

The road to TLS 1.3

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1. Introduction to TLS
2. Problems and vulnerabilities
3. Design of TLS 1.3
4. Remaining issues

Introduction to TLS



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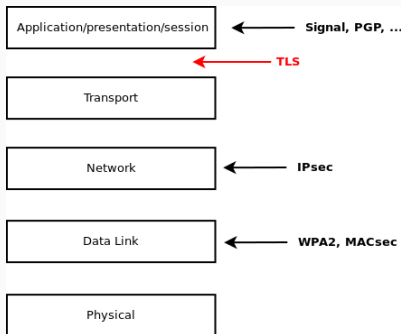
The initial problem

- Early 90's: advent of the web and e-commerce
- Shopping online involves transmitting credit card numbers
- ... but the internet is an **untrusted network**

The solution: a secure channel

- Cryptographically protect a connection between **two** parties
- Protect against sniffing, spoofing, tampering, replaying, reordering etc.
- Identification: prove knowledge of a **secret key**
- Assumption: attacker has full control over the network
 - However, the attacker has no control over the **end-points**
- How realistic is this?

TLS/SSL: a secure channel on 'layer 4 $\frac{1}{2}$ '



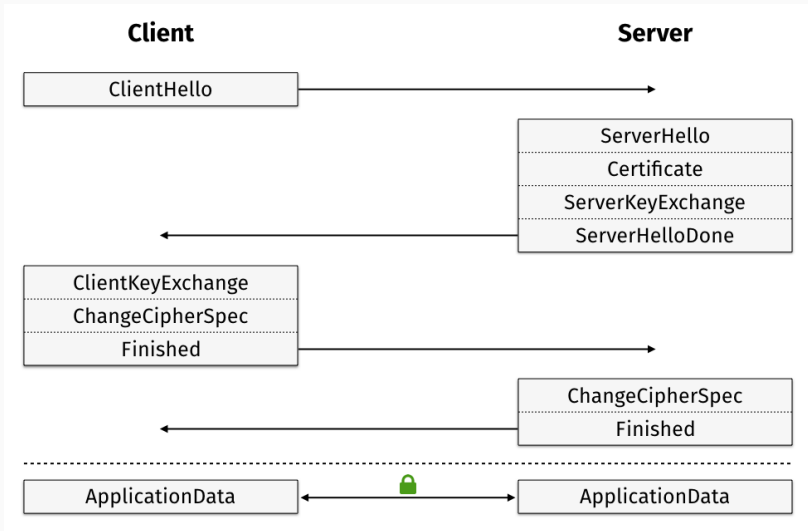
- TLS requires a **reliable** transport layer protocol; i.e. TCP
- Alternative for (unicast) UDP: DTLS
- Currently in development: TLS for QUIC

- SSL: Secure Sockets Layer
- TLS: Transport Layer Security
- TLS is SSL's **successor**
- Six versions: SSL 2.0, SSL 3.0, TLS 1.0, TLS 1.1, TLS 1.2, TLS 1.3

Three sub-protocols

- Handshake protocol
 - Negotiate protocol version and ciphers
 - Establish **session keys** (asymmetric cryptography)
 - Authenticate server (and optionally client)
- Record protocol
 - Encrypted/authenticated communications
 - Replay/reorder protection
- Alert protocol
 - Notifications and errors
 - Plaintext or encrypted

The TLS 1.2 handshake



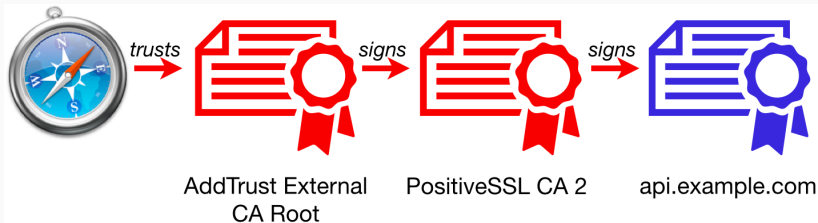
Authentication within TLS

- How does Alice know she's talking to Bob?
- Step 1: verify that Bob owns a private key matching a certain **public key**
 - Digitally sign part of handshake (including Alice's **nonce**)
 - Incorporate in key exchange protocol, then verify Alice and Bob share the same keys

Authentication within TLS

- How does Alice know about Bob's public key?
- Step 2: Bob presents a **certificate**, which contains:
 - His public key
 - Information about his identity (e.g. domain name, e-mail address)
 - Information about certificate validity (e.g. expiration date)
 - A signature by a **certificate authority** (CA)
- The CA vouches that the certificate information is accurate
 - Bob has proved the **key-identity link** to the CA

Authentication within TLS



- How does Alice know she can trust the CA?
- Step 3: Bob sends the CA's **certificate chain**:
 - **Intermediate certificate**: validate and move up
 - **Root certificate**: should be in Alice's **trust store**

Which root certificates to trust?

- Opportunistic encryption: trust everything
 - No protection against man-in-the-middle attacks
- Simple approach: store single certificate in the application
- Corporate Public Key Infrastructure (PKI)
 - Admin distributes company trust store
- Browsers: worldwide PKI
 - Browsers trust about 100 CA's to each authenticate the entire internet

Problems and vulnerabilities

- Never released
- Initially did not authenticate packets, and had no replay protection
- Later: authentication with CRC checksums, easy to break

- Released by Netscape in 1995
- Handshake messages not protected
 - Man-in-the-middle can force both parties to use weaker cryptography
- The redesigned SSL 3.0 was released one year later

SSL 3.0: Padding oracle attack

- Open question during SSL design: encrypt-then-authenticate, or the other way around?
- Chose authenticate-then-encrypt
- When decryption fails: `decryption_failed` error
- When decryption succeeds but integrity check fails: `bad_record_mac` error

- Vaudenay in 2002: type of error reveals information about plaintext
- Attacker can exploit this to **completely decrypt** communications

TLS 1.0: BEAST

- TLS 1.0 did not implement CBC encryption 'by the book'
- Bard in 2006: published "a challenging but feasible" attack
- Did not seem exploitable in HTTPS

- Duong and Rizzo in 2011: BEAST attack
- Stole cookies with a Java applet
- Lot of publicity
- TLS vulnerabilities became a popular research subject

- By design: TLS does not hide message length
- Useful feature: TLS compression
- How well a message compresses reveals information about its content
- Theoretical vulnerability: compression-oracle attack
- BEAST researchers in 2012: not-so-theoretical attack against HTTPS
- Attackers can steal cookies

Artefacts of the Crypto Wars

- Until 1996: U.S. export controls on cryptography
- Maximum key size for exported products: 40 bits
 - Breakable by U.S. government in the 90's
 - And now, by anyone else
- Netscape: “U.S. edition” and “International edition”
 - Only 40-bit ciphers in international edition
 - American servers: can support both strong and export crypto
 - Important reason for cipher negotiation mechanism
- Export cryptography stuck around for compatibility reasons

Downgrade attacks

- Intention: client and server pick strongest mutually supported protocol and cipher
- In practice: attacker could intervene
- POODLE attack: downgrade to SSL 3.0, enabling padding oracle attack
- DROWN, FREAK and LOGJAM: exploit export crypto to achieve man-in-the-middle attack
 - DROWN and LOGJAM work even if the client does not support export ciphers

Weak cryptography: “it’s only theoretical”

- Five original options for symmetric encryption
- DES
 - Diffie and Hellman in 1977: DES cipher is insecure
 - 1997 DESCHALL Project: publicly cracked; complete key recovery
- RC4
 - Roos in 1995: statistical biases in keystream
 - Vanhoef and Piessens in 2015: decrypt an HTTP cookie in 75 hours
- 3DES, IDEA, RC2
 - As used in TLS: not suitable for encrypting large amounts of data
 - Bhargavan and Leurent in 2016: HTTP cookie decrypted in two days (Sweet32)

Weak cryptography: “it’s only theoretical”

- Bleichenbacher in 1998: attack on RSA encryption with PKCS#1 padding
- Still used by TLS 1.2, with special mitigations
- ROBOT attack in 2017: mitigations insufficient

More complexity, more bugs



More complexity, more bugs

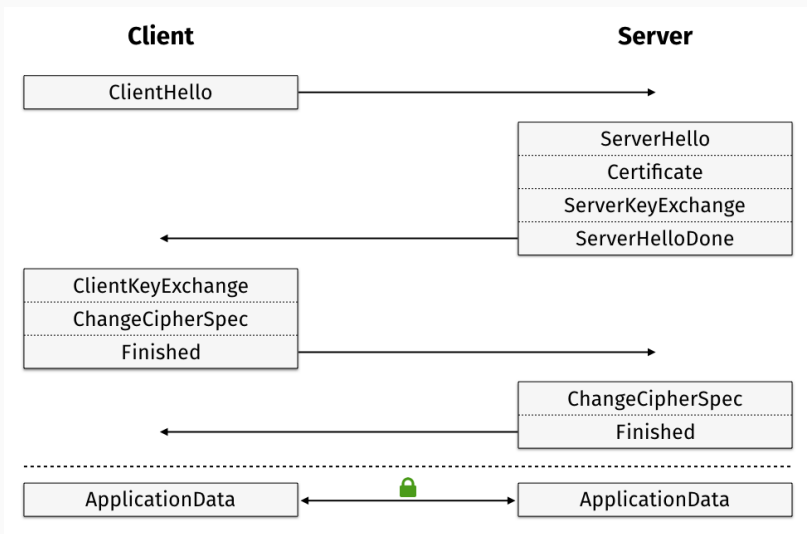
```
static OSStatus
SSLVerifySignedServerKeyExchange(SSLContext *ctx, bool isRsa, SSLBuffer signedParams,
                                uint8_t *signature, UInt16 signatureLen)
{
    OSStatus      err;
    SSLBuffer     hashOut, hashCtx, clientRandom, serverRandom;
    uint8_t       hashes[SSL_SHA1_DIGEST_LEN + SSL_MD5_DIGEST_LEN];
    SSLBuffer     signedHashes;
    uint8_t       *dataToSign;
    size_t        dataToSignLen;

    ...
    if ((err = ReadyHash(&SSLHashSHA1, &hashCtx)) != 0)
        goto ↓fail;
    if ((err = SSLHashSHA1.update(&hashCtx, &clientRandom)) != 0)
        goto ↓fail;
    if ((err = SSLHashSHA1.update(&hashCtx, &serverRandom)) != 0)
        goto ↓fail;
    if ((err = SSLHashSHA1.update(&hashCtx, &signedParams)) != 0)
        goto ↓fail;
    goto ↓fail;
    if ((err = SSLHashSHA1.final(&hashCtx, &hashOut)) != 0)
        goto ↓fail;

    err = sslRawVerify(ctx,
                      ctx->peerPubKey,
                      dataToSign,           /* plaintext */
                      dataToSignLen,       /* plaintext length */
                      signature,
                      signatureLen);

    if(err) {
        sslErrorLog("SSLDecodeSignedServerKeyExchange: sslRawVerify "
                   "returned %d\n", (int)err);
        goto ↓fail;
    }
}
```

Security vs. performance



- Full key exchange: 1.5/2 round trips (not counting TCP handshake)
- 1-RTT shortcuts possible, but sacrifice **forward secrecy**

Design of TLS 1.3

Major improvements

- Remove (potentially dangerous) legacy features
- Simplify the protocol
- Encrypt more
- Reduce handshake round-trips

- Unnecessary/dangerous features to be scrapped:
 - Key exchange methods without forward secrecy
 - Renegotiation mechanism
 - Custom Diffie-Hellman parameters
 - Compression

TLS_AES_128_GCM_SHA256

TLS_AES_256_GCM_SHA384

TLS_CHACHA20_POLY1305_SHA256

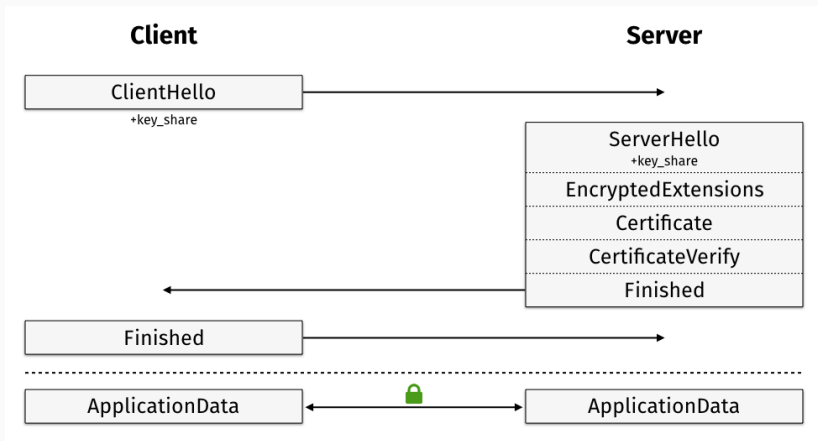
TLS_AES_128_CCM_SHA256

TLS_AES_128_CCM_8_SHA256

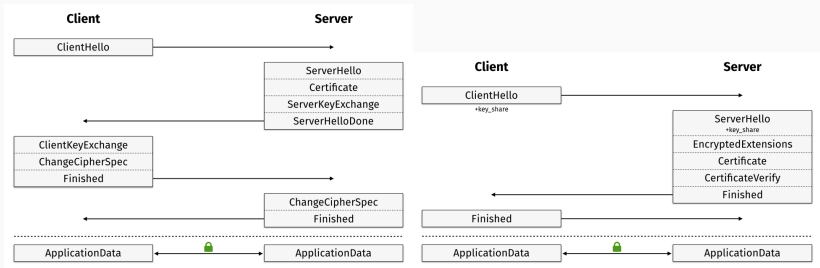
Encrypting the handshake

- All handshake messages after `ServerHello` are encrypted
- This includes extension info and server/client certificates

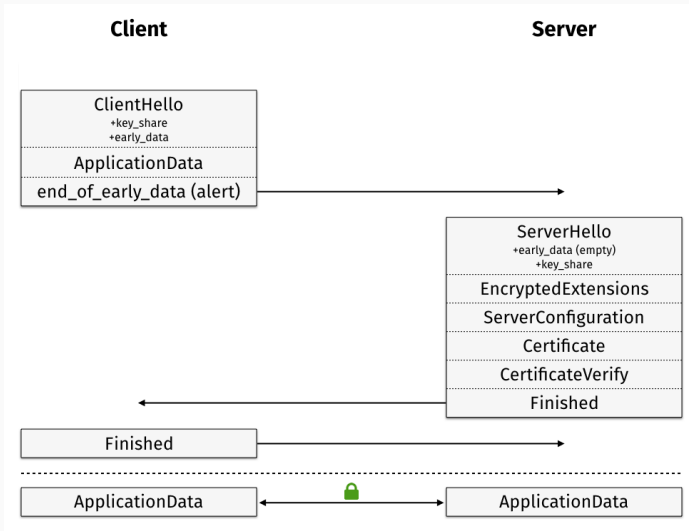
The new handshake



Handshake comparison



0-RTT handshake



Remaining issues

0-RTT handshake: replay attacks

- `ClientHello` messages with *early data* can be replicated by an attacker
- If server accepts multiple messages encrypted with the same PSK, a replay attack is possible
- Typical usage: GET requests
- GET's shouldn't change state, but sometimes they do
 - New type of application bug
- Imperfect mitigations: timestamping, storing recent `ClientHello`'s

- Shor's quantum algorithm: breaks RSA, Diffie-Hellman, ECC
- I.e. all asymmetric cryptography employed by TLS
- Solution: post-quantum cryptography
 - Experimental cipher suites
 - NIST's PQC competition: currently in round 1; standards expected around 2022-2024



- Compromise one root CA, MitM the whole web
- Proposed alternatives did not catch on, so far:
 - DANE: DNS(SEC)-based trust model
 - Convergence: more than one CA vouches for site authenticity
 - HPKP: key pinning in the browser
- Certificate Transparency project
 - Detection (but no prevention) of wrongly issued certificates
 - Caught Symantec issuing an unauthorized `google.com` certificate

Attack tomorrow?

YES



NO



Interoperability problems

- Upgrading an omnipresent internet protocol is hard
- Servers didn't implement TLS version negotiation correctly
- Middleboxes make assumptions based on previous protocol versions
- Upgrading is a little easier on the web:
 - Most people's browsers update automatically
 - Browser vendors can propel/force protocol adoption and deprecation
- E-mail, on the other hand...

- Lessons learned from SSL/TLS vulnerabilities
- TLS 1.3: simpler, faster and safer
- But: the problem of transport security has not been 'solved'