

# Authentication Methods in Modern Web Applications

WS - Seminar

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# Agenda

- HTTP Authentication Framework
- Session Authentication Systems
- Token Authentication Systems
- Token vs Session
- Conclusions

# HTTP Authentication Framework

Originally standardized in **rfc2617** by IETF(Internet Engineering Task Force) and than updated with:

- rfc7617 "The 'Basic' HTTP Authentication Scheme"
- rfc7616 "HTTP Digest Access Authentication"
- rfc6750 "The OAuth 2.0 Authorization Framework: Bearer Token Usage"

## Basic HTTP Authentication *[rfc7617]*

A simple authentication system, in which the client sends user-id:password encoded in Base64 in the Authentication header field

for example for user-id "Aladdin" and password "open sesame":

```
Authorization: Basic QWxhZGRpbjpvcGVuIHNlc2FtZQ==
```

# Digest HTTP Authentication *[rfc7616]*

It's a challenge response system, where the password is not transmitted in clear text.

The server send a random nonce and the client reply with `hash(user:password:nonce)`

```
Authorization: Digest username="Mufasa",  
                      realm="http-auth@example.org",  
                      uri="/dir/index.html",  
                      algorithm=MD5,  
                      nonce="7ypf/xlj9XXwfDPEoM4URrv/xf94BcCAzFZH4GiTo0v",  
                      nc=00000001,  
                      cnonce="f2/wE4q74E6zIJEtWaHKaf5wv/H5QzzpXusqGemxURZJ",  
                      qop=auth,  
                      response="8ca523f5e9506fed4657c9700eebdbec",  
                      opaque="FQhe/qaU925kfnzjCev0ciny7QMkPqMAFRtzCUYo5tdS"
```

## Bearer Token *[rfc6750]*

A security token with the property that any party in possession of the token (a "bearer") can use.

Using a bearer token does not require a bearer to prove possession of cryptographic key material (proof-of-possession).

```
GET /resource HTTP/1.1  
Host: server.example.com  
Authorization: Bearer mF_9.B5f-4.1JqM
```

# HTTP is stateless

We want to avoid to communicate at every request username and password.

We want to save and retrieve specific data for every logged users.

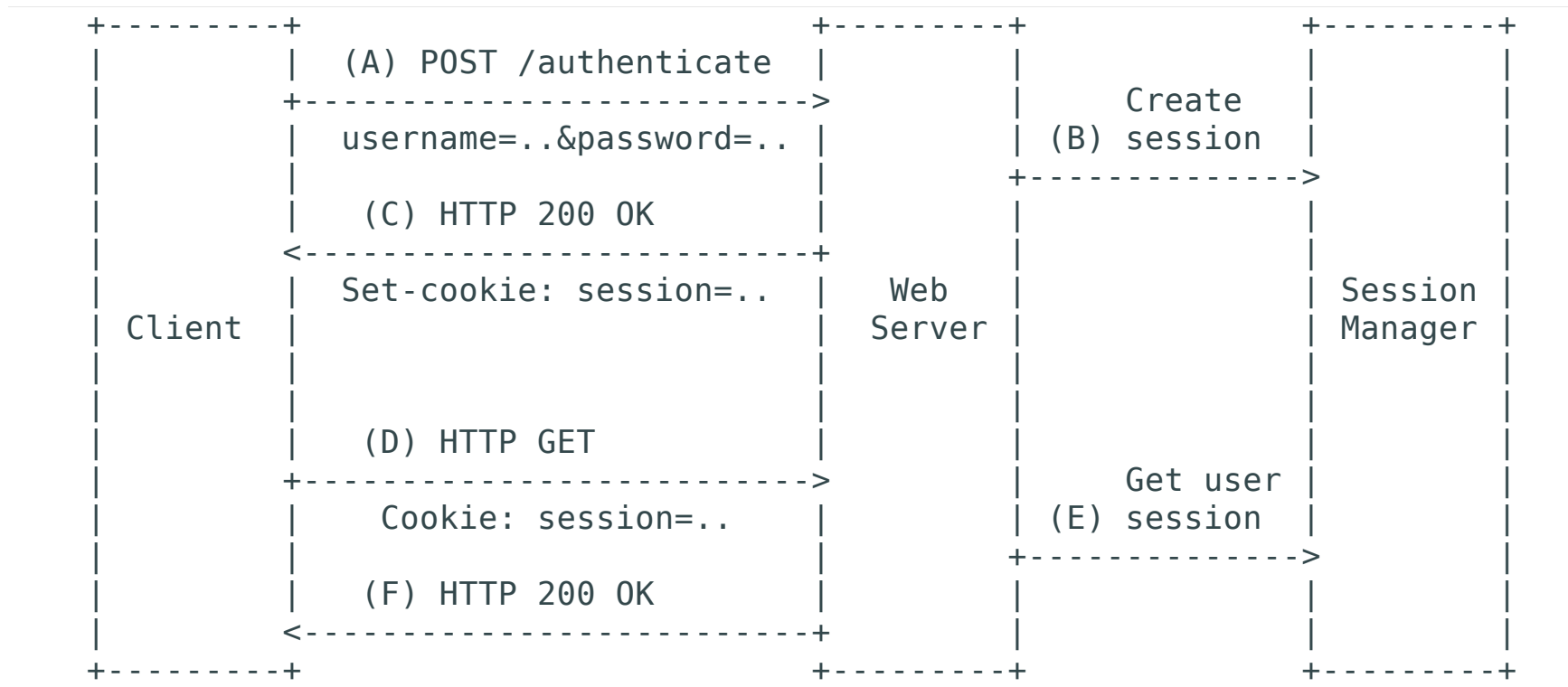
# Web Session Manager

With HTTP/1.1 and CGI programming language and framework start to implement Web Session Manager.

They maintain session with the users and identified it with a **sessionID**.



# Web Session Flow



# Web Session PHP example

```
<?php
session_start();
if (!isset($_SESSION['user'])) {
    if ($_POST['username'] == 'luca' && $_POST['password'] == 'password'){
        $_SESSION['user'] = 'luca';
        $_SESSION['admin'] = true;
    }
} else {
    echo "username $_SESSION['user'] is logged ".
        ($_SESSION['admin'] ? "as admin" : "as user");
}
?>
```

# Web Session security issue

- Session Hijacking thought:
  - observation
  - brute force
  - XSS
- CSRF (Cross-site request forgery), because it relies on cookies

# Session limitation

- Centralize information
- Memory and cpu overhead
- Can't work with Cross Domain and CORS (Cross-origin resource sharing)
- Simple authentication flow

# Tokens

It is a string that contain security credential to a login session.

It can be of two types:

- self-contained token
- opaque token

# JSON Web Token *[rfc7519]*

It is a self-contained token with a set of keys/value pairs in JSON format.

It safeguard its integrity with JSON Web Signature (JWS) or JSON Web Encryption (JWE)

Am example of JWT:

```
eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9  
.  
eyJpc3MiOiJzdWNhci5pbiIsImV4cCI6MTQ2OTI2ODcwOSwibmFtZSI6Imx1Y2EiLCJhZG1pbSI6dHJ1  
.  
5Z5tKUacFE-r_L56uaddeimgREpgk39Fbx6EJ3cuTJg
```

# JWT Structure

## Header:

```
{  
  "alg": "HS256",  
  "typ": "JWT"  
}
```

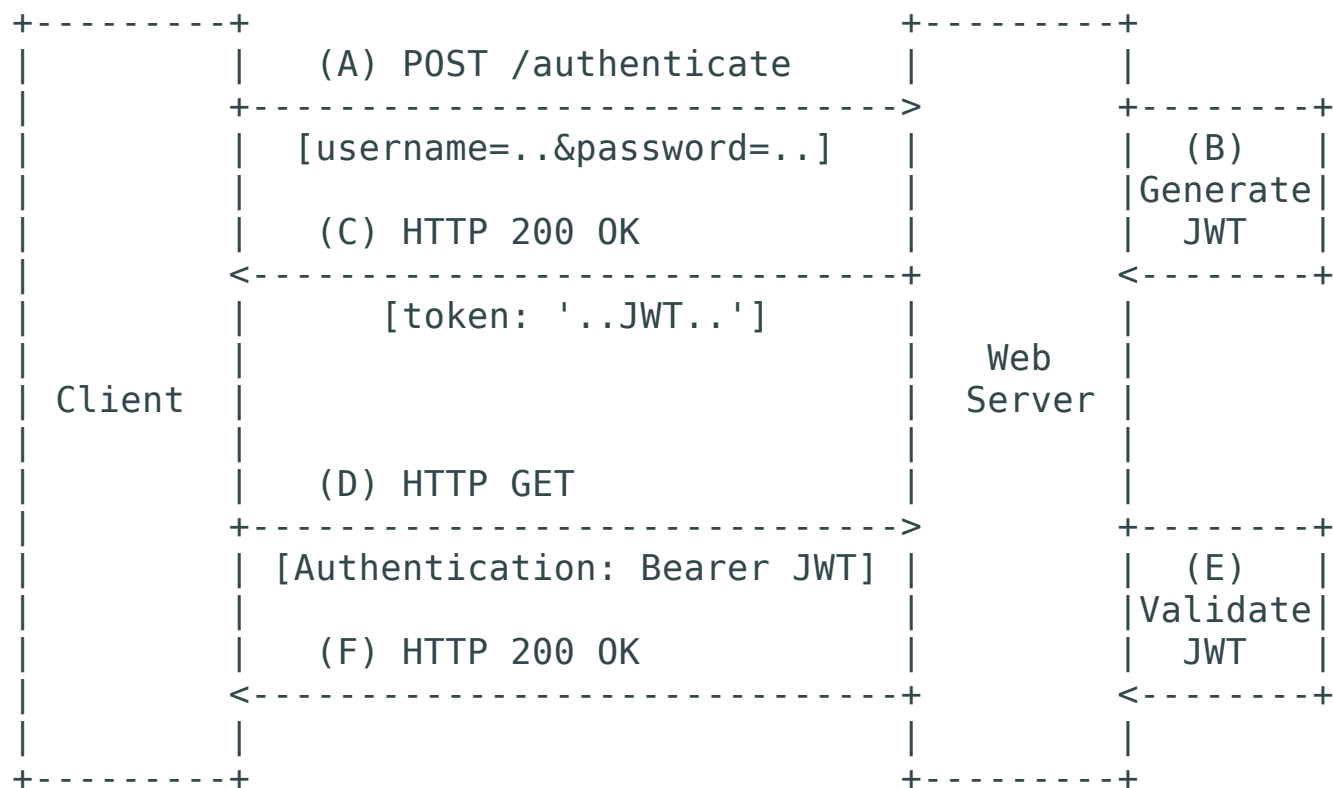
## Payload:

```
{  
  "iss": "lucar.in",  
  "exp": 1469268709,  
  "name": "luca",  
  "admin": true,  
}
```

## Verify signature:

```
HMACSHA256(  
  base64UrlEncode(header) + "." +  
  base64UrlEncode(payload),  
  "secret"  
)
```

# JWT Authentication Flow





# OAuth 2.0 *[rfc6749]*

It enables a third-party application to obtain limited access to a service in behalf of a user.

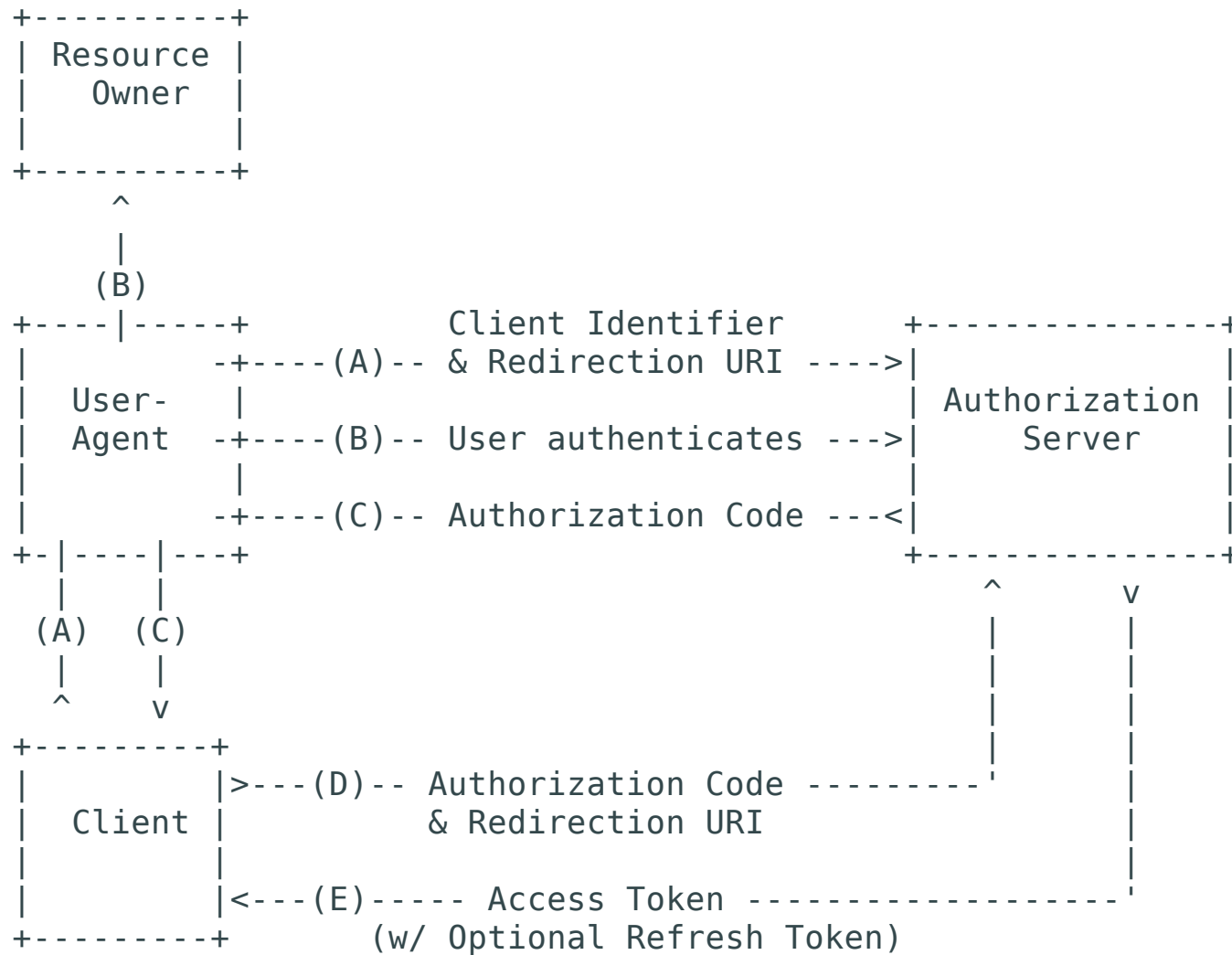
Three parties:

- resource owner (end-user)
- client (third-party application)
- resource and authorization server (service)

For example:

*Draw.io, an online flow chart editor, that request the user to access their storage space on Dropbox, to save and load files.*

# OAuth Authentication Flow



# Token Security issue

- XSS, it's possible to steal saved token
- Invalidation system prone to error
- They can contain sensible information

# Why use Token

- Scalable
- Efficient (memory and CPU)
- CSRF immune
- Work with Cross Domain and CORS (Cross-origin resource sharing)
- Mobile ready

# Conclusions

If correctly implemented either web session or token system can have strong security.

The type of authentication system really dependence on the goal of the project.

But token mechanisms are more general and ready for mobile and modern web application.

# References

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- RFC 7519 - **JSON Web Token (JWT)** - IETF. (2015, May). Retrieved July 23, 2016, from <https://tools.ietf.org/html/rfc7519>
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- RFC 6749 - **The OAuth 2.0 Authorization Framework** - IETF. (2012, October). Retrieved July 23, 2016, from <https://tools.ietf.org/html/rfc6749>
- **Cookies vs. Tokens: The Definitive Guide** - DZone Integration. (2016, June 2). Retrieved July 23, 2016, from <https://dzone.com/articles/cookies-vs-tokens-the-definitive-guide>