

# Passwords/multi-factor authentications

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CS 60081  
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# Roadmap

- Passwords/multi factor authentications
- Usability for security developers
- Temporal aspect of privacy
- Online tracking
- Privacy notices/dark patterns
- Privacy policies

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# Good authentication system should be ...

- User friendly
  - Memorable, scalable, physically no/little effort, easy to learn, infrequent errors, easy to recover from fault
- Ease of implementation
  - Accessible, negligible cost per user, server deployable, browser deployable, free
- Protection against
  - Targeted impersonation, throttled guessing, unthrottled guessing

# Passwords

Word/phrase only known by user. User authenticates herself by providing passwords to the server which then verifies that it is the correct one

# Password expectation

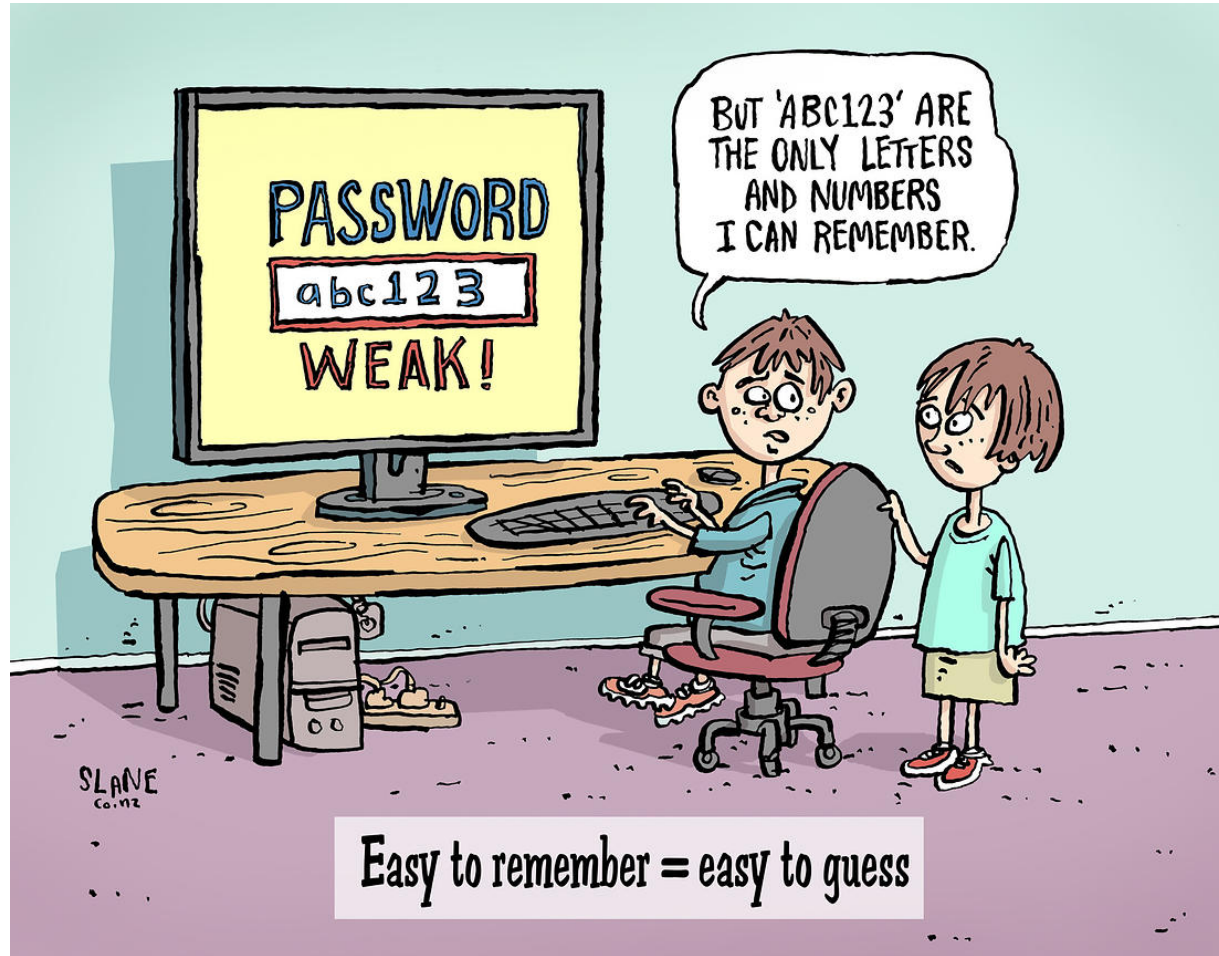


Roger Buffle Jr. supplies his father with yet another computer password.

# Password creation



# Password reality





# Why passwords?

- Password related issues are identified as one of the top ten security related problems
- Password == often only barrier an attack needs to cross
  - Frequently misused
  - Hard to create and memorize passwords

# Most popular passwords of 2020

- 123456
- 123456789
- qwerty
- password
- 1234567
- 12345678
- 12345
- iloveyou
- 111111
- 123123

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- 1234567890

# The problem: Users are not the enemy

- **Users are not the enemy** (Adams and Sasse, 1999)
  - <https://discovery.ucl.ac.uk/20247/2/CACM%20FINAL.pdf>
  - Studied factors impacting compliance with password policies at 2 organizations
    - Many people wrote their passwords down
    - Struggling to cope with having to frequently change and remember – results in simpler passwords
    - Users don't understand what makes a password secure
  - Part of the problem is users don't know security risks and rationale for security procedures

# The method

- Web-based questionnaire
  - Focused on password related behaviors
  - Then 30 semi-structured in-depth interviews
- Analysis technique
  - Grounded theory
  - Build concepts based on data

# Problems of passwords

- 1) multiple passwords
  - Hard to remember
- 2) password content
  - Created password based on what they know
- 3) perceived compatibility with work practices
  - Shared password within a team vs. individual passwords
- 4) users' perceptions of organizational security and information sensitivity

# Organizational problem

Communication between security departments and users is therefore often restricted to “ticking off” users caught circumventing the rules ... **Users have to be treated as partners in the endeavor to secure an organization’s systems, not as the enemy within.** System security is one of the last areas in IT in which user-centered design and user training are not regarded as essential; this has to change.

A good solution: password managers



# Do people reuse passwords?

- Password Management Strategies for Online Accounts
  - [https://cups.cs.cmu.edu/soups/2006/proceedings/p44\\_gaw.pdf](https://cups.cs.cmu.edu/soups/2006/proceedings/p44_gaw.pdf)
  - SOUPS'2006
  - Material from the slides by authors

# Do people reuse passwords?

- Part laboratory exercise and part survey
- Part 1
  - Select from 139 websites
  - Login to each website
  - Self-report summary statistics (#passwords they used for all websites)
- Part 2
  - List other websites used personally
  - Re-report summary statistics

# Password reuse

- Unique passwords:  $M = 3.31$ ,  $SD = 1.76$  ( $n = 49$ )
- Passwords reuse rate:  $M = 3.18$ ,  $SD = 2.71$

# Password Reuse

People will **reuse** passwords more as they acquire more accounts

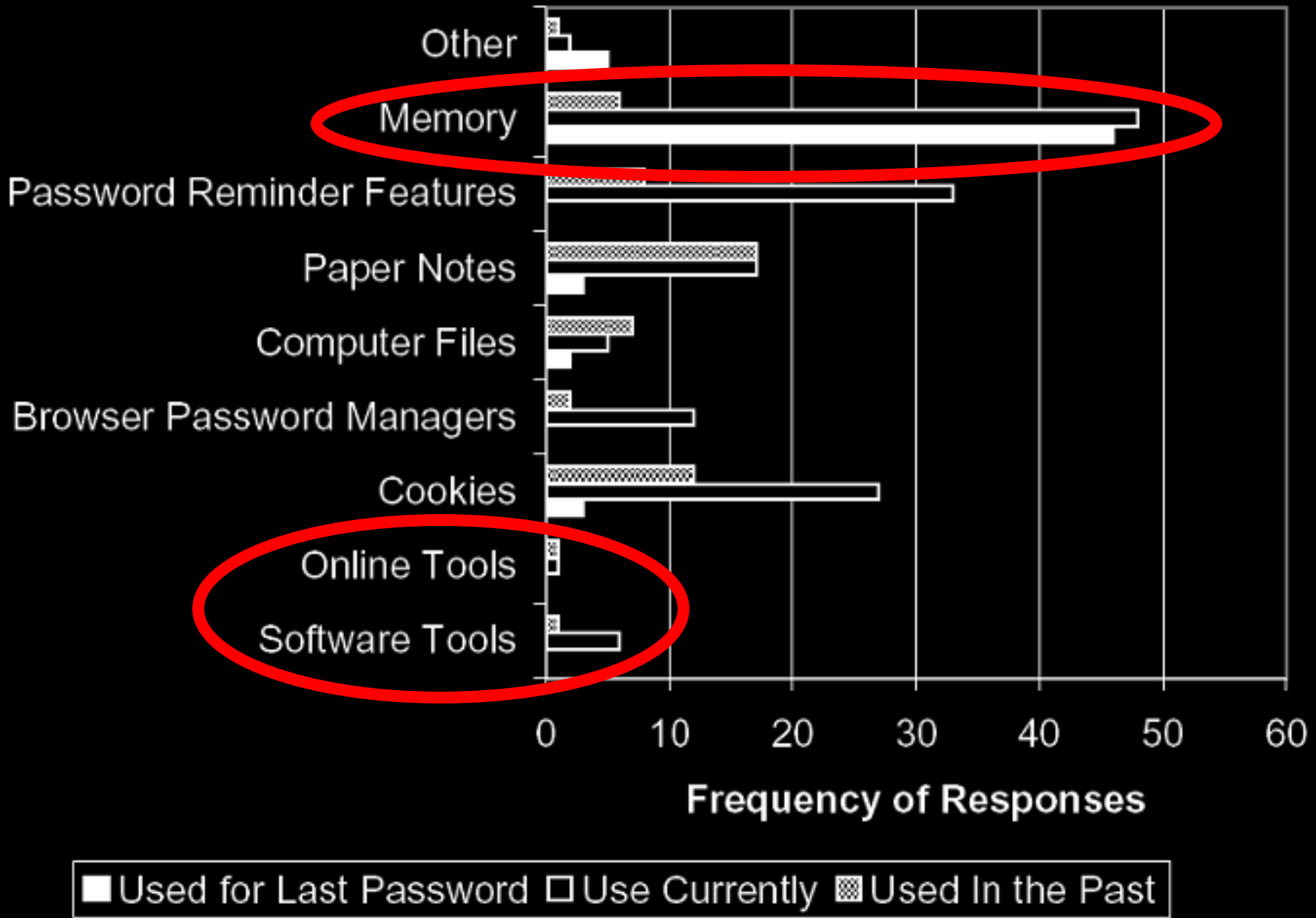
# Reasons for Reuse: Method

115 question survey

**( $n = 58$ )**

- Demographic information
- Explanations of password reuse/avoidance
- Descriptions of password creation/storage
- Descriptions of password management

Aids for Recalling Passwords



# Reasons for Reuse: Results

Why use the same password?

It is easier to **remember** (35)

People rely on their **memory** rather than store passwords

# So, how do you crack passwords?

- Slides partially from :

[https://www.cs.purdue.edu/homes/ninghui/courses/526\\_Fall14/handouts/14\\_526\\_topic07.ppt](https://www.cs.purdue.edu/homes/ninghui/courses/526_Fall14/handouts/14_526_topic07.ppt)



# Variants of Passwords

- Password
- Passphrase
  - a sequence of words or other text used for similar purpose as password
- Passcode
- Personal identification number (PIN)

# Guessing Attacks: Two Factors for Password Strength

- The average number of guesses the attacker must make to find the correct password
  - determined by how unpredictable the password is, including how long the password is, what set of symbols it is drawn from, and how it is created.
- The ease with which an attacker can check the validity of a guessed password
  - determined by how the password is stored, how the checking is done, and any limitation on trying passwords

# Password Entropy

- The entropy bits of a password, i.e., the information entropy of a password, measured in bits, is
  - The base-2 logarithm of the number of guesses needed to find the password with certainty
  - A password with, say, 42 bits of strength calculated in this way would be as strong as a string of 42 bits chosen randomly.
  - Adding one bit of entropy to a password doubles the number of guesses required.
- Aka. Guess entropy

# Estimating Password Entropy

- People are notoriously remiss at achieving sufficient entropy to produce satisfactory passwords.
- NIST **suggests** the following scheme to **estimate** the entropy of human-generated passwords:
  - the entropy of the first character is four bits;
  - the entropy of the next seven characters are two bits per character;
  - the ninth through the twentieth character has 1.5 bits of entropy per character;
  - characters 21 and above have one bit of entropy per character.
- This would imply that an eight-character human-selected password has about 18 bits of entropy.

# Towards Better Measurement of Password Entropy

- NIST suggestion fails to consider usage of different category of characters:
  - Lower-case letters, digits, upper-case letters, special symbols
- Orders also matter:
  - “Password123!” should have different entropy from “ao3swPd!2s1r”
- State of art is to use variable-order markov chains to model probability of different strings as passwords
  - “A Study of Probabilistic Password Models” by Ma, Yang, Luo, Li in IEEE SSP 2014.
- Fundamental challenge: there are different attack strategies out there, which try passwords with different ordering

# Practical approach: Hashcat

# Practical approach: John the ripper (JtR)

# Mechanisms to Avoid Weak Passwords

- Allow long passphrases, forbid short passwords
- Randomly generate passwords where appropriate
  - Though probably inappropriate for most scenarios
- Give user suggestions/guidelines in choosing passwords
  - e.g., think of a sentence and select letters from it, “It’s 12 noon and I am hungry” => “I’S12&IAH”
  - Using both letter, numbers, and special characters
- Check the quality of user-selected passwords
  - Use a number of rules of thumb; run dictionary attack tools
  - Evaluate strength of a password and explain the weaknesses



# Password creation rules

- NIST in 2003 invented rules of how to create *good* passwords
  - letters, numbers, and symbols
  - changing every 90 days

# How to enforce it? Strength meters

- Paper: "How does your password measure up? The effect of strength meters on password creation.", Usenix 2012
- RQ
  - What kinds of meters are being used by websites right now?
  - What are "good" measures of password quality?
  - How do different meter designs impact the passwords created? If so, which meters perform best?

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- How would you do it?

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- Reviewed login pages of Alexa top 100 most popular websites
  - 96 allowed a login
  - 70 gave some type of password feedback
  - Common types of meters
    - Bar-like (50%)
    - Checkmark or X system (41.3%) □
    - Text indicating problems (21.2%)

# RQ 2: Good measures of password quality

- How would you solve it?

# RQ 2: Good measures of password quality

- Look at earlier scientific literature to *borrow* ideas
- Basic16
  - Password contains  $\geq 16$  characters
- Comprehensive8
  - at least eight characters, uppercase letter, lowercase letter, a digit, and a symbol.
  - Not in a wordlist of common passwords

# RQ3: How do different meter designs impact the passwords created?

- Online survey study using Amazon Mechanical Turk (AMT)
  - Shown 15 different types of password meter
  - 2931 participants
- Study phases
  - Setup a password
  - 2 days later, log in using the original password

# Meters tried

- Control: No meter
- Appearance variations: 3 segment, always green, tiny, huge ..
- Scoring: half-score (always half full), nudge-16, nudge-comp8
- Variation: Running bunny instead of a bar

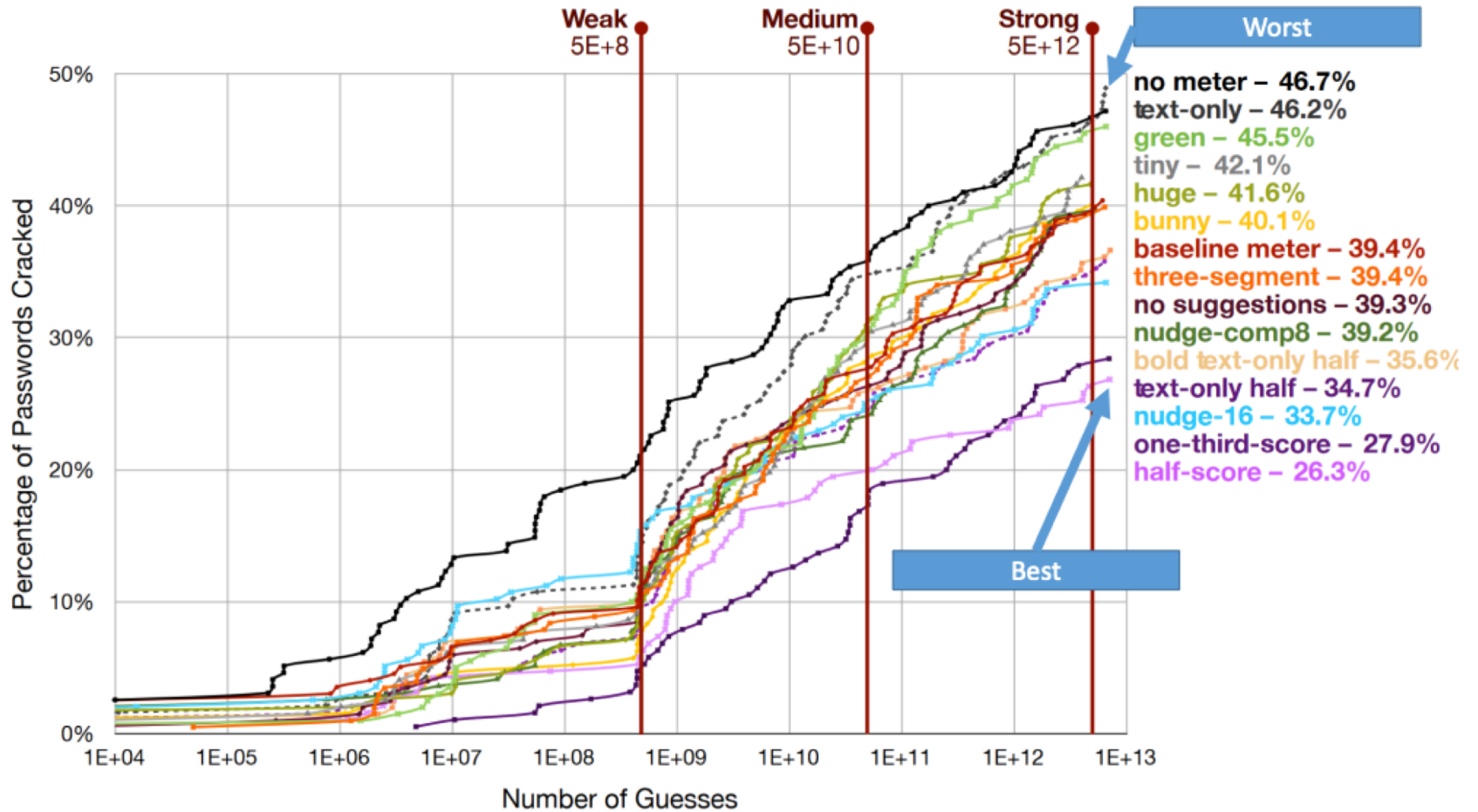


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- What is the attack model?

# Results



# Question

- Is there any shortcoming in the design?
  - Validity point of view?

# Two factor authentication

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