

# **NETWORK SECURITY: IPSEC AND SSL/TLS**

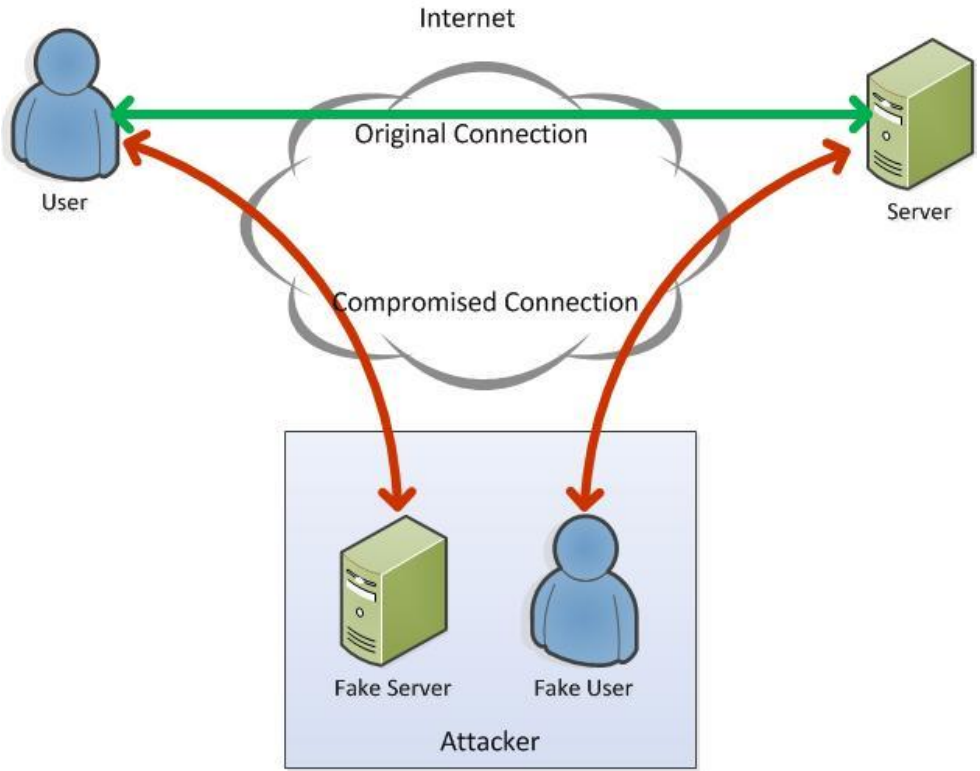
## AGENDA

- Purpose of IPSec and SSL/TLS
- The whole picture with terminologies
- IPsec
- SSL/TLS
- Comparison

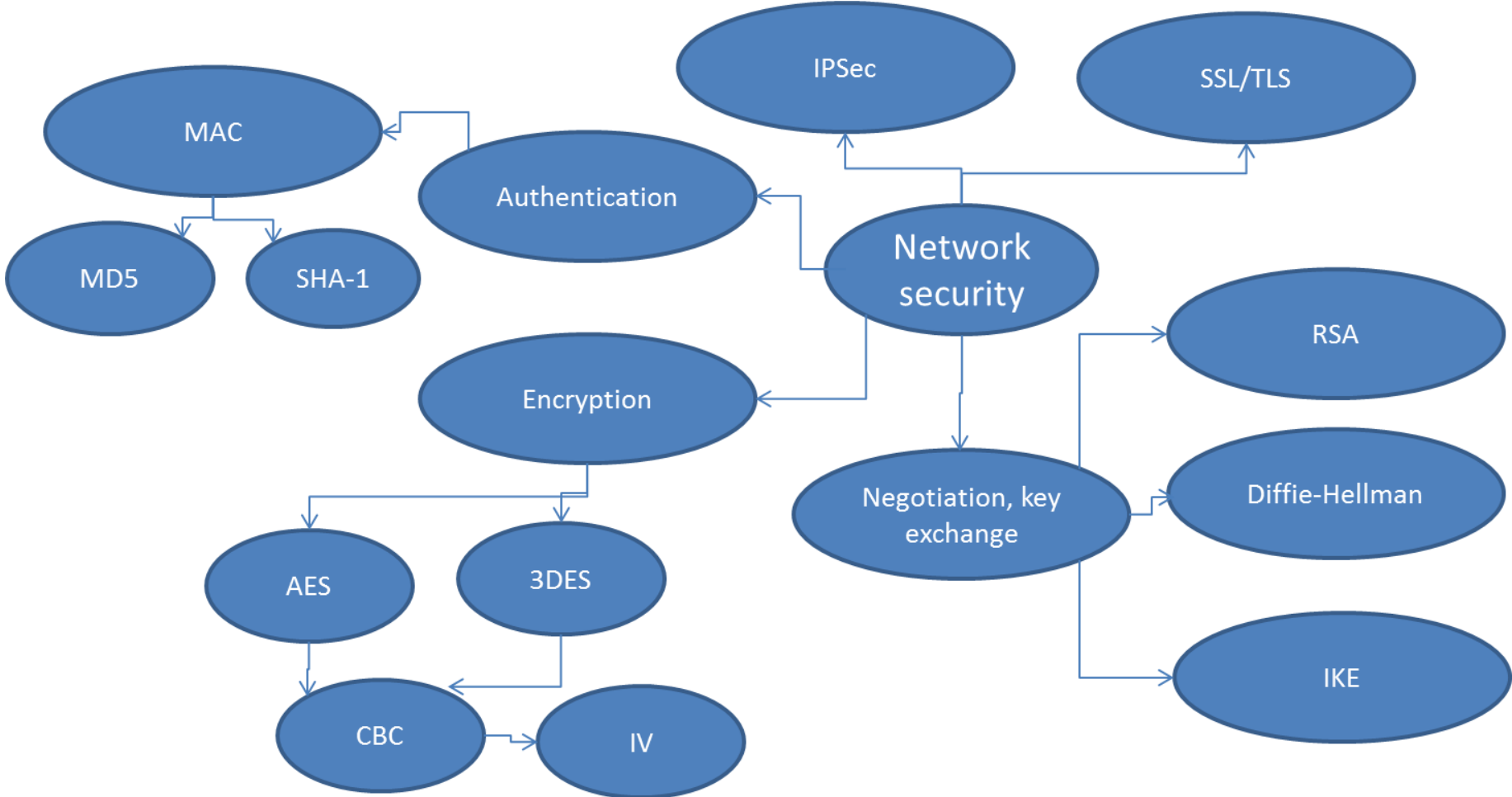
## MOTIVATION: PROTECT USERS FROM ATTACKS

### Man in the middle attacks

- Get user's sensitive information
- Data forgery
- Data replay



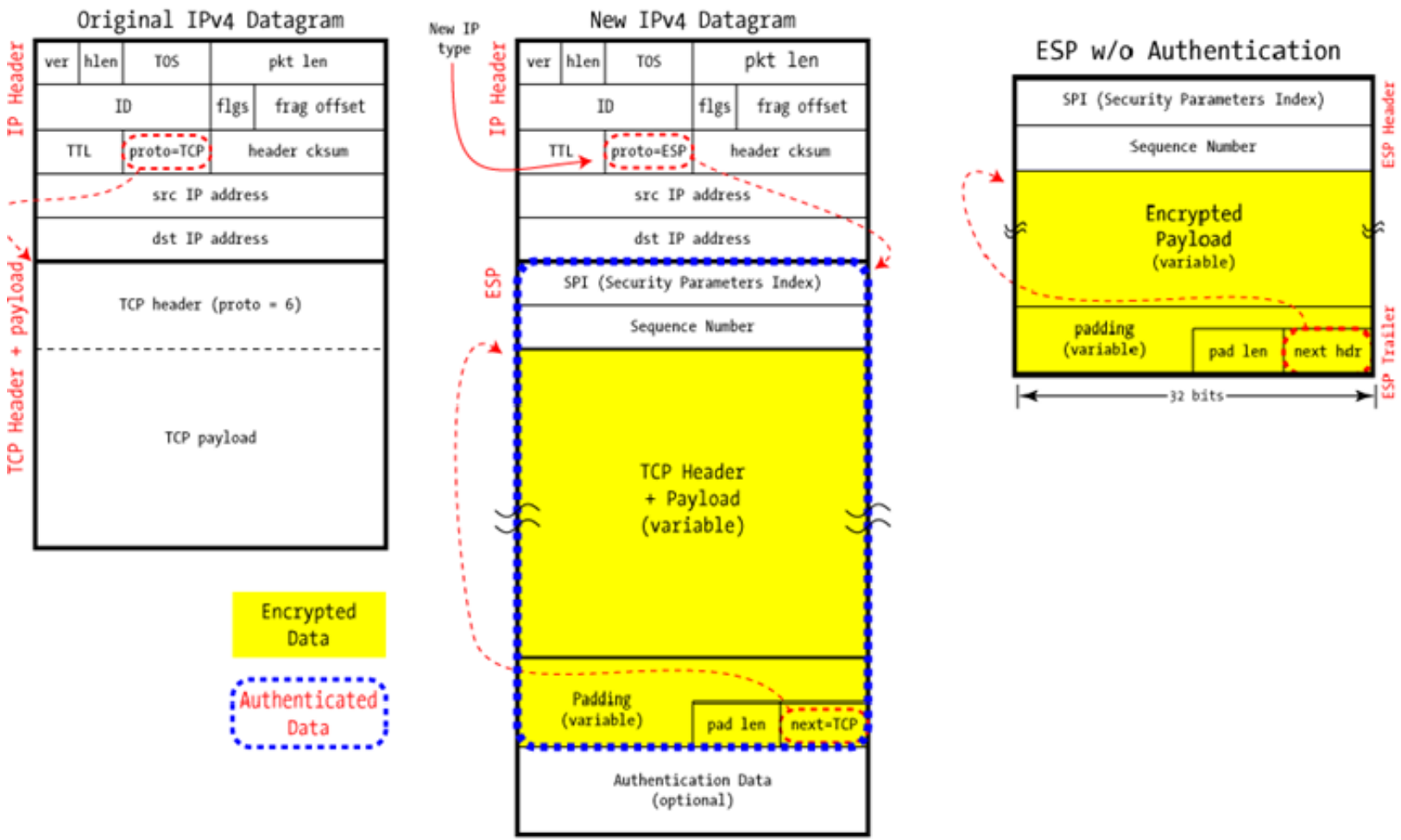
# MAP OF NETWORK SECURITY MECHANISM



## INTERNET PROTOCOL SECURITY- IPSEC

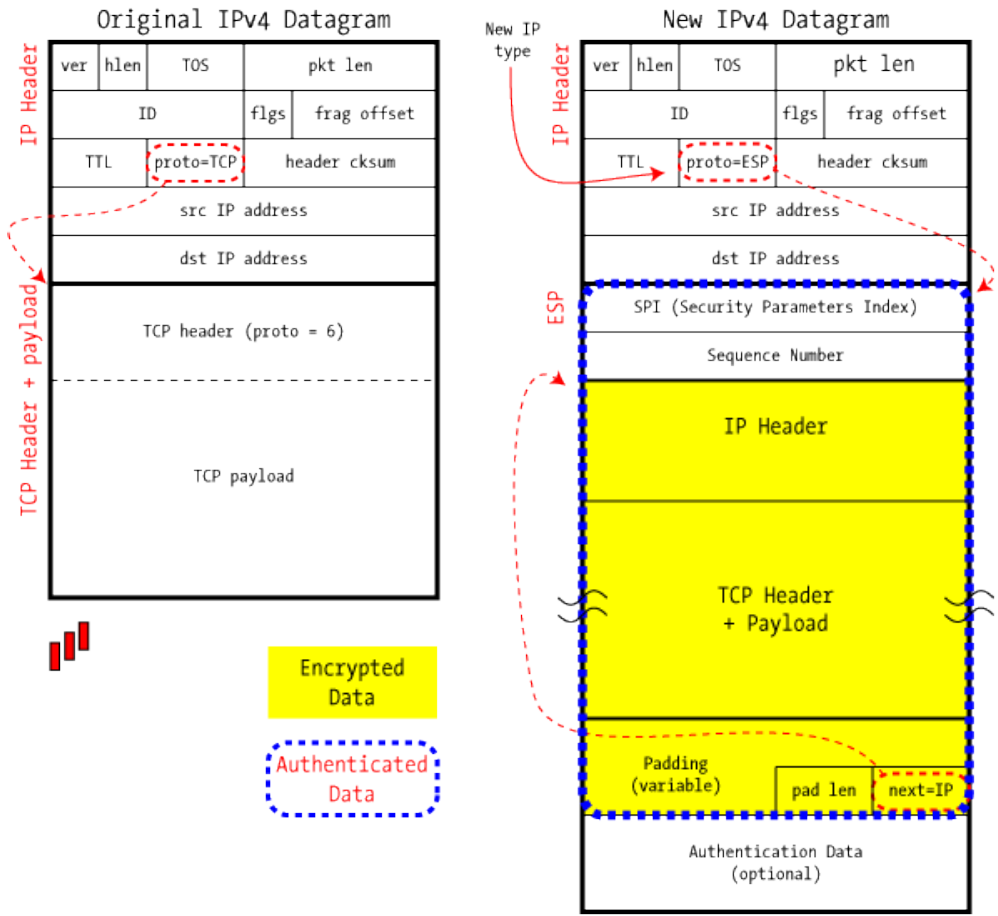
- ✧ Encapsulation
  - Authentication Header - AH
  - Encapsulating Security Payload - ESP
- ✧ Mode of operation
  - Transport mode
  - Tunnel mode

# IPSEC IN ESP TRANSPORT MODE

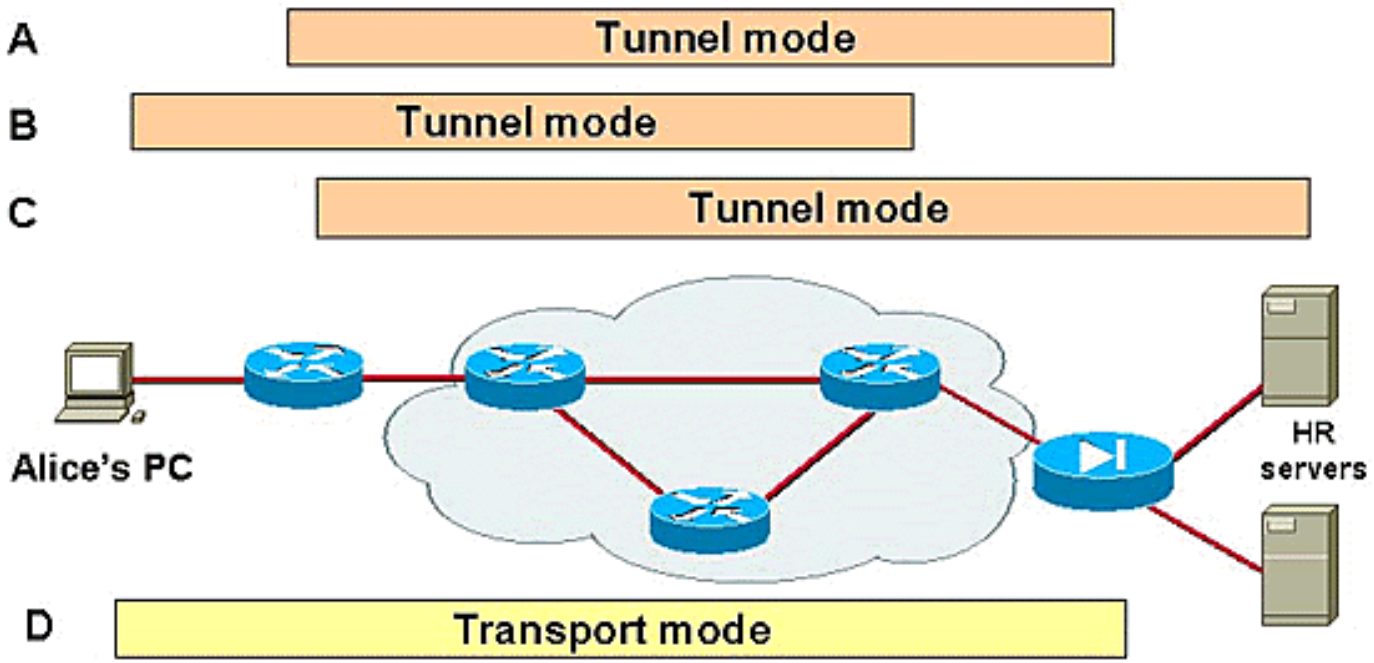


# IPSEC IN ESP TUNNELING MODE

IPSec in ESP Tunnel Mode

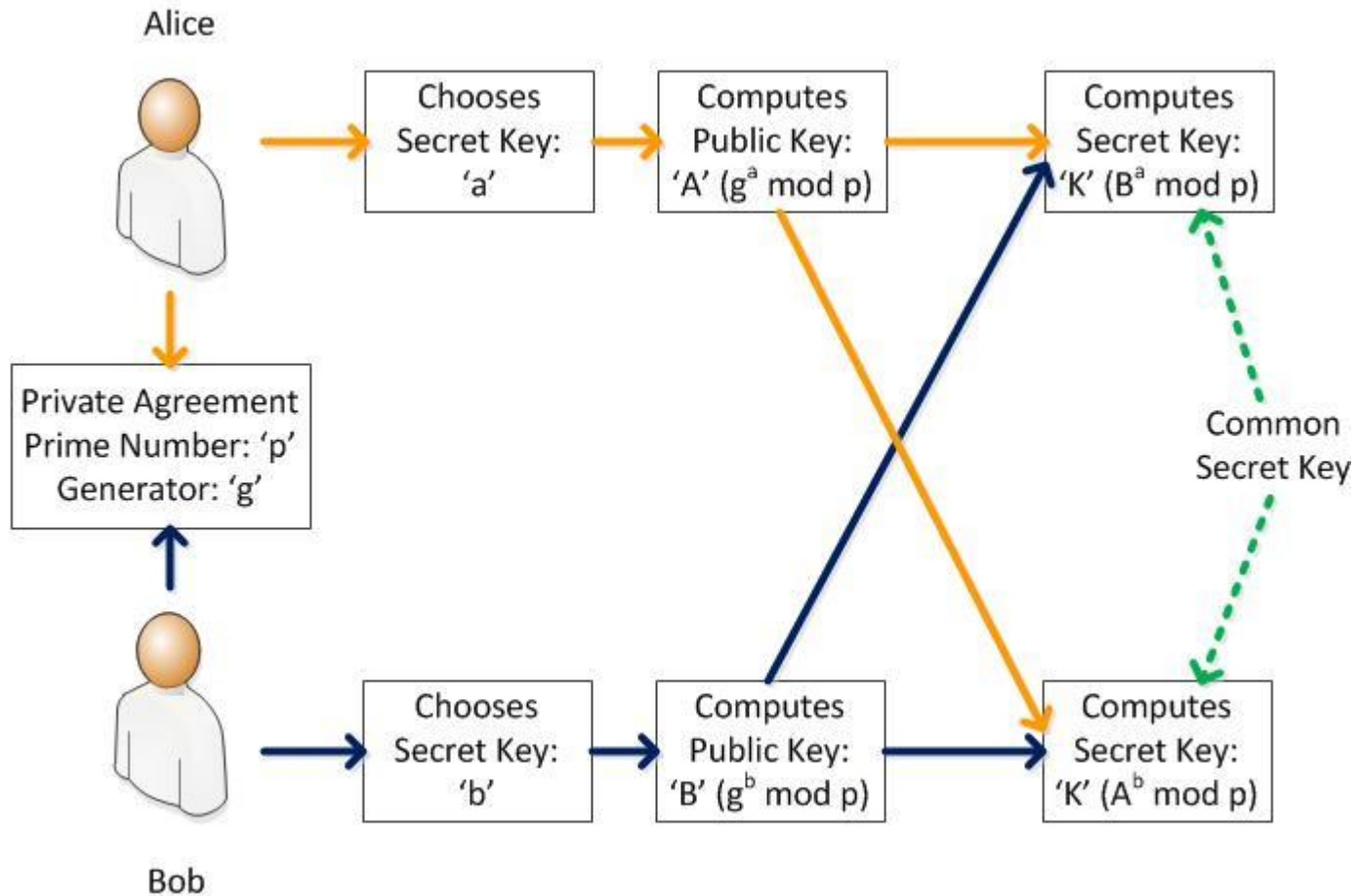


## TRANSPORT VS. TUNNEL MODE





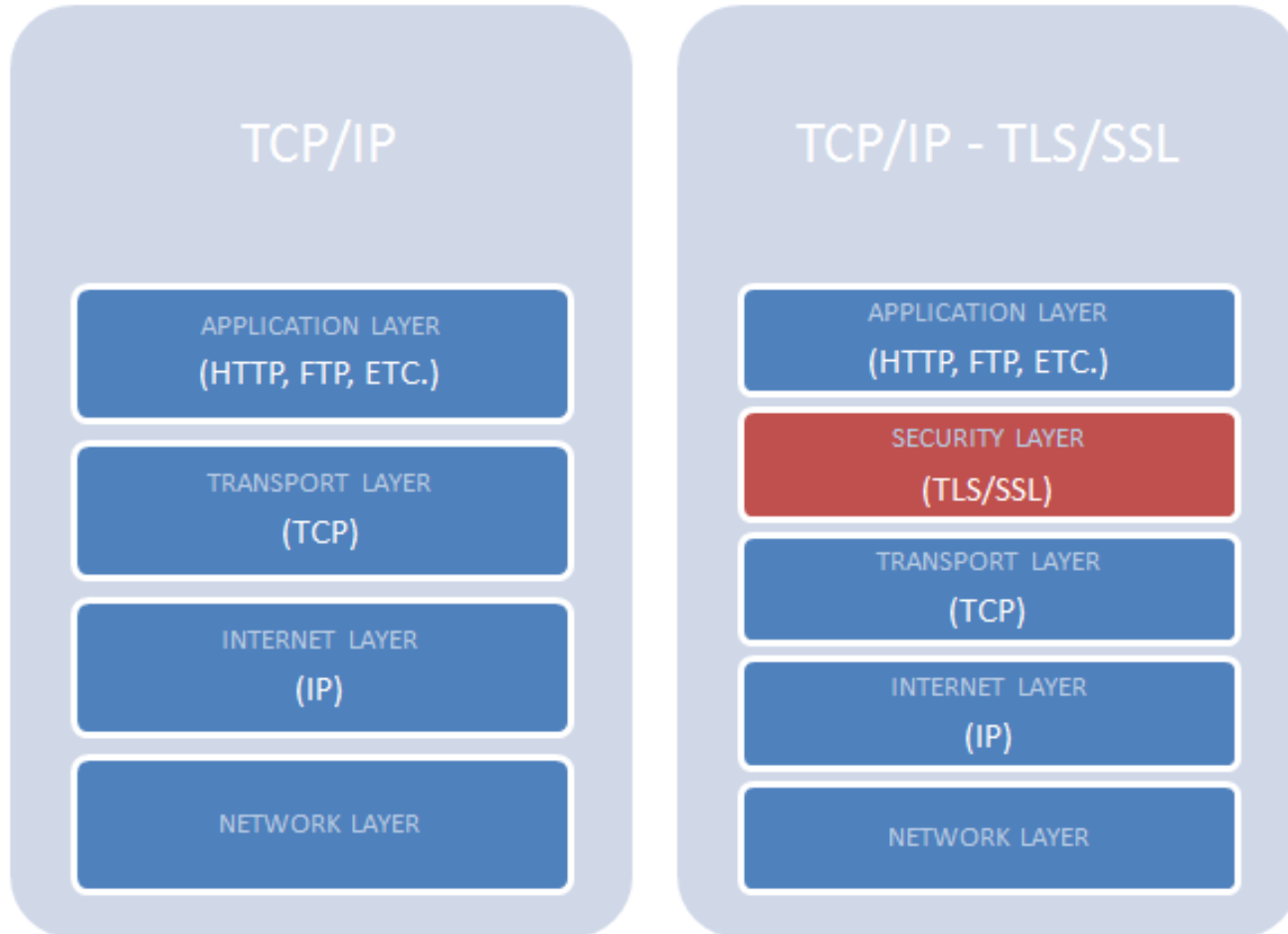
# INTERNET KEY EXCHANGE PROTOCOL (IKEV2) - DIFFIE HELLMAN ALGORITHM



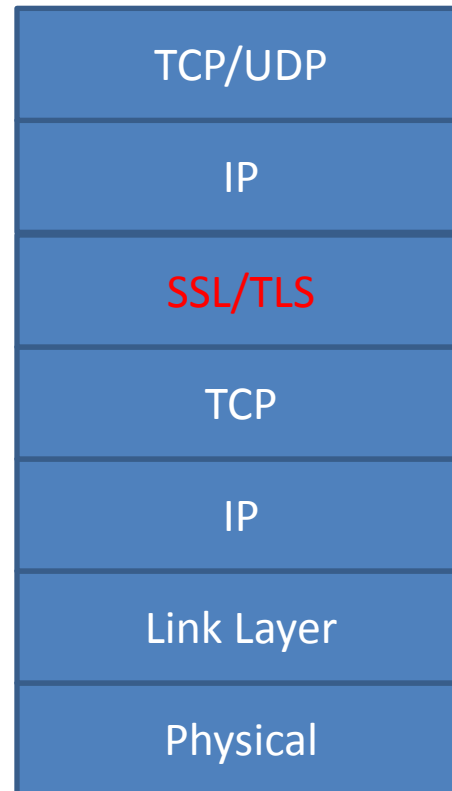
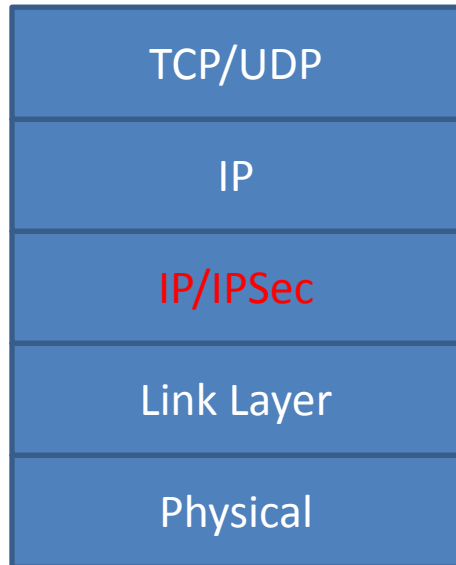
## SSL/TLS

- ✦ **SSL: Secure Sockets Layer (v2.0, v3.0)**
  - Initializes handshakes to exchange key and information right away
  - Needs separate port number (HTTPS on port 443, LDAPS on port 636, IMAPS on port 993, instead of 80, 389, 143 respectively)
  
- ✦ **TLS: Transport Layer Security (v1.1, v1.2)**
  - Successor of SSL
  - Use the same port as the unsecured protocols

# SSL/TLS IN THE PROTOCOL STACK



# IPSEC OR SSL/TLS FROM VPN'S POINT OF VIEW



## IPSEC OR SSL/TLS FROM VPN'S POINT OF VIEW

### IPsec

- Needs to be implemented at the kernel level  
-> applications using IPsec are not easily portable
- Can be deployed and easily used with other protocols such as IPComp (compression)
- Favored by standard bodies such as 3GPP

### SSL/TLS

- Implementation does not need to be in the kernel
- Applications are easily portable