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Extended Authentication Within ISAKMP/Oakley

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Abstract

This document describes a method for using existing unidirectional authentication mechanisms such as RADIUS, SecureID, and OTP with ISAKMP.

R. Pereira [Page 1]

Table of Contents

1. Introduction
1.1 Extended Authentication
1.2 Specification of Requirements
2. Authentication Types
2.1 Simple Authentication
2.2 Challenge/Response
2.3 Two-Factor Authentication
2.4 One-Time-Password
3. Interaction with ISAKMP
3.1 Exchanges
4. Extensions to ISAKMP-Config
<u>4.1</u> NOTIFY Types <u>6</u>
<u>4.2</u> Attributes6
4.3 Authentication Types
5. Security Considerations
<u>6</u> . References <u>9</u>
7. Editor's Address

1. Introduction

The following technique allows IPSec's ISAKMP/Oakley protocol to support extended authentication mechanisms like two-factor authentication, challenge/response and other remote access unidirectional authentication methods.

These authentication mechanisms have a large deployment in remote access applications and many IT departments have requirements for these unidirectional authentication mechanisms.

1.1 Extended Authentication

Two-factor authentication and challenge/response schemes like SDI's SecureID and RADIUS are forms of authentication that allow a gateway, firewall, or network access server to offload the user administration and authentication to a central management server. IPSec's ISAKMP/Oakley protocol supports certificates (RSA & DSS), shared-secret, and Kerberos as authentication methods, but since the authentication methods described within this document are only unidirectional authentication methods (client to a gateway/firewall), they cannot be used by themselves, but must be used in-conjunction with the other standard authentication methods.

The technique described within this document utilizes ISAKMP to transfer the user's authentication information (name, password) to the gateway/firewall in a secured ISAKMP message. The gateway/firewall would then use either the appropriate protocol

R. Pereira [Page 2]

(RADIUS, SecureID, OTP) to authenticate the user. This allows the authentication server to be within the private network that the gateway/firewall is protecting.

1.2 Specification of Requirements

The keywords "MUST", "MUST NOT", "REQUIRED", "SHOULD", "SHOULD NOT", and "MAY" that appear in this document are to be interpreted as described in [Bradner97].

2. Authentication Types

2.1 Simple Authentication

Where a user name and password are required for authentication.

2.2 Challenge/Response

Where a challenge from the gateway/firewall must be incorporated with the reply. This makes each reply different.

2.3 Two-Factor Authentication

This authentication method combines something the user knows (their password) and something that the user has (a token card).

Some mechanisms allow for another request of the passcode;

R. Pereira [Page 3]

2.4 One-Time-Password

Similar to the Challenge/Response method, this method allows authentication that is secure against passive attacks based on replaying captured passwords.

3. Interaction with ISAKMP

This protocol utilizes the mechanisms described in ISAKMP-Config [Pereira97] to accomplish its request/reply transaction through ISAKMP.

An edge device (gateway or firewall) may request extended authentication from a IPSec host (end-node), thus forcing the host to respond with its extended authentication credentials. The edge device will then respond with a failed or passed message.

Example:

When the edge device requests extended authentication, it will specify the type of extra authentication and any parameters required for it. These parameters MAY be the attributes that it requires for authentication or they MAY be information required for the IPSec host's reply (eg. challenge string).

The last message, is simply a reply back from the gateway/firewall denoting failure or passing. The replay MAY have some textual

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R. Pereira [Page 4]

gateway/firewall may also request another authentication, like Secure ID's next PIN request, where the user is required to enter the next passcode to further verify the user.

3.1 Exchanges

ISAKMP-Config sets forth some guidelines on where these exchanges may take place. This document will add on to those guidelines in relation to extended authentication exchanges.

As described in the last section, the edge device requests extended authentication. This MUST be supported at least in these three places:

- [1] ISAKMP Main Mode in the responder's second message if the client's ID is not relevant to decide whether or not to request extended authentication.
- [2] ISAKMP Main Mode in the responder's third message if the client's ID is relevant in deciding whether or not to request extended authentication.
- [3] ISAKMP Aggressive mode in the responder's first message if identity protection is not required for ISAKMP.

The main reason that only the above three places are valid are because the client's reply MUST be secured since it will carry sensitive information like passwords.

In the case of Aggressive Mode, ISAKMP-Config [Pereira97] denotes that the response be sent in an encrypted InfoMode ISAKMP message after the Aggressive Mode is done and an ISAKMP SA exists between the two peers.

The extended authentication exchange MAY also be used in Quick Mode, but for inter-operability's sake, the methods listed above MUST be supported.

4. Extensions to ISAKMP-Config

The following are extensions to the ISAKMP-Config [Pereira97] specification to support Extended Authentication.

R. Pereira [Page 5]

4.1 NOTIFY Types

Туре	Value
ISAKMP_CFG_REQUEST ISAKMP_CFG_REPLY ISAKMP_CFG_AUTH_OK ISAKMP_CFG_AUTH_FAILED	(as defined in [Pereira97]) (as defined in [Pereira97]) 105 106

- o ISAKMP_CFG_REQUEST This message is sent from an edge device to an IPSec host trying to request extended authentication. Attributes that it requires sent back in the reply MUST be included with a length of zero (0). Attributes required for the authentication reply, such as a challenge string MUST be included with the proper values filled in.
- o ISAKMP_CFG_REPLY This message MUST contain the authentication attributes that were requested by the edge device filled in.
- o ISAKMP_CFG_AUTH_OK This message MAY contain a textual message in the XAUTH_MESSAGE attribute.
- o ISAKMP_CFG_AUTH_FAILED This message MAY contain a textual message in the XAUTH_MESSAGE attribute.

4.2 Attributes

Attribute	Value	Туре	
XAUTH_TYPE	101	Basic	
XUATH_USER_NAME	102	Variable ASCII str	ing
XAUTH_USER_PASSWORD	103	Variable ASCII str	ing
XAUTH_PASSCODE	104	Variable ASCII str	ing
XAUTH_MESSAGE	105	Variable ASCII str	ing
XAUTH_CHALLENGE	106	Variable ASCII str	ing
XAUTH_DOMAIN	107	Variable ASCII str	ing

- o XAUTH_TYPE The type of extended authentication requested whose values are described in the next section. This is a mandatory attribute for the ISAKMP_CFG_REQUEST and ISAKMP_CFG_REPLY messages.
- o XAUTH_USER_NAME The user name MAY be any unique identifier of the user such as a login name, an email address, or a X.500 Distinguished Name.
- o XAUTH_USER_PASSWORD The user's password.

R. Pereira [Page 6]

o XAUTH_PASSCODE - A token card's passcode. This SHOULD only be used when the password attribute is also used.

- o XAUTH_MESSAGE A textual message from an edge device to an IPSec host. This message SHOULD be displayed to the user to notify them of the reason why authentication failed or succeed.
- o XAUTH_CHALLENGE A challenge string sent from the edge device to the IPSec host for it to include in its calculation of a password or passcode. This attribute SHOULD only be sent in a ISAKMP_CFG_REQUEST message.
- o XAUTH_DOMAIN The domain to be authenticated in. This value will have different meaning depending on the authentication type.

4.3 Authentication Types

Value	Authentication Required
0	Generic
1	RADIUS
2	OTP
3	NT Domain
4	Unix Login
5	SDI SecureID
6	AXENT Defender
7	LeeMah InfoCard
8	ActiveCard
9	Secure Computing Enigma (DES Gold)
10	TACACS
11	TACACS+
12	S/KEY
13	NDS (Netware Directory Services)

- o Generic A catch-all type that allows for future extensibility and a generic mechanism to request authentication information. This method allows for any type of extended authentication.
- o RADIUS A RADIUS [Radius97] server requires a user name and a password, but since RADIUS may be proxying for another type of authentication method, both the request and the reply MAY be like any of the other extended authentication types.
- o OTP One-Time-Passwords as defined in [Opt96] uses a challenge string to request a certain generated password. The request SHOULD contain a user name, password and a challenge string

R. Pereira [Page 7]

while the reply MUST contain the user name and the generated password. The challenge string is formatted as defined in $[\underline{\text{Metz97}}]$.

- o NT Domain This authentication type provides for user authentication by login into a Windows NT(r) domain. The request SHOULD contain empty user name, password and domain attributes. The reply MUST contain all of these attributes filled in. The domain attribute is optional for both messages, and SHOULD NOT be included in the reply if it isn t included in the request.
- o Unix Login Much like the NT Domain authentication type, but this will authenticate the user to a Unix(r) workstation.
- o SDI SecureID, AXENT Defender, LeeMah InfoCard, ActiceCard, Enigma/DES Gold All of these (and others) use smart cards to generate a 'passcode' to authenticate the user. This passcode combined with the user's password provides stronger authentication than just passwords. The response MUST include the user name, user password and the token card's passcode. This authentication type MIGHT also include a challenge string in the request.
- o TACACS Defined in [<u>Tacacs93</u>], this authentication protocol was the precursor to RADIUS, thus the same rules apply.
- o TACACS+ Defined in [Tacacs+97], this authentication protocol is an updated version of the original TACACS protocol, thus the same rules apply.
- o S/KEY This one-time-password scheme defined in [Skey95] was the precursor to OTP, thus the same rules apply.
- o NDS Much like the NT Domain authentication type, but this will authenticate the user to a NetWare Directory server.

Security Considerations

Care should be taken when sending sensitive information over public networks such as the Internet. A user's password should never be sent in the clear and when sent encrypted, the destination MUST have been previously authenticated. The use of ISAKMP-Config [Pereira97] plus further guidelines outlined in this document address these issues.

R. Pereira [Page 8]

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