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A RADIUS Attribute, Binding, Profiles, Name Identifier Format, and
Confirmation Methods for SAML
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Abstract

This document describes the use of the Security Assertion Mark-up Language (SAML) with RADIUS in the context of the ABFAB architecture. It defines two RADIUS attributes, a SAML binding, a SAML name identifier format, two SAML profiles, and two SAML confirmation methods. The RADIUS attributes permit encapsulation of SAML assertions and protocol messages within RADIUS, allowing SAML entities to communicate using the binding. The two profiles describe the application of this binding for ABFAB authentication and assertion query/request, enabling a Relying Party to request authentication of, or assertions for, users or machines (Clients). These Clients may be named using a NAI name identifier format. Finally, the subject confirmation methods allow requests and queries to be issued for a previously authenticated user or machine without needing to explicitly identify them as the subject. The use of the artifacts defined in this document is not exclusive to ABFAB. They can be applied in any AAA scenario, such as the network access control.

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1. Introduction

Within the ABFAB (Application Bridging for Federated Access Beyond web) architecture [I-D.ietf-abfab-arch] it is often desirable to convey Security Assertion Mark-up Language (SAML) assertions and protocol messages.

SAML typically only considers the use of HTTP-based transports, known as bindings [OASIS.saml-bindings-2.0-os], which are primarily intended for use with the SAML V2.0 Web Browser Single Sign-On Profile [OASIS.saml-profiles-2.0-os]. However the goal of ABFAB is to extend the applicability of federated identity beyond the Web to other applications by building on the AAA framework. Consequently there exists a requirement for SAML to integrate with the AAA framework and protocols such as RADIUS [RFC2865] and Diameter [RFC6733], in addition to HTTP.

In summary this document specifies:

- o Two RADIUS attributes to encapsulate SAML assertions and protocol messages respectively.
- o A SAML RADIUS binding that defines how SAML assertions and protocol messages can be transported by RADIUS within a SAML exchange.
- o A SAML name identifier format in the form of a Network Access Identifier.
- o A profile of the SAML Authentication Request Protocol that uses the SAML RADIUS binding to effect SAML-based authentication and authorization.
- o A profile of the SAML Assertion Query And Request Protocol that uses the SAML RADIUS binding to effect the query and request of SAML assertions.
- o Two SAML Subject Confirmation Methods for indicating that a user or machine client is the subject of an assertion.

This document adheres to the guidelines stipulated by [OASIS.saml-bindings-2.0-os] and [OASIS.saml-profiles-2.0-os] for defining new SAML bindings and profiles respectively, and other conventions applied formally or otherwise within SAML. In particular, this document provides a 'Required Information' section for the binding and profiles that enumerate:

- o A URI that uniquely identifies the protocol binding or profile.
- o Postal or electronic contact information for the author.
- o A reference to previously defined bindings or profiles that the new binding updates or obsoletes.
- o In the case of a profile, any SAML confirmation method identifiers defined and/or utilized by the profile.

1.1. Terminology

This document uses terminology from a number of related standards, which tend to adopt different terms for similar or identical concepts. In general the document uses, when possible, the ABFAB term for the entity, as described in [I-D.ietf-abfab-arch]. For reference we include this table which maps the different terms into a single view.

Protocol	Client	Relying Party	Identity Provider
ABFAB	Client	Relying Party	Identity Provider
SAML	Subject Principal	Service Provider Requester Consumer	Identity Provider Responder Issuer
RADIUS	User	NAS RADIUS client	AS RADIUS server

Table 1. Terminology

2. Conventions

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].

3. RADIUS SAML Attributes

The RADIUS SAML binding defined in Section 4 of this document uses two attributes to convey SAML assertions and protocol messages [OASIS.saml-core-2.0-os]. Owing to the typical size of these structures, these attributes use the Long Extended Type format [RFC6929] to encapsulate their data. RADIUS entities MUST NOT include both attributes in the same RADIUS message, as they represent exclusive alternatives to convey SAML information.

3.1. SAML-Assertion attribute

This attribute is used to encode a SAML assertion. The following figure represents the format of this attribute.

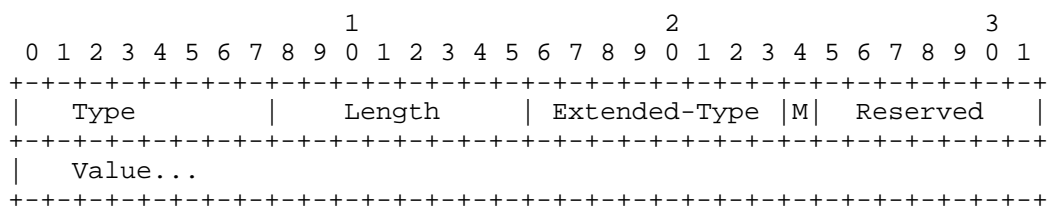


Figure 1: SAML-Assertion format

Type

245 (To be confirmed by IANA)

Length

>= 5

Extended-Type

TBD1

M (More)

As described in [RFC6929].

Reserved

As described in [RFC6929].

Value

One or more octets encoding a SAML assertion.

3.2. SAML-Protocol attribute

This attribute is used to encode a SAML protocol message. The following figure represents the format of this attribute.

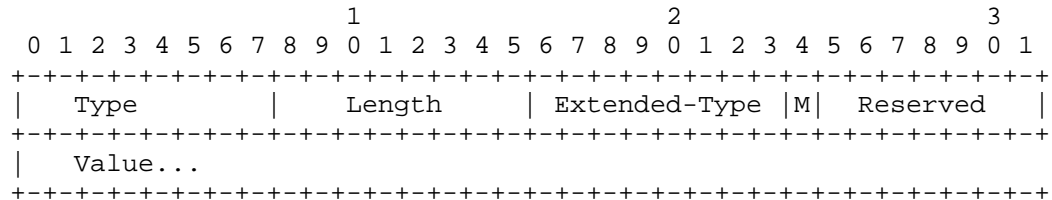


Figure 2: SAML-Protocol format

Type

245 (To be confirmed by IANA)

Length

>= 5

Extended-Type

TBD2

M (More)

As described in [RFC6929].

Reserved

As described in [RFC6929].

Value

One or more octets encoding a SAML protocol message.

4. SAML RADIUS Binding

The SAML RADIUS binding defines how RADIUS [RFC2865] can be used to enable a RADIUS client and server to exchange SAML assertions and protocol messages.

4.1. Required Information

Identification: urn:ietf:params:abfab:bindings:radius

Contact information: iesg@ietf.org

Updates: None.

4.2. Operation

In this specification, the Relying Party MUST trust any statement in the SAML messages from the IdP in the same way that it trusts information contained in RADIUS attributes. These entities MUST trust the RADIUS infrastructure to provide integrity of the SAML messages.

Hence, it is REQUIRED that the RADIUS exchange is protected using TLS encryption for RADIUS [RFC6614] to provide confidentiality and integrity protection, unless alternative methods to ensure them are used, such as IPSEC tunnels or a sufficiently secure internal network.

Implementations of this profile can take advantage of mechanisms to permit the transport of longer SAML messages over RADIUS transports, such as the Support of fragmentation of RADIUS packets [RFC7499] or Larger Packets for RADIUS over TCP [I-D.ietf-radext-bigger-packets].

There are two system models for the use of SAML over RADIUS. The first is a request-response model, using the RADIUS SAML-Protocol

attribute defined in Section 3 to encapsulate the SAML protocol messages.

1. The RADIUS client, acting as a Relying Party (RP), transmits a SAML request element within a RADIUS Access-Request message. This message MUST include a single instance of the RADIUS User-Name attribute whose value MUST conform to the Network Access Identifier [RFC7542] scheme. The Relying Party MUST NOT include more than one SAML request element.
2. The RADIUS server, acting as an Identity Provider (IdP), returns a SAML protocol message within a RADIUS Access-Accept or Access-Reject message. These messages necessarily conclude a RADIUS exchange and therefore this is the only opportunity for the Identity Provider to send a response in the context of this exchange. The Identity Provider MUST NOT include more than one SAML response. An IdP that refuses to perform a message exchange with the Relying Party can silently discard the SAML request (this could subsequently be followed by a RADIUS Access-Reject, as the same conditions that cause the IdP to discard the SAML request may also cause the RADIUS server to fail to authenticate).

The second system model permits a RADIUS server acting as an Identity Provider to use the RADIUS SAML-Assertion attribute defined in Section 3 to encapsulate an unsolicited SAML assertion. This attribute MUST be included in a RADIUS Access-Accept message. When included, the attribute MUST contain a single SAML assertion.

RADIUS servers MUST NOT include both the SAML-Protocol and the SAML-Assertion attribute in the same RADIUS message. If an IdP is producing a response to a SAML request, then the first system model is used. An IdP MAY ignore a SAML request and send an unsolicited assertion using the second system model using the RADIUS SAML-Assertion attribute.

In either system model, Identity Providers SHOULD return a RADIUS state attribute as part of the Access-Accept message so that future SAML queries or requests can be run against the same context of an authentication exchange.

This binding is intended to be composed with other uses of RADIUS, such as network access. Therefore, other arbitrary RADIUS attributes MAY be used in either the request or response.

In the case of a SAML processing error, the RADIUS server MAY include a SAML response message with an appropriate value for the `<samlp:Status>` element within the Access-Accept or Access-Reject

packet to notify the client. Alternatively, the RADIUS server can respond without a SAML-Protocol attribute.

4.3. Processing of names

SAML entities using profiles making use of this binding will typically possess both the SAML and AAA names of their correspondents. Frequently these entities will need to apply policies using these names; for example, when deciding to release attributes. Often these policies will be security-sensitive, and so it is important that policy is applied on these names consistently.

4.3.1. AAA names

These rules relate to the processing of AAA names by SAML entities using profiles making use of this binding.

- o Identity Providers SHOULD apply policy based on the Relying Party's identity associated with the RADIUS Access-Request.
- o Relying Parties SHOULD apply policy based on the NAI realm associated with the RADIUS Access-Accept.

4.3.2. SAML names

These rules relate to the processing of SAML names by SAML entities using profiles making use of this binding.

Identity Providers MAY apply policy based on the Relying Party's SAML entityId. In such cases, at least one of the following methods is required in order to establish a relation between the SAML name and the AAA name of the Relying Party:

- o RADIUS client identity in trusted SAML metadata (as described in section Section 4.3.3).
- o RADIUS client identity in trusted digitally signed SAML request.

A digitally signed SAML request without the RADIUS client identity is not sufficient, since a malicious RADIUS entity can observe a SAML message and include it in a different RADIUS message without the consent of the issuer of that SAML message. If an Identity Provider were to process the SAML message without confirming that it applied to the RADIUS message, inappropriate policy would be used.

Relying Parties MAY apply policy based on the SAML issuer's <entityId>. In such cases, at least one of the following methods is

required in order to establish a relationship between the SAML name and the AAA name of the Identity Provider:

- o RADIUS realm in trusted SAML metadata (as described in section Section 4.3.3).
- o RADIUS realm in trusted digitally signed SAML response or assertion.

A digitally signed SAML response alone is not sufficient for the same reasons described above for SAML requests.

4.3.3. Mapping of AAA names in SAML metadata

This section defines extensions to the SAML metadata schema [OASIS.saml-metadata-2.0-os] that are required in order to represent AAA names associated with a particular <EntityDescriptor> element.

In SAML metadata, a single entity may act in many different roles in the support of multiple profiles. This document defines two new roles: RADIUS IDP and RADIUS RP, requiring the declaration of two new subtypes of RoleDescriptorType: RADIUSIDPDescriptorType and RADIUSRPDescriptorType. These subtypes contain the additional elements required to represent AAA names for IDP and RP entities respectively.

4.3.3.1. RADIUSIDPDescriptorType

The RADIUSIDPDescriptorType complex type extends RoleDescriptorType with elements common to IdPs that support RADIUS. It contains the following additional elements:

<RADIUSIDPService> [Zero or More] Zero or more elements of type EndpointType that describe RADIUS endpoints that are associated with the entity.

<RADIUSRealm> [Zero or More] Zero or more elements of type string that represent the acceptable values of the RADIUS realm associated with the entity, obtained from the realm part of RADIUS User-Name attribute.

The following schema fragment defines the RADIUSIDPDescriptorType complex type:

```

    <complexType name="RADIUSIDPDescriptorType">
      <complexContent>
        <extension base="md:RoleDescriptorType">
          <sequence>
            <element ref="abfab:RADIUSIDPService" minOccurs="0" maxOccurs="unbounded"/>
            <element ref="abfab:RADIUSRealm" minOccurs="0" maxOccurs="unbounded"/>
          </sequence>
        </extension>
      </complexContent>
    </complexType>
    <element name="RADIUSIDPService" type="md:EndpointType"/>
    <element name="RADIUSRealm" type="string"/>

```

Figure 3: RADIUSIDPDescriptorType schema

4.3.3.2. RADIUSRPDescriptorType

The RADIUSRPDescriptorType complex type extends RoleDescriptorType with elements common to RPs that support RADIUS. It contains the following additional elements:

- <RADIUSRPService> [Zero or More] Zero or more elements of type EndpointType that describe RADIUS endpoints that are associated with the entity.
- <RADIUSNasIpAddress> [Zero or More] Zero or more elements of type string that represent the acceptable values of the RADIUS NAS-IP-Address or NAS-IPv6-Address attributes associated with the entity.
- <RADIUSNasIdentifier> [Zero or More] Zero or more elements of type string that represent the acceptable values of the RADIUS NAS-Identifier attribute associated with the entity.
- <RADIUSGssEapName> [Zero or More] Zero or more elements of type string that represent the acceptable values of the GSS-EAP acceptor name associated with the entity. The format for this name is described in section 3.1 of [RFC7055], while section 3.4 describes how that name is decomposed and transported using RADIUS attributes.

The following schema fragment defines the RADIUSRPDescriptorType complex type:

```

<complexType name="RADIUSRPDescriptorType">
  <complexContent>
    <extension base="md:RoleDescriptorType">
      <sequence>
        <element ref="md:RADIUSRPService" minOccurs="0" maxOccurs="unbounded" />
        <element ref="md:RADIUSNasIpAddress" minOccurs="0" maxOccurs="unbounded" />
        <element ref="md:RADIUSNasIdentifier" minOccurs="0" maxOccurs="unbounded" />
        <element ref="md:RADIUSGssEapName" minOccurs="0" maxOccurs="unbounded" />
      </sequence>
    </extension>
  </complexContent>
</complexType>
<element name="RADIUSRPService" type="md:EndpointType" />
<element name="RADIUSNasIpAddress" type="string" />
<element name="RADIUSNasIdentifier" type="string" />
<element name="RADIUSGssEapName" type="string" />

```

Figure 4: RADIUSRPDescriptorType schema

4.3.4. Example of SAML metadata including AAA names

The following figures illustrate an example of metadata including AAA names for an IDP and a RP respectively. The IDP's SAML name is "https://IdentityProvider.com/", whereas its RADIUS realm is "idp.com". The RP's SAML name is "https://RelyingParty.com/SAML", being its GSS-EAP acceptor name "nfs/fileserver.rp.com@RP.COM".

```

<EntityDescriptor xmlns="urn:oasis:names:tc:SAML:2.0:metadata"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:abfab="urn:ietf:params:xml:ns:abfab"
  entityID="https://IdentityProvider.com/SAML">
  <RoleDescriptor xsi:type="abfab:RADIUSIDPDescriptorType"
    protocolSupportEnumeration="urn:oasis:names:tc:SAML:2.0:protocol">
    <RADIUSRealm>idp.com</RADIUSRealm>
  </RoleDescriptor>
</EntityDescriptor>

```

Figure 5: Metadata for the IDP

```
<EntityDescriptor xmlns="urn:oasis:names:tc:SAML:2.0:metadata"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:abfab="urn:ietf:params:xml:ns:abfab"
  entityID="https://RelyingParty.com/SAML">
  <RoleDescriptor xsi:type="abfab:RADIUSRPDescriptorType"
    protocolSupportEnumeration="urn:oasis:names:tc:SAML:2.0:protocol">
    <RADIUSGssEapName>nfs/fileserver.rp.com@RP.COM</RADIUSGssEapName>
  </RoleDescriptor>
</EntityDescriptor>
```

Figure 6: Metadata for the RP

4.4. Use of XML Signatures

This binding calls for the use of SAML elements that support XML signatures. To promote interoperability, implementations of this binding **MUST** support a default configuration that does not require the use of XML signatures. Implementations **MAY** choose to use XML signatures.

4.5. Metadata Considerations

These binding and profiles are mostly intended to be used without metadata. In this usage, RADIUS infrastructure is used to provide integrity and naming of the SAML messages and assertions. RADIUS configuration is used to provide policy, including which attributes are accepted from a Relying Party and which attributes are sent by an Identity Provider.

Nevertheless, if metadata is used, the roles describe in section Section 4.3.3 **MUST** be present.

5. Network Access Identifier Name Identifier Format

URI: urn:ietf:params:abfab:nameid-format:nai

Indicates that the content of the element is in the form of a Network Access Identifier (NAI) using the syntax described by [RFC7542].

6. RADIUS State Confirmation Method Identifiers

URI: urn:ietf:params:abfab:cm:user

URI: urn:ietf:params:abfab:cm:machine

Indicates that the Subject is the system entity (either the user or machine) authenticated by a previously transmitted RADIUS Access-

Accept message, as identified by the value of that RADIUS message's State attribute.

7. ABFAB Authentication Profile

In the scenario supported by the ABFAB Authentication Profile, a Client controlling a User Agent requests access to a Relying Party. The Relying Party uses RADIUS to authenticate the Client. In particular, the Relying Party, acting as a RADIUS client, attempts to validate the Client's credentials against a RADIUS server acting as the Client's Identity Provider. If the Identity Provider successfully authenticates the Client, it produces an authentication assertion which is consumed by the Relying Party. This assertion MAY include a name identifier that can be used between the Relying Party and the Identity Provider to refer to the Client.

7.1. Required Information

Identification: urn:ietf:params:abfab:profiles:authentication

Contact information: iesg@ietf.org

SAML Confirmation Method Identifiers: The SAML V2.0 "RADIUS State" confirmation method identifiers, either urn:ietf:params:abfab:cm:user or urn:ietf:params:abfab:cm:machine, are used by this profile.

Updates: None.

7.2. Profile Overview

To implement this scenario, this profile of the SAML Authentication Request protocol MUST be used in conjunction with the SAML RADIUS binding defined in Section 4.

This profile is based on the SAML V2.0 Web Browser Single Sign-On Profile [OASIS.saml-profiles-2.0-os]. There are some important differences, specifically:

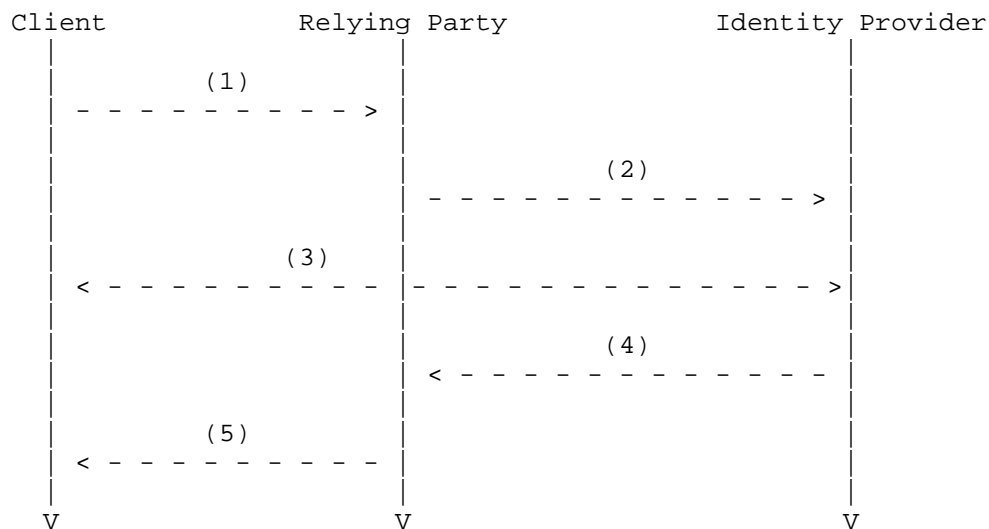
Authentication: This profile does not require the use of any particular authentication method. The ABFAB architecture does require the use of EAP [RFC3579], but this specification may be used in other non-ABFAB scenarios.

Bindings: This profile does not use HTTP-based bindings. Instead all SAML protocol messages are transported using the SAML RADIUS binding defined in Section 4. This is intended to reduce the number of bindings that implementations must support to be interoperable.

Requests: The profile does not permit the Relying Party to name the `<saml:Subject>` of the `<samlp:AuthnRequest>`. This is intended to simplify implementation and interoperability.

Responses: The profile only permits the Identity Provider to return a single SAML message or assertion that **MUST** contain exactly one authentication statement. Other statements may be included within this assertion at the discretion of the Identity Provider. This is intended to simplify implementation and interoperability.

Figure 7 below illustrates the flow of messages within this profile.



The following steps are described by the profile. Within an individual step, there may be one or more actual message exchanges.

Figure 7

1. Client request to Relying Party (Section 7.3.1): In step 1, the Client, via a User Agent, makes a request for a secured resource at the Relying Party. The Relying Party determines that no security context for the Client exists and initiates the authentication process.
2. Relying Party issues `<samlp:AuthnRequest>` to Identity Provider (Section 7.3.2). In step 2, the Relying Party may optionally issue a `<samlp:AuthnRequest>` message to be delivered to the Identity Provider using the SAML-Protocol RADIUS attribute.

3. Identity Provider identifies Client (Section 7.3.3). In step 3, the Client is authenticated and identified by the Identity Provider, while honoring any requirements imposed by the Relying Party in the <samlp:AuthnRequest> message if provided.
4. Identity Provider issues <samlp:Response> to Relying Party (Section 7.3.4). In step 4, the Identity Provider issues a <samlp:Response> message to the Relying Party using the SAML RADIUS binding. The response either indicates an error or includes a SAML Authentication Statement in exactly one SAML Assertion. If the RP did not send an <samlp:AuthnRequest>, the IdP issues an unsolicited <samlp:Assertion>, as described in Section 7.4.4.
5. Relying Party grants or denies access to Client (Section 7.3.5). In step 5, having received the response from the Identity Provider, the Relying Party can respond to the Client with its own error, or can establish its own security context for the Client and return the requested resource.

7.3. Profile Description

The ABFAB Authentication Profile is a profile of the SAML V2.0 Authentication Request Protocol [OASIS.saml-core-2.0-os]. Where both specifications conflict, the ABFAB Authentication Profile takes precedence.

7.3.1. Client Request to Relying Party

The profile is initiated by an arbitrary Client request to the Relying Party. There are no restrictions on the form of the request. The Relying Party is free to use any means it wishes to associate the subsequent interactions with the original request. The Relying Party, acting as a RADIUS client, attempts to authenticate the Client.

7.3.2. Relying Party Issues <samlp:AuthnRequest> to Identity Provider

The Relying Party uses RADIUS to communicate with the Client's Identity Provider. The Relying Party MAY include a <samlp:AuthnRequest> within this RADIUS Access-Request message using the SAML-Protocol RADIUS attribute. The next hop destination MAY be the Identity Provider or alternatively an intermediate RADIUS proxy.

Profile-specific rules for the contents of the <samlp:AuthnRequest> element are given in Section 7.4.1.

7.3.3. Identity Provider Identifies Client

The Identity Provider MUST establish the identity of the Client using a RADIUS authentication method, or else it will return an error. If the ForceAuthn attribute on the <samlp:AuthnRequest> element (if sent by the Relying Party) is present and true, the Identity Provider MUST freshly establish this identity rather than relying on any existing session state it may have with the Client (for example, TLS state that may be used for session resumption). Otherwise, and in all other respects, the Identity Provider may use any method to authenticate the Client, subject to the constraints called out in the <samlp:AuthnRequest> message.

7.3.4. Identity Provider Issues <samlp:Response> to Relying Party

The Identity Provider MUST conclude the authentication in a manner consistent with the RADIUS authentication result. The IdP MAY issue a <samlp:Response> message to the Relying Party that is consistent with the authentication result, as described in [OASIS.saml-core-2.0-os]. This SAML response is delivered to the Relying Party using the SAML RADIUS binding described in Section 4.

Profile-specific rules regarding the contents of the <samlp:Response> element are given in Section 7.4.2.

7.3.5. Relying Party Grants or Denies Access to Client

If a <samlp:Response> message is issued by the Identity Provider, the Relying Party MUST process that message and any enclosed assertion elements as described in [OASIS.saml-core-2.0-os]. Any subsequent use of the assertion elements is at the discretion of the Relying Party, subject to any restrictions contained within the assertions themselves or from any previously established out-of-band policy that governs the interaction between the Identity Provider and the Relying Party.

7.4. Use of Authentication Request Protocol

This profile is based on the Authentication Request Protocol defined in [OASIS.saml-core-2.0-os]. In the nomenclature of actors enumerated in section 3.4 of that document, the Relying Party is the requester, the User Agent is the attesting entity and the Client is the Requested Subject.

7.4.1. <samlp:AuthnRequest> Usage

The Relying Party MUST NOT include a <saml:Subject> element in the request. The authenticated RADIUS identity identifies the Client to the Identity Provider.

A Relying Party MAY include any message content described in [OASIS.saml-core-2.0-os], section 3.4.1. All processing rules are as defined in [OASIS.saml-core-2.0-os].

If the Relying Party wishes to permit the Identity Provider to establish a new identifier for the Client if none exists, it MUST include a <saml:NameIDPolicy> element with the AllowCreate attribute set to "true". Otherwise, only a Client for whom the Identity Provider has previously established an identifier usable by the Relying Party can be authenticated successfully.

The <samlp:AuthnRequest> message MAY be signed. Authentication and integrity are also provided by the SAML RADIUS binding.

7.4.2. <samlp:Response> Message Usage

If the Identity Provider cannot or will not satisfy the request, it MUST either respond with a <samlp:Response> message containing an appropriate error status code or codes and/or respond with a RADIUS Access-Reject message.

If the Identity Provider wishes to return an error, it MUST NOT include any assertions in the <samlp:Response> message. Otherwise, if the request is successful (or if the response is not associated with a request), the <samlp:Response> element is subject to the following constraints:

- o It MAY be signed.
- o It MUST contain exactly one assertion. The <saml:Subject> element of this assertion MUST refer to the authenticated RADIUS user.
- o The assertion MUST contain a <saml:AuthnStatement>. Besides, the assertion MUST contain a <saml:Subject> element with at least one <saml:SubjectConfirmation> element containing a Method of urn:ietf:params:abfab:cm:user or urn:ietf:params:abfab:cm:machine that reflects the authentication of the Client to the Identity Provider. Since the containing message is in response to an <samlp:AuthnRequest>, the InResponseTo attribute (both in the <saml:SubjectConfirmationData> and in the <saml:Response> elements) MUST match the request's ID. The <saml:Subject> element

MAY use the NAI Name Identifier Format described in Section 5 to establish an identifier between the Relying Party and the IdP.

- o Other conditions MAY be included as requested by the Relying Party or at the discretion of the Identity Provider. The Identity Provider is NOT obligated to honor the requested set of conditions in the <samlp:AuthnRequest>, if any.

7.4.3. <samlp:Response> Message Processing Rules

The Relying Party MUST do the following:

- o Assume that the Client's identifier implied by a SAML <Subject> element, if present, takes precedence over an identifier implied by the RADIUS User-Name attribute.
- o Verify that the InResponseTo attribute in the "RADIUS State" <saml:SubjectConfirmationData> equals the ID of its original <samlp:AuthnRequest> message, unless the response is unsolicited, in which case the attribute MUST NOT be present.
- o If a <saml:AuthnStatement> used to establish a security context for the Client contains a SessionNotOnOrAfter attribute, the security context SHOULD be discarded once this time is reached, unless the Relying Party reestablishes the Client's identity by repeating the use of this profile.
- o Verify that any assertions relied upon are valid according to processing rules in [OASIS.saml-core-2.0-os].
- o Any assertion which is not valid, or whose subject confirmation requirements cannot be met MUST be discarded and MUST NOT be used to establish a security context for the Client.

7.4.4. Unsolicited Responses

An Identity Provider MAY initiate this profile by delivering an unsolicited assertion to a Relying Party. This MUST NOT contain any <saml:SubjectConfirmationData> elements containing an InResponseTo attribute.

7.4.5. Use of the SAML RADIUS Binding

It is RECOMMENDED that the RADIUS exchange is protected using TLS encryption for RADIUS [RFC6614] to provide confidentiality and integrity protection.

7.4.6. Use of XML Signatures

This profile calls for the use of SAML elements that support XML signatures. To promote interoperability implementations of this profile **MUST NOT** require the use of XML signatures. Implementations **MAY** choose to use XML signatures.

7.4.7. Metadata Considerations

There are no metadata considerations particular to this profile, aside from those applying to the use of the RADIUS binding.

8. ABFAB Assertion Query/Request Profile

This profile builds on the SAML V2.0 Assertion Query/Request Profile defined by [OASIS.saml-profiles-2.0-os]. That profile describes the use of the Assertion Query and Request Protocol defined by section 3.3 of [OASIS.saml-core-2.0-os] with synchronous bindings, such as the SOAP binding defined in [OASIS.saml-bindings-2.0-os].

While the SAML V2.0 Assertion Query/Request Profile is independent of the underlying binding, it is nonetheless useful to describe the use of the SAML RADIUS binding defined in Section 4 of this document, in the interests of promoting interoperable implementations, particularly as the SAML V2.0 Assertion Query/Request Profile is most frequently discussed and implemented in the context of the SOAP binding.

8.1. Required Information

Identification: urn:ietf:params:abfab:profiles:query

Contact information: iesg@ietf.org

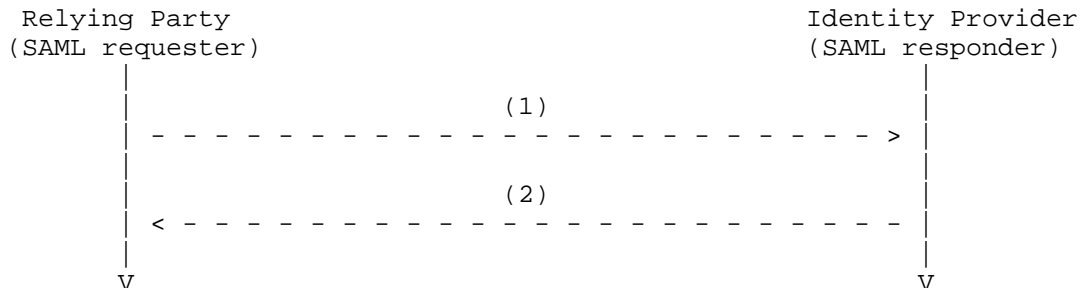
Description: Given below.

Updates: None.

8.2. Profile Overview

As with the SAML V2.0 Assertion Query/Request Profile defined by [OASIS.saml-profiles-2.0-os] the message exchange and basic processing rules that govern this profile are largely defined by Section 3.3 of [OASIS.saml-core-2.0-os] that defines the messages to be exchanged, in combination with the binding used to exchange the messages. The SAML RADIUS binding described in this document defines the binding of the message exchange to RADIUS. Unless specifically noted here, all requirements defined in those specifications apply.

Figure 8 below illustrates the basic template for the query/request profile.



The following steps are described by the profile.

Figure 8

1. Query/Request issued by Relying Party: In step 1, a Relying Party initiates the profile by sending an <AssertionIDRequest>, <SubjectQuery>, <AuthnQuery>, <AttributeQuery>, or <AuthzDecisionQuery> message to a SAML authority.
2. <Response> issued by SAML Authority: In step 2, the responding SAML authority (after processing the query or request) issues a <Response> message to the Relying Party.

8.3. Profile Description

8.3.1. Differences from the SAML V2.0 Assertion Query/Request Profile

This profile is identical to the SAML V2.0 Assertion Query/Request Profile, with the following exceptions:

- o When processing the SAML request, the IdP MUST give precedence to the Client's identifier implied by RADIUS State attribute, if present, over the identifier implied by the SAML request's <Subject>, if any.
- o In respect to sections 6.3.1 and 6.5 of [OASIS.saml-profiles-2.0-os], this profile does not consider the use of metadata (as in [OASIS.saml-metadata-2.0-os]). See Section 8.3.4.
- o In respect to sections 6.3.2, 6.4.1, and 6.4.2 of [OASIS.saml-profiles-2.0-os], this profile additionally stipulates that implementations of this profile MUST NOT require the use of XML signatures. See Section 8.3.3.

8.3.2. Use of the SAML RADIUS Binding

The RADIUS Access-Request sent by the Relying Party:

- o MUST include an instance of the RADIUS Service-Type attribute, having a value of Authorize-Only.
- o SHOULD include the RADIUS State attribute, where this Query/Request pertains to previously authenticated Client.

When processing the SAML request, the IdP MUST give precedence to the Client's identifier implied by RADIUS State attribute over the identifier implied by the SAML request's <Subject>, if any.

It is RECOMMENDED that the RADIUS exchange is protected using TLS encryption for RADIUS [RFC6614] to provide confidentiality and integrity protection.

8.3.3. Use of XML Signatures

This profile calls for the use of SAML elements that support XML signatures. To promote interoperability implementations of this profile MUST NOT require the use of XML signatures. Implementations MAY choose to use XML signatures.

8.3.4. Metadata Considerations

There are no metadata considerations particular to this profile, aside from those applying to the use of the RADIUS binding.

9. Privacy considerations

The profiles defined in this document allow a Relying Party to request specific information about the Client, and allow an IdP to disclose information about that Client. In this sense, Identity Providers MUST apply policy to decide what information is released to a particular Relying Party. Moreover, the identity of the Client is typically hidden from the Relying Party unless informed by the Identity Provider. Conversely, the Relying Party does typically know the realm of the IdP, as it is required to route the RADIUS packets to the right destination.

The kind of information that is released by the IdP can include generic attributes such as affiliation shared by many Clients. But even these generic attributes can help to identify a specific Client. Other kinds of attributes may also provide a Relying Party with the ability to link the same Client between different sessions. Finally, other kind of attributes might provide a group of Relying Parties

with the ability to link the Client between them or with personally identifiable information about the Client.

These profiles do not directly provide a Client with a mechanism to express preferences about what information is released. That information can be expressed out-of-band, for example as part of the enrollment process.

The Relying Party may disclose privacy-sensitive information about itself as part of the request, although this is unlikely in typical deployments.

If RADIUS proxies are used and encryption is not used, the attributes disclosed by the IdP are visible to the proxies. This is a significant privacy exposure in some deployments. Ongoing work is exploring mechanisms for creating TLS connections directly between the RADIUS client and the RADIUS server to reduce this exposure. If proxies are used, the impact of exposing SAML assertions to the proxies needs to be carefully considered.

The use of TLS to provide confidentiality for the RADIUS exchange is strongly encouraged. Without this, passive eavesdroppers can observe the assertions.

10. Security Considerations

In this specification, the Relying Party **MUST** trust any statement in the SAML messages from the IdP in the same way that it trusts information contained in RADIUS attributes. These entities **MUST** trust the RADIUS infrastructure to provide integrity of the SAML messages.

Furthermore, the Relying Party **MUST** apply policy and filter the information based on what information the IdP is permitted to assert and on what trust is reasonable to place in proxies between them.

XML signatures and encryption are provided as an **OPTIONAL** mechanism for end-to-end security. These mechanism can protect SAML messages from being modified by proxies in the RADIUS infrastructure. These mechanisms are not mandatory-to-implement. It is believed that ongoing work to provide direct TLS connections between a RADIUS client and RADIUS server will provide similar assurances but better deployability. XML security is appropriate for deployments where end-to-end security is required but proxies cannot be removed or where SAML messages need to be verified at a later time or by parties not involved in the authentication exchange.

11. IANA Considerations

11.1. RADIUS Attributes

The authors request that Attribute Types and Attribute Values defined in this document be registered by the Internet Assigned Numbers Authority (IANA) from the RADIUS namespaces as described in the "IANA Considerations" section of [RFC3575], in accordance with BCP 26 [RFC5226]. For RADIUS packets, attributes and registries created by this document IANA is requested to place them at <http://www.iana.org/assignments/radius-types>.

In particular, this document defines two new RADIUS attributes, entitled "SAML-Assertion" and "SAML-Protocol" (see Section 3), with assigned values of 245.TBD1 and 245.TBD2 from the Long Extended Space of [RFC6929]:

Type	Ext. Type	Name	Length	Meaning
----	-----	-----	-----	-----
245	TBD1	SAML-Assertion	>=5	Encodes a SAML assertion
245	TBD2	SAML-Protocol	>=5	Encodes a SAML protocol message

11.2. ABFAB Parameters

A new top-level registry is created titled "ABFAB Parameters".

In this top-level registry, a sub-registry titled "ABFAB URN Parameters" is created. Registration in this registry is by the IETF review or expert review procedures [RFC5226].

This paragraph gives guidance to designated experts. Registrations in this registry are generally only expected as part of protocols published as RFCs on the IETF stream; other URIs are expected to be better choices for non-IETF work. Expert review is permitted mainly to allow early registration related to specifications under development when the community believes they have reached sufficient maturity. The expert SHOULD evaluate the maturity and stability of such an IETF-stream specification. Experts SHOULD review anything not from the IETF stream for consistency and consensus with current practice. Today such requests would not typically be approved.

If a parameter named "paramname" is to be registered in this registry, then its URN will be "urn:ietf:params:abfab:paramname". The initial registrations are as follows:

Parameter	Reference
bindings:radius	Section 4
nameid-format:nai	Section 5
profiles:authentication	Section 7
profiles:query	Section 8
cm:user	Section 6
cm:machine	Section 6

ABFAB Parameters

11.3. Registration of the ABFAB URN Namespace

IANA is requested to register the "abfab" URN sub-namespace in the IETF URN sub-namespace for protocol parameters defined in [RFC3553].

Registry Name: abfab

Specification: draft-ietf-abfab-aaa-saml

Repository: ABFAB URN Parameters (Section Section 11.2)

Index Value: Sub-parameters MUST be specified in UTF-8 using standard URI encoding where necessary.

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Appendix A. XML Schema

The following schema formally defines the "urn:ietf:params:xml:ns:abfab" namespace used in this document, in conformance with [W3C.REC-xmlschema-1] While XML validation is optional, the schema that follows is the normative definition of the constructs it defines. Where the schema differs from any prose in this specification, the schema takes precedence.

```
<schema
  targetNamespace="urn:ietf:params:xml:ns:abfab"
  xmlns="http://www.w3.org/2001/XMLSchema"
  xmlns:md="urn:oasis:names:tc:SAML:2.0:metadata"
  xmlns:abfab="urn:ietf:params:xml:ns:abfab"
  elementFormDefault="unqualified"
  attributeFormDefault="unqualified"
  blockDefault="substitution"
  version="1.0">

  <import namespace="urn:oasis:names:tc:SAML:2.0:metadata"/>

  <complexType name="RADIUSIDPDescriptorType">
    <complexContent>
      <extension base="md:RoleDescriptorType">
        <sequence>
          <element ref="abfab:RADIUSIDPService" minOccurs="0" maxOccurs="unbounded"/>
          <element ref="abfab:RADIUSRealm" minOccurs="0" maxOccurs="unbounded"/>
        </sequence>
      </extension>
    </complexContent>
  </complexType>
  <element name="RADIUSIDPService" type="md:EndpointType"/>
  <element name="RADIUSRealm" type="string"/>

  <complexType name="RADIUSRPDescriptorType">
    <complexContent>
      <extension base="md:RoleDescriptorType">
        <sequence>
          <element ref="md:RADIUSRPService" minOccurs="0" maxOccurs="unbounded"/>
          <element ref="md:RADIUSNasIpAddress" minOccurs="0" maxOccurs="unbounded"/>
          <element ref="md:RADIUSNasIdentifier" minOccurs="0" maxOccurs="unbounded"/>
          <element ref="md:RADIUSGssEapName" minOccurs="0" maxOccurs="unbounded"/>
        </sequence>
      </extension>
    </complexContent>
  </complexType>
  <element name="RADIUSRPService" type="md:EndpointType"/>
  <element name="RADIUSNasIpAddress" type="string"/>
  <element name="RADIUSNasIdentifier" type="string"/>
  <element name="RADIUSGssEapName" type="string"/>

</schema>
```

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Application Bridging for Federated Access Beyond Web (ABFAB)
Architecture
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Abstract

Over the last decade a substantial amount of work has occurred in the space of federated access management. Most of this effort has focused on two use cases: network access and web-based access. However, the solutions to these use cases that have been proposed and deployed tend to have few building blocks in common.

This memo describes an architecture that makes use of extensions to the commonly used security mechanisms for both federated and non-federated access management, including the Remote Authentication Dial In User Service (RADIUS) the Generic Security Service Application Program Interface (GSS-API), the Extensible Authentication Protocol (EAP) and the Security Assertion Markup Language (SAML). The architecture addresses the problem of federated access management to primarily non-web-based services, in a manner that will scale to large numbers of identity providers, relying parties, and federations.

Status of This Memo

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1. Introduction

Numerous security mechanisms have been deployed on the Internet to manage access to various resources. These mechanisms have been generalized and scaled over the last decade through mechanisms such as Simple Authentication and Security Layer (SASL) with the Generic Security Server Application Program Interface (GSS-API) (known as the GS2 family) [RFC5801], Security Assertion Markup Language (SAML) [OASIS.saml-core-2.0-os], and the Authentication, Authorization, and Accounting (AAA) architecture as embodied in RADIUS [RFC2865] and Diameter [RFC6733].

A Relying Party (RP) is the entity that manages access to some resource. The entity that is requesting access to that resource is often described as the Client. Many security mechanisms are manifested as an exchange of information between these entities. The RP is therefore able to decide whether the Client is authorized, or not.

Some security mechanisms allow the RP to delegate aspects of the access management decision to an entity called the Identity Provider (IdP). This delegation requires technical signaling, trust and a common understanding of semantics between the RP and IdP. These aspects are generally managed within a relationship known as a 'federation'. This style of access management is accordingly described as 'federated access management'.

Federated access management has evolved over the last decade through specifications like SAML [OASIS.saml-core-2.0-os], OpenID [1], OAuth [RFC6749] and WS-Trust [WS-TRUST]. The benefits of federated access management include:

Single or Simplified sign-on:

An Internet service can delegate access management, and the associated responsibilities such as identity management and credentialing, to an organization that already has a long-term relationship with the Client. This is often attractive as Relying Parties frequently do not want these responsibilities. The Client also requires fewer credentials, which is also desirable.

Data Minimization and User Participation:

Often a Relying Party does not need to know the identity of a Client to reach an access management decision. It is frequently only necessary for the Relying Party to know specific attributes about the client, for example, that the client is affiliated with a particular organization or has a certain role or entitlement. Sometimes the RP only needs to know a pseudonym of the client.

Prior to the release of attributes to the RP from the IdP, the IdP will check configuration and policy to determine if the attributes are to be released. There is currently no direct client participation in this decision.

Provisioning:

Sometimes a Relying Party needs, or would like, to know more about a client than an affiliation or a pseudonym. For example, a Relying Party may want the Client's email address or name. Some federated access management technologies provide the ability for the IdP to supply this information, either on request by the RP or unsolicited.

This memo describes the Application Bridging for Federated Access Beyond the Web (ABFAB) architecture. The architecture addresses the problem of federated access management primarily for non-web-based services. This architecture makes use of extensions to the commonly used security mechanisms for both federated and non-federated access management, including RADIUS, the Generic Security Service (GSS), the Extensible Authentication Protocol (EAP) and SAML. The architecture should be extended to use Diameter in the future. It does so in a manner that designed to scale to large numbers of identity providers, relying parties, and federations.

1.1. Terminology

This document uses identity management and privacy terminology from [RFC6973]. In particular, this document uses the terms identity provider, relying party, identifier, pseudonymity, unlinkability, and anonymity.

In this architecture the IdP consists of the following components: an EAP server, a RADIUS server, and optionally a SAML Assertion service.

This document uses the term Network Access Identifier (NAI), as defined in [I-D.ietf-radext-nai]. An NAI consists of a realm identifier, which is associated with an AAA server and thus an IdP and a username which is associated with a specific client of the IdP.

One of the problems some people have found with reading this document is that the terminology sometimes appears to be inconsistent. This is due the fact that the terms used by the different standards we are referencing are not consistent with each other. In general the document uses either the ABFAB term or the term associated with the standard under discussion as appropriate. For reference we include this table which maps the different terms into a single table.

Protocol	Client	Relying Party	Identity Provider
ABFAB	Client	Relying Party (RP)	Identity Provider (IdP)
	Initiator	Acceptor Server	
SAML	Subject	Service Provider	Issuer
GSS-API	Initiator	Acceptor	
EAP	EAP peer	EAP Authenticator	EAP server
AAA		AAA Client	AAA server
RADIUS	user	NAS	RADIUS server
		RADIUS client	

Table 1. Terminology

Note that in some cases a cell has been left empty; in these cases there is no name that represents the entity.

1.1.1. Channel Binding

This document uses the term channel binding in two different contexts. The term channel binding has a different meaning in each of these contexts.

EAP channel binding is used to implement GSS-API naming semantics. EAP channel binding sends a set of attributes from the peer to the EAP server either as part of the EAP conversation or as part of a secure association protocol. In addition, attributes are sent in the backend protocol from the EAP authenticator to the EAP server. The EAP server confirms the consistency of these attributes and provides the confirmation back to the peer. In this document, channel binding without qualification refers to EAP channel binding.

GSS-API channel binding provides protection against man-in-the-middle attacks when GSS-API is used for authentication inside of some tunnel; it is similar to a facility called cryptographic binding in EAP. The binding works by each side deriving a cryptographic value from the tunnel itself and then using that cryptographic value to prove to the other side that it knows the value.

See [RFC5056] for a discussion of the differences between these two facilities. However, the difference can be summarized as GSS-API channel binding says that there is nobody between the client and the EAP authenticator while EAP channel binding allows the client to have knowledge about attributes of the EAP authenticator (such as its name).

Typically when considering both EAP and GSS-API channel binding, people think of channel binding in combination with mutual authentication. This is sufficiently common that without additional qualification channel binding should be assumed to imply mutual authentication. In GSS-API, without mutual authentication only the acceptor has authenticated the initiator. Similarly in EAP, only the EAP server has authenticated the peer. That's sometimes useful. Consider for example a user who wishes to access a protected resource for a shared whiteboard in a conference room. The whiteboard is the acceptor; it knows that the initiator is authorized to give it a presentation and the user can validate the whiteboard got the correct presentation by visual means. (The presentation should not be confidential in this case.) If channel binding is used without mutual authentication, it is effectively a request to disclose the resource in the context of a particular channel. Such an authentication would be similar in concept to a holder-of-key SAML

assertion. However, also note that while it is not happening in the protocol, mutual authentication is happening in the overall system: the user is able to visually authenticate the content. This is consistent with all uses of channel binding without protocol level mutual authentication found so far.

1.2. An Overview of Federation

In the previous section we introduced the following entities:

- o the Client,
- o the Identity Provider, and
- o the Relying Party.

The final entity that needs to be introduced is the Individual. An Individual is a human being that is using the Client. In any given situation, an Individual may or may not exist. Clients can act either as front ends for Individuals or they may be independent entities that are setup and allowed to run autonomously. An example of such an independent entity can be found in the trust routing protocol [2] where the routers use ABFAB to authenticate to each other.

These entities and their relationships are illustrated graphically in Figure 1.

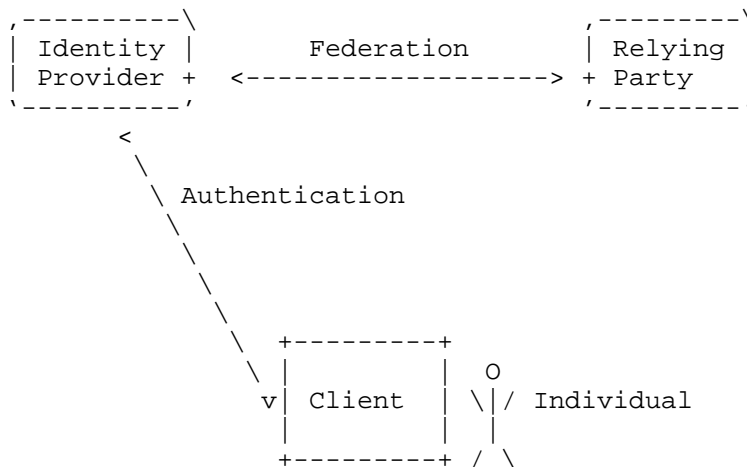


Figure 1: Entities and their Relationships

The relationships between the entities in Figure 1 are:

Federation

The Identity Provider and the Relying Parties are part of a Federation. The relationship may be direct (they have an explicit trust relationship) or transitive (the trust relationship is mediated by one or more entities). The federation relationship is governed by a federation agreement. Within a single federation, there may be multiple Identity Providers as well as multiple Relying Parties.

Authentication

There is a direct relationship between the Client and the Identity Provider. This relationship provides the means by which they trust each other and can securely authenticate each other.

A federation agreement typically encompasses operational specifications and legal rules:

Operational Specifications:

The goal of operational specifications is to provide enough definition that the system works and interoperability is possible. These include the technical specifications (e.g. protocols used to communicate between the three parties), process standards, policies, identity proofing, credential and authentication algorithm requirements, performance requirements, assessment and audit criteria, etc.

Legal Rules:

The legal rules take the legal framework into consideration and provide contractual obligations for each entity. The rules define the responsibilities of each party and provide further clarification of the operational specifications. These legal rules regulate the operational specifications, make operational specifications legally binding to the participants, define and govern the rights and responsibilities of the participants. The legal rules may, for example, describe liability for losses, termination rights, enforcement mechanisms, measures of damage, dispute resolution, warranties, etc.

The Operational Specifications can demand the usage of a specific technical infrastructure, including requirements on the message routing intermediaries, to offer the required technical functionality. In other environments, the Operational Specifications

require fewer technical components in order to meet the required technical functionality.

The Legal Rules include many non-technical aspects of federation, such as business practices and legal arrangements, which are outside the scope of the IETF. The Legal Rules can still have an impact on the architectural setup or on how to ensure the dynamic establishment of trust.

While a federation agreement is often discussed within the context of formal relationships, such as between an enterprise and an employee or a government and a citizen, a federation agreement does not have to require any particular level of formality. For an IdP and a Client, it is sufficient for a relationship to be established by something as simple as using a web form and confirmation email. For an IdP and an RP, it is sufficient for the IdP to publish contact information along with a public key and for the RP to use that data. Within the framework of ABFAB, it will generally be required that a mechanism exists for the IdP to be able to trust the identity of the RP, if this is not present then the IdP cannot provide the assurances to the client that the identity of the RP has been established.

The nature of federation dictates that there is some form of relationship between the identity provider and the relying party. This is particularly important when the relying party wants to use information obtained from the identity provider for access management decisions and when the identity provider does not want to release information to every relying party (or only under certain conditions).

While it is possible to have a bilateral agreement between every IdP and every RP; on an Internet scale this setup requires the introduction of the multi-lateral federation concept, as the management of such pair-wise relationships would otherwise prove burdensome.

The IdP will typically have a long-term relationship with the Client. This relationship typically involves the IdP positively identifying and credentialing the Client (for example, at time of employment within an organization). When dealing with individuals, this process is called identity proofing [NIST-SP.800-63]. The relationship will often be instantiated within an agreement between the IdP and the Client (for example, within an employment contract or terms of use that stipulates the appropriate use of credentials and so forth).

The nature and quality of the relationship between the Client and the IdP is an important contributor to the level of trust that an RP may assign to an assertion describing a Client made by an IdP. This is sometimes described as the Level of Assurance [NIST-SP.800-63].

Federation does not require an a priori relationship or a long-term relationship between the RP and the Client; it is this property of federation that yields many of the federation benefits. However, federation does not preclude the possibility of a pre-existing relationship between the RP and the Client, nor that they may use the introduction to create a new long-term relationship independent of the federation.

Finally, it is important to reiterate that in some scenarios there might indeed be an Individual behind the Client and in other cases the Client may be autonomous.

1.3. Challenges for Contemporary Federation

As the number of federated IdPs and RPs (services) proliferates, the role of the individual can become ambiguous in certain circumstances. For example, a school might provide online access for a student's grades to their parents for review, and to the student's teacher for modification. A teacher who is also a parent must clearly distinguish her role upon access.

Similarly, as the number of federations proliferates, it becomes increasingly difficult to discover which identity provider(s) a user is associated with. This is true for both the web and non-web case, but is particularly acute for the latter as many non-web authentication systems are not semantically rich enough on their own to allow for such ambiguities. For instance, in the case of an email provider, the SMTP and IMAP protocols do not have the ability for the server to request information from the client, beyond the client's NAI, that the server would then use to decide between the multiple federations it is associated with. However, the building blocks do exist to add this functionality.

1.4. An Overview of ABFAB-based Federation

The previous section described the general model of federation, and the application of access management within the federation. This section provides a brief overview of ABFAB in the context of this model.

In this example, a client is attempting to connect to a server in order to either get access to some data or perform some type of transaction. In order for the client to mutually authenticate with

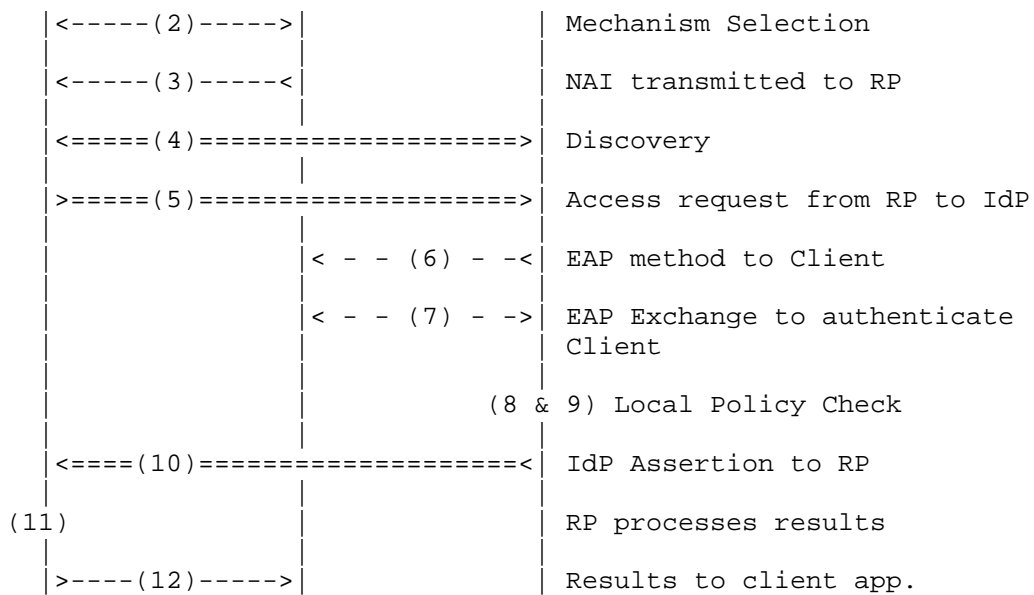
the server, the following steps are taken in an ABFAB architecture (a graphical view of the steps can be found in figure Figure 2):

1. Client Configuration: The Client Application is configured with an NAI assigned by the IdP. It is also configured with any keys, certificates, passwords or other secret and public information needed to run the EAP protocols between it and the IdP.
2. Authentication mechanism selection: The Client Application is configured to use the GSS-EAP GSS-API mechanism for authentication/authorization.
3. Client provides an NAI to RP: The client application sets up a transport to the RP and begins the GSS-EAP authentication. In response, the RP sends an EAP request message (nested in the GSS-EAP protocol) asking for the Client's name. The Client sends an EAP response with an NAI name form that, at a minimum, contains the realm portion of its full NAI.
4. Discovery of federated IdP: The RP uses pre-configured information or a federation proxy to determine what IdP to use based on policy and the realm portion of the provided Client NAI. This is discussed in detail below (Section 2.1.2).
5. Request from Relying Party to IdP: Once the RP knows who the IdP is, it (or its agent) will send a RADIUS request to the IdP. The RADIUS access request encapsulates the EAP response. At this stage, the RP will likely have no idea who the client is. The RP sends its identity to the IdP in AAA attributes, and it may send a SAML Attribute Request in a AAA attribute. The AAA network checks that the identity claimed by the RP is valid.
6. IdP begins EAP with the client: The IdP sends an EAP message to the client with an EAP method to be used. The IdP should not re-request the clients name in this message, but clients need to be able to handle it. In this case the IdP must accept a realm only in order to protect the client's name from the RP. The available and appropriate methods are discussed below in this memo (Section 2.2.1).
7. The EAP protocol is run: A bunch of EAP messages are passed between the client (EAP peer) and the IdP (EAP server), until the result of the authentication protocol is determined. The number and content of those messages depends on the EAP method selected. If the IdP is unable to authenticate the client, the IdP sends an EAP failure message to the RP. As part of the EAP protocol, the client sends a channel bindings EAP message to the

IdP (Section 2.2.2). In the channel binding message the client identifies, among other things, the RP to which it is attempting to authenticate. The IdP checks the channel binding data from the client with that provided by the RP via the AAA protocol. If the bindings do not match the IdP sends an EAP failure message to the RP.

8. **Successful EAP Authentication:** At this point, the IdP (EAP server) and client (EAP peer) have mutually authenticated each other. As a result, the client and the IdP hold two cryptographic keys: a Master Session Key (MSK), and an Extended MSK (EMSK). At this point the client has a level of assurance about the identity of the RP based on the name checking the IdP has done using the RP naming information from the AAA framework and from the client (by the channel binding data).
9. **Local IdP Policy Check:** At this stage, the IdP checks local policy to determine whether the RP and client are authorized for a given transaction/service, and if so, what if any, attributes will be released to the RP. If the IdP gets a policy failure, it sends an EAP failure message to the RP and client. (The RP will have done its policy checks during the discovery process.)
10. **IdP provides the RP with the MSK:** The IdP sends a positive result EAP to the RP, along with an optional set of AAA attributes associated with the client (usually as one or more SAML assertions). In addition, the EAP MSK is returned to the RP.
11. **RP Processes Results:** When the RP receives the result from the IdP, it should have enough information to either grant or refuse a resource access request. It may have information that associates the client with specific authorization identities. If additional attributes are needed from the IdP the RP may make a new SAML Request to the IdP. It will apply these results in an application-specific way.
12. **RP returns results to client:** Once the RP has a response it must inform the client application of the result. If all has gone well, all are authenticated, and the application proceeds with appropriate authorization levels. The client can now complete the authentication of the RP by the use of the EAP MSK value.

Relying Party	Client App	Identity Provider
	(1) 	Client Configuration



----- = Between Client App and RP
 ===== = Between RP and IdP
 - - - = Between Client App and IdP (via RP)

Figure 2: ABFAB Authentication Steps

1.5. Design Goals

Our key design goals are as follows:

- o Each party in a transaction will be authenticated, although perhaps not identified, and the client will be authorized for access to a specific resource.
- o Means of authentication is decoupled from the application protocol so as to allow for multiple authentication methods with minimal changes to the application.
- o The architecture requires no sharing of long term private keys between clients and RPs.
- o The system will scale to large numbers of identity providers, relying parties, and users.

- o The system will be designed primarily for non-Web-based authentication.
- o The system will build upon existing standards, components, and operational practices.

Designing new three party authentication and authorization protocols is hard and fraught with risk of cryptographic flaws. Achieving widespread deployment is even more difficult. A lot of attention on federated access has been devoted to the Web. This document instead focuses on a non-Web-based environment and focuses on those protocols where HTTP is not used. Despite the growing trend to layer every protocol on top of HTTP there are still a number of protocols available that do not use HTTP-based transports. Many of these protocols are lacking a native authentication and authorization framework of the style shown in Figure 1.

2. Architecture

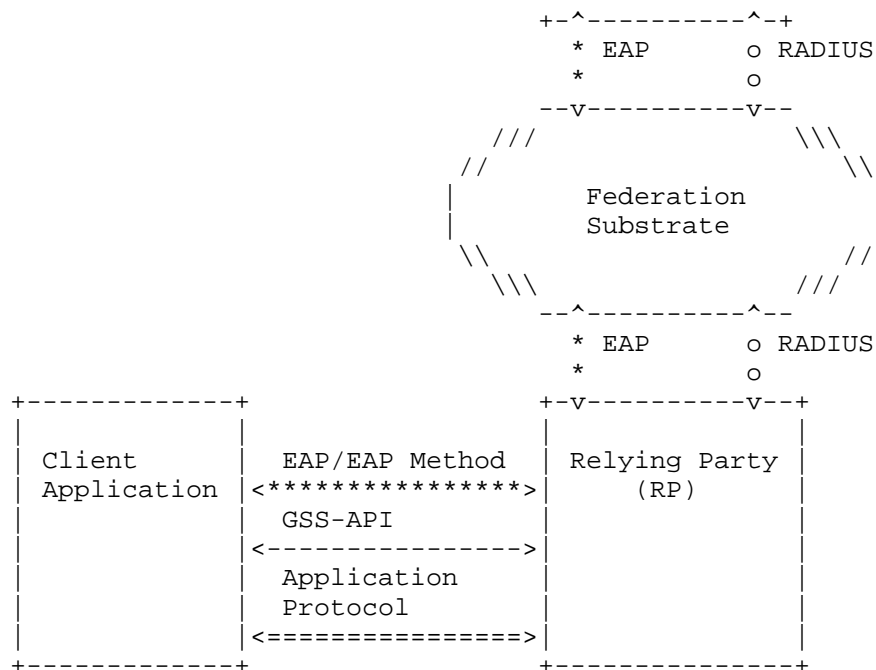
We have already introduced the federated access architecture, with the illustration of the different actors that need to interact, but did not expand on the specifics of providing support for non-Web based applications. This section details this aspect and motivates design decisions. The main theme of the work described in this document is focused on re-using existing building blocks that have been deployed already and to re-arrange them in a novel way.

Although this architecture assumes updates to the relying party, the client application, and the IdP, those changes are kept at a minimum. A mechanism that can demonstrate deployment benefits (based on ease of update of existing software, low implementation effort, etc.) is preferred and there may be a need to specify multiple mechanisms to support the range of different deployment scenarios.

There are a number of ways to encapsulate EAP into an application protocol. For ease of integration with a wide range of non-Web based application protocols, GSS-API was chosen. The technical specification of GSS-EAP can be found in [RFC7055].

The architecture consists of several building blocks, which is shown graphically in Figure 3. In the following sections, we discuss the data flow between each of the entities, the protocols used for that data flow and some of the trade-offs made in choosing the protocols.

```
+-----+
| Identity
| Provider
| (IdP)  |
+-----+
```



Legend:

- <****>: Client-to-IdP Exchange
- <----->: Client-to-RP Exchange
- <oooo>: RP-to-IdP Exchange
- <=====>: Protocol through which GSS-API/GS2 exchanges are tunneled

Figure 3: ABFAB Protocol Instantiation

2.1. Relying Party to Identity Provider

Communications between the Relying Party and the Identity Provider is done by the federation substrate. This communication channel is responsible for:

- o Establishing the trust relationship between the RP and the IdP.
- o Determining the rules governing the relationship.
- o Conveying authentication packets from the client to the IdP and back.
- o Providing the means of establishing a trust relationship between the RP and the client.

- o Providing a means for the RP to obtain attributes about the client from the IdP.

The ABFAB working group has chosen the AAA framework for the messages transported between the RP and IdP. The AAA framework supports the requirements stated above as follows:

- o The AAA backbone supplies the trust relationship between the RP and the IdP.
- o The agreements governing a specific AAA backbone contains the rules governing the relationships within the AAA federation.
- o A method exists for carrying EAP packets within RADIUS [RFC3579] and Diameter [RFC4072].
- o The use of EAP channel binding [RFC6677] along with the core ABFAB protocol provide the pieces necessary to establish the identities of the RP and the client, while EAP provides the cryptographic methods for the RP and the client to validate they are talking to each other.
- o A method exists for carrying SAML packets within RADIUS [I-D.ietf-abfab-aaa-saml] which allows the RP to query attributes about the client from the IdP.

Protocols that support the same framework, but do different routing are expected to be defined and used the future. One such effort call the Trust Router is to setup a framework that creates a trusted point-to-point channel on the fly [3].

2.1.1.1. AAA, RADIUS and Diameter

The usage of the AAA framework with RADIUS [RFC2865] and Diameter [RFC6733] for network access authentication has been successful from a deployment point of view. To map to the terminology used in Figure 1 to the AAA framework the IdP corresponds to the AAA server, the RP corresponds to the AAA client, and the technical building blocks of a federation are AAA proxies, relays and redirect agents (particularly if they are operated by third parties, such as AAA brokers and clearing houses). The front-end, i.e. the end host to AAA client communication, is in case of network access authentication offered by link layer protocols that forward authentication protocol exchanges back-and-forth. An example of a large scale RADIUS-based federation is EDUROAM [4].

By using the AAA framework, ABFAB can be built on the federation agreements already exist, the agreements can then merely be expanded

to cover the ABFAB. The AAA framework has already addressed some of the problems outlined above. For example,

- o It already has a method for routing requests based on a domain.
- o It already has an extensible architecture allowing for new attributes to be defined and transported.
- o Pre-existing relationships can be re-used.

The astute reader will notice that RADIUS and Diameter have substantially similar characteristics. Why not pick one? RADIUS and Diameter are deployed in different environments. RADIUS can often be found in enterprise and university networks, and is also in use by fixed network operators. Diameter, on the other hand, is deployed by mobile operators. Another key difference is that today RADIUS is largely transported upon UDP. We leave as a deployment decision, which protocol will be appropriate. The protocol defines all the necessary new AAA attributes as RADIUS attributes. A future document could define the same AAA attributes for a Diameter environment. We also note that there exist proxies which convert from RADIUS to Diameter and back. This makes it possible for both to be deployed in a single federation substrate.

Through the integrity protection mechanisms in the AAA framework, the identity provider can establish technical trust that messages are being sent by the appropriate relying party. Any given interaction will be associated with one federation at the policy level. The legal or business relationship defines what statements the identity provider is trusted to make and how these statements are interpreted by the relying party. The AAA framework also permits the relying party or elements between the relying party and identity provider to make statements about the relying party.

The AAA framework provides transport for attributes. Statements made about the client by the identity provider, statements made about the relying party and other information are transported as attributes.

One demand that the AAA substrate makes of the upper layers is that they must properly identify the end points of the communication. It must be possible for the AAA client at the RP to determine where to send each RADIUS or Diameter message. Without this requirement, it would be the RP's responsibility to determine the identity of the client on its own, without the assistance of an IdP. This architecture makes use of the Network Access Identifier (NAI), where the IdP is indicated by the realm component [I-D.ietf-radext-nai]. The NAI is represented and consumed by the GSS-API layer as GSS_C_NT_USER_NAME as specified in [RFC2743]. The GSS-API EAP mechanism includes the NAI in the EAP Response/Identity message.

As of the time this document was published, no profiles for the use of Diameter have been created.

2.1.2. Discovery and Rules Determination

While we are using the AAA protocols to communicate with the IdP, the RP may have multiple federation substrates to select from. The RP has a number of criteria that it will use in selecting which of the different federations to use:

- o The federation selected must be able to communicate with the IdP.
- o The federation selected must match the business rules and technical policies required for the RP security requirements.

The RP needs to discover which federation will be used to contact the IdP. The first selection criterion used during discovery is going to be the name of the IdP to be contacted. The second selection criteria used during discovery is going to be the set of business rules and technical policies governing the relationship; this is called rules determination. The RP also needs to establish technical trust in the communications with the IdP.

Rules determination covers a broad range of decisions about the exchange. One of these is whether the given RP is permitted to talk to the IdP using a given federation at all, so rules determination encompasses the basic authorization decision. Other factors are included, such as what policies govern release of information about the client to the RP and what policies govern the RP's use of this information. While rules determination is ultimately a business function, it has significant impact on the technical exchanges. The protocols need to communicate the result of authorization. When multiple sets of rules are possible, the protocol must disambiguate which set of rules are in play. Some rules have technical enforcement mechanisms; for example in some federations intermediaries validate information that is being communicated within the federation.

At the time of writing no protocol mechanism has been specified to allow a AAA client to determine whether a AAA proxy will indeed be able to route AAA requests to a specific IdP. The AAA routing is impacted by business rules and technical policies that may be quite complex and at the present time, the route selection is based on manual configuration.

2.1.1.3. Routing and Technical Trust

Several approaches to having messages routed through the federation substrate are possible. These routing methods can most easily be classified based on the mechanism for technical trust that is used. The choice of technical trust mechanism constrains how rules determination is implemented. Regardless of what deployment strategy is chosen, it is important that the technical trust mechanism be able to validate the identities of both parties to the exchange. The trust mechanism must ensure that the entity acting as IdP for a given NAI is permitted to be the IdP for that realm, and that any service name claimed by the RP is permitted to be claimed by that entity. Here are the categories of technical trust determination:

AAA Proxy:

The simplest model is that an RP is an AAA client and can send the request directly to an AAA proxy. The hop-by-hop integrity protection of the AAA fabric provides technical trust. An RP can submit a request directly to the correct federation.

Alternatively, a federation disambiguation fabric can be used. Such a fabric takes information about what federations the RP is part of and what federations the IdP is part of and routes a message to the appropriate federation. The routing of messages across the fabric plus attributes added to requests and responses provides rules determination. For example, when a disambiguation fabric routes a message to a given federation, that federation's

rules are chosen. Name validation is enforced as messages travel across the fabric. The entities near the RP confirm its identity and validate names it claims. The fabric routes the message towards the appropriate IdP, validating the name of the IdP in the process. The routing can be statically configured. Alternatively a routing protocol could be developed to exchange reachability information about a given IdP and to apply policy across the AAA fabric. Such a routing protocol could flood naming constraints to the appropriate points in the fabric.

Trust Broker:

Instead of routing messages through AAA proxies, some trust broker could establish keys between entities near the RP and entities near the IdP. The advantage of this approach is efficiency of message handling. Fewer entities are needed to be involved for each message. Security may be improved by sending individual messages over fewer hops. Rules determination involves decisions made by trust brokers about what keys to grant. Also, associated with each credential is context about rules and about other aspects of technical trust including names that may be claimed. A routing protocol similar to the one for AAA proxies is likely to be useful to trust brokers in flooding rules and naming constraints.

Global Credential:

A global credential such as a public key and certificate in a public key infrastructure can be used to establish technical trust. A directory or distributed database such as the Domain Name System is used by the RP to discover the endpoint to contact for a given NAI. Either the database or certificates can provide a place to store information about rules determination and naming constraints. Provided that no intermediates are required (or appear to be required) and that the RP and IdP are sufficient to enforce and determine rules, rules determination is reasonably simple. However applying certain rules is likely to be quite complex. For example if multiple sets of rules are possible between an IdP and RP, confirming the correct set is used may be difficult. This is particularly true if intermediates are involved in making the decision. Also, to the extent that directory information needs to be trusted, rules determination may be more complex.

Real-world deployments are likely to be mixtures of these basic approaches. For example, it will be quite common for an RP to route traffic to a AAA proxy within an organization. That proxy could then use any of the three methods to get closer to the IdP. It is also likely that rather than being directly reachable, the IdP may have a proxy on the edge of its organization. Federations will likely

provide a traditional AAA proxy interface even if they also provide another mechanism for increased efficiency or security.

2.1.4. AAA Security

For the AAA framework there are two different places where security needs to be examined. The first is the security that is in place for the links in the AAA backbone being used. The second are the nodes that form the AAA backbone.

The default link security for RADIUS is showing its age as it uses MD5 and a shared secret to both obfuscate passwords and to provide integrity on the RADIUS messages. While some EAP methods include the ability to protect the client authentication credentials, the MSK returned from the IdP to the RP is protected only by the RADIUS security. In many environments this is considered to be insufficient, especially as not all attributes are obfuscated and can thus leak information to a passive eavesdropper. The use of RADIUS with TLS [RFC6614] and/or DTLS [I-D.ietf-radext-dtls] addresses these attacks. The same level of security is included in the base Diameter specifications.

2.1.5. SAML Assertions

For the traditional use of AAA frameworks, network access, an affirmative response from the IdP can be sufficient to grant access. In the ABFAB world, the RP may need to get significantly more additional information about the client before granting access. ABFAB therefore has a requirement that it can transport an arbitrary set of attributes about the client from the IdP to the RP.

Security Assertions Markup Language (SAML) [OASIS.saml-core-2.0-os] was designed in order to carry an extensible set of attributes about a subject. Since SAML is extensible in the attribute space, ABFAB has no immediate needs to update the core SAML specifications for our work. It will be necessary to update IdPs that need to return SAML assertions to RPs and for both the IdP and the RP to implement a new SAML profile designed to carry SAML assertions in AAA. The new profile can be found in RFCXXXX [I-D.ietf-abfab-aaa-saml]. As SAML statements will frequently be large, RADIUS servers and clients that deal with SAML statements will need to implement RFC XXXX [I-D.ietf-radext-radius-fragmentation]

There are several issues that need to be highlighted:

- o The security of SAML assertions.
- o Namespaces and mapping of SAML attributes.

- o Subject naming of entities.
- o Making multiple queries about the subject(s).
- o Level of Assurance for authentication.

SAML assertions have an optional signature that can be used to protect and provide origination of the assertion. These signatures are normally based on asymmetric key operations and require that the verifier be able to check not only the cryptographic operation, but also the binding of the originators name and the public key. In a federated environment it will not always be possible for the RP to validate the binding, for this reason the technical trust established in the federation is used as an alternate method of validating the origination and integrity of the SAML Assertion.

Attributes in a SAML assertion are identified by a name string. The name string is either assigned by the SAML issuer context or is scoped by a namespace (for example a URI or object identifier (OID)). This means that the same attribute can have different name strings used to identify it. In many, but not all, cases the federation agreements will determine what attributes and names can be used in a SAML statement. This means that the RP needs to map from the SAML issuer or federation name, type and semantic into the name, type and semantics that the policies of the RP are written in. In other cases the federation substrate, in the form of proxies, will modify the SAML assertions in transit to do the necessary name, type and value mappings as the assertion crosses boundaries in the federation. If the proxies are modifying the SAML Assertion, then they will remove any signatures on the SAML as changing the content of the SAML statement would invalidate the signature. In this case the technical trust is the required mechanism for validating the integrity of the assertion. (The proxy could re-sign the SAML assertion, but the same issues of establishing trust in the proxy would still exist.) Finally, the attributes may still be in the namespace of the originating IdP. When this occurs the RP will need to get the required mapping operations from the federation agreements and do the appropriate mappings itself.

The RADIUS SAML RFC [I-D.ietf-abfab-aaa-saml] has defined a new SAML name format that corresponds to the NAI name form defined by RFC XXXX [I-D.ietf-radext-nai]. This allows for easy name matching in many cases as the name form in the SAML statement and the name form used in RADIUS or Diameter will be the same. In addition to the NAI name form, the document also defines a pair of implicit name forms corresponding to the Client and the Client's machine. These implicit name forms are based on the Identity-Type enumeration defined in TEAP [I-D.ietf-emu-eap-tunnel-method]. If the name form returned in a

SAML statement is not based on the NAI, then it is a requirement on the EAP server that it validate that the subject of the SAML assertion, if any, is equivalent to the subject identified by the NAI used in the RADIUS or Diameter session.

RADIUS has the ability to deal with multiple SAML queries for those EAP Servers which follow RFC 5080 [RFC5080]. In this case a State attribute will always be returned with the Access-Accept. The EAP client can then send a new Access-Request with the State attribute and the new SAML Request Multiple SAML queries can then be done by making a new Access-Request using the State attribute returned in the last Access-Accept to link together the different RADIUS sessions.

Some RPs need to ensure that specific criteria are met during the authentication process. This need is met by using Levels of Assurance. The way a Level of Assurance is communicated to the RP from the EAP server is by the use of a SAML Authentication Request using the Authentication Profile from RFC XXX [I-D.ietf-abfab-aaa-saml] When crossing boundaries between different federations, either the policy specified will need to be shared between the two federations, the policy will need to be mapped by the proxy server on the boundary or the proxy server on the boundary will need to supply information the EAP server so that it can do the required mapping. If this mapping is not done, then the EAP server will not be able to enforce the desired Level of Assurance as it will not understand the policy requirements.

2.2. Client To Identity Provider

Looking at the communications between the client and the IdP, the following items need to be dealt with:

- o The client and the IdP need to mutually authenticate each other.
- o The client and the IdP need to mutually agree on the identity of the RP.

ABFAB selected EAP for the purposes of mutual authentication and assisted in creating some new EAP channel binding documents for dealing with determining the identity of the RP. A framework for the channel binding mechanism has been defined in RFC 6677 [RFC6677] that allows the IdP to check the identity of the RP provided by the AAA framework with that provided by the client.

2.2.1. Extensible Authentication Protocol (EAP)

Traditional web federation does not describe how a client interacts with an identity provider for authentication. As a result, this

communication is not standardized. There are several disadvantages to this approach. Since the communication is not standardized, it is difficult for machines to recognize which entity is going to do the authentication and thus which credentials to use and where in the authentication form that the credentials are to be entered. Humans have a much easier time to correctly deal with these problems. The use of browsers for authentication restricts the deployment of more secure forms of authentication beyond plaintext username and password known by the server. In a number of cases the authentication interface may be presented before the client has adequately validated they are talking to the intended server. By giving control of the authentication interface to a potential attacker, the security of the system may be reduced and phishing opportunities introduced.

As a result, it is desirable to choose some standardized approach for communication between the client's end-host and the identity provider. There are a number of requirements this approach must meet.

Experience has taught us one key security and scalability requirement: it is important that the relying party not get possession of the long-term secret of the client. Aside from a valuable secret being exposed, a synchronization problem can develop when the client changes keys with the IdP.

Since there is no single authentication mechanism that will be used everywhere there is another associated requirement: The authentication framework must allow for the flexible integration of authentication mechanisms. For instance, some IdPs require hardware tokens while others use passwords. A service provider wants to provide support for both authentication methods, and other methods from IdPs not yet seen.

These requirements can be met by utilizing standardized and successfully deployed technology, namely by the Extensible Authentication Protocol (EAP) framework [RFC3748]. Figure 3 illustrates the integration graphically.

EAP is an end-to-end framework; it provides for two-way communication between a peer (i.e. client or individual) through the EAP authenticator (i.e., relying party) to the back-end (i.e., identity provider). Conveniently, this is precisely the communication path that is needed for federated identity. Although EAP support is already integrated in AAA systems (see [RFC3579] and [RFC4072]) several challenges remain:

- o The first is how to carry EAP payloads from the end host to the relying party.

- o Another is to verify statements the relying party has made to the client, confirm these statements are consistent with statements made to the identity provider and confirm all of the above are consistent with the federation and any federation-specific policy or configuration.
- o Another challenge is choosing which identity provider to use for which service.

The EAP method used for ABFAB needs to meet the following requirements:

- o It needs to provide mutual authentication of the client and IdP.
- o It needs to support channel binding.

As of this writing, the only EAP method that meets these criteria is TEAP [I-D.ietf-emu-eap-tunnel-method] either alone (if client certificates are used) or with an inner EAP method that does mutual authentication.

2.2.2. EAP Channel Binding

EAP channel binding is easily confused with a facility in GSS-API also called channel binding. GSS-API channel binding provides protection against man-in-the-middle attacks when GSS-API is used as authentication inside some tunnel; it is similar to a facility called cryptographic binding in EAP. See [RFC5056] for a discussion of the differences between these two facilities.

The client knows, in theory, the name of the RP that it attempted to connect to, however in the event that an attacker has intercepted the protocol, the client and the IdP need to be able to detect this situation. A general overview of the problem along with a recommended way to deal with the channel binding issues can be found in RFC 6677 [RFC6677].

Since that document was published, a number of possible attacks were found and methods to address these attacks have been outlined in [RFC7029].

2.3. Client to Relying Party

The final set of interactions between the parties to consider are those between the client and the RP. In some ways this is the most complex set since at least part of it is outside the scope of the ABFAB work. The interactions between these parties include:

- o Running the protocol that implements the service that is provided by the RP and desired by the client.
- o Authenticating the client to the RP and the RP to the client.
- o Providing the necessary security services to the service protocol that it needs beyond authentication.
- o Deal with client re-authentication where desired.

2.3.1. GSS-API

One of the remaining layers is responsible for integration of federated authentication into the application. There are a number of approaches that applications have adopted for security. So, there may need to be multiple strategies for integration of federated authentication into applications. However, we have started with a strategy that provides integration to a large number of application protocols.

Many applications such as SSH [RFC4462], NFS [RFC2203], DNS [RFC3645] and several non-IETF applications support the Generic Security Services Application Programming Interface [RFC2743]. Many applications such as IMAP, SMTP, XMPP and LDAP support the Simple Authentication and Security Layer (SASL) [RFC4422] framework. These two approaches work together nicely: by creating a GSS-API mechanism, SASL integration is also addressed. In effect, using a GSS-API mechanism with SASL simply requires placing some headers on the front of the mechanism and constraining certain GSS-API options.

GSS-API is specified in terms of an abstract set of operations which can be mapped into a programming language to form an API. When people are first introduced to GSS-API, they focus on it as an API. However, from the prospective of authentication for non-web applications, GSS-API should be thought of as a protocol as well as an API. When looked at as a protocol, it consists of abstract operations such as the initial context exchange, which includes two sub-operations (`gss_init_sec_context` and `gss_accept_sec_context`). An application defines which abstract operations it is going to use and where messages produced by these operations fit into the application architecture. A GSS-API mechanism will define what actual protocol messages result from that abstract message for a given abstract operation. So, since this work is focusing on a particular GSS-API mechanism, we generally focus on protocol elements rather than the API view of GSS-API.

The API view of GSS-API does have significant value as well, since the abstract operations are well defined, the set of information that

a mechanism gets from the application is well defined. Also, the set of assumptions the application is permitted to make is generally well defined. As a result, an application protocol that supports GSS-API or SASL is very likely to be usable with a new approach to authentication including this one with no required modifications. In some cases, support for a new authentication mechanism has been added using plugin interfaces to applications without the application being modified at all. Even when modifications are required, they can often be limited to supporting a new naming and authorization model. For example, this work focuses on privacy; an application that assumes it will always obtain an identifier for the client will need to be modified to support anonymity, unlinkability or pseudonymity.

So, we use GSS-API and SASL because a number of the application protocols we wish to federate support these strategies for security integration. What does this mean from a protocol standpoint and how does this relate to other layers? This means we need to design a concrete GSS-API mechanism. We have chosen to use a GSS-API mechanism that encapsulates EAP authentication. So, GSS-API (and SASL) encapsulates EAP between the end-host and the service. The AAA framework encapsulates EAP between the relying party and the identity provider. The GSS-API mechanism includes rules about how initiators and services are named as well as per-message security and other facilities required by the applications we wish to support.

2.3.2. Protocol Transport

The transport of data between the client and the relying party is not provided by GSS-API. GSS-API creates and consumes messages, but it does not provide the transport itself, instead the protocol using GSS-API needs to provide the transport. In many cases HTTP or HTTPS is used for this transport, but other transports are perfectly acceptable. The core GSS-API document [RFC2743] provides some details on what requirements exist.

In addition we highlight the following:

- o The transport does not need to provide either confidentiality or integrity. After GSS-EAP has finished negotiation, GSS-API can be used to provide both services. If the negotiation process itself needs protection from eavesdroppers then the transport would need to provide the necessary services.
- o The transport needs to provide reliable transport of the messages.
- o The transport needs to ensure that tokens are delivered in order during the negotiation process.

- o GSS-API messages need to be delivered atomically. If the transport breaks up a message it must also reassemble the message before delivery.

2.3.3. Reauthentication

There are circumstances where the RP will want to have the client reauthenticate itself. These include very long sessions, where the original authentication is time limited or cases where in order to complete an operation a different authentication is required. GSS-EAP does not have any mechanism for the server to initiate a reauthentication as all authentication operations start from the client. If a protocol using GSS-EAP needs to support reauthentication that is initiated by the server, then a request from the server to the client for the reauthentication to start needs to be placed in the protocol.

Clients can re-use the existing secure connection established by GSS-API to run the new authentication in by calling `GSS_Init_sec_context`. At this point a full reauthentication will be done.

3. Application Security Services

One of the key goals is to integrate federated authentication into existing application protocols and where possible, existing implementations of these protocols. Another goal is to perform this integration while meeting the best security practices of the technologies used to perform the integration. This section describes security services and properties required by the EAP GSS-API mechanism in order to meet these goals. This information could be viewed as specific to that mechanism. However, other future application integration strategies are very likely to need similar services. So, it is likely that these services will be expanded across application integration strategies if new application integration strategies are adopted.

3.1. Authentication

GSS-API provides an optional security service called mutual authentication. This service means that in addition to the initiator providing (potentially anonymous or pseudonymous) identity to the acceptor, the acceptor confirms its identity to the initiator. Especially for the ABFAB context, this service is confusingly named. We still say that mutual authentication is provided when the identity of an acceptor is strongly authenticated to an anonymous initiator.

RFC 2743, unfortunately, does not explicitly talk about what mutual authentication means. Within this document we therefore define mutual authentication as:

- o If a target name is configured for the initiator, then the initiator trusts that the supplied target name describes the acceptor. This implies both that appropriate cryptographic exchanges took place for the initiator to make such a trust decision, and that after evaluating the results of these exchanges, the initiator's policy trusts that the target name is accurate.
- o If no target name is configured for the initiator, then the initiator trusts that the acceptor name, supplied by the acceptor, correctly names the entity it is communicating with.
- o Both the initiator and acceptor have the same key material for per-message keys and both parties have confirmed they actually have the key material. In EAP terms, there is a protected indication of success.

Mutual authentication is an important defense against certain aspects of phishing. Intuitively, clients would like to assume that if some party asks for their credentials as part of authentication, successfully gaining access to the resource means that they are talking to the expected party. Without mutual authentication, the server could "grant access" regardless of what credentials are supplied. Mutual authentication better matches this user intuition.

It is important, therefore, that the GSS-EAP mechanism implement mutual authentication. That is, an initiator needs to be able to request mutual authentication. When mutual authentication is requested, only EAP methods capable of providing the necessary service can be used, and appropriate steps need to be taken to provide mutual authentication. While a broader set of EAP methods could be supported by not requiring mutual authentication, it was decided that the client needs to always have the ability to request it. In some cases the IdP and the RP will not support mutual authentication, however the client will always be able to detect this and make an appropriate security decision.

The AAA infrastructure may hide the initiator's identity from the GSS-API acceptor, providing anonymity between the initiator and the acceptor. At this time, whether the identity is disclosed is determined by EAP server policy rather than by an indication from the initiator. Also, initiators are unlikely to be able to determine whether anonymous communication will be provided. For this reason, initiators are unlikely to set the anonymous return flag from GSS_Init_Sec_context (Section 4.2.1 in [RFC4178]).

3.2. GSS-API Channel Binding

[RFC5056] defines a concept of channel binding which is used prevent man-in-the-middle attacks. The channel binding works by taking a cryptographic value from the transport security and checks that both sides of the GSS-API conversation know this value. Transport Layer Security (TLS) [RFC5246] is the most common transport security layer used for this purpose.

It needs to be stressed that RFC 5056 channel binding (also called GSS-API channel binding when GSS-API is involved) is not the same thing as EAP channel binding. GSS-API channel binding is used for detecting Man-In-The-Middle attacks. EAP channel binding is used for mutual authentication and acceptor naming checks. Details are discussed in the mechanisms specification [RFC7055]. A fuller description of the differences between the facilities can be found in RFC 5056 [RFC5056].

The use of TLS can provide both encryption and integrity on the channel. It is common to provide SASL and GSS-API with these other security services.

One of the benefits that the use of TLS provides, is that client has the ability to validate the name of the server. However this validation is predicated on a couple of things. The TLS sessions needs to be using certificates and not be an anonymous session. The client and the TLS server need to share a common trust point for the certificate used in validating the server. TLS provides its own server authentication. However there are a variety of situations where this authentication is not checked for policy or usability reasons. When the TLS authentication is checked, if the trust infrastructure behind the TLS authentication is different from the trust infrastructure behind the GSS-API mutual authentication then confirming the end-points using both trust infrastructures is likely to enhance security. If the endpoints of the GSS-API authentication are different than the endpoints of the lower layer, this is a strong indication of a problem such as a man-in-the-middle attack. Channel binding provides a facility to determine whether these endpoints are the same.

The GSS-EAP mechanism needs to support channel binding. When an application provides channel binding data, the mechanism needs to confirm this is the same on both sides consistent with the GSS-API specification.

3.3. Host-Based Service Names

IETF security mechanisms typically take a host name and perhaps a service, entered by a user, and make some trust decision about whether the remote party in the interaction is the intended party. This decision can be made by the use of certificates, pre-configured key information or a previous leap of trust. GSS-API has defined a relatively flexible name convention, however most of the IETF applications that use GSS-API (including SSH, NFS, IMAP, LDAP and XMPP) have chosen to use a more restricted naming convention based on the host name. The GSS-EAP mechanism needs to support host-based service names in order to work with existing IETF protocols.

The use of host-based service names leads to a challenging trust delegation problem. Who is allowed to decide whether a particular host name maps to a specific entity? Possible solutions to this problem have been looked at.

- o The public-key infrastructure (PKI) used by the web has chosen to have a number of trust anchors (root certificate authorities) each of which can map any host name to a public key.
- o A number of GSS-API mechanisms, such as Kerberos [RFC1964], have split the problem into two parts. A new concept called a realm is introduced, the realm is responsible for host mapping within that realm. The mechanism then decides what realm is responsible for a given name. This is the approach adopted by ABFAB.

GSS-EAP defines a host naming convention that takes into account the host name, the realm, the service and the service parameters. An example of GSS-API service name is "xmpp/foo@example.com". This identifies the XMPP service on the host foo in the realm example.com. Any of the components, except for the service name may be omitted from a name. When omitted, then a local default would be used for that component of the name.

While there is no requirement that realm names map to Fully Qualified Domain Names (FQDN) within DNS, in practice this is normally true. Doing so allows for the realm portion of service names and the portion of NAIs to be the same. It also allows for the use of DNS in locating the host of a service while establishing the transport channel between the client and the relying party.

It is the responsibility of the application to determine the server that it is going to communicate with; GSS-API has the ability to help confirm that the server is the desired server but not to determine the name of the server to use. It is also the responsibility of the application to determine how much of the information identifying the service needs to be validated by the ABFAB system. The information that needs to be validated is used to build up the service name passed into the GSS-EAP mechanism. What information is to be validated will depend on both what information was provided by the client, and what information is considered significant. If the client only cares about getting a specific service, then the host and realm that provides the service does not need to be validated.

Applications may retrieve information about providers of services from DNS. Service Records (SRV) [RFC2782] and Naming Authority Pointer (NAPTR) [RFC3401] records are used to help find a host that provides a service; however the necessity of having DNSSEC on the queries depends on how the information is going to be used. If the host name returned is not going to be validated by EAP channel binding, because only the service is being validated, then DNSSEC [RFC4033] is not required. However, if the host name is going to be validated by EAP channel binding then DNSSEC needs to be used to ensure that the correct host name is validated. In general, if the information that is returned from the DNS query is to be validated, then it needs to be obtained in a secure manner.

Another issue that needs to be addressed for host-based service names is that they do not work ideally when different instances of a service are running on different ports. If the services are equivalent, then it does not matter. However if there are substantial differences in the quality of the service that information needs to be part of the validation process. If one has just a host name and not a port in the information being validated, then this is not going to be a successful strategy.

3.4. Additional GSS-API Services

GSS-API provides per-message security services that can provide confidentiality and/or integrity. Some IETF protocols such as NFS and SSH take advantage of these services. As a result GSS-EAP needs to support these services. As with mutual authentication, per-message security services will limit the set of EAP methods that can be used to those that generate a Master Session Key (MSK). Any EAP method that produces an MSK is able to support per-message security services described in [RFC2743].

GSS-API provides a pseudo-random function. This function generates a pseudo-random sequence using the shared session key as the seed for

the bytes generated. This provides an algorithm that both the initiator and acceptor can run in order to arrive at the same key value. The use of this feature allows for an application to generate keys or other shared secrets for use in other places in the protocol. In this regards, it is similar in concept to the TLS extractor (RFC 5705 [RFC5705]). While no current IETF protocols require this, non-IETF protocols are expected to take advantage of this in the near future. Additionally, a number of protocols have found the TLS extractor to be useful in this regards so it is highly probable that IETF protocols may also start using this feature.

4. Privacy Considerations

ABFAB, as an architecture designed to enable federated authentication and allow for the secure transmission of identity information between entities, obviously requires careful consideration around privacy and the potential for privacy violations.

This section examines the privacy related information presented in this document, summarizing the entities that are involved in ABFAB communications and what exposure they have to identity information. In discussing these privacy considerations in this section, we use terminology and ideas from [RFC6973].

Note that the ABFAB architecture uses at its core several existing technologies and protocols; detailed privacy discussion around these is not examined. This section instead focuses on privacy considerations specifically related to overall architecture and usage of ABFAB.

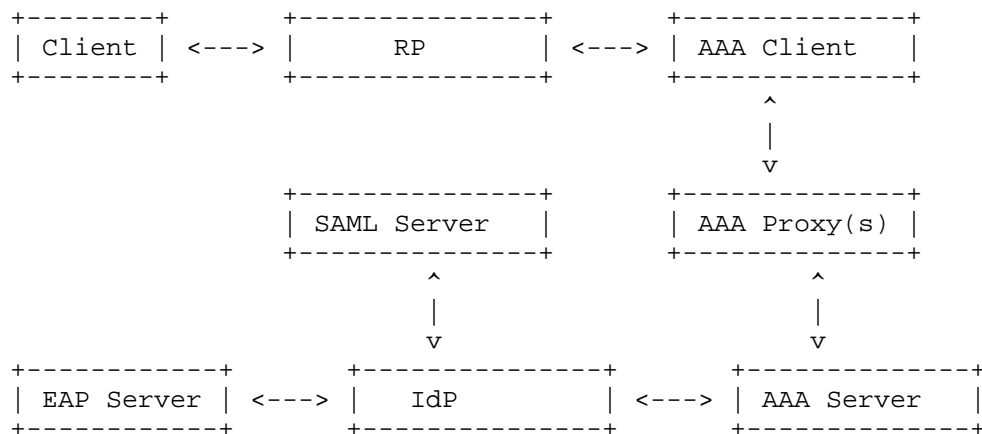


Figure 4: Entities and Data Flow

4.1. Entities and their roles

Categorizing the ABFAB entities shown in the Figure 4 according to the taxonomy of terms from [RFC6973] the entities shown in Figure 4 is somewhat complicated as during the various phases of ABFAB communications the roles of each entity changes. The three main phases of relevance are the Client to RP communication phase, the Client to IdP (via the Federation Substrate) phase, and the IdP to RP (via the Federation Substrate) phase.

In the Client to RP communication phase, we have:

Initiator: Client.

Observers: Client, RP.

Recipient: RP.

In the Client to IdP (via the Federation Substrate) communication phase, we have:

Initiator: Client.

Observers: Client, RP, AAA Client, AAA Proxy(s), AAA Server, IdP.

Recipient: IdP

In the IdP to Relying party (via the Federation Substrate) communication phase, we have:

Initiator: RP.

Observers: IdP, AAA Server, AAA Proxy(s), AAA Client, RP.

Recipient: IdP

Eavesdroppers and Attackers can reside on any or all communication links between entities in Figure 4.

The various entities in the system might also collude or be coerced into colluding. Some of the significant collusions to look at are:

- o If two RPs are colluding, they have the information available to both nodes. This can be analyzed as if a single RP was offering multiple services.
- o If an RP and a AAA proxy are colluding, then the trust of the system is broken as the RP would be able to lie about its own

identity to the IdP. There is no known way to deal with this situation.

- o If multiple AAA proxies are colluding, it can be treated as a single node for analysis.

The Federation Substrate consists of all of the AAA entities. In some cases the AAA Proxies entities may not exist as the AAA Client can talk directly to the AAA Server. Specifications such as the Trust Router Protocol [5] and RADIUS dynamic discovery [I-D.ietf-radext-dynamic-discovery] can be used to shorten the path between the AAA client and the AAA server (and thus stop these AAA Proxies from being Observers); however even in these circumstances there may be AAA Proxies in the path.

In Figure 4 the IdP has been divided into multiple logical pieces, in actual implementations these pieces will frequently be tightly coupled. The links between these pieces provide the greatest opportunity for attackers and eavesdroppers to acquire information, however, as they are all under the control of a single entity they are also the easiest to have tightly secured.

4.2. Privacy Aspects of ABFAB Communication Flows

In the ABFAB architecture, there are a few different types of data and identifiers in use. The best way to understand them, and the potential privacy impacts of them, is to look at each phase of communication in ABFAB.

4.2.1. Client to RP

The flow of data between the client and the RP is divided into two parts. The first part consists of all of the data exchanged as part of the ABFAB authentication process. The second part consists of all of the data exchanged after the authentication process has been finished.

During the initial communications phase, the client sends an NAI (see [I-D.ietf-radext-nai]) to the RP. Many EAP methods (but not all) allow for the client to disclose an NAI to RP in a form that includes only a realm component during this communications phase. This is the minimum amount of identity information necessary for ABFAB to work - it indicates an IdP that the principal has a relationship with. EAP methods that do not allow this will necessarily also reveal an identifier for the principal in the IdP realm (e.g. a username).

The data shared during the initial communication phase may be protected by a channel protocol such as TLS. This will prevent the leak of information to passive eavesdroppers, however an active attacker may still be able to setup as a man-in-the-middle. The client may not be able to validate the certificates (if any) provided by the service, deferring the check of the identity of the RP until the completion of the ABFAB authentication protocol (i.e., using EAP channel binding).

The data exchanged after the authentication process can have privacy and authentication using the GSS-API services. If the overall application protocol allows for the process of re-authentication, then the same privacy implications as discussed in previous paragraphs apply.

4.2.2. Client to IdP (via Federation Substrate)

This phase sees a secure TLS tunnel initiated between the Client and the IdP via the RP and federation substrate. The process is initiated by the RP using the realm information given to it by the client. Once set up, the tunnel is used to send credentials to IdP to authenticate.

Various operational information is transported between RP and IdP, over the AAA infrastructure, for example using RADIUS headers. As no end-to-end security is provided by AAA, all AAA entities on the path between the RP and IdP have the ability to eavesdrop on this information unless additional security measures are taken (such as the use of TLS for RADIUS [I-D.ietf-radext-dtls]). Some of this information may form identifiers or explicit identity information:

- o The Relying Party knows the IP address of the Client. It is possible that the Relying Party could choose to expose this IP address by including it in a RADIUS header such as Calling Station ID. This is a privacy consideration to take into account of the application protocol.
- o The EAP MSK is transported between the IdP and the RP over the AAA infrastructure, for example through RADIUS headers. This is a particularly important privacy consideration, as any AAA Proxy that has access to the EAP MSK is able to decrypt and eavesdrop on any traffic encrypted using that EAP MSK (i.e., all communications between the Client and RP). This problem can be mitigated by the application protocol setting up a secure tunnel between the Client and the RP and performing a cryptographic binding between the tunnel and EAP MSK.

- o Related to the above, the AAA server has access to the material necessary to derive the session key, thus the AAA server can observe any traffic encrypted between the Client and RP. This "feature" was chosen as a simplification and to make performance faster; if it was decided that this trade-off was not desirable for privacy and security reasons, then extensions to ABFAB that make use of techniques such as Diffie-Helman key exchange would mitigate against this.

The choice of EAP method used has other potential privacy implications. For example, if the EAP method in use does not support trust anchors to enable mutual authentication, then there are no guarantees that the IdP is who it claims to be, and thus the full NAI including a username and a realm might be sent to any entity masquerading as a particular IdP.

Note that ABFAB has not specified any AAA accounting requirements. Implementations that use the accounting portion of AAA should consider privacy appropriately when designing this aspect.

4.2.3. IdP to RP (via Federation Substrate)

In this phase, the IdP communicates with the RP informing it as to the success or failure of authentication of the user, and optionally, the sending of identity information about the principal.

As in the previous flow (Client to IdP), various operation information is transported between IdP and RP over the AAA infrastructure, and the same privacy considerations apply. However, in this flow, explicit identity information about the authenticated principal can be sent from the IdP to the RP. This information can be sent through RADIUS headers, or using SAML [I-D.ietf-abfab-aaa-saml]. This can include protocol specific identifiers, such as SAML NameIDs, as well as arbitrary attribute information about the principal. What information will be released is controlled by policy on the Identity Provider. As before, when sending this through RADIUS headers, all AAA entities on the path between the RP and IdP have the ability to eavesdrop unless additional security measures are taken (such as the use of TLS for RADIUS [I-D.ietf-radext-dtls]). When sending this using SAML, as specified in [I-D.ietf-abfab-aaa-saml], confidentiality of the information should however be guaranteed as [I-D.ietf-abfab-aaa-saml] requires the use of TLS for RADIUS.

4.3. Relationship between User and Entities

- o Between User and IdP - the IdP is an entity the user will have a direct relationship with, created when the organization that

operates the entity provisioned and exchanged the user's credentials. Privacy and data protection guarantees may form a part of this relationship.

- o Between User and RP - the RP is an entity the user may or may not have a direct relationship with, depending on the service in question. Some services may only be offered to those users where such a direct relationship exists (for particularly sensitive services, for example), while some may not require this and would instead be satisfied with basic federation trust guarantees between themselves and the IdP). This may well include the option that the user stays anonymous with respect to the RP (though obviously never to the IdP). If attempting to preserve privacy through the mitigation of data minimization, then the only attribute information about individuals exposed to the RP should be that which is strictly necessary for the operation of the service.
- o Between User and Federation substrate - the user is highly likely to have no knowledge of, or relationship with, any entities involved with the federation substrate (not that the IdP and/or RP may, however). Knowledge of attribute information about individuals for these entities is not necessary, and thus such information should be protected in such a way as to prevent access to this information from being possible.

4.4. Accounting Information

Alongside the core authentication and authorization that occurs in AAA communications, accounting information about resource consumption may be delivered as part of the accounting exchange during the lifetime of the granted application session.

4.5. Collection and retention of data and identifiers

In cases where Relying Parties are not required to identify a particular individual when an individual wishes to make use of their service, the ABFAB architecture enables anonymous or pseudonymous access. Thus data and identifiers other than pseudonyms and unlinkable attribute information need not be stored and retained.

However, in cases where Relying Parties require the ability to identify a particular individual (e.g. so they can link this identity information to a particular account in their service, or where identity information is required for audit purposes), the service will need to collect and store such information, and to retain it for as long as they require. Deprovisioning of such accounts and information is out of scope for ABFAB, but obviously for privacy

protection any identifiers collected should be deleted when they are no longer needed.

4.6. User Participation

In the ABFAB architecture, by its very nature users are active participants in the sharing of their identifiers as they initiate the communications exchange every time they wish to access a server. They are, however, not involved in control of the set of information related to them that transmitted from the IdP to RP for authorization purposes; rather, this is under the control of policy on the IdP. Due to the nature of the AAA communication flows, with the current ABFAB architecture there is no place for a process of gaining user consent for the information to be released from IdP to RP.

5. Security Considerations

This document describes the architecture for Application Bridging for Federated Access Beyond Web (ABFAB) and security is therefore the main focus. Many of the items that are security considerations have already been discussed in the Privacy Considerations section. Readers should be sure to read that section as well.

There are many places in this document where TLS is used. While in some places (i.e. client to RP) anonymous connections can be used, it is very important that TLS connections within the AAA infrastructure and between the client and the IdP be fully authenticated and, if using certificates, that revocation be checked as well. When using anonymous connections between the client and the RP, all messages and data exchanged between those two entities will be visible to an active attacker. In situations where the client is not yet on the net, the `status_request` extension [RFC6066] can be used to obtain revocation checking data inside of the TLS protocol. Clients also need to get the Trust Anchor for the IdP configured correctly in order to prevent attacks, this is a hard problem in general and is going to be even harder for kiosk environments.

Selection of the EAP methods to be permitted by clients and IdPs is important. The use of a tunneling method such as TEAP [I-D.ietf-emu-eap-tunnel-method] allows for other EAP methods to be used while hiding the contents of those EAP exchanges from the RP and the AAA framework. When considering inner EAP methods the considerations outlined in [RFC7029] about binding the inner and outer EAP methods needs to be considered. Finally, one wants to have the ability to support channel binding in those cases where the client needs to validate that it is talking to the correct RP.

In those places where SAML statements are used, RPs will generally be unable to validate signatures on the SAML statement, either because it is stripped off by the IdP or because it is unable to validate the binding between the signer, the key used to sign and the realm represented by the IdP. For these reasons it is required that IdPs do the necessary trust checking on the SAML statements and RPs can trust the AAA infrastructure to keep the SAML statement valid.

When a pseudonym is generated as a unique long term identifier for a client by an IdP, care must be taken in the algorithm that it cannot easily be reverse engineered by the service provider. If it can be reversed then the service provider can consult an oracle to determine if a given unique long term identifier is associated with a different known identifier.

6. IANA Considerations

This document does not require actions by IANA.

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Update to the EAP Applicability Statement for ABFAB
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Abstract

This document updates the Extensible Authentication Protocol (EAP) applicability statement from RFC3748 to reflect recent usage of the EAP protocol in the Application Bridging for Federated Access Beyond web (ABFAB) architecture.

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1. Introduction

The EAP applicability statement in [RFC3748] defines the scope of the Extensible Authentication Protocol to be "for use in network access authentication, where IP layer connectivity may not be available.", and states that "Use of EAP for other purposes, such as bulk data transport, is NOT RECOMMENDED."

While some of the recommendation against usage of EAP for bulk data transport is still valid, some of the other provisions in the applicability statement have turned out to be too narrow. Section 2 describes the example where EAP is used to authenticate application layer access. Section 3 provides new text to update the paragraph 1.3. "Applicability" in [RFC3748].

1.1. Requirements Language

In this document, several words are used to signify the requirements of the specification. The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "NOT RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in RFC 2119. [RFC2119]

2. Uses of EAP for Application-Layer Access

Ongoing work in the IETF specifies the use of EAP over GSSAPI for generic application layer access [I-D.ietf-abfab-gss-eap]. In the past, using EAP in this context has met resistance due to the lack of channel bindings [RFC6677]. Without channel bindings, a peer cannot verify if an authenticator is authorized to provide an advertised service.

However as additional services use EAP for authentication, the distinction of which service is being contacted becomes more important. Application services might have different properties. Consider an environment with multiple printers some of which provide a confidential service to output documents to a controlled location. If a peer sent a document to the wrong service then potentially sensitive information might be printed in an uncontrolled location and be disclosed. In addition, it might be more likely that a low-value service is compromised than some high value service. If the high-value service could be impersonated by a low-value service then the security of the overall system would be limited by the security of the lower value service.

This distinction is present in any environment where peers' security depends on which service they reach. However it is particularly acute in a federated environment where multiple organizations are involved. It is very likely that these organizations will have different security policies and practices. It is very likely that the goals of these organizations will not entirely be aligned. In many situations one organization could gain value by being able to impersonate another. In this environment, authenticating the EAP server is insufficient: the peer must also validate that the contacted host is authorized to provide the requested service.

In environments where EAP is used for purposes other than network access authentication:

- o All EAP servers and all application access EAP peers MUST support channel bindings. All network access EAP peers SHOULD support channel bindings.
- o Channel binding MUST be used for all application authentication. The EAP server MUST either require that the correct EAP lower-layer attribute or another attribute indicating the purpose of the authentication be present in the channel binding data for application authentication.
- o Channel binding SHOULD be used for all network access authentication, and when channel binding data is present, the EAP server MUST require that it contain the correct EAP lower-layer attribute to explicitly identify the reason for authentication.
- o Any new usage of EAP MUST use channel bindings including the EAP lower-layer attribute to prevent confusion with network access usage.

Operators need to carefully consider the security implications before relaxing these requirements. One potentially serious attack exists

when channel binding is not required and EAP authentication is introduced into an existing service other than network access. A device can be created that impersonates a Network Access Service to peers, but actually proxies the authentication to the new application service that accepts EAP authentications. This may decrease the security of this service even for users who previously used non-EAP means of authentication to the service.

It is REQUIRED for the application layer to prove that both the EAP Peer and EAP Authenticator possess the EAP Master Session Key (MSK). Failing to validate the possession of the EAP MSK can allow an attacker to insert himself into the conversation and impersonate the peer or authenticator. In addition, the application should define channel binding attributes that are sufficient to validate that the application service is being correctly represented to the peer.

2.1. Retransmission

In EAP, the authenticator is responsible for retransmission. By default EAP assumes that the lower layer (the application in this context) is unreliable. The authenticator can send a packet whenever its retransmission timer triggers. In this mode, applications need to be able to receive and process EAP messages at any time during the authentication conversation.

Alternatively, EAP permits a lower layer to set the retransmission timer to infinite. When this happens, the lower layer becomes responsible for reliable delivery of EAP messages. Applications that use a lock-step or client-driven authentication protocol might benefit from this approach.

In addition to retransmission behavior applications need to deal with discarded EAP messages. For example, whenever some EAP methods receive erroneous input, these methods discard the input rather than generating an error response. If the erroneous input was generated by an attacker, legitimate input can sometimes be received after the erroneous input. Applications MUST handle discarded EAP messages, although the specific way in which discarded messages will be handled depends on the characteristics of the application. Options include failing the authentication at the application level, requesting an EAP retransmit and waiting for additional EAP input.

Applications designers that incorporate EAP into their application need to determine how retransmission and message discards are handled.

2.2. Re-Authentication

EAP lower layers MAY provide a mechanism for re-authentication to happen within an existing session [RFC3748]. Re-authentication permits security associations to be updated without establishing a new session. For network access, this can be important because interrupting network access can disrupt connections and media.

Some applications might not need re-authentication support. For example if sessions are relatively short-lived or if sessions can be replaced without significant disruption, re-authentication might not provide value. Protocols like Hypertext Transfer Protocol (HTTP) [RFC2616] and Simple Mail Transport Protocol (SMTP) [RFC5321] are examples of protocols where establishing a new connection to update security associations is likely to be sufficient.

Re-authentication is likely to be valuable if sessions or connections are long-lived or if there is a significant cost to disrupting them.

Another factor may make re-authentication important. Some protocols only permit one party in a protocol (for example the client) to establish a new connection. If another party in the protocol needs the security association refreshed then re-authentication can provide a mechanism to do so.

Application designers need to determine whether re-authentication support is needed and which parties can initiate it.

3. Revised EAP applicability statement

The following text is added to the EAP applicability statement in [RFC3748].

In cases where EAP is used for application authentication, support for EAP Channel Bindings is REQUIRED on the EAP Peer and EAP Server to validate that the host is authorized to provide the services requested. In addition, the application MUST define channel binding attributes that are sufficient to validate that the application service is being correctly represented to the peer. The protocol carrying EAP MUST prove possession of the EAP MSK between the EAP Peer and EAP Authenticator. In the context of EAP for application access the application is providing the EAP Lower Layer. Applications protocols vary so their specific behavior and transport characteristics needs to be considered when determining their retransmission and re-authentication behavior. Circumstances might require that applications need to perform conversion of identities from an application specific character set to UTF-8 or another character set required by a particular EAP method.

4. Security Considerations

In addition to the requirements discussed in the main sections of the document applications should take into account how server authentication is achieved. Some deployments may allow for weak server authentication that is then validated with an additional existing exchange that provides mutual authentication. In order to fully mitigate the risk of NAS impersonation when these mechanisms are used, it is RECOMMENDED that mutual channel bindings be used to bind the authentications together as described in [I-D.ietf-emu-crypto-bind]. When doing channel binding it is REQUIRED that the authenticator is not able to modify the channel binding data passed between the peer to the authenticator as part of the authentication process.

5. IANA Considerations

This document has no actions for IANA.

6. Acknowledgements

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