# 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, 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 <br> from at least two (2) of these groups: alpha, number, and special characters. 

$$
\begin{aligned}
& \text { New Password } \quad \text {..................... } \\
& \text { Verify Password } \\
& \text { Secret Question - Select Secret Question - * }
\end{aligned}
$$

## Secret Question Answer

$\square$

* 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, !,\$,\#,\%)
- Passwords shall not contain any proper noun or the name of any person, pet, child, or fictional character. Passwords shall not contain any employee serial number, Social Security number, birth date, phone number, or any information that could be readily guessed about the creator of the password.
- Passwords shall not contain any simple pattern of letters or numbers, such as "qwerty" or "xyz123".
- Passwords shall not be any word, noun, or name spelled backwards or appended with a single digit or with a two-digit "year" string, such as 98xyz123.
- Pass phrases, if used in addition to or instead of passwords, should follow the same guidelines.
- Passwords shall not be the same as the User ID.

Create a password between 8 to 15 characters. Your password must contain at least:

- one special character (shift-number)
- one uppercase character
- one lowercase character
- and NOT contain any spaces


## Also....

- 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?

## Wall I am a litlo SEARCH INSIDE! ${ }^{\text {TM }}$

## Firewalls and InternetSecurity Second Edition <br> Repelling the Wily Hacker <br> William R. Cheswick <br> Steven M. Bellovin <br> Aviel D. Rubin



## What are these rules for?

## Dictionary Attacks

How many times can I try to guess your password?

## How Many Guesses? History of passwords

- A: a lot
- A: jillions
- A: zillions (>> jillions)
- A: three
- A: three, and the correct answer changes each time you try


## A:A lot of guesses

- Late 1970s, when Unix passwords were hashed with a salt (Morris and Thompson)
- That made pre-computation impractical
- Access is mostly timesharing


## A: Jillions

- Moore's Law carries on, people don't pick better passwords
- Networked services offer access to password files on misconfigured sites
- WAYWYT?


## A:Today: Zillions

- Clouds, botnets, screen savers are all perfect for dictionary attacks
- If brute force doesn't work, use more.


## The Dictionary Attack Arms Race

- Moore's Law: I2 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?


# Evolution of the bad 

## guys

- academics
- teens without girl friends
- governments
- organized crime, drug lords, terrorists


## 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.



# It is simply poor engineering to expect people to select and remember passwords that are resistant to dictionary attacks 

## Results

- 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


## A:Three guesses

- Lock the account for a while or forever if there are too many wrong guesses in a row, or too many wrong guesses forever
- A locked account is a pain, but much better than illicit access
- Any non-moronic password can now be used


## Non-moronic password rule

- Pick something a friend, colleague won't guess in a few tries.


## Summary solution

- Limited guesses and lock the account
- Non-moronic passwords


## The threat model has changed!

- Dictionary attacks are not used very much any more
- Keystroke loggers and phishing beat any strong password
- If I watch (or listen!) to you type, I can get the full password regardless of complexity!


## A: three, and the

## correct answer changes

- This is done with one-time passwords
- The answer is based either on the time, or the response to a changing challenge
- Usually requires hardware, or a piece of paper (but see below)


## SecureID



30 of about 120 atet

## SecureNet Key SNK-004

- Why is this better?
- PIN does not travel through the computer or over the network, or reside in the server
- In fact, the issuer never knows the PIN!
- Easy server software



## A login from my distant

## past

RISC/os (inet)
Authentication Server.
Id? ches
Enter response code for 70202: 04432234

Destination? cetus
\$

## Challenge/Response passwords

- Gets us out of the game
- Sniffing is not useful
- Man-in-the-middle can still be used
- Pretty much nothing to forget
- A PIN is helpful to make two-factor
- Surprisingly cheap


## Why aren't these ubiquitous?

- Cheap devices available before 1990
- People hate:
- Having to carry the device
- Entering the challenge (why SNK lost)
- Entering the response
- Carrying multiple devices


## Further password criteria?

- Text-only is most general
- The web isn't the only place we need these solutions
- But maybe iPhone-like interfaces will be ubiquitous enough
- Memorability? Shoulder-surfing?


## 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


# Some Password Ideas 

## Passpoints


from Dirik, Memon, Birget; SOUPS 2007

## Passfaces

## Passfaces Logon (Java enabled page)

## Log On

"
Welcome to Passfaces, Please Log On


## Passfaces



# Deja Vu (Recognition-based) 



## Draw a Secret



Lin, Dunphy, et al. SOUPS 2007

## Use Your Illusion

 (SOUPS 2008)

# 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 mfldfebout 120
y atext


Upside down dog in the upper left
48 of about 120
atat


Dogs bark, check out the voice box 49 of about 120 atiat


PW is lat/long of the center island

## 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







## 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

```
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 4
ches 41424 Mon Apr 8 09:49:09 2002 ab3kdhf
ches 85039 Tue Apr 9 09:46:06 2002 04
ches 00161 Thu Apr 18 10:49:14 2002 898for/dklf7d
```

```
Response:
```

Response:
23456bcd;f.k
23456bcd;f.k
nj3kdi2jh3yd6fh:/
nj3kdi2jh3yd6fh:/
/ldh3g7fgl
/ldh3g7fgl
jdi38kfj934hdy;dkf7
jdi38kfj934hdy;dkf7
jf/l3kf.l2cxn. y
jf/l3kf.l2cxn. y
j2mdjudurut2jdnch2hdtg3kdjf;s'/s
j2mdjudurut2jdnch2hdtg3kdjf;s'/s
j2mdgfj./m3hd'k4hfz
j2mdgfj./m3hd'k4hfz
/16k3jdq,
/16k3jdq,
jf010fk;.j
jf010fk;.j
heu212jdg431j/
heu212jdg431j/
jfg.bv,vj/,1
jfg.bv,vj/,1
no way 1 way is best!/1
no way 1 way is best!/1
jzw * no *
jzw * no *
84137405jgf/
84137405jgf/
d * no *
d * no *
hbcg3]'d/
hbcg3]'d/
d * no *
d * no *
ozhdkf0ey2k/.,vk0l
ozhdkf0ey2k/.,vk0l
3+4=7 but not 10 or 4/2
3+4=7 but not 10 or 4/2
/.,kl9djfir
/.,kl9djfir
3 * no *
3 * no *
222
222
2272645
2272645
4

```
4
```


## Pass-authentication

- Literature goes back to 1967
- A variety of names used: reconstructed passwords, pass-algorithms, human-computer cryptography, HumanAut, secure humancomputer 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


## Problems

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


# 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


# Current Threats and Some Revised Advice 

## Disclaimer

- These are all guidelines, suggestions, thoughts for your own risk/benefits analysis
- Every security person l'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


## Mother's Maiden Name is a Bad Idea

- Secondary passwords are weaker, why would we use them?
- Mother's maiden name is available on ancestor.com
- A hint about the primary password is much better!


## 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(?)
- But these can change!


## 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.
- 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


## PIN != 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


## 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


# 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


## Near-public

# authentication servers 

- OpenID
- Openauth
- The general idea is appealing


## 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


## 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:
seismo sshd[14326]: seismo sshd[14392]: seismo sshd[14394]: seismo sshd[14396]: seismo sshd[14398]: seismo sshd[33315]: seismo sshd[33317]: seismo sshd[33319]: seismo sshd[33321]: seismo sshd[33323]: seismo sshd[33325]: seismo sshd[33399]: seismo sshd[33401]: seismo sshd[33445]: seismo sshd[33447]: seismo sshd[33449]: seismo sshd[33451]:

Invalid Invalid Invaliduser Invalid Invalid Invalid user Invalid user ad Invalid user ad Invalid user ad Invalid user ad Invalid user ad Invalid user ad Invalid user Invalid user russ from 209.160.73.63

Invalid user johny from 209.160.73.63 Invalid user edward from 209.160.73.63 Invalid user edward from 209.160.73.63 Invalid user edward from 209.160.73.63
foobar from 209.160.73.63
test from 209.160.73.63
test from 209.160.73.63
test from 209.160.73.63
test from 209.160.73.63
admin from 209.160.73.63
admin from 209.160.73.63
admin from 209.160.73.63
admin from 209.160.73.63
admin from 209.160.73.63
admin from 209.160.73.63
eric from 209.160.73.63
edward from 209.160.73.63

# Strong Passwords, if you must 

# 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


## User choice is bad for entropy

- 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?


## Uncial

uncial |'ən sh əl; -sēəl| adjective
$\mathbf{1}$ of or written in a majuscule script with rounded unjoined letters that is found in European manuscripts of the 4 th -8 th 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.

## Words are better than eye-of-newt

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


## Entropy >4I bits

## www.cheswick.com/pw

 You grim-faced pipe of pleuritic snipe sweat You dire chiffonier of foul miniature poodle squirt You teratic theca of pathogenic moth dingleberry You worrying pan broiler of bilious puff adder slobber You vile wok of tumorigenic aphid leftovers You baneful reliquary of pneumonic miller stumps You atrocious terrine of harmful Virginia deer vomition You excruciating pony of septic redstart eccrisis You blotted kibble of unhygenic wild sheep spittle You hard-featured fistula of podagric macaque flux
## iPhone-friendly passwords?

- grade likes jokes guess
- goes joke gold gods rode fire rows
- votes mines bored alike yard
- what knit bomb unit star grow
- actor agent above angel abuse
- honey learn least lemon links


## Bad iPhone words

goes joke gold gods rose rode fire dose does time file died date good fine find dies bike toes toes fled flew gods goes fire toes tide tied ties rode rose rows ride rise rows fled flew toes does dose tied ties died dies road rose rows else rise

## Easier words

a inch adapt charm fruit media relax thick $m$ iron admit chart fully meets reply think $v$ isle adopt cheap funny mercy rings throw at item adult check giant minus rival toxic by keen again cheek gifts model round track cm keep agent choir given money rural trail ft kept ahead civil grant month salad trees ii knit alarm claim graph moral scale trial la know album clear group motor scene trips my lamb alive clerk habit mouth scope truly act lamp alpha clock happy movie serve twice aha left angel coach harsh mummy seven uncle all lend anger coast heart music shall under arm loch angle could heels nails shape union ask main apart crack hello nasty sharp units bed many apply crime hence naval shelf unity cup mark argue cruel honey nerve shell until erm meal array curve hotel never shock upset

## www.cheswick.com/pw

Here is a list of ten random words chosen from a list of 1,020 iPhone-friendly English words. / $\mathrm{dev} / \mathrm{random}$ is used to create the random numbers.
firmly
only
signal
merely
behave
proud
shield
pylori
rounds
harsh

## More Advice

# 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


## 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? ( 40 lk , 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 give you
- 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
- Backup passwords are usually weaker
- Improve the users' experience
- Annoyed users are less cooperative
- Tell them I said it was probably a good idea


## 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 Monrose (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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