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Datagram Transport Layer Security (DTLS) Profile for Authentication and
Authorization for Constrained Environments (ACE)
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Abstract

This specification defines a profile for delegating client authentication and authorization in a constrained environment by establishing a Datagram Transport Layer Security (DTLS) channel between resource-constrained nodes. The protocol relies on DTLS for communication security between entities in a constrained network. A resource-constrained node can use this protocol to delegate management of authorization information to a trusted host with less severe limitations regarding processing power and memory.

Status of This Memo

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1. Introduction

This specification defines a profile of the ACE framework [I-D.ietf-ace-oauth-authz]. In this profile, a client and a resource server use CoAP [RFC7252] over DTLS [RFC6347] to communicate. The client uses an access token, bound to a key (the proof-of-possession key) to authorize its access to the resource server. DTLS provides communication security, proof of possession, and server authentication. Optionally the client and the resource server may also use CoAP over DTLS to communicate with the authorization server. This specification supports the DTLS PSK handshake [RFC4279] and the DTLS handshake with Raw Public Keys (RPK) [RFC7250].

The DTLS PSK handshake [RFC4279] provides the proof-of-possession for the key tied to the access token. Furthermore the `psk_identity` parameter in the DTLS PSK handshake is used to transfer the access token from the client to the resource server.

The DTLS RPK handshake [RFC7250] requires client authentication to provide proof-of-possession for the key tied to the access token. Here the access token needs to be transferred to the resource server before the handshake is initiated, as described in section 8.1 of draft-ietf-ace-oauth-authz. [1]

Note: While the scope of this draft is on client and resource server communicating using CoAP over DTLS, it is expected that it applies also to CoAP over TLS, possibly with minor modifications. However, that is out of scope for this version of the draft.

1.1. Terminology

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].

Readers are expected to be familiar with the terms and concepts described in [I-D.ietf-ace-oauth-authz].

2. Protocol Overview

The CoAP-DTLS profile for ACE specifies the transfer of authentication and, if necessary, authorization information between C and RS during setup of a DTLS session for CoAP messaging. It also specifies how a Client can use CoAP over DTLS to retrieve an Access Token from AS for a protected resource hosted on RS.

This profile requires a Client (C) to retrieve an Access Token for the resource(s) it wants to access on a Resource Server (RS) as specified in [I-D.ietf-ace-oauth-authz]. Figure 1 shows the typical message flow in this scenario (messages in square brackets are optional):

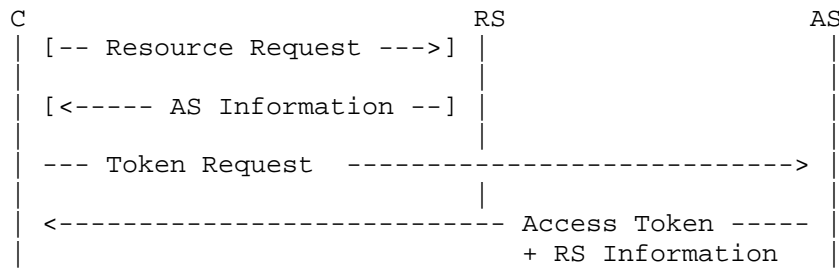


Figure 1: Retrieving an Access Token

To determine the AS in charge of a resource hosted at the RS, C MAY send an initial Unauthorized Resource Request message to RS. RS then denies the request and sends the address of its AS back to C.

Instead of the initial Unauthorized Resource Request message, C MAY look up the desired resource in a resource directory (cf. [I-D.ietf-core-resource-directory]).

Once C knows AS's address, it can send an Access Token request to the /token endpoint at the AS as specified in [I-D.ietf-ace-oauth-authz]. If C wants to use the CoAP RawPublicKey mode as described in Section 9 of RFC 7252 [2] it MUST provide a key or key identifier within a "cnf" object in the token request. If AS decides that the request is to be authorized it generates an access token response for C containing a "profile" parameter with the value "coap_dtls" to indicate that this profile MUST be used for communication between C and RS. It also adds a "cnf" parameter with additional data for the establishment of a secure DTLS channel between C and RS. The semantics of the 'cnf' parameter depend on the type of key used between C and RS, see Section 3 and Section 4.

The Access Token returned by AS then can be used by C to establish a new DTLS session with RS. When C intends to use asymmetric cryptography in the DTLS handshake with RS, C MUST upload the Access Token to the "/authz-info" resource on RS before starting the DTLS handshake, as described in section 8.1 of draft-ietf-ace-oauth-authz [3]. If only symmetric cryptography is used between C and RS, the Access Token MAY instead be transferred in the DTLS ClientKeyExchange message (see Section 4.1).

Figure 2 depicts the common protocol flow for the DTLS profile after C has retrieved the Access Token from AS.

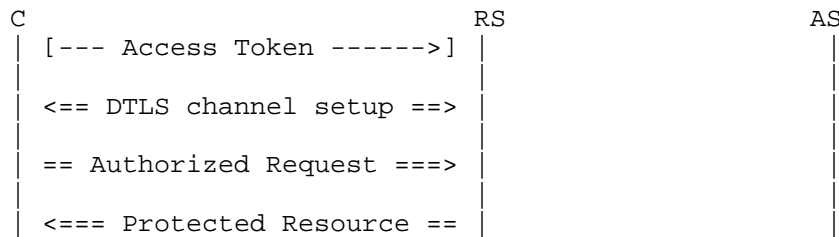


Figure 2: Protocol overview

The following sections specify how CoAP is used to interchange access-related data between RS and AS so that AS can provide C and RS with sufficient information to establish a secure channel, and convey authorization information specific for this communication relationship to RS.

Depending on the desired CoAP security mode, the Client-to-AS request, AS-to-Client response and DTLS session establishment carry slightly different information. Section 3 addresses the use of raw public keys while Section 4 defines how pre-shared keys are used in this profile.

2.1. Unauthorized Resource Request Message

The optional Unauthorized Resource Request message is a request for a resource hosted by RS for which no proper authorization is granted. RS MUST treat any CoAP request for a resource other than `/authz-info` as Unauthorized Resource Request message when any of the following holds:

- o The request has been received on an unprotected channel.
- o RS has no valid access token for the sender of the request regarding the requested action on that resource.
- o RS has a valid access token for the sender of the request, but this does not allow the requested action on the requested resource.

Note: These conditions ensure that RS can handle requests autonomously once access was granted and a secure channel has been established between C and RS. The resource `/authz-info` is publicly accessible to be able to upload new access tokens to RS (cf. [I-D.ietf-ace-oauth-authz]).

Unauthorized Resource Request messages MUST be denied with a client error response. In this response, the Resource Server SHOULD provide proper AS Information to enable the Client to request an access token from RS's Authorization Server as described in Section 2.2.

The response code MUST be 4.01 (Unauthorized) in case the sender of the Unauthorized Resource Request message is not authenticated, or if RS has no valid access token for C. If RS has an access token for C but not for the resource that C has requested, RS MUST reject the request with a 4.03 (Forbidden). If RS has an access token for C but it does not cover the action C requested on the resource, RS MUST reject the request with a 4.05 (Method Not Allowed).

Note: The use of the response codes 4.03 and 4.05 is intended to prevent infinite loops where a dumb Client optimistically tries to access a requested resource with any access token received from AS. As malicious clients could pretend to be C to determine C's privileges, these detailed response codes must be used only when a certain level of security is already available which can be achieved only when the Client is authenticated.

2.2. AS Information

The AS Information is sent by RS as a response to an Unauthorized Resource Request message (see Section 2.1) to point the sender of the Unauthorized Resource Request message to RS's AS. The AS information is a set of attributes containing an absolute URI (see Section 4.3 of [RFC3986]) that specifies the AS in charge of RS.

TBD: We might not want to add more parameters in the AS information because

this would not only reveal too much information about RS's capabilities to unauthorized peers but also be of little value as C cannot really trust that information anyway.

The message MAY also contain a nonce generated by RS to ensure freshness in case that the RS and AS do not have synchronized clocks.

Figure 3 shows an example for an AS Information message payload using CBOR [RFC7049] diagnostic notation.

```
4.01 Unauthorized
Content-Format: application/ace+cbor
{AS: "coaps://as.example.com/token",
 nonce: h'e0a156bb3f'}
```

Figure 3: AS Information payload example

In this example, the attribute AS points the receiver of this message to the URI "coaps://as.example.com/token" to request access permissions. The originator of the AS Information payload (i.e., RS) uses a local clock that is loosely synchronized with a time scale common between RS and AS (e.g., wall clock time). Therefore, it has included a parameter "nonce" for replay attack prevention (c.f. Section 5.2).

Note: There is an ongoing discussion how freshness of access tokens can be achieved in constrained environments. This specification for now assumes that RS and AS do not have a common understanding of time that allows RS to achieve its security objectives without explicitly adding a nonce.

The examples in this document are written in CBOR diagnostic notation to improve readability. Figure 4 illustrates the binary encoding of the message payload shown in Figure 3.

```

a2                                     # map(2)
 00                                     # unsigned(0) (=AS)
 78 1c                                 # text(28)
   636f6170733a2f2f61732e657861
   6d706c652e636f6d2f746f6b656e      # "coaps://as.example.com/token"
 05                                     # unsigned(5) (=nonce)
 45                                     # bytes(5)
   e0a156bb3f

```

Figure 4: AS Information example encoded in CBOR

2.3. Resource Access

Once a DTLS channel has been established as described in Section 3 and Section 4, respectively, C is authorized to access resources covered by the Access Token it has uploaded to the "/authz-info" resource hosted by RS.

On the server side (i.e., RS), successful establishment of the DTLS channel binds C to the access token, functioning as a proof-of-possession associated key. Any request that RS receives on this channel MUST be checked against these authorization rules that are associated with the identity of C. Incoming CoAP requests that are not authorized with respect to any Access Token that is associated with C MUST be rejected by RS with 4.01 response as described in Section 2.1.

Note: The identity of C is determined by the authentication process

during the DTLS handshake. In the asymmetric case, the public key will define C's identity, while in the PSK case, C's identity is defined by the session key generated by AS for this communication.

RS SHOULD treat an incoming CoAP request as authorized if the following holds:

1. The message was received on a secure channel that has been established using the procedure defined in this document.
2. The authorization information tied to the sending peer is valid.
3. The request is destined for RS.
4. The resource URI specified in the request is covered by the authorization information.
5. The request method is an authorized action on the resource with respect to the authorization information.

Incoming CoAP requests received on a secure DTLS channel MUST be rejected

1. with response code 4.03 (Forbidden) when the resource URI specified in the request is not covered by the authorization information, and
2. with response code 4.05 (Method Not Allowed) when the resource URI specified in the request covered by the authorization information but not the requested action.

C cannot always know a priori if a Authorized Resource Request will succeed. If C repeatedly gets AS Information messages (cf. Section 2.2) as response to its requests, it SHOULD request a new Access Token from AS in order to continue communication with RS.

2.4. Dynamic Update of Authorization Information

The Client can update the authorization information stored at RS at any time. To do so, the Client requests from AS a new Access Token for the intended action on the respective resource and uploads this Access Token to the "/authz-info" resource on RS.

Figure 5 depicts the message flow where C requests a new Access Token after a security association between C and RS has been established using this protocol.

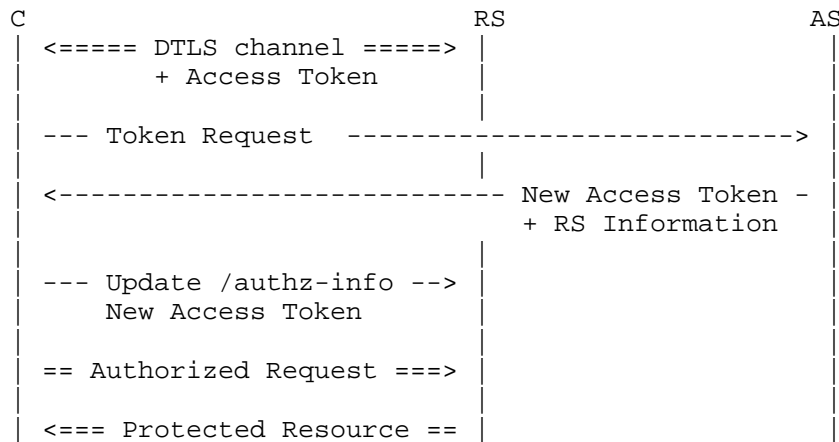


Figure 5: Overview of Dynamic Update Operation

3. RawPublicKey Mode

To retrieve an access token for the resource that C wants to access, C requests an Access Token from AS. C MUST add a "cnf" object carrying either its raw public key or a unique identifier for a public key that it has previously made known to AS.

An example Access Token request from C to RS is depicted in Figure 6.

```

POST coaps://as.example.com/token
Content-Format: application/cbor
{
  grant_type:    client_credentials,
  aud:          "tempSensor4711",
  cnf: {
    COSE_Key: {
      kty: EC2,
      crv: P-256,
      x:  h'TODOX',
      y:  h'TODOY'
    }
  }
}
  
```

Figure 6: Access Token Request Example for RPK Mode

The example shows an Access Token request for the resource identified by the audience string "tempSensor4711" on the AS using a raw public key.

When AS authorizes a request, it will return an Access Token and a "cnf" object in the AS-to-Client response. Before C initiates the DTLS handshake with RS, it MUST send a "POST" request containing the new Access Token to the "/authz-info" resource hosted by RS. If this operation yields a positive response, C SHOULD proceed to establish a new DTLS channel with RS. To use raw public key mode, C MUST pass the same public key that was used for constructing the Access Token with the SubjectPublicKeyInfo structure in the DTLS handshake as specified in [RFC7250].

Note: According to [RFC7252], CoAP implementations MUST support the ciphersuite TLS_ECDHE_ECDSA_WITH_AES_128_CCM_8 [RFC7251] and the NIST P-256 curve. C is therefore expected to offer at least this ciphersuite to RS.

The Access Token is constructed by AS such that RS can associate the Access Token with the Client's public key. If CBOR web tokens [I-D.ietf-ace-cbor-web-token] are used as recommended in [I-D.ietf-ace-oauth-authz], the AS MUST include a "COSE_Key" object in the "cnf" claim of the Access Token. This "COSE_Key" object MAY contain a reference to a key for C that is already known by RS (e.g., from previous communication). If the AS has no certain knowledge that the Client's key is already known to RS, the Client's public key MUST be included in the Access Token's "cnf" parameter.

4. PreSharedKey Mode

To retrieve an access token for the resource that C wants to access, C MAY include a "cnf" object carrying an identifier for a symmetric key in its Access Token request to AS. This identifier can be used by AS to determine the session key to construct the proof-of-possession token and therefore MUST specify a symmetric key that was previously generated by AS as a session key for the communication between C and RS.

Depending on the requested token type and algorithm in the Access Token request, AS adds RS Information to the response that provides C with sufficient information to setup a DTLS channel with RS. For symmetric proof-of-possession keys (c.f. [I-D.ietf-ace-oauth-authz]), C must ensure that the Access Token request is sent over a secure channel that guarantees authentication, message integrity and confidentiality. This could be, e.g., a DTLS channel (for "coaps") or an OSCOAP [I-D.ietf-core-object-security] exchange (for "coap").

When AS authorizes C it returns an AS-to-Client response with the profile parameter set to "coap_dtls" and a "cnf" parameter carrying a

"COSE_Key" object that contains the symmetric session key to be used between C and RS as illustrated in Figure 7.

```
2.01 Created
Content-Format: application/cbor
Location-Path: /token/asdjbaskd
Max-Age: 86400
{
  access_token: b64'SlAV32hkKG ...
  (remainder of CWT omitted for brevity;
  token_type:   pop,
  alg:          HS256,
  expires_in:   86400,
  profile:      coap_dtls,
  cnf: {
    COSE_Key: {
      kty: symmetric,
      k: h'73657373696f6e6b6579'
    }
  }
}
```

Figure 7: Example Access Token response

In this example, AS returns a 2.01 response containing a new Access Token. The information is transferred as a CBOR data structure as specified in [I-D.ietf-ace-oauth-authz]. The Max-Age option tells the receiving Client how long this token will be valid.

A response that declines any operation on the requested resource is constructed according to Section 5.2 of RFC 6749 [4], (cf. Section 6.3 of [I-D.ietf-ace-oauth-authz]).

```
4.00 Bad Request
Content-Format: application/cbor
{
  error: invalid_request
}
```

Figure 8: Example Access Token response with reject

4.1. DTLS Channel Setup Between C and RS

When C receives an Access Token from AS, it checks if the payload contains an "access_token" parameter and a "cnf" parameter. With this information C can initiate establishment of a new DTLS channel with RS. To use DTLS with pre-shared keys, C follows the PSK key exchange algorithm specified in Section 2 of [RFC4279] using the key

conveyed in the "cnf" parameter of the AS response as PSK when constructing the premaster secret.

In PreSharedKey mode, the knowledge of the session key by C and RS is used for mutual authentication between both peers. Therefore, RS must be able to determine the session key from the Access Token. Following the general ACE authorization framework, C can upload the Access Token to RS's "/authz-info" resource before starting the DTLS handshake. Alternatively, C MAY provide the most recent base64-encoded Access Token in the "psk_identity" field of the ClientKeyExchange message.

If RS receives a ClientKeyExchange message that contains a "psk_identity" with a length greater zero, it MUST base64-decode its contents and check if the "psk_identity" field contains a key identifier or Access Token according to the following CDDL specification:

```
psk_identity = {  
  kid => bstr / access_token => bstr  
}
```

The identifiers for the map keys "kid" and "access_token" are used with the same meaning as in COSE [I-D.ietf-cose-msg] and the ACE framework [I-D.ietf-ace-oauth-authz] respectively. The identifier "kid" thus has the value 4 (see [I-D.ietf-cose-msg]), and the identifier "access_token" has the value 19, respectively (see [I-D.ietf-ace-oauth-authz]).

If the "psk_identity" field contains a key identifier, the receiver MUST check if it has one or more Access Tokens that are associated with the specified key. If no valid Access Token is available for this key, the DTLS session setup is terminated with an "illegal_parameter" DTLS alert message.

If instead the "psk_identity" field contains an Access Token, it must be processed in the same way as an Access Token that has been uploaded to its "/authz-info" resource. In this case, RS continues processing the ClientKeyExchange message if the contents of the "psk_identity" contained a valid Access Token. Otherwise, the DTLS session setup is terminated with an "illegal_parameter" DTLS alert message.

Note1: As RS cannot provide C with a meaningful PSK identity hint in response to C's ClientHello message, RS SHOULD NOT send a ServerKeyExchange message.

Note2: According to [RFC7252], CoAP implementations MUST support the ciphersuite TLS_PSK_WITH_AES_128_CCM_8 [RFC6655]. C is therefore expected to offer at least this ciphersuite to RS.

This specification assumes that the Access Token is a PoP token as described in [I-D.ietf-ace-oauth-authz] unless specifically stated otherwise. Therefore, the Access Token is bound to a symmetric PoP key that is used as session key between C and RS.

While C can retrieve the session key from the contents of the "cnf" parameter in the AS-to-Client response, RS uses the information contained in the "cnf" claim of the Access Token to determine the actual session key when no explicit "kid" was provided in the "psk_identity" field. Usually, this is done by including a "COSE_Key" object carrying either a key that has been encrypted with a shared secret between AS and RS, or a key identifier that can be used by RS to lookup the session key.

Instead of the "COSE_Key" object, AS MAY include a "COSE_Encrypt" structure to enable RS to calculate the session key from the Access Token. The "COSE_Encrypt" structure MUST use the `_Direct Key` with `KDF_method` as described in Section 12.1.2 of draft-ietf-cose-msg [5]. The AS MUST include a Context information structure carrying a PartyU "nonce" parameter carrying the nonce that has been used by AS to construct the session key.

This specification mandates that at least the key derivation algorithm "HKDF SHA-256" as defined in [I-D.ietf-cose-msg] MUST be supported. This key derivation function is the default when no "alg" field is included in the "COSE_Encrypt" structure for RS.

4.2. Updating Authorization Information

Usually, the authorization information that RS keeps for C is updated by uploading a new Access Token as described in Section 2.4.

If the security association with RS still exists and RS has indicated support for session renegotiation according to [RFC5746], the new Access Token MAY be used to renegotiate the existing DTLS session. In this case, the Access Token is used as "psk_identity" as defined in Section 4.1. The Client MAY also perform a new DTLS handshake according to Section 4.1 that replaces the existing DTLS session.

After successful completion of the DTLS handshake RS updates the existing authorization information for C according to the new Access Token.

5. Security Considerations

TODO

5.1. Unprotected AS Information

Initially, no secure channel exists to protect the communication between C and RS. Thus, C cannot determine if the AS information contained in an unprotected response from RS to an unauthorized request (c.f. Section 2.2) is authentic. It is therefore advisable to provide C with a (possibly hard-coded) list of trustworthy authorization servers. AS information responses referring to a URI not listed there would be ignored.

5.2. Use of Nonces for Replay Protection

RS may add a nonce to the AS Information message sent as a response to an unauthorized request to ensure freshness of an Access Token subsequently presented to RS. While a timestamp of some granularity would be sufficient to protect against replay attacks, using randomized nonce is preferred to prevent disclosure of information about RS's internal clock characteristics.

5.3. Privacy

An unprotected response to an unauthorized request (c.f. Section 2.2) may disclose information about RS and/or its existing relationship with C. It is advisable to include as little information as possible in an unencrypted response. When a DTLS session between C and RS already exists, more detailed information may be included with an error response to provide C with sufficient information to react on that particular error.

6. IANA Considerations

This document has no actions for IANA.

7. References

7.1. Normative References

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7.3. URIs

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- [2] <https://tools.ietf.org/html/rfc7252#section-9>
- [3] <https://tools.ietf.org/html/draft-ietf-ace-oauth-authz-03#section-8.1>
- [4] <https://tools.ietf.org/html/rfc6749#section-5.2>
- [5] <https://tools.ietf.org/html/draft-ietf-cose-msg-23#section-12.1.2>

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An architecture for authorization in constrained environments
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Abstract

Constrained-node networks are networks where some nodes have severe constraints on code size, state memory, processing capabilities, user interface, power and communication bandwidth (RFC 7228).

This document provides terminology, and identifies the elements that an architecture needs to address, providing a problem statement, for authentication and authorization in these networks.

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1. Introduction

As described in [RFC7228], constrained nodes are small devices with limited abilities which in many cases are made to fulfill a specific simple task. They may have limited hardware resources such as processing power, memory, non-volatile storage and transmission capacity and additionally in most cases do not have user interfaces and displays. Due to these constraints, commonly used security protocols are not always easily applicable, or may give rise to particular deployment/management challenges.

As components of the Internet of Things (IoT), constrained nodes are expected to be integrated in all aspects of everyday life and thus will be entrusted with vast amounts of data. Without appropriate security mechanisms attackers might gain control over things relevant to our lives. Authentication and authorization mechanisms are therefore prerequisites for a secure Internet of Things.

Applications generally require some degree of authentication and authorization, which gives rise to some complexity. Authorization is about who can do what to which objects (see also [RFC4949]). Authentication specifically addresses the who, but is often specific to the authorization that is required (for example, it may be sufficient to authenticate the age of an actor, so no identifier is needed or even desired). Authentication often involves credentials, only some of which need to be long-lived and generic; others may be directed towards specific authorizations (but still possibly long-lived). Authorization then makes use of these credentials, as well as other information (such as the time of day). This means that the complexity of authenticated authorization can often be moved back and forth between these two aspects.

In some cases authentication and authorization can be addressed by static configuration provisioned during manufacturing or deployment by means of fixed trust anchors and static access control lists. This is particularly applicable to siloed, fixed-purpose deployments.

However, as the need for flexible access to assets already deployed increases, the legitimate set of authorized entities as well as their specific privileges cannot be conclusively defined during deployment, without any need for change during the lifetime of the device. Moreover, several use cases illustrate the need for fine-grained access control policies, for which for instance a basic access control list concept may not be sufficiently powerful [RFC7744].

The limitations of the constrained nodes impose a need for security mechanisms which take the special characteristics of constrained environments into account; not all constituents may be able to perform all necessary tasks by themselves. To put it the other way round: the security mechanisms that protect constrained nodes must remain effective and manageable despite the limitations imposed by the constrained environment.

Therefore, in order to be able to achieve complex security objectives between actors some of which are hosted on simple ("constrained") devices, some of the actors will make use of help from other, less constrained actors. (This offloading is not specific to networks with constrained nodes, but their constrainedness as the main motivation is.)

We therefore group the logical functional entities by whether they can be assigned to a constrained device ("constrained level") or need higher function platforms ("less-constrained level"); the latter does not necessarily mean high-function, "server" or "cloud" platforms. Note that assigning a logical functional entity to the constrained level does not mean that the specific implementation needs to be constrained, only that it can be.

The description assumes that some form of setup (aspects of which are often called provisioning and/or commissioning) has already been performed and at least some initial security relationships important for making the system operational have already been established.

This document provides some terminology, and identifies the elements an architecture needs to address, representing the relationships between the logical functional entities involved; on this basis, a problem description for authentication and authorization in constrained-node networks is provided.

1.1. Terminology

Readers are assumed to be familiar with the terms and concepts defined in [RFC4949], including "authentication", "authorization", "confidentiality", "(data) integrity", "message authentication code", and "verify".

REST terms including "resource", "representation", etc. are to be understood as used in HTTP [RFC7231] and CoAP [RFC7252]; the latter also defines additional terms such as "endpoint".

Terminology for constrained environments including "constrained device", "constrained-node network", "class 1", etc. is defined in [RFC7228].

In addition, this document uses the following terminology:

Resource (R): an item of interest which is represented through an interface. It might contain sensor or actuator values or other information. (Intended to coincide with the definitions of [RFC7252] and [RFC7231].)

Constrained node: a constrained device in the sense of [RFC7228].

Actor: A logical functional entity that performs one or more tasks. Multiple actors may be present within a single device or a single piece of software.

Resource Server (RS): An entity which hosts and represents a Resource. (Used here to discuss the server that provides a resource that is the end, not the means, of the authenticated authorization process - i.e., not CAS or AS.)

Client (C): An entity which attempts to access a resource on a RS. (Used to discuss the client whose access to a resource is the end, not the means, of the authenticated authorization process.)

Principal: (Used in its English sense here, and specifically as:) An individual that is either RqP or RO or both.

Resource Owner (RO): The principal that is in charge of the resource and controls its access permissions.

Requesting Party (RqP): The principal that is in charge of the Client and controls the requests a Client makes and its acceptance of responses.

Authorization Server (AS): An entity that prepares and endorses authentication and authorization data for a Resource Server.

Client Authorization Server (CAS): An entity that prepares and endorses authentication and authorization data for a Client.

Authorization Manager: An entity that prepares and endorses authentication and authorization data for a constrained node. Used in constructions such as "a constrained node's authorization manager" to denote AS for RS and CAS for C.

Authenticated Authorization: The confluence of mechanisms for authentication and authorization, ensuring that authorization is applied to and made available for authenticated entities and that entities providing authentication services are authorized to do so for the specific authorization process at hand.

Note that other authorization architectures such as OAuth [RFC6749] or UMA [I-D.hardjono-oauth-umacore] focus on the authorization problems on the RS side, in particular what accesses to resources the RS is to allow. In this document the term authorization includes this aspect, but is also used for the client-side aspect of authorization, i.e., more generally allowing RqPs to decide what interactions clients may perform with other endpoints.

2. Architecture and High-level Problem Statement

This document deals with how to control and protect resource-based interaction between potentially constrained endpoints. The following setting is assumed as a high-level problem statement:

- o An endpoint may host functionality of one or more actors.
- o C in one endpoint requests to access R on a RS in another endpoint.
- o A priori, the endpoints do not necessarily have a pre-existing security relationship to each other.
- o Either of the endpoints, or both, may be constrained.

2.1. Elements of an Architecture

In its simplest expression, the architecture starts with a two-layer model: the principal level (at which components are assumed to be functionally unconstrained) and the constrained level (at which some functional constraints are assumed to apply to the components).

Without loss of generality, we focus on the C functionality in one endpoint, which we therefore also call C, accessing the RS functionality in another endpoint, which we therefore also call RS.

The constrained level and its security objectives are detailed in Section 5.1.

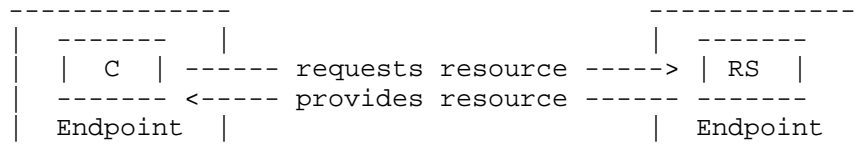


Figure 1: Constrained Level

The authorization decisions at the endpoints are made on behalf of the principals that control the endpoints. To reuse OAuth and UMA terminology, the present document calls the principal that is controlling C the Requesting Party (RqP), and calls the principal that is controlling RS the Resource Owner (RO). Each principal makes authorization decisions (possibly encapsulating them into security policies) which are then enforced by the endpoint it controls.

The specific security objectives will vary, but for any specific version of this scenario will include one or more of:

- o Objectives of type 1: No entity not authorized by the RO has access to (or otherwise gains knowledge of) R.
- o Objectives of type 2: C is exchanging information with (sending a request to, accepting a response from) a resource only where it can ascertain that RqP has authorized the exchange with R.

Objectives of type 1 require performing authorization on the Resource Server side while objectives of type 2 require performing authorization on the Client side.

More on the security objectives of the principal level in Section 5.2.

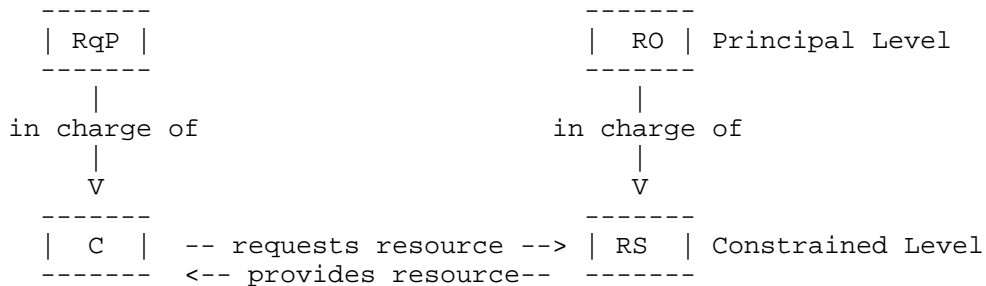


Figure 2: Constrained Level and Principal Level

The use cases defined in [RFC7744] demonstrate that constrained devices are often used for scenarios where their principals are not present at the time of the communication, are not able to communicate directly with the device because of a lack of user interfaces or displays, or may prefer the device to communicate autonomously.

Moreover, constrained endpoints may need support with tasks requiring heavy processing, large memory or storage, or interfacing to humans, such as management of security policies defined by a principal. The

principal, in turn, requires some agent maintaining the policies governing how its endpoints will interact.

For these reasons, another level of nodes is introduced in the architecture, the less-constrained level (illustrated below in Figure 3). Using OAuth terminology, AS acts on behalf of the RO to control and support the RS in handling access requests, employing a pre-existing security relationship with RS. We complement this with CAS acting on behalf of RqP to control and support the C in making resource requests and acting on the responses received, employing a pre-existing security relationship with C. To further relieve the constrained level, authorization (and related authentication) mechanisms may be employed between CAS and AS (Section 6.2). (Again, both CAS and AS are conceptual entities controlled by their respective principals. Many of these entities, often acting for different principals, can be combined into a single server implementation; this of course requires proper segregation of the control information provided by each principal.)

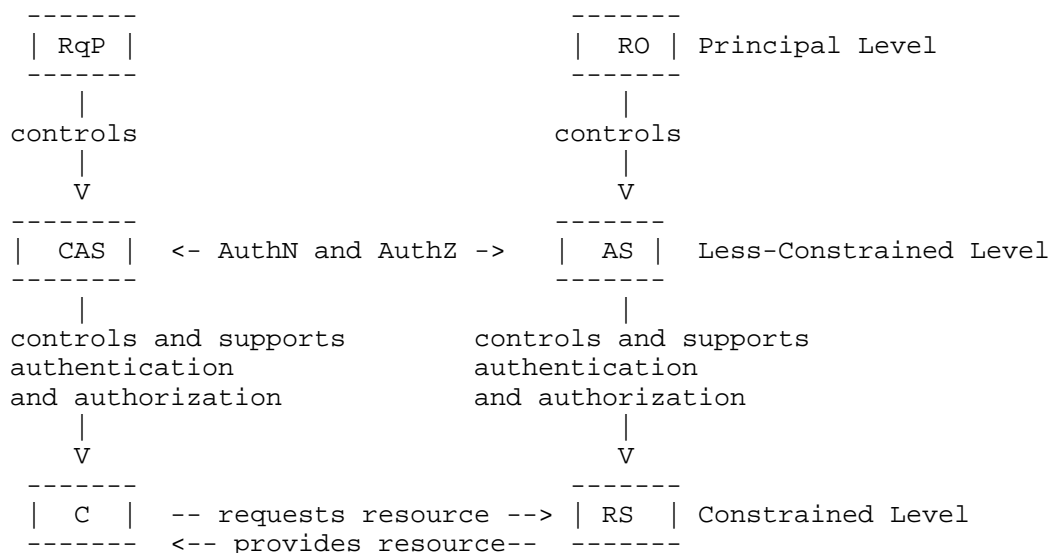


Figure 3: Overall architecture

Figure 3 shows all three levels considered in this document. Note that the vertical arrows point down to illustrate exerting control and providing support; this is complemented by information flows that often are bidirectional. Note also that not all entities need to be ready to communicate at any point in time; for instance, RqP may have provided enough information to CAS that CAS can autonomously negotiate access to RS with AS for C based on this information.

2.2. Architecture Variants

The elements of the architecture described above are indeed architectural; that is, they are parts of a conceptual model, and may be instantiated in various ways in practice. For example, in a given scenario, several elements might share a single device or even be combined in a single piece of software. If C is located on a more powerful device, it can be combined with CAS:

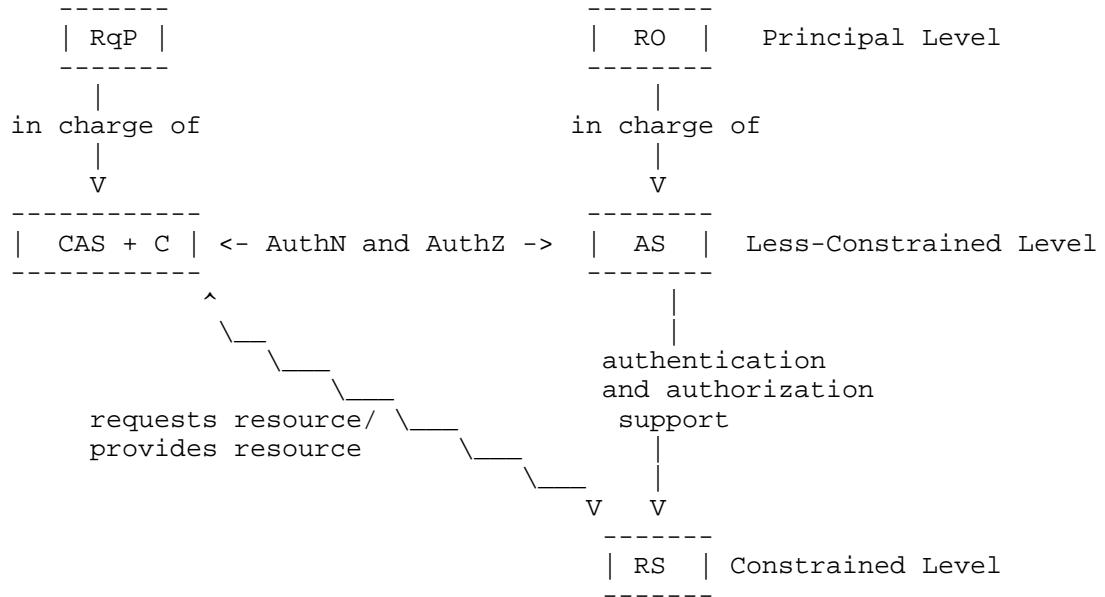


Figure 4: Combined C and CAS

If RS is located on a more powerful device, it can be combined with AS:

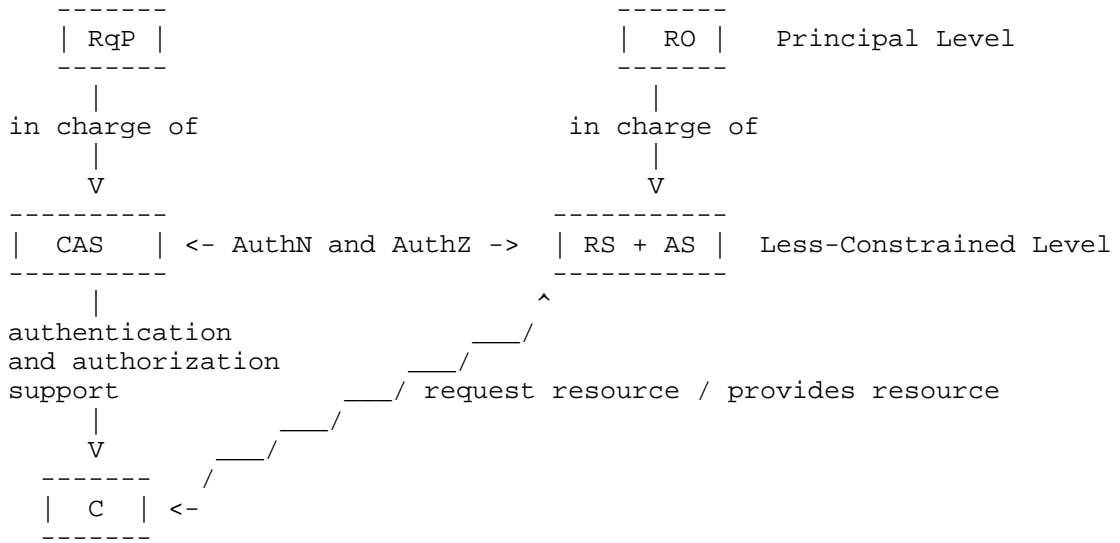


Figure 5: Combined AS and RS

If C and RS have the same principal, CAS and AS can be combined.

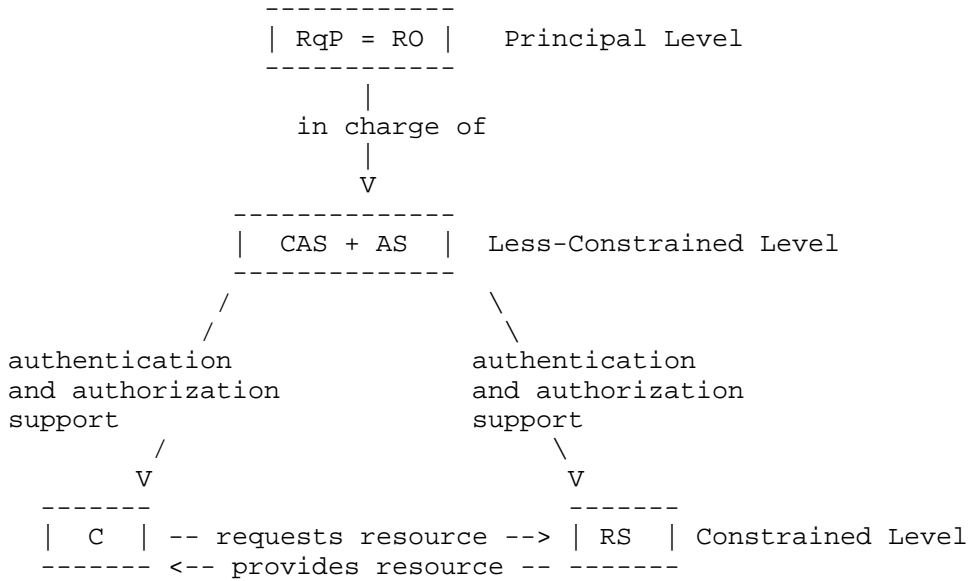


Figure 6: CAS combined with AS

2.3. Information Flows

We now formulate the problem statement in terms of the information flows the architecture focuses on. (While the previous section discusses the architecture in terms of abstract devices and their varying roles, the actual protocols being standardized define those information flows and the messages embodying them: "RESTful architectures focus on defining interfaces and not components" ([REST], p. 116).)

The interaction with the nodes on the principal level, RO and RqP, is not involving constrained nodes and therefore can employ an existing mechanism. The less-constrained nodes, CAS and AS, support the constrained nodes, C and RS, with control information, for example permissions of clients, conditions on resources, attributes of client and resource servers, keys and credentials. This control information may be rather different for C and RS.

The potential information flows are shown in Figure 7. The direction of the vertical arrows expresses the exertion of control; actual information flow is bidirectional.

The message flow may pass unprotected paths and thus need to be protected, potentially beyond a single REST hop (Section 3.1):

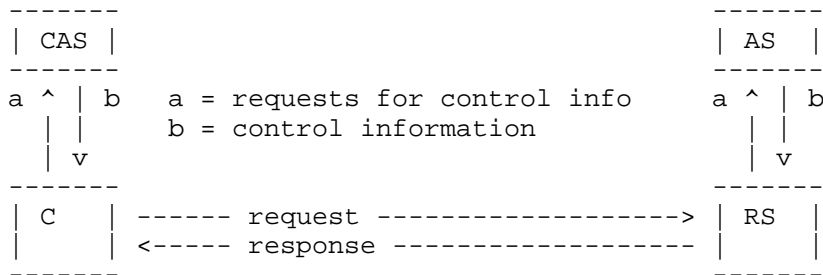


Figure 7: Information flows that need to be protected

- o We assume that the necessary keys/credentials for protecting the control information between the potentially constrained nodes and their associated less-constrained nodes are pre-established, for example as part of the commissioning procedure.
- o Any necessary keys/credentials for protecting the interaction between the potentially constrained nodes will need to be established and maintained as part of a solution.

In terms of the elements of the architecture laid out above, this document's problem statement for authorization in constrained environments can then be summarized as follows:

- o The interaction between potentially constrained endpoints is controlled by control information provided by less-constrained nodes on behalf of the principals of the endpoints.
- o The interaction between the endpoints needs to be secured, as well as the establishment of the necessary keys for securing the interaction, potentially end-to-end through intermediary nodes.
- o The mechanism for transferring control information needs to be secured, potentially end-to-end through intermediary nodes. Pre-established keying material may need to be employed for establishing the keys used to protect these information flows.

(Note that other aspects relevant to secure constrained node communication such as secure bootstrap or group communication are not specifically addressed by the present document.)

3. Security Objectives

The security objectives that are addressed by an authorization solution include confidentiality and integrity. Additionally, an authorization solution has an impact on the availability: First, by reducing the load (only accepting selected operations by selected entities limits the burden on system resources), and second, because misconfigured or wrongly designed authorization solutions can result in availability breaches (denial of service) as users might no longer be able to use data and services as they are supposed to.

Authentication mechanisms can help achieve additional security objectives such as accountability and third-party verifiability. These additional objectives are not directly related to authorization and thus are not in scope of this draft, but may nevertheless be relevant. Accountability and third-party verifiability may require authentication on a device level, if it is necessary to determine which device performed an action. In other cases it may be more important to find out who is responsible for the device's actions. (The ensuing requirements for logging, auditability, and the related integrity requirements are very relevant for constrained devices as well, but outside the scope of this document.) See also Section 4 for more discussion about authentication and authorization.

The security objectives and their relative importance differ for the various constrained environment applications and use cases [RFC7744].

The architecture is based on the observation that different parties may have different security objectives. There may also be a "collaborative" dimension: to achieve a security objective of one party, another party may be required to provide a service. For example, if RqP requires the integrity of representations of a resource R that RS is hosting, both C and RS need to partake in integrity-protecting the transmitted data. Moreover, RS needs to protect any write access to this resource as well as to relevant other resources (such as configuration information, firmware update resources) to prevent unauthorized users from manipulating R.

3.1. End-to-End Security Objectives in Multi-Hop Scenarios

In many cases, the information flows described in Section 2.3 cross multiple client-server pairings but still need to be protected end-to-end. For example, AS may not be connected to RS (or may not want to exercise such a connection), relying on C for transferring authorization information. As the authorization information is related to the permissions granted to C, C must not be in a position to manipulate this information, which therefore requires integrity protection on the way between AS and RS.

As another example, resource representations sent between endpoints may be stored in intermediary nodes, such as caching proxies or pub-sub brokers. Where these intermediaries cannot be relied on to fulfill the security objectives of the endpoints, it is the endpoints that will need to protect the exchanges beyond a single client-server exchange.

Note that there may also be cases of intermediary nodes that very much partake in the security objectives to be achieved. The question what are the pairs of endpoints between which the communication needs end-to-end protection (and which aspect of protection) is defined by the specific use case. Two examples of intermediary nodes executing security functionality:

- o To enable a trustworthy publication service, a pub-sub broker may be untrusted with the plaintext content of a publication (confidentiality), but required to verify that the publication is performed by claimed publisher and is not a replay of an old publication (authenticity/integrity).
- o To comply with requirements of transparency, a gateway may be allowed to read, verify (authenticity) but not modify (integrity) a resource representation which therefore also is end-to-end integrity protected from the server towards a client behind the gateway.

In order to support the required communication and application security, keying material needs to be established between the relevant nodes in the architecture.

4. Authentication and Authorization

Server-side authorization solutions aim at protecting the access to items of interest, for instance hardware or software resources or data: They enable the resource owner to control who can access it and how.

To determine if an entity is authorized to access a resource, an authentication mechanism is needed. According to the Internet Security Glossary [RFC4949], authentication is "the process of verifying a claim that a system entity or system resource has a certain attribute value." Examples for attribute values are the ID of a device, the type of the device or the name of its owner.

The security objectives the authorization mechanism aims at can only be achieved if the authentication and the authorization mechanism work together correctly. We speak of authenticated authorization to refer to the required synthesis of mechanisms for authentication and authorization.

Where used for authorization, the set of authenticated attributes must be meaningful for this purpose, i.e., authorization decisions must be possible based on these attributes. If the authorization policy assigns permissions to an individual entity, the set of authenticated attributes must be suitable to uniquely identify this entity.

In scenarios where devices are communicating autonomously there is often less need to uniquely identify an individual device: For a principal, the fact that a device belongs to a certain company or that it has a specific type (such as a light bulb) or location may be more important than that it has a unique identifier.

(As a special case for the authorization of read access to a resource, RS may allow everyone to access an encrypted representation of the resource [OSCAR]. In this case, controlling read access to that resource can be reduced to controlling read access to the key; partially removing future access requires that the resource representation is re-encrypted and the new key is made available to all participants that are still authorized.)

Principals (RqP and RO) need to decide about the required level of granularity for the authorization. For example, we distinguish device authorization from owner authorization, and flat authorization

from unrestricted authorization. In the first case different access permissions are granted to individual devices while in the second case individual owners are authorized. If flat authorization is used, all authenticated entities are implicitly authorized and have the same access permissions. Unrestricted authorization for an item of interest means that no authorization mechanism is used for accessing this resource (not even by authentication) and all entities are able to access the item as they see fit (note that an authorization mechanism may still be used to arrive at the decision to employ unrestricted authorization).

Authorization granularity	Authorization is contingent on:
device	authentication of specific device
owner	(authenticated) authorization by owner
flat	(any) authentication
unrestricted	(unrestricted access; access always authorized)

Table 1: Some granularity levels for authorization

More fine-grained authorization does not necessarily provide more security but can be more flexible. Principals need to consider that an entity should only be granted the permissions it really needs (principle of least privilege), to ensure the confidentiality and integrity of resources.

Client-side authorization solutions aim at protecting the client from disclosing information to or ingesting information from resource servers RqP does not want it to interact with in the given way. Again, flat authorization (the server can be authenticated) may be sufficient, or more fine-grained authorization may be required. The client-side authorization also pertains to the level of protection required for the exchanges with the server (e.g., confidentiality). In the browser web, client-side authorization is often left to the human user; a constrained client may not have that available all the time but still needs to implement the wishes of the principal controlling it, the RqP.

For the cases where an authorization solution is needed (all but unrestricted authorization), the enforcing party needs to be able to authenticate the party that is to be authorized. Authentication is therefore required for messages that contain (or otherwise update)

representations of an accessed item. More precisely: The enforcing party needs to make sure that the receiver of a message containing a representation is authorized to receive it, both in the case of a client sending a representation to a server and vice versa. In addition, it needs to ensure that the actual sender of a message containing a representation is indeed the one authorized to send this message, again for both the client-to-server and server-to-client case. To achieve this, integrity protection of these messages is required: Authenticity of the message cannot be assured if it is possible for an attacker to modify it during transmission.

In some cases, only one side (client or server side) requires the integrity and / or confidentiality of a resource value. Principals may decide to omit authentication (unrestricted authorization), or use flat authorization (just employing an authentication mechanism). However, as indicated in Section 3, the security objectives of both sides must be considered, which can often only be achieved when the other side can be relied on to perform some security service.

5. Actors and their Tasks

This and the following section look at the resulting architecture from two different perspectives: This section provides a more detailed description of the various "actors" in the architecture, the logical functional entities performing the tasks required. The following section then will focus on the protocols run between these functional entities.

For the purposes of this document, an actor consists of a set of tasks and additionally has a security domain (client domain or server domain) and a level (constrained, principal, less-constrained). Tasks are assigned to actors according to their security domain and required level.

Note that actors are a concept to understand the security requirements for constrained devices. The architecture of an actual solution might differ as long as the security requirements that derive from the relationship between the identified actors are considered. Several actors might share a single device or even be combined in a single piece of software. Interfaces between actors may be realized as protocols or be internal to such a piece of software.

A more detailed discussion of the tasks the actors have to perform in order to achieve specific security objectives is provided in [I-D.gerdes-ace-tasks].

5.1. Constrained Level Actors

As described in the problem statement (see Section 2), either C or RS or both of them may be located on a constrained node. We therefore define that C and RS must be able to perform their tasks even if they are located on a constrained node. Thus, C and RS are considered to be Constrained Level Actors.

C performs the following tasks:

- o Communicate in a secure way (provide for confidentiality and integrity of messages), including access requests.
- o Validate that the RqP ("client-side") authorization information allows C to communicate with RS as a server for R (i.e., from C's point of view, RS is authorized as a server for the specific access to R).

RS performs the following tasks:

- o Communicate in a secure way (provide for confidentiality and integrity of messages), including responses to access requests.
- o Validate that the RO ("server-side") authorization information allows RS to grant C access to the requested resource as requested (i.e., from RS' point of view, C is authorized as a client for the specific access to R).

R is an item of interest such as a sensor or actuator value. R is considered to be part of RS and not a separate actor. The device on which RS is located might contain several resources controlled by different ROs. For simplicity of exposition, these resources are described as if they had separate RS.

As C and RS do not necessarily know each other they might belong to different security domains.

(See Figure 8.)

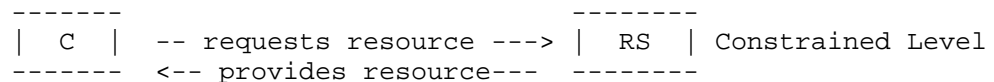


Figure 8: Constrained Level Actors

5.2. Principal Level Actors

Our objective is that C and RS are under control of principals in the physical world, the Requesting Party (RqP) and the Resource Owner (RO) respectively. The principals decide about the security policies of their respective endpoints; each principal belongs to the same security domain as their endpoints.

RqP is in charge of C, i.e. RqP specifies security policies for C, such as with whom C is allowed to communicate. By definition, C and RqP belong to the same security domain.

RqP must fulfill the following task:

- o Configure for C authorization information for sources for R.

RO is in charge of R and RS. RO specifies authorization policies for R and decides with whom RS is allowed to communicate. By definition, R, RS and RO belong to the same security domain.

RO must fulfill the following task:

- o Configure for RS authorization information for accessing R.

(See Figure 2.)

5.3. Less-Constrained Level Actors

Constrained level actors can only fulfill a limited number of tasks and may not have network connectivity all the time. To relieve them from having to manage keys for numerous endpoints and conducting computationally intensive tasks, another level of complexity for actors is introduced (and, thus, a stricter limit on their constrainedness). An actor on the less-constrained level belongs to the same security domain as its respective constrained level actor. They also have the same principal.

The Client Authorization Server (CAS) belongs to the same security domain as C and RqP. CAS acts on behalf of RqP. It assists C in authenticating RS and determining if RS is an authorized server for R. CAS can do that because for C, CAS is the authority for claims about RS.

CAS performs the following tasks:

- o Validate on the client side that an entity has certain attributes.

- o Obtain authorization information about an entity from C's principal (RqP) and provide it to C.
- o Negotiate means for secure communication to communicate with C.

The Authorization Server (AS) belongs to the same security domain as R, RS and RO. AS acts on behalf of RO. It supports RS by authenticating C and determining C's permissions on R. AS can do that because for RS, AS is the authority for claims about C.

AS performs the following tasks:

- o Validate on the server side that an entity has certain attributes.
- o Obtain authorization information about an entity from RS' principal (RO) and provide it to RS.
- o Negotiate means for secure communication to communicate with RS.

6. Kinds of Protocols

Devices on the less-constrained level potentially are more powerful than constrained level devices in terms of processing power, memory, non-volatile storage. This results in different characteristics for the protocols used on these levels.

6.1. Constrained Level Protocols

A protocol is considered to be on the constrained level if it is used between the actors C and RS which are considered to be constrained (see Section 5.1). C and RS might not belong to the same security domain. Therefore, constrained level protocols need to work between different security domains.

Commonly used Internet protocols can not in every case be applied to constrained environments. In some cases, tweaking and profiling is required. In other cases it is beneficial to define new protocols which were designed with the special characteristics of constrained environments in mind.

On the constrained level, protocols need to address the specific requirements of constrained environments. Examples for protocols that consider these requirements is the transfer protocol CoAP (Constrained Application Protocol) [RFC7252] and the Datagram Transport Layer Security Protocol (DTLS) [RFC6347] which can be used for channel security.

Constrained devices have only limited storage space and thus cannot store large numbers of keys. This is especially important because constrained networks are expected to consist of thousands of nodes. Protocols on the constrained level should keep this limitation in mind.

6.1.1. Cross Level Support Protocols

We refer to protocols that operate between a constrained device and its corresponding less-constrained device as cross-level support protocols. Protocols used between C and CAS or RS and AS are therefore support protocols.

Support protocols must consider the limitations of their constrained endpoint and therefore belong to the constrained level protocols.

6.2. Less-Constrained Level Protocols

A protocol is considered to be on the less-constrained level if it is used between the actors CAS and AS. CAS and AS might belong to different security domains.

On the less-constrained level, HTTP [RFC7230] and Transport Layer Security (TLS) [RFC5246] can be used alongside or instead of CoAP and DTLS. Moreover, existing security solutions for authentication and authorization such as the OAuth web authorization framework [RFC6749] and Kerberos [RFC4120] can likely be used without modifications and the less-constrained layer is assumed to impose no constraints that would inhibit the traditional deployment/use of, e.g., a Public Key Infrastructure (PKI).

7. Elements of a Solution

Without anticipating specific solutions, the following considerations may be helpful in discussing them.

7.1. Authorization

The core problem we are trying to solve is authorization. The following problems related to authorization need to be addressed:

- o AS needs to transfer authorization information to RS and CAS needs to transfer authorization information to C.
- o The transferred authorization information needs to follow a defined format and encoding, which must be efficient for constrained devices, considering size of authorization information and parser complexity.

- o C and RS need to be able to verify the authenticity of the authorization information they receive. Here as well, there is a trade-off between processing complexity and deployment complexity.
- o The RS needs to enforce the authorization decisions of the AS, while C needs to abide with the authorization decisions of the CAS. The authorization information might require additional policy evaluation (such as matching against local access control lists, evaluating local conditions). The required "policy evaluation" at the constrained actors needs to be adapted to the capabilities of the devices implementing them.
- o Finally, as is indicated in the previous bullet, for a particular authorization decision there may be different kinds of authorization information needed, and these pieces of information may be transferred to C and RS at different times and in different ways prior to or during the client request.

7.2. Authentication

The following problems need to be addressed, when considering authentication:

- o RS needs to authenticate AS, and C needs to authenticate CAS, to ensure that the authorization information and related data comes from the correct source.
- o CAS and AS may need to authenticate each other, both to perform the required business logic and to ensure that CAS gets security information related to the resources from the right source.
- o In some use cases RS needs to authenticate some property of C, in order to map it to the relevant authorization information. In other applications, authentication and authorization of C may be implicit, for example by encrypting the resource representation the RS only providing access to those who possess the key to decrypt.
- o C may need to authenticate RS, in order to ensure that it is interacting with the right resources. Alternatively C may just verify the integrity of a received resource representation.
- o CAS and AS need to authenticate their communication partner (C or RS), in order to ensure it serves the correct device.

7.3. Communication Security

There are different alternatives to provide communication security, and the problem here is to choose the optimal one for each scenario. We list the available alternatives:

- o Session-based security at transport layer such as DTLS [RFC6347] offers security, including integrity and confidentiality protection, for the whole application layer exchange. However, DTLS may not provide end-to-end security over multiple hops. Another problem with DTLS is the cost of the handshake protocol, which may be too expensive for constrained devices especially in terms of memory and power consumption for message transmissions.
- o An alternative is object security at application layer, for instance using [I-D.ietf-core-object-security]. Secure objects can be stored or cached in network nodes and provide security for a more flexible communication model such as publish/subscribe (compare e.g. CoRE Mirror Server [I-D.ietf-core-coap-pubsub]). A problem with object security is that it can not provide confidentiality for the message headers.
- o Hybrid solutions using both session-based and object security are also possible. An example of a hybrid is where authorization information and cryptographic keys are provided by AS in the format of secure data objects, but where the resource access is protected by session-based security.

7.4. Cryptographic Keys

With respect to cryptographic keys, we see the following problems that need to be addressed:

Symmetric vs Asymmetric Keys

We need keys both for protection of resource access and for protection of transport of authentication and authorization information. It may be necessary to support solutions that require the use of asymmetric keys as well as ones that get by with symmetric keys, in both cases. There are classes of devices that can easily perform symmetric cryptography, but consume considerably more time/battery for asymmetric operations. On the other hand asymmetric cryptography has benefits such as in terms of deployment.

Key Establishment

How are the corresponding cryptographic keys established?
Considering Section 7.1 there must be a mapping between these keys and the authorization information, at least in the sense that AS

must be able to specify a unique client identifier which RS can verify (using an associated key). One of the use cases of [RFC7744] describes spontaneous change of access policies - such as giving a hitherto unknown client the right to temporarily unlock your house door. In this case C is not previously known to RS and a key must be provisioned by AS.

Revocation and Expiration

How are keys replaced and how is a key that has been compromised revoked in a manner that reaches all affected parties, also keeping in mind scenarios with intermittent connectivity?

8. Assumptions and Requirements

In this section we list a set of candidate assumptions and requirements to make the problem description in the previous sections more concise and precise. Note that many of these assumptions and requirements are targeting specific solutions and not the architecture itself.

8.1. Architecture

The architecture consists of at least the following types of nodes:

- o RS hosting resources, and responding to access requests
- o C requesting access to resources
- o AS supporting the access request/response procedure by providing authorization information to RS
 - * AS may support this by aiding RS in authenticating C, or providing cryptographic keys or credentials to C and/or RS to secure the request/response procedure.
- o CAS supporting the access request/response procedure by providing authorization information to C
 - * CAS may support this by aiding C in authenticating RS, forwarding information between AS and C (possibly ultimately for RS), or providing cryptographic keys or credentials to C and/or RS to secure the request/response procedure.
- o The architecture allows for intermediary nodes between any pair of C, RS, AS, and CAS, such as forward or reverse proxies in the CoRE architecture. (Solutions may or may not support all combinations.)

- * The architecture does not make a choice between session based security and data object security.

8.2. Constrained Devices

- o C and/or RS may be constrained in terms of power, processing, communication bandwidth, memory and storage space, and moreover:
 - * unable to manage complex authorization policies
 - * unable to manage a large number of secure connections
 - * without user interface
 - * without constant network connectivity
 - * unable to precisely measure time
 - * required to save on wireless communication due to high power consumption
- o CAS and AS are not assumed to be constrained devices.
- o All devices under consideration can process symmetric cryptography without incurring an excessive performance penalty.
 - * We assume the use of a standardized symmetric key algorithm, such as AES.
 - * Except for the most constrained devices we assume the use of a standardized cryptographic hash function such as SHA-256 (which can be used with the HMAC construction for integrity protection).
- o Public key cryptography requires additional resources (such as RAM, ROM, power, specialized hardware).
- o A DTLS handshake involves significant computation, communication, and memory overheads in the context of constrained devices.
 - * The RAM requirements of DTLS handshakes with public key cryptography are prohibitive for certain constrained devices.
 - * Certificate-based DTLS handshakes require significant volumes of communication, RAM (message buffers) and computation.

- o A solution will need to consider support for a simple scheme for expiring authentication and authorization information on devices which are unable to measure time (cf. Section 9.2).

8.3. Authentication

- o RS needs to authenticate AS to ensure that the authorization information and related data comes from the correct source.
- o Similarly, C needs to authenticate CAS to ensure that the authorization information and related data comes from the correct source.
- o Depending on use case and authorization requirements, C, RS, CAS, or AS may need to authenticate messages from each other.

8.4. Server-side Authorization

- o RS enforces authorization for access to a resource based on credentials presented by C, the requested resource, the REST method, and local context in RS at the time of the request, or on any subset of this information.
- o The credentials presented by C may have been provided by CAS.
- o The underlying authorization decision is taken either by AS or RS.
- o The authorization decision is enforced by RS.
 - * RS needs to have authorization information in order to verify that C is allowed to access the resource as requested.
 - * RS needs to make sure that it provides resource access only to authorized clients.
- o Apart from authorization for access to a resource, authorization may also be required for access to information about a resource (for instance, resource descriptions).
- o The solution may need to be able to support the delegation of access rights.

8.5. Client-side Authorization Information

- o C enforces client-side authorization by protecting its requests to RS and by authenticating results from RS, making use of decisions and policies as well as keying material provided by CAS.

8.6. Server-side Authorization Information

- o Authorization information is transferred from AS to RS using Agent, Push or Pull mechanisms [RFC2904].
- o RS needs to authenticate that the authorization information is coming from AS (integrity).
- o The authorization information may also be encrypted end-to-end between AS and RS (confidentiality).
- o The architecture supports the case where RS may not be able to communicate with AS at the time of the request from C.
- o RS may store or cache authorization information.
- o Authorization information may be pre-configured in RS.
- o Authorization information stored or cached in RS needs to be possible to change. The change of such information needs to be subject to authorization.
- o Authorization policies stored on RS may be handled as a resource, i.e. information located at a particular URI, accessed with RESTful methods, and the access being subject to the same authorization mechanics. AS may have special privileges when requesting access to the authorization policy resources on RS.
- o There may be mechanisms for C to look up the AS which provides authorization information about a particular resource.

8.7. Resource Access

- o Resources are accessed in a RESTful manner using methods such as GET, PUT, POST, DELETE.
- o By default, the resource request needs to be integrity protected and may be encrypted end-to-end from C to RS. It needs to be possible for RS to detect a replayed request.
- o By default, the response to a request needs to be integrity protected and may be encrypted end-to-end from RS to C. It needs to be possible for C to detect a replayed response.
- o RS needs to be able to verify that the request comes from an authorized client.

- o C needs to be able to verify that the response to a request comes from the intended RS.
- o There may be resources whose access need not be protected (e.g. for discovery of the responsible AS).

8.8. Keys and Cipher Suites

- o A constrained node and its authorization manager (i.e., RS and AS, and C and CAS) have established cryptographic keys. For example, they share a secret key or each have the other's public key.
- o The transfer of authorization information is protected with symmetric and/or asymmetric keys.
- o The access request/response can be protected with symmetric and/or asymmetric keys.
- o There must be a mechanism for RS to establish the necessary key(s) to verify and decrypt the request and to protect the response.
- o There must be a mechanism for C to establish the necessary key(s) to protect the request and to verify and decrypt the response.
- o There must be a mechanism for C to obtain the supported cipher suites of a RS.

8.9. Network Considerations

- o A solution will need to consider network overload due to avoidable communication of a constrained node with its authorization manager (C with CAS, RS with AS).
- o A solution will need to consider network overload by compact authorization information representation.
- o A solution may want to optimize the case where authorization information does not change often.
- o A solution may consider support for an efficient mechanism for providing authorization information to multiple RSs, for example when multiple entities need to be configured or change state.

8.10. Legacy Considerations

- o A solution may consider interworking with existing infrastructure.

- o A solution may consider supporting authorization of access to legacy devices.

9. Security Considerations

This document discusses authorization-related tasks for constrained environments and describes how these tasks can be mapped to actors in the architecture.

The entire document is about security. Security considerations applicable to authentication and authorization in RESTful environments are provided in e.g. OAuth 2.0 [RFC6749].

In this section we focus on specific security aspects related to authorization in constrained-node networks. Section 11.6 of [RFC7252], "Constrained node considerations", discusses implications of specific constraints on the security mechanisms employed. A wider view of security in constrained-node networks is provided in [I-D.irtf-t2trg-iot-secons].

9.1. Physical Attacks on Sensor and Actuator Networks

The focus of this work is on constrained-node networks consisting of connected constrained devices such as sensors and actuators. The main function of such devices is to interact with the physical world by gathering information or performing an action. We now discuss attacks performed with physical access to such devices.

The main threats to sensors and actuator networks are:

- o Unauthorized access to data to and from sensors and actuators, including eavesdropping and manipulation of data.
- o Denial-of-service making the sensor/actuator unable to perform its intended task correctly.

A number of attacks can be made with physical access to a device including probing attacks, timing attacks, power attacks, etc. However, with physical access to a sensor or actuator device it is possible to directly perform attacks equivalent of eavesdropping, manipulating data or denial of service. For example:

- o Instead of eavesdropping the sensor data or attacking the authorization system to gain access to the data, the attacker could make its own measurements on the physical object.

- o Instead of manipulating the sensor data the attacker could change the physical object which the sensor is measuring, thereby changing the payload data which is being sent.
- o Instead of manipulating data for an actuator or attacking the authorization system, the attacker could perform an unauthorized action directly on the physical object.
- o A denial-of-service attack could be performed physically on the object or device.

All these attacks are possible by having physical access to the device, since the assets are related to the physical world. Moreover, this kind of attacks are in many cases straightforward (requires no special competence or tools, low cost given physical access, etc.)

As a conclusion, if an attacker has full physical access to a sensor or actuator device, then much of the security functionality elaborated in this draft may not be effective to protect the asset during the physical attack.

Since it does not make sense to design a solution for a situation that cannot be protected against we assume there is no need to protect assets the secrets or functioning of which are exposed during a physical attack. In other words, either an attacker does not have physical access to the secrets or functioning of the sensor or actuator device, or if it has, the attack shall only have effect during the period of physical attack, and shall be limited in extent to the physical control the attacker exerts (e.g., must not affect the security of other devices.)

9.2. Clocks and Time Measurements

Some applications may require a device to be aware of the wall-clock time (e.g., a door lock that opens Monday to Friday at specific times, except for holidays). Other applications only need to be able to measure short relative time (e.g., a door lock that keeps the door open for ten seconds after receiving a state change to open; such a door lock may be limited in its time-keeping accuracy and may not be able to keep time across power failures).

In addition to application requirements of this kind, measuring time and keeping wall-clock time with certain accuracy is important to achieve certain security properties, for example to determine whether a public key certificate, access token, or some other assertion, is valid.

Dynamic authorization in itself requires the ability to handle expiry or revocation of authorization decisions or to distinguish new authorization decisions from old.

For certain categories of devices we can assume that there is an internal clock which is sufficiently accurate to handle the time measurement requirements. If RS can connect directly to AS, this relationship can be used to update RS in terms of time, removing some uncertainty, as well as to directly provide revocation information, removing authorizations that are no longer desired.

If RS continuously measures time but can't connect to AS or another trusted source of time, time drift may have to be accepted and it may be harder to manage revocation. However, RS may still be able to handle short lived access rights within some margins, by measuring the time since arrival of authorization information or request.

Some categories of devices in scope may be unable to measure time with any accuracy (e.g. because of sleep cycles). This category of devices is not suitable for the use cases which require measuring validity of assertions and authorizations in terms of absolute time.

10. IANA Considerations

This document has no actions for IANA.

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CBOR Web Token (CWT)
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Abstract

CBOR Web Token (CWT) is a compact means of representing claims to be transferred between two parties. The claims in a CWT are encoded in the Concise Binary Object Representation (CBOR) and CBOR Object Signing and Encryption (COSE) is used for added application layer security protection. A claim is a piece of information asserted about a subject and is represented as a name/value pair consisting of a claim name and a claim value. CWT is derived from JSON Web Token (JWT), but uses CBOR rather than JSON.

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1. Introduction

The JSON Web Token (JWT) [RFC7519] is a standardized security token format that has found use in OAuth 2.0 and OpenID Connect deployments, among other applications. JWT uses JSON Web Signature (JWS) [RFC7515] and JSON Web Encryption (JWE) [RFC7516] to secure the contents of the JWT, which is a set of claims represented in JSON. The use of JSON for encoding information is popular for Web and native applications, but it is considered inefficient for some Internet of Things (IoT) systems that use low power radio technologies.

An alternative encoding of claims is defined in this document. Instead of using JSON, as provided by JWTs, this specification uses CBOR [RFC7049] and calls this new structure "CBOR Web Token (CWT)", which is a compact means of representing secured claims to be transferred between two parties. CWT is closely related to JWT. It references the JWT claims and both its name and pronunciation are derived from JWT. To protect the claims contained in CWTs, the CBOR Object Signing and Encryption (COSE) [RFC8152] specification is used.

The suggested pronunciation of CWT is the same as the English word "cot".

1.1. CBOR Related Terminology

In JSON, maps are called objects and only have one kind of map key: a string. CBOR uses strings, negative integers, and unsigned integers as map keys. The integers are used for compactness of encoding and easy comparison. The inclusion of strings allows for an additional range of short encoded values to be used.

2. Terminology

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 "Key words for use in RFCs to Indicate Requirement Levels" [RFC2119].

This document reuses terminology from JWT [RFC7519] and COSE [RFC8152].

StringOrURI

The "StringOrURI" term has the same meaning, syntax, and processing rules as the "StringOrUri" term defined in Section 2 of JWT [RFC7519], except that it uses a CBOR text string instead of a JSON string value.

NumericDate

The "NumericDate" term has the same meaning, syntax, and processing rules as the "NumericDate" term defined in Section 2 of JWT [RFC7519], except that the CBOR numeric date representation (from Section 2.4.1 of [RFC7049]) is used. The encoding is modified so that the leading tag 1 (epoch-based date/time) MUST be omitted.

Claim Name

The human-readable name used to identify a claim.

Claim Key

The CBOR map key used to identify a claim.

Claim Value

The CBOR map value representing the value of the claim.

CWT Claims Set

The CBOR map that contains the claims conveyed by the CWT.

3. Claims

The set of claims that a CWT must contain to be considered valid is context dependent and is outside the scope of this specification. Specific applications of CWTs will require implementations to understand and process some claims in particular ways. However, in the absence of such requirements, all claims that are not understood by implementations MUST be ignored.

To keep CWTs as small as possible, the Claim Keys are represented using integers or text strings. Section 4 summarizes all keys used to identify the claims defined in this document.

3.1. Registered Claims

None of the claims defined below are intended to be mandatory to use or implement. They rather provide a starting point for a set of useful, interoperable claims. Applications using CWTs should define which specific claims they use and when they are required or optional.

3.1.1. iss (Issuer) Claim

The "iss" (issuer) claim has the same meaning, syntax, and processing rules as the "iss" claim defined in Section 4.1.1 of JWT [RFC7519], except that the value is of type StringOrURI. The Claim Key 1 is used to identify this claim.

3.1.2. sub (Subject) Claim

The "sub" (subject) claim has the same meaning, syntax, and processing rules as the "sub" claim defined in Section 4.1.2 of JWT [RFC7519], except that the value is of type StringOrURI. The Claim Key 2 is used to identify this claim.

3.1.3. aud (Audience) Claim

The "aud" (audience) claim has the same meaning, syntax, and processing rules as the "aud" claim defined in Section 4.1.3 of JWT [RFC7519], except that the value is of type StringOrURI. The Claim Key 3 is used to identify this claim.

3.1.4. exp (Expiration Time) Claim

The "exp" (expiration time) claim has the same meaning, syntax, and processing rules as the "exp" claim defined in Section 4.1.4 of JWT [RFC7519], except that the value is of type NumericDate. The Claim Key 4 is used to identify this claim.

3.1.5. nbf (Not Before) Claim

The "nbf" (not before) claim has the same meaning, syntax, and processing rules as the "nbf" claim defined in Section 4.1.5 of JWT [RFC7519], except that the value is of type NumericDate. The Claim Key 5 is used to identify this claim.

3.1.6. iat (Issued At) Claim

The "iat" (issued at) claim has the same meaning, syntax, and processing rules as the "iat" claim defined in Section 4.1.6 of JWT

[RFC7519], except that the value is of type `NumericDate`. The Claim Key 6 is used to identify this claim.

3.1.7. `cti` (CWT ID) Claim

The "`cti`" (CWT ID) claim has the same meaning, syntax, and processing rules as the "`jti`" claim defined in Section 4.1.7 of JWT [RFC7519], except that the value is of type `binary string`. The Claim Key 7 is used to identify this claim.

4. Summary of the claim names, keys, and value types

Name	Key	Value type
<code>iss</code>	1	text string
<code>sub</code>	2	text string
<code>aud</code>	3	text string
<code>exp</code>	4	integer or floating-point number
<code>nbf</code>	5	integer or floating-point number
<code>iat</code>	6	integer or floating-point number
<code>cti</code>	7	binary string

Figure 1: Summary of the claim names, keys, and value types

5. CBOR Tags and Claim Values

The claim values defined in this specification MUST NOT be prefixed with any CBOR tag. For instance, while CBOR tag 1 (epoch-based date/time) could logically be prefixed to values of the "`exp`", "`nbf`", and "`iat`" claims, this is unnecessary, since the representation of the claim values is already specified by the claim definitions. Tagging claim values would only take up extra space without adding information. However, this does not prohibit future claim definitions from requiring the use of CBOR tags for those specific claims.

6. CWT CBOR Tag

How to determine that a CBOR data structure is a CWT is application-dependent. In some cases, this information is known from the application context, such as from the position of the CWT in a data structure at which the value must be a CWT. One method of indicating that a CBOR object is a CWT is the use of the "`application/cwt`" content type by a transport protocol.

This section defines the CWT CBOR tag as another means for applications to declare that a CBOR data structure is a CWT. Its use is optional, and is intended for use in cases in which this information would not otherwise be known.

If present, the CWT tag MUST prefix a tagged object using one of the COSE CBOR tags. In this example, the COSE_Mac0 tag is used. The actual COSE_Mac0 object has been excluded from this example.

```
/ CWT CBOR tag / 61(  
  / COSE_Mac0 CBOR tag / 17(  
    / COSE_Mac0 object /  
  )  
)
```

Figure 2: Example of a CWT tag usage

7. Creating and Validating CWTs

7.1. Creating a CWT

To create a CWT, the following steps are performed. The order of the steps is not significant in cases where there are no dependencies between the inputs and outputs of the steps.

1. Create a CWT Claims Set containing the desired claims.
2. Let the Message be the binary representation of the CWT Claims Set.
3. Create a COSE Header containing the desired set of Header Parameters. The COSE Header MUST be valid per the [RFC8152] specification.
4. Depending upon whether the CWT is signed, MACed, or encrypted, there are three cases:
 - * If the CWT is signed, create a COSE_Sign/COSE_Sign1 object using the Message as the COSE_Sign/COSE_Sign1 Payload; all steps specified in [RFC8152] for creating a COSE_Sign/COSE_Sign1 object MUST be followed.
 - * Else, if the CWT is MACed, create a COSE_Mac/COSE_Mac0 object using the Message as the COSE_Mac/COSE_Mac0 Payload; all steps specified in [RFC8152] for creating a COSE_Mac/COSE_Mac0 object MUST be followed.

- * Else, if the CWT is a COSE_Encrypt/COSE_Encrypt0 object, create a COSE_Encrypt/COSE_Encrypt0 using the Message as the plaintext for the COSE_Encrypt/COSE_Encrypt0 object; all steps specified in [RFC8152] for creating a COSE_Encrypt/COSE_Encrypt0 object MUST be followed.
5. If a nested signing, MACing, or encryption operation will be performed, let the Message be the COSE_Sign/COSE_Sign1, COSE_Mac/COSE_Mac0, or COSE_Encrypt/COSE_Encrypt0, add the matching COSE CBOR tag, and return to Step 3.
 6. If needed by the application, add the appropriate COSE CBOR tag to the COSE object to indicate the type of the COSE object. If needed by the application, add the CWT CBOR tag to indicate that the COSE object is a CWT.

7.2. Validating a CWT

When validating a CWT, the following steps are performed. The order of the steps is not significant in cases where there are no dependencies between the inputs and outputs of the steps. If any of the listed steps fail, then the CWT MUST be rejected -- that is, treated by the application as invalid input.

1. Verify that the CWT is a valid CBOR object.
2. If the object begins with the CWT CBOR tag, remove it and verify that one of the COSE CBOR tags follows it.
3. If the object is tagged with one of the COSE CBOR tags, remove it and use it to determine the type of the CWT, COSE_Sign/COSE_Sign1, COSE_Mac/COSE_Mac0, or COSE_Encrypt/COSE_Encrypt0. If the object does not have a COSE CBOR tag, the COSE message type is determined from the application context.
4. Verify that the resulting COSE Header includes only parameters and values whose syntax and semantics are both understood and supported or that are specified as being ignored when not understood.
5. Depending upon whether the CWT is a signed, MACed, or encrypted, there are three cases:
 - * If the CWT is a COSE_Sign/COSE_Sign1, follow the steps specified in [RFC8152] Section 4 (Signing Objects) for validating a COSE_Sign/COSE_Sign1 object. Let the Message be the COSE_Sign/COSE_Sign1 payload.

- * Else, if the CWT is a COSE_Mac/COSE_Mac0, follow the steps specified in [RFC8152] Section 6 (MAC Objects) for validating a COSE_Mac/COSE_Mac0 object. Let the Message be the COSE_Mac/COSE_Mac0 payload.
 - * Else, if the CWT is a COSE_Encrypt/COSE_Encrypt0 object, follow the steps specified in [RFC8152] Section 5 (Encryption Objects) for validating a COSE_Encrypt/COSE_Encrypt0 object. Let the Message be the resulting plaintext.
6. If the Message begins with a COSE CBOR tag, then the Message is a CWT that was the subject of nested signing, MACing, or encryption operations. In this case, return to Step 1, using the Message as the CWT.
 7. Verify that the Message is a valid CBOR map; let the CWT Claims Set be this CBOR map.
8. Security Considerations

The security of the CWT relies upon on the protections offered by COSE. Unless the claims in a CWT are protected, an adversary can modify, add, or remove claims.

Since the claims conveyed in a CWT may be used to make authorization decisions, it is not only important to protect the CWT in transit but also to ensure that the recipient can authenticate the party that assembled the claims and created the CWT. Without trust of the recipient in the party that created the CWT, no sensible authorization decision can be made. Furthermore, the creator of the CWT needs to carefully evaluate each claim value prior to including it in the CWT so that the recipient can be assured of the validity of the information provided.

While syntactically, the signing and encryption operations for Nested CWTs may be applied in any order, if both signing and encryption are necessary, normally producers should sign the message and then encrypt the result (thus encrypting the signature). This prevents attacks in which the signature is stripped, leaving just an encrypted message, as well as providing privacy for the signer. Furthermore, signatures over encrypted text are not considered valid in many jurisdictions.

9. IANA Considerations

9.1. CBOR Web Token (CWT) Claims Registry

This section establishes the IANA "CBOR Web Token (CWT) Claims" registry.

Values are registered on a Specification Required [RFC5226] basis after a three-week review period on the `cwt-reg-review@ietf.org` mailing list, on the advice of one or more Designated Experts. However, to allow for the allocation of values prior to publication, the Designated Experts may approve registration once they are satisfied that such a specification will be published. [[Note to the RFC Editor: The name of the mailing list should be determined in consultation with the IESG and IANA. Suggested name: `cwt-reg-review@ietf.org`.]]

Registration requests sent to the mailing list for review should use an appropriate subject (e.g., "Request to register claim: example"). Registration requests that are undetermined for a period longer than 21 days can be brought to the IESG's attention (using the `iesg@ietf.org` mailing list) for resolution.

Criteria that should be applied by the Designated Experts includes determining whether the proposed registration duplicates existing functionality, whether it is likely to be of general applicability or whether it is useful only for a single application, and whether the registration description is clear.

It is suggested that multiple Designated Experts be appointed who are able to represent the perspectives of different applications using this specification in order to enable broadly informed review of registration decisions. In cases where a registration decision could be perceived as creating a conflict of interest for a particular Expert, that Expert should defer to the judgment of the other Experts.

9.1.1.1. Registration Template

Claim Name:

The human-readable name requested (e.g., "iss").

Claim Description:

Brief description of the claim (e.g., "Issuer").

JWT Claim Name:

Claim Name of the equivalent JWT claim, as registered in [IANA.JWT.Claims]. CWT claims should normally have a corresponding JWT claim. If a corresponding JWT claim would not

make sense, the Designated Experts can choose to accept registrations for which the JWT Claim Name is listed as "N/A".

Claim Key:

CBOR map key for the claim. Integer values between -256 and 255 and strings of length 1 are designated as Standards Track Document required. Integer values from -65536 to 65535 and strings of length 2 are designated as Specification Required. Integer values of greater than 65535 and strings of length greater than 2 are designated as expert review. Integer values less than -65536 are marked as private use.

Claim Value Type(s):

CBOR types that can be used for the claim value.

Change Controller:

For Standards Track RFCs, list the "IESG". For others, give the name of the responsible party. Other details (e.g., postal address, email address, home page URI) may also be included.

Specification Document(s):

Reference to the document or documents that specify the parameter, preferably including URIs that can be used to retrieve copies of the documents. An indication of the relevant sections may also be included but is not required.

9.1.2. Initial Registry Contents

- o Claim Name: (RESERVED)
- o Claim Description: This registration reserves the key value 0.
- o JWT Claim Name: N/A
- o Claim Key: 0
- o Claim Value Type(s): N/A
- o Change Controller: IESG
- o Specification Document(s): [[this specification]]

- o Claim Name: "iss"
- o Claim Description: Issuer
- o JWT Claim Name: "iss"
- o Claim Key: 1
- o Claim Value Type(s): text string
- o Change Controller: IESG
- o Specification Document(s): Section 3.1.1 of [[this specification]]

- o Claim Name: "sub"
- o Claim Description: Subject
- o JWT Claim Name: "sub"

- o Claim Key: 2
- o Claim Value Type(s): text string
- o Change Controller: IESG
- o Specification Document(s): Section 3.1.2 of [[this specification]]

- o Claim Name: "aud"
- o Claim Description: Audience
- o JWT Claim Name: "aud"
- o Claim Key: 3
- o Claim Value Type(s): text string
- o Change Controller: IESG
- o Specification Document(s): Section 3.1.3 of [[this specification]]

- o Claim Name: "exp"
- o Claim Description: Expiration Time
- o JWT Claim Name: "exp"
- o Claim Key: 4
- o Claim Value Type(s): integer or floating-point number
- o Change Controller: IESG
- o Specification Document(s): Section 3.1.4 of [[this specification]]

- o Claim Name: "nbf"
- o Claim Description: Not Before
- o JWT Claim Name: "nbf"
- o Claim Key: 5
- o Claim Value Type(s): integer or floating-point number
- o Change Controller: IESG
- o Specification Document(s): Section 3.1.5 of [[this specification]]

- o Claim Name: "iat"
- o Claim Description: Issued At
- o JWT Claim Name: "iat"
- o Claim Key: 6
- o Claim Value Type(s): integer or floating-point number
- o Change Controller: IESG
- o Specification Document(s): Section 3.1.6 of [[this specification]]

- o Claim Name: "cti"
- o Claim Description: CWT ID
- o JWT Claim Name: "jti"
- o Claim Key: 7
- o Claim Value Type(s): binary string
- o Change Controller: IESG

- o Specification Document(s): Section 3.1.7 of [[this specification]]

9.2. Media Type Registration

This section registers the "application/cwt" media type in the "Media Types" registry [IANA.MediaTypes] in the manner described in RFC 6838 [RFC6838], which can be used to indicate that the content is a CWT.

9.2.1. Registry Contents

- o Type name: application
- o Subtype name: cwt
- o Required parameters: N/A
- o Optional parameters: N/A
- o Encoding considerations: binary
- o Security considerations: See the Security Considerations section of [[this specification]]
- o Interoperability considerations: N/A
- o Published specification: [[this specification]]
- o Applications that use this media type: IoT applications sending security tokens over HTTP(S) and other transports.
- o Fragment identifier considerations: N/A
- o Additional information:
 - Magic number(s): N/A
 - File extension(s): N/A
 - Macintosh file type code(s): N/A
- o Person & email address to contact for further information: IESG, iesg@ietf.org
- o Intended usage: COMMON
- o Restrictions on usage: none
- o Author: Michael B. Jones, mbj@microsoft.com
- o Change controller: IESG
- o Provisional registration? No

9.3. CoAP Content-Formats Registration

This section registers the CoAP Content-Format ID for the "application/cwt" media type in the "CoAP Content-Formats" registry [IANA.CoAP.Content-Formats].

9.3.1. Registry Contents

- o Media Type: application/cwt
- o Encoding: -
- o Id: TBD (maybe 61)

- o Reference: [[this specification]]

9.4. CBOR Tag registration

This section registers the CWT CBOR tag in the "CBOR Tags" registry [IANA.CBOR.Tags].

9.4.1. Registry Contents

- o CBOR Tag: TBD (maybe 61 to use the same value as the Content-Format)
- o Data Item: CBOR Web Token (CWT)
- o Semantics: CBOR Web Token (CWT), as defined in [[this specification]]
- o Reference: [[this specification]]
- o Point of Contact: Michael B. Jones, mbj@microsoft.com

10. References

10.1. Normative References

[IANA.CBOR.Tags]
IANA, "Concise Binary Object Representation (CBOR) Tags",
<<http://www.iana.org/assignments/cbor-tags/cbor-tags.xhtml>>.

[IANA.CoAP.Content-Formats]
IANA, "CoAP Content-Formats",
<<http://www.iana.org/assignments/core-parameters/core-parameters.xhtml#content-formats>>.

[IANA.MediaTypees]
IANA, "Media Types",
<<http://www.iana.org/assignments/media-types>>.

[RFC2119] Bradner, S., "Key words for use in RFCs to Indicate Requirement Levels", BCP 14, RFC 2119, DOI 10.17487/RFC2119, March 1997, <<https://www.rfc-editor.org/info/rfc2119>>.

[RFC7049] Bormann, C. and P. Hoffman, "Concise Binary Object Representation (CBOR)", RFC 7049, DOI 10.17487/RFC7049, October 2013, <<https://www.rfc-editor.org/info/rfc7049>>.

[RFC7519] Jones, M., Bradley, J., and N. Sakimura, "JSON Web Token (JWT)", RFC 7519, DOI 10.17487/RFC7519, May 2015, <<https://www.rfc-editor.org/info/rfc7519>>.

- [RFC8152] Schaad, J., "CBOR Object Signing and Encryption (COSE)", RFC 8152, DOI 10.17487/RFC8152, July 2017, <<https://www.rfc-editor.org/info/rfc8152>>.

10.2. Informative References

- [IANA.JWT.Claims] IANA, "JSON Web Token Claims", <<http://www.iana.org/assignments/jwt>>.
- [RFC5226] Narten, T. and H. Alvestrand, "Guidelines for Writing an IANA Considerations Section in RFCs", RFC 5226, DOI 10.17487/RFC5226, May 2008, <<https://www.rfc-editor.org/info/rfc5226>>.
- [RFC6838] Freed, N., Klensin, J., and T. Hansen, "Media Type Specifications and Registration Procedures", BCP 13, RFC 6838, DOI 10.17487/RFC6838, January 2013, <<https://www.rfc-editor.org/info/rfc6838>>.
- [RFC7515] Jones, M., Bradley, J., and N. Sakimura, "JSON Web Signature (JWS)", RFC 7515, DOI 10.17487/RFC7515, May 2015, <<https://www.rfc-editor.org/info/rfc7515>>.
- [RFC7516] Jones, M. and J. Hildebrand, "JSON Web Encryption (JWE)", RFC 7516, DOI 10.17487/RFC7516, May 2015, <<https://www.rfc-editor.org/info/rfc7516>>.

Appendix A. Examples

This appendix includes a set of CWT examples that show how the CWT Claims Set can be protected. There are examples that are signed, MACed, encrypted, and that use nested signing and encryption. To make the examples easier to read, they are presented both as hex strings and in the extended CBOR diagnostic notation described in Section 6 of [RFC7049].

Where a byte string is to carry an embedded CBOR-encoded item, the diagnostic notation for this CBOR data item can be enclosed in '<<' and '>>' to notate the byte string resulting from encoding the data item, e.g., h'636666F6F' translates to <<"foo">>.

A.1. Example CWT Claims Set

The CWT Claims Set used for the different examples displays usage of all the defined claims. For signed and MACed examples, the CWT Claims Set is the CBOR encoding as a binary string.

```
a70175636f61703a2f2f61732e6578616d706c652e636f6d02656572696b7703
7818636f61703a2f2f6c696768742e6578616d706c652e636f6d041a5612aeb0
051a5610d9f0061a5610d9f007420b71
```

Figure 3: Example CWT Claims Set as hex string

```
{
  / iss / 1: "coap://as.example.com",
  / sub / 2: "erikw",
  / aud / 3: "coap://light.example.com",
  / exp / 4: 1444064944,
  / nbf / 5: 1443944944,
  / iat / 6: 1443944944,
  / cti / 7: h'0b71'
}
```

Figure 4: Example CWT Claims Set in CBOR diagnostic notation

A.2. Example keys

This section contains the keys used to sign, MAC, and encrypt the messages in this appendix. Line breaks are for display purposes only.

A.2.1. 128-bit Symmetric Key

```
a42050231f4c4d4d3051fdc2ec0a3851d5b3830104024c53796d6d6574726963
313238030a
```

Figure 5: 128-bit symmetric COSE_Key as hex string

```
{
  / k / -1: h'231f4c4d4d3051fdc2ec0a3851d5b383'
  / kty / 1: 4 / Symmetric /,
  / kid / 2: h'53796d6d6574726963313238' / 'Symmetric128' /,
  / alg / 3: 10 / AES-CCM-16-64-128 /
}
```

Figure 6: 128-bit symmetric COSE_Key in CBOR diagnostic notation

A.2.2. 256-bit Symmetric Key

```
a4205820403697de87af64611c1d32a05dab0fe1fcb715a86ab435f1ec99192d
795693880104024c53796d6d6574726963323536030a
```

Figure 7: 256-bit symmetric COSE_Key as hex string

```
{
  / k /   -1: h'403697de87af64611c1d32a05dab0fe1fcb715a86ab435f1
           ec99192d79569388'
  / kty /  1: 4 / Symmetric /,
  / kid /  4: h'53796d6d6574726963323536' / 'Symmetric256' /,
  / alg /  3: 4 / HMAC 256/64 /
}
```

Figure 8: 256-bit symmetric COSE_Key in CBOR diagnostic notation

A.2.3. ECDSA P-256 256-bit COSE Key

```
a72358206c1382765aec5358f117733d281c1c7bdc39884d04a45a1e6c67c858
bc206c1922582060f7f1a780d8a783bfb7a2dd6b2796e8128dbbcef9d3d168db
9529971a36e7b9215820143329cce7868e416927599cf65a34f3ce2ffda55a7e
ca69ed8919a394d42f0f2001010202524173796d6d6574726963454344534132
35360326
```

Figure 9: ECDSA 256-bit COSE Key as hex string

```
{
  / d /   -4: h'6c1382765aec5358f117733d281c1c7bdc39884d04a45a1e
           6c67c858bc206c19',
  / y /   -3: h'60f7f1a780d8a783bfb7a2dd6b2796e8128dbbcef9d3d168
           db9529971a36e7b9',
  / x /   -2: h'143329cce7868e416927599cf65a34f3ce2ffda55a7eca69
           ed8919a394d42f0f',
  / crv / -1: 1 / P-256 /,
  / kty /  1: 2 / EC2 /,
  / kid /  2: h'4173796d6d657472696345434453413
           23536' / 'AsymmetricECDSA256' /,
  / alg /  3: -7 / ECDSA 256 /
}
```

Figure 10: ECDSA 256-bit COSE Key in CBOR diagnostic notation

A.3. Example Signed CWT

This section shows a signed CWT with a single recipient and a full CWT Claims Set.

The signature is generated using the private key listed in Appendix A.2.3 and it can be validated using the public key from Appendix A.2.3. Line breaks are for display purposes only.

```
d28443a10126a104524173796d6d657472696345434453413235365850a701756
36f61703a2f2f61732e6578616d706c652e636f6d02656572696b77037818636f
61703a2f2f6c696768742e6578616d706c652e636f6d041a5612aeb0051a5610d
9f0061a5610d9f007420b7158405427c1ff28d23fbad1f29c4c7c6a555e601d6f
a29f9179bc3d7438bacaca5acd08c8d4d4f96131680c429a01f85951ecee743a5
2b9b63632c57209120e1c9e30
```

Figure 11: Signed CWT as hex string

```
18(
  [
    / protected / << {
      / alg / 1: -7 / ECDSA 256 /
    } >>,
    / unprotected / {
      / kid / 4: h'4173796d6d657472696345434453413
        23536' / 'AsymmetricECDSA256' /
    },
    / payload / << {
      / iss / 1: "coap://as.example.com",
      / sub / 2: "erikw",
      / aud / 3: "coap://light.example.com",
      / exp / 4: 1444064944,
      / nbf / 5: 1443944944,
      / iat / 6: 1443944944,
      / cti / 7: h'0b71'
    } >>,
    / signature / h'5427c1ff28d23fbad1f29c4c7c6a555e601d6fa29f
      9179bc3d7438bacaca5acd08c8d4d4f96131680c42
      9a01f85951ecee743a52b9b63632c57209120e1c9e
      30'
  ]
)
```

Figure 12: Signed CWT in CBOR diagnostic notation

A.4. Example MACed CWT

This section shows a MACed CWT with a single recipient, a full CWT Claims Set, and a CWT tag.

The MAC is generated using the 256-bit symmetric key from Appendix A.2.2 with a 64-bit truncation. Line breaks are for display purposes only.

```
d83dd18443a10104a1044c53796d6d65747269633235365850a70175636f6170
3a2f2f61732e6578616d706c652e636f6d02656572696b77037818636f61703a
2f2f6c696768742e6578616d706c652e636f6d041a5612aeb0051a5610d9f006
1a5610d9f007420b7148093101ef6d789200
```

Figure 13: MACed CWT with CWT tag as hex string

```
61(
  17(
    [
      / protected / << {
        / alg / 1: 4 / HMAC-256-64 /
      } >>,
      / unprotected / {
        / kid / 4: h'53796d6d6574726963323536' / 'Symmetric256' /
      },
      / payload / << {
        / iss / 1: "coap://as.example.com",
        / sub / 2: "erikw",
        / aud / 3: "coap://light.example.com",
        / exp / 4: 1444064944,
        / nbf / 5: 1443944944,
        / iat / 6: 1443944944,
        / cti / 7: h'0b71'
      } >>,
      / tag / h'093101ef6d789200'
    ]
  )
)
```

Figure 14: MACed CWT with CWT tag in CBOR diagnostic notation

A.5. Example Encrypted CWT

This section shows an encrypted CWT with a single recipient and a full CWT Claims Set.

The encryption is done with AES-CCM mode using the 128-bit symmetric key from Appendix A.2.1 with a 64-bit tag and 13-byte nonce, i.e., COSE AES-CCM-16-64-128. Line breaks are for display purposes only.

```
d08343a1010aa2044c53796d6d6574726963313238054d99a0d7846e762c49ff
e8a63e0b5858b918a11fd81e438b7f973d9e2e119bcb22424ba0f38a80f27562
f400ee1d0d6c0fdb559c02421fd384fc2ebe22d7071378b0ea7428fff157444d
45f7e6afcdalaae5f6495830c58627087fc5b4974f319a8707a635dd643b
```

Figure 15: Encrypted CWT as hex string

```

16(
  [
    / protected / << {
      / alg / 1: 10 / AES-CCM-16-64-128 /
    } >>,
    / unprotected / {
      / kid / 4: h'53796d6d6574726963313238' / 'Symmetric128' /,
      / iv / 5: h'99a0d7846e762c49ffe8a63e0b'
    },
    / ciphertext / h'b918a11fd81e438b7f973d9e2e119bcb22424ba0f38
                   a80f27562f400eeld0d6c0fdb559c02421fd384fc2e
                   be22d7071378b0ea7428fff157444d45f7e6afcdala
                   ae5f6495830c58627087fc5b4974f319a8707a635dd
                   643b'
  ]
)

```

Figure 16: Encrypted CWT in CBOR diagnostic notation

A.6. Example Nested CWT

This section shows a Nested CWT, signed and then encrypted, with a single recipient and a full CWT Claims Set.

The signature is generated using the private ECDSA key from Appendix A.2.3 and it can be validated using the public ECDSA parts from Appendix A.2.3. The encryption is done with AES-CCM mode using the 128-bit symmetric key from Appendix A.2.1 with a 64-bit tag and 13-byte nonce, i.e., COSE AES-CCM-16-64-128. The content type is set to CWT to indicate that there are multiple layers of COSE protection before finding the CWT Claims Set. The decrypted ciphertext will be a COSE_sign1 structure. In this example, it is the same one as in Appendix A.3, i.e., a Signed CWT Claims Set. Note that there is no limitation to the number of layers; this is an example with two layers. Line breaks are for display purposes only.

```

d08343a1010aa2044c53796d6d6574726963313238054d4a0694c0e69ee6b595
6655c7b258b7f6b0914f993de822cc47e5e57a188d7960b528a747446fe12f0e
7de05650dec74724366763f167a29c002dfd15b34d8993391cf49bc91127f545
dba8703d66f5b7f1ae91237503d371e6333df9708d78c4fb8a8386c8ff09dc49
af768b23179deab78d96490a66d5724fb33900c60799d9872fac6da3bdb89043
d67c2a05414ce331b5b8f1ed8ff7138f45905db2c4d5bc8045ab372bff142631
610a7e0f677b7e9b0bc73adefdcce16d9d5d284c616abeab5d8c291ce0

```

Figure 17: Signed and Encrypted CWT as hex string

```

16(
  [
    / protected / << {
      / alg / 1: 10 / AES-CCM-16-64-128 /
    } >>,
    / unprotected / {
      / kid / 4: h'53796d6d6574726963313238' / 'Symmetric128' /,
      / iv / 5: h'86bbd41cc32604396324b7f380'
    },
    / ciphertext / h'f6b0914f993de822cc47e5e57a188d7960b528a7474
      46fe12f0e7de05650dec74724366763f167a29c002d
      fd15b34d8993391cf49bc91127f545dba8703d66f5b
      7f1ae91237503d371e6333df9708d78c4fb8a8386c8
      ff09dc49af768b23179deab78d96490a66d5724fb33
      900c60799d9872fac6da3bdb89043d67c2a05414ce3
      31b5b8f1ed8ff7138f45905db2c4d5bc8045ab372bf
      f142631610a7e0f677b7e9b0bc73adefdcce16d9d5d
      284c616abeab5d8c291ce0'
  ]
)

```

Figure 18: Signed and Encrypted CWT in CBOR diagnostic notation

A.7. Example MACed CWT with a floating-point value

This section shows a MACed CWT with a single recipient and a simple CWT Claims Set. The CWT Claims Set with a floating-point 'iat' value.

The MAC is generated using the 256-bit symmetric key from Appendix A.2.2 with a 64-bit truncation. Line breaks are for display purposes only.

```

d18443a10104a1044c53796d6d65747269633235364ba106fb41d584367c2000
0048b8816f34c0542892

```

Figure 19: MACed CWT with a floating-point value as hex string

```

17(
  [
    / protected / << {
      / alg / 1: 4 / HMAC-256-64 /
    } >>,
    / unprotected / {
      / kid / 4: h'53796d6d6574726963323536' / 'Symmetric256' /,
    },
    / payload / << {
      / iat / 6: 1443944944.5
    } >>,
    / tag / h'b8816f34c0542892'
  ]
)

```

Figure 20: MACed CWT with a floating-point value in CBOR diagnostic notation

Appendix B. Acknowledgements

This specification is based on JSON Web Token (JWT) [RFC7519], the authors of which also include Nat Sakimura and John Bradley. It also incorporates suggestions made by many people, notably Carsten Bormann, Jim Schaad, Ludwig Seitz, and Goeran Selander.

Appendix C. Document History

[[to be removed by the RFC Editor before publication as an RFC]]

-09

- o Added key ID values to the examples.
- o Key values for the examples are now represented in COSE_Key format using CBOR diagnostic notation.

-08

- o Updated the diagnostic notation for embedded objects in the examples, addressing feedback by Carsten Bormann.

-07

- o Updated examples for signing and encryption. Signatures are now deterministic as recommended by COSE specification.

-06

- o Addressed review comments by Carsten Bormann and Jim Schaad. All changes were editorial in nature.

-05

- o Addressed working group last call comments with the following changes:
- o Say that CWT is derived from JWT, rather than CWT is a profile of JWT.
- o Used CBOR type names in descriptions, rather than major/minor type numbers.
- o Clarified the NumericDate and StringOrURI descriptions.
- o Changed to allow CWT claim names to use values of any legal CBOR map key type.
- o Changed to use the CWT tag to identify nested CWTs instead of the CWT content type.
- o Added an example using a floating-point date value.
- o Acknowledged reviewers.

-04

- o Specified that the use of CBOR tags to prefix any of the claim values defined in this specification is NOT RECOMMENDED.

-03

- o Reworked the examples to include signed, MACed, encrypted, and nested CWTs.
- o Defined the CWT CBOR tag and explained its usage.

-02

- o Added IANA registration for the application/cwt media type.
- o Clarified the nested CWT language.
- o Corrected nits identified by Ludwig Seitz.

-01

- o Added IANA registration for CWT Claims.
- o Added IANA registration for the application/cwt CoAP content-format type.
- o Added Samuel Erdtman as an editor.
- o Changed Erik's e-mail address.

-00

- o Created the initial working group version based on draft-wahlstroem-ace-cbor-web-token-00.

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Authentication and Authorization for Constrained Environments (ACE)
draft-ietf-ace-oauth-authz-09

Abstract

This specification defines a framework for authentication and authorization in Internet of Things (IoT) environments. The framework is based on a set of building blocks including OAuth 2.0 and CoAP, thus making a well-known and widely used authorization solution suitable for IoT devices. Existing specifications are used where possible, but where the constraints of IoT devices require it, extensions are added and profiles are defined.

Status of This Memo

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1. Introduction

Authorization is the process for granting approval to an entity to access a resource [RFC4949]. The authorization task itself can best be described as granting access to a requesting client, for a resource hosted on a device, the resource server (RS). This exchange

is mediated by one or multiple authorization servers (AS). Managing authorization for a large number of devices and users can be a complex task.

While prior work on authorization solutions for the Web and for the mobile environment also applies to the Internet of Things (IoT) environment, many IoT devices are constrained, for example, in terms of processing capabilities, available memory, etc. For web applications on constrained nodes, this specification RECOMMENDS the use of CoAP [RFC7252] as replacement for HTTP.

A detailed treatment of constraints can be found in [RFC7228], and the different IoT deployments present a continuous range of device and network capabilities. Taking energy consumption as an example: At one end there are energy-harvesting or battery powered devices which have a tight power budget, on the other end there are mains-powered devices, and all levels in between.

Hence, IoT devices may be very different in terms of available processing and message exchange capabilities and there is a need to support many different authorization use cases [RFC7744].

This specification describes a framework for authentication and authorization in constrained environments (ACE) built on re-use of OAuth 2.0 [RFC6749], thereby extending authorization to Internet of Things devices. This specification contains the necessary building blocks for adjusting OAuth 2.0 to IoT environments.

More detailed, interoperable specifications can be found in profiles. Implementations may claim conformance with a specific profile, whereby implementations utilizing the same profile interoperate while implementations of different profiles are not expected to be interoperable. Some devices, such as mobile phones and tablets, may implement multiple profiles and will therefore be able to interact with a wider range of low end devices. Requirements on profiles are described at contextually appropriate places throughout this specification, and also summarized in Appendix C.

2. Terminology

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 [RFC2119].

Certain security-related terms such as "authentication", "authorization", "confidentiality", "(data) integrity", "message authentication code", and "verify" are taken from [RFC4949].

Since exchanges in this specification are described as RESTful protocol interactions, HTTP [RFC7231] offers useful terminology.

Terminology for entities in the architecture is defined in OAuth 2.0 [RFC6749] and [I-D.ietf-ace-actors], such as client (C), resource server (RS), and authorization server (AS).

Note that the term "endpoint" is used here following its OAuth definition, which is to denote resources such as token and introspection at the AS and authz-info at the RS (see Section 5.8.1 for a definition of the authz-info endpoint). The CoAP [RFC7252] definition, which is "An entity participating in the CoAP protocol" is not used in this specification.

Since this specification focuses on the problem of access control to resources, the actors has been simplified by assuming that the client authorization server (CAS) functionality is not stand-alone but subsumed by either the authorization server or the client (see section 2.2 in [I-D.ietf-ace-actors]).

The specifications in this document is called the "framework" or "ACE framework". When referring to "profiles of this framework" it refers to additional specifications that define the use of this specification with concrete transport, and communication security protocols (e.g., CoAP over DTLS).

We use the term "RS Information" for parameters describing characteristics of the RS (e.g. public key) that the AS provides to the client.

3. Overview

This specification defines the ACE framework for authorization in the Internet of Things environment. It consists of a set of building blocks.

The basic block is the OAuth 2.0 [RFC6749] framework, which enjoys widespread deployment. Many IoT devices can support OAuth 2.0 without any additional extensions, but for certain constrained settings additional profiling is needed.

Another building block is the lightweight web transfer protocol CoAP [RFC7252], for those communication environments where HTTP is not appropriate. CoAP typically runs on top of UDP, which further reduces overhead and message exchanges. While this specification defines extensions for the use of OAuth over CoAP, other underlying protocols are not prohibited from being supported in the future, such as HTTP/2, MQTT, BLE and QUIC.

A third building block is CBOR [RFC7049], for encodings where JSON [RFC7159] is not sufficiently compact. CBOR is a binary encoding designed for small code and message size, which may be used for encoding of self contained tokens, and also for encoding payload transferred in protocol messages.

A fourth building block is the compact CBOR-based secure message format COSE [RFC8152], which enables application layer security as an alternative or complement to transport layer security (DTLS [RFC6347] or TLS [RFC5246]). COSE is used to secure self-contained tokens such as proof-of-possession (PoP) tokens, which is an extension to the OAuth tokens, and "client tokens" which are defined in this framework (see Section 5.7.4). The default token format is defined in CBOR web token (CWT) [I-D.ietf-ace-cbor-web-token]. Application layer security for CoAP using COSE can be provided with OSCOAP [I-D.ietf-core-object-security].

With the building blocks listed above, solutions satisfying various IoT device and network constraints are possible. A list of constraints is described in detail in RFC 7228 [RFC7228] and a description of how the building blocks mentioned above relate to the various constraints can be found in Appendix A.

Luckily, not every IoT device suffers from all constraints. The ACE framework nevertheless takes all these aspects into account and allows several different deployment variants to co-exist, rather than mandating a one-size-fits-all solution. It is important to cover the wide range of possible interworking use cases and the different requirements from a security point of view. Once IoT deployments mature, popular deployment variants will be documented in the form of ACE profiles.

3.1. OAuth 2.0

The OAuth 2.0 authorization framework enables a client to obtain scoped access to a resource with the permission of a resource owner. Authorization information, or references to it, is passed between the nodes using access tokens. These access tokens are issued to clients by an authorization server with the approval of the resource owner. The client uses the access token to access the protected resources hosted by the resource server.

A number of OAuth 2.0 terms are used within this specification:

The token and introspection Endpoints:

The AS hosts the token endpoint that allows a client to request access tokens. The client makes a POST request to the token

endpoint on the AS and receives the access token in the response (if the request was successful).

In some deployments, a token introspection endpoint is provided by the AS, which can be used by the RS if it needs to request additional information regarding a received access token. The RS makes a POST request to the introspection endpoint on the AS and receives information about the access token in the response. (See "Introspection" below.)

Access Tokens:

Access tokens are credentials needed to access protected resources. An access token is a data structure representing authorization permissions issued by the AS to the client. Access tokens are generated by the AS and consumed by the RS. The access token content is opaque to the client.

Access tokens can have different formats, and various methods of utilization (e.g., cryptographic properties) based on the security requirements of the given deployment.

Proof of Possession Tokens:

An access token may be bound to a cryptographic key, which is then used by an RS to authenticate requests from a client. Such tokens are called proof-of-possession access tokens (or PoP access tokens).

The proof-of-possession (PoP) security concept assumes that the AS acts as a trusted third party that binds keys to access tokens. These so called PoP keys are then used by the client to demonstrate the possession of the secret to the RS when accessing the resource. The RS, when receiving an access token, needs to verify that the key used by the client matches the one bound to the access token. When this specification uses the term "access token" it is assumed to be a PoP access token unless specifically stated otherwise.

The key bound to the access token (the PoP key) may use either symmetric or asymmetric cryptography. The appropriate choice of the kind of cryptography depends on the constraints of the IoT devices as well as on the security requirements of the use case.

Symmetric PoP key:

The AS generates a random symmetric PoP key. The key is either stored to be returned on introspection calls or encrypted and

included in the access token. The PoP key is also encrypted for the client and sent together with the access token to the client.

Asymmetric PoP key:

An asymmetric key pair is generated on the client and the public key is sent to the AS (if it does not already have knowledge of the client's public key). Information about the public key, which is the PoP key in this case, is either stored to be returned on introspection calls or included inside the access token and sent back to the requesting client. The RS can identify the client's public key from the information in the token, which allows the client to use the corresponding private key for the proof of possession.

The access token is either a simple reference, or a structured information object (e.g., CWT [I-D.ietf-ace-cbor-web-token]), protected by a cryptographic wrapper (e.g., COSE [RFC8152]). The choice of PoP key does not necessarily imply a specific credential type for the integrity protection of the token.

Scopes and Permissions:

In OAuth 2.0, the client specifies the type of permissions it is seeking to obtain (via the scope parameter) in the access token request. In turn, the AS may use the scope response parameter to inform the client of the scope of the access token issued. As the client could be a constrained device as well, this specification uses CBOR encoding as data format, defined in Section 5, to request scopes and to be informed what scopes the access token actually authorizes.

The values of the scope parameter in OAuth 2.0 are expressed as a list of space-delimited, case-sensitive strings, with a semantic that is well-known to the AS and the RS. More details about the concept of scopes is found under Section 3.3 in [RFC6749].

Claims:

Information carried in the access token or returned from introspection, called claims, is in the form of name-value pairs. An access token may, for example, include a claim identifying the AS that issued the token (via the "iss" claim) and what audience the access token is intended for (via the "aud" claim). The audience of an access token can be a specific resource or one or many resource servers. The resource owner policies influence what claims are put into the access token by the authorization server.

While the structure and encoding of the access token varies throughout deployments, a standardized format has been defined with the JSON Web Token (JWT) [RFC7519] where claims are encoded as a JSON object. In [I-D.ietf-ace-cbor-web-token], an equivalent format using CBOR encoding (CWT) has been defined.

Introspection:

Introspection is a method for a resource server to query the authorization server for the active state and content of a received access token. This is particularly useful in those cases where the authorization decisions are very dynamic and/or where the received access token itself is an opaque reference rather than a self-contained token. More information about introspection in OAuth 2.0 can be found in [RFC7662].

3.2. CoAP

CoAP is an application layer protocol similar to HTTP, but specifically designed for constrained environments. CoAP typically uses datagram-oriented transport, such as UDP, where reordering and loss of packets can occur. A security solution needs to take the latter aspects into account.

While HTTP uses headers and query strings to convey additional information about a request, CoAP encodes such information into header parameters called 'options'.

CoAP supports application-layer fragmentation of the CoAP payloads through blockwise transfers [RFC7959]. However, blockwise transfer does not increase the size limits of CoAP options, therefore data encoded in options has to be kept small.

Transport layer security for CoAP can be provided by DTLS 1.2 [RFC6347] or TLS 1.2 [RFC5246]. CoAP defines a number of proxy operations that require transport layer security to be terminated at the proxy. One approach for protecting CoAP communication end-to-end through proxies, and also to support security for CoAP over a different transport in a uniform way, is to provide security at the application layer using an object-based security mechanism such as COSE [RFC8152].

One application of COSE is OSCOAP [I-D.ietf-core-object-security], which provides end-to-end confidentiality, integrity and replay protection, and a secure binding between CoAP request and response messages. In OSCOAP, the CoAP messages are wrapped in COSE objects and sent using CoAP.

This framework RECOMMENDS the use of CoAP as replacement for HTTP.

4. Protocol Interactions

The ACE framework is based on the OAuth 2.0 protocol interactions using the token endpoint and optionally the introspection endpoint. A client obtains an access token from an AS using the token endpoint and subsequently presents the access token to a RS to gain access to a protected resource. In most deployments the RS can process the access token locally, however in some cases the RS may present it to the AS via the introspection endpoint to get fresh information. These interactions are shown in Figure 1. An overview of various OAuth concepts is provided in Section 3.1.

The OAuth 2.0 framework defines a number of "protocol flows" via grant types, which have been extended further with extensions to OAuth 2.0 (such as RFC 7521 [RFC7521] and [I-D.ietf-oauth-device-flow]). What grant types works best depends on the usage scenario and RFC 7744 [RFC7744] describes many different IoT use cases but there are two preferred grant types, namely the Authorization Code Grant (described in Section 4.1 of [RFC7521]) and the Client Credentials Grant (described in Section 4.4 of [RFC7521]). The Authorization Code Grant is a good fit for use with apps running on smart phones and tablets that request access to IoT devices, a common scenario in the smart home environment, where users need to go through an authentication and authorization phase (at least during the initial setup phase). The native apps guidelines described in [I-D.ietf-oauth-native-apps] are applicable to this use case. The Client Credential Grant is a good fit for use with IoT devices where the OAuth client itself is constrained. In such a case, the resource owner has pre-arranged access rights for the client with the authorization server, which is often accomplished using a commissioning tool.

The consent of the resource owner, for giving a client access to a protected resource, can be provided dynamically as in the traditional OAuth flows, or it could be pre-configured by the resource owner as authorization policies at the AS, which the AS evaluates when a token request arrives. The resource owner and the requesting party (i.e., client owner) are not shown in Figure 1.

This framework supports a wide variety of communication security mechanisms between the ACE entities, such as client, AS, and RS. It is assumed that the client has been registered (also called enrolled or onboarded) to an AS using a mechanism defined outside the scope of this document. In practice, various techniques for onboarding have been used, such as factory-based provisioning or the use of commissioning tools. Regardless of the onboarding technique, this

provisioning procedure implies that the client and the AS exchange credentials and configuration parameters. These credentials are used to mutually authenticate each other and to protect messages exchanged between the client and the AS.

It is also assumed that the RS has been registered with the AS, potentially in a similar way as the client has been registered with the AS. Established keying material between the AS and the RS allows the AS to apply cryptographic protection to the access token to ensure that its content cannot be modified, and if needed, that the content is confidentiality protected.

The keying material necessary for establishing communication security between C and RS is dynamically established as part of the protocol described in this document.

At the start of the protocol, there is an optional discovery step where the client discovers the resource server and the resources this server hosts. In this step, the client might also determine what permissions are needed to access the protected resource. A generic procedure is described in Section 5.1, profiles MAY define other procedures for discovery.

In Bluetooth Low Energy, for example, advertisements are broadcasted by a peripheral, including information about the primary services. In CoAP, as a second example, a client can make a request to "/.well-known/core" to obtain information about available resources, which are returned in a standardized format as described in [RFC6690].

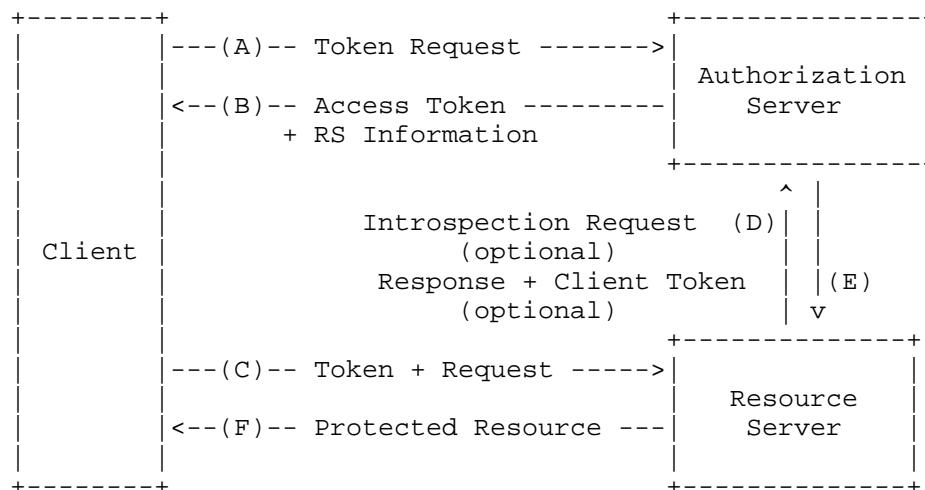


Figure 1: Basic Protocol Flow.

Requesting an Access Token (A):

The client makes an access token request to the token endpoint at the AS. This framework assumes the use of PoP access tokens (see Section 3.1 for a short description) wherein the AS binds a key to an access token. The client may include permissions it seeks to obtain, and information about the credentials it wants to use (e.g., symmetric/asymmetric cryptography or a reference to a specific credential).

Access Token Response (B):

If the AS successfully processes the request from the client, it returns an access token. It can also return additional parameters, referred to as "RS Information". In addition to the response parameters defined by OAuth 2.0 and the PoP access token extension, this framework defines parameters that can be used to inform the client about capabilities of the RS. More information about these parameters can be found in Section 5.6.4.

Resource Request (C):

The client interacts with the RS to request access to the protected resource and provides the access token. The protocol to use between the client and the RS is not restricted to CoAP. HTTP, HTTP/2, QUIC, MQTT, Bluetooth Low Energy, etc., are also viable candidates.

Depending on the device limitations and the selected protocol, this exchange may be split up into two parts:

- (1) the client sends the access token containing, or referencing, the authorization information to the RS, that may be used for subsequent resource requests by the client, and
- (2) the client makes the resource access request, using the communication security protocol and other RS Information obtained from the AS.

The Client and the RS mutually authenticate using the security protocol specified in the profile (see step B) and the keys obtained in the access token or the RS Information or the client token. The RS verifies that the token is integrity protected by the AS and compares the claims contained in the access token with the resource request. If the RS is online, validation can be handed over to the AS using token introspection (see messages D and E) over HTTP or CoAP, in which case the different parts of step C may be interleaved with introspection.

Token Introspection Request (D):

A resource server may be configured to introspect the access token by including it in a request to the introspection endpoint at that AS. Token introspection over CoAP is defined in Section 5.7 and for HTTP in [RFC7662].

Note that token introspection is an optional step and can be omitted if the token is self-contained and the resource server is prepared to perform the token validation on its own.

Token Introspection Response (E):

The AS validates the token and returns the most recent parameters, such as scope, audience, validity etc. associated with it back to the RS. The RS then uses the received parameters to process the request to either accept or to deny it. The AS can additionally return information that the RS needs to pass on to the client in the form of a client token. The latter is used to establish keys for mutual authentication between client and RS, when the client has no direct connectivity to the AS, see Section 5.7.4 for details.

Protected Resource (F):

If the request from the client is authorized, the RS fulfills the request and returns a response with the appropriate response code. The RS uses the dynamically established keys to protect the response, according to used communication security protocol.

5. Framework

The following sections detail the profiling and extensions of OAuth 2.0 for constrained environments, which constitutes the ACE framework.

Credential Provisioning

For IoT, it cannot be assumed that the client and RS are part of a common key infrastructure, so the AS provisions credentials or associated information to allow mutual authentication. These credentials need to be provided to the parties before or during the authentication protocol is executed, and may be re-used for subsequent token requests.

Proof-of-Possession

The ACE framework, by default, implements proof-of-possession for access tokens, i.e., that the token holder can prove being a holder of the key bound to the token. The binding is provided by

the "cnf" claim [I-D.ietf-ace-cwt-proof-of-possession] indicating what key is used for proof-of-possession. If a client needs to submit a new access token e.g., to obtain additional access rights, they can request that the AS binds this token to the same key as the previous one.

ACE Profiles

The client or RS may be limited in the encodings or protocols it supports. To support a variety of different deployment settings, specific interactions between client and RS are defined in an ACE profile. In ACE framework the AS is expected to manage the matching of compatible profile choices between a client and an RS. The AS informs the client of the selected profile using the "profile" parameter in the token response.

OAuth 2.0 requires the use of TLS both to protect the communication between AS and client when requesting an access token; between client and RS when accessing a resource and between AS and RS if introspection is used. In constrained settings TLS is not always feasible, or desirable. Nevertheless it is REQUIRED that the data exchanged with the AS is encrypted and integrity protected. It is furthermore REQUIRED that the AS and the endpoint communicating with it (client or RS) perform mutual authentication.

Profiles MUST specify how mutual authentication is done, depending e.g. on the communication protocol and the credentials used by the client or the RS.

In OAuth 2.0 the communication with the Token and the Introspection endpoints at the AS is assumed to be via HTTP and may use Uri-query parameters. This framework RECOMMENDS to use CoAP instead and RECOMMENDS the use of the following alternative instead of Uri-query parameters: The sender (client or RS) encodes the parameters of its request as a CBOR map and submits that map as the payload of the POST request. The Content-format depends on the security applied to the content and MUST be specified by the profile that is used.

The OAuth 2.0 AS uses a JSON structure in the payload of its responses both to client and RS. This framework REQUIRES the use of CBOR [RFC7049] instead. Depending on the profile, the CBOR payload MAY be enclosed in a non-CBOR cryptographic wrapper.

5.1. Discovering Authorization Servers

In order to determine the AS in charge of a resource hosted at the RS, C MAY send an initial Unauthorized Resource Request message to

RS. RS then denies the request and sends the address of its AS back to C.

Instead of the initial Unauthorized Resource Request message, C MAY look up the desired resource in a resource directory (cf. [I-D.ietf-core-resource-directory]).

5.1.1. Unauthorized Resource Request Message

The optional Unauthorized Resource Request message is a request for a resource hosted by RS for which no proper authorization is granted. RS MUST treat any request for a protected resource as Unauthorized Resource Request message when any of the following holds:

- o The request has been received on an unprotected channel.
- o RS has no valid access token for the sender of the request regarding the requested action on that resource.
- o RS has a valid access token for the sender of the request, but this does not allow the requested action on the requested resource.

Note: These conditions ensure that RS can handle requests autonomously once access was granted and a secure channel has been established between C and RS. The authz-info endpoint MUST NOT be protected as specified above, in order to allow clients to upload access tokens to RS (cf. Section 5.8.1).

Unauthorized Resource Request messages MUST be denied with a client error response. In this response, the Resource Server SHOULD provide proper AS Information to enable the Client to request an access token from RS's AS as described in Section 5.1.2.

The response code MUST be 4.01 (Unauthorized) in case the sender of the Unauthorized Resource Request message is not authenticated, or if RS has no valid access token for C. If RS has an access token for C but not for the resource that C has requested, RS MUST reject the request with a 4.03 (Forbidden). If RS has an access token for C but it does not cover the action C requested on the resource, RS MUST reject the request with a 4.05 (Method Not Allowed).

Note: The use of the response codes 4.03 and 4.05 is intended to prevent infinite loops where a dumb Client optimistically tries to access a requested resource with any access token received from AS. As malicious clients could pretend to be C to determine C's privileges, these detailed response codes must be used only when a certain level of security is already available which can be achieved only when the Client is authenticated.

5.1.2. AS Information

The AS Information is sent by RS as a response to an Unauthorized Resource Request message (see Section 5.1.1) to point the sender of the Unauthorized Resource Request message to RS's AS. The AS information is a set of attributes containing an absolute URI (see Section 4.3 of [RFC3986]) that specifies the AS in charge of RS.

The message MAY also contain a nonce generated by RS to ensure freshness in case that the RS and AS do not have synchronized clocks.

Figure 2 summarizes the parameters that may be part of the AS Information.

Name	CBOR Key	Major Type
AS	0	3 (text string)
nonce	5	2 (byte string)

Figure 2: AS Information parameters

Figure 3 shows an example for an AS Information message payload using CBOR [RFC7049] diagnostic notation, using the parameter names instead of the CBOR keys for better human readability.

```
4.01 Unauthorized
Content-Format: application/ace+cbor
{AS: "coaps://as.example.com/token",
 nonce: h'e0a156bb3f'}
```

Figure 3: AS Information payload example

In this example, the attribute AS points the receiver of this message to the URI "coaps://as.example.com/token" to request access permissions. The originator of the AS Information payload (i.e., RS) uses a local clock that is loosely synchronized with a time scale common between RS and AS (e.g., wall clock time). Therefore, it has included a parameter "nonce" for replay attack prevention.

Note: There is an ongoing discussion how freshness of access tokens

can be achieved in constrained environments. This specification for now assumes that RS and AS do not have a common understanding of time that allows RS to achieve its security objectives without explicitly adding a nonce.

Figure 4 illustrates the mandatory to use binary encoding of the message payload shown in Figure 3.

```

a2          # map(2)
  00        # unsigned(0) (=AS)
  78 1c     # text(28)
    636f6170733a2f2f61732e657861
    6d706c652e636f6d2f746f6b656e # "coaps://as.example.com/token"
  05        # unsigned(5) (=nonce)
  45        # bytes(5)
    e0a156bb3f

```

Figure 4: AS Information example encoded in CBOR

5.2. Authorization Grants

To request an access token, the client obtains authorization from the resource owner or uses its client credentials as grant. The authorization is expressed in the form of an authorization grant.

The OAuth framework defines four grant types. The grant types can be split up into two groups, those granted on behalf of the resource owner (password, authorization code, implicit) and those for the client (client credentials).

The grant type is selected depending on the use case. In cases where the client acts on behalf of the resource owner, authorization code grant is recommended. If the client acts on behalf of the resource owner, but does not have any display or very limited interaction possibilities it is recommended to use the device code grant defined in [I-D.ietf-oauth-device-flow]. In cases where the client does not act on behalf of the resource owner, client credentials grant is recommended.

For details on the different grant types, see the OAuth 2.0 framework [RFC6749]. The OAuth 2.0 framework provides an extension mechanism for defining additional grant types so profiles of this framework MAY define additional grant types, if needed.

5.3. Client Credentials

Authentication of the client is mandatory independent of the grant type when requesting the access token from the token endpoint. In the case of client credentials grant type, the authentication and grant coincide.

Client registration and provisioning of client credentials to the client is out of scope for this specification.

The OAuth framework [RFC6749] defines one client credential type, client id and client secret. [I-D.erdman-ace-rpcc] adds raw-public-key and pre-shared-key to the client credentials types. Profiles of this framework MAY extend with additional client credentials client certificates.

5.4. AS Authentication

Client credential does not, by default, authenticate the AS that the client connects to. In classic OAuth, the AS is authenticated with a TLS server certificate.

Profiles of this framework MUST specify how clients authenticate the AS and how communication security is implemented, otherwise server side TLS certificates, as defined by OAuth 2.0, are required.

5.5. The Authorization Endpoint

The authorization endpoint is used to interact with the resource owner and obtain an authorization grant in certain grant flows. Since it requires the use of a user agent (i.e., browser), it is not expected that these types of grant flow will be used by constrained clients. This endpoint is therefore out of scope for this specification. Implementations should use the definition and recommendations of [RFC6749] and [RFC6819].

If clients involved cannot support HTTP and TLS, profiles MAY define mappings for the authorization endpoint.

5.6. The Token Endpoint

In standard OAuth 2.0, the AS provides the token endpoint for submitting access token requests. This framework extends the functionality of the token endpoint, giving the AS the possibility to help the client and RS to establish shared keys or to exchange their public keys. Furthermore, this framework defines encodings using CBOR, as a substitute for JSON.

For the AS to be able to issue a token, the client MUST be authenticated and present a valid grant for the scopes requested. Profiles of this framework MUST specify how the AS authenticates the client and how the communication between client and AS is protected.

The default name of this endpoint in an url-path is 'token', however implementations are not required to use this name and can define their own instead.

The figures of this section use CBOR diagnostic notation without the integer abbreviations for the parameters or their values for illustrative purposes. Note that implementations MUST use the integer abbreviations and the binary CBOR encoding.

5.6.1. Client-to-AS Request

The client sends a POST request to the token endpoint at the AS. The profile MUST specify the Content-Type and wrapping of the payload. The content of the request consists of the parameters specified in section 4 of the OAuth 2.0 specification [RFC6749], encoded as a CBOR map, where the "scope" parameter can additionally be formatted as a byte array, in order to allow compact encoding of complex scope structures.

In addition to these parameters, this framework defines the following parameters for requesting an access token from a token endpoint:

aud

OPTIONAL. Specifies the audience for which the client is requesting an access token. If this parameter is missing, it is assumed that the client and the AS have a pre-established understanding of the audience that an access token should address. If a client submits a request for an access token without specifying an "aud" parameter, and the AS does not have an implicit understanding of the "aud" value for this client, then the AS MUST respond with an error message using a response code equivalent to the CoAP response code 4.00 (Bad Request).

cnf

OPTIONAL. This field contains information about the key the client would like to bind to the access token for proof-of-possession. It is RECOMMENDED that an AS reject a request containing a symmetric key value in the 'cnf' field, since the AS is expected to be able to generate better symmetric keys than a potentially constrained client. See Section 5.6.4.5 for more details on the formatting of the 'cnf' parameter.

The following examples illustrate different types of requests for proof-of-possession tokens.

Figure 5 shows a request for a token with a symmetric proof-of-possession key. Note that in this example it is assumed that transport layer communication security is used, therefore the Content-Type is "application/cbor". The content is displayed in CBOR diagnostic notation, without abbreviations for better readability.

```

Header: POST (Code=0.02)
Uri-Host: "as.example.com"
Uri-Path: "token"
Content-Type: "application/cbor"
Payload:
{
  "grant_type" : "client_credentials",
  "client_id" : "myclient",
  "aud" : "tempSensor4711"
}

```

Figure 5: Example request for an access token bound to a symmetric key.

Figure 6 shows a request for a token with an asymmetric proof-of-possession key. Note that in this example COSE is used to provide object-security, therefore the Content-Type is "application/cose".

```

Header: POST (Code=0.02)
Uri-Host: "as.example.com"
Uri-Path: "token"
Content-Type: "application/cose"
Payload:
  16( # COSE_ENCRYPTED
    [ h'a1010a', # protected header: {"alg" : "AES-CCM-16-64-128"}
      {5 : b64'ifUvZaHFgJM7UmGnjA'}, # unprotected header, IV
      b64'WXThuZo6TMCaZZqi6ef/8WHTjOdGk8kNzaIhIQ' # ciphertext
    ]
  )

```

Decrypted payload:

```

{
  "grant_type" : "client_credentials",
  "client_id" : "myclient",
  "cnf" : {
    "COSE_Key" : {
      "kty" : "EC",
      "kid" : h'11',
      "crv" : "P-256",
      "x" : b64'usWxHK2PmfNkKwXPS54m0kTcGJ90UiglWiGahtagnv8',
      "y" : b64'IBOL+C3BttVivg+lSreASjpkttcsz+1rb7btKLV8EX4'
    }
  }
}

```

Figure 6: Example token request bound to an asymmetric key.

Figure 7 shows a request for a token where a previously communicated proof-of-possession key is only referenced. Note that a transport layer based communication security profile is assumed in this example, therefore the Content-Type is "application/cbor". Also note that the client performs a password based authentication in this example by submitting its client_secret (see section 2.3.1. of [RFC6749]).

```
Header: POST (Code=0.02)
Uri-Host: "as.example.com"
Uri-Path: "token"
Content-Type: "application/cbor"
Payload:
{
  "grant_type" : "client_credentials",
  "client_id" : "myclient",
  "client_secret" : "mysecret234",
  "aud" : "valve424",
  "scope" : "read",
  "cnf" : {
    "kid" : b64'6kg0dXJM13U'
  }
}
```

Figure 7: Example request for an access token bound to a key reference.

5.6.2. AS-to-Client Response

If the access token request has been successfully verified by the AS and the client is authorized to obtain an access token corresponding to its access token request, the AS sends a response with the response code equivalent to the CoAP response code 2.01 (Created). If client request was invalid, or not authorized, the AS returns an error response as described in Section 5.6.3.

Note that the AS decides which token type and profile to use when issuing a successful response. It is assumed that the AS has prior knowledge of the capabilities of the client and the RS (see Appendix D. This prior knowledge may, for example, be set by the use of a dynamic client registration protocol exchange [RFC7591]).

The content of the successful reply is the RS Information. It MUST be encoded as CBOR map, containing parameters as specified in section 5.1 of [RFC6749]. In addition to these parameters, the following parameters are also part of a successful response:

profile OPTIONAL. This indicates the profile that the client MUST use towards the RS. See Section 5.6.4.4 for the formatting of this parameter.

. If this parameter is absent, the AS assumes that the client implicitly knows which profile to use towards the RS.

cnf REQUIRED if the token type is "pop" and a symmetric key is used. MUST NOT be present otherwise. This field contains the symmetric proof-of-possession key the client is supposed to use. See Section 5.6.4.5 for details on the use of this parameter.

rs_cnf OPTIONAL if the token type is "pop" and asymmetric keys are used. MUST NOT be present otherwise. This field contains information about the public key used by the RS to authenticate. See Section 5.6.4.5 for details on the use of this parameter. If this parameter is absent, the AS assumes that the client already knows the public key of the RS.

token_type OPTIONAL. By default implementations of this framework SHOULD assume that the token_type is "pop". If a specific use case requires another token_type (e.g., "Bearer") to be used then this parameter is REQUIRED.

Note that if CBOR Web Tokens [I-D.ietf-ace-cbor-web-token] are used, the access token can also contain a "cnf" claim [I-D.ietf-ace-cwt-proof-of-possession]. This claim is however consumed by a different party. The access token is created by the AS and processed by the RS (and opaque to the client) whereas the RS Information is created by the AS and processed by the client; it is never forwarded to the resource server.

Figure 8 summarizes the parameters that may be part of the RS Information.

Parameter name	Specified in
access_token	RFC 6749
token_type	RFC 6749
expires_in	RFC 6749
refresh_token	RFC 6749
scope	RFC 6749
state	RFC 6749
error	RFC 6749
error_description	RFC 6749
error_uri	RFC 6749
profile	[this document]
cnf	[this document]
rs_cnf	[this document]

Figure 8: RS Information parameters

Figure 9 shows a response containing a token and a "cnf" parameter with a symmetric proof-of-possession key. Note that transport layer security is assumed in this example, therefore the Content-Type is "application/cbor".

```
Header: Created (Code=2.01)
Content-Type: "application/cbor"
Payload:
{
  "access_token" : b64'SlAV32hkKG ...
  (remainder of CWT omitted for brevity;
  CWT contains COSE_Key in the "cnf" claim)',
  "profile" : "coap_dtls",
  "expires_in" : "3600",
  "cnf" : {
    "COSE_Key" : {
      "kty" : "Symmetric",
      "kid" : b64'39Gqlw',
      "k" : b64'hJtXhkV8FJG+Onbc6mxCcQh'
    }
  }
}
```

Figure 9: Example AS response with an access token bound to a symmetric key.

5.6.3. Error Response

The error responses for CoAP-based interactions with the AS are equivalent to the ones for HTTP-based interactions as defined in section 5.2 of [RFC6749], with the following differences:

- o The Content-Type MUST be specified by the communication security profile used between client and AS. The raw payload before being processed by the communication security protocol MUST be encoded as a CBOR map.
- o A response code equivalent to the CoAP code 4.00 (Bad Request) MUST be used for all error responses, except for `invalid_client` where a response code equivalent to the CoAP code 4.01 (Unauthorized) MAY be used under the same conditions as specified in section 5.2 of [RFC6749].
- o The parameters "error", "error_description" and "error_uri" MUST be abbreviated using the codes specified in Figure 12.
- o The error code (i.e., value of the "error" parameter) MUST be abbreviated as specified in Figure 10.

Name	CBOR Key
<code>invalid_request</code>	0
<code>invalid_client</code>	1
<code>invalid_grant</code>	2
<code>unauthorized_client</code>	3
<code>unsupported_grant_type</code>	4
<code>invalid_scope</code>	5
<code>unsupported_pop_key</code>	6

Figure 10: CBOR abbreviations for common error codes

In addition to the error responses defined in OAuth 2.0, the following behavior MUST be implemented by the AS: If the client submits an asymmetric key in the token request that the RS cannot process, the AS MUST reject that request with a response code equivalent to the CoAP code 4.00 (Bad Request) including the error code "unsupported_pop_key" defined in Figure 10.

5.6.4. Request and Response Parameters

This section provides more detail about the new parameters that can be used in access token requests and responses, as well as abbreviations for more compact encoding of existing parameters and common parameter values.

5.6.4.1. Audience

This parameter specifies for which audience the client is requesting a token. It should be encoded as CBOR text string (major type 3). The formatting and semantics of these strings are application specific.

5.6.4.2. Grant Type

The abbreviations in Figure 11 MUST be used in CBOR encodings instead of the string values defined in [RFC6749].

Name	CBOR Key	Original Specification
password	0	RFC6749
authorization_code	1	RFC6749
client_credentials	2	RFC6749
refresh_token	3	RFC6749

Figure 11: CBOR abbreviations for common grant types

5.6.4.3. Token Type

The `token_type` parameter is defined in [RFC6749], allowing the AS to indicate to the client which type of access token it is receiving (e.g., a bearer token).

This document registers the new value "pop" for the OAuth Access Token Types registry, specifying a Proof-of-Possession token. How the proof-of-possession is performed MUST be specified by the profiles.

The values in the "token_type" parameter MUST be CBOR text strings (major type 3).

In this framework token type "pop" MUST be assumed by default if the AS does not provide a different value.

5.6.4.4. Profile

Profiles of this framework MUST define the communication protocol and the communication security protocol between the client and the RS. The security protocol MUST provide encryption, integrity and replay protection. Furthermore profiles MUST define proof-of-possession methods, if they support proof-of-possession tokens.

A profile MUST specify an identifier that can be used to uniquely identify itself in the "profile" parameter.

Profiles MAY define additional parameters for both the token request and the RS Information in the access token response in order to support negotiation or signaling of profile specific parameters.

5.6.4.5. Confirmation

The "cnf" parameter identifies or provides the key used for proof-of-possession, while the "rs_cnf" parameter provides the raw public key of the RS. Both parameters use the same formatting and semantics as the "cnf" claim specified in [I-D.ietf-ace-cwt-proof-of-possession].

In addition to the use as a claim in a CWT, the "cnf" parameter is used in the following contexts with the following meaning:

- o In the token request C -> AS, to indicate the client's raw public key, or the key-identifier of a previously established key between C and RS.
- o In the token response AS -> C, to indicate the symmetric key generated by the AS for proof-of-possession.
- o In the introspection response AS -> RS, to indicate the proof-of-possession key bound to the introspected token.
- o In the client token AS -> RS -> C, to indicate the proof-of-possession key bound to the access token.

Note that the COSE_Key structure in a "cnf" claim or parameter may contain an "alg" or "key_ops" parameter. If such parameters are present, a client MUST NOT use a key that is not compatible with the profile or proof-of-possession algorithm according to those parameters. An RS MUST reject a proof-of-possession using such a key.

5.6.5. Mapping parameters to CBOR

All OAuth parameters in access token requests and responses MUST be mapped to CBOR types as specified in Figure 12, using the given integer abbreviation for the key.

Note that we have aligned these abbreviations with the claim abbreviations defined in [I-D.ietf-ace-cbor-web-token].

Name	CBOR Key	Major Type
aud	3	text string
client_id	8	text string
client_secret	9	byte string
response_type	10	text string
redirect_uri	11	text string
scope	12	text or byte string
state	13	text string
code	14	byte string
error	15	text string
error_description	16	text string
error_uri	17	text string
grant_type	18	unsigned integer
access_token	19	text string
token_type	20	unsigned integer
expires_in	21	unsigned integer
username	22	text string
password	23	text string
refresh_token	24	text string
cnf	25	map
profile	26	text string
rs_cnf	31	map

Figure 12: CBOR mappings used in token requests

5.7. The 'Introspect' Endpoint

Token introspection [RFC7662] can be **OPTIONALLY** provided by the AS, and is then used by the RS and potentially the client to query the AS for metadata about a given token e.g., validity or scope. Analogous to the protocol defined in RFC 7662 [RFC7662] for HTTP and JSON, this section defines adaptations to more constrained environments using CBOR and leaving the choice of the application protocol to the profile.

Communication between the RS and the introspection endpoint at the AS **MUST** be integrity protected and encrypted. Furthermore AS and RS **MUST** perform mutual authentication. Finally the AS **SHOULD** verify that the RS has the right to access introspection information about the provided token. Profiles of this framework that support introspection **MUST** specify how authentication and communication security between RS and AS is implemented.

The default name of this endpoint in an url-path is 'introspect', however implementations are not required to use this name and can define their own instead.

The figures of this section uses CBOR diagnostic notation without the integer abbreviations for the parameters or their values for better readability.

Note that supporting introspection is OPTIONAL for implementations of this framework.

5.7.1. RS-to-AS Request

The RS sends a POST request to the introspection endpoint at the AS, the profile MUST specify the Content-Type and wrapping of the payload. The payload MUST be encoded as a CBOR map with a "token" parameter containing either the access token or a reference to the token (e.g., the cti). Further optional parameters representing additional context that is known by the RS to aid the AS in its response MAY be included.

The same parameters are required and optional as in section 2.1 of RFC 7662 [RFC7662].

For example, Figure 13 shows a RS calling the token introspection endpoint at the AS to query about an OAuth 2.0 proof-of-possession token. Note that object security based on COSE is assumed in this example, therefore the Content-Type is "application/cose+cbor".

```
Header: POST (Code=0.02)
Uri-Host: "as.example.com"
Uri-Path: "introspect"
Content-Type: "application/cose+cbor"
Payload:
{
  "token" : b64'7gj0dXJQ43U',
  "token_type_hint" : "pop"
}
```

Figure 13: Example introspection request.

5.7.2. AS-to-RS Response

If the introspection request is authorized and successfully processed, the AS sends a response with the response code equivalent to the CoAP code 2.01 (Created). If the introspection request was invalid, not authorized or couldn't be processed the AS returns an error response as described in Section 5.7.3.

In a successful response, the AS encodes the response parameters in a CBOR map including with the same required and optional parameters as in section 2.2. of RFC 7662 [RFC7662] with the following additions:

- cnf OPTIONAL. This field contains information about the proof-of-possession key that binds the client to the access token. See Section 5.6.4.5 for more details on the use of the "cnf" parameter.
- profile OPTIONAL. This indicates the profile that the RS MUST use with the client. See Section 5.6.4.4 for more details on the formatting of this parameter.
- client_token OPTIONAL. This parameter contains information that the RS MUST pass on to the client. See Section 5.7.4 for more details.

For example, Figure 14 shows an AS response to the introspection request in Figure 13. Note that transport layer security is assumed in this example, therefore the Content-Type is "application/cbor".

```
Header: Created Code=2.01)
Content-Type: "application/cbor"
Payload:
{
  "active" : true,
  "scope" : "read",
  "profile" : "coap_dtls",
  "client_token" : b64'2QPhg00hAQo ...
  (remainder of client token omitted for brevity)',
  "cnf" : {
    "COSE_Key" : {
      "kty" : "Symmetric",
      "kid" : b64'39Gqlw',
      "k" : b64'hJtXhkV8FJG+Onbc6mxCcQh'
    }
  }
}
```

Figure 14: Example introspection response.

5.7.3. Error Response

The error responses for CoAP-based interactions with the AS are equivalent to the ones for HTTP-based interactions as defined in section 2.3 of [RFC7662], with the following differences:

- o If content is sent, the Content-Type MUST be set according to the specification of the communication security profile, and the content payload MUST be encoded as a CBOR map.

- o If the credentials used by the RS are invalid the AS MUST respond with the response code equivalent to the CoAP code 4.01 (Unauthorized) and use the required and optional parameters from section 5.2 in RFC 6749 [RFC6749].
- o If the RS does not have the right to perform this introspection request, the AS MUST respond with a response code equivalent to the CoAP code 4.03 (Forbidden). In this case no payload is returned.
- o The parameters "error", "error_description" and "error_uri" MUST be abbreviated using the codes specified in Figure 12.
- o The error codes MUST be abbreviated using the codes specified in Figure 10.

Note that a properly formed and authorized query for an inactive or otherwise invalid token does not warrant an error response by this specification. In these cases, the authorization server MUST instead respond with an introspection response with the "active" field set to "false".

5.7.4. Client Token

In cases where the client has limited connectivity and needs to get access to a previously unknown resource servers, this framework suggests the following OPTIONAL approach: The client is pre-configured with a long-term access token, which is not self-contained (i.e. it is only a reference to a token at the AS) when it is commissioned. When the client then tries to access a RS it transmits this access token. The RS then performs token introspection to learn what access this token grants. In the introspection response, the AS also relays information for the client, such as the proof-of-possession key, through the RS. The RS passes on this Client Token to the client in response to the submission of the token.

The `client_token` parameter is designed to carry such information, and is intended to be used as described in Figure 15.

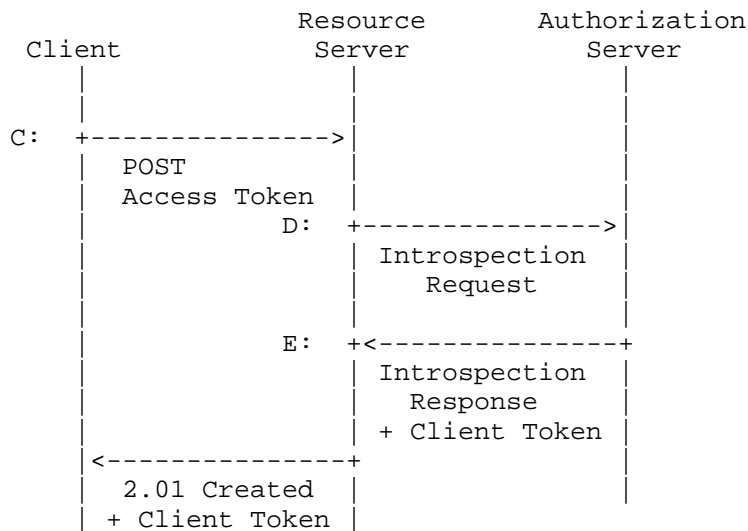


Figure 15: Use of the client_token parameter.

The client token is a COSE_Encrypted object, containing as payload a CBOR map with the following claims:

cnf REQUIRED if the token type is "pop", OPTIONAL otherwise.
 Contains information about the proof-of-possession key the client is to use with its access token. See Section 5.6.4.5.
 token_type OPTIONAL. See Section 5.6.4.3.
 profile REQUIRED. See Section 5.6.4.4.
 rs_cnf OPTIONAL. Contains information about the key that the RS uses to authenticate towards the client. If the key is symmetric then this claim MUST NOT be part of the Client Token, since this is the same key as the one specified through the "cnf" claim. This claim uses the same encoding as the "cnf" parameter. See Section 5.6.4.4.

The AS encrypts this token using a key shared between the AS and the client, so that only the client can decrypt it and access its payload. How this key is established is out of scope of this framework, however it can be established at the same time at which the client's long term token is created.

An RS that is configured to perform introspection, MUST do so immediately after receiving an access token, in order to be able to return a potential client token to the client. This does not preclude the RS to perform additional introspection asynchronously, e.g., when the token is later used.

5.7.5. Mapping Introspection parameters to CBOR

The introspection request and response parameters MUST be mapped to CBOR types as specified in Figure 16, using the given integer abbreviation for the key.

Note that we have aligned these abbreviations with the claim abbreviations defined in [I-D.ietf-ace-cbor-web-token].

Parameter name	CBOR Key	Major Type
iss	1	text string
sub	2	text string
aud	3	text string
exp	4	Epoch-based date/time
nbf	5	Epoch-based date/time
iat	6	Epoch-based date/time
cti	7	byte string
client_id	8	text string
scope	12	text OR byte string
token_type	20	text string
username	22	text string
cnf	25	map
profile	26	unsigned integer
token	27	text string
token_type_hint	28	text string
active	29	unsigned integer
client_token	30	byte string
rs_cnf	31	map

Figure 16: CBOR Mappings to Token Introspection Parameters.

5.8. The Access Token

This framework RECOMMENDS the use of CBOR web token (CWT) as specified in [I-D.ietf-ace-cbor-web-token].

In order to facilitate offline processing of access tokens, this draft uses the "cnf" claim from [I-D.ietf-ace-cwt-proof-of-possession] and specifies the "scope" claim for both JSON and CBOR web tokens.

The "scope" claim explicitly encodes the scope of a given access token. This claim follows the same encoding rules as defined in section 3.3 of [RFC6749], but in addition implementers MAY use byte arrays as scope values, to achieve compact encoding of large scope

elements. The meaning of a specific scope value is application specific and expected to be known to the RS running that application.

5.8.1. The 'Authorization Information' Endpoint

The access token, containing authorization information and information about the key used by the client, needs to be transported to the RS so that the RS can authenticate and authorize the client request.

This section defines a method for transporting the access token to the RS using a RESTful protocol such as CoAP. Profiles of this framework MAY define other methods for token transport.

The method consists of an authz-info endpoint, implemented by the RS. A client using this method MUST make a POST request to the authz-info endpoint at the RS with the access token in the payload. The RS receiving the token MUST verify the validity of the token. If the token is valid, the RS MUST respond to the POST request with 2.01 (Created). This response MAY contain an identifier of the token (e.g., the cti for a CWT) as a payload, in order to allow the client to refer to the token.

The RS MUST be prepared to store at least one access token for future use. This is a difference to how access tokens are handled in OAuth 2.0, where the access token is typically sent along with each request, and therefore not stored at the RS.

If the token is not valid, the RS MUST respond with a response code equivalent to the CoAP code 4.01 (Unauthorized). If the token is valid but the audience of the token does not match the RS, the RS MUST respond with a response code equivalent to the CoAP code 4.03 (Forbidden). If the token is valid but is associated to claims that the RS cannot process (e.g., an unknown scope) the RS MUST respond with a response code equivalent to the CoAP code 4.00 (Bad Request). In the latter case the RS MAY provide additional information in the error response, in order to clarify what went wrong.

The RS MAY make an introspection request to validate the token before responding to the POST request to the authz-info endpoint. If the introspection response contains a client token (Section 5.7.4) then this token SHALL be included in the payload of the 2.01 (Created) response.

Profiles MUST specify how the authz-info endpoint is protected. Note that since the token contains information that allow the client and the RS to establish a security context in the first place, mutual authentication may not be possible at this point.

The default name of this endpoint in an url-path is 'authz-info', however implementations are not required to use this name and can define their own instead.

5.8.2. Token Expiration

Depending on the capabilities of the RS, there are various ways in which it can verify the validity of a received access token. Here follows a list of the possibilities including what functionality they require of the RS.

- o The token is a CWT and includes an "exp" claim and possibly the "nbf" claim. The RS verifies these by comparing them to values from its internal clock as defined in [RFC7519]. In this case the RS's internal clock must reflect the current date and time, or at least be synchronized with the AS's clock. How this clock synchronization would be performed is out of scope for this specification.
- o The RS verifies the validity of the token by performing an introspection request as specified in Section 5.7. This requires the RS to have a reliable network connection to the AS and to be able to handle two secure sessions in parallel (C to RS and AS to RS).
- o The RS and the AS both store a sequence number linked to their common security association. The AS increments this number for each access token it issues and includes it in the access token, which is a CWT. The RS keeps track of the most recently received sequence number, and only accepts tokens as valid, that are in a certain range around this number. This method does only require the RS to keep track of the sequence number. The method does not provide timely expiration, but it makes sure that older tokens cease to be valid after a certain number of newer ones got issued. For a constrained RS with no network connectivity and no means of reliably measuring time, this is the best that can be achieved.

If a token that authorizes a long running request such as a CoAP Observe [RFC7641] expires, the RS MUST send an error response with the response code 4.01 Unauthorized to the client and then terminate processing the long running request.

6. Security Considerations

Security considerations applicable to authentication and authorization in RESTful environments provided in OAuth 2.0 [RFC6749] apply to this work, as well as the security considerations from [I-D.ietf-ace-actors]. Furthermore [RFC6819] provides additional security considerations for OAuth which apply to IoT deployments as well.

A large range of threats can be mitigated by protecting the contents of the access token by using a digital signature or a keyed message digest (MAC) or an Authenticated Encryption with Associated Data (AEAD) algorithm. Consequently, the token integrity protection **MUST** be applied to prevent the token from being modified, particularly since it contains a reference to the symmetric key or the asymmetric key. If the access token contains the symmetric key, this symmetric key **MUST** be encrypted by the authorization server so that only the resource server can decrypt it. Note that using an AEAD algorithm is preferable over using a MAC unless the message needs to be publicly readable.

It is important for the authorization server to include the identity of the intended recipient (the audience), typically a single resource server (or a list of resource servers), in the token. Using a single shared secret with multiple resource servers to simplify key management is **NOT RECOMMENDED** since the benefit from using the proof-of-possession concept is significantly reduced.

The authorization server **MUST** offer confidentiality protection for any interactions with the client. This step is extremely important since the client may obtain the proof-of-possession key from the authorization server for use with a specific access token. Not using confidentiality protection exposes this secret (and the access token) to an eavesdropper thereby completely negating proof-of-possession security. Profiles **MUST** specify how confidentiality protection is provided, and additional protection can be applied by encrypting the token, for example encryption of CWTs is specified in section 5.1 of [I-D.ietf-ace-cbor-web-token].

Developers **MUST** ensure that the ephemeral credentials (i.e., the private key or the session key) are not leaked to third parties. An adversary in possession of the ephemeral credentials bound to the access token will be able to impersonate the client. Be aware that this is a real risk with many constrained environments, since adversaries can often easily get physical access to the devices.

Clients can at any time request a new proof-of-possession capable access token. If clients have that capability, the AS can keep the lifetime of the access token and the associated proof-of-possession key short and therefore use shorter proof-of-possession key sizes, which translate to a performance benefit for the client and for the resource server. Shorter keys also lead to shorter messages (particularly with asymmetric keying material).

When authorization servers bind symmetric keys to access tokens, they **SHOULD** scope these access tokens to a specific permissions. Furthermore access tokens using symmetric keys for proof-of-

possession SHOULD NOT be targeted at an audience that contains more than one RS, since otherwise any RS in the audience that receives that access token can impersonate the client towards the other members of the audience.

6.1. Unprotected AS Information

Initially, no secure channel exists to protect the communication between C and RS. Thus, C cannot determine if the AS information contained in an unprotected response from RS to an unauthorized request (c.f. Section 5.1.2) is authentic. It is therefore advisable to provide C with a (possibly hard-coded) list of trustworthy authorization servers. AS information responses referring to a URI not listed there would be ignored.

6.2. Use of Nonces for Replay Protection

RS may add a nonce to the AS Information message sent as a response to an unauthorized request to ensure freshness of an Access Token subsequently presented to RS. While a timestamp of some granularity would be sufficient to protect against replay attacks, using randomized nonce is preferred to prevent disclosure of information about RS's internal clock characteristics.

6.3. Combining profiles

There may exist reasonable use cases where implementers want to combine different profiles of this framework, e.g., using an MQTT profile between client and RS, while using a DTLS profile for interactions between client and AS. Profiles should be designed in a way that the security of a protocol interaction does not depend on the specific security mechanisms used in other protocol interactions.

6.4. Error responses

The various error responses defined in this framework may leak information to an adversary. For example errors responses for requests to the Authorization Information endpoint can reveal information about an otherwise opaque access token to an adversary who has intercepted this token. This framework is written under the assumption that, in general, the benefits of detailed error messages outweigh the risk due to information leakage. For particular use cases, where this assessment does not apply, detailed error messages can be replaced by more generic ones.

7. Privacy Considerations

Implementers and users should be aware of the privacy implications of the different possible deployments of this framework.

The AS is in a very central position and can potentially learn sensitive information about the clients requesting access tokens. If the client credentials grant is used, the AS can track what kind of access the client intends to perform. With other grants this can be prevented by the Resource Owner. To do so, the resource owner needs to bind the grants it issues to anonymous, ephemeral credentials that do not allow the AS to link different grants and thus different access token requests by the same client.

If access tokens are only integrity protected and not encrypted, they may reveal information to attackers listening on the wire, or able to acquire the access tokens in some other way. In the case of CWTs the token may e.g., reveal the audience, the scope and the confirmation method used by the client. The latter may reveal the identity of the device or application running the client. This may be linkable to the identity of the person using the client (if there is a person and not a machine-to-machine interaction).

Clients using asymmetric keys for proof-of-possession should be aware of the consequences of using the same key pair for proof-of-possession towards different RSs. A set of colluding RSs or an attacker able to obtain the access tokens will be able to link the requests, or even to determine the client's identity.

An unprotected response to an unauthorized request (c.f. Section 5.1.2) may disclose information about RS and/or its existing relationship with C. It is advisable to include as little information as possible in an unencrypted response. Means of encrypting communication between C and RS already exist, more detailed information may be included with an error response to provide C with sufficient information to react on that particular error.

8. IANA Considerations

This specification registers new parameters for OAuth and establishes registries for mappings to CBOR abbreviations.

8.1. Authorization Server Information

A new registry will be requested from IANA, entitled "Authorization Server Information". The registry is to be created as Expert Review Required.

The columns of this table are:

Name The name of the parameter
CBOR Key The unsigned integer value (CBOR major type 0) abbreviating this parameter name. Registration in the table is based on the value of the mapping requested. Integer values between 1 and 255 are designated as Standards Track Document required. Integer values from 256 to 65535 are designated as Specification Required. Integer values greater than 65535 are designated as private use.
Major Type The CBOR major type allowable for the values of this parameter.
Reference This contains a pointer to the public specification of the grant type abbreviation, if one exists.

This registry will be initially populated by the values in Figure 2. The Reference column for all of these entries will be this document.

8.2. OAuth Error Code CBOR Mappings Registry

A new registry will be requested from IANA, entitled "OAuth Error Code CBOR Mappings Registry". The registry is to be created as Expert Review Required.

The columns of this table are:

Name The OAuth Error Code name, refers to the name in section 5.2. of [RFC6749] e.g., "invalid_request".
CBOR Key The unsigned integer value (CBOR major type 0) abbreviating this error code. Registration in the table is based on the value of the mapping requested. Integer values between 1 and 255 are designated as Standards Track Document required. Integer values from 256 to 65535 are designated as Specification Required. Integer values greater than 65535 are designated as private use.
Reference This contains a pointer to the public specification of the grant type abbreviation, if one exists.

This registry will be initially populated by the values in Figure 10. The Reference column for all of these entries will be this document.

8.3. OAuth Grant Type CBOR Mappings

A new registry will be requested from IANA, entitled "OAuth Grant Type CBOR Mappings". The registry is to be created as Expert Review Required.

The columns of this table are:

Name The name of the grant type as specified in Section 1.3 of [RFC6749].

CBOR Key The unsigned integer value (CBOR major type 0) abbreviating this grant type. Registration in the table is based on the value of the mapping requested. Integer values between 1 and 255 are designated as Standards Track Document required. Integer values from 256 to 65535 are designated as Specification Required. Integer values greater than 65535 are designated as private use.

Reference This contains a pointer to the public specification of the grant type abbreviation, if one exists.

Original Specification This contains a pointer to the public specification of the grant type, if one exists.

This registry will be initially populated by the values in Figure 11. The Reference column for all of these entries will be this document.

8.4. OAuth Access Token Types

This specification registers the following new token type in the OAuth Access Token Types Registry

- o Name: "PoP"
- o Change Controller: IETF
- o Reference: [this document]

8.5. OAuth Token Type CBOR Mappings

A new registry will be requested from IANA, entitled "Token Type CBOR Mappings". The registry is to be created as Expert Review Required.

The columns of this table are:

Name The name of token type as registered in the OAuth Access Token Types registry e.g., "Bearer".

CBOR Key The unsigned integer value (CBOR major type 0) abbreviating this access token type. Registration in the table is based on the value of the mapping requested. Integer values between 1 and 255 are designated as Standards Track Document required. Integer values from 256 to 65535 are designated as Specification Required. Integer values greater than 65535 are designated as private use.

Reference This contains a pointer to the public specification of the OAuth token type abbreviation, if one exists.

Original Specification This contains a pointer to the public specification of the grant type, if one exists.

8.5.1. Initial Registry Contents

- o Name: "Bearer"
- o Value: 1
- o Reference: [this document]
- o Original Specification: [RFC6749]

- o Name: "pop"
- o Value: 2
- o Reference: [this document]
- o Original Specification: [this document]

8.6. ACE OAuth Profile Registry

A new registry will be requested from IANA, entitled "ACE Profile Registry". The registry is to be created as Expert Review Required.

The columns of this table are:

Name The name of the profile, to be used as value of the profile attribute.

Description Text giving an overview of the profile and the context it is developed for.

CBOR Key The unsigned integer value (CBOR major type 0) abbreviating this profile name. Registration in the table is based on the value of the mapping requested. Integer values between 1 and 255 are designated as Standards Track Document required. Integer values from 256 to 65535 are designated as Specification Required. Integer values greater than 65535 are designated as private use.

Reference This contains a pointer to the public specification of the profile abbreviation, if one exists.

8.7. OAuth Parameter Registration

This specification registers the following parameters in the OAuth Parameters Registry

- o Name: "profile"
- o Parameter Usage Location: token request, token response
- o Change Controller: IESG
- o Reference: Section 5.6.4.4 of [this document]

- o Name: "cnf"
- o Parameter Usage Location: token request, token response
- o Change Controller: IESG
- o Reference: Section 5.6.4.5 of [this document]

- o Name: "rs_cnf"

- o Parameter Usage Location: token response
- o Change Controller: IESG
- o Reference: Section 5.6.4.5 of [this document]

8.8. OAuth CBOR Parameter Mappings Registry

A new registry will be requested from IANA, entitled "Token Endpoint CBOR Mappings Registry". The registry is to be created as Expert Review Required.

The columns of this table are:

Name	The OAuth Parameter name, refers to the name in the OAuth parameter registry e.g., "client_id".
CBOR Key	The unsigned integer value (CBOR major type 0) abbreviating this parameter. Registration in the table is based on the value of the mapping requested. Integer values between 1 and 255 are designated as Standards Track Document required. Integer values from 256 to 65535 are designated as Specification Required. Integer values greater than 65535 are designated as private use.
Major Type	The allowable CBOR data types for values of this parameter.
Reference	This contains a pointer to the public specification of the grant type abbreviation, if one exists.

This registry will be initially populated by the values in Figure 12. The Reference column for all of these entries will be this document.

Note that these mappings intentionally coincide with the CWT claim name mappings from [I-D.ietf-ace-cbor-web-token].

8.9. OAuth Introspection Response Parameter Registration

This specification registers the following parameters in the OAuth Token Introspection Response registry.

- o Name: "cnf"
- o Description: Key to prove the right to use an access token, formatted as specified in [I-D.ietf-ace-cwt-proof-of-possession].
- o Change Controller: IESG
- o Reference: Section 5.7.2 of [this document]

- o Name: "profile"
- o Description: The communication and communication security profile used between client and RS, as defined in ACE profiles.
- o Change Controller: IESG
- o Reference: Section 5.7.2 of [this document]

- o Name: "client_token"
- o Description: Information that the RS MUST pass to the client e.g., about the proof-of-possession keys.
- o Change Controller: IESG
- o Reference: Section 5.7.2 of [this document]

8.10. Introspection Endpoint CBOR Mappings Registry

A new registry will be requested from IANA, entitled "Introspection Endpoint CBOR Mappings Registry". The registry is to be created as Expert Review Required.

The columns of this table are:

Name The OAuth Parameter name, refers to the name in the OAuth parameter registry e.g., "client_id".

CBOR Key The unsigned integer value (CBOR major type 0) abbreviating this parameter. Registration in the table is based on the value of the mapping requested. Integer values between 1 and 255 are designated as Standards Track Document required. Integer values from 256 to 65535 are designated as Specification Required. Integer values greater than 65535 are designated as private use.

Major Type The allowable CBOR data types for values of this parameter.

Reference This contains a pointer to the public specification of the grant type abbreviation, if one exists.

This registry will be initially populated by the values in Figure 16. The Reference column for all of these entries will be this document.

8.11. JSON Web Token Claims

This specification registers the following new claims in the JSON Web Token (JWT) registry of JSON Web Token Claims:

- o Claim Name: "scope"
- o Claim Description: The scope of an access token as defined in [RFC6749].
- o Change Controller: IESG
- o Reference: Section 5.8 of [this document]

8.12. CBOR Web Token Claims

This specification registers the following new claims in the CBOR Web Token (CWT) registry of CBOR Web Token Claims:

- o Claim Name: "scope"

- o Claim Description: The scope of an access token as defined in [RFC6749].
- o JWT Claim Name: N/A
- o Claim Key: 12
- o Claim Value Type(s): 0 (uint), 2 (byte string), 3 (text string)
- o Change Controller: IESG
- o Specification Document(s): Section 5.8 of [this document]

8.13. CoAP Option Number Registration

This section registers the "Access-Token" CoAP Option Number in the "CoRE Parameters" sub-registry "CoAP Option Numbers" in the manner described in [RFC7252].

- o Name: "Access-Token"
- o Number: TBD
- o Reference: [this document].
- o Meaning in Request: Contains an Access Token according to [this document] containing access permissions of the client.
- o Meaning in Response: Not used in response.
- o Safe-to-Forward: Yes
- o Format: Based on the observer the format is perceived differently. Opaque data to the client and CWT or reference token to the RS.
- o Length: Less than 255 bytes

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Appendix A. Design Justification

This section provides further insight into the design decisions of the solution documented in this document. Section 3 lists several building blocks and briefly summarizes their importance. The justification for offering some of those building blocks, as opposed to using OAuth 2.0 as is, is given below.

Common IoT constraints are:

Low Power Radio:

Many IoT devices are equipped with a small battery which needs to last for a long time. For many constrained wireless devices, the highest energy cost is associated to transmitting or receiving messages (roughly by a factor of 10 compared to e.g. AES) [Margil0impact]. It is therefore important to keep the total communication overhead low, including minimizing the number and size of messages sent and received, which has an impact of choice on the message format and protocol. By using CoAP over UDP and CBOR encoded messages, some of these aspects are addressed. Security protocols contribute to the communication overhead and can, in some cases, be optimized. For example, authentication and key establishment may, in certain cases where security requirements allow, be replaced by provisioning of security context by a trusted third party, using transport or application layer security.

Low CPU Speed:

Some IoT devices are equipped with processors that are significantly slower than those found in most current devices on the Internet. This typically has implications on what timely cryptographic operations a device is capable of performing, which in turn impacts e.g., protocol latency. Symmetric key cryptography may be used instead of the computationally more expensive public key cryptography where the security requirements so allows, but this may also require support for trusted third party assisted secret key establishment using transport or application layer security.

Small Amount of Memory:

Microcontrollers embedded in IoT devices are often equipped with small amount of RAM and flash memory, which places limitations what kind of processing can be performed and how much code can be put on those devices. To reduce code size fewer and smaller protocol implementations can be put on the firmware of such a device. In this case, CoAP may be used instead of HTTP, symmetric key cryptography instead of public key cryptography, and CBOR instead of JSON. Authentication and key establishment protocol, e.g., the DTLS handshake, in comparison with assisted key establishment also has an impact on memory and code.

User Interface Limitations:

Protecting access to resources is both an important security as well as privacy feature. End users and enterprise customers may not want to give access to the data collected by their IoT device or to functions it may offer to third parties. Since the classical approach of requesting permissions from end users via a rich user interface does not work in many IoT deployment scenarios, these functions need to be delegated to user-controlled devices that are better suitable for such tasks, such as smart phones and tablets.

Communication Constraints:

In certain constrained settings an IoT device may not be able to communicate with a given device at all times. Devices may be sleeping, or just disconnected from the Internet because of general lack of connectivity in the area, for cost reasons, or for security reasons, e.g., to avoid an entry point for Denial-of-Service attacks.

The communication interactions this framework builds upon (as shown graphically in Figure 1) may be accomplished using a variety

of different protocols, and not all parts of the message flow are used in all applications due to the communication constraints. Deployments making use of CoAP are expected, but not limited to, other protocols such as HTTP, HTTP/2 or other specific protocols, such as Bluetooth Smart communication, that do not necessarily use IP could also be used. The latter raises the need for application layer security over the various interfaces.

In the light of these constraints we have made the following design decisions:

CBOR, COSE, CWT:

This framework **REQUIRES** the use of CBOR [RFC7049] as data format. Where CBOR data needs to be protected, the use of COSE [RFC8152] is **RECOMMENDED**. Furthermore where self-contained tokens are needed, this framework **RECOMMENDS** the use of CWT [I-D.ietf-ace-cbor-web-token]. These measures aim at reducing the size of messages sent over the wire, the RAM size of data objects that need to be kept in memory and the size of libraries that devices need to support.

CoAP:

This framework **RECOMMENDS** the use of CoAP [RFC7252] instead of HTTP. This does not preclude the use of other protocols specifically aimed at constrained devices, like e.g. Bluetooth Low energy (see Section 3.2). This aims again at reducing the size of messages sent over the wire, the RAM size of data objects that need to be kept in memory and the size of libraries that devices need to support.

RS Information:

This framework defines the name "RS Information" for data concerning the RS that the AS returns to the client in an access token response (see Section 5.6.2). This includes the "profile" and the "rs_cnf" parameters. This aims at enabling scenarios, where a powerful client, supporting multiple profiles, needs to interact with a RS for which it does not know the supported profiles and the raw public key.

Proof-of-Possession:

This framework makes use of proof-of-possession tokens, using the "cnf" claim [I-D.ietf-ace-cwt-proof-of-possession]. A semantically and syntactically identical request and response parameter is defined for the token endpoint, to allow requesting

and stating confirmation keys. This aims at making token theft harder. Token theft is specifically relevant in constrained use cases, as communication often passes through middle-boxes, which could be able to steal bearer tokens and use them to gain unauthorized access.

Auth-Info endpoint:

This framework introduces a new way of providing access tokens to a RS by exposing a authz-info endpoint, to which access tokens can be POSTed. This aims at reducing the size of the request message and the code complexity at the RS. The size of the request message is problematic, since many constrained protocols have severe message size limitations at the physical layer (e.g. in the order of 100 bytes). This means that larger packets get fragmented, which in turn combines badly with the high rate of packet loss, and the need to retransmit the whole message if one packet gets lost. Thus separating sending of the request and sending of the access tokens helps to reduce fragmentation.

Client Credentials Grant:

This framework RECOMMENDS the use of the client credentials grant for machine-to-machine communication use cases, where manual intervention of the resource owner to produce a grant token is not feasible. The intention is that the resource owner would instead pre-arrange authorization with the AS, based on the client's own credentials. The client can then (without manual intervention) obtain access tokens from the AS.

Introspection:

This framework RECOMMENDS the use of access token introspection in cases where the client is constrained in a way that it can not easily obtain new access tokens (i.e. it has connectivity issues that prevent it from communicating with the AS). In that case this framework RECOMMENDS the use of a long-term token, that could be a simple reference. The RS is assumed to be able to communicate with the AS, and can therefore perform introspection, in order to learn the claims associated with the token reference. The advantage of such an approach is that the resource owner can change the claims associated to the token reference without having to be in contact with the client, thus granting or revoking access rights.

Client Token:

In cases where the client is constrained and does not have connectivity to the AS, and furthermore does not have a previous security relation to the RS that it needs to communicate with, this framework proposes the use of "client tokens". A client token is a data object obtained from the AS by the RS, during access token introspection. The RS passes the client token on to the client. It contains information that allows the client to perform the proof of possession for its access token and to authenticate the RS (e.g. with its public key).

Appendix B. Roles and Responsibilities

Resource Owner

- * Make sure that the RS is registered at the AS. This includes making known to the AS which profiles, token_types, scopes, and key types (symmetric/asymmetric) the RS supports. Also making it known to the AS which audience(s) the RS identifies itself with.
- * Make sure that clients can discover the AS that is in charge of the RS.
- * If the client-credentials grant is used, make sure that the AS has the necessary, up-to-date, access control policies for the RS.

Requesting Party

- * Make sure that the client is provisioned the necessary credentials to authenticate to the AS.
- * Make sure that the client is configured to follow the security requirements of the Requesting Party when issuing requests (e.g., minimum communication security requirements, trust anchors).
- * Register the client at the AS. This includes making known to the AS which profiles, token_types, and key types (symmetric/asymmetric) the client.

Authorization Server

- * Register the RS and manage corresponding security contexts.
- * Register clients and authentication credentials.
- * Allow Resource Owners to configure and update access control policies related to their registered RSs.
- * Expose the token endpoint to allow clients to request tokens.
- * Authenticate clients that wish to request a token.
- * Process a token request using the authorization policies configured for the RS.

- * Optionally: Expose the introspection endpoint that allows RS's to submit token introspection requests.
- * If providing an introspection endpoint: Authenticate RSs that wish to get an introspection response.
- * If providing an introspection endpoint: Process token introspection requests.
- * Optionally: Handle token revocation.
- * Optionally: Provide discovery metadata. See [I-D.ietf-oauth-discovery]

Client

- * Discover the AS in charge of the RS that is to be targeted with a request.
- * Submit the token request (see step (A) of Figure 1).
 - + Authenticate to the AS.
 - + Optionally (if not pre-configured): Specify which RS, which resource(s), and which action(s) the request(s) will target.
 - + If raw public keys (rpk) or certificates are used, make sure the AS has the right rpk or certificate for this client.
- * Process the access token and RS Information (see step (B) of Figure 1).
 - + Check that the RS Information provides the necessary security parameters (e.g., PoP key, information on communication security protocols supported by the RS).
- * Send the token and request to the RS (see step (C) of Figure 1).
 - + Authenticate towards the RS (this could coincide with the proof of possession process).
 - + Transmit the token as specified by the AS (default is to the authz-info endpoint, alternative options are specified by profiles).
 - + Perform the proof-of-possession procedure as specified by the profile in use (this may already have been taken care of through the authentication procedure).
- * Process the RS response (see step (F) of Figure 1) of the RS.

Resource Server

- * Expose a way to submit access tokens. By default this is the authz-info endpoint.
- * Process an access token.
 - + Verify the token is from a recognized AS.
 - + Verify that the token applies to this RS.

- + Check that the token has not expired (if the token provides expiration information).
- + Check the token's integrity.
- + Store the token so that it can be retrieved in the context of a matching request.
- * Process a request.
 - + Set up communication security with the client.
 - + Authenticate the client.
 - + Match the client against existing tokens.
 - + Check that tokens belonging to the client actually authorize the requested action.
 - + Optionally: Check that the matching tokens are still valid, using introspection (if this is possible.)
- * Send a response following the agreed upon communication security.

Appendix C. Requirements on Profiles

This section lists the requirements on profiles of this framework, for the convenience of profile designers.

- o Specify the communication protocol the client and RS the must use (e.g., CoAP). Section 5 and Section 5.6.4.4
- o Specify the security protocol the client and RS must use to protect their communication (e.g., OSCOAP or DTLS over CoAP). This must provide encryption, integrity and replay protection. Section 5.6.4.4
- o Specify how the client and the RS mutually authenticate. Section 4
- o Specify the Content-format of the protocol messages (e.g., "application/cbor" or "application/cose+cbor"). Section 4
- o Specify the proof-of-possession protocol(s) and how to select one, if several are available. Also specify which key types (e.g., symmetric/asymmetric) are supported by a specific proof-of-possession protocol. Section 5.6.4.3
- o Specify a unique profile identifier. Section 5.6.4.4
- o If introspection is supported: Specify the communication and security protocol for introspection. Section 5.7
- o Specify the communication and security protocol for interactions between client and AS. Section 5.6
- o Specify how/if the authz-info endpoint is protected. Section 5.8.1
- o Optionally define other methods of token transport than the authz-info endpoint. Section 5.8.1

Appendix D. Assumptions on AS knowledge about C and RS

This section lists the assumptions on what an AS should know about a client and a RS in order to be able to respond to requests to the token and introspection endpoints. How this information is established is out of scope for this document.

- o The identifier of the client or RS.
- o The profiles that the client or RS supports.
- o The scopes that the RS supports.
- o The audiences that the RS identifies with.
- o The key types (e.g., pre-shared symmetric key, raw public key, key length, other key parameters) that the client or RS supports.
- o The types of access tokens the RS supports (e.g., CWT).
- o If the RS supports CWTs, the COSE parameters for the crypto wrapper (e.g., algorithm, key-wrap algorithm, key-length).
- o The expiration time for access tokens issued to this RS (unless the RS accepts a default time chosen by the AS).
- o The symmetric key shared between client or RS and AS (if any).
- o The raw public key of the client or RS (if any).

Appendix E. Deployment Examples

There is a large variety of IoT deployments, as is indicated in Appendix A, and this section highlights a few common variants. This section is not normative but illustrates how the framework can be applied.

For each of the deployment variants, there are a number of possible security setups between clients, resource servers and authorization servers. The main focus in the following subsections is on how authorization of a client request for a resource hosted by a RS is performed. This requires the security of the requests and responses between the clients and the RS to consider.

Note: CBOR diagnostic notation is used for examples of requests and responses.

E.1. Local Token Validation

In this scenario, the case where the resource server is offline is considered, i.e., it is not connected to the AS at the time of the access request. This access procedure involves steps A, B, C, and F of Figure 1.

Since the resource server must be able to verify the access token locally, self-contained access tokens must be used.

This example shows the interactions between a client, the authorization server and a temperature sensor acting as a resource server. Message exchanges A and B are shown in Figure 17.

A: The client first generates a public-private key pair used for communication security with the RS.

The client sends the POST request to the token endpoint at the AS. The security of this request can be transport or application layer. It is up to the communication security profile to define. In the example transport layer identification of the AS is done and the client identifies with `client_id` and `client_secret` as in classic OAuth. The request contains the public key of the client and the Audience parameter set to `"tempSensorInLivingRoom"`, a value that the temperature sensor identifies itself with. The AS evaluates the request and authorizes the client to access the resource.

B: The AS responds with a PoP access token and RS Information.

The PoP access token contains the public key of the client, and the RS Information contains the public key of the RS. For communication security this example uses DTLS RawPublicKey between the client and the RS. The issued token will have a short validity time, i.e., `"exp"` close to `"iat"`, to protect the RS from replay attacks. The token includes the claim such as `"scope"` with the authorized access that an owner of the temperature device can enjoy. In this example, the `"scope"` claim, issued by the AS, informs the RS that the owner of the token, that can prove the possession of a key is authorized to make a GET request against the `/temperature` resource and a POST request on the `/firmware` resource. Note that the syntax and semantics of the scope claim are application specific.

Note: In this example it is assumed that the client knows what resource it wants to access, and is therefore able to request specific audience and scope claims for the access token.

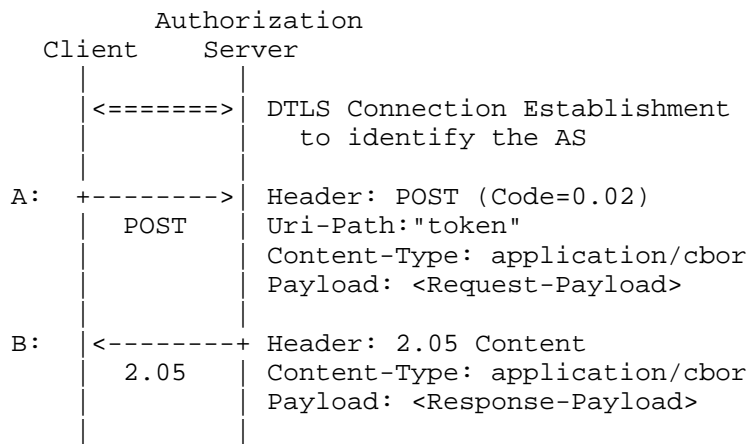


Figure 17: Token Request and Response Using Client Credentials.

The information contained in the Request-Payload and the Response-Payload is shown in Figure 18. Note that a transport layer security based communication security profile is used in this example, therefore the Content-Type is "application/cbor".

Request-Payload :

```
{
  "grant_type" : "client_credentials",
  "aud" : "tempSensorInLivingRoom",
  "client_id" : "myclient",
  "client_secret" : "qwerty"
}
```

Response-Payload :

```
{
  "access_token" : b64'SlAV32hkKG ...',
  "token_type" : "pop",
  "csp" : "DTLS",
  "rs_cnf" : {
    "COSE_Key" : {
      "kid" : b64'c29tZSBwdWJsaWMga2V5IGlk',
      "kty" : "EC",
      "crv" : "P-256",
      "x" : b64'MKBC TNi cKUSDiillySs3526iDZ8AiTo7Tu6KPAqv7D4',
      "y" : b64'4Et16SRW2YiLUrN5vfvVHuhp7x8PxltmWWlbbM4IFyM'
    }
  }
}
```

Figure 18: Request and Response Payload Details.

The content of the access token is shown in Figure 19.

```
{
  "aud" : "tempSensorInLivingRoom",
  "iat" : "1360189224",
  "exp" : "1360289224",
  "scope" : "temperature_g firmware_p",
  "cnf" : {
    "COSE_Key" : {
      "kid" : b64'1Bg8vub9tLelgHMzV76e8',
      "kty" : "EC",
      "crv" : "P-256",
      "x" : b64'f830J3D2xF1Bg8vub9tLelgHMzV76e8Tus9uPHvRVEU',
      "y" : b64'x_FEzRu9m36HLN_tue659LNpXW6pCyStikYjKIWI5a0'
    }
  }
}
```

Figure 19: Access Token including Public Key of the Client.

Messages C and F are shown in Figure 20 - Figure 21.

C: The client then sends the PoP access token to the authz-info endpoint at the RS. This is a plain CoAP request, i.e., no transport or application layer security between client and RS, since the token is integrity protected between the AS and RS. The RS verifies that the PoP access token was created by a known and trusted AS, is valid, and responds to the client. The RS caches the security context together with authorization information about this client contained in the PoP access token.

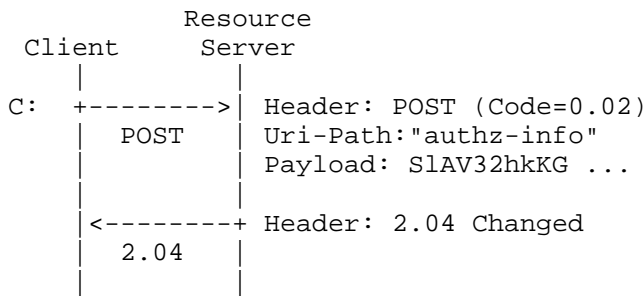


Figure 20: Access Token provisioning to RS

The client and the RS runs the DTLS handshake using the raw public keys established in step B and C.

The client sends the CoAP request GET to /temperature on RS over DTLS. The RS verifies that the request is authorized, based on previously established security context.

F: The RS responds with a resource representation over DTLS.

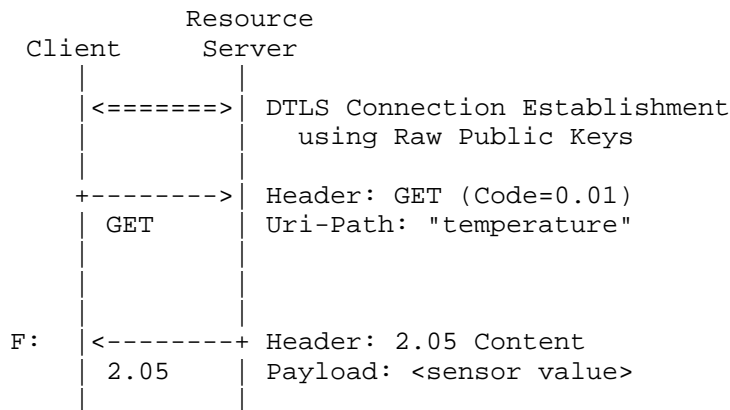


Figure 21: Resource Request and Response protected by DTLS.

E.2. Introspection Aided Token Validation

In this deployment scenario it is assumed that a client is not able to access the AS at the time of the access request, whereas the RS is assumed to be connected to the back-end infrastructure. Thus the RS can make use of token introspection. This access procedure involves steps A-F of Figure 1, but assumes steps A and B have been carried out during a phase when the client had connectivity to AS.

Since the client is assumed to be offline, at least for a certain period of time, a pre-provisioned access token has to be long-lived. Since the client is constrained, the token will not be self contained (i.e. not a CWT) but instead just a reference. The resource server uses its connectivity to learn about the claims associated to the access token by using introspection, which is shown in the example below.

In the example interactions between an offline client (key fob), a RS (online lock), and an AS is shown. It is assumed that there is a provisioning step where the client has access to the AS. This corresponds to message exchanges A and B which are shown in Figure 22.

Authorization consent from the resource owner can be pre-configured, but it can also be provided via an interactive flow with the resource owner. An example of this for the key fob case could be that the

resource owner has a connected car, he buys a generic key that he wants to use with the car. To authorize the key fob he connects it to his computer that then provides the UI for the device. After that OAuth 2.0 implicit flow can used to authorize the key for his car at the the car manufacturers AS.

Note: In this example the client does not know the exact door it will be used to access since the token request is not send at the time of access. So the scope and audience parameters are set quite wide to start with and new values different form the original once can be returned from introspection later on.

- A: The client sends the request using POST to the token endpoint at AS. The request contains the Audience parameter set to "PACS1337" (PACS, Physical Access System), a value the that the online door in question identifies itself with. The AS generates an access token as an opaque string, which it can match to the specific client, a targeted audience and a symmetric key. The security is provided by identifying the AS on transport layer using a pre shared security context (psk, rpk or certificate) and then the client is identified using client_id and client_secret as in classic OAuth.
- B: The AS responds with the an access token and RS Information, the latter containing a symmetric key. Communication security between C and RS will be DTLs and PreSharedKey. The PoP key is used as the PreSharedKey.

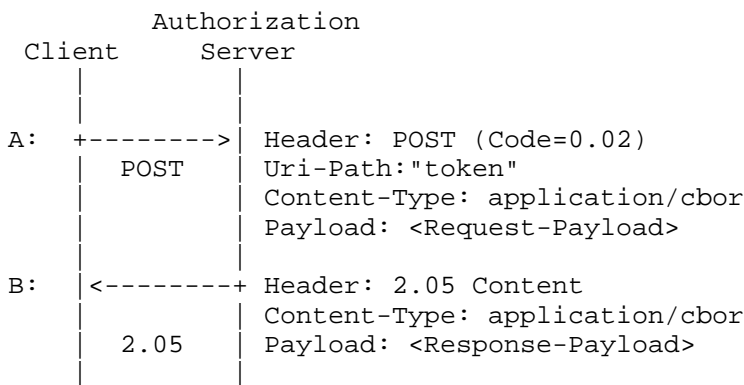


Figure 22: Token Request and Response using Client Credentials.

The information contained in the Request-Payload and the Response-Payload is shown in Figure 23.

```
Request-Payload:
{
  "grant_type" : "client_credentials",
  "aud" : "lockOfDoor4711",
  "client_id" : "keyfob",
  "client_secret" : "qwerty"
}

Response-Payload:
{
  "access_token" : b64'SlAV32hkKG ...'
  "token_type" : "pop",
  "csp" : "DTLS",
  "cnf" : {
    "COSE_Key" : {
      "kid" : b64'c29tZSBwdWJsaWMga2V5IGlk',
      "kty" : "oct",
      "alg" : "HS256",
      "k" : b64'ZoRSOrFzN_FzUA5XKMYoVHyzzff5oRJxl-IXRtztJ6uE'
    }
  }
}
```

Figure 23: Request and Response Payload for C offline

The access token in this case is just an opaque string referencing the authorization information at the AS.

C: Next, the client POSTs the access token to the authz-info endpoint in the RS. This is a plain CoAP request, i.e., no DTLS between client and RS. Since the token is an opaque string, the RS cannot verify it on its own, and thus defers to respond the client with a status code until after step E.

D: The RS forwards the token to the introspection endpoint on the AS. Introspection assumes a secure connection between the AS and the RS, e.g., using transport of application layer security. In the example AS is identified using pre shared security context (psk, rpk or certificate) while RS is acting as client and is identified with client_id and client_secret.

E: The AS provides the introspection response containing parameters about the token. This includes the confirmation key (cnf) parameter that allows the RS to verify the client's proof of possession in step F.

After receiving message E, the RS responds to the client's POST in step C with the CoAP response code 2.01 (Created).

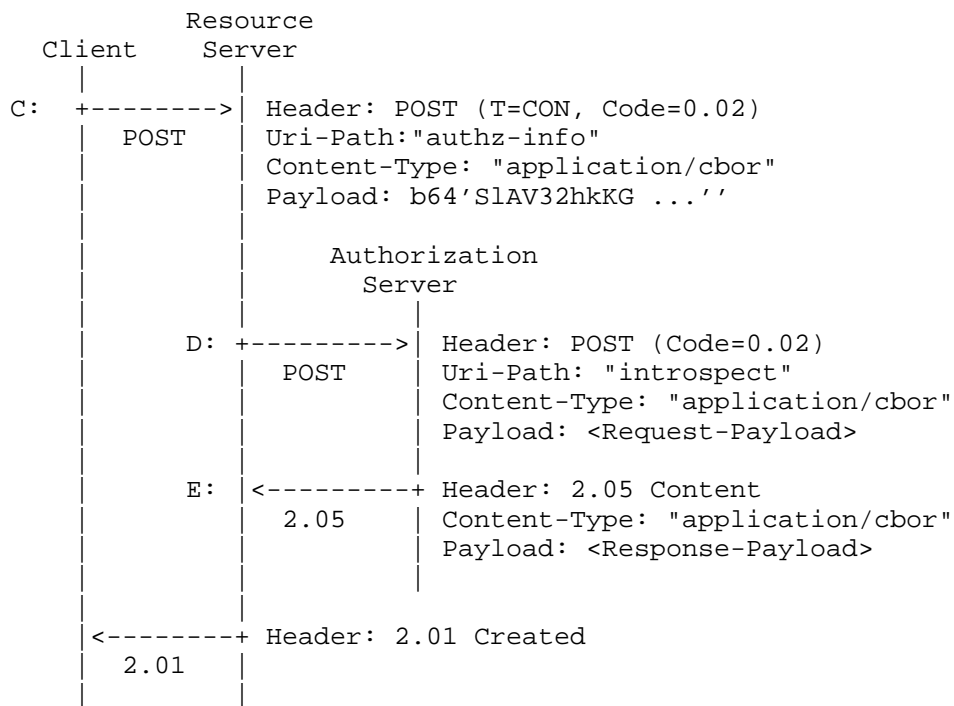


Figure 24: Token Introspection for C offline
The information contained in the Request-Payload and the Response-Payload is shown in Figure 25.

Request-Payload:

```
{
  "token" : b64'SlAV32hkKG...',
  "client_id" : "FrontDoor",
  "client_secret" : "ytrewq"
}
```

Response-Payload:

```
{
  "active" : true,
  "aud" : "lockOfDoor4711",
  "scope" : "open, close",
  "iat" : 1311280970,
  "cnf" : {
    "kid" : b64'JDLUhTMjU2IiwiY3R5Ijoi ...'
  }
}
```

Figure 25: Request and Response Payload for Introspection

The client uses the symmetric PoP key to establish a DTLS PreSharedKey secure connection to the RS. The CoAP request PUT is sent to the uri-path /state on the RS, changing the state of the door to locked.

F: The RS responds with a appropriate over the secure DTLS channel.

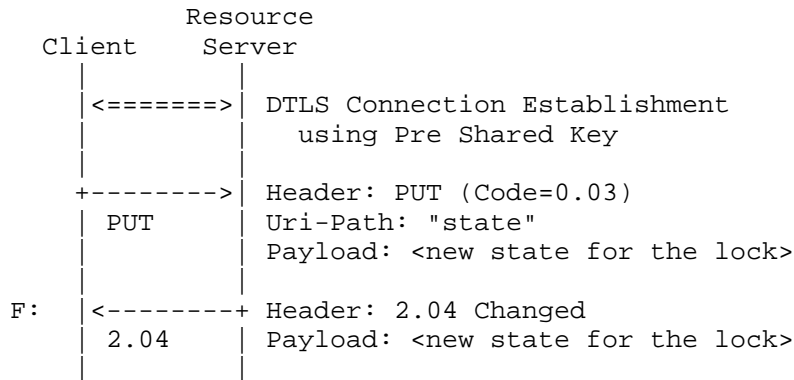


Figure 26: Resource request and response protected by OSCOAP

Appendix F. Document Updates

F.1. Version -08 to -09

- o Allowed scope to be byte arrays.
- o Defined default names for endpoints.
- o Refactored the IANA section for brevity and consistency.
- o Refactored tables that define IANA registry contents for consistency.
- o Created IANA registry for CBOR mappings of error codes, grant types and Authorization Server Information.
- o Added references to other document sections defining IANA entries in the IANA section.

F.2. Version -07 to -08

- o Moved AS discovery from the DTLS profile to the framework, see Section 5.1.
- o Made the use of CBOR mandatory. If you use JSON you can use vanilla OAuth.
- o Made it mandatory for profiles to specify C-AS security and RS-AS security (the latter only if introspection is supported).
- o Made the use of CBOR abbreviations mandatory.
- o Added text to clarify the use of token references as an alternative to CWTs.

- o Added text to clarify that introspection must not be delayed, in case the RS has to return a client token.
- o Added security considerations about leakage through unprotected AS discovery information, combining profiles and leakage through error responses.
- o Added privacy considerations about leakage through unprotected AS discovery.
- o Added text that clarifies that introspection is optional.
- o Made profile parameter optional since it can be implicit.
- o Clarified that CoAP is not mandatory and other protocols can be used.
- o Clarified the design justification for specific features of the framework in appendix A.
- o Clarified appendix E.2.
- o Removed specification of the "cnf" claim for CBOR/COSE, and replaced with references to [I-D.ietf-ace-cwt-proof-of-possession]

F.3. Version -06 to -07

- o Various clarifications added.
- o Fixed erroneous author email.

F.4. Version -05 to -06

- o Moved sections that define the ACE framework into a subsection of the framework Section 5.
- o Split section on client credentials and grant into two separate sections, Section 5.2, and Section 5.3.
- o Added Section 5.4 on AS authentication.
- o Added Section 5.5 on the Authorization endpoint.

F.5. Version -04 to -05

- o Added RFC 2119 language to the specification of the required behavior of profile specifications.
- o Added Section 5.3 on the relation to the OAuth2 grant types.
- o Added CBOR abbreviations for error and the error codes defined in OAuth2.
- o Added clarification about token expiration and long-running requests in Section 5.8.2
- o Added security considerations about tokens with symmetric pop keys valid for more than one RS.
- o Added privacy considerations section.
- o Added IANA registry mapping the confirmation types from RFC 7800 to equivalent COSE types.
- o Added appendix D, describing assumptions about what the AS knows about the client and the RS.

F.6. Version -03 to -04

- o Added a description of the terms "framework" and "profiles" as used in this document.
- o Clarified protection of access tokens in section 3.1.
- o Clarified uses of the "cnf" parameter in section 6.4.5.
- o Clarified intended use of Client Token in section 7.4.

F.7. Version -02 to -03

- o Removed references to draft-ietf-oauth-pop-key-distribution since the status of this draft is unclear.
- o Copied and adapted security considerations from draft-ietf-oauth-pop-key-distribution.
- o Renamed "client information" to "RS information" since it is information about the RS.
- o Clarified the requirements on profiles of this framework.
- o Clarified the token endpoint protocol and removed negotiation of "profile" and "alg" (section 6).
- o Renumbered the abbreviations for claims and parameters to get a consistent numbering across different endpoints.
- o Clarified the introspection endpoint.
- o Renamed token, introspection and authz-info to "endpoint" instead of "resource" to mirror the OAuth 2.0 terminology.
- o Updated the examples in the appendices.

F.8. Version -01 to -02

- o Restructured to remove communication security parts. These shall now be defined in profiles.
- o Restructured section 5 to create new sections on the OAuth endpoints token, introspection and authz-info.
- o Pulled in material from draft-ietf-oauth-pop-key-distribution in order to define proof-of-possession key distribution.
- o Introduced the "cnf" parameter as defined in RFC7800 to reference or transport keys used for proof of possession.
- o Introduced the "client-token" to transport client information from the AS to the client via the RS in conjunction with introspection.
- o Expanded the IANA section to define parameters for token request, introspection and CWT claims.
- o Moved deployment scenarios to the appendix as examples.

F.9. Version -00 to -01

- o Changed 5.1. from "Communication Security Protocol" to "Client Information".
- o Major rewrite of 5.1 to clarify the information exchanged between C and AS in the PoP access token request profile for IoT.

- * Allow the client to indicate preferences for the communication security protocol.
- * Defined the term "Client Information" for the additional information returned to the client in addition to the access token.
- * Require that the messages between AS and client are secured, either with (D)TLS or with COSE_Encrypted wrappers.
- * Removed dependency on OSCOAP and added generic text about object security instead.
- * Defined the "rpk" parameter in the client information to transmit the raw public key of the RS from AS to client.
- * (D)TLS MUST use the PoP key in the handshake (either as PSK or as client RPK with client authentication).
- * Defined the use of x5c, x5t and x5tS256 parameters when a client certificate is used for proof of possession.
- * Defined "tktn" parameter for signaling for how to transfer the access token.
- o Added 5.2. the CoAP Access-Token option for transferring access tokens in messages that do not have payload.
- o 5.3.2. Defined success and error responses from the RS when receiving an access token.
- o 5.6.:Added section giving guidance on how to handle token expiration in the absence of reliable time.
- o Appendix B Added list of roles and responsibilities for C, AS and RS.

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September 28, 2017

CoAP Pub-Sub Profile for Authentication and Authorization for
Constrained Environments (ACE)
draft-palombini-ace-coap-pubsub-profile-01

Abstract

This specification defines a profile for authentication and authorization for publishers and subscribers in a pub-sub setting scenario in a constrained environment, using the ACE framework. This profile relies on transport layer or application layer security to authorize the publisher to the broker. Moreover, it relies on application layer security for publisher-broker and subscriber-broker communication.

Status of This Memo

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1. Introduction

This specification defines a way to authorize nodes in a CoAP pub-sub type of setting, using the ACE framework [I-D.ietf-ace-oauth-authz]. The pub-sub scenario is described in [I-D.ietf-core-coap-pubsub].

1.1. Terminology

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].

Readers are expected to be familiar with the terms and concepts described in [I-D.ietf-ace-oauth-authz] and [I-D.ietf-core-coap-pubsub].

2. Overview

The objective of this specification is to specify how to protect a CoAP pub-sub communication, as described in [I-D.ietf-core-coap-pubsub], using Ace framework ([I-D.ietf-ace-oauth-authz]) and profiles ([I-D.gerdes-ace-dtls-authorize], [I-D.seitz-ace-oscoap-profile]).

The architecture of the scenario is shown in Figure 1.

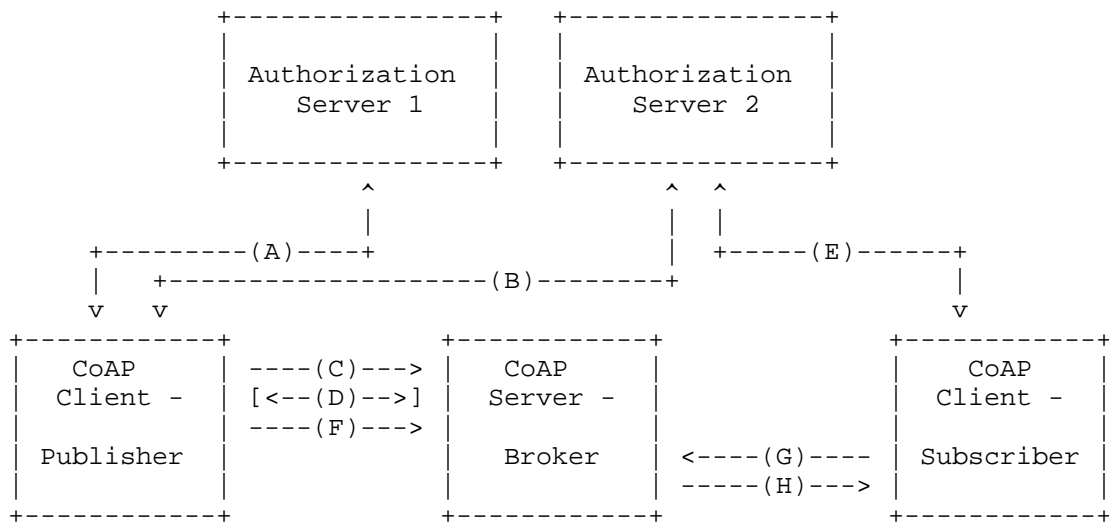
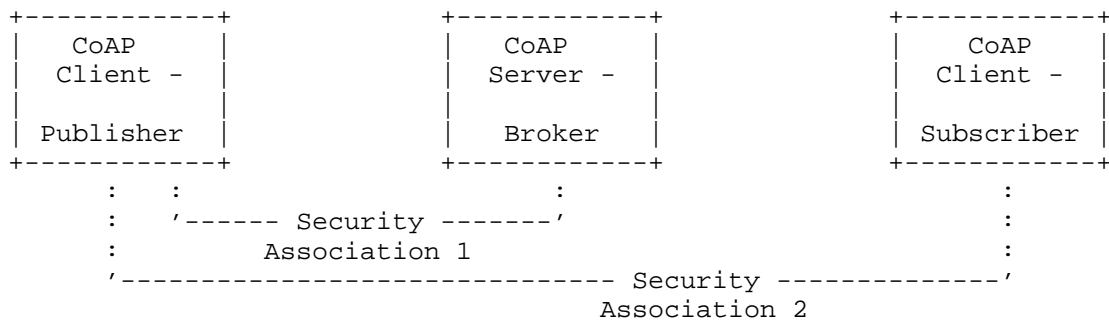


Figure 1: Architecture CoAP pubsub with Authorization Servers

The RS is the broker, which contains the topic. The AS1 hosts the policies about the Broker: what endpoints are allowed to Publish on the Broker. The AS2 hosts the policies about the topic: what endpoints are allowed to access what topic. There are four phases, the first three can be done in parallel.

1. The Publisher requests publishing access to a broker at the AS1, and communicates with the Broker to set up security.
2. The Publisher requests access to a specific topic at the AS2
3. The Subscriber requests access to a specific topic at the AS2.
4. The Publisher and the Subscriber securely post to and get publications from the Broker.

This scenario requires the setup of 2 different security associations: on the one hand, the Publisher has a security association with the Broker, to protect the communication and securely authorize the Publisher to publish on a topic (Security Association 1). On the other hand, the Publisher has a security association with the Subscriber, to protect the publication content itself (Security Association 2). The Security Association 1 is set up using AS1, the Security Association 2 is set up using AS2.



3. Publisher Profile

In this section, it is specified how the Publisher requests, obtains and communicates to the Broker the access token, as well as the retrieval of the keying material to protect the publication.

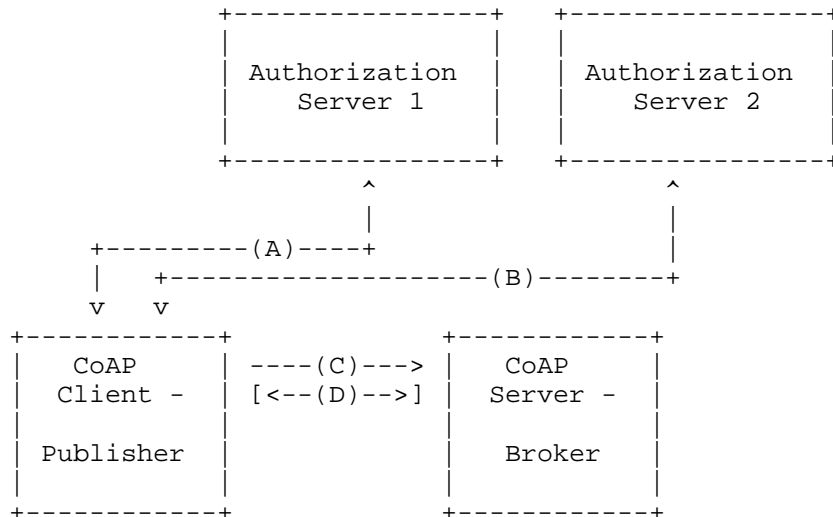


Figure 2: Phase 1: Publisher side

This is a combination of two independent phases:

- o one is the establishment of a secure connection between Publisher and Broker, using an ACE profile such as DTLS [I-D.gerdes-ace-dtls-authorize] or OSCOAP [I-D.seitz-ace-oscoap-profile]. (A)(C)(D)
- o the other is the Publisher’s retrieval of keying material to protect the publication. (B)

In detail:

(A) corresponds to the Access Token Request and Response between Publisher and Authorization Server to retrieve the Access Token and RS (Broker) Information. As specified, the Publisher has the role of a CoAP client, the Broker has the role of the CoAP server.

(C) corresponds to the exchange between Publisher and Broker, where the Publisher sends its access token to the Broker.

(D) corresponds to the exchange where the Publisher establishes a secure connection with the Broker. Depending on the Information received in (A), this can be for example DTLS handshake, or other protocols such as EDHOC. Depending on the application, there may not be the need for this set up phase: for example, if OSCOAP is used directly and not without EDHOC first.

(A), (C) and (D) details are specified in the profile used.

(B) corresponds to the retrieval of the keying material to protect the publication. The detailed message flow is defined below.

3.1. Retrieval of COSE Key for protection of content

This phase is common to both Publisher and Subscriber. To maintain the generality, the Publisher or Subscriber is referred as Client in this section.

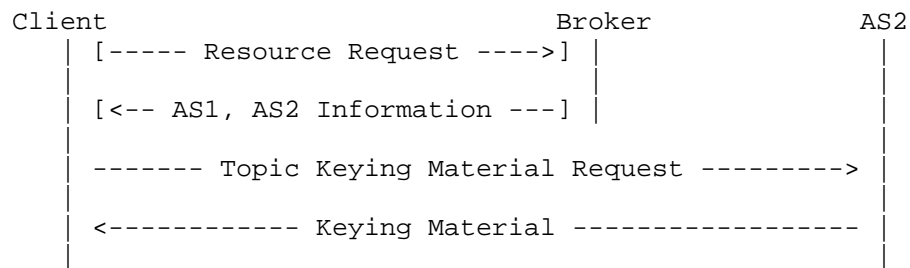


Figure 3: B: Access request - response

Complementary to what is defined in the DTLS profile (section 2.), to determine the AS2 in charge of a topic hosted at the broker, the Broker MAY send the address of both the AS in charge of the topic back to the Client, as a response to a Resource Request (Section 2.1). Analogously to the DTLS profile, instead of the initial Unauthorized Resource Request message, the Client MAY look up the desired topic in a resource directory (see [I-D.ietf-core-resource-directory]).

After retrieving the AS2 address, the Client sends a Topic Keying Material Request, which is a token-less authorization as described in [I-D.seitz-ace-oauth-authz], section 6.5. More specifically, the Client sends a POST request to the /token endpoint on AS2, that MUST contain in the payload:

- o the grant type set to "client_credentials",
- o the audience parameter set to the Broker,
- o the scope parameter set to the topic,
- o the cnf parameter containing the Client's COSE key, if the Client is a publisher, and
- o OPTIONALLY, other additional parameters such as the client id or the algorithm.

Note that, if present, the algorithm MUST be a Content Encryption Algorithm, as defined in Section 10 of [RFC8152]. An example of the payload of a Topic Keying Material Request for a Publisher is specified in Figure 4.

```
{
  "grant_type" : "client_credentials",
  "aud" : "Broker1",
  "scope" : "Temp",
  "client_id" : "publisher1",
  "cnf" :
    { / COSE_Key /
      / type / 1 : 2, / EC2 /
      / kid / 2 : h'11',
      / alg / 3 : -7, / ECDSA with SHA-256 /
      / crv / -1 : 1 , / P-256 /
      / x / -2 : h'65eda5a12577c2bae829437fe338701a10aaa375e1bb5b5de1
08de439c08551d',
      / y /-3 : h'1e52ed75701163f7f9e40ddf9f341b3dc9ba860af7e0ca7ca7e
9eecd0084d19c'
    }
}
```

Figure 4: Example of Topic Keying Material Request payload for a Publisher

The AS2 verifies that the Client is authorized to access the topic and, if the "cnf" parameter is present, stores the public key of the Client.

The AS2 response contains an empty token and the keying material to protect the publication ("key" field in the payload). Moreover, the payload MUST contain the "profile" parameter, set to value "publisher", and the "token_type" set to "none".

TODO: define "key" parameter following ACE framework

The "key" parameter value MUST be a serialized COSE Key (see Section 7 of [RFC8152]), with the following values:

- o kty with value 4 (symmetric)
- o alg with value defined by the AS2 (Content Encryption Algorithm)
- o k with value the symmetric key value
- o OPTIONALLY, kid with an identifier for the key value

An example for the response is detailed in Figure 5.

```
{
  "access_token" : NULL,
  "token_type" : "none",
  "profile" : "publisher",
  "key" : h'a4010402421234030c205002e2cc3a9b92855220f255fff1c615bc'
  /{1: 4, 2: h'1234', 3: 12, -1: h'02e2cc3a9b92855220f255fff1c615bc'}/
}
```

Figure 5: Example of Topic Keying Material response payload for a Publisher

3.2. AS1, AS2 Information

The Client MUST be able to process the following response message from the Broker, in order to retrieve the correct AS1 and AS2 addresses.

This CoAP message MUST have the following characteristics: the CoAP Code MUST be 4.01 "Unauthorized", the payload MUST be present and MUST include the full URI of both AS. An example using CBOR diagnostic notation is given below:

```
4.01 Unauthorized
Content-Format: application/ace+cbor
{"AS1": "coaps://as1.example.com/token",
 "AS2": "coaps://as2.example.com/pubsubkey"}
```

Figure 6: AS1, AS2 Information example

4. Subscriber Profile

In this section, it is specified how the Subscriber retrieves the keying material to protect the publication.

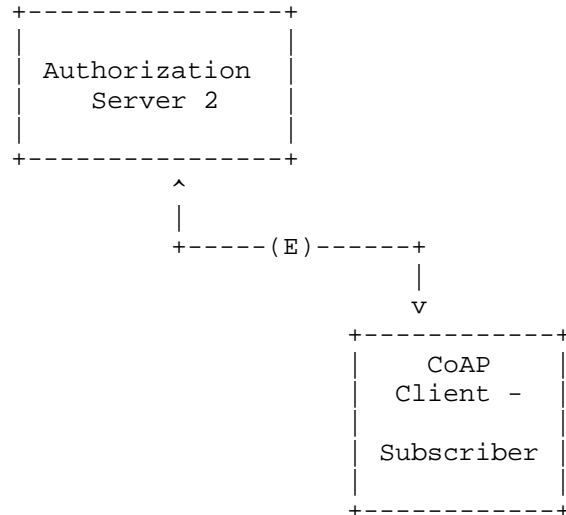


Figure 7: Phase 2: Subscriber side

Step (E) between Subscriber and AS2 corresponds to the retrieval of the keying material to verify the publication, and is the same as (B) between Publisher and AS2 (Section 3.1), with the following differences:

- o The POST request to the /token endpoint on AS2, does not contain the cnf parameter containing the Client's COSE key.
- o The AS2 response contains a "cnf" parameter whose value is set to a COSE Key Set, (Section 7 of [RFC8152]) i.e. an array of COSE Keys, which contains the public keys of all authorized Publishers, and the "profile" parameter is set to value "subscriber"

An example of the payload of a Topic Keying Material Request and corresponding response for a Subscriber is specified in Figure 8 and Figure 9.

```

{
  "grant_type" : "client_credentials",
  "aud" : "Broker1",
  "scope" : "Temp",
  "client_id" : "subscriber1"
}

```

Figure 8: Example of Topic Keying Material Request payload for a Subscriber

```

{
  "access_token" : NULL,
  "token_type" : "none",
  "profile" : "subscriber",
  "key" : h'a4010402421234030c205002e2cc3a9b92855220f255fff1c615bc',
  /{1: 4, 2: h'1234', 3: 12, -1: h'02e2cc3a9b92855220f255fff1c615bc'}/
  "cnf" : [
    {
      1 : 2, / type EC2 /
      2 : h'11', / kid /
      3 : -7, / alg ECDSA with SHA-256 /
      -1 : 1, / crv P-256 /
      -2 : h'65eda5a12577c2bae829437fe338701a10aaa375e1bb5b5de108de43
          9c08551d', / x /
      -3 : h'1e52ed75701163f7f9e40ddf9f341b3dc9ba860af7e0ca7ca7e9eecd
          0084d19c' / y /
    }
  ]
}

```

Figure 9: Example of Topic Keying Material response payload for a Subscriber

5. Pub-Sub Protected Communication

This section specifies the communication Publisher-Broker and Subscriber-Broker, after the previous phases have taken place.

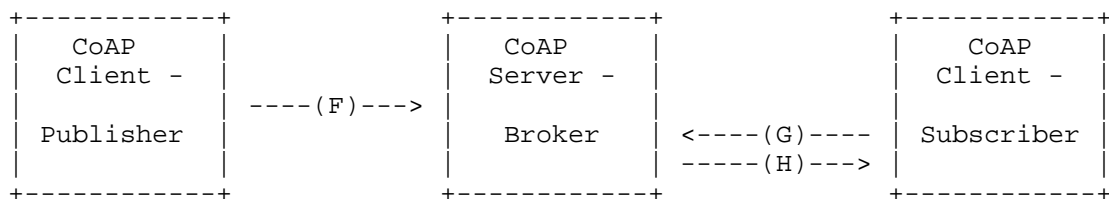


Figure 10: Phase 3: Secure communication between Publisher and Subscriber

The (F) message corresponds to the publication of a topic on the Broker. The publication (the resource representation) is protected with COSE ([RFC8152]). The (G) message is the subscription of the Subscriber, which is unprotected. The (H) message is the response from the Broker, where the publication is protected with COSE.

The flow graph is presented below.

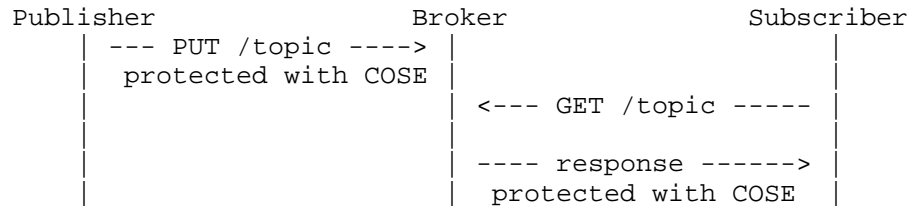


Figure 11: (F), (G), (H): Example of protected communication

5.1. Using COSE Objects to protect the resource representation

The Publisher uses the symmetric COSE Key received from AS2 in exchange B (Section 3.1) to protect the payload of the PUBLISH operation (Section 4.3 of [I-D.ietf-core-coap-pubsub]). Specifically, the COSE Key is used to create a COSE_Encrypt0 with algorithm specified by AS2. The Publisher uses the private key corresponding to the public key sent to the AS2 in exchange B (Section 3.1) to countersign the COSE Object as specified in Section 4.5 of [RFC8152]. The CoAP payload is replaced by the COSE object before the publication is sent to the Broker.

The Subscriber uses the kid in the countersignature field in the COSE object to retrieve the right public key to verify the countersignature. It then uses the symmetric key received from AS2 to verify and decrypt the publication received in the payload of the CoAP Notification from the Broker.

The COSE object is constructed in the following way:

- o The protected Headers (as described in Section 3 of [RFC8152]) MAY contain the kid parameter, with value the kid of the symmetric COSE Key received in Section 3.1 and MUST contain the content encryption algorithm
- o The unprotected Headers MUST contain the IV and the counter signature that includes:
 - * the algorithm (same value as in the asymmetric COSE Key received in (B)) in the protected header

- * the kid (same value as the kid of the asymmetric COSE Key received in (B)) in the unprotected header
- * the signature computed as specified in Section 4.5 of [RFC8152]
- o The ciphertext, computed over the plaintext that MUST contain the CoAP payload.

The external_aad, when using AEAD, is an empty string.

An example is given in Figure 12

```

16(
  [
    / protected / h'a2010c04421234' / {
      \ alg \ 1:12, \ AES-CCM-64-64-128 \
      \ kid \ 4: h'1234'
    } / ,
    / unprotected / {
      / iv / 5:h'89f52f65alc580',
      / countersign / 7:[
        / protected / h'a10126' / {
          \ alg \ 1:-7
        } / ,
        / unprotected / {
          / kid / 4:h'11'
        },
        / signature / SIG / 64 bytes signature /
      ],
    / ciphertext / h'8df0a3b62fccff37aa313c8020e971f8aC8d'
  ]
)

```

Figure 12: Example of COSE Object sent in the payload of a PUBLISH operation

The encryption and decryption operations are described in sections 5.3 and 5.4 of [RFC8152].

6. Security Considerations

In the profile described above, the Publisher and Subscriber use asymmetric crypto, which would make the message exchange quite heavy for small constrained devices. Moreover, all Subscribers must be able to access the public keys of all the Publishers to a specific topic to be able to verify the publications. Such a database could

be set up and managed by the same entity having control of the topic, i.e. AS2.

An application where it is not critical that only authorized Publishers can publish on a topic may decide not to make use of the asymmetric crypto and only use symmetric encryption/MAC to confidentiality and integrity protect the publication, but this is not recommended since, as a result, any authorized Subscribers with access to the Broker may forge unauthorized publications without being detected. In this symmetric case the Subscribers would only need one symmetric key per topic, and would not need to know any information about the Publishers, that can be anonymous to it and the Broker.

Subscribers can be excluded from future publications through re-keying for a certain topic. This could be set up to happen on a regular basis, for certain applications. How this could be done is out of scope for this work.

The Broker is only trusted with verifying that the Publisher is authorized to publish, but is not trusted with the publications itself, which it cannot read nor modify. In this setting, caching of publications on the Broker is still allowed.

TODO: expand on security and Privacy considerations

7. IANA Considerations

TODO: "key" parameter, "publisher" and "subscriber" profile identifiers

8. Acknowledgments

The author wishes to thank John Mattsson, Ludwig Seitz and Goeran Selander for the useful discussion that helped shape this document.

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Ephemeral Diffie-Hellman Over COSE (EDHOC)
draft-selander-ace-cose-ecdhe-07

Abstract

This document specifies Ephemeral Diffie-Hellman Over COSE (EDHOC), a compact, and lightweight authenticated Diffie-Hellman key exchange with ephemeral keys that can be used over any layer. EDHOC messages are encoded with CBOR and COSE, allowing reuse of existing libraries.

Status of This Memo

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1. Introduction

Security at the application layer provides an attractive option for protecting Internet of Things (IoT) deployments, for example where transport layer security is not sufficient [I-D.hartke-core-e2e-security-reqs] or where the protocol needs to work on a variety of underlying protocols. IoT devices may be constrained in various ways, including memory, storage, processing capacity, and energy [RFC7228]. A method for protecting individual messages at the application layer suitable for constrained devices, is provided by CBOR Object Signing and Encryption (COSE) [I-D.ietf-cose-msg]), which builds on the Concise Binary Object Representation (CBOR) [RFC7049].

In order for a communication session to provide forward secrecy, the communicating parties can run an Elliptic Curve Diffie-Hellman (ECDH) key exchange protocol with ephemeral keys, from which shared key material can be derived. This document specifies Ephemeral Diffie-Hellman Over COSE (EDHOC), an authenticated ECDH protocol using CBOR and COSE objects. Authentication is based on credentials established out of band, e.g. from a trusted third party, such as an Authorization Server as specified by [I-D.ietf-ace-oauth-authz]. EDHOC supports authentication using pre-shared keys (PSK), raw public keys (RPK), and certificates (Cert). Note that this document focuses on authentication and key establishment: for integration with authorization of resource access, refer to [I-D.seitz-ace-oscoap-profile]. This document also specifies the derivation of shared key material.

The ECDH exchange and the key derivation follow [SIGMA], NIST SP-800-56a [SP-800-56a], and HKDF [RFC5869]. CBOR [RFC7049] and COSE [I-D.ietf-cose-msg] are used to implement these standards.

1.1. Terminology

This document use the same informational CBOR Data Definition Language (CDDL) [I-D.greevenbosch-appsawg-cbor-cddl] grammar as COSE (see Section 1.3 of [I-D.ietf-cose-msg]). A vertical bar | denotes byte string concatenation.

1.2. Requirements Language

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [RFC2119]. These words may also appear in this document in lowercase, absent their normative meanings.

2. Protocol Overview

SIGMA (SIGn-and-MAC) is a family of theoretical protocols with a large number of variants [SIGMA]. Like IKEv2 and TLS 1.3, EDHOC is built on a variant of the SIGMA protocol which provide identity protection, and like TLS 1.3, EDHOC implements the SIGMA-I variant as Sign-then-MAC. The SIGMA-I protocol using an AEAD algorithm is shown in Figure 1.

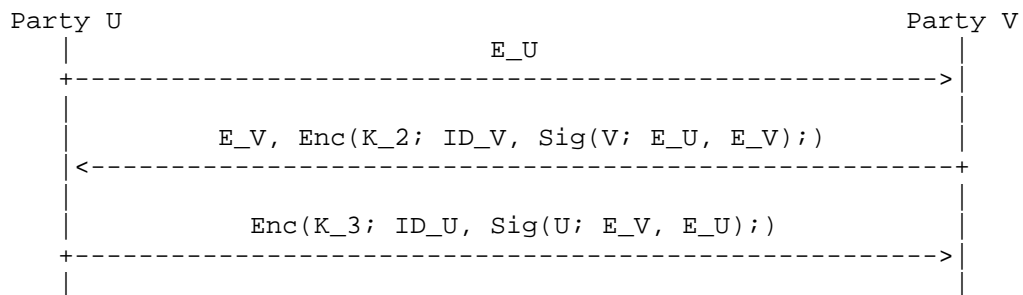


Figure 1: AEAD variant of the SIGMA-I protocol

The parties exchanging messages are called "U" and "V". They exchange identities and ephemeral public keys, compute the shared secret, and derive the keying material. The messages are signed, MACed, and encrypted.

- o E_U and E_V are the ECDH ephemeral public keys of U and V, respectively.
- o ID_U and ID_V are identifiers for the public keys of U and V, respectively.
- o $Sig(U; .)$ and $S(V; .)$ denote signatures made with the private key of U and V, respectively.
- o $Enc(K; P; A)$ denotes AEAD encryption of plaintext P and additional authenticated data A using the key K derived from the shared secret. The AEAD MUST NOT be replaced by plain encryption, see Section 8.

As described in Appendix B of [SIGMA], in order to create a "full-fledged" protocol some additional protocol elements are needed. EDHOC adds:

- o Explicit session identifiers S_U , S_V different from other concurrent session identifiers (EDHOC or other used protocol identifier) chosen by U and V, respectively.
- o Explicit nonces N_U , N_V chosen freshly and anew with each session by U and V, respectively.
- o Computationally independent keys derived from the ECDH shared secret and used for encryption of different messages.

EDHOC also makes the following additions:

- o Negotiation of key derivation, encryption, and signature algorithms:
 - * U proposes one or more algorithms of the following kinds:
 - + HKDF
 - + AEAD
 - + Signature verification
 - + Signature generation
 - * V selects one algorithm of each kind
- o Verification of common preferred ECDH curve:
 - * U lists supported ECDH curves in order of preference
 - * V verifies that the ECDH curve of the ephemeral key is the most preferred common curve
- o Transport of opaque application defined data.

EDHOC is designed to encrypt and integrity protect as much information as possible, and all symmetric keys are derived using as much previous information as possible. EDHOC is furthermore designed to be as compact and lightweight as possible, in terms of message sizes, processing, and the ability to reuse already existing CBOR and COSE libraries. EDHOC does not put any requirement on the lower layers and can therefore be also be used e.g. in environments without IP.

This paper is organized as follows: Section 3 specifies general properties of EDHOC, including formatting of the ephemeral public keys and key derivation, Section 4 specifies EDHOC with asymmetric key authentication, Section 5 specifies EDHOC with symmetric key authentication, and Appendix A provides a wealth of test vectors to ease implementation and ensure interoperability.

3. EDHOC Overview

EDHOC consists of three messages (`message_1`, `message_2`, `message_3`) that maps directly to the three messages in SIGMA-I, plus an EDHOC error message. All EDHOC messages consists of a CBOR array where the first element is an int specifying the message type (`MSG_TYPE`). After creating EDHOC `message_3`, Party U can derive the traffic key (master secret) and protected application data can therefore be sent

in parallel with EDHOC message_3. The application data may be protected using the negotiated AEAD algorithm and the explicit session identifiers S_U and S_V. EDHOC may be used with the media type application/edhoc defined in Section 7.

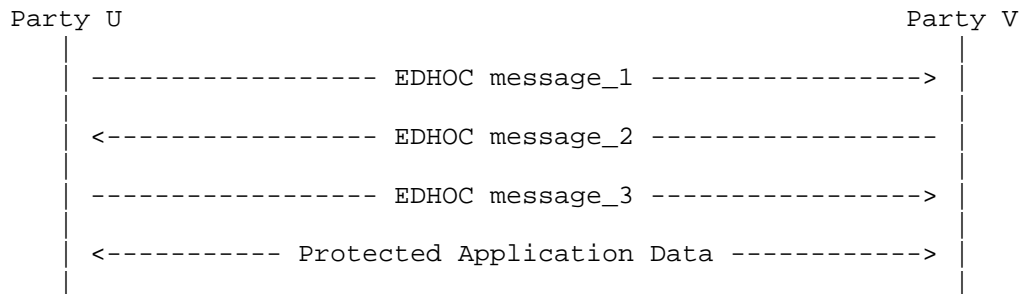


Figure 2: EDHOC message flow

The EDHOC message exchange may be authenticated using pre-shared keys (PSK), raw public keys (RPK), or certificates (Cert). EDHOC assumes the existence of mechanisms (certification authority, manual distribution, etc.) for binding identities with authentication keys (public or pre-shared). EDHOC with symmetric key authentication is very similar to EDHOC with asymmetric key authentication, the difference being that information is only MACed, not signed.

EDHOC also allows opaque application data (APP_1, APP_2, APP_3) to be sent in the respective messages. APP_1 is unprotected, APP_2 is protected (encrypted and integrity protected), and APP_3 is protected and mutually authenticated. When EDHOC is used with asymmetric key authentication APP_2 is sent to an unauthenticated party, but with symmetric key authentication APP_2 is mutually authenticated.

3.1. Formatting of the Ephemeral Public Keys

The ECDH ephemeral public key SHALL be formatted as a COSE_Key of type EC2 or OKP according to section 13.1 and 13.2 of [I-D.ietf-cose-msg]. The curve X25519 is mandatory to implement. For Elliptic Curve Keys of type EC2, compact representation and compact output as per [RFC6090] SHALL be used, i.e. the 'y' parameter SHALL NOT be present in the The COSE_Key object. COSE [I-D.ietf-cose-msg] always use compact output for Elliptic Curve Keys of type EC2.

3.2. Key Derivation

Key and IV derivation SHALL be done as specified in Section 11.1 of [I-D.ietf-cose-msg] with the following input:

- o The PRF SHALL be the HKDF [RFC5869] in the ECDH-SS w/ HKDF negotiated during the message exchange (HKDF_V).
- o The secret SHALL be the ECDH shared secret as defined in Section 12.4.1 of [I-D.ietf-cose-msg].
- o The salt SHALL be the PSK when EDHOC is authenticated with symmetric keys and nil when EDHOC is authenticated with asymmetric keys.
- o The fields in the context information COSE_KDF_Context SHALL have the following values:
 - * AlgorithmID is a tstr as defined below
 - * PartyUInfo = PartyVInfo = (nil, nil, nil)
 - * keyDataLength is a uint as defined below
 - * protected SHALL be a zero length bstr
 - * other is a bstr SHALL be aad_2, aad_3, or exchange_hash

where exchange_hash, in non-CDDL notation, is:

```
exchange_hash = H( H( message_1 | message_2 ) | message_3 )
```

where H() is the hash function in HKDF_V.

For message_i the key, called K_i, SHALL be derived using other = aad_i, where i = 2 or 3. The key SHALL be derived using AlgorithmID set to the name of the negotiated AEAD (AEAD_V), and keyDataLength equal to the key length of AEAD_V.

If the AEAD algorithm requires an IV, then IV_i for message_i SHALL be derived using other = aad_i, where i = 2 or 3. The IV SHALL be derived using AlgorithmID = "IV-GENERATION" as specified in section 12.1.2. of [I-D.ietf-cose-msg], and keyDataLength equal to the IV length of AEAD_V.

Application specific traffic keys and other data SHALL be derived using `other = exchange_hash`. `AlgorithmID` SHALL be a `tstr` defined by the application and SHALL be different for different data being derived (an example is given in Appendix C.2). `keyDataLength` is set to the length of the data being derived.

4. EDHOC Authenticated with Asymmetric Keys

4.1. Overview

EDHOC supports authentication with raw public keys (RPK) and certificates (Cert) with the requirements that:

- o Party U SHALL be able to identify Party V's public key using `ID_V`.
- o Party V SHALL be able to identify Party U's public key using `ID_U`.

`ID_U` and `ID_V` SHALL either contain the credential used for authentication (e.g. `x5bag` or `x5chain`) or uniquely identify the credential used for authentication (e.g. `x5t`), see [I-D.schaad-cose-x509]. Party U and V MAY retrieve the other party's credential out of band. Optionally, `ID_U` and `ID_V` are complemented with the additional parameters `HINT_ID_U` and `HINT_ID_V` containing information about how to retrieve the credential of Party U and Party V, respectively (e.g. `x5u`), see [I-D.schaad-cose-x509].

Party U and Party V MAY use different type of credentials, e.g. one uses RPK and the other uses Cert. Party U and Party V MAY use different signature algorithms.

EDHOC with asymmetric key authentication is illustrated in Figure 3.

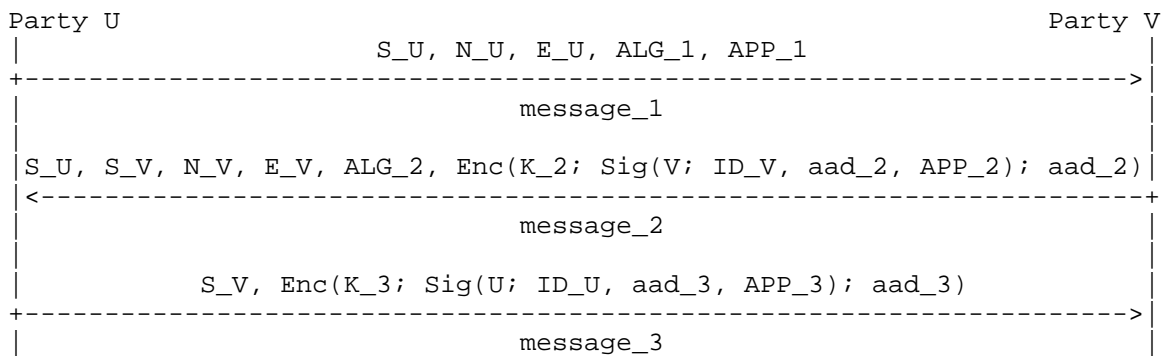


Figure 3: EDHOC with asymmetric key authentication.

4.1.1. Mandatory to Implement Algorithms

For EDHOC authenticated with asymmetric keys, the COSE algorithms ECDH-SS + HKDF-256, AES-CCM-64-64-128, and EdDSA are mandatory to implement.

4.2. EDHOC Message 1

4.2.1. Formatting of Message 1

message_1 SHALL be a CBOR array as defined below

```
message_1 = [  
  MSG_TYPE : int,  
  S_U : bstr,  
  N_U : bstr,  
  E_U : serialized_COSE_Key,  
  ECDH-Curves_U : alg_array,  
  HKDFs_U : alg_array,  
  AEADs_U : alg_array,  
  SIGs_V : alg_array,  
  SIGs_U : alg_array,  
  ? APP_1 : bstr  
]
```

serialized_COSE_Key = bstr .cbor COSE_Key

alg_array = [+ alg : int / tstr]

where:

- o MSG_TYPE = 1
- o S_U - variable length session identifier
- o N_U - 64-bit random nonce
- o E_U - the ephemeral public key of Party U
- o ECDH-Curves_U - EC curves for ECDH which Party U supports, in the order of decreasing preference
- o HKDFs_U - supported ECDH-SS w/ HKDF algorithms
- o AEADs_U - supported AEAD algorithms
- o SIGs_V - signature algorithms, with which Party U supports verification

- o SIGs_U - signature algorithms, with which Party U supports signing
- o APP_1 - bstr containing opaque application data

4.2.2. Party U Processing of Message 1

Party U SHALL compose message_1 as follows:

- o Determine which ECDH curve to use with Party V. If U previously received from Party V an error message to message_1 with diagnostic payload identifying an ECDH curve in ECDH-Curves_U, then U SHALL retrieve an ephemeral from that curve. Otherwise the first curve in ECDH-Curves_U MUST be used.
- o Retrieve an ephemeral ECDH key pair generated as specified in Section 5 of [SP-800-56a] and format the ephemeral public key E_U as a COSE_key as specified in Section 3.1.
- o Generate the pseudo-random nonce N_U.
- o Choose a session identifier S_U which is not in use and store it for the length of the protocol. The session identifier SHOULD be different from other concurrent session identifiers used by Party U. The session identifier MAY be used with the protocol for which EDHOC establishes traffic keys/master secret, in which case S_U SHALL be different from the concurrently used session identifiers of that protocol.
- o Format message_1 as specified in Section 4.2.1.

4.2.3. Party V Processing of Message 1

Party V SHALL process message_1 as follows:

- o Verify (OPTIONAL) that N_U has not been received before.
- o Verify that at least one of each kind of the proposed algorithms are supported.
- o Verify that the ECDH curve used in E_U is supported, and that no prior curve in ECDH-Curves_U is supported.
- o For EC2 curves, validate that E_U is a valid point by verifying that there is a solution to the curve definition for the given parameter 'x'.

If any verification step fails, Party V MUST send an EDHOC error message back, formatted as defined in Section 6.1, and the protocol

MUST be discontinued. If V does not support the ECDH curve used in E_U, but supports another ECDH curves in ECDH-Curves_U, then the error message MUST include the following diagnostic payload describing the first supported ECDH curve in ECDH-Curves_U:

```
ERR_MSG = "Curve not supported; X"
```

where X is the first curve in ECDH-Curves_U that V supports, encoded as in Table 22 of `{I-D.ietf-cose-msg}`.

- o Pass APP_1 to the application.

4.3. EDHOC Message 2

4.3.1. Formatting of Message 2

message_2 SHALL be a CBOR array as defined below

```
message_2 = [  
  data_2,  
  COSE_ENC_2 : COSE_Encrypt0  
]
```

```
data_2 = (  
  MSG_TYPE : int,  
  S_U : bstr,  
  S_V : bstr,  
  N_V : bstr,  
  E_V : serialized_COSE_Key,  
  HKDF_V : int / tstr,  
  AEAD_V : int / tstr,  
  SIG_V : int / tstr,  
  SIG_U : int / tstr  
)
```

```
aad_2 : bstr
```

where aad_2, in non-CDDL notation, is:

```
aad_2 = H( message_1 | [ data_2 ] )
```

where:

- o MSG_TYPE = 2
- o S_V - variable length session identifier
- o N_V - 64-bit random nonce

- o E_V - the ephemeral public key of Party V
- o HKDF_V - a single chosen algorithm from HKDFs_U
- o AEAD_V - a single chosen algorithm from AEADs_U
- o SIG_V - a single chosen algorithm from SIGs_V with which Party V signs
- o SIG_U - a single chosen algorithm from SIGs_U with which Party U signs
- o COSE_ENC_2 has the following fields and values:
 - * external_aad = aad_2
 - * plaintext = [COSE_SIG_V, ? APP_2]
- o COSE_SIG_V is a COSE_Sign1 object with the following fields and values:
 - * protected = { abc : ID_V, ? xyz : HINT_ID_V }
 - * detached payload = aad_2, ? APP_2
- o abc - any COSE map label that can identify a public key, see Section 4.1
- o ID_V - identifier for the public key of Party V
- o xyz - any COSE map label for information about how to retrieve the credential of Party V, see Section 4.1
- o HINT_ID_V - information about how to retrieve the credential of Party V
- o APP_2 - bstr containing opaque application data
- o H() - the hash function in HKDF_V

4.3.2. Party V Processing of Message 2

Party V SHALL compose message_2 as follows:

- o Retrieve an ephemeral ECDH key pair generated as specified in Section 5 of [SP-800-56a] using same curve as used in E_U. Format the ephemeral public key E_V as a COSE_key as specified in Section 3.1.

- o Generate the pseudo-random nonce N_V .
- o Choose a session identifier S_V which is not in use and store it for the length of the protocol. The session identifier SHOULD be different from other relevant concurrent session identifiers used by Party V. The session identifier MAY be used with the protocol for which EDHOC establishes traffic keys/master secret, in which case S_V SHALL be different from the concurrently used session identifiers of that protocol.
- o Select $HKDF_V$, $AEAD_V$, SIG_V , and SIG_U from the algorithms proposed in $HKDFs_U$, $AEADs_U$, $SIGs_V$, and $SIGs_U$.
- o Format `message_2` as specified in Section 4.3.1:
 - * $COSE_Sign1$ is computed as defined in section 4.4 of [I-D.ietf-cose-msg], using algorithm SIG_V and the private key of Party V.
 - * $COSE_Encrypt0$ is computed as defined in section 5.3 of [I-D.ietf-cose-msg], with $AEAD_V$, K_2 , and IV_2 . The AEAD algorithm MUST NOT be replaced by plain encryption, see Section 8.

4.3.3. Party U Processing of Message 2

Party U SHALL process `message_2` as follows:

- o Use the session identifier S_U to retrieve the protocol state.
- o Verify that $HKDF_V$, $AEAD_V$, SIG_V , and SIG_U were proposed in $HKDFs_U$, $AEADs_U$, $SIGs_V$, and $SIGs_U$.
- o Verify (OPTIONAL) that N_V has not been received before.
- o For EC2 curves, validate that E_V is a valid point by verifying that there is a solution to the curve definition for the given parameter 'x'.
- o Verify `message_2` as specified in Section 4.3.1:
 - * $COSE_Encrypt0$ is decrypted defined in section 5.3 of [I-D.ietf-cose-msg], with $AEAD_V$, K_2 , and IV_2 .
 - * $COSE_Sign1$ is verified as defined in section 4.4 of [I-D.ietf-cose-msg], using algorithm SIG_V and the public key of Party V.

If any verification step fails, Party U MUST send an EDHOC error message back, formatted as defined in Section 6.1, and the protocol MUST be discontinued.

- o Pass APP_2 to the application.

4.4. EDHOC Message 3

4.4.1. Formatting of Message 3

message_3 SHALL be a CBOR array as defined below

```
message_3 = [  
  data_3,  
  COSE_ENC_3 : COSE_Encrypt0  
]
```

```
data_3 = (  
  MSG_TYPE : int,  
  S_V : bstr  
)
```

aad_3 : bstr

where aad_3, in non-CDDL notation, is:

```
aad_3 = H( H( message_1 | message_2 ) | [ data_3 ] )
```

where:

- o MSG_TYPE = 3
- o COSE_ENC_3 has the following fields and values:
 - * external_aad = aad_3
 - * plaintext = [COSE_SIG_U, ? APP_3]
- o COSE_SIG_U is a COSE_Sign1 object with the following fields and values:
 - * protected = { abc : ID_U, ? xyz : HINT_ID_U }
 - * detached payload = aad_3, ? APP_3
- o abc - any COSE map label that can identify a public key, see Section 4.1

- o ID_U - identifier for the public key of Party U
- o xyz - any COSE map label for information about how to retrieve the credential of Party U, see Section 4.1
- o HINT_ID_V - information about how to retrieve the credential of Party U
- o APP_3 - bstr containing opaque application data

4.4.2. Party U Processing of Message 3

Party U SHALL compose message_3 as follows:

- o Format message_3 as specified in Section 4.4.1:
 - * COSE_Sign1 is computed as defined in section 4.4 of [I-D.ietf-cose-msg], using algorithm SIG_U and the private key of Party U.
 - * COSE_Encrypt0 is computed as defined in section 5.3 of [I-D.ietf-cose-msg], with AEAD_V, K_3, and IV_3. The AEAD algorithm MUST NOT be replaced by plain encryption, see Section 8.

4.4.3. Party V Processing of Message 3

Party V SHALL process message_3 as follows:

- o Use the session identifier S_V to retrieve the protocol state.
- o Verify message_3 as specified in Section 4.4.1:
 - * COSE_Encrypt0 is decrypted as defined in section 5.3 of [I-D.ietf-cose-msg], with AEAD_V, K_3, and IV_3.
 - * COSE_Sign1 is verified as defined in section 4.4 of [I-D.ietf-cose-msg], using algorithm SIG_U and the public key of Party U.

If any verification step fails, Party V MUST send an EDHOC error message back, formatted as defined in Section 6.1, and the protocol MUST be discontinued.

- o Pass APP_3 to the application.

5. EDHOC Authenticated with Symmetric Keys

5.1. Overview

EDHOC supports authentication with pre-shared keys. Party U and V are assumed to have a pre-shared uniformly random key (PSK) with the requirement that:

- o Party V SHALL be able to identify the PSK using KID.

KID may optionally contain information about how to retrieve the PSK.

EDHOC with symmetric key authentication is illustrated in Figure 4.

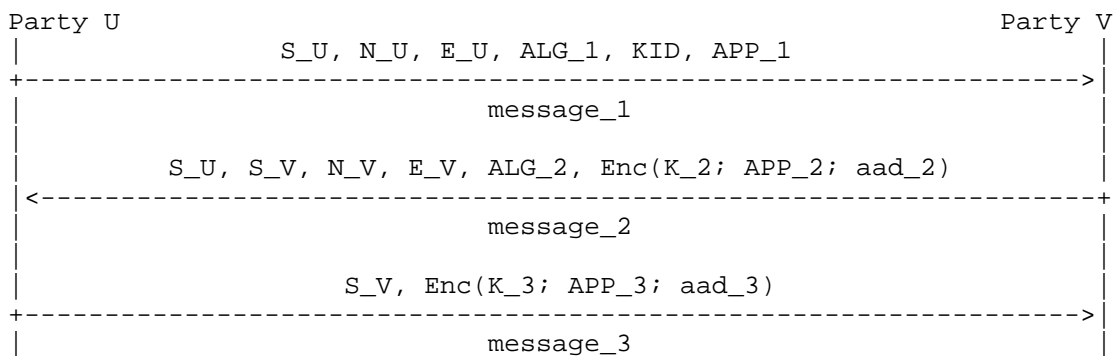


Figure 4: EDHOC with symmetric key authentication.

5.1.1.1. Mandatory to Implement Algorithms

For EDHOC authenticated with symmetric keys, the COSE algorithms ECDH-SS + HKDF-256 and AES-CCM-64-64-128 are mandatory to implement.

5.2. EDHOC Message 1

5.2.1. Formatting of Message 1

message_1 SHALL be a CBOR array as defined below

```
message_1 = [
  data_1
]

data_1 = (
  MSG_TYPE : int,
  S_U : bstr,
  N_U : bstr,
  E_U : serialized_COSE_Key,
  ECDH-Curves_U : alg_array,
  HKDFs_U : alg_array,
  AEADs_U : alg_array,
  KID : bstr,
  ? APP_1 : bstr
)

serialized_COSE_Key = bstr .cbor COSE_Key

alg_array = [ + alg : int / tstr ]
```

where:

- o MSG_TYPE = 4
- o S_U - variable length session identifier
- o N_U - 64-bit random nonce
- o E_U - the ephemeral public key of Party U
- o ECDH-Curves_U - EC curves for ECDH which Party U supports, in the order of decreasing preference
- o HKDFs_U - supported ECDH-SS w/ HKDF algorithms
- o AEADs_U - supported AEAD algorithms
- o KID - identifier of the pre-shared key
- o APP_1 - bstr containing opaque application data

5.2.2. Party U Processing of Message 1

Party U SHALL compose message_1 as follows:

- o Determine which ECDH curve to use with Party V. If U previously received from Party V an error message to message_1 with diagnostic payload identifying an ECDH curve in ECDH-Curves_U,

then U SHALL retrieve an ephemeral from that curve. Otherwise the first curve in ECDH-Curves_U MUST be used.

- o Retrieve an ephemeral ECDH key pair generated as specified in Section 5 of [SP-800-56a] and format the ephemeral public key E_U as a COSE_key as specified in Section 3.1.
- o Generate the pseudo-random nonce N_U.
- o Choose a session identifier S_U which is not in use and store it for the length of the protocol. The session identifier SHOULD be different from other relevant concurrent session identifiers used by Party U. The session identifier MAY be used with the protocol for which EDHOC establishes traffic keys/master secret, in which case S_U SHALL be different from the concurrently used session identifiers of that protocol.
- o Format message_1 as specified in Section 5.2.1.

5.2.3. Party V Processing of Message 1

Party V SHALL process message_1 as follows:

- o Verify (OPTIONAL) that N_U has not been received before.
- o Verify that at least one of each kind of the proposed algorithms are supported.
- o Verify that the ECDH curve used in E_U is supported, and that no prior curve in ECDH-Curves_U is supported.
- o For EC2 curves, validate that E_U is a valid point by verifying that there is a solution to the curve definition for the given parameter 'x'.

If any verification step fails, Party V MUST send an EDHOC error message back, formatted as defined in Section 6.1, and the protocol MUST be discontinued. If V does not support the ECDH curve used in E_U, but supports another ECDH curves in ECDH-Curves_U, then the error message SHOULD include a diagnostic payload describing the first supported ECDH curve in ECDH-Curves_U.

- o Pass APP_1 to the application.

5.3. EDHOC Message 2

5.3.1. Formatting of Message 2

message_2 SHALL be a CBOR array as defined below

```
message_2 = [  
  data_2,  
  COSE_ENC_2 : COSE_Encrypt0  
]
```

```
data_2 = (  
  MSG_TYPE : int,  
  S_U : bstr,  
  S_V : bstr,  
  N_V : bstr,  
  E_V : serialized_COSE_Key,  
  HKDF_V : int / tstr,  
  AEAD_V : int / tstr  
)
```

aad_2 : bstr

where aad_2, in non-CDDL notation, is:

```
aad_2 = H( message_1 | [ data_2 ] )
```

where:

- o MSG_TYPE = 5
- o S_V - variable length session identifier
- o N_V - 64-bit random nonce
- o E_V - the ephemeral public key of Party V
- o HKDF_V - an single chosen algorithm from HKDFs_U
- o AEAD_V - an single chosen algorithm from AEADs_U
- o COSE_ENC_2 has the following fields and values:
 - * external_aad = aad_2
 - * plaintext = ? APP_2
- o APP_2 - bstr containing opaque application data

- o H() - the hash function in HKDF_V

5.3.2. Party V Processing of Message 2

Party V SHALL compose message_2 as follows:

- o Retrieve an ephemeral ECDH key pair generated as specified in Section 5 of [SP-800-56a] using same curve as used in E_U. Format the ephemeral public key E_V as a COSE_key as specified in Section 3.1.
- o Generate the pseudo-random nonce N_V.
- o Choose a session identifier S_V which is not in use and store it for the length of the protocol. The session identifier SHOULD be different from other relevant concurrent session identifiers used by Party V. The session identifier MAY be used with the protocol for which EDHOC establishes traffic keys/master secret, in which case S_V SHALL be different from the concurrently used session identifiers of that protocol.
- o Select HKDF_V and AEAD_V from the algorithms proposed in HKDFs_U and AEADs_U.
- o Format message_2 as specified in Section 5.3.1 where COSE_Encrypt0 is computed as defined in section 5.3 of [I-D.ietf-cose-msg], with AEAD_V, K_2, and IV_2.

5.3.3. Party U Processing of Message 2

Party U SHALL process message_2 as follows:

- o Use the session identifier S_U to retrieve the protocol state.
- o For EC2 curves, validate that E_V is a valid point by verifying that there is a solution to the curve definition for the given parameter 'x'.
- o Verify message_2 as specified in Section 5.3.1 where COSE_Encrypt0 is decrypted defined in section 5.3 of [I-D.ietf-cose-msg], with AEAD_V, K_2, and IV_2.

If any verification step fails, Party U MUST send an EDHOC error message back, formatted as defined in Section 6.1, and the protocol MUST be discontinued.

- o Pass APP_2 to the application.

5.4. EDHOC Message 3

5.4.1. Formatting of Message 3

message_3 SHALL be a CBOR array as defined below

```
message_3 = [  
  data_3,  
  COSE_ENC_3 : COSE_Encrypt0  
]
```

```
data_3 = (  
  MSG_TYPE : int,  
  S_V : bstr  
)
```

aad_3 : bstr

where aad_3, in non-CDDL notation, is:

```
aad_3 = H( H( message_1 | message_2 ) | [ data_3 ] )
```

where:

- o MSG_TYPE = 6
- o COSE_ENC_3 has the following fields and values:
 - * external_aad = aad_3
 - * plaintext = ? APP_3
- o APP_3 - bstr containing opaque application data

5.4.2. Party U Processing of Message 3

Party U SHALL compose message_3 as follows:

- o Format message_3 as specified in Section 5.4.1 where COSE_Encrypt0 is computed as defined in section 5.3 of [I-D.ietf-cose-msg], with AEAD_V, K_3, and IV_3.

5.4.3. Party V Processing of Message 3

Party V SHALL process message_3 as follows:

- o Use the session identifier S_V to retrieve the protocol state.

- o Verify message_3 as specified in Section 5.4.1 where COSE_Encrypt0 is decrypted and verified as defined in section 5.3 of [I-D.ietf-cose-msg], with AEAD_V, K_3, and IV_3.

If any verification step fails, Party V MUST send an EDHOC error message back, formatted as defined in Section 6.1, and the protocol MUST be discontinued.

- o Pass APP_3 to the application.

6. Error Handling

6.1. Error Message Format

This section defines a message format for an EDHOC error message, used during the protocol. This is an error on EDHOC level and is independent of the lower layers used. An advantage of using such a construction is to avoid issues created by usage of cross protocol proxies (e.g. UDP to TCP).

error SHALL be a CBOR array as defined below

```
error = [  
  MSG_TYPE : int,  
  ? ERR_MSG : tstr  
]
```

where:

- o MSG_TYPE = 0
- o ERR_MSG is an optional text string containing the diagnostic payload, defined in the same way as in Section 5.5.2 of [RFC7252].

7. IANA Considerations

7.1. Media Types Registry

IANA has added the media type 'application/edhoc' to the Media Types registry:

Type name: application

Subtype name: edhoc

Required parameters: N/A

Optional parameters: N/A

Encoding considerations: binary

Security considerations: See Section 7 of this document.

Interoperability considerations: N/A

Published specification: [[this document]] (this document)

Applications that use this media type: To be identified

Fragment identifier considerations: N/A

Additional information:

* Magic number(s): N/A

* File extension(s): N/A

* Macintosh file type code(s): N/A

Person & email address to contact for further information:

Goeran Selander <goran.selander@ericsson.com>

Intended usage: COMMON

Restrictions on usage: N/A

Author: Goeran Selander <goran.selander@ericsson.com>

Change Controller: IESG

8. Security Considerations

EDHOC builds on the SIGMA-I family of theoretical protocols that provides perfect forward secrecy and identity protection with a minimal number of messages. The encryption algorithm of the SIGMA-I protocol provides identity protection, but the security of the protocol requires the MAC to cover the identity of the signer. Hence the message authenticating functionality of the authenticated encryption in EDHOC is critical: authenticated encryption MUST NOT be

replaced by plain encryption only, even if authentication is provided at another level or through a different mechanism.

EDHOC adds an explicit message type and expands the message authentication coverage to additional elements such as algorithms, application data, and previous messages. EDHOC uses the same Sign-then-MAC approach as TLS 1.3.

EDHOC does not include negotiation of parameters related to the ephemeral key, but it enables Party V to verify that the ECDH curve used in the protocol is the most preferred curve by U which is supported by both U and V.

Party U and V must make sure that unprotected data and metadata do not reveal any sensitive information. This also applies for encrypted data sent to an unauthenticated party. In particular, it applies to APP_1 and APP_2 in the asymmetric case, and APP_1 and KID in the symmetric case. The communicating parties may therefore anonymize KID.

Using the same KID or unprotected application data in several EDHOC sessions allows passive eavesdroppers to correlate the different sessions. Another consideration is that the list of supported algorithms may be used to identify the application.

Party U and V are allowed to select the session identifiers S_U and S_V, respectively, for the other party to use in the ongoing EDHOC protocol as well as in a subsequent traffic protection protocol (e.g. OSCOAP). The choice of session identifier is not security critical but intended to simplify the retrieval of the right security context in combination with using short identifiers. If the wrong session identifier of the other party is used in a protocol message it will result in the receiving party not being able to retrieve a security context (which will terminate the protocol) or retrieving the wrong security context (which also terminates the protocol as the message cannot be verified).

Party U and V must make sure that unprotected data does not trigger any harmful actions. In particular, this applies to APP_1 in the asymmetric case, and APP_1 and KID in the symmetric case. Party V should be aware that replays of EDHOC message_1 cannot be detected unless previous nonces are stored.

The availability of a secure pseudorandom number generator and truly random seeds are essential for the security of EDHOC. If no true random number generator is available, a truly random seed must be provided from an external source. If ECDSA is supported, "deterministic ECDSA" as specified in RFC6979 is RECOMMENDED.

Nonces MUST NOT be reused, both parties MUST generate fresh random nonces.

Ephemeral keys SHOULD NOT be reused, both parties SHOULD generate fresh random ephemeral key pairs. Party V MAY reuse the ephemeral key to limit the effect of certain DoS attacks. For example, to reduce processing costs in the case of repeated uncompleted protocol runs, party V MAY pre-compute its ephemeral key E_V and reuse it for a small number of concurrent EDHOC executions, for example until a number of EDHOC protocol instances has been successfully completed, which triggers party V to pre-compute a new ephemeral key E_V to use with subsequent protocol runs.

The referenced processing instructions in [SP-800-56a] must be complied with, including deleting the intermediate computed values along with any ephemeral ECDH secrets after the key derivation is completed.

Party U and V are responsible for verifying the integrity of certificates. The selection of trusted CAs should be done very carefully and certificate revocation should be supported.

The choice of key length used in the different algorithms needs to be harmonized, so that a sufficient security level is maintained for certificates, EDHOC, and the protection of application data. Party U and V should enforce a minimum security level.

Note that, depending on the application, the keys established through the EDHOC protocol will need to be renewed, in which case the communicating parties need to run the protocol again.

Implementations should provide countermeasures to side-channel attacks such as timing attacks.

9. Acknowledgments

The authors want to thank Dan Harkins, Ilari Liusvaara, Jim Schaad and Ludwig Seitz for reviewing intermediate versions of the draft and contributing concrete proposals incorporated in this version. We are especially indebted to Jim Schaad for his continuous reviewing and implementation of different versions of the draft.

TODO: This section should be after Appendices and before Authors' addresses according to RFC7322.

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Appendix A. Test Vectors

TODO: This section needs to be updated.

Appendix B. PSK Chaining

An application using EDHOC with symmetric keys may have a security policy to change the PSK as a result of successfully completing the EDHOC protocol. In this case, the old PSK SHALL be replaced with a new PSK derived using `other = exchange_hash`, `AlgorithmID = "EDHOC PSK Chaining"` and `keyDataLength` equal to the key length of `AEAD_V`, see Section 3.2.

Appendix C. EDHOC with CoAP and OSCOAP

C.1. Transferring EDHOC in CoAP

EDHOC can be transferred as an exchange of CoAP [RFC7252] messages, with the CoAP client as party U and the CoAP server as party V. By default EDHOC is sent to the Uri-Path: `"/.well-known/edhoc"`, but an application may define its own path that can be discovered e.g. using resource directory [I-D.ietf-core-resource-directory].

In practice, EDHOC message_1 is sent in the payload of a POST request from the client to the server's resource for EDHOC. EDHOC message_2 or the EDHOC error message is sent from the server to the client in the payload of a 2.04 Changed response. EDHOC message_3 or the EDHOC error message is sent from the client to the server's resource in the payload of a POST request. If needed, an EDHOC error message is sent from the server to the client in the payload of a 2.04 Changed response

An example of successful EDHOC exchange using CoAP is shown in Figure 5.

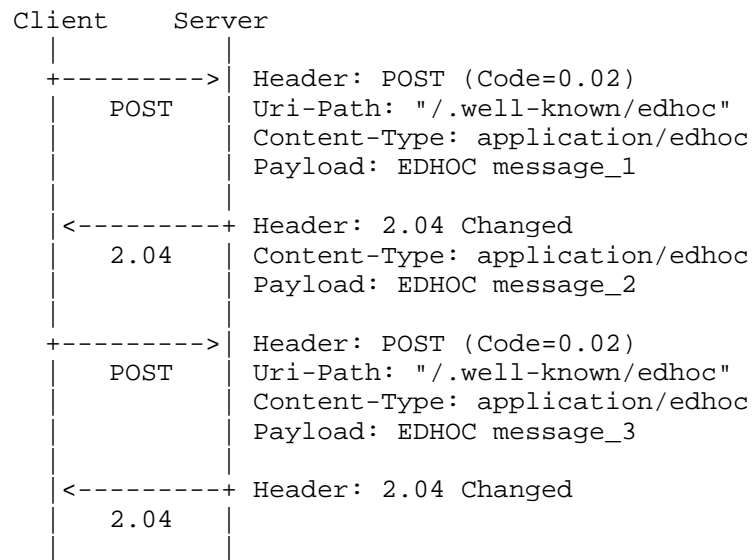


Figure 5: Transferring EDHOC in CoAP

C.2. Deriving an OSCOAP context from EDHOC

When EDHOC is used to derive parameters for OSCOAP [I-D.ietf-core-object-security], the parties must make sure that the EDHOC session identifiers are unique Recipient IDs in OSCOAP. In case that the CoAP client is party U and the CoAP server is party V:

- o The AEAD Algorithm is AEAD_V, as defined in this document
- o The KDF algorithm is HKDF_V, as defined in this document
- o The Client's Sender ID is S_V, as defined in this document
- o The Server's Sender ID is S_U, as defined in this document
- o The Master Secret is derived as specified in Section 3.2 of this document, with other = exchange_hash, AlgorithmID = "EDHOC OSCOAP Master Secret" and keyDataLength equal to the key length of AEAD_V.
- o The Master Salt is derived as specified in Section 3.2 of this document, with other = exchange_hash, AlgorithmID = "EDHOC OSCOAP Master Salt" and keyDataLength equal to 64 bits.

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Enrollment with Application Layer Security
draft-selander-ace-eals-00

Abstract

This document specifies public key certificate enrollment procedures authenticated with application-layer security protocols suitable for Internet of Things deployments. The protocols leverage existing IoT standards including Constrained Application Protocol (CoAP), Concise Binary Object Representation (CBOR) and the CBOR Object Signing and Encryption (COSE) format.

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1. Introduction

Asymmetric cryptography with Public Key Infrastructure (PKI) is a de-facto key exchange and mutual authentication solution in the Internet. Though solutions based on PSK are still state-of-the-art in sensor networks they are not scalable to Internet-connected billions of things. Therefore, most IoT security standards support asymmetric cryptographic protocols. The greatest challenge with asymmetric cryptography and PKI is enrollment, the process of certifying keys. Enrollment is even more challenging in the IoT as things are resource-constrained and traditional enrollment techniques are not compatible with recent IoT security protocols. Without secure enrollment, PKI will not be trustworthy and in turn the

cybersecurity of the entire system will be at stake even though the underlying cryptographic cipher suites are most secure.

Security at the application layer provides an attractive option for protecting Internet of Things (IoT) deployments, in particular in constrained environments [RFC7228] and when using CoAP [RFC7252]; for example where transport layer security is not sufficient [I-D.hartke-core-e2e-security-reqs], or where it is beneficial that the security protocol is independent of lower layers, such as when securing CoAP over mixed transport protocols.

Application layer security protocols suitable for constrained devices are in development, including the secure communication protocol OSCOAP [I-D.ietf-core-object-security]. OSCOAP defines an extension to the Constrained Application Protocol (CoAP) providing encryption, integrity and replay protection end-to-end between CoAP client and server based on a shared secret. The shared secret can be established in different ways e.g. using a trusted third party such as in ACE [I-D.ietf-ace-oauth-authz], or using a key exchange protocol such as EDHOC [I-D.selander-ace-cose-ecdhe]. OSCOAP and EDHOC can leverage other constrained device primitives developed in the IETF: CoAP, CBOR [RFC7049] and COSE [I-D.ietf-cose-msg], and makes only a small additional implementation footprint.

Lately, there has been a discussion in several IETF working groups about certificate enrollment protocols suitable for IoT devices, to support the use case of an IoT device joining a new network domain and establishing credentials valid in this domain. This document describes Enrollment with Application Layer Security (EALS), a certificate enrollment protocol based on CMC [RFC5272] and using OSCOAP as a secure channel. This document also describes how ACE and EDHOC can be used for establishing an authenticated and authorized channel.

This work is inspired by the Enrollment over Secure Transport (EST) protocol [RFC7030], which also is based on CMC, but EALS is secured on application layer instead of on transport layer.

1.1. Terminology

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 [RFC2119]. These words may also appear in this document in lowercase, absent their normative meanings.

2. CMC protocol

2.1. Simple Enrollment

This section describes the simple enrollment protocol, which is an embedding of the Simple PKI Request/Response protocol of CMC [RFC5272] in Object Secure CoAP (OSCOAP) [I-D.ietf-core-object-security].

The simple enrollment protocol is a 2-pass protocol between an EALS client (e.g. an IoT device) and an EALS server (a Certification Authority (CA)), see Figure 1. The protocol assumes that both EALS client and EALS server implement CoAP and the Object-Security option of CoAP (OSCOAP).

OSCOAP assumes the existence of a shared secret between an EALS client and server. The shared secret may be obtained by running a key agreement algorithm or by an aid of a trusted third party. Mutual authentication and authorization occurs during this key agreement stage. The simple enrollment protocol may also be run directly with a pre-shared key. In that case, authentication and authorization of EALS client and server is implicit to the shared key protecting the /eals resource.

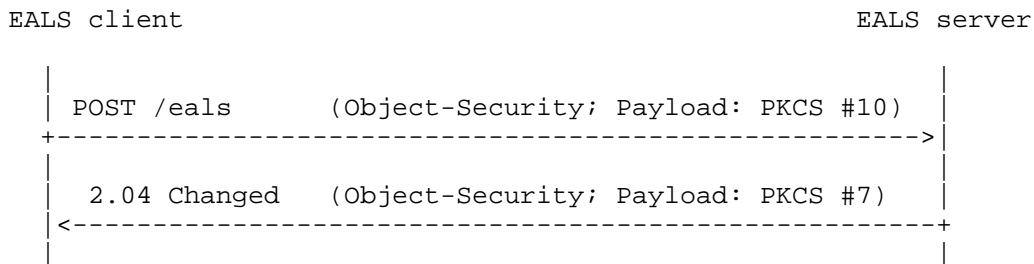


Figure 1: The Simple Enrollment Protocol.

The simple enrollment protocol consists of a CoAP message exchange.

The EALS client sends a CoAP request:

- o Method is POST
- o Uri-Path is "eals"
- o Object-Security option is present

- o Payload is the CMC Simple PKI Request [RFC5272] (i.e. a PKCS #10 certification request).

If successful, the EALS server sends a CoAP response:

- o Code is 2.04 (Changed)
- o Content-Format is "application/pkcs7-mime" (TBD)
- o Object-Security option is present
- o Payload is a certs-only CMC Simple PKI Response [RFC5272] (i.e the issued certificate)

OSCOAP protects the CoAP message exchange between the endpoints over any transport and via intermediary nodes. The OSCOAP protection requires that a security context is established between client and server. The security context can be derived from a set of Input Parameters (Section 3.3 of [I-D.ietf-core-object-security]), including at least the following:

- o Master Secret
- o Sender ID
- o Recipient ID

where the Master Secret is a uniformly random byte string, and the Sender ID and Recipient ID are byte strings identifying the endpoints. In Section 3 we give examples of how the OSCOAP input parameters can be established.

The server MUST verify that the Master Secret is associated to the Distinguished Name for which the client is requesting a certificate.

Note 1: The encodings and formats used by CMC may later be updated with other equivalents more adapted to constrained environments.

2.2. Re-enrollment

Re-enrollment and re-keying of clients occurs using the same exchange as during the simple enrollment protocol. Re-enrollment request follows the same format as during the simple enrollment. In case of success, re-enrollment response contains certs-only CMC Simple PKI Response, as in the case of simple enrollment with content-format set to "application/pkcs7-mime".

TBD. Requirements on parsing PKCS messages and X.509 certificates

TBD. Error handling with CoAP error codes

TBD. Server-side key generation

2.3. Full Enrollment

It is straightforward to extend the simple enrollment to the CMC Full PKI Request/Response protocol.

In this case, to authorize the PKCS#10 request to the CA, it is enveloped in a CMC message and signed with a pre-installed device private key and certificate by the device itself.

The public key in the device certificate acts as a unique identifier of the device. By trusting the CA issuing the pre-installed certificate, the enrolment CA can acknowledge the signed request. The trusted factory CA will also ensure the origin of the device.

An alternative to authorize the PKCS#10 request to the CA, is to use a security gateway that can envelope the request in a CMC message using a certificate trusted by the CA.

The details are FFS.

2.4. Compiling Certificate Content

A CA have several means of compiling certificate content during issuance. The subject Distinguished Name (DN) information for the certificate may be based on the content of the request alone.

Alternatively, complementary data can be added to the request by the CA from an external source trusted by the CA, or taken from records of pre-registered information on end-entities that is stored in the CA system and which can be uniquely matched to the data in the request. Due to the constrained device capabilities the amount of subject DN data in a request may be very limited. The method of adding complementary data for the certificate can be a choice of the CA, assuming the source of complementary data can be provided in a trustworthy way.

With the option to add complementary data to a certificate request, the end-entity provided data can be diminished by e.g. submitting only the public key in the PKCS#10 content. The public key can be used to match the device to pre-registered data or for retrieval of subject data from other sources.

3. Establishment of OSCOAP Input Parameters

In this section we present two application layer protocols for establishing OSCOAP input parameters (Section 3.3 of [I-D.ietf-core-object-security]), in particular the OSCOAP master secret.

3.1. EDHOC

EDHOC [I-D.selander-ace-cose-ecdhe] is a key establishment protocol, corresponding to the handshake protocol of TLS, encoded with CBOR and using COSE that may be transported with e.g. CoAP. EDHOC provides mutual authentication of client and server and establishes a shared secret with forward secrecy which may be used as OSCOAP master secret in the CMC protocol (Section 2).

The asymmetric keys authenticated version of EDHOC is described in section 4 of [I-D.selander-ace-cose-ecdhe], a simplified version of the protocol is shown in Figure 2.

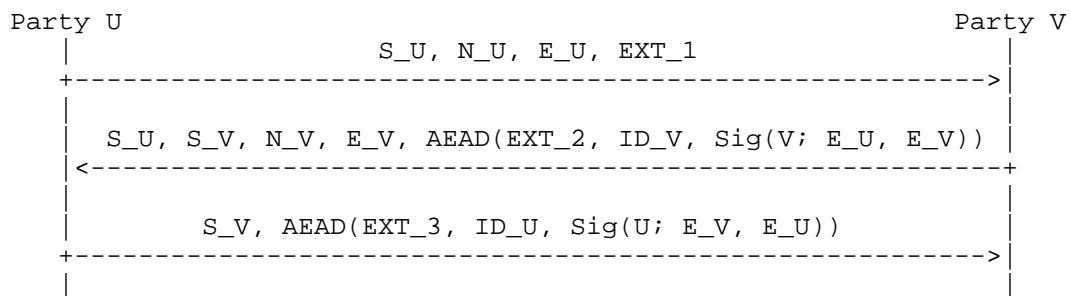


Figure 2: EDHOC with asymmetric key authentication (simplified). S = session identifier, N = nonce, E = ephemeral public key, ID = identifier, and EXT = application defined extension.

The session identifiers S_U and S_V may be used as OSCOAP input parameters Sender ID and Recipient ID of party U, and v.v. as described in Appendix B2 of [I-D.selander-ace-cose-ecdhe].

Figure 3 shows an example of using the EDHOC protocol to establish a mutually authenticated and authorized channel for the simple enrolment protocol. In this case the EALS server is EDHOC client (the mapping with interchanged roles is straightforward and left FFS). This setting has the following properties:

1. The EALS server initiates the EDHOC protocol. This allows the EALS server to orchestrate many concurrent enrollments, and control the associated network load.
2. The EALS client is authenticated first (EDHOC message_2). This allows the EALS server to authenticate the EALS client, and with this information to authorize the EALS client before completing the EDHOC protocol. The EALS server may in this case also relay authorization information about the EALS client, such as an ownership voucher, to the client in EDHOC extension EXT_3.

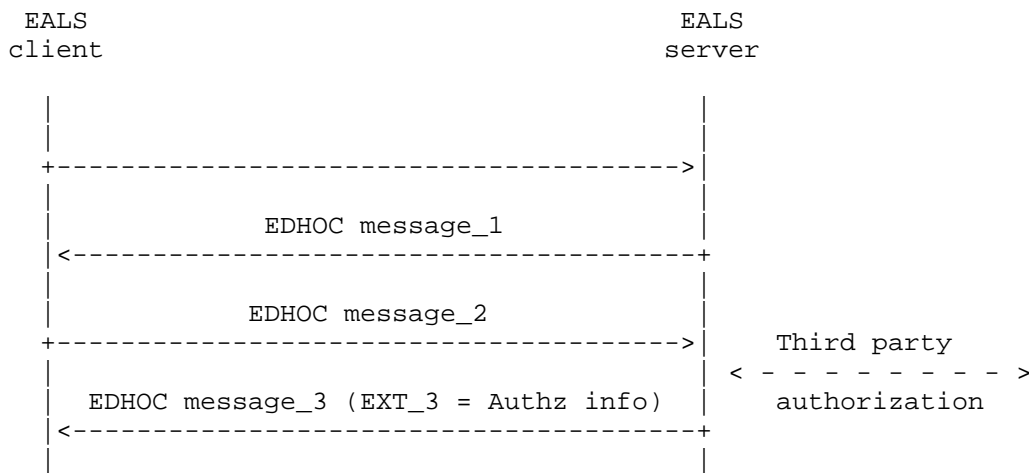


Figure 3: EALS extension of EDHOC.

Appendix B1 of [I-D.selander-ace-cose-ecdhe] shows how to embed EDHOC in a CoAP message exchange, a similar embedding can be applied here.

TBD Detail the protocol

3.2. ACE

The ACE protocol framework [I-D.ietf-ace-oauth-authz] is an adaptation of OAuth 2.0 to IoT deployments. ACE describes different message flows for a Client to get authorized access to a Resource Server (RS) by leveraging an Authorization Server (AS).

The Token Introspection flow (Section 7 of [I-D.ietf-ace-oauth-authz]) allows an RS to access authorization information relating to a client provided Access Token. If the access token is valid, the RS obtains information about the access rights and a symmetric key used by the client, and also a Client

Token containing the same shared key protected for the legitimate client (Section 7.4 of [I-D.ietf-ace-oauth-authz], Figure 4).

This message flow assumes that the Client and AS, as well as the RS and AS, has or can establish a mutually authenticated secure channel such that:

- o The AS can encrypt the symmetric key for the Client in the Client Token, and the Client can verify the Client Token is issued by the AS;
- o The RS and AS can exchange encrypted, integrity and replay protected introspection messages. In this case, the establishment of the secure channel can take place immediately before introspection, triggered by the RS receiveing the Access Token.

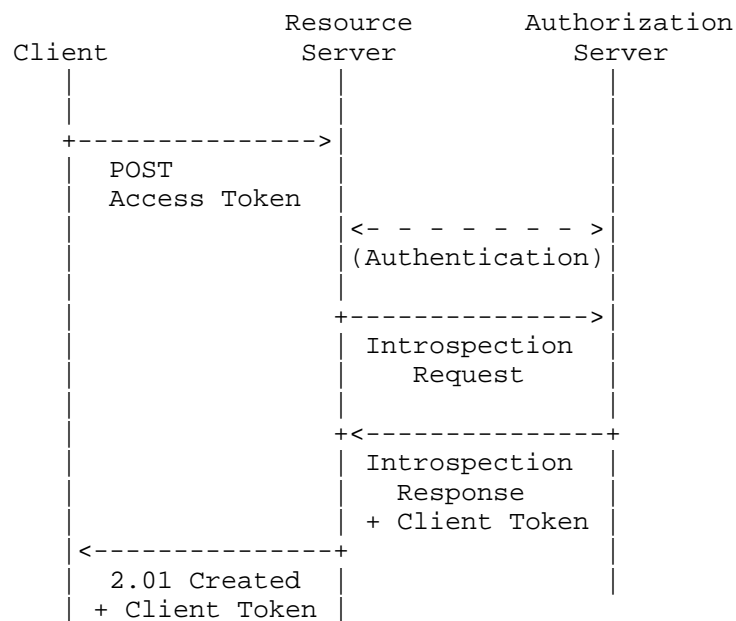


Figure 4: ACE Token Introspection with Client Token.

By mapping the EALS client and server to the ACE client and resource server, respectively, this application of ACE enables the authorization of EALS client and establishment of a shared key, which can be used as master secret with OSCOAP in the CMC protocol (Section 2). In this case, the access token contains access rights to /eals, but is not (yet) bound to a particular resource server.

The access token could be pre-provisioned to the client, e.g. during manufacture. Information about binding to resource server comes with the introspection response.

Section 2 of [I-D.seitz-ace-oscoap-profile] defines additional common header parameters for COSE_Key structure that are used to carry OSCOAP input parameters Sender and Recipient ID. The OSCOAP master secret is transported as part of the symmetric COSE_Key object. This document uses the same construct: COSE_Key object with OSCOAP input parameters present is transported as part of the Introspection Response and in the Client Token.

For the benefit of the client authorizing the enrollment, this document defines an additional common parameter for the Client Token called Voucher, extending the definition in Section 7.4 of [I-D.ietf-ace-oauth-authz]:

voucher

OPTIONAL. Contains authorization information about the server, e.g. ownership voucher. The encoding is TBD.

Parameter name	CBOR Key	Major Type
voucher	TBD	2 (byte string)

Figure 5: CBOR mapping of parameters extending the client token.

Additionally, the certificate attributes presented by the Client in the enrolment request (Section 2) may be carried in the Client Token. The encoding is TBD.

4. Application to 6TiSCH

One candidate embedding of EALS into a bootstrapping architecture is as described in [I-D.ietf-6tisch-minimal-security]. The new device (a.k.a. Pledge) requests to be admitted into the network managed by the Join Registrar/Coordinator. The Pledge maps to an EALS/CoAP client, and the Join Registrar/Coordinator maps to an EALS/CoAP server.

When a pledge first joins a constrained network, it typically does not have IPv6 connectivity to reach the Join Registrar/Coordinator. For that reason, pledge communicates with the Join Proxy, a one hop neighbor of the pledge. Join Proxy statelessly relays the exchanges between the pledge and the Join Registrar/Coordinator.

As in the model of [I-D.ietf-6tisch-minimal-security], the Join Proxy plays the role of a CoAP proxy. Default CoAP proxy, however, keeps state information in order to relay the response back to the originating client, in this case the pledge. To mitigate Denial of Service attacks at the Join Proxy, [I-D.ietf-6tisch-minimal-security] mandates the use of a new CoAP option, Stateless-Proxy option, that allows the Join Proxy to operate without keeping per-client state.

The use of EDHOC as described in Section 3.1 enables mutual authentication and authorization of Pledge and Join Registrar/Coordinator, and supports the use of the Stateless-Proxy option in order to provide the CoAP Proxy functionality described in this section.

5. Application to BRSKI

Another application of EALS is to the BRSKI [I-D.ietf-anima-bootstrapping-keyinfra] problem statement. BRSKI specifies an automated bootstrapping of a remote secure key infrastructure (BRSKI) using vendor installed X.509 certificate, in combination with a vendor authorized service on the Internet. BRSKI is referencing Enrolment over Secure Transport (EST) [RFC7030] to enable zero-touch joining of a device in a network domain. The same approach can be applied using EDHOC instead of EST, as is outlined in this document.

The audit/ownership vouchers specified in [I-D.ietf-anima-bootstrapping-keyinfra] are carried as part of EDHOC application-defined extensions, as described in Section 3.1. Nonces of the EDHOC protocol can be used for freshness also of the authorization step.

The limitations of applicability to energy-constrained devices due to credential size applies also to this document, and further work is needed to specify certificate formats relevant to constrained devices. Having said that, one rationale for this document is a more optimized message exchange, and potentially also code footprint, which is favorable in low-power deployments.

6. Security Considerations

7. Privacy Considerations

8. IANA Considerations

9. Acknowledgments

The authors want to thank the participants of the 6tisch security design team for discussions and input contributing to this document.

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EST over secure CoAP (EST-coaps)
draft-vanderstok-ace-coap-est-02

Abstract

Low-resource devices in a Low-power and Lossy Network (LLN) can operate in a mesh network using the IPv6 over Low-power Wireless Personal Area Networks (6LoWPAN) and IEEE 802.15.4 link-layer standards. Provisioning these devices in a secure manner with keys (often called secure bootstrapping) used to encrypt and authenticate messages, is the subject of Bootstrapping of Remote Secure Key Infrastructures (BRSKI) [I-D.ietf-anima-bootstrapping-keyinfra] and 6tisch Secure Join [I-D.ietf-6tisch-dtsecurity-secure-join]. Enrollment over Secure Transport (EST) [RFC7030], based on TLS and HTTP, is used in BRSKI. Low-resource devices often use the lightweight Constrained Application Protocol (CoAP) [RFC7252] for message exchanges. This document defines how low-resource devices are expected to use EST over secure CoAP (EST-coaps) for secure bootstrapping and certificate enrollment. 6LoWPAN fragmentation management and extensions to CoAP registries are needed to enable EST-coaps.

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1. Introduction

IPv6 over Low-power Wireless Personal Area Networks (6LoWPANs) [RFC4944] on IEEE 802.15.4 [ieee802.15.4] wireless networks is becoming common in many industry application domains such as lighting controls. However, commissioning of such networks suffers from a lack of standardized secure bootstrapping mechanisms for these networks.

Although IEEE 802.15.4 defines how security can be enabled between nodes within a single mesh network, it does not specify the provisioning and management of the keys. Therefore, securing a 6LoWPAN network with devices from multiple manufacturers with different provisioning techniques is often tedious and time consuming.

Bootstrapping of Remote Secure Infrastructures (BRSKI) [I-D.ietf-anima-bootstrapping-keyinfra] addresses the issue of bootstrapping networked devices in the context of Autonomic Networking Integrated Model and Approach (ANIMA). [I-D.ietf-6tisch-minimal-security] and [I-D.ietf-6tisch-dtsecurity-secure-join] also address secure bootstrapping in the 6tisch context targeted to low-resource devices. BRSKI has not been developed specifically for low-resource devices in constrained networks. Constrained networks use DTLS [RFC6347], CoAP [RFC7252], and UDP instead of TLS [RFC5246], HTTP [RFC7230] and TCP.

BRSKI relies on Enrollment over Secure Transport (EST) [RFC7030] for the provisioning of the operational domain certificates. EST-coaps provides a subset of EST functionality and extends EST with BRSKI functions. EST-coaps replaces the invocations of TLS and HTTP by DTLS and CoAP invocations thus enabling EST and BRSKI for CoAP-based low-resource devices.

Although EST-coaps paves the way for the utilization of EST for constrained devices on constrained networks, some devices will not have enough resources to handle the large payloads that come with

EST-coaps. The specification of EST-coaps is intended to ensure that bootstrapping works for less constrained devices that choose to limit their communications stack to UDP/CoAP. It is up to the network designer to decide which devices execute the EST protocol and which not.

EST-coaps is designed for use in professional control networks such as Building Control. The autonomic bootstrapping is interesting because it reduces the manual intervention during the commissioning of the network. Typing in passwords is contrary to this wish. Therefore, the HTTP Basic authentication of EST is not supported in EST-coaps.

In the constrained devices context, it is very unlikely that full PKI request messages will be used. Therefore, full PKI request messages are not supported by EST-coaps.

Because the relatively large EST messages cannot be readily transported over constrained (6LoWPAN, LLN) wireless networks, this document specifies the use of CoAP Block-Wise Transfer ("Block") [RFC7959] to fragment EST messages at the application layer.

Support for Observe CoAP options [RFC7641] with BRSKI is not supported in the current BRSKI/EST message flows and is thus out-of-scope for this discussion. Observe options could be used by the server to notify clients about a change in the cacerts or csr attributes (resources) and might be an area of future work.

1.1. Terminology

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 [RFC2119].

Many of the concepts in this document are taken over from [RFC7030]. Consequently, much text is directly traceable to [RFC7030]. The same document structure is followed to point out the differences and commonalities between EST and EST-coaps.

The following terms are defined in the BRSKI protocol [I-D.ietf-anima-bootstrapping-keyinfra]: pledge, Join proxy (or Circuit Proxy?), Join Registrar, and Manufacturer Authorized Signing Authorities (MASA).

2. EST operational differences

Only the differences to EST with respect to operational scenarios are described in this section. EST-coaps server differs from EST server as follows:

- o Replacement of TLS by DTLS and HTTP by CoAP, resulting in:
 - * DTLS-secured CoAP sessions between EST-coaps client and EST-coaps server.
- o Only certificate-based client authentication is supported, which results in:
 - * The EST-coaps client does not support HTTP Basic authentication (as described in Section 3.2.3 of [RFC7030]).
 - * The EST-coaps client does not support authentication at the application layer (as described in Section 3.2.3 of [RFC7030]).
- o EST-coaps does not support full PKI request messages[RFC5272].
 - * Consequently, the fullcmc request of section 4.3 of [RFC7030] and response MUST NOT be supported by EST-coaps].
- o EST-coaps specifies the BRSKI extensions over CoAP as specified in sections 3.2, 3.4, 3.5, and 3.8.4 of [I-D.ietf-anima-bootstrapping-keyinfra].

3. Conformance to RFC7925 profiles

This section shows how EST-coaps fits into the profiles of low-resource devices as described in [RFC7925]. Within the bootstrap context a Public Key Infrastructure (PKI) is used, where the client is called "pledge", the Registration Authority (RA) is called Join Registrar, which acts at the front-end for the Certificate Authority (CA) and receives voucher feedback from as many Manufacturer Authorized Signing Authorities (MASA) as there are manufacturers. A Join Proxy (Circuit Proxy?) is placed between client and RA to receive join requests over a 1-hop unsecured channel and transmitted over the secure network to the EST-server. The EST-server of EST-coaps is placed between Join-Proxy (Circuit Proxy) and RA or is part of RA.

EST-coaps can transport certificates and private keys. Private keys can be transported as response to a request to a server-side key generation as described in section 4.4 of [RFC7030]. In the bootstrapping context, EST-coaps transport is limited to the EST certificate transport conformant to section 4.4 of [RFC7925]. For

BRSKI, outside the profiles of [RFC7925], EST-coaps transports vouchers, which are YANG files specified in [I-D.ietf-anima-voucher].

The mandatory cipher suite for DTLS is TLS_ECDHE_ECDSA_WITH_AES_128_CCM_8 defined in [RFC7251] which is the mandatory-to-implement cipher suite in CoAP. Additionally, the curve secp256r1 MUST be supported [RFC4492]; this curve is equivalent to the NIST P-256 curve. The hash algorithm is SHA-256. DTLS implementations MUST use the Supported Elliptic Curves and Supported Point Formats Extensions [RFC4492]; the uncompressed point format MUST be supported; [RFC6090] can be used as an implementation method.

The EST-coaps client MUST be configured with an explicit TA database or at least an implicit TA database from its manufacturer. The authentication of the EST-coaps server by the EST-coaps client is based on Certificate authentication in the DTLS handshake.

The authentication of the EST-coaps client is based on client certificate in the DTLS handshake. This can either be

- o DTLS with a previously issued client certificate (e.g., an existing certificate issued by the EST CA); this could be a common case for simple re-enrollment of clients;
- o DTLS with a previously installed certificate (e.g., manufacturer-installed certificate or a certificate issued by some other party);

4. Protocol Design and Layering

EST-coaps uses CoAP to transfer EST messages, aided by Block-Wise Transfer [RFC7959] to transport CoAP messages in blocks thus avoiding (excessive) 6LoWPAN fragmentation of UDP datagrams. The use of "Block" for the transfer of larger EST messages is specified in Section 4.5. The Figure 1 below shows the layered EST-coaps architecture.

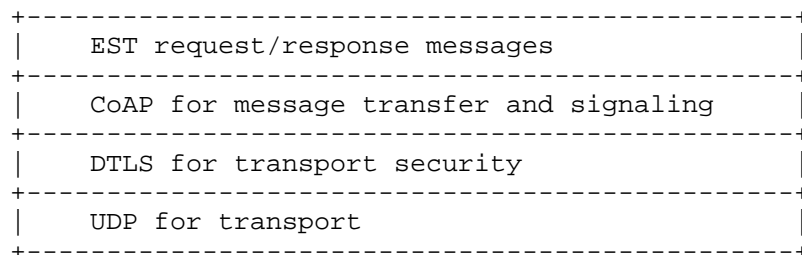


Figure 1: EST-coaps protocol layers

The EST-coaps protocol design follows closely the EST design, excluding some aspects that are not relevant for automatic bootstrapping of constrained devices within a professional context. The parts supported by EST-coaps are identified by their message types:

- o Simple enroll and reenroll, for CA to sign public client-identity key.
- o CA certificate retrieval, needed to receive the complete set of CA certificates.
- o CSR Attributes request messages, informs the pledge of the fields to include in generated CSR.
- o Server-side key generation messages, to provide a private client-identity key when the client is too restricted or because of lack of an entropy source. [Encrypting these keys is important. RFC7030 specifies how the private key can be encrypted with CMS using symmetric or asymmetric keys.]

4.1. Discovery and URI

EST-coaps is targeted to low-resource networks with small packets. Saving header space is important and the EST-coaps URI is shorter than the EST URI.

The presence and location of (path to) the management data are discovered by sending a GET request to `"/.well-known/core"` including a resource type (RT) parameter with the value `"ace.est"` [RFC6690]. Upon success, the return payload will contain the root resource of the EST resources. It is up to the implementation to choose its root resource; throughout this document the example root resource `/est` is used. The example below shows the discovery of the presence and location of management data.

```
REQ: GET /.well-known/core?rt=ace.est

RES: 2.05 Content
</est>; rt="ace.est"
```

The EST-coaps server URIs differ from the EST URI by replacing the scheme `https` by `coaps` and by specifying shorter resource path names:

```
coaps://www.example.com/est/short-name
```

Figure 5 in section 3.2.2 of [RFC7030] enumerates the operations and corresponding paths which are supported by EST. Table 1 provides the mapping from the EST and BRSKI URI path to the EST-coaps URI path.

BRSKI	EST	EST-coaps
	/cacerts	/crts
	/simpleenroll	/sen
	/simplereenroll	/sren
	/csrattrs	/att
	/serverkeygen	/skg
/requestvoucher		/rv
/voucher_status		/vs
/enrollstatus		/es

Table 1

/requestvoucher and /enrollstatus are needed between pledge and Registrar.

When discovering the root path for the EST resources, the server MAY return the full resource paths and the used content types. This is useful when multiple content types are specified for EST-coaps server. For example, the following more complete response is possible.

```
REQ: GET /.well-known/core?rt=ace.est
```

```
RES: 2.05 Content
</est>; rt="ace.est"
</est/crts>; rt="ace.est";ct=TBD1
</est/sen>; rt="ace.est";ct=TBD1 TBD4
</est/sren>; rt="ace.est";ct=TBD1 TBD4
</est/att>; rt="ace.est";ct=TBD4
</est/skg>; rt="ace.est";ct=TBD1 TBD4 TBD2
</est/rv>; rt="ace.est";ct=TBD5 TBD6
</est/vs>; rt="ace.est";ct=50
</est/es>; rt="ace.est";ct=50
```

ct=50 stands for the Content-Format "application/json"

The return of the content-types allows the client to choose the most appropriate one from multiple content types.

4.2. Payload format

The content-format (media type equivalent) of the CoAP message determines which EST message is transported in the CoAP payload. The media types specified in the HTTP Content-Type header (see section 3.2.2 of [RFC7030]) are in EST-coaps specified by the Content-Format Option (12) of CoAP. The combination of URI path-suffix and content-format used for coap MUST map to an allowed combination of path-suffix and media type as defined for EST. The required content-formats for these request and response messages are defined in Section 8. The CoAP response codes are defined in Section 4.4.

EST-coaps is designed for use between low-resource devices using CoAP and hence does not need to send base64-encoded data. Simple binary is more efficient (30% less payload compared to base64) and well supported by CoAP. Therefore, the content formats specification in Section 8 requires the use of binary for all EST-coaps Content-Formats.

4.3. Message Bindings

This section describes BRSKI to CoAP message mappings.

All /crts, /sen, /sren, /att, /skg, /rv, /vs, and /es EST-coaps messages expect a response, so they are all CoAP CON messages.

The Ver, TKL, Token, and Message ID values of the CoAP header are not influenced by EST.

CoAP options are used to convey Uri-Host, Uri-Path, Uri-Port, Content-Format and more in CoAP. The CoAP Options are used to communicate the HTTP fields specified in the BRSKI REST messages.

BRSKI URLs are HTTPS based (https://), in CoAP these will be assumed to be transformed to coaps (coaps://)

Appendix A includes some practical examples of EST messages translated to CoAP.

4.4. CoAP response codes

Section 5.9 of [RFC7252] specifies the mapping of HTTP response codes to CoAP response codes. Every time the HTTP response code 200 is specified in [RFC7030] in response to a GET request, in EST-coaps the equivalent CoAP response code 2.05 MUST be used. Response code HTTP 202 in EST is mapped to CoAP 2.06 as specified in [I-D.hartke-core-pending]. All other HTTP 2xx response codes are not used by EST. For the following HTTP 4xx error codes that may occur:

400, 401, 403, 404, 405, 406, 412, 413, 415; the equivalent CoAP response code for EST-coaps is 4.xx. For the HTTP 5xx error codes: 500, 501, 502, 503, 504 the equivalent CoAP response code is 5.xx.

4.5. Message fragmentation

DTLS defines fragmentation only for the handshake part and not for secure data exchange (DTLS records). [RFC6347] states "Each DTLS record MUST fit within a single datagram". To avoid using IP fragmentation, which is not supported by 6LoWPAN, invokers of the DTLS record layer MUST size DTLS records so that they fit within any Path MTU estimates obtained from the record layer. In addition, invokers residing on a 6LoWPAN over IEEE 802.15.4 network SHOULD attempt to size CoAP messages such that each DTLS record will fit within one or two IEEE 802.15.4 frames.

That is not always possible. Even though ECC certificates are small in size, they can vary greatly based on signature algorithms, key sizes, and OID fields used. For 256-bit curves, common ECDSA cert sizes are 500-1000 bytes which could fluctuate further based on the algorithms, OIDs, SANs and cert fields. For 384-bit curves, ECDSA certs increase in size and can sometimes reach 1.5KB. Additionally, there are times when the EST cacerts response from the server can include multiple certs that amount to large payloads. CoAP [RFC7252]'s section 4.6 describes the possible payload sizes: "if nothing is known about the size of the headers, good upper bounds are 1152 bytes for the message size and 1024 bytes for the payload size". Also "If IPv4 support on unusual networks is a consideration, implementations may want to limit themselves to more conservative IPv4 datagram sizes such as 576 bytes; per [RFC0791], the absolute minimum value of the IP MTU for IPv4 is as low as 68 bytes, which would leave only 40 bytes minus security overhead for a UDP payload". Thus, even with ECC certs, EST-coaps messages can still exceed sizes in MTU of 1280 for IPv6 or 60-80 bytes for 6LoWPAN [RFC4919] as explained in section 2 of [RFC7959]. EST-coaps needs to be able to fragment EST messages into multiple DTLS datagrams. Fine-grained fragmentation of EST messages is essential.

To perform fragmentation in CoAP, [RFC7959] specifies the "Block1" option for fragmentation of the request payload and the "Block2" option for fragmentation of the return payload of a CoAP flow.

The BLOCK draft defines SZX in the Block1 and Block2 option fields. These are used to convey the size of the blocks in the requests or responses.

The CoAP client MAY specify the Block1 size and MAY also specify the Block2 size. The CoAP server MAY specify the Block2 size, but not

the Block1 size. As explained in Section 1 of [RFC7959]), blockwise transfers SHOULD be used in Confirmable CoAP messages to avoid the exacerbation of lost blocks.

The Size1 response MAY be parsed by the client as a size indication of the Block2 resource in the server response or by the server as a request for a size estimate by the client. Similarly, Size2 option defined in BLOCK should be parsed by the server as an indication of the size of the resource carried in Block1 options and by the client as a maximum size expected in the 4.13 (Request Entity Too Large) response to a request.

Examples of fragmented messages are shown in Appendix B.

5. Transport Protocol

EST-coaps depends on a secure transport mechanism over UDP that can secure (confidentiality, authenticity) the CoAP messages exchanged.

5.1. DTLS

DTLS is one such secure protocol. Within BRSKI and EST when "TLS" is referred to, it is understood that in EST-coaps, security is provided using DTLS instead. No other changes are necessary (all provisional modes etc. are the same as for TLS).

CoAP was designed to avoid fragmentation. DTLS is used to secure CoAP messages. However, fragmentation is still possible at the DTLS layer during the DTLS handshake when using ECC ciphersuites. If fragmentation is necessary, "DTLS provides a mechanism for fragmenting a handshake message over a number of records, each of which can be transmitted separately, thus avoiding IP fragmentation" [RFC6347].

CoAP and DTLS can provide proof of identity for EST-coaps clients and server with simple PKI messages conformant to section 3.1 of [RFC5272]. EST-coaps supports the certificate types and Trust Anchors (TA) that are specified for EST in section 3 of [RFC7030].

Channel-binding information for linking proof-of-identity with connection-based proof-of-possession is optional for EST-coaps. When proof-of-possession is desired, a set of actions are required regarding the use of tls-unique, described in section 3.5 in [RFC7030]. The tls-unique information translates to the contents of the first "Finished" message in the TLS handshake between server and client [RFC5929]. The client is then supposed to add this "Finished" message as a ChallengePassword in the attributes section of the PKCS#10 Request Info to prove that the client is indeed in control of

the private key at the time of the TLS session when performing a /simpleenroll, for example. In the case of EST-coaps, the same operations can be performed during the DTLS handshake. In the event of handshake message fragmentation, the Hash of the handshake messages used in the MAC calculation of the Finished message

```
PRF(master_secret, finished_label, Hash(handshake_messages))
  [0..verify_data_length-1];
```

MUST be computed as if each handshake message had been sent as a single fragment [RFC6347].

In a constrained CoAP environment, endpoints can't afford to establish a DTLS connection for every EST transaction. Authenticating and negotiating DTLS keys requires resources on low-end endpoints and consumes valuable bandwidth. The DTLS connection SHOULD remain open for persistent EST connections. For example, an EST cacerts request that is followed by a simpleenroll request can use the same authenticated DTLS connection. Given that after a successful enrollment, it is more likely that a new EST transaction will take place after a significant amount of time, the DTLS connections SHOULD only be kept alive for EST messages that are relatively close to each other.

5.2. 6tisch approach

The 6tisch bootstrapping is targeted to the "imprinting" of the "pledge" with layer 2 keys. The content formats for the transport are being defined and may be expressed in a YANG module.

Instead of using transport security, the 6tisch approach relies on application security provided by OSCOAP [I-D.ietf-core-object-security] and EDHOC [I-D.selander-ace-cose-ecdhe]. [I-D.selander-ace-eals] uses OSCOAP to securely enroll certificates by using Certificate Management over CMS (CMC) (EST is profile of CMC).

It is suggested that the EST-coaps communication between pledge and registrar, specified in this document, can be freely exchanged with the same communication specified in [I-D.ietf-6tisch-dtsecurity-secure-join] and [I-D.ietf-6tisch-minimal-security].

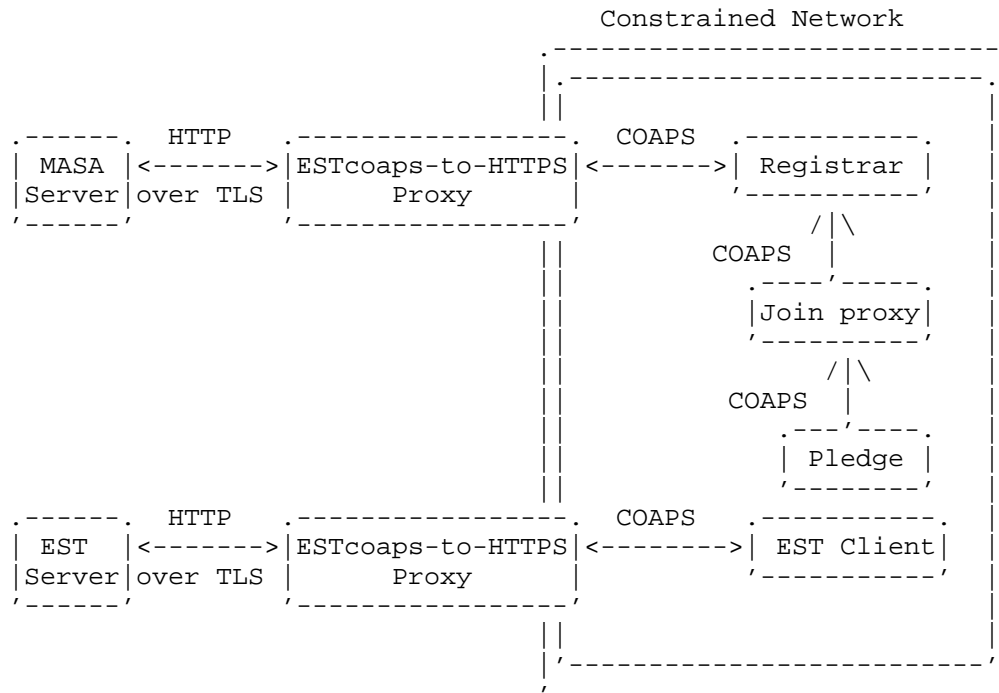
[EDNOTE: The evolution of this section depends on the directions taken by 6tisch and anima and the possible commonality that will be provided.]

6. Proxying

In real-world deployments, entities like the EST server, CA or MASA will not always reside within the COAP boundary. The MASA or a CA can exist outside the constrained network in a non-constrained network that supports TLS/HTTP. In such environments EST-coaps is used by the pledge within the COAP boundary and TLS is used to transport the EST/BRSKI messages outside the CoAP boundary. A proxy entity at the edge is required to operate between the COAP environment and the external HTTP network. The ESTcoaps-to-HTTPS proxy SHOULD terminate EST-coaps downstream and initiate EST/BRSKI connections over TLS upstream.

Two separate use-cases, shown in one figure below, are expected to be deployed in practice:

- o A proxy between any EST-client and EST-server independent of BRSKI
- o A proxy between Registrar and MASA



ESTcoaps-to-HTTPS proxy at the COAP boundary.

Table 1 contains the mapping between the EST-coaps and EST/BRSKI URIs the proxy SHOULD adhere to. Section 7 of [RFC8075] and Section 4.4 define the mapping between EST-coaps and HTTP response codes, that determines how a proxy translates COAP response codes from/to HTTP status codes. The mapping from Content-Type to media type is defined in Section 8. The conversion from binary to BSD64 needs to be done in the proxy. Conversion is possible because a TLS link exists between EST-coaps-to-HTTP proxy and HTTP MASA or EST server and a corresponding DTLS link exists between EST-coaps-to-HTTP proxy and EST client or Registrar.

Due to fragmentation of large messages into blocks, an EST-coaps-to-HTTP proxy SHOULD reassemble the BLOCKs before translating the binary content to BSD64, and consecutively relay the message upstream into the HTTP environment.

For the discovery of the EST server by the EST client in the coap environment, the EST-coaps-to-HTTP proxy MUST announce itself according to the rules of Section 4.1. The available functions of the proxies MUST be announced with as many resource paths. The discovery of MASA and EST server in the http environment follow the rules specified in [I-D.ietf-anima-bootstrapping-keyinfra].

[EDNOTE: PoP will be addressed here.]

A proxy SHOULD authenticate the client downstream and it should be authenticated by the EST or BRSKI server or CA upstream. A trust relationship needs to be pre-established between the proxy and the TCP entities (EST, BRSKI servers) to be able to proxy these connections on behalf of various clients.

[EDNOTE: To add more details about trust relations in this section.]

7. Parameters

[EDNOTE: This section to be populated. It will address transmission parameters for BRSKI described in sections 4.7 and 4.8 of the CoAP draft. BRSKI does not impose any unique parameters that affect the CoAP parameters in Table 2 and 3 in the CoAP draft but the ones in CoAP could be affecting BRSKI. For example, the processing delay of CAs could be less than 2s, but in this case they should send a CoAP ACK every 2s while processing.]

8. IANA Considerations

8.1. Content-Format registry

Additions to the sub-registry "CoAP Content-Formats", within the "CoRE Parameters" registry are needed for the below media types. These can be registered either in the Expert Review range (0-255) or IETF Review range (256-9999).

1.

- * application/pkcs7-mime
- * Type name: application
- * Subtype name: pkcs7-mime
- * smime-type: certs-only
- * ID: TBD1
- * Required parameters: None
- * Optional parameters: None
- * Encoding considerations: binary
- * Security considerations: As defined in this specification
- * Published specification: [RFC5751]
- * Applications that use this media type: ANIMA Bootstrap (BRSKI) and EST

2.

- * application/pkcs8
- * Type name: application
- * Subtype name: pkcs8
- * ID: TBD2
- * Required parameters: None
- * Optional parameters: None
- * Encoding considerations: binary

- * Security considerations: As defined in this specification
- * Published specification: [RFC5958]
- * Applications that use this media type: ANIMA Bootstrap (BRSKI) and EST

3.

- * application/csrattrs
- * Type name: application
- * Subtype name: csrattrs
- * ID: TBD3
- * Required parameters: None
- * Optional parameters: None
- * Encoding considerations: binary
- * Security considerations: As defined in this specification
- * Published specification: [RFC7030]
- * Applications that use this media type: ANIMA Bootstrap (BRSKI) and EST

4.

- * application/pkcs10
- * Type name: application
- * Subtype name: pkcs10
- * ID: TBD4
- * Required parameters: None
- * Optional parameters: None
- * Encoding considerations: binary
- * Security considerations: As defined in this specification

- * Published specification: [RFC5967]
- * Applications that use this media type: ANIMA bootstrap (BRSKI) and EST
- *
 - + application/voucherrequest
 - + Type name: application
 - + Subtype name: voucherrequest
 - + ID: TBD5
 - + Required parameters: None
 - + Optional parameters: None
 - + Encoding considerations: binary
 - + Security considerations: As defined in this specification
 - + Published specification: BRSKI??
 - + Applications that use this media type: ANIMA bootstrap (BRSKI)
- *
 - + application/voucher+cms
 - + Type name: application
 - + Subtype name: voucher+cms
 - + ID: TBD6
 - + Required parameters: None
 - + Optional parameters: None
 - + Encoding considerations: binary
 - + Security considerations: As defined in this specification
 - + Published specification: BRSKI??

- + Applications that use this media type: ANIMA bootstrap (BRSKI)

8.2. Resource Type registry

Additions to the sub-registry "CoAP Resource Type", within the "CoRE Parameters" registry are needed for a new resource type.

- o rt="ace.est" needs registration with IANA.

9. Security Considerations

9.1. proxy considerations

In the BRSKI bootstrap protocol, there is a direct TLS connection from pledge to EST-server. With the EST-coaps specification a direct DTLS connection from pledge to EST-server is possible thus avoiding the placement of a https/coaps proxy between pledge and http EST-server. Such a https/coaps proxy presents a security issue because the proxy needs to make a TLS connection with the EST-server and a DTLS connection with the pledge.

In [I-D.ietf-anima-bootstrapping-keyinfra] the EST-server and Registrar are co-located on the same host, thus avoiding security connections between Registrar and EST-server. It is RECOMMENDED that the links "Registrar/MASA" and "Registrar/CA" use a http TLS connection, identical to BRSKI protocol. The consequence is that the Registrar host provides both a coaps and a https stack.

The proxies proposed in Section 6 must be deployed with great care, and only when the recommended connections are impossible.

9.2. EST server considerations

The security considerations of section 6 of [RFC7030] are only partially valid for the purposes of this document. As HTTP Basic Authentication is not supported, the considerations expressed for using passwords do not apply.

Given that the client has only limited resources and may not be able to generate sufficiently random keys to encrypt its identity, it is possible that the client uses server generated private/public keys to encrypt its certificate. The transport of these keys is inherently risky. A full probability analysis MUST be done to establish whether server side key generation enhances or decreases the probability of identity stealing.

When a client uses the Implicit TA database for certificate validation, the client cannot verify that the implicit data base can act as an RA. It is RECOMMENDED that such clients include "Linking Identity and POP Information" Section 5.1 in requests (to prevent such requests from being forwarded to a real EST server by a man in the middle). It is RECOMMENDED that the Implicit Trust Anchor database used for EST server authentication be carefully managed to reduce the chance of a third-party CA with poor certification practices from being trusted. Disabling the Implicit Trust Anchor database after successfully receiving the Distribution of CA certificates response (Section 4.1.3 of [RFC7030]) limits any vulnerability to the first DTLS exchange.

In accordance with [RFC7030], TLS cipher suites that include "_EXPORT_" and "_DES_" in their names MUST NOT be used. More information about recommendations of TLS and DTLS are included in [RFC7525].

As described in CMC, Section 6.7 of [RFC5272], "For keys that can be used as signature keys, signing the certification request with the private key serves as a POP on that key pair". The inclusion of `tls-unique` in the certification request links the proof-of-possession to the TLS proof-of-identity. This implies but does not prove that the authenticated client currently has access to the private key.

Regarding the CSR attributes that the CA may list for inclusion in an enrollment request, an adversary could exclude attributes that a server may want, include attributes that a server may not want, and render meaningless other attributes that a server may want. The CA is expected to be able to enforce policies to recover from improper CSR requests.

Interpreters of ASN.1 structures should be aware of the use of invalid ASN.1 length fields and should take appropriate measures to guard against buffer overflows, stack overruns in particular, and malicious content in general.

10. Acknowledgements

The authors are very grateful to Klaus Hartke for his detailed explanations on the use of Block with DTLS. The authors would like to thank Esko Dijk and Michael Verschoor for the valuable discussions that helped in shaping the solution. They would also like to thank Peter Panburana from Cisco for his feedback on technical details of the solution. Constructive comments were received from Eliot Lear and Julien Vermillard.

11. Change Log

-02:

binary instead of CBOR binary in mime types.

supported content types are discoverable.

DTLS POP text improved.

First version of Security considerations section written.

First version of Proxying section written.

Various text improvements.

-01:

Merging of draft-vanderstok-ace-coap-est-00 and draft-pritikin-coap-bootstrap-01

URI and discovery are modified

More text about 6tisch bootstrap including EDHOC and OSCOAP

mapping to DICE IoT profiles

adapted to BRSKI progress

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Appendix A. EST messages to EST-coaps

This section takes all examples from Appendix A of [RFC7030], changes the payload from Base64 to binary and replaces the http headers by their CoAP equivalents.

A.1. cacerts

In EST-coaps, a coaps cacerts message can be:

```
GET coaps://[192.0.2.1:8085]/est/crts
```

The corresponding CoAP header fields are shown below. The use of block and DTLS are worked out in Appendix B.

```
Ver = 1
T = 0 (CON)
Code = 0x01 (0.01 is GET)
Options
  Option1 (Uri-Host)
    Option Delta = 0x3 (option nr = 3)
    Option Length = 0x9
    Option Value = 192.0.2.1
  Option2 (Uri-Port)
    Option Delta = 0x4 (option nr = 4+3=7)
    Option Length = 0x4
    Option Value = 8085
  Option3 (Uri-Path)
    Option Delta = 0x4 (option nr = 7+4= 11)
    Option Length = 0x9
    Option Value = /est/crts
Payload = [Empty]
```

A 2.05 Content response with a cert in EST-coaps will then be:

```
2.05 Content (Content-Format: application/pkcs7-mime)
  {payload}
```

with CoAP fields

```
Ver = 1
T = 2 (ACK)
Code = 0x45 (2.05 Content)
Options
  Option1 (Content-Format)
    Option Delta = 0xC (option nr = 12)
    Option Length = 0x2
    Option Value = TBD1 (defined in this document)
```

Payload =

30233906092a6206734107028c2a3023260201013100300b06092a6206734107018
c0c3020bb302063c20102020900a61e75193b7acc0d06092a620673410105050030
1b31193017060355040313106573744578616d706c654341204f774f301e170d313
3303530393033353333315a170d3134303530393033353333315a301b3119301706
0355040313106573744578616d706c654341204f774f302062300d06092a6206734
10101050003204f0030204a022041003a923a2968bae4aae136ca4e2512c5200680
358482ac39d6f640e4574e654ea35f48b1e054c5da3372872f7a1e429f4edf39584
32efb2106591d3eb783c1034709f251fc86566bda2d541c792389eac4ec9e181f4b
9f596e5ef2679cc321542b11337f90a44df3c85f1516561fa968a1914f265bc0b82
76ebe3106a790d97d34c8c37c74felc30b396424664ac426284a9f6022e02693843
6880adfd95c98caldfc2e6d75319b85d0458de28a9d13fb16d20ffff7541f6a25d
7daf004355020301000130b040300f0603551d130101f10530030101fc1d0603551
d0e04160414084d321ca0135e77217a486b686b334b00e0603551d0f0101f104030
20106300d06092a62067341010505000320410023703b965746a0c2c978666d787a
94f89b495a11f0d369b28936ec2475c0f0855c8e83f823f2b871a1d92282f323c45
904ba008579216cf5223b8b1bc425a0677262047f7700240631c17f3035d1c3780b
2385241cba1f4a6e98e6be6820306b3a786de5a557795d1893822347b5f825d34a7
ad2876f8feba4d525b31066f6505796f71530003431a3e6bbfe788b4565029a7e20
a51107677552586152d051e8eebf383e92288983421d5c5652a4870c3af74b9bdbe
d6b462e2263d30f6d3020c330206bc20102020101300d06092a6206734101050500
301b31193017060355040313106573744578616d706c654341204f774f301e170d3
133303530393033353333325a170d3134303530393033353333325a301b31193017
060355040313106573744578616d706c654341204e774f302062300d06092a62067
3410101050003204f0030204a02204100ef6b677a3247c1fc03d2b9baf113e5e7e1
1f49e0421120e6b8384160f2bf02630ef544d5fd0d5623b35713c79a7229283a790
8751a634aa420a3e2a4b1f10519d046f02f5a5dd6d760c2a842356e067b7bd94338
d1faa3b3ddd4813060a207b0a097067007e45b052b60fdbae4656e11562c4f5abb7
b0cf87a79d221f1127313c53371ce1245d63db45a1203a23340ba08042c768d03b8
076a028d3a51d87d2ef107bbd6f2305ce5e67668724002fb726df9c14476c37de0f
55033f192a5ad21f9a2a71c20301000134b050300e0603551d0f0101f104030204c
1d0603551d0e04160414112966e304761732fbfe6a2c823c301f0603551d2304183
0165084d321ca0135e77217a486b686b334b00d06092a6206734101050500032041
00b382ba3355a50e287bae15758b3beff63d34d3e357b90031495d018868e49589b
9faf46a4ad49b1d35b06ef380106677440934663c2cc111c183655f4dc411c0b3401
123d35387389db91f1e1b4131b16c291d35730b3f9b33c7475124851555fe5fc647
e8fd029605367c7e01281bf6617110021b0d10847dce0e9f0ca6c764b6334784055
172c3983d1e3a3a82301a54fcc9b0670c543a1c747164619101fff23b240b2a26394
c1f7d38d0e2f4747928ece5c34627a075a8b3122011e9d9158055c28f020c330206
bc20102020102300d06092a6206734101050500301b311930170603550403131065
73744578616d706c654341204e774e301e170d3133303530393033353333325a170
d3134303530393033353333325a301b31193017060355040313106573744578616d
706c654341204f774e302062300d06092a620673410101050003204f0030204a022
041003a923a2968bae4aae136ca4e2512c5200680358482ac39d6f640e4574e654e
a35f48b1e054c5da3372872f7a1e429f4edf3958432efb2106591d3eb783c103470
9f251fc86566bda2d541c792389eac4ec9e181f4b9f596e5ef2679cc321542b1133
7f90a44df3c85f1516561fa968a1914f265bc0b8276ebe3106a790d97d34c8c37c7

```
4felc30b396424664ac426284a9f6022e026938436880adfc95c98caldfc2e6d75
319b85d0458de28a9d13fb16d620fff7541f6a25d7daf004355020301000134b050
300e0603551d0f0101f104030204c1d0603551d0e04160414084d321ca0135e7721
7a486b686b334b01f0603551d230418301653112966e304761732fbfe6a2c823c30
0d06092a6206734101050500032041002e106933a443070acf5594a3a584d08af7e
06c295059370a06639eff9bd418d13bc25a298223164a6cf1856b11a81617282e4a
410d82ef086839c6e235690322763065455351e4c596acc7c016b225dec094706c2
a10608f403b10821984c7c152343b18a768c2ad30238dc45dd653ee6092b0d5cd4c
2f7d236043269357f76d13f95fb5f00d0e19263c6833948e1ba612ce8197af650e2
5d882c12f4b6b9b67252c608ef064aca3f9bc867d71172349d510bb7651cd438837
73d927deb41c4673020bb302063c201020209009b9dda3324700d06092a62067341
01050500301b31193017060355040313106573744578616d706c654341204e774e3
01e170d313330353039303333333325a170d313430353039303333333325a301b
31193017060355040313106573744578616d706c654341204e774e302062300d060
92a620673410101050003204f0030204a02204100ef6b677a3247c1fc03d2b9baf1
13e5e7e11f49e0421120e6b8384160f2bf02630ef544d5fd0d5623b35713c79a722
9283a7908751a634aa420a3e2a4b1f10519d046f02f5a5dd6d760c2a842356e067b
7bd94338d1faa3b3ddd4813060a207b0a097067007e45b052b60fdbae4656e11562
c4f5abb7b0cf87a79d221f1127313c53371ce1245d63db45a1203a23340ba08042c
768d03b8076a028d3a51d87d2ef107bbd6f2305ce5e67668724002fb726df9c1447
6c37de0f55033f192a5ad21f9a2a71c20301000130b040300f0603551d130101f10
530030101fc1d0603551d0e04160414112966e304761732fbfe6a2c823c300e0603
551d0f0101f10403020106300d06092a620673410105050003204100423f06d4b76
0f4b42744a279035571696f272a0060f1325a40898509601ad14004f652db6312a1
475c4d7cd50f4b269035585d7856c5337765a66b38462d5bdaa7778aab24bbe2815
e37722cd10e7166c50e75ab75a1271324460211991e7445a2960f47351a1a629253
34119794b90e320bc730d6c1bee496e7ac125ce9aleca595a3a4c54a865e6b623c9
247bfd0a7c19b56077392555c955e233642bec643ae37c166c5e221d797aea3748f
0391c8d692a5cf9bb71f6d0e37984d6fa673a30d0c006343116f58403100
```

A.2. csrattrs

In the following valid /csrattrs exchange, the EST-coaps client authenticates itself with a certificate issued by the connected CA.

The initial DTLS handshake is identical to the enrollment example. The CoAP GET request looks like:

```
GET coaps://[192.0.2.1:8085]/est/att
```

with CoAP header fields

```

Ver = 1
T = 0 (CON)
Code = 0x01 (0.01 is GET)
Options
  Option1 (Uri-Host)
    Option Delta = 0x3 (option nr = 3)
    Option Length = 0x9
    Option Value = 192.0.2.1
  Option2 (Uri-Port)
    Option Delta = 0x4 (option nr = 4+3=7)
    Option Length = 0x4
    Option Value = 8085
  Option3 (Uri-Path)
    Option Delta = 0x4 (option nr = 7+4= 11)
    Option Length = 0x8
    Option Value = /est/att
Payload = [Empty]

```

A 2.05 Content response contains attributes which are relevant for the authenticated client. In this example, the EST-coaps server two attributes that the client can ignore when they are unknown to him.:

```

2.05 Content (Content-Format: application/crsattrs)
  {payload}

```

with CoAP fields

```

Ver = 1
T = 2 (ACK)
Code = 0x45 (2.05 Content)
Options
  Option1 (Content-Format)
    Option Delta = 0xC (option nr = 12)
    Option Length = 0x2
    Option Value = TBD3 (defined in this document)

  Payload =
307c06072b060101010116302206038dc1311b131950617273652053455420617
320322e3939392e31206461746106092a620673410907302c06038dc231250603
8dc306038dc4131950617273652053455420617320322e3939392e32206461746
106092b240303020801010b06096062016503040202

```

A.3. enroll / reenroll

[EDNOTE: We might need a new Option for the Retry-After response message. We might need a new Option for the WWW-Authenticate response.]

During the Enroll/Reenroll exchange, the EST-coaps client uses a CSR (PKCS#10) request in the POST request payload.

```
POST coaps://[192.0.2.1:8085]/est/sen
(Content-Format: application/pkcs10)
```

with CoAP header fields

```
Ver = 1
T = 0 (CON)
Code = 0x02 (0.02 is POST)
Options
Option1 (Uri-Host)
  Option Delta = 0x3 (option nr = 3)
  Option Length = 0x9
  Option Value = 192.0.2.1
Option2 (Uri-Port)
  Option Delta = 0x4 (option nr = 4+3=7)
  Option Length = 0x4
  Option Value = 8085
Option3 (Uri-Path)
  Option Delta = 0x4 (option nr = 7+4= 11)
  Option Length = 0x8
  Option Value = /est/sen
Option4 (Content-Format)
  Option Delta = 0x1 (option nr = 11+1 = 12)
  Option Length = 0x2
  Option Value = TBD5 (defined in this document)
```

```
Payload =
[EDNOTE: If POP is used, make sure tls-unique in the CSR is a
valid HMAC output. ]
30208530206d020100301f311d301b0603550403131464656d6f7374657034203
1333638313431333532302062300d06092a620673410101050003204f0030204a
022041005d9f4dffd3c5949f646a9584367778560950b355c35b8e34726dd3764
54231734795b4c09b9c6d75d408311307a81f7adef7f5d241f7d5be85620c5d44
38bbb4242cf215c167f2ccf36c364ea2618a62f0536576369d6304e6a96877224
7d86824f079faac7a6f694cfda5b84c42087dc062d462190c525813f210a036a7
37b4f30d8891f4b75559fb72752453146332d51c937557716ccec624f5125c3a4
447ad3115020048113fef54ad554ee88af09a2583aac9024075113db4990b1786
b871691e0f02030100018701f06092a620673410907311213102b72724369722f
372b45597535305434300d06092a620673410105050003204100441b40177a3a6
5501487735a8ad5d3827a4eaa867013920e2afcd87aa81733c7c0353be47e1bf
a7cda5176e7ccc6be22ae03498588d5f2de3b143f2b1a6175ec544e8e7625af6b
836fd4416894c2e55ea99c6606f69075d6d53475d410729aa6d806afbb9986caf
7b844b5b3e4545f19071865ada007060cad6db26a592d4a7bda7d586b68110962
17071103407553155cddc75481e272b5ed553a8593fb7e25100a6f7605085dab4
fc7e0731f0e7fe305703791362d5157e92e6b5c2e3edbcadb40
```

After verification of the certificate by the server, a 2.05 Content response with the issued certificate will be:

```
2.05 Content (Content-Format: application/pkcs7-mime)
  {payload}
```

with CoAP fields

```

Ver = 1
T = 2 (ACK)
Code = 0x45 (2.05 Content)
Options
  Option1 (Content-Format)
    Option Delta = 0xC (option nr = 12)
    Option Length = 0x2
    Option Value = TBD1 (defined in this document)

```

```

Payload =
3020f806092a62067341070283293020e50201013100300b06092a62067341070
1830b3020c730206fc20102020115300d06092a6206734101050500301b311930
17060355040313106573744578616d706c654341204e774e301e170d313330353
0393233313535335a170d3134303530393233313535335a301f311d301b060355
0403131464656d6f73746570342031333638313431333532302062300d06092a6
20673410101050003204f0030204a022041005d9f4dfffd3c5949f646a95843677
78560950b355c35b8e34726dd376454231734795b4c09b9c6d75d408311307a81
f7adef7f5d241f7d5be85620c5d4438bbb4242cf215c167f2ccf36c364ea2618a
62f0536576369d6304e6a968772247d86824f079faac7a6f694cfda5b84c42087
dc062d462190c525813f210a036a737b4f30d8891f4b75559fb72752453146332
d51c937557716ccec624f5125c3a4447ad3115020048113fef54ad554ee88af09
a2583aac9024075113db4990b1786b871691e0f020301000134b050300e060355
1d0f0101f104030204c1d0603551d0e04160414e81d0788aa2710304c5ecd4d1e
065701f0603551d230418301653112966e304761732fbfe6a2c823c300d06092a
6206734101050500032041002910d86f2ffeeb914c046816871de601567d291b4
3fabee0f0e8ff81cea27302a7133e20e9d04029866a8963c7d14e26fbe8a0ab1b
77fbb1214bbcdc906fbc381137ec1de685f79406c3e416b8d82f97174bc691637
5a4e1c4bf744c7572b4b2c6bade9fb35da786392ee0d95e3970542565f3886ad6
7746dlb12484bb02616e63302dc371dc6006e431fb7c457598dd204b367b0b3d3
258760a303f1102db26327f929b7c5a60173e1799491b69150248756026b80553
171e4733ad3d13c0103100

```

A.4. serverkeygen

During this valid /serverkeygen exchange, the EST-coaps client authenticates itself using the certificate provided by the connected CA.

The initial DTLS handshake is identical to the enrollment example. The CoAP GET request looks like:

```
POST coaps://[192.0.2.1:8085]/est/skg
```

with CoAP header fields

```
Ver = 1
T = 0 (CON)
Code = 0x02 (0.02 is POST)
Options
  Option1 (Uri-Host)
    Option Delta = 0x3 (option nr = 3)
    Option Length = 0x9
    Option Value = 192.0.2.1
  Option2 (Uri-Port)
    Option Delta = 0x4 (option nr = 4+3=7)
    Option Length = 0x4
    Option Value = 8085
  Option3 (Uri-Path)
    Option Delta = 0x4 (option nr = 7+4= 11)
    Option Length = 0x8
    Option Value = /est/skg
  Option4 (Content-Format)
[EDNOTE: the client incudes a CSR with a public key that the
server should ignore, so we need a content-format here. ]
    Option Delta = 0x1 (option nr = 12)
    Option Length = 0x2
    Option Value = TBD5 (defined in this document)
Payload =
[EDNote: If POP is used, make sure tls-unique in the CSR
is a valid HMAC output. ]
302081302069020100305b313e303c060355040313357365727665724b6579476
56e2072657120627920636c69656e7420696e2064656d6f207374657020313220
3133363831343139353531193017060355040513105049443a576964676574205
34e3a3130302062300d06092a620673410101050003204f0030204a02204100f4
dfa6c03f7f2766b23776c333d2c0f9d1a7a6ee36d01499bbe6f075d1e38a57e98
ecc197f51b75228454b7f19652332de5e52e4a974c6ae34e1df80b33f15f47d3b
cbf76116bb0e4d3e04a9651218a476a13fc186c2a255e4065ff7c271cff104e47
31fad53c22b21a1e5138bf9ad0187314ac39445949a48805392390e78c7659621
6d3e61327a534f5ea7721d2b1343c7362b37da502717cfc2475653c7a3860c5f4
0612a5db6d33794d755264b6327e3a3263b149628585b85e57e42f6b3277591b0
2030100018701f06092a6206734109073112131064467341586d4a6e6a6f6b427
4447672300d06092a620673410105050003204100472d11007e5a2b2c2023d47a
6d71d046c307701d8ebc9e47272713378390b4ee321462a3dbe54579f5a514f6f
4050af497f428189b63655d03a194ef729f101743e5d03fbc6ae1e84486d1300a
f9288724381909188c851fa9a5059802eb64449f2a3c9e441353d136768da27ff
4f277651d676a6a7e51931b08f56135a2230891fd184960e1313e7a1a9139ed19
28196867079a456cd2266cb754a45151b7b1b939e381be333fea61580fe5d25bf
4823dbd2d6a98445b46305c10637e202856611
```

Without the DecryptKeyIdentifier attribute, the response has no additional encryption beyond the DTLS one. The EST-coaps server response is:

```
2.05 Content (Content-Format: application/pkcs8)
    {payload}
```

The response contains first a preamble that can be ignored. The EST-coaps server can use the preamble to include additional explanations, like ownership or support information

```
Ver = 1
T = 2 (ACK)
Code = 0x45 (2.05 Content)
Options
  Option1 (Content-Format)
    Option Delta = 0xC (option nr = 12)
    Option Length = 0x2
    Option Value = TBD2 (defined in this document)
```

```
Payload =
30213e020100300d06092a6206734101010500042128302124020100022041003
c0bc2748f2003e3e8ea15f746f2a71e83f585412b92cf6f8e64de02e056153274
dd01c95dd9cff3112aa141774ab655c3d56359c3b3df055294692ed848e7e30a1
1bf14e47e0693d93017022b4cdb3e6d40325356152b213c8b535851e681a7074c
0c6d2b60e7c32fc0336b28e743eba4e5921074d47195d3c05e43c527526e692d5
45e562578d2d4b5f2191bff89d3eef0222764a2674637a1f99257216647df6704
efec5adbf54dab24231844eb595875795000e673dd6862310a146ad7e31083010
001022041004e6b3f78b7791d6377f33117c17844531c81111fb8000282816264
915565bc7c3f3f643b537a2c69140a31c22550fa97e5132c61b74166b68626704
260620333050f510096b6570f5880e7e1c15dc0ca6ce2b5f187e2325da14ab705
ad004717f3b2f779127b5c535e0cee6a343b502722f2397a26126e0af606b5aa7
f96313511c0b7eb26354f91b82269de62757e3def807a6afdf83ddcbb0614bb7c
542e6975d6456554e7bd9988fbd1930cd44d0e01ee9182ca54539418653150254
1ad1a2a11e5021040bfce554b642c29131e7d65455e83c5406d76771912f758f5
ee3ee36af386f38ffa313c0f661880c5a2b0970485d36f528e7f77a2e55b4ad76
1242d1c2f75939c8061217d31491d305d3e07d6161c43e26f7de4477b1811de92
33dc75b426302104015bf48ac376f52887813461fc54635517bcb67293837053e
8cela33da7a35565a75a370dc14555b5316cb55742380350774d769d151ff0456
0214389a232a2258326163167504cfce44cd316f63bb8a52da53a4cb74fd87194
c0844881f791f23b0813ea0921325edd14459d41c8a1593f04316388e40b35fef
7d2a195a5930fa54774427ac821eee2c62790d2c17bd192af794c611011506557
83d4efe22185cbd83368786f2b1e68a5a27067e321066f0217b4b6d7971a3c21a
241366b7907187583b511102103369047e5cce0b65012200df5ec697b5827575c
db6821ff299d6a69574b31ddf0fbe9245ea2f74396c24b3a7565067e41366423b
5bdd2b2a78194094dbe333f493d159b8e07722f2280d48388db7f1c9f0633bb0e
173de2c3aa1f200af535411c7090210401421e2ea217e37312dcc606f453a6634
f3df4dc31a9e910614406412e70eec9247f10672a500947a64356c015a845a7d1
50e2e3911a2b3b61070a73247166da10bb45474cc97d1ec2bc392524307f35118
f917438f607f18181684376e13a39e07
--estServerExampleBoundary
Ver = 1
```

```

T = 2 (ACK)
Code = 0x45 (2.05 Content)
Options
  Option1 (Content-Format)
    Option Delta = 0xC (option nr = 12)
    Option Length = 0x2
    Option Value = TBD1 (defined in this document)
Payload=
3020c506092a62067341070283363020f20201013100300b06092a62067341070
183183020d430207cc20102020116300d06092a6206734101050500301b311930
17060355040313106573744578616d706c654341204e774e301e170d313330353
03932333235365a170d3134303530393233323535365a302c312a3028060355
0403132173657276657273696465206b65792067656e657261746564207265737
06f6e7365302062300d06092a620673410101050003204f0030204a022041003c
0bc2748f2003e3e8ea15f746f2a71e83f585412b92cf6f8e64de02e056153274d
d01c95dd9cff3112aa141774ab655c3d56359c3b3df055294692ed848e7e30a11
bf14e47e0693d93017022b4cdb3e6d40325356152b213c8b535851e681a7074c0
c6d2b60e7c32fc0336b28e743eba4e5921074d47195d3c05e43c527526e692d54
5e562578d2d4b5f2191bff89d3eef0222764a2674637a1f99257216647df6704e
fec5adb54dab24231844eb595875795000e673dd6862310a146ad7e310830100
0134b050300e0603551d0f0101f104030204c1d0603551d0e04160414764b1bd5
e69935626e476b195a1a8c1f0603551d230418301653112966e304761732fbfe6
a2c823c300d06092a620673410105050003204100474e5100a9cdaaa813b30f48
40340fb17e7d6d6063064a5a7f2162301c464b5a8176623dfb1a4a484e618de1c
3c3c5927cf590f4541233ff3c251e772a9a3f2c5fc6e5ef2fe155e5e385deb846
b36eb4c3c7ef713f2d137ae8be4c022715fd033a818d55250f4e6077718180755
a4fa677130da60818175ca4ab2af1d15563624c51e13dfdcf381881b72327e2f4
9b7467e631a27b5b5c7d542bd2edaf78c0ac294f3972278996bdf673a334ff74c
84aa7d65726310252f6a4f41281ec10ca2243864e3c5743103100

```

A.5. enrollstatus

```
[EDNOTE: Include CoAP message examples. ]
```

A.6. voucher_status

```
[EDNOTE: Include CoAP message examples. ]
```

A.7. requestvoucher

```
[EDNOTE: Include CoAP message examples. ]
```

Appendix B. EST-coaps Block message examples

This section provides a detailed example of the messages using DTLS and BLOCK option Block2. The minimum PMTU is 1280 bytes, which is the example value assumed for the DTLS datagram size. The example block length is taken as 64 which gives an SZX value of 2.

The following is an example of a valid /cacerts exchange over DTLS. The content length of the cacerts response in appendix A.1 of [RFC7030] is 4246 bytes using base64. This leads to a length of 2509 bytes in binary. The CoAP message adds around 10 bytes, the DTLS record 29 bytes. To avoid IP fragmentation, the CoAP block option is used and an MTU of 127 is assumed to stay within one IEEE 802.15.4 packet. To stay below the MTU of 127, the payload is split in 39 packets with a payload of 64 bytes each, followed by a packet of 13 bytes. The client sends an IPv6 packet containing the UDP datagram with the DTLS record that encapsulates the CoAP Request 40 times. The server returns an IPv6 packet containing the UDP datagram with the DTLS record that encapsulates the CoAP response. The CoAP request-response exchange with block option is shown below. Block option is shown in a decomposed way indicating the kind of Block option (2 in this case because used in the response) followed by a colon, and then the block number (NUM), the more bit (M = 0 means last block), and block size exponent (2^{SZX+4}) separated by slashes. The Length 64 is used with SZX= 2 to avoid IP fragmentation. The CoAP Request is sent with confirmable (CON) option and the content format of the Response is /application/cacerts.

```

GET [192.0.2.1:8085]/est/crts      -->
      <-- (2:0/1/39) 2.05 Content
GET URI (2:1/1/39)                -->
      <-- (2:1/1/39) 2.05 Content
      |
      |
GET URI (2:65/1/39)              -->
      <-- (2:65/0/39) 2.05 Content

```

For further detailing the CoAP headers of the first two blocks are written out.

The header of the first GET looks like:

```
Ver = 1
T = 0 (CON)
Code = 0x01 (0.1 GET)
Options
  Option1 (Uri-Host)
    Option Delta = 0x3 (option nr = 3)
    Option Length = 0x9
    Option Value = 192.0.2.1
  Option2 (Uri-Port)
    Option Delta = 0x4 (option nr = 3+4=7)
    Option Length = 0x4
    Option Value = 8085
  Option3 (Uri-Path)
    Option Delta = 0x4 (option nr = 7+4=11)
    Option Length = 0x9
    Option Value = /est/crts
Payload = [Empty]
```

The header of the first response looks like:

```
Ver = 1
T = 2 (ACK)
Code = 0x45 (2.05 Content.)
Options
  Option1 (Content-Format)
    Option Delta = 0xC (option 12)
    Option Length = 0x2
    Option Value = TBD1
  Option2 (Block2)
    Option Delta = 0xB (option 23 = 12 + 11)
    Option Length = 0x1
    Option Value = 0x0A (block number = 0, M=1, SZX=2)
Payload =
30233906092a6206734107028c2a3023260201013100300b06092a6206734107018
c0c3020bb302063c20102020900a61e75193b7acc0d06092a6206734101
```

The second Block2:


```
Ver = 1
T = 2 (means ACK)
Code = 0x45 (2.05 Content.)
Options
  Option1 (Content-Format)
    Option Delta = 0xC (option 12)
    Option Length = 0x2
    Option Value = TBD1
  Option2 (Block2)
    Option Delta = 0xB (option 23 = 12 + 11)
    Option Length = 0x1
    Option Value = 0x1A (block number = 1, M=1, SZX=2)
Payload =
05050030
1b31193017060355040313106573744578616d706c654341204f774f301e170d313
3303530393033353333315a170d3134303530393033353333315a
```

The 40th and final Block2:

```
Ver = 1
T = 2 (means ACK)
Code = 0x21
Options
  Option1 (Content-Format)
    Option Delta = 0xC (option 12)
    Option Length = 0x2
    Option Value = TBD1
  Option2 (Block2)
    Option Delta = 0xB (option 23 = 12 + 11)
    Option Length = 0x2
    Option Value = 0x272 (block number = 39, M=0, SZX=2)
Payload = 73a30d0c006343116f58403100
```

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Offline usage of ACE
draft-zhu-ace-offline-00

Abstract

[I-D.ietf-ace-oauth-Authz] defines a framework for both authentication and authorization in constrained Internet of Things (IoT) environments. A constrained node in this framework may have constraints in computational capability, memory storage, lack of user interface, transmission bandwidth and/or power supply. Battery-powered devices are widely used in IoT deployments and they sleep most of their lifetime for battery saving. Hence, they are usually disconnected from other nodes. This draft provides an overview of the disconnection use cases and discusses offline authentication and authorization solutions.

Status of This Memo

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1. Introduction

[I-D.ietf-ace-oauth-authz] defines a framework for both authentication and authorization in constrained Internet of Things (IoT) environments. The framework is based on a set of building blocks including OAuth 2.0 and CoAP. Figure 1/[I-D.ietf-ace-oauth-authz] describes the basic ACE protocol flow. The diagram is repeated below.

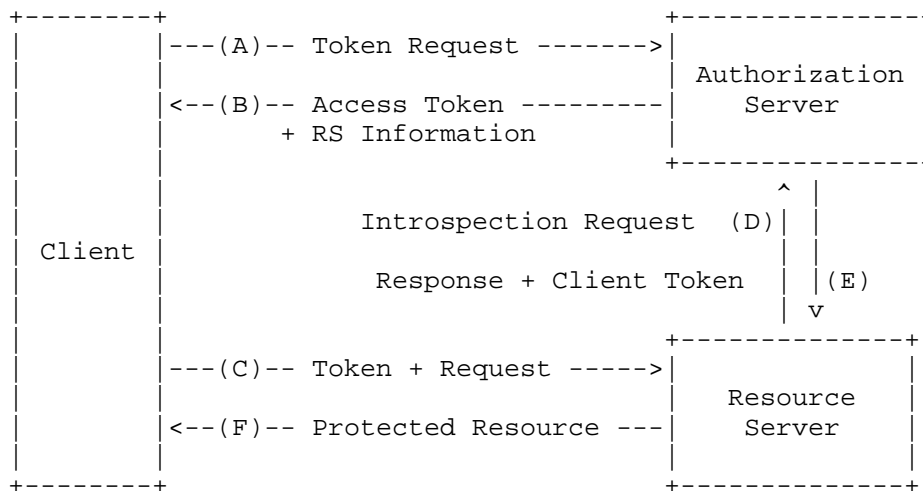


Figure 1: Basic Protocol Flow

(A) The client makes an access token request to the /token endpoint at the Authorization Server (AS).

(B) The AS successfully processes the request from the client, then returns an access token and some RS information.

(C) The client interacts with the resource server (RS) to request access to the protected resource and provides the access token.

(D) The RS may make an introspection request to the /introspect endpoint at the AS to get more information about the access token.

(E) The AS validates the token and returns the most recent parameters associated with it back to the RS.

(F) The RS uses the token information to process the resource access request and returns the protected resources back to the client.

Note: Step D and E are optional steps as the RS can process the access token information locally depending on the deployment configurations.

There may be many constraints for a constrained IoT device such as limited computational capability, memory storage, lack of user interface, transmission bandwidth and/or power supply. According to the [I-D.ietf-ace-actors], either the client or the RS MAY be a constrained node. One critical issue for IoT ecosystems is that more and more constrained devices are battery-powered, e.g. smart water

meters. These battery-powered constrained devices sleep most of their lifetime to save power. What's more, in deployments the underlying network between different nodes may vary from cellular to WLAN even NFC. That means any two nodes of the ACE framework may be disconnected from each other.

As a result of Figure 1, there are 3 different possible disconnection cases between the nodes in the ACE framework:

1. Client-AS disconnection
2. RS-AS disconnection
3. Client-RS disconnection

This document provides an overview of these cases and discusses offline authentication and authorization solutions based on the ACE framework for each of the cases.

The cases discussed in this document utilise the A to F designations from Figure 1 to maintain a relation to the functional steps.

2. Terminology

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

This specification requires readers to be familiar with all the terms and concepts that are discussed in [I-D.ietf-ace-oauth-authz] and [RFC7252].

3. Cases

This section discusses the disconnection cases including:

1. Client-AS disconnection
2. RS-AS disconnection
3. Client-RS disconnection

Each of the cases may have one or more sub-cases.

For each case there is a brief description at the beginning, and then a possible solution for the disconnection case is discussed.

3.1. Case 1 Client-AS disconnection

In this case we consider the case where the Client is disconnected from the Authorization Server when the Client wants to access a resource on the Resource Server. This usually happens when the network between client and AS goes down, but the client can communicate with the RS via another network.

3.1.1. Sub-case 1 Client instructs the RS to obtain authorization information from AS

This example shows the interaction between a remote controller (Client), a smart television (RS) and a Hub (AS). The remote controller is disconnected from the AS because its WIFI function doesn't work well. However it can communicate with the smart TV via Bluetooth.

This access procedure involves all the steps shown in Figure 1. In this case, it is assumed that there is a DTLS connection between the client and RS and a separate DTLS connection between the RS and AS.

The client firstly tries to turn on the RS without any authorization information.

C: The client sends a request message to the RS in order to change the state of the switch. However this message does not contain any authorization information.

F: After receiving the request message, the RS verifies it and sends an authorization verification failure response back to the client. The payload of the response MAY contain the AS information in order to instruct the client to obtain an access token from the right address.

Messages C and F is shown in Figure 2.

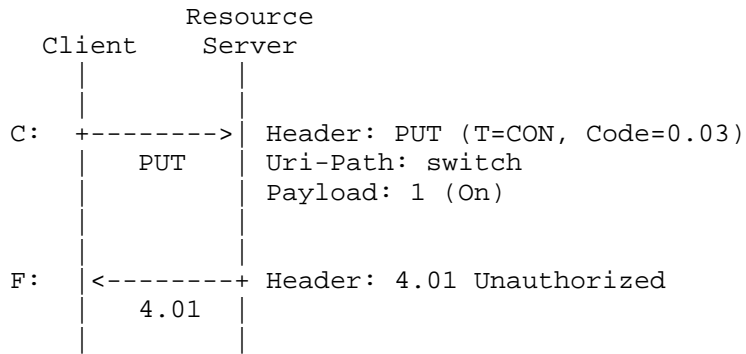


Figure 2: Authorization Failure

After receiving the unauthorized failure message from the RS, the client then tries to request an access token from the AS.

A: The client sends an authorization request to the AS.

B: Because the client is disconnected from the AS, the access token request does not receive a response from the AS and the request times out.

Message A and B are shown in Figure 3.

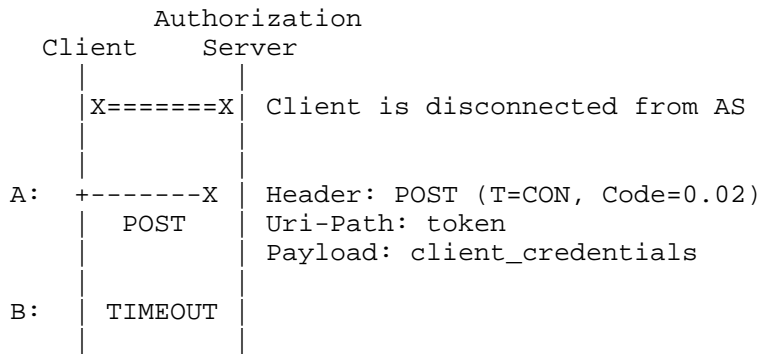


Figure 3: Authorization Timeout

Question: Would it be possible to use the resource server as a proxy to get the authorization information?

3.1.2. Sub-case 2 Introspection Aided Token Validation

In this scenario we consider the same example shown in Section 3.1.1. The difference is that the client has previously (when it could communicate with the AS) received a pre-provisioned long-lived access token before it went offline. The RS uses its online connectivity to validate the access token with the AS.

Note: This is the same use case as the example described in section E.2 of [I-D.ietf-ace-oauth-authz].

3.1.3. Sub-case 3 RS caches authorization information

In this section we consider the same case mentioned in Section 3.1.1.

It is assumed the client can communicate with the AS over a DTLS channel before it goes offline. A DTLS channel is also established between AS and RS as well as a separate channel between the client and RS.

The RS has the capability to cache client authorization information.

Question: Would it be acceptable for the RS to have its cache managed by the client?

3.2. RS-AS disconnection

3.2.1. Sub-case 1: Local Token Validation

In this scenario we consider the case where the resource server is offline, i.e. it is not connected to the AS at the time of the access request. This access procedure involves steps A, B, C, and F of Figure 1.

Since the resource server must be able to verify the access token locally, self-contained access tokens must be used.

Note: This case is the same as the example described in section E.1 of [I-D.ietf-ace-oauth-authz].

3.3. Client-RS disconnection

In this scenario we consider the case where the client is disconnected from resource server at the time of the access request. For example, both a mobile phone (Client) and a thermostat(RS) are connecting to a same cloud server(AS). The phone has no connection to the thermostat, but the AS should provide a mechanism for the

client to query the temperature remotely. This access procedure involves steps A, B, D, and E of Figure 1 as shown below.

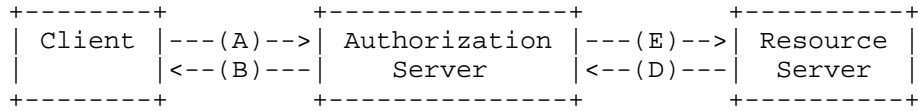


Figure 4: Client-RS disconnection

In this case, it is assumed that a DTLS channel is established between the client & AS, and a separate DTLS connection between the AS & RS as well. The AS SHOULD act as proxy and can forward the resource access request by the client to the RS. The client prior to sending a message to the AS, tried to access the resource directly. However it did not get a successful response due to disconnection between these two nodes. So the client then tries to access the resource via the AS.

Question: Would it be acceptable for the AS to act as a proxy for requests to the RS?

4. Security Considerations

This document addresses authorised access to resources in device disconnection scenarios.

5. IANA Considerations

TBD.

6. Acknowledgements

TBD.

7. Changelog

Initial version

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