

Revisiting (R)CCA Security and Replay Protection

Christian Badertscher, Ueli Maurer, Christopher Portmann, **Guilherme Rito**

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Introduction

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Problem However, they often do not match the exact requirements of their applications.

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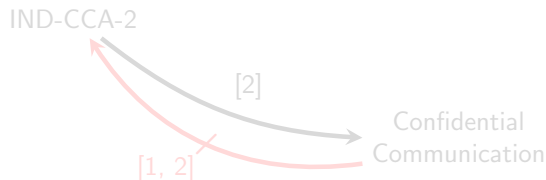
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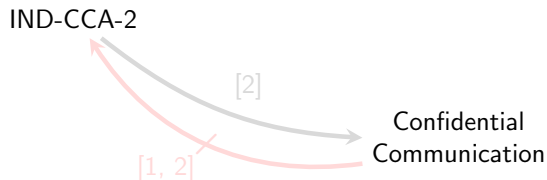


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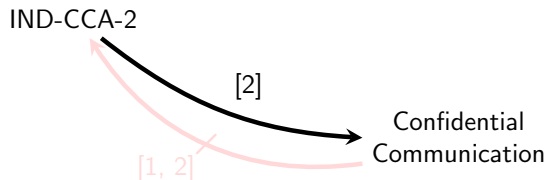


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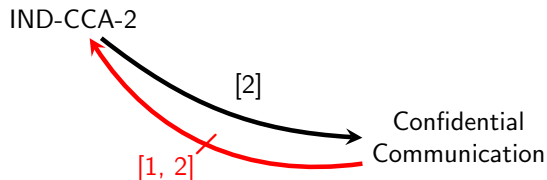


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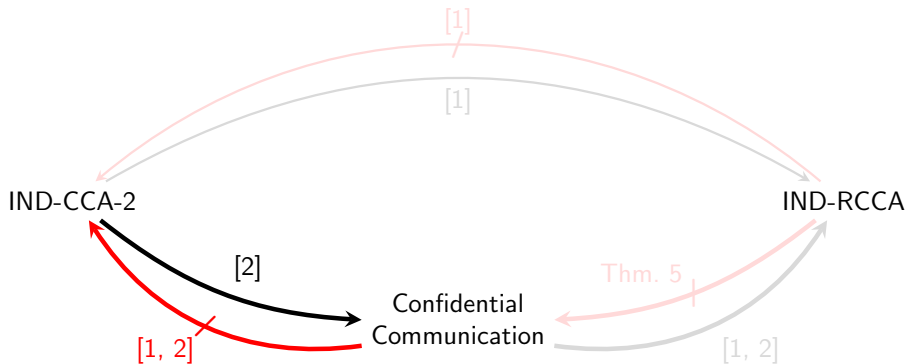


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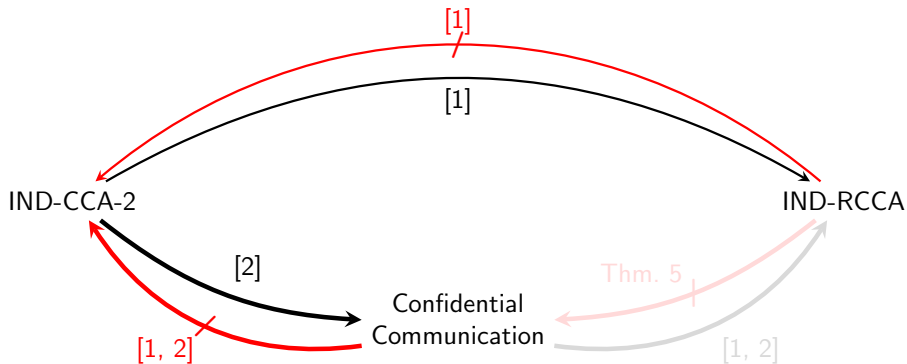


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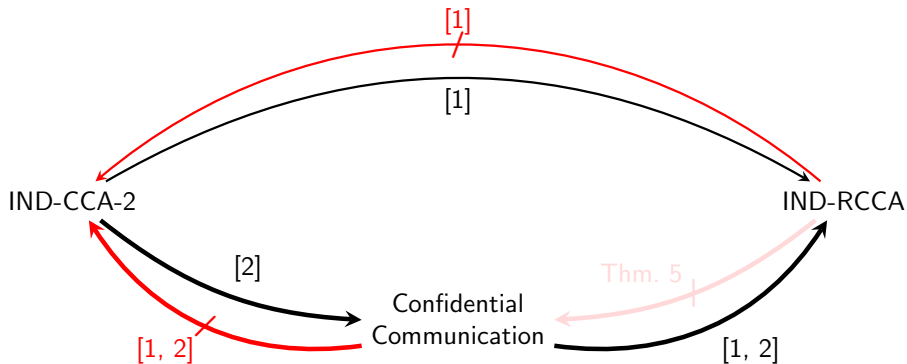


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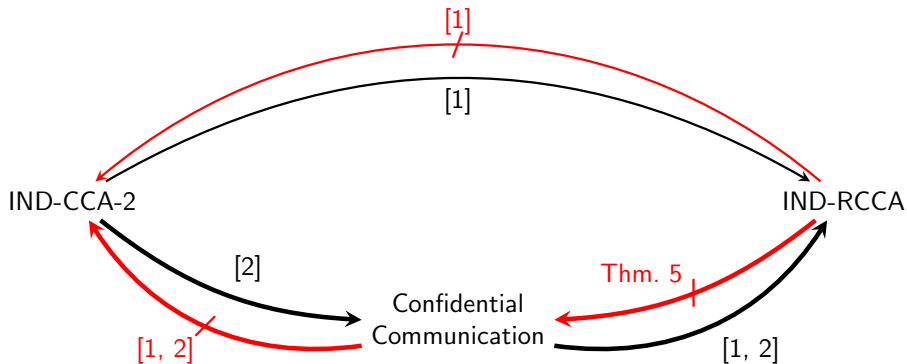


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Contributions I

Identify technical inconsistencies with intermediate notions (IND-pd-RCCA, IND-sd-RCCA):

Not implied by IND-CCA-2 for probabilistic decryption
(contradicting a claim made in [1]);

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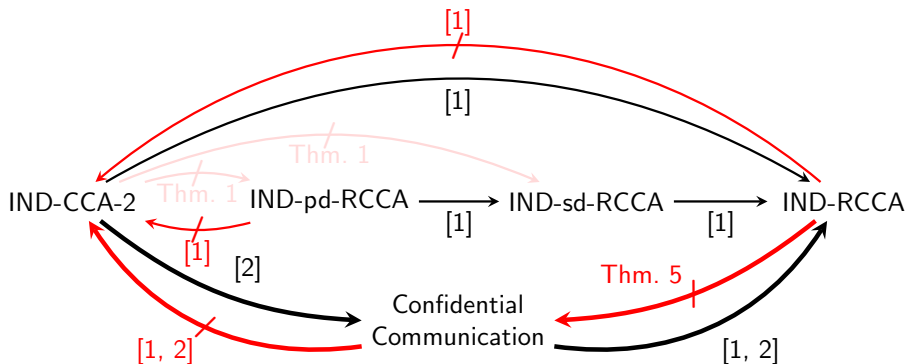
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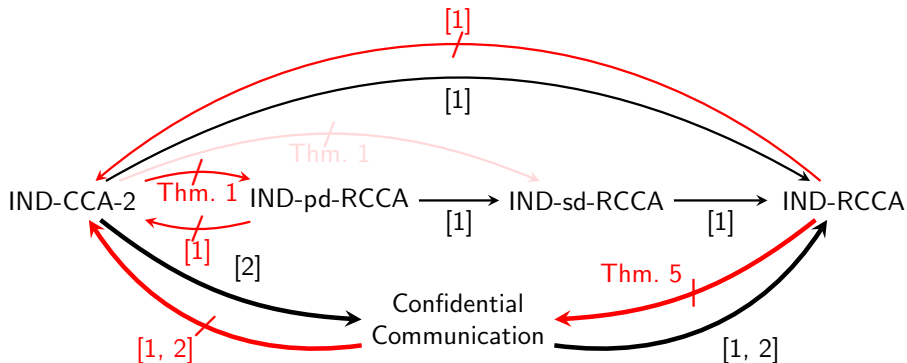
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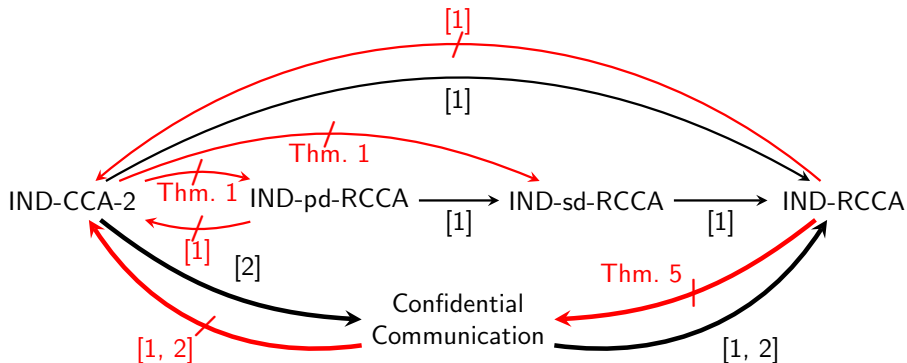
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Clean up the space of game-based notions for confidential communication:

Systematic approach for characterizing security using a composable framework:

Define applications of PKE schemes as benchmarks (i.e. composable notions):

Benchmark 1:

Confidential communication (introduced in [2])

Benchmark 2:

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Figure: New security notions are marked with *.

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IND-RCCA

Benchmark 3*

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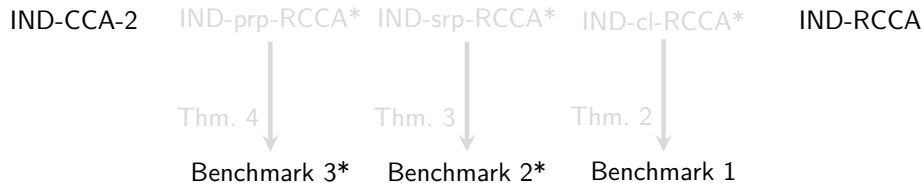
Benchmark 3: IND-prp-RCCA

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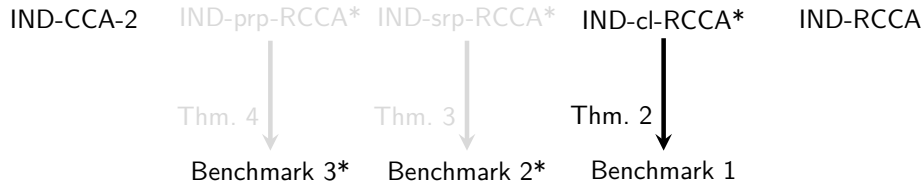
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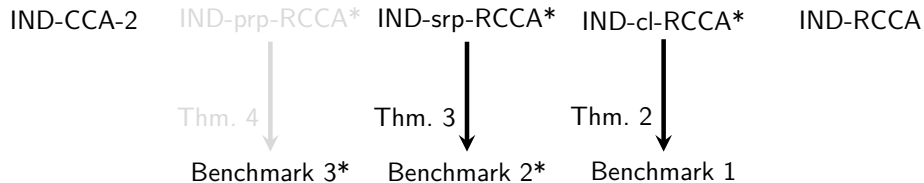
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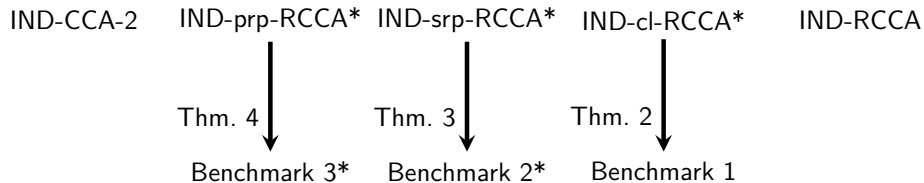
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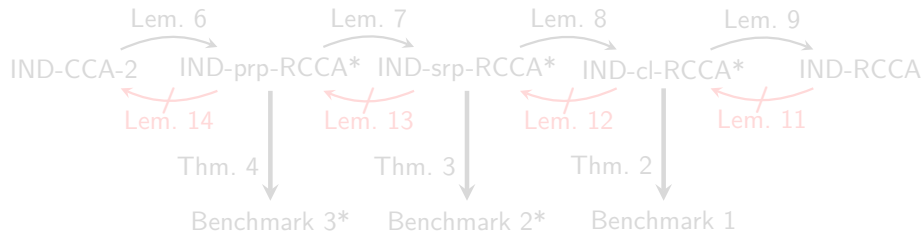
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Prove they are placed between CCA-2 and RCCA;

Give all relations between them.

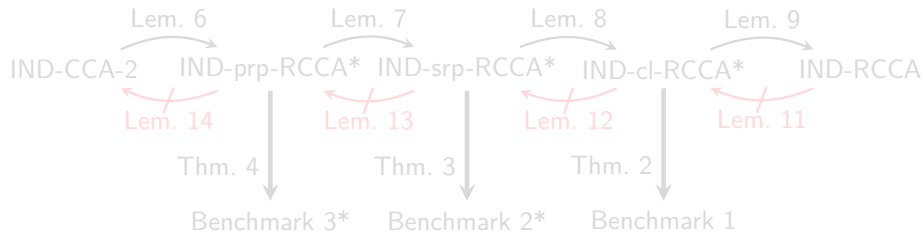


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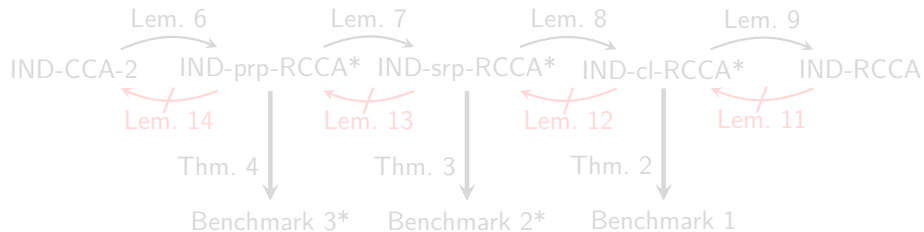


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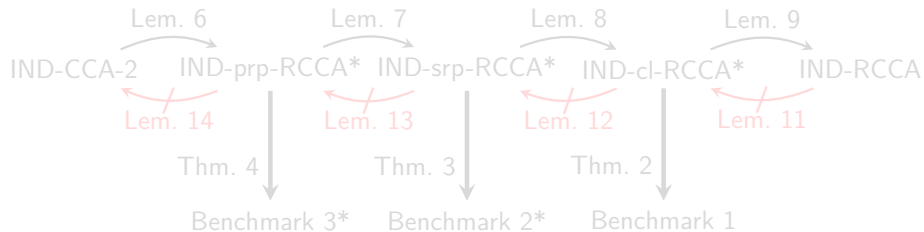


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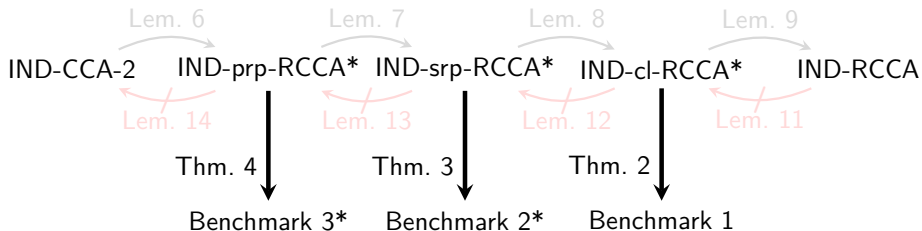


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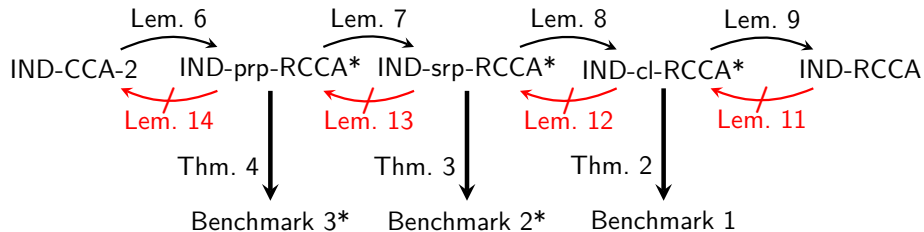


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Definition (PKE scheme; Correctness)

A Public Key Encryption (PKE) scheme Π is a triple $\Pi = (G, E, D)$ of Probabilistic Polynomial-Time Algorithms (PPTs);

Correctness For any PPT adversary A :

$$\Pr \left[\begin{array}{l} (\text{pk}, \text{sk}) \leftarrow G(1^k) \\ m \leftarrow A(1^k, \text{pk}) \end{array} \mid D_{\text{sk}}(E_{\text{pk}}(m)) \neq m \right]$$

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PKE scheme $\Pi = (G, E, D)$ is IND- X secure if no PPT \mathbf{D} distinguishes systems $\mathbf{G}_0^{\Pi\text{-IND-}X}$ and $\mathbf{G}_1^{\Pi\text{-IND-}X}$ (specified ahead) with non-negligible advantage (in the security parameter k).

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Initialization: $(\text{pk}, \text{sk}) \leftarrow G(1^k)$; send pk to \mathbf{D} .

First decryption stage: On input (ciphertext, c), send $D_{\text{sk}}(c)$ to \mathbf{D} .

Challenge stage: On input (test messages, m_0, m_1), send $c^* = E_{\text{pk}}(m_b)$ to \mathbf{D} .

Second decryption stage: On input (ciphertext, c), send \mathbf{D} :

$$\text{reply} = \begin{cases} \text{test}, & \text{if } P_X(\text{pk}, \text{sk}, (m_0, m_1), b, c^*, c) = 1 \\ m = D_{\text{sk}}(c), & \text{otherwise,} \end{cases}$$

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$$\text{reply} = \begin{cases} \text{test}, & \text{if } P_X(\text{pk}, \text{sk}, (m_0, m_1), b, c^*, c) = 1 \\ m = D_{\text{sk}}(c), & \text{otherwise,} \end{cases}$$

where P_X is a predicate defined by X .

Preliminaries - PKE

Definition (Generic Game-Based Security Notion X)

For $b \in \{0, 1\}$, $\mathbf{G}_b^{\text{II-IND-X}}$ is as follows:

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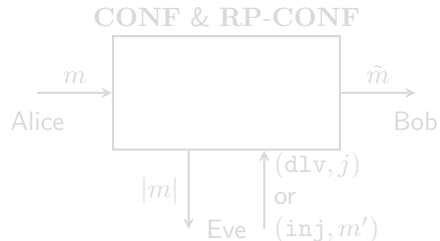
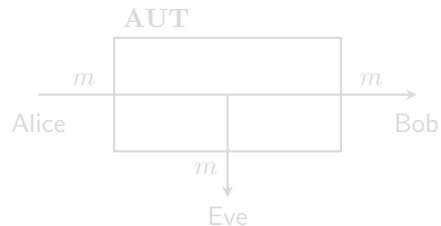
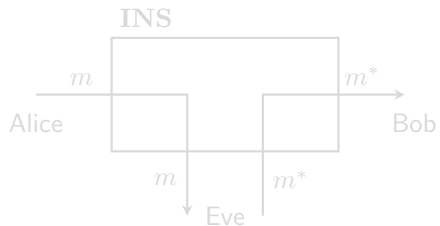
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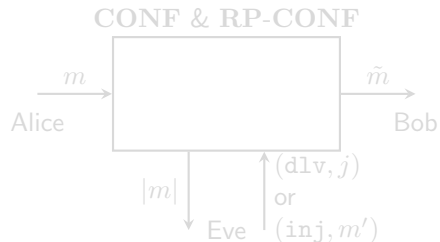
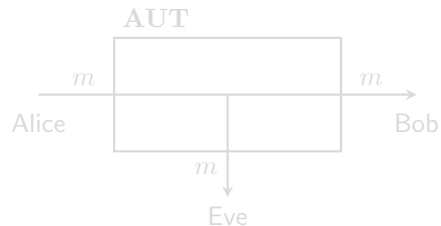
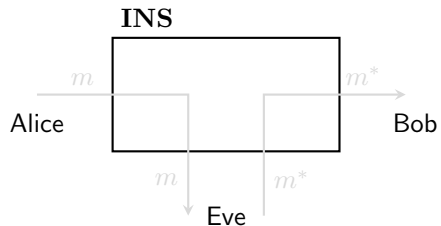
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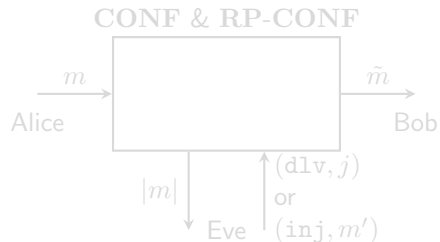
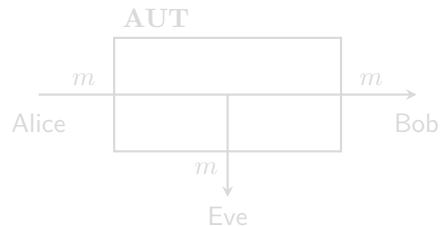
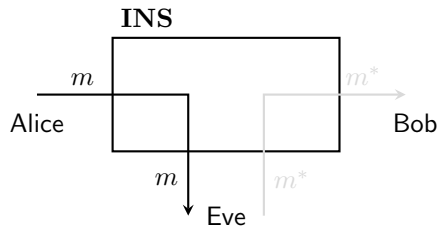
Preliminaries - Channels



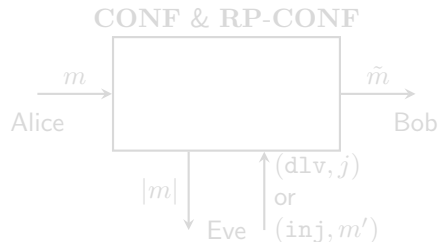
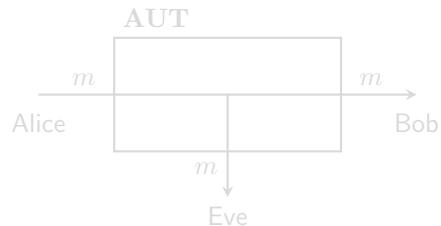
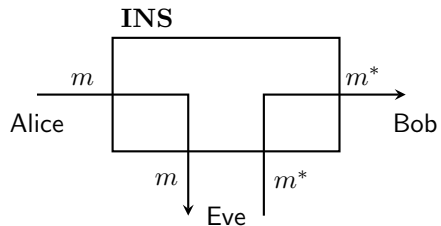
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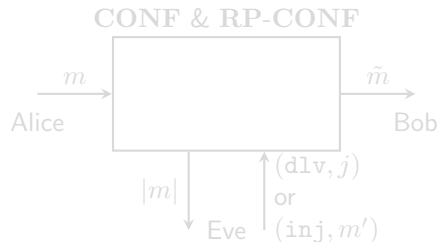
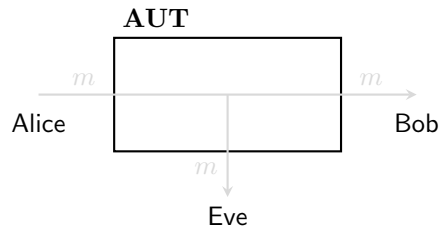
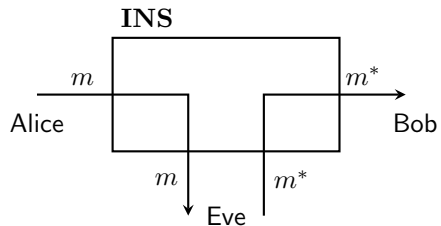
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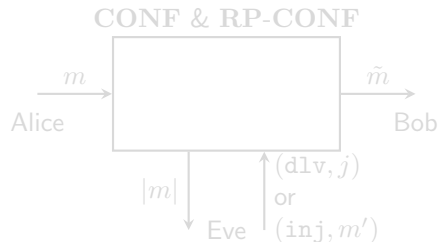
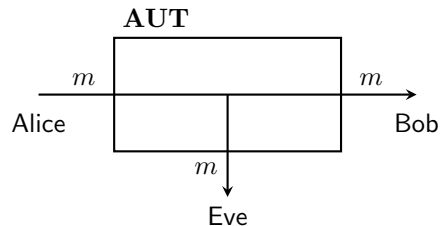
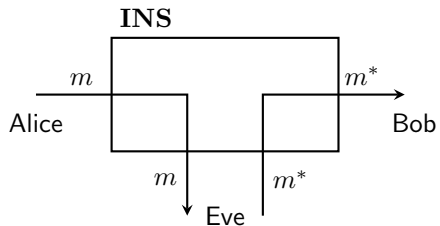
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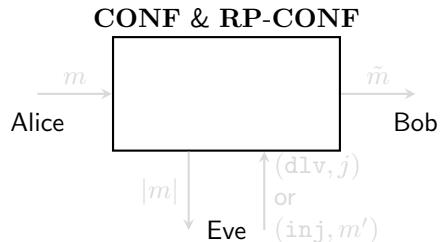
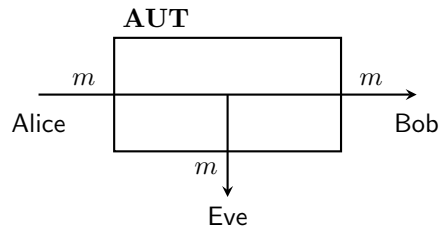
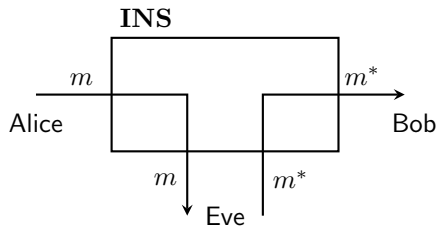
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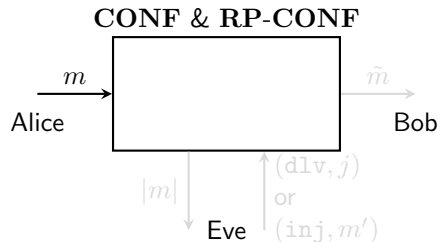
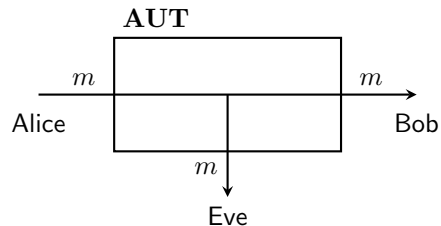
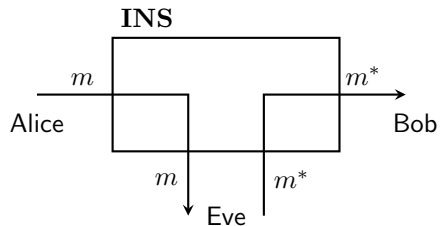
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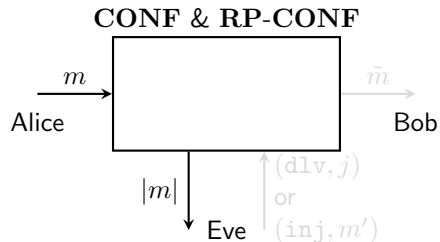
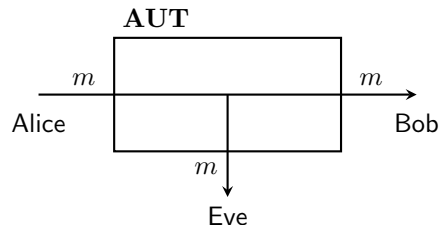
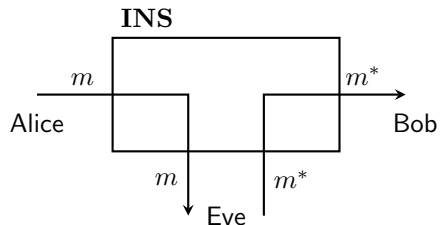
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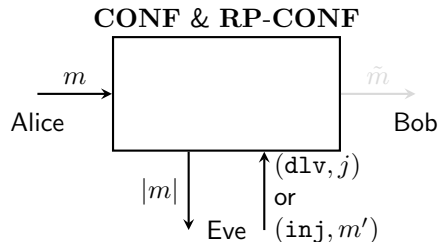
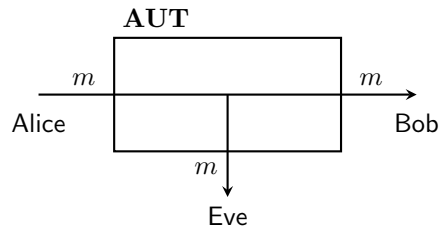
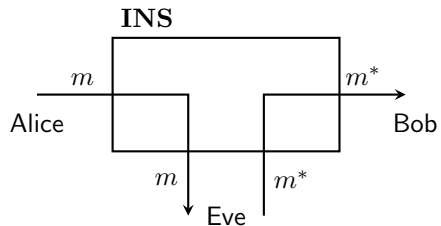
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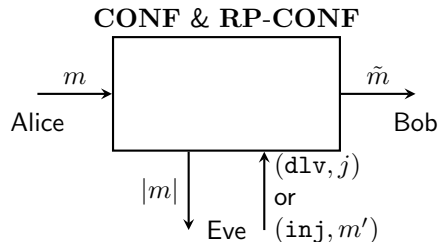
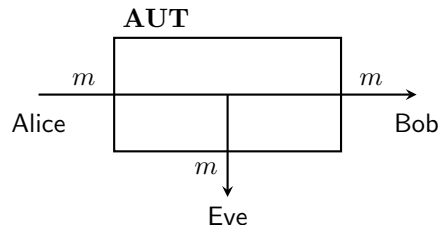
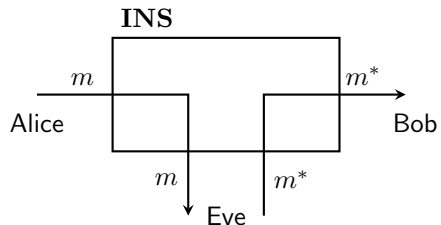
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CONF channels allow for replays:

Each $(d1v, j)$ query delivers to Bob the j -th message sent by Alice;

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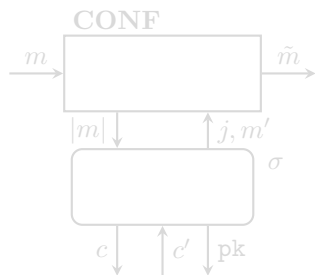
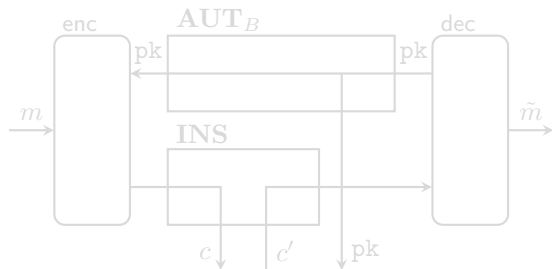
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Benchmarks

Benchmarks - Benchmark 1

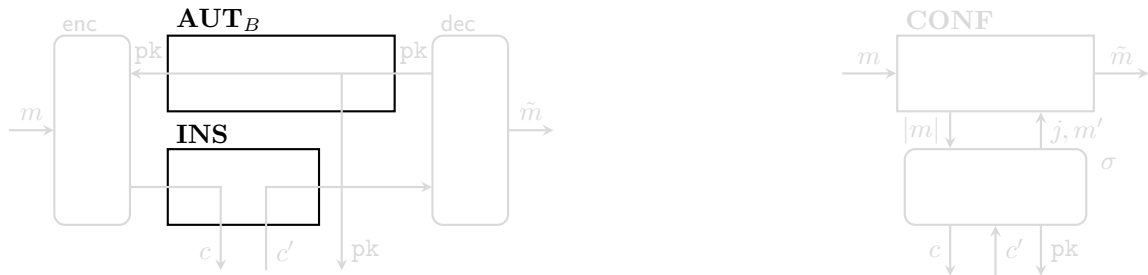
Figure: Real and ideal systems for construction of confidential channel.



Benchmark 1 achieved if real and ideal worlds are indistinguishable.

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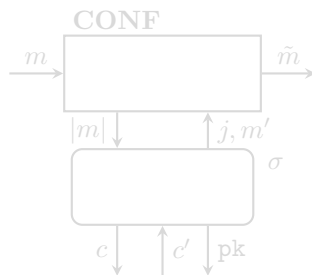
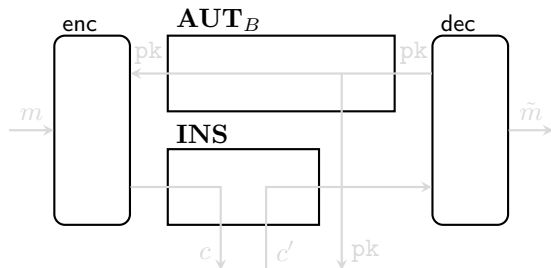
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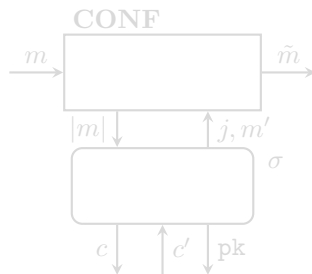
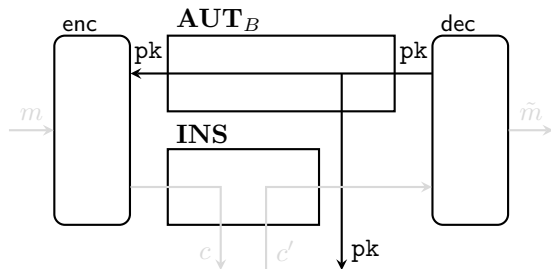
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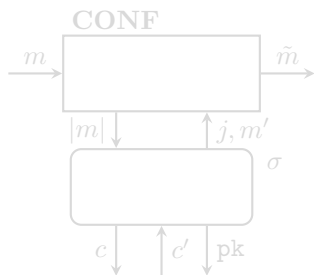
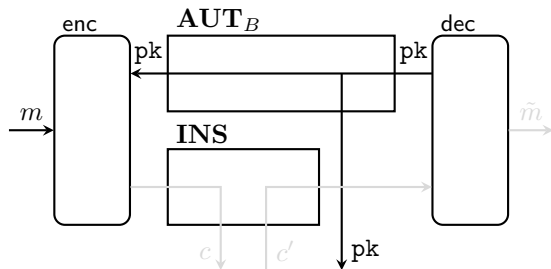
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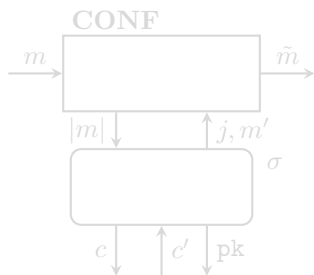
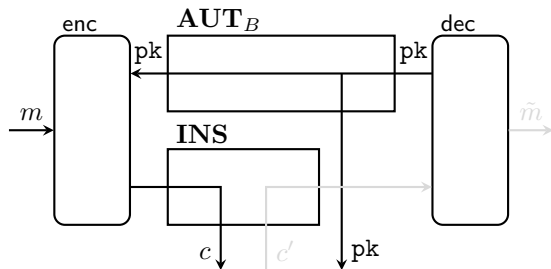
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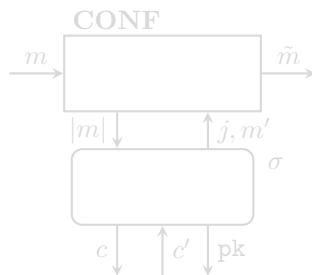
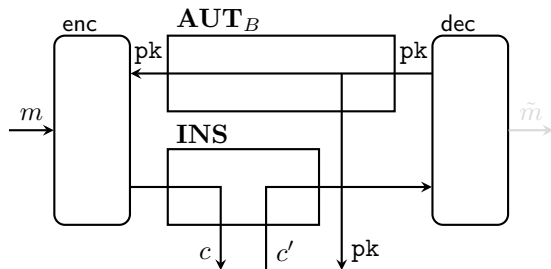
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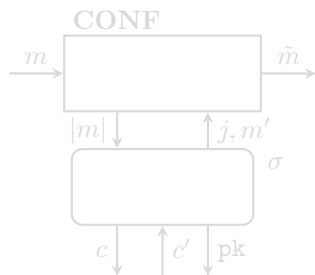
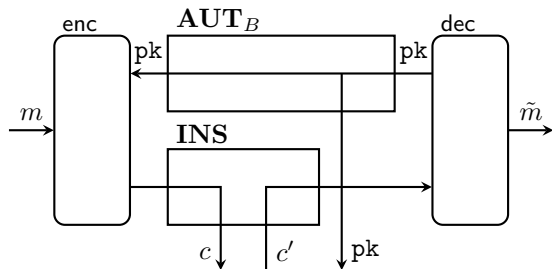
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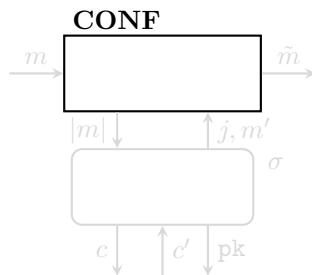
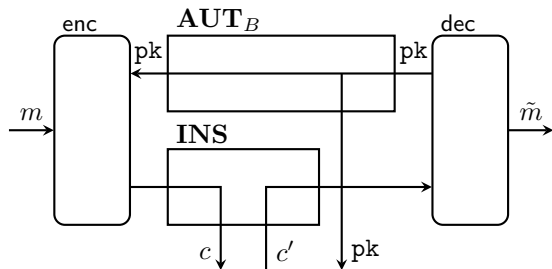
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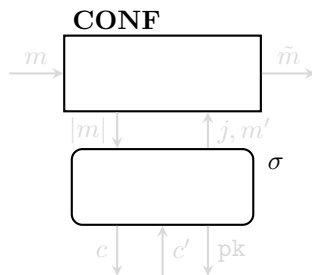
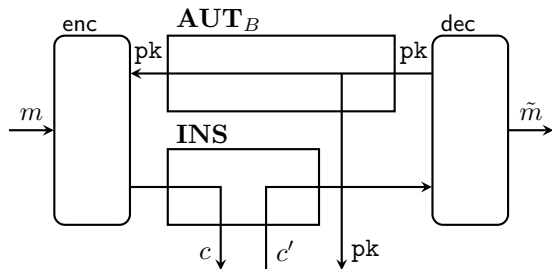
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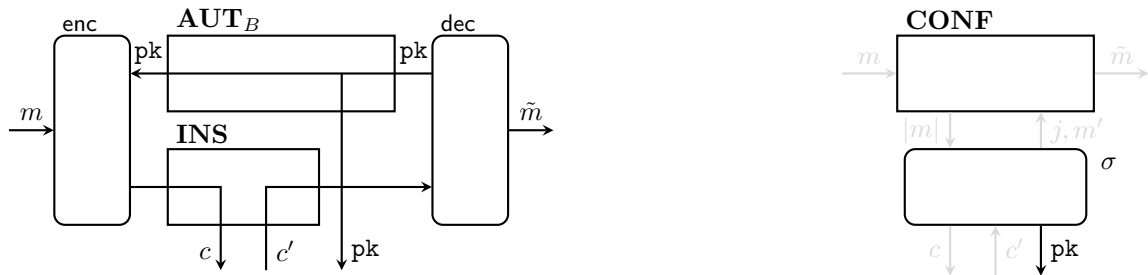
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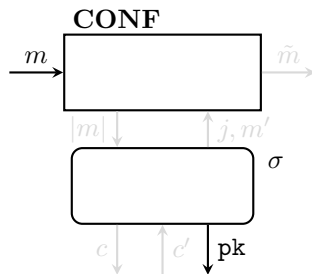
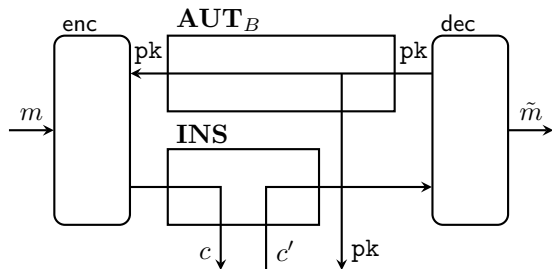
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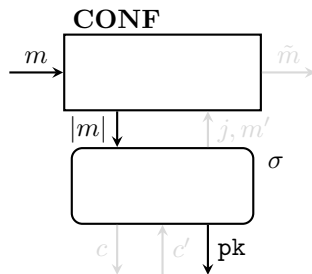
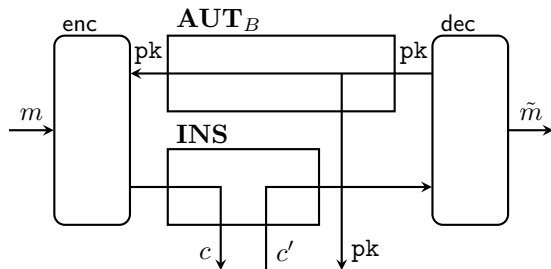
Figure: Real and ideal systems for construction of confidential channel.



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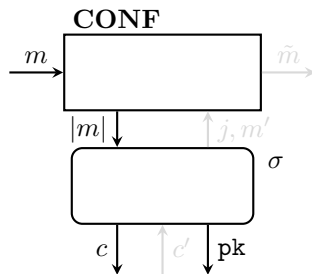
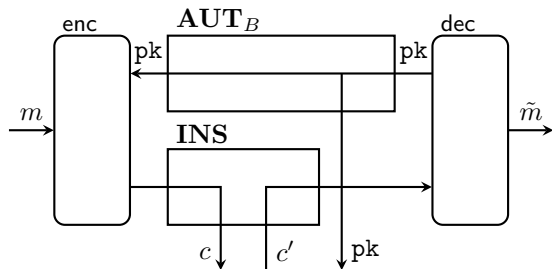
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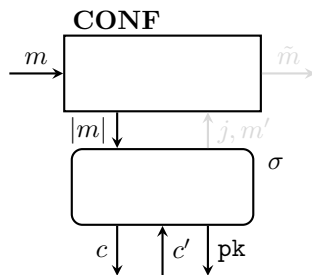
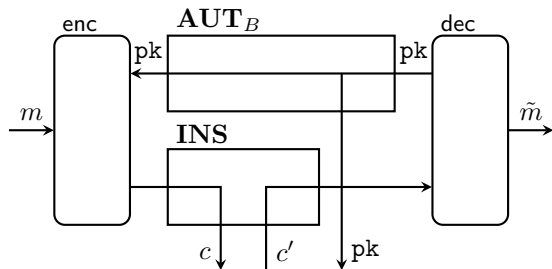
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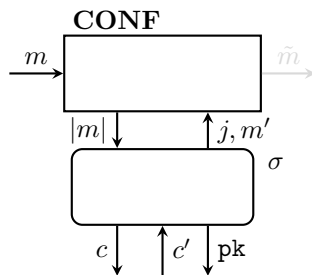
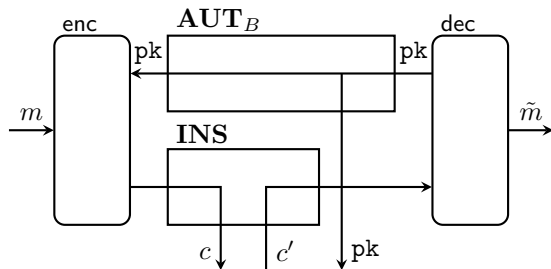
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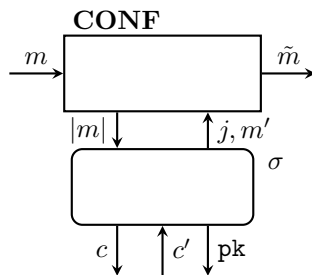
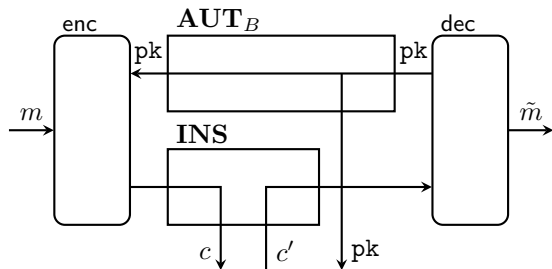
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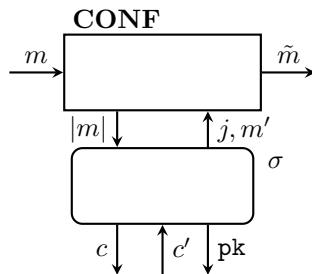
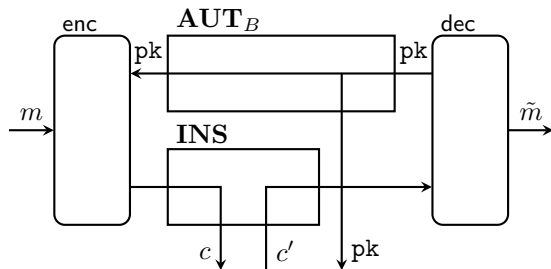
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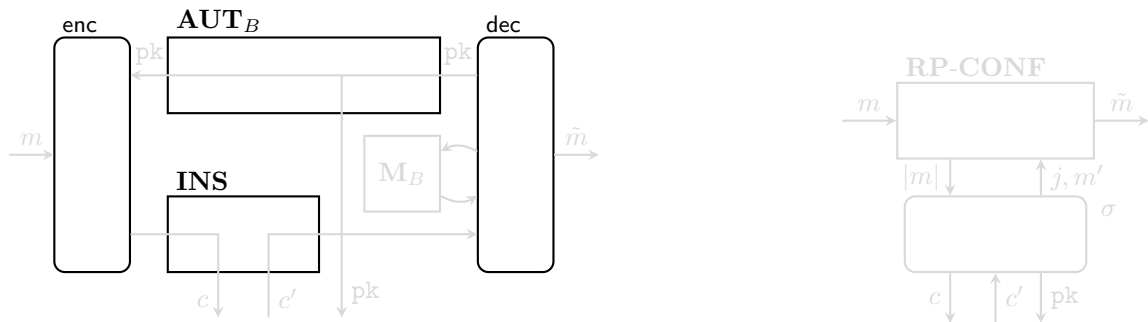
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Benchmarks - Benchmark 2

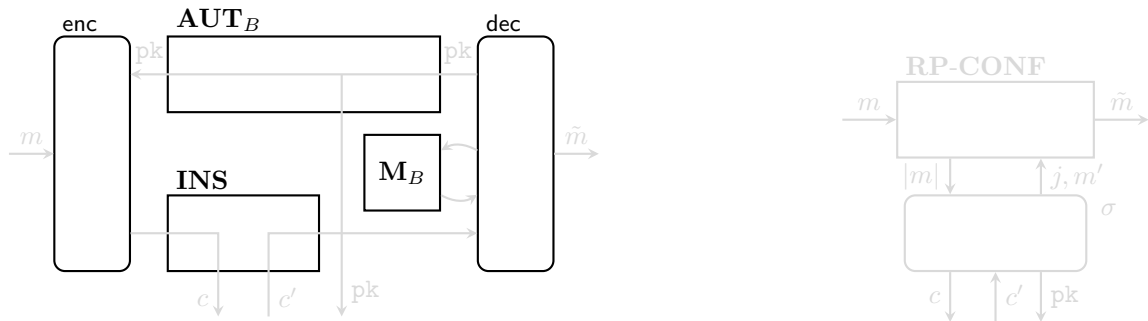
Figure: Real and ideal systems for construction of replay protected confidential channel.



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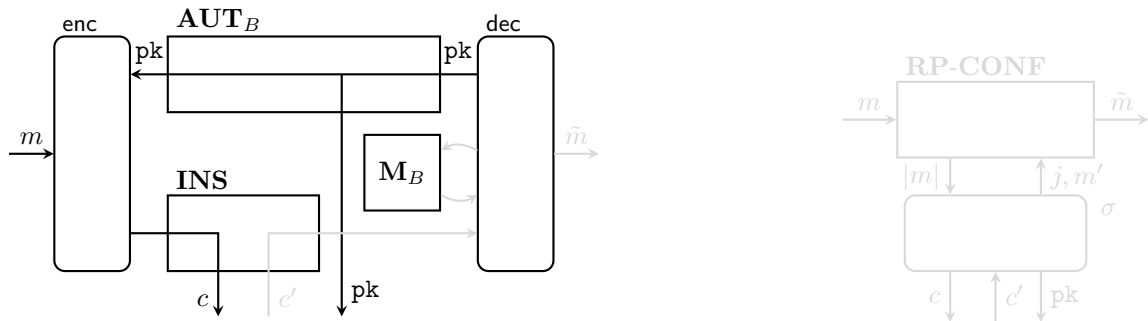
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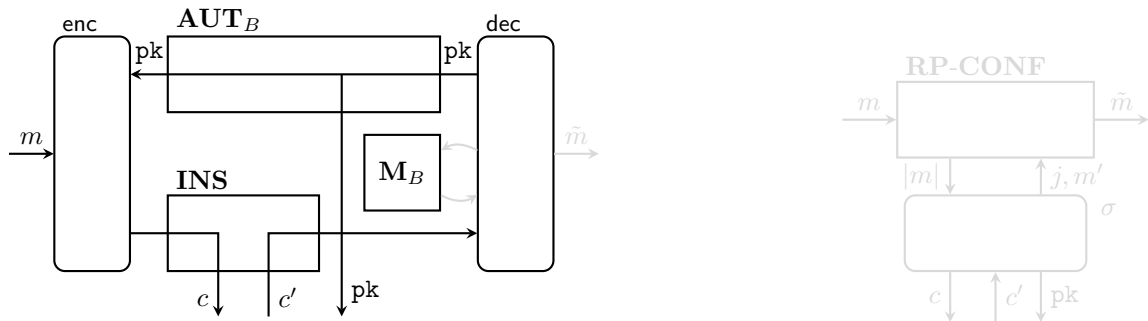
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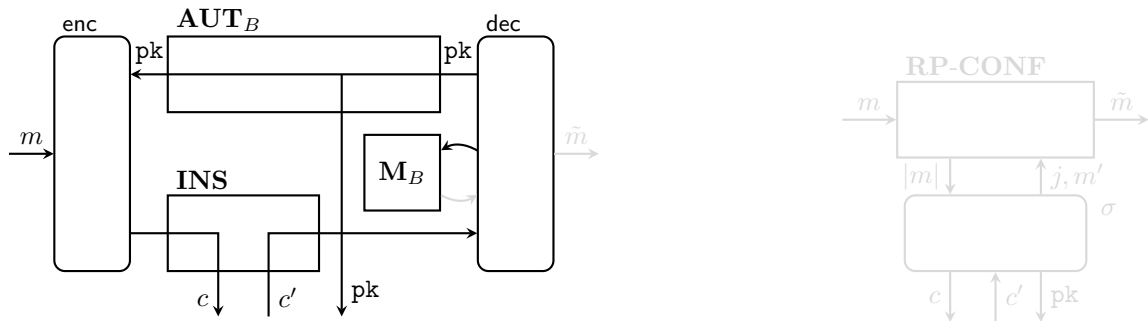
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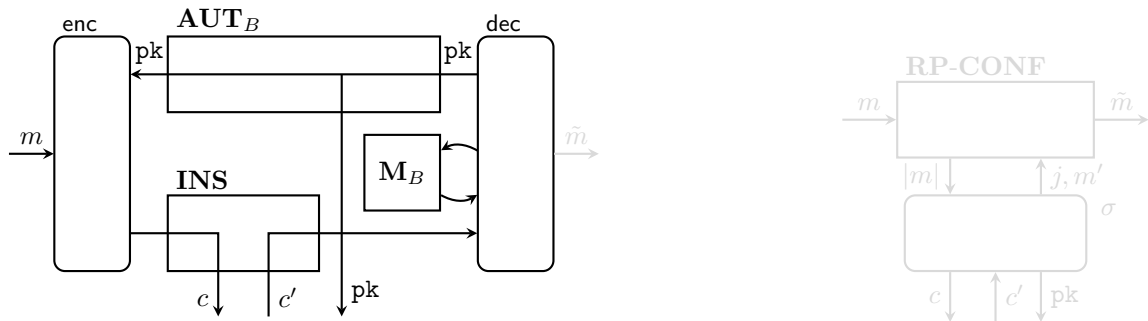
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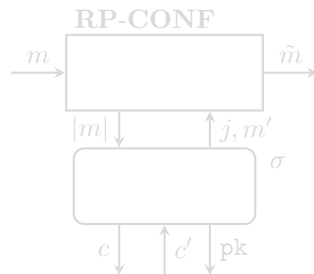
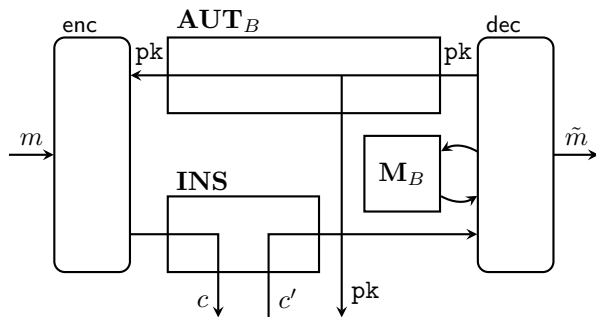
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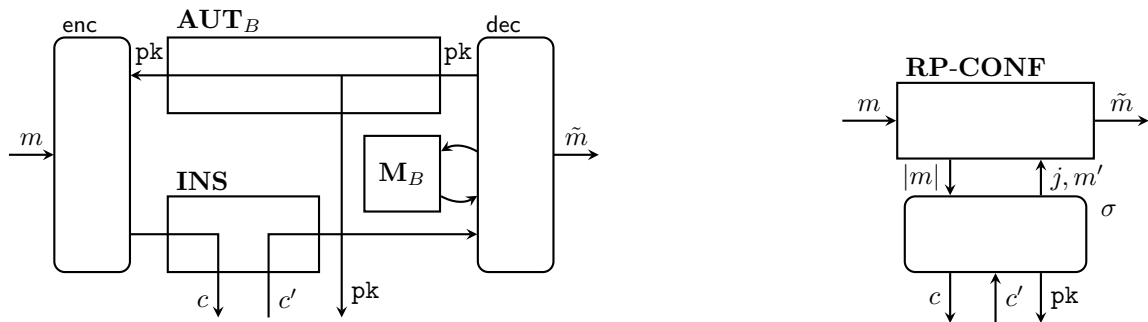
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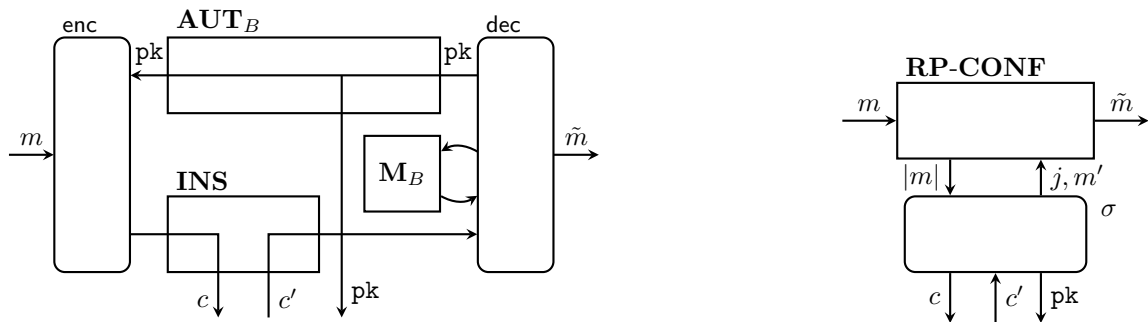
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Benchmark 1: IND-RCCA not sufficient

Recall: $P_{\text{RCCA}}(\cdot, \text{sk}, (m_0, m_1), \cdot, \cdot, c) := (D_{\text{sk}}(c) \in \{m_0, m_1\})$.

CONF channel requires non-malleability

Eve can only

- Learn message lengths $|m|$;

- Forward messages to receiver (dlv, j);

- Send new messages to receiver (inj, m').

Malleable PKE scheme can be RCCA secure:

- Binary message space \implies second decryption stage queries are “useless”;

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Achieving Benchmark 1: IND-cl-RCCA

PKE scheme $\Pi = (G, E, D)$ is IND-cl-RCCA secure if **there is an efficiently computable predicate** $v(\text{pk}, \text{sk}, c^*, c)$ such that no PPT \mathbf{D} distinguishes systems $\mathbf{G}_0^{\Pi\text{-IND-cl-RCCA}}$ and $\mathbf{G}_1^{\Pi\text{-IND-cl-RCCA}}$ with non-negligible advantage.

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IND-cl-RCCA achieves Benchmark 1 **for a single message**;

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IND-CCA-2

IND-cl-RCCA*

IND-RCCA

Benchmark 3*

Benchmark 2*

Benchmark 1

Thm. 2



Does IND-cl-RCCA capture replay-protection?

Achieving Benchmark 1: IND-cl-RCCA

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IND-CCA-2

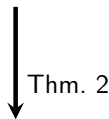
IND-cl-RCCA*

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Achieving Benchmark 2

IND-CCA-2

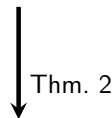
IND-cl-RCCA*

IND-RCCA

Benchmark 3*

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Benchmark 1



Does IND-cl-RCCA capture replay-protection?

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1 v takes as input the secret key;

The game does not give oracle access to v ;

How can a reduction check if two (arbitrary) ciphertexts are replays of one another?

2 v might not compute an equivalence relation;

Not clear if v could detect certain replays.

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Not clear if v could detect certain replays.

Achieving Benchmark 2

Achieving Benchmark 2: IND-srp-RCCA

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Achieving Benchmark 2: IND-srp-RCCA

IND-CCA-2

IND-srp-RCCA*

IND-cl-RCCA*

IND-RCCA

Thm. 3

Thm. 2

Benchmark 3*

Benchmark 2*

Benchmark 1

Predicate $v(pk, sk, c^*, c)$ is used by dec for replay detection.

Achieving Benchmark 2: IND-srp-RCCA

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Thm. 3
↓

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IND-RCCA

Thm. 3 ↓

Thm. 2 ↓

Benchmark 3*

Benchmark 2*

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Achieving Benchmark 3

Achieving Benchmark 3: IND-prp-RCCA

IND-prp-RCCA defined similarly to IND-srp-RCCA.

Main difference: predicate v is not given the secret key.

Achieving Benchmark 3: IND-prp-RCCA

IND-prp-RCCA defined similarly to IND-srp-RCCA.

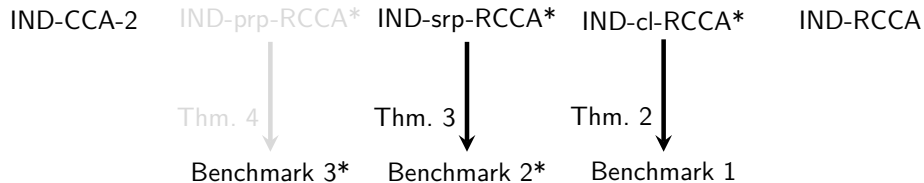
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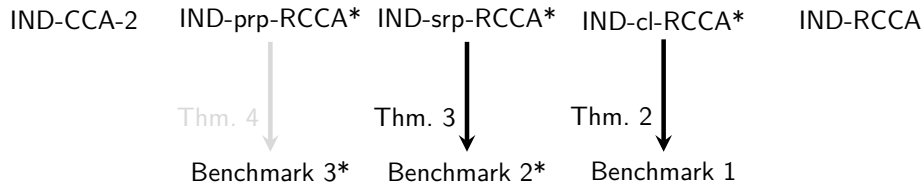
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Achieving Benchmark 3: IND-prp-RCCA



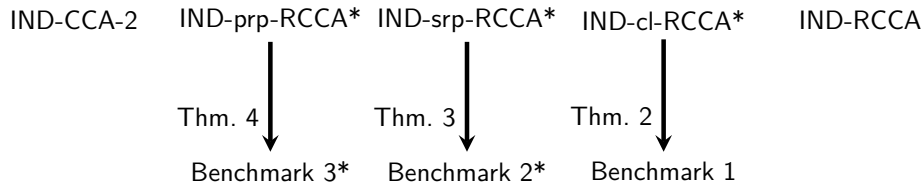
Predicate v is used by rp for replay detection.

Achieving Benchmark 3: IND-prp-RCCA



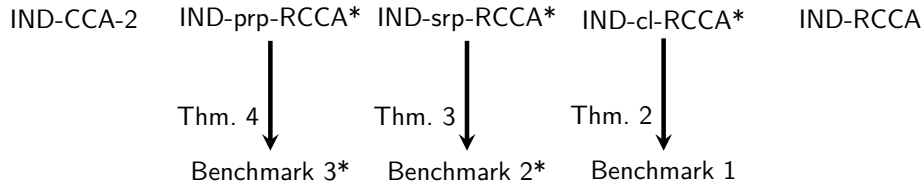
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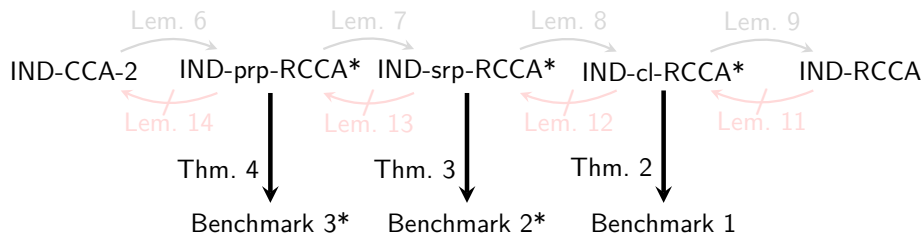
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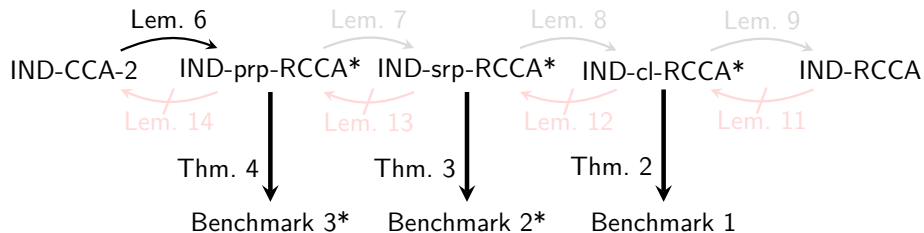
Relations Between Notions

Figure: Relations between security notions. Security notions introduced in this paper are marked with *.



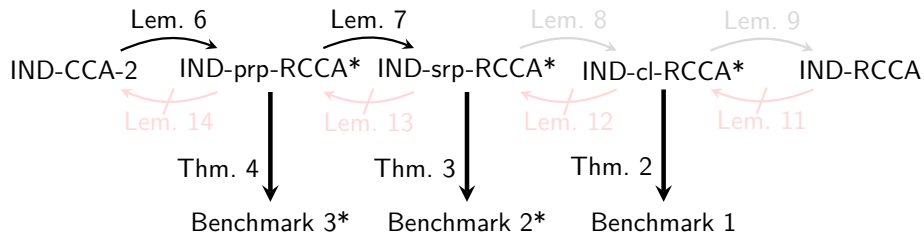
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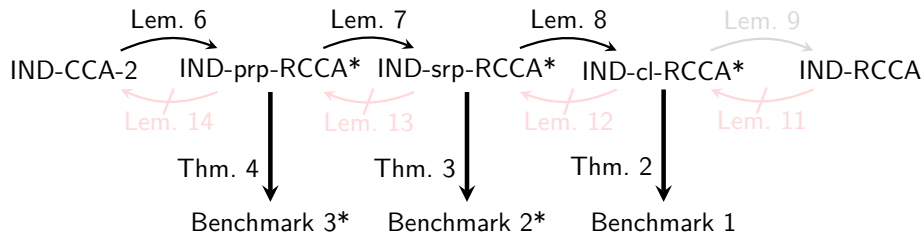
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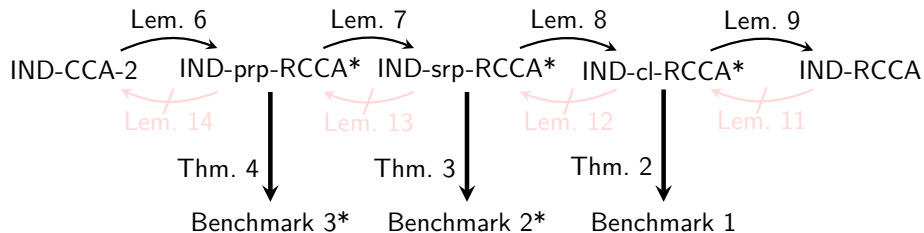
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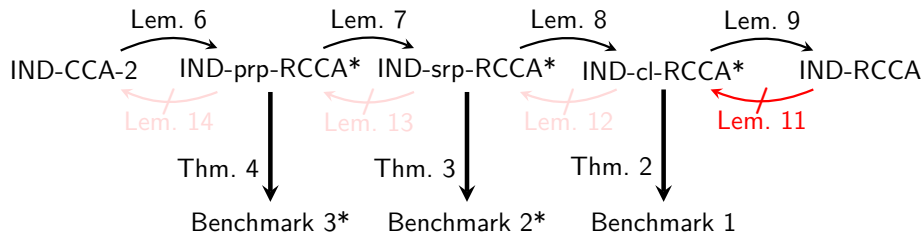
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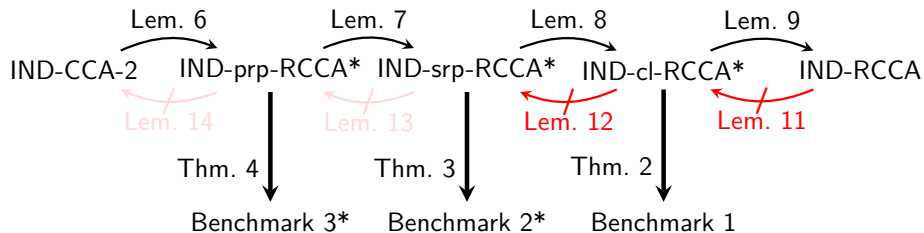
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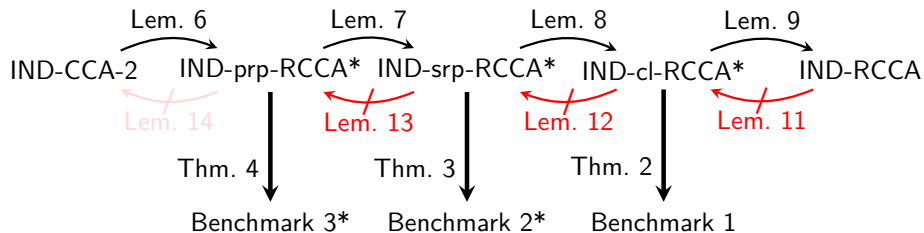
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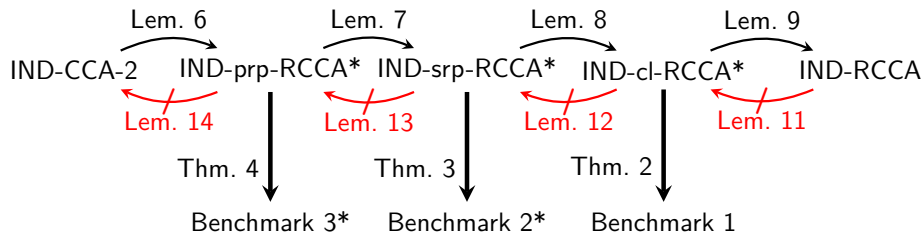
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Thank You!



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In Dan Boneh, editor, *Advances in Cryptology – CRYPTO 2003*, volume 2729 of *Lecture Notes in Computer Science*, pages 565–582, Santa Barbara, CA, USA, August 17–21, 2003. Springer, Heidelberg, Germany.



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Constructing confidential channels from authenticated channels - public-key encryption revisited.

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