

CSPC-306

Network Security and Cyber Forensics

IP Security (IPSec protocol)

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Internetwork Protocol (IP)

Aim

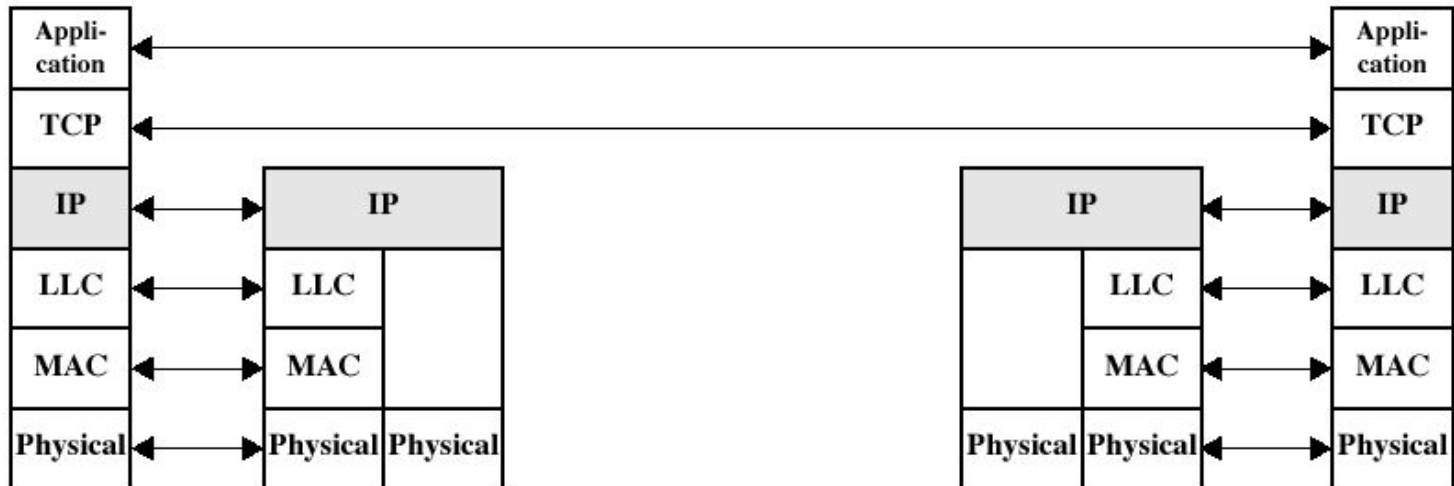
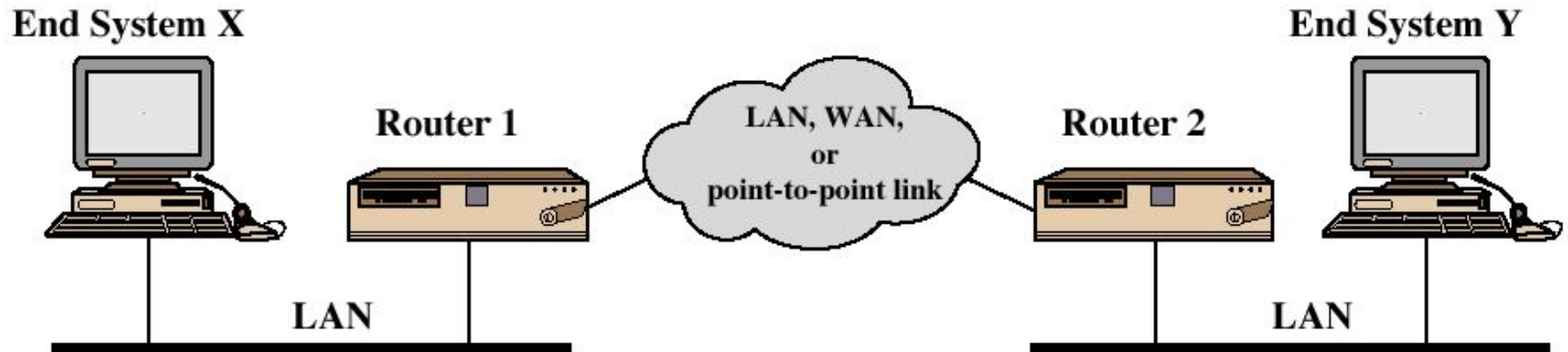
- provide interconnection across different networks

implemented in every end user and in routers

IP is an unreliable protocol

- IP datagrams may be lost
- IP datagrams may arrive out of order
- TCP takes care of those problems

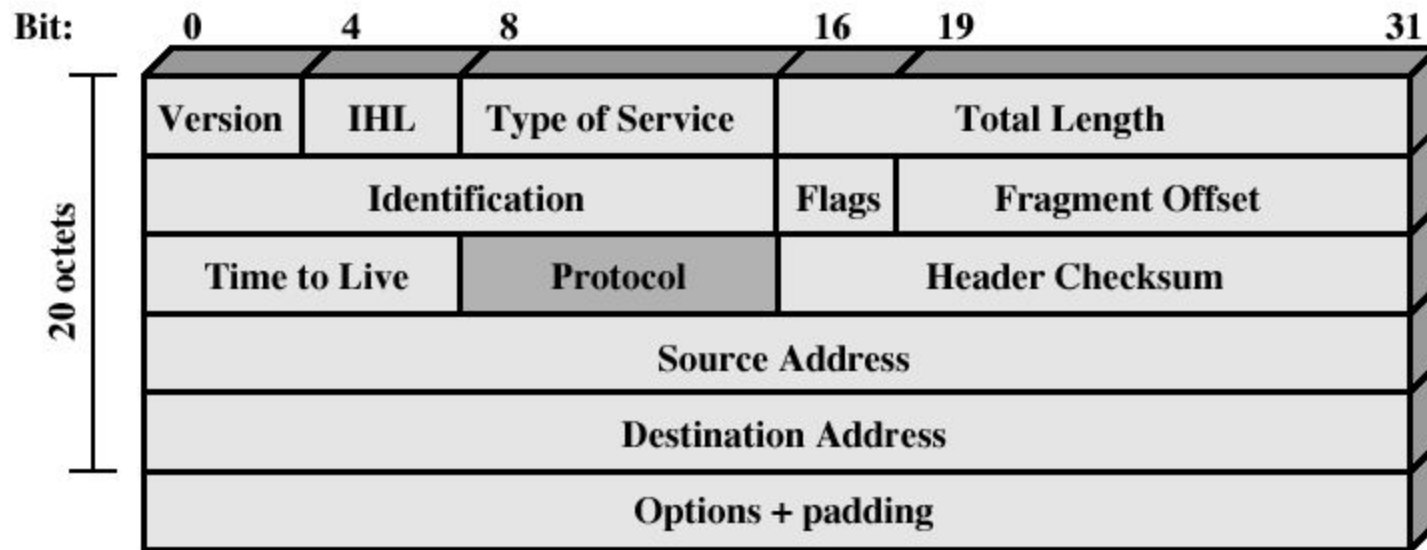
Internetwork Protocol (IP)



IPv4

The IP version that we are currently using on SU campus

- actually most IP networks are IPv4



(a) IPv4 Header

Data (Payload) follows the header

IPv6

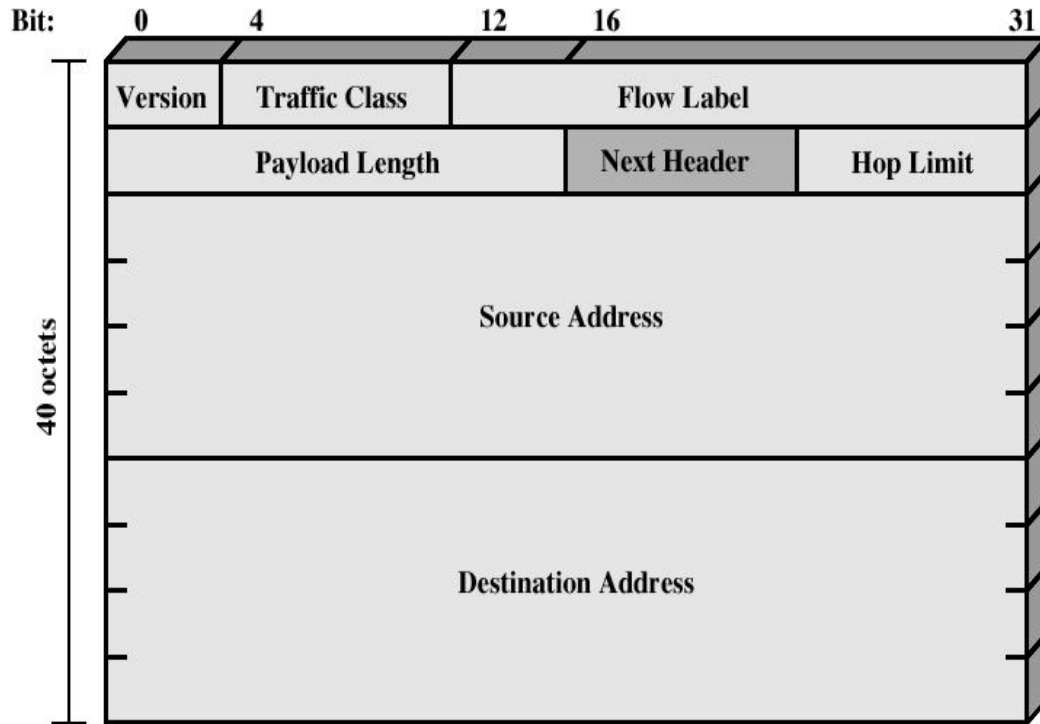
Next generation IP

- driving force was the inadequateness of IPv4 address space

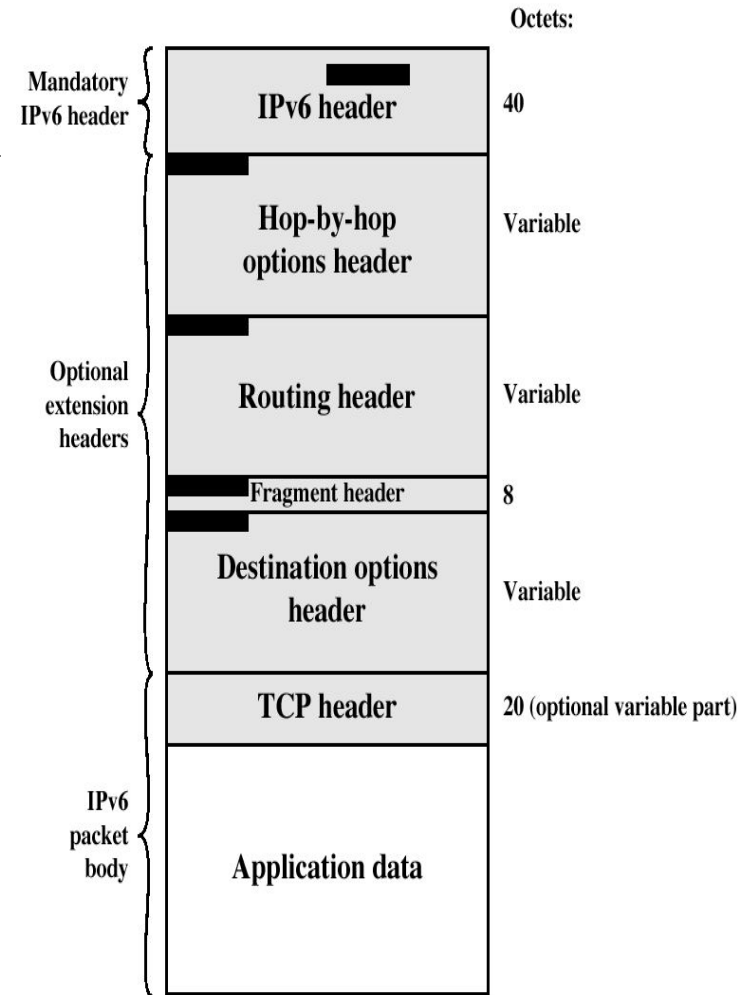
IPv6 header

- modular approach
- base header + extension headers
- base header is longer than v4, but number of fields is smaller

IPv6 header



(b) IPv6 Header



Is IP Secure?

Content (Payload) is not encrypted

- confidentiality is not provided
- IP sniffers are available on the net

IP addresses may be spoofed

- authentication based on IP addresses can be broken

So IP is not secure

Where to provide security?

Application-layer?

- S/MIME, PGP – email security
- Kerberos – client / server
- SSH – secure telnet

Transport level?

- SSL / TLS
- between TCP and Application

IP level

- IPSec

IPSec

general IP Security mechanisms

provides authentication and confidentiality at IP level

- also has key management features

Applications

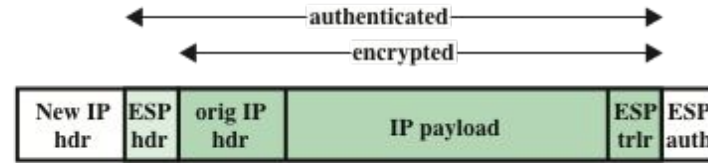
- VPNs (Virtual Private Networks)
 - Interconnected LANs over the insecure Internet
 - router-to-router
- Secure remote access, e.g. to ISPs
 - individual-to-router

IPSec support is mandatory for IPv6 products, optional for v4

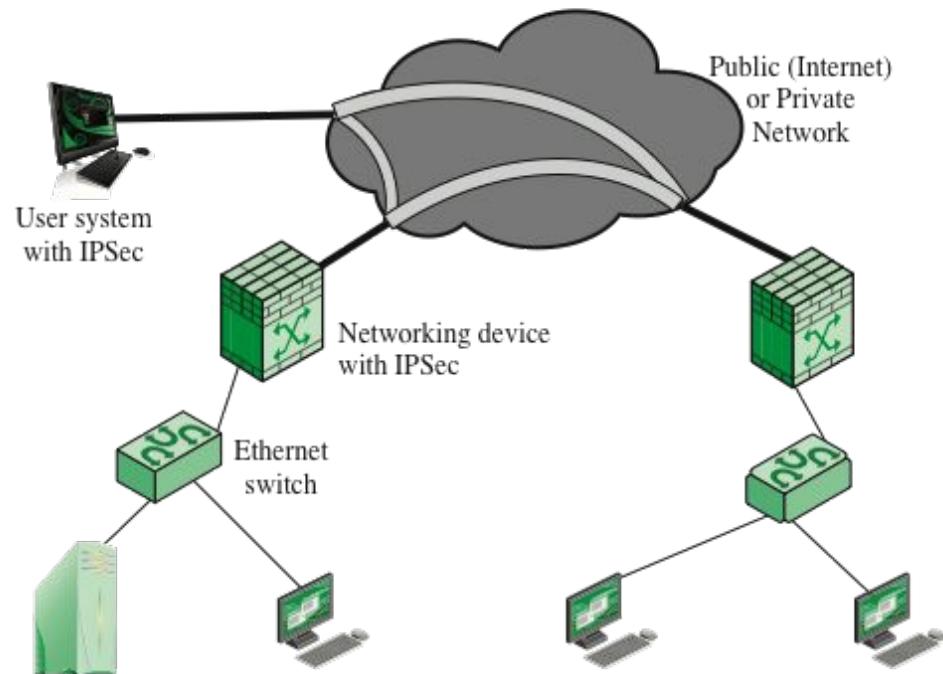
- many manufacturers support IPSec in their v4 products

IPSec

Application Scenarios



(a) Tunnel-mode format



Legend:
 ————— Unprotected IP traffic
 ————— IP traffic protected by IPSec
 Virtual tunnel: protected by IPSec

(b) Example configuration

Benefits of IPSec

in a firewall/router, IPSec provides strong security to all traffic entering the network

- without passing the security overhead to the internal network and workstations
- user transparent: no need to assume security-aware users, no per-user keys

IPSec is below transport layer

- transparent to applications
- No need to upgrade applications when IPSec is used, if IPSec is implemented and configured in user machines

IPSec Documentation and Standards

IPSec and its specifications are quite complex
defined in numerous RFCs (6071)

- most important RFCs are 4301 (Overview of security architecture), 4302 (AH - Authentication Header), 4303 (ESP – Encapsulating Security Payload – for encryption), 7296 (IKEv2 – Key Management)
- many others, see IETF IPSec Working Group website
 - <http://datatracker.ietf.org/wg/ipsec/charter/>

IPSec Protocols

Authentication Header (AH)

- defines the authentication protocol
- no encryption
- Since ESP covers authentication, it is not recommended anymore
 - But we will talk about it

Encapsulating Security Payload (ESP)

- provides encryption
- optionally authentication

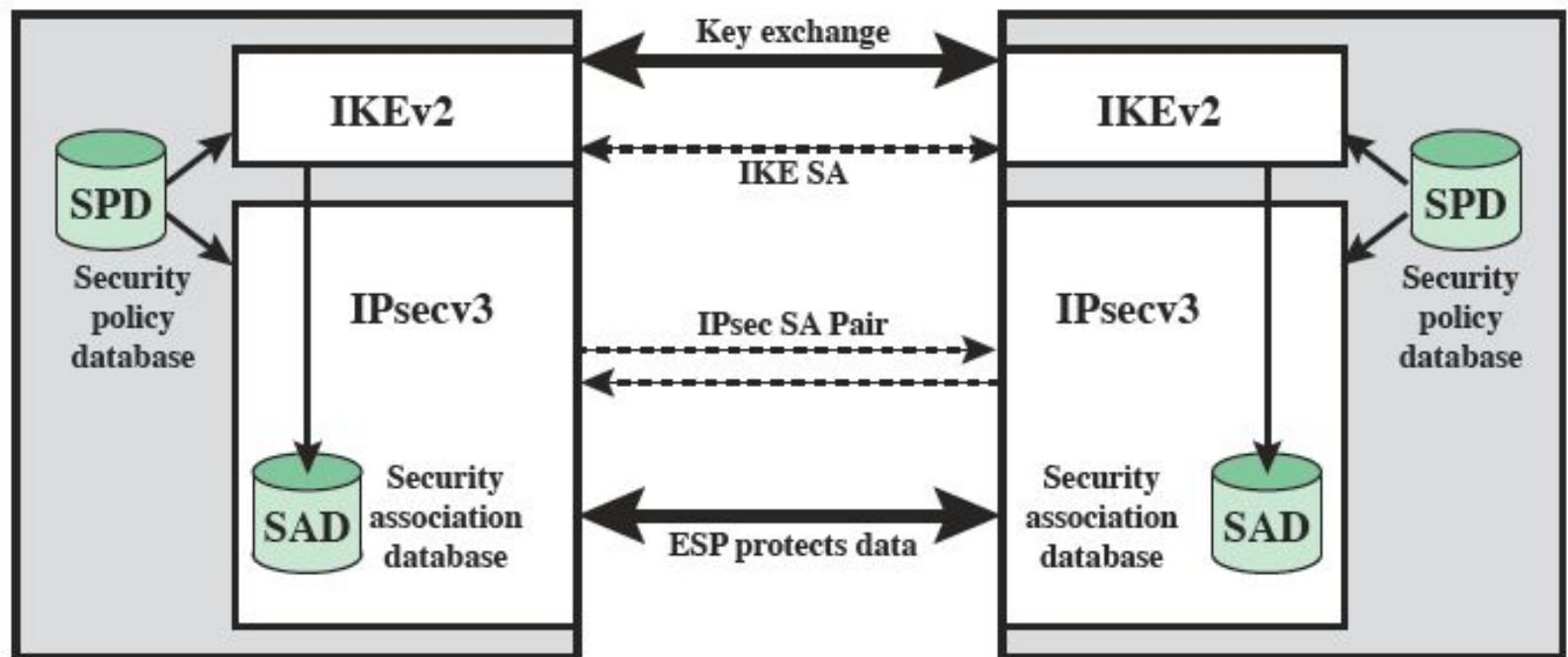
Crypto algorithms that support those protocols are generally defined in other documentation

Key distribution and management are also in different RFCs

IPSec Services

	AH	ESP (encryption only)	ESP (encryption plus authentication)
Access control	✓	✓	✓
Connectionless integrity	✓		✓
Data origin authentication	✓		✓
Rejection of replayed packets	✓	✓	✓
Confidentiality		✓	✓
Limited traffic flow confidentiality		✓	✓

IPSec General Architecture (Big Picture)



Security Associations (SA)

a one-way relationship between sender & receiver

- specifies IPSec related parameters

Identified by 3 parameters:

- Destination IP Address
- Security Protocol: AH or ESP
- Security Parameters Index (SPI)
 - A local 32-bit identifier (to be carried later to endpoints within AH and ESP)

There are several other parameters associated with an SA

- stored locally in Security Association Databases (SAD)

SA Parameters (some of them)

Anti-replay related

- Sequence Number Counter

 - to generate sequence numbers
- Anti-replay window
 - something like sliding-window; will be discussed later.

AH info

- authentication algorithms, keys, key lifetimes, etc.

ESP info

- encryption (and authentication) algorithms, keys, key lifetimes, etc.

Lifetime of SA

IPSec Mode: Transport or Tunnel

SA, AH – ESP, and key management

SAs are in databases

- both in sender and receiver

AH and ESP use the cryptographic primitives and other info in SA

Key Management Protocols (will discuss later) are to establish SA

So

- AH / ESP are independent of key management

SA Selectors

IPSec is a flexible protocol

- traffic from IP address X to IP address Y may use several SAs
- or no SA if that particular traffic will not be secured

Security Policy Database (SPD) is used to assign a particular IP traffic to an SA

- fields of an SPD entry are called selectors

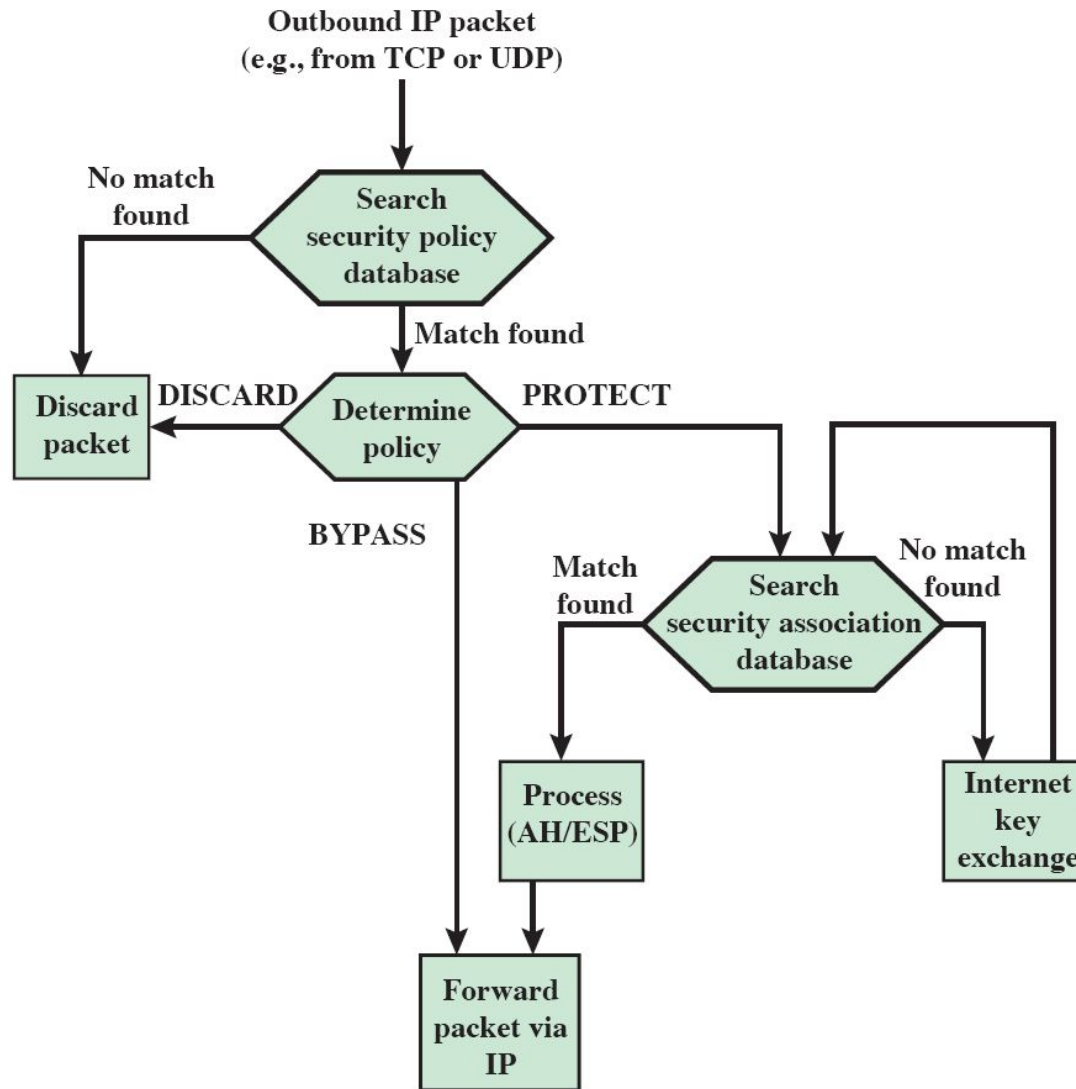
Outbound processing

- compare the selector fields of SPD with the one in the IP traffic
- Determine the SA, if any
- If there exists an SA, do the AH or ESP processing

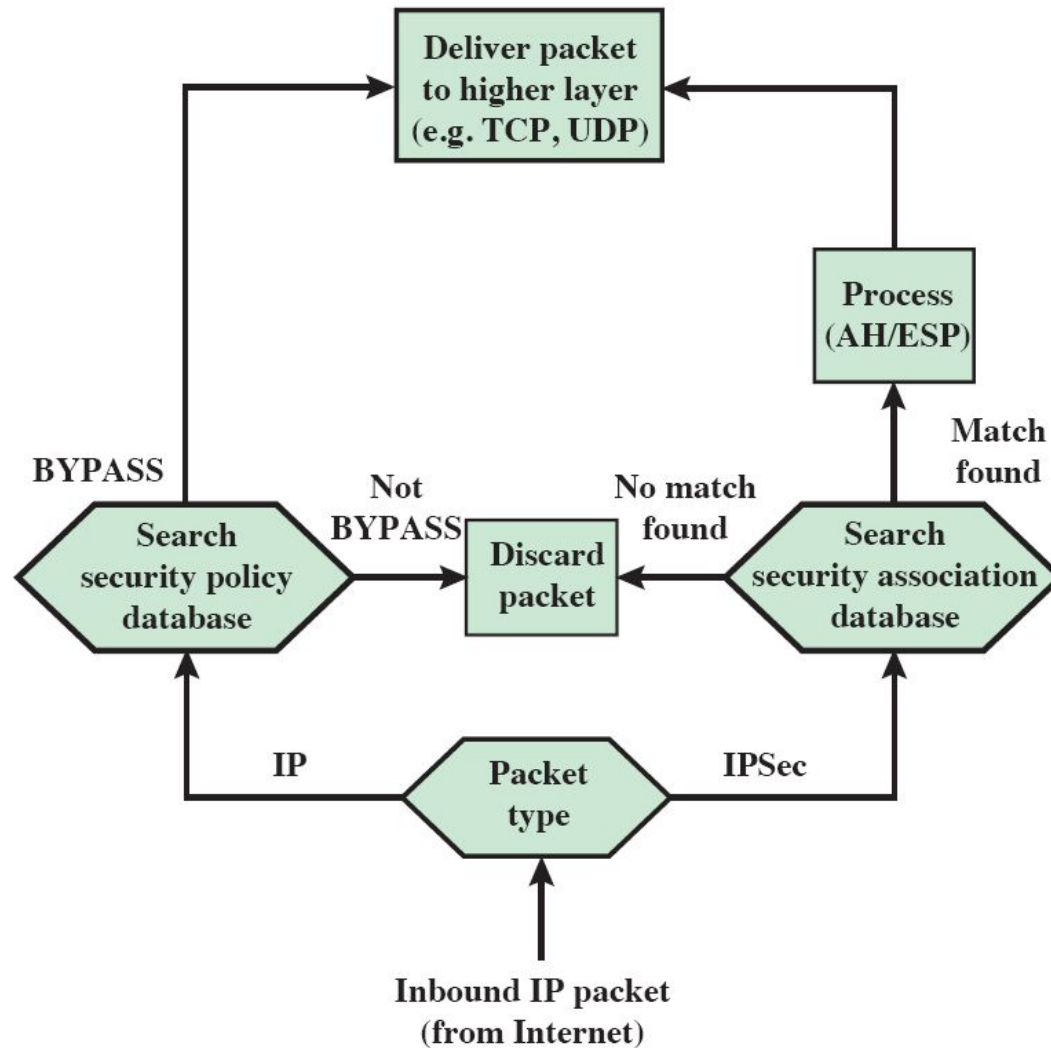
Inbound processing

- Check the incoming IPSec packet and process with AH or ESP
- Discard in case of an anomaly

Outbound Processing Model



Inbound Processing Model



Some SA Selectors

Destination and Source IP addresses

- range, list and wildcards allowed

Transport Layer Protocol

- TCP, UDP, ICMP, all

Source and Destination Ports

- list and wildcards allowed
- from TCP or UDP header

etc.

Host (IP Addr: 1.2.3.101) SPD Example

Protocol	Local IP	Port	Remote IP	Port	Action	Comment
UDP	1.2.3.101	500	*	500	BYPASS	IKE
ICMP	1.2.3.101	*	*	*	BYPASS	Error messages
*	1.2.3.101	*	1.2.3.0/24	*	PROTECT: ESP intransport-mode	Encrypt intranet traffic
TCP	1.2.3.101	*	1.2.4.10	80	PROTECT: ESP intransport-mode	Encrypt to server
TCP	1.2.3.101	*	1.2.4.10	443	BYPASS	TLS: avoid double encryption
*	1.2.3.101	*	1.2.4.0/24	*	DISCARD	Others in DMZ
*	1.2.3.101	*	*	*	BYPASS	Internet

Transport and Tunnel Modes

Both AH and ESP support these two modes

- differently (will see later)

Transport Mode

- security is basically for the IP payload (upper-level protocol data)
- IP header is not protected (except some fields in AH)
- Typically for end-to-end communication

Tunnel Mode

- secures the IP packet as a whole incl. header(s)
- actually puts all IP packet within another (outer) one
- packet is delivered according to the outer IP header
- Typically for router-to-router, or firewall-to-firewall communication

Authentication Header (AH)

Provides support for data integrity and authentication of IP packets

- malicious modifications are detected
- address spoofing is prevented
- replays are detected via sequence numbers

Authentication is based on use of a MAC

- parties must share a secret key
 - in SA

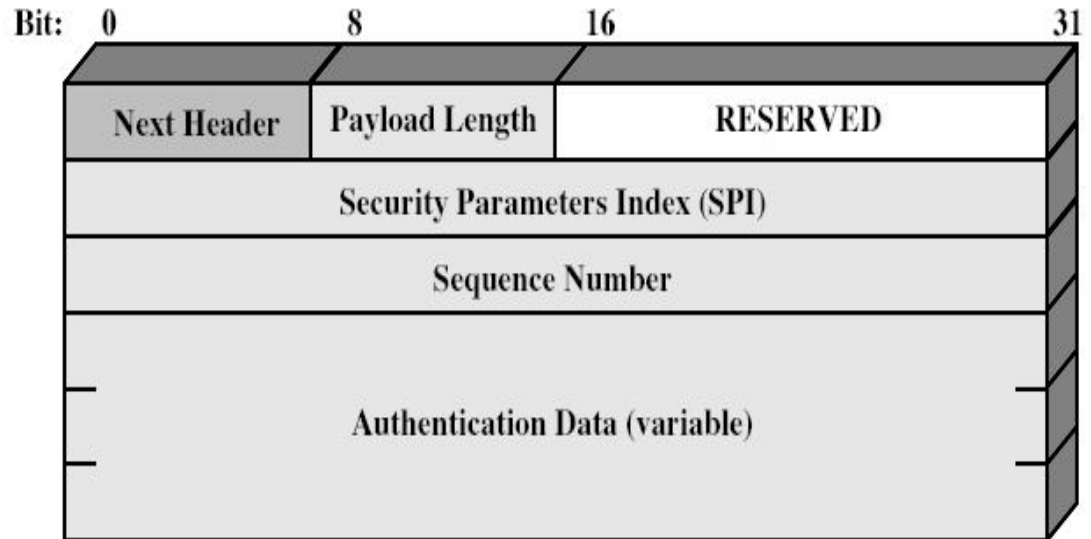
Authentication Header

Next Header:
specifies next
header or upper
layer protocol

Payload length: to
specify header
length

SPI: to identify SA

Sequence number:
used for replay
control



Authentication data:
MAC value (variable
length)

AH – Anti-replay Service

Detection of duplicate packets

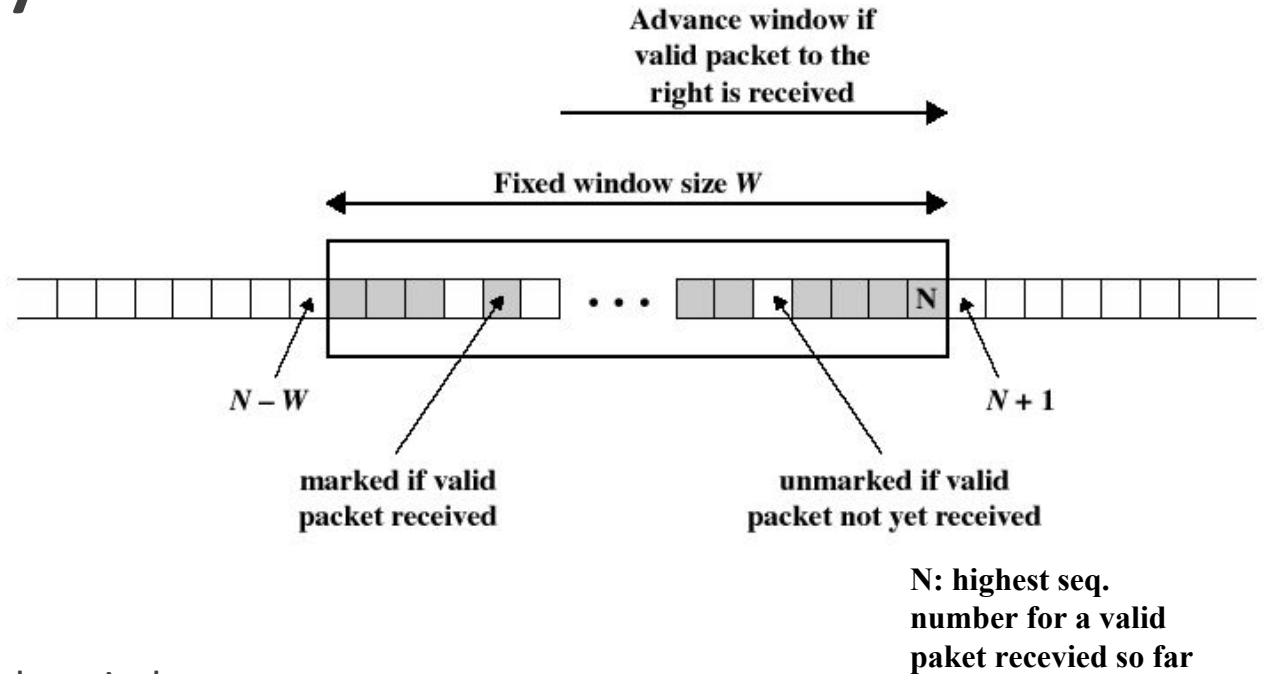
Sequence numbers

- associated with SAs
- 32-bit value
- when an SA is created, initialized to 0
 - when it reaches $2^{32}-1$, SA must be terminated
 - not to allow overflows
- sender increments the replay counter and puts into each AH (sequence number field)

Problem: IP is unreliable, so the receiver may receive IP packets out of order

- Solution is window-based mechanism
 - Implemented at receiver side

Anti-replay Service



window size W
(default is 64)

If a received packet falls in the window

- if authenticated and unmarked, mark it
- if marked, then replay!

If a received packet is $> N$

- if authenticated, advance the window so that this packet is at the rightmost edge and mark it

If a received packet is $\leq N - W$

- packet is discarded

AH - Integrity Check Value (ICV)

Actually it is a MAC

HMAC is used

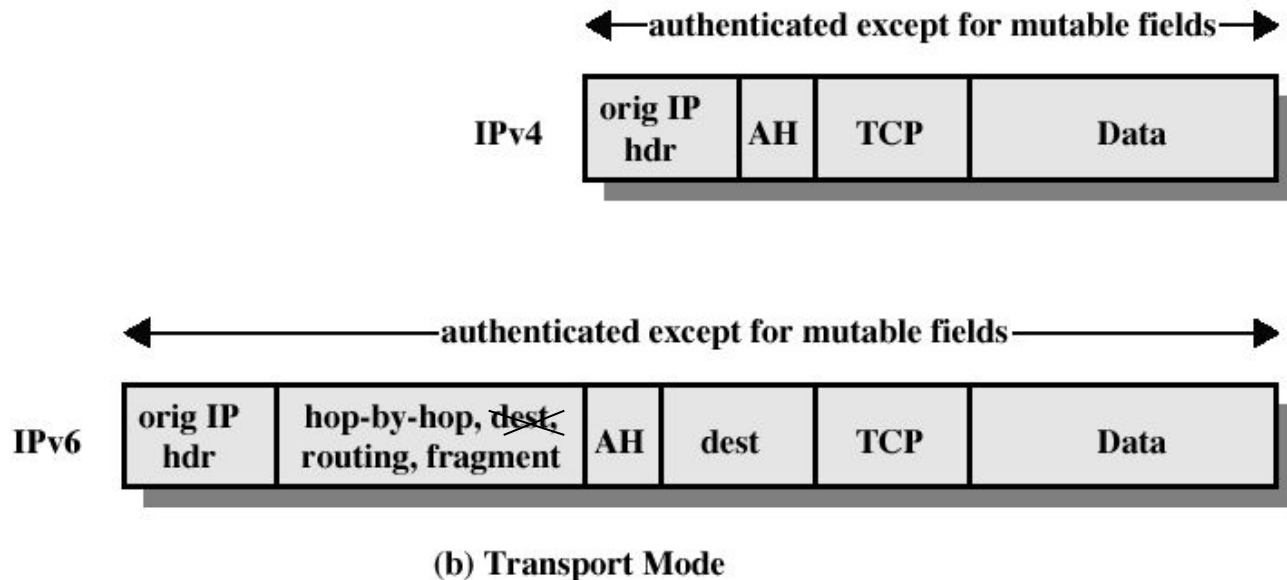
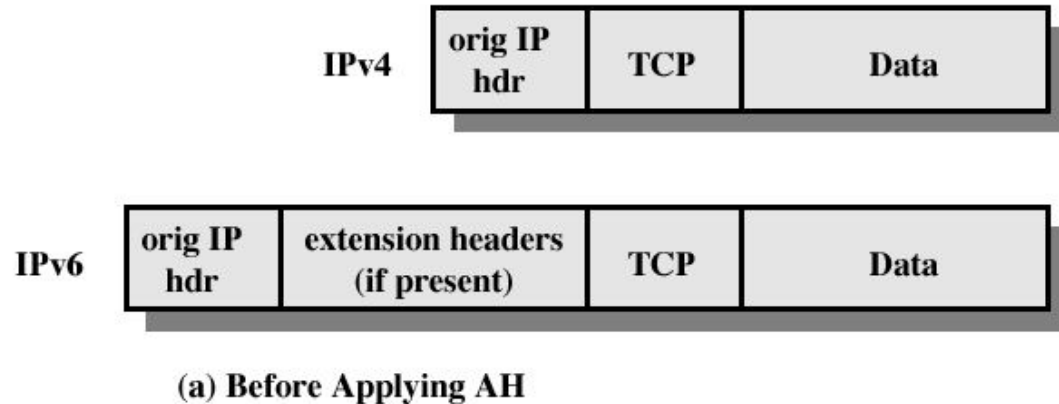
- with a secure hash algorithm
- default length of authentication data field is 96
 - so HMAC output is truncated

MAC is calculated over

- IP payload (upper layer protocol data)
- IP Headers that are “immutable” or “mutable but predictable” at destination
 - e.g. source address (immutable), destination address (mutable but predictable)
 - Time to live field is mutable. Such mutable fields are zeroed for MAC calculation

AH header (except authentication data of course, since authentication data is the MAC itself)

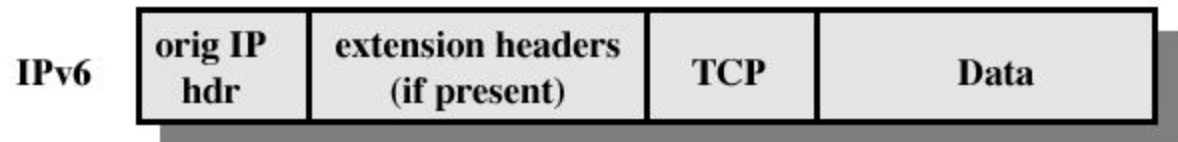
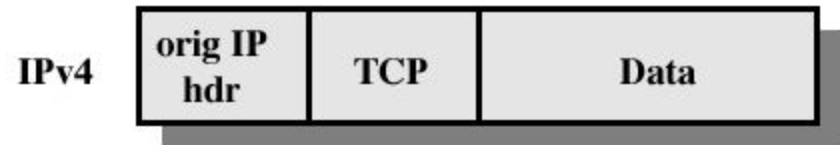
AH – Transport Mode



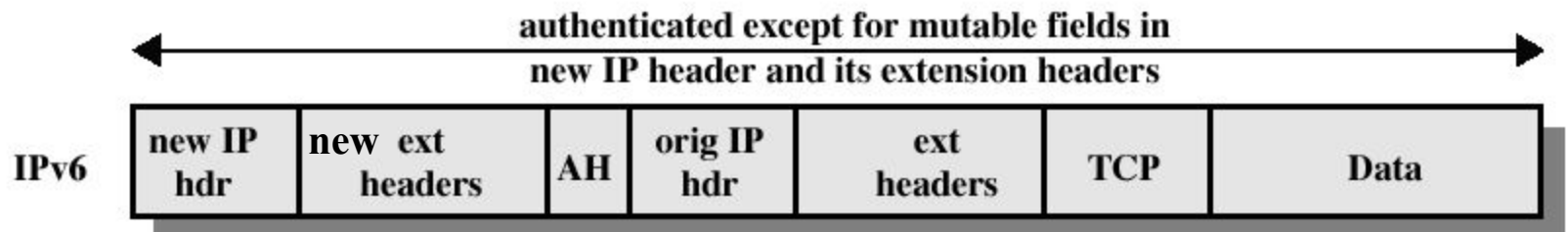
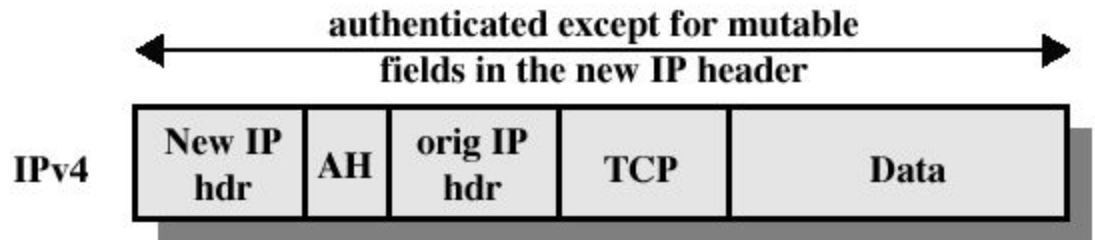
AH – Tunnel Mode

Inner IP packet carries
the ultimate destination
address

Outer IP packet may carry
another dest. address
(e.g. address of a router
at destination network)



(a) Before Applying AH



(c) Tunnel Mode

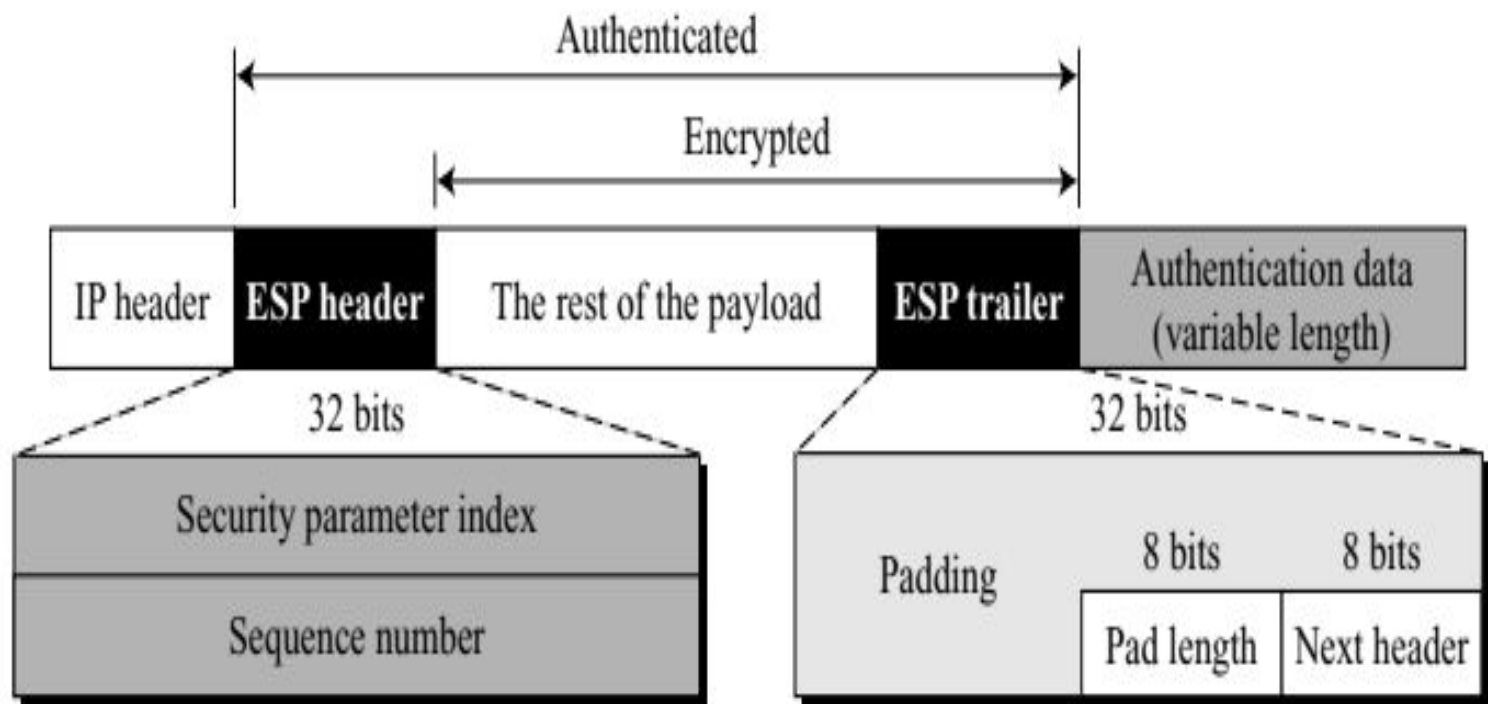
Encapsulating Security Payload (ESP)

provides

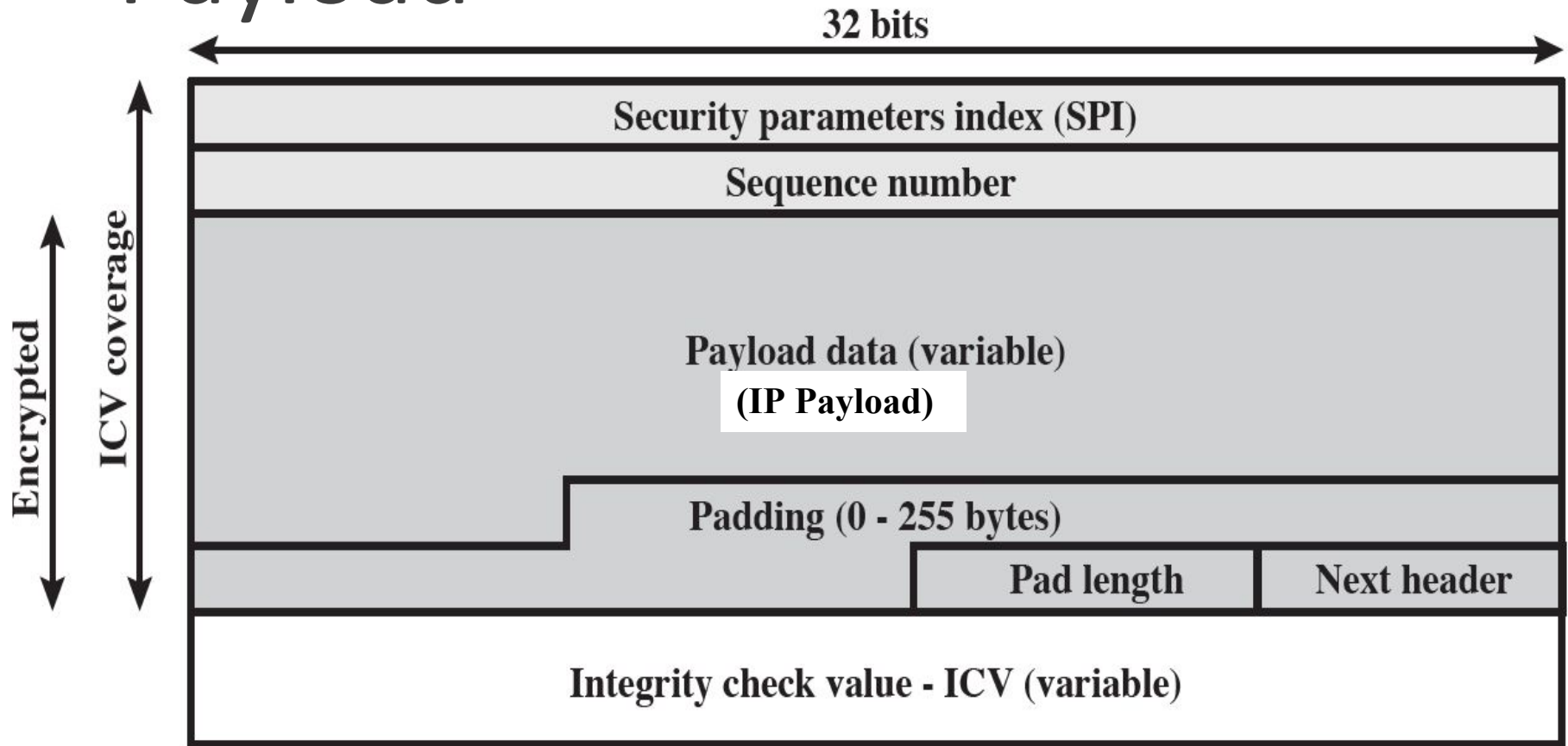
- message content confidentiality
 - via encryption
- limited traffic flow confidentiality and measures for traffic analysis
 - by padding (may arbitrarily increase the data)
 - by encrypting the source and destination addresses in tunnel mode
- optionally authentication services as in AH
 - via MAC (HMAC), sequence numbers

supports range of ciphers, modes

- DES, Triple-DES, RC5, IDEA, Blowfish, etc.
- CBC is the most common mode



Encapsulating Security Payload



Padding in ESP

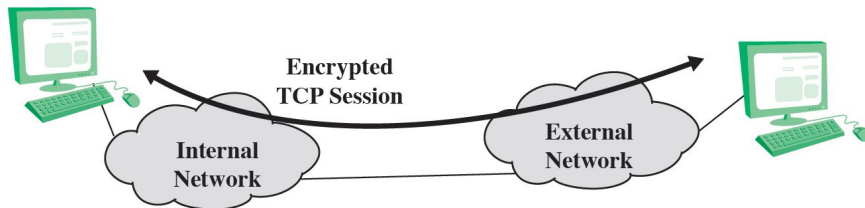
several purposes and reasons

- encryption algorithm may require the plaintext to be multiple of some integer n
- ESP format requires 32-bit words
- additional padding may help to provide partial traffic flow confidentiality by concealing the actual length of data
 - Other than the existing padding field, extra padding can be added to the end of the payload to improve traffic flow confidentiality

Transport Mode ESP

transport mode is used to encrypt & optionally authenticate IP payload (e.g. TCP segment)

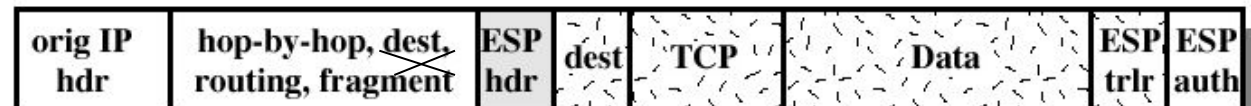
- data protected but IP header left in clear
- so source and destination addresses are not encrypted
- Mostly for host to host (end-to-end) traffic



IPv4



IPv6

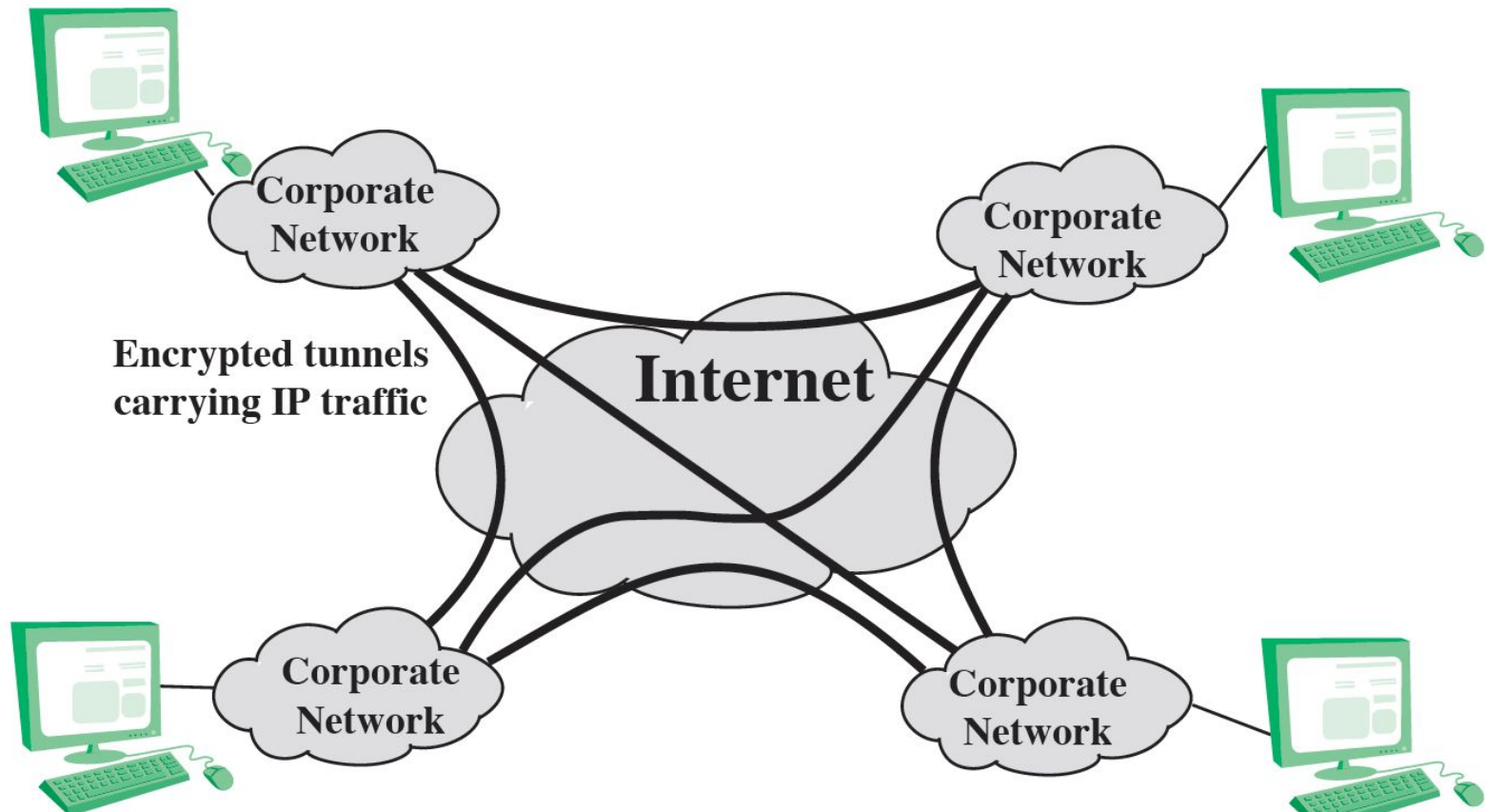


Tunnel Mode ESP

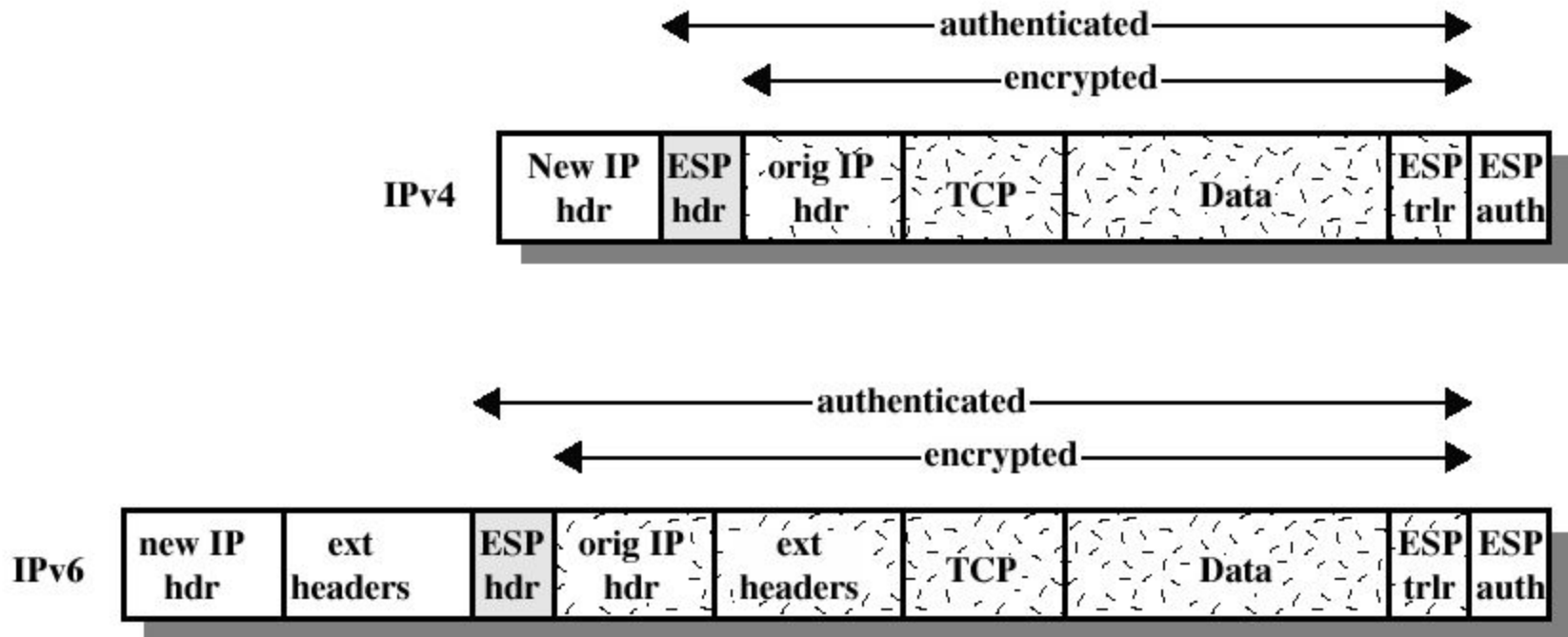
Encrypts and optionally authenticates the entire IP packet

- add new (outer) IP header for processing at intermediate routers
 - may not be the same as the inner (original) IP header, so traffic analysis can somehow be prevented
- good for VPNs, gateway to gateway (router to router) security
 - hosts in internal network do not get bothered with security related processing
 - number of keys reduced
 - thwarts traffic analysis based on ultimate destination

Tunnel Mode ESP

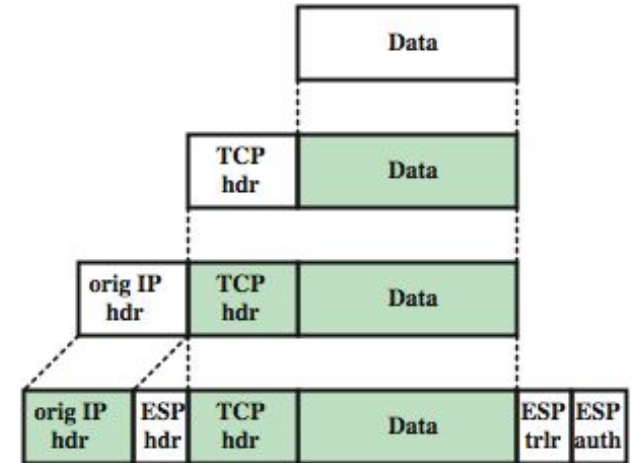
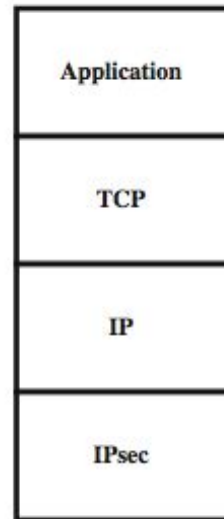


Tunnel Mode ESP

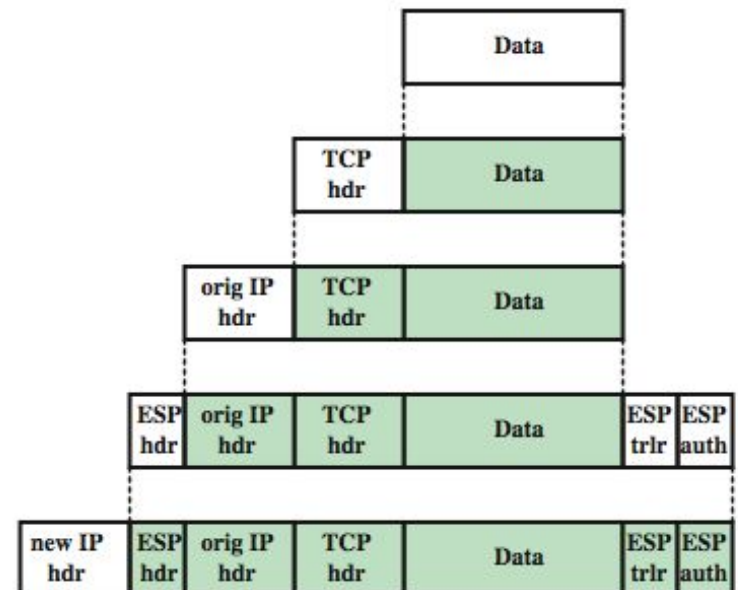
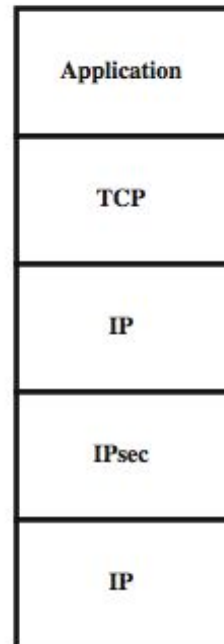


(b) Tunnel Mode

Protocol Operations for ESP



(a) Transport mode



(b) Tunnel mode

Transport and Tunnel Modes

	Transport Mode SA	Tunnel Mode SA
AH	Authenticates IP payload and selected portions of IP header and IPv6 extension headers.	Authenticates entire inner IP packet (inner header plus IP payload) plus selected portions of outer IP header and outer IPv6 extension headers.
ESP	Encrypts IP payload and any IPv6 extension headers following the ESP header.	Encrypts entire inner IP packet.
ESP with Authentication	Encrypts IP payload and any IPv6 extension headers following the ESP header. Authenticates IP payload but not IP header.	Encrypts entire inner IP packet. Authenticates inner IP packet.

Combining Security Associations

SAs can implement either AH or ESP

to implement both, need to combine SAs

- form a security association bundle

A possible case: End-to-end Authentication + Confidentiality

- Solution1: use ESP with authentication option on
- Solution2: apply ESP SA (no auth.) first, then apply AH SA
- Solution3: Apply AH SA first, then ESP SA
 - encryption is after the authentication