CUTLASS - Encrypted Communications for Everyone

Todd MacDermid

CUTLASS Overview

- Started in April, 2004
- Encrypted P2P voice, file, and chat software
- BSD license
- 3 core part-time developers, one full time in May 2005

Questions I Hope To Answer

- What is the target audience?
- Why doesn't existing software work?
- How does it work?
- What have you done so far?
- How can we help?

(This) Talk Rules!

Questions Whenever

The Dream...







How Much of Your Traffic do YOU Encrypt?

The Problem



The Problem

Cryptography is not widely used
Most users are unwilling to sacrifice

convenience for security

 It is dangerous to make encryption for experts only

What Traffic Types Are Protected?

- Voice over IP
- File Sharing / File Trading
- Instant Messaging

What Are Existing Solutions?

- Skype
 WASTE
 TOR
- Jabber
- GnomeMeeting and other FreeVoIP

Skype

The Good	The Bad
Encrypted, peer-to-peer	Licensing terms are onerous
voice	Traffic is dependent on central authentication server
UI was a marvel of simplicity, both in install and use	(CALEA?)
	Crypto is questionable and closed
	Only 5-way conference, max.

WASTE

The Good	The Bad
Encrypted, peer-to-peer file transfer	Licensing issues are fuzzy, at best
Cross-platform	No way of removing someone from a group
Code is broadly available	Key exchange is painful

Jabber

The Good	The Bad
Open source	Cryptography is optional
Strong cryptography available Cross-platform	Voice support specs are not specified

GnomeMeeting, Other Free VolP

The Good	The Bad
Open source	Cryptography? "Use IPSec"
Standards-compliant	
Cross-platform	

TOR

The Good	The Bad
Open source	Anonymity requires latency
Strong cryptography Cross-platform	Anonymity weak against attackers that can observe both endpoints
Anonymity in addition to cryptography	TCP only, thus unsuitable for voice

CUTLASS Design Goals

- Easy enough to use
- Cross-platform
- Secure by default
- Useful with small network effect
- Extendable (both functionality + paranoia)
- Independent of central servers

CUTLASS Anti-Goals

Not a strong anonymity system

- Not restricted to existing standard protocols
- Does not require a global namespace

CUTLASS Protocol Design

- Single protocol for all traffic
- UDP-based, with reliable transport layer
- Anyone has server capabilities
- Peers directly connect, minimal traffic through server

Protocol Advantages

• Easy NAT punching

- No ephemeral ports if we don't want them
- One hole is sufficient
- Traffic analysis cannot key on packet type

Protocol Disadvantages

- We must reimplement reliable transport
- We won't have access to kernel timers when we reimplement reliable transport

CUTLASS Cryptography

- SSL/TLS Requires TCP or equivalent
- PGP and S/MIME Message-based; very inefficient with many packets
- IPsec Admit it, IPsec sucks
- SRTP Too strongly tied to RTP to be helpful

Cryptographic Primitives

- RSA-signed Diffie-Hellman exchange
- Ephemeral AES-256 keys in counter mode
- SHA-I HMAC on each packet
- No replay protection at the crypto layer (but there will be!)

Key Exchange

----- nonce_c, H(nonce_c, RSA_s), RSA_c -----> <----- nonce_s, nonce_c, RSA_s ----------- DH_c, SIG_c(DH_c) -----> <----- DH_s, SIG_s(DH_s) ------

Initiator / "Client"

Responder / "Server"

Cryptographic Protocol Features

- Confidentiality and integrity
- Perfect forward secrecy
- Server responses are optional based on client knowledge of server key
- RSA key authentication, with passwordbased authentication coming soon

Trust Model

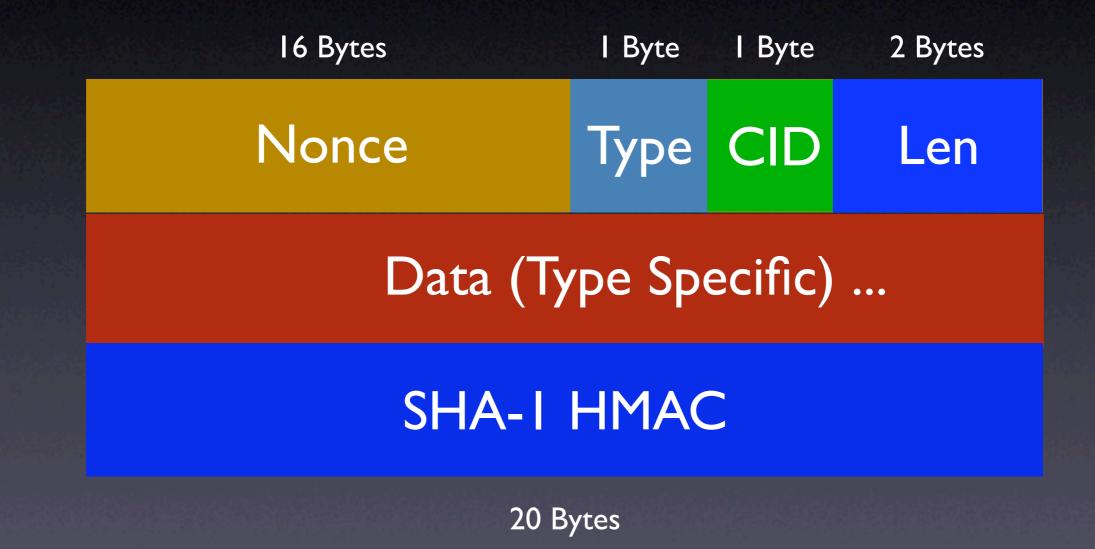
- SSH-style, "Ask on first connect"
- Users primary identification is key fingerprint

The Five Year Plan

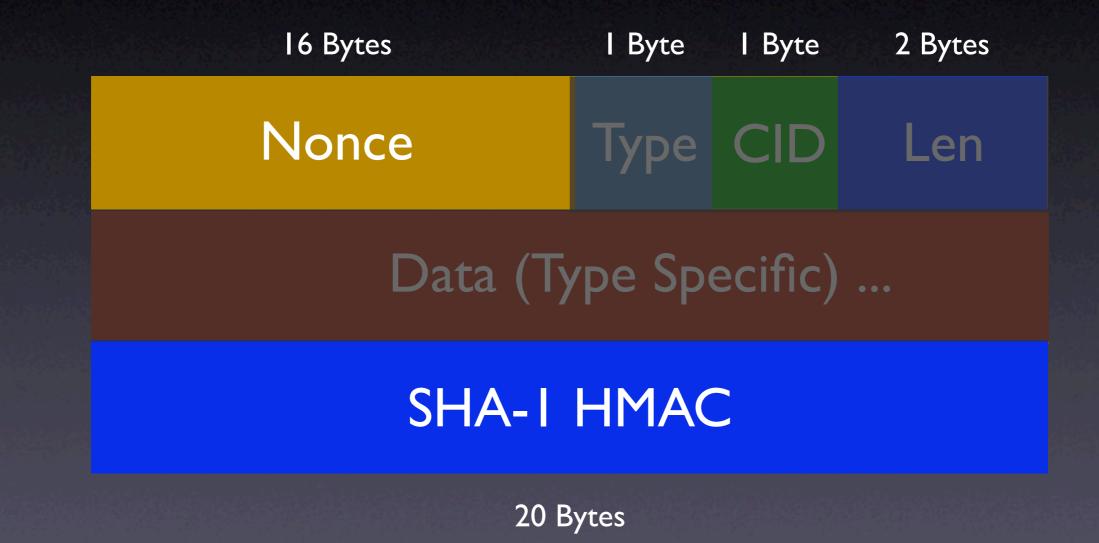
• DTLS - TLS over datagram (IETF draft)

- OpenPGP and SRP authentication for TLS (IETF drafts)
- DTLS + SRP + OpenPGP = sweet

CUTLASS Packet Structure



CUTLASS Packet Encrypted Portions



CUTLASS Packet Types

- Key Exchange
- Ping/Pong
- Connection Information Req/Resp
- Audio
- Reliable Transport

CUTLASS Transport Layer

"Gap"-based requests



Request: 0-4500

CUTLASS Transport Layer

"Gap"-based requests

0

4500

Request: 1000-2000,3000-4500

CUTLASS Transport Layer

"Gap"-based requests

 $\left(\right)$

4500

Request: 3500-4000

CUTLASS Transport Rate-Limiting

- Requests immediately get one response
- Successful request/response pair increases unsolicited rate by one PPS
- Periodically send unsolicited data according to rate
- If number of gaps increases, decrease unsolicited rate

CUTLASS Transport Stats

- Copying 34 MB file over 10Mbps local link:
 SCP: 45 seconds
- CUTLASS: 53 seconds

Simultaneous copy bandwidth consumption:

- 75% of bandwidth used by SCP
- 25% of bandwidth used by CUTLASS

CUTLASS Transport Layer Advantages

- Unrestricted by window size
- Easy to turn into Bittorrent-style requests

CUTLASS Voice

- Using Speex, with 8 KHz sample rate
- Phone quality, more or less
- Currently supports OSS
- Anyone willing to write other audio drivers, please join us!

CUTLASS Group Design

- Groups can require authentication or not
- Groups can be advertised on directories
- Group communication is still point-to-point
- Group members are a consensus reality

CUTLASS Group Management

- Ops have a copy of private group key
- Ops cannot be revoked
- Ops may designate lower levels of Op that will not have private key
- These are effectively suggested local policies

CUTLASS Directory Servers

- Anyone can be a directory server
- Store registered users/groups, key fingerprints, and network locations
- Allows searching via strings
- Will NOT store file directories
- Will NOT be initially meshed, but is certainly a future desire

CUTLASS File Servers

All files requested by hash, not by name
File names may be searched by strings

What's Done?

- Key Exchange
- Text Messages
- File Push/File Serving
- Directory Serving
- Audio
- GTK Client
- Text Client

LibCUTLASS

- CUTLASS is currently divided into libcutlass and clients
- API docs in tarball
- To use the library, register asynchronous action handlers

Documentation

- action_handler_guide.txt list of all actions and available information
- api.txt API usage guide
- internals.txt thread locking policy and program structure
- protocol.txt key exchange, cryptography, transport layer, etc

What's Left to Do?

- Group management
- Directory Integration
- Windows, Mac OS X, and PocketPC clients
- Connection forwarding
- Gaim plugin

Cutlass Economic Model

- One full-time developer for 12 months
- Supported by savings, bounties, swag sales, donations
- From there?

Want to Help?

• Join the mailing list

cutlass-subscribe@synacklabs.net

• Join in development

svn co svn://svn.synacklabs.net/cutlass

• Link the site - http://cutlass.info

Buy some swag