

Understanding Java Cryptography

Frank P Moley III

Goals

- * Learn Crypto Basics
- * Learn how JCA and Providers work
- * Learn how to consume JCA
- * Discuss Best Practices
- * WE WILL NOT LEARN CRYPTOGRAPHY

Agenda

- * Crypto basics
- * JCA & JCE + provider model
- * Encryption
- * Message Digests
- * Digital Signatures
- * Bouncy Castle

About Me

- * Software Developer & Architect
- * Security, Privacy, Modern Architectures, Distributed Systems, Data
- * LinkedIn Learning Content Author
- * User Group Co-Founder
- * Constant Student

The Crypto Developers Club

What is Cryptography

- * Study of secrets
- * Study of methods for securing communications
- * Secret in plain site
- * Intense mathematical algorithms & practices
- * Practical applications include data in motion and rest

Rules of Crypto Dev Club

- * Never roll your own crypto
- * Never merge without peer review
- * Never use a compromised algorithm
- * Never ignore compiler warnings
- * Never reuse keys
- * Never take shortcuts



Glossary

- * Cipher text - data that has been hidden in plain sight
- * Key - the value that determines the output of a crypto
- * Plain text - the data that will be hidden or was once hidden
- * Salt - value used to enhance the randomness of one-way functions
- * Initialization Vector - data used to initialize a block cipher routine

Base Crypto Functions

- * Digital Signature - mathematical function to verify authenticity and integrity and provide non-repudiation
- * Encryption - two way mathematical function to mask data such that only the key holders can view it in the clear
- * Hashing - one way mathematical function to map variable sized data into a finite sized mostly unique value

JCA & JCE

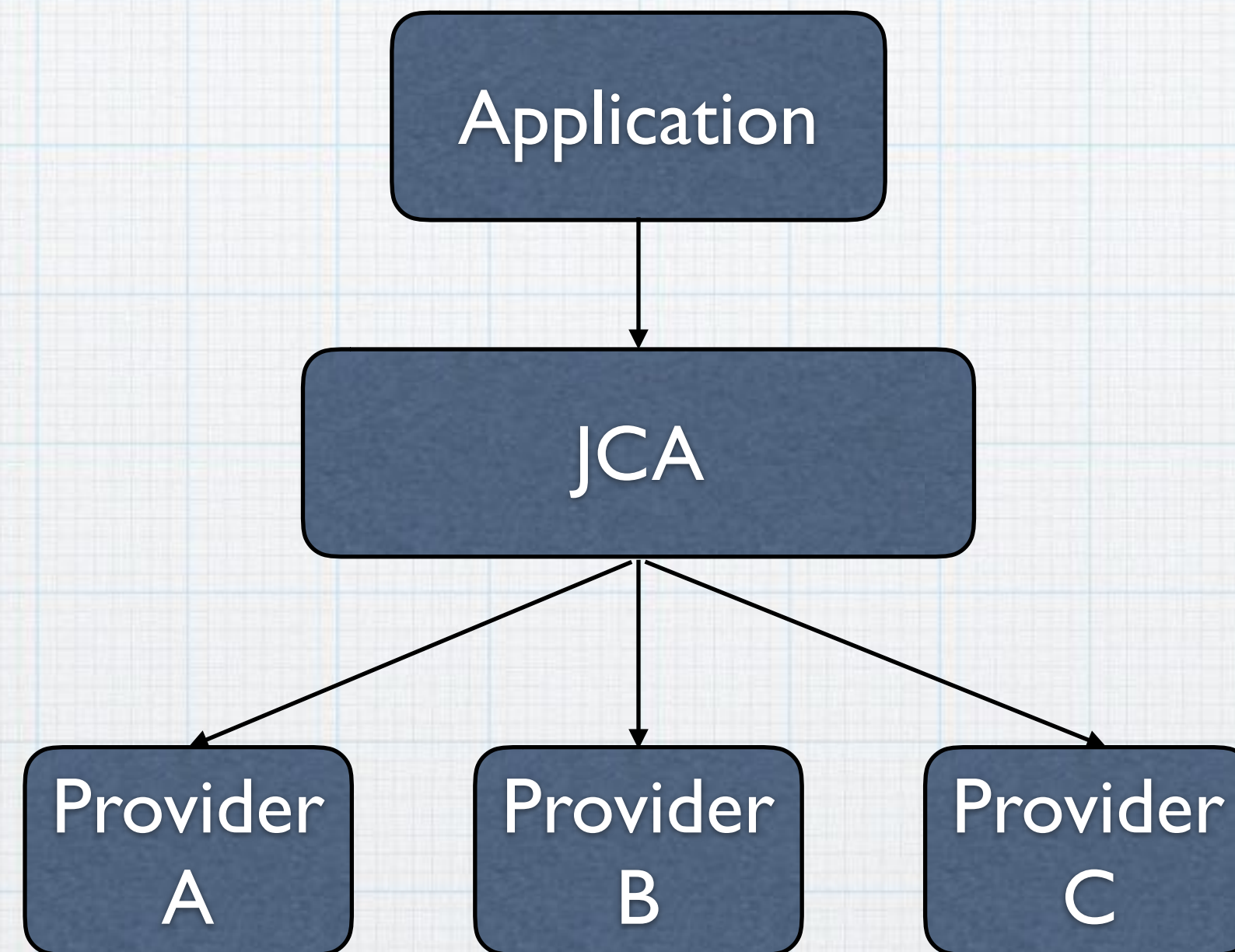
Java Cryptography Architecture

- * It is the API for all cryptographic operations in Java
- * Designed to allow JRE vendors to provide cryptographic implementations through a provider network
- * Several standardized engines for cryptographic operations and several associated objects

Typical Provider Structure

- * JCA provides the API
- * Various implementations, or providers, provide algorithms
- * Providers often vary in the algorithms they support
- * Providers vary by JRE vendor as well as third party

Application Interaction



Secure Random

- * Engine to create cryptographically strong random numbers
- * Different than `java.lang.Random`
- * Requirement for good crypto operations
- * Seeds for keys and other algorithms needs

Cipher

- * Engine to provide encryption
- * Asymmetric and Symmetric encryption support
- * Stream and Block ciphers
- * Padding on block ciphers

Message Digest

- * Engine to produce cryptographically secure hashes
- * One way operations
- * Fix sized output from variable sized input

Signature

- * Engine to create and validate digital signatures
- * Combination of hash and PKI asymmetric encryption
- * Very useful in identity cases

Java Cryptography Extension

- * JCE is the default Java provider implementation
- * Come out of the box with JDK
- * Provides implementation for every engine
- * Doesn't support every algorithm or variation

Unlimited Strength?

- * Prior to Java 8u151 JCE unlimited strength was a separate download
- * `Security.setProperty("crypto.policy", "unlimited");`
- * Java 8u162 enabled by default
- * Java 9 enabled by default

Encryption

What is Encryption

- * Process by which plain text data becomes hidden
- * Ciphared data becomes difficult, hopefully impossible, to read without the key
- * Only authorized parties, therefore, can decrypt

History

- * Existed in posterity, maybe as far back as Ancient Egypt
- * Middle ages and Renaissance - Arab and European Mathematicians
- * WWII - Enigma machine
- * Modern Times

Goals

- * Confidentiality - aka privacy
- * Integrity - not modified by bad actor
- * Authentication - you are who you say you are
- * Nonrepudiation - prove a message came from you believe sent it

Stream vs Block

- * Stream ciphers take each bit at a time and encrypt or decrypt them
- * Can be manipulated without cracking
- * Block ciphers work on blocks of bits instead of individuals

Block Cipher Modes

- * Cipher Block Chaining (CBC) combines previous block cipher with current block plain text
- * Uses Initialization Vector
- * Cipher Feedback (CFB), Output Feedback (OFB), and Electronic Code Book (ECB) less common

Symmetric vs Asymmetric

- * Symmetric Encryption - shared key
- * Asymmetric Encryption - public/private key pair
- * Shared key block and stream ciphers are relatively quick
- * PKI is extremely slow
- * Usually PKI is used solely to transfer a shared key... TLS

Typical Uses

Symmetric

- * Data at Rest
- * Data in motion after initial handshake
- * Stream and Block in use, however most Streams are out of scope (i.e. RC4 is cracked)

Asymmetric

- * TLS
- * Digital Signatures
- * Certificate Trusts

Key Size

- * Key size within an algorithm increases security
- * Key size varies by algorithm, especially in Asymmetric examples
- * Sufficient Key Size is critical

Codes vs Ciphers

- * Important to note the differences
- * Codes are replacements or substitutions
- * Ciphers are mathematical encryptions

Encryption Examples in Code

Message Digest

Cryptographic Hash

- * Hash function that takes arbitrary input and produces fixed sized output
- * Easy to calculate
- * Difficult to find original input
- * Difficult to duplicate with unique inputs

AKA

- * Digital Fingerprint
- * Digest
- * Message Digest
- * Checksum

"Cracking" a Hash

- * Finding an algorithm to generate a collision between two hashes
- * Finding a algorithm to identify a unique and different input that will yield a given hash
- * MD5, SHA-1 considered "cracked"

Hash Uses

- * Digital Signatures
- * Digital Fingerprints
- * Logging sensitive data
- * Saving Passwords

Message Digest examples in code

Passwords

Baseline

- * Never store encrypted passwords
- * Never use broken hash algorithms
- * Never store in plain text

Good Password Hashing Algorithms

- * Not cracked
- * Not susceptible to brute force
- * Inherent slowness

Broken

- * MD5 - Cracked and fast
- * SHA1 - Cracked and fast
- * SHA2 - fast
- * SHA3 - not a standard, fast

Possibilities

- * PBKDF2

- * bcrypt

- * scrypt

A Note on Entropy

- * Humans struggle with random passwords
- * Complexity comes from entropy
- * Entropy is more impacted by length than characters
- * Longer phrases are easier for humans to remember, no more patterns

BCrypt in code

Digital Signatures

What is a Digital Signature

- * Asymmetrically encrypted hash of a digital payload
- * A value that can provide guarantee of authenticity
- * A value that can provide a mechanism of non-repudiation
- * A value that can provide a guarantee of integrity

How is a Digital Signature Calculated

- * Asymmetric KeyPair created
- * Hash created
- * Hash encrypted with private key
- * Verification includes rehashing and matching to decryption

Digital Signature Flow

- * Alice calculates hash of message
- * Alice encrypts using private key and sends signature and message to Bob
- * Bob hashes message
- * Bob decrypts signature with Alice's Public Key and compares

Real Life Uses

- * Binary program signing for authenticity and integrity
- * Message signing for non-repudiation, integrity, and authenticity
- * Watermarking

Digital Signature in Code