Information Security Assignment 4

Group 31 Stijn Kammer (s4986296) & Ramon Kits (s5440769) October 28, 2022

Exercise 1

1. Consider a CRC that uses the divisor 10011. Find two collisions with 10101011, that is, find two other data values that produce the same CRC checksum as 10101011.

First we have to compute the CRC checksum of 10101011 using the divisor 10011.

```
101010110000

10011
11001
10011
10101
10011
11000
10011
10110
10011
10011
10110
```

The CRC checksum is therefore 1010. Now we have to find two other data values that produce the same CRC checksum. The first place where zeros have been added has to be the same in order to find a collision. In this case, we have to find a value that produces a step where 11000 is used. That is, the first step where CRC bits are being added. So to make it easy to find a collision, we can just use 110 as value because this generates the step we need instantly. Also, we can use one of the other intermediate steps to find a collision, e.g. 10101. This way of finding collisions is very limited, only steps of the original value can be used. To find a collision with a value of the same length as the original, we can also use the divisor as the first part of the value so when a XOR is performed on that part, the first 5 bits will get discarded in a sense. At this point, we are left with 3 bits that have to be 110 to get the desired step we want. So the value we end up with is 10011110.

We now have found three collisions using two different methods. Collisions can also be found in more sophisticated ways, but with the simplicity of the question in mind, only two ways are discussed here. Our found values are **110**, **10101** and **10011110**. Which are more than two, but it makes it possible to demonstrate multiple ways of finding collisions.

2. Consider a CRC that uses the divisor 10011. Suppose the data value is 11010110. Trudy wants to change the data to 111*****, where "*" indicates that she doesn't care about the bit in that position, and she wants the resulting checksum to be the same as for the original data. Determine all data values Trudy could choose. For this question, we have to find all data values that Trudy could choose. Now we cannot

use the same method as in the previous question because we want all possible data values that start with 111 and have a length of 8 bits. Trudy has the opportunity to generate any of $2^5 = 32$ possible values for the remaining 5 bits, of which only a select amount create the same CRC checksum as the original data value. Brute forcing all options is possible but not scalable. So we have to find a way to compute the possible values without having to check all of them.

We have to solve for the unknown bits in the following checksum calculation steps.

```
111*****0000
10011
11...
10011
1...
10011
...
11000
10011
10110
10011
1010
```

For the one step before we reach 11000, we can say that there are a small group of possibilities for the unknown bits.

We can fill in the empty step in the only possible way, and we can remove that step all together. That gives us the two only solutions.

Filling these values in the checksum calculation steps, we get the following results.

```
111001110000
                     111101000000
10011
                      10011
 11111
                      11011
 10011
                       10011
  11001
                        10000
  10011
                        10011
                and
   10101
                           11000
   10011
                           10011
     11000
                            10110
     10011
                            10011
      10110
                              1010
      10011
        1010
```

The only two answers are 11100111 and 11110100.

Exercise 2

Code for this exercise can be found at Themis.

Exercise 3

Code for this exercise can be found at Themis.

Exercise 4

To compute this probability, the best way to approach this is by calculating The probability of everyone having a distinct fingerprint and subtracting that from 1. But how do we calculate that probability?

We can take the product of the probabilities of each person getting a distinct fingerprint. This can be calculated using the following formula:

$$P_{distinct}(t,p) = \prod_{n=1}^{p} \frac{t+1-n}{t}$$
 (1)

Where t is the number of possible fingerprints and p is the number of people. This equation can be simplified to:

$$P_{distinct}(t,p) = \frac{\frac{t!}{(t-p)!}}{t^p} \tag{2}$$

If we put in the values $t=2^{160}$ and $p=7.5\times 10^9$, it becomes apparent the simplified equation is not very helpful. It has to calculate $(2^{160})^{7.5\times 10^9}$, which is an unimaginably large number. No computer can calculate this number. Therefore, we have to use the original equation. Code can be written to calculate this probability, calculations have pointed out this will take around 25 minutes to complete.

Doing this with a basic script would however not work. For these types of calculations we need high precision floating point numbers. Python does not have these by default. Computers in general cannot easily compute with high precision floating point numbers needed for this calculation. If we want to calculate this probability, we need to use a library that can handle these numbers. But doing this makes the calculation take significantly longer. So long that it is not feasible to calculate this probability this way. And even then, the code would most likely output a wrong answer due to the physical limitations of computers. We have to approximate the probability.

Let us take a look at equation 1 again. Since $p \ll t$, and also $p^2 \ll t$, we can approximate the product function by using the following approximation:

$$P_{collision}(t,p) \approx \frac{p^2}{2t}$$
 (3)

This equation is not fully accurate, but it is accurate enough for this problem. Filling in the values $t = 2^{160}$ and $p = 7.5 \times 10^9$, we get:

$$P_{collision}(t,p) \approx \frac{(7.5 \times 10^9)^2}{2 \times 2^{160}} \approx 2 \times 10^{-29}$$
 (4)

This is a very small probability. This shows that getting a hash collision is highly unlikely. This probability is negligible as of today.

Exercise 5

- 1. The conflict of interest classes are:
 - (a) $\{C_1, C_3\}$
 - (b) $\{C_2, C_4, C_6\}$
 - (c) $\{C_5\}$

These classes share the same interests. The first class shares the interests of the finance sector, the second class shares the interests of the pharmaceutical sector and the third class shares the interests of the media sector.

2. The diagram for the conflict of interest classes is:

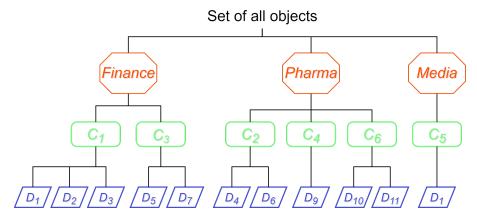


Figure 1: Conflict of interest classes, with the Chinese wall policy.

Where the orange octagons represent the conflict of interest classes, the green rounded rectangles represent the clients and the blue parallelograms represent the documents.

Exercise 6

1. This policy targets subjects with the role named Manager and the resource named Report1. If both values are given but one or more of these conditions is not met, e.g. the role Employee is given, the policy will consider target to be "No Match". If previous situations do not apply and one or more values are not given, the policy will consider the target to be "Indeterminate" because both of the values must be present.

When the target is a match, the two rules are checked. The first rule checks whether access should be denied. This first rule has two conditions. The first condition checks for the subject client. If for this condition the value "C" is given, this specific condition is met and will return true. The second condition checks whether the resource is confidential or not. If this value is not given, the condition will assume the resource is not confidential. If the resource is confidential, the condition will return true. When both conditions returned true, the first rule will return an access decision of "Deny". The second rule will return an access decision of "Permit" no matter what.

Since this policy has a deny-overrides rule-combining algorithm, the deny decision has priority over the permit decision. Therefore, the second rule will only apply if the first rule does not apply.

In short, the policy will deny access to the resource Report1 for the subject with the role Manager if the subject client is given as "C" and the resource is confidential, otherwise it will grant access. If the subject role is not Manager, or the resource is not Report1, the policy will not grant or deny access to any resource.

2. First of all, the values subject (division, Finance) and action (action-id, read) are not used by the policy, so there is no need discussing those values. When the target is

checked, both values are given and both conditions are met. The subject role is Manager and the resource ID is Report 1.

The client value is not given, however when this is not given, the policy assumes the client is not "C". The resource is confidential because resource (confidential, true), but since the client is not "C", access is not getting denied. The second rule will return an access decision of "Permit" and that also will be the final access decision.

Exercise 7

Kerberos ensures that the authentication is completed within the authentication's allowed lifespan by saving the timestamp of the authentication. The timestamp is saved in the Ticket Granting Ticket (TGT). This ticket is also sent to the client. The client can use this ticket to request a service ticket from the Kerberos server. The Kerberos server will check the timestamp of the TGT. If the timestamp is still valid, the Kerberos server will grant the service ticket. If the timestamp is not valid, the Kerberos server will deny the service ticket. The Ticket Granting Ticket is encrypted with the Ticket Granting Service's (TGS) secret key. This ensures that the client cannot change the timestamp of the TGT.

The client receives the TGT with the encrypted timestamp because one of the goals of Kerberos is to be stateless. This is what makes Kerberos so scalable. The Kerberos server does not need to keep track of the authentication's timestamp. The client can keep track of this information that way.

Exercise 8

Exercise 9

Exercise 10