Authentication

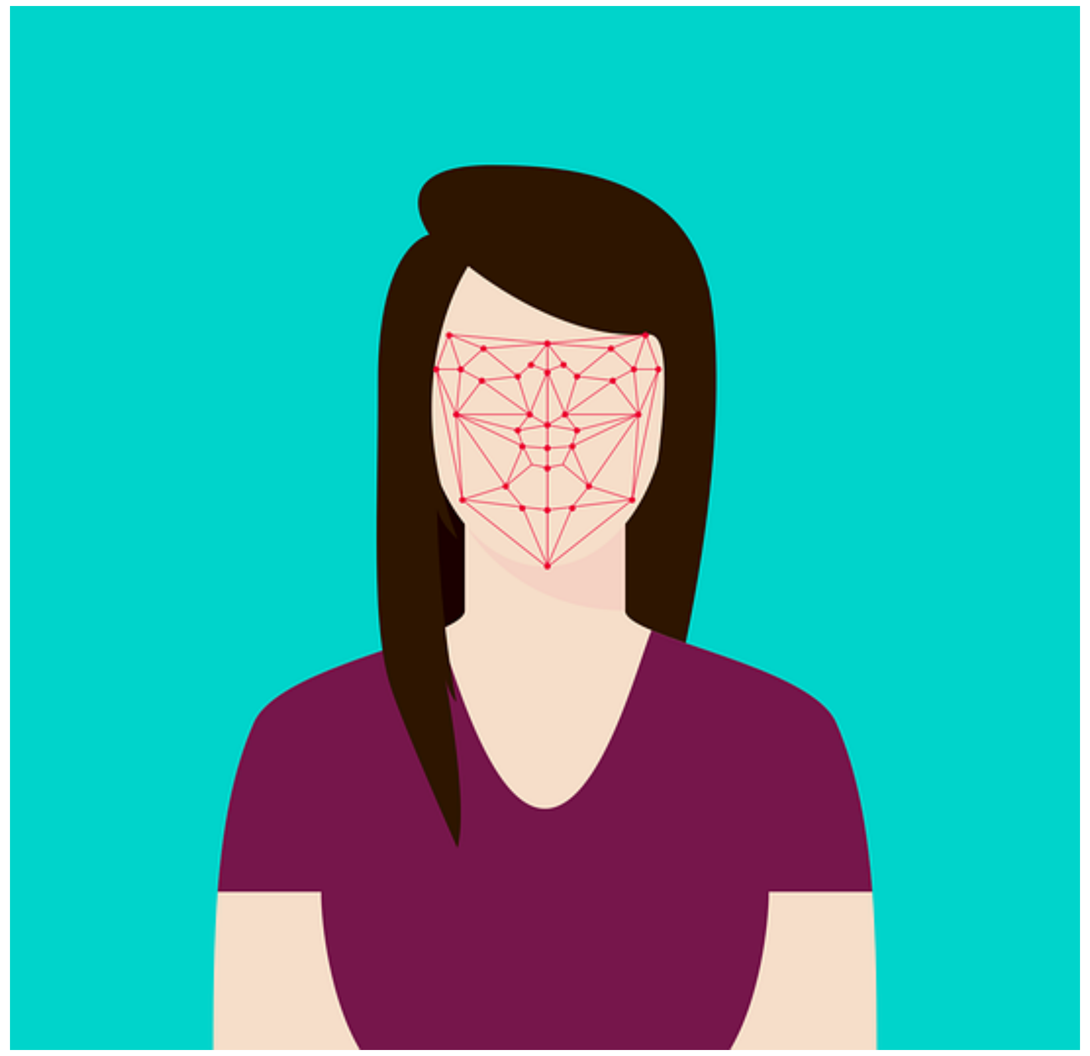
Network Security

User Authentication

- User authentication is the basis for **access control** and **accountability** among others (confidentiality and integrity also depend on authentication!)
- How do we make sure to know the entity we communicate with?
- Problem can be divided into two steps:
  - **Identification:** presentation of an identifier for the entity (e.g., username)
  - **Verification:** presentation of authenticating information corroborating the binding between the identifier and the entity (e.g., passwords, PINs)

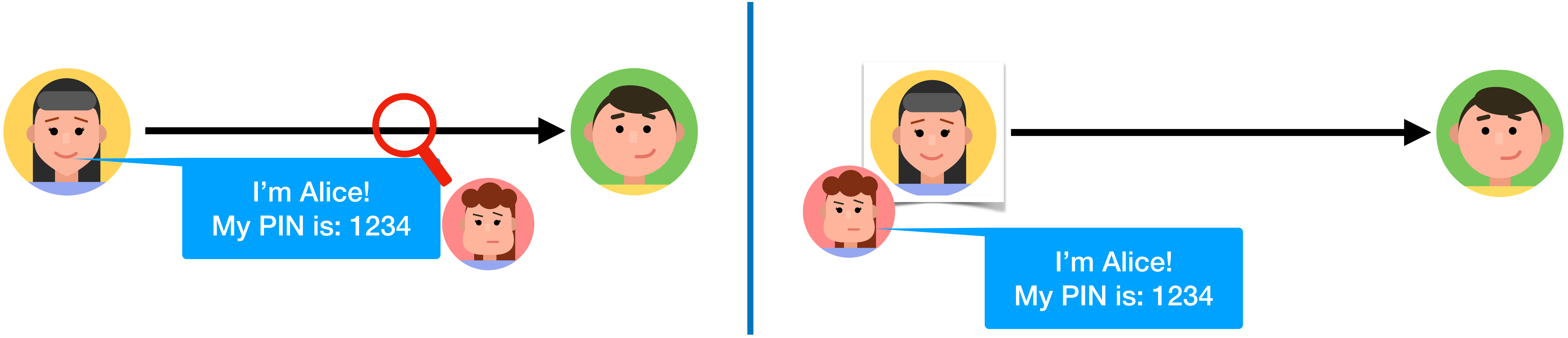
Authenticating Information

- Different means of authentication have been proposed and are in use:
  - **Something the individual knows:** password, PIN, security questions
  - **Something the individual possesses:** cryptographic keys, smart cards
  - **Something the individual is (static biometrics):** fingerprint, face
  - **Something the individual does (dynamic biometrics):** voice pattern, handwriting characteristics

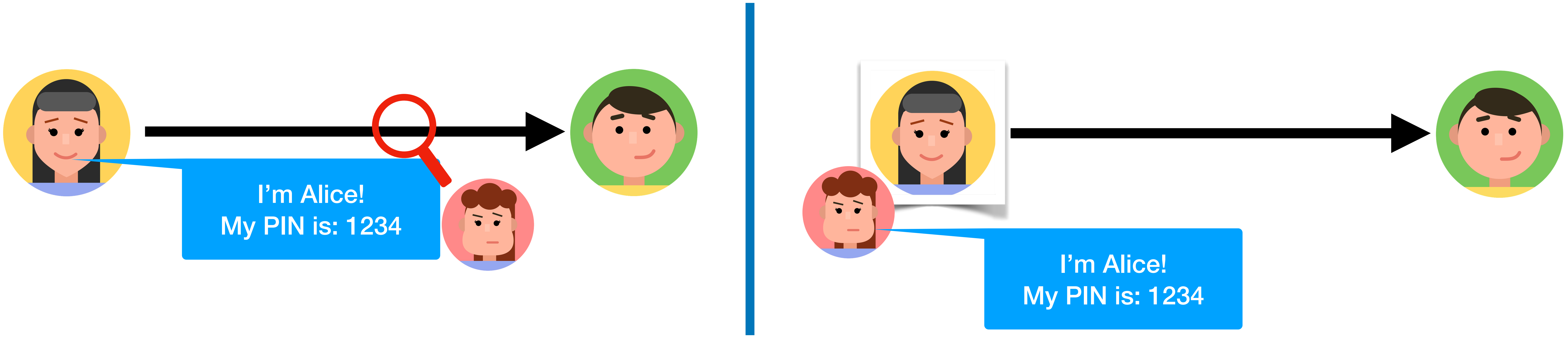


Mutual Authentication

- **Mutual Authentication:** communicating parties satisfy themselves mutually about each other's identity
- Problem: **replay attacks** (observing and copying the input from another user)



Mutual Authentication



- Requirements against replay attacks:
  - **Confidentiality**, or otherwise an adversary can observe the proof of identity (e.g., password or signature) and re-use it for impersonation
  - **Timeliness,** or otherwise an adversary can even re-use an encrypted proof for impersonation (can be ensured by timestamps & challenge/response)

Authentication & Key Exchange

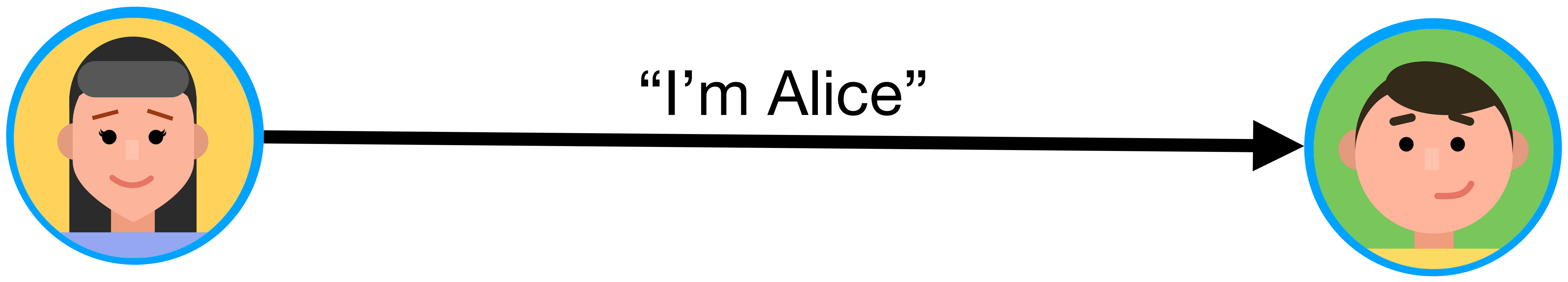
- Authentication and key exchange are part of **Key Establishment Protocols**
- Making sure we are talking to the right person **and** setting up a shared session key
- *Remainder of the lecture:* cryptographic protocols for key establishment and general properties

Cryptographic Protocols for Key Establishment

Network Security

A Simple Protocol

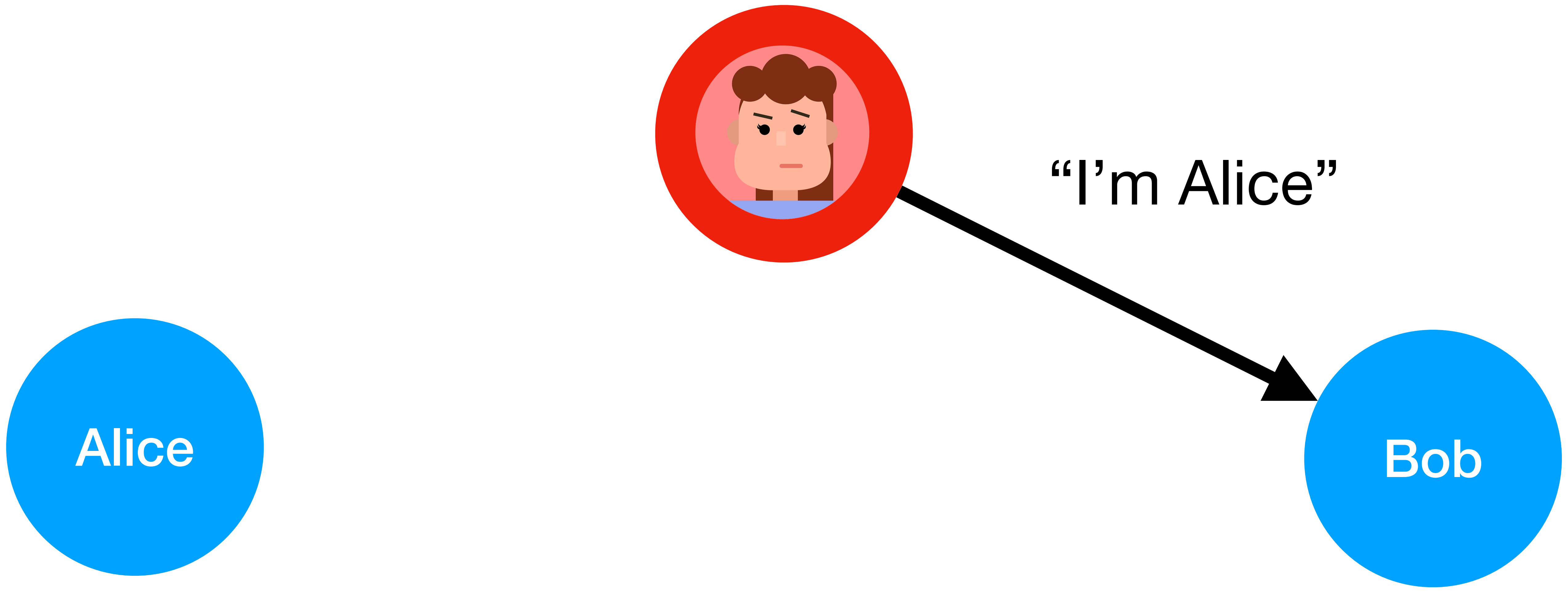
- A sends a message m to B



written as:

$A \rightarrow B$: “I'm Alice”

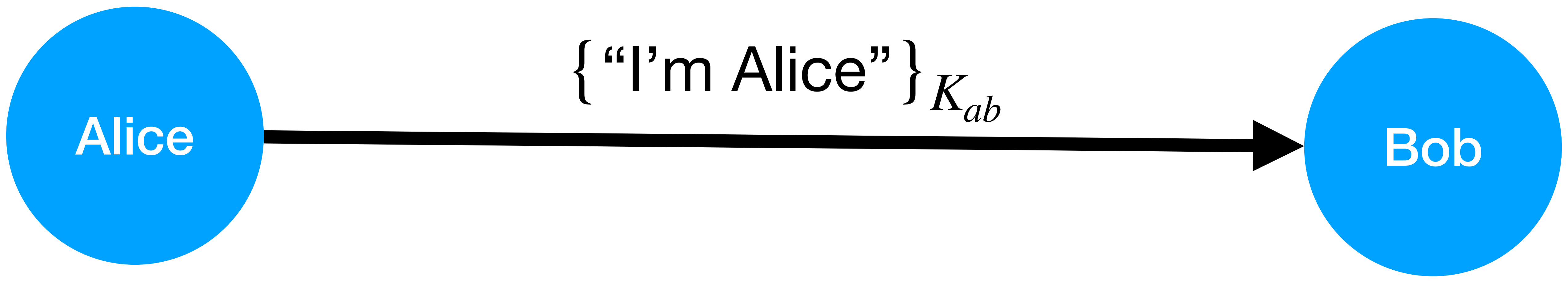
A Simple Protocol



The attacker can pretend to be anyone.

$E(A) \rightarrow B$: “I’m Alice”

A Simple Protocol



$\{\_\}_{K_{ab}}$ means symmetric key encryption

$A \rightarrow B : \{\text{“I’m Alice”}\}_{K_{ab}}$

If Alice and Bob share a key K_{ab}, then Alice can encrypt her message.

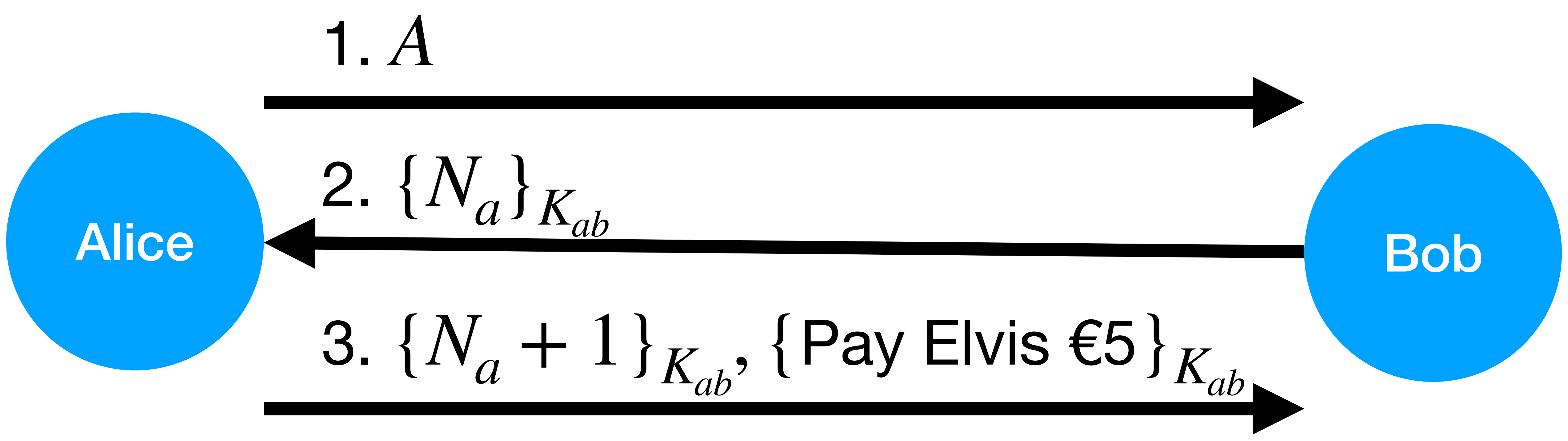
A Simple Protocol

$$
\begin{aligned}
A \ \ &\to B : \{\text{“I’m Alice”}\}_{K_{ab}} \\
E(A) &\to B : \{\text{“I’m Alice”}\}_{K_{ab}}
\end{aligned}
$$

- Attacker can intercept and replay messages.
- Assume the attacker “owns” the network.

A Nonce

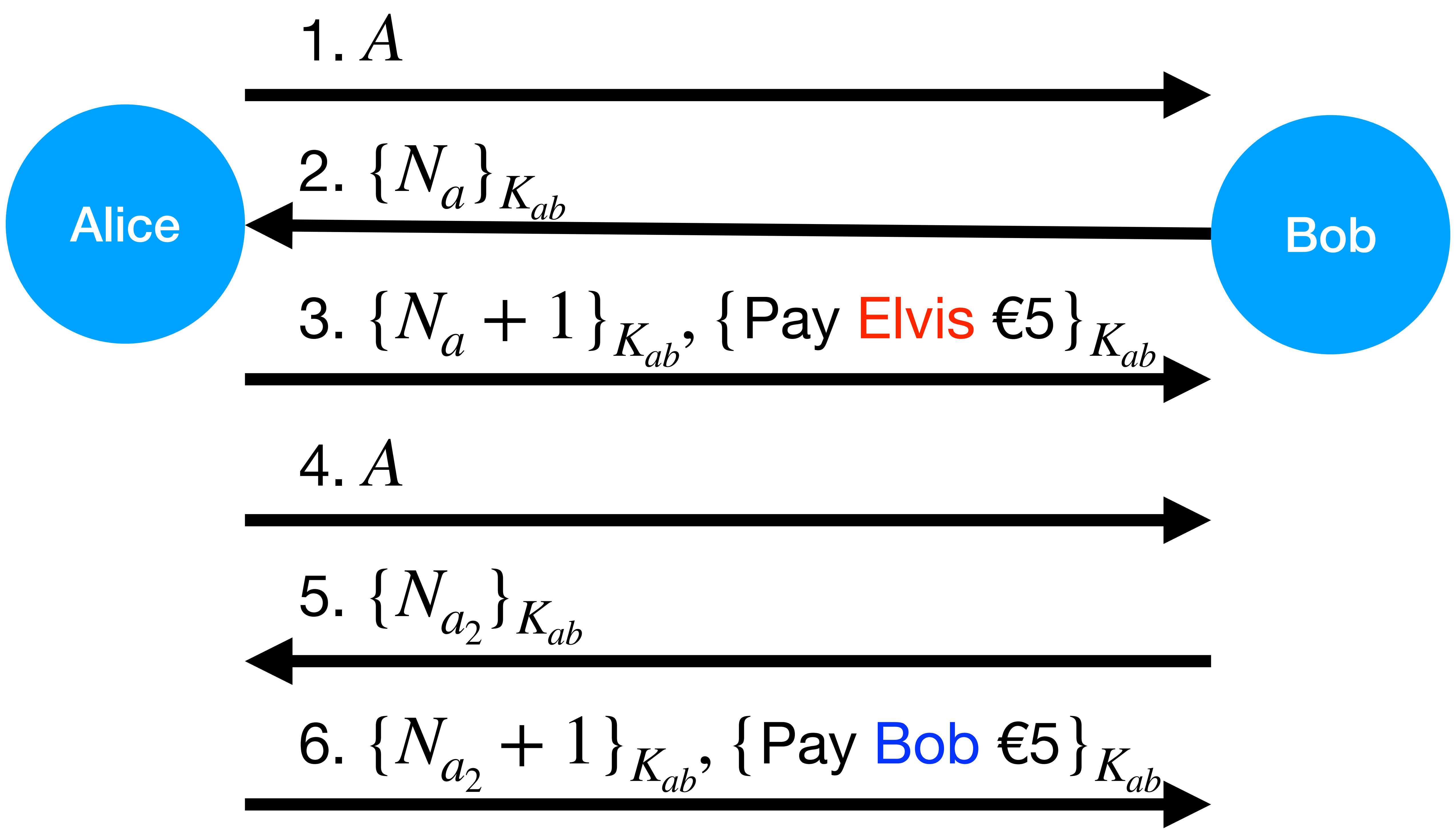
Number that is only used once (often used in a challenge/response setting).



1. $A \rightarrow B : A$
2. $B \rightarrow A : \{N_a\}_{K_{ab}}$
3. $A \rightarrow B : \{N_a + 1\}_{K_{ab}}, \{\text{Pay Elvis €5}\}_{K_{ab}}$

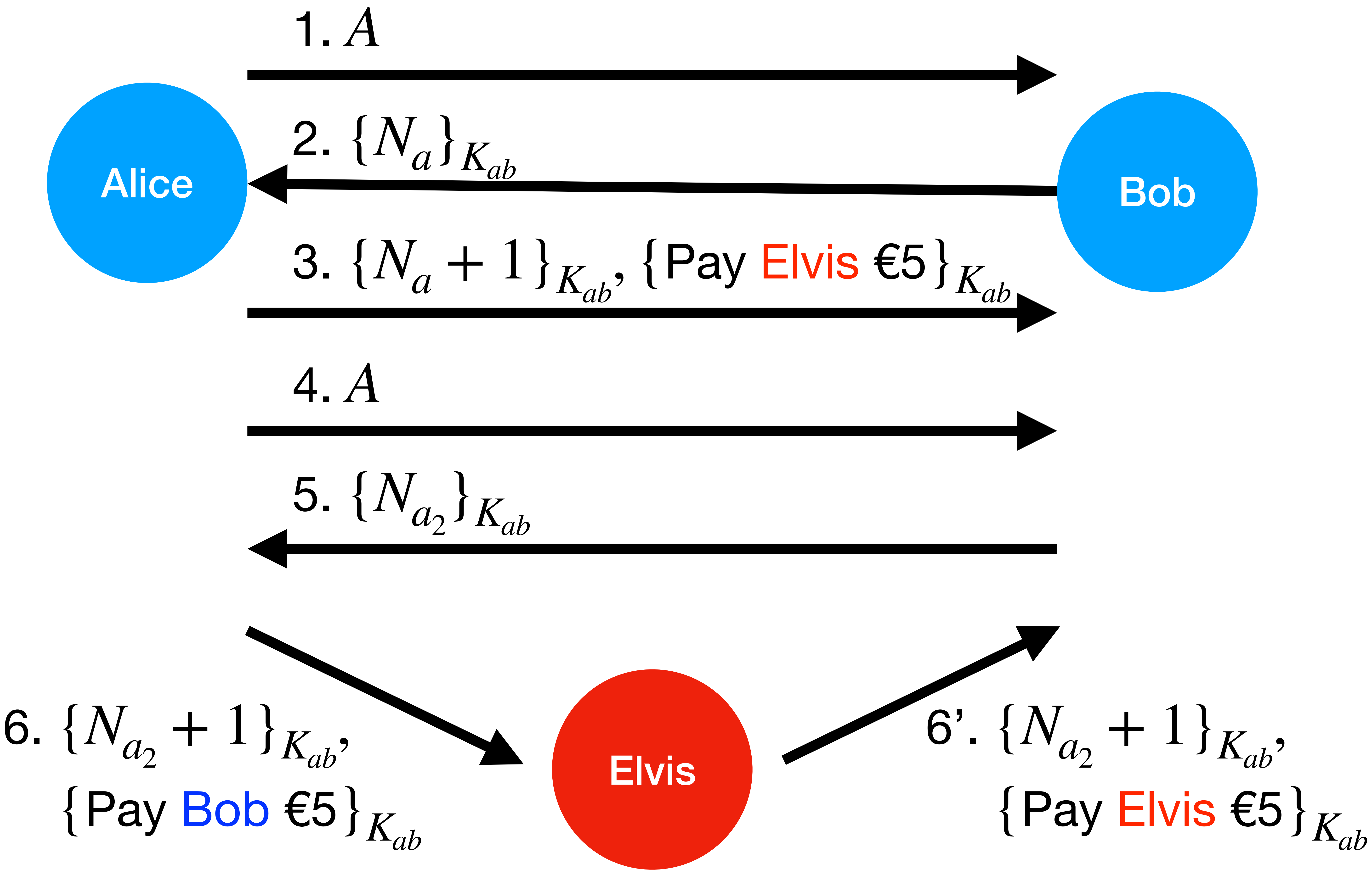
B: Since $N_a + 1$ was encrypted using the shared key with A, I am sure she wants to pay Elvis €5.

A Nonce



1. A
2. $\{N_a\}_{K_{ab}}$
Alice
Bob
3. $\{N_a + 1\}_{K_{ab}}$, {Pay Elvis €5}$_{K_{ab}}$
4. A
5. $\{N_{a_2}\}_{K_{ab}}$
6. $\{N_{a_2} + 1\}_{K_{ab}}$, {Pay Bob €5}$_{K_{ab}}$

A Nonce



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$\{$Pay Bob €5$\}_{K_{ab}}$
Elvis
6'. $\{N_{a_2} + 1\}_{K_{ab}}$,
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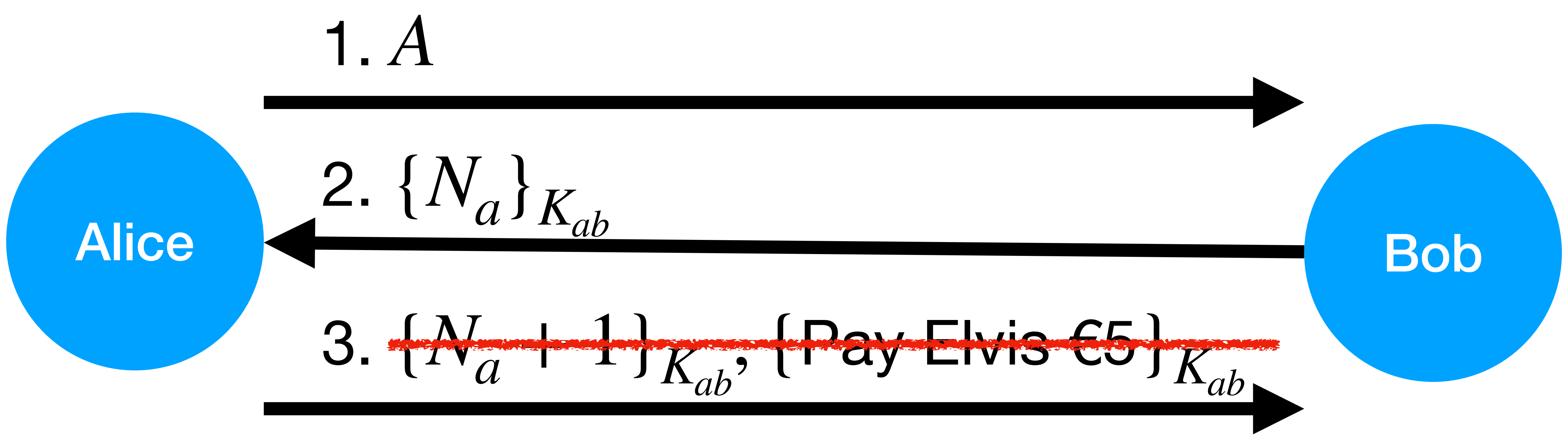
A Better Protocol



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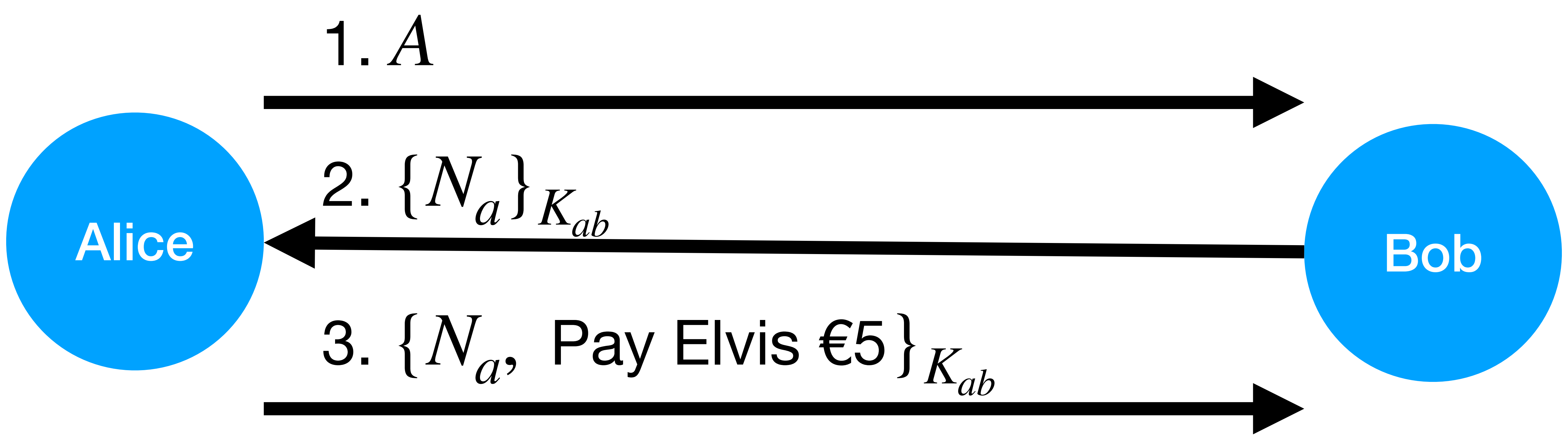
A Better Protocol



1. $A \rightarrow B : A$
2. $B \rightarrow A : \{N_a\}_{K_{ab}}$
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Key Establishment Protocol

- This protocol was possible because A and B shared a key.
- Often, the principals need to set up a session key using a **Key Establishment Protocol**.
- **Diffie-Hellman Key Exchange** can be used to set up a shared key.
    - $A \to B : g^x, B \to A : g^y$, both can compute $g^{xy} = (g^x)^y = (g^y)^x$
- But how can we make sure we are talking to the right person (the **authentication** bit)?
    - Certificates, Trusted Third Parties (TTP),…

$E_X(\_)$ means public key encryption

The Needham-Schroeder Public Key Protocol

Assume Alice and Bob know each others public keys, can they set up a symmetric key?

1. $A \rightarrow B : E_B(N_a, A)$
2. $B \rightarrow A : E_A(N_a, N_b)$
3. $A \rightarrow B : E_B(N_b)$

A: "The only person who could know N_a is the person who decrypted the first message."

B: "The only person who could know N_b is the person who decrypted the second message."

N_a and N_b can then be used to generate a symmetric key.

Goals: Alice and Bob are sure they are talking to each other and only they know the key.

An Attack Against the NS Protocol

The attacker C acts as a machine-in-the-middle:

1. $A \rightarrow C : E_C(N_a, A)$

    1) $C(A) \rightarrow B : E_B(N_a, A)$

    2) $B \rightarrow C(A) : \boxed{E_A(N_a, N_b)}$

2. $C \rightarrow A : \boxed{E_A(N_a, N_b)}$

3. $A \rightarrow C : E_C(N_b)$

    3) $C(A) \rightarrow B : E_B(N_b)$

An Attack Against the NS Protocol

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3) $C(A) \rightarrow B : E_B(N_b)$

Corrected Version

A very simple fix:

1. $A \rightarrow B : E_B(N_a, A)$
2. $B \rightarrow A : E_A(N_a, N_b)$
3. $A \rightarrow B : E_B(N_b)$

Corrected Version

A very simple fix:

1. $A \rightarrow B : E_B(N_a, A)$
2. $B \rightarrow A : E_A(N_a, N_b, B)$
3. $A \rightarrow B : E_B(N_b)$

Forward Secrecy

1. $A \rightarrow B : E_B(N_a, A)$

2. $B \rightarrow A : E_A(N_a, N_b, B)$

3. $A \rightarrow B : E_B(N_b)$

4. $B \rightarrow A : \{M\}_{key(N_a, N_b)}$

Secure against the "standard" attacker:
intercept, replay, delete, alter

What about governments?

After the protocol runs, governments can legally force people to handover their private keys.

Can they read messages encrypted using $key(N_a, N_b)$?

a) Yes ✓
b) No

Forward Secrecy

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What about governments?

After the protocol runs, governments can legally force people to handover their private keys.

Can we protect against this?

Forward Secrecy

A protocol has **Forward Secrecy** if it keeps the message secret from an attacker who has:

- A recording of the protocol run
- The long term keys of the principals.

Protection against a government that can force people to give up their keys, or hackers that might steal them.

Station-to-Station Protocol

1. $A \to B : g^x$
2. $B \to A : g^y$

Station-to-Station Protocol

$S_X(\_)$ means signed by X

1. $A \rightarrow B : g^x$

2. $B \rightarrow A : g^y, \{S_B(g^y, g^x)\}_{g^{xy}}$

3. $A \rightarrow B : \{S_A(g^y, g^x)\}_{g^{xy}}$

4. $B \rightarrow A : \{M\}_{g^{xy}}$

- x, y, g^{xy} are not stored after the protocol run.
- A and B's keys don't let the attacker read M.
- STS has **forward secrecy**.

Certificates

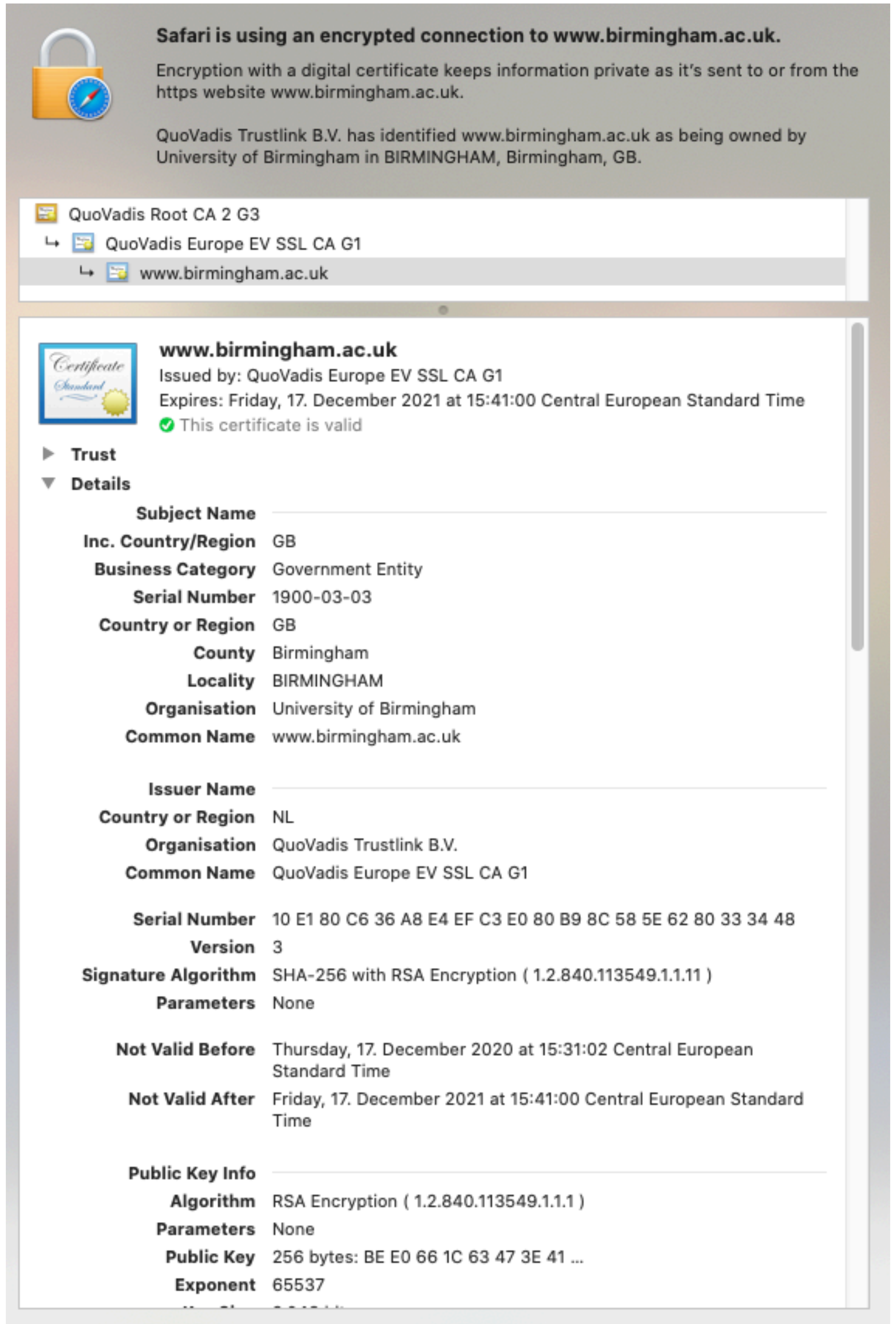
- What if Alice and Bob don’t know each other’s public keys to start off with?

- Could meet face-to-face and set up keys.

- Or get a trusted third party (TTP) to sign their identity and public key: **a certificate**.

- See corresponding lecture.

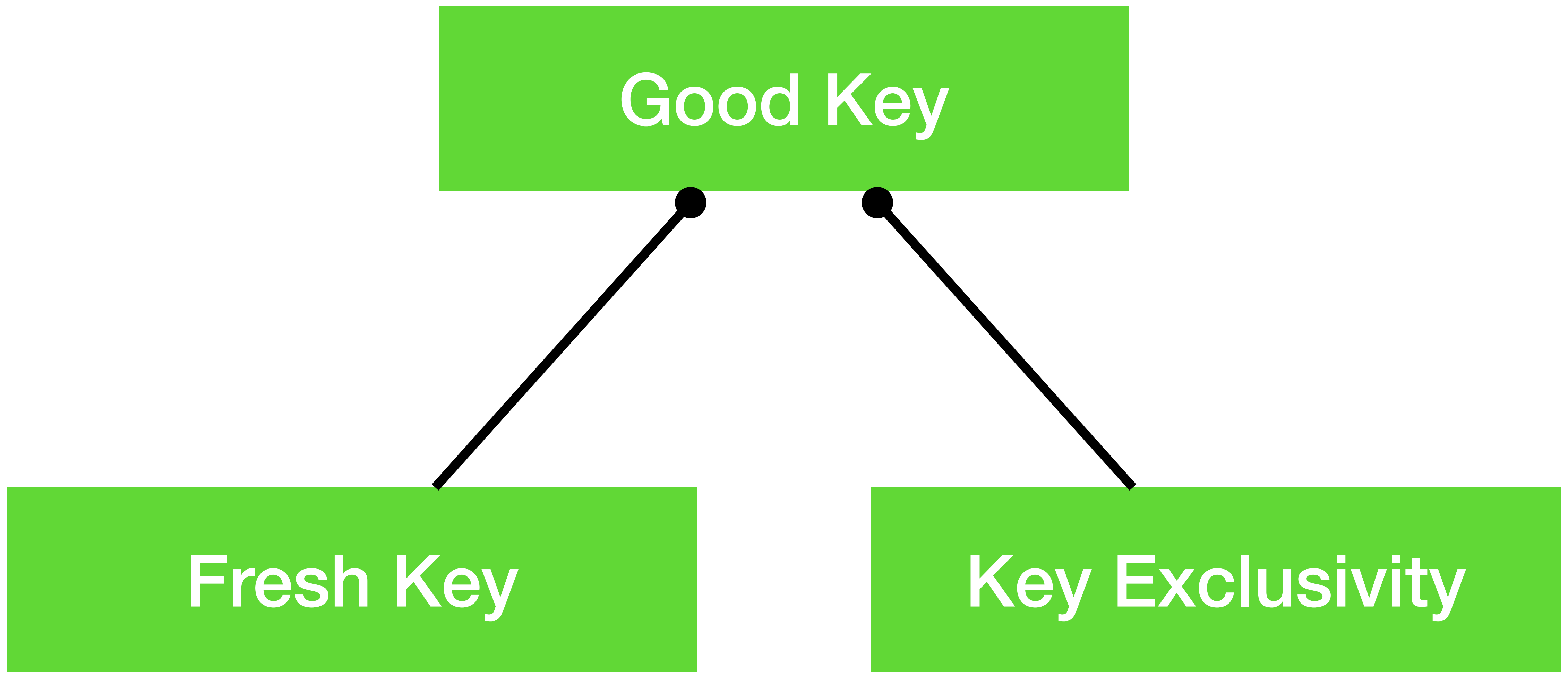
See browser certs



Some Key Establishment Goals

- **Key Freshness:** the key established is new (either from some trusted third party or because it uses a new nonce).
- **Key Exclusivity:** the key is only known to the principals in the protocol.
- **Good Key:** the key is both fresh and exclusive.

A Hierarchy of Goals



Authentication Goals

- **Far-end Operative:** A knows that "B" is currently active.

  For instance B might have signed a nonce generated by A, e.g.

  1. $A \to B : N_a$
  2. $B \to A : S_B(N_a)$

Not enough on its own (e.g. Needham-Schroeder protocol).

Authentication Goals

- **Once Authentication:** A knows that B wishes to communicate with A.

  For instance, B might have the name A in the message, e.g.

  1. $B \rightarrow A : S_B(A)$

Entity Authentication

Both of these together give:

- **Entity Authentication:** A knows that B is currently active ***and*** wants to communicate with A.

  e.g.

  1. $A \to B : N_a$

  2. $B \to A : S_B(A, N_a)$

A Hierarchy of Goals

The Highest Goal

A protocol provides **Mutual Belief** in a key K for Alice with respect to Bob if, after running the protocol, Bob can be sure that:

- K is a good key with A
- Alice can be sure that Bob wishes to communicate with Alice using K
- Alice knows that Bob believes that K is a good key for B.

A Hierarchy of Goals