CSE508 Network Security (PhD Section)

2/24/2015 Encrypted Communication

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Cryptography



Goals

Confidentiality

Keep content secret from all but authorized entities

Integrity

Protect content from unauthorized alteration

Authentication

Identification of data or communicating entities

Non-repudiation

Prevent entities from denying previous commitments or actions

Basic Terminology

Plaintext: the original message

Ciphertext: the coded message

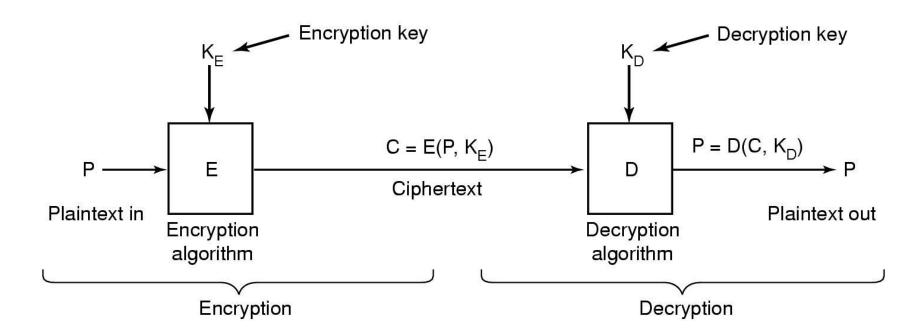
Cipher: algorithm for transforming plaintext to ciphertext (encryption) and back (decryption)

Key: info used in cipher known to sender and receiver

Cryptanalysis (codebreaking): the study of methods of deciphering ciphertext without knowing the key

Cryptology: the field of both cryptography and cryptanalysis

Plaintext vs. Ciphertext



Kerckhoffs's Principle

A cryptosystem should be secure even if everything about the system, except the key, is public knowledge

The security of the system must rest entirely on the secrecy of the key

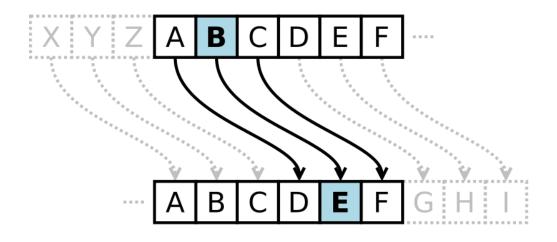
Only brute force attacks are possible

Otherwise the algorithm is broken

Contrast with security by obscurity: every secret creates a potential failure point

Caesar Cipher





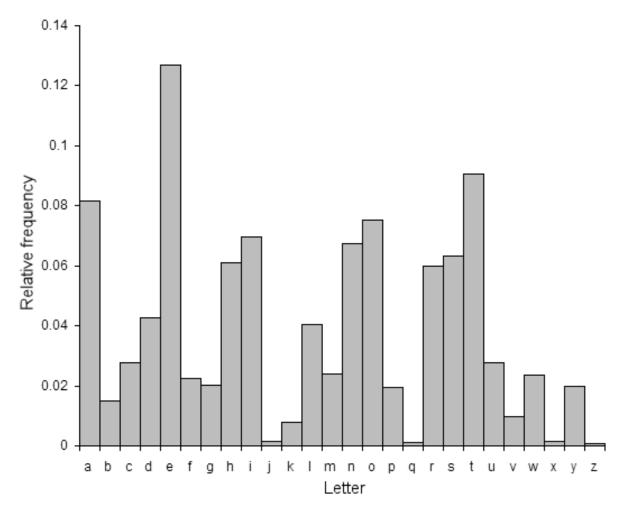
Ciphertext: WKH TXLFN EURZQ IRA MXPSV RYHU WKH ODCB GRJ

Plaintext: the quick brown fox jumps over the lazy dog

Shift by X (e.g., ROT-13)

Monoalphabetic substitution

Easy to break using frequency analysis



Distribution of letters in a typical sample of English language text

Vigenère Cipher

Plaintext: ATTACKATDAWN

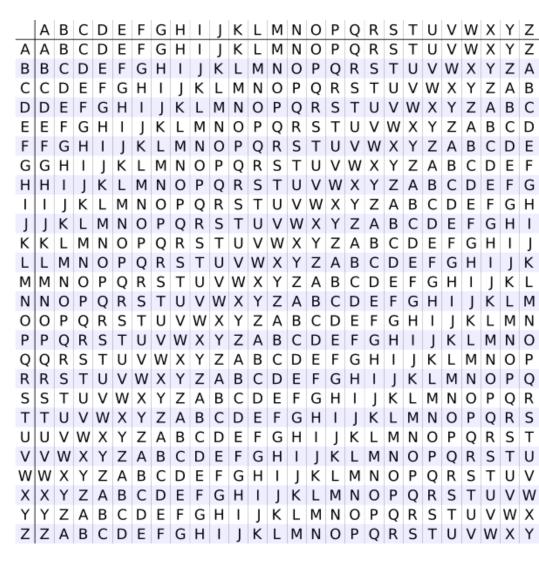
Key: LEMONLEMONLE

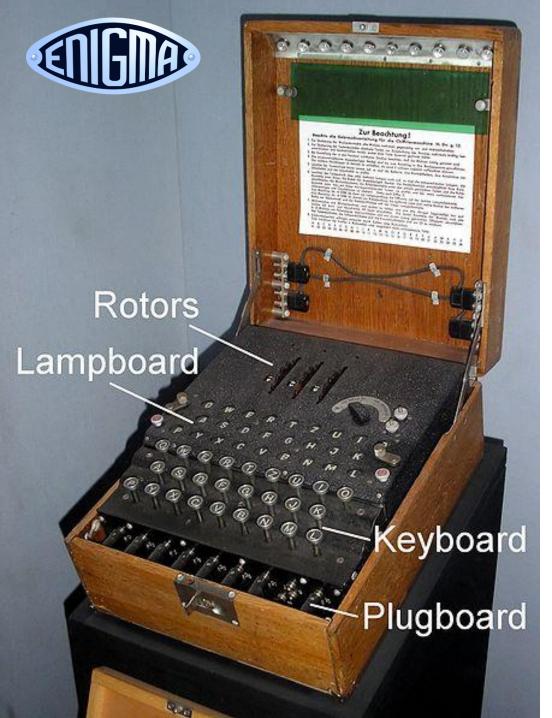
Ciphertext: LXFOPVEFRNHR

Successive Ceasar ciphers with different shift values

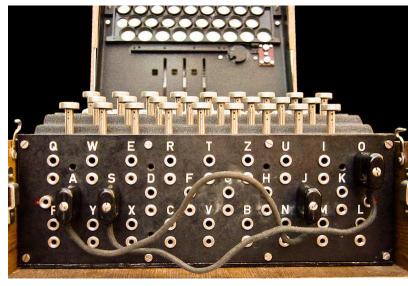
Polyalphabetic substitution

Defeats simple frequency analysis, but still breakable









Properties of a Good Cryptosystem

Given the ciphertext, an adversary should not be able to recover the original message

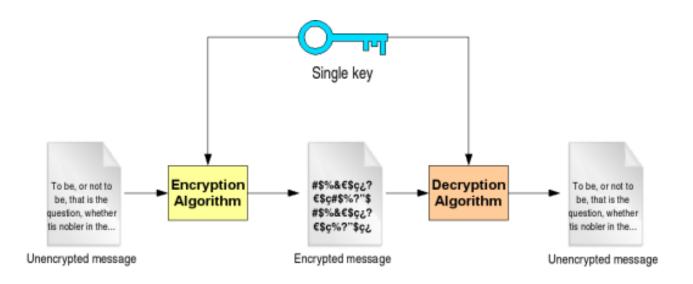
Enumerating all possible keys must be infeasible

There should be no way to produce plaintext from ciphertext without the key

The ciphertext must be indistinguishable from true random values

Given a ciphertext, the probability of any possible plaintext being encrypted should be the same

Symmetric Key Cryptography



Pros:

Fast

Short keys

Well known

Simple key generation

Cons:

Secrecy of keys

Management of keys

Number of keys

One-time Pad

XOR plaintext with a keystream

1882 Frank Miller [Bellovin '11]

1917 Vernam/Mauborgne cipher

"Information-theoretically secure" against ciphertext-only attacks (Shannon 1949)



Truly random

As long as the plaintext

Used only once

Kept completely secret



Block Ciphers

Process one block at a time

Substitution and transposition (permutation) techniques

Examples: DES, AES, ...

Stream Ciphers

Process one bit or byte at a time

Plaintext is combined (XOR) with a *pseudorandom* keystream (NOT the same as one-time pad)

Synchronous vs. asynchronous (self-synchronizing)

Examples: RC4, any block cipher in OFB or CTR mode, ...

Block Ciphers

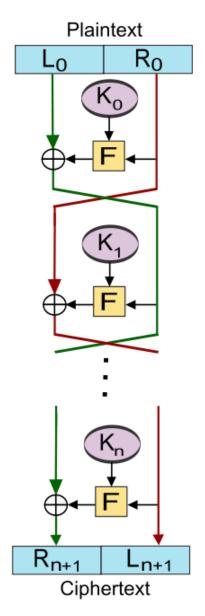
Multiple rounds of substitution, permutation, ...

Confusion: each character of the ciphertext should depend on several parts of the key

Diffusion: changing a plaintext character should result in several changed ciphertext characters

| | DEC | AFC | |
|--------------|------------------------------|---|--|
| | DES | AES | |
| Key length | 56 bits | 128, 192, 256 bits | |
| Block size | 64 bits | 128 bits | |
| Rounds | 16 | 10, 12, 14 | |
| Construction | Substitution, permutation | Substitution, permutation, mixing, addition | |
| Developed | 1977 | 1998 | |
| Status | Broken! | OK (for now) | |
| | | | |

DES rounds



Modes of Operation

Direct use of block ciphers is not very useful

Enemy can build a "code book" of plaintext/ciphertext equivalents

Message length should be multiple of the cipher block size

How to repeatedly apply a block cipher to securely encrypt/decrypt arbitrary inputs?

Five standard modes

ECB: Electronic Code Book

CBC: Cipher Block Chaining

CFB: Cipher Feedback

OFB: Output Feedback

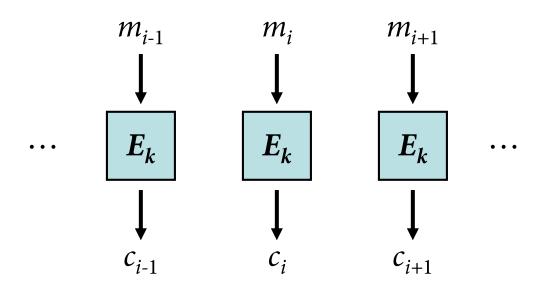
CTR: Counter

ECB: Electronic Code Book Mode

Direct use of the block cipher

Each block is encrypted independently

No chaining, no error propagation

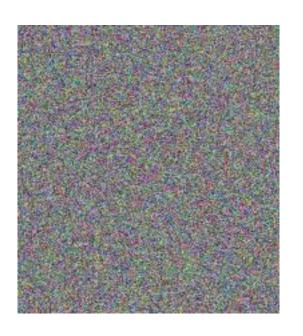


Problem: if $m_i = m_j$ then $c_i = c_j$

ECB: Electronic Code Book Mode

Data patterns may remain visible Susceptible to replay attacks, block insertion/deletion





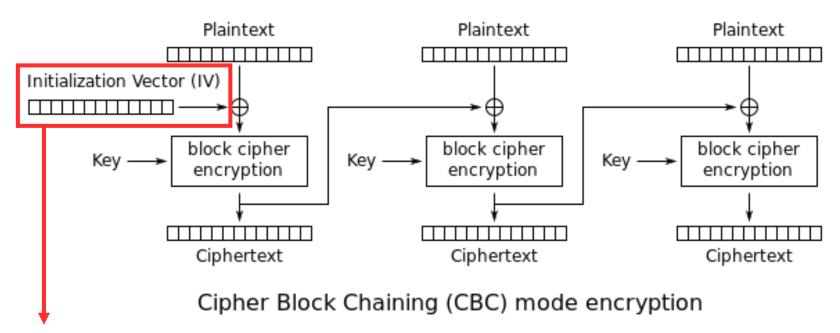
Plaintext

ECB Mode Encryption

CBC/Other Modes

CBC: Cipher Block Chaining Mode

Each plaintext block is XORed with the previous ciphertext block before being encrypted



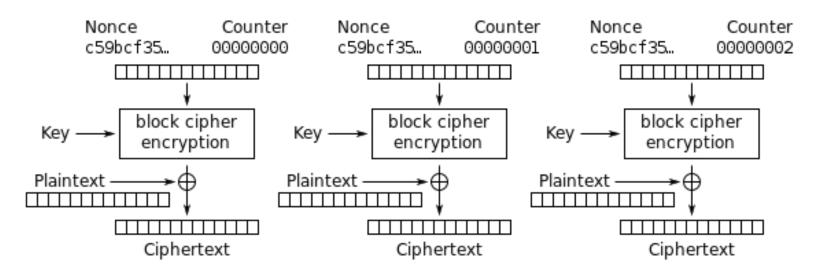
Must be random!

Must never be reused!

CTR: Counter Mode

Turns a block cipher into a stream cipher

Next keystream block is generated by encrypting successive values of a counter combined with a nonce (IV)



Counter (CTR) mode encryption

Diffie-Hellman Key Exchange

Allows two parties to jointly establish a shared secret key over an insecure communication channel

The established key can then be used to encrypt subsequent communication using a symmetric key cipher

"New Directions in Cryptography" by Whitfield Diffie and Martin Hellman, 1976

Based on the discrete logarithm problem

$$3^{29} \mod 17 \xrightarrow{easy} ??$$

$$3^{29} \mod 17 \xrightarrow{hard} 12$$

Diffie-Hellman Key Exchange

Alice and Bob agree on a large (at least 1024 bit) prime number \boldsymbol{p} and a base \boldsymbol{g}

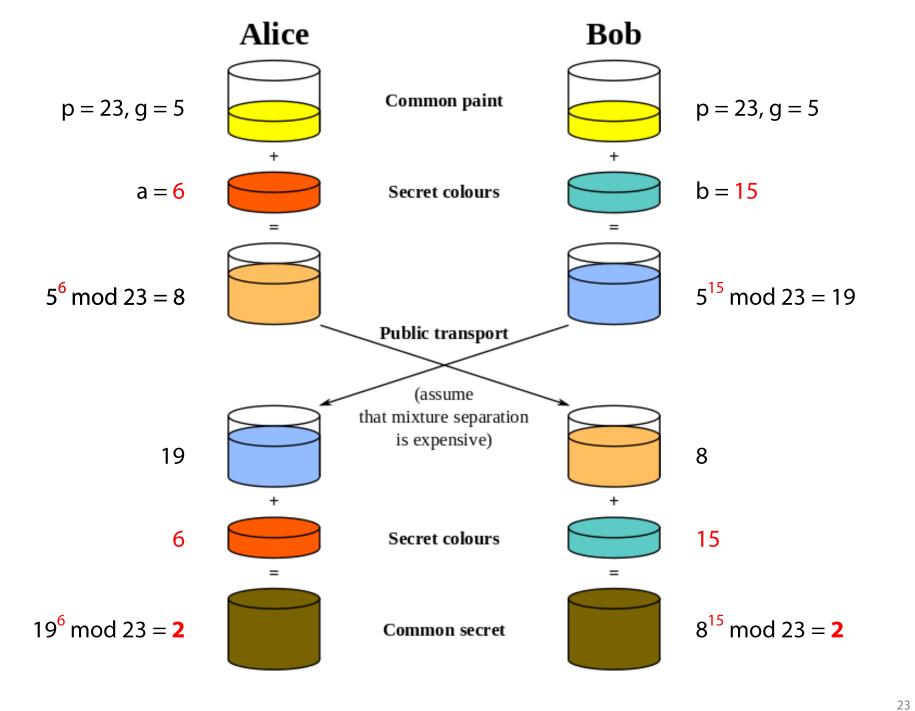
- p is usually of the form 2q+1 where q is also prime
- g is a generator of the multiplicative group of integers modulo p (for every x coprime to p there is a k such that $g^k \equiv x \mod p$

Alice picks a secret (private) large random number a and sends to Bob $g^a \mod p$

Bob picks a secret large random number b and sends to Alice $g^b \bmod p$

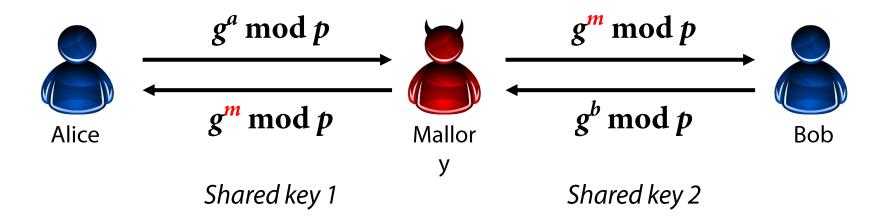
Alice calculates
$$s = (g^b \bmod p)^a = g^{ba} \bmod p$$

Bob calculates $s = (g^a \bmod p)^b = g^{ab} \bmod p$ shared key



Man-in-the-Middle Attack

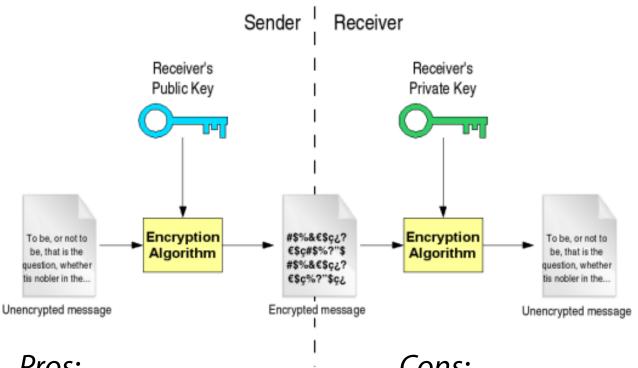
Alice and Bob share no secrets



Mallory actively decrypts and re-encrypts all traffic

Alice and Bob think they communicate directly General problem: *need for a root of trust*

Public Key Cryptography



Pros:

No shared secrets Easier key management Provides secrecy and authenticity

Cons:

Slow

Large keys Key generation is more difficult

RSA

Named after its inventors Rivest, Shamir, Adleman

Based on the problem of factoring large numbers

Choose two distinct large prime numbers p and q

Let n = pq (modulus)

Select *e* as a relative prime to (p-1)(q-1)

Calculate d such that $ed \equiv 1 \mod (p-1)(q-1)$

Public key = (e, n)

Private key = (d, n)

To encrypt m, calculate $c = m^e \mod n$

To decrypt c, calculate $m = c^d \mod n$

RSA in Practice

RSA calculations are computationally expensive

Use RSA in combination with a symmetric key

Send an encrypted message:

Encrypt message with a random symmetric key

Encrypt symmetric key with recipient's public key

Transmit both the encrypted message and the encrypted key

Set up an encrypted communication channel:

Negotiate a symmetric key using RSA

Use the symmetric key for subsequent communication

Forward Secrecy

Threat: capture encrypted traffic now, use in the future

Private keys may be compromised (e.g., infiltrate system)

Cryptanalytic breakthrough

FS: Ensure that even if current keys are compromised, past encrypted traffic cannot be compromised

Cannot read old messages

Cannot forge a message and claim that it was sent in the past

Support

IPsec, SSH, Off-the-Record messaging (OTR)

TLS (Diffie–Hellman instead of RSA key exchange)

Note a panacea

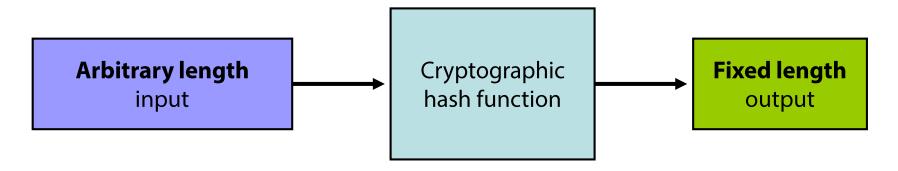
Session keys might be kept in memory for hours

Server could be forced to record all session keys

TLS Session tickets need careful treatment

Cryptographic Hash Functions

Hash functions that are considered practically impossible to invert



Properties of an ideal cryptographic hash function

Easy to compute the hash value for any given message Infeasible to generate a message that has a given hash Infeasible to modify a message without changing the hash Infeasible to find two different messages with the same hash

Many-to-one function: collisions can happen

Cryptographic Hash Function Properties

Pre-image resistance

Given a hash value h it should be computationally infeasible to find any input m such that h = hash(m)

Example: break a hashed password

Second pre-image resistance

Given m_1 it should be computationally infeasible to find m_2 such that $m_1 \neq m_2$ and hash $(m_1) = \text{hash}(m_2)$

Example: forge an existing certificate

Collision Resistance

It should be computationally infeasible to find two different inputs m_1 and m_2 such that hash $(m_1) = hash(m_2)$ (collision)

Example: prepare two contradicting versions of a contract

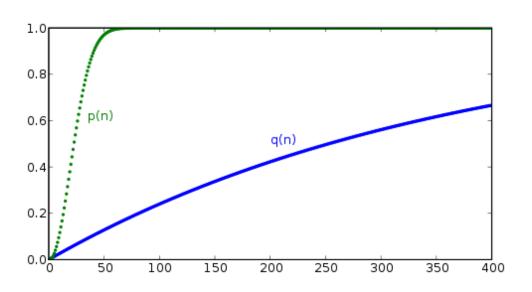
Birthday Paradox

How many people does it take before the odds are 50% or better of having...

...another person with the same birthday as you? **253**Second pre-image resistance

...two people with the same birthday? 23

Collision resistance



Uses of Cryptographic Hash Functions

Data integrity

Digital signatures

Message authentication

User authentication

Timestamping

Certificate revocation management

Common Hash Functions

MD5: 128-bit output

1993: Boer and Bosselaers, "pseudo-collision" of the MD5 compression function: 2 different IVs which produce an identical digest

1996: Dobbertin, collision of the MD5 compression function

2004: Wang, Feng, Lai, and Yu, collisions for the full MD5

2005: Lenstra, Wang, and de Weger, construction of two X.509 certificates with different public keys but same hash

2008: Sotirov, Stevens, Appelbaum, Lenstra, Molnar, Osvik, de Wege, creating rogue CA certificates

Use it? NO, it's unsafe

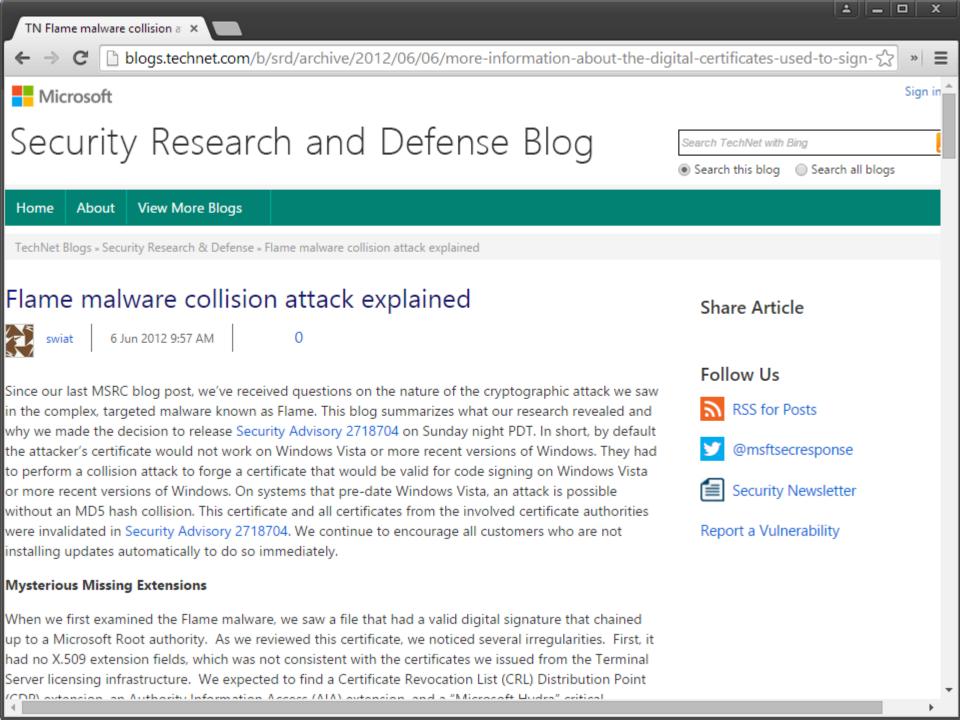
SHA-1: 160-bit output

2005: Rijmen and Oswald, attack on a reduced version of SHA1 (53 out of 80 rounds)

2005: Wang, Yao, and Yao, an improvement, lowering complexity for finding a collision to 2⁶³

2006: Rechberger, attack with 2³⁵ compression function evaluations

Use it? Use SHA-256 or better instead



Message Authentication Codes (MACs)

Verify both message integrity and authenticity

Keyed-hash message authentication code (HMAC)

For a cryptographic hash function H:

 $\mathsf{HMAC}(K, m) = \mathsf{H}((K \oplus opad) \mid\mid \mathsf{H}(K \oplus ipad \mid\mid m))$

opad/ipad: outer/inner padding

|| denotes concatenation

Impossible to generate the HMAC of a message without knowing the secret key

Order of Encryption and MACing

Encrypted data usually must be protected with a MAC Encryption alone protects only against passive adversaries

Different options:

Encrypt-and-MAC $E(P) \parallel M(P)$

No integrity of the ciphertext

MAC-then-Encrypt $E(P \mid\mid M(P))$

No integrity of the ciphertext (have to decrypt it first)

Encrypt-then-MAC $E(P) \parallel M(E(P))$

Preferable option – always MAC the ciphertext

Digital Signatures

Use RSA backwards:

Sign (encrypt) with the private key Verify (decrypt) with the public key

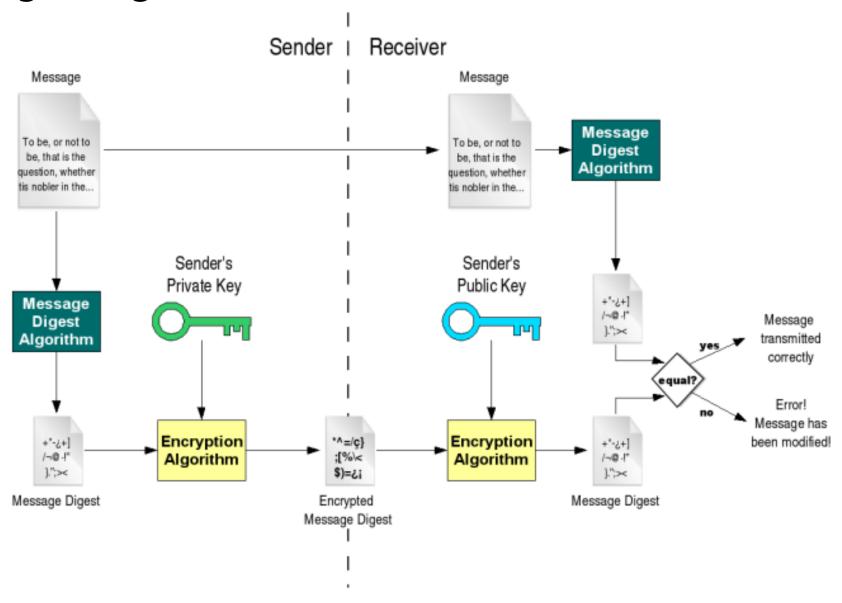
Ownership of a private key turns it into a digital signature

Anyone can verify that a message was signed by its owner What if a private key was stolen or deliberately leaked? *Non-repudiation*

Again, too expensive to sign the whole message

Calculate a cryptographic hash of the message and sign the hash

Digital Signatures



Hashes vs. MACs vs. Digital Signatures

| | Hash | MAC | Signature |
|-----------------|------|-----------|------------|
| Integrity | ✓ | ✓ | √ |
| Authentication | | ✓ | ✓ |
| Non-repudiation | | | ✓ |
| Keys | None | Symmetric | Asymmetric |

Public Key Authenticity

Authentication without confidence in the keys used is pointless

Need to gain confidence or proof that a particular public key is authentic

It is correct and belongs to the person or entity claimed Has not been tampered with or replaced by an attacker

Different ways to establish trust

TOFU: trust on first use (e.g., SSH)

Web of trust – decentralized (P2P) trust model (e.g., PGP)

PKI: public key infrastructure (e.g., SSL)

(subject of future lecture)

Shamir: Crypto is usually not broken, but bypassed

