INFS 766 Internet Security Protocols

<u>Lectures 3 and 4</u> Cryptography in network protocols

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## SECRET KEY CRYPTOSYSTEM

- confidentiality depends only on secrecy of the key
   > size of key is critical
- secret key systems do not scale well
   with N parties we need to generate and distribute N\*(N-1)/2 keys

\* A and B can be people or computers

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# MASTER KEYS AND SESSION KEYS

long-term or master keys

> prolonged use increases exposure

#### \* session keys

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> short-term keys communicated by means of

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- · long-term secret keys
- public key technology

CRYPTANALYSIS
 ciphertext only
 cryptanalyst only knows ciphertext
 known plaintext
 cryptanalyst knows some plaintext-ciphertext pairs
 chosen plaintext
 chosen ciphertext

KNOWN PLAINTEXT		
	ATTACK	
	uires 2 <sup>39</sup> ≈ 5 * 10 <sup>11</sup> trials on ortable from USA) time required	
1	20,000 years	
10 <sup>3</sup>	20 years	
10 <sup>6</sup>	6 days	
10 <sup>9</sup>	9 minutes	
<b>10</b> <sup>12</sup>	0.5 seconds	
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# KNOWN PLAINTEXT ATTACK

\$ 56 bit key requires 2<sup>55</sup> ≈ 3.6 \* 10<sup>^16</sup> trials on average (DES)
 \$ trials/second time required

 10<sup>9</sup> years
 10<sup>3</sup>
 10<sup>6</sup> years
 10<sup>6</sup>
 10<sup>3</sup> years
 10<sup>9</sup>
 1 year
 10<sup>12</sup>
 10 hours

#### KNOWN PLAINTEXT ATTACK $\div$ 80 bit key requires $2^{79} ≈ 6 * 10^{23}$ trials on average (SKIPJACK) \* trials/second time required 10<sup>16</sup> years 1 10<sup>3</sup> 10<sup>13</sup> years 1**0**<sup>6</sup> 10<sup>10</sup> years 10<sup>7</sup> years 10<sup>9</sup> 10<sup>12</sup> 10<sup>4</sup> years 12 Ravi Sandhu 2000-2004

KNOWN PLAINTEXT
ATTACK

 $\div$  128 bit key requires  $2^{127}\approx 2$  \*  $10^{38}\,trials$  on average (IDEA)

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* trials/second	time required
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1	10 <sup>30</sup> years
10 <sup>3</sup>	10 <sup>27</sup> years
10 <sup>6</sup>	10 <sup>24</sup> years
10 <sup>9</sup>	10 <sup>21</sup> years
10 <sup>12</sup>	10 <sup>18</sup> years
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# PERFECT SECRECY VERNAM ONE-TIME PAD \* known plaintext reveals the portion of the key that has been used, but does not reveal anything about the future bits of the key \* has been used \* can be approximated

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- solves the key distribution problem provided there is a reliable channel for communication of public keys
- requires reliable dissemination of 1 public key/party
- scales well for large-scale systems

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## PUBLIC KEY ENCRYPTION

- confidentiality based on infeasibility of computing B's private key from B's public key
- key sizes are large (512 bits and above) to make this computation infeasible



RSA	
☆ public key is (n,e)	
<pre></pre>	
♦ encrypt: C = M <sup>e</sup> mod n	
☆ decrypt: M = C <sup>d</sup> mod n	
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- \* choose 2 large (100 digit) prime numbers p and q
- \* compute n = p \* q
- \* pick e relatively prime to (p-1)\*(q-1)
- $\Rightarrow$  compute d, e\*d = 1 mod (p-1)\*(q-1)
- % publish (n,e)
- \* keep d secret (and discard p, q)

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PROTECTION OF RSA KEYS
 compute d, e\*d = 1 mod (p-1)\*(q-1)
 if factorization of n into p\*q is known, this is easy to do
 security of RSA is no better than the difficulty of factoring n into p, q

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RSA KEY SIZE			
	is selected by the		
≻ casual	384 bits		
> "commercial"	512 bits		
≻ "military"	1024 bits		
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# NIST DIGITAL SIGNATURE STANDARD

 signature does not repeat, since r will be different on each occasion

 if same random number r is used for two messages, the system is broken

- \* message expands by a factor of 2
- RSA signatures do repeat, and there is no message expansion

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DIFFIE-HELLMAN **KEY AGREEMENT** y<sub>A</sub>=a<sup>x</sup>A mod p y<sub>B</sub>=a<sup>xB</sup> mod p Α public key public key В private key private key XA XB  $\mathbf{k} = \mathbf{y}_{B}^{\mathbf{x}_{A}} \mod \mathbf{p} = \mathbf{y}_{A}^{\mathbf{x}_{B}} \mod \mathbf{p} = \mathbf{a}^{\mathbf{x}_{A} * \mathbf{x}_{B}} \mod \mathbf{p}$ system constants: p: prime number, a: integer 39 © Ravi Sandhu 2000-2004









# ELLIPTIC CURVE CRYPTOGRAPHY

- \* mathematics is more complicated than RSA or Diffie-Hellman
- \* elliptic curves have been studied for over one hundred years

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\* computation is done in a group defined by an elliptic curve



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## DESIRED CHARACTERISTICS

★ weak hash function
 > difficult to find M' such that H(M')=H(M)
 ★ given M, m=H(M) try messages at random to find M' with H(M')=m
 > 2<sup>k</sup> trials on average, k=64 to be safe

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