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Cryptographic protection of TCP Streams (tcpcrypt)
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Abstract

This document presents tcpcrypt, a TCP extension for cryptographically protecting TCP segments. Tcpcrypt maintains the confidentiality of data transmitted in TCP segments against a passive eavesdropper. It can be used to protect already established TCP connections against denial-of-service attacks involving injection of forged RST segments or desynchronizing of sequence numbers. Finally, applications that perform authentication can obtain end-to-end confidentiality and integrity guarantees by tying authentication to tcpcrypt Session ID values.

The extension defines two new TCP options, CRYPT and MAC, which are designed to provide compatible interworking with TCPs that do not implement tcpcrypt. The CRYPT option allows hosts to negotiate the use of tcpcrypt and establish shared secret encryption keys. The MAC option carries a message authentication code with which hosts can verify the integrity of transmitted TCP segments. Tcpcrypt is designed to require relatively low overhead, particularly at servers, so as to be useful even in the case of servers accepting many TCP connections per second.

Status of this Memo

This Internet-Draft is submitted in full conformance with the provisions of BCP 78 and BCP 79.

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1. Requirements Language

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in RFC 2119 [RFC2119].

2. Introduction

This document describes tcpcrypt, an extension to TCP for cryptographic protection of session data. Tcpcrypt was designed to meet the following goals:

- Maintain confidentiality of communications against a passive adversary. Ensure that an adversary must actively intercept and modify the traffic to eavesdrop, either by re-encrypting all traffic or by forcing a downgrade to an unencrypted session.

- Minimize computational cost, particularly on servers.

- Provide interfaces to higher-level software to facilitate end-to-end security, either in the application level protocol or after the fact. (E.g., client and server log session IDs and can compare them after the fact; if there was no tampering or eavesdropping, the IDs will match.)

- Be compatible with further extensions that allow authenticated resumption of TCP connections when either end changes IP address.

- Facilitate multipath TCP by identifying a TCP stream with a session ID independent of IP addresses and port numbers.

- Provide for incremental deployment and graceful fallback, even in the presence of NATs and other middleboxes that might remove unknown options, and traffic normalizers.

3. Idealized protocol

This section describes the tcpcrypt protocol at an abstract level, without reference to particular cryptographic algorithms or data encodings. Readers who simply wish to see the key exchange protocol should skip to Section 3.4.

3.1. Stages of the protocol

A tcpcrypt endpoint goes through multiple stages. It begins in a setup phase and ends up in one of two states, ENCRYPTING or DISABLED,

before applications may send or receive data. The ENCRYPTING and DISABLED states are definitive and mutually exclusive; an endpoint that has been in one of the two states MUST NOT ever enter the other, nor ever re-enter the setup phase.

3.1.1. The setup phase

The setup phase negotiates use of the tcpcrypt extension. During this phase, two hosts agree on a suite of cryptographic algorithms and establish shared secret session keys.

The setup phase uses the Data portion of TCP segments to exchange cryptographic keys. Implementations MUST NOT include application data in TCP segments during setup and MUST NOT allow applications to read or write data. System calls MUST behave the same as for TCP connections that have not yet entered the ESTABLISHED state; calls to read and write SHOULD block or return temporary errors, while calls to poll or select SHOULD consider connections not ready.

When setup succeeds, tcpcrypt enters the ENCRYPTING state. Importantly, a successful setup also produces an important value called the _Session ID_. The Session ID is tied to the negotiated

algorithms and cryptographic keys, and is unique over all time with overwhelming probability.

Operating systems MUST make the Session ID available to applications. To prevent man-in-the-middle attacks, applications MAY authenticate the session ID through any protocol that ensures both endpoints of a connection have the same value. Applications MAY alternatively just log Session IDs so as to enable attack detection after the fact through comparison of the values logged at both ends.

The setup phase can also fail for various reasons, in which case tcpcrypt enters the DISABLED state.

Applications MAY test whether setup succeeded by querying the operating system for the Session ID. Requests for the Session ID MUST return an error when tcpcrypt is not in the ENCRYPTING state. Applications SHOULD authenticate the returned Session ID. Applications relying on tcpcrypt for security SHOULD authenticate the Session ID and SHOULD treat unauthenticated Session IDs the same as connections in the DISABLED state.

3.1.2. The ENCRYPTING state

When the setup phase succeeds, tcpcrypt enters the ENCRYPTING state. Once in this state, applications may read and write data with the expected semantics of TCP connections.

In the ENCRYPTING state, a host MUST encrypt the Data portion of all TCP segments transmitted and MUST include a Message Authentication Code (MAC) in all segments transmitted. A host MUST furthermore ignore any TCP segments received without the RST bit set, unless those segments also contain a valid MAC.

A host MAY ignore RST segments without valid MACs. However, operating systems SHOULD allow applications to control the dropping of unMACed RST segments on a per-connection basis through an option called TCP_CRYPT_RSTCHK option. Operating systems SHOULD furthermore disable TCP_CRYPT_RSTCHK by default.

Once in the ENCRYPTING state, an endpoint MUST NOT directly or indirectly transition to the DISABLED state under any circumstances.

3.1.3. The DISABLED state

When setup fails, tcpcrypt enters the DISABLED state. In this case, the host MUST continue just as TCP would without tcpcrypt, unless network conditions would cause a plain TCP connection to fail as well. Entering the DISABLED state prohibits the endpoint from ever entering the ENCRYPTING state.

An implementation MUST behave identically to ordinary TCP in the DISABLED state, except that the first segment transmitted after entering the DISABLED state MAY include a TCP CRYPT option with a DECLINE suboption (and optionally other suboptions such as UNKNOWN) to indicate that tcpcrypt is supported but not enabled. Section 4.3.2 describes how this is done.

Operating systems MUST allow applications to turn off tcpcrypt by setting the state to DISABLED before opening a connection. An active opener with tcpcrypt disabled MUST behave identically to an implementation of TCP without tcpcrypt. A passive opener with tcpcrypt disabled MUST also behave like normal TCP, except that it MAY optionally respond to SYN segments containing a CRYPT option with SYN-ACK segments containing a DECLINE suboption, so as to indicate that tcpcrypt is supported but not enabled.

3.2. Cryptographic algorithms

The setup phase employs two types of cryptographic algorithm:

- A _public key cipher_ is used with an ephemeral public key to exchange a random, shared secret. We use the notation ENC (K, VALUE) to denote an encryption of VALUE with public key K.

- A _collision-resistant pseudo-random function (CPRF)_ family is used to generate multiple cryptographic keys from a smaller shared secret. We use the notation CPRF (K, MESSAGE) to designate the output of the pseudo-random function identified by key K on MESSAGE.

Because public key ciphers and CPRFs often both make use of cryptographic hashes, it generally makes sense to have both

algorithms based on the same hash function--for instance to pair the OAEP+-RSA [RFC2437] cipher using a SHA-256-based mask-generation function with the HMAC-SHA256 [RFC2104] CPRF. For this reason, the public key cipher and CPRF are negotiated as a pair.

The encrypting phase employs two more types of algorithm:

- A _symmetric encryption algorithm_ is applied to all application data. The algorithm specifier includes both an underlying cipher (such as AES), and a mode of operation (such as CTR mode with TCP sequence numbers as the counter).

- A Message Authentication Code or _MAC_ is used to protect the data portion and most of the TCP header contents of all TCP segments sent and received in the encrypting phase. The currently specified MACs handle data in a structured way so as to optimize authentication of TCP's Acknowledgment Number field in re-transmissions.

Note that public key generation, public key encryption, and shared secret generation all require randomness. Other tcpcrypt functions may also require randomness depending on the algorithms and modes of operation selected. A weak pseudo-random generator at either host will defeat tcpcrypt's security. Thus, any host implementing tcpcrypt MUST have a cryptographically secure source of randomness or pseudo-randomness.

3.3. "C" and "S" roles

To establish shared session keys, tcpcrypt requires one host to encrypt a secret value with the second host's public key. The second host must subsequently use its private key to decrypt this value. Thus, tcpcrypt's setup phase is asymmetric; the two hosts must play different roles. We use "S" to denote the host that encrypts with the other host's public key, and "C" to denote the host that decrypts using its own private key.

Which role a host plays can have performance implications, because for some public key algorithms encryption is much faster than

decryption. For instance, on a machine at the time of writing,

encryption with a 2,048-bit RSA-3 key costs 82 microseconds, while decryption costs 10 milliseconds.

Because servers often need to establish connections at a faster rate than clients, and because servers are often passive openers, by default the passive opener plays the "S" role. However, operating systems MUST provide a mechanism for the passive opener to reverse roles and play the "C" role, as discussed in Section 4.2.

3.4. Key exchange protocol

Every machine C has a short-lived public encryption key, K_C, which gets refreshed periodically and SHOULD NOT ever be written to persistent storage.

When a host C connects to S, the two engage in the following protocol:

```
C -> S:  HELLO
S -> C:  PKCONF, pub-cipher-list
C -> S:  INIT1, sym-cipher-list, N_C, K_C
S -> C:  INIT2, sym-cipher, ENC (K_C, N_S)
```

Here the pub-cipher-list is a list of public key ciphers and key lengths acceptable to S. Sym-cipher-list specifies the symmetric cipher suites acceptable to C. N_C is a nonce chosen at random by C, while K_C is C's public encryption key, which MUST match one of the entries in pub-cipher-list. sym-cipher is the symmetric cipher suite chosen by the server from sym-cipher-list. Finally N_S is a "pre-session seed" chosen at random by S.

The two sides then compute a series of "session secrets" and corresponding Session IDs as follows:

```
param := { pub-cipher-list, sym-cipher-list, sym-cipher }

ss[0] := CPRF (N_S, { K_C, param, N_C })
ss[i] := CPRF (ss[i-1], TAG_NEXTK)

SID[i] := CPRF (ss[i], TAG_SESSID)
```

The value ss[0] is used to generate all key material for the current connection. SID[0] is the session ID for the current connection, and will with overwhelming probability be unique for each individual TCP connection. The most computationally expensive part of the key exchange protocol is the public key cipher. The values of ss[i] for i > 0 can be used to avoid public key cryptography when establishing

subsequent connections between the same two hosts, as described in Section 3.6.

Given a session secret, ss, the two sides compute a series of master keys as follows:

```
mk[0] := CPRF (ss, TAG_REKEY)
mk[i] := CPRF (mk[i-1], TAG_REKEY)
```

Finally, each master key mk is used to generate four symmetric encryption keys:

```
kec := CPRF (mk, TAG_KEY_C_ENC || 1) || CPRF (mk, TAG_KEY_C_ENC || 2)
kac := CPRF (mk, TAG_KEY_C_MAC || 1) || CPRF (mk, TAG_KEY_C_MAC || 2)
kes := CPRF (mk, TAG_KEY_S_ENC || 1) || CPRF (mk, TAG_KEY_S_ENC || 2)
kas := CPRF (mk, TAG_KEY_S_MAC || 1) || CPRF (mk, TAG_KEY_S_MAC || 2)
```

The numbers 1 and 2 are each 1-byte byte long.

kec is used by the host in the "C" role to encrypt Data in transmitted TCP segments. If the symmetric encryption algorithm requires shorter keys, the key is truncated, keeping the left-most bytes only. Thus, if the symmetric cipher key length is less than or equal to the CPRF output length, a host need not compute CPRF (mk, TAG_KEY_C_ENC || 2).

kac is used by the host in the "C" role to compute MACs on transmitted segments, as described in Section 4.4. The key is truncated similarly to kec if the MAC requires a shorter key length. If the symmetric cipher is used in a mode that provides authentication as well as secrecy, kac need not be used.

kes and kas are used analogously to kec and kac for segments transmitted by the host in the "S" role.

3.5. Re-keying

We refer to the four encryption keys (kec, kac, kes, kas) as a _key set_. We refer to the key set generated by mk[i] as the key set with _generation number_ i within a session. Initially, the two hosts use the key set with generation number 0.

Either host may decide to evolve the encryption key at one or more points within a session, by incrementing the generation number of its transmit keys. When switching keys to generation j, a host must label the segments it transmits with a REKEY option containing j, so

that the recipient host knows to check the MAC and decrypt the segment using the new keyset:


```
A -> B:  REKEY<j>, MAC<...>, Data<...>
```

Upon receiving a REKEY<j> segment, a recipient using transmit keys from a generation less than j must also update its transmit keys and start including a REKEY<j> option in all of its segments. A host must continue transmitting REKEY options until all segments with other generation numbers have been processed at both ends.

Implementations MUST always transmit and retransmit identical ciphertext Data bytes for the same TCP sequence numbers. Thus, a retransmitted segment MUST always use the same keyset as the original segment. If the encryption algorithm requires an initialization vector, a retransmitted segment MUST additionally use the same initialization vector as the original segment. Hosts MUST NOT combine segments that were encrypted with different keysets or incompatible initialization vectors.

Implementations SHOULD delete older-generation keys from memory once they have received all segments they will need to decrypt with the old keys and received acknowledgments for all segments they might need to retransmit.

3.6. Session caching

When two hosts have already negotiated session secret ss[i-1], they can establish a new connection without public key operations using ss[i]. The four-message protocol of Section 3.4 is replaced by:

```
A -> B:  NEXTK1, SID[i]
B -> A:  NEXTK2
```

Which symmetric keys a host uses for transmitted segments is determined by its role in the original session ss[0]. It does not depend on which host is the passive opener in the current session. If A had the "C" role in the first session, then A uses kec and kac for sending segments. Otherwise, if A had the "S" role originally, it uses kes and kas in the new session. B similarly uses the transmit keys that correspond to its role in the original session.

After using ss[i] to compute mk[0], implementations SHOULD compute and cache ss[i+1] for possible use by a later session, then erase ss[i] from memory. Hosts SHOULD keep ss[i+1] around for a period of time until it is used or the memory needs to be reclaimed. Hosts SHOULD NOT write a cached ss[i+1] value to non-volatile storage.

It is an implementation-specific issue as to how long ss[i+1] should be retained if it is unused. If the passive opener times it out before the active opener does, the only cost is the additional twelve

bytes to send NEXTK1 for the next connection. The behavior then falls back to a normal public-key handshake.

3.6.1. Session caching control

Implementations MUST allow applications to control session caching by setting the following option:

TCP_CRYPT_CACHE_FLUSH When set on a TCP endpoint that is in the ENCRYPTING state, this option causes the operating system to flush from memory the cached ss[i+1] (or ss[i+1+n] if other connections have already been established). When set on an endpoint that is in the setup phase, causes any cached ss[i] that would have been used to be flushed from memory. In either case, future connections will have to undertake another round of the public key protocol in Section 3.4. Applications SHOULD set TCP_CRYPT_CACHE_FLUSH whenever authentication of the session ID fails.

4. Extensions to TCP

The tcpcrypt extension adds two new kinds of option: CRYPT, and MAC. Both are described in this section. During the setup phase, all TCP segments MUST have the CRYPT option. In the ENCRYPTING state, all segments MUST have the MAC option and may include the CRYPT option for various purposes such as re-keying or keep-alive probes.

The idealized protocol of the previous section must be embedded in the TCP handshake. Unfortunately, since the maximum TCP header size is 60 bytes and the basic TCP header fields require 20 bytes, there are at most 40 option payload bytes available, which is not enough to

hold the INIT1 and INIT2 messages. Tcpcrypt therefore uses the Data portion of TCP segments to send the body of these messages.

Operating systems MUST keep track of which phase a data segment belongs to, and MUST only deliver data to applications from segments that are processed in the ENCRYPTING or DISABLED states.

4.1. Protocol states

The setup phase is divided into six states: CLOSED, NEXTK-SENT, HELLO-SENT, C-MODE, LISTEN, and S-MODE. Together with the ENCRYPTING and DISABLED states already discussed, this means a tcpcrypt endpoint can be in one of eight states.

In addition to tcpcrypt's state, each endpoint will also be in one of the 11 TCP states described in the TCP protocol specification

[RFC0793]. Not all pairs of states are valid. Table 1 shows which TCP states an endpoint can be in for each tcpcrypt state.

Tcpcrypt state	TCP states for an active opener	TCP states for a passive opener
CLOSED	CLOSED	CLOSED
NEXTK-SENT	SYN-SENT	n/a
HELLO-SENT	SYN-SENT	SYN-RCVD
C-MODE	ESTABLISHED, FIN-WAIT-1	ESTABLISHED, FIN-WAIT-1
LISTEN	n/a	LISTEN
S-MODE	(SYN-RCVD), ESTABLISHED	SYN-RCVD
ENCRYPTING	(SYN-RCVD), ESTABLISHED+	SYN-RCVD, ESTABLISHED+
DISABLED	any	any

Valid tcpcrypt and TCP state combinations. States in parentheses occur only with simultaneous open. ESTABLISHED+ means ESTABLISHED or any later state (FIN-WAIT-1, FIN-WAIT-2, CLOSING, TIME-WAIT, CLOSE-WAIT, or LAST-ACK).

Table 1

Figure 1 shows how tcpcrypt transitions between states. Each

transition is labeled by events that may trigger the transition above the line, and an action the local host is permitted to take in response below the line. "snd" and "rcv" denote sending and receiving segments, respectively. "any" means any possible event. "internal" means any possible event except for receiving a segment (i.e., timers and system calls). "drop" means discarding the last received segment and preventing it from having any effect on TCP's state. "mac" means any valid TCP action, including no action, except that any segments transmitted must be encrypted and contain a valid TCP MAC option. "x" indicates that a host sends no segments when taking a transition.

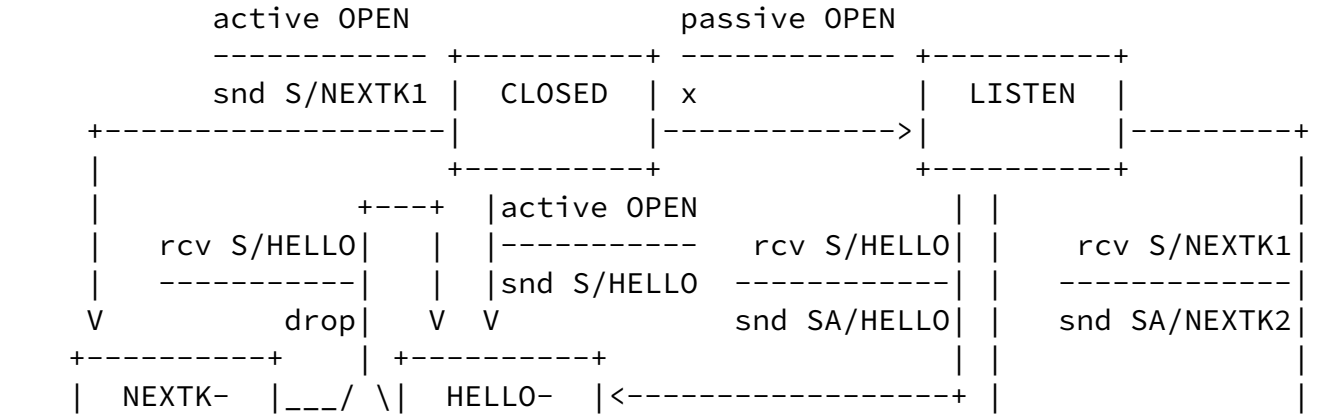
A segment is described as "F/Op". F specifies constraints on the control bits of the TCP header, as follows:

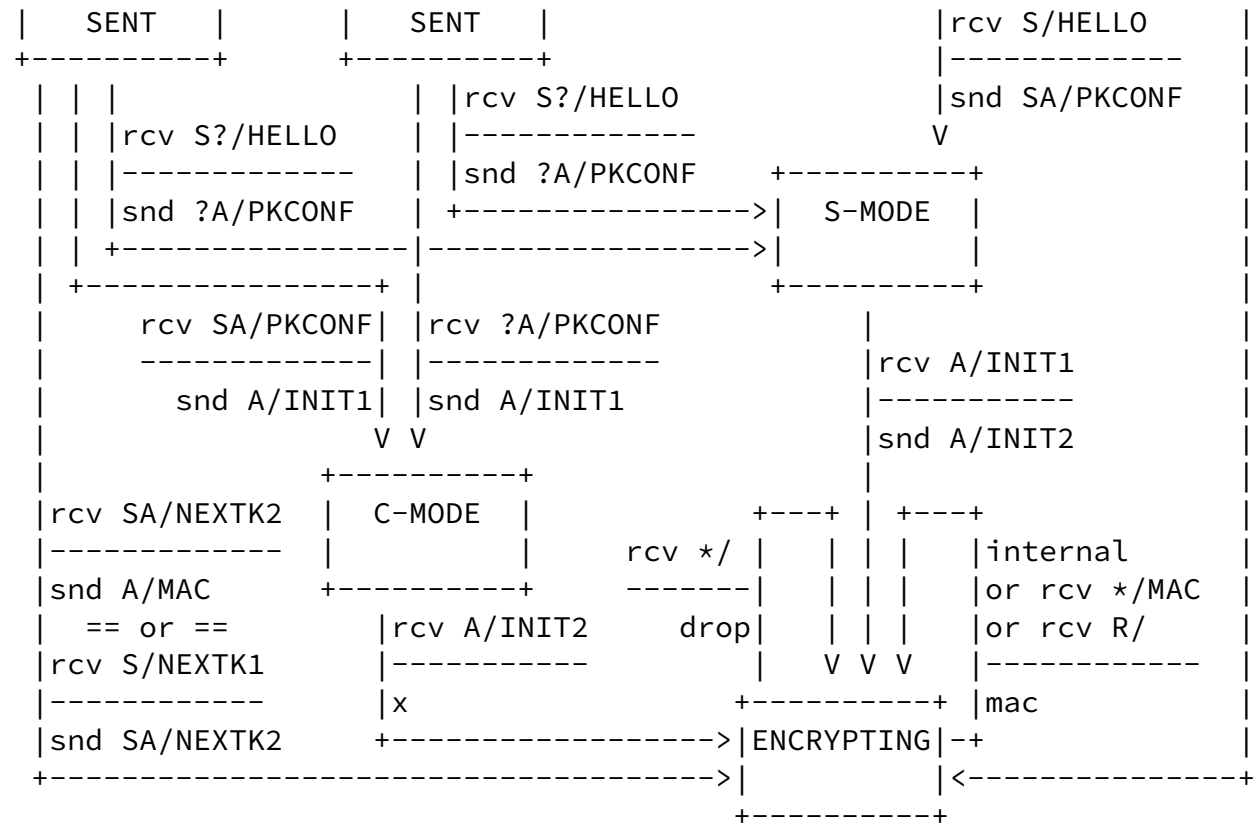
F	Meaning
S	SYN=1, ACK=0, FIN=0, RST=0
SA	SYN=1, ACK=1, FIN=0, RST=0
A	SYN=0, ACK=1, FIN=0, RST=0
S?	SYN=1, ACK=any, FIN=0, RST=0
?A	SYN=any, ACK=1, FIN=0, RST=0
R	RST=1
*	any

Op designates message types in the abstract protocol, which also correspond to particular suboptions of the TCP CRYPT option, described in Section 4.3, or "MAC" for a valid TCP MAC option, as described in Section 4.4. A segment with SYN=1 and ACK=0 that contains the NEXTK1 suboption will also explicitly or implicitly contain the HELLO suboption; such a segment matches event constraints

on either option--e.g., it matches any of the "rcv S/HELLO", "rcv S?/HELLO", and "rcv S/NEXTK1" events. An empty Op matches any segment with the appropriate control bits. A segment MUST contain the TCP MAC option if and only if Op is "MAC".

The "drop" transitions from NEXTK-SENT and HELLO-SENT to HELLO-SENT change TCP slightly by ignoring a segment and preventing a TCP transition from SYN-SENT to SYN-RCVD that would otherwise occur during simultaneous open. Therefore, these transitions SHOULD be disabled by default. They MAY be enabled on one side by an application that wishes to enable tcpcrypt on simultaneous open, as discussed in Section 4.2.1.





State diagram for tcpcrypt. Transitions to DISABLED and CLOSED are not shown.

Figure 1

Any segment that would be discarded by TCP (e.g., for being out of window) MUST also be ignored by tcpcrypt. However, certain segments that might otherwise be accepted by TCP MUST be dropped by tcpcrypt and prevented from affecting TCP's state.

Except for these drop actions, tcpcrypt MUST abide by the TCP protocol specification [RFC0793]. Thus, any segment transmitted by a host MUST be permitted by the TCP specification in addition to matching either a transition in Figure 1 or one of the transitions to

DISABLED or CLOSED described below. In particular, a host MUST NOT acknowledge an INIT1 segment unless either the acknowledgment contains an INIT2 or the host transitions to DISABLED.

Various events cause transitions to DISABLED from states other than ENCRYPTING. In particular:

- Operating systems MUST provide a mechanism for applications to transition to DISABLED from the CLOSED and LISTEN states.

- A host in the setup phase MUST transition to DISABLED upon receiving any segment without a TCP CRYPT option.

- A host in the setup phase MUST transition to DISABLED upon receiving any segment with the FIN or RST control bit set.

- A host in the setup phase MUST transition to DISABLED upon sending a segment with the FIN bit set. (As discussed below, however, a host MUST NOT send a FIN segment from the C-MODE state.)

Other specific conditions cause a transition to DISABLED and are discussed in the sections that follow.

CLOSED is a pseudo-state representing a connection that does not exist. A tcpcrypt connection's lifetime is identical to that of its associated TCP connection. Thus, tcpcrypt transitions to CLOSED exactly when TCP transitions to CLOSED.

A host MUST NOT send a FIN segment from the C-MODE state. The reason is that the remote side can be in the ENCRYPTING state and would thus require the segment to contain a valid MAC, yet a host in C-MODE cannot compute the necessary encryption keys before receiving the INIT2 segment.

If a CLOSE happens in C-MODE, a host MUST delay sending a FIN segment until receiving an ACK for its INIT1 segment. If the remote host is in ENCRYPTING, the ACK segment will contain INIT2 and the local host can transition to ENCRYPTING before sending the FIN. If the remote host is not in ENCRYPTING, the ACK will not contain INIT2, and thus the local host can transition to DISABLED before sending the FIN.

If a CLOSE happens in C-MODE, an implementation MAY delay processing the CLOSE event and entering the TCP FIN-WAIT-1 state until sending the FIN. If it does not, the implementation MUST ensure all relevant timers correspond to the time of transmission of the FIN segment, not the time of entry into the FIN-WAIT-1 state.

A CLOSE event in the ENCRYPTING state MUST NOT change tcpcrypt's

state, only TCP's. The only valid tcpcrypt state transition from ENCRYPTING is to CLOSED, which occurs only when TCP also transitions to CLOSED.

4.2. Role negotiation

A passive opener receiving an S/HELLO segment may choose to play the "S" role (by transitioning to S-MODE) or the "C" role (by transitioning to HELLO-SENT). An active opener may accept the role not chosen by the passive opener, or may instead disable tcpcrypt. During simultaneous open, one endpoint must choose the "C" role while the other chooses the "S" role. Operating systems MUST allow applications to guide these choices on a per-connection basis.

Applications SHOULD be able to exert this control by setting a per-connection _CMODE disposition_, which can take on one of the following five values:

TCP_CRYPT_CMODE_DEFAULT This disposition SHOULD be the default. A passive opener will only play the "S" role, but an active opener can play either the "C" or the "S" role. Simultaneous open without session caching will cause tcpcrypt to be disabled unless the remote host has set the TCP_CMODE_ALWAYS[_NK] disposition.

TCP_CRYPT_CMODE_ALWAYS

TCP_CRYPT_CMODE_ALWAYS_NK With this disposition, a host will only play the "C" role. The _NK version additionally prevents the use of session caching if the session was originally established in the "S" role.

TCP_CRYPT_CMODE_NEVER

TCP_CRYPT_CMODE_NEVER_NK With this disposition, a host will only play the "S" role. The _NK version additionally prevents the use of session caching if the session was originally established in the "C" role.

The CMODE disposition prohibits certain state transitions, as summarized in Table 2. If an event occurs for which all valid transitions in Figure 1 are prohibited, a host MUST transition to DISABLED. Operating systems MAY add additional CMODE dispositions, for instance to force or prohibit session caching.

CMODE disposition	Prohibited transitions
TCP_CRYPT_CMODE_DEFAULT	LISTEN --> HELLO-SENT
	HELLO-SENT --> HELLO-SENT
	NEXTK-SENT --> HELLO-SENT
TCP_CRYPT_CMODE_ALWAYS[_NK]	any --> S-MODE
TCP_CRYPT_CMODE_NEVER[_NK]	LISTEN --> HELLO-SENT
	HELLO-SENT --> HELLO-SENT
	NEXTK-SENT --> HELLO-SENT
	any --> C-MODE

State transitions prohibited by each CMODE disposition

Table 2

4.2.1. Simultaneous open

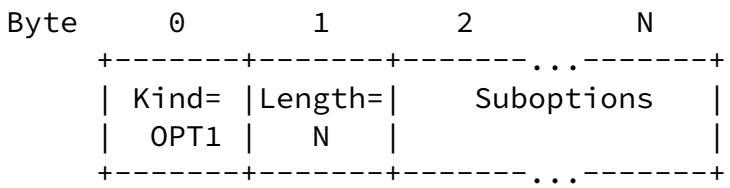
During simultaneous open, two ends of a TCP connection are both active openers. If both hosts attempt to use session caching by simultaneously transmitting S/NEXTK1 segments, and if both transmit the same session ID, then both may reply with SA/NEXTK2 segments and immediately enter the ENCRYPTING state. In this case, the host that played "C" when the session was initially negotiated MUST use the symmetric encryption keys for "C" (i.e., use kec and kac for transmitted segments), while the host that initially played "S" uses the "S" keys for the new connection.

If both hosts in a simultaneous open do not attempt to use session caching, or if the two hosts use incompatible Session IDs, then they MUST engage in public-key-based key negotiation to use tcpcrypt. Doing so requires one host to play the "C" role and the other to play the "S" role. With the TCP_CRYPT_CMODE_DEFAULT disposition, these roles are usually determined by the passive opener choosing the "S" role. With no passive opener, both active openers will end up in S-MODE, then transition to DISABLED upon receiving an unexpected PKCONF.

Simultaneous open can work with key negotiation if exactly one of the two hosts selects the TCP_CRYPT_CMODE_ALWAYS disposition. This host will then drop S/HELLO segments and remain in C-MODE while the other host transitions to S-MODE. Applications SHOULD NOT set TCP_CRYPT_CMODE_ALWAYS on both sides of a simultaneous open, as this will cause even the underlying TCP connection to fail.

4.3. The TCP CRYPT option

A CRYPT option has the following format:

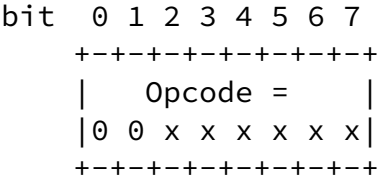


Format of TCP CRYPT option

Kind is always OPT1. Length is the total length of the option, including the two bytes used for Kind and Length. These first two bytes are then followed by zero or more suboptions. Suboptions determine the meaning of the TCP CRYPT option. When a TCP header contains more than one CRYPT option, a host MUST interpret them the same as if all the suboptions appeared in a single CRYPT option.

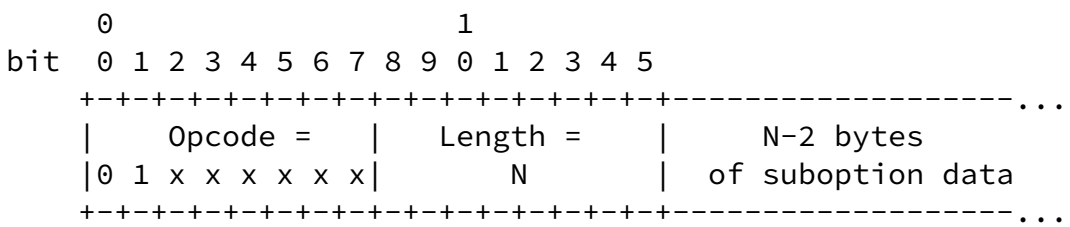
Each suboption begins with an Opcode byte. The specific format of the option depends on the two most significant bits of the Opcode.

Suboptions with opcodes from 0x00 to 0x3f contain no data other than the single opcode byte:



Hosts MUST ignore any opcodes of this format that they do not recognize.

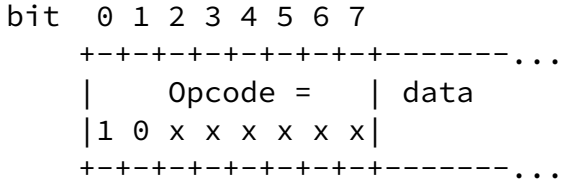
Suboptions with opcodes from 0x40 to 0x7f contain an opcode, a length field, and data bytes.



Hosts MUST ignore any opcodes of this format that they do not recognize.

Suboptions with opcodes from 0x80 to 0xbf contain zero or more bytes

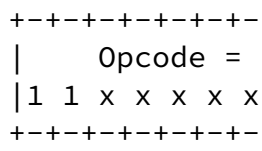
of data whose length depends on the opcode. These suboptions can be either fixed length or variable length; implementations that understand these opcodes will known which they are; if the suboption is fixed length the implementation will know the length; otherwise it will know where to look for the length field.



If a host sees an unknown opcode in this range, it MUST ignore the suboption and all subsequent suboptions in the same TCP CRYPT option. However, if more than one CRYPT option appears in the TCP header, the host MUST continue processing suboptions from the next TCP CRYPT option.

Suboptions with opcodes from 0xc0 to 0xff also contain an opcode-specific length of data. As before, these suboptions can be either fixed length or variable length. However, suboptions in this range are classed as mandatory as far as the protocol is concerned. However, they are not MANDATORY to implement unless otherwise stated, as discussed below.

bit 0 1 2 3 4 5 6 7



Should a host encounter an unknown opcode greater than or equal to 0xc0 during the setup phase of the protocol, the host MUST transition to the DISABLED state. It SHOULD respond with both a DECLINE suboption and an UNKNOWN suboption specifying the opcode of the unknown mandatory suboption, after which the host MUST NOT send any further CRYPT options.

Should a host encounter an unknown opcode greater than or equal to 0xc0 while in the ENCRYPTING state, the host MUST respond with an UNKNOWN suboption specifying the opcode of the unknown mandatory suboption, and should ensure the session continues with the same encryption and authentication state as it had before the segment was received. This may require ignoring other suboptions within the same message, or reverting any half-negotiated state.

Table 3 summarizes the opcodes discussed in this document. It is MANDATORY that all implementations support every opcode in this

table. Each opcode is listed with the length in bytes of the suboption (including the opcode byte), or * for variable-length suboptions. The last column specifies in which of the (S)etup phase, (E)NCRYPTING state, and (D)ISABLED state an opcode may be used. A host MUST NOT send an option unless it is in one of the stages indicated by this column.

Value	Length	Name	Stages
0x01	1	HELLO	S
0x02	1	HELLO-app-support	S
0x03	1	HELLO-app-mandatory	S
0x04	1	DECLINE	SD
0x05	1	NEXTK2	S
0x06	1	INIT1	S
0x07	1	INIT2	S
0x41	*	PKCONF	S
0x42	*	PKCONF-app-support	S

0x43	*	UNKNOWN	SED
0x44	*	SYNCOOKIE	S
0x45	*	ACKCOOKIE	SED
0x80	5	SYNC_REQ	E
0x81	5	SYNC_OK	E
0x82	2	REKEY	E
0x83	6	REKEYSTREAM	E
0x84	10	NEXTK1	S
0x85	*	IV	E

Opcodes for suboptions of the TCP CRYPT option.

Table 3

If a TCP segment (sent by an active opener) has the SYN flag set, the ACK flag clear, and one or more TCP CRYPT options, there is an implicit HELLO suboption even if that suboption does not appear in the segment. In particular, when such a SYN segment contains a single, empty, two-byte TCP CRYPT option, the passive opener MUST interpret that option as equivalent to the three-byte TCP option composed of bytes OPT1, 3, 1 (Kind = OPT1, Length = 3, Suboption = HELLO).

A host MUST enter the DISABLED state if, during the setup phase, it receives a segment containing neither a TCP CRYPT nor a TCP MAC option. A host MUST also enter DISABLED if, during the setup phase, it receives a DECLINE suboption or any unrecognized suboption with opcode greater than or equal to 0xc0. Once a host has entered

DISABLED, it MUST NOT include the MAC option in any transmitted segment. The host MAY include a CRYPT option in the next segment transmitted, but only if the segment also contains the DECLINE suboption. All subsequently transmitted packets MUST NOT contain the CRYPT option.

4.3.1. The HELLO suboption

The HELLO dataless suboption MUST only appear in a segment with the SYN control bit set. It is used by an active opener to indicate interest in using tcpcrypt for a connection, and by a passive opener to indicate that the passive opener wishes to play the "C" role.

The initial SYN segment from an active opener wishing to use tcpcrypt MUST contain a TCP CRYPT option with either an explicit or an implicit HELLO suboption.

After receiving a SYN segment with the HELLO suboption, a passive opener MUST respond in one of three ways:

- To continue setting up tcpcrypt and play the "S" role, the passive opener MUST respond with a PKCONF suboption in the SYN-ACK segment and transition to S-MODE.

- To continue setting up tcpcrypt and play the "C" role, the passive opener MUST respond with a HELLO suboption in the SYN-ACK segment and transition to HELLO-SENT.

- To continue without tcpcrypt, the passive opener MUST respond with either no CRYPT option or the DECLINE suboption in the SYN-ACK segment, then transition to the DISABLED state.

An active opener receiving HELLO in a SYN-ACK segment must either transition to S-MODE and respond with a PKCONF suboption, or transition to DISABLED.

There are three variants of the HELLO option used for application-level authentication: a plain HELLO where the application is not tcpcrypt-aware (but the kernel is), an "application supported" HELLO where the application is tcpcrypt-aware and is advertising the fact, and a "application mandatory" HELLO where the application requires the remote application to support tcpcrypt otherwise the connection MUST revert to plain TCP. The application supported HELLO can be used, for example, when implementing HTTP digest authentication - an application can check whether the peer's application is tcpcrypt aware and proceed to authenticate tcpcrypt's session ID over HTTP, otherwise reverting to standard HTTP digest authentication. The application mandatory HELLO can be used, for example, when

implementing an SSL library that attempts tcpcrypt but reverts to SSL if the peer's SSL library does not support tcpcrypt. The application mandatory HELLO avoids double encrypting (SSL-over-tcpcrypt) since the connection will revert to plain TCP if the remote SSL library is not tcpcrypt-ware.

4.3.2. The DECLINE suboption

The DECLINE dataless suboption is sent by a host to indicate that the host will not enable tcpcrypt on a connection. If a host is in the DISABLED state or transitioning to the DISABLED state, and the host transmits a segment containing a CRYPT option, then the segment MUST contain the DECLINE suboption.

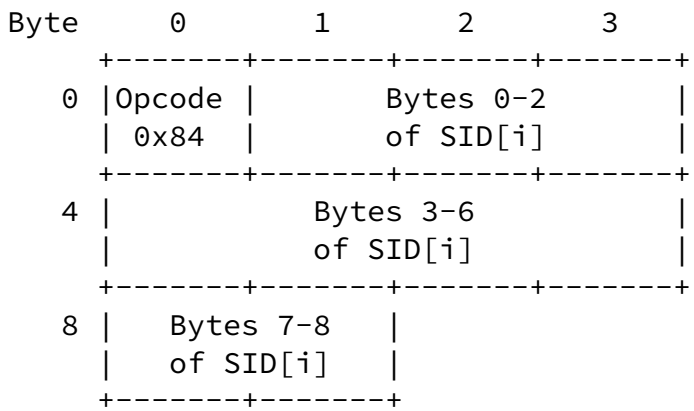
A passive opener SHOULD send a DECLINE suboption in response to a HELLO suboption or NEXTK1 suboption in a received SYN segment if it supports tcpcrypt but does not wish to engage in encryption for this particular session.

Implementations MUST NOT send segments containing the DECLINE suboption from the C-MODE or ENCRYPTING states.

4.3.3. The NEXTK1 and NEXTK2 suboptions

The NEXTK1 suboption MUST only appear in a segment with the SYN control bit set and the ACK bit clear. It is used by the active opener to initiate a TCP session without the overhead of public key cryptography. The new session key is derived from a previously negotiated session secret, as described in Section 3.6.

The suboption is always 10 bytes in length; the data contains the first nine bytes of SID[i] and is used to to start the session with session secret ss[i]. The format of the suboption is:



Format of the NEXTK1 suboption

The active opener MUST use the lowest value of i that has not already appeared in a NEXTK1 segment exchanged with the same host and for the same pre-session seed.

If the passive opener recognizes SID[i] and knows ss[i], it SHOULD respond with a segment containing the dataless NEXTK2 suboption. The NEXTK2 option MUST only appear in a segment with both the SYN and ACK bits set.

If the passive opener does not recognize SID[i], or SID[i] is not valid or has already been used, the passive opener SHOULD respond with a PKCONF or HELLO option and continue key negotiation as usual.

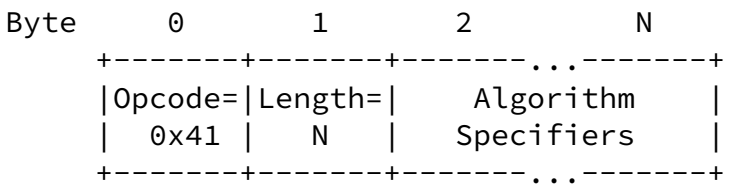
When two hosts have previously negotiated a tcpcrypt session, either host may use the NEXTK1 option regardless of which host was the active opener or played the "C" role in the previous session. However, a given host must either use kec/kac for all sessions derived from the same pre-session seed, or kas/kes for all those sessions. Thus, which keys a host uses to send segments depends only whether the host played the "C" or "S" role in the initial session that used ss[0]; it is not affected by which host was the active opener transmitting the SYN segment containing a NEXTK1 suboption.

A host MUST reject a NEXTK1 message if it has previously sent or received one with the same SID[i]. In the event that two hosts simultaneously send SYN segments to each other with the same SID[i], but the two segments are not part of a simultaneous open, both connections will have to revert to public key cryptography. To avoid this limitation, implementations MAY chose to implement session caching such that a given pre-session key is only good for either passive or active opens at the same host, not both.

In the case of simultaneous open, two hosts that simultaneously send SYN packets with NEXTK1 and the same SID[i] may establish a connection, as described in Section 4.2.1.

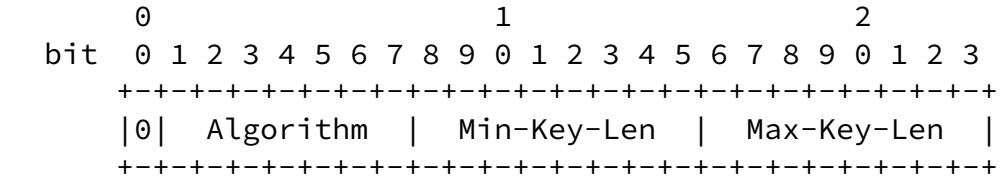
4.3.4. The PKCONF suboption

The PKCONF option has the following format:



Format of the PKCONF suboption

The suboption data, whose length (N-2) must be divisible by 3, contains one or more 3-byte algorithm specifiers of the following form:



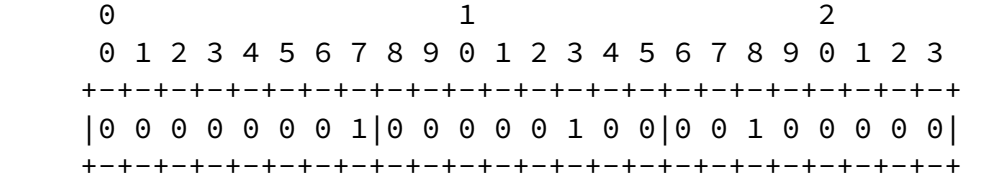
Format of algorithm specifier within PKCONF suboption

The following values of algorithm are defined:

Value	Cipher	CPRF
0x01	Rabin-Williams	HMAC-SHA256
0x02	OAEP+-RSA with exponent 3	HMAC-SHA256

(Values of algorithm over 127 are reserved for future use by multi-byte algorithm specifiers for algorithms with fixed key sizes or more compact min/max key length encodings.)

Hosts SHOULD implement Rabin-Williams, and MUST implement OAEP+-RSA3. The Min-Key-Len and Max-Key-Len fields specify the minimum and maximum key sizes acceptable for each particular algorithm. The interpretation of the values of these fields depends on the particular algorithm. For the two algorithms listed above, the two Len values are expressed in terms of 256-bit (32-byte) key blocks, so that, for example, the following algorithm specifier designates Rabin-Williams keys with lengths from 1,024 to 8,192 bits.

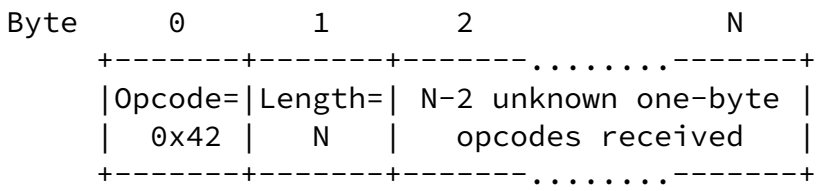


Depending on the value of the PKCONF suboption, it can either indicate that the application is tcpcrypt-aware or not. This can be

used for bootstrapping application-level authentication without requiring probing in upper layer protocols to check for support (which may not be possible).

4.3.5. The UNKNOWN suboption

The UNKNOWN option has the following format:



Format of the UNKNOWN suboption

This suboption is sent in response to an unknown suboption that has been received. The contents of the option are a complete list of the mandatory suboption opcodes from the received packet that were not understood. Note that this option is only sent once, in the next packet that the host sends. This means that it is reliable when sent in a SYN-ACK, but unreliable otherwise. Any mechanism sending new mandatory attributes must take this into account. If multiple packets, each containing unknown options, are received before an UNKNOWN suboption can be sent, the options list MUST contain the union of the two sets. The order of the opcode list is not significant.

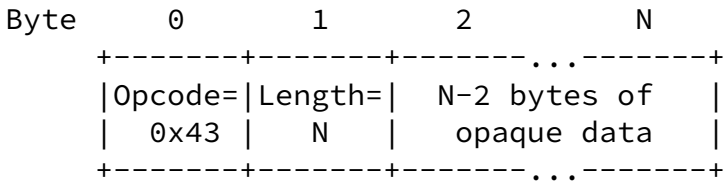
If a host receives an unknown option, it SHOULD reply with the UNKNOWN suboption to notify the other side. If the host transitions to DISABLED as a result of the unknown option, then the host MUST also include the DECLINE suboption if it sends an UNKNOWN suboption (or more generally if it includes a CRYPT option in the next packet).

As a special case, if PKCONF (0x41) or INIT1 (0x06) appears in the unknown opcode list, it does not mean the sender does not understand the option (since these options are MANDATORY). Instead, it means the sender does not implement any of the algorithms specified in the PKCONF or INIT1 message. In either case, the segment must also

contain a DECLINE suboption.

4.3.6. The SYNCOOKIE and ACKCOOKIE suboptions

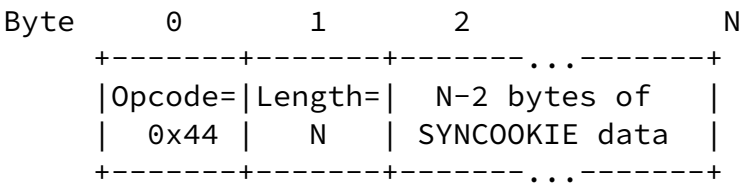
A passive opener MAY include the SYNCOOKIE suboption in a segment with both the SYN and ACK flags set. SYNCOOKIE allows a server to be stateless until the TCP handshake has completed. If has the following format:



Format of the SYNCOOKIE suboption

The data is opaque as far as the protocol is concerned; it is entirely up to implementations how to make use of this suboption to hold state. It is OPTIONAL to send a SYNCOOKIE, but MANDATORY to understand and respond to them.

The ACKCOOKIE suboption echoes the contents of a SYNCOOKIE; it MUST be sent in a packet acknowledging receipt of a packet containing a SYNCOOKIE, and MUST NOT be sent in any other packet. If has the following format:



Format of the ACKCOOKIE suboption

Servers that rely on suboption data from ACKCOOKIE to reconstruct session state SHOULD embed a cryptographically strong message

authentication code within the SYNCOOKIE data so as to be able to reject forged ACKCOOKIE suboptions.

Though an implementation MUST NOT send a SYNCOOKIE in any context except the SYN-ACK packet returned by a passive opener, implementations SHOULD accept SYNCOOKIEs in other contexts and reply with the appropriate ACKCOOKIE if possible.

4.3.7. The SYNC_REQ and SYNC_OK suboptions

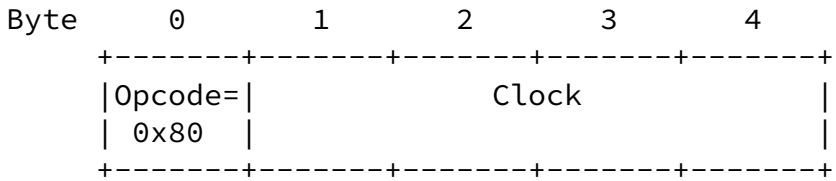
Many hosts implement TCP Keep-Alives [RFC1122] as an option for applications to ensure that the other end of a TCP connection still exists even when there is no data to be sent. A TCP Keep-Alive segment carries a sequence number one prior to the beginning of the send window, and may carry one byte of "garbage" data. Such a segment causes the remote side to send an acknowledgment.

Unfortunately, Keep-Alive acknowledgments might not contain unique data. Hence, an old but cryptographically valid acknowledgment could be replayed by an attacker to prolong the existence of a session at

one host after the other end of the connection no longer exists. (Such an attack might prevent a process with sensitive data from exiting, giving an attacker more time to compromise a host and extract the sensitive data.)

The TCP Timestamps Option (TSopt) [RFC1323] could alternatively have been used to make Keep-Alives unique. However, because some middleboxes change the value of TSopt in packets, tcpcrypt does not protect the contents of the TCP TSopt option. Hence the SYNC_REQ and SYNC_OK suboptions allow the cryptographically protected TCP CRYPT option to contain unique data.

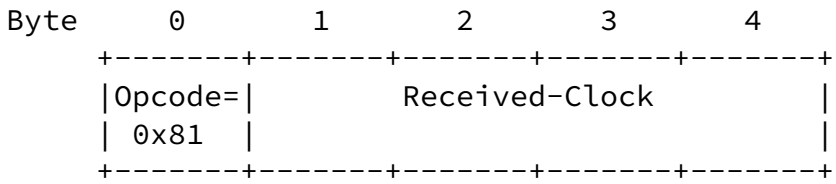
The SYNC_REQ suboption is always 5 bytes, and has the following format:



Format of the SYNC_REQ suboption

Clock is a 32-bit non-decreasing value. A host MUST increment Clock at least once for every interval in which it sends a Keep-Alive. Implementations that support TSopt MAY chose to use the same value for Clock that they would put in the TSval field of the TCP TSopt. However, implementations SHOULD "fuzz" any system clocks used to avoid disclosing either when a host was last rebooted or at what rate the hardware clock drifts.

A host that receives a SYNC_REQ suboption MUST reply with a SYNC_OK suboption, which is always five bytes and has the following format:



Format of the SYNC_OK suboption

The value of Received-Clock depends on the values of the Clock fields in SYNC_REQ messages a host has received. A host must set Received-Clock to a value at least as high as the most recently received Clock, but no higher than the highest Clock value received this session. If a host delays acknowledgment of multiple packets with SYNC_REQ suboptions, it SHOULD send a single SYNC_OK with Received-

Clock set to the highest Clock in the packets it is acknowledging.

Because middleboxes sometimes "correct" inconsistent retransmissions, Keep-Alive segments with one byte of garbage data MUST use the same ciphertext byte as previously transmitted for that sequence number. Otherwise, a middlebox might change the byte back to its value in the original transmission, causing the cryptographic MAC to fail.

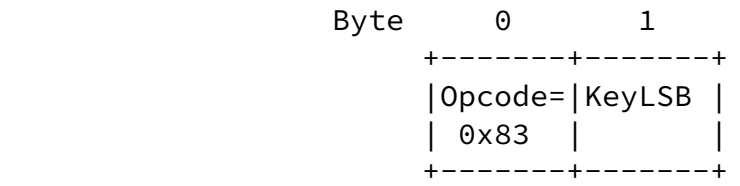
4.3.8. The REKEY and REKEYSTREAM suboptions

The REKEY and REKEYSTREAM suboptions are used to evolve encryption keys. Exactly one of the two options is valid with any given symmetric encryption algorithm and mode. Generally block ciphers will use REKEY while stream ciphers use REKEYSTREAM. We refer to a

segment containing either option as a REKEY segment.

REKEY allows hosts to wipe from memory keys that could decrypt previously transmitted segments. It also allows the use of message authentication codes that are only secure up to a fixed number of messages. However, implementations MUST work in the presence of middleboxes that "correct" inconsistent data retransmissions. Hence, the value of ciphertext bytes must be the same in the original transmission and all retransmissions of a particular sequence number. This means a host MUST always use the same encryption key when transmitting or retransmitting the same range of sequence numbers. Re-keying only affects data transmitted in the future. Moreover, segments encrypted with different keysets MUST NOT be combined in retransmissions.

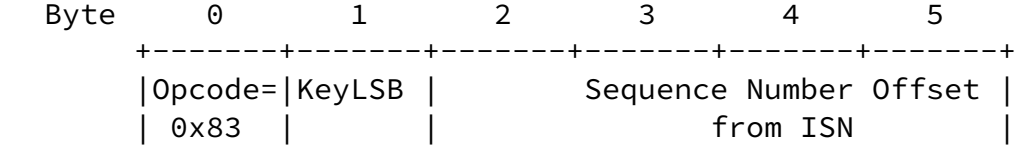
When switching keys, the REKEY suboption specifies which key set has been used to encrypt and integrity-protect the current segment. The suboption is always two bytes, and has the following format:



Format of the REKEY suboption

KeyLSB is the generation number of the keys used to encrypt and MAC the current segment, modulo 256. REKEYSTREAM is the same as REKEY but includes the TCP Sequence Number offset at which the key change took effect, for cases in which decryption requires knowing how many bytes have been encrypted thus far with a key. To interoperate with middleboxes that rewrite sequence numbers, offsets from the Initial Sequence Number (ISN) are used instead of TCP sequence numbers

throughout tcpcrypt. The same occurs when dealing with acknowledgement numbers.



Format of the REKEYSTREAM suboption

A host MAY use REKEY to increment the session key generation number beyond the highest generation it knows the other side to be using. We call this process _initiating_ re-keying. When one host initiates re-keying, the other host MUST increment its key generation number to match, as described blow (unless the other host has also simultaneously initiated re-keying).

A host MAY initiate re-keying by including a REKEY suboption in a _syncable_ segment. A syncable segment is one that either contains data, or is acknowledgment-only but contains a SYNC_REQ suboption with a fresh Clock value--i.e., higher than any Clock value it has previously transmitted. We say a syncable segment is _synced_ when the transmitter knows the remote side has received it and all previous sequence numbers. A data segment is synced when the transmitter receives a cumulative acknowledgment for its sequence number (a Selective Acknowledgment [RFC2018] is insufficient). An acknowledgment-only segment is synced when the sender receives an acknowledgment for its sequence number and a SYNC_OK with a high enough Clock number.

A host MUST NOT initiate re-keying with an acknowledgment-only segment that has either no SYNC_REQ suboption or a SYNC_REQ with an old Clock value, because such a segment is not syncable. A host MUST NOT initiate re-keying with any KeyLSB other than its current key number plus one modulo 256.

When a host receives a segment containing a REKEY suboption, it MUST proceed as follows:

1. The receiver computes RECEIVE-KEY-NUMBER to be the closest integer to its own transmit key number that also equals KeyLSB modulo 256. If no number is closest (because KeyLSB is exactly 128 away from the transmit number modulo 256), the receiver MUST discard the segment. If RECEIVE-KEY-NUMBER is negative, the receiver MUST also discard the segment.

2. The receiver MUST authenticate and decrypt the segment using the receive keys with generation number RECEIVE-KEY-NUMBER. The receiver MUST discard the packet as usual if the MAC is invalid.

3. If RECEIVE-KEY-NUMBER is greater than the receiver's current transmit key number, the receiver must wait to receive all sequence numbers prior to the REKEY segment's. Once it receives segments covering all these missing sequence numbers (if any), it MUST increase its transmit number to RECEIVE-KEY-NUMBER and transmit a REKEY suboption. If the receiver has gotten multiple REKEY segments with different KeyLSB values, it MUST increase its transmit key number to the highest RECEIVE-KEY-NUMBER of any segment for which it is not missing prior sequence numbers.

After sending a REKEY (whether initiating re-keying or just responding), a host MUST continue to send REKEY in all subsequent segments until at least one of the following holds:

- One of the REKEY segments the host transmitted for its current transmit key number was syncable, and it has been synced.

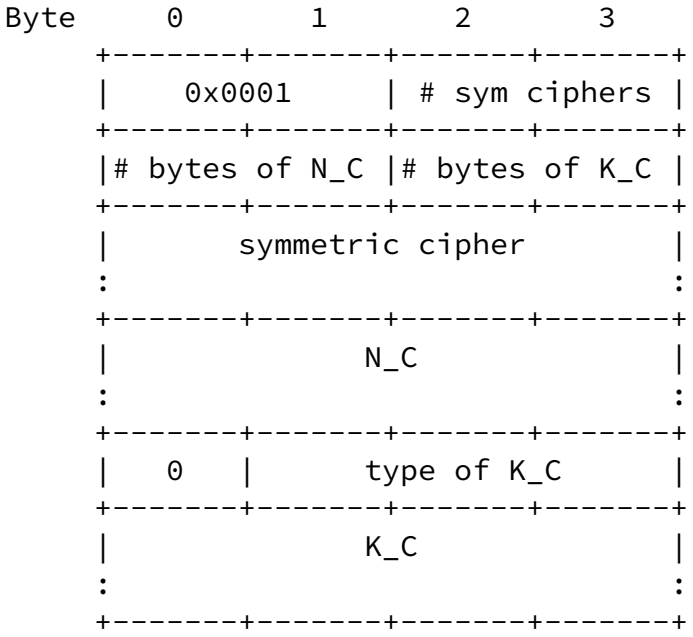
- The host receives a cumulative acknowledgment for one of its REKEY segments with the current transmit key number, and the cumulative acknowledgment is in a segment encrypted with the new key but not containing a REKEY suboption.

A host SHOULD erase old keys from memory once the above requirements are met.

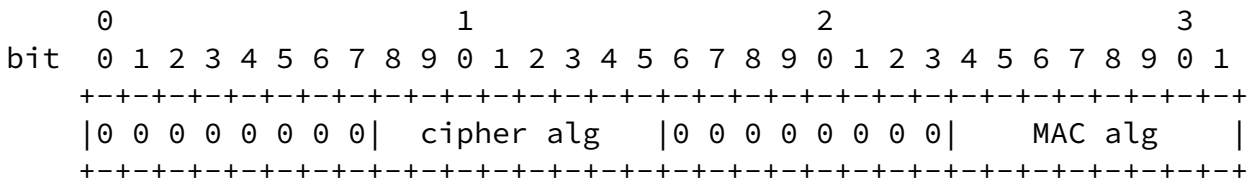
A host MUST NOT initiate re-keying if it initiated a re-keying less than 60 seconds ago and has not transmitted at least 1 Megabyte (increased its sequence number by 1,048,576) since the last re-keying. A host MUST NOT initiate re-keying if it has outstanding unacknowledged REKEY segments for key numbers that are 127 or more below the current key. A host SHOULD not initiate more than one concurrent re-key operation if it has no data to send.

4.3.9. The INIT1 and INIT2 suboptions

The INIT1 dataless suboption indicates that the Data portion of the TCP segment contains the following data structure:



Each symmetric cipher has the following format:



Format of symmetric cipher within INIT1 suboption

Note that the cipher and MAC are specified as a pair, using an 8-bit identifier to specify each supported algorithm. The special cipher value of 0 means that a MAC can be used with any cipher, or a cipher with any MAC. The following cipher values are mandatory and MUST be supported by all implementations:

value	cipher
0x00	Any cipher okay with this MAC
0x01	AES-128 CTR mode w. seqno as IV

With AES-128 CTR mode, bytes are encrypted using their extended 64-bit sequence number offset from the ISN. To encrypt the byte for

sequence number offset N:

- Compute B = N - (N % 16).

- Let B* = 0^{128-|B|} || B be B with enough 0 bits pre-pended to make B* exactly 128 bits long.

- Let C = ENC-AES (ke[cs], B*).

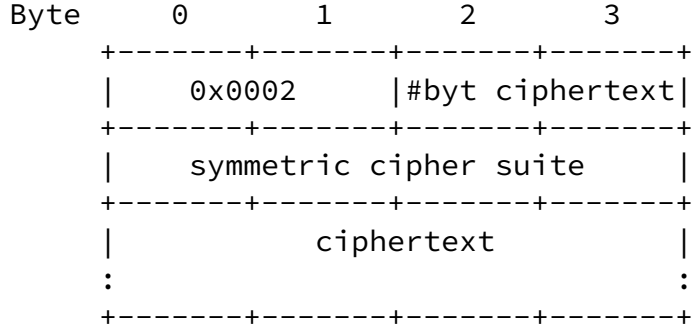
- XOR the message byte with byte (N-B) of C.

The following MACs are mandatory and MUST be supported by all implementations.

value	MAC
0x00	Any MAC okay with this cipher
0x01	HMAC-SHA2-128

The value "type of K_C" must be one of the public key specifiers included earlier in the other host's PKCONF message.

The INIT2 dataless suboption indicates that the Data portion of the TCP segment contains the following data structure:



Here the symmetric cipher suite is one selected by the host transmitting the INIT2 segment, which will be playing the "S" role. Neither the cipher nor the MAC may have value 0x00 in the INIT2

segment. The ciphertext is an encryption of N_S, as described in Section 3.4.

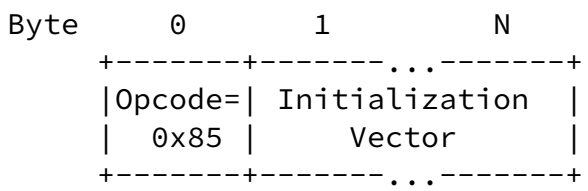
Hosts MUST set the TCP PSH control bits on INIT1 and INIT2 segments. Implementations MUST NOT set the TCP FIN control bit on INIT2 segments.

4.3.10. The IV suboption

The IV suboption is used to hold an initialization vector (IV) when the negotiated encryption mode requires an initialization vector to be transmitted with packets. It MUST NOT be included in transmitted

packets except in the ENCRYPTING state when the negotiated encryption mode requires IVs. When the negotiated encryption mode does require IVs, all segments transmitted in ENCRYPTING mode MUST contain an IV suboption.

The IV suboption has the following format:



Format of the IV suboption

The length N of the IV is determined by the encryption algorithm and mode negotiated.

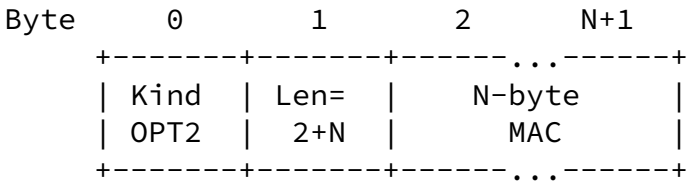
As discussed in Section 4.3.8, a host MUST always transmit the same ciphertext byte in retransmissions of a particular sequence number. Thus, retransmitted segments must use the same IV each time. Moreover, previously transmitted segments MUST NOT be combined on retransmission if their IVs would prevent the ciphertext bytes from remaining the same as in the original transmission.

4.4. The TCP MAC option

The MAC option is used to authenticate a TCP segment as described in the next section. Once a host has entered the encrypting phase for a

session, the HOST must include a TCP MAC option in all segments it sends. Furthermore, once in the encrypting phase, a host MUST ignore any segments it receives that do not have a valid MAC option, except for segments with the RST bit set if the application has not requested cryptographic verification of RST segments.

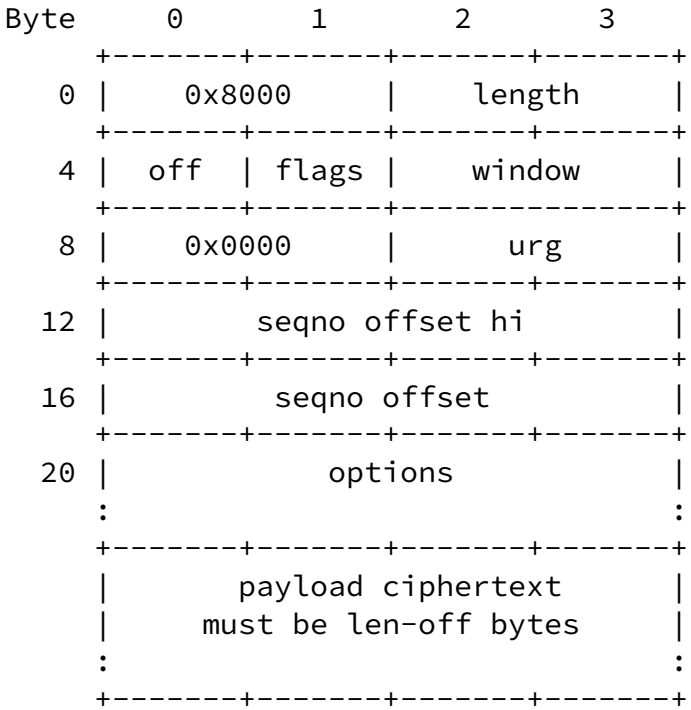
The length of the MAC option is determined by the symmetric message authentication code selected. The format of the MAC option is:



Format of TCP MAC option

The MAC is computed based on two data structures, a pseudo-packet structure we call M, and an acknowledgment structure we call A. The

format of M is as follows:



M data structure

The fields of M are defined as follows:

length
: Total size of the TCP segment from the start of the TCP header to the end of the IP datagram.

off
: Byte 12 of the TCP header (Data Offset)

flags
: Byte 13 of the TCP header (Control Bits)

window
: Bytes 14-15 of the TCP header (Window)

urg
: Bytes 18-19 of the TCP header (Urgent Pointer)

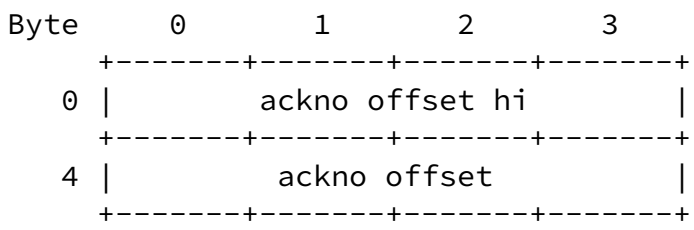
seqno offset hi
: Number of times the seqno offset field has wrapped from 0xffffff -> 0

seqno offset
: The low 32 bits of the sequence number offset (the Sequence Number in the TCP header - ISN)

options
: These are bytes 20-off of the TCP header. However, where the TSOPT (8), Skeeter (16), Bubba (17), MD5 (19), and MAC (OPT2) options appear, their contents (all but the kind and length bytes) are replaced with all zeroes.

payload ciphertext
: This is the Data portion of the TCP segment, which contains encrypted ciphertext.

The format of the A structure is as follows:



A data structure

The fields of A are defined as follows:

ackno offset hi The number of times ackno offset hi has wrapped from 0xffffff -> 0.

ackno offset The lower 32 bits of the acknowledgement number offset from the remote end's ISN (TCP's acknowledgement header - ISN received).

For HMAC-SHA2-128, The N-byte MAC value in the option contains the exclusive OR of MAC (M) and MAC (A).

5. Examples

To illustrate these suboptions, consider the following series of ways in which a TCP connection may be established from host A to host B. We use notation S for SYN-only packet, SA for SYN-ACK packet, and A for packets with the ACK bit but not SYN bit. These examples are not normative.

5.1. Example 1: Normal handshake

(1) A -> B: S CRYPT<>
(2) B -> A: SA CRYPT<PKCONF<1, 4, 16>>
(3) A -> B: A data<INIT1...>
(4) B -> A: A data<INIT2...>
(5) A -> B: A MAC<m> data<...>

(1) A indicates interest in using tcpcrypt. In (2), the server indicates willingness to accept Rabin-Williams public keys between 1,024 and 4,096 bytes long. Messages (3) and (4) complete the INIT1 and INIT2 key exchange messages described above, which are embedded in the data portion of the TCP segment. (5) From this point on, all messages are encrypted, and their integrity protected by a MAC option (described in the next section).

5.2. Example 2: Normal handshake with SYN cookie

```
(1) A -> B: S  CRYPT<>
(2) B -> A: SA CRYPT<PKCONF<1, 4, 16>, SYNCOOKIE<val>>
(3) A -> B: A  CRYPT<ACKCOOKIE<val>> data<INIT1...>
(4) B -> A: A  data<INIT2...>
(5) B -> A: A  MAC<m> data<...>
```

Same as previous example, except the server sends the client a SYN cookie value, which the client must echo in (3). Here also the application level protocol begins by B transmitting data, while in the previous example A was the first to transmit application-level data.

5.3. Example 3: tcpcrypt unsupported

```
(1) A -> B: S  CRYPT<>
(2) B -> A: SA
(3) A -> A: A
```

(1) A indicates interest in using tcpcrypt. (2) B does not support tcpcrypt, or a middle box strips out the CRYPT TCP option. (3) the client completes a normal three-way handshake, and tcpcrypt is not enabled for the connection.

5.4. Example 4: Reusing established state

```
(1) A -> B: S  CRYPT<NEXTK1<ID>>
(2) B -> A: SA CRYPT<NEXTK2>
(3) A -> A: A  MAC<m>
```

(1) A indicates interest in using tcpcrypt with a session key derived

from an existing key, to avoid the use of public key cryptography for

the new session. (2) B supports tcpcrypt, has ID in its session ID cache and is willing to proceed with session caching. (3) the client completes tcpcrypt's handshake within TCP's three-way handshake, and tcpcrypt is enabled for the connection.

5.5. Example 5: Decline of state reuse

```
(1) A -> B: S  CRYPT<NEXTK1<ID>>
(2) B -> A: SA CRYPT<PKCONF<1, 4, 16>>
(3) A -> B: A  data<INIT1...>
(4) B -> A: A  data<INIT2...>
(5) A -> B: A  MAC<m> data<...>
```

A wishes to use a key derived from a previous session key, but B does not recognize the session ID or has flushed it from its cache. Therefore session establishment proceeds as in the first connection, with public key encryption.

5.6. Exmaple 6: Reversal of client and server roles

```
(1) A -> B: S  CRYPT<>
(2) B -> A: SA CRYPT<HELLO>
(3) A -> B: A  CRYPT<PKCONF<1, 4, 16>>
(4) B -> A: A  data<INIT1...>
(5) A -> B: A  data<INIT2...>
(6) B -> A: A  MAC<m> data<...>
```

Here the server, B, wishes to play the role of the decryptor. By sending a HELLO suboption, it causes A to switch roles, so that now A is "S" and B can play the role of "C".

6. API extensions

The getsockopt call should have new options for IPPROTO_TCP:

TCP_CRYPT_SESSID -> should return the session ID or error if no tcpcrypt.

TCP_CRYPT_PUBKEY -> should return (mine, pubkey), where pubkey is the public key used to establish the session (K_C), and mine says whether the key belongs to this host or the remote peer.

TCP_CRYPT_CONF -> returns encryption algorithms used for the current session.

TCP_CRYPT_SUPPORT -> returns 1 if the remote application is tcpcrypt-aware.

The setsockopt call should have:

TCP_CRYPT_CACHE_FLUSH -> setting wipes cached session keys. Useful if application-level authentication discovers a man in the middle attack, to prevent the next connection from using NEXTK.

The following options should be readable and writable with getsockopt and setsockopt:

TCP_CRYPT_ENABLE -> one bit, enables or disables tcpcrypt extension on an unconnected (listening or new) socket.

TCP_CRYPT_SECURST -> one bit, means ignore unauthenticated RST packets for this connection when set to 1.

TCP_CRYPT_CMODE_{DEFAULT,NEVER,ALWAYS}[_NK] -> As described in Section 4.2.

TCP_CRYPT_PKCONF -> set of allowed public key algorithms and CPRFs this host advertises in CRYPT PKCONF suboptions.

TCP_CRYPT_CCONF -> set of allowed symmetric ciphers and message authentication codes this host advertises in CRYPT INIT1 segments.

TCP_CRYPT_SCONF -> order of preference of symmetric ciphers.

TCP_CRYPT_SUPPORT -> set to 1 if the application is tcpcrypt-aware. set to 2 if the application requires the remote application to be tcpcrypt-aware.

Finally, system administrators must be able to set the following system-wide parameters:

- Default TCP_CRYPT_ENABLE value
- Default TCP_CRYPT_PKCONF value
- Default TCP_CRYPT_CCONF value
- Default TCP_CRYPT_SCONF value
- Types, key lengths, and regeneration intervals of local host's ephemeral public keys

The session ID can be used for end-to-end security. For instance,

applications might sign the session ID with public keys to authenticate their ends of a connection. Because session IDs are not secret, servers can sign them in batches to amortize the cost of the signature over multiple connections. Alternative, DSA signatures are cheaper to compute than to verify, so might be a good way for servers to authenticate themselves. A voice application could display the session ID on both parties' screens, and if they confirm by voice that they have the same ID, then the conversation is secure.

Because the public key may change less often than once a session, it may alternatively be useful for the local end of a connection to authenticate itself by signing the local host's public key instead of the session ID.

7. Acknowledgments

This work was funded by gifts from Intel (to Brad Karp) and from Google, and by NSF award CNS-0716806 (A Clean-Slate Infrastructure for Information Flow Control).

8. IANA Considerations

When tcpcrypt is extended, the following numbers must be assigned by IANA:

- New opcodes for CRYPT suboptions
- New identifiers for public key algorithms
- New identifiers for symmetric key algorithms

This memo includes no request to IANA.

All drafts are required to have an IANA considerations section (see the update of RFC 2434 [I-D.narten-iana-considerations-rfc2434bis] for a guide). If the draft does not require IANA to do anything, the section contains an explicit statement that this is the case (as

above). If there are no requirements for IANA, the section will be removed during conversion into an RFC by the RFC Editor.

9. Security Considerations

All drafts are required to have a security considerations section. See RFC 3552 [RFC3552] for a guide.

10. References

10.1. Normative References

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10.2. Informative References

[I-D.narten-iana-considerations-rfc2434bis] Narten, T. and H. Alvestrand, "Guidelines for Writing an IANA Considerations Section in RFCs", draft-narten-iana-considerations-rfc2434bis-09 (work in

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[RFC3552] Rescorla, E. and B. Korver, "Guidelines for Writing RFC Text on Security Considerations", BCP 72, RFC 3552, July 2003.

Appendix A. Protocol constant values

Value	Name
0x01	TAG_NEXTK
0x02	TAG_SESSID
0x03	TAG_REKEY
0x04	TAG_KEY_C_ENC
0x05	TAG_KEY_C_MAC
0x06	TAG_KEY_S_ENC
0x07	TAG_KEY_S_MAC

Protocol constants.

Table 4

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