# L8: <br> New Capabilities: Keyboard and Multiword Patterns \& Dictionaries 

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August 5-7, 2015

## Outline

- Extensions
- Modeling Differences between Passwords
- Keyboard Combinations
- Better Identification of Alpha Strings
- Developing Better Attack Dictionaries
- LeetSpeak
- Summary


## Extensions

- Modeling Differences between Passwords
- Keyboard Combinations
- Better Identification of Alpha Strings
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## Modeling Differences: the problem

- I know a user's password is alice123! and the user has changed this password. How do I make use of this information to crack the new password?
- Try developing a conditional probability distribution. But, we do not have much data? And how does this help in defining a grammar?
- Try using Edit distance (Levenshtein distance) to find passwords close to the seed password. But how close is close?
- Try using transformational approach (s/1/2/, s/1/11/) where we use a set of regular expressions. Simple transformation seem ok but where do we draw the boundary?


Levenshtein Distance 1 Algorithm

# What is the corresponding grammar for alice123!? 

| Base | Base <br> Prob | Digits | Digits <br> Prob | Symbols | Symbols <br> Prob |
| :--- | :--- | :--- | :--- | :--- | :--- |
| $\mathrm{L}_{5} \mathrm{D}_{3} \mathrm{~S}_{1}$ | 0.25 | 123 | 0.25 | $!$ | 0.2 |
| $\mathrm{~L}_{5} \mathrm{~S}_{1} \mathrm{D}_{3}$ | 0.25 | 124 | 0.25 | $@$ | 0.2 |
| $\mathrm{~L}_{5} \mathrm{D}_{4} \mathrm{~S}_{1}$ | 0.25 | 125 | 0.25 | $\#$ | 0.2 |
| $\mathrm{~L}_{5} \mathrm{D}_{3} \mathrm{~S}_{2}$ | 0.25 | 133 | 0.25 | $\$$ | 0.2 |
|  |  | 12 | 0.5 | $\%$ | 0.2 |
|  |  | 13 | 0.5 | $!!$ | 0.33 |
|  |  | 1234 | 0.5 | $!\#$ | 0.33 |
|  |  | 1235 | 0.5 | $!@$ | 0.33 |

## How should I generate guesses?

- Use the edit 1 grammar. But I want to generate other guesses also. After all, the user might not have made small changes and might even have chosen a totally different password!
- This led us to the idea of merging probabilistic context free grammars. We can actually combine two different grammars and by extension any number of grammars!


## The Merge of two grammars

- Let $\mathrm{G}_{1}$ and $\mathrm{G}_{2}$ be two probabilistic context-free grammars based on our structures of base structures and component structures. We construct a new grammar $G_{3}$ that we define as the merge of $\mathrm{G}_{1}$ and $\mathrm{G}_{2}$ and we represent it as:

$$
\mathrm{G}_{3}=\alpha \mathrm{G}_{1}+(1-\alpha) \mathrm{G} \quad \text { where } 0 \leq \alpha \leq 1
$$

- Consider a grammar rule R in $\mathrm{G}_{1}$ or $\mathrm{G}_{2}$. Let the probability of R in $\mathrm{G}_{1}$ be $r_{1}$ and the probability of R in $\mathrm{G}_{2}$ be $r_{2}$. (Note that if $R$ is not in a grammar its probability is viewed as 0 .) Then the probability $r_{3}$ of $R$ in $G_{3}$ is:

$$
r_{3}=\alpha r_{1}+(1-\alpha) r_{2}
$$

| $\mathrm{L}_{5} \mathrm{D}_{3} \mathrm{~S}_{1}$ | 0.25 |
| :--- | :--- |
| $\mathrm{~L}_{5} \mathrm{~S}_{1} \mathrm{D}_{3}$ | 0.25 |
| $\mathrm{~L}_{5} \mathrm{D}_{4} \mathrm{~S}_{1}$ | 0.25 |
| $\mathrm{~L}_{5} \mathrm{D}_{3} \mathrm{~S}_{2}$ | 0.25 |
| 123 | 0.25 |
| 124 | 0.25 |
| 125 | 0.25 |
| 133 | 0.25 |
| 12 | 0.5 |
| 13 | 0.5 |
| 1234 | 0.5 |
| 1235 | 0.5 |
| $!$ | 0.2 |
| $@$ | 0.2 |
| $\#$ | 0.2 |
| $\$$ | 0.2 |
| $\%$ | 0.2 |
| $!!$ | 0.33 |
| $!\#$ | 0.33 |
| $!@$ | 0.33 |

Edit 1 Grammar $W_{1}=0.8$

| $\mathrm{L}_{4} \mathrm{D}_{2} \mathrm{~S}_{1}$ | 0.5 |
| :--- | :--- |
| $\mathrm{~L}_{3} \mathrm{D}_{3} \mathrm{~S}_{2}$ | 0.3 |
| $\mathrm{~L}_{5} \mathrm{D}_{3} \mathrm{~S}_{1}$ | 0.07 |
| $\mathrm{~L}_{6} \mathrm{D}_{4} \mathrm{~S}_{2}$ | 0.05 |
| $\mathrm{~L}_{8} \mathrm{D}_{2} \mathrm{~S}_{1}$ | 0.05 |
| $\mathrm{~L}_{5} \mathrm{D}_{3} \mathrm{~S}_{2}$ | 0.03 |
| 999 | 0.6 |
| 111 | 0.3 |
| 123 | 0.1 |
| 88 | 0.5 |
| 11 | 0.5 |
| 5656 | 0.5 |
| 1234 | 0.3 |
| 0909 | 0.2 |
| $!$ | 0.4 |
| $)$ | 0.3 |
| $?$ | 0.2 |
| $\%$ | 0.1 |
| $!!$ | 0.3 |
| $\# \#$ | 0.3 |
| $\$ \#$ | 0.2 |
| $!\#$ | 0.2 |

Initial Grammar $W_{2}=0.2$

| $\mathrm{L}_{5} \mathrm{D}_{3} \mathrm{~S}_{1}$ | 0.214 |
| :--- | :--- |
| $\mathrm{~L}_{5} \mathrm{D}_{3} \mathrm{~S}_{2}$ | 0.206 |
| $\mathrm{~L}_{5} \mathrm{D}_{4} \mathrm{~S}_{1}$ | 0.2 |
| $\mathrm{~L}_{5} \mathrm{~S}_{1} \mathrm{D}_{3}$ | 0.2 |
| $\mathrm{~L}_{4} \mathrm{D}_{2} \mathrm{~S}_{1}$ | 0.1 |
| $\mathrm{~L}_{3} \mathrm{D}_{3} \mathrm{~S}_{2}$ | 0.06 |
| $\mathrm{~L}_{6} \mathrm{D}_{4} \mathrm{~S}_{2}$ | 0.01 |
| $\mathrm{~L}_{8} \mathrm{D}_{2} \mathrm{~S}_{1}$ | 0.01 |
| 123 | 0.22 |
| 124 | 0.2 |
| 125 | 0.2 |
| 133 | 0.2 |
| 999 | 0.12 |
| 111 | 0.06 |
| 12 | 0.4 |
| 13 | 0.4 |
| 88 | 0.1 |
| 11 | 0.1 |
| 1234 | 0.46 |
| 1235 | 0.4 |
| 5656 | 0.1 |
| 0909 | 0.04 |
| $!$ | 0.24 |
| $\%$ | 0.18 |
| $\#$ | 0.16 |
| $\$$ | 0.16 |
| $\$$ | 0.16 |
|  | 0.06 |
| $?$ | 0.04 |
| $?$ | 0.324 |
| $!!$ | 0.304 |
| $!\#$ | 0.264 |
| $!@$ | 0.06 |
| $\# \#$ | 0.04 |
| $\$ \#$ |  |
| $\#$ |  |

## Additional Research Directions Explored

- We now handle keyboard combinations and multiwords when we want to consider edit distance changes given a previous password
- We also consider semantic transformations to entities such as dates incorporating possible variations
- We are gathering data on developing attacks given a password and a changed one. This is through a series of surveys we have been conducting


## Demo Modeling Differences



| Old <br> password1 | Old <br> password2 | New <br> password | Number of <br> Guesses <br> made to crack | Merged Or <br> Edit distance grammar |
| :--- | :--- | :--- | :---: | :---: |
| russell | - | RUSSELL | 1 | Edit distance |
| russell1 | - | russell | 1 | Edit distance |
| abc2009 | - | pm2009 | $4,334,388$ | Merged |
| maverick | - | maverick7 | 118 | Edit distance |
| dreamhope | - | hopehope | - | Merged |
| hopeful | - | hopeful1 | 14 | Edit distance |
| starwars | - | starwars1 | 17 | Edit distance |
| sweetie | - | sweetie1 | 20 | Edit distance |
| krishna | - | krishnap | - | Merged |
| hope77 | - | hope22 | 2,111 | Merged |
| bland0608 | - | plat0608 | $136,066,042$ | Merged |
| milena | - | Milena | 4 | Edit distance |
| milena | - | milene | - | Edit distance |
| bluemoon1 | bluemoon2 | bluemoon3 | 1 | Edit distance |
| moonlight | - | redmoonlight | - | Merged |
| 1writer | - | writer | 1 | Edit distance |
| 1blackcat | - | blackcat | 1 | Edit distance |
| starwars | starwars5 | starwars55 | 1 | Edit distance |
| sweety | - | SWEETY | 308 | Merged |
| groove5721 | - | Katie5721 | - | Merged |
| 171995 | - | may171995 | $47,881,797$ | Merged |
| skymoon7 | - | moon7sky | - | Merged |
| chomsky\$po | - | po\$chomsky | - | Merged |
| gamegreen | - | greendoc | - | Merged |
| d30023286 | - | 30023286 | 1 | Edit distance |
| $081983 l o r i ~$ | - | 081983 | 1 | Edit distance |
| $243 c u r r i e r ~$ | - | 24378443 | - | Merged |
| 19632439 | - | 19632007 | - | Merged |
| blackhawk | - | black7out | - | Merged |
|  |  |  |  |  |
|  |  |  | 1 |  |

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## Modeling Keyboard Combinations

- What are keyboard combinations? How can we define them?
- How useful are keyboard combinations
- How do we train for them
- How do we use them in cracking


## What is a Keyboard Pattern?



## QWERTY

Classic example is "querty"
Intuitive idea is that that it is a shape on the keyboard How do we define these shapes How complex a model makes sense Contiguity of characters is important

## What is a shape?



## QWERTY

qwerty: (q) rrrrr
zsdfvcs: (z) vrrell
1111222334: (1) cccrccrcr
Limited patterns to length 3 but allowed any case
Decided not to consider shapes which required skipping some keys

## Keyboard shapes and patterns

Shapes

| Shapes | Probability |
| :---: | :---: |
| rrrrr | 0.261 |
| ccccc | 0.146 |
| uceuc | 0.038 |
| lcrlc | 0.024 |
| ueueu | 0.016 |
| rlrlr | 0.015 |
| rclrc | 0.014 |
| eveve | 0.013 |


| Patterns | Probability |
| :---: | :---: |
| qwerty | 0.182 |
| asdfgh | 0.036 |
| aaaaaa | 0.029 |
| deedee | 0.023 |
| poopoo | 0.019 |
| zxcvbn | 0.016 |
| xxxxxx | 0.014 |
| 1q2w3e | 0.009 |

## Keyboard Combinations: Ambiguity

- Keyboard combinations are physical combinations taken from the keyboard such as qwerty
- Should we handle ambiguous grammars? Can the same string be derived by two different parses
- This becomes a problem because the probability of each parse must to summed to get the final probability. Eg. 23were is both $\mathrm{K}_{6}$ and $\mathrm{D}_{2} \mathrm{~L}_{4}$.
- Should we include keyboard combinations in the dictionaries? Then this is not part of the grammar.


Derivation tree 1
Derivation tree 2

## Problems with Ambiguity

- The problem of ambiguity is that is we have two parse trees that generate the same terminal string with probabilities $p_{1}$ and $p_{2}$, the probability of the terminal string is the sum of these. So how do we generate in highest probability order?
- Furthermore suppose we have alice1234. Is the 1234 a digit string D4 or a keyboard pattern K4? Also do we really care?? And can we tell what the password author intended?
- For example, if we have base structures $L_{5} D_{4}$ or $L_{5} K_{4}$ we would eventually generate either one. Does it makes sense to worry about what was intended?


## Decisions about Ambiguity

- The first rule is that if a substructure is purely digits or purely special symbols, we will classify it as $D_{i}$ or $\mathbf{S}_{\mathrm{i}}$.
- The second rule is that any substring of at least 3 characters in length that does not fall under the first rule will be classified as a $\mathrm{K}_{\mathrm{i}}$ if it is a keyboard pattern and is of maximal length. For example e4e458 would be $K_{5} \mathbf{D}_{1}$ as the maximal length keyboard substring must be used.


## Modifying the Grammar: K structures

| Password | Original | Keyboard |
| :---: | :---: | :---: |
| asdf | $\mathbf{L}_{\mathbf{4}}$ | $\mathbf{K}_{4}$ |
| $\mathbf{q 1 q 1}$ | $\mathbf{L}_{\mathbf{1}} \mathbf{D}_{\mathbf{1}} \mathbf{L}_{\mathbf{1}} \mathbf{D}_{\mathbf{1}}$ | $\mathbf{K}_{4}$ |
| ASD1234QW | $\mathbf{L}_{3} \mathbf{D}_{\mathbf{4}} \mathbf{L}_{\mathbf{2}}$ | $\mathbf{K}_{3} \mathbf{D}_{4} \mathbf{L}_{\mathbf{2}}$ |
| $\mathbf{\$ \%} \wedge \&$ | $\mathbf{S}_{\mathbf{4}}$ | $\mathbf{S}_{\mathbf{4}}$ |
| $\mathbf{q a z 1 2 z a q}$ | $\mathbf{L}_{\mathbf{3}} \mathbf{D}_{\mathbf{2}} \mathbf{L}_{\mathbf{3}}$ | $\mathbf{K}_{3} \mathbf{D}_{\mathbf{2}} \mathbf{K}_{\mathbf{3}}$ |
| $\mathbf{q 1 ! 2}$ | $\mathbf{L}_{\mathbf{1}} \mathbf{D}_{\mathbf{1}} \mathbf{S}_{\mathbf{1}} \mathbf{D}_{\mathbf{1}}$ | $\mathbf{K}_{\mathbf{4}}$ |

## A Problem with the Decision

- Note that "5querty" certainly has a keyboard pattern. But "1sees" is not so clear that it is a $D_{1} K_{4}$.
- In the first case we know that querty is not really a word (although for the specific choice that could be argued!) but in the second case it seems more likely that it is a word.
- So we decided to find a way to experiment with these choices: we introduced the notion of a training dictionary that could help us decide.


## Training Dictionary

- While training and looking for patterns detect a keyboard pattern such as "were" and treat it as if it was an L structure and not a K structure
- We can filter out such K patterns with the training dictionary
- It turns out that a training dictionary also has many other uses
- We sometimes call the dictionary used in cracking an attack dictionary to clearly distinguish it from the training dictionary if necessary




## Smoothing Keyboard Patterns

- We can find keyboard patterns as we defined with or without using our training set.
- Suppose however we want to try keyboard patterns that we did not find in the training set.
- Just as we did for digits, we decided to smooth over keyboard patterns. But how should we do this.
- We decided to smooth based only on the shapes we found. Furthermore we adjust the smoothing based on the probability of the shapes encountered.
- This was a reasonable compromise between smoothing everything and no smoothing at all.


## Smoothing Implementation

$$
\operatorname{Prob}(\text { pattern })=\operatorname{Prob}(s)\left(N_{i}+\alpha\right) /\left(\Sigma N_{i}+C \alpha\right)
$$

- (pattern(i, s)) = pattern is the ith keyboard pattern of shape s.
- $\operatorname{Prob}(s)$ is the probability of the keyboard shape $s$ (such as $r^{5}$ ) given the length of the keyboard pattern
- $N_{i}$ is the number of times the ith keyboard pattern (of this shape) was found
- $\alpha$ is the smoothing value
- $\Sigma N_{i}$ is the sum of counts of the patterns found for shape $s$
- $C$ is the total number of unique patterns for this shape.


## Experiments: Combined-set

- Combined Several lists: Size of training set
- RockYou - 0.5 million
- Myspace - 31 thousand
- Hotmail - 5 thousand
- A similar (independent) set used for cracking



CSDN-set: Chinese language forum site

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## L- component in Base Structures

- We have previous simply replaced the $L$ component by a dictionary word of the relevant length
- What kinds of patterns can we find in the $L$ - structures?
- What patterns are useful?
- Note that we have already defined keyboard patterns which involve L - structures but also other structures
- Should we focus only on the L-component part?


## Initial Focus

1. Dictionary words
2. Double dictionary words
3. Double patterns
4. Other

What are we missing? Note that we decided to look only at patterns within only a specific L-structure but not spanning beyond that.

# Classification of Alpha Strings: A-structures 

| Classification | Example |
| :--- | :--- |
| Dictionary Word -- L | password |
| Double dictionary word - <br> -R | boatboat |
| Double pattern -- R | xyzxyz |
| Multiword -- X | Iloveyou |
| Other -- L | ahskdi |

## Further Understanding Alpha Strings

- Let's look at the Combined Data Set
- It has a bit over 500,000 passwords, so it is pretty big
- These are the top 5 most probable base structures
- It turns out Multiwords are very common

| Base Structure | Dictionary | Multiwords | Double Dictionary |
| :---: | :---: | :---: | :---: |
| $\mathrm{L}_{6}$ | 38.47\% | 22.63\% | 1.92\% |
| $\mathrm{L}_{7}$ | 32.85\% | 31.52\% | 0.00\% |
| $\mathrm{L}_{8}$ | 22.51\% | 38.17\% | 1.29\% |
| $\mathrm{D}_{6}$ | N/A | N/A | N/A |
| $\mathrm{L}_{9}$ | 14.33\% | 46.36\% | 0.00\% |

## Finding Multiwords

- Many issues arise in determining if an $L$ structure is a multiword
- How do we develop an algorithm to break up the multiwords
- How do we use a training dictionary
- How efficient are the algorithms
- How effective are the algorithms
- Possibly several choices in the break
- It turns out that this problem, called "word breaking or word segmentation" has been studied in other contexts


## Algorithms Explored \& Issues

- Special algorithms to break up the A - string into two or three words. (Find the first word, starting from the left (or right or both) and check the remainder
- Give preference to breaks that have fewer words
- Recursive algorithms that break words from the left or right.
- Finding all break ups versus only one breakup
- Scoring function to choose among breakups
- What kind of training dictionary to use for finding breakups - that is what are appropriate component words


## Alternative Reductions

| String | Alternative Interpretations |
| :--- | :--- |
| americarules | america rules, am eric a rules |
| gotohell | go to hell, got oh ell |
| woodstock | woods tock, wood stock |
| hairspray | hair spray, hairs pray |
| ladiesman | ladies man, la dies man |
| Thisisit | This is it, this i sit |

## Adding New Variables to the Grammar

| $\mathbf{L}$ | Letter (used for Dictionary <br> Words and Other) |
| :---: | :--- |
| $\mathbf{D}$ | Digit |
| $\mathbf{S}$ | Symbol |
| $\mathbf{K}$ | Keyboard Pattern |
| $\mathbf{X}$ | Repeated (used for double <br> words and double patterns) |
| $\mathbf{R}$ |  |

# Deriving the grammar: single level approach 

- From the start symbol, directly get new base structures using the new variables.
$S \rightarrow \mathbf{R}_{8} \mathrm{D}_{3}$
$S \rightarrow \mathrm{~L}_{8} \mathrm{D}_{2}$
$S \rightarrow \mathrm{X}_{8} \mathrm{~S}_{1}$
$S \rightarrow \mathbf{R}_{8} \mathrm{D}_{3} \rightarrow$ boatboatD ${ }_{3} \rightarrow$ boatboat123
$S \rightarrow \mathbf{L}_{8} \mathbf{D}_{2} \rightarrow$ passwordD ${ }_{2} \rightarrow$ password11
$S \rightarrow \mathrm{X}_{8} \mathrm{~S}_{1} \rightarrow$ johnmary ${ }_{1} \rightarrow$ johnmary\#


## Deriving the grammar: two level approach

- From the start symbol, derive an A structure, then get the new base structures using the new variables

| $S \rightarrow \mathbf{A}_{8} \mathbf{D}_{3}$ | $\mathbf{A}_{8} \rightarrow \mathbf{R}_{8}$ |
| :--- | :--- |
| $S \rightarrow \mathbf{A}_{8} \mathbf{D}_{2}$ | $\mathbf{A}_{8} \rightarrow \mathbf{L}_{8}$ |
| $S \rightarrow \mathbf{A}_{8} \mathbf{S}_{1}$ | $\mathbf{A}_{8} \rightarrow \mathbf{X}_{8}$ |

$S \rightarrow \mathrm{~A}_{8} \mathrm{D}_{3} \rightarrow \mathrm{R}_{8} \mathrm{D}_{3} \rightarrow$ boatboatD ${ }_{3} \rightarrow$ boatboat123
$S \rightarrow \mathrm{~A}_{8} \mathrm{D}_{2} \rightarrow \mathrm{~L}_{8} \mathrm{D}_{2} \rightarrow$ passwordD ${ }_{2} \rightarrow$ password11
$S \rightarrow \mathrm{~A}_{8} \mathrm{~S}_{1} \rightarrow \mathrm{X}_{8} \mathrm{~S}_{1} \rightarrow$ johnmary $\mathrm{S}_{1} \rightarrow$ johnmary $\#$

## Effect of the Choices

- The probabilities in the two approaches would not be the same
- The training is different: The two level approach gives many more base structures which can be good but in some pathological cases is a real problem
- We have basically implemented the two level approach but not in an obvious was and the resulting files look as before but with the new variables
- Pathological example:
aa1aa2aa3aa4aa5aa6aa7aa8aa9


## Creating "Ground Truth" for multiwords

| Breakdown | Agreement | Comments |
| :--- | :--- | :--- |
| pr.inc | Not a multiword | Shortened "prince"? |
| i.love.you | Best breakdown | let.me.in |
| let.mein | Not best breakdown | name |
| a.ms | Not a multiword | Hindi name |
| em.in.em | Not a multiword | Sports brand |
| sair.ram | Not a multiword | Spanish word |
| a.did.as | Not a multiword | Hot a multiword |
| parol.a |  |  |
| mo.mph.ali |  |  |

## Modifications to cracking system: R Structures

- Handling the new R structure
- Similar to L structures, these are derived from a dictionary
- Essentially, when we read in the dictionary, we create a double word dictionary with the same probabilities as the single word dictionary
- Substituting for an R - structure thus is done using a container that has all double words of the specific length and probability class.
- Note that the probability of a base structure with the R structure is learned as before and that both double word and double pattern are treated the same way


# Modifications to cracking system: X Structures 

- Handling the new $X$ structure
- Multiwords
- Similar to Keyboards, Digits and Symbols
- Find multiwords by length: $X_{n}$
- Assign probabilities to the various multiwords found
- For multiwords, we do not do smoothing at this time





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## Attack Dictionaries

- There are many different ways that the term "dictionary" has been used in password cracking so it is important to be sure how it is used in any specific context.
- It could be the set of guesses themselves
- It could be as source of passwords as well as a base for applying mangling rules
- It could be as a language based collection of words
- It could be a as some other collection of items
- Our use is as a source of replacements for our alpha strings and the entries are generally words in a language


## Multiple Dictionaries in PPC

- Probabilities can be assigned to dictionaries. These are actually indicated as relative weights for the dictionaries in the command line.
- Suppose a dictionary has $\left|\mathrm{L}_{\mathrm{i}}\right|=n_{i}$ words of length $i$. Then the probability of each $L_{i}$ word is $1 / n_{i}$. Note that if the fewer the number of words, the greater is the probability of each word.
- When using multiple dictionaries the weights of words of structures $L_{i}$ that occur in multiple dictionaries increases by a complex formula based on the dictionary weights and the word weights.
- Essentially, we divide the set of words of length $i$ into a number of classes (the same as the number of dictionaries) with each class having elements of the same probability. The total probability of all words of length $i$ is 1 .
- This can be viewed generating a set of containers for each for each $L$ structure.


## Comparing Attack Dictionaries

- Attack dictionaries have been traditionally created in a very ad-hoc manner
- Important wordlists of previously broken passwords (golden dictionary) may be added
- Different sized dictionary of words in different languages can be used, etc.
- Is there any way to measure the effectiveness of a particular dictionary?


# How to measure effectiveness? 

- How can we measure the effectiveness of a dictionary of words $W$ ? Let the words be $\left\{w_{1} \ldots w_{n}\right\}$.
- We developed the notion of coverage and precision with respect to a reference set of passwords R
- A word is found in $R$, with $\mathrm{I}(\mathrm{w}, \mathrm{R})=1$, if w is found in some L structure of a password in $R$ else $\mathrm{I}(\mathrm{w}, \mathrm{R})=0$.
- The count $C(w, p)$ of a password that has $k A$-structures and $c$ instances of $w$ is $c / k$
- Let $R_{L}$ be the subset of $R$ that have a least $1 A$-structure


## Coverage and Precision Definitions

$$
\begin{aligned}
& C(W, R)=\frac{1}{\left|R_{L}\right|} \sum_{i=1}^{n} C\left(w_{i}, R\right) \\
& P(W, R)=\frac{1}{|W|} \sum_{i=1}^{n} I\left(w_{i}, R\right)
\end{aligned}
$$

## Coverage, Precision and Perfect Dictionary

- Coverage measures how useful the words in the dictionary are for cracking the passwords in the reference set.
- For an ideal coverage of 1 , every word in an Astructure of the reference set R would be a word in the target dictionary.
- We define a perfect dictionary $\left(\mathrm{D}_{\mathrm{R}}\right)$ as a dictionary that has exactly those words found in R. Note that the perfect dictionary has both coverage and precision equal to 1.


## Passwords sets in the Experiments

- Combined-training: ½ million Rockyou, 31 K MySpace, 5 K Hotmail
- Combined-test: same numbers as combinedtraining but excludes any passwords chosen for combined-training.
- Yahoo-test: 143 K from Yahoo set.
- Rockyou-test: 143 K from Rockyou set (different passwords from before)


## Base Dictionaries in the

## Experiments

- Dic0294: Often used in password cracking. Note that digits and special symbols have been removed from the original Dic0294. Size 728K.
- JtR_eng Dict: Created a similar sized dictionary from JtR wordlist collection. Size 728K.
- Rockyou Dict: Created a similar sized dictionary from 2.5 million Rockyou set by eliminating duplicates when stripping out the words in the Astructures. Size 728K.


# Dictionaries with reference set Combined-test. Calculating Coverage and Precision 

| DICTIONARY | SIZE | COVERAGE |  | PRECISION |
| :--- | :--- | :--- | :--- | :--- |
| Rockyou dict | 728,376 | 0.74 | 0.11 |  |
| dic0294 |  |  |  |  |
| Jtr_En dict | 728,216 | 0.55 | 0.06 |  |

## Cracking Yahoo-test



## Improving Dictionaries

- Goal: systematically improve a given dictionary
- Start with baseline dic0294 - improve Coverage and or Precision
- First explored improving coverage while keeping Precision fixed
- Then explored improving precision while keeping coverage fixed


## Improving Coverage wrt Reference Combined-test

- Let $D$ be baseline dic0294 with ( $C, P$ ) $=(0.55$, 0.06 ). Let ct be the reference set combined-test. Let $D_{c t}$ be the perfect dictionary for the reference set.
- Add $n_{r}$ words from $\mathrm{D}_{\mathrm{ct}}$ (in highest coverage order) to D . In order to maintain precision P also add $n_{n}$ words not in $\mathrm{D}_{\mathrm{ct}}$ to D .
- Created dic0294_c70 and dic0294_c90 ( $\mathrm{P}=0.06$ )
- Can you figure out precisely how and how many words to add?


## Improving Precision wrt Reference Combined-test

- Let D be baseline dic0294 with ( $\mathrm{C}, \mathrm{P}$ ) $=(0.55,0.06)$. Let ct be the reference set combined-test. Let $D_{c t}$ be the perfect dictionary for the reference set.
- We removed words not in ct from the dictionary D to increase precision. Sizes of the dictionaries decreased to 450K and 225K.
- Created dic0294_p10 and dic0294_p20 (C= 0.55)
- Can you increase both precision and coverage?


## coverage and precision of improved dictionaries with respect to target sets

|  | YAHOO-TEST |  | ROCKYOU-TEST |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
|  | COVERAGE | PRECISION | COVERAGE | PRECISION |
| dic0294 | 0.57 | 0.037 | 0.54 | 0.03 |
| dic0294_c70 | 0.71 | 0.028 | 0.69 | 0.02 |
| dic0294_c90 | 0.9 | 0.025 | 0.89 | 0.02 |
| dic0294_p10 | 0.53 | 0.051 | 0.52 | 0.04 |
| dic0294_p20 | 0.50 | 0.087 | 0.5 | 0.075 |

## Actual cracking with improved coverage

Fig. A


Fig A.
Target is
Yahoo-test

Fig. B


Fig B.
Target is
Rockyou-test

## Actual cracking with improved precision



Fig A.
Target is Yahoo-test

Fig. B


Fig B.
Target is Rockyou-test

## Dictionaries Summary

- Improving coverage and precision can be done
- Reference set idea seems good and may accurately reflect estimates of the utility of various dictionaries on target sets.
- Coverage seems more important than precision
- We were able to improve the cracking substantially by improving the dictionary.


## Extensions

- Modeling Differences between Passwords
- Keyboard Combinations
- Better Identification of Alpha Strings
- Developing Better Attack Dictionaries
- LeetSpeak


## Transformation of Words - LeetSpeak

| Dictionary Word | Transformed Word |
| :--- | :--- |
| password | p@ssword |
| password | passwOrd |
| fool | FOol |
| will | w1ll |
| facebook | faceb00k |

## How common are such replacements

| Length | \#non-leet | \#leet | probability of LeetSpeak |
| :--- | :--- | :--- | :--- |
| 4 | 1520 | 1 | 0.0006574621959237344 |
| 5 | 30657 | 40 | 0.0013030589308401473 |
| 6 | 129172 | 482 | 0.003717586807965817 |
| 7 | 89089 | 399 | 0.004458698372966208 |
| 8 | 79261 | 261 | 0.003282110610900128 |
| 9 | 44927 | 88 | 0.0019549039209152503 |
| 10 | 28317 | 35 | 0.0012344808126410836 |
| 11 | 14775 | 1 | $6.76773145641581 \mathrm{e}-05$ |
| 12 | 8869 | 1 | 0.00011273957158962796 |
| 14 | 3301 | 1 | 0.0003028467595396729 |
| 16 | 1288 | 1 | 0.0007757951900698216 |

## Defining replacement structure

| Dictionary Word | Potential Replacement <br> Structure |
| :--- | :--- |
| password | asso |
| leet | ee |
| sail | ail |
| bail | ail |
| fail | ail |
| randy | a |
| mars | as |

## Specific Replacements

| Potential <br> Replacement <br> Structure | Specific <br> Replacement <br> Structure | Probability |
| :--- | :--- | :--- |
| asso | SaNsNsSo | 0.2156 |
| asso | NaNsNsSo | 0.7647 |
| asso | NaSsSsSo | 0.0196 |

## Some Issues

- Multiple replacements for the same character
- I and L can both be replaced by a " 1 "
- Is the password "111" a DDD or a EEE?
- ILL may also be in the dictionary
- Whole word replacements or partial
- Smoothing


## Results using all the techniques



## Summary

- We have added many enhancements to make our approach much more effective and useful
- In particular, we have developed systematic approaches for keyboard combinations and identification of alpha strings
- We have defined a new approaches to modeling differences and targeted attacks
- We have explored the use of training dictionaries and attack dictionaries


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## Thanks! Questions/Comments?



