

RTC-Web Security Considerations

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The Browser Threat Model

Core Web Security Guarantee: “users can safely visit arbitrary web sites and execute scripts provided by those sites.” [HCB⁺10]

- This includes sites which are hosting malicious scripts!
- Basic Web security technique is isolation/sandboxing
 - Protect your computer from malicious scripts
 - Protect content from site A from content hosted at site B
 - Protect site A from content hosted at site B
- In this case we’re primarily concerned with JavaScript running in the browser

The browser acts as a trusted computing base for the site

List of Issues to Consider

- Consent to communications
- Access to local devices
- Communications security

In an alternate universe: Cross-Site Requests



Obviously this is bad... and it's a problem even w/o cookies

The Same Origin Policy (SOP)

- A page's security properties are determined by its *origin*
 - This includes: protocol (HTTP or HTTPS), host, and port
 - All these must match for two pages to be from the same origin
- Each origin is associated with its own security context
 - Scripts in origin A have only very limited access to resources in origin B
- *Important:* the origin is associated with the page, *not* where the script came from
 - Scripts loaded via `<script src="">` tags are associated with the origin of the page, not the URL for the script!

The Same Origin Policy for Page Data

- Scripts can only access page data from their own origin
 - Contents of the DOM
 - JavaScript variables
 - Cookies
 - Important exception: JavaScript pointer leakage [BWS09]
- Scripts can access any other page data from their origin
 - Includes other windows and IFRAMEs
- Frame can navigate their own children
 - This is used for cross-site communication (e.g., FaceBook Connect)

The Same Origin Policy for HTTP Requests

- JavaScript can be used to make fairly controllable HTTP requests with `XmlHttpRequest()` API
 - But only to the same origin
- Origin A can make partly controllable requests to origin B via HTML forms
 - But cannot read the response
 - *Cross-Site Request Forgery* (CSRF) defenses depend on this
- Origin A can read scripts from origin B
 - But they run in A's context
 - This is done all the time (e.g., Google analytics)

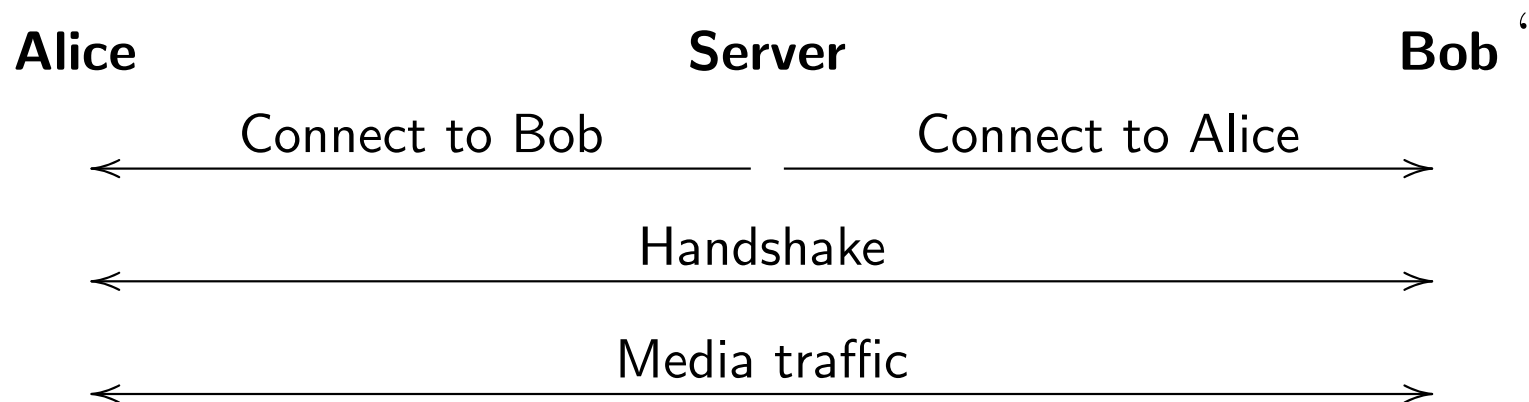
What does all this mean for RTC?

Consent for real-time peer-to-peer communication

- Need to be able to send data between two browsers
 - Unless you want to relay everything
- But this is unsafe (and violates SOP)
 - Not OK to let browsers send TCP and UDP to arbitrary locations
- General principle: verify consent
 - Before sending traffic from a script to recipient, verify recipient wants to receive it from the sender
 - Familiar paradigm from CORS [vK10] and WebSockets[Fet11]

How to verify consent for RTC-Web

- Can't trust the server (see above)
 - Needs to be enforced by the browser
- Browser does a handshake with target peer to verify connectivity



- This should look familiar from ICE [Ros10]
- Restricts communication with that endpoint until handshake complete (**new**)

Access to Local Devices

- Making phone (and video) calls requires that your voice be transmitted to other side
 - But the *other side* is controlled by some site you visit
 - What if you visit `http://bugmyphone.example.com`?
- Somehow we need to get the user's consent
 - But to what?
 - And when?
 - Users routinely click through warning dialogs when presenting “in-flow”
- What is the scope of consent?
 - By origin?
 - What about mash-ups?

What about communications security?

- We've already addressed this in the context of SIP
 - Things aren't that different here—all the usual protocols work
- Open question: where is the keying material stored?
 - On the server?
 - In localStorage?
 - In the browser but isolated from the JavaScript? (probably best)

References

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