

### **Transport Layer Security (TLS)** aka Secure Socket Laver (SSL)

- Used for protocols like HTTPS
- Special TLS socket layer between application and TCP (small changes to application).
- Handles confidentiality, integrity, and authentication.
- · Uses "hybrid" cryptography.

### Setup Channel with TLS "Handshake"



Handshake Steps:

- 1) Clients and servers negotiate exact cryptographic protocols
- 2) Client's validate public key certificate with CA public key.
- 3) Client encrypt secret random value with servers key, and send it as a challenge.
- 4) Server decrypts, proving it has the corresponding private
- 5) This value is used to derive encryption & MACs.

### **How TLS Handles Data**

- 1) Data arrives as a stream from the application via the TLS Socket
- 2) The data is segmented by TLS into chunks
- 3) A session key is used to encrypt and MAC each chunk to form a TLS "record", which includes a short header and data that is encrypted, as well as a MAC
- 4) Records form a byte stream that is fed to a TCP socket for transmission.

### **Analysis**

- Public key lets us take the trusted third party offline:
- If it's down, we can still talk!
- But we trade-off ability for fast revocation
- If server's key is compromised, we can't revoke it immediately...
- Usual trick:

  - Certificate expires in, e.g., a year.

    Have an on-line revocation authority that distributes a revocation list. Kinda clunky but mostly works, iff revocation is rare. Clients fetch list periodically.
- Better scaling: CA must only sign once... no matter how many connections the server handles.
- If CA is compromised, attacker can trick clients into thinking they're the real server.

### **Important Lessons**

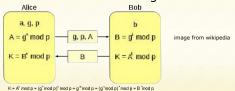
- Symmetric (pre-shared key, fast) and asymmetric (key pairs, slow) primitives provide:
  - Confidentiality
  - Integrity
  - Authentication
- "Hybrid Encryption" leverages strengths of both.
- Great complexity exists in securely acquiring
- Crypto is hard to get right, so use tools from others, don't design your own (e.g. TLS).

### Forward secrecy

- In KDC design, if key K<sub>server-KDC</sub> is compromised a year later,
- from the traffic log, attacker can extract session key (encrypted with auth server keys).
- attacker can decode all traffic retroactively.
- In SSL, if CA key is compromised a year
- Only new traffic can be compromised. Cool...
- But in SSL, if server's key is compromised...
  - Old logged traffic can still be compromised...

### **Diffie-Hellman Key Exchange**

 Different model of the world: How to generate keys between two people, securely, no trusted party, even if someone is listening in.



• This is cool. But: Vulnerable to man-in-themiddle attack. Attacker pair-wise negotiates keys with each of A and B and decrypts traffic in the middle. No authentication...

### **Authentication?**

- But we already have protocols that give us authentication!
- They just happen to be vulnerable to disclosure if long-lasting keys are compromised later...
- Hybrid solution:
- Use diffie-hellman key exchange with the protocols we've discussed so far.
- Auth protocols prevent M-it-M attack if keys aren't yet compromised.
- D-H means that an attacker can't recover the real session key from a traffic log, even if they can decrypt that log.

  Client and server discard the D-H parameters and session key after use, so can't be recovered later.
- This is called "perfect forward secrecy". Nice property.

### One more note...

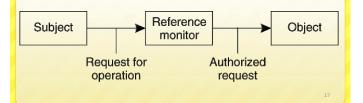
- public key infrastructures (PKI)s are great, but have some challenges...
- Yesterday, we discussed how your browser trusts many, many different CAs.
- If any one of those is compromised, an attacker can convince your browser to trust their key for a website... like your bank.
- Often require payment, etc.
- Alternative: the "ssh" model, which we call "trust on first use" (TOFU). Sometimes called "prayer."

### **Today's Lecture**

- Effective secure channels
- Access control
- Privacy and Tor

### **Access Control**

 Once secure communication between a client and server has been established, we now have to worry about access control when the client issues a request, how do we know that the client has authorization?



### The Access Control Matrix (ACM)

A model of protection systems

- Describes who (subject) can do what (rights) to what/whom (object/subject)
- Example
  - An instructor can assign and grade homework and exams
  - A TA can grade homework
  - A Student can evaluate the instructor and TA

### **An Access Control Matrix**

Allowed Operations (Rights): r,x,w

	File1	File2	File3
Ann	rx	r	rwx
Bob	rwx	r	
Charlie	rx	rw	W

### **ACMs and ACLs; Capabilities**

 Real systems have to be fast and not use excessive space

### What's Wrong with an ACM?

- If we have 1k 'users' and 100k 'files' and a user should only read/write his or her own files
  - The ACM will have 100k columns and 1k rows
  - Most of the 100M elements are either empty or identical
- Good for theoretical study but bad for implementation
  - Remove the empty elements?

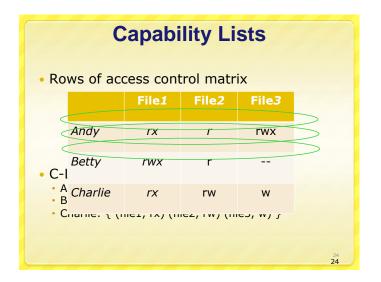
Two ways to cut a table (ACM)

 Order by columns (ACL) or rows (Capability Lists)?

	File1	File2	File3	A.C.L.
Ann	rx	r	rwx	ACLs
Bob	rwx	r		$\downarrow$
Charlie	rx	rw	W	apability

21

## An ACL stores (non-empty elements of) each column with its object Columns of access control matrix File1 File2 File3 Andy rx r rwx ACL stores (non-empty elements of) each column with its object File1 File2 File3 Andy rx r rwx File1 File2 File3 Andy rx rwx File1 File2 File3 File3 File3 File6 Fil



### ACL:Default Permission and Abbreviation

- Example: UNIX →
  - Three classes of users: owner, group, all others

```
Sat Sep 10 23:12:13 EDT 2005
osf1.gmu.edu> ls -1
total 667
                          inft
                                        847 Dec 20
                                                     2003 1.txt
                1wang3
                          inft
                                       8192 May 16
                                                     2004 21oct03
                1wang3
                                        624 Dec 3
624 Dec 3
                                                     2002 a.mat
                1wang3
                1wang3
                          inft
                                                     2002 a.txt
                                        107 Jun 13
                1wang3
                          inft
                                                     2003 attackApp.tex
                                       258 Dec 3
8192 Dec 28
                                                     2002 b.txt
                lwang3
                          inft
                                                     2002 bin
                          inft
                1wang3
                                      20480 Nov 11
                                                     2004 biography.doc
                1wang3
                          inft
                                      10131 May 11 14:16 cv.htm
                1wang3
```

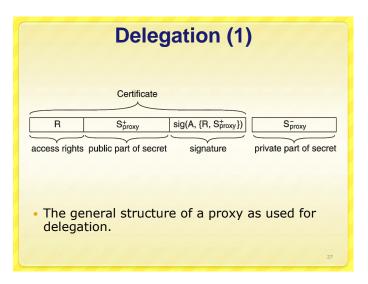
### Capability

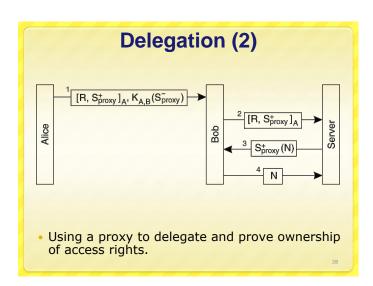
- Like a bus ticket
- Mere possession indicates rights that subject has over object
- Object identified by capability (as part of the token)
   Name may be a reference, location, or something else
- The key challenge is to prevent process/user from altering capabilities
  - Otherwise a subject can augment its capabilities at will

### Cryptography

- Associate with each capability a cryptographic checksum enciphered using a key known to OS
- When process presents capability, OS validates checksum

26



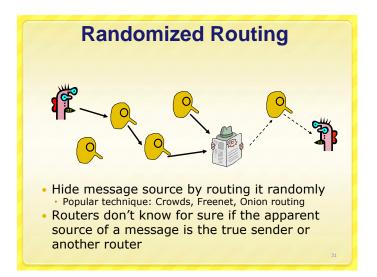


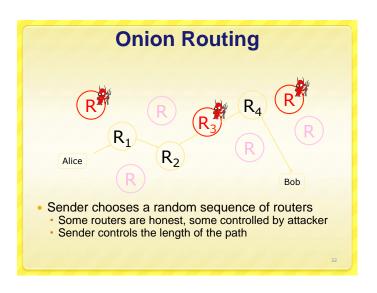
### **ACLs vs. Capabilities**

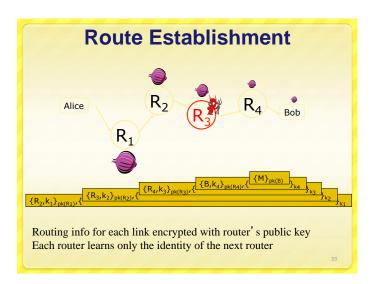
- They are equivalent:
  - Given a subject, what objects can it access, and how?
  - 2. Given an object, what subjects can access it, and how?
  - ACLs answer second easily; C-Lists, answer the first easily.
- The second question in the past was most used; thus ACL-based systems are more common
- But today some operations need to answer the first question

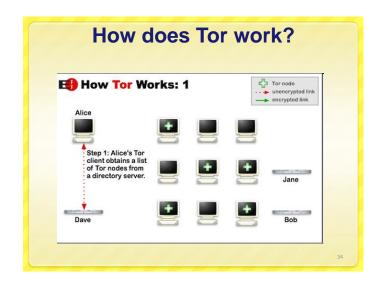
### **Today's Lecture**

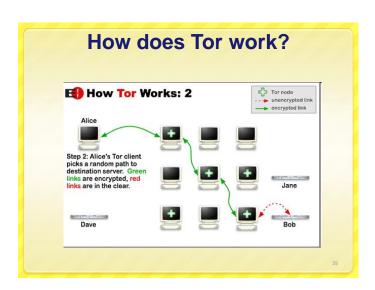
- Effective secure channels
- Access control
- · Privacy and Tor

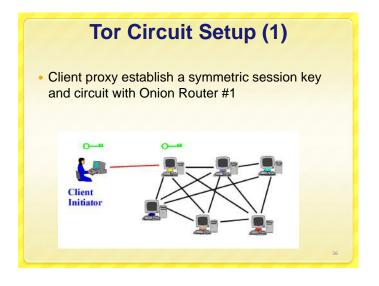




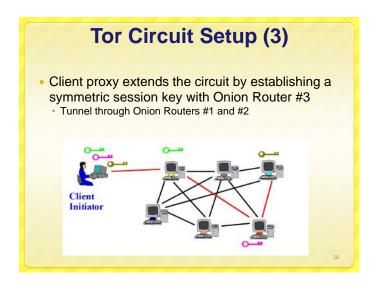


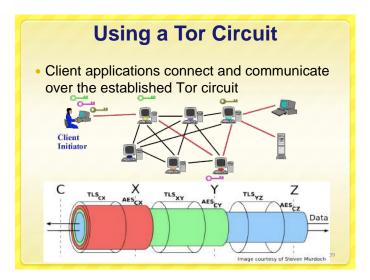






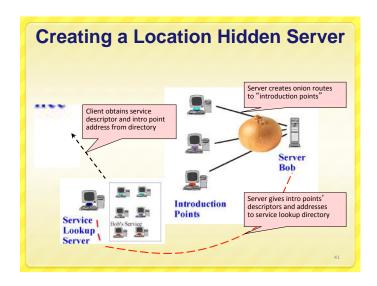
# Tor Circuit Setup (2) • Client proxy extends the circuit by establishing a symmetric session key with Onion Router #2 • Tunnel through Onion Router #1

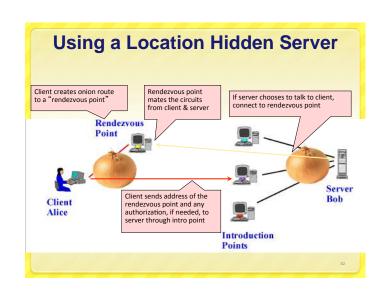




### Goal: deploy a server on the Internet that anyone can connect to without knowing where it is or who runs it Accessible from anywhere Resistant to censorship Can survive full-blown DoS attack Resistant to physical attack Can't find the physical server!

**Location Hidden Servers** 





### Tor

- Second-generation onion routing network
   http://tor.eff.org
   Developed by Roger Dingledine, Nick Mathewson and Popul Syverson
   Specifically designed for low-latency anonymous
- Internet communications
  Running since October 2003
- 100s nodes on four continents, thousands of
- "Easy-to-use" client proxy

  Freely available, can use it for anonymous browsing

### **ACL Abbreviations**

- Augment abbreviated lists with ACLs
  - · Intent is to shorten ACL without losing the granularity
- Example → IBM AIX
  - ACL overrides base permission
  - Denial takes precedence

### **Permissions in IBM AIX**

attributes:

base (traditional UNIX) permissions

owner(bishop): rw-

group(sys): others:

extended permissions enabled

u:heidi, g=sys permit -w-

permit rwu:matt

u:holly, g=faculty deny -w[Add]

[Remove right]

### **Capabilities and Attribute Certificates (1)**

48 bits	24 bits	8 bits	48 bits
Server port	Object	Rights	Check

· Owner capability in Amoeba.

