On the Practical (In-)Security of 64-bit Block Ciphers Collision Attacks on HTTP over TLS and OpenVPN

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What are the main factors determining the security of a cipher?

Cipher	Key-length	Cryptanalysis	Block size
DES	56 bits	2 ⁴⁰	64 bits
3DES	168 bits	2^{112}	64 bits
Blowfish	32-448 bits	None	64 bits
RC4	40-2048 bits	2 ⁸	stream
AES	128-256 bits	Related-key	128 bits



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Introduction •00000



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Main point of the tall

Introduction

- ▶ Block size does matter
- ▶ Practical attacks against 64-bit block ciphers



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Main point of the talk

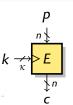
- Block size does matter
- Practical attacks against 64-bit block ciphers



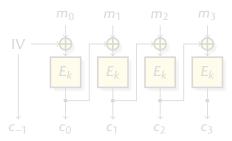
► A block cipher is a family of permutations:

$$\{0,1\}^{\kappa}, \{0,1\}^{n} \to \{0,1\}^{n}$$

 k , $p \mapsto c$



- ▶ It is used with a mode of operation: CBC, CTR, GCM, ...
 - ► To deal with variable-length messages
 - ► To include randomness
 - ► Important example: CBC

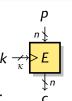


Block ciphers and Modes of operation

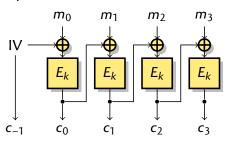
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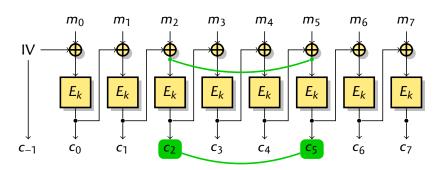


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CBC collisions

- Security of modes can be lower than security of cipher
- Well known collision attack against CBC



- ▶ If $c_i = c_i$, then $c_{i-1} \oplus m_i = c_{i-1} \oplus m_i$
- Ciphertext collision reveals the xor of two plaintext blocks

Birthday paradox

The birthday paradox

In a room with 23 people, there is a 50% chance that two of them share the same birthday.



Birthday attack

When drawing random n-bit strings, a collision is expected after roughly $2^{n/2}$ draws.

More generally, 2^{2t-n} collisions with 2^t draws

- \triangleright CBC leaks plaintext after $2^{n/2}$ blocks encrypted with the same key
 - ► In a single message or many different messages

Security of modes of operation

- Modes are proven secure assuming the block cipher is secure.
- Most modes (CBC, CTR, GCM, ...) have a security proof like:

$$Adv_{CBC-E}^{CPA}(q,t) \le Adv_{E}^{PRP}(q',t') + \frac{\sigma^2}{2^n}$$

- ▶ The CPA security of CBC is essentially the PRP security of E (the block cipher)
- ▶ As long as the number of encrypted blocks $\sigma \ll 2^{n/2}$

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- ▶ As long as the number of encrypted blocks $\sigma \ll 2^{n/2}$
 - Usually matching attack with birthday complexity $(2^{n/2})$
 - With a 64-bit cipher, the bound is only 32 GB

Communication issues

What cryptographers say

[Rogaway 2011]

"[birthday] attacks can be a serious concern when employing a blockcipher of n = 64 bits, requiring relatively frequent rekeying to keep $\sigma \ll 2^{32}$ "

What standards say

Introduction

ISO SC27 SD12]

"the maximum amount of plaintext that can be encrypted before rekeying must take place is $2^{(n/2)}$ blocks, due to the birthday paradox.

As long as the implementation of a specific block cipher do not exceed these limits, using the block cipher will be safe."

What implementation do

TLS libraries, web browsers no rekeying

OpenVPN no rekeying (PSK mode) / rekey every hour (TLS mode)

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Outline

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Towards a Practical attack

Attack against TLS

Impact and Mitigation

- ► How bad is it?
 - Is it bad to leak a few xors of blocks of plaintexts?
 - ► Do applications encrypt enough data under the same key?
- ▶ 64-bit block cipher are used in important protocols
 - With a 64-bit clock cipher, first collision around 32GB!
 - Blowfish-CBC in OpenVPN (default cipher)
 - 3DES-CBC in TLS (around 1-2%)
 - Kasumi in 3G (UMTS)
 - 64-bit ciphers with CBC were the norm before AES
- Collision attacks usually not considered a practical threat
 - openssl ciphers HIGH used to be sorted by key length
 - ▶ Before 2014: AES256, CAMELLIA256, 3DES, AES128, CAMELLIA128
 - ► After 2014: AES256, CAMELLIA256, AES128, CAMELLIA128, 3DES

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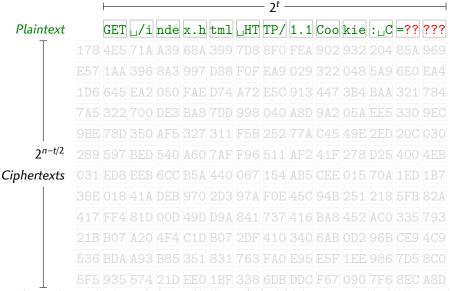
Protocol	RFC	Year	Block ciphers	Mandatory	Rekey
TLS 1.0	2246	1999	3DES, DES, IDEA	3DES	-
TLS 1.1	4346	2006	AES, 3DES, DES	3DES	2^{78}
TLS 1.2	5246	2008	AES, 3DES	AES	2 ⁷⁸
SSH 1	draft	1995	3DES, DES, IDEA	3DES	-
SSH 2	4253	2006	AES, 3DES, Blowfish	3DES	2^{30}
IKEv1	2409	1998	3DES, DES, Blowfish	DES	-
IKEv2	6996	2010	AES, 3DES, Blowfish	3DES	-
IPsec	7321	2014	AES, 3DES	AES	1GB

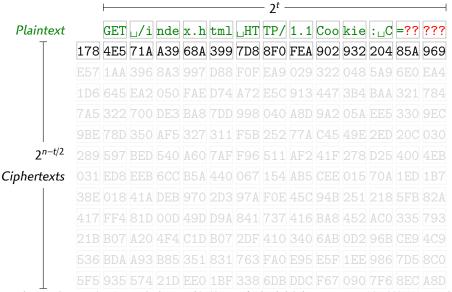
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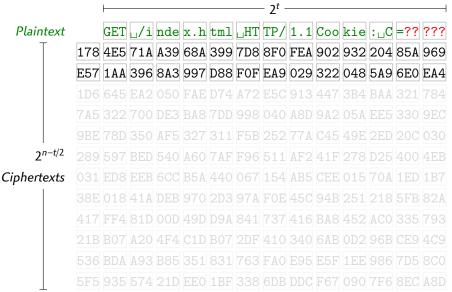
- Assume a fixed message is repeatedly encrypted (under a fixed key)
 - Including a high value secret (cookie, password, ...) a few blocks
 - And some known/predictable sections (headers, ...)

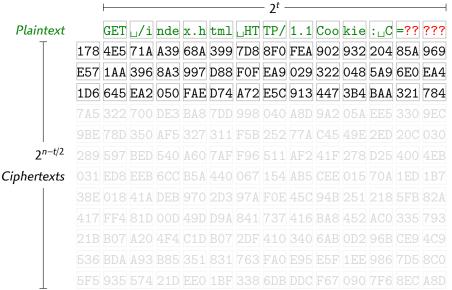
2^t blocks

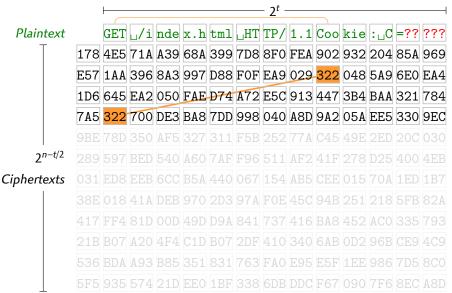
- Each collision reveals the xor of two plaintext blocks
- Eventually a collision will reveal the secret
- Success after roughly 2^t collisions
- ▶ If rekeying after roughly $2^{n/2}$ blocks, attack still possible











```
GET //inde x.h tml /HT TP/1.1 Coo kie : C =??????
  Plaintext
           178 4E5 71A A39 68A 399 7D8 8F0 FEA 902 932 204 85A 969
           E57 1AA 396 8A3 997 D88 F0F EA9 029 322 048 5A9 6E0 EA4
           1D6 645 EA2 050 FAE D74 A72 E5C 913 447 3B4 BAA 321 784
            7A5 <mark>322</mark> 700 DE3 BA8 7DD 998 040 A8D 9A2 05A EE5 330 9EC
           9BE 78D 350 AF5 327 311 F5B 252 77A C45 49E 2ED 20C 030
     2^{n-t/2}
Ciphertexts
```

		<u> </u>						- 2 ^t -						
Plaintext		GET	⊔/i	nde	x.h	tml	⊔НТ	TP/	1.1	Coo	kie	:⊔C	=??	???
T	178	4E5	71A	A39	68A	399	7D8	8F0	FEA	902	932	204	85A	969
	E57	1AA	396	8A3	997	D88	FOF	EA9	029	322	048	5A9	6E0	EA4
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	555		57/	91D	EEO	1RF	338	6DR	DDC	F67		7F6	SEC	ΛΩD

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 - Including a high value secret (cookie, password, ...) a few blocks
 - And some known/predictable sections (headers, ...)

2^t blocks

- Each collision reveals the xor of two plaintext blocks
- Eventually a collision will reveal the secret
- Success after roughly 2^t collisions
 - ▶ $2^{n/2-t/2}$ message copies, $2^{n/2+t/2}$ blocks
 - Tradeoff between number of copies and total amount of data
- ▶ If rekeying after roughly $2^{n/2}$ blocks, attack still possible

- Assume a fixed message is repeatedly encrypted (under a fixed key)
 - Including a high value secret (cookie, password, ...) a few blocks 2^t blocks
 - And some known/predictable sections (headers, ...)
- Each collision reveals the xor of two plaintext blocks
- Eventually a collision will reveal the secret
- Success after roughly 2^t collisions
 - ▶ $2^{n/2-t/2}$ message copies, $2^{n/2+t/2}$ blocks
 - Tradeoff between number of copies and total amount of data
- ▶ If rekeying after roughly $2^{n/2}$ blocks, attack still possible
 - ▶ $2^{n/2}$ message copies, $2^{n/2+t}$ blocks

HTTP authentication tokens

- ► HTTP is stateless: authentication tokens sent with every request
- Also sent with cross-origin requests to allow "Facebook button"

HTTP Basic Auth (RFC 7617)

User/Password sent in a header (base64 encoded)

Authorization: Basic dGVzdDoxMjPCow=

HTTP Cookies (RFC 6265)

- 1 User sends password in a from
- 2 Server reply with a Cookie
- 3 Cookie is included in every subsequent request

Cookie: C=123456

Beastly Attack Scenario



Captures encrypted traffic



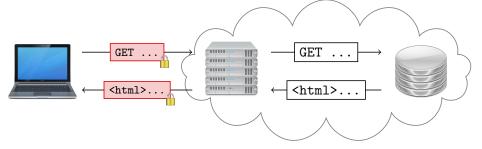
Public WiFi

- Attacker has access to the network (e.g. public WiFi)
- User logged-in to secure website (w/cookie or BasicAuth)
- Attacker uses JS to generate traffic
 - Tricks victim to malicious site
 - JS makes cross-origin requests
- Attacker captures encrypted data

[BEAST, Duong & Rizzo 2011]

OpenVPN

A VPN creates an encrypted tunnel to between two machines



- OpenVPN is a popular free-software VPN solution
 - Default cipher: Blowfish in CBC mode (64-bit blocks)
 - Pre-shared-key mode: no rekeying
 - TLS mode: rekeying every hour (by default), 2³² packets limit

Proof-of-concept Attack Demo: HTTP over OpenVPN

- Demo with Firefox browser (Linux), and nginx server connected with OpenVPN in pre-shared-key mode
 - Default configuration
- Each HTTP request encrypted in OpenVPN packet, with fixed key
- Generate traffic with malicious JavaScript
 - Use 4kB requests (pad URL or cookie)
 - About 2900 requests/second
- Capture on the network with tcpdump
- Remove header, extract ciphertext at fixed position
- Sort ciphertext (stdxx1), look for collisions
- Expected time: 19 hours for 785 GB.
- ▶ In practice: 18.6 hours for 705 GB.

Outline

Attack against TLS •000000

HTTPS: HTTP over TLS

- HTTPS: secure HTTP
 - HTTP over a TLS connection
 - One of the most widespread use of encryption
- TLS is agile: ciphersuite negotiation
 - Client sends ordered list of supported ciphersuites
 - Server chooses ciphersuite
 - Most servers force their ordering
 - Block cipher key derived from key exchange
- 3DES is one of the possible ciphers
 - Mandatory to implement up to TLS 1.1
 - How much is used?
 - How much data can be encrypted with the same key?

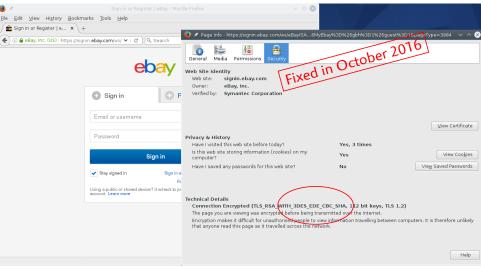
3DES use in TLS (HTTPS)

- ▶ It seems that 1-2% of HTTPS connections use 3DES
 - Outdated client/servers
 - Windows XP / Windows 2003 Server don't support AES out of the box

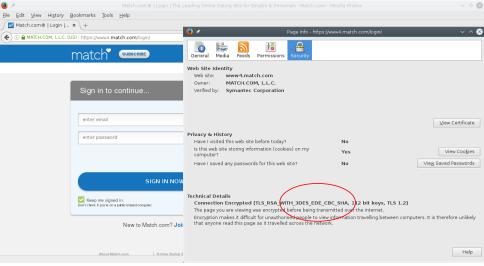
- Many poorly configured servers support AES, but prefer 3DES
- Scan of Alexa's top 1 million websites
 - ▶ 3DES use assuming a modern browser (AES > 3DES, no RC4)

	February 2016		October 2016	
3DES	support	use	support	use
Top 1k	93%	1.6%	84%	1.5%
Top 10k	92%	2.1%	84%	1.0%
Top 100k	89%	1.9%	83.7%	0.9%
Top 1M	86%	1.3%	86%	1.0%

Poorly configured websites ebay.com



Poorly configured websites match.com



Attack against TLS 0000000

match.com

https://discovery.cryptosense.com/analyze/208.83.241.15



208.83.241.15

IP address 208.83.241.15 Last scan 2016-10-20 12:29:18 UTC

TLS HTTP (port 443) Rules applicable 13



B A A B C D

TLS (port 443 - HTTP)

Show scan details -

Versions	TLS 1.0, TLS 1.1
Fallback SCSV	Not supported
Ciphers	TLS_RSA_WITH_3DES_EDE_CBC_SHA_TLS10,TLS1.1 TLS_RSA_WITH_AES_128_CBC_SHA_TLS10,TLS1.1 TLS_RSA_WITH_AES_256_CBC_SHA_TLS10,TLS1.1

Poorly configured websites

webmail.trumporg.com

https://discovery.cryptosense.com/analyze/trumporg.com



webmail.trumporg.com

IP address 192.154.117.35 Last scan 2016-10-20 12:07:27 UTC

TLS HTTP (port 443)
Rules applicable 12



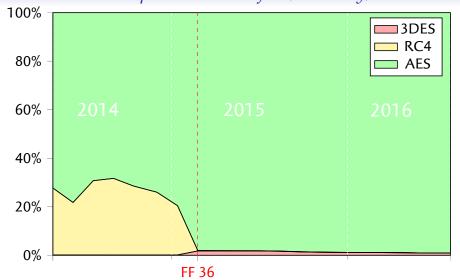
A A' B C D 4 2 1 1 4

TLS (port 443 - HTTP)

Show scan details -

Versions	SSL 2.0, TLS 1.0
Ciphers	TLS_RSA_WITH_RC4_128_MD5 TLS 1.0
	TLS_RSA_WITH_RC4_128_SHA TLS 1.0
	TLS_RSA_WITH_3DES_EDE_CBC_SHA TLS 1.0
	TLS_RSA_WITH_DES_CBC_SHA_TLS 1.0
	TLS_RSA_EXPORT1024_WITH_RC4_56_SHA TLS 1.0
	TLS_RSA_EXPORT1024_WITH_DES_CBC_SHA TLS 1.0
	TLS_RSA_EXPORT_WITH_RC4_40_MD5 TLS 1.0
	TLS_RSA_EXPORT_WITH_RC2_CBC_40_MD5_TLS 1.0
	SSL2 RC4 128 WITH MD5 SSL2.0
	SSL2 DES 192 EDE3 CBC WITH MD5 SSL2.0
	SSL2 RC2 128 CBC WITH MD5 SSL 2.0
	SSL2 DES 64 CBC WITH MD5 SSL 2.0
	CCLO DCA 400 EVDODTAO HITTH MDE color

TLS cipher use in Firefox (telemetry)



disables RC4

HTTPS session length

Attack against TLS 0000000

- HTTP 1.0 uses one connection per request
- ► HTTP 1.1 can reuse a connection (Keep-alive)
- Web browsers reuse a connection as long as possible
- Web servers

Apache has a limit on connection reuse (default 200) *Nginx* has a limit on connection reuse (default 200) IIS doesn't have limit by default

- In practice, many high-profile website support very long sessions
- ▶ We found many vulnerable websites that

HTTPS session length

Attack against TLS 0000000

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- In practice, many high-profile website support very long sessions
- We found many vulnerable websites that
 - Use 3DES with a modern browser
 - Support very long sessions (> 1M)

Proof-of-concept Attack Demo: HTTPS

- Demo with Firefox (Linux), and IIS 6.0 (Windows Server 2003)
 - Default configuration of IIS 6.0 does not support AES
- ► Each HTTP request encrypted in TLS record, with fixed key
- 1 Generate traffic with malicious JavaScript
 - Use 4kB requests (pad URL or cookie)
 - About 1500 requests/second
- Capture on the network with tcpdump
 - Tamper with traffic to have a single active connection
- Remove header, extract ciphertext at fixed position
- Sort ciphertext (stdxx1), look for collisions
- Expected time: 38 hours for 785 GB.
- ▶ In practice: 30.5 hours for 610 GB.

Outline

Introduction

Towards a Practical attack

Attack against TLS

Impact and Mitigation

- ▶ Switch to 128-bit block ciphers (e.g. AES)
 - ► Fix server TLS config
- Limit connection length
 - Can be done on client or server independently
- Use a beyond-birthday-secure mode (e.g. CENC)
 - Could be an option for lightweight crypto

Should we get rid of 3DES in TLS:

- ▶ Make sure it's only used as a last resort, and use rekeying
- ► Even then, having it available is a potential weakness
 - ► There might be downgrade attacks
 - ▶ Example: 3DES can be forced if TLS false start

Countermeasures

- Switch to 128-bit block ciphers (e.g. AES)
 - Fix server TLS config
- Limit connection length
 - Can be done on client or server independently
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Disclosure

Sweet32 attack disclosed on August 24

- ► https://sweet32.info
- CVE-2016-2183, CVE-2016-6329



- OpenVPN 2.3.12 issues a warning when using 64-bit block cipher
 - Future versions will implement connection limit, and cipher negotiation defaulting to AES
- ► Mozilla has implemented data limits in NSS 3.27 (1M records)
- OpenSSL moved 3DES to LOW category
- Microsoft removed 3DES from False Start white-list
- Some websites fixed their TLS configuration

Comparison with RC4 attacks

Practical attacks against TLS with RC4

[AFBPPS, Usenix '13]

- With a different key each session
 - Using biases in the RC4 keystream
 - ▶ Plaintext recovery (220 first bytes) with 2²⁸ 2³² sessions
- With longer sessions
 - Using Fluhrer-McGrew biases (single or multiple sessions)
 - ► Cookie recovery with 2³³ 2³⁴ requests
 - ► Latest improvement: 2^{30.2} requests [Vanhoef & Piessens, Usenix '15]

Practical attack against TLS with 3DES

- Using a single long-lived session
- ► 2^{29.1} short query (512 bytes)
- Or 2^{27.6} longer queries (4 kB)

280 GB total

785 GB total

25/26

Conclusion

Block size does matter

- ▶ Birthday attack against CBC with 2^{n/2} data
- Attacks with 2³² data are practical
- Independent of key size, block cipher strength
 - ► 64-bit block ciphers (3DES, Blowfish) not much more secure than RC4



- Protocols designed in the 90's still use 64-bit ciphers
- Demo of two practical attacks
 - Blowfish default cipher in OpenVPN
 - Badly configured HTTPS servers use 3DES