RSA Conference 2015 San Francisco | April 20-24 | Moscone Center

SESSION ID: DSP-F03

New Trends In Cryptographic Algorithm Suites Used For TLS Communications



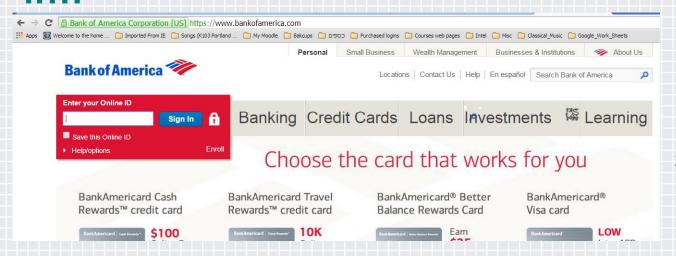
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What is the fate of a secure & private session if







Someone listens & records

Or Subpoenaed?



And a year later the server's private key is compromised?
 Stolen, hacked, broken, leaked

Is the session still secure? It depends
In this talk we will learn why and how



Perfect Forward Secrecy



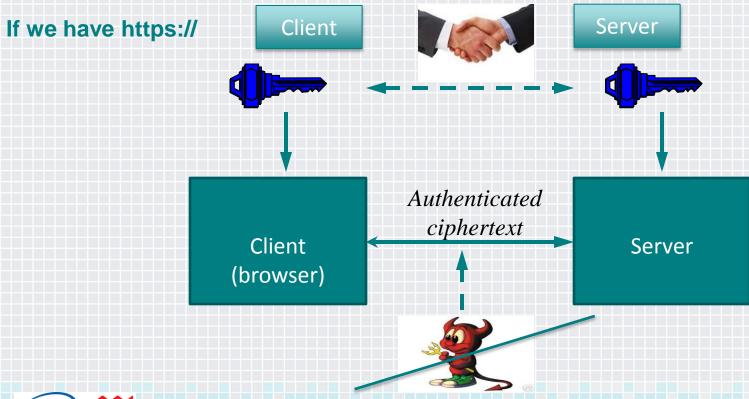
- ♦ What is Perfect Forward Secrecy? (PFS)
- Do we have it?
- Should we care?
- What does it cost to get it?
- Is there an excuse for servers to not support PFS?





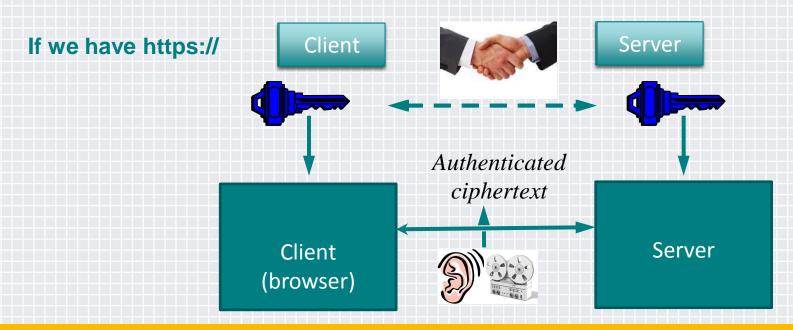


Client-server communications are secure





Client-server communications are secure ??



Secure communication *now*, does **not necessarily guarantee** the *future* privacy in a scenario where the server's private key could be *compromised* in the *future*



eternally



Privacy? (I have nothing to hide)

- Privacy is often dismissed (or assumed, for granted, implicitly)
 - nobody is listening (?)
- But...do we want these to be observable (a-posteriori):
 - Browsing history: where we and what we searched?
 - Shopping list? Shopping preferences?
 - Salary? Bank transactions? Credit card history?
 - Addresses? Contacts?







Communication is all around...

- On a daily basis
- Multiple devices







... there is public awareness to security

- We need security
 - We assume security
 - We expect security
- Do we also assume privacy?
 - Do we expect privacy?



Posted in the London Subway: Only shop when the payment page has a padlock bar ://https







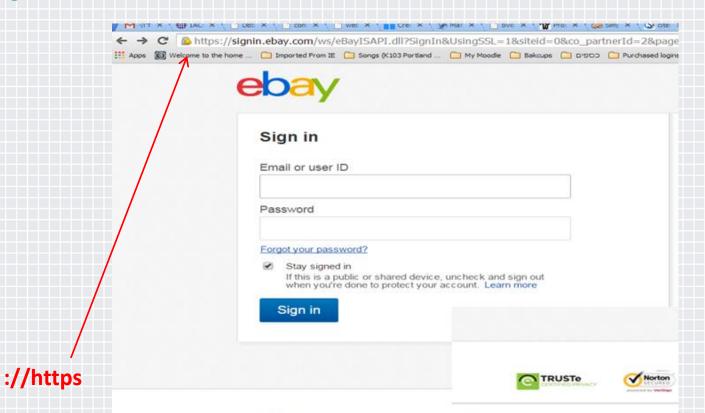
Security is stated on shopping web sites





... when payments are involved...



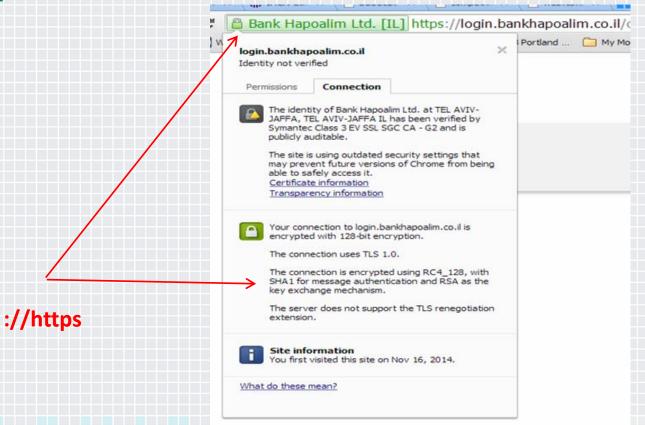


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... banks...







If it's so good - why not encrypt everything?

://https

- Encryption is an overhead with high costs
- Large datacenter servers are extremely loaded
 - ◆ More computations → higher response latencies
 - ◆ More computations → more servers / higher electricity bill



Servers are aware of and are sensitive to computational overheads







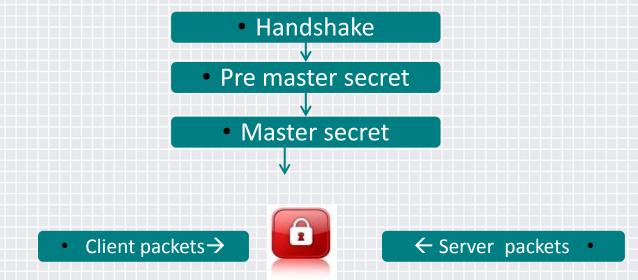
TLS - Transport Layer Security (https://)

- A protocol layer that runs over a transport layer such as TCP
 - Server is identified to the client (browser)
 - privacy-&-integrity-protection to the communication
- SSL evolution:
 - (1996) SSL 3.0; (1999) TLS 1.0; (2006) TLS 1.1; (2008) TLS 1.2
- Known protocol weaknesses and security issues up to TLS 1.0
 - No known weaknesses for TLS 1.1 and (latest) TLS 1.2
- ◆ TSL 1.3 is being worked out (still a draft)



A TLS session in a nutshell





Server-client communications are encrypted (confidentiality) and authenticated (integrity)





The role of the handshake

- Server authenticates itself to client [via a certificate]
 - Client knows what server it is communicating with
- Client & server agree on the cipher suite to use in the session
 - Serve & client exchange a symmetric key
 - Symmetric key is used for encryption and authentication
- Handshake is based on Public Key Cryptography
 - Client needs a way to establish trust in the server's public key [certificate]







Authenticity and distribution of Public Keys

- The problem: how can a client know that the public it received during the handshake is really the public key of the server?
 - (and not of an impersonator)
- The certificate authority (CA) approach:
 - A trusted authority certifies public keys
 - Browsers are pre-configured with trusted CA's
 - Browser accepts public key of a website if certified by one of these CA's







Certificate Authority hierarchy

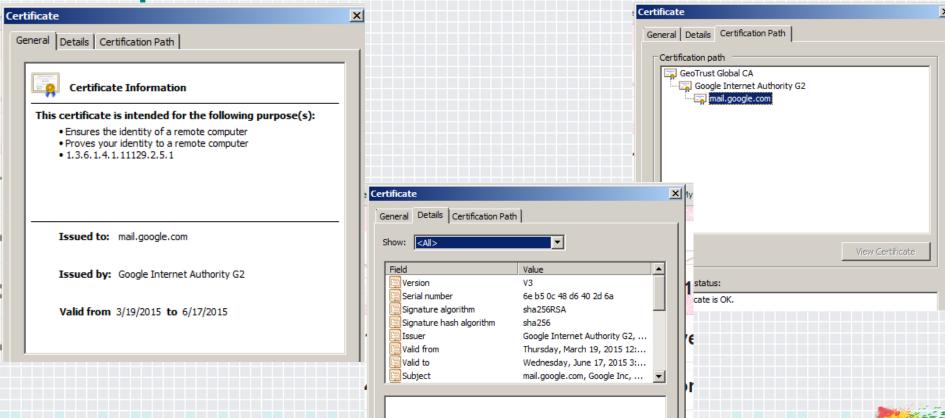
- Browsers (and OS's) have trusted Root Certificate Authority
 - Hundreds of Root CA's
- Chain of trust:
 - Root CA signs certificates for intermediate CA's
 - Intermediate CA's sign certificates for lower-level CA's







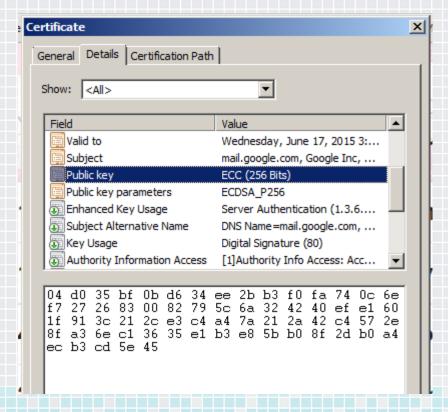
Example of a certificate







Example of a certificate







Some currently available/used cipher suites

Multiple options

- ◆ AES128-SHA
- ◆ AES256-SHA
- AES256-SHA256
- EDH-RSA-AES128-SHA
- EECDH-RSA-AES128-GCM-SHA256
- EECDH-ECDSA-AES128-GCM-SHA256
- ◆ EECDH-RSA-CHACHA20-POLY1305
- EECDH-ECDSA-CHACHA20-POLY1305

Cipher = AES128 CBC; MAC = HMAC SHA-1; Kxchg = RSA

Cipher = AES256 CBC; MAC = HMAC SHA-1; Kxchg = RSA

Cipher = AES256 CBC; MAC = HMAC SHA-256; Kxchg = RSA

Cipher=AES128 CBC;MAC=HMAC SHA-256;Kxchg=EDH;Sign=RSA

AEAD Cipher = AES128 GCM; Kxchg = EECDH; Sign = RSA

AEAD Cipher = AES128 GCM; Kxchg = EECDH; Sign = ECDSA

AEAD Cipher = Poly1305-Chacha20;Kxchg = EECDH;Sign = RSA

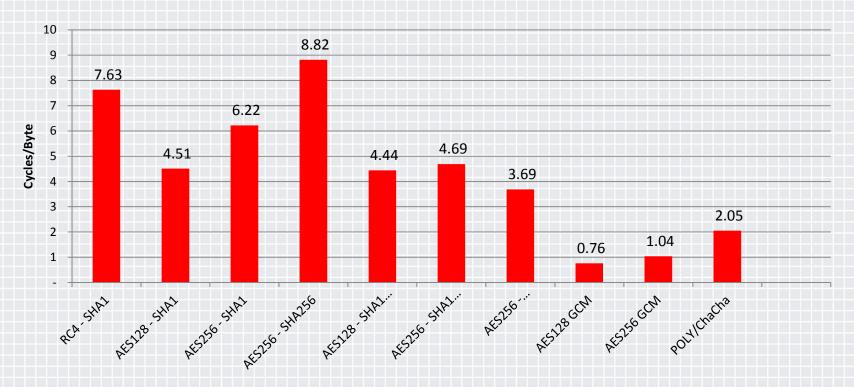
AEAD Cipher=Poly1305-Chacha20; Kxchg=EECDH; Sign=ECDSA



Not all choices have the same efficiency

#RSAC

Performance of some Authenticated Encryption choices



Measured for 8KB message, on Architecture Codename "Broadwell"





RSA-based "classical" TLS handshake

- Client Hello
 - client random
 - client cipher suites preferences

- Server Hello
- server random
 - selected cipher suite
- **Server Certificate**
 - server certificate
 - all relevant certificates in the chain

Server Hello Done

- Client Key Exchange
 - Use RSA to encrypted secret
- Finished







Ephemeral Key-exchange TLS handshake

- Client Hello
 - client random
 - client cipher suites preferences

- Server Hello
 - server random
 - selected cipher suite

- Server Key Exchange
- parameters (DHE parameters /ECDHE curve)
- signed by the server
- Server Hello Done

- Client Key Exchange
 - DHE/ECDHE: public key
- Finished



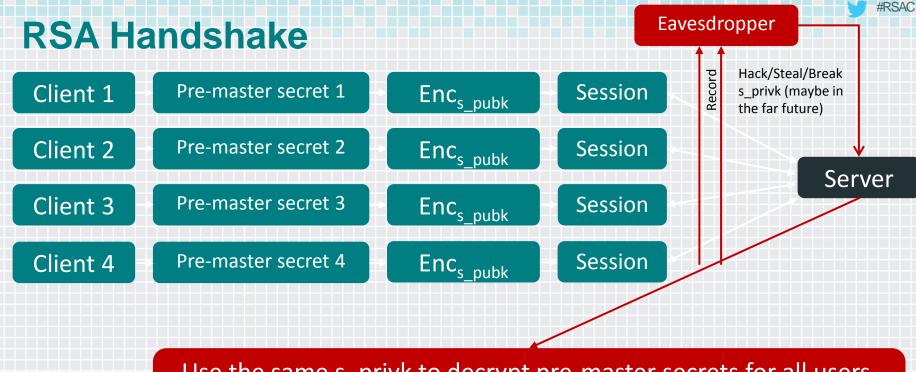


What is the difference in the handshakes?

- [Classical] RSA handshake:
 - Master secret is generated by client
 - Client encrypts the secret using server's public key from a certificate
 - Server <u>decrypts</u> the secret using server's private key
 - Session keys derived by applying a PRF to secret & server/client random
- DHE/ECDHE handshake:
 - Session key is agreed via (ephemeral) key exchange algorithm
 - Server's private key used only for signing the key exchange parameters







Use the same s_privk to decrypt pre-master secrets for all users, for all sessions. no isolation across sessions



Session

s privk is used for authentication and not for secrecy; it cannot be used for decrypting recorded traffic

DH/ECDH Handshake Client 1 C1 key Pre-master secret 1 Session C2 key Client 2 Pre-master secret 2 Session C3 key Client 3 Pre-master secret 3

Eavesdropper Hack/Steal/Break S1 key; s_privk (maybe in the far future) Sign_{s privk}(S1 key) Server S2 key; Sign_{s privk}(S2 key)

#RSAC

S3 key; Sign_{s privk}(S3 key)



Perfect Forward Secrecy



Fate of past secret traffic if the server's private key is compromised?

- With RSA key exchange: all past secrets are compromised
 - Privacy is lost for all users
- With DHE/ECDHE:
 - A man-in-the-middle attack possible (impersonating a server)
 - Can be mitigated (going forward)
 - But session keys used in past connections are not exposed
 - Each connection is protected by a unique and ephemeral session key

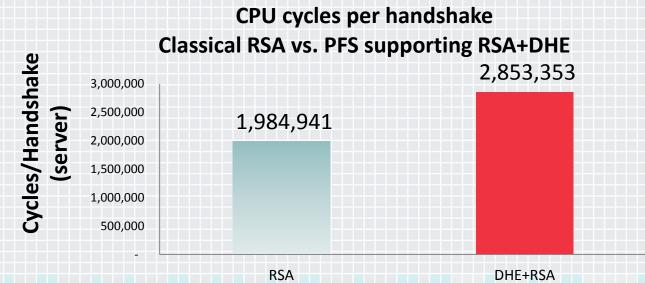
Perfect Forward Secrecy (PFS) protects the users' privacy in a compromised server key scenario





Servers of the world, support PFS now! (?)

 Problem: simple move from "Classical RSA" to RSA+DHE to support PFS incurs ~50% performance penalty







Reducing the overheads

- Elliptic Curves Cryptography (ECC) is faster than "RSA + DHE"
 - ECDH (for the key exchange)
 - ECDSA (for signatures)
- Recent algorithms improve ECC computations
- Easy migration to ECC based TLS?
 - Server needs an ECC certificate for ECDSA
 - But can use the existing RSA certificate for "RSA + ECDH"



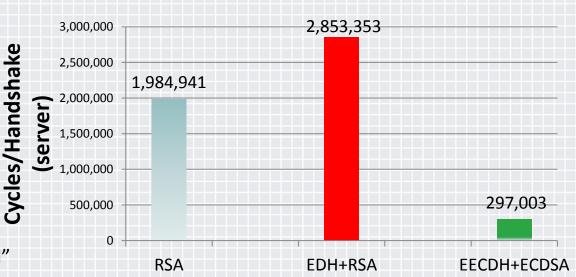




Some new optimizations

- New optimizations speed up ECC computation by a factor of 3x
 - Software is free: integrated into OpenSSL 1.0.2
 - Download and update
- Surprising situation:
 New PFS supporting
 is ~6.7 times faster than
 the old non-PFS code





So, is there still an excuse for servers not supporting Perfect Forward Secrecy?





New trends: TLS 1.1 → TLS 1.2

(partial list)

- Getting rid of MD5:
- No backward compatibility with obsolete SSL (no SSL2.0)
- Client/server ability to specify acceptable hash/sign algorithms
- AEAD (authenticated encryption): AES-GCM & AES-CCM







New trends TLS 1.2 → (coming) TLS 1.3 (draft)

(partial list)

- Removing unused /unsafe features
 - SSL negotiation for backwards compatibility; compression.
 - Re-negotiation
 - RC4 and AES-CBC in MAC-then-Encrypt mode; Custom DHE groups (uses predefined groups)
- Improve privacy: Encrypt more of the handshake
- Improve latency: 0-RTT handshake for repeat connections





New trends TLS 1.2 → (coming) TLS 1.3 (3/2015 Draft)



(partial list)

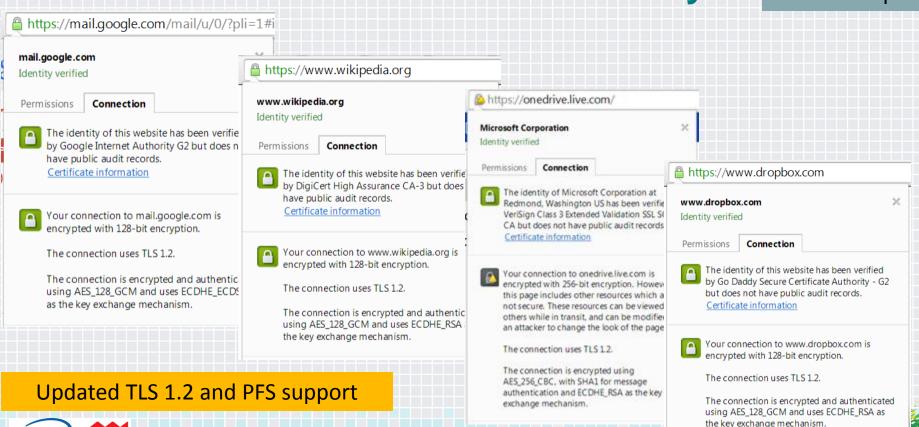
- Mandatory PFS:
 - Removed support for static RSA and DH key exchange.
 - Can use RSA certificates but with ECDHE or DHE (ECDHE minimizes performance hit)
- Removed support for non-AEAD ciphers.
 - Current AEAD ciphers for TLS: AES-GCM, AES-CCM, ARIA-GCM, Camellia-GCM, Poly/ChaCha







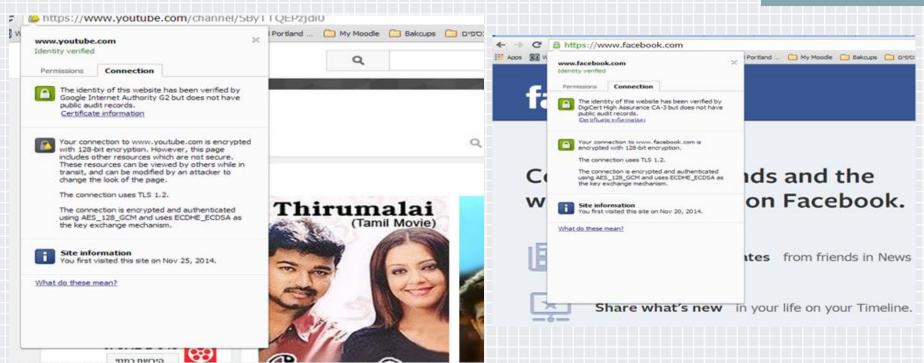
Good examples







Good examples



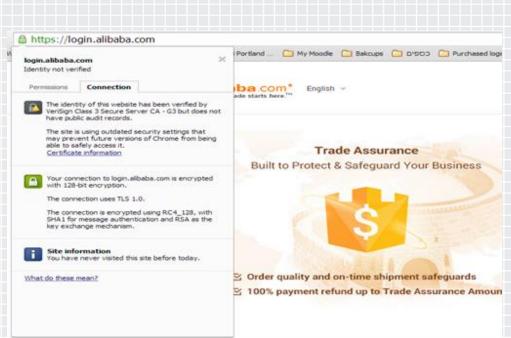
Updated TLS 1.2 and PFS support





Not yet there



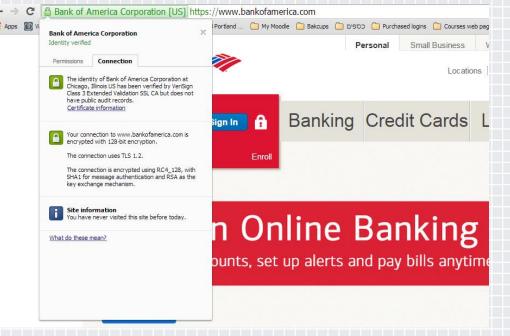


Outdated TLS and no PFS support





Not yet there



Updated / Outdated TLS no PFS support







What can I do with all this information?

- Be aware of security/privacy offered servers you access
 - Outdate TLS is not a good sign
 - Prefer providers who offer better privacy protection
- Setup your server
 - Use updated TLS (1.2) and update crypto library routinely
 - Configure server to <u>prefer optimized ciphers</u> and PFS support
 - Choose AES-GCM as top priority (on processors with AES-NI support)
 - Opt for ECDSA when obtaining a new certificate







Configure your server

- Set your server to the following cipher preferences (in order of preference):
 - ECDHE-ECDSA-AES128-GCM-SHA256:ECDHE-ECDSA-AES128-SHA256:ECDHE-RSA-AES128-GCM-SHA256:ECDHE-RSA-AES128-SHA256:DHE-DSS-AES128-GCM-SHA256:DHE-RSA-AES128-SHA256:DHE-DSS-AES128-SHA256
- Use this in Apache* configuration:

```
SSLProtocol -all +TLSv1.2
SSLCipherSuite AES128+EECDH+ECDSA:AES128+EECDH:AES128+EDH:-SSLv3
SSLHonorCipherOrder on
```

Use this in nginx* configuration:

```
ssl_protocols TLSv1.2
ssl_ciphers AES128+EECDH+ECDSA:AES128+EECDH:AES128+EDH:-SSLv3
ssl_prefer_server_ciphers on
```





Summary

- Communication security
 Perfect Forward Secrecy
 - PFS property depends on client-server handshake
 - Most browsers offer a PFS handshake
 - But the server makes the call
- New solution makes PFS almost 7x faster than classical non-PFS
 - Available in free (open source) libraries
- Servers should use updated TLS
 - Avoid known vulnerabilities and enjoy bets features
- No excuse for servers to not support Perfect Forward Secrecy







Thank you for your attention

Feedback? Questions?



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Reading (forward secrecy)

- https://community.qualys.com/blogs/securitylabs/2013/06/25/ssl-labs-deploying-forward-secrecy
- http://vincent.bernat.im/en/blog/2011-ssl-perfect-forward-secrecy.html
- https://www.eff.org/deeplinks/2013/08/pushing-perfect-forward-secrecy-important-web-privacyprotection
- http://www.perfectforwardsecrecy.com/
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Reading (software optimization)

- S. Gueron, Efficient Software Implementations of Modular Exponentiation, Journal of Cryptographic Engineering 2:31-43 (2012).
- S. Gueron, V. Krasnov, Software Implementation of Modular Exponentiation, Using Advanced Vector Instructions Architectures, Proceedings of The International Workshop on the Arithmetic of Finite Fields (WAIFI 2012), LNCS 7369: 119-135 (2012).
- S. Gueron, V. Krasnov, Fast Prime Field Elliptic Curve Cryptography with 256 Bit Primes, Journal of Cryptographic Engineering (Nov. 2014).



