

The logo for SWITCH, featuring the word "SWITCH" in a bold, sans-serif font. The letters "S", "W", "I", "T", "C", and "H" are blue, while the letter "V" is yellow. A horizontal bar with a gradient from orange to blue is positioned above the logo.

The Swiss Education & Research Network

SIP security and the great fun with Firewall / NAT

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SURA / ViDe, 29.03.2006, Atlanta, GA (USA)

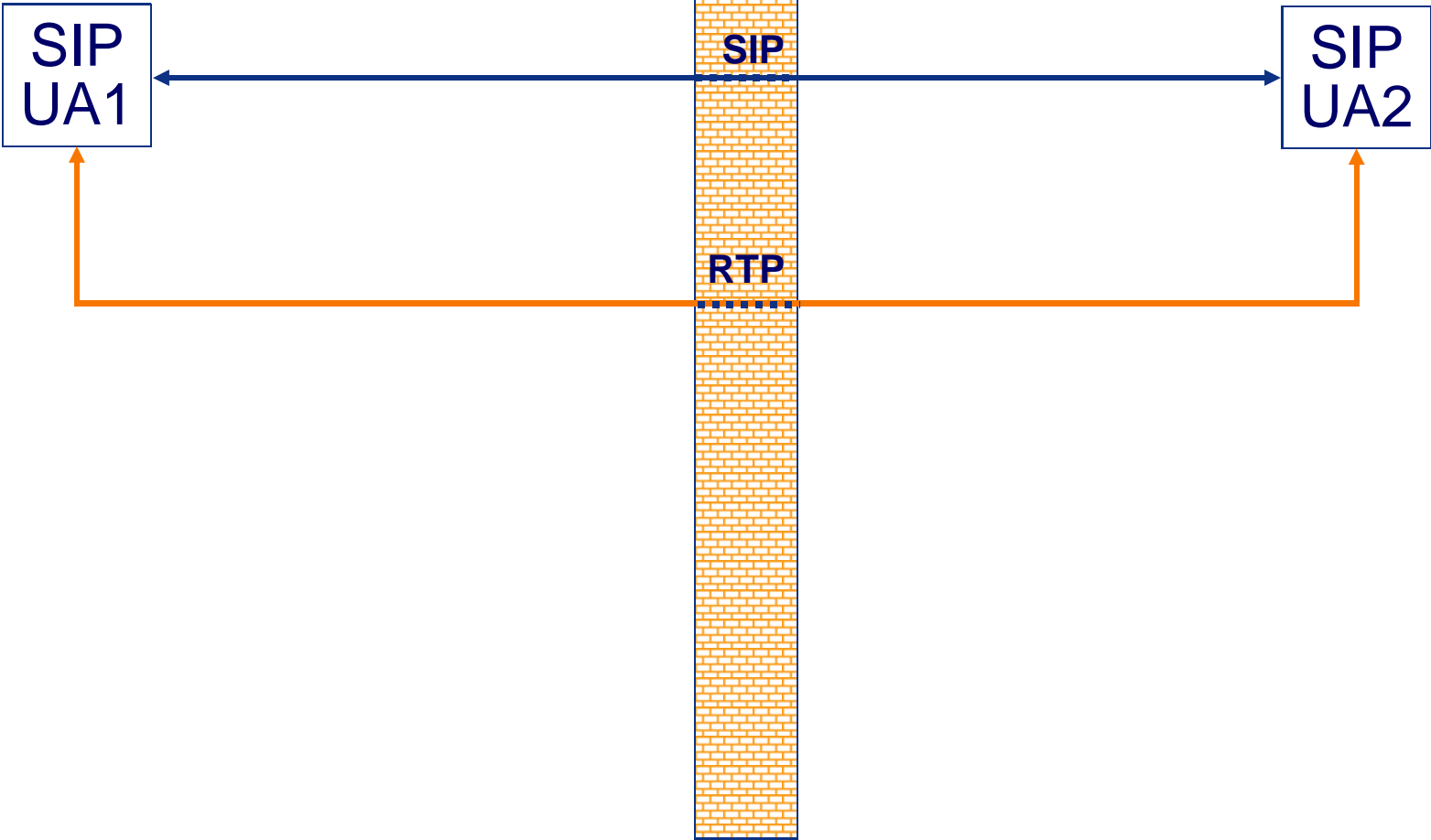
- **SIP and Firewall**
 - **SIP and NAT**
- **Privacy / Encryption**
- **SpIT / Authentication**
 - **SIP Identity**
- **General Internet Security**

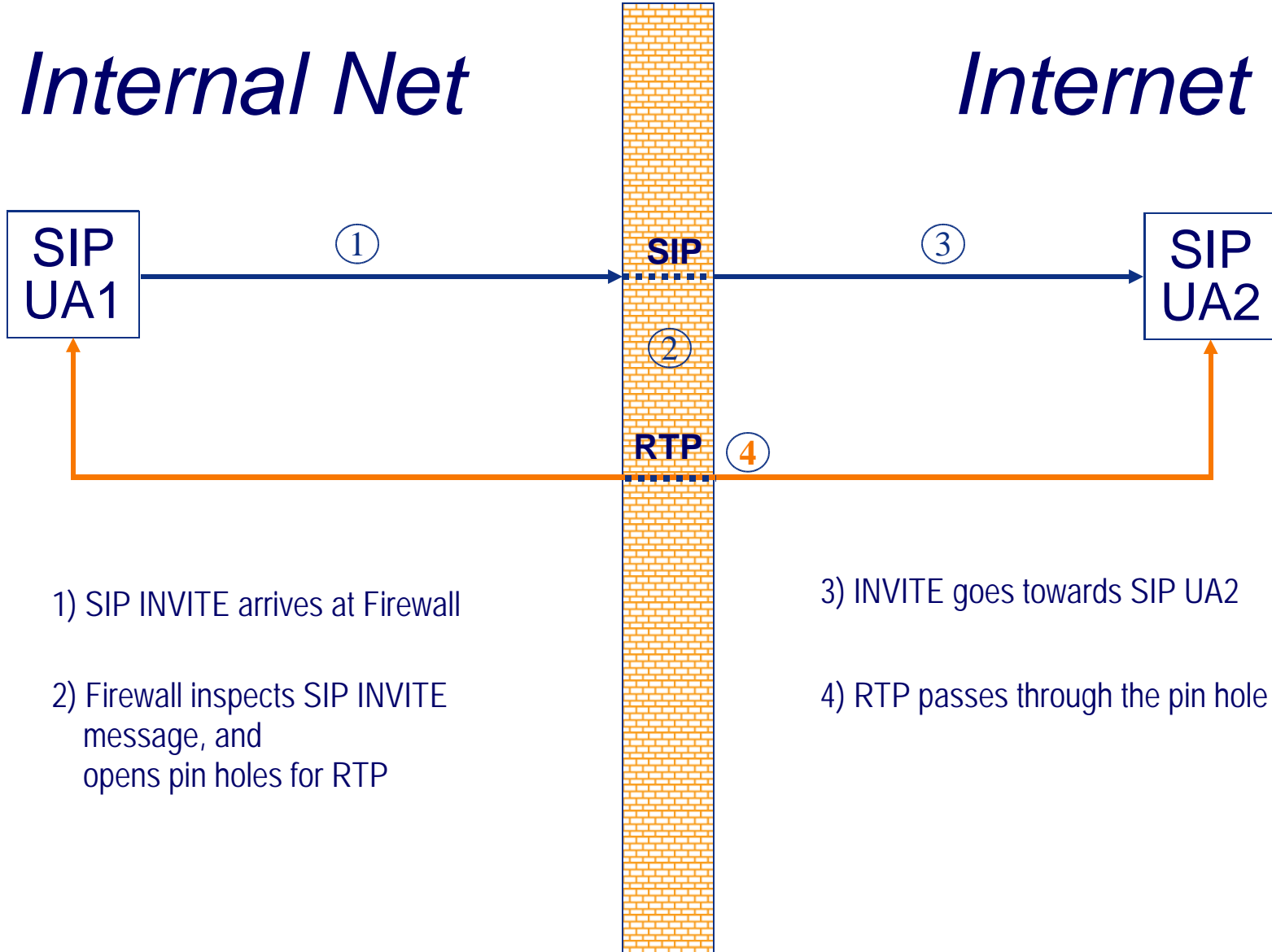
- **SIP signalling and media transport is done peer-to-peer**
 - **Media ports are negotiated per call**
 - **The number of firewalls is growing (including personal FWs)**
 - **Firewall rules get more restrictive**
- **One has to take special measures to allow SIP communication through firewalls**

- **Open pin holes (statically)**
- **SIP aware firewall**
 - dynamically open pin holes per session
- **Stateful firewall**
 - outgoing traffic opens pin holes for corresponding incoming traffic
 - Precondition: UA must support symmetric signalling and media
- **Proxy Solution**
 - open pin holes just to dedicated hosts e.g. in DMZ
 - » TURN Server
 - » Mediaproxy / B2BUA

Internal Net

Internet



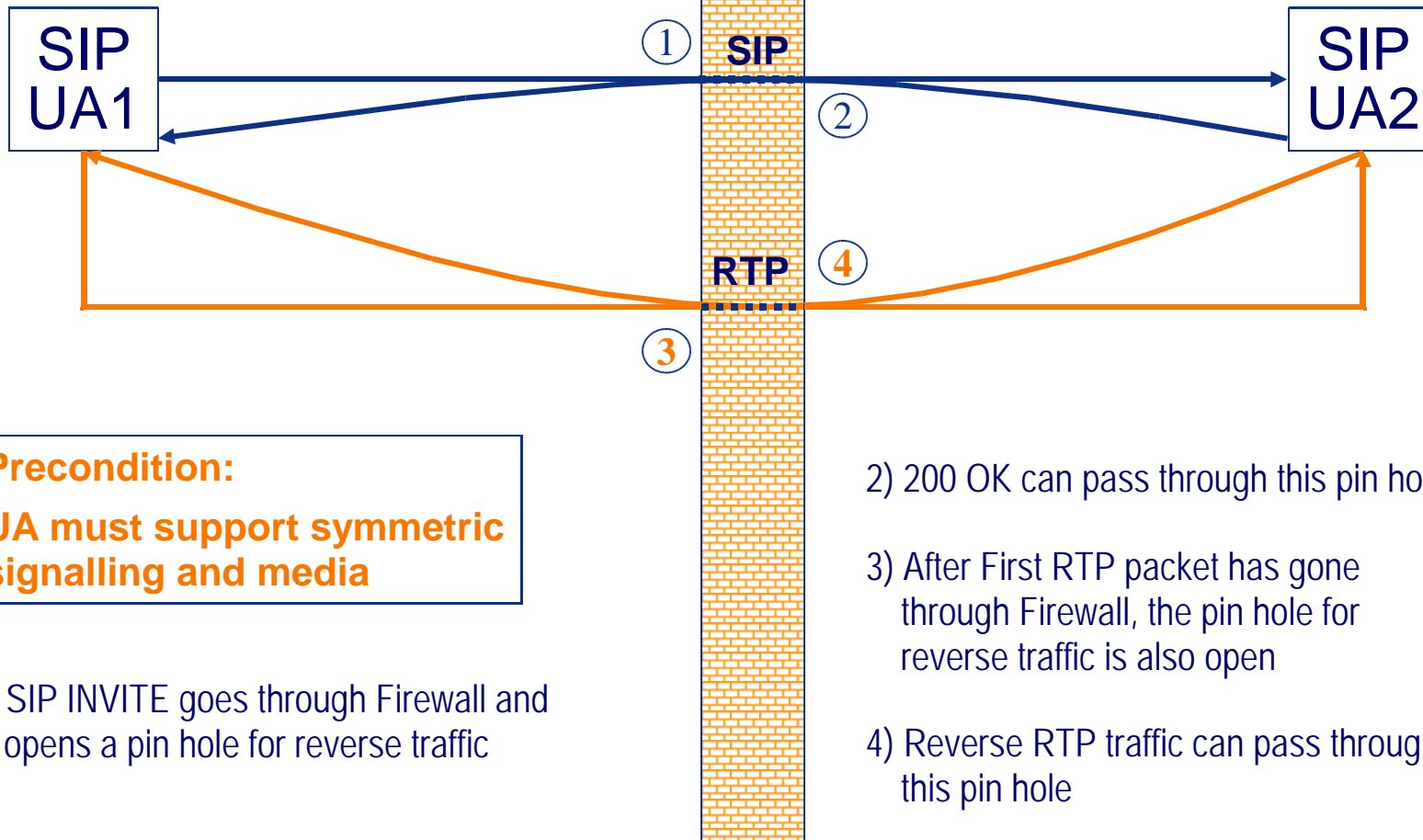


- 1) SIP INVITE arrives at Firewall
- 2) Firewall inspects SIP INVITE message, and opens pin holes for RTP

- 3) INVITE goes towards SIP UA2
- 4) RTP passes through the pin hole

Internal Net

Internet



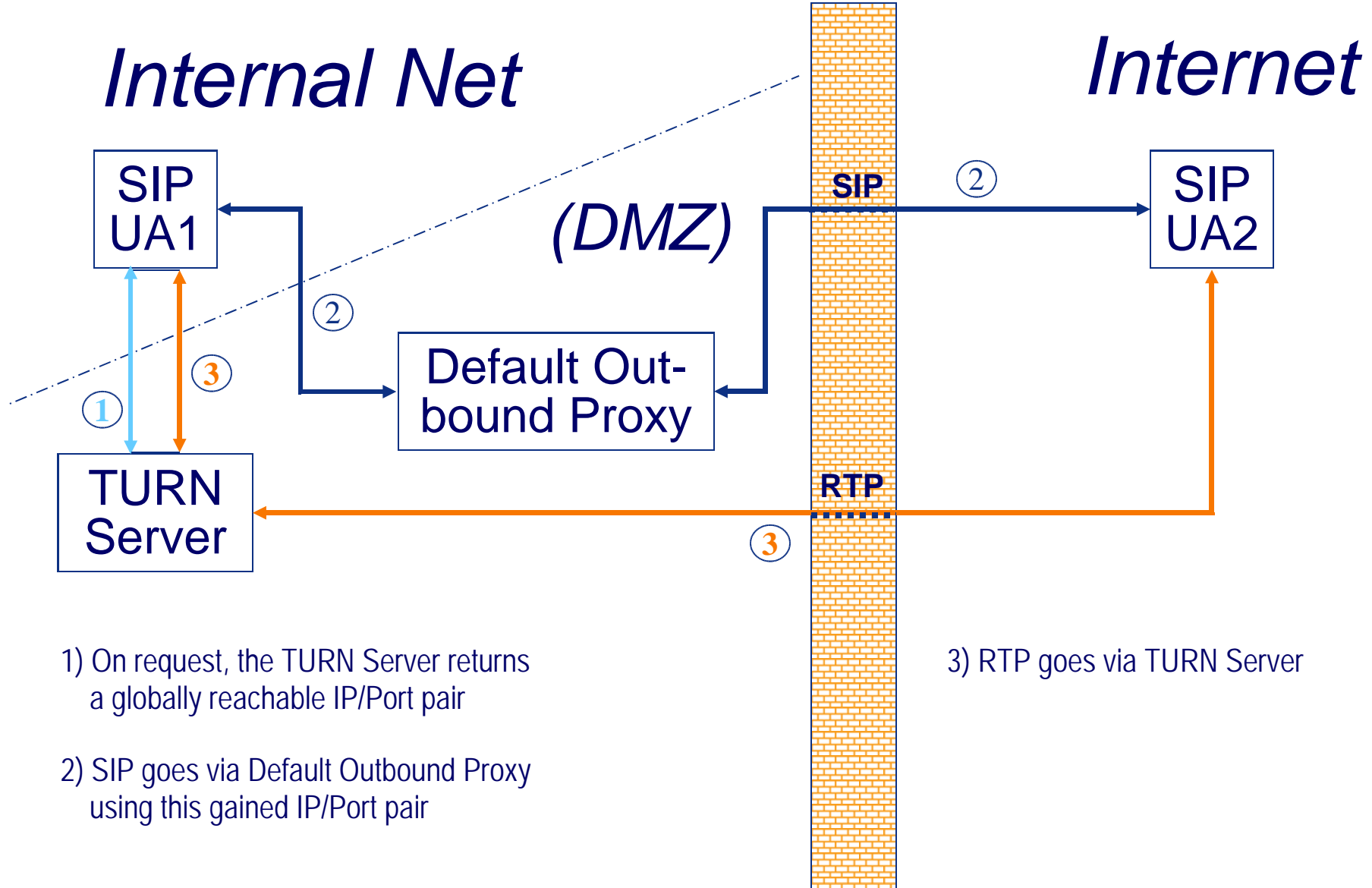
Precondition:
UA must support symmetric signalling and media

1) SIP INVITE goes through Firewall and opens a pin hole for reverse traffic

2) 200 OK can pass through this pin hole

3) After First RTP packet has gone through Firewall, the pin hole for reverse traffic is also open

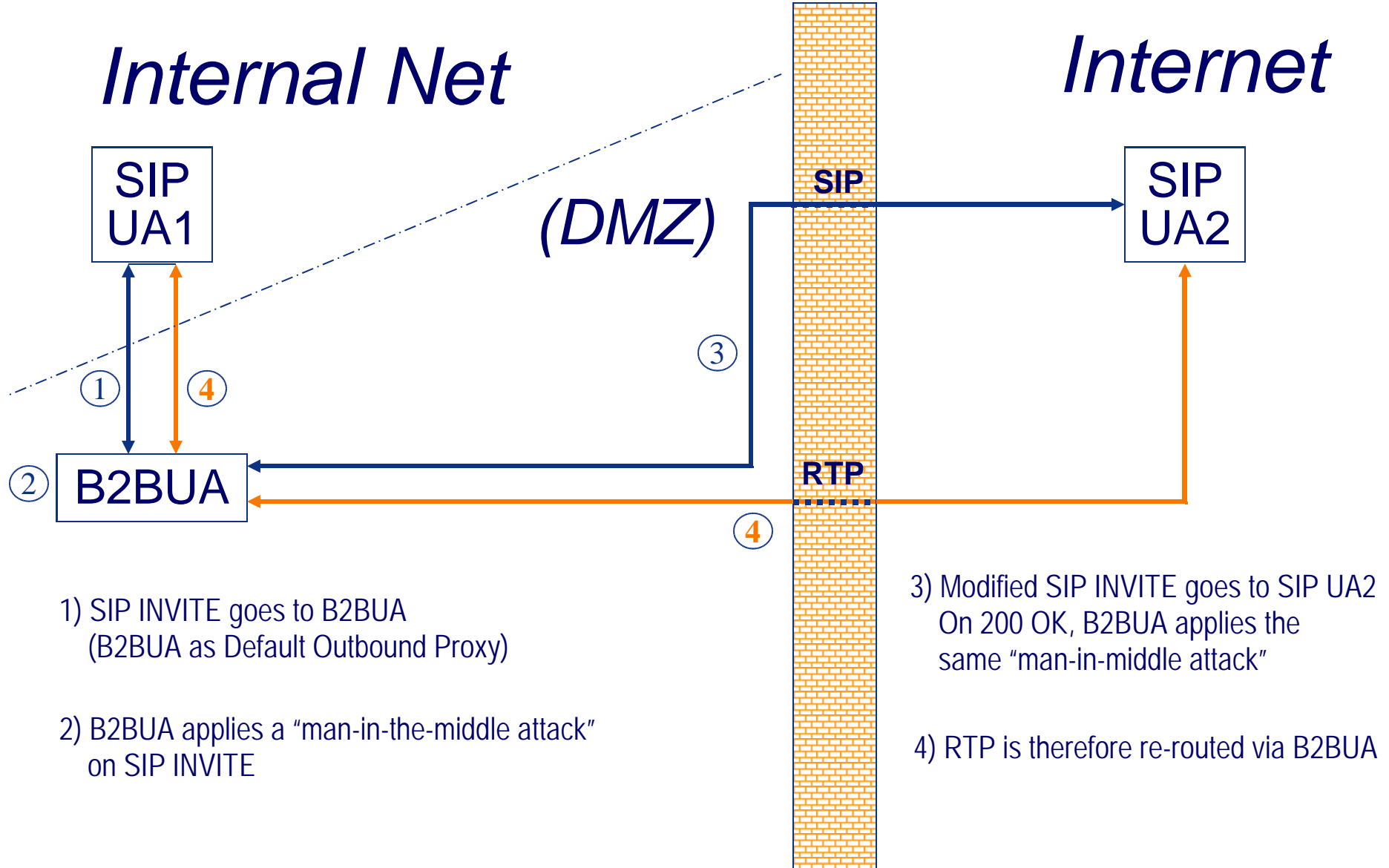
4) Reverse RTP traffic can pass through this pin hole



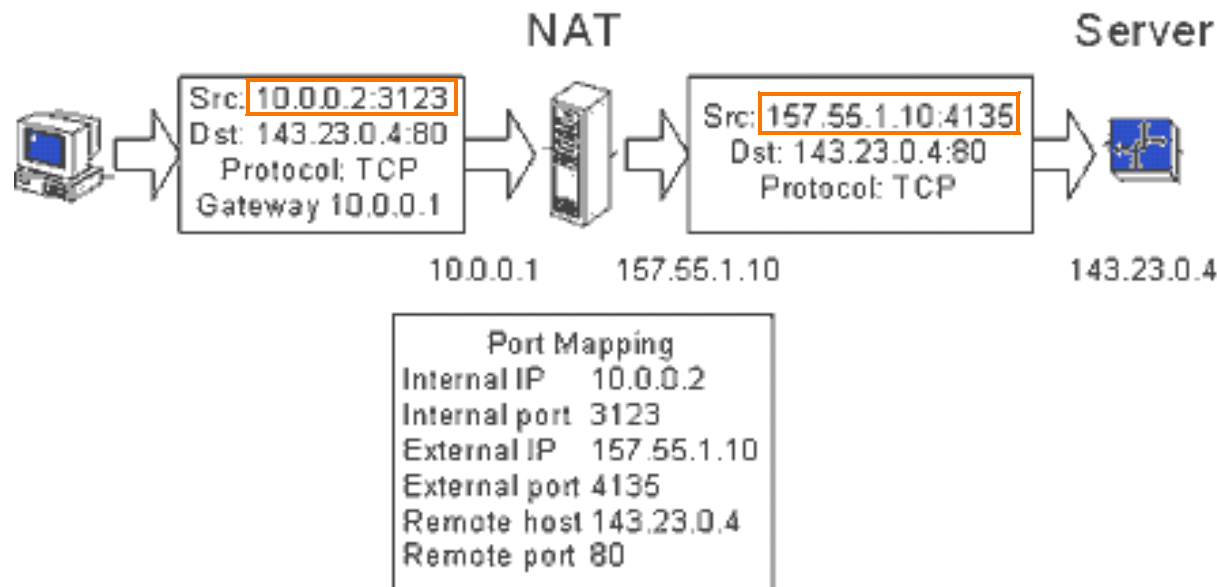
1) On request, the TURN Server returns a globally reachable IP/Port pair

2) SIP goes via Default Outbound Proxy using this gained IP/Port pair

3) RTP goes via TURN Server



- Many networks are “protected” with a NAT box (shortage of IP addresses, firewall functionality)
- With IPv6 we don't need NAT anymore
 - hopefully...
 - time scale?
- Basic NAT operation:



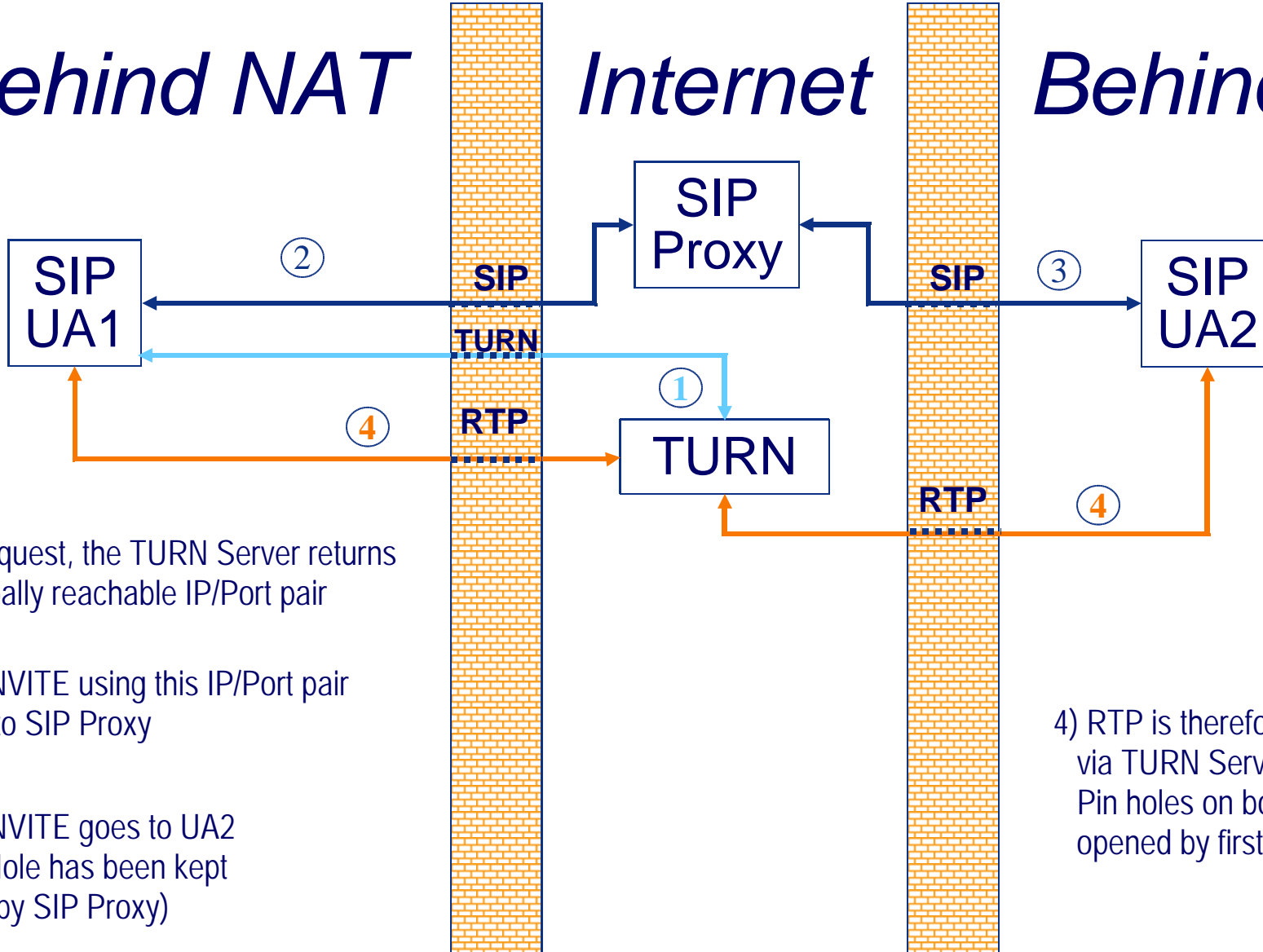
- **STUN**
 - Discover NAT and Firewall situation between UA and Internet
 - Discover public IP Address (and port mapping rules) of NAT
 - **TURN**
 - Request a public IP/Port pair to proxy RTP streams
 - **ICE**
 - Provide in SIP signalling many (ordered) alternatives, typically including also STUN and TURN
 - The other side performs “trial and error”
 - **Mediaproxy / B2BUA**
 - “man-in-middle attack” to SIP signalling
- **All these solutions require UA to support symmetric signalling and media**

- **UPnP**
 - Request NAT to open pin holes and return public IP/Port pair(s)
- **Port forwarding**
 - Statically configure NAT to keep certain pin holes and bindings open
- **SIP aware NAT**
 - Let NAT inspect signalling and dynamically open the Pin Holes

Behind NAT

Internet

Behind NAT



1) On request, the TURN Server returns a globally reachable IP/Port pair

2) SIP INVITE using this IP/Port pair goes to SIP Proxy

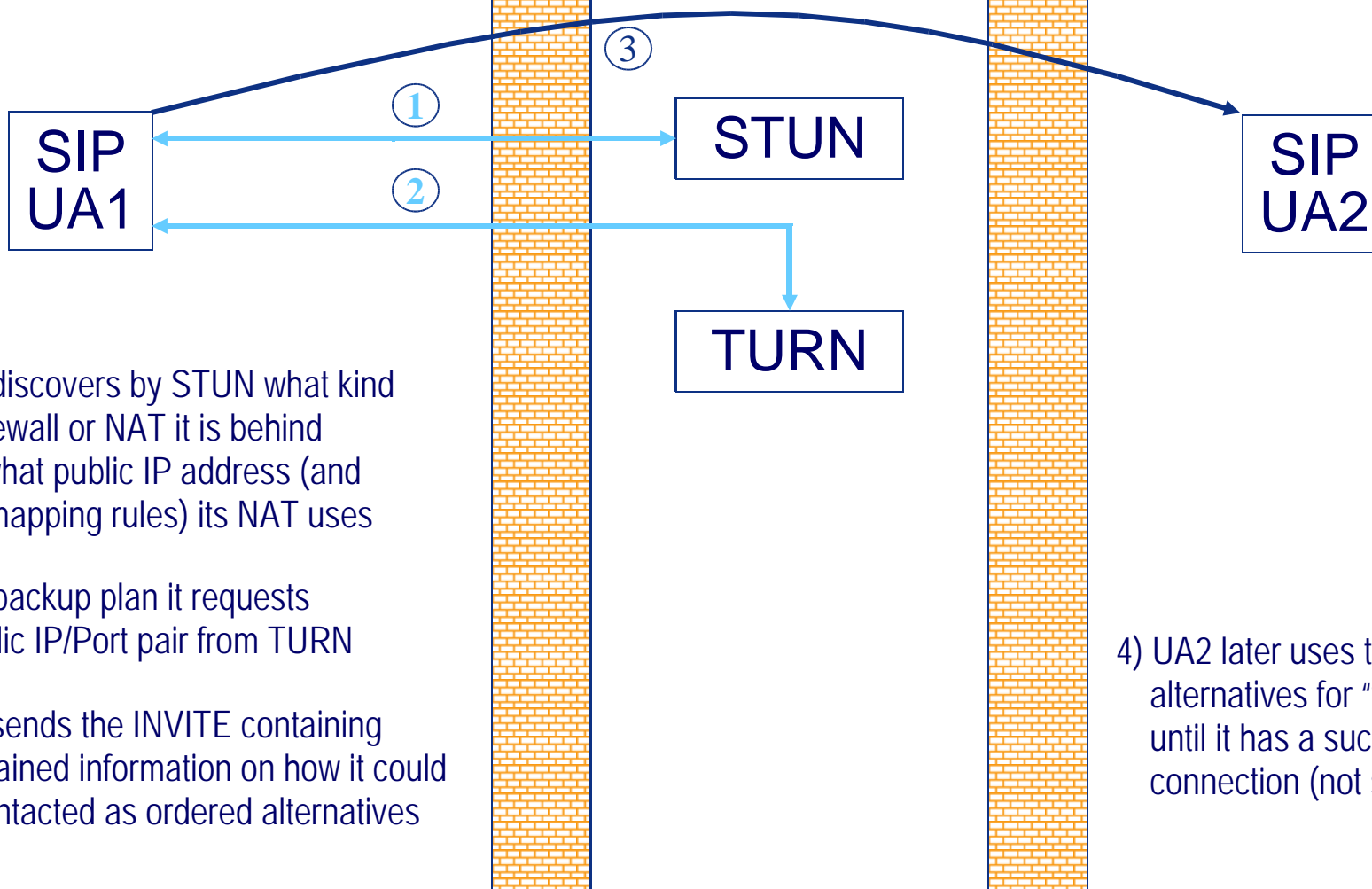
3) SIP INVITE goes to UA2 (Pin Hole has been kept open by SIP Proxy)

4) RTP is therefore re-routed via TURN Server
Pin holes on both sides are opened by first (RTP) packet

Behind NAT

Internet

Behind NAT



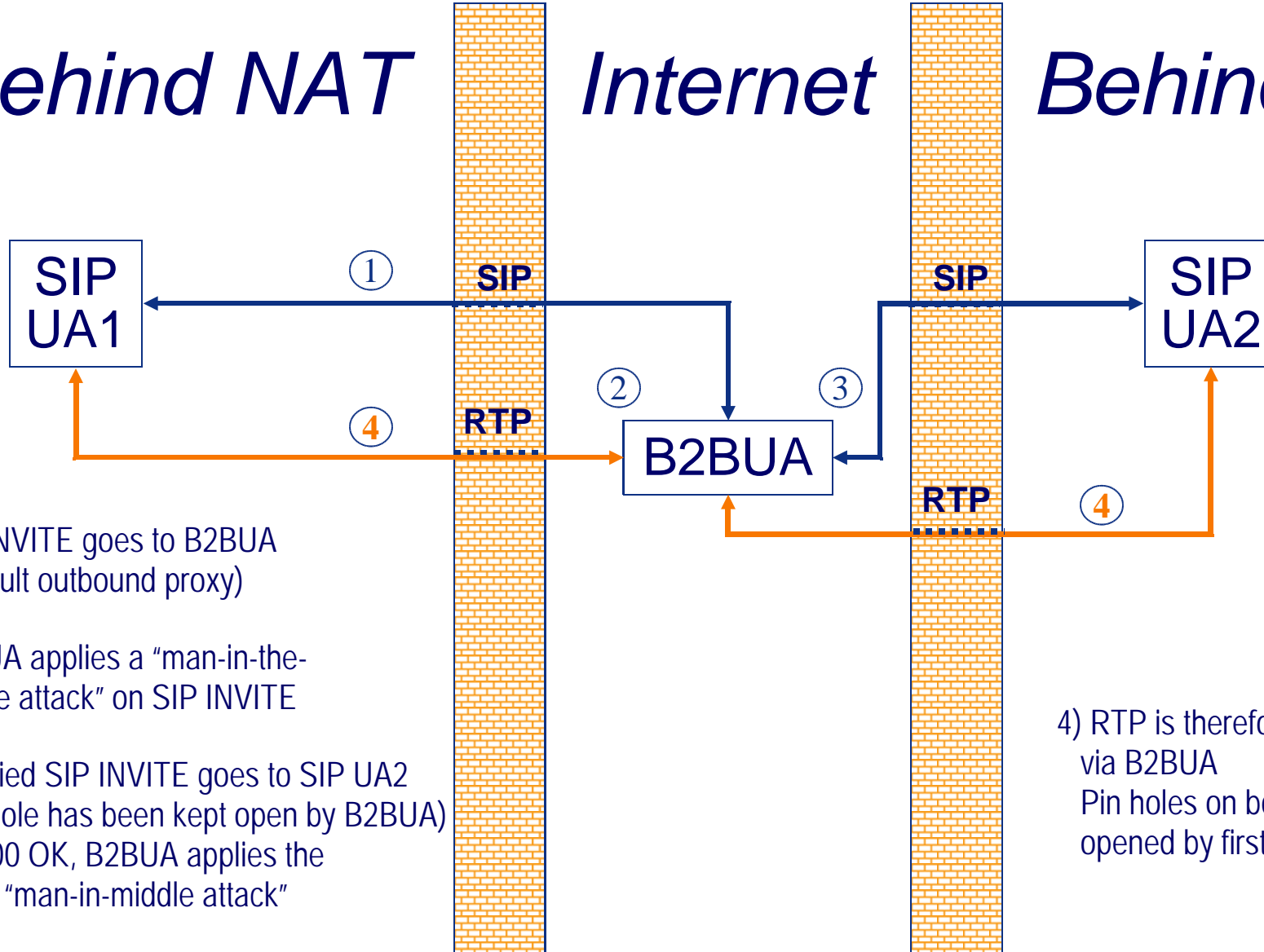
- 1) UA1 discovers by STUN what kind of Firewall or NAT it is behind and what public IP address (and Port mapping rules) its NAT uses
- 2) As a backup plan it requests a public IP/Port pair from TURN
- 3) UA1 sends the INVITE containing any gained information on how it could be contacted as ordered alternatives

- 4) UA2 later uses these alternatives for "trial and error" until it has a successful connection (not shown here)

Behind NAT

Internet

Behind NAT



1) SIP INVITE goes to B2BUA
(default outbound proxy)

2) B2BUA applies a "man-in-the-
middle attack" on SIP INVITE

3) Modified SIP INVITE goes to SIP UA2
(Pin hole has been kept open by B2BUA)
On 200 OK, B2BUA applies the
same "man-in-middle attack"

4) RTP is therefore re-routed
via B2BUA
Pin holes on both sides are
opened by first RTP packet

- **Wiretapping a SIP based conversation is not easy**
- **As with PSTN, one needs physical access to the network**
- **But, gaining physical access to WLAN networks is easy**

- **Signalling (SIP)**
 - End-to-End
 - » S/MIME
 - Hop-by-hop
 - » SIPS (require TLS on whole signalling path)
- **Streams (RTP)**
 - SRTP
- **Lower Layer solutions**
 - VPN, IPSec, TLS
 - Wireless: WEP, WPA, 802.1X

- **Many VoIP services are free of charge or charged flatrate**
- **Sending pre-recorded messages to thousands of VoIP users within seconds is possible**
 - SpIT calls in the middle of the night
 - Answering machine is full with SpIT
- **Spam IMs will be a problem too**

- **Client based solutions**

- Closed User Groups
 - » Trusted buddy lists

- **Network based Solutions**

- Web of trust
- Blacklisting
- Charging

- **Mixed approaches**

- SIP Identity

⇒ **All solutions require some kind of trust relationship, e.g.**

- CA (server and/or client certificates)
- shared secret

- **Call hijacking**
 - associate a user's SIP URI with another IP address
 - » “Stealing” calls from someone else
 - **Identity theft**
 - **Caller Identity faking**
 - » pretend to be someone else
 - » Using (charged) services of someone else
 - **Man-in-the-middle attack**
- **Registration, call signalling and media should be authenticated**

- **Signalling (SIP)**
 - Basic Authentication (deprecated!)
 - Digest Authentication (challenge - response)
 - S/MIME
 - SIPS
 - SIP Identity
- **Streams (RTP)**
 - SRTP
- **Lower Layer solutions**
 - TLS
 - IPSec
- **All solutions require some kind of trust relationship, e.g.**
 - Shared secret
 - CA (server and/or client certificates)

- IETF proposal (Standards Track) in RFC Editor queue
- SIP messages are signed by sending UA or local SIP (Outbound) Proxy
 - If Proxy signs the SIP message (on behalf of the user)
 - » the UA authenticates at Proxy
e.g. with Digest Authentication over TLS
- Receiving party (Proxy or UA) verifies signature
- Certificate Authority (CA)

- **VoIP systems are challenged by the well known Internet security threats:**
 - (Distributed) Denial-of-Service
 - Viruses, worms, ...
 - Buffer overflow attacks
 - ...
- **VoIP will most probably not be as reliable as the PSTN**
- **This is the price we pay for new functionality/services and lower costs**

;-)

