PV204 Security technologies

Authentication and passwords

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CROCS
Centre for Research on Cryptography and Security

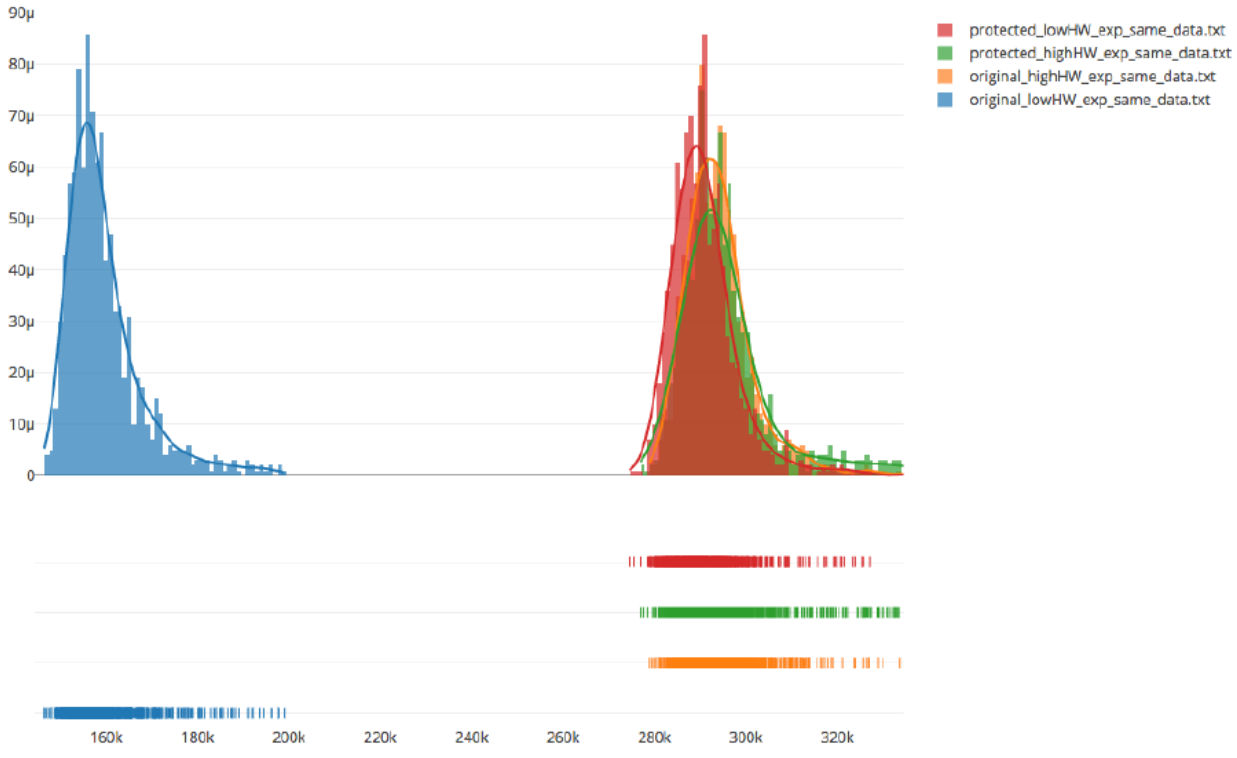
How to approach homework I.

- What you should specify your configuration (replication)
  - live vs. dedicated machine → impact on measurement
  - list platform configuration, compilation flags used (for replication)
- Analysis
  - Good to print only shape of histogram instead of bars (visibility)
  - Good to print multiple histograms in single graph - better visibility
  - Don't compare only original to the protected version. More sense makes to compare different data/exponent for given version (e.g., protected)
- Good to test also with medium hamming weight
  - More spread in histogram with same data → harder to use Template attacks
  - Be aware what is included in timing - e.g., generation of masking r? Network jitter (can attacker model and subtract)?

Example solution (J. Masarik)

Scenario 5: Low/high hw exponent and same data

- make probably most sense in this case since we want to find out if the algorithm isn't vulnerable to SDA
- the difference between original and protected is huge in case of low HW exponent (as expected)



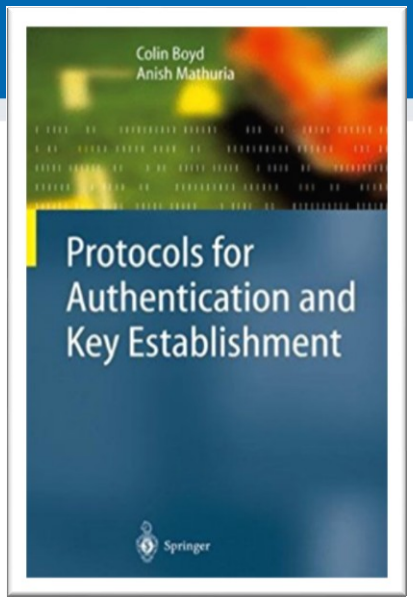
Conclusions for Homework I.

- Variability for the same data and key => noise in measurement (=> potentially harder to attack)
- Difference between any two measured values => possibility to use template attack
- Difference between data with low/mid/high hamming weight => some information is leaking
- Dependency of time on HW of private exponent may be possible to detect even for improved or blinded RSA
- Compiler can remove inserted protection (releases)

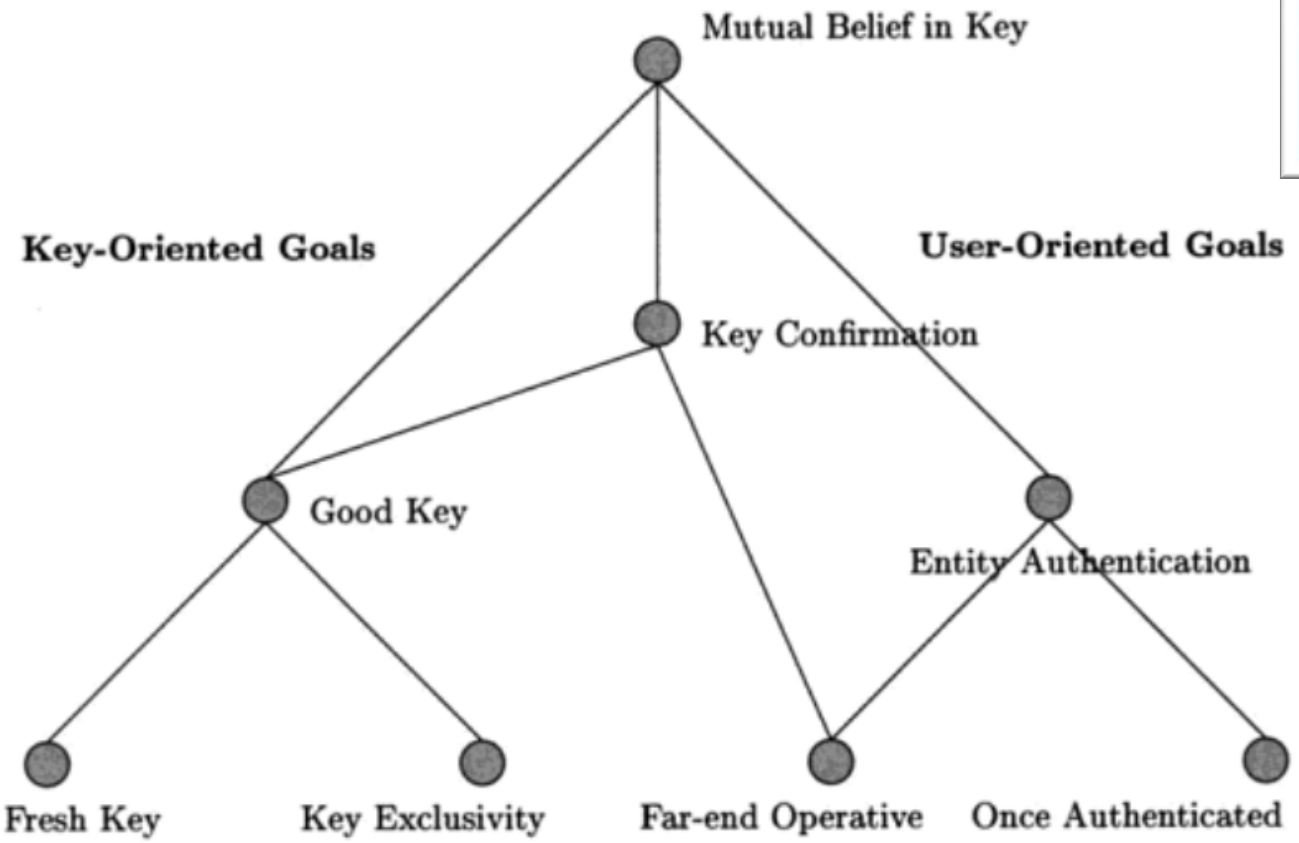
AUTHENTICATION & AUTHORIZATION

Basic terms

- Identification
  - Establish what the (previously unknown) entity is
- Authentication
  - Verify if entity is really what it claims to be
- Authorization (access control)
  - Define an access policy to use specified resource
  - Check if entity is allowed (authorized) to use resource
- Authentication may be required before entity allowed to use resource to which is authorized



Hierarchy of authentication and key establishment goals



Protocols for Authentication and Key Establishment *By Colin Boyd, Anish Mathuria*

PASSWORDS

c|net Search CNET Reviews Ne

CNET › Security › LastPass CEO reveals details on security breach

LastPass CEO reveals details on security breach

CEO of the password management company, which is dealing with a likely breach, tells PC World that users with strong master passwords should be safe,

users with strong master passwords should be safe,

0 / / / / / more +

Following yesterday's **revelation of a likely security breach** at password management company LastPass, the company's CEO is revealing more details about the incident and trying to offer some comfort and advice to his users.

But passwords are encrypted, right?

Siegrist explained that he doesn't think a lot of data would've been hacked, but just enough to capture a small number of user names and passwords

Problems associated with passwords

- How to create strong password?
- How to use password securely?
- How to store password securely?
- Same value is used for the long time (exposure)
- Value of password is independent from target operation (e.g., authorization of request)
- …

Mode of usage for passwords

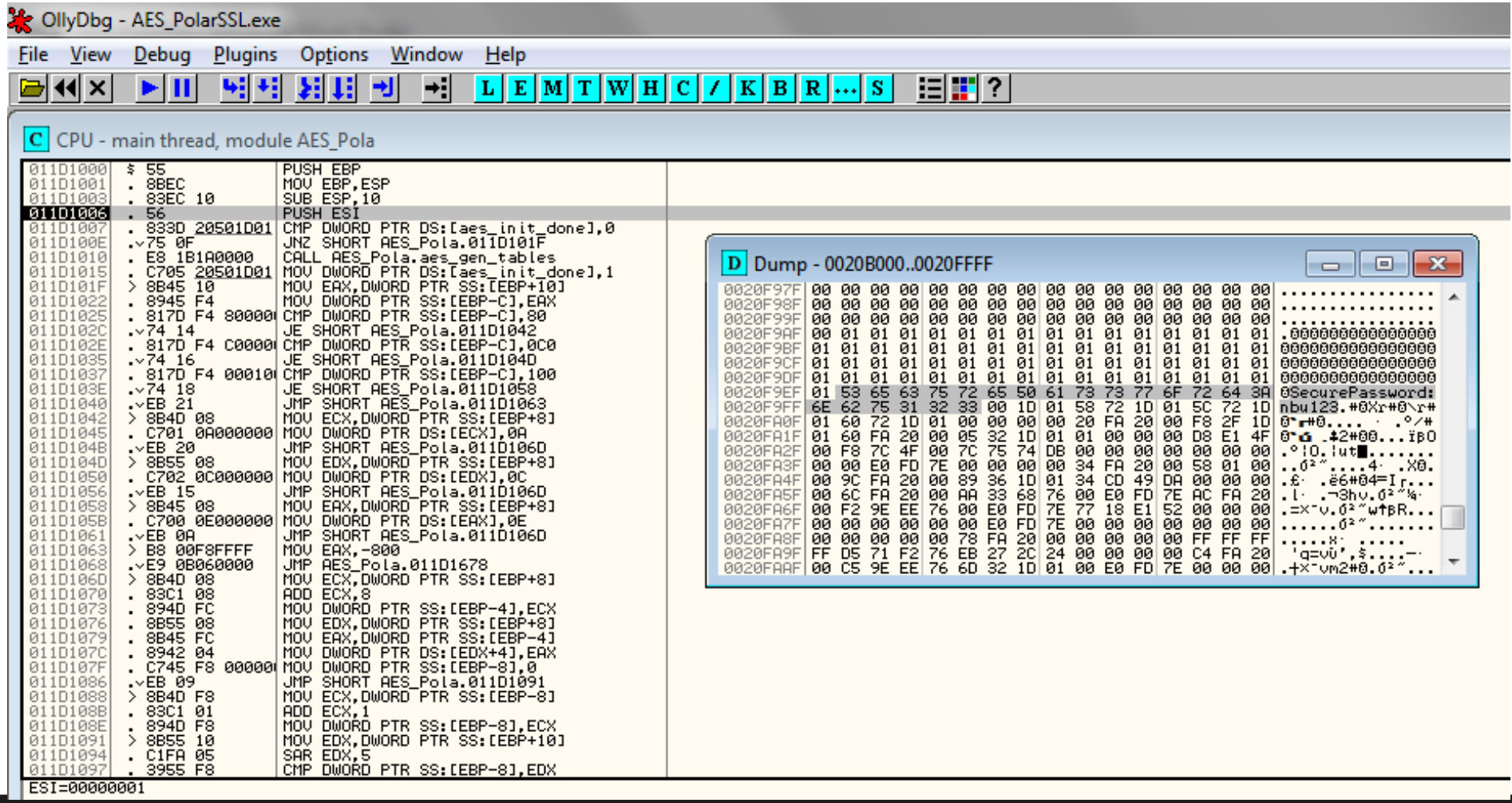
1. Verify by direct match
   - provided_password == expected_password?
   - Example: HTTP basic access authentication
   - Be aware of potential side-channels
2. Verify by derived value (hash(password | salt))
   - Be aware of rainbow tables and brute-force crackers
3. Derive key: Password → cryptographic key
   - Example: key = PBKDF2(password)
4. Use to establish authenticated key
   - Example: Password + Diffie-Hellman → authenticated key…

Where passwords can be compromised?

1. Database storage
   - Cleartext storage
   - Backup data (tapes)
   - Server compromise
2. Host machine (memory, history, cache)
3. Network transmission (network sniffer, proxy logs)
4. Hardcoded secrets (inside app binary)

- Difficult to detect compromise and change after the exposure

Hard-coded password might be visible both in application binary and memory



Possible password replacements

- Cambridge's TR – wide range of possibilities listed
  - *The quest to replace passwords: a framework for comparative evaluation of Web authentication schemes*
  - https://www.cl.cam.ac.uk/techreports/UCAM-CL-TR-817.pdf
- Many different possibilities, but passwords are cheap to start with, lot of legacy code exists and no mechanism offers all benefits
- Mandatory reading: UCAM-CL-817
  - At least chapters: II. Benefits, V. Discussion
  - Whole report is highly recommended

ONE-TIME PASSWORDS

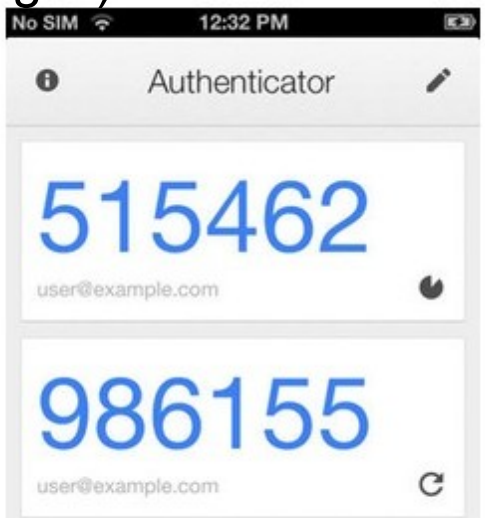
Recall: Problems associated with passwords

- How to create secure password?
- How to use password securely?
- How to store password securely?
- Same value is used for the long time (exposure)
- Value of password is independent from target operation (e.g., authorization of request)
- …

One-time passwords tries to address these issues

HMAC-based One-time Password Algorithm

- HMAC-based One-time Password Algorithm (HOTP)
  - Secret key K
  - Counter (challenge) C
  - $HMAC(K,C) = SHA1(K \oplus 0x5c5c\ldots \| SHA1(K \oplus 0x3636\ldots \| C))$
  - $HOTP(K,C) = Truncate(HMAC(K,C))$ & 0x7FFFFFFF
  - 0x7FFFFFFF mask to drop most significant bit (portability)
  - $HOTP\text{-}Value = HOTP(K,C) \bmod 10^d$ (d … # of digits)
- Many practical implementations
  - E.g., Google Authenticator
- https://en.wikipedia.org/wiki/HOTP



HOTP – items, operations

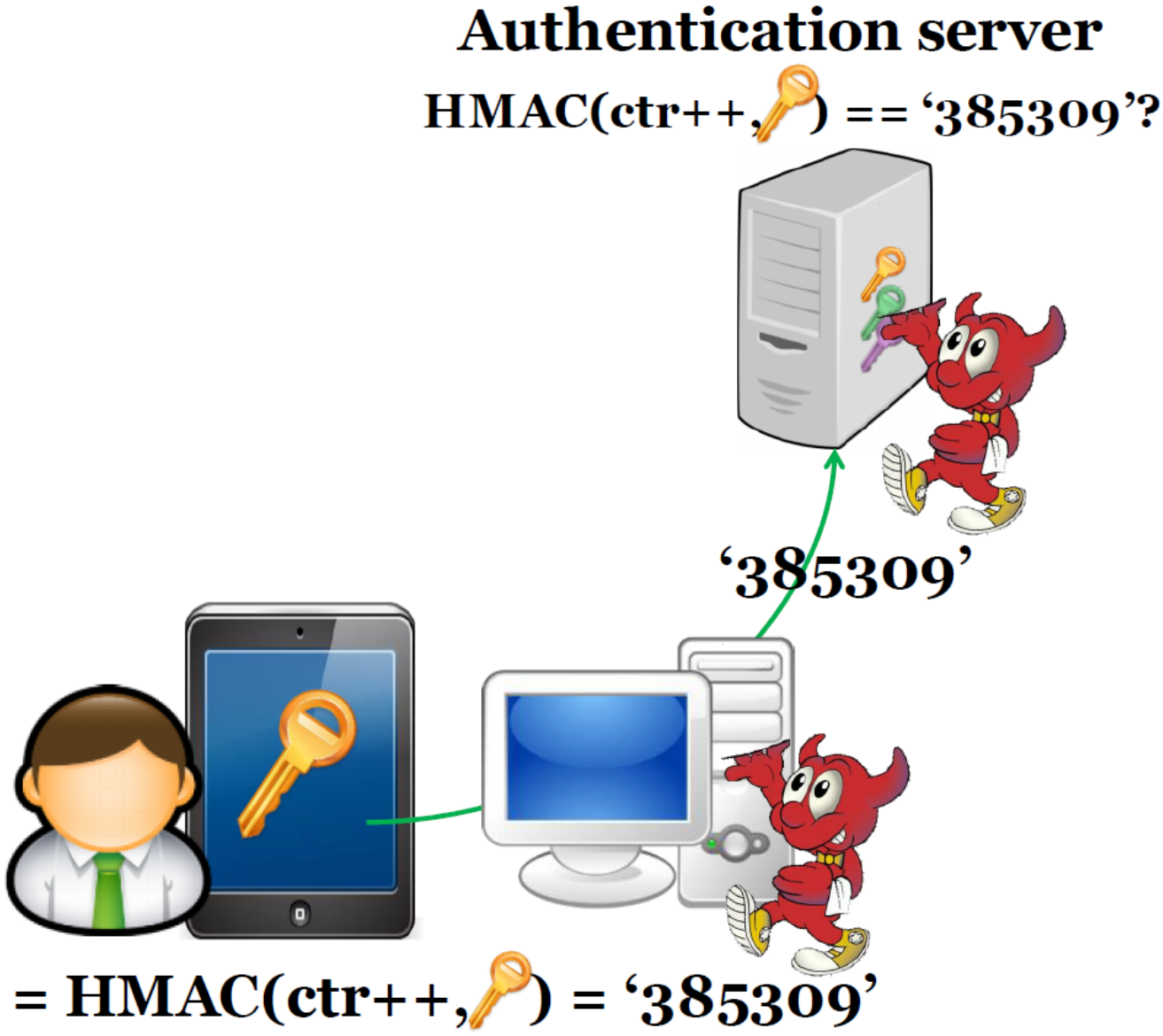
- Logical operations
  1. Generate initial state for new user and distribute key
  2. Generate HOTP code and update state (user)
  3. Verify HOTP code and update state (auth. server)
- Security considerations of HOTP
  - Client compromise
  - Server compromise
  - Repeat of counter/challenge
  - Counter mismatch tolerance window

Time-based One-time Password Algorithm

- Very similar to HOTP
  - Time used instead of counter
- Requires synchronized clocks
  - In practice realized as time window
- Tolerance to gradual desynchronization possible
  - Server keeps device's desynchronization offset
  - Updates with every successful login

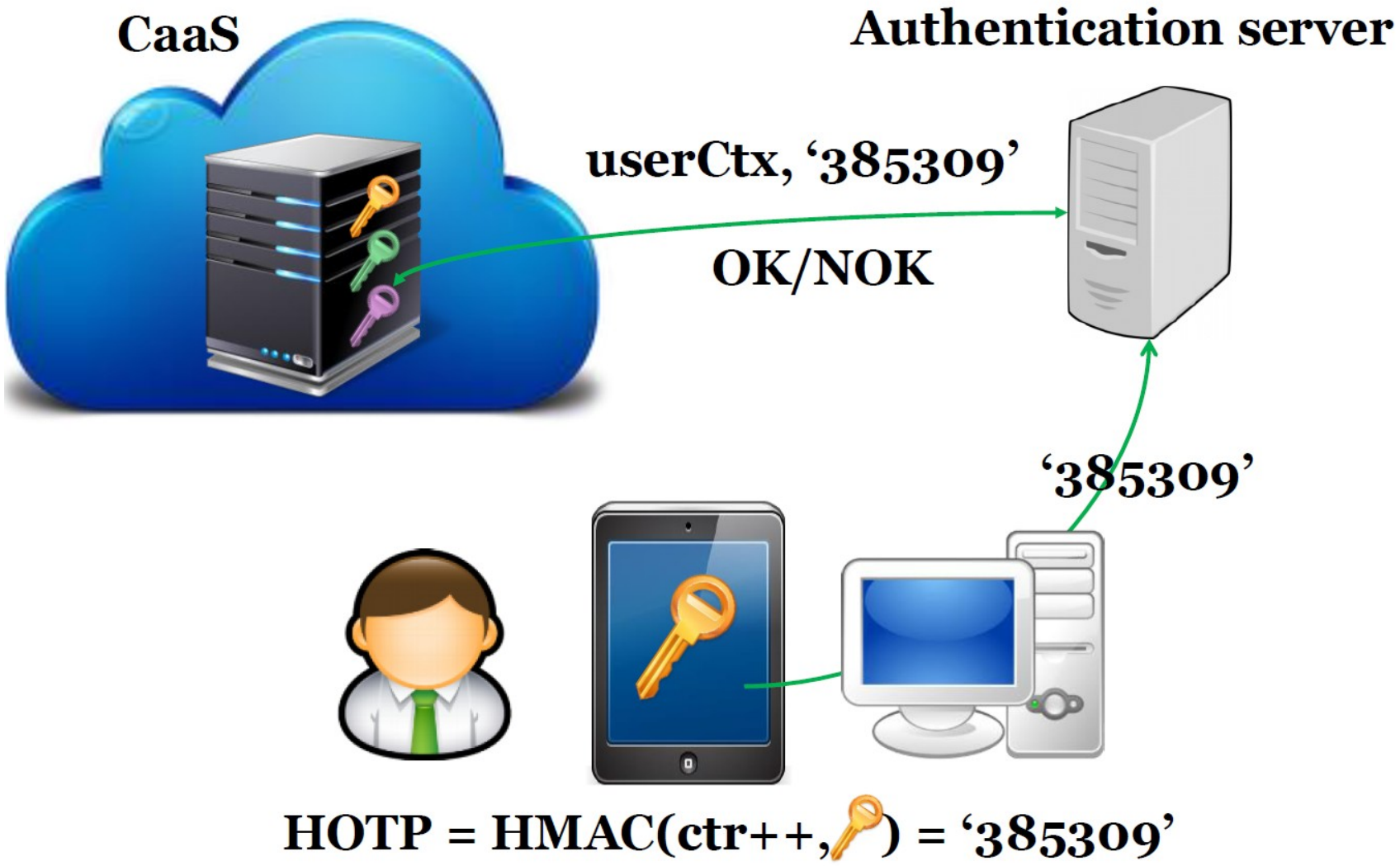
OCRA: OATH Challenge-Response Algorithm

- Initiative for Open Authentication (OATH)
- OCRA is authentication algorithm based on HOTP
- OCRA code = CryptoFunction(K, DataInput)
  - *K*: a shared secret key known to both parties
  - *DataInput*: concatenation of the various input data values
    - Counter, challenges, H(PIN/Passwd), session info, H(time)
  - Default *CryptoFunction* is HOTP-SHA1-6
  - https://tools.ietf.org/html/rfc6287
- Don't confuse with Oauth (delegation of authentication)
  - The OAuth 2.0 Authorization Framework (RFC6749)
  - TLS-based security protocol for accessing HTTP service


Authentication server
HMAC(ctr++, 🔑) == '385309'?
'385309'
HOTP = HMAC(ctr++, 🔑) = '385309'

Increased risk at *OTP verification server

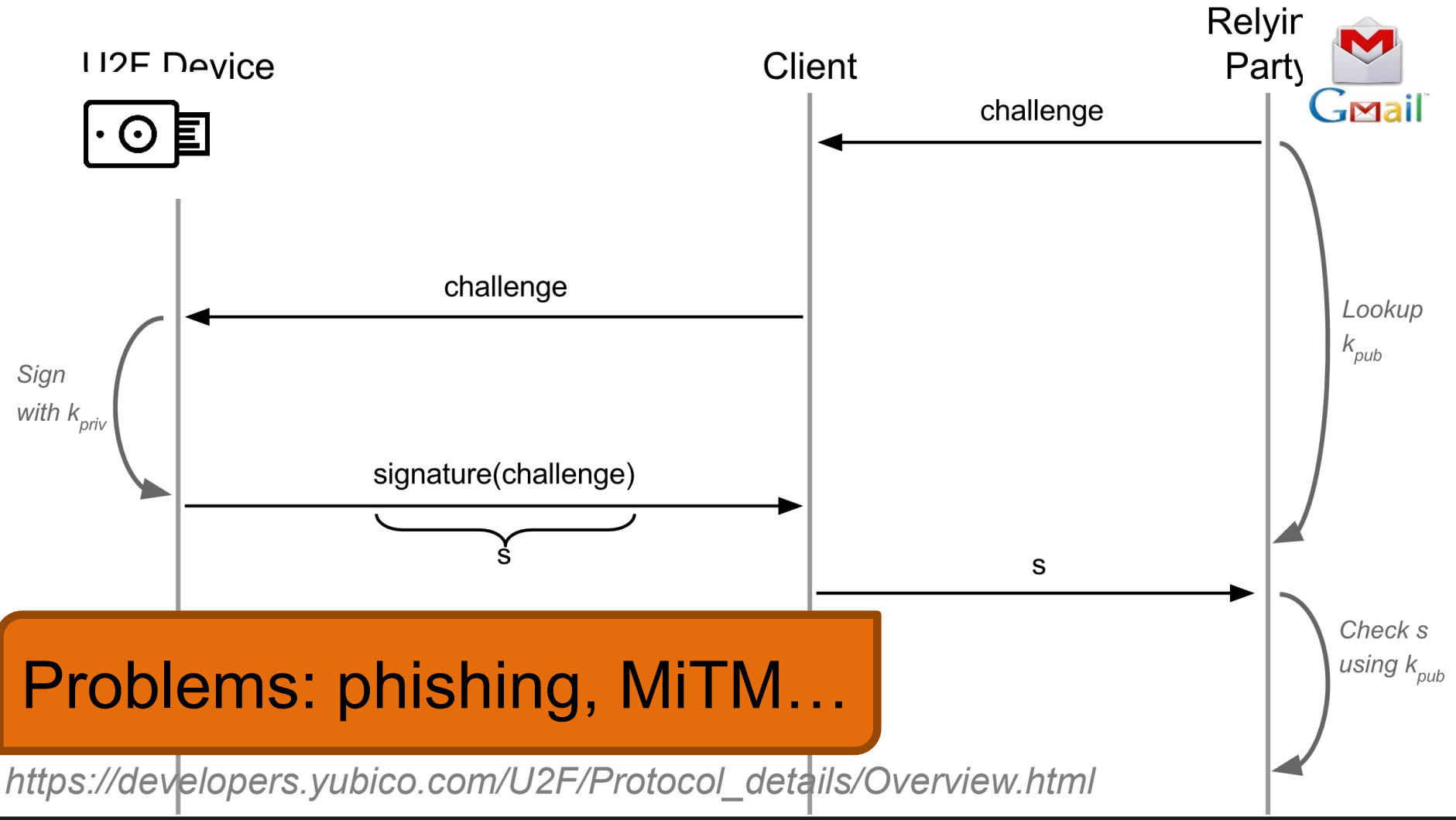
- More secure against client compromise
  - Using OTP instead of passwords, KDF(time|key),
- But what if server is compromised?
  - database hacks, temporal attacker presence
  - E.g., Heartbleed – dump of OTP keys
- Possible solution
  - Trusted hardware on the server
  - OTP code verified inside trusted environment
  - OTP key never leaves the hardware


CaaS
Authentication server
userCtx, '385309'
OK/NOK
'385309'
HOTP = HMAC(ctr++,) = '385309'

PROBLEM: IS OTP CODE FRESH?

FIDO U2F PROTOCOL

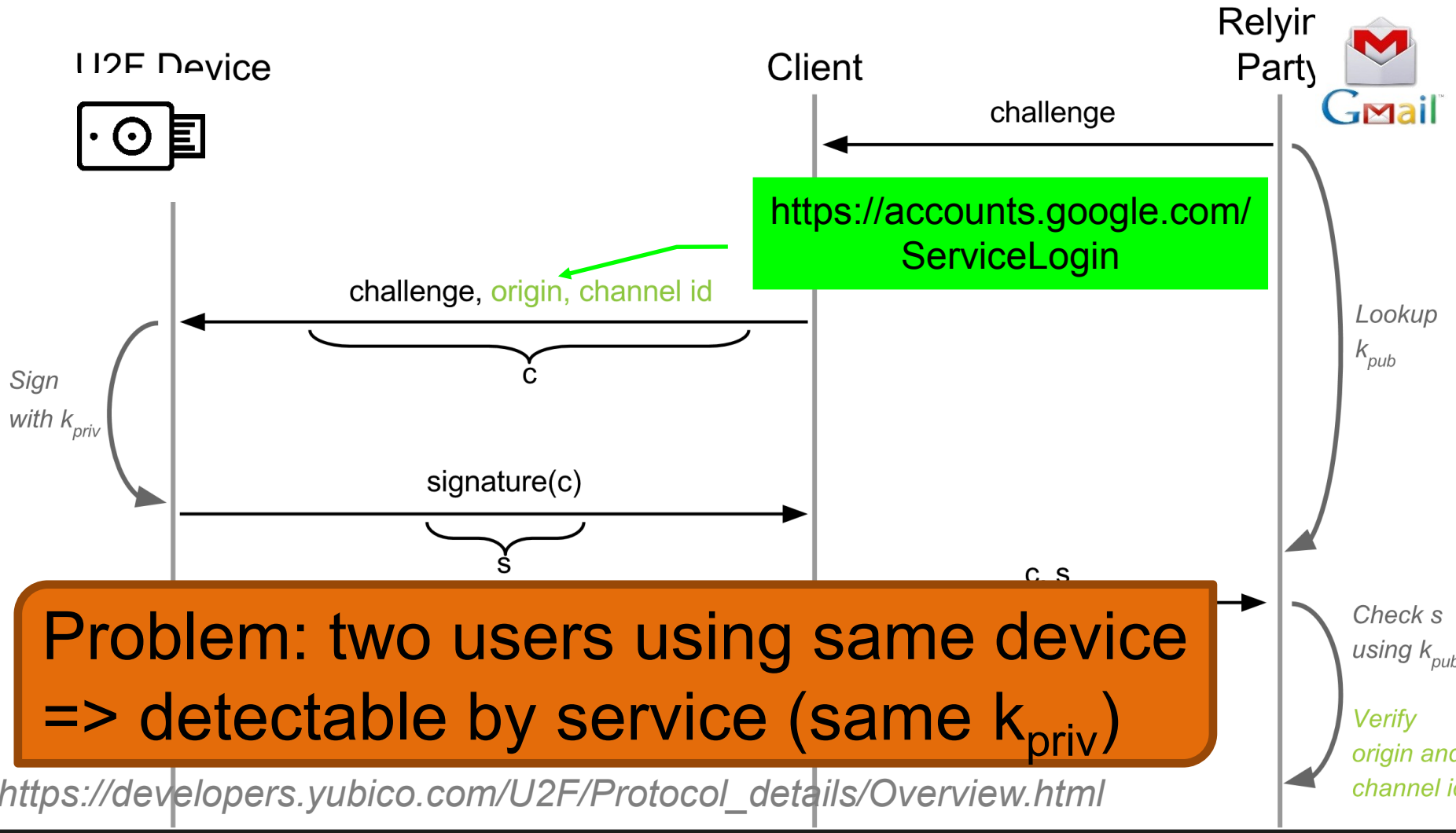
Revision 1: ECC-based challenge-response



Problems: phishing, MiTM…

https://developers.yubico.com/U2F/Protocol_details/Overview.html

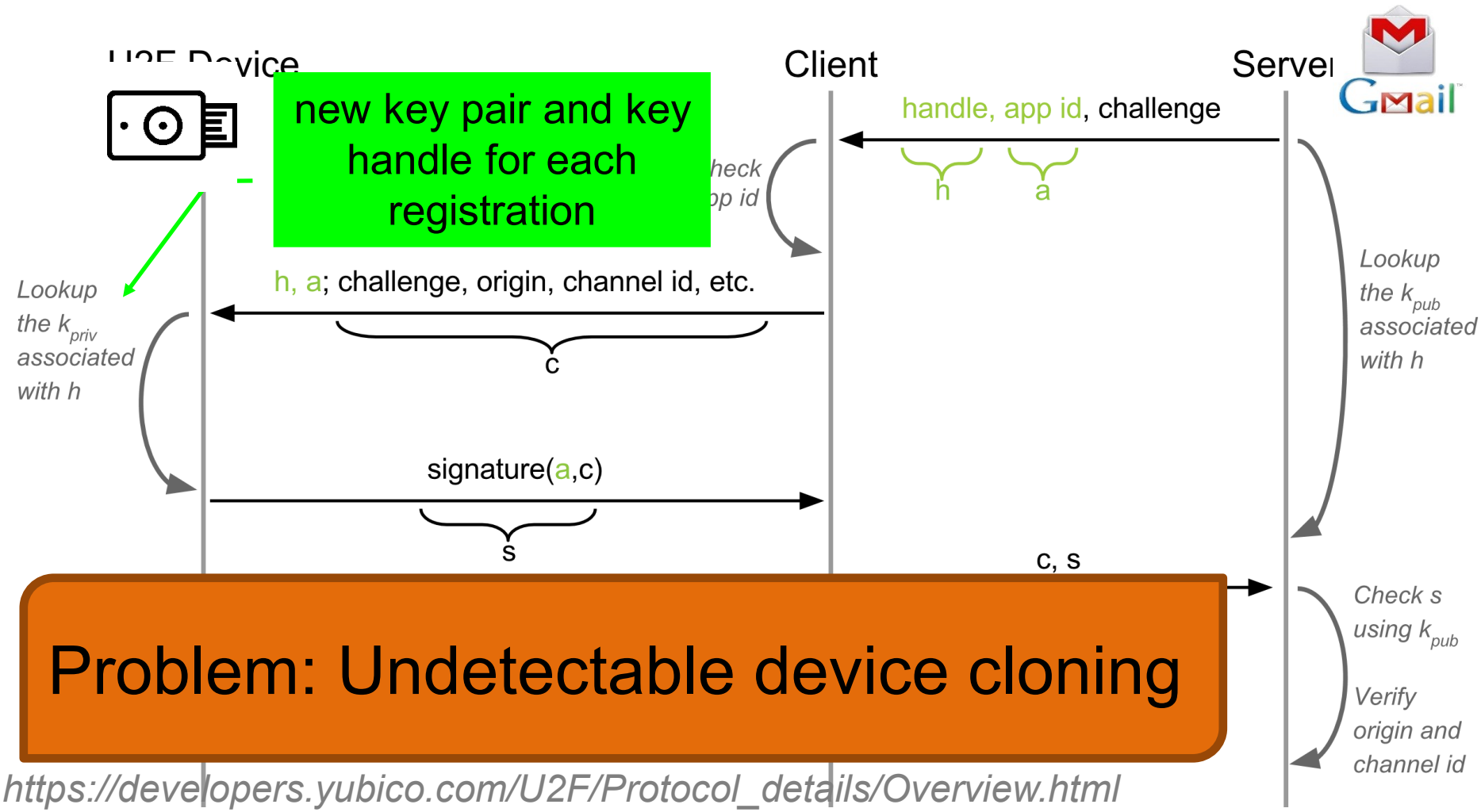
Revision 2: URI + TLS channel id added



Problem: two users using same device => detectable by service (same k_{priv})

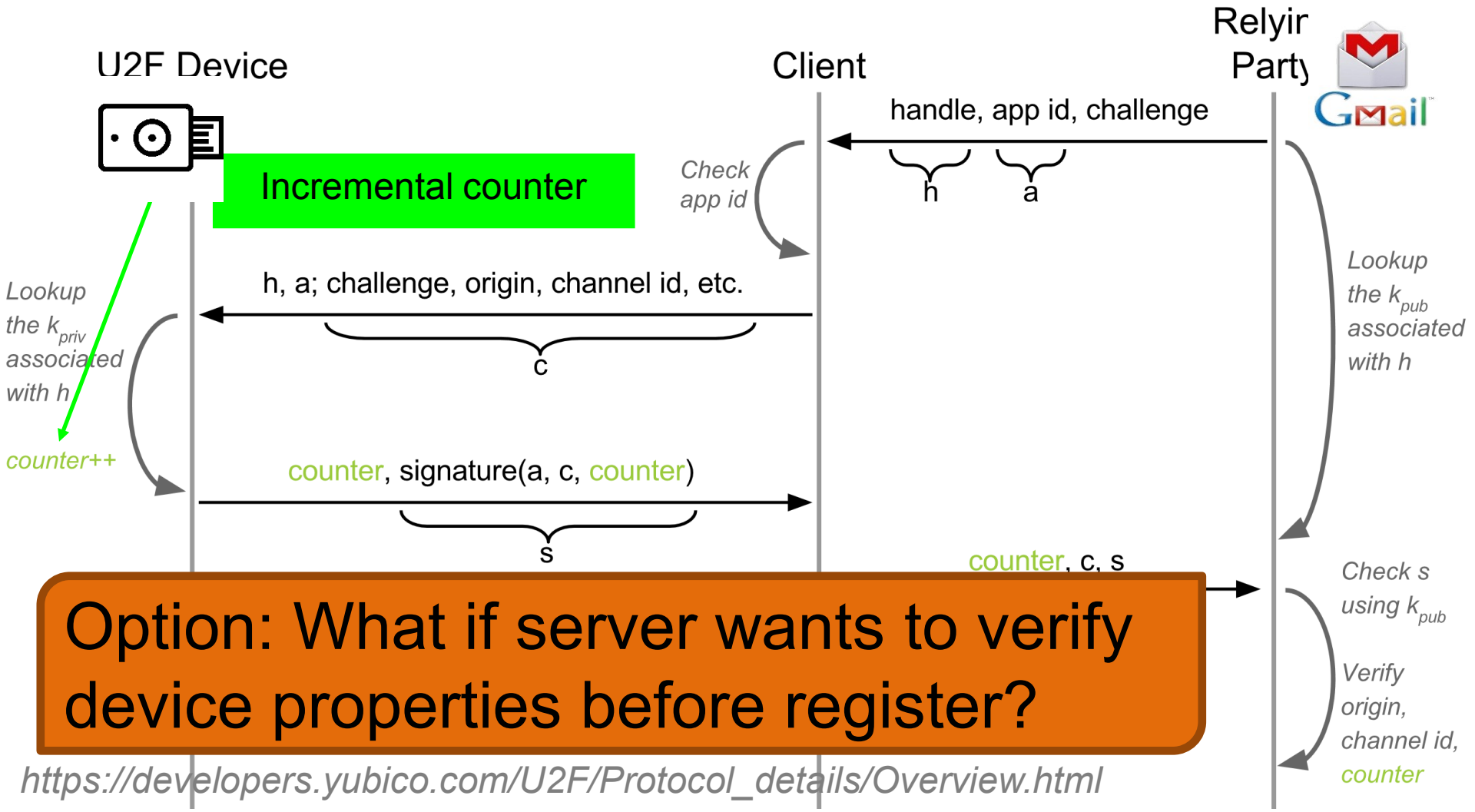
https://developers.yubico.com/U2F/Protocol_details/Overview.html

Revision 3: Application-specific key added



https://developers.yubico.com/U2F/Protocol_details/Overview.html

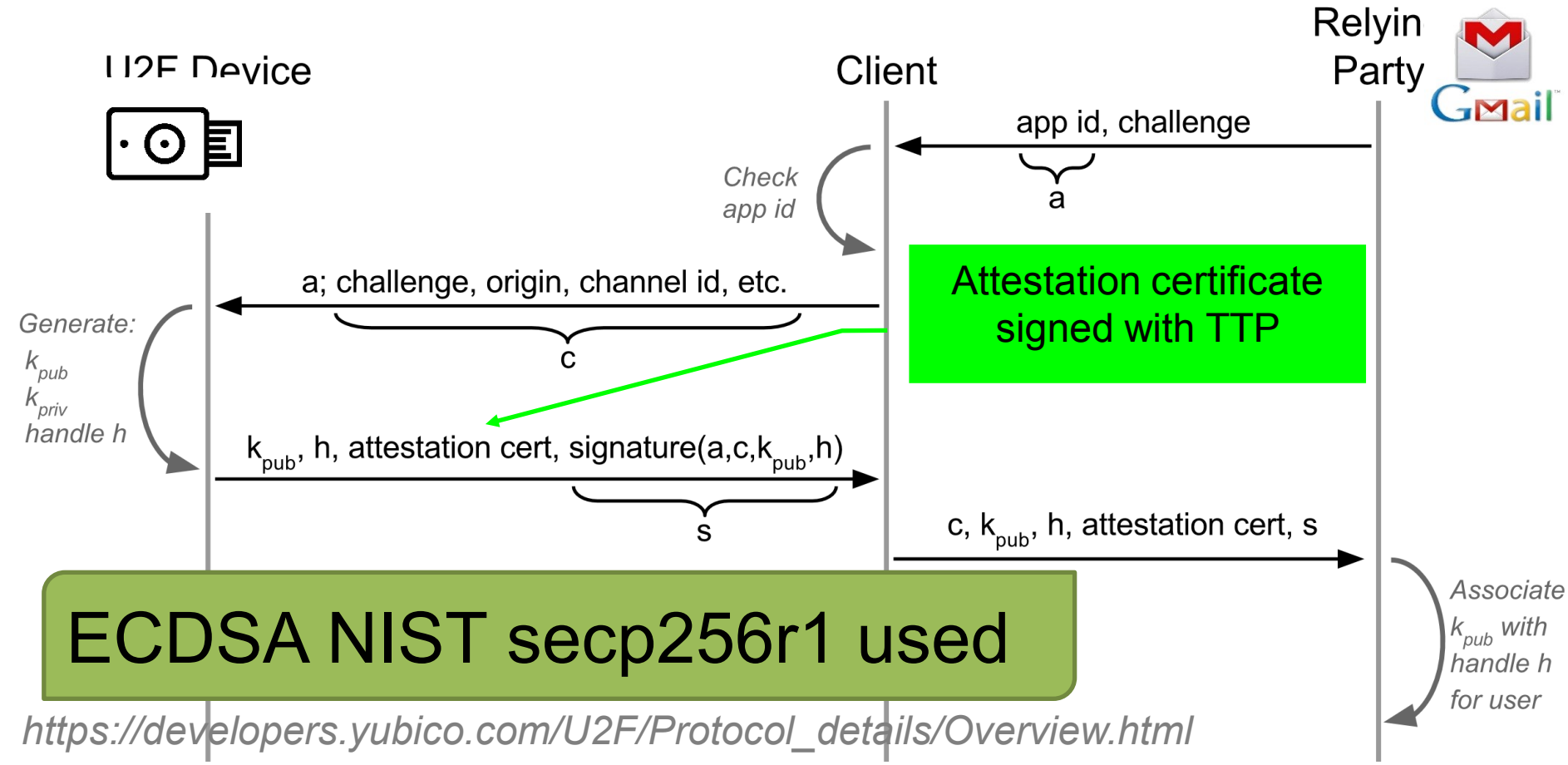
Revision 4: Authentication counter added



Option: What if server wants to verify device properties before register?

https://developers.yubico.com/U2F/Protocol_details/Overview.html

Revision 5: Device attestation added



ECDSA NIST secp256r1 used

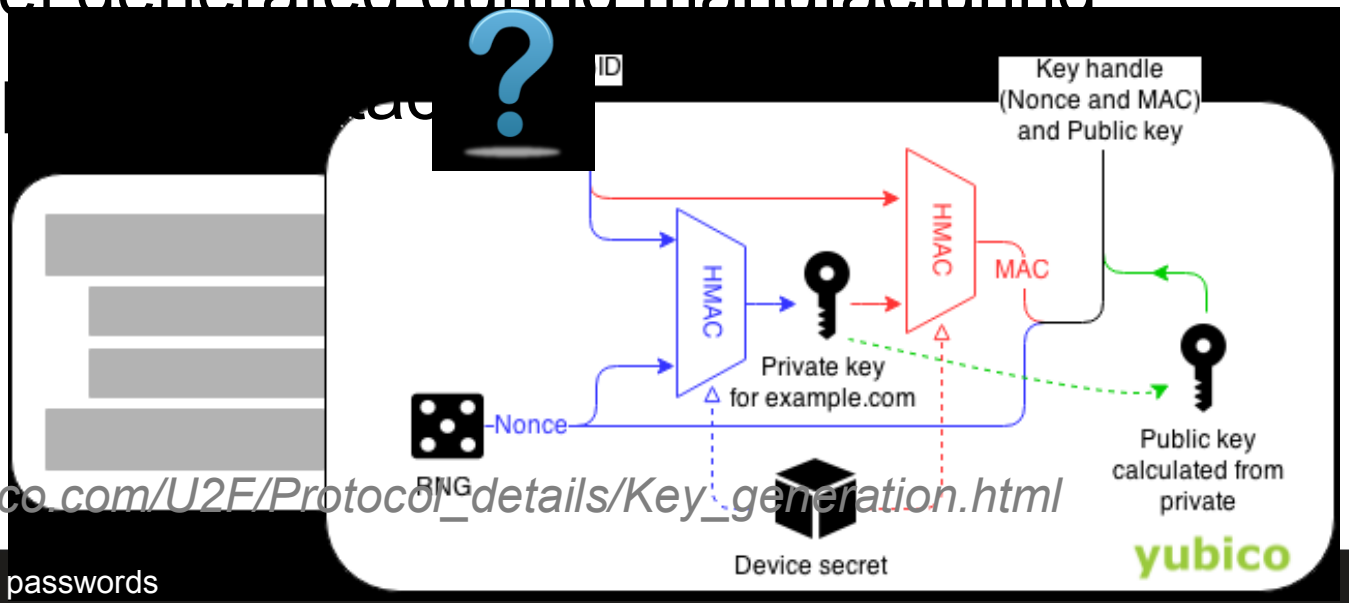
https://developers.yubico.com/U2F/Protocol_details/Overview.html

FIDO U2F devices

- Why have button? Is missing display problem?
- Recent problem: direct WebUSB API in Chrome
  - Malware bypass U2F API checking the URL
  - Legitimate URL is send from malicious page
  - https://www.wired.com/story/chrome-yubikey-phishing-webusb/
  - APDU-level communication: https://npmccallum.gitlab.io/post/u2f-protocol-overview/
- Well known is Yubikey, but open-source hardware and software-only implementations also possible
  - https://github.com/conorpp/u2f-zero

Always dig for implementation details

- How are ECC keys generated and stored?
- Yubikey saves ECC storage place by deriving ECC private keys instead of randomly generating
  - Possible as the ECC private key is random value
- Device secret generated during manufacturing
- What is the



https://developers.yubico.com/U2F/Protocol_details/Key_generation.html

H('Password') → 

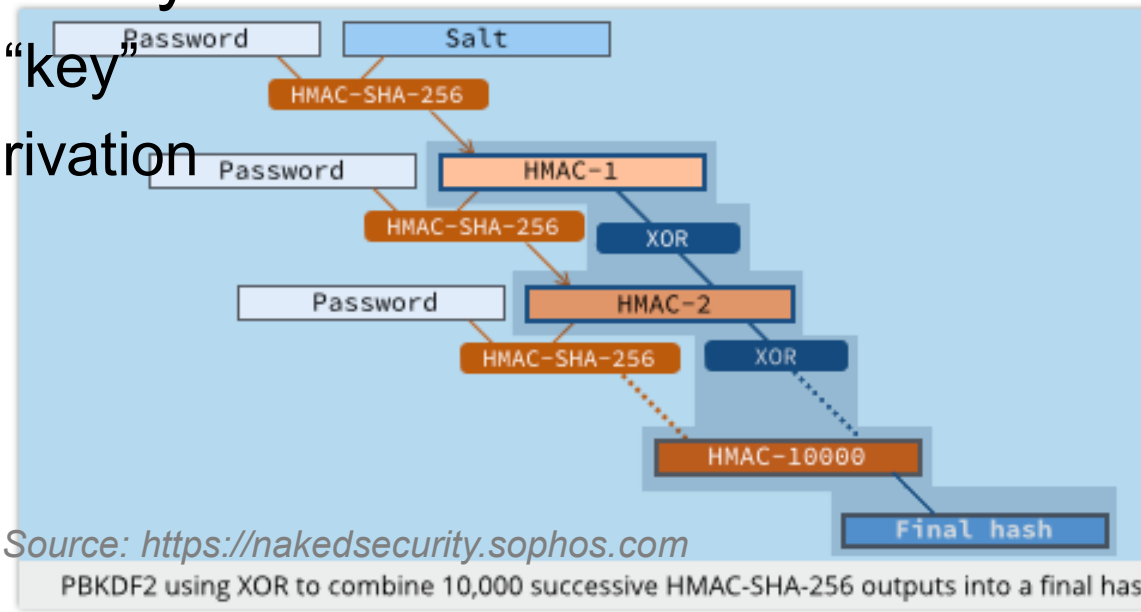
METHODS OF DERIVATION OF SECRETS FROM PASSWORD

Problems when password used as a key

- Passwords are usually shorter / longer than key
- If password as a key => low number of distinct keys
- Password does not contain same amount of entropy as binary key (only printable characters…)
- K = SHA-2(“password”)
  - Same passwords from multiple users => same key
  - Large pre-computed “rainbow” tables allow for quick check
  - Solved by addition of random (potentially public) *salt*
    - K = SHA-2(pass | salt)
- Dictionary-based brute-force still possible

Derivation of secrets from password

- PBKDF2 function, widely used
  - Password is HMAC "key"
  - Iterations to slow derivation
  - Salt added



Source: https://nakedsecurity.sophos.com

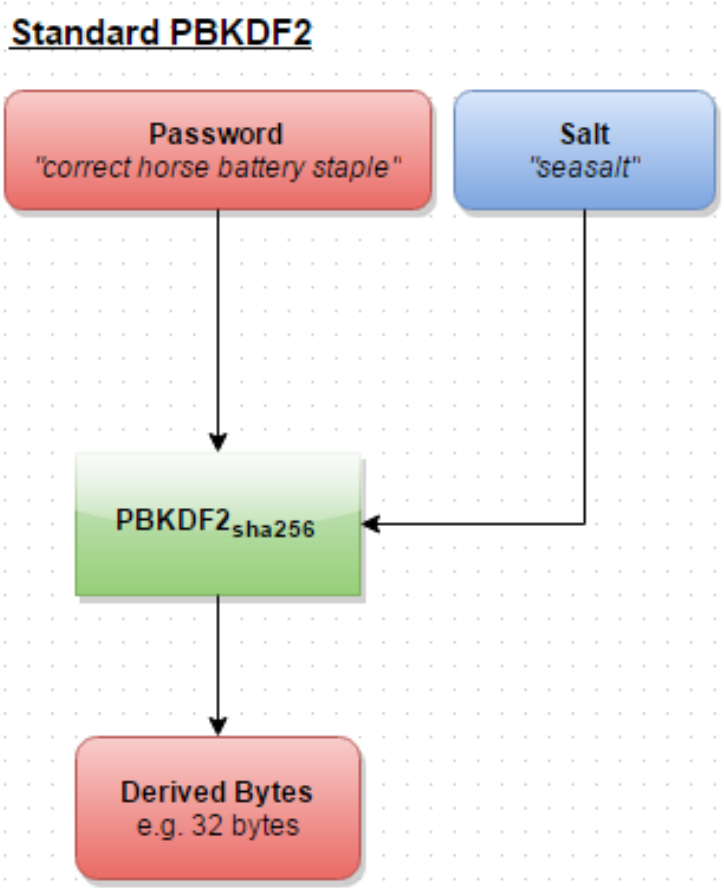
PBKDF2 using XOR to combine 10,000 successive HMAC-SHA-256 outputs into a final has

- Problem with custom-build hardware (GPU, ASIC)
  - Repeated iterations not enough to prevent bruteforce
  - (or would be too slow on standard CPU – user experience)

scrypt – memory hard function

- Design as a protection against cracking hardware (usable against PBKDF2)
  - GPU, FPGA, ASICs…
  - https://github.com/wg/scrypt/blob/master/src/main/java/com/lambdaworks/crypto/SCrypt.java
- Memory-hard function
  - Force computation to hold *r* (parameter) blocks in memory
  - Uses PBKDF2 as outer interface
- Improved version: NeoScrypt (uses full Salsa20)

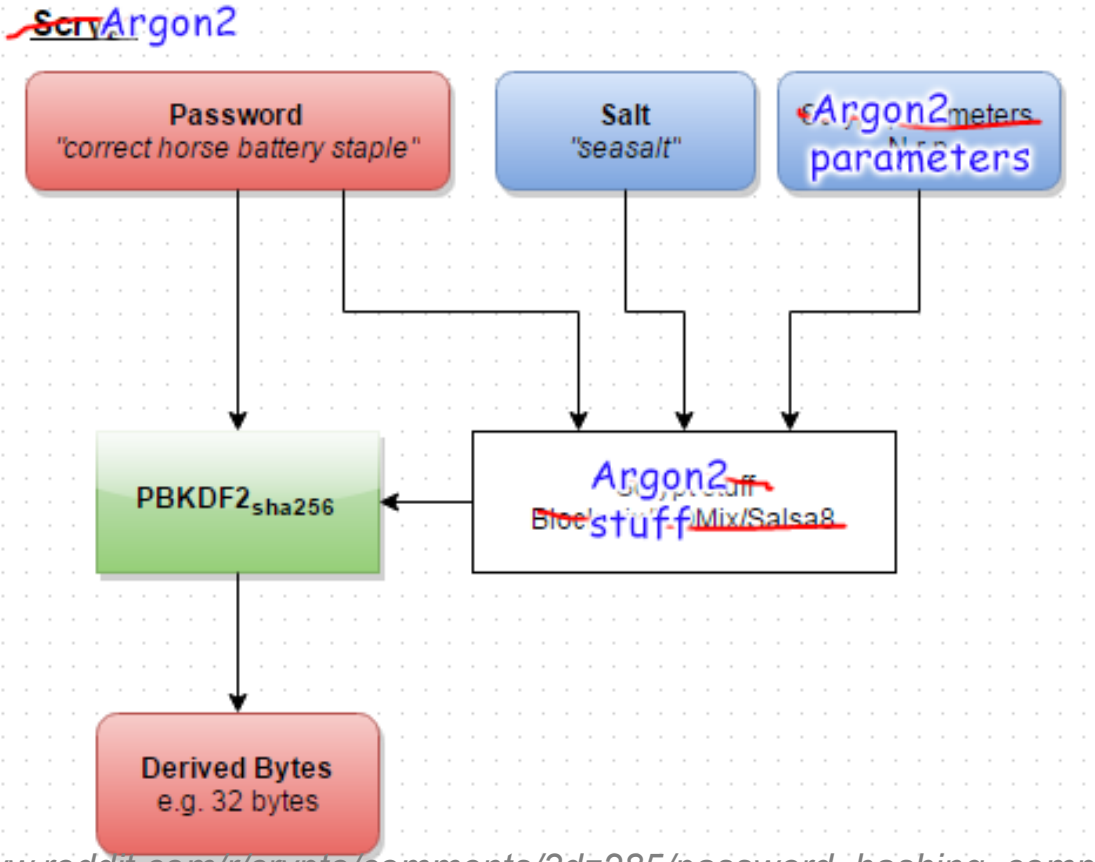
Reuse of external PBKDF2 structure



https://www.reddit.com/r/crypto/comments/3dz285/password_hashing_competition_phc_has_selected/

Argon2

- Password hashing competition (PHC) winner, 2013



https://www.reddit.com/r/crypto/comments/3dz285/password_hashing_competition_phc_has_selected/

Problem solved?

- *To*: cfrg at irtf.org
- *Subject*: [Cfrg] Argon2i, scrypt, balloon hashing, ...
- *From*: Phillip Rogaway <rogaway at cs.ucdavis.edu>
- *Date*: Mon, 15 Aug 2016 15:37:21 -0700 (Pacific Daylight Time)
- *Archived-at*: <https://mailarchive.ietf.org/arch/msg/cfrg/Xu9hCT6dqVmD50CezeR1MFsos0o>
- *Delivered-to*: cfrg at ietfa.amsl.com
- *In-reply-to*: <mailman.995.1471241877.1171.cfrg@irtf.org>
- *List-archive*: <https://
- *List-help*: <mailto:cfr
- *List-id*: Crypto Forum
- *List-post*: <mailto:cfr
- *List-subscribe*: <https
request@irtf.org?subj
- *List-unsubscribe*: <https://www.irtf.org/mailman/options/cfrg>, <mailto:cfrg-request@irtf.org?subject=unsubscribe>
- *References*: <mailman.995.1471241877.1171.cfrg@irtf.org>
- *User-agent*: Alpine 2.00 (WNT 1167 2008-08-23)

Problem: situation with PHC winner still unclear in 2018 ☹

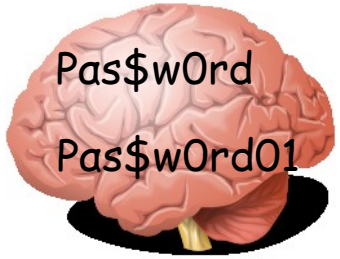
```
I would like to gently suggest the CFRG not move forward with blessing any memory-hard hash function
at this time. The area seems too much in flux, at this time, for this to be desirable. Really nice
results are coming out apace. Standards can come too early, you know, just as they can come out too
late.


phil
```

https://www.ietf.org/mail-archive/web/cfrg/current/msg08439.html

PASSWORD MANAGERS

Evolution of password (managers)

1. Human memory only

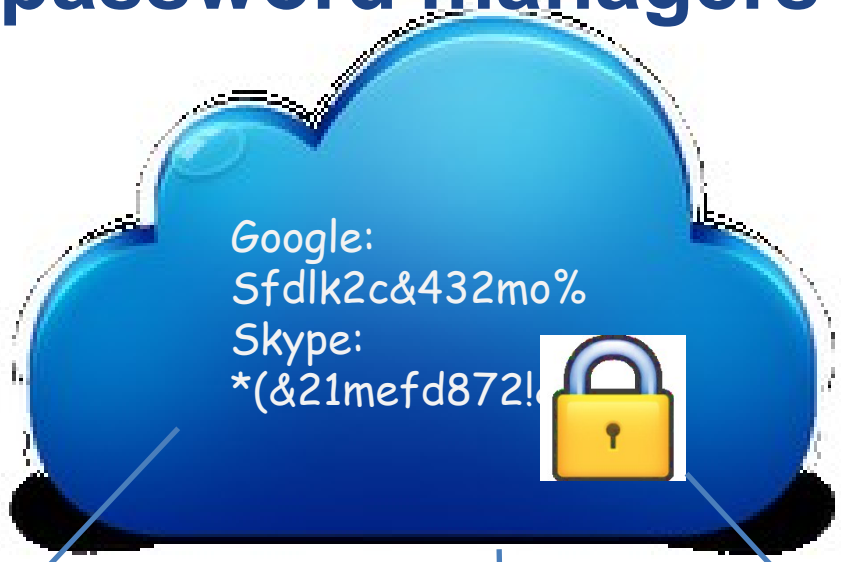


2. Write it down on paper

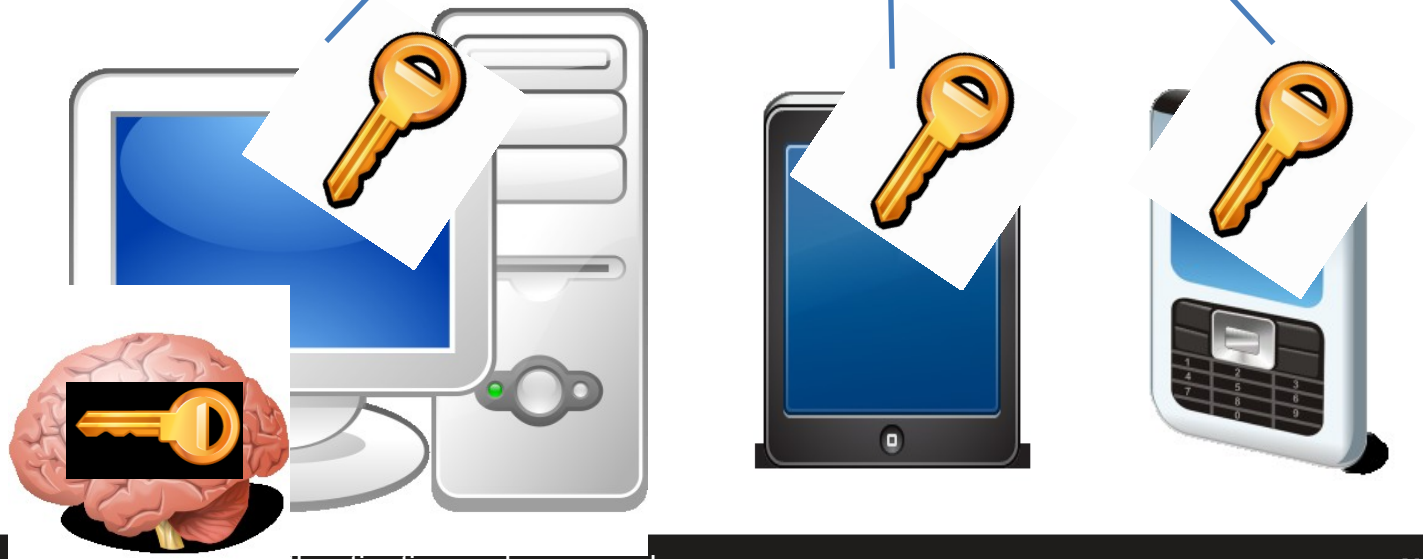
3. Write it into file

4. Use local password manager

Remote password managers

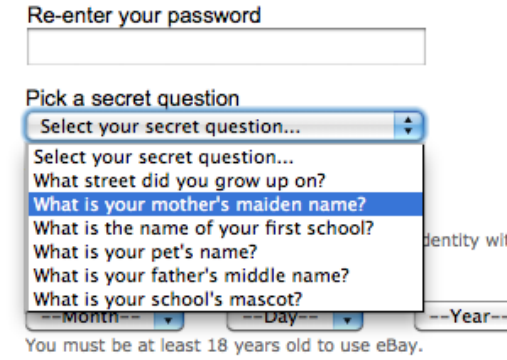


KeePass+Dropbox
LastPass
1Password
MozillaSync
…



Common (mis-)Assumptions

1. User has strong password
   – >60% can be usually brute-forced
2. Server/service is hard to compromise
   – Server-side compromises are now very frequent
3. User have unique passwords
   – Gawker/root.com leak: 76% had the exact same password
4. Different authentication channels are independent
   – Web-browsing + SMS on smart phones?
5. Account recovery often weak(er)



Case study

PASSWORD MANAGER FOR MULTIPLE DEVICES

Main security design principles

- Treat storage service as untrusted and perform security sensitive operations on client
- Make necessary trusted component as small as possible
- Prevent offline brute-force, but don't expect strong password from user
  - add entropy from other source
- Make transmitted sensitive values short-lived
- Trusted hardware can provide additional support

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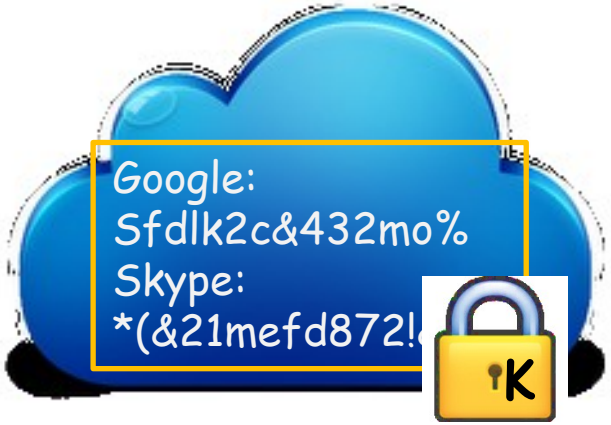
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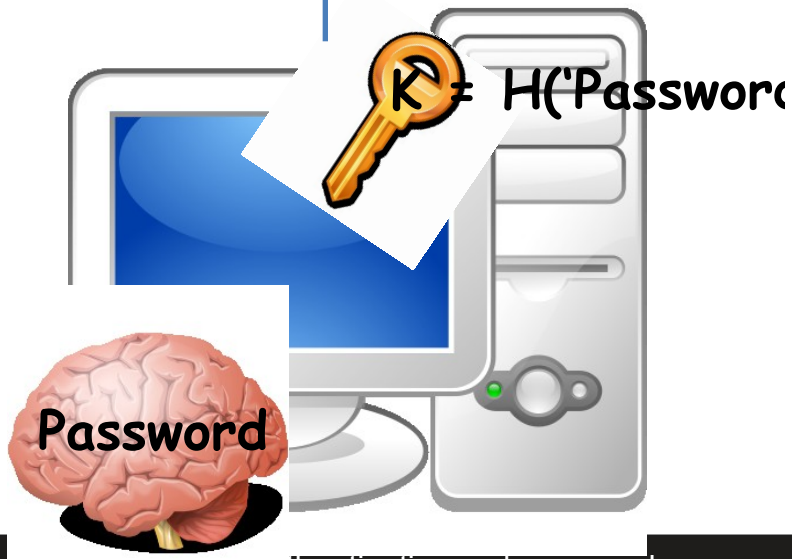
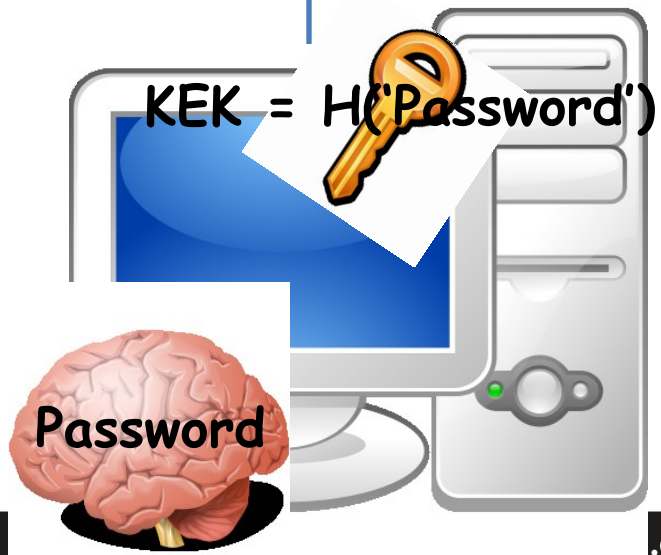
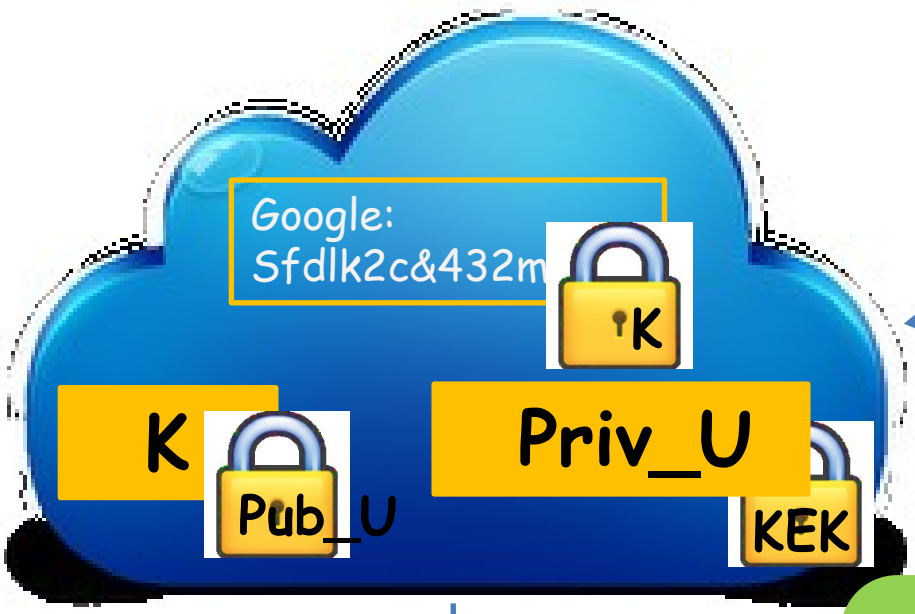
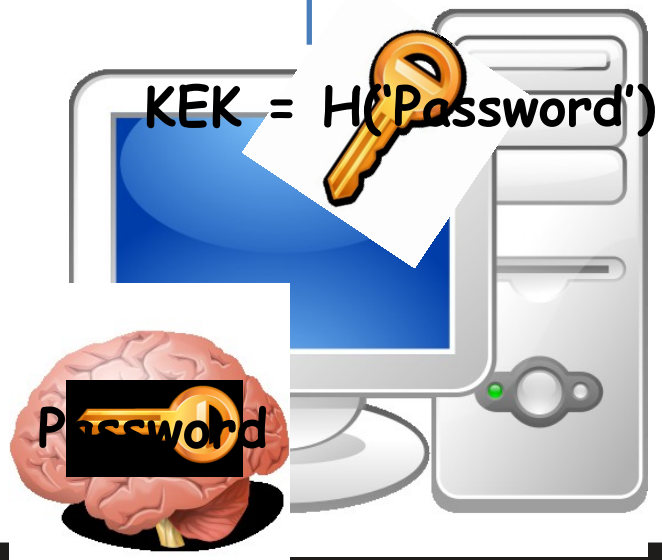

K = H('Passwor
Password


KEK = H('Password')
Password

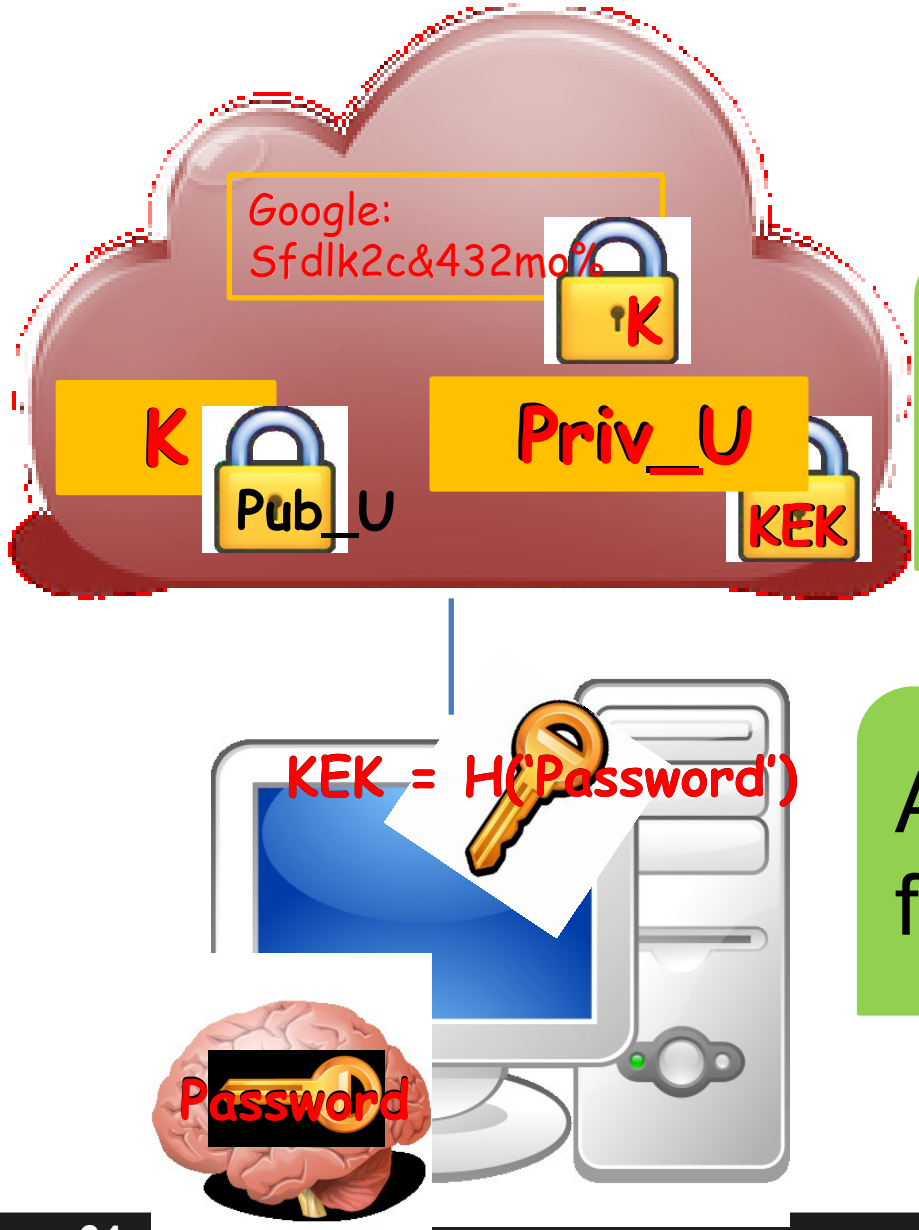
ic-key crypto indirection





Public-key crypto indirection allows for asynchronous change of K

Long private key can be also stored on Service



Weak password?

Users tend to have weak passwords…

Attacker has motivation for attacking the Service!

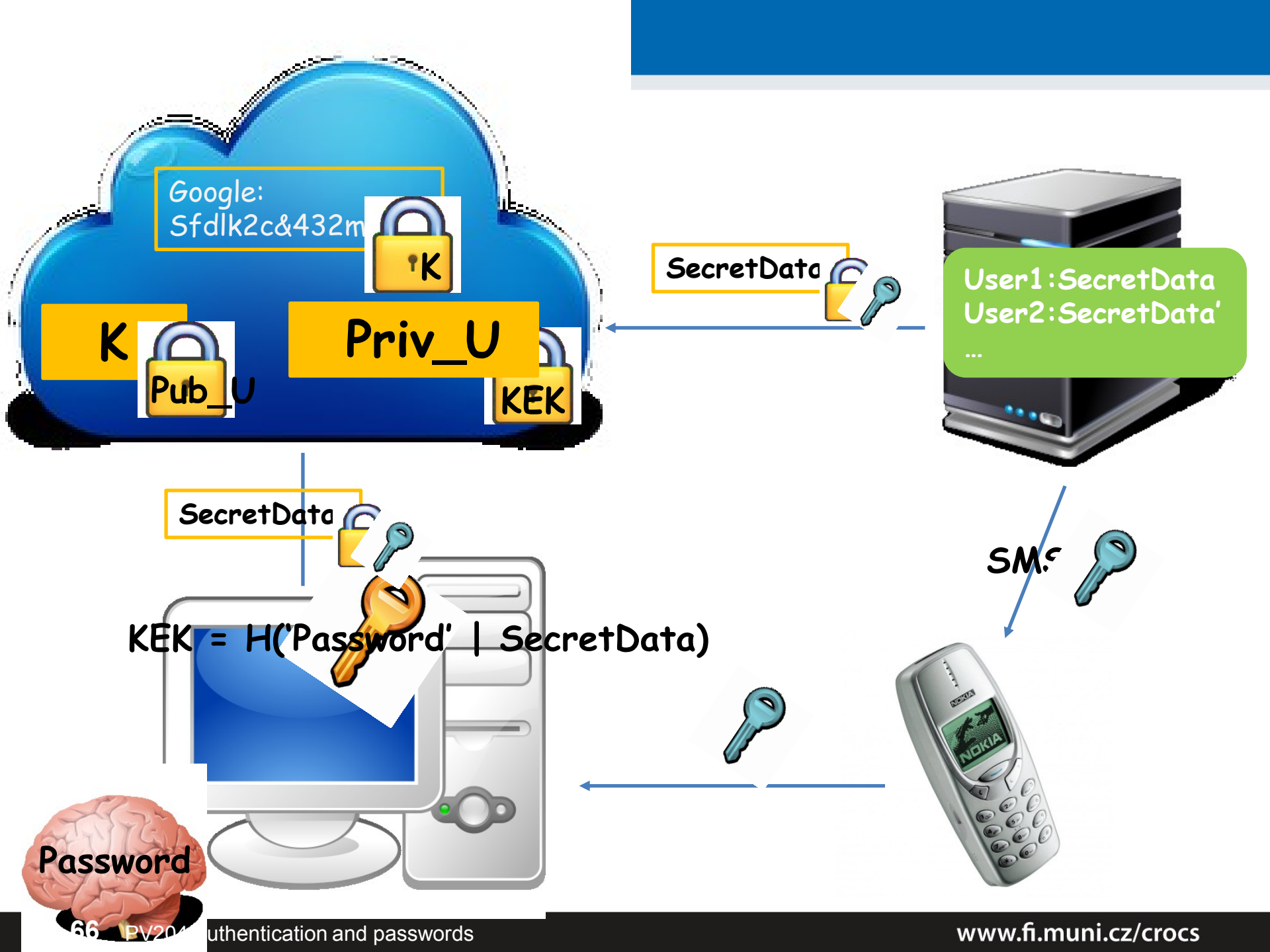
Trusted element

ata

ata1 ,
tData2 ,
cretData3 ...
hreshold crypto

KEK = H('Password' | SecretDat

Separate trusted entities provide additional data


Google:
Sfdlk2c&432m
K
K
Pub_U
Priv_U
KEK
SecretData
User1:SecretData
User2:SecretData'
...
SecretData
SMS
KEK = H('Password' | SecretData)
Password

ltiple devices

Other operations

- Device management (new, remove, revoke)
- Device authentication
- Group management (users, boards, secrets)
- Password change, private key change
- Access recovery
- …

Devil is in the details…

Do we have some implementations?

- Apple's service showcased in 2013
- Lack of details until iOS Security report 02/2014
  - https://www.apple.com/business/docs/iOS_Security_Guide.pdf
- https://blog.cryptographyengineering.com/2016/08/13/is-apples-cloud-key-vault-crypto/ (M.Green)

Apple's iCloud Keychain

- Multiple similarities to described example
  - Layer of indirection via asymmetric cryptography
  - Support for multiple devices
  - Asynchronous operations via application tickets
  - Authorization and signature of additional devices
  - User phone registered and required
- Still reliance on user's (potentially weak) password
  - But limited number of tries allowed
- Trusted component of iCloud realized via internal HSM
  - Recovery mode with 4 digit code (default, can be set longer)
  - HSM will decrypt recovery key only after code validation
  - 4 digits length is not an issue here – HSM enforce limited # retries

Summary

- Passwords have multiple issues, but are hard to be replaced
- Important to use passwords securely (guidelines)
- One-time passwords and tokens getting more used
- Password manager with synchronization over multiple devices is not straightforward
- Mandatory reading: UCAM-CL-817
  - At least chapters: II. Benefits, V. Discussion
  - Whole report is highly recommended