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Course: CPSC526

Assignment: 4: Encrypted File Transfer

Tutorial: T03

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Files Submitted: readme.pdf, myclient6.py, myserver6.py

python version: 3.6.2

HOW TO COMPILE SECTION

ARGS PROTOTYPE: myserver6.py <PORT> <SECRETKEY> myclient6.py <COMMAND> <FILENAME> <HOST:PORT> <CIPHER> <SECRETKEY>

HOW TO RUN (EXAMPLE):

RUN SERVER FIRST: \$ python3.6 myserver4.py 5555 mysecret

RUN CLIENT SECOND:

RFAD:

\$ python3.6 myclient4.py read a.txt localhost:5555 null mysecret

WRITE:

\$ cat test.txt | python3.6 myclient3.py write a.txt localhost:5555 null mysecret

TESTING (AES256 upload/download/checksums/1MB file) SECTION

The client/server was tested with files of the following sizes: OB, 1KB, 1MB, 1GB.

The files were generated using the dd command in linux. For example: \$ dd if=/dev/urandom bs=1K iflag=fullblock count=1M > 1GB.bin

The SHA256 hashes were calculated using \$ sha256sum *.bin

e3b0c44298fc1c149afbf4c8996fb92427ae41e4649b934ca495991b7852b855 0B.bin c7a56487202a1b216a048c77cefdc374c2345c248caee945dfed0d1f693ca7dd 1GB.bin f267497127be5cc7bf4866385fd23c895b68639134a4214be6ebdc4fce68eb3a 1KB.bin 14bd7ef141a787b931ce63bc4f259ada2390538b7250f93f024e85fa59c5ed7b 1MB.bin

The files were then read by the client and the sha256 hashes were recalculated and the hashes matched:

The files were then resent to the server and again the hashes matched:

COMMUNICATION PROTOCOL DESCRIPTION

I decided to do the communication protocol as closely as described in the assignment description as possible.

- 1. client: generates the nonce and concatenates it with the cipher.

 client receives secret key from command line and generates IV and SK from it and nonce
- 2. client -> server: client sends cipher_nonce unencrypted.
- 3. server: receives cipher_nonce and generates IV and SK. server generates challenge.

The challenge is the client must sha256 hash a randomly generated bytestring with the secret key and return the hash to the server. (Though it would be possible to break this by simply listening to the transmission of the random string and the response from the client, then brute forcing until you find the same hash. But these communications are encrypted. But it is still possible to break this by simply knowing which encryption algorithm is used which was sent previously unencrypted.)

- 4. server -> client: sends challenge
- 5. client -> server: sends hash of challenge with secret key.
- 6. server: if hashes match then server proceeds. if not then server does not reply, and breaks the connection, logs the attempt.
- 7. client -> server: client sends the command_filename to the server.
- 8. server -> client: If the command is doable the server replies "GOOD". If not doable the server breaks the connection.

TIMING REPORT AND CONCLUSIONS

NOTE: These timings are calculated from the client side.

NOTE: These tests were run with client and server on the same machine.

	filename	average_time (s)	correct hash
cipher = null			
command = read			
	0B.bin	0.320	yes
	1KB.bin	0.323	yes
	1MB.bin 1GB.bin	0.373 40.782 (some failed)	yes
	IGB.DIII	40.762 (Soffie Talled)	not always
cipher = null			
command = write			
	0B.bin	0.327	yes
	1KB.bin 1MB.bin	0.324 0.345	yes
	1GB.bin	some failed	yes not always
	100.011	Joine failed	not aiways
cipher = aes128			
command = read			
	0B.bin	0.323	yes
	1KB.bin 1MB.bin	0.331	yes
	1GB.bin	0.577 3m25s	yes yes
	105.5	3111233	<i>y</i> e s
cipher = aes128			
command = write			
	OB.bin	0.311	yes
	1KB.bin 1MB.bin	0.338 0.452	yes yes
	1GB.bin	some failed	not always
cipher = aes256			
command = read	00.1.	0.045	
	0B.bin 1KB.bin	0.315	yes
	1MB.bin	0.320 0.525	yes yes
	1GB.bin	3m16s (and fails)	not always
		()	
cipher = aes256			
command = write		0.045	
	OB.bin	0.317	yes
	1KB.bin 1MB.bin	0.327 0.450	yes
	1GB.bin	failed	yes no

CONCLUSIONS

I have noted that the difference between the AES128 and AES256 encryption is insignificant. Also, I have noted that my protocol is not reliable for large file sizes.

If I had more time and/or were to re-do this assignment I would:

- 1. Wait for data to fully populate the buffer before attempting to read from it. such as: if buffer should be = buffer.length: wait till message fully received, THEN proceeded.
- 2. Perhaps I would use a separate communication channel to do ACKS of packets.
- 3. Only finalize padding if the buffer is not full when sending.

I believe these would have solved my problems for the larger files.