

Introduction to Modern Cryptography

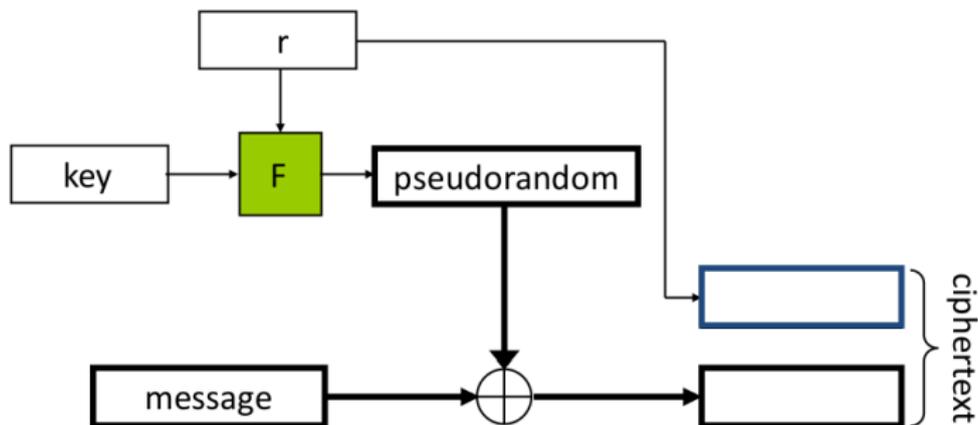
Michele Ciampi

(Slides courtesy of Prof. Jonathan Katz)

Lecture 10, Part 1

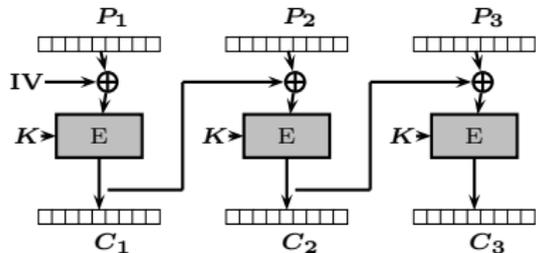
Message Integrity

CPA-secure Encryption for Short Messages (Recall)

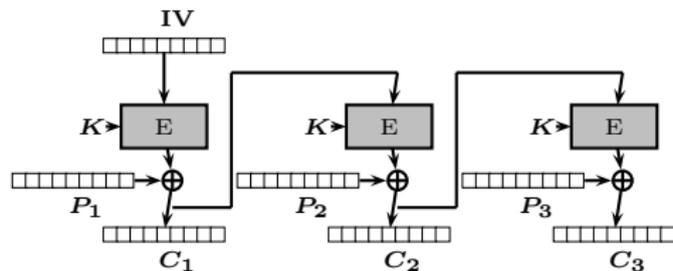


- ▶ Not solve OTP limitation 1 (key as long as the message)
- ▶ Solves OTP limitation 2 (key used only once)
- ▶ \implies CPA-secure \implies EAV-secure

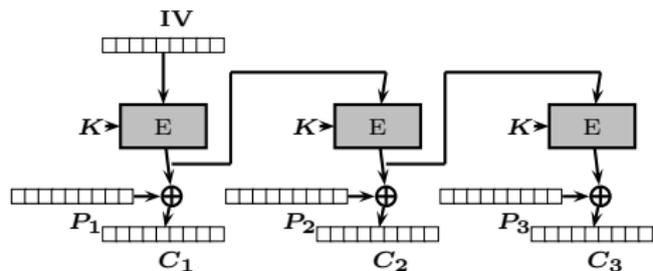
CBC



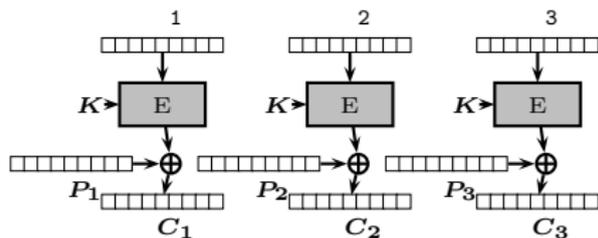
CFB



OFB



CTR



So Far

The described scheme based on **PRF/block cipher** in a given **mode of operation**:

- ▶ Solves OTP limitation 1 (key as long as the message)
- ▶ Solves OTP limitation 2 (key used only once)
- ▶ EAV-secure (single-message secrecy)
- ▶ CPA-secure (multiple message secrecy)
- ▶ **Not CCA-secure**

CCA vs. CPA (Recall)

- ▶ CPA: \mathcal{A} has access to **encryption oracle**
- ▶ CCA: \mathcal{A} has access to **decryption oracle**
 - ▶ in addition to access to an **encryption oracle**

- ▶ CCA attacks are a real problem: **Padding-Oracle Attack**
- ▶ None of the schemes we have seen so far is CCA-secure

CCA related to the ability of the attacker to make **undetected (predictable) changes to the ciphertext** (cf. malleability)

Secrecy vs. Integrity

- ▶ So far concerned with **secrecy of communication**
- ▶ What about **integrity**?
- ▶ Integrity ensures that a received message:
 1. originated from **the intended sender**, and
 2. was **not modified**
- ▶ Standard error-correction not enough:
 - ▶ Not concerned with random errors
 - ▶ Concerned with **malicious, intended "errors"**

Passive Attacks vs. Active Attacks

Passive Attacks

So far considered only **passive (i.e. eavesdropping) attacks**

- ▶ Attacker simply observes the channel

Active Attacks

In the setting of integrity, explicitly consider **active attacks**

- ▶ Attacker has full control over the channel

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Active Attacks

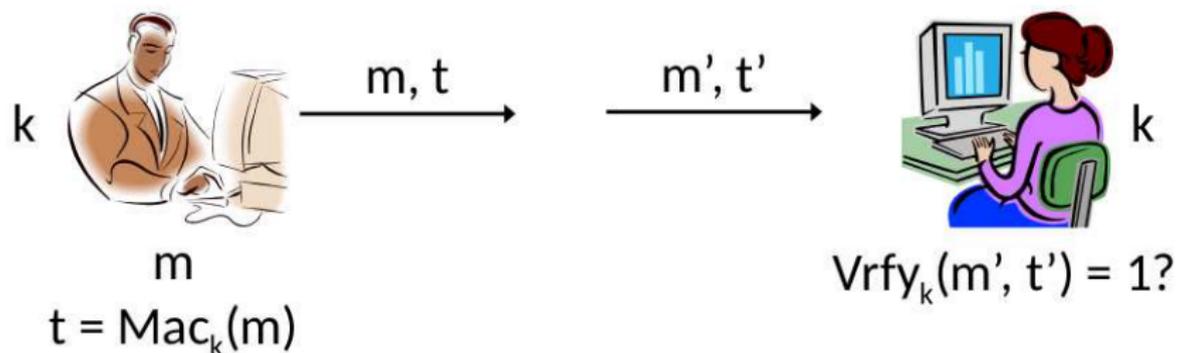
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MAC

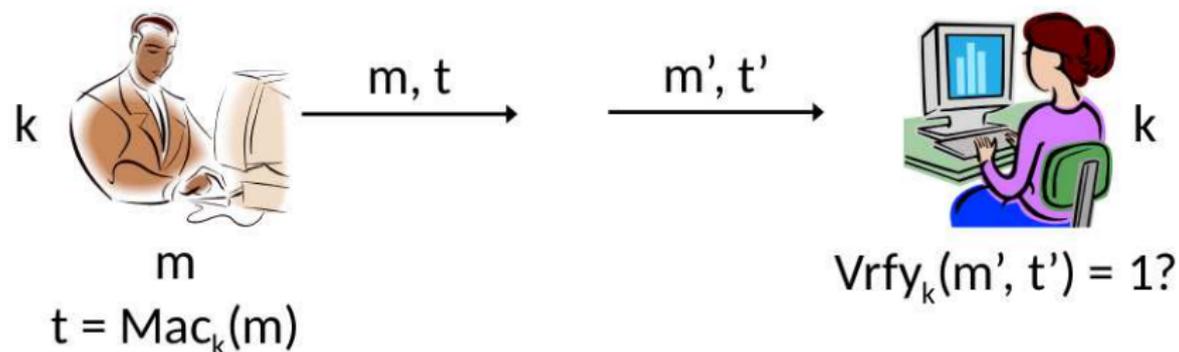
The right tool for integrity protection against active attacks is a **message authentication code (MAC)**

Message Integrity Using a MAC: Scenario 1



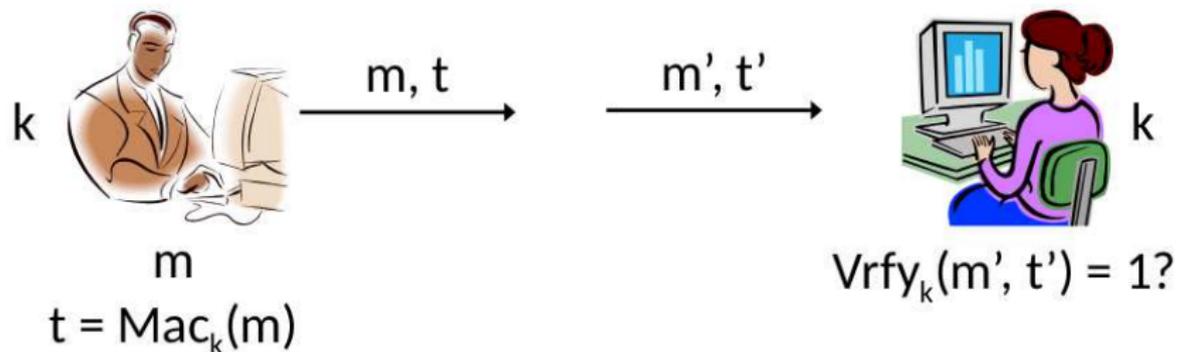
- ▶ A and B share a key k
- ▶ A computes a tag $t = \text{Mac}_k(m)$
- ▶ A sends (m, t) to B

Message Integrity Using a MAC: Scenario 1



- ▶ B receives (m', t') and verifies the tag $\text{Vrfy}_k(m', t')$
- ▶ If $\text{Vrfy}_k(m', t') = 1 \implies m$ was not modified

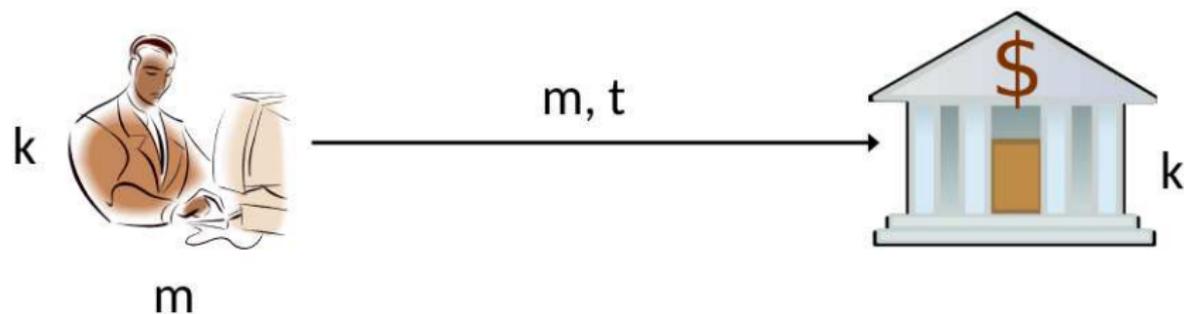
Message Integrity Using a MAC: Scenario 1



Observe

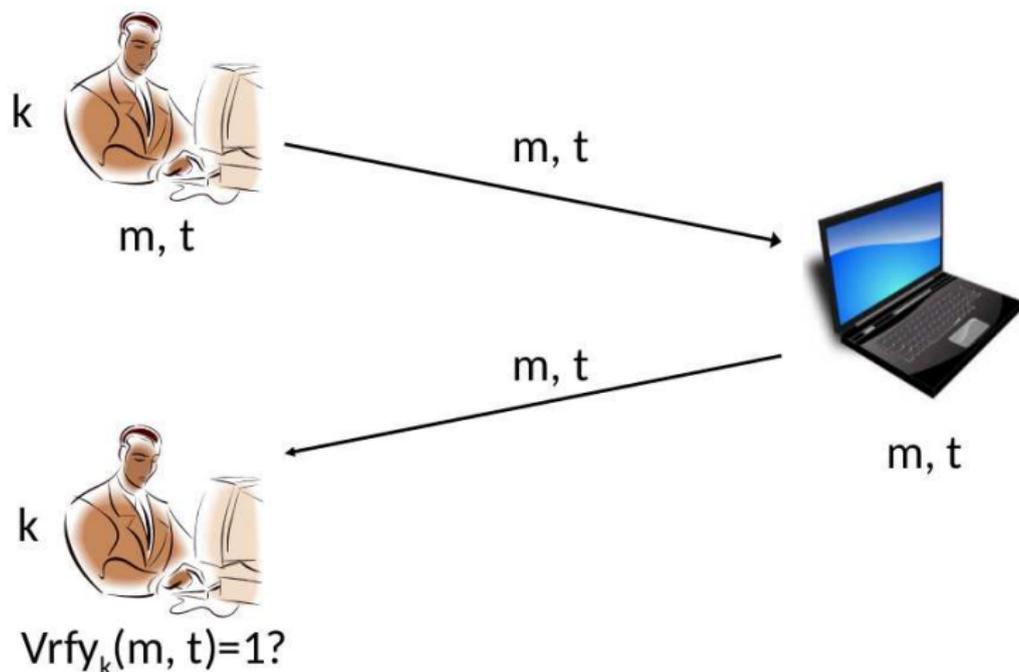
- ▶ **Not concerned with secrecy**
- ▶ Message m transmitted in the clear

Message Integrity Using a MAC: Scenario 2



- ▶ A shares key k with his bank
- ▶ A transmits $m = \text{"Send 100 GBP to C"}$
- ▶ If C modifies $m' = \text{"Send 1000 GBP to C"}$ the bank will detect the modification due to the MAC

Message Integrity Using a MAC: Scenario 3



A authenticates his own m to himself at different points in time

Secrecy vs. Integrity

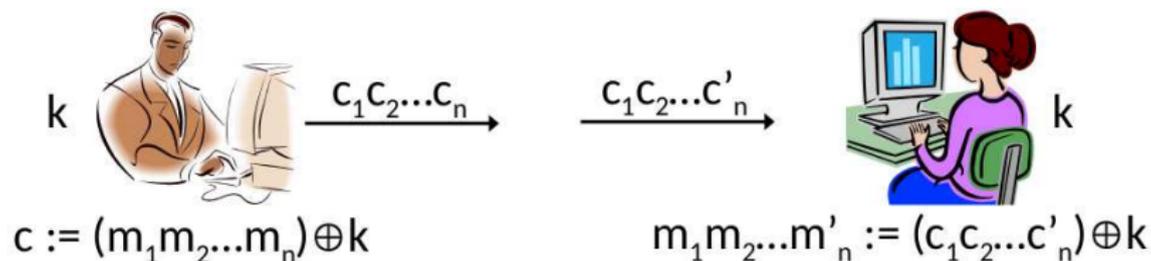
Secrecy and integrity are **orthogonal** concerns

- ▶ Possible to have either one without the other
- ▶ Sometimes you might want one without the other
- ▶ Most often, both are needed

Encryption alone does not provide integrity

- ▶ Related to the property of **malleability**
- ▶ None of the schemes so far provide any integrity

Malleability (Recall)



- ▶ The OTP is perfectly secret, but is still malleable
- ▶ Encryption under OTP does not imply integrity
- ▶ **Encryption does not provide message auth.**

Message Authentication Code (MAC)

MAC

A message authentication code is defined by three PPT algorithms (Gen, Mac, Vrfy):

- ▶ Gen: takes as input 1^n ; outputs k . (Assume $|k| \geq n$)
- ▶ Mac: takes as input key k and message; outputs a tag t

$$t \leftarrow \text{Mac}_k(m)$$

- ▶ Vrfy: takes key k , message m , and tag t ; outputs $\mathbf{1}$ (*accept*) or $\mathbf{0}$ (*reject*)
- ▶ Correctness: $\forall m$ and $\forall k$ output by Gen:

$$\text{Vrfy}_k(m, \text{Mac}_k(m)) = \mathbf{1}$$

MAC Security

Threat model

Adaptive chosen-message attack

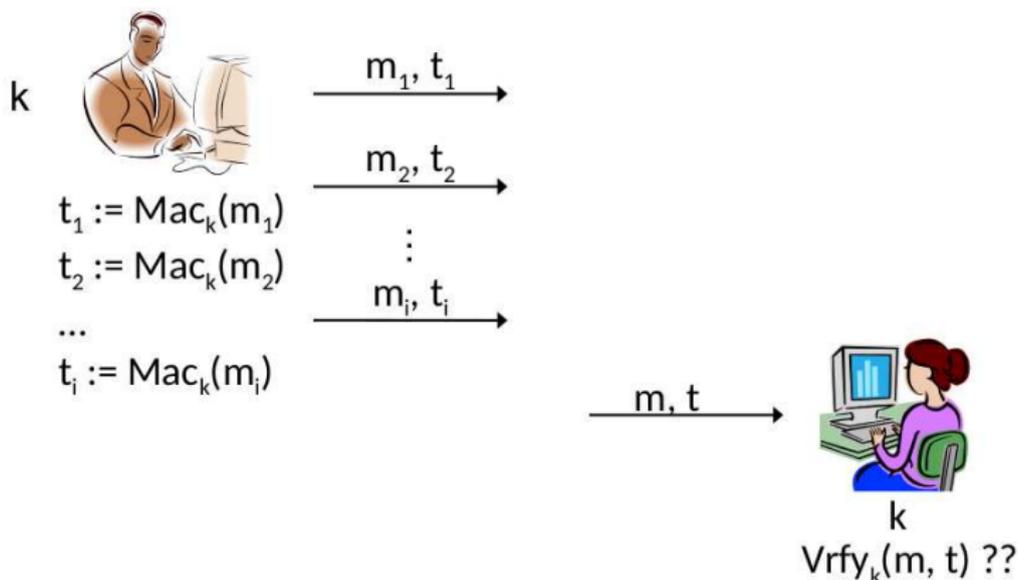
- ▶ Assume the attacker can induce the sender to authenticate messages of the attacker's choice

Security goal

Existential unforgeability

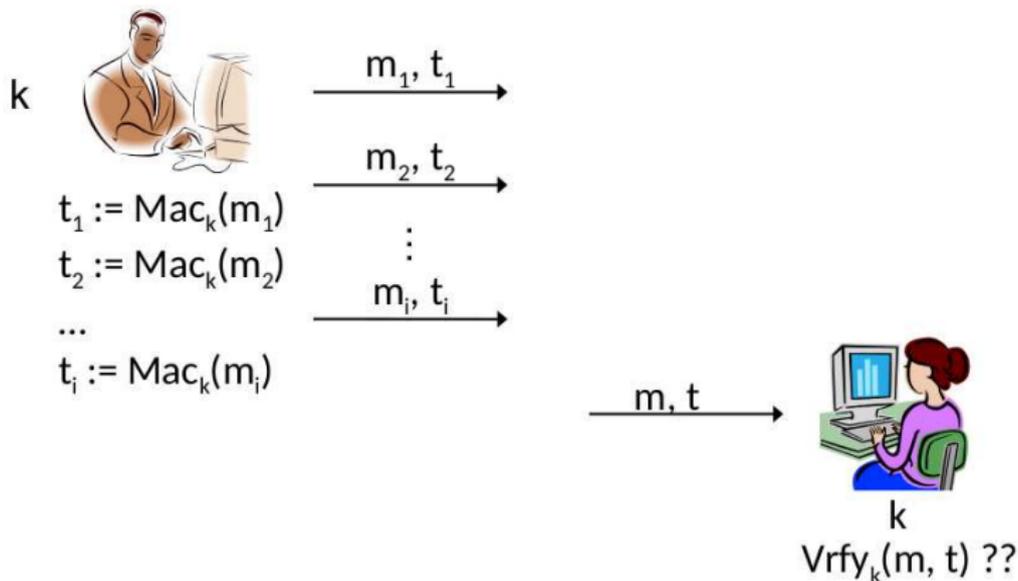
- ▶ Attacker should not be able to forge a valid tag on any message not previously authenticated by the sender

MAC Security



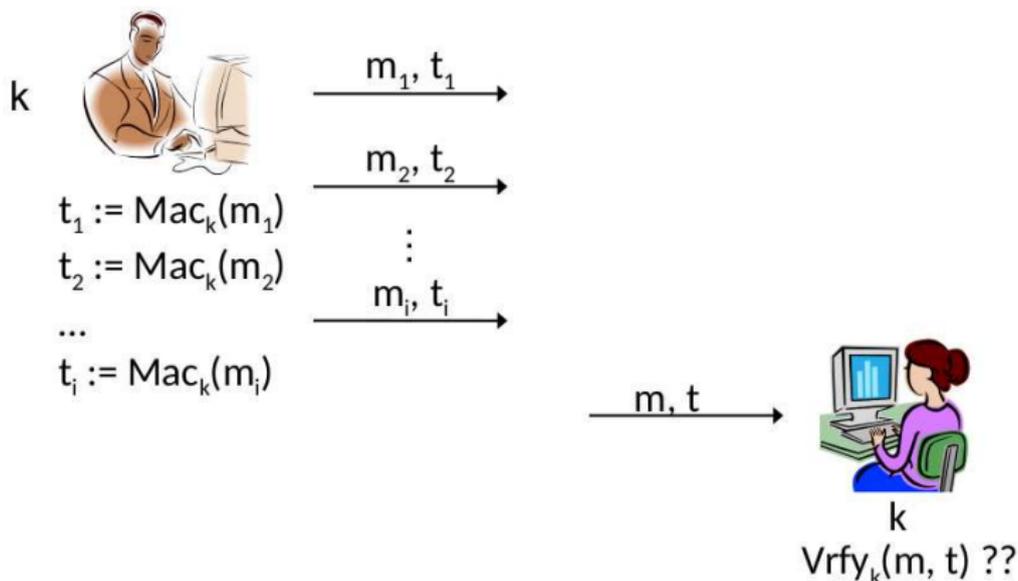
Attacker \mathbf{A} induces the sender to authenticate messages m_1, \dots, m_i of his choice

MAC Security



A stores the corresponding tags t_1, \dots, t_i

MAC Security



It should be infeasible for A to generate a new (m, t) :
 $\forall i : m \neq m_i$ s.t. $\text{Vrfy}_k(m, t) = 1$

Is the Definition too Strong?

MAC Security

- ▶ We don't want to make any assumptions about what the sender might authenticate
- ▶ We don't want to make any assumptions about what forgeries are **meaningful**
 - ▶ What is *meaningful* is application dependent!
- ▶ \implies enough if a forgery exists i.e. **existential** as opposed to **meaningful** forgery

A MAC satisfying this definition can be used in **any context** where integrity is needed

MAC Security: Formal Definition

$\text{Forge}_{A,\Pi}(n)$

Fix A, Π . Define randomized experiment $\text{Forge}_{A,\Pi}(n)$:

- ▶ $k \leftarrow \text{Gen}(1^n)$
- ▶ A interacts with an oracle $\text{Mac}_k(\cdot)$:
 - ▶ A submits m_1, \dots, m_i to $\text{Mac}_k(\cdot)$
 - ▶ A collects back t_1, \dots, t_i from $\text{Mac}_k(\cdot)$
 - ▶ Let $M = \{m_1, \dots, m_i\}$ be the set of messages submitted to the oracle
- ▶ A outputs (m, t)
- ▶ A succeeds, and the experiment evaluates to $\mathbf{1}$, if $\text{Vrfy}_k(m, t) = \mathbf{1}$ and $m \notin M$

Security for MACs

Π is secure if for all PPT attackers \mathbf{A} , there is a negligible function ϵ such that:

$$\Pr[\text{Forge}_{\mathbf{A},\Pi}(n) = 1] \leq \epsilon(n)$$

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Compare to definitions of secure encryption e.g. CPA:

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Secure MAC \implies infeasible to forge **even a single message**

Replay Attacks

Replay Attack

A message from previous communication is captured and re-transmitted (replayed) at a later point in time

Warning!

- ▶ MACs do not prevent **replay attacks**
- ▶ The tag on the original message is valid \implies the tag on the replayed message is also valid
- ▶ **No stateless mechanism can prevent replay attacks**

Replay Attacks

- ▶ Replay attacks are often a significant real-world concern
- ▶ e.g. Attacker **A** replays ten times the message $m = \textit{"Send 100 GBP to A"}$
- ▶ Need to protect against replay attacks at a higher level
- ▶ Decision about what to do with a replayed message is application-dependent

End

References: Sec. 4.1, 4.2 (up to replay attacks).