CS 578: CYBER-SECURITY PART I: INTERNET PROTOCOLS AND ECOSYSTEM

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ANNOUNCEMENT

- TA office hours
 - Tu 11 am 12 pm on Zoom (the link is available on Canvas)
- Call for actions
 - Homework 1 out
 - Term-project team-up
 - In-class presentation sign-up
 - May not have open-slots for yours if you are late
 - No exceptions for this case; you will lose 10%



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 - Note on paper critiques
 - It is not a pleasant reading (2.5 hours of focused reading)
 - Avoid generic comments, e.g.,
 - "Good figures"
 - "Awesome evaluation"
 - "The paper is difficult-to-follow"



PRIMER ON THE INTERNET INFRASTRUCTURE

THE INTERNET

- The Net
 - A system of computer networks; a network of networks
 - Uses the Internet protocol suite (TCP/IP) to communicate
- Design principle
 - Network is complex, O(N²)
 - Manage small network, O(n²)
 - Manage network of networks O(m²)
 - N >>>> m,n
 - Make it simple!





¹https://www.cs.utexas.edu/~mitra/csFall2018/cs329/lectures/fig1.gif

THE INTERNET: PACKET ROUTING

A OUNCERTY



THE INTERNET: (NO) SECURITY

- No security (in TCP communication)
 - Any router in the middle can see any packet content :(



tcp.stream eq 3		Wireshark · Follow TCP Stream (tcp.stream eq 3) · Wi-Fi: en0
. Time		
123 7.8807	GET /info?txt	AirPlay&txtRAOP RTSP/1.0
125 7.8852		
126 7.8853	RTSP/1.0 200	0K
127 7.8863	Content-Lengt	b: 1499
128 7.8864	Content-Type:	application/x-apple-binary-plist
129 7.8908	Server: AirTu	nes/620.8.2
130 7.8908	bolist00	
132 7.8963		
133 7.8964		."#\$.&'()*+,
134 7.8965	ControlType	<pre>.tkaupplaybackLapabllItlescankecordscreenStream[statusFlagsprotocolversionvolume .keenAliveSendStatsAsBodyTnameXdeviceIDRpi^screenDemoModelinitialVolumelsenderAddressZfeatu</pre>
135 7.8996	resExZtxtAirF	<pre>'laysupportedFormats]sourceVersionUmodelRpkZmacAddressreceiverHDRCapabilityXfeatures</pre>
Frame 129: 1	\$430E0342-0CA	6-4C33-903E-EC6DA5EC27D80
Ethernet II,	Cn=0, 1, 2, 3.0a	=TrUe.et=0,3,5.TT=0X4A/FLFU5,0XB8154FUE.5T=0X204.m0=0,1,2.am=MaCBOOKPFO15,1LpK=e120C/48526/ /5a788b981c6cd33e4bb60097b397dh5f015a_tn=1UD_vn=65537
Internet Pro	vs=620.8.2.vv	=0supportsInterstitialssupportsFPSSecureStopsupportsUIForAudioOnlyContent
Transmission	10-1-10-10-10	S1.1 SMBPA4:83:E7:16:9C:7C\$0000000-0000-0000-0000-
	7C. fex=1c9/St	<pre>#</pre>
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10 05 dc 00		
20 32 e4 1b		
40 71 a5 52		
50 4b 0d 0a		
70 33 31 20		
80 4c 65 6e		
a0 69 63 61		
62 69 6e		



THE INTERNET: (NO) SECURITY

- Routers:
 - Decide where the packet should go as a next step
 - What if
 - the router in the middle sends a packet to weird location?
 - the router(s) are malicious (there is no such restriction)?



We Cannot Establish Trust in Routers



THE INTERNET WITHOUT SECURITY





Everybody in the Middle Knows That I Searched 'dogs' and They Also Know the Search Result... Ugh...



THE INTERNET WITH A SECURE MECHANISM (SSL/TLS)

Middle mans never know

DH exchange keys!!



The Middlemen Will Only See the Encrypted Contents They Will Never Know the Secret Key ...



SSL/TLS: SECURE SOCKET LAYER AND TRANSPORT LAYER SECURITY

- SSL/TLS
 - Developed by Netscape in 1995
 - Standardized by IETF as TLS
 - <u>https://www.ietf.org/rfc/rfc2246.txt</u>





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- SSL/TLS
 - Developed by Netscape in 1995
 - Standardized by IETF as TLS
 - <u>https://www.ietf.org/rfc/rfc2246.txt</u>
- "Transport Layer" Security
 Why?





SSL/TLS: TRANSPORT LAYER SECURITY, WHY?

• Independent from the application running on a host





SSL/TLS: BENEFITS

- Enable to
 - Establish secure comm channels btw two ends (hosts) on the Internet
 - Client <-> Server (ex. OSU login)
 - Server <-> Server (ex. Amazon requests a transaction with your credit card)
 - Client <-> Client (ex. chat applications)
 - Verify the server entity
 - Use a digital certificate
- end-to-end secure communication channels
 - Authentication: a digital certificate
 - Key-exchange: Diffie-Hellman key exchange
 - Confidentiality: Block ciphers
 - Integrity: HMAC / MAC



HTTP: AN APPLICATION LAYER PROTOCOL

• Suppose we talk to a webserver





HTTP: AN APPLICATION LAYER PROTOCOL

• Suppose we talk to a webserver





HTTP/1.0 200 OK Date: Tue, 25 Oct 2022 12:53:12 GMT Expires: -1 Cache-Control: private, max-age=0 Content-Type: text/html; charset=ISO P3P: CP="This is not a P3P policy! S Server: gws X-XSS-Protection: 0 X-Frame-Options: SAMEORIGIN



HTTPS: AN APPLICATION LAYER (SECURE) PROTOCOL

• Suppose we use HTTPs (instead of HTTP)



HTTPS: AN APPLICATION LAYER (SECURE) PROTOCOL







HTTPS: AN APPLICATION LAYER (SECURE) PROTOCOL



Date: Tue, 25 Oct 2022 12:53:12 GMT Expires: -1 Cache-Control: private, max-age=0 Content-Type: text/html; charset=ISC P3P: CP="This is not a P3P policy! S Server: gws X-XSS-Protection: 0 X-Frame-Options: SAMEORIGIN



4 0.010756057 10.248.25.87	142.250.69.196	HTTP	144	GET /	/ HTTP/:	1.1				
	142.220.09.190	GET / HTTP/1.1 Host: www.goog User-Agent: cur Accept: */* HTTP/1.1 200 0f Date: Tue, 25 O Expires: -1 Cache-Control: Content-Type: 1 P3P: CP="This: Server: gws X-XSS-Protectid X-Frame-Options Set-Cookie: 1P Secure Set-Cookie: 1P Secure Set-Cookie: 1P Secure Set-Cookie: 1P Secure Set-Cookie: 1P Secure Set-Cookie: 1P Secure Set-Cookie: AEG 13:25:43 GMT; j Set-Cookie: AEG 13:25:43 GMT; j Set-Cookie: NGT Set-Cookie: NGT Set-Cookie	1444 Le.com cl/7.81.0 Doct 2022 13 private, m rext/html; is not a P3 private, m rext/html; is not a P3 private, m rext/html; is not a P3 private, m rext/html; is not a P3 private, m rest/html; dm private, m private,	GEI / :25:43 GMT ax-age=0 charset=ISG P policy! S in october in x70HdR0vGj ain=.google p8170kD-90 c01D83aSym ze5m6Ys-16j m; HttpOnly d scope="" if 's informat you find es you find es vots> <meta /googleg/11 3NfmQtn_Ha4 P1: '0,18167 ,9286,22433 NfmQtn_Ha2 P1: 2,18019 94,5280,44 ,17016,122, 24,5280,44 ,77016,122, 25,5280,44 ,77016,122, 25,5280,44 ,77016,122, 25,5280,44 ,77016,122, 25,5280,44 ,77016,122, 25,5280,44 ,77016,122, 25,5280,44 ,77016,122, 25,5280,44 ,77016,122, 25,5280,44 ,77016,122, 25,5280,44 ,77016,122, 25,5280,44 ,77016,122, 25,5280,44 ,77016,122, 25,5280,44 ,77016,122, 25,5280,44 ,77016,122, 25,52</meta 	Cml P/.	<pre>elp for more in 4-Nov-2022 13:2 tDxb9jZGhAdPNSm ;HttpOnly; Sam a5sNb9MrcxpnaXh 7i0SgFuG72c; ex intrologFuG72c; ex introlog</pre>	fo." 5:43 GMT; pa qmwQc2AumRI site=lax zzc9engEZrNm pires=Wed, 2 uters=Wed, 2 uters=Wed, 2 eUTr=8" http dp.png" item .google={kEI	<pre>ith=/; domai ; expires=S X4qgoG7Zodt 6-Apr-2023 i="en"><heat is and more. lescription" -equiv="Con prop="image : '1- 9,16808,143 2380,22668, y37,6577,3 765,978,302 323,346,109 323,346,109</heat </pre>	n=.goog un, 23-, 13:25:4 > <meta Google ><meta tent-Ty "><titit 123753, 741,508, 741,508, 741,508, 741,508, 3,2877, 6074,450 048,100 3,2756, 3,364,460</titit </meta </meta 	<pre>le.com; Apr-2023 3 GMT; has many pe"><meta e>Google< 1197698,7 1,1594,12 1851,2614 2530,4094 68,6258,2 07,9,1921 3546,2,208 6,683,899 100,004</meta </pre>
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Secure Ar Systems Lab (SAIL) CSS70 - Introduction	IU SECULLY		,,							

LET'S SEE HOW HTTPS PACKETS LOOK LIKE

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0000180	00	00	00 (00 0	0 0	0 00	00	00	00	00	00 00	00 6	00	00	00001	100	29	04 00	20 D	1 80		8a	40	03	19	70 a	3 68	10	20 8	5)	±	c.p.
00000190	00	00	00 (00 0	0 0	0 00	00	00	00	00	00 00	00 6	00	00	00001	125	1/	00	80 Q	e ea	1 02	30	13	11	e l	ob a	0 69	19	11 0	e		к.
000001A0	00	00 (00 (00 0	0 0	0 00	00 0	00	00	00 (00 00	<u> 90</u>	00	00	00001	12E	31	4T	61 e	3 08	3 4D	8e	ac	Сб	C/	TZ 3	2 Ta	1 /0	тие	1 10	ак.	
000001B0	00	00	00 (00 0	0 0	0 00	00	00	00	00	00 00	ð 00	00	00	00001	13E	DD	ат	90 7	9 66	0 a9	TI	20	6C	da	u/e	2 30	eD	D D	D	· y · F	- L
000001C0	00	00	00 (00 0	0 0	0 00	00 0	00	00	00	00 00	00 6	00	00	00001	14E	09	12	a3 /		0 13	46	2e	3a	81	SC /	/ 04	05	C5 2	е	.}F.	:.\\
000001D0	00	00 (00 (00 0	0 0	0 00	00 0	00	00	00	00 00	00 0	00	00	00001	15E	6T	ba	05 4	9 52	2 1d	15	dD	10	/0	ab c	5 T9	10	ab e	C 0.0	etK	
000001E0	00	00 0	00 (00 0	0 0	0 00	00 0	00	00	00	00 00	00 0	00	00	00001	16E	39	d3	40 0	a 4t	o e3	16	80	56	e2 (e/ c	5 d3	68	af 7	9 9.0	d.K	v
000001F0	00	00 0	00 0	00 00	0 0	0 00	00	00	00	00	00 00	0 00	00	00	00001	17E	b5	81	07 4	8 61	1 30	a8	19	80	00	15 5	1 d1	. 20	a6 b	8	.На0	Q
00000200	00	00 0	00 0	0 00	0	7- 0	22.00		71		02 (00 £			00001	.18E	29	92	52 a	e 46	5 89	ce	2d	43	a9	bl e	c 62	. 0f	69 f	2).	R.F	- C
00000	000	10	03	10	00		02 00	0 00 2 1 f	/6	503	03 8	32 T	4 40	ce	00001	.19E	ff	34	67 5	f 92	2 94	9f	9a	3d	e6 :	36 0	c 73	b9	8f 5	a .4	g	=.6.
00000	020	03	40	10	22			5 6 F	40		- eo J	1/ U	0 1	201 201	00001	1AE	2c	bb	91 2	4 fo	d 94	8f	c4	72	f2 (41 6	a 49	86	f7 a	a ,.	.\$	r.Aj
00000	020	00	41	40	d2 70	52 /	17 2	10 0	20	3 70	22 1	20 T 52 f	0 43	2 20	00001	.1BE	8e	17	16 c	6 06	e 48	92	cf	7b	b3 a	a5 7	4 ee	: b6	f4 f	4	н	{t
00000	040	64	77	46	51	-6 -6	+/ 3/ a/ a/	r aŭ	01	3 76	62 3	a2 1	3 01	2 00	00001	1CE	cb	39	a6 f	0 e1	1 15	a0	46	52	1c a	ab b	9 ab) ea	d9 8	2.9	F	R
00000	050	204	60	33	00	24 0	10 10	1 00	20	λ 85	51 H	hQ C	0 64	- b7	00001	1DE	fb	a2	77 0	8 30	d 05	65	20	18	7f (e3 d	d 44	f4	2b 3	8	w.=.e	
00000	060	40	79	54	6a	dc f	f5 c2	2 5h	70	1 05	56 5	59 a	7 56	λ a4	00001	1EE	e7	23	9e 7	f ce	5 29	83	dd	0b	f0 (e4 d	0 b7	a9	fe 1	.8 .#)	
00000	070	58	20	c8.	6a.		8.70	4.55	A 11 121	1_00	02h-+(201.0	2.01	3 04	00001	1FE	83	8f	77 c	c 91	f 88	42	df	ad	a2 4	41 7	6 8f	16	38 4	e	wB.	.,Av
00000	0,0	00	20	Sect	A BA	SYST	erns l	en (s)	ALL P.	(35/	U- WIII	POULIC	HOH	in all	⁴¹¹¹⁹ 00001	20F	9f	ea	72 2	4 6	92	fd	fØ	h8	h3 (05 2	h f2	97	f4 6	h	r\$	23

WHAT COULD GO WRONG

WHAT COULD GO WRONG – MEASUREMENT AT SCALE

WHY DO WE NEED A LARGE-SCALE MEASUREMENT?

- Guide us in forming research questions about the Internet practices
 - ZMap: IPv4 address space < 45-min</p>
 - Censys: IPv4 address scans with full protocol handshakes

Port	Protocol	SubProtocol	Port Open (Hosts)	Full Handshake (Hosts)
80	HTTP	GET /	77.3 M	66.8 M
443	HTTPS	TLS	$47.1 \mathrm{M}$	33.3 M
443	HTTPS	SSLv3	$43.1 \mathrm{M}$	$22.5~\mathrm{M}$
443	HTTPS	Heartbleed	$47.1 \mathrm{~M}$	$33.1 \mathrm{M}$
7547	CWMP	GET /	$55.1 \mathrm{~M}$	$44.3 \mathrm{\ M}$
502	MODBUS	Device ID	$2.0 \mathrm{M}$	$32~{ m K}$
21	FTP	Banner Grab	$22.9 \mathrm{M}$	$14.9 \mathrm{\ M}$
143	IMAP	Banner Grab	7.9 M	$4.9 \mathrm{M}$
993	IMAPS	Banner Grab	6.9 M	$4.3 \mathrm{M}$
110	POP3	Banner Grab	8.8 M	$4.1 \mathrm{~M}$
995	POP3S	Banner Grab	6.6 M	$4.0 \mathrm{M}$
25	SMTP	Banner Grab	$14.7 \mathrm{\ M}$	$9.0 \mathrm{M}$
22	\mathbf{SSH}	\mathbf{RSA}	$14.3 \mathrm{M}$	$14.3 \mathrm{M}$
53	DNS	OpenResolver	$12.4 \mathrm{\ M}$	$8.4 \mathrm{M}$
123	NTP	Get Time	$1.6 \mathrm{M}$	$1.2 \mathrm{~M}$
1900	UPnP	Discovery	$9.5 \mathrm{M}$	9.5 M



...

CENSYS FINDINGS

- Industrial control systems
 - SCADA (Supervisory control and data acquisition) systems
 - No authentication while communicating over the Internet
 - No proper security protection mechanisms

Country	Modus Devices							
United States	4723	24.7%						
Spain	1,448	7.58%						
Italy	1,220	6.39%						
France	$1,\!149$	6.02%						
Turkey	884	4.63%						
Canada	822	4.30%						
Denmark	732	3.83%						
Taiwan	682	3.57%						
Europe	615	3.22%						
Sweden	567	2.97%						
Total	$12,\!842$	67.23%						

Table 4: **Top Countries with Modbus Devices**—We identified Modbus hosts in 117 countries, with the top 10 countries accounting for 67% of the total costs, and nearly one-quarter of all Modbus hosts we identifed are located in the United States.

Device Type	Count
Modbus Ethernet Gateway	1,440
Programmable Logic Controller	1,054
Solar Panel Controller	635
Water Flow Controller	388
Power Monitor/Controller	158
Touchscreen System Controller	79
SCADA Processor/Controller	99
Environment/Temperature Sensor	10
Cinema Controller	5
Generic Modbus Device	28,750

Table 5: **Modbus Devices**—We used Censys to categorize publicly available industrial control systems that support the Modbus protocol.



CENSYS FINDINGS – CONT'D

- Heartbleed, Poodle, and SSLv3
 - Heartbleed (https://heartbleed.com): CVE-2014-0160
 - An implementation error in OpenSSL
 - Patched quickly once known to public, but...
 - Poodle
 - A fundamental flaw in the SSLv3 protocol
 - SSL 3.0 has been disabled immediately

Vulnerability	Alexa	IPv4	IPv4 Trusted
Heartbleed SSLv3 Support	$1.16\%\ 46.0\%$	$0.96\%\ 55.8\%$	$0.19\%\ 34.7\%$
SSLv3 Only	0.05%	2.9%	0.07%

Table 6: Heartbleed and SSLv3—We show a breakdowns for the Heartbleed vulnerability and SSLv3 support for HTTPS hosts in the IPv4 address space and the Alexa Top 1 Million.



CRYPTOGRAPHY MISUSE IN THE WILD

A LARGE-SCALE MEASUREMENT ON TLS AND SSH SERVERS

- Guide us in forming research questions about cryptography misuses
 - Weak keys (insufficient entropy in key generation)
 - Reused primes
 - Improper certificate validations
 - ...



POTENTIAL SECURITY PROBLEMS

- TLS and SSH hosts use the same keys
 - 61% of TLS hosts and 65% of SSH hosts served the same key as another host
 - Not all of them were due to the vulnerabilities
 - 60% and 30% of the most common DSA host keys and RSA host keys are from the large hosting providers
 - Distinct TLS certificates are all belonging to the same organization





- Vulnerabilities keys
 - Repeated keys due to low-entropy
 - 5.23% of the TLS hosts use manufacturer-default certificates or keys
 - 0.34% of the TLS hosts served repeated keys (98% are self-signed)
 - 9.60% of the SSH hosts served repeated keys
 - Factorable RSA keys

RSA REVISITED

- Key selection
 - Choose two large prime number, p and q
 - Public key:
 - Set N = pq
 - Choose e (e.g., 65537) as a coprime of $\phi = (p-1)(q-1)$
 - Private key:
 - Fine d that satisfies $de == 1 \pmod{\phi}$
- Security
 - Concern: can an adversary guess the private key from the public key?
 - To do such an attack, the attacker needs to find ϕ
 - But we choose p and q as a large prime number; thus, it is difficult



- Vulnerabilities keys
 - Repeated keys due to low-entropy
 - 5.23% of the TLS hosts use manufacturer-default certificates or keys
 - 0.34% of the TLS hosts served repeated keys (98% are self-signed)
 - 9.60% of the SSH hosts served repeated keys
 - Factorable RSA keys (Mining Ps and Qs become easier)
 - Obtain private keys for 0.40% of the TLS certificates; (0.5%) of the TLS hosts
 - Obtain 0.02% of the RSA SSH host keys; 0.027% of the RSA SSH hosts
 - These vulnerable keys are:
 - System-generated certificates
 - SSH host keys used by embedded devices, e.g., routers, firewalls or remote admin cards



THE SOURCES OF THE VULNERABILITIES

- Weak entropy and the Linux RNG
 - Linux has entropy sources weakened under certain operating conditions
 - It uses the Nonblocking pool entropy until Input pool reaches to a certain threshold
 - The figure shows (red line) the time when the OpenSSH reads its initial PRNG
 - OpenSSH reads the PRNG before the system is ready for the secure use



THE SOURCES OF THE VULNERABILITIES

- OpenSSH RSA key generation algorithm
 - Suppose we generate p and q pairs across many systems
 - (Left) If the t is the same while computing p and q, it will generate the same key
 - (Middle) If the clock ticks while generating p, then p and q do not share a factor
 - (Right) If the clock ticks while generating q, then p will be the same, but not q




THE SOURCES OF THE VULNERABILITIES

- OpenSSH RSA key generation algorithm
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 - (Right) If the clock ticks while generating q, then p will be the same, but not q
 - Empirical analysis



MISTAKES IN IMPLEMENTING SECURE PROTOCOLS

Client (You)

- 1. Client hello
 - Send version, random number, available cipher suite, etc..

(google.com) Server

- 2. Server hello
- Sends server random, version, choose cipher, etc.
- 3. Server Certificate
 - Send certificate to the client



BACKGROUND: HANDSHAKE STEP I – CLIENT HELLO

- The first message a client sends to the server
 - It sends an SSL/TLS version, a random number, an available cipher suite, ...

00000000	16	03 0 3	1 01	44	01	00	01	40	03 (03 9	5 8b	02	ec f4	D.		1 2 Pecord Laver, Handchake Protocol, Client Hello
00000010	ca	4d 7(d 98	6b	9e	3f	45	8b	fa (92 1	0 f0	9c	2c aa	.M}.k.		Liz Record Layer, Handshake Protocol, Client Herto
00000020	bf 3	27 f(0 52	b0	97	6c	f0	6c	a2 ;	a9 2	0 bc	b7	86 80	.'.R		
00000030	f2 '	f1 7:	1 9f	e0	7e	7e -	4c	c2	51 /	88 e	7 72	2d	e0 3c	q~	Ve	rsion: ILS 1.0 (0x0301)
00000040	ca	cc fa	a 2c	99	dc	b9	56	dØ	80	bd 9	1 00	62	13 02		Le	ingth: 324
00000050	13	03 13	3 01	c0	30	c0	2c	c0	28	c0 2	4 c0	14	c0 0a		∼ Ha	ndshake Protocol: Client Hello
00000060	00	9f Ø	0 6b	00	39	сс	a9	сс	a8 (cc a	a ff	85	00 c4	k.9		Handshake Type: Client Hello (1)
00000070	00	88 0	81	00	9d	00	3d	00	35 (00 c	0 00	84	c0 2f			Length: 320
00000080	c0	2b cl	27	c0	23	c0	13	c0	09 1	00 9	e 00	67	00 33	.+.'.#		Version: TLS 1.2 (0x0303)
00000090	00	be 0	0 45	00	9c	00	3c	00	2f (00 b	a 00	41	c0 11	E	>	Random: 958b02ecf4ca4d7d986b9e3f458bfa9210f09c2caabf27f052b0976cf06ca2a9
000000A0	c0 (07 0	0 05	00	04	c0	12	c0	08 (00 1	6 00	0a	00 ff			Session TD Length: 32
000000B0	01	00 00	9 95	00	2b	00	09	08	03 (04 O	3 03	03	02 03	+		Session ID Length, J2
00000000	01 (00 33	3 00	26	00	24	00	1d	00 :	20 b	a 53	26	b5 f2	3.&.		
000000D0	19	5d b(0 e0	b5	f4	30	0c	73	e9 🕽	2a 1	d 86	72	d5 29	.]		Cipher Suites Length: 98
000000E0	6e -	fc 32	2 3f	d3	0f	31	d6	e2	57 (61 Ø	0 00	00	18 00	n.2?	>	Cipher Suites (49 suites)
000000F0	16	00 00	0 13	77	77	77	2e	6f	72 (65 6	7 6f	6e	73 74	ww		Compression Methods Length: 1
00000100	61	74 6!	5 2e	65	64	75	00	0b	00 (02 O	1 00	00	0a 00	ate.ed		Compression Methods (1 method)
00000110	0a (00 00	3 00	1d	00	17	00	18	00 ·	19 0	0 0d	00	18 00			Extensions Length: 149
00000120	16	08 0	5 06	01	06	03	08	05	05 (01 0	5 03	08	04 04			Extension: supported_versions (len=9)
00000130	01	04 03	3 02	01	02	03	00	10	00 (0e 0	0 0c	02	68 32			Type: supported versions (43)
00000140	08	58 74	4 74	70	2f	31	2e	31						.http/		length: 9
																Supported Versions length: 8
																Supported Versions TIS 1.2 (0x0204)
																Supported Version, TLS 1.3 (0x0304)
																Supported Version: ILS 1.1 (0x0302)
	State															Supported Version: TLS 1.0 (0x0301)
	1 DLALE															



BACKGROUND: HANDSHAKE STEP I – CLIE

- It sends supported cipher suites:
 - TLS_ECDHE_RSA_WITH AES_128_GCM_SHA256 ECDHE_RSA_AES_128_GCM_SHA256



Number Cipher Suite: TLS_AES_256_6CM_SHA384 (0x1302) Cipher Suite: TLS CHACHA20 POLY1305 SHA256 (0x1303) Cipher Suite: TLS_AES_128_GCM_SHA256 (0x1301) Cipher Suite: TLS ECDHE RSA WITH AES 256 GCM SHA384 (0xc030) Cipher Suite: TLS_ECDHE_ECDSA_WITH_AES_256_GCM_SHA384 (0xc02c) Cipher Suite: TLS ECDHE RSA WITH AES 256 CBC SHA384 (0xc028) Cipher Suite: TLS_ECDHE_ECDSA_WITH_AES_256_CBC_SHA384 (0xc024) Cipher Suite: TLS ECDHE RSA WITH AES 256 CBC SHA (0xc014) Cipher Suite: TLS_ECDHE_ECDSA_WITH_AES_256_CBC_SHA (0xc00a) Cipher Suite: TLS DHE RSA WITH AES 256 GCM SHA384 (0x009f) Cipher Suite: TLS_DHE_RSA_WITH_AES_256_CBC_SHA256 (0x006b) Cipher Suite: TLS_DHE_RSA_WITH_AES_256 CBC_SHA (0x0039) Cipher Suite: TLS_ECDHE_ECDSA_WITH_CHACHA20_POLY1305_SHA256 (0xcca9) Cipher Suite: TLS ECDHE RSA WITH CHACHA20 POLY1305 SHA256 (0xcca8) Cipher Suite: TLS_DHE_RSA_WITH_CHACHA20_POLY1305_SHA256 (0xccaa) Cipher Suite: Unknown (0xff85) Cipher Suite: TLS_DHE_RSA_WITH_CAMELLIA_256_CBC_SHA256 (0x00c4) Cipher Suite: TLS_DHE_RSA_WITH_CAMELLIA_256_CBC_SHA (0x0088) Cipher Suite: TLS_GOSTR341001_WITH_28147_CNT_IMIT (0x0081) Cipher Suite: TLS RSA WITH AES 256 GCM SHA384 (0x009d) Cipher Suite: TLS_RSA_WITH_AES_256_CBC_SHA256 (0x003d) Cipher Suite: TLS RSA WITH AES 256 CBC SHA (0x0035) Cipher Suite: TLS_RSA_WITH_CAMELLIA_256_CBC_SHA256 (0x00c0) Cipher Suite: TLS RSA WITH CAMELLIA 256 CBC SHA (0x0084) Cipher Suite: TLS ECDHE RSA WITH AES 128 GCM SHA256 (0xc02f Cipiter Suite. The ECDIE ECDOA WITH ALS 120 GCH SHA250 (OACO2b) Cipher Suite: TLS_ECDHE_RSA_WITH_AES_128_CBC_SHA256 (0xc027) Cipher Suite: TLS ECDHE ECDSA WITH AES 128 CBC SHA256 (0xc023) Cipher Suite: TLS ECDHE RSA WITH AES 128 CBC SHA (0xc013) Cipher Suite: TLS_ECDHE_ECDSA_WITH_AES_128_CBC_SHA (0xc009) Cipher Suite: TLS_DHE_RSA_WITH_AES_128_GCM_SHA256 (0x009e) Cipher Suite: TLS DHE RSA WITH AES 128 CBC SHA256 (0x0067) Cipher Suite: TLS_DHE_RSA_WITH_AES_128_CBC_SHA (0x0033) Cipher Suite: TLS DHE RSA WITH CAMELLIA 128 CBC SHA256 (0x00be) Cipher Suite: TLS_DHE_RSA_WITH_CAMELLIA_128_CBC_SHA (0x0045) Cipher Suite: TLS_RSA_WITH_AES_128_GCM_SHA256 (0x009c) Cipher Suite: TLS RSA WITH AES 128 CBC SHA256 (0x003c) Cipher Suite: TLS_RSA_WITH_AES_128_CBC_SHA (0x002f) Cipher Suite: TLS_RSA_WITH_CAMELLIA_128_CBC_SHA256 (0x00ba)

BACKGROUND: HANDSHAKE STEP II – SERVER HELLO

- The first message a client sends to the server
 - It sends an SSL/TLS version, a random number, an available cipher suite, ...



• The server choose a cipher based on the client's availability

```
- Chosen: TLS_ECDHE_RSA_AES_128_GCM_SHA256
```



BACKGROUND: HANDSHAKE STEP III – SERVER CERTIFICATE

- The first message a client sends to the server
 - It sends an SSL/TLS version, a random number, an available cipher suite, ...
- The server choose a cipher based on the client's availability
 - Chosen: TLS_ECDHE_RSA_AES_128_GCM_SHA256
- The server next sends the certificate information to the client
 - It sends a full chain (PKI) of digital certificates



BACKGROUND: HANDSHAKE STEP IV – KEY EXCHANGE / VERIFYING SIGNATURE

- Key exchange
 - The client knows the server's public key written in their certificate
 - The client chooses a random key and encrypt that with the server's public key
 - The encrypted key will be sent to the server
 - It's only the server who can decrypt the key (good)

Are We Secure Now? Can We See A Potential Security Issues?



- Key exchange
 - The client knows the server's public key written in their certificate
 - The client chooses a random key and encrypt that with the server's public key
 - The encrypted key will be sent to the server
 - It's only the server who can decrypt the key (good)
- Suppose:
 - 3 years later, the server's private key is stolen
 - From then, the attacker can decrypt the all the data (private key, messages, ...)
 - What if the attacker also has all the encrypted messages before the breach?



BACKGROUND: HANDSHAKE REQUIRES FORWARD SECURITY

- Forward Secrecy / Perfect Forward Secrecy
 - We want to keep all the communication secure
 - Even if the server's private key (i.e., the long-term key) has been breached
- Example of such breaches
 - Heartbleed (https://heartbleed.com/): CVE-2014-0160





- The key idea:
 - Do not use a fixed private value for all the DH
 - This can lead to a serious information breach (stolen private key)
- Ephemeral DH
 - Generate the private value every time we make a connection
 - Never reuse the value
 - User A secretly chooses a, send A = g^a mod p
 - User B secretly chooses b, send B = g^b mod p
 - User A and B will choose different a and b for the next time



REVISITED: DIFFIE-HELLMAN KEY EXCHANGE IN GRAPHICS





BACKGROUND: ECDHE

- Elliptic-curve Diffie-Hellman Ephemeral (ECDHE)
 - Both the client and server will generate new a and b, respectively
 - Make it difficult for an adversary to infer the shared secret even if the session is compromised (they don't know b for other sessions)



Client (You)

• 1. Client hello

(google.com) Server

- 2. Server hello
- 3. Server Certificate
- 4. Server Key Exchange
 - Shares DH material, signed by the public key
 - 5. Server Hello Done



BACKGROUND: HANDSHAKE STEP IV – KEY EXCHANGE

- The server sends ECDHE material to the client
 - ECDHE public value (pubkey) is signed by the RSA private key
 - The public key is available in the certificate

```
Transport Layer Security
v TLSv1.2 Record Layer: Handshake Protocol: Server Key Exchange
     Content Type: Handshake (22)
     Version: TLS 1.2 (0x0303)
     Length: 333
  v Handshake Protocol: Server Key Exchange
       Handshake Type: Server Key Exchange (12)
       Lenath: 329
     ✓ EC Diffie-Hellman Server Params
          Curve Type: named_curve (0x03)
          Named Curve: secp256r1 (0x0017)
          Pubkey Length: 65
          Pubkey: 04d3be5c83a346d31403c9803f753af4c583cd3504d550f5e1be0368c624acf4fa7e1b85...
        > Signature Algorithm: rsa pkcs1 sha512 (0x0601)
          Signature Length: 256
          Signature: 5fe6444e7ae294aa7815516c91c19eadd1a5edc72e1a690916a4<u>acb89669eb219a669970..</u>
```



BACKGROUND: HANDSHAKE STEP V – SERVER HELLO DONE

- The server sends ECDHE material to the client
 - ECDHE public value (pubkey) is signed by the RSA private key
 - The public key is available in the certificate
- The server hello done
 - Indicate that the server has finished sending required values to the client





Client (You)

• 1. Client hello

Now, the Client Can Verify Server Signature and Share a Secret via DH!

(google.com) Server

- 2. Server hello
- 3. Server Certificate
- 4. Server Key Exchange
 - Shares DH material, signed by the public key
 - 5. Server Hello Done



Client (You) (google.com) Server
Previous steps (omitted)

• 5. Server Hello Done

- 6. Client Key Exchange
 - Shares DH material after verifying server signature for server's DH material
- 7. Change Cipher Spec
- 8. Encrypted Handshake Message



BACKGROUND: HANDSHAKE STEP VI – CLIENT KEY EXCHANGE

- The client also sends ECDHE material to the server
 - After this, two parties will share a secret
 - We will run the encryption and MAC key by using the shared secret





BACKGROUND: HANDSHAKE STEP VI – CLIENT GENERATES A SESSION KEY

- Now the client knows both 'a' and 'b' of ECDHE key exchange
 - The client can compute the shared secret

iversity

- The client then computes the following keys from the shared secret

```
To generate the key material, compute
   key block = PRF(SecurityParameters.master secret)
                   "key expansion",
                   SecurityParameters.server random +
                   SecurityParameters.client random);
until enough output has been generated. Then, the key block is
partitioned as follows:
                                                                                        These are from
                                                                                        1. Client Hello and
   client write MAC key[SecurityParameters.mac key length]
                                                                                        2. Server Hello
   server write MAC key[SecurityParameters.mac key length]
   client write key[SecurityParameters.enc key length]
   server write key[SecurityParameters.enc key length]
   client write IV[SecurityParameters.fixed iv length]
   server write IV[SecurityParameters.fixed iv length]
```

BACKGROUND: HANDSHAKE STEP VII – CHANGE CIPHER SPEC (CLIENT)

- Secure communication:
 - The client sends the server a message
 - that now both should use encrypted communication after this point

```
    TLSv1.2 Record Layer: Change Cipher Spec Protocol: Change Cipher Spec
Content Type: Change Cipher Spec (20)
    Version: TLS 1.2 (0x0303)
    Length: 1
    Change Cipher Spec Message
```

Now, We Encrypt Messages and Generate MACs for the Client's!



- The server asks
 - the encrypted versions of previous messages
 - to verify whether the client generated the keys correctly

- Compute a SHA256 hash of a concatenation of all the handshake communications (or SHA384 if the PRF is based on SHA384). This means the Client Hello, Server Hello, Certificate, Server Key Exchange, Server Hello Done and Client Key Exchange messages. Note that you should concatenate only the handshake part of each TLS message (i.e. strip the first 5 bytes belonging to the TLS Record header)
- Compute PRF(master_secret, "client finished", hash, 12) which will generate a 12-bytes hash
- Append the following header which indicates the hash is 12 bytes: 0x14 0x00 0x00 0x0C
- Encrypt the 0x14 0x00 0x00 0x0C I [12-bytes hash] (see the Encrypting / Decrypting data section). This will generate a 64bytes ciphertext using AES-CBC and 40 bytes with AES-GCM
- Send this ciphertext wrapped in a TLS Record



BACKGROUND: HANDSHAKE STEP VIII – ENCRYPTED HANDSHAKE MESSAGE

- The server asks
 - the encrypted versions of previou
 - to verify whether the client gene

I	Change Cipher Spec Message																		
	~ 1	۲LSv	1.2	? Re	cor	۲d L	.aye	er:	Hand	dsha	ake	Pro	otoc	ol:	En	icry	pted	Handshake	Message
	Content Type: Handshake (22)																		
	Version: TLS 1.2 (0x0303)																		
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	00a0	37	a6	45	12	5f	88	5a	a1	21	79							7 · E · _ · Z ·	! y
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- Compute a SHA256 hash of a concatenation of all the handshake communications (or SHA384 if the PRF is based on SHA384). This means the Client Hello, Server Hello, Certificate, Server Key Exchange, Server Hello Done and Client Key Exchange messages. Note that you should concatenate only the handshake part of each TLS message (i.e. strip the first 5 bytes belonging to the TLS Record header)
- Compute PRF(master_secret, "client finished", hash, 12) which will generate a 12-bytes hash
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- Encrypt the 0x14 0x00 0x00 0x0C I [12-bytes hash] (see the Encrypting / Decrypting data section). This will generate a 64bytes ciphertext using AES-CBC and 40 bytes with AES-GCM
- Send this ciphertext wrapped in a TLS Record





- 6. Client Key Exchange
 - Shares DH material after verifying server signature for server's DH material
- 7. Change Cipher Spec
- 8. Encrypted Handshake Message

- 9. Change Cipher Spec
- 10. Encrypted Handshake Message



BACKGROUND: HANDSHAKE STEP XV – CHECK CLIENT'S ENCRYPTED MESSAGES

- The server verifies the client's encrypted handshake messages
 - After generating client_write_key
 - Decrypt the message
 - Compute the same value
 - Compare!
 - Compute a SHA256 hash of a concatenation of all the handshake communications (or SHA384 if the PRF is based on SHA384). This means the Client Hello, Server Hello, Certificate, Server Key Exchange, Server Hello Done and Client Key Exchange messages. Note that you should concatenate only the handshake part of each TLS message (i.e. strip the first 5 bytes belonging to the TLS Record header)
 - Compute PRF(master_secret, "client finished", hash, 12) which will generate a 12-bytes hash
 - Append the following header which indicates the hash is 12 bytes: 0x14 0x00 0x00 0x0C
 - Encrypt the 0x14 0x00 0x00 0x0C I [12-bytes hash] (see the Encrypting / Decrypting data section). This will generate a 64bytes ciphertext using AES-CBC and 40 bytes with AES-GCM
 - Send this ciphertext wrapped in a TLS Record



BACKGROUND: HANDSHAKE STEP XV – CHANGE CIPHER SPEC (SERVER)

- The server lets the client know
 - that we will use encrypted communication after this message

Transport Layer Security TLSv1.2 Record Layer: Change Cipher Spec Protocol: Change Cipher Spec Content Type: Change Cipher Spec (20) Version: TLS 1.2 (0x0303) Length: 1 Change Cipher Spec Message

Now, We Encrypt Messages and Generate MACs for the Server's!



BACKGROUND: HANDSHAKE STEP X – ENCRYPTED HANDSHAKE MESSAGE

- The client asks
 - the encrypted version of previous messages
 - to verify whether the server generated keys correctly

```
    TLSv1.2 Record Layer: Handshake Protocol: Encrypted Handshake Message
Content Type: Handshake (22)
    Version: TLS 1.2 (0x0303)
    Length: 40
    Handshake Protocol: Encrypted Handshake Message
```

- It needs to compute a hash of the same handshake communications as the client as well as the decrypted "Encrypted Handshake Message" message sent by the client (i.e. the 16-bytes hash starting with 0x1400000C)
- It will call PRF(master_secret, "server finished", hash, 12)



BACKGROUND: HANDSHAKE STEP XI - SENDING APPLICATION DATA

- Now, the server and client
 - will send encrypted data to the client
 - both will always send [encrypted data] [MAC]
 - The server will use server_write_key and server_write_mac_key
 - The client will use client_write_key and client_write_mac_key



- Detailed steps in client-side validation
 - Chain-of-trust validation
 - Hostname verification
 - Certificate revocation and X.509 extensions

- ...



- SSL libraries
 - OpenSSL: applications can customize chain-of-trust verification
 - JSSE (Java): hostname verification can be optional



- Data-transport libraries
 - Apache HTTPClient:
 - Hostname verification can be optional (and uses its own implementation)
 - HTTPS consistency checks are not strictly done
 - Weberknecht:
 - Hostname verification can be optional
 - PHP:
 - Default functionality does not check the certificate validity
 - Hostname verification can be ignored as it uses cURL
 - cURL:
 - (Unintentionally) disable hostname verification
 - Python:
 - Default functionality does not check the certificate validity



- Misunderstanding the SSL API
 - Amazon Flexible Payments service (PHP)
 - PayPal Payments Standard and PayPal Invoicing:
 - Hostname verification can be overridden and won't be checked in that case
 - PayPal IPN in ZenCart:
 - Default, it does not check the certificate validity
 - Lynx:

...

• Chain-of-trust verification is broken

Oregon State University Secure Al Systems Lab :: CS 578 - Cyber-security

- Using insecure middleware
- Using insecure SSL libraries
- ... (check the case studies in the paper)



RECOMMENDATIONS FOR SECURE INTERNET INFRASTRUCTURE

RECOMMENDATIONS

- Secure TLS/SSL connections
 - OS developers:
 - Provide RNG interface to app developers
 - Provide entropy conditions to applications
 - Test comprehensively across diverse platforms
 - App developers:
 - Generate keys on first use, not on install or first boot
 - Carefully address the warnings from crypto libraries
 - Device manufacturers:
 - Avoid factory-default keys or certificates
 - Provide sufficient entropy when manufacturing
 - Use hardware random generator if possible



RECOMMENDATIONS

- Secure TLS/SSL connections
 - Certificate authorities:
 - Monitor repeated, weak and factorable keys
 - End users:
 - Regenerate default or automatically generated keys
 - Check for known weak keys
 - Security and cryptography researchers:
 - True RNG
 - Primitives fail gracefully under weak entropy


RECOMMENDATIONS – CONT'D

- (Proper) certificate verification
 - Application developers:
 - Test (run fuzzing) with adversarial SSL certificates
 - Test application code with certificates with chain-of-trust (not with self-signing)
 - Check the library's configurations carefully before its use
 - SSL library developers:
 - Make SSL libraries with explicit documentations and parameters
 - Take the responsibility: manage SSL connections securely
 - Use the collective intelligence: make the error reporting platform user-friendly



Thank You!

Sanghyun Hong

https://secure-ai.systems/courses/Sec-Grad/current



