Web 2.0

Lecture 7: Security in REST

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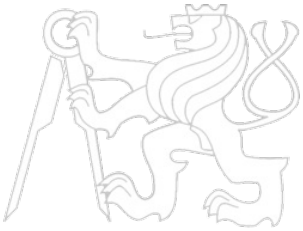

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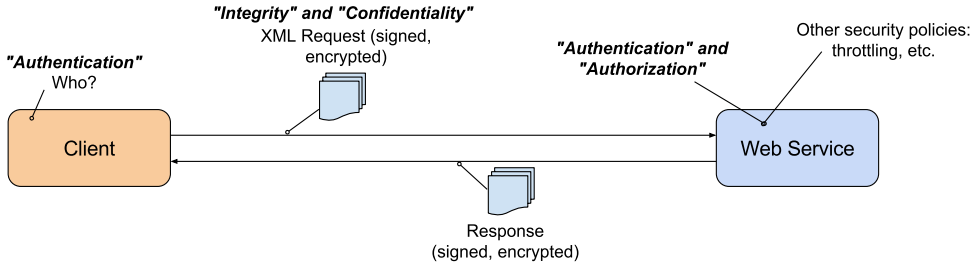
Overview

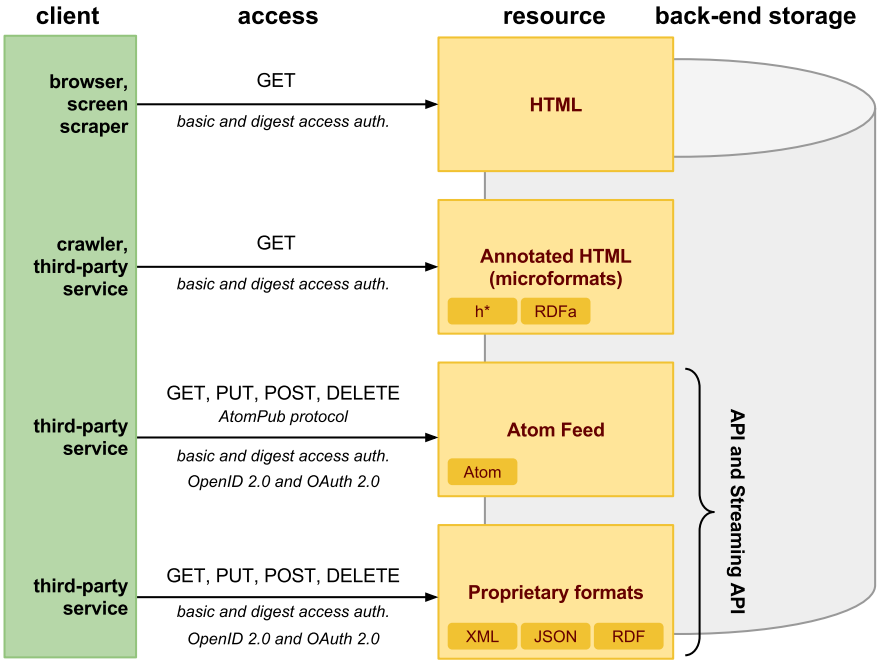
- Security Concepts
- Authentication and Authorization
- OAuth 2.0
- OpenID

Web Service Security Concepts

- Securing the client-server communcation
  - *Message-level security*
  - *Transport-level security*
- Ensure
  - *Authentication – verify a client's identity*
  - *Authorizaton – rights to access resources*
  - *Message Confidentiality – keep message content secret*
  - *Message Integrity – message content does not change during transmission*
  - *Non-repudiation – proof of integrity and origin of data*



Data on the Web



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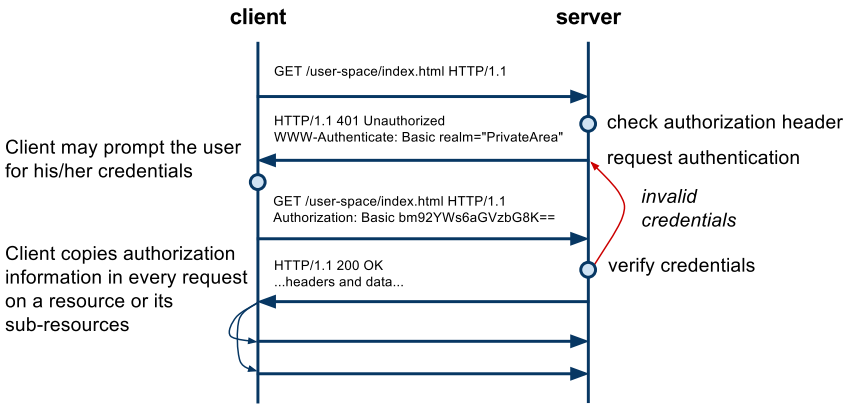
Authentication and Authorization

- Authentication
  – *verification of user's identity*
- Authorization
  – *verification that a user has rights to access a resource*
- Standard: HTTP authentication
  – *HTTP defines two options*
    → *Basic Access Authentication*
    → *Digest Access Authentication*
  – *They are defined in*
    → *RFC 2616: Hypertext Transfer Protocol – HTTP/1.1*
    → *RFC 2617: HTTP Authentication: Basic and Digest Access Authentication*
- Custom/proprietary: use of cookies

Basic Access Authentication



- Realm
  - *an identifier of the space on the server (~ a collection of resources and their sub-resources)*
  - *A client may associate a valid credentials with realms such that it copies authorization information in requests for which server requires authentication (by* `WWW-Authenticate` *header)*

Basic Access Authentication – Credentials

- Credentials
  - *credentials are base64 encoded*
  - *the format is:* `username:password`
- Comments
  - *When SSL is not used, the password can be read*
  - *An attacker can repeat interactions*

Digest Access Authentication

- RFC 2617 – Basic and Digest Access Authentication
  - *No password between a client and a server but a hash value*
  - *Simple and advanced mechanisms (only server-generated nonce value – replay-attacks or with client-generated nonce value)*
- Basic Steps
  1. *Client accesses a protected area*
  2. *Server requests authentication with* `WWW-Authenticate`
  3. *Client calculates a response hash by using the realm, his/her username, the password, and the quality of protection (QoP) and requests the resource with* `authorization` *header*

Nonce and QoP

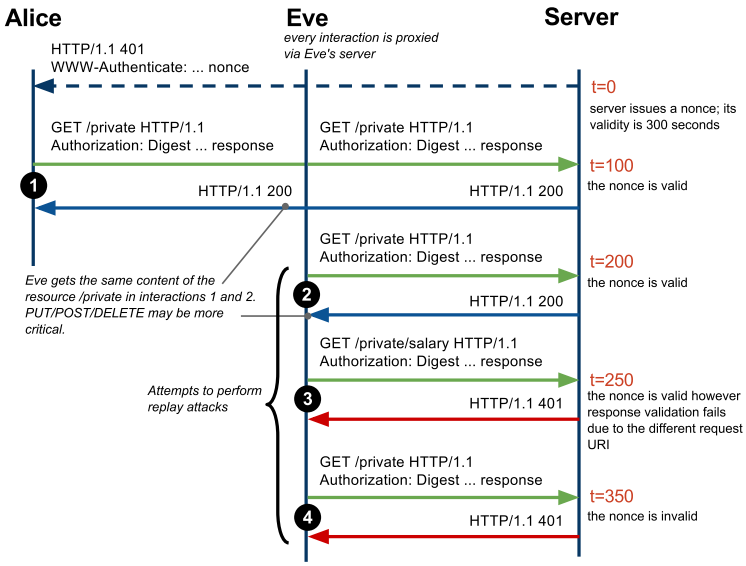
- Nonce
  - *A value to identify an interaction that should occur only once*
  - `nonce` *– generated by the server*
    - → *may have a time period for which the nonce is valid*
    - → *may be computed using client IP, ETag of the resource, etc.*
    - → *this limits chances for the replay attack.*
  - `cnonce` *– generated by the client*
- QoP – quality of protection
  - *Further improvements to prevent replay attacks and enables non-repudiation*

Algorithms

- Algorithm for `response` value of `authorization` header
  - *No quality of protection (`qop` is missing or `qop=none`)*
    → *limits chances of replay-attacks*
  - *with quality of protection (`qop=auth`)*
  - *with quality of protection for message integrity (`qop=auth-int`)*
    → *enables non-repudiation (i.e., proof of integrity and origin of data)*

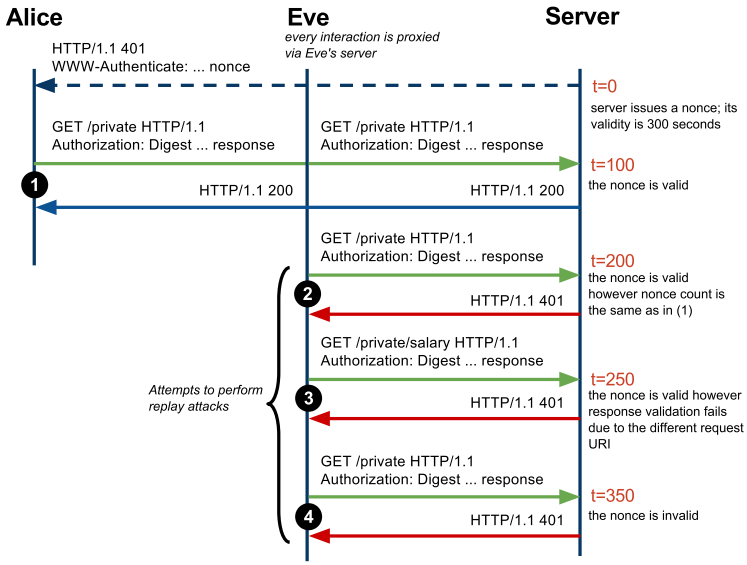
Replay Attack

- Replay Attack Scenario (quality of protection is `none`)
  - *The communication is not encrypted (i.e., no use of HTTPS)*
  - *Eve listens to the Alice's communication (e.g. on a proxy server)*
  - *Eve resends requests with headers from Alice's requests*



Replay Attack (Cont.)

- Replay Attack Scenario (quality of protection is `auth` or `auth-int`)
  - `nonceCount` *should be incremented in every request to a response of the nonce value from the server*



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- Security Concepts
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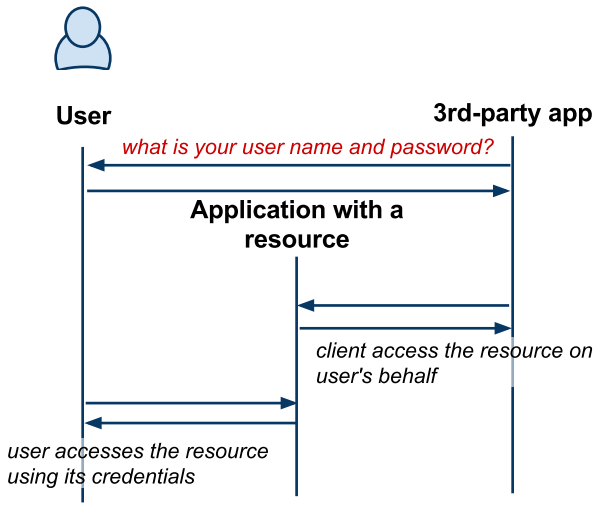
- OAuth 2.0
  - *Client-side Web Apps*
  - *Server-side Web Apps*
  - *OAuth 2.0 vs. OAuth 1.0*
- OpenID

Motivation

- Cloud Computing – Software as a Service
  - *Users utilize apps in clouds*
    - *→ they access **resources** via Web browsers*
    - *→ they store their data in the cloud*
    - *→ Google Docs, PicasaWeb, etc.*
  - *The trend is that SaaS are open*
    - *→ can be extended by 3rd-party developers through APIs*
    - *→ attract more users ⇒ increases value of apps*
  - *Apps extensions need to have an access to users' data*
- Need for a new mechanism to access resources
  - ***Users can grant access to third-party apps without exposing their users' credentials***

When there is no OAuth



- Users must share their credentials with the 3rd-party app
- Users cannot control what and how long the app can access resources
- Users must trust the app
  - *In case of misuse, users can only change their passwords*

OAuth 2.0 Protocol

- OAuth Objectives
  - *users can grant access to third-party applications*
  - *users can revoke access any time*
  - *supports:*
    - → *client-side web apps (implicit grant),*
    - → *server-side apps (authorization code), and*
    - → *native (desktop) apps (authorization code)*
- History
  - *Initiated by Google, Twitter, Yahoo!*
  - *Different, non-standard protocols first: ClientLogin, AuthSub*
  - *OAuth 1.0 – first standard, security problems, quite complex*
  - *OAuth 2.0 – new version, not backward compatibile with 1.0*
- Specifications and adoption
  - *OAuth 2.0 Protocol*
  - *OAuth 2.0 Google Support*

Terminology

- **Client**
  - *a third-party app accessing resources owned by* ***resource owner***
- **Resource Owner** (also user)
  - *a person that owns a resource stored in the* ***resource server***
- **Authorization and Token Endpoints**
  - *endpoints provided by an* ***authorization server*** *through which a* ***resource owner*** *authorizes requests.*
- **Resource Server**
  - *an app that stores resources owned by a* ***resource owner*** *(e.g., pictures in Google PicasaWeb)*
- **Authorization Code**
  - *a code that a* ***client*** *uses to request* ***access tokens*** *to access resources*
- **Access Token**
  - *a code that a* ***client*** *uses to access resources*

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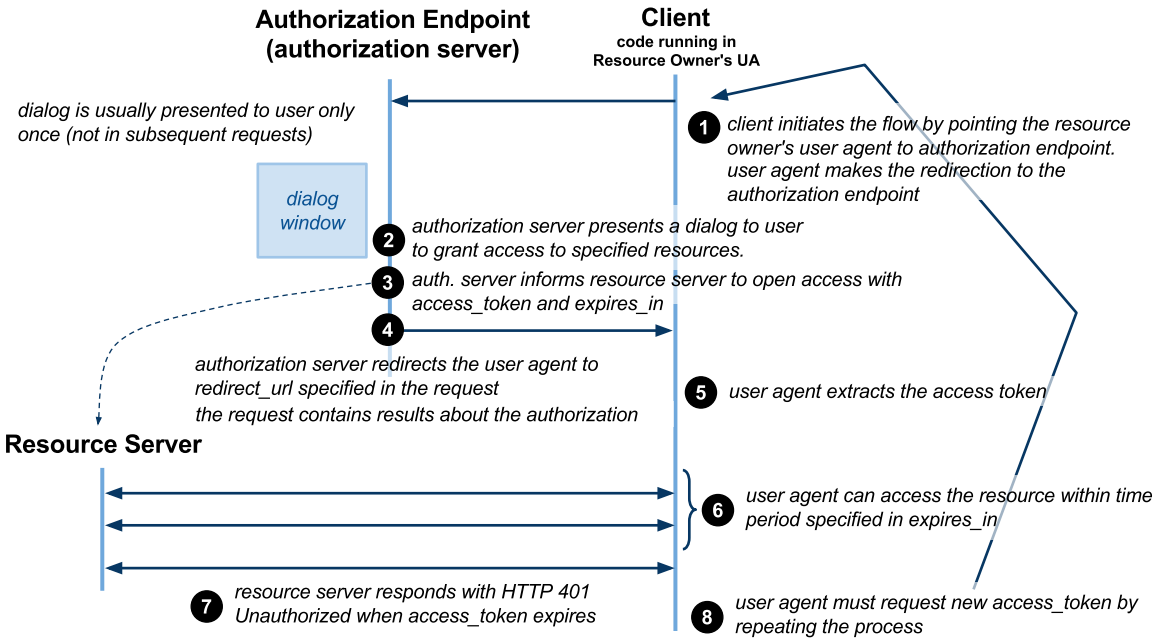
Client-side Web Apps

- Simplified version of OAuth 2.0 protocol
  - *JavaScript/AJAX apps running in a browser*
  - *Apps that cannot easily "remember" app state*
  - *limited number of interactions*
- Architecture
  - *User-agent processes a javascript/HTML code from the client*
  - *No need of authorization code*
- Basic Steps
  - *A client redirects a user agent to the authorization endpoint*
  - *A resource owner grants an access to the client or rejects the request*
  - *Authorization server provides an* `access_token` *to the client*
  - *Client access the resource with the* `access_token`
  - *When the token expires, client requests new token*

Demo – List of Contacts

- Display your Google contacts
  - *this demo requests authorization from you to access your Google contacts using client-side OAuth 2.0 protocol and then displays the contacts below. In order to transfer* `access_token` *from authorization window, it stores the* `access_token` *in a cookie.*
  - `access_token`
  - *Show contacts or revoke access*

Client-side Web Apps Protocol



Redirection – Step 1

- Methods and Parameters
  - *Methods:* `GET` *or* `POST`
  - *example authorazation endpoint url (Google):* `https://accounts.google.com/o/oauth2/auth`
  - *query string parameters or* `application/x-www-form-urlencoded`
    - → `client_id` *– id of the client that was previously registered*
    - → `redirect_uri` *– an URI that auth. server will redirect to when user grants/rejects*
    - → `scope` *– string identifying resources/services to be accessed*
    - → `response_type` *– type of the response (*`token` *or* `code`*)*
    - → `state` *(optional) – state between request and redirect*
  - *Example*

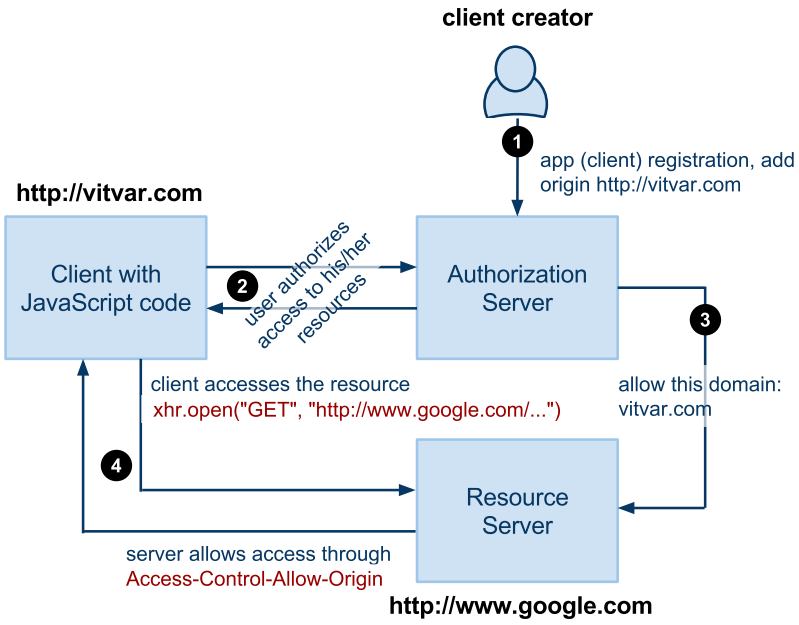
Callback – steps 4 and 5

- Resource owner grants the access
  - *authorization server calls back* `redirect_uri`
  - *client parses URL in JavaScript (Step 5)*
    - → *extracts* `access_token` *and* `expires_in` *(by using* `window.location.hash`*)*
  - *Example:*
- Resource owner rejects the access
  - *authorization server calls back* `redirect_uri` *with query string parameter* `error=access_denied`
  - *Example:*

Accessing Resources – Step 6

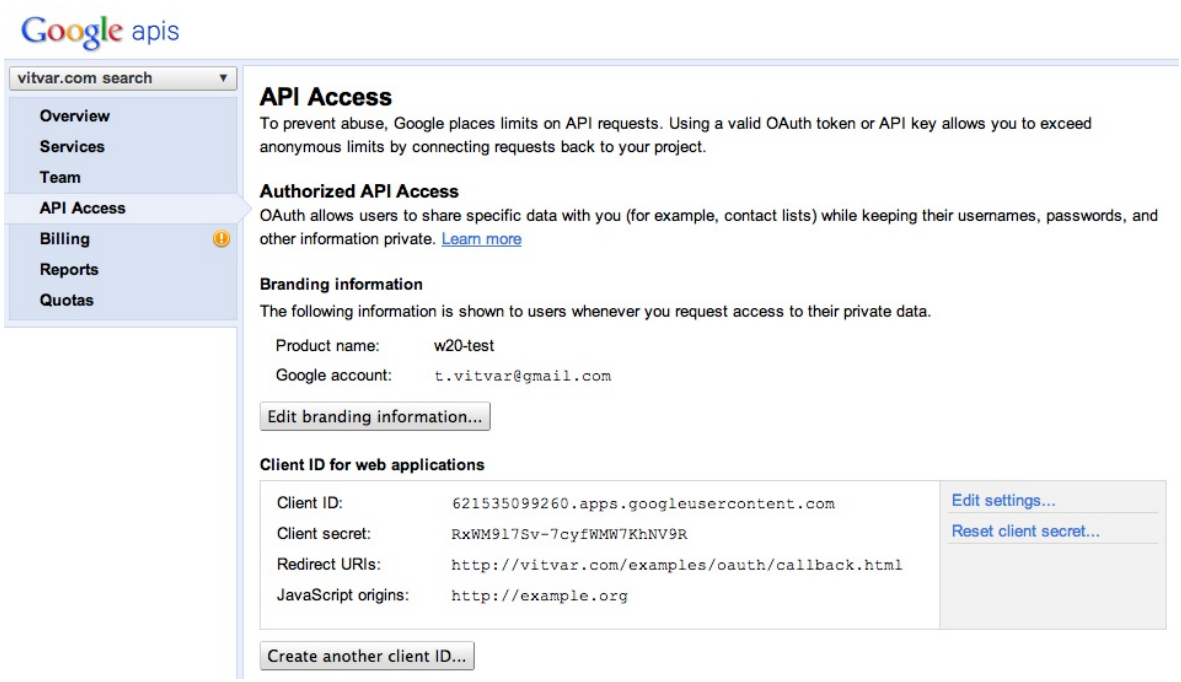
- Request
  - *client can access resources defined by* `scope`
  - *resources' URIs defined in a particular documentation*
  - *Example Google Contacts*
    - → *to access all users' contacts stored in Google*
    - → `scope` *is* `https://www.google.com/m8/feeds`
  - *Query string parameter* `oauth_token`
  - *HTTP Header* `Authorization`
  - *The client can do any allowed operations on the resource*
- Response
  - *Success –* `200 OK`
  - *Error –* `401 Unauthorized` *when token expires or the client hasn't performed the authorization request.*

Cross-Origin Resource Sharing



- *see* Same Origin and Cross-Origin *for details*

Example Application Registration



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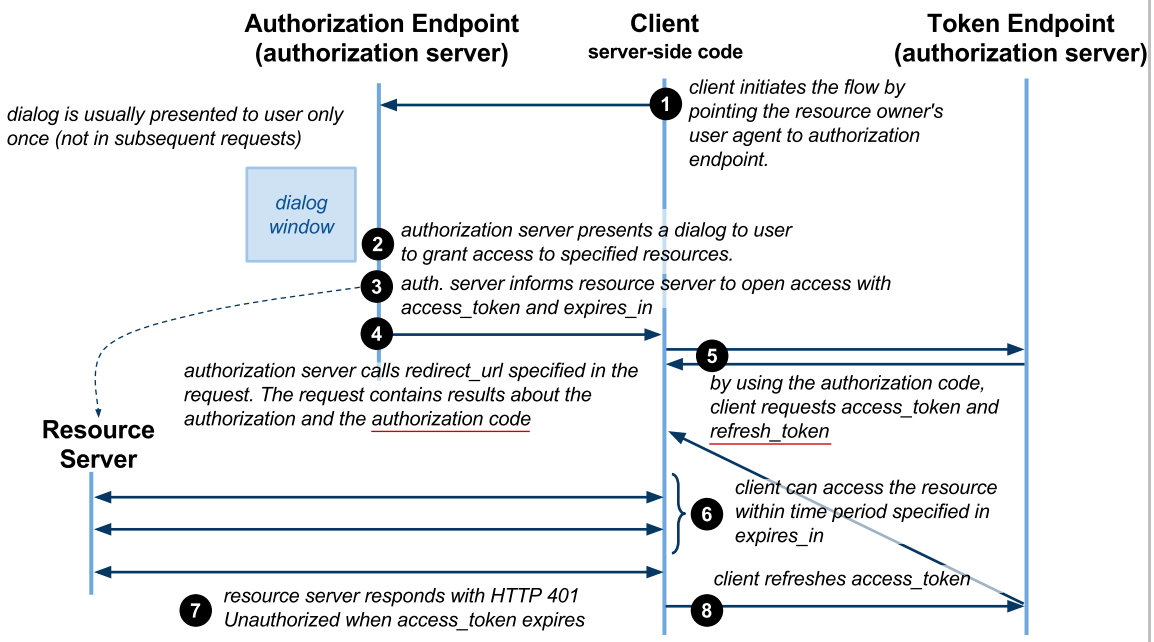
Server-side Web Apps

- Additional interactions
  - *server-side code (any language), the app can maintain the state*
  - *additional interactions, authorization code*
- Architecture
  - *Client at a server requests, remembers and refresh access tokens*
- Basic steps
  - *Client redirects user agent to the authorization endpoint*
  - *Resource owner grants access to the client or rejects the request*
  - *Authorization server provides **authorization code** to the client*
  - *Client requests **access** and **refresh tokens** from the auth. server*
  - *Client access the resource with the access token*
  - *When the token expires, client refreshes a token with refresh token*
- Advantages
  - *Access tokens not visible to clients, they are stored at the server*
  - *more secure, clients need to authenticate before they can get tokens*

Server-side Web Apps Protocol



Redirection – Step 1

- Methods and Parameters
  - *same as for client-side app, except* `response_type` *must be* `code`
- Example

Callback + Access Token Request – steps 4, 5

- Callback
  - *authorization server calls back* `redirect_uri`
  - *client gets the* `code` *and requests* `access_token`
  - *example (resource owner grants access):*
    `http://humla.vitvar.com/slides/w20/examples/oauth/callback.html?code=4/P7...`
  - *when user rejects → same as client-side access*
- Access token request
  - `POST` *request to token endpoint*
    → example Google token endpoint:
    `https://accounts.google.com/o/oauth2/token`

Access Token (cont.)

- Access token response
  - *Token endpoint responds with* `access_token` *and* `refresh_token`
- Refreshing a token
  - `POST` *request to the token endpoint with* `grant_type=refresh_token` *and the previously obtained value of* `refresh_token`
- Accessing a resource is the same as in the client-side app

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Why new version?

- OAuth 1.0 in brief
  - *security not based on SSL*
  - *client must sign every request using a defined algorithm*
    → e.g., public-private key signatures by RSA
  - *More complex to be implemented by clients*
    → although client libraries exist
  - *not suitable for JavaScript-based clients*
- OAuth 2.0 simplifies the process
  - *SSL is required for all communications to generate the token*
  - *Signatures are not required for the actual API calls once the token has been generated*
    → SSL is also strongly recommended here
  - *supports various clients including JavaScript and mobile*

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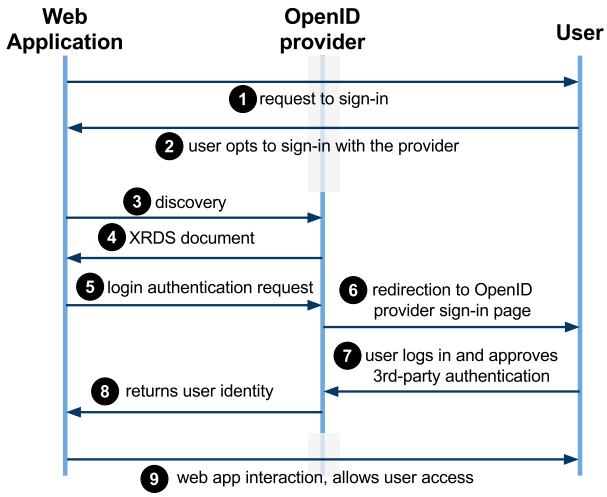
OpenID Protocol

- Motivation – many user accounts
  - *users need to maintain many accounts to access various services*
  - *multiple passwords problem*
- Objectives
  - *allows apps to utilize an OpenID provider*
    - *→ a third-party authentication service*
    - *→ federated login*
  - *users have one account with the OpenID provider and use it for apps that support the provider*
- OpenID providers
  - *it is a protocol, anybody can build a provider*
  - *Google, Yahoo!, Seznam.cz, etc.*
- Specification
  - *OpenID Protocol*

Interaction Sequence



- Discovery – discovery of a service associated with a resource
- XRDS – eXtensible Resource Descriptor Sequence
  - *format for discovery result*
  - *developed to serve resource discovery for OpenID*
  - *Web app retrieves endpoint to send login authentication requests*

Login Authentication Request – Step 5

- Example Google OpenID provider
- Parameters
  - `ns` – *protocol version (obtained from the XRDS)*
  - `mode` – *type of message or additional semantics (*`checkid_setup` *indicates that interaction between the provider and the user is allowed during authentication)*
  - `return_to` – *callback page the provider sends the result*
  - `realm` – *domain the user will trust, consistent with* `return_to`
  - `assoc_handle` – *"log in" for web app with openid provider*

** Not all fields shown, check the OpenID spec for the full list of fields and their values*

Login Authentication Response – Step 8

- User logins successfully
  - *Web app will use* `identity` *to identify user in the application*
  - *response is also signed using a list of fields in the response (not shown in the listing)*
- User cancels

** Not all fields shown, check the OpenID spec for the full list of fields and their values*