

Password hashing

CS 161: Computer Security

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Announcement

Project 2 to be released Thursday


Midterm grades announced at end of week

Passwords

Tension between usability and security



choose memorable
passwords



choose random and
long passwords (hard
to guess)

Attack mechanisms

- Online guessing attacks
 - Attacker tries to login by trying different user passwords in the live system
- Social engineering and phishing
 - Attacker fools user into revealing password
- Eavesdropping
 - Network attacker intercepts plaintext password on the connection
- Client-side malware
 - Key-logger/malware captures password when inserted and sends to attacker
- Server compromise
 - Attacker compromises server, reads storage and learns passwords

Defences/mitigations

Network eavesdropper:

- Encrypt traffic using SSL (will discuss later)

Client-side malware: hard to defend

- Intrusion detection mechanisms – detect malware when it is being inserted into the network
- Various security software (e.g., anti-virus)
- Use two-factor authentication

Mitigations for online-guessing attacks

- Rate-limiting
 - Impose limit on number of passwords attempts
- CAPTCHAs: to prevent automated password guessing



- Password requirements: length, capital letters, characters, etc.

Mitigations for server compromise

- Suppose attacker steals the database at the server including all password information
- Storing passwords in plaintext makes them easy to steal
- Further problem: users reuse passwords at different sites!

Don't store passwords in plaintext at server!

Hashing passwords

- Server stores $\text{hash}(\text{password})$ for each user using a **cryptographic hash function**
 - hash is a one-way function

username	hash of password
Alice	$\text{hash}(\text{Alice's password})$
Bob	$\text{hash}(\text{Bob's password})$

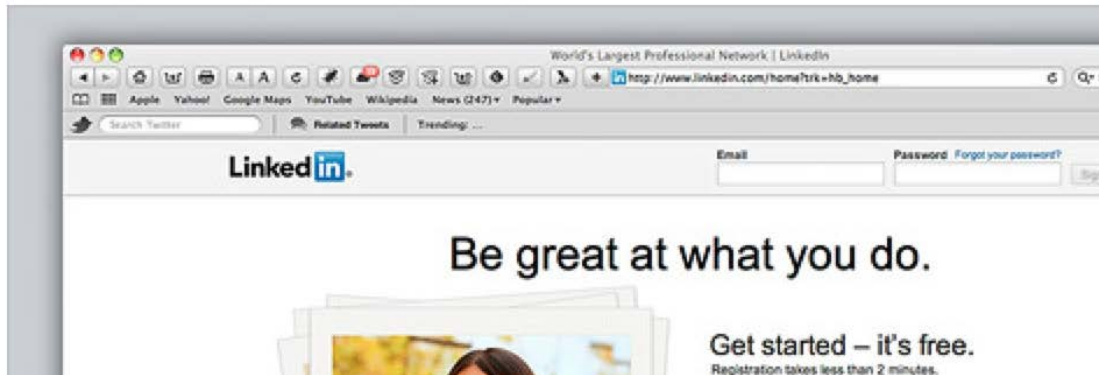
- When Alice logs in with password w (and provides w to server), server computes $\text{hash}(w)$ and compares to Alice's record

Password hashing: problems

- Offline password guessing
 - **Dictionary attack**: attacker tries all passwords against each hash(w)
 - Study shows that a dictionary of 2^{20} passwords can guess 50% of passwords
- Amortized password hashing
 - Idea: **One** brute force scan for **all/many** hashes
 - Build table (H(password), password) for all 2^{20} passwords
 - Crack 50% of passwords in this **one pass**

More than 6 million LinkedIn passwords stolen

By David Goldman @CNNMoneyTech June 7, 2012: 9:34 AM ET



LinkedIn was storing $h(\text{password})$

"Link" was the number one hacked password, according to Rapid7. But many other LinkedIn users also picked passwords – "work" and "job" for example – that were associated with the career site's content.

Religion was also a popular password topic – "god," "angel" and "jesus" also made the top 15. Number sequences such as "1234" and "12345" also made the list.

Prevent amortized guessing attack

- Randomize hashes with salt
- Server stores (salt, hash(password, salt)), salt is random
- Two equal passwords have different hashes now
- Dictionary attack still possible, BUT need to do one brute force attack per hash now, not one brute force attack for many hashes at once

Salted hash example

username	salt	hash of password
Alice	235545235	hash(Alice's password, 235545235)
Bob	678632523	hash(Bob's password, 678632523)

Attacker tries to guess Alice's password:

Computes table

'aaaaaa'	hash('aaaaaa', 235545235),
'aaaaab'	hash('aaaaab', 235545235),
...	
'zzzzzzz'	hash('zzzzzzz', 235545235)

This table is useless for Bob's password because of different salt

Increase security further

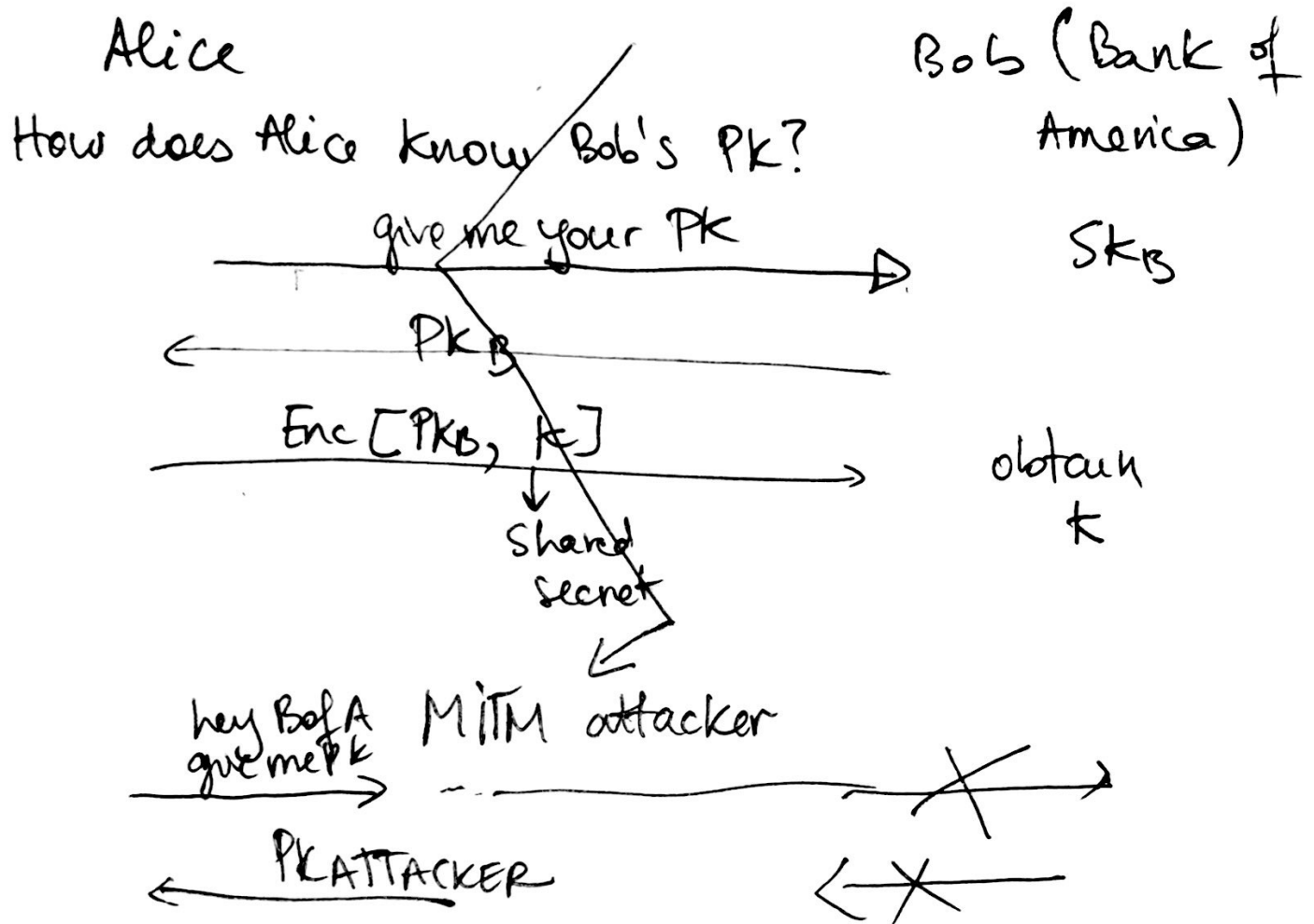
- Would like to slow down attacker in doing a dictionary attack
- Use **slow hashes** = takes a while to compute the hash
- Define
$$H(x) = \text{hash}(\text{hash}(\text{hash}(\dots\text{hash}(x))))$$
use with $x = \text{password} \parallel \text{salt}$
- Tension: time for user to authenticate & login vs attacker time
- If H is 1000 times slower and attack takes a day with F, attack now takes 3 years with H

Conclusions

- Do not store passwords in cleartext
- Store them hashed with salts, slower hash functions better

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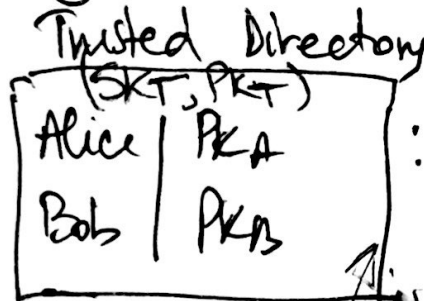
Key management



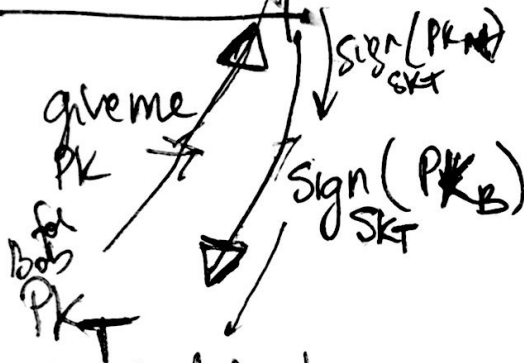
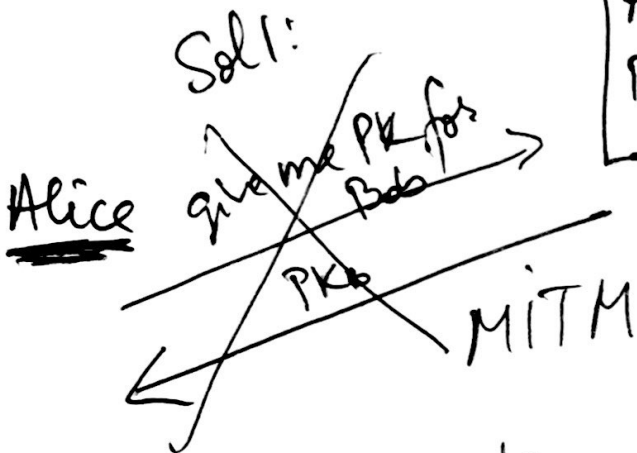
How can Alice obtain the PK of Bob securely

Public-key Infrastructure (PKI) = infrastructure (roles, policies, protocols) for managing PK and certificates

1) Trusted Directory Service



: assumed uncomproamisable



Bob

- everyone knows PK_T
(Alice has PK_T hardcoded in her browser)

MITM attacker can return a sign from TD for some Problem: else don't know if PK is Bob's

Sol 2: TD answers with sign(SKT, PK_B)

2) PKI Approach 2: Digital Certificates.

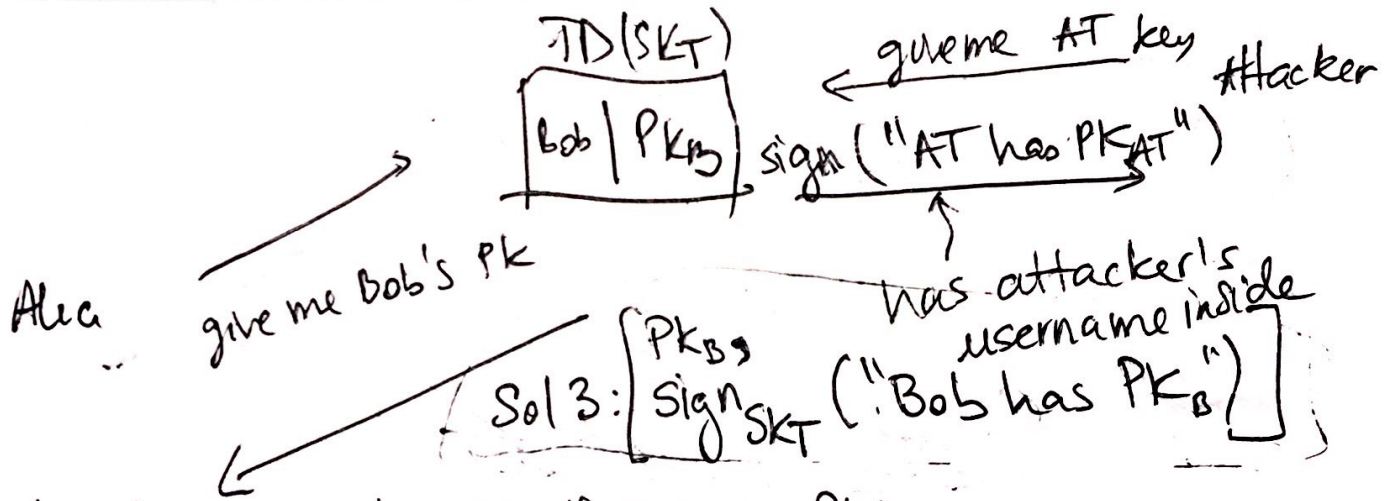
association between a username and their public as certified by some authority (e.g. Verisign)

CA = certificate authority (e.g. Verisign)

certificate = $\text{sign}_{SK_{CA}}(\text{username}, PK)$

Users verify certificates using PK_{CA} hardcoded in browsers

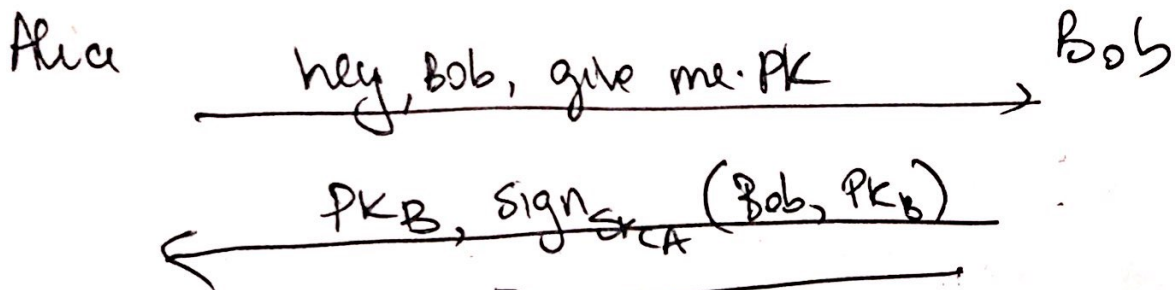
Ex: $\text{sign}_{SK_{\text{Verisign}}}(\text{Google IP:}, PK_{\text{Google}})$



- checks signature verifies using PK_T
- and Bob is in the signature

Suppose Bob's SK_B was compromised → Attacker has old SK_B
 Bob generates new (PK'_B, SK'_B) and updates TD so it contains [Bob, PK_B]
 ↑ public

Problem with Sol 3: Attacker becomes MITM and replaces TD's response containing PK'_B with old response with PK_B replay attack
 (replaying old information)



can obtain certificate from anyone

+ CA does not have to be online.

What if Bob changes PK? - add expiry to certificates

certificate: $\text{sign}_{SK_{CA}}(\text{Bob}, \text{PK}_B, \text{expiry})$
 (name)
 April, 2018

When expires, Bob needs to obtain new certificate from CA with new expiration date

Prevents replay only across expiration periods
 If Bob's SK_B gets compromised before expiry, Attacker can impersonate Bob till then

Sol 4:

Alice

- chooses
nonce randomly

verifies:

- 1) signature verifies using PKT
- 2) signature has Bob's username
- 3) contains nonce Alice sent

Drawbacks: central point of attack and failure

TD has to be online always

Not Scalable: has to know everyone's PK

