### Secure Socket Layer



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### Secure Socket Layer

- Introduction
- Overview of SSL
- What SSL is Useful For







### Introduction

Secure Socket Layer (SSL)

Industry-standard method for protecting web communications.

- Data encryption
- Server authentication
- Message integrity
- Optional client authentication





# TCP/IP

Designed by DOB during Cold War

#### Robust

- Multiple paths to any destination
- Packets can arrive out of order with no problem
- Automatically retry if data doesn't reach destination
- Automatic recovery from node or line failure
- Data is routed through many nodes







### The Problem

- Any intermediary node could:
- Eavesdrop
  - Intercept sensitive information
- Tamper
  - Alter information
  - False messages
- Impersonate - Pretend to be destination



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# The Solution

- A system that:
- Encrypts data - A variety of encryption methods are available
- Checks message integrity - Two hashing methods are used
- Authenticates participants
- https





### Versions

- SSL 1.0 - Limited to 40-bit keys (legal restriction)
- SSL 2.0
  - 168-bit keys (Triple DES)
- SSL 3.0 - FORTEZZA support
- TLS 1.0 (Transport Layer Security) - Based on SSL 3.0 (internal version number is 3.1)
  - Non-interoperable with SSL, only minor differences



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### **Overview of SSL**

#### SSL record protocol

- Format to transmit data
- Used during handshake phase and SSL session

#### SSL handshake protocol

- Authenticate server to client
- Negotiate cryptographic algorithms
- Optionally authenticate client to server
- Public-key encryption to generate shared secrets
- Establish encrypted SSL connection





### Hashes

#### Used in conjunction with cipher keys

- Cipher key encrypts/decrypts data
- Hash comparison ensures message integrity
- MD5
  - 128-bit hash
  - Special pairs of messages with same hash

#### SHA-1

- 160-bit hash
- Believed to be cryptographically secure





### **Key-Exchange Algorithms**

Algorithm determines keys used 

#### Algorithms

- RSA Rivest, Shamir, Adleman
- KEA Key Exchange Algorithm
- DH Diffie-Hellman
- KRB5 Kerberos 5







# Ciphers

- Cryptographic algorithms
- SSL supports several ciphers
- Ciphers can be enabled/disabled - Part of handshake is determining which to use - Server admin can disable less-secure methods
- Prevent third-party interception
- Check message integrity



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# **Cipher Keys**

- Pseudo-random number
- Used during encryption and decryption
- Key length one component of strength - Longer: more possible keys, more work to guess key
- Symmetric Key
  - Same key to encrypt and decrypt messages
- Public Key
  - One key to encrypt, a different one to decrypt



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# Key Length

#### • 40-bit Keys

- 1 Trillion (10^12) keys
- Breakable in a week with average PC (1997)
- Legal limit for exportable suites until 1999

#### • 256-bit Keys

- 116 Quattuorvigintillion (10^75) keys
- Hundreds of trillions of years with same computer





### **Cipher Suites**

#### AES

- 128, 192, or 256-bit keys
- Supersedes DES

- No known, practical attacks

- DES and Triple-DES (3DES) - 56-bit (DES) or 168-bit (3DES) keys - DES Vulnerable to brute force attacks
- IDEA
  - 128-bit keys
  - No known, good attacks



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# **Cipher Suites**

#### • RC2

- Variable key length (40 to 128-bit)
- Vulnerable to related-key attack

### • RC4

- Variable key length (40 to 256-bit)
- Statistically, first few bytes are non-random

### SKIPJACK

- 80-bit keys
- Classified until 1998
- Vulnerable to impossible differential cryptanalysis



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### Certificates

#### **Used for Identity Verification**

- Public Key
- Serial Number
- Validity Period (cert. valid from to
- Distinguishing Name (DN)
- Issuer's DN
- Issuer's Digital Signature







# SSL Handshaking

- One of SSL's strength is extensibility - Range of hash/key exchange/cipher combinations
- Client and Server need to agree on one
- Server needs to prove identity
- Client might need to prove identity  $\bullet$







# Starting Handshake

#### • Client initiates contact by sending:

- SSL version (determines available cipher suites)
- Cipher settings (further limits cipher suites)
- Randomly generated data
- Any other information that might be needed
- Request for server authentication



### Server Responds

#### • Server responds to request with:

- Server's SSL version
- Server's cipher settings
- Another piece of randomly generated data
- Any other information needed
- Server's Certificate (used to authenticate server)
- Server may request client authentication







# Server Authentication

- Is today's date within the validity period?
- Is the Issuer trusted?
  - List of trusted Certificate Authorities (CA)
  - Issuer's DN
  - Issuer's public key
  - Issuer's digital signature
- CA's public key validate digital sig.?
- Does server's DN match cert.'s DN?





### **Trusted CA List**

#### Clients keep list of trusted CAs

- Issuer's DN
- Issuer's public key
- Issuer's digital signature
- If Issuer's DN in list all is good
- If not, check certificate chain - CA Hierarchies













### Authentication

- Everything checks out - Server is who it says it is, continue
- Something's wrong - Warn the user that authenticated and encrypted connection cannot be established



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### **Premaster Secret**

- Client generates Premaster Secret - 2 bytes is the SSL version, other 46 are random
- Encrypt P.S. with server's public key
- Send encrypted P.S. to server
- If client authentication was requested
  - Sign a hash of all SSL messages so far
  - Send signed data and client certificate with P.S.





## **Client Authentication**

#### Optional

- Does client's public key validate sig.?
- Is today's date within validity period?
- Is issuing CA trusted?  $\bullet$
- Does CA's public key validate sig.?
- Is user's certificate listed in LDAP entry? - Optional
- Is client authorized for the service? - Access Control Lists (ACLs)





### Master Secret

#### Premaster Secret - Server decrypts with private key

#### Server & Client generate Master Secret

- Same P.S.
- Same steps
- Independent of each other







# **Session Keys**

- Server & Client generate session keys
  - Use master secret
  - Symmetric keys to encrypt and decrypt data
- Why Symmetric cryptography? - Faster than Public Key cryptography - Since Server & Client don't transmit actual key it is secure enough







# Finishing Handshake

#### Client done

- Message that all future messages will be encrypted
- Sends encrypted message that handshake is done

#### Server done

 Message that all future messages will be encrypted - Sends encrypted message that handshake is done

#### SSL Session begins

- Session keys used to encrypt and decrypt data
- Session keys also used to validate messages





# **Uses of SSL/TLS**

- eCommerce
  - Banking
  - Online stores
- secure mail (U.CC)
- secure news
- radmind
  - DHCP
  - Three levels of security (0, 1, 2)



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# **Campus Resources**

- University Internal CA - Managed by ISO
- Uses
  - Available for servers/applications
  - Radius
  - Time
  - VPN
  - SSL Web Servers
  - No certificates for individuals at this time





# Campus Certificate

#### Public certificate

- ITAC web site (available in handout)
- Adds U to list of trusted CAs

#### Generating a certificate

- email ca@utah.edu
- Contact information
- Application to use the certificate
- Either FQDN of host or a certificate request file







### **Best Practices**

- Hosts must meet ISO requirements

   Vulnerability scans run before cert is issued
   Periodic scans afterwards
- Currently no best practice document - ISO is accepting recommendations
- Do not use PEAP
   Plain text password storage





### ssues

#### Self-Signed Certificates and Mac OS X

- Does not automatically accept self-signed certificates
- Security feature
- Manually install certificate to KeyChain
- Requires that cert be available for download
- To Add a Self-Signed Certificate
  - Download
  - Make sure the cert names ends in ".cer" or ".dem"
  - Double-Click on the certificate
  - Add to Keychain



