

A br1ef h1st0ry of P@ssw0rds

Hello!

Rob N ★

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<https://robn.io/passwords-compcon-2016/>

Good morning, welcome, thanks for being here
My name is Rob. You can call me N or ★, as
you like

There's some places to talk at me. Please do!

These slides and links to anything I mention
here will be at this URL, so don't stress about
trying to write anything down

Time for questions at the end

What I did

So I'm kind of an old man now

- ★ Back in 1999 I was studying Computer Science at Monash Uni. Then I got a job helping to deploy their new mail system.
- ★ That kind of lasted a while. Over the time I went on to lead a small team doing that job, and took us through three mail systems
- ★ Then in 2012 I went to FastMail, doing basically the same thing, except that now our customers pay us directly and we focus only on email
- ★ I work in operations, which is about keeping everything running smoothly. On any given day I build servers & networks, write tools, wrangle databases, stare at graphs, talk to customers, fiddle the stylesheets, and everything in between

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 - Netscape Mail → Lotus Notes → Google Apps

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- I do operations - keeping the lights on

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All of these have some part to play in security of our system as a whole, and that's crucial to understand because if there's one thing that email users don't like, its their email being made public

And then you end up in the news and they use stupid pictures like this
All of this talk is stuff I've learned on the job. Fortunately none of it the hard way.

And I'm telling you about it because almost all of you will at some point work on something that needs to control access to stuff, and you'll run into this stuff and you don't want to get it wrong

**I am not a
security expert**



That said, I'm not a security expert
But that's ok, because you're probably not either
It does mean that you need to go and do your
own research and make sure I'm not spinning you
a bunch of lies
But that's good, because you'll know what's going
on with your own services

Passwords

So passwords

They're the weakest part in the security of your service, because they're largely outside of your control

And so they're most important part of your service

So lets talk about passwords

Passwords are terrible

Passwords are terrible
We all know this
The thing I discovered is...

Passwords have always been terrible

[PAUSE]

They've ALWAYS been terrible, since
the beginning

So lets go back in time...

1961

First use of passwords



MIT in 1961

IBM would give MIT new computers provided IBM could have some portion of its run time

IBM tasks had top priority - current task gets cancelled

★ Work starts on the "Compatible Time Sharing System"

★ Timesharing, just like modern multitasking. Interrupt a task to run another, and once finished, pick up where we left off

★ Passwords to limit access to files & allocate run time

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First use of passwords

- MIT's "Compatible Time Sharing System" (CTSS)



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First use of passwords

- MIT's "Compatible Time Sharing System" (CTSS)
- Allowed a running task to be interrupted so a higher priority task could be run
 - and then, once finished, the original task continues
- Usernames & passwords used to protect files and allocate run time



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1962

First password hack



One year later, the first password hack

- ★ Alan Scherr was a Ph.D student
- ★ Allocated four hours a week but wanted more
- ★ The print service happened to be able to read any file in the system
- ★ So he writes a program that asks the print service to print the password file
- ★ Gives everyone a copy to cover his tracks

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1966

First password leak



- ★ One user editing the password file
- ★ Another user editing the message-of-the-day file. This is the text displayed when you login
The editor works much like modern editors do - when you save, contents written to a temporary file, then moved into place
- ★ It used the same temp file for all editor sessions
- ★ So the password file got written to the MOTD
- ★ and was displayed to everyone on login

The emergency fix was to crash the machine. This happened at 5pm on a Friday. Some things never change.

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[PAUSE]

Great, excellent.

Five years in and pretty much everything
that could go wrong with passwords has

But, we learned...

1966-1974

Hashed passwords

mem = 1042
RESTRICTED RIGHTS

Use, duplication or disclosure is subject to restrictions stated in Contract with Western Electric Company, Inc.

```
# CAT /ETC/PASSWD
ROOT::0:3:::
DAEMON::1:1:::
BIN::3:3::/BIN:
KEN::6:1::/USR/KEN:
# PASSWD KEN BIGSECRET
# CAT /ETC/PASSWD
ROOT::0:3:::
DAEMON::1:1:::
BIN::3:3::/BIN:
KEN:A042VD2G:6:1::/USR/KEN:
#
```

The MOTD leak made it clear that some sort of non-plaintext storage was necessary

- ★ Various experiments with encoding led to the use of one-way hash functions
 - ★ The way these work is to store a "hash" (a value derived from the password), and at login, run the function again on the password the user gives us, and compare the hashes. The plaintext password is never stored
 - ★ First widely-available implementation is in 6th Edition UNIX
- I wanted to find out more. I found a PDP-11 & UNIX emulator written in Javascript that runs in the browser. Kind of ridiculous really. This is the output of me changing Ken Thompson's password and viewing the stored hash in the password file

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- Experiments with "encoded" passwords in CTSS, MULTICS and UNIX

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- Robert Morris implements crypt() in 6th Edition UNIX

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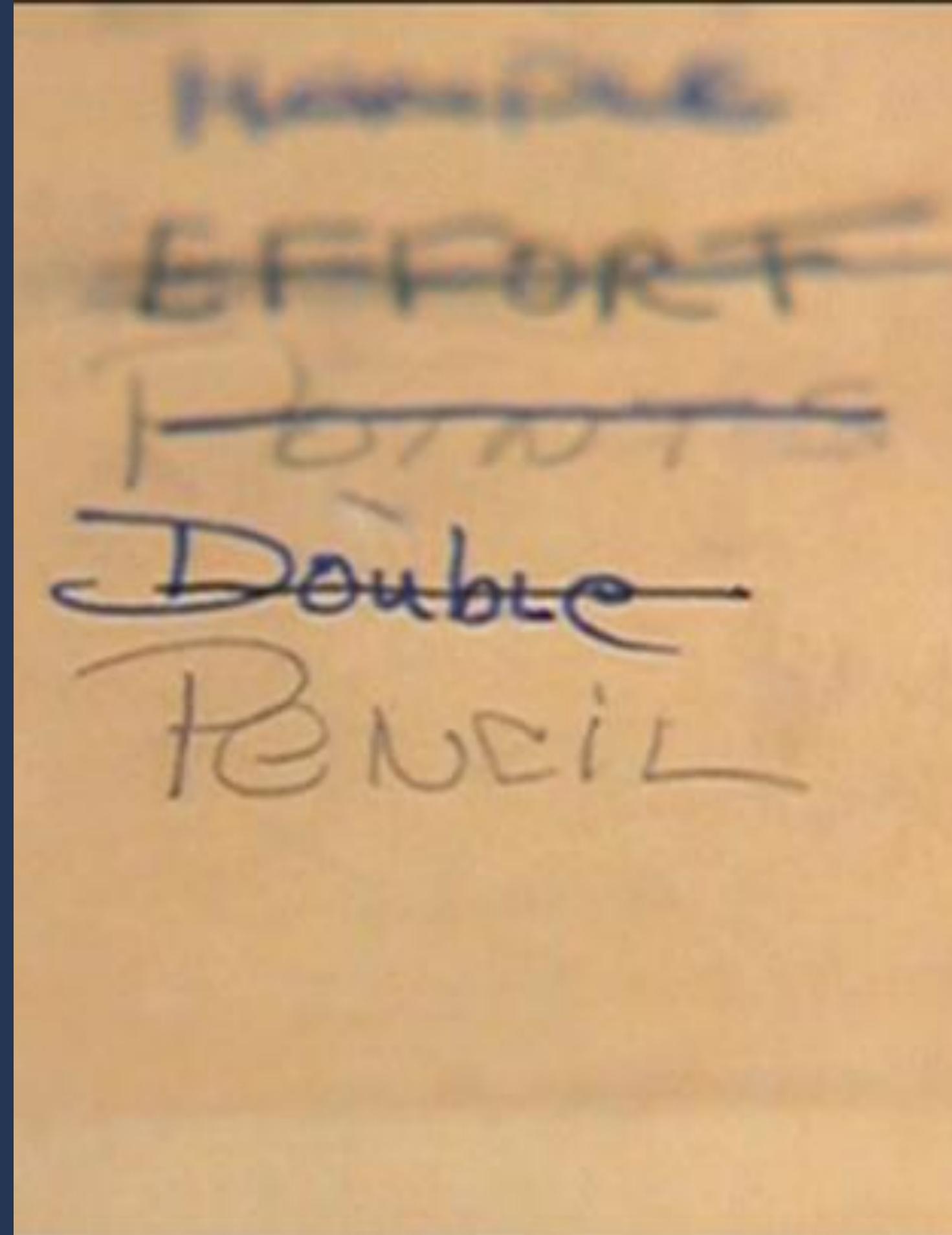
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1979

Password Security: A Case History



Robert Morris (creator of crypt) & Ken Thompson (creator of the rest of UNIX) did a review of the password system and security model in UNIX

It's a great paper. It's only four pages. It has everything they'd learned so far. It's well worth reading

They included an analysis of the kinds of passwords people use

Password Security: A Case History

The authors have conducted experiments to try to determine typical users' habits in the choice of passwords when no constraint is put on their choice. The results were disappointing, except to the bad guy. In a collection of 3,289 passwords gathered from many users over a long period of time,

15 were a single ASCII character;
72 were strings of two ASCII characters;
464 were strings of three ASCII characters;
477 were strings of four alphameric;
706 were five letters, all upper-case or all lower-case;
605 were six letters, all lower-case.

An additional 492 passwords appeared in various available dictionaries, name lists, and the like. A total of 2,831 or 86 percent of this sample of passwords fell into one of these classes.

I'm not sure if you can see this
[PAUSE, TIME TO READ]

~3300 passwords reviewed

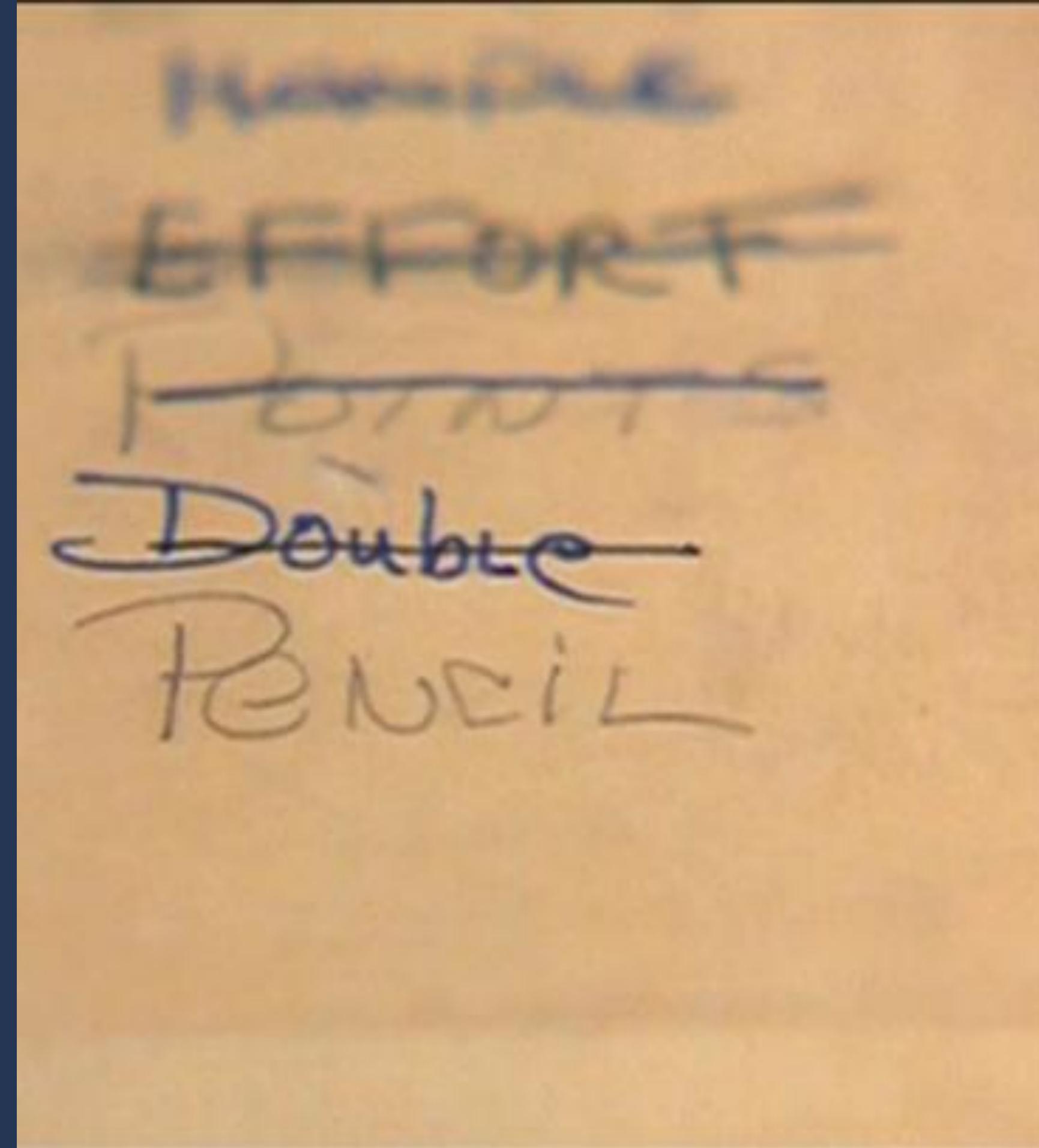
~2800 (86%) were garbage: simple
alphanumerics <=6 or dictionary words, or
both

So that's just great; we're less than 20 years in
and crappy passwords are the norm

But that was nearly 40 years ago. Obviously
things are better now, right?

2015

**You won't believe what
happened next**



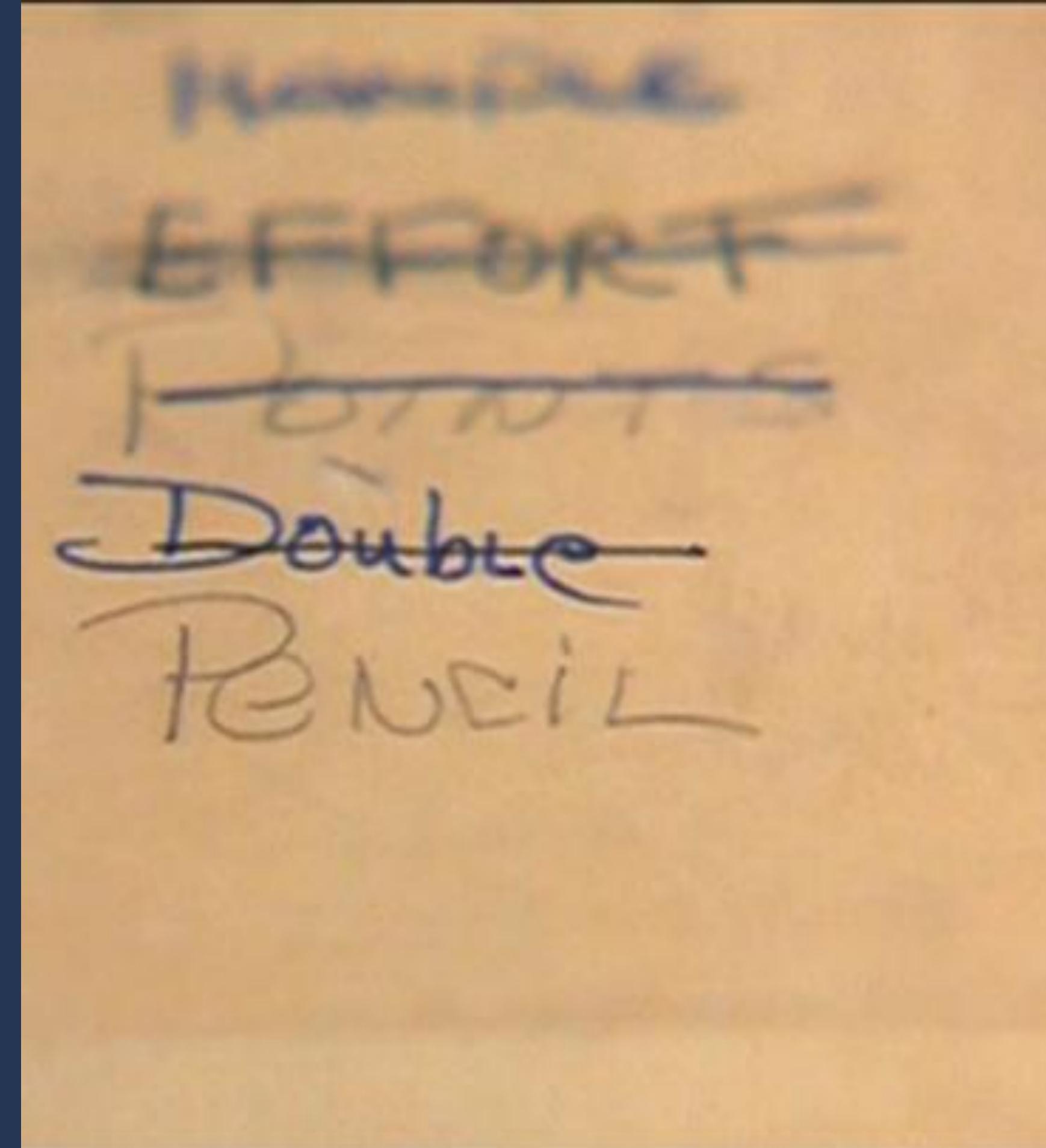
SplashData make a password manager product

- ★ Every year publish a list of worst passwords
- ★ 2015 list released in Feb 2016, analysed over 2m passwords from various breaches and leaks

2015

You won't believe what happened next

- SplashData's 5th annual "Worst Password List"



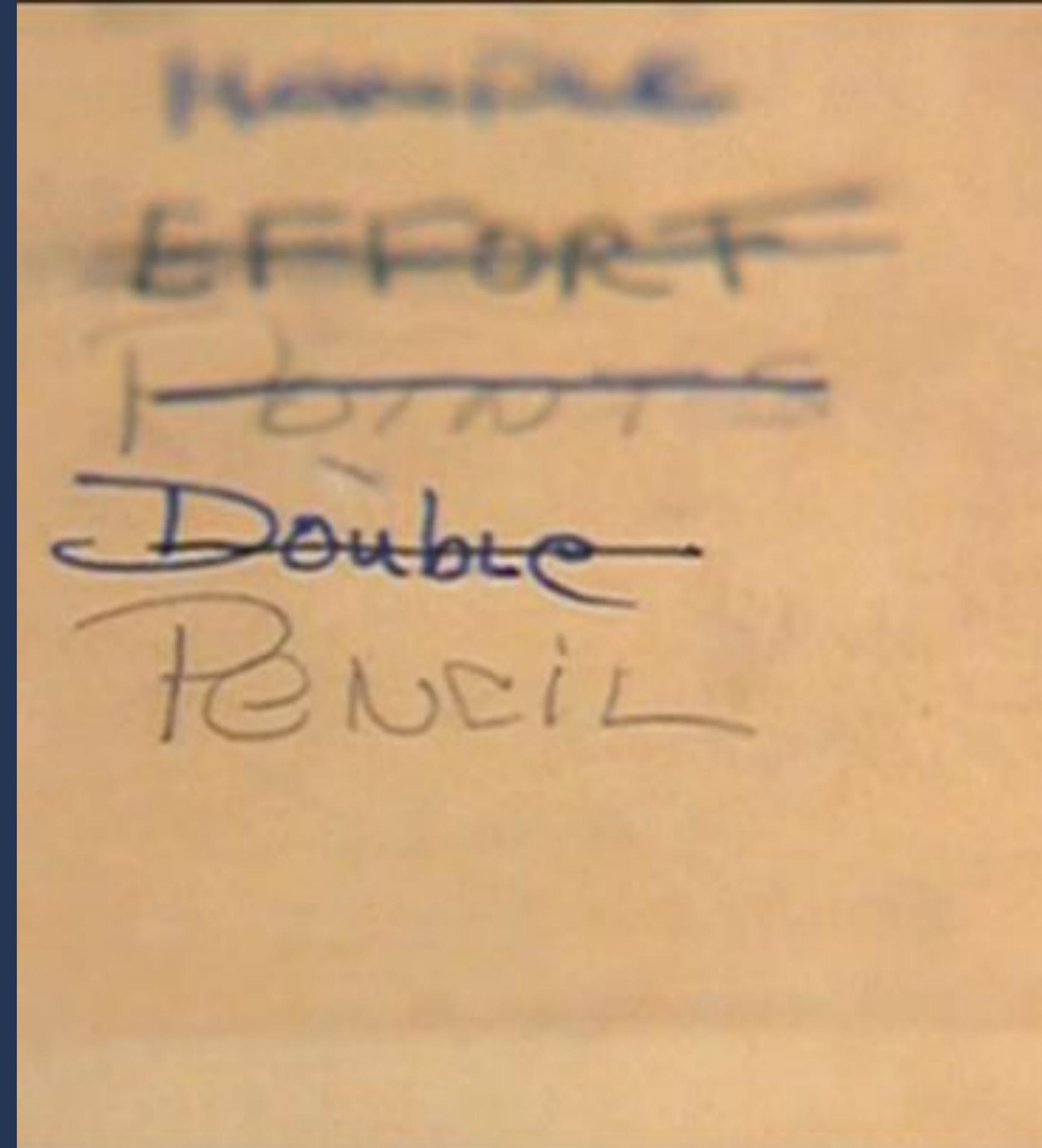
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2015

You won't believe what happened next

- SplashData's 5th annual "Worst Password List"
- 2m+ leaked passwords analysed

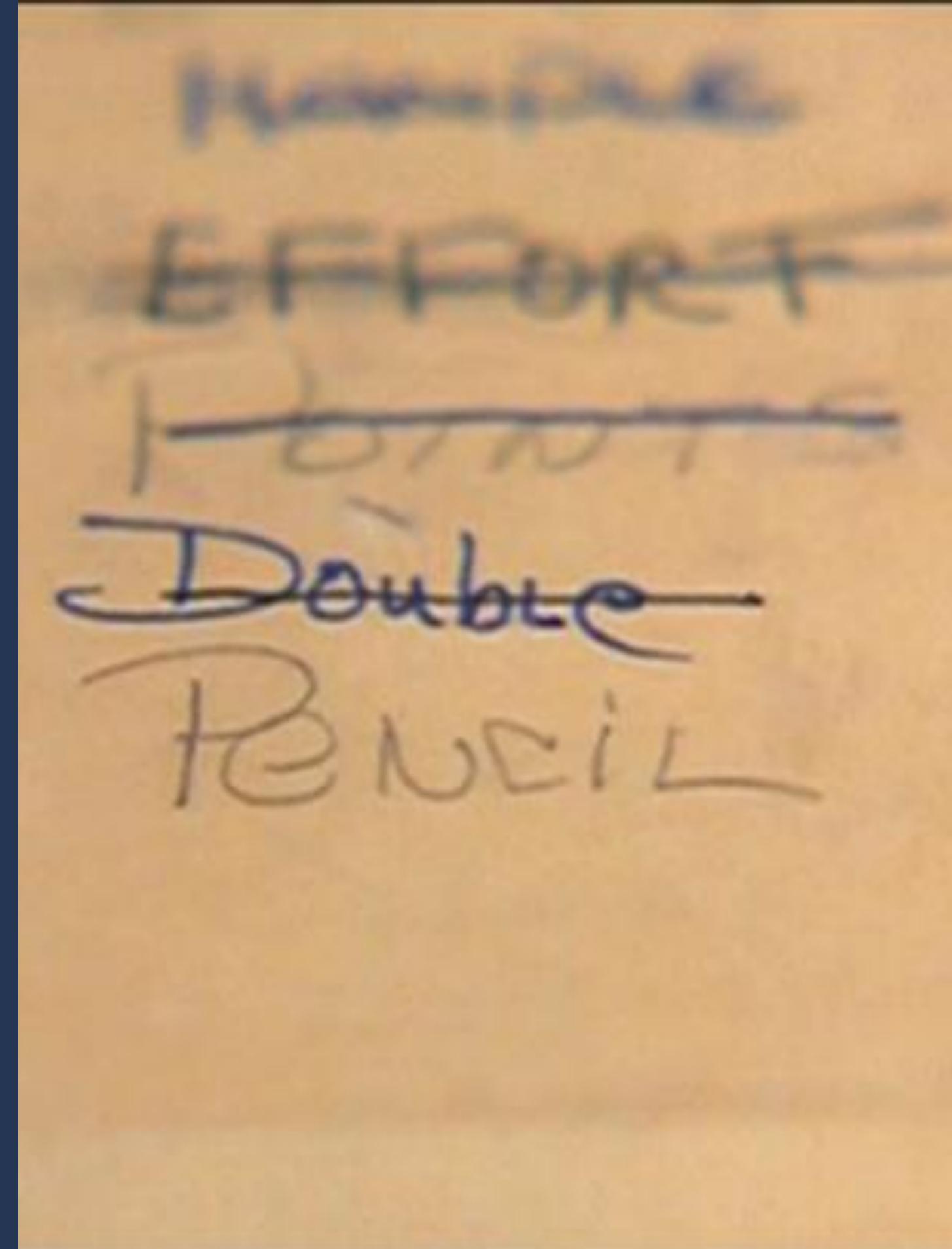


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2015

**Ten popular passwords
you need to know right
now**

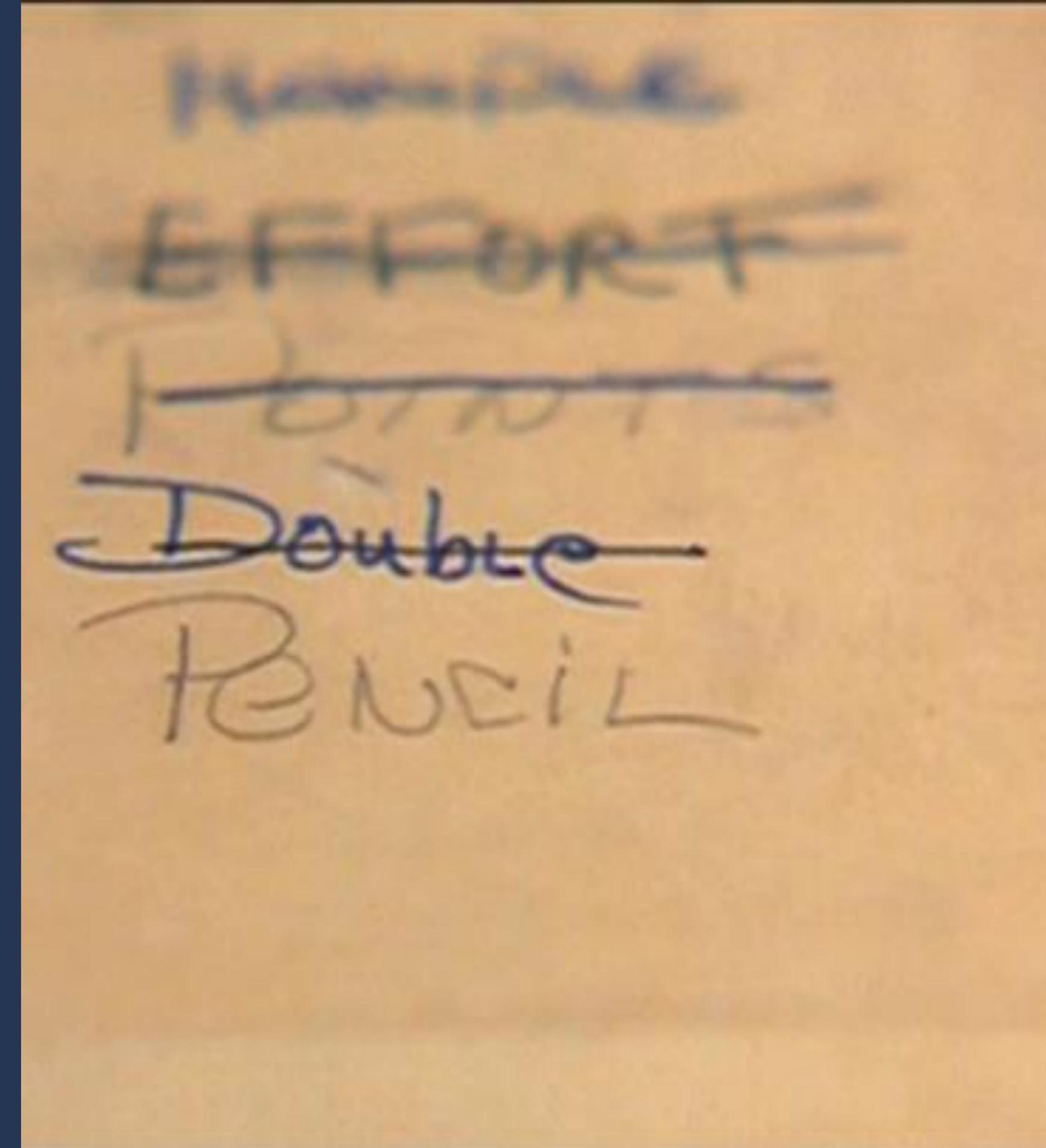


It's about as terrible as you'd expect
Here's the top 10

2015

**Ten popular passwords
you need to know right
now**

123456

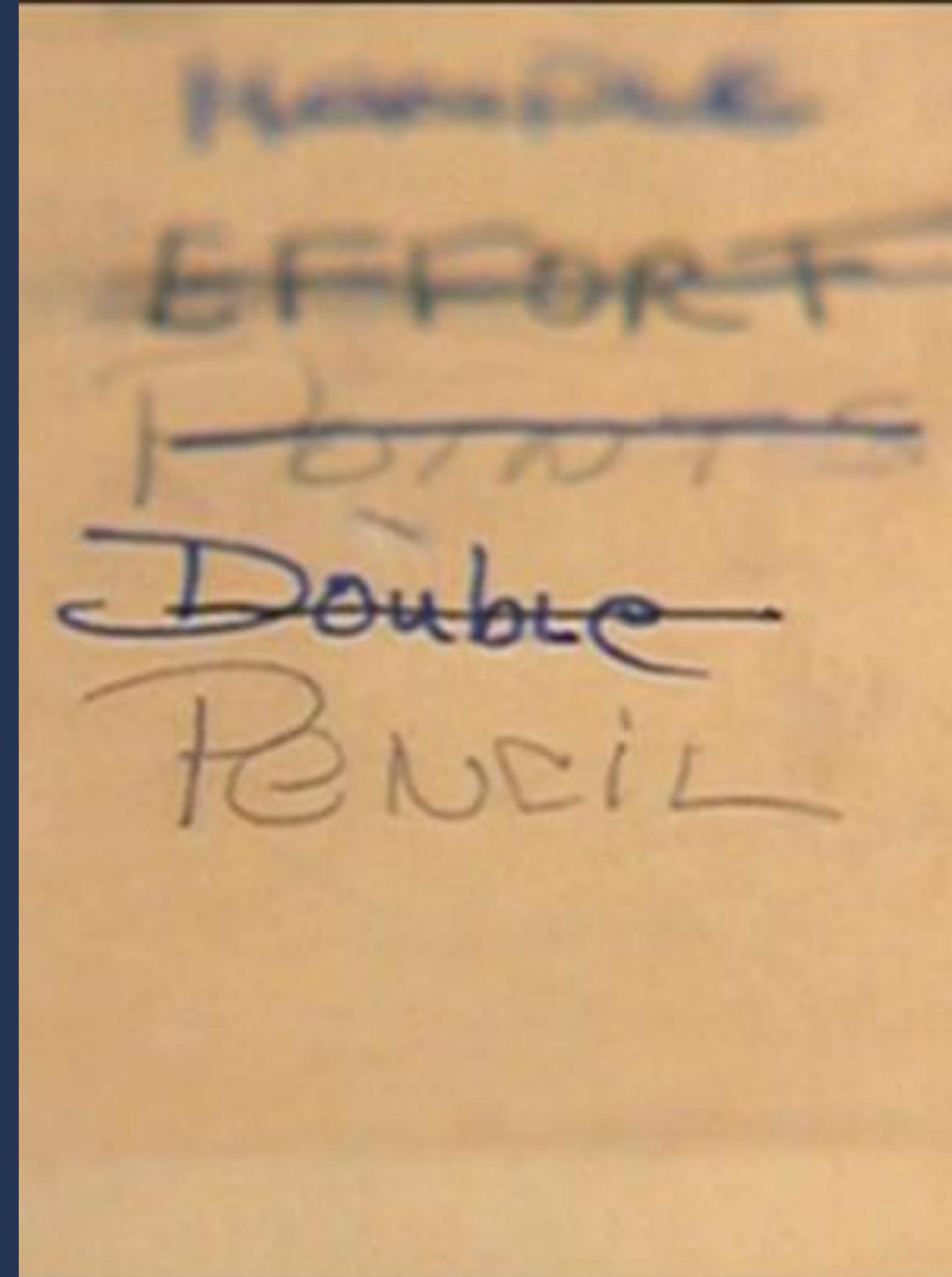


[PAUSE, CONSISTENT PACING]

2015

**Ten popular passwords
you need to know right
now**

123456
password

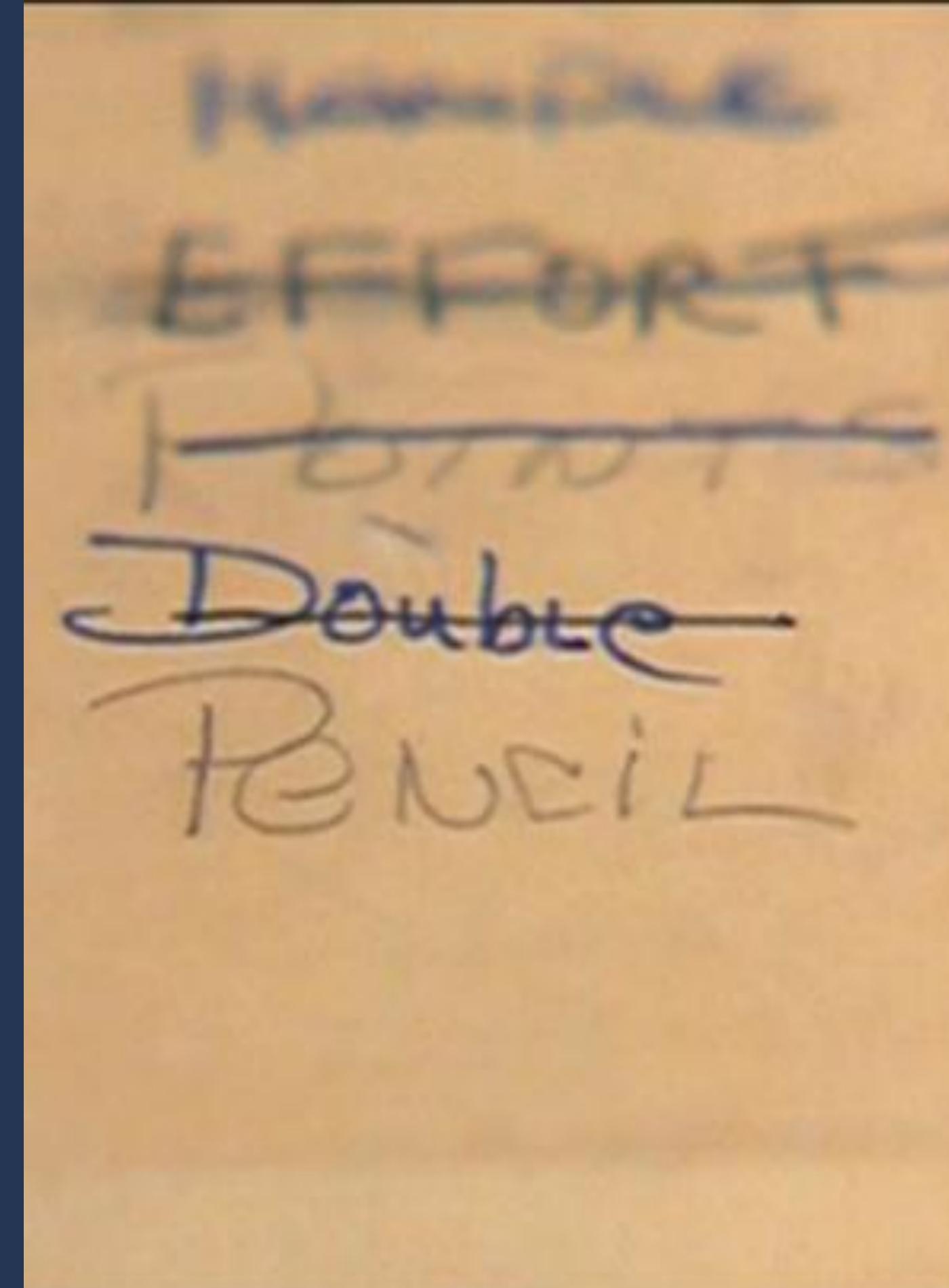


[PAUSE, CONSISTENT PACING]

2015

**Ten popular passwords
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now**

123456
password
12345678

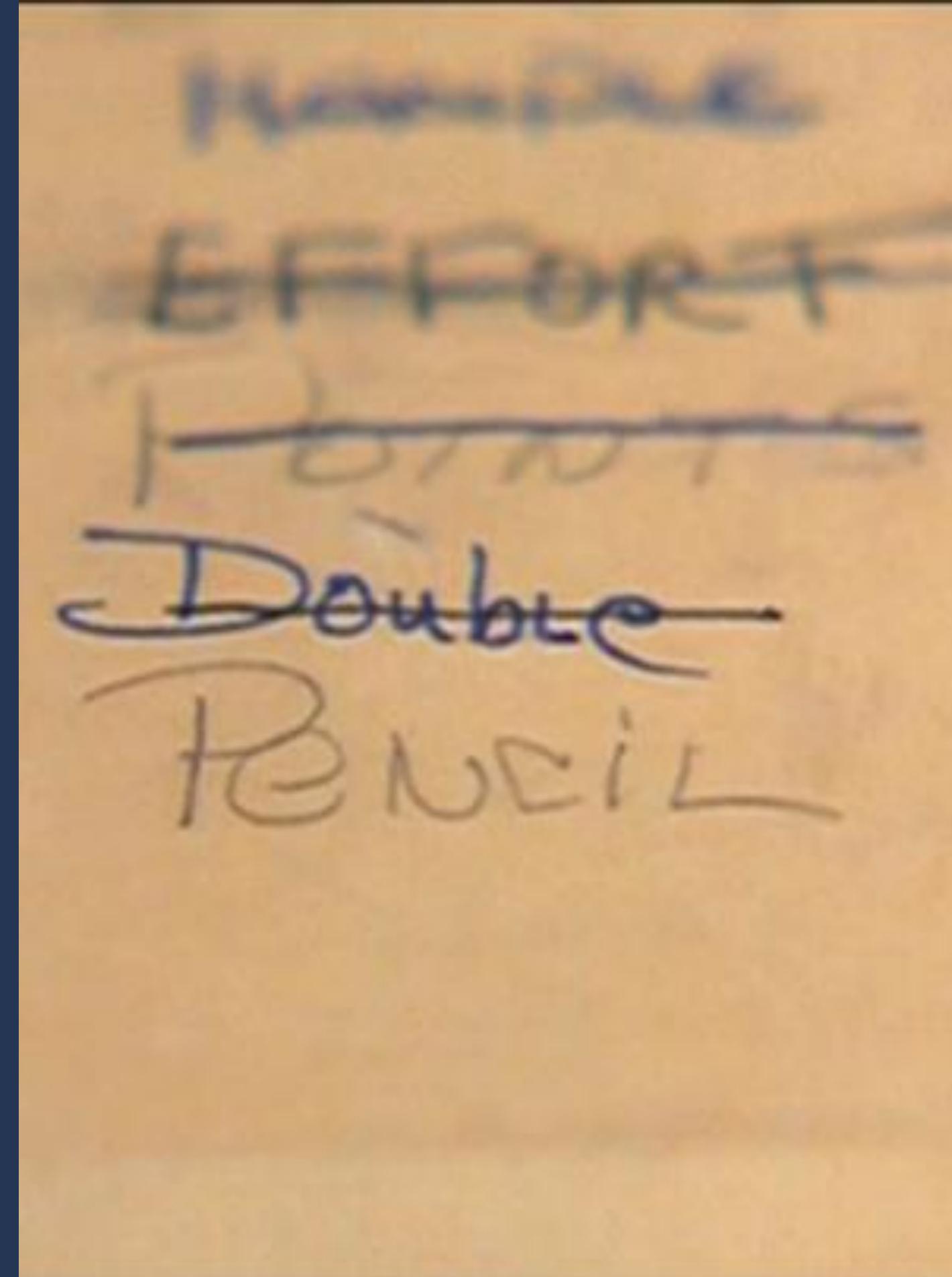


[PAUSE, CONSISTENT PACING]

2015

**Ten popular passwords
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123456
password
12345678
qwerty



[PAUSE, CONSISTENT PACING]

2015

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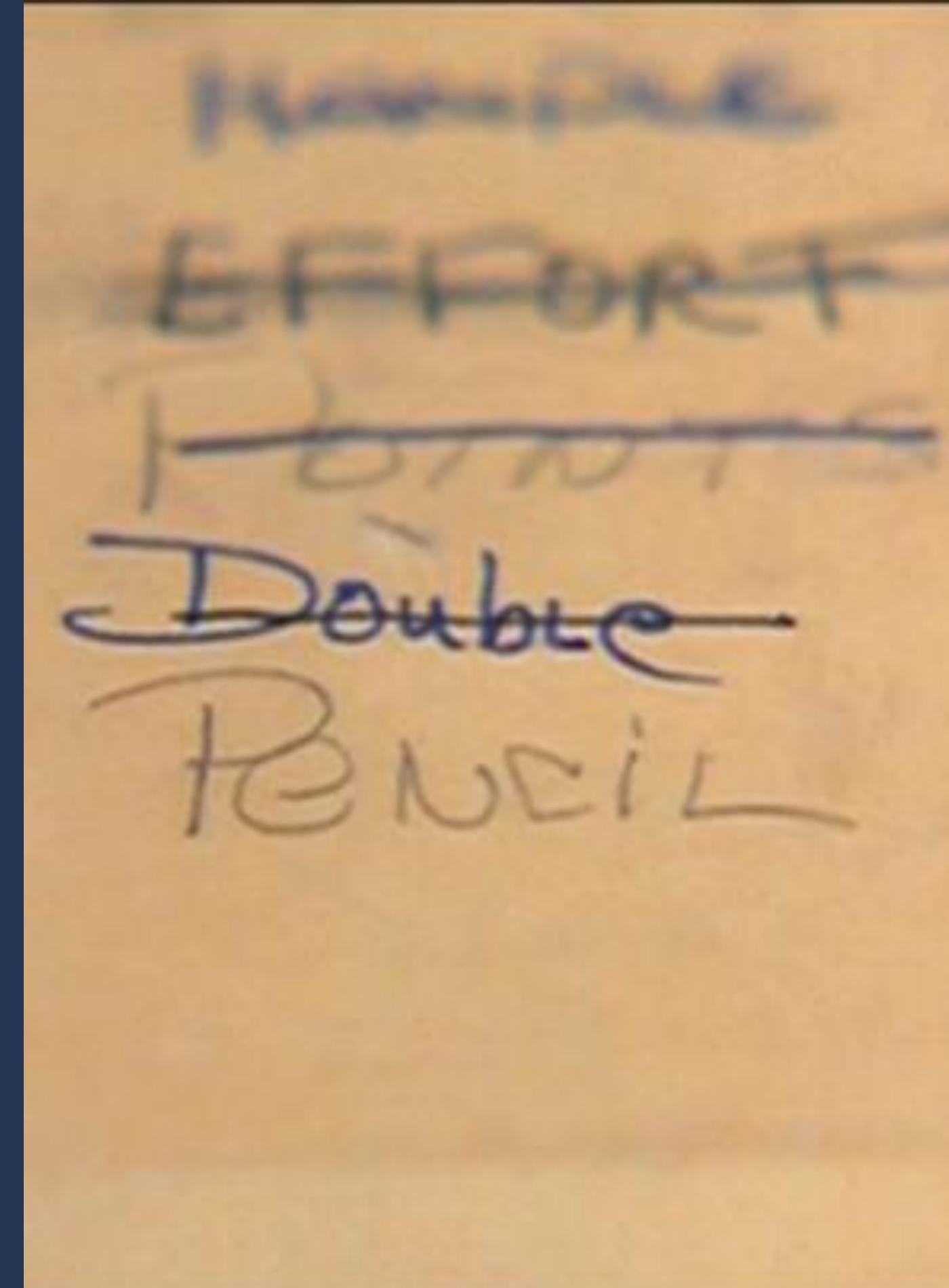
123456

password

12345678

qwerty

12345



[PAUSE, CONSISTENT PACING]

2015

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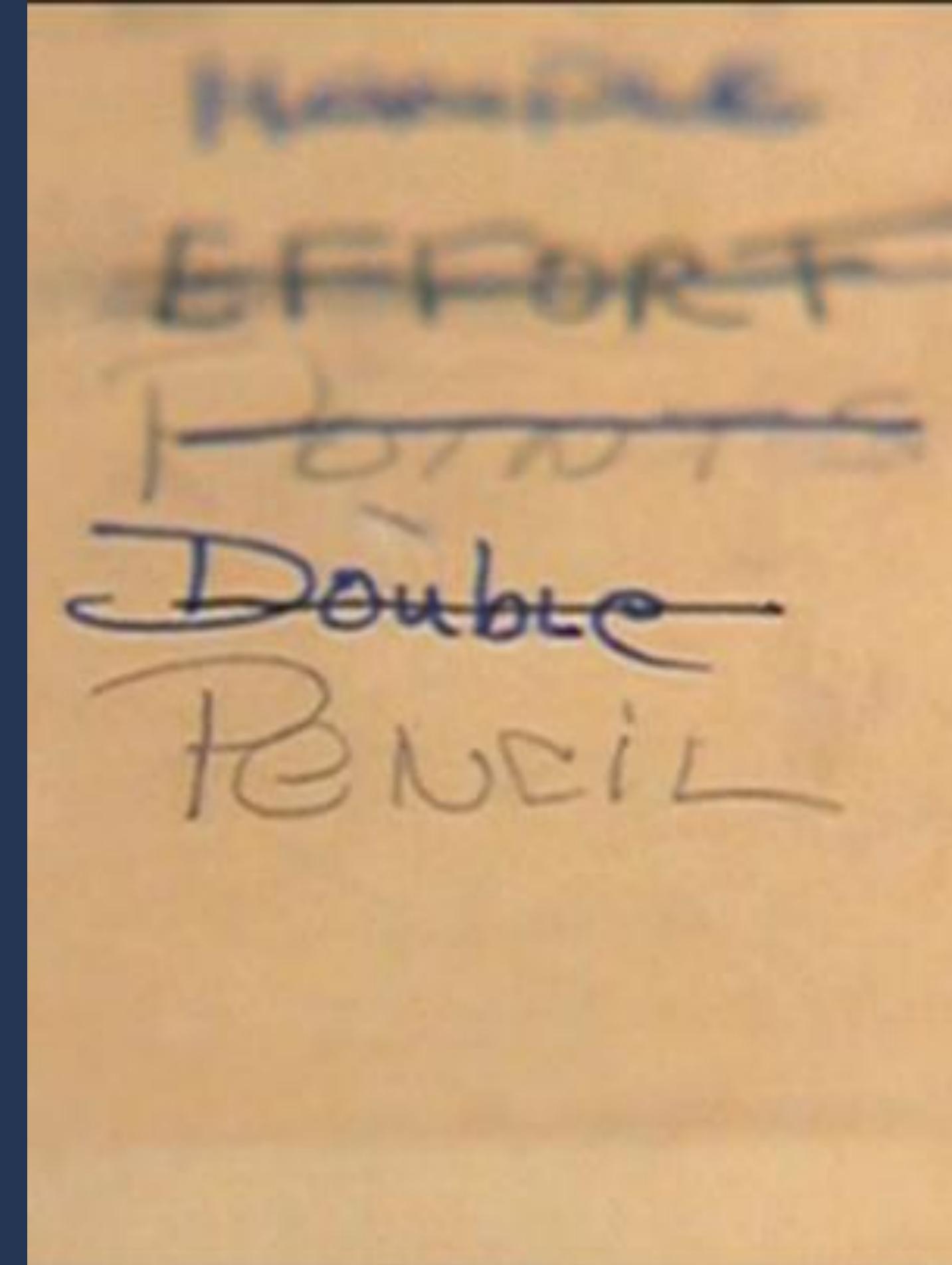
password

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qwerty

12345

123456789



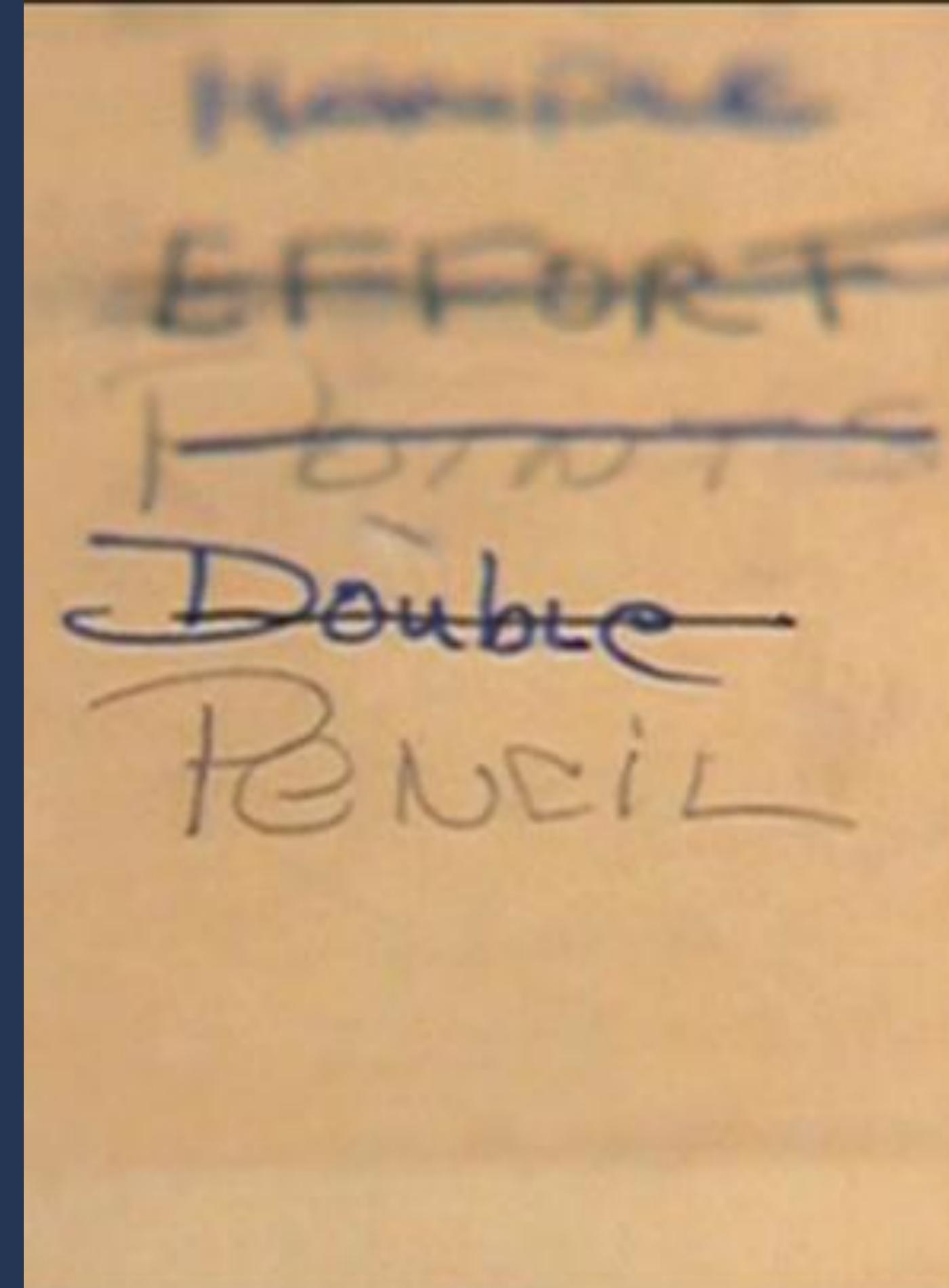
[PAUSE, CONSISTENT PACING]

2015

Ten popular passwords you need to know right now

123456
password
12345678
qwerty
12345

123456789
football

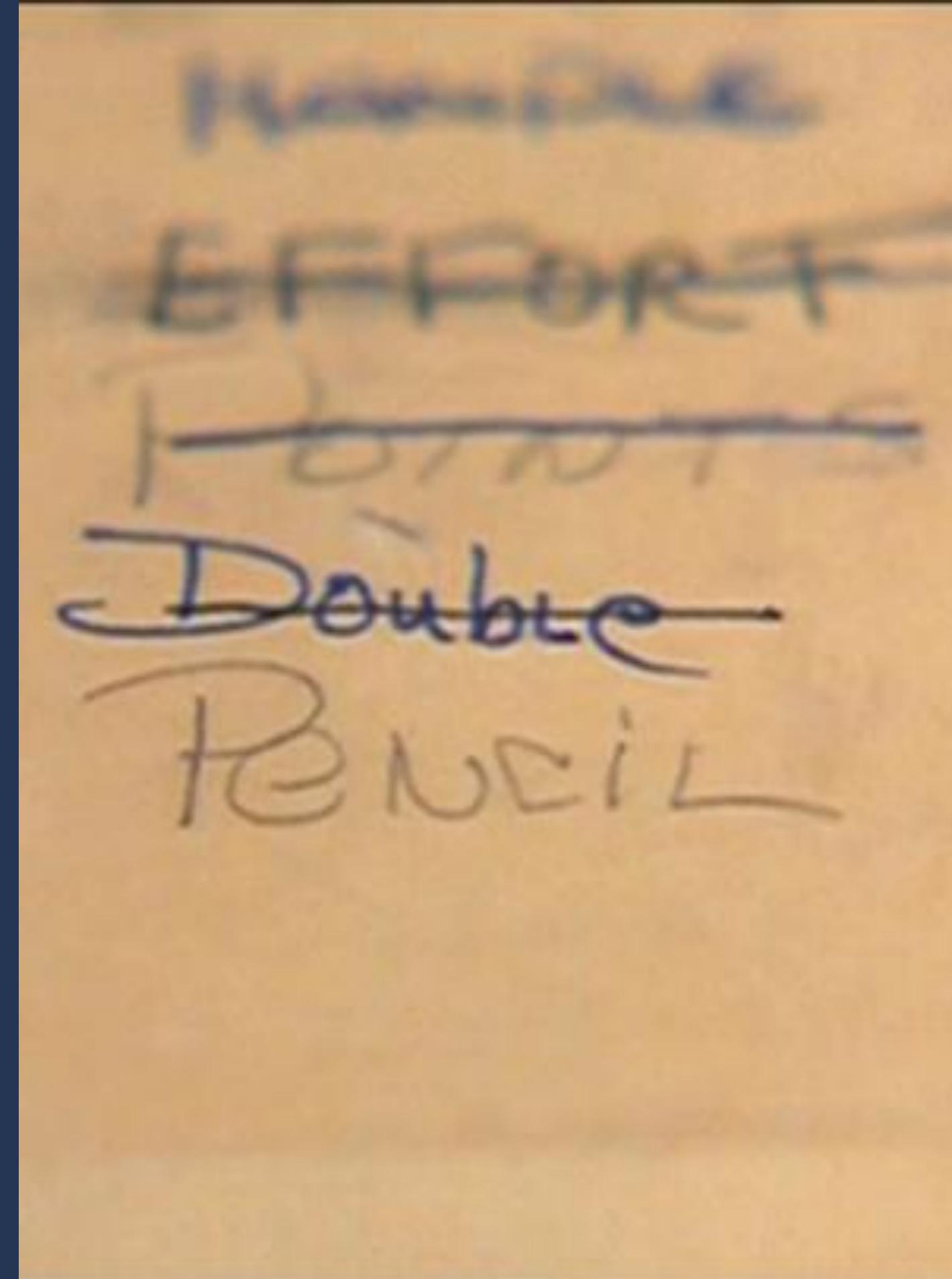


[PAUSE, CONSISTENT PACING]

2015

Ten popular passwords you need to know right now

123456	123456789
password	football
12345678	1234
qwerty	
12345	

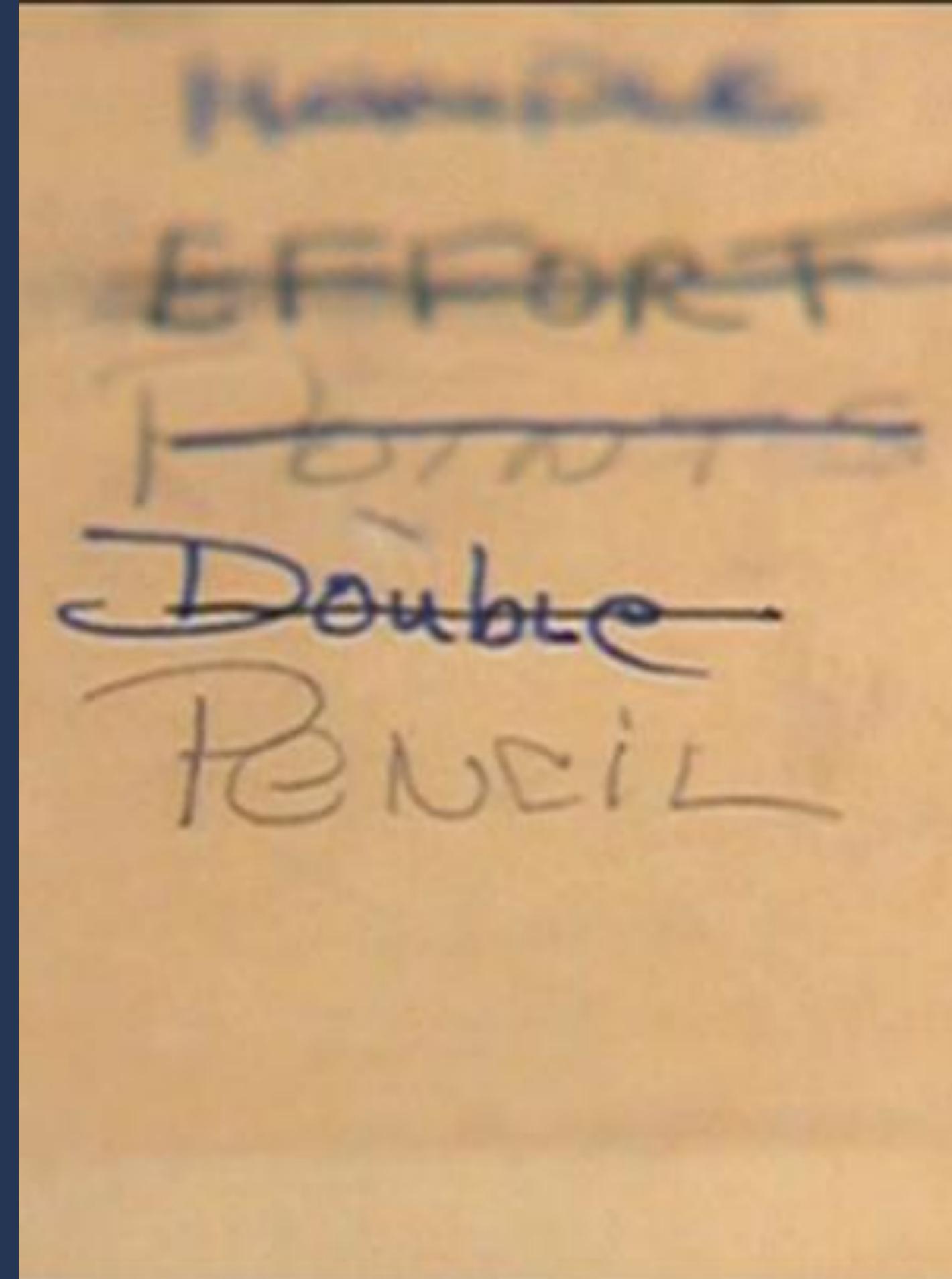


[PAUSE, CONSISTENT PACING]

2015

Ten popular passwords you need to know right now

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password	football
12345678	1234
qwerty	1234567
12345	

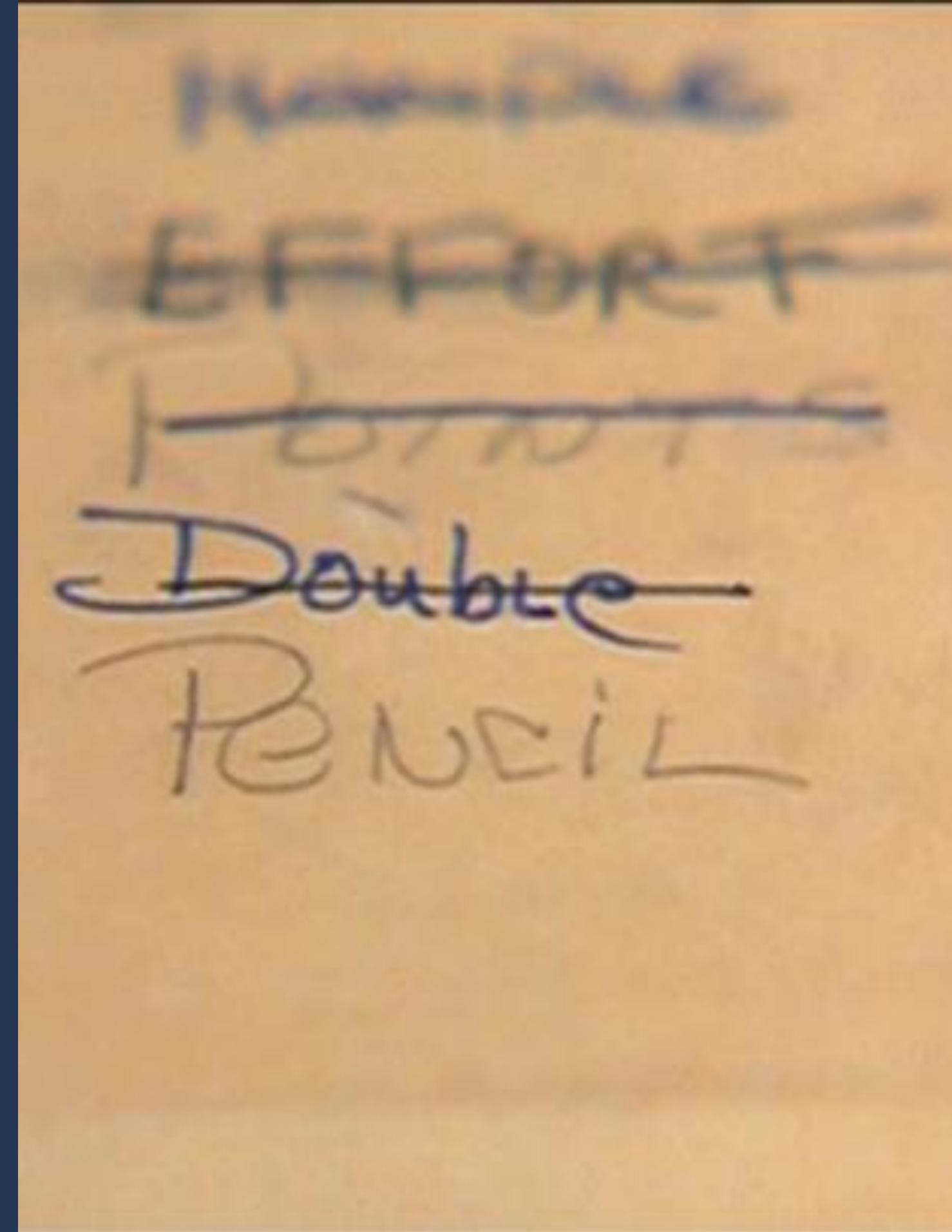


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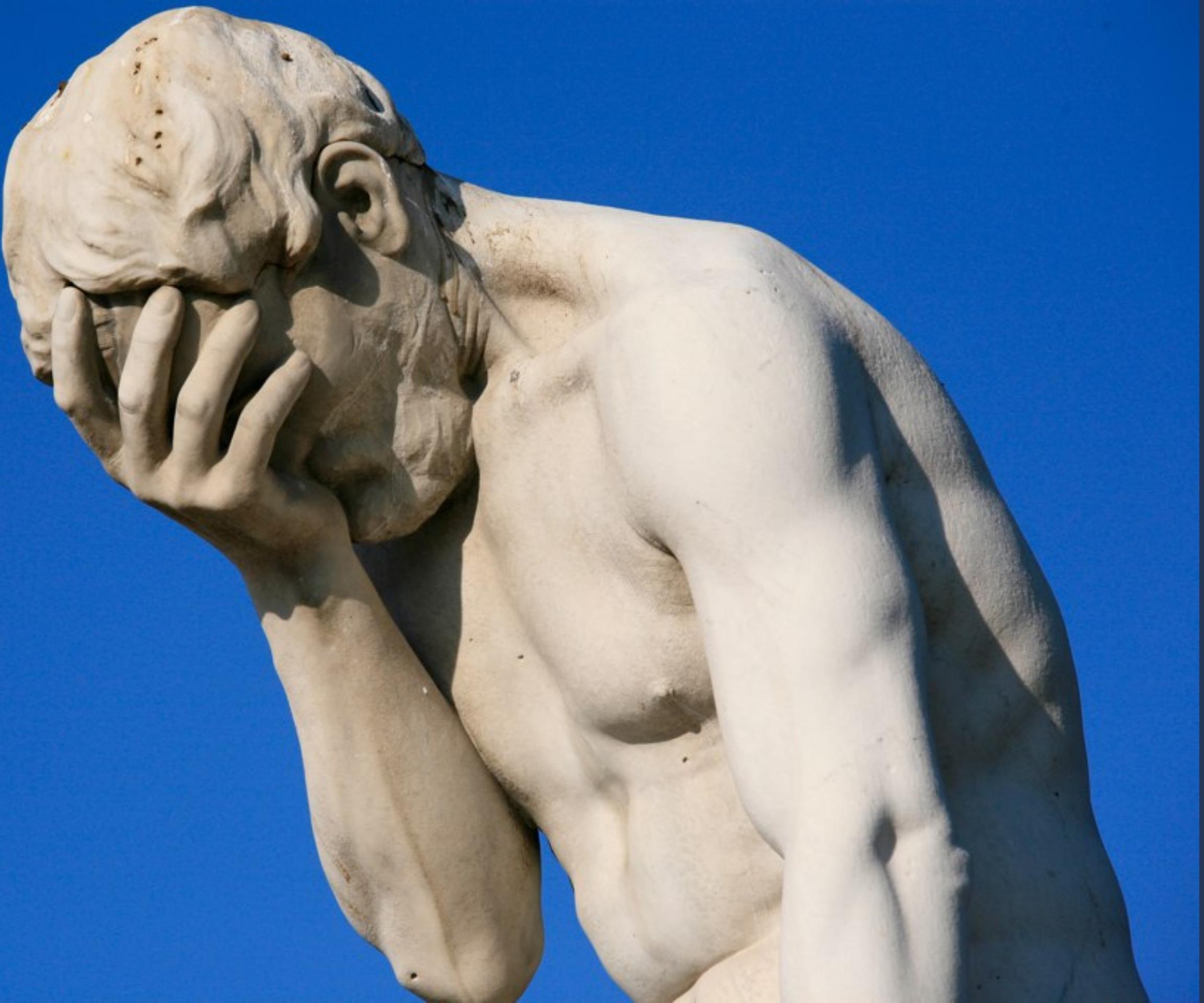
2015

Ten popular passwords you need to know right now

123456	123456789
password	football
12345678	1234
qwerty	1234567
12345	baseball



[PAUSE]



[PAUSE]

<sigh>

Left to their own devices, people are going to choose crappy passwords

It's been almost 60 years. Its not going to change

There are things we can do to improve the situation

But first we have to ask

ヽ(ツ)ノ

Why is any of this even a problem? Why
should we care?
There's a bunch of reasons

You (human)

If you're a person (seems likely), then having a bad password is bad for you

Your password is: Easy to guess

If I know some things about you, I have a better chance of guessing your password
Thos things are pretty easy to find
Your name and location and hobbies and dreams are all over your Facebook and Twitter accounts
You'd probably tell me these facts if I asked you.
Other people definitely will if I pretend to be you
There's even a little bit of info on your conference badge
Its all there if I want it badly enough

Your password is: **Easy to brute-force**

Even if I can't guess it, I can start making guesses using eg dictionary words

So if your password is based on dictionary words, I'm far more likely to stumble upon it

Even more of a problem if I can test passwords on my local machine. That might be possible if I've managed to get a copy of a password database. More on that later

Your password is: Likely to be reused

Why do people make bad passwords?

Because they're easy to remember!

If you don't have a good system for remembering your passwords, you're more likely to use a password you can remember everywhere

If I manage to discover your password, I've now got access to lots of your accounts



And God help you if I got the password to your email account, because every other account you have sends its password recovery emails here

As a rule, the best password is the one you can't remember. Use a password manager.

[PAUSE]

You (service)

If you're running a service, your users having bad passwords is bad for you

**Your service is:
Responsible**

Your users expect you to protect their data. That's much harder for you to do if they're forever getting their accounts hacked

Your service is: Trustworthy

Pretty much every service you might build these days is going to have some kind of sharing or collaborative features. You want to be known as trustworthy. You want a good reputation.

If your users have bad passwords and keep getting their accounts hacked, then your service becomes known as dodgy. A haven for spammers.

You'll lose existing customers. You won't get new customers.

Your reputation disappears

My good opinion once lost is lost forever.

– **Mr. Darcy, *Pride and Prejudice***

And as we know, once you lose your good reputation, its incredibly difficult to get it back
[PAUSE]

**Your service is:
At the mercy of other
services**

You might do all the right things, but if your users are using the same terrible password on yours and other services, and one of those is hacked, then your service is at risk through no fault of your own.
[PAUSE]

You (pet)

And if you're a pet, your human having bad passwords is bad for you too

**SOMEONE FIGURED OUT MY
PASSWORD**



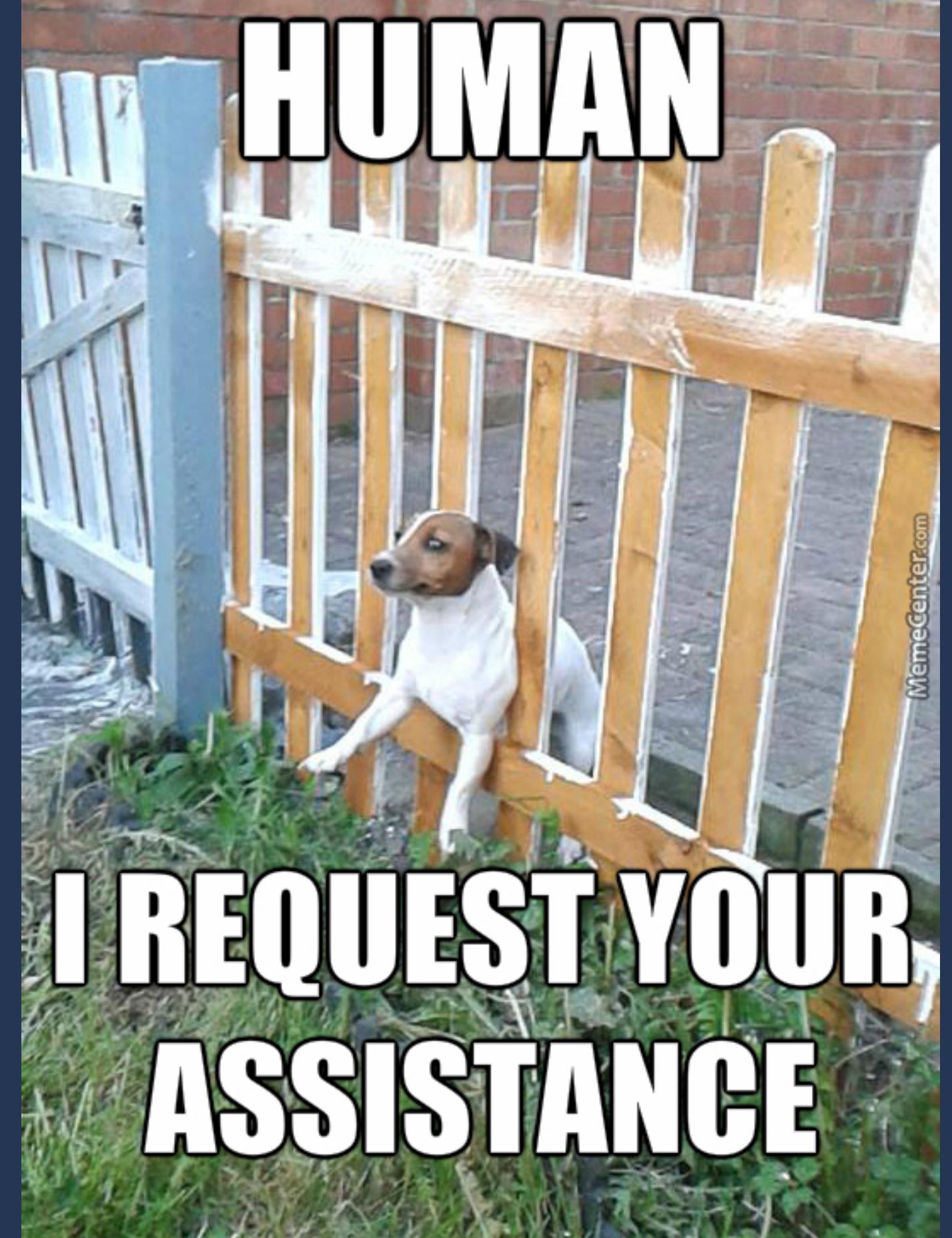
**NOW I HAVE TO RENAME
MY DOG**

memegenerator.net

[PAUSE]

Everyone loses with bad passwords
Especially the people that create them

We can help



we can help!

[PAUSE]

This talk is about the three big things we can do to improve the situation

- ★ We can encourage and help our users to produce good quality passwords
- ★ We can make sure those passwords are hard to use in the event that an attacker gets hold of our password database
- ★ And we can make it so that knowing a password still isn't enough

We can help

- Encourage high-quality passwords

we can help!

[PAUSE]

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We can help

- Encourage high-quality passwords
- Keep passwords secret

we can help!

[PAUSE]

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We can help

- Encourage high-quality passwords
- Keep passwords secret
- Make passwords useless

we can help!

[PAUSE]

This talk is about the three big things we can do to improve the situation

- ★ We can encourage and help our users to produce good quality passwords
- ★ We can make sure those passwords are hard to use in the event that an attacker gets hold of our password database
- ★ And we can make it so that knowing a password still isn't enough



Encourage high-quality passwords

So how can we encourage users to create high-quality passwords?
[PAUSE]

Password policies

Easy, we have a password policy!

A traditional password policy

- ★ 8 characters
- ★ one upper-case character
- ★ one lower-case character
- ★ one number
- ★ one symbol

This sort of password policy is pretty common. It must work well, right?

A traditional password policy

- Must be at least 8 characters

★ 8 characters

★ one upper-case character

★ one lower-case character

★ one number

★ one symbol

This sort of password policy is pretty common. It must work well, right?

A traditional password policy

- Must be at least 8 characters
- Must contain at least one upper-case character

★ 8 characters

★ one upper-case character

★ one lower-case character

★ one number

★ one symbol

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- Must be at least 8 characters
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★ 8 characters

★ one upper-case character

★ one lower-case character

★ one number

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A traditional password policy

- Must be at least 8 characters
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- Must contain at least one lower-case character
- Must contain at least one number

★ 8 characters

★ one upper-case character

★ one lower-case character

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★ one symbol

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- Must be at least 8 characters
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- Must contain at least one symbol

★ 8 characters

★ one upper-case character

★ one lower-case character

★ one number

★ one symbol

This sort of password policy is pretty common. It must work well, right?

No

Not really, no
[PAUSE]



A traditional password policy

Given that policy

- ★ this is a good password
- ★ and this is a bad one

[PAUSE]

A traditional password policy

- Good password: P@ssword1

Given that policy

- ★ this is a good password
- ★ and this is a bad one

[PAUSE]

A traditional password policy

- Good password: P@ssword1
- Bad password: 4u8zvzbvabxmdx56s

Given that policy

- ★ this is a good password
- ★ and this is a bad one

[PAUSE]



[PAUSE]

It has to go

This is the wrong way to think about
password quality

Password strength

What we're really interested in is the strength of a password

- ★ Which isn't about the length
- ★ And isn't about the number of weird characters

[PAUSE]

- ★ That's not entirely true. Those things are important, but there's more to it

Password strength

- Isn't about the length of a password

What we're really interested in is the strength of a password

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[PAUSE]

- ★ That's not entirely true. Those things are important, but there's more to it

Password strength

- Isn't about the length of a password
- Isn't about the number of weird characters
- Well, not exactly

What we're really interested in is the strength of a password

- ★ Which isn't about the length
- ★ And isn't about the number of weird characters

[PAUSE]

- ★ That's not entirely true. Those things are important, but there's more to it

Randomness

We're really interested in the amount of randomness in a password

Randomness recap. Flip a coin 100 times. A truly random coin should get you about 50 heads, 50 tails.

Or another way: choose a random number from 1-100. If your selection is truly random, it will take me 50 guesses on average to guess your number.

```
int getRandomNumber()
{
    return 4; // chosen by fair dice roll.
              // guaranteed to be random.
}
```

[PAUSE]

If your choice isn't truly random though, it becomes much easier for me to guess. Especially if 4 is popular this month. It's the same for passwords. If your password isn't random, its easier for me to guess. And if Pokemon Go is still a thing then your password is probably some variation on the name of your favourite Pokemon

Making a password longer or using more characters increases the number of possible of passwords, just as choosing a number from 1-1000 has more possibilities than 1-100

But 4 is still 4



And Snorlax is still Snorlax

[PAUSE]

And please don't talk to me about Pokemon
because I really have no idea what I'm talking
about

Strength test

New Password

Password strength: ● ● ● ●

- ★ Instead of relying on the user to follow a set of rules, actually test the password they want and give them some feedback about it
 - ★ Your password checker can consider common words, phrases, sequences, whatever else and adjust the score appropriately
- There's some research to suggest that this feedback encourages users to try and create a stronger password. Gamification of passwords!
- ★ If you're looking for a place to start, try "zxcvbn" by Dropbox. This is the one we use at FastMail and we now don't have any other password policy in place, just a minimum required strength

Strength test

New Password

Password strength: ● ● ● ●

- Test the password and tell the user how strong it is

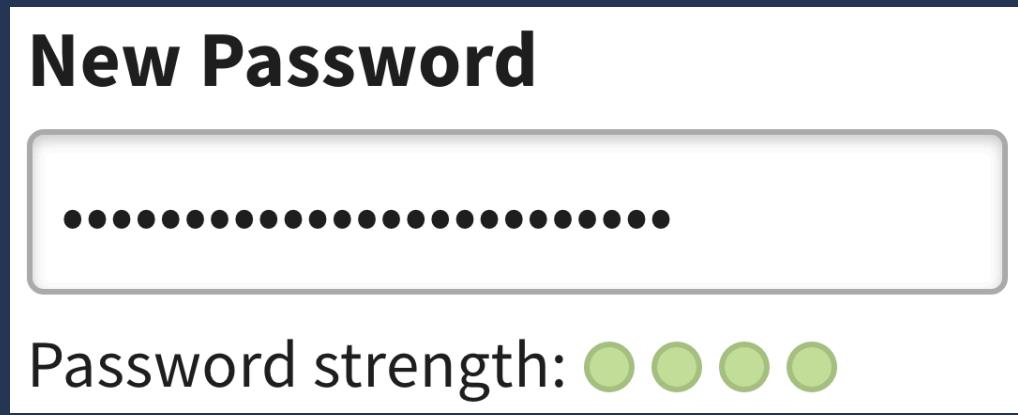
★ Instead of relying on the user to follow a set of rules, actually test the password they want and give them some feedback about it

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Strength test



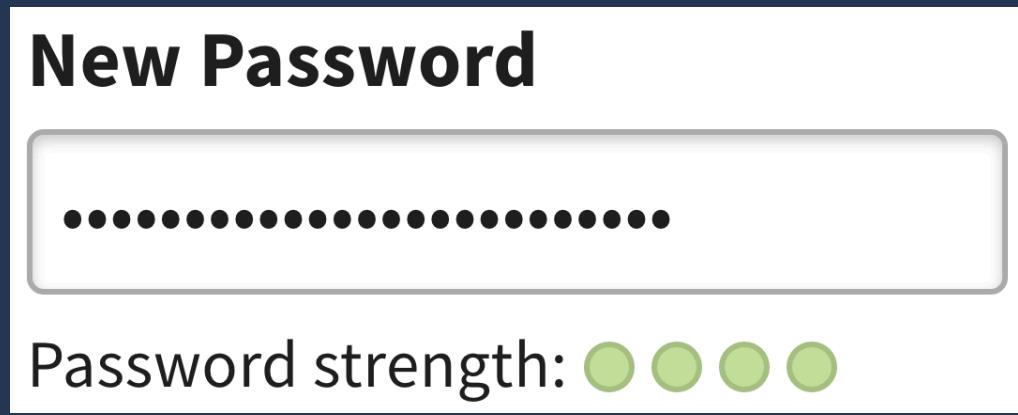
- Test the password and tell the user how strong it is
- Considering common templates, words, sequences, etc

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Strength test



- Test the password and tell the user how strong it is
- Considering common templates, words, sequences, etc
- zxcvbn by Dropbox

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Awesome, great work everyone, give yourselves a high-five!

All our users now have great passwords, right?!

[PAUSE]

Keep passwords secret

But we still have to keep them secret
[PAUSE]

**ONCE MORE UNTO THE
BREACH, DEAR FRIENDS**



ONCE MORE

[PAUSE]

So let's talk a bit about data breaches and leaks
Here we're talking about personal data,
including passwords, being leaked from some
online service in some way

Have i been pwned?

haveibeenpwned.com

There's this great site called "Have I been owned?", by a guy called Troy Hunt. He gets hold of user data from leaks by whatever means and loads it all into a searchable database (with personal information omitted, of course) You can register your email address and you'll be sent an email when your address is seen in a breach

Have i been pwned?

Top 10 breaches	
 myspace	359,420,698 MySpace accounts
 in	164,611,595 LinkedIn accounts
 A	152,445,165 Adobe accounts
 badoo	112,005,531 Badoo accounts
 VK	93,338,602 VK accounts
 D	68,648,009 Dropbox accounts
 tumblr.	65,469,298 tumblr accounts
 imesh	49,467,477 iMesh accounts
 Fling.com	40,767,652 Fling accounts
 last.fm	37,217,682 Last.fm accounts

So the front page shows the top ten breaches by number of records

[PAUSE]

Lots of big names there that you'd expect to know what they're doing

Have i been pwned?

The image displays a grid of six Twitter cards, each representing a different data breach. The cards are arranged in two rows of three. Each card includes the Twitter logo, the handle '@haveibeenpwned', a 'Follow' button, the tweet text, the timestamp, and engagement metrics (retweets and likes). The tweets cover various breaches from September 2016 to April 2017.

- New breach:** Paid-to-click site ClixSense had 2.4M user accounts exposed. 51% were already in [@haveibeenpwned haveibeenpwned.com](#). (6:09 PM - 11 Sep 2016)
- New breach:** The InterPals penpal website had 3.4M user accounts hacked in 2015. 40% were already in [@haveibeenpwned haveibeenpwned.com](#). (10:08 PM - 30 Aug 2016)
- New breach:** VK had 93M emails exposed in approximately 2012. 9% were already in [@haveibeenpwned haveibeenpwned.com](#). (2:33 AM - 10 Jun 2016)
- New breach:** Gaming news site DLH had 3.3M user accounts hacked in July. 20% were already in [@haveibeenpwned haveibeenpwned.com](#). (9:47 AM - 8 Sep 2016)
- New breach:** Neopets had 27M unique emails leaked May. 44% were already in [@haveibeenpwned haveibeenpwned.com](#). (11:31 AM - 8 Jul 2016)
- New breach:** In Jan, the Minecraft community "Lifeboat" had 7M accounts exposed. 6% were already in [@haveibeenpwned haveibeenpwned.com](#). (8:09 PM - 26 Apr 2016)
- New breach:** Flash Flash Revolution had 1.8M user accounts hacked in February. 61% were already in [@haveibeenpwned haveibeenpwned.com](#). (7:25 PM - 6 Sep 2016)
- New breach:** The Facebook app "Uiggy" had 2.7M emails exposed this month. 19% were already in [@haveibeenpwned haveibeenpwned.com](#). (7:09 PM - 27 Jun 2016)
- New breach:** In Feb, Mate1 had 27M accounts with deeply personal info exposed. 14% were already in [@haveibeenpwned haveibeenpwned.com](#). (5:20 PM - 15 Apr 2016)

And hundreds more. The twitter feed is rather sobering.
This is just a sample from the last few months
[PAUSE]

How can we help people impacted by data breaches without making life worse for them?

– **Troy Hunt, Have i been pwned?**

Troy asks this question often:

How can we help people impacted by data breaches without making life worse for them?

[PAUSE]

And that's real thing here. Ultimately, our users are trusting us to keep their data safe

Hopefully your user and password data will never get out but as we saw, it happens to services of all sizes and reputations. You should assume that it will happen and prepare for it

So how can you make your stored passwords as useless as possible to an attacker?

Your opponent



[PAUSE]

This is your opponent. Maybe
This person looks like they could be
from the internet anyway

Your opponent

has:



They've got hold of a data dump from your service

- ★ They have your stored passwords
- ★ and the usernames or email addresses to go with it
- ★ and maybe some other stuff, like your address, credit card details, the actual stuff in your account. This will vary. It's not entirely relevant to a discussion about passwords except to say that this is part of why its important that your passwords are random. The more info I know about you, the easier it is to figure out what you'd choose for a password

Your opponent has:

- Stored password (hashes)



They've got hold of a data dump from your service

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Your opponent has:

- Stored password (hashes)
- Email address / username



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Your opponent has:

- Stored password (hashes)
- Email address / username
- Other personal info
 - Physical address
 - Payment details
 - Actual content
 - Control of your account
 - ...



They've got hold of a data dump from your service

★ They have your stored passwords
★ and the usernames or email addresses to go with it
★ and maybe some other stuff, like your address, credit card details, the actual stuff in your account. This will vary. It's not entirely relevant to a discussion about passwords except to say that this is part of why its important that your passwords are random. The more info I know about you, the easier it is to figure out what you'd choose for a password

Your opponent

wants:



Out of all this, they want

★ The plaintext password

And that's all. The rest is irrelevant.

(Unless they're trying to get credit card details, or set up to do a bunch of identity fraud, but that's a whole different talk)

Your opponent

wants:

- Plaintext password



Out of all this, they want

★ The plaintext password

And that's all. The rest is irrelevant.

(Unless they're trying to get credit card details, or set up to do a bunch of identity fraud, but that's a whole different talk)

Your opponent needs:



On the way there, they have two main constraints

- ★ Time. Once the breach is discovered, it's only a matter of time before the service provider starts changing passwords, locking accounts and before users start changing their own passwords on other accounts.
- ★ Money, or rather, the amount of computing power the attacker can buy. Once this was about having powerful computers physically available, but these days it's about the amount of time you can buy on a cloud service

Our goal is push these costs up as high as we can, hopefully out of reach

[PAUSE]

Your opponent

needs:

- Time



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[PAUSE]

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[PAUSE]

Hash functions

We talked about hash functions earlier. Instead of storing the plaintext password, we store a value derived from the password. Since every password has to go through that function, we can use it to make things harder for an attacker

Choosing a hash function

There's lots of options available

We're interested in some specific properties

★ Cryptographic hash functions, generally, try to arrange it so that there's only one input for any given output, and so that given an output, you can't find the input. These are the fancy words for that

★ Key-derivation functions produce a high-randomness output (key) from an arbitrary input. This takes time to do, which is exactly what we need

Choosing a hash function

- Cryptographic hash functions
 - Pre-image resistance
 - Second pre-image resistance
 - Collision resistance

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Choosing a hash function

- Cryptographic hash functions
 - Pre-image resistance
 - Second pre-image resistance
 - Collision resistance
- Key-derivation function
 - Produces a high-randomness output from a low-randomness input
 - Slow 

There's lots of options available

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Speed test



[PAUSE]

We don't have time for a lot of detail

But I do have some benchmarks. Single-threaded, Perl 5.24, hashes implemented in C, on this 2013 MBP

★ These are bad password hash functions. They're perfectly fine cryptographic hash functions (well, maybe not MD5 anymore), but they're too fast to protect against an direct brute-force attack.

★ These are good password hash functions. It takes time to compute many hashes, but its not too bad when computing just one, as we would when a user is logging in

Speed test

- "Bad" functions
 - sha512 203252/s
 - sha256 456621/s
 - sha1 512821/s
 - md5 2173913/s



[PAUSE]

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Speed test

- "Bad" functions
 - sha512 203252/s
 - sha256 456621/s
 - sha1 512821/s
 - md5 2173913/s
- "Good" functions
 - bcrypt 14.9/s
 - scrypt 21.7/s
 - pbkdf2 21.8/s



[PAUSE]

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Further reading

Speed (or lack of) is the most interesting property of a hash function for passwords as far as we're concerned

There's lots more stuff you need to think about when selecting a hash function. I used to have slides about this. They were long and boring and you would have needed to go and read up anyway

Stuff like salts and rainbow tables, parameters for modern hardware, new and improved functions, how new technology might introduce new ways to attack old functions, and so on

Search for "password hashing functions"; there's plenty of good info out there. I've put some links on the talk website too

Otherwise, just look for the hashing library that recommended for your language; its probably fine



I got pwned!

[PAUSE]

So while I was writing this talk I received an email

You've been pwned!

You signed up for notifications when your account was pwned in a data breach and unfortunately, it's happened. Here's what's known about the breach:

Breach:	Last.fm
Date of breach:	22 Mar 2012
Number of accounts:	37,217,682
Compromised data:	Email addresses, Passwords, Usernames, Website activity

[PAUSE]

last.fm is a kind of social network for music. you share the music you're listening to with others

I haven't used it in years. I'd forgotten about it

Apparently they were hacked in 2012. The password database was copied and is apparently only just surfacing now

Fun facts: 38 million passwords, stored as unsalted MD5 hashes. Some analysis I saw claimed to have broken 96% of the hashes in two hours. I believe it ~250k of passwords were "123456". next most popular was "password" at ~90k

n8m1yF75wPjFP0K1

This was my password. Generated by my password manager. I haven't used it anywhere else so the breach is not significant

But of course I should still change it

udvrcqt3wk3headj

So I got my password manager to generate a new one.
This is what it came up with.

This particular one is 16 chars chosen from a range of 32. It's the same kind that we use at FastMail for one of our login features

Its a strong password by pretty much any measure

Your password is not strong enough. New passwords must:

- Be at least six characters long
- Contain one or more numbers
- Include at least one of the following special characters: !"#\$%&'()*+,-./;:<=>?
@[\]^_`{|}~, or a space

<sigh>

Except this measure

Thanks a lot

Tweaked password manager to produce the format its expecting

And now I can go back to not using this account



[PAUSE]

I wonder how many people ended up having a really bad day because some the wrong hash function was chosen?

Try not to make your users have a bad day

[PAUSE]

Make passwords useless

[PAUSE]

So here's an idea. What if we could make it so that even you manage to get hold of someone's password, you can't do anything with it? What if we could make it so it only works for the account owner?

We can! Sort of...

Two-factor authentication



We do that with two-factor authentication
Here's Bono with his two factors. This is not relevant, it's just a picture from a talk I did about two-factor auth and I wanted to use it again
[PAUSE]

The idea with 2FA is that to login, you have to present two different things

Something you know



[PAUSE]

Something you know: that is, your password

**Something you
have**



[PAUSE]

Something you have

Something you have



- ★ Some physical item that only you have access to
 - ★ That has been previously registered with the account
 - ★ That might be an app on your phone
 - ★ Or a separate standalone security device
- These are the common ones for consumer-level devices, but there are others

Something you have

- Some physical thing that only you have access to



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Something you have

- Some physical thing that only you have access to
- Previously registered with the account
- Your phone
 - SMS
 - TOTP



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Something you have

- Some physical thing that only you have access to
- Previously registered with the account
- Your phone
 - SMS
 - TOTP
- A standalone security device
 - U2F
 - TOTP



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 - ★ Or a separate standalone security device
- These are the common ones for consumer-level devices, but there are others



[PAUSE]

The easiest way to explain this is to see it in action

Using FastMail as an example because that's what I know

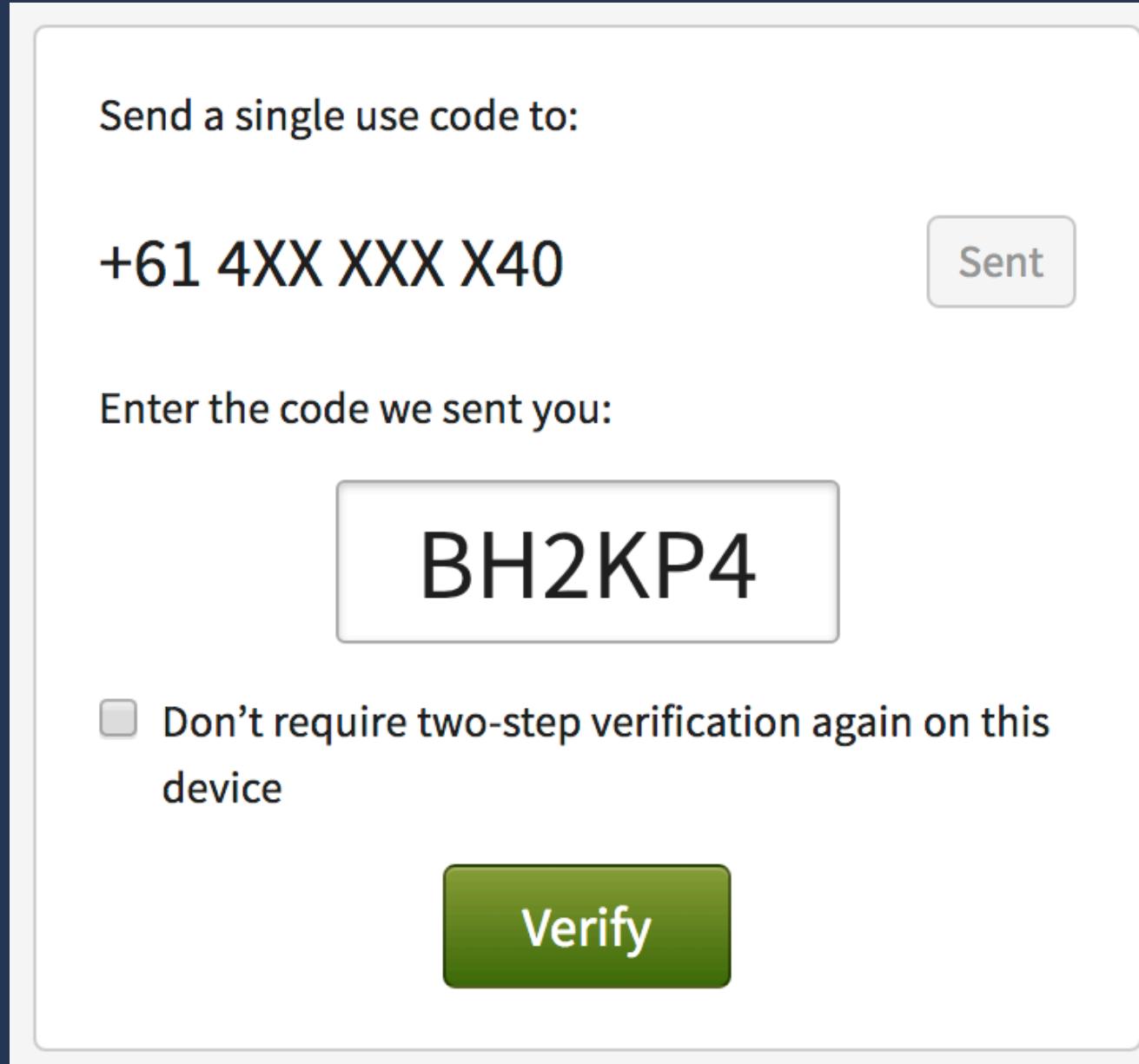
Username & password

The form consists of the following elements:

- Username:** robn@fastmail.com
- Password:** (represented by five dots)
- Keep me logged in:**
- Log In:** A large green button.

You start if in the normal way, asking for a username and password
If the password is wrong, you reject outright
Otherwise, you request a second factor from one of the methods the user has previously registered

Second factor: SMS



SMS is a method you might be familiar with. As well as Google and other services, banks often use this style. When you make a large transfer or change some personal info, you have to enter a code to confirm

Service generates a code, sends it to your phone. You receive it and type it in, and that proves you control the number

[PAUSE]

Second factor: TOTP



This is a TOTP device. TOTP is a "time-based one-time password"

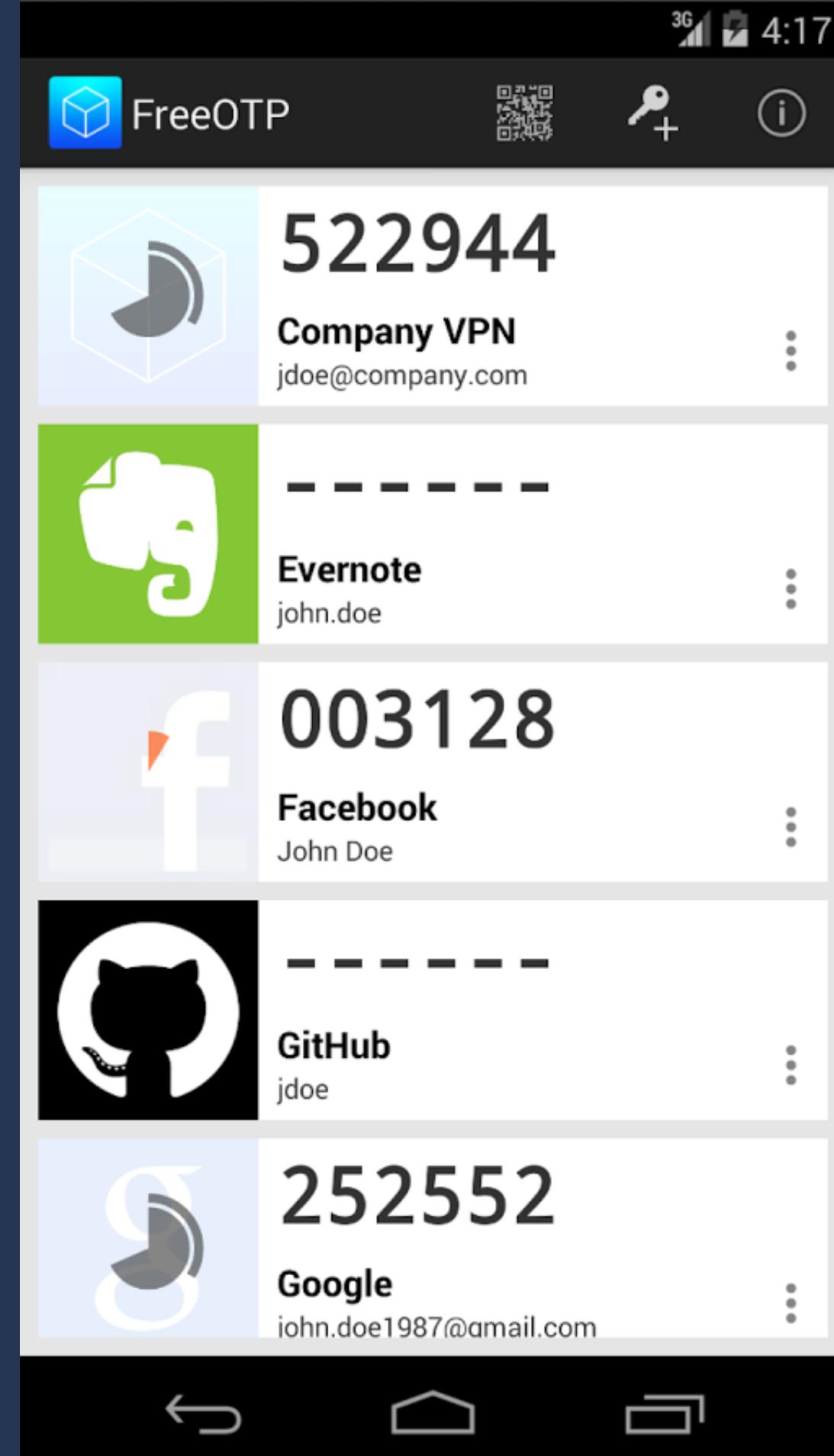
The device and the server have a shared key, established at registration

The device generates a 6-digit code, derived from the key and the current time, and is valid for a short amount of time

I've got some of these devices with me; come and find me if you want to have a look

[PAUSE]

Second factor: TOTP



This is a TOTP app. It does exactly the same thing. Of course it has more storage available, so it can handle multiple accounts

[PAUSE]

Second factor: TOTP

Enter the 6-digit code from the authenticator app on your phone:

123456

Don't require two-step verification again on this device

Verify

At login time, the user gets the current code from the device or app, and type it in
The server generates its own code from the key and current time, and compares

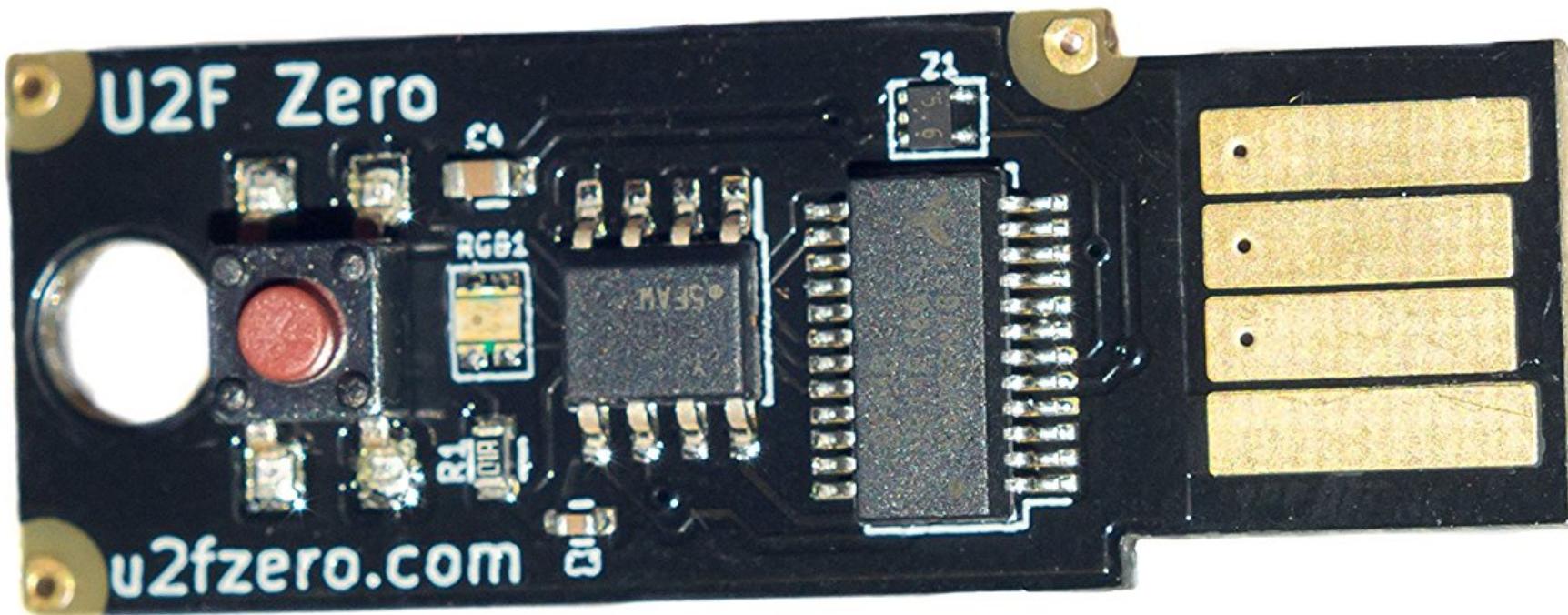
Second factor: U2F



U2F is "universal two-factor". They're USB devices that you plug in

They have some activation method, either a button or touch pad, or the actual act of inserting the device. Inside, there's a bunch of modern public-key crypto. They're kind of the gold standard for two-factor auth
[PAUSE]

Second factor: U2F



And they are standard!

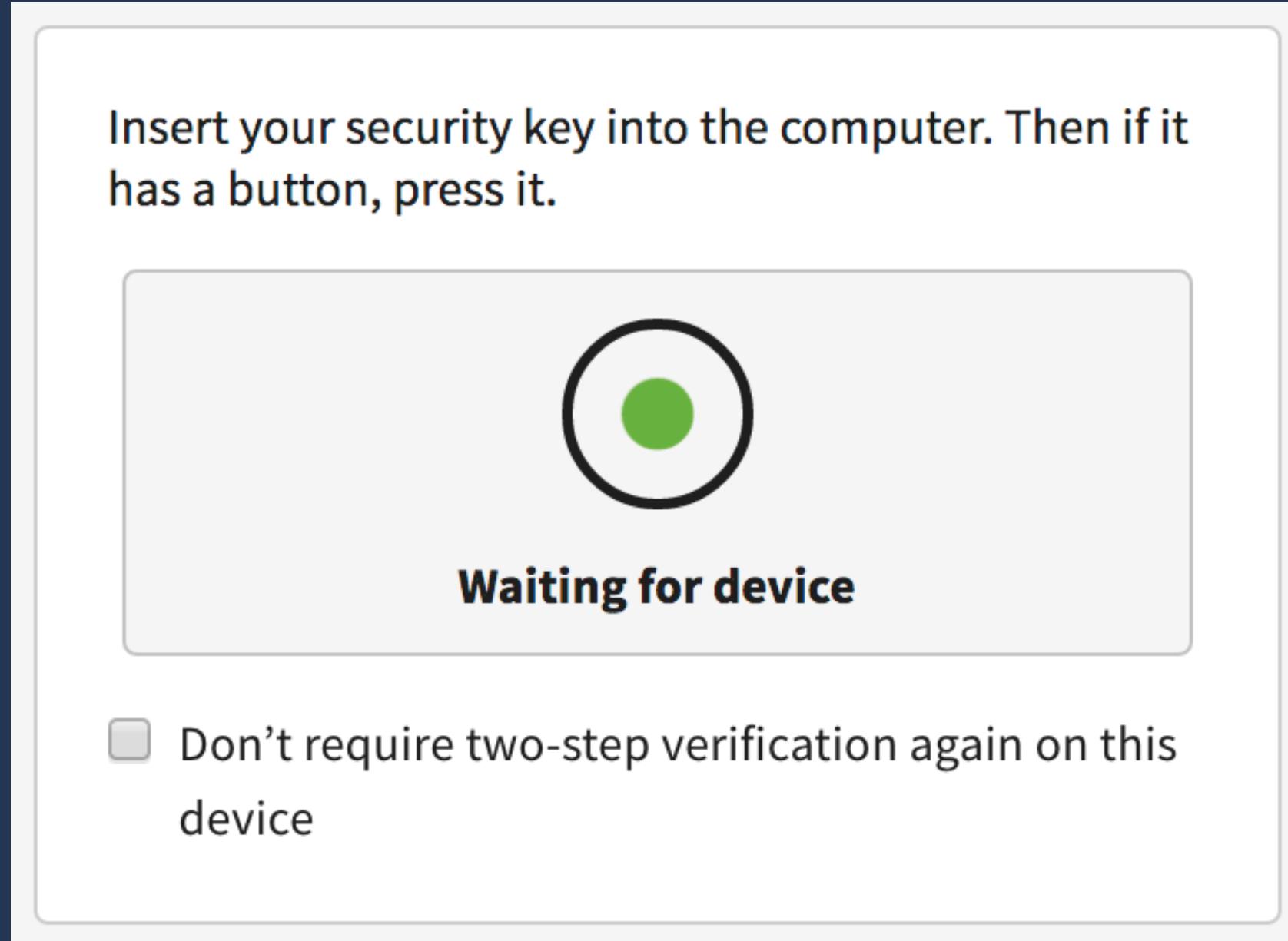
This is a U2F device designed and built by a chap named Conor Patrick

Hardware and software is all open source

He's selling a small run of them at the moment. Mine are on their way!

[PAUSE]

Second factor: U2F



So at login, you get asked to activate the device. You just press the button

The server sends a challenge, the browser asks the device to sign it, and then returns the signature to the server to verify

I get ridiculously excited about U2F. Its rare that you find something that is best technical choice and has the best user experience at the same time

[PAUSE]

Bonus prize round!



This is a Nitrokey U2F device

I've got 50 of these to give away

Use it to secure your FastMail, Github, Dropbox, Google, etc account

Or use it to learn how to add support to your service or app

One condition: you have to tweet, blog or otherwise say something public about what you did. We're trying to make it more visible

Come and find me later to get one and lets talk about it

Why two-factor?



[PAUSE]

Why are we doing this?

- ★ We've now made the password useless without the second factor
- ★ So if it does leak, the account is still secure
- ★ But the second factor can't do anything by itself
- ★ So there's no problem if you lose it

Why two-factor?

- Make the password useless by itself



[PAUSE]

Why are we doing this?

- ★ We've now made the password useless without the second factor
- ★ So if it does leak, the account is still secure
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Why two-factor?

- Make the password useless by itself
- Even when leaked or stolen



[PAUSE]

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Why two-factor?

- Make the password useless by itself
- Even when leaked or stolen
- But make the second factor do nothing by itself



[PAUSE]

Why are we doing this?

- ★ We've now made the password useless without the second factor
- ★ So if it does leak, the account is still secure
- ★ But the second factor can't do anything by itself
- ★ So there's no problem if you lose it

Why two-factor?

- Make the password useless by itself
- Even when leaked or stolen
- But make the second factor do nothing by itself
- So you can lose your phone but still keep your account safe



[PAUSE]

Why are we doing this?

- ★ We've now made the password useless without the second factor
- ★ So if it does leak, the account is still secure
- ★ But the second factor can't do anything by itself
- ★ So there's no problem if you lose it

We helped!



[PAUSE]

Congratulations, we did it!

We helped!



- ★ Our users have a chance of creating a good password
- ★ We know how to store it securely with the best chance of keeping it safe if it ever leaks
- ★ We've got 2FA available so the password alone can't access the account

We helped!

- High-quality passwords
 - Sensible password policy and strength feedback to user



- ★ Our users have a chance of creating a good password
- ★ We know how to store it securely with the best chance of keeping it safe if it ever leaks
- ★ We've got 2FA available so the password alone can't access the account

We helped!

- High-quality passwords
 - Sensible password policy and strength feedback to user
- Passwords stored securely
 - Good hash function with salts



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We helped!

- High-quality passwords
 - Sensible password policy and strength feedback to user
- Passwords stored securely
 - Good hash function with salts
- Passwords not the whole story
 - Two-factor authentication



- ★ Our users have a chance of creating a good password
- ★ We know how to store it securely with the best chance of keeping it safe if it ever leaks
- ★ We've got 2FA available so the password alone can't access the account



[PAUSE]

Everything is great now, right?

Well... no. Because remember where we started?

Passwords are terrible

[PAUSE]

Passwords are fundamentally terrible
Everything we've talked about today is just
trying to make the best of a bad situation



[PAUSE]

But we shouldn't despair!

There's smart people working on the problem. New tech and new research is coming out all the time

Maybe you'll be the one to solve it!

And for the rest of us, there's loads we can do right now to make things better for everyone

Th@nk y0u!

Thanks a lot!

Th@nk y0u!
(don't forget your U2F key)

Don't forget to come get your U2F key