

HTTP Mutual authentication protocol proposal

Yutaka OIWA

RCIS, AIST

HTTP “Mutual” auth.

- New access authentication method for HTTP
 - Secure (\Leftrightarrow HTTP Basic/Digest, HTML Form)
 - ◆ No offline password dictionary attack possible from received/eavesdropped traffic
 - Easy to use (\Leftrightarrow TLS client certificates)
 - Provides *Mutual authentication*:
clients can check server’s validity
 - ◆ Authentication will ONLY succeed with servers possessing valid authentication secrets
 - ◆ Rogue servers can’t make authentication to succeed

Basic design

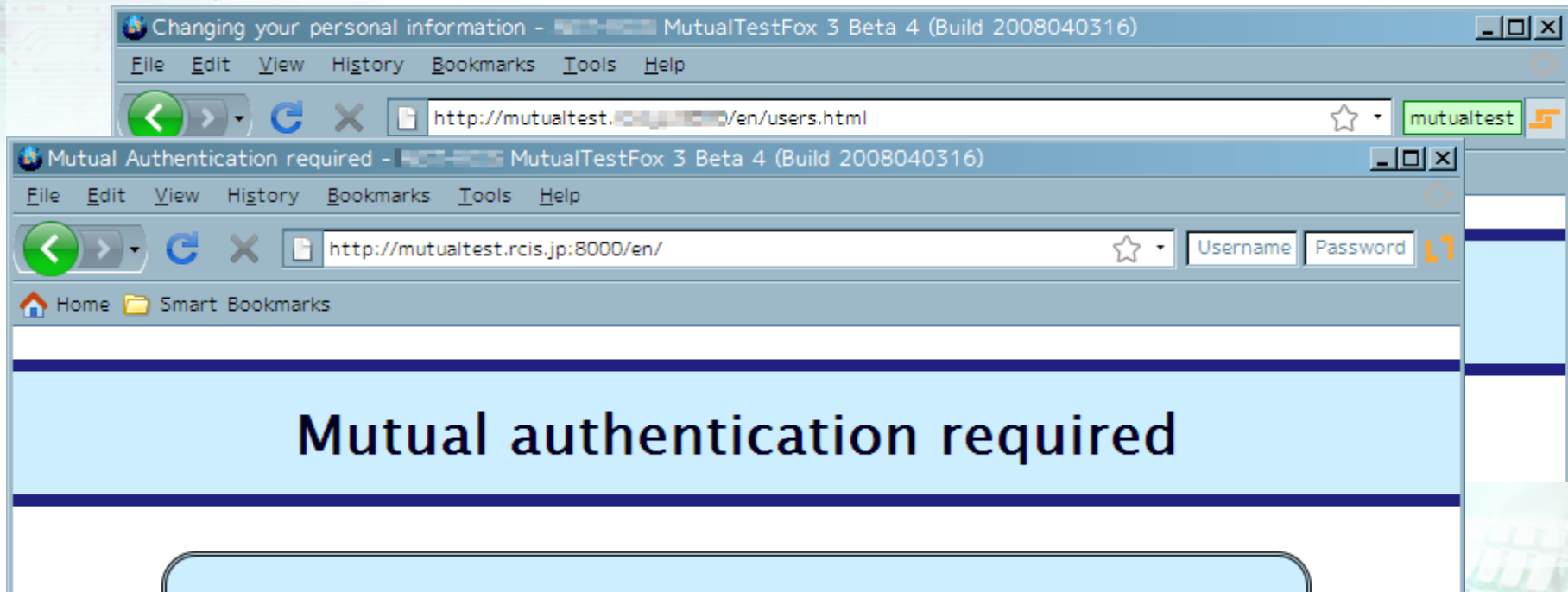
- Implemented on top of RFC2617
 - Standard WWW-auth/Auth-info headers used
- Password-based Mutual authentication
 - Using PAKE as underlying crypto primitive
- Authentication only
 - Can be used both with HTTP and HTTPS
 - Encryption/integrity provided by HTTPS
- No long-term storage required

More features

- Support for recent Web application design
 - Optional authentication
 - ◆ Single URI can serve both auth/unauth contents
 - ◆ Support for sites like Slashdot, Google or Yahoo
 - Timed/server-initiated logout
 - ◆ To solve several current issues with HTTP auth:
covers reasons to use Form-based auth.
 - ◆ More features currently under testing:
will appear in draft-05 (or 06)

UI consideration

- Trusted display for mutual authentication result will be needed
 - We propose new UI for this auth scheme
 - ◆ Uses browser chrome area



Current status

- Spec draft: draft-oiwa-http-mutualauth-04
 - -04 draft has solved an IPR issue requested
 - ◆ “once becomes Internet Standard” clause removed
- Draft Implementations
 - Server-side: an Apache module
 - Client-side:
 - ◆ Mozilla-based implementation (Open-source)
 - ◆ IE-based implementation (closed-source)
 - Available from project homepage:
<https://www.rcis.aist.go.jp/special/MutualAuth/>
 - ◆ Trial website there!

Draft documentation

■ Included in the current draft:

- Overview
- Detailed protocol description
- Security considerations

■ NOT included in the current draft:

- UI design description and guidelines
- Design background, decisions & considerations
- Comparisons (Related work)
 - ◆ Things which is not suitable for protocol standards
 - ◆ We're preparing a paper for describing those

FAQ: why on HTTP? (or: why not TLS-SRP?)

- Answer: Web authentications requires finer controls from Web applications
 - Only part of pages in server require auth/authz.
 - Two or more “realms” on the same server
 - ◆ The above possible with RFC2617 / not by TLS
 - Application-initiated logout
 - Authed/unauthed contents on single URI
 - ◆ Possible with our proposal (or form/cookie)
 - ◆ How to implement those on TLS/SRP elegantly?

FAQ: why on HTTP? (or: why not TLS-SRP?)

■ More answer:

■ For some apps, transport auth is OK.

- ◆ If transport's duration is equal to app's duration
 - One user per connection, one connection per user
- ◆ Examples: IMAP, POP3, FTP, VPN, SVN etc.

■ However, Web auth. is not so simple

- ◆ An “authenticated session” involves several requests
- ◆ Multiple independent requests on one connection
- ◆ Multiple authentication realms on one server
 - Including “unauthenticated” realm
- ◆ So, authentication should be tied to each request, not to each transport

Thank you

■ More resources

■ Our project homepage:

<https://www.rcis.aist.go.jp/special/MutualAuth/>

■ Draft:

- ◆ Official: <https://datatracker.ietf.org/drafts/draft-oiwa-http-mutualauth/>
- ◆ Some preliminary drafts (before submission) may be on our homepage