

# SSH with public keys

Stop using passwords already!



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# Security is hard

- Securing and monitoring the security of a network is a lot of work
- Most networks need to be fairly open to get any work done
- There will always be viruses, attacks and bad actors



# Passwords are bad!

- Users choose poor passwords
- People hate forced password changes and password complexity tests, and will work around them
- And they're easy to steal:
  - Users write passwords down or simply share them
  - Passwords can be guessed or brute-forced
  - Or they can be sniffed or key-logged



**You've been blocked by network security.**

To continue, log in to your Reddit account or use your developer token

If you think you've been blocked by mistake, file a ticket below and we'll look into it.

Log in

File a ticket



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# Passwords: ground rules (1)

- Passwords are the lowest hanging fruit
- Don't share passwords with anyone
- The number of people who know your password is proportional to the *square* of the number of people you share it with.

# Passwords: ground rules (2)

- Never use an empty password
- Change default passwords as soon as possible
- Even better: disable default accounts completely

# Passwords: ground rules (3)

- Use complicated, randomly generated passwords
- Don't use the same passwords for different services
- You really want a password manager



# Passwords: choosing a good passphrase

|   |   |   |
|---|---|---|
| <p>UNCOMMON (NON-GIBBERISH) BASE WORD</p> <p>ORDER UNKNOWN</p> <p>Tr0ub4dor &amp;3</p> <p>CAPS? COMMON SUBSTITUTIONS NUMERAL PUNCTUATION</p> <p>(YOU CAN ADD A FEW MORE BITS TO ACCOUNT FOR THE FACT THAT THIS IS ONLY ONE OF A FEW COMMON FORMATS)</p> | <p>~28 BITS OF ENTROPY</p> <p><math>2^{28} = 3 \text{ DAYS AT } 1000 \text{ GUESSES/SEC}</math></p> <p>(PLAUSIBLE ATTACK ON A WEAK REMOTE WEB SERVICE. YES, CRACKING A STOLEN HASH IS FASTER, BUT IT'S NOT WHAT THE AVERAGE USER SHOULD WORRY ABOUT.)</p> <p>DIFFICULTY TO GUESS: <b>EASY</b></p> | <p>WAS IT TROMBONE? NO, TROUBADOR. AND ONE OF THE 0s WAS A ZERO?</p> <p>AND THERE WAS SOME SYMBOL...</p> <p>DIFFICULTY TO REMEMBER: <b>HARD</b></p> |
| <p>correct horse battery staple</p> <p>FOUR RANDOM COMMON WORDS</p>   | <p>~44 BITS OF ENTROPY</p> <p><math>2^{44} = 550 \text{ YEARS AT } 1000 \text{ GUESSES/SEC}</math></p> <p>DIFFICULTY TO GUESS: <b>HARD</b></p>  | <p>THAT'S A BATTERY STAPLE.</p> <p>CORRECT!</p> <p>DIFFICULTY TO REMEMBER: YOU'VE ALREADY MEMORIZED IT</p>  |

THROUGH 20 YEARS OF EFFORT, WE'VE SUCCESSFULLY TRAINED EVERYONE TO USE PASSWORDS THAT ARE HARD FOR HUMANS TO REMEMBER, BUT EASY FOR COMPUTERS TO GUESS.

# Passwords: use a password manager

- Computers remember things better than you
- Can be as simple as an encrypted file on disk
- Dozens of better options to choose from:
- [https://en.wikipedia.org/wiki/List\\_of\\_password\\_managers](https://en.wikipedia.org/wiki/List_of_password_managers)

## **You need a strong passphrase!**

If your passphrase is compromised all your passwords are compromised. Pick a strong passphrase. Remember it. Do not write it down anywhere.

**OR LET'S NOT HAVE PASSWORDS**



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# SSH and system administration

- SSH gives you remote command-line access to systems
- Therefore a very attractive target for attackers
- Traffic is **encrypted**, which at least makes it hard to sniff passwords off the network
  - Much better than telnet
- But in addition, SSH allows you to use **cryptographic keys** instead of passwords

# Using crypto keys with SSH

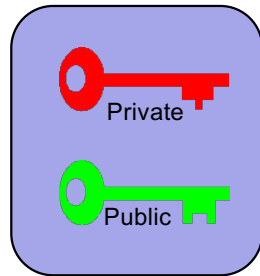
- 1. Generate a key pair
- 2. Copy the public key onto each of the systems you want to be able to log into
  - It goes into `$HOME/.ssh/authorized_keys`
- 3. Log in with `ssh`, using your private key to prove your identity to the other system, instead of a password



# User authentication with keys



Connect



User proves they possess  
the matching private key



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# Generating a key pair

- This is a one-time operation
- For Linux, macOS, and Windows WSL2: use **ssh-keygen**
- For Windows/putty: use **puttygen.exe**
- There are three different key types currently: rsa, ecdsa, ed25519
  - ecdsa and ed25519 are newest and fastest
  - If you need to use RSA, choose a key length of 2048 or 3072 bits (e.g. `-t rsa -b 2048`)
- You get a private key and a related public key

# OpenSSH public key looks like this

- One very long line of text

```
ssh-rsa AAAAB3NzaC1..... you@yourmachine
```

Key type

Key data

Label  
(identifier)

- Safe for copy-paste (but beware line wrap)
- puttygen has a different native format but can also export the above format



# Understand the difference!

- Your **private key** is like the Crown Jewels
- Your **public key** is like a photograph of the Crown Jewels
- Which of these would you be happy to send via the postal service? :-)
- Never give your private key to anyone else
- Never send your private key via E-mail
  - Should you need to transfer it, do so via a secure channel like scp or sftp



# Keeping your private key safe

- Keep it on the machine where it was generated
  - usually your laptop
  - plus a secure backup, e.g. USB key in a safe
- Protect it with a strong **passphrase**
- The key is actually stored encrypted on your hard disk; the passphrase decrypts it
- So an attacker would need both to steal the key file **and** know your passphrase
  - "2-factor authentication": something you have, and something you know



# Disabling passwords over SSH

- Once you have key authentication working, you can disable fallback to password auth

```
# editor /etc/ssh/sshd_config
```

```
PasswordAuthentication no
```

```
ChallengeResponseAuthentication no
```

```
PermitRootLogin without-password
```

```
-- or --
```

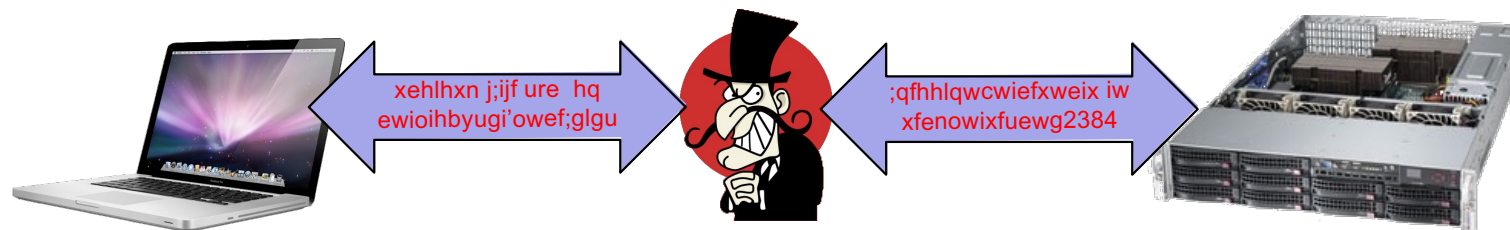
```
PermitRootLogin no
```

```
# systemctl restart ssh
```



# Man-in-the-middle attacks

- How do you know you did not actually connect to someone else, who is decrypting your traffic and re-encrypting it to the remote host?



# Host keys

- Solution: the host you are connecting to, also has its own key
- The host proves its own identity to you each time you connect
- The first time you connect, you will be shown the host's "fingerprint" (hash of public key)
  - If you've ever used SSH, even with passwords, you will have seen this prompt
- Future connections will check that the same host key is seen

# Host key verification

- If later there is a man-in-the-middle, on connection your ssh client will see the MITM's key instead of the host's key
- It won't match, you will get an error and the connection is dropped
- Questions:
  - What happens if you reinstall the host's OS?
  - What effect might this have on your users?
  - How are you going to deal with it?



# Questions?



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# SSH Agent

- Having to enter your passphrase every time you log in is tedious
- However there is a simple solution to this: the SSH Agent
- Once you have decrypted your private key once with your passphrase, the Agent keeps the decrypted key in RAM
- Subsequent logins don't prompt you at all
- This makes SSH + keys **very convenient!**

# Installing SSH agent

- For Windows/putty: download **pageant.exe**
  - Start it
  - Select your private key file
  - Enter your passphrase
- macOS: already has it
- Linux with Unity/Gnome/KDE: already has it



# Multi-hop authentication

- Sometimes it is necessary to ssh into host X, and then ssh from host X to host Y
  - e.g. due to network ACLs
  - or because host Y is on a private IP address
  - or because you are running some sysadmin tool on host X which needs to log in to host Y



ssh



host X

ssh



host Y

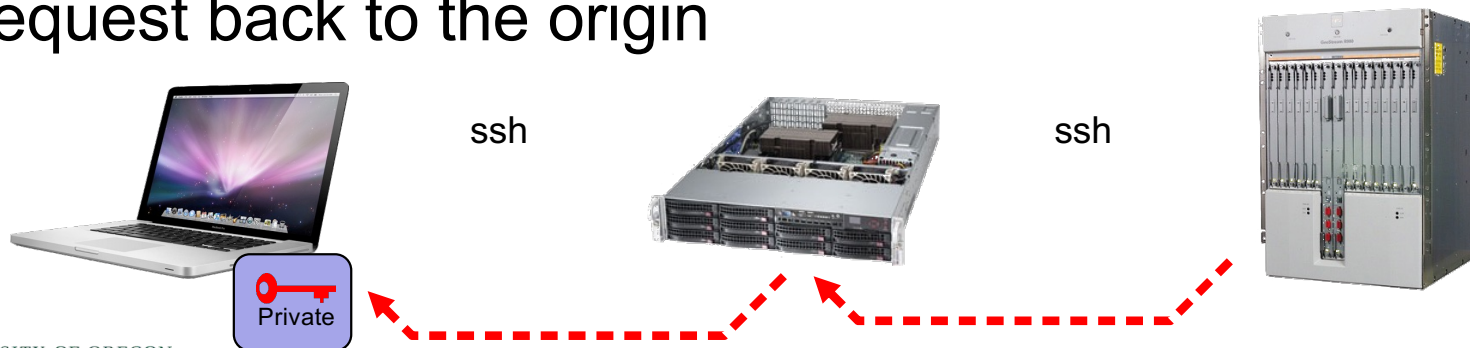


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# Agent forwarding

- You may be tempted to copy your private key from your laptop to host X, but DON'T!
- There is a better way: turn on Agent Forwarding when you connect to host X (flag "-A")
- Host Y will try to authenticate from host X, and host X will relay the request back to the origin



# Better: Jump Host

- Don't use Agent Forwarding via untrusted hosts
  - anyone who has root on host X can talk to your agent socket, and use your private key to login elsewhere
- A more secure alternative is "jump host" (-J)  
`ssh -J hostX hostY`
- Makes an ssh connection to host X, and through that opens a TCP tunnel to host Y
- SSH connection to host Y is protected end-to-end

# SSH authentication for scheduled tasks

- machine X logs in by itself to machine Y to perform tasks
  - e.g. system management tools like Ansible Tower / AWX
- Option 1: private key on machine X without passphrase
  - Lock that system down *very* tightly!
- Option 2: private key with ssh-agent
  - On bootup, you'll have to run ssh-add to enter the passphrase, before the key can be used
- Option 3: SSH certificates (advanced)

# Summary

- SSH + key is **very secure**
  - Disable password authentication to get max benefit
- SSH + key + agent is **very convenient**
  - Type passphrase just once at start of day
  - No need to type passwords each time you login
  - No need to regularly change passwords across many hosts
  - Agent forwarding permits multi-hop logins
- *You need to deploy this!*

# Questions?



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