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Computer Security

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Basic Authorization Story: a play in two acts

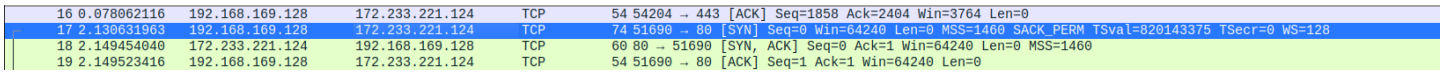
DRAMATIS PERSONAE:

BROWSER, a browser on an individual virtual computer. Seeks to gain access to the website hosted on the server.

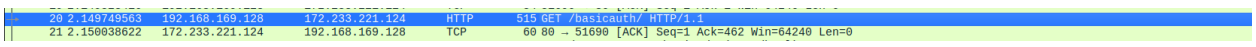
SERVER, the hoster of Jeffondich.com. Seeks to grant access to Jeffondich.com, but only to those it deems authorized.

Act 1: TCP handshake

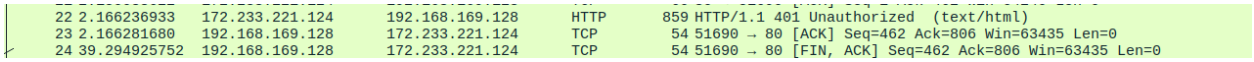
(Ignore everything in grey, that was because I used bootleg chrome on Kali and forgot to turn on the “don’t warn me before entering a non-secure site” feature, so all this grey stuff is before I clicked “yes I want to proceed” at 2 seconds).

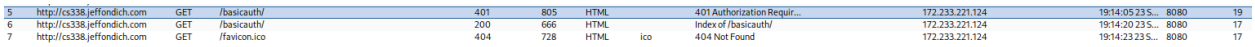


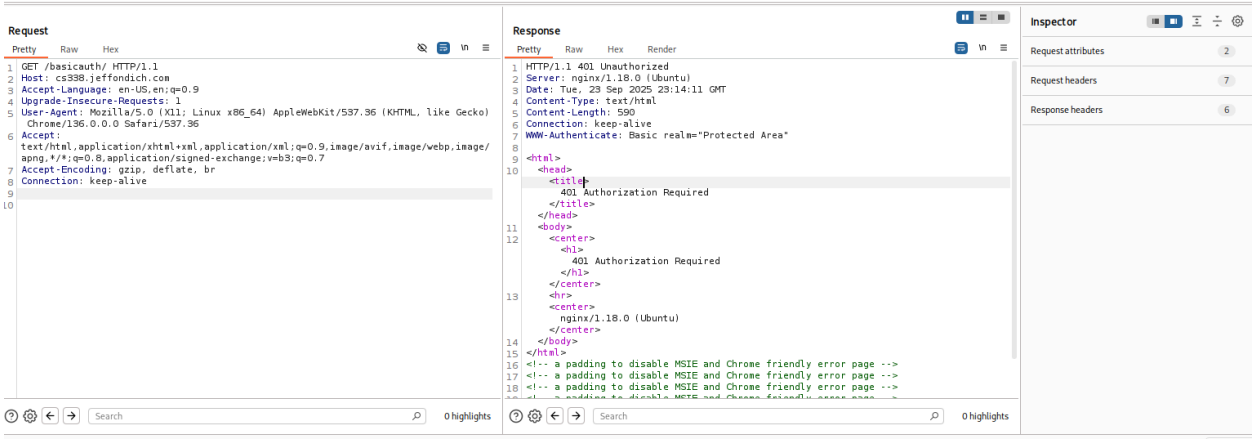
The browser, using port 51690, starts up a conversation with the server, using port 80. They engage in the TCP handshake–the browser asks “am I talking to jeffondich.com” the server says “yes” and the browser says “okay cool.”



The browser then sends an HTTP GET request asking “hey can I have the info for jeffondich.com/basicauth?” And the server acknowledges that it got the message…

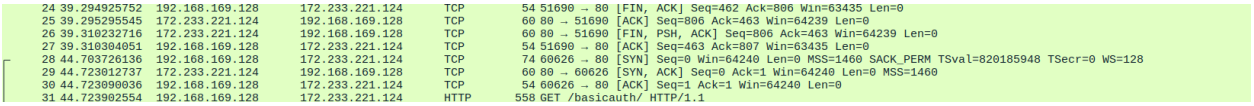




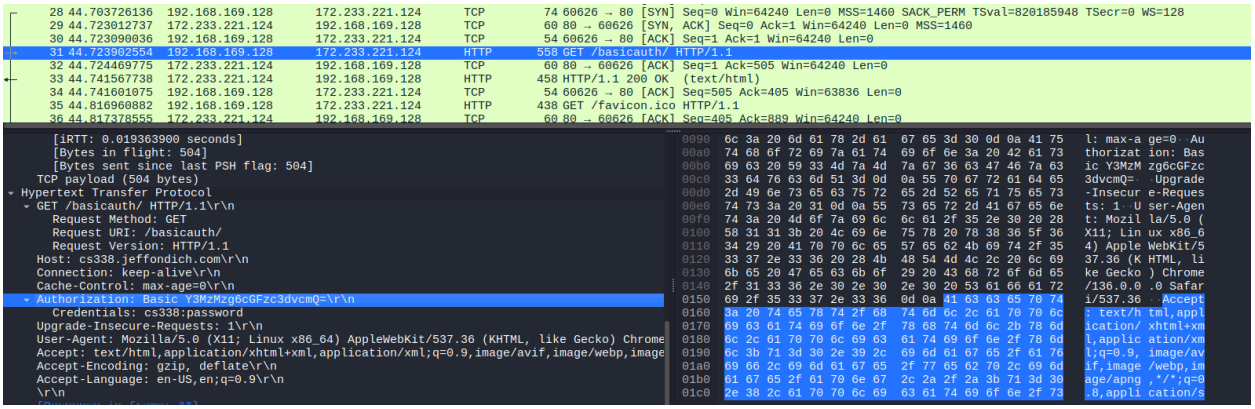


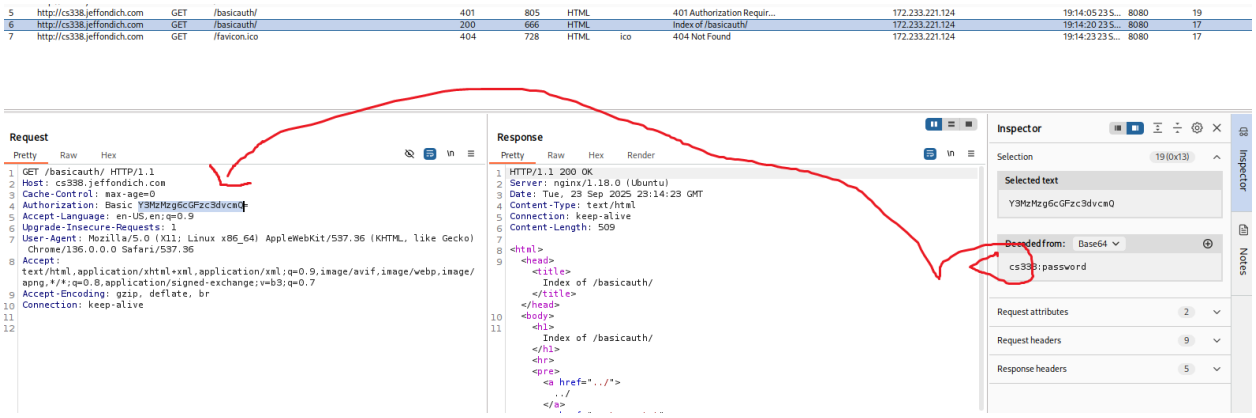
But it doesn't give back the website because wait! There is a problem. It requires authorization, so instead the server sends the browser a "401 Unauthorized" code and informs it that it wants to keep the connection alive. According to this blog post, the server knows the browser is not authorized to access the website because it checks if the browser's GET request contains an authorization header, and in this case it does not. The server also offers a field where the user can enter a username and password. In line 23 of wireshark, the browser acknowledges that it's not authorized, and then from the time jump from 2 to 39 seconds (the time it took for me to input the username and password) no other queries are sent, because the server is not giving anything else without authorization but is not quitting the conversation because it wants to give the browser the chance to authorize.

Act Two: authorization



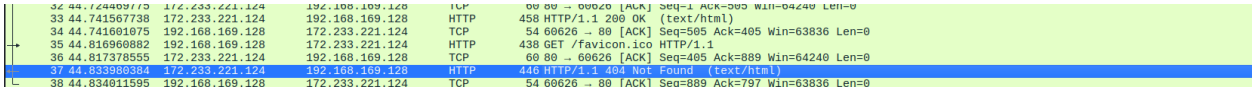
Once the user inputs the username and password, we have this strange sequence in which the browser's original port nopes out of the conversation, sending a FIN and the browser picks up the conversation on a new port, 60626, which starts by giving the server another TCP handshake.





The browser then sends another GET request for the website, but now it adds an authorization header. The authorization header starts with basic to confirm it contains a username and password for basic authorization. Then it puts said username and password in the form *username*:*password* . It encodes the data using base64, but does not bother to encrypt it (it does not send an encryption key; I was surprised by this so I

looked it up to make sure I wasn't crazy and low and behold, there's a big red warning box declaring this lack of encryption to be the case). The server receives this info, reverses the base64 encoding process to decode it, and checks to see that the username and password it received are in fact the correct username and password. If so, it grants authorization, and sends the website information the browser originally asked for, along with a 200 OK code.



From here, we just do the browser's HTTP "give me your favicon," the server's HTTP "no I don't have that 404 error," like a normal webpage. For all extent and purposes, once we authorize the user, this website behaves like a website that doesn't require authorization in the first place. We chill here, the webpage is accessed, everyone is happy, and the characters won't converse more until I close the page.

FIN