

WhatsUp with Sender Keys?

Analysis, Improvements and Security Proofs

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Group Messaging

A screenshot of a WhatsApp group chat titled "Minicrypt". The chat history shows several messages:

- A message at 12:38: "A lot of spam. The summary is humuseria, cevicheria, cuban".
- A green bubble at 12:43: "No preference here" (with a checkmark).
- Claudia Bartoli at 12:45: "i love the humuseriaaaa".
- Claudia Bartoli at 12:45: "but im ok with anything really".
- Dimitris Kolonelos at 13:07: "So we have one cuban, one humuseria".
- Dimitris Kolonelos at 13:07: "Until 16:00 I'll have booked. @Daniele Cozzo @Gaspard Anthoine?".
- Daniele Cozzo at 13:31: "Humuseria for the win".
- Dimitris Kolonelos at 14:54: "Daniele you should ask the Gaspard because we're 2-2".

A screenshot of the settings page for the "Minicrypt" group. The settings are as follows:

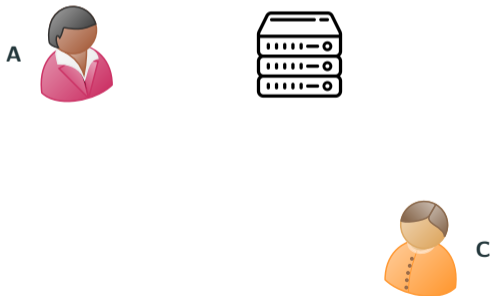
- Encryption:** Messages and calls are end-to-end encrypted. Tap to learn more.
- Disappearing messages:** 90 days.
- Chat lock:** (Option to lock the chat).

Below the settings, it shows "9 participants" and a list of members:

- You:** Disponible.
- Hamza Abusalah:** I prefer Signal! (Group Admin).
- Claudia Bartoli:** Disponible.
- Damien Robicout:** (partially visible).

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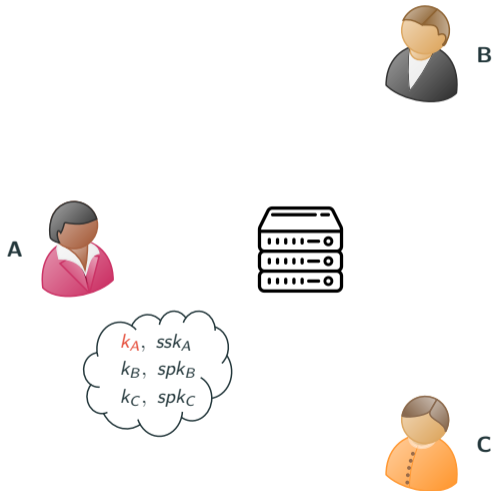
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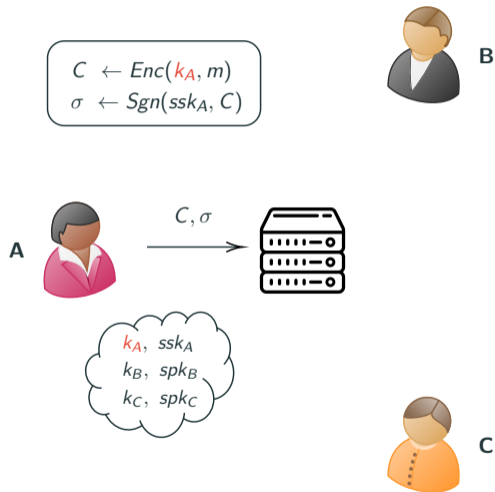
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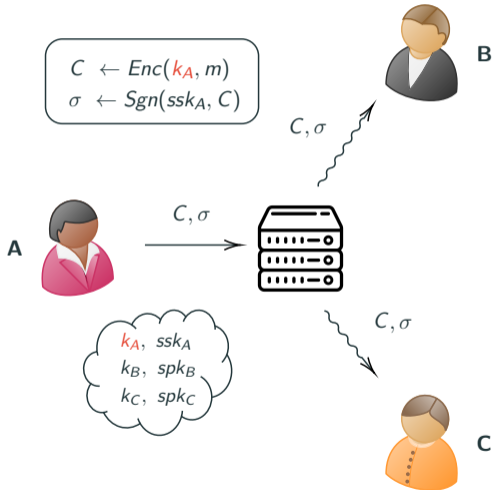
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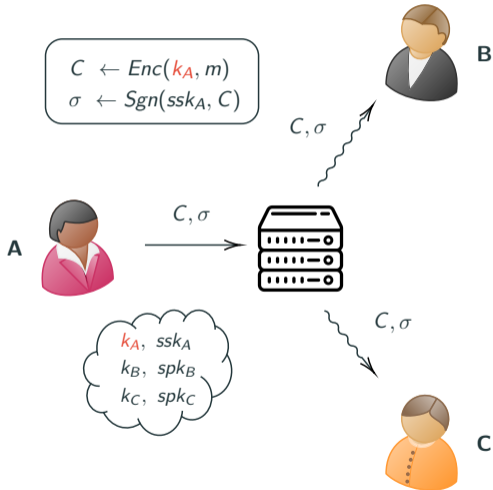
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- Parties use *two-party messaging* to share fresh key material.



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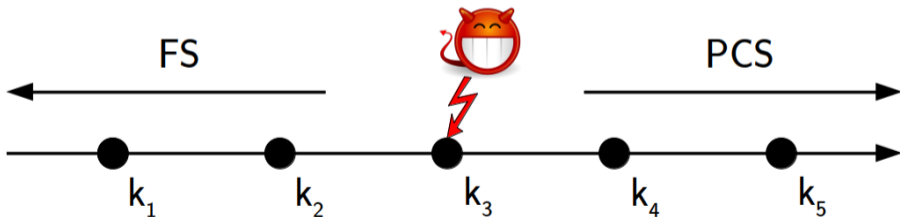
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- **Post-Compromise Security (PCS):** *future* messages secret a key refresh.



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What are its main **deficiencies**, and how can we address them *efficiently*?

- **Formalization** of Sender Keys in a novel framework.

Our Work

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Concurrent work [Albrecht, Dowling, Jones, S&P 2024] formalizes Matrix, similar conclusions.

Protocol and Syntax

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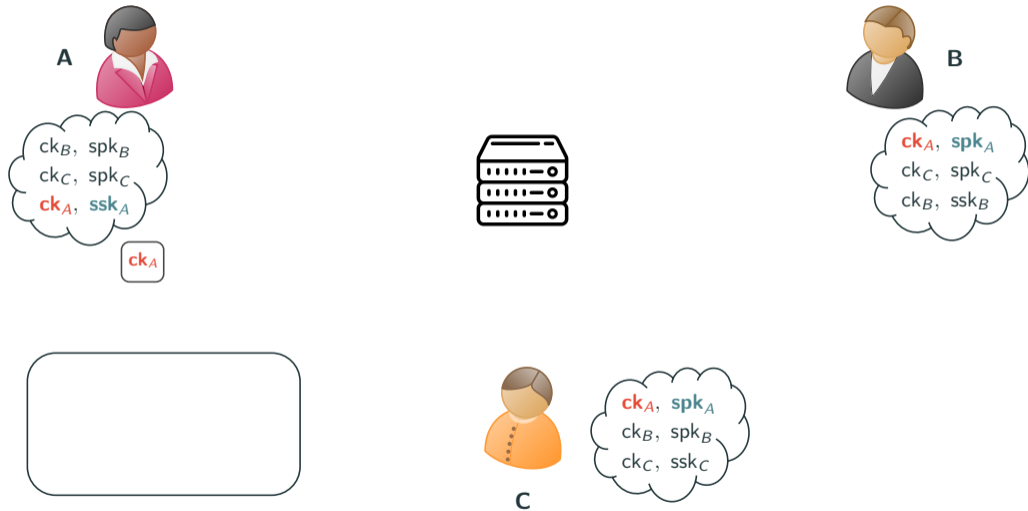
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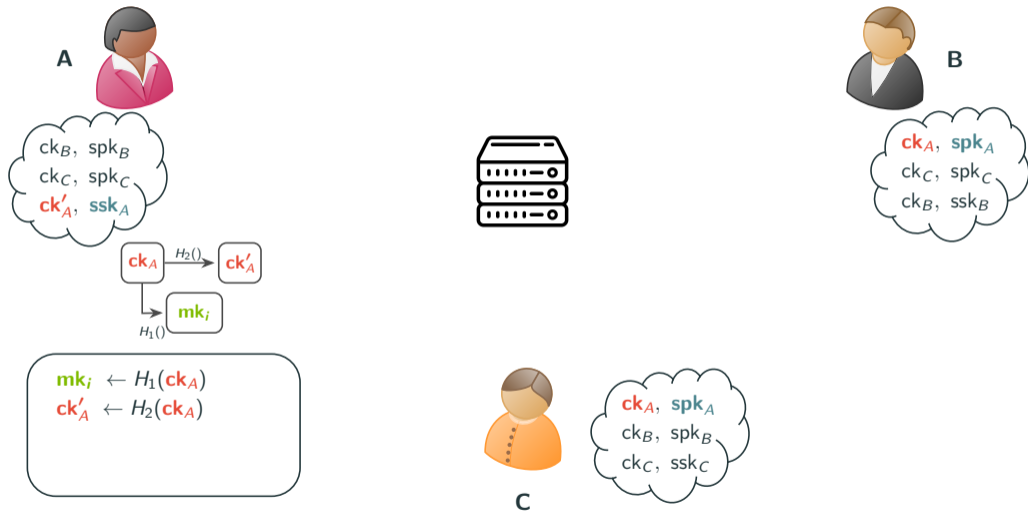
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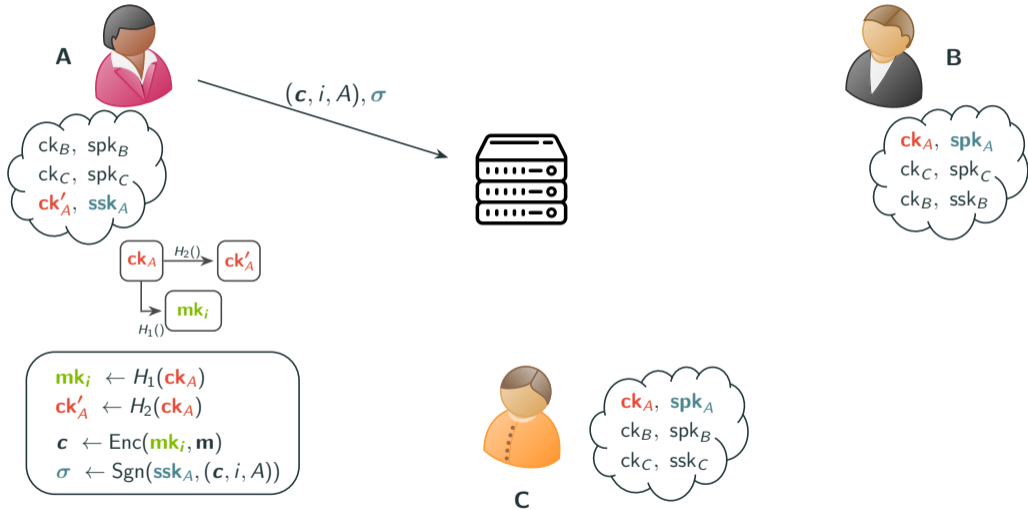
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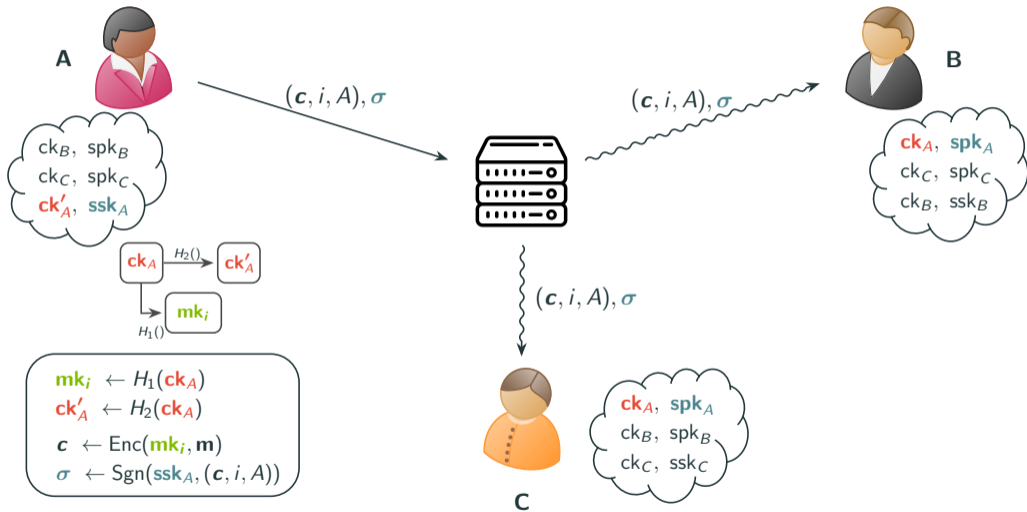
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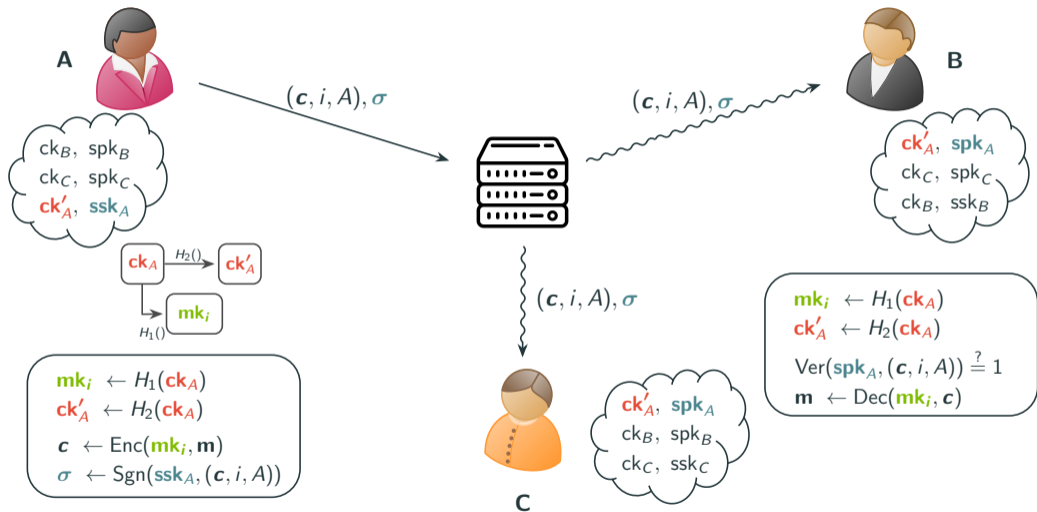
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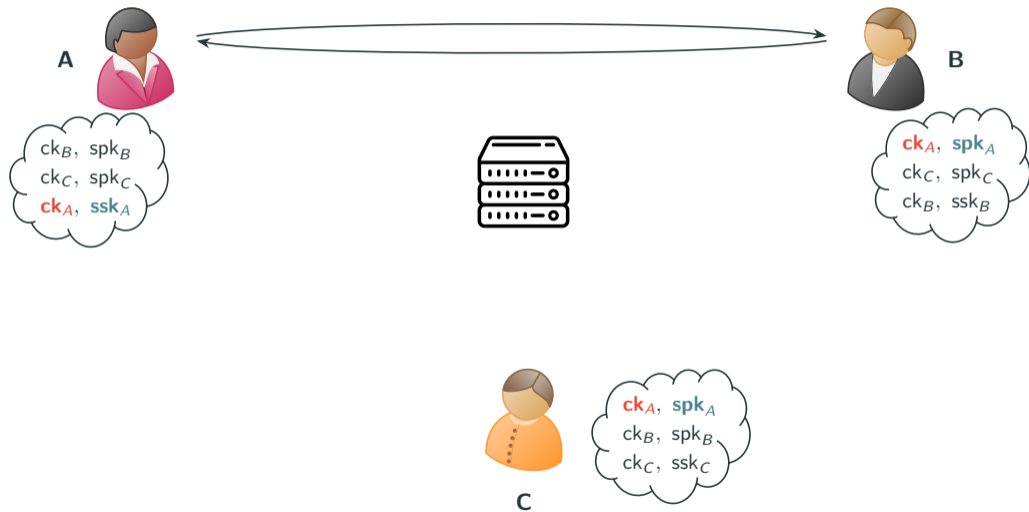
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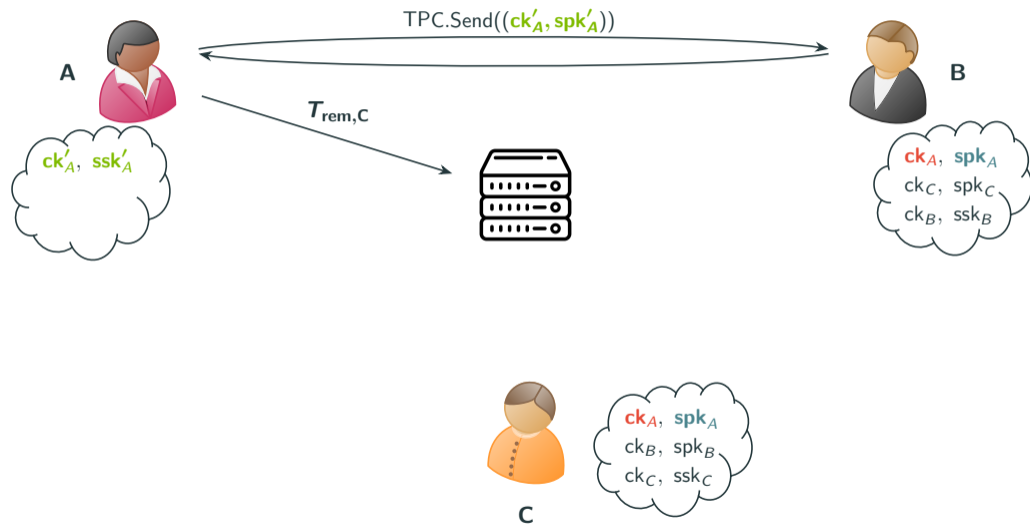
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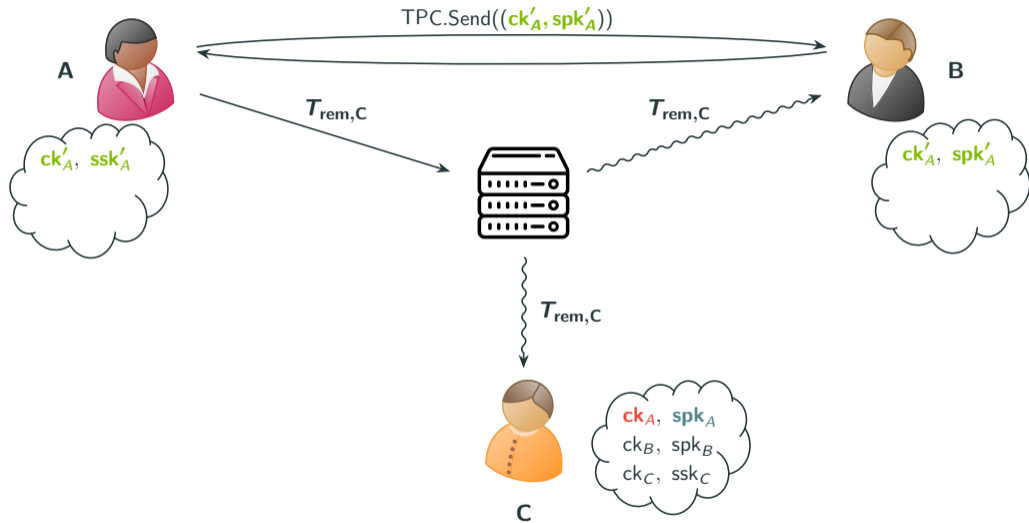
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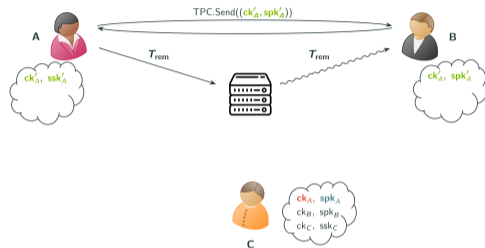


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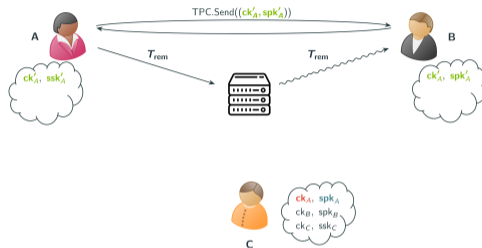
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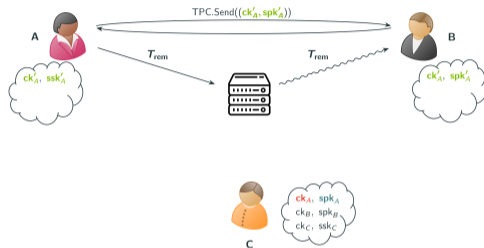
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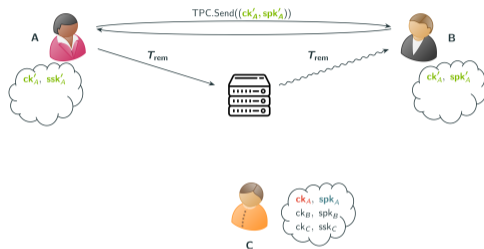
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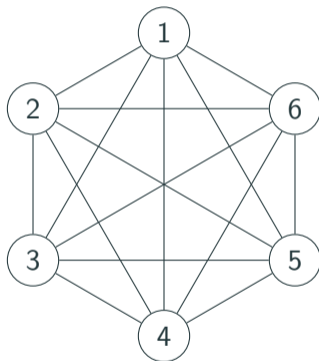


Modelling 2PC

We model *two-party channels as a primitive* 2PC, parametrized by a *PCS bound* Δ . Δ is the number of messages needed for the channel to heal [ACD19].

Two-Party Channels

Two-party channels only refresh (i.e. achieve PCS) if users interact.



This can be problematic in practice.

Proving Security

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Oracles:

- $\text{Create}(ID, IDs)$
- $\text{Challenge}(ID, m_0, m_1)$
- $\text{Send}(ID, m)$
- $\text{Receive}(ID, C)$
- $(\text{Add/Remove})(ID, ID')$
- $\text{Update}(ID)$
- $\text{Deliver}(ID, T)$
- $\text{Expose}(ID)$

Security of Sender Keys (informal)

Let

- SymEnc a IND-CPA symmetric encryption scheme
- Sig a SUF-CMA signature scheme
- H a PRG.
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Conclusion: The core of the protocol has *no fundamental flaws*. But it still presents some drawbacks.

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We propose and formalize **Sender Keys+** *as a practical, improved alternative!*

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 - Problem: concurrency; when to delete keys?
- **Solution:** All *keys hashed forward* N times before r is applied + keep track of indices.
 - Can *remove parties efficiently* – $\mathcal{O}(n)$ communication.
 - Drawback: signature keys not updated.

Final Remarks

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Thank you!

`ia.cr/2023/1385`

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