

VPN and IPsec

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Thanks

Most contents were provided by:

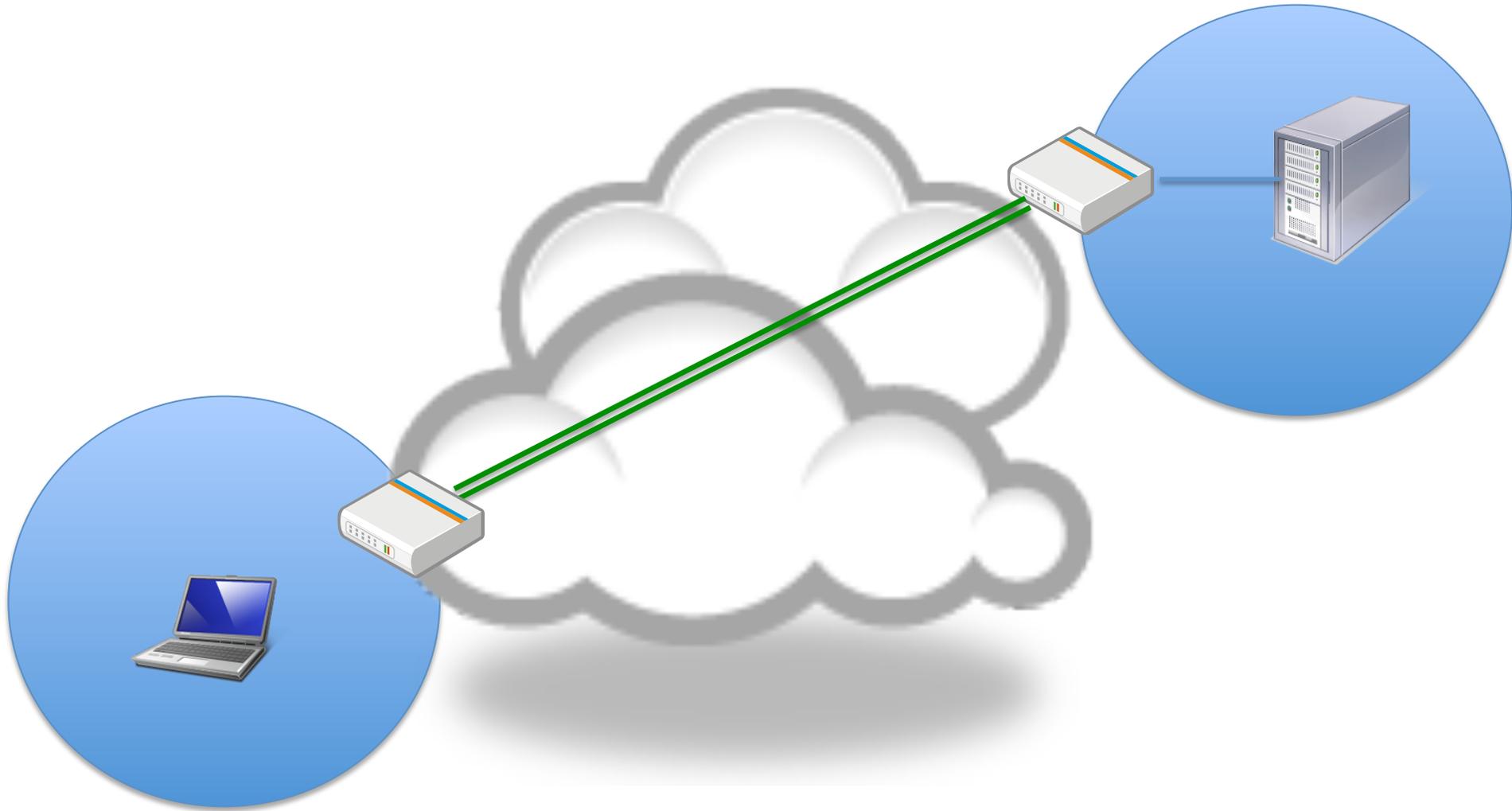
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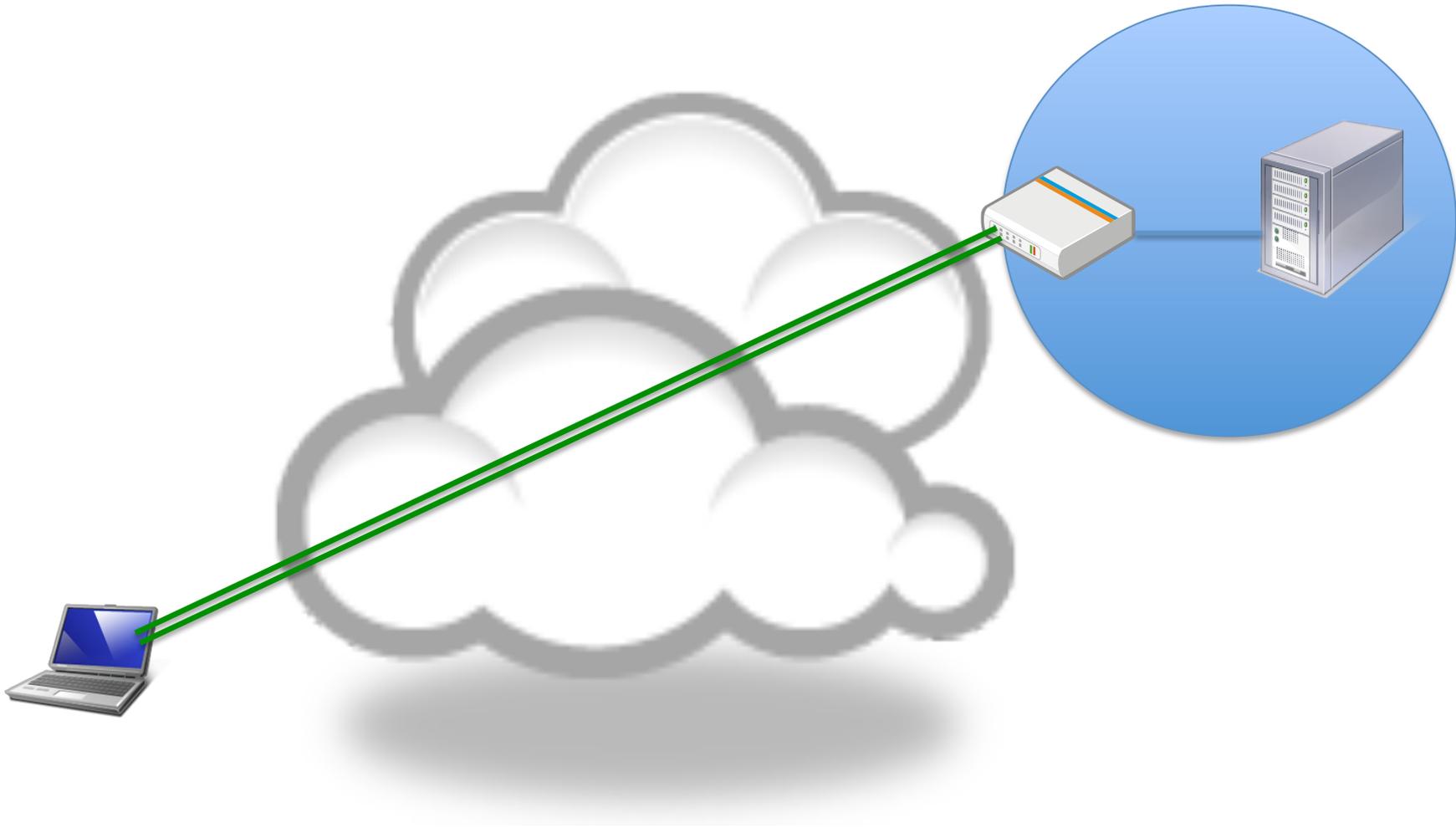
Virtual Private Network

- Overlay Network
 - a VPN is built on top of a public network (Internet)
- Cost effective
 - You don't need to expand your network
- Rapidly deployable
 - An underlay network just carries IP packets as usual
 - Only your nodes need to agree about VPN
- Control
 - You can enforce your own policy in the VPN

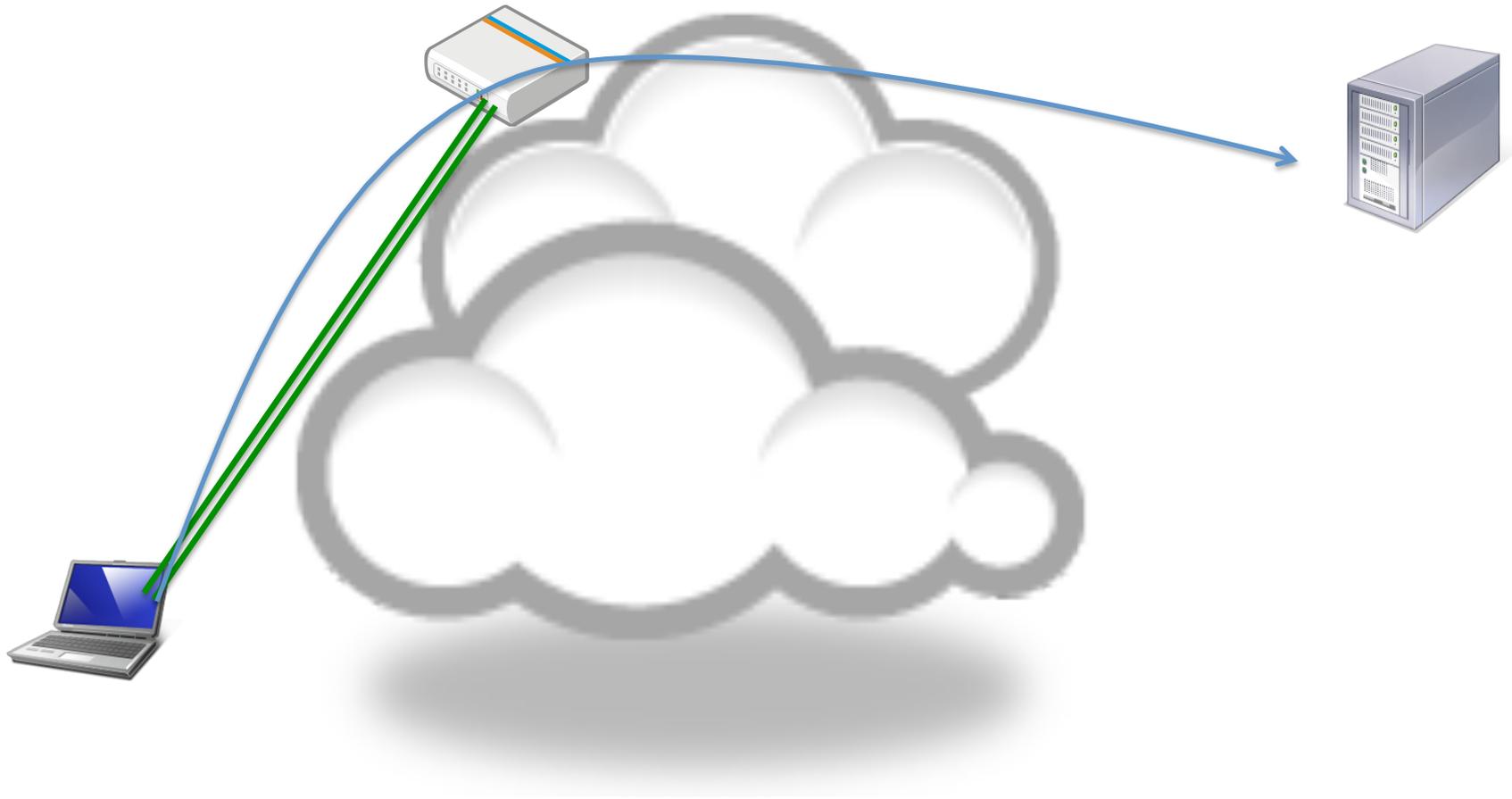
satellite office



access to intranet from outside

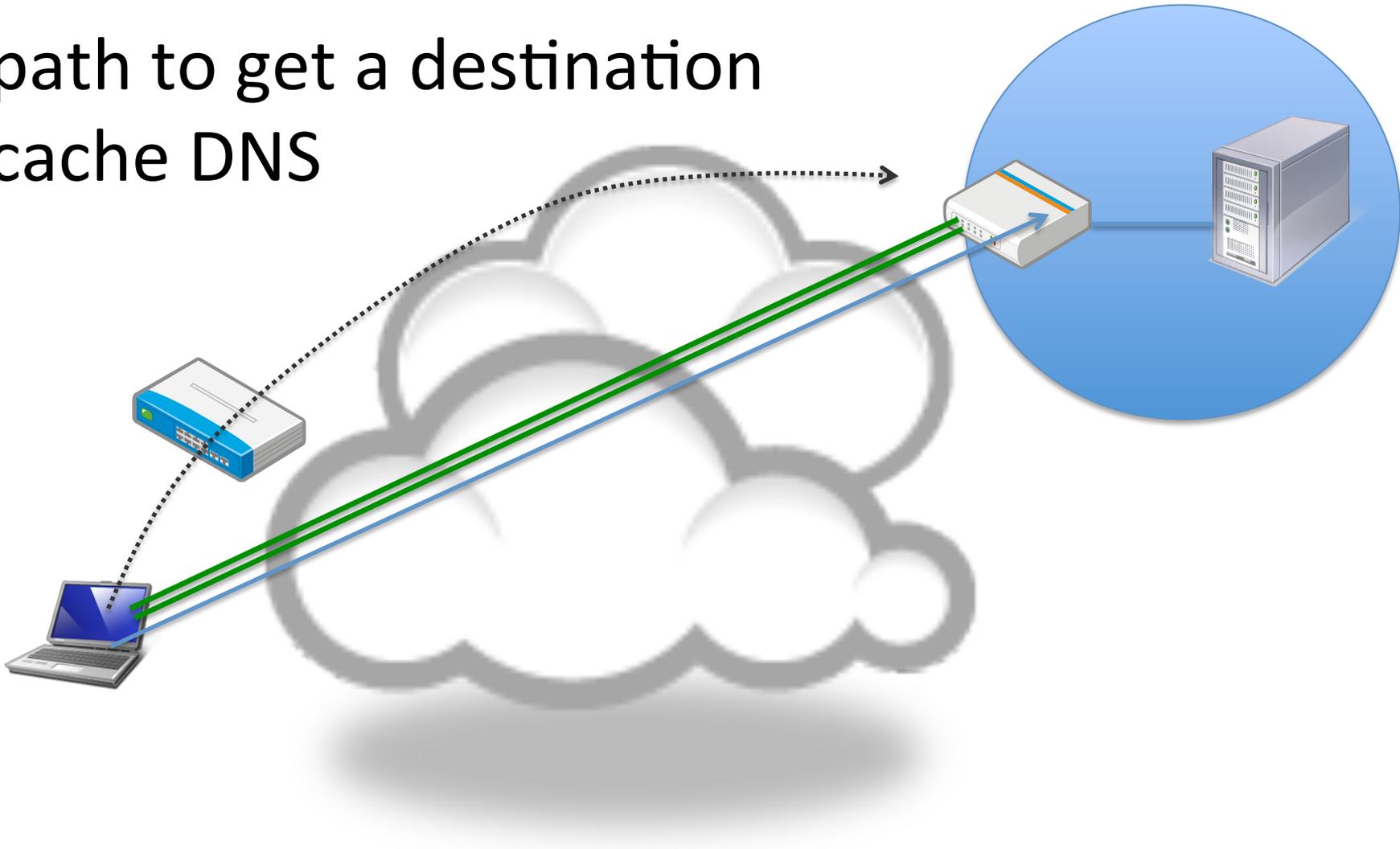


over an untrusted network



IPv4 and IPv6

- path to get a destination
- cache DNS



VPN and security

- Any VPN is **not** automagically secure. You need to add security functionality to create secure VPNs. That means using firewalls for access control and probably IPsec or SSL/TLS for confidentiality and data origin authentication.

VPN protocols

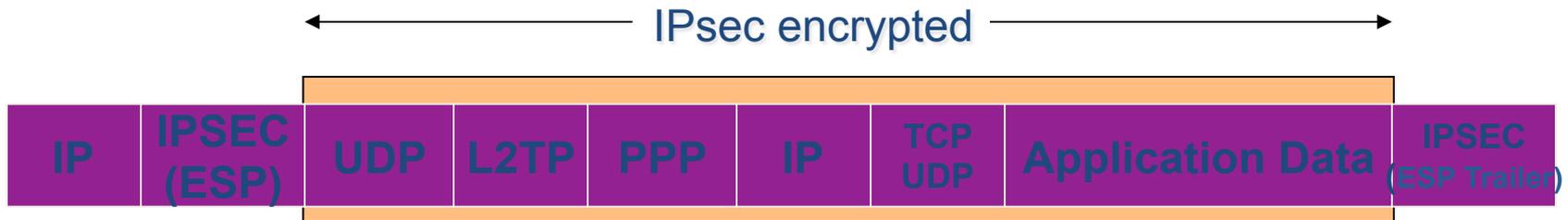
- PPTP
 - IP over PPP over GRE
 - possible password leakage by MS-CHAPv2 weakness
- OpenVPN
 - IP over TLS over TCP/UDP
- MS-SSTP
 - IP over PPP over SSTP over HTTPS over TCP
- L2TP/IPsec
 - IP over PPP over L2TP over UDP over ESP
- IPsec
 - IP over ESP
 - IP over ESP over UDP (NAT traversal)

Layer 2 Tunneling Protocol

- Designed in IETF PPP Extensions working group
 - Combination of Cisco L2F & PPTP features
 - L2TP RFC 2661, Aug 1999
 - Uses UDP port 1701 for control and data packets
 - Uses PPP for packet encapsulation – carries most protocols (also non-IP protocols)
- Security Functionality
 - Control session authentication, keepalives
 - EAP for a broader authentication mechanisms
 - IPsec ESP for confidentiality and integrity
 - IKE for key management

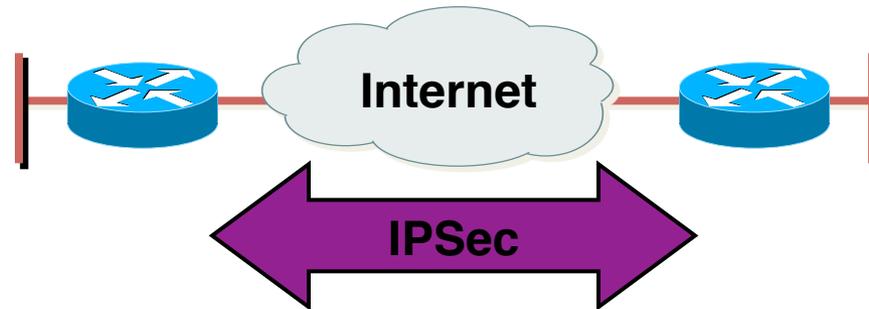
L2TP and IPsec

Multiple Encapsulations
.....careful of packet size!!



Ping with large MTU size....help discover fragmentation issues!!

What Is IPSec?



- IETF standard that enables encrypted communication between peers:
 - Consists of open standards for securing private communications
 - Network layer encryption ensuring data confidentiality, integrity, and authentication
 - Scales from small to very large networks

What Does IPsec Provide ?

- Confidentiality....many algorithms to choose from
- Data integrity and source authentication
 - Data “signed” by sender and “signature” verified by the recipient
 - Modification of data can be detected by signature “verification”
 - Because “signature” based on a shared secret, it gives source authentication
- Anti-replay protection
 - Optional : the sender must provide it but the recipient may ignore
- Key Management
 - IKE – session negotiation and establishment
 - Sessions are rekeyed or deleted automatically
 - Secret keys are securely established and authenticated
 - Remote peer is authenticated through varying options

IPsec Components

- **AH (Authentication Header)**
 - Authentication is applied to the entire packet, with the mutable fields in the IP header zeroed out
 - If both ESP and AH are applied to a packet, AH follows ESP
 - Standard requires HMAC-MD5-96 and HMAC-SHA1-96....older implementations also support keyed MD5
- **ESP (Encapsulating Security Payload)**
 - Must encrypt and/or authenticate in each packet
 - Encryption occurs before authentication
 - Authentication is applied to data in the IPsec header as well as the data contained as payload
 - Standard requires DES 56-bit CBC and Triple DES. Can also use RC5, IDEA, Blowfish, CAST, RC4, NULL
- **IKE (Internet Key Exchange)**
 - Automated SA (Security Association) creation and key management

Interoperable Defaults For SAs

- Security Association groups elements of a conversation together



**How Do We
Communicate Securely ?**



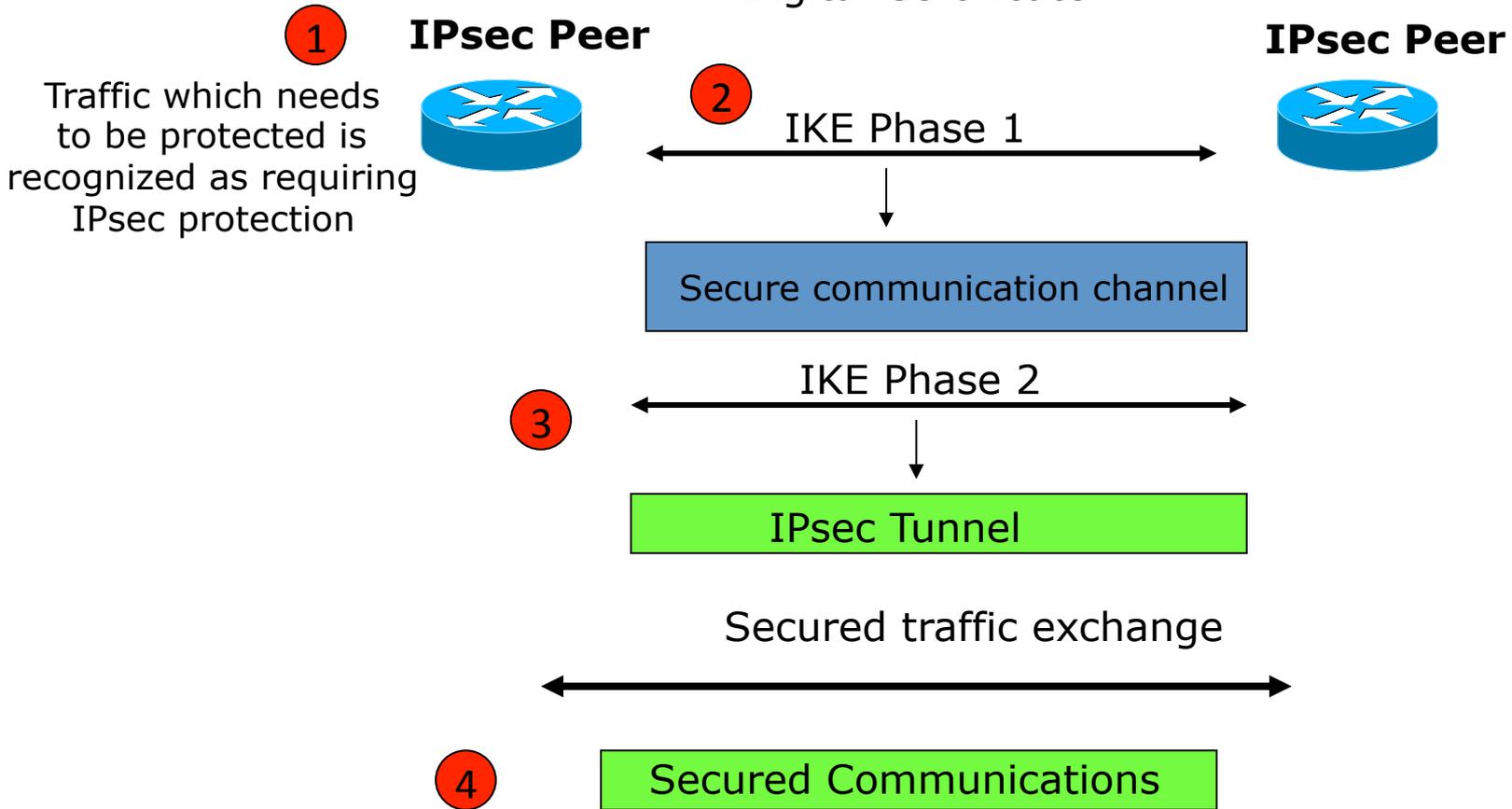
- ESP encryption algorithm and key(s)
- Cryptographic synchronization
- SA lifetime
- SA source address
- Mode (transport or tunnel)

Do we want integrity protection of data ?
Do we want to keep data confidential ?
Which algorithms do we use ?
What are the key lengths ?
When do we want to create new keys ?
Are we providing security end-to-end ?

IPsec with IKE

Peers Authenticate using:

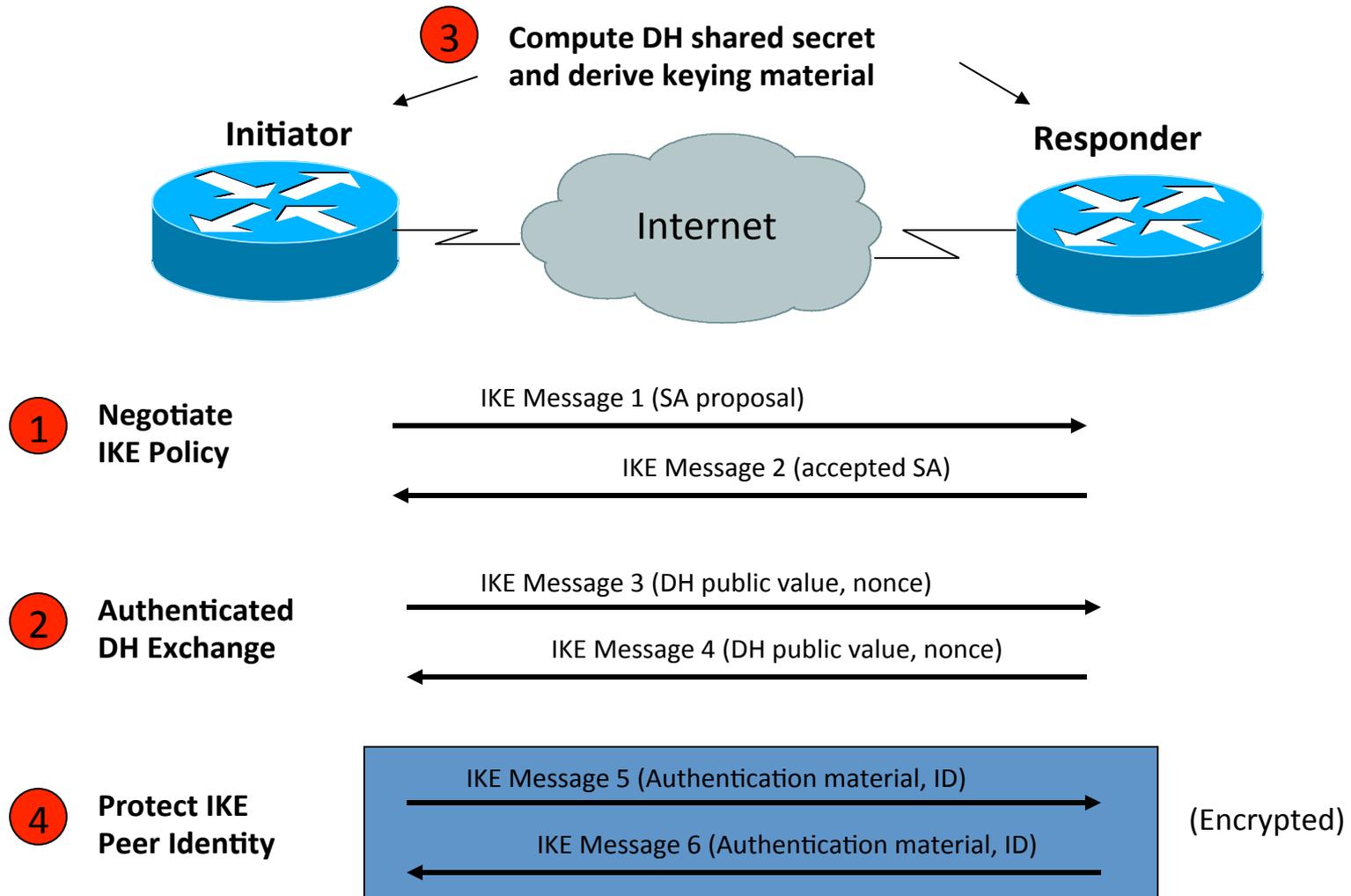
- Pre-shared key
- Digital Certificate



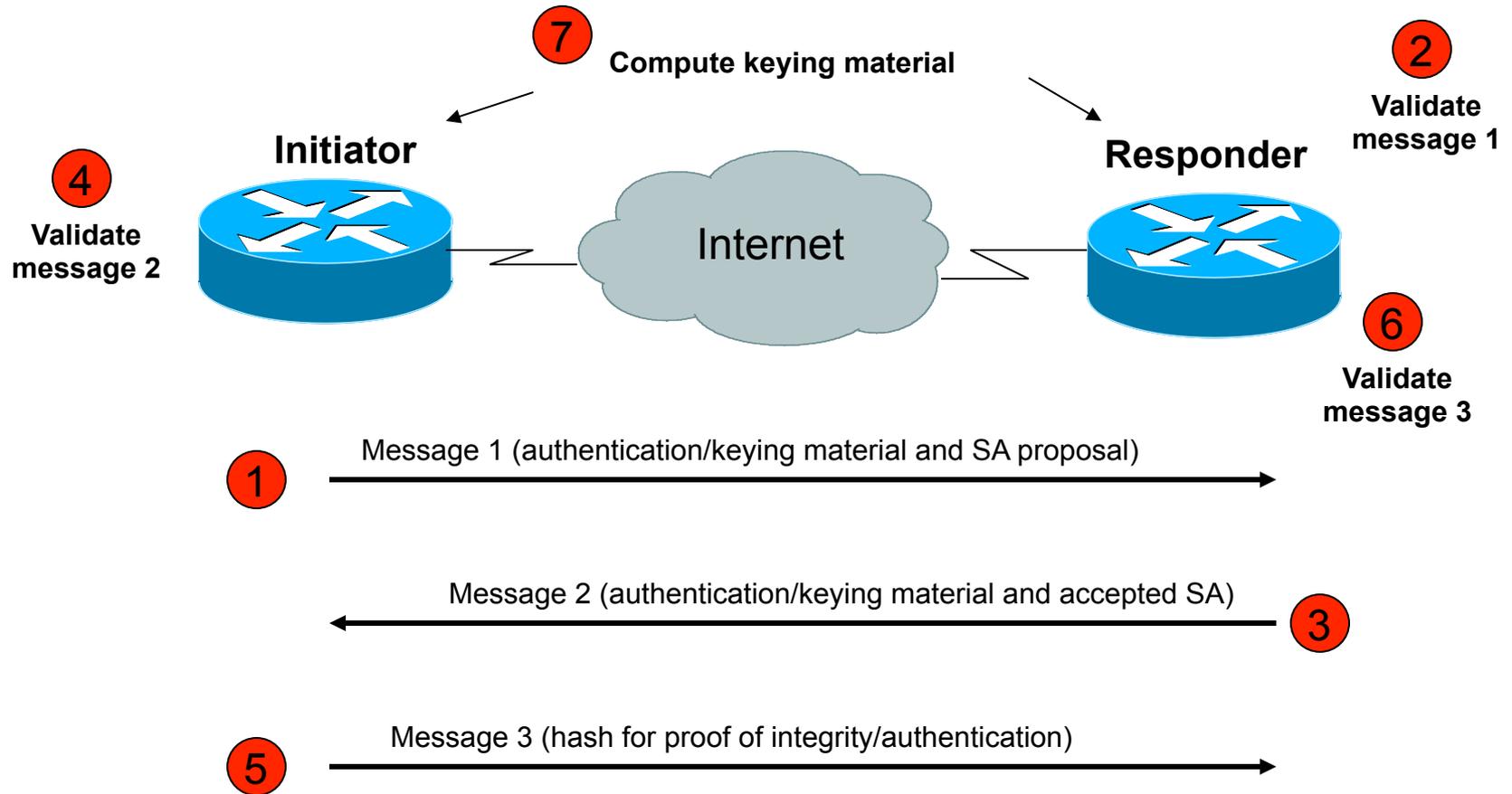
IPsec IKE Phase 1 Uses DH Exchange

- First public key algorithm (1976)
- Diffie Hellman is a key establishment algorithm
 - Two parties in a DF exchange can generate a shared secret
 - There can even be N-party DF changes where N peers can all establish the same secret key
- Diffie Hellman can be done over an insecure channel
- IKE authenticates a Diffie-Hellman exchange
 - Pre-shared secret
 - Nonce (RSA signature)
 - Digital signature

IKE Phase 1 Main Mode



IKE Phase 2 Quick Mode



IKE v2: Replacement for Current IKE Specification

- Feature Preservation
 - Most features and characteristics of baseline IKE v1 protocol are being preserved in v2
- Compilation of Features and Extensions
 - Quite a few features that were added on top of the baseline IKE protocol functionality in v1 are being reconciled into the mainline v2 framework
- Some New Features

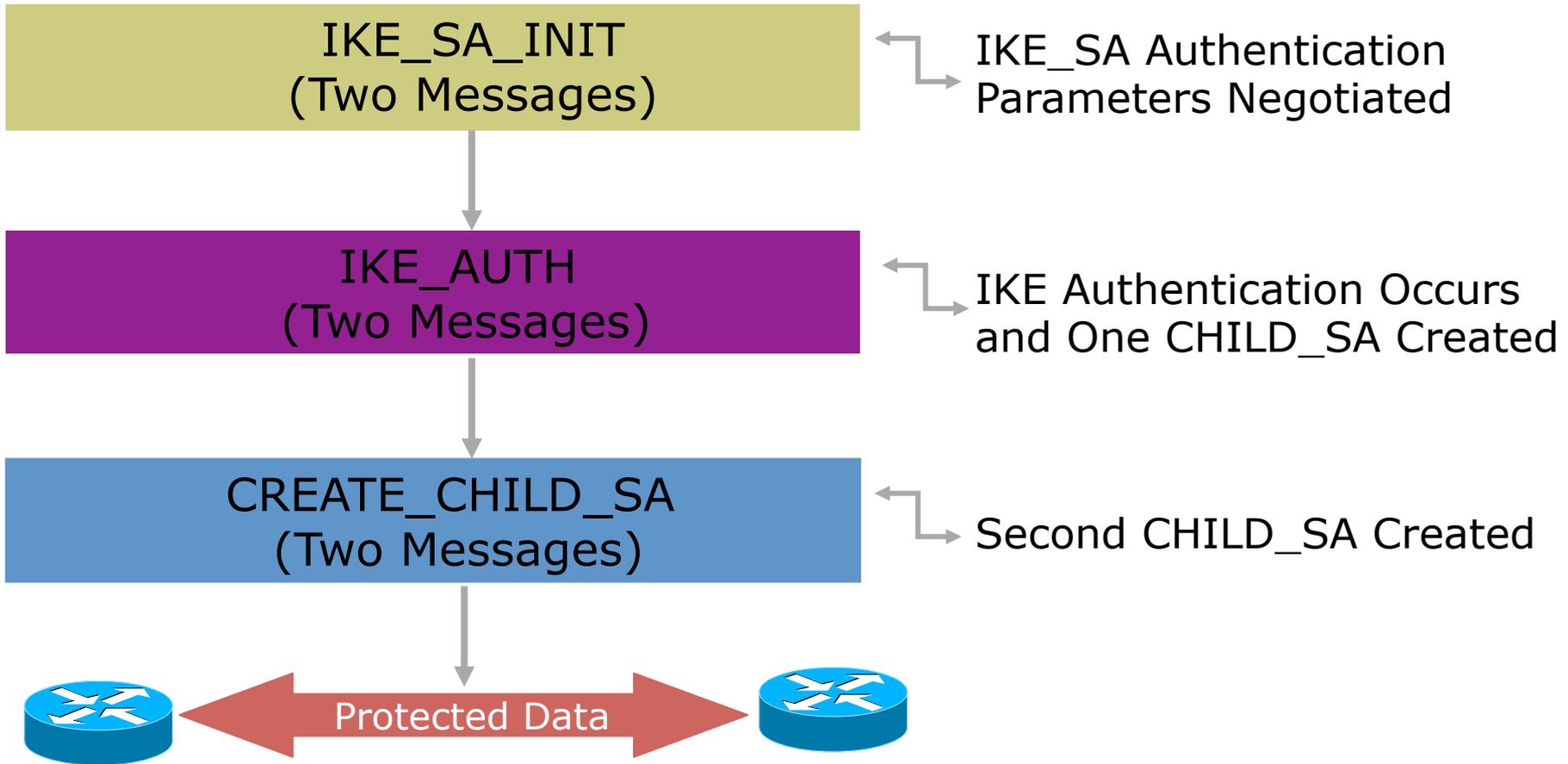
IKE v2: What Is Not Changing

- Features in v1 that have been debated but are ultimately being preserved in v2
 - Most payloads reused
 - Use of nonces to ensure uniqueness of keys
- v1 extensions and enhancements being merged into mainline v2 specification
 - Use of a 'configuration payload' similar to MODECFG for address assignment
 - 'X-auth' type functionality retained through EAP
 - Use of NAT Discovery and NAT Traversal techniques

IKE v2: What Is Changing

- Significant Changes Being to the Baseline Functionality of IKE
 - EAP adopted as the method to provide legacy authentication integration with IKE
 - Public signature keys and pre-shared keys, the only methods of IKE authentication
 - Use of 'stateless cookie' to avoid certain types of DOS attacks on IKE
 - Continuous phase of negotiation

How Does IKE v2 Work?



Relevant Standard(s)

- IETF specific
 - rfc2409: IKEv1
 - rfc4301: IPsec Architecture (updated)
 - rfc4303: IPsec ESP (updated)
 - rfc4306: IKEv2
 - rfc4718: IKEv2 Clarifications
 - rfc4945: IPsec PKI Profile
- IPv6 and IPsec
 - rfc4294: IPv6 Node Requirements
 - Rfc4552: Authentication/Confidentiality for OSPFv3
 - rfc4877: Mobile IPv6 Using IPsec (updated)
 - rfc4891: Using IPsec to secure IPv6-in-IPv4 Tunnels

Considerations For Using IPsec

- Security Services
 - Data origin authentication
 - Data integrity
 - Replay protection
 - Confidentiality
- Size of network
- How trusted are end hosts – can a priori communication policies be created?
- Vendor support
- What other mechanisms can accomplish similar attack risk mitigation

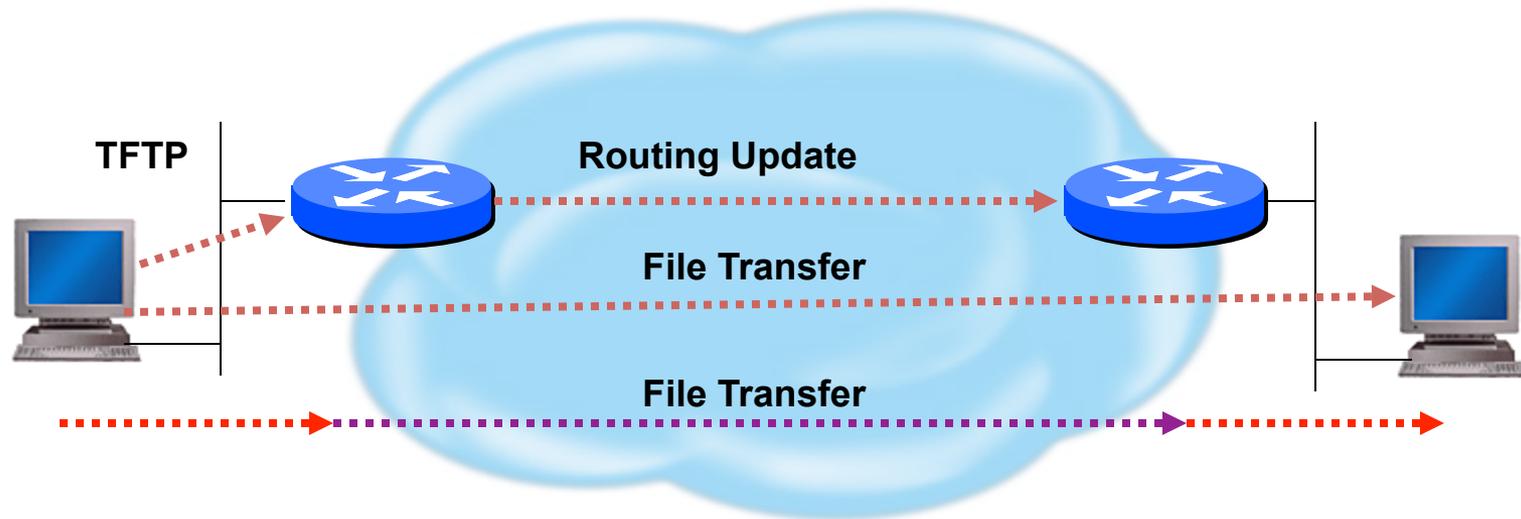
Non-Vendor Specific Deployment Issues

- **Historical Perception**
 - Configuration nightmare
 - Not interoperable
- **Performance Perception**
 - Need empirical data
 - Where is the real performance hit?
- **Standards Need Cohesion**

Vendor Specific Deployment Issues

- Lack of interoperable defaults
 - A default does NOT mandate a specific security policy
 - Defaults can be modified by end users
- Configuration complexity
 - Too many knobs
 - Vendor-specific terminology
- Good News: IPv6 support in most current implementations

Transport vs Tunnel Mode



Transport Mode: End systems are the initiator and recipient of protected traffic

Tunnel Mode: Gateways act on behalf of hosts to protect traffic

IPsec Concerns

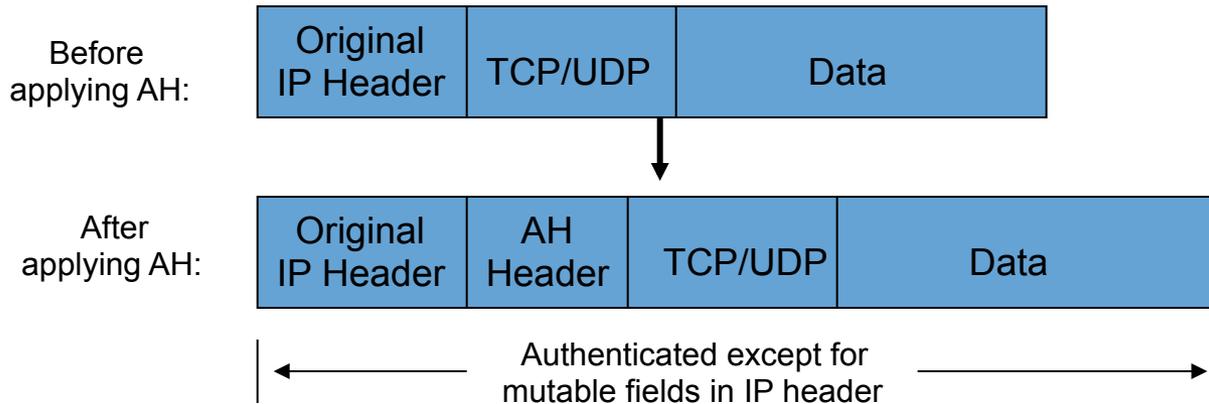
- Are enough people aware that IKEv2 is not backwards compatible with IKEv1?
 - IKEv1 is used in most IPsec implementations
 - Will IKEv2 implementations first try IKEv2 and then revert to IKEv1?
- Is IPsec implemented for IPv6?
 - Some implementations ship IPv6 capable devices without IPsec capability and host requirements is changed from MUST to SHOULD implement
- OSPFv3
 - All vendors 'IF' they implement IPsec used AH
 - Latest standard to describe how to use IPsec says MUST use ESP w/ Null encryption and MAY use AH

IPsec Concerns (cont)

- What is transport mode interoperability status?
 - Will end user authentication be interoperable?
- PKI Issues
 - Which certificates do you trust?
 - How does IKEv1 and/or IKEv2 handle proposals with certificates?
 - Should common trusted roots be shipped by default?
 - Who is following and implementing pki4ipsec-ikecert-profile (rfc4945)
- Have mobility scenarios been tested?
 - Mobility standards rely heavily on IKEv2
- ESP – how determine if ESP-Null vs Encrypted

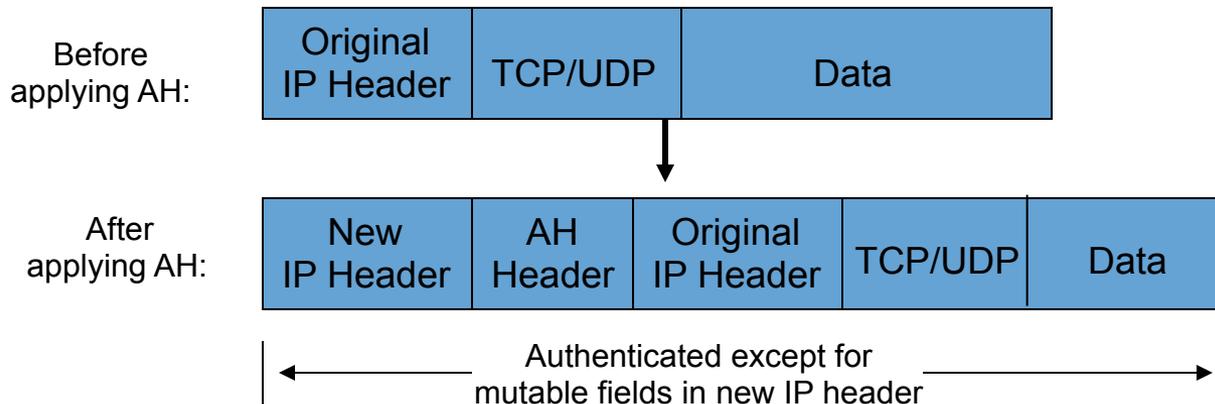
IPv4 IPsec AH

IPv4 AH Transport Mode:



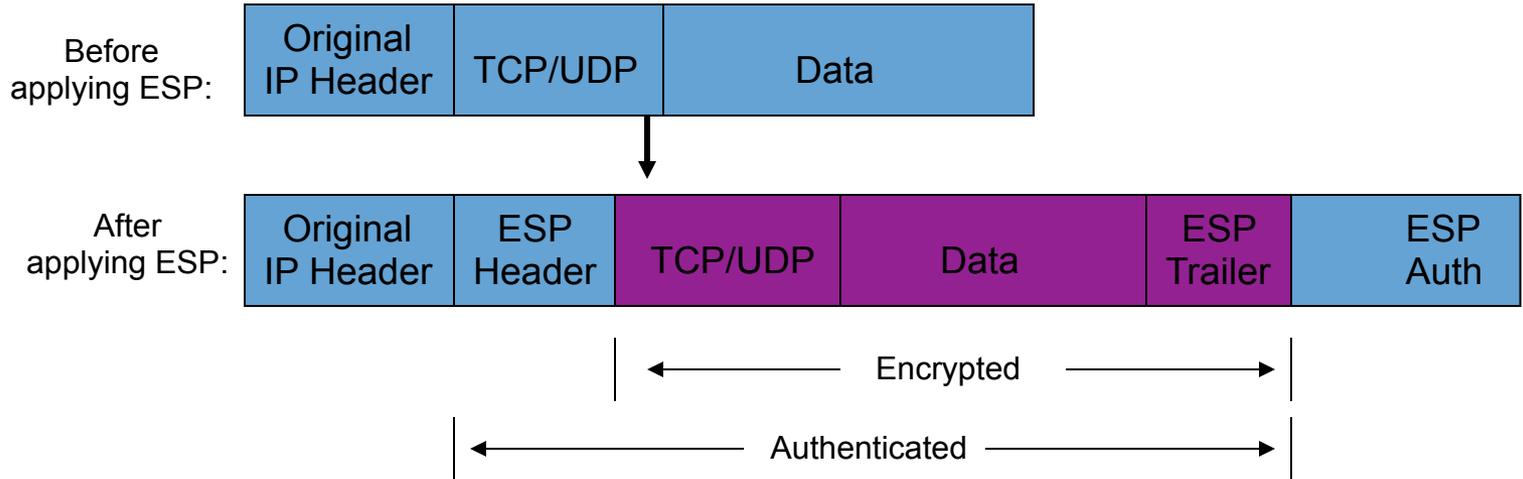
- Mutable Fields:**
- ToS
 - TTL
 - Hdr Checksum
 - Offset
 - Flags

IPv4 AH Tunnel Mode:

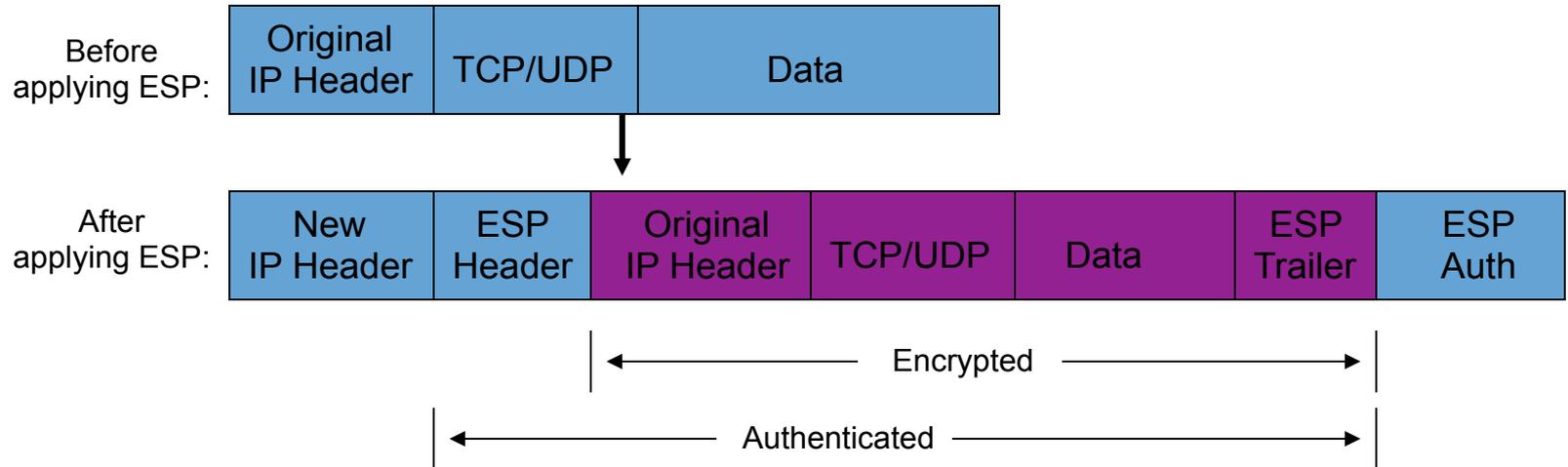


- Mutable Fields:**
- ToS
 - TTL
 - Hdr Checksum
 - Offset
 - Flags

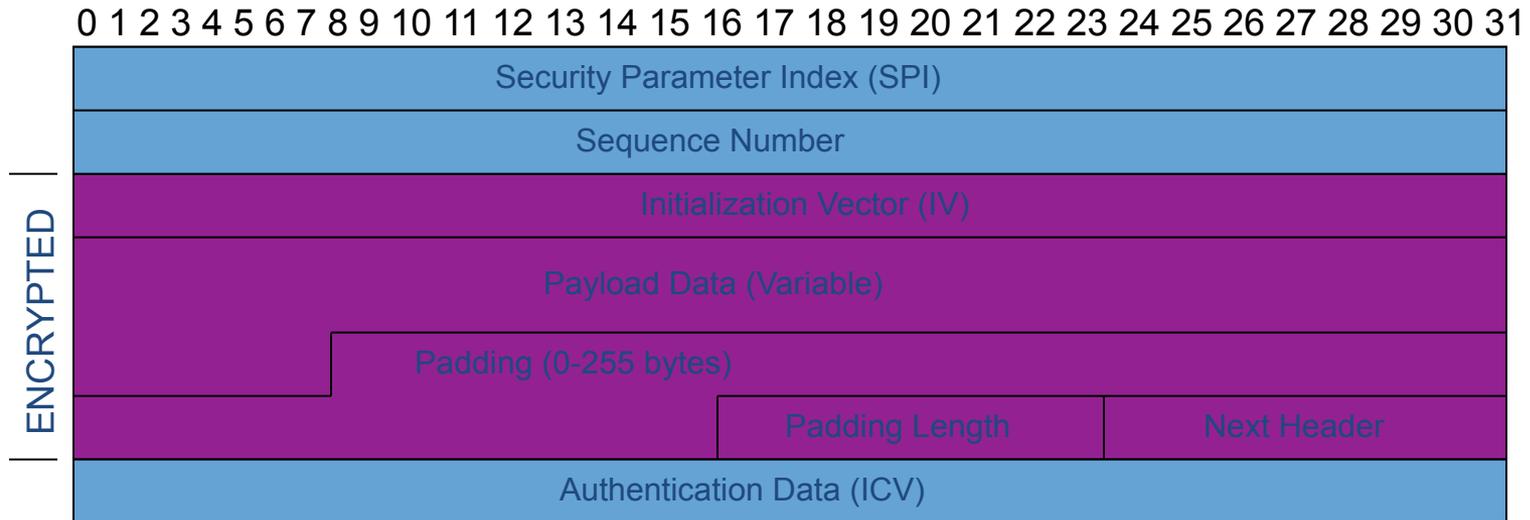
IPv4 IPsec ESP



IPv4 ESP Tunnel Mode:

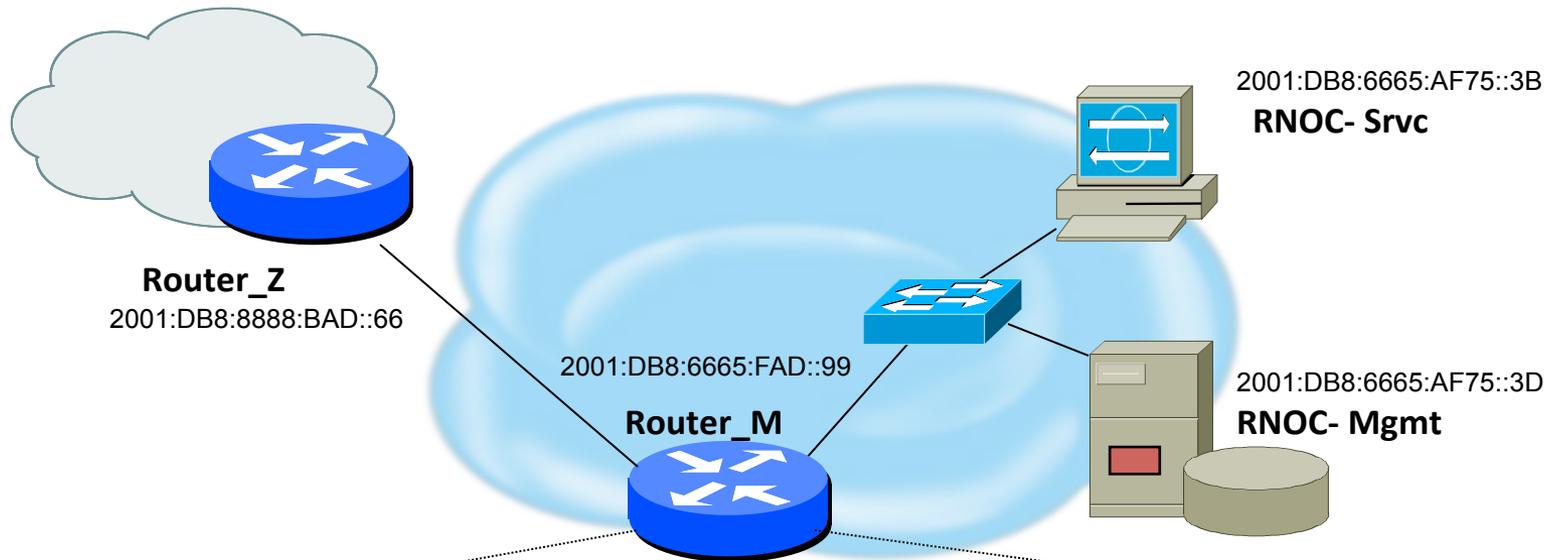


ESP Header Format



- SPI:** Arbitrary 32-bit number that specifies SA to the receiving device
- Seq #:** Start at 1 and must never repeat; receiver may choose to ignore
- IV:** Used to initialize CBC mode of an encryption algorithm
- Payload Data:** Encrypted IP header, TCP or UDP header and data
- Padding:** Used for encryption algorithms which operate in CBC mode
- Padding Length:** Number of bytes added to the data stream (may be 0)
- Next Header:** The type of protocol from the original header which appears in the encrypted part of the packet
- Auth Data:** ICV is a digital signature over the packet and it varies in length depending on the algorithm used (SHA-1, MD5)

Potentially Easy Configuration



```
Syslog server 2001:DB8:6665:AF75::3D authenticate esp-null sha1 pre-share 'secret4syslog'
```

```
TFTP server 2001:DB8:6665:AF75::3D authenticate esp-null aes128 pre-share 'secret4tftp'
```

```
BGP peer 2001:DB8:8888:BAD::66 authenticate esp-null aes128 pre-share 'secret4AS#XXX'
```

Pretty Good IPsec Policy

- IKE Phase 1 (aka ISAKMP SA or IKE SA or Main Mode)
 - 3DES (AES-192 if both ends support it)
 - Lifetime (8 hours = 480 min = 28800 sec)
 - SHA-2 (256 bit keys)
 - DH Group 14 (aka MODP# 14)
- IKE Phase 2 (aka IPsec SA or Quick Mode)
 - 3DES (AES-192 if both ends support it)
 - Lifetime (1 hour = 60 min = 3600 sec)
 - SHA-2 (256 bit keys)
 - PFS 2
 - DH Group 14 (aka MODP# 14)

Help With Configuring IPsec

- <http://www.vpnc.org/InteropProfiles/>
- Documents for Cisco IPsec configuration:
 - http://www.cisco.com/en/US/tech/tk583/tk372/technologies_configuration_example09186a0080093f73.shtml
 - http://www.cisco.com/en/US/tech/tk583/tk372/technologies_configuration_example09186a0080093f86.shtml
- Document for Juniper IPsec configuration:
 - <http://kb.juniper.net/InfoCenter/index?page=content&id=KB10128>

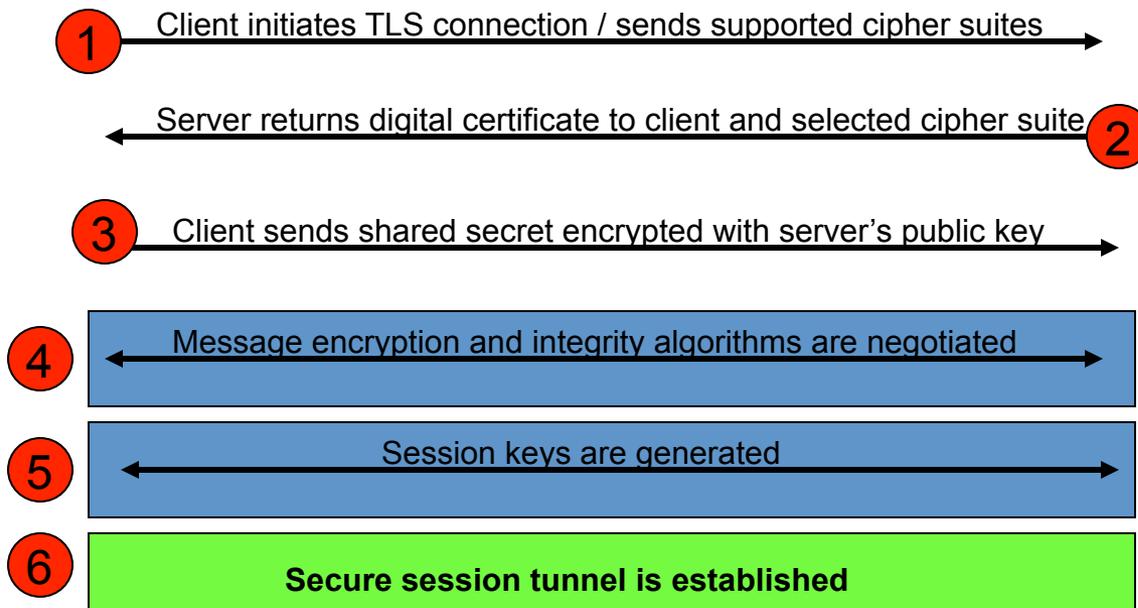
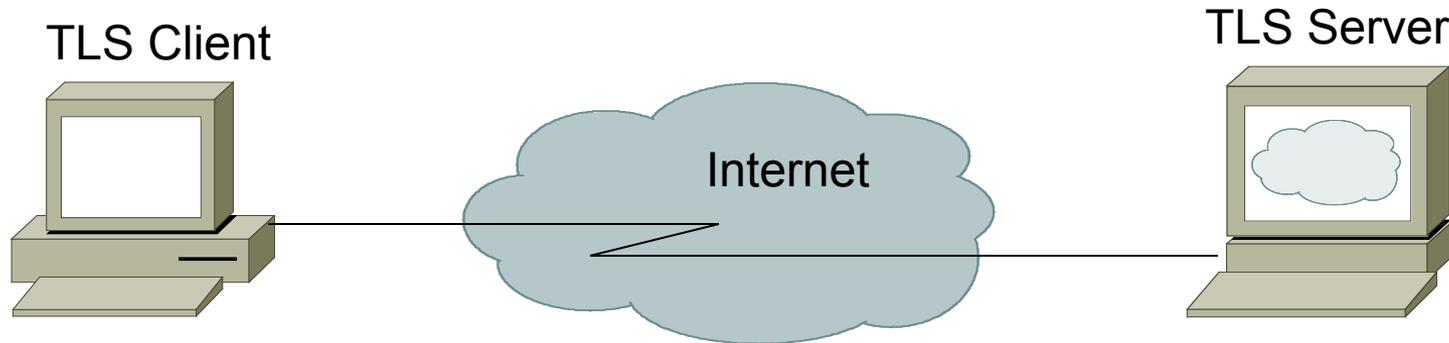
SSL/TLS

- SSL and TLS
 - SSL v3.0 specified in an I-D in 1996 (draft-freier-ssl-version3-02.txt)
 - TLS v1.0 specified in RFC2246
 - TLS v1.0 = *SSL v3.1* \approx SSL v3.0
 - TLS v1.1 specified in RFC4346
 - TLS v1.2 specified in RFC5246
- Goals of protocol
 - Secure communication between applications
 - Data encryption
 - Server authentication
 - Message integrity
 - Client authentication (optional)

SSL/TLS Properties

- Connection is private
 - Encryption is used after an initial handshake to define a secret key.
 - Symmetric cryptography used for data encryption
- Peer's identity can be authenticated
 - Asymmetric cryptography is used (RSA or ECDSA)
- Connection is reliable
 - Message transport includes a message integrity check using a keyed MAC.
 - Secure hash functions (such as SHA384, SHA256) are used for MAC computations.

The SSL/TLS Handshake Process



SSL/TLS Client Authentication

- Client authentication (certificate based) is optional and not often used
- Many application protocols incorporate their own client authentication mechanism such as username/password or S/Key
- These authentication mechanisms are more secure when run over SSL/TLS

SSL/TLS IANA Assigned Port #s

Protocol	Defined Port Number	SSL/TLS Port Number
HTTP	80	443
NNTP	119	563
POP	110	995
FTP-Data	20	989
FTP-Control	21	990
Telnet	23	992

SSL/TLS policy example

- Server Key
 - RSA 2048bit or more
 - ECDSA 256bit or more
- Protocols
 - enable TLS1.2, TLS1.1, TLS1.0 and disable SSL
- Ciphers Suites
 - TLS_DHE_RSA_WITH_AES_128_GCM_SHA256
 - 1024bit or more key length
 - TLS_RSA_WITH_AES_128_GCM_SHA256
 - TLS_RSA_WITH_AES_128_CBC_SHA
 - 2048bit or more key length

Encrypted Communications

- Use encrypted communications whenever you need to keep information confidential
- Verify via network sniffer (e.g. Wireshark) that your communication is indeed encrypted
- An important aspect is credential management (creating, distributing, storing, revoking, renewing)
- Understand if/when credentials are lost that you may not be able to recover the data
- Have a plan in place in case you forget your password that protects your private keys