

Grundlagen Informations Sicherheit

Übungsblatt 05

Max Kurz (3265240) Mohamed Barbouchi (3233706)
Daniel Kurtz (3332911)

Problem 1

$$\begin{aligned} f_1 \cdot_{\mathbb{F}_{2^8}} f_2 &= f_1 \cdot_{\mathbb{Z}_2[x]} f_2 \mod g = \\ x^7 + x^5 + x^4 + x^2 + x \cdot_{\mathbb{Z}_2[x]} x^6 + x^4 + x + 1 \mod g &= \\ x^{13} + x^{10} + x^9 + x^8 + x^5 + x^4 + x^3 + x \mod g &= \end{aligned}$$

Mit der Polynomdivision bildet der entstandene Rest das Ergebnis übertragen nach \mathbb{Z}_2 :

$$x^5 + x^4 + x^2 + x$$

$$\left(\begin{array}{r} x^{13} + x^{10} + x^9 + x^8 \\ - x^{13} \end{array} \quad \begin{array}{r} - x^9 - x^8 \\ - x^6 - x^5 \end{array} \quad \begin{array}{r} + x^5 + x^4 + x^3 \\ + x \end{array} \right) \div (x^8 + x^4 + x^3 + x + 1) = x^5 + x^2 + \frac{-2x^6 - x^5 + x^4 - x^2 + x}{x^8 + x^4 + x^3 + x + 1}$$

$$\begin{array}{r} x^{10} \quad - x^6 \quad + x^4 + x^3 \\ - x^{10} \quad - x^6 - x^5 \quad - x^3 - x^2 \\ \hline - 2x^6 - x^5 + x^4 \quad - x^2 \end{array}$$

Problem 2

a) Seien f und p beliebige Polynome. Dann gilt:

$$\begin{aligned} \deg(f \cdot p) &= \deg\left(\sum a_i x^i \cdot \sum a_j x^j\right) \\ &= \deg(\max\{x^i\} \cdot \max\{x^j\}) \quad \forall a_i, a_j \neq 0 \\ &= \deg(x_{\max}^i \cdot x_{\max}^j) \\ &= \deg(\underbrace{(x_{\max} \cdot \dots \cdot x_{\max})}_{i\text{-mal}} \cdot \underbrace{(x_{\max} \cdot \dots \cdot x_{\max})}_{j\text{-mal}}) = \deg(\underbrace{x_{\max} \cdot \dots \cdot x_{\max}}_{i+j\text{-mal}}) \\ &= \deg(x^{i+j}) = \deg(x^i) + \deg(x^j) \\ &= \deg(f) + \deg(g) \end{aligned}$$

□

b)

Abgeschlossenheit unter Addition

Es gilt $\forall i \ a_i + b_i \in F$ und damit $(a_0 + b_0, \dots) \in F[x]$, da F ein Körper ist und unter Addition abgeschlossen ist.

$$f +_{F[x]} g = (a_0, a_1, \dots) +_{F[x]} (b_0, b_1, \dots) = (a_0 + b_0, a_1 + b_1, \dots)$$

Kommutativität der Addition

$$\begin{aligned} f +_{F[x]} g &= (a_0, a_1, \dots) +_{F[x]} (b_0, b_1, \dots) = (a_0 + b_0, a_1 + b_1, \dots) = (b_0 + a_0, b_1 + a_1, \dots) \\ &= (b_0, b_1, \dots) +_{F[x]} (a_0, a_1, \dots) = g +_{F[x]} f \end{aligned}$$

Assoziativität der Addition

$$\begin{aligned} (f +_{F[x]} g) +_{F[x]} h &= (a_0 + b_0, a_1 + b_1, \dots) + (c_0, c_1, \dots) \\ &= ((a_0 + b_0) + c_0, (a_1 + b_1) + c_1, \dots) \\ &= (a_0 + (b_0 + c_0), a_1 + (b_1 + c_1), \dots) = f +_{F[x]} (g +_{F[x]} h) \end{aligned}$$

Neutrales Element der Addition

Sei $e_+ = (0, 0, \dots, 0)$, wobei 0 das neutrale Element von F ist. Dann gilt:

$$\begin{aligned} f +_{F[x]} e_+ &= (a_0 + 0, a_1 + 0, \dots) = (a_0, a_1, \dots) = f \\ e_+ +_{F[x]} f &= (0 + a_0, 0 + a_1, \dots) = (a_0, a_1, \dots) = f \end{aligned}$$

Nichtleerheit

Es gilt $e_+ \in F[x]$, damit folgt $F[x] \neq \emptyset$.

Existenz des inversen Elemente

Sei a_i^{-1} das inverse Element zu a_i in F für alle $a_i \in F$ und $f^{-1} = (a_0^{-1}, a_1^{-1}, \dots)$.

$$f +_{F[x]} f^{-1} = (a_0 + a_0^{-1}, a_1 + a_1^{-1}, \dots) = (0, 0, 0, \dots) = (a_0^{-1} + a_0, \dots) = f^{-1} +_{F[x]} f$$

Abgeschlossenheit unter Multiplikation

Da F ein Körper ist, ist F abgeschlossen unter Multiplikation und Addition. Damit ist $(d_0, d_1, \dots) \in F[x]$ und $f \cdot_{F[x]} g = (d_0, d_1, \dots)$ mit $d_i = \sum_{j \leq i} a_j \cdot b_{i-j}$ und $d_i \in F$

Kommutativität der Multiplikation

$$\begin{aligned} f \cdot_{F[x]} g &= \left(\sum_{j \leq 0} a_j \cdot b_{0-j}, \sum_{j \leq 1} a_j \cdot b_{1-j}, \dots \right) \\ &= \left(\sum_{j \leq 0} b_j \cdot a_{0-j}, \sum_{j \leq 1} b_j \cdot a_{1-j}, \dots \right) \\ &= g \cdot_{F[x]} f \end{aligned}$$

Distributivgesetze

$$\begin{aligned} (f +_{F[x]} g) \cdot_{F[x]} h &= (a_0 + b_0, a_1 + b_1, \dots) \cdot_{F[x]} (c_0, c_1, \dots) = \left(\sum_{j \leq 0} (a_0 + b_0) \cdot c_{0-j}, \dots \right) \\ &= \left(\sum_{j \leq 0} a_0 \cdot c_{0-j} + b_0 \cdot c_{0-j}, \dots \right) \\ &= \left(\sum_{j \leq 0} a_0 \cdot c_{0-j} + \sum_{j \leq 0} b_0 \cdot c_{0-j}, \dots \right) \\ &= (f \cdot_{F[x]} h +_{F[x]} (g \cdot_{F[x]} h)) \end{aligned}$$

$$\begin{aligned} f \cdot_{F[x]} (g +_{F[x]} h) &= f \cdot_{F[x]} (b_0 + c_0, b_1 + c_1, \dots) = \left(\sum_{j \leq 0} a_0 \cdot (b_{0-j} + c_{0-j}), \dots \right) \\ &= \left(\sum_{j \leq 0} a_0 \cdot b_{0-j} + a_0 \cdot c_{0-j}, \dots \right) \\ &= \left(\sum_{j \leq 0} a_0 \cdot b_{0-j} + \sum_{j \leq 0} a_0 \cdot c_{0-j}, \dots \right) \\ &= (f \cdot_{F[x]} g) +_{F[x]} (f \cdot_{F[x]} h) \end{aligned}$$

□

Problem 3

Sei x und x' unterschiedlich aber es gilt $h_n(x) = h_n(x')$.

Algorithm 1

- 1: Generate Keypair $((n, e), (n, d))$
 - 2: **send**(x)
 - 3: **receive**(s) und $s = \text{PKCS-sig}(x, (n, d)) = h_n(x)^d \mod n$
 - 4: **output**(x', s)
-

Der Angreifer hat einen Vorteil von 1.

$V'(x', s, (n, e)) = V(h_n(x'), s, (n, e)) = \text{valid}$, da:

$$h_n(x') = h_n(x) \text{ und} \\ s^e = h_n(x)^{d^e} \mod n = h_n(x)$$

Das bedeutet also dass der Angreifer ohne das Orakel mit dieser Message zubefragen, einen **valid**-Tag gefunden hat und somit immer das Game gewinnt.

Problem 4

a)

1. Data link (Source MAC = aa:aa:aa:aa:aa:aa, Dest. MAC = ff:ff:ff:ff:ff:ff) /
ARP (Who has 10.0.0.1 ?)
2. Data link (Source MAC = 01:01:01:01:01:01, Dest. MAC = aa:aa:aa:aa:aa:aa) /
ARP (I have 10.0.0.1)
3. Data link (Source MAC = aa:aa:aa:aa:aa:aa, Dest. MAC = 01:01:01:01:01:01) /
IP (Source IP = 10.0.0.2, Dest. IP = 10.0.0.1) /
UDP (Source Port = 16000 , Dest. Port = 53) /
DNS (Transaction ID = 0x0000, query = "www.example.com, type A, class IN")
4. IP (Source IP = 19.19.19.19, Dest. IP = 4.0.0.1) /
UDP (Source Port = 16001 , Dest. Port = 53) /
DNS (Transaction ID = 0x0001, query = "www.example.com, type A, class IN")
5. IP (Source IP = 4.0.0.1, Dest. IP = 19.19.19.19) /
UDP (Source Port = 53 , Dest. Port = 16001) /
DNS (answer = "dont know, ask 4.0.0.2", Transaction ID = 0x0001, response for
="www.example.com, type A, class IN")
6. IP (Source IP = 19.19.19.19, Dest. IP = 4.0.0.2) /
UDP (Source Port = 16002 , Dest. Port = 53) /
DNS (Transaction ID = 0x0002, query = "www.example.com, type A, class IN")
7. IP (Source IP = 4.0.0.2, Dest. IP = 19.19.19.19) /
UDP (Source Port = 53 , Dest. Port = 16002) /
DNS (answer = "dont know, ask 4.0.0.3", Transaction ID = 0x0002, response for
="www.example.com, type A, class IN")
8. IP (Source IP = 19.19.19.19, Dest. IP = 4.0.0.3) /
UDP (Source Port = 16003 , Dest. Port = 53) /
DNS (Transaction ID = 0x0003, query = "www.example.com, type A, class IN")
9. IP (Source IP = 4.0.0.3, Dest. IP = 19.19.19.19) /
UDP (Source Port = 53 , Dest. Port = 16003) /
DNS (answer = "www.example.com, type A, class IN, 1.2.3.4", Transaction ID =
0x0003, response for = "www.example.com, type A, class IN")
10. Data link (Source MAC = 01:01:01:01:01:01, Dest. MAC = aa:aa:aa:aa:aa:aa) /
IP (Source IP = 10.0.0.1 , Dest. IP = 10.0.0.2) /
UDP (Source Port = 16000 , Dest. Port = 53) /
DNS (answer = "www.example.com, type A, class IN, 1.2.3.4", Transaction ID =
0x0000, response for = "www.example.com, type A, class IN")
11. Data link (Source MAC = aa:aa:aa:aa:aa:aa, Dest. MAC = 01:01:01:01:01:01) /
IP (Source IP = 10.0.0.2, Dest. IP = 1.2.3.4) /
TCP (SYN, Source Port = 17000 , Dest. Port = 80, Seq = 1)
12. IP (Source IP = 19.19.19.19, Dest. IP = 1.2.3.4) /
TCP (SYN, Source Port = 17001 , Dest. Port = 80, Seq = 1)

13. IP (Source IP = 1.2.3.4, Dest. IP = 19.19.19.19) /
TCP (SYN-ACK, Source Port = 80 , Dest. Port = 17001, Seq = 10, ACK = 2)
14. Data link (Source MAC = 01:01:01:01:01:01, Dest. MAC = aa:aa:aa:aa:aa:aa) /
IP (Source IP = 1.2.3.4, Dest. IP = 10.0.0.2) /
TCP (SYN-ACK, Source Port = 80 , Dest. Port = 17000, Seq = 10, ACK = 2)
15. Data link (Source MAC = aa:aa:aa:aa:aa:aa, Dest. MAC = 01:01:01:01:01:01) /
IP (Source IP = 10.0.0.2, Dest. IP = 1.2.3.4) /
TCP (ACK, Source Port = 17000 , Dest. Port = 80, Seq = 2, ACK = 11)
16. IP (Source IP = 19.19.19.19, Dest. IP = 1.2.3.4) /
TCP (ACK, Source Port = 17001 , Dest. Port = 80, Seq = 2, ACK = 11)
17. Data link (Source MAC = aa:aa:aa:aa:aa:aa, Dest. MAC = 01:01:01:01:01:01) /
IP (Source IP = 10.0.0.2, Dest. IP = 1.2.3.4) /
TCP (Message, Source Port = 17000 , Dest. Port = 80, Seq = 3) /
HTTP (GET / HTTP1.1, HOST = www.example.com)
18. IP (Source IP = 19.19.19.19, Dest. IP = 1.2.3.4) /
TCP (ACK, Source Port = 17001 , Dest. Port = 80, Seq = 3) /
HTTP (GET / HTTP/1.1, HOST = www.example.com)
19. IP (Source IP = 1.2.3.4, Dest. IP = 19.19.19.19) /
TCP (Message, Source Port = 80 , Dest. Port = 17001, Seq = 11, ACK = 4) /
HTTP (HTTP/1.1 200 OK, Content-Length: ..., Content = <html>...</html>)
20. Data link (Source MAC = 01:01:01:01:01:01, Dest. MAC = aa:aa:aa:aa:aa:aa) /
IP (Source IP = 1.2.3.4, Dest. IP = 10.0.0.2) /
TCP (Message, Source Port = 80 , Dest. Port = 17000, Seq = 11, ACK = 4) /
HTTP (HTTP/1.1 200 OK, Content-Length: ..., Content = <html>...</html>)
21. Data link (Source MAC = aa:aa:aa:aa:aa:aa, Dest. MAC = 01:01:01:01:01:01) /
IP (Source IP = 10.0.0.2, Dest. IP = 1.2.3.4) /
TCP (FIN, Source Port = 17000 , Dest. Port = 80, Seq = 4, ACK = 12)
22. IP (Source IP = 19.19.19.19, Dest. IP = 1.2.3.4) /
TCP (FIN, Source Port = 17001 , Dest. Port = 80, Seq = 4, ACK = 12)
23. IP (Source IP = 1.2.3.4, Dest. IP = 19.19.19.19) /
TCP (FIN, Source Port = 80 , Dest. Port = 17001, Seq = 12, ACK = 5)
24. Data link (Source MAC = 01:01:01:01:01:01, Dest. MAC = aa:aa:aa:aa:aa:aa) /
IP (Source IP = 1.2.3.4, Dest. IP = 10.0.0.2) /
TCP (FIN, Source Port = 80 , Dest. Port = 17000, Seq = 12, ACK = 5)
25. Data link (Source MAC = aa:aa:aa:aa:aa:aa, Dest. MAC = 01:01:01:01:01:01) /
IP (Source IP = 10.0.0.2, Dest. IP = 1.2.3.4) /
TCP (ACK, Source Port = 17000 , Dest. Port = 80, Seq = 5, ACK = 13)
26. IP (Source IP = 19.19.19.19, Dest. IP = 1.2.3.4) /
TCP (ACK, Source Port = 17001 , Dest. Port = 80, Seq = 5, ACK = 13)

Problem 5

- a) Wir müssen die TXID und den UDP Source Port raten. Dies sind 2^{16} Werte jeweils, also insgesamt 2^{32} Werte. Die Wahrscheinlichkeit beim ersten Versuch richtig zu raten liegt also bei $P = 2^{-32}$
- b) Wie bereits in oben beschrieben gibt es 2^{32} mögliche Werte, also muss eine Angreifer durchschnittlich $\frac{2^{32}}{2}$ verschiedene Werte raten um erfolgreich zu sein.

Geht man von 2000 Versuchen pro Runde und 0,1 Sekunden pro Runde aus, kann man die Durchschnittliche Zeit in Sekunden berechnen:

$$\begin{aligned} &= \frac{2^{31} \text{ value}}{2000 \frac{\text{value}}{\text{round}}} \\ &\quad 0,1 \frac{\text{second}}{\text{round}} \\ &= \frac{2^{31} \text{value}}{20000 \frac{\text{value}}{\text{second}}} \\ &= 107374,182 \text{ seconds} \hat{=} 1,243 \text{ days} \end{aligned}$$