



Cloud & Control

Factoring RSA Keys & Cracking Passwords

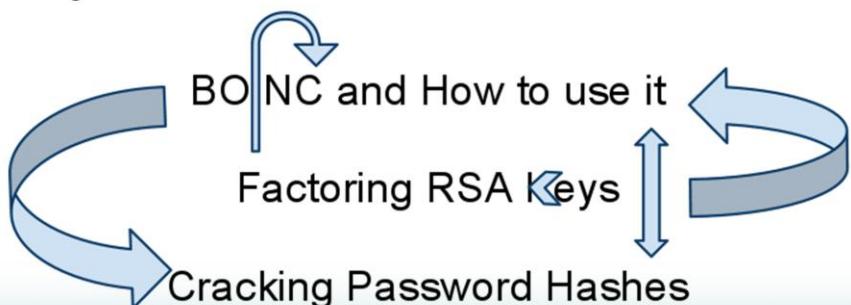




Custom BOINC Dashboard I wrote



- BOINC and How to use it
- Factoring RSA Keys
- Cracking Password Hashes





You have interesting problems!

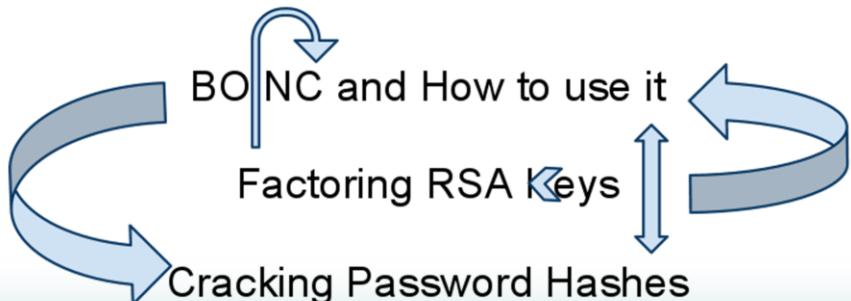
- Fuzzing

- ROP Compilers

- SMT Solving

Would BOINC Help?

How would you fit your problem into BOINC?





Materials!

How Do I Use BOINC?

1. Set up a BOINC Server
2. Edit config.xml
3. Lock down the server
4. Figure out how to distribute the work
5. Set up a client application
6. Create a client image
7. Automate the client image
8. Create workunits

Overview Info:
- <http://boinc.berkeley.edu/trac/wiki/BasicConcepts>

Resources For Setup:
- <http://boinc.berkeley.edu/trac/wiki/QuickStart>

Config File:
- http://www.boinc-wiki.info/Project_Configuration_File
- <http://boinc.berkeley.edu/trac/wiki/ProjectConfigFile>
- <http://boinc.berkeley.edu/trac/wiki/ProjectOptions>
- <http://boinc.berkeley.edu/trac/wiki/ProjectDaemons>
- http://www.boinc-wiki.info/BOINC_Server_Side_Daemon_Program

Some of the Daemons in the config file:
- <http://boinc.berkeley.edu/trac/wiki/BackendPrograms>
- <http://boinc.berkeley.edu/trac/wiki/FileDeleter>
- http://www.boinc-wiki.info/Assassin_Daemon
- http://www.boinc-wiki.info/Validator_Daemon

create work
- http://www.boinc-wiki.info/Generating_Work#Creating_Work_Unit_Records

- Slides w/ references
- Sample Templates
- Scripts



Platforms BOINC Runs on

- <http://boinc.berkeley.edu/trac/wiki/BoincPlatforms>





History of BOINC

1999 - SETI@home launches to the public

2004 - BOINC project begins
- First BOINC Project launches (protein prediction)

2008 - GPU powered applications introduced

~2 million users
~6 million computers

Top projects (by credit):

1 SETI@home
2 MilkyWay@home
3 Collatz Conjecture
32ish SHA-1 Collision Search



SHA-1 Collision Search

- <http://www.isgtw.org/?pid=1000711>



Why would I use it?



Handles

- network problems
- client errors
- server/client reboots
- file integrity

Supports

- running time limits
- multiple platforms
- untrustable clients
- GPUs and odd applications
- credit/reputation & teams
- assimilation/validation



Platforms BOINC Runs on

- <http://boinc.berkeley.edu/trac/wiki/BoincPlatforms>



How Do I Use BOINC?

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- <http://boinc.berkeley.edu/trac/wiki/ProjectDaemons>
- [http://www.boinc-wiki.info/BOINC Server-Side Daemon Program](http://www.boinc-wiki.info/BOINC_Server-Side_Daemon_Program)

Some of the Daemons n the config file:

- <http://boinc.berkeley.edu/trac/wiki/BackendPrograms>
- <http://boinc.berkeley.edu/trac/wiki/FileDelete>
- [http://www.boinc-wiki.info/Assimilator Daemon](http://www.boinc-wiki.info/Assimilator_Daemon)
- [http://www.boinc-wiki.info/Validator Daemon](http://www.boinc-wiki.info/Validator_Daemon)

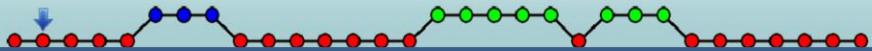
create_work

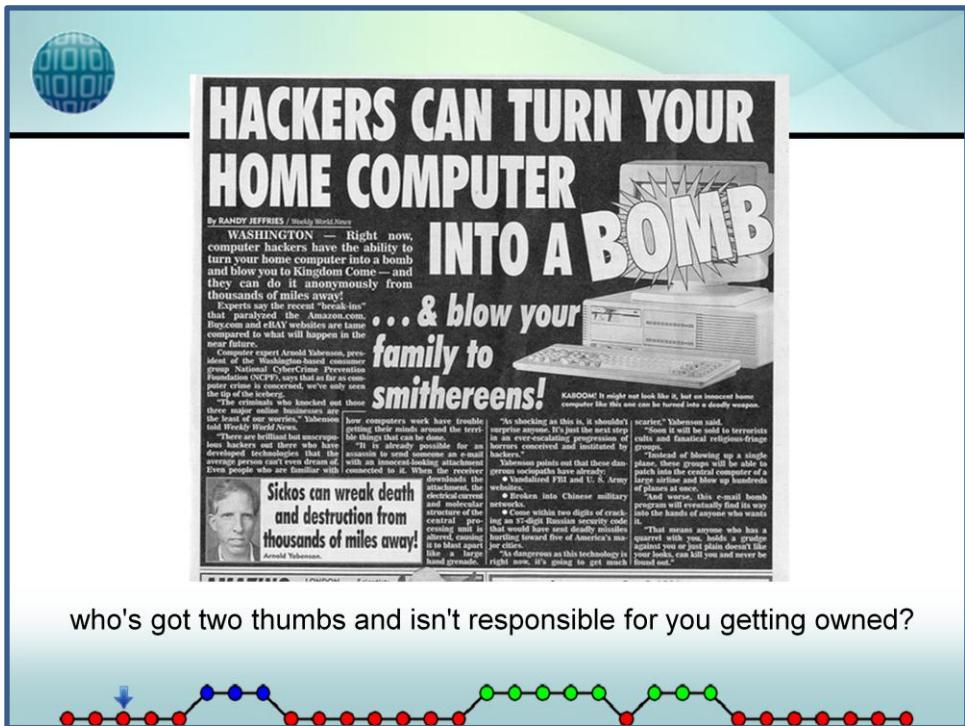
- [http://www.boinc-wiki.info/Generating Work#Creating Work Unit Records](http://www.boinc-wiki.info/Generating_Work#Creating_Work_Unit_Records)



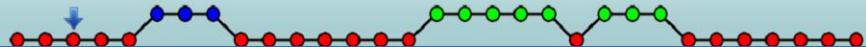
Is it hard?

1. Set up a BOINC Server - **Easy**
2. Edit config.xml - **Easy**
3. Lock down the server - **Should be easy**
4. Figure out how to distribute the work - **Could be tricky**
5. Set up an application - **Trial and Error**
6. Set up a client image - **Easy**
7. Automate the client image - **Easy**
8. Create workunits - **Potentially annoying**





who's got two thumbs and isn't responsible for you getting owned?



Threat Model Doc

- <http://boinc.berkeley.edu/trac/wiki/SecurityIssues>

In a large-scale volunteer project, BOINC strongly recommends proper code signing practices.

- <http://boinc.berkeley.edu/trac/wiki/CodeSigning>



Lifecycle of a unit of work

- 1.Create boinc workunits
- 2.Load them into the server
- 3.Server creates 'results'
- 4.Client connects and is assigned 'results'
- 5.Client computes and upload the outcome of the 'result'
- 6.Server Validation
- 7.Server Assimilation
- 8.Server Deletion



More Explanations

- <http://boinc.berkeley.edu/trac/wiki/JobReplication>
- <http://www.boinc-wiki.info/Result>
- http://www.boinc-wiki.info/Redundancy_and_Errors

Tables in the DB

- http://www.boinc-wiki.info/Work_Unit_Record
- http://www.boinc-wiki.info/Result_Record

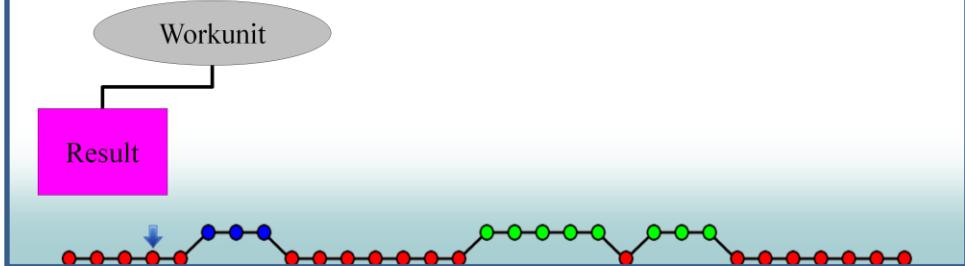
Work Distribution

- <http://boinc.berkeley.edu/trac/wiki/WorkDistribution>
- http://www.boinc-wiki.info/Work_Distribution



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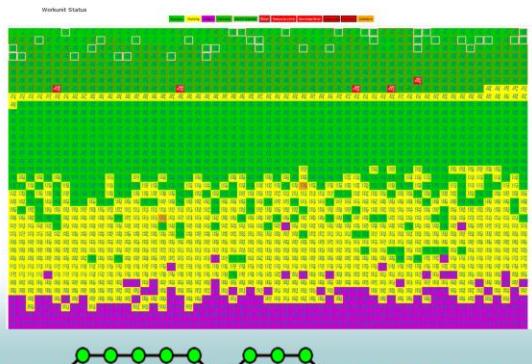
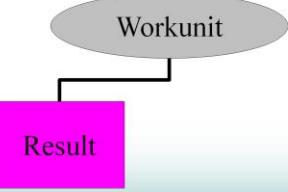
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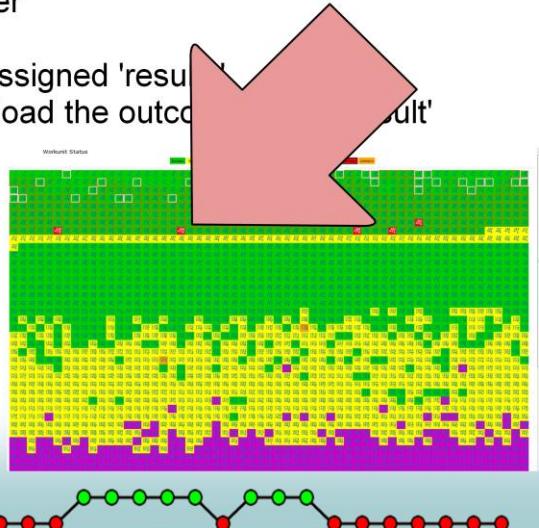
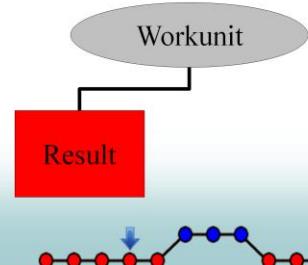
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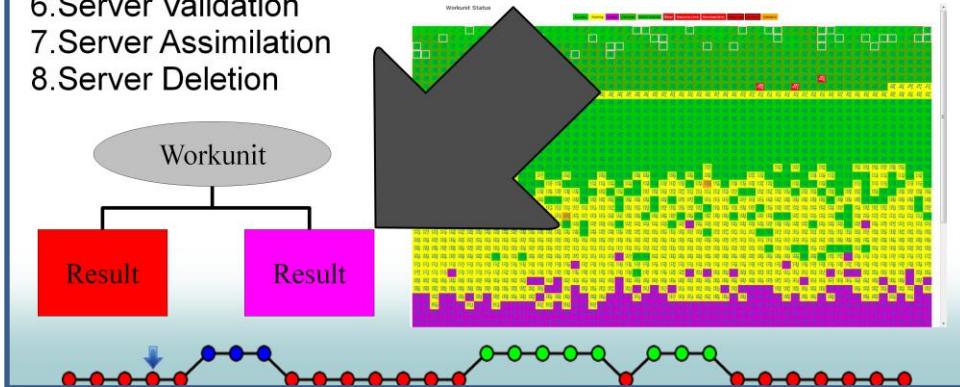
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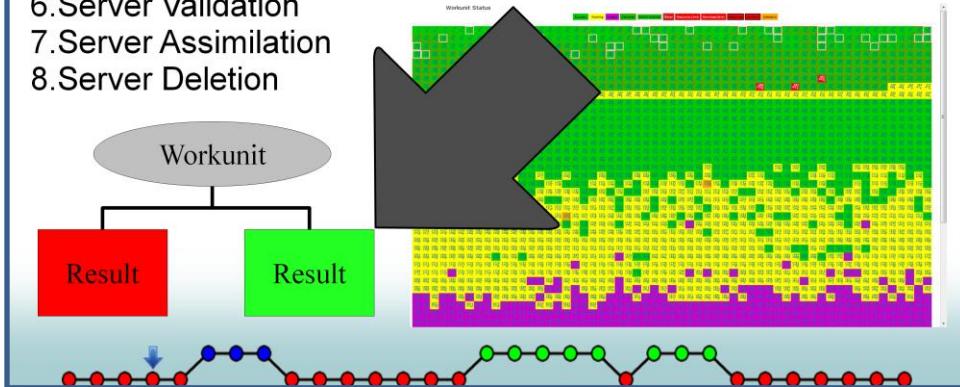
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Can actually be really complicated!

But for us.... no.

- sample_bitwise_validator
- sample_assimilator



Validator Info:

- <http://boinc.berkeley.edu/trac/wiki/ValidationSummary>
- <http://boinc.berkeley.edu/trac/wiki/ValidationIntro>
- http://www.boinc-wiki.info/Validator_Daemon
- http://www.boinc-wiki.info/Result_Validation

Writing Your Own Validator:

- <http://boinc.berkeley.edu/trac/wiki/ValidationSimple>

Assimilator Info

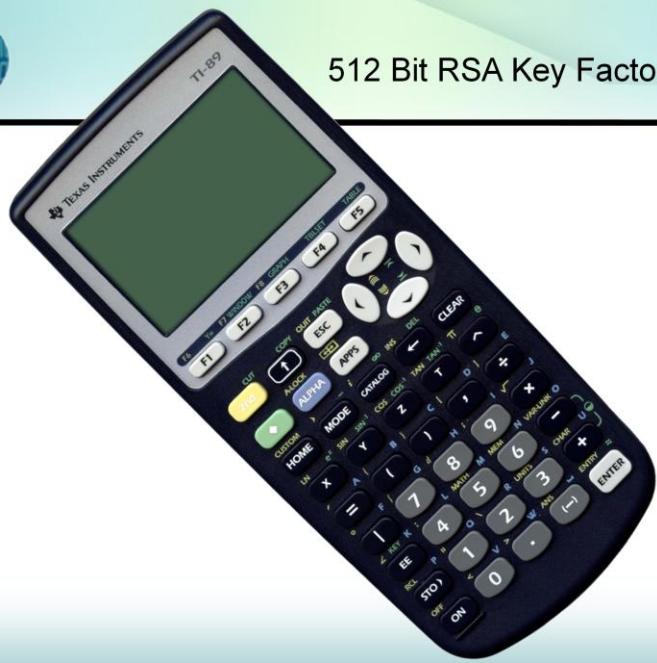
- <http://boinc.berkeley.edu/trac/wiki/AssimilateIntro>
- http://www.boinc-wiki.info/Result_Assimilation
- http://www.boinc-wiki.info/Assimilator_Daemon

Deletion Info

- http://www.boinc-wiki.info/Server-Side_File_Deletion



512 Bit RSA Key Factoring





History

$$p * q = n \leftarrow n \text{ is a semiprime}$$

$$5 * 3 = 15 \leftarrow 15 \text{ is a semiprime}$$

$$(76\text{-digit } p) * (76 \text{ digit } q) = (155 \text{ digit } n)$$

- Aug 1999 - 512 Bit Factored for the first time (publicly)
- 2004 - GGNFS, msieve and factLat.pl in development
- July 2009 - TI83+ Signing Key Factored
- Aug 2009 - Factoring Service Offered: \$5000/key
- Sept 2009 - All TI Signing Keys factored
- Dec 2009 - 768 Bit factored for the first time (publicly)
40 + 1500 + 155 = 1695 Core-Years



<http://forum.disk.net/security-services/10-factoring-rsa-512-service.html#post25>

http://en.wikipedia.org/wiki/Texas_Instruments_signing_key_controversy

<http://www.eff.org/press/archives/2009/10/13>

Factoring a 768-bit semiprime took nonpublic tools. For discussion, see:

- <http://www.mersenneforum.org/showthread.php?t=12958>
- <http://mersenneforum.org/showthread.php?t=15754>



How Do I Factor

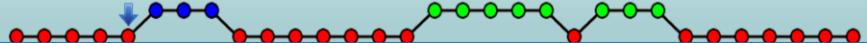
1.Trial Division?

•Is it divisible by 2? 3? 5? 7? 11? 13

2.Pollard Rho

3.ECM

4.General Number Field Sieve





How Do I Factor - GNFS

- 1.Polynomial Selection
- 2.Sieving
- 3.Combine





How Do I Factor - GNFS

- 1.Polynomial Selection
- 2.Sieving
- 3.Combine

1. $f(x)$ & $g(x)$ of degree d, e
- 2.irreducible over rationals
- 3.interpreted mod n have common root mod m





How Do I Factor - GNFS

- 1.Polynomial Selection
- 2.Sieving
- 3.Combine

1. $f(x)$ & $g(x)$ of degree d, e
 - 2.irreducible over rationals
 - 3.interpreted mod n have common root mod m
-
- 1.Millions of pairs a,b
 - 2.Such that $b^d \cdot f(a/b) & b^e \cdot g(a/b)$ factor 'prettily' (are smooth)
 - 3.Via Lattice Sieving



Some more on this:

<http://mersenneforum.org/showthread.php?t=15796>



How Do I Factor - GNFS

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1.Filter Relations & Build Matrix
2.Linear Algebra using Lanczos
3."Square Root Phase"





How Do I Factor – GNFS

- 1.Polynomial Selection
- 2.Sieving
- 3.Combine

Slow & Unparallelizable

512 Bit ~8 Core-Days
768 Bit ~155 Core-Years*

1. $f(x) & g(x)$ of degree d, e
- 2.irreducible over rationals
- 3.interpreted mod n have common root mod m

- 1.Millions of pairs a,b
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- 3.Via Lattice Sieving

- 1.Filter Relations & Build Matrix
- 2.**Linear Algebra using Lanczos**
- 3."Square Root Phase"



Why is it unparallelizable?

<http://www.mersenneforum.org/showthread.php?t=15361>

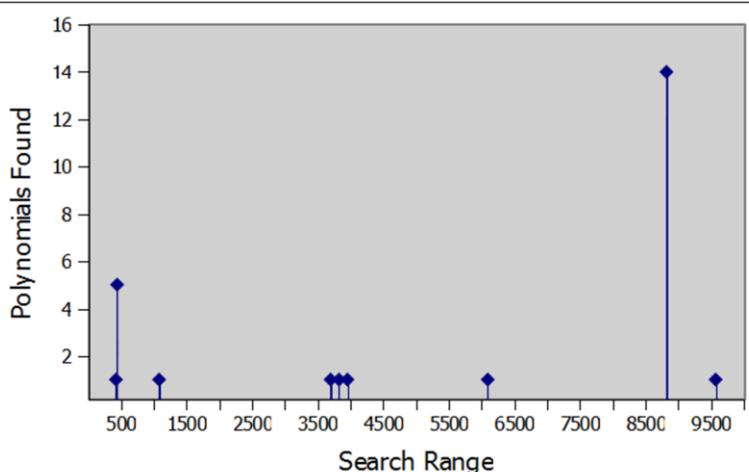
* is because the 768 bit semiprime used Block Weildmann as opposed to msieve's block lanczos algorithm.

<http://www.mersenneforum.org/showthread.php?t=12958>



How Do I Factor

1. Polynomial Selection





msieve by jasonp

Beautiful C Code

All Factoring Algorithms

- Trial Division

- Phollard Rho

- ECM

- GNFS

Actively Developed & Maintained

Active Support Channel

Active Community

(& happy ending)

Polynomial Selection

1. $f(x)$ & $g(x)$ of degree d, e
- 2.irreducible over rationals
- 3.interpreted mod n have common root mod m

Sieving

- 1.Millions of pairs a,b
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Combine

- 1.Filter Relations & Build Matrix
- 2.Linear Algebra using Lanczos
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msieve by jasonp

jasonp?



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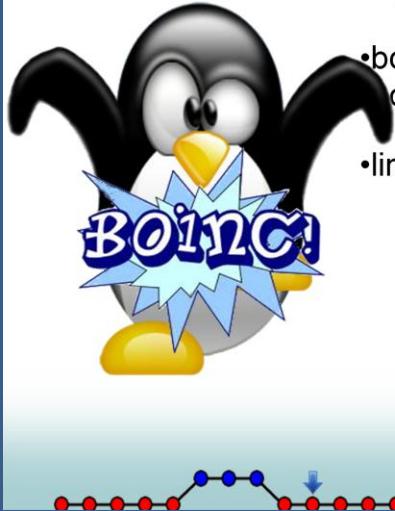
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BOINC-ing an Open Source App

- fopen -> boinc_fopen



- boinc_init()
boinc_finish(return_value)

- link with boinc libs

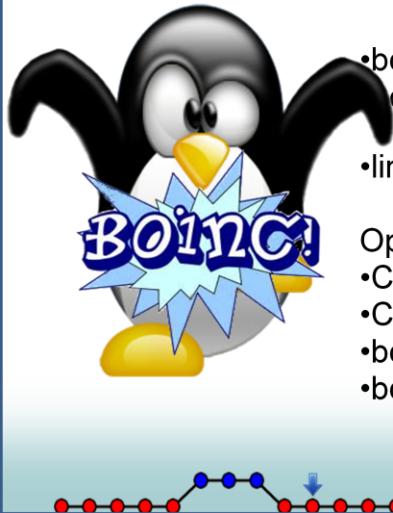


boinc_init

- <http://boinc.berkeley.edu/trac/wiki/OptionsApi>



BOINC-ing an Open Source App



- fopen -> boinc_fopen
 - boinc_init()
boinc_finish(return_value)
 - link with boinc libs
- Optional:
- Checkpointing
 - Critical Sections
 - boinc_fraction_done
 - boinc_need_network



Writing your own application ground-up for BOINC is outside the scope of this talk, as is porting an application 'fully' to BOINC to take advantage of all its options. But you can start here:

http://www.boinc-wiki.info/BOINC_Development#Introduction_to_Developing_a_BOINC_Application



Rewiring msieve into a BOINC Application

```
@@ -2852,7 +2891,33 @@
+#ifdef HAVE_BOINC
int main(int argc, char **argv)
+{
+ int newArgc, ret;
+ char** newArgv;
+ myboincstart(&newArgc, &newArgv, argv[0]);
+ ret = sieve_main(newArgc, newArgv);
+ boinc_finish(ret);
+ return ret;
+}
+
+
+int sieve_main(int argc, char **argv)
+#else
+int main(int argc, char **argv)
+#endif
{
```





Rewiring msieve into a BOINC Application

```
void myboincstart(int* argc, char *** argv, char* name)
{
    char in[500], out[500];
    boinc_init();
    boinc_resolve_filename("input_data", in, 500);
    boinc_resolve_filename("output_data", out, 500);

    *argc = 0;
    argv = new char*[7];
    argv[(*argc)++] = name;
    argv[(*argc)++] = "-i";
    argv[(*argc)++] = in;
    argv[(*argc)++] = "-nf";
    argv[(*argc)++] = out;
    argv[(*argc)++] = "-np";
    argv[(*argc)++] = "\0";
}
```





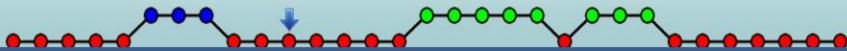
BOINC-ing an Open Source App

- fopen -> boinc_fopen



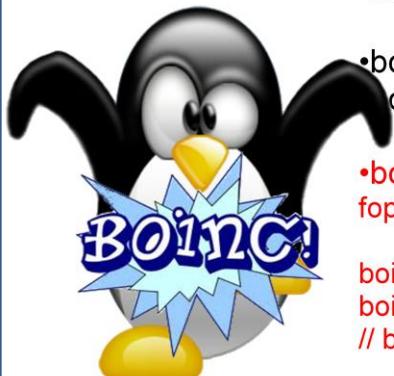
- boinc_init()
boinc_finish(return_value)

- link with boinc libs





BOINC-ing an Open Source App



- `fopen -> boinc_fopen`

- `boinc_init()`
`boinc_finish(return_value)`

- `boinc_resolve_filename`
`fopen("logfile", "w")`

```
boinc_resolve_filename("logfile", buffer);
boinc_fopen(buffer, "w")
// buffer -> workunit12345_0_1
```

- link with boinc libs





Application Templates

Input

```
<file_info>
  <number>0</number>
  [ <sticky /> ]
  [ <nodelete /> ]
</file_info>
<workunit>
  <file_ref>
    <file_number>0</file_number>
    <open_name>rsakey</open_name>
    [ <copy_file/> ]
  </file_ref>

  <target_nresults>1</target_nresults>
</workunit>
```



Info

- <http://boinc.berkeley.edu/trac/wiki/BoincFiles>
- <http://boinc.berkeley.edu/trac/wiki/BasicApi#filenames>
- <http://boinc.berkeley.edu/trac/wiki/JobSubmission>
- [http://www.boinc-wiki.info/Files and File References](http://www.boinc-wiki.info/Files_and_File_References)



Application Templates

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<file_info>
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  [ <nodelete /> ]
</file_info>
<workunit>
  <file_ref>
    <file_number>0</file_number>
    <open_name>rsakey</open_name>
    [ <copy_file/> ]
  </file_ref>
  <target_nresults>1</target_nresults>
</workunit>
```

Output

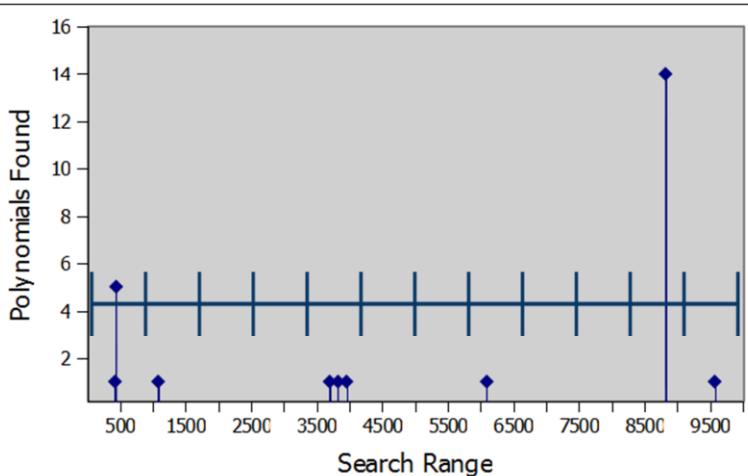
```
<file_info>
  <name><OUTFILE_0/></name>
  <generated_locally/>
  <upload_when_present/>
  <url><UPLOAD_URL/></url>
</file_info>
<result>
  <file_ref>
    <file_name><OUTFILE_0/>
      </file_name>
    <open_name>logfile</open_name>
    [ <copy_file>0|1</copy_file> ]
    [ <optional>0|1</optional> ]
  </file_ref>
</result>
```





How Do I Factor

1. Polynomial Selection



Msieve does have the ability to do GPU polynomial selection – but it's not important to get that running. It's probably more cost effective to do the CPU polynomial selection. Logic says problems should run much faster on the GPU, but instruction set-level optimizing and algorithms don't necessarily translate well to the GPU – it's not magic pixie dust.

See <http://mersenneforum.org/showthread.php?t=15725>

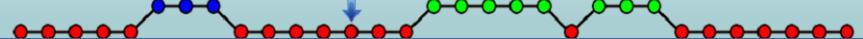
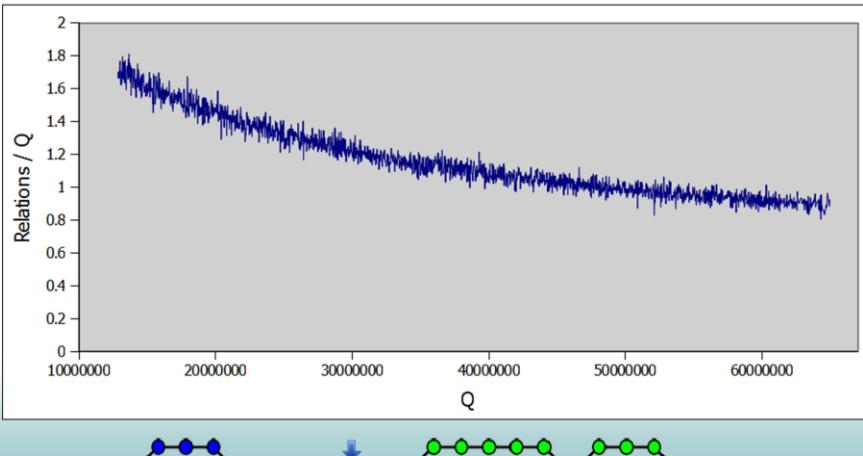


How Do I Factor

1. Polynomial Selection

2. Sieving

Relations / Q





Sieving with GGNFS in BOINC

```
+#ifdef HAVE_BOINC
+int boincstart(int argc_init, char **argv) {
+    boinc_init();
+    boinc_resolve_filename("input_data", path_in, sizeof(path_in));
+    boinc_resolve_filename("output_data", path_out, sizeof(path_out));
+    argv[argc_init++] = "-R";
+    argv[argc_init++] = "-a";
+    argv[argc_init++] = "-o";
+    argv[argc_init++] = path_out;
+    argv[argc_init++] = path_in;
+    return argc_init;
+}
int main(int argc, char **argv) {
+    int app_argc, retcode;
+    char* app_argv[ARGVCOUNT];
+    app_argv[0] = argv[0];
+    app_argc = boincstart(1, app_argv);
+    retcode = main_lasieve(app_argc, app_argv);
+    boinc_finish(retcode);
+    return retcode;
+}
int main_lasieve(int argc, char **argv)
+#else
int main(int argc, char **argv)
+#endif
```

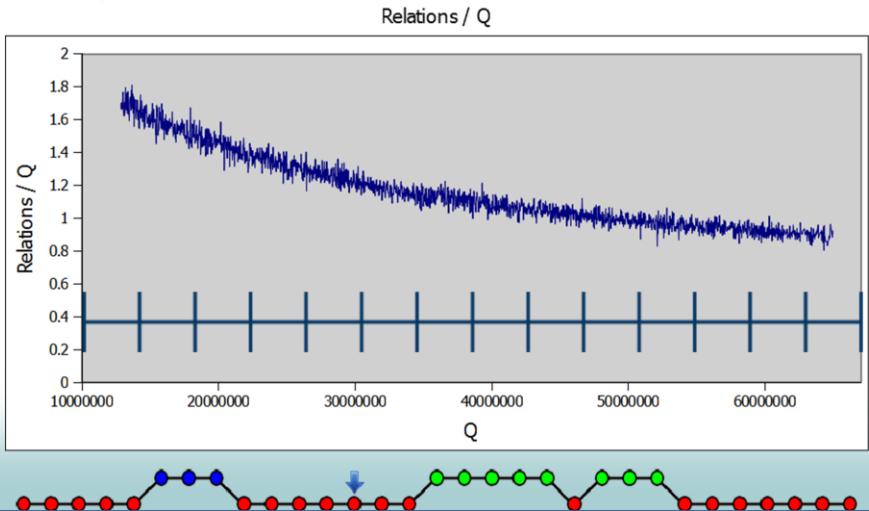




How Do I Factor

1. Polynomial Selection

2. Sieving

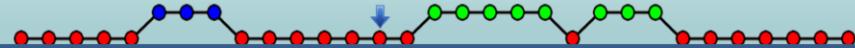
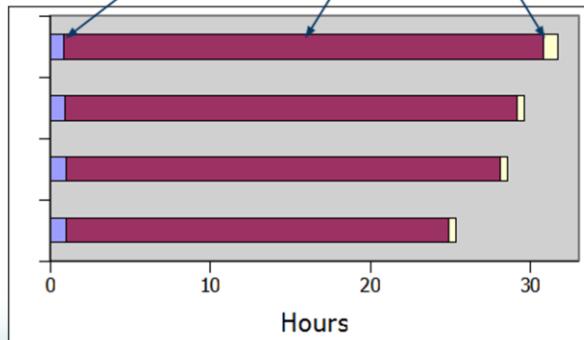




How Do I Factor

- 1.Polynomial Selection
- 2.Sieving
- 3.Combine

Relation Filtering & Matrix Construction
Linear Algebra
Square Root





The payoff

```
$ wget -q https://www.eff.org/files/syrian-facebook-attack.pem
$ openssl x509 -noout -modulus -in syrian-facebook-attack.pem
Modulus=D5997DCA6577FCD964FE316987BDED93BA4D9644844629CF26CDA9CC
    EED253AD2EE646EE1CF8AC95D18FA014A2EC29672009BD684F79579A
    AA8D7E73E797F6B3
$ python
>>> n = int('D5997DCA6577FCD964FE316987BDED93BA4D9644844629CF26C
        DA9CCEED253AD2EE646EE1CF8AC95D18FA014A2EC29672009BD
        684F79579AAA8D7E73E797F6B3', 16)
>>> n
1118711751718221848900478534389371078344198941752665493293874665
    9182160987488338442802072394008666085971431614387661703466578
    380319053521569571009086355123L
>>> p = 1043183271162141235507823571625344077547394249292948691
    86089643711662097313899
>>> q = 1072401928447279783171545875406777026254092400582533169
    64568310846932737705177
>>> n = (p * q)
0L
```



<https://www.eff.org/deeplinks/2011/05/syrian-man-middle-against-facebook>



Factoring Details

1 GOTHAM
Observations on Factoring
Using the GNFS

Cloud & Control

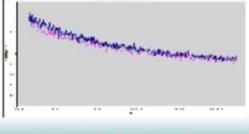
2 Some Details on Factoring

- Polynomial Selection
- Sieve Comparisons
- Overheating



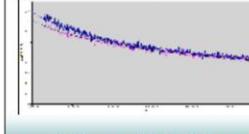
Some Details on Factoring

3 Misconceptions about Polynomials



Misconceptions about Polynomials

4 Misconceptions about Polynomials



Moved to their own
slide deck for
time/relevance

Available on github.

(Sorry!)

Slide 4



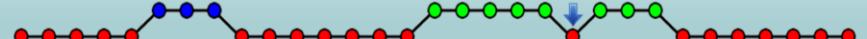


So Far

- BOINC
 - Why and How
 - Applications - Open source ➔ BOINC Application
- Factoring RSA

Next

- BOINC
 - Close Source Applications
- Hands-off Cracking Passwords





Cracking

```
kshdofysw784cngui1kngcoh43ynbkogjpb1kf dmgo if dgmm  
nsdiyugfuyucbrrhjhodrtu5vh1fdgmuoyhg iovdnugosho  
ub43giiumsgisfmcohsu4ohnu1ht15...  
iuyigsfhuy4tg5fiuiyhf i6y6bgw...  
atv7icqirhc1acshri7denuc...  
zhd8o1z8s3cuh87zs74chf...  
ngr i3wchgyikchhgkservu73il...  
78csyu ihbguzfheyrigicqr...  
guea623yah2xuixnuam33l...  
zxifqye iw6739dhcrdsik...  
ibgk64389h2hikcjmuhiu...  
7eh7r iv74xjf7icjgbcf...  
n19y3dywd2uaagezrs37...  
jekghfc508wbc1kjmfsin...  
nc798hs50cuo9jvgngmion...  
jocx7w9465fq1suufgciac...  
jksshgsyu1isgiassg1jfeoa...  
s1ubcoac3yhrrocnhoiutyf...  
h90hvwhaoity7iy475yt1wo...  
iusauit isyguccjuuigtisgt...  
cgsauigf6d8cngqos24891qrde...  
pauvhwovnityu378ncirusdfisyavnu...  
t985y89eygre9iusghewicngfwqacyenbgtrwith...  
3397675n1vrgs1gur1ncyefiemkxgicygtriuuuuu...  
1iso587hsigf46fatynotaygonchfwnaaginvianote...  
t78uaw7asha9=89iun9nuem98n9nmw93uukiuwags...
```



password





How do you Parallelize Cracking?

- john

- Several MPI Patches for john - but only on clusters
- Mode:External - but non-trivial overhead when splitting
- Cheap Hacks (bad idea)

- hashcat family (hashcat, oclHashcat, cudaHashcat)

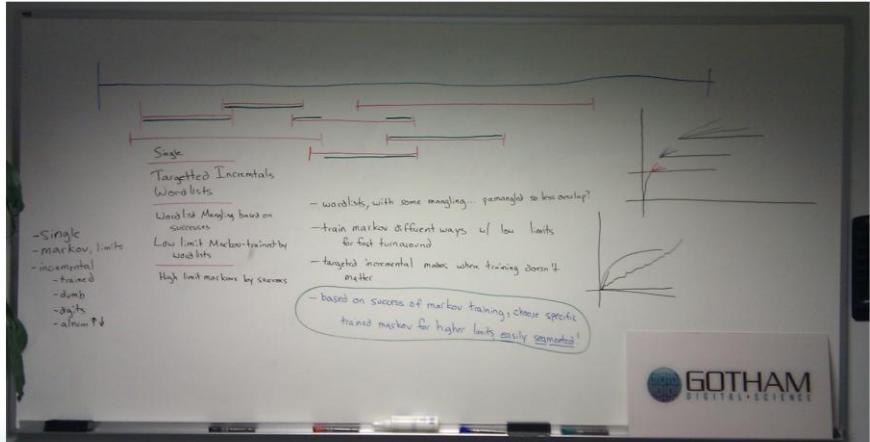
- Not much you can do



- <http://openwall.info/wiki/john/parallelization>



Enter the Magic





All Possible Passwords





Brute Force





Wordlist





Two Wordlists!



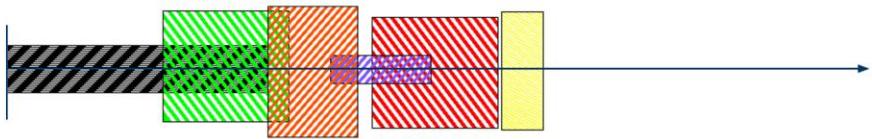


Let me try this....



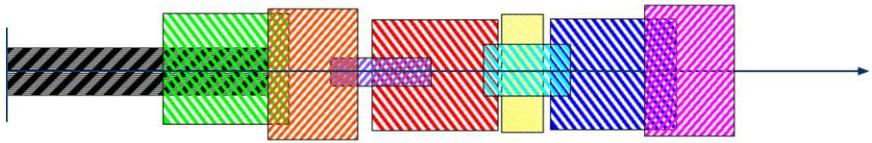


Foreign Wordlists!



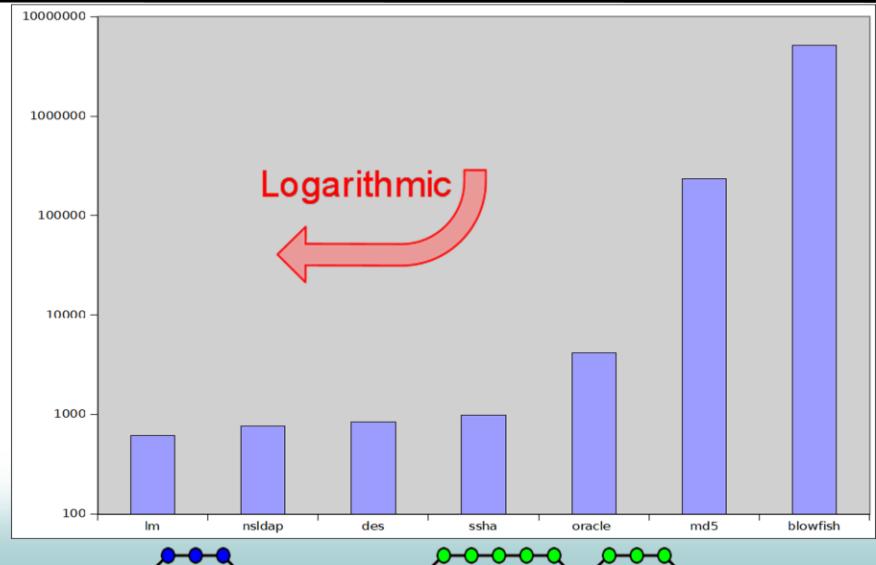


Kitchen Sink!





Not all hashes are created equal

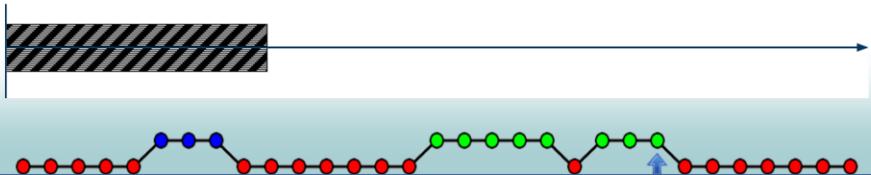




My Approach

Phase 1: --single

Phase 2: 1 hour incremental

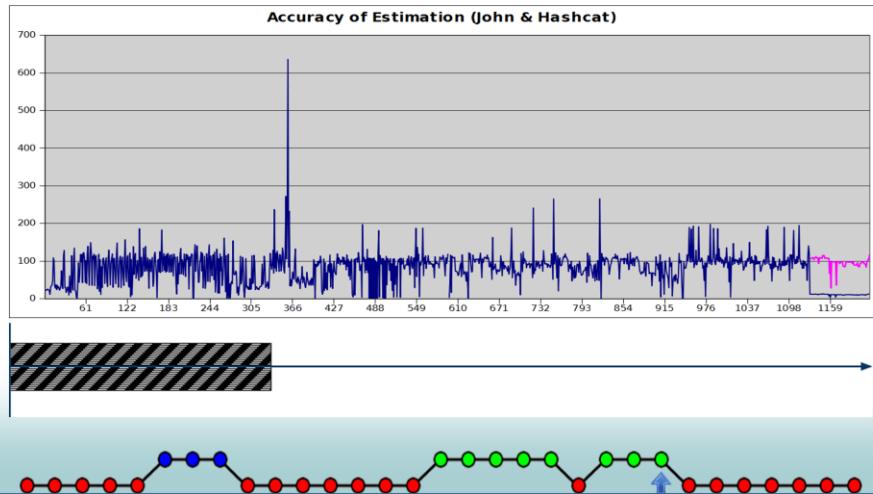




My Approach

Phase 1: --single

Phase 2: 1 hour incremental



The purple is a constant-adjusted factor. I was off initially, but just multiplied it all, and it comes out nicely.

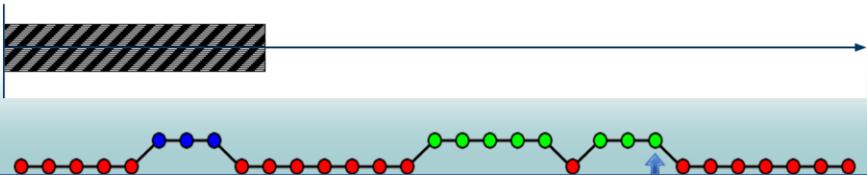


My Approach

Phase 1: --single

Phase 2: 1 hour incremental

Large Wordlist





My Approach

Phase 1: --single

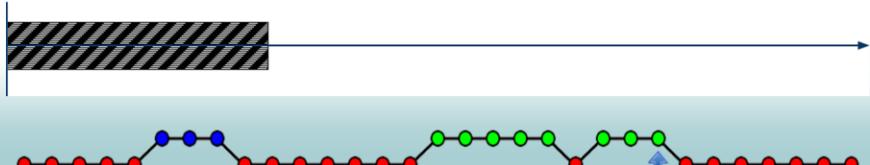
Phase 2: 1 hour incremental

Large Wordlist (750 Words)

Lines 1-250

Lines 250-500

Lines 500-750

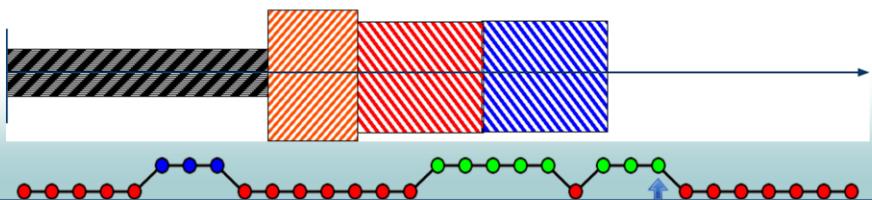




My Approach

Phase 1: --single

Phase 2: 1 hour incremental
Wordlists





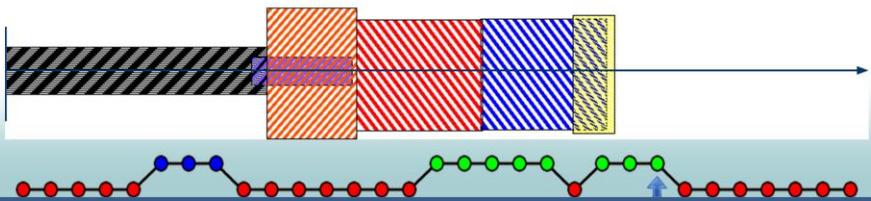
My Approach

Phase 1: --single

Phase 2: 1 hour incremental
Wordlists

Phase 3: Wordlist Rules

High-Probability Markov Words



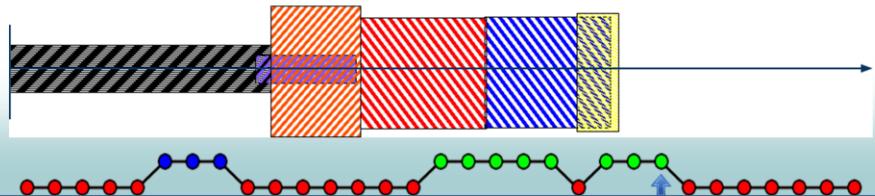


My Approach

Phase 1: --single

Phase 2: 1 hour incremental Wordlists **Very carefully pruned wordlists.**

Phase 3: Wordlist Rules
High-Probability Markov Words





My Approach

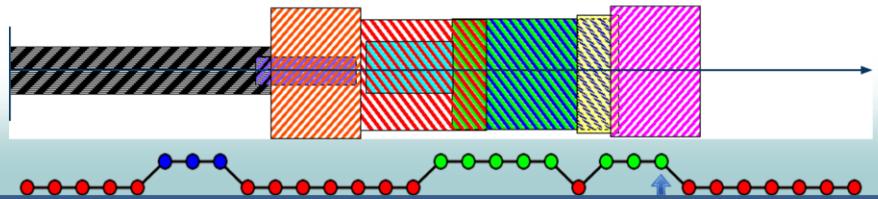
Phase 1: --single

Phase 2: 1 hour incremental
Wordlists

Phase 3: Wordlist Rules
High-Probability Markov Words

Phase 4: Phase 3 Markovs + Rules
Low-Probability Markov Words

Phase 5: Phase 4 Markovs + Rules



John the Ripper



* not actually john the ripper's logo, but a google image result for it, that I think looks awesome.



Rewiring John into a BOINC App

```
+int main(int argc, char **argv) {  
+    int status = boinc_init();  
+    boinc_resolve_filename("john.conf", confFile, sizeof(confFile) );  
+    boinc_resolve_filename("passwordlist", passlist, sizeof(passlist) );  
+  
+    int i, newArgc = 2, hasWordlist = 0;  
+    for(i=1; i < argc; i++) {  
+        newArgc++;  
+        hasWordlist = strstr(argv[i], "<<WORDLIST>>") ? i : hasWordlist; }  
+    if(hasWordlist) {  
+        boinc_resolve_filename("wordlist", wordlistName, 512 );  
+        snprintf(wordlistParameter, 612, "--wordlist=%s", wordlistName); }  
+  
+    newArgv[i=0] = argv[0];  
+    for (i++; i<argc; i++) newArgv[i] = i == hasWordlist ? wordlistParameter : argv[i];  
+    newArgv[i] = passlist;  
+    int ret = john_main(newArgc, newArgv);  
+    boinc_finish(ret);  
+    return ret;  
+}  
+int john_main(int argc, char **argv)  
+#else  
int main(int argc, char **argv)  
+#endif
```

*heavily abbreviated and trimmed





Application Versions

Add a new application:

- 1.Update project.xml
- 2.xadd

Add a new version:

- 1.copy files correctly
- 2.update_versions



Info

- Project.xml [http://www.boinc-wiki.info/Project XML Document](http://www.boinc-wiki.info/Project_XML_Document)
- <http://boinc.berkeley.edu/trac/wiki/XaddTool>
- <http://boinc.berkeley.edu/trac/wiki/AppVersion>
- <http://boinc.berkeley.edu/trac/wiki/AppVersionNew>
- <http://boinc.berkeley.edu/trac/wiki/UpdateVersions>
- [http://www.boinc-wiki.info/Applications and Application Versions](http://www.boinc-wiki.info/Applications_and_Application_Versions)
- Lots of links off this article
- [http://www.boinc-wiki.info/Adding Application Versions](http://www.boinc-wiki.info/Adding_Application_Versions)



Application Versions

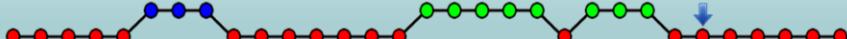
apps/
name/
name_version.minor_platform[.ext]

Add a new application:

- 1.Update project.xml
- 2.xadd

Add a new version:

- 1.copy files correctly
- 2.update_versions





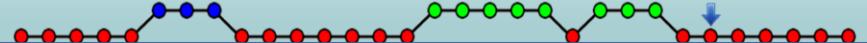
Application Versions

apps/
name/
name_version.minor_platform[.ext]

msieve/
msieve_148.1_linux

Add a new application:
1.Update project.xml
2.xadd

Add a new version:
1.copy files correctly
2.update_versions





Application Versions

```
apps/  
name/  
name_version.minor_platform[.ext]  
  
msieve/  
msieve_148.1_linux
```

```
newapp/  
newapp_1.0_linux/  
newapp_1.0_linux  
resourcefile.dat  
somethingelse.db
```

Add a new application:
1.Update project.xml
2.xadd

Add a new version:
1.copy files correctly
2.update_versions





Application Versions

```
apps/  
name/  
name_version.minor_platform[.ext]  
  
msieve/  
msieve_148.1_linux
```

```
newapp/  
newapp_1.0_linux/  
newapp_1.0_linux  
resourcefile.dat  
somethingelse.db  
newapp_1.1_linux/  
scriptfolder/  
stuff.db
```



Add a new application:
1.Update project.xml
2.xadd

Add a new version:
1.copy files correctly
2.update_versions





Hashcat

hashcat, oclhashcat, oclhashcat+, oclhashcat-lite





BOINC & Closed Source Apps: Wrapper Apps

job.xml

```
<job_desc>
  <task>
    <application>hashcat</application>
    [ <stdin_filename>name</...> ]
    [ <stdout_filename>name</...> ]
    [ <stderr_filename>name</...> ]
    [ <command_line>--foo bar</...> ]
    [ <append_cmdline_args/> ]
  </task>
  <task>
    ...
  </task>
</job_desc>
```

- Features!
 - <daemon />
 - <multi_process />
 - <setenv>
- genwrapper
 - functionally bash
 - for, while, if
 - cat, egrep, sed, awk, sort, gzip, unix2dos,...



Info

- <http://boinc.berkeley.edu/trac/wiki/WrapperApp>

GenWrapper

- <http://genwrapper.sourceforge.net/>
- <http://sourceforge.net/apps/trac/genwrapper/wiki/manual>

Files are immutable, so if you create job.xml – you can never have another job.xml! But the file must be accessible as “job.xml”! Annoying!

So we use the logical=physical trick:

<http://boinc.berkeley.edu/trac/wiki/UpdateVersions#extrainfo>

I recommend the format:

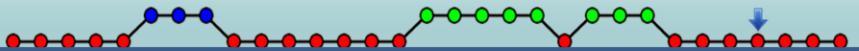
job.xml=job.xml-1.0-appname



App Plans & GPU Stuff

```
apps/  
  name/  
    name_version.minor_platform[.ext]
```

```
msieve/  
  msieve_148.1_linux
```



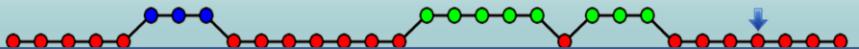


App Plans & GPU Stuff

```
apps/  
  name/  
    name_version.minor_platform[.ext]
```

```
msieve/  
  msieve_148.1_linux
```

```
cudahashcat+/  
  cudahashcat+_3.1_linux__cuda
```





App Plans & GPU Stuff

apps/
 name/
 name_version.minor_platform[.ext]

msieve/
 msieve_148.1_linux

cudahashcat+/
 cudahashcat+_3.1_linux__cuda

 __mt - Multi-threaded
 __cuda

Specific GPU Targets:

 __cuda_fermi
 __cuda_opencl
 __ati14

...

 __nci - Non-CPU Intensive
 __sse3
 __vbox32 - VirtualBox



App Plans

- <http://boinc.berkeley.edu/trac/wiki/AppPlan>
- GPU: <http://boinc.berkeley.edu/trac/wiki/AppCoprocessor>
- GPU: <http://boinc.berkeley.edu/trac/wiki/GPUApp>
- CUDA: <http://boinc.berkeley.edu/trac/wiki/CudaApps>
- MPI: <http://boinc.berkeley.edu/trac/wiki/MpiApps>
- <http://boinc.berkeley.edu/trac/wiki/AppMultiThread>
- Vbox: <http://boinc.berkeley.edu/trac/wiki/VirtualBox>
- NCI: <http://boinc.berkeley.edu/trac/wiki/NonCpuIntensive>



My Approach

Phase 1: --single

Phase 2: 1 hour incremental
Wordlists

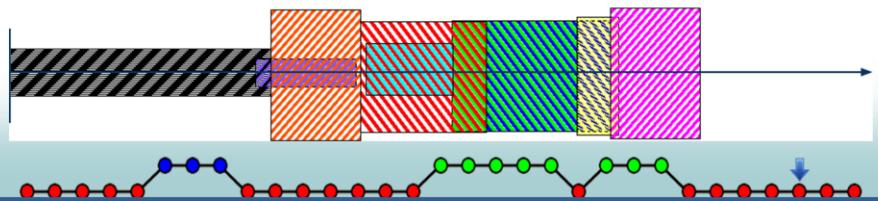
Phase 3: Wordlist Rules

High-Probability Markov Words

Phase 4: Phase 3 Markovs + Rules

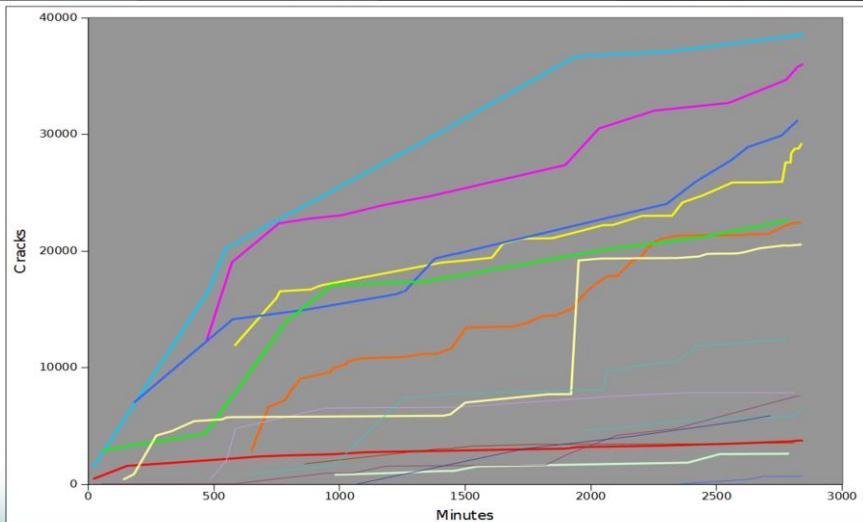
Low-Probability Markov Words

Phase 5: Phase 4 Markovs + Rules



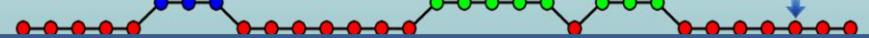
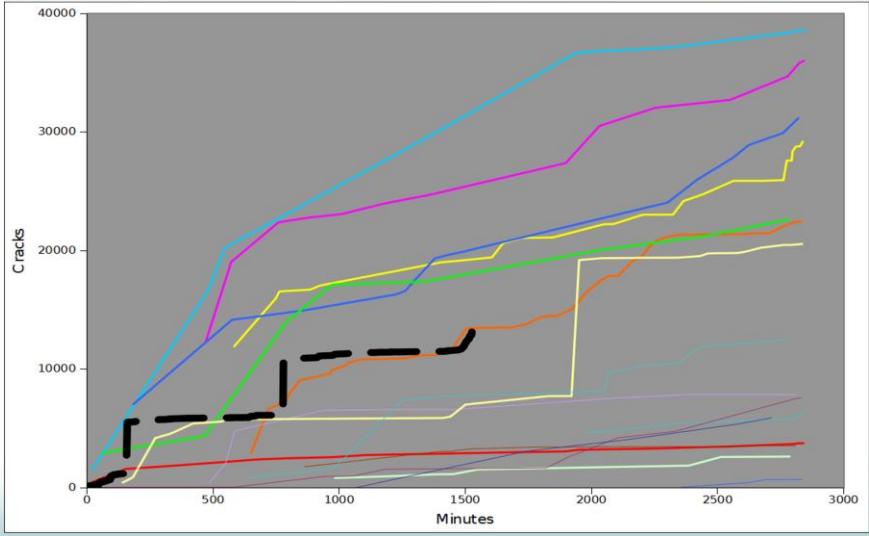


Benchmarking: 2010 Defcon Korelogic Crack Me If You Can Contest



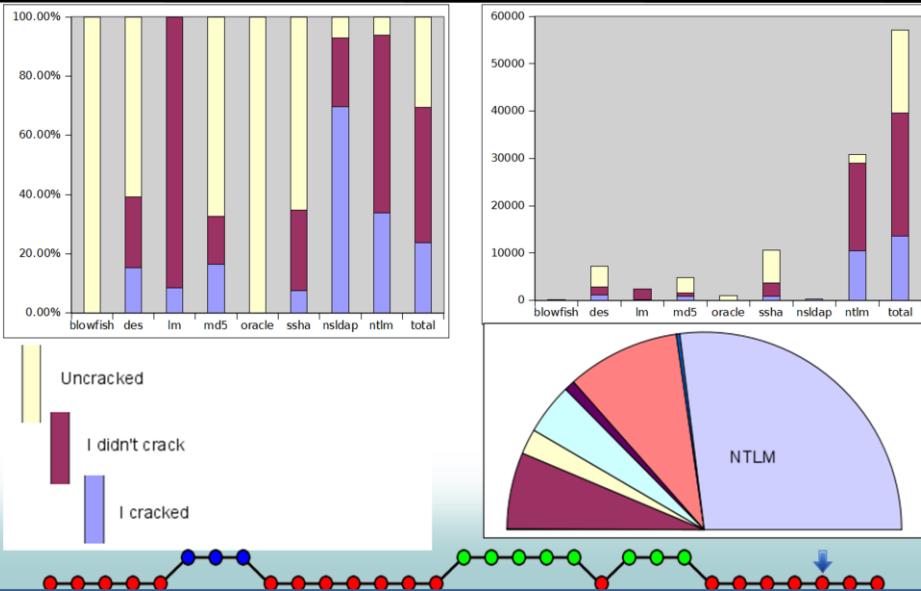


Abject Failure.





Failure by Hash Type





Lessons Learned

- Iterative Cracking

new pattern -> maskprocessor -> rules -> cracks

Λ

∨

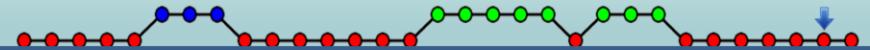
new plains <- random rules <- new dic

- Automatic mangle rules creation

- Observations from cracked passwords

- Cracked password lists

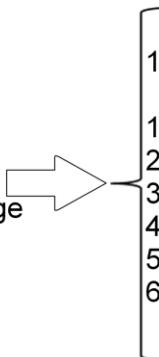
- Actually Crack LM



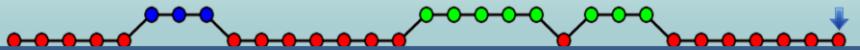


 Back to BOINC

1. Set up a BOINC Server
 2. Edit config.xml
 3. Lock down the server
 4. Set up a client image
 5. Set up an application
 6. Automate the client image
 7. ???
 8. Profit!



1. Patch source
 - or
 1. Write job.xml
 2. Write input & output templates
 3. update_versions
 4. Create test workunits
 5. Test
 6. Repeat 1-6 as needed





Alternatives to BOINC

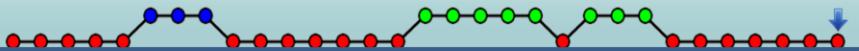
Password Cracking Only

- Browser Based using Javascript / AJAX / Web Workers
 - Durandal <http://durandal-project.org/>
 - Rick Redman of Korelogic's tool

General Architecture

- Amazon Elastic Beanstalk (Java-only)
 - Amazon SQS (Write your own wrapper and uploader)
 - Bash Scripts/tentakel/multixterm/cssh
 - Write your own?

Will that take more or less than time than configuring BOINC?
I think more.





Obligatory Ending Slide

Questions?

Thanks:

- GDS
- NYSec
- MersenneForum & jasonp

Tom Ritter

<http://ritter.vg>

(encrypted mail preferred)

Big Ups To:

- jasonp
- BOINC Devs

<http://www.gdssecurity.com/>

<https://github.com/GDSSecurity/cloud-and-control>