

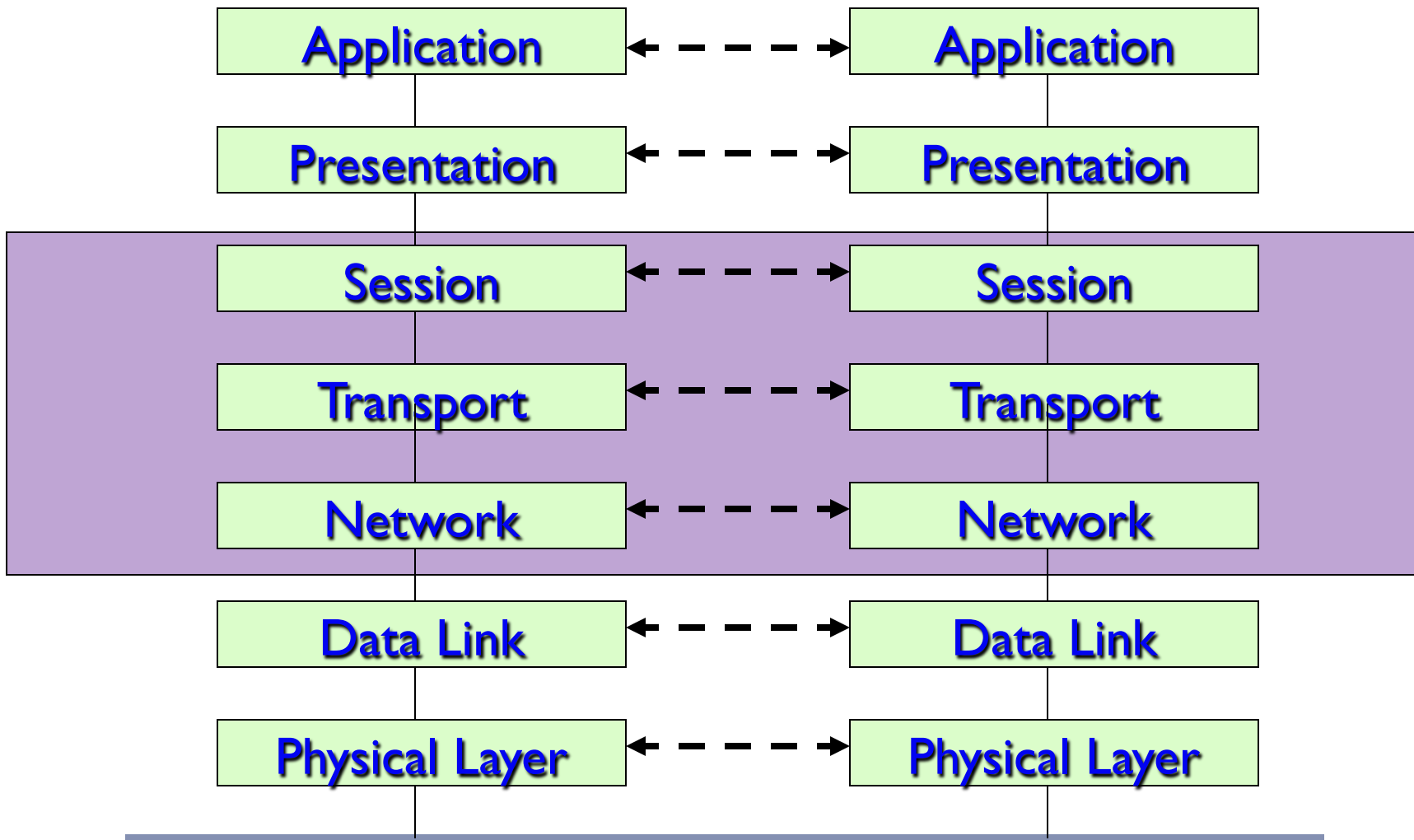
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CS355: Cryptography

Lecture 19: TLS

OSI/ISO Model



Internet Protocol - IP

- ▶ IP is the current **delivery** protocol on the Internet, between **hosts**.
- ▶ IP provides ‘best effort’, unreliable delivery of packets.
- ▶ There are two versions:
 - ▶ IPv4 is the current routing protocol on the Internet
 - ▶ IPv6, a newer version, still not totally embraced by the community



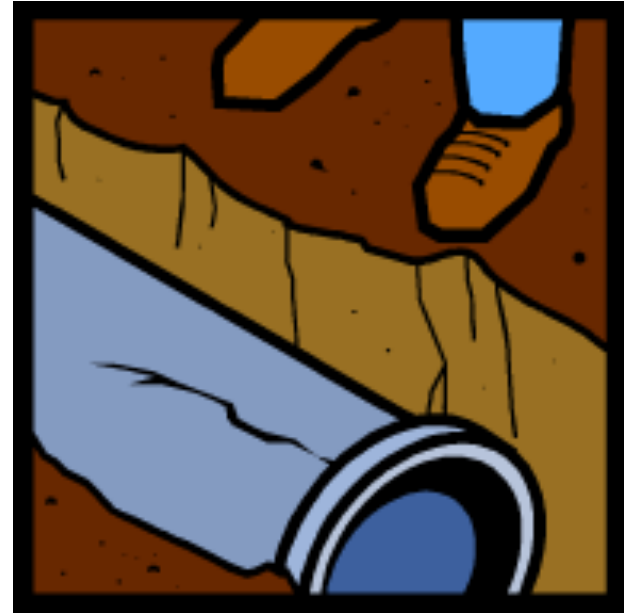
Transport Protocols

- ▶ Provides communication between **processes** running on hosts
- ▶ The most common transport protocols are **UDP and TCP.**
- ▶ OS provides support for developing applications on top of UDP and TCP.

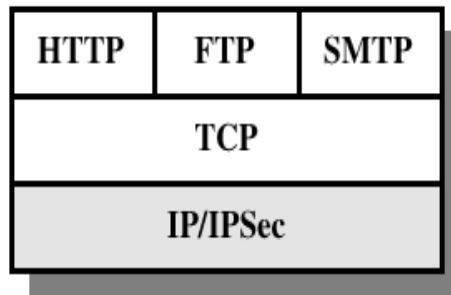


Establishing a ``Secure Channel''

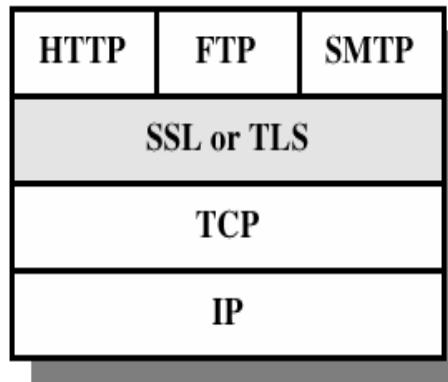
- ▶ Services provides: confidentiality, integrity and authentication
- ▶ At what level in the stack?
- ▶ What are advantages disadvantages based on the level
- ▶ Two protocols: SSL (TLS) and IPSec



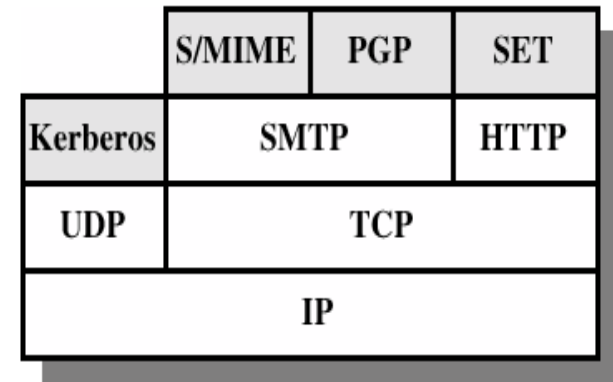
Providing Security



(a) Network Level



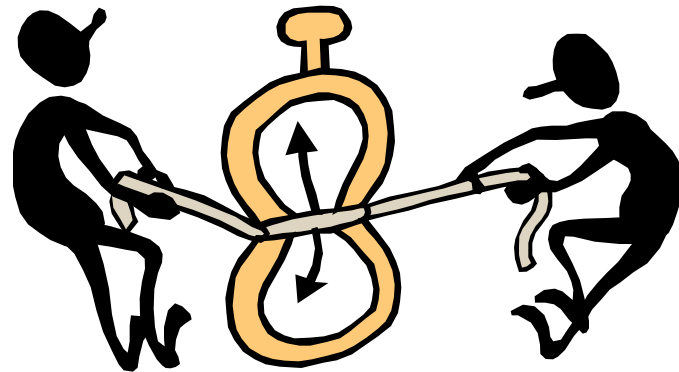
(b) Transport Level



(c) Application Level

SSL and TLS History

- ▶ SSL was originated by Netscape
- ▶ SSLv3 was designed with public comment and made available, known as TLS
- ▶ An working group was formed within IETF
- ▶ <http://www.ietf.org/html.charters/tls-charter.html>

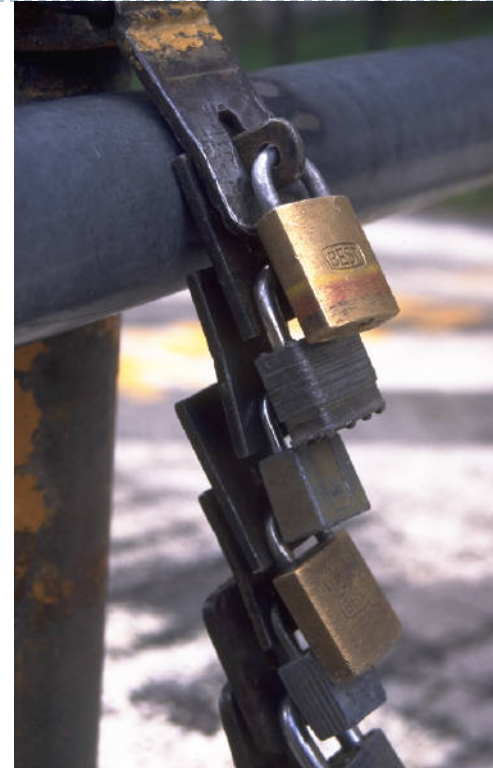


What is Transport Layer Security

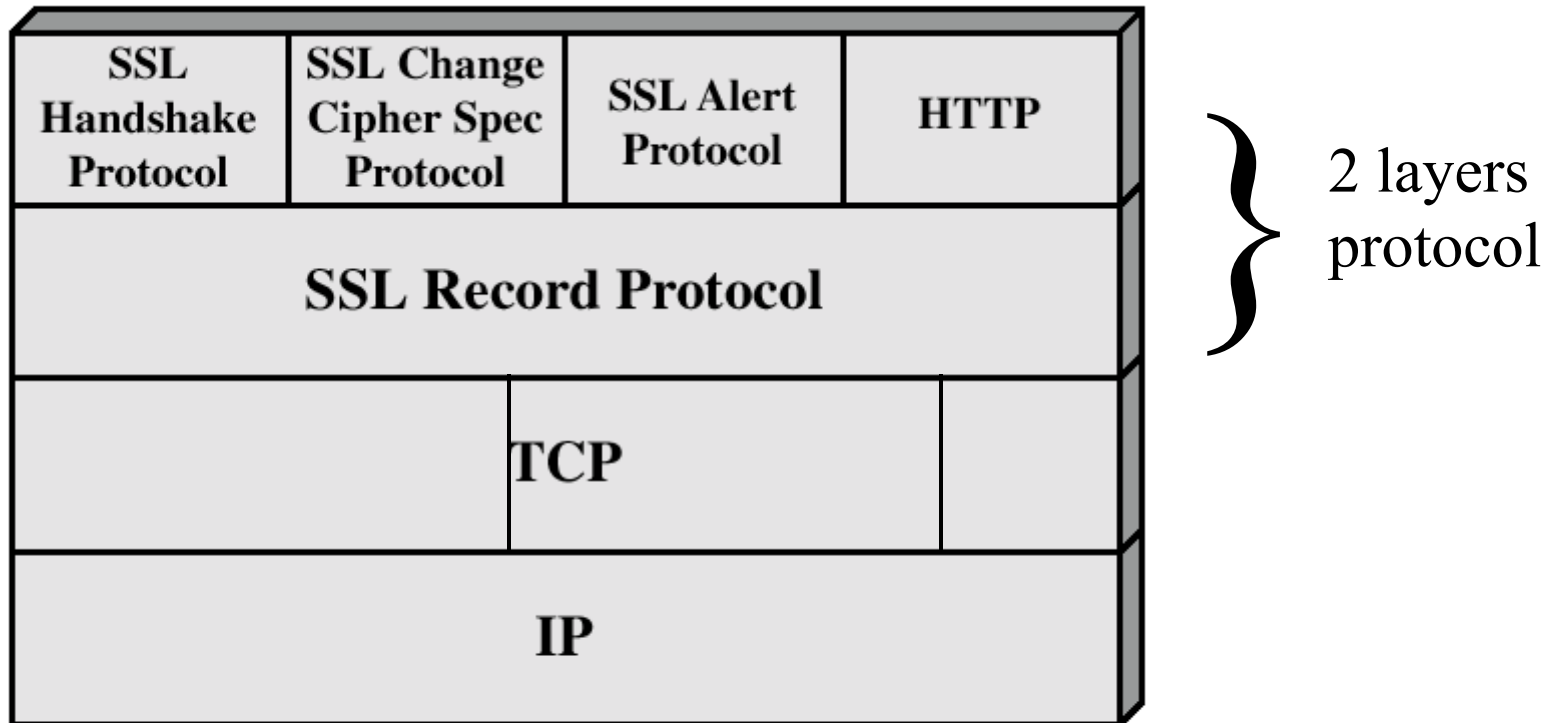
- ▶ Protocol that allows to establish an end-to-end secure channel, providing: **confidentiality, integrity and authentication**
- ▶ Defines how the characteristics of the channel are negotiated: key establishment, encryption cipher, authentication mechanism
- ▶ Requires reliable end-to-end protocol, so it runs on top of TCP
- ▶ It can be used by other session protocols (such as HTTPS)
- ▶ Several implementations: for example open source implementation (www.openssl.org)

TLS (cont.)

- ▶ **Confidentiality**: Achieved by encryption using DES, 3DES, RC2, RC4, IDEA.
- ▶ **Integrity**: Achieved by computing a MAC and send it with the message; MD5, SHA1.
- ▶ **Key exchange**: relies on public key encryption.



TLS: Protocol Architecture



Session and Connection

- ▶ **Session:**
 - ▶ association between a client and a server;
 - ▶ created by the Handshake Protocol;
 - ▶ defines secure cryptographic parameters that can be shared by multiple connections.
- ▶ **Connection:**
 - ▶ end-to-end reliable secure communication;
 - ▶ every connection is associated with a session.



Session

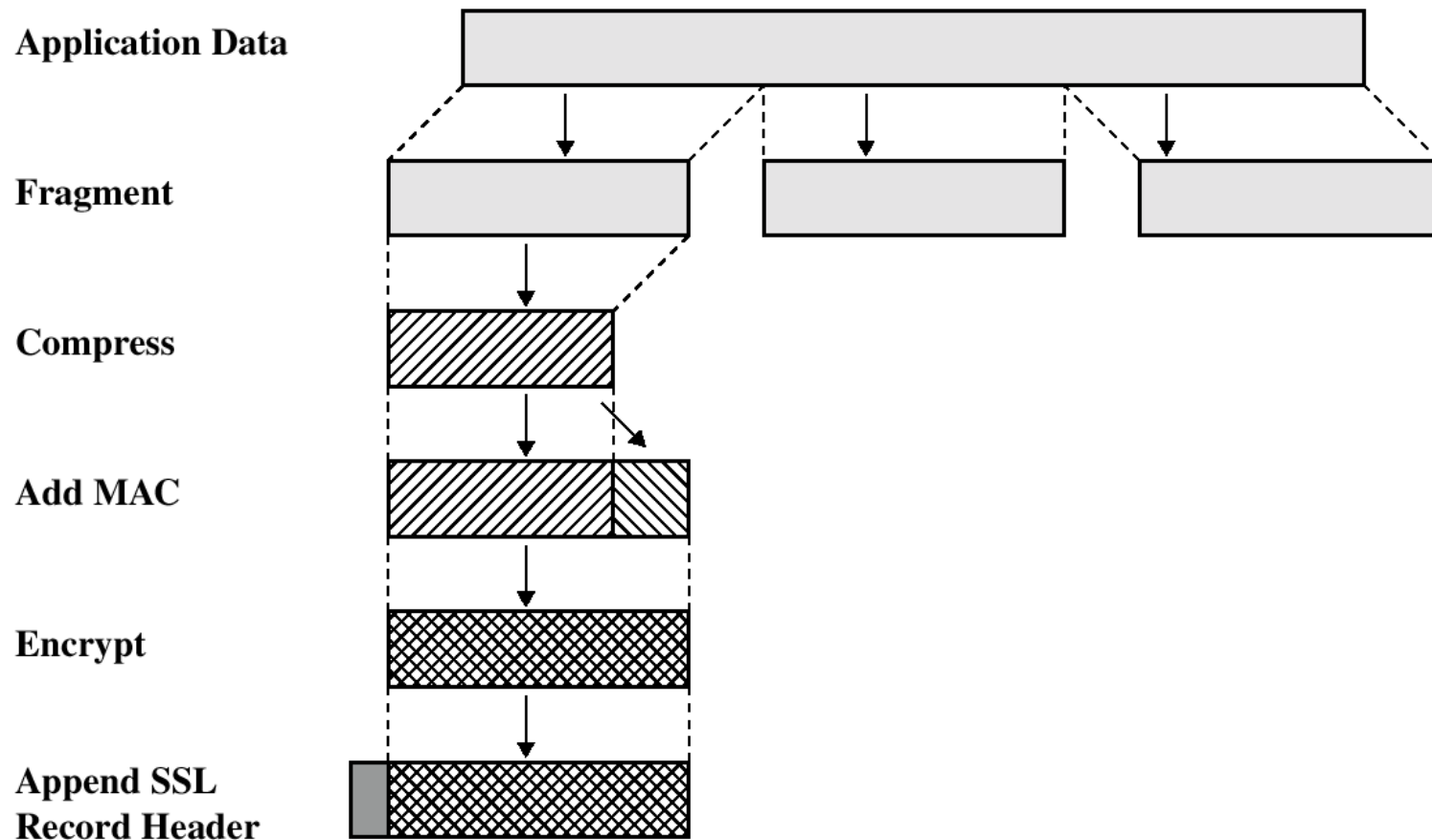
- ▶ **Session identifier**: generated by the server to identify an active or resumable session.
- ▶ **Peer certificate**: X 509v3 certificate.
- ▶ **Compression method**: algorithm used to compress the data before encryption.
- ▶ **Cipher spec**: encryption and hash algorithm, including hash size.
- ▶ **Master secret**: 48 byte secret shared between the client and server.
- ▶ **Is resumable**: indicates if the session can be used to initiate new connections.

Connection

- ▶ **Server and client random**: chosen for each connection.
- ▶ **Server write MAC secret**: shared key used to compute MAC on data sent by the server.
- ▶ **Client write MAC secret**: same as above for the client
- ▶ **Server write key**: shared key used by encryption when server sends data.
- ▶ **Client write key**: same as above for the client.
- ▶ **Initialization vector**: initialization vectors required by encryption.
- ▶ **Sequence numbers**: both server and client maintains such a counter to prevent replay, **cycle is $2^{64} - 1$** .

TLS: SSL Record Protocol

- ▶ Provides confidentiality and message integrity using shared keys established by the Handshake Protocol



TLS: SSL Record Protocol

- ▶ Fragments have size 16384.
- ▶ Compression done such that expansion is not more than 1024 bytes (for small messages, compression might expand data because of alignments).
- ▶ Currently in TLS no compression scheme specified.
- ▶ The maximum packet size is 16384 + 2048 bytes (1024 from compression, 1024 from HMAC).
- ▶ TLS uses the HMAC standard for integrity and authentication.

TLS: Change Cipher Spec Protocol

- ▶ One message of one byte containing value 1
- ▶ When this message is sent the pending state is copied in the current state



SSL Record Packet

- ▶ Header:
 - ▶ Content type: what protocol will process the packet (change cipher spec, alert, handshake, application data)
 - ▶ Major Version: 3 (for TLS)
 - ▶ Minor Version: 0 (for TLS)
 - ▶ Compressed length: max is $16384 + 2048$

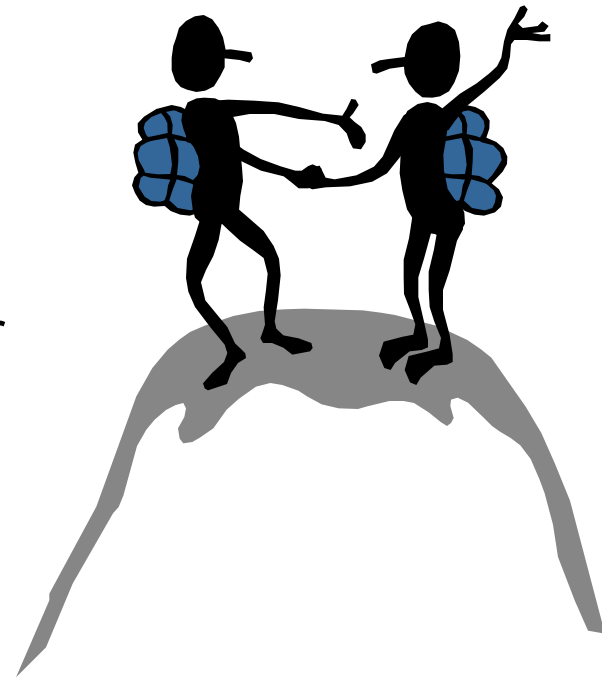
Alert Protocol

- ▶ Used to send TLS related alerts to peers
- ▶ **Alert messages are compressed and encrypted**
- ▶ **Message: two bytes, one defines fatal/warnings, other defines the code of alert**
- ▶ Fatal errors: decryption_failed, record_overflow, unknown_ca, access_denied, decode_error, export_restriction, protocol_version, insufficient_security, internal_error
- ▶ Other errors: decrypt_error, user_cancelled, no_renegotiation

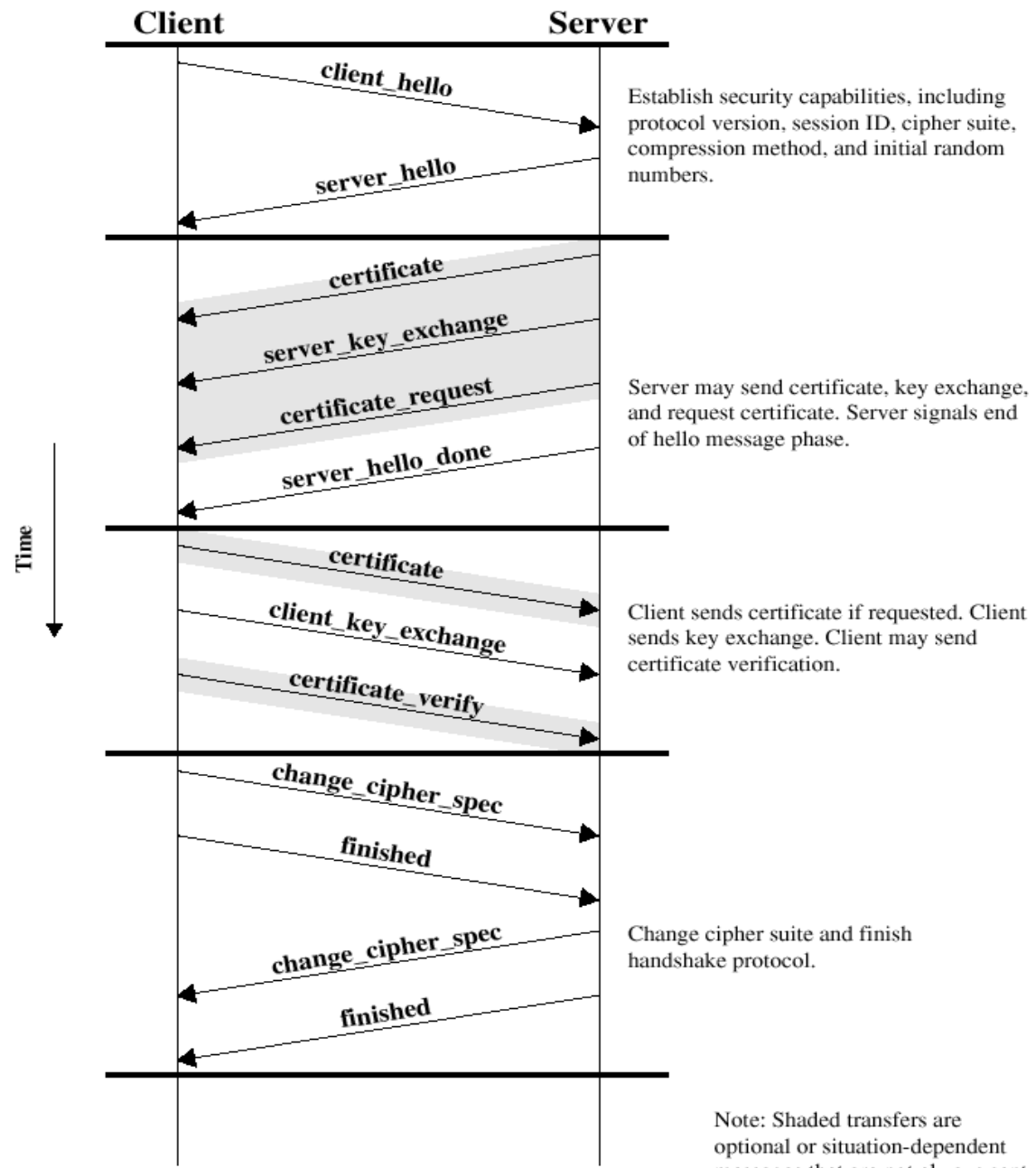


TLS: Handshake Protocol

- ▶ Negotiate Cipher-Suite Algorithms
 - ▶ Symmetric cipher to use
 - ▶ Key exchange method
 - ▶ Message digest function
- ▶ Establish the shared master secret
- ▶ Optionally authenticate server and/or client



Handshake Protocol



Handshake Protocol: Hello

- ▶ Client_hello_message has the following parameters:
 - ▶ Version
 - ▶ Random: timestamp + 28-bytes random
 - ▶ Session ID
 - ▶ CipherSuite: cipher algorithms supported by the client, first is key exchange
 - ▶ Compression method
- ▶ Server responds with the same
- ▶ Client may request use of cached session
 - ▶ Server chooses whether to accept or not

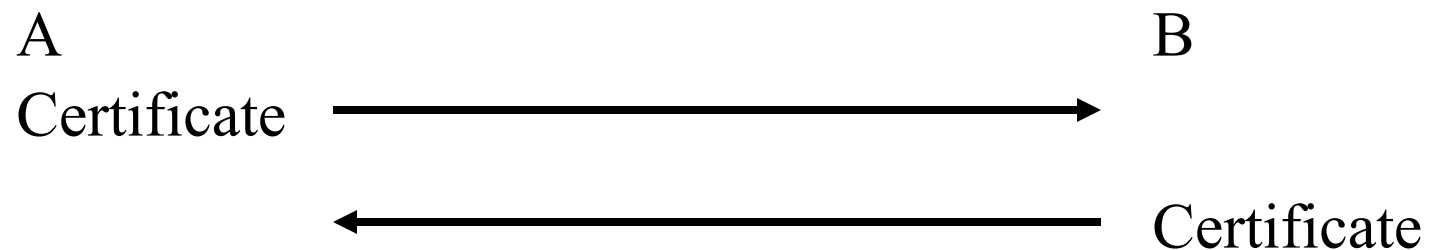
Handshake Protocol: Key Exchange

- ▶ Supported key exchange methods:
 - ▶ RSA: shared key encrypted with RSA public key
 - ▶ Fixed Diffie-Hellman; public parameters provided in a certificate
 - ▶ Ephemeral Diffie-Hellman: the best; Diffie-Hellman with temporary secret key, messages signed using RSA or DSS
 - ▶ Anonymous Diffie-Hellman: vulnerable to man-in-the-middle



TLS: Authentication

- ▶ Verify identities of participants
- ▶ Client authentication is optional
- ▶ Certificate is used to associate identity with public key and other attributes



TLS: Change Cipher Spec/Finished

- ▶ Change Cipher Spec completes the setup of the connections.
- ▶ Announce switch to negotiated algorithms and values
- ▶ The client sends a message under the new algorithms, allows verification of that the handshake was successful.