

## Network Device Interpretation # RFI201912

Interactive sessions in FTA\_SSL\_EXT.1 & FTA\_SSL.3

**Status:**  *Active*  *Inactive*

**Date:** 13-Sep-2019

**End of proposed Transition Period (to be updated after TR2TD process):** 13-Oct-2019

**Type of Change:**  Immediate application  Minor change  Major change

**Type of Document:**  *Technical Decision*  *Technical Recommendation*

**Approved by:**  *Network iTC Interpretations Team*  *Network iTC*

**Affected Document(s):** ND cPP v2.0e, FW cPP v2.0e, ND cPP v2.1

**Affected Section(s):** FTA\_SSL\_EXT.1 & FTA\_SSL.3

**Superseded Interpretation(s):** None

### Issue:

*Machine-to-machine programmatic administration*

*Should a machine-to-machine administrative interface (e.g. JSON-based API) implement an Administrator-configurable time interval for session inactivity (FTA\_SSL.3)?*

*This interface is not human-interactive and does not maintain a session state; instead it requires re-authentication with each scripted action, such that IT entity accessing this interface must authenticate to the TOE each time. As such, there is no session to terminate and a period of inactivity is not possible.*

*It is our understanding that FTA\_SSL.3 and FTA\_SSL\_EXT.1 requirements are intended to apply only to human-interactive interfaces, but there is no explicit statement to support this position. Please extend FTA\_TAB.1 Application Note 37, that limits its applicability to "interactive sessions between a human user and a TOE" to these additional SFRs.*

### Resolution:

The description of this issue mentions a particular implementation approach, and the NIT does not comment on individual TOE architectures. However, based on the general situation described the NIT believes a useful clarification can be made about the nature of interactive sessions for FTA\_SSL.3 and FTA\_SSL\_EXT.1. Therefore, the following Application Note is to be added for each of FTA\_SSL.3 and FTA\_SSL\_EXT.1:

<new>

*Application Note <nn>*

*An interactive session governed by this SFR is a session in which an authenticated state is achieved and then preserved across multiple commands. By contrast, if authentication accompanies each individual command (without preservation of the same authenticated state) then this is not considered an interactive session.*

*</new>*

**Rationale:**

*See Resolution.*

**Further Action:**

*None*

**Action by Network iTC:**

*None*