

The image shows the Skype logo, which is a blue globe with a white 'S' on it, partially covered by a blue and white helmet. The helmet has three black vertical stripes on its top. The text "Security in Skype" is written in a sans-serif font, with "Security" in red and "in Skype" in blue.

# Security in Skype

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# The Skype Service

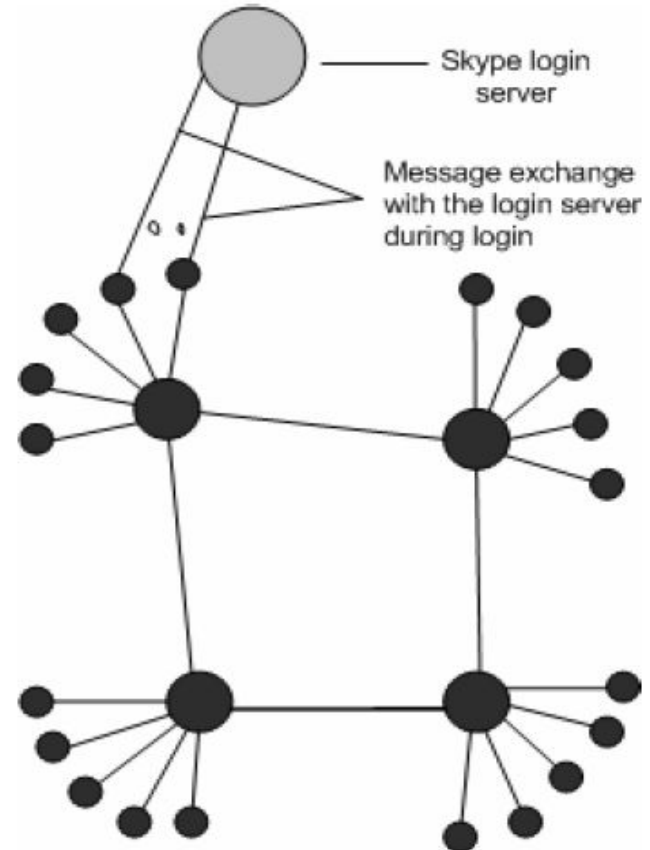
- P2P based VoIP software
- Founded by the founders of Kazaa
- Can be downloaded free at:
  - <http://www.skype.com>
- Services
  - Both paid and free services available
  - Free
    - Instant Messaging
    - Voice and Video communication (PC to PC)



A typical Skype user interface

# Skype Architecture

Hierarchical P2P architecture but involves a **central Skype authority** for registration and certification services



Skype Architecture: Normal peers, super nodes, and centralized Skype server

# Reverse Engineering of Skype

- Proprietary and closed source software
- Employs countermeasures against reverse engineering
- However, has undergone some reverse engineering attempts over a couple of years
  - Basis of understanding (part of) Skype security protocol

# Skype Security Services

- Almost everything is encrypted, including protocol message headers (except some)
- Provides:
  - Confidentiality
  - User authentication

# Security Phases

## 1) User registration

- Register username at Skype server

## 1) User login

- Get the one time public key for the user certified by Skype Server

## 1) User to User authentication

## 2) User to User communication

# User Registration [1]

1. User selects a unique **username** (over the skype domain) and a **password**
2. Sends username and SHA -1 hash of password to the Skype Login Server, encrypted with the public key of the Skype Server
3. Skype server extracts username, hash of password using its private key

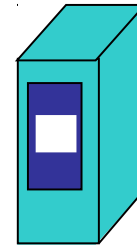
**Public Key of Skype Server known to client during Skype installation**

# User Registration [2]



Alice

1.  $K_s^+ ( \text{Username}, H(\text{pwd}) )$



Skype Server

2.  $K_s^-(K_s^+ ( \text{Username}, H(\text{pwd}) ))$   
→ Username, H(pwd)

- **Username** : unique over Skype's domain
- **$K_s^+$**  : public key for Skype Server (hard coded in Skype application)
- **H()**: SHA -1
- **H(pwd)** stored securely in the client



# Security Phases

## 1) User registration

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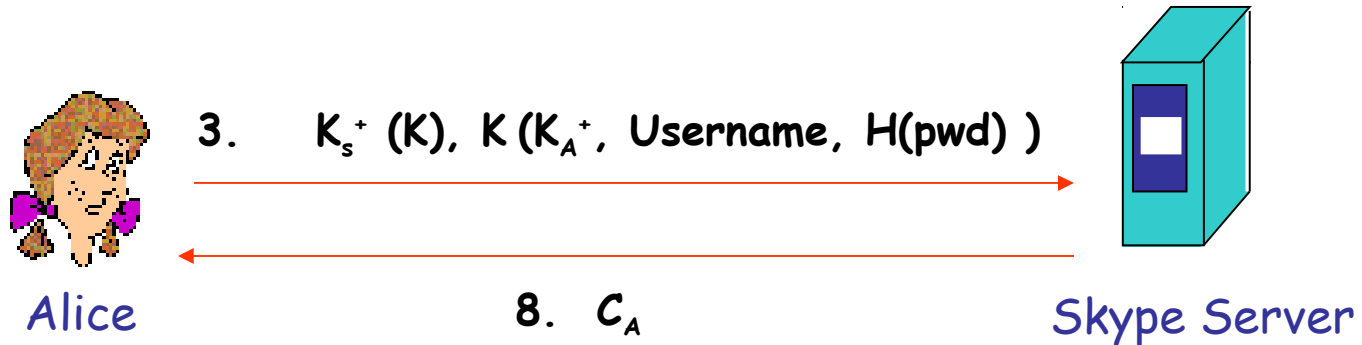
# User Login [1]

1. User (client application) generates 1024-bits public and private key pair  $(K_A^+, K_A^-)$  → One time key pair for the user for this login session
2. User generates 256-bits AES symmetric key  $(K)$
3. Encrypts  $K_A^+$ , username and SHA-1 hash of password using  $K$ .
4. Encrypts  $K$  using public key of Skype Server

# User Login [2]

5. Encrypted  $K_A^+$ , username and password hash and encrypted session key  $K$  are sent to the Skype Server
6. Login Server extracts  $K$  using its private key and decrypts username, password hash and  $K_A^+$  using  $K$ .
7. If username and password hash match, user is authenticated. Skype Server signs username and  $K_A^+$  pair to give certificate ( $C_A$ ).
8.  $C_A$  sent to user

# User Login [3]



1. Generate one-time key pair  $(K_A^+, K_A^-)$  and  $K$
2. Store  $K_A^-$  securely

4.  $K_s^-(K_s^+ (K)) \rightarrow K$
5.  $K(K(K_A^+, \text{Username}, H(\text{pwd}))) \rightarrow K_A^+, \text{Username}, H(\text{pwd})$
6. Verify Username and  $H(\text{pwd})$
7.  $K_s^-(\text{Username}, K_A^+) \rightarrow C_A$

# Security Phases

## 1) User registration

- Register username at Skype server

## 1) User login

- Get the one time public key for the user certified by Skype Server

## 1) User to User authentication

## 2) User to User communication

# User-to-User Authentication [1]

1. Users Alice (A) and Bob (B) want to authenticate and communicate to each other
2. Users get each other's certificates
  - Alice sends Bob her certificate (that she obtained from Skype Server) and vice-versa
1. Each use 8 bytes challenge-response method to authenticate each other

# User-to-User Authentication [2]



Alice

1.  $R_1$  (8 bytes)



2.  $K_B^-(R_1)$



Bob

3.  $K_B^+(K_B^-(R_1)) == R_1$

# Security Phases

- 1) User registration
  - Register username at Skype server
- 1) User login
  - Get the one time public key for the user certified by Skype Server
- 1) User to User authentication
- 2) User to User communication



# Encrypted P2P Communication [1]

1. After mutual authentication, Alice and Bob establish a 256-bits common session key  $K_s$  (AES) for encryption
2. Each side contributes 128-bits for the 256-bits long  $K_s$
3. Each side sends its contribution to the other side, encrypted with the latter's public key
4. Two 128-bits contributions combined in some way to generate the 256-bits secret session key  $K_s$

5. All traffic (voice, video and text) is encrypted

# Encrypted P2P Communication [2]

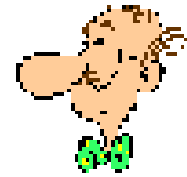


Alice

$K_B^+(K_1)$



$K_A^+(K_2)$



Bob

- $K_A^-(K_A^+(K_2)) \rightarrow K_2$
- $K_1 + K_2 \rightarrow K_s$

- $K_B^-(K_B^+(K_1)) \rightarrow K_1$
- $K_1 + K_2 \rightarrow K_s$

# Summary

- Some part of Skype security protocol has been deciphered
- Skype uses standard cryptographic techniques:
  - RSA
  - AES
  - SHA-1

# References

- 1) An Analysis of the Skype Peer-to-Peer Internet Telephony Protocol by S. A. Baset and H. Schulzrine
  - <http://www1.cs.columbia.edu/~library/TR-repository/reports/reports-2004/cucs-039-04.pdf>
- 2) Silver Needle in Skype by P. Biondi and F. Desclaux
  - [http://www.secdev.org/conf/skype\\_BHEU06.handout.pdf](http://www.secdev.org/conf/skype_BHEU06.handout.pdf)
- 3) Skype Security Evaluation by T. Berson
  - <http://www.skype.com/security/files/2005-031%20security%20evaluation.pdf>