Tell MD5 to SCRAM!

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A Brief History of PostgreSQL Password Management

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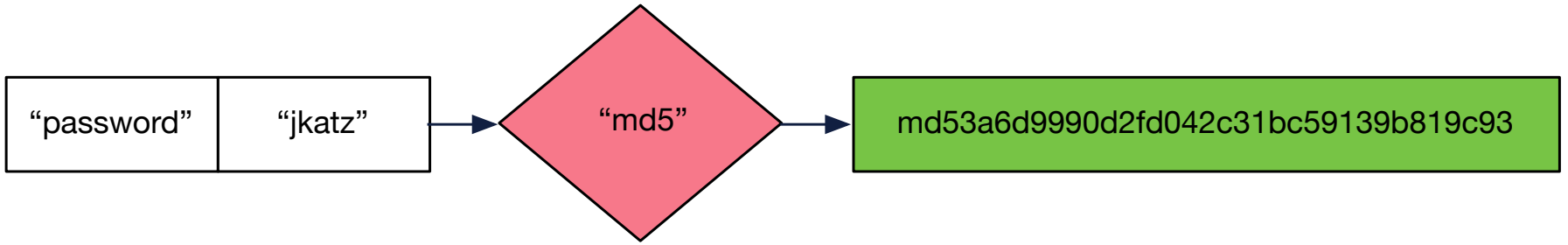
Before PostgreSQL 10: "password"

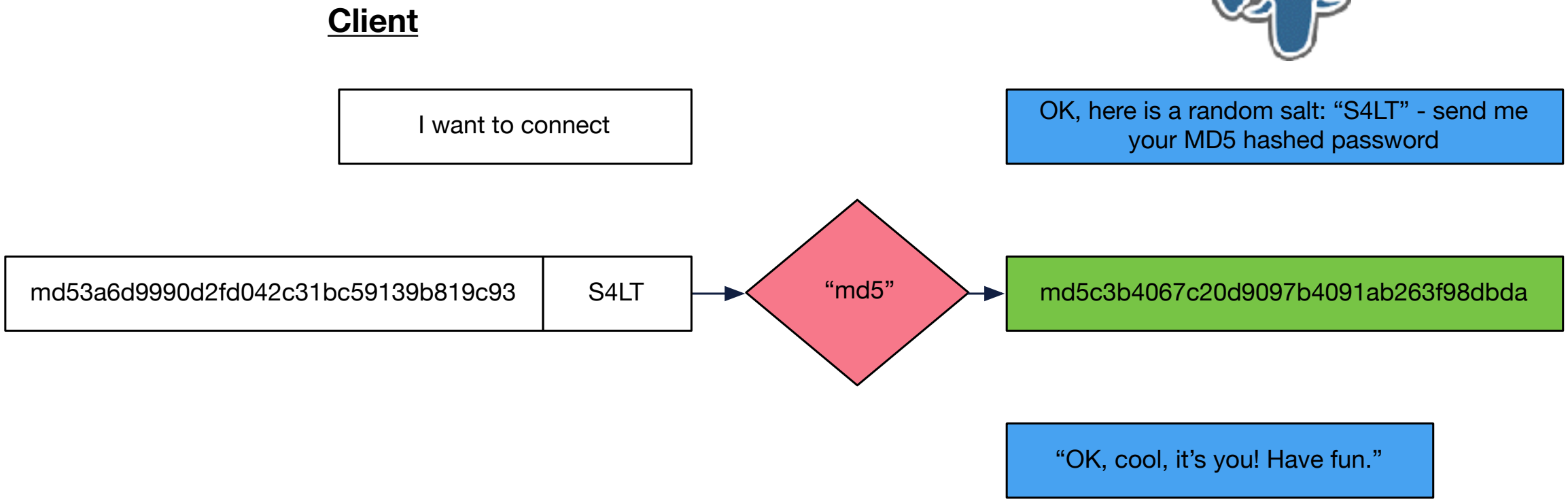
- Stored the password as plaintext in the database
- Which is fine if you:
  - Only authenticate with the password over encrypted connections
  - Trust your database superusers
  - Trust your system superusers
  - Never use your database password anywhere else. Ever.
- There were reason to use this method, e.g. your PostgreSQL connection driver did not support the MD5 method.
  - This reason is no longer valid.

Before PostgreSQL 10: MD5



- Stored the password as a salted MD5 hash, where the salt is the username
- Prepends "md5" so PostgreSQL knows that it is a MD5 stored password

Before PostgreSQL 10: MD5



- When authentication with the MD5 method, PostgreSQL sends over a random salt and asks the client to send a MD5 hash over with the md5 hashed password and the salt

MD5: Of Course It's Safe!

```
$ pg_dumpall

--
-- Roles
--

CREATE ROLE jkatz;
ALTER ROLE jkatz WITH LOGIN PASSWORD 'md53a6d9990d2fd042c31bc59139b819c93';
```

- It is provably very difficult to gain access to one's MD5 hash, even by accident.
- And even more challenging to authenticate with it.

MD5 Needs to SCRAM

SCRAM? That Seems Rude...

- "**S**alted **C**hallenge **R**esponse **A**uthentication **M**ethod"
- It's a standard! RFC5802
- Defines a method for a client and server to authenticate **without ever sharing the password**
- Also allows client + server to validate each others i

```
<DIGEST>$<ITERATIONS>:<SALT>$<STORED_KEY>:<SERVER_KEY>
```

Authentication the SCRAM Way

Client

I want to connect

OK, but you gotta **SCRAM**
SCRAM_DIGEST

OK, here is my initial response		
ch_bind	jkatz	CLIENT_NONCE

Authentication the SCRAM Way

Client

Oh yeah? Well, I'm going to send you some stuff to see if we can both come to the same conclusion about the password		
CLIENT_NONCE + SERVER_NONCE	SALT	ITERATIONS

Alright, so it looks like you append to my nonce. Cool. I'm going to generate a **PROOF** for you to validate that I know the PASSWORD.

I will take the plaintext PASSWORD that I *think* is correct, initializing with ***SALT***, and then apply HMAC using **SCRAM_DIGEST** for ***ITERATIONS*** which gives me a SALTED_PASSWORD

To finish the proof, I will derive the ***STORED_KEY***, which is the **SCRAM_DIGEST** of the HMAC of SALTED_PASSWORD with "Client Key".

I build a CLIENT_SIGNATURE which is the HMAC using STORED_KEY and information about this session

ch_bind	CLIENT_NONCE + SERVER_NONCE	CLIENT_KEY XOR CLIENT_SIGNATURE

Authentication the SCRAM Way

Client

Oh you think you're so clever?

I can compute CLIENT_SIGNATURE because I have the ***STORED_KEY*** and the session information.

I'll XOR that with the proof and get the CLIENT_KEY.

If your CLIENT_KEY is valid, its **SCRAM_DIGEST** and it will be the same as *STORED_KEY*.

So you can trust me, I'll send you a SERVER_SIGNATURE which is the HMAC with ***SERVER_KEY*** and the session information

SERVER_SIGNATURE

OK, I can create SERVER_SIGNATURE as I can derive the SERVER_KEY using a HMAC with SALTED_PASSWORD with "Server Key" and then see if I can match SERVER_SIGNATURE.

If it does, I trust that you authenticated me, and we can move forward.

Upgrading to SCRAM

- In postgresql.conf set `password_encryption` to `scram-sha-256`
- Keep `md5` as your authentication method in pg_hba.conf until all your users have re-hashed their passwords
  - ...have your users re-hash their passwords. Best way is `\password`
- Once all of your users have re-hashed their password, switch your authentication method to `scram-sha-256`

But wait there's more!

- Channel binding, introduced in PostgreSQL 11, allows SCRAM to use elements of TLS to
  - Ensure the SSL handshake is still the same when verifying identities
- Prevents man-in-the-middle attacks!

Wow, did I do that in five minutes?

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