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Encryption

INST 346, Section 0201

April 3, 2018

Goals for Today

- Symmetric Key Encryption
- Public Key Encryption
- Certificate Authorities
- Secure Sockets Layer


Ovaltine
SECRET
DECODER RING

Simple encryption scheme

substitution cipher: substituting one thing for another

- monoalphabetic cipher: substitute one letter for another

```
plaintext:   abcdefghijklmnopqrstuvwxyz

ciphertext:  mnbvcxzasdfghjklpoiuytrewq
```

e.g.:

```
Plaintext: bob. i love you. alice
ciphertext: nkn. s gktc wky. mgsbc
```

Encryption key: mapping from set of 26 letters to set of 26 letters

Stream and Block Ciphers

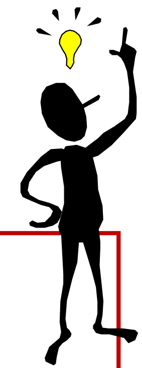
- n substitution ciphers, $M_1, M_2, \ldots, M_n$
- cycling pattern:
  - e.g., n=4: M_1,M_3,M_4,M_3,M_2; M_1,M_3,M_4,M_3,M_2; ..
  - random initialization
- for each new plaintext symbol, use subsequent substitution pattern in cyclic pattern
  - dog: d from M_1, o from M_3, g from M_4

Encryption key: n substitution ciphers, and cyclic pattern

AES: Advanced Encryption Standard

- symmetric-key NIST standard, replaced DES (Nov 2001)
- processes data in 128 bit blocks
- 128, 192, or 256 bit keys
- brute force decryption (try each key) taking 1 sec on DES, takes 149 trillion years for AES

Public Key Cryptography



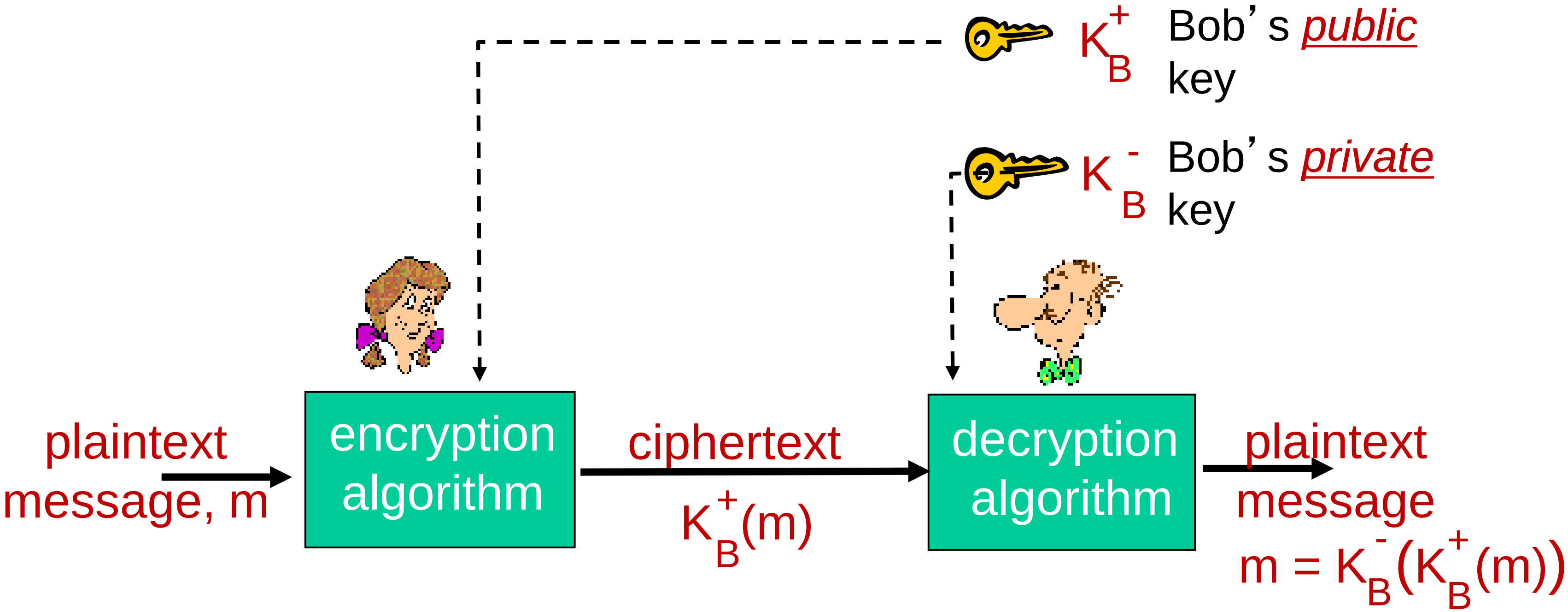
symmetric key crypto

- requires sender, receiver know shared secret key
- Q: how to agree on key in first place (particularly if never "met")?

public key crypto

- radically different approach [Diffie-Hellman76, RSA78]
- sender, receiver do *not* share secret key
- *public* encryption key known to *all*
- *private* decryption key known only to receiver

Public key cryptography



Public key encryption algorithms

requirements:

1. need $K_B^+(\cdot)$ and $K_B^-(\cdot)$ such that

$$K_B^-(K_B^+(m)) = m$$

2. given public key K_B^+, it should be impossible to compute private key K_B^-

RSA: Rivest, Shamir, Adelson algorithm

RSA: Creating public/private key pair

1. choose two large prime numbers p, q. (e.g., 1024 bits each)

2. compute $n = pq$, $z = (p-1)(q-1)$

3. choose e (with $e<n$) that has no common factors with z (e, z are "relatively prime").

4. choose d such that $ed-1$ is exactly divisible by z. (in other words: $ed \bmod z = 1$).

5. *public* key is $\underbrace{(n,e)}_{K_B^+}$. *private* key is $\underbrace{(n,d)}_{K_B^-}$.

RSA: encryption, decryption

0. given (n,e) and (n,d) as computed above

1. to encrypt message m ($<n$), compute

   $$c = m^e \bmod n$$

2. to decrypt received bit pattern, c, compute

   $$m = c^d \bmod n$$

$$m = (\underbrace{m^e \bmod n}_{c})^d \bmod n$$

RSA example:

Bob chooses *p=5, q=7*. Then *n=35, z=24*.

e=5 (so *e, z* relatively prime).

d=29 (so *ed-1* exactly divisible by z).

encrypting 8-bit messages.

encrypt:	bit pattern	m	m^e	$c = m^e \bmod n$
	0000l000	12	24832	17

decrypt:	c	c^d	$m = c^d \bmod n$
	17	481968572106750915091411825223071697	12

RSA: an important property

$$K_B^-(K_B^+(m)) = m = K_B^+(K_B^-(m))$$

use public key first, followed by private key

use private key first, followed by public key

result is the same!

Why is RSA secure?

- suppose you know Bob's public key (n,e). How hard is it to determine d?
- essentially need to find factors of n without knowing the two factors p and q
  - fact: factoring a big number is hard

RSA in practice: session keys

- exponentiation in RSA is computationally intensive
- DES is at least 100 times faster than RSA
- use public key crypto to establish secure connection, then establish second key – symmetric session key – for encrypting data

session key, K_S

- Bob and Alice use RSA to exchange a symmetric key K_S
- once both have K_S, they use symmetric key cryptography

Digital signatures

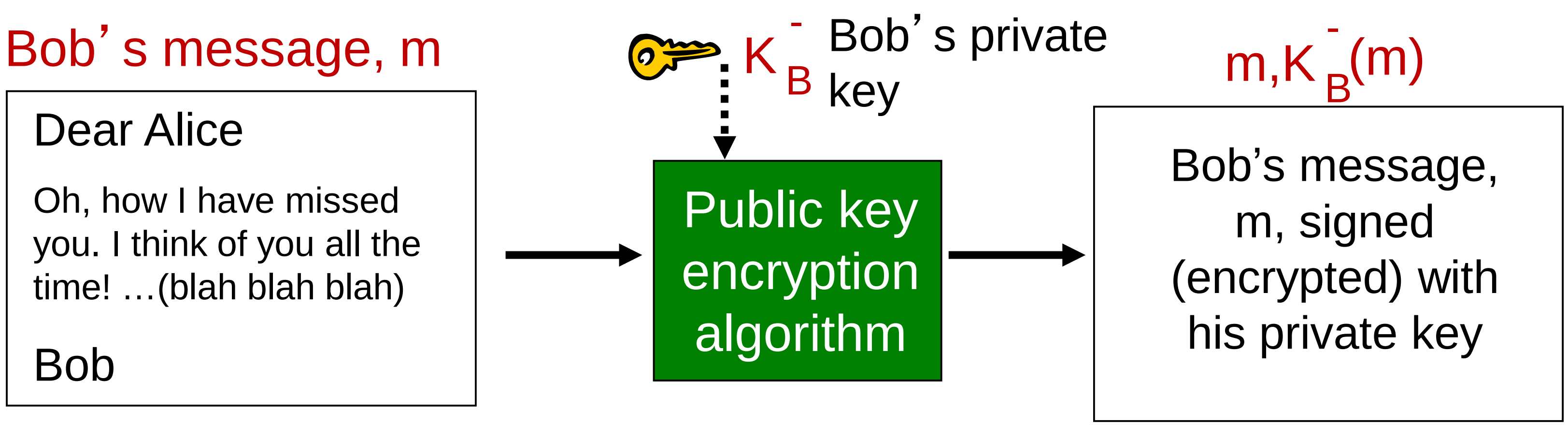
cryptographic technique analogous to hand-written signatures:

- sender (Bob) digitally signs document, establishing he is document owner/creator.
- *verifiable, nonforgeable:* recipient (Alice) can prove to someone that Bob, and no one else (including Alice), must have signed document

Digital signatures

simple digital signature for message m:

- Bob signs m by encrypting with his private key K_B^-, creating "signed" message, $K_B^-(m)$



In practice, this is done more efficiently on message digests

Digital signatures

- suppose Alice receives msg m, with signature: m, $K_B^-(m)$
- Alice verifies m signed by Bob by applying Bob's public key K_B^+ to $K_B^-(m)$ then checks $K_B^+(K_B^-(m)) = m$.
- If $K_B^+(K_B^-(m)) = m$, whoever signed m must have used Bob's private key.

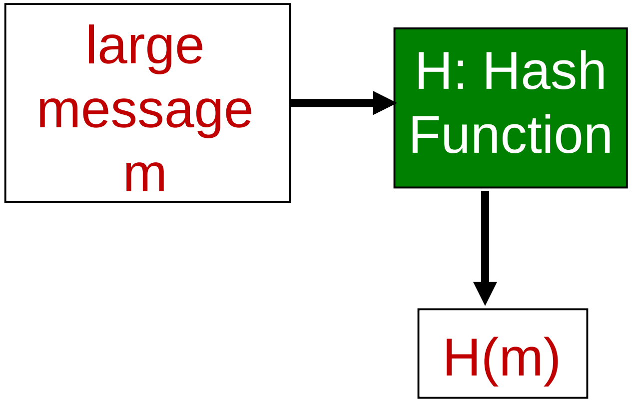
Alice thus verifies that:

- Bob signed m
- no one else signed m
- Bob signed m and not m'

non-repudiation:

✓ Alice can take m, and signature $K_B^-(m)$ to court and prove that Bob signed m

Message digests



goal: fixed-length, easy-to-compute digital "fingerprint"

- apply hash function H to *m*, get fixed size message digest, *H(m)*.

Hash function properties:

- many-to-1
- produces fixed-size msg digest (fingerprint)
- given message digest x, computationally infeasible to find m such that x = H(m)

TCP checksum: poor crypto hash function

Internet checksum has some properties of hash function:

- produces fixed length digest (16-bit sum) of message
- is many-to-one

But given message with given hash value, it is easy to find another message with same hash value:

message	ASCII format
I O U 1	49 4F 55 31
0 0 . 9	30 30 2E 39
9 B O B	39 42 D2 42
	B2 C1 D2 AC

message	ASCII format
I O U 9	49 4F 55 39
0 0 . 1	30 30 2E 31
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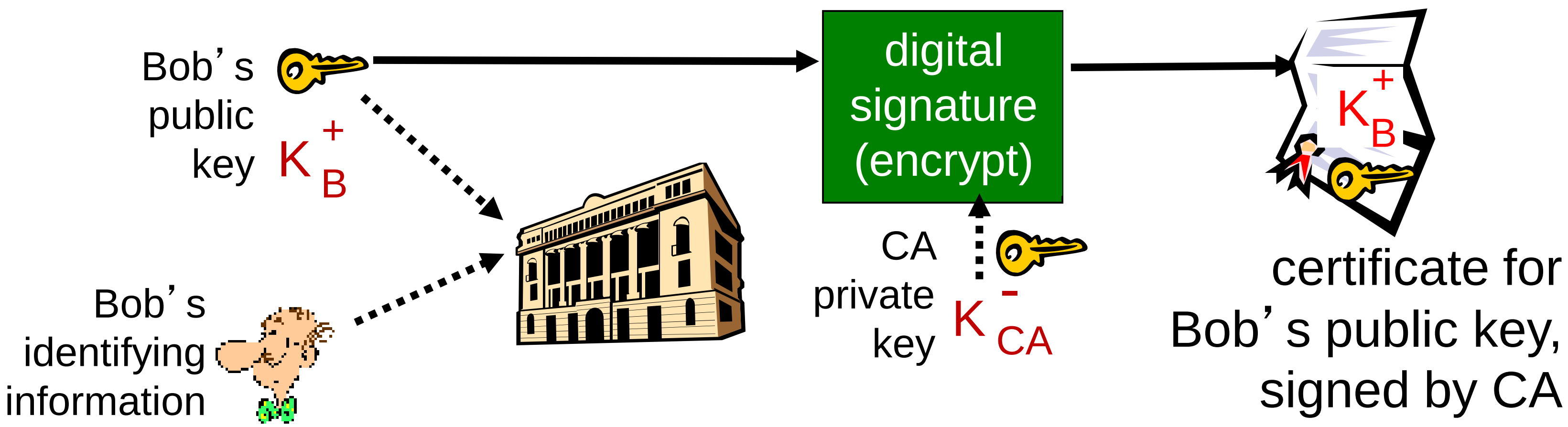
different messages
but identical checksums!

Widely used hash functions

- MD5 (RFC 1321) has known vulnerabilities
  - computes 128-bit message digest in 4-step process
- SHA-1 is widely used but is deprecated
  - US standard [NIST, FIPS PUB 180-1]
  - 160-bit message digest
  - Collision attack with 1000 GPUs in a month
- SHA-2 and SHA-3 are now available
  - Also standardized by NIST
  - More secure, but slower (in software)

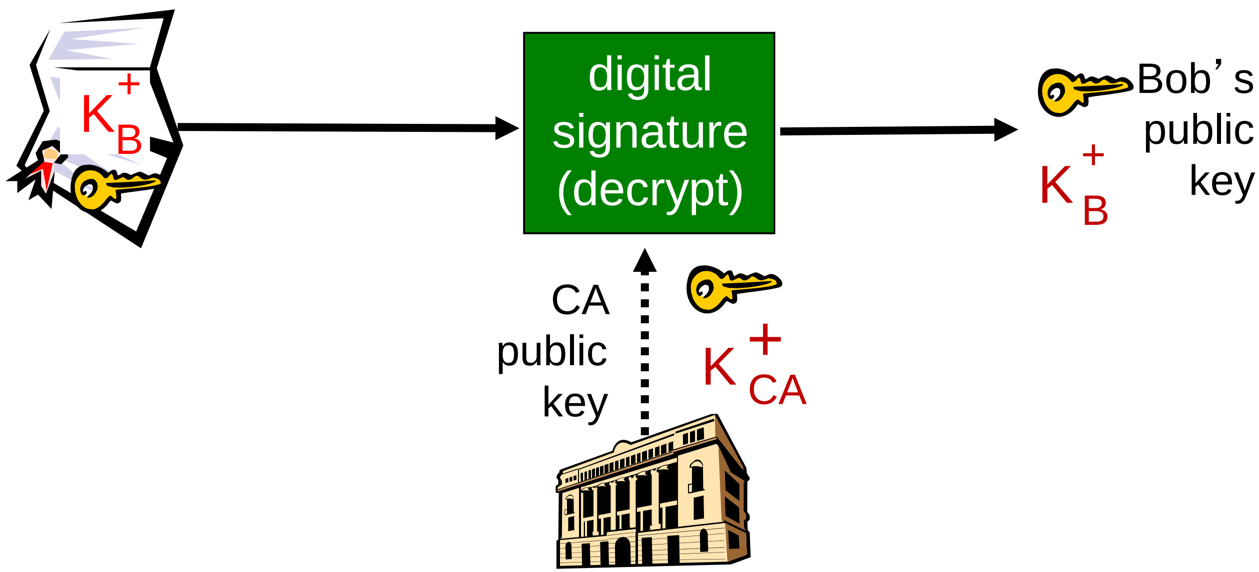
Certification authorities

- *certification authority (CA):* binds public key to particular entity, E.
- E (person, router) registers its public key with CA.
  - E provides "proof of identity" to CA.
  - CA creates certificate binding E to its public key.
  - certificate containing E's public key digitally signed by CA – CA says "this is E's public key"

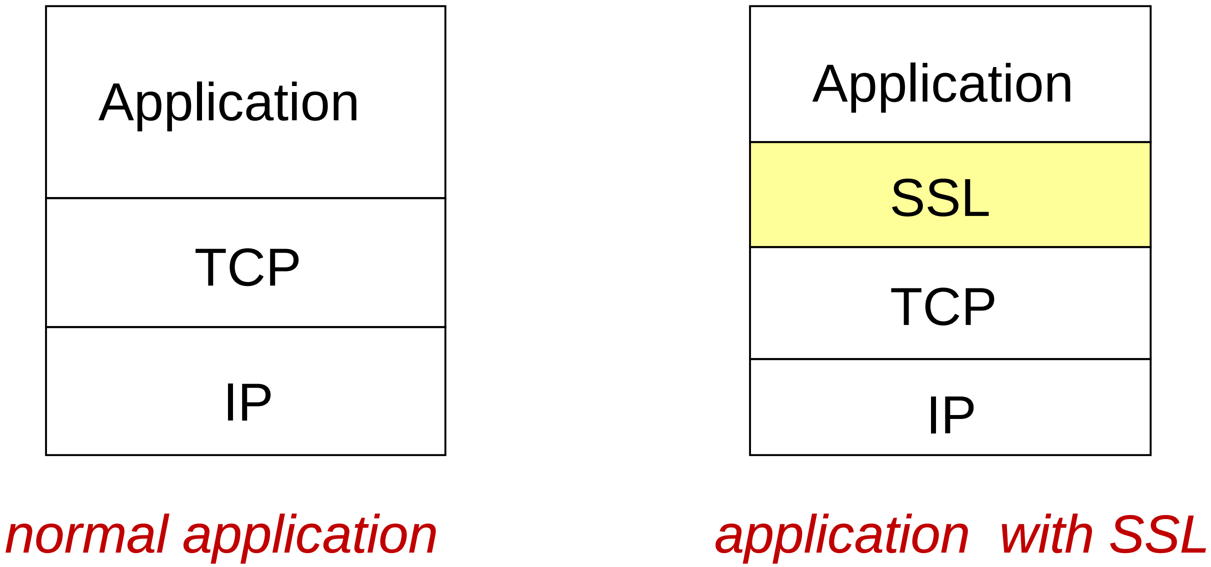


Certification authorities

- when Alice wants Bob's public key:
  - gets Bob's certificate (Bob or elsewhere).
  - apply CA's public key to Bob's certificate, get Bob's public key

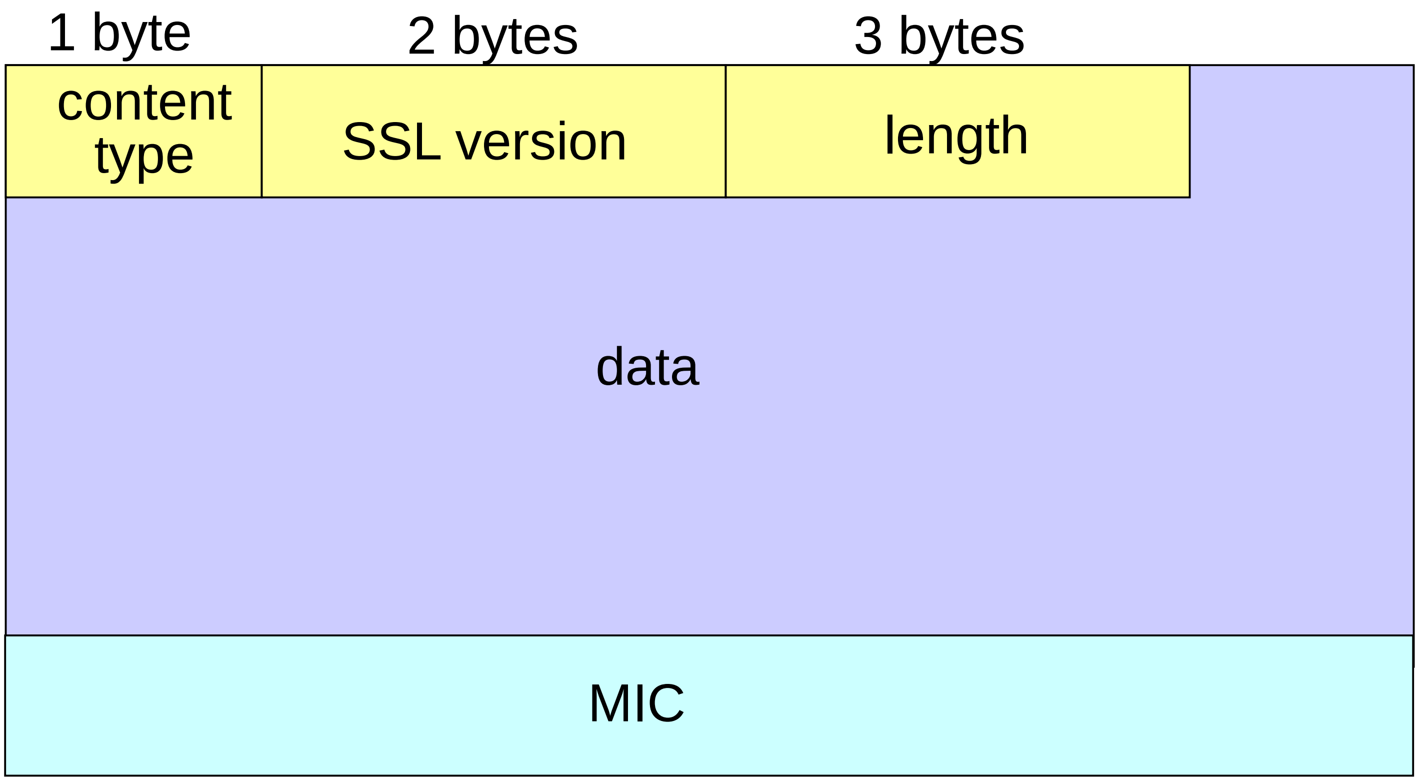


Secure Sockets Layer



- SSL provides application programming interface (API) to applications

SSL record format



Message Integrity Code (MIC) is a cryptographic hash
Data and MIC use symmetric encryption

SSL cipher suite

- cipher suite
  - public-key algorithm
  - symmetric encryption algorithm
  - MIC algorithm
- SSL supports several cipher suites
- negotiation: client, server agree on cipher suite
  - client offers choice
  - server picks one

common SSL symmetric ciphers

- DES – Data Encryption Standard: block
- 3DES – Triple strength: block
- RC2 – Rivest Cipher 2: block
- RC4 – Rivest Cipher 4: stream

SSL Public key encryption

- RSA

SSL overview

- *handshake:* Alice and Bob use their certificates, private keys to authenticate each other and exchange shared secret
- *key derivation:* Alice and Bob use shared secret to derive set of keys
- *data transfer:* data to be transferred is broken up into series of records
- *connection closure:* special messages to securely close connection

SSL: Setup ("handshake")

1. Server authentication
   - client sends list of algorithms it supports, along with client nonce (a random number, used only once)
   - server chooses algorithms from list; sends back: choice + certificate + server nonce
2. Crypto negotiation
   - client verifies certificate, extracts server's public key
   - generates pre_master_secret, encrypts with server's public key, sends to server
3. Establish keys
   - Client and server independently compute encryption and MIC keys from pre_master_secret and nonces
4. Authentication
   - client sends a MIC of all the handshake messages
   - server sends a MIC of all the handshake messages

SSL: handshake authentication

last 2 steps protect handshake from tampering

- client typically offers range of algorithms, some strong, some weak
- man-in-the middle could delete stronger algorithms from list
- last 2 steps prevent this
  - last two messages are encrypted

Key derivation

- client nonce, server nonce, and pre-master secret input into pseudo random-number generator.
  - produces master secret
- master secret and new nonces input into another random-number generator: "key block"
- key block is then sliced and diced:
  - client MIC key
  - server MIC key
  - client encryption key
  - server encryption key
  - client initialization vector (IV)
  - server initialization vector (IV)

SSL connection