tcpcrypt

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November 4, 2015

What's new?

- Integrated with ENO.
- Simplified spec - cut it in half (25 pages). No more RSA, no more SYNCOOKIE TCP option, basic TLV (no more keep-alive sync-req & other app-layer messages).
- Updated Windows, OSX and Linux code.

Goals

- Simple: what's the simplest change needed to TCP to add encryption?
- Self-contained: no dependencies, be amenable to implementations in kernels and embedded systems.
- Minimal: tailored for the task at hand (opportunistic encryption) with no unnecessary crypto.

Overview

- Use ENO to negotiate key exchange mechanism.
- Use first two TCP data segments to exchange keys.
- Wrap application data in a basic Type-Length-Value (TLV) record and apply authenticated encryption on it.

Handshake

SYN - ENO(tcpcrypt-P256, tcpcrypt-P512)

SYN ACK - ENO(tcpcrypt-P256)

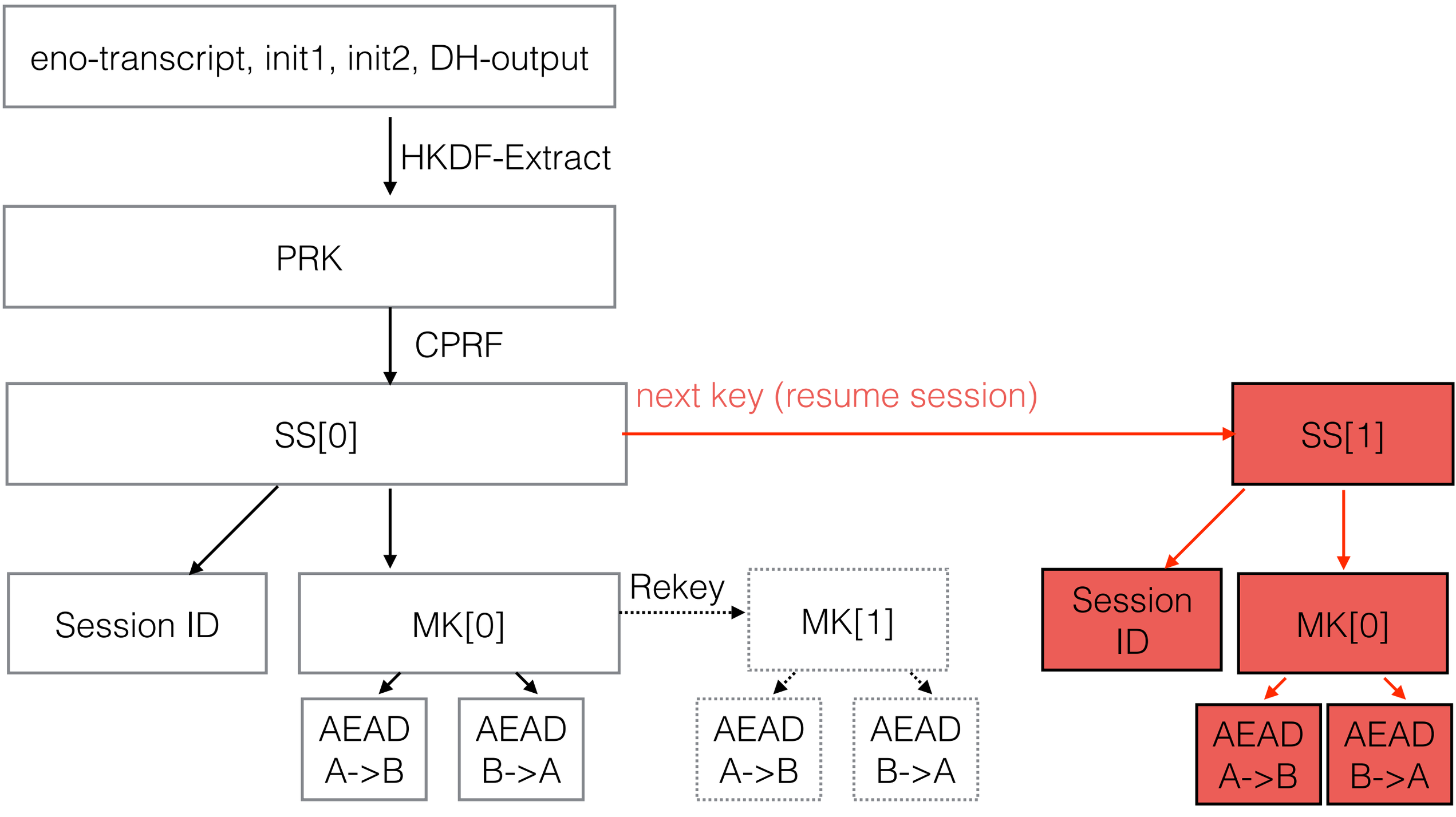
ACK - ENO

INIT1 (nonce, DH param, sym-cipher list)

ACK

INIT2 (nonce, DH param, sym-cipher)

Key scheduling



Session resumption

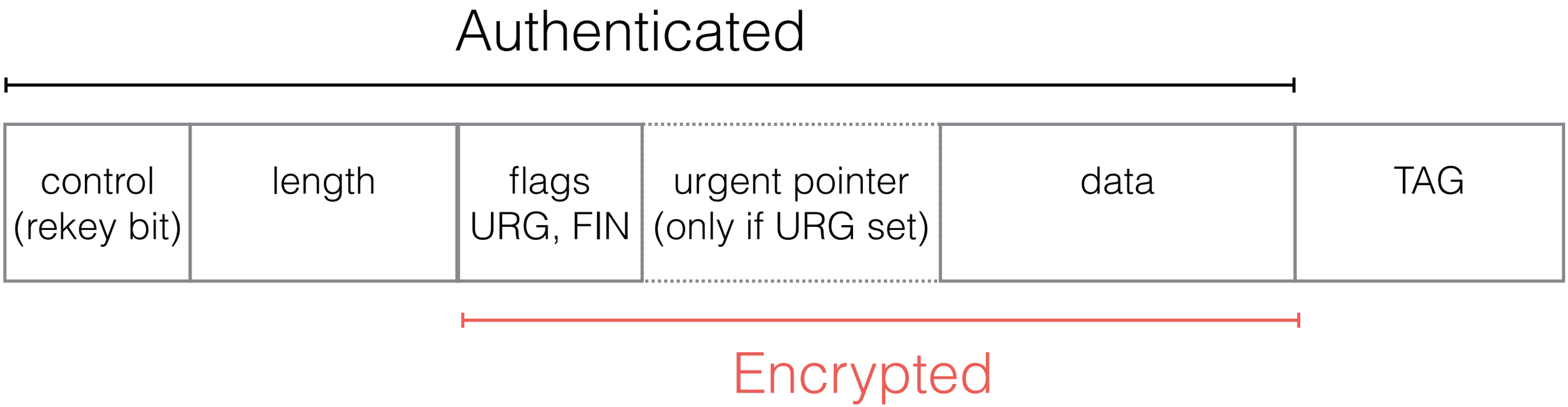
SYN - ENO(tcpcrypt-resume-ID-ABCDE)

SYN ACK - ENO(tcpcrypt-resume)

ACK - ENO

(user data)

Payload protection



AEAD nonce is byte offset in underlying TCP stream

System-wide user-space implementation notes

- Divert sockets - kernel sends packets to process for modification.
  - Pro: can modify 3-way handshake.
  - Con: hard to add TLV to TCP stream (need to map sequence and ack numbers).
- Redirect (transparent proxy) - kernel redirects connection (stream) to process.
  - Pro: easy to inject TLV and modify payload.
  - Con: cannot modify handshake.
  - Con: don't know destination until connection is accepted. Destination may not be listening and so we'll accept() and close() socket instead of connection being refused - different semantics / behavior.

OS support

	Windows	OSX	Linux
Divert		N/A	
Redirect	N/A		

Current tcpcrypt implementation supports all these combinations