

Software Craftsmanship  
McHenry County  
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*The*  
Encryption Demolition

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# Takeaways

- Don't invent/implement your own cryptosystem.
- Encryption in motion: SSL/TLS, SSH, IPSec.
- Encryption at rest: PGP/GnuPG.
- Do not use AES, RSA, etc. algorithms directly.
- Avoid and delegate using crypto if possible.
- Exceptions do exist, but hire a crypto expert before you pass Go.
- Popular programs/libraries often get it wrong.

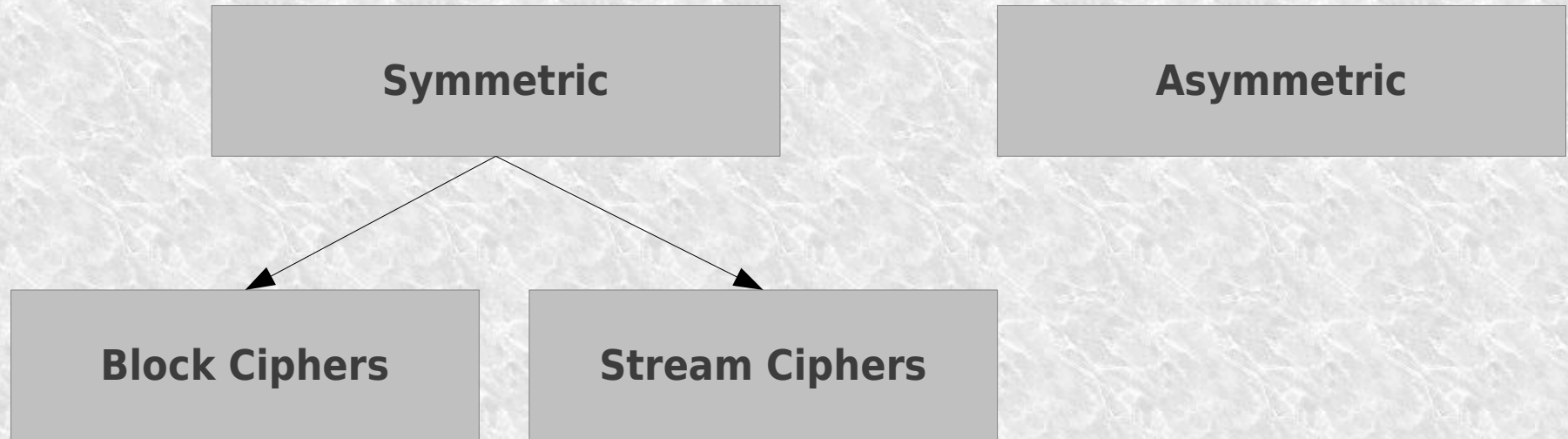
# Why not do-it-yourself?

- Security is only as strong as weakest link.
- Bad algorithm?
- Bad implementation?
- Guessable or impressionable key generation?
- Appropriate symmetric block encryption mode?
- Tamper proof?
- Replay protection?

# CIA: Why we do Encryption

- Confidentiality
- Integrity
- Authentication

# Encryption Algorithms



# Kerckhoffs's Principle

- “A cryptosystem should be secure even if everything about the system, except the key, is public knowledge.” –Auguste Kerckhoffs
- Also known as avoiding “security through obscurity.”
  - [http://en.wikipedia.org/wiki/Kerckhoffs%27s\\_principle](http://en.wikipedia.org/wiki/Kerckhoffs%27s_principle)

# Symmetric Block Ciphers

- Private key ciphers that encrypt by block.
- Examples: AES, 3-DES, Blowfish, Serpent
- Some modes allow use as a stream cipher.

# Symmetric Stream Ciphers

- Private key ciphers that encrypt bit by bit.
- Examples: RC4, Salsa20
- Usually faster than block ciphers.
- No need for padding.



# Asymmetric Ciphers

“Public Key Ciphers”

- Different encryption and decryption keys.
- Examples: RSA, DSA, ElGamal, Elliptic Curve Algorithms
- Usually much slower than symmetric ciphers.
- Typical key size 2048 and up.

# ECB

## Electronic Code Book

- Encrypts blocks one-to-one with ciphertext.
- “Hello to all... ”
  - → 51b8..35
- “Hello to all... Hello to all... ”
  - → 51b8..35 51b8..35

# ECB

## Electronic Code Book

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# CBC

## Cipher Block Chaining

- Starts with an initialization vector XORed to first plaintext block.
- Each subsequent plaintext block is XORed to previous ciphertext.
  - $\text{encrypt}(\text{plaintext1} \oplus \text{init\_vector}, \text{key}) \rightarrow \text{ciphertext1}$
  - $\text{encrypt}(\text{plaintext2} \oplus \text{ciphertext1}, \text{key}) \rightarrow \text{ciphertext2}$
  - $\text{encrypt}(\text{plaintext3} \oplus \text{ciphertext2}, \text{key}) \rightarrow \text{ciphertext3}$
  - $\text{decrypt}(\text{ciphertext1}, \text{key}) \oplus \text{init\_vector} \rightarrow \text{plaintext1}$
  - $\text{decrypt}(\text{ciphertext2}, \text{key}) \oplus \text{ciphertext1} \rightarrow \text{plaintext2}$
  - $\text{decrypt}(\text{ciphertext3}, \text{key}) \oplus \text{ciphertext2} \rightarrow \text{plaintext3}$

# CBC

## Cipher Block Chaining

- “Hello to all... Hello to all...”
  - → 41c9...c9 1577...f8 610e...4c
- First block in ciphertext is a randomly generated initialization vector.

# CFB and OFB

## Cipher Feedback and Output Feedback

- Behave like a stream cipher.
  - $\text{keystream}_1 = \text{encrypt}(\text{init\_vector}, \text{key})$
  - $\text{keystream}_1 \text{ XOR } \text{plaintext}_1 \rightarrow \text{ciphertext}_1$
  - $\text{keystream}_2 = \text{encrypt}(\text{ciphertext}_1 / \text{keystream}_1, \text{key})$
  - $\text{keystream}_n = \text{encrypt}(\text{ciphertext}_{n-1} / \text{keystream}_{n-1}, \text{key})$
  - $\text{keystream}_n \text{ XOR } \text{plaintext}_n \rightarrow \text{ciphertext}_n$

# CTR

## Counter Mode

- Generates keystream from sequentially increasing nonce.
  - $\text{keystream}_1 = \text{encrypt}(\text{nonce}, \text{key})$
  - $\text{keystream}_1 \text{ XOR } \text{plaintext}_1 \rightarrow \text{ciphertext}_1$
  - $\text{keystream}_2 = \text{encrypt}(\text{nonce} + 1, \text{key})$
  - $\text{keystream}_n = \text{encrypt}(\text{nonce} + (n - 1), \text{key})$
  - $\text{keystream}_n \text{ XOR } \text{plaintext}_n \rightarrow \text{ciphertext}_n$

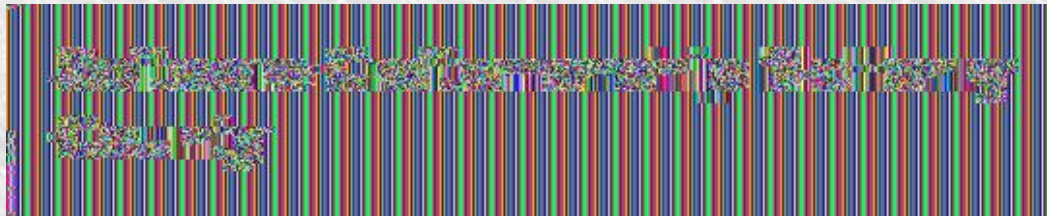


# Entropy

- Measure of level of uncertainty in data.
- Ciphertext should have high entropy.

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~1.1 bit per byte



~5.4 bits per byte



~8.0 bits per byte



# Password Selection

Bonus Slide!

- Passwords should have 40+ bits of entropy.
- English text has about 1 bit of entropy per letter.
- Completely random printable ASCII characters have about 6.5 bits of entropy per character.
- Randomly generated words have about 12 bits of entropy per word (depends on dictionary size).

# Hash Functions

- Collision Resistance
- Examples: MD and SHA family
- Many use a symmetric block cipher in core.
- Caution: be wary of length extension attacks.

# Password Hashes

- Tunable Slowness
- Examples: bcrypt, PBKDF2, scrypt

# MAC

## Message Authentication Code

- Provides message integrity.
- Examples: CBC-MAC, HMAC
- When using, encrypt then MAC ciphertext.
- Use different keys for encryption and MACing.

# Authenticated Encryption

- Combines authentication and integrity in one mode.
- Examples:
  - GCM: Galois Counter Mode
  - OCB: Offset Codebook Mode (patented)
  - EAX: not a fancy acronym
  - CCM: Counter Mode with CBC-MAC

# Punishing Bad Crypto

- Frequency Analysis
  - “MCHENRY COUNTY” → “ZPURAEL PBHAGL”
- Key Reuse
  - ciphertext1 = data1 XOR keystream
  - ciphertext2 = data2 XOR keystream
  - ciphertext1 XOR ciphertext2 = data1 XOR data2
- Padding Oracles

Coursera Crypto Class for a deep dive:  
<https://www.coursera.org/course/crypto>

Questions?

Labs

Twitter: @cosine

Currently Ignored Blog: <http://cosine.org/>

<https://github.com/cosine/Presentation-EncryptionDemolition.git>