

Access Control on Multiprotocol Networks

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Arrowhead project



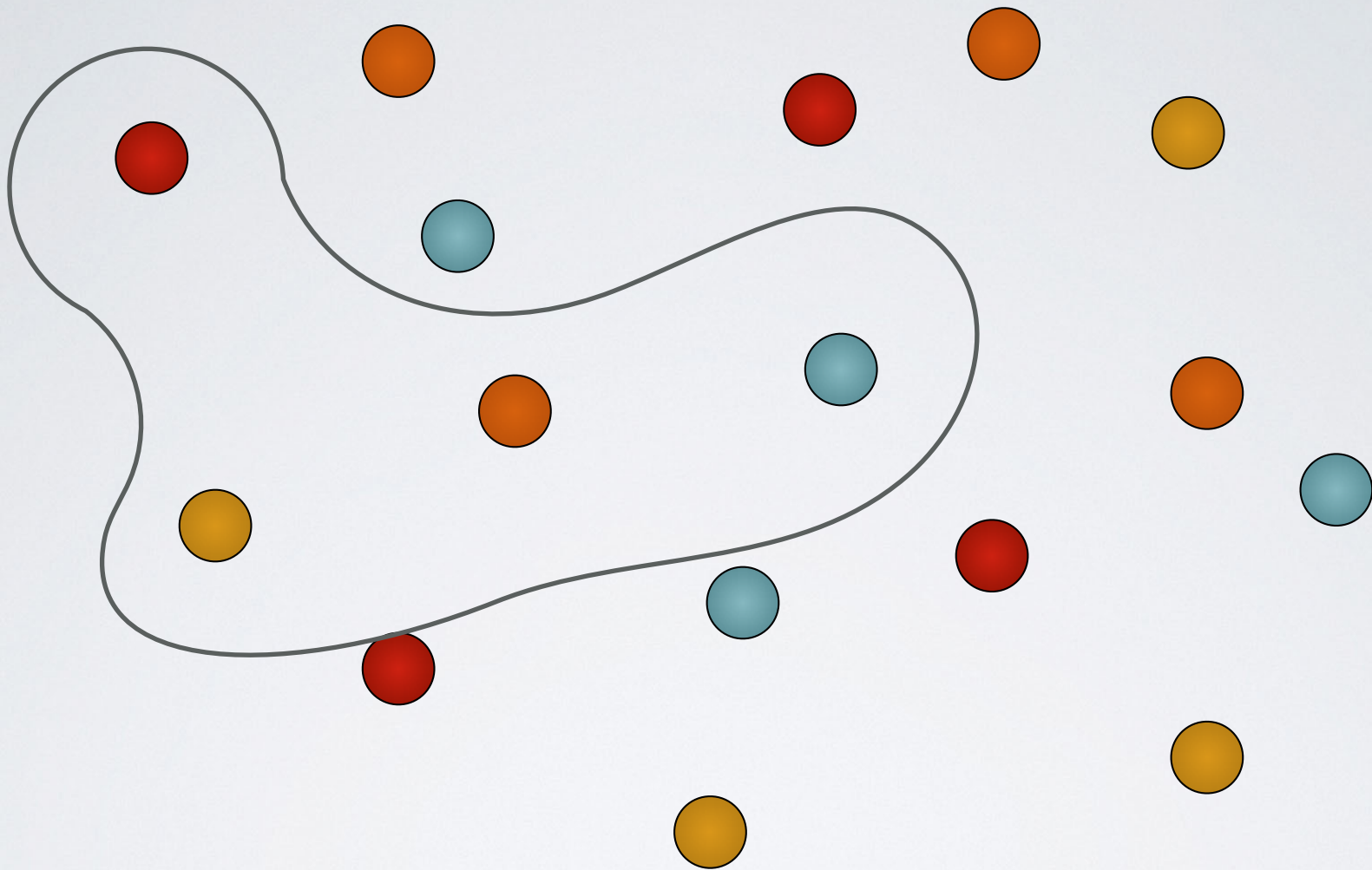
Outline

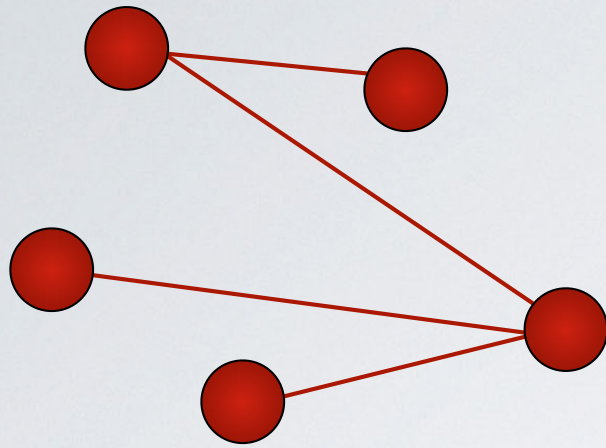
- ▶ Why
 - Arrowhead Introduction
 - Translation Service
 - Multiprotocol communication issues
- ▶ Requirements
- ▶ Current Solution
 - Architecture
 - How it works
- ▶ Results (demo with CoAP protocol)
- ▶ Limitations
- ▶ Future Work

Arrowhead project

www.arrowhead.eu



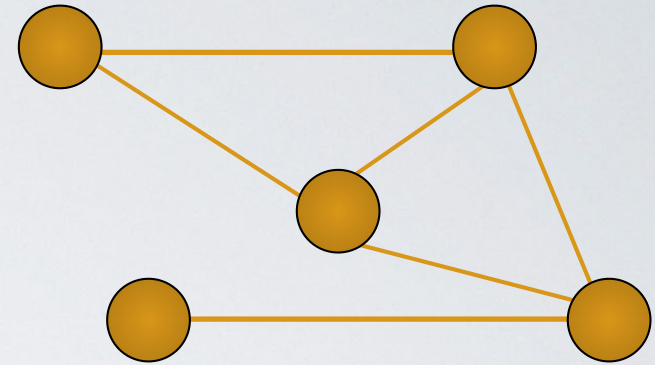




Network A

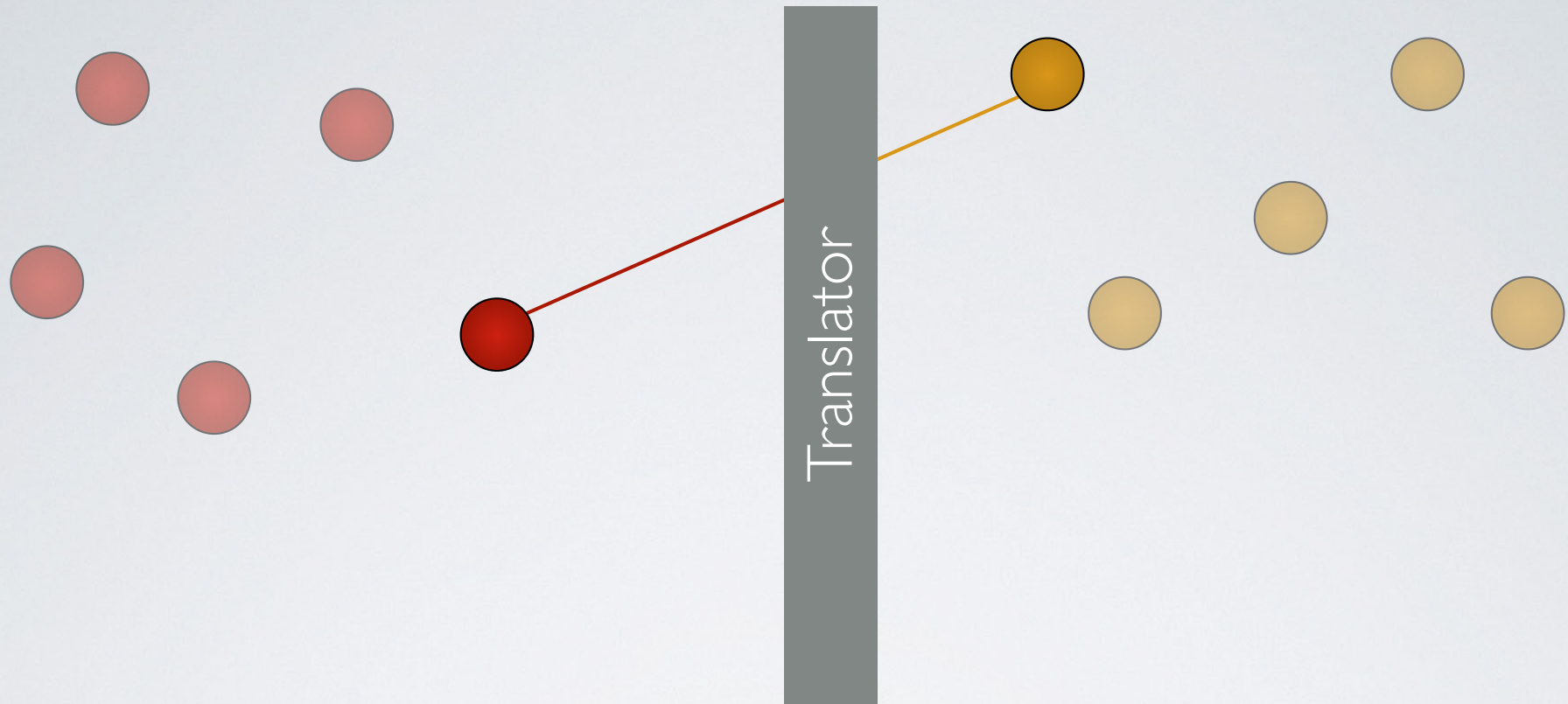
- Protocol A
- Security Type A
- Access Control A

Translator



Network B

- Protocol B
- Security Type B
- Access Control B



Interoperability

- Protocol Level
- Semantic Level
- Coding Level

Problems

- Man in the Middle
- No end to end Security
- How to fit ticket on each protocol
- Encrypted Payload

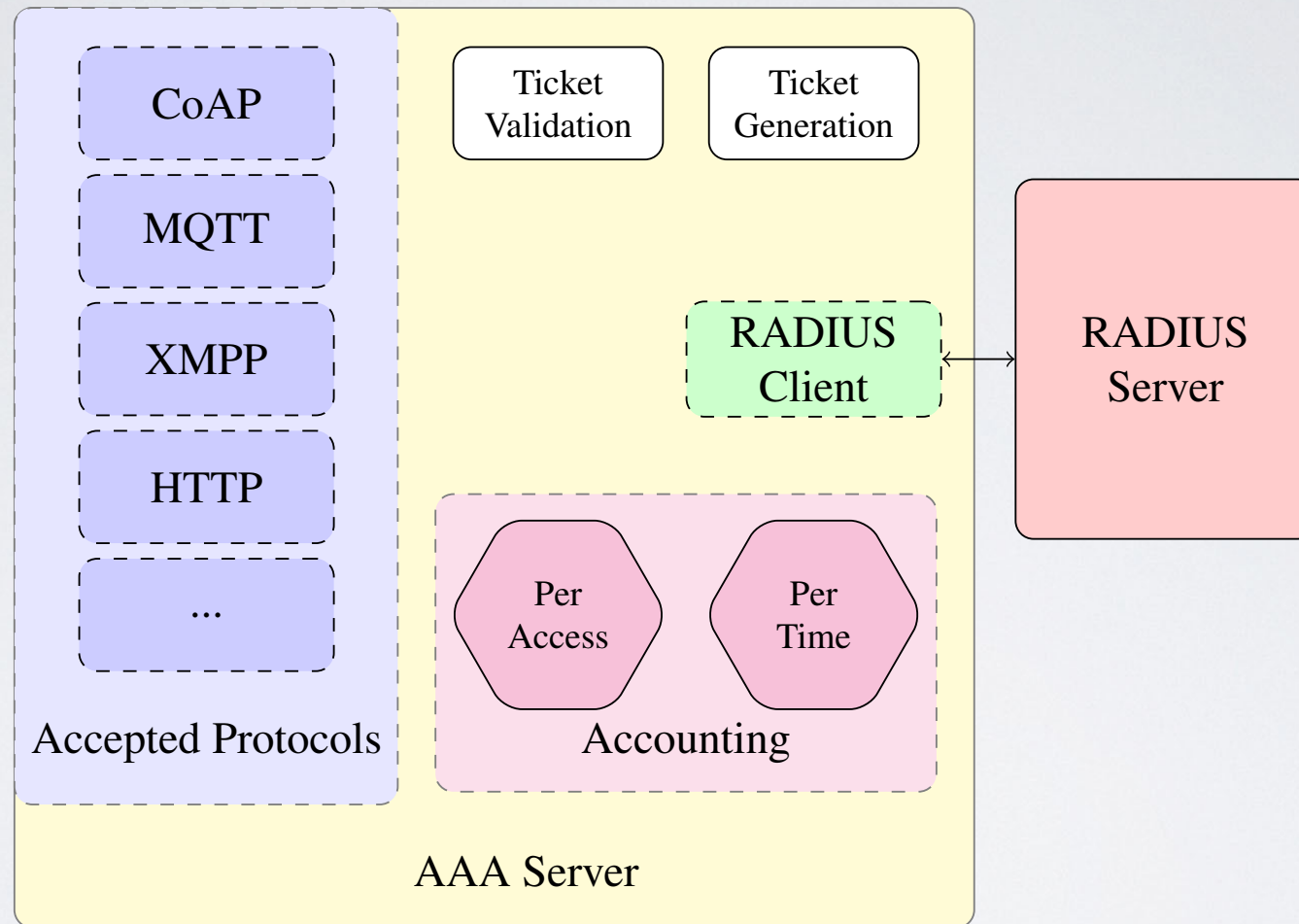
Requirements for Access Control

- ➔ Supported by all involved devices
- ➔ Devices with different performance
 - Special care of low power constrained devices
 - No complex processing
 - ✓ Compromising the low power criteria
 - ✓ Introducing latencies during the communication
 - Mitigate additional overhead
 - ✓ Increasing the communication usage
 - ✓ Increasing the computation
 - Reduce extra communication
 - ✓ Keeping the low power criteria
 - ✓ Keeping the network performance

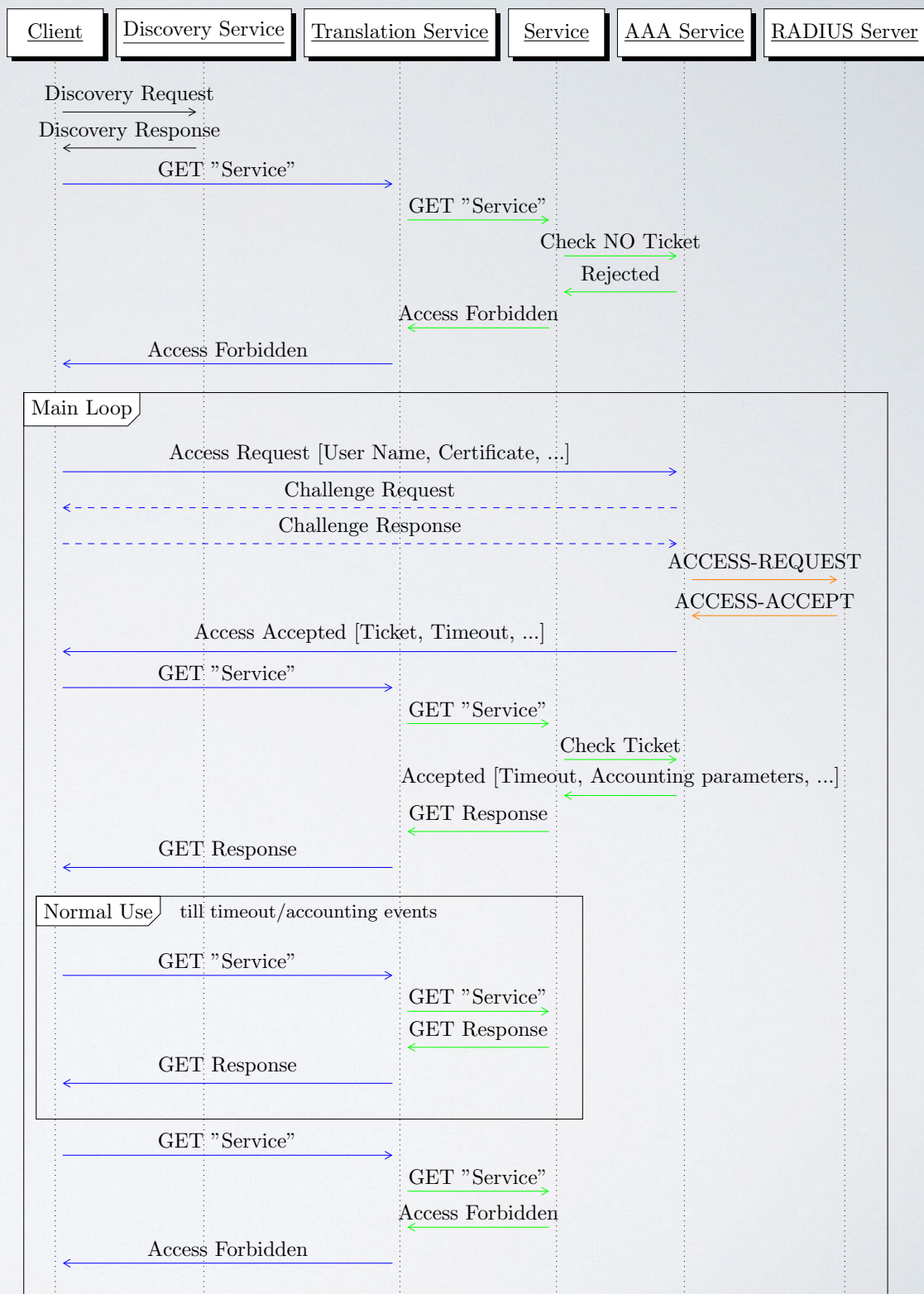
Proposed Solution: Tickets

- Ticket just as an ID, no extra information inside
- Add it to each protocol
- Flexible size
- Static / Dynamic
- Timeout validation
- Supports Accounting
- Supports Network Monitoring

AAA Server Architecture



How it works?



Demo

InfoCoAP Server

- “info” resource



<coap://projects.punyal.com>

AAA Server



Network Monitor



<http://security.punyal.com>

Modified Cupper Client



Limitations

Future Work

Thanks for your attention