

# How (not) to use TLS between 3 parties

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**Talk at Cryptacus Workshop, Nijmegen**  
18/11/2017

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C. Onete (U. of Limoges, France),  
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*Based on a paper at Euro S&P 2017*

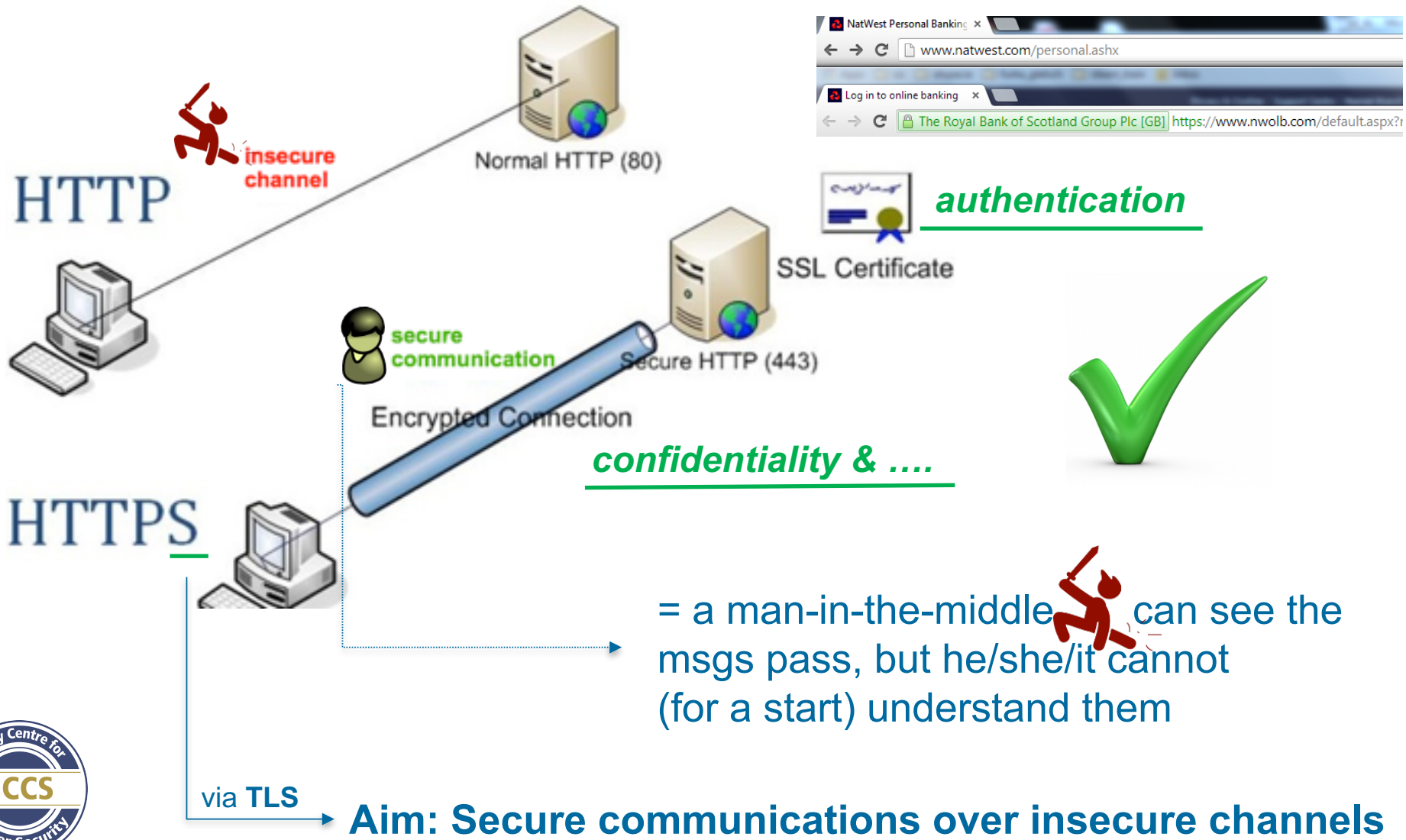
# How (not) to use TLS between 3 parties

## PRESENTATION OUTLINE

1. Context/Aim: achieve secure communication over insecure channels
2. Attacks on Cloudflare's Keyless SSL: How 2ACCE-security breaks with 3 parties
3. A Provably Secure Keyless SSL Variant
4. Food for Thought

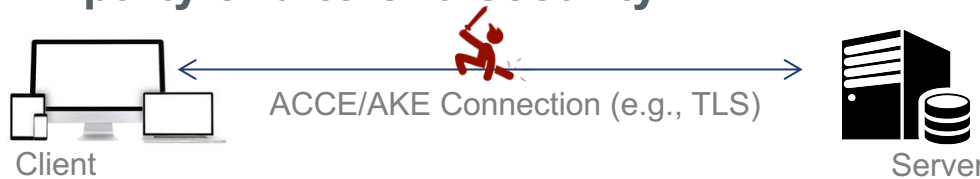


# Why SSL/TLS ? ... e.g., HTTP vs. HTTPS

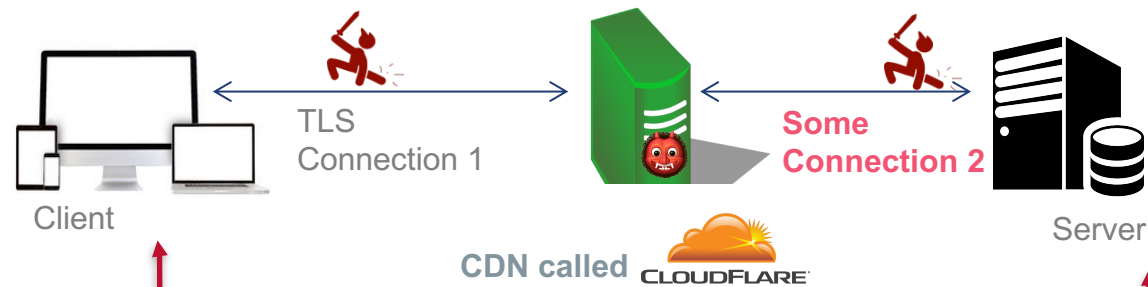
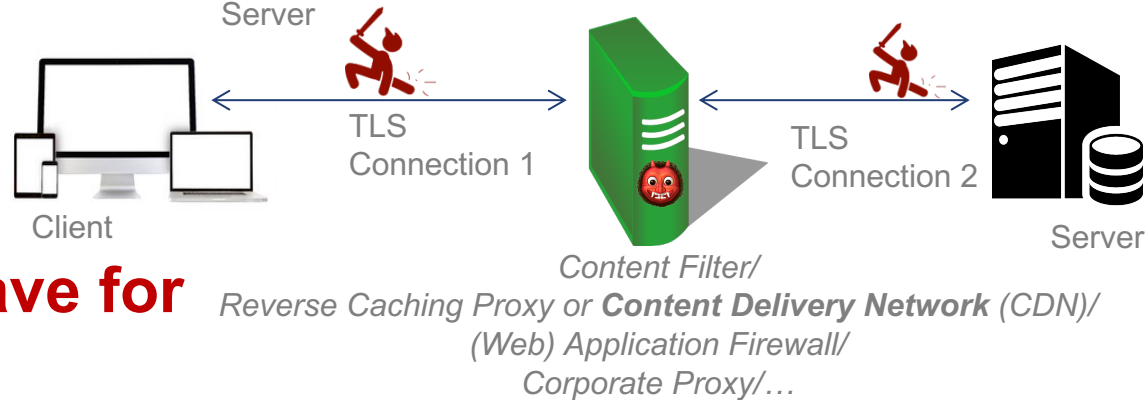


# TLS & Authenticated and Confidential Channel Establishment (ACCE)

ACCE or AKE (authenticated key exchange) security models, and protocols implementing them (provably or otherwise) were conceived for **2-party end-to-end security**



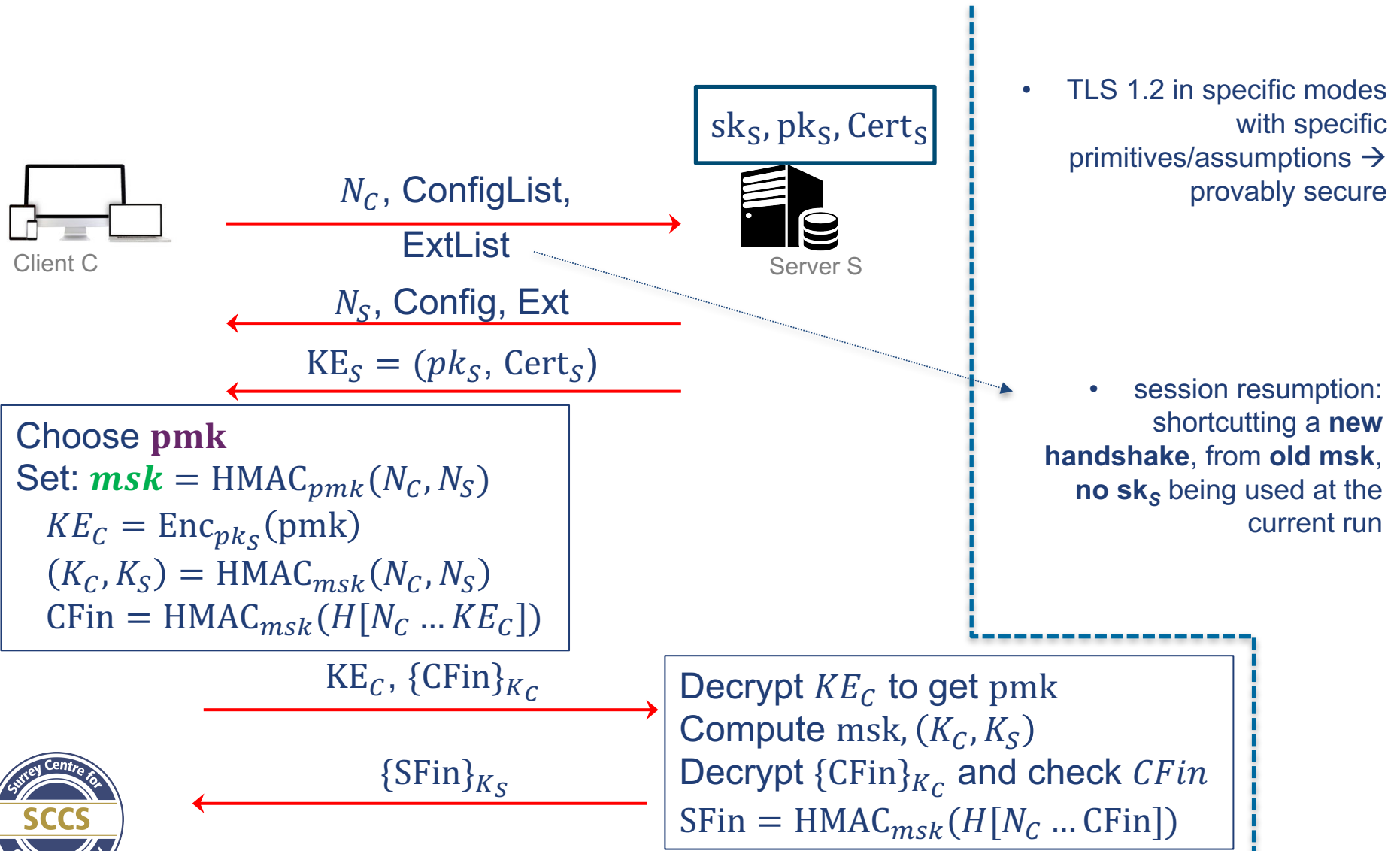
**!!**  
**What guarantees do/should/could we have for 3-party ACCE??**



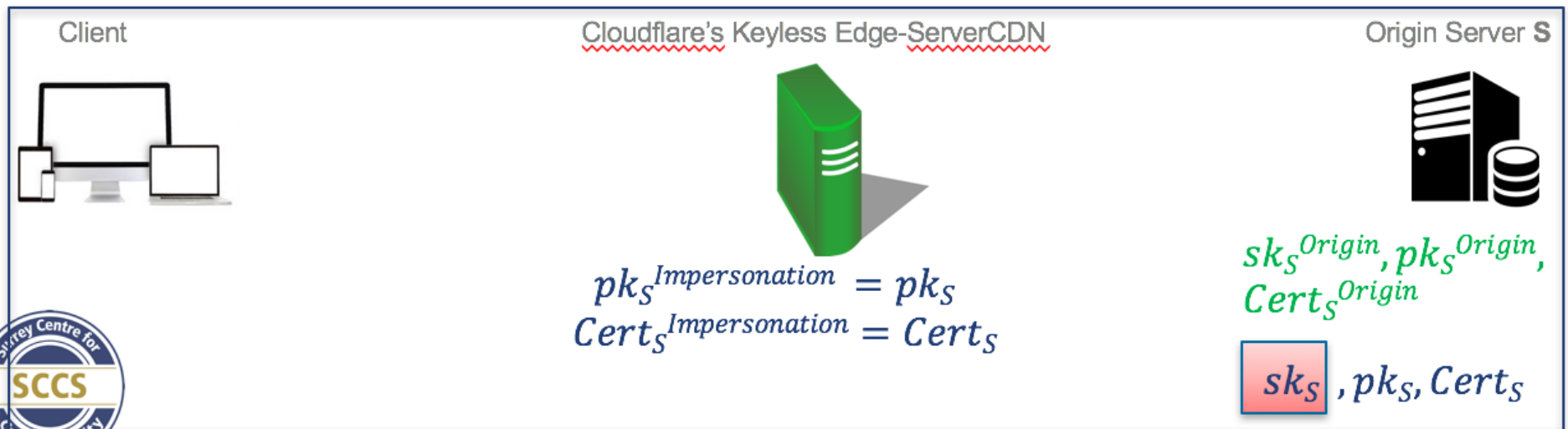
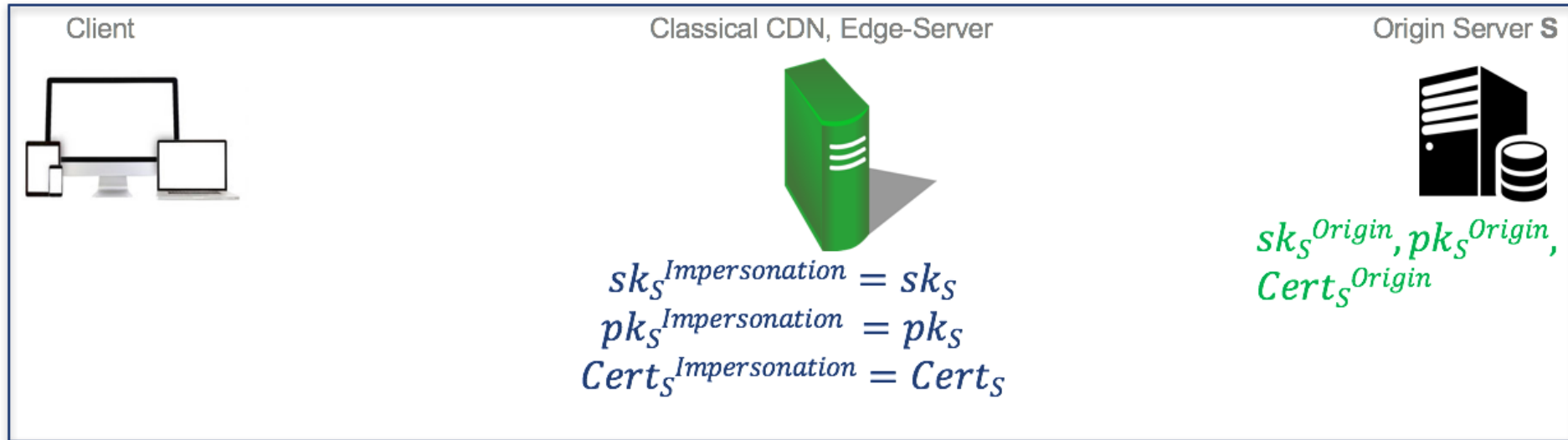
**!!** product called **Keyless SSL** **!!**



# Preamble: The TLS/SSL Handshake (RSA-mode)



# Preamble: Classical TLS over CDNs vs. Cloudflare's Keyless SSL



# Cloudflare's Keyless SSL (RSA mode)



Client C



$pk_S, Cert_S$

$sk_S, pk_S, Cert_S$



Origin Server S

$N_C, ConfigList, ExtList$

$N_S, Config, Ext$

$KE_S = (pk_S, Cert_S)$

Choose  $pmk$

Set:  $msk = HMAC_{pmk}(N_C, N_S)$

$KE_C = Enc_{pk_S}(pmk)$

$(K_C, K_S) = HMAC_{msk}(N_C, N_S)$

$CFin = HMAC_{msk}(H[N_C \dots KE_C])$

$KE_C, \{CFin\}_{K_C}$

$KE_C$

$pmk$

Get  $msk, (K_C, K_S)$ , check CFin

$SFin = HMAC_{msk}(H[N_C \dots CFin])$

$\{SFin\}_{K_S}$

! uses his  $sk$  to produce a **channel key** for C—MW, to which he has **no access**

! gets  $pmk$

## Cloudflare's Keyless SSL -- security goals (informally proven)

“The adversary cannot read or insert messages on the authenticated encryption channel between the client and edge server, provided that the client and edge server's session keys were not compromised, and the long-term private key of the origin server that the client thinks it is talking to was not compromised, and no edge server's private key was compromised between the time when the client sent its first message and accepts.”

=

confidentiality and integrity of a proxied TLS connection

- if the server's private key is kept secret,
- if *all middleboxes' private keys are secret until the end of the handshake.*

**Does Keyless SSL achieve this?**

**Are these goals enough?**

# Cloudflare's Keyless SSL -- why do we care?

## Many reasons...

+ Network Working Group  
Internet-Draft  
Intended status: Standards Track  
Expires: December 30, 2016

D. Migault  
K. Ma  
Ericsson  
R. Rich  
Akamai  
S. Mishra  
Verizon Communications  
O. Gonzales de Dios  
Telefonica  
June 28, 2016

### **LURK TLS/DTLS Use Cases** **draft-mglt-lurk-tls-use-cases-02**

#### Abstract

TLS as been designed to setup and authenticate transport layer between a TLS Client and a TLS Server. In most cases, the TLS Server both terminates the TLS Connection and owns the authentication credentials necessary to authenticate the TLS Connection.

This document provides use cases where these two functions are split into different entities, i.e. the TLS Connection is terminated on an Edge Server, while authentication credentials are generated by a Key Server, that owns the Private Key.



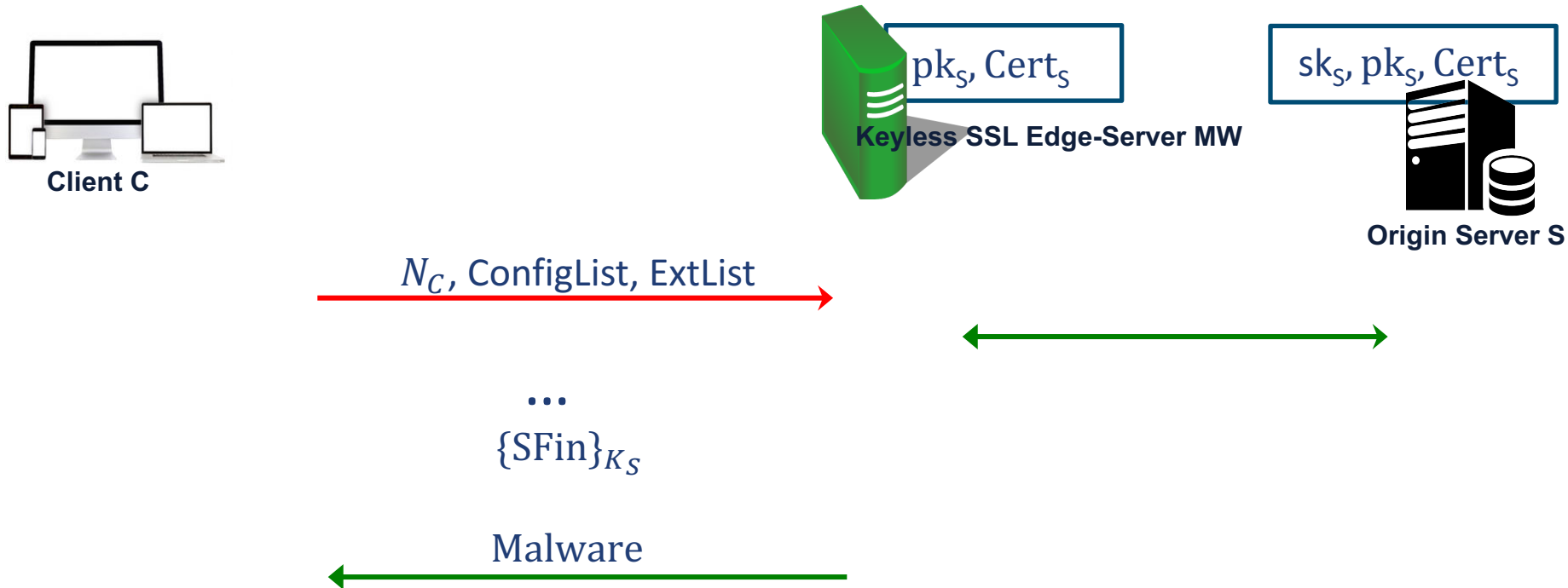
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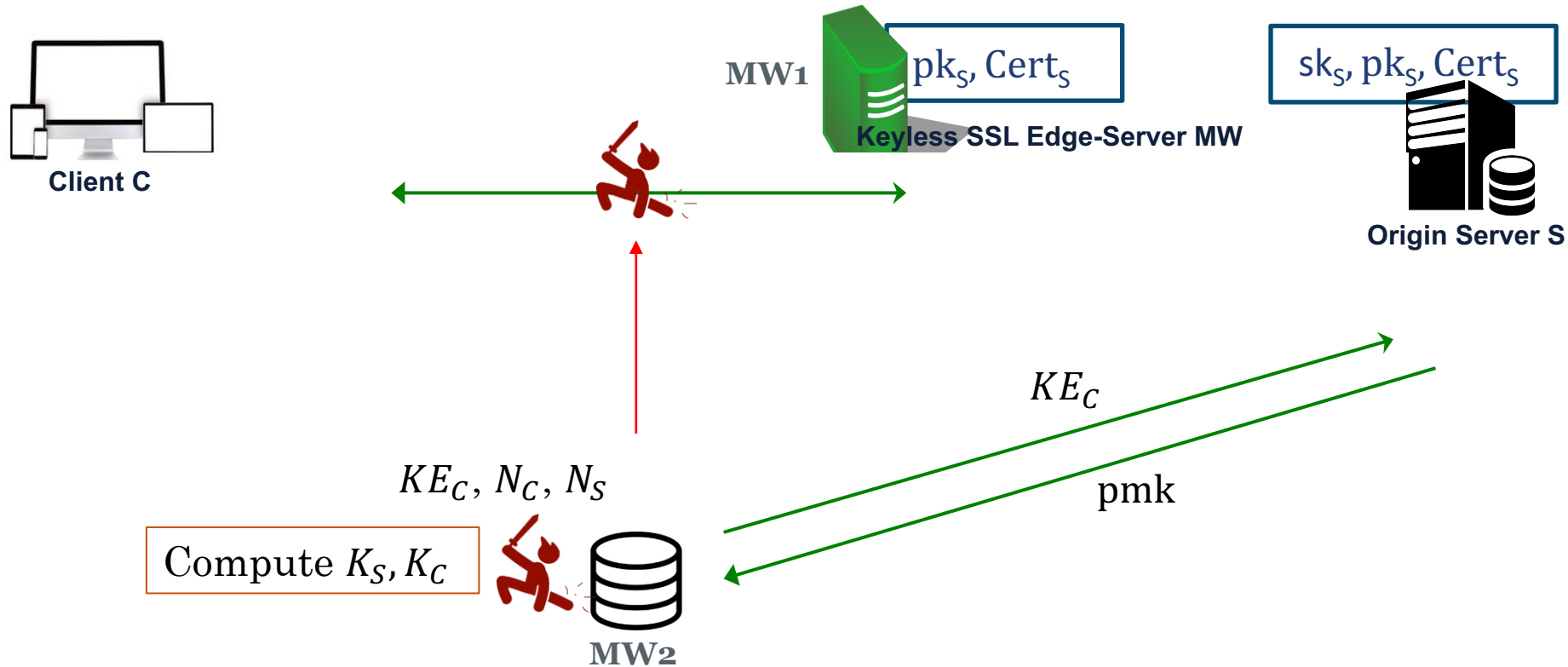
# Keyless SSL's/CDNs' Issue1: Lack of Accountability



The CDN can send what it pleases, fully on behalf of S, without S's knowledge or any possibility of (future) audit!

If the server S knew the channel-key, the S could "audit" the CDN's behaviour!

# Keyless SSL's Pb2: One Malicious CDN => Compromise Any/All



A "post-handshake" corruption of a MW2 can compromise sessions of another MW1!

(contradicts the "Keyless-SSL" paper...as per its sec. goals)

If the server S got more than just an out-of-context  $KE_C$  (e.g., C-side session-data), then this attack would become harder to mount by malicious CDNs



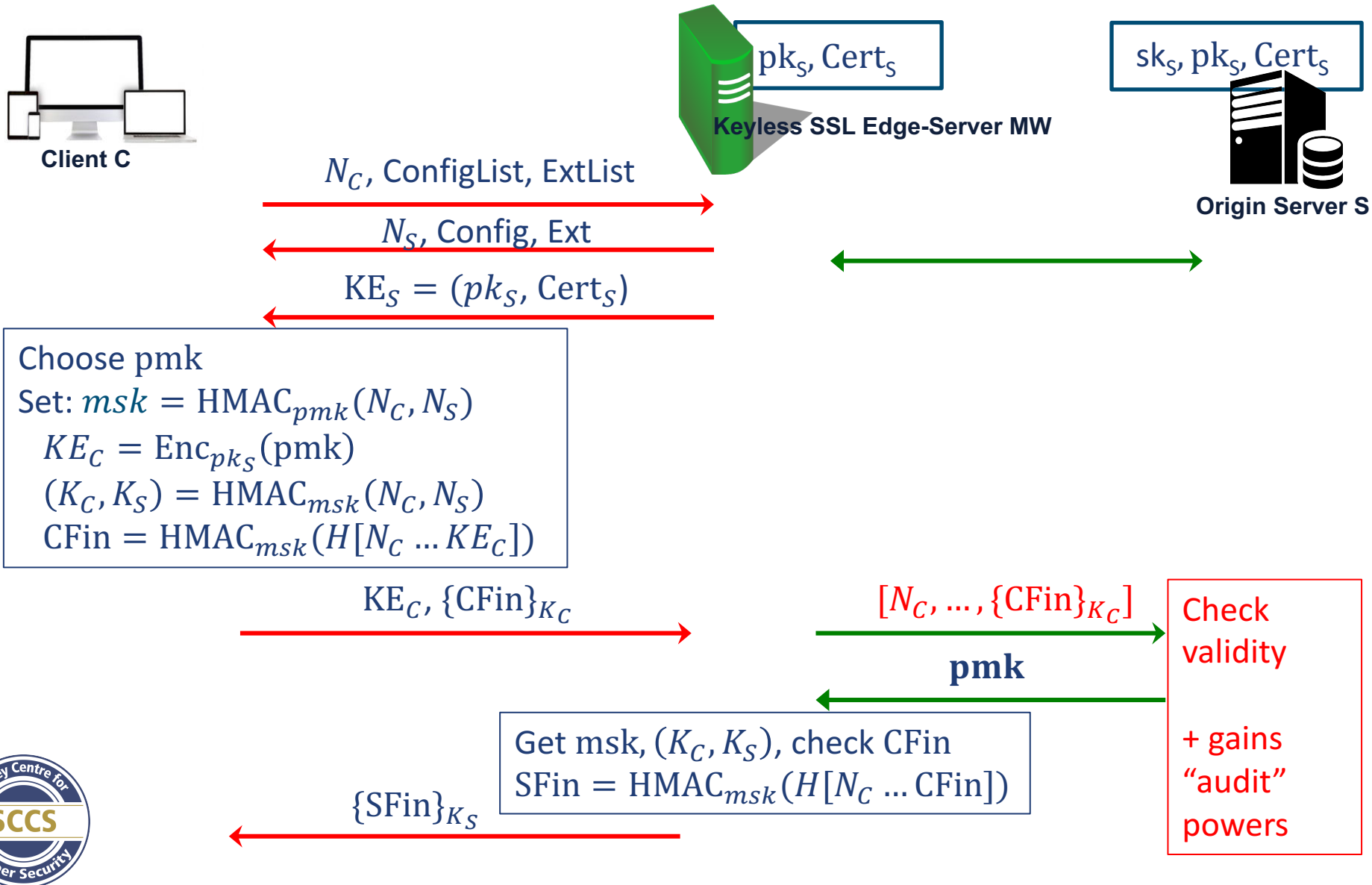
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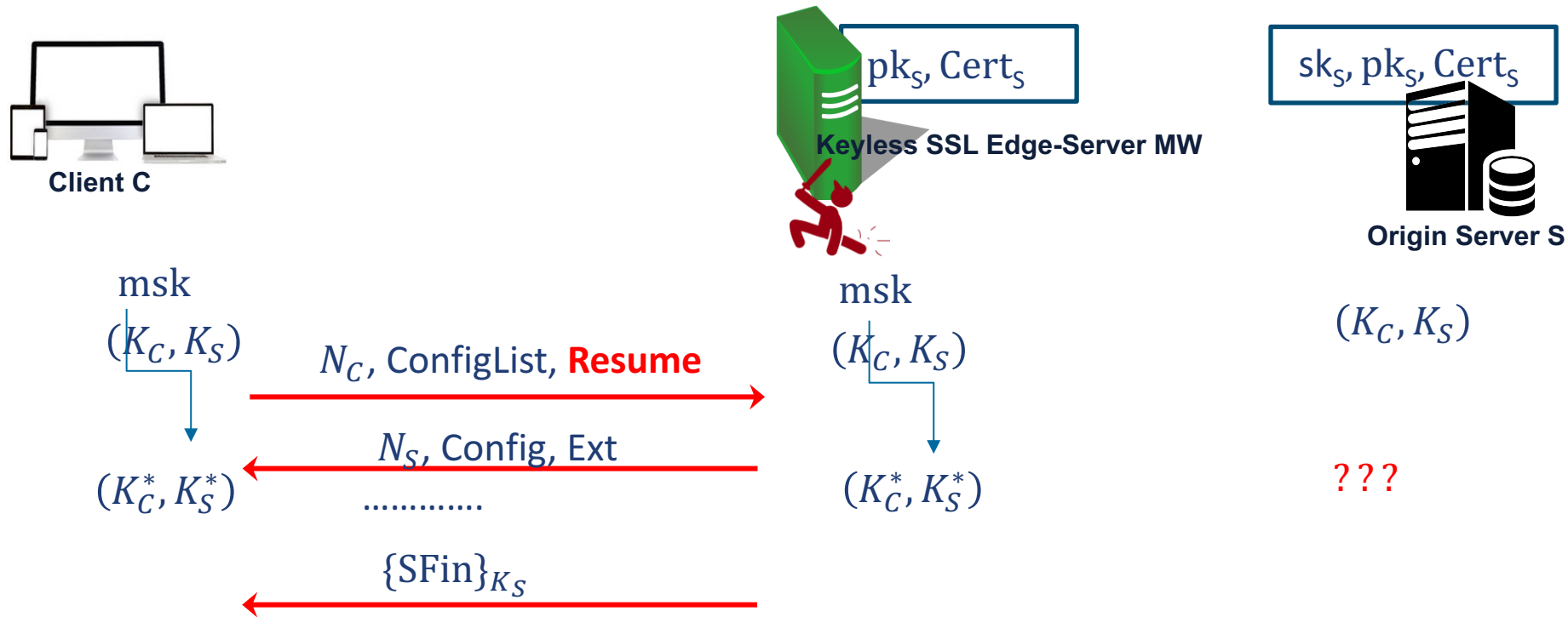
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# Keyless SSL's Fix: First-Attempt



# Keyless SSL's Fix: First Attempt + Resumption vs Accountability

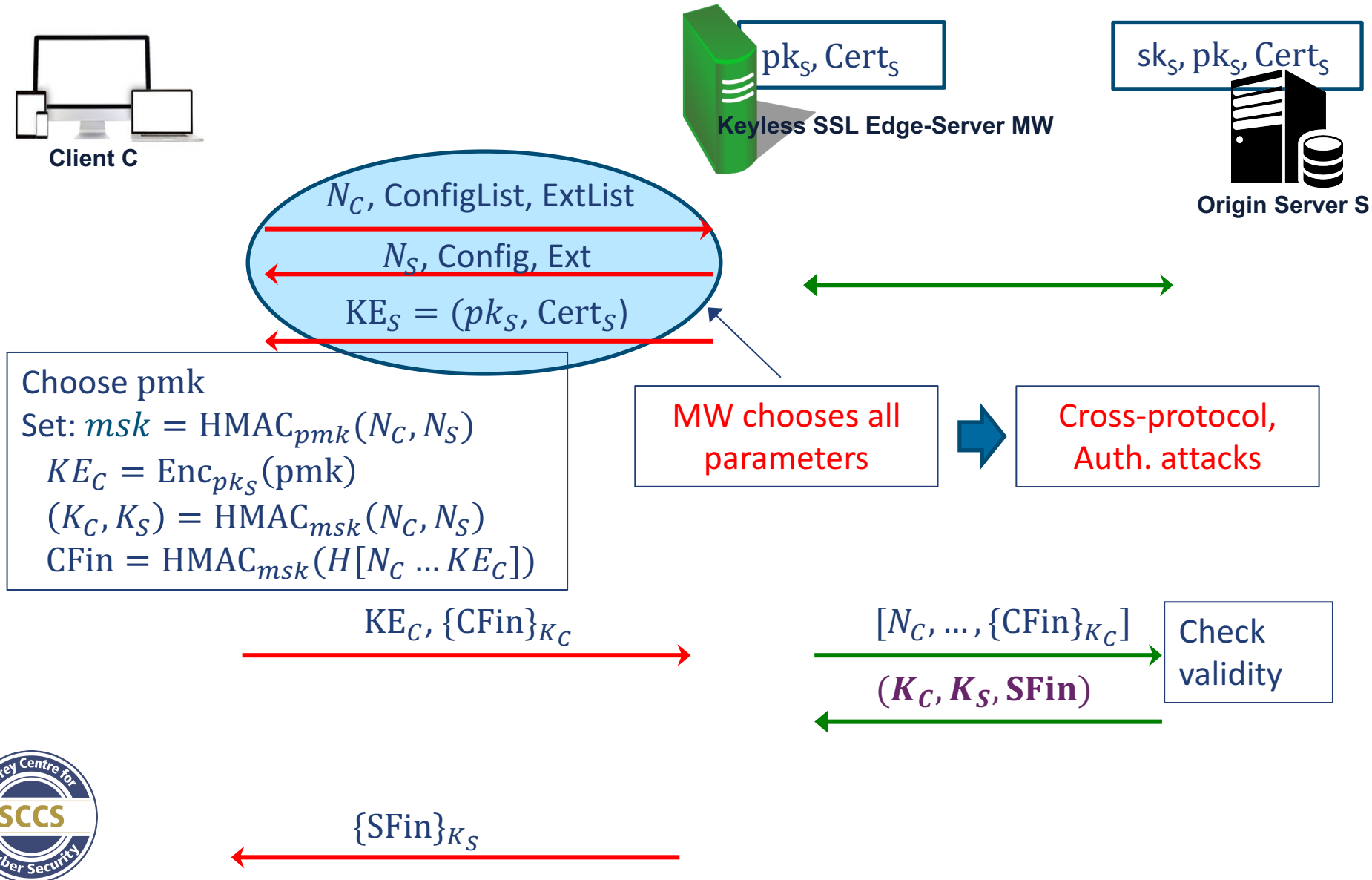


**Resumption: run a shorter handshake => computation of session-keys related to a previous, full handshake**

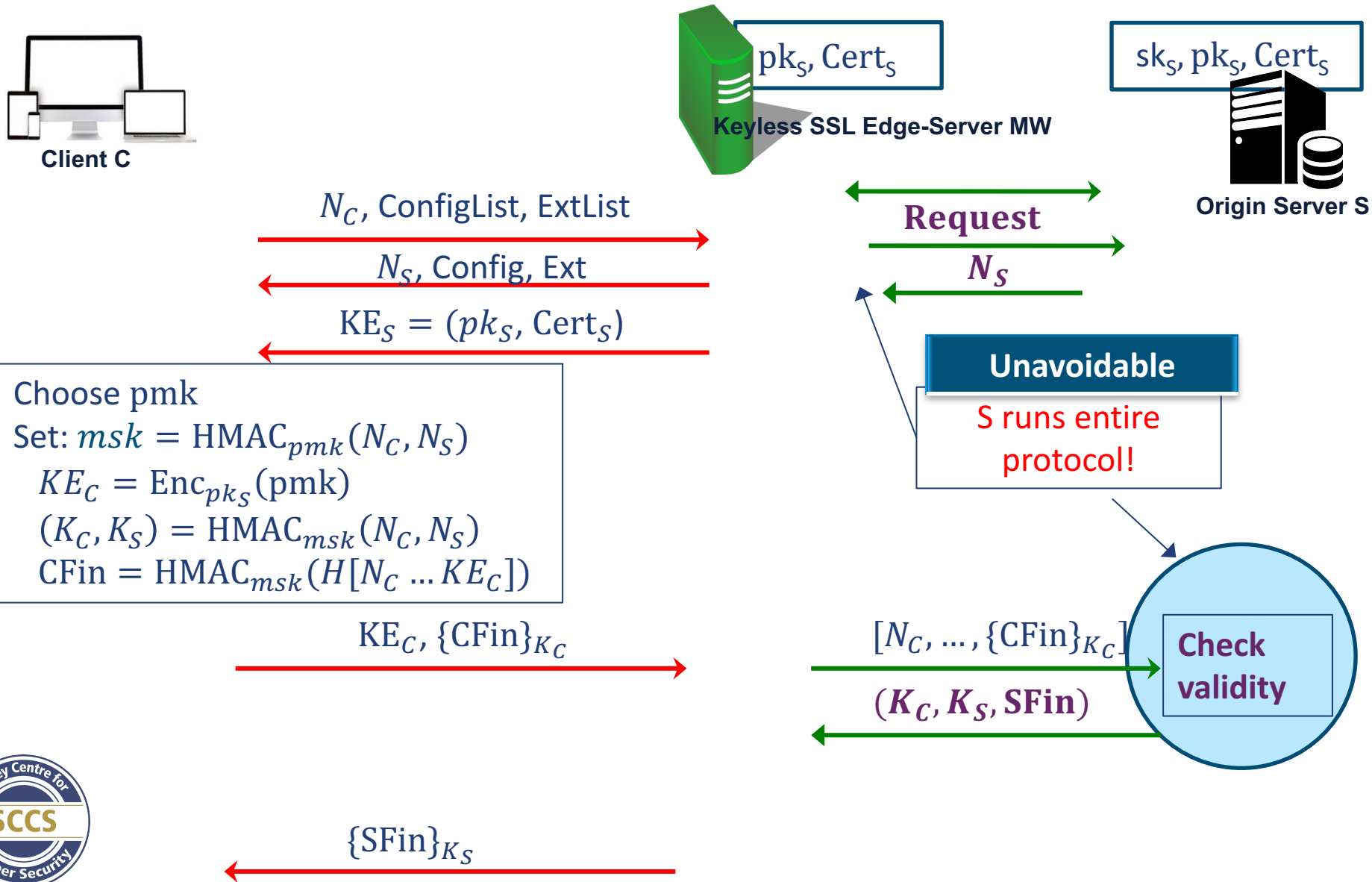
Given  $msk$ , MW just needs a new tuple of nonces for new session-keys

**Accountability???**

# Keyless SSL's Fix: Second Attempt + Cross-protocol Attack



# Fixed Keyless TLS 1.2



## Fixed Keyless TLS 1.2 (RSA Mode) -- Observations

### Authentication and Secure Channel:

- $N_S$  generated honestly
- $KE_C$  given by MW to S in full context; it allows S (honest) to prevent channel-security attacks by MW corruption

### Accountability (by S for the C—MW link):

- MW forwards the nonce of C, and S, encrypted CFin, and  $KE_C$ 
  - S can verify the forwarded nonces are correct as per Cfin and  $KE_C$
- S sends directly the session keys and encrypted SFin
  - No session resumption

### Other features:

- Security w.r.t. to new, **formal** ACCE model for 3 parties
- More security guarantees, under some assumptions, such as *content soundness* (i.e., “MW can only deliver contracted material”)

## Fixing Keyless SSL – Some More Results & Discussions

### Original Keyless TLS 1.2. in DHE mode

- It exhibits cross-protocol attack
- It ensures no accountability & no content soundness... but that's OK-ish
- Unfortunately, our Fixed Keyless TLS 1.2 in DHE mode has the same drawbacks as our Fixed Keyless TLS 1.2 in RSA mode (i.e., large PKI, heavy server-side computation)



### Keyless TLS 1.3 (based on an older version of the TLS1.3 on-going specs)

- It did not exist in CloudFlare's original proposal
- In our paper, we propose a Keyless TLS 1.3 which
  - did not allow resumption ...
  - is more efficient than Fixed Keyless TLS 1.2
  - needs a lighter PKI



### General Tradeoffs

- accountability vs limited resumption
- in-between solutions exist...



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## Keyless SSL and Other TLS “Compositions” over 3 Parties

### CDNs, Filtering, Proxy-ing

- Uses a “cache/process then deliver” strategy to improve efficiency in content delivery over HTTPS:// or to filter content, etc. Ses. resumption does help!
- Provide such services transparently to clients
- A single CDN/Proxy can serve many content-owners simultaneously
- TLS/SSL (1.2) was not designed to be run in 2+, i.e., be composablely secure
- CDN services were not designed with client-side security in mind
- Bespoke solutions like Keyless SSL can be even worse than simple “TLS sequencing” ...
- CDN services, if corrupted, can break AKE-security in bad ways!
- **CDN-driven security protocols are being IETF-standardised** (see LURK)!
- Clients cannot make informed decisions based on whether they communicate with a CDN/proxy, etc. or the server directly



Maybe, if possible, some clients would choose security over efficiency...

# THANK YOU!

# QUESTIONS?

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