Week 7
Network Security

These slides are prepared based on the originals by J.F Kurose and K.W. Ross and lecture notes from CMU

Computer Networking: A Top Down Approach Featuring the Internet, 2nd edition.
Jim Kurose, Keith Ross
Addison-Wesley, July 2002.

What is network security?

Confidentiality: only sender, intended receiver should "understand" message contents
- sender encrypts message
- receiver decrypts message

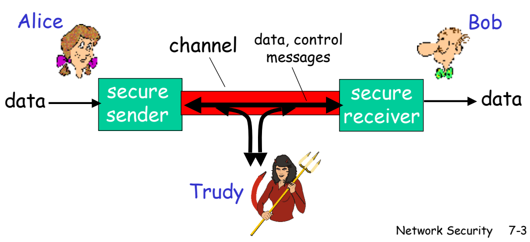
Authentication: sender, receiver want to confirm identity of each other

Message Integrity: sender, receiver want to ensure message not altered (in transit, or afterwards) without detection

Access and Availability: services must be accessible and available to users

Friends and enemies: Alice, Bob, Trudy

- well-known in network security world
- Bob, Alice (lovers!) want to communicate "securely"
- Trudy (intruder) may intercept, delete, add messages



Who might Bob, Alice be?

- … well, *real-life* Bobs and Alices!
- Web browser/server for electronic transactions (e.g., on-line purchases)
- on-line banking client/server
- DNS servers
- routers exchanging routing table updates
- other examples?

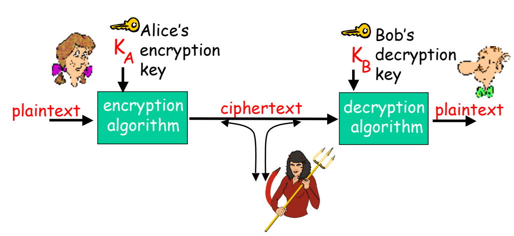
There are bad guys (and girls) out there!

Q: What can a "bad guy" do?

A: a lot!
- *eavesdrop:* intercept messages
- actively *insert* messages into connection
- *impersonation:* can fake (spoof) source address in packet (or any field in packet)
- *hijacking:* "take over" ongoing connection by removing sender or receiver, inserting himself in place
- *denial of service*: prevent service from being used by others (e.g., by overloading resources)

more on this later ……

The language of cryptography



symmetric key crypto: sender, receiver keys *identical*

public-key crypto: encryption key *public*, decryption key *secret* (private)

Symmetric key cryptography

substitution cipher: substituting one thing for another
- monoalphabetic cipher: substitute one letter for another

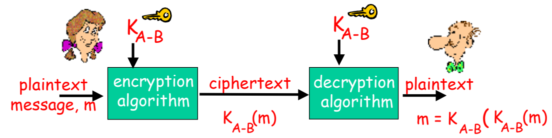
```
plaintext:   abcdefghijklmnopqrstuvwxyz

ciphertext:  mnbvcxzasdfghjklpoiuytrewq
```

E.g.: `Plaintext:????? Try to decrypt`
`ciphertext: nkn s gktc wky. mgsbc`

Q: How hard to break this simple cipher?:
- brute force (how hard?)
- other?

Symmetric key cryptography



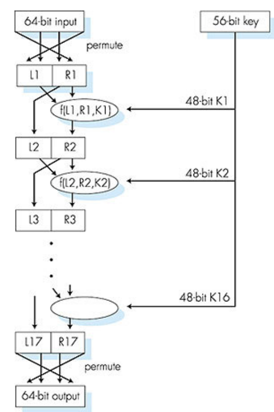
symmetric key crypto: Bob and Alice share know same (symmetric) key: K_{A-B}
- e.g., key is knowing substitution pattern in mono alphabetic substitution cipher
- Q: how do Bob and Alice agree on key value?

Symmetric key crypto: DES

DES: Data Encryption Standard
- US encryption standard [NIST 1993]
- 56-bit symmetric key, 64-bit plaintext input
- How secure is DES?
  - DES Challenge: 56-bit-key-encrypted phrase ("Strong cryptography makes the world a safer place") decrypted (brute force) in 4 months
  - no known "backdoor" decryption approach
- making DES more secure:
  - use three keys sequentially (3-DES) on each datum
  - use cipher-block chaining

Symmetric key crypto: DES

DES operation
- initial permutation
- 16 identical "rounds" of function application, each using different 48 bits of key
- final permutation



AES: Advanced Encryption Standard

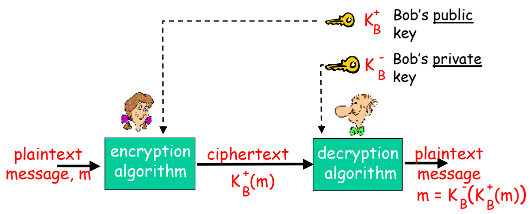
- new (Nov. 2001) symmetric-key NIST standard, replacing DES
- processes data in 128 bit blocks
- 128, 192, or 256 bit keys
- brute force decryption (try each key) taking 1 sec on DES, takes 149 trillion years for AES

Public Key Cryptography

symmetric key crypto
- requires sender, receiver know shared secret key
- Q: how to agree on key in first place (particularly if never "met")?

public key cryptography
- radically different approach [Diffie-Hellman76, RSA78]
- sender, receiver do *not* share secret key
- *public* encryption key known to *all*
- *private* decryption key known only to receiver

Public key cryptography



Public key encryption algorithms

Requirements:

1. need $K_B^+(\cdot)$ and $K_B^-(\cdot)$ such that

$$K_B^-(K_B^+(m)) = m$$

2. given public key K_B^+, it should be impossible to compute private key K_B^-

RSA: Rivest, Shamir, Adelson algorithm

RSA: Choosing keys

1. Choose two large prime numbers p, q. (e.g., 1024 bits each)
2. Compute $n = pq$, $z = (p-1)(q-1)$
3. Choose e (with $e<n$) that has no common factors with z. (e, z are "relatively prime").
4. Choose d such that $ed-1$ is exactly divisible by z. (in other words: $ed \bmod z = 1$).
5. *Public* key is (n,e). *Private* key is (n,d).

(n,e) = K_B^+ ; (n,d) = K_B^-

RSA: Encryption, decryption

0. Given (n,e) and (n,d) as computed above
1. To encrypt bit pattern, m, compute
   $c = m^e \bmod n$ (i.e., remainder when m^e is divided by n)
2. To decrypt received bit pattern, c, compute
   $m = c^d \bmod n$ (i.e., remainder when c^d is divided by n)

Magic happens! $m = \underbrace{(m^e \bmod n)}_{c}{}^d \bmod n$

RSA example:

Bob chooses $p=5$, $q=7$. Then $n=35$, $z=24$.
$e=5$ (so e, z relatively prime).
$d=29$ (so $ed-1$ exactly divisible by z.

encrypt:

letter	m	m^e	$c = m^e \bmod n$
l	12	1524832	17

decrypt:

c	c^d	$m = c^d \bmod n$	letter
17	481968572106750915091411825223071697	12	l

RSA: Why is that $m = (m^e \bmod n)^d \bmod n$

Useful number theory result: If p,q prime and $n = pq$, then: $x^y \bmod n = x^{y \bmod (p-1)(q-1)} \bmod n$

$(m^e \bmod n)^d \bmod n = m^{ed} \bmod n$

$= m^{ed \bmod (p-1)(q-1)} \bmod n$
(using number theory result above)

$= m^1 \bmod n$
(since we chose ed to be divisible by $(p-1)(q-1)$ with remainder 1)

$= m$

RSA: another important property

The following property will be *very* useful later:

Goal: Bob wants Alice to "prove" her identity to him

$$K_B^-(K_B^+(m)) = m = K_B^+(K_B^-(m))$$

use public key first, followed by private key

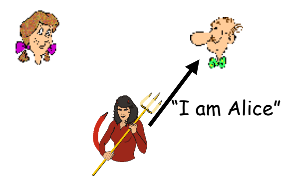
use private key first, followed by public key

Result is the same!

Authentication

Goal: Bob wants Alice to "prove" her identity to him

Protocol ap1.0: Alice says "I am Alice"



in a network, Bob can not "see" Alice, so Trudy simply declares herself to be Alice

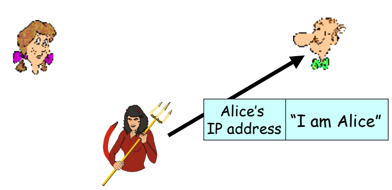
Authentication: another try

Protocol ap2.0: Alice says "I am Alice" in an IP packet containing her source IP address

Failure scenario??

Authentication: another try

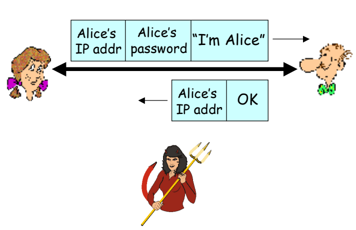
Protocol ap2.0: Alice says "I am Alice" in an IP packet containing her source IP address



Trudy can create a packet "spoofing" Alice's address

Authentication: another try

Protocol ap3.0: Alice says "I am Alice" and sends her secret password to "prove" it.



Failure scenario??

Authentication: another try

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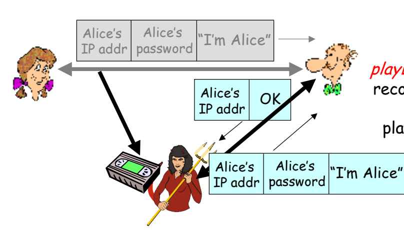
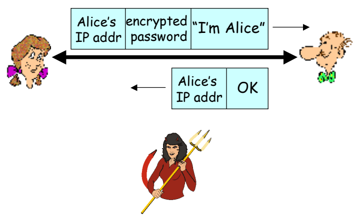


playback attack: Trudy records Alice's packet and later plays it back to Bob

Authentication: yet another try

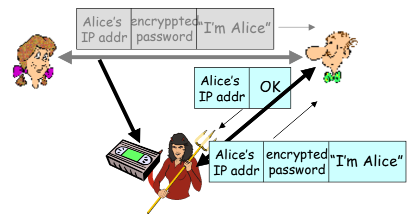
Protocol ap3.1: Alice says "I am Alice" and sends her *encrypted* secret password to "prove" it.



Failure scenario??

Authentication: another try

Protocol ap3.1: Alice says "I am Alice" and sends her *encrypted* secret password to "prove" it.



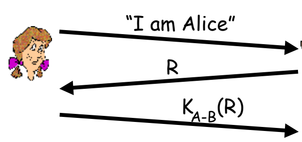
record and playback still works!

Authentication: yet another try

Goal: avoid playback attack

Nonce: number (R) used only *once –in-a-lifetime*

ap4.0: to prove Alice "live", Bob sends Alice nonce, R. Alice must return R, encrypted with shared secret key



Alice is live, and only Alice knows key to encrypt nonce, so it must be Alice!

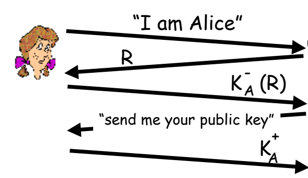
Failures, drawbacks?

Authentication: ap5.0

ap4.0 requires shared symmetric key

- can we authenticate using public key techniques?

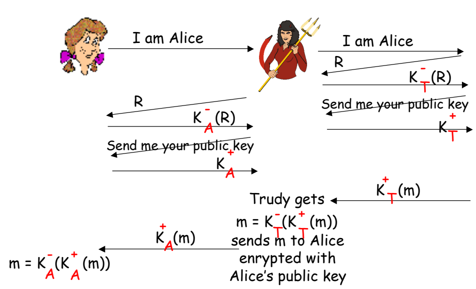
ap5.0: use nonce, public key cryptography



Bob computes $K_A^+(K_A^-(R)) = R$ and knows only Alice could have the private key, that encrypted R such that $K_A^+(K_A^-(R)) = R$

ap5.0: security hole

Man (woman) in the middle attack: Trudy poses as Alice (to Bob) and as Bob (to Alice)



ap5.0: security hole

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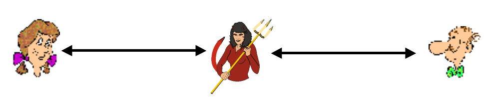


Difficult to detect:

- Bob receives everything that Alice sends, and vice versa. (e.g., so Bob, Alice can meet one week later and recall conversation)
- problem is that Trudy receives all messages as well!

Digital Signatures

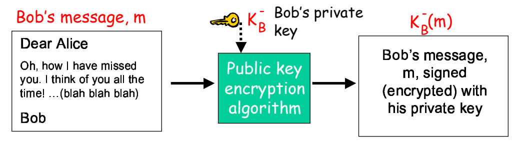
Cryptographic technique analogous to hand-written signatures.

- sender (Bob) digitally signs document, establishing he is document owner/creator.
- verifiable, nonforgeable: recipient (Alice) can prove to someone that Bob, and no one else (including Alice), must have signed document

Digital Signatures

Simple digital signature for message m:

- Bob signs m by encrypting with his private key K_B^-, creating "signed" message, $K_B^-(m)$



Digital Signatures (more)

- Suppose Alice receives msg m, digital signature $K_B^-(m)$
- Alice verifies m signed by Bob by applying Bob's public key K_B^+ to $K_B^-(m)$ then checks $K_B^+(K_B^-(m)) = m$.
- If $K_B^+(K_B^-(m)) = m$, whoever signed m must have used Bob's private key.

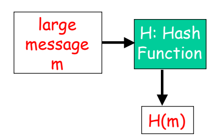
Alice thus verifies that:

- ✓ Bob signed m.
- ✓ No one else signed m.
- ✓ Bob signed m and not m'.

Non-repudiation:

- ✓ Alice can take m, and signature $K_B^-(m)$ to court and prove that Bob signed m.

Message Digests



Computationally expensive to public-key-encrypt long messages

Goal: fixed-length, easy-to-compute digital "fingerprint"

- apply hash function H to *m*, get fixed size message digest, *H(m)*.

Hash function properties:

- many-to-1
- produces fixed-size msg digest (fingerprint)
- given message digest x, computationally infeasible to find m such that x = H(m)

Internet checksum: poor crypto hash function

Internet checksum has some properties of hash function:

- ✓ produces fixed length digest (16-bit sum) of message
- ✓ is many-to-one

But given message with given hash value, it is easy to find another message with same hash value:

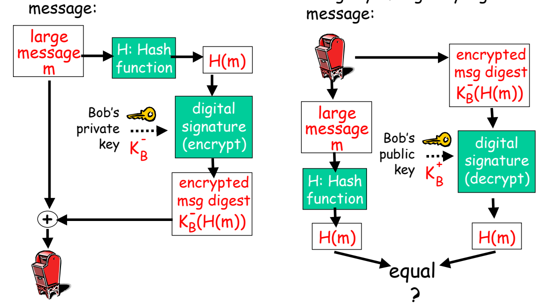
message	ASCII format	message	ASCII format
I O U 1	49 4F 55 31	I O U 9	49 4F 55 39
0 0 . 9	30 30 2E 39	0 0 . 1	30 30 2E 31
9 B O B	39 42 D2 42	9 B O B	39 42 D2 42
	B2 C1 D2 AC		B2 C1 D2 AC

different messages but identical checksums!

Digital signature = signed message digest

Bob sends digitally signed message:

Alice verifies signature and integrity of digitally signed message:



Hash Function Algorithms

- MD5 hash function widely used (RFC 1321)
  - computes 128-bit message digest in 4-step process.
  - arbitrary 128-bit string x, appears difficult to construct msg m whose MD5 hash is equal to x.
- SHA-1 is also used.
  - US standard [NIST, FIPS PUB 180-1]
  - 160-bit message digest

Trusted Intermediaries

Symmetric key problem:

- How do two entities establish shared secret key over network?

Solution:

- trusted key distribution center (KDC) acting as intermediary between entities

Public key problem:

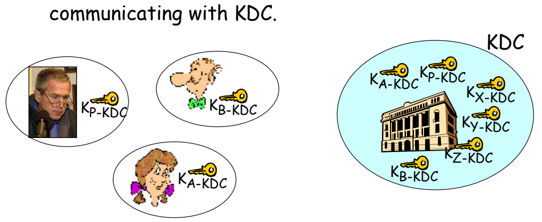
- When Alice obtains Bob's public key (from web site, e-mail, diskette), how does she know it is Bob's public key, not Trudy's?

Solution:

- trusted certification authority (CA)

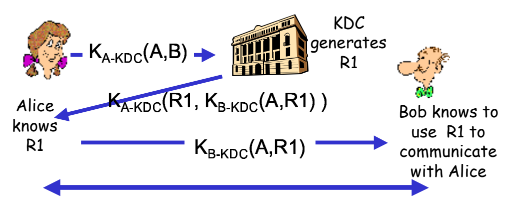
Key Distribution Center (KDC)

- Alice, Bob need shared symmetric key.
- KDC: server shares different secret key with *each* registered user (many users)
- Alice, Bob know own symmetric keys, $K_{A\text{-}KDC}$ $K_{B\text{-}KDC}$, for communicating with KDC.



Key Distribution Center (KDC)

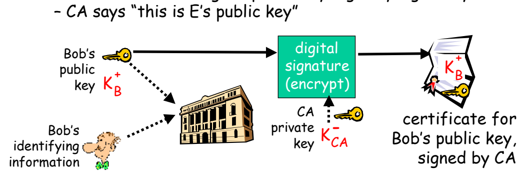
Q: How does KDC allow Bob, Alice to determine shared symmetric secret key to communicate with each other?



Alice and Bob communicate: using R1 as *session key* for shared symmetric encryption

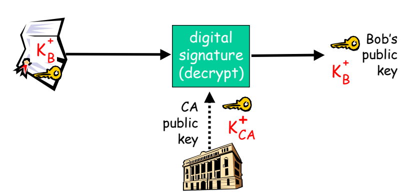
Certification Authorities

- Certification authority (CA): binds public key to particular entity, E.
- E (person, router) registers its public key with CA.
  - E provides "proof of identity" to CA.
  - CA creates certificate binding E to its public key.
  - certificate containing E's public key digitally signed by CA – CA says "this is E's public key"



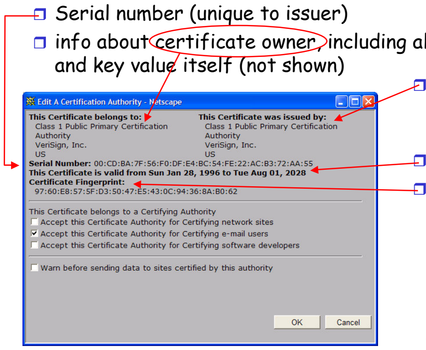
Certification Authorities

- When Alice wants Bob's public key:
  - gets Bob's certificate (Bob or elsewhere).
  - apply CA's public key to Bob's certificate, get Bob's public key



A certificate contains:

- Serial number (unique to issuer)
- info about certificate owner, including algorithm and key value itself (not shown)

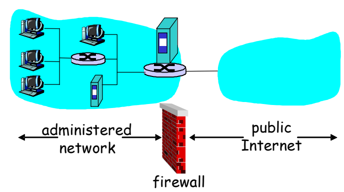


- info about certificate issuer
- valid dates
- digital signature by issuer

Firewalls

firewall

isolates organization's internal net from larger Internet, allowing some packets to pass, blocking others.



Firewalls: Why

prevent denial of service attacks:

- SYN flooding: attacker establishes many bogus TCP connections, no resources left for "real" connections.

prevent illegal modification/access of internal data.

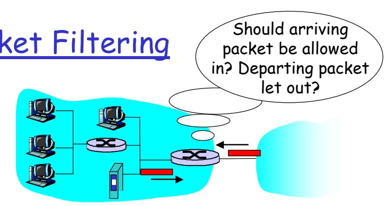
- e.g., attacker replaces CIA's homepage with something else

allow only authorized access to inside network (set of authenticated users/hosts)

two types of firewalls:

- application-level
- packet-filtering

Packet Filtering



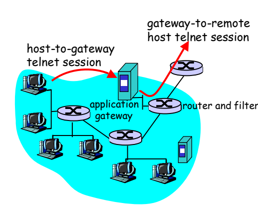
- internal network connected to Internet via router firewall
- router filters packet-by-packet, decision to forward/drop packet based on:
  - source IP address, destination IP address
  - TCP/UDP source and destination port numbers
  - TCP SYN and ACK bits

Packet Filtering

- Example 1: block incoming and outgoing datagrams with IP protocol field = 17 and with either source or dest port = 23.
  - All incoming and outgoing UDP flows and telnet connections are blocked.
- Example 2: Block inbound TCP segments with ACK=0.
  - Prevents external clients from making TCP connections with internal clients, but allows internal clients to connect to outside.

Application gateways

- Filters packets on application data as well as on IP/TCP/UDP fields.
- Example: allow select internal users to telnet outside.



1. Require all telnet users to telnet through gateway.
2. For authorized users, gateway sets up telnet connection to dest host. Gateway relays data between 2 connections
3. Router filter blocks all telnet connections not originating from gateway.

Limitations of firewalls and gateways

- IP spoofing: router can't know if data "really" comes from claimed source
- if multiple app's. need special treatment, each has own app. gateway.
- client software must know how to contact gateway.
  - e.g., must set IP address of proxy in Web browser
- filters often use all or nothing policy for UDP.
- tradeoff: degree of communication with outside world, level of security
- many highly protected sites still suffer from attacks.

Internal Firewalls

- Large organization
- Limit trust, failures, damage
- Ease recovery
- Guidelines
  - No file access across firewall
  - No shared login across firewall
  - Separate DNS
  - No trusted hosts or users across firewall

Building Firewalls

- Do it yourself – Don't
- Firewall Toolkits
- Complete Firewall
- Managed Security Provider
- Questions:
  - What am I protecting?
  - How much money?
  - How much access is needed?
  - How do I get users to use firewall?

Wrappers, Proxies and Honeypots

- Wrappers – server-based software to examine request before satisfying it
- Proxies – bastion-based software to examine request before passing to server
- Honeypots – False response to unsupported services (for attack alarm, confusion)

Internet security threats

Mapping:
- before attacking: "case the joint" – find out what services are implemented on network
- Use `ping` to determine what hosts have addresses on network
- Port-scanning: try to establish TCP connection to each port in sequence (see what happens)
- nmap (http://www.insecure.org/nmap/) mapper: "network exploration and security auditing"

Countermeasures?

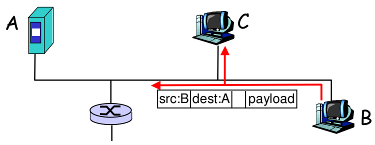
Internet security threats

Mapping: countermeasures
- record traffic entering network
- look for suspicious activity (IP addresses, pots being scanned sequentially)

Internet security threats

Packet sniffing:

- broadcast media
- promiscuous NIC reads all packets passing by
- can read all unencrypted data (e.g. passwords)
- e.g.: C sniffs B's packets

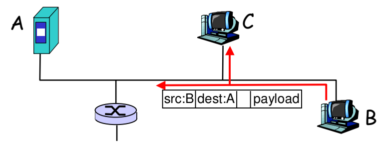


Countermeasures?

Internet security threats

Packet sniffing: countermeasures

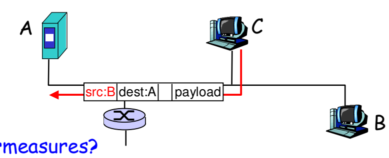
- all hosts in organization run software that checks periodically if host interface in promiscuous mode.
- one host per segment of broadcast media (switched Ethernet at hub)



Internet security threats

IP Spoofing:

- can generate "raw" IP packets directly from application, putting any value into IP source address field
- receiver can't tell if source is spoofed
- e.g.: C pretends to be B

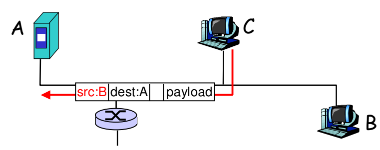


Countermeasures?

Internet security threats

IP Spoofing: ingress filtering

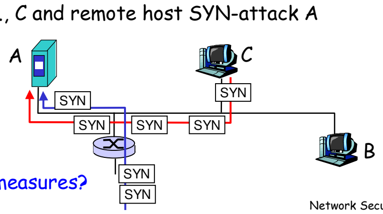
- routers should not forward outgoing packets with invalid source addresses (e.g., datagram source address not in router's network)
- great, but ingress filtering can not be mandated for all networks



Internet security threats

Denial of service (DOS):

- flood of maliciously generated packets "swamp" receiver
- Distributed DOS (DDOS): multiple coordinated sources swamp receiver
- e.g., C and remote host SYN-attack A

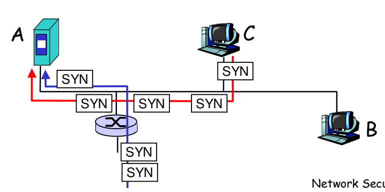


Countermeasures?

Internet security threats

Denial of service (DOS): countermeasures

- filter out flooded packets (e.g., SYN) before reaching host: throw out good with bad
- traceback to source of floods (most likely an innocent, compromised machine)



Pretty good privacy (PGP)

- Internet e-mail encryption scheme, de-facto standard.
- uses symmetric key cryptography, public key cryptography, hash function, and digital signature as described.
- provides secrecy, sender authentication, integrity.
- inventor, Phil Zimmerman, was target of 3-year federal investigation.

A PGP signed message:

```
---BEGIN PGP SIGNED MESSAGE---
Hash: SHA1

Bob:My husband is out of town
   tonight.Passionately yours,
   Alice

---BEGIN PGP SIGNATURE---
Version: PGP 5.0
Charset: noconv
yhHJRHhGJGhgg/12EpJ+lo8gE4vB3mqJ
   hFEvZP9t6n7G6m5Gw2
---END PGP SIGNATURE---
```


Secure sockets layer (SSL)

- transport layer security to any TCP-based app using SSL services.
- used between Web browsers, servers for e-commerce (shttp).
- security services:
  - server authentication
  - data encryption
  - client authentication (optional)
- server authentication:
  - SSL-enabled browser includes public keys for trusted CAs.
  - Browser requests server certificate, issued by trusted CA.
  - Browser uses CA's public key to extract server's public key from certificate.
- check your browser's security menu to see its trusted CAs.

SSL (continued)

Encrypted SSL session:

- Browser generates *symmetric session key*, encrypts it with server's public key, sends encrypted key to server.
- Using private key, server decrypts session key.
- Browser, server know session key
  - All data sent into TCP socket (by client or server) encrypted with session key.
- SSL: basis of IETF Transport Layer Security (TLS).
- SSL can be used for non-Web applications, e.g., IMAP.
- Client authentication can be done with client certificates.

IPsec: Network Layer Security

- Network-layer secrecy:
  - sending host encrypts the data in IP datagram
  - TCP and UDP segments; ICMP and SNMP messages.
- Network-layer authentication
  - destination host can authenticate source IP address
- Two principle protocols:
  - authentication header (AH) protocol
  - encapsulation security payload (ESP) protocol
- For both AH and ESP, source, destination handshake:
  - create network-layer logical channel called a security association (SA)
- Each SA unidirectional.
- Uniquely determined by:
  - security protocol (AH or ESP)
  - source IP address
  - 32-bit connection ID

Authentication Header (AH) Protocol

- provides source authentication, data integrity, no confidentiality
- AH header inserted between IP header, data field.
- protocol field: 51
- intermediate routers process datagrams as usual

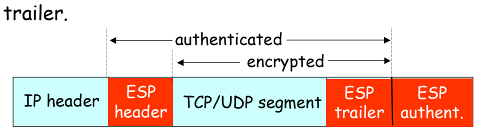
AH header includes:

- connection identifier
- authentication data: source- signed message digest calculated over original IP datagram.
- next header field: specifies type of data (e.g., TCP, UDP, ICMP)

IP header	AH header	data (e.g., TCP, UDP segment)

ESP Protocol

- provides secrecy, host authentication, data integrity.
- data, ESP trailer encrypted.
- next header field is in ESP trailer.
- ESP authentication field is similar to AH authentication field.
- Protocol = 50.



Bastion Considerations

- Make bastion a pain to use directly
- Enable all auditing/logging
- Limit login methods/file access
- Allow minimal file access to directories
- Enable process/file quotas
- Equivalent to no other machine
- Monitor! Monitor! Monitor!

Common Firewall Failures

- Installation errors
- Policy too permissive
- Users circumvent
- Users relax other security
- Attract attacks (less common)
- Insiders
- Insufficient architecture

Conclusion: Plan security as if firewall was failure

Connectivity

- Bellovin - "The best firewall is a large air gap between the Internet and any of your computers, and a pair of wire cutters is the most effective network protection mechanism."
- Do users need to access the Internet?
- Can they use shared access to some services?
- What services are:
  - Work-required
  - Work-related
  - Moral boosters
  - Unneeded

Malicious Code

- Vulnerable Software
- Unauthorized communications
- Greedy Programs / Logic bombs
- Salami Attacks
- Trapdoors
- Worms/Viruses

Vulnerable Software

- Buffer overflows
- Insecure running environment
- Insecure temporary files
- Insecure program calls
- Weak encryption
- Poor programming
- "If people built buildings the way that programmers write software, the first woodpecker to come along would destroy civilization."

Handling Vulnerabilities

- Locating
- Dealing with vendors
- Applying patches
- Disabling services
- Reconfiguring software/services

Back/Trapdoors

- Pieces of code written into applications of operating systems to grant programmers easy access
- Useful for debugging and monitoring
- Too often, not removed
- Examples:
  - Dennis Richie's loging/compiler hack
  - Sendmail DEBUG mode
- Countermeasures
  - Sandboxing
  - Code Reviews

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Logic Bombs

- Pieces of code to cause undesired effects when event occurs
- Used to enforce licenses (time-outs)
- Used for revenge by disgruntled
- Can be hard to determine malicious
- Examples
  - British accounting firm logic bomb
  - British bank hack
- Countermeasures
  - Personnel security

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Viruses

- Pieces of code that attach to existing programs
- Not distinct program
- No beneficial use – VERY destructive
- Examples:
  - Michelangelo
  - Love letter
- Countermeasures
  - Virus detection/disinfection software

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Worms

- Stand-alone programs that copy themselves from system to system
- Some use in network computation
- Examples:
  - Dolphin worm (Xerox PARC)
  - Code Red
  - Morris Worm
- Countermeasures
  - Sandboxing
  - Quick patching

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Trojan Horses

- Programs that have malicious covert purpose
- Have been used for license enforcement
- Examples:
  - FIX2001
  - AOL4FREE
  - RIDBO
- Countermeasures
  - Sandboxing
  - Code reviews

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