



# Computer Security (EDA263 / DIT 641)

## Lecture 4: Passwords

---

Erland Jonsson

Department of Computer Science and Engineering

Chalmers University of Technology

Sweden

# Bad passwords

- Names (own, wife, child, dog, colleague, car, mistress, etc)
- Numbers that can be related to you (telephone-, car-, birth) or “well-known” numbers, such as e,  $\rho$ , Planck’s constant,....
- Based on any other info that can easily be related to you
- “Popwords” (wizard, gandalf, guatama,...)
- word in dictionary or encyclopedia (Swedish, English, Japanese,...)
- special patters (qwertyui,...)
- none of the above backwards!
- none of the above slightly modified! (i.e. +number, with one big letter, etc )

# Good passwords (or at least better!):

- 1) with small and capital characters
- 2) with numbers and special characters
- 3) with at least 8 characters (for UNIX)
- 4) could be typed easily

- 1)-3) □ to avoid exhaustive search
- 4) □ to avoid shoulder surfing
- preferably: random,  
but: hard to memorize in that case

# Password Rules

- never reveal your password to anyone!
- do not write it down (in any interpretable way)!
- change it regularly (or at least every now and then...)!
- could be typed fast!

## **memorizing rules:**

- first characters of words in a sentence (Ex. “tiaWcics”)
- combine two short words + extra character: (Ex. “end(pagE”)
- the way to work/auntie Ann/... (Ex. GOPAJOle)

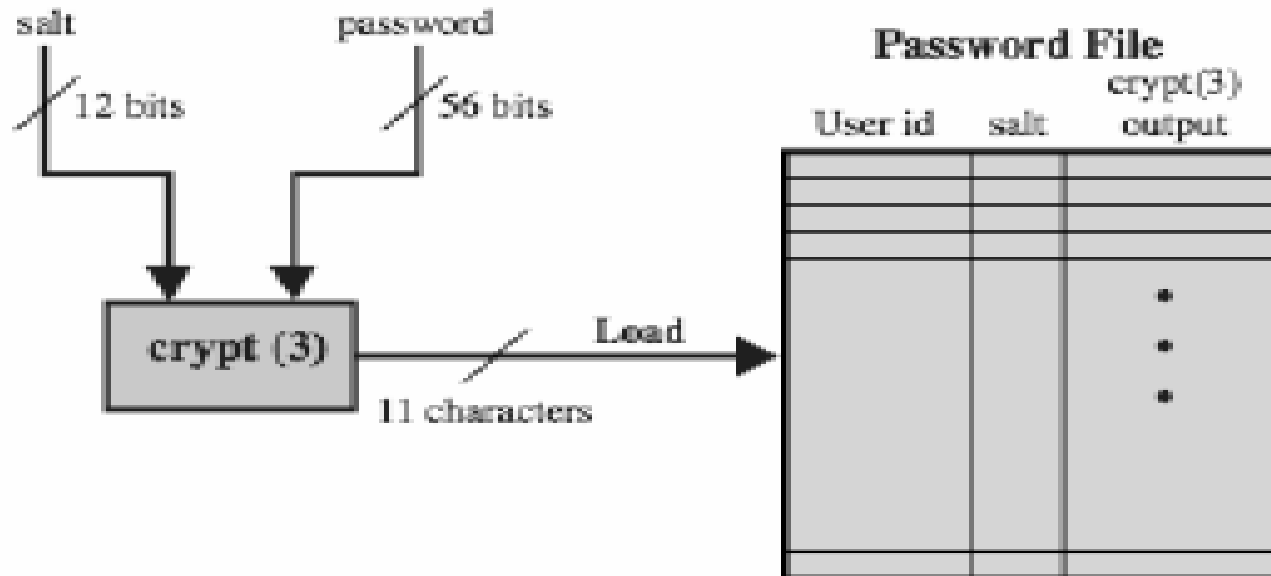
# Password Attacks

There are three different ways to attack a password:

## **FIND / GUESS / CRACK**

- Find: find note, eavesdrop, keyboard snooping, shoulder surfing, asking for it(!)
- Guess: try “probable” cases, “Joe accounts”
- Crack: exhaustive search, dictionary attacks
- Example: the UNIX salt feature:
  - prevents 2 users with the same passwords from knowing it
  - makes exhaustive search for multiple password computationally more expensive

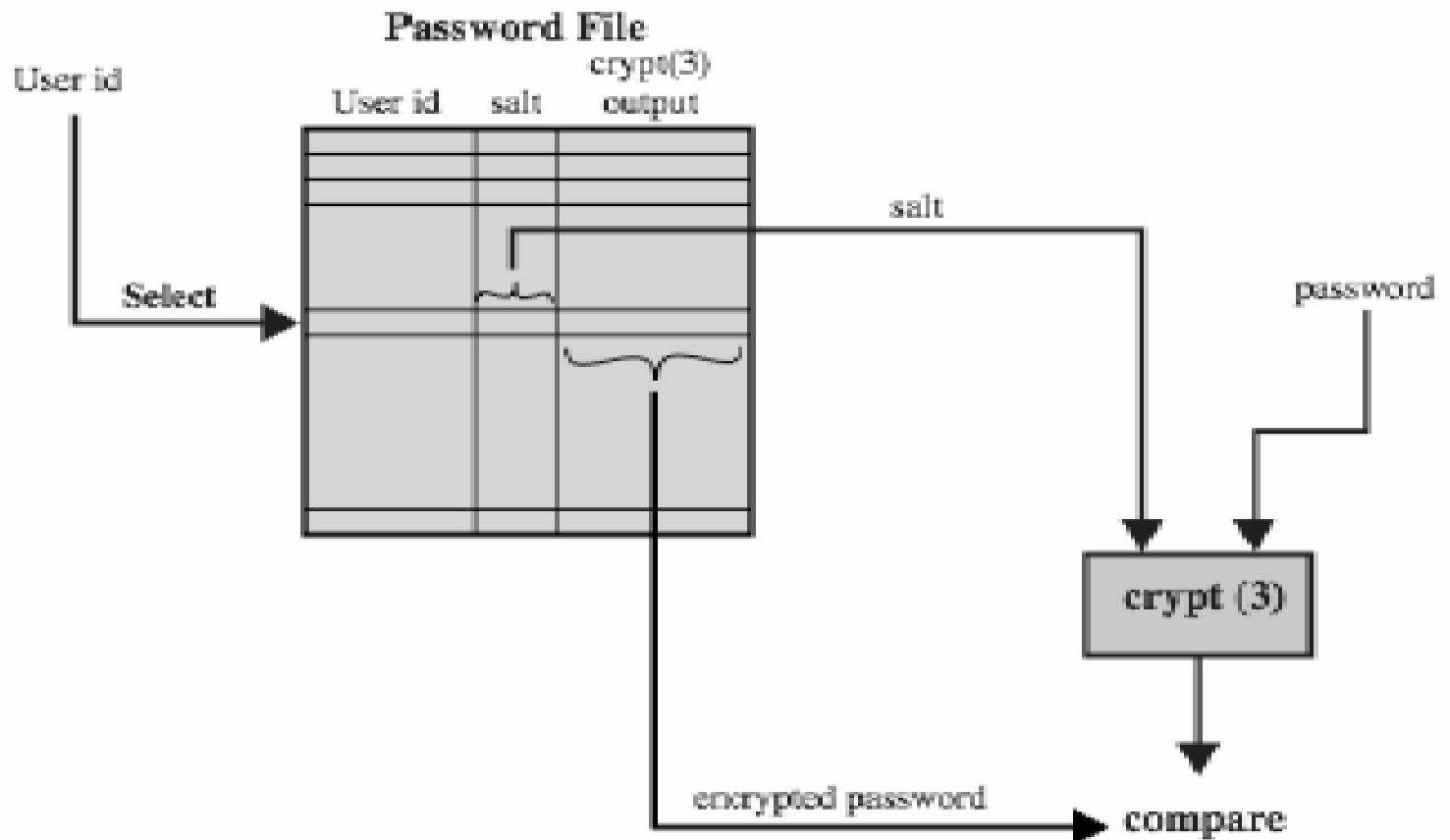
# Introducing a new password



(a) Loading a new password

Download File

# Verifying a password



(b) Verifying a password

# UNIX implementation

## original scheme

- 8 character password form 56-bit key
- 12-bit salt used to modify DES encryption into a one-way hash function
- 0 value repeatedly encrypted 25 times
- output translated to 11 character sequence
- now regarded as woefully insecure
  - e.g. supercomputer, 50 million tests, 80 min
- sometimes still used for compatibility



# Improved implementation

- have other, stronger, hash/salt variants
- many systems now use MD5
  - with 48-bit salt
  - password length is unlimited
  - is hashed with 1000 times inner loop
  - produces 128-bit hash
- OpenBSD uses Blowfish block cipher based hash algorithm called Bcrypt
  - uses 128-bit salt to create 192-bit hash value

# One-time passwords

**A one-time password is a password that is valid only once**

- Thus, it is resistant to eavesdropping and wire-tapping.
- One-time passwords can be implemented using special **password generators** (time-dependent passwords, dynamic password generation) or simply as a **list of passwords**.
- A special type of one-time passwords are those generated by a **challenge-response system**.
- In this case the system **generates a challenge** (seed, nonce), which is different each time and the user **calculates a response** (=the password) using the challenge. Thus, the password will change every time and can not be re-used.
- In this case, the secret is the **function** that translates the challenge to the response (or: see book Fig 3.11)

# Password guessing/cracking (Bruce Schneier)

## Password Recovery Toolkit (PRTK) from Access Data

- Password security depends on:
  - 1) if you can **slow down the password testing** (in the SW)
  - 2) the **order of guessing** by the program
- Guesses 350,000 passwords/s (Microsoft OpSys)
- A typical password consists of a root + appendage
- Appendage is a suffix (90%) or prefix (10%)
- PRTK guessing procedure:
  - 1) dictionary of 1,000 pws (e.g. letmein, 123456, etc)
  - 2) adds 100 common suffixes (e.g 1, 4u, 69, etc)
- => 24 % of all passwords!

# Password guessing/cracking cnt'd

## (Bruce Schneier)

- Exhaustive search of all 4 character strings:  
1) all lowercase, 2) initial uppercase, 3) uppercase
- All with common substitutions (@ for a, 1 for l, etc)
- Collects personal info plus other passwords, which greatly reduces search time

Conclusion: **Good passwords are those not found by PRTK**

- Forensic Toolkit: **scans hard disc for printable strings** to create a dictionary => 50 % of passwords
- Windows opsys leaves data (**residues**) all over the place. May be permanently stored on the hard disc!
- Thus, use opsys insecurity instead of guessing