

## RADIUS Authentication Client MIB

### Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

### Copyright Notice

Copyright (C) The Internet Society (1999). All Rights Reserved.

### Abstract

This memo defines a set of extensions which instrument RADIUS authentication client functions. These extensions represent a portion of the Management Information Base (MIB) for use with network management protocols in the Internet community. Using these extensions IP-based management stations can manage RADIUS authentication clients.

### 1. Introduction

This memo defines a portion of the Management Information Base (MIB) for use with network management protocols in the Internet community. In particular, it describes managed objects used for managing RADIUS authentication clients.

Today a wide range of network devices, including routers and NASes, act as RADIUS authentication clients in order to provide authentication and authorization services. As a result, the effective management of RADIUS authentication clients is of considerable importance.

## 2. The SNMP Management Framework

The SNMP Management Framework presently consists of five major components:

- o An overall architecture, described in RFC 2571 [1].
- o Mechanisms for describing and naming objects and events for the purpose of management. The first version of this Structure of Management Information (SMI) is called SMIV1 and described in STD 16, RFC 1155 [2], STD 16, RFC 1212 [3] and RFC 1215 [4]. The second version, called SMIV2, is described in STD 58, RFC 2578 [5], RFC 2579 [6] and RFC 2580 [7].
- o Message protocols for transferring management information. The first version of the SNMP message protocol is called SNMPv1 and described in STD 15, RFC 1157 [8]. A second version of the SNMP message protocol, which is not an Internet standards track protocol, is called SNMPv2c and described in RFC 1901 [9] and RFC 1906 [10]. The third version of the message protocol is called SNMPv3 and described in RFC 1906 [10], RFC 2572 [11] and RFC 2574 [12].
- o Protocol operations for accessing management information. The first set of protocol operations and associated PDU formats is described in STD 15, RFC 1157 [8]. A second set of protocol operations and associated PDU formats is described in RFC 1905 [13].
- o A set of fundamental applications described in RFC 2573 [14] and the view-based access control mechanism described in RFC 2575 [15].

Managed objects are accessed via a virtual information store, termed the Management Information Base or MIB. Objects in the MIB are defined using the mechanisms defined in the SMI.

This memo specifies a MIB module that is compliant to the SMIV2. A MIB conforming to the SMIV1 can be produced through the appropriate translations. The resulting translated MIB must be semantically equivalent, except where objects or events are omitted because no translation is possible (use of Counter64). Some machine readable information in SMIV2 will be converted into textual descriptions in SMIV1 during the translation process. However, this loss of machine readable information is not considered to change the semantics of the MIB.

### 3. Overview

The RADIUS authentication protocol, described in [16], distinguishes between the client function and the server function. In RADIUS authentication, clients send Access-Requests, and servers reply with Access-Accepts, Access-Rejects, and Access-Challenges. Typically NAS devices implement the client function, and thus would be expected to implement the RADIUS authentication client MIB, while RADIUS authentication servers implement the server function, and thus would be expected to implement the RADIUS authentication server MIB.

However, it is possible for a RADIUS authentication entity to perform both client and server functions. For example, a RADIUS proxy may act as a server to one or more RADIUS authentication clients, while simultaneously acting as an authentication client to one or more authentication servers. In such situations, it is expected that RADIUS entities combining client and server functionality will support both the client and server MIBs.

#### 3.1. Selected objects

This MIB module contains two scalars as well as a single table:

- (1) the RADIUS Authentication Server Table contains one row for each RADIUS authentication server that the client shares a secret with.

Each entry in the RADIUS Authentication Server Table includes fifteen columns presenting a view of the activity of the RADIUS authentication client.

### 4. Definitions

RADIUS-AUTH-CLIENT-MIB DEFINITIONS ::= BEGIN

IMPORTS

MODULE-IDENTITY, OBJECT-TYPE, OBJECT-IDENTITY,  
Counter32, Integer32, Gauge32,  
IpAddress, TimeTicks, mib-2 FROM SNMPv2-SMI  
SnmpAdminString FROM SNMP-FRAMEWORK-MIB  
MODULE-COMPLIANCE, OBJECT-GROUP FROM SNMPv2-CONF;

radiusAuthClientMIB MODULE-IDENTITY

LAST-UPDATED "9906110000Z" -- 11 Jun 1999  
ORGANIZATION "IETF RADIUS Working Group."  
CONTACT-INFO  
" Bernard Aboba  
Microsoft

One Microsoft Way  
Redmond, WA 98052  
US

Phone: +1 425 936 6605  
EMail: bernarda@microsoft.com"

## DESCRIPTION

"The MIB module for entities implementing the client side of the Remote Access Dialin User Service (RADIUS) authentication protocol."

REVISION "9906110000Z" -- 11 Jun 1999

DESCRIPTION "Initial version as published in RFC 2618"

::= { radiusAuthentication 2 }

## radiusMIB OBJECT-IDENTITY

STATUS current

## DESCRIPTION

"The OID assigned to RADIUS MIB work by the IANA."

::= { mib-2 67 }

radiusAuthentication OBJECT IDENTIFIER ::= {radiusMIB 1}

radiusAuthClientMIBObjects OBJECT IDENTIFIER ::= { radiusAuthClientMIB 1 }

radiusAuthClient OBJECT IDENTIFIER ::= { radiusAuthClientMIBObjects 1 }

## radiusAuthClientInvalidServerAddresses OBJECT-TYPE

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"The number of RADIUS Access-Response packets received from unknown addresses."

::= { radiusAuthClient 1 }

## radiusAuthClientIdentifier OBJECT-TYPE

SYNTAX SnmpAdminString

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"The NAS-Identifier of the RADIUS authentication client. This is not necessarily the same as sysName in MIB II."

::= { radiusAuthClient 2 }

## radiusAuthServerTable OBJECT-TYPE

SYNTAX SEQUENCE OF RadiusAuthServerEntry

MAX-ACCESS not-accessible

```

STATUS      current
DESCRIPTION
    "The (conceptual) table listing the RADIUS authentication
    servers with which the client shares a secret."
 ::= { radiusAuthClient 3 }

```

```
radiusAuthServerEntry OBJECT-TYPE
```

```
SYNTAX      RadiusAuthServerEntry
```

```
MAX-ACCESS  not-accessible
```

```
STATUS      current
```

```
DESCRIPTION
```

```
    "An entry (conceptual row) representing a RADIUS
    authentication server with which the client shares
    a secret."
```

```
INDEX       { radiusAuthServerIndex }
```

```
::= { radiusAuthServerTable 1 }
```

```
RadiusAuthServerEntry ::= SEQUENCE {
```

radiusAuthServerIndex	Integer32,
radiusAuthServerAddress	IpAddress,
radiusAuthClientServerPortNumber	Integer32,
radiusAuthClientRoundTripTime	TimeTicks,
radiusAuthClientAccessRequests	Counter32,
radiusAuthClientAccessRetransmissions	Counter32,
radiusAuthClientAccessAccepts	Counter32,
radiusAuthClientAccessRejects	Counter32,
radiusAuthClientAccessChallenges	Counter32,
radiusAuthClientMalformedAccessResponses	Counter32,
radiusAuthClientBadAuthenticators	Counter32,
radiusAuthClientPendingRequests	Gauge32,
radiusAuthClientTimeouts	Counter32,
radiusAuthClientUnknownTypes	Counter32,
radiusAuthClientPacketsDropped	Counter32

```
}
```

```
radiusAuthServerIndex OBJECT-TYPE
```

```
SYNTAX      Integer32 (1..2147483647)
```

```
MAX-ACCESS  not-accessible
```

```
STATUS      current
```

```
DESCRIPTION
```

```
    "A number uniquely identifying each RADIUS
    Authentication server with which this client
    communicates."
```

```
::= { radiusAuthServerEntry 1 }
```

```
radiusAuthServerAddress OBJECT-TYPE
```

```
SYNTAX      IpAddress
```

```
MAX-ACCESS  read-only
```

```
STATUS      current
DESCRIPTION
    "The IP address of the RADIUS authentication server
    referred to in this table entry."
 ::= { radiusAuthServerEntry 2 }

radiusAuthClientServerPortNumber OBJECT-TYPE
    SYNTAX Integer32 (0..65535)
    MAX-ACCESS read-only
    STATUS current
    DESCRIPTION
        "The UDP port the client is using to send requests to
        this server."
    ::= { radiusAuthServerEntry 3 }

radiusAuthClientRoundTripTime OBJECT-TYPE
    SYNTAX TimeTicks
    MAX-ACCESS read-only
    STATUS current
    DESCRIPTION
        "The time interval (in hundredths of a second) between
        the most recent Access-Reply/Access-Challenge and the
        Access-Request that matched it from this RADIUS
        authentication server."
    ::= { radiusAuthServerEntry 4 }

-- Request/Response statistics
--
-- TotalIncomingPackets = Accepts + Rejects + Challenges + UnknownTypes
--
-- TotalIncomingPackets - MalformedResponses - BadAuthenticators -
-- UnknownTypes - PacketsDropped = Successfully received
--
-- AccessRequests + PendingRequests + ClientTimeouts =
-- Successfully Received
--
--

radiusAuthClientAccessRequests OBJECT-TYPE
    SYNTAX Counter32
    MAX-ACCESS read-only
    STATUS current
    DESCRIPTION
        "The number of RADIUS Access-Request packets sent
        to this server. This does not include retransmissions."
    ::= { radiusAuthServerEntry 5 }

radiusAuthClientAccessRetransmissions OBJECT-TYPE
```

```
SYNTAX Counter32
MAX-ACCESS read-only
STATUS current
DESCRIPTION
    "The number of RADIUS Access-Request packets
    retransmitted to this RADIUS authentication server."
 ::= { radiusAuthServerEntry 6 }
```

```
radiusAuthClientAccessAccepts OBJECT-TYPE
    SYNTAX Counter32
    MAX-ACCESS read-only
    STATUS current
    DESCRIPTION
        "The number of RADIUS Access-Accept packets
        (valid or invalid) received from this server."
    ::= { radiusAuthServerEntry 7 }
```

```
radiusAuthClientAccessRejects OBJECT-TYPE
    SYNTAX Counter32
    MAX-ACCESS read-only
    STATUS current
    DESCRIPTION
        "The number of RADIUS Access-Reject packets
        (valid or invalid) received from this server."
    ::= { radiusAuthServerEntry 8 }
```

```
radiusAuthClientAccessChallenges OBJECT-TYPE
    SYNTAX Counter32
    MAX-ACCESS read-only
    STATUS current
    DESCRIPTION
        "The number of RADIUS Access-Challenge packets
        (valid or invalid) received from this server."
    ::= { radiusAuthServerEntry 9 }
```

```
-- "Access-Response" includes an Access-Accept, Access-Challenge
-- or Access-Reject
```

```
radiusAuthClientMalformedAccessResponses OBJECT-TYPE
    SYNTAX Counter32
    MAX-ACCESS read-only
    STATUS current
    DESCRIPTION
        "The number of malformed RADIUS Access-Response
        packets received from this server.
        Malformed packets include packets with
        an invalid length. Bad authenticators or
        Signature attributes or unknown types are not
```

included as malformed access responses."  
 ::= { radiusAuthServerEntry 10 }

radiusAuthClientBadAuthenticators OBJECT-TYPE

SYNTAX Counter32  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
"The number of RADIUS Access-Response packets  
containing invalid authenticators or Signature  
attributes received from this server."  
 ::= { radiusAuthServerEntry 11 }

radiusAuthClientPendingRequests OBJECT-TYPE

SYNTAX Gauge32  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
"The number of RADIUS Access-Request packets  
destined for this server that have not yet timed out  
or received a response. This variable is incremented  
when an Access-Request is sent and decremented due to  
receipt of an Access-Accept, Access-Reject or  
Access-Challenge, a timeout or retransmission."  
 ::= { radiusAuthServerEntry 12 }

radiusAuthClientTimeouts OBJECT-TYPE

SYNTAX Counter32  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
"The number of authentication timeouts to this server.  
After a timeout the client may retry to the same  
server, send to a different server, or  
give up. A retry to the same server is counted as a  
retransmit as well as a timeout. A send to a different  
server is counted as a Request as well as a timeout."  
 ::= { radiusAuthServerEntry 13 }

radiusAuthClientUnknownTypes OBJECT-TYPE

SYNTAX Counter32  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
"The number of RADIUS packets of unknown type which  
were received from this server on the authentication port."  
 ::= { radiusAuthServerEntry 14 }

```
radiusAuthClientPacketsDropped OBJECT-TYPE
    SYNTAX Counter32
    MAX-ACCESS read-only
    STATUS current
    DESCRIPTION
        "The number of RADIUS packets of which were
        received from this server on the authentication port
        and dropped for some other reason."
    ::= { radiusAuthServerEntry 15 }

-- conformance information

radiusAuthClientMIBConformance
    OBJECT IDENTIFIER ::= { radiusAuthClientMIB 2 }
radiusAuthClientMIBCompliances
    OBJECT IDENTIFIER ::= { radiusAuthClientMIBConformance 1 }
radiusAuthClientMIBGroups
    OBJECT IDENTIFIER ::= { radiusAuthClientMIBConformance 2 }

-- compliance statements

radiusAuthClientMIBCompliance MODULE-COMPLIANCE
    STATUS current
    DESCRIPTION
        "The compliance statement for authentication clients
        implementing the RADIUS Authentication Client MIB."
    MODULE -- this module
        MANDATORY-GROUPS { radiusAuthClientMIBGroup }

    ::= { radiusAuthClientMIBCompliances 1 }

-- units of conformance

radiusAuthClientMIBGroup OBJECT-GROUP
    OBJECTS { radiusAuthClientIdentifier,
        radiusAuthClientInvalidServerAddresses,
        radiusAuthServerAddress,
        radiusAuthClientServerPortNumber,
        radiusAuthClientRoundTripTime,
        radiusAuthClientAccessRequests,
        radiusAuthClientAccessRetransmissions,
        radiusAuthClientAccessAccepts,
        radiusAuthClientAccessRejects,
        radiusAuthClientAccessChallenges,
        radiusAuthClientMalformedAccessResponses,
```

```
        radiusAuthClientBadAuthenticators,  
        radiusAuthClientPendingRequests,  
        radiusAuthClientTimeouts,  
        radiusAuthClientUnknownTypes,  
        radiusAuthClientPacketsDropped  
    }  
    STATUS current  
    DESCRIPTION  
        "The basic collection of objects providing management of  
        RADIUS Authentication Clients."  
    ::= { radiusAuthClientMIBGroups 1 }
```

END

## 5. References

- [1] Harrington, D., Presuhn, R., and B. Wijnen, "An Architecture for Describing SNMP Management Frameworks", RFC 2571, April 1999.
- [2] Rose, M., and K. McCloghrie, "Structure and Identification of Management Information for TCP/IP-based Internets", STD 16, RFC 1155, May 1990.
- [3] Rose, M., and K. McCloghrie, "Concise MIB Definitions", STD 16, RFC 1212, March 1991.
- [4] Rose, M., "A Convention for Defining Traps for use with the SNMP", RFC 1215, Performance Systems International, March 1991.
- [5] McCloghrie, K., Perkins, D., Schoenwaelder, J., Case, J., Rose, M. and S. Waldbusser, "Structure of Management Information Version 2 (SMIv2)", STD 58, RFC 2578, April 1999.
- [6] McCloghrie, K., Perkins, D., Schoenwaelder, J., Case, J., Rose, M. and S. Waldbusser, "Textual Conventions for SMIv2", STD 58, RFC 2579, April 1999.
- [7] McCloghrie, K., Perkins, D., Schoenwaelder, J., Case, J., Rose, M. and S. Waldbusser, "Conformance Statements for SMIv2", STD 58, RFC 2580, April 1999.
- [8] Case, J., Fedor, M., Schoffstall, M., and J. Davin, "Simple Network Management Protocol", STD 15, RFC 1157, May 1990.
- [9] Case, J., McCloghrie, K., Rose, M., and S. Waldbusser, "Introduction to Community-based SNMPv2", RFC 1901, January 1996.

- [10] Case, J., McCloghrie, K., Rose, M., and S. Waldbusser, "Transport Mappings for Version 2 of the Simple Network Management Protocol (SNMPv2)", RFC 1906, January 1996.
- [11] Case, J., Harrington D., Presuhn R., and B. Wijnen, "Message Processing and Dispatching for the Simple Network Management Protocol (SNMP)", RFC 2572, April 1999.
- [12] Blumenthal, U., and B. Wijnen, "User-based Security Model for Version 3 of the Simple Network Management Protocol (SNMPv3)", RFC 2574, April 1999.
- [13] Case, J., McCloghrie, K., Rose, M., and S. Waldbusser, "Protocol Operations for Version 2 of the Simple Network Management Protocol (SNMPv2)", RFC 1905, January 1996.
- [14] Levi, D., Meyer, P., and B. Stewart, "SNMP Applications", RFC 2573, April 1999.
- [15] Wijnen, B., Presuhn, R., and K. McCloghrie, "View-based Access Control Model for the Simple Network Management Protocol (SNMP)", RFC 2575, April 1999.
- [16] Rigney, C., Rubens, A., Simpson W. and S. Willens, "Remote Authentication Dial In User Service (RADIUS)", RFC 2138, April 1997.

## 6. Security Considerations

There are no management objects defined in this MIB that have a MAX-ACCESS clause of read-write and/or read-create. So, if this MIB is implemented correctly, then there is no risk that an intruder can alter or create any management objects of this MIB via direct SNMP SET operations.

There are a number of managed objects in this MIB that may contain sensitive information. These are:

### radiusAuthServerAddress

This can be used to determine the address of the RADIUS authentication server with which the client is communicating. This information could be useful in mounting an attack on the authentication server.

radiusAuthClientServerPortNumber This can be used to determine the port number on which the RADIUS authentication client is sending. This information could be useful in impersonating the client in order to send data to the authentication

server.

It is thus important to control even GET access to these objects and possibly to even encrypt the values of these object when sending them over the network via SNMP. Not all versions of SNMP provide features for such a secure environment.

SNMPv1 by itself is not a secure environment. Even if the network itself is secure (for example by using IPSec), there is no control as to who on the secure network is allowed to access and GET/SET (read/change/create/delete) the objects in this MIB.

It is recommended that the implementers consider the security features as provided by the SNMPv3 framework. Specifically, the use of the User-based Security Model RFC 2574 [12] and the View-based Access Control Model RFC 2575 [15] is recommended. Using these security features, customer/users can give access to the objects only to those principals (users) that have legitimate rights to GET or SET (change/create/delete) them.

## 7. Acknowledgments

The authors acknowledge the contributions of the RADIUS Working Group in the development of this MIB. Thanks to Narendra Gidwani of Microsoft, Allan C. Rubens of MERIT, Carl Rigney of Livingston and Peter Heitman of American Internet Corporation for useful discussions of this problem space.

## 8. Authors' Addresses

Bernard Aboba  
Microsoft Corporation  
One Microsoft Wy  
Redmond, WA 98052

Phone: 425-936-6605  
EMail: bernarda@microsoft.com

Glen Zorn  
Microsoft Corporation  
One Microsoft Way  
Redmond, WA 98052

Phone: 425-703-1559  
EMail: glennz@microsoft.com

## 9. Intellectual Property Statement

The IETF takes no position regarding the validity or scope of any intellectual property or other rights that might be claimed to pertain to the implementation or use of the technology described in this document or the extent to which any license under such rights might or might not be available; neither does it represent that it has made any effort to identify any such rights. Information on the IETF's procedures with respect to rights in standards-track and standards-related documentation can be found in BCP-11. Copies of claims of rights made available for publication and any assurances of licenses to be made available, or the result of an attempt made to obtain a general license or permission for the use of such proprietary rights by implementors or users of this specification can be obtained from the IETF Secretariat.

The IETF invites any interested party to bring to its attention any copyrights, patents or patent applications, or other proprietary rights which may cover technology that may be required to practice this standard. Please address the information to the IETF Executive Director.

## 10. Full Copyright Statement

Copyright (C) The Internet Society (1999). All Rights Reserved.

This document and translations of it may be copied and furnished to others, and derivative works that comment on or otherwise explain it or assist in its implementation may be prepared, copied, published and distributed, in whole or in part, without restriction of any kind, provided that the above copyright notice and this paragraph are included on all such copies and derivative works. However, this document itself may not be modified in any way, such as by removing the copyright notice or references to the Internet Society or other Internet organizations, except as needed for the purpose of developing Internet standards in which case the procedures for copyrights defined in the Internet Standards process must be followed, or as required to translate it into languages other than English.

The limited permissions granted above are perpetual and will not be revoked by the Internet Society or its successors or assigns.

This document and the information contained herein is provided on an "AS IS" basis and THE INTERNET SOCIETY AND THE INTERNET ENGINEERING TASK FORCE DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY WARRANTY THAT THE USE OF THE INFORMATION HEREIN WILL NOT INFRINGE ANY RIGHTS OR ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

## Acknowledgement

Funding for the RFC Editor function is currently provided by the Internet Society.

