Overview

A. Execution model

language features, sandbox, applet firewall (object isolation and sharing)

- B. On-card Cryptography algorithms and protocols, good cryptographic practice
- C. Protecting against attacks SPA/DPA, timing attacks, fault injection







3. SECURITY & CRYPTOGRAPHY

Copyright © 2004-2007 IBM Corp.

- Cryptography is a Tool
 - cryptology vs. cryptanalysis
 - encryption/decryption, secure hashes, digital signatures, true randomness
 - goals: confidentiality, authentication, integrity, non-repudiation
- Terminology
 - confidentiality: the contents of a message should only be readable by the receiver (and sender)
 - authentication: a receiver should be able to ascertain a message's origin
 - *integrity:* a receiver should be able to verify that the message has not been modified in transit
 - non-repudiation: a sender should not be able to falsely deny later that he sent a message

- Cryptography is a Tool
 - cryptology vs. cryptanalysis
 - encryption/decryption, secure hashes, digital signatures, true randomness



- Cryptography is a Tool
 - cryptology vs. cryptanalysis
 - encryption/decryption, secure hashes, digital signatures, true randomness
 - goals: confidentiality, authentication, integrity, non-repudiation
- "Good Cryptography" vs. "Security by Obscurity"
 - algorithm is known and has been widely scrutinized
 - security rests only in the key
 - beware of "rolled-my-own" algorithms, a.k.a. "snake oil"

• Symmetric Cryptography

- a.k.a. "conventional" algorithms, single-key or secret-key algorithms
- decryption key K' can be calculated from encryption key K and vice versa (usually K = K', so we use only K)

$$E_{\kappa}(M) = C$$
 $D_{\kappa}(C) = M$

- sender and receiver must agree on a key before communicating securely
 key distribution problem
- stream ciphers: operate on the plain text a single bit or byte at a time
- block ciphers: operate on the plain text in blocks (groups of bits), e.g. 64 bits

3. SECURITY & CRYPTOGRAPHY

Copyright © 2004-2007 IBM Corp.

B. On-Card: Cryptography Quick Tour

- Symmetric Cryptography: DES
 - since 1975
 - block cipher encrypting data in 64-bits blocks
 - key length is 56 bits (+ 8 bits parity checking)
 - algorithm
 - initial permutation (optional)
 - block is broken into two halves, each one 32 bits longs
 - 16 rounds of identical operations, called function ${\bf f}$
 - the two halves are joined again
 - inverse of the initial permutation (optional)





• Symmetric Cryptography: DES (cont'd)

- ECB mode (electronic code book)
 - a single block of plain text is converted into a single block of cipher text independently of order
 - it's theoretically possible to create a "code book"
 - prone to block substitution or replay
- CBC mode (cipher block chaining)
 - before encrypting, the block of plain-text is XORed with the previous ciphertext block reblocks are chained
 - first block is XORed with an initial vector (IV)
- Padding
 - add some regular pattern to make the last block complete
 - use "ciphertext stealing"

3. SECURITY & CRYPTOGRAPHY

Copyright © 2004-2007 IBM Corp.

B. On-Card: Cryptography Quick Tour

- Symmetric Cryptography: DES (cont'd)
 - ECB mode (electronic code book)



• Symmetric Cryptography: DES (cont'd)

ECB mode (electronic code book)





• Symmetric Cryptography: AES

- chosen by NIST in 2001 as a replacement for DES
- block cipher encrypting data in 128-bits blocks
- key length is 128 bits, 192 bits, or 256 bits (may be extended in 32-bits steps)
- works in EBC and CBC mode
- time to crack (trying 255 keys per second)
 - AES-192: 149 trillion years
 - 3DES: 4.6 billion years
- faster and less resource consuming than DES

3. SECURITY & CRYPTOGRAPHY

Copyright © 2004-2007 IBM Corp.

13

- Public-Key Cryptography
 - two keys: one public P and the other one private S
 - anyone with a public key can encrypt a message but not decrypt it
 - only the person with the private key can decrypt the message
 - it's computationally unfeasible to derive ${\bf S}$ from ${\bf P}$
 - solves the key distribution problem
 - less efficient that symmetric key cryptography





B. On-Card: Cryptography Quick Tour

- Public-Key Cryptography: Elliptic Curve Cryptography, ECC (1985)
 - elliptic curve: $y^2 + x \cdot y = x^3 + a_2 \cdot x + a_6$ with x, y being complex, real, integers, polynomial basis, or any other kind of finite field element
 - security from the difficulty of the elliptic curve discrete logarithm problem (given points F and $\mathbf{k} \cdot \mathbf{F}$ find \mathbf{k})
 - key length: not less than 160 bits (which is comparable to 1024-bits RSA)
 - key generation
 - choose curve ${\bf C}$ and a public base point ${\bf B}$
 - choose a random number **s** as private key, then $P = s \cdot B$ is the public key

- algorithm

- encrypt: choose a random number k, calculate $R = k \cdot B$ and $S = (x_s, y_s) = k \cdot P$ encrypt message with a symmetric cipher using x_s as key send R and the encrypted message
- decrypt: from **R** calculate $S = b \cdot R = b \cdot (k \cdot B)$ to get x_s



- Message Digest
 - − secure one-way hash function: arbitrary sized data → fixed length hash
 - reqs: easy to calculate but difficult to reverse the computation collisions are rare (i.e., different data rarely generates same hash) difficult to fabricate data with some specific hash
 - helps to achieve data integrity if sent along with the data
 - examples:
 - MD5: generates an 128-bits hash
 - SHA-1: generates an 160-bits hash
 - vulnerable to man-in-the-middle-attack ressage authentication code (MAC)
 - calculate hash on both the input data and some key

- Digital Signature
 - computed by encrypting a message digest using public-key cryptography
 - provides authentication, integrity, and non-repudiation



- Randomness
 - crucial in cryptography: generating keys, blinding, and padding
 - random number generator should not be influenced by external conditions (e.g., temperature, voltage)
 - hardware: physical processes (e.g., unstable electronic circuit, radioactive decay)
 - software: pseudo-random generators using deterministic algorithms
 - initialized with some "random" seed such as the current time
 - must be good enough to withstand statistical tests(e.g., χ^2 or FIPS 140-2)



B. On-Card: Usage Scenarios

- Cryptography is used for...
 - authentication: an applet wants to authenticate the host and vice versa
 - confidentiality: sensitive data must be protected (on-card & communication)
 - integrity: secure communication against modification (e.g., via MAC)
 - proof of authorization: e.g., challenge/response between host and applet
 - encryption: e.g., digital signatures
- But...
 - avoid computationally expensive cryptographic mechanisms on voluminous data
 - always look at the big picture the smart card is just one piece!

3. SECURITY & CRYPTOGRAPHY

Copyright © 2004-2007 IBM Corp.

21

B. On-Card: JavaCard Cryptography

- Functionality
 - key storage and generation
 - encryption/decryption (symmetric and public key)
 - message digests
 - signatures
 - randomness
- Designed for Algorithm Extensibility
 - set of base classes/interfaces (e.g., MessageDigest, Cipher)
 - instantiation via factory methods: getInstance()
 - e.g., MessageDigest md5;

```
md5 = MessageDigest.getInstance(MessageDigest.ALG_MD5, ...);
```

javacard.security.Key

- base interface for all keys
- javacard.security.KeyPair
 - container for a public/private key pair
- javacard.security.KeyBuilder
 - the key object factory
- javacard.security.MessageDigest
 - base class for hashing algorithms
- javacard.security.Signature
 - base class for signature algorithms
- javacard.security.RandomData
 - base class for random number generation

3. SECURITY & CRYPTOGRAPHY

Copyright © 2004-2007 IBM Corp.

23

B. On-Card: javacard.security

javacard.security.Key

- base interface for all keys
- javacard.security.F
 - container for a public/prive
- javacard.security.K
 the key object factory

public void clearKey(); public short getSize(); public byte getType();

- public boolean isInitialized();
 };
- javacard.security.M
 - base class for hashing alg
- · javacard.security.S
 - base class for signature al
- javacard.security.F
 - base class for random nur

};

javacard.security.Key

- base interface for all keys
- javacard.security.F
 container for a public/prive
- javacard.security.k
 - the key object factory
- javacard.security.M
 - base class for hashing alg
- javacard.security.s
 - base class for signature al
- javacard.security.F
 - base class for random nur

3. SECURITY & CRYPTOGRAPHY

Copyright © 2004-2007 IBM Corp.

public final class KeyPair {

public void genKeyPair(); public PrivateKey getPrivate(); public PublicKey getPublic();

public interface PrivateKey extends Key {}

public interface PublicKey extends Key {}

public KeyPair(byte algorithm, short keyLength);

public KeyPair(PublicKey pub, PrivateKey priv);

```
25
```

B. On-Card: javacard.security javacard.security.Key - base interface for all keys · javacard.security. P public class KeyBuilder { public Key buildKey(byte keyType, short keyLength, - container for a public/prive boolean keyEncryption); 1: javacard.security.k - the key object factory javacard.security.M - base class for hashing algo javacard.security.S - base class for signature al javacard.security.F - base class for random nur

javacard.security.Key

- base interface for all keys
- javacard.security.F public class MessageDigest { container for a public/prive
- javacard.security.K
 - the key object factory
- javacard.security.M
 - base class for hashing alg
- javacard.security.s "
 - base class for signature al
- javacard.security.F
 - base class for random nur

```
3. SECURITY & CRYPTOGRAPHY
```

Copyright © 2004-2007 IBM Corp.

public static MessageDigest getInstance

byte[] outbuf, short outoffset);

public byte getAlgorithm(); public byte getLength();

Indicates that the instance will be shared among multiple applet

instances and that the instance will also be accessable (via a

Shareable interface) when the owner of the instance is not the currently selected applet.

public void reset(); public void update

public short doFinal

(byte algorithm, boolean externalAccess);

(byte[] inbuf, short inoffset, short inlength);

(byte[] inbuf, short inoffset, short inlength,

```
B. On-Card: javacard.security
```

javacard.security.Key

- base interface for all keys
- javacard.security.k public class Signature {
 - container for a public/prive
- javacard.security.K
 - the key object factory
- javacard.security.M
 - base class for hashing alg
- javacard.security.S
 - base class for signature al
- javacard.security.F.
 - base class for random nur

```
public static Signature getInstance
   (byte algorithm, boolean externalAccess);
public byte getAlgorithm();
public short getLength();
public void init(Key key, byte mode);
public void init
   (Key key, byte mode,
    byte[] buffer, short offset, short length);
public void update
   (byte[] inbuf, short offset, short length);
public short sign
   (byte[] inbuf, short inoffset, short inlength,
    byte[] sigbuf, short sigoffset);
public short verify
   (byte[] inbuf, short inoffset, short inlength,
    byte[] sigbuf, short sigoffset, short siglength);
```

};

- javacard.security.Key
 - base interface for all keys
- javacard.security.k
 container for a public/prive
- javacard.security.k
 - the key object factory
- javacard.security.M
 - base class for hashing alg
- javacard.security.s
 - base class for signature al
- javacard.security.F
 - base class for random nur

3. SECURITY & CRYPTOGRAPHY

Copyright © 2004-2007 IBM Corp.

public void setSeed

public void generateData

```
B. On-Card: javacardx.crypto
```

- javacardx.crypto.Cipher
 - base class for all cipher algorithms

```
public class Cipher {
   public static Cipher getInstance
      (byte algorithm, boolean externalAccess);

   public void init(Key key, byte mode);
   public void init
      (Key key, byte mode,
      byte[] buffer, short offset, short length);
   public short update
      (byte[] inbuf, short offset, short length
      byte[] outbuf, short outoffset);
   public short doFinal
      (byte[] inbuf, short inoffset, short inlength,
      byte[] outbuf, short outoffset);
};
```

public static RandomData getInstance(byte algorithm);

(byte[] buffer, short offset, short length);

(byte[] buffer, short offset, short length);

B. On-Card: Examples

Key Building and Generation

3. SECURITY & CRYPTOGRAPHY

Copyright © 2004-2007 IBM Corp.

31

B. On-Card: Examples

• Cipher

B. On-Card: Examples

Message Digest

```
// allocate SHA message digest
MessageDigest sha;
sha = MessageDigest.getInstance(MessageDigest.ALG_SHA,false);
...
// feed data and get hash
```

```
sha.update(m1,(short)0,(short)(m1.length));
sha.update(m2,(short)0,(short)8);
```

sha.doFinal(m3,(short)0,(short)(m3.length),hash,(short)0);

3. SECURITY & CRYPTOGRAPHY

Copyright © 2004-2007 IBM Corp.

```
33
```

B. On-Card: Examples

• Signature

B. On-Card: Examples

• Random

// allocate Random engine
Random rnd;
rnd = Random.getInstance(RandomData.ALG_SECURE_RANDOM); // ALG_PSEUDO_RANDOM

// set seed
rnd.setSeed(seed,seedOffset,seedLength);

// generate random data
rnd.generateData(rndbuffer,rndoffset,rndlength);

3. SECURITY & CRYPTOGRAPHY

Copyright © 2004-2007 IBM Corp.

35

DEMO

Copyright © 2004-2007 IBM Corp.