

# **CSE 484 / CSE M 584:** **Computer Security and Privacy**

Autumn 2019

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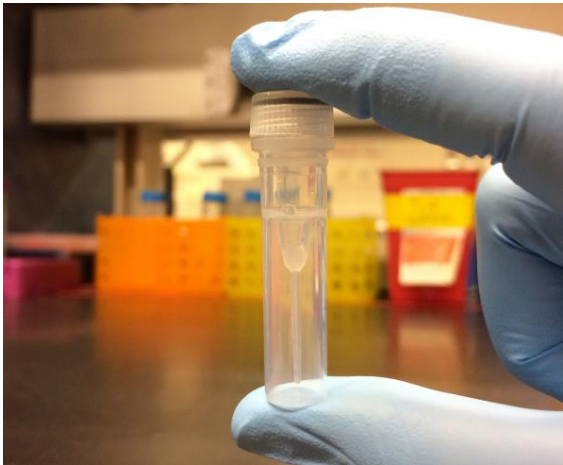
Thanks to Dan Boneh, Dieter Gollmann, Dan Halperin, John Manferdelli, John Mitchell, Franz Roesner, Vitaly Shmatikov, Bennet Yee, and many others for sample slides and materials ...

# Announcements

- **Quiz Section Tomorrow:** Try Target 5 in Advance (and Target 6 + 7, if time)
- This Week My Office Hours: W 12:30, starting in CSE1 403, then to CSE2 307 at 1pm
- (TA office hours as usual, and great place for lab discussions)
- HW1 – TAs very proactive (thanks!!), but I still want to look at them so will mute again, go through them all, then unmute

# Research Discussions

- Monday (10/14): Peter Ney on Bio-Cyber Security and Cell Site Simulators
- Monday (10/21): Karl Koscher on Automotive Cyber Security
- Wednesday (10/23): Ivan Evtimov on Adversarial Machine Learning
- Monday (10/28): Emily McReynolds on Law and Policy



10/16/2019



CSE 484 / CSE M 584 – Autumn 2019



# Broad Classes of Security Research

- Measurement
  - Analysis / attack exploration
  - Building secure systems
  - Human-computer interaction
- 
- Guest lectures connected to threat modeling and to buffer overflows as well

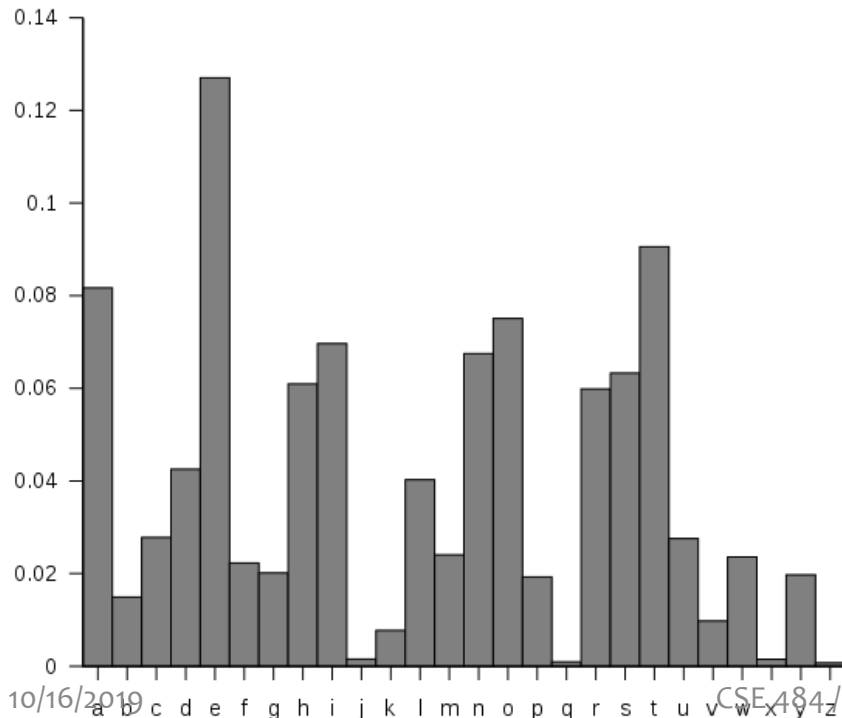
# History: Substitution Cipher

- Superset of shift ciphers: each letter is substituted for another one.
- Add a secret key
- Example:
  - Plaintext: ABCDEFGHIJKLMNOPQRSTUVWXYZ
  - Cipher: ZEBRAS CDEFGHIJKLMNOPQTUVWXY
- “State of the art” for thousands of years

# History: Substitution Cipher

- What is the key space?  $26! \approx 2^{88}$
- How to attack?

– Frequency analysis.



## Bigrams:

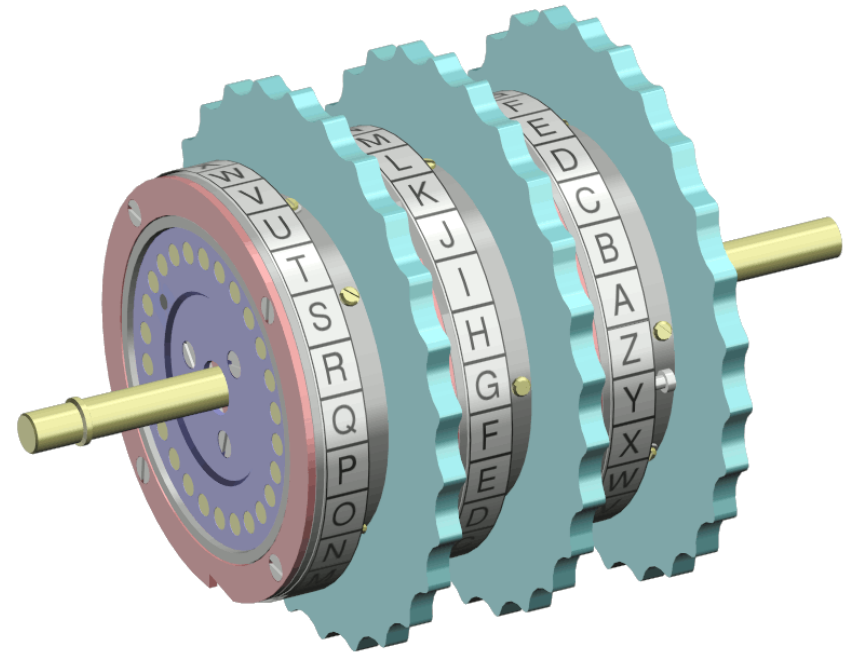
th	1.52%	en	0.55%	ng	0.18%
he	1.28%	ed	0.53%	of	0.16%
in	0.94%	to	0.52%	al	0.09%
er	0.94%	it	0.50%	de	0.09%
an	0.82%	ou	0.50%	se	0.08%
re	0.68%	ea	0.47%	le	0.08%
nd	0.63%	hi	0.46%	sa	0.06%
at	0.59%	is	0.46%	si	0.05%
on	0.57%	or	0.43%	ar	0.04%
nt	0.56%	ti	0.34%	ve	0.04%
ha	0.56%	as	0.33%	ra	0.04%
es	0.56%	te	0.27%	ld	0.02%
st	0.55%	et	0.19%	ur	0.02%

## Trigrams:

1. the	6. ion	11. nce
2. and	7. tio	12. edt
3. tha	8. for	13. tis
4. ent	9. nde	14. oft
5. ing	10. has	15. sth

# History: Enigma Machine

Uses rotors (substitution cipher) that change position after each key.



Key = initial setting of rotors

Key space?

$26^n$  for  $n$  rotors

Received April 4, 1977

## A Method for Obtaining Digital Signatures and Public-Key Cryptosystems

R.L. Rivest, A. Shamir, and L. Adleman\*

### Abstract

An encryption method is presented with the novel property that publicly revealing an encryption key does not thereby reveal the corresponding decryption key. This has two important consequences:

1. Couriers or other secure means are not needed to transmit keys, since a message can be enciphered using an encryption key publicly revealed by the intended recipient. Only he can decipher the message, since only he knows the corresponding decryption key.
2. A message can be "signed" using a privately held decryption key. Anyone can verify this signature using the corresponding publicly revealed encryption key. Signatures cannot be forged, and a signer cannot later deny the validity of his signature. This has obvious applications in "electronic mail" and "electronic funds transfer" systems.



# How Cryptosystems Work Today

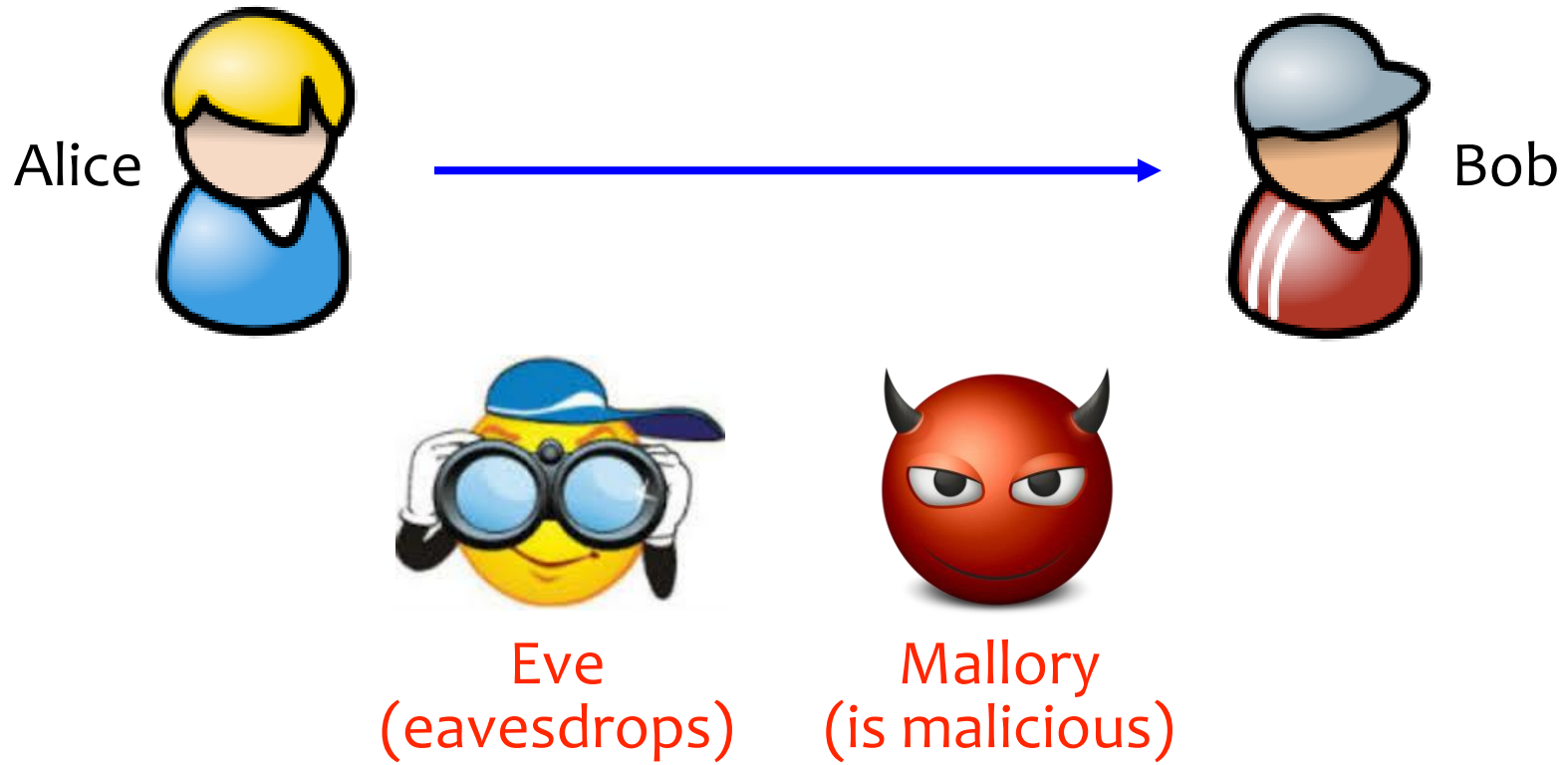
- Layered approach:
  - **Cryptographic primitives**, like block ciphers, stream ciphers, hash functions, and one-way trapdoor permutations (examples: AES, SHA256, RSA)
  - **Cryptographic protocols**, like CBC mode encryption, CTR mode encryption, HMAC message authentication
- Public algorithms (**Kerckhoff's Principle**)
- Security proofs based on assumptions (not this course)
- Be careful about inventing your own (fun, but challenging 😊)
- Above terms will make more sense later – right now probably looks like a foreign language 😊

# Kerckhoff's Principle

- Security of a cryptographic object should depend only on the secrecy of the secret (private) key.
- Security should not depend on the secrecy of the algorithm itself.

# Alice and Bob

- Archetypal characters



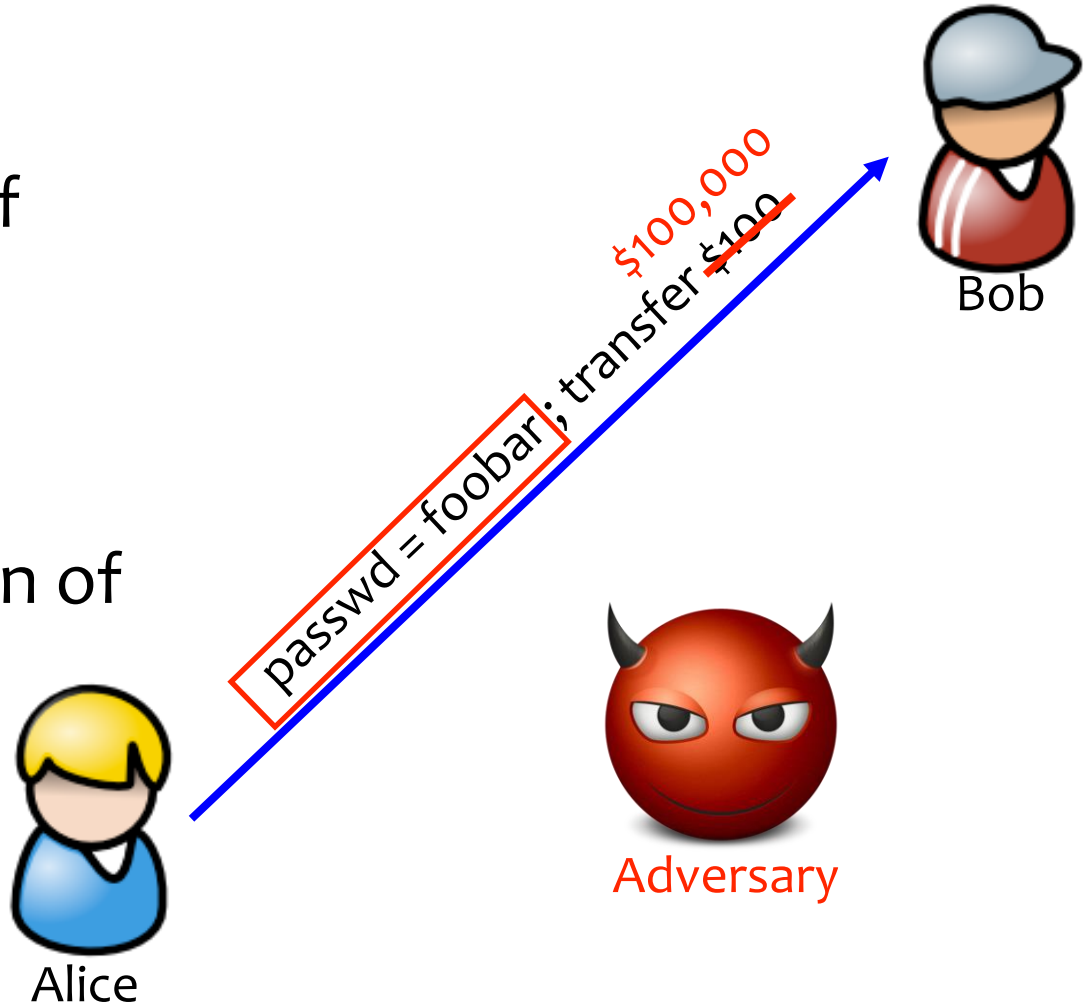
# Common Communication Security Goals

## Privacy of data:

Prevent exposure of information

## Integrity of data:

Prevent modification of information

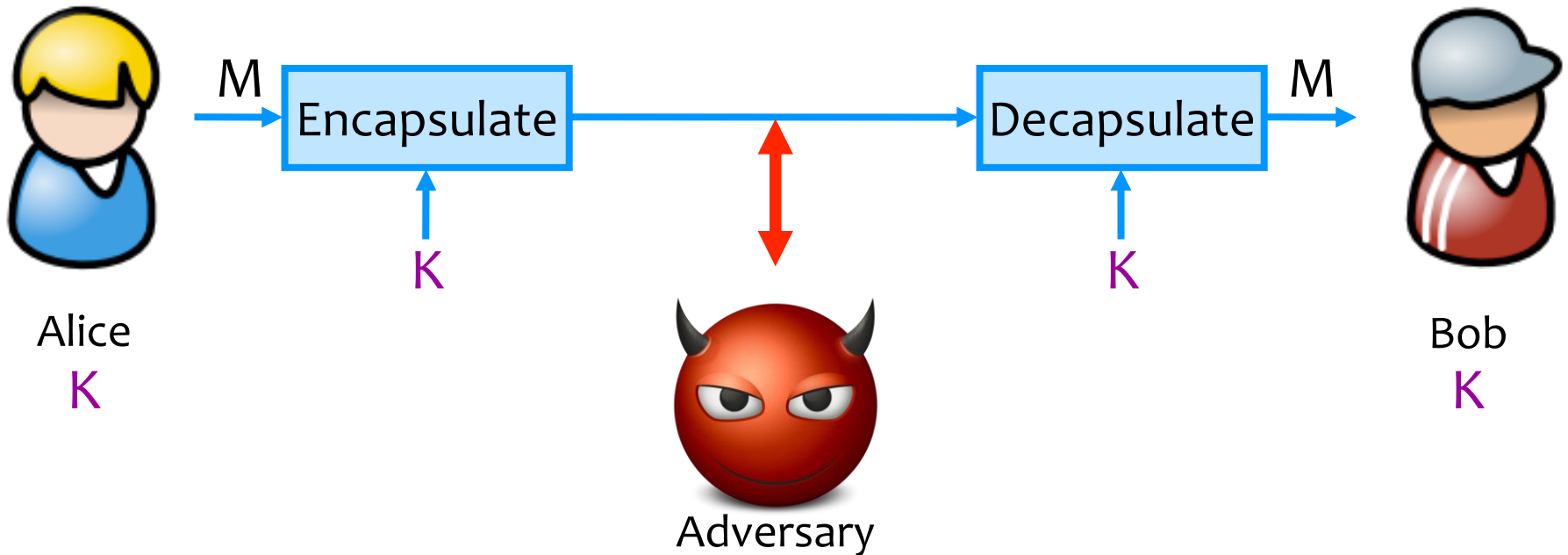


# Flavors of Cryptography

- Symmetric cryptography
  - Both communicating parties have access to a **shared random string  $K$** , called the **key**.
- Asymmetric cryptography
  - Each party creates a public key  **$pk$**  and a secret key  **$sk$** .
  - Hard concept to understand!! And revolutionary. Inventors (in non-intelligence community) received Turing Awards.
  - Don't worry if the “how” does not make sense yet 😊

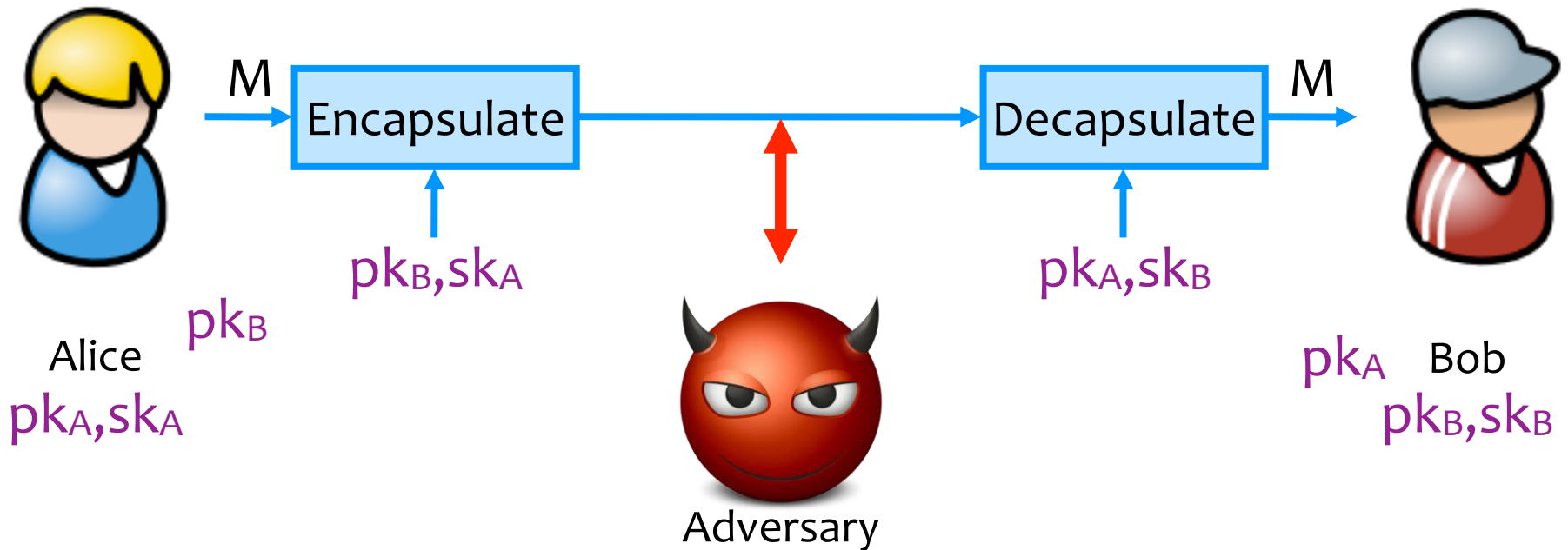
# Symmetric Setting

Both communicating parties have access to a shared random string  $K$ , called the key.



# Asymmetric Setting

Each party creates a public key  $pk$  and a secret key  $sk$ .  
(Physical World Sort-of Analogy: Combination Lock.)



# Flavors of Cryptography

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# What Are Tradeoffs Between Symmetric and Asymmetric Crypto?

# Flavors of Cryptography

- Symmetric cryptography
  - Both communicating parties have access to a **shared random string  $K$** , called the **key**.
  - **Challenge: How do you privately share a key?**
- Asymmetric cryptography
  - Each party creates a public key  **$pk$**  and a secret key  **$sk$** .
  - **Challenge: How do you validate a public key?**

# Ingredient: Randomness

- Many applications (especially security ones) require randomness
- Explicit uses:
  - Generate secret cryptographic keys
  - Generate random initialization vectors for encryption
- Other “non-obvious” uses:
  - Generate passwords for new users
  - Shuffle the order of votes (in an electronic voting machine)
  - Shuffle cards (for an online gambling site)

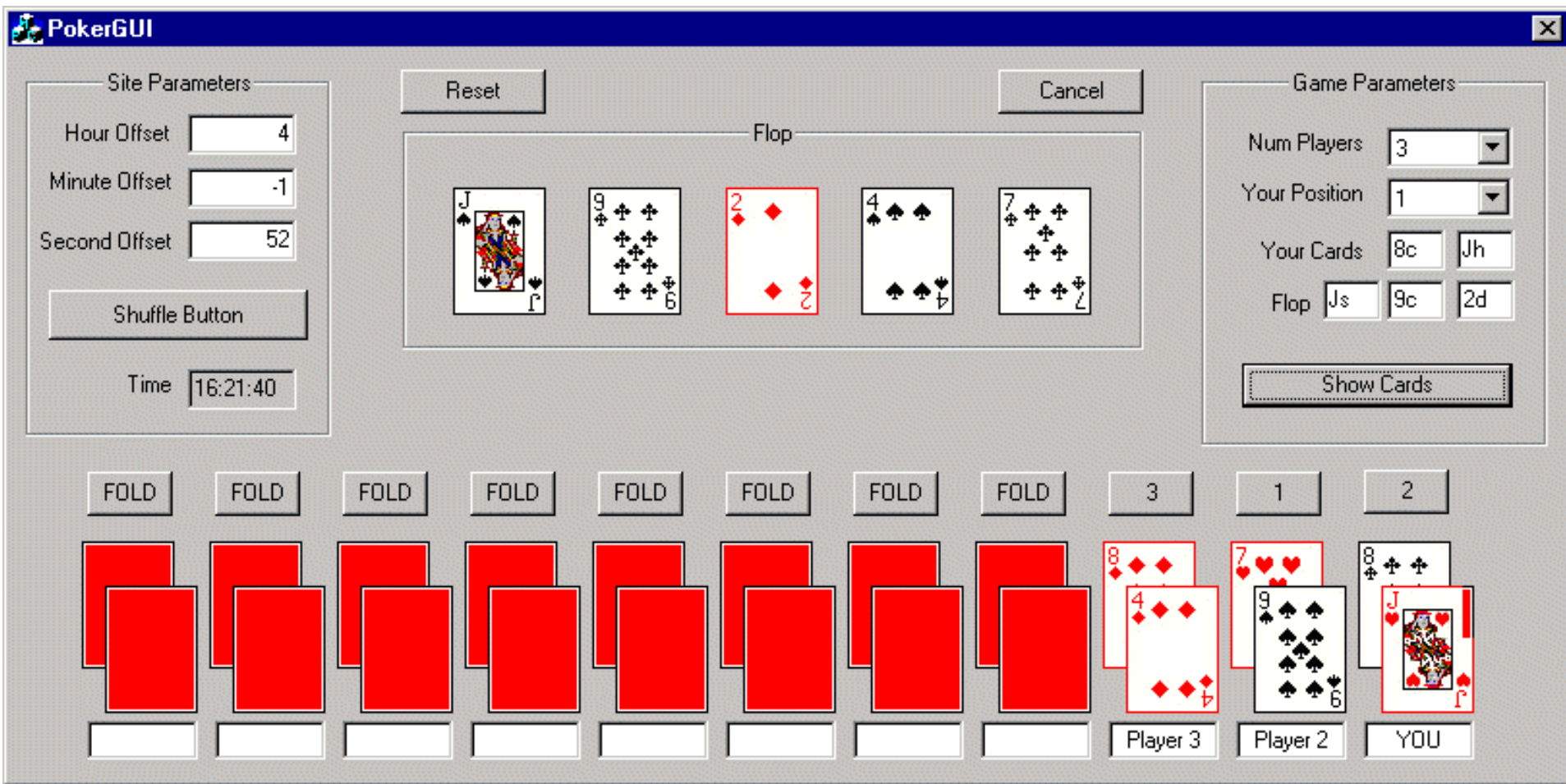
# C's rand() Function

- C has a built-in random function: `rand()`

```
unsigned long int next = 1;
/* rand:  return pseudo-random integer on 0..32767 */
int rand(void) {
    next = next * 1103515245 + 12345;
    return (unsigned int)(next/65536) % 32768;
}
/* srand:  set seed for rand() */
void srand(unsigned int seed) {
    next = seed;
}
```

- Problem: don't use `rand()` for security-critical applications!
  - Given a few sample outputs, you can predict subsequent ones





More details: “How We Learned to Cheat at Online Poker: A Study in Software Security”

[https://web.archive.org/web/20080305043338/www.cigital.com/papers/download/developer\\_gambling.php](https://web.archive.org/web/20080305043338/www.cigital.com/papers/download/developer_gambling.php)



# PS3 and Randomness

Hackers obtain PS3 private cryptography key due to epic programming fail? (update)

<http://www.engadget.com/2010/12/29/hackers-obtain-ps3-private-cryptography-key-due-to-epic-programm/>

- 2010/2011: Hackers found/released private root key for Sony's PS3
- Key used to sign software – now can load any software on PS3 and it will execute as “trusted”
- Due to bad random number: same “random” value used to sign all system updates

# Obtaining Pseudorandom Numbers

- For security applications, want “cryptographically secure pseudorandom numbers”
- Libraries include cryptographically secure pseudorandom number generators (CSPRNG)
- Linux:
  - /dev/random
  - /dev/urandom - nonblocking, possibly less entropy
- Internally:
  - Entropy pool gathered from multiple sources
    - e.g., mouse/keyboard timings
- Challenges with embedded systems, saved VMs