CSE 484 / CSE M 584: Computer Security and Privacy

Cryptography
[Symmetric Encryption]

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How Cryptosystems Work Today

- **Layered approach:** Cryptographic protocols (like "CBC mode encryption") built on top of cryptographic primitives (like "block ciphers")
- **Flavors of cryptography:** Symmetric (private key) and asymmetric (public key)
- Public algorithms (Kerckhoff's Principle) ← not security through obscurity
- Security proofs based on assumptions *(not this course)*

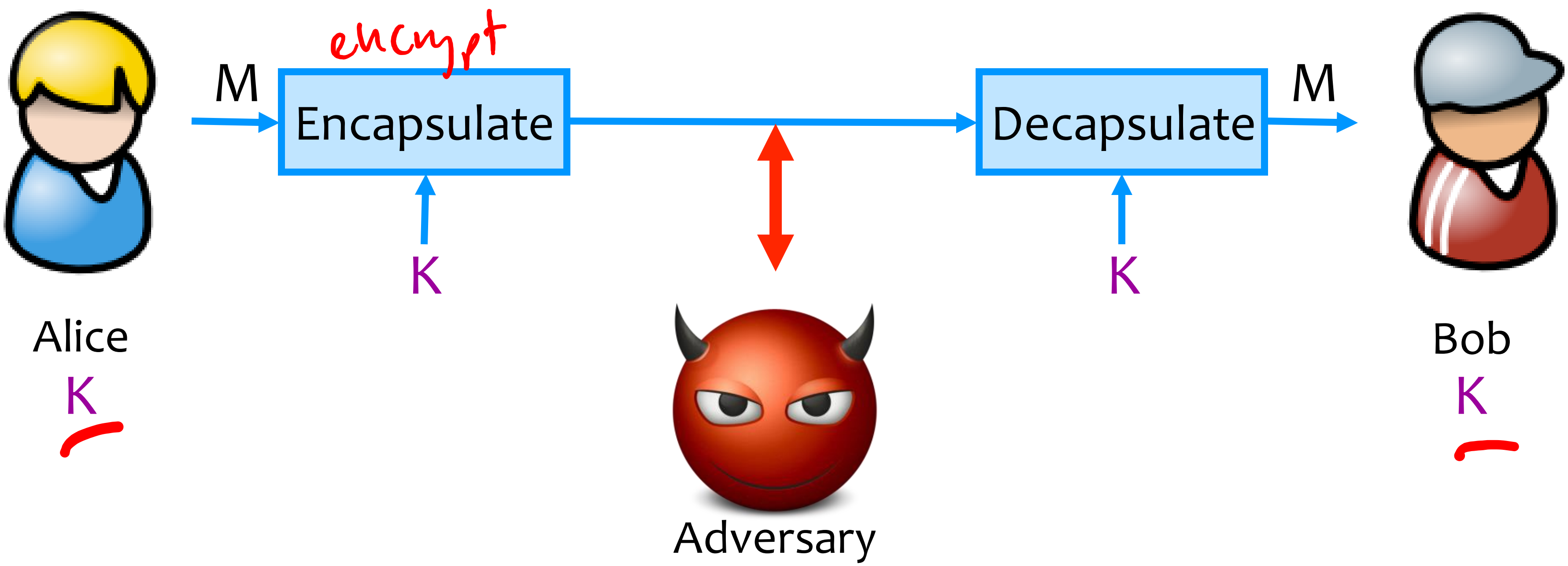
- Be careful about inventing your own! (If you just want to use some crypto in your system, use vetted libraries!)

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 won Turing Award* ☺

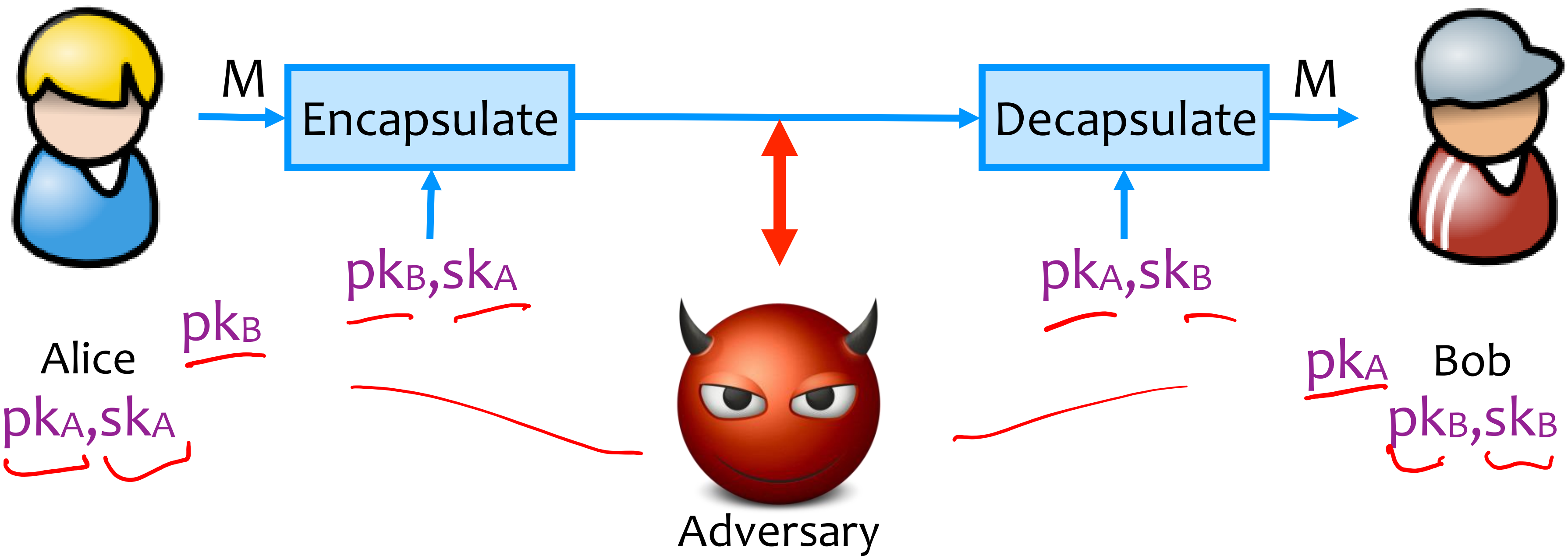
Symmetric Setting

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.



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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)

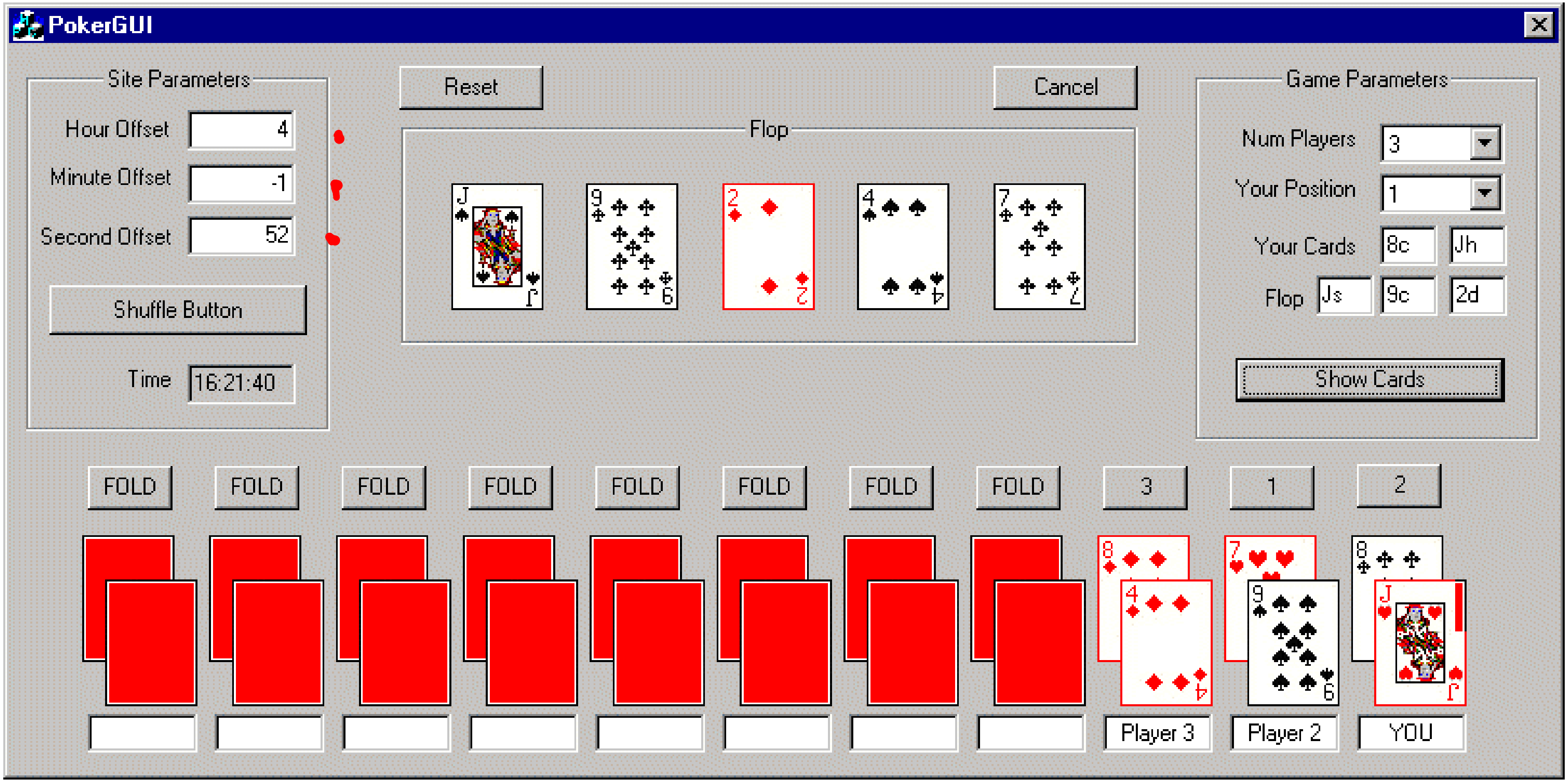
C's rand() Function

- 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


A World of Action!
Help
Suggestions
Fold in Turn
jonnyboy
brute
Fold
Check
Bet ($5)
mamajoe
RickG
Options
Sit Out
Leave
584330
mamajoe: Hey guys, Big B is in!
Dealer Text



More details: "How We Learned to Cheat at Online Poker: A Study in Software Security"
http://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

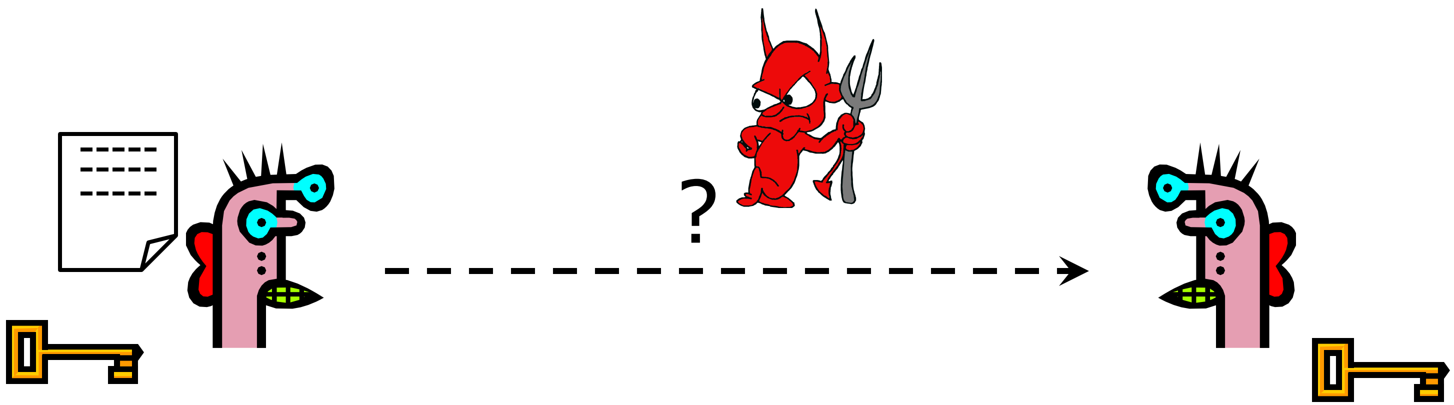
Obtaining Pseudorandom Numbers

- 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

gather entropy

Now: Symmetric Encryption

Confidentiality: Basic Problem

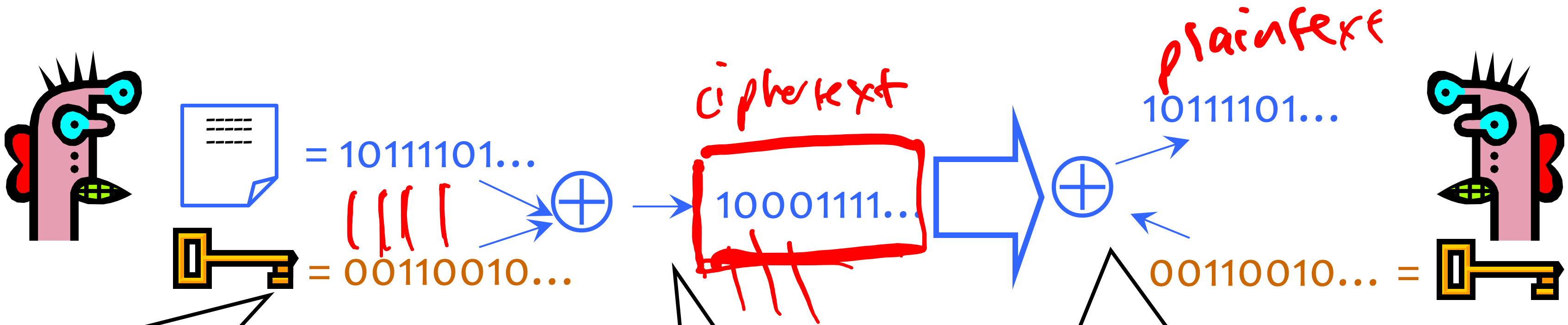


Given (Symmetric Crypto): both parties know the same secret.

Goal: send a message confidentially.

Ignore for now: How is this achieved in practice??

One-Time Pad



Key is a random bit sequence as long as the plaintext

Encrypt by bitwise XOR of plaintext and key:
ciphertext = plaintext ⊕ key

Decrypt by bitwise XOR of ciphertext and key:
ciphertext ⊕ key =
(plaintext ⊕ key) ⊕ key =
plaintext ⊕ (key ⊕ key) =
plaintext

Cipher achieves perfect secrecy if and only if there are as many possible keys as possible plaintexts, and every key is equally likely (Claude Shannon, 1949)

Advantages of One-Time Pad

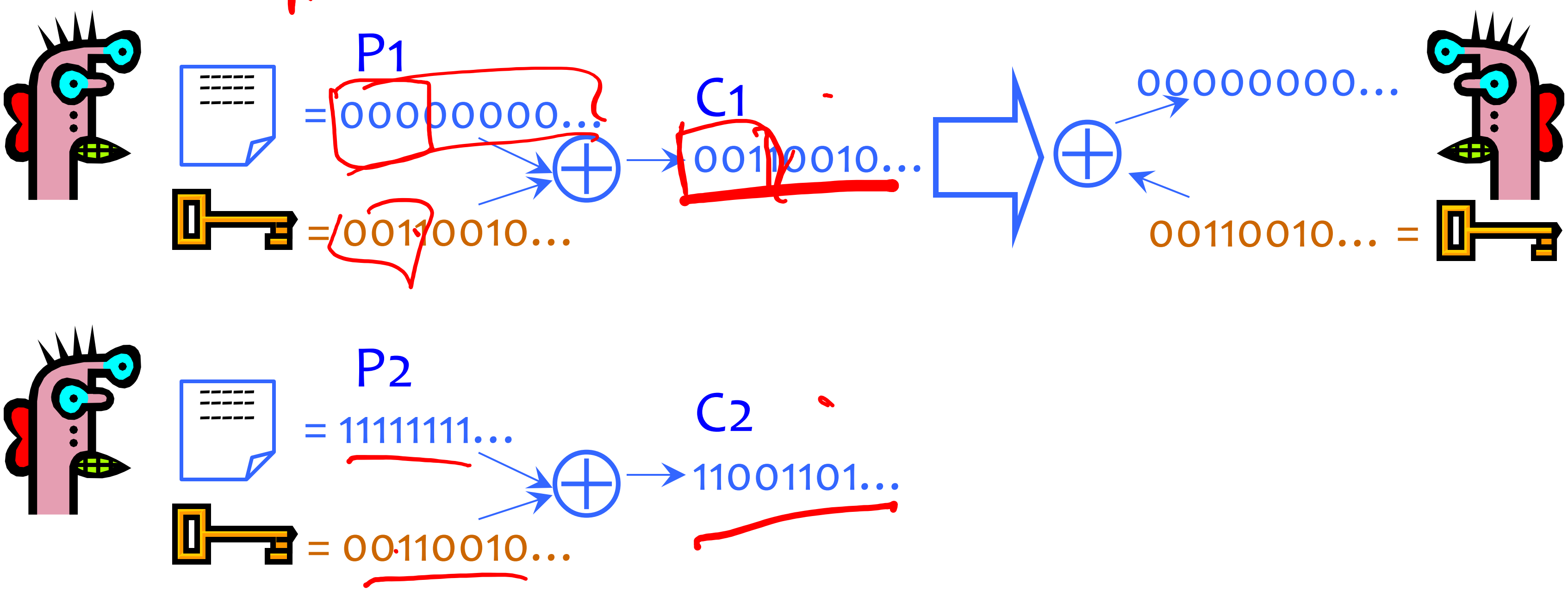
- Easy to compute
  - Encryption and decryption are the same operation
  - Bitwise XOR is very cheap to compute
- As secure as theoretically possible
  - Given a ciphertext, all plaintexts are equally likely, regardless of attacker's computational resources
  - … <u>as long as</u> the key sequence is truly random
    - True randomness is expensive to obtain in large quantities
  - … <u>as long as</u> each key is same length as plaintext
    - But how does sender communicate the key to receiver?

Problems with One-Time Pad

- (1) Key must be as long as the plaintext
  - Impractical in most realistic scenarios
  - Still used for diplomatic and intelligence traffic
- (2) Insecure if keys are reused

Dangers of Reuse

Assume |P1| = |P2| = |K|



Learn relationship between plaintexts

$C_1 \oplus C_2 = (P_1 \oplus K) \oplus (P_2 \oplus K) =$
$(P_1 \oplus P_2) \oplus (K \oplus K) = P_1 \oplus P_2$

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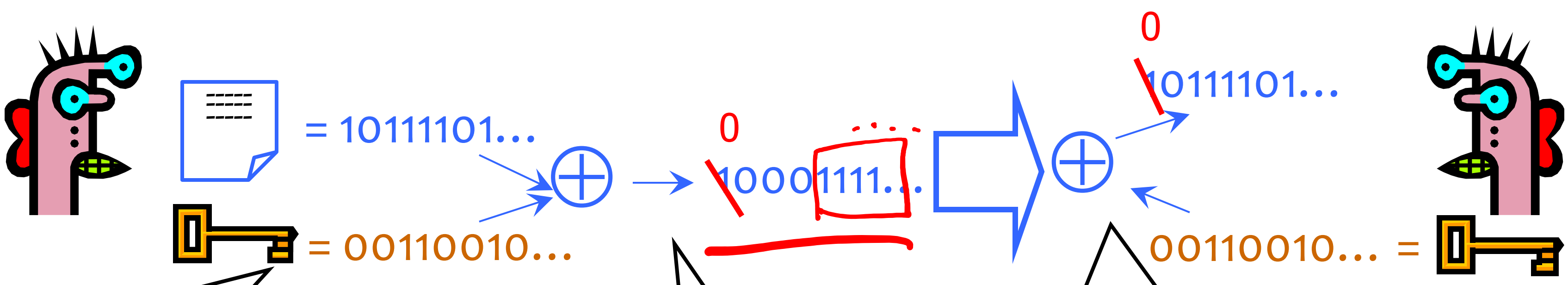
  - **Attacker can obtain XOR of plaintexts**

Integrity?



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- (1) Key must be as long as the plaintext
  - Impractical in most realistic scenarios
  - Still used for diplomatic and intelligence traffic
- (2) Insecure if keys are reused
  - Attacker can obtain XOR of plaintexts
- **(3) Does not guarantee integrity**
  - **One-time pad only guarantees confidentiality**
  - **Attacker cannot recover plaintext, but can easily change it to something else**

Reducing Key Size

- What to do when it is infeasible to pre-share huge random keys?
  - When one-time pad is unrealistic…
- Use special cryptographic primitives: block ciphers, stream ciphers
  - Single key can be re-used (with some restrictions)
  - Not as theoretically secure as one-time pad

Stream Ciphers

- One-time pad: Ciphertext(Key,Message)=Message⊕Key
  - Key must be a random bit sequence as long as message
- Idea: replace "random" with "pseudo-random"
  - Use a pseudo-random number generator (PRNG)
  - "cryptographically secure" PRNG takes a short, truly random secret seed and expands it into a long "random-looking" sequence
    - E.g., 128-bit seed into a 10^6-bit pseudo-random sequence

No efficient algorithm can tell this sequence from truly random

- Ciphertext(Key,Msg)=Msg⊕PRNG(Key) short
  - Message processed bit by bit (like one-time pad)

prng.next()

Block Ciphers

- Operates on a single chunk ("block") of plaintext
  - For example, 64 bits for DES, 128 bits for AES
  - Each key defines a different permutation
  - Same key is reused for each block (can use short keys)