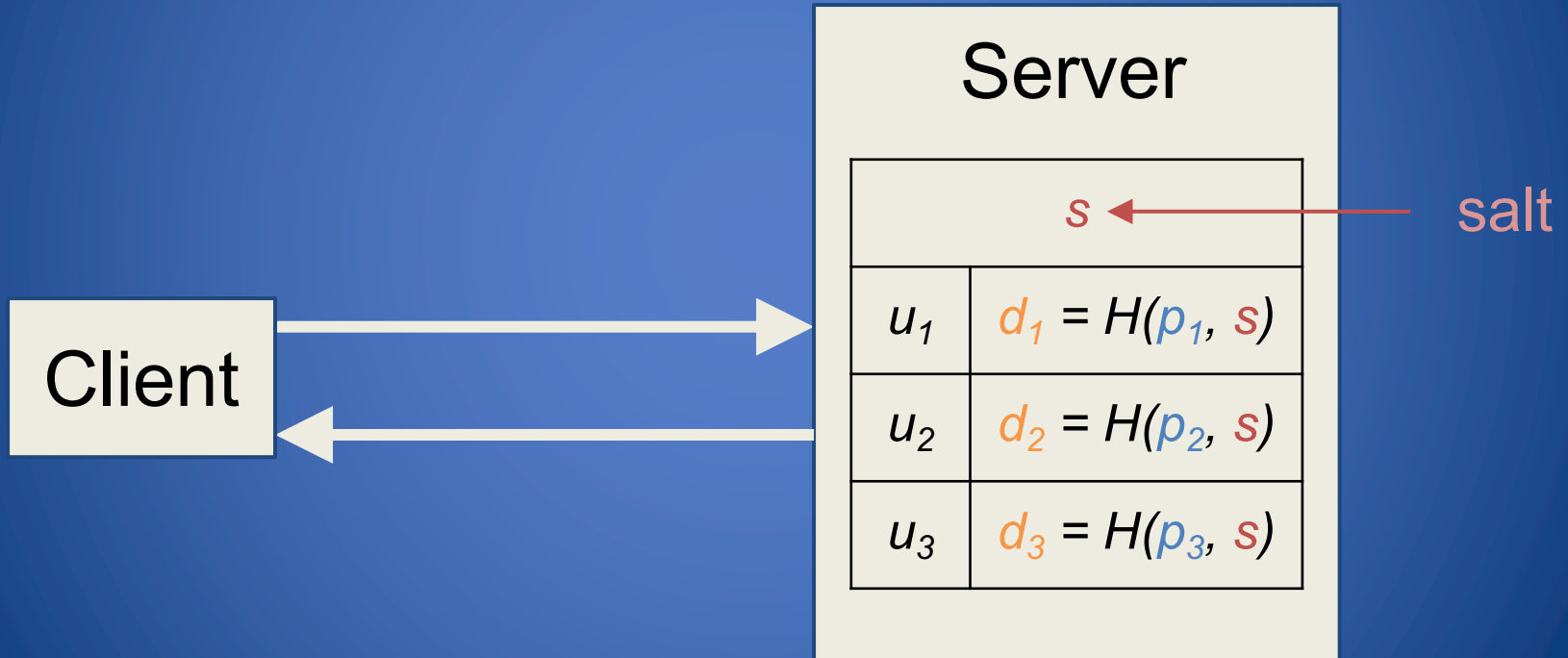
Clicker Question 4 - Answer

- **Answer: B**
 - Identical passwords produce identical ciphertexts
 - If you know one password, you know all passwords same ciphertext
 - Humans pick bad passwords and hints
 - Frequency analysis (0.5% of users use password)
 - Password hints (e.g., numbers 123456)
 - Unique passwords with good hints are safe

Attempt #4 - Salting



Attempt #4 - Salting



Attempt #4 - Salting

- Store hash of salted password
- Hash the password and salt, then compare
- Advantages
 - In order to precompute, need password **and** salt
 - Since salts are random, guessing salt is useless
 - Even if salt is known, computation must be redone for every site

Clicker Question 5

Using hashing and salting to store passwords, the server successfully defends over frequency analysis attacks.

- A. True.
- B. False.
- C. Not enough information.

Clicker Question 5 - Answer

Using hashing and salting to store passwords, the server successfully defends over frequency analysis attacks.

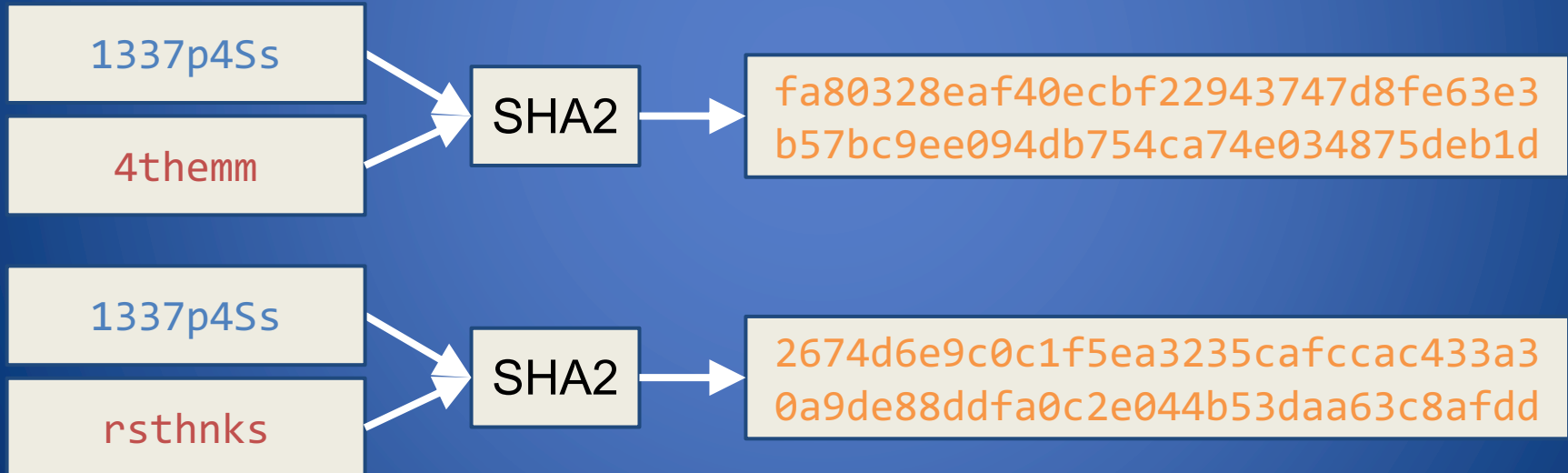
- A. True.
- B. **False.**
- C. Not enough information.

Attempt #4 - Salting

- What could go wrong?
 - Identical passwords and identical salts produce identical hashes
 - Humans pick bad passwords --> frequency analysis
 - If you crack one password, you crack all identical ones
 - For big sites, precomputation is worth it

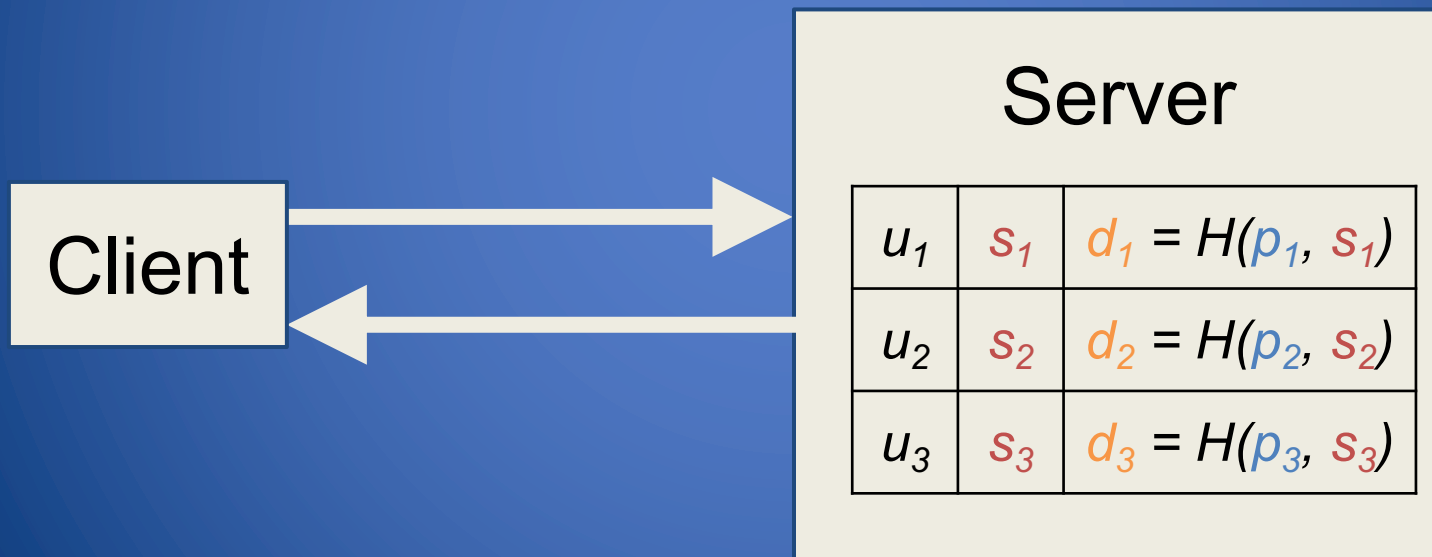
Attempt #5 – Per-User Salting

- Hashing same password with different salt will produce different hashes



Attempt #5 - Per-User Salting

- Generate a salt, hash the password, store salt and hash
- Hash the given password with the user's salt and compare



Attempt #5 - Per-User Salting

- Generate a salt, hash the password, store the hash
- Hash the given password with the user's salt and compare
- Advantages
 - Since every user has different salt, identical passwords will not have identical hashes
 - No frequency analysis
 - No using known passwords to crack other passwords
 - No precomputation, hence much harder to crack

Summary

- Human Authentication
- AAA Identification, Authentication, Authorization, Accounting
- Password
 - Authentication
 - Complexity
 - Storage (salting)