

# FIDO2 Token Isolation on Linux

Master's Project

> version: POC

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Lukas Treffner

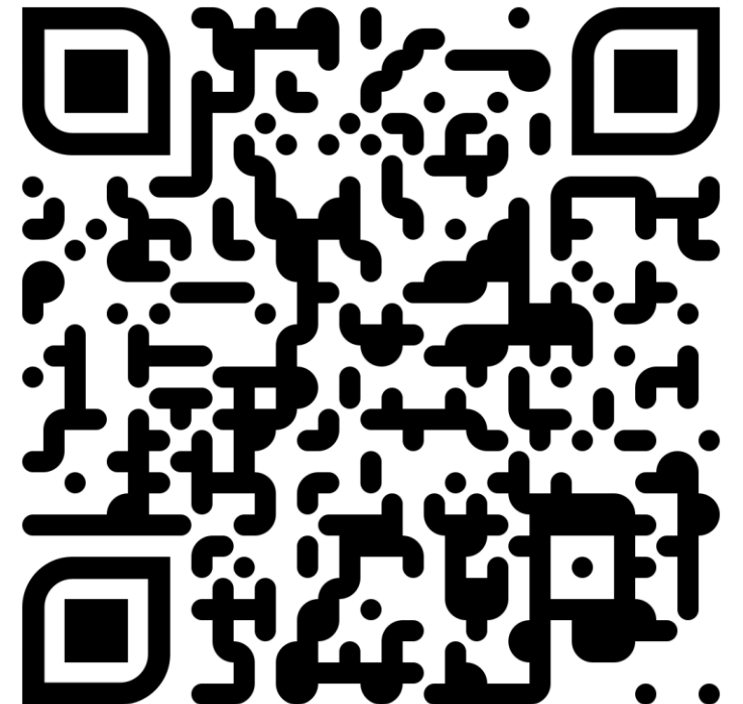


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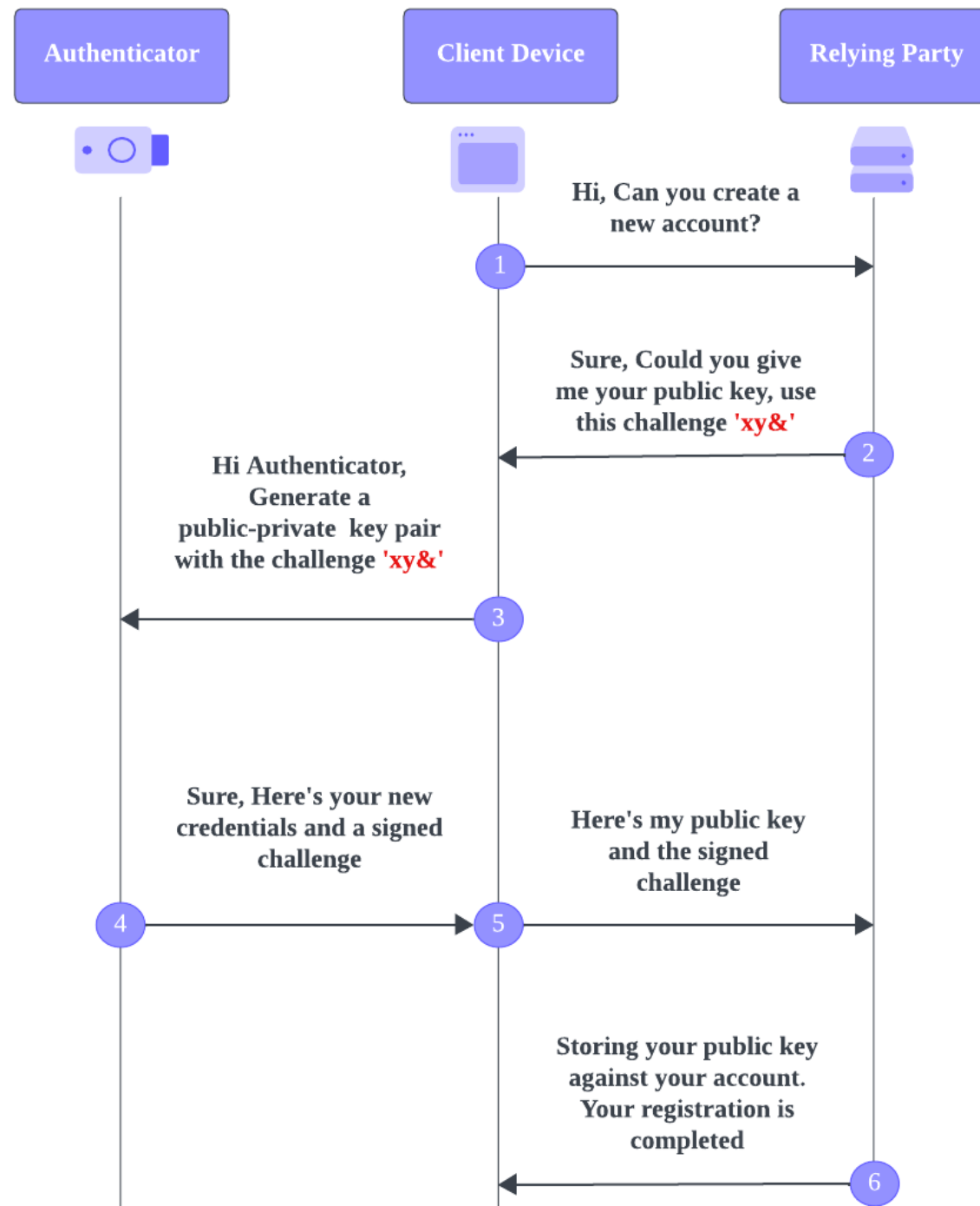
26.08.2024

<https://github.com/aurarius1/FidoDBus-MasterProject>



# Motivation



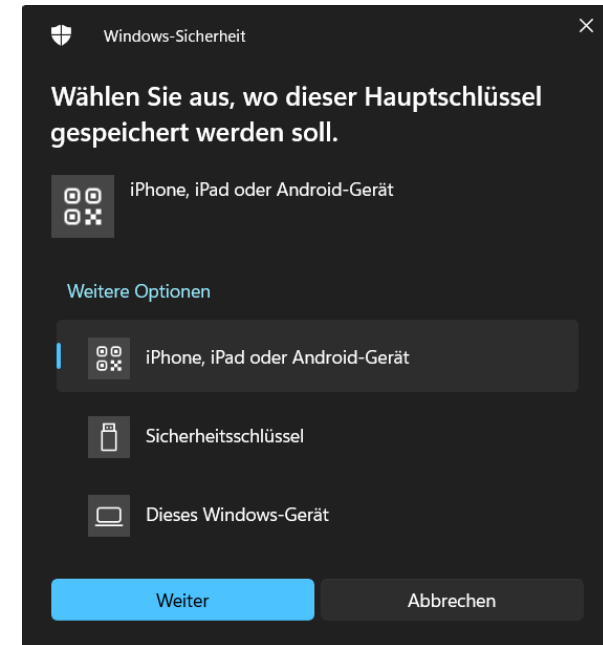


Graphic from:  
<https://auth0.com/blog/webauthn-a-short-introduction/>

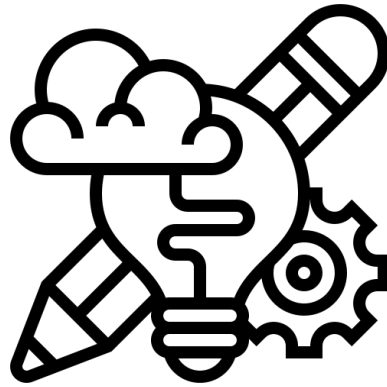
# Motivation

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- Windows and MacOS: centralized access
- Linux: every application on its own
  - Trust interaction request?
  - Malicious actors?



# Design Considerations

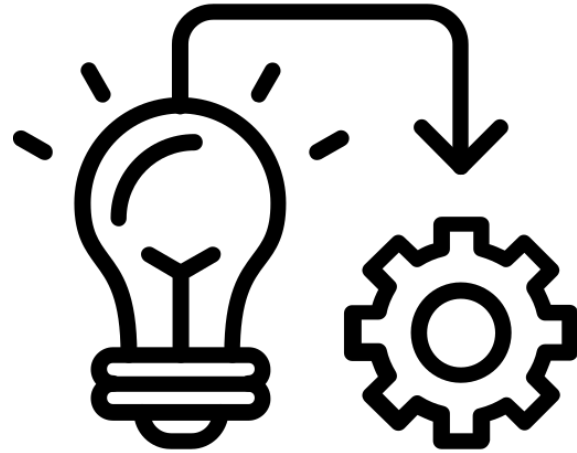


# Design Considerations

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- Token interaction
  - Via libraries
  - Don't reinvent the wheel
  - Allows switching
- DBUS
  - Session Bus
  - System Bus
- Access restriction
  - UDEV Rules

# How it works



# How it works

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- DBUS Server (C++)
  - Using sdbus-cpp
  - Custom bridge to Rust library
  - UI elements
  - Returns Assertion/Attestation
- API defined via xml
  - Generation of Server/Client possible
- Access only with special user



Open “Todos”

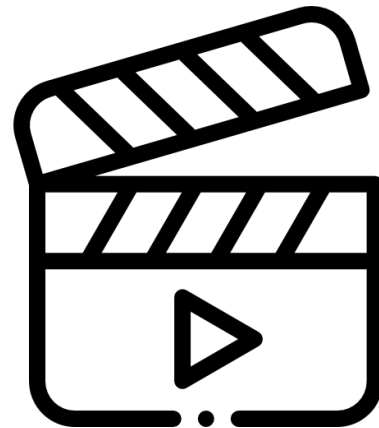


# Open “Todos”

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- Remaining Methods
- Using DBUS capabilities
  - Display calling binary
  - Adjust timeouts
  - Maybe session bus instead
- Error Handling

# DEMO



# Special thanks

- <https://www.flaticon.com/> (for icons in this slideset)