

RSVP Cryptographic Authentication

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Introduction

- Integrity and authentication
- Protection against replay attacks
- No confidentiality

Approach

- Add an **INTEGRITY** object to an RSVP message
 - Flags [New]
 - Key identifier
 - One-time sequence number
 - Message digest (or other Integrity data)

Key Management

- Key Identifier refers to an algorithm and the associated key
- Key and key identifier are simplex
- Key and key identifier are distributed out of band
 - Key identifier and key distributed between an outgoing router interface and all potential next hop receivers
- Key identifier has a defined lifetime
- Key switchover procedures account for uncertainty in clock synchrony between a sender and multiple receivers

Initialization Handshake

- For protection against replay attacks
- Receiver sends challenge to sender
- Sender responds with challenge and current sequence number
- Does not assume clock synchrony
- Handshake may not be necessary in some operational settings

Changes

- Key Identifier need only be unique per sender, not globally unique
- No-Handshake flag
- Key Management abstract interface
- Distinct Integrity Challenge and Response messages

Competing design goals

- Small Integrity objects (Distribute keys out of band)
- Support auto configuration of keys (Distribute keys in band)
- Potential Solutions
 - Distribute keys in band (Large Integrity objects)
 - Extend handshake exchange to establish keys (and Policy objects?)
 - Transport reliability is a problem
 - New Ctypes for Challenge and Response messages

Draft Status

- Still held back from the rest of the document set
- Complete except for a key distribution mechanism
- Should key distribution issues (e.g. auto configuration) be addressed in a separate draft?
- Can we reach consensus on the current draft?

Status

- Reference implementation in ISI RSVP rel4.2a5 (Coming Soon)
- Current features not implemented
 - Key management abstract API
 - Management of Key lifetimes