

## UNIT-4

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**Email Privacy:** Pretty Good Privacy (PGP) and S/MIME. **IP Security:** IP Security Overview, IP Security Architecture, Authentication Header, Encapsulating Security Payload, Combining Security Associations and Key Management.

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### PRETTYGOODPRIVACY

In virtually all distributed environments, electronic mail is the most heavily used network-based application. But current email services are roughly like "postcards", anyone who wants could pick it up and have a look as it's in transit or sitting in the recipient's mailbox. PGP provides a confidentiality and authentication service that can be used for electronic mail and file storage applications. With the explosively growing reliance on electronic mail for every conceivable purpose, there grows a demand for authentication and confidentiality services. The Pretty Good Privacy (PGP) secure email program, is a remarkable phenomenon, has grown explosively and is now widely used. Largely the effort of a single person, Phil Zimmermann, who selected the best available crypto algorithms to use & integrated them into a single program, PGP provides a confidentiality and authentication service that can be used for electronic mail and file storage applications. It is independent of government organizations and runs on a wider range of systems, in both free & commercial versions. *There are **five** important services in PGP*

☐☐ *Authentication (Sign/Verify) Confidentiality*

☐☐ *(Encryption/Decryption) Compression*

☐☐ *Email*

☐☐ *compatibility Segmentation and Re*

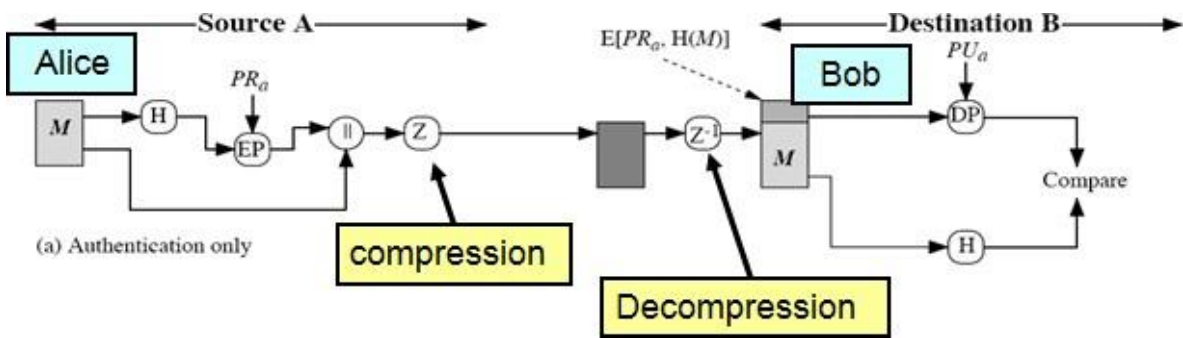
☐☐ *assembly*

The last three are **transparent** to the user

PGPNotations:

Ks	=session key used in symmetric encryption scheme
PRa	=privatekeyofuserA,usedinpublic-key encryption scheme
PUa	=publickeyofuserA,usedinpublic-key encryption scheme
EP	=public-keyencryption
DP	=public-keydecryption
EC	=symmetricencryption
DC	=symmetric decryption
H	=hashfunction
	=concatenation
Z	= compression using ZIP algorithm
R64	=conversion to radix 64 ASCIIformat

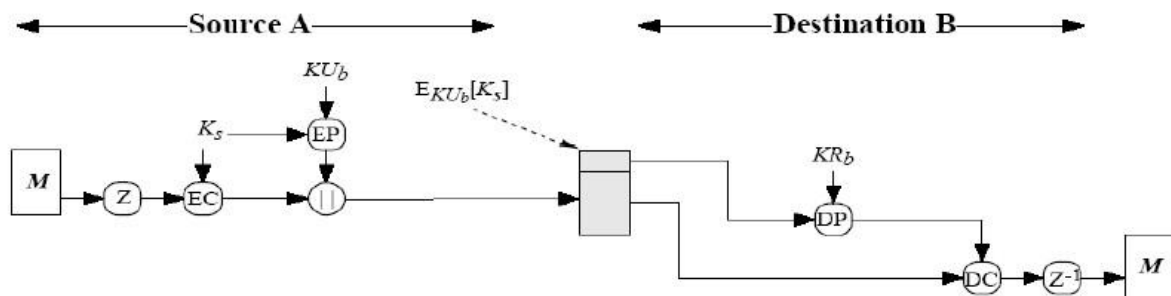
PGPOperation-Authentication



1. sender creates message
2. use SHA-1 to generate 160-bit hash of message
3. signed hash with RSA using sender's private key, and is attached to message
4. receiver uses RSA with sender's public key to decrypt and recover hash code
5. receiver verifies received message using hash of it and compares with decrypted hash code

## PGP Operation-Confidentiality

### PGP Operation- Confidentiality



#### Sender:

1. Generates message and a random number (session key) only for this message
2. Encrypts message with the session key using AES, 3DES, IDEA or CAST-128
3. Encrypts session key itself with recipient's public key using RSA
4. Attaches it to message

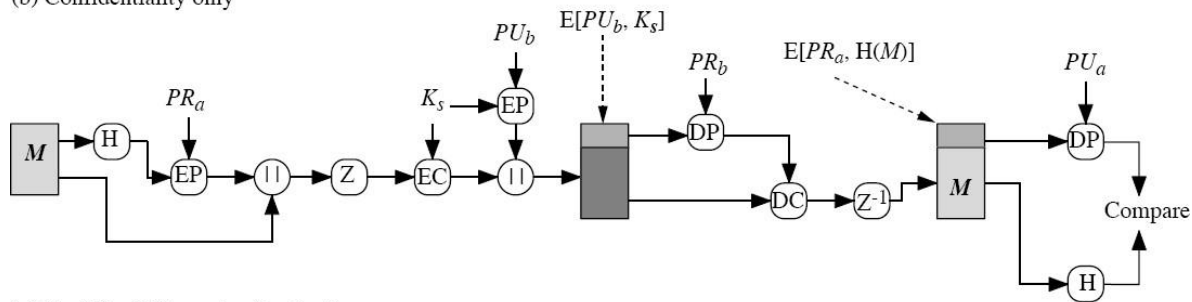
#### Receiver:

1. Recovers session key by decrypting using his private key
2. Decrypts message using the session key

Confidentiality service provides no assurance to the receiver as to the identity of sender (i.e. no authentication). Only provides confidentiality for sender that only the recipient can read the message (and no one else)

## PGPOperation-Confidentiality&Authentication

(b) Confidentiality only



(c) Confidentiality and authentication

[[ can use both services on same message o create signature & attach to messageoencryptboth message & signature  
oattachRSA/ElGamalencryptionsessionkey  
oiscalled**authenticatedconfidentiality**

## PGPOperation-Compression

As a default,PGPcompresses the message after applying the signature but before encryption. This has the benefit of saving space both for e-mail transmission and for file storage.The placement of the compression algorithm,indicated by Z for compression and Z-1 for decompression is critical. The compression algorithm used is ZIP.

[[ The signature is generated before compression for two reasons:

1. so that one can store only the uncompressed message together with signature for later verification
2. Applying the hash function and signature after compression would constrain all PGP implementations to the same version of the compression algorithm as the PGP compression algorithm is not deterministic

[[ Message encryption is applied after compression to strengthen cryptographic security. Because the compressed message has less redundancy than the original plaintext, cryptanalysis is more difficult.

## PGPOperation-Email Compatibility

When PGP is used, at least part of the block to be transmitted is encrypted, and thus consists of a stream of arbitrary 8-bit octets. However many electronic mail systems only permit the use of ASCII text. To accommodate this restriction, PGP provides the service

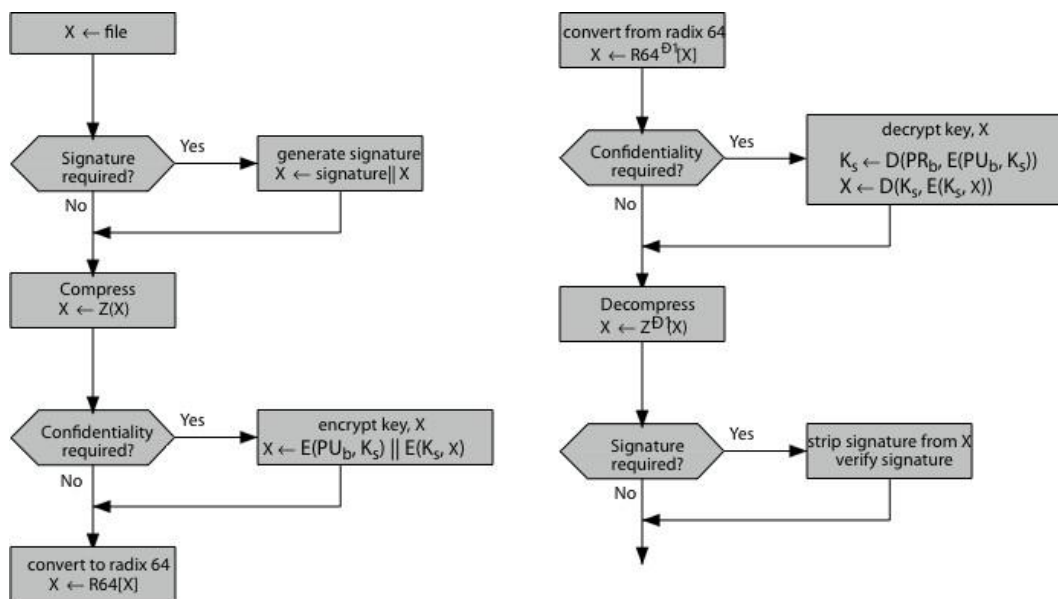
of converting the raw 8-bit binary stream to a stream of printable ASCII characters. It uses radix-64 conversion, in which each group of three octets of binary data is mapped into four ASCII characters. This format also appends a CRC to detect transmission errors. The use of radix 64 expands a message by 33%, but still an overall compression of about one-third can be achieved.

**PGP Operation-Segmentation/Reassembly**

E-mail facilities often are restricted to a maximum message length. For example, many of the facilities accessible through the Internet impose a maximum length of 50,000 octets. Any message longer than that must be broken up into smaller segments, each of which is mailed separately. To accommodate this restriction, PGP automatically subdivides a message that is too large into segments that are small enough to send via e-mail. This segmentation is done after all of the other processing, including the radix-64 conversion. Thus, the session key component and signature component appear only once, at the beginning of the first segment. Reassembly at the receiving end is required before verifying signature or decryption

**PGP Operations- Summary**

Function	Algorithms Used	Description
Digital signature	DSS/SHA or RSA/SHA	A hash code of a message is created using SHA-1. This message digest is encrypted using DSS or RSA with the sender's private key, and included with the message.
Message encryption	CAST or IDEA or Three-key Triple DES with Diffie-Hellman or RSA	A message is encrypted using CAST-128 or IDEA or 3DES with a one-time session key generated by the sender. The session key is encrypted using Diffie-Hellman or RSA with the recipient's public key, and included with the message.
Compression	ZIP	A message may be compressed, for storage or transmission, using ZIP.
Email compatibility	Radix 64 conversion	To provide transparency for email applications, an encrypted message may be converted to an ASCII string using radix 64 conversion.
Segmentation	—	To accommodate maximum message size limitations, PGP performs segmentation and reassembly.



(a) Generic Transmission Diagram (from A)

(b) Generic Reception Diagram (to B)

## PGPMessageFormat

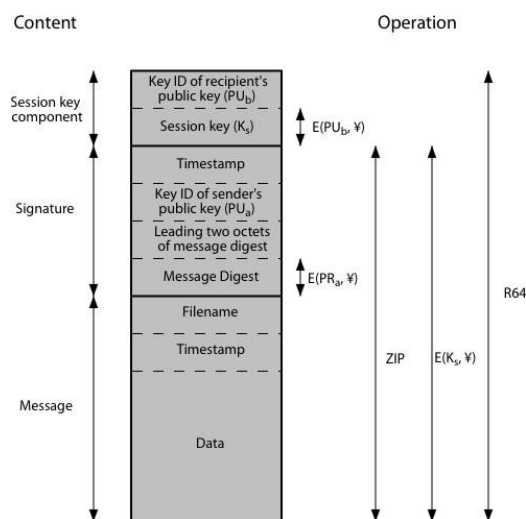
A message consists of three components: the message component, a signature (optional), and a session key component (optional). The message component includes the actual data to be stored or transmitted, as well as a filename and a timestamp that specifies the time of creation. The signature component includes the following:

❏❏ **Timestamp:** The time at which the signature was made.

❏❏ **Message digest:** The 160-bit SHA-1 digest, encrypted with the sender's private signature key.

❏❏ **Leading two octets of message digest:** To enable the recipient to determine if the correct public key was used to decrypt the message digest for authentication, by comparing this plaintext copy of the first two octets with the first two octets of the decrypted digest. These octets also serve as a 16-bit frame check sequence for the message.

**Key ID of sender's public key:** Identifies the public key that should be used to decrypt the message digest and, hence, identifies the private key that was used to encrypt the message digest.



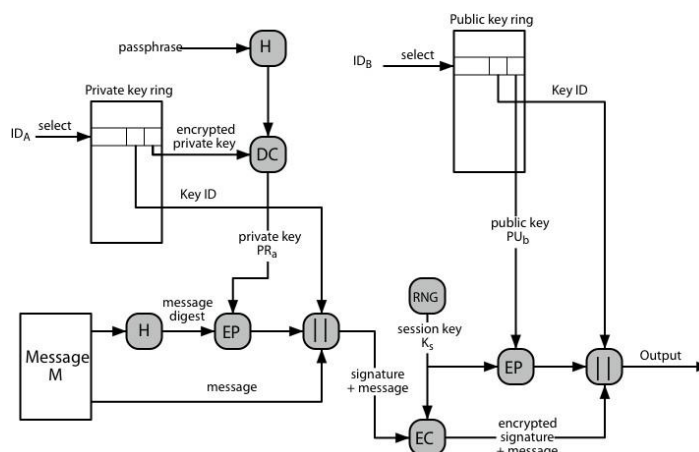
**Notation:**  
 $E(PU_b, \cdot)$  = encryption with user b's public key  
 $E(PR_a, \cdot)$  = encryption with user a's private key  
 $E(K_s, \cdot)$  = encryption with session key  
**ZIP** = Zip compression function  
**R64** = Radix-64 conversion function

The *session key component* includes the session key and the identifier of the recipient's public key that was used by the sender to encrypt the session key. The entire block is usually encoded with radix-64 encoding.

## PGP Message Transmission and Reception

### Message transmission

The following figure shows the steps during message transmission assuming that the message is to be both signed and encrypted.



The sending PGP entity performs the following steps:

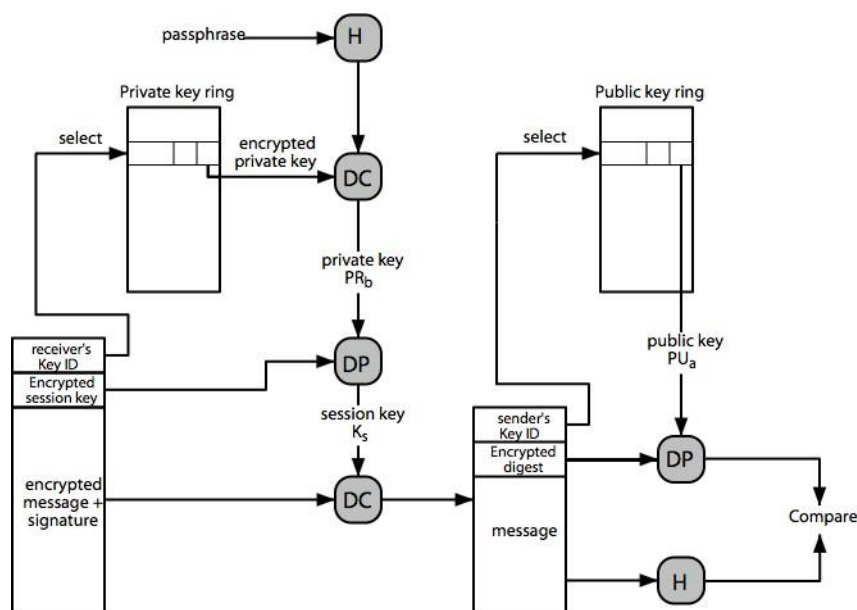
### Signing the message

- PGP retrieves the sender's private key from the private-key ring using your\_userid as an index. If your\_userid was not provided in the command, the first private key on the ring is retrieved.
- PGP prompts the user for the passphrase to recover the unencrypted private key.
- The signature component of the message is constructed.

### Encrypting the message

- PGP generates a session key and encrypts the message.
- PGP retrieves the recipient's public key from the public-key ring using her\_userid as an index.
- The session key component of the message is constructed.

### Message Reception



The receiving PGP entity performs the following steps:

### Decrypting the message

- PGP retrieves the receiver's private key from the private-key ring, using the KeyID field in the session key component of the message as an index.
- PGP prompts the user for the passphrase to recover the unencrypted private key.
- PGP then recovers the session key and decrypts the message.



### **Authenticating the message**

- a. PGP retrieves the sender's public key from the public-keyring, using the KeyID field in the signature key component of the message as an index.
- b. PGP recovers the transmitted message digest.
- c. PGP computes the message digest for the received message and compares it to the transmitted message digest to authenticate.

## **S/MIME**

S/MIME (Secure/Multipurpose Internet Mail Extension) is a security enhancement to the MIME Internet e-mail

format standard, which in turn provides support for varying content types and multipart messages over the text-only support in the original Internet RFC 822 email standard. MIME allows encoding of binary data to textual form for transport over traditional RFC 822 email systems. S/MIME is defined in a number of documents, most importantly RFCs 3369, 3370, 3850 and 3851 and S/MIME support is now included in many modern mail agents.

### **RFC 822**

RFC 822 defines a format for text messages that are sent using electronic mail and it has been the standard for Internet-based text mail message. The overall structure of a message that conforms to RFC 822 is very simple. A message consists of some number of header lines (the header) followed by unrestricted text (the body). The header is separated from the body by a blank line. A header line usually consists of a keyword, followed by a colon, followed by the keyword's arguments; the format allows a long line to be broken up into several lines. The most frequently used keywords are *From*, *To*, *Subject*, and *Date*.

### **Multipurpose Internet Mail Extensions**

MIME is an extension to the RFC 822 framework that is intended to address some of the problems and limitations of the use of SMTP (Simple Mail Transfer Protocol) or some other mail transfer protocol and RFC 822 for electronic mail. **Problems with RFC**

### **822 and SMTP**

- Executable files or other binary objects must be converted into ASCII. Various schemes exist (e.g., Unix UUencode), but a standard is needed

- Text data that includes special characters (e.g., Hungarian text) cannot be transmitted as SMTP is limited to 7-bit ASCII
- Some servers reject mail messages over a certain size
- Some common problems exist with the SMTP implementations which do not adhere completely to the SMTP standards defined in RFC 821. They are:

- ☐☐ delete, add, or reorder CR and LF
- ☐☐ character truncate or wrap lines longer than 76
- ☐☐ characters remove trailing white space (tabs and
- ☐☐ spaces) pad lines in a message to the same
- ☐☐ length convert tab characters into multiple spaces

MIME is intended to resolve these problems in a manner that is compatible with existing RFC 822 implementations and the specification is provided in RFC's 2045 through 2049.

The MIME specification includes the following elements:

1. Five new message header fields are defined, which provide information about the body of the message.
2. A number of content formats are defined, thus standardizing representations that support multimedia electronic mail.
3. Transfer encodings are defined that protect the content from alteration by the mail system.

**MIME-New header fields** The five header fields defined in MIME are as follows:

- *MIME-*

*Version:* Must have the parameter value 1.0. This field indicates that the message conforms to RFCs 2045 and 2046.

- *Content-Type:* Describes the data contained in the body with sufficient detail that the receiving user agent can pick an appropriate agent or mechanism to represent the data to the user or otherwise deal with the data in an appropriate manner.
- *Content-Transfer-Encoding:* Indicates the type of transformation that has been used to represent the body of the message in a way that is acceptable for mail transport.
- *Content-ID:* Used to identify MIME entities uniquely in multiple contexts.
- *Content-Description:* A text description of the object with the body; this is useful when the object is not readable (e.g., audio data).

**MIMEContentTypes**The bulk of the MIME specification is concerned with the definition of a variety of content types. There are seven different major types of content and a total of 15 subtypes. In general, a content type declares the general type of data, and the subtype specifies a particular format for that type of data. For the text type of body, the primary subtype is plain text, which is simply a string of ASCII characters or ISO 8859 characters. The enriched subtype allows greater formatting flexibility. The multipart type indicates that the body contains multiple, independent parts. The Content-Type header field includes a parameter called boundary that defines the delimiter between body parts. This boundary should not appear in any parts of the message. Each boundary starts on a new line and consists of two hyphens followed by the boundary value. The final boundary, which indicates the end of the last part, also has a suffix of two hyphens. Within each part, there may be an optional ordinary MIME header. There are four subtypes of the multipart type, all of which have the same overall syntax.

Type	Subtype	Description
Text	Plain	Unformatted text; may be ASCII or ISO 8859.
	Enriched	Provides greater format flexibility.
Multipart	Mixed	The different parts are independent but are to be transmitted together. They should be presented to the receiver in the order that they appear in the mail message.
	Parallel	Differs from Mixed only in that no order is defined for delivering the parts to the receiver.
	Alternative	The different parts are alternative versions of the same information. They are ordered in increasing faithfulness to the original, and the recipient's mail system should display the "best" version to the user.
	Digest	Similar to Mixed, but the default type/subtype of each part is message/rfc822.

Message	rfc822	The body is itself an encapsulated message that conforms to RFC 822.
	Partial	Used to allow fragmentation of large mail items, in a way that is transparent to the recipient.
	External-body	Contains a pointer to an object that exists elsewhere.
Image	jpeg	The image is in JPEG format, JFIF encoding.
	gif	The image is in GIF format.
Video	mpeg	MPEG format.
Audio	Basic	Single-channel 8-bit ISDN mu-law encoding at a sample rate of 8 kHz.
Application	PostScript	Adobe Postscript.
	octet-stream	General binary data consisting of 8-bit bytes.

The message type provides a number of important capabilities in MIME. The message/rfc822 subtype indicates that the body is an entire message, including header

and body. Despite the name of this subtype, the encapsulated message may be not only asimple RFC 822 message, but also any MIME message. The message/partial subtypeenablesfragmentationofalargemessageintoanumberofparts,whichmustbereassembl ed at the destination. For this subtype, three parameters are specified in theContent-Type:Message/Partialfield:anidcommontoallfragmentsofthesamemessage,a sequence number unique to each fragment, and the total number of fragments. Themessage/external-body subtype indicates that the actual data to be conveyed in thismessagearenotcontainedinthebody.Instead,thebodycontainstheinformationneededto access the data. The application type refers to other kinds of data, typically eitheruninterpretedbinarydataorinformationtobeprocessedbyamail-basedapplication.

**MIME Transfer Encodings** The other major component of the MIME specification, inaddition to content type specification, is a definition of transfer encodings for messagebodies.Theobjectiveistoprovidereliabledeliveryacrossthelargestrangoefenvironme nts.

**MIME Transfer Encodings**

<b>7bit</b>	The data are all represented by short lines of ASCII characters.
<b>8bit</b>	The lines are short, but there may be non-ASCII characters (octets with the high-order bit set).
<b>binary</b>	Not only may non-ASCII characters be present but the lines are not necessarily short enough for SMTP transport.
<b>quoted-printable</b>	Encodes the data in such a way that if the data being encoded are mostly ASCII text, the encoded form of the data remains largely recognizable by humans.
<b>base64</b>	Encodes data by mapping 6-bit blocks of input to 8-bit blocks of output, all of which are printable ASCII characters.
<b>x-token</b>	A named nonstandard encoding.

TheMIMEstandarddefinestwomethodsofencodingdata.TheContent-Transfer-Encoding field can actually take on six values. Three of these values (7bit, 8bit, andbinary)indicatethatnoencodinghasbeendonebutprovidesomeinformationaboutthenatur e of the data. Another Content-Transfer-Encoding value is x-token, which indicatesthat some other encoding scheme is used, for which a name is to be supplied. The twoactual encoding schemes defined are quoted-printable and base64. Two schemes aredefinedtoprovideachoicebetweenatransfertechniquethatisessentiallyhuman

readable and one that is safe for all types of data in a way that is reasonably compact. The quoted-printable transfer encoding is useful when the data consists largely of octets that correspond to printable ASCII characters. In essence, it represents non-safe characters by the hexadecimal representation of their code and introduces reversible (soft) line breaks to limit message lines to 76 characters. The base64 transfer encoding, also known as radix-64 encoding, is a common one for encoding arbitrary binary data in such a way as to be invulnerable to the processing by mail transport programs.

**Canonical Form**

An important concept in MIME and S/MIME is that of canonical form. Canonical form is a format, appropriate to the content type, that is standardized for use between systems. This is in contrast to native form, which is a format that may be peculiar to a particular system.

<b>Native Form</b>	The body to be transmitted is created in the system's native format. The native character set is used and, where appropriate, local end-of-line conventions are used as well. The body may be a UNIX-style text file, or a Sun raster image, or a VMS indexed file, or audio data in a system-dependent format stored only in memory, or anything else that corresponds to the local model for the representation of some form of information. Fundamentally, the data is created in the "native" form that corresponds to the type specified by the media type.
<b>Canonical Form</b>	The entire body, including "out-of-band" information such as record lengths and possibly file attribute information, is converted to a universal canonical form. The specific media type of the body as well as its associated attributes dictate the nature of the canonical form that is used. Conversion to the proper canonical form may involve character set conversion, transformation of audio data, compression, or various other operations specific to the various media types. If character set conversion is involved, however, care must be taken to understand the semantics of the media type, which may have strong implications for any character set conversion (e.g. with regard to syntactically meaningful characters in a text subtype other than "plain").

## S/MIME Functionality

S/MIME has a very similar functionality to PGP. Both offer the ability to sign and/or encrypt messages.

### Functions

S/MIME provides the following functions:

- **Enveloped data:** This consists of encrypted content of any type and encrypted content encryption keys for one or more recipients.
- **Signed data:** A digital signature is formed by taking the message digest of the content to be signed and then encrypting that with the private key of the signer. The content plus signature are then encoded using base64 encoding. A signed data message can only be viewed by a recipient with S/MIME capability.
- **Clear-signed data:** As with signed data, a digital signature of the content is formed. However, in this case, only the digital signature is encoded using base64. As a result, recipients without S/MIME capability can view the message content, although they cannot verify the signature.
- **Signed and enveloped data:** Signed-only and encrypted-only entities may be nested, so that encrypted data may be signed and signed data or clear-signed data may be encrypted.

## IPSECURITY OVERVIEW

**Definition:** Internet Protocol security (IPSec) is a framework of open standards for protecting communications over Internet Protocol (IP) networks through the use of cryptographic security services. IPSec supports network-level peer authentication, data origin authentication, data integrity, data confidentiality (encryption), and replay protection.

### *Need for IPSec*

In Computer Emergency Response Team (CERT)'s 2001 annual report it listed 52,000 security incidents in which most serious types of attacks included **IP spoofing**, in which intruders create packets with false IP addresses and exploit applications that use authentication based on IP and various forms of **eavesdropping and packet sniffing**, in which attackers read transmitted information, including login information and database

contents. In response to these issues, the IAB included authentication and encryption as necessary security features in the next-generation IP i.e. IPv6.

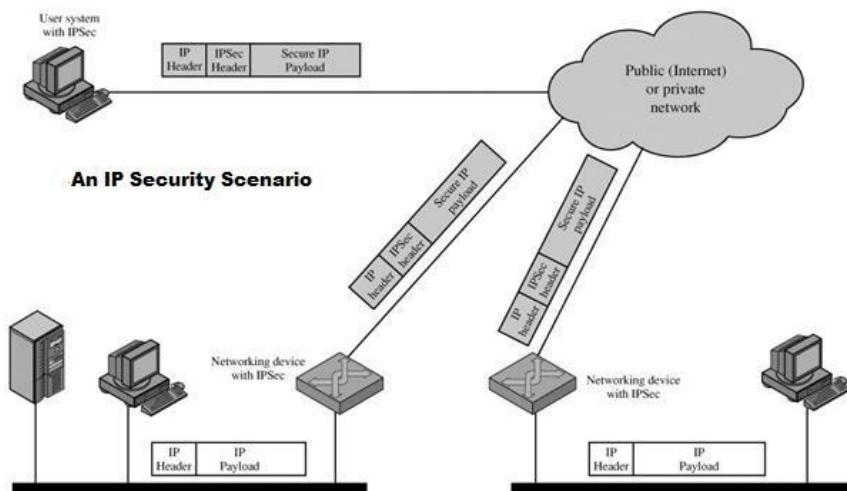
## **Applications of IPsec**

IPsec provides the capability to secure communications across a LAN, across private and public wide area networks (WAN's), and across the Internet.

- ***Secure branch office connectivity over the Internet:*** A company can build a secure virtual private network over the Internet or over a public WAN. This enables a business to rely heavily on the Internet and reduce its need for private networks, saving costs and network management overhead.
- ***Secure remote access over the Internet:*** An end user whose system is equipped with IP security protocols can make a local call to an Internet service provider (ISP) and gain secure access to a company network. This reduces the cost of toll charges for travelling employees and telecommuters.
- ***Establishing extranet and intranet connectivity with partners:*** IPsec can be used to secure communication with other organizations, ensuring authentication and confidentiality and providing a key exchange mechanism.
- ***Enhancing electronic commerce security:*** Even though some Web and electronic commerce applications have built-in security protocols, the use of IPsec enhances that security.

The principal feature of IPsec enabling it to support varied applications is that it can encrypt and/or authenticate all traffic at IP level. Thus, all distributed applications, including remote logon, client/server, e-mail, file transfer, Web access, and so on, can be secured.

The following figure shows a typical scenario of IPsec usage. An organization maintains LANs at dispersed locations. Nonsecure IP traffic is conducted on each LAN.



The IPsec protocols operate in networking devices, such as a router or firewall that connect each LAN to the outside world. The IPsec networking device will typically encrypt and compress all traffic going into the WAN, and decrypt and decompress traffic coming from the WAN; these operations are transparent to workstations and servers on the LAN. Secure transmission is also possible with individual users who dial into the WAN. Such user workstations must implement the IPsec protocols to provide security.

## Benefit of IPsec

The benefits of IPsec are listed below:

- IPsec in a firewall/router provides strong security to all traffic crossing the perimeter
- IPsec in a firewall is resistant to bypass
- IPsec is below transport layer (TCP, UDP), hence transparent to applications
- IPsec can be transparent to end users
- IPsec can provide security for individual users if needed (useful for offsite workers and setting up a secure virtual subnetwork for sensitive applications)

## Routing Applications

IPsec also plays a vital role in the routing architecture required for internetworking. It assures that :

- router advertisements come from authorized routers
- neighbor advertisements come from authorized routers



- redirect messages come from the router to which initial packet was sent
- A routing update is not forged

## IPSECURITY ARCHITECTURE

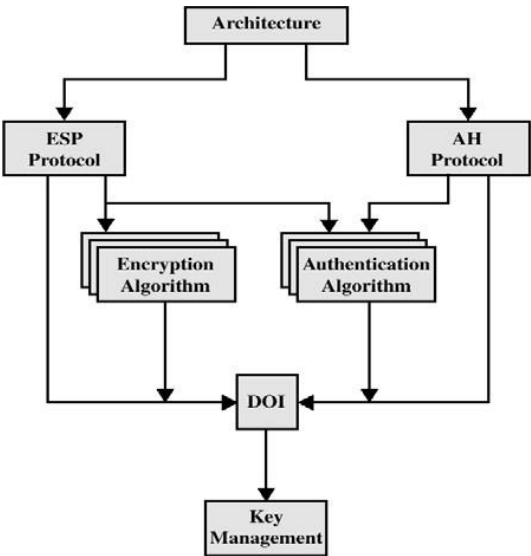
To understand IP Security architecture, we examine IPSec documents first and then move onto IPSec services and Security Associations.

### IPSec Documents

The IPSec specification consists of numerous documents. The most important of these, issued in November of 1998, are RFCs 2401, 2402, 2406, and 2408:

- RFC 2401: An overview of a security architecture
- RFC 2402: Description of a packet authentication extension to IPv4 and IPv6
- RFC 2406: Description of a packet encryption extension to IPv4 and IPv6
- RFC 2408: Specification of key management capabilities

Support for these features is mandatory for IPv6 and optional for IPv4. In both cases, these security features are implemented as extension headers that follow the main IP header. The extension header for authentication is known as the Authentication header; that for encryption is known as the Encapsulating Security Payload (ESP) header. In addition to these four RFCs, a number of additional drafts have been published by the IP Security Protocol Working Group set up by the IETF. The documents are divided into seven groups, as depicted in following figure:



- **Architecture:** Covers the general concepts, security requirements, definitions, and mechanisms defining IPSec technology
- **Encapsulating Security Payload (ESP):** Covers the packet format and general issues related to the use of the ESP for packet encryption and, optionally, authentication.
- **Authentication Header (AH):** Covers the packet format and general issues related to the use of AH for packet authentication.
- **Encryption Algorithm:** A set of documents that describe how various encryption algorithms are used for ESP.
- **Authentication Algorithm:** A set of documents that describe how various authentication algorithms are used for AH and for the authentication option of ESP.
- **Key Management:** Documents that describe key management schemes.
- **Domain of Interpretation (DOI):** Contains values needed for the other documents to relate to each other. These include identifiers for approved encryption and authentication algorithms, as well as operational parameters such as key lifetime.

## IPSec Services

IPSec architecture makes use of two major protocols (i.e., Authentication Header and ESP protocols) for providing security at IP level. This facilitates the system to beforehand choose an algorithm to be implemented, security protocols needed and any cryptographic keys required to provide requested services. The IPSec services are as follows:

❏ **Connectionless Integrity:-** Data integrity service is provided by IPSec via AH which prevents the data from being altered during transmission.

❏ **Data Origin Authentication:-** This IPSec service prevents the occurrence of replay attacks, address spoofing etc., which can be fatal

❏ **Access Control:-**

The cryptographic keys are distributed and the traffic flow is controlled in both AH and ESP protocols, which is done to accomplish access control over the data transmission.

❏ **Confidentiality:-**

Confidentiality on the data packet is obtained by using an encryption technique in which all the data packets are transformed into ciphertext packets which are unreadable and difficult to understand.

☐☐**Limited Traffic Flow Confidentiality:-** This facility or service provided by IPSec ensures that the confidentiality is maintained on the number of packets transferred or received. This can be done using padding in ESP.

☐☐**Replay packets Rejection:-**

The duplicate or replay packets are identified and discarded using the sequence number field in

	AH	ESP (encryption only)	ESP (encryption plus authentication)
Access control	✓	✓	✓
Connectionless integrity	✓		✓
Data origin authentication	✓		✓
Rejection of replayed packets	✓	✓	✓
Confidentiality		✓	✓
Limited traffic flow confidentiality		✓	✓

both AH and ESP.

SECURITY ASSOCIATIONS

Since IPSEC is designed to be able to use various security protocols, it uses Security Associations (SA) to specify the protocols to be used. SA is a database record which specifies security parameters controlling security operations. They are referenced by the sending host and established by the receiving host. An index parameter called the Security Parameters Index (SPI) is used. SAs are in one direction only and a second SA must be established for the transmission to be bi-directional. A security association is uniquely identified by three parameters:

- **Security Parameters Index (SPI):** A bit string assigned to this SA and having local significance only. The SPI is carried in AH and ESP headers to enable the receiving system to select the SA under which a received packet will be processed.
- **IP Destination Address:** Currently, only unicast addresses are allowed; this is the address of the destination endpoint of the SA, which may be an end user system or a network system such as a firewall or router.
- **Security Protocol Identifier:** This indicates whether the association is an AH or ESP security association.

SAParameters

In each IPsec implementation, there is a nominal Security Association Database that defines the parameters associated with each SA. A security association is normally defined by the following parameters:

- **Sequence Number Counter:** A 32-bit value used to generate the Sequence Number field in AH or ESP headers
- **Sequence Counter Overflow:** A flag indicating whether overflow of the Sequence Number Counter should generate an auditable event and prevent further transmission of packets on this SA (required for all implementations).
- **Anti-Replay Window:** Used to determine whether an inbound AH or ESP packet is a replay
- **AH Information:** Authentication algorithm, keys, key lifetimes, and related parameters being used with AH (required for AH implementations).
- **ESP Information:** Encryption and authentication algorithm, keys, initialization values, key lifetimes, and related parameters being used with ESP (required for ESP implementations).
- **Lifetime of This Security Association:** A time interval or byte count after which an SA must be replaced with a new SA (and new SPI) or terminated, plus an indication of which of these actions should occur (required for all implementations).
- **IPSec Protocol Mode:** Tunnel, transport, or wildcard (required for all implementations). The two modes are discussed later in this section.
- **Path MTU:** Any observed path maximum transmission unit (maximum size of a packet that can be transmitted without fragmentation) and aging variables (required for all implementations).

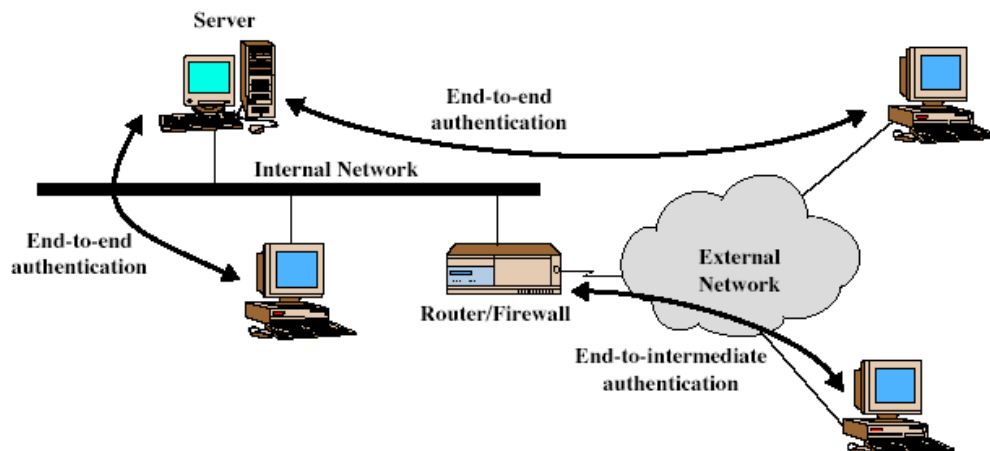
### Transport and Tunnel Modes

Both AH and ESP support two modes of use: transport and tunnel mode.

	Transport Mode SA	Tunnel Mode SA
<b>AH</b>	<b>Authenticates</b> IP payload and selected portions of IP header and IPv6 extension headers	<b>Authenticates</b> entire inner IP packet plus selected portions of outer IP header
<b>ESP</b>	<b>Encrypts</b> IP payload and any IPv6 extension header	<b>Encrypts</b> inner IP packet
<b>ESP with authentication</b>	<b>Encrypts</b> IP payload and any IPv6 extension header. <b>Authenticates</b> IP payload but not IP header	<b>Encrypts</b> inner IP packet. <b>Authenticates</b> inner IP packet

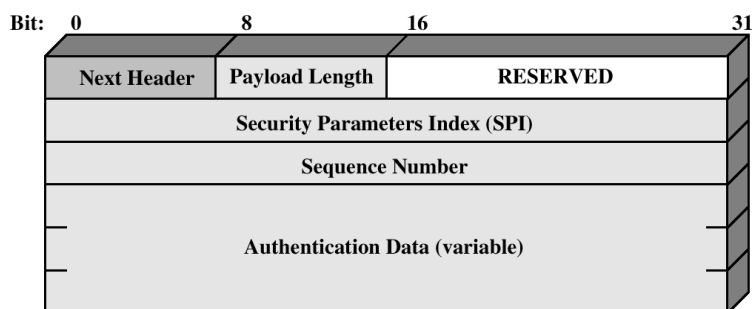
IPsec can be used (both AH packets and ESP packets) in two modes

- **Transportmode:** the IPsec header is inserted just after the IP header – this contains the security information, such as SA identifier, encryption, authentication
  - ☐☐ Typically used in end-to-end
  - ☐☐ communication IP header not protected
- **Tunnelmode:** the entire IP packet, header and all, is encapsulated in the body of a new IP packet with a completely new IP header
  - ☐☐ Typically used in firewall-to-firewall
  - ☐☐ communication Provides protection for the whole IP packet
  - ☐☐ No routers along the way will be able (and will not need) to check the content of the packets



## AUTHENTICATION HEADER

The Authentication Header provides support for data integrity and authentication of IP packets. The data integrity feature ensures that undetected modification to a packet's content in transit is not possible. The authentication feature enables an end system or network device to authenticate the user or application and filter traffic accordingly; it also prevents the address spoofing attacks observed in today's Internet. The AH also guards against the replay attack. Authentication is based on the use of a message authentication code (MAC), hence the two parties must share a secret key. The Authentication Header consists of the following fields:



### *IPSecAuthenticationHeader*

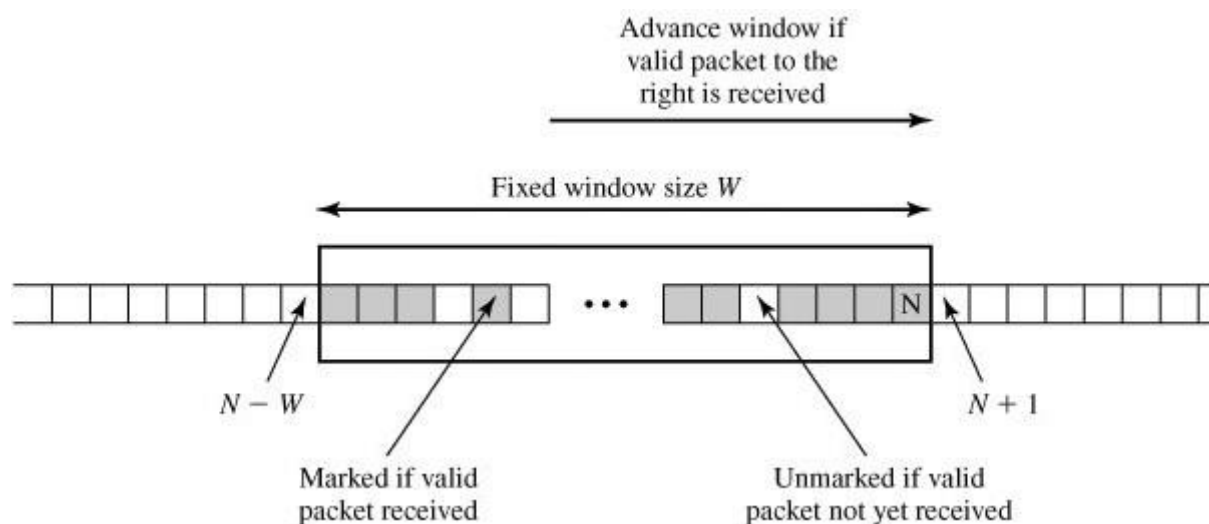
- **NextHeader(8bits):**Identifiesthetypeofheaderimmediatelyfollowingthisheader.
- **Payload Length (8 bits):** Length of Authentication Header in 32-bit words, minus 2.For example, the default length of the authentication data field is 96 bits, or three 32-bitwords. With a three-word fixed header, there are a total of six words in the header, andthePayloadLengthfieldhas avalue of 4.
- **Reserved(16bits):**Forfutureuse.
- **SecurityParametersIndex(32bits):**Identifiesasecurityassociation.
- **SequenceNumber(32bits):**Amonotonicallyincreasingcountervalue,discussedlater.
- **AuthenticationData(variable):**Avariable-lengthfield(mustbeanintegralnumberof32-bitwords)thatcontainstheIntegrityCheckValue(ICV),orMAC,forthispacket.

## Anti-ReplayService

Anti-replay service is designed to overcome the problems faced due to replay attacks inwhich an intruder intervenes the packet being transferred, make one or more duplicatecopiesofthatauthenticatedpacketandthensendsthepacketstothedesireddestination ,thereby causing inconvenient processing at the destination node. The Sequence Numberfieldis designedtothwartsuch attacks.

WhenanewSAisestablished,thesenderinitializesasequencenumbercounterto0.Eachtime that a packet is sent on this SA, the sender increments the counter and places thevalue in the Sequence Number field. Thus, the first value to be used is 1. This value goeson increasing with respect to the number of packets being transmitted. The sequencenumber field in each packet represents the value of this counter. The maximum value ofthe sequence number field can go up to  $2^{32}-1$ . If the limit of  $2^{32}-1$  is reached, the sendershouldterminate thisSAandnegotiate anew SAwithanewkey.

The IPsec authentication document dictates that the receiver should implement a window of size  $W$ , with a default of  $W = 64$ . The right edge of the window represents the highest sequence number,  $N$ , so far received for a valid packet. For any packet with a sequence number in the range from  $N-W+1$  to  $N$  that has been correctly received (i.e., properly authenticated), the corresponding slot in the window is marked as shown. Inbound processing proceeds as follows when a packet is received:



### ***Antireplay Mechanism***

1. If the received packet falls within the window and is new, the MAC is checked. If the packet is authenticated, the corresponding slot in the window is marked.
2. If the received packet is to the right of the window and is new, the MAC is checked. If the packet is authenticated, the window is advanced so that this sequence number is the right edge of the window, and the corresponding slot in the window is marked.
3. If the received packet is to the left of the window, or if authentication fails, the packet is discarded; this is an auditable event.

## **Integrity Check Value**

ICV is the value present in the authenticated data field of ESP/AH, which is used to determine any undesired modifications made to the data during its transit. ICV can also be referred to as MAC or part of MAC algorithm. MD5 hash code and SHA-1 hash code are implemented along with HMAC algorithms i.e.,

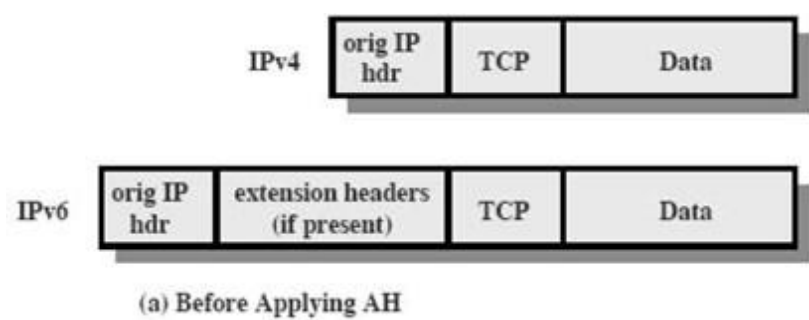
- HMAC-MD5-96
- HMAC-SHA-1-96

In both cases, the full HMAC value is calculated but then truncated by using the first 96bits, which is the default length for the Authentication Data field. The MAC is calculated over

- IP header fields that either do not change in transit (immutable) or that are predictable in value upon arrival at the endpoint for the AH SA. Fields that may change in transit and whose value on arrival is unpredictable are reset to zero for purposes of calculation at both source and destination.
- The AH header other than the Authentication Data field. The Authentication Data field is set to zero for purposes of calculation at both source and destination.
- The entire upper-level protocol data, which is assumed to be immutable in transit (e.g., a TCP segment or an inner IP packet in tunnel mode).

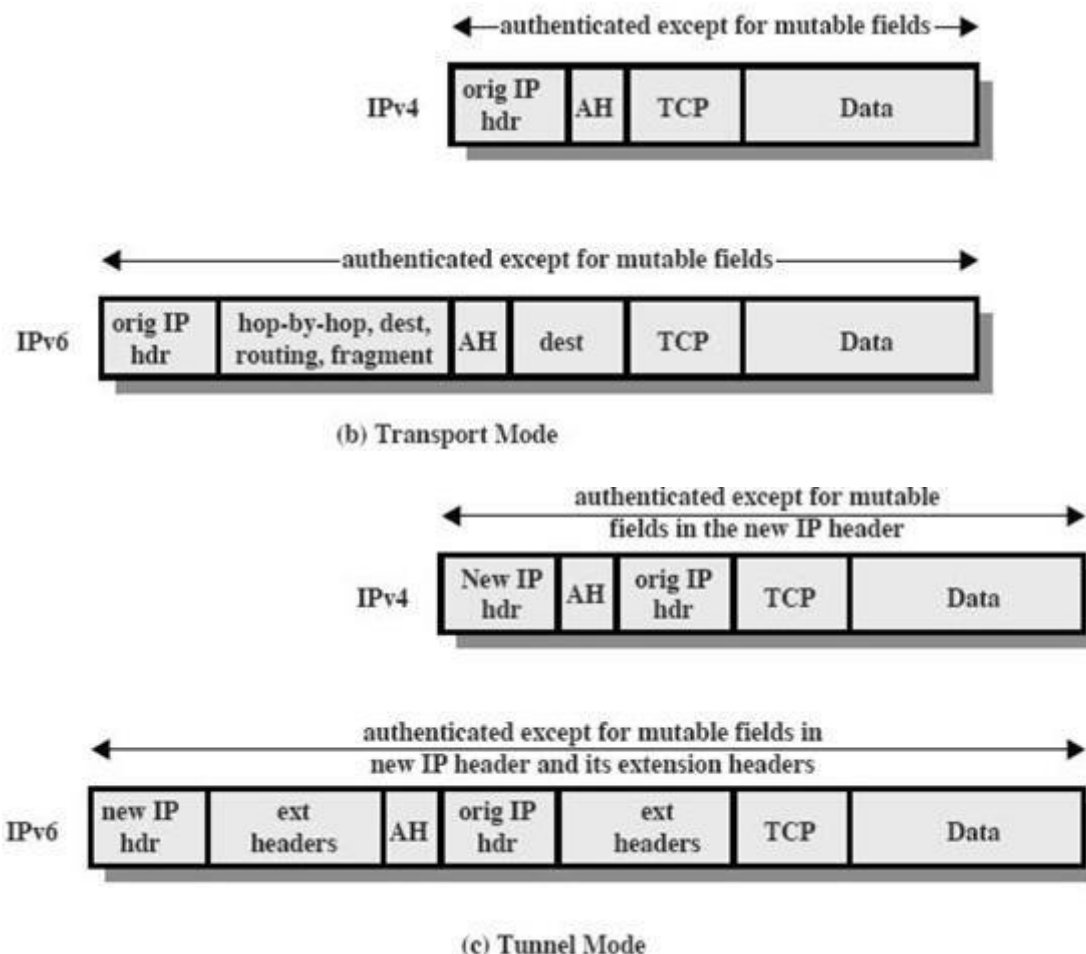
## Transport and Tunnel Modes

The following figures show typical IPv4 and IPv6 packets. In this case, the IP payload is a TCP segment; it could also be a data unit for any other protocol that uses IP, such as UDP or ICMP.



For transport mode AH using IPv4, the AH is inserted after the original IP header and before the IP payload (e.g., a TCP segment) shown below. Authentication covers the entire packet, excluding mutable fields in the IPv4 header that are reset to zero for MAC calculation. In the context of IPv6, AH is viewed as an end-to-end payload; that is, it is not examined or processed by intermediate routers. Therefore, the AH appears after the IPv6 base header and the hop-by-hop, routing, and fragment extension headers. The destination option extension header could appear before or after the AH header, depending on the semantics desired. Again, authentication covers the entire packet, excluding mutable fields that are reset to zero for MAC calculation.





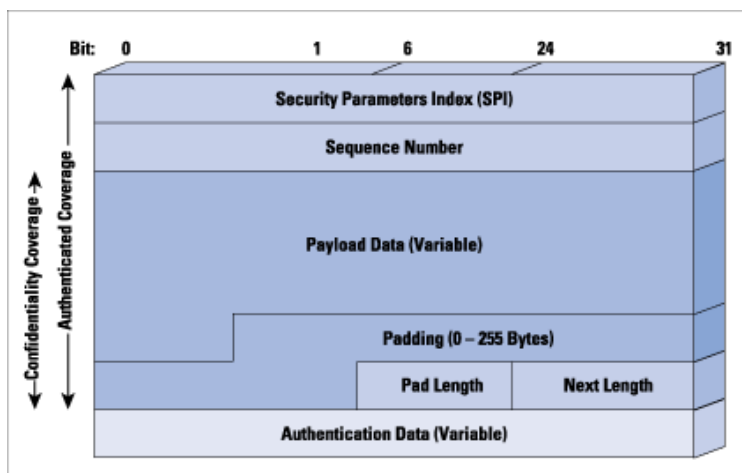
For tunnel mode AH, the entire original IP packet is authenticated, and the AH is inserted between the original IP header and a new outer IP header. The inner IP header carries the ultimate source and destination addresses, while an outer IP header may contain different IP addresses (e.g., addresses of firewalls or other security gateways). With tunnel mode, the entire inner IP packet, including the entire inner IP header, is protected by AH. The outer IP header (and in the case of IPv6, the outer IP extension headers) is protected except for mutable and unpredictable fields.

### ENCAPSULATING SECURITY PAYLOAD

The Encapsulating Security Payload provides confidentiality services, including confidentiality of message contents and limited traffic flow confidentiality. As an optional feature, ESP can also provide an authentication service.

#### ESP Format

The following figure shows the format of an ESP packet. It contains the following fields:



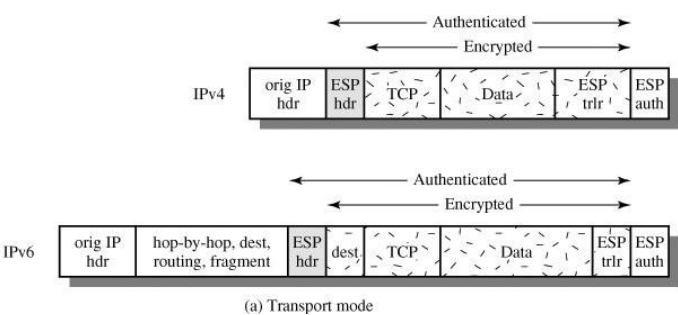
❏❏ **Security Parameters Index (32 bits):** Identifies a security association.

- **Sequence Number (32 bits):** A monotonically increasing counter value; this provides an anti-replay function, as discussed for AH.
- **Payload Data (variable):** This is a transport-level segment (transport mode) or IP packet (tunnel mode) that is protected by encryption.
- **Padding (0-255 bytes):** This field is used to make the length of the plaintext to be a multiple of some desired number of bytes. It is also added to provide confidentiality.
- **Pad Length (8 bits):** Indicates the number of pad bytes immediately preceding this field.
- **Next Header (8 bits):** Identifies the type of data contained in the payload data field by identifying the first header in that payload (for example, an extension header in IPv6, or an upper-layer protocol such as TCP).
- **Authentication Data (variable):** A variable-length field (must be an integral number of 32-bit words) that contains the Integrity Check Value computed over the ESP packet minus the Authentication Data field.

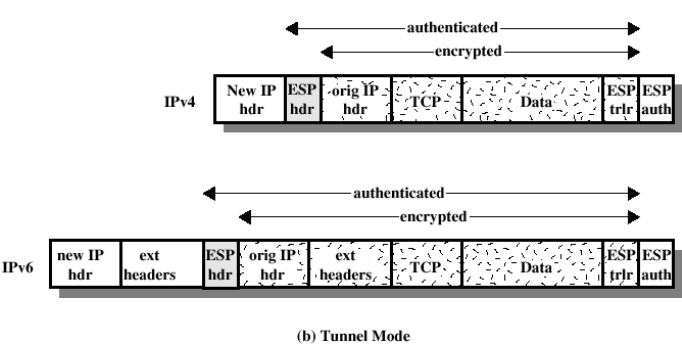
Adding encryption makes ESP a bit more complicated because the encapsulation

*surrounds the payload rather than precedes it as with AH: ESP includes header and trailer*

## TransportModeESP



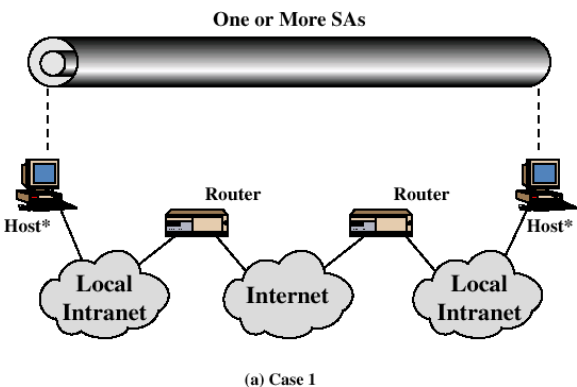
## TunnelModeESP



## BasicCombinationsofSecurityAssociations

TheIPSecArchitecturedocumentlistsfourexamplesofcombinationsofSAs that must be supported by compliant IPSec hosts (e.g., workstation, server) or security gateways (e.g.firewall,router).

case:-1

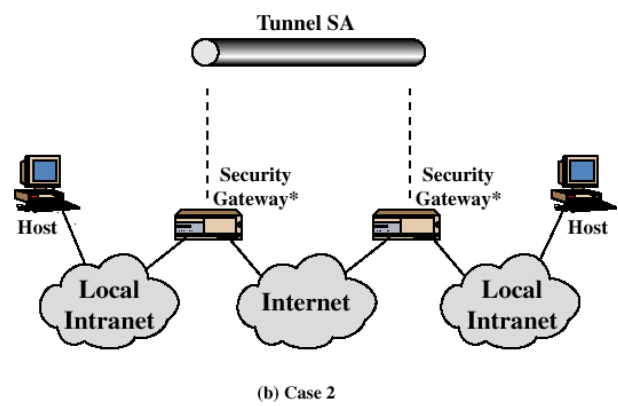


All security is provided between end systems that implement IPSec. For any two endsystems to communicate via an SA, they must share the appropriate secret keys. Amongthepossiblecombinations:

- a) AHintransportmode
- b) ESPintransportmode

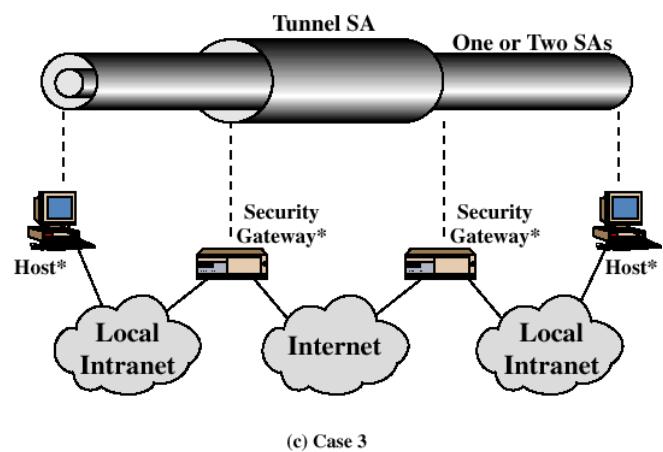
- c) ESP followed by AH in transport mode (an ESP SA inside an AH SA)
- d) Any one of a, b, or c inside an AH or ESP in tunnel mode

**Case:-2**



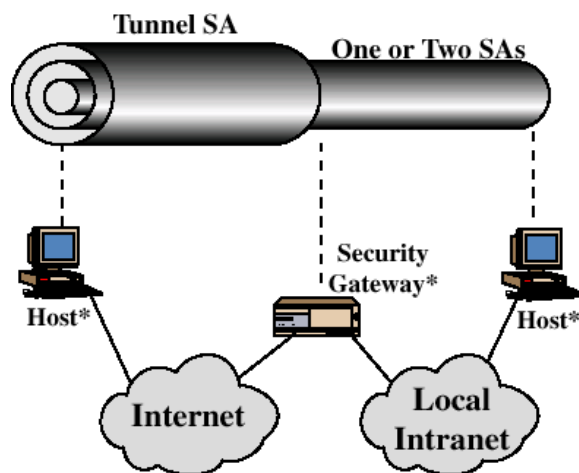
Security is provided only between gateways (routers, firewalls, etc.) and no hosts implement IPSec. This case illustrates simple virtual private network support. This security architecture document specifies that only a single tunnel SA is needed for this case. The tunnel could support AH, ESP, or ESP with the authentication option. Nested tunnels are not required because the IPSec services apply to the entire inner packet.

**Case-3:-**



The third combination is similar to the second, but in addition provides security even to nodes. This combination makes use of two tunnels: first for gateway to gateway and second for node to node. Either authentication or the encryption or both can be provided by using gateway to gateway tunnel. An additional IPSec service is provided to the individual nodes by using node to node tunnel.

**Case:-4**



(d) Case 4

This combination is suitable for serving remote users i.e., the end user sitting anywhere in the world can use the internet to access the organizational workstations via the firewall. This combination states that only one tunnel is needed for communication between a remote user and an organizational firewall.

## KEY MANAGEMENT

The key management portion of IPSec involves the determination and distribution of secret keys. The IPSec Architecture document mandates support for two types of key management:

- **Manual:** A system administrator manually configures each system with its own keys and with the keys of other communicating systems. This is practical for small, relatively static environments.
- **Automated:** An automated system enables the on-demand creation of keys for SAs and facilitates the use of keys in a large distributed system with an evolving configuration.

The default automated key management protocol for IPSec is referred to as ISAKMP/Oakley and consists of the following elements:

- **Oakley Key Determination Protocol:** Oakley is a key exchange protocol based on the Diffie-Hellman algorithm but providing added security. Oakley is generic in that it does not dictate specific formats.
- **Internet Security Association and Key Management Protocol (ISAKMP):** ISAKMP provides a framework for Internet key management and provides the specific protocol support, including formats, for negotiation of security attributes.

## Oakley Key Determination Protocol

Oakley is a refinement of the Diffie-Hellman key exchange algorithm. The Diffie-Hellman algorithm has two attractive features:

- Secret keys are created only when needed. There is no need to store secret keys for a long period of time, exposing them to increased vulnerability.
- The exchange requires no pre-existing infrastructure other than an agreement on the global parameters.

However, Diffie-Hellman has some weaknesses:

- No identity information about the parties is provided.
- It is possible for a man-in-the-middle attack
- It is computationally intensive. As a result, it is vulnerable to a clogging attack, in which an opponent requests a high number of keys.

Oakley is designed to retain the advantages of Diffie-Hellman while countering its weaknesses.

### Features of Oakley

The Oakley algorithm is characterized by five important features:

1. It employs a mechanism known as cookies to thwart clogging attacks.
2. It enables the two parties to negotiate a group; this, in essence, specifies the global parameters of the Diffie-Hellman key exchange.
3. It uses nonces to ensure against replay attacks.
4. It enables the exchange of Diffie-Hellman public key values.
5. It authenticates the Diffie-Hellman exchange to thwart man-in-the-middle attacks.

In clogging attacks, an opponent forges the source address of a legitimate user and sends a public Diffie-Hellman key to the victim. The victim then performs a modular exponentiation to compute the secret key. Repeated messages of this type can clog the victim's system with useless work. The **cookie exchange** requires that each side send a pseudorandom number, the cookie, in the initial message, which the other side acknowledges. This acknowledgment must be repeated in the first message of the Diffie-Hellman key exchange. The recommended method for creating the cookie is to perform a

fast hash (e.g., MD5) over the IP Source and Destination addresses, the UDP Source and Destination ports, and a locally generated secret value. Oakley supports the use of different **groups** for the Diffie-Hellman key exchange. Each group includes the definition of the two global parameters and the identity of the algorithm. Oakley employs **nonces** to ensure against replay attacks. Each nonce is a locally generated pseudorandom number. Nonces appear in responses and are encrypted during certain portions of the exchange to secure their use. Three different authentication methods can be used with Oakley: digital signatures, public-key encryption, and Symmetric-key encryption.

### Aggressive Oakley Key Exchange

Aggressive key exchange is a technique used for exchanging the message keys and is so called because only three messages are allowed to be exchanged at any time.

<b>I → R:</b>	CKY <sub>I</sub> , OK_KEYX, GRP, g <sup>x</sup> , EHAO, NIDP, ID <sub>I</sub> , ID <sub>R</sub> , N <sub>I</sub> , S <sub>KI</sub> [ID <sub>I</sub>    ID <sub>R</sub>    N <sub>I</sub>    GRP    g <sup>x</sup>    EHAO]
<b>R → I:</b>	CKY <sub>R</sub> , CKY <sub>I</sub> , OK_KEYX, GRP, g <sup>y</sup> , EHAS, NIDP, ID <sub>R</sub> , ID <sub>I</sub> , N <sub>R</sub> , N <sub>I</sub> , S <sub>KR</sub> [ID <sub>R</sub>    ID <sub>I</sub>    N <sub>R</sub>    N <sub>I</sub>    GRP    g <sup>y</sup>    g <sup>x</sup>    EHAS]
<b>I → R:</b>	CKY <sub>I</sub> , CKY <sub>R</sub> , OK_KEYX, GRP, g <sup>x</sup> , EHAS, NIDP, ID <sub>I</sub> , ID <sub>R</sub> , N <sub>I</sub> , N <sub>R</sub> , S <sub>KI</sub> [ID <sub>I</sub>    ID <sub>R</sub>    N <sub>I</sub>    N <sub>R</sub>    GRP    g <sup>x</sup>    g <sup>y</sup>    EHAS]

Notation:	
I	= Initiator
R	= Responder
CKY <sub>I</sub> , CKY <sub>R</sub>	= Initiator, responder cookies
OK_KEYX	= Key exchange message type
GRP	= Name of Diffie-Hellman group for this exchange
g <sup>x</sup> , g <sup>y</sup>	= Public key of initiator, responder; g <sup>xy</sup> = session key from this exchange
EHAO, EHAS	= Encryption, hash authentication functions, offered and selected
NIDP	= Indicates encryption is not used for remainder of this message
ID <sub>I</sub> , ID <sub>R</sub>	= Identifier for initiator, responder
N <sub>I</sub> , N <sub>R</sub>	= Random nonce supplied by initiator, responder for this exchange
S <sub>KI</sub> [X], S <sub>KR</sub> [X]	= Indicates the signature over X using the private key (signing key) of initiator, responder

#### Example of Aggressive Oakley Key Exchange

In the first step, the initiator (I) transmits a cookie, the group to be used, and I's public Diffie-Hellman key for this exchange. I also indicates the offered public-key encryption, hash, and authentication algorithms to be used in this exchange. Also included in this message are the identifiers of I and the responder (R) and I's nonce for this exchange. Finally, I appends a signature using I's private key that signs the two identifiers, the nonce, the group, the Diffie-Hellman public key, and the offered algorithms. When R receives the message, R verifies the signature using I's public signing key. R acknowledges the message by echoing back I's cookie, identifier, and nonce, as well as the group. R also includes in the message a cookie, R's Diffie-Hellman public key, the selected algorithms (which must be among the offered algorithms), R's identifier, and R's nonce for this exchange. Finally, R appends a signature using R's private key that signs the two

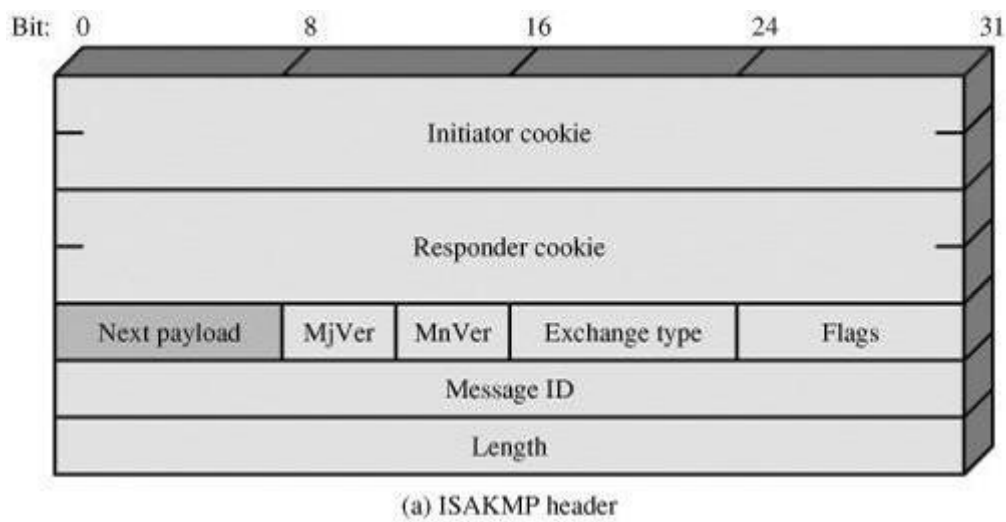
identifiers, the two nonces, the group, the two Diffie-Hellman public keys, and the selected algorithms.

When I receives the second message, I verifies the signature using R's public key. Then once values in the message assure that this is not a replay of an old message. To complete the exchange, I must send a message back to R to verify that I has received R's public key.

**ISAKMP**

ISAKMP defines procedures and packet formats to establish, negotiate, modify, and delete security associations. As part of SA establishment, ISAKMP defines payloads for exchanging key generation and authentication data.

**ISAKMP Header Format**



An ISAKMP message consists of an ISAKMP header followed by one or more payloads and must follow UDP transport layer protocol for its implementation. The header format of an ISAKMP header is shown below:

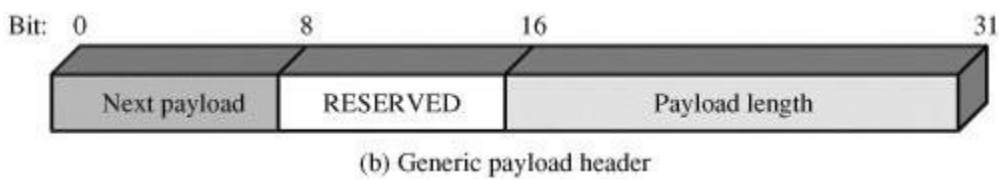
- Initiator Cookie (64 bits): Cookie of entity that initiated SA establishment, SA notification, or SA deletion.
- Responder Cookie (64 bits): Cookie of responding entity; null in first message from initiator.
- Next Payload (8 bits): Indicates the type of the first payload in the message
- Major Version (4 bits): Indicates major version of ISAKMP in use.
- Minor Version (4 bits): Indicates minor version in use.



- ExchangeType(8bits):Indicatesthetypeofexchange.Canbeinformational,aggressive, authenticationonly,identityprotection orbasetexchange(S).
- Flags (8 bits): Indicates specific options set for this ISAKMP exchange. Two bits so far defined:TheEncryptionbitissetifallpayloadsfollowingtheheaderareencryptedusingthe encryption algorithm for this SA. The Commit bit is used to ensure that encryptedmaterialis not receivedpriortocompletionof SAestablishment.
- MessageID(32bits):UniqueIDforthismessage.
- Length(32bits):Lengthoftotalmessage(headerplusallpayloads)inoctets.

### ISAKMPPayloadTypes

AllISAKMPpayloadsbeginwiththesamegenericpayloadheadershownbelow.



TheNextPayloadfieldhasavalueof0ifthisisthelastpayloadinthemessage;otherwiseits value is the type of the next payload. The Payload Length field indicates the length inoctets of this payload, including the generic payload header. There are many differentISAKMPpayloadtypes.They are:

- TheSApayloadisusedtobegintheestablishmentofanSA.TheDomainofInterpretation parameter identifies the DOI under which negotiation is taking place. TheSituationparameterdefinesthesecuritypolicyforthisnegotiation;inessence,thelevelsofsec urityrequiredforencryptionandconfidentialityarespecified(e.g.,sensitivitylevel,securitycom partment).
- The Proposal payload contains information used during SA negotiation. The payloadindicates the protocol for this SA (ESP or AH) for which services and mechanisms arebeing negotiated. The payload also includes the sending entity's SPI and the number oftransforms.Eachtransformiscontainedinatransformpayload.
- TheTransformpayloaddefinesasecuritytransformtobeusedtosecurethecomcommunicationsc hannelforthedesignatedprotocol.TheTransform#parameterservestoidentifythisparticularp ayloadsothattherespondermayuseittoindicateacceptance

of this transform. The Transform-ID and Attributes fields identify a specific transform(e.g., 3DES for ESP, HMAC-SHA-1-96 for AH) with its associated attributes (e.g., hashlength).

d. The Key Exchange payload can be used for a variety of key exchange techniques,including Oakley, Diffie-Hellman, and the RSA-based key exchange used by PGP. The

KeyExchangedatafieldcontainsthedatarequiredtogenerateasessionkeyandisdependentonth e key exchange algorithmused.

e. The Identification payload is used to determine the identity of communicating peersand may be used for determining authenticity of information. Typically the ID Data fieldwillcontain an IPv4orIPv6address.

f. The Certificate payload transfers a public-key certificate. The Certificate Encoding fieldindicates the type of certificate or certificate-related information, which may includeSPKI,ARL,CRL,PGPinfoetc.AtanypointinanISAKMPexchange,thesendermayincludeaC ertificateRequestpayloadtorequestthecertificateoftheothercommunicatingentity.

g. The Hash payload contains data generated by a hash function over some part of themessage and/or ISAKMP state. This payload may be used to verify the integrity of the datainamessageortoauthenticate negotiatingentities.

h. The Signature payload contains data generated by a digital signature function oversomepartofthemessageand/orISAKMPstate.Thispayloadisusedtoverifytheintegrityofth edata inamessage andmaybe usedfornonrepudiation services.

i. TheNoncepayloadcontainsrandomdatausedtoguaranteelivenessduringanexchangeandpr otectagainst replayattacks.

j. The Notification payload contains either error or status information associated withthisSAorthisSANegotiation.SomeoftheISAKMPerrormessageshathavebeendefinedareI nvalidFlags,InvalidCookie, PayloadMalformedetc

k. The Delete payload indicates one or more SAs that the sender has deleted from itsdatabaseandthat thereforeare no longervalid.

### **ISAKMPExchanges**

ISAKMP provides a framework for message exchange, with the payload types serving asthe building blocks. The specification identifies five default exchange types that shouldbesupported.

1. Base Exchange: allows key exchange and authentication material to be transmitted together. This minimizes the number of exchanges at the expense of not providing identity protection.

(a) Base Exchange	
(1) I → R: SA; NONCE	Begin ISAKMP-SA negotiation
(2) R → E: SA; NONCE	Basic SA agreed upon
(3) I → R: KE; ID <sub>I</sub> AUTH	Key generated; Initiator identity verified by responder
(4) R → E: KE; ID <sub>R</sub> AUTH	Responder identity verified by initiator; Key generated; SA established

The first two messages provide cookies and establish an SA with agreed protocol and transforms; both sides use a nonce to ensure against replay attacks. The last two messages exchange the key material and user IDs, with an authentication mechanism used to authenticate keys, identities, and then nonces from the first two messages.

2. Identity Protection Exchange: expands the Base Exchange to protect the users' identities.

(b) Identity Protection Exchange	
(1) I → R: SA	Begin ISAKMP-SA negotiation
(2) R → E: SA	Basic SA agreed upon
(3) I → R: KE; NONCE	Key generated
(4) R → E: KE; NONCE	Key generated
(5) *I → R: ID <sub>I</sub> ; AUTH	Initiator identity verified by responder
(6) *R → E: ID <sub>R</sub> ; AUTH	Responder identity verified by initiator; SA established

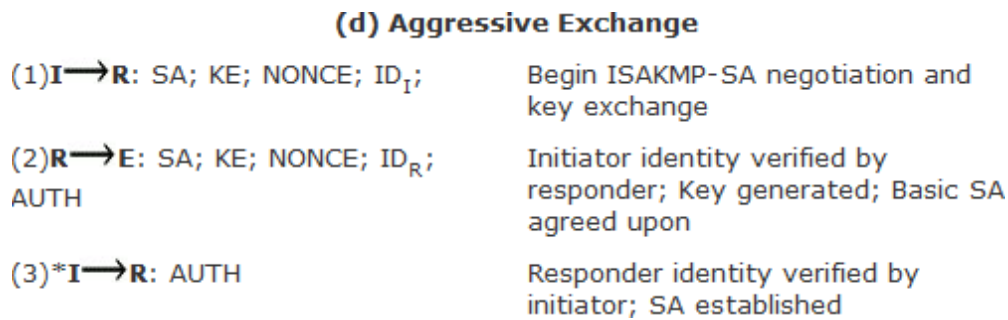
The first two messages establish the SA. The next two messages perform key exchange, with nonces for replay protection. Once the session key has been computed, the two parties

exchange encrypted messages that contain authentication information, such as digital signatures and optionally certificates validating the public keys.

3. Authentication Only Exchange: used to perform mutual authentication, without a key exchange

The first two messages establish the SA. In addition, the responder uses the second message to convey its ID and uses authentication to protect the message. The initiator sends the third message to transmit its authenticated ID.

4. Aggressive Exchange: minimizes the number of exchanges at the expense of not providing identity protection.



In the first message, the initiator proposes an SA with associated offered protocol and transform options. The initiator also begins the key exchange and provides its ID. In the second message, the responder indicates its acceptance of the SA with a particular protocol and transform, completes the key exchange, and authenticates the transmitted information. In the third message, the initiator transmits an authentication result that covers the previous information, encrypted using the shared secret session key.

5. Informational Exchange: used for one-way transmission of information for SA management.

