

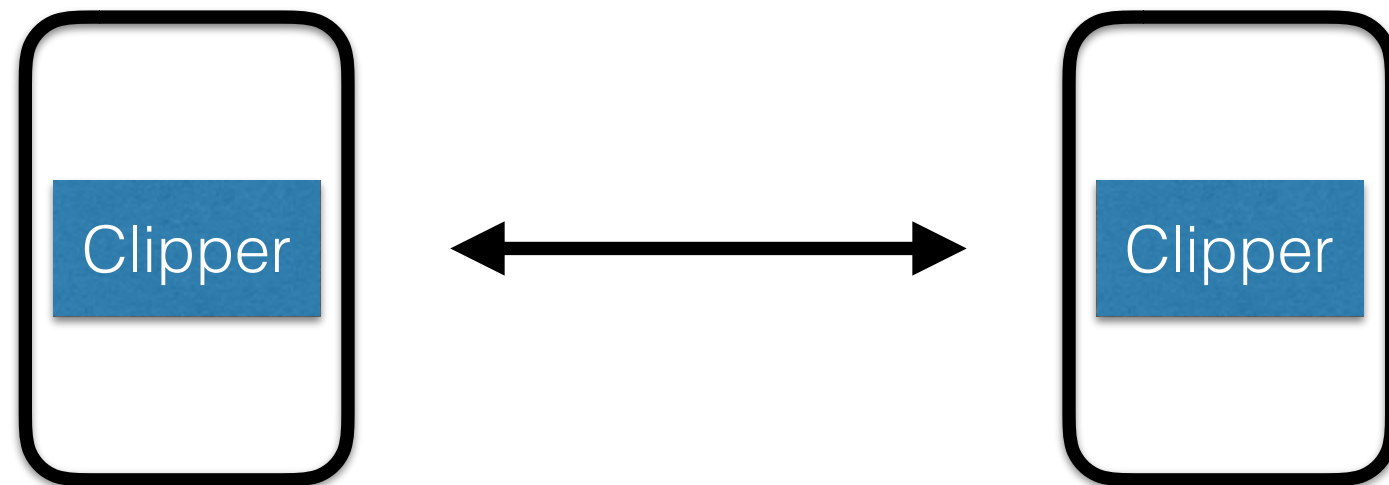
Midterm Recap

Misuse of Crypto

and Future Work

# Clipper chip

*A lesson in poorly designed protocols*



**Goal:**  
**Confidentiality**

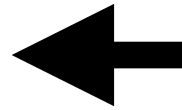
Support encrypted communication  
between devices

**Goal:**  
**Key escrow**

Permit law enforcement to obtain  
“session keys” with a warrant

# Clipper chip: Design

## Tamper-proof hardware



Hardware that is difficult to introspect (e.g., extract keys), alter (change the algorithms), or impersonate

### **Skipjack**

encryption algorithm

### **Skipjack Keys**

Unit key  
Global family key

### **Diffie-Hellman**

key exchange

**LEAF** generation  
& validation

# Clipper chip: Design

## Tamper-proof hardware

### **Skipjack**

encryption algorithm



Block cipher designed by the NSA, originally classified SECRET.

### **Skipjack Keys**

Unit key  
Global family key

(Violates Kirchhoff's principle)

Broken within *one day* of declassification.

### **Diffie-Hellman**

key exchange

80-bit key; similar algorithm to DES (also broken)

**LEAF** generation  
& validation

# Clipper chip: Design

## Tamper-proof hardware

### **Skipjack**

encryption algorithm

Assigned when the hardware is manufactured.

### **Skipjack Keys**

Unit key  
Global family key

Unit key is unique to this unit in particular (each Clipper chip also has a *unit ID*).

### **Diffie-Hellman**

key exchange

Global family key is the same across many units.

**LEAF** generation  
& validation

# Clipper chip: Design

## Tamper-proof hardware

### Skipjack

encryption algorithm

Used for establishing a (symmetric) **session key**

### Skipjack Keys

Unit key  
Global family key

Session keys are ephemeral (e.g., last only for a given connection, transaction, etc.)

### Diffie-Hellman

key exchange

General properties about session keys:

- Compromising one session key does not compromise others
- Compromising a long-term key should not compromise past session keys (**forward secrecy**)

**LEAF** generation  
& validation

# Clipper chip: Design

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### **Skipjack**

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### LEAF

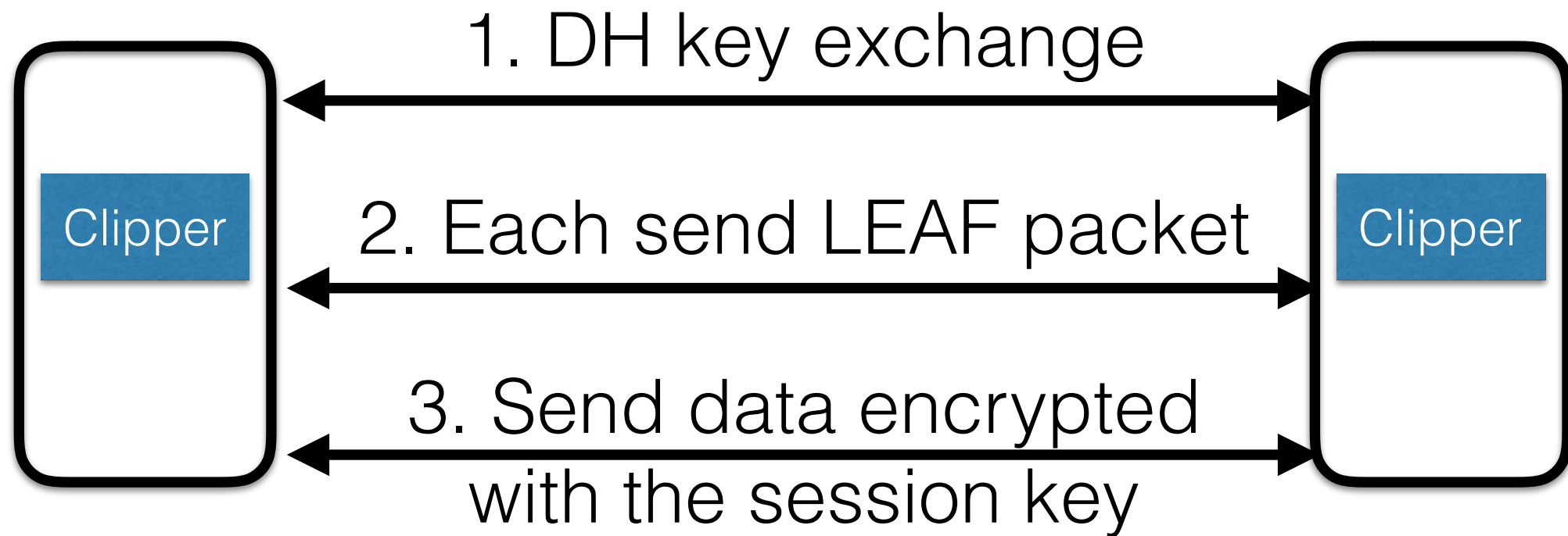
(Law Enforcement Access Field)

To permit wiretapping, law enforcement needs to be able to extract session keys, but only has access to what is sent during communication

**Idea:** send data that has enough info to allow law enforcement to extract keys (but not any other eavesdropper).



# LEAF protocol design



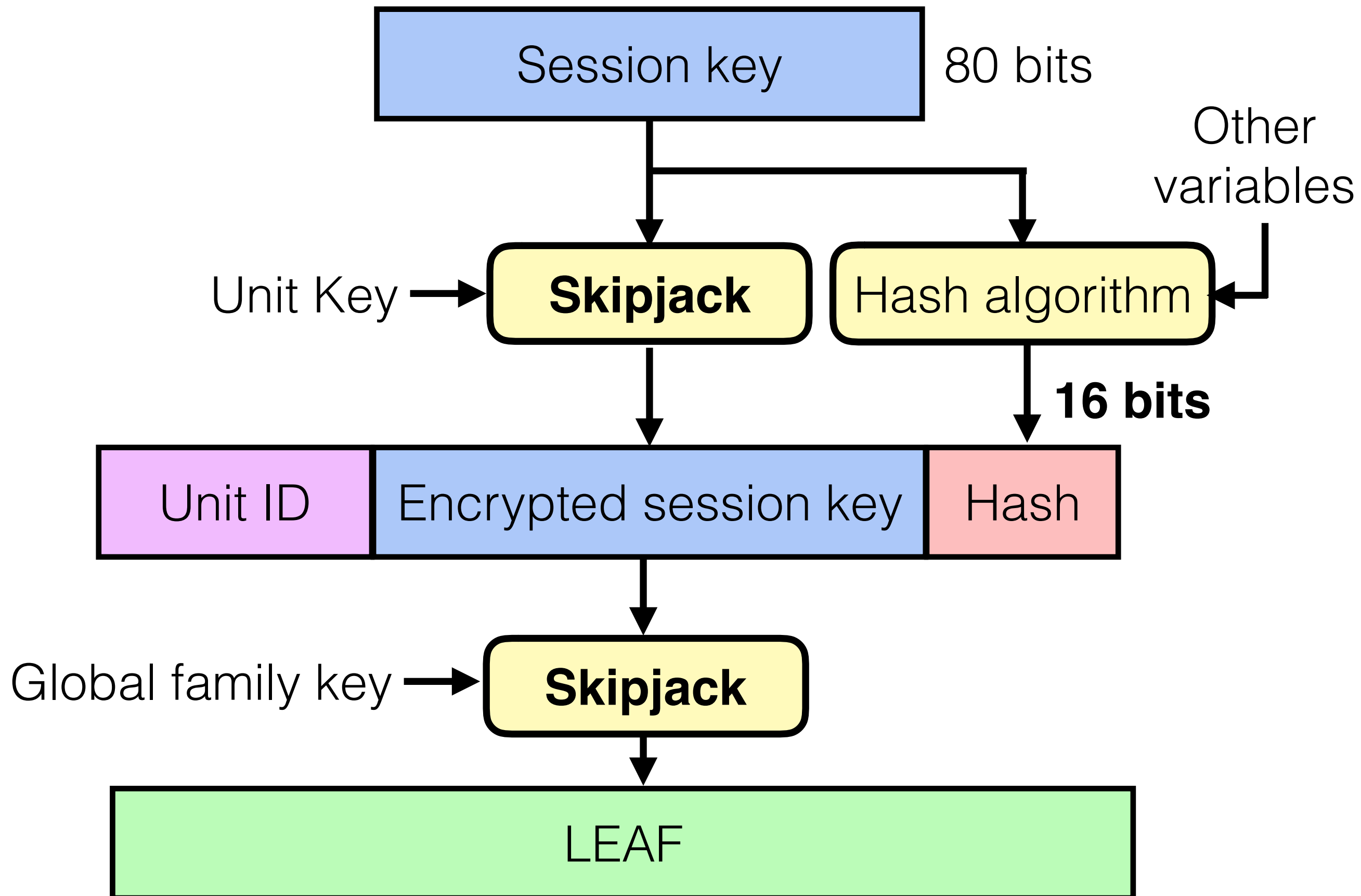
The Clipper chips will not decrypt until it has received a valid LEAF packet

Law enforcement sees all packets.

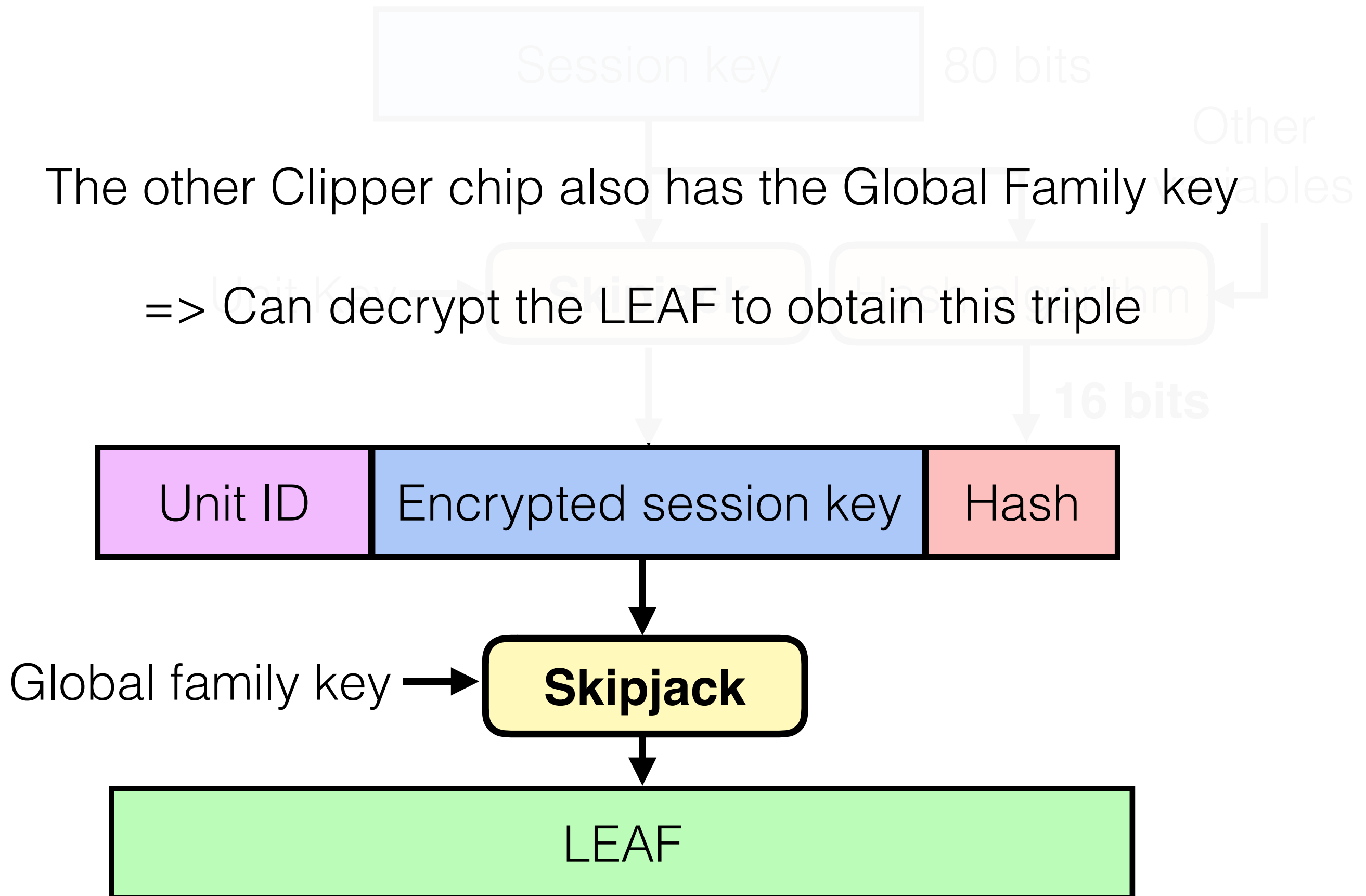
- Cannot infer key from DH key exchange
- *Can* infer it from the LEAF packet



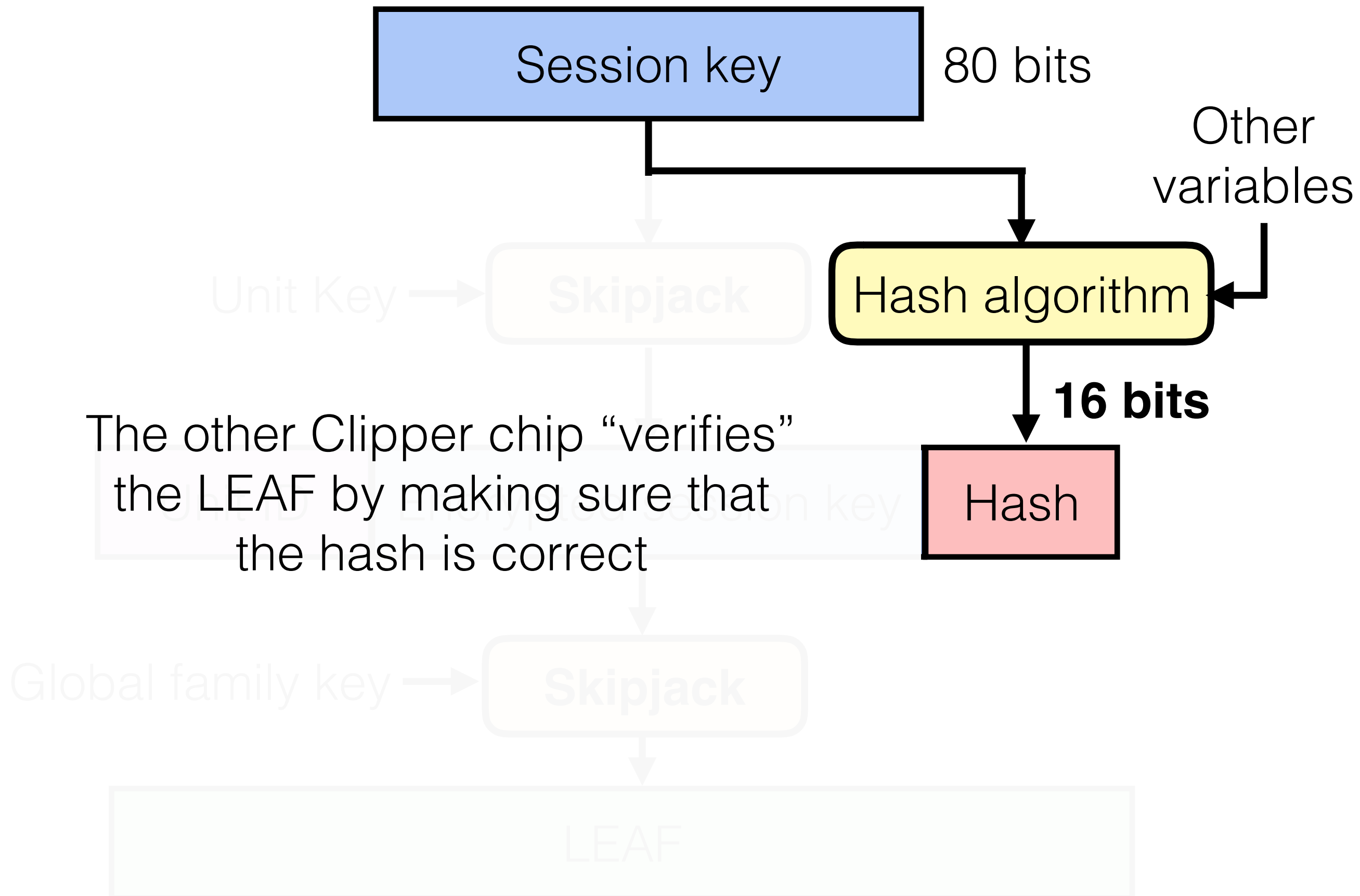
# LEAF message structure



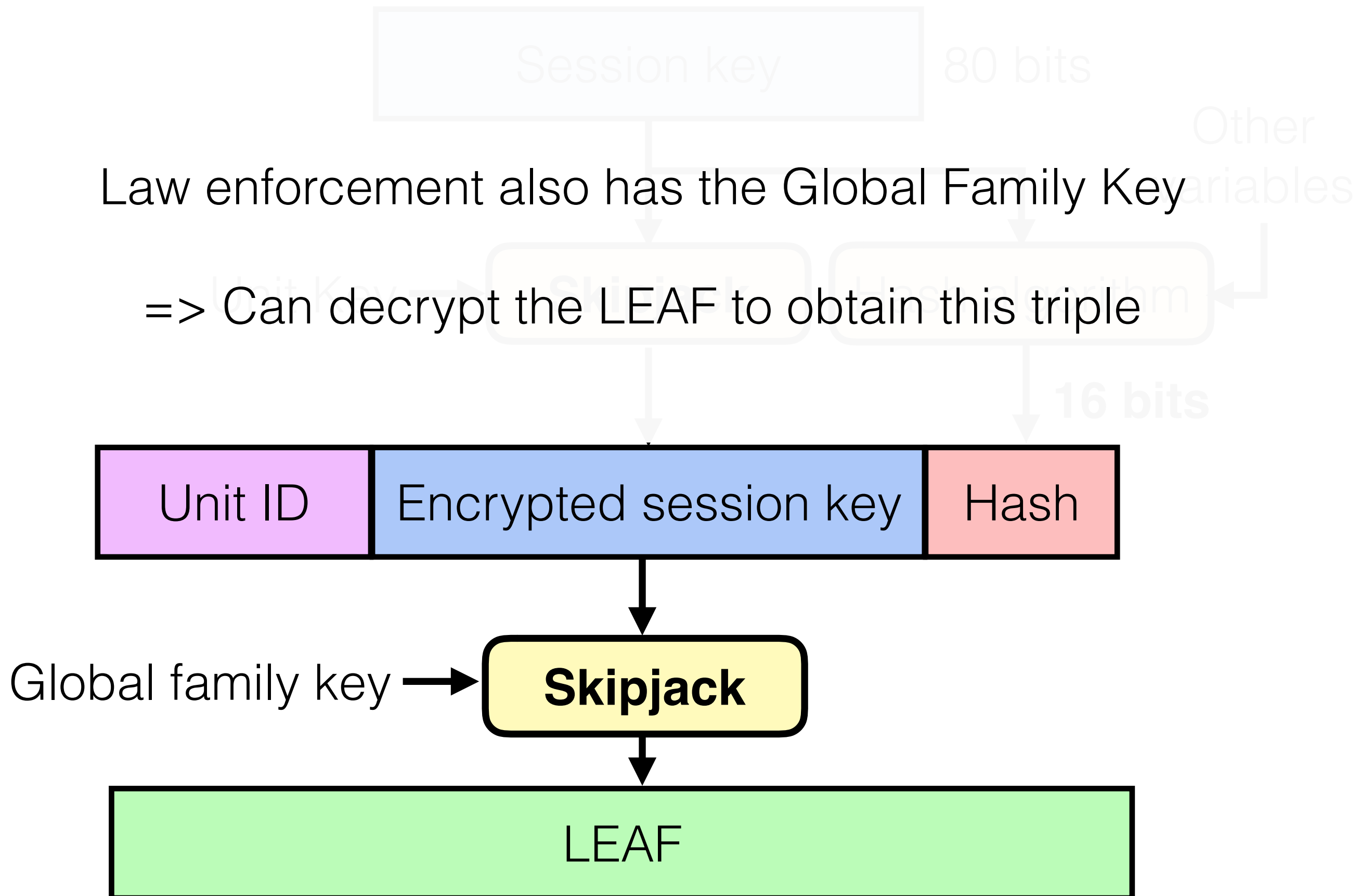
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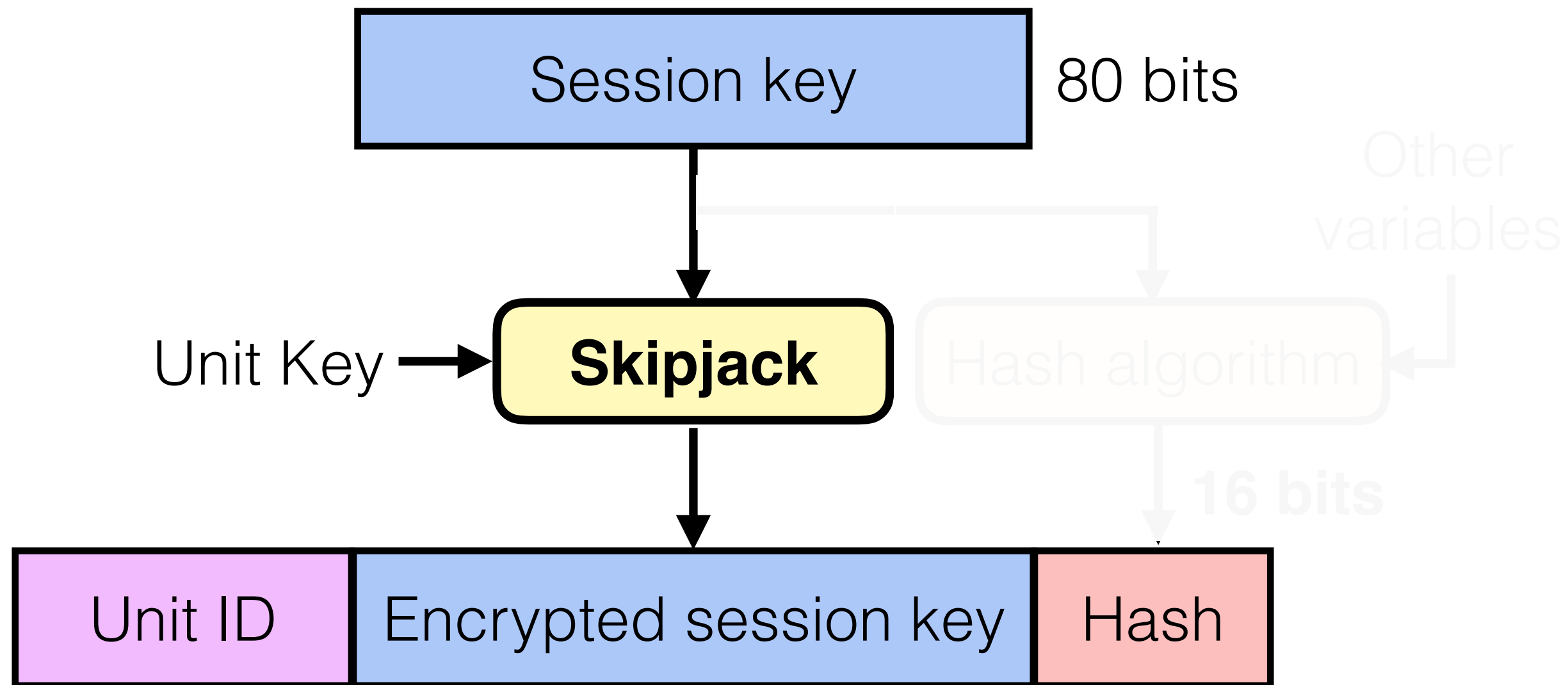
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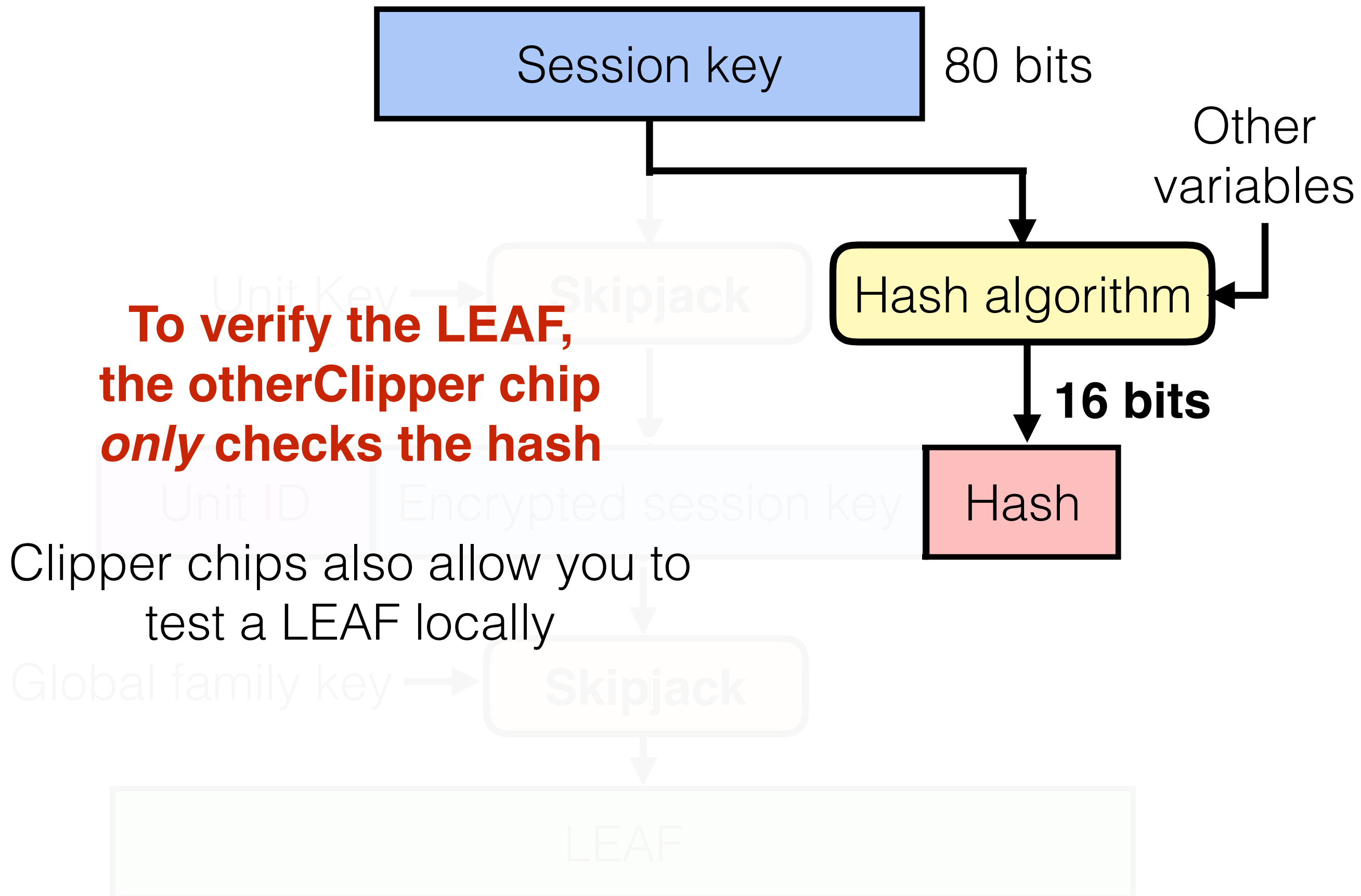
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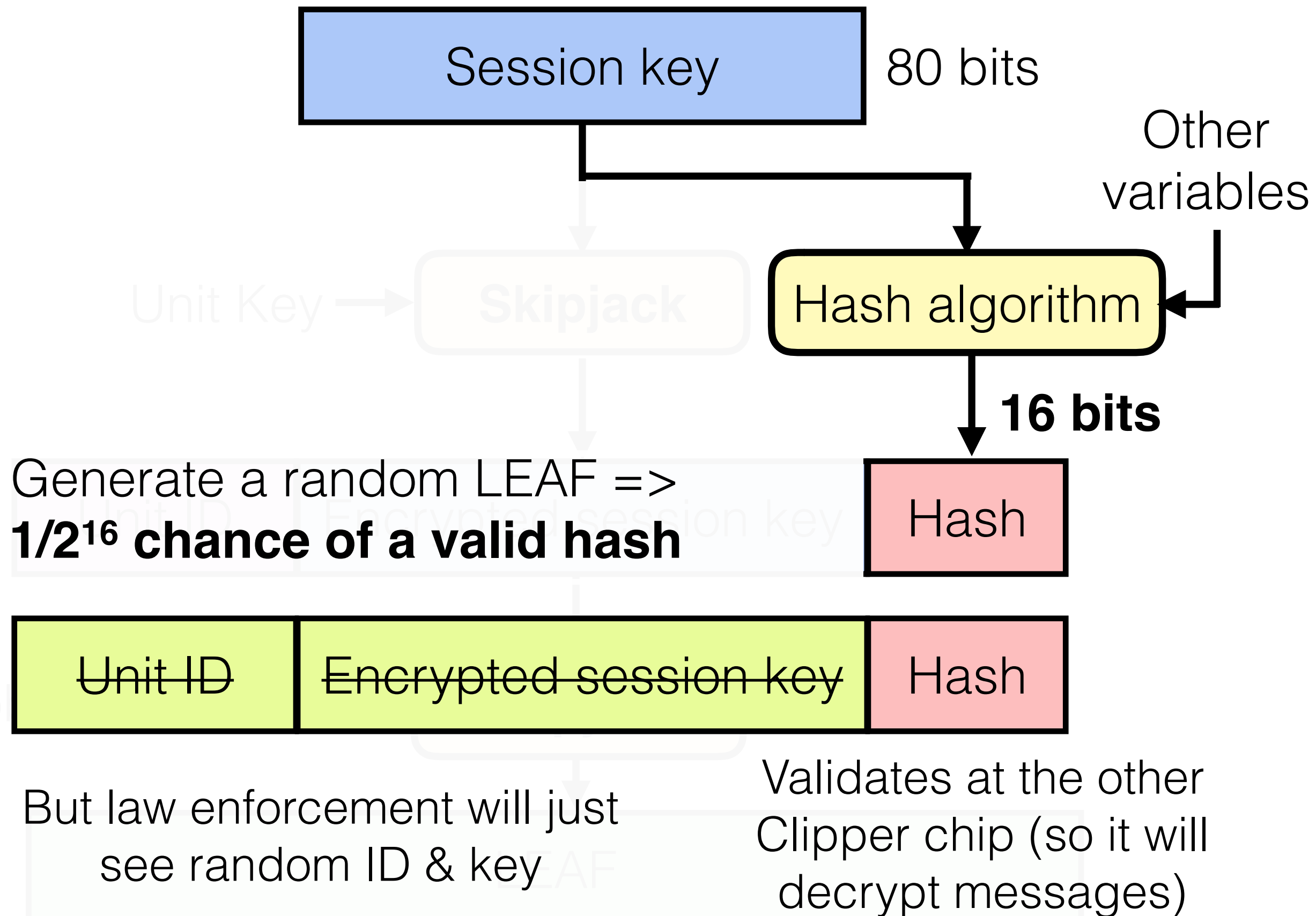
Law enforcement *does not* have direct access to all unit keys; needs a **warrant** to get them

Unit keys are split across two locations (one location gets a OTP, the other gets the XOR)

# LEAF: failure



# LEAF: failure





# Misusing crypto

Avoid shooting yourself in the foot:

- Do not **roll your own** cryptographic mechanisms
  - Takes peer review
  - Apply Kerckhoff's principle
- Do not ***misuse*** existing crypto
- Do not even ***implement*** the underlying crypto



# An Empirical Study of Cryptographic Misuse in Android Applications

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4. (see paper)
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6. Do not use **static seeds** to seed `SecureRandom(.)`

# Crypto misuse in Android apps

15,134 apps from Google play used crypto;  
Analyzed **11,748** of them



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|     | # apps | violated rule                            |
|-----|--------|------------------------------------------|
| 48% | 5,656  | Uses ECB (BouncyCastle default) (R1)     |
| 31% | 3,644  | Uses constant symmetric key (R3)         |
| 17% | 2,000  | Uses ECB (Explicit use) (R1)             |
| 16% | 1,932  | Uses constant IV (R2)                    |
|     | 1,636  | Used iteration count < 1,000 for PBE(R5) |
| 14% | 1,629  | Seeds SecureRandom with static (R6)      |
|     | 1,574  | Uses static salt for PBE (R4)            |
| 12% | 1,421  | No violation                             |

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# BouncyCastle defaults

- BouncyCastle is a library that conforms to Java's **Cipher** interface:

```
Cipher c =  
    Cipher.getInstance("AES/CBC/PKCS5Padding");  
  
// Ultimately end up wrapping a ByteArrayOutputStream  
// in a CipherOutputStream
```

- Java documentation specifies:

If no mode or padding is specified, provider-specific default values for the mode and padding scheme are used. For example, the SunJCE provider uses ECB as the default mode, and PKCS5Padding as the default padding scheme for DES, DES-EDE and Blowfish ciphers.

| #Occurrences | Symmetric encryption scheme |
|--------------|-----------------------------|
| 5878         | AES/CBC/PKCS5Padding        |
| 4803         | AES *                       |
| 1151         | DES/ECB/NoPadding           |
| 741          | DES *                       |
| 501          | DESede *                    |
| 473          | DESede/ECB/PKCS5Padding     |
| 468          | AES/CBC/NoPadding           |
| 443          | AES/ECB/PKCS5Padding        |
| 235          | AES/CBC/PKCS7Padding        |
| 221          | DES/ECB/PKCS5Padding        |
| 220          | AES/ECB/NoPadding           |
| 205          | DES/CBC/PKCS5Padding        |
| 155          | AES/ECB/PKCS7Padding        |
| 104          | AES/CFB8/NoPadding          |

**Table 4: Distribution of frequently used symmetric encryption schemes. Schemes marked with \* are used in ECB mode by default.**



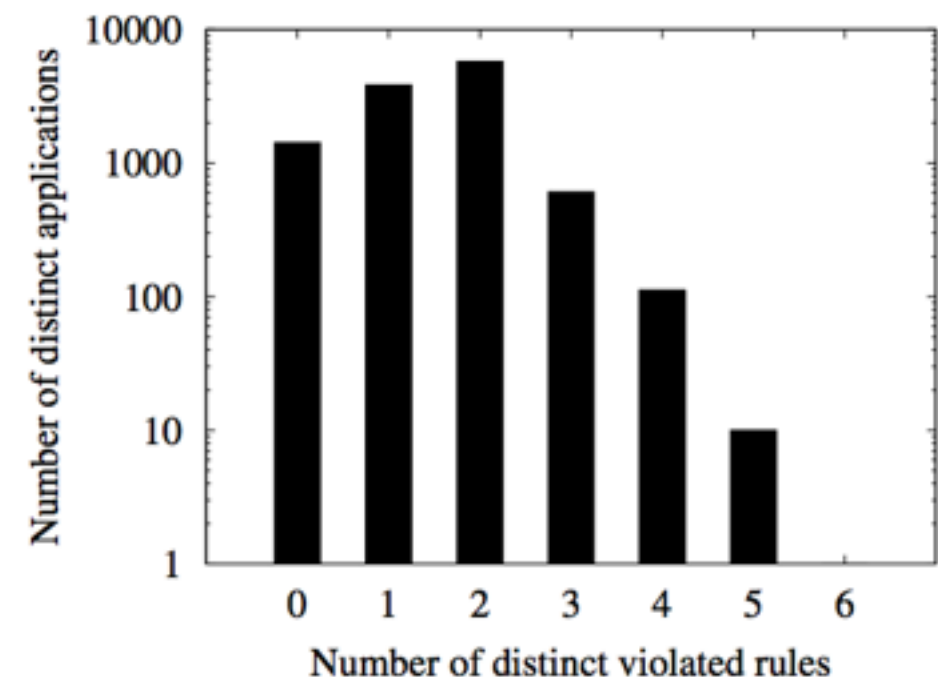
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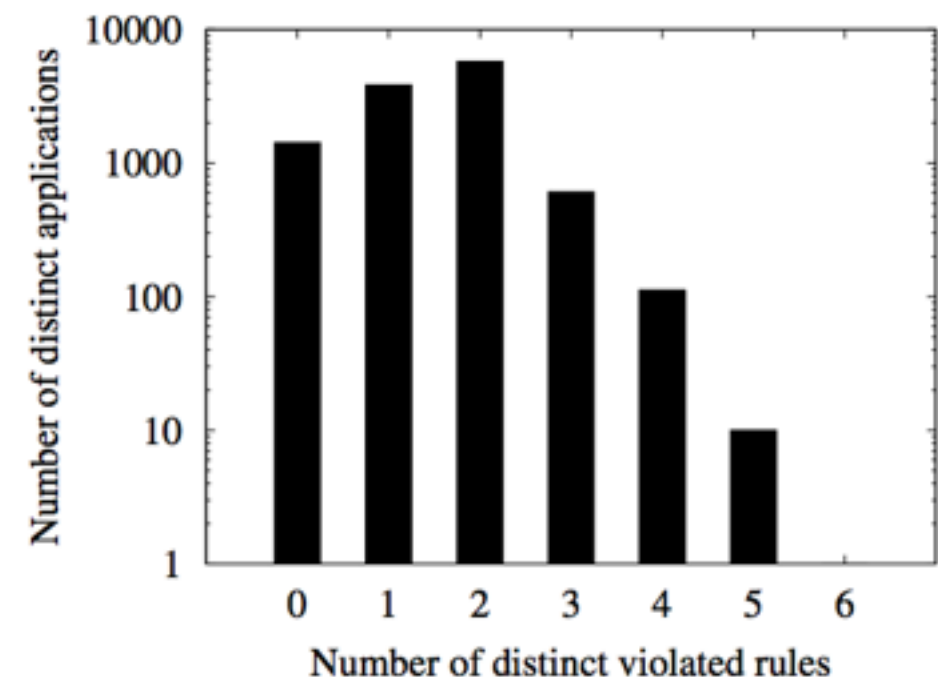
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A failure of the programmers to **know the tools** they use

A failure of library writers to **provide safe defaults**

# Misusing crypto

Avoid shooting yourself in the foot:

- Do not **roll your own** cryptographic mechanisms
  - Takes peer review
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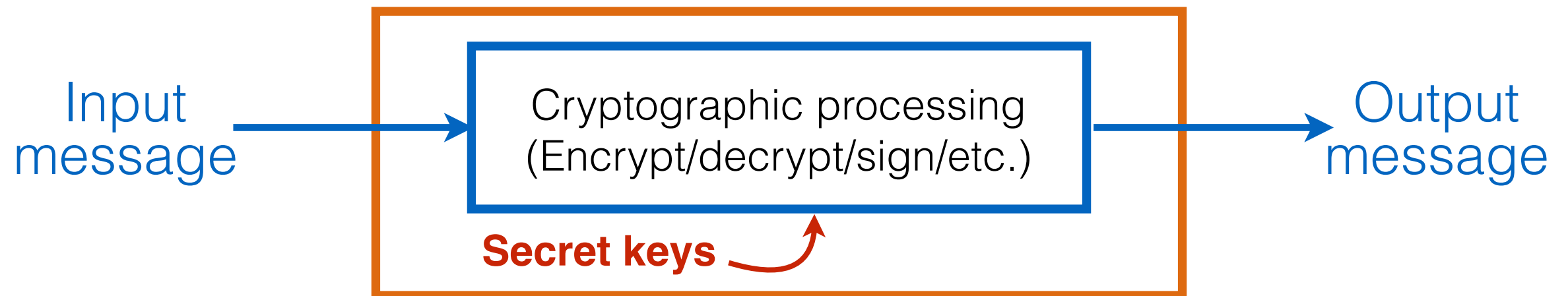


# Why not implement AES/RSA/etc. yourself?

- Not talking about creating a brand new crypto scheme, just implementing one that's already widely accepted and used.
- Kerckhoff's principle: these are all open standards; should be implementable.
- Potentially buggy/incorrect code, but so might be others' implementations (viz. OpenSSL bugs, poor defaults in Bouncy castles, etc.)
- So why not implement it yourself?

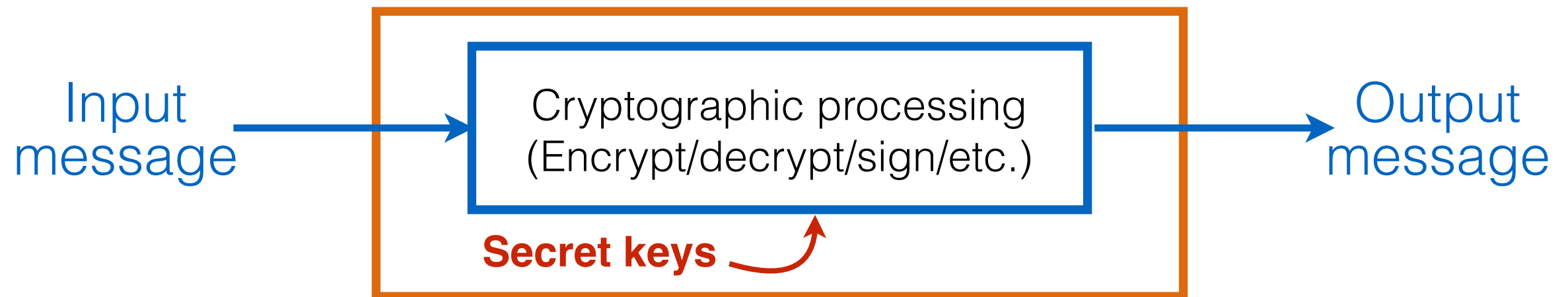
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- Cryptography concerns the *theoretical* difficulty in breaking a cipher



# Side-channel attacks

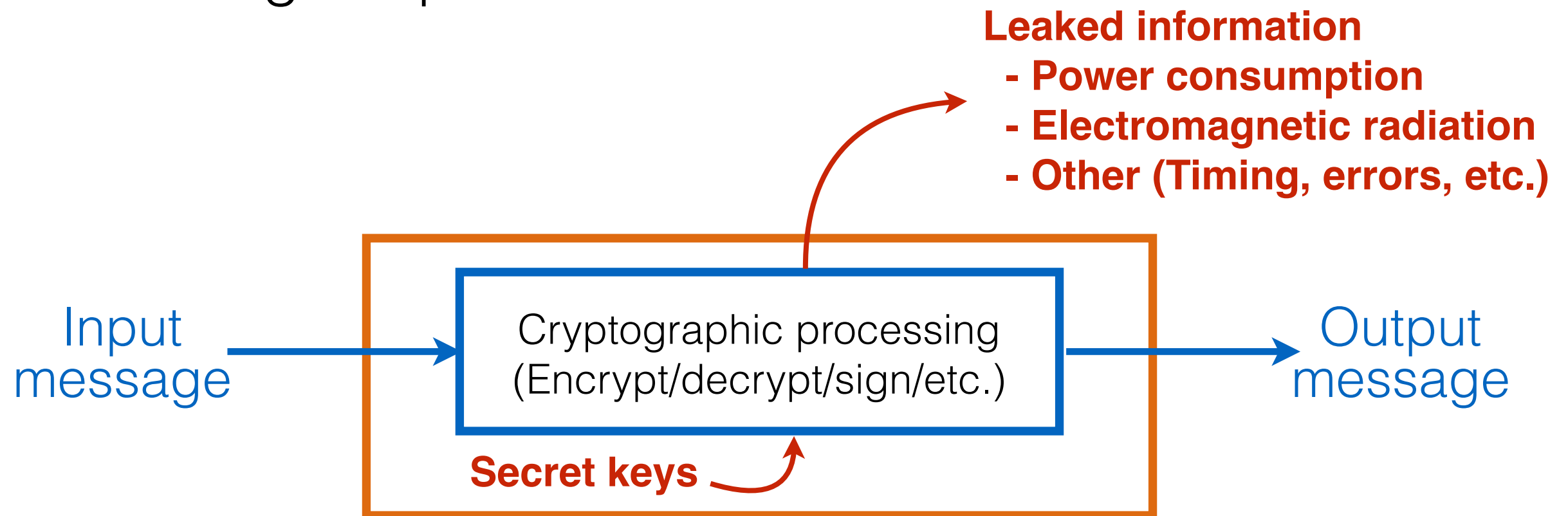
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- But what about the information that a particular *implementation* could leak?
  - Attacks based on these are “**side-channel attacks**”

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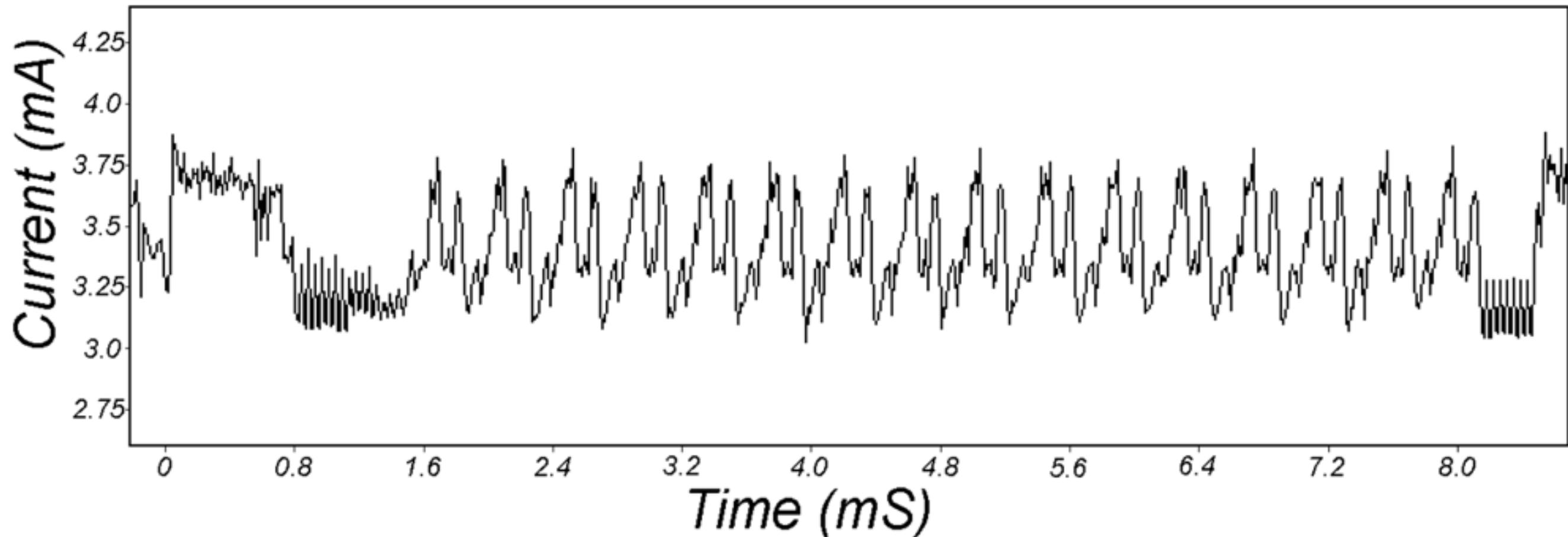


- But what about the information that a particular *implementation* could leak?
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# Simple Power Analysis (SPA)

- Interpret *power traces* taken during a cryptographic operation
- Simple power analysis can reveal the sequence of instructions executed

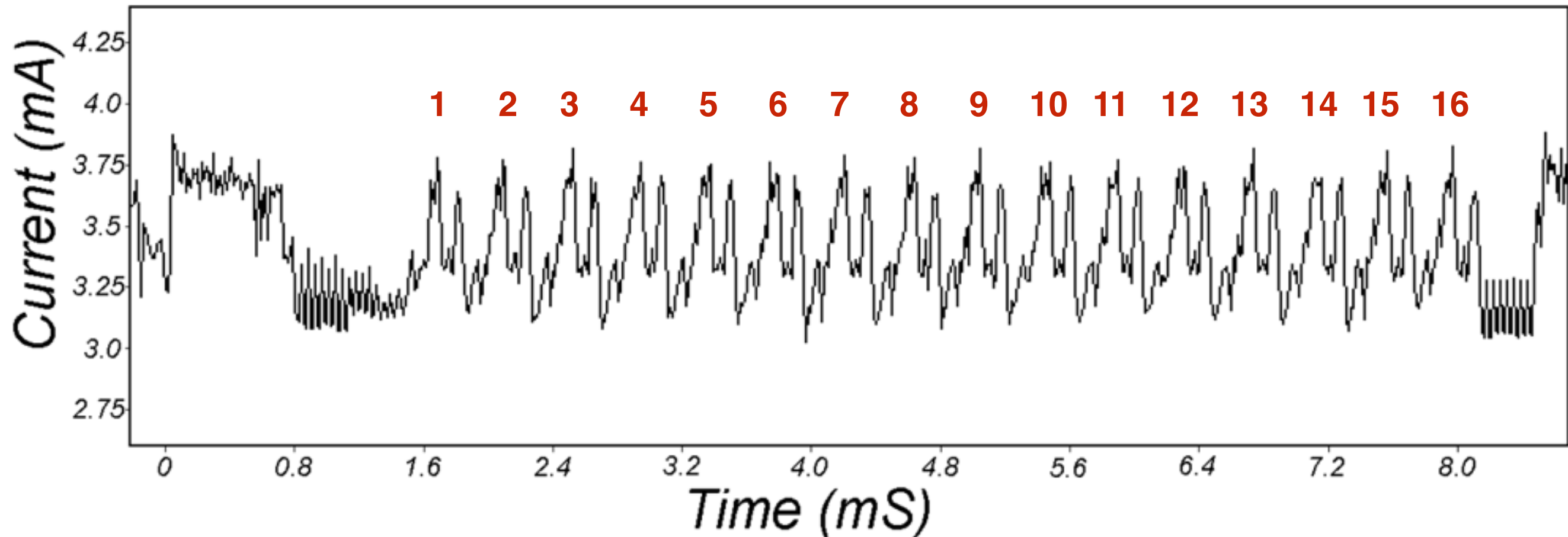
# SPA on DES



**Figure 1:** SPA trace showing an entire DES operation.

Overall operation clearly visible:  
Can identify the **16 rounds of DES**

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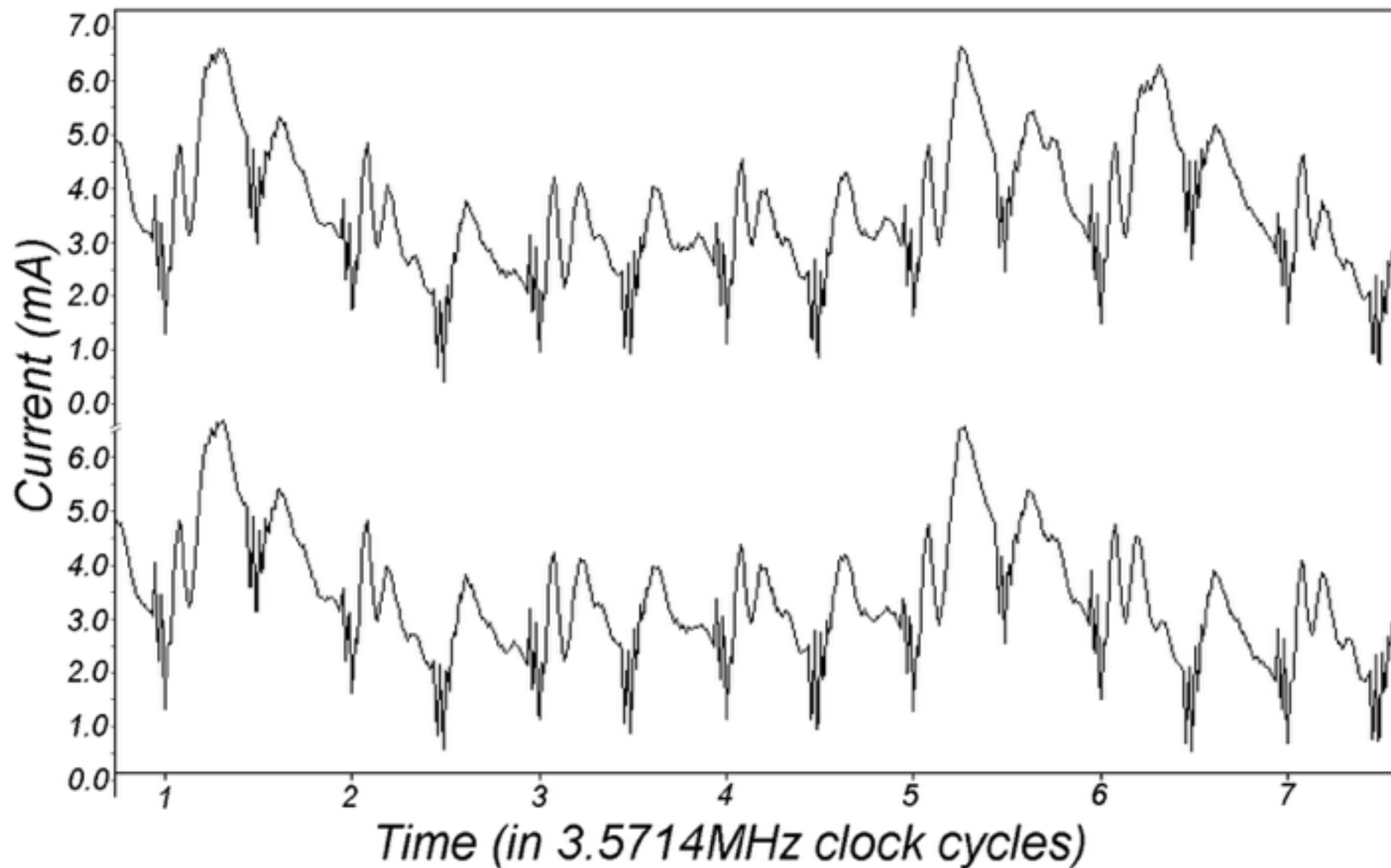


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# SPA on DES



**Figure 3:** SPA trace showing individual clock cycles.

Specific **instructions** are also discernible

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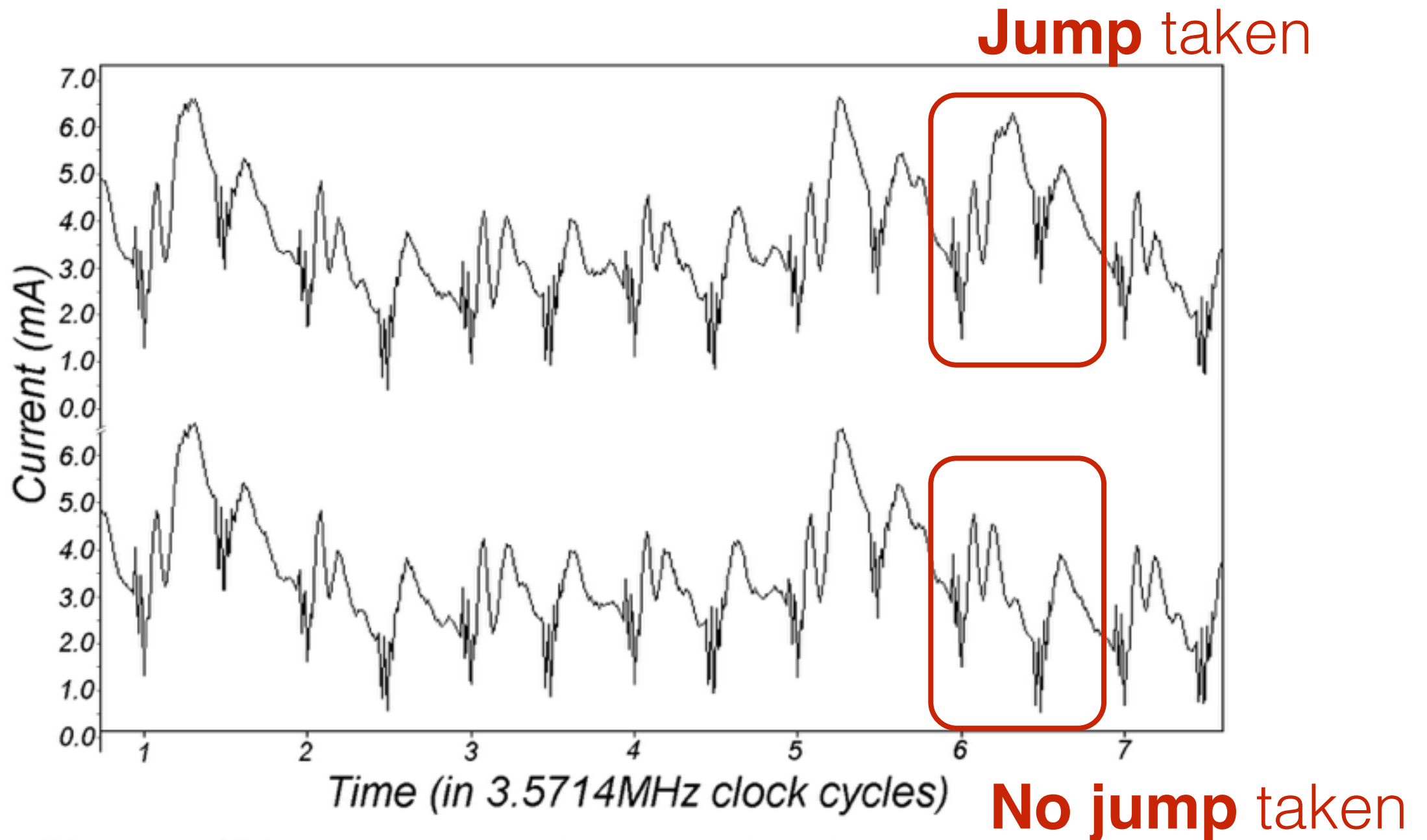


Figure 3: SPA trace showing individual clock cycles.

Specific **instructions** are also discernible

# High-level idea

```
HypotheticalEncrypt(msg, key) {  
  for(int i=0; i < key.len(); i++) {  
    if(key[i] == 0)  
      // branch 0  
    else  
      // branch 1  
  }  
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- took longer? (timing attacks)
- gave off more heat?
- made more noise?
- ...

Implementation issue: If the execution path depends on the inputs (key/data), then *SPA can reveal keys*

# Differential Power Analysis (DPA)

- SPA just visually inspects a single run
- DPA runs iteratively and reactively
  - Get multiple samples
  - Based on these, construct new plaintext messages as inputs, and repeat

# Mitigating such attacks

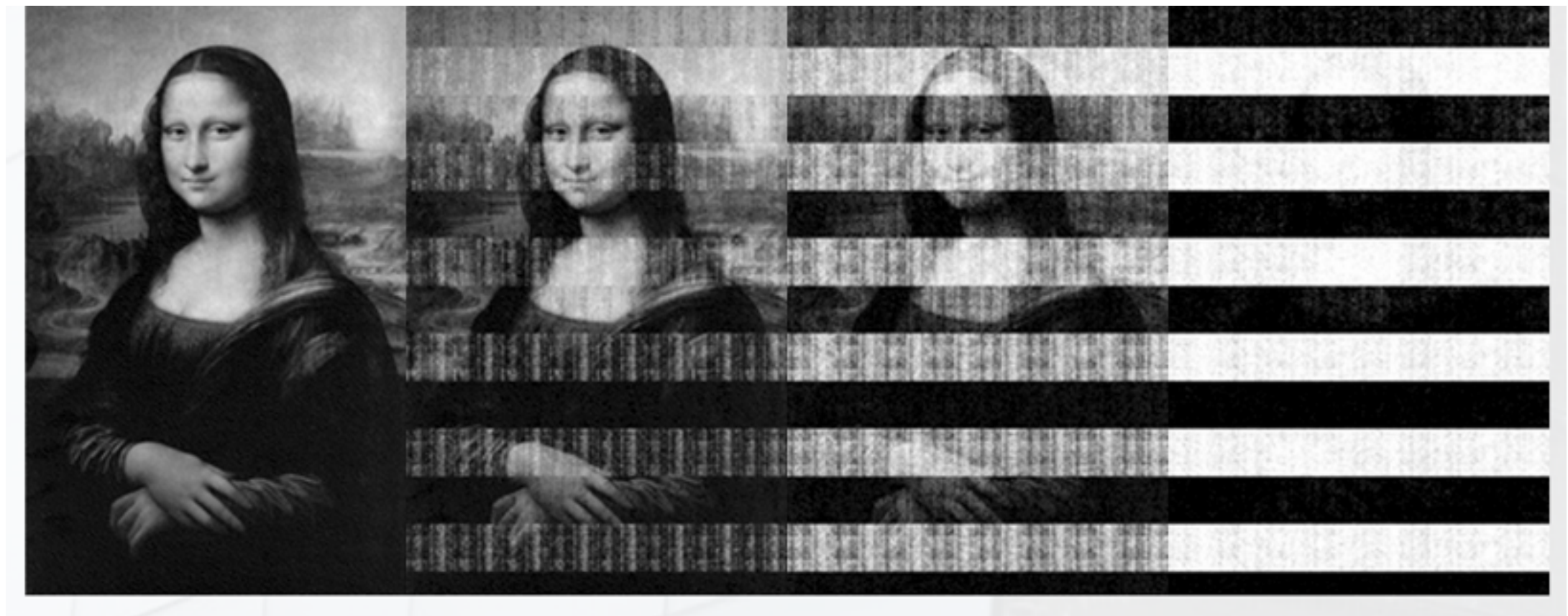
- Hide information by making the execution paths depend on the inputs as little as possible
  - Have to *give up some optimizations* that depend on particular bit values in keys
    - Some Chinese Remainder Theorem (CRT) optimizations permitted remote timing attacks on SSL servers
- The crypto community should seek to design cryptosystems under the assumption that some information is going to leak

# Other side-channel attacks

- Typical threat model: attacker doesn't have root access to a particular machine
  - So we safely store keys in memory
- But what if the attacker had physical access to the machine?

# Attack

- Attacker's goal: reboot the machine into an OS that he or she controls to look at memory contents
- Challenge: memory loses state without power



5 sec

30 sec

60 sec

5 min

# Cold boot attack

Memory loses its state slower  
at really cold temperatures

|   | Seconds<br>w/o power | Error % at<br>operating temp. | Error %<br>at $-50^{\circ}\text{C}$ |
|---|----------------------|-------------------------------|-------------------------------------|
| A | 60                   | 41                            | (no errors)                         |
|   | 300                  | 50                            | 0.000095                            |
| B | 360                  | 50                            | (no errors)                         |
|   | 600                  | 50                            | 0.000036                            |
| C | 120                  | 41                            | 0.00105                             |
|   | 360                  | 42                            | 0.00144                             |
| D | 40                   | 50                            | 0.025                               |
|   | 80                   | 50                            | 0.18                                |

Table 2: Effect of cooling on error rates

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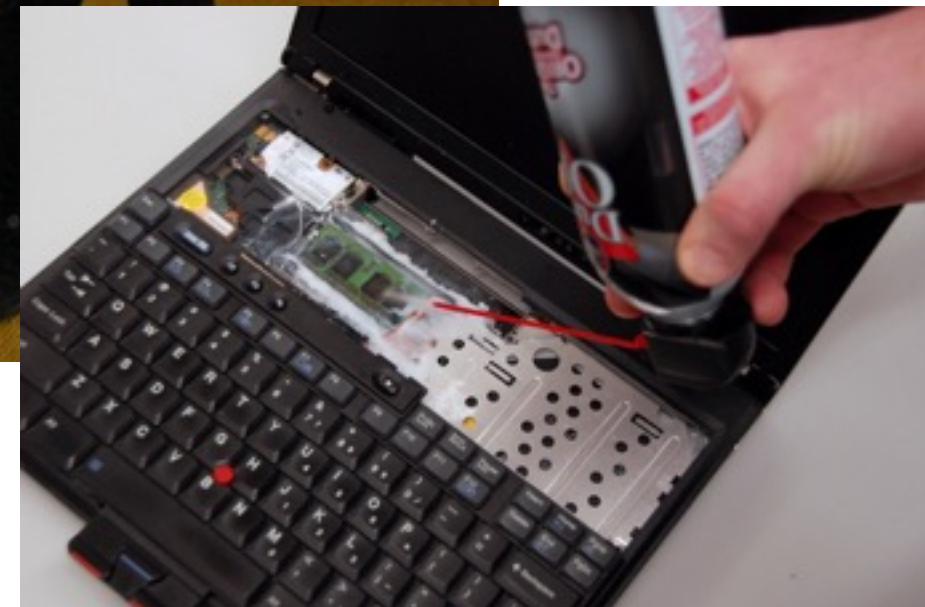


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# Cold boot attack

- **Launching** the attack:
  - Cool down the memory & then power off/take it out
  - Boot into your own OS
  - Scan the memory image for keys (non-trivial but doable, especially if the keys have a format that's easy to detect)
- Some **defenses** against the attack:
  - Encrypt all of memory (increased CPU support for this)
  - Use trusted hardware (Xbox does this)
    - TPM (Trusted Platform Module) stores keys in hardware that is very difficult to inspect (some self-destruct)
  - Limit the amount of time keys live in memory
    - E.g., remove keys from memory when you enter Sleep mode

# Misusing crypto

Avoid shooting yourself in the foot:

- Do not **roll your own** cryptographic mechanisms
  - Takes peer review
  - Apply Kerckhoff's principle
- Do not ***misuse*** existing crypto
- Do not even ***implement*** the underlying crypto

# Ongoing work in crypto

- Constantly attacking/defending crypto schemes
  - Must stay on top of best practices
  - Ideally, write your code so you can change easily
- New mechanisms to permit new types of interactions
- A style of interaction that's been getting a lot of attention:
  - Alice has proprietary data
  - Bob has proprietary code (or computational resources)
  - Goal: Bob runs his code on Alice's data without learning her input *or* the output

# Some things to look for

- Fully homomorphic encryption
  - Normal encryption:  $D(k, E(k, m)) = m$
  - FHE:  $D(k, F(E(k, m))) = F(m)$
- Secure multiparty computation
  - Alice and Bob both have data and want to know the output of a function over their *private data*, without having to reveal their data to each other
  - E.g., “which of us has more money” without having to reveal exactly how much either has