

# PV181 Laboratory of security and applied cryptography



## Symmetric cryptography

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# Before we start

- Log into your account within IS
- Find and download provided materials
- Look where is the openssl folder
  - Start -> openssl -> version -a

# OpenSSL basics

**Manual pages:** [www.openssl.org/docs/manmaster/](http://www.openssl.org/docs/manmaster/)

**Basic usage: OpenSSL commands params**

**Help:** non-recognized command ( e.g. –help)

Basic commands:

- 1. dgst** – hashing, MAC
- 2. enc** – encryption

# How to check implementation of crypto primitive?

- **Test vectors**
  - standards define outputs for selected inputs
- MD5 defined in RFC1321:
  - MD5 ("") = **d41d8cd98f00b204e9800998ecf8427e**
  - MD5 ("message digest") = **f96b697d7cb7938d525...**
- AES defined in FIPS 197
  - Plaintext: **00112233445566778899aabbccddeeff**
  - Key: **000102030405060708090a0b0c0d0e0f**
  - Ciphertext **69c4e0d86a7b0430d8cdb78070b4c55a**

# How to check hash of data?

- **Hashed, encrypted, ...** data are typically binary
  - not human readable
- Human readable formats
  - Hex – byte encoded by 2 chars from charset **0-9, A-F**
  - Base64 – each **6** bits encoded by 1 char
    - charset is **A-Z, a-z, 0-9, +, /**
    - as padding **=** is used
      - 0,1 or 2 times (no padding, “=” or “==”)

# Hash function - properties

- **Cryptographic** hash function
- Input of arbitrary size
- Output of fixed size: n bits (e.g. 256 bits).
- Function is not injective (there are “**collisions**”)
  - should be hard to find them
- Hash is a compact representative of input (also called imprint, (digital) fingerprint or message digest).
- Hash functions often used to protect integrity. First the has is computed and then only the hash is protected (e.g. digitally signed).

# Hash functions - examples

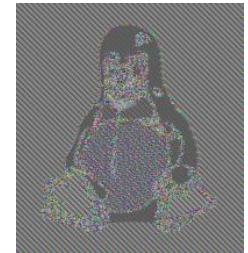
- MD5
  - Input: „Autentizace“.
  - Output: 2445b187f4224583037888511d5411c7 .
  - Output 128 bits, written in hexadecimal notation.
  - Input: „Cutentizace“.
  - Output: cd99abbba3306584e90270bf015b36a7.
  - A single bit changed in input → big change in output, so called “Avalanche effect”
- SHA-1
  - Input: „Autentizace“.
  - Output: 647315cd2a6c953cf5c29d36e0ad14e395ed1776
- SHA-256
  - Input: „Autentizace“.
  - Output: a2eb4bc98a5f71a4db02ed4aed7f12c4ead1e7c98323fda8ecbb69282e4df584

# Secure Hash Algorithm (SHA)

- **SHA-1**
  - NIST standard, **collision** found in 2016, 160 bits hash
- **SHA-2**
  - function family: **SHA-256, SHA-384, SHA-512, SHA-224**
  - defined in FIPS 180-2
  - Recommended
- **SHA-3**
  - New standard 2015
  - Keccak sponge function family: **SHAKE-128, SHA3-224, ...**
  - defined in FIPS 202, used in FIPS-202, SP 800-185
  - Recommended

# Block cipher

- Input divided into blocks of fixed size (e.g 256 bits)
  - Padding - message is padded to complete last block
- Different modes of operation:
  - Insecure basic ECB mode – leaks info
  - Secure modes: CBC, OFB, CFB, CTR, ...
- CBC, OFB, CFB need initialization
  - Initialization vector (IV) – must be known



Source: [https://en.wikipedia.org/wiki/Block\\_cipher\\_mode\\_of\\_operation](https://en.wikipedia.org/wiki/Block_cipher_mode_of_operation)

# Random number generators

- Used to generate: keys, IV, ...
  1. Truly RNG - physical process
    - aperiodic, slow
  2. Pseudo RNG (PRNG) – software function
    - deterministic, periodic, fast
    - initialized by **seed** – fully determines random data
- Combination often used:
  - truly RNG used to generate **seed** for PRNG
  - dev/urandom, dev/random in Linux, **Fortuna** scheme

# Block ciphers - padding

*Standard*

ANSI X.923

ISO 10126

PKCS7

ISO/IEC 7816-4

Zero padding

*method*

```
... | DD DD DD DD DD DD DD DD | DD DD DD DD 00 00 00 04 |
```

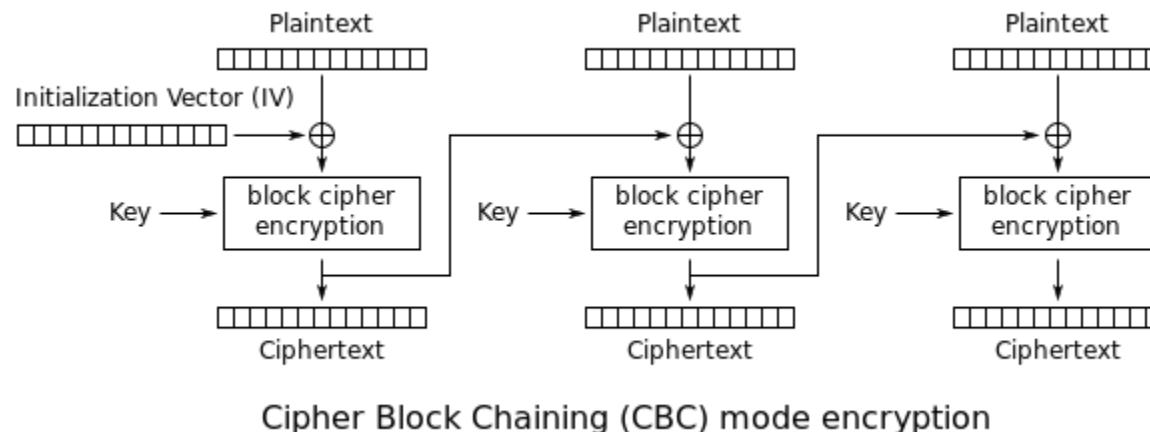
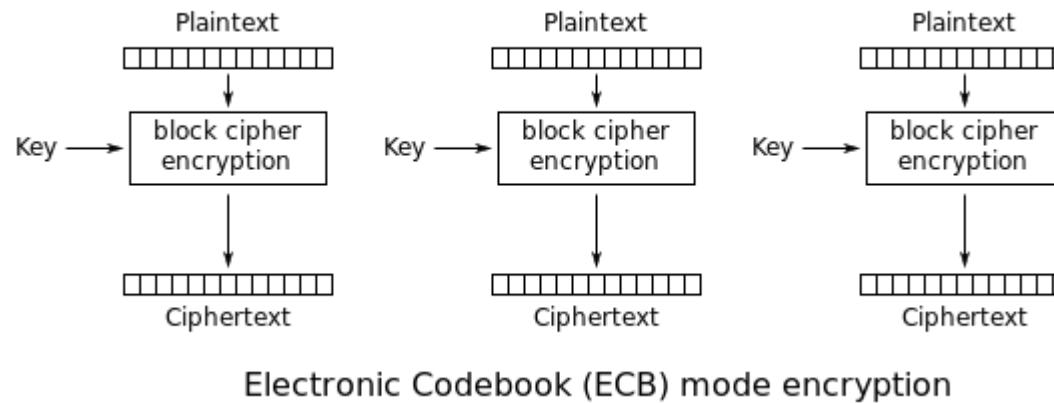
```
... | DD DD DD DD DD DD DD DD | DD DD DD DD 81 A6 23 04 |
```

```
... | DD DD DD DD DD DD DD DD | DD DD DD DD 04 04 04 04 |
```

```
... | DD DD DD DD DD DD DD DD | DD DD DD DD 80 00 00 00 |
```

```
... | DD DD DD DD DD DD DD DD | DD DD DD DD 00 00 00 00 |
```

# Block ciphers: ECB vs CBC mode

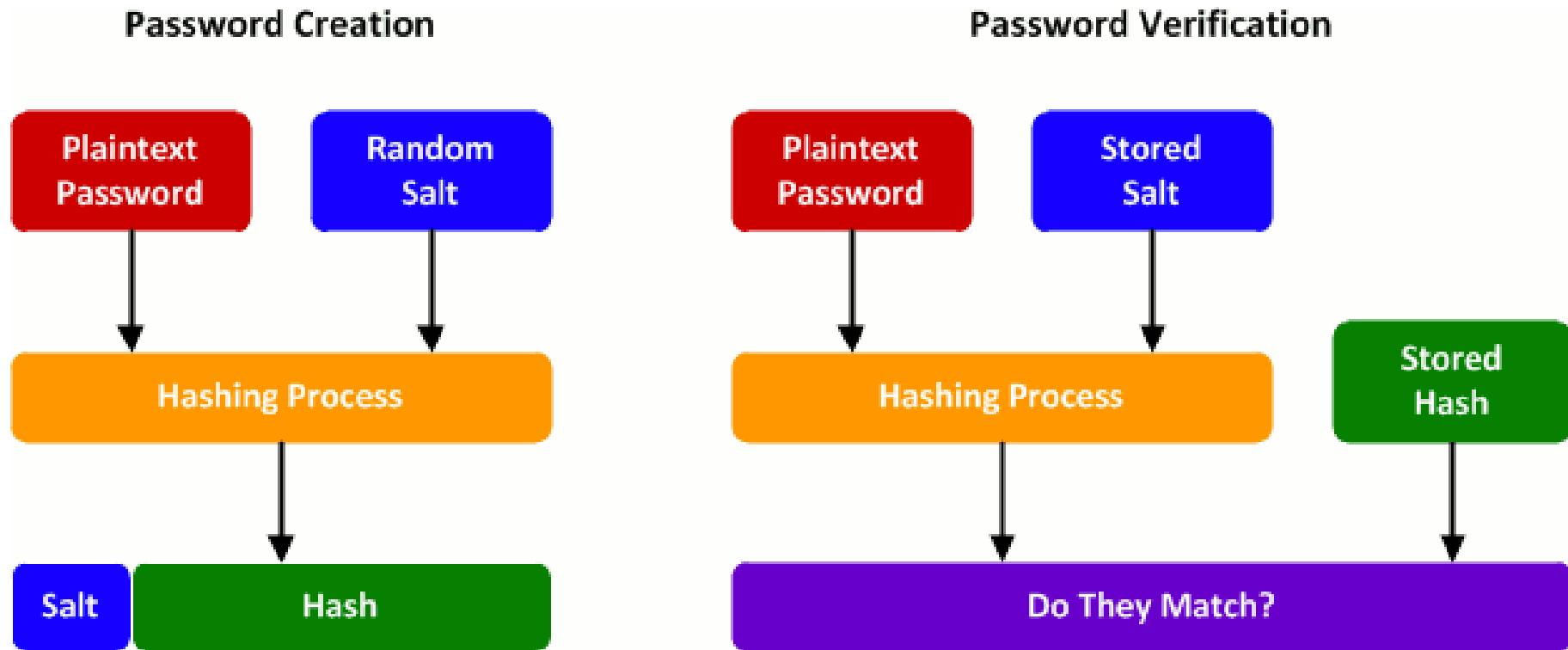


Source: [https://en.wikipedia.org/wiki/Block\\_cipher\\_mode\\_of\\_operation](https://en.wikipedia.org/wiki/Block_cipher_mode_of_operation)

# Password protection password hashing & salting

1. Clear password could be stolen:
  - store hash of password  
 $\text{hash} = H(\text{password})$
  - Checking: password is correct if **hash** matches
2. Attack (brute force or dictionary)
  - trying possible passwords “aaa”, “aab”...“zzz” – N tests
  - N test for single but also for 2,3,... passwords !!!
3. Salt - random string (salt) added to password
  - $\text{hash} = H(\text{salt} \mid \text{password})$
  - protects many passwords not one (salt also stored)

# Password protection password hashing & salting

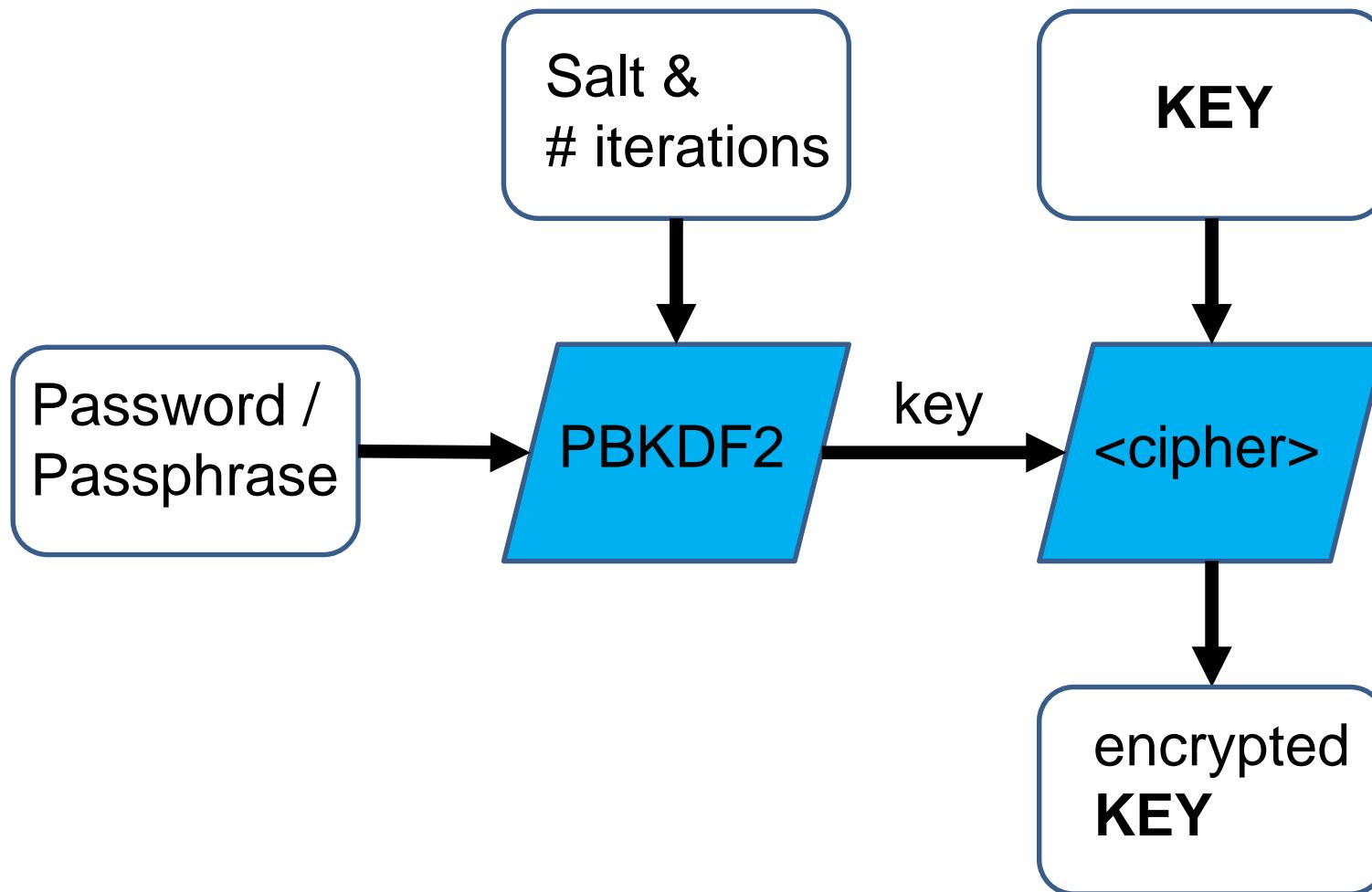


Source: <http://blog.conviso.com.br/worst-and-best-practices-for-secure-password-storage/>

# Key protection

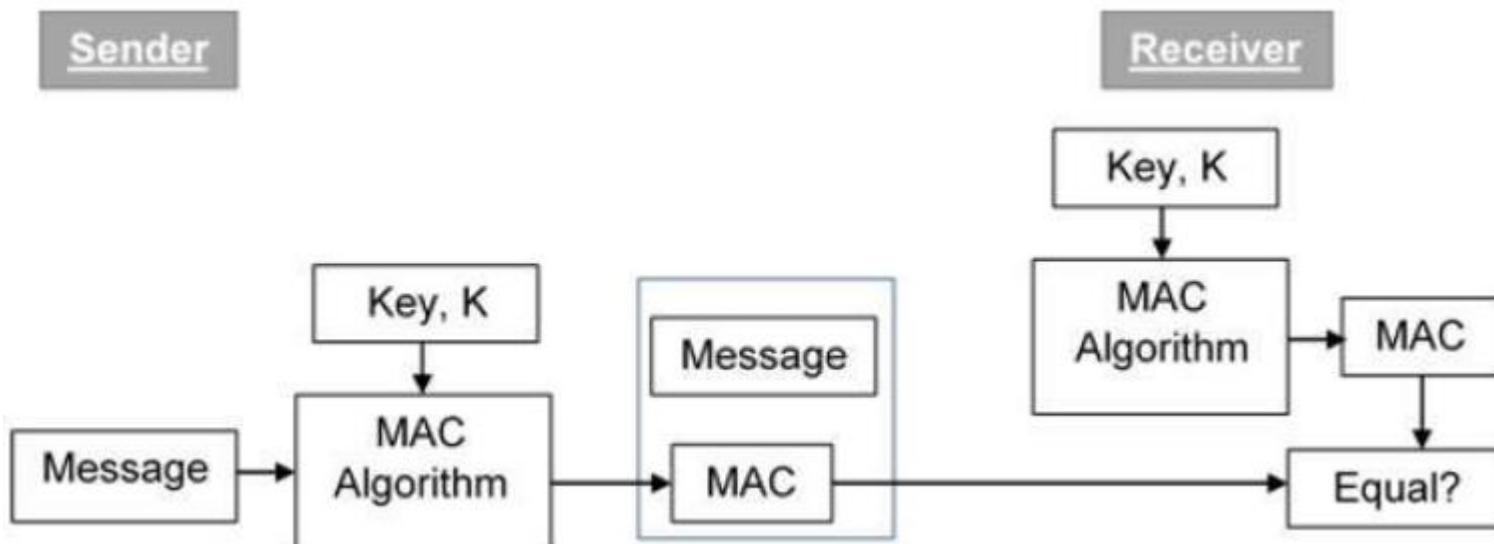
- Encrypt **key** (using cipher and other key **k**)
    - Key **k** typically derived from password
4. Password based key derivation function (PBKDF):
- 2 types - PBKDF and newer PBKDF2 (PKCS#5)
  - slow down hashing of passwords – hash of hash of hash...
  - $$\mathbf{k} = H^c(\mathit{salt} \mid \mathit{pwd})$$
  - Attacker is c times slower / need c times more resources

# PBKDF2



# Message authentication code (MAC)

- Based on block cipher (MAC) or hash function (HMAC)
- Key + message → algorithm → fixed size block MAC



Source: [https://www.tutorialspoint.com/cryptography/message\\_authentication.htm](https://www.tutorialspoint.com/cryptography/message_authentication.htm)

# Links

- SHA1 collision:
  - <https://shattered.io>
- Salting password:
  - <https://crackstation.net/hashing-security.htm>
- OpenSSL
  - Manual: <https://www.openssl.org/docs/man1.0.2/>
  - [https://wiki.openssl.org/index.php/Command\\_Line\\_Utils](https://wiki.openssl.org/index.php/Command_Line_Utils)
  - <https://www.madboa.com/geek/openssl/>