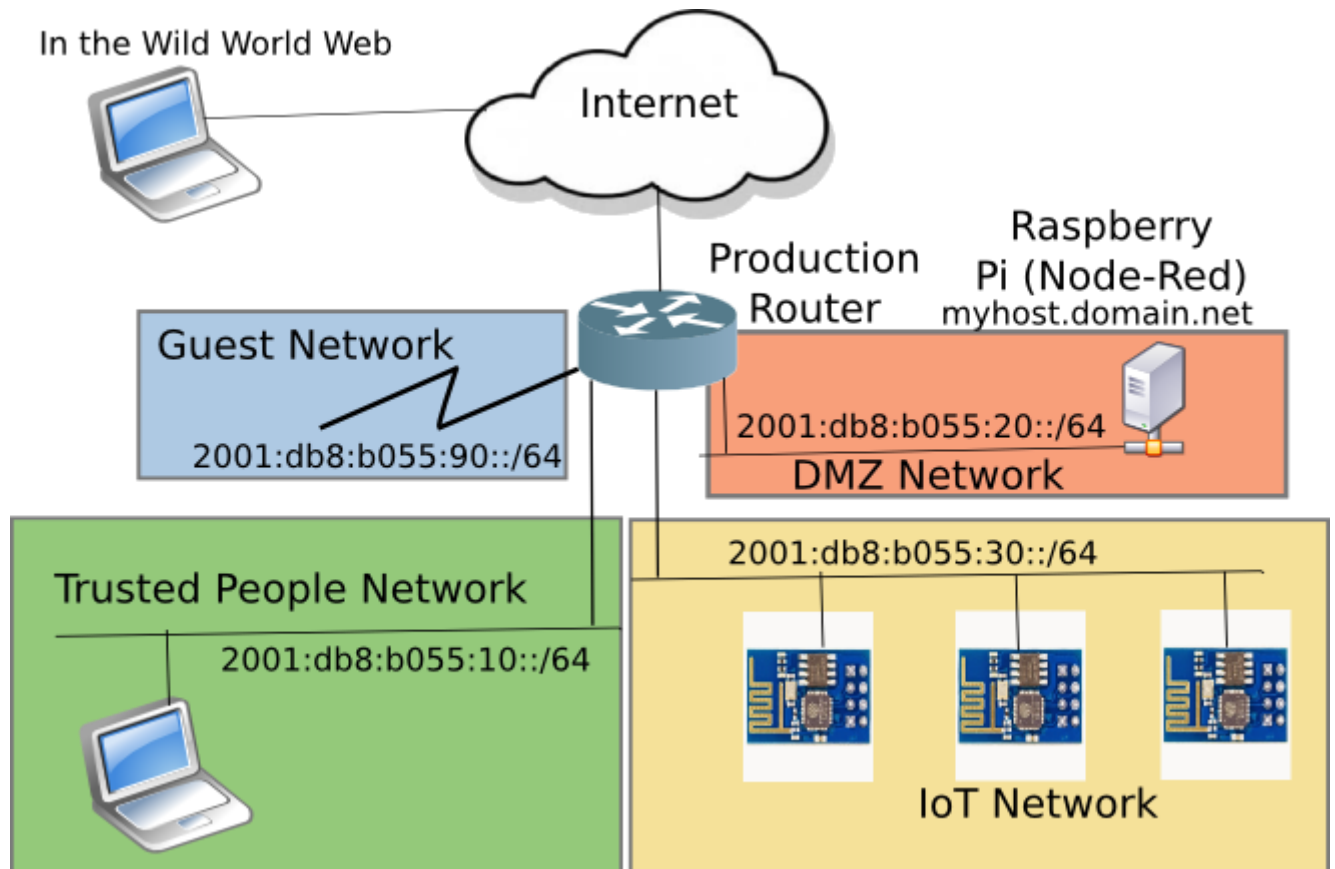


Flashy Lights and Security

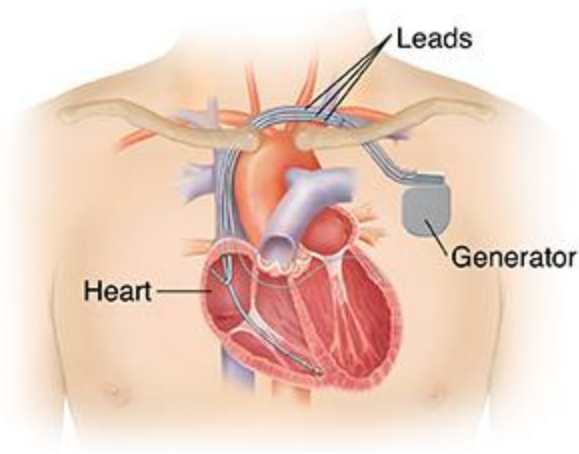
Design the Network with Security in Mind



-
- Separate Networks, keeping the bad guys out, and the IoT network honest
- Set up Firewall rules (on the router) to enforce the following:
 - The **DMZ network** can be accessed from the internet
 - The **IoT Network** can **ONLY** connect to the server in the **DMZ network**!
 - The **Trusted People Network** can go anywhere
 - The **Guest Network**, you have friends, right?
- **Don't forget IPv6 and firewall rules**

HTTP vs HTTPS

- HTTP all data is transferred in plain text
- HTTPS all data is encrypted using public private key (PPK) encryption
- For our application - changing flashing lights there is no need to encrypt the data.
 - `http://leds/program?s=6` is **astonishingly** uninteresting but what is interesting is
 - the user id and password. These we want to keep secret. Both in this case and - wouldn't want the NSA messing with our lights :(
 - More importantly we wouldn't want the black hat hackers messing with our



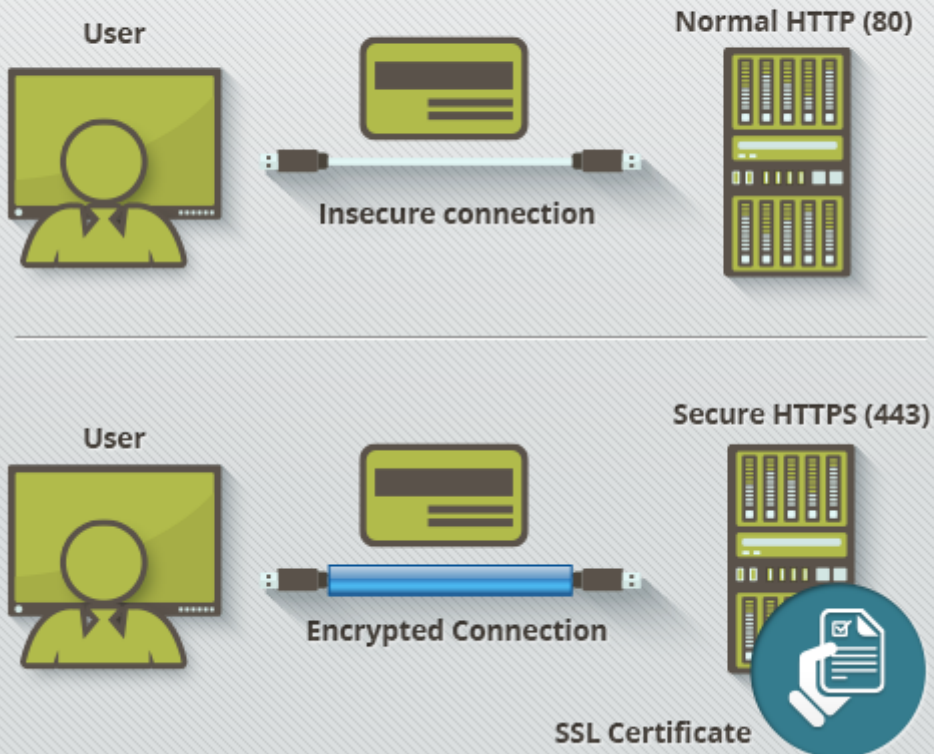
○ pacemakers, defibrillators, ponds and predator drones



So we want to ensure that only authorized folks can get in. Ways to do this:

1. ID, Password
2. PPK and passphrase where only authorized folks hold the private key and passphrase.
3. One time pad
4. [...](#)

HTTP vs HTTPS

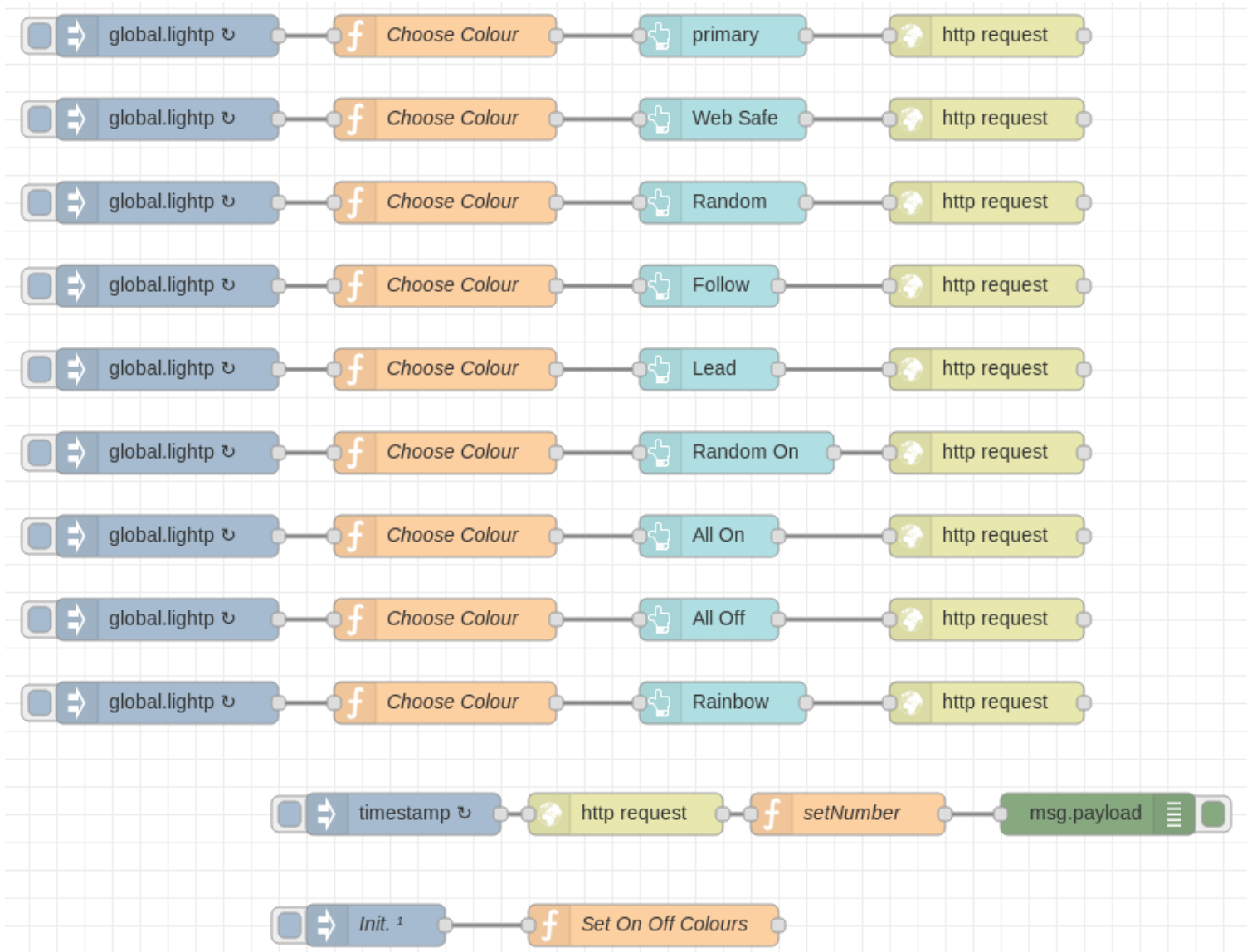


Node-Red on the Pi

- **Installation of node red**
 - Look at <http://drsol.com/~deid/pi/leds2/Node-RED/index.html#InstallNode-RED> for instructions on installing Node-RED on the Pi.

Connecting to the Node-RED server on your Pi:

- `https://<ip address or hostname>:1880`
- Description of flows



- <https://10.10.45.???>
 - or
- [https://\[fd11::45\]](https://[fd11::45])

Choose Colour

```

var lightProgram = global.get('lighttp') || 0;

if (lightProgram == 0 ) {
  msg.background = global.get('onColour');
}else{
  msg.background = global.get('offColour');
}
return msg;
  
```

http request

http://pl9823:neopixelnot@leds/program?s=2

• Creating a Secure Certificate with Let'sEncrypt and certbot

- [Follow tutorial](#) to install 'certbot' for LetsEncrypt on the Pi
 - Do not need to compile binaris, as Pi 3 is an ARM7 system
Added keys for debian jessie-backports
> sudo apt-key adv --keyserver
keyserver.ubuntu.com --recv-keys
8B48AD6246925553
> sudo apt-key adv --keyserver
keyserver.ubuntu.com --recv-keys
7638D0442B90D010
 - Then do
apt-get install certbot
- Run Certbot on the Pi
 - **Note:** Pi must be running a webserver, and it **must** be accessible to the outside world (adjust our firewall as needed)
 - sudo certbot certonly --webroot -w
/var/www/html --email admin@domain.net
--rsa-key-size 4096 -d
myhost.domain.net

```
Saving debug log to
/var/log/letsencrypt/letsencrypt.log
Obtaining a new certificate
Performing the following challenges:
http-01 challenge for
6rasport.cvmiller.net
Using the webroot path /var/www/html
for all unmatched domains.
Waiting for verification...
Cleaning up challenges
Generating key (4096 bits):
/etc/letsencrypt/keys/0000_key-
certbot.pem
Creating CSR:
/etc/letsencrypt/csr/0000_csr-
```

```
certbot.pem
Cert is stored in
/etc/letsencrypt/live/myhost.domain.net
/
```

- then copy the private and fullchain certs (pem files) to /home/pi/.node-red directory
 - ```
sudo cp
/etc/letsencrypt/live/6rasport.cvmiller
.net/privkey.pem /home/pi/.node-
red/privatekey.pem
sudo cp
/etc/letsencrypt/live/6rasport.cvmiller
.net/fullchain.pem /home/pi/.node-
red/certificate.pem
```
- Edit node-red settings.js file
  - Uncomment and add the names of the certificate file you created a while ago.
    - ```
// Add Certs
131     https: {
132         key:
fs.readFileSync('/home/pi/.node-
red/privatekey.pem'),
133         cert:
fs.readFileSync('/home/pi/.node-
red/certificate.pem')
134     },
```
- Restart node-red
-

• Creating and installing a home brewed secure certificate

- cd to your home directory then cd to .node-red and execute the following commands to create a self signed certificate
 - ```
openssl genrsa -out privatekey.pem 1024
```
  - ```
openssl req -new -key privatekey.pem -out private-csr.pem
```
 - ```
openssl x509 -req -days 3650 -in private-csr.pem -signkey
privatekey.pem -out certificate.pem
```
- Modify the node-red config file settings.js
- Uncomment the line: 

```
var fs = require("fs");
```
- Uncomment the lines and add credentials (see below):
  - ```
// Deid uncommented
107     adminAuth: {
108         type: "credentials",
109         users: [{
```

```

110             username: "deid",
111             password:
"$2a$08$etA.ES98hxaVl9zYQN8xX.uAlQT/rRuARzdokGr7SmuGC
og77jYPm",
112             permissions: "*"
113         }],
114     },

```

- **Uncomment and add credentials:**

- // Deid modified uncommented and insert creds.
20190909

```

121     httpNodeAuth:
{user:"deid",pass:"$2a$08$etA.ES98hxaVl9zYQN8xX.uAlQT
/rRuARzdokGr7SmuGCog77jYPm"},
122     httpStaticAuth:
{user:"deid",pass:"$2a$08$etA.ES98hxaVl9zYQN8xX.uAlQT
/rRuARzdokGr7SmuGCog77jYPm"},

```

- **Uncomment and add the names of the certificate file you created a while ago.**

- // Deid uncommented.
- ```

131 https: {
132 key: fs.readFileSync('/home/pi/.node-
red/privatekey.pem'),
133 cert: fs.readFileSync('/home/pi/.node-
red/certificate.pem')
134 },

```

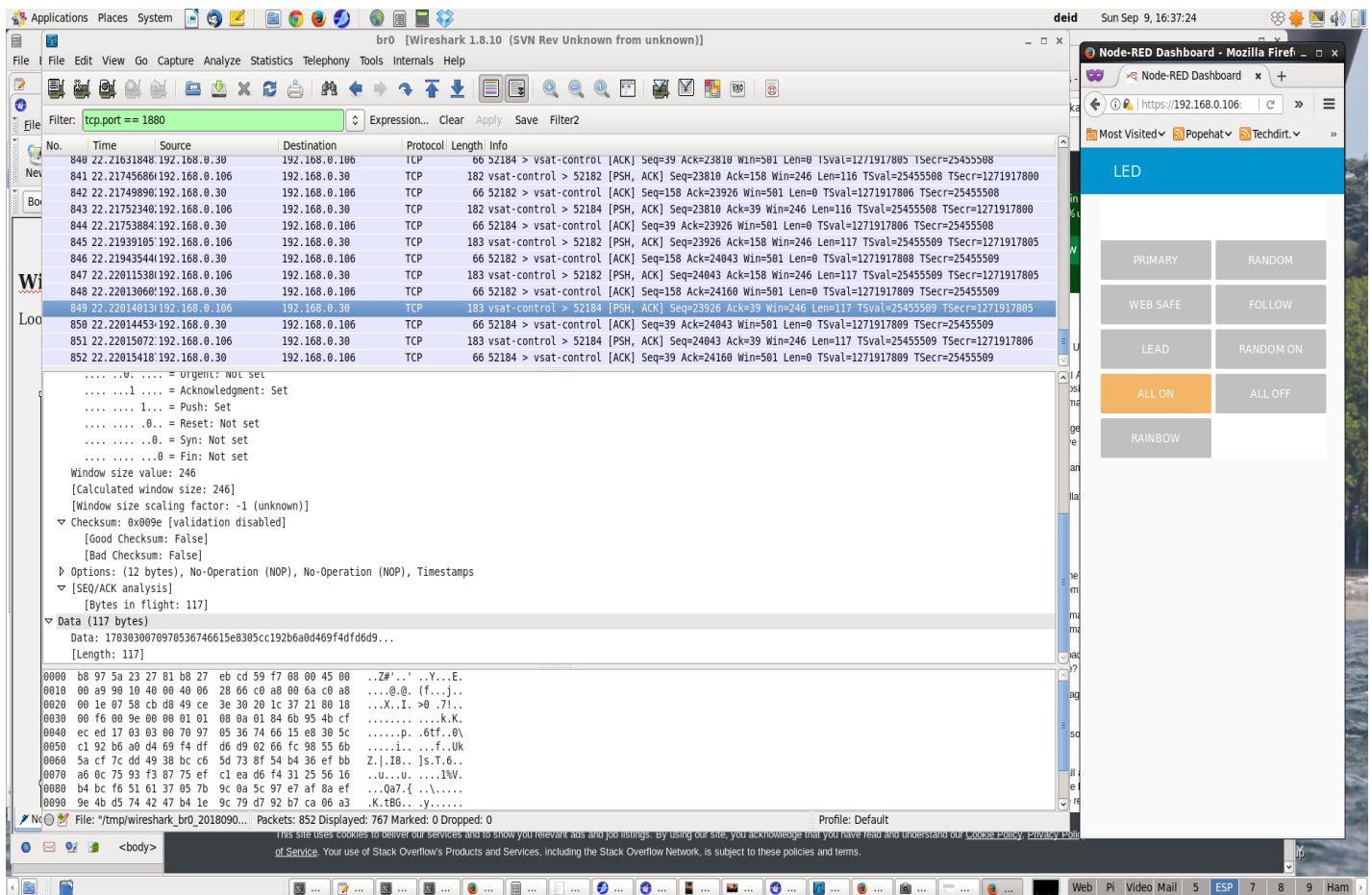
- **Creating Credentials**

- The credentials are a [bcrypt](#) hash. To generate a suitable password hash, you can use the [node-red-admin](#) command-line tool:
  - `node-red-admin hash-pw`
  - It will query for the password and return the bcrypt hash.

## Wireshark

Looking at the data transmission

- https



- From /etc/services:

- vsat-control 1880/tcp # Gilat VSAT Control
- vsat-control 1880/udp # Gilat VSAT Control

- We are NOT doing using port 1880 for vsat control. It turns out that 1880 is also the default port for Node-red.

Whats interesting here, is that nothing is interesting.

## IPV6

- Although IPv6 may seem scary, it isn't. One may assume that it is *Just Like IPv4*, but it isn't. IPv6 is a different protocol that still uses TCP and UDP for transport. IPv6 has its own firewall rules, and routing protocols. That said, one can learn the basics of IPv6 very quickly if they understand how networks work (with IPv4).

## Why use IPv6?



- **Because it is easier.** There is no NAT (Net Address Translations) in the way, and correspondingly, no port forwards to set up. Your application is simpler. IPv6 eliminates the evils of NAT
  - **Broken connectivity** - The many to one nature of NAT breaks any to any connectivity originally conceived by the founders of the internet
  - **Simplifies Communications** - Other traversal protocols like STUN (Session Traversal Utilities for NAT), TURN (Traversal Using Relays around NAT), IGDP (UPnP Internet Gateway Device Protocol), and ALGs (Application-level gateway) are no longer needed
  - **Easier Troubleshooting** - Since the client address is the real address, and one doesn't have to look through one or more NAT devices to see the mapping of addresses just to troubleshoot a path
- **Because you will be future-ready.** The world has run out of IPv4 addresses (a couple of years ago), but the internet continues to grow. It can only grow using a larger address space.
- **It is already deployed on every PC, Mac, and smart phone.** In fact, there are wireless providers such as T-Mobile who are running IPv6-only networks with over 20 million users on their network. According to [Google Stats](#), **over 20%** of internet traffic today is over IPv6.

## Using host names rather than IP addresses

- Utilizing IPv6 should be transparent to the user. Rather than using a literal IPv4 address, such as 10.10.45.10, or an IPv6 address such as FD11::45, a better practice is to use a host name. Host names utilize the abstraction layer of DNS. If you don't have control of DNS, then put the host name into /etc/hosts
  - `mypi fd11::45`
- Once a host name has been setup, then the name can be used in the browser URL like any other website:
  - `https://mypi:1880/`
- Using a host name, also gets around the difficult issue of colons. In the IPv4 world, colons usually represent a specific TCP (or UDP) port, e.g.
  - `10.10.45.10:1880`
- But IPv6 uses colons to demark the [Quibbles](#) of the IPv6 address. So a rather cludgy way was invented to indicate the port number with an ipv6 address:
  - `[fd11::45]:1880`
- As you can see it is much easier to use host names:
  - `mypi:1880`

- When sniffing an IPv6 transaction using Wireshark, it is often easy to use the following capture filter which will filter out all that IPv4 cruft:
  - ip6

Wi-Fi: en1 (port 1880)

Apply a display filter ... <=>/> Expression...

| No. | Time     | Source                       | Destination             | Protocol | Length | Info                                                            |
|-----|----------|------------------------------|-------------------------|----------|--------|-----------------------------------------------------------------|
| 1   | 0.000000 | 2001:470:ebbd:0:dfe:6c8d:... | 2001:470:ebbd:2080:...  | TCP      | 98     | 55268 → 1880 [SYN] Seq=0 Win=65535 Len=0 MSS=1220 WS=32 TSva... |
| 2   | 0.004308 | 2001:470:ebbd:2080:4aa2:1... | 2001:470:ebbd:0:dfe:... | TCP      | 94     | 1880 → 55268 [SYN, ACK] Seq=0 Ack=1 Win=65535 Len=0 MSS=1220    |
| 3   | 0.004460 | 2001:470:ebbd:0:dfe:6c8d:... | 2001:470:ebbd:2080:...  | TCP      | 86     | 55268 → 1880 [ACK] Seq=1 Ack=1 Win=131648 Len=0 TSval=152922    |
| 4   | 0.005362 | 2001:470:ebbd:0:dfe:6c8d:... | 2001:470:ebbd:2080:...  | TCP      | 107    | 55268 → 1880 [PSH, ACK] Seq=1 Ack=1 Win=131648 Len=21 TSval=... |
| 5   | 0.051185 | 2001:470:ebbd:0:dfe:6c8d:... | 2001:470:ebbd:2080:...  | TCP      | 107    | [TCP Retransmission] 55268 → 1880 [PSH, ACK] Seq=1 Ack=1 Win... |
| 6   | 0.052887 | 2001:470:ebbd:2080:4aa2:1... | 2001:470:ebbd:0:dfe:... | TCP      | 86     | 1880 → 55268 [ACK] Seq=1 Ack=22 Win=65856 Len=0 TSval=213477    |
| 7   | 0.078477 | 2001:470:ebbd:2080:4aa2:1... | 2001:470:ebbd:0:dfe:... | TCP      | 124    | 1880 → 55268 [PSH, ACK] Seq=1 Ack=22 Win=65856 Len=38 TSval=... |
| 8   | 0.078585 | 2001:470:ebbd:0:dfe:6c8d:... | 2001:470:ebbd:2080:...  | TCP      | 86     | 55268 → 1880 [ACK] Seq=22 Ack=39 Win=131616 Len=0 TSval=1529... |
| 9   | 0.079189 | 2001:470:ebbd:0:dfe:6c8d:... | 2001:470:ebbd:2080:...  | TCP      | 1294   | 55268 → 1880 [ACK] Seq=22 Ack=39 Win=131616 Len=1208 TSval=1... |
| 10  | 0.079190 | 2001:470:ebbd:0:dfe:6c8d:... | 2001:470:ebbd:2080:...  | TCP      | 846    | 55268 → 1880 [PSH, ACK] Seq=1230 Ack=39 Win=131616 Len=760 T... |
| 11  | 0.082356 | 2001:470:ebbd:2080:4aa2:1... | 2001:470:ebbd:0:dfe:... | TCP      | 86     | 1880 → 55268 [ACK] Seq=39 Ack=1990 Win=65088 Len=0 TSval=213... |

Frame 8: 86 bytes on wire (688 bits), 86 bytes captured (688 bits) on interface 0

Ethernet II, Src: Apple\_1e:7e:15 (00:26:bb:1e:7e:15), Dst: 5a:ef:68:0d:51:b7 (5a:ef:68:0d:51:b7)

Internet Protocol Version 6, Src: 2001:470:ebbd:0:dfe:6c8d:cd85:e795, Dst: 2001:470:ebbd:2080:4aa2:12ff:fec2:16df

Transmission Control Protocol, Src Port: 55268 (55268), Dst Port: 1880 (1880), Seq: 22, Ack: 39, Len: 0

```

0000 5a ef 68 0d 51 b7 00 26 bb 1e 7e 15 86 dd 60 0c Z.h.Q..& ..~...\.
0010 b4 62 00 20 06 40 20 01 04 70 eb bd 00 00 0d fe .b. .@ . .p.....
0020 6c 8d cd 85 e7 95 20 01 04 70 eb bd 20 80 4a a2 l..... .p..J.
0030 12 ff fe c2 16 df d7 e4 07 58 f6 49 e5 68 66 16 X.I.hf.
0040 82 5c 80 10 10 11 e7 63 00 00 01 01 08 0a 5b 26 \.....c[&
0050 15 cf 7f 3e 07 ea ...>..

```

wireshark\_pcapng\_en1\_20180910173205\_7DXsGL Packets: 83 · Displayed: 83 (100.0%) Profile: Default

- As you can see, the capture looks very similar to the IPv4 Wireshark capture earlier, but with IPv6 addresses.
- What's interesting here, is that nothing is interesting. IPv6 should be transparent to the user.

## Node-RED and IPV6

- Modification to `../node-red/settings.js` to listen on IPV6.

```

26 // By default, the Node-RED UI accepts connections on all
IPv4 interfaces.
27 // Deid added IPv6 stuff.
28 // To listen on all IPv6 addresses, set uiHost to "::",
29 // The following property can be used to listen on a
specific interface. For
30 // example, the following would only allow connections
from the local machine.
31 //uiHost: "127.0.0.1",

```

## Notes:

- Certificates are by domain-name only
  - By hijacking DNS, we use local addresses, rather than the real (internet) addresses
- Certbot **Requires** Internet connectivity
  - It creates **Challenges**, and places them in the Document-Root of the webserver in order to prove to LetsEncrypt that the Cert is being generated for the correct domain-name
-