UNIT II

E-MAIL SECURITY & FIREWALLS

UNIT II

- PGP
- S/MIME
- Internet Firewalls for Trusted System
 - Roles of Firewalls
 - Firewall related terminology
 - Types of Firewalls
 - Firewall designs
- SET for E-Commerce Transactions

Electronic Mail Security

- PGP
- S/MIME

- PGP and S/MIME are on an IETF standards track
- PGP will remain the choice for personnel e-mail security
- S/MIME will emerge as the industry standard for commercial and organisational use

Electronic Mail Security

- PGP (Pretty Good Privacy)
 - Invented by Philip Zimmermann
 - Version 1.0 in 1991
 - Subsequent versions 2.6.x and 5.x (or 3.0)
 - Individual and commercial versions
 - Runs on a variety of platforms
 - Uses a combination of symmetric secret-key and asymmetric public-key encryption
 - Provide security services and data integrity services for electronic mail and data files
 - Use
 - Digital signature
 - Encryption
 - Compression (zip)
 - Radix-64 conversion

Electronic Mail Security

- **S/MIME** (Secure/Multipurpose Internet Mail Extension)
- RFC 2822 specifies "Internet Message Format "
- It defines a format for text messages being sent using e-mail
- MIME is an extension to the RFC 2822 framework
- MIME address some of the problems and limitations of SMTP (Simple Mail Transfer Protocol)
- (S/MIME) is a security enhancement to the MIME Internet e-mail format standard, based on technology from RSA Data Security

Notation

```
H = hash function
K_{\rm s} = {\rm session \ key}
KP_0 = public key of user A
                                            KP_b = public key of user B
KS_n = private key of user A
                                            KS_b = private key of user B
E = conventional encryption
                                            D = conventional decryption
E_{\rm p} = public-key encryption
                                            D_{\rm p} = public-key decryption
Z = compression using zip algorithm
                                            Z^{-1} = decompression
|| = concatenation
```

Confidentiality via Encryption

- In PGP data files stored or transmitted is provided confidentiality by encrypting messages
- conventional encryption algorithm such as IDEA,
 3DES or CAST- 128 are used
- Symmetric key (session key)
 - used only once
 - A new session key (128 bit) is generated for each message
 - Since it is used only once, the session key is bound to the message and transmitted with it
 - Key is encrypted with the receiver's public key for security

Confidentiality via Encryption

- The sender creates a message
- The sending PGP generates a session key (128 bit) for this message only
- The session key is encrypted with RSA, using the recipient's public key
- The sending PGP encrypts (CAST-128,IDEA, 3DES,) the message with the session key
- Message is also compressed
- The receiving PGP uses RSA with its private key to decrypt and recover the session key
- The receiving PGP decrypts the message using the session key
- If the message was compressed, it will be decompressed

Confidentiality via Encryption

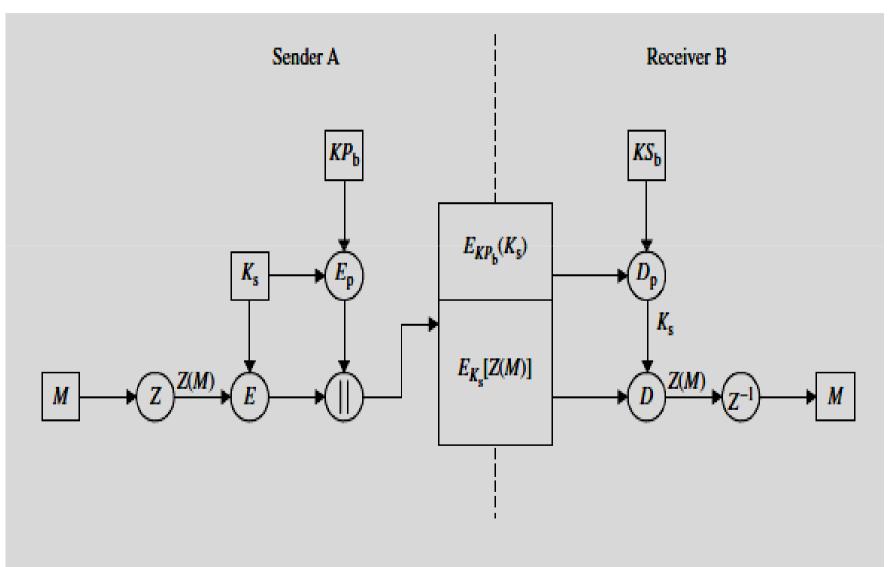


Figure 9.1 PGP confidentiality computation scheme with compression/decompression Algorithms.

Confidentiality via Encryption

- Key
 - key encryption
 - RSA
 - Variant of Diffie–Hellman (known as ElGamal)
 - To reduce encryption time combination of conventional and public-key encryption is used
 - CAST-128 and other conventional algorithms are substantially faster than RSA or ElGamal
 - Public-key algorithms is used to exchange session key
 - PGP provide the user with a range of key size options from 768 to 3072 bits

Message

- Both digital signature and confidentiality services may be applied to the same message
- First, a signature is generated from the message and attached to the message
- Then the message plus signature are encrypted using a symmetric session key
- Finally, the session key is encrypted using public-key encryption and prefixed to the encrypted block

RSA

- prime no's **P** = **53**, **Q** = **59**
- n = P*Q = 3127
- Exponent e: $1 < e < \Phi(n)$ e=3
- $-\Phi(n) = (P-1)(Q-1)$ so, $\Phi(n) = 3016$
- Private Key, $\mathbf{d} : \mathbf{d} = (\mathbf{k} \cdot \Phi(\mathbf{n}) + \mathbf{1}) / \mathbf{e}$
- Integer k: k = 2, value of d is 2011
- Public Key (n = 3127 and e = 3) and Private Key(d = 2011)
- Eg:
 - H = 8 and I = 9 Encryption: **c** = **89**^e **mod n** = 1394
 - Decrypt 1349 : **Data= c**^d **mod n**= 89
 - 8 = H and I = 9 i.e. "HI".

Diffie-Hellman key exchange algorithm

- Provides a mechanism that allows two users to agree on a shared secret key without requiring encryption
 - Yi $\equiv \alpha^{Xi} \pmod{q}$
 - $Yj \equiv \alpha^{Xj} \pmod{q}$
 - Kij $\equiv \alpha^{XiXj}$ (mod q)
- Kij is common secret key
- This shared key is immediately available for use in encrypting subsequent data transmission
- Allows two users to agree on a shared secret key without requiring encryption

- ElGamal Cryptosystem
 - Prime number p = 17
 - Generator g =6
 - Alice $\mathbf{a} = \mathbf{5}$ and computes $\mathbf{A} = \mathbf{g}^{\mathbf{a}}$
 - ga mod p = 65 mod 17 = 7
 - Alice's public key is (17, 6, 7): (p, g, g^a) and her private key is a
 - Bob picks a number \mathbf{k} which is smaller than \mathbf{p} and message \mathbf{m} and computes $\mathbf{c_1}$ and $\mathbf{c_2}$ and send it to Alice

$$c_1 = g^k \mod p$$

 $c_2 = A^k * m \mod p$

Alice compute

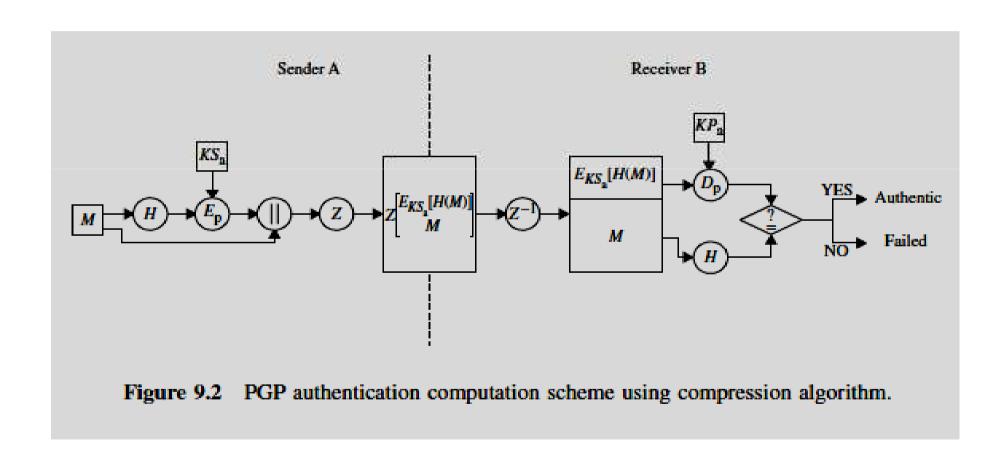
$$c_1^{-a} * c_2 \mod p = m$$

$$(g^k)^{-a} * (g^a)^k * m = m$$

Authentication via Digital Signature

- The digital signature uses a hash code of the message digest algorithm, and a public-key signature algorithm
- Digital signature service is provided by PGP
 - The sequence is as follows:
 - The sender creates a message
 - SHA-1 is used to generate a 160-bit hash code of the message
 - The hash code is encrypted with RSA using the sender's private key and a digital signature is produced
 - The binary signature is attached to the message
 - The receiver uses RSA with the sender's public key to decrypt and recover the hash code
 - The receiver generates a new hash code for the received message and compares it with the decrypted hash code. If the two match, the message is accepted as authentic

Authentication via Digital Signature



Authentication via Digital Signature

- The combination of SHA-1 and RSA provides an effective digital signature scheme
- As an alternative, signatures can be generated using DSS/SHA-1
- The National Institute of Standards and Technology (NIST) has published Digital Signature Standard (DSS)
- The DSS uses an algorithm that is designed to provide only the digital signature function
- Although DSS is a public-key technique, it cannot be used for encryption or key exchange

- Z compression
- − *Z*−1 decompression
- Saving space
 - e-mail transmission
 - file storage
- Compression will add difficulty- different tradeoffs in running speed versus compression ratio produce different compressed forms

- Compresses the message after applying the signature but before encryption
 - Encryption
 - Message encryption is applied after compression to strengthen cryptographic security
 - It makes the cryptanalysis more difficult
 - Signing
 - Signing an uncompressed original message
 - » Preferable
 - » Because the uncompressed message together with the signature are directly used for future verification
 - Signing compressed message
 - » one may consider two cases
 - Either to store a compressed message for later verification
 - To recompress the message when verification is required

- Compression package "ZIP" is used by PGP
- ZIP is functionally equivalent to PKZIP developed by PKWARE, Inc
- ZIP is the most commonly used cross-platform compression technique
- First proposed two main compression schemes
 - Abraham Lempel in 1977
 - Jakob Ziv in 1978
 - Text compression schemes
 - Lossless compression
 - Broadly used
 - Easy to implement and also fast

Compression

- Lempel–Ziv–Storer–Szymanski (LZSS)
 - 1982
 - James Storer and Thomas Szymanski
 - Based on the work of Lempel and Ziv
 - Sliding-window-based schemes

Variants

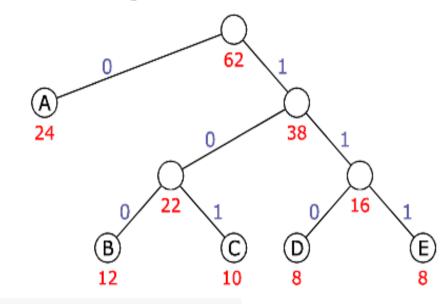
- Simple variable-length code (LZB)
- Dynamic Huffman coding (LZH)
- Shannon–Fano coding (ZIP 1.x)
- All of them result in a certain degree of improvement over the basic scheme, especially when the data is rather random

- Recently LZFG
 - Combines the idea behind LZ77 and LZ78
 - LZFG uses the standard sliding window
 - But stores the data in a modified tree data structure
 - Run faster
- Huffman compression
 - Statistical data compression technique
 - Reduces the average code length used to represent the symbols
 - Huffman encoding always generates optimal codes
- Shannon–Fano coding
 - Related to Huffman coding
 - This coding divides the set of symbols into two
 - The first subset is assigned a binary 0, the second a binary 1 and so on
 - Uses few more bits than Huffman
- Decompression
 - LZ77-simple and fast
 Whenever a (position, length) pair is encountered, one goes to that position in that window and copies length bytes to the output

Huffman Code: Example

Symbol Frequency
A 24
B 12
C 10
D 8
E 8
----> total 186 bit
(with 3 bit per code word)

Code Tree according to Huffman



Symbol	Frequency	Code		total Length
Α	24	0	1	24
В	12	100	3	36
C	10	101	3	30
D	8	110	3	24
E	8	111	3	24
_	s. 186 bit bit code)		tot.	138 bit

- Compression
 - Dictionary based
 - "ABABBABCABABBA"
 - output codes are:
 - 124523461

S	С	output	code	string
			1	A
			2	В
			3	C
A	В	1	4	AB
В	Α	2	5	BA
A	В			
AB	В	4	6	ABB
В	A			
BA	В	5	7	BAB
В	C	2	8	BC
C	A	3	9	CA
A	В			
AB	A	4	10	ABA
A	В			
AB	В			
ABB	Α	6	11	ABBA
A	EOF	1		

• Sliding window compression

y	6	5	4	3	2	40				_	0-0		output
							а	р	r	a	С	ada	(0,0,a)
						a	b	r	а	С	a	dab	(0,0,b)
					а	b	r	a	O	a	d	abr	(0,0,r)
				a	ь	r	a	С	a	d	a	bra	(3,1,c)
		а	b	r	a	U	а	d	а	b	r	ad	(2,1,d)
a	b	r	ą	С	a	d	a	b	r	ą	d		(7,4,d)
а	d	а	b	r	а	d							130

- Usually part of the block to be transmitted is encrypted
- If only the signature service is used, then the message digest is encrypted (with the sender's private key)
- If the confidentiality service is used, the message plus signature (if present) are encrypted (with a one-time symmetric key)
- Resulting block consists of a stream of arbitrary 8-bit octets
- Encrypted or Compressed data will not be in a printable form
- Radix 64 conversion convert data into printable form (ASCII)
- Many mailing system supports only ASCII characters

- Many electronic mail systems permit only ASCII text
- PGP
 - Provides a service
 - Convert the raw 8-bit binary octets to a stream of printable 7-bit ASCII characters
 - Scheme called radix-64 encoding or ASCII Armor

- Each group of three octets of binary data is mapped into four ASCII characters
- Appends a CRC to detect transmission errors
- This radix-64 conversion is a wrapper around the binary PGP messages
- It is possible to use PGP to convert any arbitrary file to
 ASCII Armor
- Used to protect the binary messages during transmission over non-binary channels, such as Internet e-mail

- Table shows the mapping of 6-bit input values to characters
- The character set consists
 - upper- and lower-case letters
 - digits 0–9,
 - characters '+' and '/'.
 - The '=' character is used as the padding character

6-bit value	Character encoding	6-bit value	Character encoding	6-bit value	Character encoding	6-bit value	Character encoding
0	A	16	Q	32	g	48	w
1	В	17	R	33	g h	49	X
2	C	18	S	34	i	50	y
3	D	19	T	35	j	51	z
4	E	20	U	36	k	52	0
5	F	21	V	37	1	53	1
6	G	22	W	38	m	54	2
7	H	23	X	39	n	55	3
7 8	1	24	Y	40	o	56	4
9	J	25	Z	41	P	57	5
10	K	26	a	42	q	58	6
11	L	27	ь	43	r	59	7
12	M	28	c	44	s	60	8
13	N	29	d	45	t	61	9
14	0	30	e	46	u	62	+
15	P	31	f	47	v	63	1
						(pad)	=

6-bit value	Character encoding	6-bit value	Character encoding	6-bit value	Character encoding	6-bit value	Character encoding
0	Α	16	Q	32	g	48	w
1	В	17	R	33	h	49	x
2	C	18	S	34	i	50	y
3	D	19	Т	35	i j	51	z
4	E	20	U	36	k	52	0
4 5 6	F	21	V	37	1	53	1
6	G	22	W	38	m	54	2
7	H	23	X	39	n	55	3
8	1	24	Y	40	0	56	4
9	J	25	Z	41	р	57	5
10	K	26	а	42	q	58	6
11	L	27	b	43	r	59	7
12	M	28	c	44	5	60	8
13	N	29	d	45	1	61	9
14	O	30	e	46	u	62	+
15	P	31	f	47	v	63	1
						(pad)	=

ASCII Hex Symbol	ASCII Hex Symbol	A SCII Hex Symbol	ASCII Hex Symbol
0 0 NUL 1 1 SOH 2 2 STX 3 3 ETX 4 4 EOT 5 5 ENQ 6 6 ACK 7 7 BEL 8 8 BS 9 9 TAB 10 A LF 11 B VT 12 C FF 13 D CR 14 E SO 15 F SI	16 10 DLE 17 11 DC1 18 12 DC2 19 13 DC3 20 14 DC4 21 15 NAK 22 16 SYN 23 17 ETB 24 18 CAN 25 19 EM 26 1A SUB 27 1B ESC 28 1C FS 29 1D GS 30 1E RS 31 1F US	32 20 (space) 33 21 ! 34 22 " 35 23 # 36 24 \$ 37 25 % 38 26 & 39 27 ' 40 28 (41 29) 42 2A * 43 2B + 44 2C . 45 2D - 46 2E . 47 2F /	48 30 0 49 31 1 50 32 2 51 33 3 52 34 4 53 35 5 54 36 6 55 37 7 56 38 8 57 39 9 58 3A : 59 3B ; 60 3C < 61 3D = 62 3E > 63 3F ?
ASCII Hex Symbol	ASCII Hex Symbol	ASCII Hex Symbol	ASCII Hex Symbol
64 40 @ 65 41 A 66 42 B 67 43 C 68 44 D 69 45 E 70 46 F 71 47 G 72 48 H 73 49 I 74 4A J 75 4B K 76 4C L 77 4D M 78 4E N 79 4F O	80 50 P 81 51 Q 82 52 R 83 53 S 84 54 T 85 55 U 86 56 V 87 57 W 88 58 X 89 59 Y 90 5A Z 91 5B [92 5C \ 93 5D] 94 5E ^ 95 5F _	96 60 ° 97 61 a 98 62 b 99 63 c 100 64 d 101 65 e 102 66 f 103 67 g 104 68 h 105 69 i 106 6A j 107 6B k 108 6C I 109 6D m 110 6E n 111 6F o	112 70 p 113 71 q 114 72 r 115 73 s 116 74 t 117 75 u 118 76 v 119 77 w 120 78 x 121 79 y 122 7A z 123 7B { 124 7C 125 7D } 126 7E ~ 127 7F

•	Raw text	b2	63	3	29
•	24-bit raw text:	10110010	01100	0011 00	101001
•	Arranging in blocks of 6 bits	101100	100110	001100	101001
•	Decimal values are	44,	38,	12,	41
•	Referring to Table				
•	Radix-64 encoding	S	m	M	р
•	ASCII format - hexadecimal	73	6d	4d	70
•	Binary 0111 0011 0110	0 1101 (0100 110	1 0111	0000

- Radix-64 Conversion: ASCII Armor Format
 - Specific headers are placed around the data
 - Helps to construct the data later
 - Headers informs the kind of data encoded in ASCII Armor
 - ASCII Armor:
 - Armor head line
 - Armor headers
 - Blank line
 - ASCII-Armored data
 - Armor checksum
 - Armor tail

- Radix-64 Conversion: ASCII Armor Format
- ASCII Armor:
 - Armor head line
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Example of an ASCII Armored Message

```
-----BEGIN PGP MESSAGE-----
Version: OpenPrivacy 0.99

yDgBO22WxBHv708X70/jygAEzol56iUKiXmV+XmpCtmpqQUKiQrFqclFqUDBovzS
vBSFjNSiVHsuAA==
=njUN
-----END PGP MESSAGE-----
```

• Radix-64 Conversion: ASCII Armor Format

- An Armor head line:
 - Header line text Surrounded by five dashes ('-', 0x2D) on either side of the header line text
 - The header line text is chosen based upon the type of data that is being encoded in Armor, and how it is being encoded
 - Header line texts include the following strings:
 - BEGIN PGP MESSAGE used for signed, encrypted or compressed files
 - BEGIN PGP PUBLIC KEY BLOCK used for armouring public keys
 - BEGIN PGP PRIVATE KEY BLOCK used for armouring private keys
 - BEGIN PGP MESSAGE, PART X/Y used for multipart messages, where the armour is divided amongst Y parts, and this is the Xth part out of Y.
 - BEGIN PGP MESSAGE, PART X used for multipart messages,
 where this is the Xth part of an unspecified number of parts
 - BEGIN PGP SIGNATURE used for detached

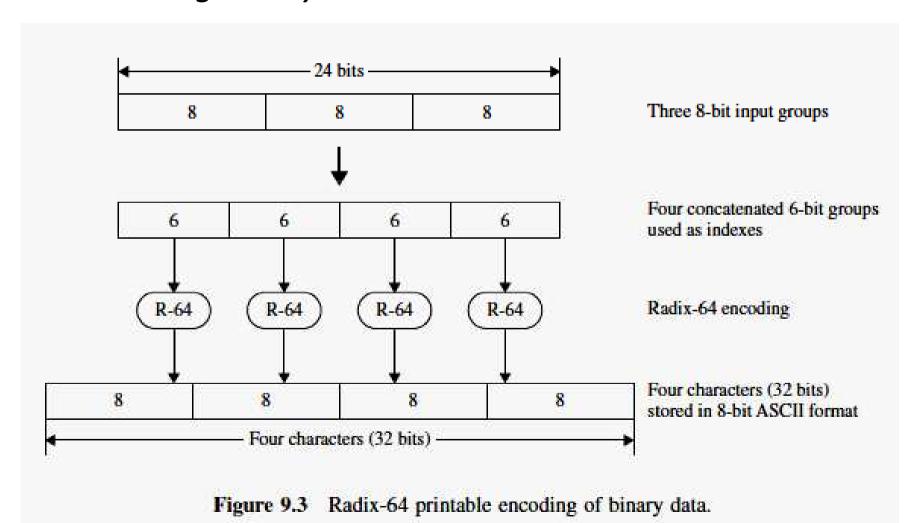
- Radix-64 Conversion: ASCII Armor Format
 - Armor headers:
 - Give some information about how to decode or use the message
 - Part of the armour, not a part of the message
 - Hence are **not protected** by any signatures applied to the message
 - Pairs of strings
 - Pair of a (key, value) A colon (':' 0x38) and a single space (0x20) separate the key and value
 - PGP should consider improperly formatted Armor headers to be corruptions of ASCII Armor
 - Unknown keys should be reported to the user, but PGP should continue to process the message.

- Radix-64 Conversion: ASCII Armor Format
 - Armor headers:
 - Armor header keys include:
 - Version: This states the PGP version used to encode the message.
 - Comment: This is a user-defined comment.
 - MessageID: a 32-character string of printable characters
 - Hash: This is a comma-separated list of hash algorithms used in the message.
 - Charset: This is a description of the character set that the plaintext is in - UTF-8 by default

- Radix-64 Conversion: ASCII Armor Format
 - A blank line:
 - This indicates zero length or contains only white space.
 - ASCII-Armoured data:
 - An arbitrary file can be converted to ASCII-Armoured data
 - Armor checksum:
 - This is a 24-bit CRC
 - Converted to four characters of radix-64 encoding preceded by an equals sign (=)
 - CRC generated on the data before it is converted to radix-
 - The checksum with its leading equals sign may appear on the first line after the base 64 encoded data.

- Radix-64 Conversion: ASCII Armor Format
 - Armor Tail Line
 - Composed in the same manner as the Armor Header Line
 - Except the string "BEGIN" is replaced by the string "END"
 - Eg: END PGP MESSAGE

- Radix-64 Conversion:
- Encoding Binary in Radix-64



- Radix-64 Conversion:
- Encoding Binary in Radix-64
 - The last data group has 24 bits (3 octets).
 - No special processing is needed.
 - The last data group has 16 bits (2 octets).
 - The first two 6-bit groups are processed as above. The third (incomplete) data group has two zero-value bits added to it, and is processed as above.
 - A pad character (=) is added to the output.
 - The last data group has 8 bits (1 octet).
 - The first 6-bit group is processed as above.
 - The second (incomplete) data group has four zero-value bits added to it, and is processed as above
 - Two pad characters (=) are added to the output

Input raw text: 0x 15 d0 2f 9e b7 4c

6-bit index: 000101 011101 000000 101111 100111 101011 011101 001100

Decimal: 5 29 0 47 39 43 29 12

Output character: FdAvnrdM

(radix-64 encoding)

ASCII format (0x): 46 64 41 76 6e 72 64 4d

Binary: 01000110 01100100 01000001 01110110

01101110 01110010 01100100 01001101

Input raw text: 0x 15 d0 2f 9e b7

6-bit index: 000101 011101 000000 101111 100111 101011 011100

Pad with 00 (=)

Decimal: 5 29 0 47 39 43 28

Output character: FdAvnrc =

3. Input raw text: 0x 15 d0 2f 9e

8-bit octets: 00010101 11010000 00101111 10011110

6-bit index: 000101 011101 000000 101111 100111 100000

Pad with 0000 (==)

Decimal: 5 29 0 47 39 32

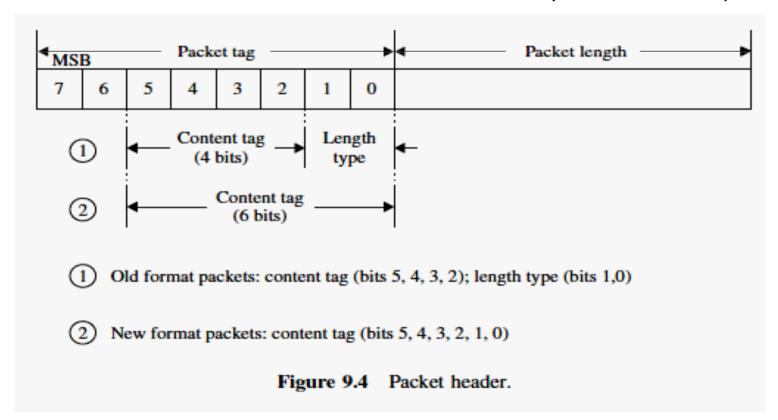
Output character: Fd A v n g = =

Packet

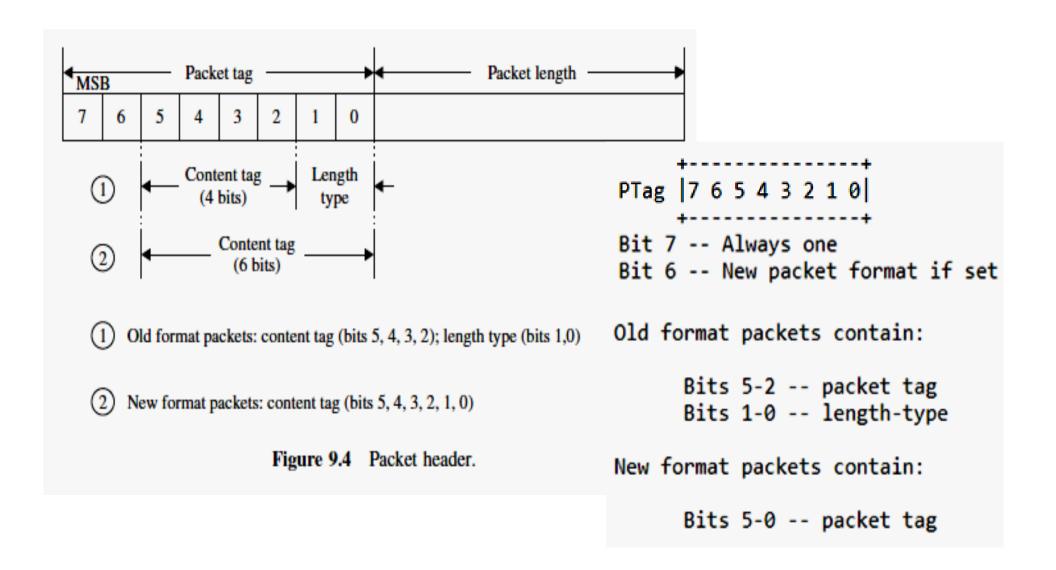
Packet tag	Packet length	Packet body
Packet head	der	

Packet Header

PGP 2.6.x only uses old format packets



Packet Header



Packet Header

- Packet Tags
 - Denotes what type of packet the body holds
 - 0–Reserved
 - 1–Session key packet encrypted by public key Tags
 - 2–Signature packet
 - 3–Session key packet encrypted by symmetric key
 - 4–One-pass signature packet
 - 5–Secret-key packet
 - 6–Public-key packet
 - 7–Secret-subkey packet
 - 8–Compressed data packet
 - 9–Symmetrically encrypted data packet
 - 10–Marker packet
 - 11–Literal data packet
 - 12–Trust packet
 - 13–User ID packet
 - 14–Public subkey packet
 - $60 \sim 63$ –Private or experimental values

- Packet Header
- Old-Format Packet Lengths
 - Bit 1 and 0
 - Meaning of Length type
 - 0—The packet has a one-octet length. The header is two octets long.
 - 1—The packet has a two-octet length. The header is three octets long.
 - 2-The packet has a four-octet length. The header is five octets long.
 - 3—The packet is of indeterminate length.
 - The header is 1 octet long
 - The implementation must determine how long the packet is
 - If the packet is in a file, this means that the packet extends until the end of the file
 - In general, an implementation SHOULD NOT use indeterminatelength packets except where the end of the data will be clear from the context, and even then it is better to use a definite length, or a new format header.

- Packet Header
- New-Format Packet Lengths
 - Four possible ways of encoding length:
 - 1.A one-octet Body Length header encodes packet lengths of up to 191 octets.
 - 2. A two-octet Body Length header encodes packet lengths of 192 to 8383 octets.
 - 3. A five-octet Body Length header encodes packet lengths of up to 4,294,967,295 (0xFFFFFFFF) octets in length.
 - 4. Partial Body Length headers encode a packet of indeterminate length
 - Encoded as one octet value that is greater than or equal to 224, and less than 255

Packet Header

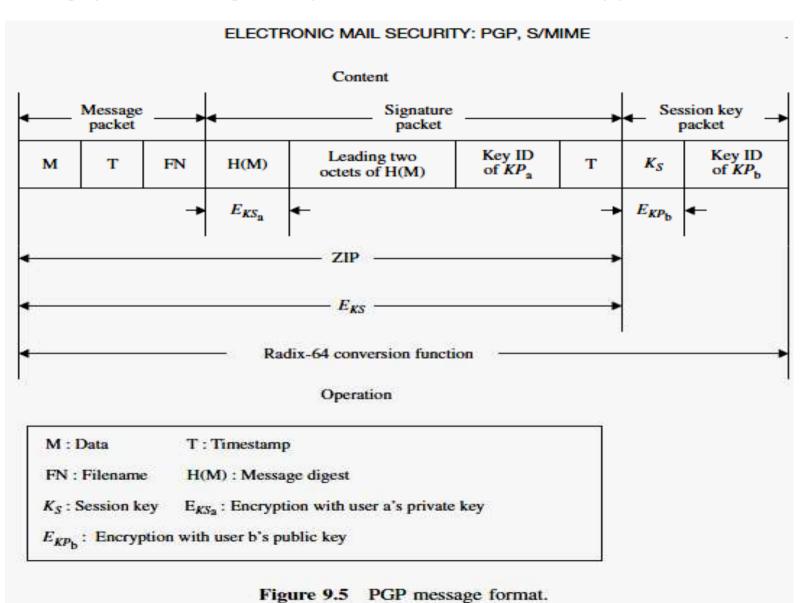
- Example
- 1. Packet data length 100 (decimal) = 01100100(binary) = 0x64 (hex)
 - *Need* one octet
 - So packet header length is octet long
 - This header is followed by 100 octets of data
- 2. Length 1723
 - two octets: 0xc5, 0xfb
 - This header is followed by the 1723 octets of data
- 3. Length 100000
 - five octets: 0xff, 0x00, 0x01, 0x86, 0xa0.

- PGP Packet Structure
- A PGP file
 - Concatenation of one or more packets
 - Packets in a file may be subject to a transformation using
 - Encryption
 - Compression
 - Digital signature
 - Radix-64 conversion

PGP Packet Structure

Message packet
 Signature packet

Session key packet



- PGP Packet Structure
- Message packet
 - Contains
 - Actual data
 - Filename
 - Timestamp

- PGP Packet Structure
- Signature Packet (Tag 2)
 - Describes a binding between some public key and some data
 - Components
 - Timestamp
 - Message digest
 - Leading two octets of hash code
 - Key ID of sender's public key

- PGP Packet Structure
- Signature Packet (Tag 2)
 - Timestamp: Time at which the signature was created
 - Message digest (or hash code):
 - 160-bit SHA-1 digest
 - Encrypted with sender private key
 - H(Signature timestamp + data portion of the message)
 - It protects against replay attacks
 - Leading two octets of hash code:
 - These enable the recipient to determine if the correct public key was used to decrypt the hash code for authentication
 - By comparing the plaintext copy of the first two octets with the first two octets of the decrypted digest
 - Two octets also serve as a 16-bit frame-check sequence for the message
 - Key ID of sender's public key:
 - This identifies the public key and the private key that was used to encrypt the hash code

PGP Packet Structure

- Signature Packet (Tag 2)
 - Compressed data packet
 - Z(Message packet | | signature packet)
 - The message component and signature component (optional)
 - May be compressed using ZIP
 - May be encrypted using a session key

- PGP Packet Structure
- Session Key Packets (Tag 1)
 - (E_KPb (Ks) || ID of receiver's public key)
 - The body of this session key component consists of:
 - A one-octet version number which is 3
 - An eight-octet key ID of the public key
 - A one-octet number giving the public key algorithm used
 - A string of octets that is the encrypted session key

```
New: Public-Key Encrypted Session Key Packet(tag 1)(524 bytes)
    New version(3)
    Key ID - 0x2478DF98CED355D3
    Pub alg - RSA Encrypt or Sign(pub 1)
    RSA m^e mod n(4096 bits) - ...
    -> m = sym alg(1 byte) + checksum(2 bytes) + PKCS-1 block type 02
```

- Contains all the information about a public or private key
- 4 variants
- 2 versions: version 3 and version 4
- Key Packet Variants
 - Public-Key Packet (Tag 6)
 - Public-Subkey Packet (Tag 14)
 - Secret-Key Packet (Tag 5)
 - Secret-Subkey Packet (Tag 7)

- Public-key packet (tag 6):
 - This packet starts a series of packets that forms a PGP 5.x key
- Public subkey packet (tag 14):
 - This packet has exactly the same format as a publickey packet
 - Denotes a subkey
 - One or more subkeys may be associated with atop-level key
 - The top-level key provides signature services
 - The subkeys provide encryption services
- Secret-key packet (tag 5):
 - This packet contains all the information that is found in a publickey packet
 - Also includes the secret-key material after all the public-key fields
- Secret-subkey packet (tag 7):
 - It is the subkey analogous to the secret-key packet

- Public-key Packet Formats
 - Version 2,3,4
 - A v3 key packet contains:
 - A one-octet version number (3)
 - A four-octet number denoting the time that the key was created
 - A two-octet number denoting the time in days that this key is valid
 - A one-octet number denoting the public-key algorithm of this key
 - A series of multiprecision integers (MPIs) comprising the key material: an MPI of RSA public module n; an MPI of RSA public encryption exponent e

- Public-key Packet Formats
 - A v4 key packet contains:
 - A one-octet version number (4)
 - A four-octet number denoting the time that the key was created
 - A one-octet number denoting the public-key algorithm of this key
 - A series of MPIs comprising the key material

```
New: Public Key Packet(tag 6)(269 bytes)

Ver 4 - new

Public key creation time - Mon May 25 15:12:34 PDT 2015

Pub alg - RSA Encrypt or Sign(pub 1)

RSA n(2048 bits) - ...

RSA e(17 bits) - ...
```

- Secret-key Packet format
 - The secret-key and secret-subkey packets contain all the data of public-key and public subkey packets in encrypted form
 - And additional algorithm-specific key

- Secret-key Packet format
- The secret-key packet contains:
 - A public-key or public-subkey packet
 - One octet indicating string-to-key (S2K) usage conventions
 - 0 indicates that the secretkey data is not encrypted
 - 255 indicates that an S2K specifier is being given

3.6.1 String-to-key (S2k) specifier types

There are three types of S2K specifiers currently supported, as follows:

3.6.1.1 Simple S2K

This directly hashes the string to produce the key data. See below for how this hashing is done.

Octet 0: 0x00

Octet 1: hash algorithm

3.6.1.2 Salted S2K

This includes a "salt" value in the S2K specifier -- some arbitrary data -- that gets hashed along with the passphrase string, to help prevent dictionary attacks.

Octet 0: 0x01

Octet 1: hash algorithm

Octets 2-9: 8-octet salt value

3.6.1.3 Iterated and Salted S2K

This includes both a salt and an octet count. The salt is combined with the passphrase and the resulting value is hashed repeatedly. This further increases the amount of work an attacker must do to try dictionary attacks.

Octet 0: 0x04

Octet 1: hash algorithm

Octets 2-9: 8-octet salt value

Octets 10-13: count, a four-octet, unsigned value

ID	Algorithm
1	RSA (encrypt or sign)
2	RSA encryption only
3	RSA sign only
16	ElGamal (encrypt only)
17	DSA (DSS)
18	Reserved for elliptic curve
19	Reserved for ECDSA
20	ElGamal (encrypt or sign)
21	Reserved for Diffie-Hellman
100-110	Private/experimental algorithm

ID	Algorithm	
0	Plaintext or unencrypted data	
1	IDEA	
2	Triple DES (DES-EDE)	
3	CAST 5 (128-bit key)	
4	Blowfish (128-bit key, 16 rounds)	
5	SAFER-SK128 (13 rounds)	
6	Reserved for DES/SK	
7	Reserved for AES (128-bit key)	
8	Reserved for AES (192-bit key)	
9	Reserved for ASE (256-bit key)	
100-110	Private/experimental algorithm	

ID	Algorithm
0	Uncompressed
1	ZIP (RFC 1951)
2	ZLIB (RFC 1950)
100-110	Private/experimental algorithm

ID	Algorithm	
i	MD5	
2	SHA-1	
3	RIPE-MD/160	
4	Reserved for double-width SAH (experimental)	
5	MD2	
6	Reserved for TIGER/192	
7	Reserved for HAVAL (5 pass, 160-bit)	
00-110	Private/experimental algorithm	