

Buying time - What is your data worth?

"The power which money gives is that of brute force;
it is the power of the bludgeon and the bayonet."

-- William Cobbett

"When in doubt, use brute force."

-- Ken Thompson

Who am I?

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Distributed What?

- ◆ Scalable password cracking
- ◆ Can use word lists, character brute forcing, rainbow tables, or anything you can think of!
- ◆ Can produce – the answer, rainbow tables, or again, anything you can think of!
- ◆ Provides a flexible framework for cracking passwords across a network of computers.

So, why do I care?

- ◆ Brute forcing is an “assumed risk” and often dismissed
- ◆ The ability to rent computers, or access to grid computing and storage means that processing power is “infinite”
- ◆ CPU = hard dollar cost, therefore password cracking has a hard dollar cost
- ◆ Your passwords have a fixed, decreasing cost that is based on their complexity and application

How is this useful?

- ◆ Password strength is one way of measuring the safety of your data.
- ◆ Practical security can be measured as the relationship between the efforts required to break your security and the value of your data
- ◆ Therefore the value of your data is analogous to your password's strength, or price.

This is BAD!

- ◆ Distributed attacks against password hashes rapidly reduce this cost.
- ◆ As do Rainbow tables
- ◆ Additionally, Moore's Law means this cost will halve every two years.
- ◆ Botnets today have enough processing power crack your passwords!

A practical model - libatkthread

- ◆ Helper code to facilitate multi-threaded cracking
- ◆ Only need to write a simple function to process cracking a single word.
- ◆ Asynchronous, interruptable, extendable.
- ◆ Resulting library can be extended to take advantage of distributed processing framework

Quick Tech Review

Password Attacks

Different types – brute force, dictionary, rainbow tables

Prevention mechanisms – Salts, limited retries

Distributed Computing

“embarrassingly parallel”

distributed.net

Similar tools

djohn

john's external:parallel

Access Data's DNA

libattackthread Design

- ◆ Attack Initialization – attack_st structure
 - ◆ Readers and Writers
 - ◆ Number of threads
 - ◆ Cracking function
 - ◆ Callback
- ◆ Starting and stopping the attack
- ◆ Checking the status of the attack

Implementing libatkthread

- ◆ Building an attack function
- ◆ Bringing in words
- ◆ Writing out hashes
- ◆ Initializing and starting an attack
- ◆ Building an attack library

Running an Attack

- ◆ Processing user values
- ◆ Running the attack
- ◆ Signal handling
- ◆ Building the executable

Implementing the Distributed Attack Framework

- ◆ Building the module
- ◆ Starting the server
- ◆ Linking multiple servers
- ◆ Starting and monitoring an attack

Creating an Attack Module

- ◆ Using the template
- ◆ Defining the input values
- ◆ Creating the init and start methods
- ◆ Building the module

Installing and Running the Server

- ◆ Configuring it
- ◆ Starting it
- ◆ Linking it to another server

Advanced Techniques

- ◆ Logging in and starting an attack
- ◆ Watching and controlling the attack

Modifying libatkthread

- ◆ Making new readers and writers
- ◆ Other uses of the framework

Modifying the Distributed Framework

- ◆ Linked servers
- ◆ Secure communication

What next?

- ◆ P2P Distributed processing
- ◆ Advanced clustering

Demo

DEMO!

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Questions?

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