Midterm

Question	Parts	Points
1: Instructions	1	0
2: True or False	10	20
3: Security overview	1	6
4: User authentication	3	9
5: Hashing long messages	3	10
6: Message Authentication Codes	2	10
7: One-time pad	5	15
8: Naming and public keys	4	20
9: Encrypted software	3	15
10: DH Key-Exchange and CPA security	1	10
11: Course Survey	5	5
Total:		120

Name:

You can answer the survey question at the back of the midterm before the start of the midterm!

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Problem 1. [0 points] **Instructions** (1 part)

- This is an open book exam: you can use your notes from this class, or any material released by us this term. You cannot use the internet. Use of any material not released by us this term is *strictly* forbidden.
- Any form of collaboration is *strictly* forbidden.
- If you need assistance clarifying a question in the exam, raise your hand and a proctor will come by.
- Point totals correspond roughly to how much time we expect you to spend on each problem (part).

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	nonly used in practice today)		ge operation (with the parameters n hashing a 1 KB message with
-	ints] In a public-key infrastruc different certificate authorities (es, different clients can choose to
-	ints] AES-GCM is an example nticated-encryption scheme.	e of the "encrypt-then-l	MAC" paradigm for designing an
-	ints] When a message is encry phertext leaks no information a	-	re public-key encryption scheme, blic key.
-	ints] If the lab 1 server is malicate that the new device will fu		en successfully completed, we can otos with the old device.

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Problem 3. [6 points] Se	curity overview (1 part)	
_	item in the following list, identify it as T"), an examples of a security goal (ma	_
• Students i	n a class should be able to print a report of	of their lab grades.
• Only cour	rse staff should be able to access the subm	nitted lab assignments.
• The adver	sary cannot monitor user keystrokes.	
Adversari access library re	es who are not members of the MIT co esources.	mmunity should not be able to
• An advers	eary is assumed to not be able to factor into	egers that are the product of two
	at are not authorized to enter a building sl ping their card at the building's card read	

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Pro	blem 4. [9 points] U s	ser authenticatio	on (3 parts)			
(a)	[4 points] Ben Bitd of a user's fingerprint tures of the same us However, it is collist other fingerprint that his hash instead of p and the web server of print hash.	nt and outputs a 1 ser's fingerprint, sion-resistant in t t produces the sa passwords: to log compares the has	60-bit value. The will return the he sense of it be me hash, and ex into a web site, h of the submitt	ne hash function e same hash va eing difficult fo pensive to com a user sends a p ed picture to th	n is <i>stable</i> : giver lue with high pr r an adversary to pute. Ben propo picture of their fir	n two pic- obability. o find an- eses using ngerprint,
	List two significant	security problem	with Ben's desi	gn.		
(b)	[3 points] Undeterr Hash. With salting, value. When a user user's fingerprint, an	his hash function registers on a we	takes two input b site, a new ran	s: the picture o dom salt value	f the fingerprint is chosen for has	and a salt
	What security prope	erty might a web	site achieve by t	ısing a salted v	ersion of Ben's l	nash?
(c)	[2 points] Ben finds velops Ben's Passw using a key derived idea than using Ben	ord Manager, a si from the user's	nartphone appli fingerprint using	cation that enci g Ben's Biome	rypts the user's p tric Hash. Is thi	asswords

Problem 5. [10 points] **Hashing long messages** (3 parts)

Let $h: \{0,1\}^{2n} \to \{0,1\}^n$ be a collision-resistant hash function. Let |x| denote the length of the bitstring x and let $\|$ denote string concatenation.

(a) [3 points] The function h operates on 2n-bit inputs, but Alice would like a collision-resistant hash function on messages of any length between 0 and 2n bits. Alice defines the function $h_{\mathsf{var}} \colon \bigcup_{\ell=0}^{2n} \{0,1\}^\ell \to \{0,1\}^n$ as

$$h_{\text{var}}(x) := h(x||0^{2n-|x|}).$$

Give an example that shows that h_{var} is not collision resistant.

(b) [3 points] Define $H(b_1,b_2) := h(h(b_1)||h(b_2))$, where each of the inputs to H is 2n bits long (so there are no attacks based on variable input lengths). Assume that you have an efficient algorithm $\mathcal A$ that outputs a collision in H. Use $\mathcal A$ to construct an efficient algorithm $\mathcal B$ that outputs a collision in h.

(c) [4 points] Let H be the function defined in the prior part. Show that if an attacker is given a *single* collision x, x' in h, it can efficiently compute *multiple* collisions in H.

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Problem 6. [10 points] **Message Authentication Codes** (2 parts)

Let K be a random 128 bit AES key, and let $\ell=2^{10}$. Consider the following randomized message authentication code for messages in $(\{0,1\}^{40})^{\leq \ell}$ (i.e., messages that contain at most ℓ blocks each of length 40): Given any message $M=(M_1,\ldots,M_{\ell'})\in (\{0,1\}^{40})^{\ell'}$ for $\ell'\in\{1,\ldots,\ell\}$ choose a random nonce $r\in\{0,1\}^{88-\log\ell}$ and output

$$\mathsf{MAC}(K, M, r) = (\mathsf{AES}(K, (r, 1, M_1)) || \dots || \mathsf{AES}(K, (r, \ell', M_{\ell'})), r)$$

where each index $1, 2, \dots, \ell'$ is encoded as an element in $\{0, 1\}^{\log \ell}$.

(a) [7 points] Is this MAC secure against adaptive chosen message attacks? Why or why not?

(b) [3 points] Is this MAC secure against adaptive chosen message attacks if we restrict the message space to be $(\{0,1\}^{40})^{\ell}$ (i.e., each message consists of exactly ℓ blocks), assuming AES is a pseudorandom permutation? You just need to answer yes or no.

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Say	that Alice and Bob sl uniformly at random	One-time pad (5 parts) hare keys k_1, k_2, k_3, k_4 , from the set of n -bit so			
(a)	-	rypts her one-bit messa xt as a function of m as	-	ne-time pad with ke	y k_1 . What is
(b)	-	two n -bit messages to out to conserve randon			-
	• -	sdropper can intercept ge of either.	both ciphertexts,	it can learn a functi	on of m_1 and

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· / - •	Alice again wants to send two n -bit messages formation that her first message m_1 begins wi	
` ` ` `	bob@mit.edu) and that her second messa	e - 1 ,
,	ng. To conserve randomness, Alice encrypts bo	
Show how a	an attacker can recover the entire key and both	plaintexts.

(d) [3 points] Alice now wants to send three n-bit messages m_1, m_2, m_3 to Bob. She encrypts them using the one-time pad with keys k_4 , k_5 , and $k_4 \oplus k_5$. Can the attacker recover any information about the plaintexts given only the ciphertexts? Give an explanation (if secure) or an attack (if insecure).

(e) [3 points] Is it possible to use the one-time pad to encrypt a sequence of n/2 two-bit messages with key k_6 ? (Note that if n is large, you might be encrypting the same plaintext multiple times.) Explain how or explain why it is not possible.

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Problem 8. [20 points] **Naming and public keys** (4 parts)

On the Internet today, we use DNS to map hostnames (e.g., mit.edu) to IP addresses (e.g., 104.93.189.3). We use a certificate-based public-key infrastructure to associate public keys with hostnames.

This problem explores a number of **alternate possible designs** that are not dependent on each other.

(a) [5 points] Instead of using human-readable hostnames, we could use the public key as the site identifier. So, to visit mit.edu, you would browse to

List two benefits and two drawbacks of this approach.

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(b)	from the DNS	S infrastructure. In mit.edu and (b)	particular, the cli	ent would query	uld fetch MIT's public key the DNS server for (a) the plain one security problem
(c)	authority, wh browser has t mediate CA s	ose key is in turn he public keys for	signed by a "roo 100 root certificat	t" certificate authe authorities CAs	"intermediate" certificate nority. Say that your webs. How many root or intersue a fraudulent certificate

(d) [5 points] Instead of using a certificate-based public-key infrastructure, the web could take a "trust on first use" approach to public-key distribution. Give two benefits and two drawbacks

of such a design.

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Problem 9. [15 points] **Encrypted software** (3 parts)

A good friend of yours is working on a new cutting-edge computer game and wants to send it to you to try out. To prevent spies in the network from stealing the code, she encrypts the game's Python code using AES-GCM with a random 256-bit key and stores the ciphertext in the following Python program called decrypt.py:

```
def main():
    ciphertext = """<ENCRYPTED SOURCE CODE OF GAME HERE >"""
    key = get_key_from_command_prompt()
    source_plaintext = AES_GCM_decrypt(key, ciphertext)
    eval(source_plaintext)

main()
```

You and your friend have a shared 256-bit secret key. Your friend sends you decrypt .py over the network (i.e., an insecure channel) and instructs you to decrypt it using your shared secret.

(a) [5 points] Say you run decrypt.py and feed it the correct decryption key. Explain how the attacker can recover the game source code.

(b) [5 points] Say you never run decrypt.py. Can an attacker in the network recover the game source code? If yes, explain how.

(c) [5 points] Explain how your friend could send you the game source code without the risk of it being stolen. You and your friend share a 256-bit secret key but can only communicate over an insecure open network.

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Problem 10. [10 points] **DH Key-Exchange and CPA security** (1 part)

You are given a hash function $H:\{1,\ldots,p\}\to\{0,1\}^{256}$ where p is a random 2048 bit prime. Show how to use ideas from the Diffie-Hellman key exchange protocol together with H to construct a public-key CPA secure encryption scheme for messages in $\{0,1\}^{256}$ (you may assume that H is a random oracle). Give Gen, Enc, and Dec algorithms. There is no need to prove security, and the scheme does not require authentication.

Think about a variation of the El Gamal encryption scheme presented in Lecture 11.