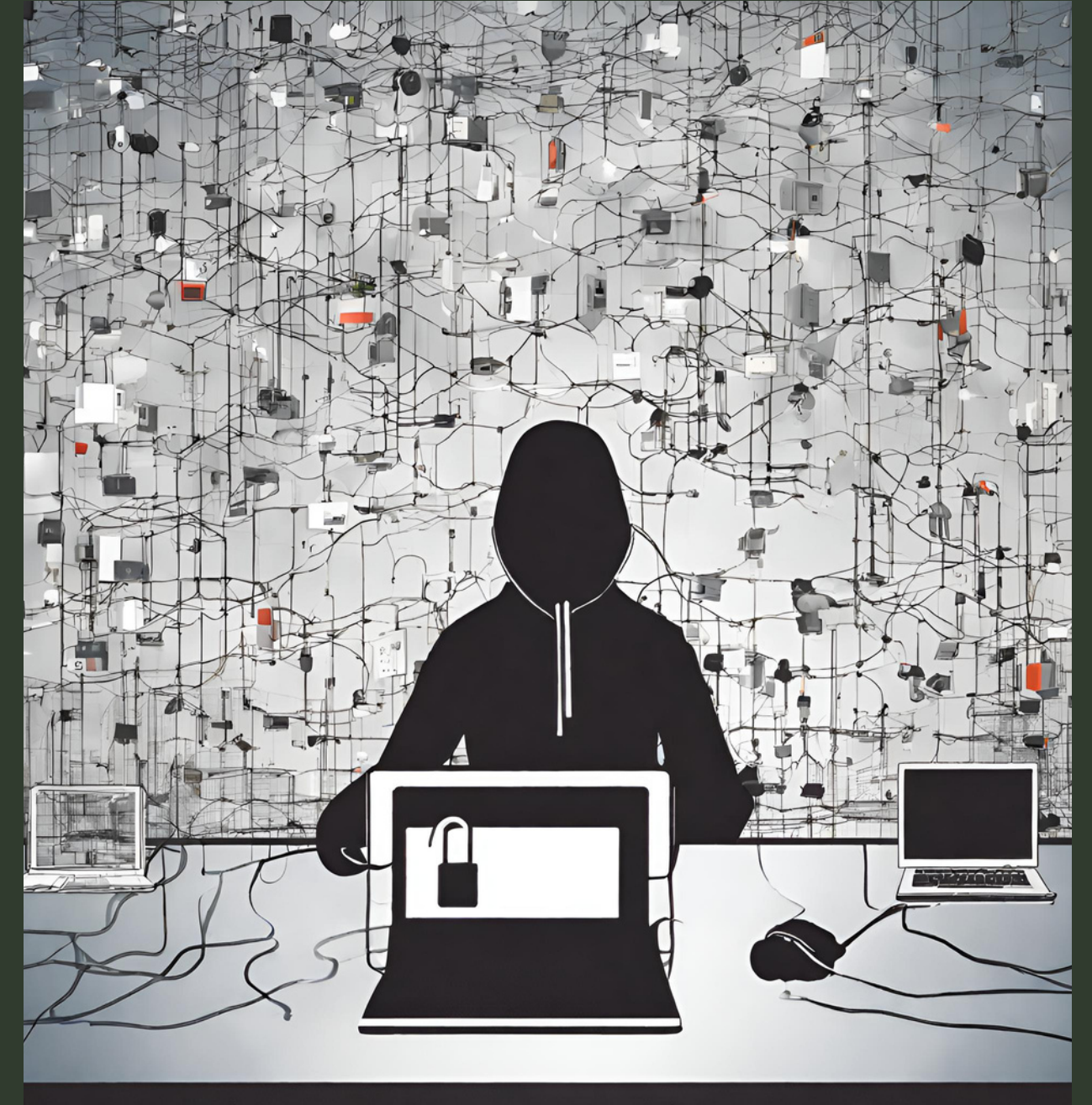


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Assignment 4 Project – 2

Presented by Sarvagya Kaushik & Kunal Sharma

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Network Security

Prof. B N Jain

We have 5 files named '**policeman.py**', '**authentication_server.py**', '**service_provider.py**', '**time_server.py**' and '**ticket_granting_server.py**'. Below is the explanation of each file one by one.

1. policeman.py: It simulates a secure authentication and communication process between a client, a Ticket Granting Server (TGS), and a Service Provider (SP) over a network.

a) Libraries Used: 'socket' for networking, 'Crypto' for cryptographic operations, 'pickle' for serialization, 'time' for time-related operations, 'datetime' for handling dates and times, and 'base64' for base64 encoding and decoding.

b) AES Encryption and Decryption Functions: The two functions that are for AES encryption and decryption are `aes_encrypt()` and `aes_decrypt()` respectively. These functions use AES encryption in Cipher Block Chaining (CBC) mode. The encryption function pads the data before encryption, and the decryption function reverses this process.

c) Signature Verification Functions: Two functions are defined for verifying signatures. First is `verify_signature()` it verifies a signature using PKCS1_v1_5 signature scheme and second is `verify_time_signature()` which verifies a signature for a given message using the public key read earlier.

d) Public Key Decryption Function: `decrypt_with_public_key()` decrypts ciphertext using RSA public key encryption.

e) Getting Time from Server: The `get_time_from_server()` function connects to a server specified by a host and port, receives encrypted time and signature from the server, decrypts the time using the public key, and verifies the signature.

f) Main Function: The `main()` function starts by asking a username and password of the policeman. It then connects to an authentication server (`auth_socket`), sends the username and password, and receives the authentication result. It reads a key (`K_C`) from a file, decrypts the received authentication result using AES, and sends an authenticator to the TGS. It then connects to the TGS, sends encrypted data containing a ticket and authenticator, receives encrypted data from the TGS, decrypts it, and obtains a session key (`K_C_v`) and a ticket for the service provider (`T_v`). Next, it connects to the service provider, sends encrypted data containing the ticket and authenticator, receives encrypted personal data from the service provider, and decrypts it using the session key. It verifies the received data's integrity and authenticity using a signature and compares the received timestamp with the current time to ensure the data's freshness. If authentication and integrity checks pass, it prints the received personal data (name and date of birth) and proceeds to receive an image file from the service provider. It decrypts the image data using a Fernet cipher and saves it to a file named 'received_image.jpg'. If authentication fails at any step, it prints an error message.

2. authentication_server.py: It is an authentication Server that authenticates policemen based on their username and password.

a) Libraries Used: 'socket' for networking, 'hashlib' for hashing passwords, 'Crypto' for cryptographic operations, and 'pickle' for serialization.

b) AuthenticationServer Class: It represents the authentication server. It has 3 methods to add policemen with their hashed passwords and to authenticate policemen based on their provided username and password.

__init__(): Initializes the policeman dictionary to store usernames and hashed passwords.

add_user(): Adds a policeman to the policemen dictionary with their username and hashed password.

authenticate(): Authenticates a policeman by checking if the provided username exists and if the hashed password matches the stored hashed password.

c) Main Function: It initializes an instance of the AuthenticationServer class and It asks for a policeman username and password. Then, it creates a server socket and binds it to localhost on port 8000. Then it starts listening for incoming connections. When a client connects, it accepts the connection and receives a username and password from the client. It then attempts to authenticate the policeman using the authenticate method of the AuthenticationServer class. If authentication succeeds, it generates three random keys (K_C, K_C_tgs, K_tgs) and saves them to separate files. It then encrypts K_C_tgs using K_tgs and sends it along with T_tgs to the client after encrypting them using K_C. If authentication fails, it sends an "Authentication failed" message to the client.

3. service_provider.py: It is a Service Provider that receives license verification requests from authenticated clients, verifies the license numbers, and provides personal data and encrypted images accordingly.

a) Libraries Used: 'socket' for networking, 'pickle' for serialization, 'datetime' for handling dates and times, 'Crypto' for cryptographic operations. 'fernet' for Fernet symmetric encryption, and 'base64' for base64 encoding and decoding.

b) Signature Functions: The function named `sign_data()` is used to sign data using PKCS1_v1_5 signature scheme.

c) Time Signature Verification Function: The function named `verify_time_signature()` is used to verify a signature for a given message using the public key read earlier.

d) Public Key Decryption Function: The function named `decrypt_with_public_key()` is used to decrypt ciphertext using RSA public key encryption.

e) Getting Time from Server: The `get_time_from_server()` function connects to a server specified by a host and port, receives encrypted time and signature from the server, decrypts the time using the public key, and verifies the signature.

f) ServiceProvider Class: It represents the service provider. It has a method named `verify_license_number()` to verify license numbers.

h) Main Function: It first initializes an instance of the ServiceProvider class. Then, it creates a server socket and binds it to localhost on port 8002. Then it starts listening for incoming connections. When a client connects, it accepts the connection, receives encrypted data containing T_v and authenticator_c, decrypts them using a key read from a file, and checks if the decrypted username is the same as entered by the policeman. If the client is authorized, it sends an 'Authenticated' message to the client and receives encrypted license number and date/time from the client. It verifies the received date/time and if it's within a certain threshold, it verifies the license number using the verify_license_number() method of the ServiceProvider class. Based on the verification result, it sends personal data(Name and DOB) and encrypted image to the client.

4. time_server.py: It is a time server that provides the current time to clients over a network securely using RSA encryption and digital signatures.

a) Libraries Used: 'socket' for networking, 'datetime' for handling dates and times, 'base64' for base64 encoding and decoding, and classes from the 'Crypto' library for cryptographic operations.

b) Generating RSA Key Pair: It generates an RSA key pair (private_key and public_key) with a key size of 2048 bits. It writes the private key to a file named 'public_key_time.txt'.

c) Signing and Encryption Functions: **sign_message():** This function takes a message, hashes it using SHA256, signs the hash using the private key, and returns the signature. **encrypt_with_private_key():** This function encrypts a message using RSA-OAEP encryption with the private key and returns the base64-encoded ciphertext.

d) Function to Get Current Time: The `get_current_time()` function returns the current time in the format 'YYYY-MM-DD HH:MM:SS'.

e) `serve()` Function: It initializes a server socket, binds it to localhost on port 8003, and starts listening for incoming connections. When a client connects, it accepts the connection and retrieves the client's address. It then gets the current time, encrypts it using the private key, and signs it. The encrypted time and signature are sent to the client. Any exceptions that occur during this process are caught, printed.

5. `ticket_granting_server.py`: It is a Ticket Granting Server (TGS) that generates session keys and provides them to authenticated clients.

a) Libraries Used: 'socket' for networking, 'random' for generating random session keys, 'pickle' for serialization, and classes from the 'Crypto' library for cryptographic operations.

b) `TicketGrantingServer` Class: It represents the Ticket Granting Server. It has an attribute `session` to store session keys. `__init__()`: Initializes the sessions dictionary. `generate_session_key()`: Generates a random key.

c) Main Function: It initializes an instance of the `TicketGrantingServer` class. It creates a server socket and binds it to localhost on port 8001. When a client connects, it accepts the connection, receives serialized data containing `T_tgs` and `authenticator_c`, and decrypts them using a key read from a file. If the decrypted username is the same as the input username, it generates a session key `K_v` and a client-to-service session key `K_C_v`. It then encrypts `K_C_v` with `K_v` to form `T_v` and sends it back to the client after encrypting it with `K_C_tgs`. If the client is not authorized, it prints "Client not authorized" and closes the client socket.

Thank you !

Name	Sarvagya Kaushik
Roll No.	2021350
Branch	CSD
E-mail	Sarvagya21350@iiitd.ac.in

Name	Kunal Sharma
Roll No.	2021331
Branch	CSD
E-mail	Kunal21331@iiitd.ac.in