



\_NSAKEY PRESENTS

# HASHCAT

GPU PASSWORD CRACKING FOR MAXIMUM WIN

NOW IN TECHNICOLOR

This presentation has been  
modified from  
its original version.  
It has been modified to  
fit your screen.

# TRIGGER WARNING

THIS TALK IS DESIGNED TO OFFEND THE FOLLOWING GROUPS:

PEOPLE WHO USE WEAK PASSWORDS  
USERS OF WEAK HASHING ALGORITHMS  
AMD GPU FANBOYS  
BITCOIN COLLECTORS  
JOHN USERS & DEVELOPERS

YOU HAVE BEEN WARNED.

# A Little About Me

- hashcat beta tester
- Tor relay and bridge operator
- ANSI art enthusiast
- "not affiliated with the USA's NSA"
  - HardenedBSD.org Donor's page
- "I think you're a Kremlin Troll."
  - John "20committee" Schindler

# Quick Summary

- Basics of why and how
- Summary and benchmarks of attack types
- Lots of charts
- Analysis
- Q&A
- But first...

# Top 10 Commonly Used Passes

#	battlefield	lizardsquad	2011	2012	2013	2014
0	123456	123456	password	password	123456	123456
1	password	lol123	123456	123456	password	password
2	qwerty	123456789	12345678	12345678	12345678	12345
3	123456789	12345	qwerty	abc123	qwerty	12345678
4	starwars	test123	abc123	qwerty	abc123	qwerty
5	killer	password123	monkey	monkey	123456789	123456789
6	12345678	password1	1234567	letmein	111111	1234
7	dragon	123123	letmein	dragon	1234567	baseball
8	battlefield	abc123	trustno1	111111	i loveyou	dragon
9	123123	qwerty	dragon	baseball	adobe123	football

\* Lizard Stresser stored all its passes in plaintext.

# Why Would Anyone Crack Passwords?

- Let's start with good reasons
  - Security research (Whether internal or external)
  - Raising awareness (See Nate Anderson's "How I became a password cracker")
  - Password recovery
    - Hello, law enforcement

# Why Would Anyone Crack Passwords? (cont.)

- Now for the bad reasons:
  - Account hijacking
  - Accessing protected wifi
  - rming script kiddies
    - Ok, there's nothing actually wrong with this reason.

# What Is A Password Hash?

- A hash is a one way function
- In this context, it's used to store passwords
- If the database gets stolen, user passes are not stored in plaintext
- Hashing buys your users time to change their passwords in case of a breach, so pick your algorithms well

# Basics of Hashing Algorithms

- Unsalted = OK in 1977, not OK now
- Salting thwarts rainbow tables, which were all the rage in 1998
  - Rainbow tables = Pre-calculate hashes, store the results
- Tunable iteration count = You can keep up with Moore's Law
- tl;dr: bcrypt/scrypt/crypt(3) or quit your day job
- Examples of hashes on the next slide

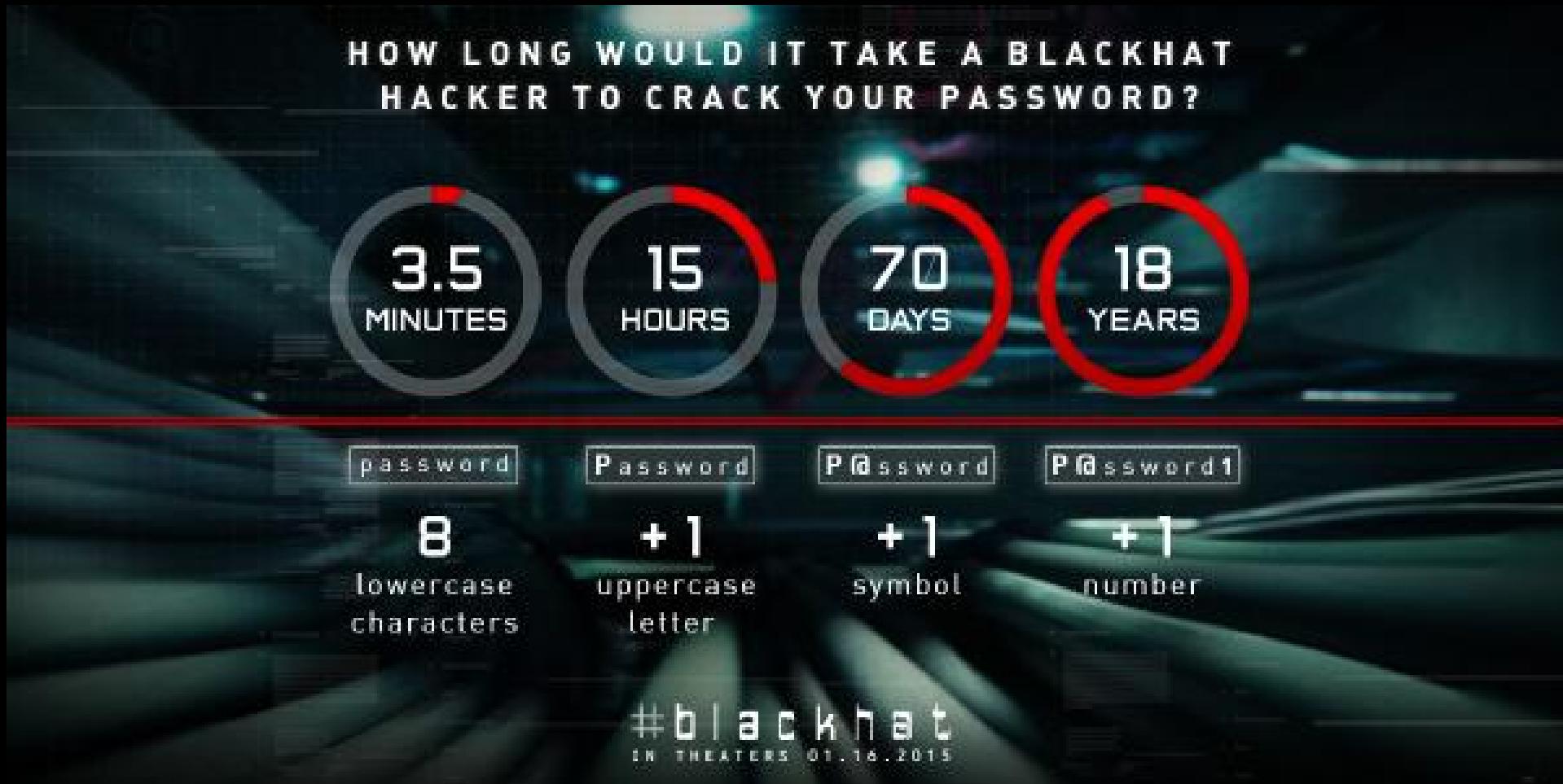
# Examples of Hashes

- MD5: `5f4dcc3b5aa765d61d8327deb882cf99`
- Salted SHA1:  
`f0f0a169b6e32e99f4c6442754c91ad051757d85:629875d55`
- bcrypt:  
`$2a$08$qtju4ih10264d9pUa15Ct.aicv4oGW6o/.ZT0SXpSHUEMUEjh.qCK`
- All of these are hashes for "password"

# What Is Hashcat?

- hashcat is an offline password cracker that uses CPUs
- oclHashcat and cudaHashcat are the GPU (video card) versions for AMD and NVIDIA cards
- Supports over 140 different algorithms (With more being added all the time)
- Supports up to 128 GPUs
- This talk will focus on GPU-enabled password cracking, despite the title

# Why Use GPUs?



# Hardware Considerations

- unix-ninja does a great job of summarizing the hardware side of things
  - [http://www.unix-ninja.com/p/Building\\_a\\_Cracking\\_Rig\\_for\\_Hashcat/](http://www.unix-ninja.com/p/Building_a_Cracking_Rig_for_Hashcat/)
- The body of knowledge for hardware could take up a speaking slot in itself, but I'll dispense some GPU wisdom
  - A current example is Evil\_Mog's recent DerbyCon talk:  
<https://www.youtube.com/watch?v=1MiY44KS-y4>

# Hardware Considerations (cont.)



PASS



FAIL

- Only use reference design cards
- If buying new: NVIDIA > AMD
  - NVIDIA closed the performance gap and uses 1/2 the power of AMD's cards
- ... But more beta testers have AMD cards

# Hardware Considerations (cont.)



The Bitcoin mining rig conversion strategy I'm about to lay out might get me stabbed, but YOLO

# The Dagmar Challenge

- In the late 90s, Dagmar's cracking experiments lead to him cracking 87% of the hashes from his employer in an hour under the following conditions:
  - DES hashes
  - Sub-500MHz AMD processor
  - JtR with CPU-specific optimizations
    - Rough speed was ~10 KH/s
  - Dictionary attacks only
    - He had dictionaries for multiple languages

# Testing Conventions

- Debian Wheezy with the nvidia.com driver
- NVIDIA GTX 650 Ti BOOST (Benched at 1739 MH/s; real world is between 230-400 MH/s)
- MD5s from Battlefield Heroes Beta (550k users).csv
- Stock rulesets and mask files
  - Unless otherwise noted

# Testing Conventions (cont.)

- `rockyou.txt` (134MB, 14,344,391 words)
  - Also ordered by popularity
- `crackstation-human-only.txt` (684MB, 63,941,069 words)
- `holywow.txt` (3.1GB, 311,087,678 words)
- `holywow2.txt` (859MB, 81,286,807 words)

# Attack Types

- Dictionary
- Combinator
- Rules
- Mask

# Dictionary

- Works best with passes from previous breaches
- Still, it's REALLY inefficient
- Also useful for validating finds
- `rockyou.txt` recovers 28.25% in 12 seconds
- `crackstation-human-only` recovers 35.79% in 19 seconds

## Dictionary (cont.)

- Clearly humanity has made progress in choosing passwords since the late 90s
  - Not many people use "love," "sex," "secret," or "god" these days
- ...But password cracking has made even bigger gains in terms of speed
- We can get 87%, it just takes planning and GPU cycles

# Combinator

- Tries every combo of words between 2 dictionaries
- Can do 3 dictionaries using hashcat-utils, which is the archnemesis of DiceWare
  - This is a solid DiceWare intro:  
<https://www.youtube.com/watch?v=t7a56mC8E6k>
- Can also apply rules to either or both dictionaries
  - Use combinator.rule to get passes-like-this

# Why Combinator Didn't Get Tested

- `rockyou.txt x 2` would take ~5 days
- `rockyou.txt + crackstation-human-only.txt` = ~22 days
- `crackstation-human-only.txt x 2` = ~87 days

# Rule-based attacks

- Mangles words into different words
- Can use multiple rulesets at once
  - They are executed together, not in order
- Compatible with John the Ripper and PasswordsPro
- Examples:
  - ":" tries "password" without modification
  - "c" turns "password" into "Password"
  - "c sa@" turns "password" into "P@ssword"
  - "c sa@ \$1" turns "password" into "P@ssword1"

# Benchmark Explainer

- The next few slides (And some others later on) have tables of benchmark results
- The dictionary specified in the title of each slide was used in combination with the rulesets in the "Name" column
- Sometimes a smaller ruleset will find more passes than a bigger ruleset with more computationally complex rules
- A real attacker wouldn't crack like this

# rockyou.txt + rule sets (1/3)

Name	#Rules	Crack%	Speed	Time
dive	123289	74.16%	239.8 MH/s	1 hour, 54 mins
generated	14729	69.90%	325.9 MH/s	12 mins, 26 secs
rockyou-30000	30000	69.72%	331.9 MH/s	21 mins, 13 secs
d3ad0ne	35404	68.77%	322.4 MH/s	25 mins, 54 secs
generated2	65536	64.16%	260.5 MH/s	54 mins, 52 secs
TOXICv1	12000	63.80%	390.6 MH/s	7 mins, 38 secs
InsidePro-Has...@	6497	61.42%	409.8 MH/s	4 mins, 37 secs
best64	78	59.07%	171.6 MH/s	10 secs

# rockyou.txt + rule sets (2/3)

Name	#Rules	Crack%	Speed	Time
InsidePro-Pas...❸	3141	57.52%	336.0 MH/s	2 mins, 27 secs
TOXIC	4086	54.45%	363.6 MH/s	3 mins, 5 secs
specific	176	42.95%	236.6 MH/s	23 secs
TOXIC-insert_...❹	4016	37.80%	405.5 MH/s	3 mins, 9 secs
combinator	40	33.04%	267.2 MH/s	2 secs
toggles5	4943	30.16%	361.8 MH/s	3 mins, 30 secs
toggles4	1940	30.10%	388.9 MH/s	1 min, 28 secs
toggles3	575	30.04%	341.7 MH/s	34 secs

❸ InsidePro-PasswordsPro

❹ TOXIC\_insert\_00-99\_1950-2050\_toprules\_0\_F

# rockyou.txt + rule sets (3/3)

Name	#Rules	Crack%	Speed	Time
toggles2	120	29.97%	243.8 MH/s	17 secs
toggles1	15	29.75%	60625.7 kH/s	13 secs
Incisive-leet...♦	15487	29.71%	76216.4 kH/s	49 mins, 1 sec
Ninja-leetspeak	2047	29.65%	82231 kH/s	5 mins, 58 secs
leetspeak	17	29.34%	260.5 MH/s	13 secs
TOXIC-insert_...♦	1601	29.28%	346.7 MH/s	1 min, 29 secs
TOXIC-insert_...♦	480	28.53%	381.5 MH/s	30 secs
oscommerce.rule	256	6.56%	354.1 MH/s	10 secs

- ♦ Incisive-leetspeak
- ♦ TOXIC-insert\_top\_100\_passwords\_1\_G
- ♠ TOXIC\_insert\_space\_and\_special\_0\_F

# crackstation-human-only + rule sets (1/3)

Name	#Rules	Crack%	Speed	Time
dive	123289	79.42%	125.5 MH/s	9 hours, 5 mins
rockyou-30000	30000	75.79%	322.2 MH/s	1 hour 38 mins
generated2	65536	75.40%	309.7 MH/s	4 hours, 14 mins
d3ad0ne	35404	74.73%	280.8 MH/s	1 hour, 55 mins
TOXIC01	12000	70.81%	377.6 MH/s	32 mins, 47 secs
generated	14729	70.19%	278.1 MH/s	53 mins, 59 secs
InsidePro-Has...≡	6497	68.85%	351.2 MH/s	18 mins, 50 secs
InsidePro-Pas...¶	3141	65.96%	336.0 MH/s	9 mins, 58 secs

≡ InsidePro-HashManager

¶ InsidePro-PasswordsPro

# crackstation-human-only + rule sets (2/3)

Name	#Rules	Crack%	Speed	Time
TOXIC	4086	62.24%	342.5 MH/s	13 mins, 2 secs
best64	78	52.74%	138.7 MH/s	42 secs
specific	176	50.38%	256.0 MH/s	50 secs
TOXIC-insert_...*	4016	45.44%	337.3 MH/s	11 mins, 54 secs
combinator	40	40.51%	270.1 MH/s	10 secs
Incisive-leekspeak	15487	37.48%	278.1 MH/s	4 hours, 23 mins
Ninja-leetspeak	2047	37.42%	77591.7 kH/s	31 mins, 10 secs
toggles5	4943	37.41%	372.0 MH/s	14 mins, 10 secs

\* TOXIC-insert\_00-99\_1950-2050\_toprules\_0\_F

⊕ toggles5 cracks 11 more hashes than toggles4

# crackstation-human-only + rule sets (3/3)

Name	#Rules	Crack%	Speed	Time
toggles4	1940	37.41%	380.6 MH/s	5 mins, 31 secs
toggles3	575	37.39%	357.8 MH/s	1 min, 48 secs
toggles2	120	37.34%	224.8 MH/s	36 secs
toggles1	15	37.14%	50393.4 kH/s	21 secs
leetspeak	17	37.05%	49795.6 kH/s	24 secs
TOXIC-insert_...❶	480	37.12%	301.7 MH/s	5 mins, 35 secs
TOXIC-insert_...❷	1601	36.08%	361.1 MH/s	1 mins, 27 secs
oscommerce	256	8.68%	427.7 MH/s	40 secs

- ⌚ TOXIC-insert\_top\_100\_passwords\_1\_G
- ♥ TOXIC-insert\_space\_and\_special\_0\_F

# Ruleset Post-Mortem

- 'sort -u | wc -l' all the things!
- `rockyou.txt + rules` = 76.86%
- `crackstation-human-only.txt + rules` = 81.74%
- Combined founds from both = 81.82%
  - To find more, we must get creative...

# Mask Attack

- Targeted brute forcing
- We know how humans create passes due to breaches
- ?u?s?1?1?1?1?1?d will crack "P@ssword1"
- Can create up to 4 custom character sets

# Mask Attack Syntax

- ?u = uppercase (A to Z)
- ?l = lowercase (a to z)
- ?d digits (0 to 9)
- ?s = symbols (^~!@#\$%^&\*()\_-+=+{[]}|\\:;-'<,>.?)
- ?a = all of the above
- ?b = binary (0x00 to 0xff)

# Mask Results

Name	#Masks	Crack%	Speed	Time
rockyou-1-60	836	52.84%	800.3 MH/s	20 mins, 25 secs
rockyou-2-1800	2968	69.59%	672.8 MH/s	5 hours, 40 mins
rockyou-3-3600	3971	73.90%	817.9 MH/s	14 hours, 38 mins

All totals are cumulative

73.90% = easy passes found

This + other founds = 87.73%

Challenge = met, we can move on. But first...

Intermission

# Ok, now what?

- Both `holywows` were fed to `PACK`
  - `https://thesprawl.org/projects/pack/`
- `rulesgen.py` made a 50GB and 15GB file
- Sorting left me with 48GB and 12GB of rules ordered by popularity
  - `sort | uniq -c | sort -rnk1 | head -nXXXX | awk '{print $2}' > holywow-[$RULESET].rule`
  - This still only brought the total found to 88.31%
- Ready for more ANSI spreadsheets?
  - Of course you are

# rockyou vs holywow

Name	#Rules	Crack%	v1 %	v2 %
dive	123289	74.16%	74.12%	74.43%
generated	14729	69.90%	66.40%	67.30%
rockyou-30000	30000	69.72%	69.00%	69.75%
d3ad0ne	35404	68.77%	69.61%	70.30%
generated2	65536	64.16%	69.90%	72.29%
TOX1Cv1	12000	63.80%	66.04%	66.60%
InsidePro-HashManager	6497	61.42%	63.75%	64.37%
best64	78	59.07%	43.35%	43.96%
InsidePro-PasswordsPro	3141	57.52%	61.16%	61.57%

# crackstation-human-only vs holywow

Name	#Rules	Crack%	v1 %	v2 %
dive	123289	79.42%	79.46%	79.71%
rockyou-30000	30000	75.79%	75.16%	75.67%
generated2	65536	75.40%	77.56%	77.64%
d3ad0ne	35404	74.73%	75.65%	76.15%
T0X1Cv1	12000	70.81%	72.48%	73.03%
generated	14729	70.19%	73.00%	73.64%
InsidePro-HashManager	6497	68.85%	70.78%	71.12%
InsidePro-PasswordsPro	3141	68.96%	68.56%	68.68%
T0X1C	4086	62.24%	69.33%	69.57%

Ph'nglui mnlw'nafh  
Cthulhu R'lyeh wgah'na g  
fhtagn

- Any mask with over 100k matches was included
- Both holywows contained large (20+ char) masks
- 21 char lowercase would take ~21 trillion years
  - That's over 518 undecillion combos
- 33.317 2Hz/s to try every combo in 6 months

# Faked Mask Benchmarks

Name	#Masks	Crack%	Speed	Time
rockyou-1-60	836	52.83%	800.3 MH/s	20 mins, 25 secs
rockyou-2-1800	2968	69.59%	672.8 MH/s	6 hours, 40 mins
rockyou-3-3600	3971	73.90%	817.9 MH/s	14 hours, 38 mins
holywowv1	354	96.08%	n/a	n/a
holywowv2	88	90.15%	n/a	n/a

How I cheated:

```
awk -F, '{print $1}' holywow-100k.masks >  
holywow.1
```

```
grep -f holywow.1 battlefield.masks | awk -F,  
'{ sum+=$2} END {print sum}'
```

# What Would A Real Attacker Do Next?

- Put founds in a dictionary, run attacks
- Dictionaries for alternate languages
- Keyboard walks (e.g. asdf, qwerty)
- Make a dictionary using WordHound
- Tmesis (Inserts words into other words)

123456asdf

a123456sdf

as123456df

asd123456f

asdf123456

# What's Left?

- PACK analysis
- Credits
- Q/A?

# Length (PACK)

8: 29%	(122967)	12: 03%	(15483)	18: 00%	(195)	2: 00%	(4)
9: 16%	(66769)	13: 01%	(7063)	19: 00%	(96)	1: 00%	(2)
6: 15%	(65844)	14: 00%	(4000)	20: 00%	(75)	21: 00%	(2)
7: 13%	(57553)	15: 00%	(2094)	5: 00%	(9)	22: 00%	(2)
10: 11%	(48658)	16: 00%	(1090)	3: 00%	(15)	23: 00%	(2)
11: 05%	(24425)	17: 00%	(332)	4: 00%	(8)	24: 00%	(1)
						26: 00%	(1)

# Character Sets Used (PACK)

loweralphanum:	53%	(222821)
loweralpha:	24%	(103004)
numeric:	08%	(35684)
mixedalphanum:	07%	(32957)
mixedalpha:	01%	(7484)
loweralphaspecialnum:	01%	(4576)
upperalphanum:	00%	(3384)
all:	00%	(2207)
loweralphaspecial:	00%	(1935)
upperalpha:	00%	(1437)
mixedalphaspecial:	00%	(580)
specialnum:	00%	(375)
upperalphaspecialnum:	00%	(174)
upperalphaspecial:	00%	(51)
special:	00%	(21)

# Password Complexity (PACK)

digit: min(0) max(24)

016091084927016091084927

lower: min(0) max(23)

overmyheadbetteroffdead

upper: min(0) max(26)

QWERTYUIOPASDFGHJKLZXCVBNM

special: min(0) max(12) \*\*\*\*\*

and . , , , , , ,

# Simple Masks (PACK)

```
stringdigit: 44x (184594)
    string: 26x (111925)
        digit: 08x (35684)
othermask: 07x (29591)
stringdigitstring: 06x (26103)
    digitstring: 03x (16377)
    digitstringdigit: 01x (6258)
stringspecialdigit: 00x (1975)
stringspecialstring: 00x (1451)
stringdigitspecial: 00x (1011)
    stringspecial: 00x (590)
```

# Advanced Masks (PACK)

?1?1?1?1?1?1?1: 05x (24525)	?1?1?1?1?1?d?d: 01x (7696)
?1?1?1?1?1?1: 05x (23361)	?1?1?1?1?1?1?d?d?d: 01x (7054)
?1?1?1?1?1?1?d?d: 04x (20352)	?1?1?1?1?1?1?1?1?d?d: 01x (6766)
?1?1?1?1?1?1?1?1: 04x (18370)	?1?1?1?1?1?1?1?1?1?d: 01x (6491)
?d?d?d?d?d?d: 03x (13988)	?1?1?1?1?1?d?d: 01x (5793)
?1?1?1?1?1?1?1?1?1: 03x (13944)	?1?1?1?1?1?1?1?d?d?d?d: 01x (5575)
?d?d?d?d?d?d?d: 02x (10729)	?1?1?1?1?1?1?d?d?d?d: 01x (5563)
?1?1?1?1?1?1?1?1?1: 02x (10346)	?1?1?1?1?1?1?1?d: 01x (5502)
?1?1?1?1?1?1?1?d?d: 02x (9202)	?1?1?1?1?1?1?1?1?1?1?1: 01x (5470)
?1?1?1?1?1?1?1?d: 02x (8846)	?d?d?d?d?d?d?d: 01x (5408)
?1?1?1?1?1?d?d?d: 01x (8008)	?1?1?1?1?1?d: 01x (5067)
?1?1?1?1?d?d?d?d: 01x (7927)	

# Protecting Yourself And Your Users

- Developers: Use password hashing algorithms like bcrypt and scrypt. Almost all of your other choices are riddled with peril
- Users: Randomly generate all passwords, store in either a password manager (If you're a mere mortal) or an encrypted text file (If you're a wizard)
  - Use good passphrases (Maybe look at Diceware) in situations when you can't avoid using a memorable pass
- Misc: LUKS containers use 4096 rounds of SHA1 by default. I changed the LUKS header on my containers to use 9001 rounds of SHA256

# What I Covered Today

- Basics of hashing algorithms
- Beginner level hashcat info
- Lots of benchmarking
- Tasteful chiptune intermezzo
- Even more benchmarking
- Analysis of the test hash dump
- Very light amounts of Blue Teaming

# References

- <https://hashcat.net>
  - <https://hashcat.net/events/>
  - <https://hashcat.net/wiki/>
- <http://www.snipview.com/q/Names%20of%20large%20numbers>
- <http://thesprawl.org/projects/pack/>
- <https://bitbucket.org/mattinfosec/wordhound>
- <http://splashdata.com/press/PR111121.htm>
- <http://splashdata.com/press/pr121023.htm>
- <http://splashdata.com/press/worstpasswords2013.htm>
- <http://splashdata.com/press/worst-passwords-of-2014.htm>
- <https://abigisp.com/talks/hashcat/>

# Credits

Arnie Holder - chiptune enabler

atom - hashcat developer

benthemeek - Guinea Pig

Dagmar - Expectation & Scope Setter

Elonka - Slides Coach

epixoip - Hashing Historian

iphelix - PACK Author

NoFault - Number Cruncher

RangerZ - Large Numbers Consultant

Trash80 - Created "Girl From Intermission"

# Contact

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and/or world domination conspiracies to:

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The End?