

CS 380S

# 0x1A Great Papers in Computer Security

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<http://www.cs.utexas.edu/~shmat/courses/cs380s/>

# Attacking Cryptographic Schemes

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## ◆ Cryptanalysis

- Find mathematical weaknesses in constructions
- Statistical analysis of plaintext / ciphertext pairs

## ◆ Side-channel attacks

- Exploit characteristics of implementations
- Power analysis
- Electromagnetic radiation analysis
- Acoustic analysis
- Timing analysis

# Timing Attack

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- ◆ Basic idea: learn the system's secret by observing how long it takes to perform various computations
- ◆ Typical goal: extract private key
- ◆ Extremely powerful because isolation doesn't help
  - Victim could be remote
  - Victim could be inside its own virtual machine
  - Keys could be in tamper-proof storage or smartcard
- ◆ Attacker wins simply by measuring response times

# RSA Cryptosystem

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## ◆ Key generation:

- Generate large (say, 512-bit) primes  $p, q$
- Compute  $n=pq$  and  $\varphi(n)=(p-1)(q-1)$
- Choose small  $e$ , relatively prime to  $\varphi(n)$ 
  - Typically,  $e=3$  (may be vulnerable) or  $e=2^{16}+1=65537$  (why?)
- Compute unique  $d$  such that  $ed = 1 \pmod{\varphi(n)}$
- Public key =  $(e,n)$ ; private key =  $d$ 
  - Security relies on the assumption that it is difficult to compute roots modulo  $n$  without knowing  $p$  and  $q$

◆ Encryption of  $m$  (simplified!):  $c = m^e \pmod n$

◆ Decryption of  $c$ :  $c^d \pmod n = (m^e)^d \pmod n = m$

# How RSA Decryption Works

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- ◆ RSA decryption: compute  $y^x \bmod n$ 
  - This is a modular exponentiation operation
- ◆ Naïve algorithm: square and multiply

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Let  $s_0 = 1$ .
For  $k = 0$  upto  $w - 1$ :
    If (bit  $k$  of  $x$ ) is 1 then
        Let  $R_k = (s_k \cdot y) \bmod n$ .
    Else
        Let  $R_k = s_k$ .
    Let  $s_{k+1} = R_k^2 \bmod n$ .
EndFor.
Return  $(R_{w-1})$ .
```

# Kocher's Observation

Let  $s_0 = 1$ .

For  $k = 0$  upto  $w - 1$ :

If (bit  $k$  of  $x$ ) is 1 then

Let  $R_k = (s_k \cdot y) \bmod n$ .

Else

Let  $R_k = s_k$ .

Let  $s_{k+1} = R_k^2 \bmod n$ .

EndFor.

Return  $(R_{w-1})$ .


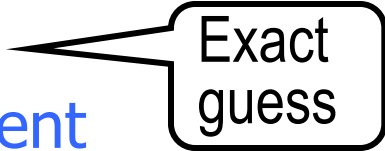
Whether iteration takes a long time depends on the  $k^{\text{th}}$  bit of secret exponent

This takes a while to compute

This is instantaneous

# Exploiting Timing Information

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- ◆ Different timing given operands
- ◆ Assumption / heuristic: timings of subsequent multiplications are independent
  - Given that we know the first  $k-1$  bits of  $x$  ...  Exact timing
  - Given a guess for the  $k^{\text{th}}$  bit of  $x$  ...  Exact guess
  - ... Time for remaining bits independent
- ◆ Given measurement of total time can see whether there is correlation between “time for  $k^{\text{th}}$  bit is long” and “total time is long”

# Outline of Kocher's Attack

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- ◆ Idea: guess some bits of the exponent and predict how long decryption will take
- ◆ If guess is correct, will observe correlation; if incorrect, then prediction will look random
  - This is a signal detection problem, where signal is timing variation due to guessed exponent bits
  - The more bits you already know, the stronger the signal, thus easier to detect (error-correction property)
- ◆ Start by guessing a few top bits, look at correlations for each guess, pick the most promising candidate and continue



D. Brumley and D. Boneh

# Remote Timing Attacks are Practical

(USENIX Security 2003)



# RSA in OpenSSL

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- ◆ OpenSSL is a popular open-source toolkit
  - mod\_SSL (in Apache = 28% of HTTPS market)
  - stunnel (secure TCP/IP servers)
  - sNFS (secure NFS)
  - Many more applications
- ◆ Kocher's attack doesn't work against OpenSSL
  - Instead of square-and-multiply, OpenSSL uses CRT, sliding windows and two different multiplication algorithms for modular exponentiation
    - CRT = Chinese Remainder Theorem
    - Secret exponent is processed in chunks, not bit-by-bit

# Chinese Remainder Theorem

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- ◆  $n = n_1 n_2 \dots n_k$   
where  $\gcd(n_i, n_j) = 1$  when  $i \neq j$
- ◆ The system of congruences
$$x \equiv x_1 \pmod{n_1} = \dots = x_k \pmod{n_k}$$
  - Has a simultaneous solution  $x$  to all congruences
  - There exists exactly one solution  $x$  between 0 and  $n-1$
- ◆ For RSA modulus  $n=pq$ , to compute  $x \pmod{n}$   
it's enough to know  $x \pmod{p}$  and  $x \pmod{q}$

# RSA Decryption With CRT

◆ To decrypt  $c$ , need to compute  $m = c^d \bmod n$

◆ Use Chinese Remainder Theorem (**why?**)

- $d_1 = d \bmod (p-1)$
  - $d_2 = d \bmod (q-1)$
  - $q_{inv} = q^{-1} \bmod p$
- } these are precomputed

• Compute  $m_1 = c^{d_1} \bmod p$ ;  $m_2 = c^{d_2} \bmod q$

• Compute  $m = m_2 + (q_{inv} * (m_1 - m_2) \bmod p) * q$

Attack this computation in order to learn  $q$ .  
This is enough to learn private key (**why?**)

# Montgomery Reduction

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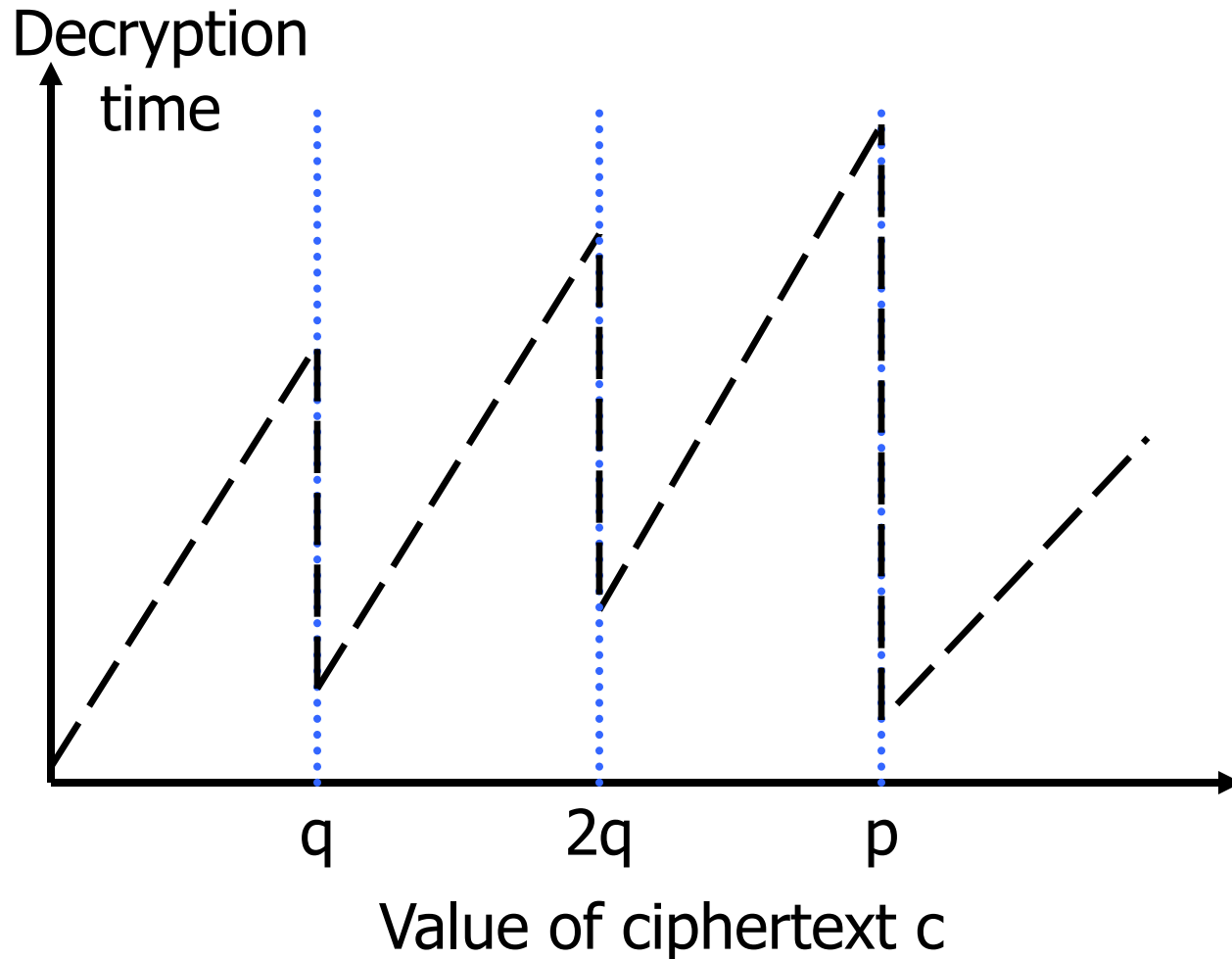
- ◆ Decryption requires computing  $m_2 = c^{d_2} \bmod q$
- ◆ This is done by repeated multiplication
  - Simple: square and multiply (process  $d_2$  1 bit at a time)
  - More clever: sliding windows (process  $d_2$  in 5-bit blocks)
- ◆ In either case, many multiplications modulo  $q$
- ◆ Multiplications use **Montgomery reduction**
  - Pick some  $R = 2^k$
  - To compute  $x*y \bmod q$ , convert  $x$  and  $y$  into their Montgomery form  $xR \bmod q$  and  $yR \bmod q$
  - Compute  $(xR * yR) * R^{-1} = zR \bmod q$ 
    - Multiplication by  $R^{-1}$  can be done very efficiently

# Schindler's Observation

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- ◆ At the end of Montgomery reduction, if  $zR > q$ , then need to subtract  $q$ 
  - Probability of this extra step is proportional to  $c \bmod q$
- ◆ If  $c$  is close to  $q$ , a lot of subtractions will be done
- ◆ If  $c \bmod q = 0$ , very few subtractions
  - Decryption will take longer as  $c$  gets closer to  $q$ , then become fast as  $c$  passes a multiple of  $q$
- ◆ By playing with different values of  $c$  and observing how long decryption takes, attacker can guess  $q$ !
  - Doesn't work directly against OpenSSL because of sliding windows and two multiplication algorithms

# Reduction Timing Dependency



# Integer Multiplication Routines

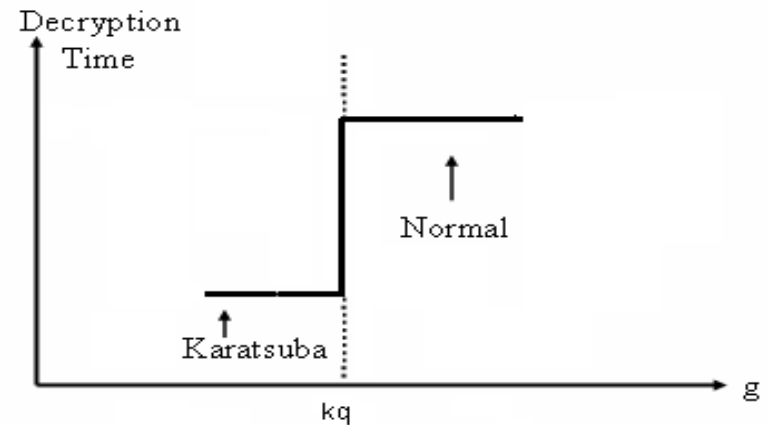
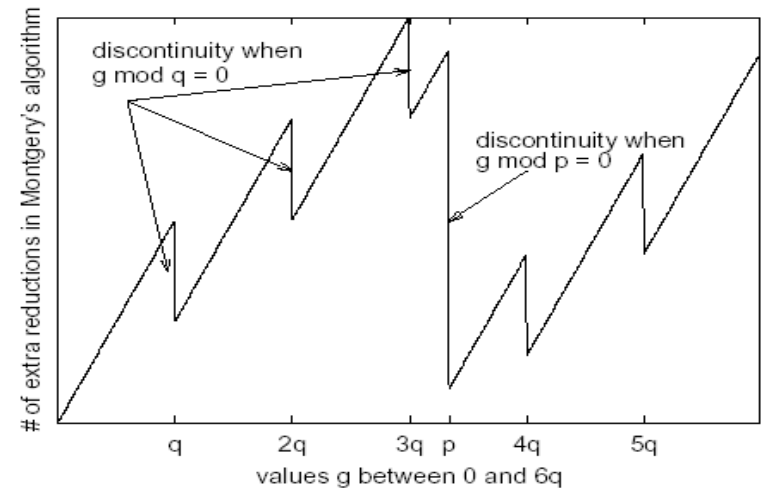
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- ◆ 30-40% of OpenSSL running time is spent on integer multiplication
- ◆ If integers have the same number of words  $n$ , OpenSSL uses Karatsuba multiplication
  - Takes  $O(n^{\log_2 3})$
- ◆ If integers have unequal number of words  $n$  and  $m$ , OpenSSL uses normal multiplication
  - Takes  $O(nm)$

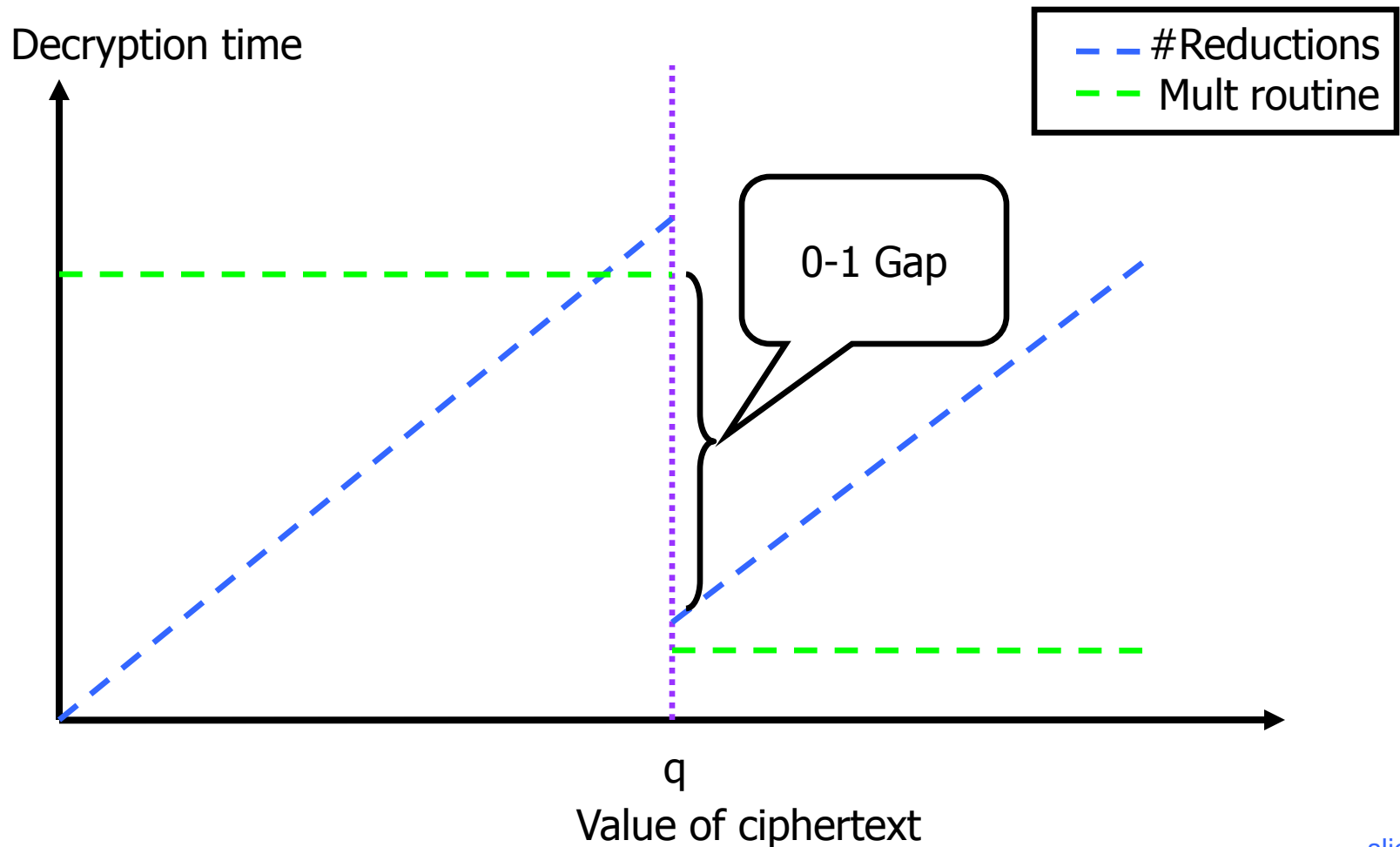


# Summary of Time Dependencies

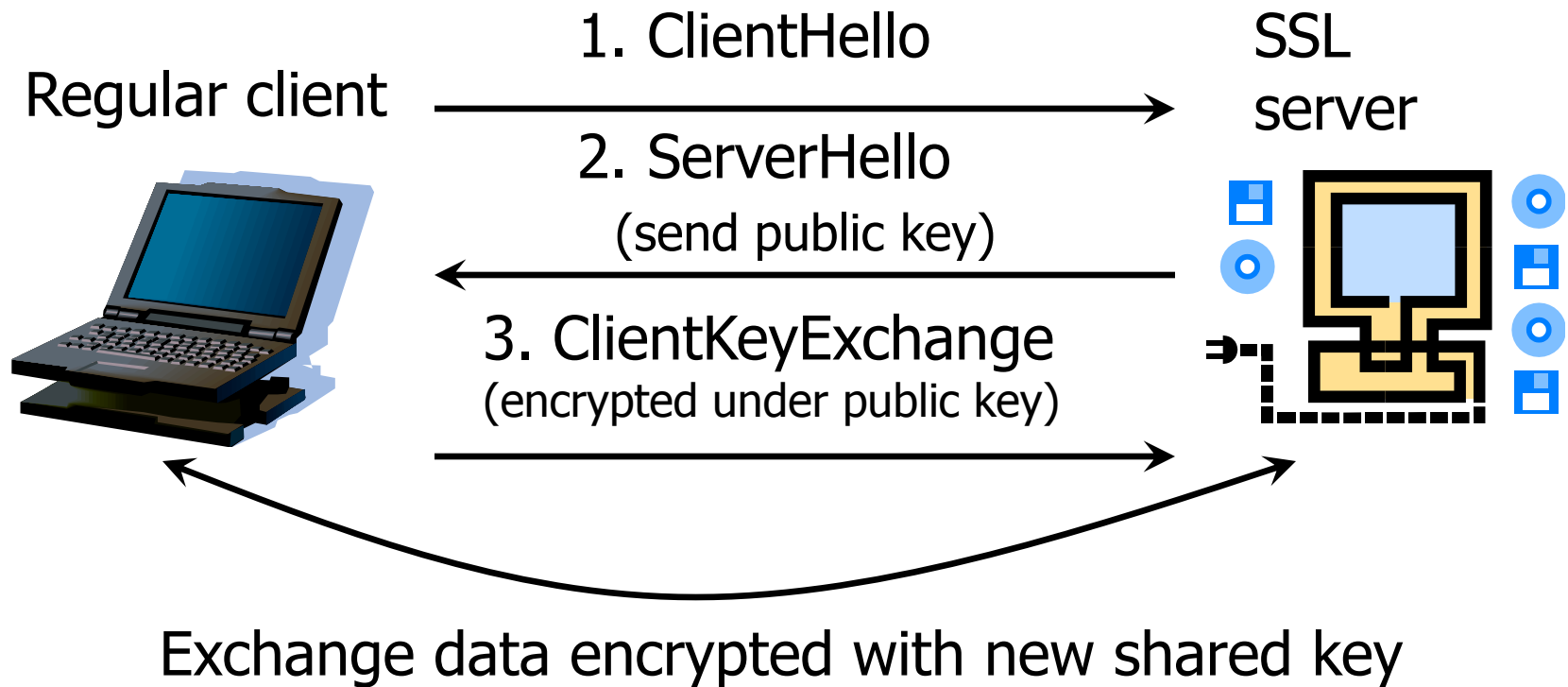
	$g < q$	$g > q$
Montgomery effect	Longer	Shorter
Multiplication effect	Shorter	Longer
$g$ is the decryption value (same as $c$ ) Different effects... but one will always dominate!		



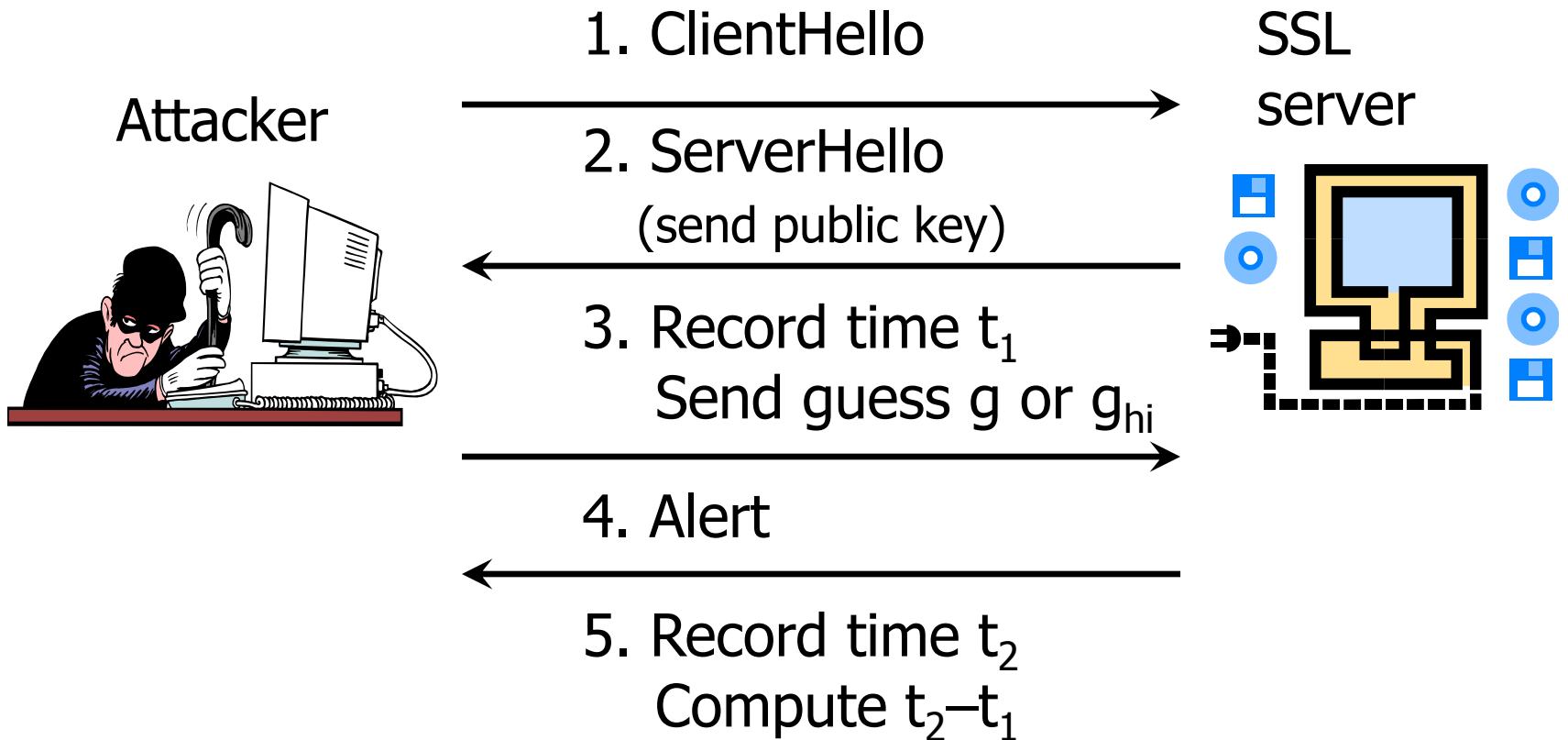
# Discontinuity in Decryption Time



# Normal SSL Handshake

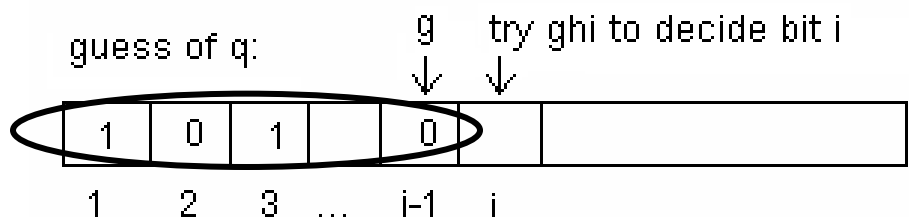


# Attacking SSL Handshake

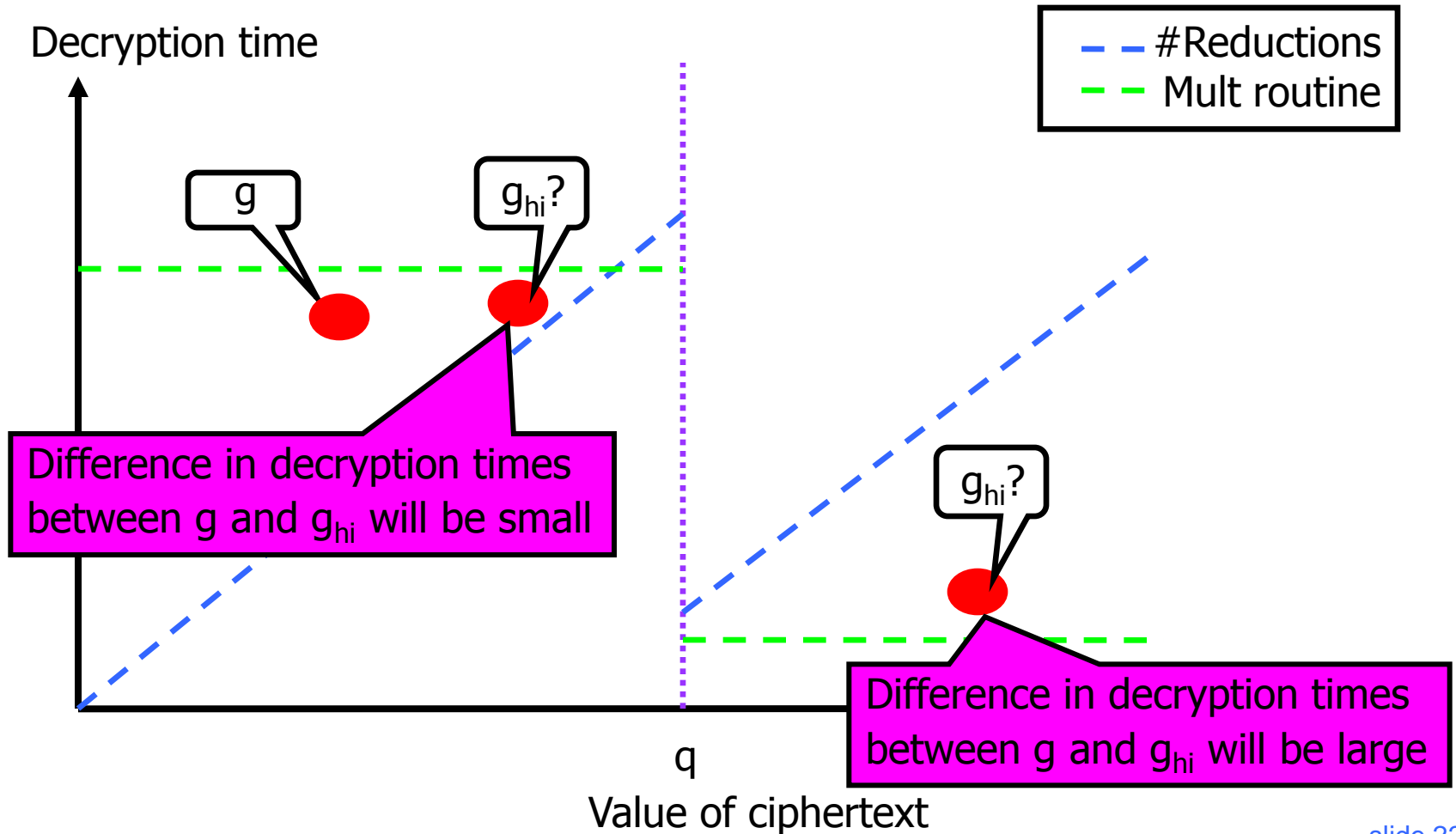


# Attack Overview

- ◆ Initial guess  $g$  for  $q$  between  $2^{511}$  and  $2^{512}$  (why?)
- ◆ Try all possible guesses for the top few bits
- ◆ Suppose we know  $i-1$  top bits of  $q$ . Goal:  $i^{\text{th}}$  bit.
  - Set  $g = \langle \text{known } i-1 \text{ bits of } q \rangle 000000$
  - Set  $g_{hi} = \langle \text{known } i-1 \text{ bits of } q \rangle 100000$  - note:  $g < g_{hi}$ 
    - If  $g < q < g_{hi}$  then the  $i^{\text{th}}$  bit of  $q$  is 0
    - If  $g < g_{hi} < q$  then the  $i^{\text{th}}$  bit of  $q$  is 1
- ◆ Goal: decide whether  $g < q < g_{hi}$  or  $g < g_{hi} < q$



# Two Possibilities for $g_{hi}$

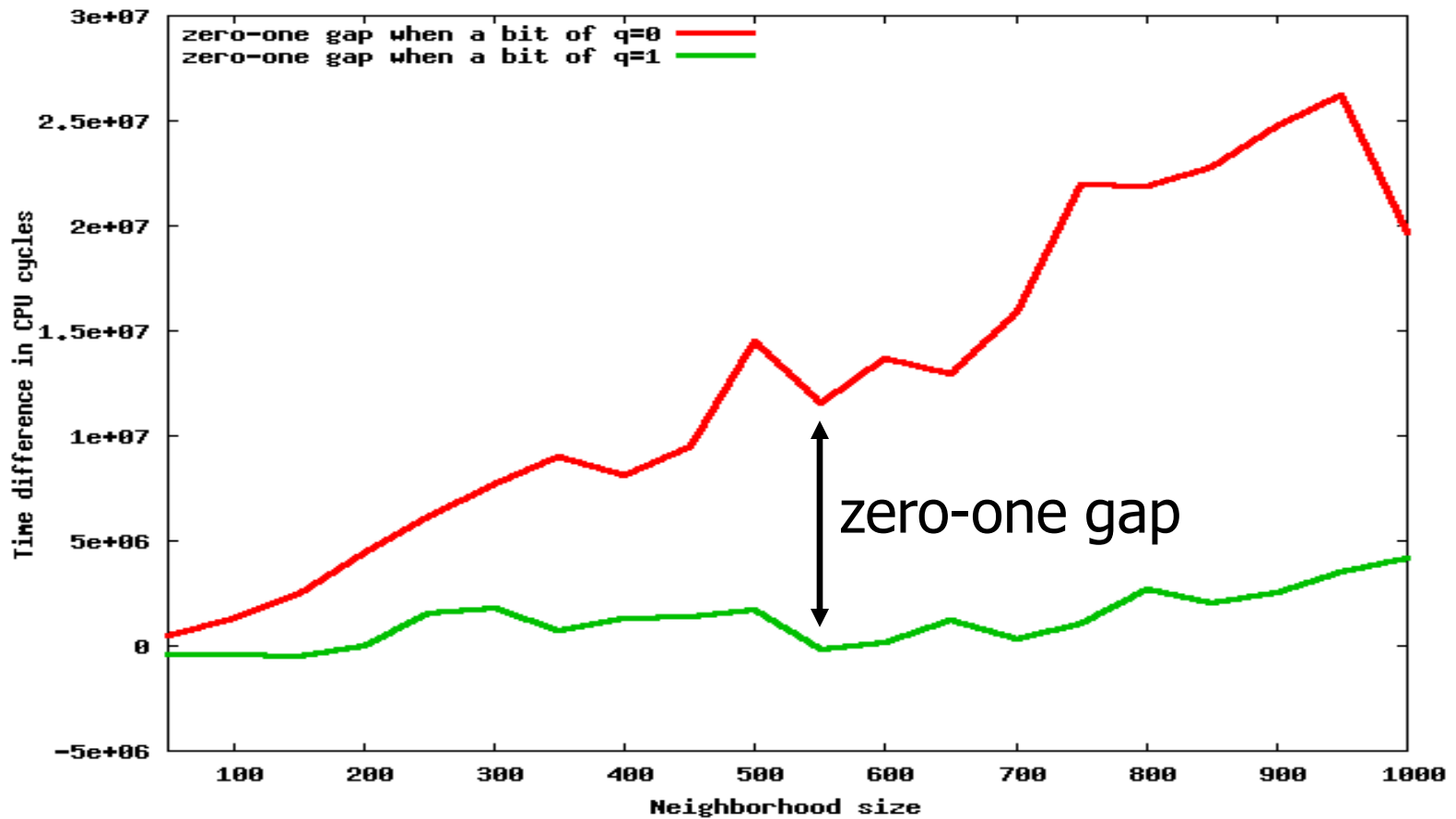


# Timing Attack Details

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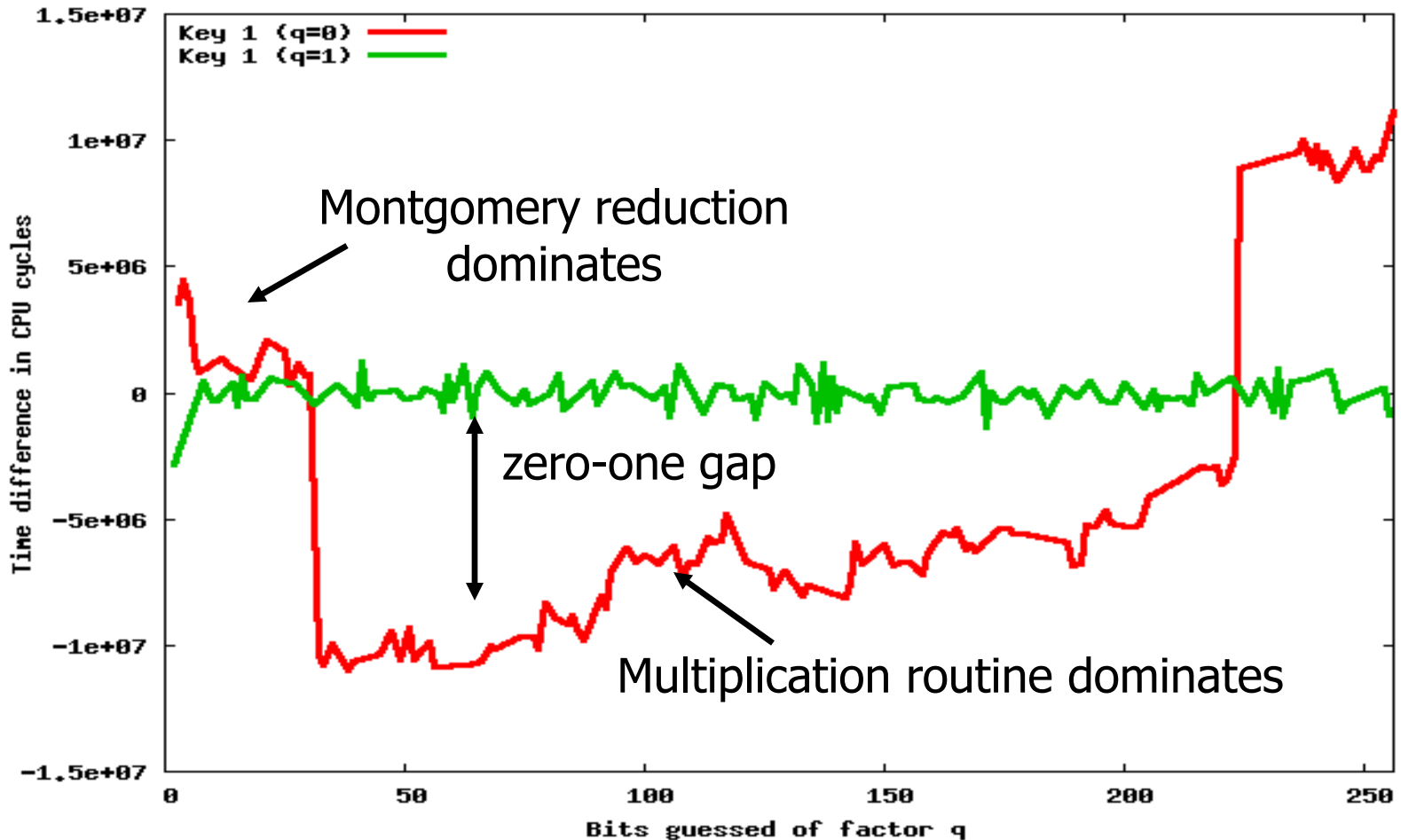
- ◆ What is “large” and “small”?
  - Know from attacking previous bits
- ◆ Decrypting just  $g$  does not work because of sliding windows
  - Decrypt a neighborhood of values near  $g$
  - Will increase difference between large and small values, resulting in larger 0-1 gap
- ◆ Attack requires only 2 hours, about 1.4 million queries to recover the private key
  - Only need to recover most significant half bits of  $q$

# Impact of Neighborhood Size

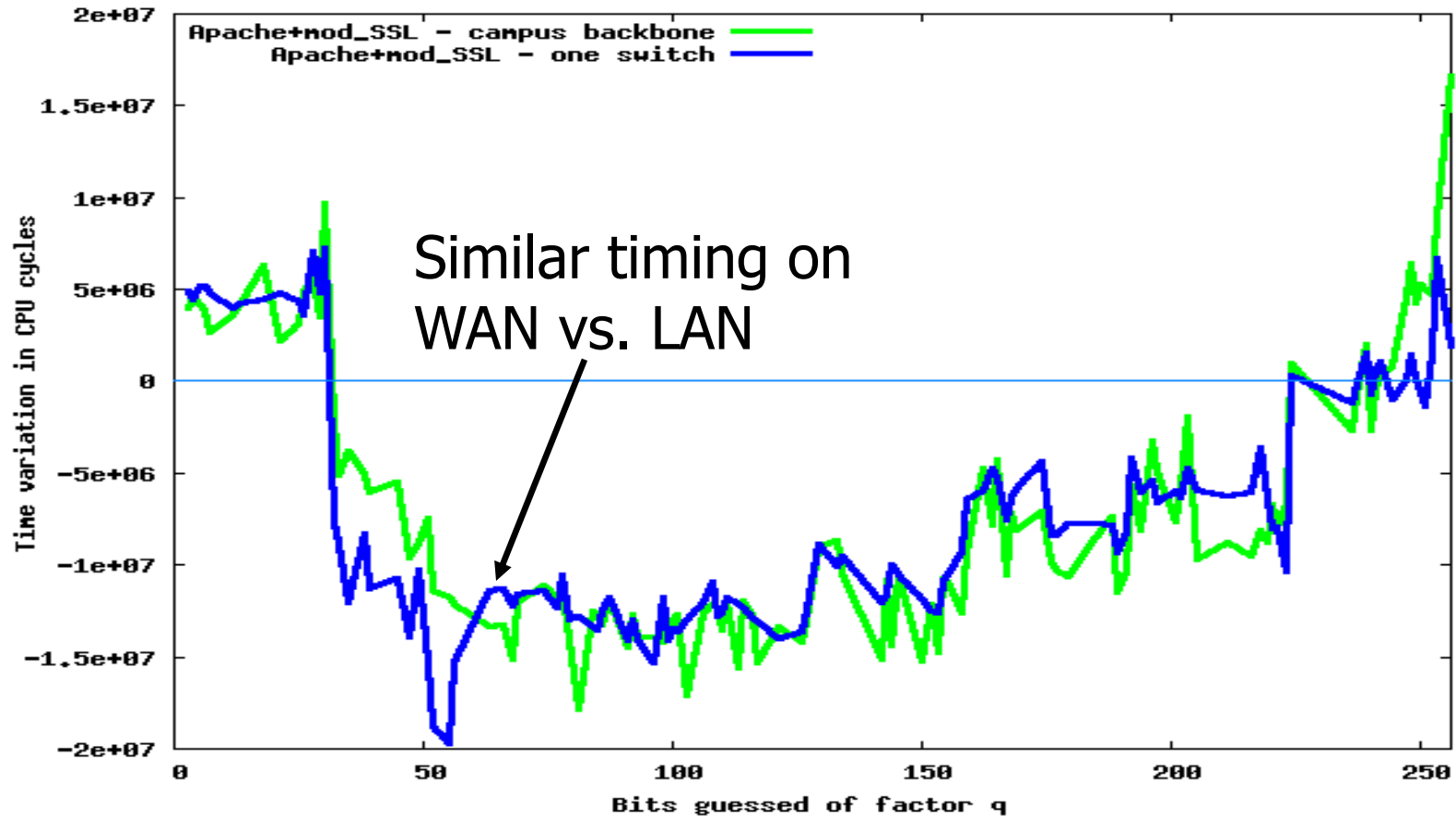




# Extracting RSA Private Key



# Works On The Internet



# Defenses

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- ◆ Bad: require statically that all decryptions take the same time
  - For example, always do the extra “dummy” reduction
  - ... but what if compiler optimizes it away?
- ◆ Bad: dynamically make all decryptions the same or multiples of the same time “quantum”
  - Now all decryptions have to be as slow as the slowest decryption
- ◆ Good: Use RSA blinding

# RSA Blinding

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- ◆ Instead of decrypting ciphertext  $c$ , decrypt a random ciphertext related to  $c$ 
  - Compute  $x' = c * r^e \bmod n$ ,  $r$  is random
  - Decrypt  $x'$  to obtain  $m'$
  - Calculate original plaintext  $m = m' / r \bmod n$
- ◆ Since  $r$  is random, decryption time is random
- ◆ 2-10% performance penalty

# Blinding Works

