

Securing TCP/IP



Chapter 11

- Means “secret writing”. Scramble the message so it cannot be read
- Several uses of cryptography
 - Hashing
 - Shared Key Cryptography
 - Public Key Cryptography
 - Digital Signatures
 - Digital Certificates

- **One-way.** Once plaintext has been hashed, it cannot be recovered
- **No key**
- **Used for passwords and to create a message digest**
- **Creates a fixed-length hash value from a variable length plaintext**

- **Passwords are stored as hashes so that if an attacker steals the password file, he does not get all of the passwords**
- **When the user enters his password, it is hashed and compared to the stored value**

- **Hash the data being sent – creates a hash (sometimes called a digest)**
- **Digest is sent along with the original data, which is usually in plaintext**
- **Hashing is used only for integrity to ensure that:**
 - **Information is in its original form**
 - **No unauthorized person or malicious software has altered the data**
 - **Does not provide confidentiality**

Mike Meyers' Network+® Guide to Hashing Defeats Man-in-the-Middle Attacks

Managing and Troubleshooting Networks

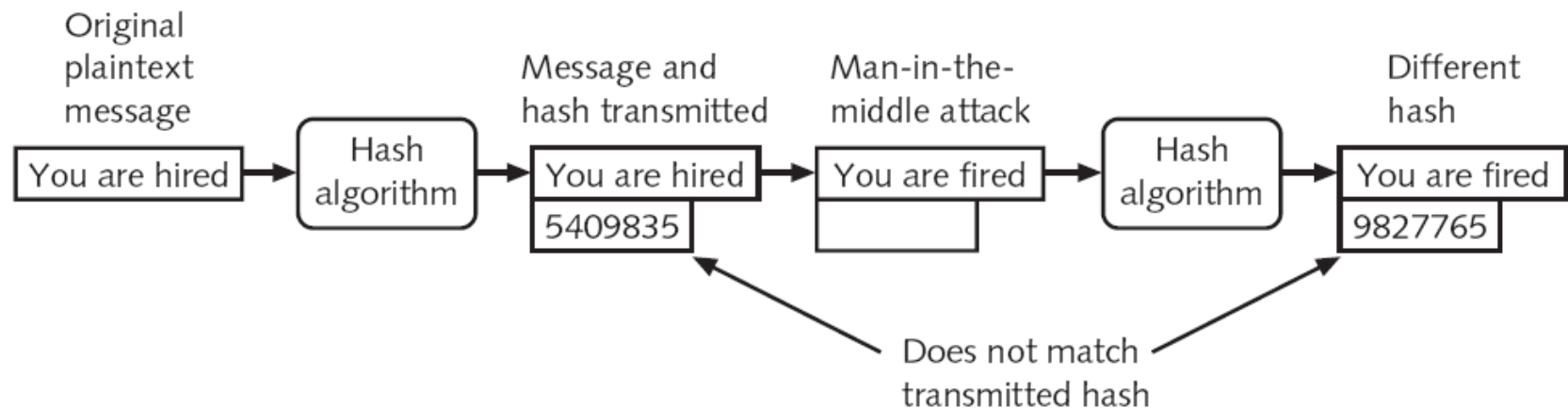


Figure 11-4 Man-in-the-middle attack defeated by hashing

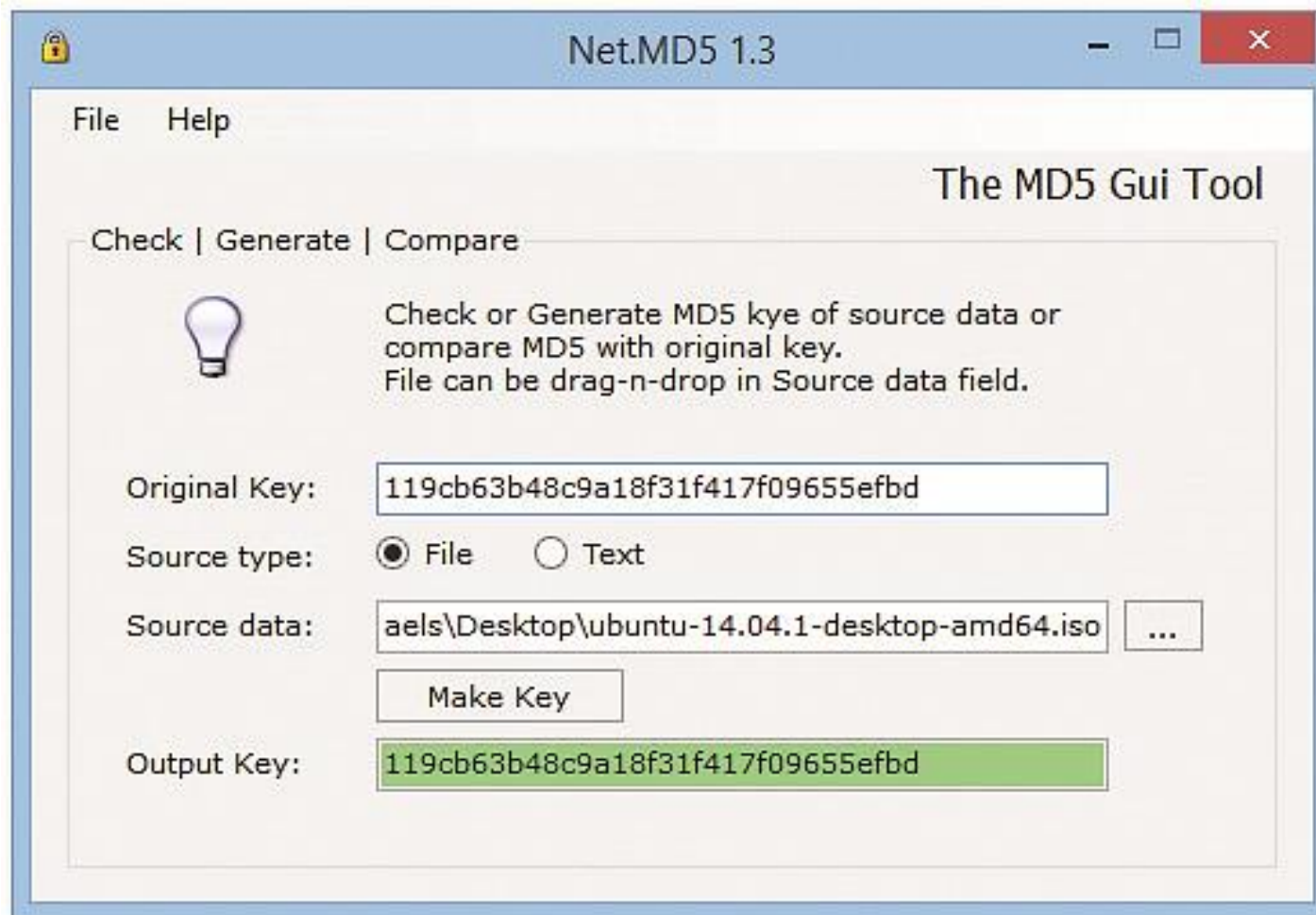


Figure 11.11 File and MD5

- **Used by Julius Caesar over 2000 years ago, but still a valid cipher**
- **Replace each letter with the letter x letters after it in the alphabet**
- **Example: Replace a with c, b with d, c with e, d with f, etc**

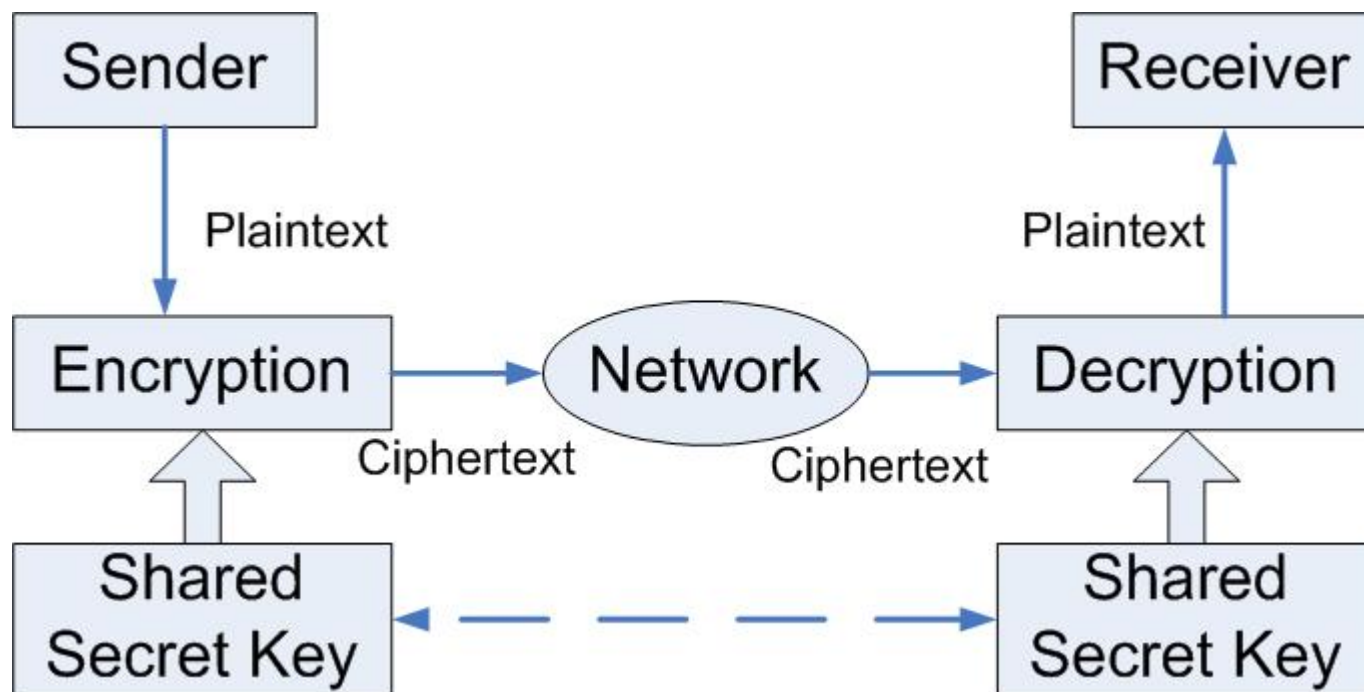
a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z
r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q

To encrypt “monkey”, replace each letter in the first line with the corresponding letter in the second line – it becomes “dfebvp”

To decrypt “dfebvp”, replace each letter in the second line with the corresponding letter in the first line – it becomes “monkey”

- **Caesar's cipher is an example of symmetric key cryptography. (Also called shared key cryptography)**
- **The encryption and decryption algorithm (replacing one letter with another) is public but the key (which specific letter replaces another) is private**
- **The same key is shared by both parties**
- **Difficult to distribute the key to both parties while still keeping it secure**

Symmetric Key Cryptography



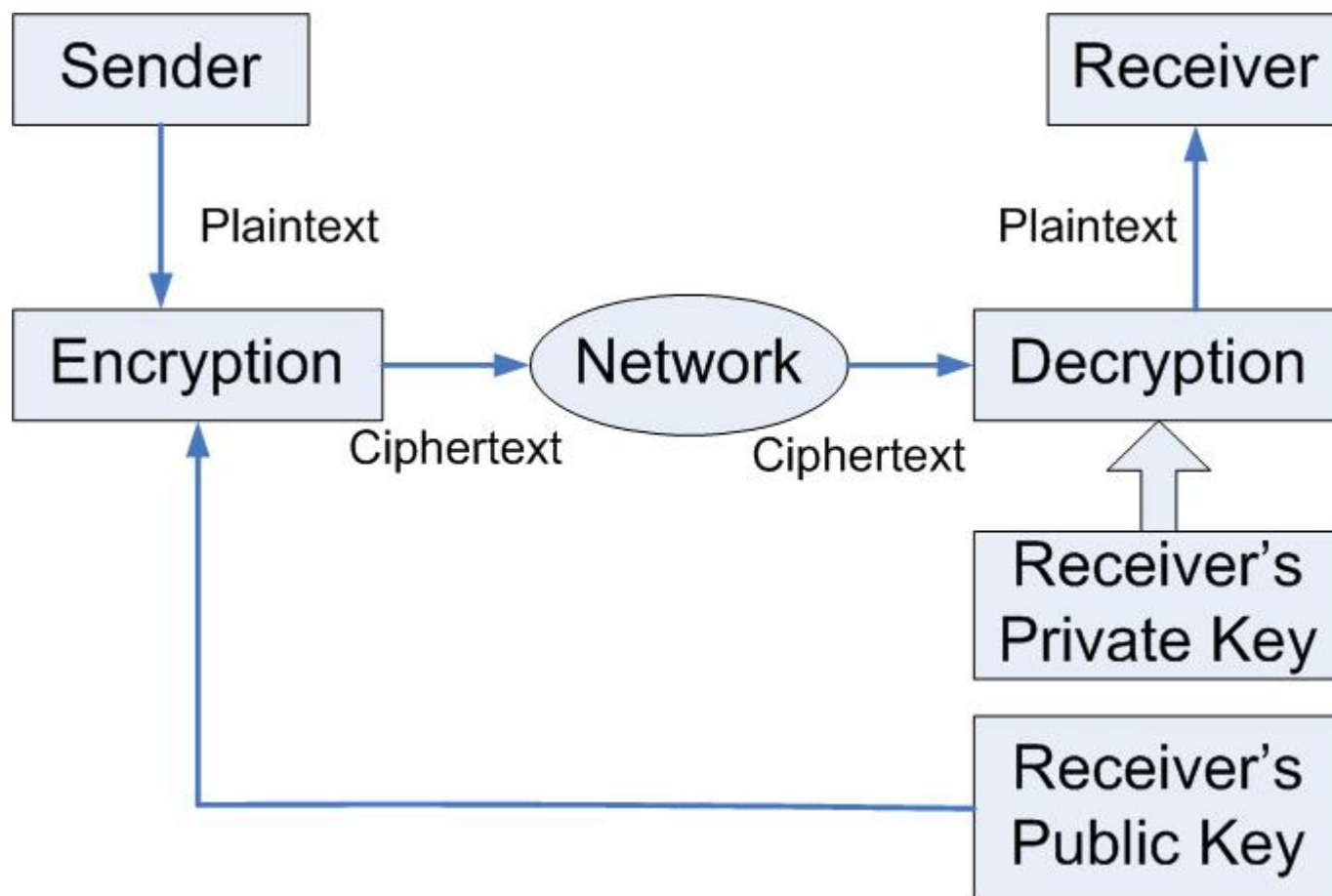
- **Caesar's cipher is easy to crack because there are only 25 possible keys.**
- **In more modern ciphers, the key is a number that is used by the encryption and decryption algorithm.**
- **The more digits in the key, the more secure the encryption. (Because there are more possible values of the key, making it harder to guess.)**

- All ciphers used shared key cryptography up until about 40 years ago.
- Public key cryptography uses two keys – a public key and a private key
- Public key cryptography is a significant advance because the parties do not need to agree on a key in advance

Public Key Cryptography

- **Two keys - public key and private key are different, but mathematically related**
- **Receiver makes his public key available on a web site or in his e-mail messages**
- **Sender uses the public key to encrypt a message**
- **Receiver then uses private key to decrypt**
- **Only receiver ever sees his private key**
- **Just as in shared-key encryption, the encryption and decryption algorithms are public**

Public Key Cryptography

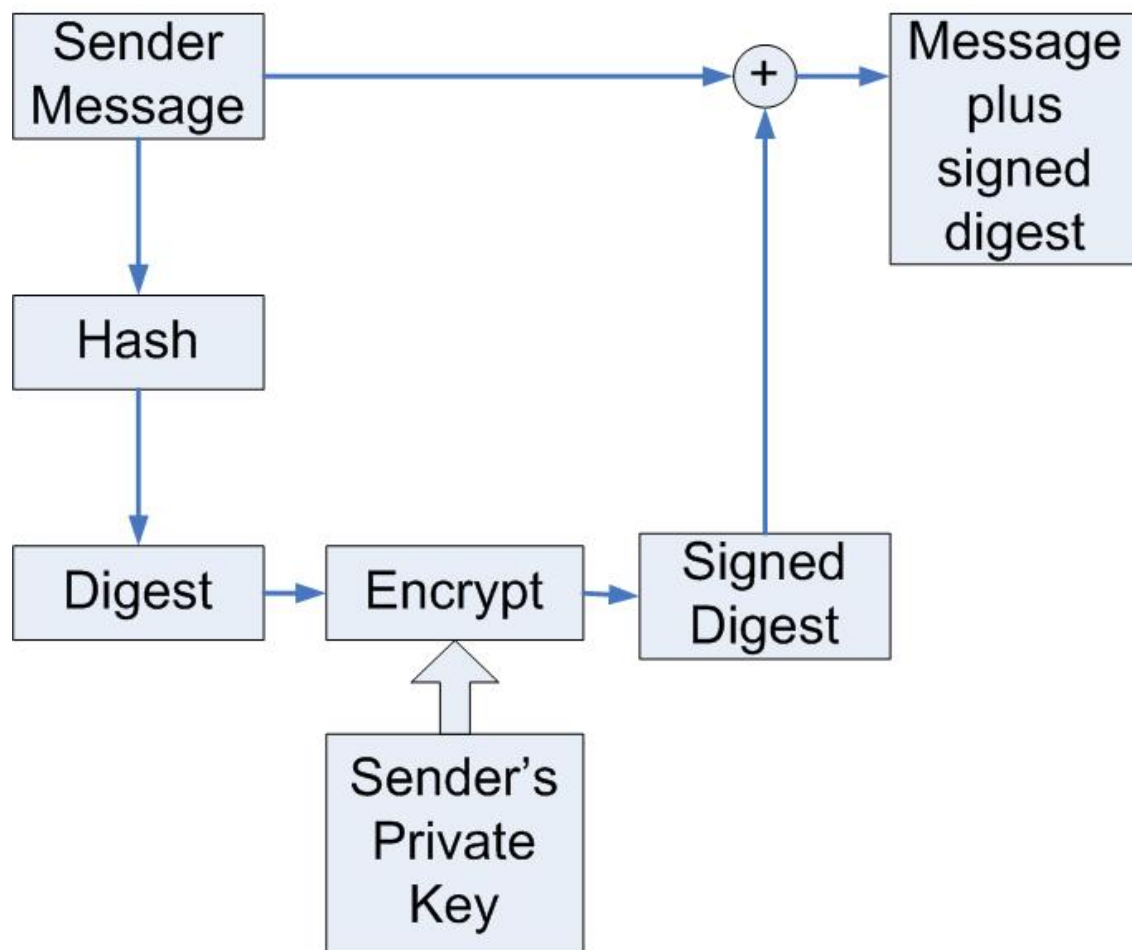


- **Based on factoring large numbers into prime factors**
- **Public key is product of two large prime numbers, $p * q$ (p and q are very difficult to calculate from the product)**
- **Public key used to encrypt and private key, which knows p and q, is used to decrypt**

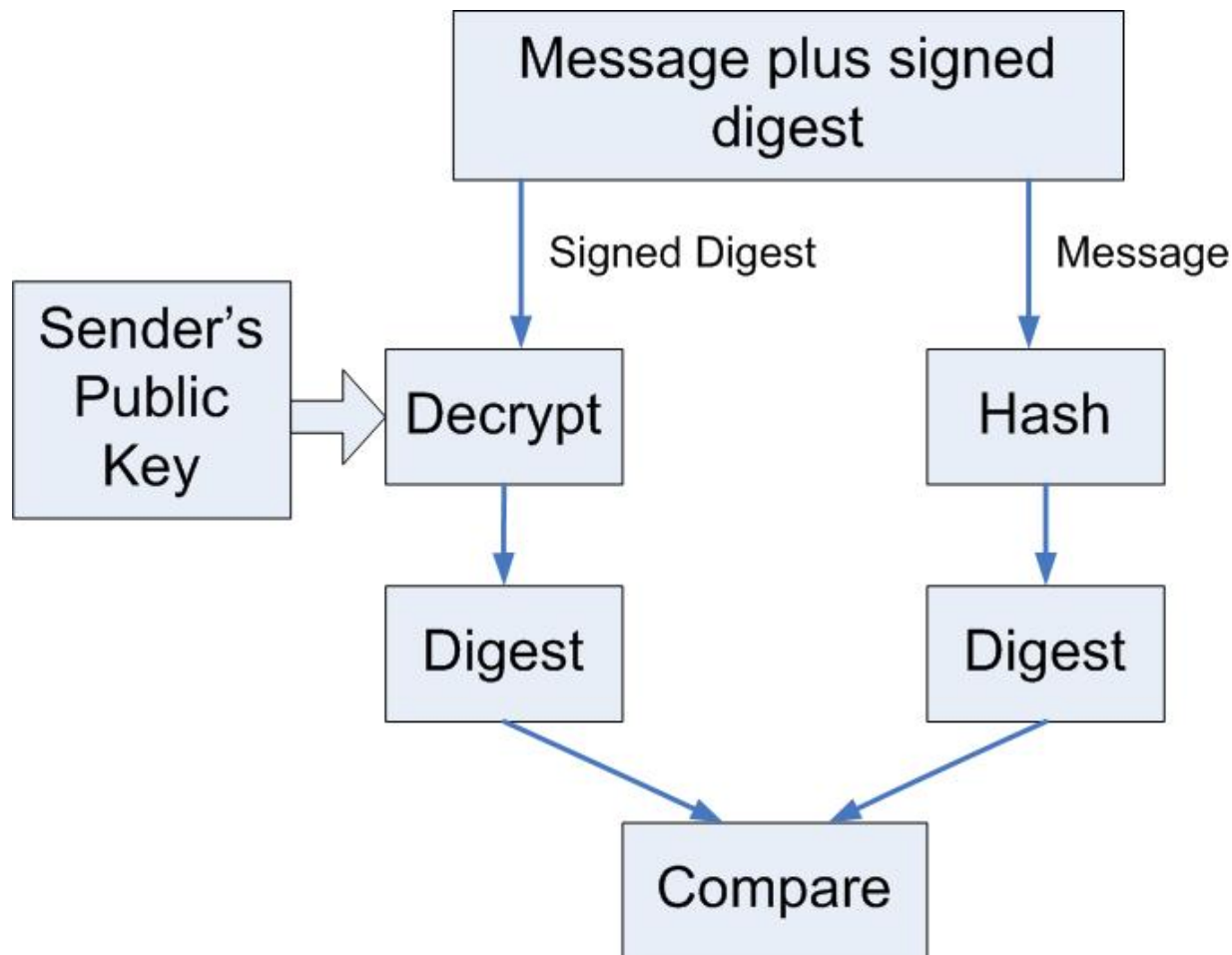
- **Anything encrypted with the public key can be decrypted using the private key**
- **Anything encrypted with the private key can be decrypted using the public key**

- Alice receives a message from Bob that was encrypted with her public key
 - She cannot know that the message was actually from Bob because anyone can use her public key
- Solution: Digital Signatures
- A digital signature can:
 - Verify the sender
 - Prove the integrity of the message
 - Prevent the sender from disowning the message

Digital Signature at Sender



Digital Signature at Receiver



- **There is still a weakness with digital signatures**
- **To use a digital signature to determine that Bob is the sender, Alice must retrieve Bob's public key**
- **How can she be sure that it is Bob's public key and not one posted by an imposter under Bob's name?**
- **Digital Certificates!**

- **Associate or bind a user's identity to a public key**
- **A Digital Certificate is issued by a reputable third party, called a Certificate Authority**
- **Certificate basically says "I certify that public key a9856b..... belongs to Bob Smith"**
- **The digital certificate is digitally signed by the Certification Authority using its private key on a hashed digest of the certificate**

I hereby certify that the public key
19836A8B03030CF83737E3837837FC3s87092827262643FFA82710382828282A
belongs to
Robert John Smith
12345 University Avenue
Berkeley, CA 94702
Birthday: July 4, 1958
Email: bob@superdupernet.com

SHA-1 hash of the above certificate signed with the CA's private key

Server Digital Certificate Example

- The web server administrator creates public and private keys and a digital certificate
- When user submits a credit card number through a web page, the server presents the certificate to the browser
- Browser checks hashed digest and verifies that it recognizes the CA
- Web server's public key (in the certificate) used by the browser to encrypt the credit card number
- Web server decrypts credit card number with its private key

Mike Meyers' Network+® Guide to Managing and Troubleshooting Networks

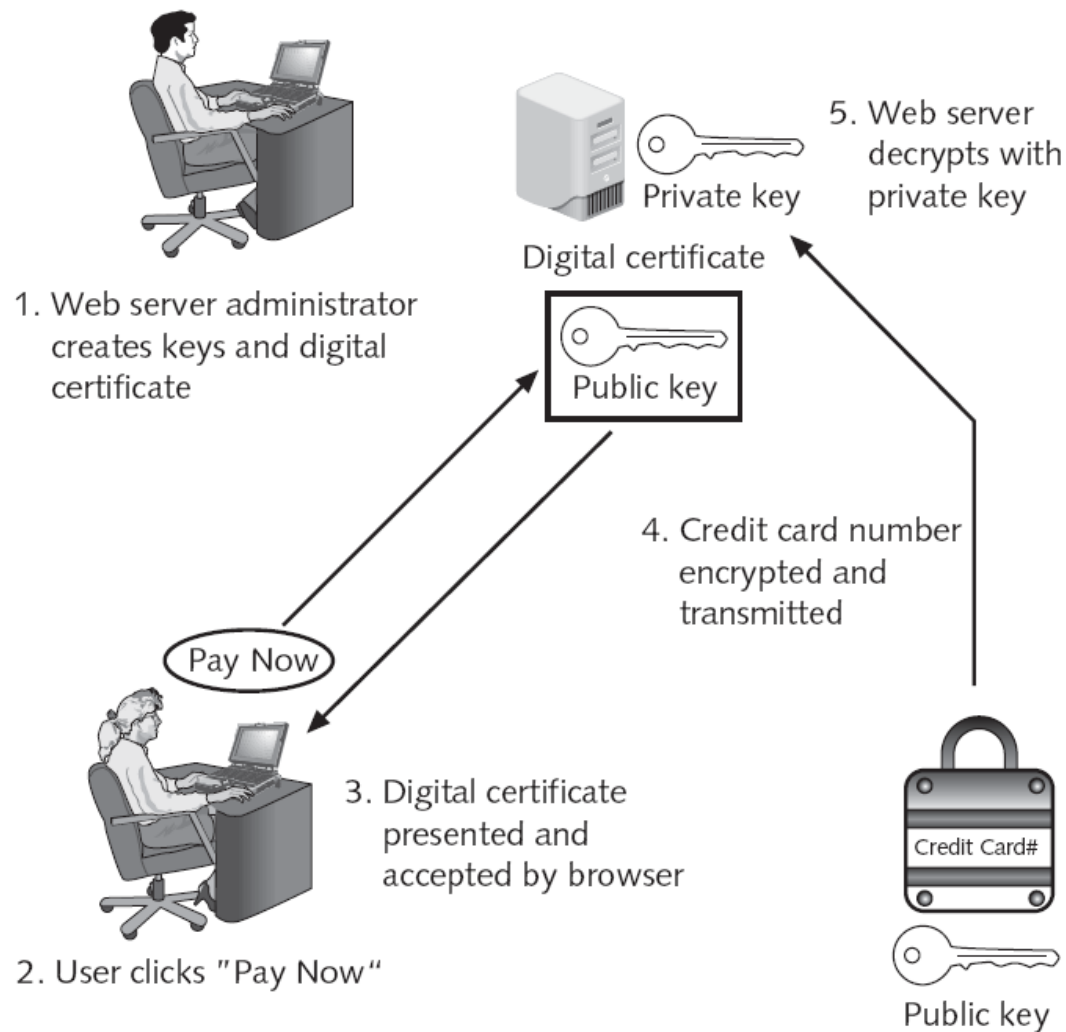


Figure 12-4 Server digital certificate

- **Assign levels of access to resources**
- **Note that a legitimate user may not have authorization to use all resources**
 - You can't see my files, for example
- **Access control list (ACL)**
 - List of permissions
 - What an authenticated user may do

- **Verify legitimate right of access to the network, based on what a user HAS, what a user KNOWS, WHO a user is, or WHERE a user is**
 - Use cards, keys, and badges (what a user has)
 - Use PINs and passwords (what a user knows)
 - Use physical traits, such as fingerprints or retinal scans, for identification (who a user is)
 - Use geolocation to make sure user is where he is expected to be (where a user is)

- **Consider the situation where we have many users trying to log on to many different servers on a network using a username and password**
- **One solution is for every server to know every user's password**
 - Inefficient - to change his password, user must log in to every server
 - Insecure - if someone breaks in to one server, all users are compromised

- **Better solution is one trusted authentication server that can grant access to any server**
 - Convenient
 - More secure
 - Single point of failure
 - Also usually provides encryption key management
 - Expense of server, plus support time
- **Used in larger networks**

- **The most common type of authentication servers are**
 - **RADIUS (Remote Access Dial In User Service)**
 - **Kerberos**

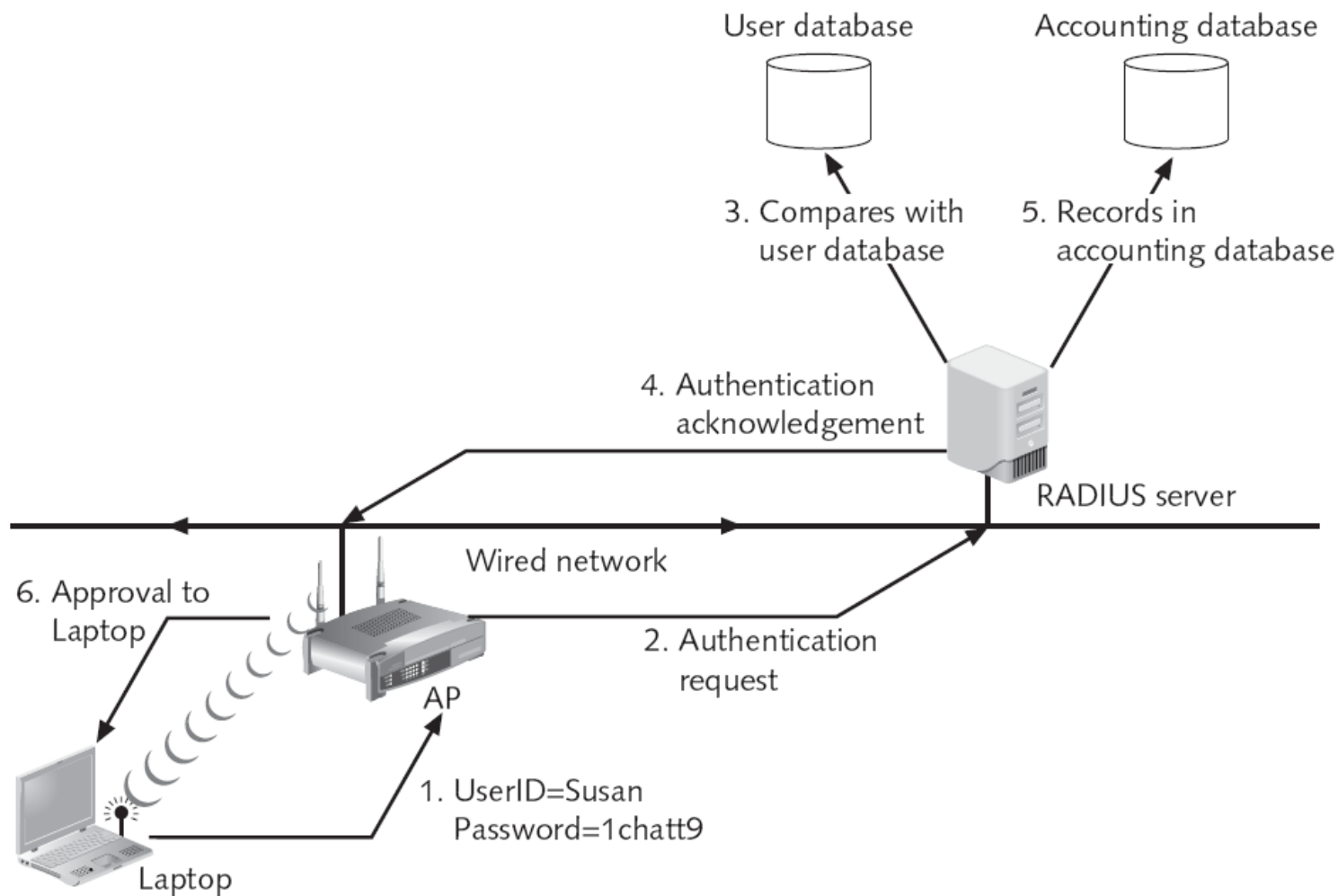


Figure 8-8 RADIUS authentication

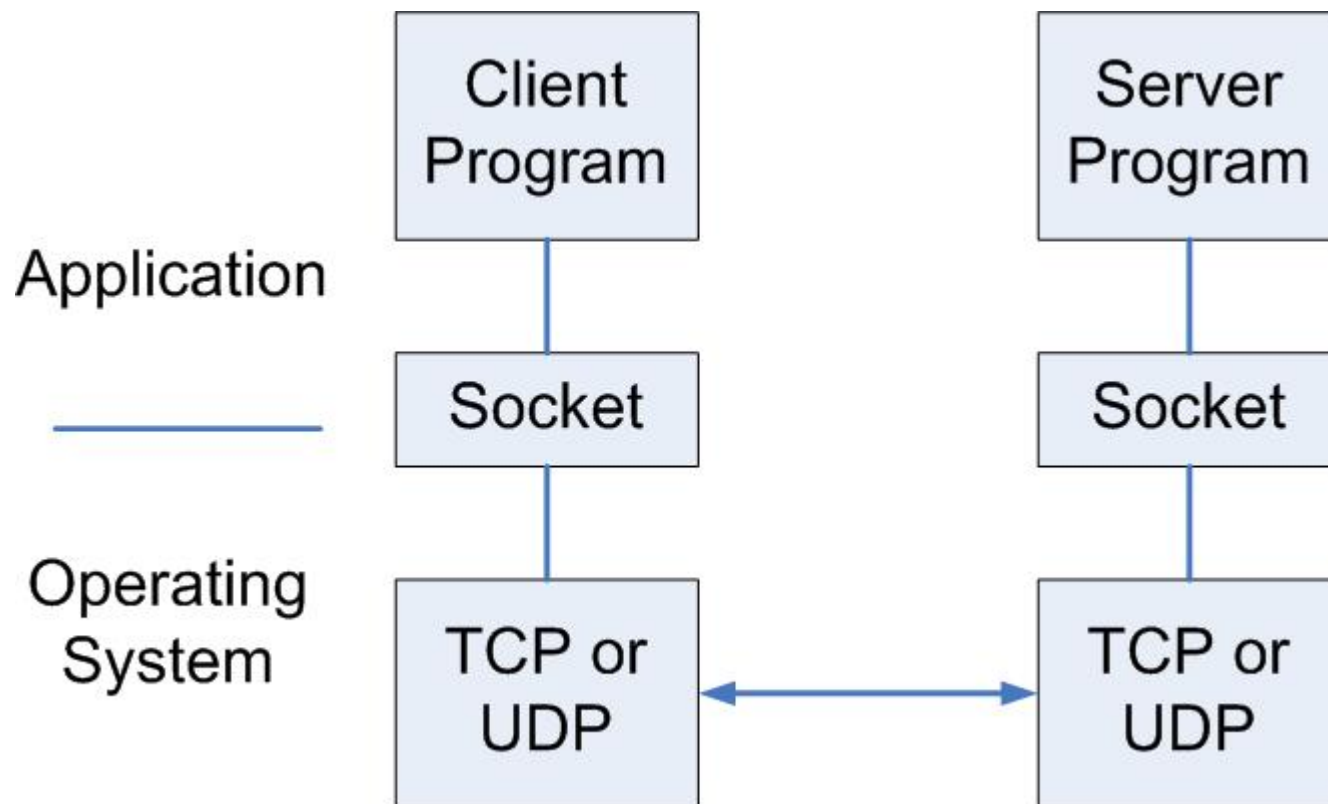
Encryption and the OSI model

- **Encryption at different layers of the OSI model**
 - Layer 1: No common encryption at this layer
 - Layer 2: Proprietary encryption devices
 - Layer 3: IP Security (IPsec) protocol
 - Layer 4: No encryption methods for TCP or UDP
 - Layer 5: Important encryption standards (e.g., SSL and TLS used in e-commerce) happen within these layers, but don't fit cleanly into the OSI model

- **Some argue that security should be provided at the application layer.**
- **This means that all intermediate devices and lower-level protocols automatically checked**
- **The problem is that each application protocol (http, smtp, pop3, ftp, etc) would have to be changed to add security**
- **Another problem is that each application is different, so security would be different on each**

Application Layer Security

- **An alternative way to provide application layer security is to build security into sockets**
- **A socket is the interface between the application layer and the transport layer in the host**
- **Sockets are an API, so they look like calls in the application program**
- **All the advantages of application layer security, but only need to change the sockets**



- **SSL (secure socket layer)**
- **Originally designed by Netscape**
- **Two main functions**
 - Handshake protocol to establish a secure connection
 - Data exchange protocol
- **TLS (Transport Layer Security) is an extension of SSL that is intended to supersede it**
- **HTTPS (Secure HTTP) uses SSL/TLS**

- **Some argue that security should be provided automatically by the network layer so that the user or application programs need not be involved**
- **Each individual IP packet is encrypted**
- **Network layer provides security using IPSec**

- **Set of protocols that provide authentication and privacy services at the IP layer**
- **IPSec developed for IPv6, but was also backfit into IPv4.**
- **Flexible**
 - **does not restrict authentication or encryption algorithms**
- **Since this must run quickly, uses symmetric key cryptography**

- **Provides three security features**
 - **Authentication.** Authentication header used to verify that packet was sent from the source address in the IP header and that it has not been changed.
 - **Confidentiality.** Encryption and the Encapsulating Security Payload header used.
 - **Key management.** Internet Security Association and Key Management Protocol (ISAKMP) handles the shared keys. Complex.

- **SSH** – a secure replacement for Telnet
- **HTTPS** – a secure replacement for HTTP
 - Uses SSL/TLS for authentication and encryption
- **SFTP** – A secure replacement for FTP