

Fundamentals of Information & Network Security

ECE 471/571



Lecture #32, 33: Kerberos

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What is Kerberos?

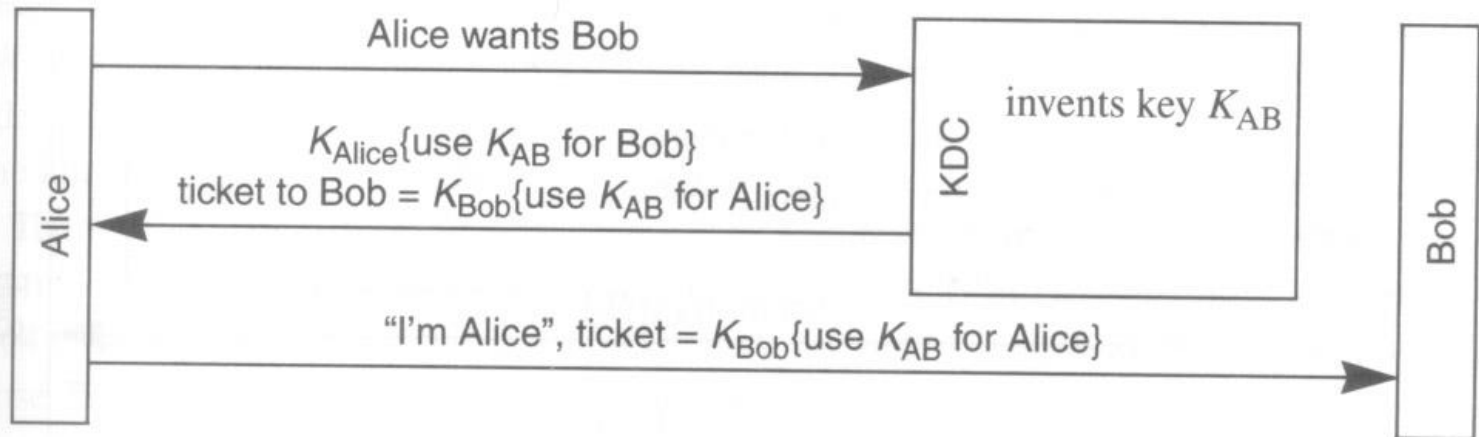
- Network authentication protocol
- providing strong authentication for client/server applications, using secret-key cryptography.
- A user typed in a password and logged into a workstation. On behalf of the user, the workstation authenticates and accesses resources seamlessly.
- Developed at MIT
- Kerberos V4 and V5 are widely deployed
- KDC, a database of <principal, key> and a library of subroutines



Review: Key Distribution Center (KDC)

- Let K_A be the master key of Alice and K_B the master key of Bob.
- When Alice needs to talk with Bob, she informs KDC, which selects a session key K_{AB} and sends Alice

$$K_A\{K_{AB}, K_B\{Alice, K_{AB}, \dots\}\}$$



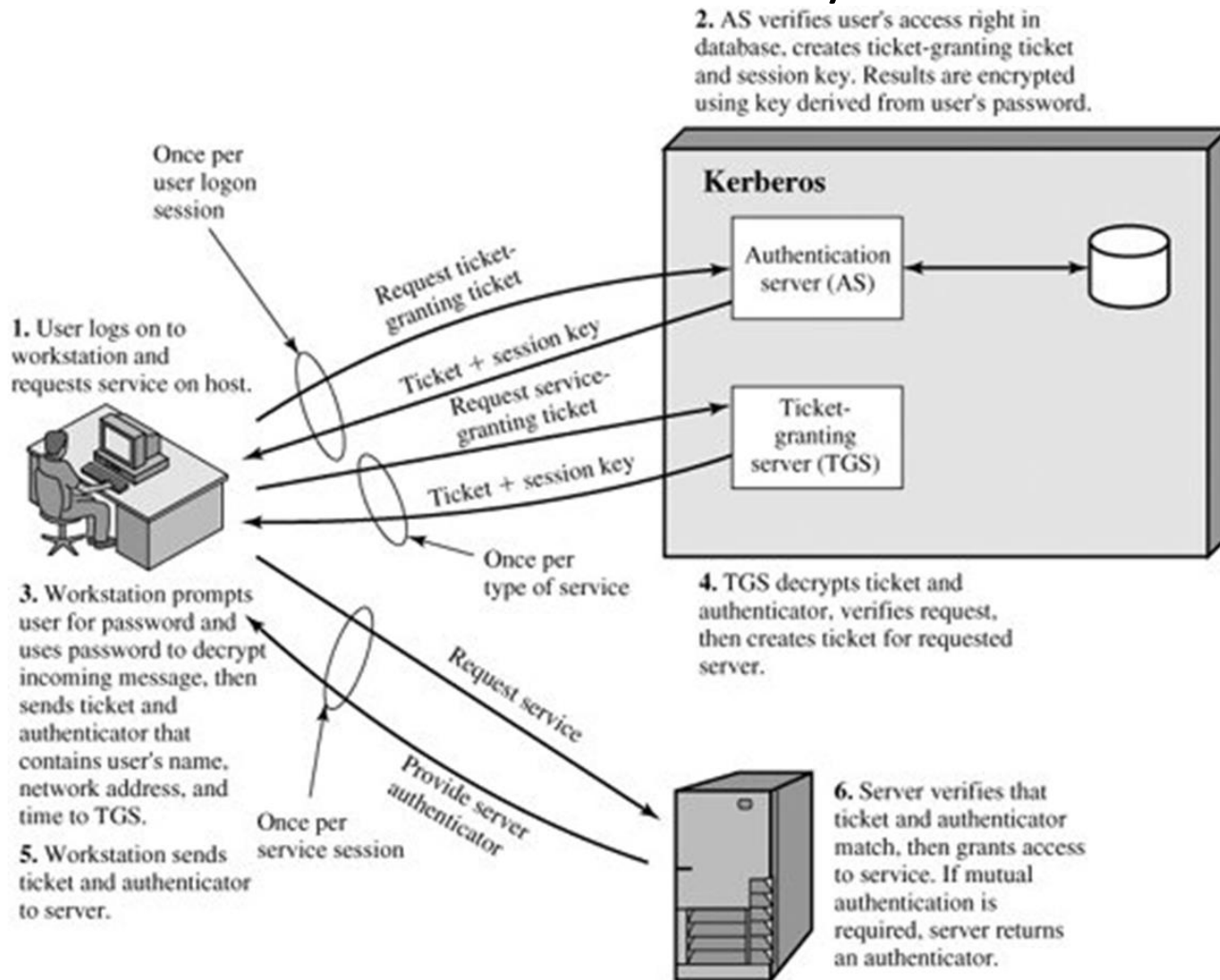
Protocol 11-17. KDC operation (in practice)

Review: Key Distribution Center (KDC)

- $K_B\{\text{Alice}, K_{AB}, \dots\}$ are called Alice's **ticket** to Bob
- K_{AB} and $K_B\{\text{Alice}, K_{AB}, \dots\}$ are called Alice's **credential** to Bob.
- Alice remembers a password and K_A is a DES key. To bridge the difference, a hash algorithm may be used to convert a password to a key.

Overview of Kerberos

- Purpose: authentication in distributed systems



Configuration

- Kerberos server: KDC
- Each principal has its master key, shared with KDC.
 - Human user: derived from password
 - Machine: pre-configured
- KDC has a master key, known only by itself.
- KDC keeps a database of <principal, key>
- Based on secret-key cryptography - DES. V5 theoretically can use other encryption algorithms.

Session key

- Login session
- Problem
 - K_A is the long-term authentication key, should the workstation remember K_A for the whole login session?
- Solution: Session key
 - Instead of letting the workstation to keep K_A for the entire session, it is more secure to use K_A only at the beginning to negotiate a session key S_A for the entire login session.

Ticket-Granting Ticket

- When Alice logs on, KDC sends the workstation
 $K_A\{S_A, K_{KDC}\{\text{Alice}, S_A, \dots\}\}$,
where K_{KDC} is the master key of KDC.
- $K_{KDC}\{\text{Alice}, S_A, \dots\}$ is called a **ticket-granting ticket (TGT)**.

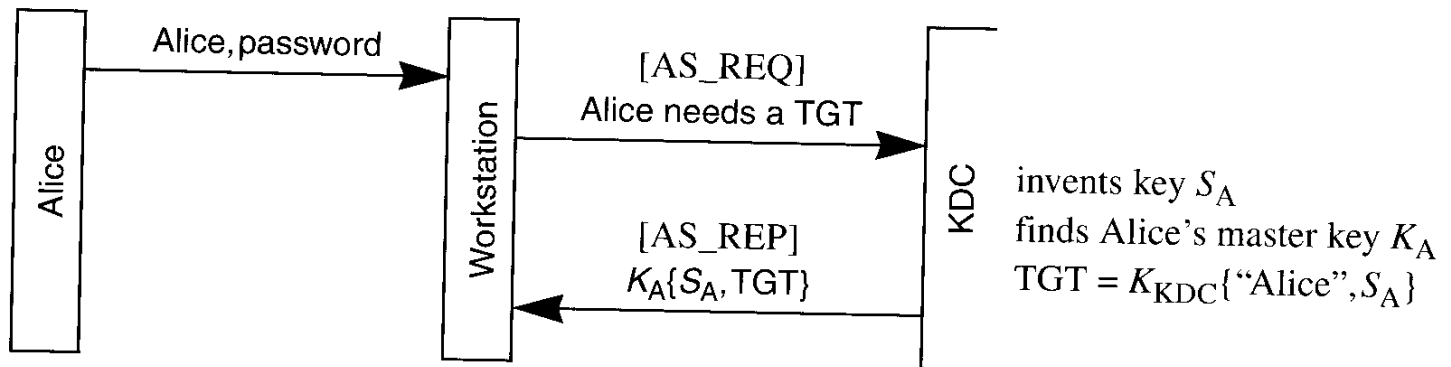


Figure 13-1. Obtaining a TGT

AS_REQ

octets

1	version of Kerberos (4)		
1	message type (1)	B	
≤40	Alice's name		null-terminated
≤40	Alice's instance		null-terminated
≤40	Alice's realm		null-terminated
4	Alice's timestamp		
1	desired ticket lifetime		
≤40	service's name		null-terminated
≤40	service's instance		null-terminated

AS_REP

# octets			
1	version of Kerberos (4)		
1	message type (2)	B	
≤40	Alice's name		null-terminated
≤40	Alice's instance		null-terminated
≤40	Alice's realm		null-terminated
4	Alice's timestamp		
1	number of tickets (1)		
4	ticket expiration time		
1	Alice's key version number		
2	credentials length		
variable	credentials		

Obtaining Services from a Remote Node

- Before Alice talks to Bob, $K_{KDC}\{Alice, S_A, \dots\}$ is used to authenticate Alice to KDC, which then sends Alice $S_A\{K_{AB}, K_B\{Alice, K_{AB}, \dots\}\}$
- Essentially, TGT informs the KDC to use session key S_A instead of Alice's master key K_A
- Step 1: Alice uses TGT to obtain a ticket
- Step 2: Alice uses ticket to log into remote node

Step 1: Getting a Ticket to Remote Node

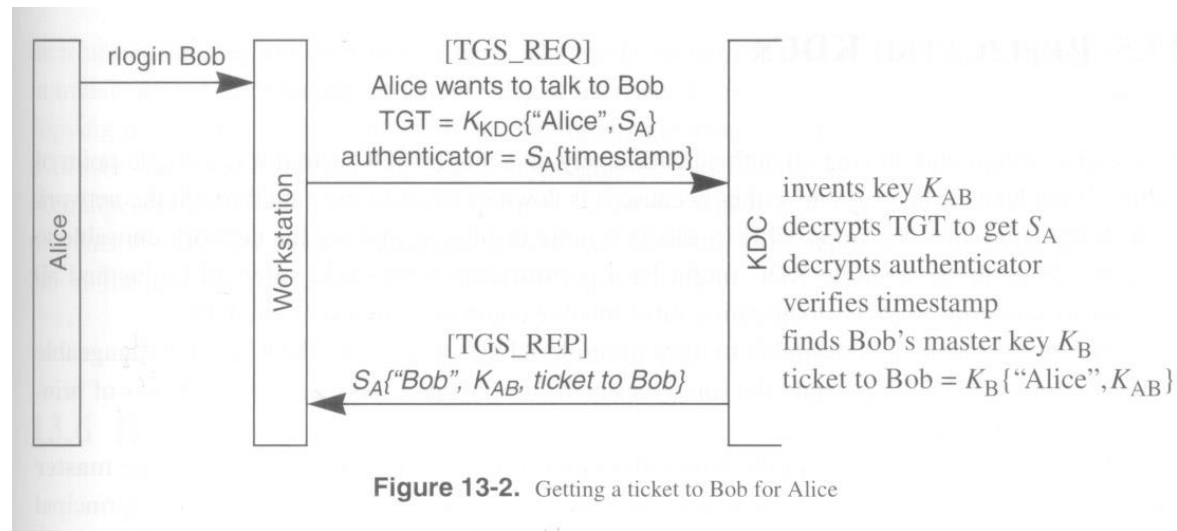


Figure 13-2. Getting a ticket to Bob for Alice

Alice

Ticket granting server

TGS_REQ

# octets			
1	version of Kerberos (4)		
1	message type (3)	B	
1	KDC's key version number		
≤40	KDC's realm		null-terminated
1	length of ticket-granting ticket		
1	length of authenticator		
variable	ticket-granting ticket (TGT)		
variable	authenticator		
4	Alice's timestamp		
1	desired ticket lifetime		
≤40	Bob's name		null-terminated
≤40	Bob's instance		null-terminated

8.2.2.1.1. AS_REQ (4)

TGS_REP (Also AS_REP)

# octets			
1	version of Kerberos (4)		
1	message type (2)	B	
≤40	Alice's name		null-terminated
≤40	Alice's instance		null-terminated
≤40	Alice's realm		null-terminated
4	Alice's timestamp		
1	number of tickets (1)		
4	ticket expiration time		
1	Alice's key version number		
2	credentials length		
variable	credentials		

Authenticator

- Encrypted with the session keys shared between the two parties

octets

≤ 40

Alice's name

null-terminated

≤ 40

Alice's instance

null-terminated

≤ 40

Alice's realm

null-terminated

4

checksum

1

5-millisecond timestamp

4

timestamp

≤ 7

pad of 0s to make authenticator multiple of eight octets

Tickets

- Encrypted by KDC with receiver (Bob)'s master key, given to sender (Alice)

octets

1		B	
≤40	Alice's name		null-terminated
≤40	Alice's instance		null-terminated
≤40	Alice's realm		null-terminated
4	Alice's Network Layer address		
8	session key for Alice↔Bob		
1	ticket lifetime, units of 5 minutes		
4	KDC's timestamp when ticket made		
≤40	Bob's name		null-terminated
≤40	Bob's instance		null-terminated
≤ 7	pad of 0s to make ticket length multiple of eight octets		

Credentials

- Encrypted by KDC with requester (Alice)'s session key

# octets			
8	session key for Alice↔Bob		
≤40	Bob's name	null-terminated	
≤40	Bob's instance	null-terminated	
≤40	Bob's realm	null-terminated	
1	ticket lifetime		
1	Bob's key version number		
1	length of ticket		
variable	ticket		
4	timestamp		
≤ 7	pad of 0s		

Step 2: Logging into Remote Node

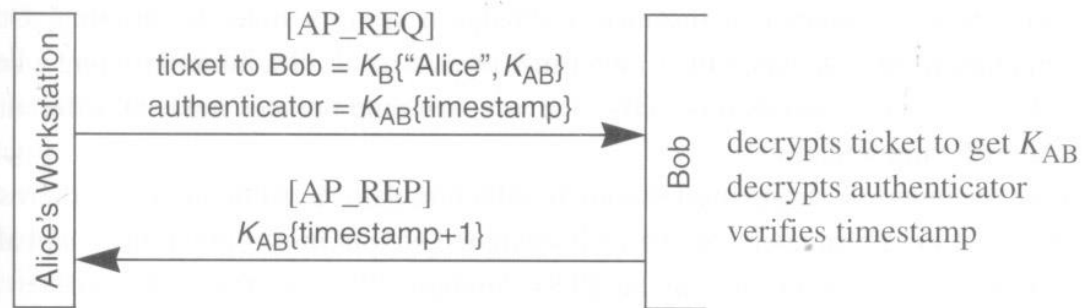
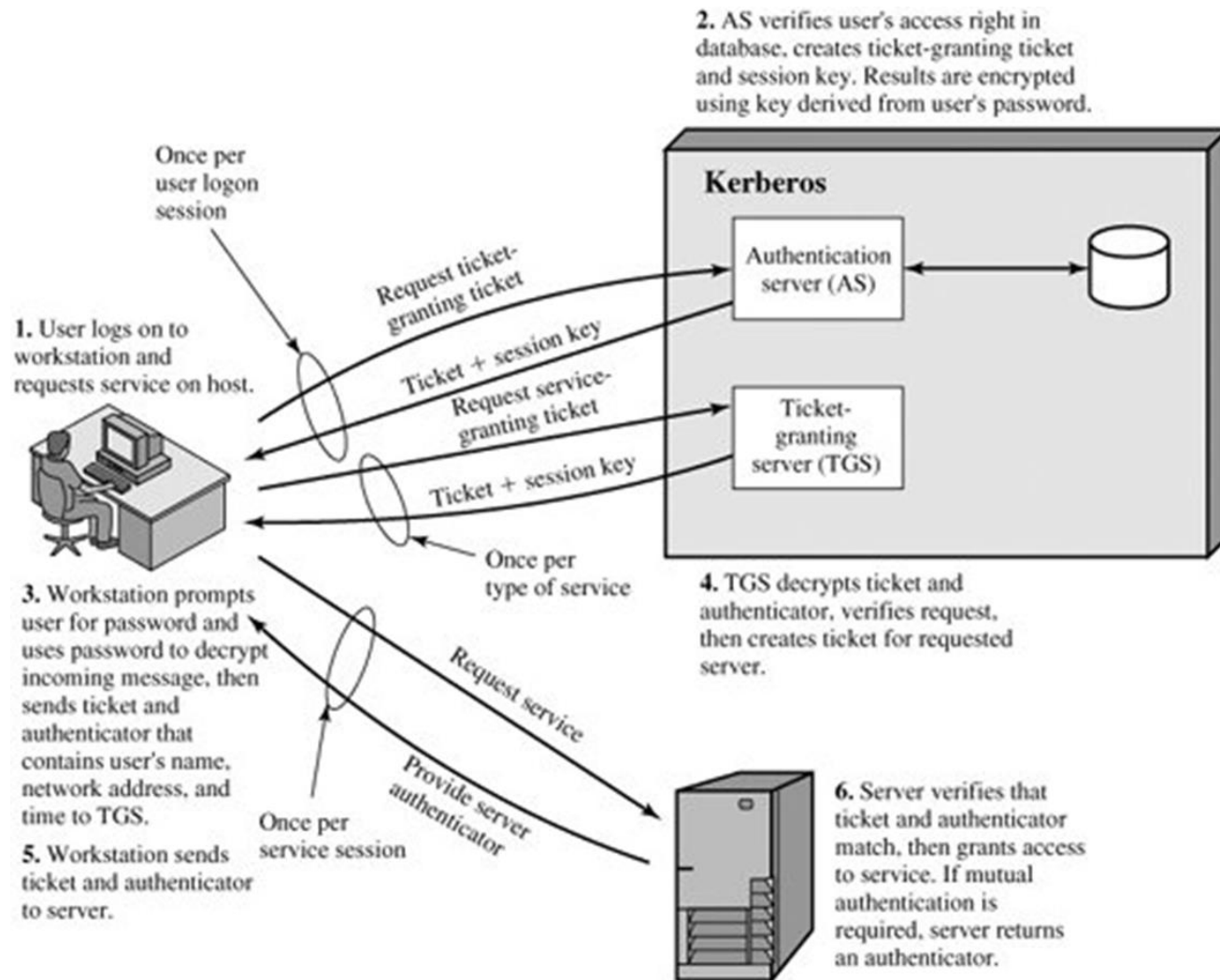


Figure 13-3. Logging into Bob from Alice's workstation

Remote server

Summary



Replicated KDCs

- Purposes
 - Prevent single point failure
 - Prevent performance bottleneck
- Multiple KDCs
 - One **master copy** for read/write
 - Multiple replicas for read only
 - All having the same database and the same master key
- Updating KDC database
 - KDC's database is transferred in clear
 - Privacy: keys are stored as ciphertext encrypted by KDC's master key
 - Integrity: a cryptographic hash of the database file and a timestamp

Realms

- To scale to a large network including multiple administrations, the principals are divided into **realms**. Each realm has its own KDC.
- The KDCs of other realms are treated as resources (principals) of a local realm.

Inter-realm Authentication

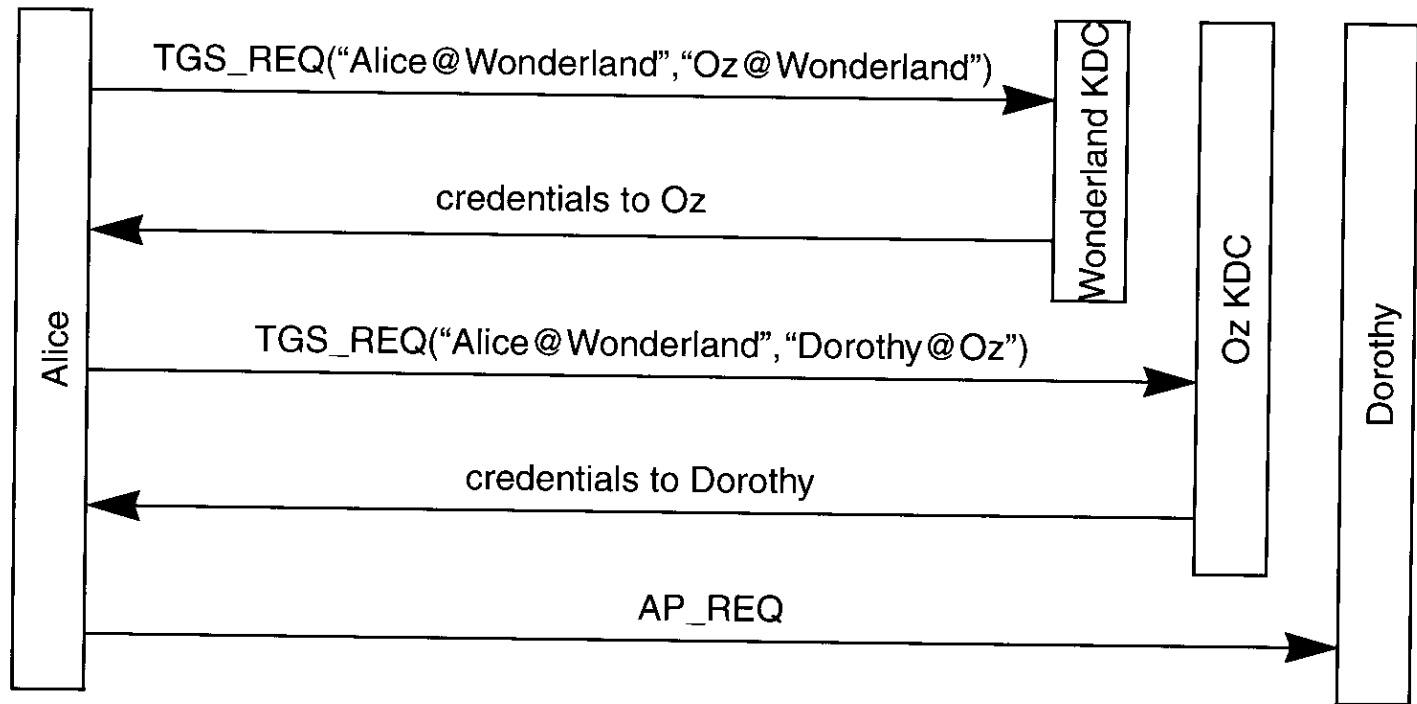
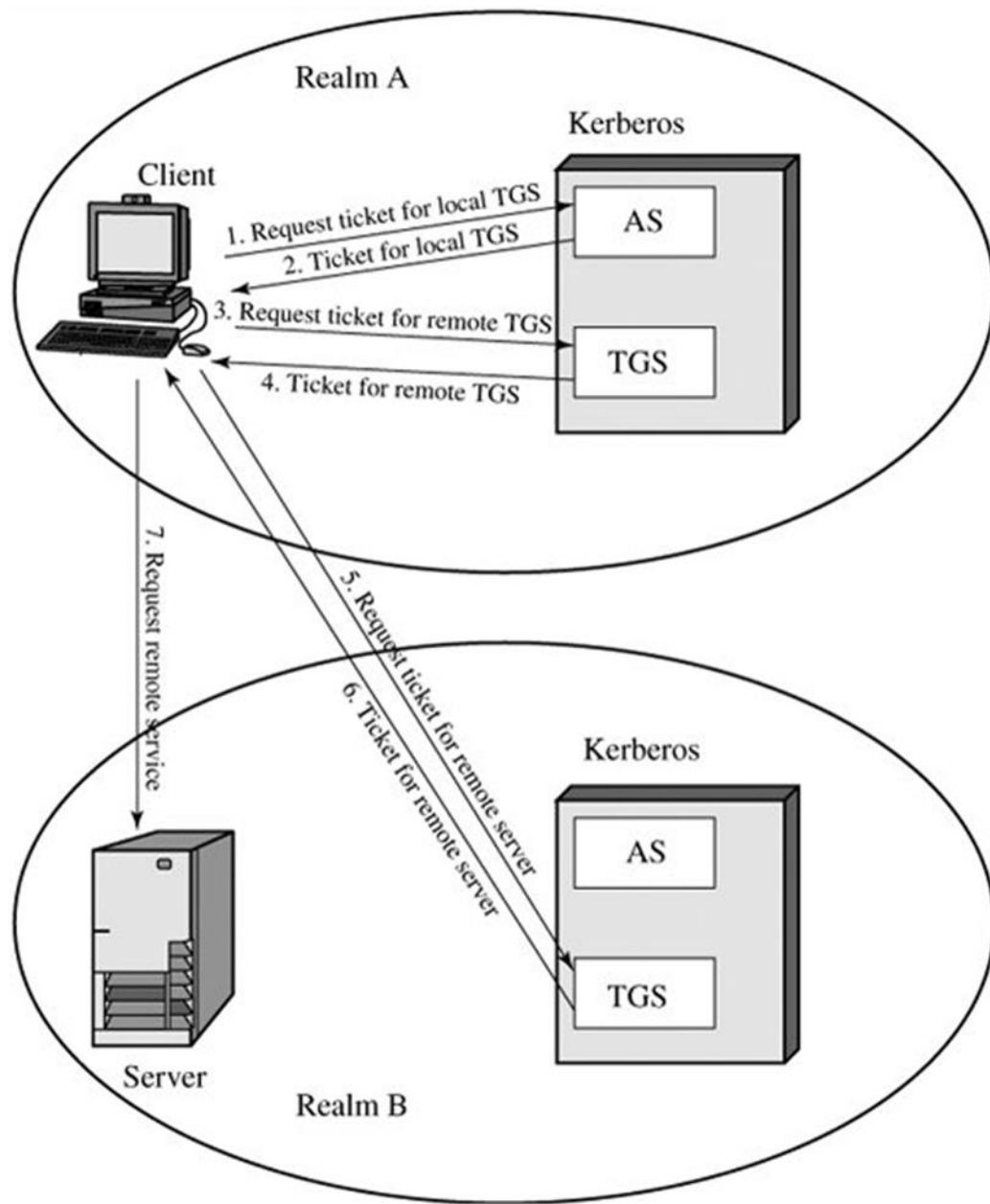


Figure 13-4. Interrealm authentication



Inter-realm Authentication

- Kerberos V4 does not allow authentication through a chain of KDCs.
 - Reason: A rogue KDC can impersonate other realms
- Kerberos V5 does.
 - Hierarchy of realms

Kerberos V4 vs. V5

- ❑ Encryption system: V4 requires DES, V5 can use any
- ❑ Internet protocol: V4 requires IP, V5 can use other types
- ❑ Message byte ordering: V4 uses B BIT, all message structures are defined using Abstract Syntax Notation One (ASN.1) and Basic Encoding Rules (BER) in V5 providing unambiguous byte ordering
- ❑ Ticket lifetime: 21 hours in V4 (encoded in a 1-octet quantity), V5 tickets include explicit start and end time allowing arbitrary lifetimes

Kerberos V4 vs. V5

- ❑ Authentication forwarding/delegation: V4 does not allow and V5 allows
- ❑ Inter-realm authentication: no chaining in V4 (N realms require $O(N^2)$ Kerberos-to-Kerberos relationships), V5 supports KDC hierarchy
- ❑ Session keys: negotiation of sub-session keys is supported in V5 for different sessions of the same service type
- ❑ Privacy + integrity: V4 uses PCBC, V5 uses explicit integrity mechanisms (e.g., hash) with CBC encryption
- ❑ Password attacks: both versions are vulnerable

Readings

- Chapter 15.3 of textbook, or Chapter 13 of Kaufman's book for Kerberos
- Chapter 20 of textbook for IPSec