



## Scaling Trust with Millions of Containers: Microsegmentation Strategies for Authorization

- Drupal
  - ◎ Security Team
  - ◎ Database Maintainer
- Service Mgmt for RHEL/Ubuntu
  - ◎ Committer
  - ◎ Scalable CGroups Management
- Pantheon



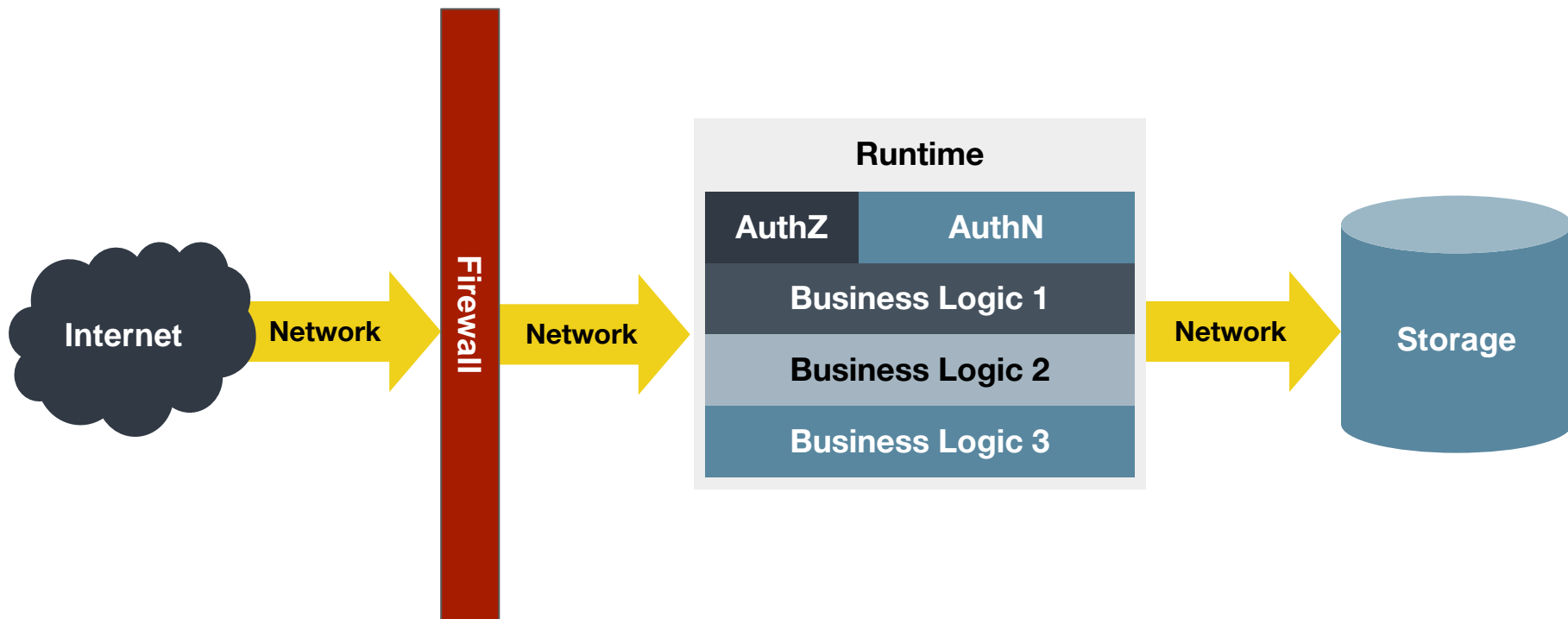
## Pros

- Language/framework diversity
- Lower-risk experimentation
- Compartmentalized testability

## Cons

- Language/framework diversity
- Change management
- **New attack surfaces**
- **Single point of failure (SPoF)**  
**risks for authorization**

# Traditional, Monolithic Web Architecture



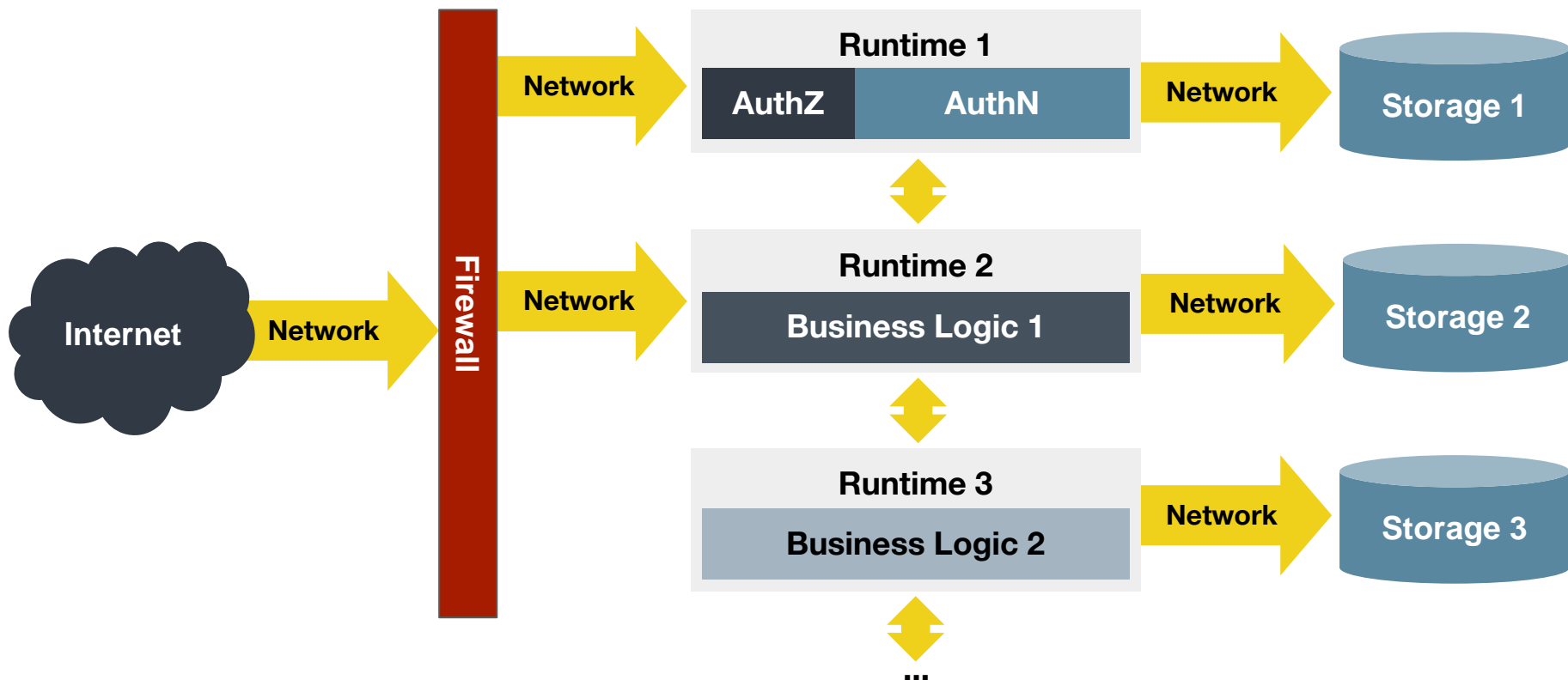
# Monoliths Have Important Security Upsides

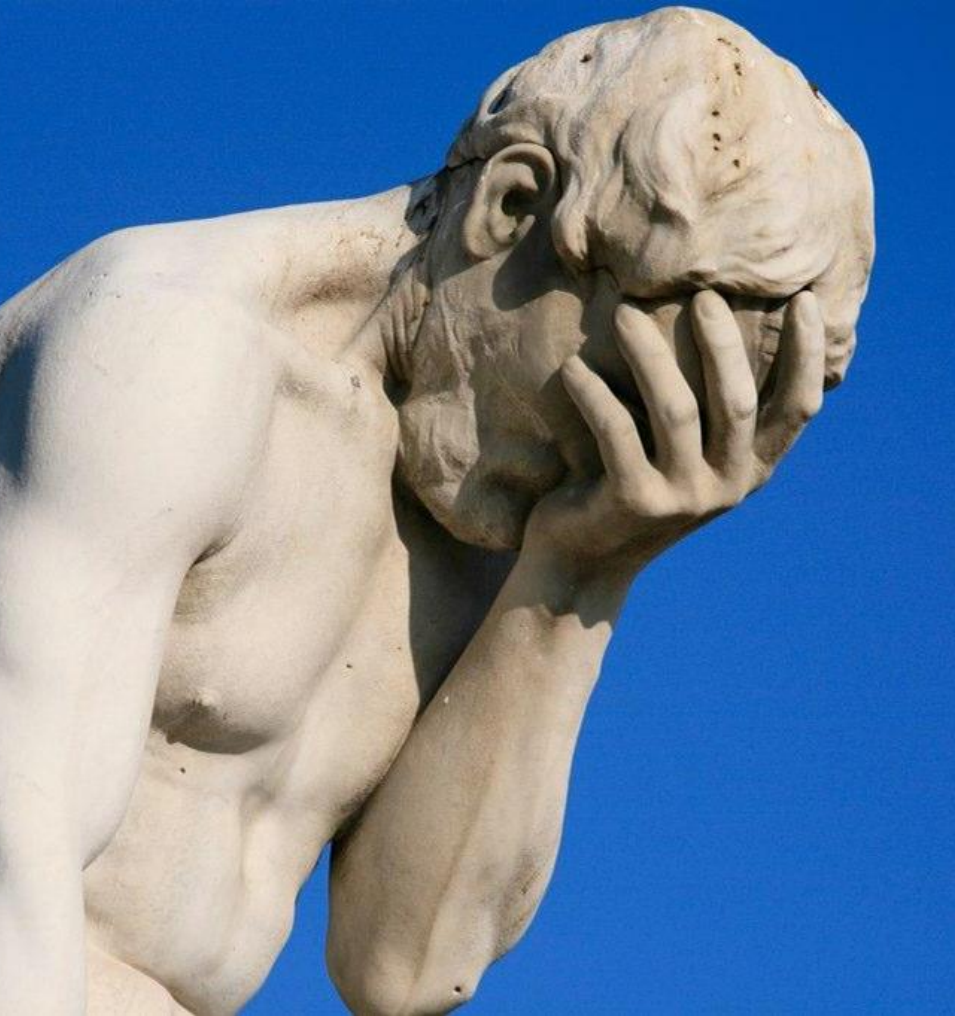


- Runtimes can enforce caller/callee relationships
- Limited serialization and parsing
- Easy, frequent, fine-grained authorization checks
- A singular “edge” to clients
- Centralized logging

**We lose these with microservices...  
...unless we're careful.**

# A Naive Microservice Deployment





**This is worse than before.**

Microservices do not guarantee  
*microsegmentation.*

## Inherent Challenges

- Lots of serialization and parsing
- Every stack has unique vulnerabilities
- Anything can (try to) send a packet to anything

## Common Anti-Patterns = Risk

- **All in the Family:** Trusting everything behind the firewall
- **God Proxies:** Trusting frontend systems to behave



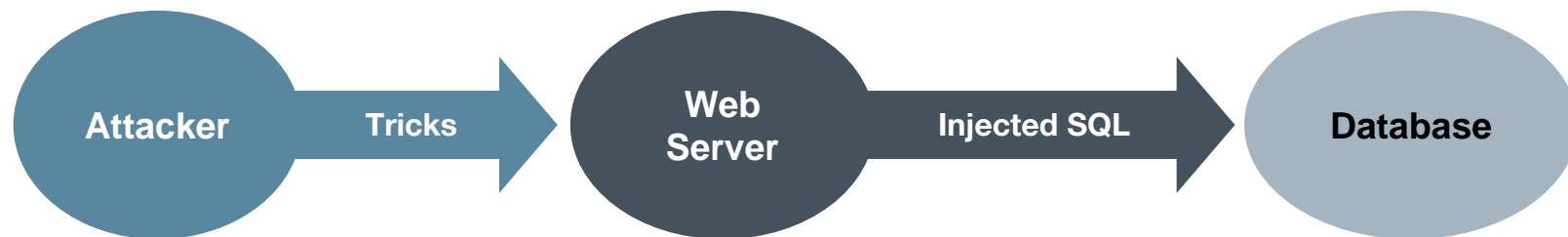
# The Confused Deputy Problem



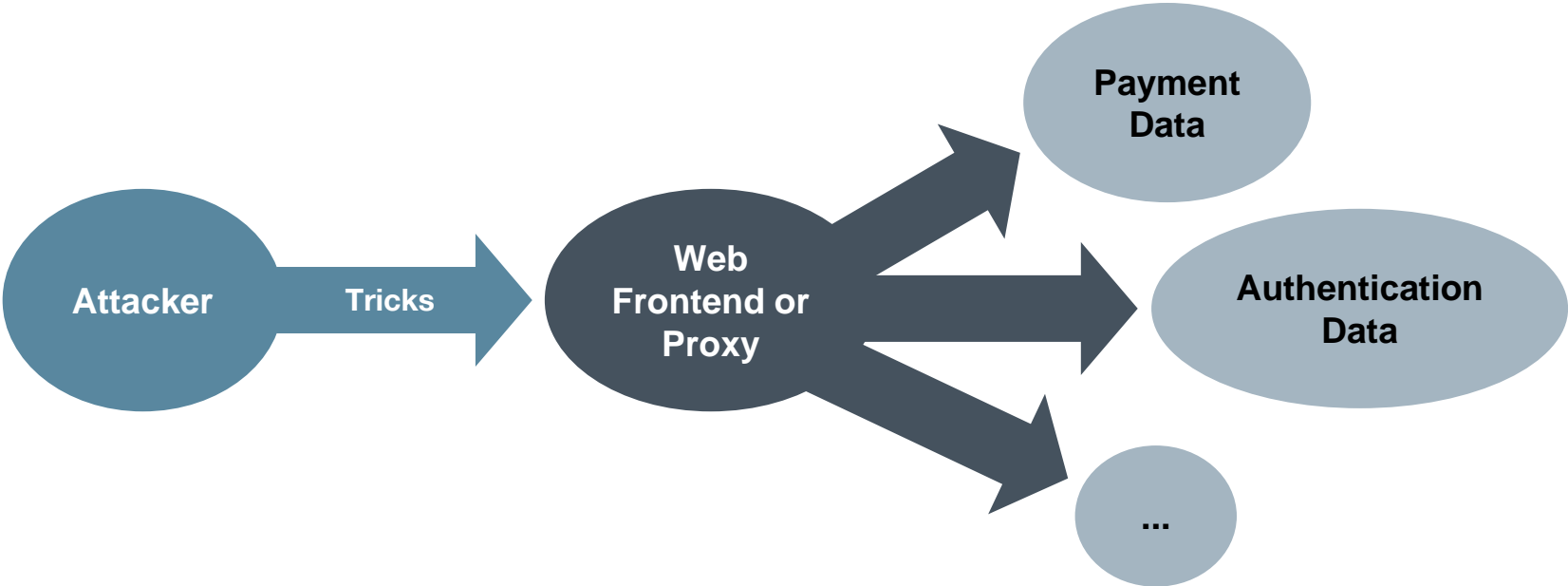
# An Old Problem

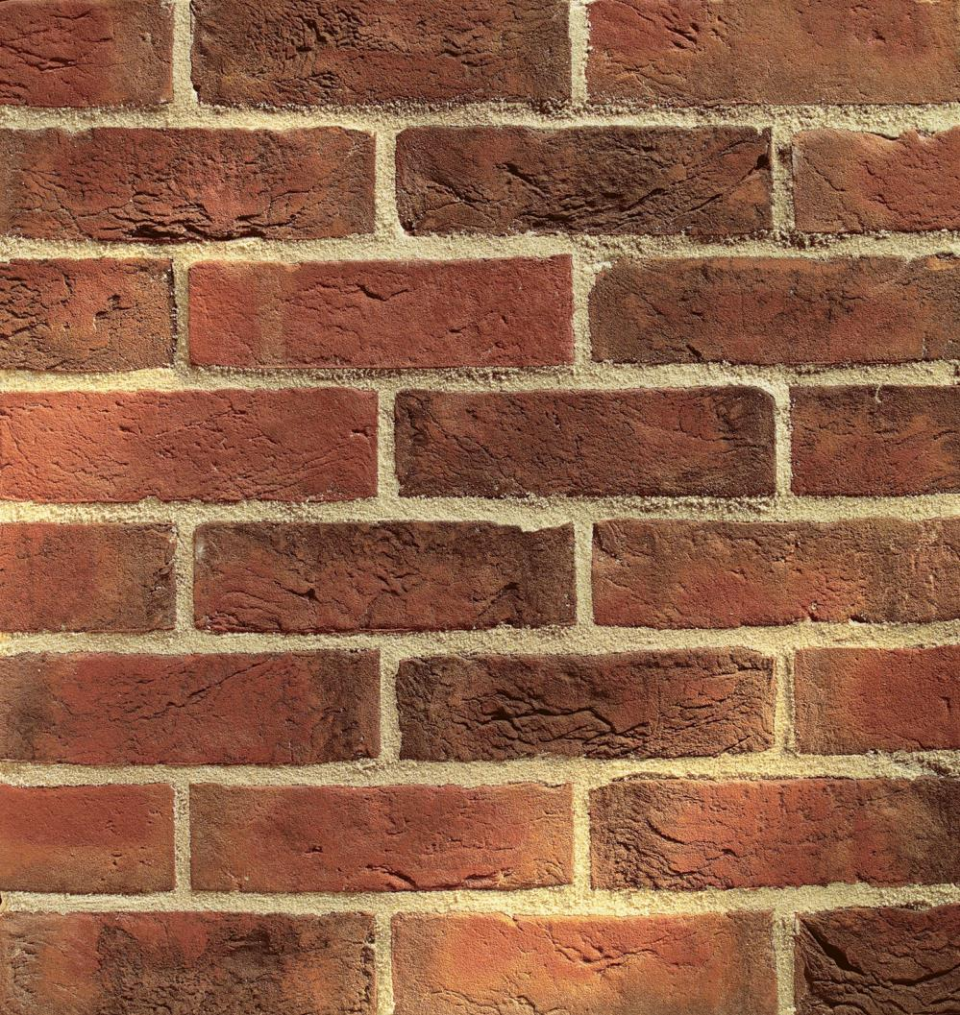


# A Current Problem



# Back with a Vengeance in Microservices





# The Big Question

## “A Foot in the Door”

If an attacker gains the ability  
to make network requests

**behind the firewall**

what happens?

## Many Methods

- Tricking a Proxy
- VPN Access
- Arbitrary Exec on Any Service
- Employee Device Compromise

## Many Successful Hacks

- Sony
- Panama Papers
- Stratfor
- DNC Emails
- Equifax

...all relied on using a vulnerability

in **one system** to compromise **another**

# Locking Down Access

# Phase One: mTLS and Firewalls

**Goal:** Only allow each service to interact with the **services** they have a need to access.

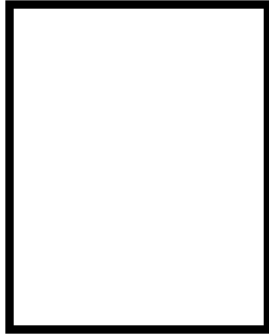
- Allowed
- Disallowed

		To			
		AuthN/IdP Service	LDAP	Billing Service	Cardholder Data
From	Web Frontend	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
	AuthN/IdP Service	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LDAP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Billing Service	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Cardholder DB	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>




# Complements: Firewalls and mTLS

	<b>Firewalls and SDNs</b>	<b>Mutual TLS (mTLS)</b>
<b>Enforced</b>	Beneath the application	By the application or proxy
<b>Complexity</b>	Lower	High
<b>Scaling</b>	Easy (if Static) Tough (if Dynamic)	Easy
<b>Ideal Use</b>	Coarse Segmentation	Fine or Micro Segmentation



We're back to the **same surface area** (or less) than a monolithic design.



But, what about attacks  
that traverse **established**,  
**allowed** paths?

# With Just Firewalls and mTLS

**Problem:** The web frontend can access anyone's data if tricked into doing so.

- Allowed
- Disallowed

		To		
		Alice's Billing Records	Bob's Billing Records	Eve's Billing Records
From	Alice → Web Frontend	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Bob → Web Frontend	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Eve Attacks → Web Frontend	<input type="checkbox"/> !	<input type="checkbox"/> !	<input type="checkbox"/>

# Phase Two: Capabilities

**Goal:** Only allow each service to interact with the **data** they have an **immediate** need to access.

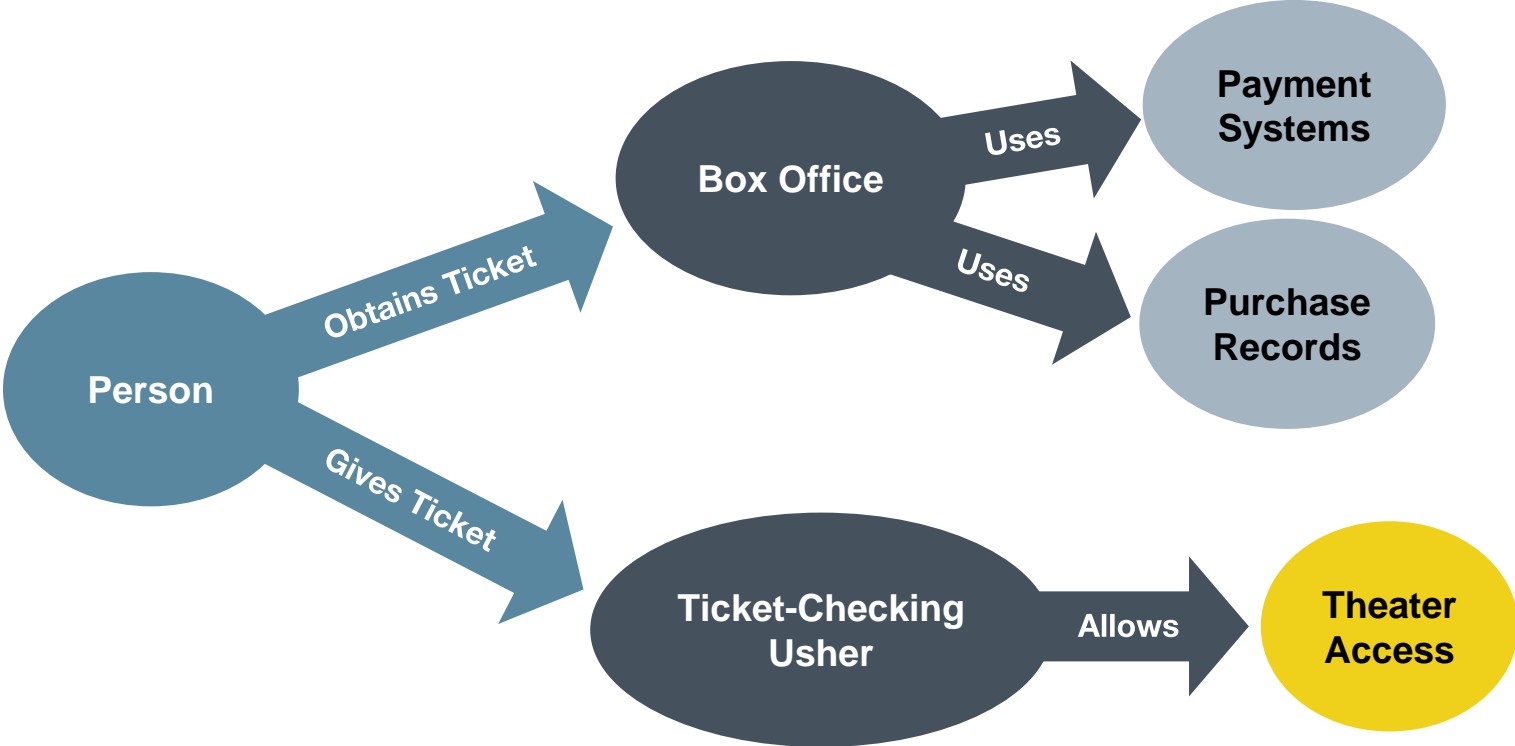
- Allowed
- Disallowed

		To		
		Alice's Billing Records	Bob's Billing Records	Eve's Billing Records
From	Alice → Web Frontend	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Bob → Web Frontend	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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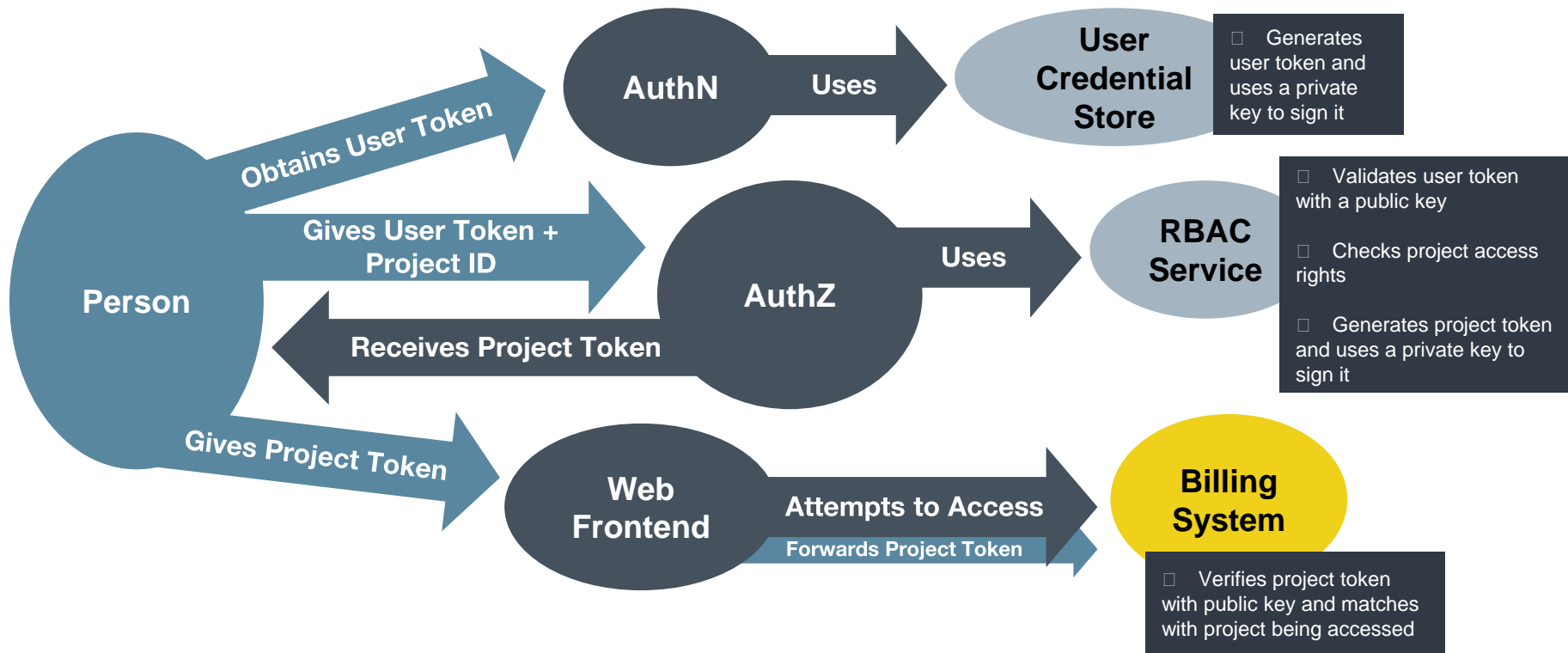
# Ambient Authority vs. Capabilities

	Ambient Authority	Capabilities
Locus	Actors	Objects
Authorization	Lookups for Actor+Verb+Object	Implied by possession of token for Verb+Object
Scaling Impact	Lookups on every request	Renewals at time intervals
Each Microservice Needs...	Client for session and authorization lookups (or even business logic)	Public key and parser
Biggest Risk	Actors can be tricked	Revocation

# Capabilities in Action: A Familiar Scenario



# Applied to Web Systems





```
https://s3.amazonaws.com  
/{bucket}  
/{path}  
?AWSAccessKeyId={key-id}  
&Expires={expiration}  
&Signature={signature}
```

## Properties:

- **Key ID** allows audit trail of use
- Possibly to **forward** without the recipient having authority
- Authorizations map to specific **objects** and **actions**

Authorization: Bearer

```
eyJhbGciOiJSUzI1NiIsInR5cCI6IkpXVCJ9.eyJzdWIiOiIxMjM0NTY3ODkwIiwibmFtZSI6IkpvaG4gRG9lIiwiaWF0IjoiYWRtaW4iOnRydWV9.EkN-D0snsuRjR06BxXemmJDm3HbxrbRzXglbN2S4s0kopdU4IsDxTI8j019W_A4K8ZPJijNLis4EZsHeY559a4DF0d50_0qgHGuERTqYZyuhtF39yxJPAjUESwxk2J5k_4zM30-vtd1Ghyo4IbqKKSy6J9mTniYJPenn5-HIirE
```

## Header:

```
{  
  "alg": "RS256",  
  "typ": "JWT"  
}
```

## Payload:

```
{  
  "sub": "project-39839",  
  "access": "ro",  
  "name": "Jane Doe",  
  "email": "jane@doe.com"  
}
```

**Signature:** (not human readable)

## Properties:

- All the benefits of signed URLs
- **Fully validatable** en route
- Strong hashing (HMAC SHA-2)
- Widespread **library support**

## How the Attack Worked

1. **Exploit** of Apache Struts
2. Arbitrary **code execution**  
from the web frontend
3. Used the **ambient authority** of  
the frontend to obtain bulk  
records from deeper systems

## If They Had Capability Security

- **Web frontend vulnerability:**  
Would only affect current visitors
- **Capability token system  
vulnerability:** Possible to  
throttle in the web frontend

## Firewalls and mTLS

- Firewalls for coarse segments
- Service-to-service mTLS
- Short-lived certs (no revocation)
- Internal, automated certificate authority

## Capability Tokens

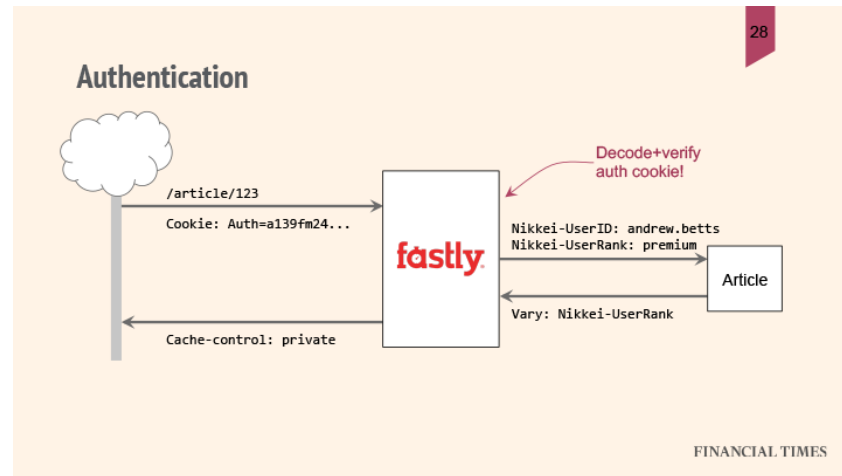
- Self-evident authorization (no lookups)
- Forwardable with queues and sub-requests
- Contain actor data only for logging and audit purposes

# Questions?

**@DavidStrauss**

## Financial Times + Paywall AuthN in CDN

1. **User** authenticates.
2. Authorization system maps **user** to **subscription level**.
3. User receives a **capability token** with the signed authorization information in a **JWT-format cookie**.
4. The **CDN can validate** the user's subscription as they load paywalled



**CDNs create familiar challenges:** Capability tokens allow proxies to *validate* without being *fully trusted*.

## Firewalls and SDNs

- Imposed beneath the application layer
- Sometimes imposed beneath the virtual machine or even physical machine
- **Simpler** initial setup
- Scaling up requires dynamic SDN lookups and is especially hard in cloud environments

## Mutual TLS (mTLS)

- Each side (client and server) has certificates signed by a mutually trusted authority (usually internal)
- **Complex** initial setup
- Application connections use a certificate on each side
- **Scales** effortlessly



## Ambient Authority

- Shallow services have full reign of data in the deeper systems they use
- Shallow services apply access rules to requests made to deeper ones
- Access decisions require constantly looking up and applying RBAC rules, which **scales poorly**
- Shallow services are vulnerable to becoming a confused deputy

## Capabilities

- Clients accessing the the shallower services must supply access tokens
- Shallow services forward the tokens as necessary when invoking deeper services
- Access is self-evident from the tokens, which **scales well**
- Even when tricked, shallow services have limited ability to access or manipulate deeper services

vs.