

SSH[v2] and the GSS-API

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SSHv2 & SSO

- ◆ SSHv2 lacks SSO
 - ◆ Pubkey userauth comes close, but no infra
 - ◆ Could do x509 userauth, but not specified
 - ◆ Requires known host public keys for key exchange
- ◆ But SSHv2 is extensible so:
 - ◆ New kex methods can be defined
 - ◆ New userauth methods can be defined

GSS-API

- ◆ Generic Security Service
 - ◆ A generic wrapper for Kerberos, PKI, and other forms of authentication and session crypto
- ◆ Kerberos is quite popular now for key distribution, authentication and SSO
- ◆ GSS-API is screaming for an application like remote secure shell access

A Match Made in Heaven

- ◆ SSHv2 + GSS-API ==
 - ◆ No host keys
 - ◆ SSO
 - ◆ No need for pubkey or ssh-agent
 - ◆ Leverage Kerberos and PKI infrastructures

SSHv2 + GSS Experience

- ◆ Once you have a Kerberos infra and deploy SSHv2 + GSS you stop bothering with pubkey
- ◆ Kerberos credential mgmt is easy and can be transparent to most users
- ◆ Kerberos authorization mgmt is easy too
- ◆ SSHv2 pubkey is harder to manage
- ◆ If you already have SSH host keys might as well keep them, otherwise forget 'em

Issues

- ◆ Implementation availability
 - ◆ OpenSSH w/ Simon Wilkinson's patches came first
 - ◆ Draft defines GSS key exchange and userauth
 - ◆ Implementors **SHOULD** give priority to GSS key exchange (see below)
- ◆ SSHv2 cryptosystem weakness means frequent re-keys?
 - ◆ GSS key-ex is faster than traditional SSHv2 keyex
 - ◆ New crypto profiles for SSHv2 (counter mode?)

Issues (cont.)

- ◆ Error handling
 - ◆ Get it right or users get misleading error messages or silent disconnects
 - ◆ Make sure you send GSS error tokens (yes, there is such a thing!)
 - ◆ SSHv2 keyex failures are fatal
 - ◆ can't be re-tried in same SSHv2 connection
 - ◆ So disconnect and let user try again with right GSS target name, valid initiator creds, etc...
 - or w/o GSS

Protocol Concepts

- ◆ GSS keyex
 - ◆ GSS context establishment
 - ◆ Mutual auth, integrity required
 - ◆ Can forward credentials
 - ◆ DH key exchange
 - ◆ Version strings, KEXINIT packets, optional server pubkey, DH pubkeys, shared key bound to GSS ctx
 - ◆ MIC of hash of above exchanged

Protocol Concepts

- ◆ Re-keying
 - ◆ Forward fresh creds (big plus)
 - ◆ Server can force re-key
 - ◆ Client can force re-key
 - ◆ Expired creds fail re-key
 - ◆ Should server force re-key when GSS ctx expires?
- ◆ “External-keyex” userauth
 - ◆ Authentication taken from GSS keyex
 - ◆ No host pubkeys needed
- ◆ GSS userauth
 - ◆ Independent of keyex
 - ◆ Host pubkeys still needed

Questions

- ◆ Q&A