CNT4406/5412 Network Security SSL/TLS

Zhi Wang

Florida State University

Fall 2014

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 w1.0: RFC2246, 1999; v1.1: RFC4346, 2006; v1.2: RFC5246, 2008

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 TLS for UDP (aka. DTLS) is defined in RFC 6347, 2012

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• SSL relies on TCP for reliable communication (e.g., retransmission...)

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- SSL/TLS is the de facto standard for web security
 HTTPS uses TCP port 443

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Introduction: SSL Service

• Peer authentication

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Introduction: SSL Service

- Peer authentication
- Negotiation of security parameters

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Introduction: SSL Service

- Peer authentication
- Negotiation of security parameters
- Establishment of session keys

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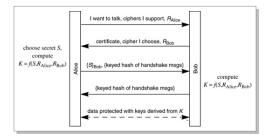
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Introduction: SSL Service

- Peer authentication
- Negotiation of security parameters
- Establishment of session keys
- Data confidentiality and integrity

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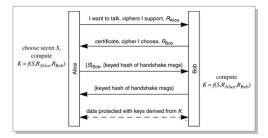
• Message 1, 2 negotiate a cipher and exchange two random numbers



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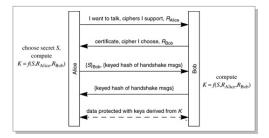
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Message 1, 2 negotiate a cipher and exchange two random numbers
 R_{Alice} and *R_{Bob}* are combined with *S* to form keys



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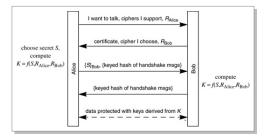
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 - TAlice and R_{Bob} are combined with 5 to form key
 - me normally, only the server provides a certificate



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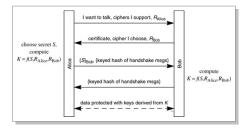
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Message 1, 2 negotiate a cipher and exchange two random numbers
 R_{Alice} and *R_{Bob}* are combined with *S* to form keys
 normally, only the server provides a certificate
 to prevent MITM attack, user need to verify the certificate
 matches the web site (browers may give warning about it)



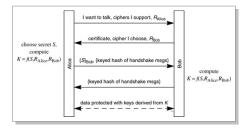
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• Message 3, 4 establish keys and authenticate the handshake messages



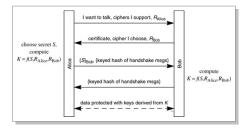
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Message 3, 4 establish keys and authenticate the handshake messages
 three pairs of keys are established for encryption, integrity, and IV



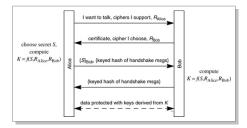
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- Common practice for authentication:



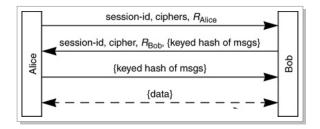
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- Message 3, 4 establish keys and authenticate the handshake messages
 three pairs of keys are established for encryption, integrity, and IV
- Common practice for authentication:
 - establish a secure channel through plaintext messages
 - authenticate the previous messages to prevent MITM attacks



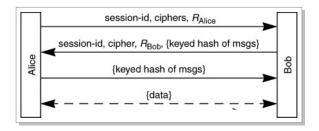
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• SSL session is a (long-lasting) association between the parties



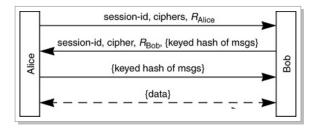
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SSL session is a (long-lasting) association between the parties
 per-session master secret is established by public key cryptography



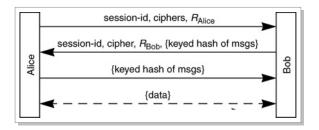
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- SSL session is a (long-lasting) association between the parties
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- SSL connections can be cheaply derived from the master secret



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- SSL session is a (long-lasting) association between the parties
 per-session master secret is established by public key cryptography
- SSL connections can be cheaply derived from the master secret
 by doing a handshake that involves sending nonces



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Session Parameters

- Session ID
- X.509 public-key certificates
- Compression algorithm to use
- Cipher specifications
 - encryption and message digest algorithms...
- Per-session master secret (48 bytes)

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Connection Parameters

- Server and client nonces
- Three pairs of sever and client keys
 - encryption key and authentication key
 - initialization vectors
- Current message sequence number

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SSL messages are encoded into records, there are four record types

• Handshake \rightarrow establish a session key

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- Handshake \rightarrow establish a session key
- Change cipher spec \rightarrow start using the previously established keys

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- Handshake \rightarrow establish a session key
- $\bullet\,$ Change cipher spec $\rightarrow \! \mathsf{start}$ using the previously established keys
- Application data \rightarrow encrypted application data after the handshake

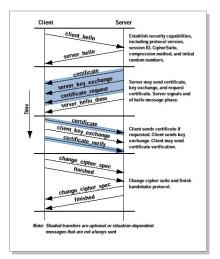
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Handshake Messages

Mandatory records:
 client: client_hello,
 client_key_exchange,
 change_cipher_spec, finished



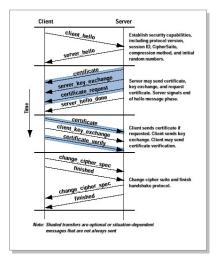
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Handshake Messages

Handshake Messages

Mandatory records: client: client_hello, client_key_exchange, change_cipher_spec, finished server: server_hello, server_hello_done, change_cipher_spec, finished

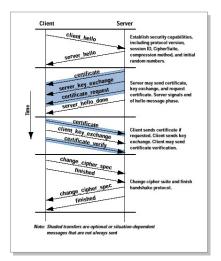


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Handshake Messages

Handshake Messages

- Mandatory records:
 client: client_hello, client_key_exchange, change_cipher_spec, finished
 server: server_hello, server_hello_done, change_cipher_spec, finished
- Server almost always send a certificate record!

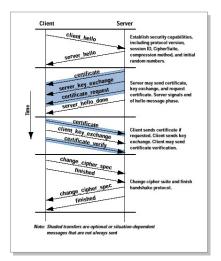


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Handshake Messages

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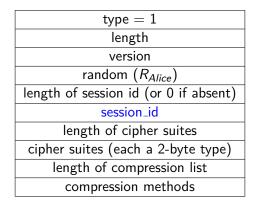
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Handshake Messages: Client_Hello*

• The optional session_id allows session resumption



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Handshake Messages: Server_Hello

- The optional session_id allows session resumption
- Bob's chosen cipher and compression method

type = 2
length
version
random (<i>R_{Bob}</i>)
length of session id (or 0 if absent)
session_id
chosen cipher
chosen compression method

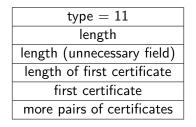
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Handshake Messages: Certificate

- The server sends its certificate to the client
- The client may also send a certificate to the server if requested



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Handshake Messages: Server_Hello_Done

• Server has finished sending its handshake messages

$$\begin{array}{l} \text{type} = 14 \\ \text{length} = 0 \end{array}$$

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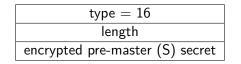
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Handshake Messages: Client_Key_Exchange

• Client sends the pre-master secret encrypted the server's public key



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Handshake Messages: Change_Cipher_Spec

• All records following this will be protected with the negotiated ciphers

type = 20
version
length
ChangeCipherSpecType (set to 1)

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Handshake Messages: Handshake Finished

• The message ensures the integrity of the exchange

type = 20 length (36 or 12) digest of handshake messages

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Handshake Messages: Certificate_Request

Server requests client to send its certificate signed by selected CAs
 it only list CA names, a CA can have more than one keys

type = 13
length
length of key type list
list of types of keys (e.g., RSA)
number of CA names
length of 1st CA names
1st CA name
more pairs of CA name length and name

Handshake Messages: Certificate_Verify

• Client send it to prove it knows its private key

type = 15
length
length of signature
signature of the handshake message

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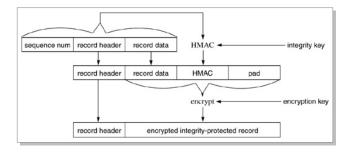
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Application Data

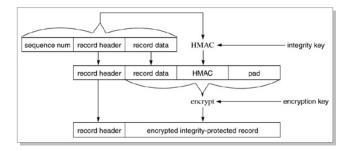
Application data are first fragmented into records
 merecords are limited to 2¹⁴ bytes



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Application Data

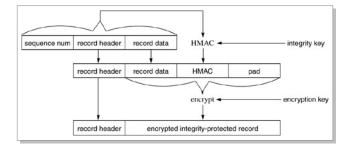
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- Each record data is first compressed, then hashed with keyed HMAC



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Application Data

- Application data are first fragmented into records
 merecords are limited to 2¹⁴ bytes
- Each record data is first compressed, then hashed with keyed HMAC
- It is then encrypted and prepended with a record header



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Demo: A Captured SSL Session

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Summary

- SSL/TLS History
- SSL/TLS Overview
- SSL/TLS Details
- Next lecture: Web Security

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