A Mechanically and Incremental Development of the Remote Authentication Dial-In User Service Protocol

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***Abstract*—**The Remote Authentication Dial-In User Service (RADIUS) protocol is a distributed client/server protocol that protects networks against unauthorized access. RADIUS uses User Datagram Protocol (UDP) as transfer protocol and has good capability for real-time applications. It also supports retransmission mechanism and backup server mechanism so that it boasts better reliability. RADIUS is easy to implement, and applicable to the multithreading structure of the server in the time of mass users. While RADIUS is an excellent protocol for it uses, it has never been formally specified. We try to fill this gap by giving a fully formal specification of the protocol using event B method. Event-B is a formal method for system-level modeling and analysis. Event-B is provided with tool support in the form of an Eclipse-based IDE called Rodin. The core of the Rodin tool provides automatic generation of proof obligations that can be analyzed to improve understanding of a model. Our Specification is very general and contains basic message exchange process of RADIUS Client/server.

***Keywords*—**Event-b,Formal specification, RADIUS, Refinement.

I. Introduction

Originally created by Livingston Enterprise which was later acquired by Lucent , and as defined by IETF's RFC 2865 (RADIUS authentication and authorization) and RFC 2866 (RADIUS accounting), RADIUS is based on the client-server model and message exchanges takes place over User Datagram Protocol (UDP). The Network Access Server (NAS) acts as a RADIUS client which passes on the user request to the RADIUS server. The other RADIUS clients may be wireless access points, routers, and switches. The RADIUS server performs authentication, authorization, and accounting (AAA) for users after it receives requests from the client.The communication between the client and the server is encrypted using a private key which is never sent over the network. Both the client and server are configured with this secret before communication can take place, and it fails if the secret does not match at both ends.

Even with the practical significance of RADIUS protocol, unfortunately there isn't a formal specification for it like as done to CSMA/CD Protocol using model checking [8] .So we try to present a formal approach for the protocol. We developed our model specification in Event-B[1].We liberally used refinements, both of machines and of contexts. We give a great deal of attention to proofs. Consequently, we now have a specification of RADIUS protocol where all proof-obligations have been discharged.

The RADIUS protocol was first defined in RFC 2058 [13], in January 1997, this RFC contains proposed standard. Also in January 1997 RADIUS accounting was introduced in RFC 2059 [10], status of which is informational. Later in April 1997 these RFCs were obsolete by RFC 2138 [14] and RFC 2139 [11]. Former of these is proposed standard and latter informational. Then in June 2000 RFC 2865 [15] defined RADIUS draft standard and obsoleted RFC 2138. In same month informational RFC 2866 [12] RADIUS accounting obsoleted RFC 2139.For our article we based on the RFC 2865.

This paper is organized as follows. In Section 2 we will give an informal introduction to the RADIUS protocol, and a brief description of the event B method. The main part of this paper, Section 3 describes our strategy of refinement, Moreover we will specify our protocol using event B. Section 4 summarizes the results and draws a conclusion.

II. Basic Concepts

In this section, we provide some background information on the RADIUS protocol, and the Event-B formal method.

A. *RADIUS protocol*

The Remote Authentication Dial-in User Service (RADIUS) [5] is an IETF-defined Client/server protocol and software that enables remote access servers to communicate with a central server to authenticate dial-in users and authorize their access to the requested system or service [5]. It is commonly used to provide centralized Authentication, Authorization, and Accounting (AAA) for dial-up, virtual private network, and,

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wireless network access.

The RADIUS protocol is based on a Client/server model. A Network Access Server (NAS) operates as a client of RADIUS. The client is responsible for passing user information to designated RADIUS servers, and then acting on the response which is returned.

RADIUS servers are responsible for receiving user connection requests, authenticating the user, and then returning all configuration information necessary for the client to deliver service to the user.

A RADIUS server can act as a proxy client to other RADIUS servers or other kinds of authentication servers.

The operation of the RADIUS protocol involves six types of message exchanges between the client and the server, as described in the following sections and a simple procedure of RADIUS communication is shown in the figure 1:

• *Access-Request:* Sent by a RADIUS Client to request authentication and authorization for a network access connection attempt. It determines whether a user is allowed access to a specific NAS, and any other specific service.

• *Access-Accept:* Sent by a RADIUS server in response to an Access-Request message when all conditions are met. The message informs the RADIUS Client that the connection attempt is authenticated and authorized and it contains the list of configuration values for the user.

• *Access-Reject:* Sent by a RADIUS server in response to an Access-Request message if any condition is not met. This message informs the RADIUS Client that the connection attempt is rejected. A RADIUS server sends this message if either the credentials are not authentic or the connection attempt is not authorized.

• *Access-Challenge:* Sent by a RADIUS server in response to an Access-Request message if all conditions are met and RADIUS server wishes to issue a challenge to which the user must respond. The Client in response resubmits its original Access-Request with a new request ID, response (encrypted), and including the Attribute from the Access-challenge.

• *Accounting-Request:* Sent by a RADIUS Client to specify accounting information for a connection that was accepted.

• *Accounting-Response:* Sent by the RADIUS server in response to the Accounting-Request message. This message acknowledges the successful receipt and processing of the Accounting-Request message.

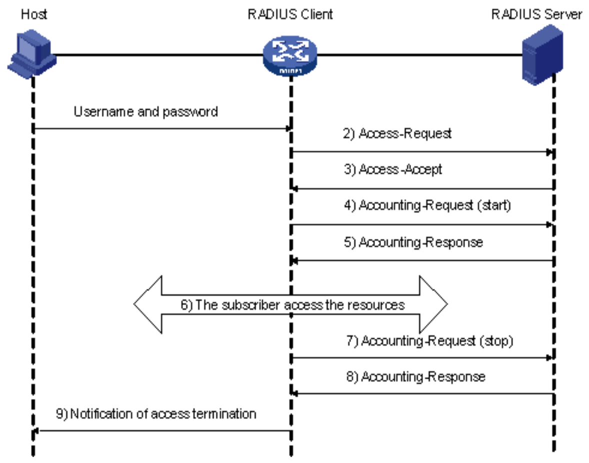

Host
RADIUS Client
RADIUS Server
Username and password
2) Access-Request
3) Access-Accept
4) Accounting-Request (start)
5) Accounting-Response
6) The subscriber access the resources
7) Accounting-Request (stop)
8) Accounting-Response
9) Notification of access termination

Fig. 1 Basic message exchange process of RADIUS

The following shows how RADIUS operates as shown in the figure above:

1. The user enters the username and password.

2. Having received the username and password, the RADIUS client sends an authentication request (Access-Request) to the RADIUS server.

3. The RADIUS server compares the received user information with that in the Users database. If the authentication succeeds, it sends back an Access-Accept message containing the information of user's right. If the authentication fails, it returns an Access-Reject message.

4. The RADIUS client accepts or denies the user according to the returned authentication result. If it accepts the user, it sends an accounting start request (Accounting-Request) to the RADIUS server, with the value of Status-Type being "start".

5. The RADIUS server returns a start-accounting response (Accounting-Response).

6. The subscriber accesses the network resources.

7. The RADIUS client sends a stop-accounting request (Accounting-Request) to the RADIUS server, with the value of Status-Type being "stop".

8. The RADIUS server returns a stop-accounting response (Accounting-Response).

9. The subscriber stops network resource accessing.

In this paper we model a simple RADIUS procedure of communication without considering accounting messages.

B. Event B method

Event-B is a formal method for specifying, modeling and reasoning about systems. An evolution of the (classical) B-Method developed by Jean-Raymond Abrial [2]. Event-B is now centered on the general notion of events, which also found in other formal methods such as Action Systems [3] [4], TLA [9] and UNITY [5].

Event-B is a formal modeling method for developing systems via step-wise refinement, based on first-order logic. Event-B models are organized in terms of two basic components: contexts and machines. Machines and contexts can be inter-related: a machine can be refined by another one, a context can be extended by another one and a machine can see one or several contexts as shown in figure 2.

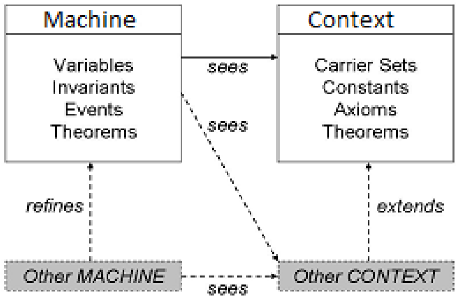


Fig. 2 Event-B Machines and Contexts

- Contexts specify the static part of a model. They may contain carrier sets (similar to types), constants, axioms (containing carrier sets and constants), and theorems (expressing properties derivable from axioms).
-Machines specify behavioral properties of the models. They may contain variables defining the state of a machine, invariants constraining that state, and events (describing possible state changes). Each event is composed of a set of guards and a set of actions. Guard state the necessary conditions under which an event may occur, and actions describe how the state variables evolve when the event occurs.

Contexts/Machines may be refined from more abstract to more concrete contexts/machines. Event-B models are systematically structured in refinement chains.

A key concept in Event-B is proof-obligation (PO) capturing the necessity to prove some internal property of the model such as typing, invariant preservation by events, and correct refinements. Strong tool support is provided in order to support this proof process.

Event-B is not specific to embedded systems design but it is currently being investigated by several industrial from different sectors (automotive, transportation, space) in the context of the DEPLOY project [6].

In Event-B, an event is defined by the syntax: EVENT e WHEN G THEN S END , Where G is the guard, expressed as a first-order logical formula in the state variables, and S is any number of generalized substitutions, defined by the syntax S ::= x := E(v) | x := z : | P(z). The deterministic substitution, x := E(v), assigns to variable x the value of expression E(v), defined over set of state variables v. In a non-deterministic substitution, x := z : | P(z), it is possible to choose non-deterministically local variables, z, that will render the predicate P(z) true. If this is the case, then the substitution, x := z, can be applied, otherwise nothing happens.

It is also important to indicate that the most important feature provided by Event-B is its ability to stepwise refine specifications. Refinement is a process that transforms an abstract and non-deterministic specification into a concrete and deterministic system that preserves the functionality of the original specification. During the refinement, event descriptions are rewritten to take new variables into account. This is performed by strengthening their guards and adding substitutions on the new variables. New events that only assign the new variables may also be introduced. Proof obligations (POs) are generated to ensure the correctness of the refinement with respect to the abstract model. Event-B is supported by several tools, currently in the form a platform called Rodin.

Rodin is an open-source development platform for Event-B. It provides an environment for system modeling and analyses, including support for refinement, i.e. POs are generated automatically between abstraction levels, and support for mathematical proof, i.e. most POs can be discharged automatically or manually. More teaching materials on Event-B and Rodin can be found at [7].

III. Specifying RADIUS protocol using Event B

A. *Refinement strategy*

In this short section, we present our strategy for constructing the RADIUS protocol specially the message type exchanges that take place between the Client and the Server, which is shown in the figure below. This will be done by means of an initial model followed by one refinement.

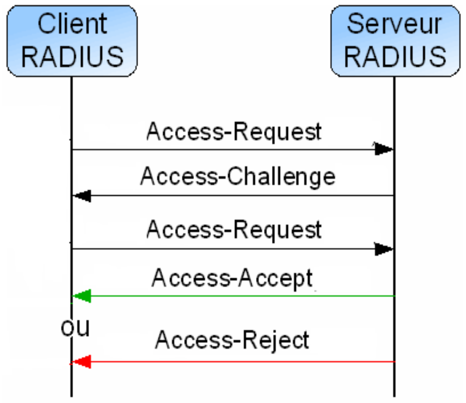


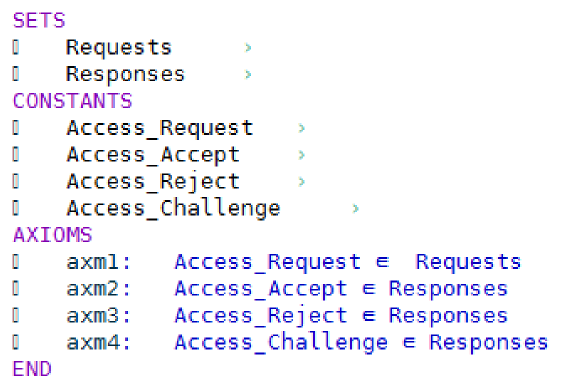
Fig. 3 Simple procedure of RADIUS communication

- The initial model essentially presents message exchange between the client and the server without considering any condition.
- In the first refinement, we introduce the condition that take side the client status and we add a timer.

B. *Initial Model*

The initial model of RADIUS protocol is presented as follow:

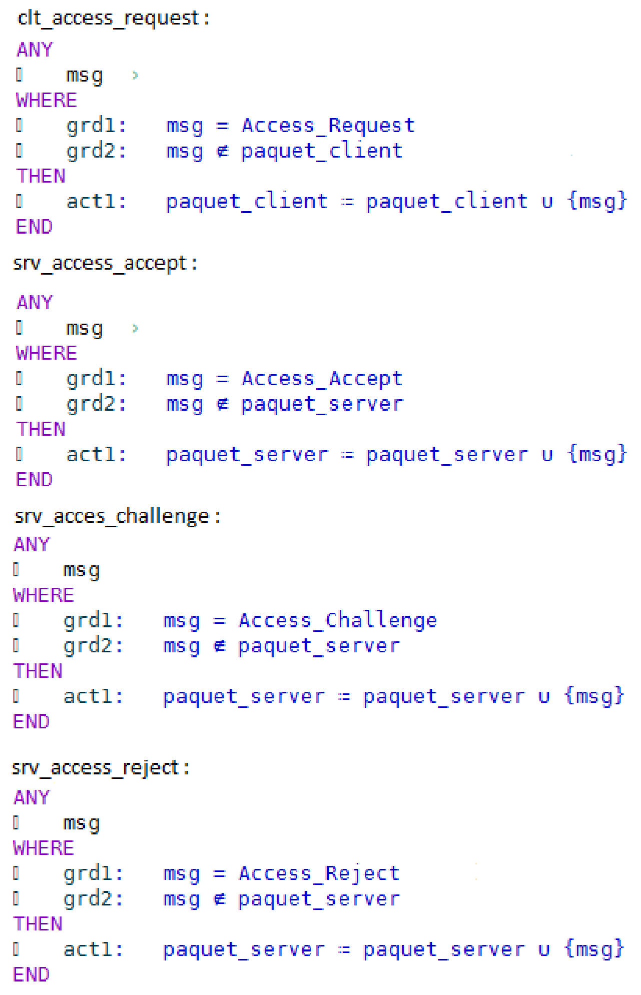
The context is made of two sets Requests and the Responses. These sets represent the message type exchanges that take place between the Client and the Server. Which are Access_Request, Access_Accept, Access_Challenge, and Access_Reject.



```
SETS
▯    Requests        ›
▯    Responses       ›
CONSTANTS
▯    Access_Request      ›
▯    Access_Accept       ›
▯    Access_Reject       ›
▯    Access_Challenge        ›
AXIOMS
▯    axm1:    Access_Request ∈  Requests
▯    axm2:    Access_Accept ∈ Responses
▯    axm3:    Access_Reject ∈ Responses
▯    axm4:    Access_Challenge ∈ Responses
END
```

Fig. 4 Carrier Sets

When the client chooses to use RADIUS, it creates an "Access_Request" containing some information and sends it to the server side. We do not discuss in this paper the information that is in the message; we just focus about the operation that happened between the client and the server.

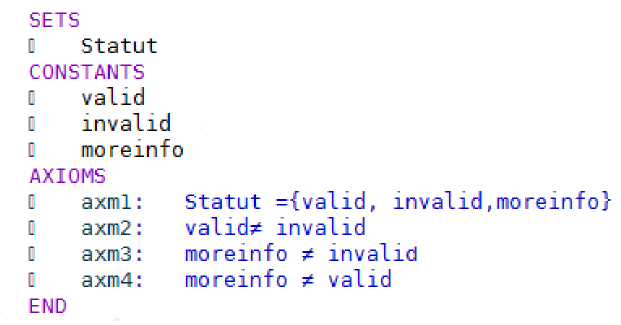


```
clt_access_request:
ANY
▯    msg   ›
WHERE
▯    grd1:    msg = Access_Request
▯    grd2:    msg ∉ paquet_client
THEN
▯    act1:    paquet_client ≔ paquet_client ∪ {msg}
END

srv_access_accept:

ANY
▯    msg   ›
WHERE
▯    grd1:    msg = Access_Accept
▯    grd2:    msg ∉ paquet_server
THEN
▯    act1:    paquet_server ≔ paquet_server ∪ {msg}
END

srv_acces_challenge:
ANY
▯    msg
WHERE
▯    grd1:    msg = Access_Challenge
▯    grd2:    msg ∉ paquet_server
THEN
▯    act1:    paquet_server ≔ paquet_server ∪ {msg}
END

srv_access_reject:
ANY
▯    msg
WHERE
▯    grd1:    msg = Access_Reject
▯    grd2:    msg ∉ paquet_server
THEN
▯    act1:    paquet_server ≔ paquet_server ∪ {msg}
END
```

Fig. 5 Events of initial model

C. *First refinement*

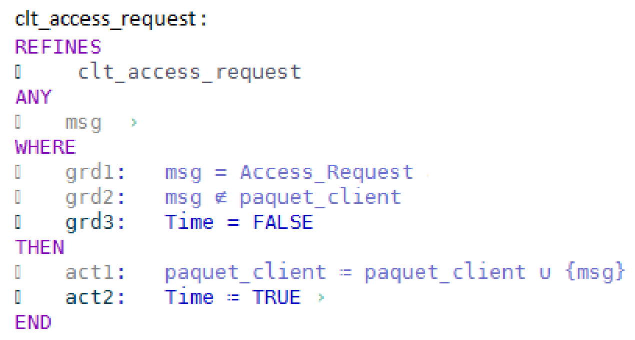
We are going to refine our abstract model to a more concrete one, by adding new variables and modifying our existing events. For this we introduce the client status and a timer. We define a carrier set named STATUS. It is made of three distinct elements: valid, invalid, moreinfo, which present the RADIUS client status.



```
SETS
▯    Statut
CONSTANTS
▯    valid
▯    invalid
▯    moreinfo
AXIOMS
▯    axm1:    Statut ={valid, invalid,moreinfo}
▯    axm2:    valid≠ invalid
▯    axm3:    moreinfo ≠ invalid
▯    axm4:    moreinfo ≠ valid
END
```

Fig. 6 Carrier Set statut

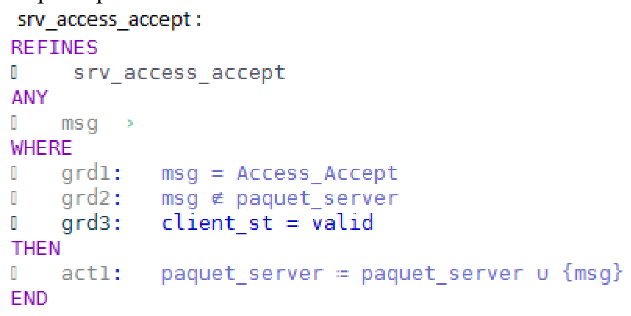
The Access-Request is submitted to the RADIUS server via the network. If no response is returned within a length of time, the request is re-sent a number of times.



```
clt_access_request:
REFINES
▯    clt_access_request
ANY
▯    msg   ›
WHERE
▯    grd1:    msg = Access_Request
▯    grd2:    msg ∉ paquet_client
▯    grd3:    Time = FALSE
THEN
▯    act1:    paquet_client ≔ paquet_client ∪ {msg}
▯    act2:    Time ≔ TRUE  ›
END
```

Fig. 7 Modified event Access_request

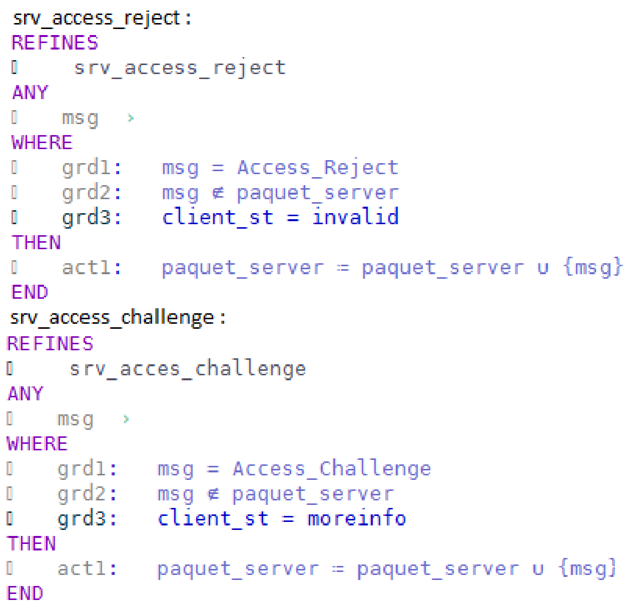
If the client is valid then the RADIUS server sends Access-Accept response to the client.



```
srv_access_accept:
REFINES
▯    srv_access_accept
ANY
▯    msg   ›
WHERE
▯    grd1:    msg = Access_Accept
▯    grd2:    msg ∉ paquet_server
▯    grd3:    client_st = valid
THEN
▯    act1:    paquet_server ≔ paquet_server ∪ {msg}
END
```

Fig. 8 Modified event Access_accept

If any condition is not met, the RADIUS server sends an "Access-Reject" response indicating that this user request is invalid.

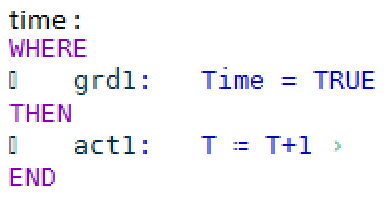


```
srv_access_reject :
REFINES
     srv_access_reject
ANY
    msg
WHERE
    grd1:   msg = Access_Reject
    grd2:   msg ∉ paquet_server
    grd3:   client_st = invalid
THEN
    act1:   paquet_server ≔ paquet_server ∪ {msg}
END
srv_access_challenge :
REFINES
     srv_acces_challenge
ANY
    msg
WHERE
    grd1:   msg = Access_Challenge
    grd2:   msg ∉ paquet_server
    grd3:   client_st = moreinfo
THEN
    act1:   paquet_server ≔ paquet_server ∪ {msg}
END
```

Fig. 9 Modified event Acces_challenge and reject

The server can respond to this new Access- Request with either an Access-Accept, an Access-Reject, or another Access-Challenge.

The last event in our model is the vent of timing.



```
time :
WHERE
    grd1:   Time = TRUE
THEN
    act1:   T ≔ T+1
END
```

Fig. 10 Event time

IV. Conclusion

In this paper we have presented formal modeling of the RADIUS protocol using Event B.

In this approach the modeling process starts with an abstraction of the protocol which specifies the goals of the protocol. In our case study, presents message exchange between the client and the server without considering any condition are the main protocol goals. The abstract level of our Event-B model shows these goals in a very general way, and then during refinement level, features of the protocol are modeled and the goals are achieved in a detailed way.

The use of Event-B and Rodin as a formal modeling environment has several advantages. Firstly, the model can be gradually developed by step-wise refinements, which allows hierarchical design exploration at different abstraction levels. Secondly, the obligation to discharge POs ensures full model consistency throughout all levels.

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