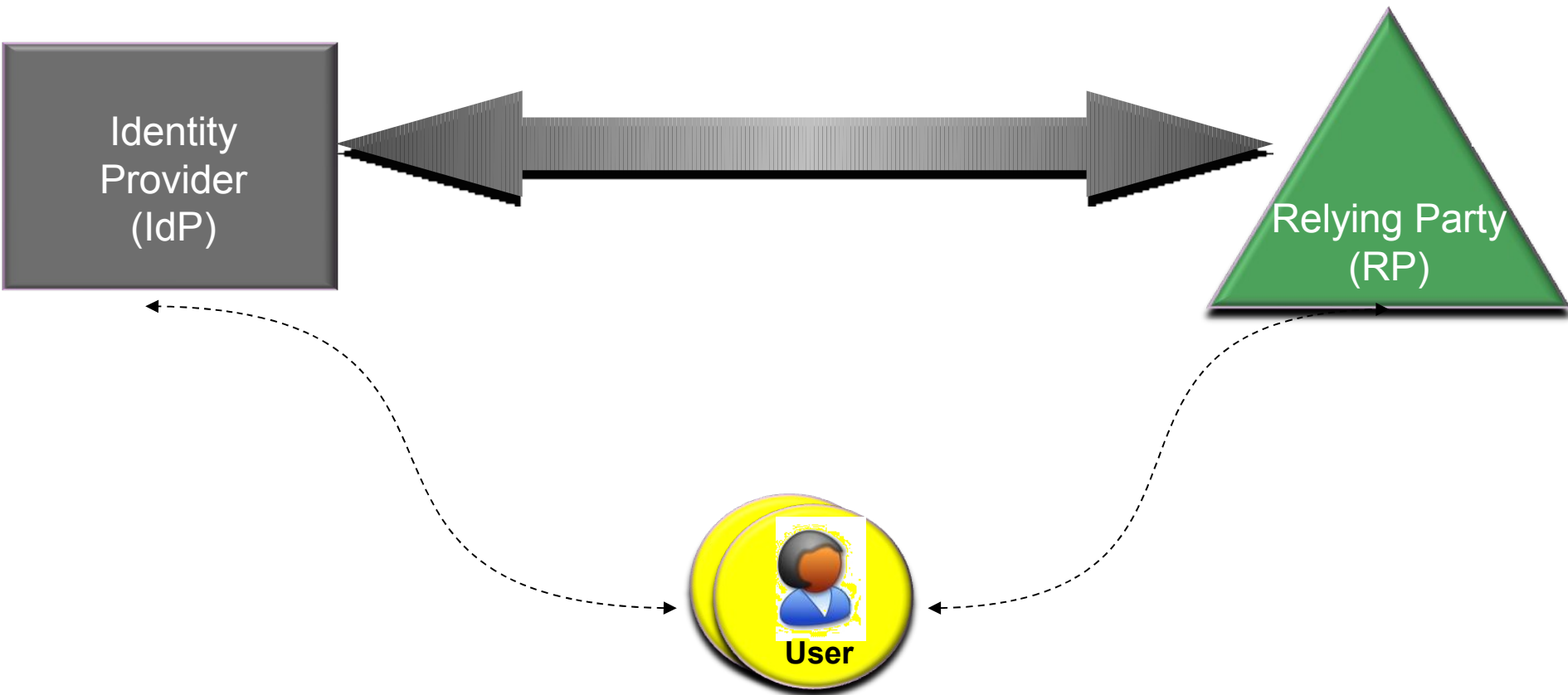


**Federated Authentication  
Beyond The Web: Problem  
Statement and Requirements**  
**<http://datatracker.ietf.org/do>**

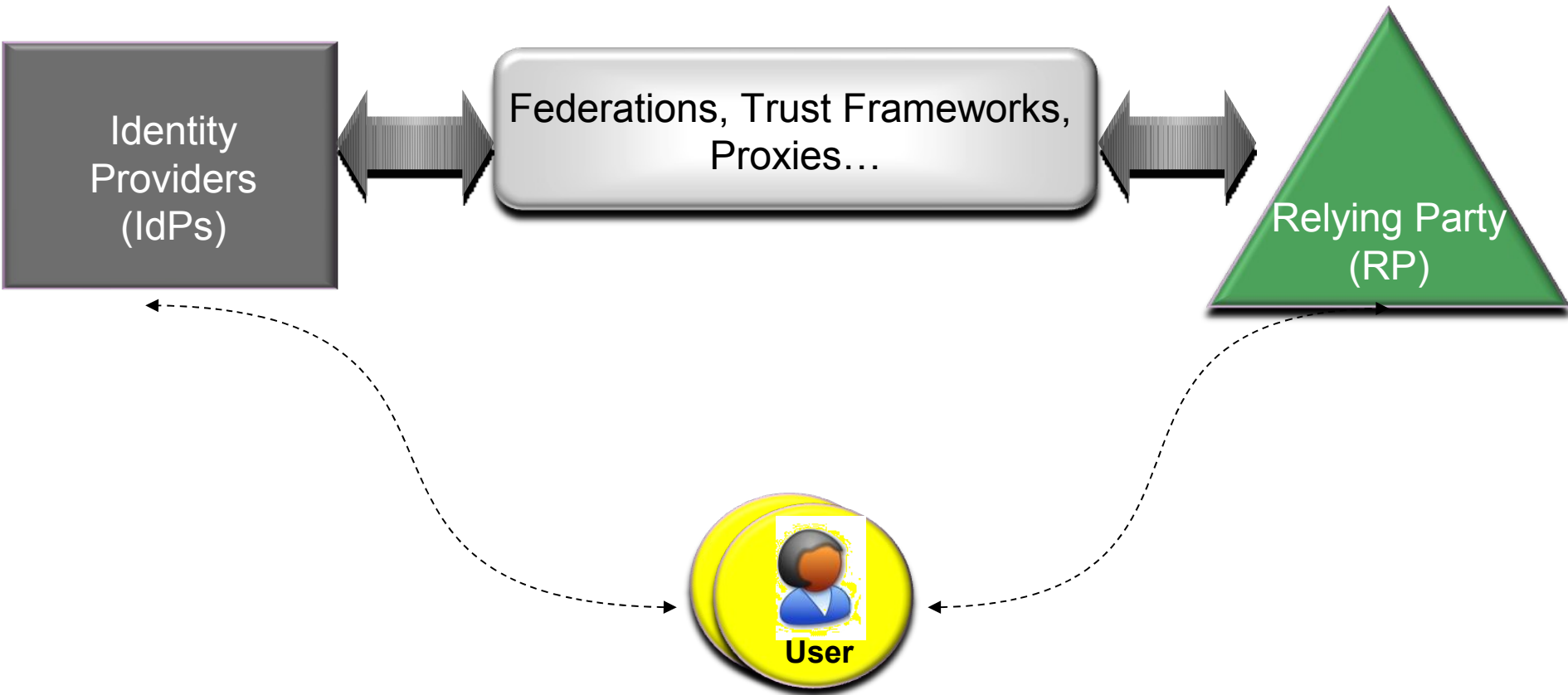
Hannes Tschofenig

# Goal: Three Party Authentication



- Challenge:
  - Scalability of relationship between IdP and RP, AND
  - Trustworthiness of information provided by IdPs

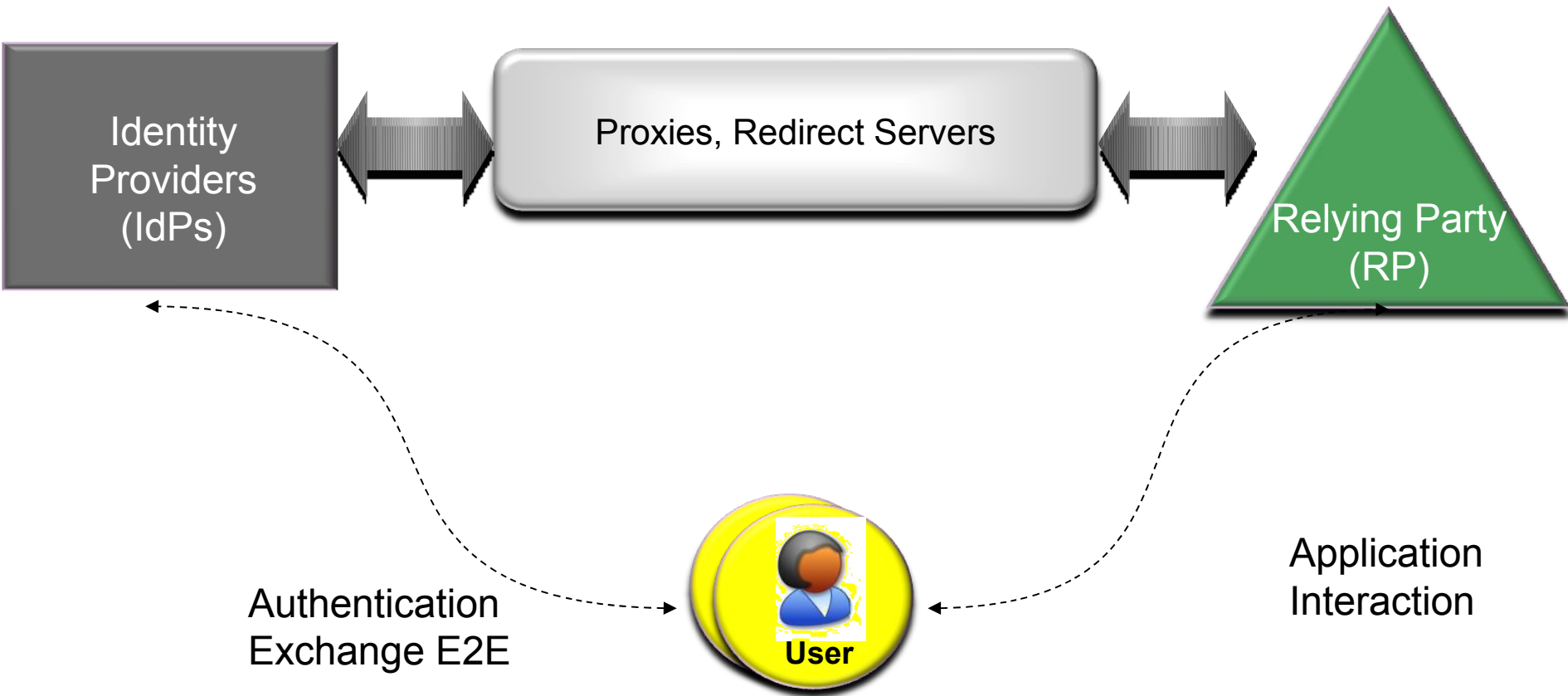
# From Theory to Practice



# Working Assumption: AAA

- There are many three party authentication protocols (and coming up with new approaches is not difficult).
- Challenge: Want to develop something that has the chance for widespread deployment.
- Idea: Build on top of successfully deployed infrastructures → AAA
  - Avoid modifications to AAA infrastructure
  - Keep enhancements to AAA servers small.

# AAA Framework



# Working Assumption: Flexible Authentication

- The AAA infrastructure makes use of EAP. EAP offers flexible authentication by encapsulating authentication methods (called EAP methods) within EAP.
- EAP methods providing authentication support run end-to-end, from the EAP peer to the EAP server.
- EAP transport defined for RADIUS and Diameter.
- Different options for transmitting it from EAP peer to the AAA client.
  - Proposal for encapsulating EAP inside the GSS-API