

Minimal-latency Networking Through Better Security

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Minimal Latency Tunneling (MINIMALT)

MINIMALT is a new network protocol that provides

- **Ubiquitous encryption** for substantial confidentiality, protecting maximal amount of packet headers
- Server host and client **user authentication**
- Extensive **Denial-of-Service protections**
- **IP mobility** with protections against linking (unlinkability)

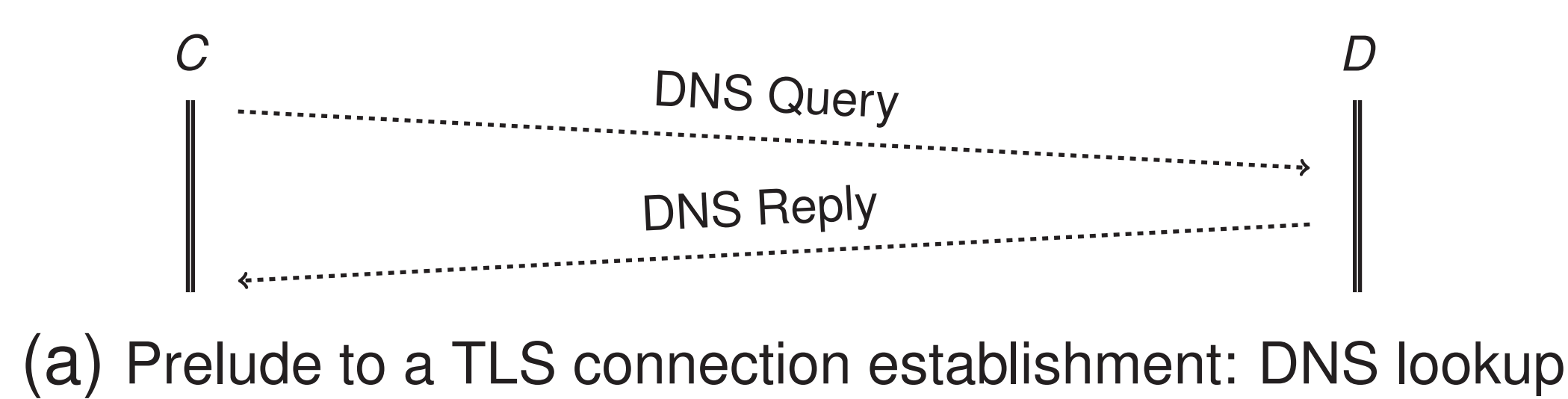
By exploiting the properties of its cryptographic protections, MINIMALT **eliminates three-way handshakes** thus creating connections **faster** than unencrypted TCP/IP.

Protocols Comparison

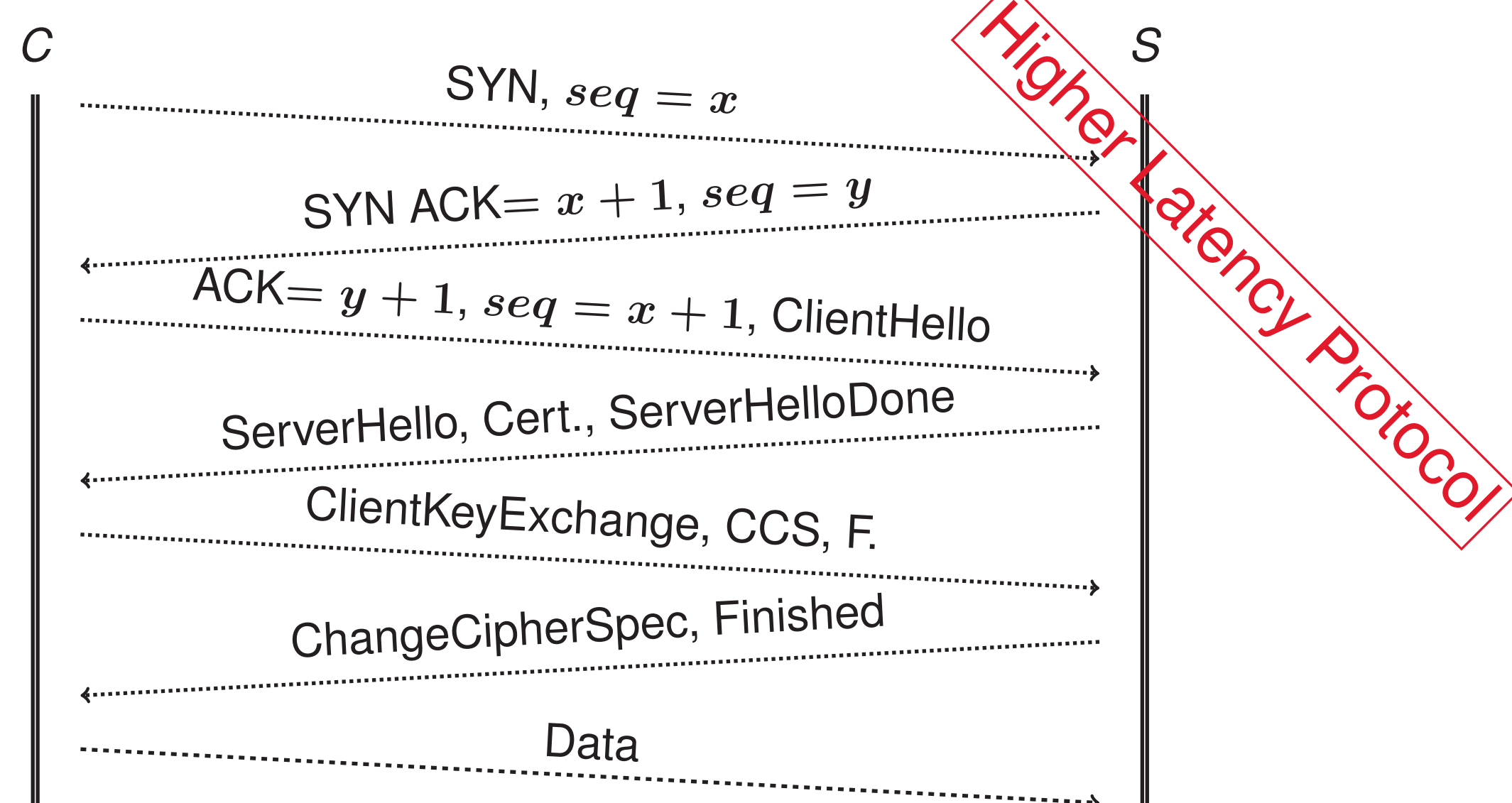
	TCP/IP	TCP Fast Open	SST	IPsec	Labeled IPsec	TLS	False Start	Snap Start	Tcpcrypt	MINIMALT
Encrypt		✓	✓	✓	✓	✓	✓	✓	✓	✓
PFS			✓	✓	✓	✓	✓	✓	✓	✓
User authentication				✓	✓	✓	✓	✓	✓	✓
Robust DoS protections										✓
Round trips before client sends data*	2	2	2	≥4	≥4	4	3	2	3	1
Round trips if server is already known	1	1	1	≥3	≥3	3	2	1	2	0
Abbreviated [†] round trips	1	0	0	1	1	2	2	1	1	0

*Includes one round trip for DNS/directory service lookup of unknown server
[†]Assumes all available caching from previous connections to same server

Latency Comparison with TLS, and MINIMALT Protocol Trace (Typical Data on First Packet)



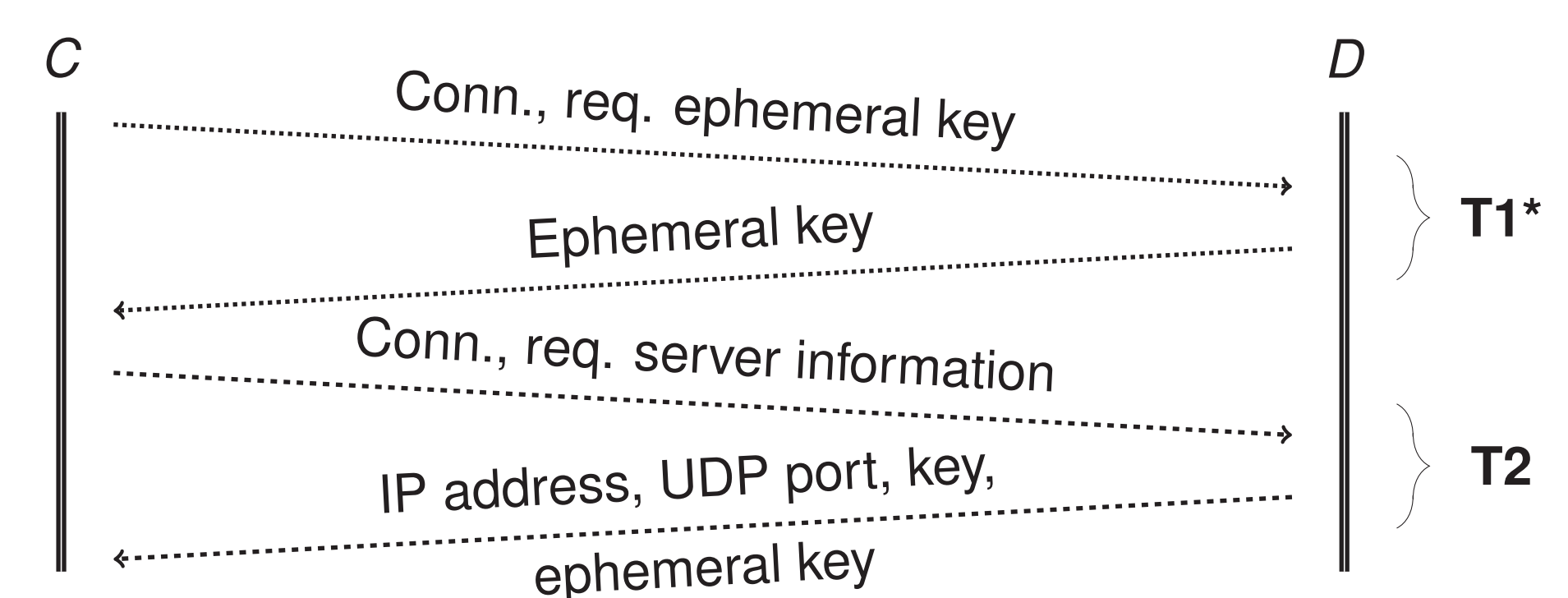
(a) Prelude to a TLS connection establishment: DNS lookup



(b) Data on the first packet of a TLS full connection establishment

Three-way handshake Establish a random initial sequence number that is
 - Weak authenticator and liveness check
 - Way to detect late packets

Higher Latency Protocol!



(c) Prelude to a MINIMALT connection establishment: Directory Service lookup



(d) Data on the first packet of a MINIMALT full connection establishment

- Directory Service** Resolves queries for hostname information. This query response contains an IP address, UDP port, long-term key, and ephemeral server keys along with expiration.
- T1** C establishes a tunnel, anonymously, to D in order to obtain D's ephemeral public key. *This only needs to be done once at boot time.
- T2** C establishes a tunnel to D using ephemeral keys to lookup S's contact information
- T3** C establishes a tunnel to S using ephemeral keys

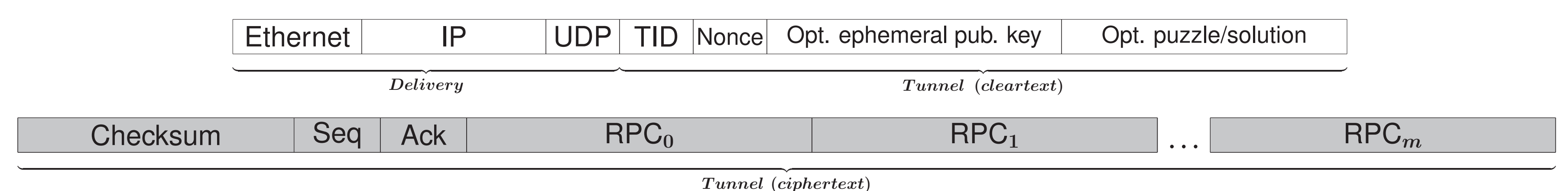
TCP: Minimal Protection

- Minimal inherent protections
- Unencrypted due to cryptographic performance bottlenecks at the time it was designed
- No authentication and authorization

Efforts to Secure TCP

- Cryptographic authentication:
 - TLS: discretionary user-space library per programming language
 - IPsec: operating-system-level host-to-host encryption and authentication
 - Labeled IPsec: IPsec combined with SELinux to provide user authentication; complex
- Several issues persist:
 - TCP based, thus suffer from **higher latency**
 - Weak **Denial-of-Service (DoS)** mitigation

Packet Format (Non-delivery Portion of Headers Are Protected)



- Delivery** Routing and other information necessary to deliver a packet to its destination host
- Tunnel Connection** Server authentication, reliability, and encryption
 User authentication and application-to-service multiplexing

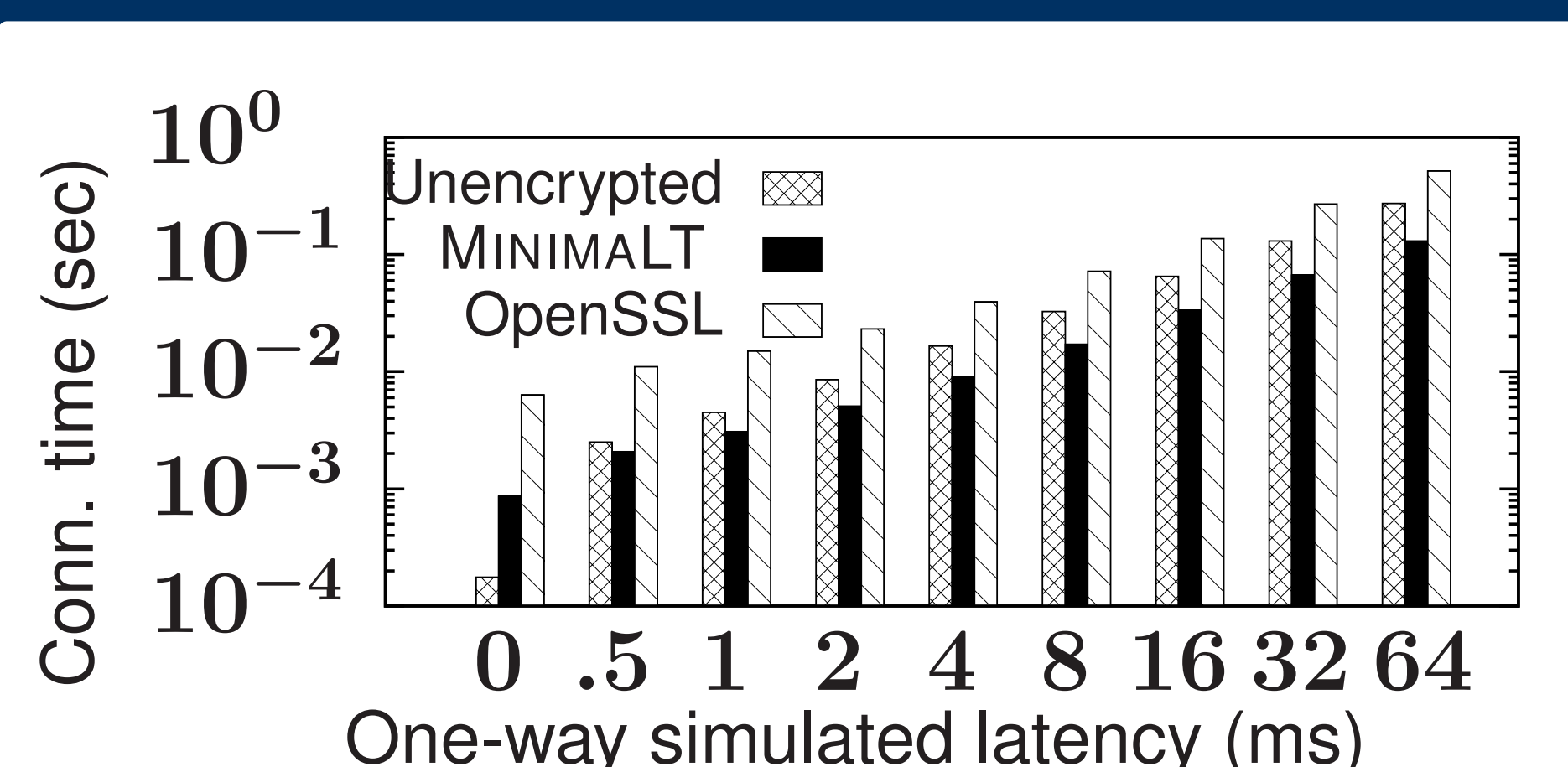
Protocol in a Nutshell

- Directory service and symmetric key establishment using Diffie-Hellman key exchange
- Rekey and perfect forward secrecy
- Cryptographic puzzles and DoS mitigation
- User authentication
- IP address mobility with protections against linking

MINIMALT and Ethos

- MINIMALT is co-designed along with **Ethos**, an experimental operating system targeted at security. For example, Ethos' system calls imply higher abstraction and more security properties
- MINIMALT serves as Ethos' native networking protocol so that the MINIMALT protocol integrates well with Ethos authentication and authorization
- MINIMALT is also ported to Linux

Connection Measurements



Throughput*

System	Bytes per second
Line speed	125,000,000
Unencrypted	117,817,528
MINIMALT	113,945,258
OpenSSL	111,448,656

* Line speed limited