



Introduction to authentication

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- 1 Introduction to authentication
 - Identification and authentication
 - Authenticating
 - DIY or trust
 - Time of check, time of use



Definition (Identifier)

- An identifier is a piece of data that uniquely identifies some entity.

Example (Identifiers)

- An email address identifies a user uniquely in the email system.
- A username identifies a user in some system.
- A passport number uniquely identifies a passport issued by a country.



Definition (Authentication)

- Some entity claims some attribute of some data.
- *E.g.* identity: 'identifier X identifies me'.
- Authentication is about verification.
- That entity must *convince* us that its claim is true.

Exercise: How can we authenticate ...

- 1 the claim of an email address?
- 2 the claim of a username in some system?
- 3 the claim of a passport number?
- 4 the claim of a national identity in some country?



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Example (User authentication)

Identification First you enter your username to *identify* yourself.

Authentication Then you enter your password to *authenticate* that you are truly you.

Exercise

Why does this work?



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Example

- Identity is simply an attribute.
- Age is another attribute.
- 'Authorized to read document X' is also an attribute.
- 'Is an administrator' is an attribute too.



Example (Age limits)

- Bob wants to go see a film in cinema.
- Bob looks very young so Alice who works there wants to have proof of his age.
- Show physical ID; reveals name, exact date of birth, ...

Exercise

- That's a bit overkill, right?
- What does Alice actually need to know?
- In what direction must we move to achieve that?



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What Alice needs?

She must be convinced that Bob is older than 15.

How can she learn that?

- 1 She has known Bob since he was born, so she knows.
- 2 She can ask someone *she trusts* who knows Bob is older than 15.



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But how can she do that?

- 1 The trusted person who knows Bob is with Alice.
- 2 Alice can send a picture to the other person who verifies.
 - This requires an *authenticated* channel.
- 3 The trusted person made a certificate for Bob showing that he's older than 15.
 - Alice must be able to *verify* the certificate.
 - Bob must not be able to forge such a certificate.
 - Bob must bring this certificate with himself everywhere.



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Alice interacts with the trusted person

- Gaah, but Bob doesn't want the trusted person (his parents) to know he's at the cinema right now!
- It's a small cinema so they'll know which film he sees if they learn when he's there.

Alice reads and verifies the certificate

- Phew, she accepted the note from his parents.
- But now Alice learned all those embarrassing things in there.



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- Some attributes we can verify ourselves (*i.e.* DIY).
- For other attributes we rely on someone else (*i.e.* trust).



Example (Verify ourselves)

- I sign a note saying 'Pay 10 SEK for this note'.
- I give you this authentication token if I owe you 10 SEK.
- I can verify the authenticity of the note when you claim the money.

Example (Trust someone else)

- I ask your age.
- You show me your ID card.
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Remark

- Both methods use 'authentication tokens'.
- Security depends on forgeability of those.



Remark

- Whenever we authenticate a user, we do this for a purpose.
- When does this authentication take place in relation to when we make use of it?



Example (Bank office)

- Customer shows ID to clerk, clerk verifies account owner (authentication).
- Clerk helps the customer.
- Customer leaves.



Example (Personal computers)

- User starts the computer in the morning.
- User logs in (authentication step).
- User goes for coffee.
- User comes back.
- User goes to lunch.
- User comes back.
- ...
- User turns the computer off.



Remark

- The key difference is that the first (bank) has 'continuous authentication', the clerk notices if the customer changes.
- The computer doesn't see the difference who's at the keyboard.
- We need continuous authentication for the computer too.



Solution

- *We can approximate that with repeated authentication.*
- *We could also authenticate anew when we need to do something requiring more privileges, and if it has been a while since last time.*
- *The computer could monitor the user's behaviour.*

