



Security protocols: TLS

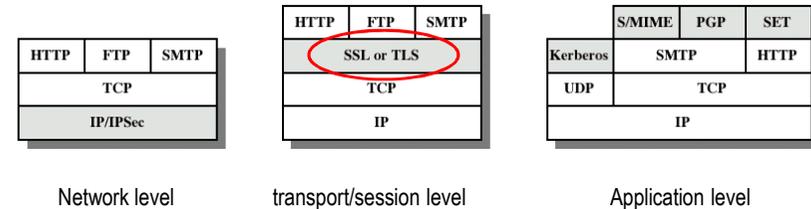
Luca Veltri

(mail.to: luca.veltri@unipr.it)

Corso di Sicurezza nelle reti, a.a. 2009/2010

<http://www.tlc.unipr.it/veltri>

Location of security facilities in the TCP/IP stack



Secure Socket Layer (SSL)

- Protocollo per applicazioni client-server che garantisce la privacy delle comunicazioni su Internet (su rete IP)
- E' in grado di prevenire le intrusioni, le manomissioni e le falsificazioni dei messaggi
- Protocollo aperto e non proprietario proposto da Netscape Communication Corporation
- Utilizza TCP come protocollo di trasporto affidabile end-to-end
- Individuato da URL del tipo `https://...` (port 443)
- Supporta qualsiasi applicazione (HTTP, FTP, ...)
- Utilizza *server certificates*
- Supporta anche *client certificates* (optional)

Transport Layer Security (TLS)

- Transport Layer Security (TLS)
- IETF standard RFC 5246 TLSv1.2 (2008)
- TLS v1.0 == SSL v3.1
 - **SSL was maintained by Netscape**
 - **TLS is an IETF standard**
- minor differences
 - **in record format version number**
 - **uses HMAC for MAC**
 - **a pseudo-random function expands secrets**
 - **has additional alert codes**
 - **some changes in supported ciphers**
 - **changes in certificate negotiations**
 - **changes in use of padding**

TLS security goals

- **Confidenzialità:**
Dopo un handshake iniziale viene definita una chiave segreta (scambiata cifrandola con la chiave pubblica del server)
Per crittografare i dati è usata crittografia simmetrica (DES, RC4)
- **Autenticazione:**
l'identità nelle connessioni può essere autenticata usando la crittografia asimmetrica o a chiave pubblica (RSA, DSS) (certificato X.509v3).
 - **É prevista la certificazione sia del server che del client (opzionale)**
- **Integrità:**
il livello di trasporto include un check dell'integrità del messaggio basato su un apposito MAC (Message Authentication Code) che utilizza funzioni hash (SHA, MD5)

5

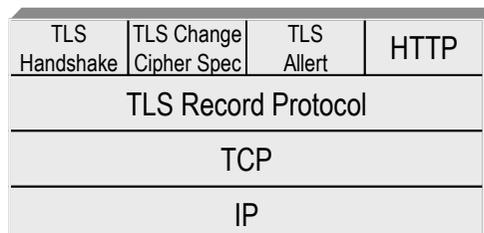
TLS phases

- **Handshake**
 - **Establish connection**
 - **Agree on encryption algorithm**
 - **Exchange key**
 - **Authentication**
 - Server only or both client and server
 - Authentication with certificates
- **Securing messages**
 - **Sending the actual encrypted messages**
 - **Integrity checks with MACs**

6

TLS protocol stack

- Il protocollo è composto da due strati:
 - **a livello più basso c'è il protocollo TLS Record che è usato per l'incapsulamento dei vari protocolli di livello superiore**
 - **sul protocollo TLS Record si interfaccia il TLS Handshake Protocol che permette al server ed al client di autenticarsi a vicenda e di negoziare un algoritmo di crittografia e le relative chiavi**



7

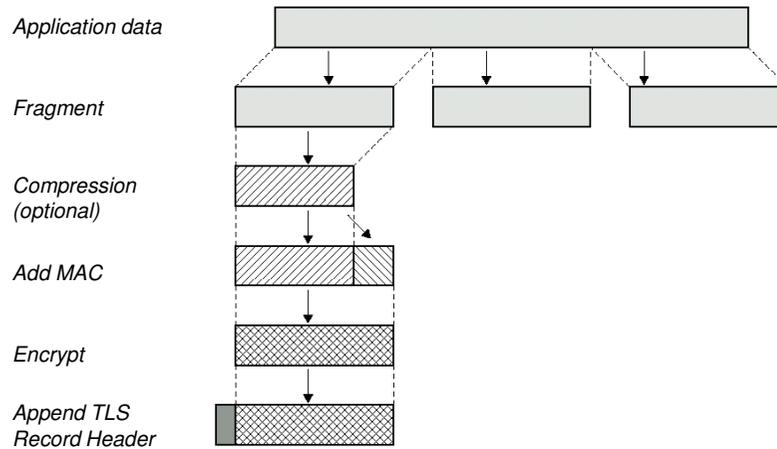
TLS Record Protocol

- Consente di incapsulare dati e informazioni di autenticazione
- I messaggi TLS sono accorpatis in record lunghi fino a 32.767 byte
- Permette di garantire:
 - **confidentiality**
 - using symmetric encryption with a shared secret key defined by Handshake Protocol
 - IDEA, RC2-40, DES-40, DES, 3DES, Fortezza, RC4-40, RC4-128, AES
 - message is compressed before encryption
 - **message integrity**
 - using a MAC with shared secret key (by default it uses HMAC)
- Each message is appended with a MAC before it is encrypted
- The key for encryption, the key for the MAC and the Initialization Vector (if used) is extracted from the key exchange messages (Handshake Protocol)

8

TLS Record Protocol

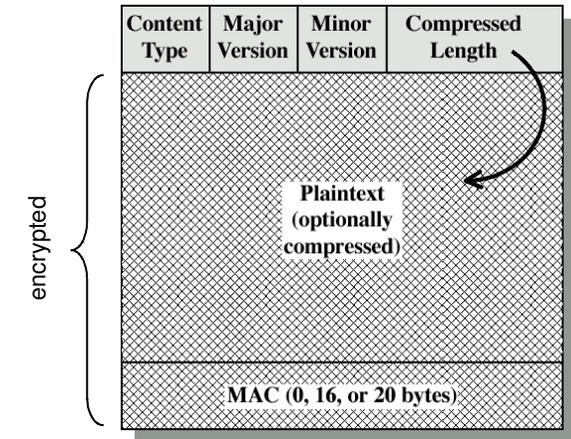
- TLS-RP operation:



9

TLS Record Protocol

- TLS-RP format



10

TLS Change Cipher Spec Protocol

- E' uno dei 3 possibili 3 sottoprotocolli di TLS incapsulati dentro TLS Record protocol

- Consiste in un messaggio di un solo byte (value=1)

1

- Trasforma il "pending state" appena negoziato in stato corrente
 - **permette di aggiornare la suite di cifratura da usarsi per i dati che seguono**

11

TLS Alert Protocol

- Permette di scambiare messaggi di "alert" tra gli estremi del TLS

- Usa un messaggio di 2 byte

1 byte	1 byte
Level	Alert

- Specific alert
 - **fatal (first byte=2)**
 - unexpected message, bad record mac, decompression failure, handshake failure, illegal parameter
 - **warning (first byte=1)**
 - close notify, no certificate, bad certificate, unsupported certificate, certificate revoked, certificate expired, certificate unknown

- Viene compresso/criptato come ogni altro messaggio TLS

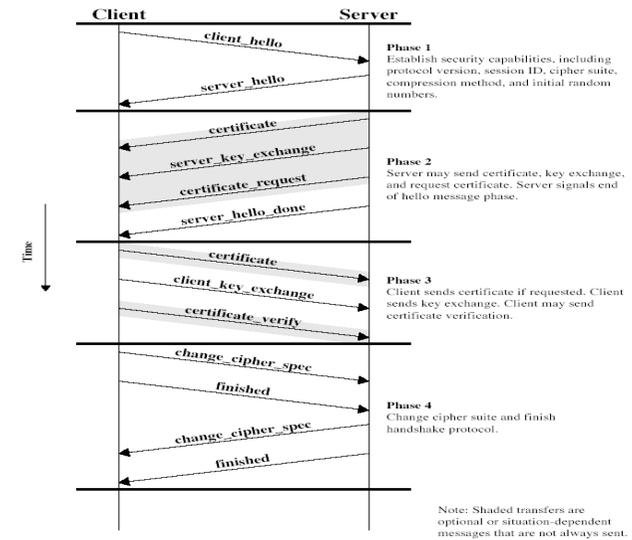
12

TLS Handshake Protocol

- Permette al TLS client e server di:
 - autenticarsi tra loro
 - negoziare gli algoritmi di cifratura e di autenticazione (MAC) prima di incominciare a far transitare i dati
 - negoziare le chiavi di cifratura opportune
 - Utilizza i seguenti tipi di messaggi:
 - Establish Security Capabilities
 - Server Authentication and Key Exchange
 - Client Authentication and Key Exchange
 - Finish
- | | | | |
|------|--------|---------|----------------|
| | 1 byte | 3 bytes | ≥ 0 bytes |
| Type | Length | Content | |
- Utilizza crittografia asimmetrica (e.g. RSA) per l'autenticazione delle parti
 - è opzionale ma normalmente si applica almeno tra client (autenticatore) e server (autenticato)

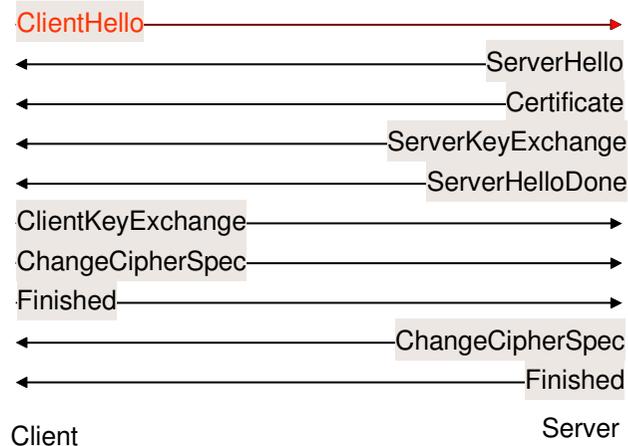
13

TLS Handshake Protocol



14

TLS Handshake Protocol (cont.)



15

TLS Handshake Protocol (cont.)

- ClientHello
 - the communication by sending the ClientHello message
 - contains
 - version number
 - optional session ID
 - used to resume a previous session
 - list of cipher suites supported
 - The cipher suite includes key exchange algorithm, symmetric algorithm (including chaining mode) and MAC algorithm

16

TLS Handshake Protocol (cont.)

- ServerHello
 - **sent in response to the ClientHello message**
 - **with this message, the server finally decides which cipher suite to use**
 - **contains**
 - version number
 - optional session ID (for resuming a previous session)
 - the cipher suite to be used, picked from the list of proposals given by the client
- Certificate
 - **contains the server certificate, including the chain leading up to the CA root certificate**
 - Optional according to the TLS specifications, but most (all?) implementations require a server certificate
 - If no certificate is sent, the ServerKeyExchange is required

17

TLS Handshake Protocol (cont.)

- ServerKeyExchange
 - **used for the key exchange**
 - Includes the server part of the key exchange
 - Exact meaning depends on the cipher suite chosen
 - For RSA, the server's public key is sent
 - For Diffie-Hellman, the modulus p , the generator g and $x = g^x$ is sent
 - Necessary if no public key is sent in the certificate
 - If the information in the certificate can be used for signing, the key information is signed
- ServerHelloDone
 - **marks the end of the server's part in the handshake**
 - It does not contain any other information

18

TLS Handshake Protocol (cont.)

- ClientKeyExchange
 - **contains the client part in the key agreement**
 - **the exact format depends on the exchange algorithm agreed on previously**
 - for Diffie-Hellman, the message contains $y = g^y$, the client's part in the agreement
 - from this the symmetric key is extracted
- ChangeCipherSpec
 - **indicates that from this point, communication is encrypted**
- Finished
 - **is encrypted**
 - **marks the end of the handshake**

19

TLS Handshake Protocol (cont.)

- ChangeCipherSpec and Finished
 - **play the same role as the client's message**
- After the handshake is complete, the client and the server start exchanging encrypted messages

20

Generating secretes

- Key exchange methods establish a “Pre Master Secret” (PMSK) between the client and server
- For all key exchange methods, the same algorithm is used to convert the PMSK into the “Master Secret” (MSK) [48B]
 - the PMSK should be deleted from memory once the MSK has been computed

MSK = PRF(PMSK, "master secret", ClientHello.random + ServerHello.random)

➢ with

$PRF(secret, label, seed) = PRF(S1 || S2, label, seed) =$

$= P_MD5(S1, label + seed - i) \oplus P_SHA-1(S2, label + seed - i)$

➢ and

$seed - i = HMAC_hash(secret, seed - (i - 1))$

- note: S1 and S2 are the two halves of the MSK

21

Generating secretes (cont.)

- MSK is used to generate secret material such as
 - client write MAC secret,
 - a server write MAC secret,
 - a client write key,
 - a server write key,
 - a client write IV, and
 - a server write IV
- The master secret is hashed into a sequence of secure bytes

$key_block = PRF(MSK, "key expansion", server_random + client_random)$

- assigned to the MAC secrets, keys, IVs...

- Final keys:

$final_c_w_key = PRF(c_w_key, "client write key", c_rand + s_rand)$

$final_s_w_key = PRF(s_w_key, "server write key", c_rand + s_rand)$

22

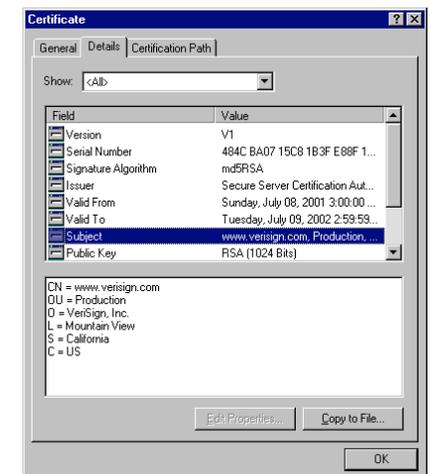
Verifying the certificate

- All certificates in TLS are in the X.509 format
- To verify that a certificate is valid, the verifier must
 - Check that the CA signature is valid
 - Check that the owner of the certificate knows the private key
 - Check that the identifying information is what it should be
- The protocol specifies how to perform the first two parts, but the last part is up to the implementation

23

Certificate contents

- This picture shows how Internet Explorer shows the contents of a certificate.
- Note that the CN field contains the host name of the server.



24

Web Browser Support

- Some Root/CA certificates pre-installed
 - Firefox Opera and IE have different lists
 - CA's public key is used to verify the signatures on issued certificates
 - Browsers can accept unverifiable certificates or alert the user
- Users can install additional certificates
 - Additional Root/CA certificates
 - Security vulnerability
 - Client certificates

Web Browser Support

