Outline for March 4, 2002

Reading: §12.1-12.3

- 1. Greetings and Felicitations
- 2. Puzzle of the day
- 3. Authentication:
 - a. validating client (user) identity
 - b. validating server (system) identity
 - c. validating both (mutual authentication)
- 4. Basis: what you know/have/are, where you are
- 5. Passwords
 - a. How UNIX does selection
 - b. Problem: common passwords; Go through Morris and Thompson ; Klein and mine, etc.
 - c. May be pass phrases: goal is to make search space as large as possible, distribution as uniform as possible
 - d. Other ways to force good password selection: random, pronounceable, computer-aided selection
 - e. Go through problems, approaches to each, esp. proactive
- 6. Password Storage
 - a. In the clear; MULTICS story
 - b. Enciphers; key must be kept available; get to it and it's all over
 - c. Hashed; present idea of one-way functions using identity and sum
 - d. Show UNIX version
- 7. Attack Schemes Directed to the Passwords
 - a. Exhaustive search: UNIX is 1-8 chars, say 96 possibles; it's about 7e16
 - b. Inspired guessing: think of what people would like (see above)
 - c. Random guessing: can't defend against it; bad login messages aid it
 - d. Scavenging: passwords often typed where they might be recorded (b\as login name, in other contexts, etc.
 - e. Ask the user: very common with some public access services
 - f. Expected time to guess
- 8. Password aging
 - a. Pick age so when password is guessed, it's no longer valid
 - b. Implementation: track previous passwords vs. upper, lower time bounds
- 9. Ultimate in aging: One-Time Password
 - a. Password is valid for only one use
 - b. May work from list, or new password may be generated from old by a function
 - c. Example: S/Key
- 10. Challenge-response systems
 - a. Computer issues challenge, user presents response to verify secret information known/item possessed
 - b. Example operations: f(x) = x+1, random, string (for users without computers), time of day, computer sends E(x), you answer E(D(E(x))+1)
 - c. Note: password never sent on wire or network
 - d. Attack: monkey-in-the-middle
 - e. Defense: mutual authentication