
CS 5430

Certificate Authorities

Prof. Clarkson
Spring 2016

Review: Certificates

- **Digital certificate** is a signature binding together:
 - **identity** of principal
 - **public key** of that principal (might be encryption or verification key)
- **Notation:** $\text{Cert}(S; I)$ is a certificate issued by principal I for principal S
 - let $b = \text{id}_S, K_S$
 - $\text{Cert}(S; I) = b, \text{Sign}(b; k_I)$
 - **Issuer** I is certifying that K_S belongs to **subject** id_S

Review: PKI

- System for managing distribution of certificates
- Two main philosophies:
 - **Decentralized:** anarchy, no leaders (PGP)
 - **Centralized:** oligarchy, leadership a few elite (CAs)

Recap of PGP

PGP offers authentication of humans through machines:

- Identity is that of a human
- Private key is part of human's identity
- Private key is stored on trusted machine
- Need the machine to handle storage and computation
- So line is blurred between which we're really authenticating

PKI Example 2: CAs

- Uses a centralized PKI philosophy (at least as evolved in marketplace)
- Invented (?) by Digital [Gasser et al. 1989], used in early Netscape browsers
- **Certificate authority (CA):** principal whose purpose is to issue certificates

Using a CA

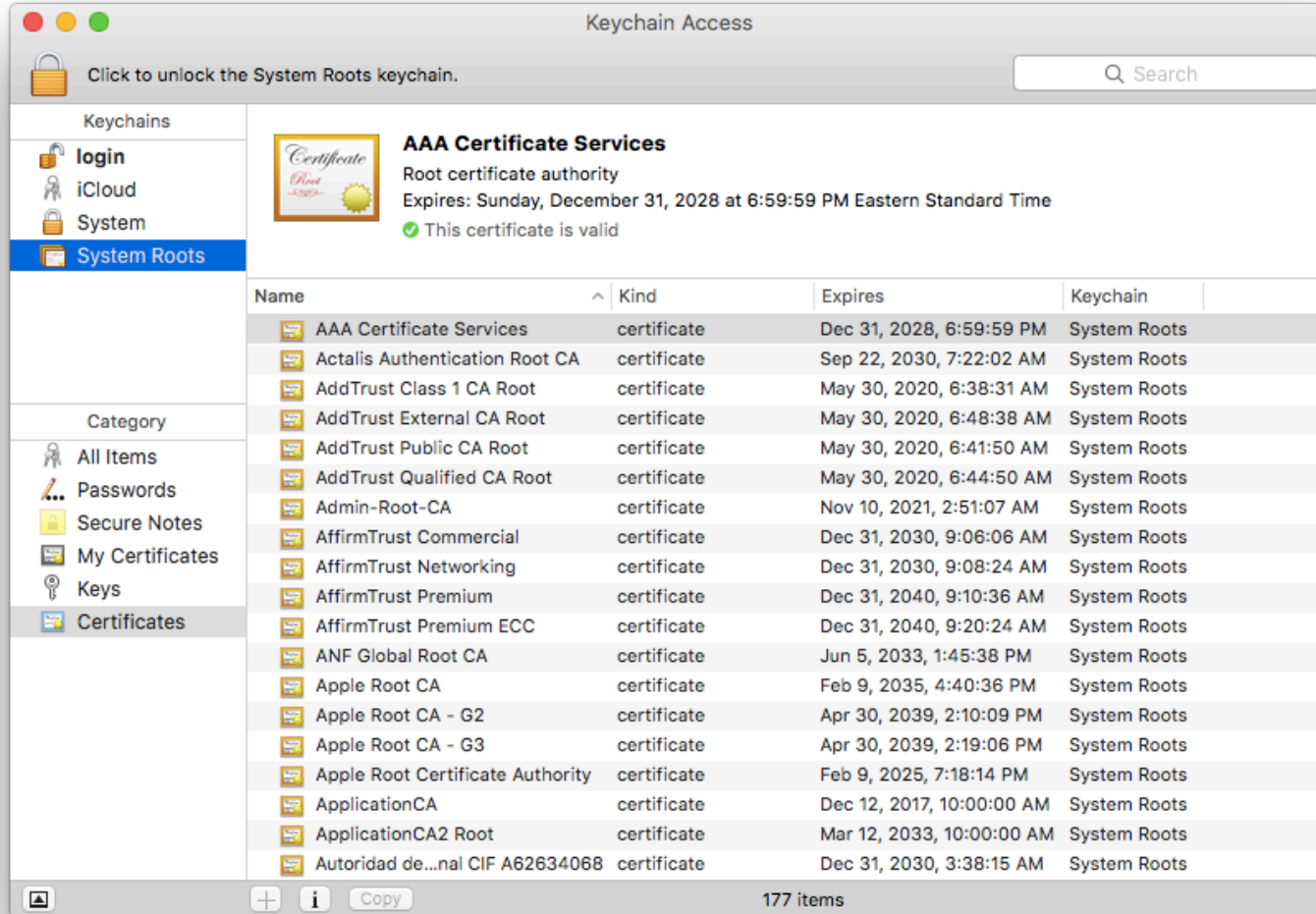
- Everyone enrolls with the CA to get a certificate
 - E.g., Alice enrolls and gets $\text{Cert}(\text{Alice}; \text{CA})$
- Your system comes pre-installed with CA's self-signed certificate $\text{Cert}(\text{CA}; \text{CA})$
- When you receive a message signed by Alice:
 - you contact CA to get $\text{Cert}(\text{Alice}; \text{CA})$
 - or Alice just includes that certificate with her message

Many CAs



- There can't be **only one**
 - No single CA is going to be trusted by all the world's governments, militaries, businesses
 - Though within an organization such trust might be possible
- So there are **many**
 - Around 1500 observed on public internet
 - Your OS and/or browser comes with some pre-installed
- Organizations act as their own CA, e.g....
 - Company issues certificates to employees for VPN
 - Bank issues certificates to customers
 - Central bank issues certificates to other banks
 - Manufacturer issues certificates to sensing devices

Demo: OS X Keychain Access



Certificate chains with CAs

Conflicting goals:

- CA private signing key must be kept **secret**
 - the public verification key is pre-installed on user systems; hard to update
 - if ever leaked, signing key could be used to forge certificates
 - easy way to realize goal: keep it in *cold storage*
- CA private signing key must be **available** for use
 - to sign new certificates when users request them
 - easy way to realize goal: keep it in computer's memory

Certificate chains with CAs

Solution: use root and intermediate CAs

- **root CA:** the certificate at root of trust in a chain; pre-installed; key kept in highly secure storage
- **intermediate CA(s):** certified by root CA, themselves certify user keys; might be run by a different organization than root
- example: <https://www.facebook.com>

Enrollment with a CA

- You create a key pair: **you** do this so that CA doesn't learn your private key
- You generate a **certificate signing request** (CSR); it contains the identity you are claiming
- You send the CSR to a CA, perhaps along with payment
- The CA verifies your identity (maybe)
- The CA signs your key, creating a certificate, and sends certificate to you

EV certificates

- Extended validation (EV):
 - CA does extra checking of your identity
 - Certificate marked as having received EV
 - Web browser reflects EV mark in UI
- Examples of extra checking:
 - Verify legal existence of organization including some sort of registration number
 - Verify physical operation of organization by a site visit
 - Verify phone number as listed by a public phone company
- CA record all those data in the certificate as part of subject's identity
- Example: <https://www.paypal.com>

Recap of CAs (as used in web)

- Browser authenticates web server
 - Server possesses private key associated with organization
 - Certificate states website's domain name as part of identity
 - Browser verifies that matches
- Machines are authenticating machines

Authentication

| | Humans | Machines |
|----------------------------|-----------------------|--------------------------------------|
| Humans authenticating... | Faces, passwords | Secure attention key, visual secrets |
| Machines authenticating... | Passwords, biometrics | Tokens, CAs as used in web |

Success!

We've solved the phonebook problem!

To publish public key, user can:

- distribute it as part of web of trust
- or engage CA to provide certificate



...or, have we???

PROBLEMS WITH PKI

Problem 1: Revocation

- Keys (subject's, issuer's) get compromised
- Or subject leaves an organization
- ...certificates therefore need to be revoked
- **There's no perfect solution**
 - Certificate revocation lists (CRLs)
 - Online certificate validation
 - Fast expiration

Revocation

Fast expiration

- **Idea:** Validity interval is short, e.g. 10 min to 24 hr; any compromise is bounded
- **Problem:**
 - CAs have to issue new certificates frequently, including checking identities
 - Machines have to update certificates frequently

Revocation

Certificate revocation lists (CRLs)

- **Idea:** CA posts list of revoked certificates; clients download and check every time they need to validate certificate
- **Problems:**
 - Clients don't (because usability)
 - Or they cache leading to TOCTOU
 - CRL must always be available (so an attractive target)
- Chromium [currently does this](#), with a CRL limited to 250kb

Revocation

Online certificate validation

- **Idea:** CA runs *validation server*; clients contact it each time to validate certificate
- **Problems:**
 - Clients don't
 - Server must always be available (so an attractive target)
 - Reveals to CA which websites you want to access
- **Follow-on solution:** [stapling](#), in which certificates must be accompanied by fresh assertion from CA that certificate is still valid; whoever presents certificate to client is responsible for acquiring assertion
- Firefox [currently does this](#) but doesn't *hard fail* because "[validation servers] aren't yet reliable enough"

Problem 2: Authority

- CAs go rogue, get hacked, issue certificates that **they** should never have issued
 - e.g., Dutch CA DigiNotar, which was included in many root sets: 500 bogus certificates issued, including for Google, Yahoo, Tor
- Missing a means for **authorization** of who may issue certificates for which principals

Authority

There's no perfect solution

- **Key pinning:** upon first connection to a server, client learns a set of public keys for server; in future connections, certificate must contain one of those keys
- **Certificate transparency:** maintain a public log of issued certificates; require any presented certificate to provably be in that log; monitor log to notice misbehavior
- **Certificate Authority Authorization (CAA):** piggyback on DNS system; DNS record for entity specified allowed CAs

USING CAs IN SSL

SSL

Secure Sockets Layer (SSL)

- aka **Transport Layer Security** (TLS)
- SSL 3.1 = TLS 1.0 (1999)
 - Broken by attack in 2011 based on improper choice of IVs for CBC mode
- SSL 3.2 = TLS 1.1 (2006)
 - Fixes IVs
- SSL 3.3 = TLS 1.2 (2008)
 - Upgrades crypto primitives (AES, SHA-256, etc.)

Network stack

| Layer | e.g. | Connects |
|-------------|------|-----------|
| Application | HTTP | processes |
| Transport | TCP | hosts |
| Internet | IP | networks |
| Link | WiFi | devices |

Network stack

| Layer | e.g. | Connects |
|-------------|------|-----------|
| Application | HTTP | processes |
| | SSL | |
| Transport | TCP | hosts |
| Internet | IP | networks |
| Link | WiFi | devices |

- SSL provides secure channel atop underlying guarantees of transport layer
- HTTPS = HTTP + SSL

SSL terminology

- **Record:** message sent during session
- **Session:**
 - communication channel
 - between **client** and **server**
 - logical
 - bi-directional (and direction matters)
 - **optionally** secured for confidentiality and/or integrity against Dolev-Yao attacker

SSL protocols

- Handshake protocol: initial channel setup
- Record protocol: exchange of messages

Caveats:

- *what follows is common way of configuring those protocols, not the only way*
- *no official rationale for the protocol*

Record protocol

Connection state:

- **cmk**: client HMAC key
- **smk**: server HMAC key
- **cek**: client symmetric encryption key
- **sek**: server symmetric encryption key
- **civ**: client IV
- **siv**: server IV
- **cseq**: client sequence number
- **sseq**: server sequence number

Record protocol

Directional communication:

- both client and server are meant to know the entire state, but...
 - from client to server uses cXX state
 - from server to client uses sXX state
- ... defends against reflection attacks

Record protocol

For client to send record to server:

1. C: `t = MAC(r, cseq; cmk);`
`c = Enc(r, t; civ; cek);`
`cseq++;` // if overflow, re-key
`civ = rand()`
2. C → S: c



MAC-then-Enc

Server to client is the same with sXX part of connection state

Handshake protocol

- Purpose:
 - Establish `ciphersuite`
 - Then establish connection state
- **Ciphersuite:** triple of cryptographic choices...
 1. Protocol for key establishment
 2. Block cipher and mode
 3. PRF (typically a hash function for HMAC)
- Example ciphersuites:
 - `RSA, AES128/CBC, SHA-256`
 - `DH_anon, 3DES/CBC, SHA-1` (beware `DH_anon!`)
 - `null, null, null`
- Henceforth assume RSA key establishment...

Handshake protocol

Warning:

- attacks on SSL sometimes involve **rollback** to deprecated algorithms that your crypto library still supports
- YOUR responsibility to make sure only current algorithms are enabled

Handshake protocol

Could be a chain

1. C->S: Suites_C, N_C
2. S->C: Suite_S, Cert(S; CA), N_S
3. C: PS = rand(); // premaster secret
ePS = Enc(PS; K_S)
4. C->S: ePS
5. S: PS = Dec(ePS; k_S)
6. C and S:
MS = PRF(PS, "master secret"; N_C+N_S);
derive connection state from MS
by splitting into bits

Handshake protocol

See online notes for some omitted details:

- Verify that client and server have agreed on same keys
- Unilateral vs. mutual authentication:
 - **unilateral:** server authenticates to client
 - **mutual:** server authenticates to client and client authenticates to server

Upcoming events

- [today] Clarkson office hours cancelled
- [today or tomorrow] A5 out
- [next week] Schneider subs for Clarkson

*Do not believe anything just because you heard it
from a seeming authority. – The Buddha*