

# Rethinking Passwords

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# OAG password rules

- \* The password must be at least seven characters long and cannot exceed fifty characters.
- \* The password is case sensitive and must include at least one letter and one numeric digit.
- \* The password may include punctuation characters but cannot contain spaces or single or double apostrophes.
- \* The password must be in Roman characters

# World of Warcraft Wizard Rules

- \* Your Account Password must contain at least one numeric character and one alphabetic character.
- \* It must differ from your Account Name.
- \* It must be between eight and sixteen characters in length.
- \* It may only contain alphanumeric characters and punctuation such as A-Z, 0-9, or !"#\$.%

# United Airlines rules

Passwords may be any combination of six (6) characters and are case insensitive.

Your password will grant you access to [united.com](https://united.com), as well as other United features such as our wireless flight paging service, EasyAccess.

For security, certain passwords, such as "united" and "password" are not allowed.

Passwords are case insensitive; please remember how it is entered

**Minimum password length is six (6) characters and must include characters from at least two (2) of these groups: alpha, number, and special characters.**

New Password

Verify Password

Secret Question

Secret Question Answer

- \* New Password must be minimum 7 alpha/numeric characters.
- \* New Password must contain at least 1 numeric symbol.
- \* Answer to Secret Question needs to be from 2 to 32 characters.

## Passphrase Rules:

It must be a minimum of 4 words separated by blanks, at least 1 word must be 5 characters or longer.

It is case sensitive and cannot be less than 11 characters or more than 50 characters long including blanks.

It cannot contain single quotes, double quotes or ascii newline characters.

It cannot contain 3 or more consecutive identical characters.

You may NOT reuse any of the last 6 previously used passphrases

- The password may not contain your user name.
- The password must contain a minimum of six characters although eight characters are recommended since future complexity parameters will require an eight-character minimum.
- The password must contain three of the following characteristics:
  - Uppercase alphabet characters (AZ)
  - Lowercase alphabet characters (az)
  - Arabic numerals (09)
  - Non-alphanumeric characters (for example, !,\$,#,%)

**Use A Different  
Password on each  
Target System**

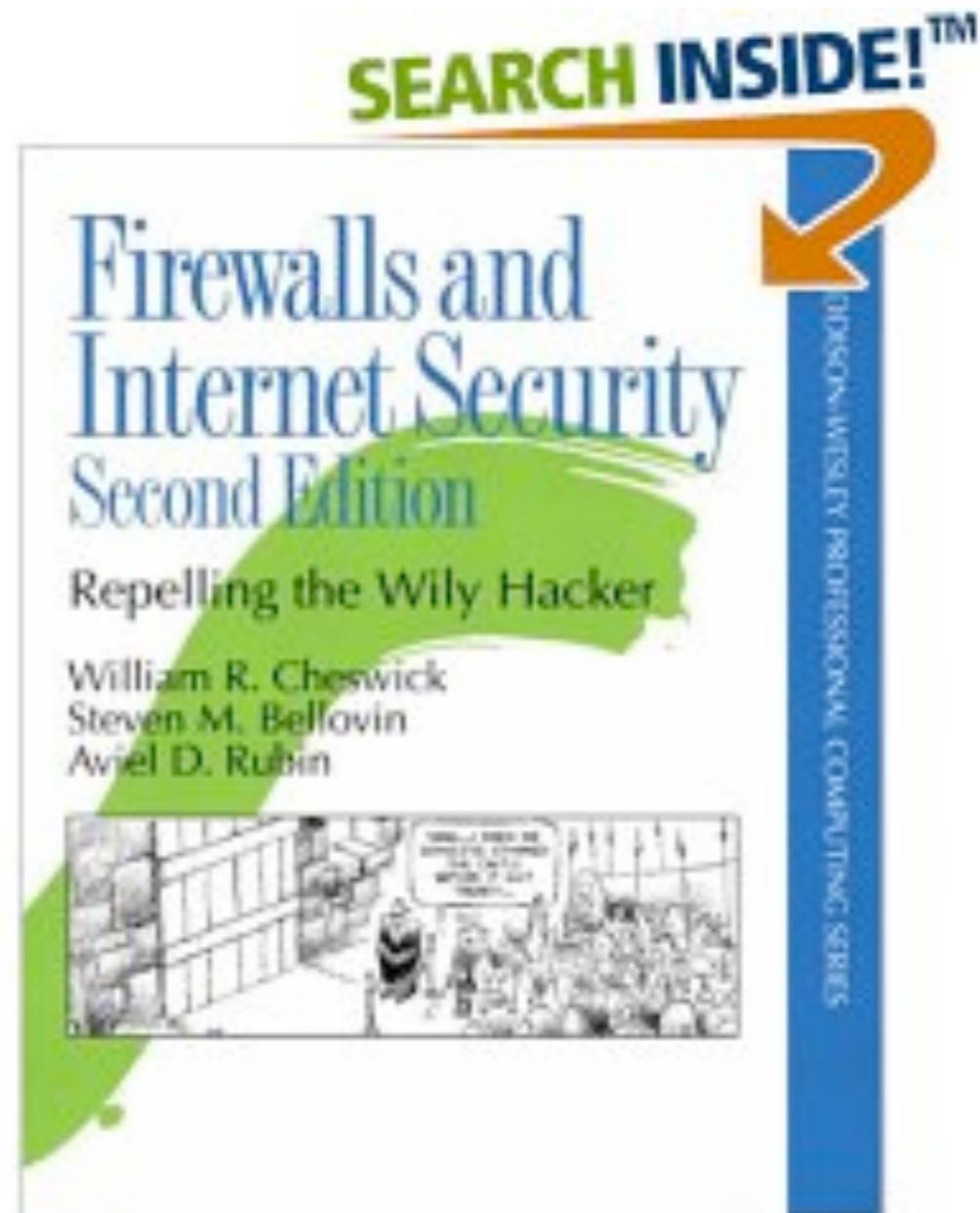
# Change Your Password Frequently

# Don't Reuse Passwords

**Don't Write Your  
Password Down**

# Who is Responsible For This Eye-Of-Newt Password Fascism?

# Well, I am, a Little



# What are these rules for?

# Dictionary Attacks



# The Dictionary Attack Arms Race

- Moore's Law: 12 doublings since 1990
- And multi-core CPUs are perfect for password cracking
- Can a human choose and remember a password that a computer can't guess when limited only by computer speed and time available?

# We Knew People Pick Weak PWs by 1990

- Klein, D. V.; *Foiling the Cracker; A Survey of, and Improvements to Unix Password Security*, Proceedings of the United Kingdom Unix User's Group, London, July 1990.



# Old Threats

- Time sharing terminals open to the public
- Early Unix daemons with simple password authentication
- Early Internet protocols, no crypto

# The Problem

- People violate many of these rules routinely, for usability reasons
- Stringent rules increase use of fall-back systems, which are usually less secure, or more expensive
- The rules don't make most things more secure in the face of most current threats
  - If brute force doesn't work, use more.

# FIPS 112

- *Specification for Password Usage.* (May 1985)
- Based on twenty years of computer experience
  - time sharing
  - minicomputers
  - “Early” in Moore’s Law curve

# Poor engineering

- To expect people to create and remember passwords that computers can't guess, given unlimited attempts

# FIPS 112

- The basis of most of our password wisdom
- Mostly still right
- Threats have changed
- We need to change some of the rules, and should have done so quite a while ago

The set of acceptable passwords should be large enough to assure protection against searching and testing threats to the password system (and hence the data or resources that it protects) commensurate with the value of the data or resources that are being protected.

--- FIPS 112, Appendix, section 3.1

# FIPS 112 complaints

- Maximum password life of one year (3.3.1)
- But what about accounts we use annually?
- The risk associated with an undetected compromise of a password can be minimized by frequent change ---  
Appendix 3.3

# Poor engineering

- To expect people to remember a password they use only twice a year

# Poor engineering

- To change passwords often. Strong passwords are hard to generate.
- To allow dictionary attacks
- To protect most important systems with single-factor authentication

# Poor engineering

- To expect people to differentiate authentication to numerous different, but related services

# Poor security

- Passwords should not be shared.
- Select a password not related to the user's identity, history, or environment (3.4.4)

**We Need New Rules,  
or at Least Need to  
Reevaluate our  
Authentication Systems**

# Password Properties

- Memorable?
  - Daily, monthly, yearly?
  - Cost if forgotten
- Hardware needed?
- Training steps needed
- User selected?
- Single use?
- Changeable?
- Easy to write down?
- Easy to describe or transmit?
- Authentication speed
- Text, graphical, bio, other

# Password properties

- Value of system accessed
- Attempts limited?
- Susceptible to dictionary attack
- Susceptible to eavesdropping?
- Susceptible to replay?
- Susceptible to shoulder surfing?

# Some Graphical Solutions

# Passpoints



from *Dirik, Memon, Birget; SOUPS 2007*

# Passfaces

Passfaces Logon (Java enabled page)

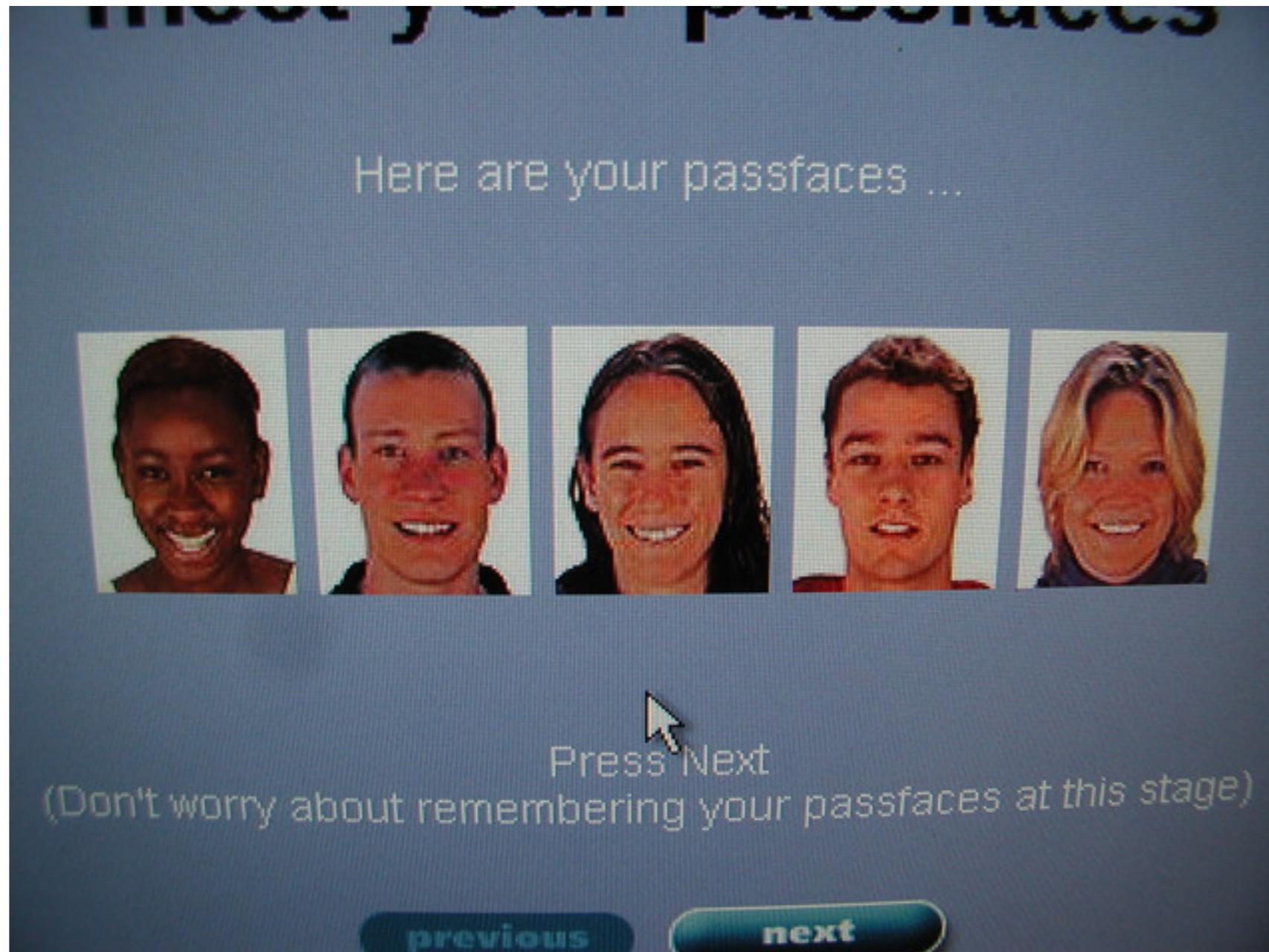
Log On 

Welcome to Passfaces, Please Log On

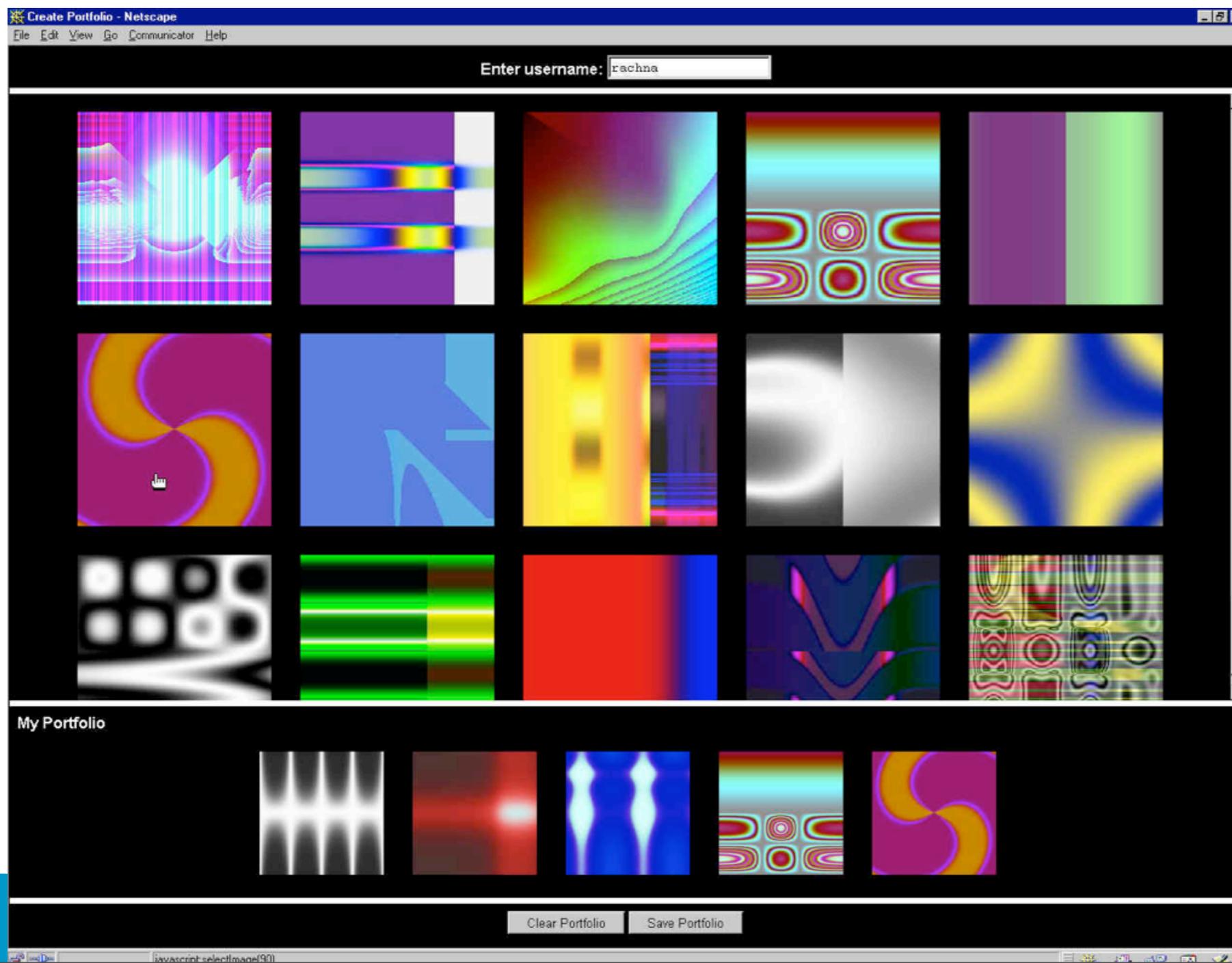
Action		
		
		
		

Click on your passface to logon  
(go on!)

# Passfaces



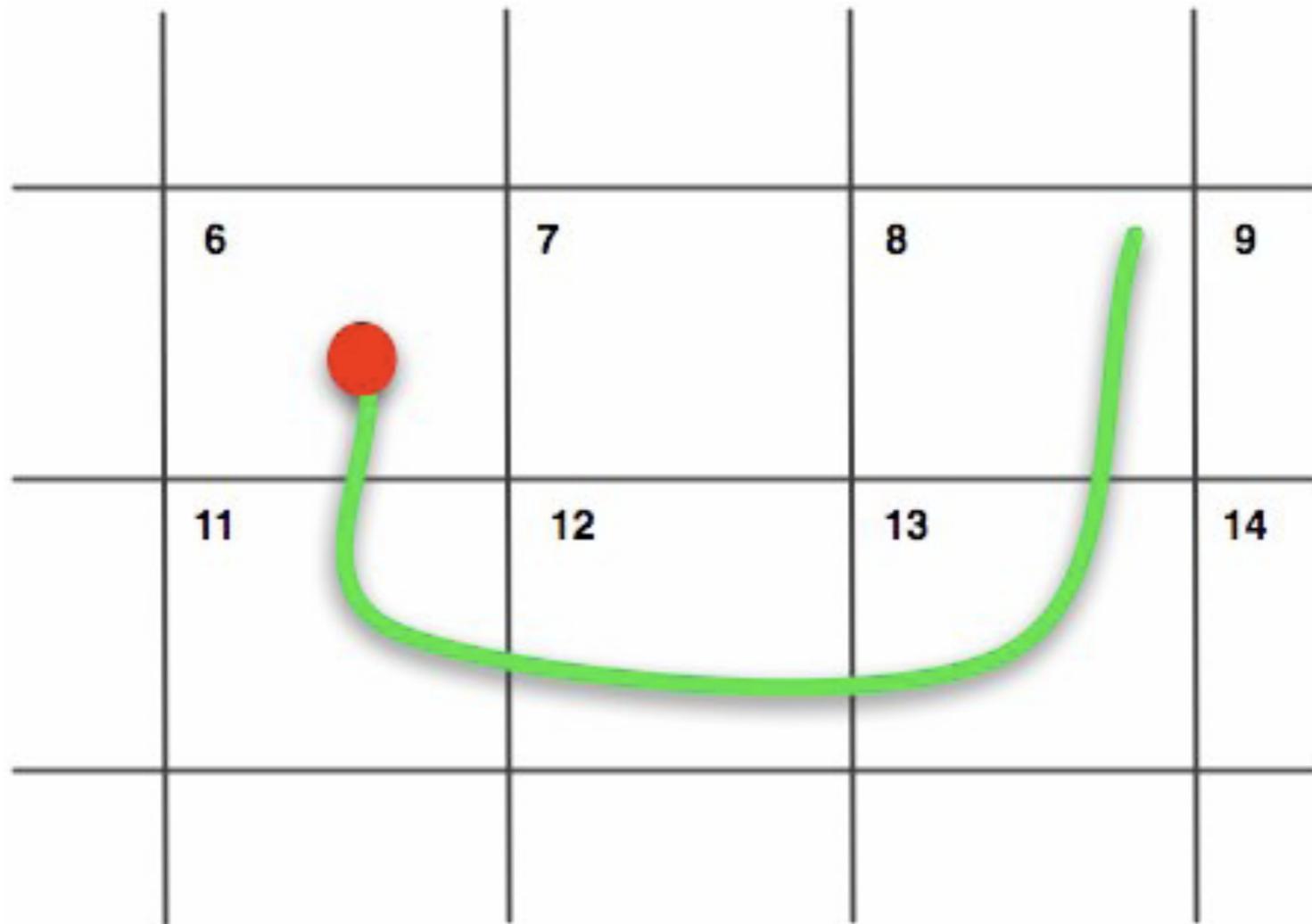
# Deja Vu (Recognition-based)



# Deja Vu

- Out of Berkeley, 1999-2000
- recognize previous images, rather than memorizing them.

# Draw a Secret



Lin, Dunphy, *et al.* SOUPS 2007

# Use Your Illusion (SOUPS 2008)



Please memorize  
the three distorted  
images shown above.

OK

41

about 115



# Some Whacko Ches Ideas

Passmaps



**TODO: Find a point in New York State**  
**Adirondacks are nice**





Lakes have interesting shapes,  
let's zoom in on the middle of about 115



Upside down dog in the upper left

46 of about 115

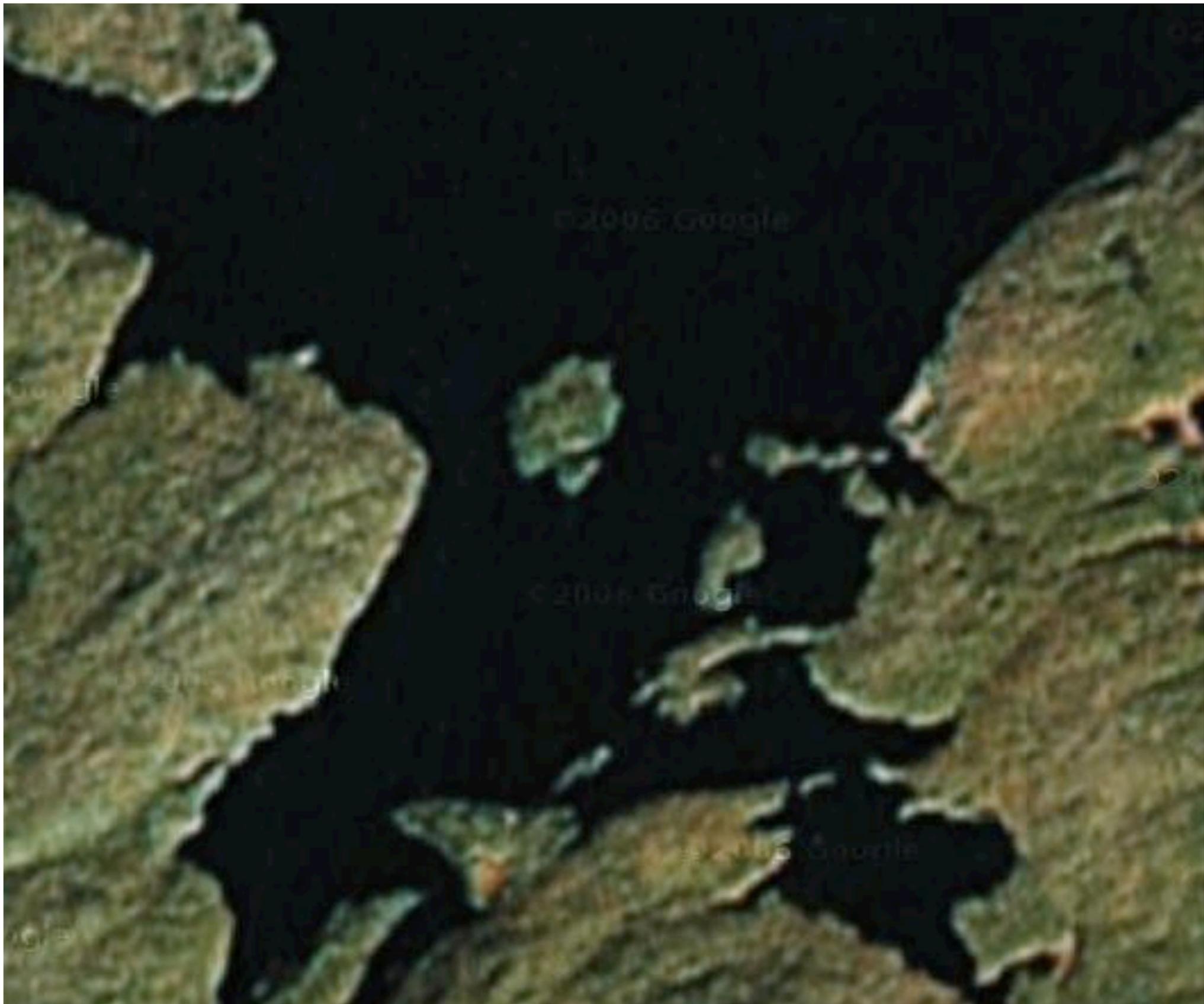




Dogs bark, check out the voice box

47 of about 115





PW is lat/long of the center island

48 of about 115

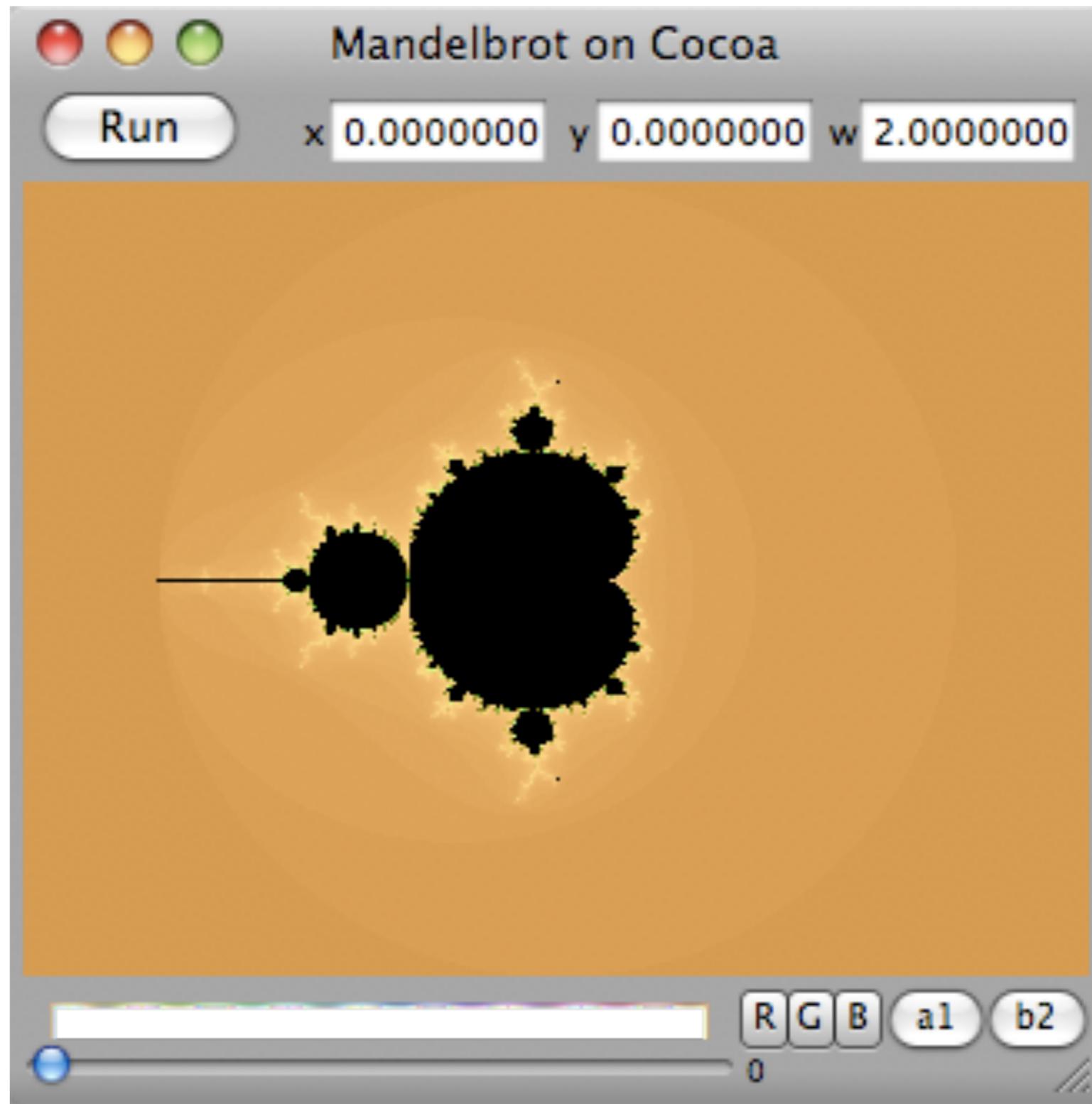


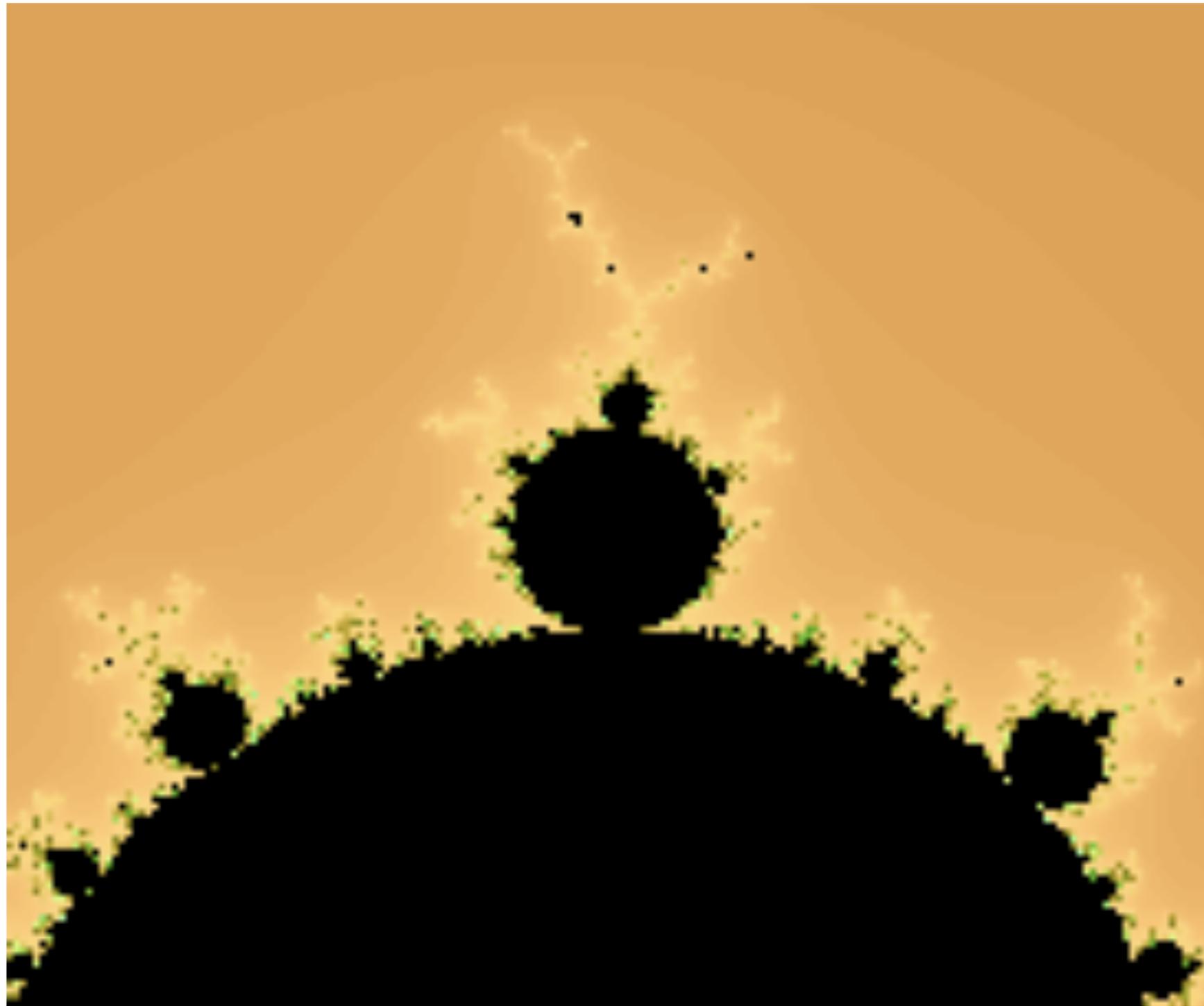
# Passmaps?

- Reproducibly zoom in on a remembered set of map features?
- Lots of bits
- Maybe hard to shoulder surf
- Not challenge/response
- memorable over a year?

# Some Whacko Ches Ideas

How about passgraphs? Get Google out of the loop







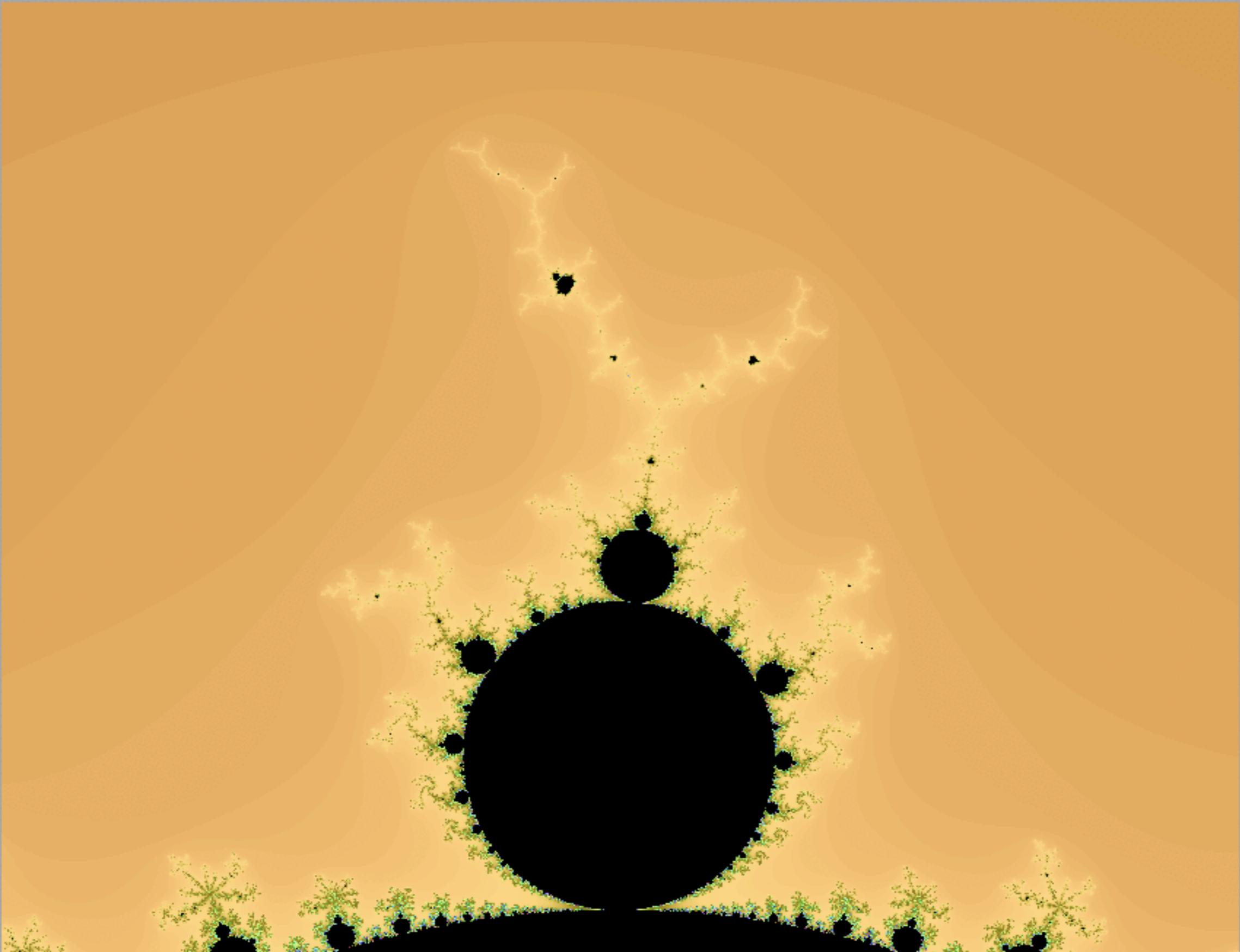
Mandelbrot on Cocoa

Run

x -0.123698691255205

y 0.913816180844735

w 0.291400208209399



53 of about

R G B a1 b2





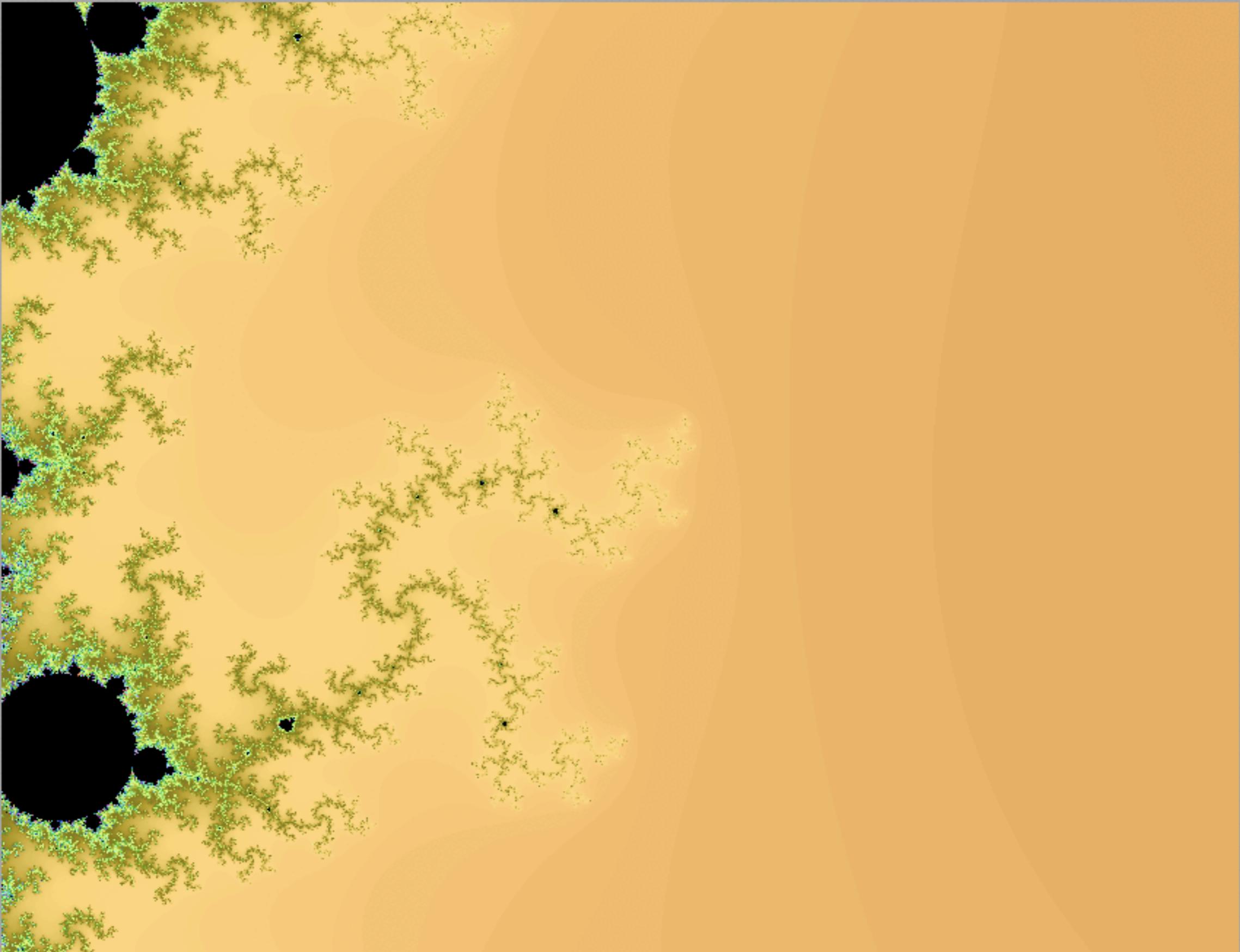
Mandelbrot on Cocoa

Run

x 0.016670921235908

y 0.761008754588587

w 0.035536610757244

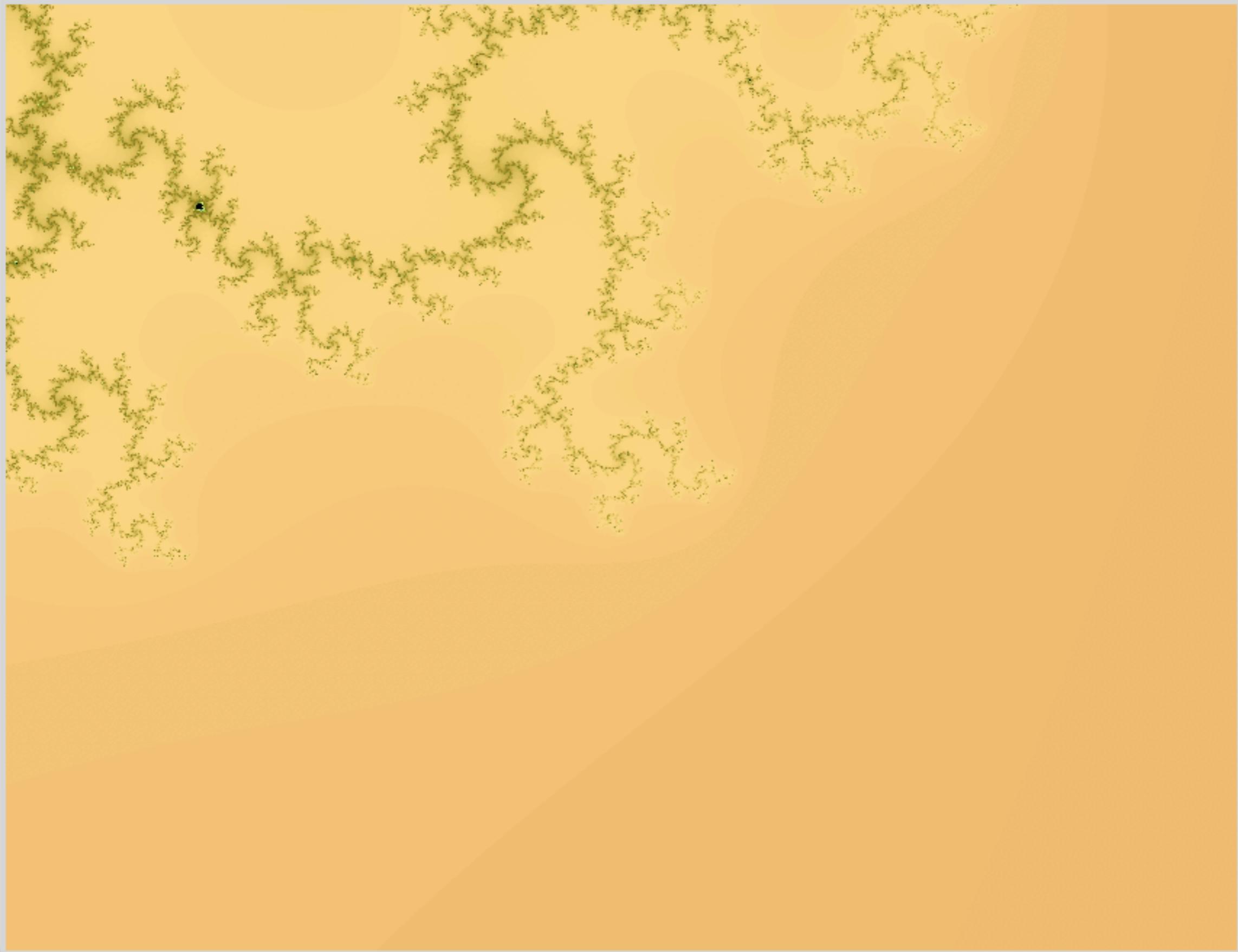


Run

x 0.013420621471526

y 0.736956536332160

w 0.004442076344655



Run

x 0.013217477736252

y 0.736766935512571

w 0.000433373301918



Run

x 0.013114419451040

y 0.736712763849831

w 0.000017176380869



# Passgraphs?

- Similar to passmaps, but Google is out of the equation
- Maps can have a personal meaning
  - Is this a good thing, or a bad thing?

# Some Whacko Ches Ideas

Obfuscated human-computed challenge response

# Problem

- One-time passwords solve a lot of password problems
- One-time passwords (usually challenge/response) require something you have
- Equipment can be expensive, and it may be necessary to authenticate when equipment is not available







# Baseball players

- Under a lot of stress
- Information is often vital to the game
- Not always the sharpest knife in the drawer
  - Babe Ruth forgot the signs five steps out on the field

# Key insight?

- Humans can't compute well, but perhaps they can obfuscate well enough

# Proposed approach

- Use human-computed responses to computer challenges for authentication
- Though the computation is easy, much of the challenge and response is ignored
- Obfuscation and lack of samples complicate the attacker's job beyond utility

# Text-only, please

- Most general interface and solution
- Fits into PAM and other challenge/response processing

Challenge:

```
ches 00319 Thu Dec 20 15:32:22 2001
root 00294 Fri Dec 21 16:47:39 2001
ches 00311 Fri Dec 21 16:48:50 2001
ches 00360 Thu Jan 3 12:52:29 2002
ches 00416 Fri Jan 4 09:02:02 2002
ches 00301 Fri Jan 4 13:29:12 2002
ches 00301 Fri Jan 4 13:29:30 2002
ches 00308 Tue Jan 8 09:35:26 2002
ches 84588 Thu Jan 10 09:24:18 2002
ches 84588 Thu Jan 10 09:24:35 2002
ches 00306 Thu Jan 17 10:46:00 2002
ches 00309 Fri Jan 18 09:37:09 2002
ches 00309 Fri Jan 18 09:37:36 2002
ches 00368 Tue Jan 22 09:51:41 2002
ches 77074 Tue Feb 19 09:02:52 2002
ches 77074 Tue Feb 19 09:02:57 2002
ches 00163 Mon Feb 25 09:24:30 2002
ches 00163 Mon Feb 25 09:24:35 2002
ches 00156 Tue Mar 12 12:41:12 2002
ches 00161 Fri Mar 15 09:41:20 2002
ches 00161 Fri Mar 15 09:41:36 2002
ches 00160 Mon Mar 25 08:52:59 2002
ches 00160 Mon Mar 25 08:53:09 2002
ches 29709 Mon Apr 1 11:36:34 2002
ches 41424 Mon Apr 8 09:49:09 2002
ches 85039 Tue Apr 9 09:46:06 2002
ches 00161 Thu Apr 18 10:49:14 2002
```

Response:

```
23456bcd;f.k
nj3kdi2jh3yd6fh:/
/ldh3g7fgl
jdi38kfj934hdy;dkf7
jf/13kf.12cxn. y
j2mdjudurut2jdnch2hdtg3kdjf;s' /s
j2mdgfj./m3hd' k4hfz
/16k3jdq,
jf010fk;.j
heu212jdg431j/
jfg.bv,vj/,1
no way 1 way is best!/1
jzw * no *
84137405jgf/
d * no *
hbcg3]'d/
d * no *
ozhdkf0ey2k/.,vk0l
3+4=7 but not 10 or 4/2
/.,k19djfir
3 * no *
222
2272645
4
ab3kdhf
04
898for/dk1f7d
```

# Pass-authentication

- Literature goes back to 1967
- A variety of names used: *reconstructed passwords, pass-algorithms, human-computer cryptography, HumanAut, secure human-computer identification, cognitive trapdoor games, human interactive proofs*

# Possible uses

- emergency holographic logins (“passwords of last resort”)
- use from insecure terminals, when single session eavesdropping is probably not a problem
- if a solution is found: daily logins
- home run: online transactions: banking

# Two Kinds of P-A Solutions

- *ad hoc*
- information theoretic

# *Ad Hoc* solutions

- familiar to the designer
- idiosyncratic
- hard to analyze

# Information theoretic

- Strong proof of work factor to crack
- None seem usable to me, and certainly not useable to Joe Sixpack

# Problems

- Can Joe Sixpack do this?
  - Math is hard
  - Procedural vs informational knowledge

# Current Threats and Some Revised Advice

# Disclaimer

- These are all guidelines, suggestions, thoughts for your own risk/benefits analysis
- Every security person I've discussed this with has a somewhat different take
- Rethink and reengineer these systems, when appropriate

# Threats to casual targets

- Password capture by phishing
- Password capture by keystroke logging
- *Not* dictionary attacks
  - Most online systems limit password guessing
- Most attacks are wholesale, not targeted

# Dictionary attacks still a concern

- For standard Unix logins
- For ssh password logins
- Against captured oracle streams, like PGP and ssh key files, cleartext challenge/response fields in protocols
- These are not mainstream attacks these days. Stolen laptops/iPhones a concern

# Updated Advice

For Users

# Recommendations for users

- Use three levels of passwords based on importance:
  - No importance: NY Times, etc.
  - Inconvenient if stolen: Amazon
  - Major problem if abused: bank access, medical records(?)

# For users (cont.)

- Write down the rare ones if you must
- Don't write down the password, write a reminder of the password
- Use variations to meet “strong” password requirements.
- Do note required variations (i.e. lower case, no spaces)

# Save your passwords with Firefox?

- Little difference against keystroke logging
- Key-ring protection mechanisms subject to dictionary attacks
- If stolen, you have given away an authentication factor

# Updated Advice

For Implementors

# Out of the Dictionary Attack Game Game

- Count and manage authentication attempts with a server
- pam\_tally
- slow or block accounts (block is better than loss of control of an account)
- blacklist inquisitive IP addresses

# Locking an account

- Locking or slowing account authentication simplifies denial-of-service attacks
- A locked account is much better than a stolen account
- Slower authentication, or a timeout on lockout, mitigates user support costs

# Use an authentication server

- Centralizes the security function
- Make it strong and robust
- Replication is dangerous, reliability is better
- Limit authentication attempts

# If password is forgotten

- Use a user-supplied reminder of the primary password
- Do not a (usually weaker) secondary password
- The net has ancestor, and personal data, and will have lots more soon
- blacklisting doesn't have to be forever

# Identify the auth. server and pw rules

- Usually just an additional line to a web pages
- Yes, it leaks a little information
- It greatly eases the usability
  - name of server eliminates guessing and pw leakage
  - rules remind user of pw variation used

# Use Client certificates to limit attack surface

- Limiting connections to those with known client certificates gets you mostly out of the game
- Many mail clients do not offer client cert. processing, and should

# Don't make acct. names too easy to guess

- Thwarts single password, multi-account scans
- U.S. Social security numbers are a little too guessable. Credit cards seem to be okay.
- But secret rules (hyphens in social security number?) reduce usability without improving security

# Accounts should still not be shared

- You want accountability, even (especially) on shared bank accounts.
- It doesn't matter on the lowest grade authentication

# PIN $\neq$ password

- A PIN is a sequence of digits only
- A password is a superset of PINs
- A passphrase is a series of words, but probably should not be called a *phrase*.  
*Passcode* is probably better

# If you still think you need strong passwords

- What is your threat model?
  - crooks? foreign governments?

# Use One-time passwords if you can

- No replay attacks
- Bad guy (or his software) must be present to win
- May not be sharable
- Usually requires device or printout

# Challenge/Response passwords

- One time, one session password
- Closes up the S/Key race

# SecureID



# SecureNet Key

## SNK-004



# A login from my distant past

RISC/os (inet)

Authentication Server.

Id? **ches**

Enter response code for 70202: **04432234**

Destination? **cetus**

\$

# Solution: multi-factor authentication

- Dongle is fine, but
  - requires PIN, or is single factor
- PC is fine: ssh public key plus pass phrase
  - broken: pass phrase subject to dictionary attack, because a server not needed to check validity

# Multi-factor authentication

- password or pass-phrase is usually one
- something you have, something you know, something you are
- I rely on a device (my laptop) with a strong key (ssh DSA) locked with a passphrase

# Biometrics?

- Generally around 90% accurate
- A variety of workarounds
- Users may be reluctant to give up data
- Not bad for an auxiliary factor in strong authentication

# Protocol Streams: we have crypto, use it

- Unencrypted streams offer sniff-and-dictionary-attack opportunities
- Crypto fixes this, with public keys frustrating man-in-the-middle attacks
- https, POP3S, IMAPS, PPTP

# Getting out of the game: ssh

- disable password logins. Use DSA key from a trustable client, that key locked with a strong pass-phrase
- two-factor authentication
- dictionary attack is rare endgame: you have to steal or own the client first
- Reasonably secure clients are doable

# Routine on seismo.arpa.net

```
seismo.arpa.net login failures:  
Oct 21 00:12:56 seismo sshd[14326]: Invalid user foobar from 209.160.73.63  
Oct 21 00:13:17 seismo sshd[14392]: Invalid user test from 209.160.73.63  
Oct 21 00:13:18 seismo sshd[14394]: Invalid user test from 209.160.73.63  
Oct 21 00:13:18 seismo sshd[14396]: Invalid user test from 209.160.73.63  
Oct 21 00:13:19 seismo sshd[14398]: Invalid user test from 209.160.73.63  
Oct 21 05:32:43 seismo sshd[33315]: Invalid user admin from 209.160.73.63  
Oct 21 05:32:43 seismo sshd[33317]: Invalid user admin from 209.160.73.63  
Oct 21 05:32:44 seismo sshd[33319]: Invalid user admin from 209.160.73.63  
Oct 21 05:32:45 seismo sshd[33321]: Invalid user admin from 209.160.73.63  
Oct 21 05:32:46 seismo sshd[33323]: Invalid user admin from 209.160.73.63  
Oct 21 05:32:46 seismo sshd[33325]: Invalid user admin from 209.160.73.63  
Oct 21 05:48:24 seismo sshd[33399]: Invalid user eric from 209.160.73.63  
Oct 21 05:48:25 seismo sshd[33401]: Invalid user johny from 209.160.73.63  
Oct 21 05:48:38 seismo sshd[33445]: Invalid user edward from 209.160.73.63  
Oct 21 05:48:39 seismo sshd[33447]: Invalid user edward from 209.160.73.63  
Oct 21 05:48:39 seismo sshd[33449]: Invalid user edward from 209.160.73.63  
Oct 21 05:48:40 seismo sshd[33451]: Invalid user russ from 209.160.73.63  
.....
```

# Near-public authentication servers

- OpenID
- Openauth
- The general idea is appealing

# These could be a commercial solution

- Simpler than Radius, X.509 certificates
- Name space issues
  - att/ches
  - ches@research.att.com seems to work well

# If you must, here are at least 60 random bits

- value part Peter sense some computer
- anxiety materials preparation sample experimental
- bliss rubbery uncial Irish
- 2e3059156c9e378

# If you must

- not user-chosen, but user can veto, waiting for a “good one”
- User-chosen phrases have *much* lower entropy
- they are going to write it down, for a while
- for daily use: who’s going to remember this over a year?

# Words are better than eye-of-newt

- much easier to type
- spelling checking (iPhone) is your friend, not enemy

# Uncial

uncial |'ən sh əl; -sēəl| *adjective*

**1** of or written in a majuscule script with rounded unjoined letters that is found in European manuscripts of the 4th–8th centuries and from which modern capital letters are derived.

**2** *rare* of or relating to an inch or an ounce.

*noun*

an uncial letter or script.

# Yeahbuttal

# Yeahbuttal

- These ideas will take time to deploy, if they do
- Huge installed base
- Corporate conglomerates have hundreds or thousands of these!

# Yeahbuttal

- Who owns the ap?
- Who hosts it?
- Third party applications?  
(401k, health, etc.)
- Who developed it?  
(often long gone)
- What is the business  
function
- Buy-in is needed from all  
parties
- Development costs?

# Fix it anyway

- This is one of those economies of scale you told the shareholders the merger was going to buy
- Authentication servers should be relatively simple to code and maintain
- If you don't understand who your users are, your security is shot from the start

# Fix it Anyway

- Annoyed users are uncooperative users
- There is a substantial cost when a large community has to deal with authentication foolishness on a routine basis

# Strong Authentication, not strong passwords

- Use multi-factor authentication when it is really important
- Ubiquitous laptops and cell phones can be used for middle-level authentication

# Selling weaker passwords

- ATM PINs of 4 digits work fine
- Cut user support costs
- Tell them I said it was probably a good idea
- Backup passwords are usually weaker
- Improve the users' experience
- Annoyed users are less cooperative

# Summary

- Distribute and require client certificates
- Use ssh with pass-phrased locked digital key, never passwords
- Use crypto services, like IMAPS, SMTPS
- Limit password attempts

# People, we have to do better than this

- The Bad Guys are getting much better
- Our computer systems are getting much more important to us
- Security has to be thought about, and reviewed

# There is plenty new to worry about

- Dangerous browsing
- Dangerous patches
- Dangerous COTS CPUS?
- Hidden malware
- The bad guys are pros, not disaffected teenagers

# Dangerous browsing

- *All Your IFRAMES Point to Us*, Provos and Mavrommatis (Google), Rajab and Monroe (JHU); Usenix Security 2008

# Dangerous patches

- *Automatic Patch-Based Exploit Generation is Possible: Techniques and Implications.* Brumley and Poosankam (CMU), Song (Berkeley), Zheng (Pitt); Proceedings of the IEEE Security and Privacy Symposium, May 2008.

# Provably-hidden malware

- *Analysis-Resistant Malware*. Bethencourt and Song (BSD/CMU), Waters (SRI). ISOC NDSS, Feb 2008.

# COTS CPUs dangerous?

- *Designing and Implementing Malicious Hardware.* King, Tucek, Cozzie, Grier, Jiang, and Zhou (U Illinois at Urbana Champaign). Usenix LEET 2008, April, San Francisco.

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