



Safe payments on the Net

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Internet e-commerce

- Focus of this talk is security issues for e-commerce payments made across the Internet.
- In other words the talk focuses on security issues for b2c (business to consumer) e-commerce.
- This is a rapidly growing method for buying goods and services, despite end of 'dot com' boom.



Payment methods

- There are a variety of possible methods for making payments across the Internet.
- Methods include:
 - debit/credit cards;
 - bank transfers/cheques;
 - third party payment services (e.g. Paypal).

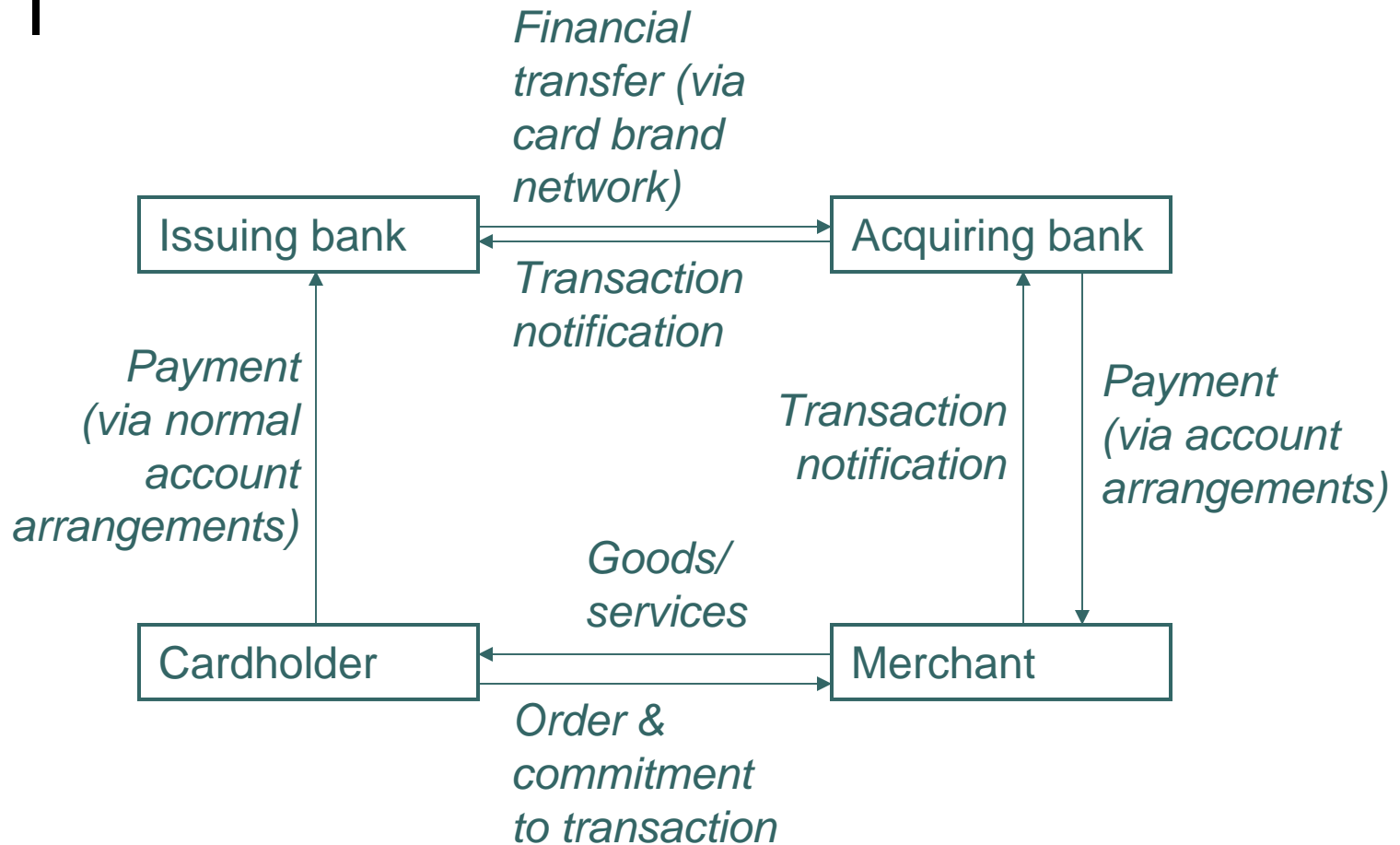


Credit card payments

- The 'standard' payment model for credit card payments involves four parties:
 - Cardholder;
 - Merchant;
 - Issuing bank (issuer of card);
 - Acquiring bank (relationship with merchant).



Payment model





Security threats

- Number of security threats to this payment model when merchant & cardholder interact via the Internet, including:
 - impersonation of cardholder using stolen credit card details;
 - theft of credit card details when sent via Internet;
 - theft of credit card details at merchant;
 - manipulation of transaction details during transmission across Internet;
 - manipulation of transaction details at Merchant.



Security techniques – what we have today

- On-line transaction authorisation at merchant (prevents use of stolen cards);
- CVC value printed on card (designed to make use of stolen card details harder);
- Use of SSL/TLS to protect cardholder/merchant link (and authenticate merchant).



Areas not covered

- Credit card details held in cleartext on merchant server.
- No cardholder authentication – hence if cardholder repudiates transaction then merchant loses (no cover for ‘cardholder not present’ transactions).
- No protection for transaction details except on cardholder/merchant link.



EMV

- EMV (for Europay-MasterCard-Visa) is a set of specifications for smart card/terminal interactions.
- EMV-compliant credit cards now being rolled out in UK.
- EMV not really designed to protect e-commerce.
- Designed to reduce fraud and reduce number of online authorisations (expensive).



SSL/TLS

- Secure Sockets Layer (SSL) – and the similar Transport Layer Security (TLS) – provide security for an Internet communications link.
- TLS is commonly used to protect e-commerce transactions against Internet eavesdroppers.



Residual security risks

- SSL/TLS does not protect data once it reaches the merchant server.
- SSL/TLS does not provide cardholder authentication.
- Although SSL/TLS provides merchant authentication, this is not foolproof, as it relies on the cardholder checking displayed web pages.

● ● ● | SET – a complete solution?

- In mid-1990s, Visa and MasterCard agreed on SET (Secure Electronic Transaction) specifications.
- SET provides ‘complete’ protection for e-commerce transactions.
- Bidirectional authentication, encryption of card details at merchant server, privacy of transaction details from acquirer bank, transaction integrity protection, ...
- SET transactions regarded as ‘cardholder present’ transactions.



Why has SET failed?

- Despite dealing with all security threats, and protecting merchants against losses, SET has not been adopted to any significant extent.
- Number of reasons:
 - Cost for merchants;
 - Complexity of cardholder initialisation;
 - Lack of cardholder mobility, ...



SET extensions

- Various SET 'extensions' have been introduced to try to promote SET adoption.
- PIN extensions allow cardholder authentication via a card PIN.
- Chip extensions allow use of an EMV card to avoid need for SET initialisation process.



Other solutions

- Despite the best efforts of Visa and MasterCard, SET now seems doomed to failure.
- Other approaches to the enhancement of e-commerce security being tried.
- Still not clear what will happen in long run.



3-D Secure

- One recently devised approach being promoted by Visa.
- One of a number of '3 domain' solutions.
- Instead of requiring cardholder and merchant to provide secure payment functionality, servers provided by issuer and acquirer perform functions on behalf of end-players.
- Servers interact with interoperability (brand) server – hence '3 domains'.



M-commerce solutions

- Other possible approaches to secure Internet payments operate via mobile networks (or with support of mobile networks).
- Promising because mobile networks already have means for end-user authentication, and mobiles rapidly becoming ubiquitous.



Electronic cash

- Other solutions rely on payment methods other than credit card.
- One family of solutions involves storing value on smart cards.
- Such e-cash already in use in variety of countries, and can also potentially be used for e-commerce transactions.



Where next?

- Long term solution to security for b2c e-commerce still very unclear.
- Probably will involve a combination of different payment models.
- 3-D solutions seem promising for debit/credit payments.
- M-commerce solutions also appear likely.