

# HTTP Message Signatures

IETF 114

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# What is it?

- Detached signature mechanism for generic HTTP messages
  - Can sign request and response
  - Works decently across HTTP versions
- Robust against expected changes, e.g.
  - Proxy injection of header fields
  - Partial signature of stable aspects of message
- Allows multiple signatures
  - Including adding signatures over time
- Uses HTTP-native technologies
  - Structured Fields for encoding

```
POST /foo?param=value&pet=dog HTTP/1.1
Host: example.com
Date: Tue, 20 Apr 2021 02:07:55 GMT
Content-Type: application/json
Content-Digest: sha-256=:X48E9qOokqqrvdts8nOJRJN3OWDUoyWxBf7kbu9DBPE=:
Example-Dict: a=(1 2), b=3, c=4;aa=bb, d=(5 6);valid
Content-Length: 18

{"hello": "world"}
```

## HTTP Message

```
"content-type": application/json
"content-digest": sha-256=:X48E9qOokqqrvdts8nOJRJN3OWDUoyWxBf7kbu9DBPE=:
"content-length": 18
"@target-uri": https://example.com/foo?param=value&pet=dog
"@signature-params": ("content-type" "content-digest" "content-length" "@target-uri");created=1657842663
```

## Signature Base

```
Signature-Input: ietf114=("content-type" "content-digest" "content-length" "@target-uri");created=1657842663
Signature: ietf114=:O38apFVMx3kUGuNg5tX/4j6uffch7Uk6KSreWxNzcbS9xRxwbRMaigl6qAnollQ3aeHGuRnePykB1eJmsVMOQ==:
```

## Signature Output

Example-Dict: a=(1 2), b=3, c=4;aa=bb, d=(5 6);valid

Message component (Dictionary Field)

Component Name                      Component Value

"example-dict";key="c": 4;aa=bb

Component Identifier

Signature Base Line

# HTTP Signature Process

- Inputs:
  - HTTP Message
  - Key material
  - Required components
- Functions:
  - Cryptographic primitives: `HTTP_SIGN (M, Ks) -> S`
  - Key derivation (where needed)
  - Message hashing (where needed)
  - Binary encoding (where needed)
- Outputs:
  - Message signature (byte sequence)
  - Signature parameters (ordered set with parameters)

# HTTP Signature Verification Process

- Inputs:
  - HTTP Message
  - Key material
  - Signature parameters (ordered set of covered components with parameters)
  - Message signature
- Functions:
  - Cryptographic primitives: `HTTP_VERIFY (M, Kv, S) -> V`
  - Key derivation (where needed)
  - Message hashing (where needed)
  - Binary encoding (where needed)
- Outputs:
  - Boolean verification status

# Draft Status: From -08 to -11

- More security and privacy considerations added to document
  - Relationship to Digests
  - Dealing with weird things like Set-Cookie
- Significant editorial clarifications
  - Applied HTTP editor guidelines throughout
  - Clarified terms: “component name”, “component identifier”, “component value”
- Updated and expanded examples
- Added “**req**” flag for request-response binding
  - Removed “@request-response” derived component
- Added “**bs**” flag for byte-sequence encoded values

# Implementation Status

- Java library (at least two)
- Python library (behind [httpsig.org](https://http.sig.org) and in-doc examples)
- Scala library
- JavaScript (in-browser)
- Rust library (update of Cavage-draft implementation)
- Go library (from scratch)
- We can add these to [httpsig.org](https://http.sig.org) as they become usable





# HTTP Signatures Roadshow!

# GNAP

- Main key proofing method in GNAP

## 7.3.1. HTTP Message Signing

This method is indicated by the method value `httpsig`. The signer creates an HTTP Message Signature as described in [\[I-D.ietf-httpbis-message-signatures\]](#). This method defines the following parameters:

# FAPI

- Referenced in OpenID Foundation's "Financial Grade API" draft specification

## 2.2.4. HTTP Message Signing

To support non-repudiation for NR7, NR8 and NR9 in the [\[attackermodel\]](#), HTTP requests and responses can be signed.

This profile supports HTTP Message Signing using the *HTTP Message Signatures* specification being developed by the IETF HTTP Working Group.

# HTTP Message Signatures

This site allows you to try out [HTTP Message Signatures](#) interactively. This page works in two modes: signing and verifying, both working in four steps. To sign, add an HTTP message to the form, choose which components should be signed, choose the signing key and algorithm, and view the signed results. To verify, add a signed HTTP message to the form, choose which signature to verify, supply the verification key material, and verify the results.

Sign

Verify

Input >> Parameters >> Material >> Output

## Input

### HTTP Message

Example Request    Example Response    Example Signed Request    Example Signed Response

```
POST /foo?param=value&pet=dog HTTP/1.1
Host: example.com
Date: Tue, 20 Apr 2021 02:07:55 GMT
Content-Type: application/json
Content-Digest: sha-256=:X48E9qOokqqrvtS8nOJRJN3OWDUoyWxBf7kbu9DBPE=:
Example-Dict: a=(1 2), b=3, c=4;aa=bb, d=(5 6);valid
Content-Length: 18

{"hello": "world"}
```

Parse

# Working Group Last Call

- **The editors believe this draft is ready for WGLC**
- Core has been stable for a long time
- There are a growing number of implementations
- Other work is depending on this
- We can probably close out the last issues quickly
  - Some can probably be closed without action
  - Last few have proposed solutions or need WG input, could be part of WGLC

# Probably-Closable Issues

- Relation with Signed Exchanges ([#1206](#))
- Support for signing specific cookies ([#1197](#))
- Support expected authority changes ([#1196](#))

# Open Issue [#2133](#): Signature Context

- Opaque singer-chosen string to indicate “target application” of signature
- Mitigation for oracle attacks
- Similar feature in TLS 1.3
- Proposal in issue: add REQUIRED signature parameter, don't describe contents (to be filled in by applications)
- Editors proposal: add OPTIONAL signature parameter with descriptions of use, no restrictions on content ([PR#2222](#))

## Open Issue [#2134](#): Cache

- Someone could cache the response from one signed request and replay it to another signed (or unsigned) request
- Someone could cache a signed response
- Editors have added some text;

**What additional guidance do we need to give?**



# Open Issue [#2144](#): Server Push

- Draft focuses on traditional request/response
- Components are taken from context of message (request or response with optional request that caused it)
- Server push has a potentially different context
  - One request multiple responses
  - Maybe no requests at all except something the server made up?
- Editors have no idea what to do with this one, **need experts**
  - Is the description we have enough?
  - Do we need to mention server push explicitly?
  - Are there security considerations with server push?