

PrefectHQ / prefect Public

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Add authentication to /api/events/in WebSocket endpoint #20372

Merged **desertaxle** merged 7 commits into `main` from `devin/1769188570-events-in-auth` on Jan 27

Conversation 13 Commits 7 Checks 62 Files changed 9



devin-ai-integration Bot commented on Jan 23 • edited

Contributor

Fixes a security vulnerability where the `/api/events/in` WebSocket endpoint bypasses authentication even when `PREFECT_SERVER_API_AUTH_STRING` is configured.

Changes

Server-side (`src/prefect/server/api/events.py`):

- Always require the "prefect" subprotocol and auth handshake via `subscriptions.accept_prefect_socket()`
- Removed conditional auth logic - authentication flow is now consistent with other WebSocket endpoints

Client-side (`src/prefect/events/clients.py`):

- Always connect with "prefect" subprotocol
- Always send auth message (token can be None when auth is not configured)
- Use `get_current_settings().api.auth_string` instead of `PREFECT_API_AUTH_STRING.value()`
- Updated both `PrefectEventsClient` and `PrefectEventSubscriber` classes

Tests (`tests/events/server/gateway/test_gateway_in.py`): Add comprehensive authentication tests covering:

- Subprotocol requirement (always required)
- Auth message requirement (always required as first message)
- Invalid token rejection
- Missing token rejection

- Successful event streaming with and without auth configured

Test fixtures (`src/prefect/testing/fixtures.py`): Update `events_server` fixture to:

- Always require auth handshake (matching server behavior)
- Accept "prefect" subprotocol via `select_subprotocol` callback

Breaking Change

This is a breaking change for clients that don't send the auth handshake. The "prefect" subprotocol and auth message are now always required, even when `PREFECT_SERVER_API_AUTH_STRING` is not configured. When auth is not configured, the server accepts any token (including None).

Review Checklist for Humans

- Verify server always uses `accept_prefect_socket()` (no conditional fallback)
- Verify client always sends auth message with token (even if None)
- Confirm `PrefectCloudEventsClient` still works (inherits from `PrefectEventsClient`)
- Verify unauthenticated connections are rejected with appropriate error codes

closes OSS-7548

Checklist

- This pull request references any related issue by including "closes `<link to issue>`"
- If this pull request adds new functionality, it includes unit tests that cover the changes
- If this pull request removes docs files, it includes redirect settings in `mint.json`.
- If this pull request adds functions or classes, it includes helpful docstrings.

Link to Devin run: <https://app.devin.ai/sessions/944c7cadf6b74d188ccde99d5a4ac575>

Requested by: [@desertaxle](#)



Add authentication to /api/events/in WebSocket endpoint ...

[c5b1249](#)



devin-ai-integration (Bot) requested review from [chrisguidry](#), [cicdw](#), [desertaxle](#) and [zzstoatzz](#) as [code owners](#) 4 months ago

devin-ai-integration (Bot) commented [on Jan 23](#)

Contributor

Author



Devin AI Engineer

I'll be helping with this pull request! Here's what you should know:

✓ I will automatically:

- Address comments on this PR. Add '(aside)' to your comment to have me ignore it.
- Look at CI failures and help fix them

Note: I can only respond to comments from users who have write access to this repository.

⚙ Control Options:

Disable automatic comment and CI monitoring

👁 devin-ai-integration (Bot) commented on Jan 23

[View reviewed changes](#)

🌸 devin-ai-integration (Bot) left a comment

Contributor

Author

Devin Review found 1 potential issue.

[View issue and 4 additional flags in Devin Review.](#)

🌸 [Open in Devin Review](#)

> `src/prefect/events/clients.py`

⚙ Show resolved

codspeed-hq (Bot) commented on Jan 23 • edited

CodSpeed Performance Report

Merging this PR will not alter performance

Comparing devin/1769188570-events-in-auth ([e880098](#)) with main ([810b865](#))

Summary

✓ 2 untouched benchmarks

📄 devin-ai-integration (Bot) and others added 3 commits [4 months ago](#)

- [Fix test fixtures to handle auth handshake for events client](#) ... ✗ [ac0bd6c](#)
- [Fix test_websocket_custom_headers_with_websocket_connect to handle au...](#) ... ✗ [a0f2938](#)
- [Make /api/events/in backward compatible when auth is not configured](#) ... ✓ [0d3ab3c](#)

desertaxle requested changes [on Jan 26](#)

[View reviewed changes](#)

- > [src/prefect/events/clients.py](#) Outdated ⌵ Show resolved
- > [src/prefect/events/clients.py](#) Outdated ⌵ Show resolved
- > [src/prefect/server/api/events.py](#) Outdated ⌵ Show resolved
- > [src/prefect/events/clients.py](#) Outdated ⌵ Show resolved

- [Address PR review: Always require prefect subprotocol and auth handshake](#) ... ✗ [bd9e2cc](#)

devin-ai-integration Bot commented [on Jan 26](#)

Contributor Author

Devin is archived and cannot be woken up. Please unarchive Devin if you want to continue using it.

desertaxle and others added 2 commits [4 months ago](#)

- [Make WebSocket endpoints backward compatible with old clients](#) ... ✗ [f016d2a](#)
- [Fix test_logs_websocket.py for backward compatible WebSocket handling](#) ... ✓ [e880098](#)

✓ **desertaxle** approved these changes [on Jan 26](#)

[View reviewed changes](#)



deserttaxle left a comment

Member

LGTM!

cc [@chrisguidry](#) for a second opinion when you've got a moment to spare



chrisguidry approved these changes [on Jan 26](#)

[View reviewed changes](#)



chrisguidry left a comment

Collaborator

Looks pretty legit to me!



deserttaxle merged commit **f8afeca** into **main** [on Jan 27](#)

98 of 102 checks passed

[View details](#)



deserttaxle deleted the **devin/1769188570-events-in-auth** branch [4 months ago](#)



deserttaxle added a commit that referenced this pull request [on Jan 29](#)



[Fix PrefectCloudEventsClient failing to connect due to auth handshake](#) ... [ec59434](#)



deserttaxle mentioned this pull request [on Jan 29](#)

[Fix PrefectCloudEventsClient auth handshake breaking Cloud connections #20472](#)

Merged

5 tasks



giovanniborella mentioned this pull request [on Jan 30](#)

[Kubernetes worker fails to connect to events websocket after upgrading from 3.6.13 → 3.6.15 \(HTTP 403\) #20474](#)

Closed

gykung commented [on Feb 23](#)

@desertaxle @chrisguidry I have a self-hosted server running **3.5.0**, and a client running **3.6.18**, with basic authentication via `PREFECT_SERVER_API_AUTH_STRING` and `PREFECT_API_AUTH_STRING` on server and client respectively. I got the following error and after a reading through the release notes, arrived at this PR....

May I ask:

- Is this the expected behavior, e.g... the breaking change mentioned in 3.6.14?
- Is the correct response to update the server to **≥3.6.14+**?

```
File "C:\...\site-packages\prefect\events\clients.py", line 388, in _auth_handshake
    raise Exception(msg) from e
Exception: Unable to authenticate to the event stream. Please ensure the provided
auth_token you are using is valid for this environment.
```



desertaxle commented [on Feb 23](#)

Member

@gykung Yes, that is expected. We do not support running newer clients with older servers. If you want to use a newer client, you need to upgrade your server first.

👁 1



devin-ai-integration (Bot) mentioned this pull request [on Mar 19](#)

[Allow legacy WebSocket clients to connect when auth is configured #21181](#)

🔒 Closed

📄 4 tasks

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Reviewers

- chrisguidry** ✓
- desertaxle** ✓
- cicdw** 🛡 ●
- zzstoatz** 🛡 ●

Assignees

No one assigned

Labels

None yet

Projects

None yet

Milestone

No milestone

Development

Successfully merging this pull request may close these issues.

None yet

3 participants

