

Information technology in the health sector (DIGHEL4360)

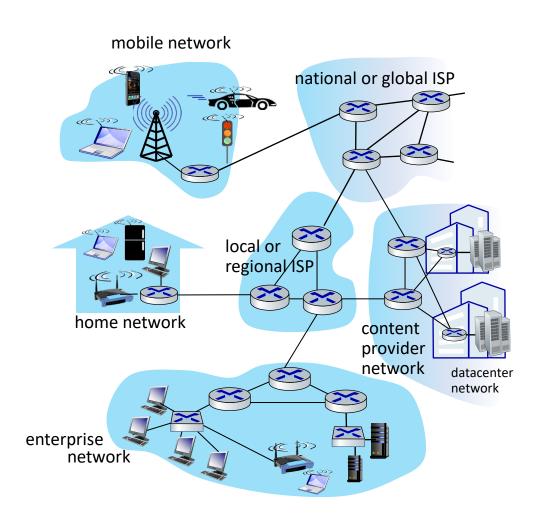
Security II – Security for the World Wide Web



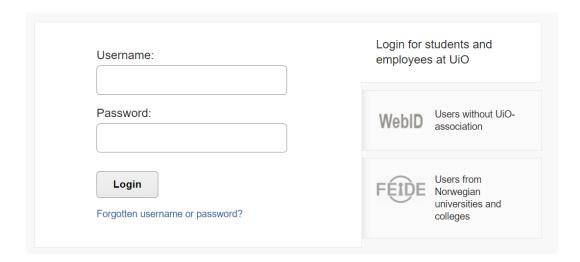


#### **Recapitulation: The Internet**

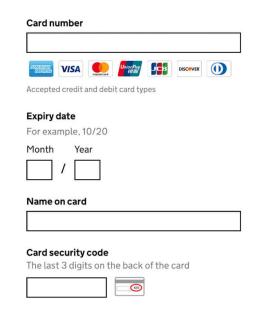
- All communication (e.g., surfing on the Web) goes through different networks
- Some providers might have malicious intents
- Government agencies collect data at large network nodes

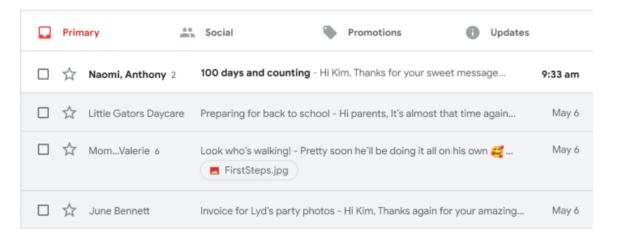


#### **Confidential Data**

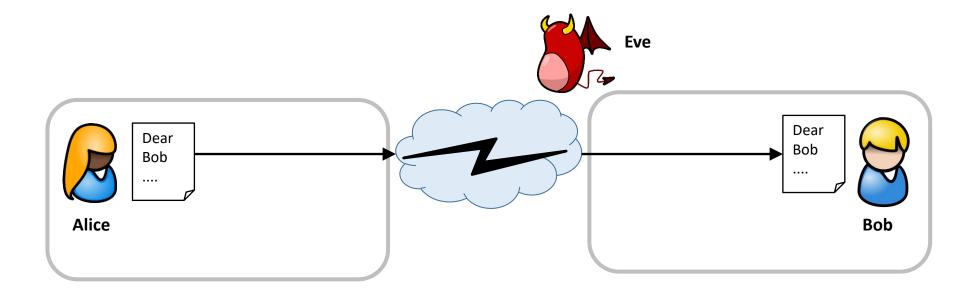


#### **Enter card details**





#### **Confidential Communication**



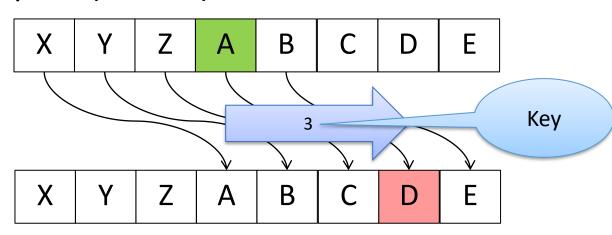
#### **Confidential Communication**

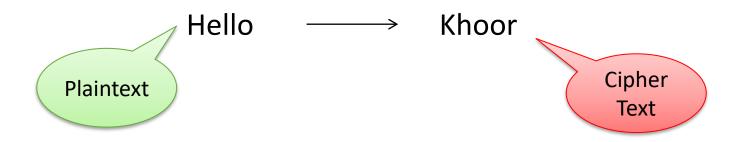




#### **Classical Cipher**

• Caesar Cipher (50 B.C.)





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### **Encryption**

Key = 3

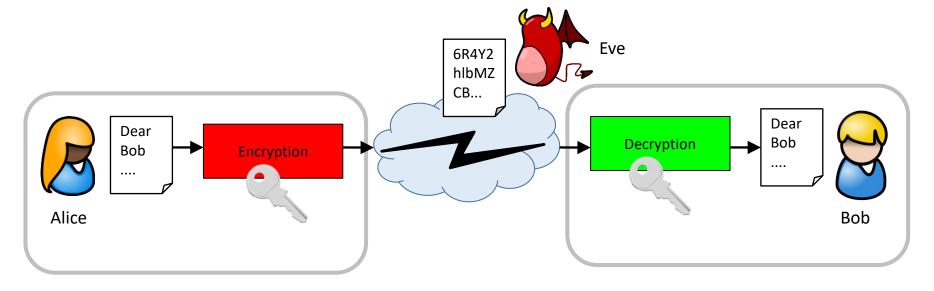






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#### **Symmetric Encryption**



#### **Caesar Cipher**

- Which plaintext is encrypted here?
  - Ymjvznhpgwtbsktcozruxtajwymjqfeditl.
- Try each possible key:
  - 1. Xliuymgofvsarjsbnyqtwszivxlipedchsk.
  - Wkhtxlfneurzqiramxpsvryhuwkhodcbgrj.
  - 3. Vjgswkemdtqyphqzlworuqxgtvjgncbafqi.
  - 4. Uifrvjdlcspxogpykvnqtpwfsuifmbazeph.
  - 5. Thequickbrownfoxjumpsoverthelazydog.
  - 6. Sgdpthbjaqnvmenwitlornudqsgdkzyxcnf.
  - 7. Rfcosgaizpmuldmvhsknqmtcprfcjyxwbme.
  - 8. Qebnrfzhyoltkclugrjmplsboqebixwvald.
  - 9. Pdamqeygxnksjbktfqilokranpdahwvuzkc.
  - 10. ...

Testing all possible values (e.g. of a key) is called

**Brute Force Attack** 

#### Enigma

- Invented 1918 by Arthur Scherbius
- Electro-mechanical rotor cipher machines
- Used by the German forces during WWII
- Implements a polyalphabetical substitution cipher
- Number of possible keys: 150,738,274,937,250

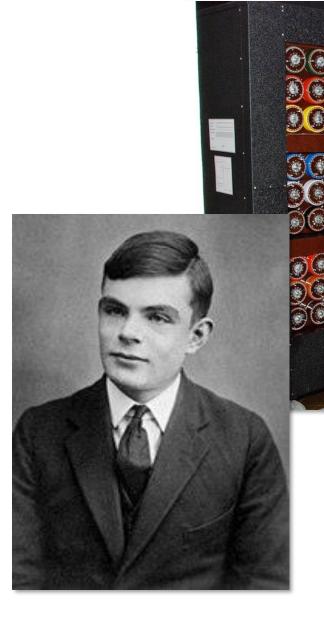


# nage Source: http://www.cryptomuseum.com/, Wikipe

# UiO: University of Oslo

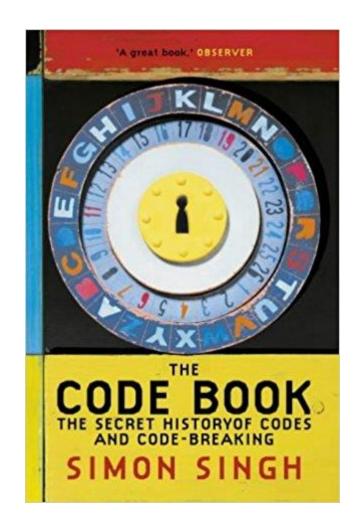
#### Enigma

- Encryption was broken by Polish and British codebreakers in Bletchley Park
- Most famous member:
  - Alan Turing



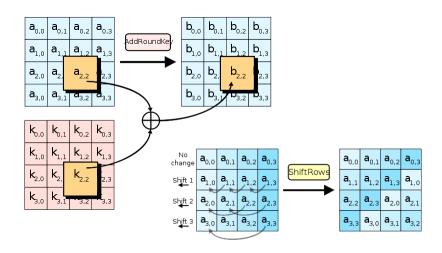
#### **History of Cryptography**

 Simon Singh: The Code Book – The Secret History of Codes and Codebreaking

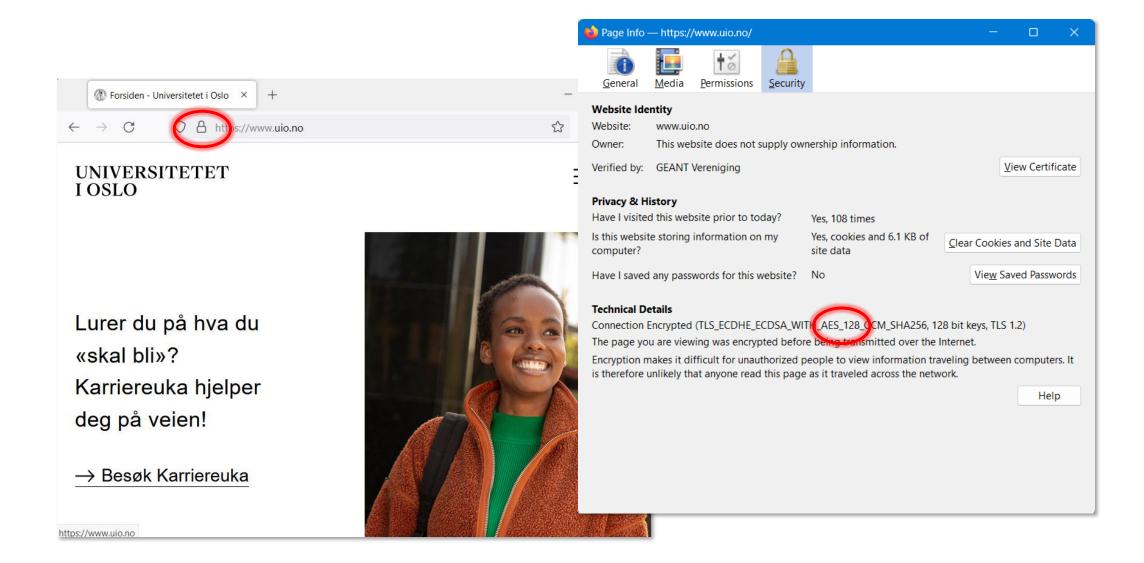


#### **Modern symmetric Encryption**

- Advanced Encryption Standard (AES)
  - AES (Rijndael) developed by Belgian cryptographers
  - Standardized by NIST in 2000
  - Keys, plain texts and cipher texts are binary data blocks (not letters)
  - Key length: 128, 192, 256 bit (≈ 32 letters)
- Brute force attack on 128 or 256 bit key?
  (Assumption: breaking 56 bit in 1 second
  → in reality more)

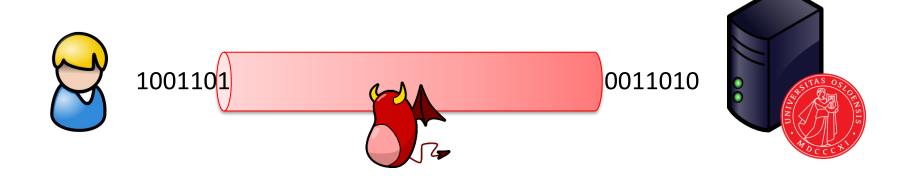


Key length	Duration
56 bit	1 s
64 bit	4 m
80 bit	194 d
112 bit	10 <sup>9</sup> a
128 bit	10 <sup>14</sup> a
192 bit	10 <sup>33</sup> a
256 bit	10 <sup>52</sup> a



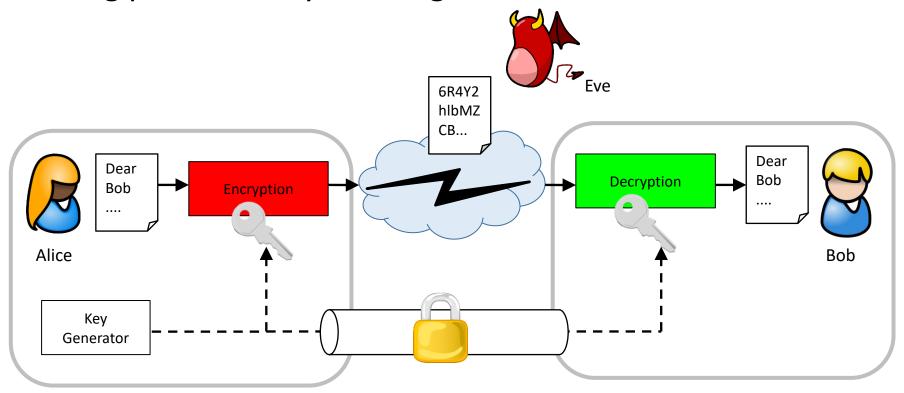
### HTTPS / TLS / SSL

 Protects all communication from an adversary eavesdropping on the network.



#### **Symmetric Encryption**

• Remaining problem: key exchange



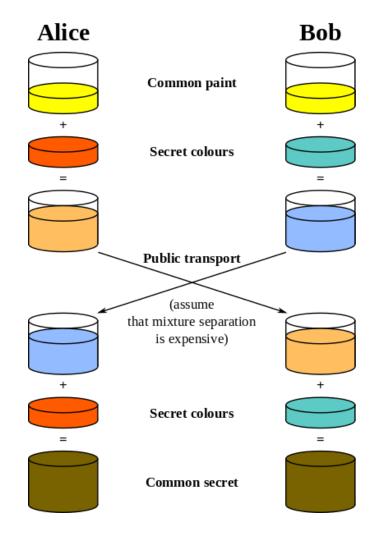
#### Diffie Hellman Key exchange

- Creating common (symmetric) key only known to the communication partners
- Created by Whitfield Diffie and Martin Hellman in 1976





#### Illustration of DH Key Exchange



#### Diffie Hellman Key exchange

- Alice and Bob agree on (public parameters):
  - Large prime number p
  - Generator g (i.e., g is primitive root mod p)
- Alice chooses a random number a and sends  $g^a$  mod p to Bob
- Bob chooses a random number b and send  $g^b$  mod p to Alice
- Calculation of common secret:
  - Alice:  $(g^b)^a \mod p$ - Bob:  $(g^a)^b \mod p$  =  $g^{ab} \mod p = K$
- Mathematical property of the power/mod function:
  - an attacker can **not** calculate a or b from  $g^a$  or  $g^b$  (discrete logarithm problem)
  - K only known to Alice and Bob

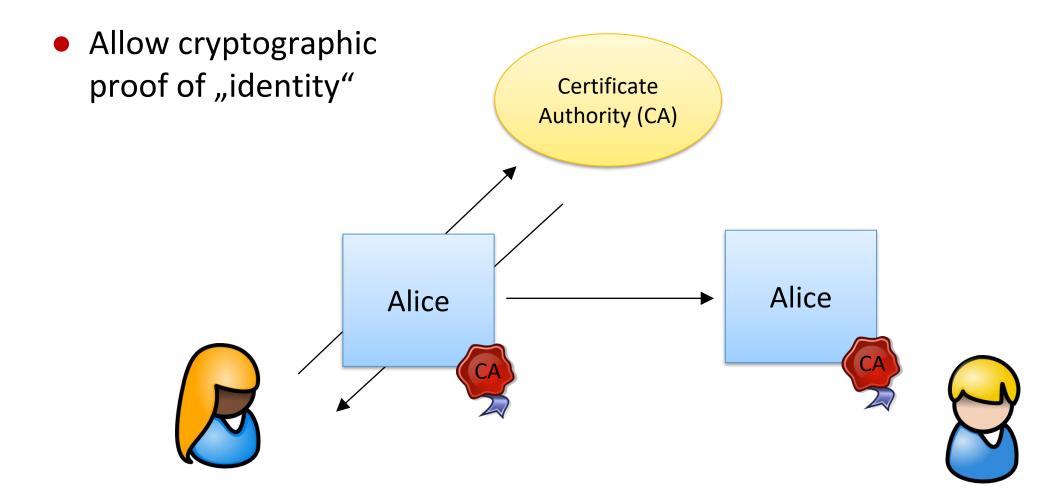


#### Still a Problem ...

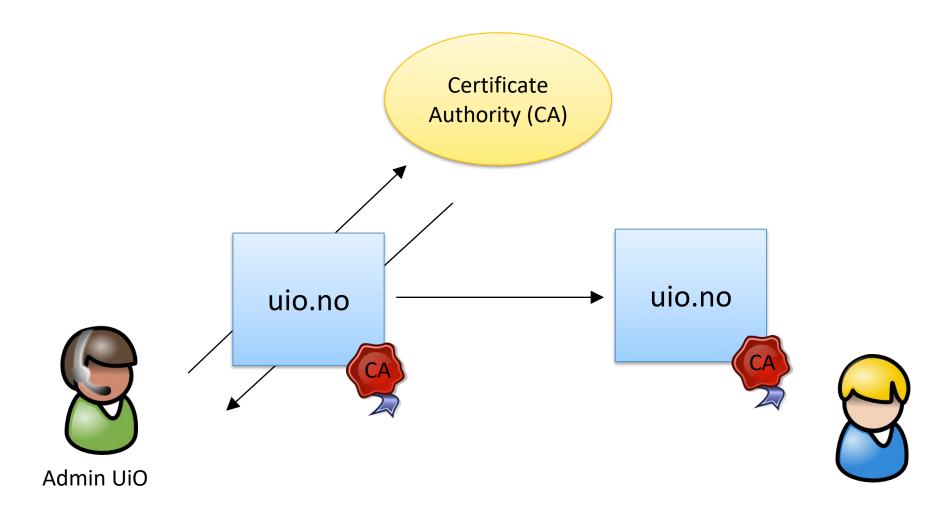
• But how can you be sure who you are talking to?



#### **Certificates**



#### **Certificates**

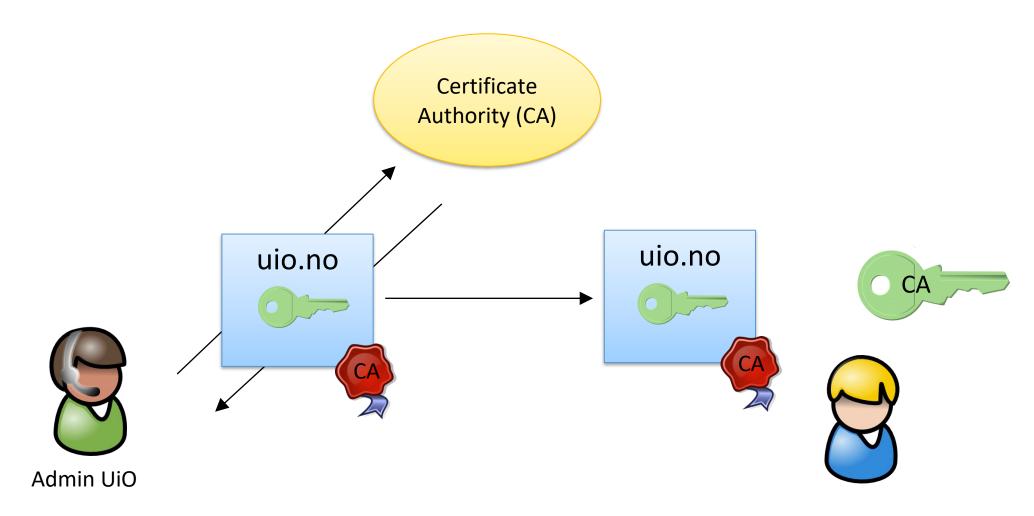


#### **Certificates – more technical**

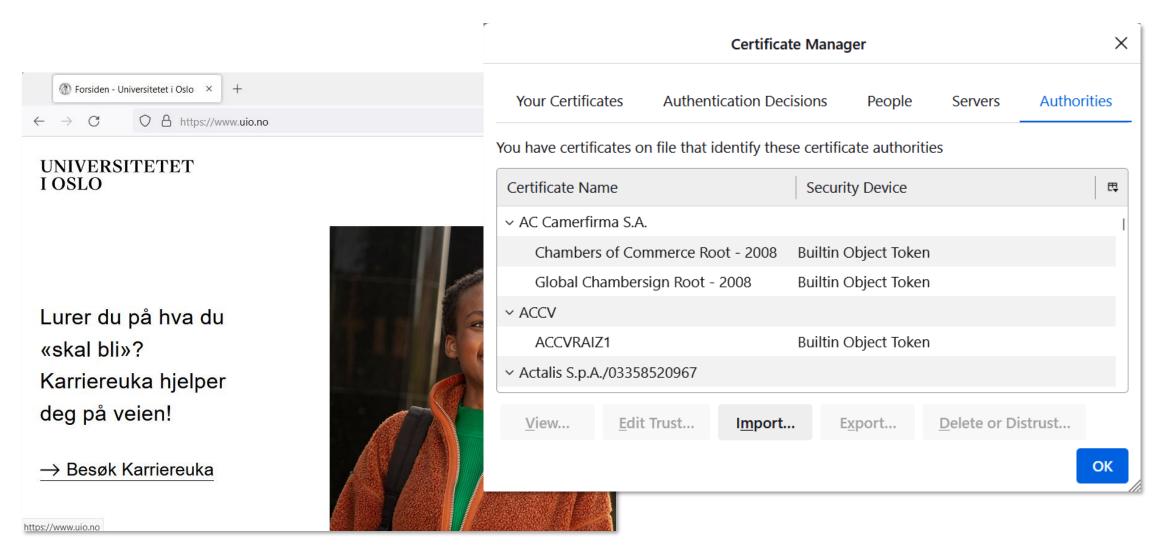
- The certificate contains:
  - An identifier (host name of the Web server)
  - A cryptographic (public) key
- The CA creates a digital signature that
  - certifies that the CA has verified the identity of the "subject" (here: uio.no)
- The recipient of a digital signature:
  - must verify that the signature is valid
  - This requires the public key of the issuer

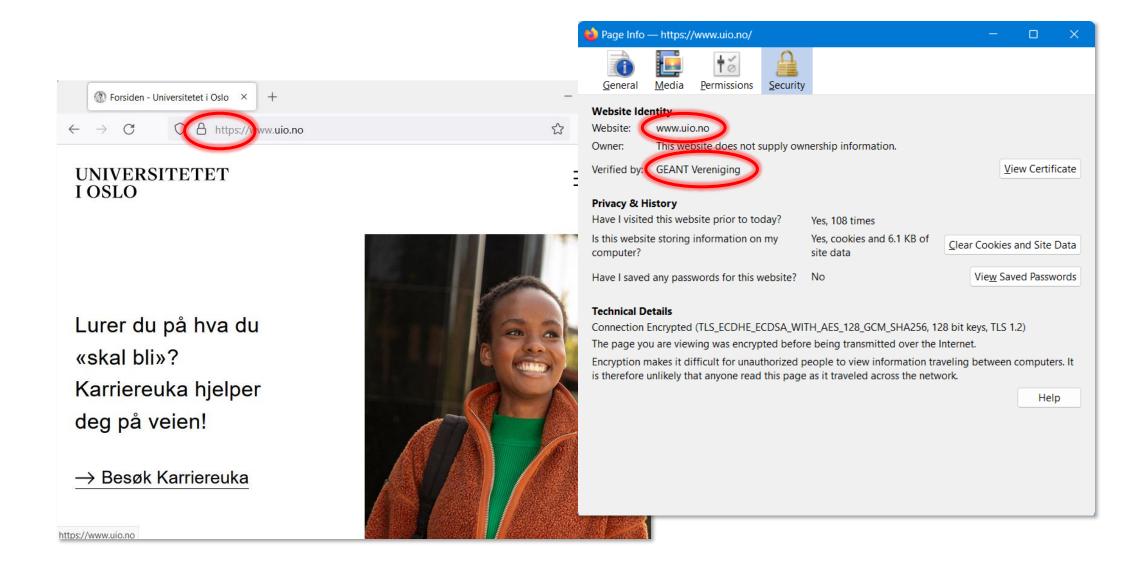


#### **Certificates**



#### **Trusted Certificates built-in in the browser**

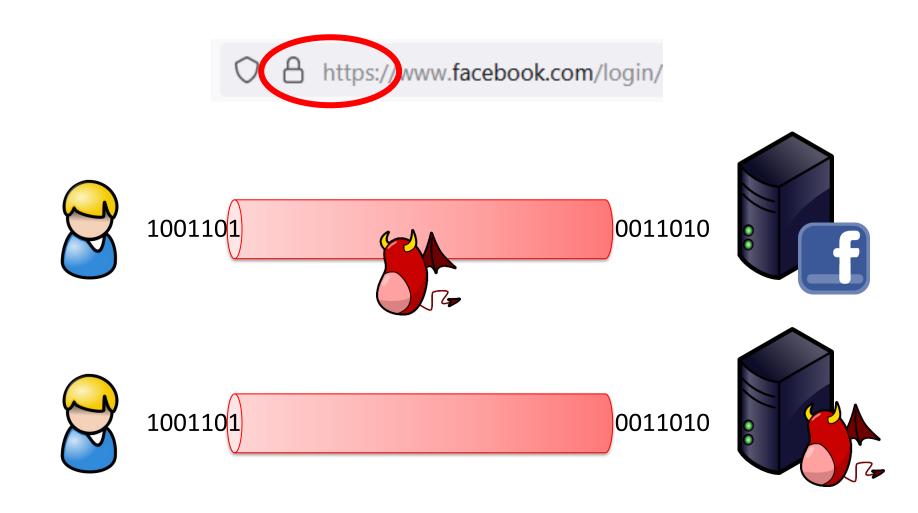




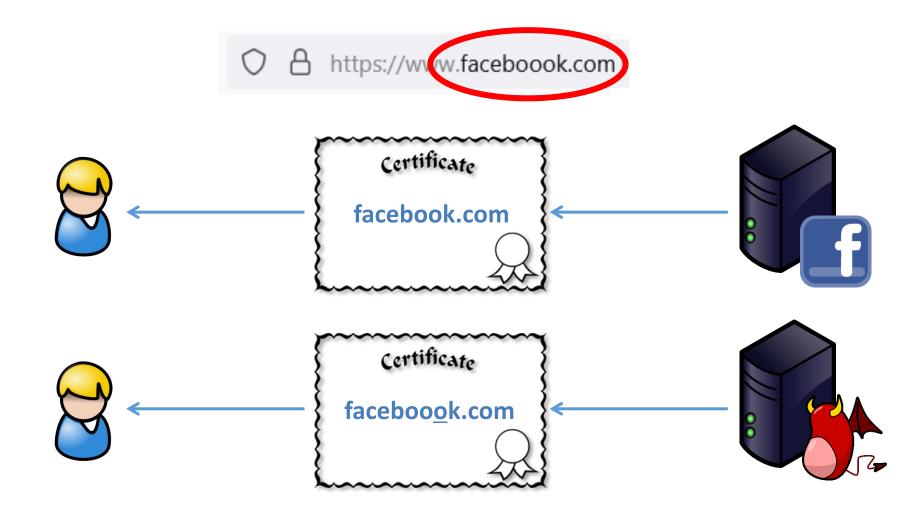
#### **Phishing**

- Phishing = "Password Fishing"
  - Victim receives email with link to fake Web site and clicks link
  - Victim enters confidential data (e.g., passwords) assuming it is on a trusted Web site
  - Attacker misuses the entered data
- The tricks ...
  - Sending mass emails is very easy and cheap
  - Sender addresses in emails are not authenticated
  - Creating Web sites and mails impersonating a trusted source is easy
  - Hyperlinks to fake Web sites can be hidden in HTML mails

#### But we used HTTPS ...

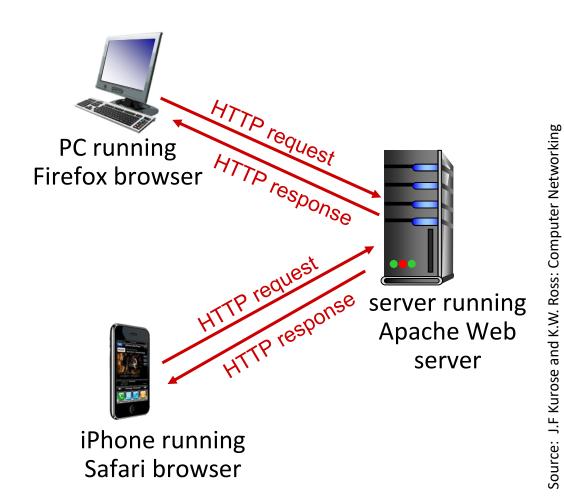


#### And the Certificate?



### **HTTP overview**

- HTTP: hypertext transfer protocol
- Client/server model:
  - client: browser that requests, receives,
    (using HTTP protocol) and "displays"
    Web objects
  - server: Web server sends (using HTTP protocol) objects in response to requests



# Source: J.F Kurose and K.W. Ross: Computer Networking

# UiO: University of Oslo

#### **HTTP Request Message**

- two types of HTTP messages: request, response
- HTTP request message:
  - ASCII (human-readable format)

```
request line (GET, POST, HEAD commands)
```

carriage return, line feed at start of line indicates end of header lines

carriage return character line-feed character

#### **HTTP Response Message**

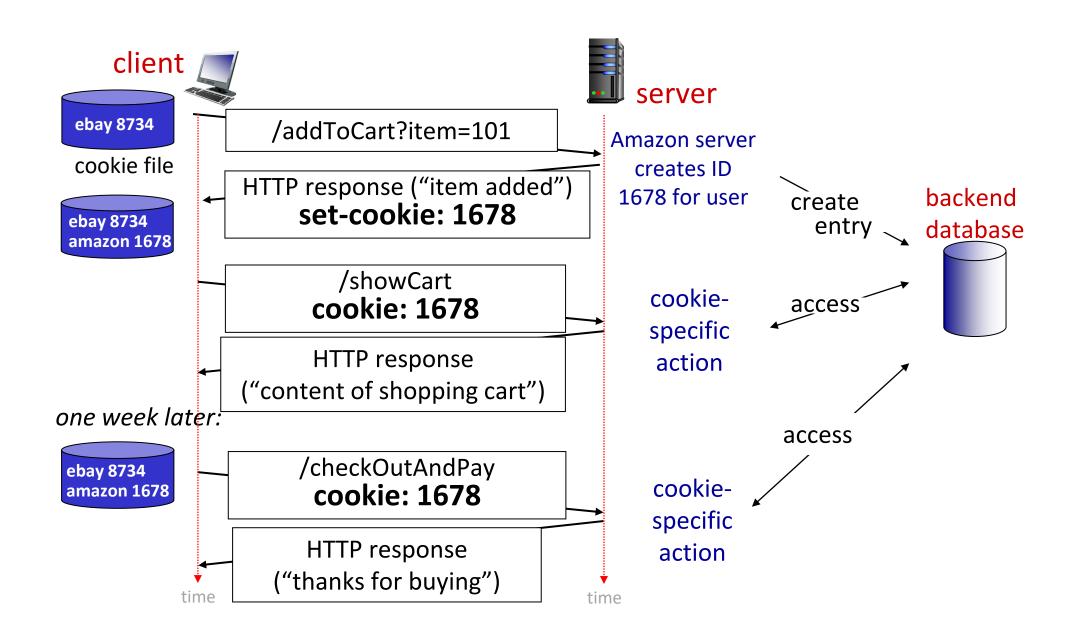
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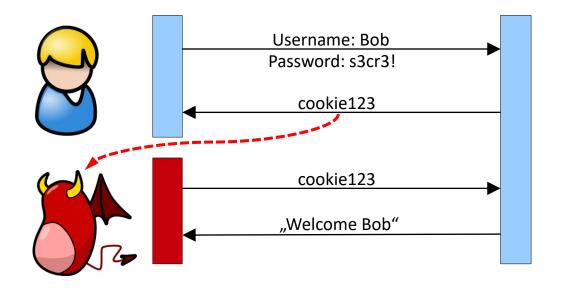
#### Maintaining user/server state: cookies

- HTTP GET/response interaction is stateless
- server maintains no information about past client requests
- no notion of multi-step exchanges of HTTP messages to complete a Web "transaction"
  - no need for client/server to track "state" of multi-step exchange
  - all HTTP requests are independent of each other
  - no need for client/server to "recover" from a partially-completed-but-never-completelycompleted transaction
- However ...
  - Some applications require a "state", e.g.
    - Shopping: Which items are in the shopping cart?
    - Banking: Is the user already logged in?

#### Maintaining user/server state: cookies



#### **Session Stealing**

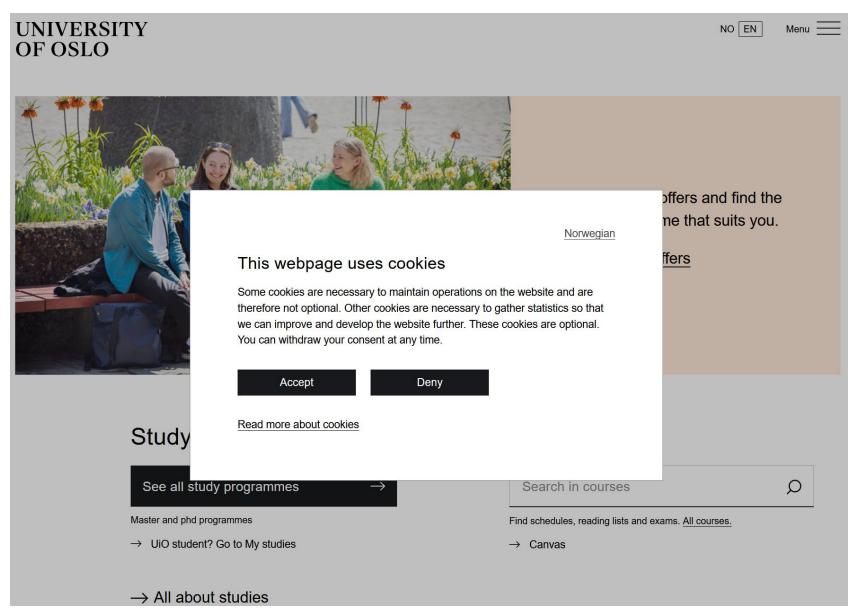




Bob = cookie123

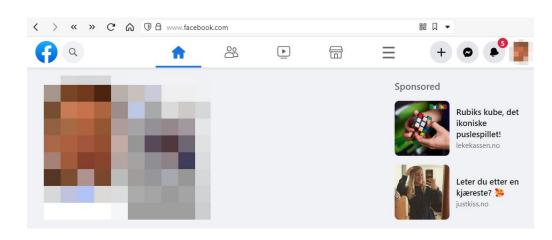
#### Cookie Stealing:

- Network eavesdropping (e.g. inside a WIFI of via ARP Spoofing)
- Redirecting (e.g. DNS Poisoning)
- Cross-site scripting



#### **Web Tracking**

- Cookies allow to identify users on consecutive "visits" (after 1 min, but also after 1 month)
  - Required for Web shops, banking etc.
  - Enables also tracking of users
- Especially dangerous: "third-party" cookies
  - Used mainly by advertisement networks
  - Can track users over different web pages
  - "Learn" user preferences
  - Show tailored advertisement



#### **Summary**

- Encryption is an ancient concept for ensuring data confidentiality
- Key exchange and origin authenticity (who am I talking to) are rather modern methods
- HTTPS ensures confidentiality and authenticity for the Web
- Attention: only ensures that the browser is communicating to the hostname/domain shown in the address bar  $\rightarrow$  check the hostname
- HTTPS does not guarantee the trustworthiness of the Web page
- Cookies are an essential part of the Web, but can also be misused for user tracking