

#### Protecting Web-based Single Sign-on Protocols against Relying Party Impersonation Attacks through a Dedicated Bi-directional Authenticated Channel

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RAID 2014 — Authentication & Privacy

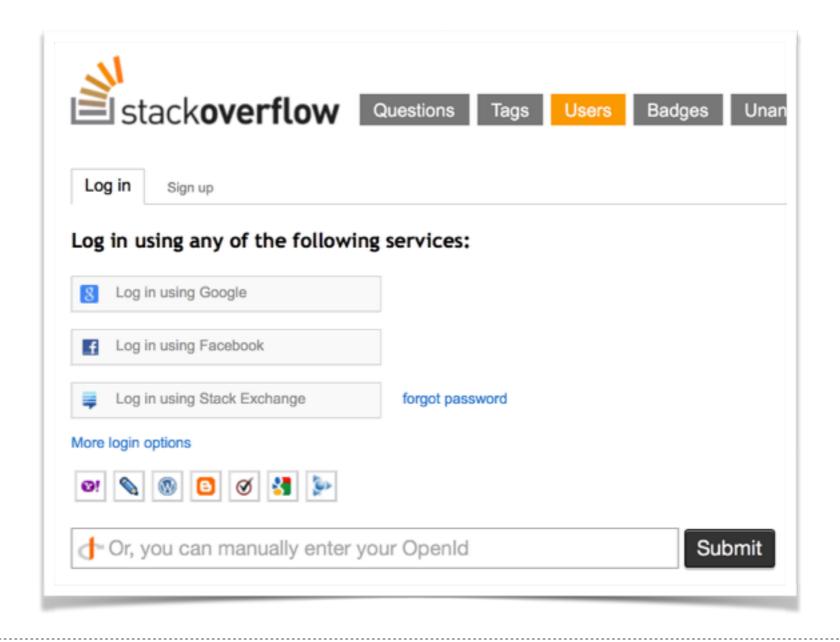
### Roadmap



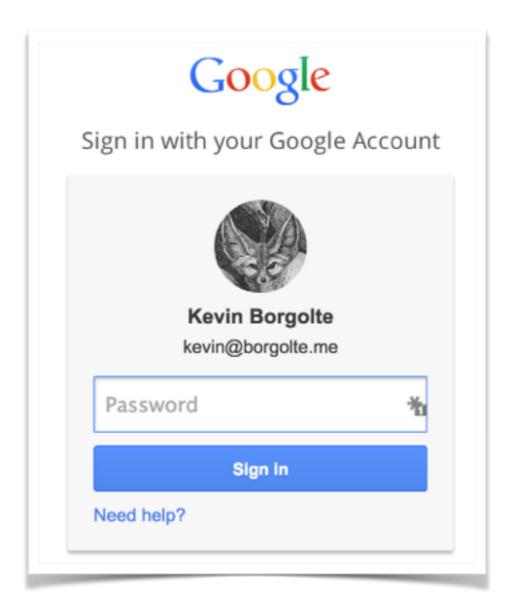
- Single Sign-on
- Threat Model
- Problems with Existing Designs
- Our Design
- Evaluation



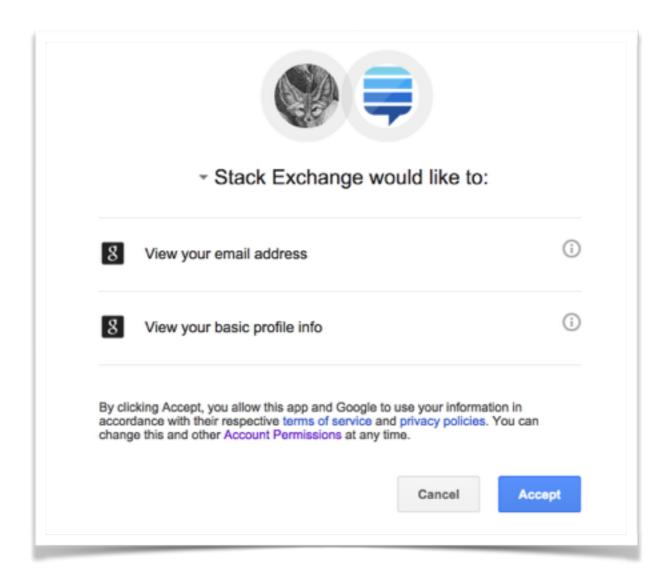




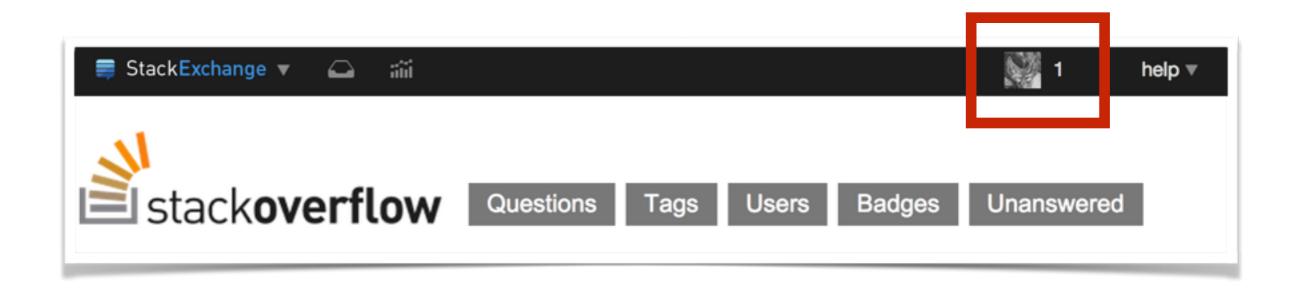














#### OAuth 2.0 Flow

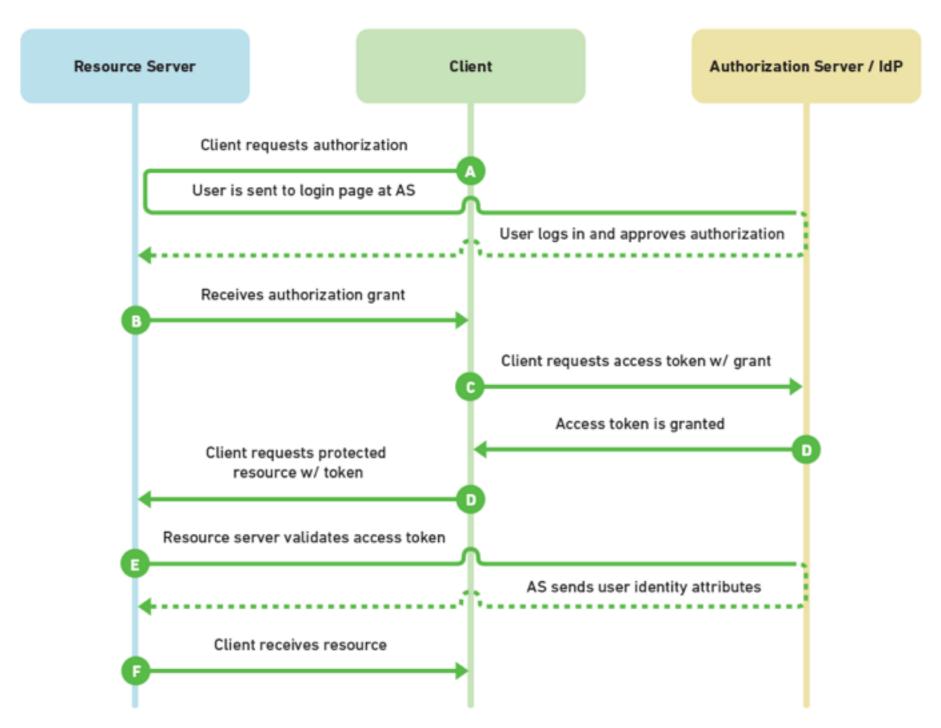


Image by Mutually Human, via <a href="http://www.mutuallyhuman.com/blog/2013/05/09/choosing-an-sso-strategy-saml-vs-oauth2/">http://www.mutuallyhuman.com/blog/2013/05/09/choosing-an-sso-strategy-saml-vs-oauth2/</a>.

#### **Problems**



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  - User impersonation
  - Data/privacy leaks
- Vulnerabilities are prolific
  - Wang et al. identified five vulnerabilities in which an attacker can impersonate a user [Oakland '12].
  - Sun et al. show that 6.5% of relying parties are vulnerable to impersonation attacks [CCS '12].

### Threat Model - Concepts



- Identity provider (IdP)
  - A centralized identification service
  - Trusted and benign



- A third party using the IdP to authenticate users
- Potentially malicious
- User
  - Wants to use the RP's service
  - Trusted and benign











The New York Times







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  - Benign RP initiates request, malicious RP receives response



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⇒ Information leakage or user impersonation!



- Out-of-scope
  - Social engineering
  - Compromised or vulnerable RP
  - Malicious user (browser)
  - Implementation issues
  - Privacy leaks

#### **Revisit - Identities**



- Existing identities
  - IdP, usually web origin (<scheme, host, port>)
  - RP, unique identifier, depending on protocol, app\_id or AppName
  - User, unique identifier like username or email address

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Main issue: RP identifier can be forged.

#### **Revisit - Communication**

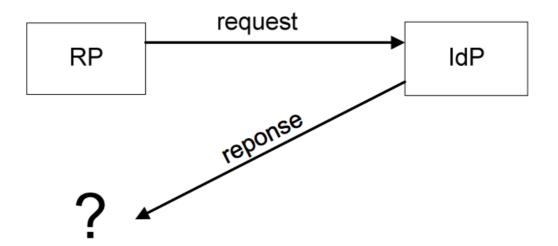


Communication between RP and IdP

#### Revisit - Communication



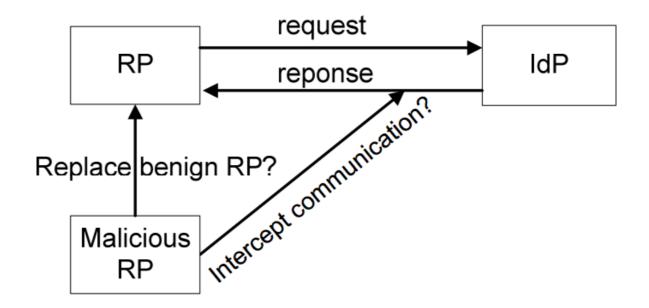
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#### Revisit - Communication



- Communication between RP and IdP
  - HTTP(s) redirection to 3rd party server (1-way channel)
  - In-browser communication channel (no authentication)

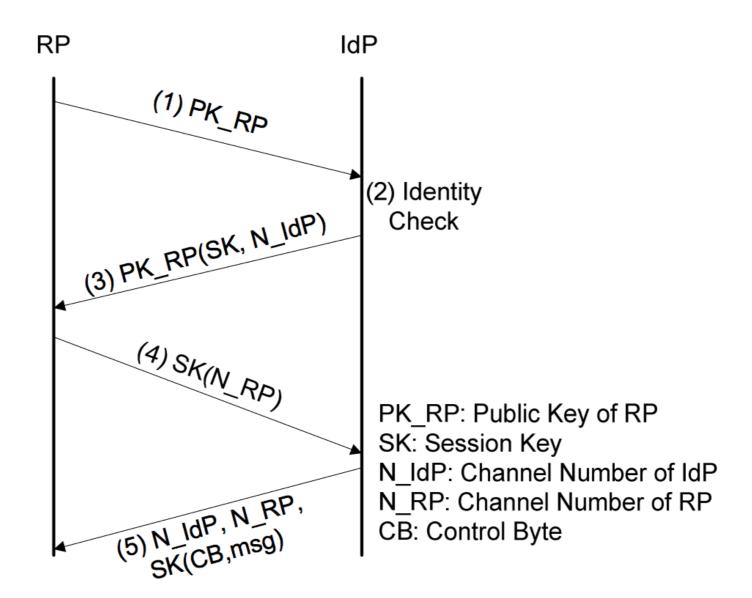




- Clean-slate design, replaces existing protocols
  - Identity
    - Web origin for RP and IdP: <scheme, host, port>
  - Communication channel
    - Dedicated
    - Bi-directional
    - Authenticated
    - Secure

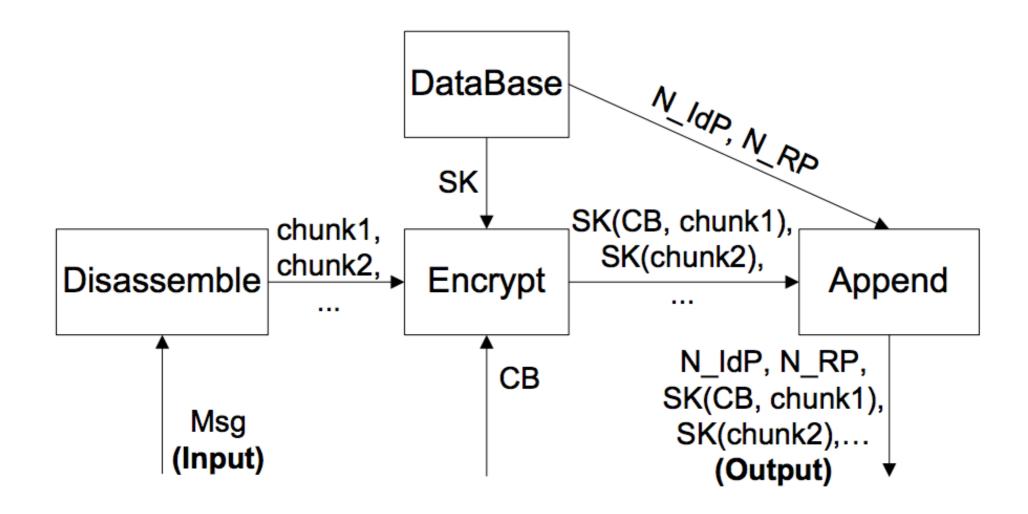


Establishing the channel: handshake



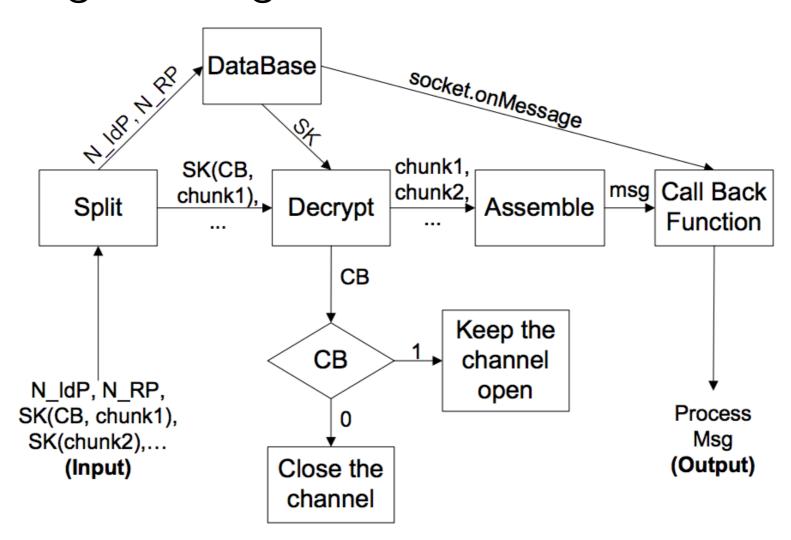


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- Sending messages





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- Receiving messages





- Establishing the channel: handshake
- Sending messages
- Receiving messages
- Terminating the connection: releasing resources

## Relying Party / Proxy Deployment

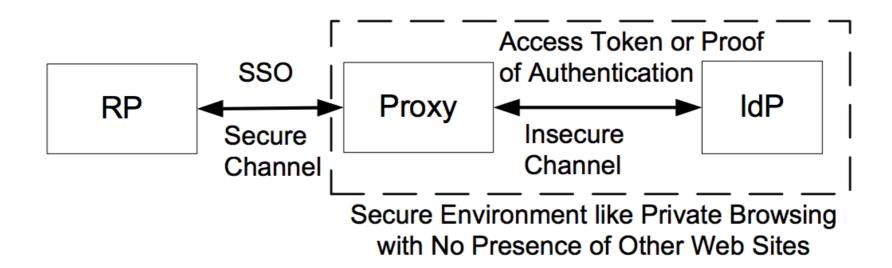


- Allows smooth transition to more secure protocol
  - Does not require you to replace existing protocol
- Proxy communicates with legacy IdP
- RPs communicate with proxy

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### Implementation



- Prototype implementation
  - Clean-slate / IdP deployment
    - Two protocols: OpenID-like and OAuth-like
    - 252 LOC JavaScript, 264 LOC HTML, 243 LOC PHP
    - External libraries: JavaScript Cryptography Toolkit + Stanford JavaScript Crypto Library
  - Proxy / RP deployment
    - Based on a Facebook application

#### **Evaluation - Formal Verification**



- Formally verified design with ProVerif
  - Channel verification
    - Attacker: passive (sniffing), active (sending messages)
    - Result: an attacker cannot obtain the plain text message
  - Protocol verification
    - Attacker: network (passive) and web attackers (active)
    - Result: an attacker cannot obtain any useful information
  - Proxy verification
    - Attacker: passive (sniffing), active (sending messages)
    - Result: an attacker can obtain and modify the messages sent over the insecure communication channel between proxy and legacy IdP

### **Evaluation - Security Analysis**



- Our protocol prevents all impersonation attacks identified by Wang et al. [Oakland '12]:
  - Facebook and New York Times
  - Facebook and Zoho
  - Facebook Legacy Canvas Auth
  - JanRain wrapping GoogleID
  - JanRain wrapping Facebook

#### **Evaluation - Performance**



#### Channel operation

Operation	Delay [ms]
Establishing the channel	164±12
Sending a message	32±2
Destroying a channel	70±3

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#### Establishing the channel

Operation	Delay [ms]
Message #1: PK_RP	92±9
Message #2: PK_RP(SK, N_IdP)	29±2
Message #3: SK(N_RP)	43±3

#### **Evaluation - Performance**



#### Detailed breakdown of the protocol

Operation	Delay [ms]
(1) Creating the channel between RP and IdP	164±11
(2) Creating the IdP inline frame	57±3
(3) Sending the first message from RP to IdP	32±2
(4) Creating the IdP inline frame for authentication	57±3
(5) Creating the second channel inside the IdP	165±11
(6) Authenticating the user	56±4
(7) Requesting the user's permissions	57±3
(8) Sending the token inside the IdP's inline frame	32±2
(9) Sending the token to the RP	33±2
Total	653±21

(2), (4), (6), and (7) are dominated by network latency, which is 50ms here.



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- Designed SSO protocol on top of channel design
- Presented a proxy design for easy adoptability
- Formally verified security of the SSO protocol
- Evaluated protocol performance / overhead

## Thank you for your attention!



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#### **Questions?**



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### **Related Work**



	Deployment	Protection Crowd	Preventing Impersonation Attacks	Proactive Deployment
InteGuard	IdP, Gateway	IdP Users, physical machines		X
AuthScan	IdP	IdP Users		X
Explicating SDKs	IdP	IdP Users		X
Defensive JavaScript	IdP, RP	IdP Users, RP Users	X	
WebSSO (our work)	ldP, RP	ldP Users, RP Users		