CS528 Lab 3 Report

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Task 1: Create a Host-to-Host Tunnel using TUN/TAP

- Host 1 has IP: 192.168.14.4
- Host 2 has IP: 192.168.14.5

I run both the *simpletun* codes as clients so that I can pass the IP of the other host via the command line and not have to hard code it. Under the hood, the *simpletun_udp.c* code acts as both a server and a client since UDP is connectionless. The following screenshots show how we can *ssh* into the other host using the *simpleton_udp.c* program. They show the tunnel setup on both the hosts and how I can *ssh* into the other using the tunnel point.

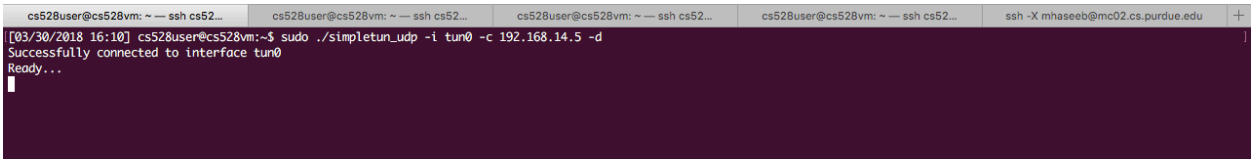

Figure 1

- Figure 1 shows the tunnel and the virtual network interface setup and ready on one of the hosts. Here the IP of the other VM is 192.169.14.5

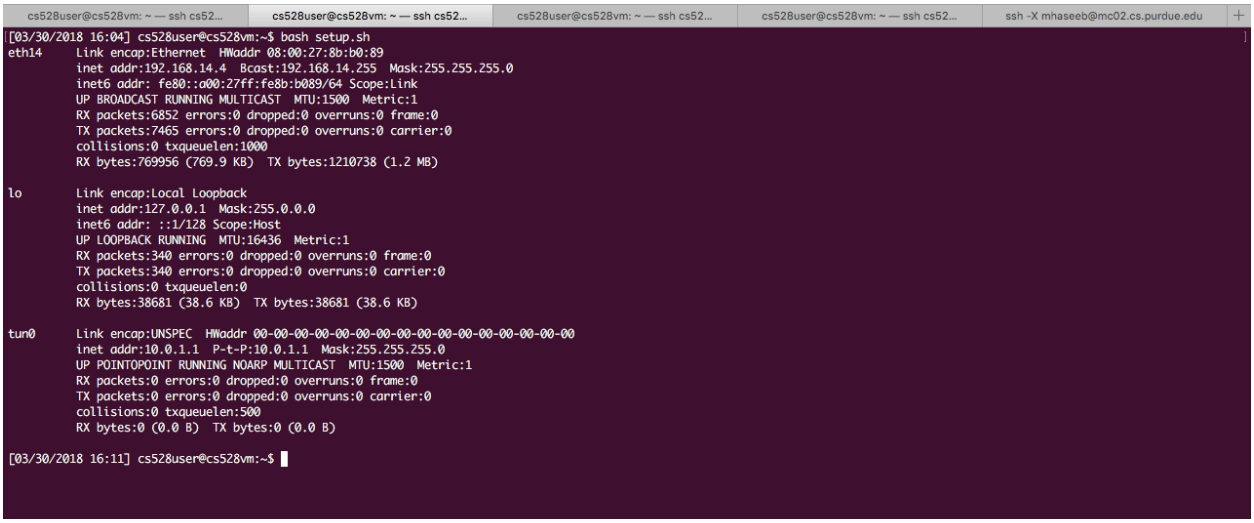

Figure 2

- Figure 2 shows the *ifconfig* of this host. As we can see the *tun0* virtual network interface has gotten an IP address as the one we mentioned in the *setup.sh* bash file and the one mentioned in the lab handout.

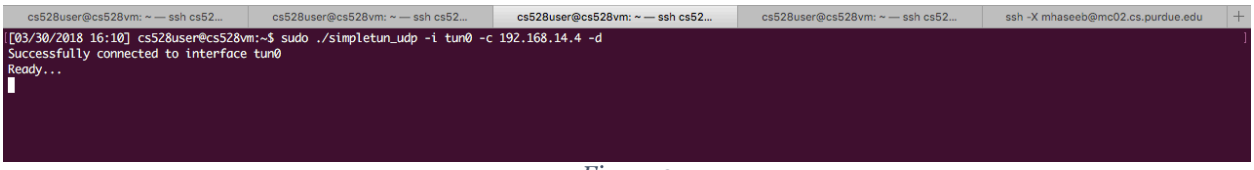

Figure 3

- Figure 3 shows the tunnel set up and ready on the other host.

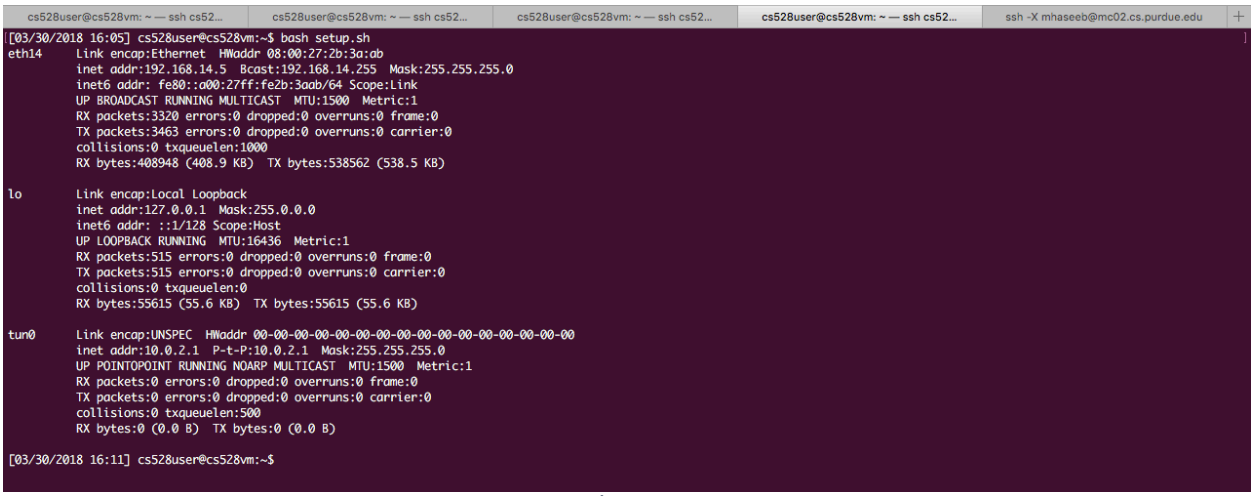

Figure 4

- Figure 4 shows the *ifconfig* of the newly setup machine and the corresponding information about the *tun0* virtual network interface.

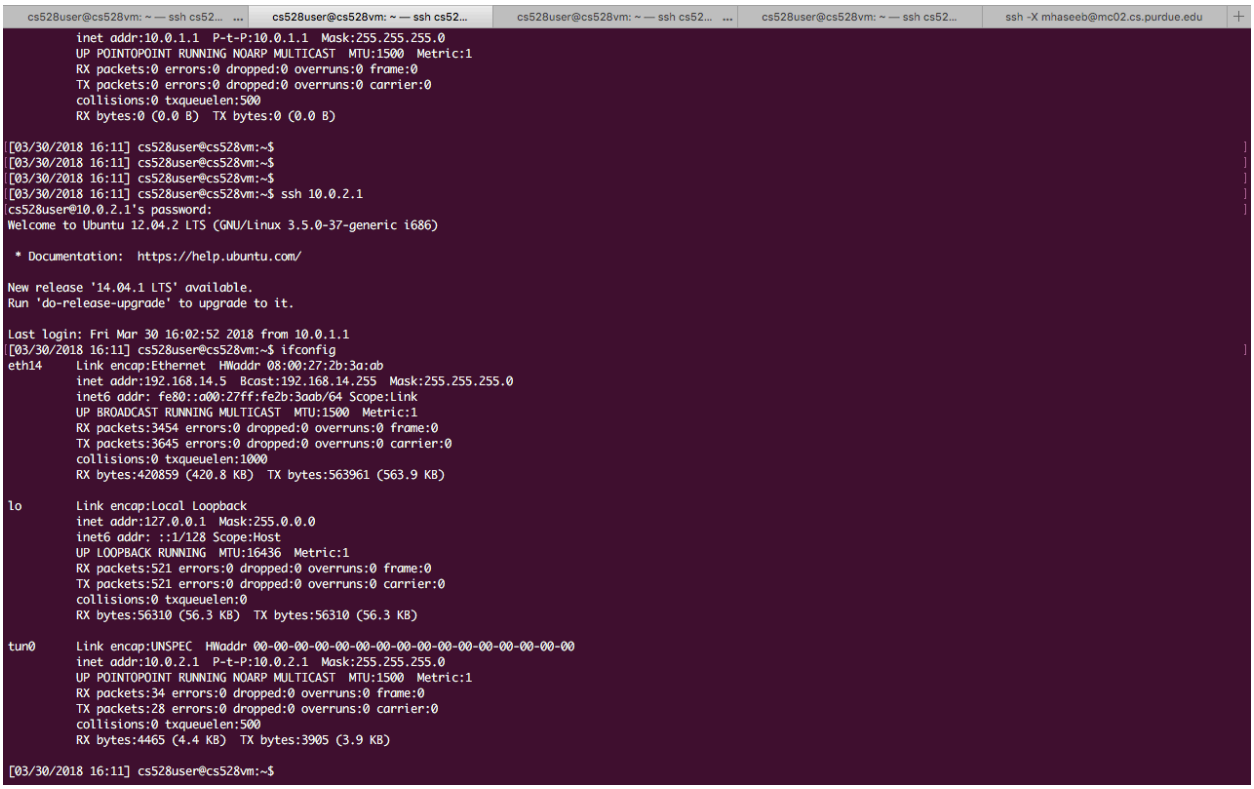

Figure 5

- Figure 5 shows that we can *ssh* into the second host from the first host. This is possible due to the existence of the tunnel we just set up.

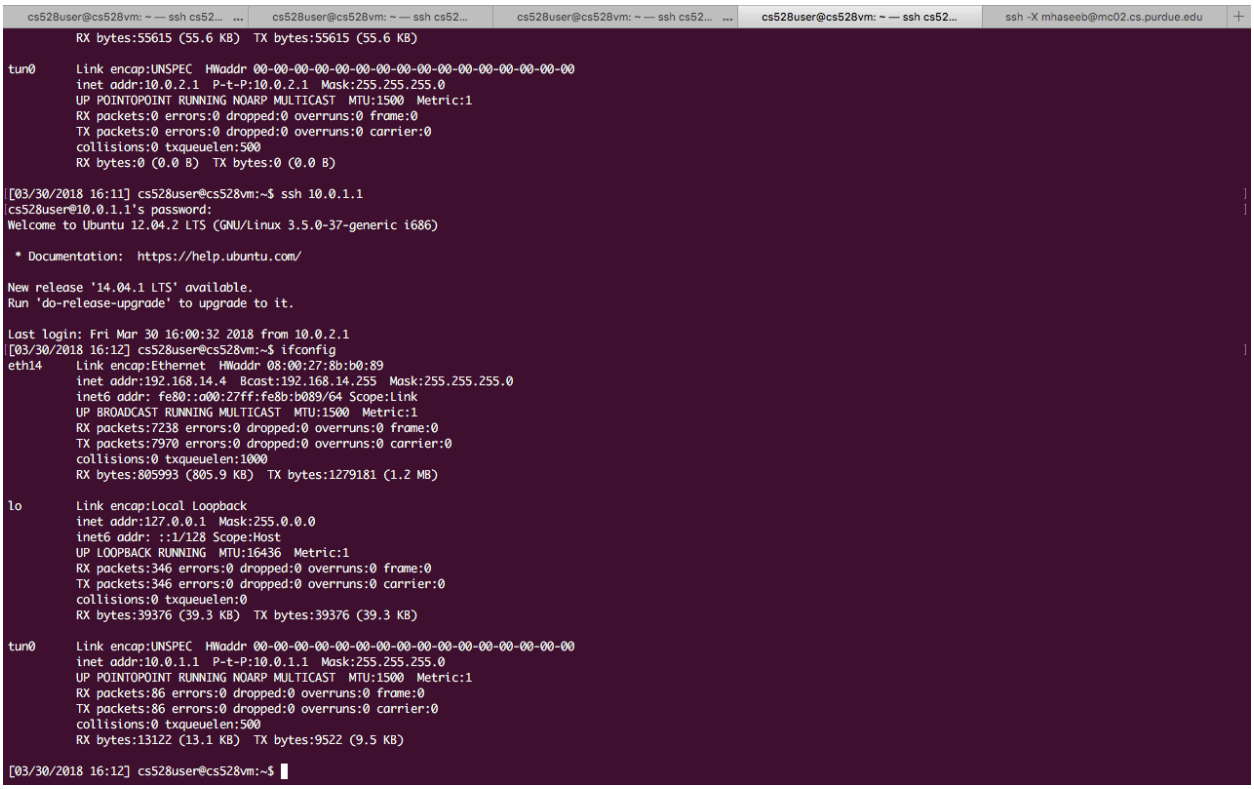

Figure 6

- Figure 6 shows that we can *ssh* into the first host from the second host. This is possible due to the existence of the tunnel we just set up.

Q. Why it is better to use UDP in the tunnel, instead of TCP?

Notice that, depending on the application, whatever traffic a client sends into the tunnel is already sent over a TCP connection. As an example, consider *ssh*. When VM1 *ssh*'s into VM2, the *ssh* protocol creates a TCP connection 'under-the-hood' to ensure the reliable delivery of data between the hosts. The VPN tunnel's job is to only enable this *ssh* traffic to be transferred to the respective host. Therefore, it would not make sense for the tunnel to work on a TCP socket as that would just add extra overhead in terms of TCP headers and be a performance hit. The reliability is already provided by the application using this tunnel and so we do not need to do it again.

Task 2: Create a Private Network using a Gateway

In the following screenshots I first show the network configurations *ifconfig* of each of the client VMs. I then show that I was able to *ping* a remote internet host (google.com) from these VMs but they were not able to *ping* each other. This was because there was no Gateway-to-Gateway tunnel setup as of now.

- VirtualHostA1 IP: 10.0.10.143
- VirtualHostB1 IP: 10.0.20.124

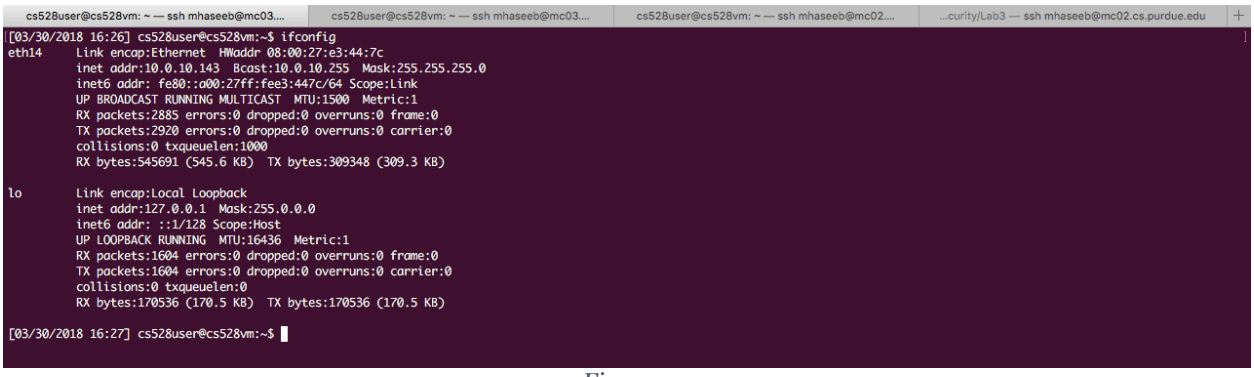

Figure 7

- Figure 7 shows the *ifconfig* on VirtualHostA1. Note that it does not have any virtual network interface set up and it's IP is the once assigned by GatewayA's DHCP configurations.

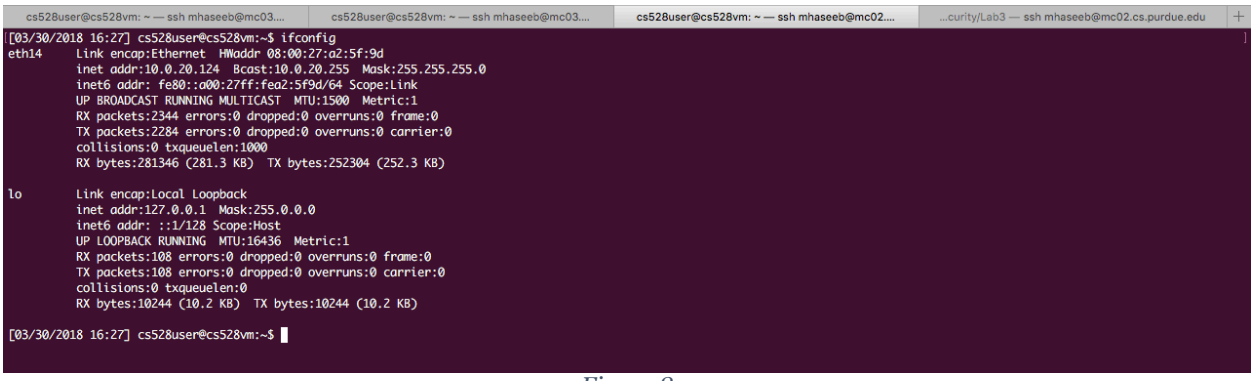

Figure 8

- Figure 8 shows the *ifconfig* on VirtualHostB1. Note that it does not have any virtual network interface set up and it's IP is the once assigned by GatewayB's DHCP configurations.

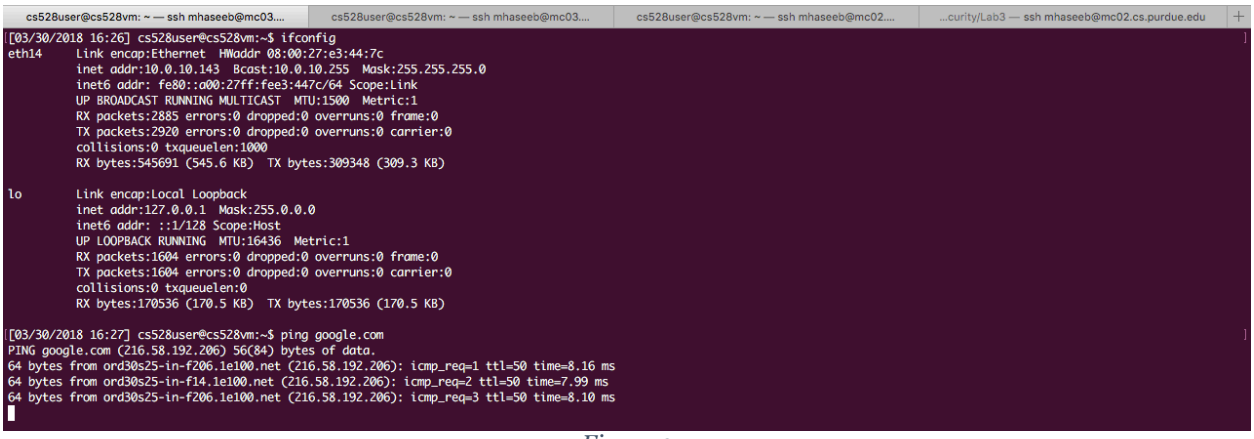

Figure 9

- Figure 9 shows that the VirtualHostA1 is able to *ping* google.com

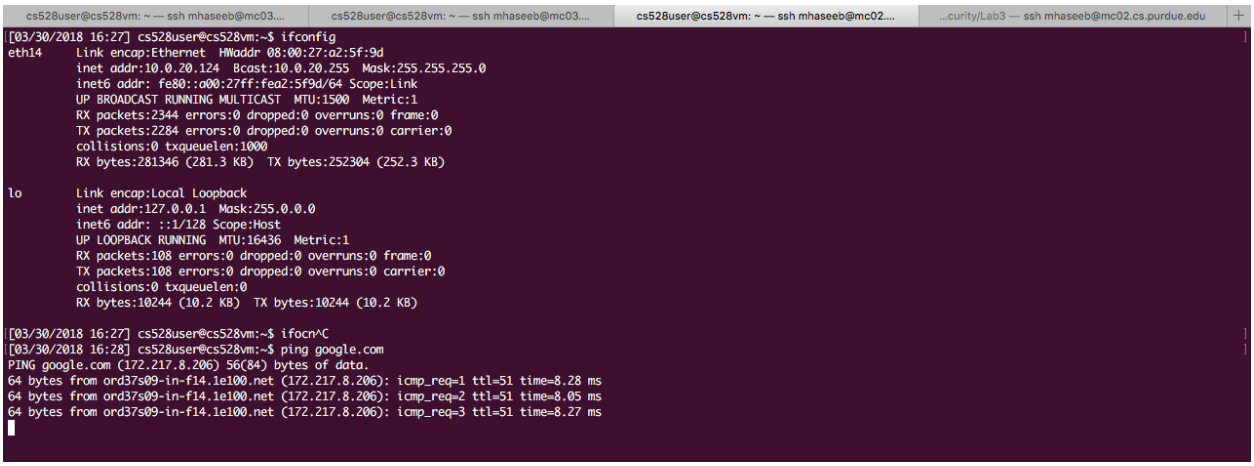

Figure 10

- Figure 10 shows the the VirtualHostB1 is also able to *ping* google.com

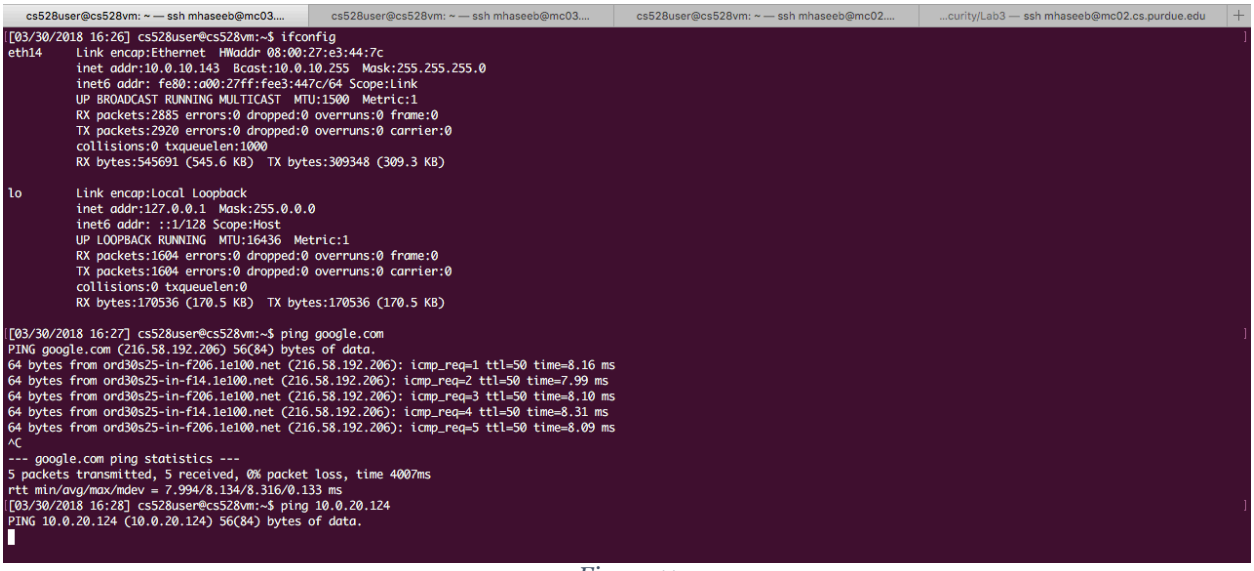

Figure 11

- Figure 11 shows that the VirtualHostA1 is not able to *ping* VirtualHostB1 because a Gateway-to-Gateway tunnel has not yet been setup.

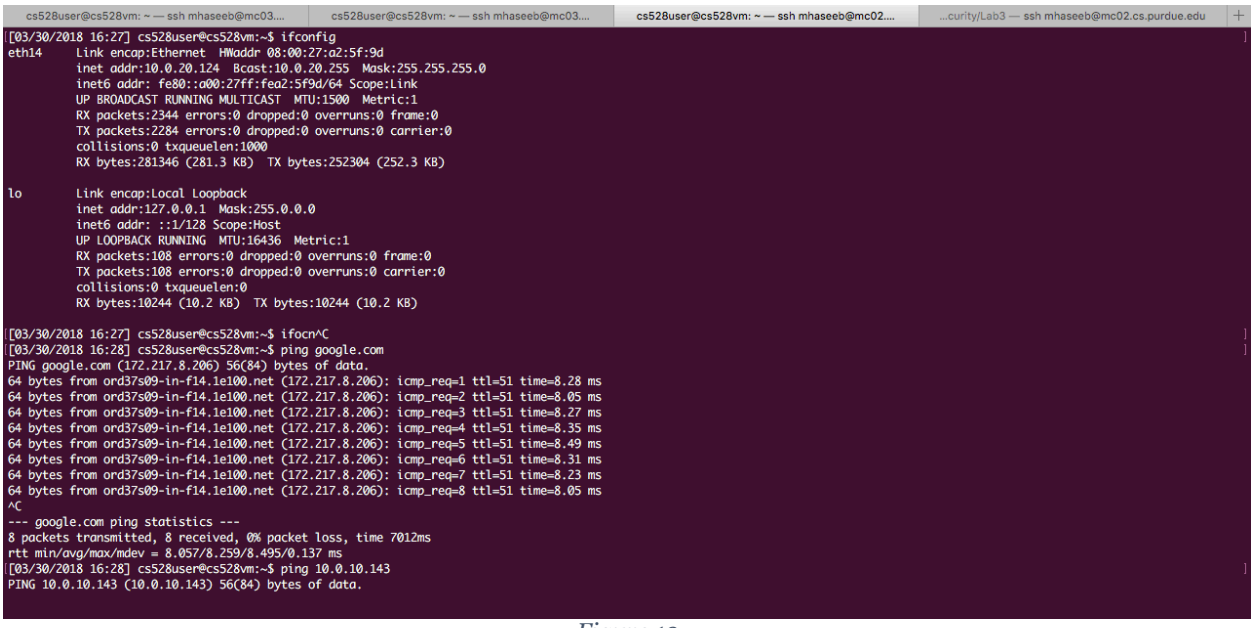

Figure 12

- Figure 11 shows that the VirtualHostB1 is not able to *ping* VirtualHostA1 because a Gateway-to-Gateway tunnel has not yet been setup.

Task 3 Create a Gateway-to-Gateway Tunnel

In this task, I first show the UDP port forwarding rules I added on each of my *mcoX* machines. This was to ensure that the tunnel made was running over UDP and not TCP and that my *simpleton_udp.c* would work on both the gateways. I then show the *ifconfig* for each of the gateways to verify that the *tun0* virtual network interface is up and running and has been assigned the correct *internal network* IP. Finally, I show that I am now able to *ssh* into VirtualHostB1 from VirtualHostA1. This was previously not possible but now is because we have now established a tunnel between the gateways that 'tunnel' the traffic between the virtual hosts on both sides.

- Mc02 IP address: 128.10.12.202
- Mc03 IP address: 128.10.12.203
- GatewayA IP (was running on mc03): 192.168.15.9
- GatewayB IP (was running on mc02): 192.168.16.5
- VirtualHostA1 IP: 10.0.10.143
- VirtualHostB1 IP: 10.0.20.124

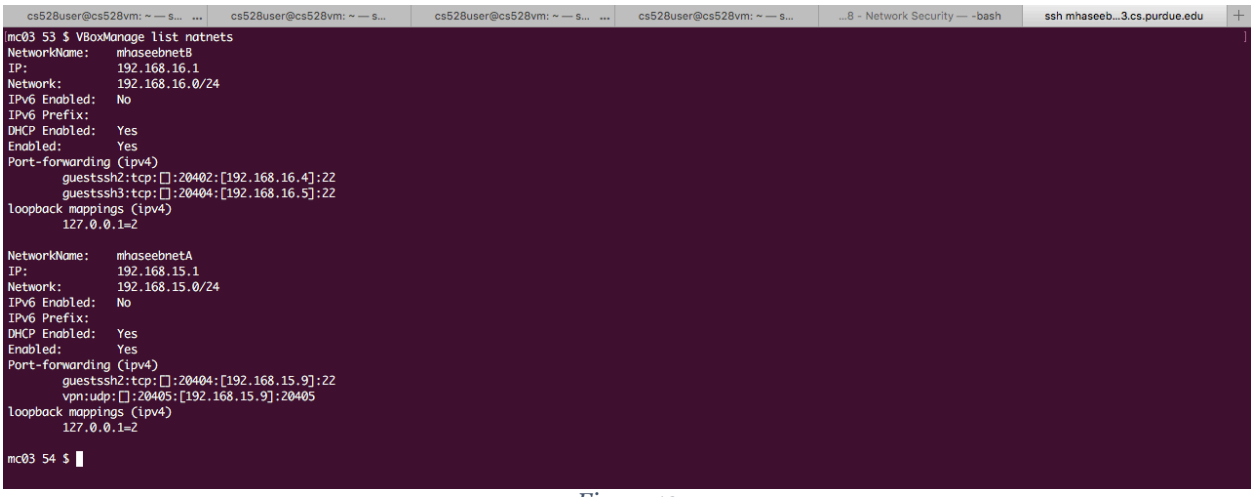

Figure 13

- Figure 13 shows the port forwarding rule I added at mc03 to the *natnetwork* named *mhaseebnetA*. The rule *vpn:udp* forwards all UDP traffic at port 20405 of the physical machine to the virtual machine with IP 192.168.15.9 and its port 20405. This is the IP of my GatewayA. My *simpleton_udp.c* program is running on port 20405 of GatewayA.

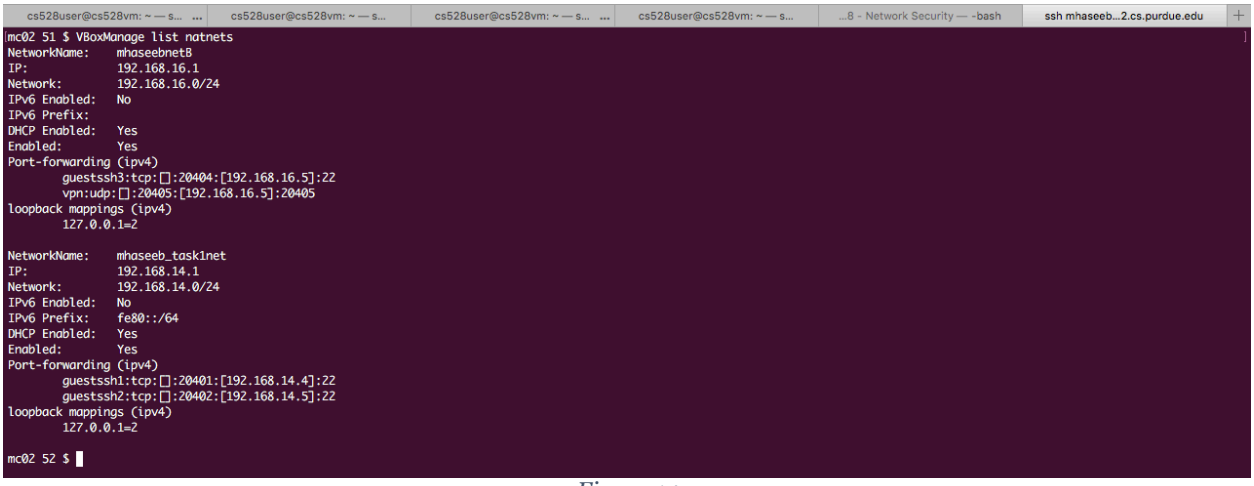

Figure 14

- Figure 14 shows the port forwarding rule I added at mc02 to the *natnetwork* named *mhaseebnetB*. The rule *vpn:udp* forwards all UDP traffic at port 20405 of the physical machine to the virtual machine with IP 192.168.16.5 and its port 20405. This is the IP of my GatewayB. My *simpleton_udp.c* program is running on port 20405 of GatewayB.

Figure 15

- Figure 15 shows that the GatewayB (my server machine) is up and running and is connecting to the VM running on machine with IP 128.10.12.203 (mc03) and port 20405. The UDP port forwarding rule added on the mc03 as shown in Figure 13 will forward this traffic to the GatewayA VM.

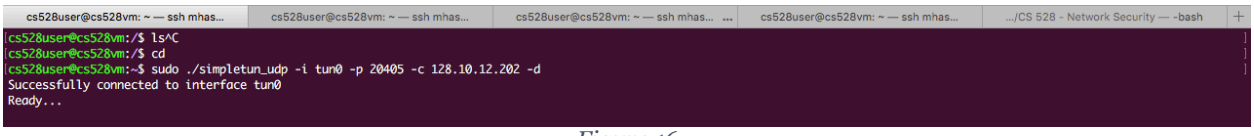

Figure 16

- Figure 15 shows that the GatewayA (my client machine) is up and running and is connecting to the VM running on machine with IP 128.10.12.202 (mc02) and port 20405. The UDP port forwarding rule added on the mc02 as shown in Figure 14 will forward this traffic to the GatewayB VM.

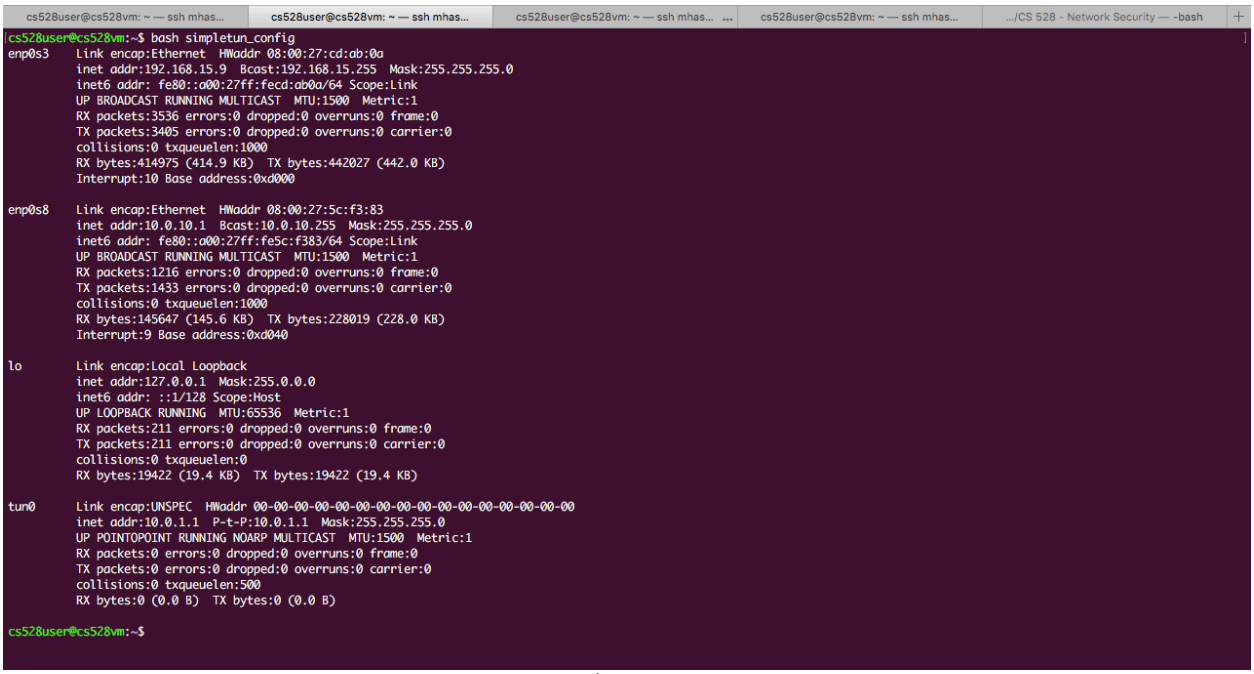

Figure 17

- Figure 17 shows that the *tun0* virtual network interface is up and has been assigned an IP as per the rules I added in the *simpleton_config* bash file. This is on GatewayA hence the IP of *tun0* is 10.0.1.1

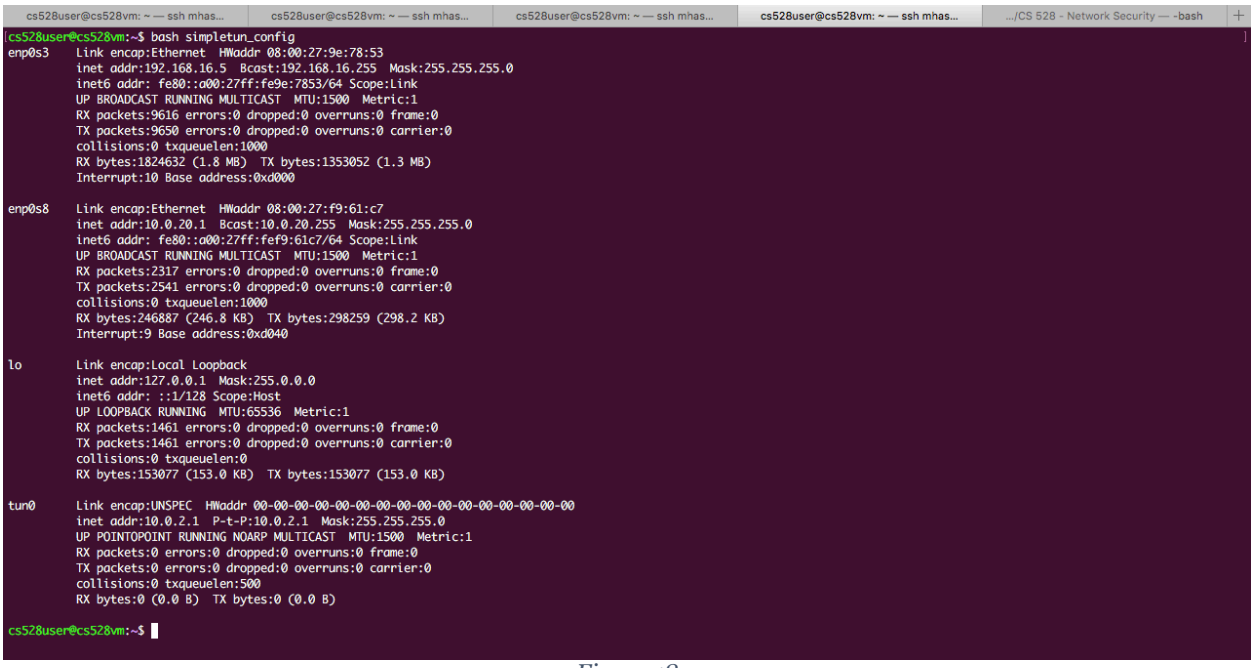

Figure 18

- Figure 18 shows that the *tuno* virtual network interface is up and has been assigned an IP as per the rules I added in the *simpleton_config* bash file. This is on GatewayB hence the IP of *tuno* is 10.0.2.1

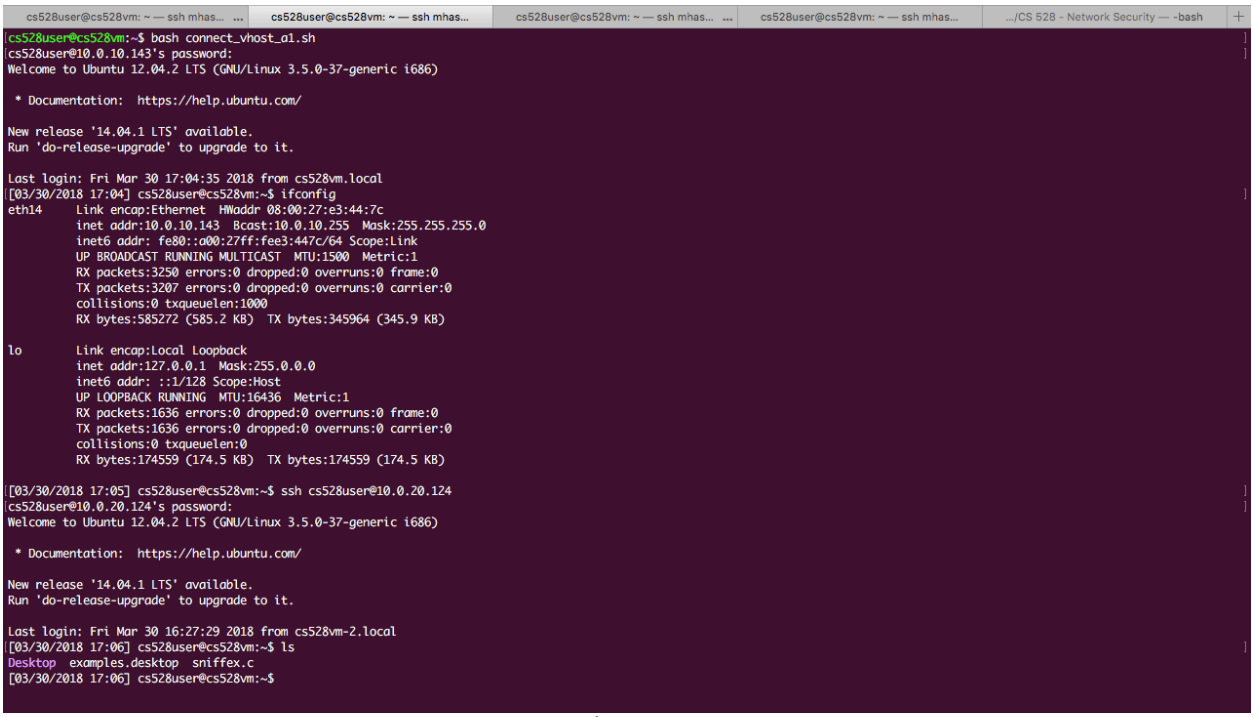

Figure 19

- Figure 19 shows that I have logged into the VirtualHostA1 and am able to *ssh* into VirtualHostB1. This shows that my Gateway-to-Gateway tunnel is working fine and that the two virtual hosts behind their respective gateways can talk to each other.

Task 4: Create a Virtual Private Network (VPN)

Because tasks 4 and 5 are interrelated, I have included screenshots for both tasks together in the next section.

Task 5: Authentication and Key Exchange

Notes:

- For this task, my GatewayA image got deleted so I had to re-setup the A side of the tunnel. Therefore, the IP's for the A side are different from Task 3. I mention the IP's here again for convenience:
  - Mc02 IP address: 128.10.12.202
  - Mc03 IP address: 128.10.12.203
  - GatewayA IP (was running on mc03): 192.168.15.11
  - GatewayB IP (was running on mc02): 192.168.16.5
  - VirtualHostA1 IP: 10.0.10.172
  - VirtualHostB1 IP: 10.0.20.124
- Although I have used *ping* to test the functionality of the VPN, the same can be shown using *ssh* as will be demonstrated during the lab demo to the TA.
- In the following screenshots, the *-t* flag being passed while running the *minivpn* program indicates the test number to execute. I have written tests numbered 1-6 each testing a different feature of the VPN software.

Authentication

The following screenshots will show different parts of the authentication i.e. the exchange and display of each side's certificates at the other side, authentication at both the sides, and finally, no authentication in case of a forged certificate being presented by either party.

Figure 20

- Figure 20 shows the client's certificate as received and printed at the server.

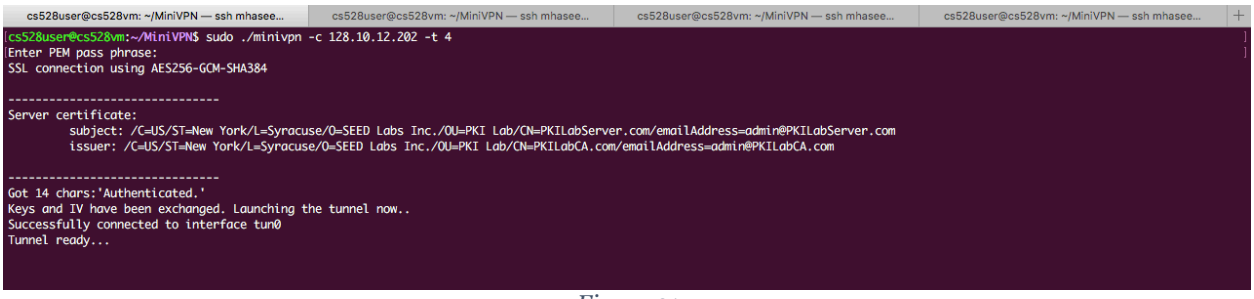

Figure 21

- Figure 21 shows the server's certificate as received and printed at the client.

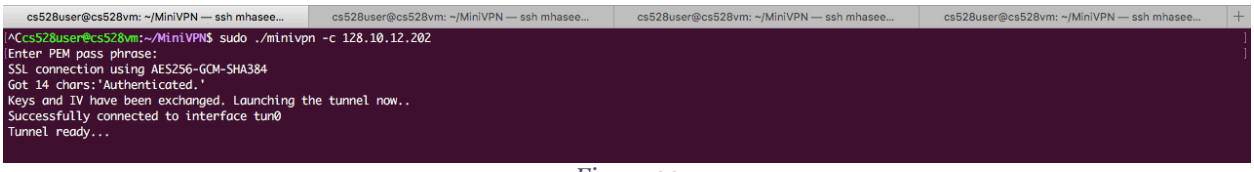

Figure 22

- Figure 22 shows the client has successfully verified the server.

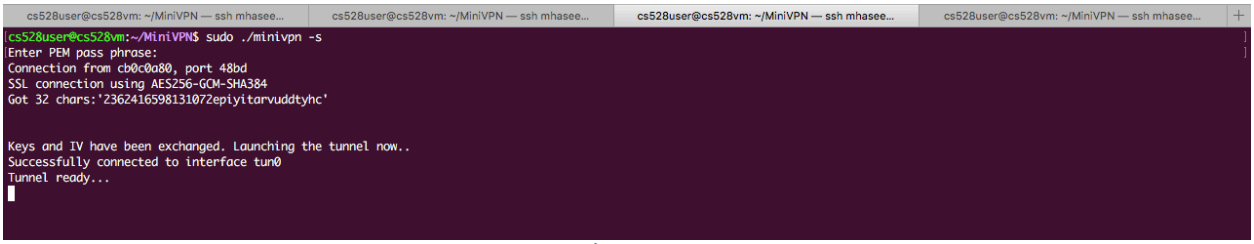

Figure 23

- Figure 23 shows the state of the server after it has verified the client's certificate using the client's public key that is available to the server.

Server Authentication: Forged certificate from server

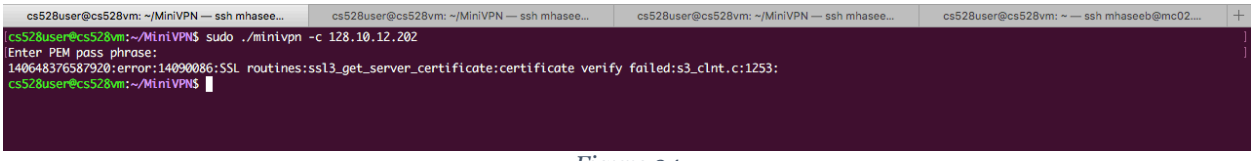

Figure 24

- Figure 24 shows the client not being able to authenticate the server because the server presented it with a forged certificate.

Figure 25

- Figure 25 shows that the UDP tunnel did not get setup because the authentication failed.

Client Authentication: forged certificate from client

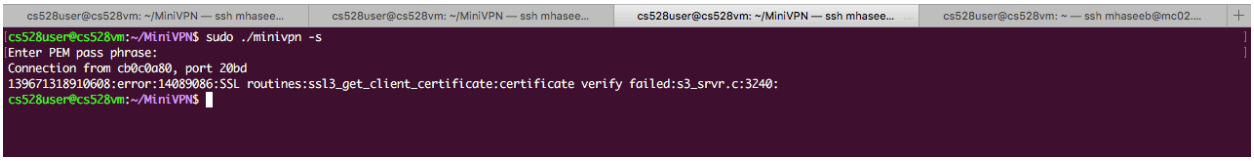

Figure 26

- Figure 26 shows the server not being able to authenticate the client because the client presented it with a forged certificate.

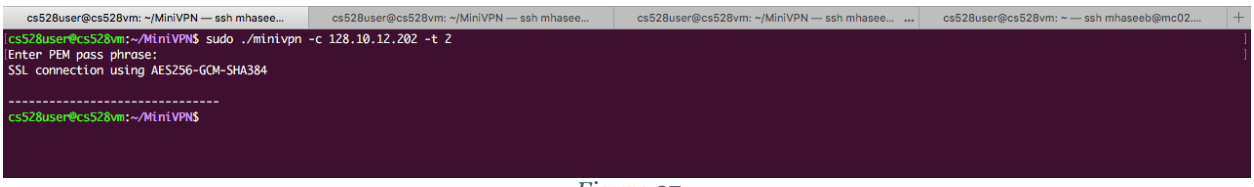

Figure 27

- Figure 27 shows that the UDP tunnel did not get setup because the authentication failed.

Key Generation and Exchange

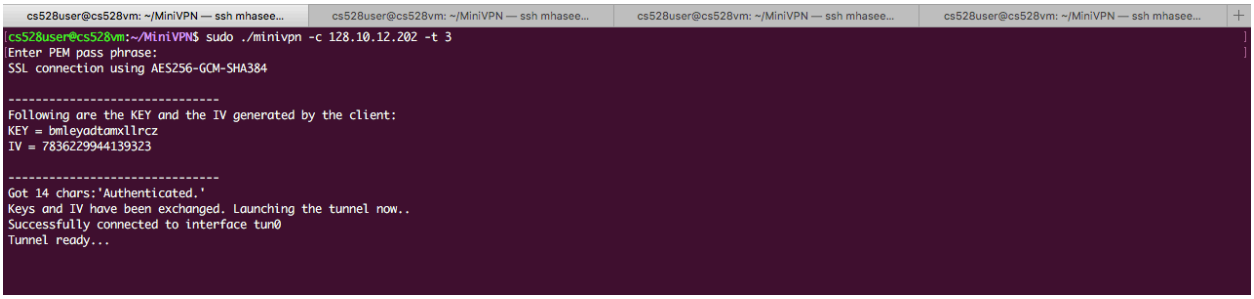

Figure 28

- Figure 28 shows the client generating its key and IV and exchanging them with the server over SSL after both parties have been authenticated.

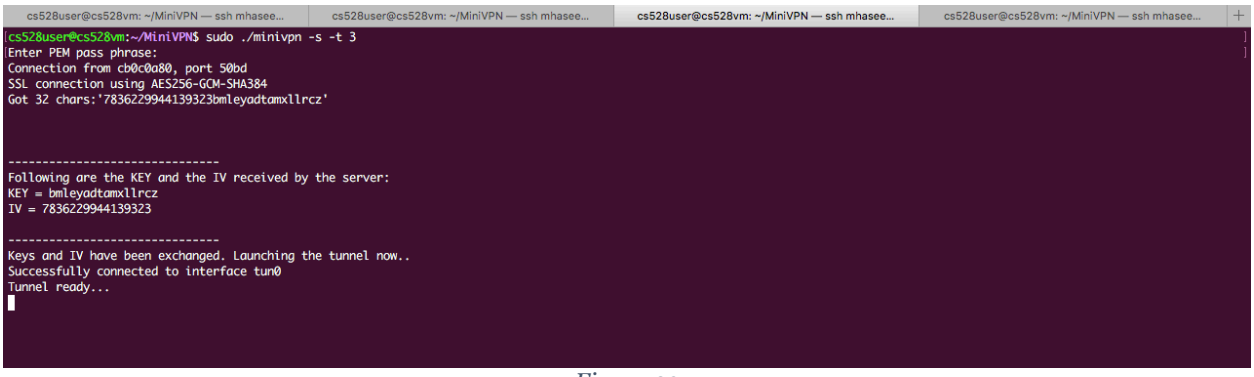

Figure 29

- Figure 29 shows the server receiving the same key and IV generated and sent by the client over SSL. This is done after both parties have authenticated each other. At this point both the client and server have established and exchanged their secret key, IV pair.

Providing Confidentiality (via Encryption)

The following screenshots will show the traffic being sent over the VPN is encrypted. This shows the confidentiality feature of my VPN.

Notes:

- For the purpose of the report, I am showing the encrypted traffic for one exchange of *ping* packets between VirtualHostA1 and VirtualHostB1. The same feature works for other protocols like *ssl* as well as will be shown to the TA in the demo.
- I have omitted screenshots that verify that the virtual network interface has been setup as that was shown in the previous sections.

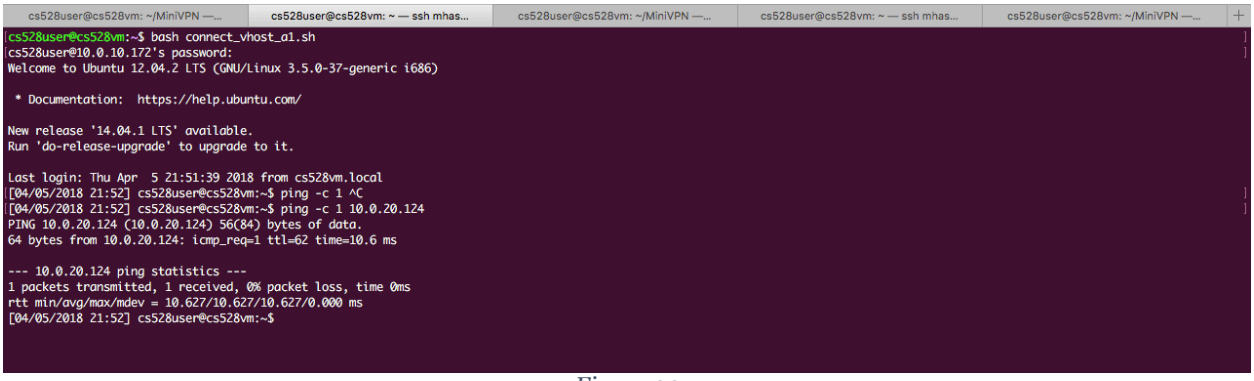

Figure 30

- Figure 30 shows one *ping* packet being sent from VirtualHostA1 to VirtualHostB1. The *ping* succeeded and there was 0% packet loss.

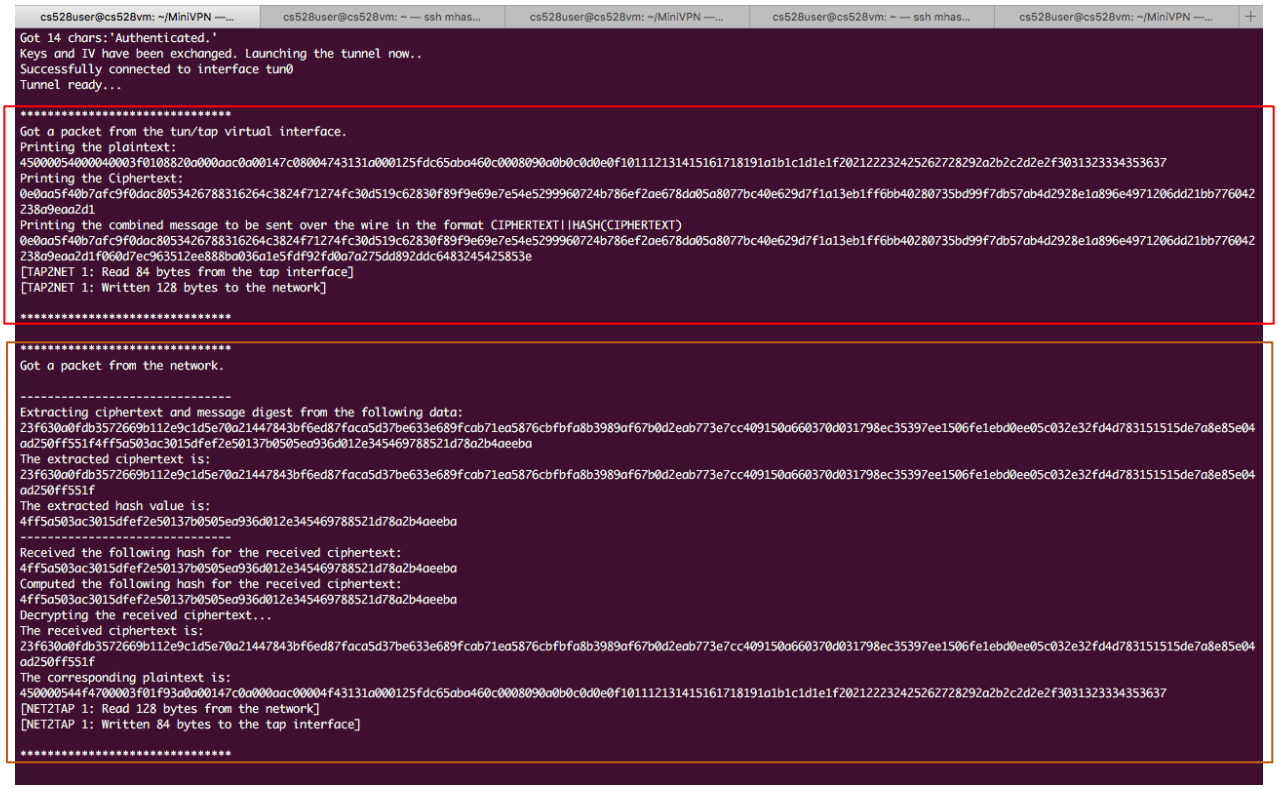

Figure 31

- Figure 31 shows the *ping* packet being received at the tun/tap virtual network interface. This is the interface connected to the VirtualHostA1. The *minivpn* then prints the received plaintext's bytes in HEX representation. It then encrypts the plaintext and prints the ciphertext. Finally, it computes the hash of the ciphertext, appends it to the ciphertext and writes it to the network.
- This part of the message exchange screenshot has been outlined in **red** to show the same data as being received at the server (GatewayB). This is shown in the next screenshot.

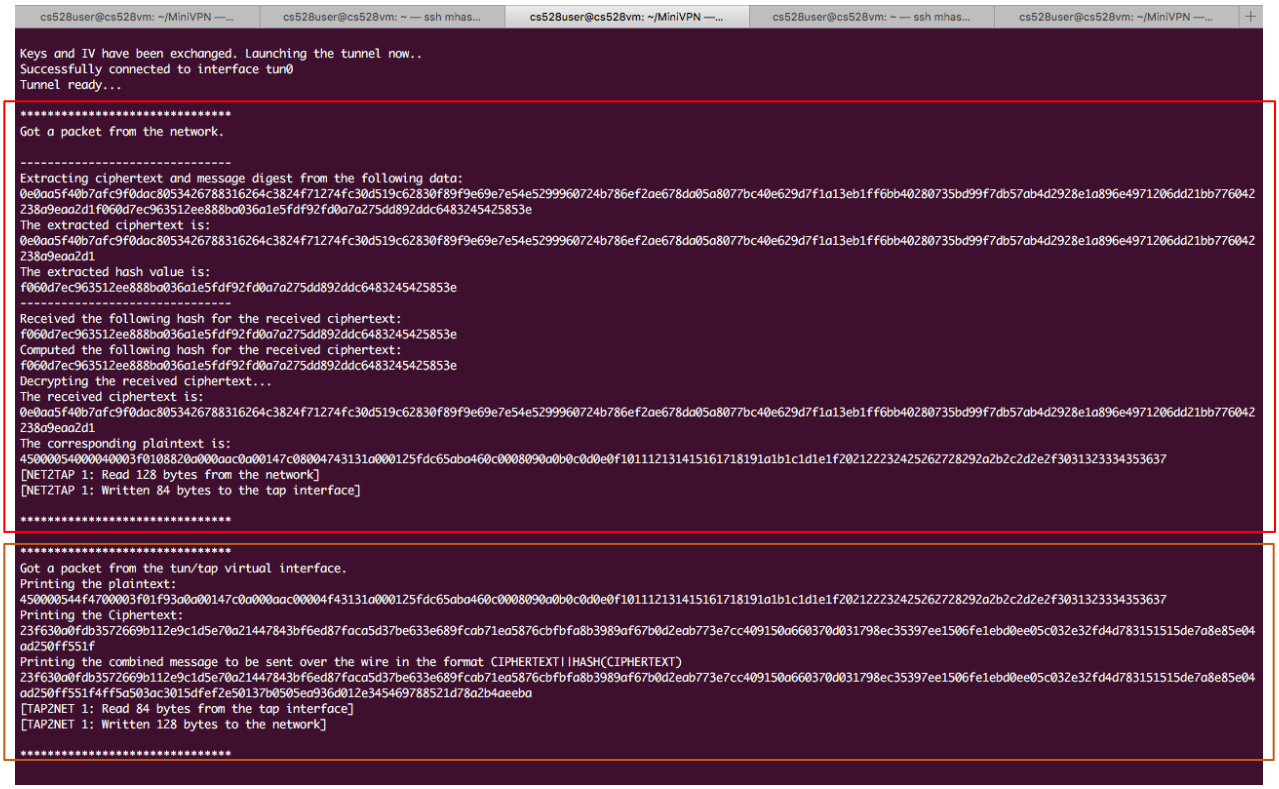

Figure 32

- The **red** outline in Figure 32 shows the same message as it was received at the GatewayB. Note that I appended the ciphertext and hash of the ciphertext and so the server received an appended message. It then extracts the ciphertext and digest and prints each of these. Next, it recomputed the hash of the ciphertext to verify that the message integrity is intact. Once verified, it writes the packet to the tun/tap interface which then sends the packet to the VirtualHostB1.
- Once VirtualHostB1 received the *ping* request from VirtualHostA1, it sends a *ping* reponse which is received GatewayB's tun/tap interface. It carries out the same steps i.e. encrypt then hash and then writes the message to the network. This is outlined in **orange** on Figure 32. The received message at VirtualHostA1 is outlined in orange in Figure 31.

Q. Algorithm used for encryption

I used the AES-128-bit version with CBC for encrypting the data. This is a function call that is provided by OpenSSL. It is important to use CBC instead of EBC since the latter is insecure as we discussed in class.

Providing Integrity (via HMAC)

The following screenshots will show that the *MiniVPN* provides data integrity by computing and appending the HMAC of the data.

Notes:

- For the purpose of the report, I am showing the traffic for one exchange of *ping* packets between VirtualHostA1 and VirtualHostB1. The same feature works for other protocols like *ssl* as well as will be shown to the TA in the demo.
- I have omitted screenshots that verify that the virtual network interface has been setup as that was shown in the previous sections.

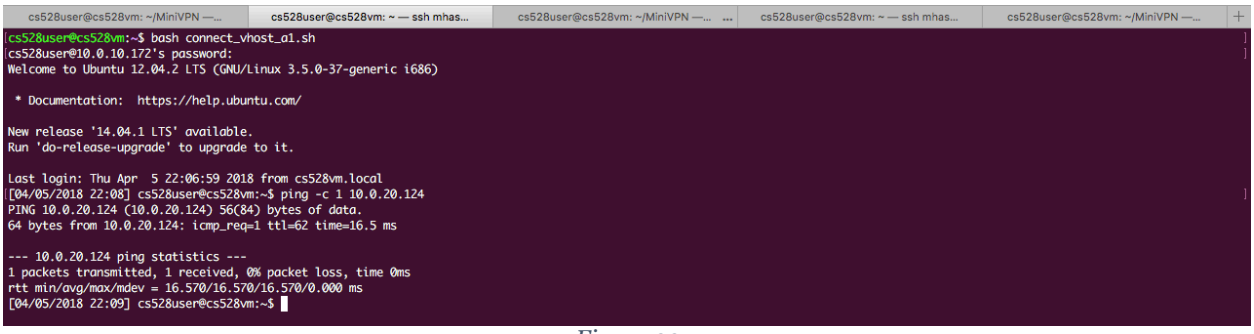

Figure 33

- Figure 33 shows one *ping* packet being sent from VirtualHostA1 to VirtualHostB1. The *ping* succeeded and there was 0% packet loss.

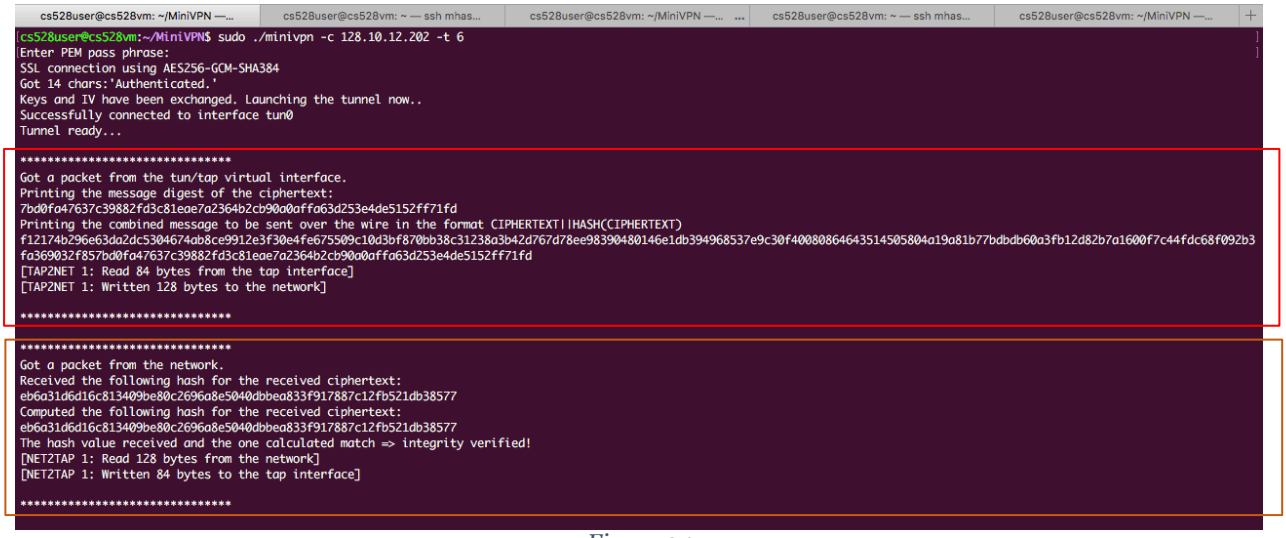

Figure 34

- Figure 34 shows the message digest of the ciphertext corresponding to the *ping* request packet generated by VirtualHostA1 and received at GatewayA.
- The screenshot area outlined in **red** in the next screenshot shows how GatewayB extracts the HMAC and verifies the integrity of this packet.

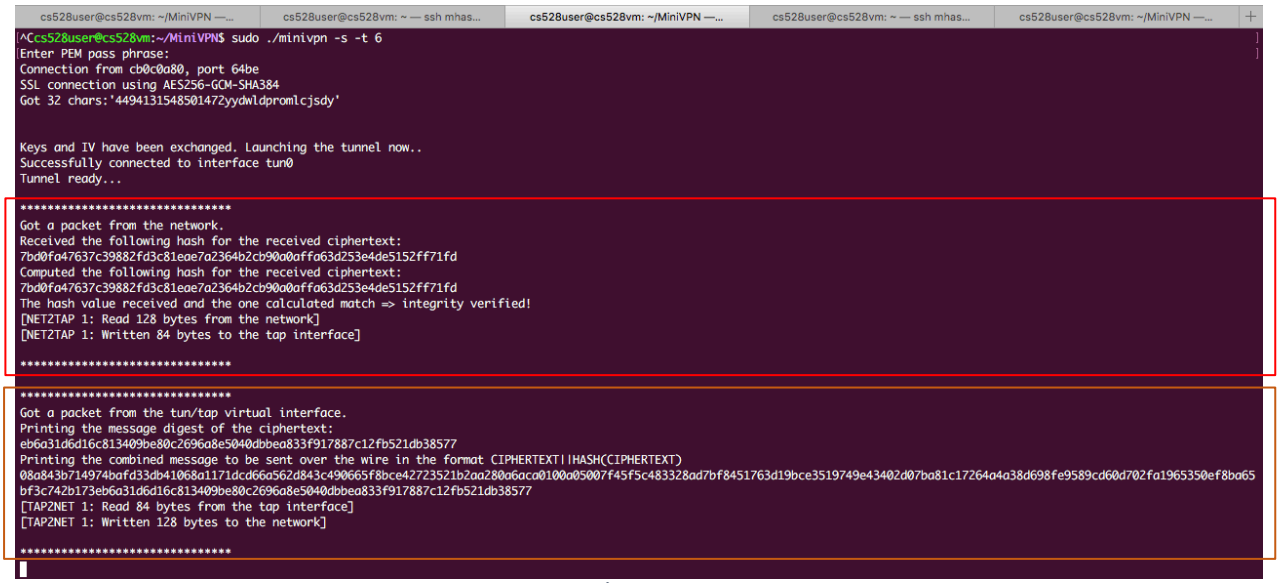

Figure 35

- The area outlines in **red** in Figure 35 shows the GatewayB receiving the message digest of the *ping* request sent by VirtualHostA1. It recomputes the HMAC of the data and verifies the integrity. It only writes to the tun/tap interface once the message integrity has been verified.
- The same chain of events occurs when the VirtualHostB1 sends the *ping* reply to VirtualHostA1. The area highlighted in **orange** in Figures 35 and 34 show this

Q. Algorithm used for hashing and why

I used the sha256 algorithm for hashing. Although there were options like sha1 and sha512, I used sha256 mainly because sha1 is known to be broken and sha512 would just be a performance overhead. Sha256 is known to be secure for now and so, I used that. Sha256 was also mentioned in the lab handout.

Q. Security Flaws and Protection against Man in the Middle

There are some security flaws possible that we tried catering to in the implementation of the MiniVPN. For example, if the IV and the KEY were not being sent securely over SSL, it would be possible for an on-path adversary to sniff these two values and decrypt all traffic being sent which would effectively render the confidentiality and integrity of the system to zero. To cater to this, we transfer the IV and KEY over an SSL connection. Similarly, it is very important to always generate a random IV and not repeat it again. As we saw in assignment 1, it is possible to break a CBC-like encryption if the same IV is used again and again. To address this issue, our VPN generates a random IV every time a new session is created between the gateways. Another possible vulnerability that could be present is that if the client and server did not first authenticate each other using the certificates, it would have been possible for a man-in-the-middle attacker to intercept the initial messages for exchanging the KEY and IV and send his own pair of KEY' and IV' to the other party. The other party would accept this since there is no authentication being done and the man in the middle would be able to listen to all the communication between

the two hosts. We address this problem by having both parties first authenticate themselves using PKI and digital certificates. Finally, note that we used the Encrypt-then-Authenticate scheme of sending the data, which, as we discussed in class provides security as compared to other schemes like Authenticate-then-Encrypt. This also prevents against a possible vulnerability.

Appendix

Following is a complete flow of sending one *ping* request from VirtualHostA1 and receiving the reply from VirtualHostB1 with verbose printouts of the different steps.

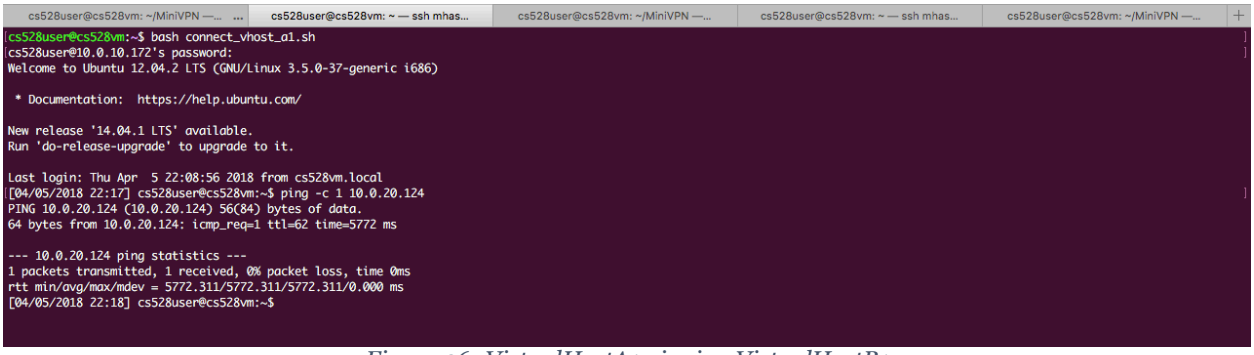

Figure 36: VirtualHostA1 pinging VirtualHostB1

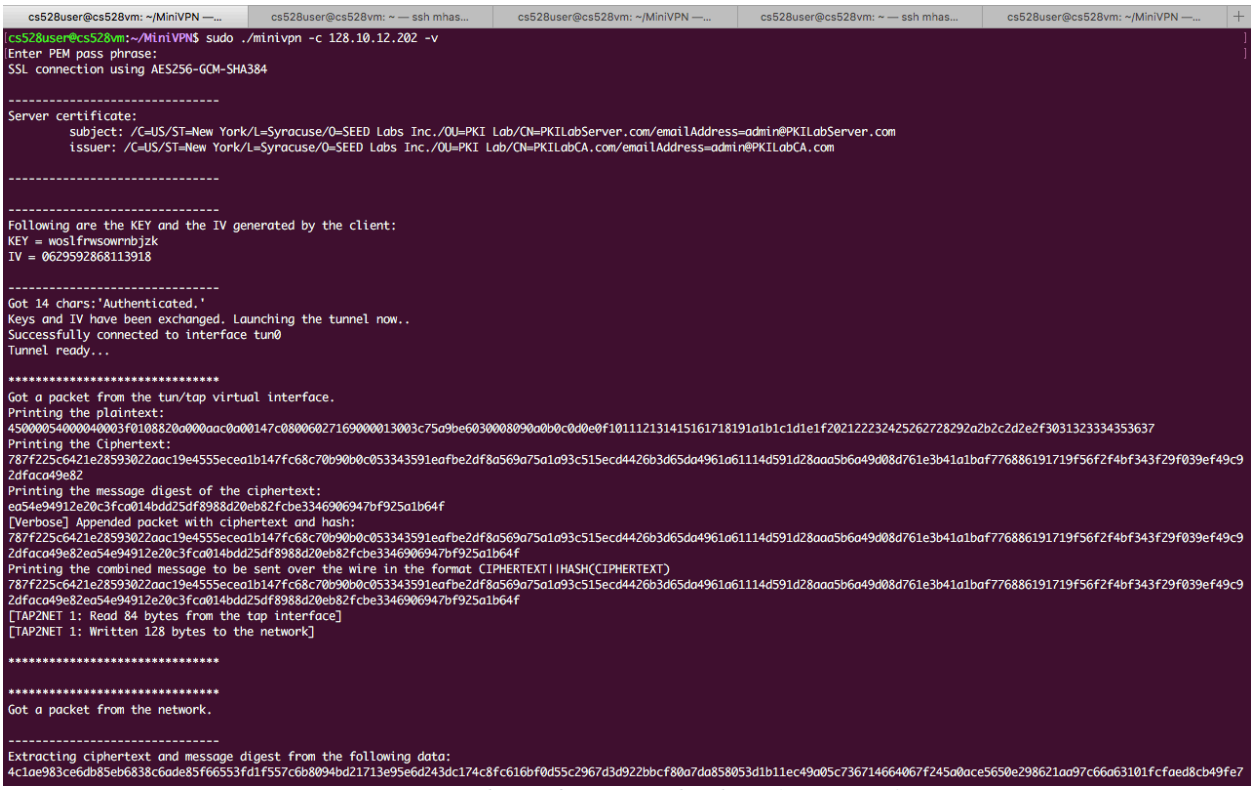

Figure 37: Chain of events at the client (GatewayA)

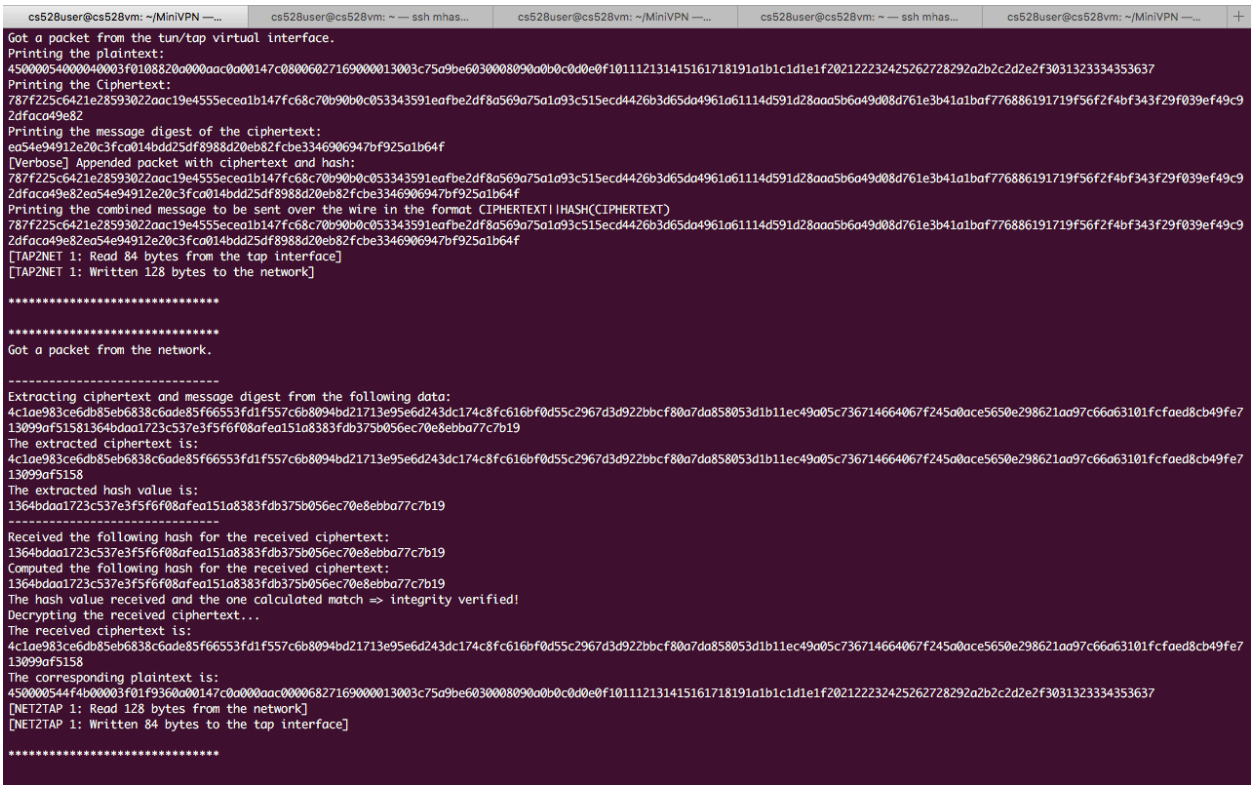

Figure 38: Chain of events at the client (GatewayA)

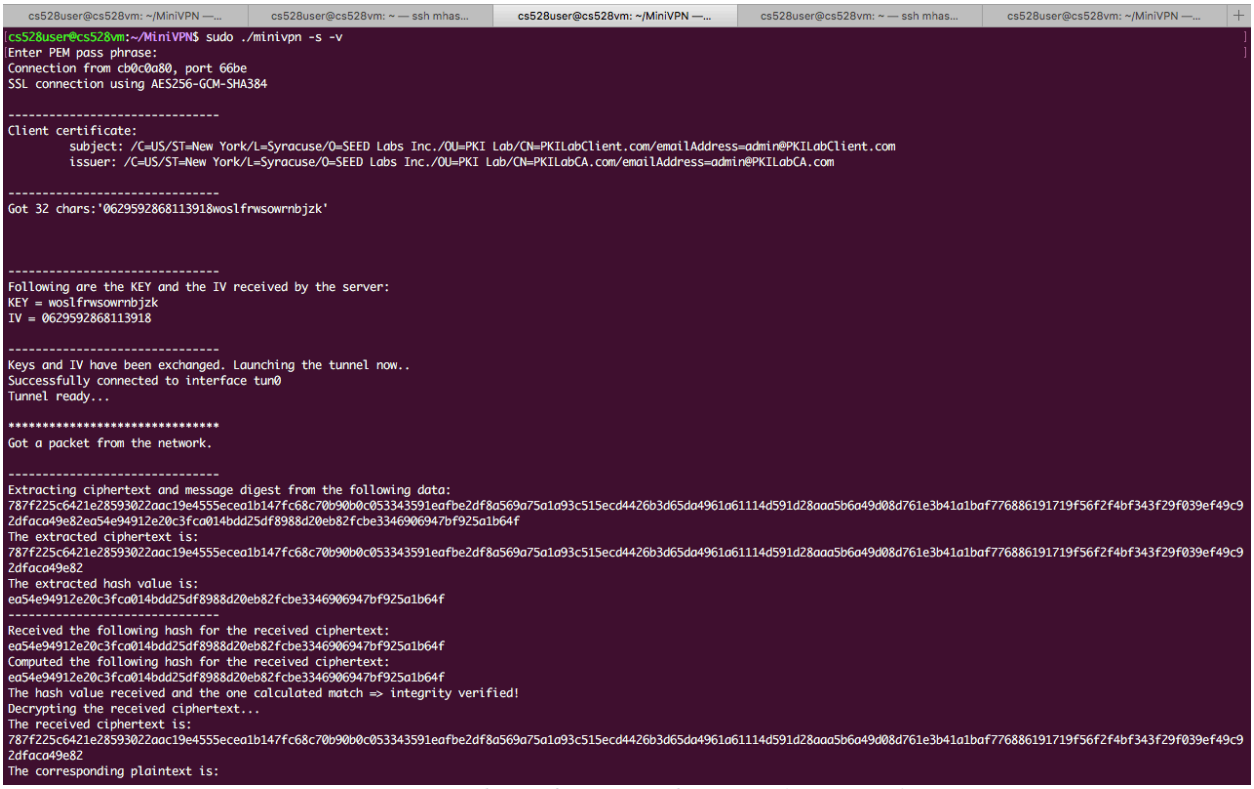

Figure 39: Chain of events at the server (GatewayB)

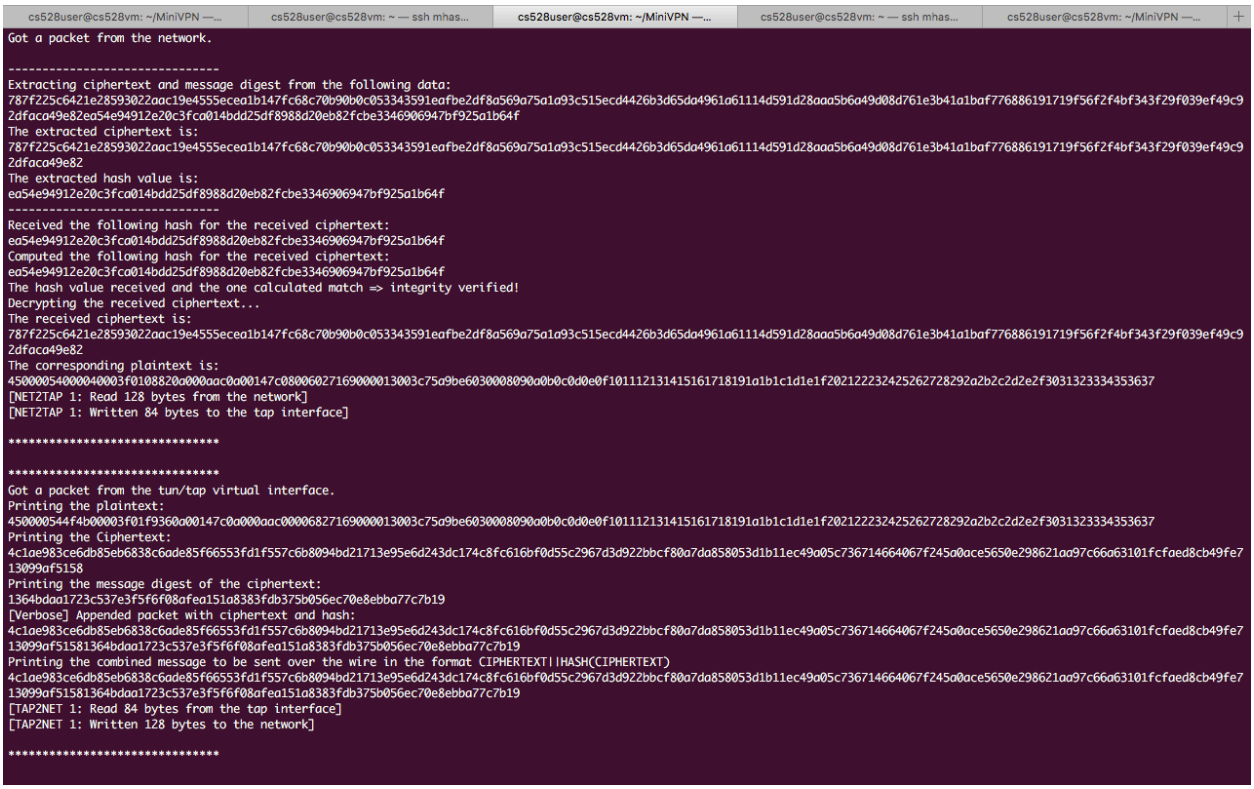

Figure 40: Chain of events at the server (GatewayB)