Authentication

Applied Information Security
Summer 2021, Lecture 6

Methods of Authentication

you are characterized by a (large) set of attributes.

identity: set of attributes. you have many identities (citizen, student, ...)
enrollment: validate your attributes, before your identity added to system.
authentication: “given an identity, and some attributes, do these match?”

inconvenient to do enrollment-level validation (physical presence, interview, etc.) when you log in. instead, check fewer, **easy to protect & hard to spoof** attributes:

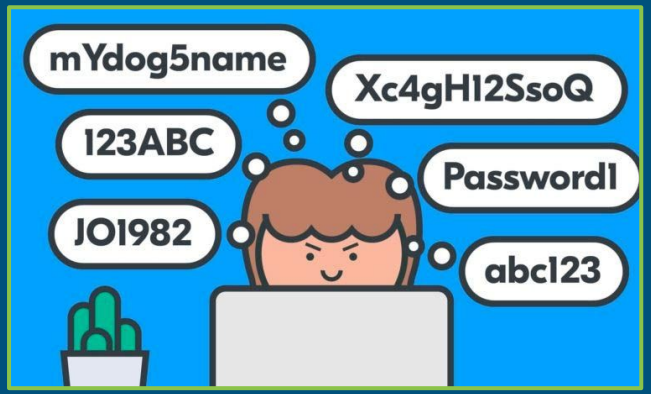
something you **know**
something you **have**
something you **are**

methods, or **factors**, of authentication

now: modern, state of the art, of authentication.

something you know:

passwords



you heard about **password policy.** how do you make a good password that satisfies it?

Strong password that's easy to remember

Bruce Schneier's password scheme:

1. choose a **personal sentence**.
2. combine it with some **personal tricks**
   so that it modifies this sentence to create a robust password.

easy to remember

hard to reverse

this is, effectively, a hash function

ex: "When I was in Grade 4, I forged my dad's signature" → W1wiG4,,,1fmds)

tricks used here: initial letters ; I → 1 ; , → ,,, ;) at the end

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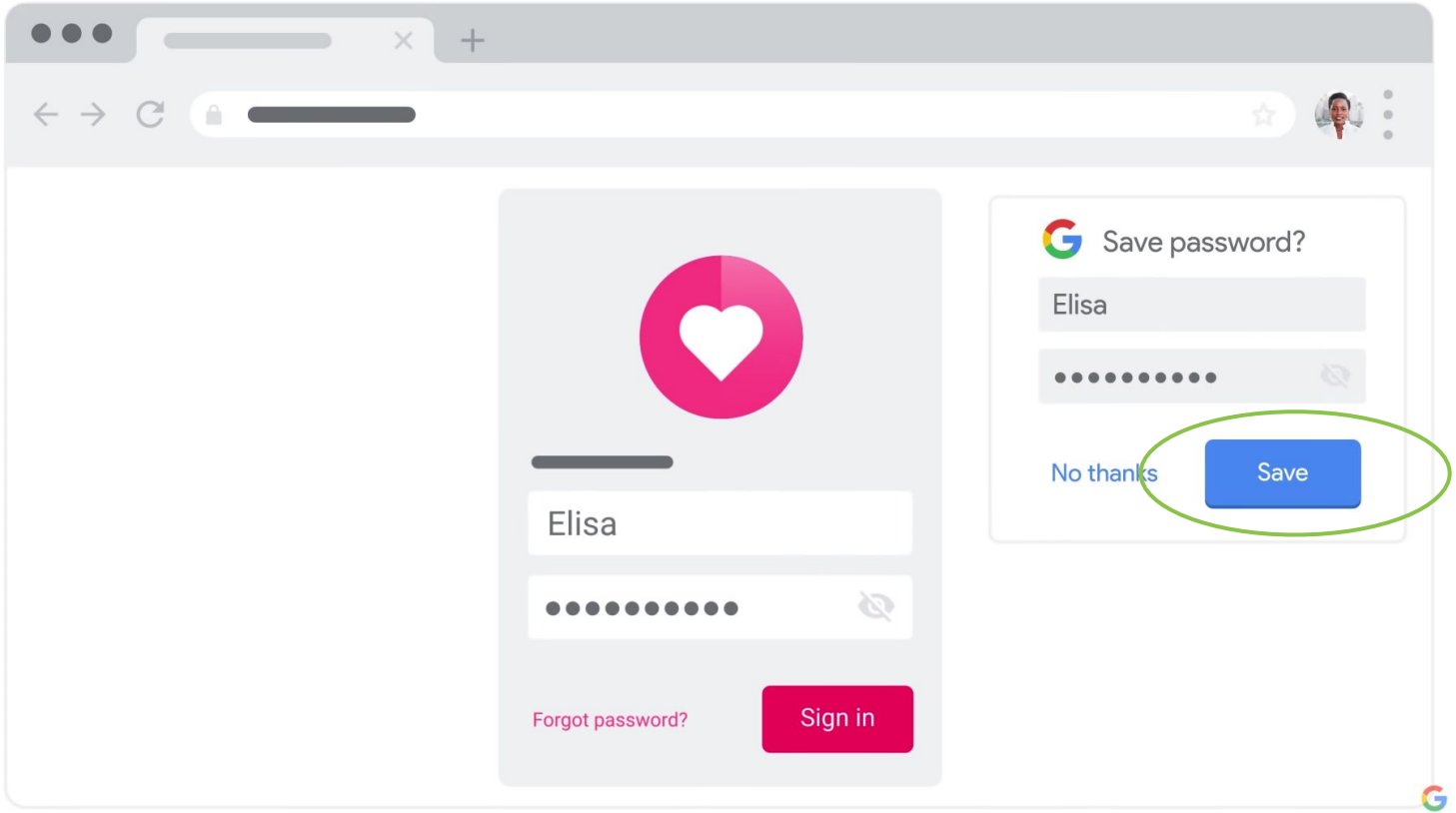
problem: re-used scheme is inferable. remembering many schemes is hard.
solution: use this password as a master password in a **password manager**.

passwords - password manager

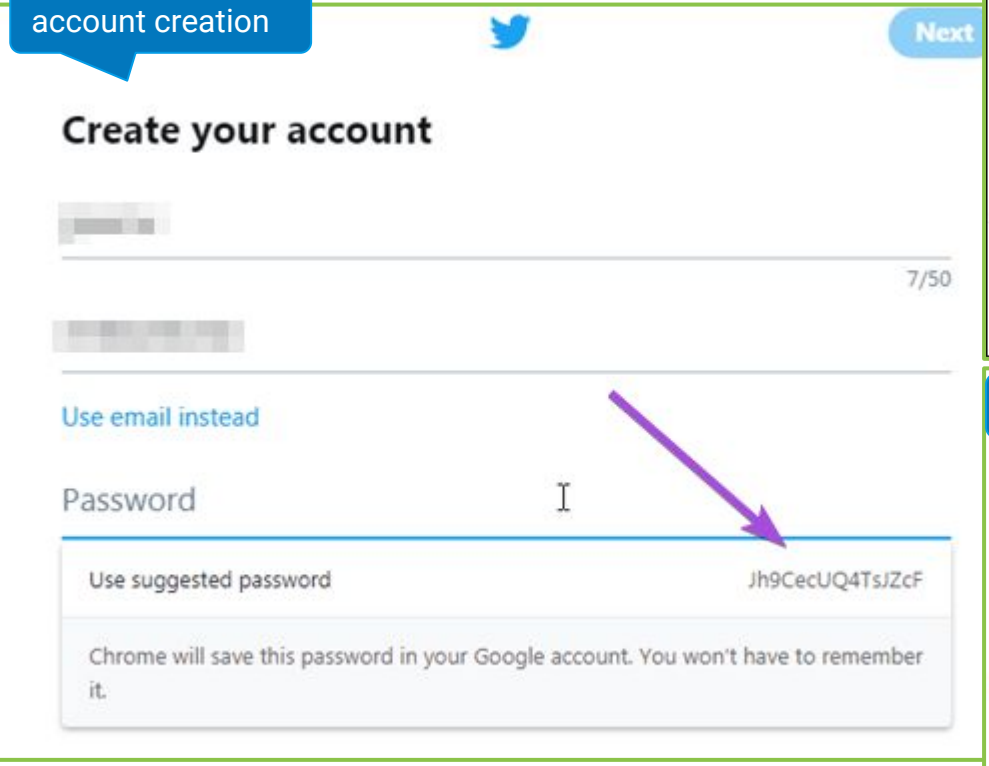
Save Password



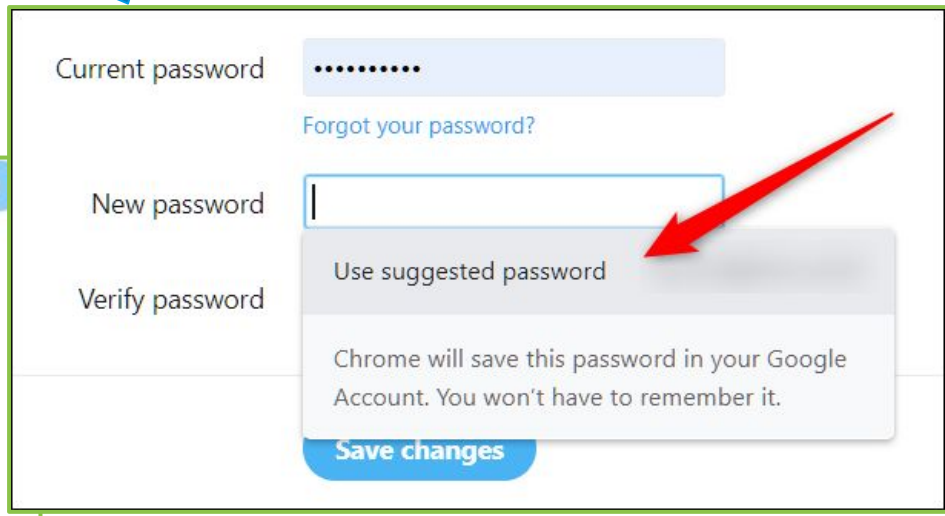
passwords - password manager

Generate Password

account creation

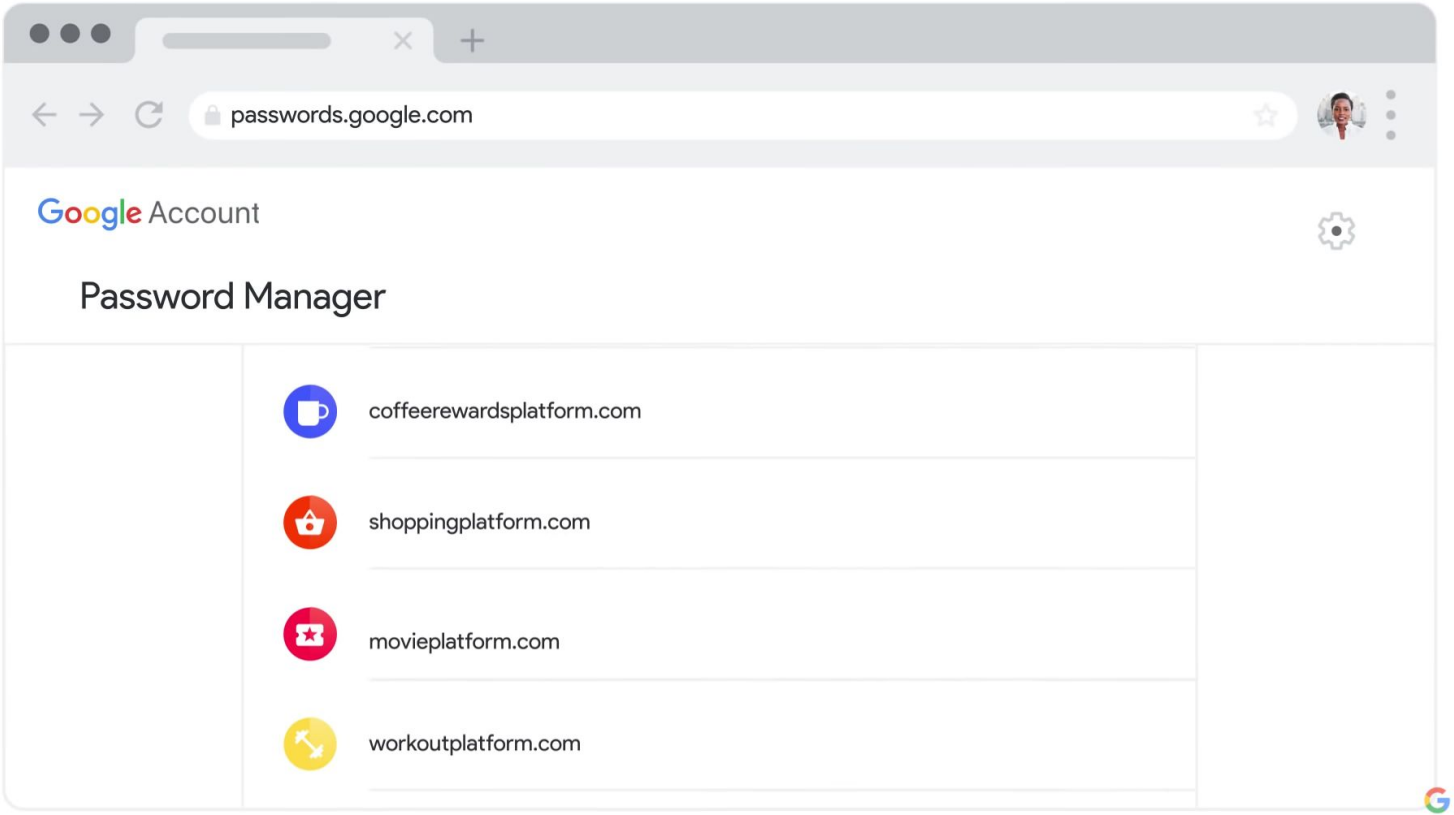


password reset

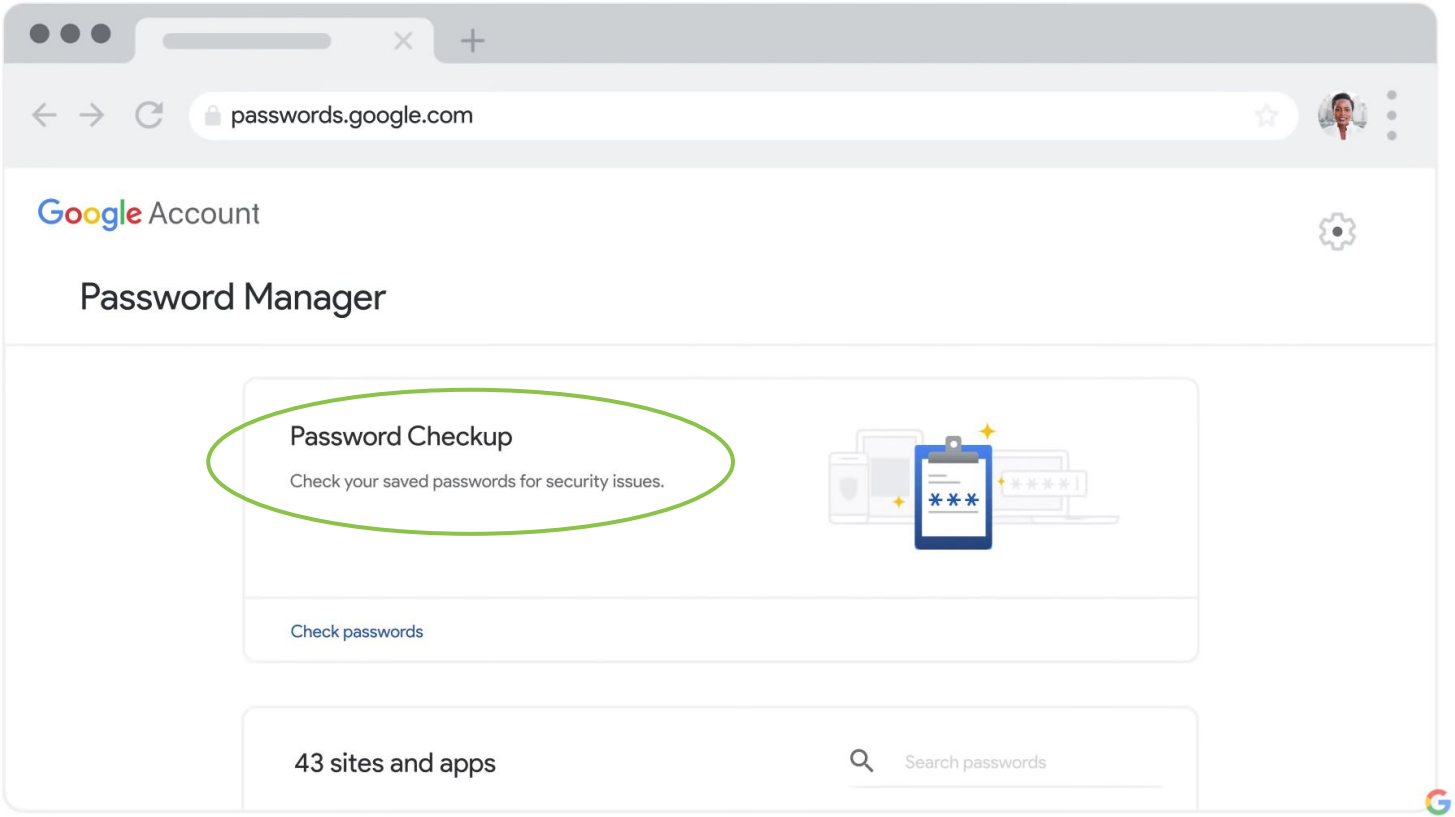


elsewhere

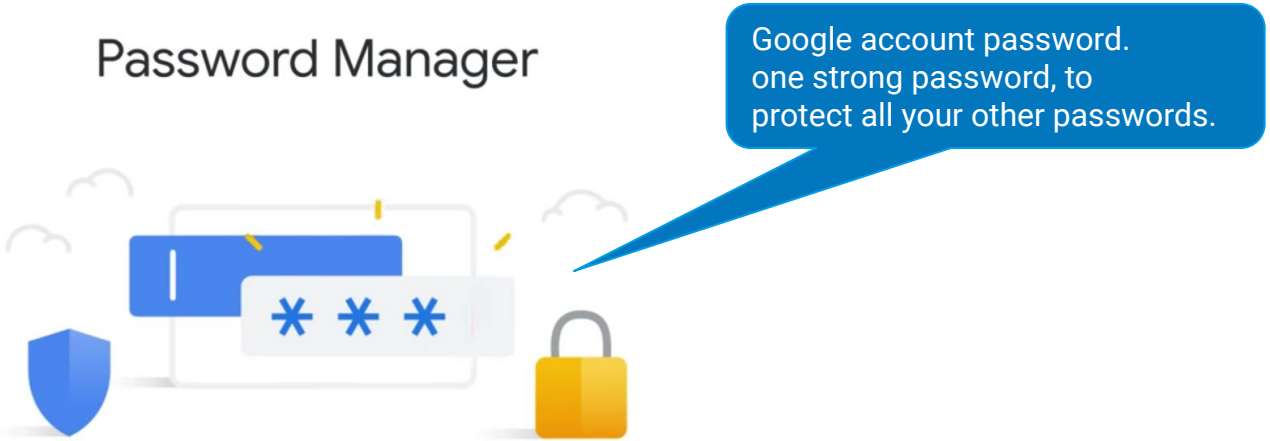
View Passwords



Check Passwords



Protect Passwords



Platform Integration

chrome

android

Others

proprietary (Apple)

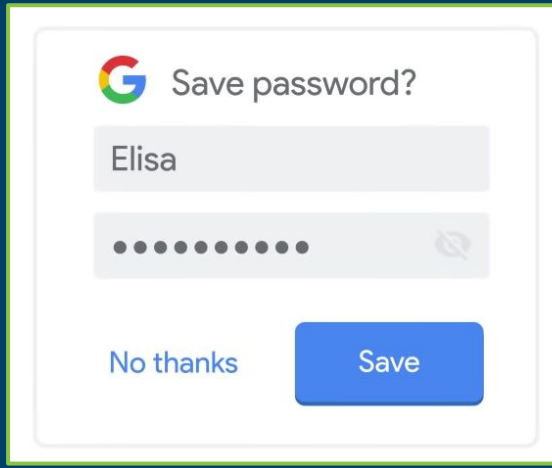
free (a little more in lecture 8)

```
zx2c4@laptop ~ $ pass
Password Store
├── Business
│   ├── some-silly-business-site.com
│   └── another-business-site.net
├── Email
│   ├── donenfeld.com
│   └── zx2c4.com
└── France
    ├── bank
    ├── freebox
    └── mobilephone
```

Summary

use a password manager!

- better than recycling passwords,
- better than using passwords generated by a predictable scheme.



which one: tradeoff

- trust (Google? Apple?)
- convenience (integration, already set up)
- your tech know-how (can you protect your password store?)

MFA

multi-factor authentication

multi-factor authentication

Passwords (alone) are insufficient

Attack	Also known as . . .	Frequency	Difficulty: Mechanism	User assists attacker by . . .	Does your password matter?
Credential Stuffing	Breach replay, list cleaning	Very high – 20+M accounts probed daily in MSFT ID systems	Very easy: Purchase creds gathered from breached sites with bad data at rest policies, test for matches on other systems. List cleaning tools are readily available.	Being human. Passwords are hard to think up. 62% of users admit reuse.	**No** – attacker has exact password.
Phishing	Man-in-the-middle, credential interception	Very high. 0.5% of all inbound mails.	Easy: Send emails that promise entertainment or threaten, and link user to doppelganger site for sign-in. Capture creds. Use Modlishka or similar tools to make this very easy.	Being human. People are curious or worried and ignore warning signs.	**No** – user gives the password to the attacker
Keystroke logging	Malware, sniffing	Low.	Medium: Malware records and transmits usernames and passwords entered, but usually everything else too, so attackers have to parse things.	Clicking links, running as administrator, not scanning for malware.	**No** – malware intercepts exactly what is typed.
Local discovery	Dumpster diving, physical recon, network scanning.	Low.	Difficult: Search user's office or journal for written passwords. Scan network for open shares. Scan for creds in code or maintenance scripts.	Writing passwords down (driven by complexity or lack of SSO); using passwords for non-attended accounts	**No** – exact password discovered.

multi-factor authentication

Passwords (alone) are insufficient

Attack	Also known as . . .	Frequency	Difficulty: Mechanism	User assists attacker by . . .	Does your password matter?
Extortion	Blackmail, Insider threat	Very low. Cool in movies though.	Difficult: Threaten to harm or embarrass human account holder if credentials aren't provided.	Being human.	**No** – exact password disclosed
Password spray	Guessing, hammering, low-and-slow	Very high – accounts for at least 16% of attacks. Sometimes 100s of thousands broken per day. Millions probed daily.	Trivial: Use easily acquired user lists, attempt the same password over a very large number of usernames. Regulate speed and distributed across many IPs to avoid detection. Tools are readily and cheaply available. See below.	Being human. Using common passwords such as *qwerty123* or *Summer2018!*	**No, unless** it is in the handful of top passwords attackers are trying.
Brute force	Database extraction, cracking	Very low.	Varies: Penetrate network to extract files. Can be easy if target organization is weakly defended (e.g. password only admin accounts), more difficult if appropriate defenses of database, including physical and operation security, are in place. Perform hash cracking on password. Difficulty varies with encryption used. See below.	None.	**No, unless** you are using an unusable password (and therefore, a password manager) or a really creative passphrase. See below.

multi-factor authentication

Defense in Depth - No Single Point of Failure

harder for attacker to obtain multiple factors

- A might crack your password
- B might steal your phone
- unlikely that A and B are the same person

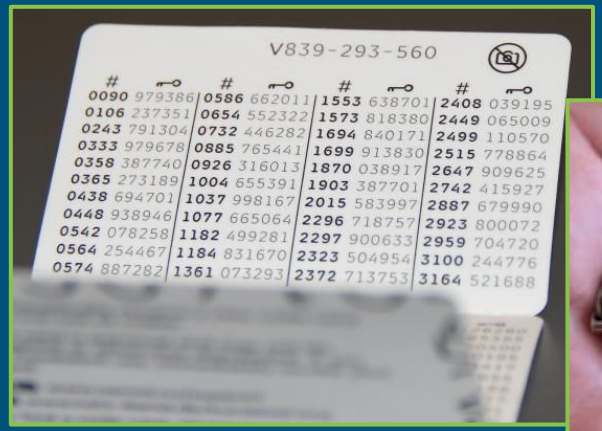
drawbacks

- more demanding for service provider
- more demanding for service consumer
  (extra steps, more SW to install, physical token to protect, etc.)

(historically,)
additional factor,
something you <u>have</u>:

(one-time password) tokens

we look at two types: based on
- challenge-response, or
- synchronized clocks



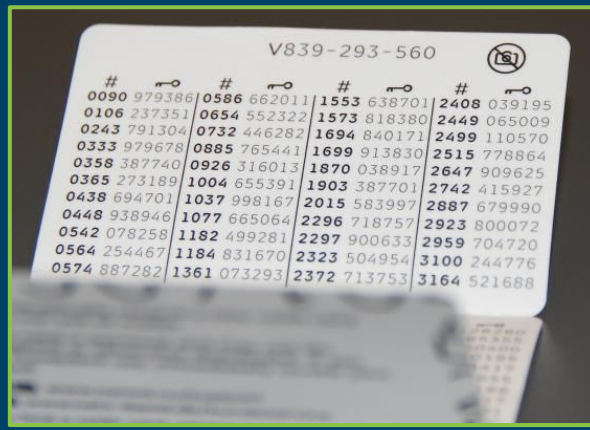
(one-time password) tokens

Transaction Authentication Number

Challenge-Response, on paper (TAN)

bank issues e.g. 50 TANs to you, on paper (pickup at bank; authenticate etc.).
to authorize a bank transaction, provide one TAN. once provided,
it is (marked by bank as) “spent” (one-time password). how **MFA:**

- TANs useless w/o login credentials,
- login credentials do not enable transfers w/o TANs



example: NemID nøglekort (key card)

- indexed (iTAN); bank asks for a *specific* TAN.

problems:

(one-time password) tokens

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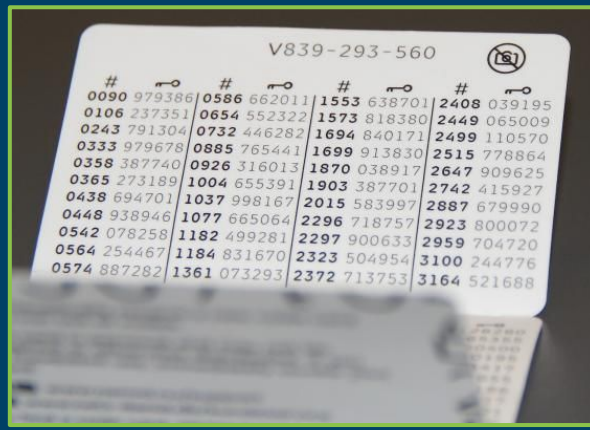


- indexed (iTAN); bank asks for a *specific* TAN.

problems: copy the TANs, replay attack, man-in-the-middle attack, ...

(one-time password) tokens

Challenge-Response, hardware token

bank issues a hardware token you (pickup at bank; authenticate etc.).
to authorize a bank transaction, unlock token & input challenge from bank.
once provided, token generates response (which you send to bank).

example: Länsförsäkringar säkerhetsdosa

similar to iTAN.

- harder to read (unlock),
- harder to copy/steal w/o it being noticed.

(one-time password) tokens

Synchronized Clocks (hardware token)

to authorize a bank transaction, press button on token.
token generates a number (which you send to bank).

how it works: bank generates secret. embeds it in token.
token has a clock, synchronized w/ bank's clock.
token & bank both generate hash of secret + current time.

example: RSA SecurID

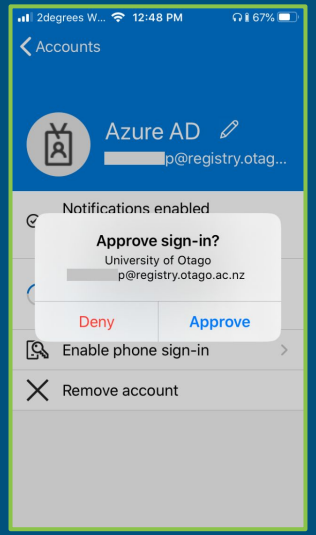
example: NemID nøgleviser

protected against replay attacks (OTPs expire).

(modern)
additional factor,
something you <u>have</u>:

(one-time password) tokens

we look at two types:
- apps, or
- USB key



(one-time password) tokens

App

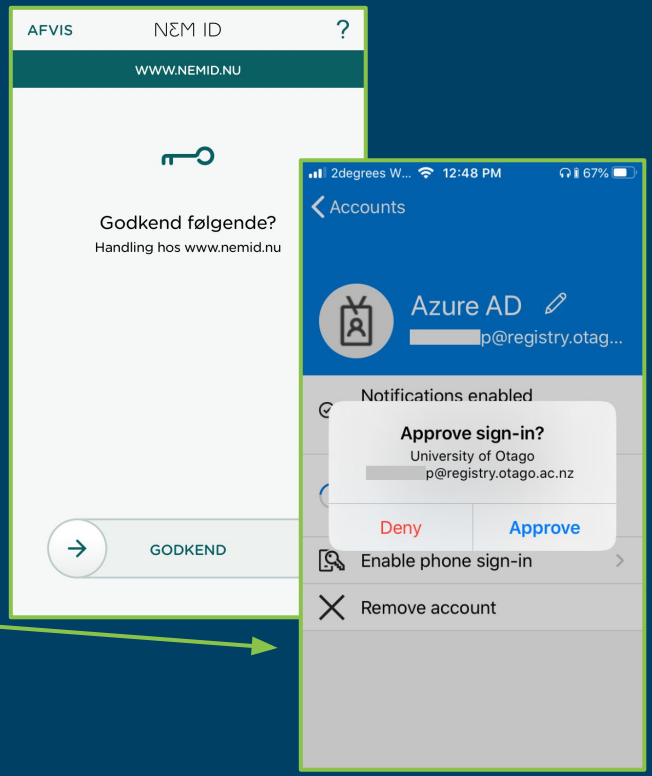
app receives a request for authorization.
you grant it by swiping in the app.

how it works: implemented using either, or both, of

- challenge-response (cryptographic keys)
- synchronized clocks

example: NemID nøgleapp
example: Microsoft Authenticator

problems:



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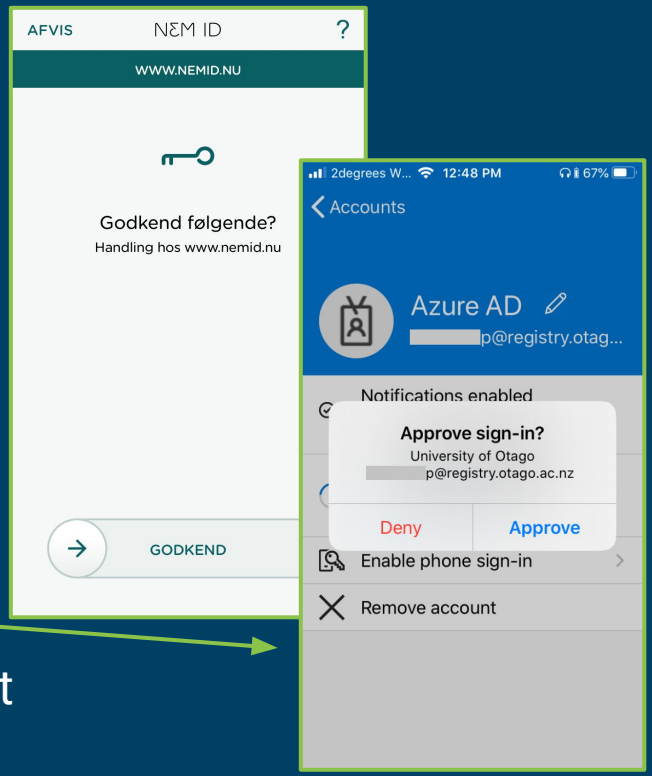
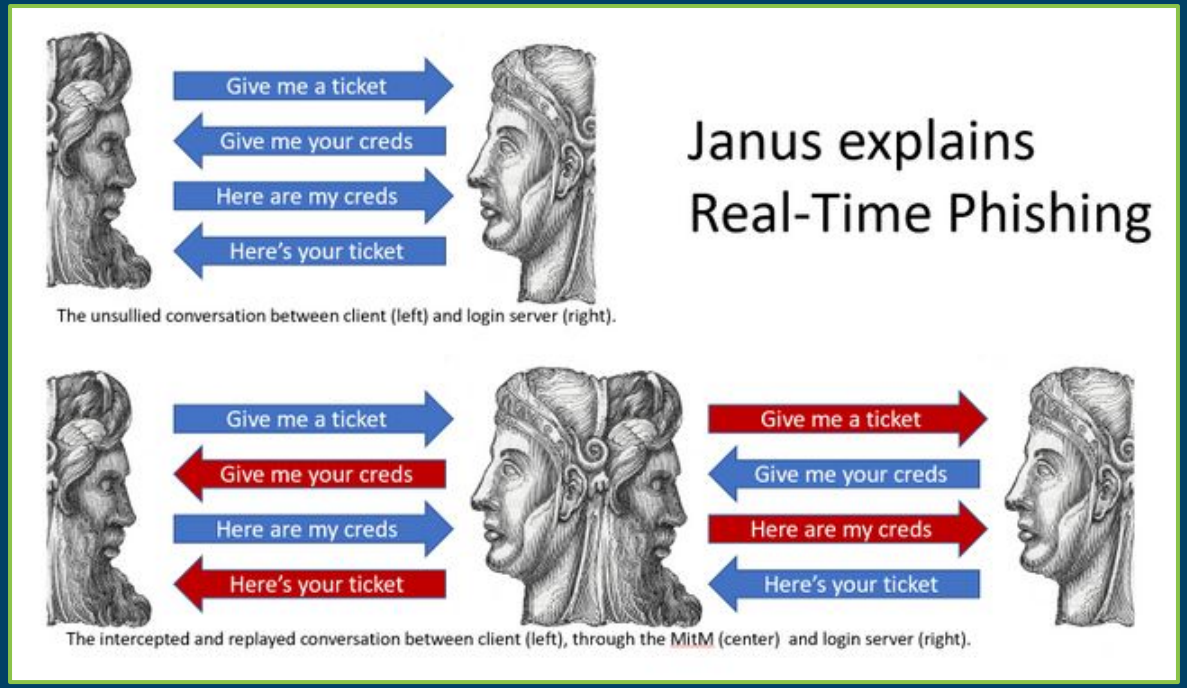


problems: still vulnerable to man-in-the-middle, + rootkit

next slide

(one-time password) tokens

App, man in the middle phishing attack



(one-time password) tokens

USB key

service (e.g. Web client, in your browser) requests your authorization.
you grant it by touching a USB key.

how it works: implemented using either, or both, of

- challenge-response (cryptographic keys)
- synchronized clocks

example: YubiKey

harder to hack (separate device). **thwarts man-in-the-middle**
(USB key is bound to origin at account creation)

(one-time password) tokens

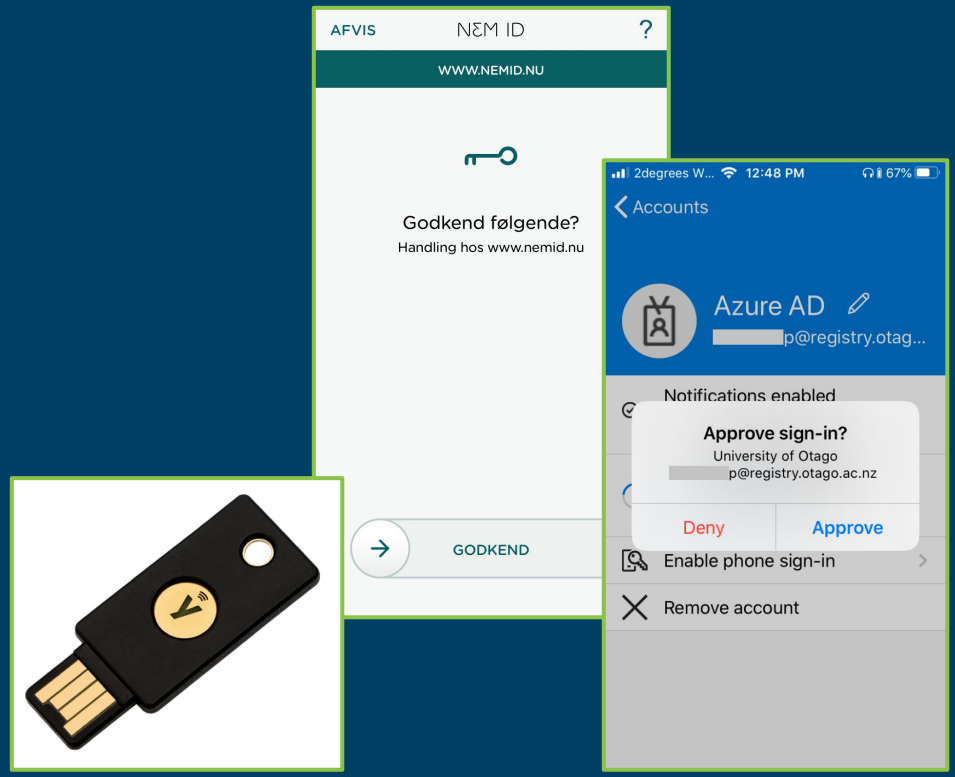
Summary

use multi-factor authentication!

- much harder to hack an account.

at least: authenticator app
ideally: USB-key (phishing protection).

adoption for both is picking up fast.
becoming standard / **expected**.



SSO

Single Sign-On

Single Sign-On

Minimum Exposure - Reduce Attack Surface

having many accounts (with many services) is.

- **demanding:** set up MFA for each of them.
- **not secure:** more accounts ⇒ larger attack surface.

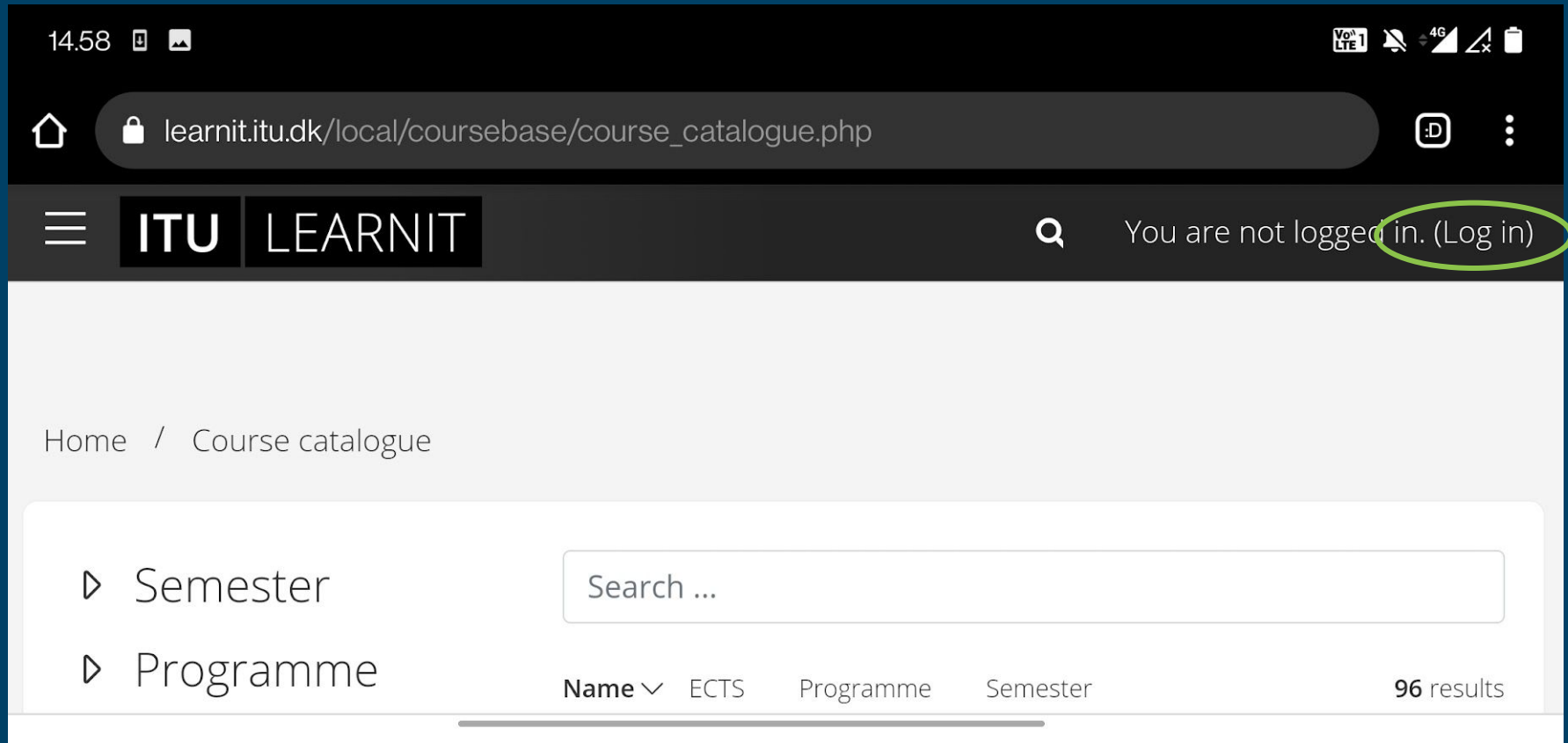
instead, level of indirection: **identity as a service** (IDaaS).

- less demanding
- smaller attack surface
- **risk:** single point of failure: the **identity provider**
  (i.e. if they're taken down, get hacked, etc.)
  (easier to make one thing bullet-proof than many.)

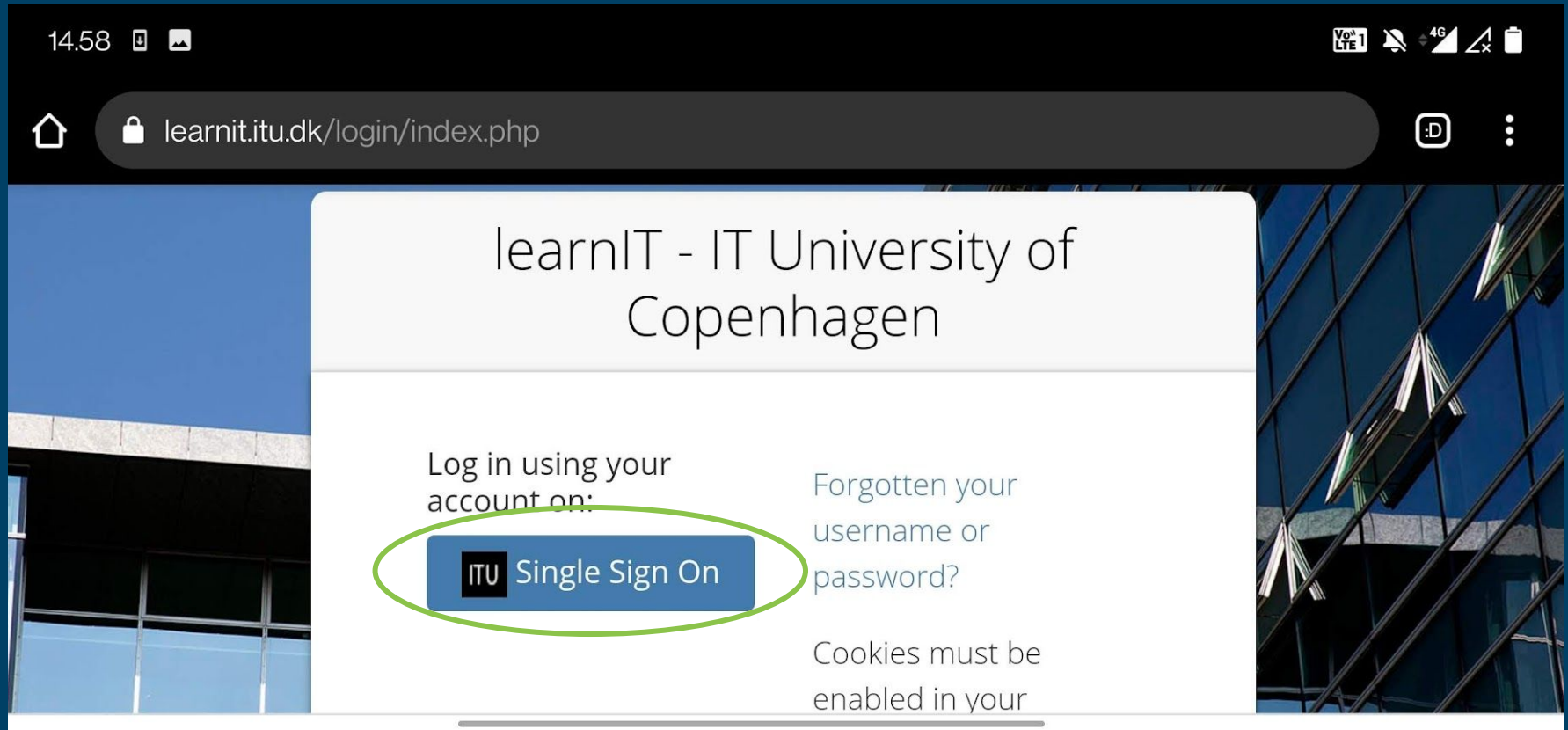
how does it work?

Single Sign-On

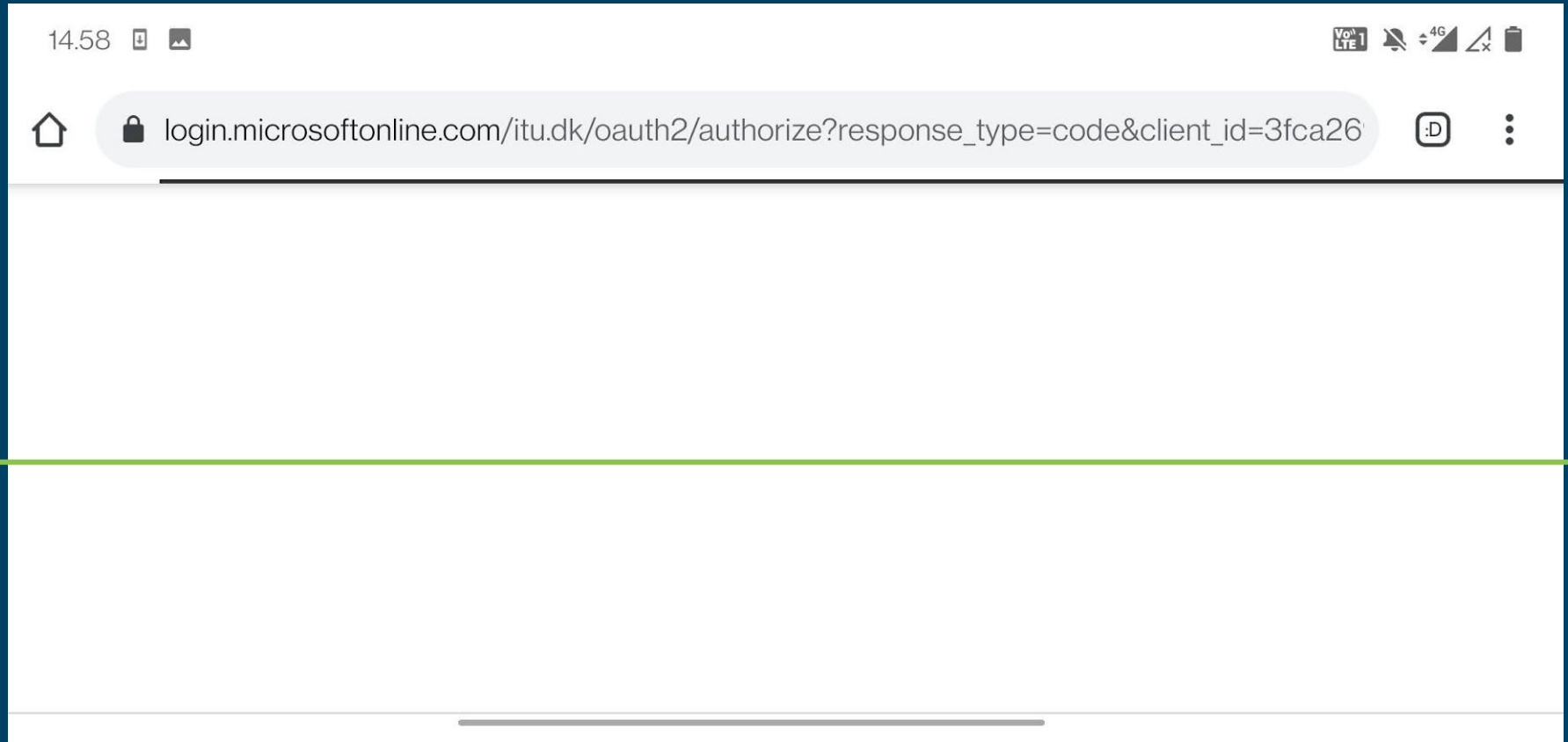
SSO at ITU, LearnIT



SSO at ITU, LearnIT: log in “at the app”

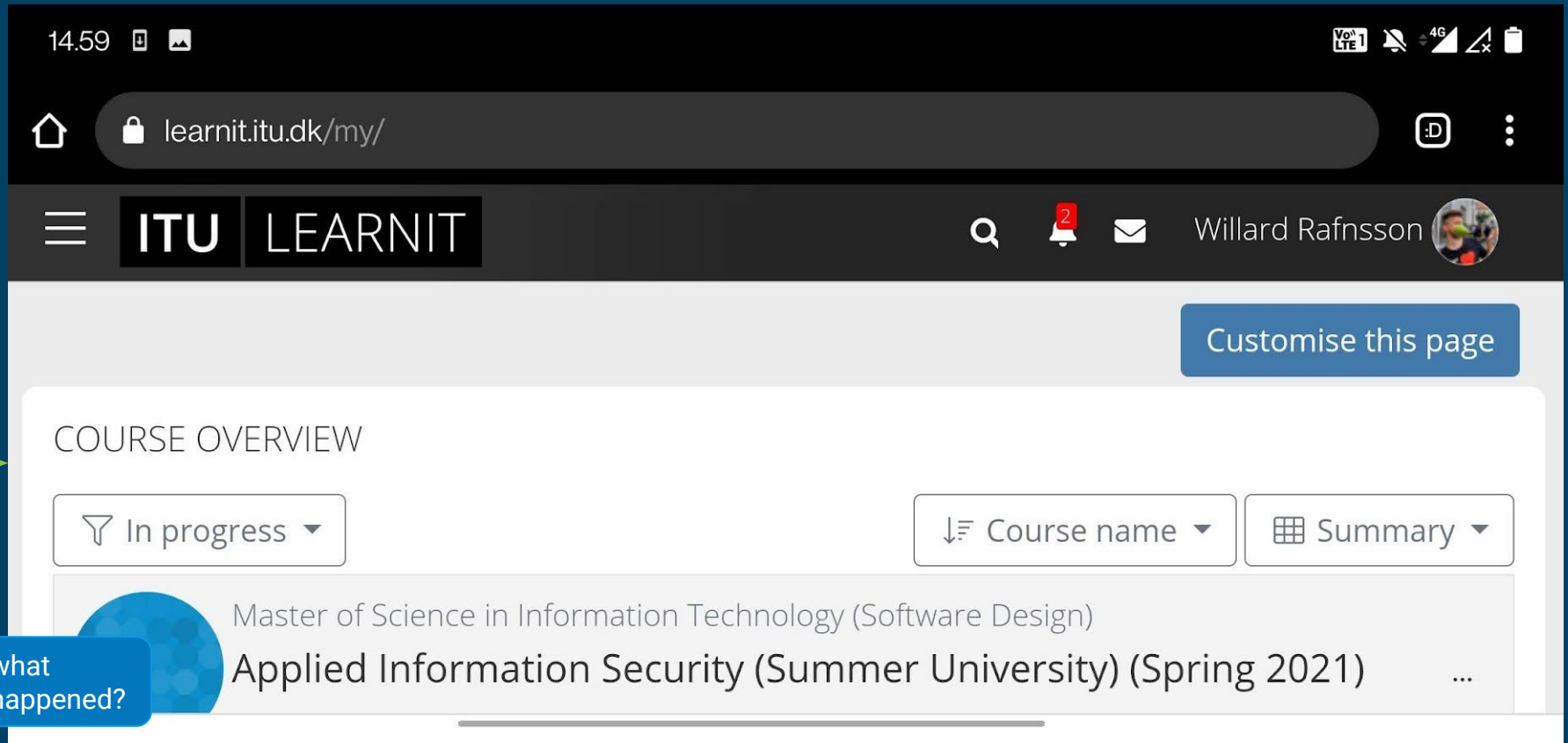


SSO at ITU, LearnIT: request forwarded...



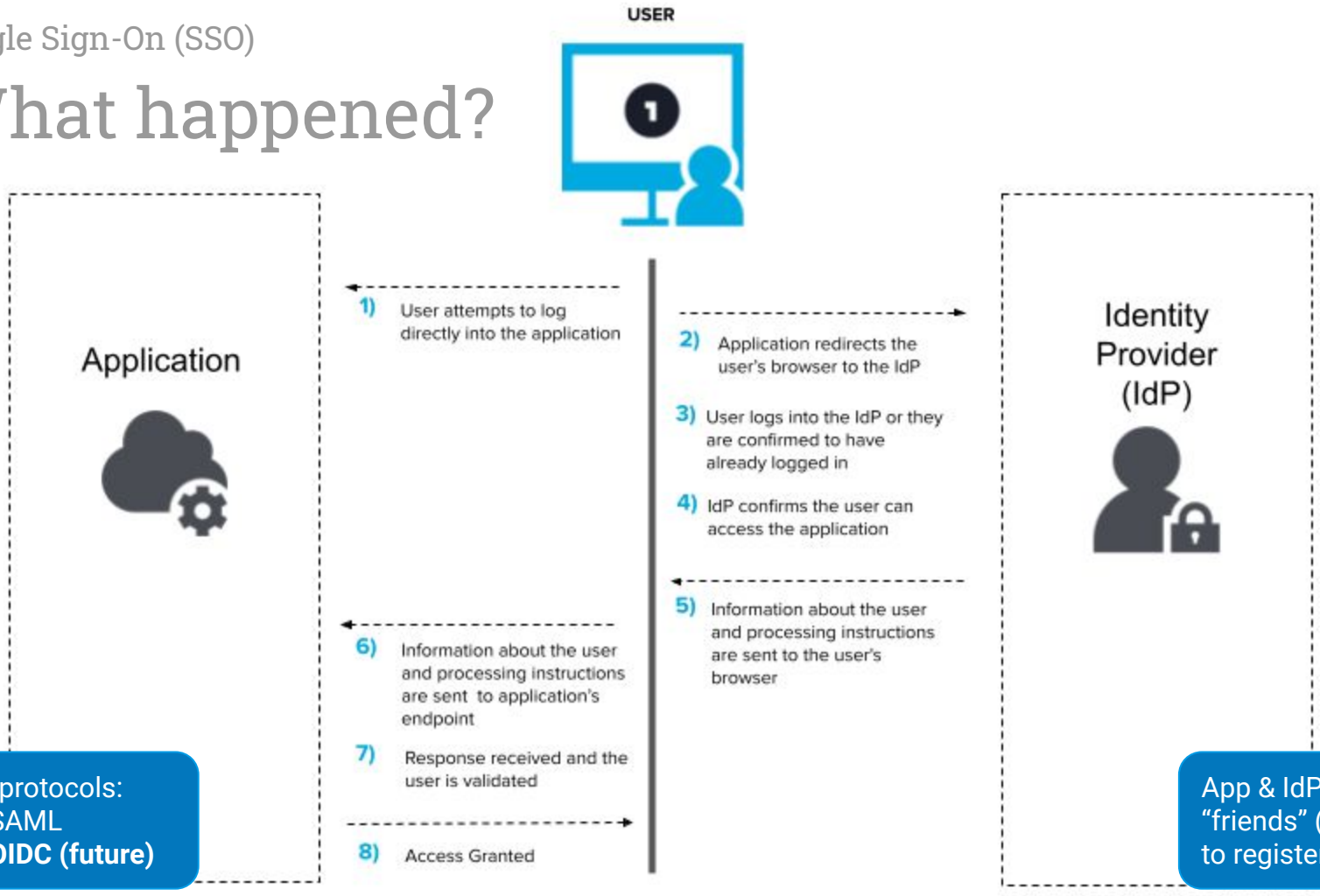
Single Sign-On

SSO at ITU, LearnIT: … and you're logged in.



Single Sign-On (SSO)

What happened?



today's protocols:

- SAML
- **OIDC (future)**

App & IdP need to be "friends" (App needs to register at IdP)

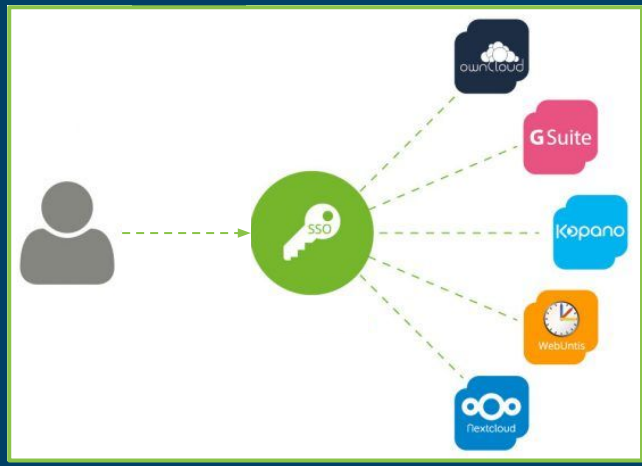
Summary

use SSO!

- more secure (smaller attack surface)
- less demanding

developer: *don't roll your own authentication.*
(bullet-proofing authentication is hard)

user: only use an identity provider that you **trust**.



login

Tokens (Cookies)

```
Set-Cookie:
sessionId=abcdef123456;
Expires=Wed,09 Jun 2021
```

Tokens (Cookies)

Authentication on the Web

know / have / are

recall: inconvenient to do enrollment-level validation (physical presence, etc.) when you **login**. instead, check fewer, **easy to protect & hard to spoof** attributes.

web: server won't know that two requests from same host are from you.
you need to authenticate **per request**. for **know/are**, that's inconvenient.

solution: **tokens**. exchange **know** / **are** for a token (**have**, in SW).

- future requests: authenticate by including token in request.
- **assumption:** token can only be obtained from the server (by)

today: specific kind of token (cookie). more general ones later (bearer token)

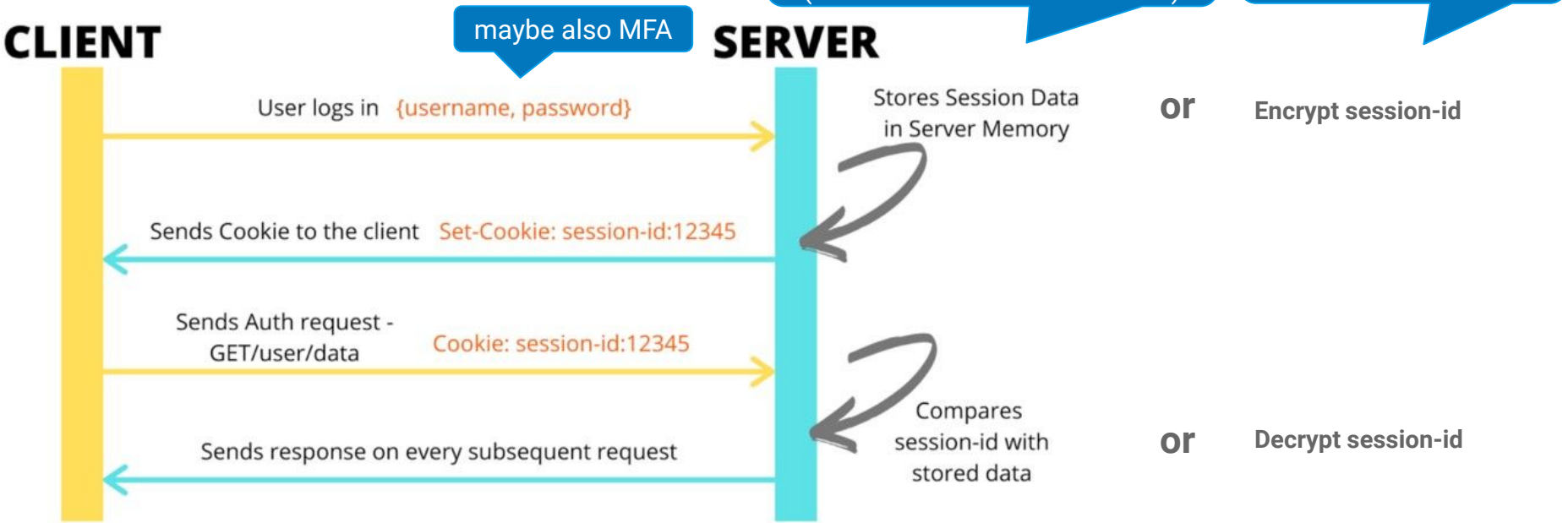
Tokens (Cookies)

Cookie-Based Authentication

stage in checkout procedure, shopping cart, ...

need to store information about the session? (Session-Based Authentication)

only need to know who this is? no need to store stuff.



Cookie Security Tips

how to secure cookie-based authentication:

- **use the `HttpOnly` attribute**
  prevents JavaScript from accessing it in the client
- **use a short lifetime (with `Expires=`)**
  limits impact of a stolen cookie
- **set `SameSite=Strict` or `Lax`**
  prevents cookie from being shipped to third-parties on cross-site requests.

Summary

user:

- use a password manager (w/ a strong password)
- use multi-factor authentication
- use single sign-on

developer:

- good password policy
- provide multi-factor authentication
- don’t roll your own authentication
- secure that cookie