



# Estimating Password Strength

(fools rush in where angels fear to tread

- this approach is preliminary and may change)

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Draft for comment  
Subject to change



# Disclaimer - Preliminary

- ◆ This is a proposal for review and comment.
- ◆ It is subject to change, large and small
  - Can easily adjust threshold
  - May also significantly change approach
  - There probably is no right solution



# Review the Bidding

## - Assurance Levels

- ◆ Draft GSA/OMB guidance defines 4 assurance levels
  - <http://a257.g.akamaitech.net/7/257/2422/14mar20010800/edocket.access.gpo.gov/2003/pdf/03-17634.pdf>
- ◆ Assurance level needed determined by consequences of authentication error
  - Inconvenience
  - Financial loss
  - Distress
  - Standing or reputation
  - Harm to agency programs or reputation
  - Civil or criminal violations
  - Personal safety



# Assurance Levels

## ◆ Level 1 – Minimal Assurance

- Little or no assurance on the asserted identity
- Authentication Error might at worst result in
  - minimal inconvenience, financial loss, distress, damage to reputation
  - no risk of harm to agency programs or public interests, release of sensitive information, civil or criminal violations or to personal safety



# Assurance Levels

## ◆ Level 2 – Low Assurance

- “On the balance of probabilities” there is confidence in the asserted identity
- Authentication Error might at worst result in
  - minor inconvenience, financial loss, distress, damage to reputation
  - no risk of harm to agency programs, public interests, release of sensitive information or personal safety
  - civil or criminal violations not normally subject to agency enforcement efforts



# Assurance Levels

## ◆ Level 3 – Substantial Assurance

- Transactions that are “official in nature”
- High confidence in the asserted identity
- Authentication error might at worst result in
  - significant inconvenience, financial loss, distress, damage to reputation, harm to agency programs & public interests
  - a significant release of sensitive information
  - civil or criminal violations normally subject to agency enforcement efforts
  - no risk to personal safety





# Assurance Levels

## ◆ Level 4 – High Assurance

- Very high confidence in the asserted identity
- Authentication error might result in
  - considerable inconvenience, financial loss, distress, damage to reputation, harm to agency programs & public interests
  - extensive release of sensitive information
  - considerable risk of an egregious criminal act
  - civil or criminal violations of special importance to agency enforcement efforts
  - risk to personal safety



# Passwords and Assurance levels

- ◆ Level 1 – PINs
- ◆ Level 2 – “Strong” passwords done tolerably well
  - What’s a strong password?
- ◆ Level 3 – very strong passwords done really well
  - What’s very strong and done really well?
- ◆ Level 4 – you gotta be kidding





# What is a password?

- ◆ Password is a secret character string you commit to memory.
  - Secret and memory are the key words here
  - As a practical matter we often do write our passwords down, whatever we are supposed to do with them, and when we do write them down we have to protect them
- ◆ A password is really a (generally weak) key
  - People can't remember good keys
- ◆ Enrolment and verification phases



# Passwords will ever be with us

- ◆ Multifactor authentication
  - Something you are
  - Something you have
  - *Something you know*
- ◆ Problem comes when we depend on passwords as the only factor in remote authentication



# Password Hell

- ◆ We all are asked to remember far too many passwords
  - Forced to change them frequently
    - often peremptorily forced to change a password without warning when we try to log on
  - Every system has different rules for passwords
  - Often use them only very infrequently
  - May be given arbitrary, randomly generated passwords
    - who can remember these?



# Simplification

- ◆ We're only concerned with on-line authentication to a server, not passwords used, for example to encrypt or lock local files
- ◆ Assume that the authentication server is secure and can impose rules to detect or limit attacks



# Attacks on Passwords

## ◆ In-band

- Attacker repeatedly tries passwords until he authenticates/gets access
  - guessing, dictionary, or brute force exhaustion
- Can't entirely prevent these attacks
  - can ensure they don't succeed very often

## ◆ Out of band – everything else

- Eavesdropper
- Man-in-the-middle
- Shoulder surfing
- Social engineering



# Password Strength

- ◆ Define password strength in terms of probability of a determined attacker discovering a selected user's password by an in-band attack
  - Strength is then a function of both the “entropy” of the password and the way unsuccessful trials are limited
  - Many strategies for limiting unsuccessful trials
    - 3 strikes and you're out
    - hang up after an unsuccessful trial
    - some total number of unsuccessful trials and lock account
    - change passwords periodically
    - notify user of successful and unsuccessful login attempts
  - Trade-offs with help desk costs





# Strong Password Definition

- ◆ The probability of an attacker with no *a priori* knowledge of the password finding a given user's password by an in-band attack shall not exceed one in  $2^{16}$  (1/65,536) over the life of the password
  - The more entropy required in the password, the more trials the system can allow
  - Note that there is not necessarily any particular time limit



# Estimating Password Entropy

- ◆ Entropy of a password is the uncertainty an attacker has in his knowledge of the password, that is how hard it is to guess it.

$$H(X) := - \sum_x P(X = x) \log_2 P(X = x)$$

- ◆ Easy to compute entropy of random passwords
- ◆ We typically state entropy in bits. A random 32-bit number has  $2^{32}$  values and 32-bits of entropy
- ◆ A password of length  $l$  selected at random from the keyboard set of 94 printable (nonblank) characters has  $94^l$  values and about  $6.55 \times l$  bits of entropy.



# User Selected Passwords

- ◆ People have a hard time remembering random passwords
  - So we may let them pick their own
- ◆ People pick bad passwords
  - Passwords that are easy to remember are often easy to guess
    - use common words
    - frequency distributions of characters
    - phone number, street address, SSN, dog's name, birthday...
  - Sophisticated attacker takes advantage of this with (possibly large) dictionaries of common passwords



# Entropy of User Chosen Pswd

- ◆ No really rigorous way to estimate
- ◆ Propose starting from Shannon's estimate of entropy in English text
  - C. E. Shannon, “Prediction and Entropy of Printed English” *Bell System Technical Journal*, v.30, n.1, 1951, pp. 50-64
    - One of the most widely referenced papers in computing
    - Seems to be relatively little progress beyond Shannon.



# Shannon's estimate of entropy

- ◆ Shannon used 26 English letters plus space
  - Left to their own devices user will choose only lower case letters.
- ◆ Shannon's method involves knowing the  $i-1$  first letters of a string of English text; how well can we guess the  $i$ th letter?
- ◆ Entropy per character decreases for longer strings
  - 1 character 4.7 bits/character
  - $\leq 8$  characters 2.3 bits per character
  - order of 1 bit/char for very long strings



# Use Shannon as Lower Bound

- ◆ Users are supposed to pick passwords that don't look like ordinary English
  - But, of course, they want to remember them
- ◆ Attacker won't have a perfect dictionary or learn much by each unsuccessful trial





# Estimate Entropy vs PWD length

Password Length	Entropy Bits	Password Length	Entropy Bits
1	4	10	21
2	6	12	24
3	8	14	27
4	10	16	30
5	12	18	33
6	14	20	36
7	16	30	46
8	18		



# Estimate Entropy vs PWD length

- ◆ 1- 10 character passwords consistent with curves in Fig. 4 of paper
- ◆ 10 – 20 character passwords assume that entropy grows at 1.5 bits of entropy per character
- ◆ Over 20 character passwords assume that entropy grows at 1 bit per character



# Password Rules

- ◆ We can increase the “effective” entropy of user chosen passwords by imposing rules on them that make the passwords less like ordinary English (or French or German or..) words. For example:
  - Passwords must contain at least one upper case letter, one number and one special character
  - Passwords must not contain any strings from a dictionary of common strings



# Password Rules

- ◆ Rules reduce the total number of possible passwords, which is bad
  - But they can eliminate a lot of commonly used (easily guessed) passwords and make users select passwords they just wouldn't otherwise choose, stretching the effective space
- ◆ If we go overboard rules make it hard to remember the passwords
  - We let users pick their passwords in the first place so they can remember them



# Proposal

- ◆ Award an entropy bonus of up to 6 bits for password composition rules
- ◆ Award an entropy bonus of up to 6 bits for a dictionary test
  - Bonus declines for long “pass-phrases”
    - Have to contain common words or you can’t remember them
    - No bonus for over 20 char.
- ◆ Rules don’t work as well in combination for very short passwords



# How do rules affect entropy?

- ◆ Assign entropy “bonus” for composition rules
- ◆ Consider
  - Passwords must contain at least one upper case letter, one lower case letter, one number and one special character
    - we’ll often get just one of each, however long the password, at the the beginning or the end of the password
      - Redskins1!
      - Algernon8\*
      - A!1lgernon
    - some combinations will be common
      - 1! 2@ 3#
  - Probably some benefit even for very long passwords





# Estimate Entropy vs PWD length with Composition Rule

Password Length	Entropy Bits	Password Length	Entropy Bits
1	-	10	27
2	-	12	30
3	-	14	33
4	15	16	36
5	18	18	39
6	20	20	42
7	22	30	52
8	24		



# Dictionary Test

- ◆ Attacker will use a dictionary first
- ◆ Can be quite extensive
- ◆ Test passwords against a dictionary
  - Even a big dictionary doesn't occupy much of the total password space and half the passwords is one bit of entropy
- ◆ Dictionary less effective for long passwords
  - Need to allow phrases of words if long passwords are to be practical
  - Assume dictionary test doesn't help for 20 char or longer passwords



# Estimate Entropy vs PWD length with Dictionary Test

Password Length	Entropy Bits	Password Length	Entropy Bits
1	-	10	26
2	-	12	28
3	-	14	30
4	14	16	32
5	17	18	34
6	20	20	36
7	22	30	50
8	24		

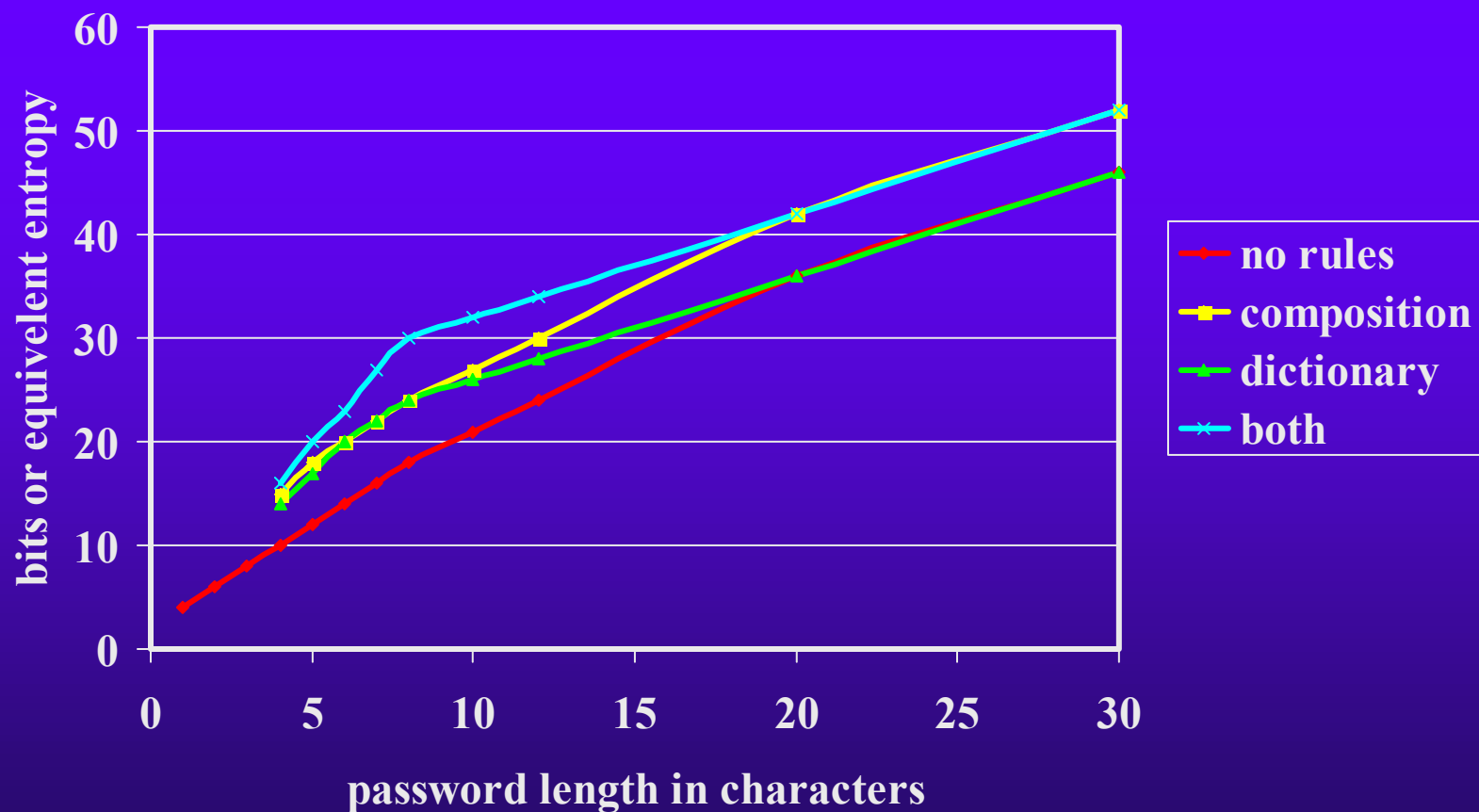


# Estimate Entropy vs PWD length with Rule & Dictionary

Password Length	Entropy Bits	Password Length	Entropy Bits
1	-	10	32
2	-	12	34
3	-	14	36
4	16	16	38
5	20	18	40
6	23	20	42
7	27	30	52
8	30		



# Entropy estimate versus length





# A Measurement Experiment?

- ◆ No time to affect the first round of guidance; but
- ◆ Can we find a source of lots of actual user selected passwords?
  - On the order of at least hundreds of thousands
  - With different rules
  - Probably could live with password hashes
    - Use collision frequencies
    - Couldn't use `hash(password||username||salt)`





# Proposed Thresholds

- ◆ Level 1, minimal assurance
  - Probability of a successful in-band password attack less than .0005 (one in  $2^{11}$ )
- ◆ Level 2, low assurance
  - Probability of a successful in-band password attack less than .000015 (one in  $2^{16}$ ).
- ◆ Level 3 , substantial assurance
  - Probability of a successful in-band password attack less than .000001 (one in  $2^{20}$ ).



## Level 1 – Minimal Assurance

- ◆ Basically for PINs, or passwords sent without encryption
  - Not expected to resist eavesdroppers
- ◆ No more than 1 in  $2^{11}$  (2048) chance of in-band attack succeeding over life of password



## Level 2 – Low Assurance

- ◆ Useful for routine e-commerce and e-gov transactions
- ◆ Must resist eavesdroppers
  - resist off-line analysis of authentication protocol run
- ◆ Resist replays
- ◆ No more than 1 in  $2^{16}$  (65,536) chance of in-band attack succeeding over life of password
- ◆ Not required to defeat man-in-the-middle or verifier impersonation attacks



## Level 3 – Substantial Assurance

- ◆ Useful for e-commerce and e-gov transactions of substantial value
- ◆ Must resist eavesdroppers
  - resist off-line analysis of authentication protocol run
- ◆ Resist replays
- ◆ Resist man-in-the-middle or verifier impersonation attacks
- ◆ No more than 1 in  $2^{20}$  (1,000,000) chance of in-band attack succeeding over life of password



## Example – Level 2

- ◆ 6 characters, randomly selected
  - $94^6$  possible values (about  $6.9 \times 10^{11}$ )
  - That's about 39 bits of entropy
- ◆ Authentication system must limit the total number of unsuccessful authentication attempts to  $94^6 / 2^{16} \approx 10,000,000$



## Example – Level 2

- ◆ 8 characters, user selected, no composition rule or dictionary check
  - estimate 18-bits of entropy which is about 250,000
- ◆ Authentication system must limit the total number of unsuccessful authentication attempts to  $2^{18}/2^{16} = 4$  trials





## Example - Level 2

- ◆ 8 characters, user selected, with composition rule and dictionary check
  - estimate 30-bits of entropy which is about  $10^9$
- ◆ Authentication system must limit the total number of unsuccessful authentication attempts to  $2^{30}/2^{16} = 2^{15} \approx 16,000$  trials



## Example – Level 2

- ◆ 6 characters, user selected, with composition rule and dictionary check
  - estimate 26-bits of entropy
- ◆ Authentication system must limit the total number of unsuccessful authentication attempts to  $2^{26}/2^{16} = 1024$  trials



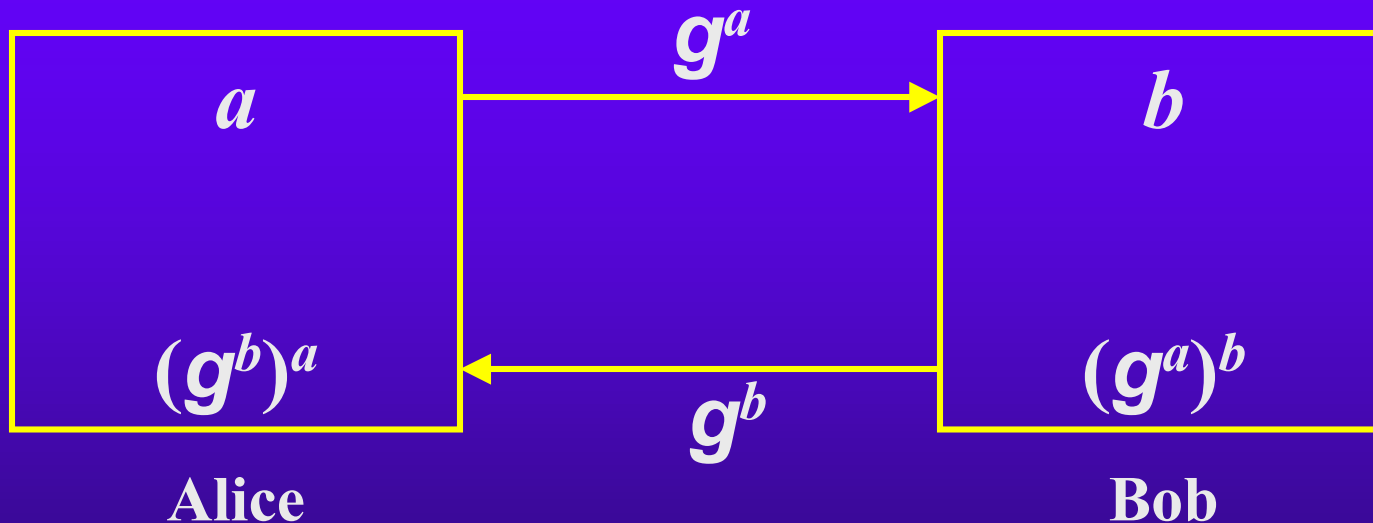
# Zero Knowledge Password Auth.

- ◆ Verifier and claimant share a password
- ◆ If attacker fools claimant into an authentication protocol run, he gains no knowledge of password
- ◆ Verifier and claimant wind up with a strong shared secret, which can be used in any protocol that requires a symmetric key
- ◆ Eavesdropper learns nothing about password or strong shared secret



# Diffie-Hellman key exchange

Pick a generator  $g$  of a large finite group  $G$ .  
 $a$  and  $b$  are large random numbers.

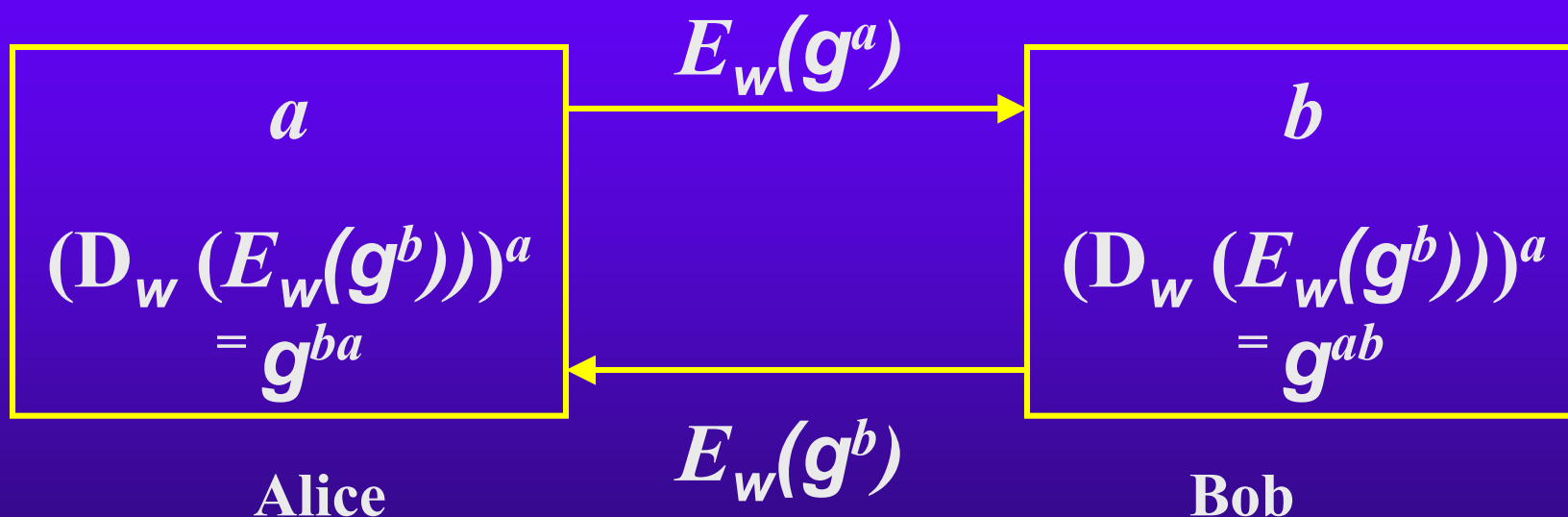


Alice and Bob now share a common secret  $g^{ab}$ .  
An eavesdropper must solve discrete log problem to  
learn  $g^{ab}$ .



# EKE exchange

Let  $p$  be Alice's password,  $w = \text{hash}(p)$ , Bob knows  $w$ , and  $E_w(x)$  be  $x$  encrypted under key  $w$



Alice and Bob now share a common cryptographic strength secret  $g^{ab}$ .



# Token Type by Level

<i>Allowed Token Types</i>	1	2	3	4
Hard crypto token	√	√	√	√
Soft crypto token	√	√	√	
password with zero knowledge protocol	√	√	√	
Strong password with eavesdropper protection	√	√		
PIN	√			





# Required Protections by Level

<i>Protection Against</i>	1	2	3	4
Eavesdropper		✓	✓	✓
Replay	✓	✓	✓	✓
On-line guessing	✓	✓	✓	✓
Verifier Impersonation			✓	✓
Man-in-the-middle			✓	✓
Session Hijacking			✓	✓



# Auth. Protocol Type by Level

<i>Allowed Protocol Types</i>	1	2	3	4
Private key PoP	√	√	√	√
Symmetric key PoP	√	√	√	√
Zero knowledge password	√	√	√	
Tunneled password	√	√		
Challenge-reply password	√			



# Required Protocol Properties by Level

<i>Required properties</i>	1	2	3	4
Shared secrets not revealed to 3 <sup>rd</sup> parties		√	√	√
Session Data transfer authenticated			√	√