

FS20

DISTRIBUTED SYSTEMS

Authentication

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■ Confidentiality

- Confidentiality protects transmitted data against eavesdroppers

■ Integrity

- Provides protection against the modification of a message

■ Availability

- Data needs to be available when needed

■ Non-repudiation

- Non-repudiation provides that neither the sender nor the receiver can deny that a communication has taken place

■ Identification

- E.g. with a username “alice”, you are claiming to be Alice

■ Authentication

- Verifying a claim of identity. E.g., Alice shows passport, so another person can authenticate her. Different authentication types:
 - Something you know: things such as a PIN, a password
 - Something you have: a key, a swipe card
 - Something you are: biometrics: [palm](#), fingerprint

■ Authorization

- Determined what resources they an authenticated user is permitted to access

■ Authentication

- Single-factor authentication
 - E.g. password
- Multi-factor authentication / 2FA
 - E.g. password **and** software token

■ Password rules

- Don't use:
 - The name of a pet, child, family member, or significant other
 - Anniversary dates and birthdays
 - Birthplace
 - Name of a favorite holiday
 - Something related to a favorite sports team
 - The word "password"
- Don't reuse passwords, use password managers

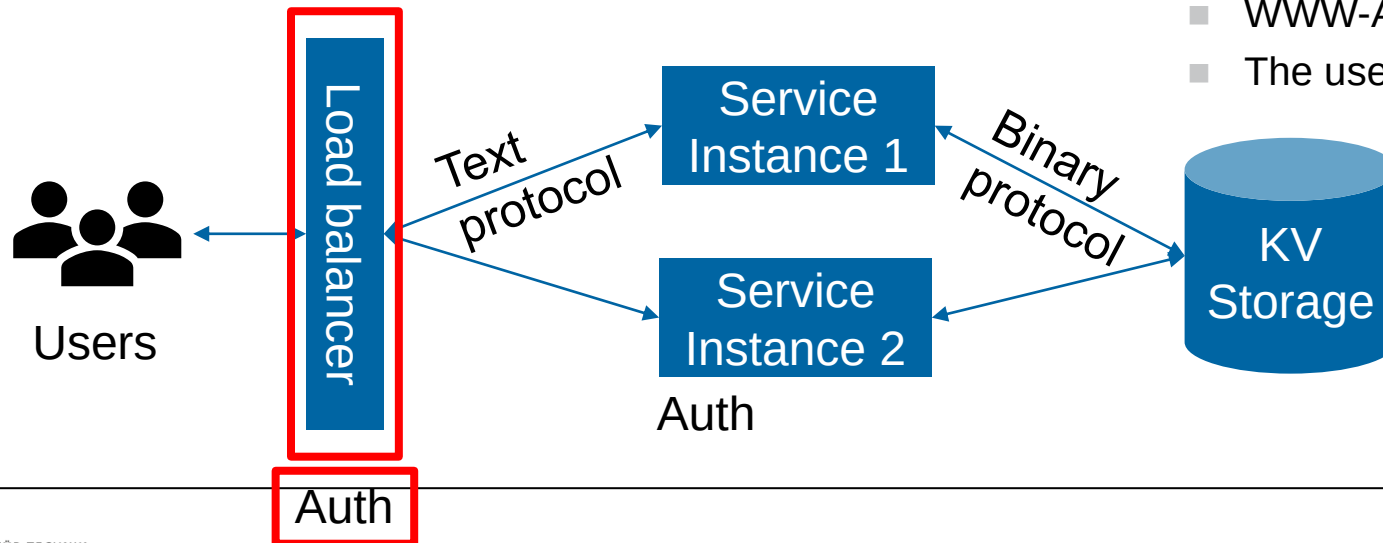
- Don't enter passwords on unencrypted sites
- Password length: [password cracking with 5000\\$ in 2018](#) with [hashcat](#)
 - Hashtype: WPA/WPA2: 1190.5 kH/s

Pw len	com	time
6	11m	0.3d
7	656m	21d
8	38b	3.4y
9	$7 \cdot 10^{15}$	197 y
10	$4 \cdot 10^{17}$	11k y
11	$2 \cdot 10^{19}$	665k y
12	$1 \cdot 10^{21}$	38m y

Authentication

■ Software token: TOTP (Time-based One-time Password)

- Often used as 2nd factor, e.g., in [andOTP](#)
- Based on keyed-hash message authentication code
- $\sim \text{hash}(\text{key} + \text{message})$
- TOTP: message $\rightarrow T = (\text{Current Unix time} - T_0) / X$ (X default is 30sec)



■ Challenge Task

- In service, e.g., your HTTP server
- In load balance, e.g. [traefik](#)
- Choices...

■ Load balancer

- Basic Auth, only with HTTPS, no logout!
- Server will reply with header
 - WWW-Authenticate: Basic realm="restricted area"
 - The user will see the information "restricted area"

■ Client will provide

- Authorization: Basic <base64>
- <base64> contains the username:password in base64

■ Can be encode in URL

- <https://username:password@dsl.hsr.ch>
- Attention:
- <http://www.google.com:search@evil.com>

■ Digest Auth

- Also available in [traefik](#)
- Hash + nonce, against replay attacks
- Server sends
 - WWW-Authenticate: Digest realm="testrealm@host.com",
...
nonce="dcd98b7102dd2f0e8b11d0f600bfb0c093",
...
- Client sends in HTTP header
 - Authorization: Digest
username="Alice",
realm="testrealm@host.com",
nonce="dcd98b7102dd2f0e8b11d0f600bfb0c093",
uri="/dir/index.html",
...
response="6629fae49393a05397450978507c4ef1"

■ Advantages

- PW not in clear text
- Nonce for replay protection for client and server

■ Disadvantages

- Browser L&F
- Strong security is optional
- Cannot use script or bcrypt to store PWs

■ **Public/private key**

- Client-side certificate in [nginx](#):

```
# This will return a 403 to all clients without a proper certificate
if ($ssl_client_verify != "SUCCESS") { return 403; }
```

```
# This tells Nginx what CA to verify against
ssl_client_certificate /tmp/ca.pem;
```

```
# This tells Nginx to verify clients
ssl_verify_client on;
```

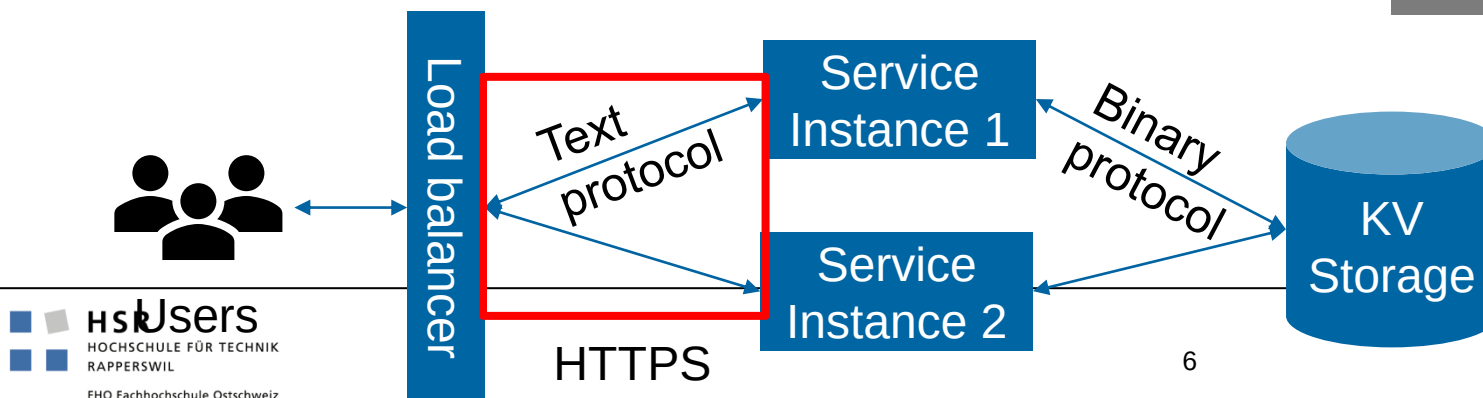
Authentication

■ Create SSL CA certificates for server with openssl command

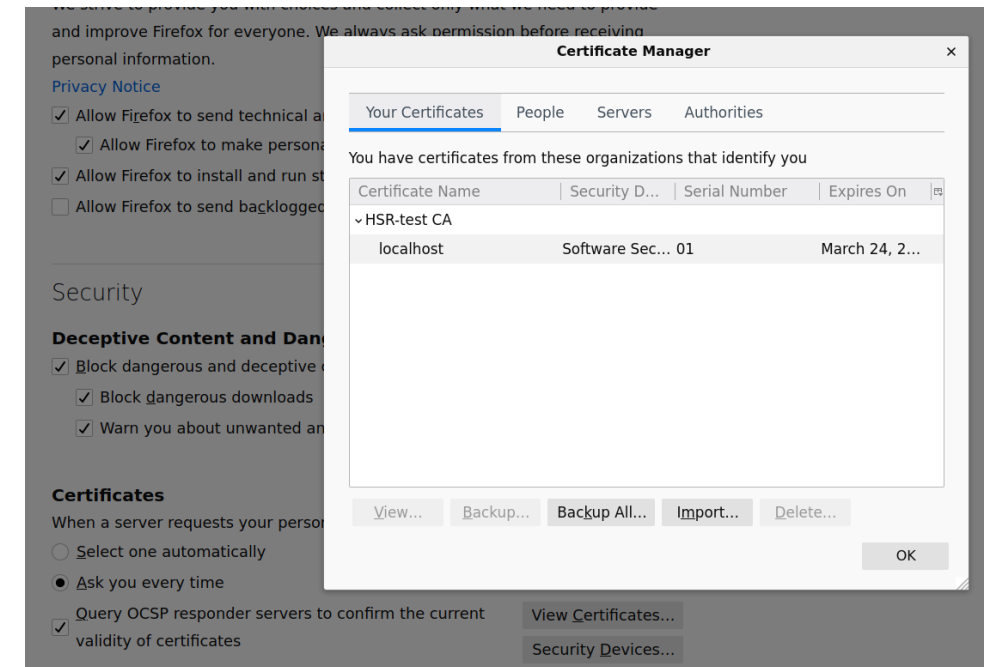
```
#generate CA certificate and private key
openssl req -new -nodes -x509 -keyout ca.key -
newkey rsa:4096 -out ca.pem -days 3650
```

■ Create client certificate

```
# create signing request
openssl req -new -nodes -keyout user.key -newkey
rsa:4096 -out user.pem
# sign the previous request
openssl x509 -req -days 365 -in user.pem -CA
ca.pem -CAkey ca.key -set_serial 01 -out user.crt
# convert to pkcs12 format
openssl pkcs12 -export -out user.pfx -inkey
user.key -in user.crt -certfile ca.pem
```



■ Add client cert to FireFox



■ Add nginx security in your local network

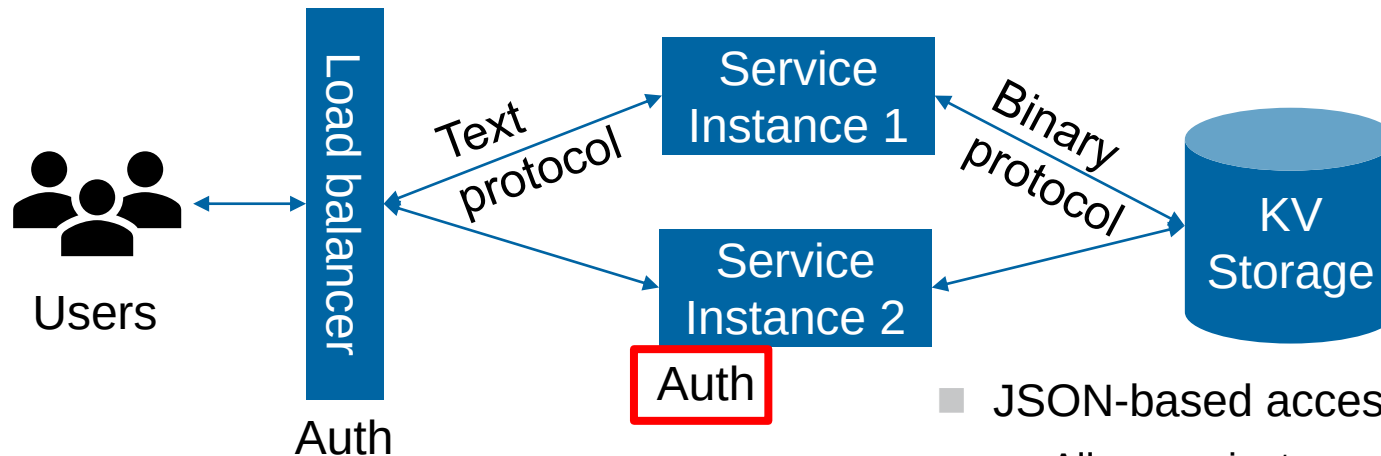
■ proxy_ssl_certificate,
proxy_ssl_certificate_key

Authentication

■ Session-based authentication (stateful)

- org.apache.catalina.session.StandardManager based on ConcurrentHashMap

■ JSON Web Token ([JWT](#)) (stateless)



■ E.g., spring-boot

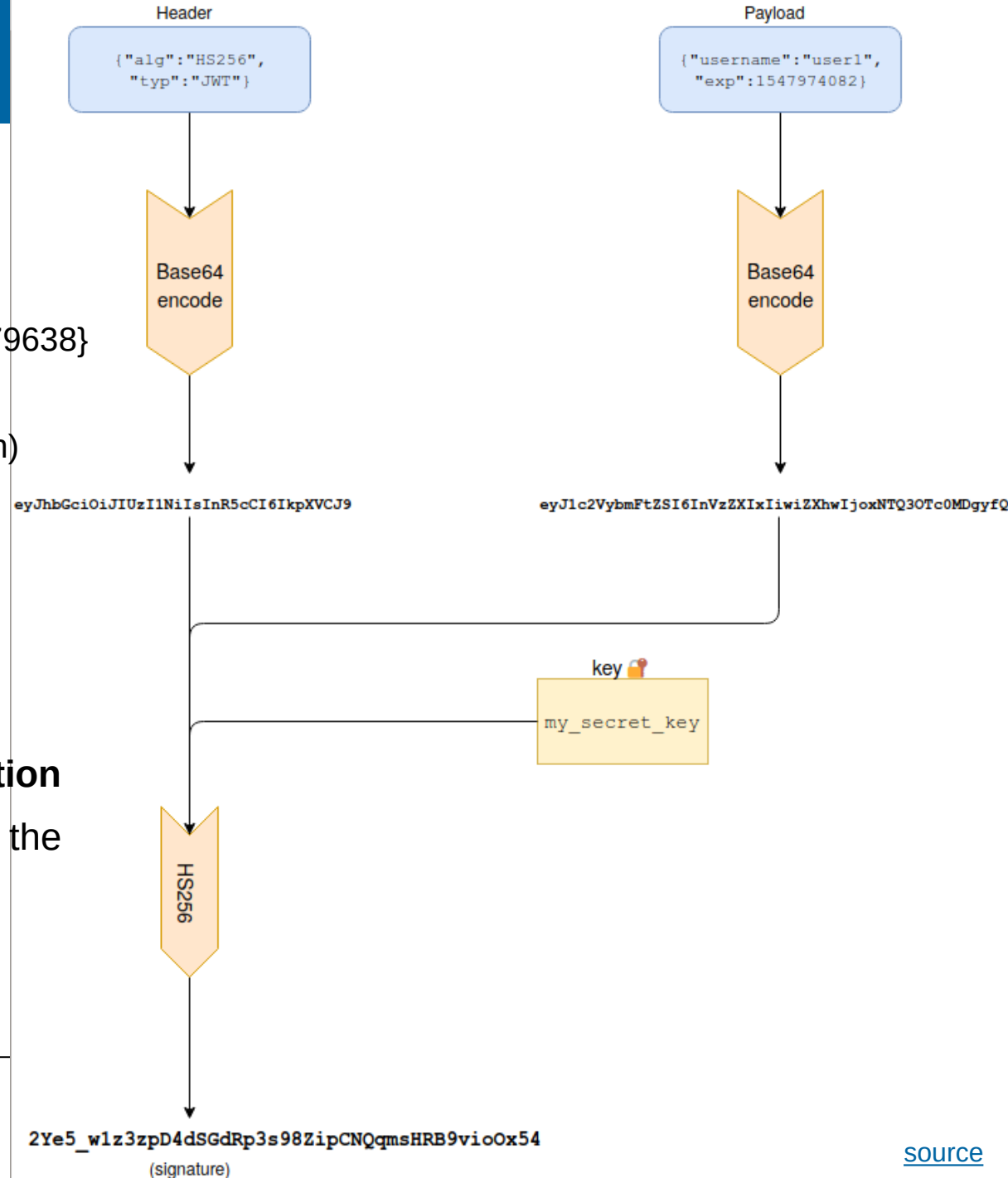
- Simple login app
- JSESSIONID, Session information, that user was successfully authenticated: [memory](#)

■ JSON-based access tokens

- All server instances know a secret token
- When user logs in, server responds with token:
- Authorization: Bearer <token>
- $\text{const user_token} = \text{base64urlEncoding}(\text{header}) + '.' + \text{base64urlEncoding}(\text{payload}) + '.' + \text{base64urlEncoding}(\text{signature})$

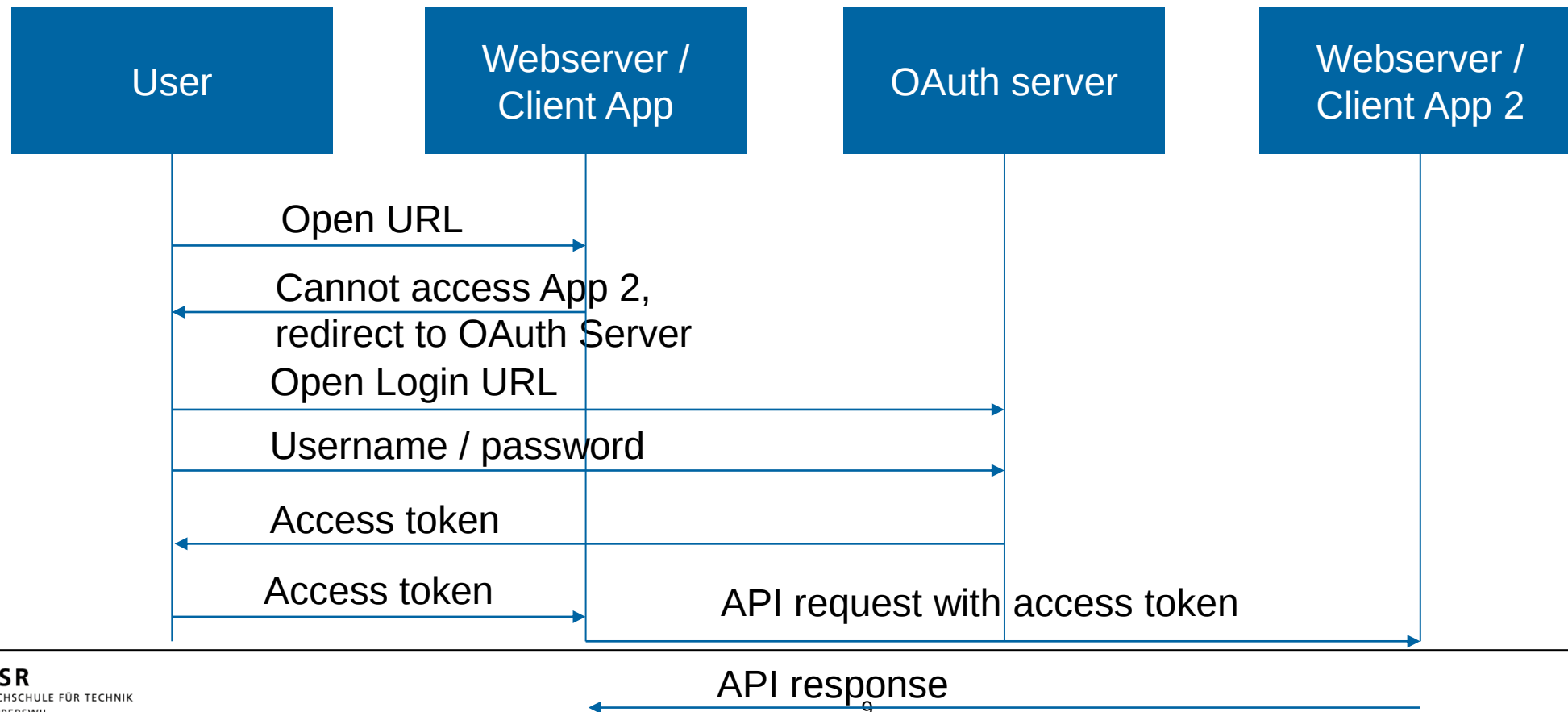
Authentication

- JSON-based access tokens
 - Header: {"alg": "HS256"}
 - Payload: {"user": "tom", "role": "admin", "exp": 1422779638}
- Signature (simple): keyed-hash message
 - $\sim \text{hash}(\text{base64}(\text{header}) + \text{base64}(\text{payload}) + \text{secret token})$
- Client can store user_token in
 - `localStorage.setItem("token", userToken);`
- Example in golang with [JWT](#)
 - Tutorial: [here](#) and [here](#)
- **[OAuth](#) - protocol for authorization 3rd party integration**
 - Grant access on other websites without giving them the passwords



■ OAuth flow

- Tokens have expiry date
- Tokens can be refreshed



Questions?



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