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and Computer Science

One-time Passwords (OTP)

Dynamic Password Generator

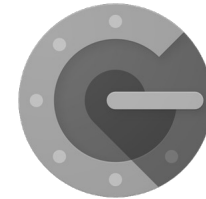


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- System periodically creates and displays new password
 - E.g., RSA SecurID, Google Authenticator App,
- User enters current password



RSA SecurID



Google Authenticator



FreeOTP

One-Time Passwords



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- Password that can be used exactly *once*
 - After use, it is immediately invalidated
- Challenge-response mechanism
 - Challenge is one of a number of authentications; response is password for that particular number
- Problems
 - Synchronization of user (prover), system/server (verifier)
 - Generation of good random passwords
 - Password distribution problem



- One-time password scheme based on idea of Lamport
- h one-way hash function (SHA-256, for example)
- User chooses initial seed k
- Server calculates:
$$h(k) = k_1, h(k_1) = k_2, \dots, h(k_n) = k_{n+1}$$
 - Needs only save k_{n+1}
- Passwords are reverse order:
$$p_1 = k_n, p_2 = k_{n-1}, \dots, p_{n-1} = k_2, p_n = k_1$$



Central Ideas:

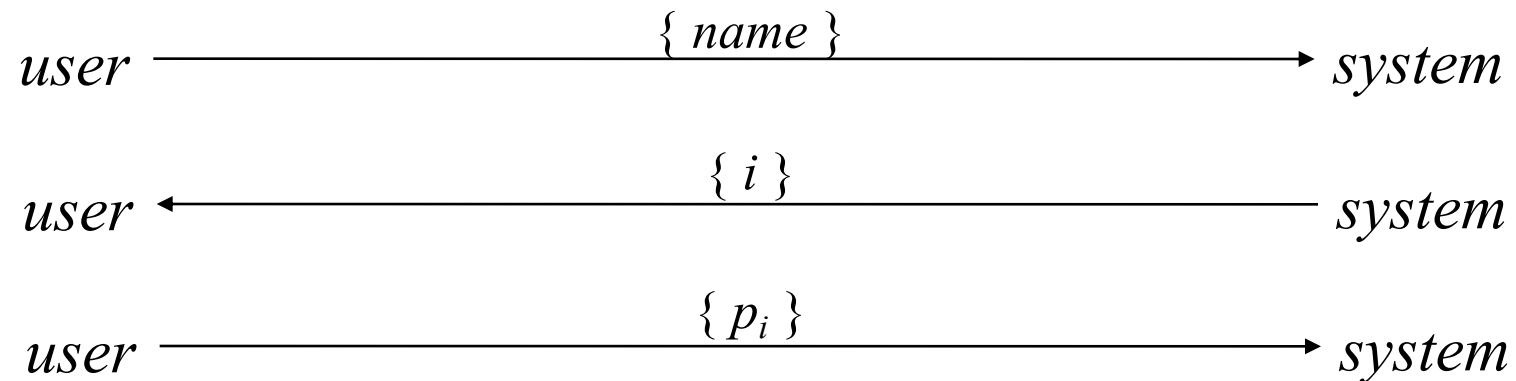
- Given last pwd p , observer cannot predict p' s.t. $h(p') = p$,
 - i.e., cannot predict next password.
- Server remembers last pwd p , and when p' is offered, validates $h(p') = p$

S/Key Protocol



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System stores maximum number of authentications n , number of next authentication i , last correctly supplied password p_{i-1} .



System computes $h(p_i) = h(k_{n-i+1}) = k_{n-i+2} = p_{i-1}$. If match with what is stored, system replaces p_{i-1} with p_i and increments i .



- HMAC-based One-Time Password (HOTP) algorithm
 - IETF RFC 4226, December 2005
- Server and user pre-establish a shared secret K , and a beginning counter value C
- HOPT One-time password value is computed as follows
 - $\text{HOTP}(K, C) = \text{Truncate}(\text{HMAC-SHA-1}(K, C))$
 - $\text{HOTP Password} = \text{HOTP}(K, C) \bmod 10^d$ where d is password length (typically 6 - 8 digits)
 - $\text{Truncate}()$ extracts 31-bits but NOT the last 31 bits. 31 bits starting at index $i+1$ where i is last four digits of the MAC value.
- Counter is updated after every successful login



- Time-based One-Time Password (TOTP) algorithm
 - Extension of HOTP
 - IETF RFC 6238, May 2011
- Server and user pre-establish a shared secret K
- Counter value is obtained using current Unix time
 - $C_T = \text{floor}([(T - T_0)/\text{Time-step}])$
 - T is current Unix Time, T_0 defaults to 0. Time-step defaults to 30 seconds
- To account for network delays and synchronization issues, validator will also check with C_T+1 and C_T-1

Summary



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- Dynamic or One-Time Passwords provide better security against password loss etc.
- S/KEY's use is reducing as a main form of authentication
- OTPs (e.g., HOTP, TOTP) are gaining use as a 2nd factor of authentication