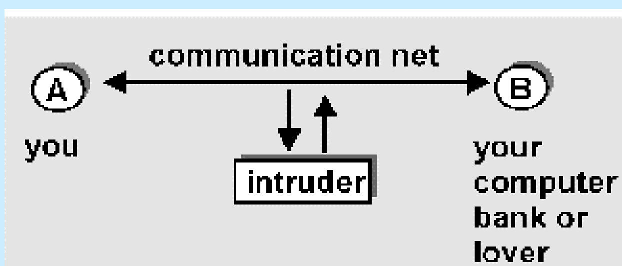
Network Security

- introduction
- cryptography
- authentication
- key exchange
- Reading: Tannenbaum, section 7.1
  Ross/Kurose, Ch 7 (which is incomplete)

Network Security



Intruder may

- eavesdrop
- remove, modify, and/or insert messages
- read and playback messages

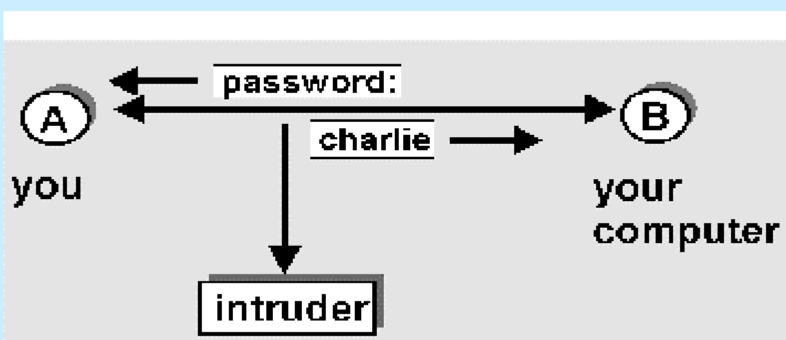
Important issues:

- *cryptography:* secrecy of info being transmitted
- *authentication:* proving who you are and having correspondent prove his/her/its identity

Security in Computer Networks

User resources:

- login passwords often transmitted unencrypted in TCP packets between applications (e.g., telnet, ftp)
- passwords provide little protection



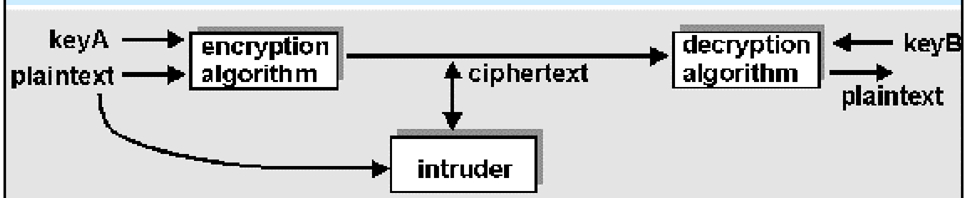
Network resources:

- often completely unprotected from intruder eavesdropping, injection of false messages
- mail spoofs, router updates, ICMP messages, network management messages

Bottom line:

- intruder attaching his/her machine (access to OS code, root privileges) onto network can override many system-provided security measures
- users must take a more active role

Encryption



plaintext: unencrypted message

ciphertext: encrypted form of message

Intruder may

- intercept ciphertext transmission
- intercept plaintext/ciphertext pairs
- obtain encryption decryption algorithms

A simple encryption algorithm

Substitution cipher:

```
abcdefghijklmnopqrstuvwxyz
poiuytrewqasdfghjklmnbvczx
```

- replace each plaintext character in message with matching ciphertext character:

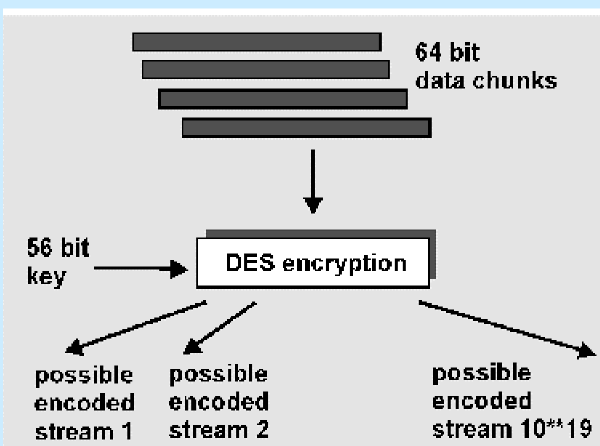
plaintext: `Charlotte, my love`

ciphertext: `iepksgmmy, dz sgby`

- key is pairing between plaintext characters and ciphertext characters
- **symmetric key:** sender and receiver use same key
- 26! (approx 10^26) different possible keys: unlikely to be broken by random trials
- substitution cipher subject to decryption using observed frequency of letters
  - 'e' most common letter, 'the' most common word

DES: Data Encryption Standard

- encrypts data in 64-bit chunks
- encryption/decryption algorithm is a published standard
  - everyone knows how to do it
- substitution cipher over 64-bit chunks: 56-bit key determines which of 56! substitution ciphers used
  - substitution: 19 stages of transformations, 16 involving functions of key



- decryption done by reversing encryption steps
- sender and receiver must use same key

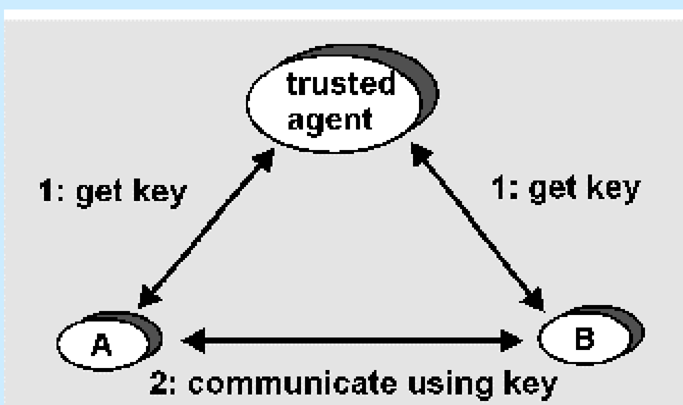
Key Distribution Problem

Problem: **how do communicant agree on symmetric key?**

- N communicants implies N keys

Trusted agent distribution:

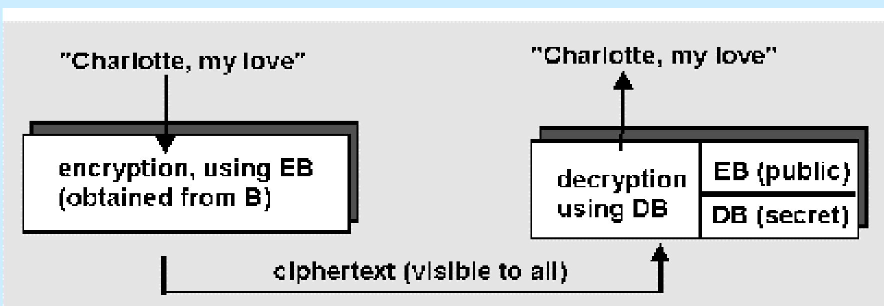
- keys distributed by centralized trusted agent
- any communicant need only know key to communicate with trusted agent
- for communication between i and j, trusted agent will provide a key



We will cover in more detail shortly

Public Key Cryptography

- separate encryption/decryption keys
  - receiver makes *known* (!) its encryption key
  - receiver keeps its decryption key secret
- to send to receiver B, encrypt message M using B's publicly available key, EB
  - send EB(M)
- to decrypt, B applies its private decrypt key DB to receiver message:
  - computing DB(EB(M)) gives M



- knowing encryption key does not help with decryption; decryption is a non-trivial inverse of encryption
- only receiver can decrypt message

Question: good encryption/decryption algorithms

RSA: public key encryption/decryption

RSA: a public key algorithm for encrypting/decrypting

Entity wanting to receive encrypted messages:

- choose two prime numbers, *p, q* greater than 10^100
- compute *n=pq* and *z = (p-1)(q-1)*
- choose number *d* which has no common factors with *z*
- compute *e* such that *ed = 1* mod *z*, i.e.,
  integer-remainder((ed) / ((p-1)(q-1))) = 1, i.e.,
  ed = k(p-1)(q-1) +1
- three numbers:
  - *e, n* made public
  - *d* kept secret

RSA (continued)

to encrypt:

- divide message into blocks, {*b_i*} of size *j*: *2^j < n*
- encrypt: *encrypt(b_i) = b_I^e mod n*

to decrypt:

- *b_i = encrypt(b_i)^d*

to break RSA:

- need to know *p, q*, given *pq=n*, *n* known
- factoring 200 digit *n* into primes takes 4 billion years using known methods

RSA example

- choose *p=3*, *q=11*, gives *n=33*, *(p-1)(q-1)=z=20*
- choose *d = 7* since 7 and 20 have no common factors
- compute *e = 3*, so that *ed = k(p-1)(q-1)+1* (note: *k=1* here)

plaintext		e=3	ciphertext
char	#	#^3	#^3 mod 33
S	19	6859	28
U	21	9261	21
N	14	2744	5

ciphertext		**d=7**	**plaintext**
c	**c^7**	**c^7 mod 33**	**char**
28	**13492928512**	**19**	**S**
21	**1801**	**21**	**N**

Further notes on RSA

why does RSA work?

- crucial number theory result: if *p, q* prime then
  b_i^((p-1)(q-1)) mod *pq = 1*
- using mod *pq* arithmetic:

(b^e)^d = b^{ed}

= *b^{k(p-1)(q-1)+1}* for some *k*

= *b b^(p-1)(q-1) b^(p-1)(q-1) ... b^(p-1)(q-1)*

= b 1 1 ... 1

= *b*

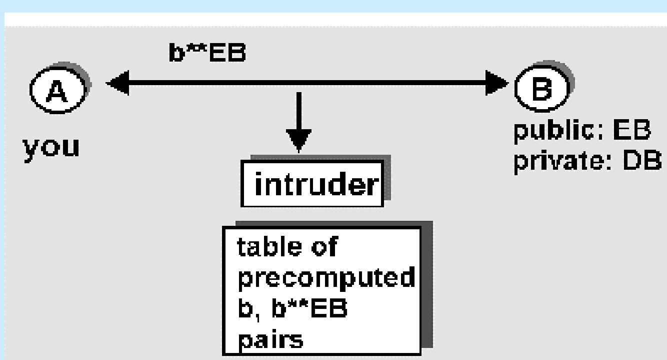
Note: we can also encrypt with *d* and encrypt with *e*.

- this will be useful shortly

How to break RSA?

Brute force: get B's public key

- for each possible *b_i* in plaintext, compute *b_i^e*
- for each observed *b_i^e*, we then know *b_i*
- moral: choose size of *b_i* "big enough"



man-in-the-middle: intercept keys, spoof identity: