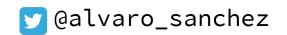
- 1. Authentication in monolithic applications vs microservices.
- 2. Introduction to OAuth 2.0.
- 3. Achieving statelessness with JWT.
- 4. Q&A.

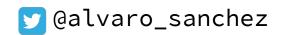






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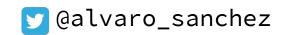






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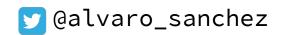






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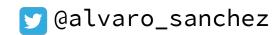




#### **Authentication in monolithic apps**

- Historically, authentication has always been a stateful service.
- When moving to Single-Page Applications, and/or having mobile clients, it becomes an issue.
- If you are build a REST and stateless API, your authentication should be that way too.





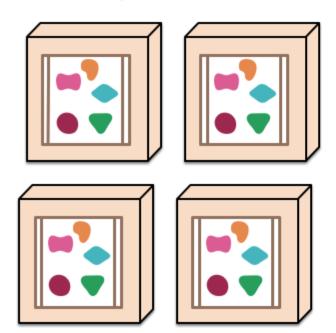


#### **Microservices**

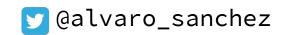
A monolithic application puts all its functionality into a single process...



... and scales by replicating the monolith on multiple servers







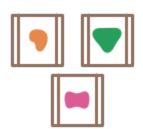


#### **Microservices**

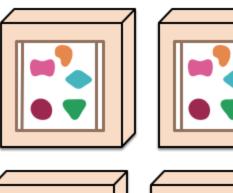
A monolithic application puts all its functionality into a single process...



A microservices architecture puts each element of functionality into a separate service...



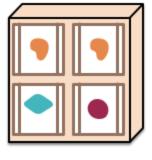
... and scales by replicating the monolith on multiple servers

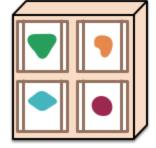


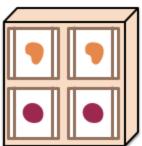


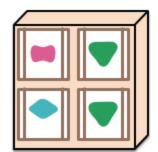


... and scales by distributing these services across servers, replicating as needed.

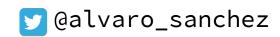






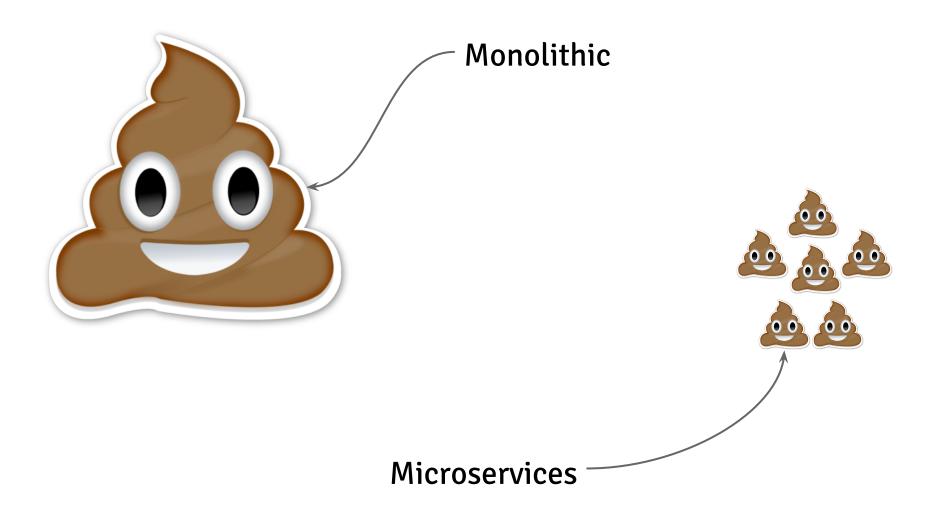




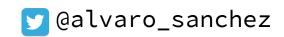




#### **Monolithic vs Microservices**







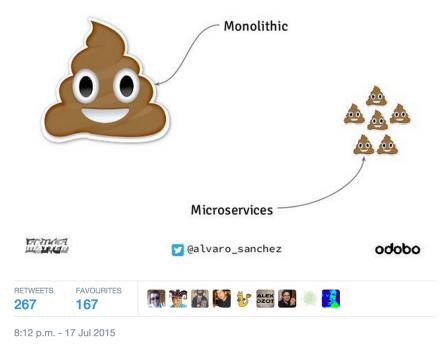


## The world-famous infographic



This #infographic shows accurately the differences btwn #Monolith vs #Microservices architectures via @alvaro\_sanchez

#### **Monolithic vs Microservices**





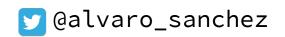




#### **Authentication and microservices**

- Authentication: to verify the identity of the user given the credentials received.
- Authorization: to determine if the user should be granted access to a particular resource.
- In a microservices context:
  - Authentication can be a microservice itself.
  - Authorization is a common functionality in all of them.







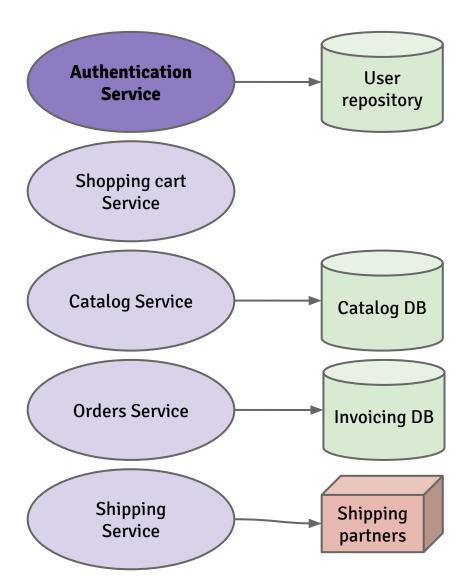
#### **Authentication and microservices**

Javascript frontend UI

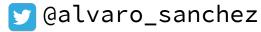
Web Backend

Mobile app

Mobile Backend



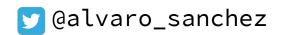






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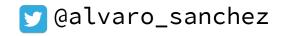




## **Introducing OAuth 2.0**

An **open protocol** to allow **secure authorization** in a **simple** and **standard** method from web, mobile and desktop applications.









**Resource Owner:** the person or the application that holds the data to be shared.



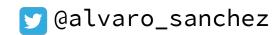
**Resource Server:** the application that holds the protected resources.



**Authorization Server**: the application that verifies the identity of the users.











**Resource Owner:** the person or the application that holds the data to be shared.



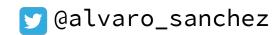
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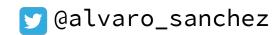
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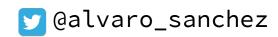
**Resource Server**: the application that holds the protected resources.



**Authorization Server:** the application that verifies the identity of the users.













I want to see a list of games













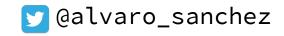




Hey, backend, could you please give me a list of games?















Sorry mate, this is a protected resource. You will need to present me an access token



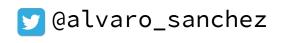




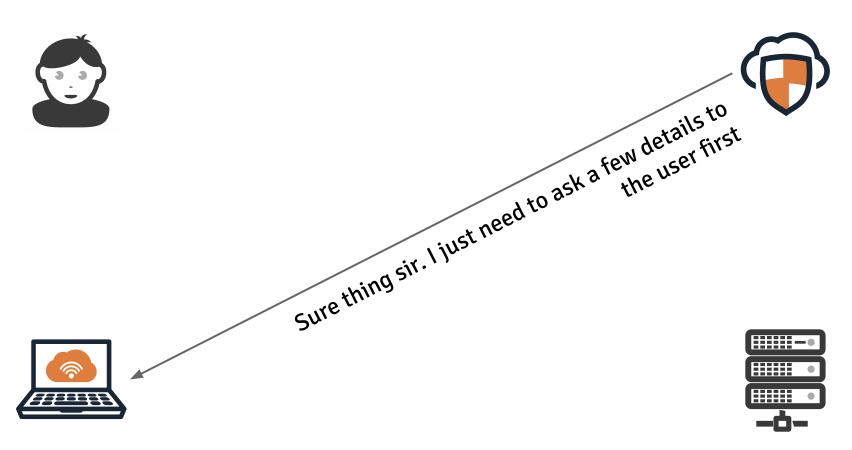




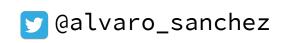
















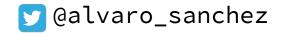
Hi, could you please provide me your credentials? I need to verify your identity















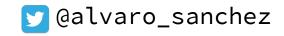
That's no problem at all. I am bob@gmail.com and my password is secret.



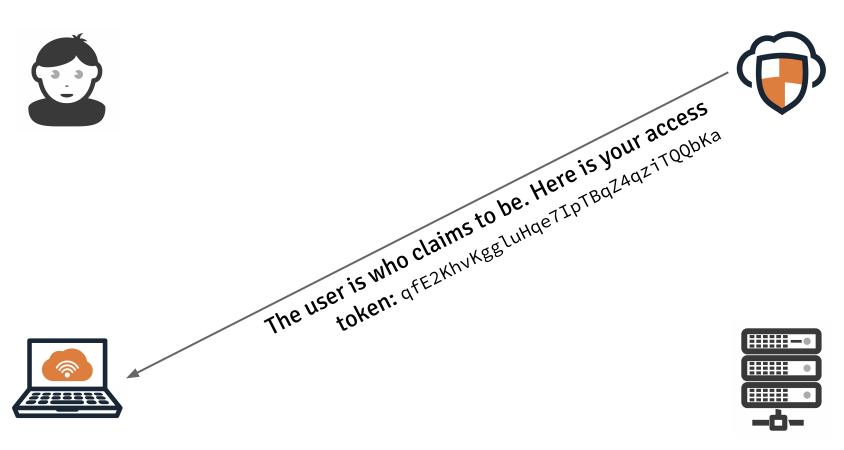




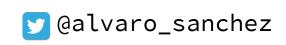


















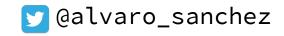
#### Hi Backend, this is my token:



qfE2KhvKggluHqe7IpTBqZ4qziTQQbKa











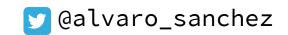


Hi, I've been given qfE2KhvKggluHqe7IpTBqZ4qziTQQbKa. Could you please tell me who it belongs to?















Of course. That token is still valid and it belongs to

bob@gmail.com.

















Everything is allright. This is the list of games. Enjoy!













Here you are the list of games. Thank you for your business and have a good day!









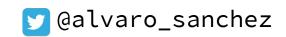


OAuth 2.0 is a delegation protocol, as this guy has no idea about the credentials of this guy—







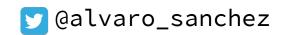




### **OAuth 2.0: grant types**

- Authorization code: for web server applications.
- Implicit: for JS front-ends and mobile apps.
- Resource Owner Password Credentials: for trusted clients.
- Client credentials: for service authentication.

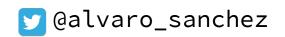




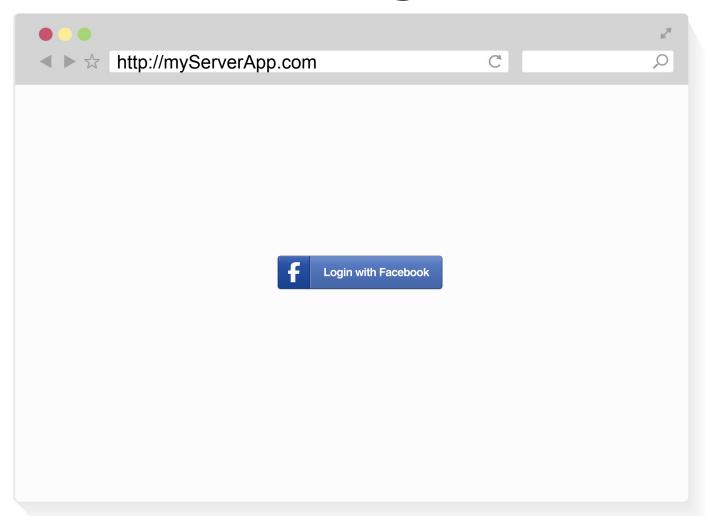


- For server-based applications, where the client ID and secret are securely stored.
- It's a redirect flow, so it's for web server apps.
- The client (web server app) redirects the user to the authorization server to get a code.
- Then, using the code and its client credentials asks for an access token.

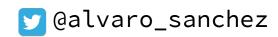














```
https://facebook.com/dialog/oauth
```

?response\_type=code

&client\_id=YOUR\_CLIENT\_ID

&redirect\_uri=

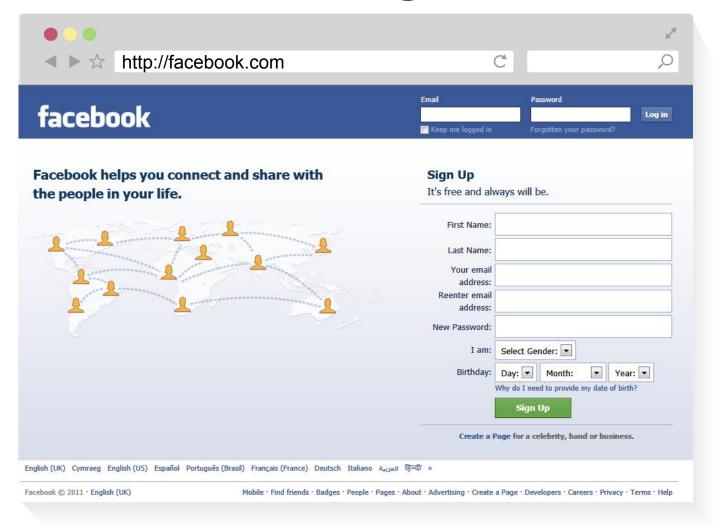
http://myServerApp.com/oauth

&scope=email,public\_profile

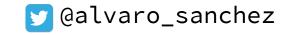




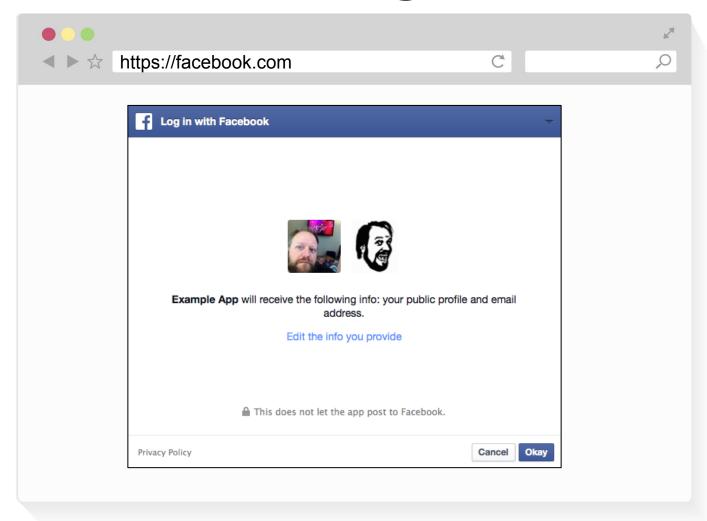




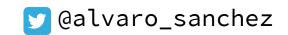




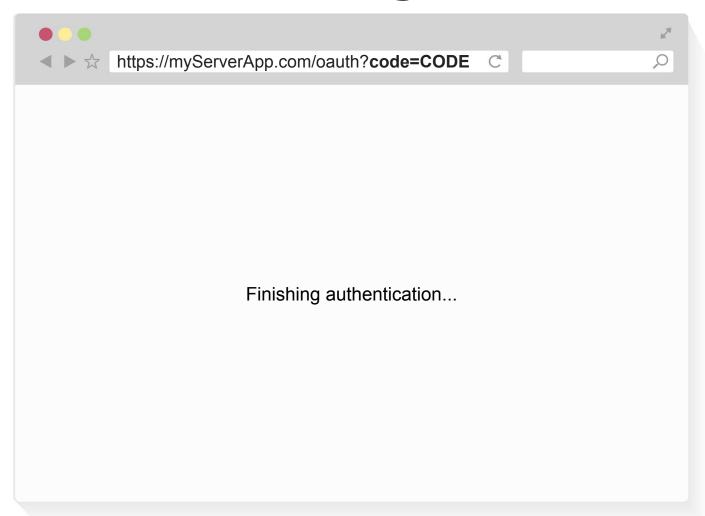




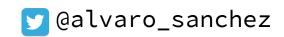














Server-side POST request to: https://graph.

facebook.com/oauth/access\_token

#### With this body:

grant\_type=authorization\_code

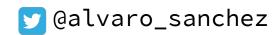
&code=CODE\_FROM\_QUERY\_STRING

&redirect\_uri=http://myServerApp.com

&client\_id=YOUR\_CLIENT\_ID

&client\_secret=YOUR\_CLIENT\_SECRET



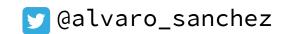




#### Example response:

```
"access_token": "RsT50jbzRn430zqMLgV3Ia",
    "token_type": "Bearer",
    "expires_in": 3600,
    "refresh_token": "e1qoXg7Ik2RRua48lXIV"
}
```

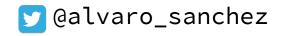




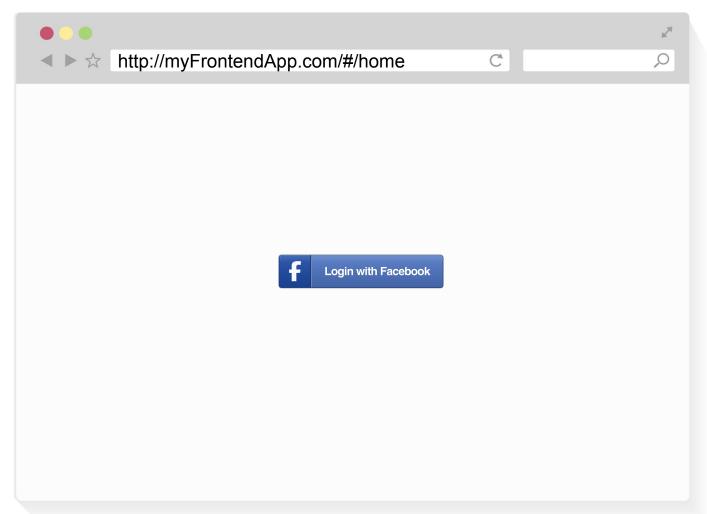


- For web applications running on the browser
   (eg: AngularJS, etc) or mobile apps.
- Client credentials confidentiality cannot be guaranteed.
- Similar to the code grant, but in this case, the client gets an access token directly.

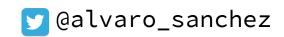














```
https://facebook.com/dialog/oauth
```

?response\_type=token

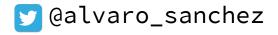
&client\_id=YOUR\_CLIENT\_ID

&redirect\_uri=

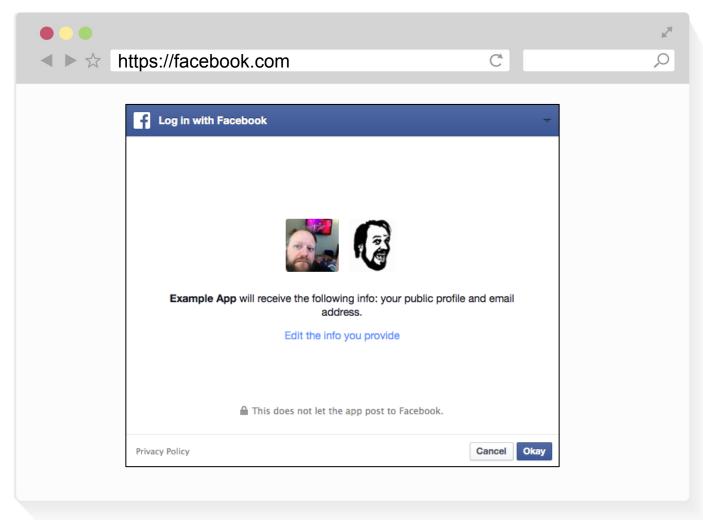
http://myFrontendApp.com/#/cb

&scope=email,public\_profile

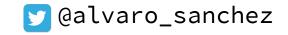




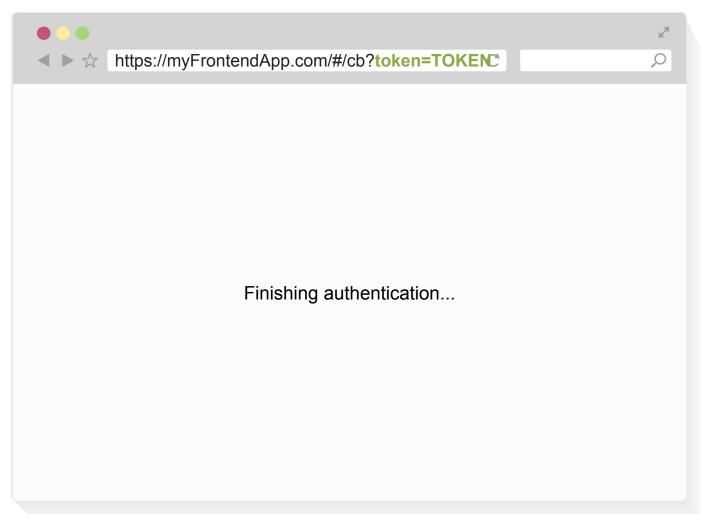




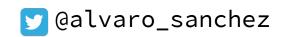








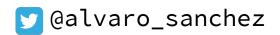






- In this case, client collects username and password to get an access token directly.
- Viable solution only for trusted clients:
  - The official website consumer of your API.
  - The official mobile app consuming your API.
  - Etc.

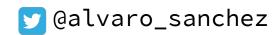














POST request to: https://api.example.

org/oauth/access\_token

#### With this body:

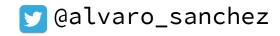
grant\_type=password

&username=USERNAME&password=PASSWORD

&client\_id=YOUR\_CLIENT\_ID

&client\_secret=YOUR\_CLIENT\_SECRET



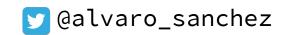




#### **Example response:**

```
"access_token": "RsT50jbzRn430zqMLgV3Ia",
    "token_type": "Bearer",
    "expires_in": 3600,
    "refresh_token": "e1qoXg7Ik2RRua48lXIV"
}
```



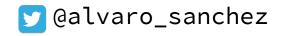




## Client credentials grant

- Service-to-service authentication, without a particular user being involved.
  - Eg: the Orders microservice making a request to the Invoicing microservice.
- The application authenticates itself using its client ID and client secret.







## Client credentials grant

POST request to: https://api.example.

org/oauth/access\_token

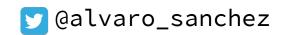
#### With this body:

grant\_type=client\_credentials

&client\_id=YOUR\_CLIENT\_ID

&client\_secret=YOUR\_CLIENT\_SECRET





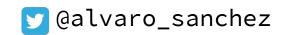


## Client credentials grant

#### Example response:

```
"access_token": "RsT50jbzRn430zqMLgV3Ia",
   "token_type": "Bearer",
   "expires_in": 3600,
   "refresh_token": "e1qoXg7Ik2RRua48lXIV"
```







## Accessing the protected resource

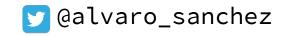
Once the client has an access token, it can request a protected resource:

GET /games HTTP/1.1

Host: api.example.org

Authorization: Bearer RsT50jbzRn430zqMLgV3Ia



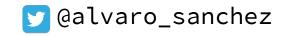




## Token expiration and refresh

- If the Authorization Server issues expiring tokens, they can be paired with refresh tokens.
- When the access token has expired, the refresh token can be used to get a new access token.



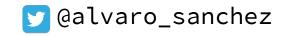




## Tips for a front-end application

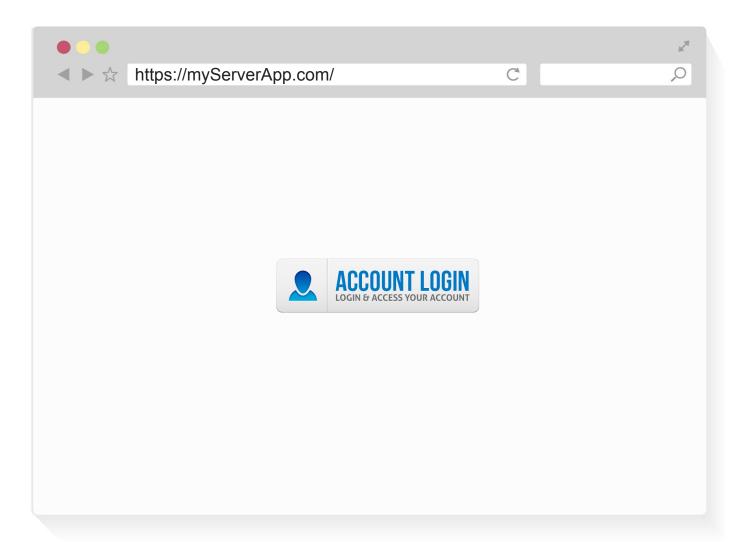
- Use the implicit grant.
  - Already supported for 3rd party providers like Google,
     Facebook.
  - If you hold your own users, have your backend to implement the OAuth 2.0 Authorization Server role.
- Use HTML5's localStorage for access and refresh tokens.



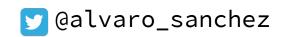




## **Authentication - Classic approach**

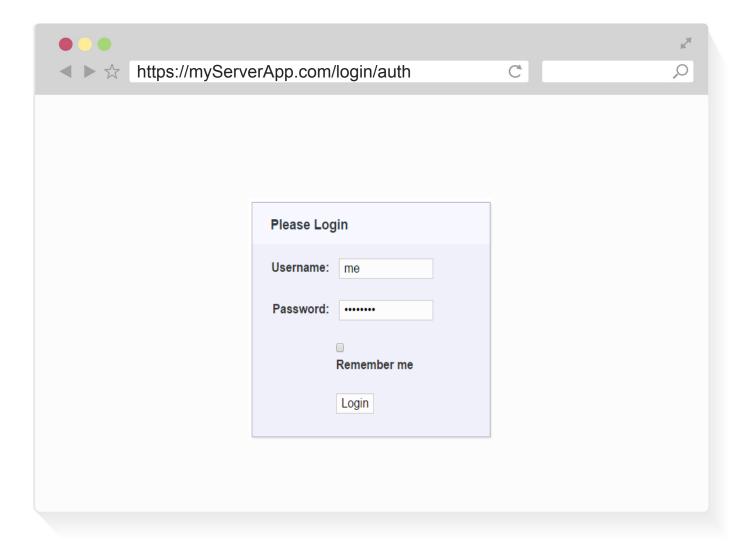




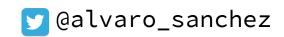




## **Authentication - Classic approach**

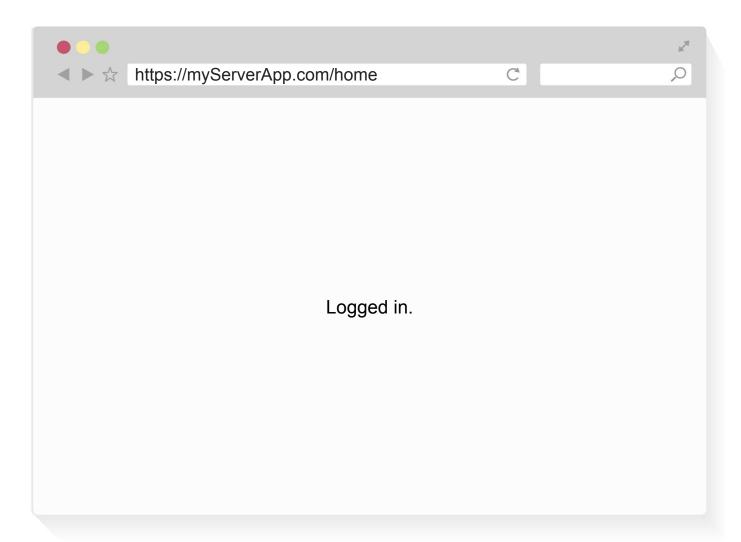




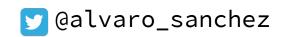




## **Authentication - Classic approach**

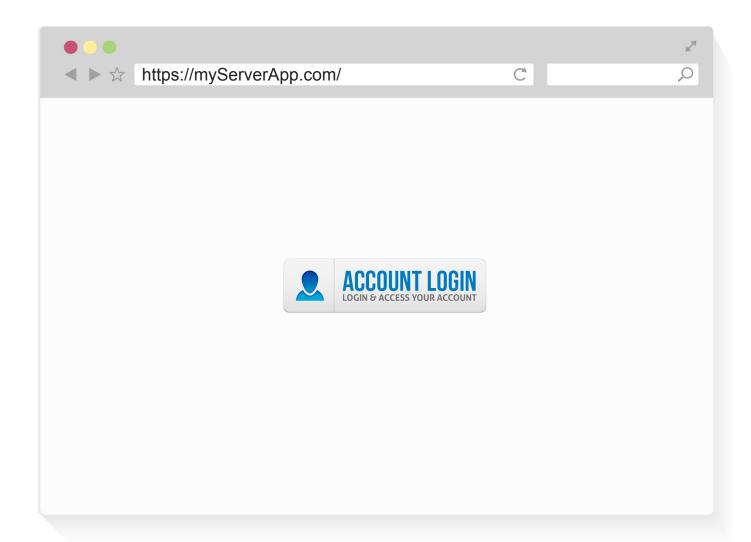




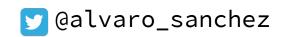




## Your own OAuth 2.0 Auth Server

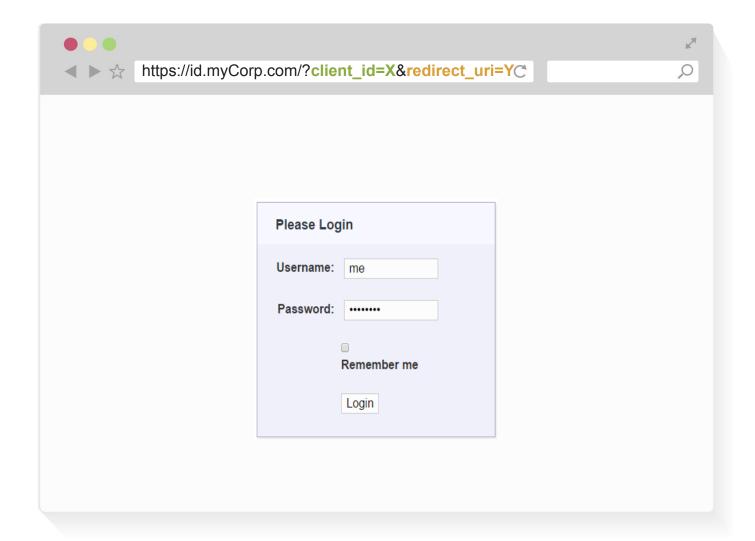




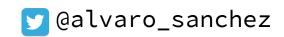




#### **Your own OAuth 2.0 Auth Server**

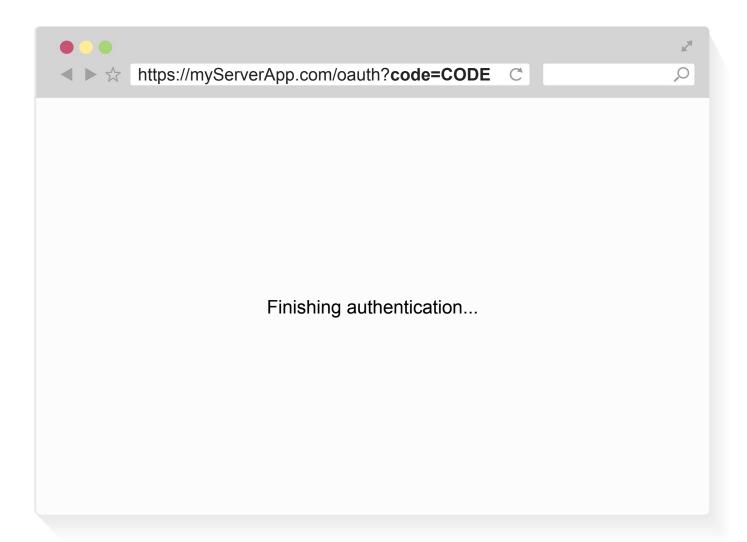




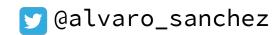




#### **Your own OAuth 2.0 Auth Server**





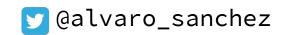




## Agenda

- 1. Authentication in monolithic applications vs microservices.
- 2. Introduction to OAuth 2.0.
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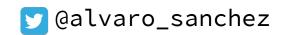




#### Stateful vs. Stateless

- Authorization Servers are often stateful services.
  - They store issued access tokens in databases for future checking.
- How can we achieve statelessness?
  - Issuing JWT tokens as access tokens.



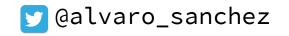




# **Introducing JWT**

JSON Web Token is a compact URL-safe means of representing claims to be transferred between two parties. The claims are encoded as a JSON object that is digitally signed by hashing it using a shared secret between the parties.



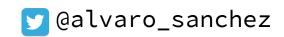




## Introducing JWT... in Plain English

A **secure** way to encapsulate **arbitrary data** that can be sent over **unsecure URL**'s.



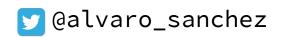




#### When can JWT be useful?

- When generating "one click" action emails.
  - Eg: "delete this comment", "add this to favorites".
- To achieve Single Sign-On.
  - Sharing the JWT between different applications.
- Whenever you need to securely send a payload.
  - Eg: to "obscure" URL parameters or POST bodies.







#### When can JWT be useful?

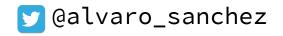
http://myApp.com/comment/delete/123

#### VS

http://myApp.com/RsT50jbzRn430zqMLg

```
{
    "user": "homer.simpson",
    "controller": "comment",
    "action": "delete",
    "id": 123
}
```







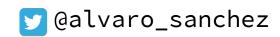
#### When can JWT be useful?

```
POST /transfer HTTP/1.1 from=acc1&to=acc2&amount=1000
```

#### VS

```
POST /transfer HTTP/1.1
```







## How does a JWT look like?

#### Header -

**Claims** 

eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.

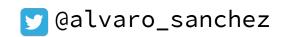
teS1jbGllbnQtd2l0aC1zZWNyZXQifQ.

eyJleHAiOjEOMTYONzE5MzQsInVzZXJfbmFtZSI6InV zZXIiLCJzY29wZSI6WyJyZWFkIiwid3JpdGUiXSwiYX VOaG9yaXRpZXMiOlsiUk9MRV9BRE1JTiIsIlJPTEVfV VNFUiJdLCJqdGkiOiI5YmM5MmEONCOwYjFhLTRjNWUt YmU3MC1kYTUyMDc1YjlhODQiLCJjbGllbnRfaWQiOiJ

AZCTD\_fiCcnrQR5X7rJBQ5r0-2Qedc5\_3qJJf-ZCvVY

**Signature** 



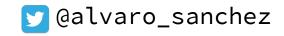




## **JWT Header**

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



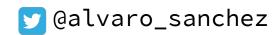




### **JWT Claims**

```
"exp": 1416471934,
"user_name": "user",
"scope":
    "read",
    "write"
],
"authorities": [
    "ROLE_ADMIN",
    "ROLE_USER"
],
"jti": "9bc92a44-0b1a-4c5e-be70-da52075b9a84",
"client_id": "my-client-with-secret"
```



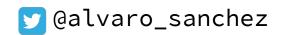




## Signature

```
HMACSHA256(
    base64(header) + "." + base64(payload),
    "secret"
)
```



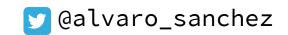




## Sample access token response

```
"access_token": "eyJhbGci0iJIUzI1NiJ9.
eyJleHAiOjEOMTYONzEwNTUsInVzZXJfbmFtZSI6InVzZXIiLCJzY29wZS
I6WyJyZWFkIiwid3JpdGUiXSwiYXV0aG9yaXRpZXMiOlsiUk9MRV9BRE1J
TiIsIlJPTEVfVVNFUiJdLCJqdGkiOiIzZGJjODE4YiOwMjAyLTRiYzItYT
djZi1mMmZlNjY4MjAyMmEiLCJjbGllbnRfaWQi0iJteS1jbGllbnQtd2l0
aC1zZWNyZXQifQ.
Wao_6hLnOeMHS4HEel1UGWt1g86ad9NOqCexr1IL7IM",
    "token_type": "bearer",
    "expires_in": 43199,
    "scope": "read write",
    "jti": "3dbc818b-0202-4bc2-a7cf-f2fe6682022a"
```



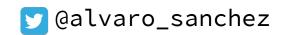




## **Achieving statelessness**

- Instead of storing the access token / principal relationship in a stateful way, do it on a JWT.
- Access tokens with the JWT-encoded
   principal can be securely stored on the client's browser.
- That way you are achieving one of the basic principles of REST: State Transfer.



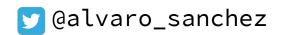




## Tips for using JWT

- JWT claims are normally just signed (JWS -JSON Web Signature).
  - It prevents the content to be tampered.
- Use encryption to make it bomb proof.
  - Use any algorithm supported by JWE JSON Web Encryption.
  - But be aware of performance!







# **About logout functionality**

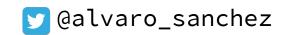
 When going stateless, it's impossible to invalidate JWT's before they expire.

#### Alternatives:

- Introduce a stateful logout service.
- Logout in the client and throw away the token.
- Use short-lived JWT's paired with refresh tokens.

IMHO the best choice



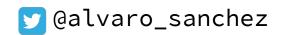




## Agenda

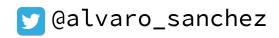
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# Takk!

Álvaro Sánchez-Mariscal Application Architect - 4finance IT

