#### The Kerberos Authentication System

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# **Why Study Kerberos?**

- One of most widely used authentication systems, implemented in many, many UNIXes for a variety of services
- Simple example of use of cryptography to solve practical authentication problems
- Imperfect; weaknesses instructive

## **Kerberos: Goals**

- Authentication of diverse entities, for diverse services:
  - Users, client machines, server machines
  - File systems, remote login, file transfer, printing, &c.
- Authentication in an "open environment"
  - Users may be superuser on their own workstations (so may adopt any user ID if credentials over network unauthenticated); hardware not centrally controlled
  - Same user population may use many machines and services (e.g., labs of public-access machines on a campus)
- Drop-in replacement of passwords for preexisting protocols
  - Convenient; strength of security?

# **Kerberos Model: Central Authority**

- Within a site (e.g., MIT), a central database server stores names and secret keys for all principals
  - Keys are for 56-bit DES symmetric-key cipher
  - Now brute-forceable; more reasonable at time of Kerberos' first use (1988)
- All users and machines are principals, named with human-readable names
- All principals trust central database server

# **Kerberos Principal Names**

- Users: e.g., bkarp
  - Can have instances; sub-names of a principal, e.g., bkarp.mail, bkarp.root
- Machines: e.g., boffin, arkell, sonic
- Services: e.g., rlogin.sonic (instance of the rlogin service running on sonic)
- Site name: realm; all machines in one administrative domain share one central Kerberos database, in same realm
- name.instance@realm, e.g., bkarp@UCL.AC.UK

## **Kerberos Protocol**

- Goal: mutually authenticated communication
  - Two principals wish to communicate
  - Principals know each other by name in central database
  - Kerberos establishes shared secret between the two
  - Can use shared secret to encrypt or MAC subsequent communication
  - [Few "Kerberized" services encrypt, and none MAC!]
- Approach: leverage keys shared with central database
  - Central database trusted by/has keys for all principals

## **Kerberos Credentials**

- Client can either be user or machine, depending on context
- To talk to server s, client c needs shared secret key and ticket:
  - Session key: K<sub>s,c</sub> (randomly generated by central database)
  - Ticket:
    - T = {s, c, addr<sub>c</sub>, timestamp, lifetime,  $K_{s,c}$ }<sub>Ks</sub> (where  $K_s$  is key s shares with database)
  - Only server s can decrypt ticket

# **Kerberos Credentials (2)**

- Given ticket, client creates authenticator:
  - Authenticator:
    - $A = \{c, addr_c, timestamp\}_{K_{s,c}}$
  - Client must know  $K_{s,c}$  to create authenticator
  - Authenticator can only be used once
- Client presents both ticket T and authenticator A to server when requesting an operation
  - T convinces server that  $K_{s,c}$  was given to c
  - A intended to prevent replay of requests
- "Kerberized" protocols use authenticator in place of password

# **Getting the User's First Ticket**

- User logs in at console with username and password (username is Kerberos name)
- Kerberized login program retrieves initial ticket for user:
  - Client machine sends to Kerberos database:
    c, tgs
    (tgs is principal name for ticket-granting service)
  - Server responds with:
    - { $K_{c,tgs}$ , { $T_{c,tgs}$ }<sub> $K_{tgs}$ </sub>}<sub> $K_c$ </sub>
  - where
    - $T_{c,tgs} = tgs, c, addr_c, timestamp, lifetime, K_{c,tgs}$
  - Client decrypts server's response with
    - $K_c = H(password)$

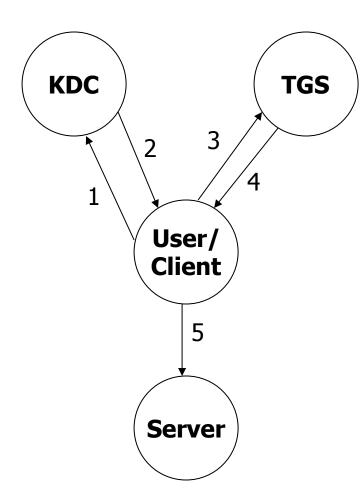
# **Requesting a Service**

- Client c (e.g., user bkarp) wishes to use a service on s, already holds K<sub>c,tqs</sub>
- Client requests ticket from tgs as follows:
  - Client sends to tgs:
    - s,  $\{T_{c,tgs}\}_{K_{tgs}}$ ,  $\{A_c\}_{K_{c,tgs}}$
  - tgs replies to client with ticket for service on that server:
    - $\{\{T_{c,s}\}_{K_s}, K_{c,s}\}_{K_c,tgs}$
  - where K<sub>c,s</sub> is a new, randomly generated session key for use between c and s

# Using a Service

- Once client holds ticket for service, uses it with authenticator to request operation from server:
  - Client sends to s: service name, {T<sub>c,s</sub>}<sub>K<sub>s</sub></sub>, {A<sub>c</sub>}<sub>K<sub>c,s</sub></sub>
  - Server validates  $T_{c,s}$  and  $A_c$ , and executes operation if they are valid
- Server uses timestamps and expiration times to invalidate stale, "future", replayed requests

#### **Kerberos: Summary of Message Flow**



- 1. Request for TGS ticket: c, tgs
- 2. Ticket for TGS:
  - $\{K_{c,tgs}, \{T_{c,tgs}\}_{K_{tgs}}\}_{K_{c}}$
- 3. Request for Server ticket:
  - s,  $\{T_{c,tgs}\}_{K_{tgs}}$ ,  $\{A_c\}_{K_{c,tgs}}$
- 4. Ticket for Server:
  - $\{\{\mathsf{T}_{\mathsf{c},\mathsf{s}}\}_{\mathsf{K}_{\mathsf{s}}},\mathsf{K}_{\mathsf{c},\mathsf{s}}\}_{\mathsf{K}_{\mathsf{c}},\mathsf{tgs}}\}$
- 5. Request for Service:
  - service name,  $\{T_{c,s}\}_{K_{s'}}\{A_c\}_{K_{c,s}}$

## **Ticket Lifetime**

- How should we choose ticket lifetimes?
- Convenience: longer ticket-granting ticket
  lifetime → user must type password less often
- Performance: longer service ticket lifetime → client must request new service ticket less often
- Risk: longer ticket lifetime lengthens period when ticket can be stolen, abused
- MIT Athena implementation destroys ticketgranting ticket when user logs out

# **Kerberos Security Weaknesses**

- Vulnerability to replay attacks; default authenticator lifetime 5 minutes
- Reliance on synchronized clocks across nodes
- Storage of tickets on workstations
- No way to change compromised password securely
- Key database focal point for attack
- Hard to upgrade key database (relied on by all nodes in system)

# **Kerberos User Inconveniences**

- Large (e.g., university-wide) administrative realms:
  - University-wide admins often on critical path
  - Departments can't add users or set up new servers
  - Can't develop new services without central admins
  - Can't upgrade software/protocols without central admins
  - Central admins have monopoly servers/services (can't set up your own without a principal)
- Rigid; what if user from realm A wants to authenticate himself to host at realm B?
- Ticket expirations
  - Must renew tickets every 12-23 hours
  - How to create long-running background jobs?