

# Prefetching Proxy

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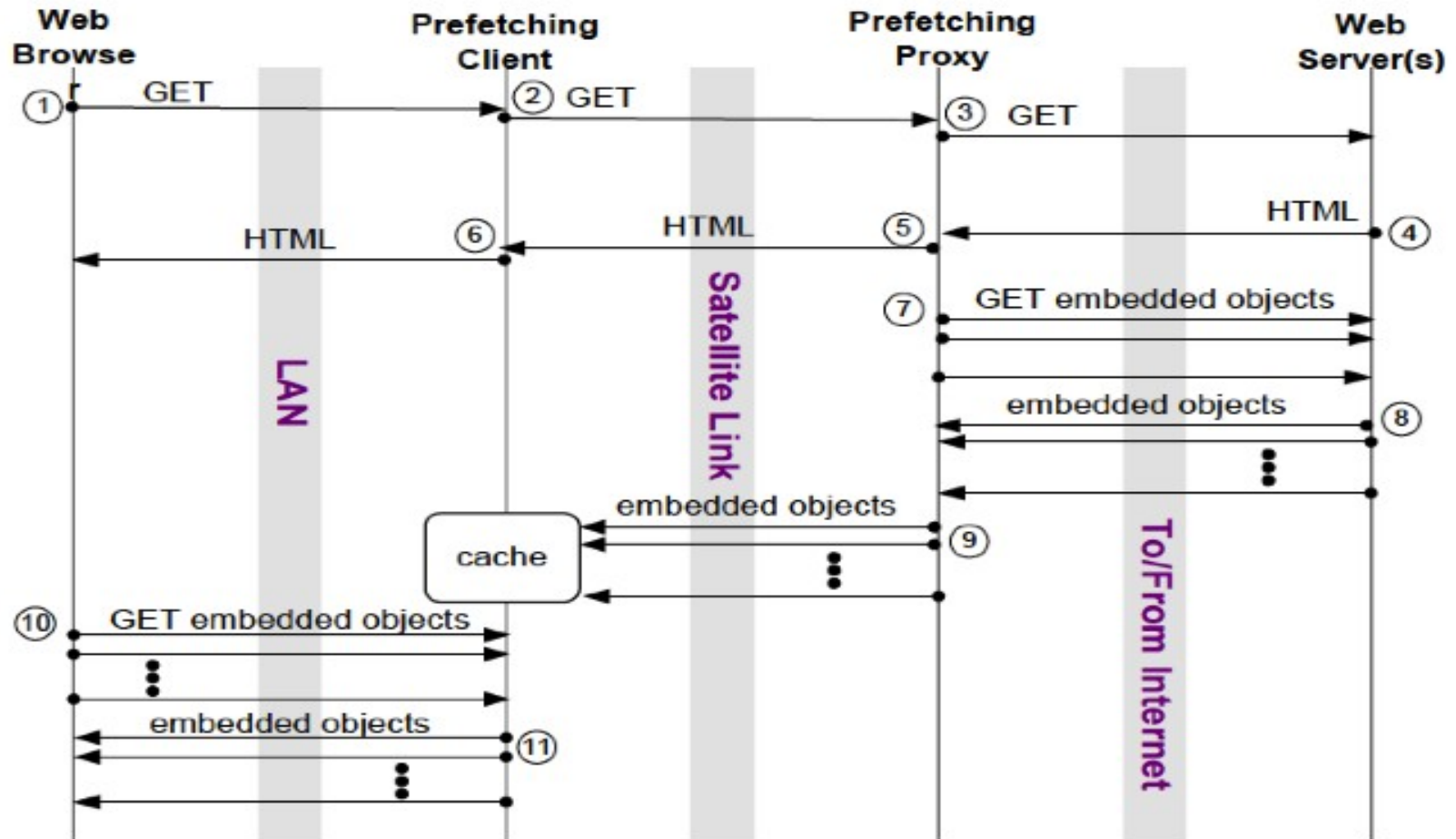
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# Brief Overview

- HughesNet wants to decrease noticeable latency to the end user.
- They hope to accomplish this by prefetching embedded content in webpages.

# System Model



# Security Properties

- Want to prevent an adversary from monitoring traffic through the prefetching proxy.
  - Nonsensitive data should be shared between headless browsers, but no browser should know the intended user of the data.
- Malware downloaded to prefetching proxy should be prevented from being shared and should not reach the end users.
- HTTPS transfers should be trusted to pass through the prefetching proxy securely.

# Alloy Modeling

- Perfect for describing an abstract system.
- Modeled basic system as proposed.
  - Included shared cache
- Assumptions:
  - Users and Prefetching Clients one-to-one
  - One headless browser per user
  - Shared cache holds HTML responses and embedded objects
  - Two different GETs with same content go to same website.
  - Two different GETs with different content go to different websites.

# Alloy Code

```
sig PrefetchingClient extends Entity{
  user : one User,
  cache : one Cache
}
{
  cache not in PrefetchingProxy.sharedCache
}

one sig PrefetchingProxy extends Entity{
  sharedCache : one Cache,
  headlessBrowser : set HeadlessBrowser
}
{
  all hb : HeadlessBrowser { hb in headlessBrowser }
  sharedCache not in PrefetchingClient.cache
  sharedCache.data = HTMLResponse.content + embeddedObject.content
}

sig HeadlessBrowser extends Entity{
  hbCache : one Cache
}
{
  hbCache = PrefetchingProxy.sharedCache
}
```

# Alloy Code

```
abstract sig Message{
  to : Entity,
  from : Entity,
  content : Data,
  u : one User,
  pc : one PrefetchingClient,
  w : one WebServer
}
{
  from != to
  u.pClient = pc
  pc.user = u
  to in User => { to = u }
  from in User => { from = u }
  to in PrefetchingClient => { to = pc }
  from in PrefetchingClient => { from = pc }
  to in WebServer => { to = w }
  from in WebServer => { from = w }
}
```

```
sig embeddedObject extends Message{
{
  from not in PrefetchingClient + SatelliteLink + PrefetchingProxy +
    PrefetchingProxy.headlessBrowser + InternetLink + WebServer
    iff to = none
  from in PrefetchingClient iff to = u
  from in SatelliteLink iff to = pc
  from in PrefetchingProxy iff to = SatelliteLink
  from in PrefetchingProxy.headlessBrowser iff to = PrefetchingProxy
  from in InternetLink iff to in PrefetchingProxy.headlessBrowser
  from in WebServer iff to = InternetLink

  w not in AttackerWebServer => {
    all a : AttackerWebServer {
      content != a.malware
    }
  } else {
    some a : AttackerWebServer {
      content = a.malware
    }
  }

  content in (pc.cache).data
}

sig GETEmbedded extends Message{
{
  from not in User + PrefetchingProxy.headlessBrowser + InternetLink iff to = none
  from in User iff to = pc
  from in PrefetchingProxy.headlessBrowser iff to = InternetLink
  from in InternetLink iff to = w

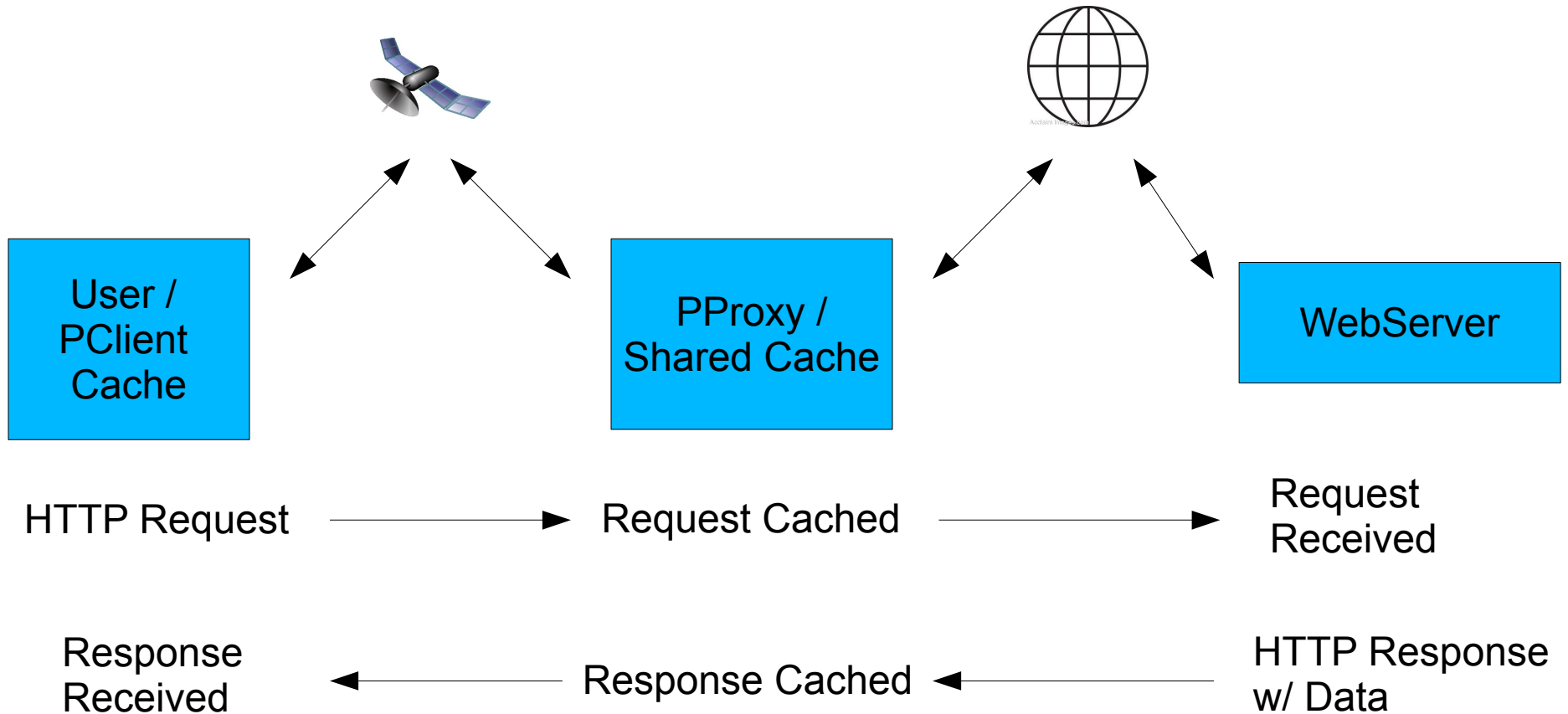
  content in (pc.cache).data
}
```

# Threat Analysis

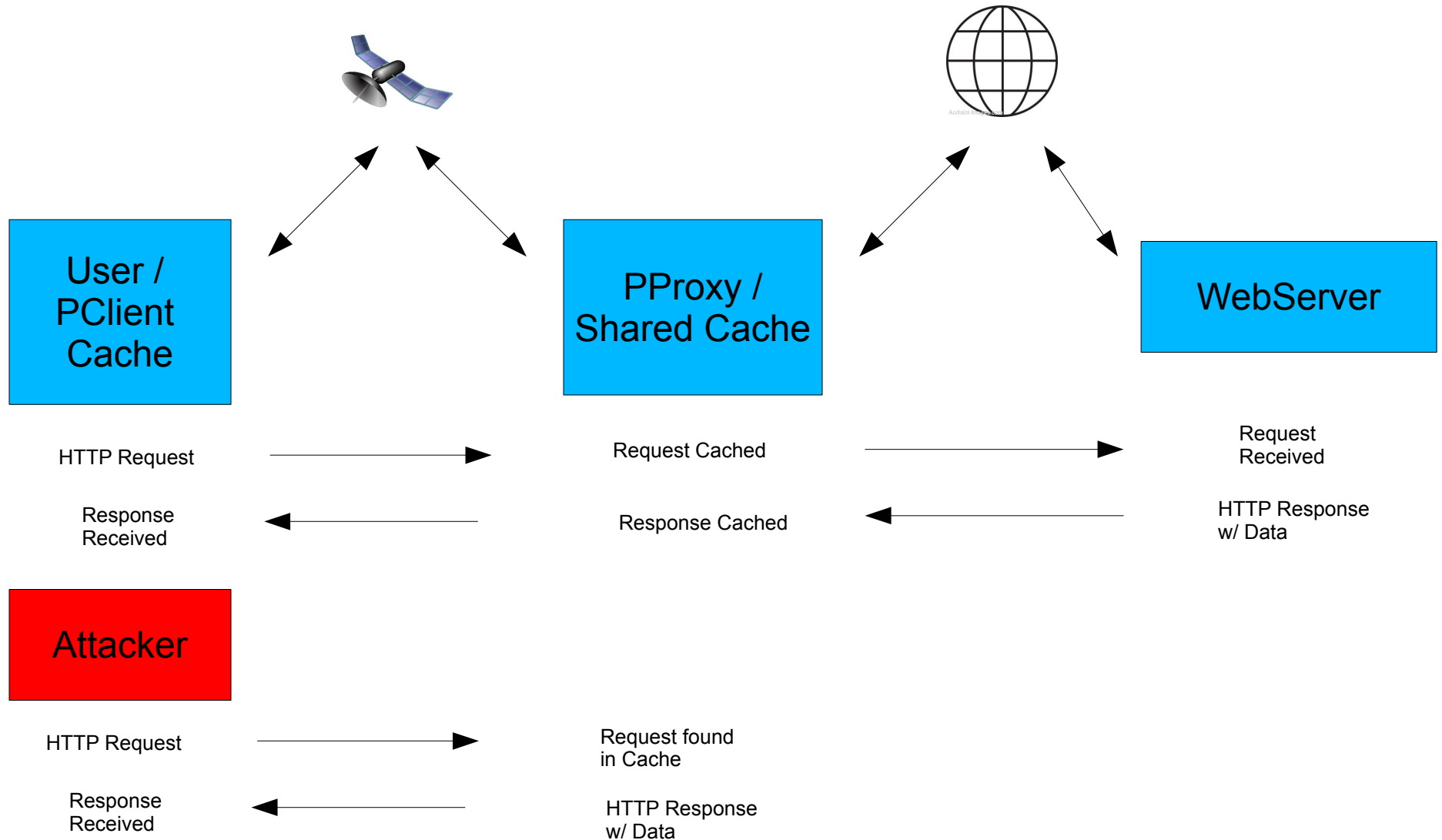
- Analysis via Alloy proved to be very difficult given the large number of applicable protocols.
- No single protocol was proposed by Hughes for this system.
- System is meant to aid current protocols.
- Analysis primarily by inspection.
- Threat model confirmed in Alloy.



# Ideal System



# Eavesdropping Attack



# Eavesdropping Attack

- Attacker can sift through the cache by brute force.
- Can prevent the attacker's requests from polluting the cache by setting **cache-control = only-if-cached**.

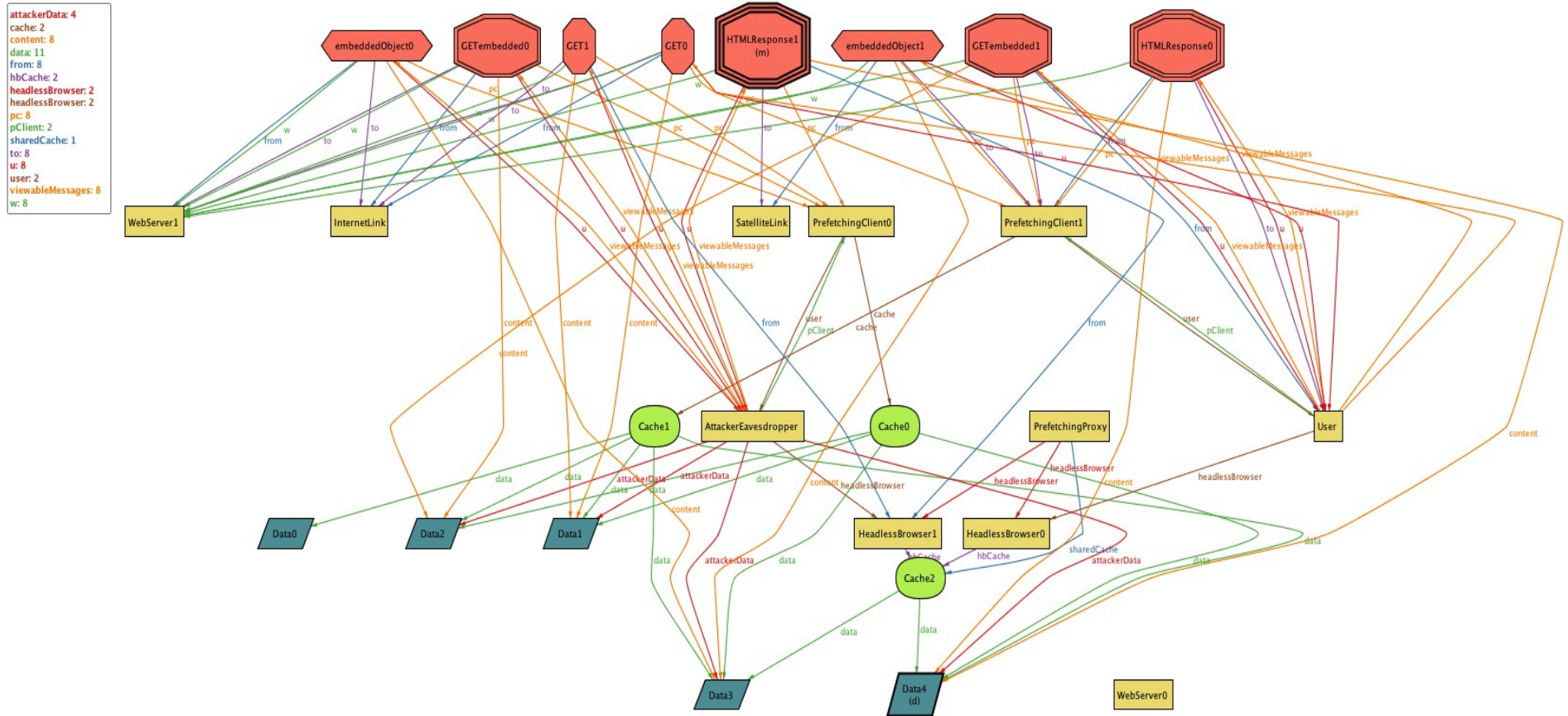
# Eavesdropping Attack Prevention

- Modify selected HTTP header fields for requests and responses at the prefetching proxy.
- Treat all HTTP requests the same and all HTTP responses the same.
- Attacker won't know if data from cache was polluted by itself.

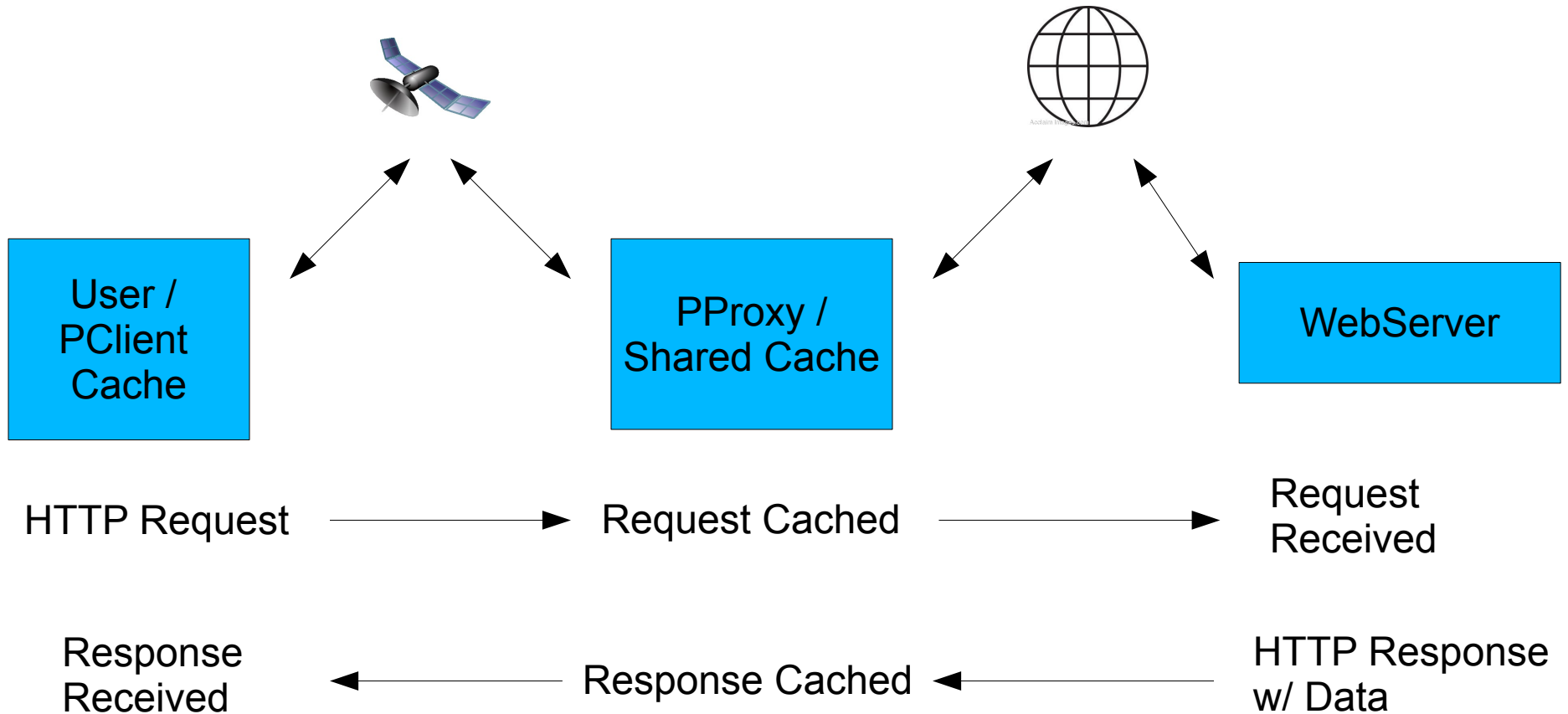
# Eavesdropping Attack

```
pred eavesdroppingAttack {  
  one attacker : AttackerEavesdropper, user : User {  
    one g1, g2 : GET {  
      g1.content = g2.content and  
      g1.u = attacker and  
      g2.u = user and  
      g1.w = g2.w => {  
        attacker.attackerData != none  
        attacker.attackerData = ((user.pClient).cache).data  
      } else {  
        attacker.attackerData = none  
      }  
    }  
  }  
}  
  
run eavesdroppingAttack  
for 11 Entity, exactly 2 User, exactly 1 AttackerEavesdropper,  
exactly 2 PrefetchingClient, exactly 2 HeadlessBrowser, exactly 2 WebServer,  
exactly 3 Cache, 8 Data,  
exactly 8 Message, 2 GETEmbedded, 2 embeddedObject, 2 GET, 2 HTMLResponse
```

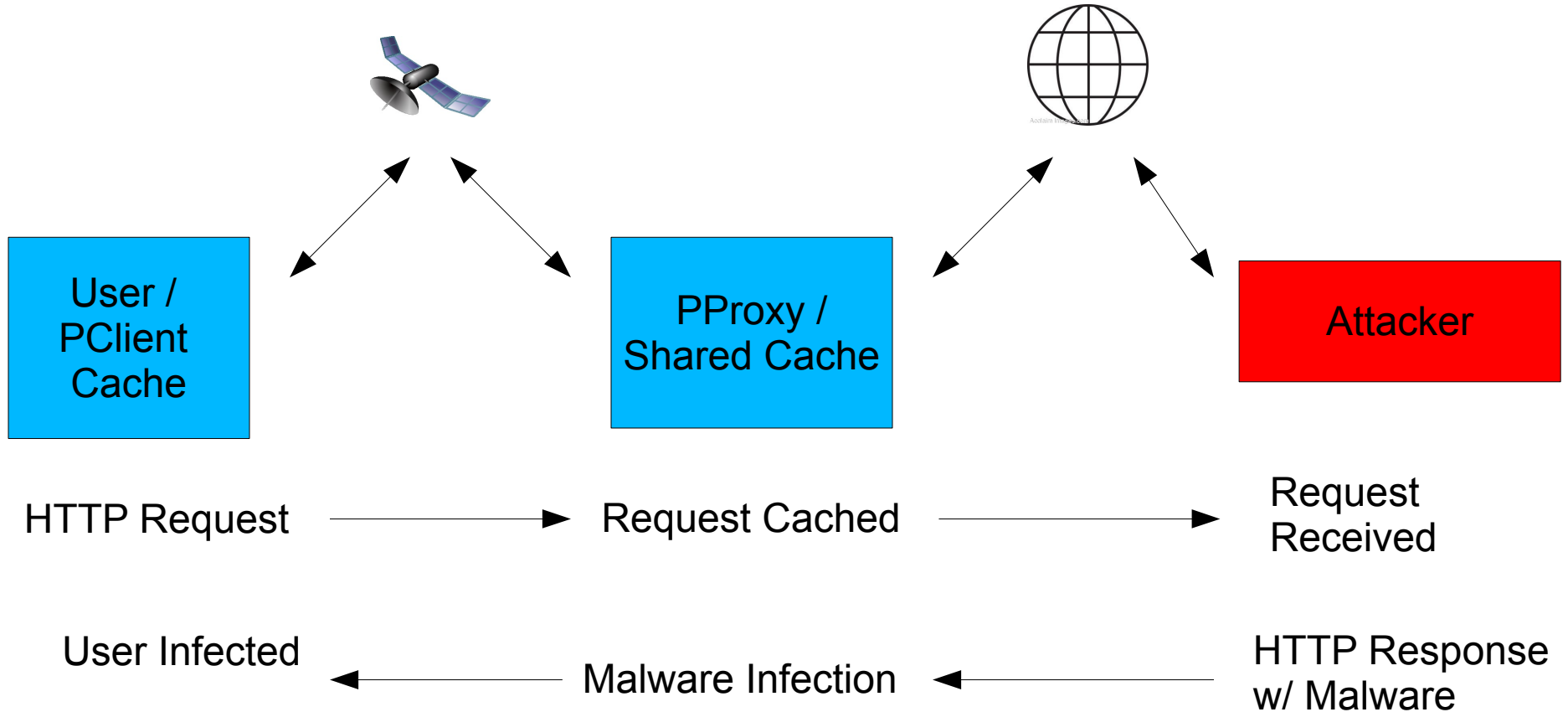
# Eavesdropping Attack



# Ideal System



# Malware Infection





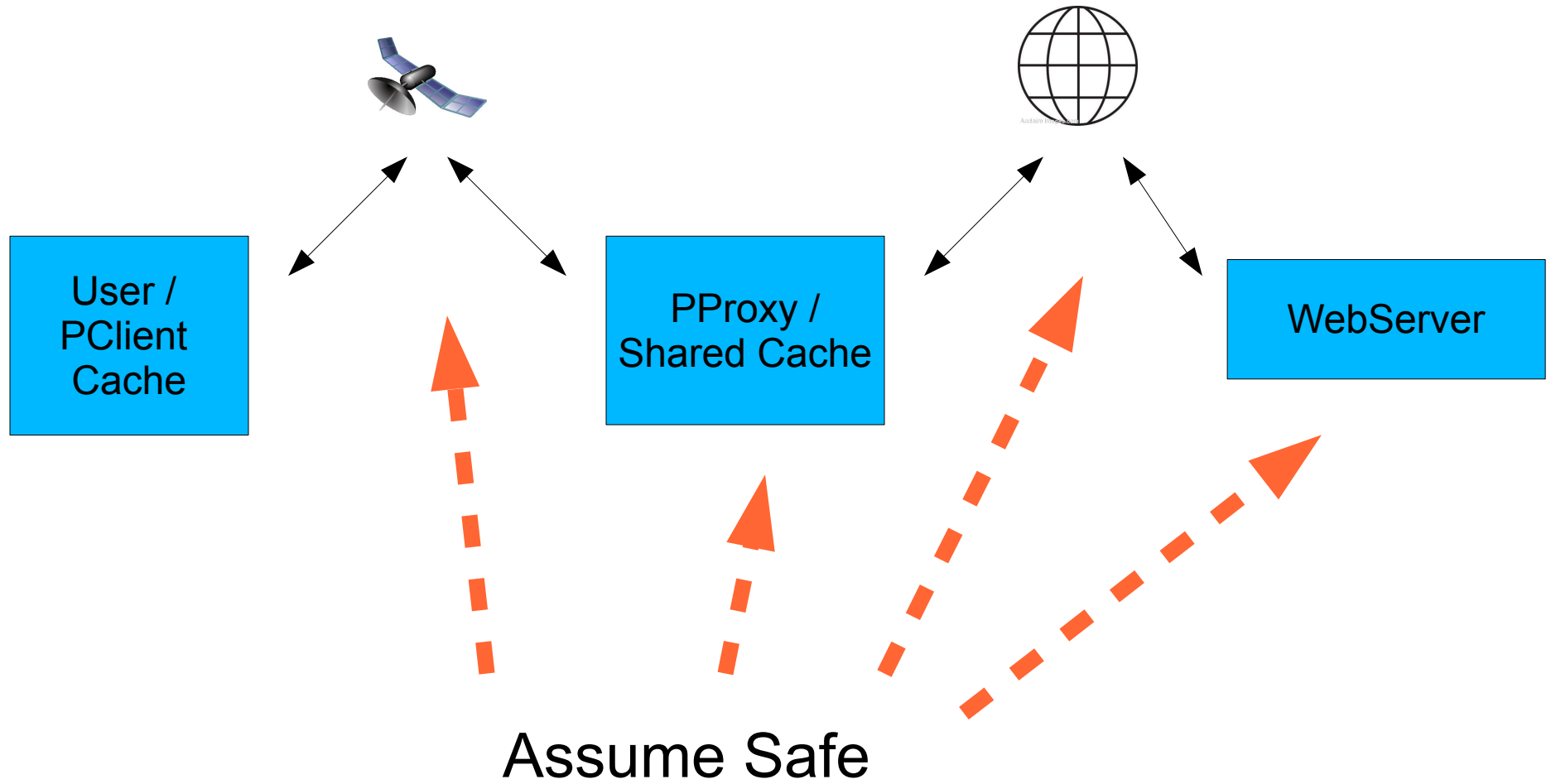
# Malware Prevention

- Install anti-malware software on the prefetching proxy.
- Or, don't share cache at prefetching proxy.

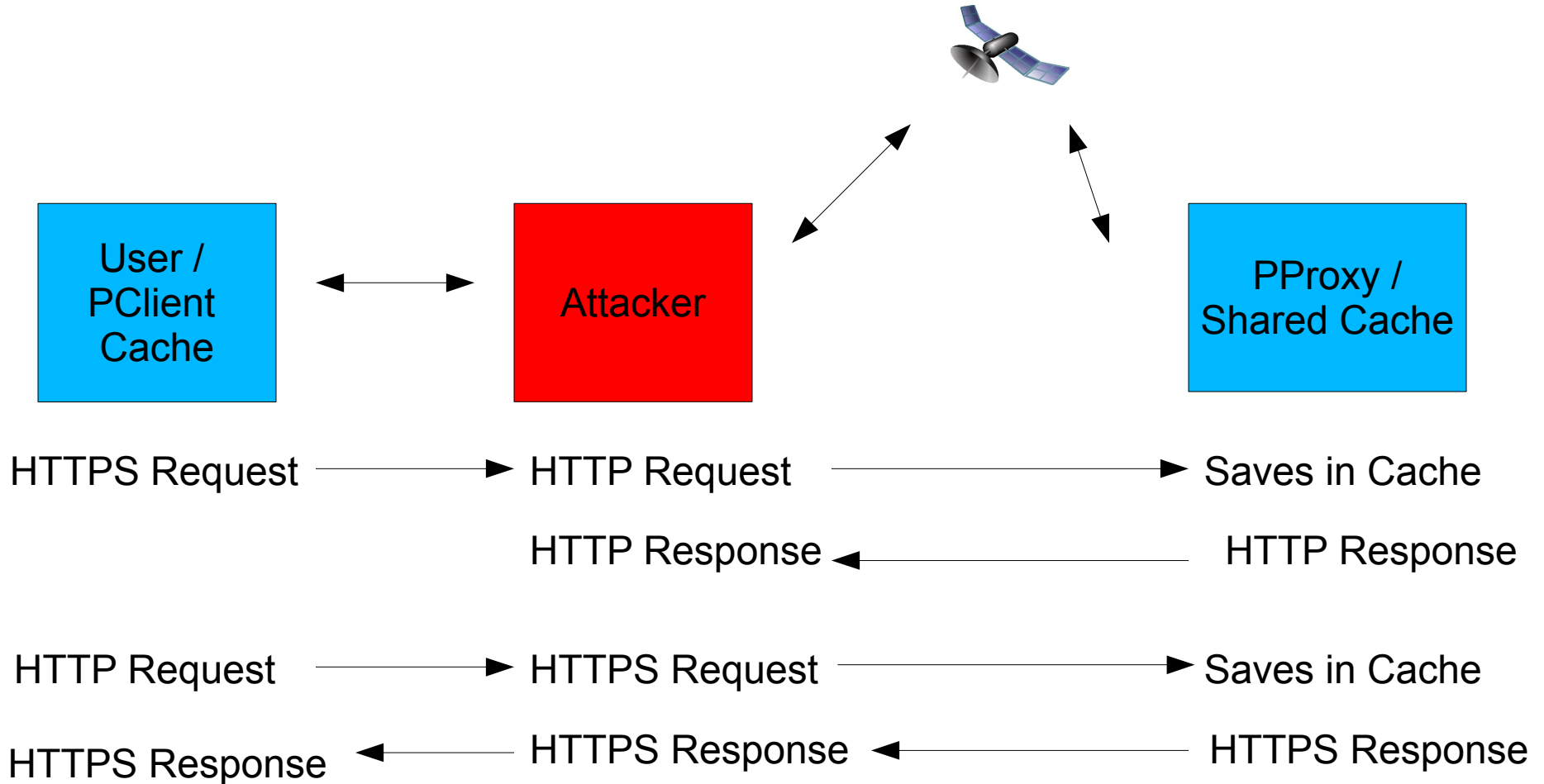
# HTTPS

- Need SSL Bridging.
- End user needs to import the certificate of the SSL bridging server (prefetching proxy).
- Prefetching Proxy still vulnerable to a SSL\_Strip attack.

# HTTPS SSL\_Strip



# HTTPS SSL\_Strip



# HTTPS SSL\_Strip Prevention

- Prefetching Proxy can keep track of HTTP messages and HTTPS messages.
- If it sees a HTTP request before a HTTPS request for the same domain name, don't forward HTTPS request.

# Conclusion

- Alloy modeling difficult without specific protocol.
- Eavesdropping threat threatens confidentiality.
- Malware threat threatens integrity due to vast infection.
- HTTPS SSL\_Strip threatens privacy.