

The OA4MP Detached/Independent Service

OA4MP as a detached/independent service

Overview

The authentication server (AS) may be replaced in OA4MP by any application. This api allows your service to use OA4MP to start and manage the code flow. There are 4 calls that respectively start a flow, then notify OA4MP either if the user has finished authenticating or has cancelled the flow. The service that provides these calls is the **diService** for detached/independent service (your service is independent of OA4MP and detached in the sense that it can reside anywhere).

The scenario is that your AS is at the **/authorize** endpoint and manages all authentication. It simply informs OA4MP about the progress.

Security and access

All access will be via Tomcat. Since this in effect would make everything world readable, so some form of restriction to access, be it localhost access only or credentials should be used. The default path to the DI servlet will be **http://localhost:8080/oauth2/diService**.

The API itself

All access will be via HTTP Get. Technically we should only allow HTTP Post on requests which may result in changes to the server (e.g. a creating a user) and HTTP Get for information requests, however, this would make it awkward to use. The aim is to make it simple enough that clients can hand-code the request and parse the result without having to resort to complex machinery to do so. All requests are via parameters, all responses are JSON.

Securing the service.

This system presupposes a trust relation and can allow the creation of flows. As such, if it is simply public facing, a denial of service attack would be easy. There 3 main ways to use this service securely.

1. Distinguished users.

In this case, the servers the configuration **diService** element explicitly lists users and credentials. Every request must have an entry. This is of use if the AS services all calls and there is no need for more than just authentication, usually by a single, dedicated user. The parameters are **oa4mp:di:user** for the user name and **oa4mp:di:password** for the password.

2. Restrict endpoint access

In this case, the endpoint is secured and only accepts requests from specific IP addresses. This gives a slight performance boost and if the AS is running on a dedicated server is a good option. No users are needed and every request from the trusted IP is honored.

3. Per Administrative Client

If an admin client has been so flagged, it makes the request using its own (usually RFC 7523) credentials. This permits fine grained control and excellent security if running the service has to be public.

API Basic Operation

Making a request

Every request will go to the same address relative endpoint, usually **diService**, e.g.

`http://your.server.edu:9443/oauth2/diService.`

Requests are standard HTTP GET with key=value pairs. One of these is required, "action=XXXX", where XXXX determines what is to be done by the server. The remaining key/value pairs are parameters for the call. All arguments in a post or get will be URL encoded but key/value pairs may be in any order. Required arguments must be present or an error will be returned. Generally repeated arguments will cause a duplicate argument message to be generated.

Format of a response from the server

The general serialized form for an object (which is always the body of the response and is urlencoded) is a JSON object of the form:

```
{ "status" : XXX,
  "key1" : "value1",
  "key2" : "value2", ...
}
```

Each section below detailing an API call will list what are and are not acceptable values. The status is always present. The next section details the possible values.

Status Codes and Error Conditions

It may occur that there are errors during the processing of a request, e.g. if the parameters are incorrect. Rather than confuse server errors with data errors – the bane of RESTful APIs, which this is not, we implement the following policy: Only actual errors with the servlet itself will result in an HTTP status code different than 200. E.g. a 404 Not Found error can only have come from the web server itself and means there is a problem with the request rather than meaning, say, that a user was not found. The only required value of each response is the status. This will be recorded in the body of the response according to the following table. All operations can return a duplicate parameter exception. It is not the task of this servlet to disambiguate or merge conflicting requests. Duplicate arguments are in general not allowed for any argument, including optional ones. All operations can return a missing parameter error for a required parameter.

Note: There is an appendix at the end of this document with various tables sorting these for quick reference.

Value	Decimal	Hex	Comment
OK	0	0x0	Normal return
ActionNotFound	1	0x1	No such action is supported by this service. Normally this indicates that the action value was mis-typed.
TransactionNotFound	1048485	0xFFFFA5	No such transaction for the given code or user code was found
DuplicateParameterFound	1048561	0xFFFFF1	A duplicate argument was supplied.
InternalError	1048563	0xFFFFF3	Some error internal to the server occurred during processing. Consult the server logs.
MalformedInputError	1048567	0xFFFFF7	An input was of the incorrect format. E.g. an illegal uri or a string that cannot be parsed into an integer.
MissingParameterError	1048569	0xFFFFF9	A required argument was not found.
Transaction not found	65537	10001	No transaction with the given identifier could be found
Expired token	65539	10003	The token for this request has expired.
Create transaction failed	65541	10005	General exception when a transaction cannot be created
Unknown callback	65543	10007	The supplied callback id not in the list of registered callbacks
Client id missing	65545	10009	No client identifier has been supplied with this request
No registered callbacks	65547	1000A	The client has no callbacks registered. (Normally this implies an incomplete registration)
Unknown client	65549	1000C	The identifier does not match any client
Unapproved client	65551	1000E	This client has been registered but has not yet been approved.

Example of a typical error response

```
{
  "description" : "The given redirect_uri is not valid for this client.",
  "error" : "create_transaction_failed",
  "status" : 65541
}
```

```
}
```

The API Calls

approveUserCode

What's it do? *Device Code Flow*. It will approve the code (allowing the user to get a token). It may also invalidate a user code, meaning the code is flagged as unusable and any attempts to use it thereafter will raise an exception. There is no undo for invalidating a user code. Normally you check the user code (see **checkUserCode**) before approving it.

Request key/value pairs

Key	Value	Comment
action	approveUserCode	Required
approved	0 invalidate 1 approve (default)	Optional. If not present, approve the code, if 0, cancel the flow.
auth_time	The time of authorization for the user	Time is in seconds
user_code	The user code generated by the system	Required.
username	The name of the user used.	

Response key/value pairs

Key	Value	Comment
status	Ok missing parameter transaction not found expired user code	
client_id	The client id	
code	The id for the transaction	This is base 32 encoded
user_code	The user_code passed in	This helps the requester identify this response

Example continuation, approving the user.

Picking up where **checkUserCode** left off, we assume the user has finished authenticating and the last step for you is to tell OA4MP this:

```
https://localhost:9443/oauth2/diService
?action=approveUserCode
&user_code=684B+7344+XE36
```

[&username=bob@physics.bgsu.edu](#)
[&auth_time=1756766314](#)

which in turn has a response of

```
{  "status" : 0,
  "user_code" : "684B+7344+XE36"
  "client_id" : "oa4mp:/client_id/cern/87547887",
  "code" : "J5ETCRRZPFUEEVLP15FX04KKIY3EQ3RQNF1Q"
}
```

and at this point, the user can simply get a token from OA4MP directly.

See also: **checkUserCode**

Note that if you cancel or invalidate a flow it cannot be restarted and the user must restart.

Note that the client ID is returned so your service can more easily display information (if desired) to the user.

checkUserCode(user_code)

What's it do: *Device Code Flow*. This will take the user_code and verify that it is currently active. This is informational so you can manage logon attempts by the user.

Request key/value pairs.

Key	Value	Comment
action	checkUserCode	Required
user_code	The user code issued by OA4MP	Required

Response key/value pairs.

Key	Value	Comment
status	Ok missing parameter service unavailable transaction not found expired token	The service unavailable response is if the service does not have the device flow enabled. Expired token refers to the auth grant for the transaction.
client_id	The client id	
code	The id for the transaction	This is base 32 encoded. Do not alter, just pass it around as needed.
scope	Scopes, if any, in the initial request	This is a blank delimited list

user_code	The user_code passed in	This helps the requester identify this response
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Example. Using the device code flow

Prerequisites

In this example, your service uses a reverse proxy lookup, such as Apache. The entire service has user-facing address at <https://oa4mp.physics.bgsu.edu> and OA4MP is deployed on localhost:9443. Access to the DI Service is restricted to the IP address of your server only and no other authentication is needed.

External address	Internal address	Description
https://hadron.physics.bgsu.edu		The general, public address for your service
https://hadron.physics.bgsu.edu/authorize	--	The AS written in e.g. PHP or python. This handles device flow authentication
https://hadron.physics.bgsu.edu/token	https://localhost:9443/oauth2/token	The OA4MP token endpoint
https://oa4mp.physics.bgsu.edu/device_authorization	https://localhost:9443/oauth2/device_authorization	The device authorization endpoint
... other standard endpoint	... their OA4MP addresses	

The user starts by making a request to the device authorization, which is forwarded by Apache. The user gets a response with the **user_code**:

https://hadron.physics.bgsu.edu/authorize?user_code=684B+7344+XE36

This URI is to your service and is configured in the server configuration in the deviceFlowServlet element, a typical example being:

```
<deviceFlowServlet
  verificationURI="https://hadron.physics.bgsu.edu/authorize"
  interval="5"
  codeChars="0123456789ABCDEFX"
  codeLength="12"
  codeSeparator="+"
  codePeriodLength="4"
/>
```

The URL to request this is in OA4MP well-known page, but the configured verification URI can be anywhere. Once the user comes to your service, you can read the user_code and query OA4MP to get the client ID, scopes etc (linefeeds added for clarity):

```
https://localhost:9443/oauth2/diService
?action=checkUserCode
&user_code=684B+7344+XE36
```

```
{  "status" : 0,
  "user_code" : "684B+7344+XE36"
  "client_id" : "oa4mp:/client_id/cern/87547887",
```

```

    "scope" : ["write:/", "read:/public/fermilab/grant_3456/data"]
    "code" : "J5ETCRRZPFUEEVLPI5FXO4KKIY3EQ3RQNFIQ"
}

```

In short everything you need to do authentication and put up a consent page. When the user has completed authentication (or has cancelled it), yo would need to notify OA4MP.

See also: **approveUserCode**

finishAuthCodeFlow

What's it do? *Authorization Code Flow*. This sets the user's logon information and signals that authorization is finished. It returns the redirect for the user's browser.

Request key/value pairs

Key	Req?	Value	Comment
action	Y	finishAuthCodeFlow	Required
approved	N	0 invalidate 1 approve (default)	If the user cancels then setting this to 0 will cancel the flow.
auth_time	N	The timestamp when the user authenticated	This is in seconds
myproxy_info	N	The username MyProxy expects	When getting x509 certs only. This is a very specific use and unless you are <i>sure</i> you need it, ignore this.
code	Y	The authorization grant	This is the unique identifier for the transaction
username	Y	Name of the user at authorization	

Response key/value pairs

Key	Value	Comment
status	Ok, missing argument, expired token transaction not found QDL error QDL runtime error	Missing argument is if the code is missing
redirect_uri	The full redirect for the user's browser.	You set this as a redirect in the response to the user's initial request.

See also: **startAuthCodeFlow**

Note that if you invalidate a flow it cannot be restarted and the user must restart.

Example. Finishing the flow

This finishes the flow started in the **startAuthCodeFlow** example. The assumption is that the user has successfully authenticated, you have done everything that is needed and now the very last step for you is to tell OA4MP who the user is and get the correct redirect URL so you can redirect the user's browser. You construct the following call (line breaks added for clarity):

```
http://your.server.edu:9443/oauth2/diService
?action=finishAuthCodeFlow
&code=JMYVIR3HHFBUMVKFGB3F02RVSKZLX06BZIZ2U6MTUKMZFTG0
&username=bob@bgsu.edu
&auth_time=1756732764
```

Getting a response of

```
{ "status": 0,
  "redirect_uri": "https://service.physics.bgsu.edu?code=
JMYVIR3HHFBUMVKFGB3F02RVSKZLX06BZIZ2U6MTUKMZFTG0&state=
2mcya1WBRuMb3agPpLzF8g96"
}
```

In the response to the client, set the URL as the redirect.

startAuthCodeFlow

What's it do: Authorization Code Flow. This is the initial request that creates the transaction. This returns the code (the unique identifier for this flow) and other information.

Nota Bene: The request to your service is the standard OAuth request and may have any number of parameters based on what the user needs. This table contains the additional parameters to use the API. Add these to the request, but pass along everything else.

You will still get errors for the OAuth flow if there are any. E.g. the client is configured to require certain scopes and the request is missing these. You will need the code later to finish starting the authorization code flow. Generally, you get the request from a client, change the address to OA4MP and add the action plus any credentials.

Request key/value pairs.

Key	Req?	Value	Comment
action	Y	startAuthCodeFlow	Required
oa4mp:di:user	N	Only needed if the system has users configured for this service	
oa4mp:di:password	N	“ “ “	

Response key/value pairs.

Key	Value	Comment
status	ok missing argument	

	missing client id no scopes malformed scope malformed input unknown client unapproved client create transaction failed internal error	
code	The authorization grant	This is base 32 encoded. Do not alter this, just pass it along as needed.
scope	JSON array	This is the set of scopes that the client is actually allowed. It may not be the same as what was passed in.
state	Echos back passed in state	This is so clients can set a value to track transactions

See also: **finishAuthCodeFlow**

Example. Servicing a request.

Your service resides at

<http://your.server.edu:9443/oauth2/authorize>

And it gets the following request for OA4MP (URL decoded, linefeeds added for readability):

```
http://your.server.edu:9443/oauth2/authorize
?response_type=code
&scope=org.cilogon.userinfo openid profile email
&state=2mcyalWBRuMb3agPpLzF8g96
&...
```

Before starting to authenticate the user, your service in turn rewrites this as

```
http://your.server.edu:9443/oauth2/diService
?response_type=code
&scope=org.cilogon.userinfo openid profile email
&state=2mcyalWBRuMb3agPpLzF8g96
&...
&action=startAuthCodeFlow
```

(possibly adding DI username and password if needed) and calls the DI service. Your request gets a response of

```
{
  "status" : 0,
  "code" : "JMYVIR3HHFBUMVKFGB3F02RVSKZLX06BZIZ2U6MTUKMZFTGO",
  "state" : "2mcyalWBRuMb3agPpLzF8g96"
  "scope" : ["org.cilogon.userinfo", "openid", "profile", "email"]
}
```

This means that the flow transaction has been created in OA4MP. All the information needed to put up the consent page for your AS is returned. Later, once the user has successfully authenticated, you would use the code in the **finishAuthCodeFlow** call.

Note that the initial request may be very long. The contract is to send it *in toto* to the DI Service and let OA4MP decide what to do with it. Your service just adds parameters and changes the address.

Appendix

The basic philosophy is that even number indicate some sort of success + information, odd numbers represent that an error has happened.

List of success codes

NAME	Hex	Decimal
STATUS_OK	0x0	0

Alphabetical table of error codes

NAME	Hex	Decimal
STATUS_ACTION_NOT_FOUND	0x1	1
STATUS_CLIENT_NOT_FOUND	0xFFFFF	1048575
STATUS_CREATE_TRANSACTION_FAILED	0x10005	65541
STATUS_DUPLICATE_ARGUMENT	0xFFFF1	1048561
STATUS_EXPIRED_TOKEN	0x10003	65539
STATUS_INTERNAL_ERROR	0xFFFF3	1048563
STATUS_MALFORMED_INPUT	0xFFFF7	1048567
STATUS_MALFORMED_SCOPE	0x10013	65555
STATUS_MISSING_ARGUMENT	0xFFFF9	1048569
STATUS_MISSING_CLIENT_ID	0x10009	65545
STATUS_NO_SCOPES	0x10011	65553
STATUS_PAIRWISE_ID_MISMATCH	0x100003	1048579
STATUS_QDL_ERROR	0x100007	1048583
STATUS_QDL_RUNTIME_ERROR	0x100009	1048585
STATUS_SERVICE_UNAVAILABLE	0x10015	65557
STATUS_TRANSACTION_NOT_FOUND	0x10001	65537
STATUS_TRANSACTION_NOT_FOUND	0xFFFA5	1048485
STATUS_UNAPPROVED_CLIENT	0x1000F	65551
STATUS_UNKNOWN_CLIENT	0x1000D	65549

Error codes sorted by numeric value:

Hex	Name	Decimal
0x1	STATUS_ACTION_NOT_FOUND	1
0x10001	STATUS_TRANSACTION_NOT_FOUND	65537
0x10003	STATUS_EXPIRED_TOKEN	65539
0x10005	STATUS_CREATE_TRANSACTION_FAILED	65541
0x10009	STATUS_MISSING_CLIENT_ID	65545
0x1000D	STATUS_UNKNOWN_CLIENT	65549
0x1000F	STATUS_UNAPPROVED_CLIENT	65551
0x10011	STATUS_NO_SCOPES	65553
0x10013	STATUS_MALFORMED_SCOPE	65555
0x10015	STATUS_SERVICE_UNAVAILABLE	65557
0xFFFA5	STATUS_TRANSACTION_NOT_FOUND	1048485
0xFFFF1	STATUS_DUPLICATE_ARGUMENT	1048561
0xFFFF3	STATUS_INTERNAL_ERROR	1048563
0xFFFF7	STATUS_MALFORMED_INPUT	1048567
0xFFFF9	STATUS_MISSING_ARGUMENT	1048569
0xFFFFF	STATUS_CLIENT_NOT_FOUND	1048575

0x100007	STATUS_QDL_ERROR	1048583
0x100009	STATUS_QDL_RUNTIME_ERROR	1048585