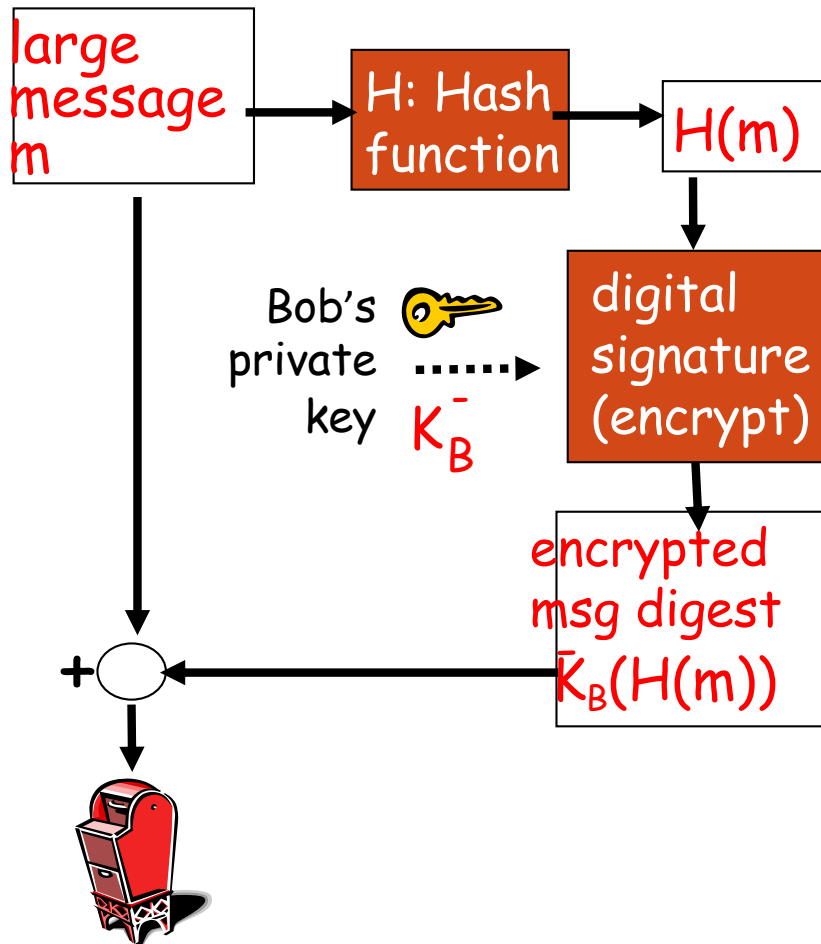
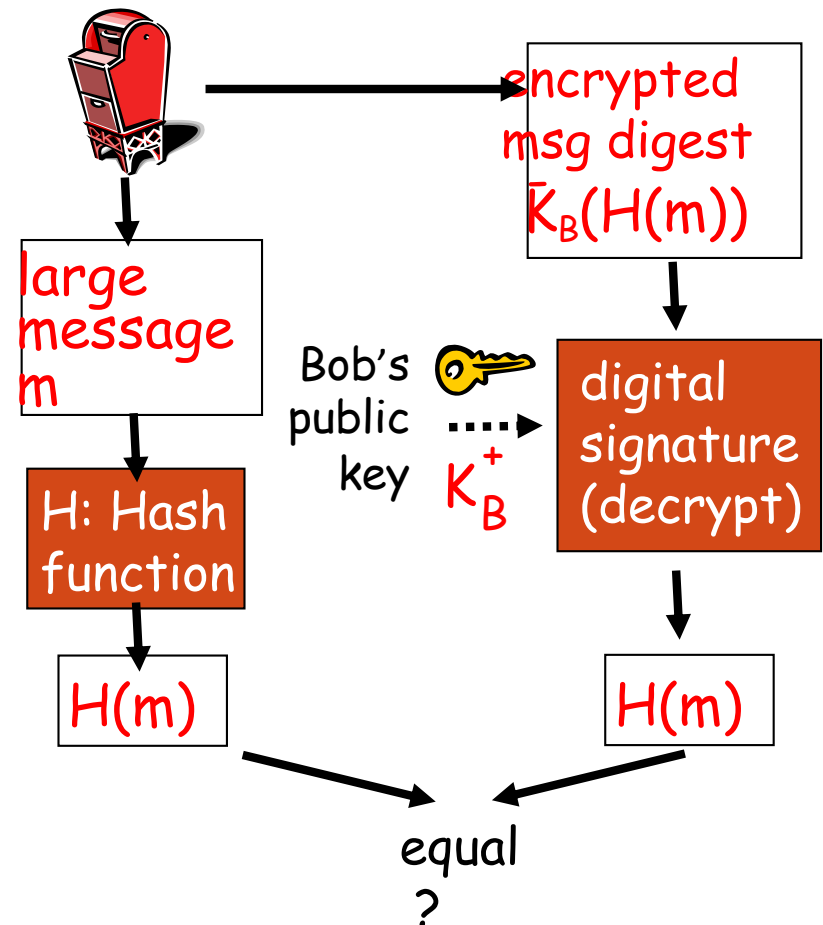


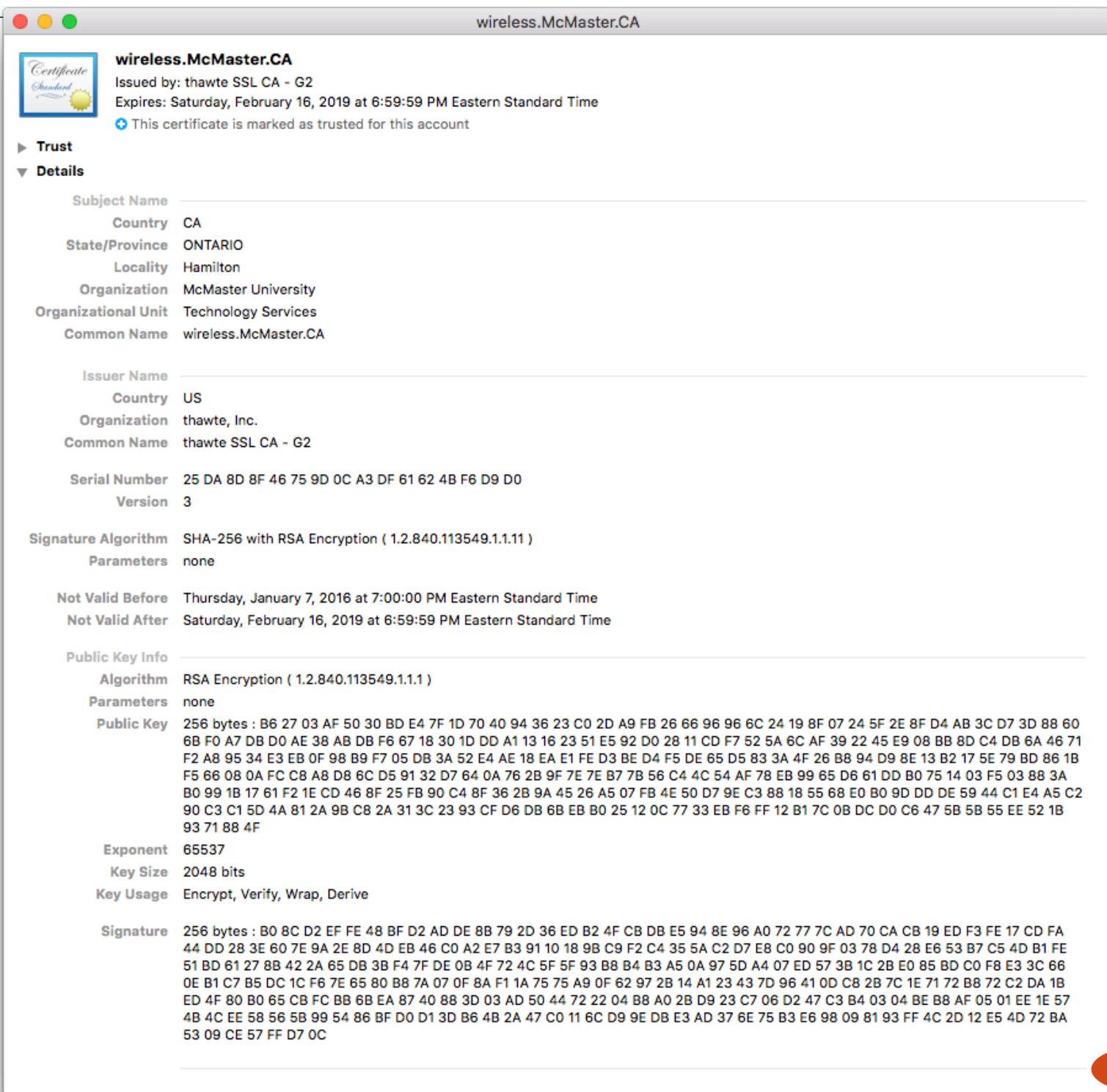
# Digital signature = signed message digest

Bob sends digitally signed message:



Alice verifies signature and integrity of digitally signed message:





# Hash Function Algorithms

- MD5 hash function widely used (RFC 1321)
  - computes 128-bit message digest in 4-step process.
  - In 1996 a flaw was found in the design of MD5 ☹ -- “should be considered cryptographically broken and unsuitable for further use”
- SHA-2, SHA-3
  - 224, 256, 384 or 512 bits in digests

# Certification for Public Key

## Symmetric key problem:

- How do two entities establish shared secret key over network?

## Solution:

- trusted key distribution center (KDC) acting as intermediary between entities
- DH

## Public key problem:

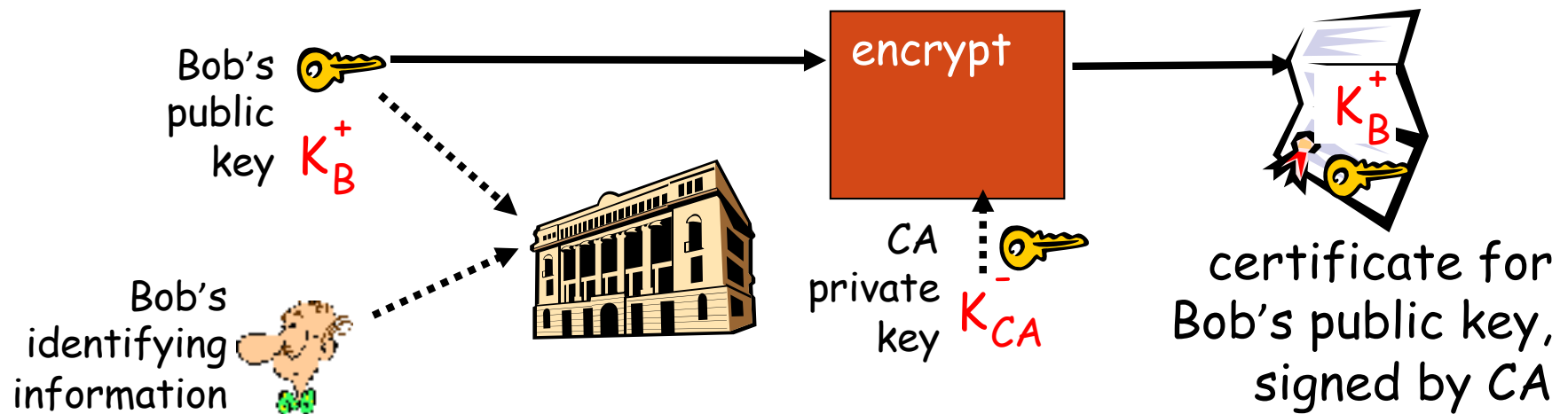
- When Alice obtains Bob's public key (from web site, e-mail, diskette), how does she know it is Bob's public key, not Trudy's?

## Solution:

- trusted certification authority (CA)

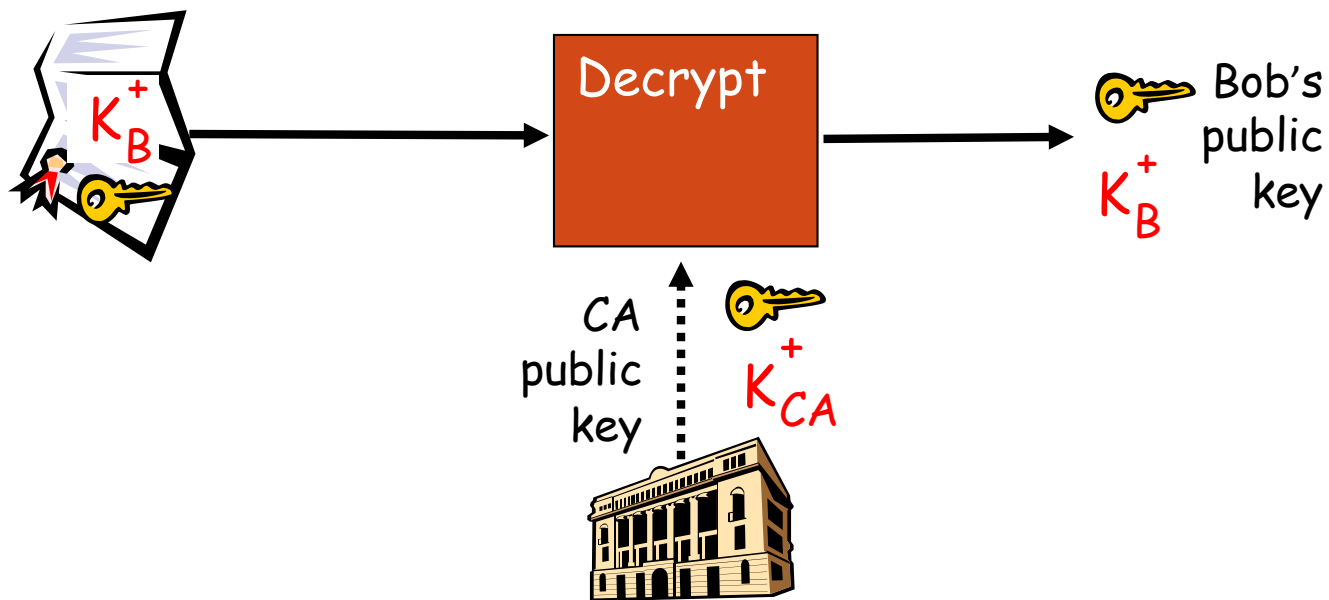
# Certification Authorities

- **Certification authority (CA):** binds public key to particular entity, E.
- E (person, server) registers its public key with CA.
  - E provides “proof of identity” to CA.
  - CA creates certificate binding E to its public key.
  - certificate containing E’s public key digitally signed by CA – CA says “this is E’s public key”



# Certification Authorities

- When Alice wants Bob's public key:
  - gets Bob's certificate (Bob or elsewhere).
  - apply CA's public key to Bob's certificate, get Bob's public key
  - Agree or not?



# What have we learned so far?

- **Message confidentiality**: shared key or public key crypto
- **Message integrity**: hash
- **Authenticity** of a digital message: digital signature

What about authenticity of sender/receiver?

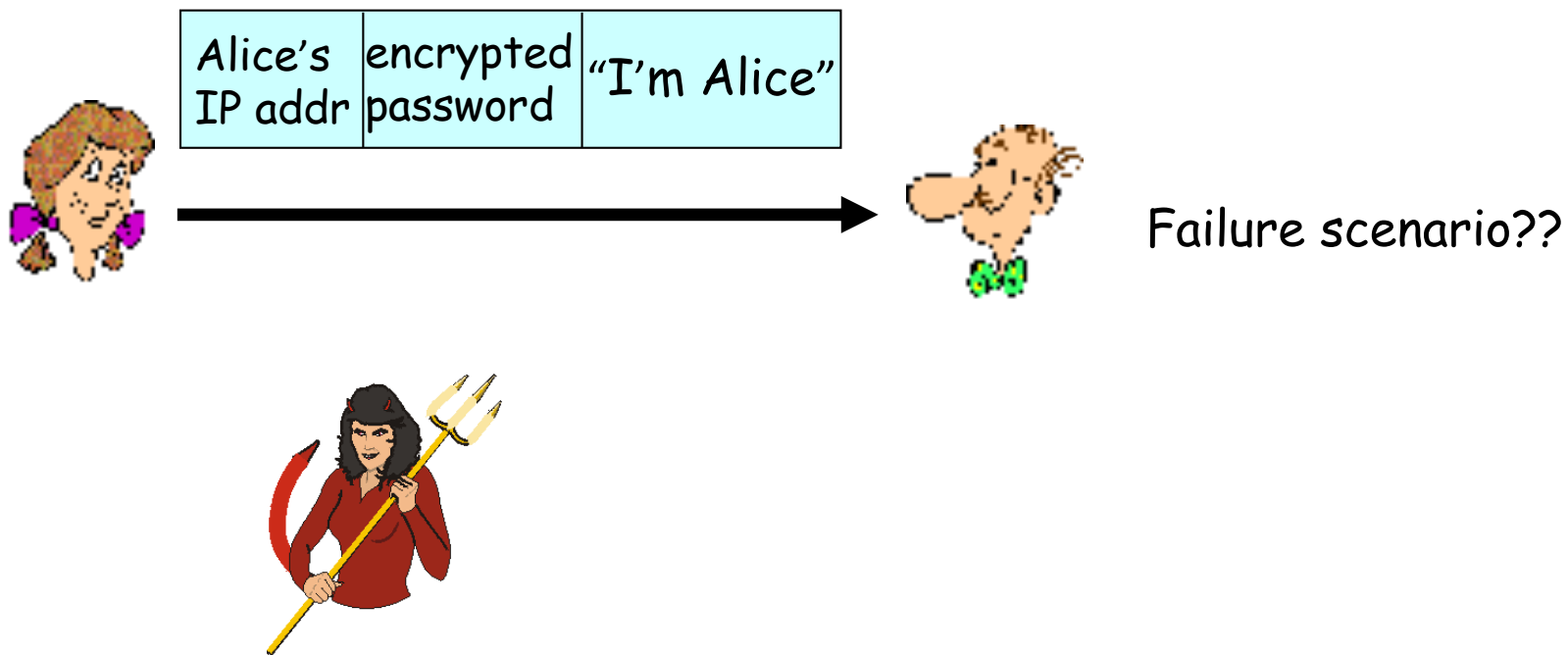
- ARP poisoning
- IP/MAC address spoofing
- phishing attacks

Need **authentication**

# Authentication

Goal: Bob wants Alice to “prove” her identity to him

Protocol: assume pre-shared secret between Alice and Bob



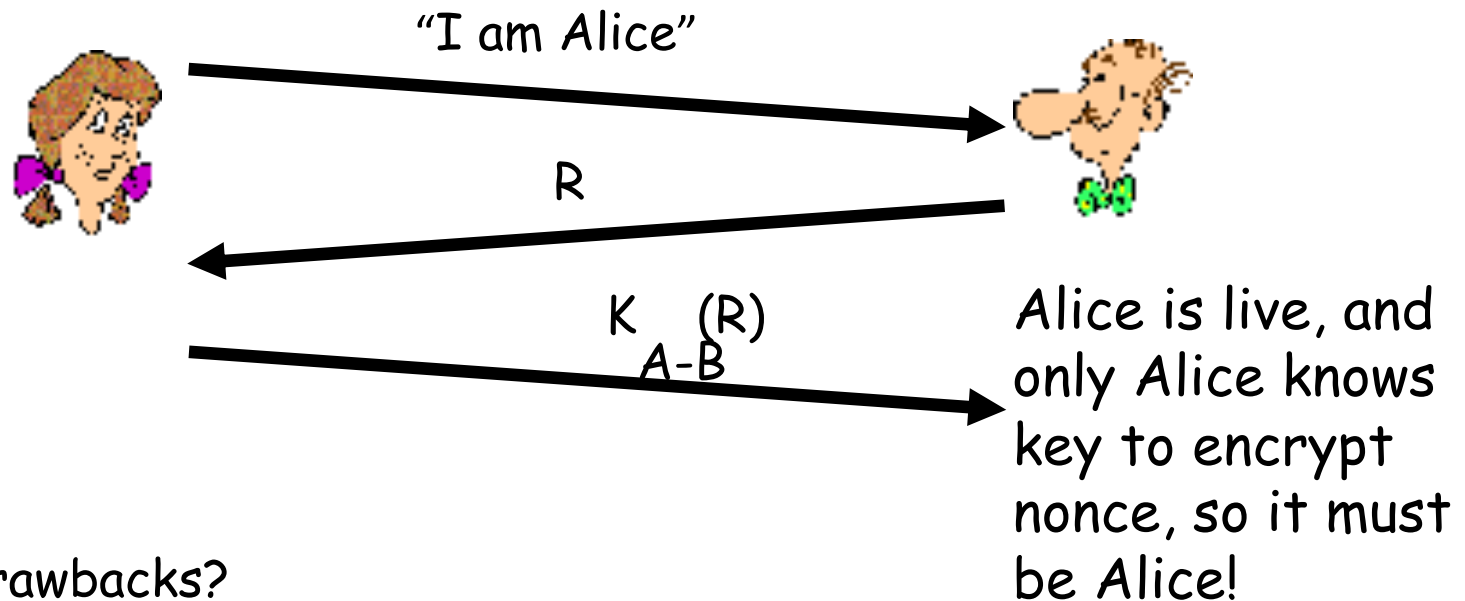


# Authentication: Symmetric Key Crypto

Goal: avoid IP proofing, playback attack

Nonce: number (R) used only *once -in-a-lifetime*

ap: to prove Alice “live”, Bob sends Alice **nonce**, R. Alice must return R, encrypted with shared secret key

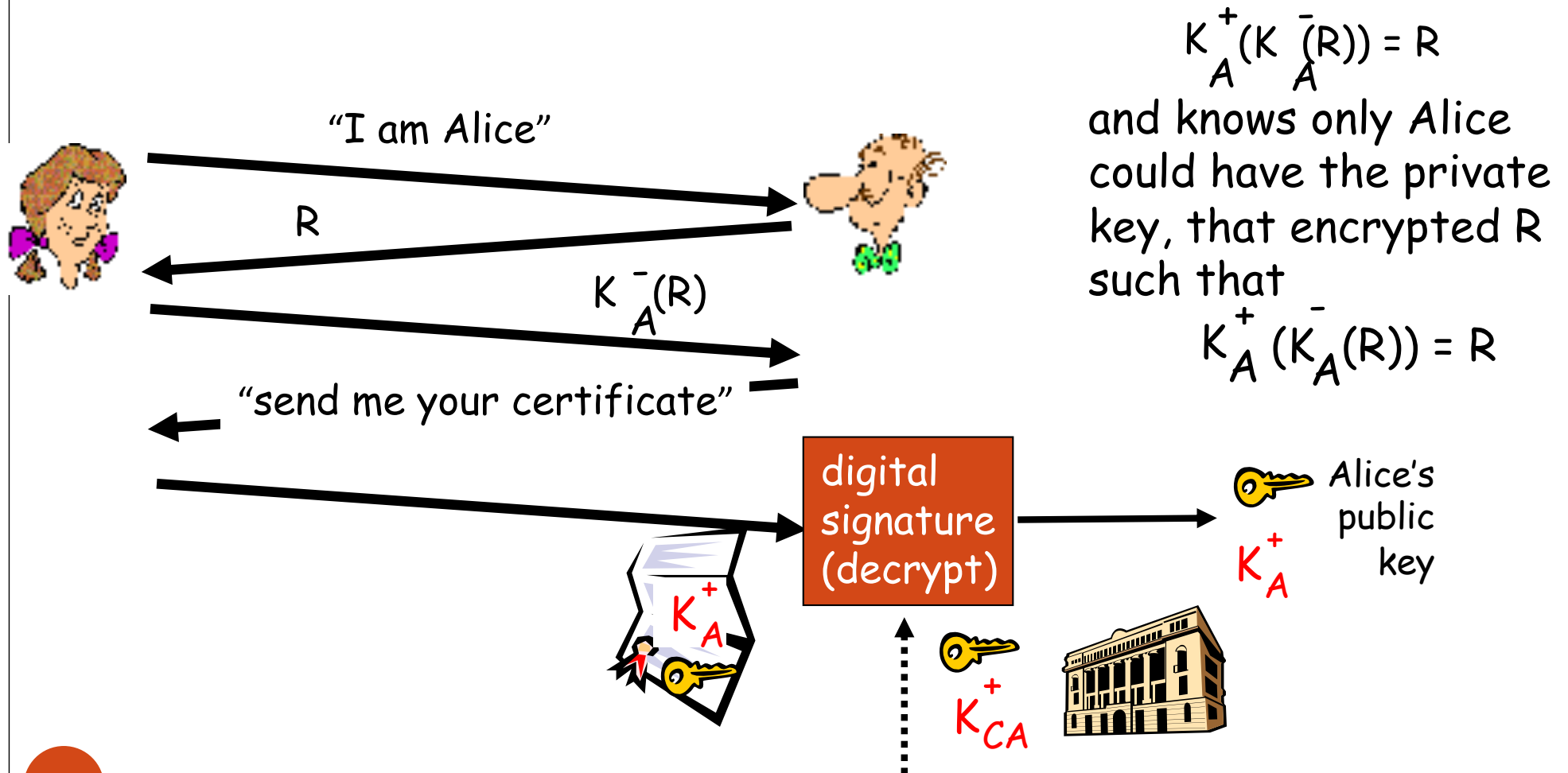


Failures, drawbacks?

# Authentication: Public Key Crypto

- can we authenticate using public key techniques?

use nonce, public key cryptography

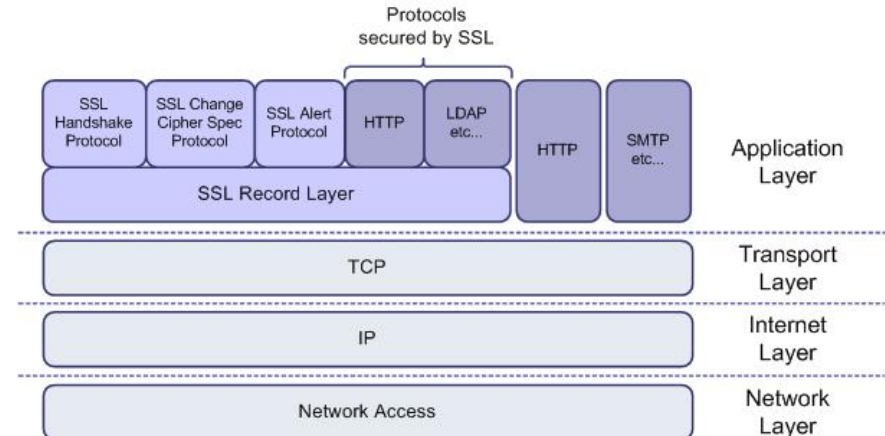


# Outline

- Attacks and counter measures
- Security primer
- Security protocols
  - SSL
  - 802.11i
  - IPsec VPN

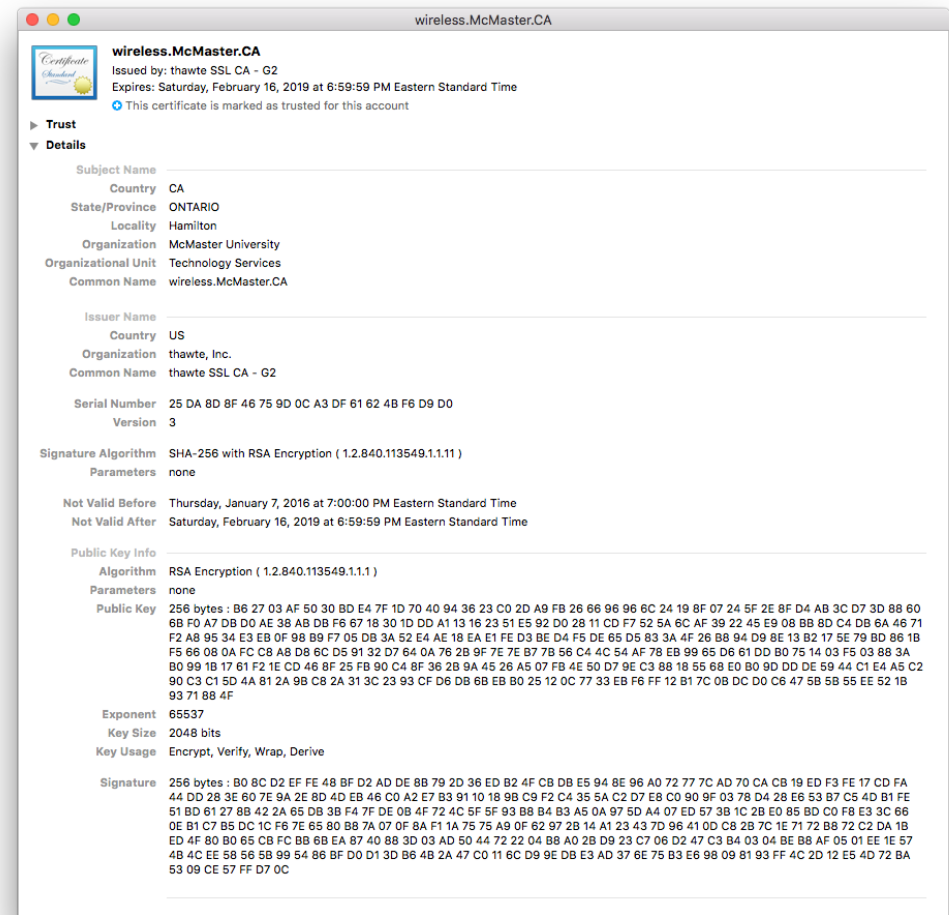
# Secure sockets layer (SSL)

- transport layer security to any TCP-based application using SSL services.
- used between Web browsers, servers for e-commerce (https).
  - SSL can be used for non-Web applications, e.g., IMAP.
- SSL: basis of IETF Transport Layer Security (TLS).
- security services:
  - server authentication
  - data encryption
  - data integrity
  - client authentication (optional)



# SSL (cont'd)

- **server authentication:**
  - SSL-enabled browser includes public keys for trusted CAs.
  - Browser requests server certificate, issued by trusted CA.
  - Browser uses CA's public key to extract server's public key from certificate.
- check your browser's security menu to see its trusted CAs.



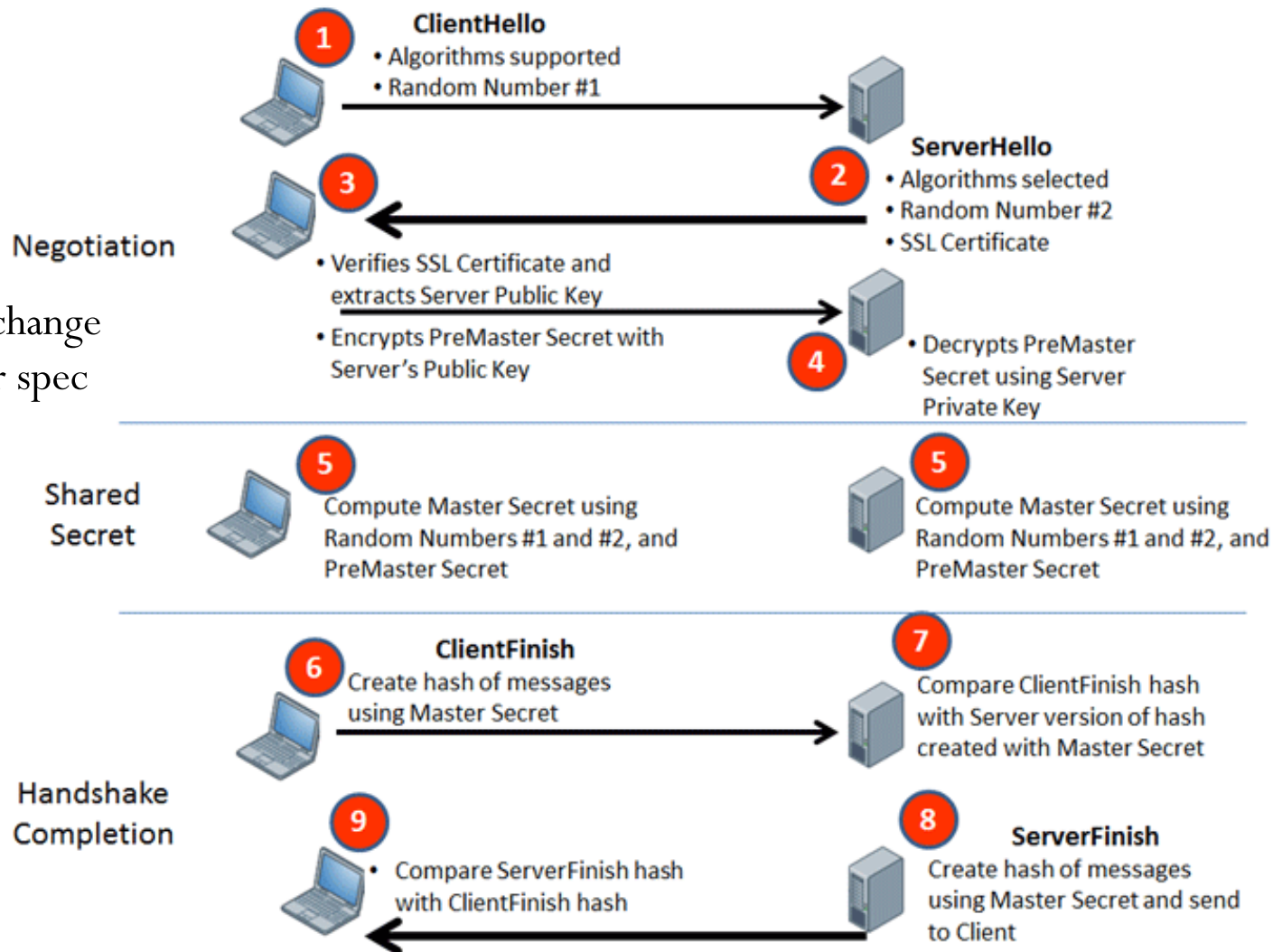
# SSL (continued)

## Encrypted SSL session:

- Browser generates *symmetric session key*, encrypts it with server's public key, sends encrypted key to server.
- Using private key, server decrypts session key.
- Browser, server know session key
  - All data sent into TCP socket (by client or server) encrypted with session key.
- Client authentication can be done with client certificates.

# SSL + RSA

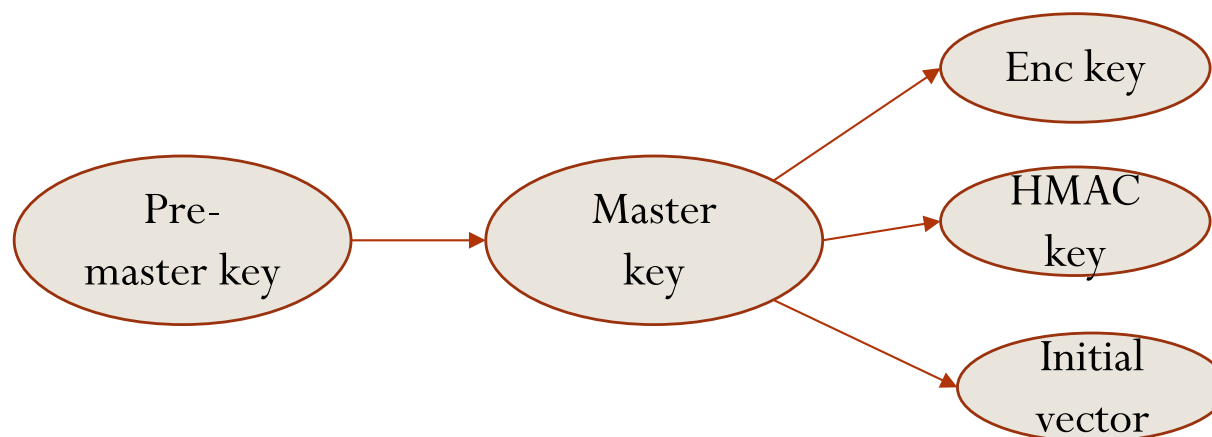
Client key exchange  
Change cipher spec



# SSL Cipher Suite

Key Exchange	Authentication	Cipher	Hash
RSA	RSA	3DES	MD5
Diffie-Hellman	DSA	AES	SHA
...		...	...

ECDHE\_RSA\_WITH\_AES\_256\_GCM\_SHA385  
RSA\_WITH\_AES\_128\_CBC\_SHA256

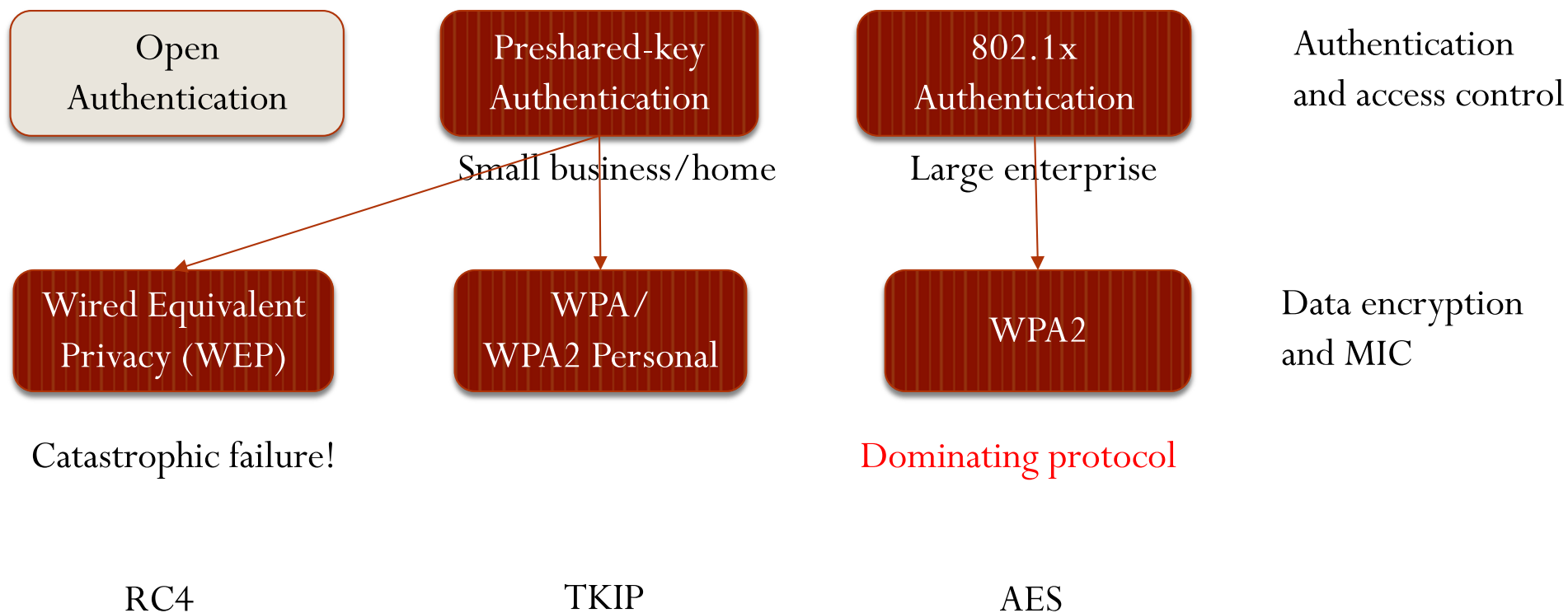




# IEEE 802.11 security

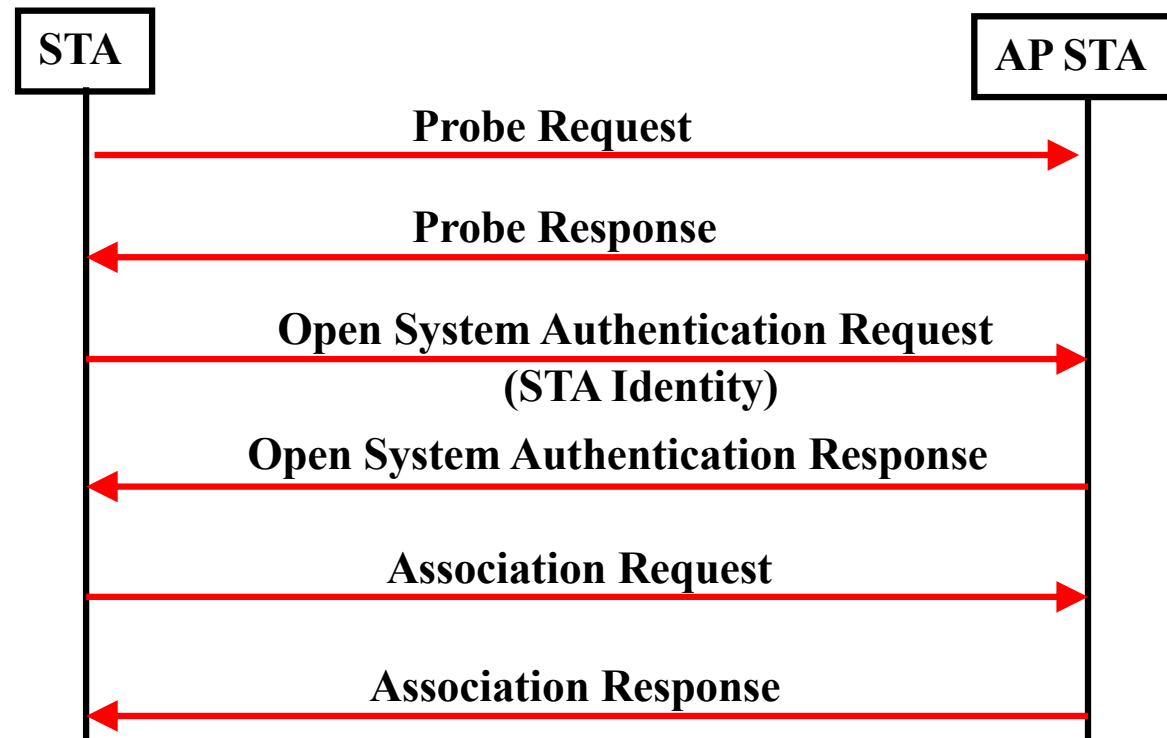
- *War-driving*: drive around Bay area, see what 802.11 networks available?
  - More than 9000 accessible from public roadways
  - 85% use no encryption/authentication
  - packet-sniffing and various attacks easy!
- *Securing 802.11*
  - encryption, authentication
  - first attempt at 802.11 security: Wired Equivalent Privacy (WEP): a failure
  - current attempt: 802.11i

# 802.11 Security Overview

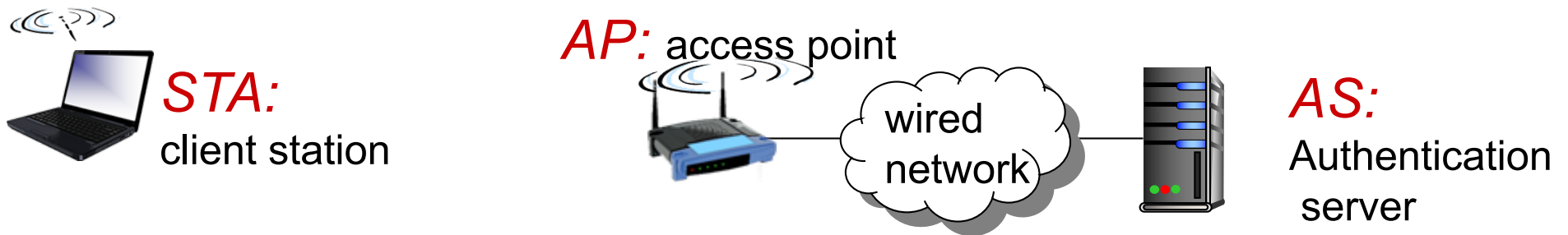


# Open System Authentication

- Establishing the IEEE 802.11 association with no authentication



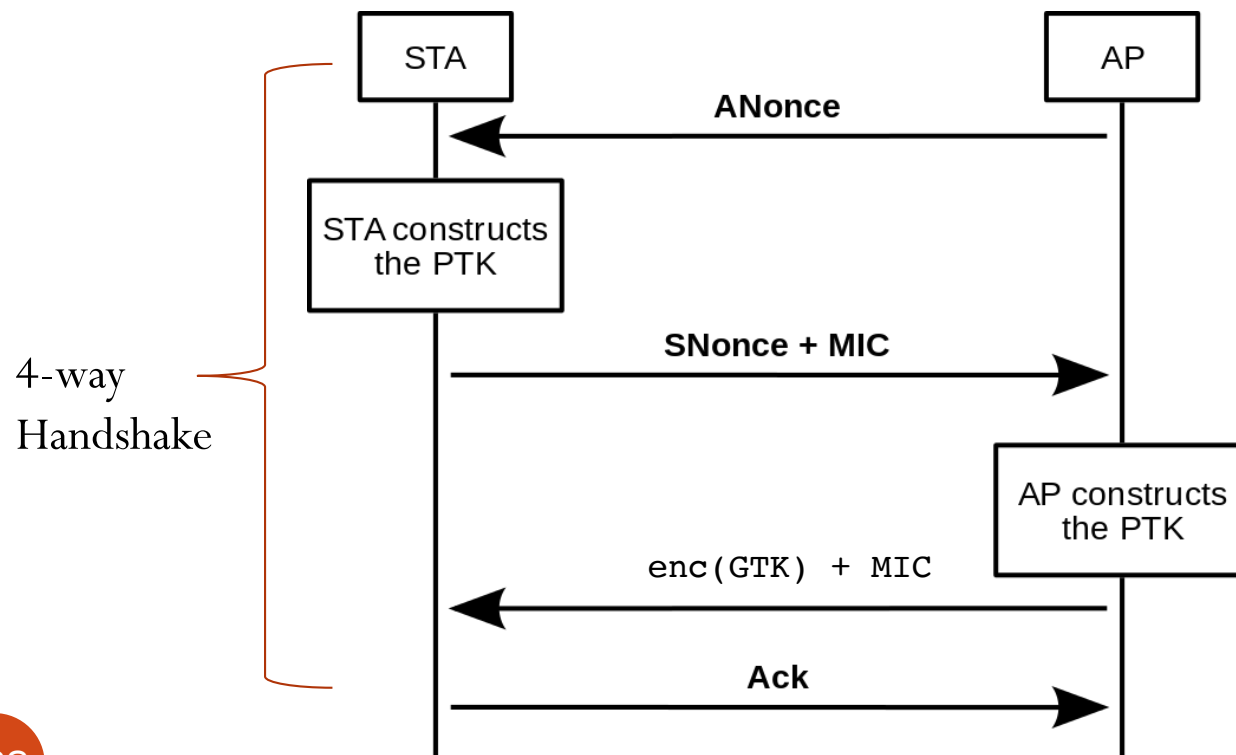
# 802.11i: four phases of operation



- ① Discovery of security capabilities
- ② STA and AS mutually authenticate, together generate Master Key (MK). *AP serves as "pass through"*
- ③ STA derives Pairwise Master Key (PMK)
- ③ AS derives same PMK, sends to AP
- ④ STA, AP use PMK to derive Temporal Key (PTK) used for message encryption, integrity

# Pre-shared Key (PSK) Authentication

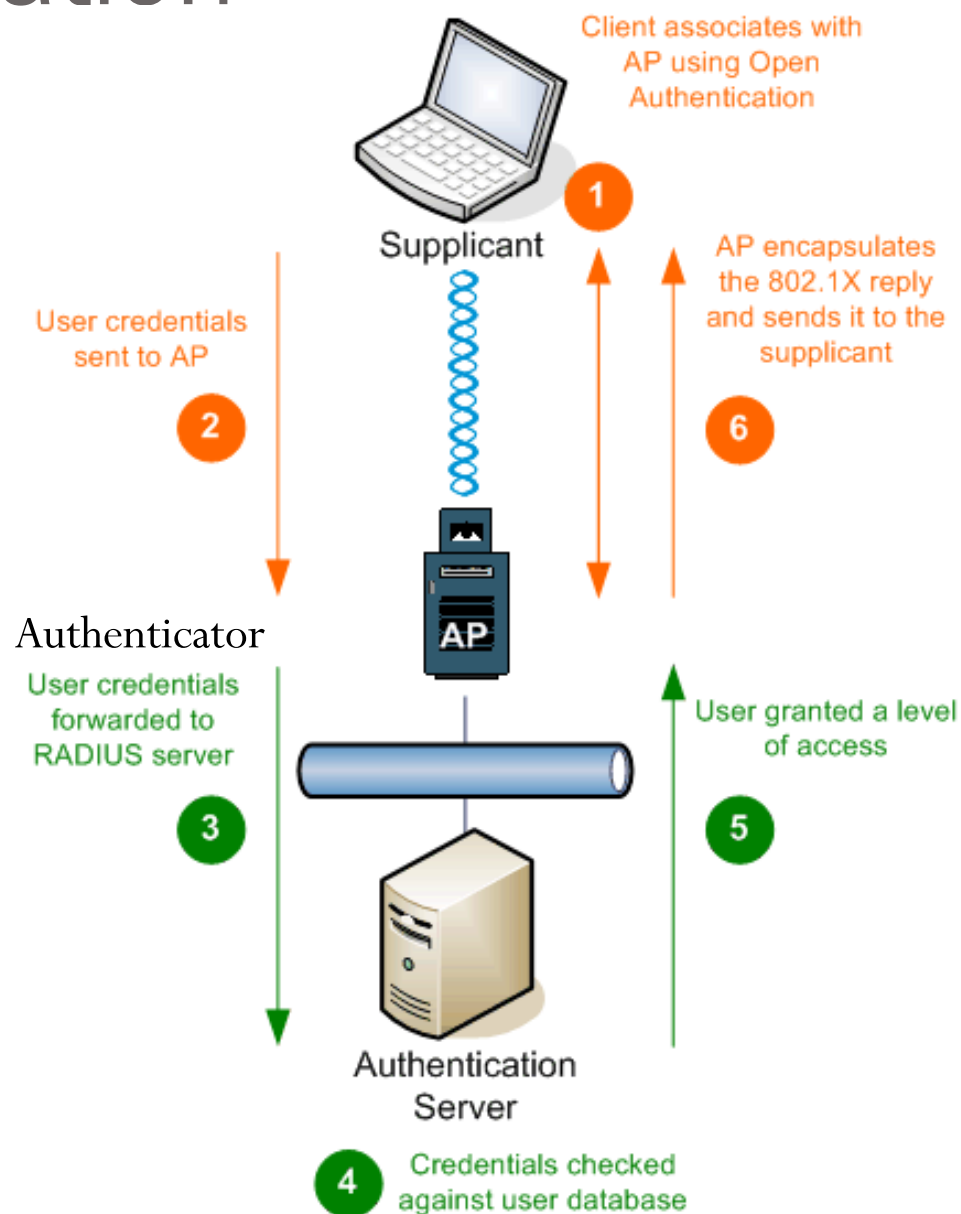
- Uses a passphrase to generate encryption key
- $PMK = PBKDF2(PassPhrase, ssid, ssidLength, 4096, 256)$
- $PTK = PRF512(PMK, AMAC, SMAC, ANonce, SNonce)$



PTK – Pairwise temporary key  
MIC -- Message integrity check  
GTK – Group template key

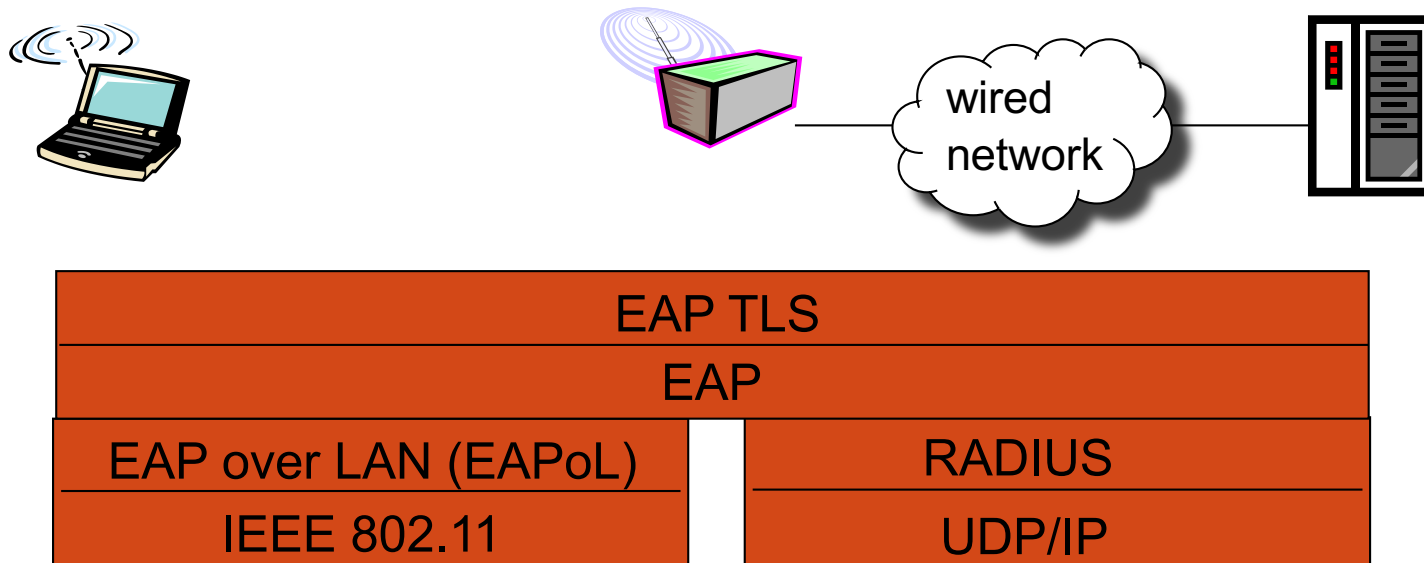
# 802.1x Authentication

- An IEEE standard for port-based network access control
- Provide authentication for devices connected via LAN or WLAN
- RADIUS (Remote Authentication Dial-In User Service)

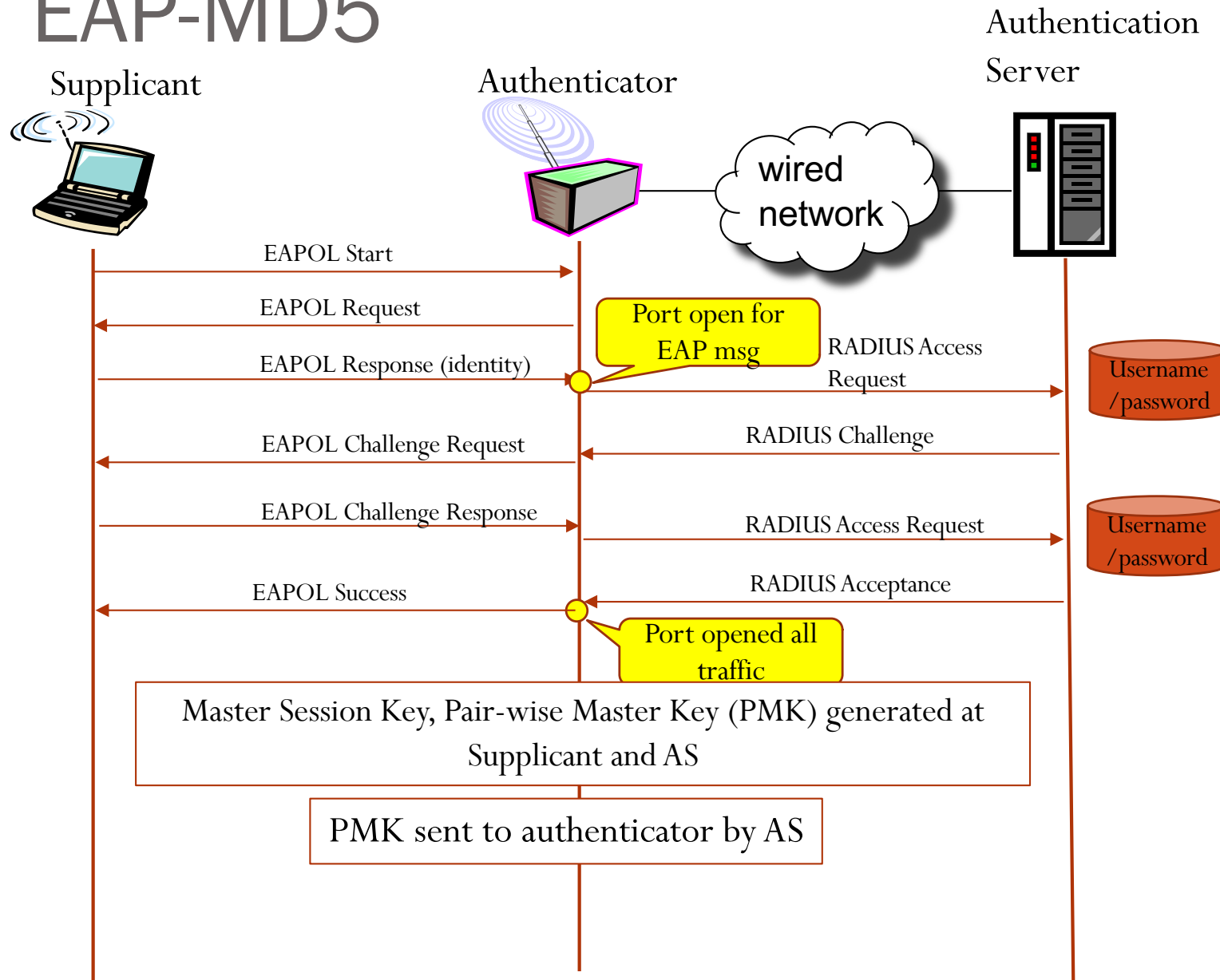


# EAP: extensible authentication protocol

- EAP: end-end client (mobile) to authentication server protocol
  - Originally an extension of point-to-point protocol for dial-ups
- EAP sent over separate “links”
  - mobile-to-AP (EAP over LAN)
  - AP to authentication server (RADIUS over UDP)
- Support different authentication methods: MD5, TLS, PEAP ..

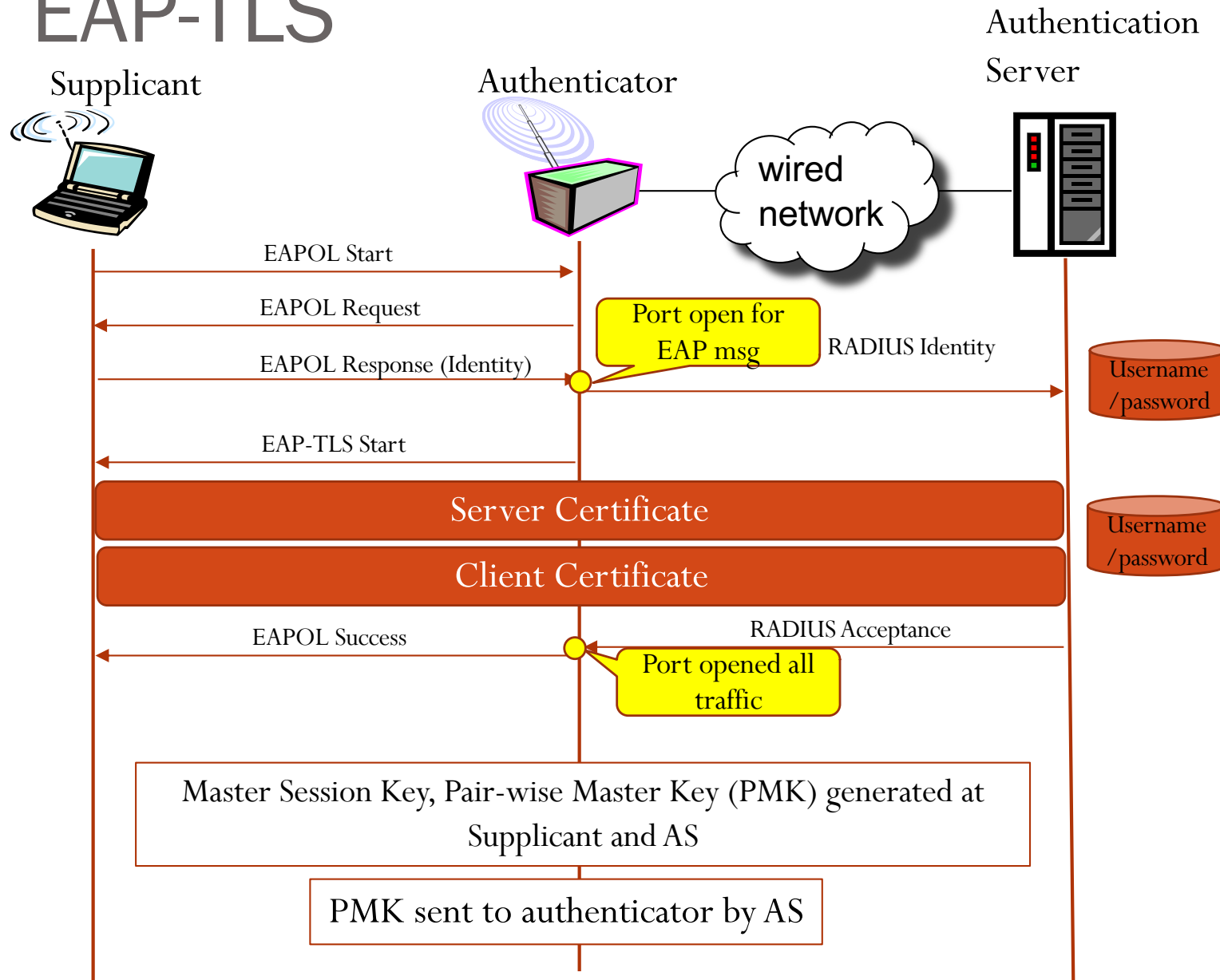


# EAP-MD5

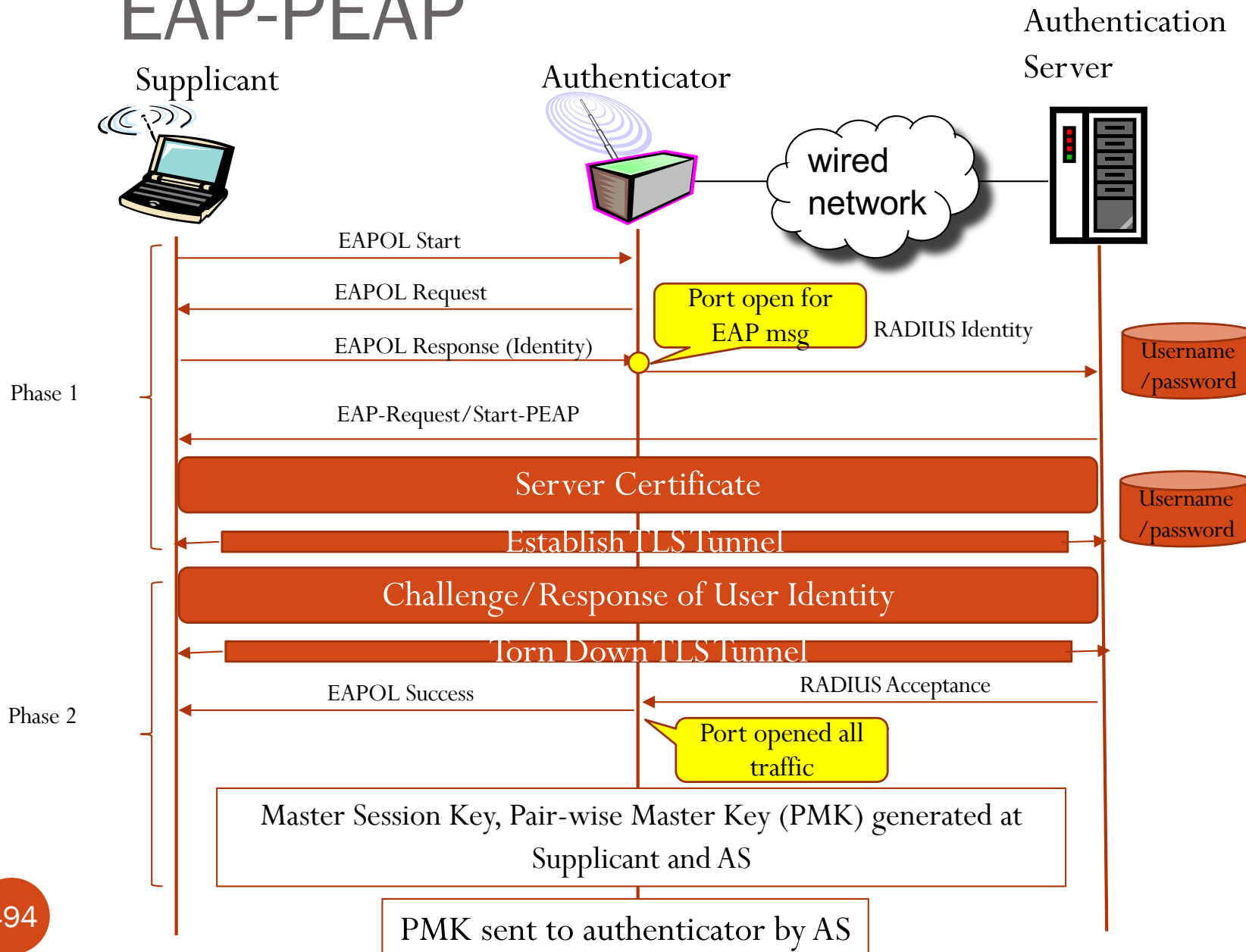




# EAP-TLS



# EAP-PEAP



# What is network-layer confidentiality ?

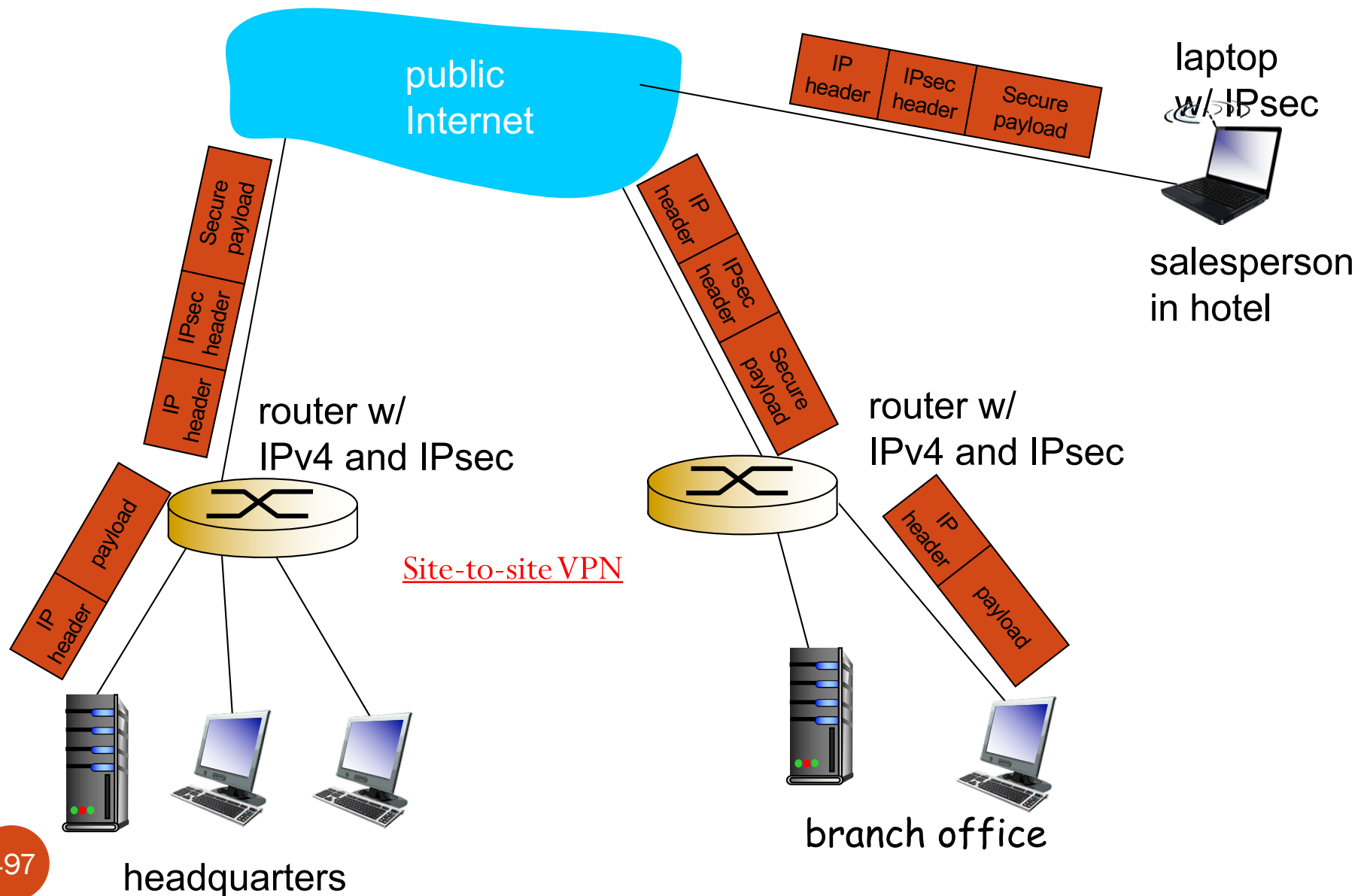
- between two network entities: sending entity encrypts datagram payload, payload could be:
  - TCP or UDP segment, ICMP message, OSPF message ....
- all data sent from one entity to other would be hidden:
  - web pages, e-mail, P2P file transfers, TCP SYN packets ...
- “blanket coverage”

# Virtual Private Networks (VPNs)

- institutions often want private networks for security.
  - costly: separate routers, links, DNS infrastructure.
- VPN: institution's inter-office traffic is sent over public Internet instead
  - encrypted before entering public Internet
  - logically separate from other traffic

# Virtual Private Networks (VPNs)

## Remote access VPN



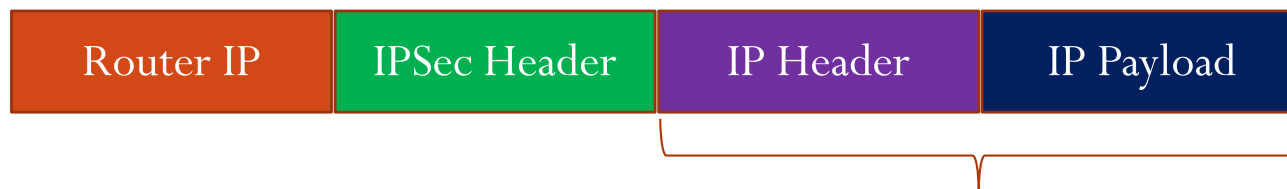
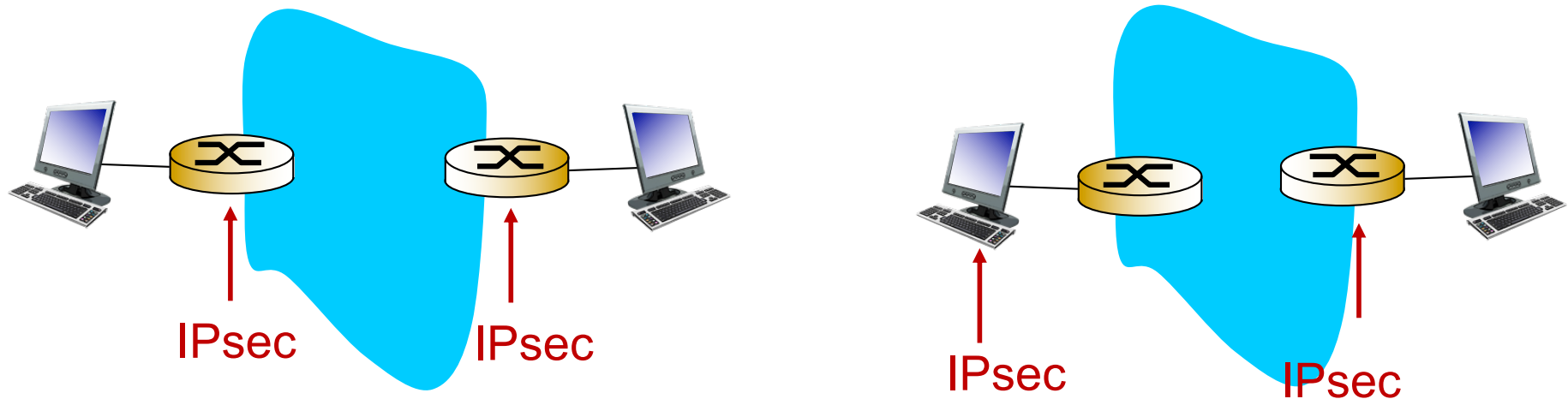
# IPsec services

- data integrity
- origin authentication
- replay attack prevention
- confidentiality

# IPsec – tunneling mode

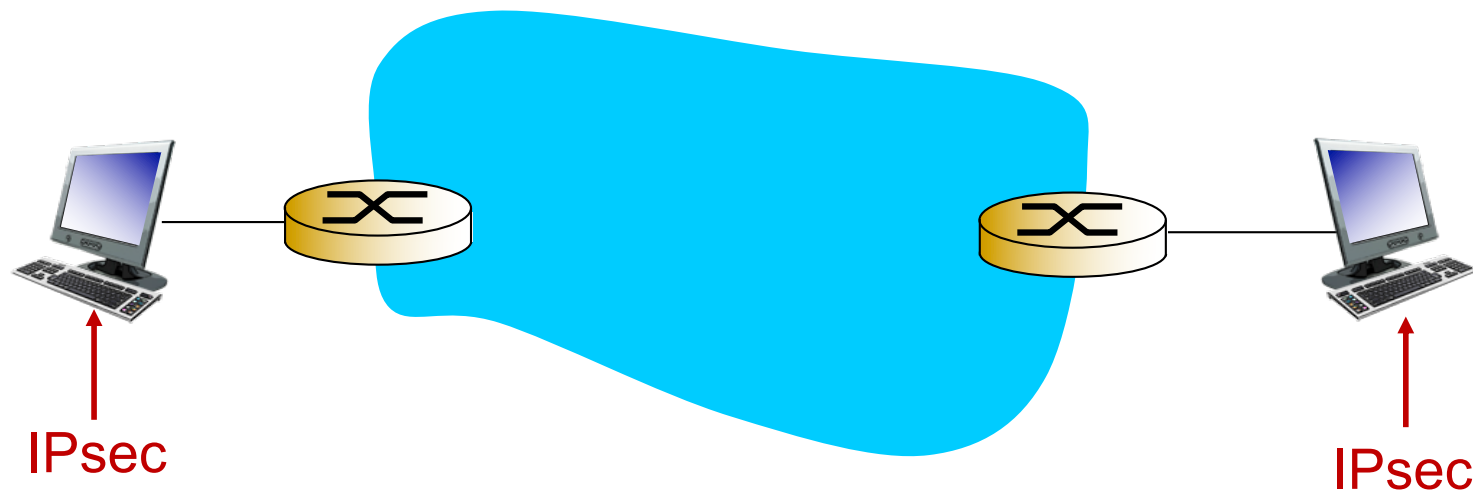
- edge routers IPsec-aware

- ❖ hosts IPsec-aware



# IPsec transport mode

- IPsec datagram emitted and received by end-system
- protects upper level protocols





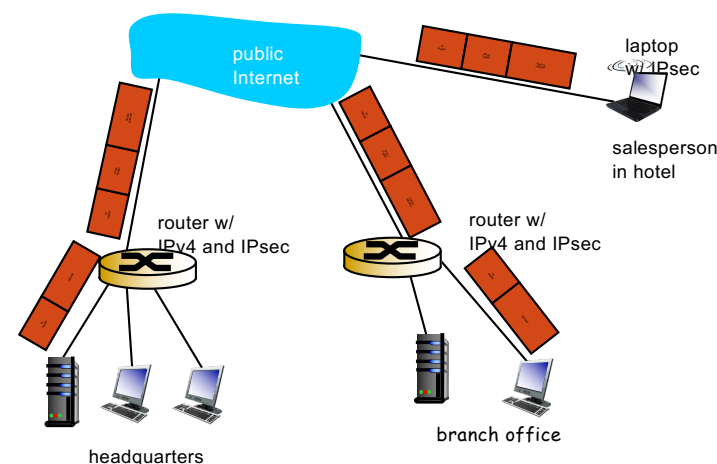
# IPsec protocols

- IKE/IKEv2: provides a framework for policy negotiation and key management
  - Security associations (SAs)
- Authentication Header (AH) protocol
  - provides source authentication & data integrity but **not** confidentiality
- Encapsulation Security Protocol (ESP)
  - provides source authentication, data integrity, and confidentiality
  - more widely used than AH

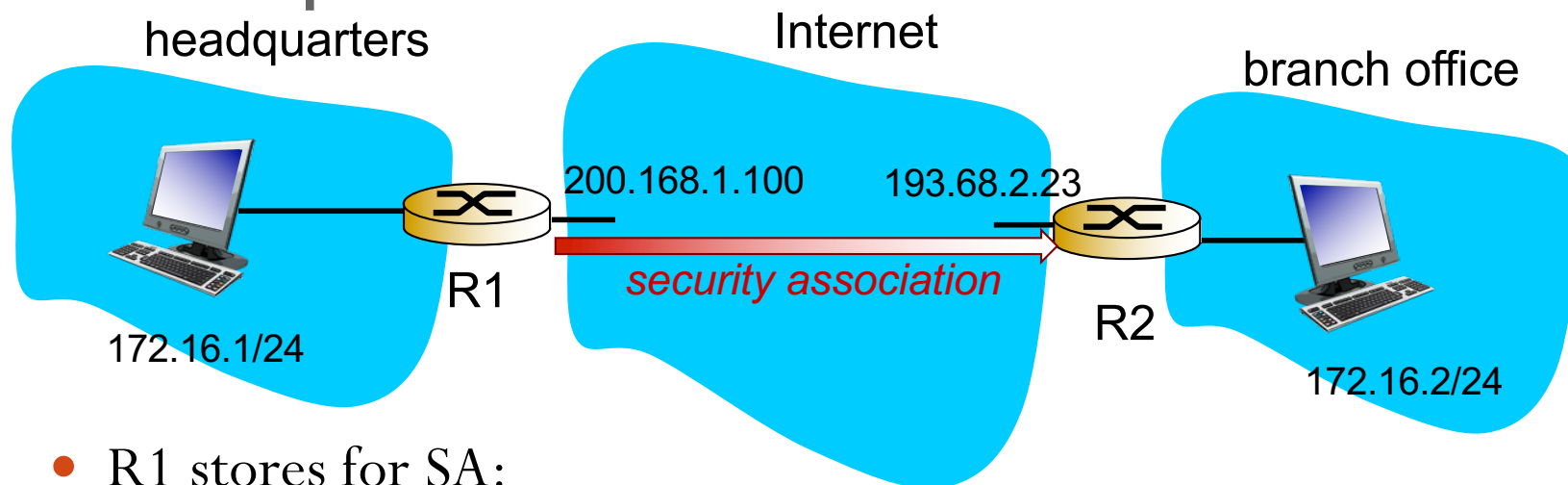
Host mode with AH	Host mode with ESP
Tunnel mode with AH	<b>Tunnel mode with ESP</b>

# Security associations (SAs)

- before sending data, “**security association (SA)**” established from sending to receiving entity
  - SAs are simplex: for only one direction
- ending, receiving entities maintain state information about SA
  - recall: TCP endpoints also maintain state info
  - IP is connectionless; IPsec is connection-oriented!
- how many SAs in VPN w/  
headquarters, branch office, and n  
traveling salespeople?

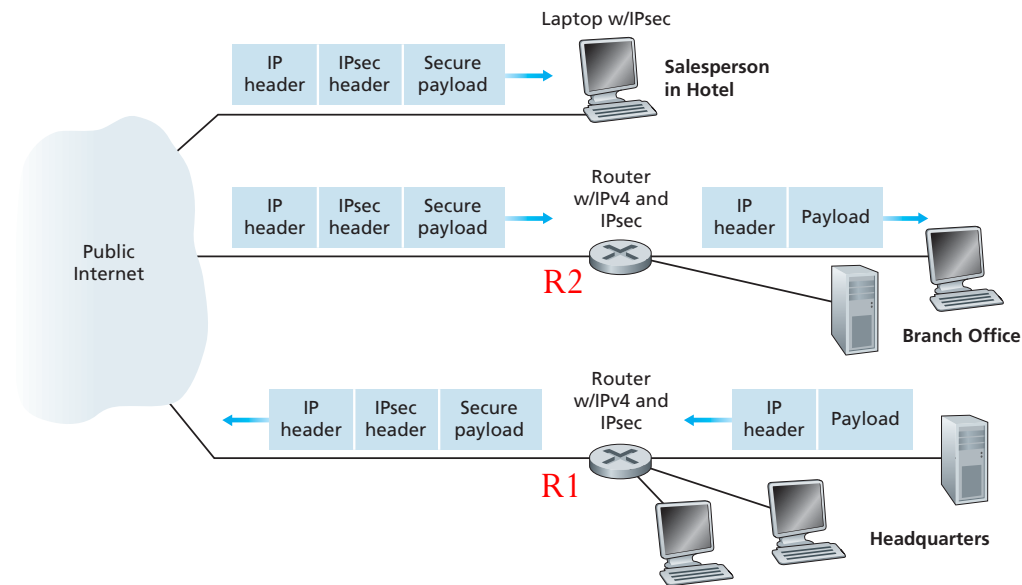


# Example SA from R1 to R2



- R1 stores for SA:
  - 32-bit SA identifier: **Security Parameter Index (SPI)**
  - origin SA interface (200.168.1.100)
  - destination SA interface (193.68.2.23)
  - type of encryption used (e.g., 3DES with CBC)
  - encryption key
  - type of integrity check used (e.g., HMAC with MD5)
  - authentication key

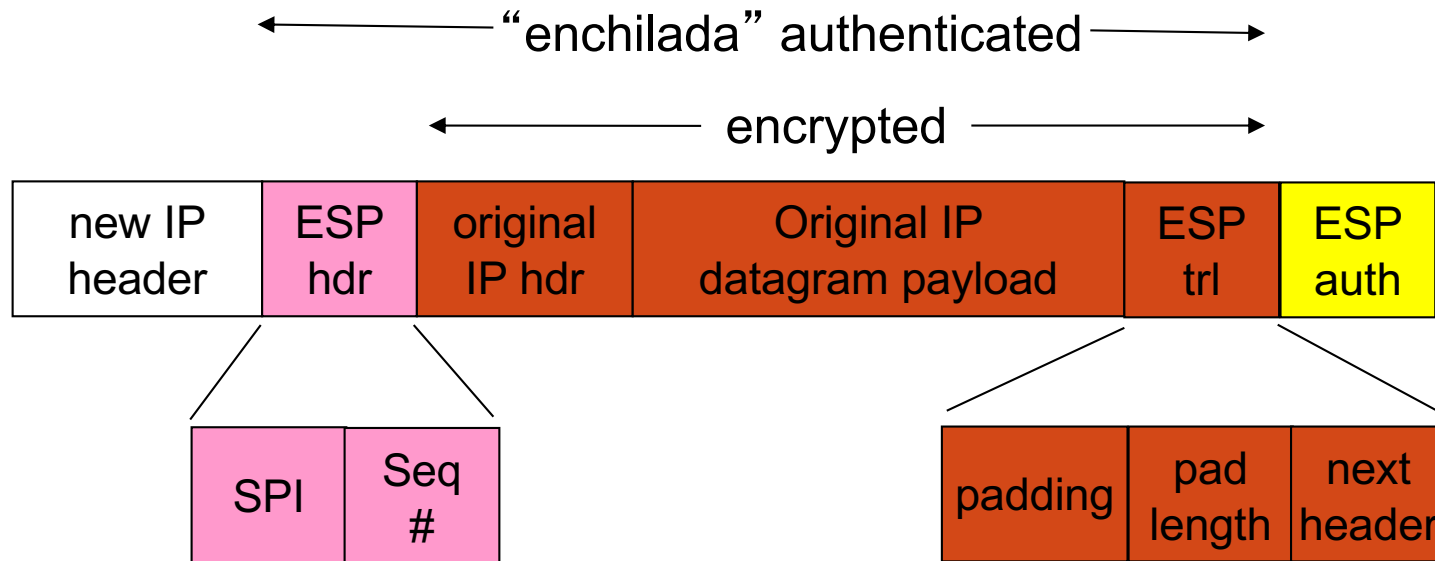
# Security Association Database (SAD)



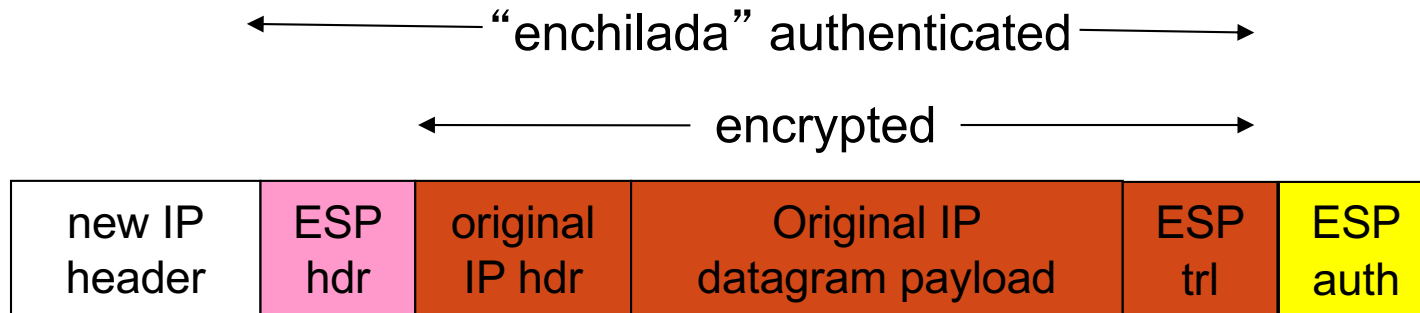
- endpoint holds SA state **in security association database (SAD)**, where it can locate them during processing.
- One bi-directional IPsec traffic between headquarters and the branch office
  - 2 SAs
- One bi-directional IPsec traffic between headquarters and each salesperson
  - with n salespersons, 2n SAs in R1's SAD
- when sending IPsec datagram, R1 accesses SAD to determine how to process datagram.
- when IPsec datagram arrives to R2, R2 examines SPI in IPsec datagram, indexes SAD with SPI, and processes datagram accordingly.

# IPsec datagram

- focus for now on tunnel mode with ESP

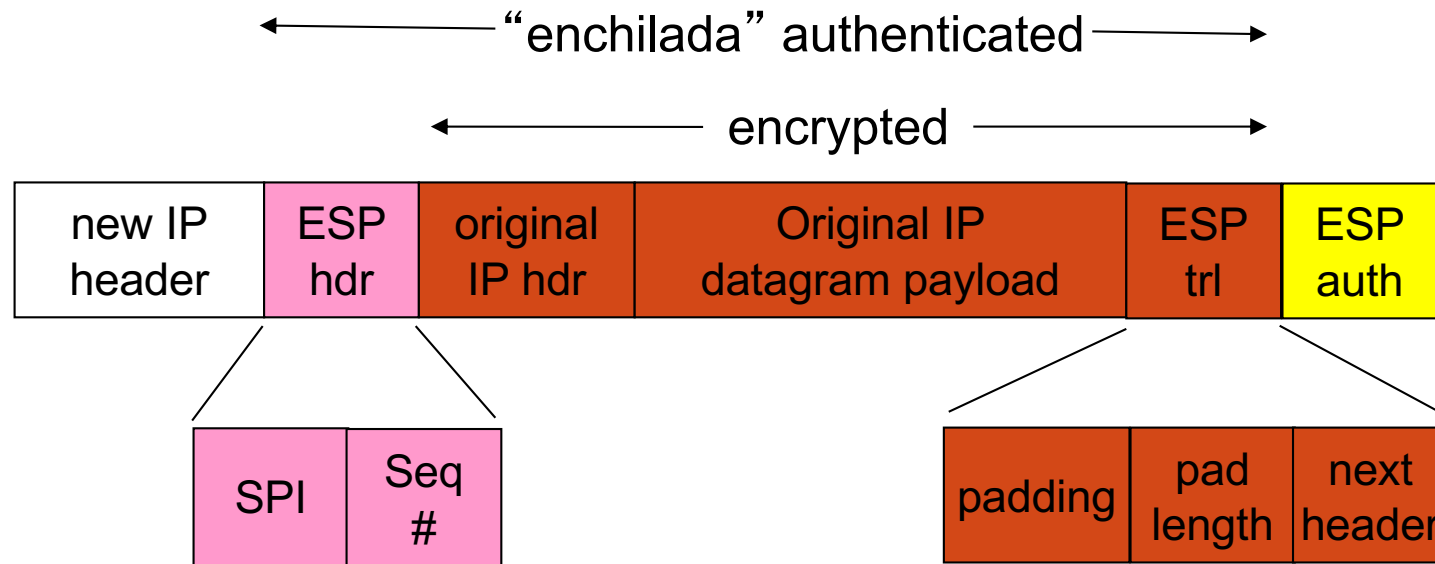


# R1: convert original datagram to IPsec datagram



- appends to back of original datagram (which includes original header fields!) an “ESP trailer” field.
- encrypts result using algorithm & key specified by SA.
- appends to front of this encrypted quantity the ESP header, creating “enchilada”.
- creates authentication MAC over the whole enchilada, using algorithm and key specified in SA;
- appends MAC to back of enchilada, forming payload;
- creates brand new IP header, with all the classic IPv4 header fields, which it appends before payload.

# Inside the enchilada:



- ESP trailer: Padding for block ciphers
- ESP header:
  - SPI, so receiving entity knows what to do
  - Sequence number, to thwart replay attacks
- MAC in ESP auth field is created with shared secret key

# IPsec sequence numbers

- for new SA, sender initializes seq. # to 0
- each time datagram is sent on SA:
  - sender increments seq # counter
  - places value in seq # field
- goal:
  - prevent attacker from sniffing and replaying a packet
  - receipt of duplicate, authenticated IP packets may disrupt service
- method:
  - destination checks for duplicates
  - doesn't keep track of all received packets; instead uses a window



# Security Policy Database (SPD)

- **policy**: For a given datagram, sending entity needs to know if it should use IPsec
- needs also to know which SA to use
  - may use: source and destination IP address; protocol number
- info in SPD indicates “what” to do with arriving datagram
- info in SAD indicates “how” to do it