

[illegible]

History

- Late 2006
- Blaine Cook of Twitter, Chris Messina and Larry Halff of Ma.gnolia all wanted something like OpenID and Flickr Auth / Google AuthSub / and Yahoo! BBAuth
- They wanted an open standard for auth without passwords or copy/paste tokens
- This is different then OpenAuth (AOL)
- Mid July a bunch more people were involved and the standard took shape

History

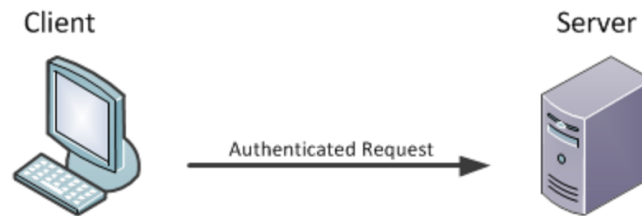
- December 4th 2007 - OAuth Core 1.0 specification was declared final at the Internet Identity Workshop
- March 9th 2009 – OAuth Core 1.0 Editor's Edition released - a complete rewrite of the entire specification including many fixes and clarifications.
- April 15th 2009 – first published exploit that affected all systems
- April 23rd 2009 – first security advisory
- June 24th 2009 – OAuth 1.0 rev A released
- April 2010 - IETF published RFC 5849 as an informational RFC, replacing the OAuth Core 1.0 Revision A specification

Terminology

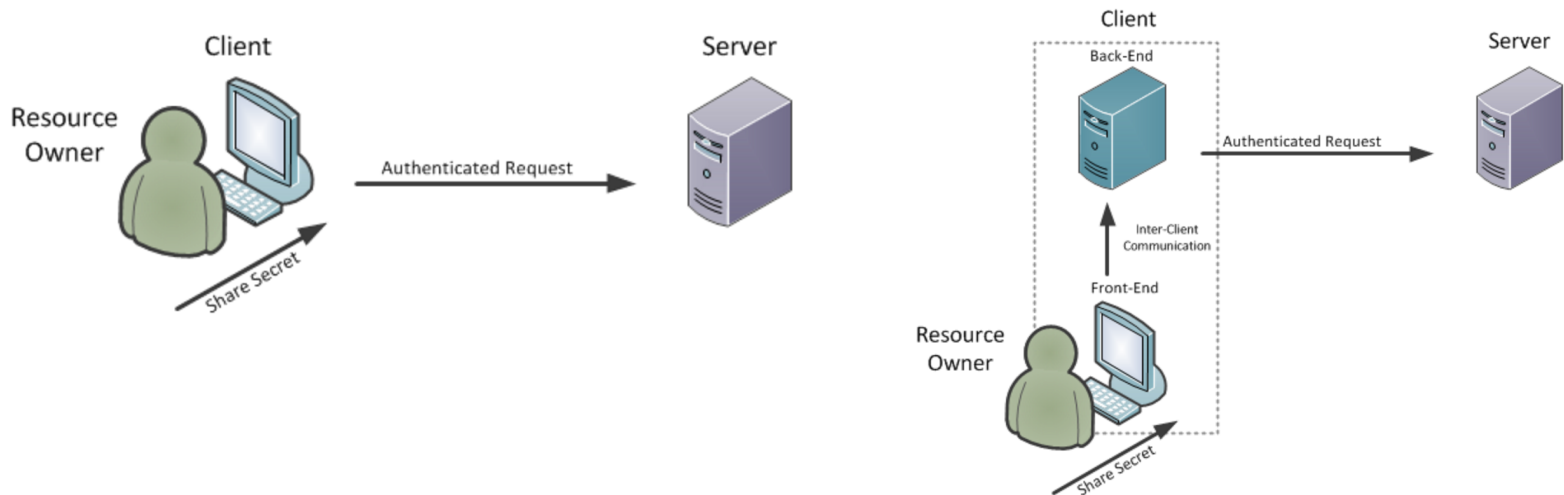
- Three roles:
 - Client (consumer)
 - Server (service provider)
 - Resource Owner (user)
 - Note: In some cases the client is the resource owner
- Protected Resources
 - A resource stored on a server and which requires authentication in order to access
 - Controlled/owned by the resource owner
 - Can be data or services

Terminology

- Traditionally a client uses its credentials to access its resources on a server



- Sometimes a client is acting on a user's behalf, and in this case they are using a resource owner's credentials to make requests



Terminology

- Three kinds of credentials:
 - Client credentials (consumer key and secret)
 - Used to authenticate the client
 - Temporary credentials (request token and secret)
 - Used to identify the authorization request
 - Helpful when accommodating different clients (web, desktop, mobile, etc.)
 - Token credentials (access token and secret)
 - Consists of a token identifier and a shared secret
 - Limited in scope and duration
 - Can be revoked at any time by the resource owner without affecting other outstanding tokens

Protocol Workflow

- This example was taken from here:
<https://hueniverse.com/oauth/guide/workflow/>
- Written by one of the original authors of the specification

Protocol Workflow

- Jane went on vacation and took some photos
- She gets home and wants to share them with friends
- She uses a photo sharing site called Faji
- She logs into her Faji account and uploads 2 photos which are then marked private
- Who is the resource owner? Who is the server?



Protocol Workflow

- Jane wants to have some of the photos printed and decides to use a photo printing service called Beppa
- Beppa must use OAuth credentials to access the private photos hosted on Faji
- We have three roles now:
 - Jane the resource owner
 - Faji the server
 - Beppa the client



Protocol Workflow

- When Beppa added support for Faji they received a client identifier and secret from Faji to use with their OAuth-enabled API
- When Jane first clicks continue to use the Faji integration on Beppa a set of temporary credentials are requested from Faji (by Beppa)
 - These credentials are not resource-owner specific at this point
- She is then redirected to Faji and asked to sign in using her Faji credentials
- OAuth requires that the server first authenticate the user, then ask them to grant access to the client
- At no point are her username and password shared with Beppa



Protocol Workflow

- Faji informs Jane who is requesting access to the resource and what the privileges/conditions of access are
- She can approve or deny access at this point



Protocol Workflow

- If Jane approves the request then Faji marks the temporary credentials as resource-owner authorized
- She is redirected back to Beppa with the temporary credential identifier



Protocol Workflow

- Before the resource is accessed by the client it must trade the authorized request token for an access token
- Request tokens are only good for during the user approval stage
- Access tokens are used for accessing protected resources
- After access token is obtained then Beppa (client) can access the photos (protected resources)

