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# Application Security Security tokens & OAuth2

## Agenda

- Security tokens
  - Tokens history
  - JSON Web Token
- Why tokens?
- OAuth2?
  - Actors
  - Client types and profiles
  - Registration
  - Authorization flows

- A data structure with the following features
  - Contains information about an issuer and a subject, usually with expiration date
  - Signed, sometimes also encrypted
  - Typical roles
    - A client requests a token
    - An issuer issues a token
    - A service consumes a token
      - There is a trust between the client and the service

- Tokens history
  - SAML 1.1/2.0
    - XML based format
    - Very expressive with many options, including security
    - Popular in SOAP services
  - Simple Web Token (SWT)
    - Form/URL based format
    - Very limited possibilities, e.g. only symmetric signatures
  - JSON Web Token (JWT)
    - JSON based format
    - A new format with a strongly increasing prevalence
    - Lightweight, however quite expressive
      - But still SAML is much more expressive

- JSON Web Token
  - There are 3 parts
    - Header, example:

```
{"typ":"JWT",
"alg":"HS256"}
```

Claims Set, example:

```
{"iss":"joe",
  "exp":1300819380,
  "http://example.com/is_root":true}
```

- Signature
- The token is concatetion of three parts converted to base64url:
  - <base64url-encoded header>.<base64url-encoded claims>.<base64url-encoded signature>

- Base64 vs Base64url
  - Both are intended to encode binary data into ASCII
  - However, Base64url is intended to be URL safe
    - "+" is replaced by "-"
    - "/" is replaced by "\_"
    - Padding "=" is usually ommitted
      - optional, but not recommended
- More: <a href="http://en.wikipedia.org/wiki/Base64">http://en.wikipedia.org/wiki/Base64</a>

- JSON Web Token, claims
  - There are 3 sets of claims
    - Registered in IANA (like iss, iat, exp, ...)
    - Public claim name
    - Private claim name
  - Common claims
    - "iss" (Issuer)
    - "sub" (Subject)
    - "aud" (Audience)
    - "exp" (Expiration Time)
    - "nbf" (Not Before)
    - "iat" (Issued At)
    - "jti" (JWT ID) Claim
- Documentation
  - http://self-issued.info/docs/draft-ietf-oauth-json-web-token.html

- More about standards
  - JSON Web Algorithms (JWA)
    - Details on algorithms around the JWT, JWS, JWE, JWK
  - JSON Web Key (JWK)
    - Data structure represting keys for singing and encryption
  - JSON Web Token (JWT)
    - Data structure for representing claims
  - JSON Web Encryption (JWE)
    - Encrypted JWT
  - JSON Web Signature (JWS)
    - Signed JWT
- Corollary: a JWT on slide 5 was actually JWS

# Why tokens?

- We consider 2 main approaches for authN
  - Cookie-based authentication
    - In a cookie is only session ID
    - Whole information about an user is in session on a server
  - Token-based authencation
    - Whole information about an user is in token
    - There is no session needed authN is stateless

# Why tokens?

- What main arguments do we have for tokens?
  - Cross-domain
    - If we use HTTP header, cross domain is easily achievable
  - Stateless
    - No session is needed
  - SRP
    - Authentication process is separated from serving data
    - There is no coupling between token issuer and consumer
  - Mobile compatible
    - Most of current mobile technologies are tokens-oriented

## **DEMO**

JwtConsumer + JwtClient

#### **OAuth2**

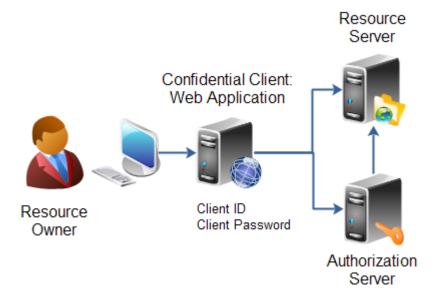
- Let's imagine the following scenario
  - You have an account on Google
  - You found a very fancy calendar application on your phone market
  - You want to use it, but don't want to give the application permission to all Google account data (e.g. mails, contacts, etc. – only calendar entries)
- In this scenario we consider 3rd party application which is considered as untrusted
  - And this is the place when the OAuth2 helps

- Actors
  - Resource server
    - Service which is protected and understands tokens
  - Resource owner
    - User
  - Client
    - 3rd party application
  - Authorization server
    - The one who issues tokens

- Client types and profiles
  - We consider 2 types of clients
    - Confidential
      - Take place if client secret is known only for client application
        - Especially is not shared with resource owner
    - Public
      - The opposite situation

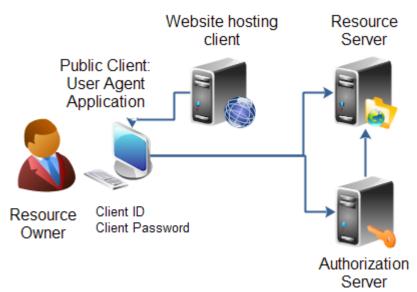
- Client types and profiles
  - Protocol emphasizes 3 types of clients
    - Server-side web application
    - Client-side application running in a web browser
    - Native application

- Client types and profiles
  - Protocol emphasizes 3 types of clients
    - Server-side web application
      - The application makes API calls using a server-side programming language
      - The user has no access to the OAuth client secret or any access tokens issued by the authorization server



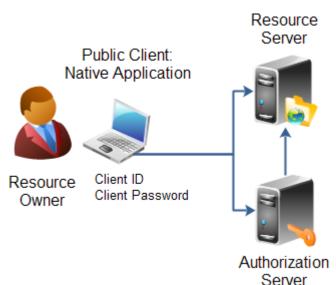
Source: <a href="http://tutorials.jenkov.com/oauth2/client-types.html">http://tutorials.jenkov.com/oauth2/client-types.html</a>

- Client types and profiles
  - Client-side application running in a web browser
    - The application makes API calls form web browser technology like JavaScript or Flash
    - Usually it is a SPA-like app hosted on web server, but run fully in a web browser



Source: <a href="http://tutorials.jenkov.com/oauth2/client-types.html">http://tutorials.jenkov.com/oauth2/client-types.html</a>

- Client types and profiles
  - Native application
    - Similar solution as client-side application
    - Usually it is desktop or mobile application
    - Difference is that everything is stored on user's device



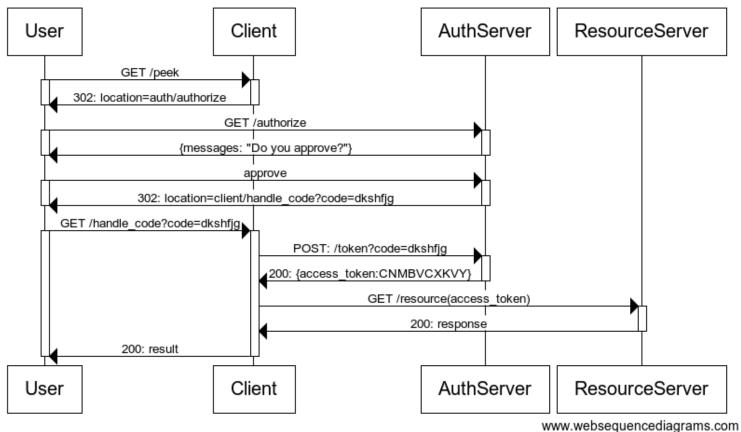
Source: <a href="http://tutorials.jenkov.com/oauth2/client-types.html">http://tutorials.jenkov.com/oauth2/client-types.html</a>

- Registration
  - Usually in real world, an application (client) needs to register in the resource server
  - On other words, there is a trust between client and resource server, client authenticates in RS
  - As a outcome, usually client gets
    - Client ID
    - Client Secret
  - Additionally with client application a redirect URI is associated
    - Used when user (resource owner) successfully authenticates on authorization server

- Authorization flows
  - Authorization Code Flow
  - Implicit Flow
  - Resource Owner Credential Flow
  - Client Credential Flow

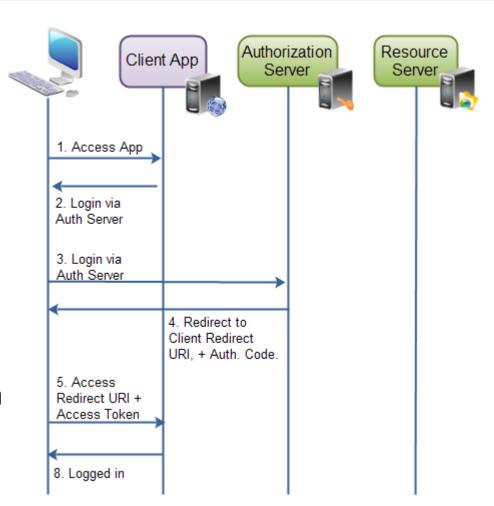
- Authorization Code Flow
  - Dedicated for web applications
  - Client can store secret securely on the server
  - Access token never send to the browser
  - Tokens
    - Access token: short time, gives access to resource
    - Refresh token: long time, allows to get a new access token
  - This is most often used flow

#### Authorization Code Flow



Source: http://blog.cloudfoundry.com/author/dsyer/

- Implicit Flow
  - Dedicated to desktop,
     SPA and mobile
     applications
  - Very similar to code flow, but there is no code, access token is sent directly to device
  - There is no refresh token



- Resource Owner Credential Flow
  - In previous flows authentication is performed on AS
  - In this case client directly authenticate on AS
    - Client get the username and password and use it for authentication
    - Client should forget the password after authentication
      - What means, that client application must be trusted
  - Authorization response
    - with access & refresh token
  - Client app use access token to access resources

- Client Credential Flow
  - Use for "service to service" communication
  - Client application itself ask AS for token
  - Client apps doesn't do this "on behalf" of some user – there is no user involved.

#### **OAuth2**

- Summary of use cases
  - Web-server applications
    - Authorization code flow
  - Browser based applications
    - Implicit flow
  - Username/password access
    - Resource Owner Credential Flow
  - Mobile applications
    - Implicit flow
  - Application access
    - Client credentials flow

- Let's see the movie
  - http://www.youtube.com/watch?v=io\_r-oe3Qcw
- Let's take a look at Google OAuth2 Playground
  - https://developers.google.com/oauthplayground/

#### References

#### Tokens consideration

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