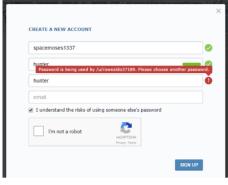
# **Recall**

Passwords and hashing

Password quality

Today

**Authentication factors** 



Password already in use - Meme Guy

## Authentication factors

#### Common formulation:

- something you know
- something you have
- something you are

## Two-factor authentication (2FA)

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There are lots of mechanisms that we can use to try and authenticate someone, but fundamentally they all come down to one of a limited number of categories.

## Something you know

Passwords!

**Recovery questions** 

Countersigns

A: Come on in!

Social authentication

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They are particularly risky https://dl.acm.org/doi/abs/10.1145/1408664.1408667, but lots of organizations still do dumb things. Personally, if I'm required to provide answers to such questions, I choose answers that I can remember but which are not true (and therefore won't be found anywhere online).

A countersign) is an example of a limited, non-computer-based, method of challenge-response authentication. In such a protocol, you need to remember not just one password, but potentially several responses to give to different challenges. This provides resistance to eavesdropping attacks if each challenge/response pair can be used only once. We'll discuss cryptographic

challenge-response protocols later in the course.

*Social authentication* is the expectation that, if you are who you say you are, you should know somebody else. You can imagine someone informally saying, "if you're in Term 7 computer engineering, you must know so-and-so!", but social authentication can also be done more formally, e.g., by a social network https://link.springer.com/chapter/10.1007/978-3-642-32946-3\_1.

# Something you have

#### In person:

- documents
- signatures
- seals

### Remotely?



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Verifying the veracity of something you have is tricky, even when we are working in person and I hand you something. In general, people are terrible at matching unfamiliar faces to photos. People who work with documents every day can be trained to spot fakes, but even border agencies have experts to fall back on for detecting high-quality forgeries. That's why it's a little bit silly to think that ordinary software developers should be trusted to verify passports at keysigning parties!

Given the above, how am I to verify that you have something when I'm not even in the same place as you?

# Something you have knows...

#### A secret key?

- symmetric-key MACs, asymmetric-key signatures (later!)
- HOTP (RFC 2446): Truncate (HMAC-SHA-1(K,C))

$$h\left((k\oplus p_o)||h((k\oplus p_i)||text)
ight)$$

• TOTP (RFC 6238): HOTP (K,T)

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In practice, when we verify "something you have", what we actually mean is "something known by something you have".

If you are able to produce a valid EMV cryptogram in response to a transaction at a store counter, there's a very good chance that you are in possession of a valid bank card.

Manufacturers make it \_\_\_\_\_\_ to extract secret keys from such cards.

## Authentication tokens

#### Software

- key stored... where?
- security implications?

# Authenticator + /

#### **Hardware**

e.g., U2F (see FIDO spec)





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If your TOTP key is stored on a computer (e.g., your phone), it's important to think about the failure modes if that device is compromised or lost. If you store your TOTP key on your phone and use it to help you log in on your computer, there is a degree of independence between the two (although that may be less true if you have unencrypted mobile backups). If, however, you store your passwords in a password manager (as you should!) and also store TOTP keys in the same password manager (as some services offer), you may have an eggs-and-basket problem.

# Something you actually have

## A phone... with a phone number?

## PUFs (Physical Uncloneable Functions)\*

- use microstructure (manufacturing anomalies) like fingerprints
- unpredictable but consistent challenge/response pairs
- can derive a key using a *fuzzy extractor*

A phone (or, more precisely, a SIM card) is \_\_\_\_\_ a great method of authenticating a user for high-value purposes. It's OK to confirm a login to a low-value account, but attackers can trick phone companies into swapping your SIM onto a device they control, often using \_\_\_\_\_ (thus negating the "second" factor)!

<sup>\*</sup> Pappu, Recht, Taylor, Gershenfeld, "Physical one-way functions", *Science 297 (5589)*, pp. 2026–2030, 2002. DOI: 10.1126/science.1074376

# Something you are

Physical

fingerprint

hand geometry

face

iris

retina

# **Biometrics**

Physical	Behavioural/mixed
fingerprint	gait
hand geometry	typing rhythm
face	mouse patterns
iris	touch patterns
retina	voice patterns

Biometrics are only useful if you have a _	to avoid
A key principle to remember	r:

## 1.5FA

## Is your second factor really independent?

Usually "something you know" plus:

- something else you know (may add very little value)
- something your computer knows (but can it be **copied**?)
- something you can receive (but is it **just** you?)
- biometric information (which may be **copied** or **replayed**)

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#### Something your computer knows (or is):

- cookies
- fingerprints
- known IPs (more is than knows)

# Non-binary authentication

Doesn't have to be "stranger" or "root"

Multiple factors

Multiple signals

Multiple levels / roles

# Summary

**Passwords** 

**Guessing and entropy** 

2FA