HTTPS

Normal HTTP process

- Open connection to server on fixed network port (default 80)
- Transmit HTTP request
- Receive HTTP response

Safety of transmitted data?

- Can be tapped
- Can be altered!

Secure sockets

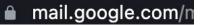
- Set up an "encrypted" channel between client and server
- How?
 - Need a shared secret eg. long binary string this is the "key"
 - XOR all input data with key to generate new binary data
 - Attacker without key cannot derive actual data
- How to set up shared secret?
 - Must assume anything on the wire can be tapped!
 - What about pre-existing key?
 - Secure side channel send a token by post, SMS

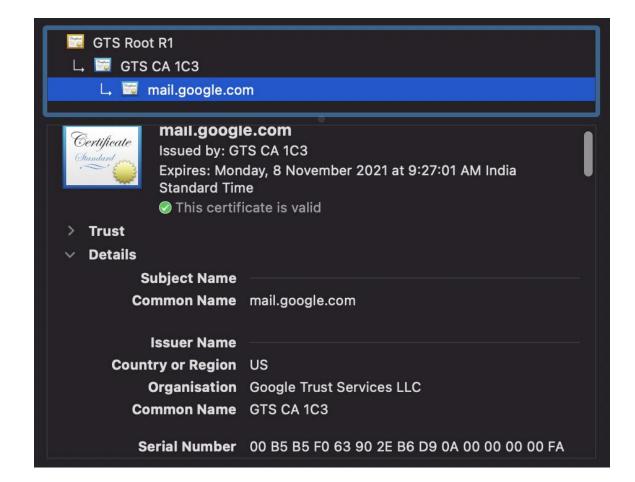
Types of security

- Channel (wire) security
 - Ensure that no one can tap the channel most basic need for other auth mechanisms etc.
- Server authentication
 - Output Description
 Output Descript
 - DNS hijacking possible redirect to another server!
 - Server certificates
 - Common root of trust needed someone who "vouches for" mail.google.com

Client certificate

- Rare but useful server can require client certificate
- Used especially in corporate intranets etc.





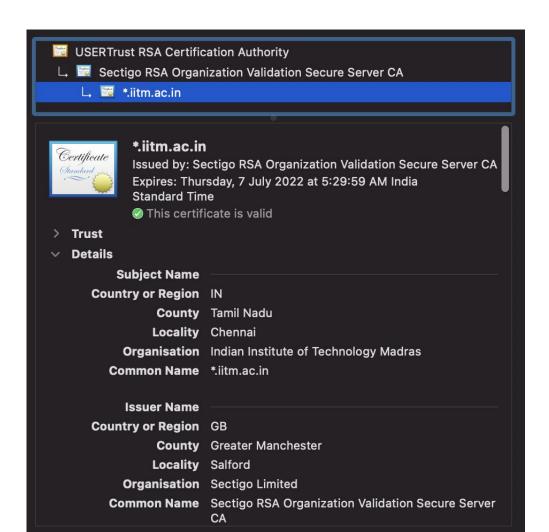
Chain of Trust

- Chain of trust
 - mail.google.com issued certificate by
 - GTS CA1C3 issued certificate by
 - GTS Root R1
- GTS Root R1 certificate stored in Operating System or Browser
 - Do you trust your OS? Do you trust your browser?
- From there on a secure (crypto) chain

Potential problems

- Old browsers
 - Not updated with new chains of trust
- Stolen certificates at root of trust
 - Certificate revocation, invalidation possible
 - Need to ensure OS, browser can update their trust stores
- DNS hijacking
 - Give false IPs for server as well as entries along chain of trust
 - But certificate in OS will fail against eventual root of trust

Wildcard certificates



Impact of HTTPS

- Security against wiretapping
- Better in public WiFi networks

Negative:

- Affects caching of resources (proxies cannot see content)
- Performance impact due to run-time encryption