



\_NSAKEY PRESENTS

# HASHCAT

GPU PASSWORD CRACKING FOR MAXIMUM WIN

NOW IN **TECHN**ICOLOR

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	iloveyou	dragon
9	123123	qwerty	dragon	baseball	adobe123	football

\* Lizard Stresser stored all its passes in plaintext.

# Why Would Anyone Crack Passes?

- 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 Passes? (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

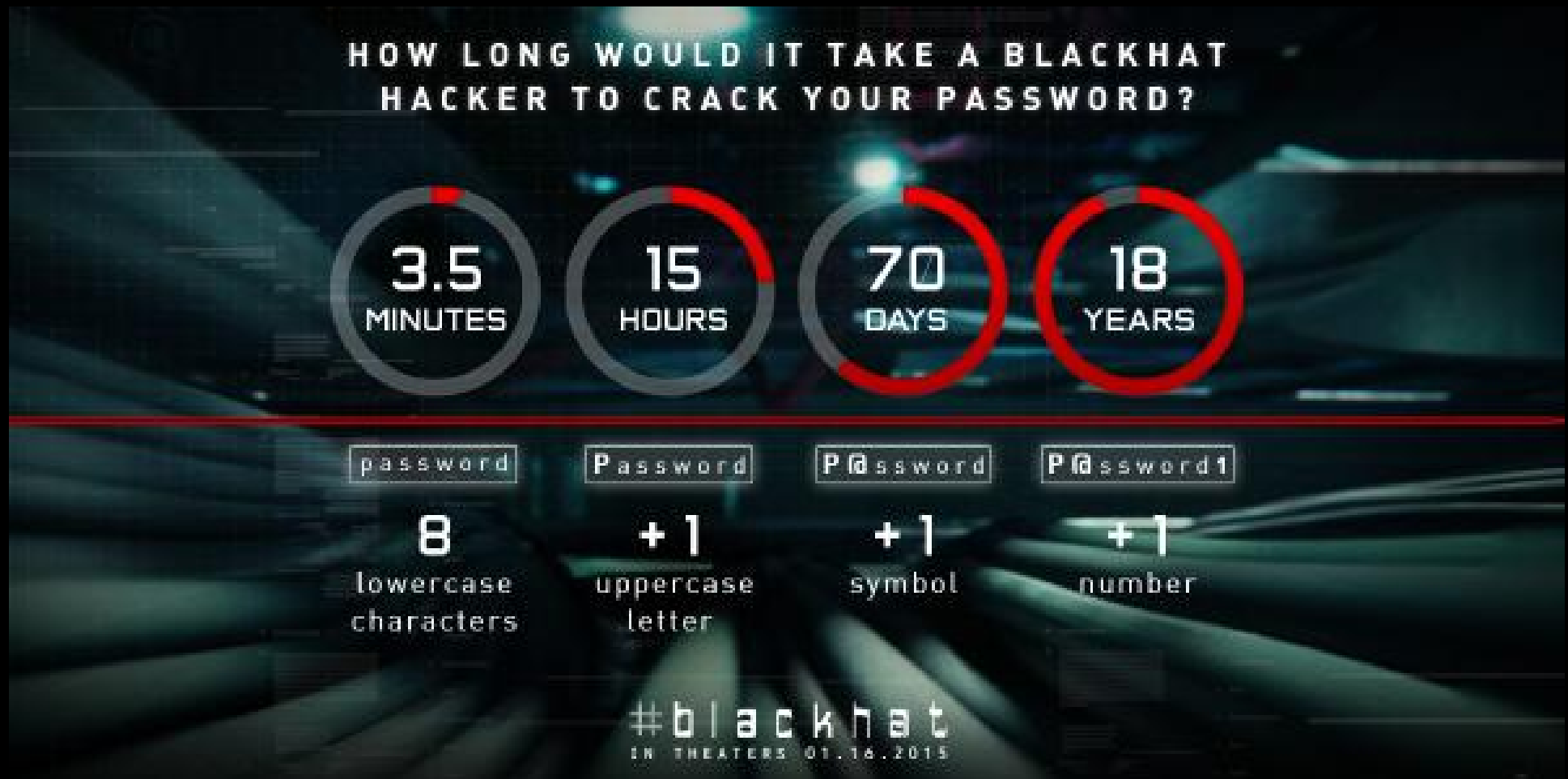
# Examples of Hashes

- MD5: 5f4dcc3b5aa765d61d8327deb882cf99
- Salted SHA1:  
f0f0a169b6e32e99f4c6442754c91ad051757  
d85:629875d55
- bcrypt:  
\$2a\$08\$qtju4ihI0264d9pUa15Ct.aicv4oGW  
6o/.ZT0SXpSHVEMUEjH.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?



This infographic has no basis in fact  
I cracked these in < 1 sec

# 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.)



- 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 (Benchd 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 founds
- 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 archnemesiis 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
T0X1Cv1	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...☹	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_...♥	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

☹ InsidePro-PasswordsPro

♥ 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
T0X1Cv1	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
T0X1C	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
T0X1C-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

\* T0X1C-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
T0X1C-insert_...@	480	37.12%	301.7 MH/s	5 mins, 35 secs
T0X1C-insert_...♥	1601	36.08%	361.1 MH/s	1 mins, 27 secs
oscommerce	256	8.68%	427.7 MH/s	40 secs

@ T0X1C-insert\_top\_100\_passwords\_1\_G

♥ T0X1C-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 finds 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 "P0ssword1"
- 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%
T0X1Cv1	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'nagl  
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 ZH/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:	44%	(184594)
string:	26%	(111925)
digit:	08%	(35684)
othermask:	07%	(29591)
stringdigitstring:	06%	(26103)
digitstring:	03%	(16377)
digitstringdigit:	01%	(6258)
stringspecialdigit:	00%	(1975)
stringspecialstring:	00%	(1451)
stringdigitsspecial:	00%	(1011)
stringspecial:	00%	(590)



# Advanced Masks (PACK)

?1?1?1?1?1?1?1?1?1:	05% (24525)	?1?1?1?1?1?1?d?d:	01% (7696)
?1?1?1?1?1?1?1:	05% (23361)	?1?1?1?1?1?1?d?d?d:	01% (7054)
?1?1?1?1?1?1?1?d?d:	04% (20352)	?1?1?1?1?1?1?1?1?1?d?d:	01% (6766)
?1?1?1?1?1?1?1?1:	04% (18370)	?1?1?1?1?1?1?1?1?1?d:	01% (6491)
?d?d?d?d?d?d:	03% (13988)	?1?1?1?1?d?d:	01% (5793)
?1?1?1?1?1?1?1?1?1?1:	03% (13944)	?1?1?1?1?1?1?1?d?d?d?d:	01% (5575)
?d?d?d?d?d?d?d?d:	02% (10729)	?1?1?1?1?1?1?d?d?d?d:	01% (5563)
?1?1?1?1?1?1?1?1?1?1?1:	02% (10346)	?1?1?1?1?1?1?1?d:	01% (5502)
?1?1?1?1?1?1?1?1?d?d:	02% (9202)	?1?1?1?1?1?1?1?1?1?1?1?1:	01% (5470)
?1?1?1?1?1?1?1?1?d:	02% (8846)	?d?d?d?d?d?d?d:	01% (5408)
?1?1?1?1?1?1?d?d?d:	01% (8008)	?1?1?1?1?1?1?d:	01% (5067)
?1?1?1?1?d?d?d?d:	01% (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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Key ID: 0xF3C1BD78

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The End?