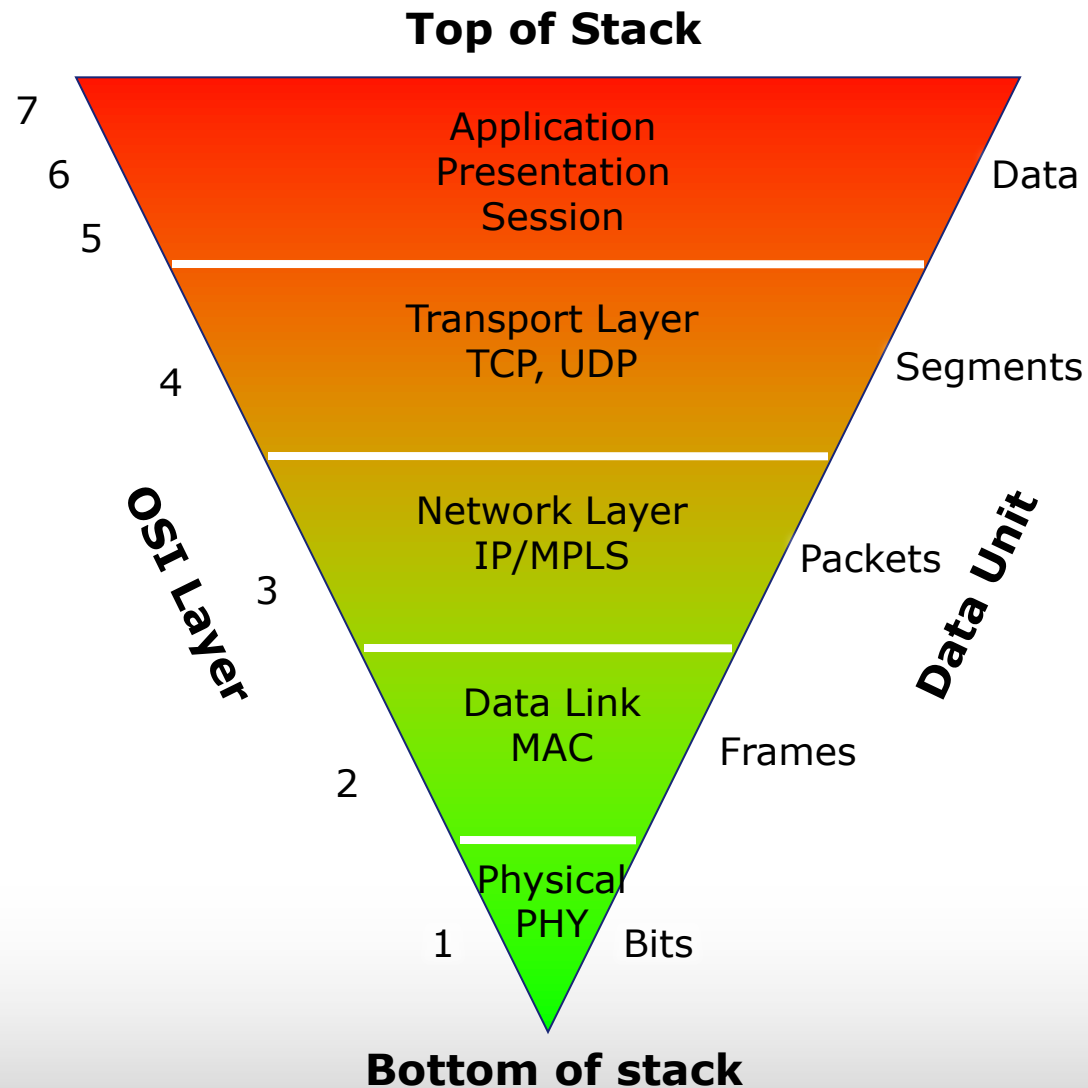


In-Flight Encryption

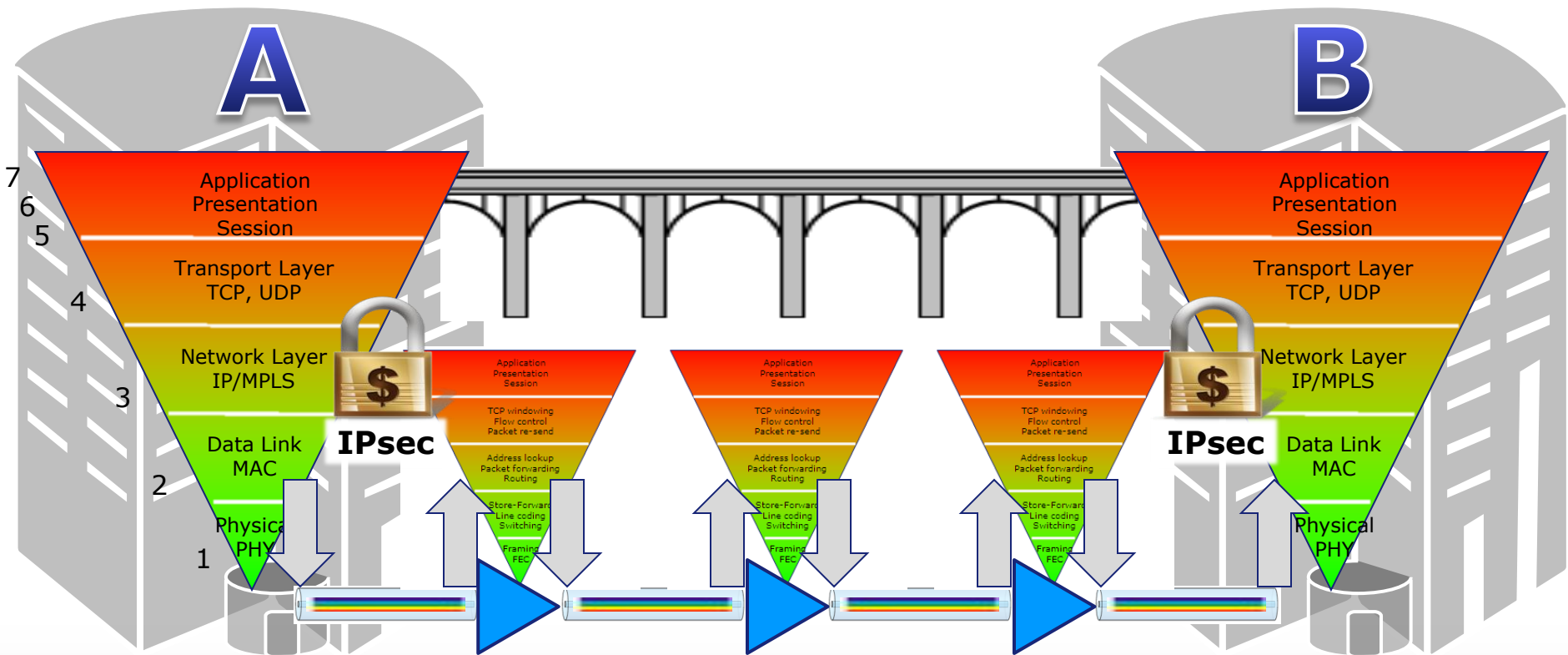
Jim Theodoras

Feb 2014

OSI Model



Getting from Point A to Point B



Home Security Analogy



Single layer of security
– a locked front door

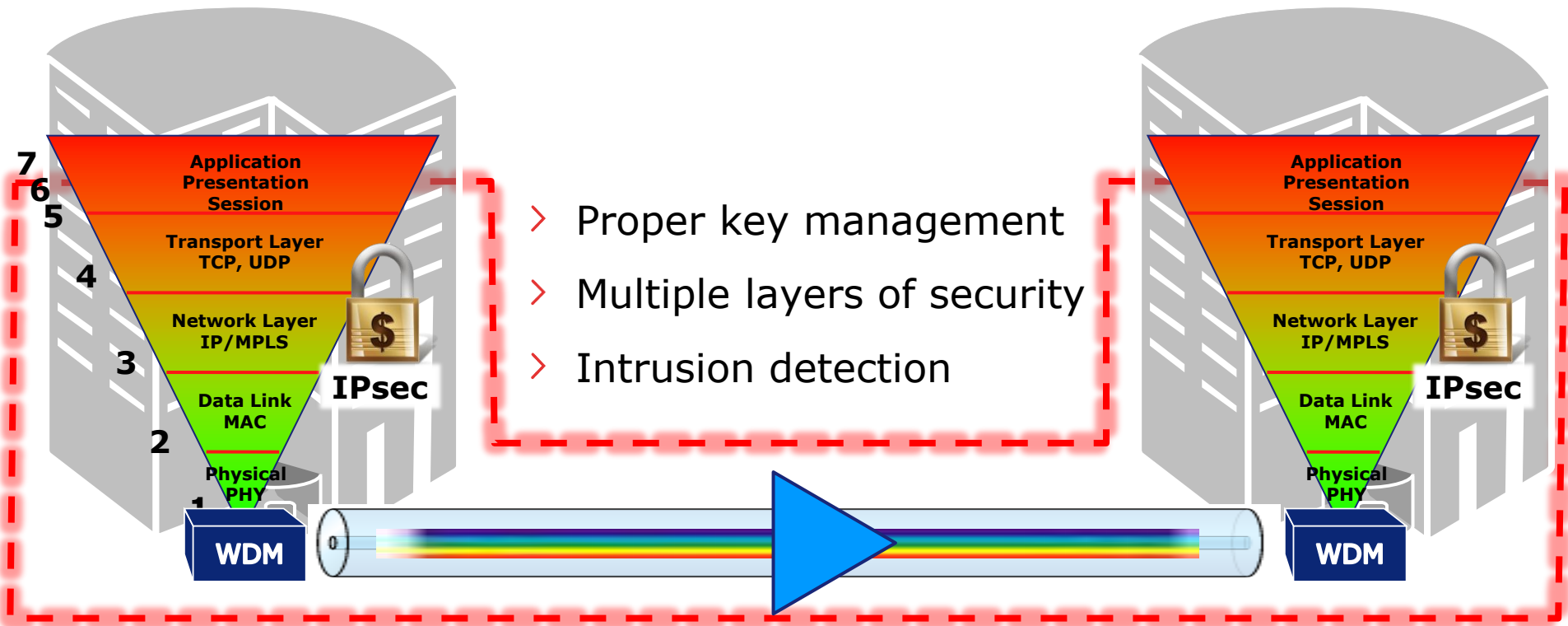
- > Key left under front door mat
- > Neighbor given the key
- > Lock not re-keyed
- > Yard not gated

Multiple layers of security

- > Lockbox for key for maid
- > Re-keyed before move in
- > Yard gated
- > Alarm - Intrusion detection



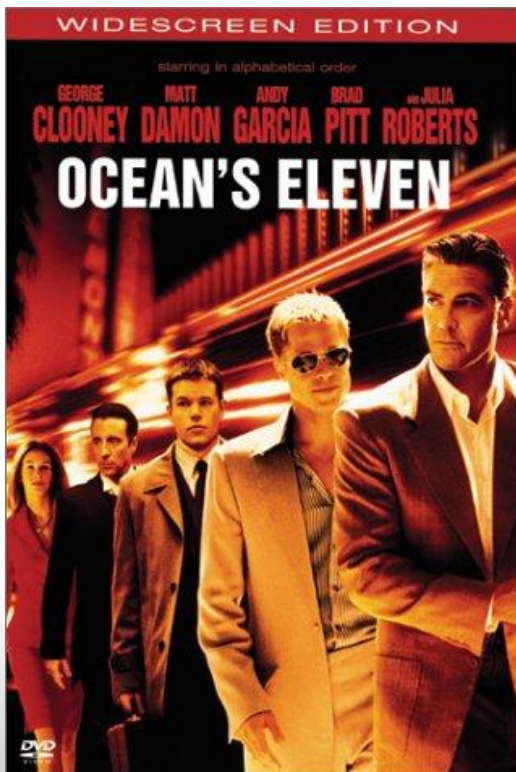
Secure End-to-End Data Transport



Layers of Security



- Layered security is not just a Hollywood plot device.
- Layered and tiered security works.



Sideways Attacks



Mathematical Sleight-of-Hand



- 64,000 possible combinations
- A “sideways attack” reduces that to 100 possible combinations.
- A “backdoor” renders the lock useless.



Examples of Sideways Attacks



- Copying Encryption Keys
 - If stored in DRAM
 - Freeze spray slows down decay
 - Unplug adjacent linecard
 - Put on probe
 - Freeze DRAM
 - Unplug/Replug linecard
 - Read encryption keys



Examples of Sideways Attacks



- (*not so*) Random Number Generation
 - Hardware Random Number generation is great, but slow
 - Random number only used for seed
 - Seed then used for pseudorandom number generation
 - Knowing details of process reduces possible solution set
 - “lack of entropy” in pseudorandom number



Sidewaysing a Brute Force Attack



- “Brute Forcing” is using a HPC to go through every combination.
- You do not have to go through every permutation, just every reasonable guess.
- “Relational data” greatly reduces number of potential guesses.

Example: AES-256

- A supercomputer that could check 10^{18} keys/sec would require 10^{51} years to exhaust 256 bit key space.
- A typical mining rig can brute force 30 billion passwords/sec, cracking all eight-character passwords in just a few hours.
- Relational data reduces this to mere minutes.

F2o<fa!7S7052C5JavW%G.@uQc/0JymD>CA:lsLZ"P+fU3Js6l@[jie9<A{\$L3Nh

Cryptographic Goals



Cryptographic Goals



- **Confidentiality**

- Nobody can read content of message ("Encryption")

- **Integrity**

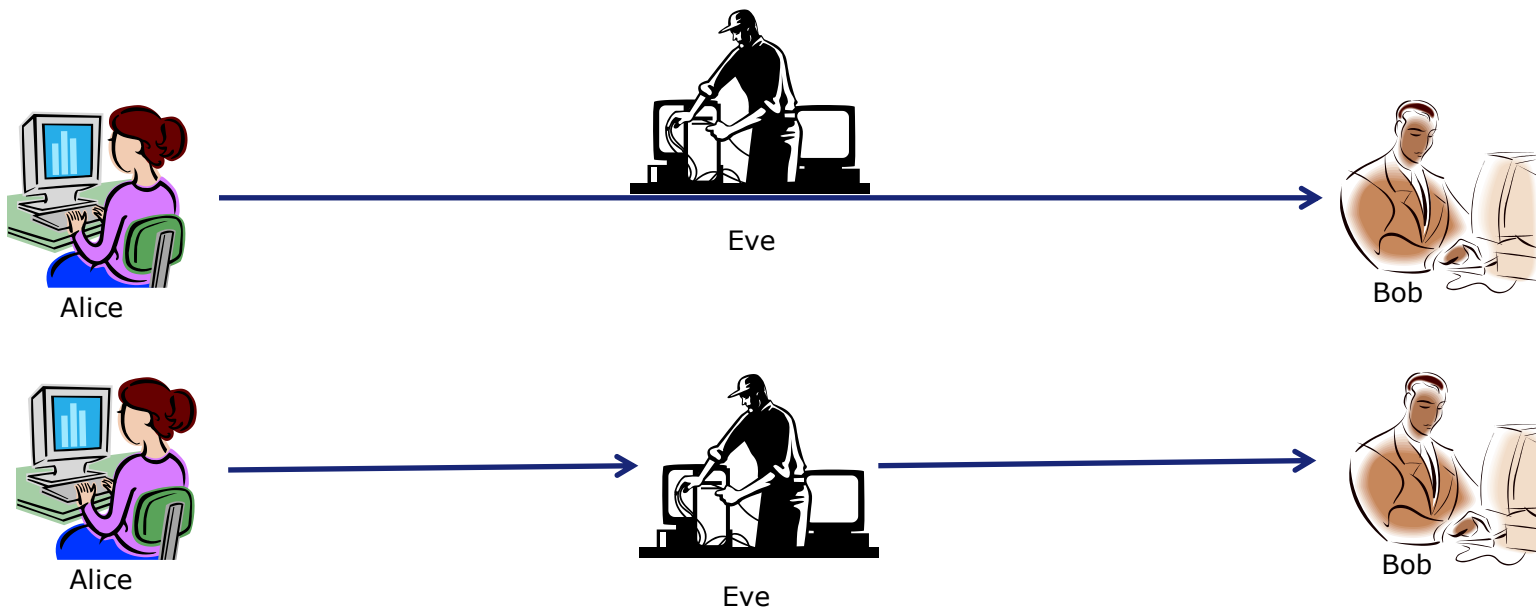
- Modification of message will be detected ("Checksum")

- **Authenticity**

- Verify that I am really connected to whom I expected.

Encryption Basics

Cryptographic Goals

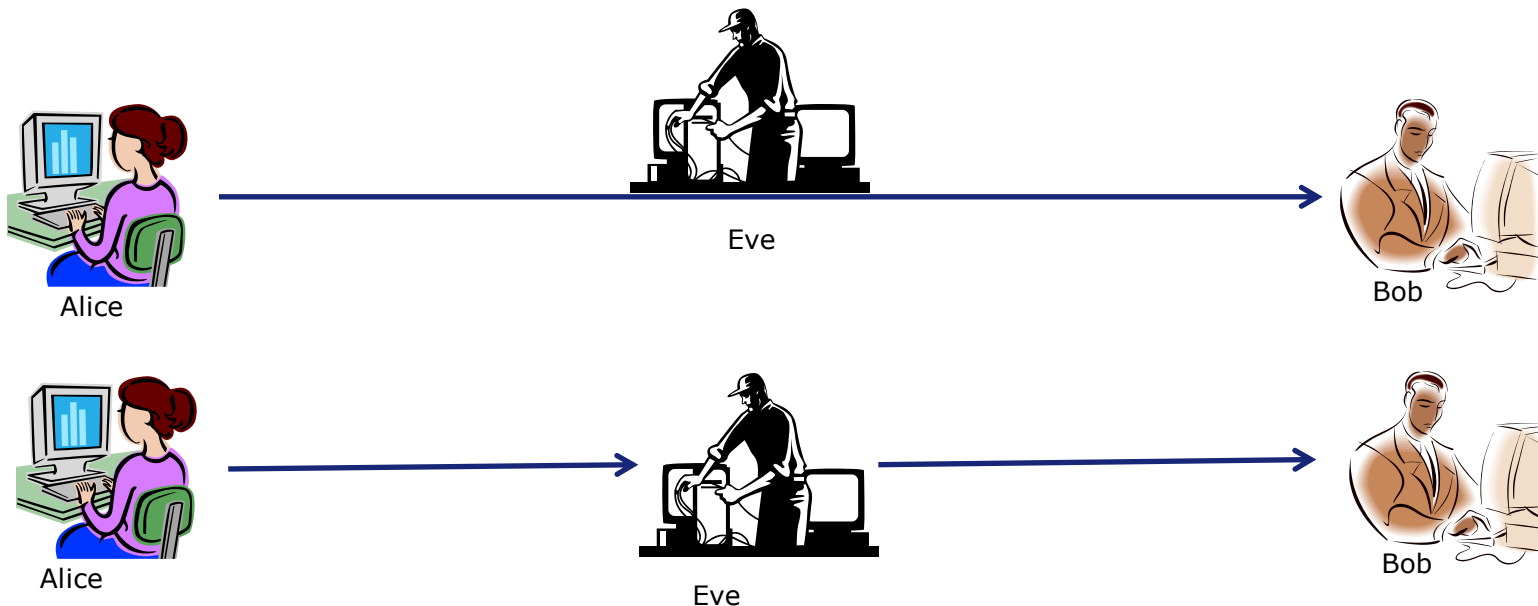


Alice wants to send Bob a message.

Eve is either listening or is directly intercepting the line and can manipulate all messages to Bob.

Encryption Basics

Cryptographic Goals



Confidentiality (privacy) - "Encryption"

- Eve cannot understand message from Alice
- Eve could manipulate message to Bob. - **Encryption does not protect against manipulation.**

Example: Alice sends message "transfer 10€ to Bob's bank account".
When Eve knows the position in the message, where the value is located, she can change the value without knowing anything else.

Encryption Basics

Cryptographic Goals

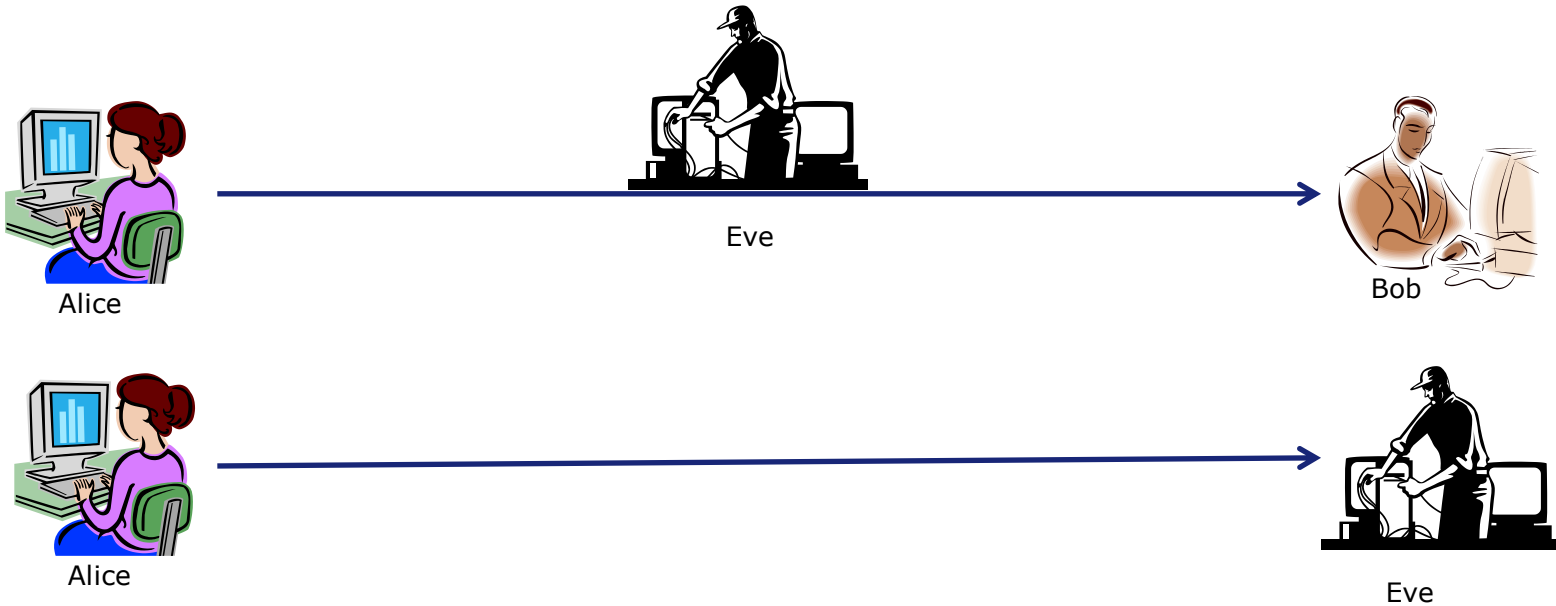


Integrity - "Cryptographic Checksum"

- Eve cannot manipulate message from Alice, because this will be detected by Bob.
- Cryptographic Checksums add latency, because message must be stored and verified on receiving side.

Encryption Basics

Cryptographic Goals



Authenticity - "Authentication"

- Alice and Bob can detect, whether they are connected.

Encryption Basics



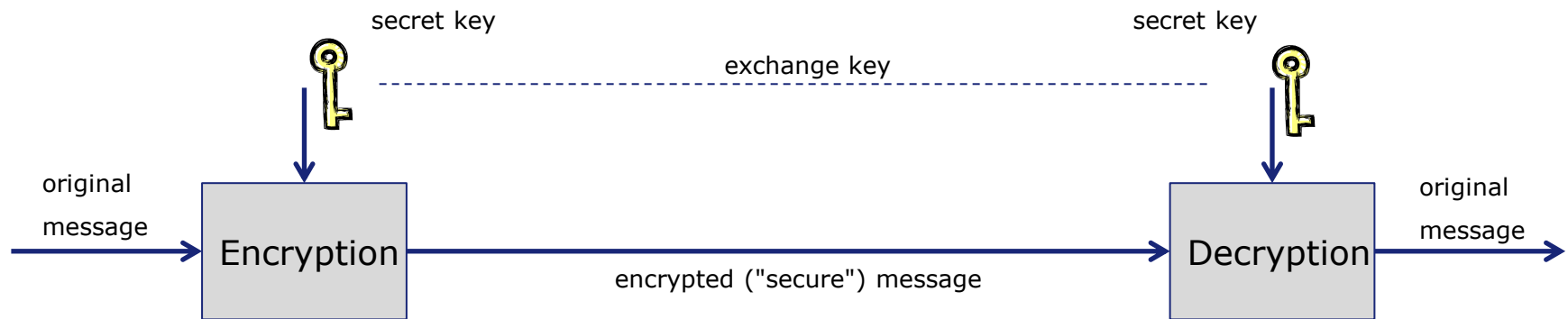
Encryption Basics

Symmetric Encryption



Symmetric Encryption:

- Alice and Bob use the same algorithm
- Alice and Bob use the same secret key

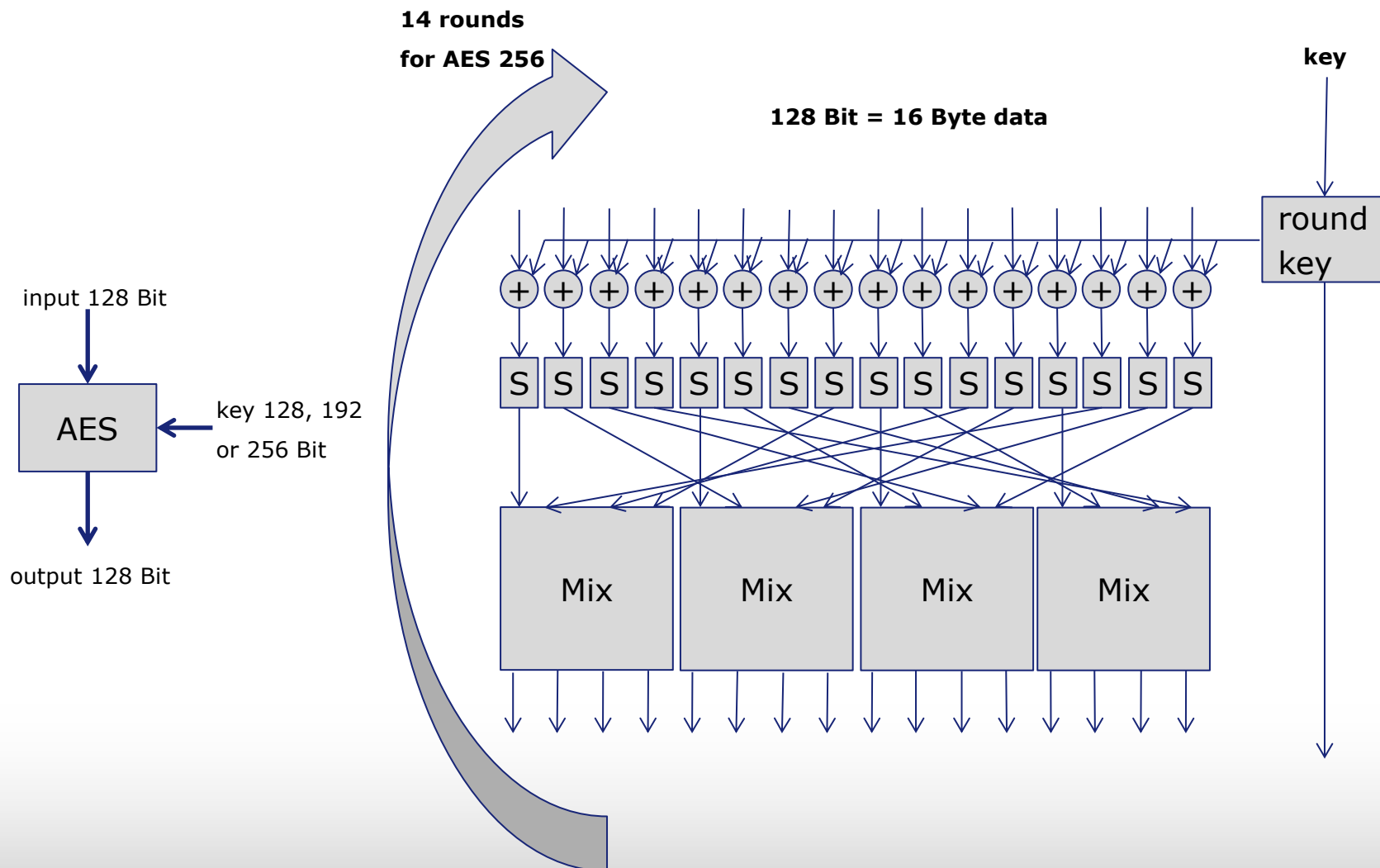


Disadvantage

- > Alice and Bob must exchange the secret key and must keep it secret

Encryption Basics

Symmetric Encryption with AES



Encryption Basics

Asymmetric Encryption



Asymmetric Encryption:

- Alice and Bob generate a key-pair with public and private key.
- The private key must be kept secret, but the public key can be distributed everywhere.



- > Alice can encrypt message with Bob's public key.
- > Only Bob can decrypt the message, because only he has his private key.

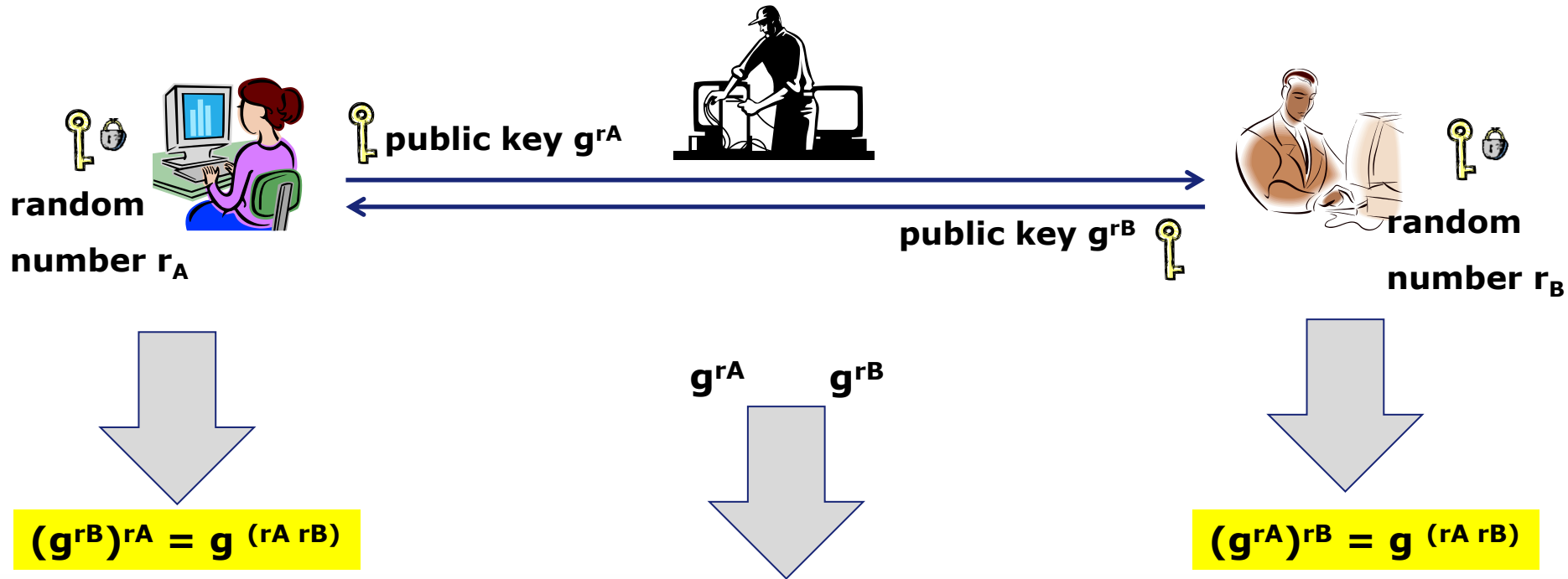
Disadvantage: Asymmetric Encryption is very slow.

Encryption Basics

Asymmetric Encryption within Diffie Hellman algorithm

Assumption: multiplying is much simpler as calculating logarithm

g is a common number, known to Alice, Bob and Eve



**Eve must 1x calculate logarithm
to get the same result**

Encryption Basics

Symmetric vs. Asymmetric Encryption



	Asymmetric Encryption	Symmetric Encryption
Requires secure channel for key-exchange	☺ No	☹ Yes
Is very slow	☹ Yes	☺ No
Can be implemented in hardware (FPGA)	☹ No (only partially)	☺ Yes
Encrypt large amount of data	☹ No	☺ Yes
Combine both methods?	☺	☺

Hybrid approach uses asymmetric method for generation of encryption key ("Diffie-Hellman") and symmetric method for encryption ("AES")

Encryption Methods



Optical transmission security

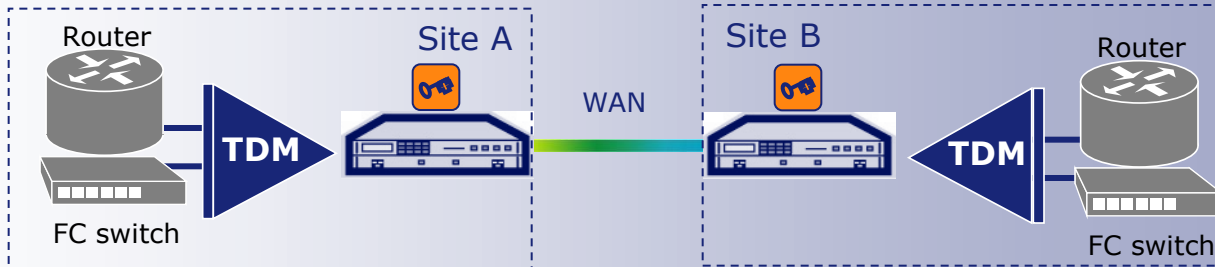
Principles of encryption



IPsec / MACsec Encryption



Appliance based Encryption

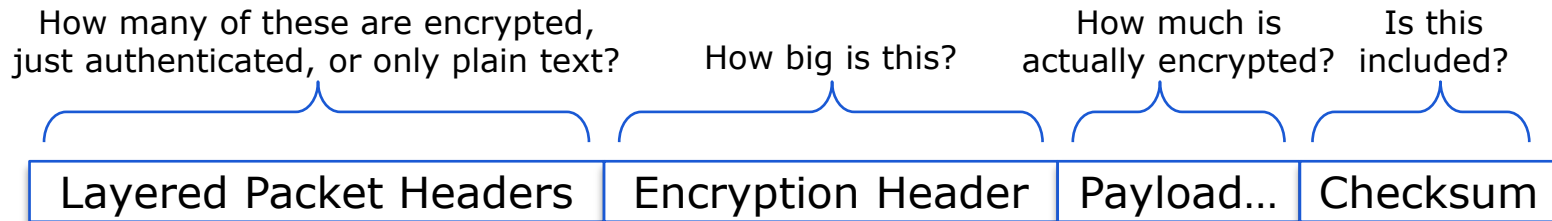


xWDM based Encryption



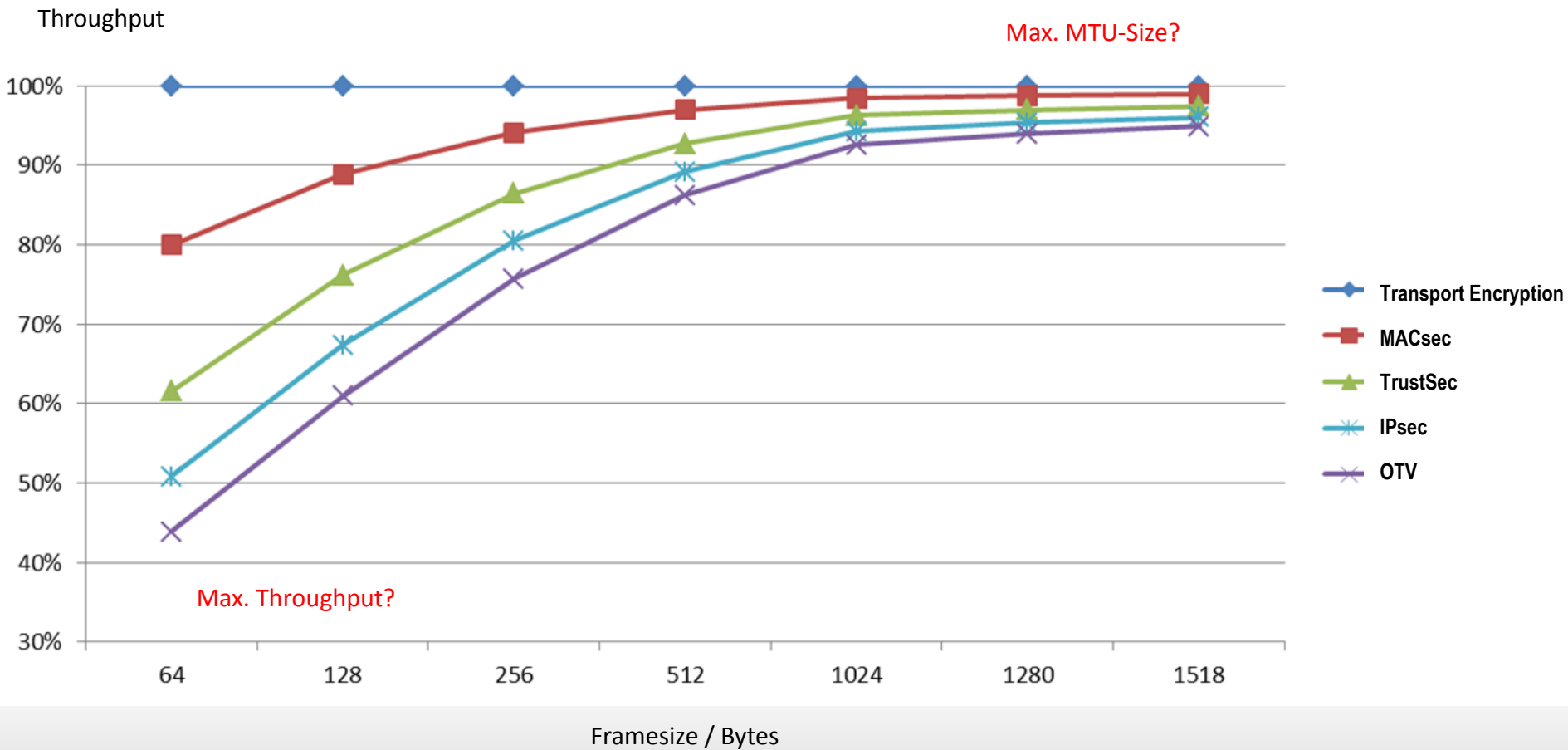
Speed, throughput and simplicity

Encryption Method vs Layer

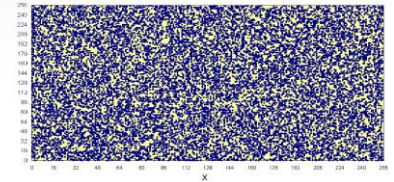
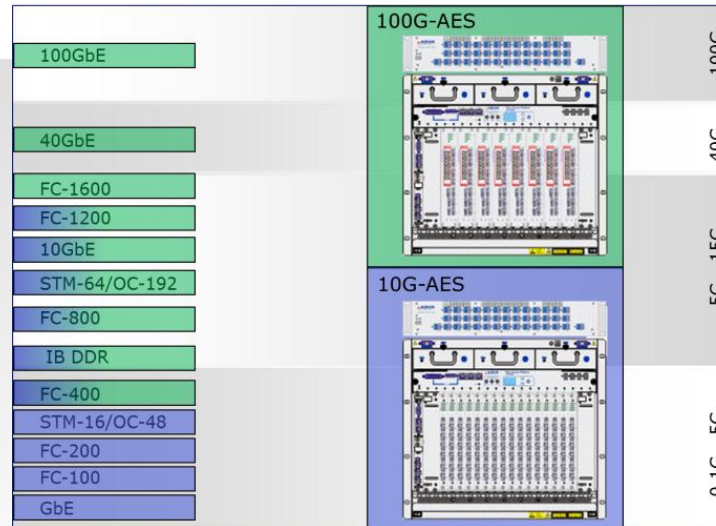


- Overlay Transport Virtualization (OTV)
 - Traditionally used for VPN services
 - 82 Bytes overhead
 - Only select Bytes in header encrypted and authenticated.
- MACsec/TrustSec
 - Point-to-Point Ethernet encryption
 - 32/40 Bytes overhead, respectively
 - Only select Bytes in header encrypted and authenticated.
- Traditional Transport
 - Point-to-point and multipoint
 - Zero bytes overhead, so no loss of throughput with shorter packets.
 - Only select Bytes in header encrypted and authenticated.
- Bulk Transport Encryption
 - Point-to-point
 - Zero bytes overhead, so no loss of throughput with shorter packets.
 - Protocol/ I/F agnostic (Ethernet, FC, IB, Sonet/SDH)
 - All Bytes in header and checksum are encrypted with payload.

Maximum Throughput Comparison



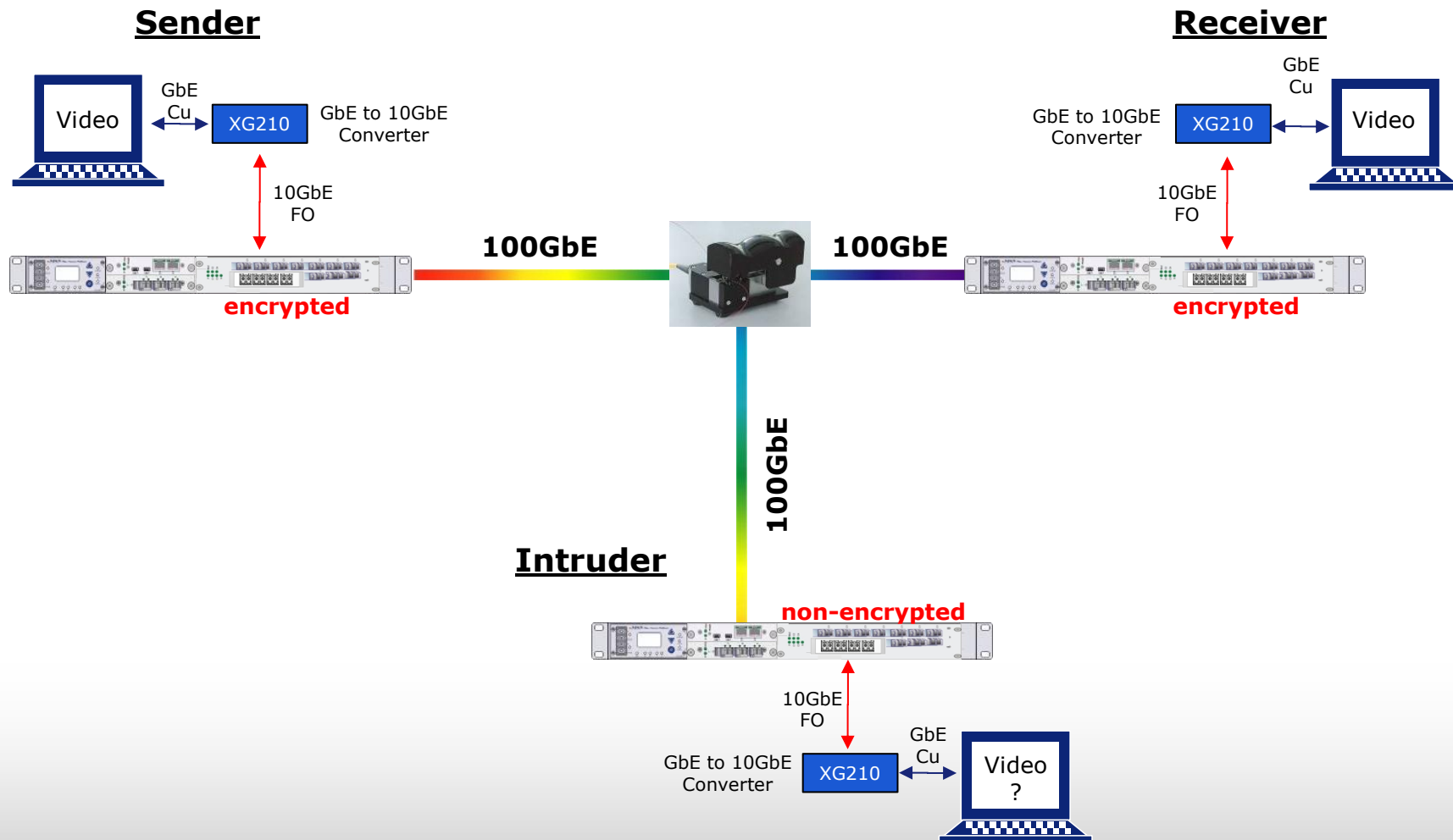
Encryption from 10Gb/s to 100Gb/s



White Noise for key generation

- Applying an AES256 w/ dynamic key exchange to a 10Gb/s line signal of a WDM card generates a multi-protocol encryption solution
- With DC services moving to 16GFC and 40GE/100GE Encryption on 100G WDM technology becomes key
- Complete DC service coverage through combination of 10Gb/s and 100Gb/s WDM solutions

100G Encryption – Live Demo



Quantum Key Distribution?



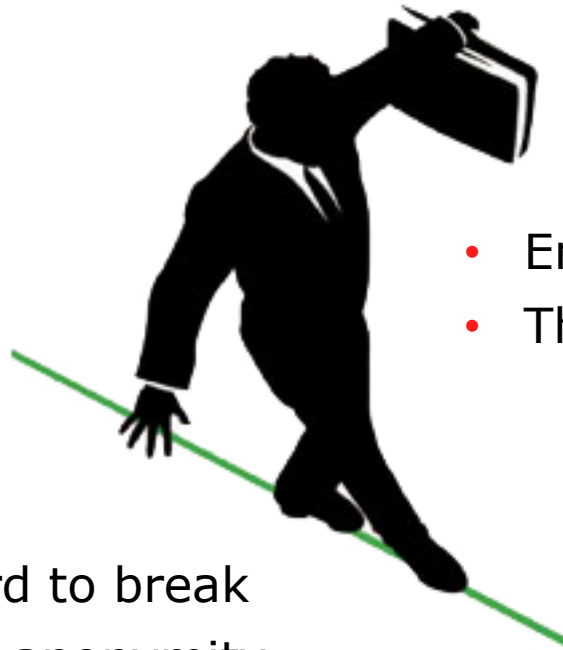
So why the continuing interest in QKD?

- Transmission of key is non-breakable, as the key is not actually transmitted!
- Intrusion detection: Reading the key changes it.
- Often overlooked: Key is truly random, preventing sidewaysing.
- ADVA will be announcing QKD real-world field results at OFC.

Recent Vulnerabilities Exposed



Balancing Act

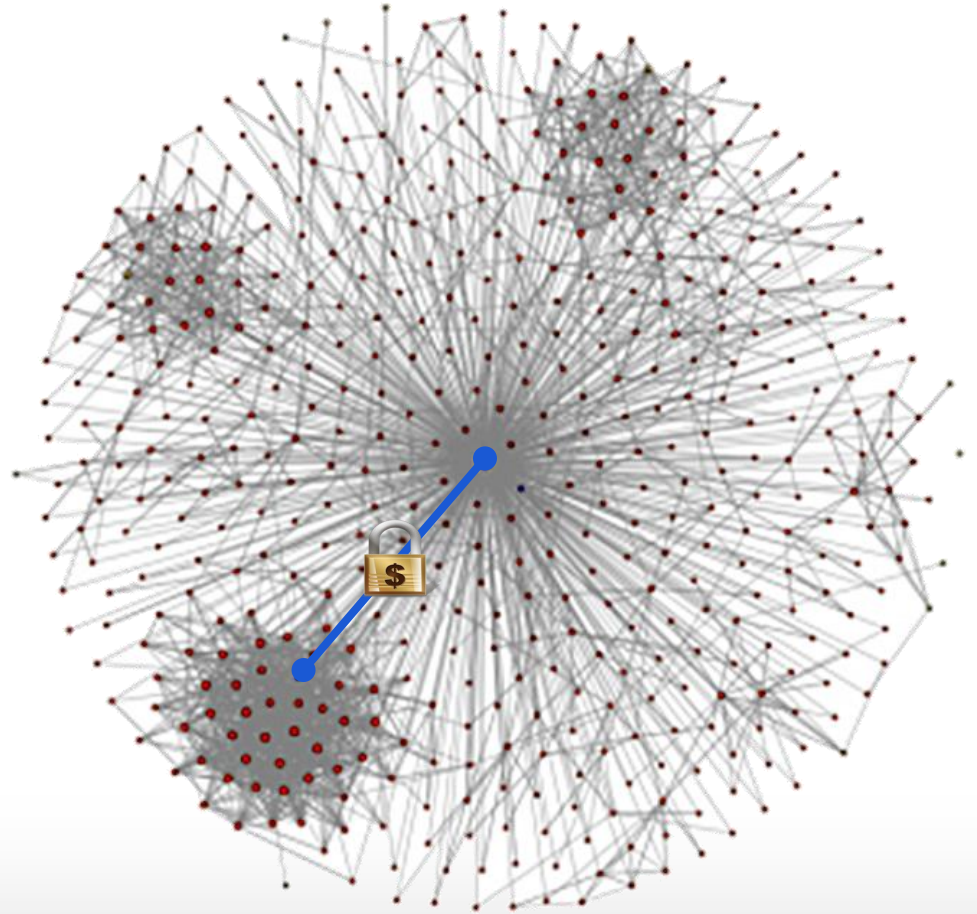
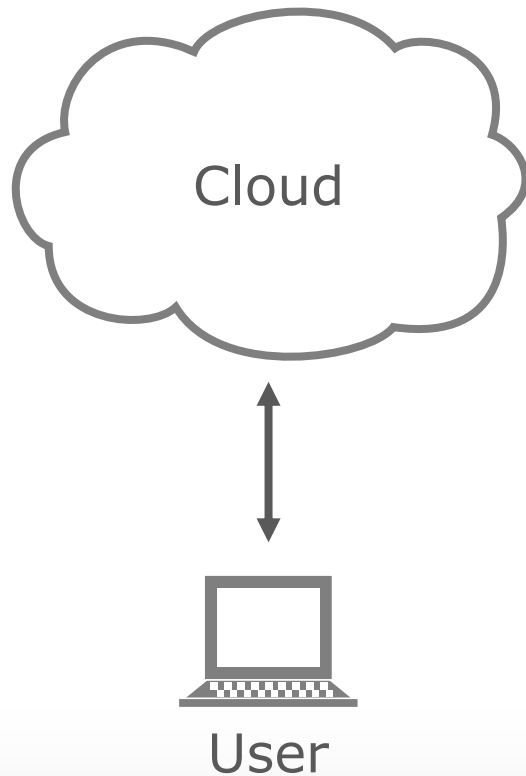


- Encryption too easy to break
 - Threats have access to all data
- Encryption too hard to break
 - Threats have total anonymity

The Reality of Cloud Connectivity



- While in our heads, we envision connecting to the cloud in one way, the reality is much different.

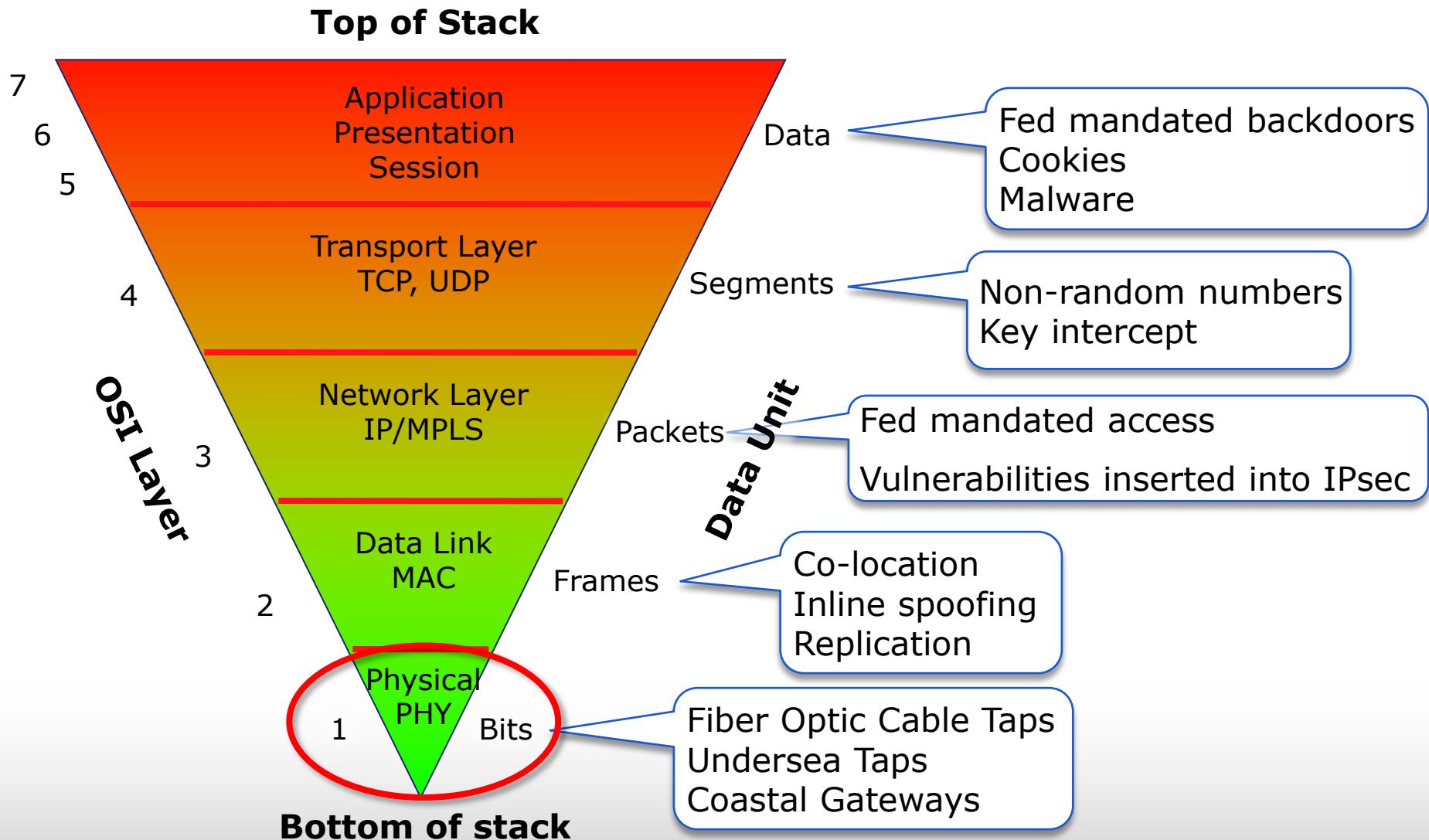


IPsec Compromised from Day 1

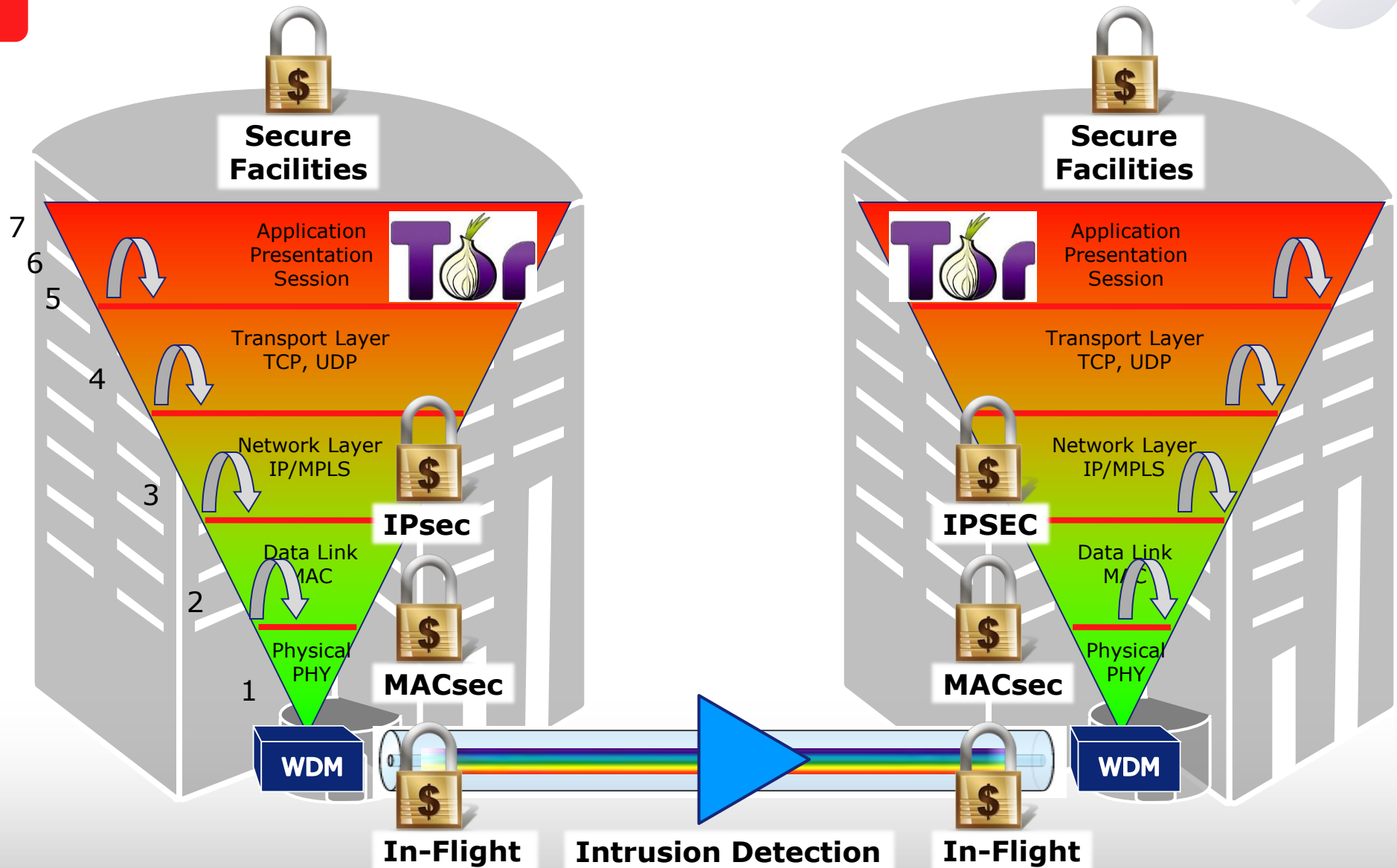


- From Gilmore threads:
 - Same initialization vector used throughout a session.
 - “null” encryption
 - 56-bit DES
 - 768-bit Diffie-Hellman
 - FreeS/WAN Linux implementation not secure
- Given processing power *at the time*, there was legitimate concern that undesirables would have total anonymity.
- Problem: Given today’s processing power, the club of entities that can decipher at will has grown too large.

OSI Model – Where Vulnerabilities Exist



Secure End-to-End Data Transport



Recommendations



- Layer your security
 - Encrypt at every layer, when possible
 - Encrypt all transport (not client) links, inside and outside of private network.
 - If someone else is carrying your traffic, have them encrypt and you keep the keys.
- Encrypt, encrypt, encrypt, but don't only rely on IPsec.
 - Confidentiality
 - Integrity
 - Authenticity
- Intrusion Detection
 - Secure facilities (RF shielding)
 - Secure hardware and supply chain
 - Physical layer monitoring
- Focus on prevention of *sideways* attacks



Thank you

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