

CSE 484: Computer Security and Privacy

Cryptography

[Symmetric Encryption]

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History: Substitution Cipher

- **Superset of shift ciphers:** each letter is substituted for another one.
- One way to implement: **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?
- How to attack?
 - Frequency analysis.

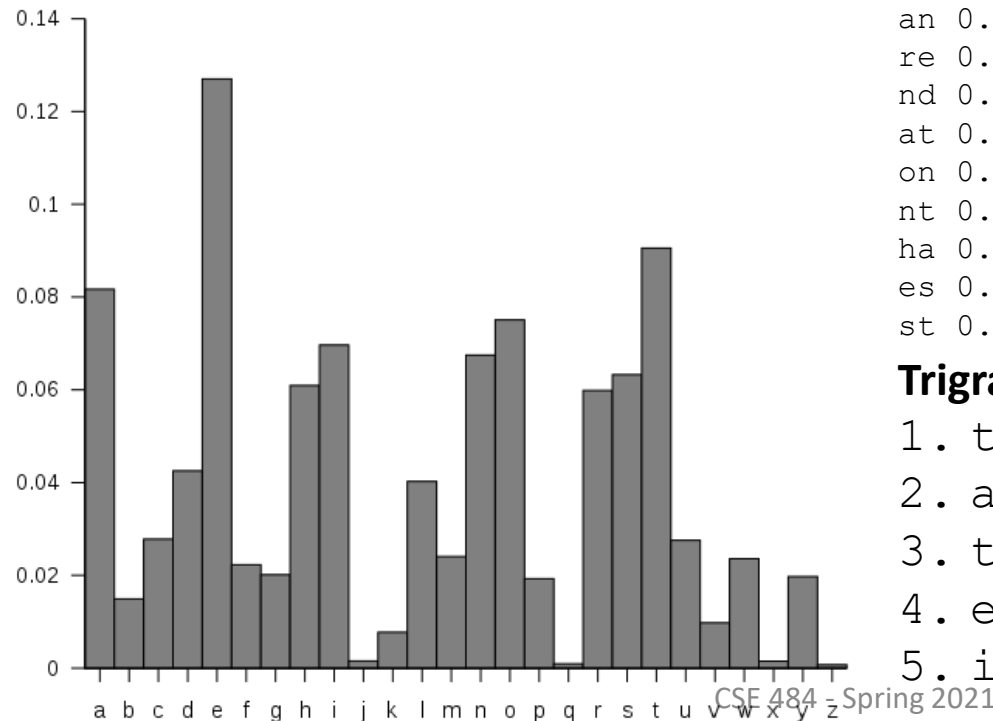
$$26! \approx 2^{88}$$

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%

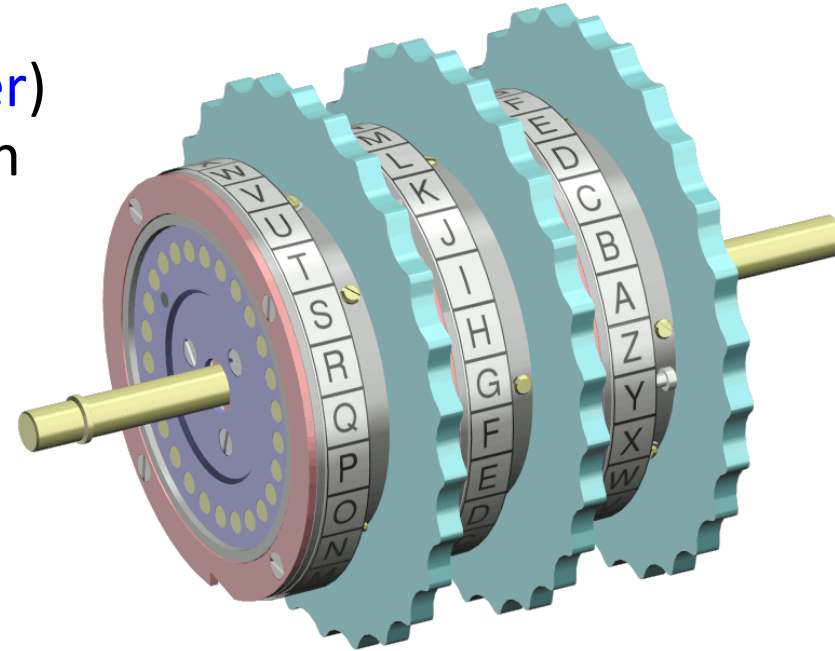
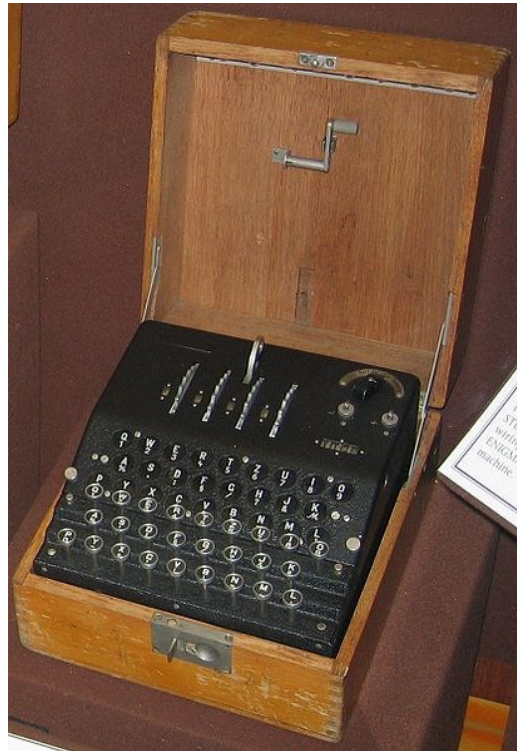
Trigrams:

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

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**)
- 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!)**

The Cryptosystem Stack

- Primitives:
 - AES / DES / etc
 - RSA / ElGamal / Elliptic Curve (ed25519)
- Modes:
 - Block modes (CBC, ECB, CTR, GCM, ...)
 - Padding structures
- Protocols:
 - TLS / SSL / SSH / etc
- Usage of Protocols:
 - Browser security
 - Secure remote logins

Kerckhoff's Principle

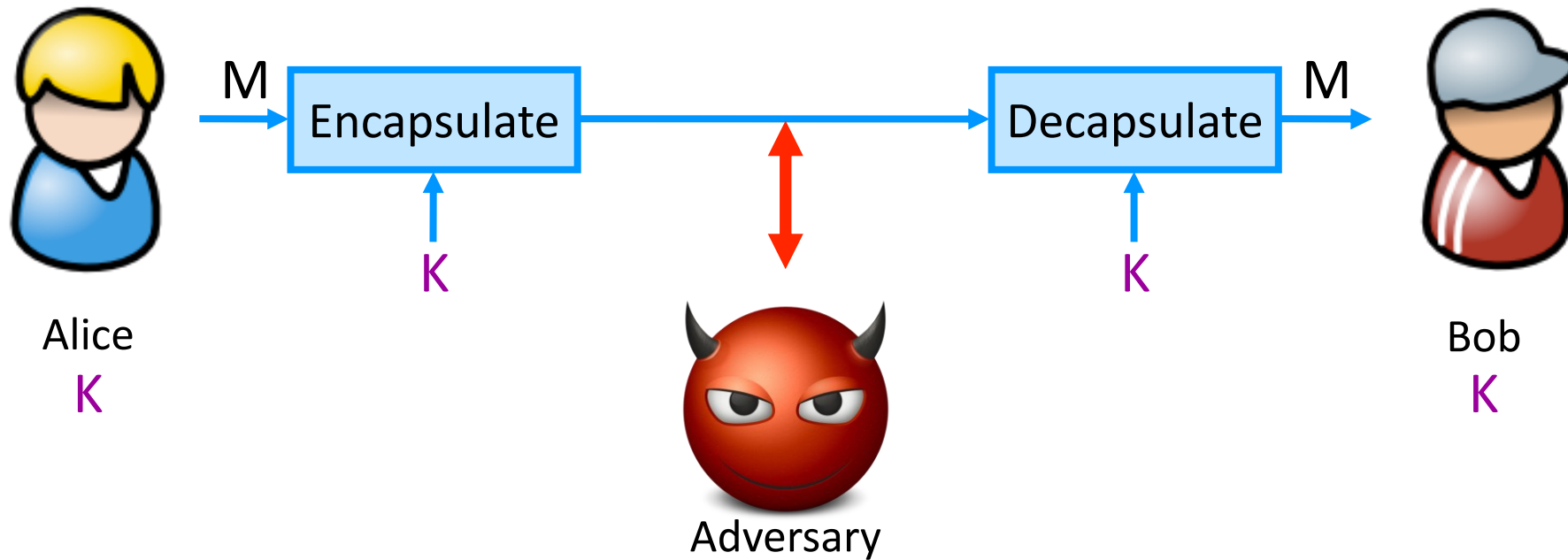
- Security of a cryptographic object **should depend only on the secrecy of the secret (private) key.**
- Security should not depend on the secrecy of the algorithm itself.
- Foreshadow: Need for randomness – the key to keep private

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*
😊

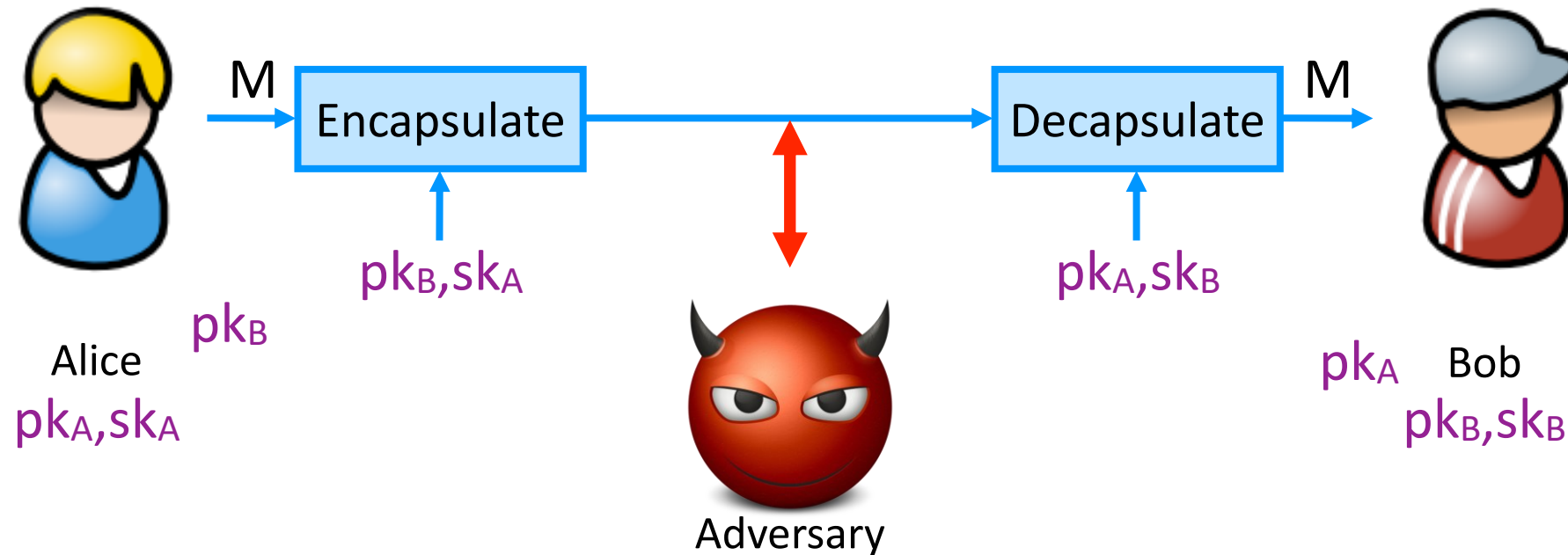
Symmetric Setting

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 .



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.

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 - **Challenge: How do you privately share a key?**
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 - Each party creates a public key **pk** and a secret key **sk** .
 - **Challenge: How do you validate a public key?**
- **Key building block: Randomness** – something that the adversaries won't know and can't predict and can't figure out

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)

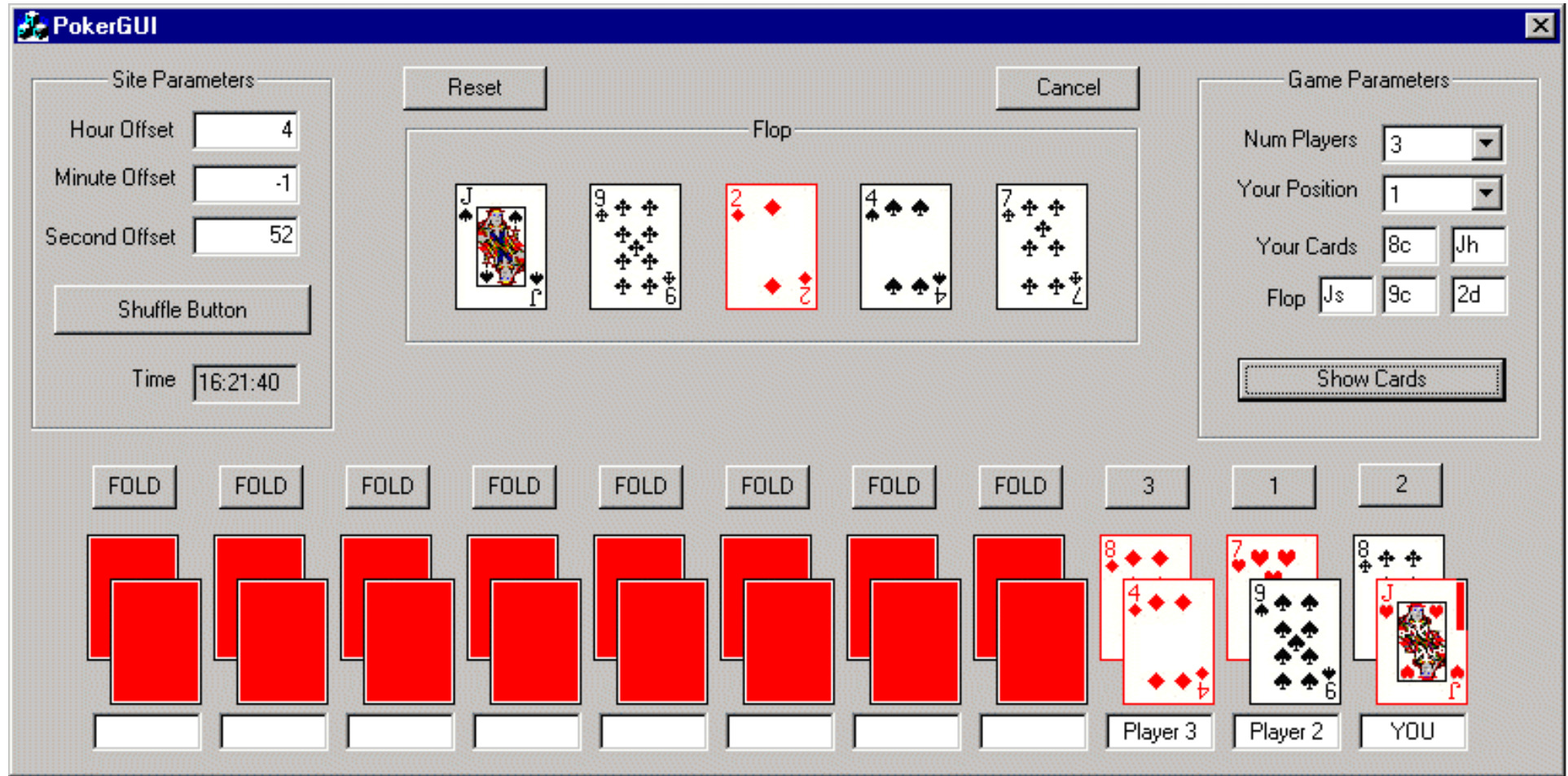
C's rand() Function

- 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”

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**