SSO & RBAC with KeyCloak

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Intro: Identity and Access Management (IAM)

Core concepts for IAM:

- Identification: user claiming an identity
 - E.g., by specifying their name/email
- Authentication: user proves their identity
 - E.g., by means of a password/access key
- Authorization: user gets access to certain system
 resources/functionalities based on their proven identity
 - E.g., access to the admin portal is only available for system administrators).



Authentication vs. Authorization

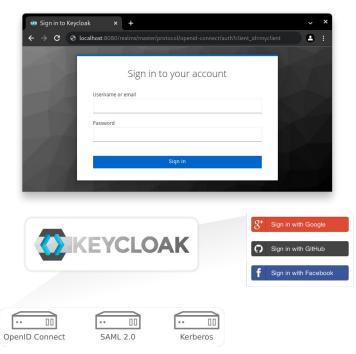
Intro: Access Control and RBAC

- Access Control defines who should have access to what and how to enforce such access
 - The general idea is that **users** are given **access** to **resources** based on their proven identities.
 - Policies define access rules (permissions) and mechanisms are used to enforce them
 - o In Role-Based Access Control (RBAC), policies concern roles rather than individuals

- As systems get more complex, access control can get very tricky to implement correctly and securely
 - It's the reason why "Broken Access Control" is the most common security issue according to OWASP TOP 10 (2021).

Intro: Single Sign-On (SSO) & KeyCloak

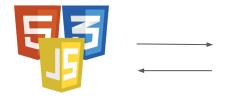
- Single Sign-On (SSO) allows users to authenticate to multiple independent services using a single ID.
- Keycloak is an open-source IAM solution that helps software developers "add authentication to applications and secure services with minimum effort."
 - It provides a feature-packed management console to quickly deploy functional login forms supporting SSO, social login, integration with existing directory servers, RBAC, and more.
- Keycloak is based on and supports standard protocols:
 OAuth 2.0, OpenID Connect, and SAML



KeyCloak Login Form and Features

Methods

- This work implements a minimal authentication/authorization scenario with three main components
 - **Keycloak server:** pre-configured to authenticate web users through OpenID Connect.
 - **Web server (Relying Party):** Python (Flask) application outsourcing authentication functionalities to Keycloak.
 - **Web client:** a pure HTML/CSS/JS web page to communicate with the server.









Methods: KeyCloak Deployment

- Created a compose file to quickly run a keycloak development instance with volumes for persisting data
 - Containers are the industry standard for reproducibility and easy migration to the cloud.
- Configure KeyCloak from the Admin Console
 - Created a realm: `myrealm`
 - o Created an OIDC Client: `demo`
 - Created test users: `user1`, `user2`, `user3`
 - Created roles: `admin`, `editor`, `viewer`
 - Bound roles to users respectively

```
name: demo
services:
   container_name: keycloak
   ports:
       - "8080:8080"
   environment:
        - KC BOOTSTRAP ADMIN USERNAME=admin
        - KC_BOOTSTRAP_ADMIN_PASSWORD=admin
    image: quay.io/keycloak/keycloak:26.0
   volumes:
      - keycloak_data:/opt/keycloak/data
   command: start-dev
```

Sample Compose File to Run KeyCloak Development Container

Methods: WebServer Deployment

- Created Python Virtual Environment with needed
 dependencies: Flask, PyJWT, Requests, Gunicorn, and Dotenv
- Created a Dockerfile for the application for reproducibility and easier migration to the cloud
- Wrote application logic to handle endpoints
 - `/`: returns HTML content of application homepage
 - `/login`: called when user clicks login
 - o `/callback`: called after a successful login
 - o `/logout`: sign the logged-in user out

```
FROM python:3-alpine

WORKDIR /app

COPY requirements.txt .

RUN pip install --no-cache-dir -r requirements.txt

COPY . .

CMD ["gunicorn", "-b", "0.0.0.0:5000", "wsgi"]
```

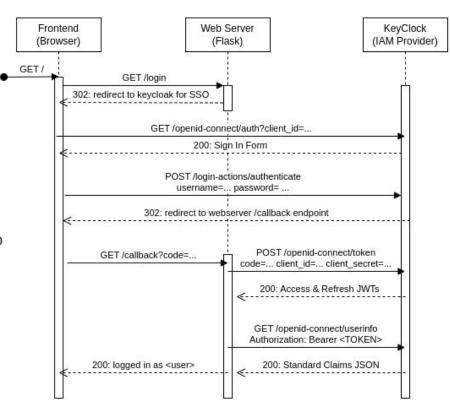
Minimal Dockerfile for the server

Methods: Login Process

The following diagram shows the exact HTTP requests and responses being exchanged for SSO to work.

Brief explanation of the process:

- 1. User accesses the home page of the application
- 2. User clicks "Log In" button and gets redirected to keycloak login form.
- 3. User logs in with their credentials and gets redirected to the `/callback` endpoint (with authorization code)
- 4. Browser informs the web server of the code, which in turn contacts keycloak with the code, client id, and client secret to obtain the access token (JWT in our case).
- 5. The web server uses the token to obtain information about the end-user (e.g., username and email).

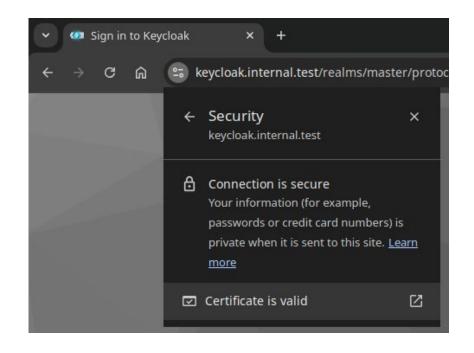


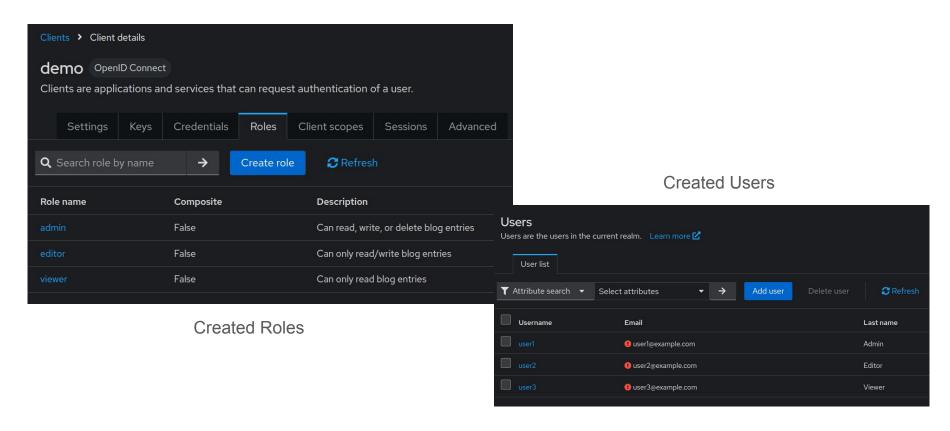
Sequence Diagram Illustrating the Login Process

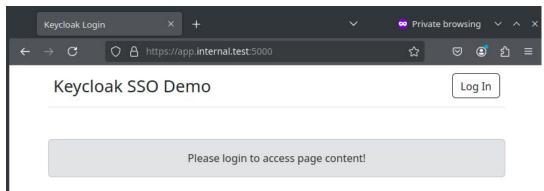
Methods: Enabling TLS

To enable TLS, the following steps were taken:

- 1. Generated certificates using <u>mkcert</u> for testing
- Configured local hostnames at `/etc/hosts` for `app.internal.test` and `keycloak.internal.test`
- Mounted certs directory into keycloak and app containers
- 4. Configured services to read cert files and use it.

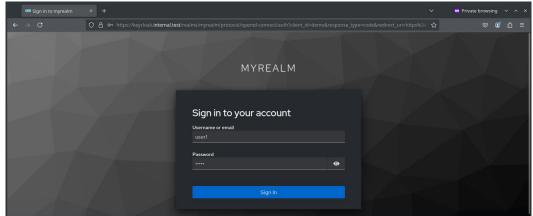


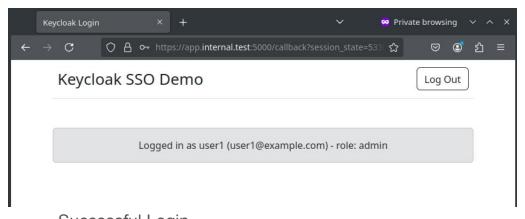




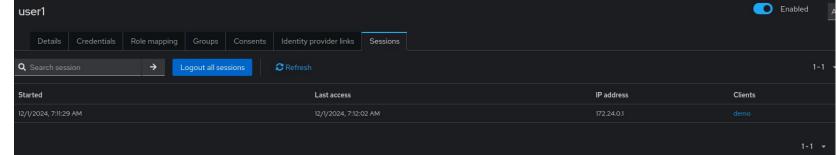
Redirection to KeyCloak login form

Webpage before login



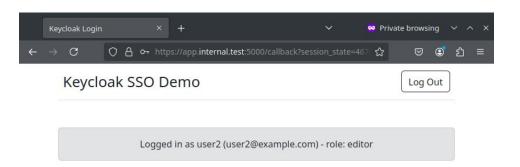


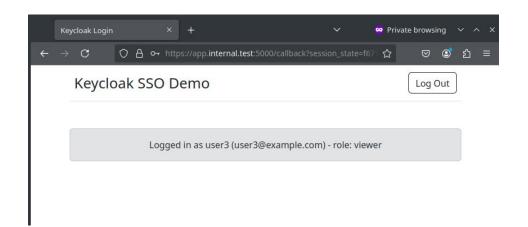




Login status for an editor:

Login status for a viewer:





Discussion

- Even for a small app, implementing login correctly can take time and be error-prone.
- Keycloak starts to prove more useful as the number of clients (services) increase
- Support for additional features (e.g., social login, OTP/email verification, password resets, user registration, requesting additional user info, etc.) can also be configured faster through Keycloak.
- Additional measures should be taken into account when deploying this infrastructure in production
 - Using TLS for secure communication.
 - Configuring UI and admin endpoints under different hostnames
 - The use of reverse proxy in distributed environments.
 - Limiting the number of queued requests.
 - Replacing the default `dev-file` with a production-grade database (e.g., PostgreSQL or MySQL).
 - Enable observability (e.g., Prometheus metrics and alerts for monitoring).

References

- https://www.keycloak.org/securing-apps/oidc-layers
- https://www.keycloak.org/server/configuration-production
- https://openid.net/developers/how-connect-works/
- https://openid.net/specs/openid-connect-basic-1_0.html