

TLS – Cached Information

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3xA Security

(<http://AAA-sec.com>)

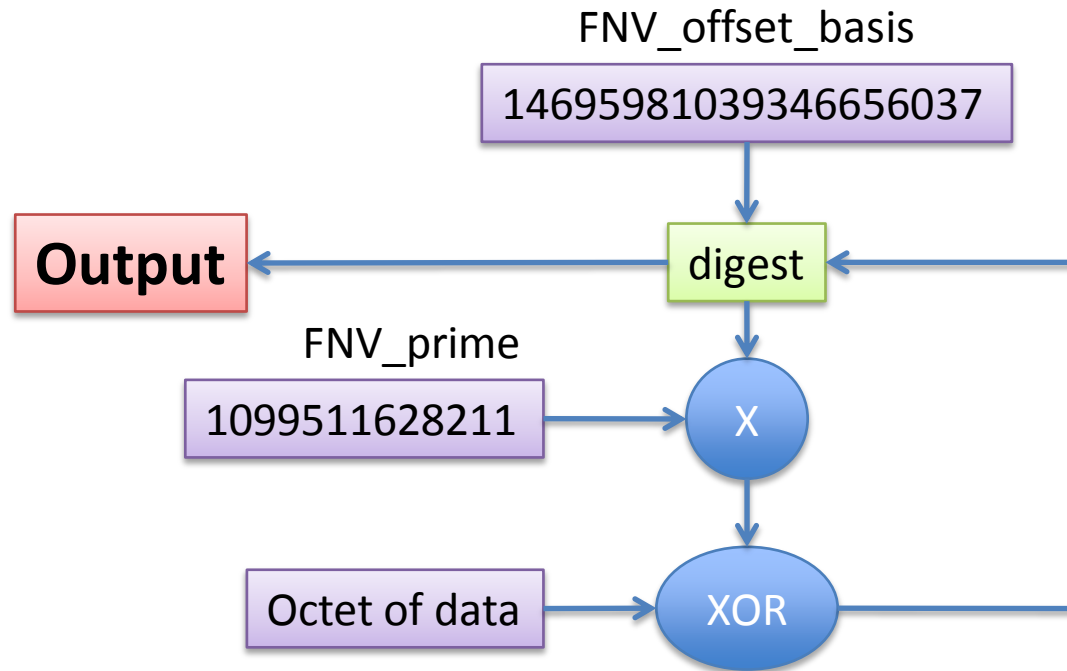
Status

- Substantial discussions since last IETF
 - Problems related to use of hash algorithms
 - Agility complexity
 - Need to specify a must implement hash for interoperability
 - No strong security requirements
 - Need for client to query server for cached info support
 - Need to explicitly define substitution syntax for each object type which preserve syntax of re-used handshake messages – alternatively define new handshake messages for substitution
- Result: Major rewrite in draft 04

Major changes in draft 04

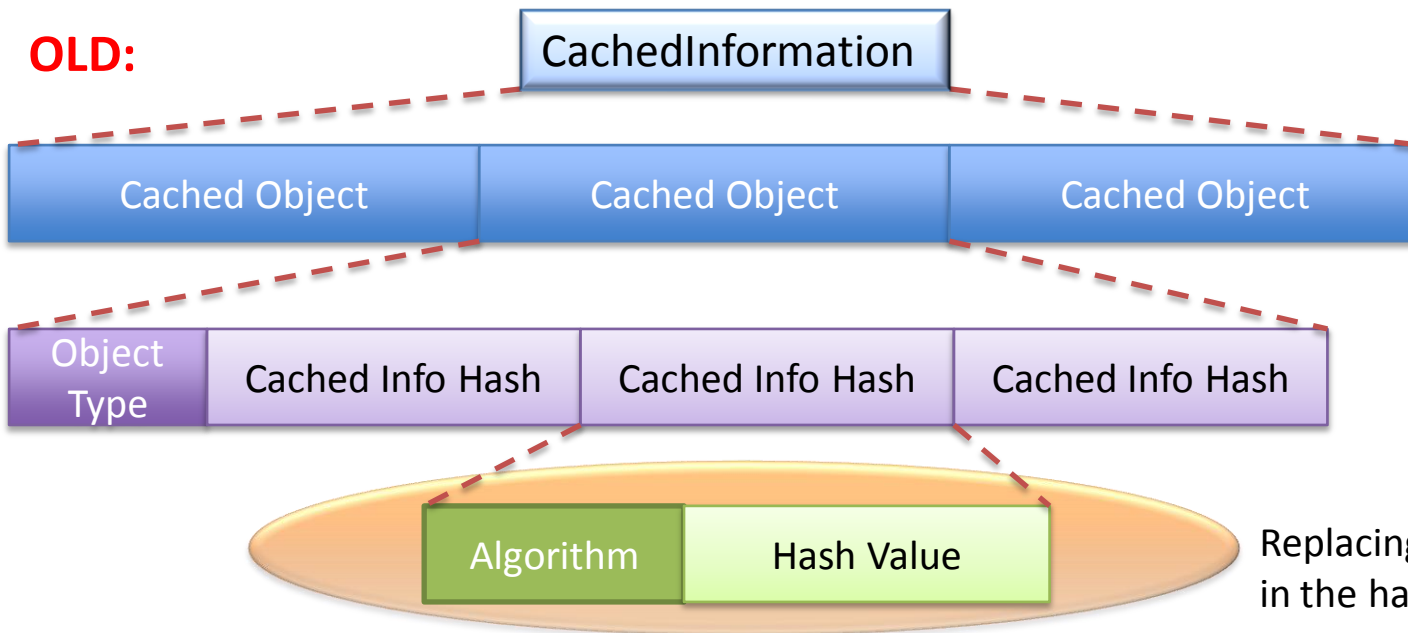
- All use of hash functions replaced with FNV-1 digest
 - FNV-1 specified in Annex 1
 - This specification uses the term “digest” instead of “hash” to avoid confusion and security concerns.
- Reconnaissance
 - Client may check server capability before caching
 - Server may provide supported digest values
- Defined substitution syntax for each object type
 - Preserving original handshake message syntax

FNV-1 digest



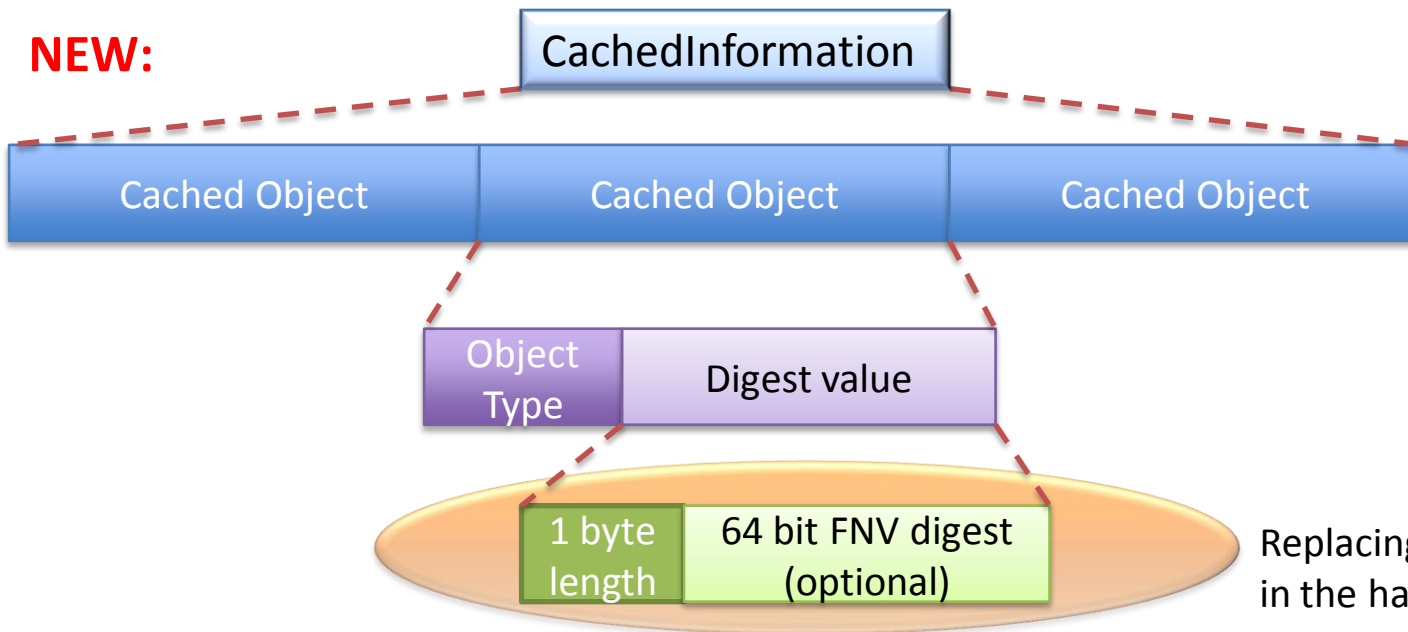
```
digest = FNV_offset_basis
for each octet_of_data to be digested
    digest = digest * FNV_prime
    digest = digest XOR octet_of_data
return digest
```

OLD:



Replacing cached objects in the handshake protocol

NEW:



Replacing cached objects in the handshake protocol

Extension syntax

Old

```
enum {
    certificate_chain(1), trusted_cas(2),
    (255)
} CachedInformationType;

struct {
    HashAlgorithm hash;
    opaque hash_value<1..255>;
} CachedInformationHash;

struct {
    CachedInformationType type;
    CachedInformationHash hashes<1..2^16-1>;
} CachedObject;

struct {
    CachedObject cached_info<1..2^16-1>;
} CachedInformation;
```

New

```
enum {
    certificate_chain(1), trusted_cas(2),
    (255)
} CachedInformationType;

struct {
    CachedInformationType type;
    opaque digest_value<0..8>;
} CachedObject;

struct {
    CachedObject cached_info<1..2^16-1>;
} CachedInformation;
```

Client Extension

- Reconnaissance
 - Client MAY send empty cached info extension to query server capabilities
- Cached information
 - Client provide one digest value for each cached information object

Server Extension response

- Empty CI extension
 - Server supports information caching
- Cached objects with absent digest
 - Server supports caching of specified object types
- Cached objects with digest
 - Server supports caching of specified object types with specified digest values

Message flow

Client

Server

Client Hello with Cached Information Extension



Server Hello with Cached Information Extension



Example substitution



Certificate Message



Substitution Syntax – certificate_chain

Original handshake message syntax defined in RFC 5246 [RFC5246]:

```
opaque ASN.1Cert<1..2^24-1>;

struct {
    ASN.1Cert certificate_list<0..2^24-1>;
} Certificate;
```

Substitution syntax is defined by expanding the definition of the opaque ASN.1Cert structure:

```
struct {
    opaque digest_value<0..8>;
} ASN.1Cert
```

Substitution Syntax – trusted_cas

Original handshake message syntax defined in RFC 5246 [RFC5246]:

```
opaque DistinguishedName<1..2^16-1>;

struct {
    ClientCertificateType certificate_types<1..2^8-1>;
    SignatureAndHashAlgorithm
        supported_signature_algorithms<2^16-1>;
    DistinguishedName certificate_authorities<0..2^16-1>;
} CertificateRequest
```

The substitution syntax is defined by expanding the definition of the opaque DistinguishedName structure:

```
struct {
    opaque digest_value<0..8>;
} DistinguishedName
```

Alternatives

1. Replace `opaque digest_value<0..8>;` with `opaque digest_value[8];`
 - Define a fixed 64 bit value to represent absent digest, e.g. [0,0,0,0,0,0,0,0]
2. Keep `opaque digest_value<0..8>;` but omit the one byte length in the substitution syntax

Way forward

- Evaluate the proposed updates
- Specify FNV in separate RFC?
- Obtain necessary permissions from FNV authors (copyright, not IPR)?
- If major changes are still required – Possible co-author
- WGLC

Questions / Comments

