

Security and Authentication in IP

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- *Crypto IP Encapsulation* (CIPE). A lightweight point-to-point protocol that layers over UDP
- `ssh`. This remote login protocol also has a VPN mode, but it layers over TCP
- OpenVPN (discussed later) tunnels over the transport layer SSL/TLS

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Exercise Read about the vulnerabilities in PPTP

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You should only use TLS, preferably versions 1.2 or later

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The key is then used to encrypt subsequent data sent over the TCP connection

Security and Authentication in IP

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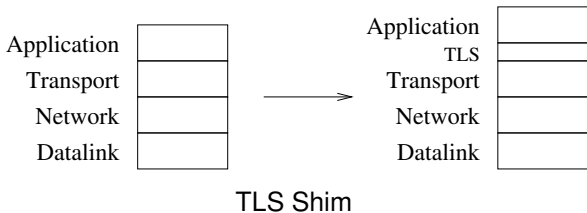
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Sometimes called a *shim* layer as it sits between two other layers



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Exercise Examine your browser to see which certification authorities it uses

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Which is why login and password is still widely used to authenticate clients to the server

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Their program can then read and write via the secure connection they get from this instead of reading and writing directly from the TCP socket

Security and Authentication in IP

```
s = socket(PF_INET, SOCK_STREAM, 0); // TCP socket
...
// Initiate TCP connection to server
connect(s, (struct sockaddr *)&addr, ... );
...
read(s, buf, 1024); // read data
...
```

Security and Authentication in IP

```
s = socket(PF_INET, SOCK_STREAM, 0); // TCP socket
...
connect(s, (struct sockaddr *)&caddr, ... );
...
ssl = SSL_new(ctx); // context contains info about ciphers
SSL_set_fd(ssl, s); // associate socket with ssl struct
...
SSL_connect(ssl); // do the SSL handshake
...
if SSL_get_verify_result(ssl) != X509_V_OK { // authenticate
... bad certificate ...
}
...
SSL_read(ssl, buf, 1024); // read data
...
```

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- IMAPS for IMAP (the protocol used to read email)

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- Etc.

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- IMAPS for IMAP (the protocol used to read email)
- Etc.

This is a relatively easy way of making secure protocols from insecure ones: just find the parts of code that read and write from IP sockets and change them to use TLS

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But not a strong point of view, as TLS does not solve the other problems a presentation layer is supposed to address, e.g., character sets

Most people regard TLS as a transport layer

Security and Authentication in IP

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Exercise Read about STARTTLS, a protocol to negotiate a TLS connection, as used by SMTP and IMAP

Exercise Contrast HTTPS with SHTTP, which is an extension of HTTP to include security

Exercise Read about HTTP/2, the latest version of HTTP, that encourages the use of TLS

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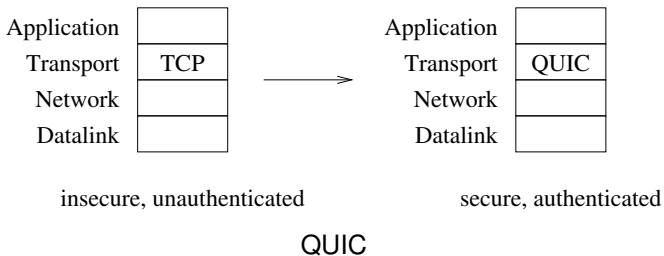
QUIC is a transport layer that replaces TCP + TLS

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Thus making QUIC faster to set up

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In the future, QUIC will be the transport layer of the Web (HTTP/3), and possibly other applications, too (e.g., DNS)

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Traffic analysis of communications is a powerful tool that has been used for decades

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For example, `good.tumblr.com/home.html` and `bad.tumblr.com/home.html` with both `good.tumblr.com` and `bad.tumblr.com` having the same IP address

The server name is included in the HTTP request and the server uses this to determine which sub-site the client wants

Security and Authentication in IP

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```
GET /home.html HTTP/1.1  
Host: bad.tumblr.com  
User-Agent: curl/7.60.0  
Accept: */*
```

HTTP request for `home.html` on (virtual) server
`bad.tumblr.com`

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HTTPS runs over TLS so this is hidden from an eavesdropper

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Server Name Indication (SNI; RFC6066) is part of the HTTPS handshake that asks for a certificate for the server name (e.g., `bad.tumblr.com`) *in the clear*

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Server Name Indication (SNI; RFC6066) is part of the HTTPS handshake that asks for a certificate for the server name (e.g., `bad.tumblr.com`) *in the clear*

As we don't yet have a shared secret key, this can't be encrypted

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So accesses to such sub-sites are trackable:

- in the DNS lookup of the sub-site name
- in the HTTPS SNI handshake that contains the name of the sub-site

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Although the *content* of the Web pages is always hidden, which sites are being accessed can be tracked

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We have already mentioned DNS over HTTPS (DoH; RFC8484) that hides the DNS lookup

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We have already mentioned DNS over HTTPS (DoH; RFC8484) that hides the DNS lookup

Exercise Read about Encrypted SNI (eSNI) that hides the handshake

Exercise Read about Oblivious DNS over HTTPS (ODoH) that hides the DNS request from the DNS server(!)

Exercise Why are sites like Reddit that also have many sub-sites not affected by this?

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Aside

Think about the ways your Internet use can be tracked (by ISPs or others, for the Investigatory Powers Act; or just general snooping by bad actors) or manipulated (by bad actors, including some ISPs)

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- Reading/manipulating your Web traffic or emails (unless you use HTTPS or an appropriate secure transport)
- Reading/manipulating your DNS requests (unless you use DoH or similar)
- Reading/manipulating your Server Name Indication traffic on TLS authentication certificates (unless you use eSNI)

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These costs are not huge, but you must make the choice of whether they are worthwhile

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Exercise Compare using transport layer security against network layer security

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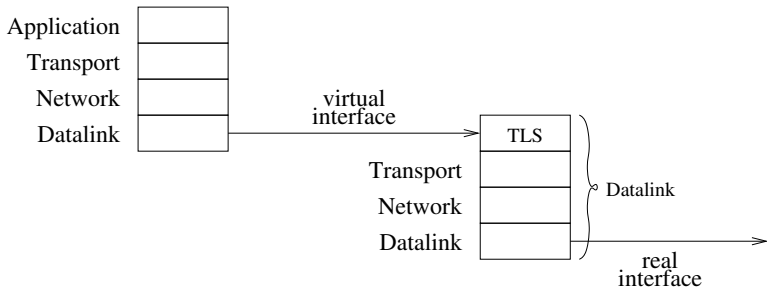
That is, it layers IP over TLS to build its private network

It creates a virtual network interface that the OS can pass IP packets to

The OpenVPN code then encrypts, authenticates and does whatever it needs (using TLS) before handing the result on to a “real” transport layer, usually UDP (as this is a VPN)

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Exercise Compare these costs with using a Network Layer approach to VPNs, such as IPSec or WireGuard

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Exercise And what about using a secure login on a secure network?

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A web browser looking at a page secured by HTTPS on a VPN on a home network might be layering

Web page in HTML/CSS over HTTP over TLS over TCP over IP over TLS over UDP over IP over PPP over Ethernet over Cat6a