

Secure Messaging

Britta Hale



*The views expressed are those of the author and do not reflect the official policy or position of the Department of Defense or the U.S. Government.

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Pre-shared Keys



Pre-shared Keys



Session-based

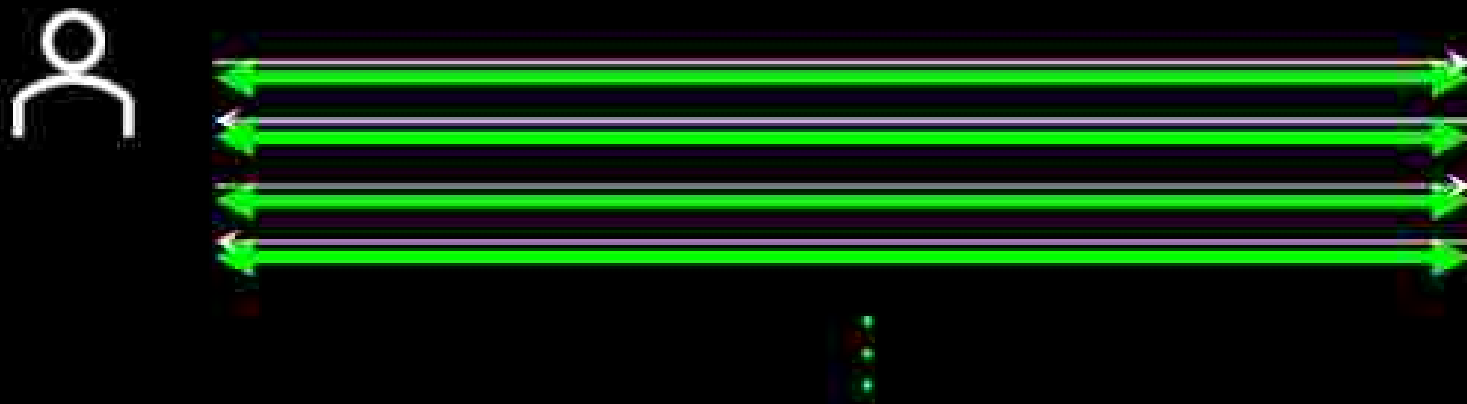




Pre-shared Keys

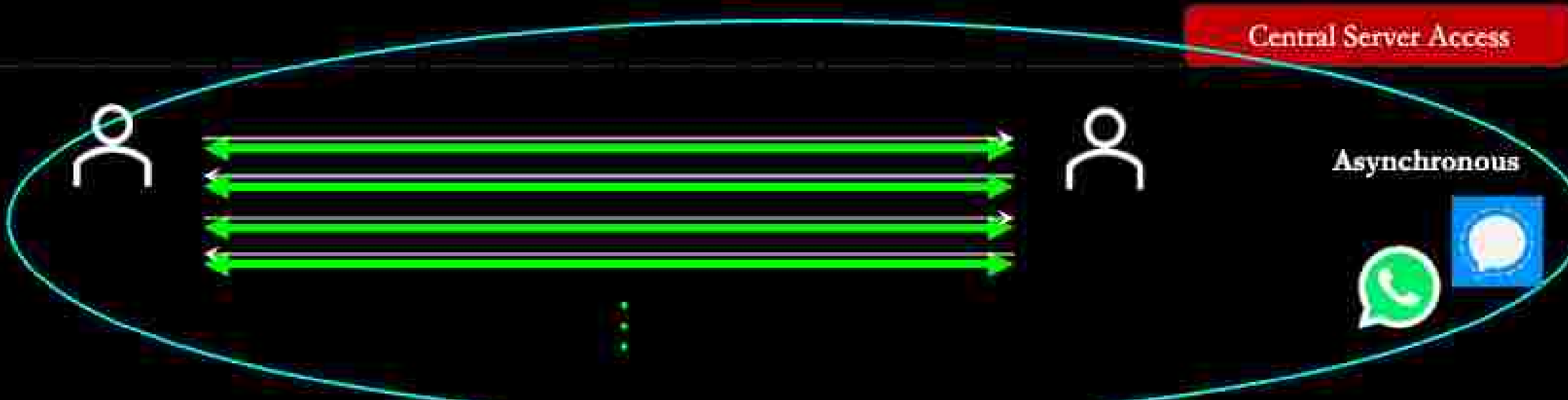


Session-based



Asynchronous





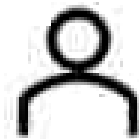
Secure End-to-End Messaging

Secure Messaging

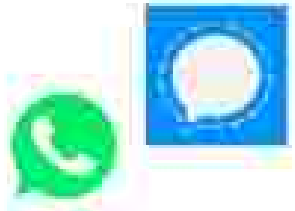
The Signal Protocol



...



Asynchronous



The Signal Protocol



Alice 

Server

Bob 

Secret: a

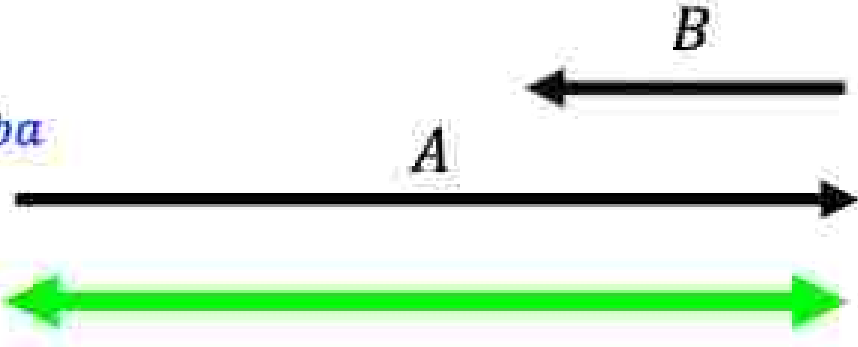
Public: $A = g^a$

Key1: $B^a = (g^b)^a = g^{ba}$

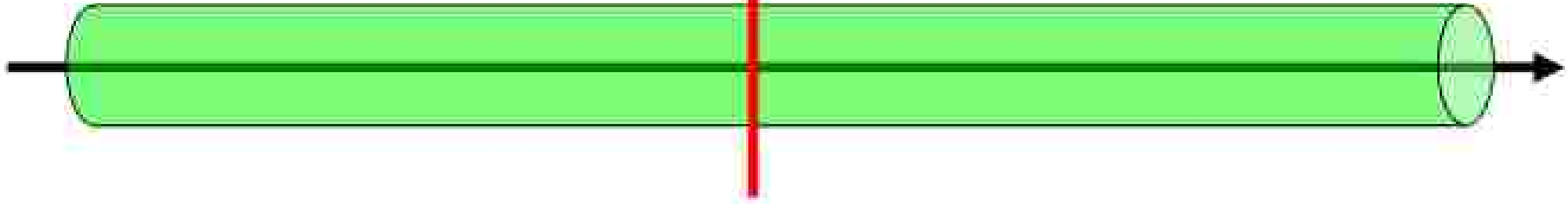
Secret: b

Public: $B = g^b$

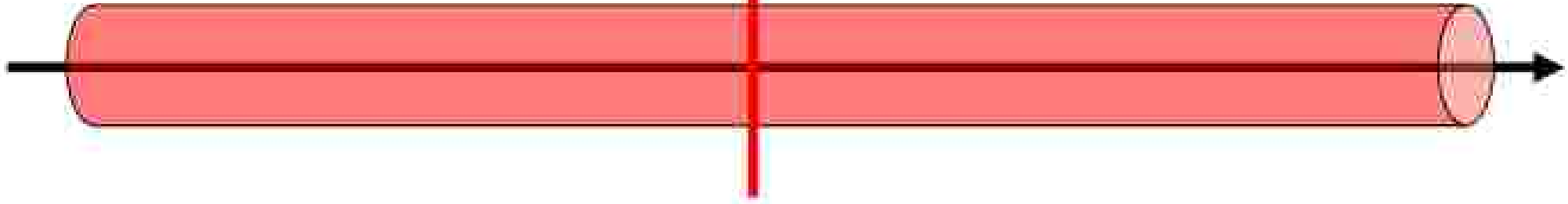
Key1: $A^b = (g^a)^b = g^{ba}$



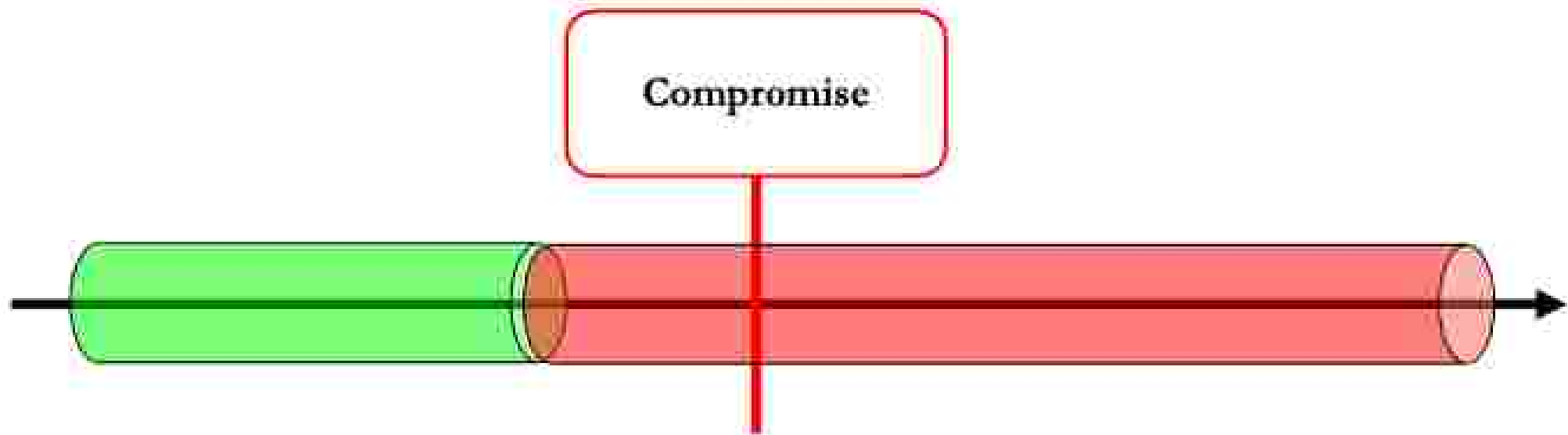
Compromise



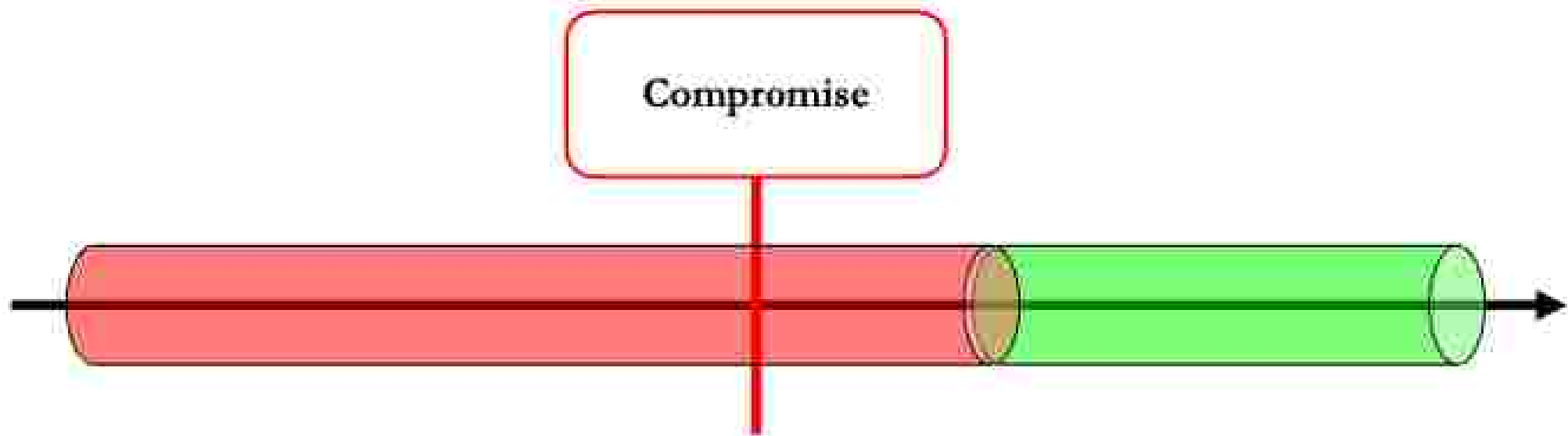
Compromise

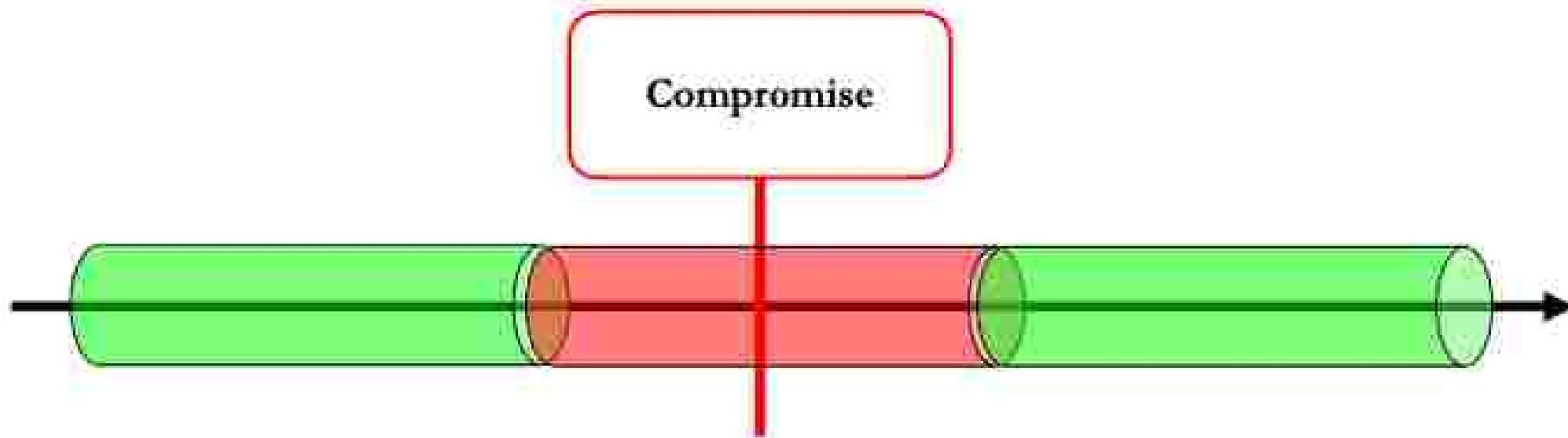


Desired Property #1:
Forward Secrecy



Desired Property #2:
Post-Compromise Security (PCS)





Solution: update keys periodically

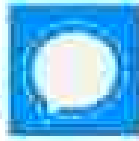
Epochs

***Condition: adversary is passive for one epoch**

The Signal Protocol



The Signal Protocol



Alice 

Server

Bob 

Secret: a

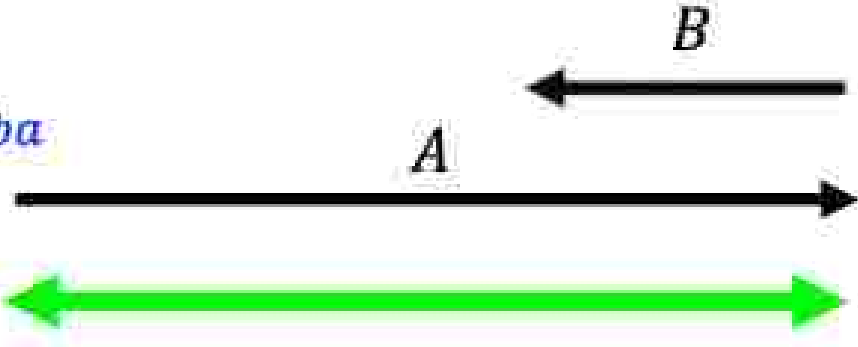
Public: $A = g^a$

Key1: $B^a = (g^b)^a = g^{ba}$

Secret: b

Public: $B = g^b$

Key1: $A^b = (g^a)^b = g^{ba}$



The Signal Protocol



Alice 

Secret: a

Public: $A = g^a$

Key1: $B^a = (g^b)^a = g^{ba}$

Key2: $B^{a_2} = g^{ab_2}$

New Secret: a_2 , Public: $A_2 = g^{a_2}$

Server

Bob 

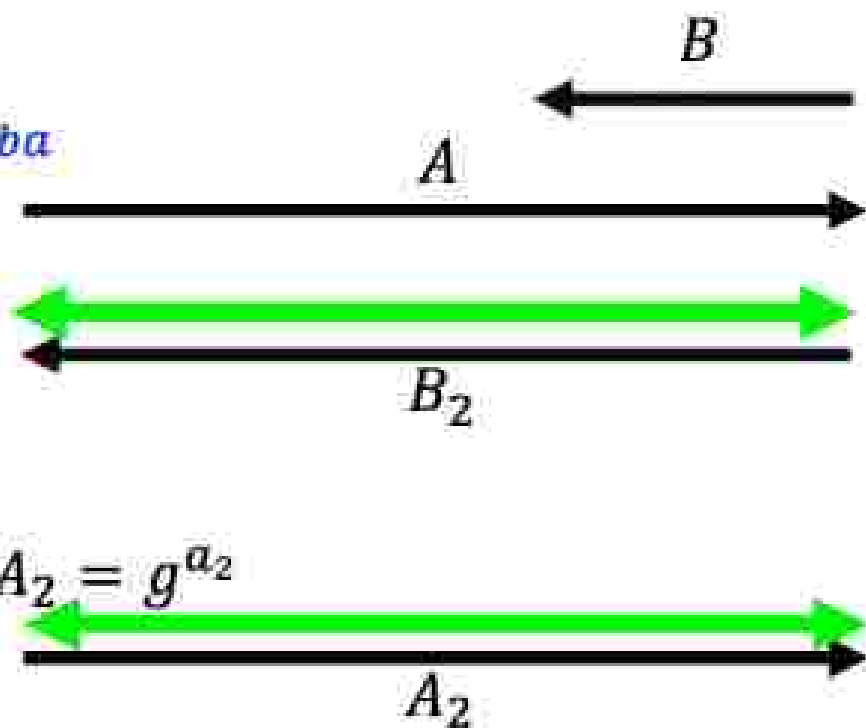
Secret: b

Public: $B = g^b$

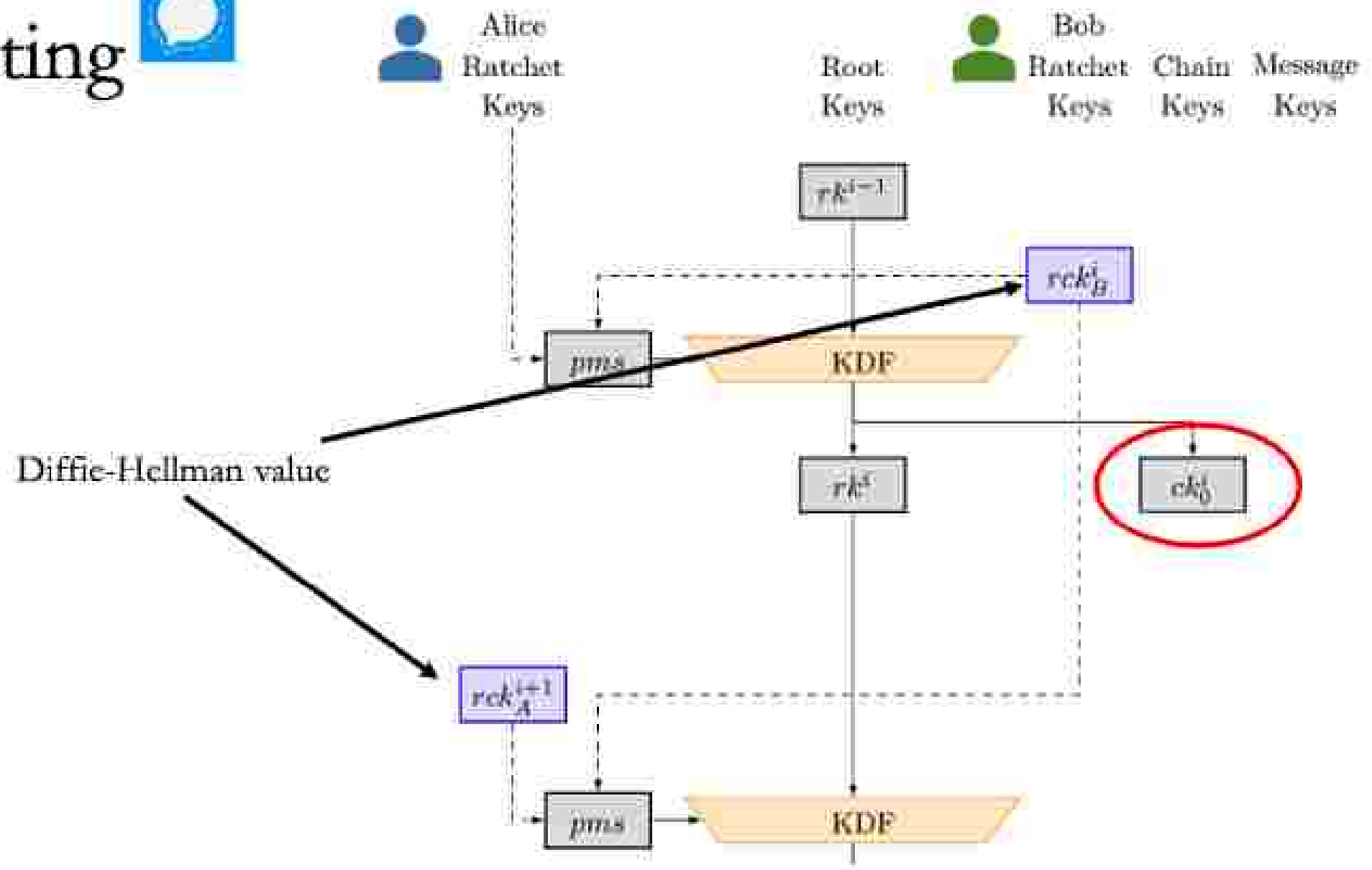
Key1: $A^b = (g^a)^b = g^{ba}$

New Secret: b_2 , Public: $B_2 = g^{b_2}$

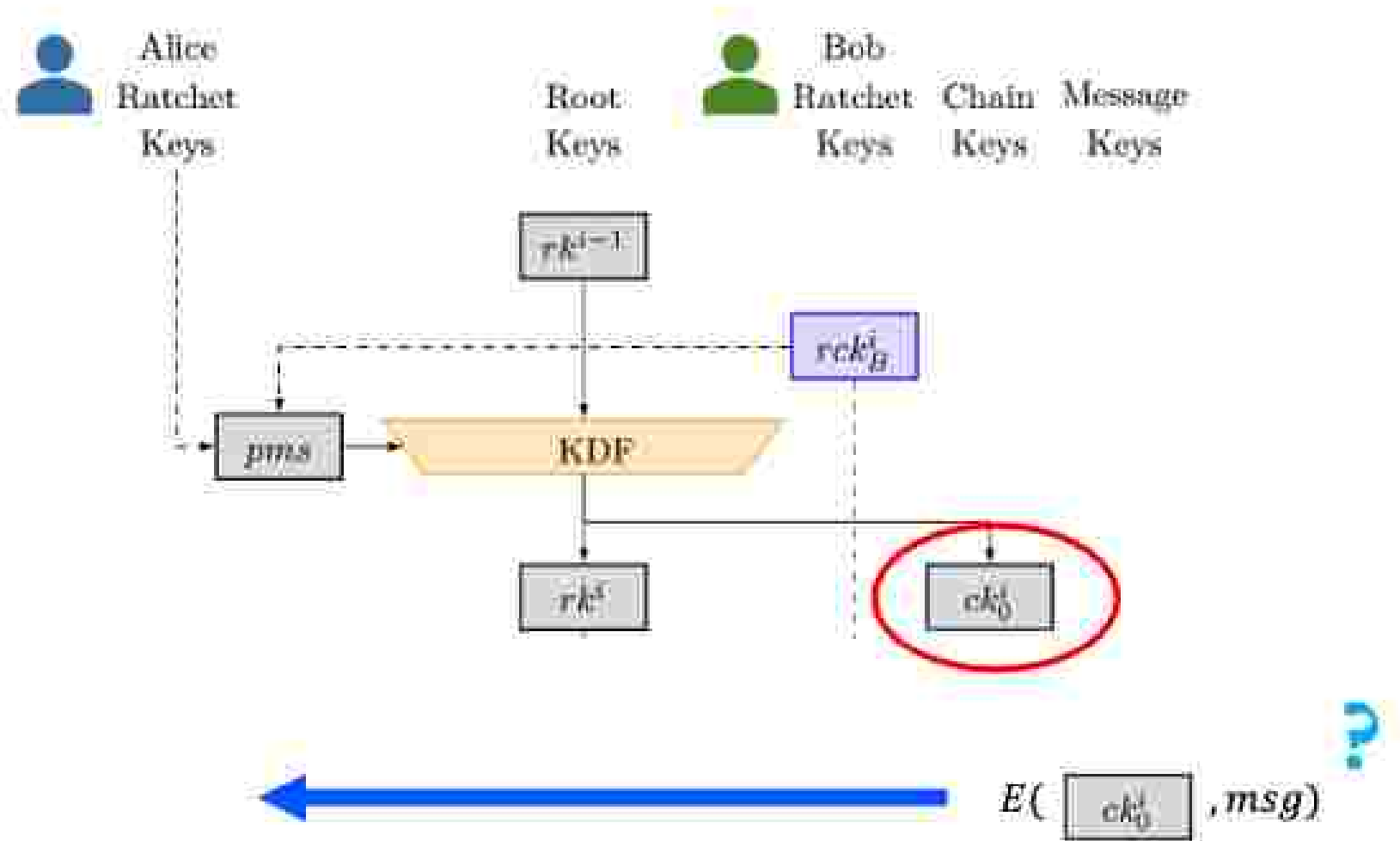
Key2: $A^{b_2} = g^{ab_2}$



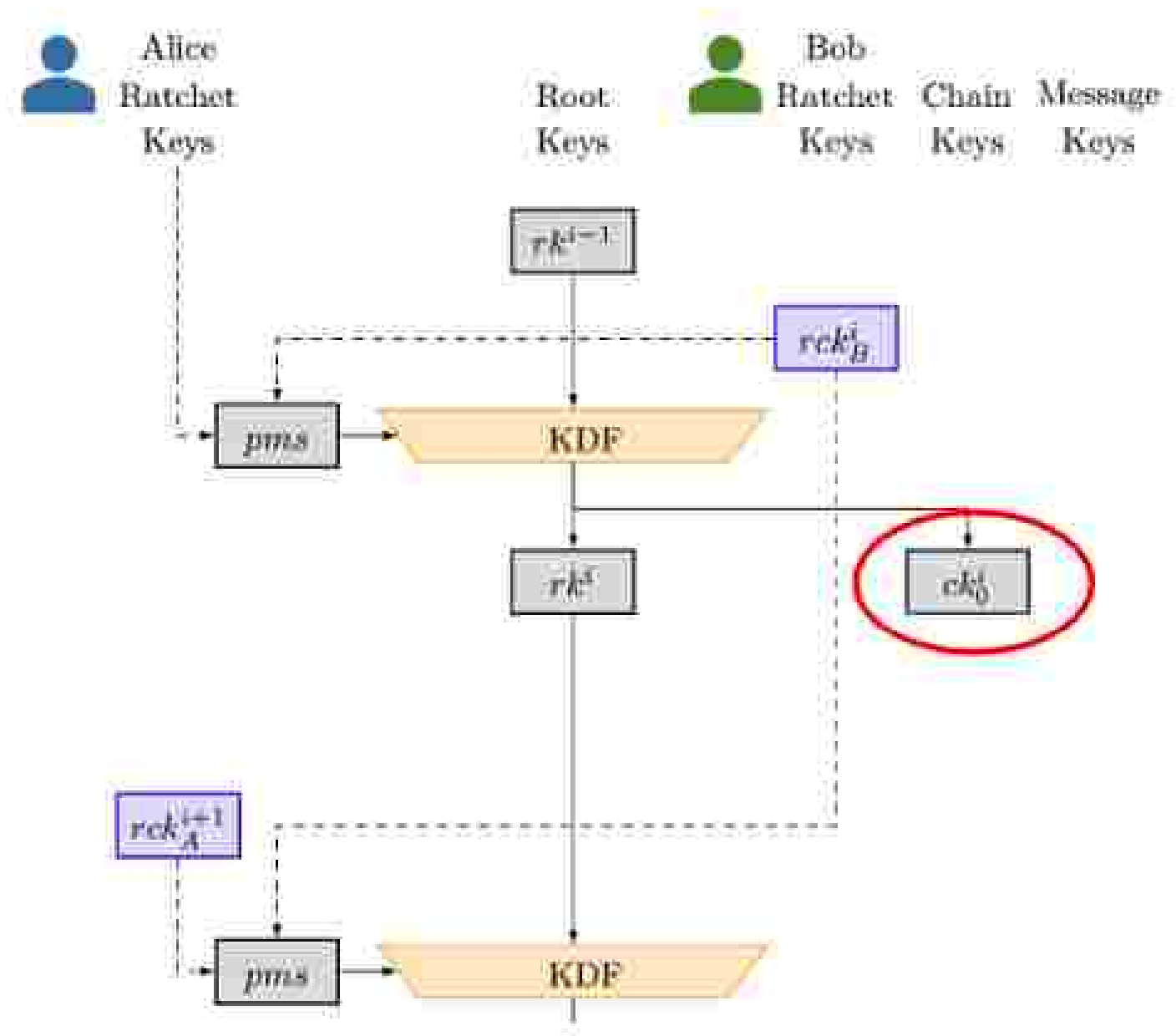
Ratcheting



Ratcheting



Ratcheting



Ratcheting



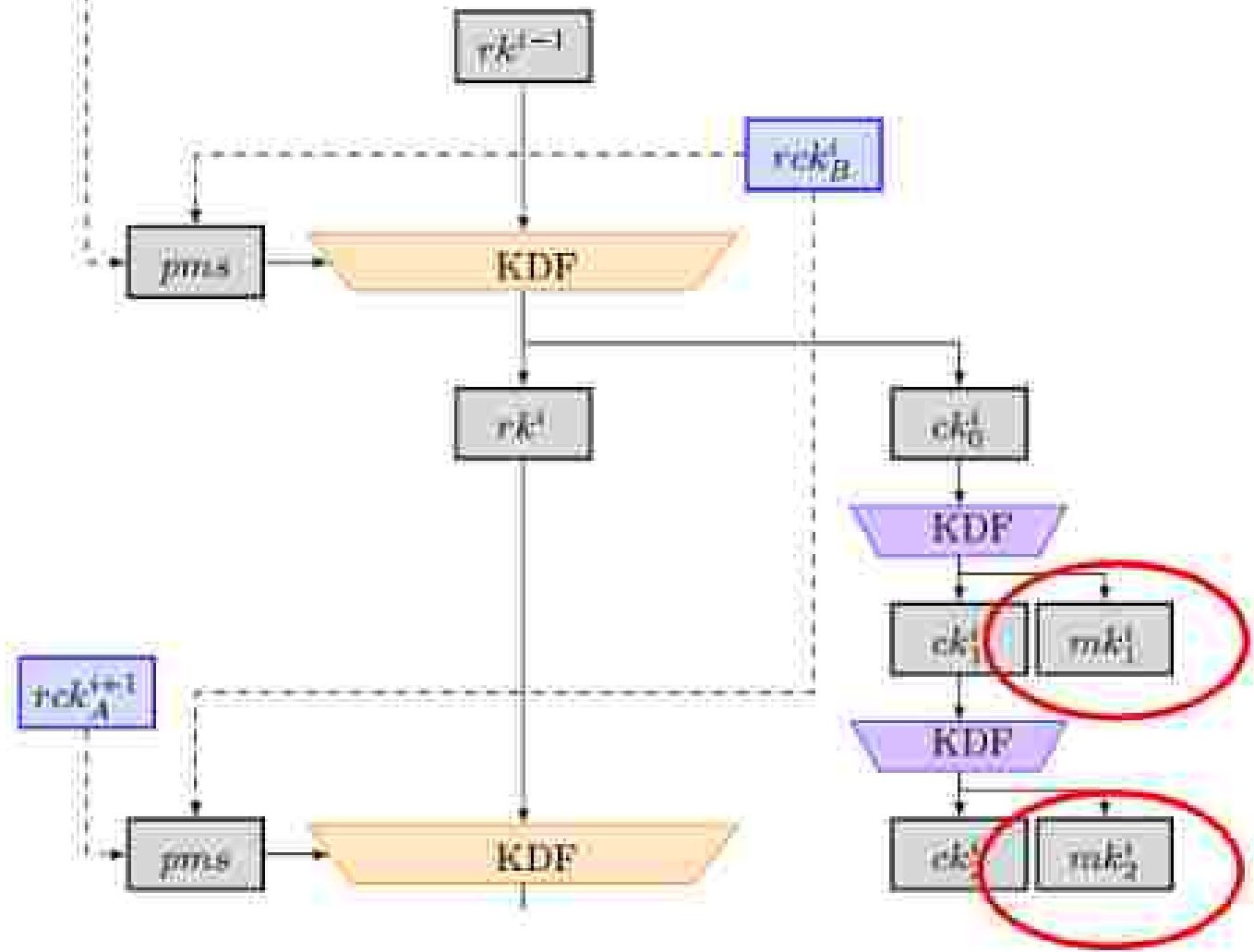
Alice
Ratchet
Keys



Bob
Ratchet
Keys

Chain
Keys

Message
Keys

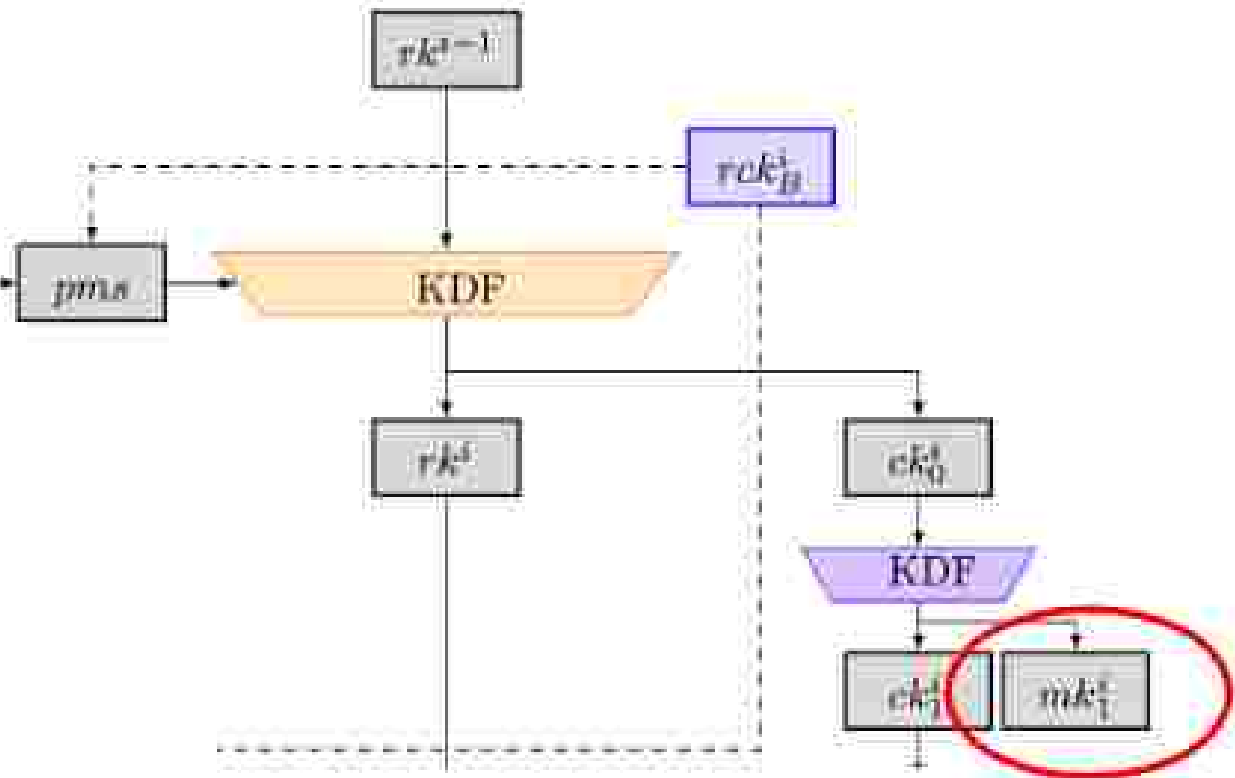


Ratcheting



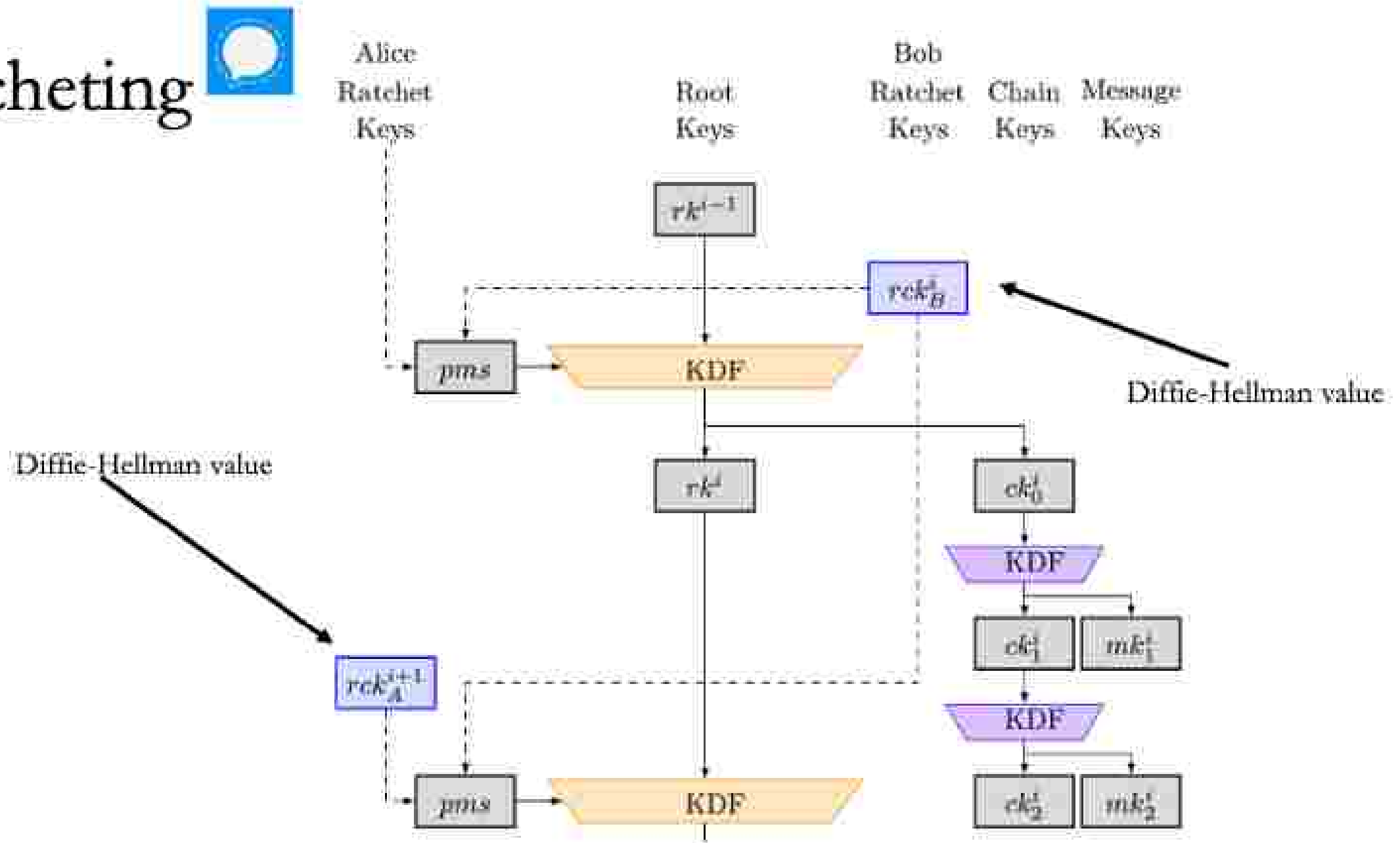
Alice
Ratchet
Keys

Bob
Ratchet
Keys Chain
Message
Keys

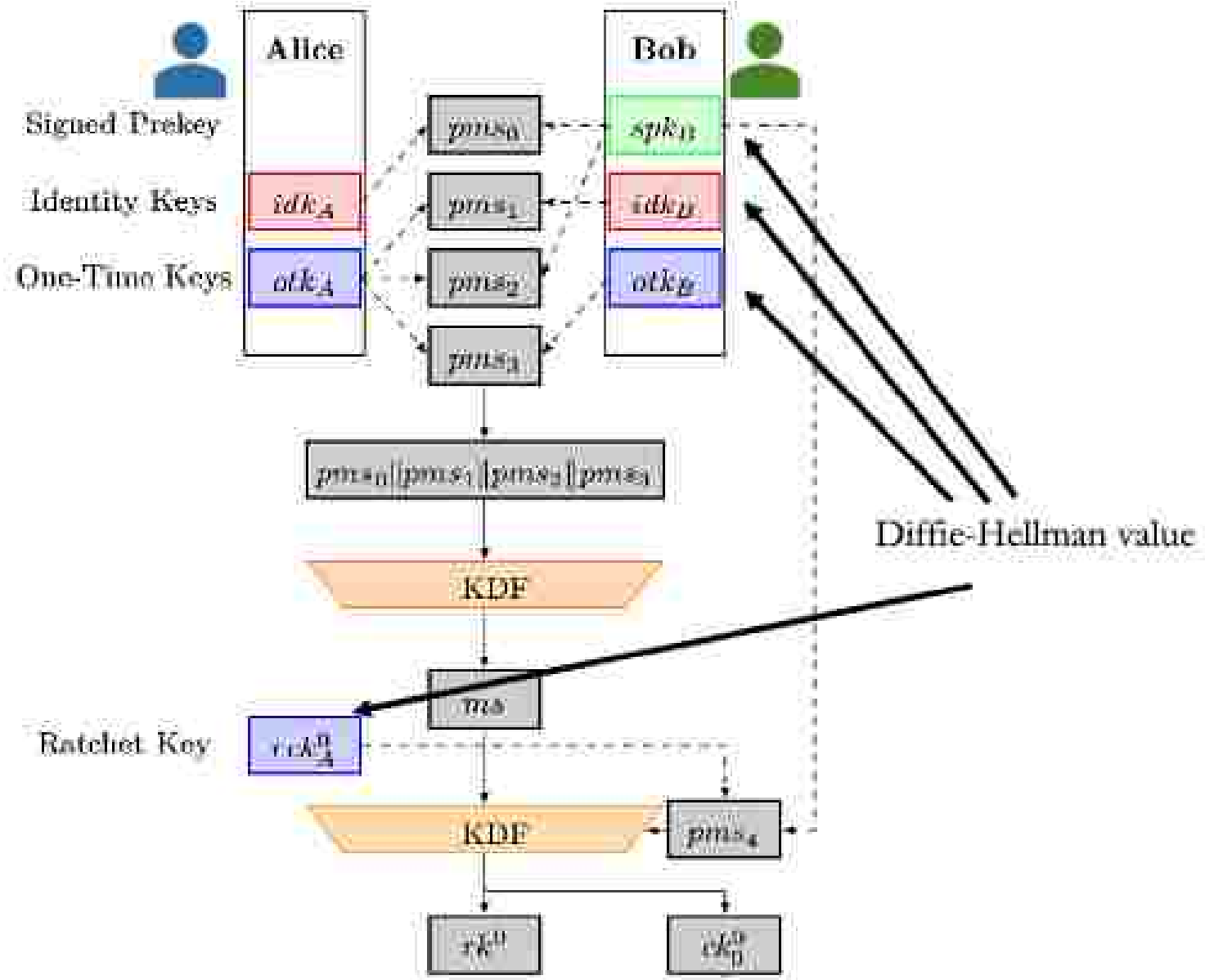


$$E(\text{mk}_1^t, msg)$$

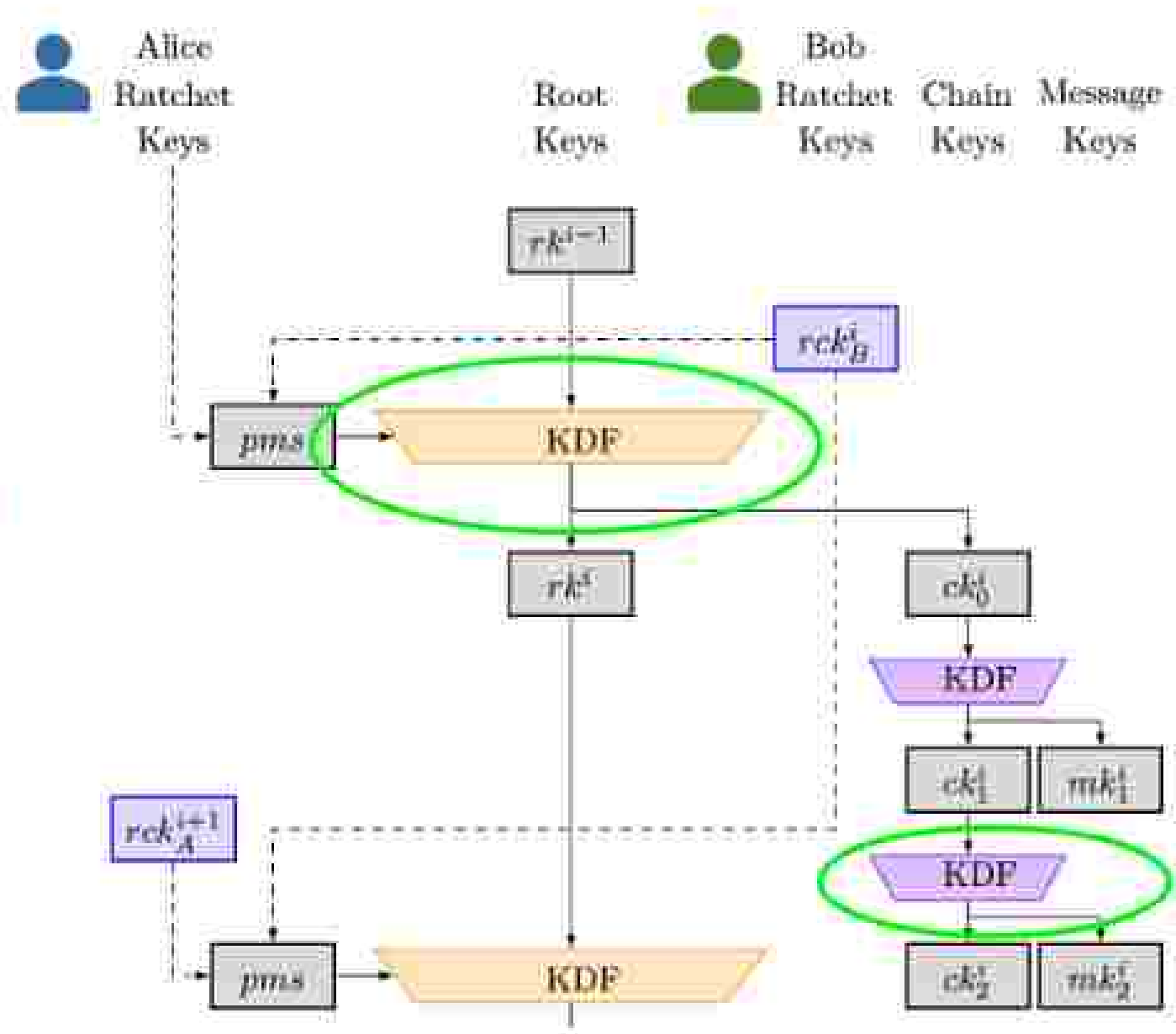
Ratcheting



Setup (handshake)

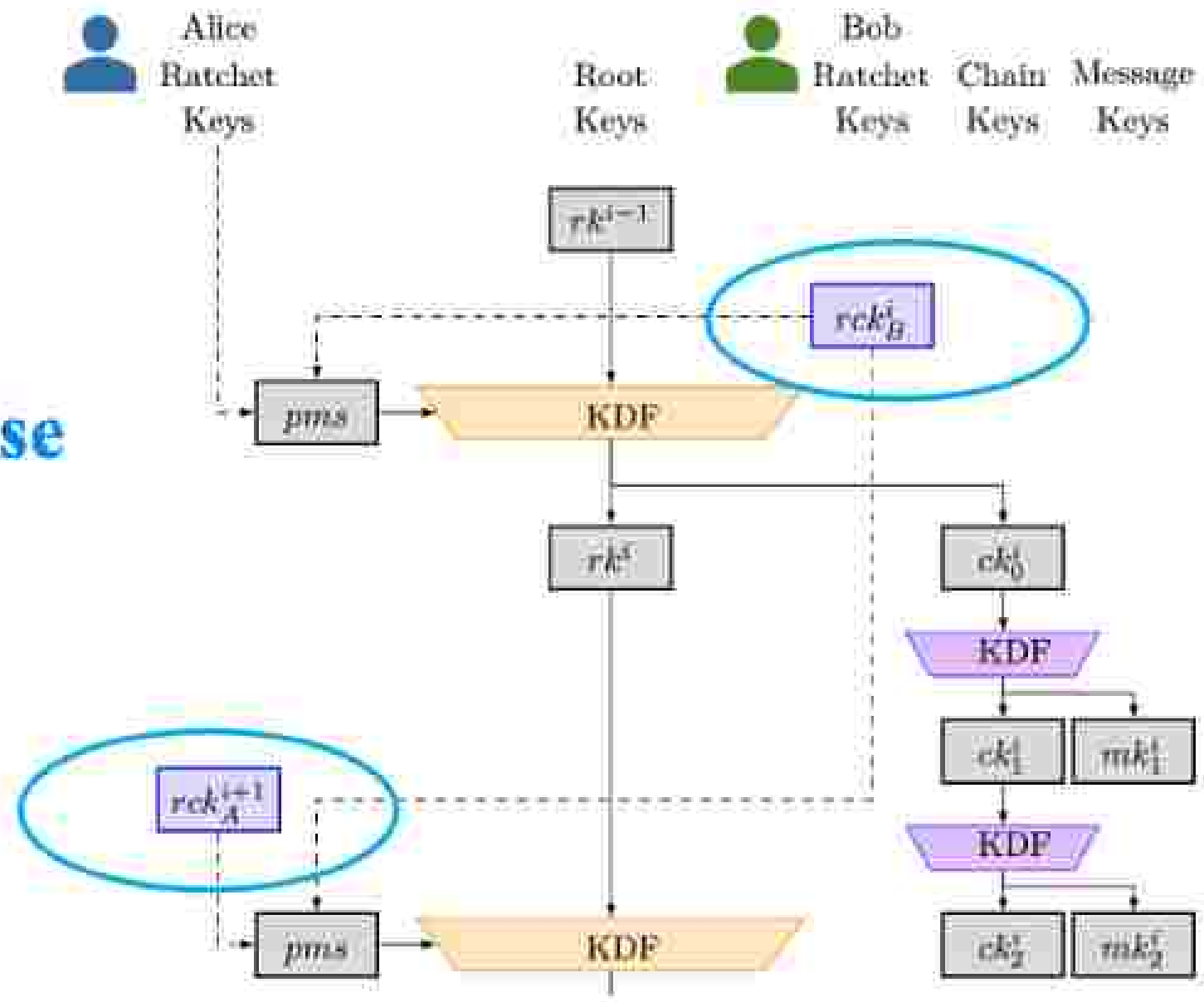


Perfect Forward Secrecy



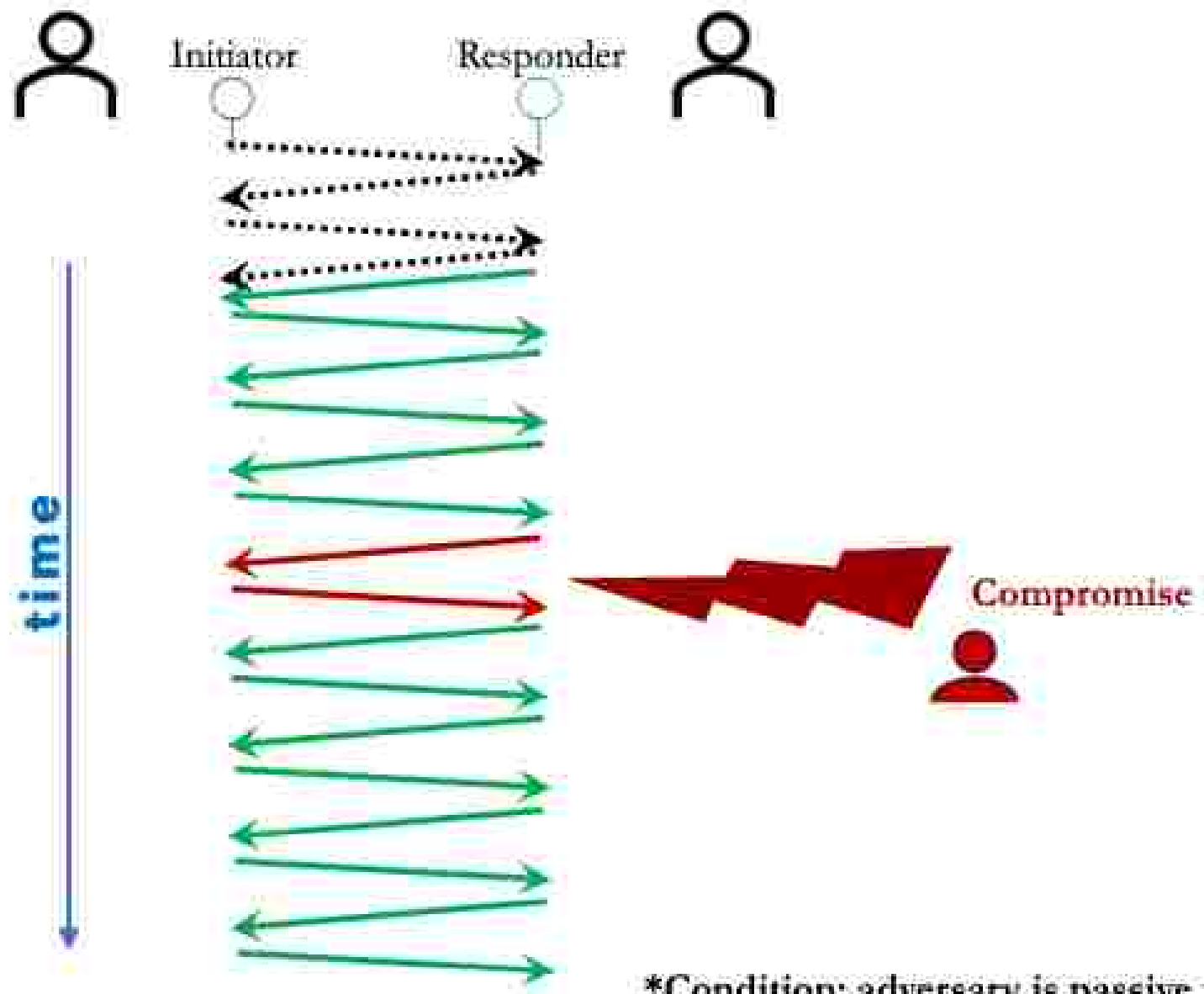
Post-Compromise Security

**Attacker must be passive for an epoch to allow PCS healing*



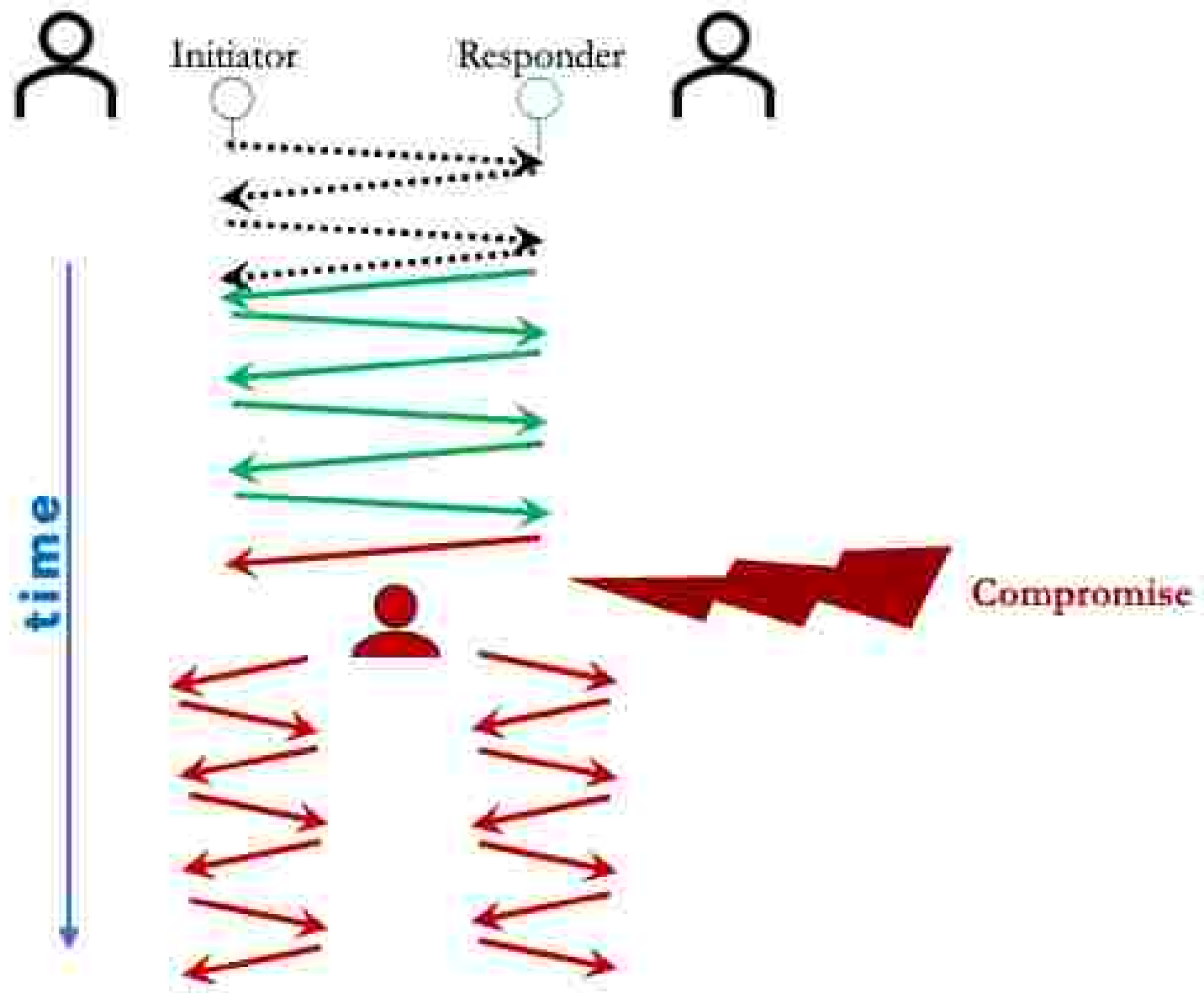
Forward and Post-Compromise Secure End-to-End Messaging

~~Secure End-to-End Messaging~~

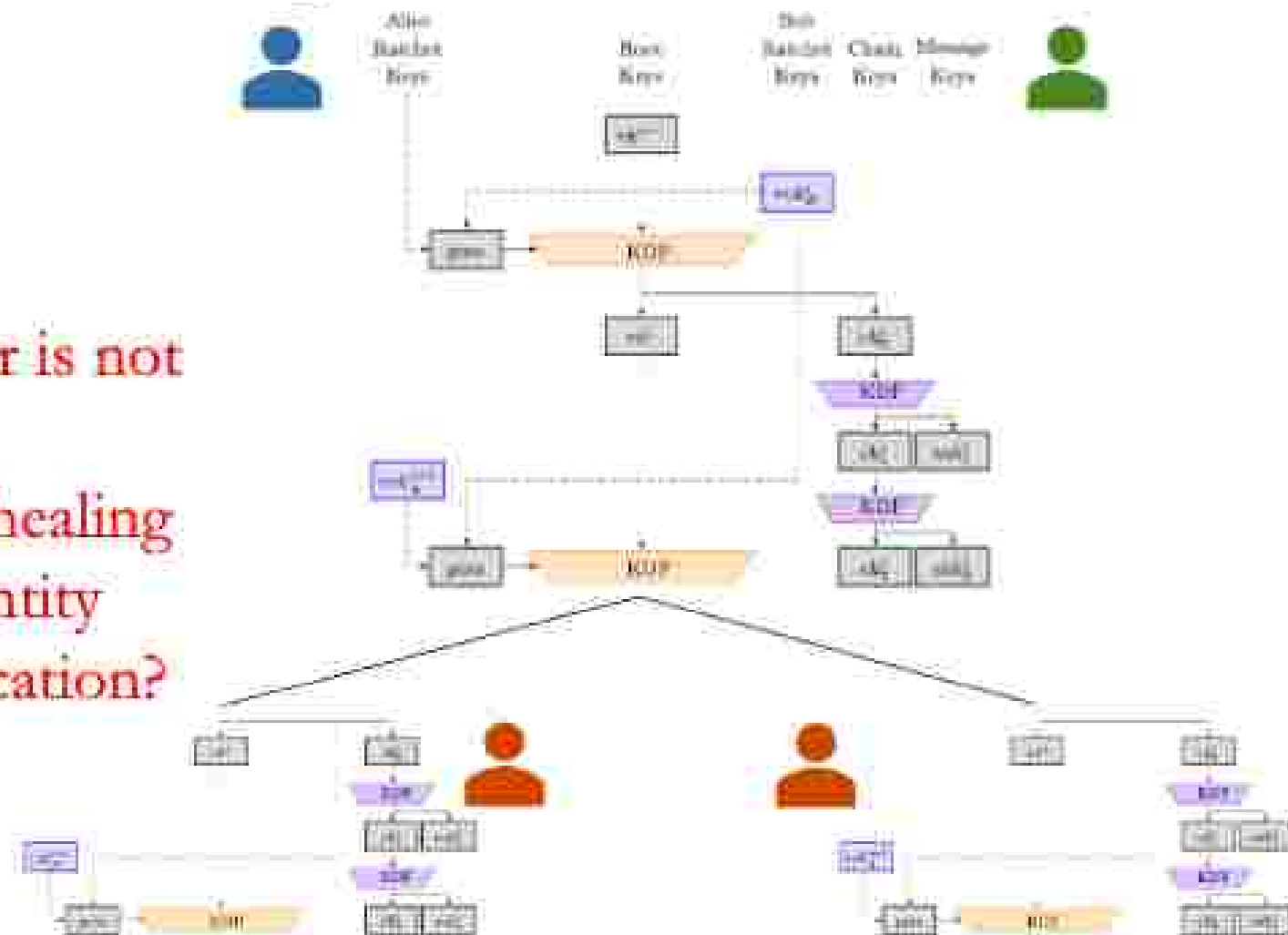


*Condition: adversary is passive for one epoch

Active Attacker
is catastrophic to
security



Ratcheting – Compromise?



*If attacker is not passive:

- no PCS healing
- breaks entity authentication?

Is that not a break in entity authentication?

Authentication In Signal

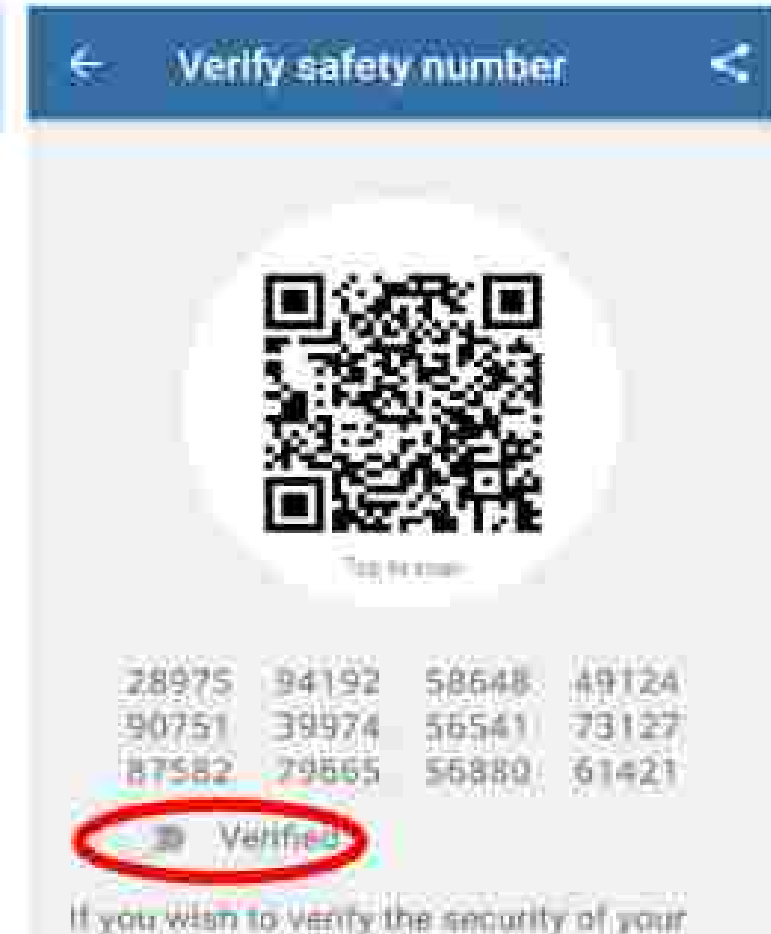
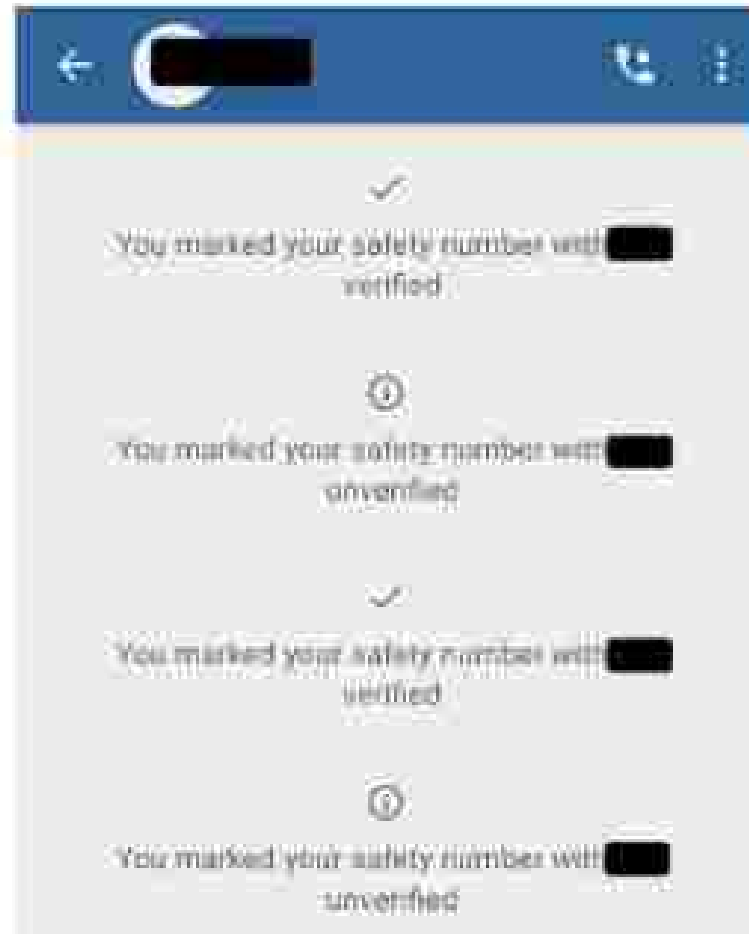


One-way QR-code / Numeric Authentication



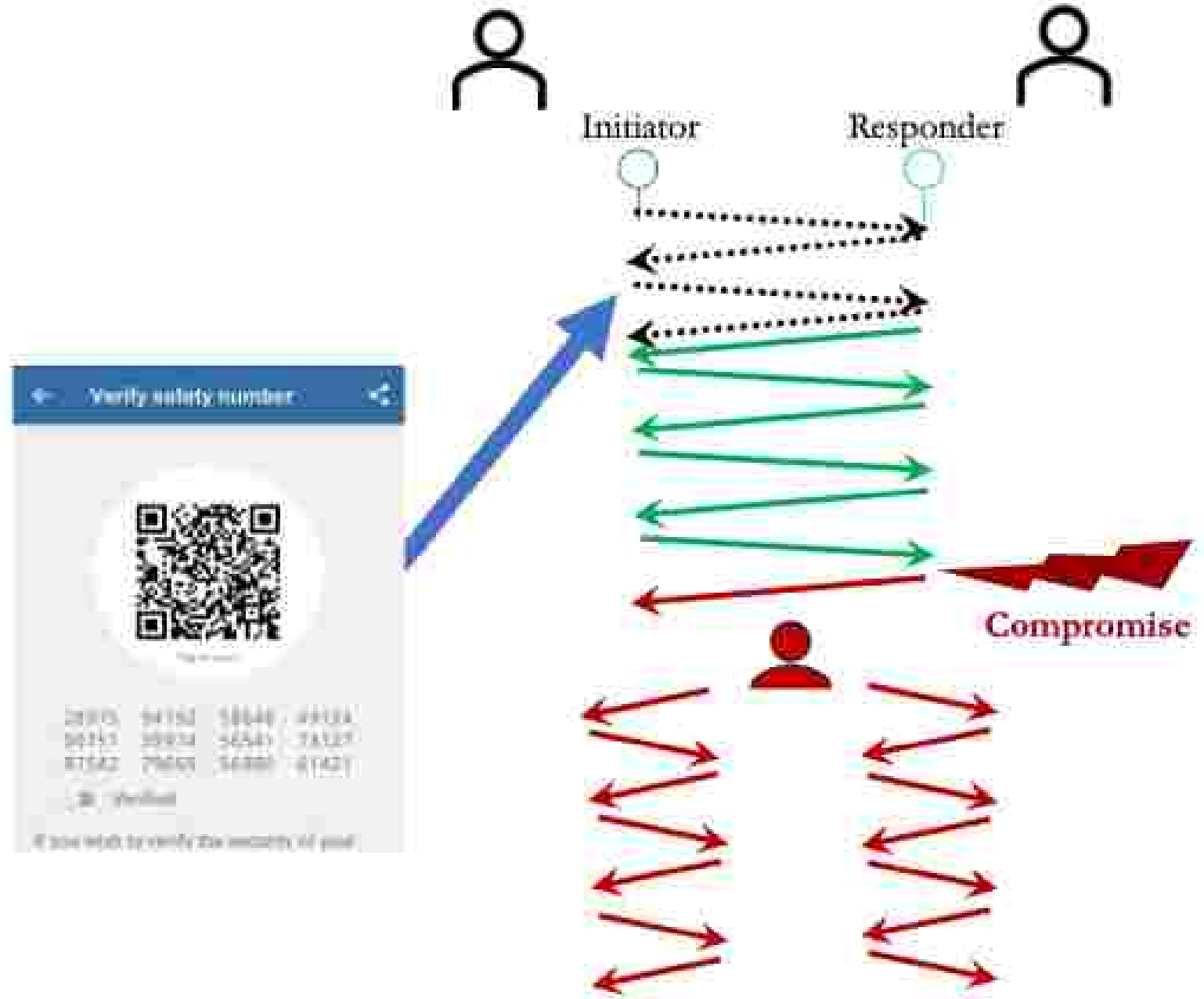
Signal Issues

Static public keys



Signal Issues

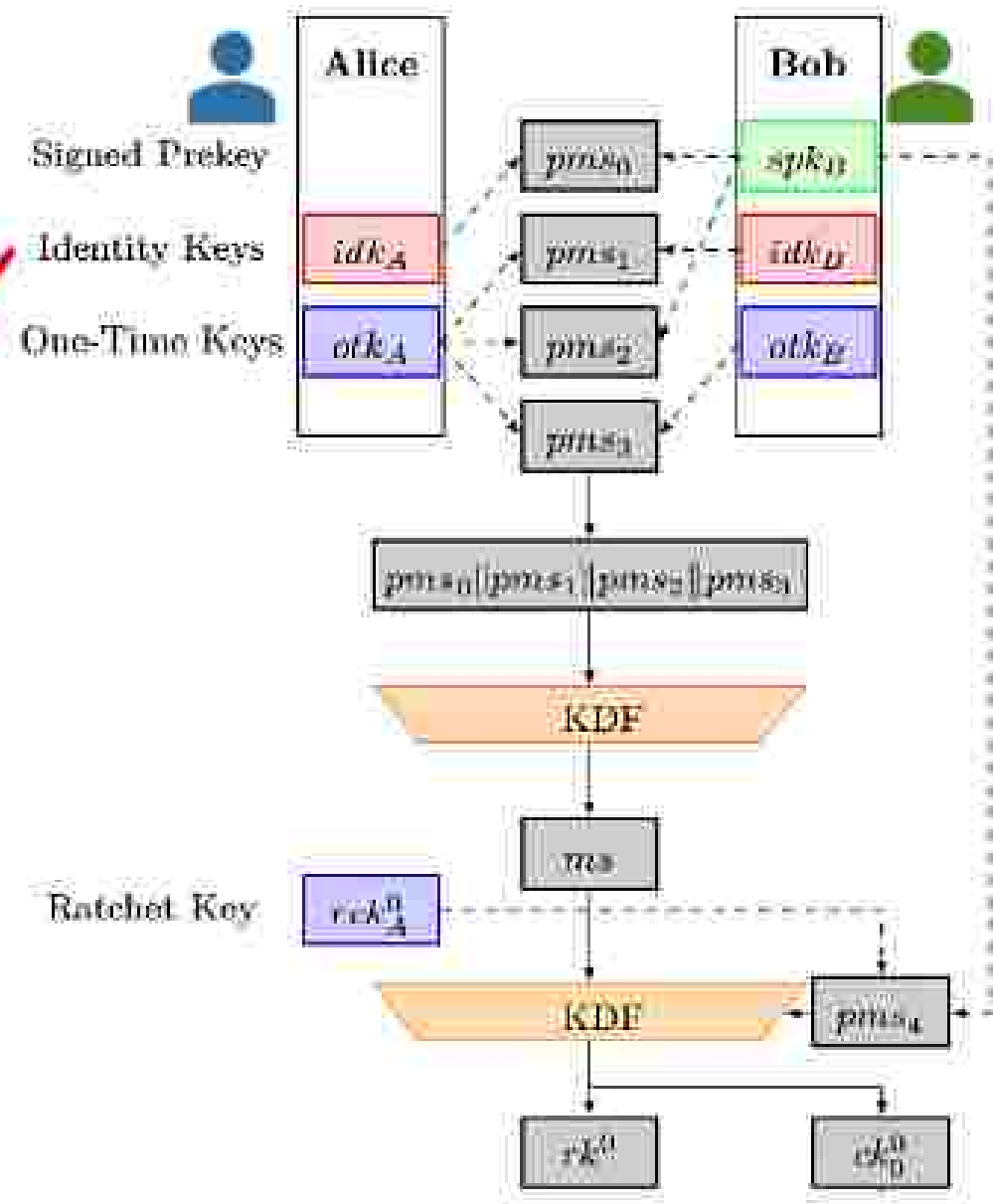
Static public keys



Signal Issues

Static public keys

$local_fprint = H(0 || fvers || idpk_A || ID_A || idpk_A)$
 $remote_fprint = H(0 || fvers || idpk_B || ID_B || idpk_B)$

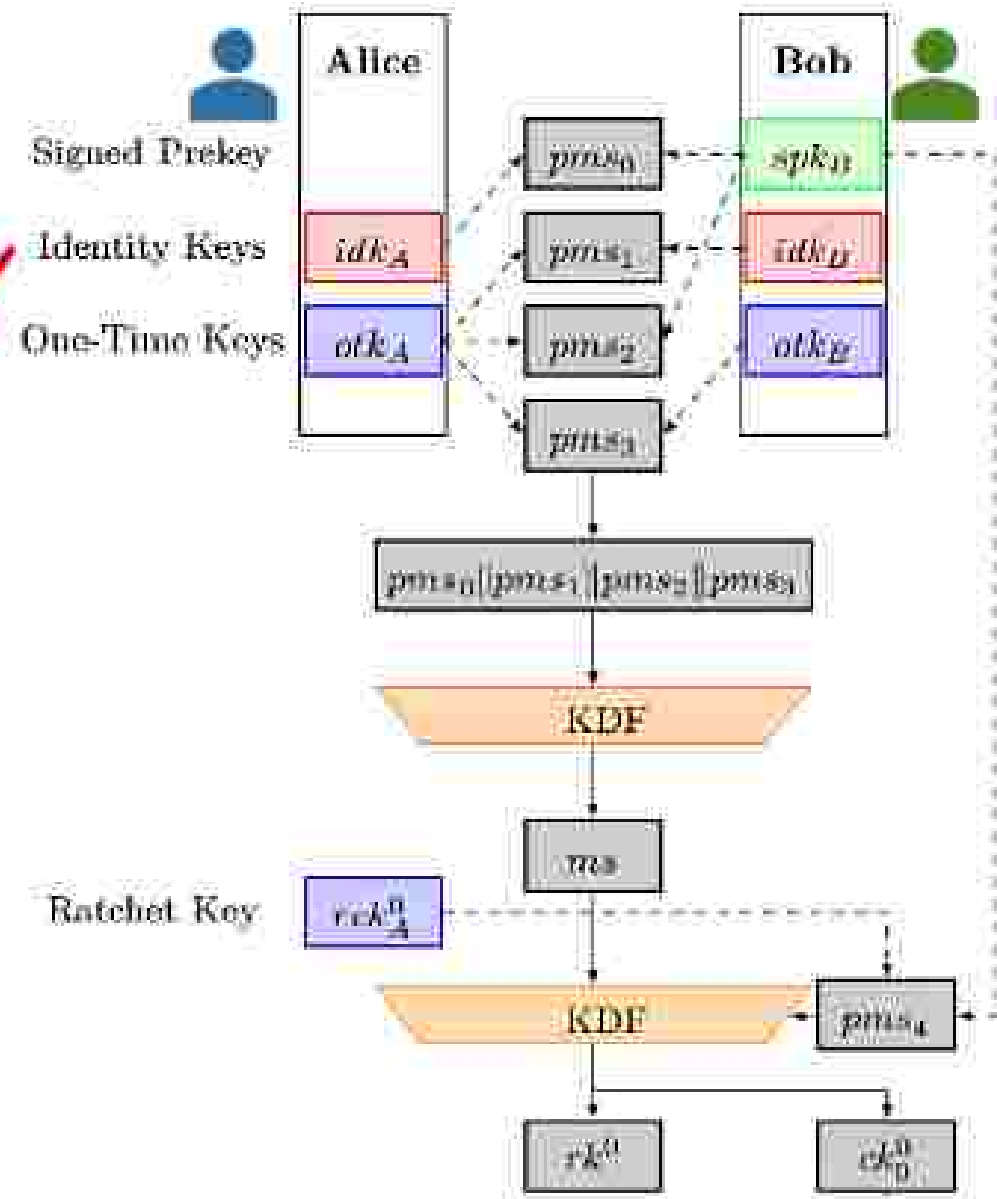


Signal Issues

Static public keys

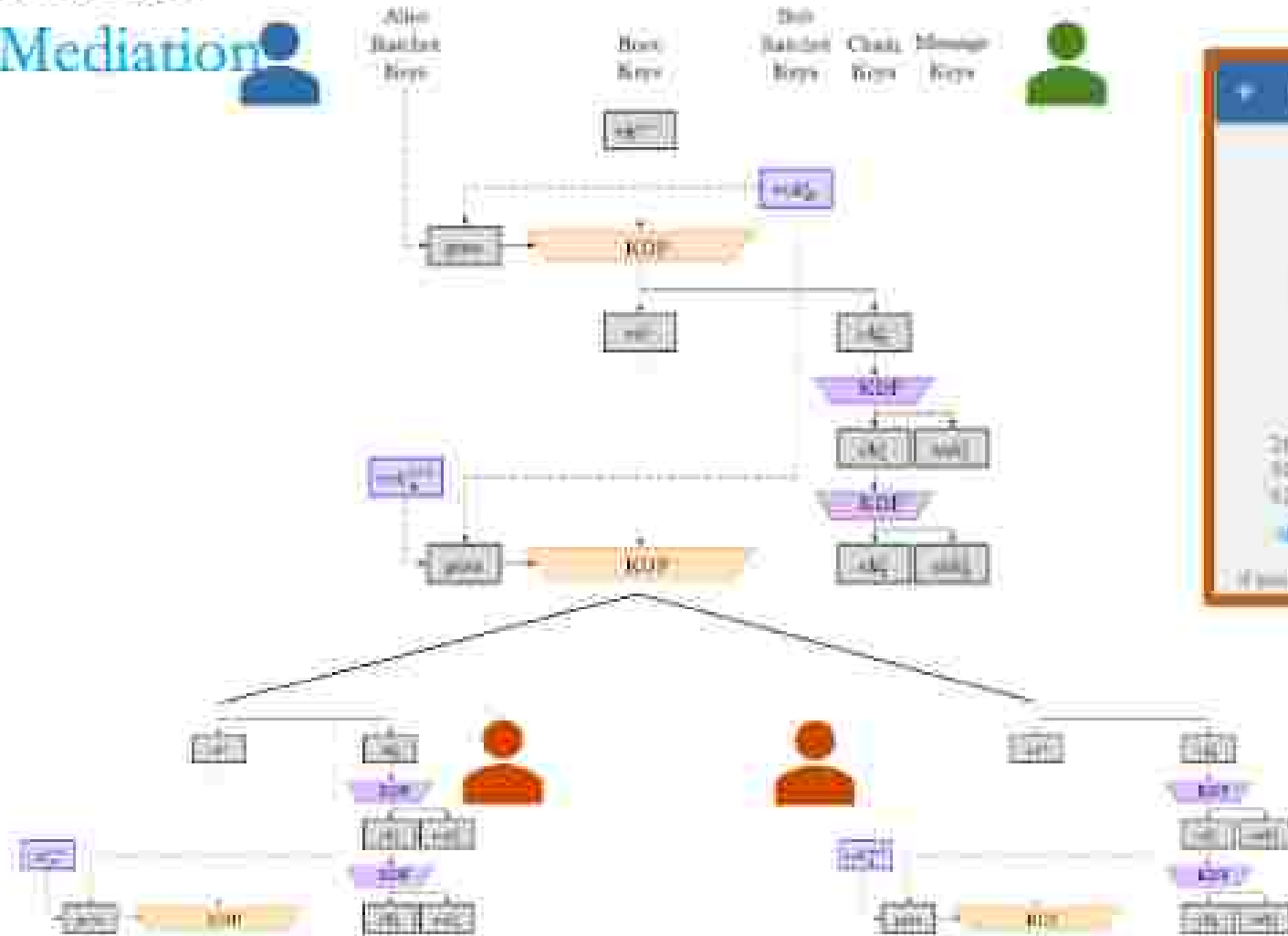
$local_fprint = H(0 || fvers || idpk_A || ID_A || idpk_A)$
 $remote_fprint = H(0 || fvers || idpk_B || ID_B || idpk_B)$

Based on public information only
No link to Signal protocol



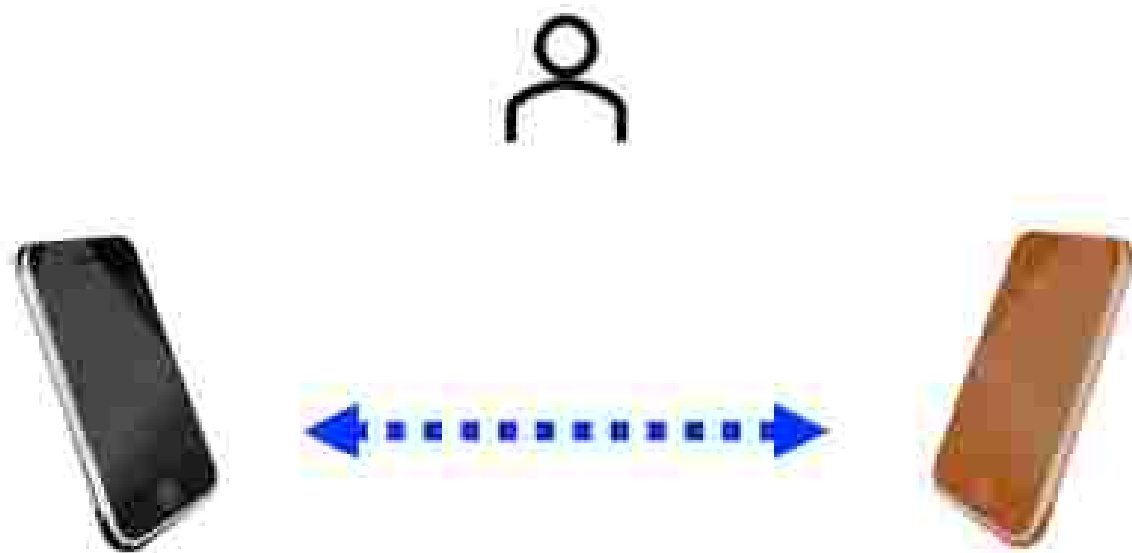
Signal Issues

Weak User Mediation



User-to-Device: Real Life is Complex

Weak User Mediation

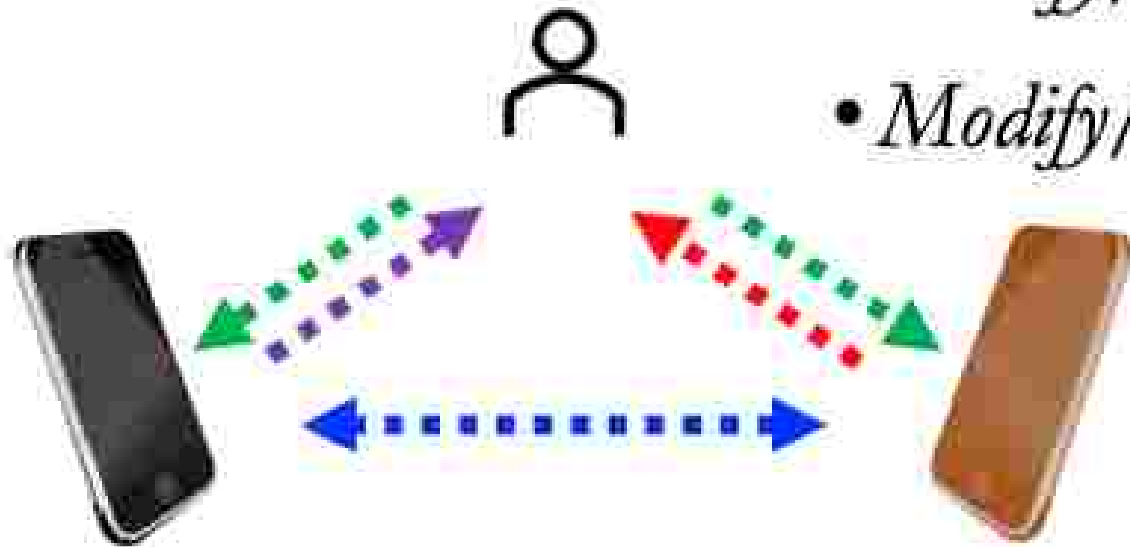


User-to-Device: Real Life is Complex

Weak User Mediation

Adversary allowed: Read, Replay, Delete

- *Modify/ create User-to-Device messages?*
- *Modify/ create Device-to-User messages?*
- *Modify/ create Device-to-Device messages?*





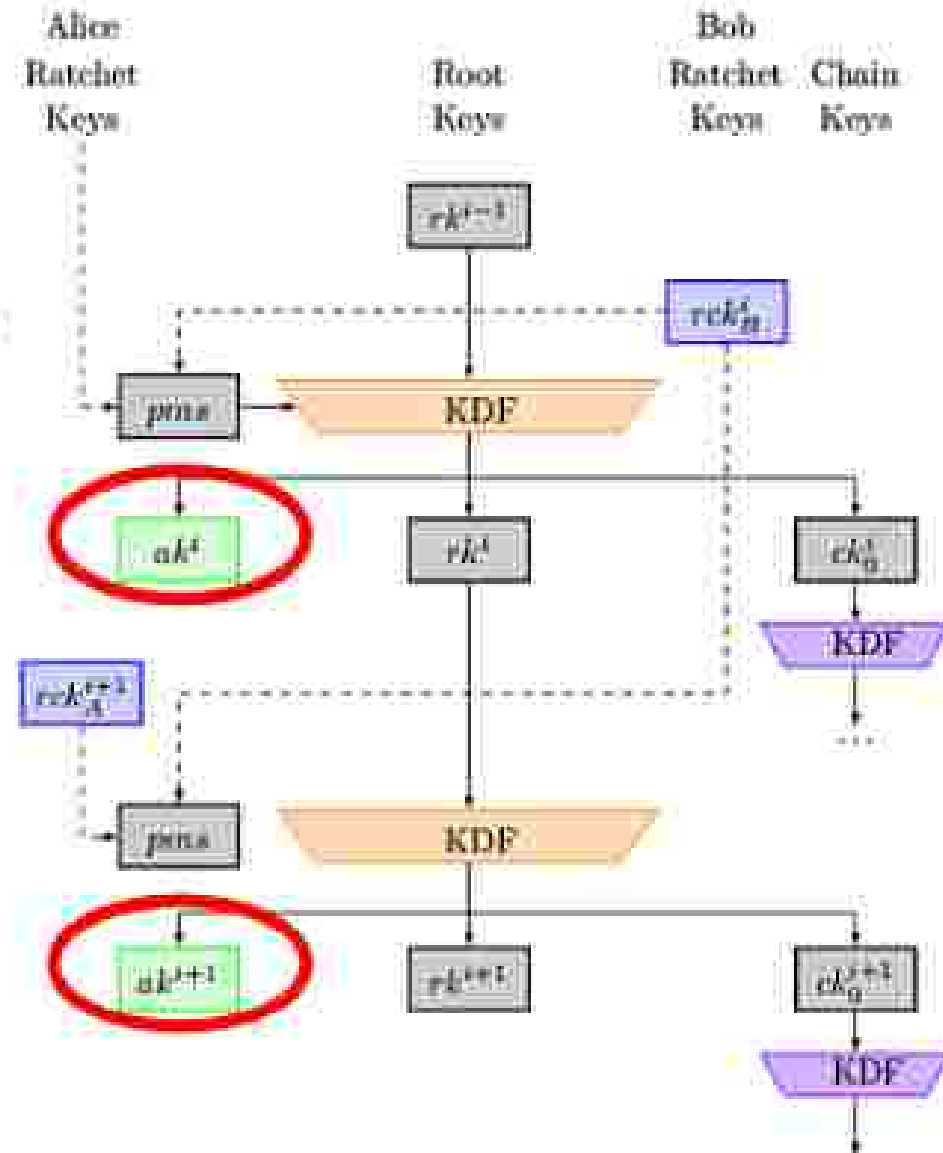
$local_fprint = H(0 || fvers || idpk_A || ID_A || idpk_A)$

$remote_fprint = H(0 || fvers || idpk_B || ID_B || idpk_B)$

Fixing authentication:

- 1) accounting for user interaction
- 2) **detection of active man-in-the-middle attack**

*Modified
Device-to-User
Signal Authentication
(MoDUSA)*

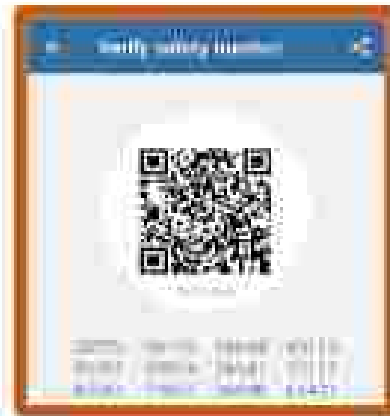


New QR-code computation:

$$\text{fprint}^{i-1} = \text{HMAC}(ak^{i-1}, H^{i-1} || \text{fvers} || \text{role})$$
$$\text{fprint}^i = \text{HMAC}(ak^i, H^i || \text{fvers} || \text{role})$$

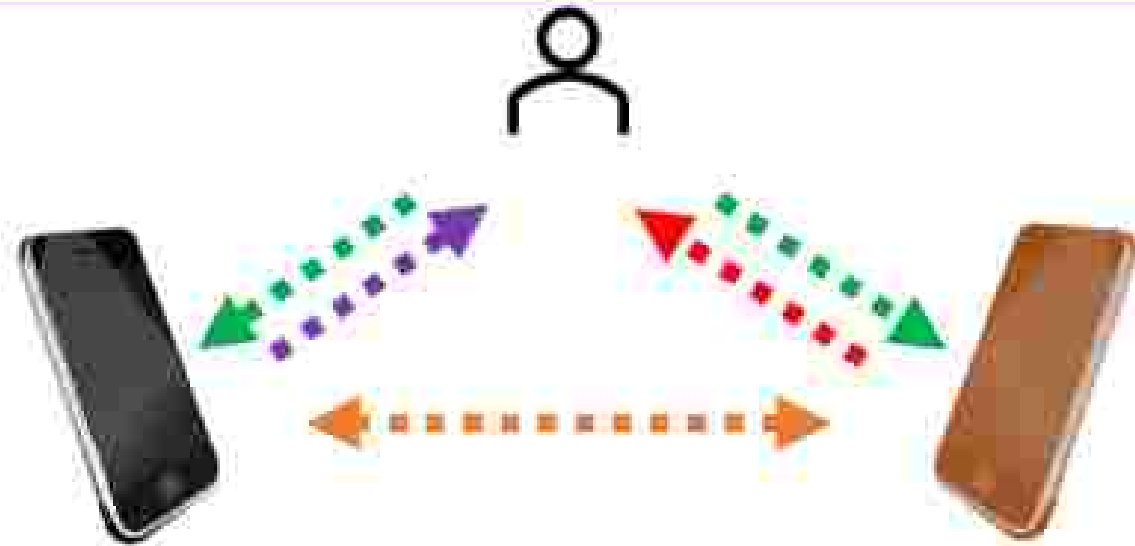
*Session specific

*Asynchronicity in computation



User-to-Device: Real Life is Complex

Auth. Initiator I	Auth. Responder I'	CD Without E.	CD with E.	CU Without E.	CU With E.
Display match	Display match	✓	✓	✓	X
Display match	Scan match	✓	✓	X	X
Scan match	Display match	✓	✓	✓	X
Scan match	Scan match	✓	✓	✓	X
Display non-match	Scan non-match	✓	✓	X	X
Scan non-match	Display non-match	✓	✓	✓	✓
Scan non-match	Scan non-match	✓	✓	✓	✓

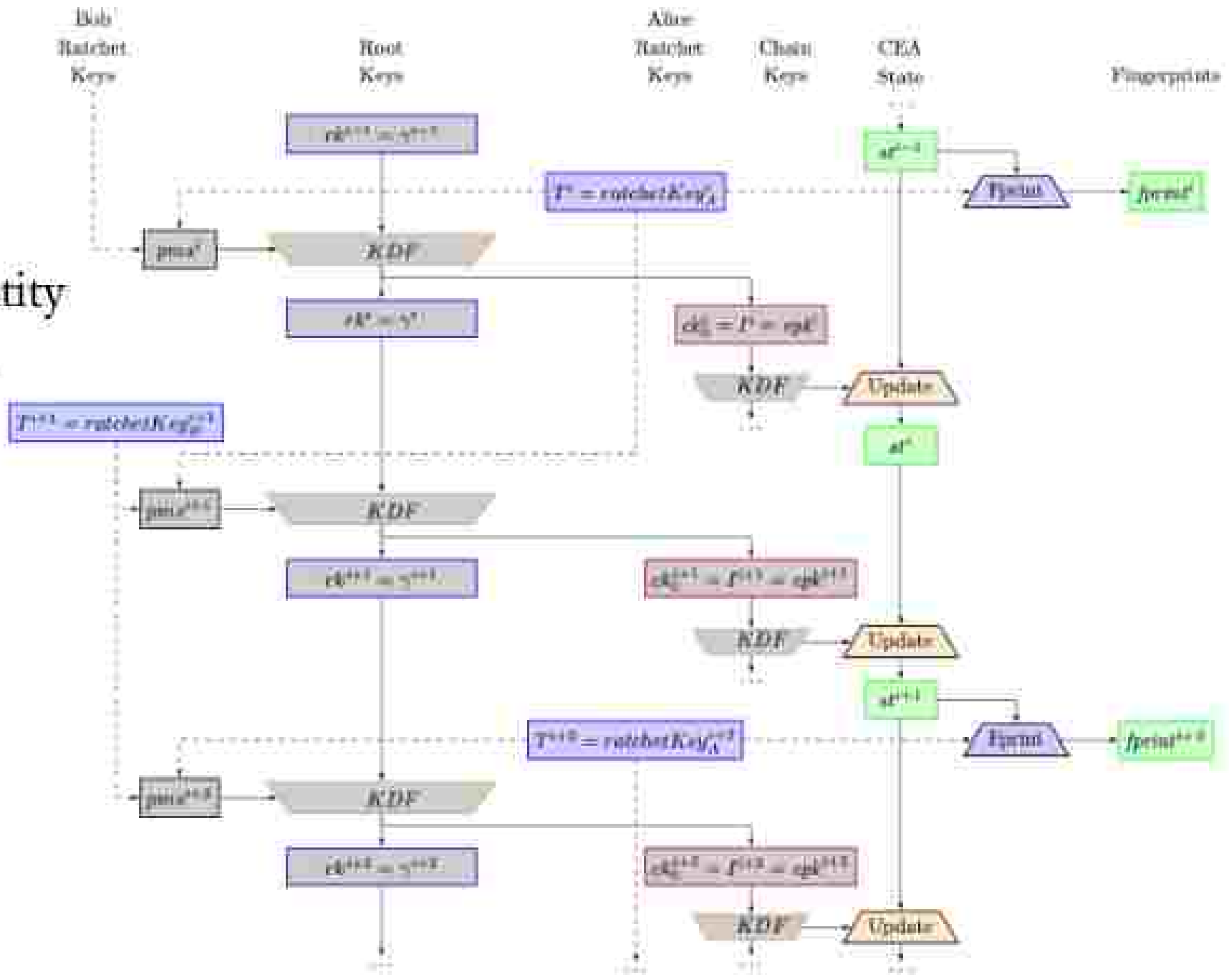


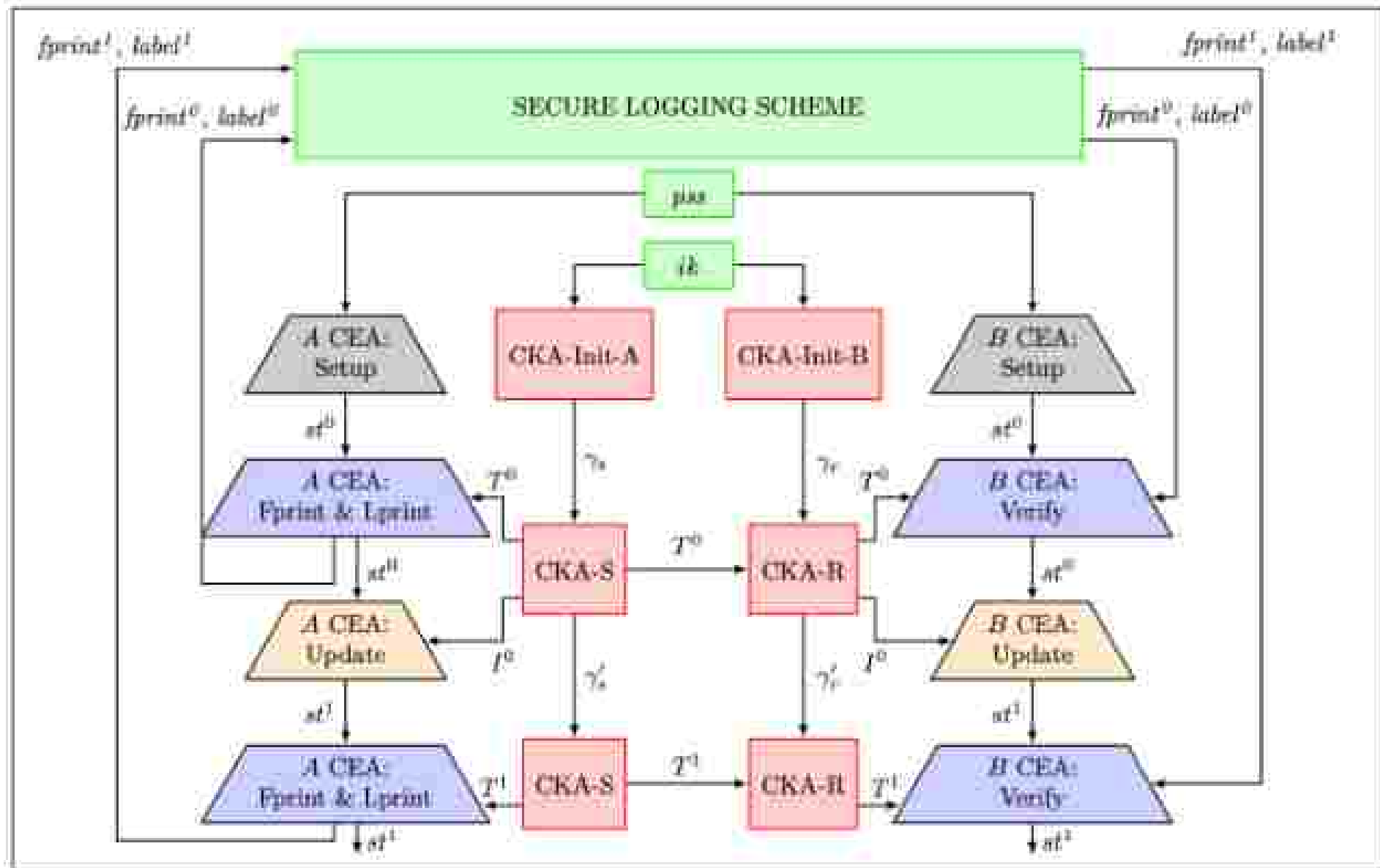
Great... but I never compared
QR codes to begin with.

Great... but I never compared
QR codes to begin with.

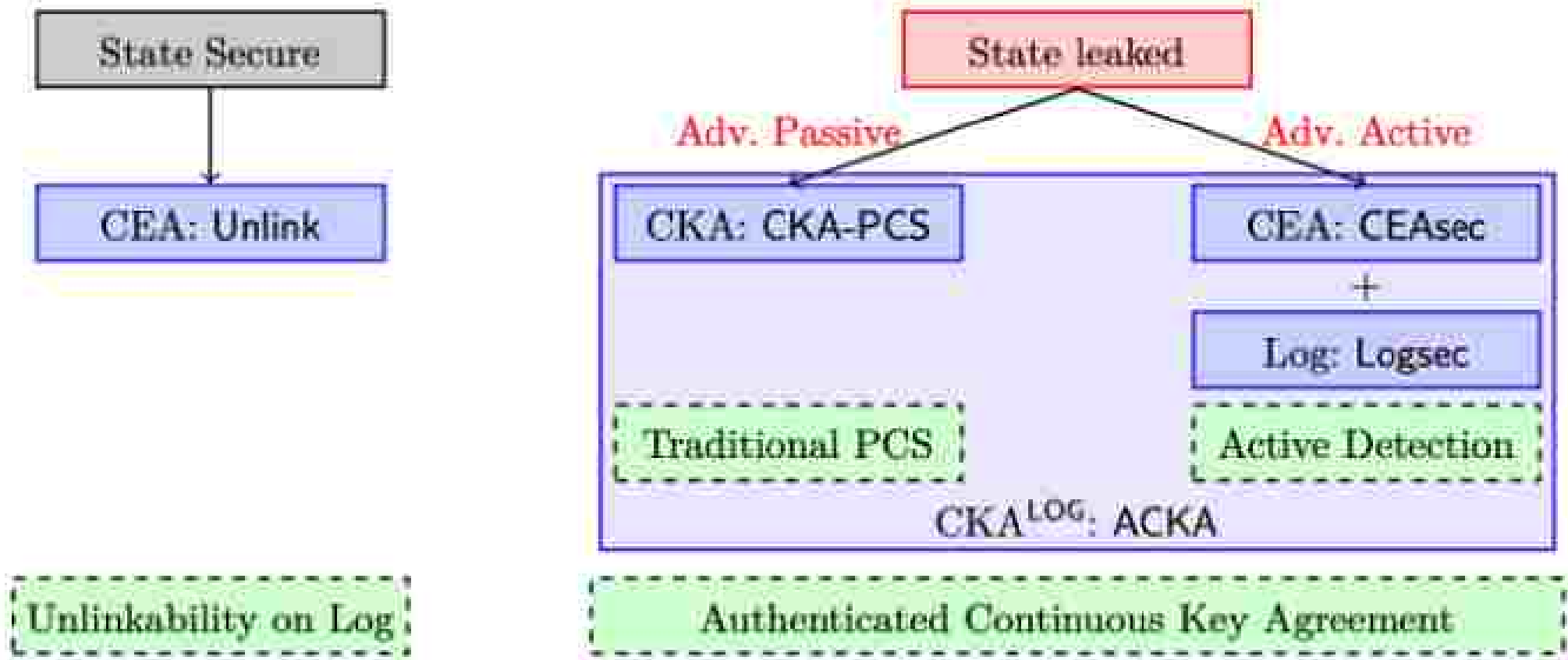
Can we automate ratcheted authentication
to get man-in-the-middle detection without
relying on human users?

CEA: Continuous Entity Authentication





ACKA: Authenticated Continuous Key Agreement



**Forward and Post-Compromise End-to-End Messaging
with Man-in-the-Middle Detection**

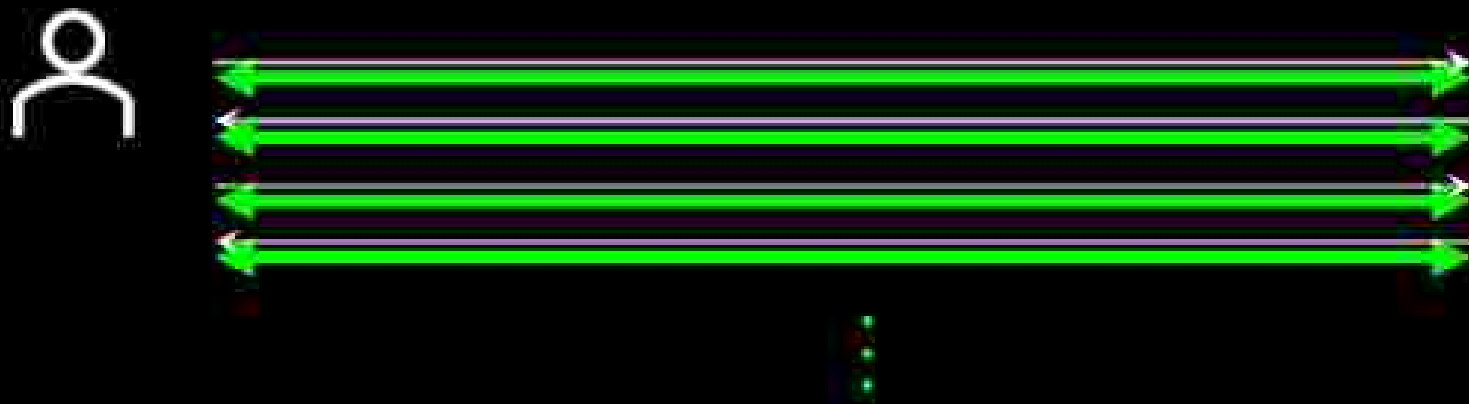
~~Forward and Post-Compromise Secure End-to-End Messaging~~



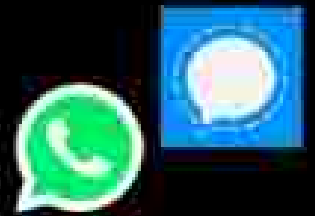
Pre-shared Keys

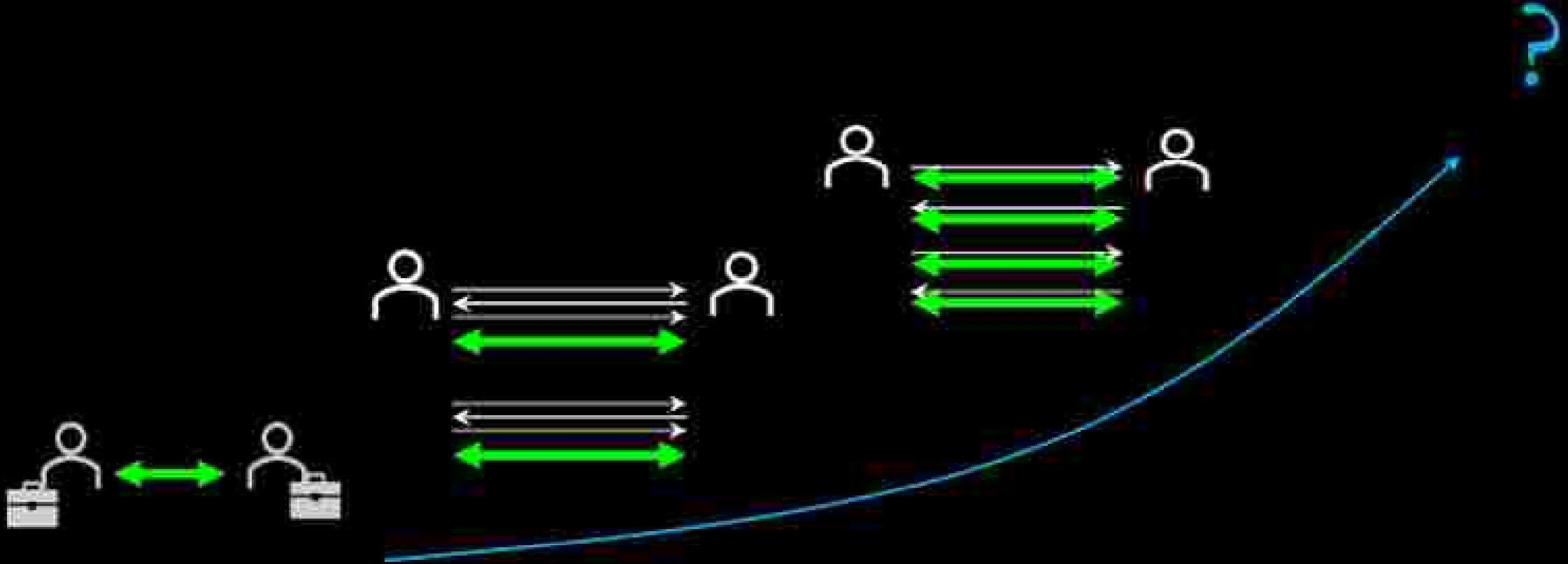


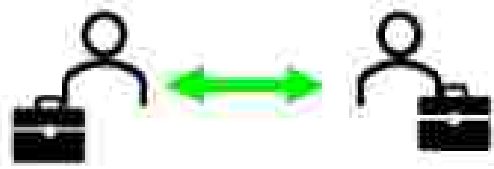
Session-based



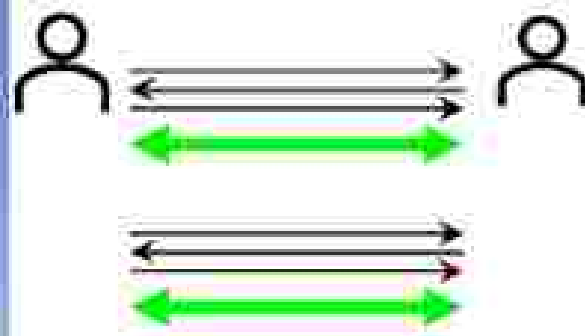
Asynchronous



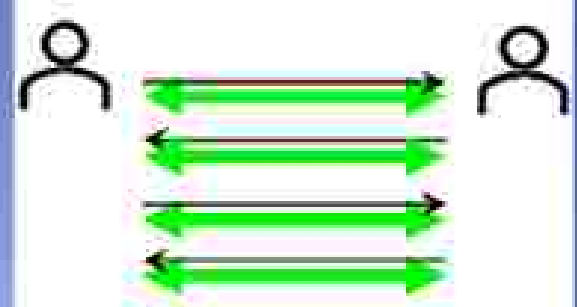




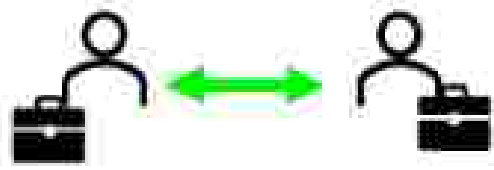
Pre-shared Keys



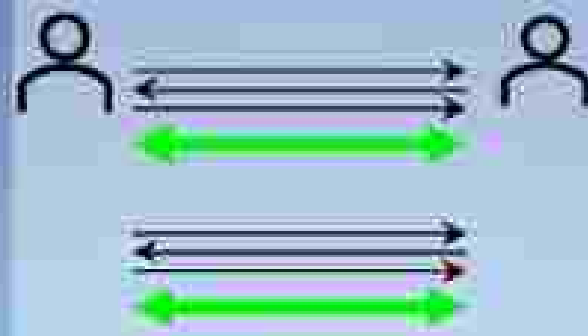
Session-based



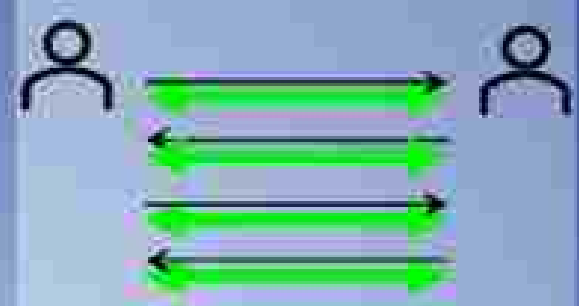
Asynchronous



Pre-shared Keys

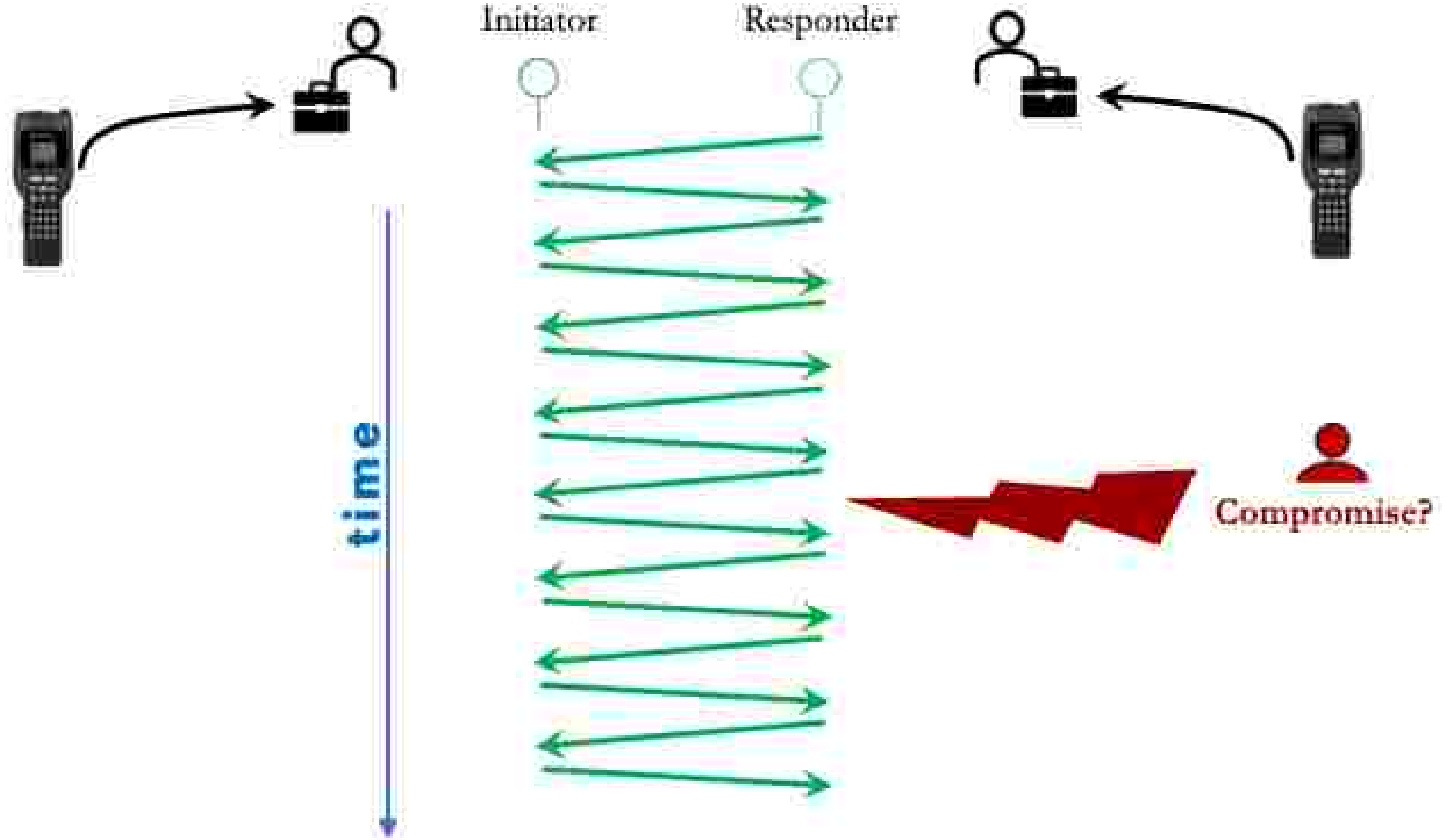


Session-based

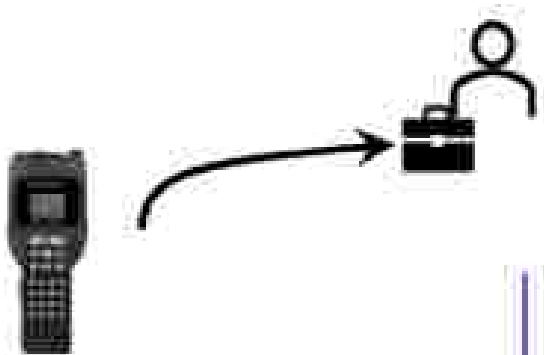


Asynchronous

Attack risk



Attack risk



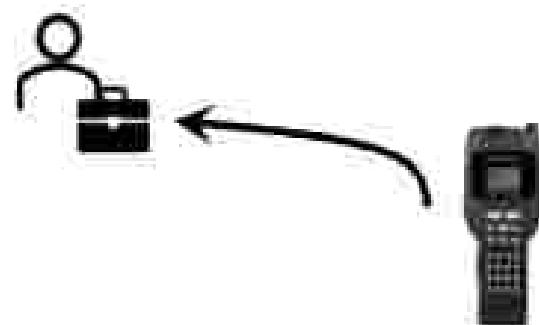
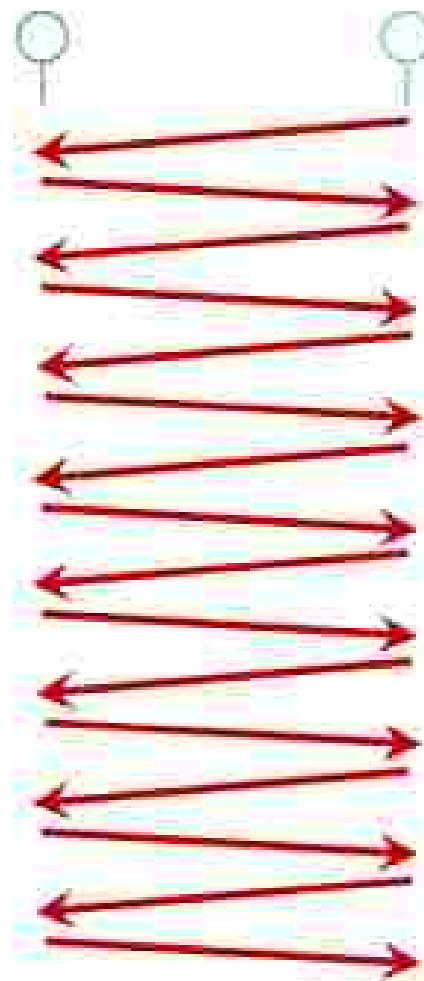
time



Compromise entire
key lifespan

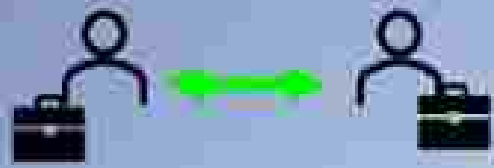
Initiator

Responder

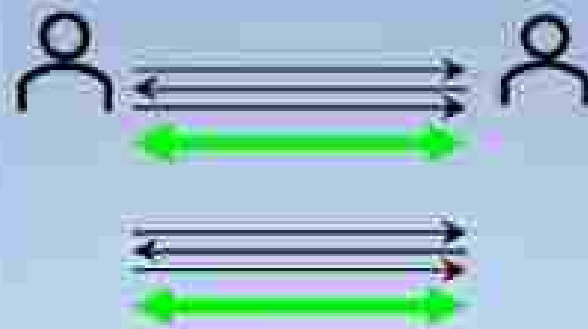


Compromise

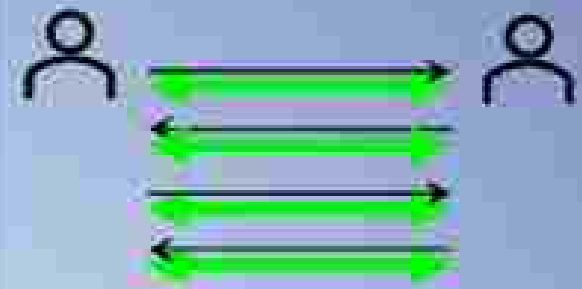




Pre-shared Key



Session-based



Asynchronous

Jamming

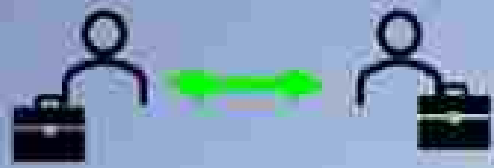
Traceability

Attack risk

Interoperability

Manual overhead

Scalability



Pre-shared Key

Jamming

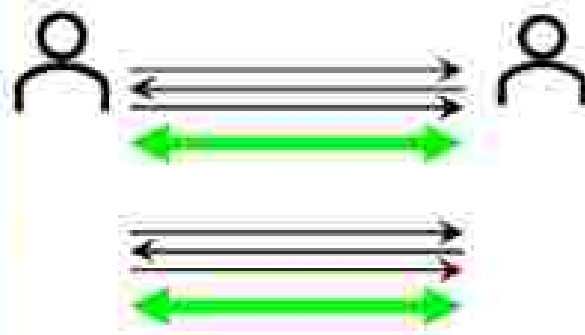
Traceability

Attack risk

Interoperability

Manual overhead

Scalability

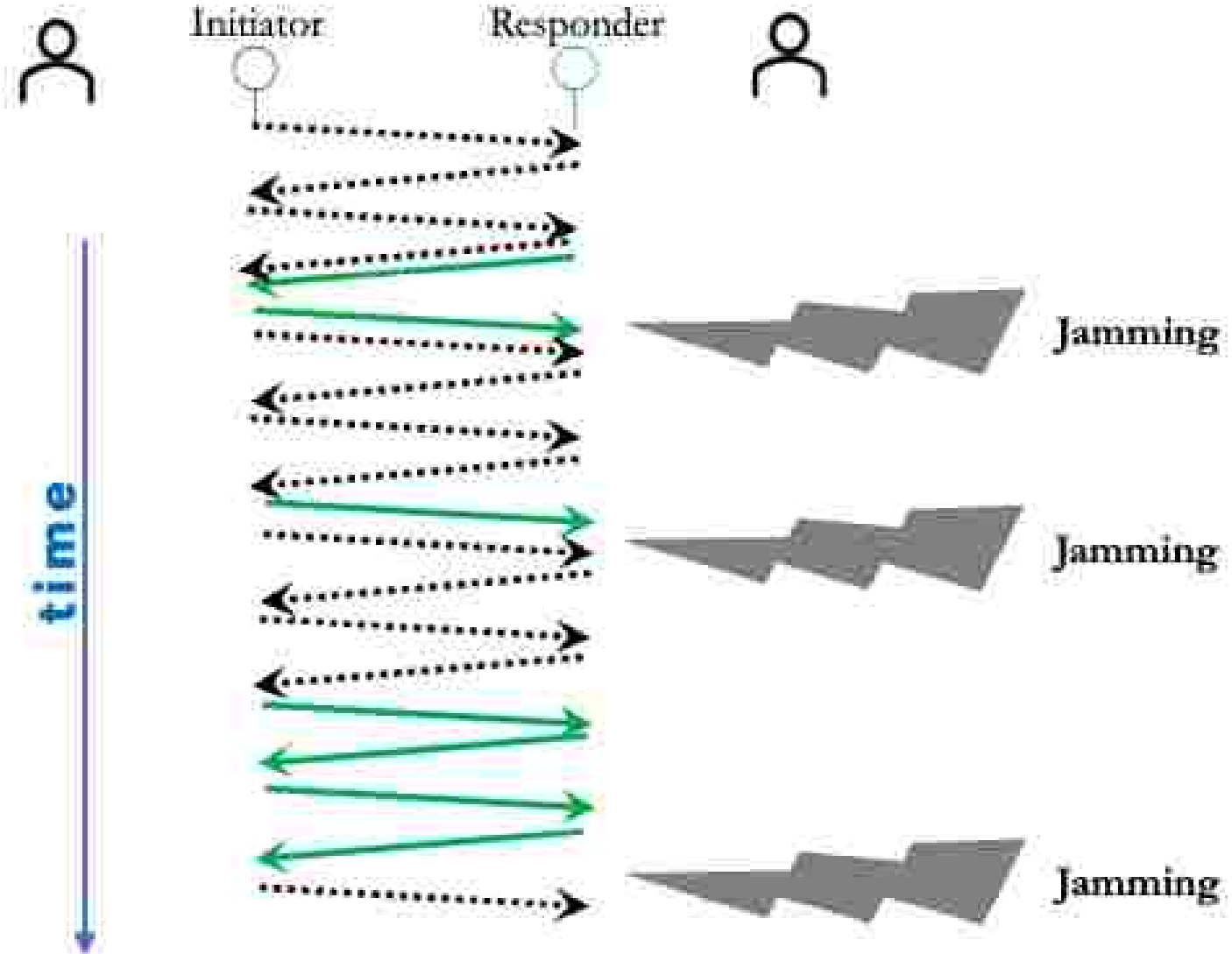


Session-based



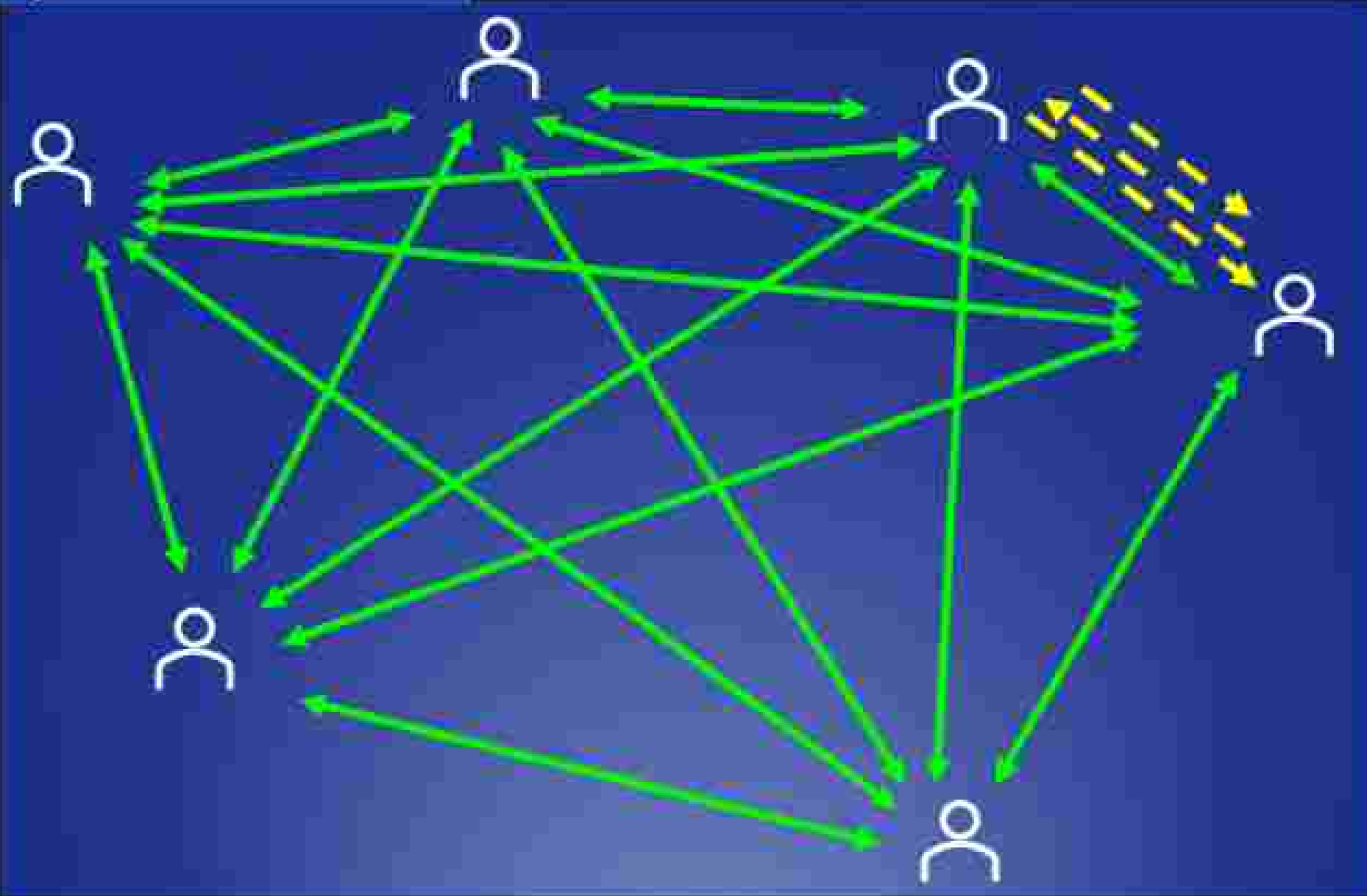
Asynchronous

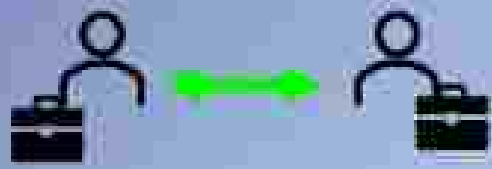
Jamming



Added delays under
jamming

Scalability





Pre-shared Key

Jamming

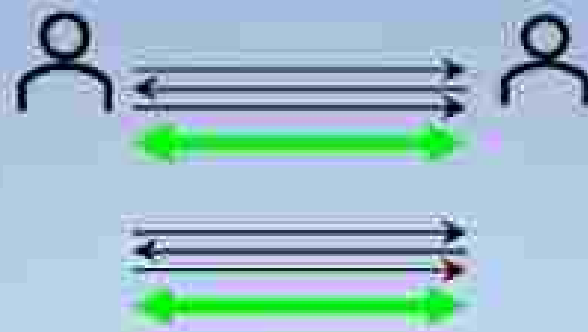
Traceability

Attack risk

Interoperability

Manual overhead

Scalability



Session-based

Jamming

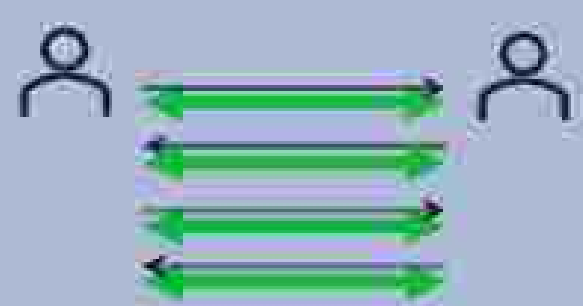
Traceability

Attack risks (also server access)

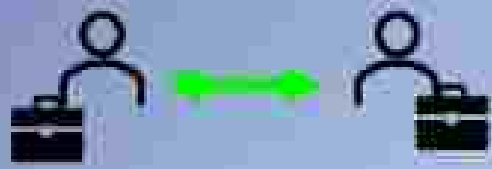
Interoperability

Manual overhead

Scalability



Asynchronous



Pre-shared Key

Jamming

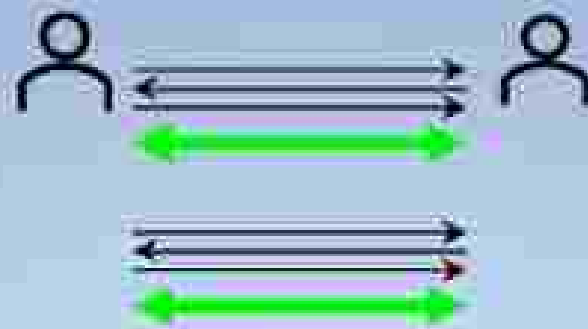
Traceability

Attack risk

Interoperability

Manual overhead

Scalability



Session-based

Jamming

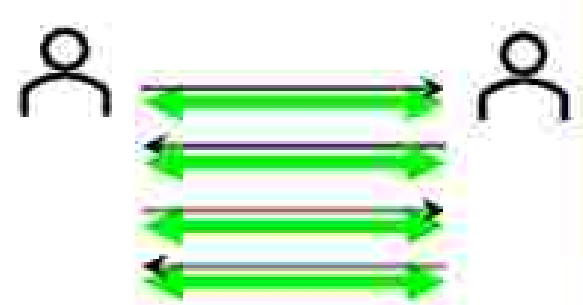
Traceability

Attack risks (also server access)

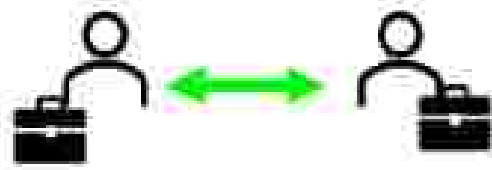
Interoperability

Manual overhead

Scalability



Asynchronous



Keyfill devices

Pre-shared Key

Jamming

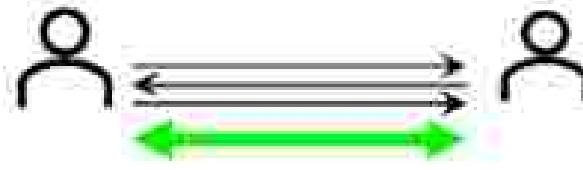
Traceability

Attack risk

Interoperability

Manual overhead

Scalability



TLS,
IPSec,
etc.

Session-based

Jamming

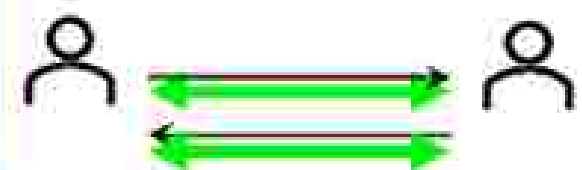
Traceability

Attack risks (also server access)

Interoperability

Manual overhead

Scalability



Signal,
Wickr,
etc.

Asynchronous

Jamming

Traceability

Attack risks*

Interoperability

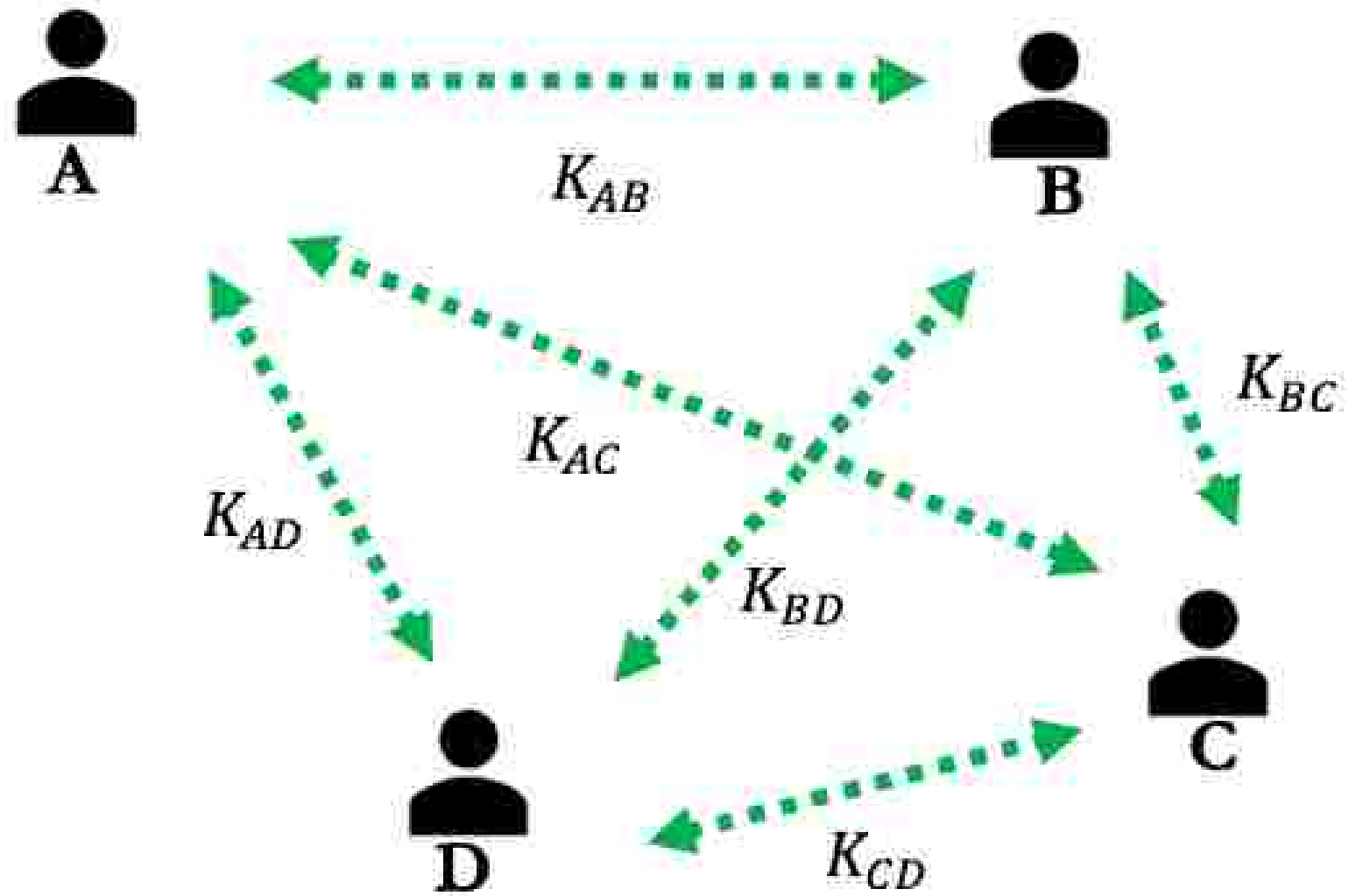
Manual overhead

Scalability

* With ACKA

Scalability

Pairwise Signal

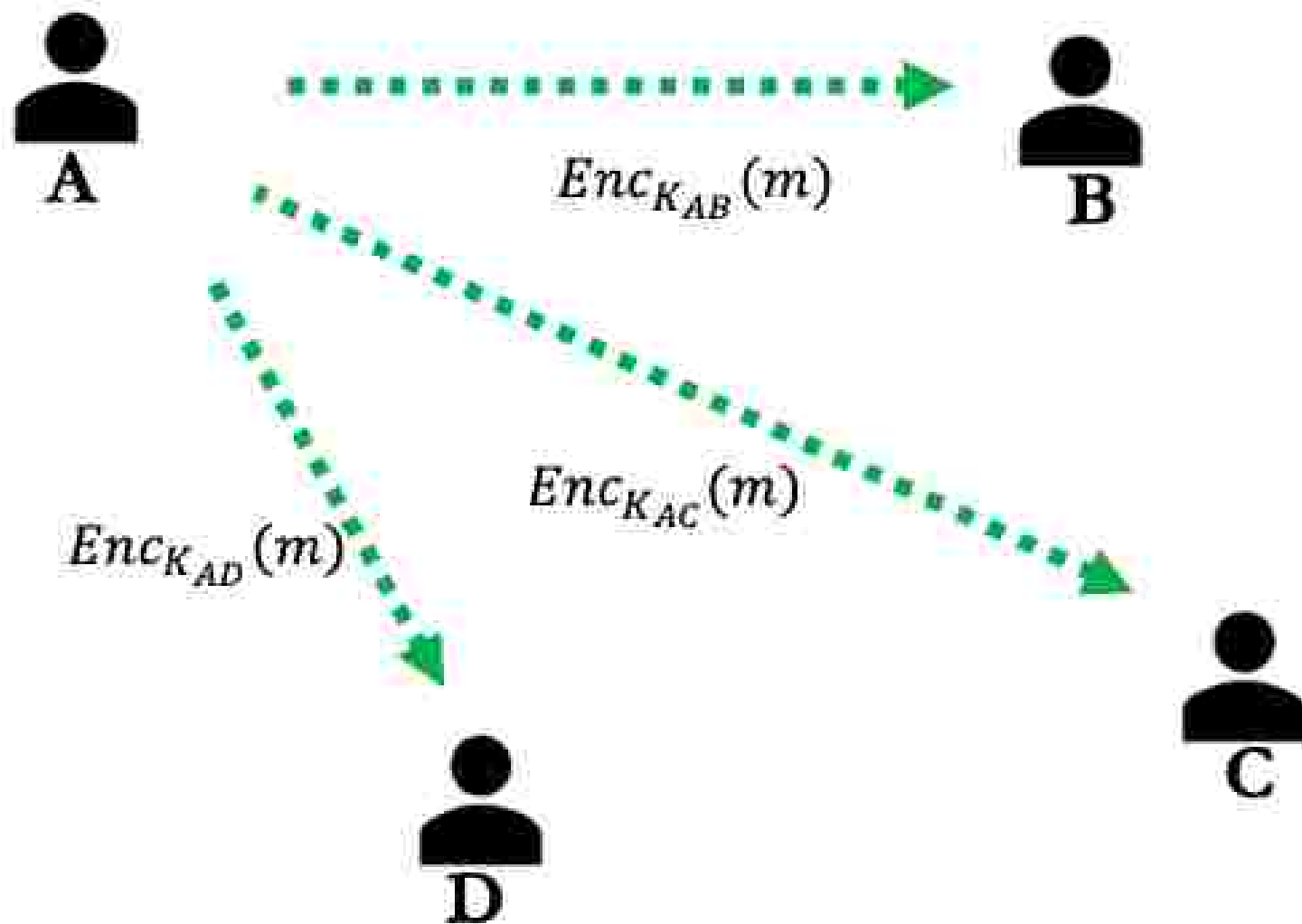


Scalability

Pairwise Signal

Message: m

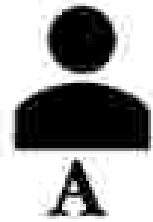
Overhead!



Scalability

Solution attempt: Sender Keys

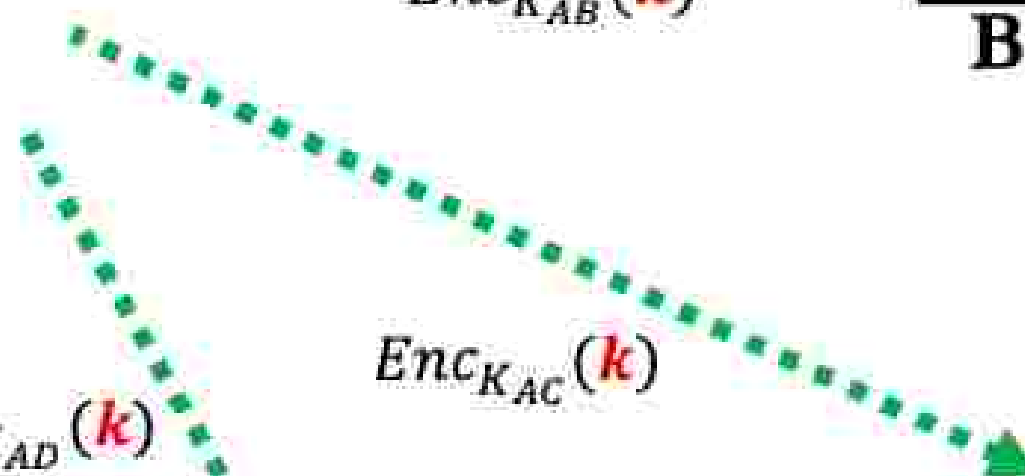
Message: m



$Enc_{K_{AB}}(k)$



Reducing overhead...



$Enc_{K_{AD}}(k)$

$Enc_{K_{AC}}(k)$



Scalability

Solution attempt: Sender Keys

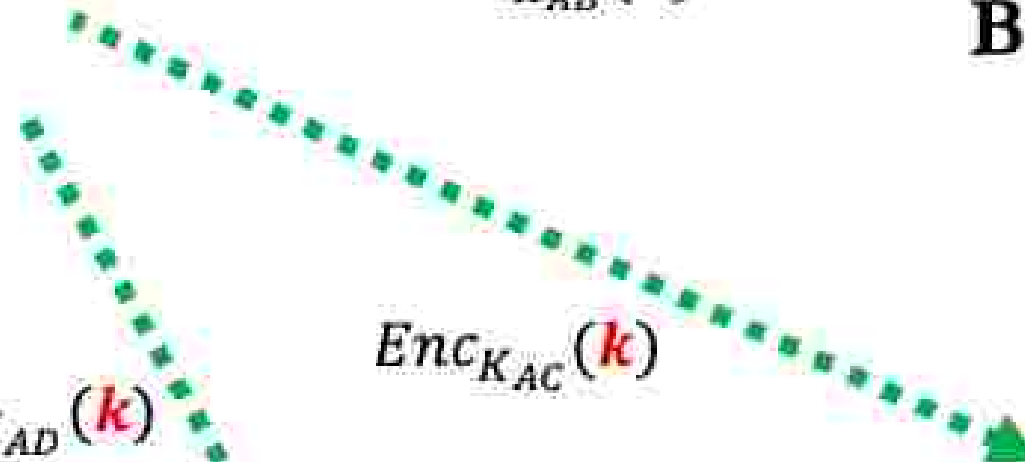
Message: m



$Enc_{K_{AB}}(k)$



Reducing overhead...



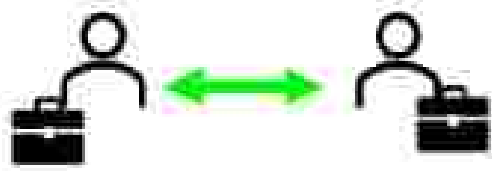
$Enc_{K_{AD}}(k)$

$Enc_{K_{AC}}(k)$



What about Forward Security?

What about mis-behaving users?



Keyfill
devices

Pre-shared Key

Jamming

Traceability

Attack risk

Interoperability

Manual overhead

Scalability



TLS,
IPSec,
etc.

Session-based

Jamming

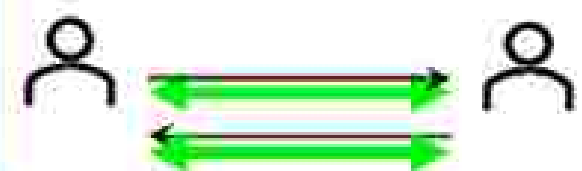
Traceability

Attack risks

Interoperability

Manual overhead

Scalability



Signal,
Wickr,
etc.

Asynchronous

Jamming

Traceability

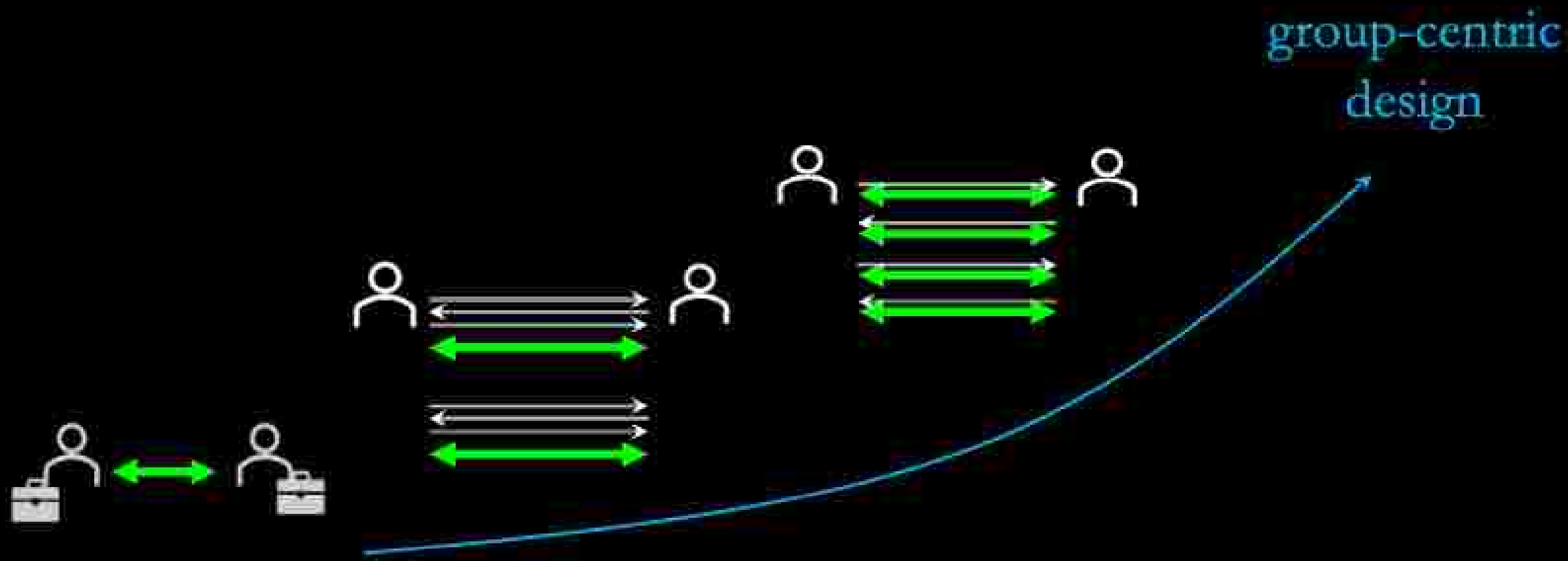
Attack risks*

Interoperability

Manual overhead

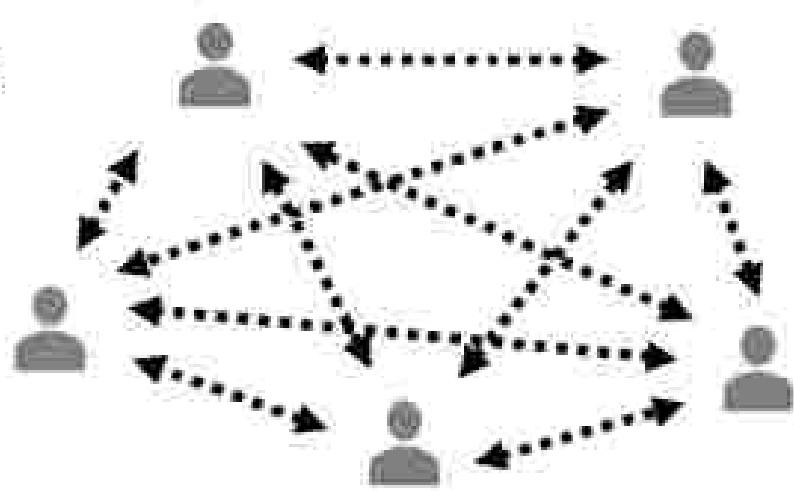
Scalability

* With ACKA

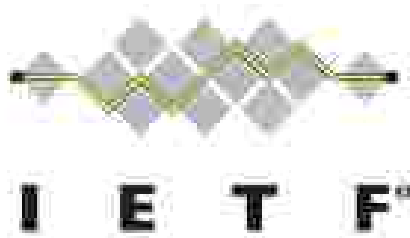
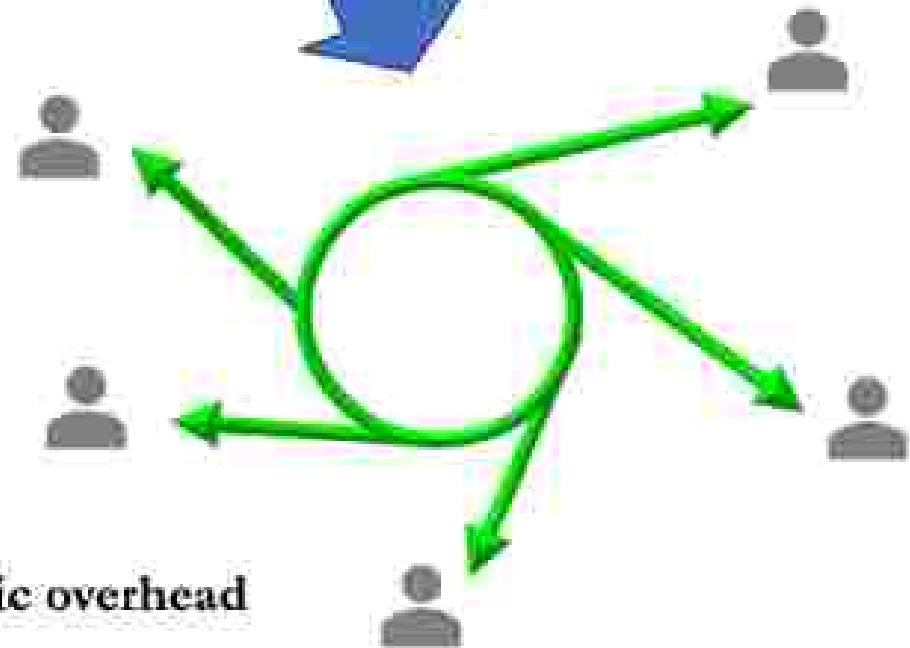


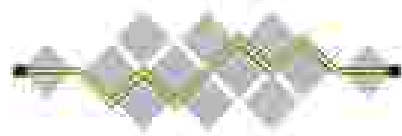
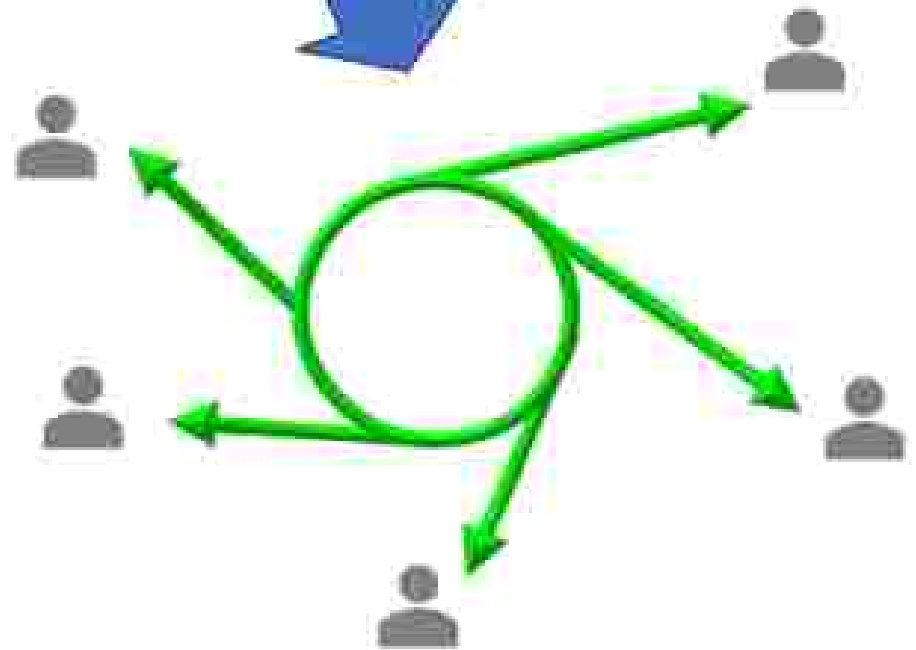
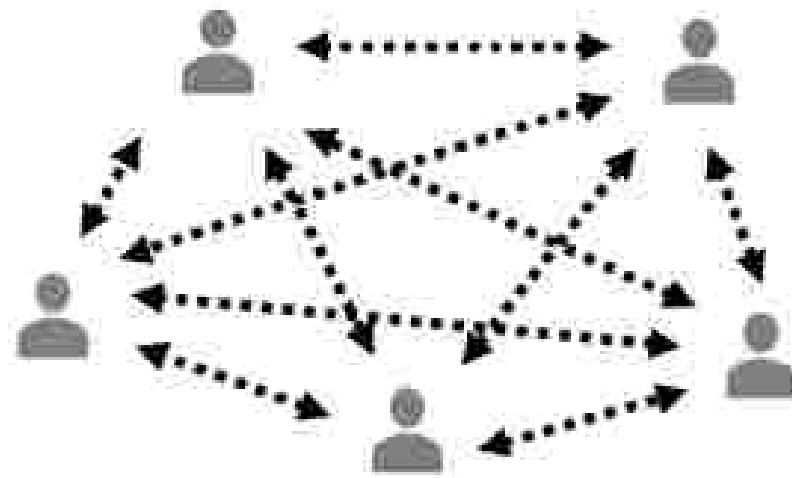
group-centric
design

Linear overhead



Logarithmic overhead

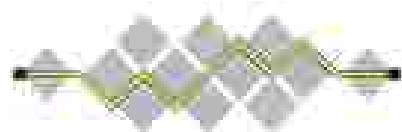
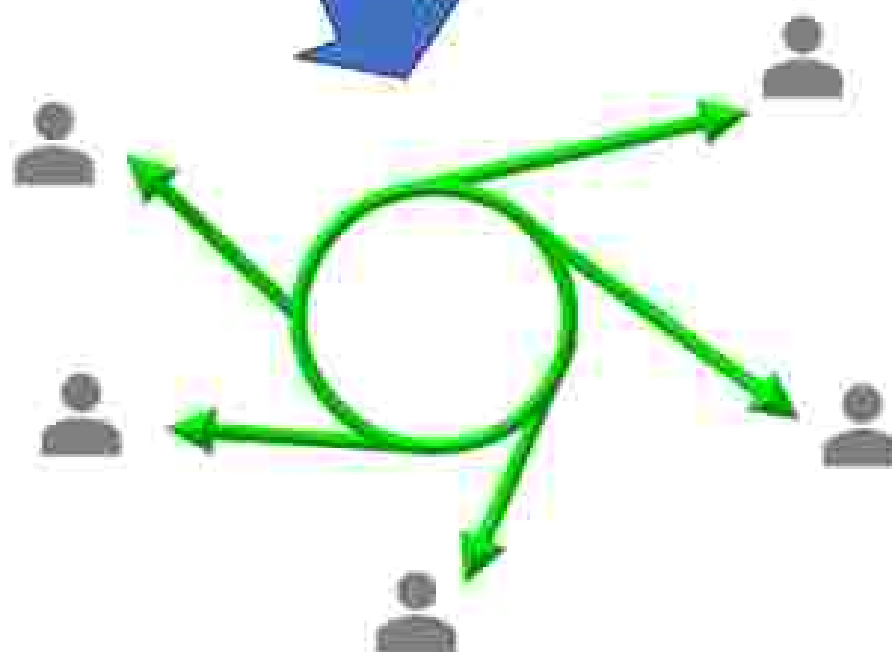
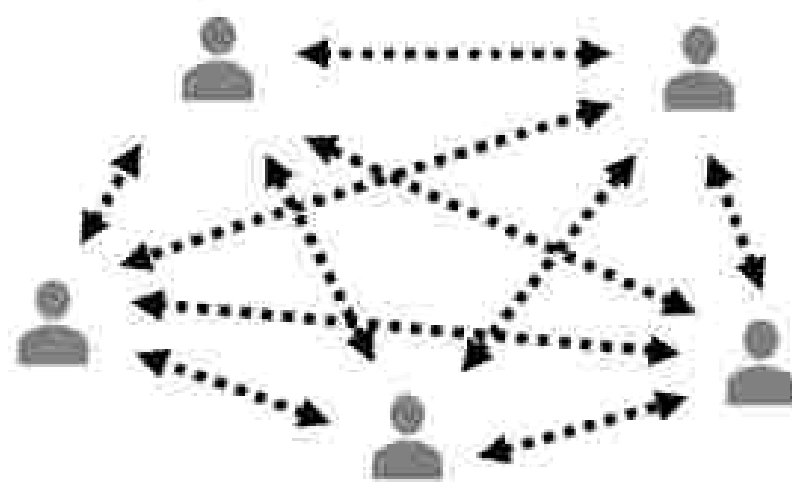




I E T F

Messaging Layer Security (MLS)

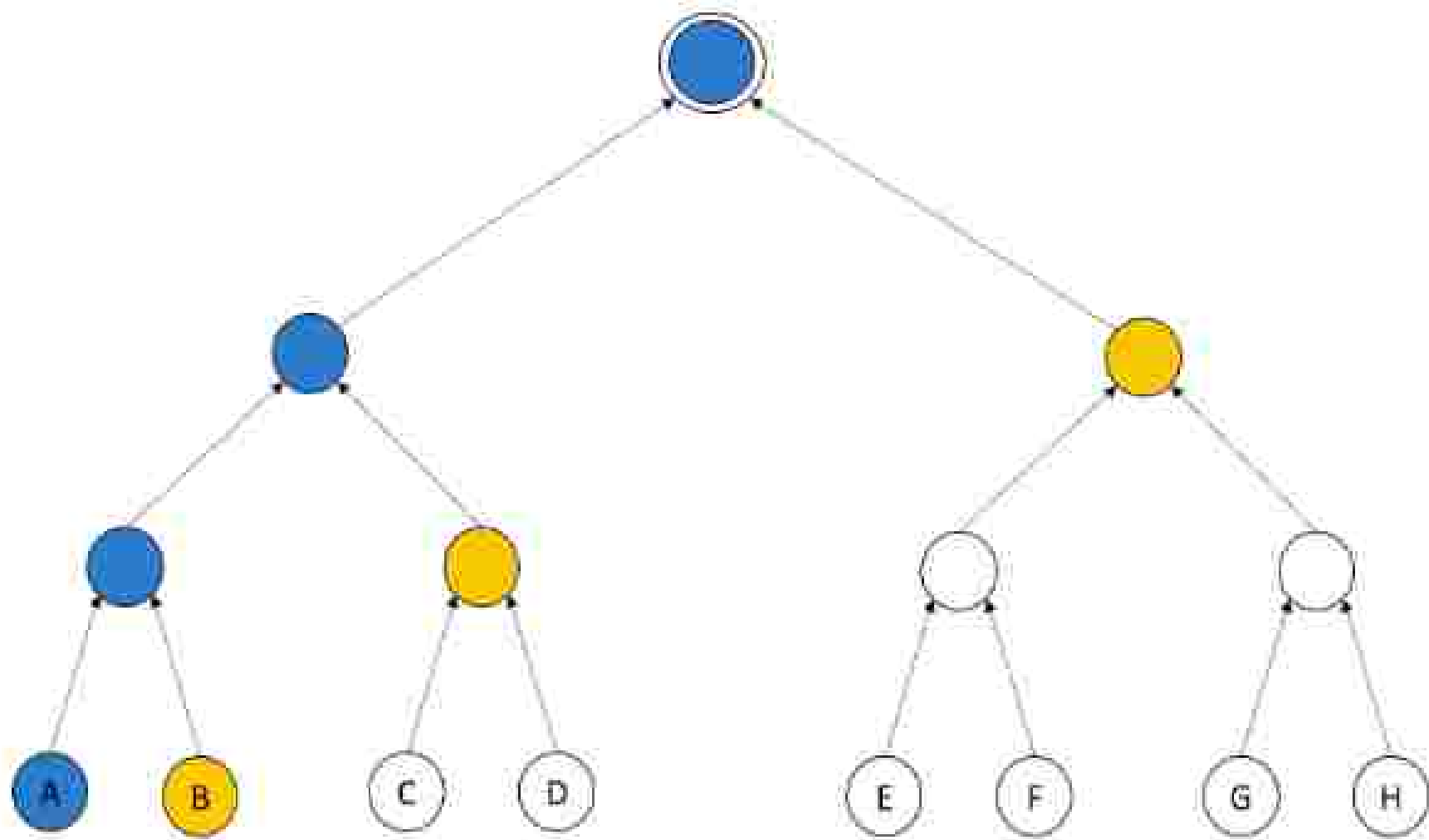
***International Standard: IETF RFC 9420**



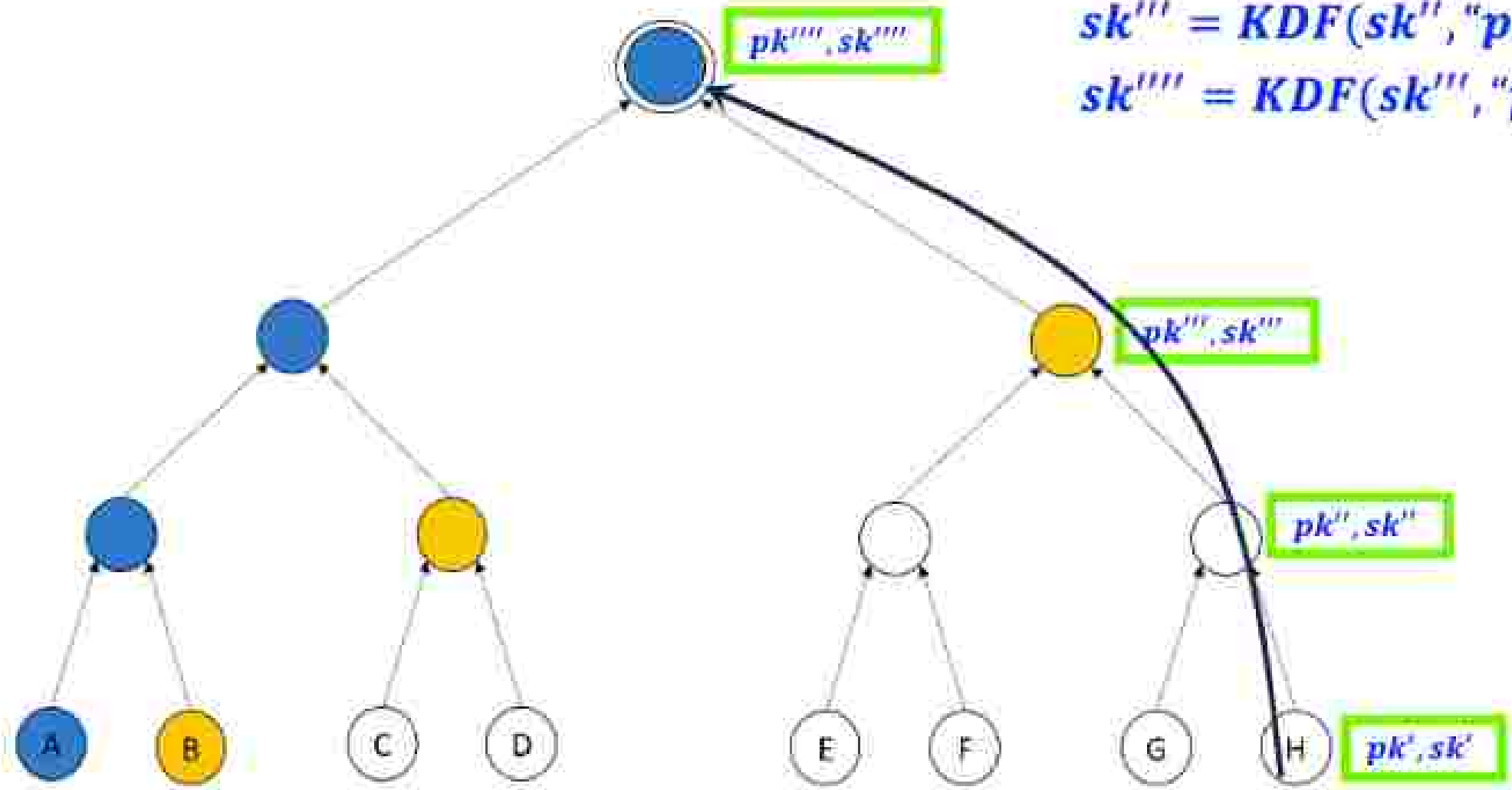
I E T F

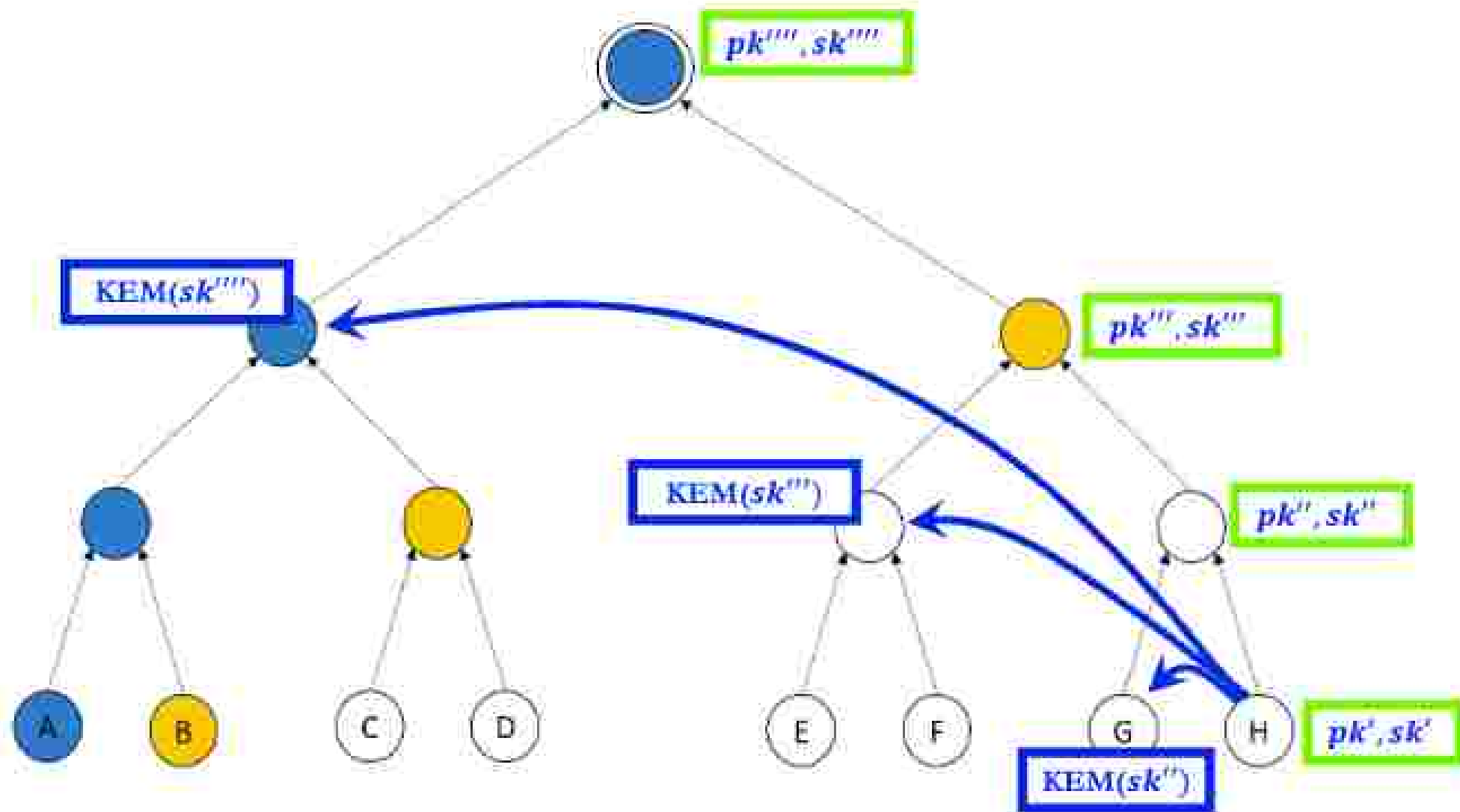
Messaging Layer Security (MLS)

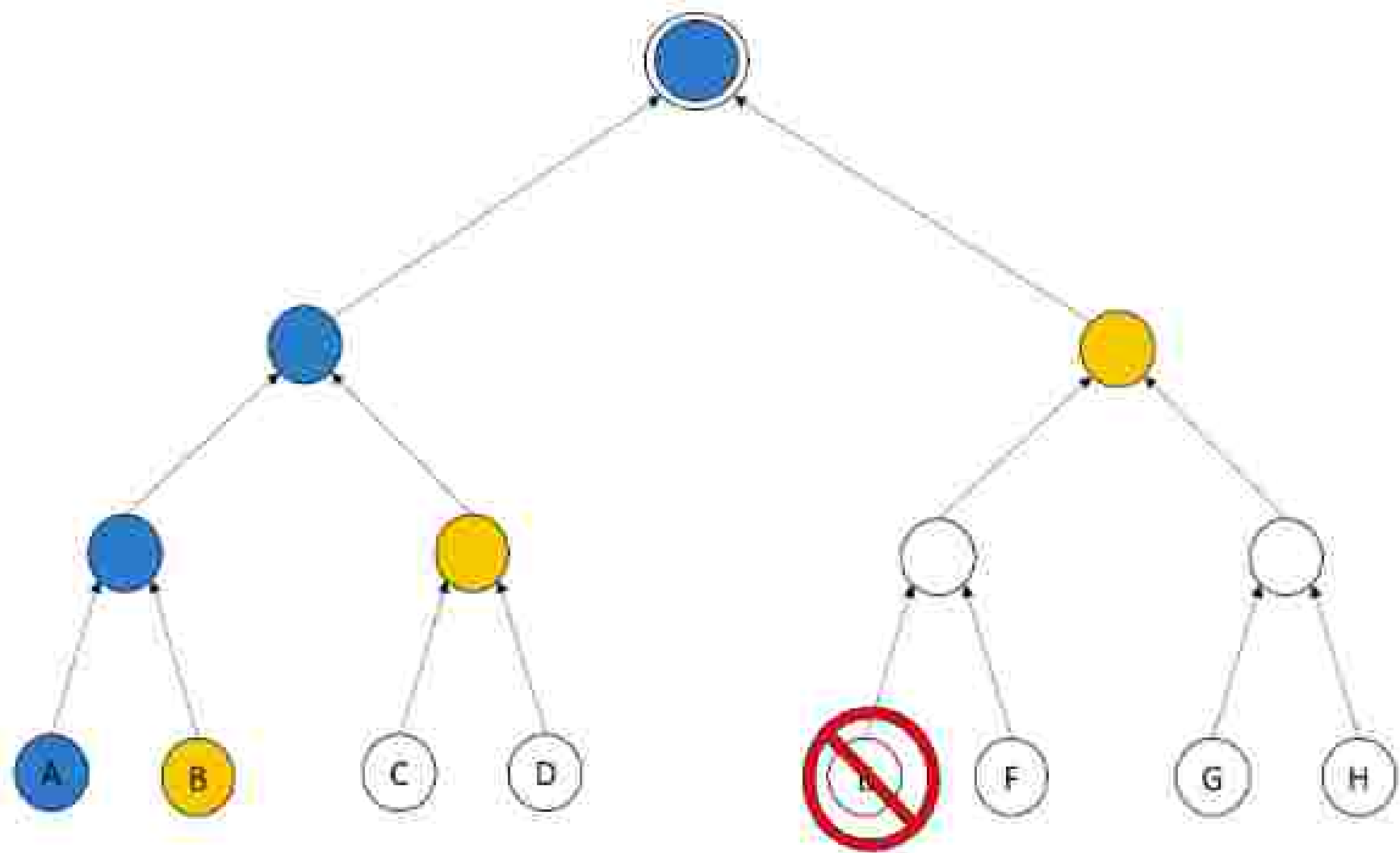
***International Standard: IETF RFC 9420**

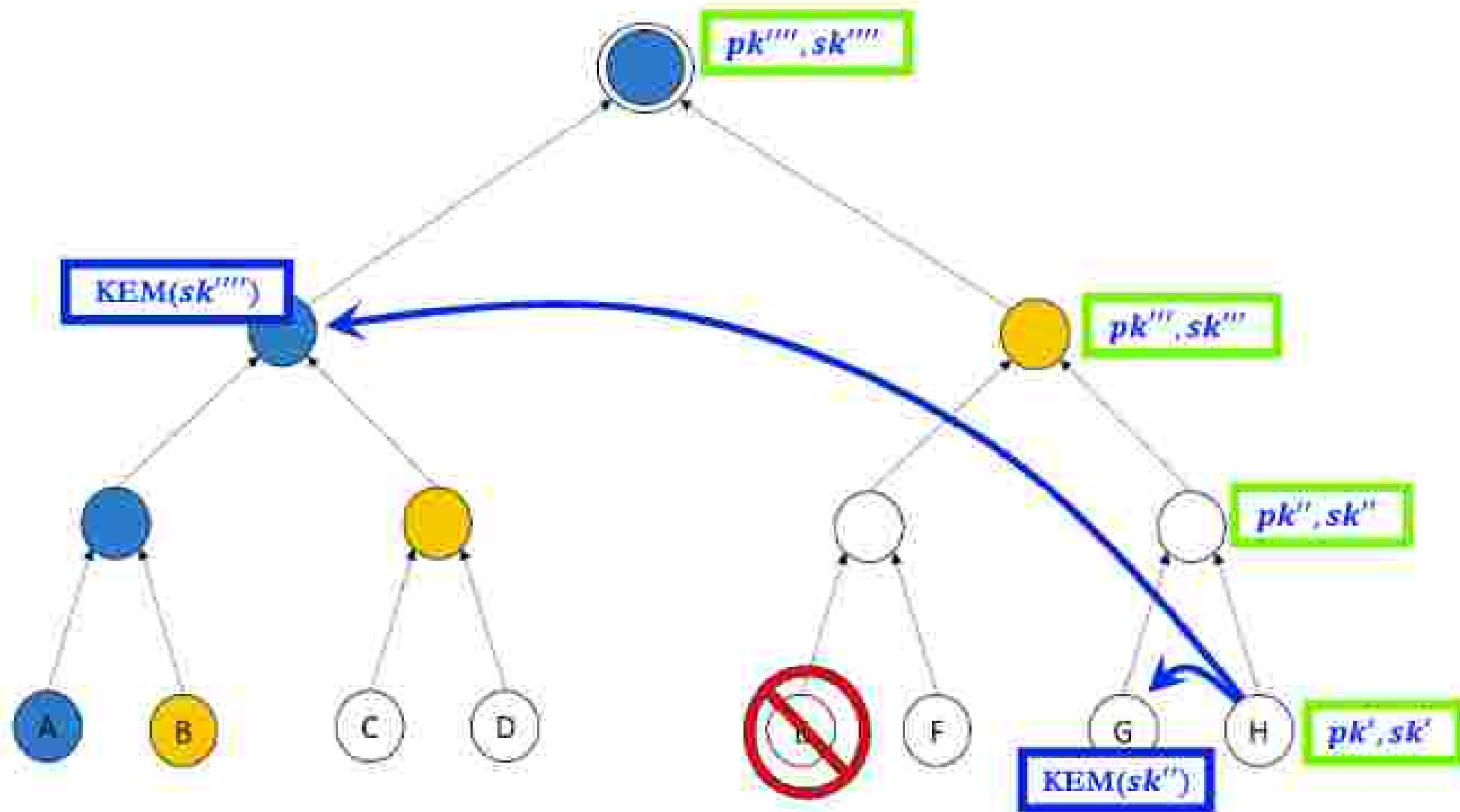


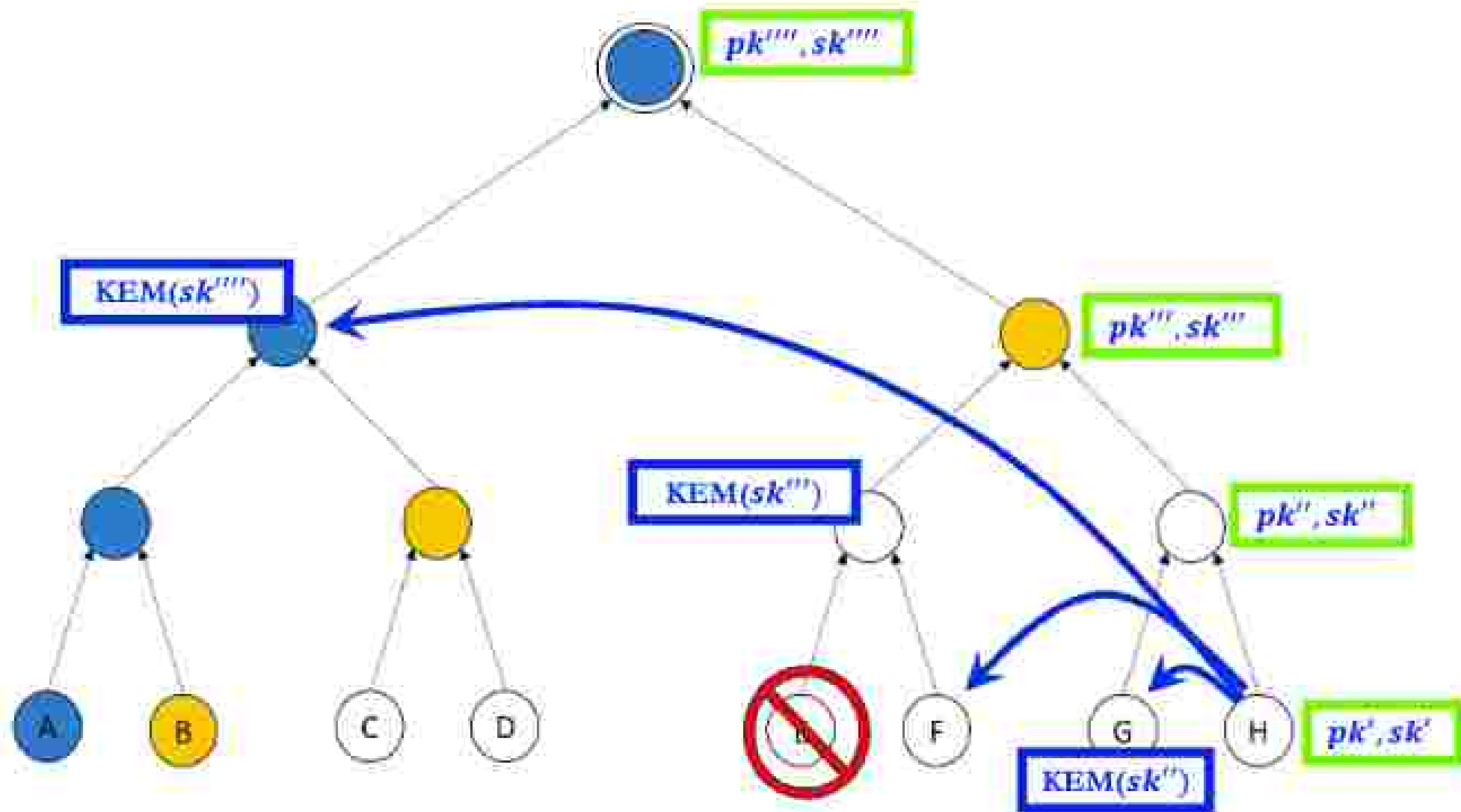
$sk'' = KDF(sk', "parent")$
 $sk''' = KDF(sk'', "parent")$
 $sk'''' = KDF(sk''', "parent")$





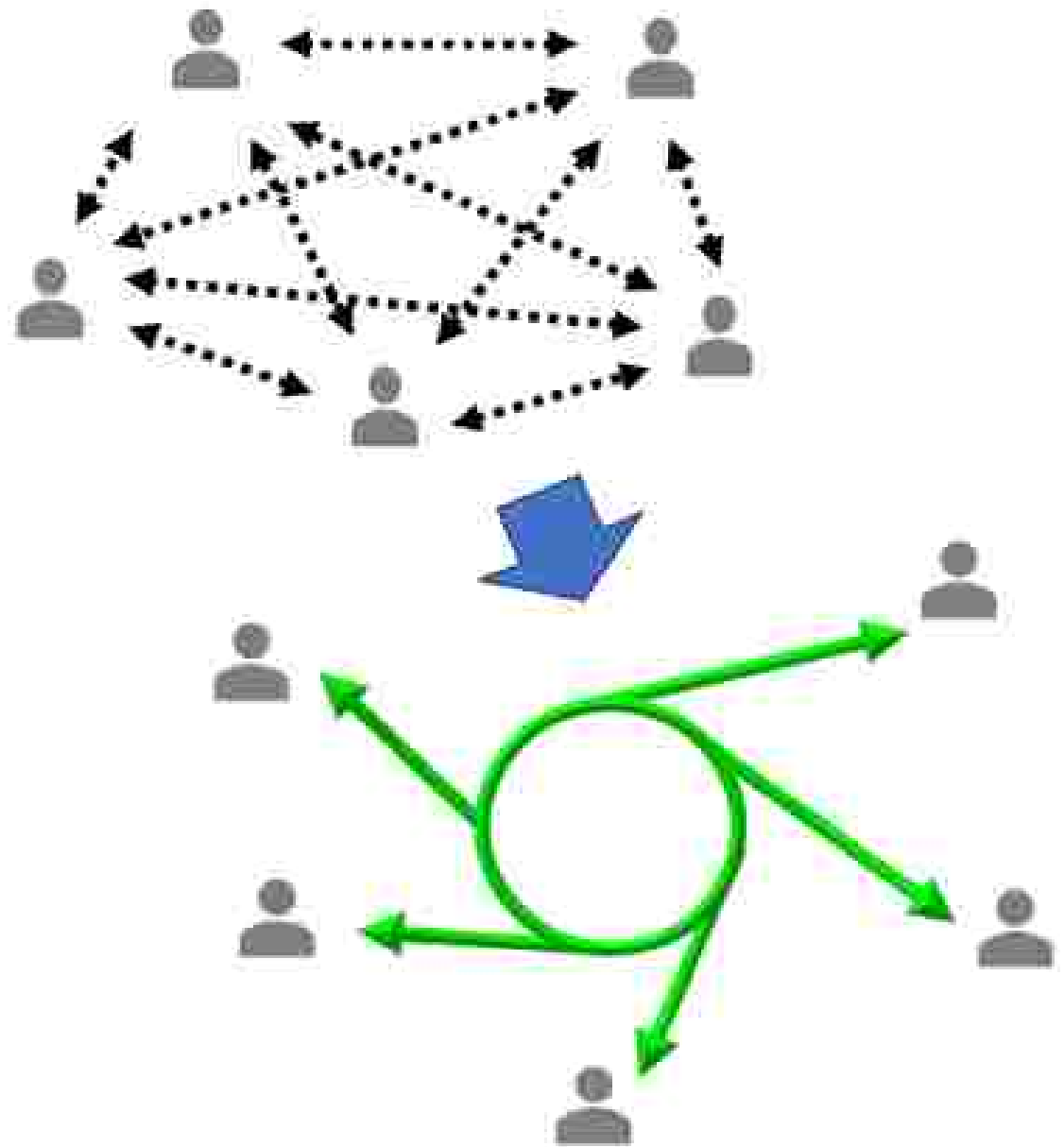


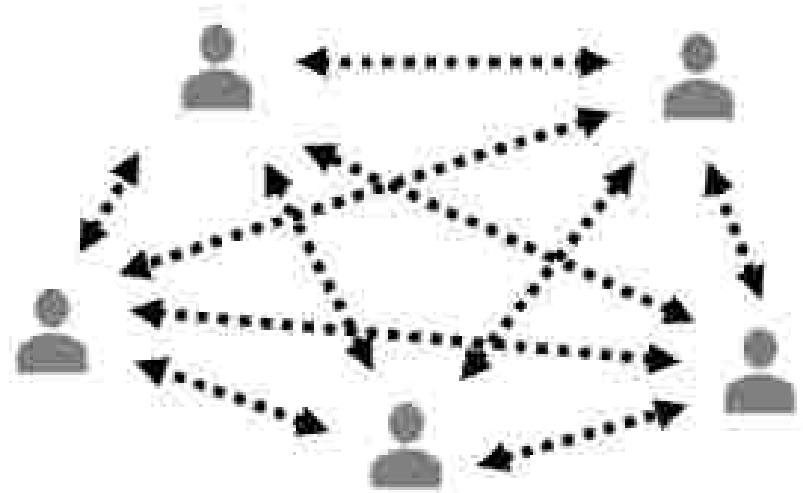




Message Layer Security (MLS)

- Add group members
- Remove/eject group members
- Key evolution
- Create new groups
- Subgroup branching
- Post-quantum compatible

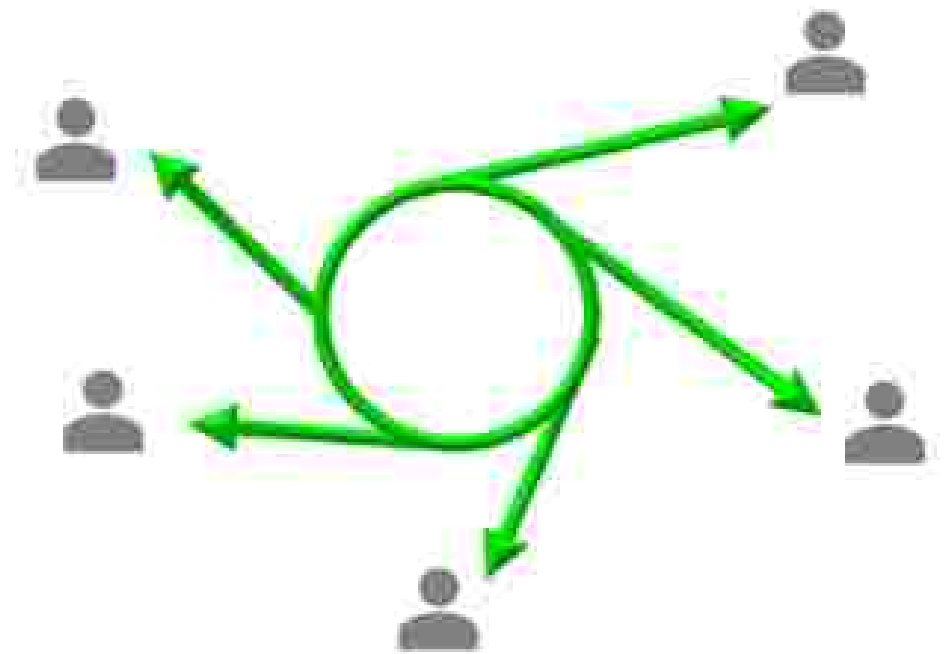




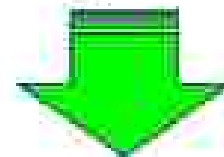
Multi-device = groups of pairs



Design for pairs



Design for multi-device



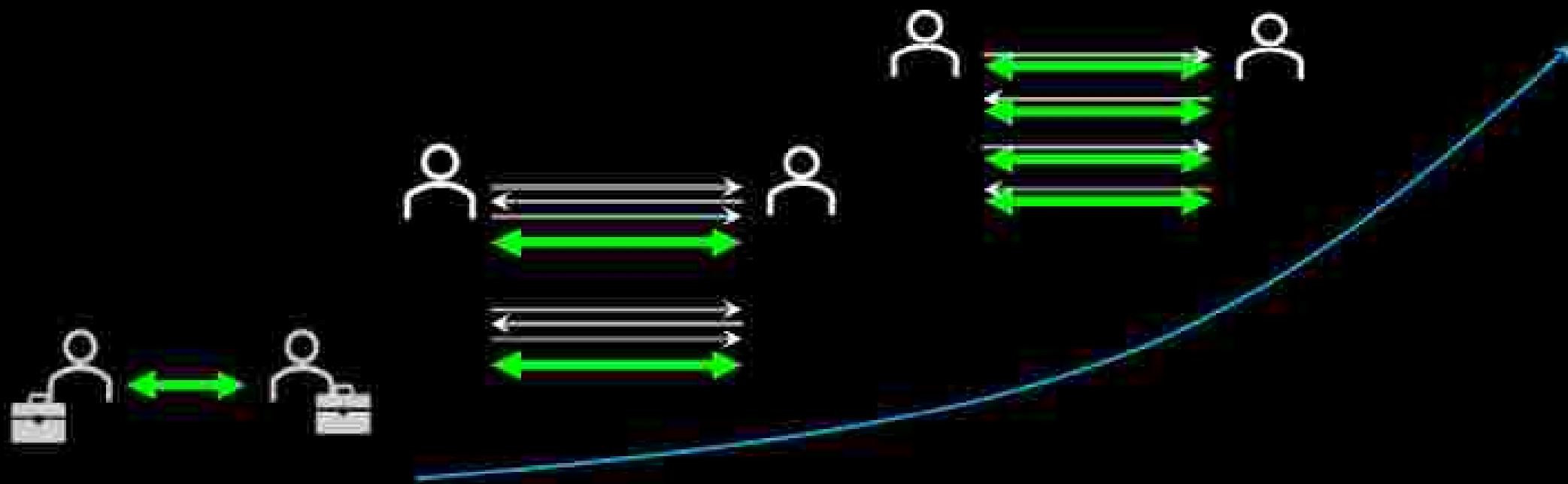
Works for groups of size 2

Scalability to groups

Asynchronicity for relays / retrieval / delays

ACKA for continuous authentication

group-centric
design



**Forward and Post-Compromise End-to-End Asynchronous Multi-device
ACKA Messaging with Man-in-the-Middle Detection**

~~Forward and Post-Compromise End-to-End Asynchronous Multi-device ACKA
Messaging with Man-in-the-Middle Detection~~

Have we covered “security”?

- Deniability / unlinkability
- Guardianship for offline Post-Compromise Security
- Signature key ratcheting for impersonation protection in future groups

Deniability: an MLS design story



Application message deniability:

It is not possible to prove authorship of a given message M .

- Assuming the adversary is not a conversation partner (group external)
- Assuming that the adversary is a conversation partner
- Assuming that the adversary is the distribution service
- Assuming that the adversary is the authentication service

Ciphertext deniability:

It is not possible to prove authorship of a given ciphertext C .

- Assuming the adversary is not a conversation partner (group external)
- Assuming that the adversary is a conversation partner
- Assuming that the adversary is the distribution service
- Assuming that the adversary is the authentication service

Key deniability:

It is not possible to prove ownership of a given key K (regardless of messages sent).

- Assuming the adversary is not a conversation partner (group external)
- Assuming that the adversary is a conversation partner
- Assuming that the adversary is the distribution service
- Assuming that the adversary is the authentication service

Non-application message deniability:

It is not possible to prove authorship of a given non-application message M .

- Assuming the adversary is not a conversation partner (group external)
- Assuming that the adversary is a conversation partner
- Assuming that the adversary is the distribution service
- Assuming that the adversary is the authentication service

Conversation membership unlinkability:

It is not possible to prove membership in a given conversation.

- Assuming the adversary is not a conversation partner (group external)
- Assuming that the adversary is a conversation partner
- Assuming that the adversary is the distribution service
- Assuming that the adversary is the authentication service

Ciphertext unlinkability:

If in possession and proof of authorship of a ciphertext C_1 , it is not possible to prove authorship of another ciphertext C_2 .

- Assuming the adversary is not a conversation partner (group external)
- Assuming that the adversary is a conversation partner
- Assuming that the adversary is the distribution service
- Assuming that the adversary is the authentication service

Each of the possibilities can be considered under **online** or **offline** deniability....

So those are 48 options to start with. 😊

What deniability/privacy guarantees do people want?

- Activists (courts? framing?)
- “Normal” end users (false accusations? misinterpretations?)
- Governments (untraceability?)
- Cryptographic researchers (cool new algorithms and protocols?)

(OTR is over 15yrs old already!)

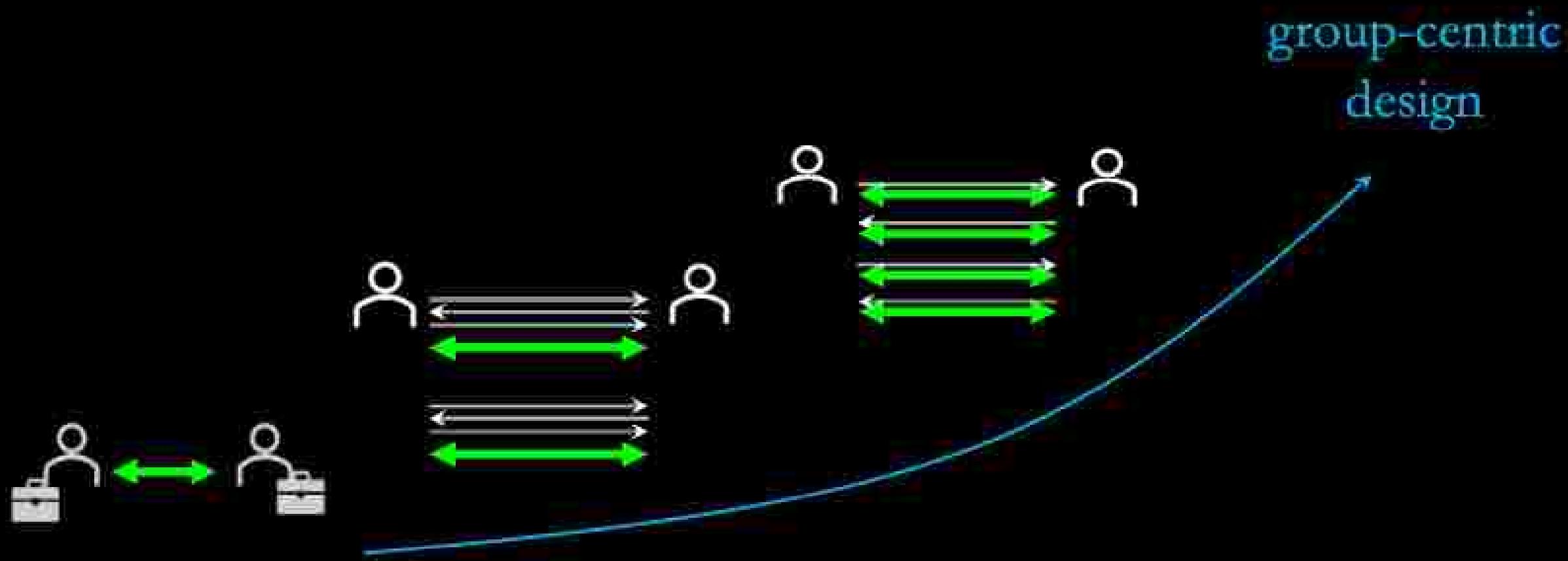
**Metadata is
dangerous**

**Forward and Post-Compromise End-to-End Asynchronous Multi-device,
Low-Metadata ACKA Messaging with Man-in-the-Middle Detection**

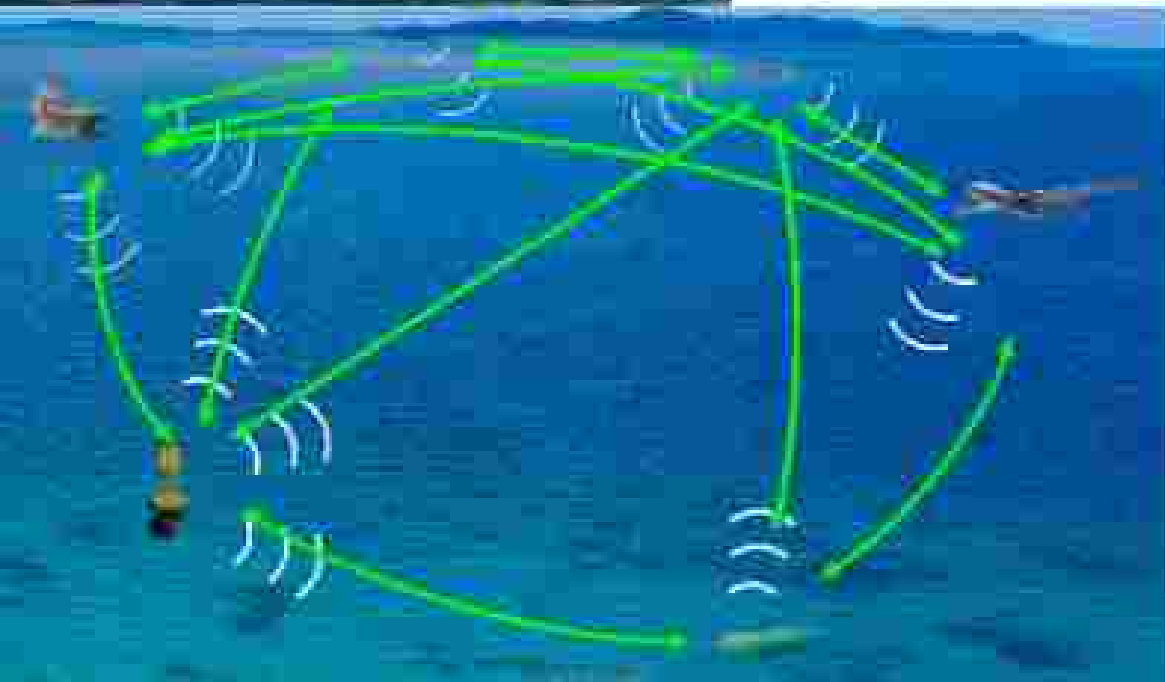
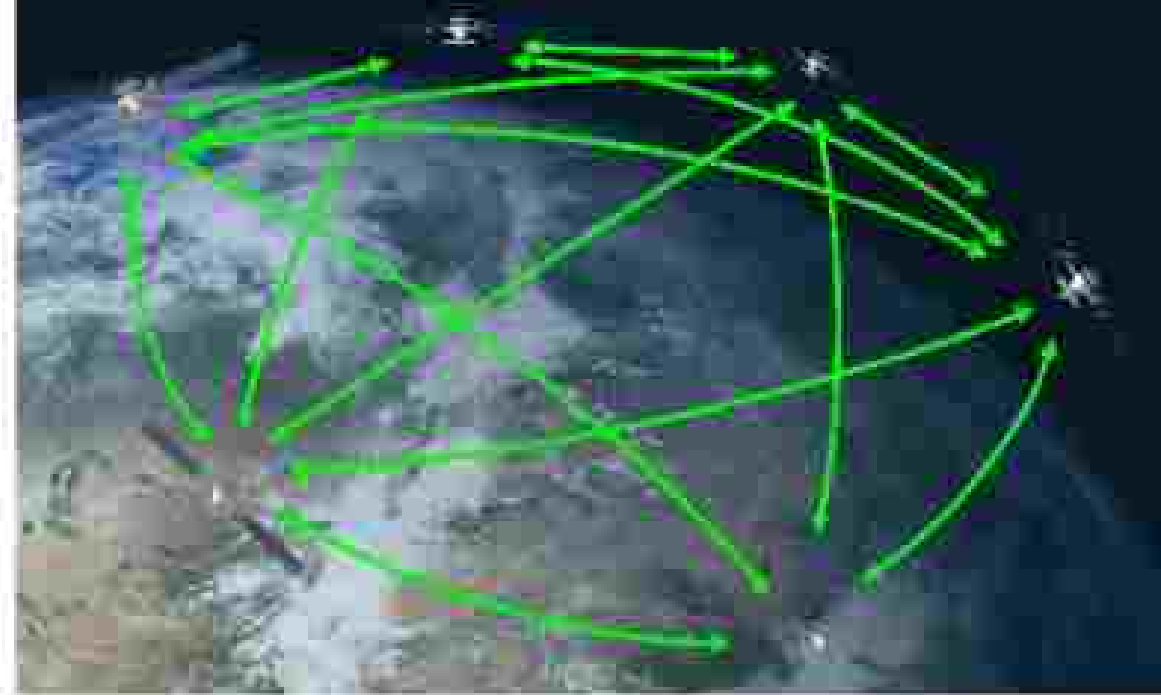
~~Forward and Post-Compromise End-to-End Asynchronous Multi-device ACKA
Messaging with Man-in-the-Middle Detection~~

**Forward and Post-Compromise End-to-End Asynchronous Multi-device,
Low-Metadata ACKA Messaging with Man-in-the-Middle Detection**

**Forward and Post-Compromise End-to-End Asynchronous Multi-device,
Low-Metadata ACKA [REDACTED] with Man-in-the-Middle Detection**



Space Systems



Unmanned Systems



Summary:

Attacks and subversion methods are continuously changing → security is a moving target

Cryptography should meet that challenge but can also be applied in unanticipated ways

