

# CNT4406/5412 Network Security

## IPsec

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Fall 2014

# Introduction

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- ➡ IPsec can provide authentication and/or confidentiality
- ➡ IPsec is implemented in the kernel, applications may remain unchanged
- ➡ IPsec can be configured to be transparent to users

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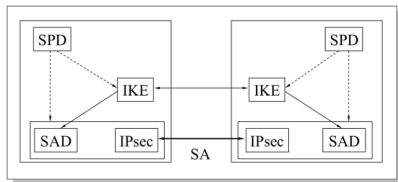
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  - eavesdropping

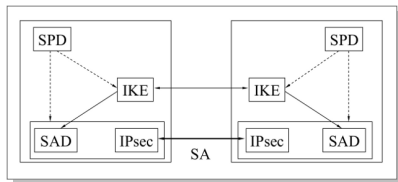
# IPsec Architecture

- SPD: Security Policy Database



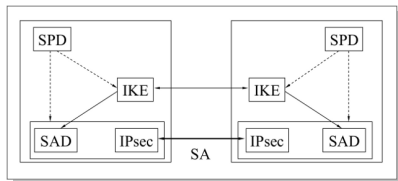
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- IKE: Internet Key Exchange → to negotiate security parameters



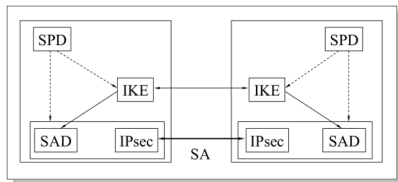
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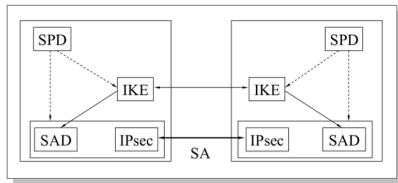
# IPsec Architecture

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- IKE: Internet Key Exchange ➡ to negotiate security parameters
- SA & SAD: Security Association (Database)
- IPsec: Authentication Header/Encapsulating Security Payload
  - ➡ AH → authentication
  - ➡ ESP → encryption and/or authentication



# Security Association

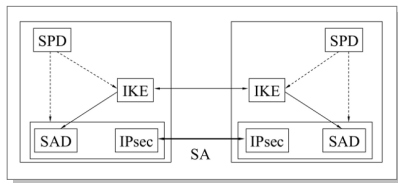
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  - e.g., identities, algorithms, keys, sequence number
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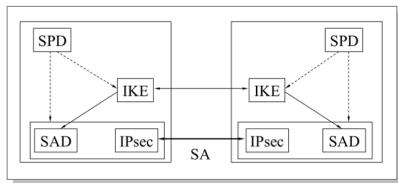




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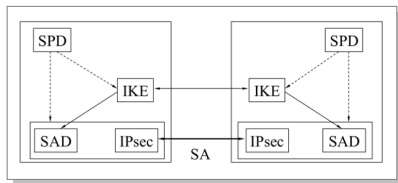
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- SA is unidirectional, two SAs for a conversation
- SA may be changed during the conversation (IKE rekeying)



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  - SPI may overlap for AH and ESP
- SPI is carried in each AH and ESP header
  - the receiver can look up the SA for the packet in its SAD
  - the SA determines how to process the packet

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- SAD can be searched with  $\langle SPI, destination\ addr, AH\ or\ ESP \rangle$ 
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- Each host/gateway participating in IPsec maintains its own SAD

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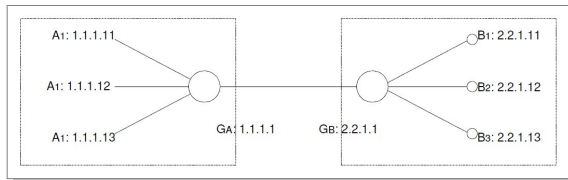
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# Security Policy Database

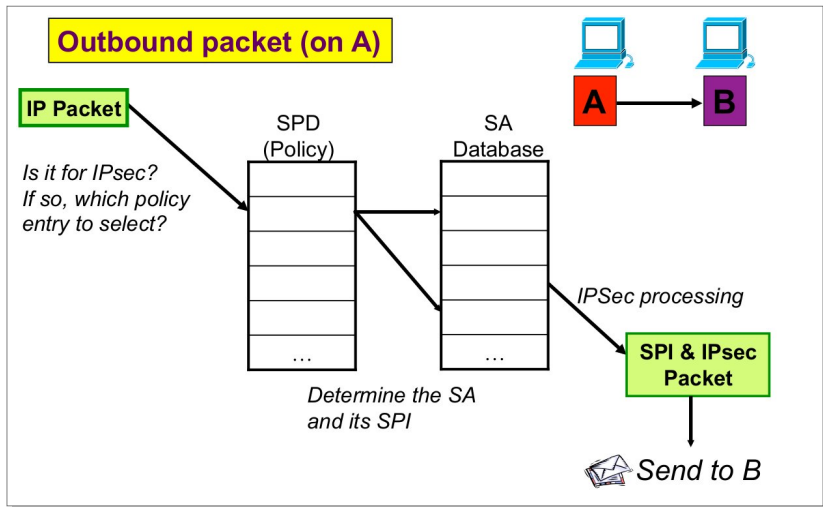
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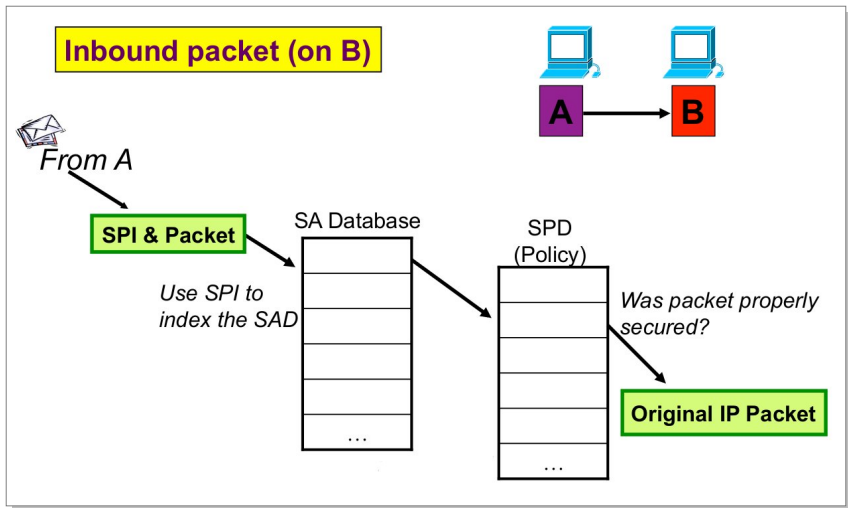
Index	Local	Remote	Proto	Dir	Action	SA In/Out
9	1.1.1.12:80	2.2.1.0/24:any	TCP	I/O	IPsec	sa15/sa25
8	1.1.1.0/24:any	2.2.1.0/24:any	any	I/O	IPsec	sa10/sa20
...	...	...	...	I		
...	...	...	...	O	drop	null
0	any	any	any	I/O	bypass	null



# IPsec Outbound Processing

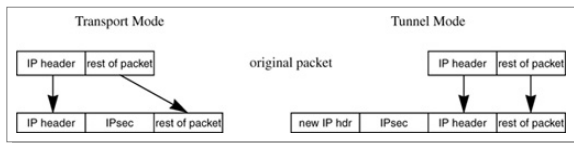


# IPsec Inbound Processing



# Tunnel Mode

IPsec can operate in **tunnel mode** and **transport mode**

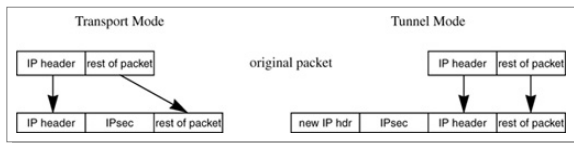


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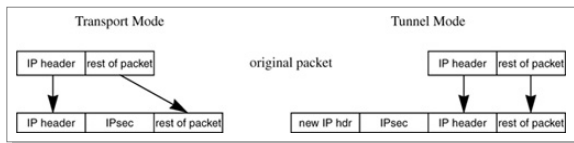


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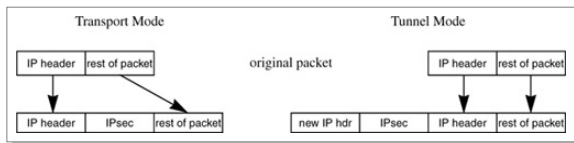


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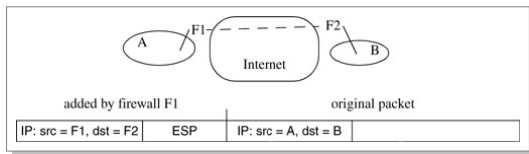
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  - ▣ data is only protected inside the tunnel (not end-to-end)



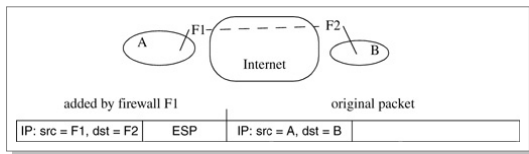
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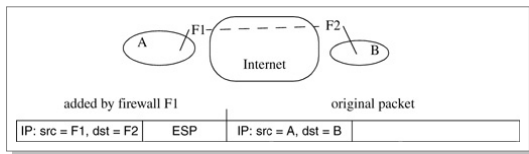
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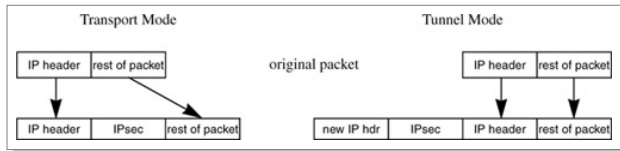
# Tunnel Mode...

- Two firewalls establish an encrypted tunnel across the Internet
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  - ⇒ the inner IP packet is not changed



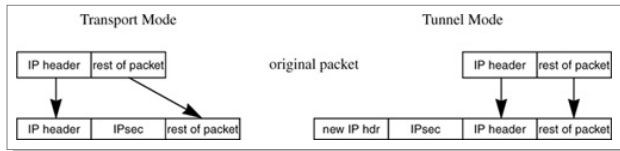
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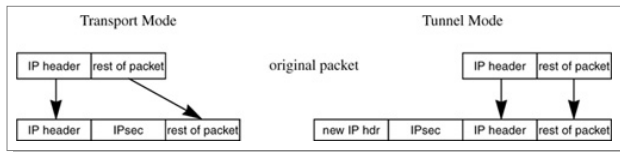
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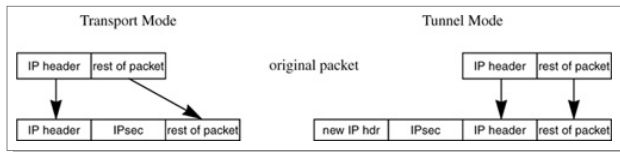
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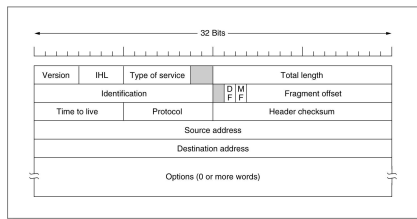
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  - ▣ tunnel mode uses more header space



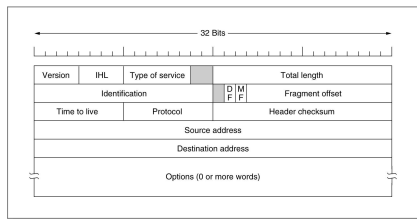
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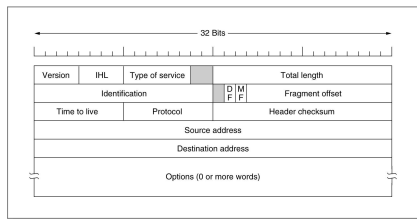
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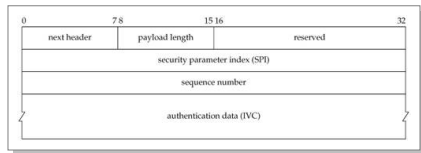
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  - ➡ protocol headers in IPv6 are TLV-encoded



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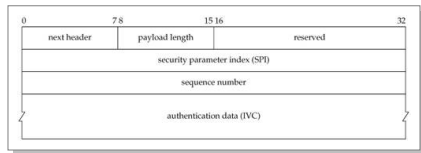
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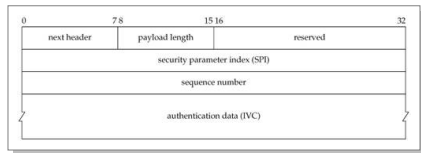
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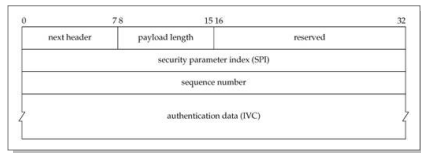
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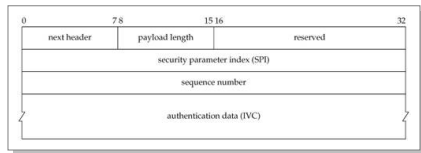




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  - ➡ immutable fields: version, total length (**what if fragmented?**)...



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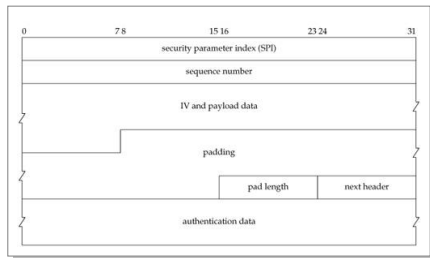
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- AH can only do authentication and it duplicates functionality in ESP

# Encapsulating Security Payload

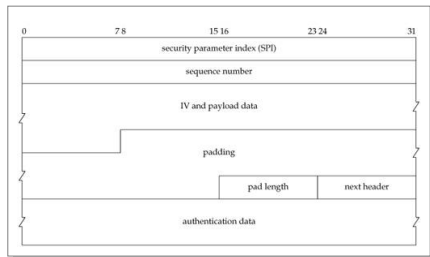
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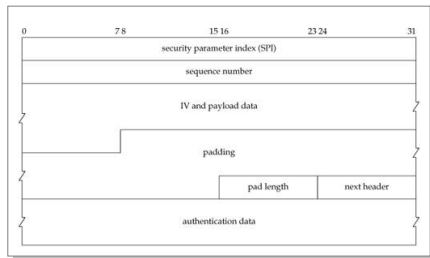
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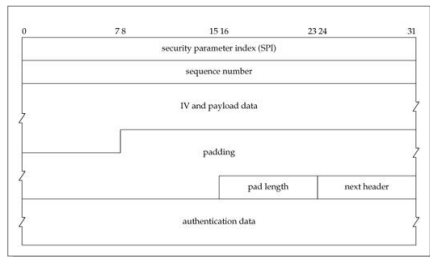


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- Data is padded to fit the cipher's block size



# Summary

- IPsec Architecture
- IPsec Modes
- AH and ESP
  
- Next lecture: IPsec/IKE