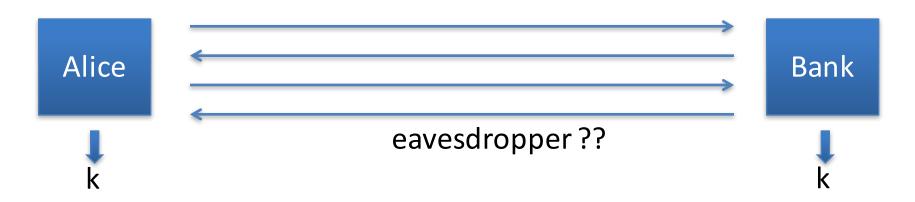


#### Auth. Key Exchange

# Review: key exchange

Alice and Bank want to generate a secret key

Saw key exchange secure against eavesdropping



This lecture: Authenticated Key Exchange (AKE)
 key exchange secure against active adversaries

## Active adversary

Adversary has complete control of the network:

- Can modify, inject and delete packets
- Example: man-in-the-middle





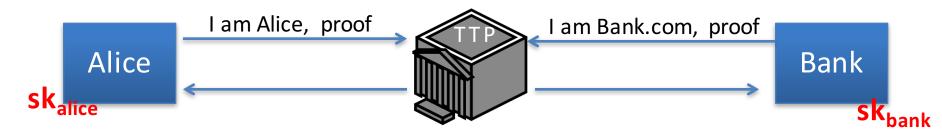
Moreover, some users are honest and others are corrupt

- Corrupt users are controlled by the adversary
  - Key exchange with corrupt users should not "affect" other sessions
- Adversary may corrupt an honest user at time T
  - We want sessions established at time t < T to remain "secure"</li>

## Trusted Third Party (TTP)

All AKE protocols require a TTP to certify user identities.

Registration process:

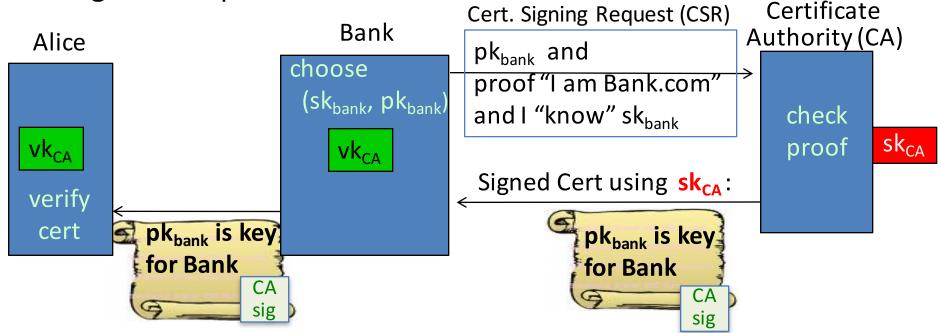


#### Two types of TTP:

- Online TTP: actively participates in <u>every</u> key exchange (Kerberos)
   Benefit: security using only symmetric crypto
- Offline TTP (CA): contacted only during registration (... not quite true)

#### Offline TTP: Certificate Authority (CA)

Registration process:

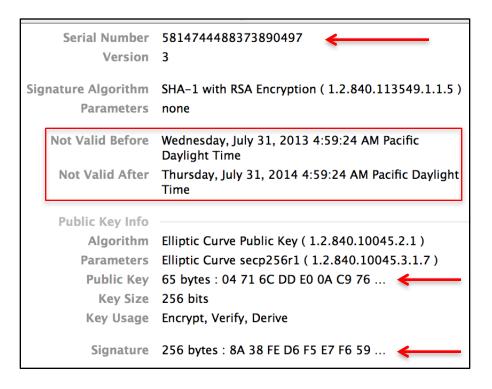


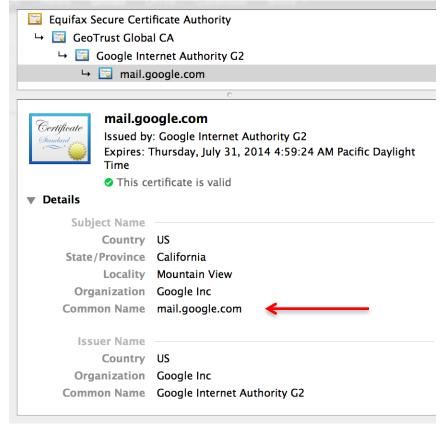
(for now)

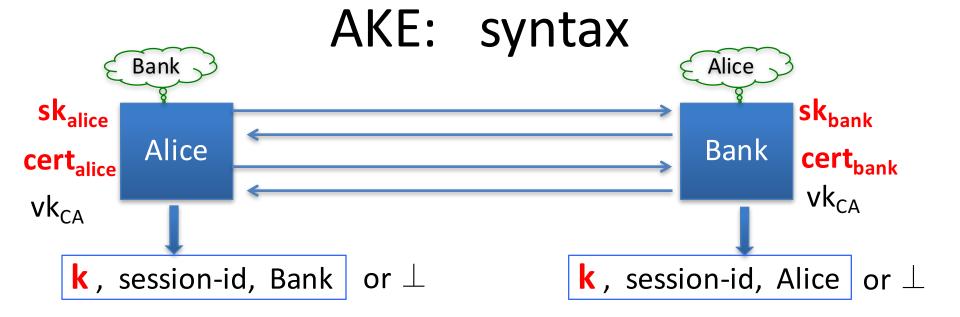
- Assumptions: all parties have a certified pk (even corrupt users)
  - only Bank can get a CA certificate for Bank

## Certificates: example

#### Important fields:







Followed by Alice sending E(k, "data") to Bank

Session-id (sid): public id of session

#### AKE security (very informal)

Suppose Alice successfully completes an AKE to obtain (k, sid, Bank)

If Bank is not corrupt then:

**Authenticity** for Alice: (similarly for Bank)

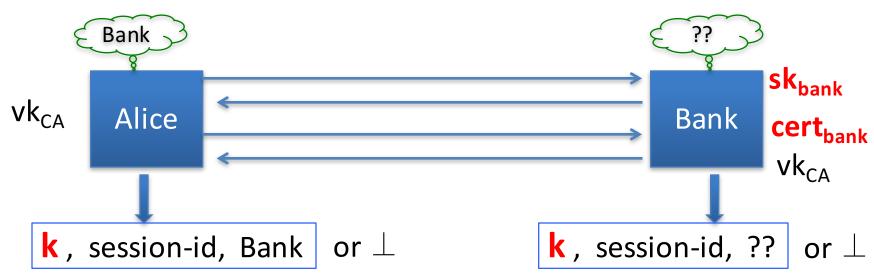
• If Alice's key k is shared with anyone, it is only shared with Bank

**Secrecy** for Alice: (similarly for Bank)

 To the adversary, Alice's key k is indistinguishable from random (even if adversary sees keys from other instances of Alice or Bank)

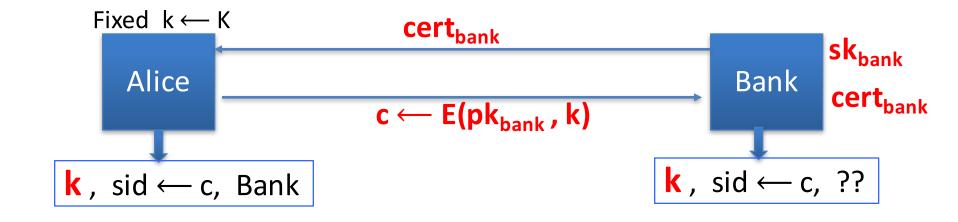
**Consistency**: if Bank completes AKE then it obtains (k, sid, Alice)

#### One-sided AKE



Security: authenticity for Alice and secrecy for Alice

- Bank has no guarantees for identity of peer (no consistency)
- Commonly used on the Web (often followed by ID protocol)



Alice uses same k for <u>all</u> key exchanges. Is this a secure one-sided AKE?

No, a single AKE with a corrupt user will reveal k

Lots of other problems with this protocol ...

### Things to remember ...

Do not design AKE protocol yourself ...

#### Just use latest version of TLS

(sid for TLS is called channel binding)

# **Building blocks**

**cert**<sub>bank</sub>: contains pk<sub>bank</sub>. Bank has sk<sub>bank</sub>.

 $E_{bank}((m,r)) = E(pk_{bank},(m,r))$  where E is chosen-ciphertext secure

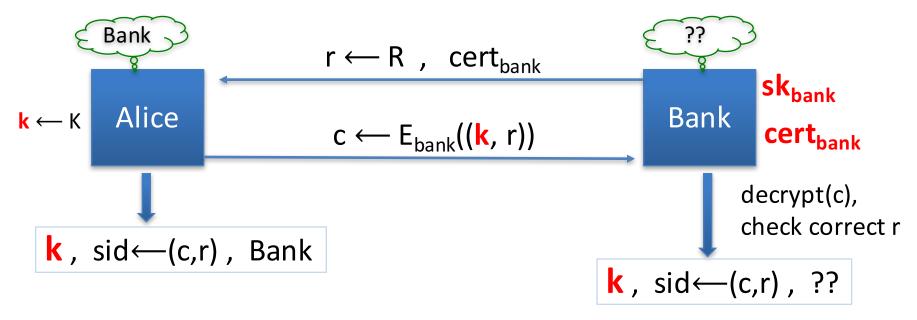
• Recall: from  $E_{bank}((m,r))$  adv. cannot build  $E_{bank}((m,r'))$  for  $r' \neq r$ 

 $S_{alice}((m,r)) = S(sk_{alice},(m,r))$  where S is a signing algorithm

R: some large set, e.g.  $\{0,1\}^{256}$ 

## Protocol #1

# Simple one-sided AKE protocol

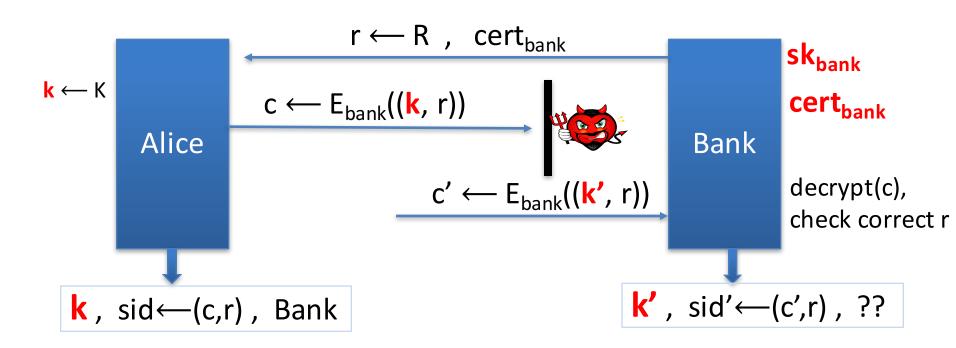


"Thm": this protocol is a secure one-sided AKE

Informally: if Alice and Bank are not corrupt then we have
(1) secrecy for Alice and (2) authenticity for Alice

# Did the AKE complete successfully?

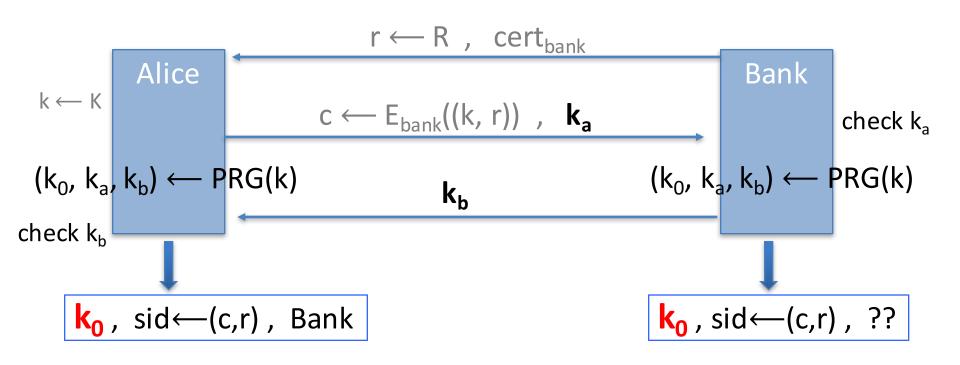
Problem: Alice does not know if Bank received k



**One-sided:** Bank does not know who k' is shared with

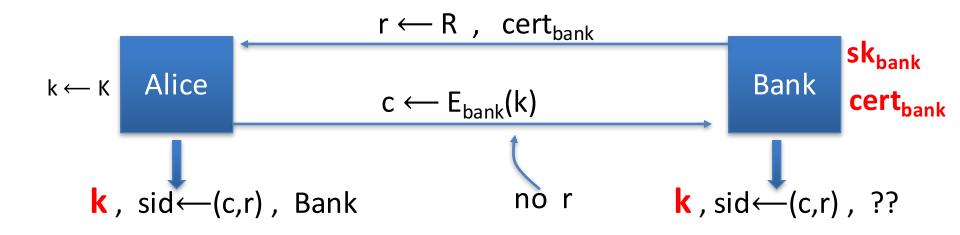
# Explicit AKE via key confirmation

Key confirmation: if succeeds, Alice is assured Bank has k.



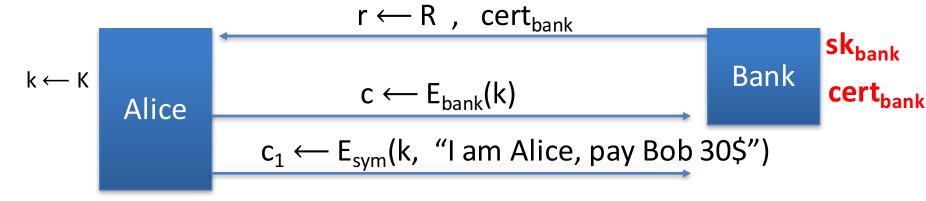
Note:  $k_0$  used as session key (not k)

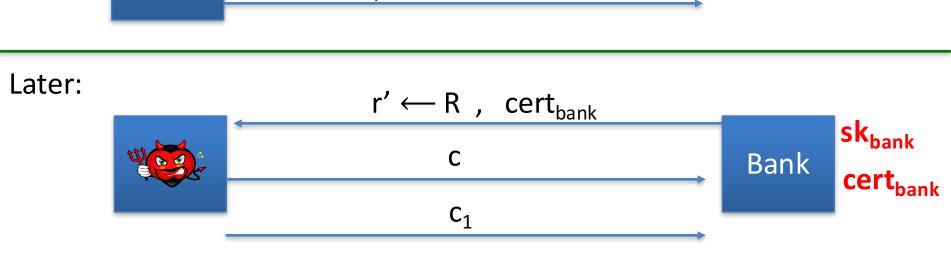
## Insecure variant 1: r not encrypted



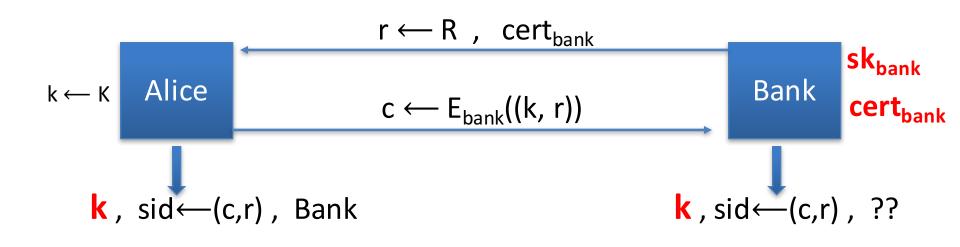
Problem: replay attack

# Replay attack



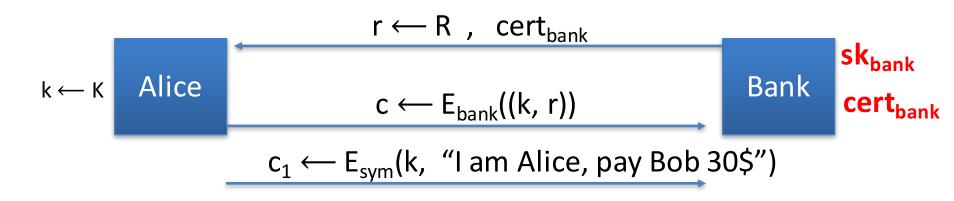


# Insecure variant 2: E<sub>bank</sub> not CCA-secure

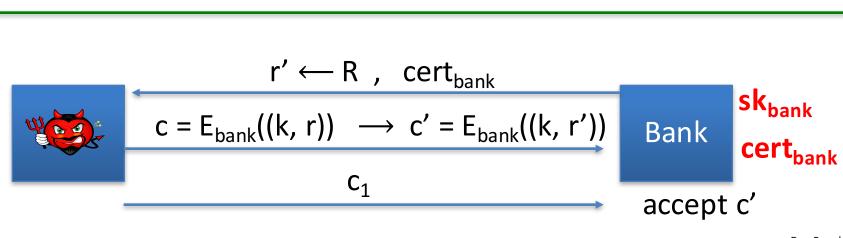


Suppose: from  $c = E_{bank}((k, r))$  can construct  $c' = E_{bank}((k, r'))$  for any r'  $\Rightarrow replay attack$ 

# Replay attack

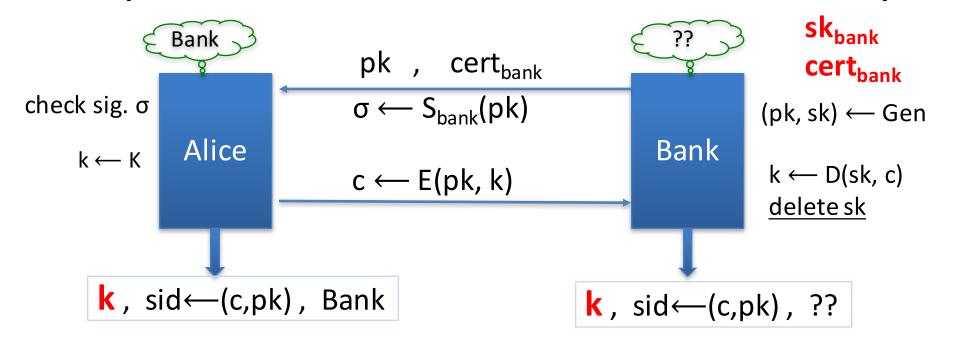






#### Protocol #2

#### Simple one-sided AKE with forward-secrecy

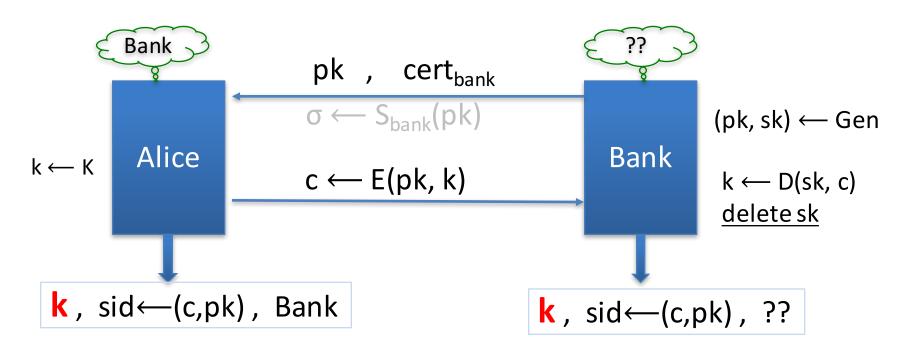


(pk, sk) are ephemeral: sk is deleted when protocol completes

Compromise of Bank: past sessions are unaffected

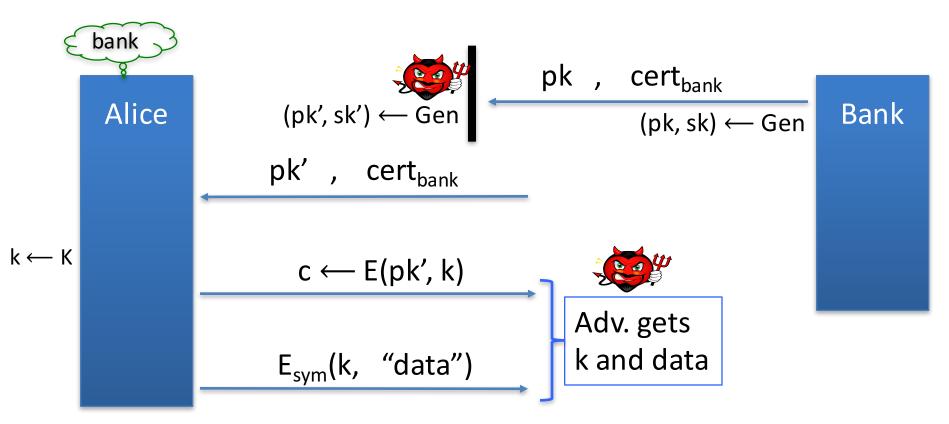
Dan Boneh

# Insecure variant: do not sign pk



Attack: complete key exposure

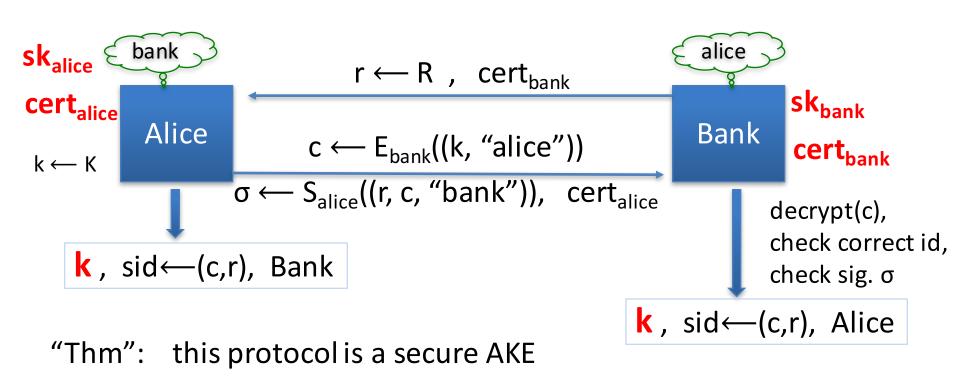
# Attack: key exposure



#### Two-sided AKE

For now: no forward secrecy

### Two-sided AKE (mutual authentication)

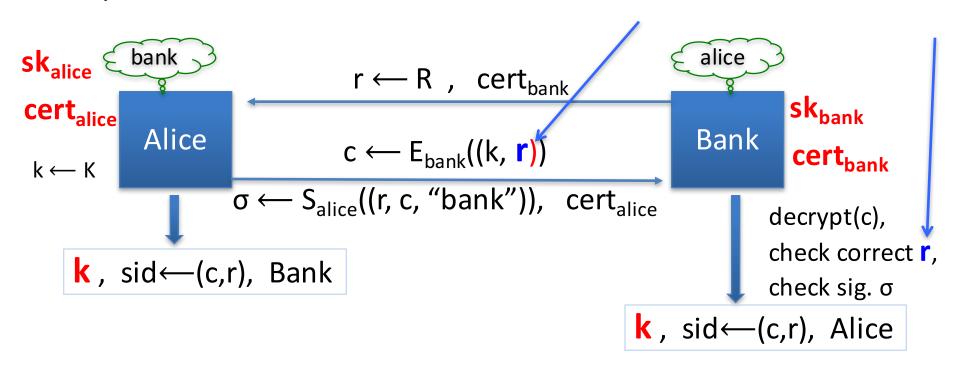


Informally: if Alice and Bank are not corrupt then we have
(1) secrecy and (2) authenticity for Alice and for Bank

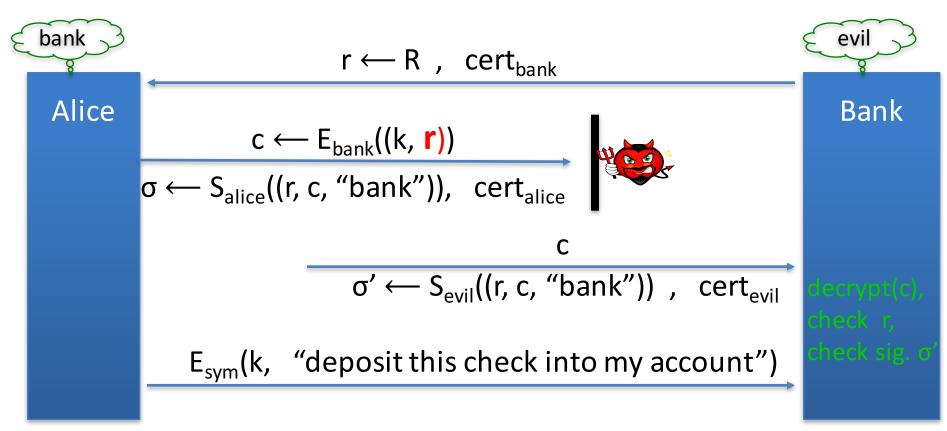
Dan Boneh

#### Insecure variant: encrypt r instead of "Alice"

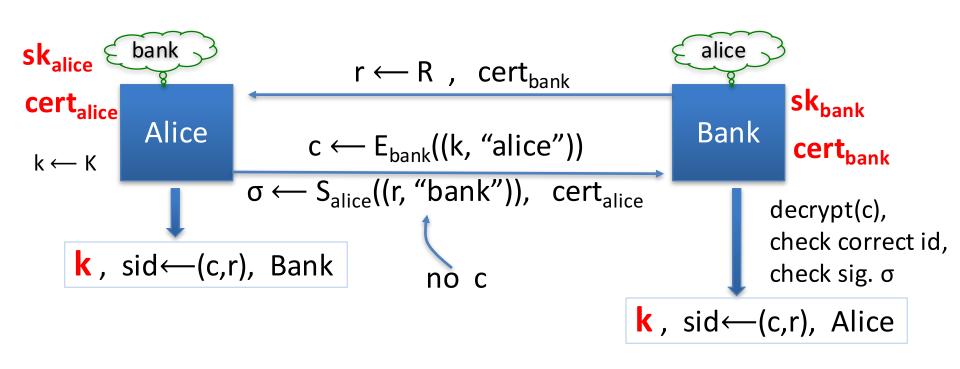
Any change to protocol makes it insecure, sometime in subtle ways Example:



# Attack: identity misbinding

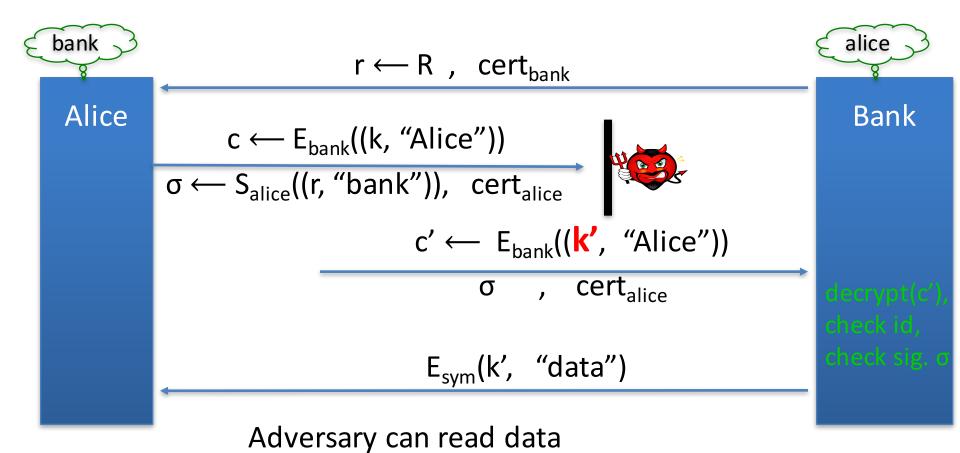


#### Insecure variant: do not sign c

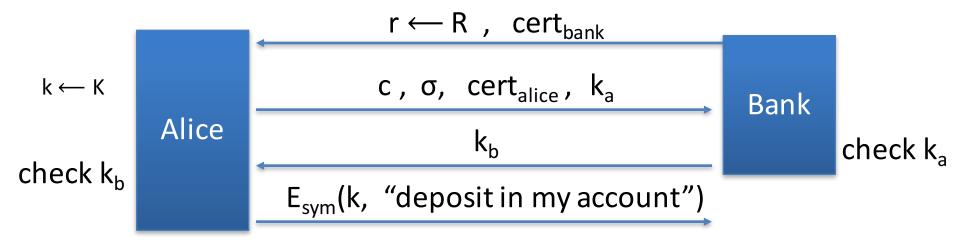


Attack: key exposure

# Attack: key exposure



Can we defeat the attack on previous slide with key confirmation?



Yes, the attacker does not know k and cannot send a valid k<sub>b</sub>

## Many more AKE variants

Two-sided AKE with forward secrecy:

AKE with end-point privacy:

• Goal: certificates are not visible to adversary (TLS 1.3)

AKE based on a shared secret between Alice and Bank:

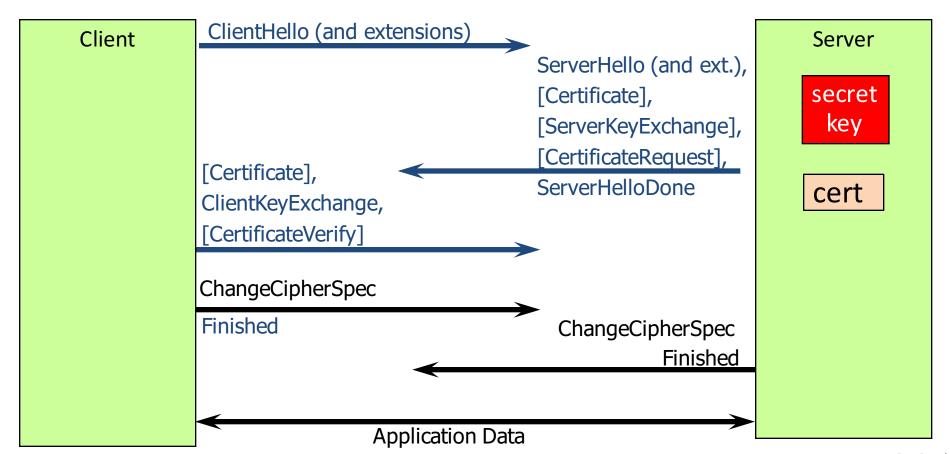
- High entropy shared secret: want forward secrecy
- Password: ensure no offline dictionary attack (PAKE)



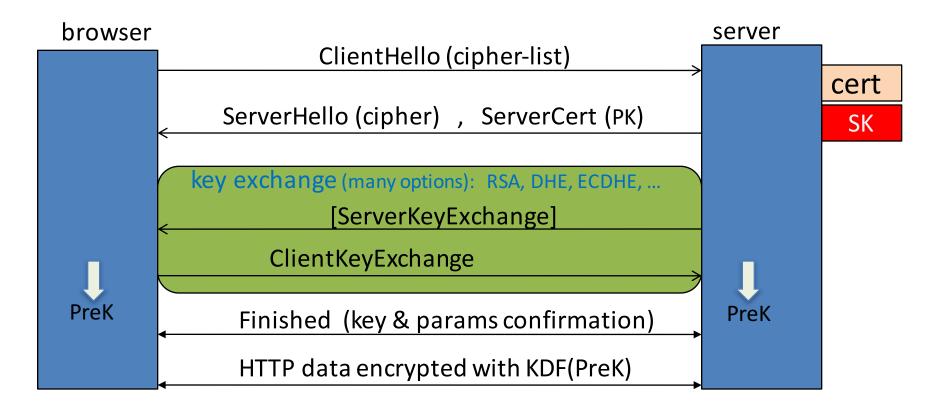
Auth. key exchange

TLS v1.2 key exchange

## TLS session setup (handshake)



# Brief overview of SSL/TLS



In this diagram: one sided authentication (no client authentication)

# The need for negotiating ciphers



prefer NIST ciphers



Prefer GOST ciphers (Russian)

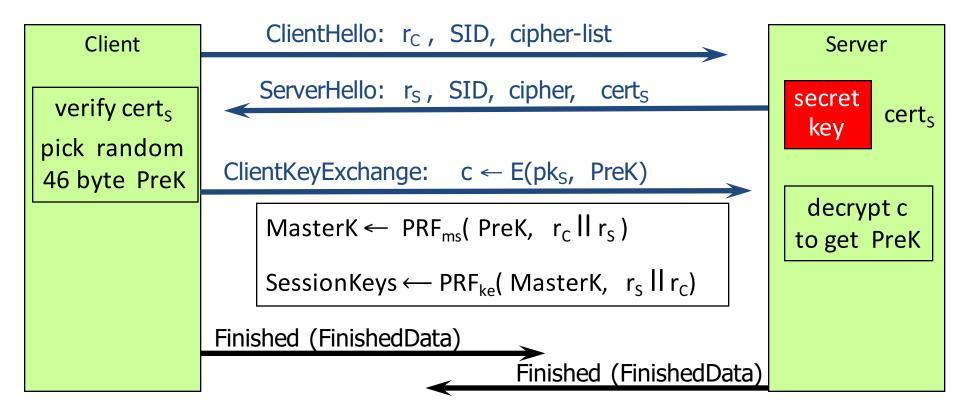
Russian browser





does not understand ECDHE

#### Abstract TLS: RSA exchange (simplified)



Key Confirmation: FinishedData =  $PRF_{vd}$  (MasterK, hash(HandshakeMessages))

### **Properties**

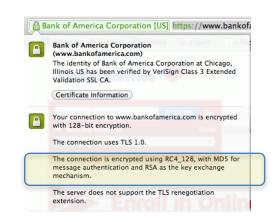
r<sub>C</sub>, r<sub>S</sub>: prevent replay of old session

#### RSA key exchange: no forward secrecy

- Compromise of server secret key exposes old sessions
- Costly RSA decryption on server, easier RSA enc. on client

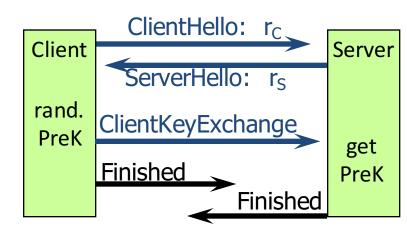
#### One sided identification:

- Browser identifies server using server-cert
- Server has no guarantees about client's identity
  - TLS has support for mutual auth. (client needs sk<sub>c</sub> and cert<sub>c</sub>)



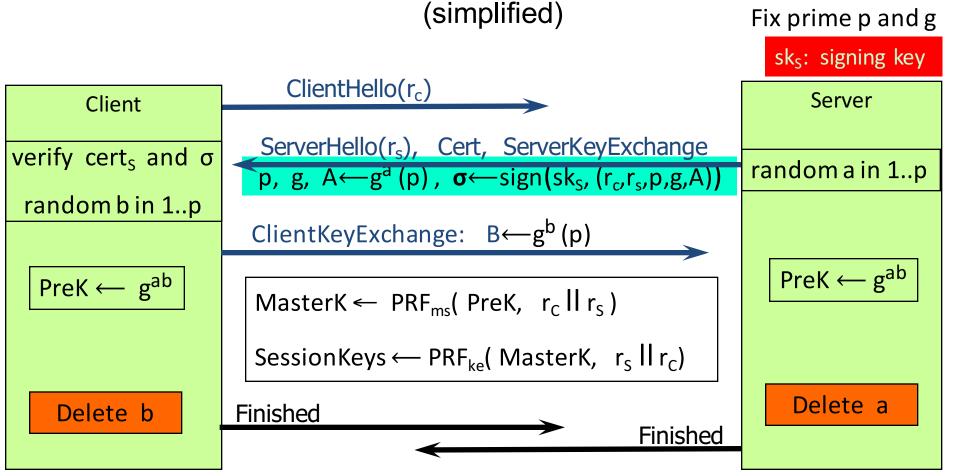
Suppose always  $r_C = 0$ , but  $r_S$  is random

Would this be a secure one-sided AKE?



- No, an attacker can replay an old session to the server
- No, an attacker can replay an old session to the client
- Yes, it would be a secure one-sided AKE
- No, a man in the middle can expose PreK

#### TLS key exchange with forward-secrecy (DHE)





#### www.google.com

The identity of this website has been verified by Thawte SGC CA.

Certificate Information



Your connection to www.google.com is encrypted with 128-bit encryption.

The connection uses TLS 1.0.

The connection is encrypted using RC4\_128, with SHA1 for message authentication and ECDHE\_RSA as the key exchange mechanism.

Elliptic curve Diffie-Hellman

#### Performance: RSA vs. forward-secrecy

Cost of crypto operations on server per handshake:

- RSA key exchange: one RSA-2048 decryption (deprecated in TLS 1.3)
- ECDHE: Diffie-Hellman in group G with generator  $g \in G$ 
  - 1. One exp. to compute  $A \leftarrow g^a \in G$
  - 2. One sig. on Diffie-Hellman parameters (G,g,A)

3. One exp. to compute DH secret:  $PreK \leftarrow g^{ab} \subseteq G$ 

Server support (2014): RSA (99.9%), DHE (60%), ECDHE(18%)

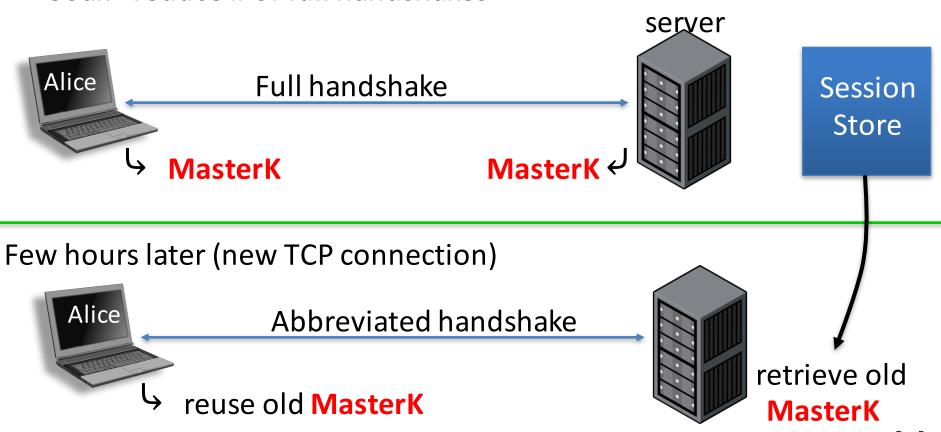
must be done

for every

handshake

#### Session Resume

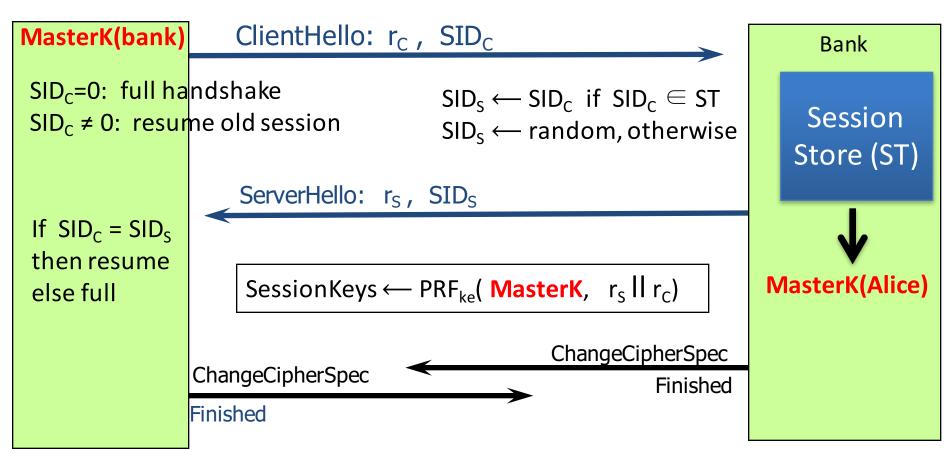
Goal: reduce # of full handshakes

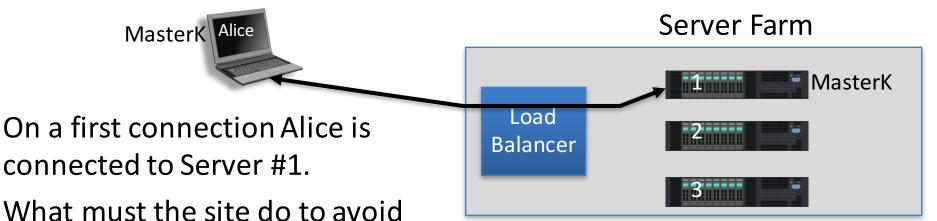


Dan Boneh

#### Session resume (simplified)

Client





a full handshake on subsequent connections from Alice?

- Ensure that Alice always connects to server #1
- Ensure that SessionStore is shared among all servers in farm
- Do all TLS processing in the load balancer
- All of the above are reasonable solutions

#### THE END