## 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 (blas 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a. Pick age so when password is guessed, it's no longer valid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
