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Application Security Identity & Access Management

Agenda

- Introduction
- IAM Processes
- IAM Services
- LDAP
- AAA Introduction
- Authentication
 - Concepts, Methods, Factors
- Authorizations
- Accounting
- Access Control
 - Models, Solutions

Identity and access management (IAM)

is the security discipline that enables

the right individuals to access

the right resources at

the right times for

the right reasons.

Gartner

- Authentication, Authorization, Accounting (AAA)
- Access Control
- AAA & Directory Services
- Single Sign-On (SSO)
- User Provisioning and Deactivation
- Access Management
- Delegated administration
- Password Administration and Synchronization
- Federated Identity
- Trunsitive trust/authentication

Related topics

- Access control
- Authentication
- Authorization
- Claims-based identity
- Computer security
- Digital card
- Digital identity
- Directory service
- Dongle
- Federated identity management
- · Hardware security module
- Identity assurance
- Identity driven networking
- Identity management systems
- Identity provider

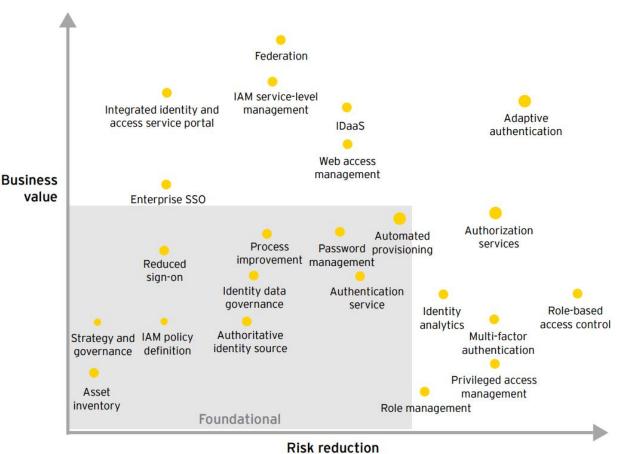
- Identity-based security
- Information privacy
- Initiative For Open Authentication
- · List of single sign-on implementations
- · Loyalty card
- Mobile identity management
- · Mobile signature
- Multi-factor authentication
- · Mutual authentication
- OAuth
- Online identity management
- OpenID
- Password management
- · Personally Identifiable Information

- · Privileged identity management
- RBAC
- SAML 2.0
- SAML-based products and services
- · Security token
- Service provider
- · Single sign-on
- Software token
- · Two-factor authentication
- User modelling
- Web service
 - WS-Security
 - WS-Trust
- Workflow application

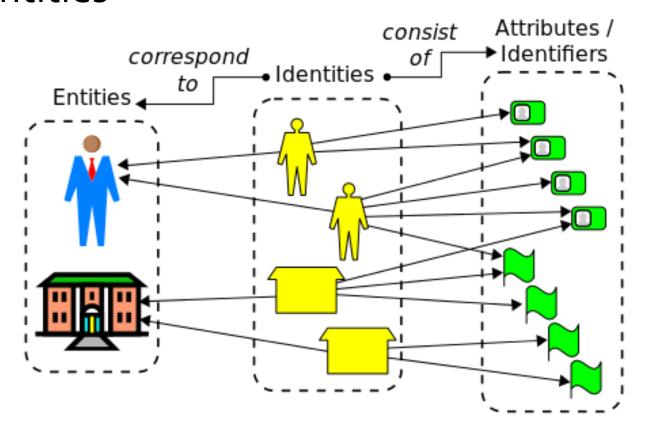
Standarization

- ISO/IEC 24760-1 A framework for identity management—Part 1: Terminology and concepts
- ISO/IEC 24760-2 A Framework for Identity Management—Part
 2: Reference architecture and requirements
- ISO/IEC DIS 24760-3 A Framework for Identity Management— Part 3: Practice
- ISO/IEC 29115 Entity Authentication Assurance
- ISO/IEC 29146 A framework for access management
- ISO/IEC CD 29003 Identity Proofing and Verification
- ISO/IEC 29100 Privacy framework
- ISO/IEC 29101 Privacy Architecture
- ISO/IEC 29134 Privacy Impact Assessment Methodology

Business value vs. risk reduction



Identities



IAM Processes

Security Management

Provides the overarching framework, policies and procedures.

Identity Management

Manages individual identities and their access to resources and services.

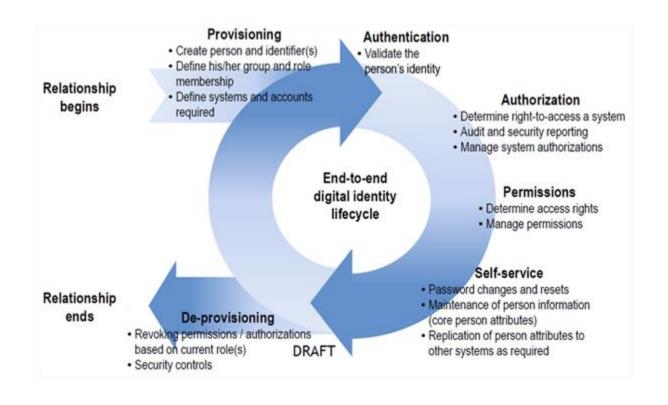
Access Management

Manages the 'who has access to what' question and allows access based on individual relationship with the resources and services.

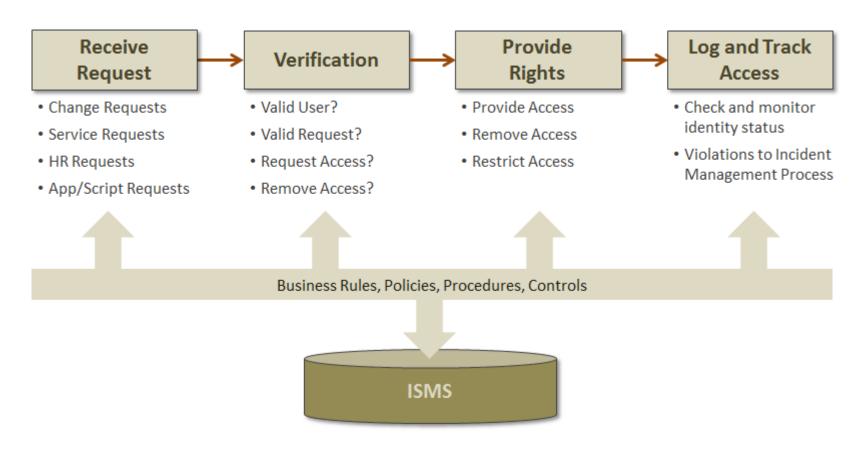
Directory Services

Maintains an identity repository that stores identity data and attributes, and provides access and authorization information.

IAM Processes



IAM Processes



IAM Services

- Main supporting services
 - Directory services
 - Authentication Services
 - Authorization Services
 - Audit/Accounting Services
 - Token issuer

- Lightweight Directory Access Protocol
 - Based on X.500 standard
 - Communication over TCP/UDP port 389 (TLS: 636)
 - Hierarchical tree structure
 - Every object in the tree is identified by Distinguished Name (DN)
 - Basic operations:
 - bind, unbind, search, modify, add, delete
 - Every object has defined ACL to control permissions

- Several basic attributes
 - UID User Identifier
 - CN Common Name
 - SN Surname
 - OU Organizational Unit
 - O Organization
 - DC Domain Component
 - C Country

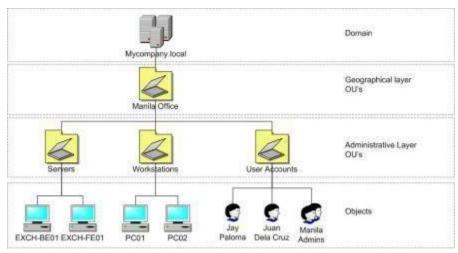
Searching filter examples

Filter	Meaning
(&(objectCategory=group) ((cn=Test*)(cn=Admin*)))	Groups with cn starting with "Test" or "Admin"
(&(objectCategory=person)(objectClass=user) (givenName=*)(sn=*))	All users with both a first and last name.
(&(objectCategory=person)(objectClass=user) (pwdLastSet=o))	All users that must change their password at next logon
(&(objectCategory=group) (whenCreated>=20110301000000.oZ))	All groups created after March 1, 2011
(&(objectCategory=computer) (operatingSystem=*server*))	All servers
(member=cn=Jim Smith,ou=West, dc=Domain,dc=com)	All groups with specified direct member

https://social.technet.microsoft.com/wiki/contents/articles/5392.active-directory-ldap-syntax-filters.aspx

- The LDAP Data Interchange Format (LDIF)
 - LDAP is a binary protocol
 - LDIF can be used if we want to
 - import and export directory information between LDAPbased directory servers
 - describe a set of changes which are to be applied to a directory
 - RFC: https://tools.ietf.org/html/rfc2849

Example structure



Organizational Units (OU's) are containers that provide the hierarchical mechanism for organizing objects within the domain. OU's can contain user, group and computer objects as well as other OU's

Example entry in LDIF:

```
dn: cn=John Doe,dc=example,dc=com
  cn: John Doe
  givenName: John
  sn: Doe
  telephoneNumber: +1 888 555 6789
  telephoneNumber: +1 888 555 1232
  mail: john@example.com
  manager: cn=Barbara Doe,dc=example,dc=com
  objectClass: inetOrgPerson
  objectClass: organizationalPerson
  objectClass: person
  objectClass: top
```

- Products on the market
 - Active Directory (Microsoft)
 - Apache Directory Server (Apache Foundation)
 - CA Directory (CA Technologies)
 - IBM Tivoli Directory Server (IBM)
 - NetIQ eDirectory (NetIQ)
 - OpenLDAP (Kurt Zeilenga and others)
 - Oracle Directory Server Enterprise Edition (Oracle)
 - Red Hat Directory Server (Red Hat)

AAA introduction

- Authentication (AuthN)
 - Identification + proof
- Authorization (AuthZ)
 - Permissions is the subject
- Accounting (auditing)
 - Trace information

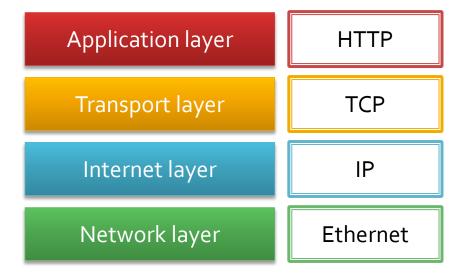
AAA introduction

- Access Control System
 - Combining AAA with additional rules, policies
 - Examples
 - Rules on passwords (complexity, regular changes, history)
 - Object owner is able to determine or define object perms
 - Access denied by default

Authentication

- Purpose
 - Verify a user, verify a service
- Common scenarios
 - User to service
 - Service to user
 - Service to service
 - User to network
 - Service to network

Authentication



- Network level
 - RADIUS
 - TACACS+
- Service level
 - PAP, CHAP
 - HTTP Basic
 - Form-based
 - NTI M
 - Kerberos
 - OpenID Connect (don't confuse with OpenID)
 - SAML2
 - Smart Cards
 - Includes chip
 - Requires device + PIN
 - Usually combined with multifactor authN

- Multifactor authentication
 - Something...
 - you know (e.g. a password)
 - you have (e.g. a token)
 - you are (e.g. a fingerprint)
- Type of authentication
 - Single factor
 - Dual-, multi-factor
 - E.g. smartcard + PIN
 - (password, OTP, PIN, Biometrics)

- Single Sign-On
 - Concept
 - Protocols supporting SSO
 - Kerberos, SAML2, WS-Trust, WS-Federation, OAuth2
 - Common solution based on web portals
 - Frequent challenge: cross-domains SSO
- Authentication Services
 - Local
 - Remote

- Trunsitive trust (actually, not only authN)
 - One way trust
 - A trusts B / B doesn't trusts A
 - Two way trust
 - A trusts B / B trusts A
 - Non-transitive trust
 - A trusts B, but doesn't allow to extend the trust
 - Transitive trust
 - A trusts B, B trusts C, so A trusts C

- Remote Authentication Dial-In User Service
 - A.k.a. RADIUS
 - Provides AAA capabilities
- EAP/PEAP RADIUS RADIUS RADIUS Server

- Based on UDP
- Encrypts only the Password Field
- Combines Authentication and Authorization
 - Once authenticated RADIUS sends permissions and hand over the control to the network device
- Primary use: Network Access

- Terminal Access Controller Access-Control System
 - A.k.a. TACACS, XTACACS, TACACS+
 - Provides AAA capabilities
 - Based on TCP
 - Encrypts the entire payload
 - Separates Authentication & Authorization
 - Primary use: Device Administration
- There are more, e.g. EAP, 802.1X

PAP

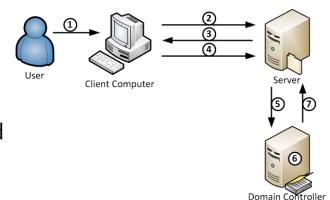
- Password Authentication Protocol
- Username/Password is sent to server and verified
- Password sent in clear text, no longer used
- CHAP
 - Challenge Handshake Authentication Protocol
 - Hash based on shared secret (password) and compared on client and server
 - Used to authenticate PPP clients

- HTTP Basic
 - A client sends a request to a protected resource
 - A server answers with 401 HTTP status
 - Additionaly a Realm (area description) is attached
 - In the client's browser usually a prompt for a login and password pops up
 - With every subsequent request a new header is attached Authorization: Basic QWxhZGRpbjpvcGVuIHNlc2FtZQ==
 - In data login:password sequence is encoded using Base64 algorithm
 - After providing a correct credentials the client is able access the resource on the server

- Forms authentication
 - Based on login form and authentication cookie
 - Commonly used in simple scenarios
 - HTTPS required
 - Supported in many frameworks

NTLM

- Challenge/response protocol
- Versions v1 and v2
- Not recommended for use, but widely adopted
- The flow:
 - A user accesses a client computer and provides: domain name, user name, password A hash of the password is generated
 - 2. The client sends the user name to the server (plaintext) (type-1 message)
 - 3. The server generates a 16-byte random number (challenge/nonce) and sends it to the client (type-2 message)
 - 4. The client encrypts this challenge with the hash of the user's password and returns the result to the server (response) (type-3 message)
 - 5. The server sends the following three items to the domain controller:
 - User Name,
 - Challenge sent to the client,
 - Response received from the client
 - 6. With the username the DC obtain the user's password hash and encrypt the challenge with password's hash.
 - 7. The DC compares the encrypted challenge it computed (in step 6) to the response computed by the client (in step 4). Based on that authentication is successful or not.

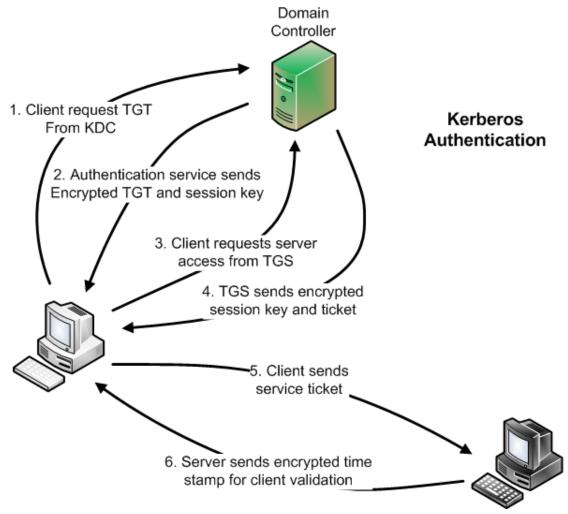


NTLM

- Flow from Client/Server interaction perspective
 - 1: C → S
 - GET ...
 - 2: C ← S
 - 401 Unauthorized WWW-Authenticate: NTLM
 - 3: C → S
 - GET ... Authorization: NTLM <base64-encoded type-1-message>
 - 4: C ← S
 - 401 Unauthorized
 WWW-Authenticate: NTLM <base64-encoded type-2-message>
 - 5: C → S
 - GET ... Authorization: NTLM <base64-encoded type-3-message>
 - 6: C ← S
 - 200 Ok

Source: http://www.innovation.ch/personal/ronald/ntlm.html

Kerberos



NTLM and Kerberos

- Headers
 - One can encounter the following headers
 - Authorization: NTLM message-encoded-in-base64
 - Authorization: Negotiate message-encoded-in-base64
 - Of course NTLM means NTLM, however...
 - Negotiate can be both NTLM and Kerberos
- Kerberos
 - Is faster than NTLM
 - Is an open standard (NTLM not)
 - Supports mutual authN
 - Supports smart card logon
 - Client computer needs to be in the AD domain
- Read more:
 - http://serverfault.com/questions/254813/why-use-kerberos-instead-of-ntlm-in-iis
 - http://windowsitpro.com/security/comparing-windows-kerberos-and-ntlm-authentication-protocols

Authentication Methods

- OpenID Connect, SAML2
 - Support federation with third party application
 - We will cover that in details in next presentation

Authentication Methods

- CHAP and NTLM are of type CRAM
 - Challenge Response Authentication Method
- CAPTCHA (usually also considered as CRAM)
 - Stands for
 - Completely Automated Public Turing test to tell Computers and Humans Apart
 - Common challenges
 - Finding good ballance (too hard for a user)
 - Applying OCR
 - Social engineering attacks
 - Hire people (e.g. from Asia) to resolve

- Authentication factors
 - Sth you know
 - Challenge questions
 - Simple/Complex password
 - Swipe gesture
 - Sth you have
 - Certificate
 - OTP (SMS, Digipass)
 - Smart Card
 - Sth you are
 - Fingerprint, retina
 - Where you are
 - Based on location (e.g. GPS)
 - Example combinations
 - Smartcard + PIN
 - Password + OTP
 - Certificate + Password
 - Password + fingerprint

- Accounts/Passwords threats
 - Shared/group accounts
 - User can forget the password
 - Weak recovery challenge questions or methods
 - E.g. after 1h discussion you can answer all questions (what a nice dog...)
 - Attacker may see or record when one is typing
 - Keyloggers
 - Stolen passwords database (online vs. offline attacks)
 - Sniffing (e.g. local network)
 - Phishing
 - Dictionary and brute force attack
 - Social attack
 - Re-use attack
 - E.g. the same password in different places

- Accounts/Passwords how to protect?
 - Central accounts/passwords management (AD)
 - Policy enforcement for whole domain
 - Encrypt or hash passwords
 - Apply salt and pepper for hashes (why?)
 - Don't use default accounts (admin, guest)
 - Smart policy in case authentication failed
 - Lock after 6 tries (is it a good idea?)
 - 3s delay to the next try

- Accounts/Passwords how to protect?
 - Password policy
 - Complexity
 - Password vs. passphrase
 - Specials chars, upper/lower
 - Expiration (when by default?)
 - Minimum length
 - Do we really need 16 characters long passwords? Why PINs are only 4 digits long?
 - Password history
 - With minimum time of usage why?
 - Masked password
 - Remember password (ORLY?)

- Smart cards threats
 - Steal card
 - Hack an issuer of cards
- One-time passwords threats
 - We consider both
 - Synchronic (generators on both sides)
 - Asynchronic (challenge-response protocol)
 - Again, steal device, hack device
 - Find a initial value for generator
 - Through hacking an issuer server

- Biometrics threats
 - Retina scan, finger print, voice recognition, signature recognition
 - Main problem: biometrics accuracy
 - False Rejection Rate (FRR) false negative
 - False Acceptance Rate (FAR) false positive
 - Accuracy problem implies that one may pretend by getting e.g. victims fingerprints
 - Accuracy ranking
 - retina > fingerprint > signature > voice

Authorizations

- Define who is allowed to do what
 - Very often expressed as a matrix
- Make sure they are documented, consistent and complete
- Put special attention to privileged and administrative accounts
- Authorizations can be
 - very simple (expressed by roles)
 - very complicated (with business logic)
- Related area: authorizations management

Accounting

- Mechanism to trace activities in the solution
- Can be local or centralized
- Usually mandatory for priviliged and admin accounts
- What to trace?
 - Login attempts (successful or/and not)
 - Modification of records
 - Reads of records
 - Many others (should be defined in policies & directives)
- Challenges
 - Strategy for log retention
 - Make sure that log is protected
 - No repudiation

Access Control

- Combining AAA with additional policies
- Execute check if a subject should access the resource or activity
- Usually we consider
 - Decision Point
 - Enforcement Point
- Role of "jump-host"
- Common pricinples
 - Least privilege, Need to know
 - Separation of duties
 - Prevents one person get to much power
 - Can be defined on the permissions level
- Time of day restrictions

Access Control Models

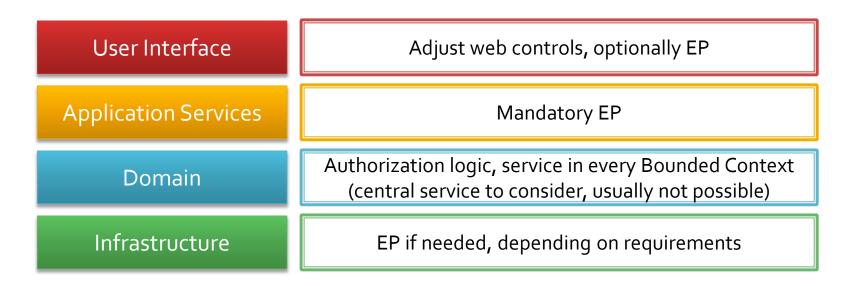
- Discretionary Access Control
 - Owner of an object is able to decide who is allowed to access it
 - Very flexible, but less secure
 - Common example: file system ACL
- Mandatory Access Control
 - Access rules defined centrally
 - Inflexible and hard to manage
 - ... but offers the higher security
 - Usually based on hierarchical sensitive labels

Access Control Models

- Role-based access control
 - Based on roles/groups
 - Roles are usually organized in a hierarchy
 - Roles are controlled centrally
 - MAC model is intended for only read and write
 - Roles are considered as set of permissions and give more flexibility
 - A lot of systems implement RBAC
- Attribute-based access control
 - Not based on rights assigned to subject
 - Based on attributes which are used to prove the truth of statements (i.e. claims)
 - Example:
 - Claim: "older than 18"
 - Anyone, who can prove that statement, has granted access

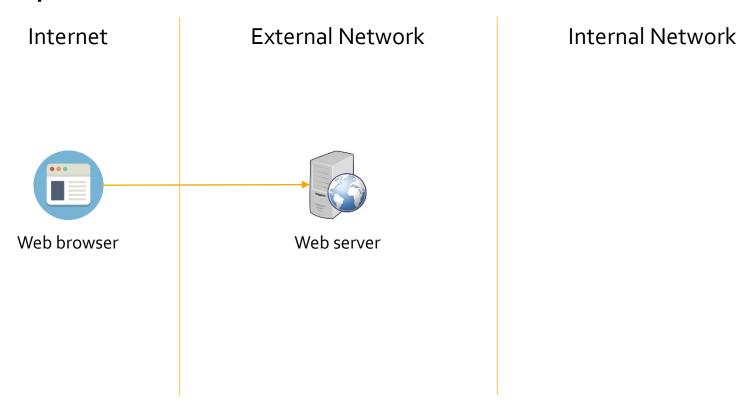
Source: http://en.wikipedia.org/wiki/Computer-access-control

Access control in software architecture

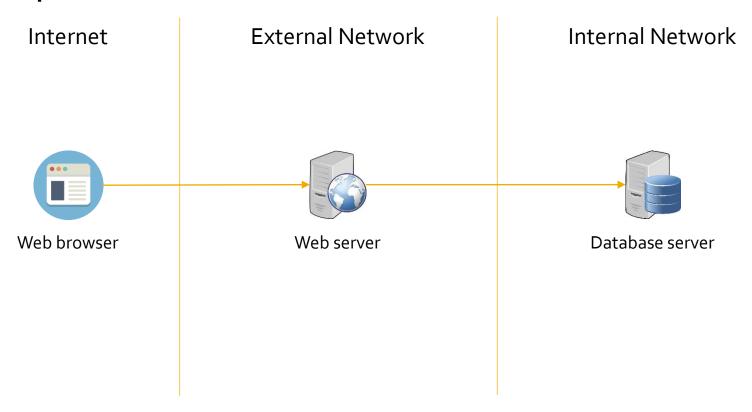


Consider CQS

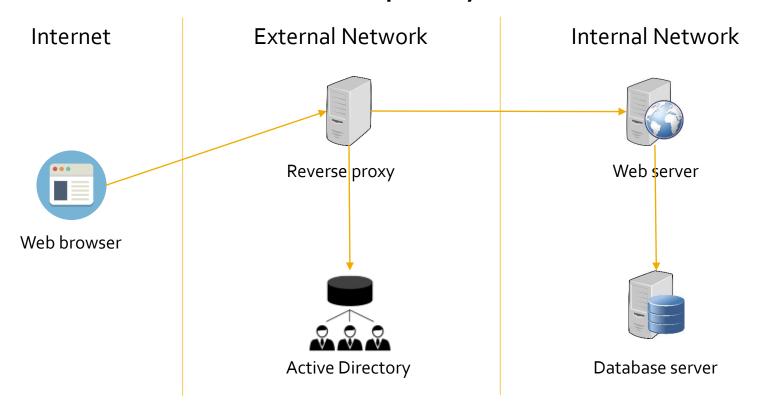
Simple scenario



Simple scenario with a database

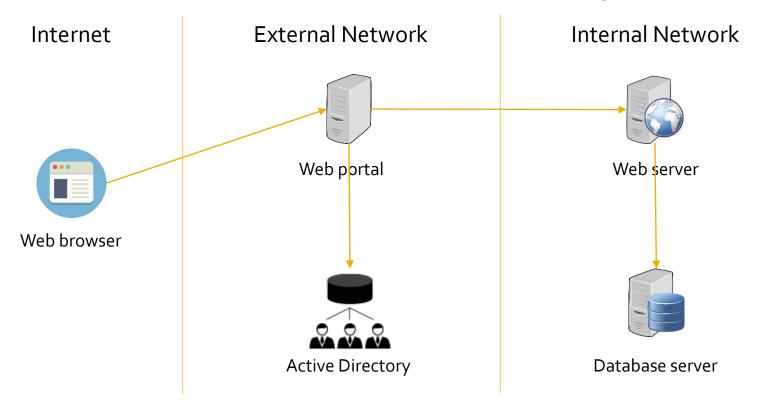


Scenario with a reverse proxy

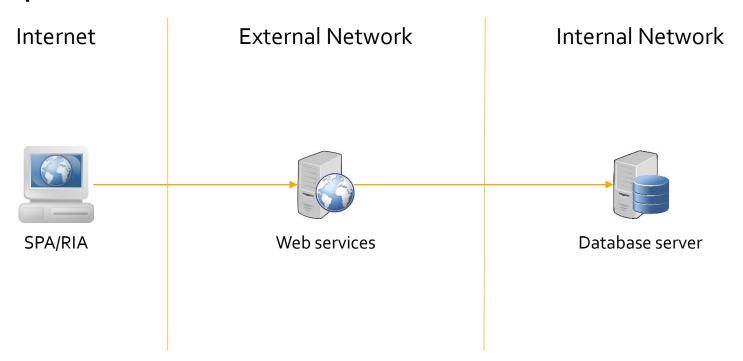


Q: Where is the EP? What is the split between Reverse Proxy and Web server? Role of Web Access Management

Scenario with a web portal (including SSO)



Simple scenario with a SPA/RIA



Q: What if client needs to support offline mode?