

Can “Something You Know” be Saved?

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Introduction: Authentication

1. Something you know

- Passwords, Passphrase
- Challenge-Response
- Graphical Passwords
- Secret Questions



2. Something you have

- RSA SecurID
- smartcard



3. Something you are

- Fingerprint, biometrics



**Two factor just means two of the above:
e.g. Password + Smartcard**

Challenge Response

- Problem with passwords is replay:
 - “Prove” identity by revealing secret (password)
 - Do this on untrusted PC, and keylogger knows it too!
- Can we reveal only part of secret?
 - E.g. suppose I memorize 256 bits
 - At login server challenges: $\text{SHA1}(\text{secret} \times \text{salt}) = \text{???$
 - Now keylogger learns nothing
- Except I can't memorize 256 bits, or do SHA1
 - Within constraints of human memory (40-80 bits), and calculating power what can we do?

Attack Model

- Attacker observes everything on PC
 - keystrokes, mouse-moves, screenshots, traffic
- Attacker observes several login sessions
 - E.g. login many times from same PC

Why Bother with this?

- Aren't passwords going to be replaced by.....
 - Tokens, securID, 2 factor?
 - Some web 2.0 thing I read about?
- Maybe, but
 - Need ``Something You Know'' (at least as 2nd factor)
 - Instantaneous, free, ubiquitous
 - Only thing worse than 29 passwords is 29 smartcards!

Related Work

- Weinshall [2006]
 - Proposed Challenge Response scheme
- Golle and Wagner [2007]
 - Demonstrate brute force break.
- Lei et al [2007]
 - New scheme (see Appendix for break)
- Pattern:
 - Author 1: “here’s a clever scheme”
 - Author2: “here’s how to break it”
- Is there a systematic problem with Challenge Response?

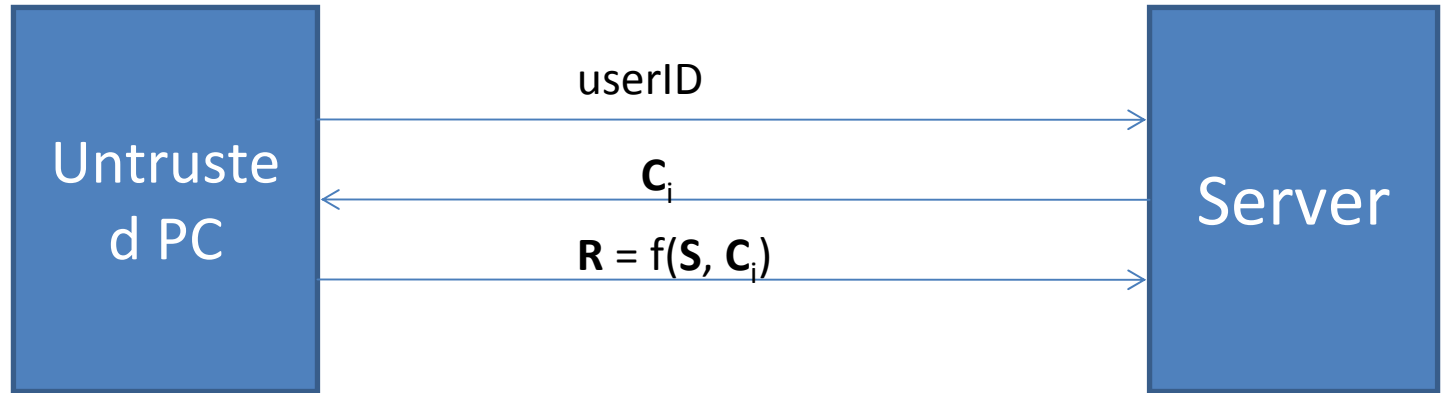
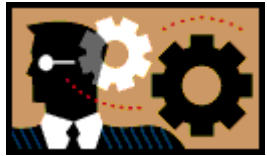
Challenge Response

S	N-bit secret shared between user/server
C_i	Challenge (random)
R = f(S, C_i)	M-bit response (based on challenge and secret)
M	#bits of response > 20. Random guess has < 10 ⁻⁶ chance
N	#bits user must remember: TBD

Everything except **S** is public

User's task: remember N bits, perform calculation **R = f(S, C_i)**, give M-bit response

Challenge Response



- User must calculate $R = f(S, C_i)$ in his head
 - No use of untrusted PC

Example:

- Cryptographic Hash: $f() = \text{SHA1}()$, $\mathbf{S} > 256$ bits
 - User returns $\mathbf{R} = \text{SHA1}(\mathbf{S}, \mathbf{C}_i)$
 - Problem: remember 256 bits, do SHA1 in head
- Challenge for random portions of secret
 - $\mathbf{S} =$ “Rex chewed Mary’s new slippers”
 - $\mathbf{C} =$ Deliver chars in posns 7, 9, 13, 17
 - $\mathbf{R} =$ “eeas”
 - Problem: attacker gets whole secret after few logins

A Single Login

- Response is M-bits (or M/k k-bit symbols)
 - $\mathbf{R} = f(\mathbf{S}, \mathbf{C}_i) = \mathbf{R}_0 \mathbf{R}_1 \mathbf{R}_2 \dots \mathbf{R}_{M/k-1}$
- How many bits of \mathbf{S} involved in calculating \mathbf{R}_i ?
- Suppose all N bits of \mathbf{S} used for each bit of \mathbf{R}_i
 - Requires at least $M(N-1)$ binary decisions
 - E.g. 20 (80-1) = 1580 decisions
 - User performs 2 decisions/second \rightarrow 13.3 minutes!
- So only $U \ll N$ bits involved in each symbol \mathbf{R}_i

Model

- W logins \Rightarrow MW -bit stream

$$\Gamma = \underbrace{R_0 R_1 R_2 \dots R_{M/k-1}}_{\text{1st } M\text{-bit login}} \underbrace{R_{M/k} R_{M/k+1} \dots R_{W-1}}_{\text{W-1 logins}}$$

- Attacker can try many offline attempts

– For each secret S' calculate

$$\Gamma' = R'_0 R'_1 R'_2 \dots R'_{M/k-1} R'_{M/k} R'_{M/k+1} \dots R'_{W-1}$$

- If $\Gamma = \Gamma'$ attacker is done.

How Many bits of Secret involved in each output symbol

- Two secrets \mathbf{S} and \mathbf{S}' differ in e posns
- What about their responses?
 - $\mathbf{R}_0 \mathbf{R}_1 \mathbf{R}_2 \dots \mathbf{R}_{M/k-1}$
 - $\mathbf{R}'_0 \mathbf{R}'_1 \mathbf{R}'_2 \dots \mathbf{R}'_{M/k-1}$
- Only $U \ll N$ bits of \mathbf{S} involved in each \mathbf{R}_i
- When $e \ll N$ high probability that none of the e bits where \mathbf{S} and \mathbf{S}' differ among U involved

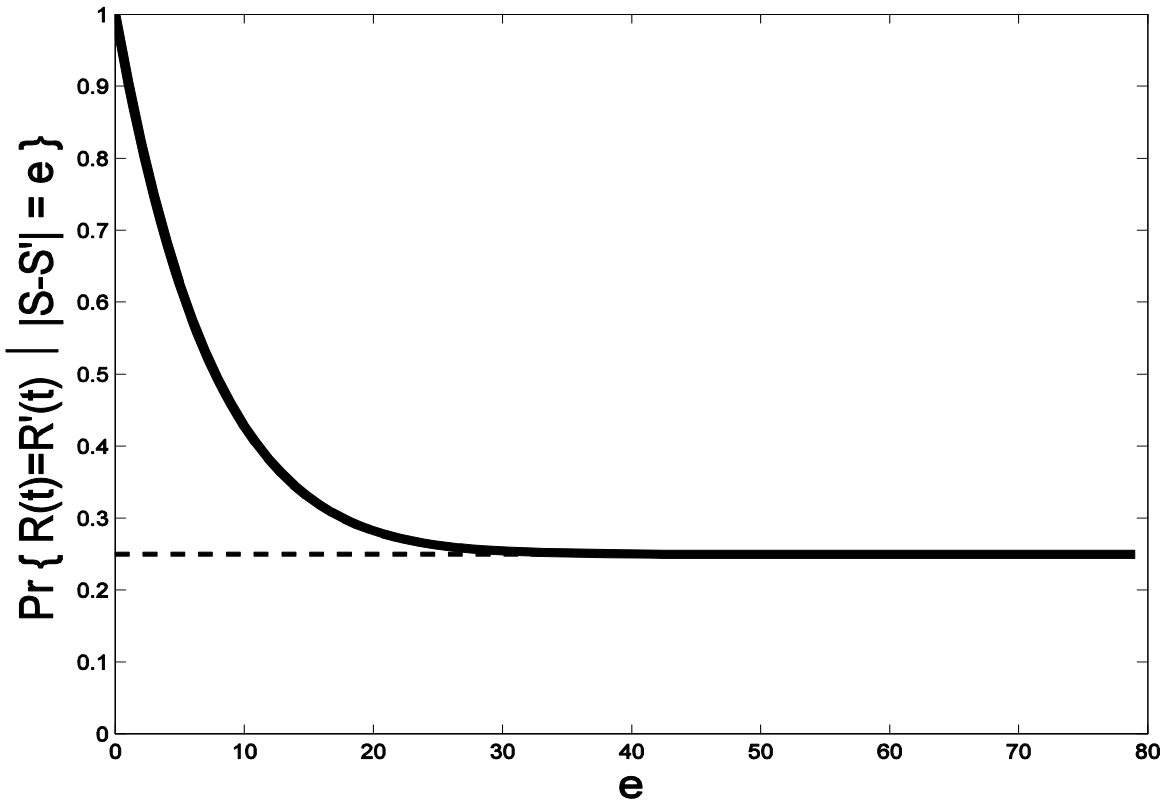
$$\mathbf{R}_i = \mathbf{R}'_i$$

A Generic Brute-Force Attack

1. When \mathbf{S} and \mathbf{S}' are close $\mathbf{\Gamma}$ and $\mathbf{\Gamma}'$ are close
2. It's easy to find an \mathbf{S}' that's close to \mathbf{S}
3. Once close it's easier to get closer

Secrets close => Responses close

Prob $\{R_i=R'_i \text{ given } |S-S'|=e, N=80, U=10\}$

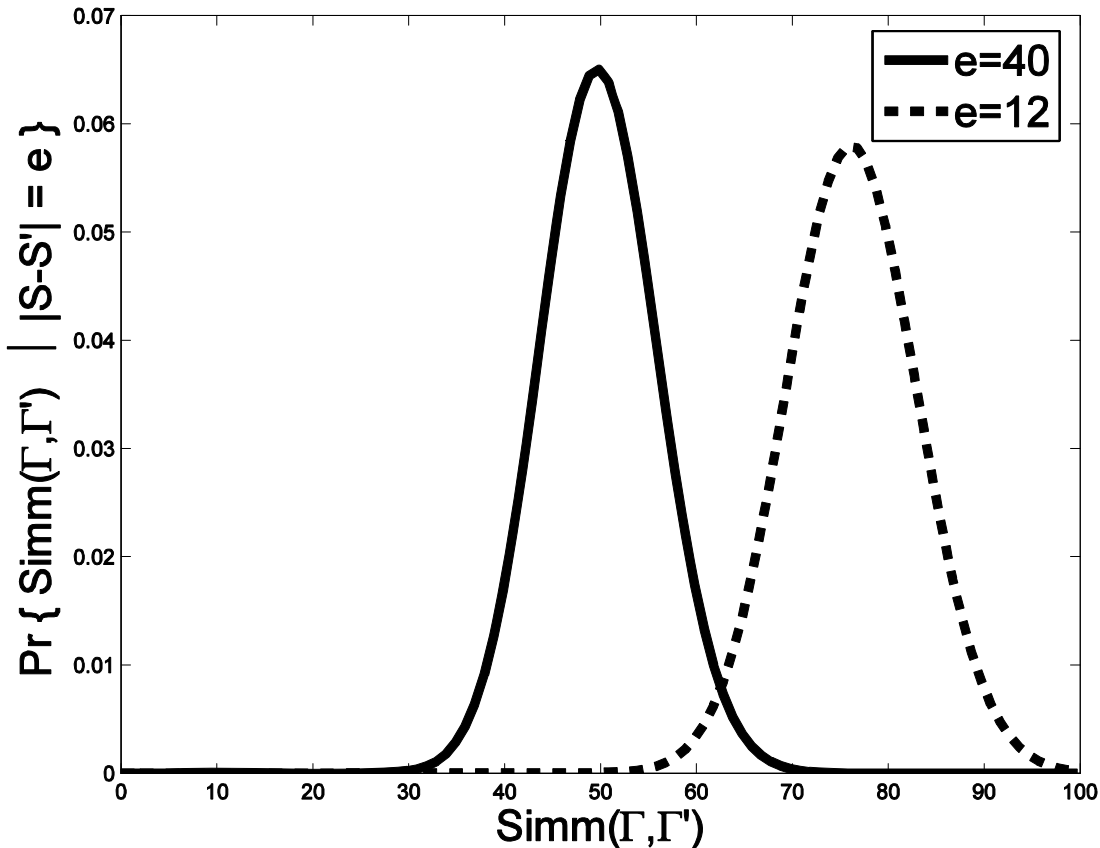


- $|S-S'|$ large
 - $\Pr \sim 0.25$
- $|S-S'|$ small
 - $\Pr\{\} \rightarrow 1$

Secrets close => Responses close

$\text{Simm}(\Gamma, \Gamma')$ same given

$|\mathbf{S}-\mathbf{S}'|=40$ and 12 ; $N=80$, $U=10$, $W=20$



- Can distinguish
 - $|\mathbf{S}-\mathbf{S}'|$ large
 - $|\mathbf{S}-\mathbf{S}'|$ small
- **Responses coincide more**

Easy to get a secret that's close

- Enumerate Γ' for large number of secrets S'
- Retain those for which
 - $\text{Simm}(\Gamma, \Gamma')$ is large
- With high probability have at least one S'
 - $|S - S'|$ is small

Once close, easy to get closer

- Suppose we're close:
 - $|\mathbf{S}-\mathbf{S}'|=e$ and e is small
- Flip one bit of \mathbf{S}' :
 - Either distance $e-1$ or $e+1$
 - Distance $e-1$ produce responses more like Γ than distance $e+1$ neighbors
 - Repeat and iterate to \mathbf{S}

The Generic Attack

- Choose enough secrets \mathbf{S}' to ensure that several are close to \mathbf{S}
- Retain those where
 - $\text{Simm}(\Gamma, \Gamma')$ is large
- On all remaining secrets \mathbf{S}'
 - Iterate to get closer.

What's needed to resist Brute-force?

- Time to Brute-force secret

#Logins	N=50	N=60	N=70	N=80
10	9.9	24	16	58
15	10.5	15.9	23	32
20	12.2	20.5	30.2	42
25	17.5	27.8	41.4	57

- Recall: user must do $> 20(N-1)$ decisions

Conclusion

- If (Secrets close => Response close)
 - then GameOver
- When $U \ll N$ scheme easily brute-forced
- If we cannot restrict #logins observed
 - Very hard to find anything between
 - Passwords
 - Tokens, securID, OTP's, 2 factor
- Questions?