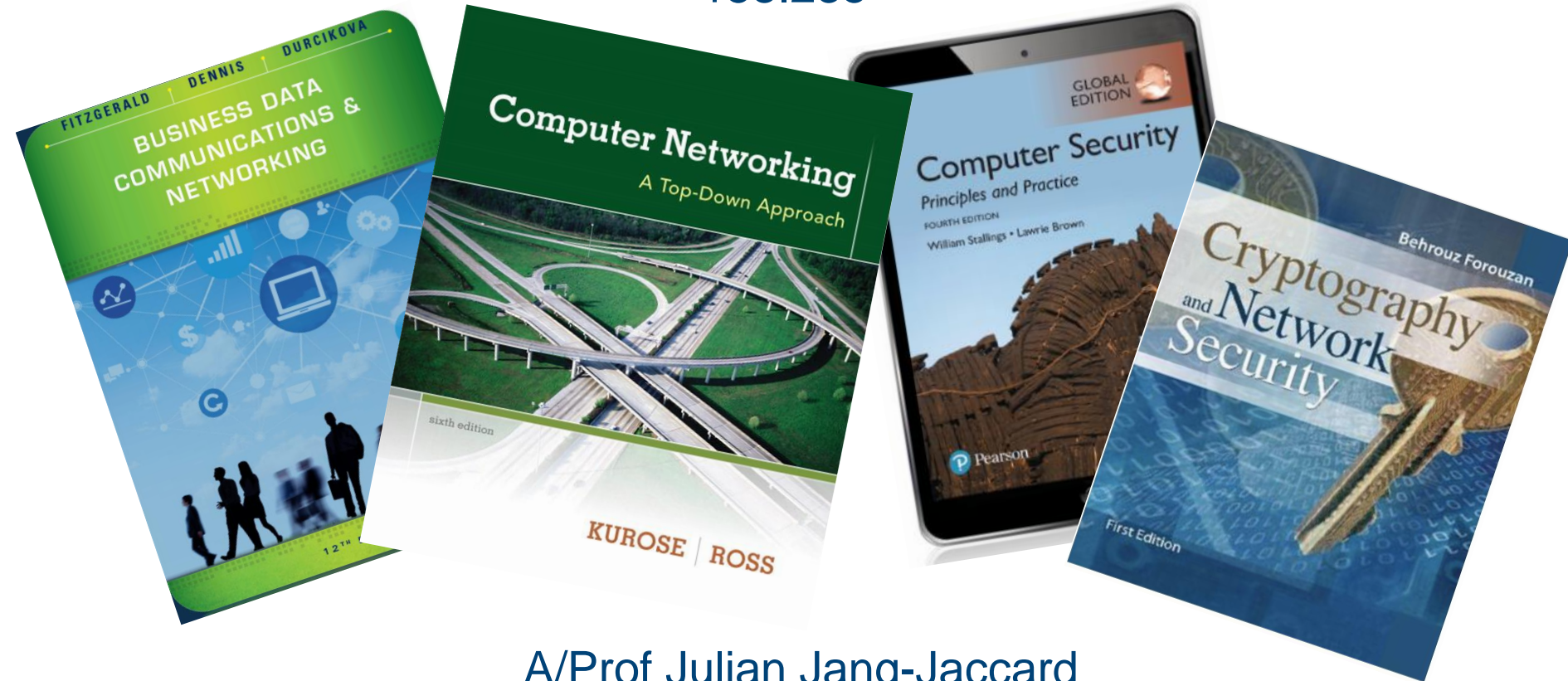


# Network, Security and Privacy

## 158.235



A/Prof Julian Jang-Jaccard

# Authentication

## Essential Terms

- **Identification**= process by which system entity provides a claimed identity to the system, *for example a user ID like alice or bob or 93123.*
- **Authentication**= process of verifying an identity claimed by or for a system entity, *for example using a password.*
- **Authorisation**= granting of a right or permission to a user or system entity to access a given resource.
- *System entity*= user, program, device ...

## Authentication

- Three means of authenticating (or called user factors) user identity are based on:
  - Something you know
  - Something you have
  - Something you are

## Something you know

- Users gain access based on something they know
- Password based
  - Must kept secret
  - Easy to recall
  - Unique
  - Should be long and complex
- Password Weaknesses
  - Not very secure due to poor choice of passwords
  - Because human beings can memories only a limited number of items
  - Produce weak passwords
  - Security policy enforcement doesn't help

Rank	Password	Number of Users with Password (absolute)
1	123456	290731
2	12345	79078
3	123456789	76790
4	Password	61958
5	iloveyou	51622
6	princess	35231
7	rockyou	22588
8	1234567	21726
9	12345678	20553
10	abc123	17542

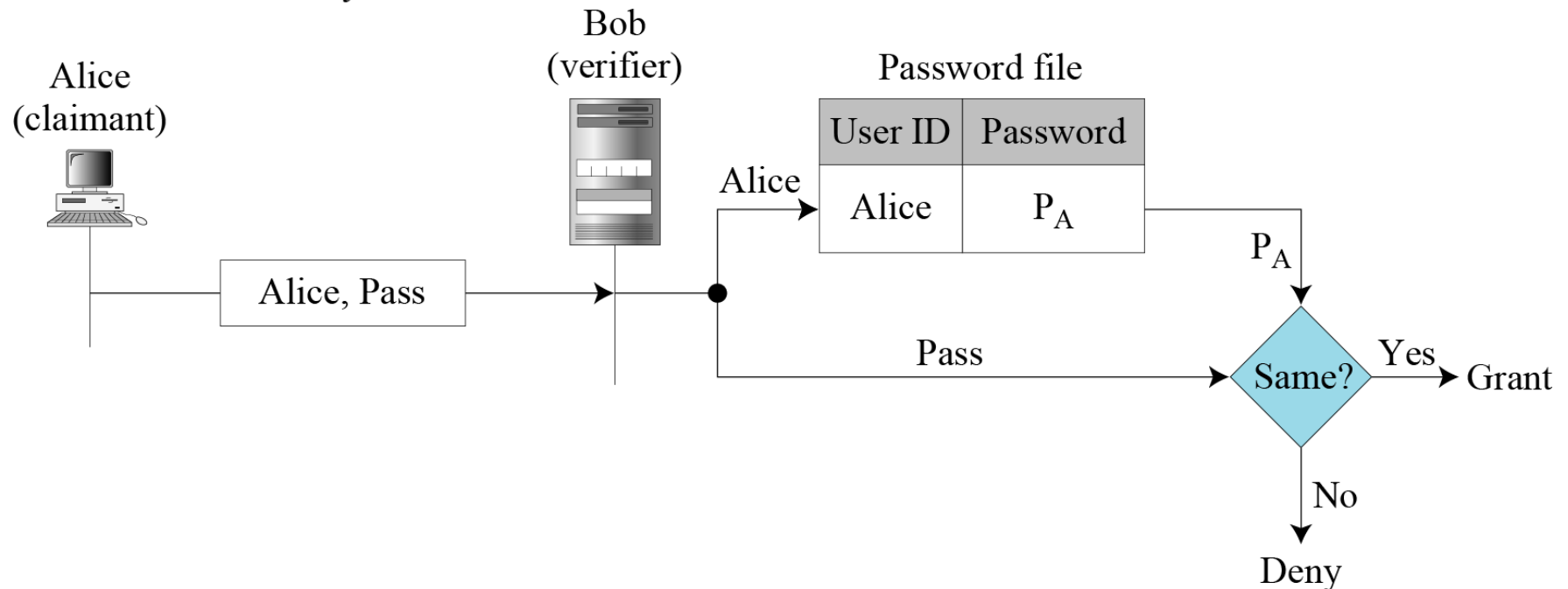
Examples: 10 most used passwords

## Passwords: First Approach

### *User ID and password file*

$P_A$ : Alice's stored password

Pass: Password sent by claimant

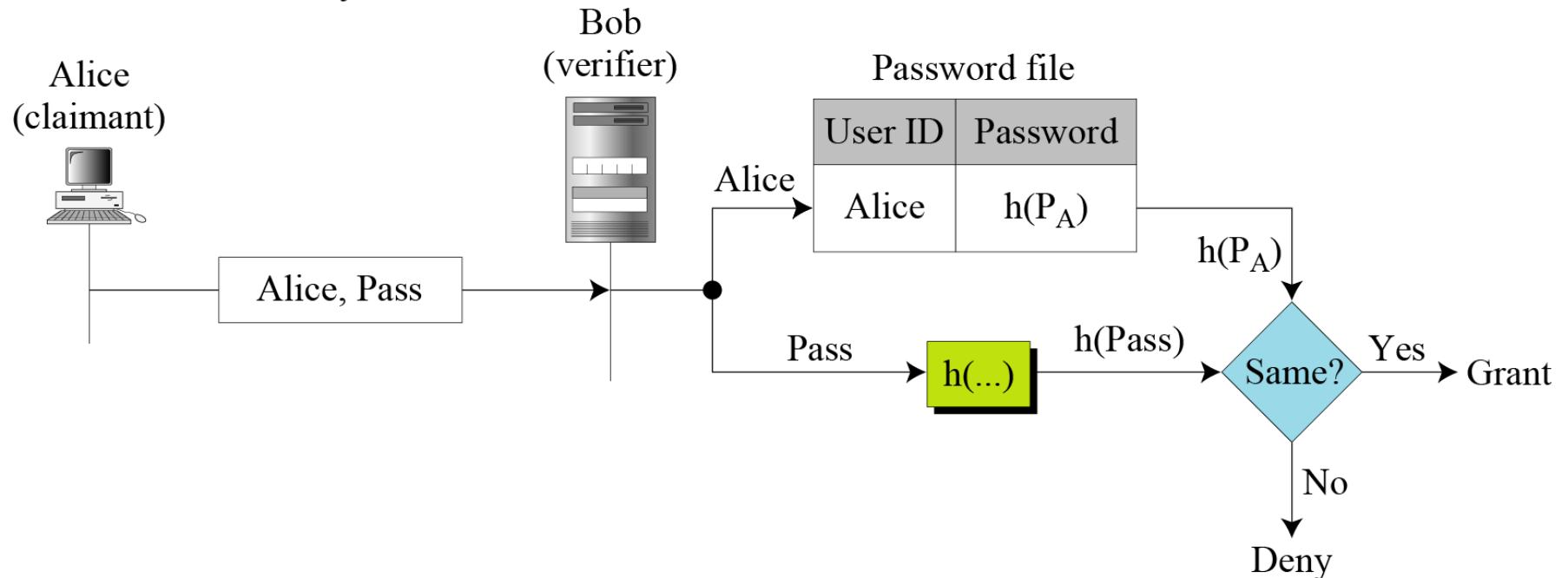


## Passwords: Second Approach

### *Hashing the password*

$P_A$ : Alice's stored password

Pass: Password sent by claimant



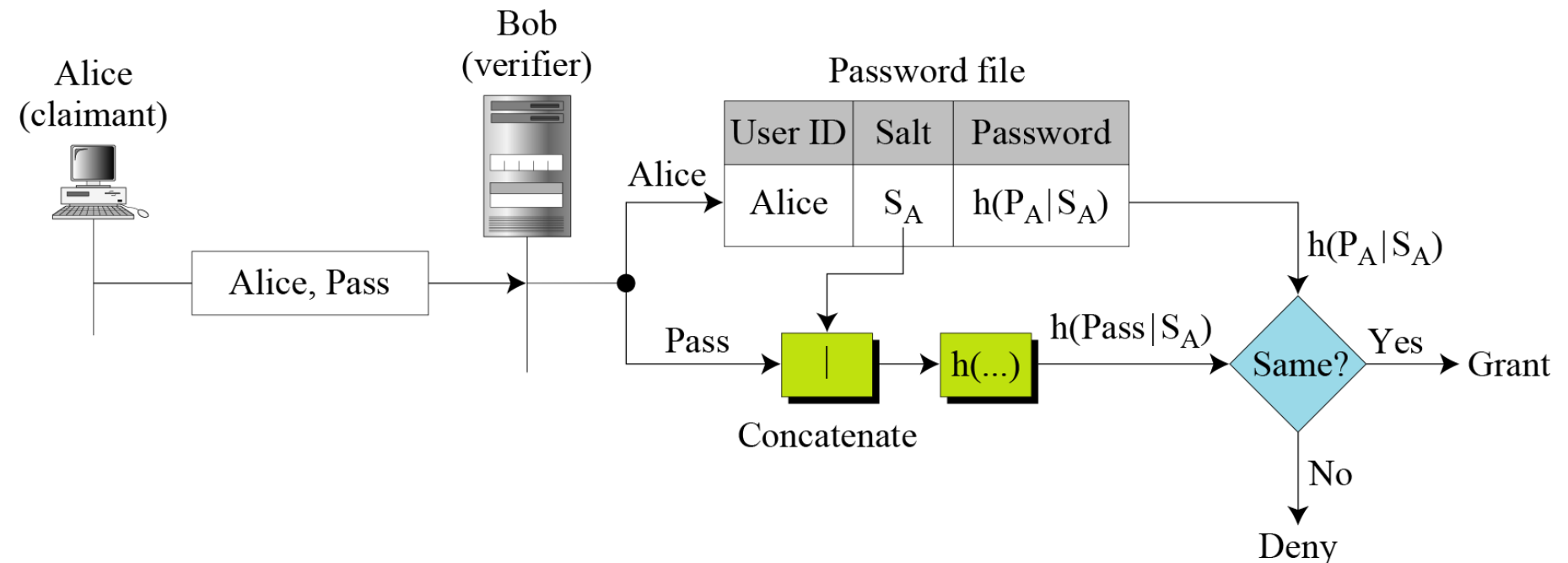
## Passwords: Third Approach

### *Salting the password*

$P_A$ : Alice's password

$S_A$ : Alice's salt

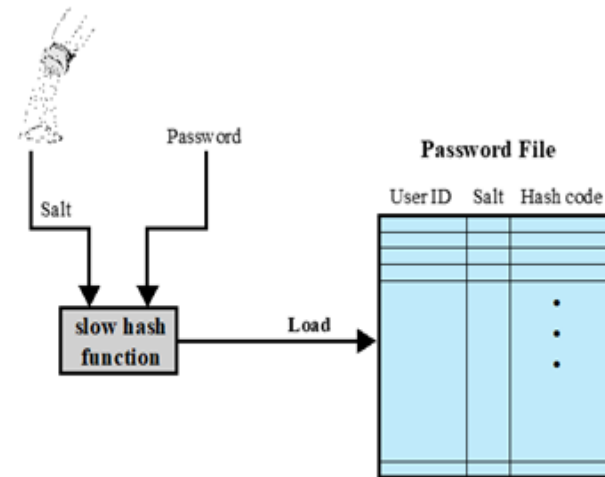
Pass: Password sent by claimant





# Salting and Hash: Loading Password

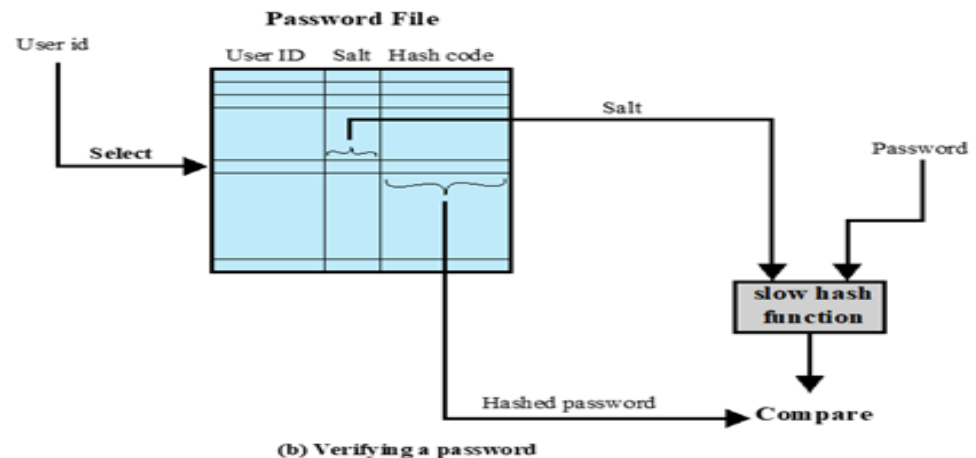
- Salt : idea is to increase attacker workload by increasing the complexity of the hash
- Salt = pseudorandom or random number
- User supplies password
- Hash applied to combination of salt & password
- Store userID salt and hash in the password file (or database)
- Password is not stored!
- Password files often hidden (shadow passwords in Unix, only accessible to system admin)



(a) Loading a new password

## Salting and Hash: Verifying Password

- User provides their ID and password.
- Lookup the salt and hash.
- Recompute the hash using the supplied password plus salt.
- Does the recomputed hash equal to what was expected?
- Note that this scheme never reveals the password to anyone, even to system admin



## Password Cracking

- **Brute force Attack**
  - Attempt on every possible combination of letters, numbers, and characters
  - Create candidate digests (called **rainbow table**) for matching
  - Computation intense
- **Dictionary Attack**
  - Begins with creating digests of common dictionary words or their mutations
    - e.g. p@ssw0rd, Luv4Eva
  - Intelligent cracker tool will apply those mutations automatically
  - Password dictionaries, contain passwords that are either very popular or were captured during previous attacks) also can be used.

## 2 Factor Authentication (2FA)

- Two factor because “what you know” (password) + “what you have” (device)
  - Enter password, sent text message with special code and must enter this to complete verification
  - Can also be a token (SecureID etc.) that automatically generates special code
  - Or an app on your phone (Google authenticator)
- Special code is a one time password
  - Never used twice.
  - Randomly generated.
- Generalised to multifactor authentication (MFA).

## Something you have

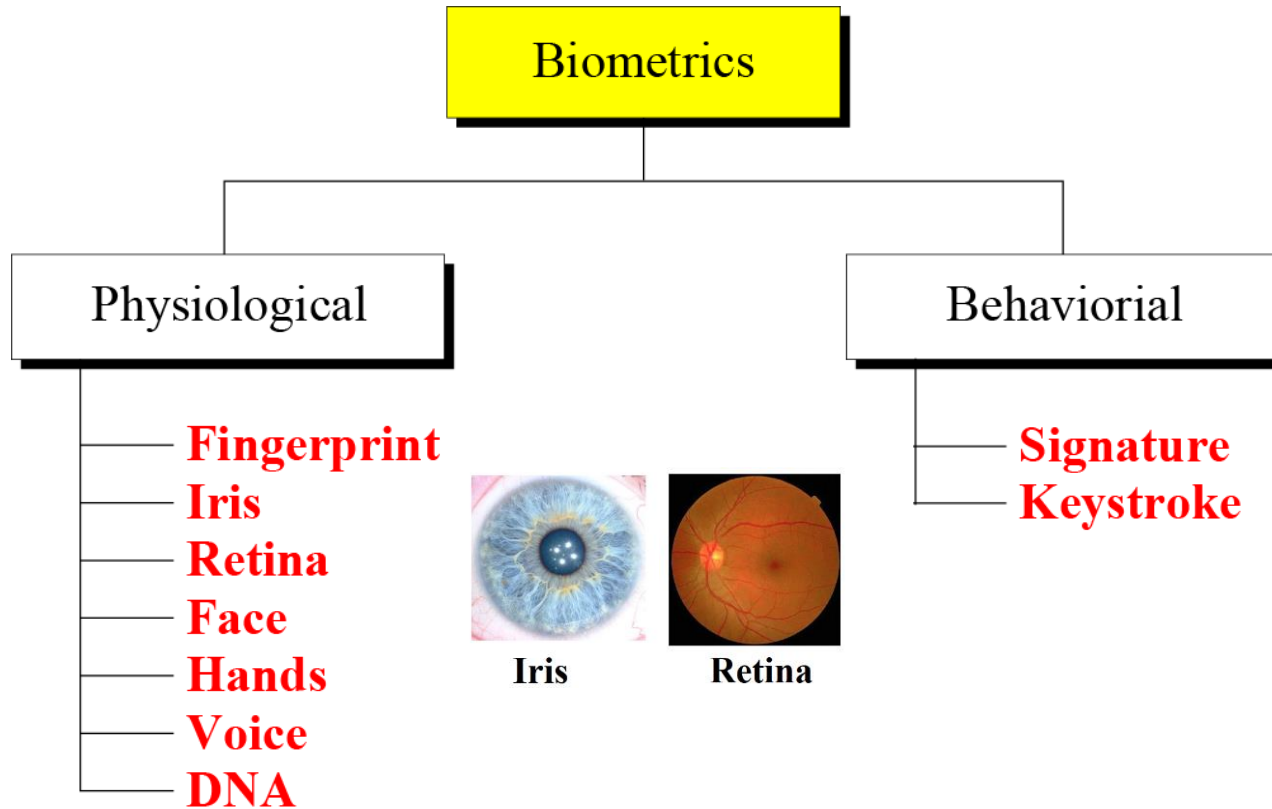
- Users gain access based on presenting something they have
- Something human owns that can authenticate the holder
  - For example, Security Card, Security (hardware) tokens



## Something you are (Biometrics)

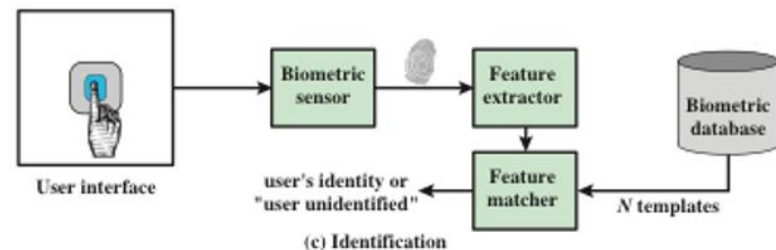
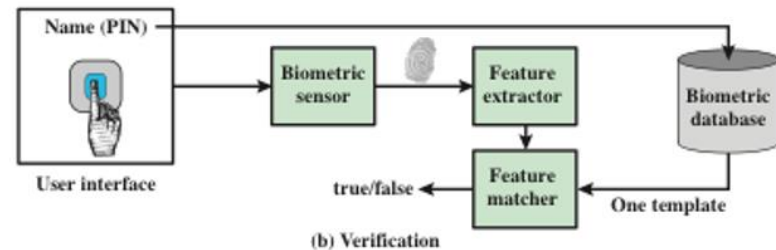
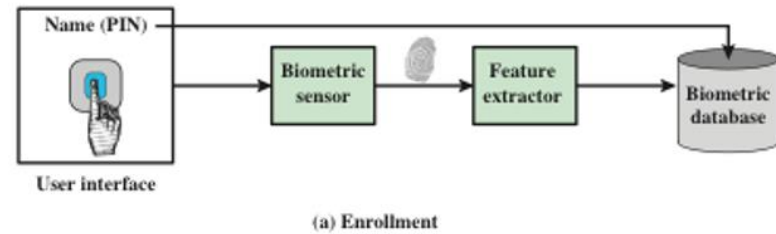
- Users gain access based on something they are (either Physiological or behavioral features)
- Based on pattern recognition
- Is technically complex and expensive when compared to passwords and tokens
- Becoming more common due to fingerprint readers etc. being built into mobile phones.

# Biometrics



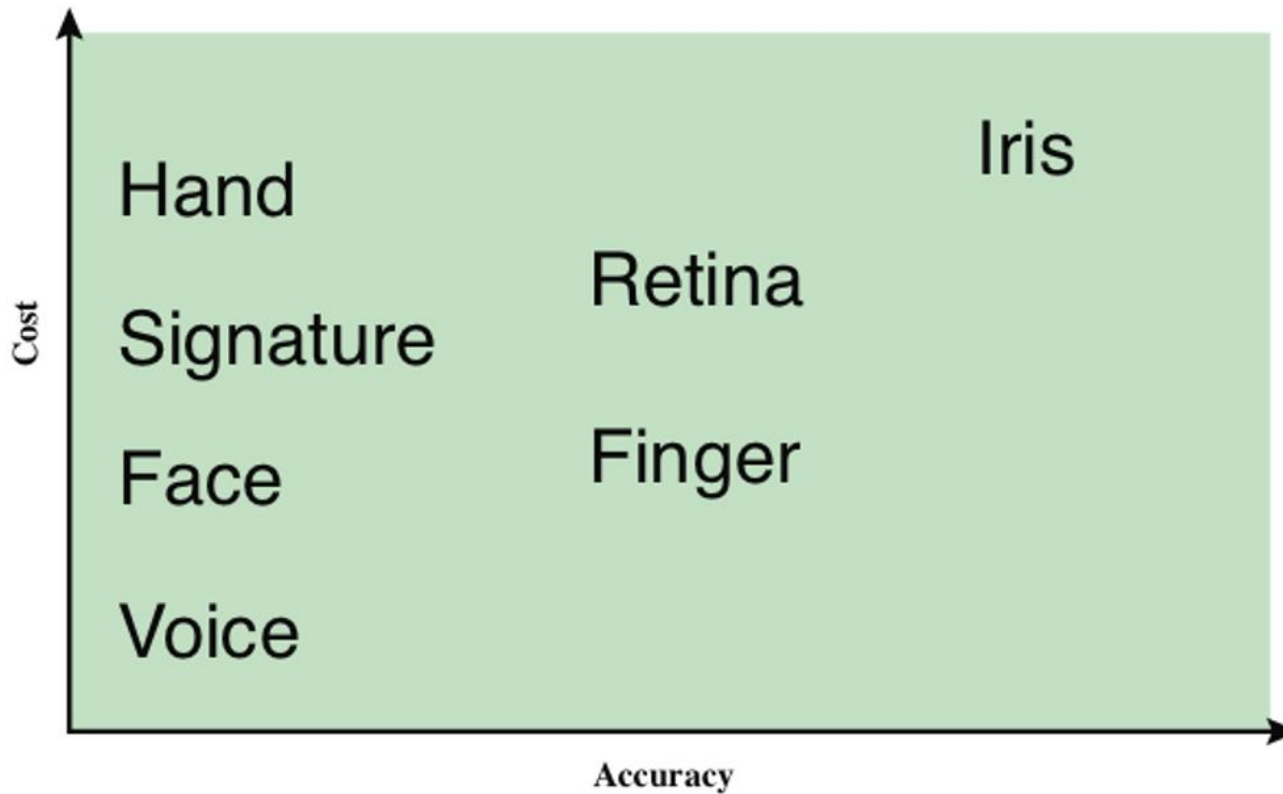
## Biometrics: how it works

- Pattern recognition.
- Face: relative location and shape of key facial features.
- Fingerprint: furrows and ridges.
- Hand geometry: shape, lengths and widths of fingers.
- Retinal pattern: veins illuminated by low-intensity beam of light.
- Signature: writing habit, pressure, shape of signature, will vary over time (dynamic).
- Voice: based on anatomy and physical characteristics, will vary over time as well (dynamic).
- ***NOT 100% ACCURATE UNLIKE A PASSWORD***





## Biometrics



## Central Authentication

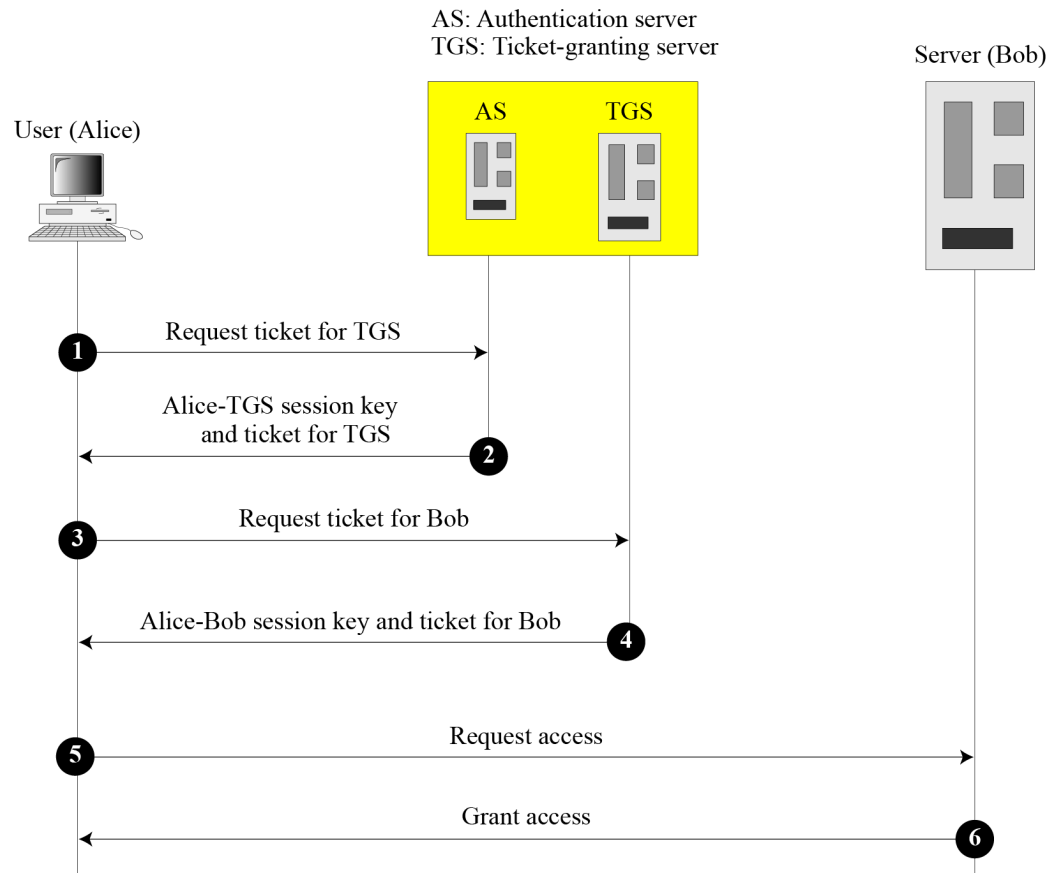
- Also called Single Sign-On (SSO)
  - Allows users to access multiple services with a single login
  - Provides **a single access to multiple systems within a single organisation**
- Phase 1: Requires user to login to an authentication server
  - Checks id and password against a database, then a certificate
- Phase 2: Certificate used for all transactions requiring authentications
  - No need to re-enter passwords, Eliminates passwords changing hands

## Kerberos

- Is an authentication server that acts as a third-party authenticator
  - Helps the user to prove its identity to the various services
- The three heads
  - Authentication
    - Confirms that a user who is requesting services (user certificate)
  - Authorization
    - Granting of specific types of service to a user based on their authentication (ticket)
  - Accounting
    - Logs the ticketing of the consumption of network resources by users



# Kerberos



## OAuth Shift

- Moving enterprise authentication server to the Web
- Called as HTTP-based Single Sign-On
  - Similar in spirits with Kerberos, OpenID, SAML
- Strictly speaking, it's a Federated Identity
  - Provides **a single access to multiple systems across multiple organisations**
- Open Standard allows Internet users to log in to 3rd party websites
  - Sign their accounts at Google, Facebook etc.,



## OAuth Benefits

- Authentication and Authorization provided by third party Service Provider
  - Application developers can focus on building an app, not an authentication framework
- Username and password are not processed by application
  - User identification is collected by service provider
  - Improves Usability and security
- Centralized management of user accounts
  - Users don't need to create separate account for each application/service
  - Fewer identities & passwords to remember

## OAuth Service Providers and Clients

- OAuth Service Providers:

- For web access to Google APIs
  - Google+, Drive, AdSense, Analytics, and many more...



- Web and Streaming (real time) APIs



- Using Graph API (ie a low-level HTTP-based API) to get data in and out of Facebook's platform 

- OAuth Clients

- Websites:

- CNN, Washington Post, Gawker, Kickstarter, La Crosse Tribune, etc.

- Mobile apps & games

- According to Facebook, 81 of the top 100 grossing iOS apps and 62 of the top 100 grossing Android apps use Login with Facebook

- Anything with a "Log in with Facebook/ Google +/Twitter" option

# Social Engineering



## Social Engineering

- “Social engineering uses influence and persuasion to deceive people by convincing them that the social engineer is someone he is not, or by manipulation. As a result, the social engineer is able to take advantage of people to obtain information with or without the use of technology.”

Kevin Mitnik et. al. from *The Art of Deception: Controlling the Human Element of Security* (2002).

## People Hacking

- **People are the weakest link** in any security system.
- *“Only amateurs attack machines; professionals target people.”  
Bruce Schneier*
- *Exploits people’s trusting nature.*
- Hardest thing to defend against.

## Targets

- Effective social engineers can obtain the following information for examples;
  - User passwords
  - Security badges or keys to the building and even to the computer room
  - Intellectual property such as design specifications, source code, or other research and development documentation
  - Confidential financial reports
  - Private and confidential employee information
  - Personally-identifiable information (PII) such as health records and cardholder information
  - Customer lists and sales prospects

## Baiting

- Promise of item or good that is desirable to the victim.
- 20 USB sticks left in parking lot.
- Each contained an image and trojan horse malware.
- 16 out 20 plugged them into their computer.



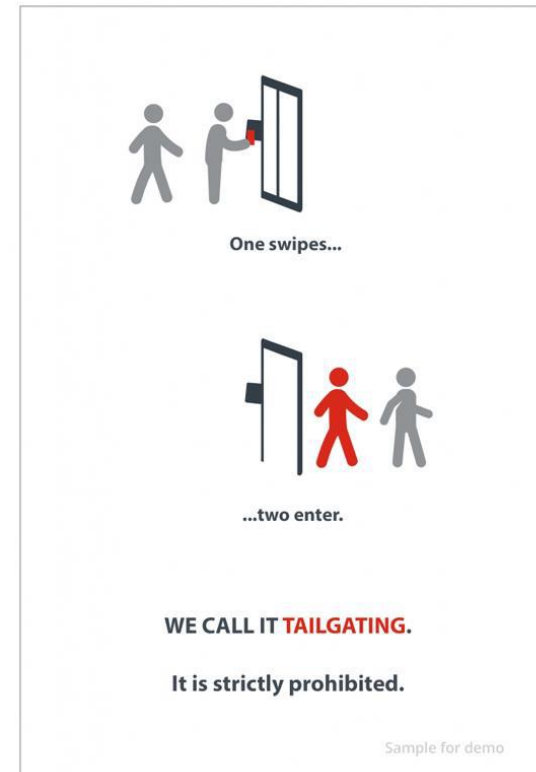
## Quid Pro Quo

- Benefit in exchange for information
- A study, 90% of office workers at Waterloo Station in the UK gave away their computer password for a cheap pen (men were worse than women by difference of 5%).
- Similar studies involving chocolate bars.



## Tailgating

- Can't get into a building?
- No problem, just wait until someone with access enters the building and follow after them.
- Strike up conversations with employees (become a smoker) to increase trust.
- Also known as “piggy backing”.



## Other examples

- **Typo Squatting**: rely on typo goggle.com instead of google.com
- **Hoaxes**: false warning such as deadly virus
- **Dumpster Diving**: digging through trash receptacles
- **Shoulder Surfing**: observing victim's action

## Spanish Prisoner Scam

- Confidence trick.
  - Gain confidence (trust) of a mark
  - Defraud them
- Spanish prisoner scam
  - Wealthy prisoner
  - False identity
  - Small amount needed to release
  - Monetary and non-monetary reward
  - Unexpected expenses





## How to

1. Define your goal.
2. Seek information about victim.
3. Build trust.
4. Exploit the relationship.
5. Use the information gathered for malicious purposes.

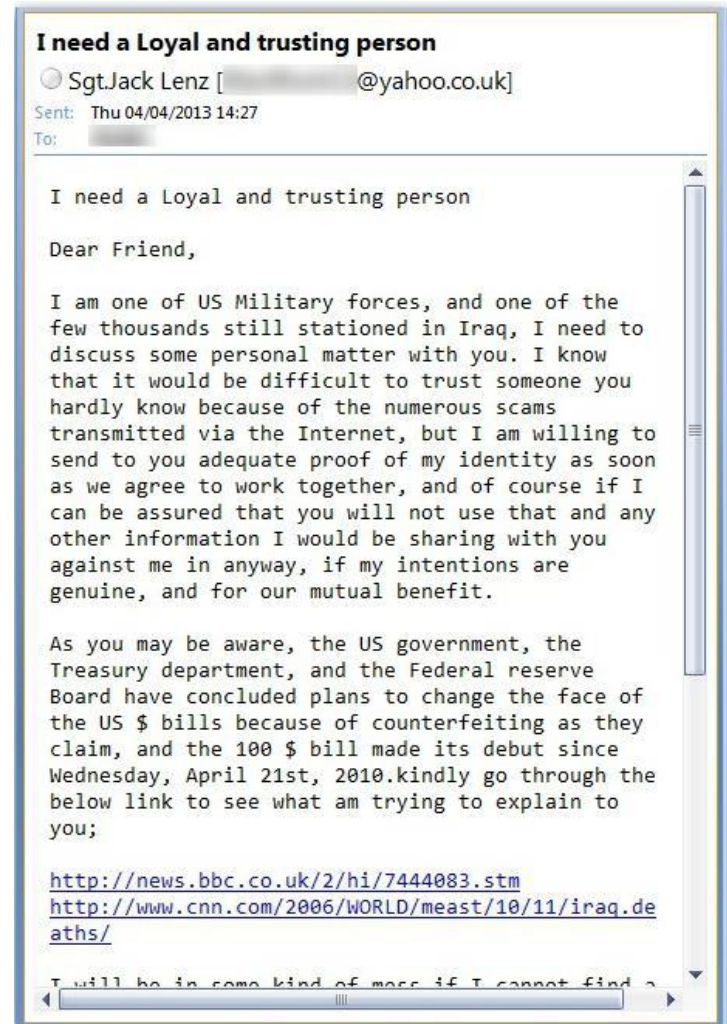


## Role of Internet

- Previously one-to-one interaction, now one-to-many via email or social media platforms
- Larger number of marks means larger absolute number of marks who fall for the scam
- People find it hard to make trust judgements in the absence of body language and other signals that you get in a one-to-one interaction

## 419 Scam

- 419 is a number of a penal code in Nigeria (although most scammers are in the USA).
- Small outlay, get something of much greater value.
- Many variations of central idea:
  - Romance
  - Jobs
  - Pets



END