Proactive Password Checking

- Analyze proposed password for "goodness"
  - Always invoked
  - Can detect, reject bad passwords for an appropriate definition of "bad"
  - Discriminate on per-user, per-site basis
  - Needs to do pattern matching on words
  - Needs to execute subprograms and use results
    - Spell checker, for example
  - Easy to set up and integrate into password selection system

Example: OPUS

- Goal: check passwords against large dictionaries quickly
  - Run each word of dictionary through k different hash functions $h_1, \ldots, h_k$ producing values less than n
  - Set bits $h_1, \ldots, h_k$ in OPUS dictionary
  - To check new proposed word, generate bit vector and see if *all* corresponding bits set
    - If so, word is in one of the dictionaries to some degree of probability
    - If not, it is not in the dictionaries

Example: *passwd+*

- Provides little language to describe proactive checking
  - test length("$p") < 6
    - If password under 6 characters, reject it
  - test infile("/usr/dict/words", "$p")
    - If password in file /usr/dict/words, reject it
  - test !inprog("spell", "$p", "$p")
    - If password not in the output from program spell, given the password as input, reject it (because it's a properly spelled word)

Salting

- Goal: slow dictionary attacks
- Method: perturb hash function so that:
  - Parameter controls *which* hash function is used
  - Parameter differs for each password
  - So given *n* password hashes, and therefore *n* salts, need to hash guess *n*

Examples

- Vanilla UNIX method
  - Use DES to encipher 0 message with password as key; iterate 25 times
  - Perturb E table in DES in one of 4096 ways
    - 12 bit salt flips entries 1–11 with entries 25–36
- Alternate methods
  - Use salt as first part of input to hash function

Guessing Through *L*

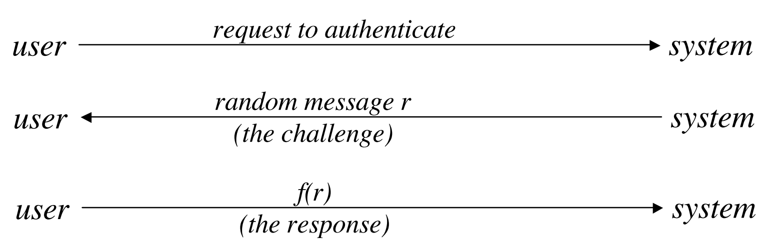
- Cannot prevent these
  - Otherwise, legitimate users cannot log in
- Make them slow
  - Backoff
  - Disconnection
  - Disabling
    - Be very careful with administrative accounts!
  - Jailing
    - Allow in, but restrict activities

Password Aging

- Force users to change passwords after some time has expired
  – How do you force users not to re-use passwords?
    - Record previous passwords
    - Block changes for a period of time
  – Give users time to think of good passwords
    - Don’t force them to change before they can log in
    - Warn them of expiration days in advance

Challenge-Response

- User, system share a secret function *f* (in practice, *f* is a known function with unknown parameters, such as a cryptographic key)



Pass Algorithms

- Challenge-response with the function *f* itself a secret
  - Example:
    - Challenge is a random string of characters such as "abcdefg", "ageksido"
    - Response is some function of that string such as "bdf", "gkip"
  - Can alter algorithm based on ancillary information
    - Network connection is as above, dial-up might require "aceg", "aesd"
  - Usually used in conjunction with fixed, reusable password

One-Time Passwords

- Password that can be used exactly *once*
  - After use, it is immediately invalidated
- Challenge-response mechanism
  - Challenge is number of authentications; response is password for that particular number
- Problems
  - Synchronization of user, system
  - Generation of good random passwords
  - Password distribution problem

S/Key

- One-time password scheme based on idea of Lamport
- h one-way hash function (MD5 or SHA-1, for example)
- User chooses initial seed k
- System calculates:

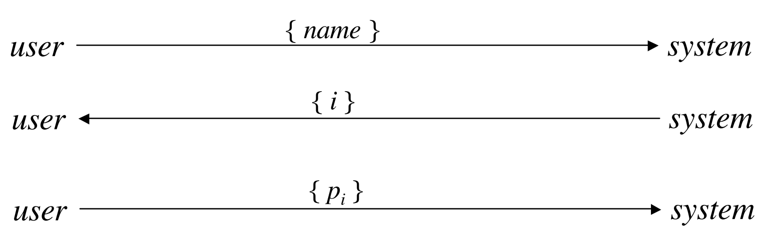
$$h(k) = k_1,\ h(k_1) = k_2,\ \ldots,\ h(k_{n-1}) = k_n$$

- Passwords are reverse order:

$$p_1 = k_n,\ p_2 = k_{n-1},\ \ldots,\ p_{n-1} = k_2,\ p_n = k_1$$

S/Key Protocol

System stores maximum number of authentications n, number of next authentication i, last correctly supplied password p_{i-1}.



System computes $h(p_i) = h(k_{n-i+1}) = k_{n-i} = p_{i-1}$. If match with what is stored, system replaces p_{i-1} with p_i and increments i.

Hardware Support

- Token-based
  - Used to compute response to challenge
    - May encipher or hash challenge
    - May require PIN from user
- Temporally-based
  - Every minute (or so) different number shown
    - Computer knows what number to expect when
  - User enters number and fixed password

C-R and Dictionary Attacks

- Same as for fixed passwords
  - Attacker knows challenge r and response $f(r)$; if f encryption function, can try different keys
    - May only need to know *form* of response; attacker can tell if guess correct by looking to see if deciphered object is of right form
    - Example: Kerberos Version 4 used DES, but keys had 20 bits of randomness; Purdue attackers guessed keys quickly because deciphered tickets had a fixed set of bits in some locations

Encrypted Key Exchange

- Defeats off-line dictionary attacks
- Idea: random challenges enciphered, so attacker cannot verify correct decipherment of challenge
- Assume Alice, Bob share secret password *s*
- In what follows, Alice needs to generate a random public key *p* and a corresponding private key *q*
- Also, *k* is a randomly generated session key, and R_A and R_B are random challenges

EKE Protocol

Alice → $\{ \text{Alice} \,\|\, E_s(p) \}$ → *Bob*

Alice ← $\{ E_s(E_p(k)) \}$ ← *Bob*

Now Alice, Bob share a randomly generated secret session key *k*

Alice → $\{ E_k(R_A) \}$ → *Bob*

Alice ← $\{ E_k(R_A R_B) \}$ ← *Bob*

Alice → $\{ E_k(R_B) \}$ → *Bob*

Biometrics

- Automated measurement of biological, behavioral features that identify a person
  - Fingerprints, voices, eyes, faces
  - Keystrokes, timing intervals between commands
  - Combinations
- Cautions: can be fooled!
  - Assumes biometric device accurate *in the environment it is being used in!*
  - Transmission of data to validator is tamperproof, correct

Location

- If you know where user is, validate identity by seeing if person is where the user is
  - Requires special-purpose hardware to locate user
    - GPS (global positioning system) device gives location signature of entity
    - Host uses LSS (location signature sensor) to get signature for entity

Multiple Methods

- Example: "where you are" also requires entity to have LSS and GPS, so also "what you have"
- Can assign different methods to different tasks
  - As users perform more and more sensitive tasks, must authenticate in more and more ways (presumably, more stringently) File describes authentication required
    - Also includes controls on access (time of day, *etc*.), resources, and requests to change passwords
  - Pluggable Authentication Modules

PAM

- Idea: when program needs to authenticate, it checks central repository for methods to use
- Library call: *pam_authenticate*
  - Accesses file with name of program in */etc/pam_d*
- Modules do authentication checking
  - *sufficient*: succeed if module succeeds
  - *required*: fail if module fails, but all required modules executed before reporting failure
  - *requisite*: like *required*, but don't check all modules
  - *optional*: invoke only if all previous modules fail

Example PAM File

```
auth sufficient /usr/lib/pam_ftp.so
auth required   /usr/lib/pam_unix_auth.so use_first_pass
auth required   /usr/lib/pam_listfile.so onerr=succeed \
                        item=user sense=deny file=/etc/ftpusers
```

For ftp:

1. If user "anonymous", return okay; if not, set PAM_AUTHTOK to password, PAM_RUSER to name, and fail
2. Now check that password in PAM_AUTHTOK belongs to that of user in PAM_RUSER; if not, fail
3. Now see if user in PAM_RUSER named in /etc/ftpusers; if so, fail; if error or not found, succeed

Key Points

- Authentication is not cryptography
  - You have to consider system components
- Passwords are here to stay
  - They provide a basis for most forms of authentication
- Protocols are important
  - They can make masquerading harder
- Authentication methods can be combined
  - Example: PAM

Overview

- Access control lists
- Capability lists
- Locks and keys
- Rings-based access control
- Propagates access control lists

Access Control Lists

- Columns of access control matrix

	file1	file2	file3
Andy	rx	r	rwo
Betty	rwxo	r	
Charlie	rx	rwo	w

ACLs:

- file1: { (Andy, rx) (Betty, rwxo) (Charlie, rx) }
- file2: { (Andy, r) (Betty, r) (Charlie, rwo) }
- file3: { (Andy, rwo) (Betty, r) (Charlie, rwo) }

Default Permissions

- Normal: if not named, *no* rights over file
  - Principle of Fail-Safe Defaults
- If many subjects, may use groups or wildcards in ACL
  - UNICOS: entries are (*user*, *group*, *rights*)
    - If *user* is in *group*, has rights over file
    - ‘*’ is wildcard for *user*, *group*
      - (holly, *, r): holly can read file regardless of her group
      - (*, gleep, w): anyone in group gleep can write file

Abbreviations

- ACLs can be long … so combine users
  - UNIX: 3 classes of users: owner, group, rest
  - rwxrwxrwx

    rest

    group

    owner
  - Ownership assigned based on creating process
    - Some systems: if directory has setgid permission, file group owned by group of directory (SunOS, Solaris)

ACLs + Abbreviations

- Augment abbreviated lists with ACLs
  - Intent is to shorten ACL
- ACLs override abbreviations
  - Exact method varies
- Example: IBM AIX
  - Base permissions are abbreviations, extended permissions are ACLs with user, group
  - ACL entries can add rights, but on deny, access is denied

Permissions in IBM AIX

```
attributes:
base permissions
  owner(bishop):  rw-
  group(sys):     r--
  others:         ---
extended permissions enabled
  specify         rw-  u:holly
  permit          -w-  u:heidi, g=sys
  permit          rw-  u:matt
  deny            -w-  u:holly, g=faculty
```

ACL Modification

- Who can do this?
  - Creator is given *own* right that allows this
  - System R provides a *grant* modifier (like a copy flag) allowing a right to be transferred, so ownership not needed
    - Transferring right to another modifies ACL

Privileged Users

- Do ACLs apply to privileged users (*root*)?
  - Solaris: abbreviated lists do not, but full-blown ACL entries do
  - Other vendors: varies

Groups and Wildcards

- Classic form: no; in practice, usually
  - AIX: base perms gave group sys read only

    ```
    permit    -w-   u:heidi, g=sys
    ```

    line adds write permission for heidi when in that group
  - UNICOS:
    - holly : gleep : r
      - user holly in group gleep can read file
    - holly : * : r
      - user holly in any group can read file
    - * : gleep : r
      - any user in group gleep can read file

Conflicts

- Deny access if any entry would deny access
  - AIX: if any entry denies access, *regardless or rights given so far*, access is denied
- Apply first entry matching subject
  - Cisco routers: run packet through access control rules (ACL entries) in order; on a match, stop, and forward the packet; if no matches, deny
    - Note default is deny so honors principle of fail-safe defaults

Handling Default Permissions

- Apply ACL entry, and if none use defaults
  - Cisco router: apply matching access control rule, if any; otherwise, use default rule (deny)
- Augment defaults with those in the appropriate ACL entry
  - AIX: extended permissions augment base permissions

Revocation Question

- How do you remove subject's rights to a file?
  - Owner deletes subject's entries from ACL, or rights from subject's entry in ACL
- What if ownership not involved?
  - Depends on system
  - System R: restore protection state to what it was before right was given
    - May mean deleting descendent rights too …

Windows NT ACLs

- Different sets of rights
  - Basic: read, write, execute, delete, change permission, take ownership
  - Generic: no access, read (read/execute), change (read/write/execute/delete), full control (all), special access (assign any of the basics)
  - Directory: no access, read (read/execute files in directory), list, add, add and read, change (create, add, read, execute, write files; delete subdirectories), full control, special access

Accessing Files

- User not in file's ACL nor in any group named in file's ACL: deny access
- ACL entry denies user access: deny access
- Take union of rights of all ACL entries giving user access: user has this set of rights over file

Capability Lists

- Rows of access control matrix

	file1	file2	file3
Andy	rx	r	rwo
Betty	rwxo	r	
Charlie	rx	rwo	w

C-Lists:

- Andy: { (file1, rx) (file2, r) (file3, rwo) }
- Betty: { (file1, rwxo) (file2, r) }
- Charlie: { (file1, rx) (file2, rwo) (file3, w) }

Semantics

- Like a bus ticket
  - Mere possession indicates rights that subject has over object
  - Object identified by capability (as part of the token)
    - Name may be a reference, location, or something else
  - Architectural construct in capability-based addressing; this just focuses on protection aspects
- Must prevent process from altering capabilities
  - Otherwise subject could change rights encoded in capability or object to which they refer

Implementation

- Tagged architecture
  - Bits protect individual words
    - B5700: tag was 3 bits and indicated how word was to be treated (pointer, type, descriptor, *etc*.)
- Paging/segmentation protections
  - Like tags, but put capabilities in a read-only segment or page
    - CAP system did this
  - Programs must refer to them by pointers
    - Otherwise, program could use a copy of the capability—which it could modify

Implementation (*con't*)

- Cryptography
  - Associate with each capability a cryptographic checksum enciphered using a key known to OS
  - When process presents capability, OS validates checksum
  - Example: Amoeba, a distributed capability-based system
    - Capability is (*name*, *creating_server*, *rights*, *check_field*) and is given to owner of object
    - *check_field* is 48-bit random number; also stored in table corresponding to *creating_server*
    - To validate, system compares *check_field* of capability with that stored in *creating_server* table
    - ***Vulnerable if capability disclosed to another process***

Copying

- Copying: systems usually use copy flag
- Other approaches possible
  - Example: Amoeba again; suppose Karl wants to let Matt read file Karl owns, but not propagate this right
    - Karl gives capability to server, requests restricted capability
    - Server creates new capability (read only here), and sets *check_field* of new capability to $h(rights \oplus check\_field)$
    - Server gives this to Karl, who gives it to Matt
    - Matt presents it to server to read file
    - Server looks in table to get original *check_field*, recomputes new *check_field* from original one and rights in capability
      - If this matches the one in the capability, honor it
      - If not, don't