

Count Corruptions, Not Users: Improved Tightness for Signatures, Encryption and Authenticated Key Exchange

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Motivation

Modern applications ask for security in the presence of powerful adversaries who may **adaptively corrupt** parties.

- Key exchange (TLS), messaging (Signal, MLS), etc.

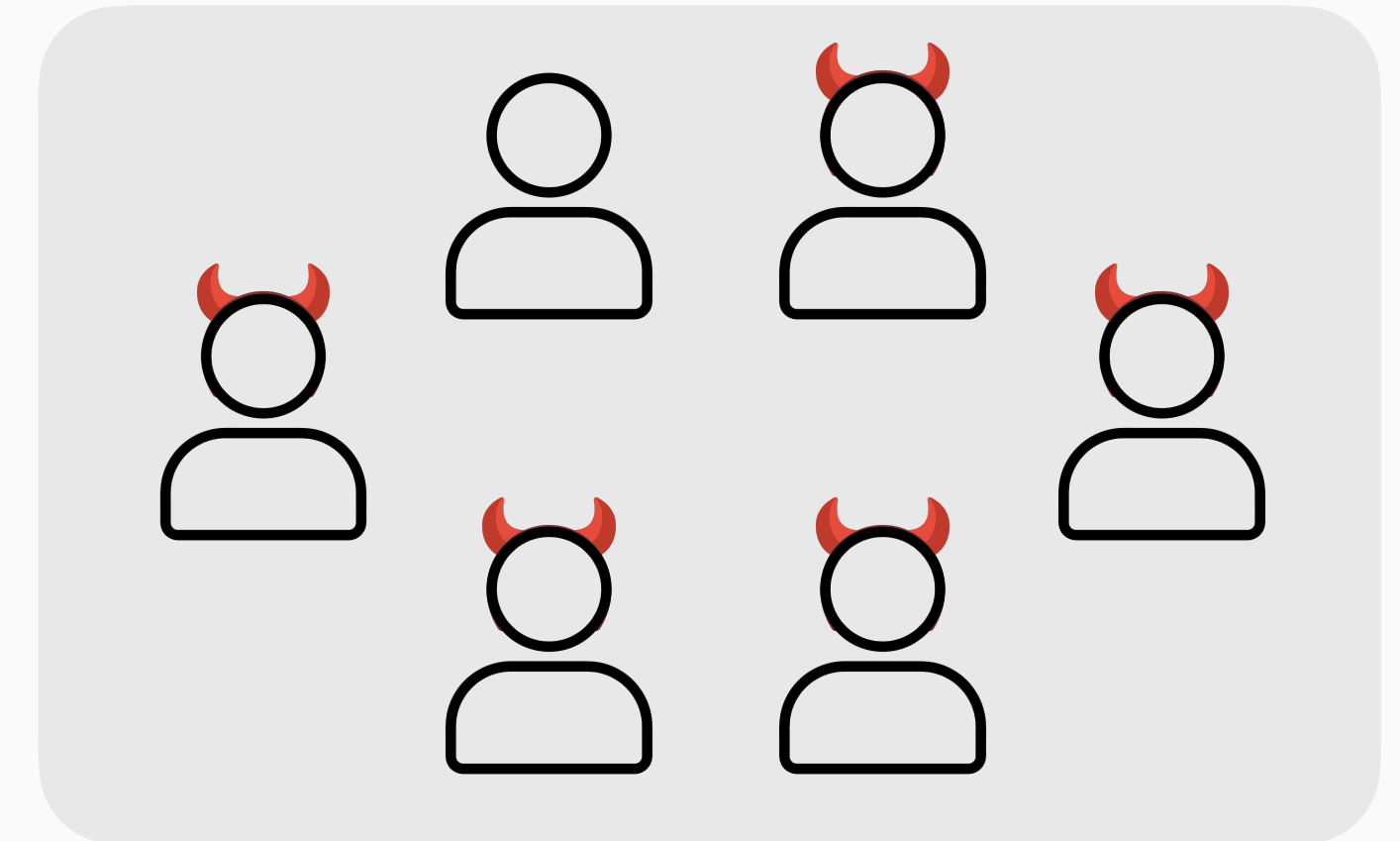
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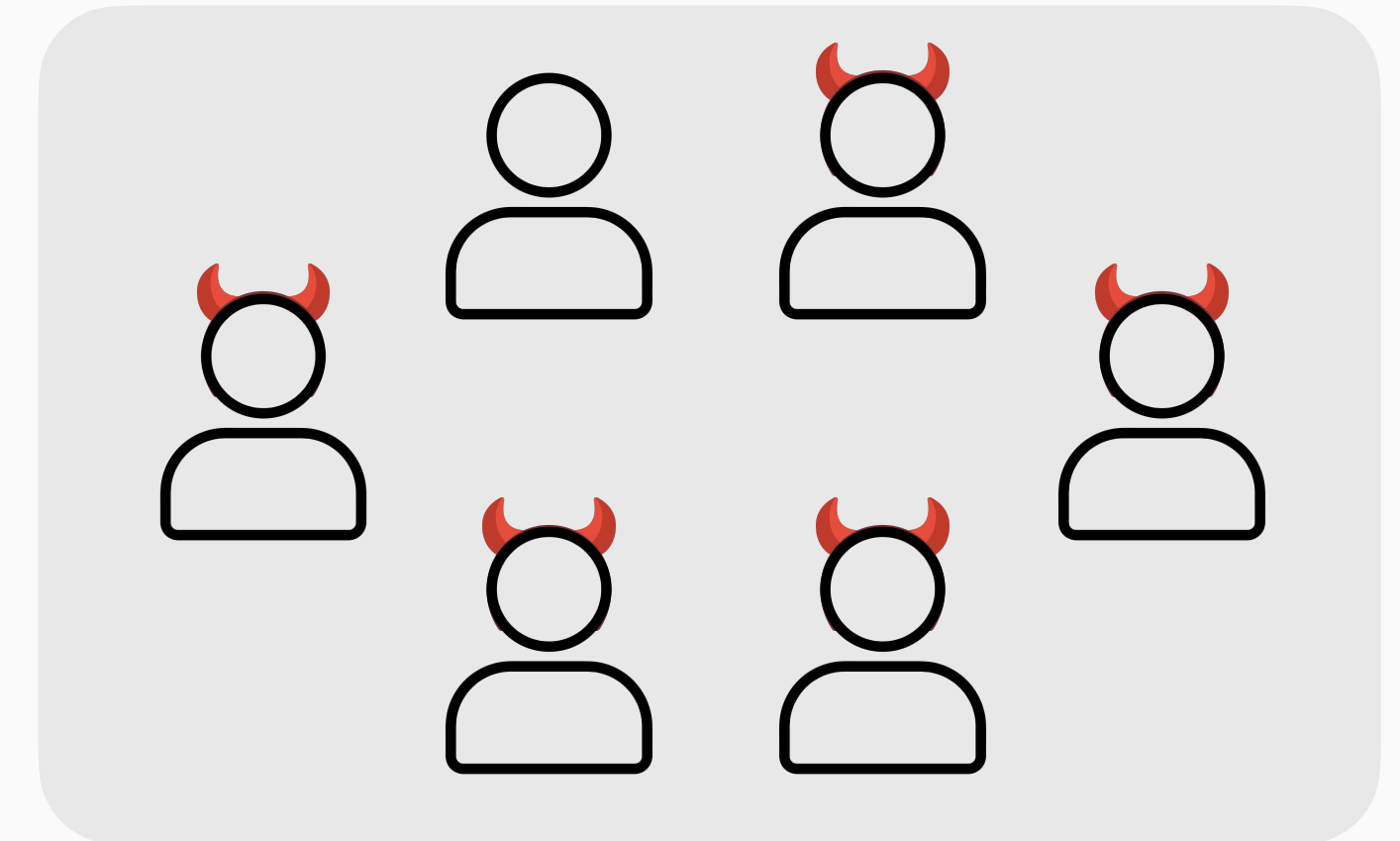
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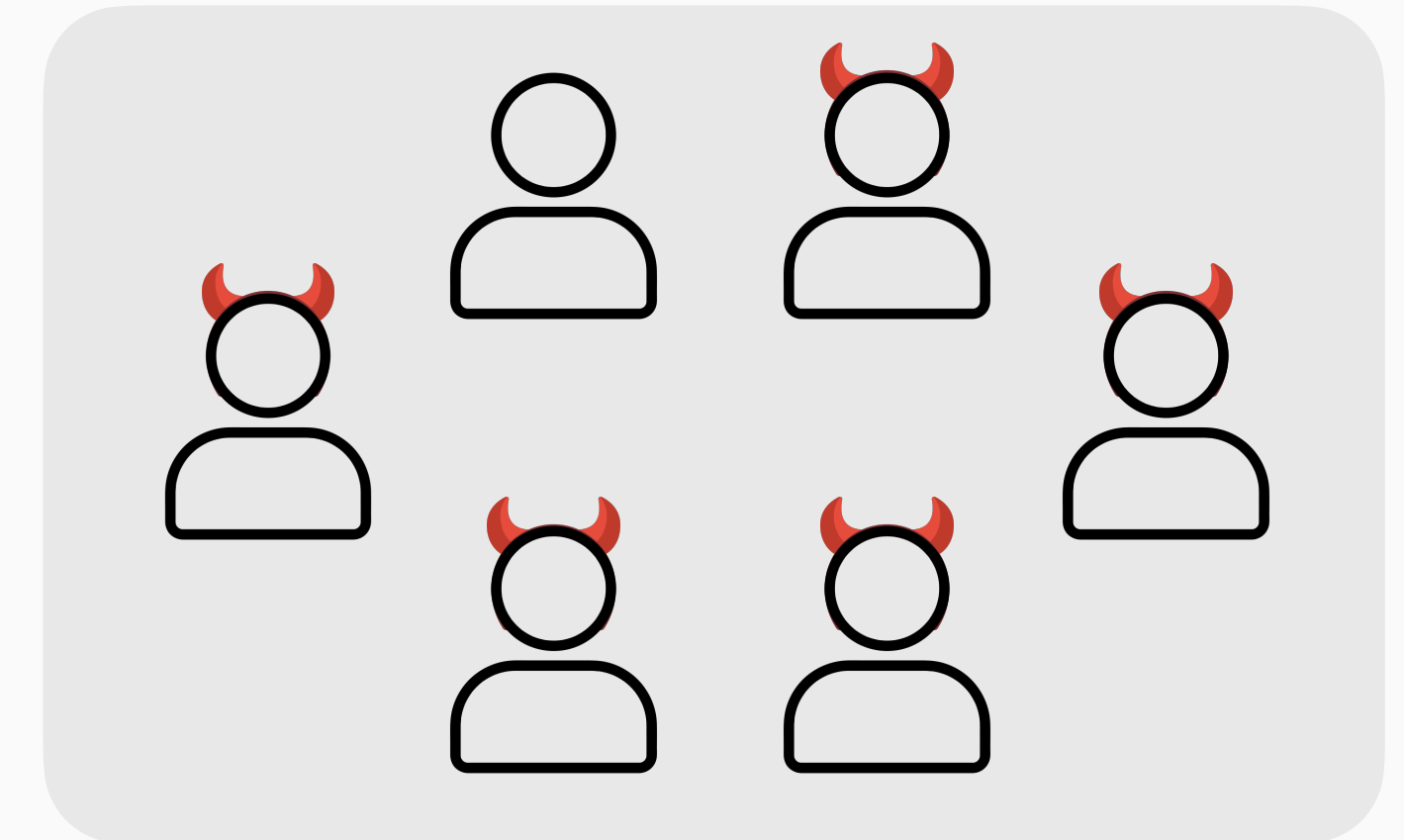
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Microsoft Storm-0885 attack (2023)¹

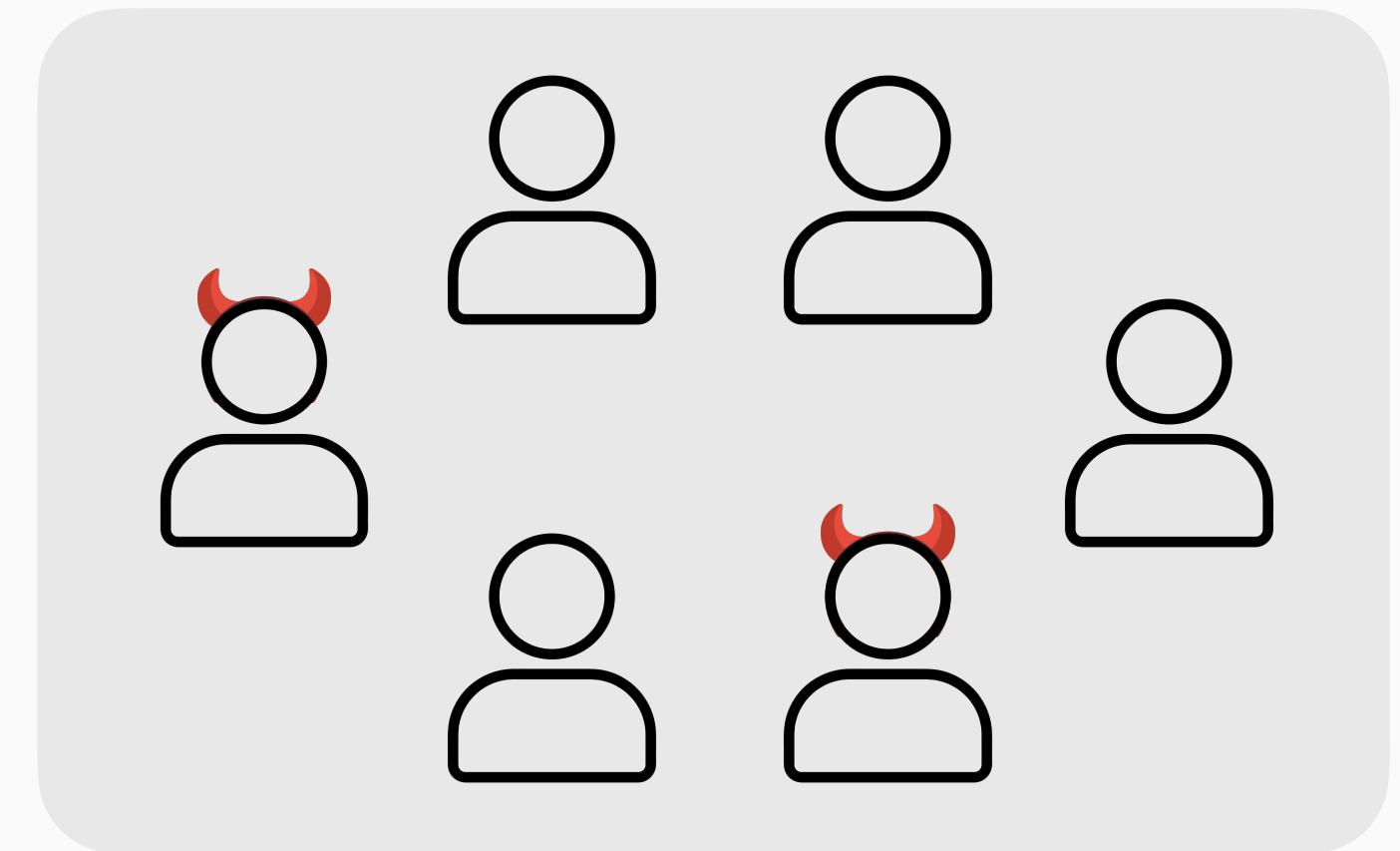
- Attackers acquired a Microsoft account (MSA) consumer signing key used to authenticate tokens
- Affected were email accounts of 22 organizations and 500 individuals globally (e.g. top-tier US government officials)

¹ <https://www.microsoft.com/en-us/security/blog/2023/07/14/analysis-of-storm-0558-techniques-for-unauthorized-email-access/>

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Our model: cp-muc security (“corruption-parametrized”)

- n users
- c corruptions for $c \ll n$



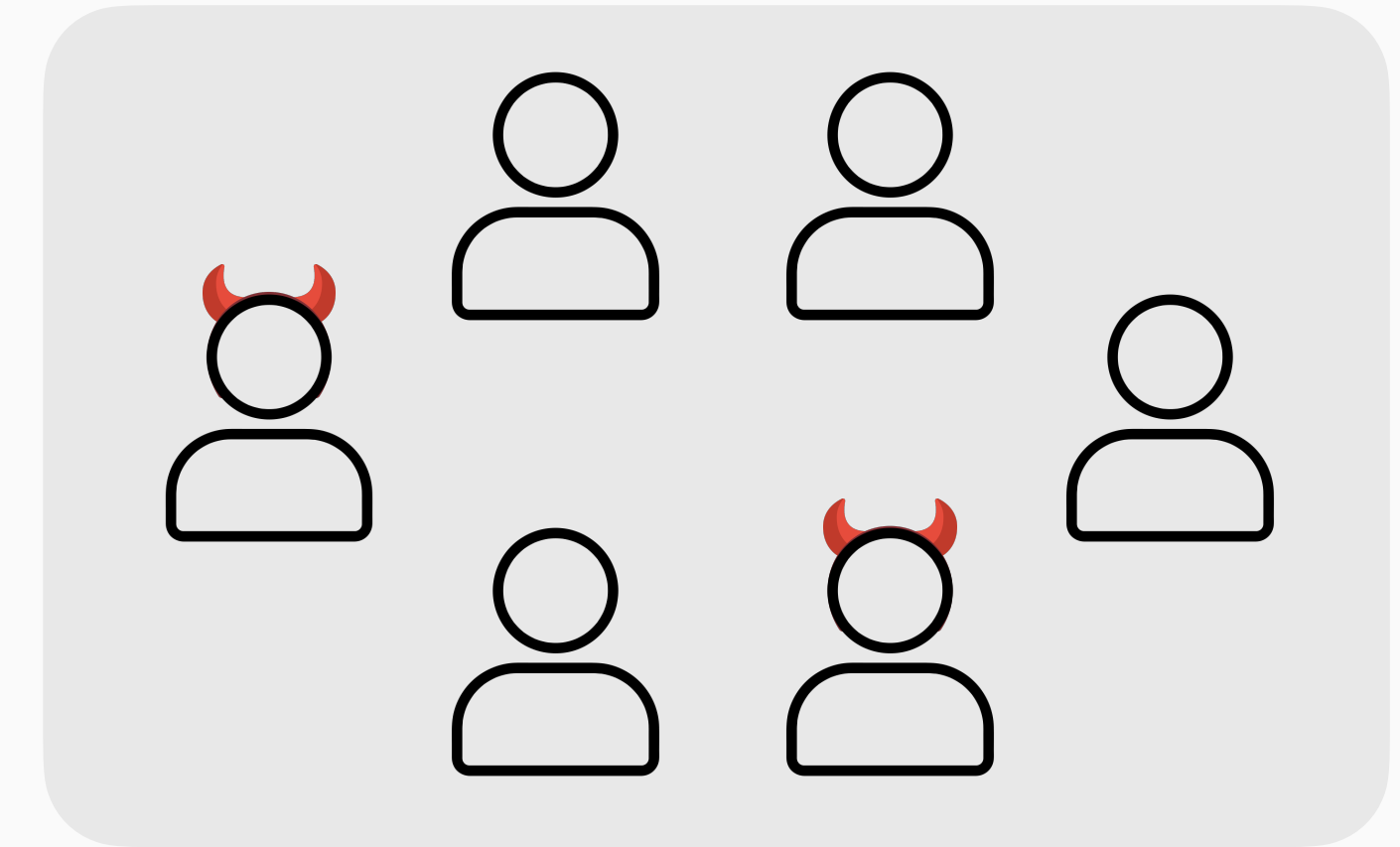
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- Signing, public-key and secret-key encryption, key exchange, ...
- Similar to a “threshold” in secret sharing of MPC



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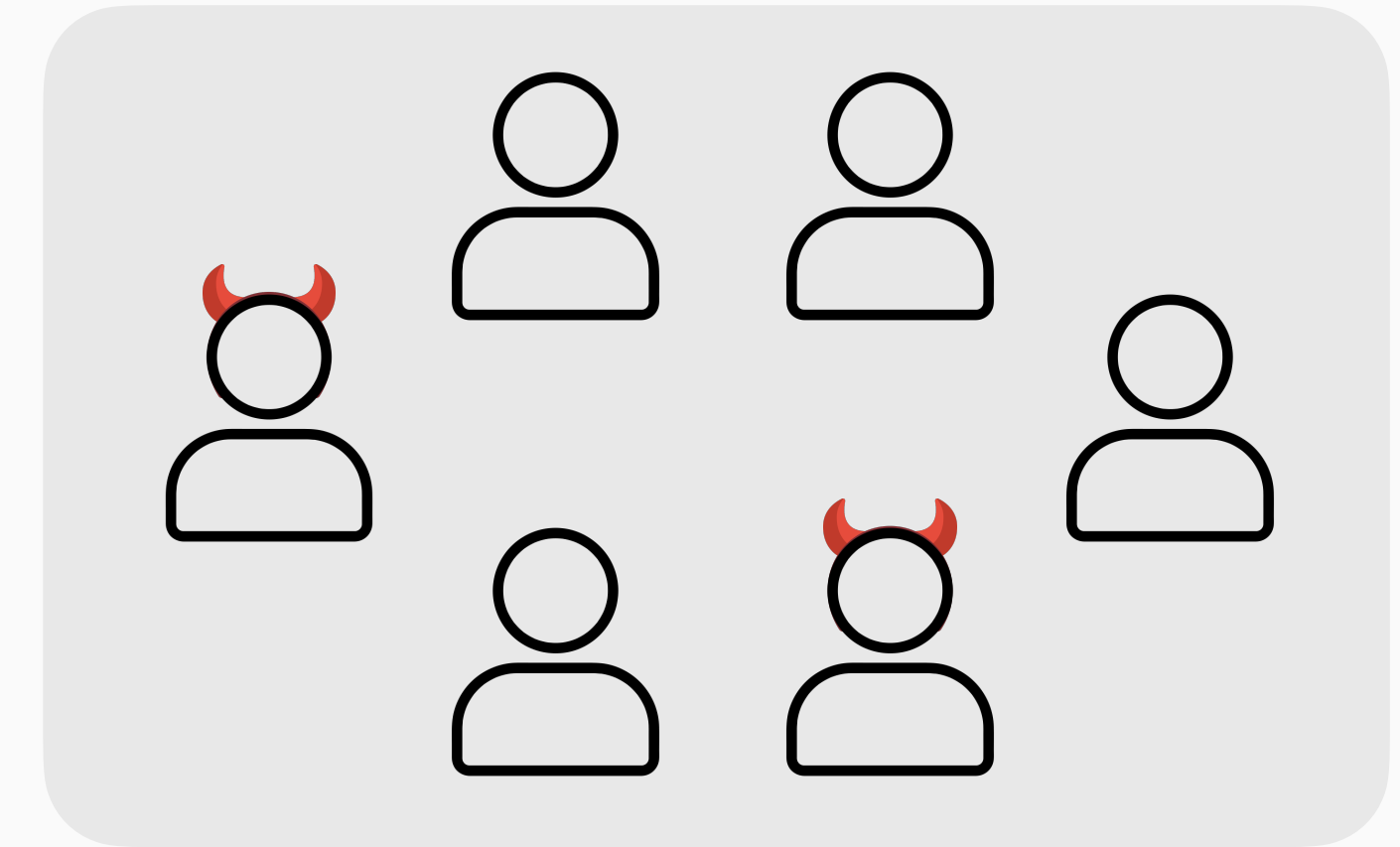
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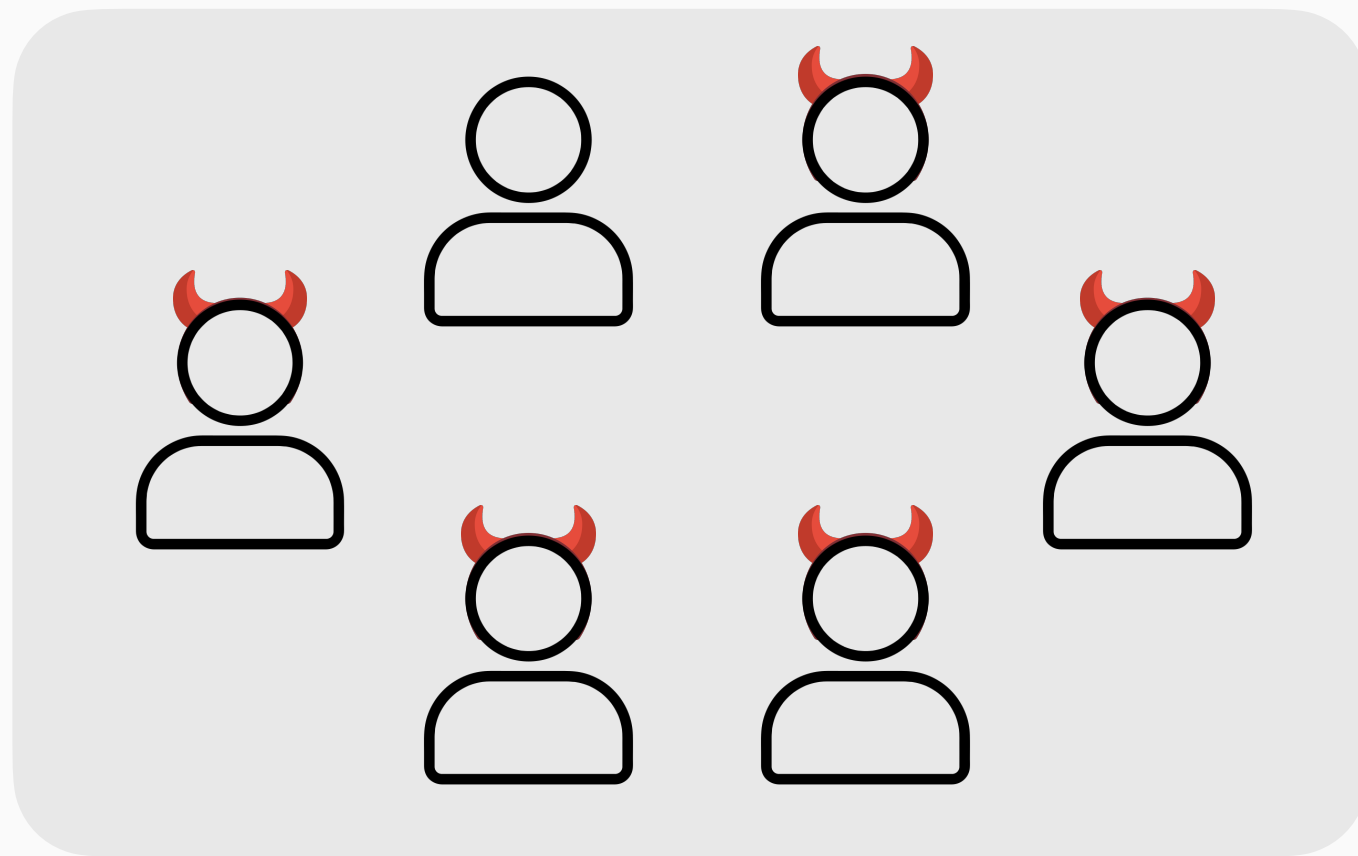
Goal

- Better concrete security guarantees for protocols deployed in practice, where otherwise tight(er) bounds are unknown or impossible

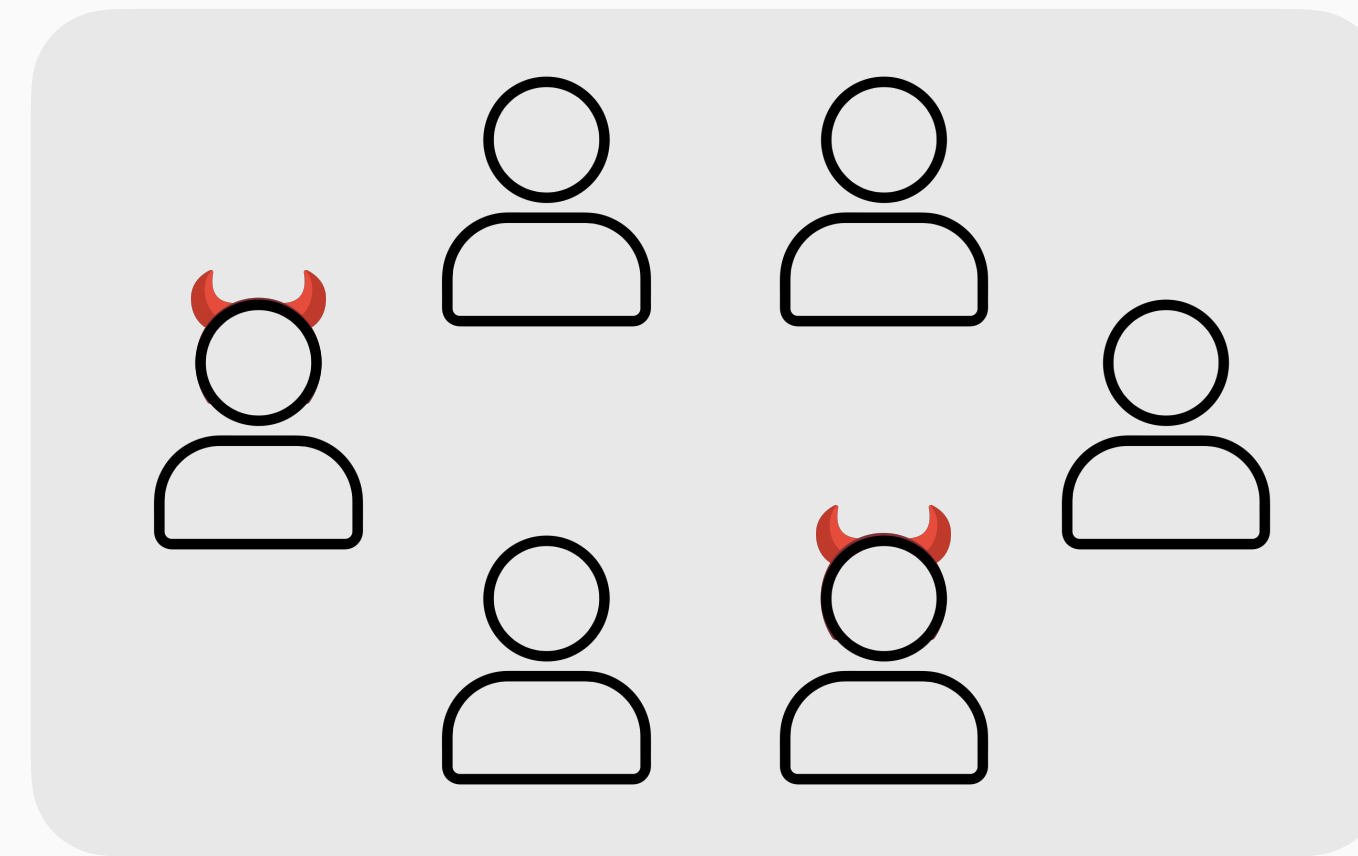


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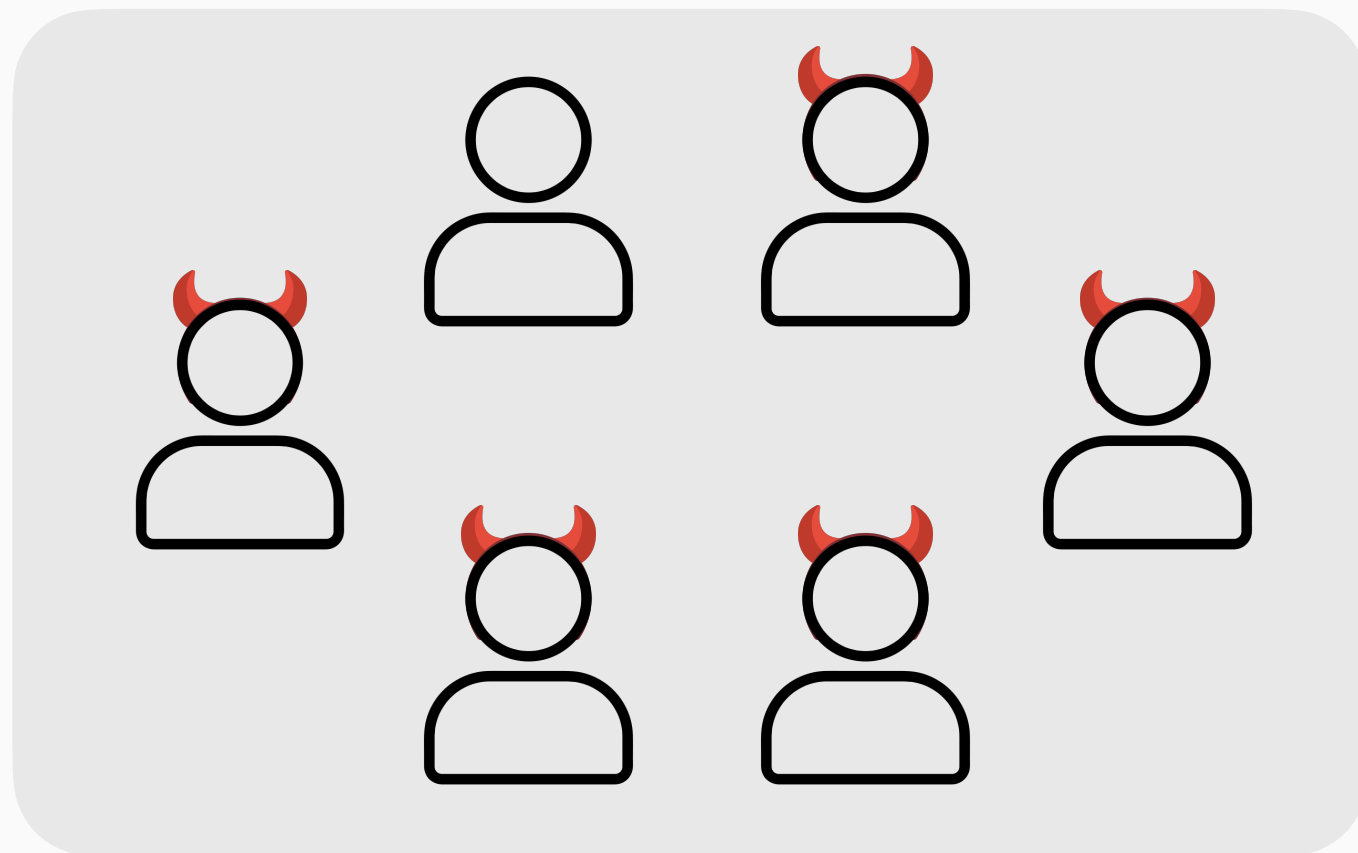


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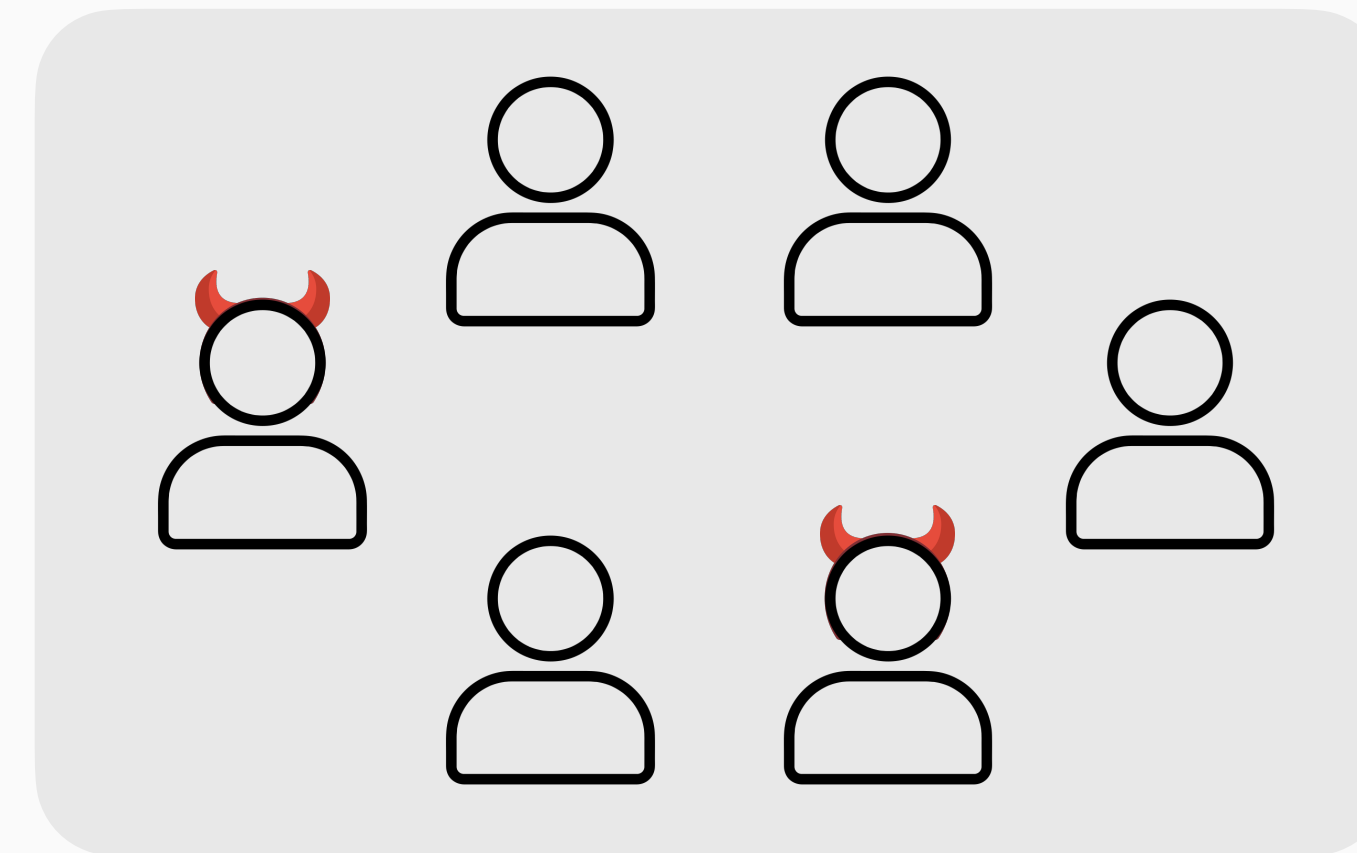


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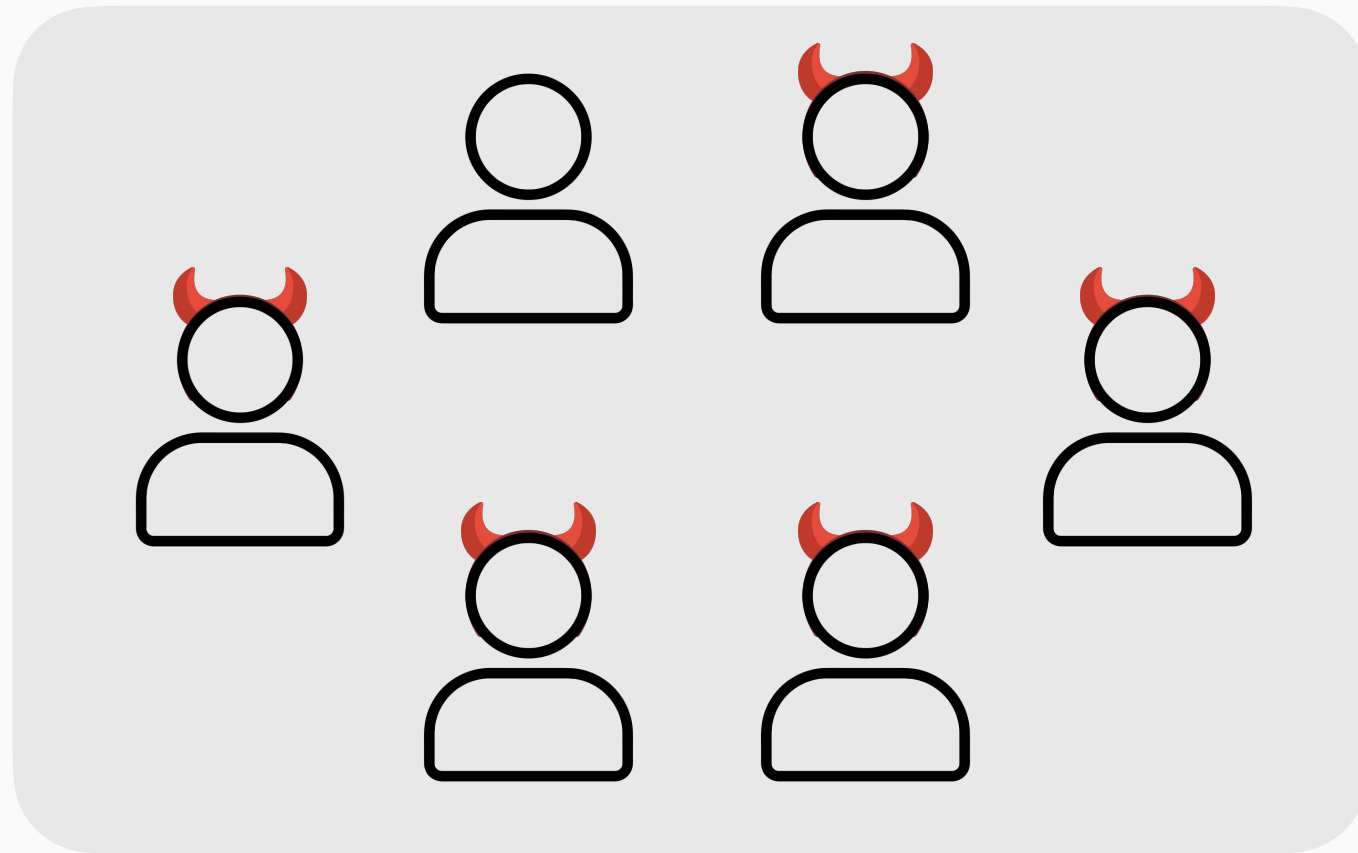


Standard hybrid argument:

- Reduces to single-user (su) security
- Security loss linear in the number of users

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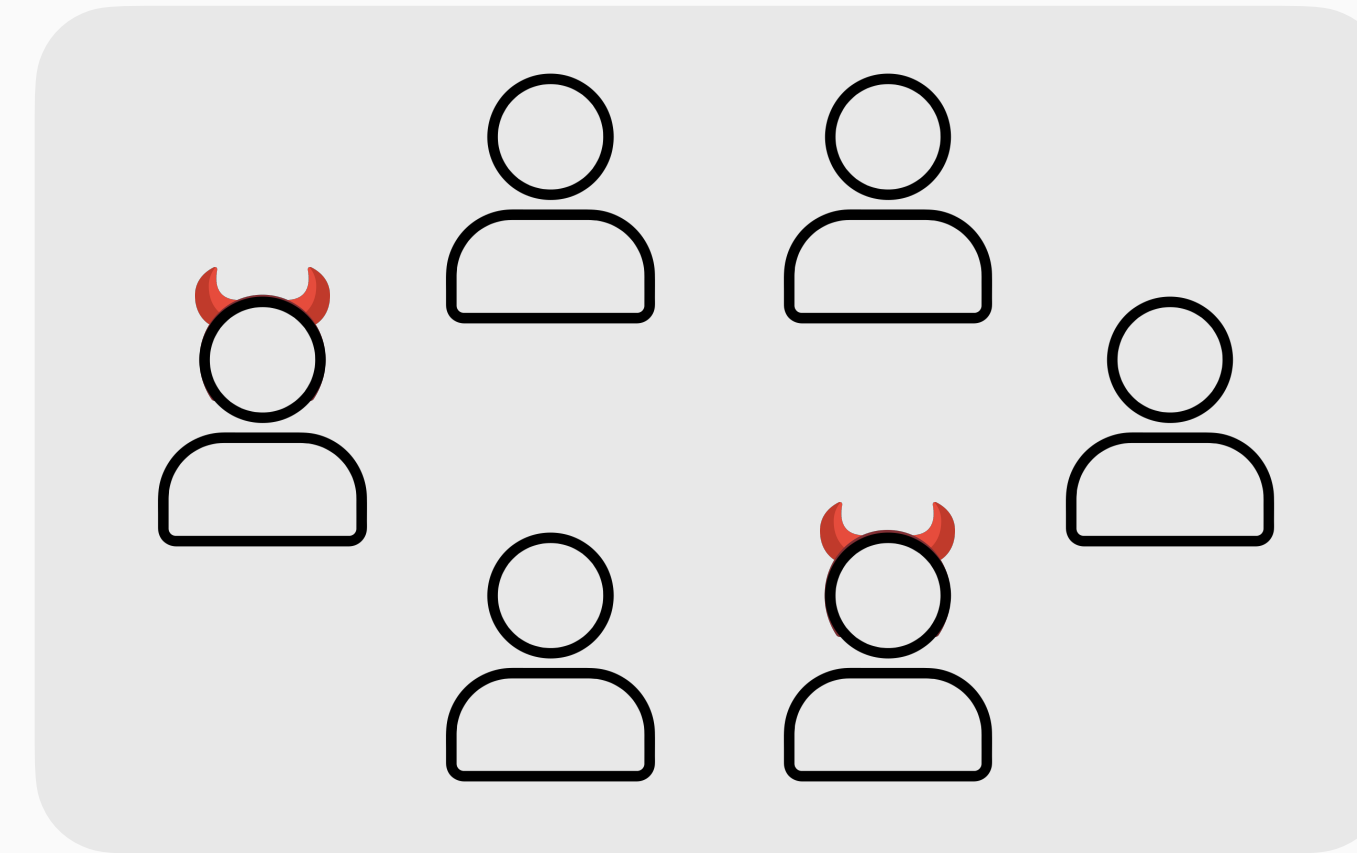
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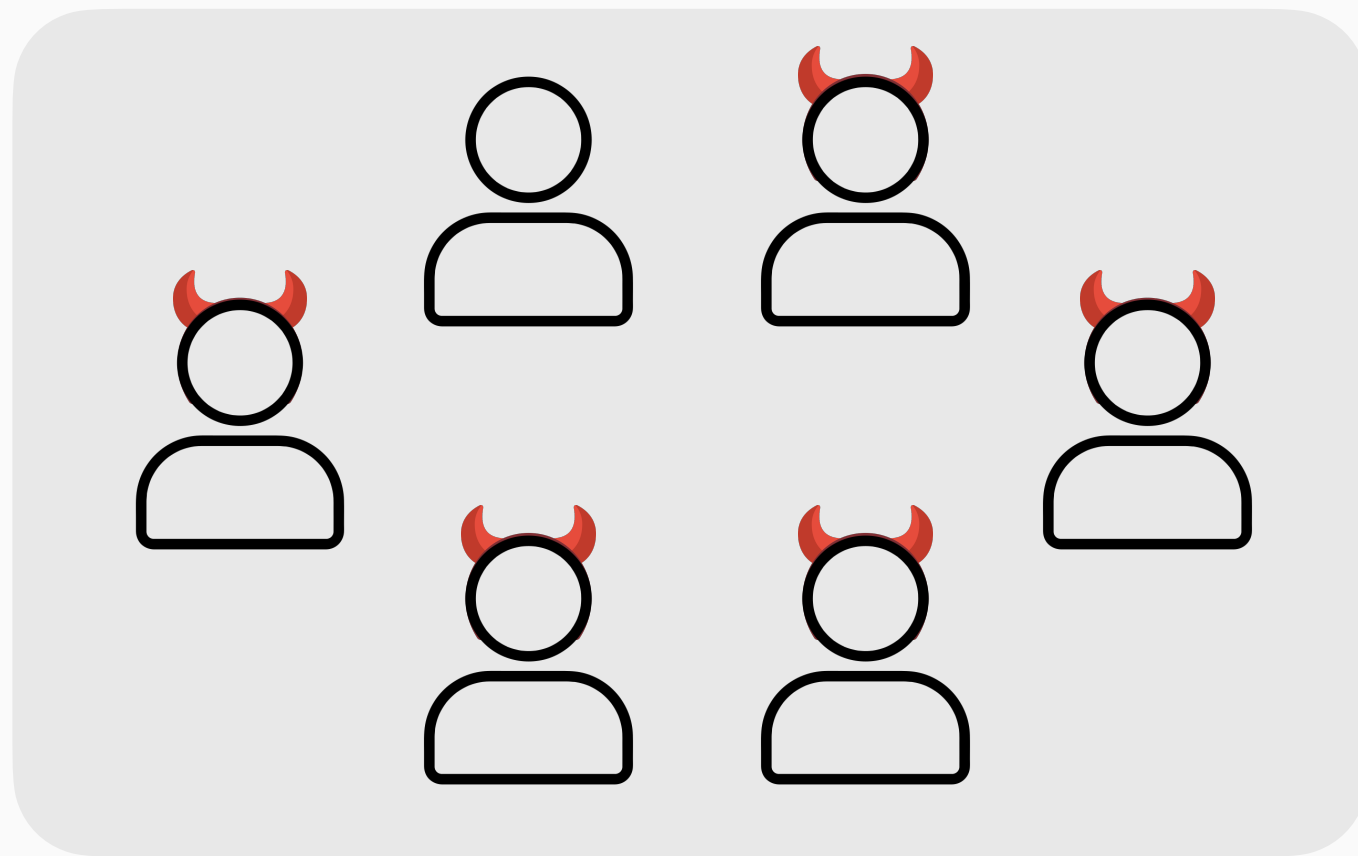


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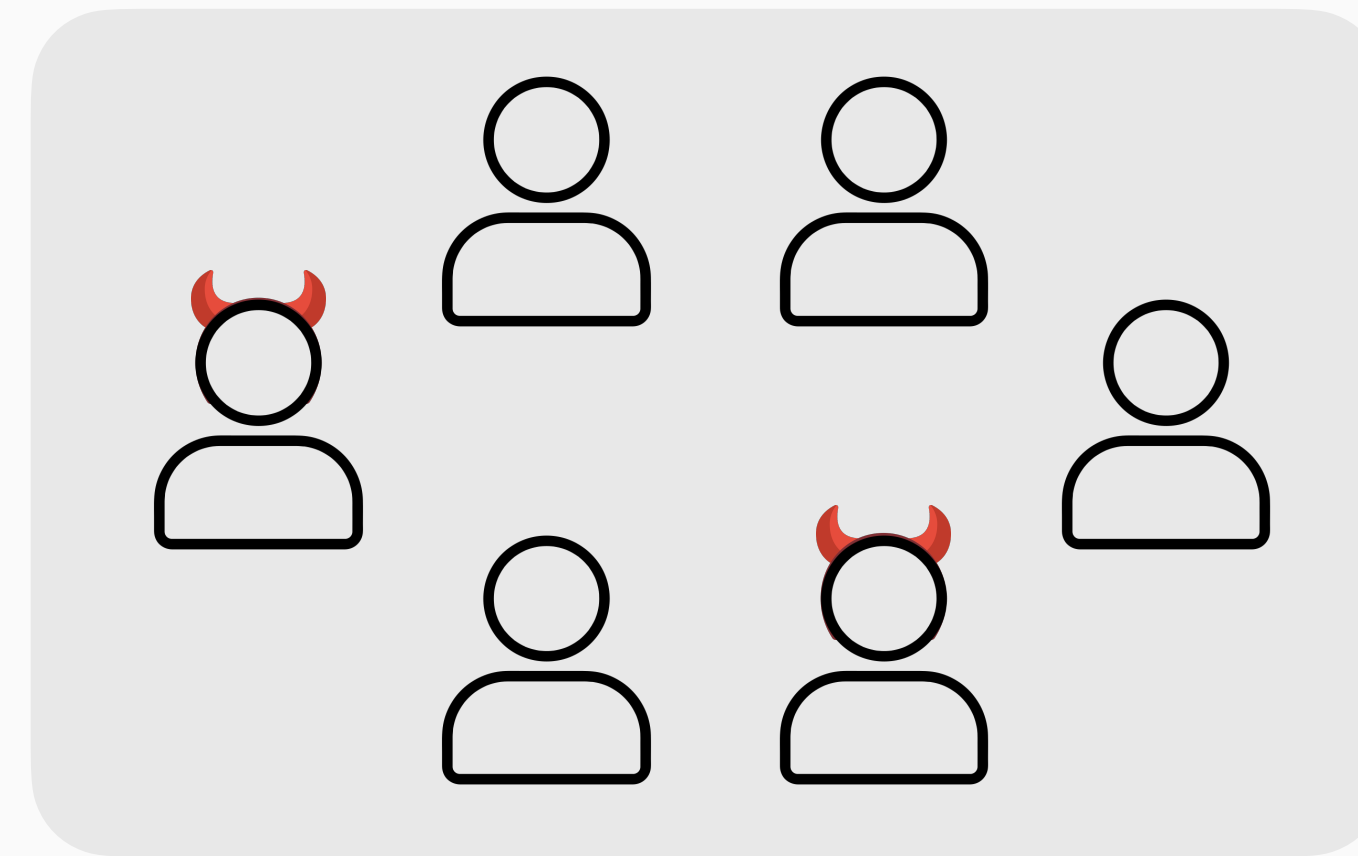
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Our hope:

- Security loss linear in the number of corruptions

Main question:

Can we give a general theorem? Under which conditions?

Overview of our Results

Formal security specifications

- Syntax that translates into a single-user (su), multi-user (mu) and corruptions (muc) game

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- Basically all one-way (OW) games
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- AKE protocols
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Main focus of this talk (using the example of UF-CMA secure signatures)

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Digital Signatures

Syntax: A signature scheme Sig is described via algorithms $(\text{Gen}, \text{Sign}, \text{Vrfy})$.

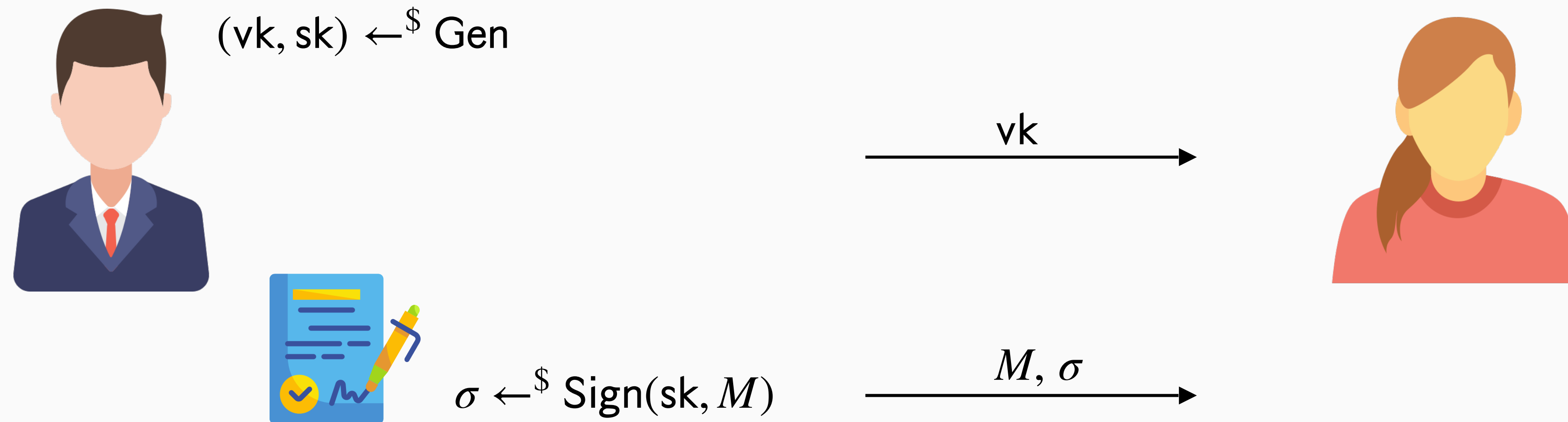
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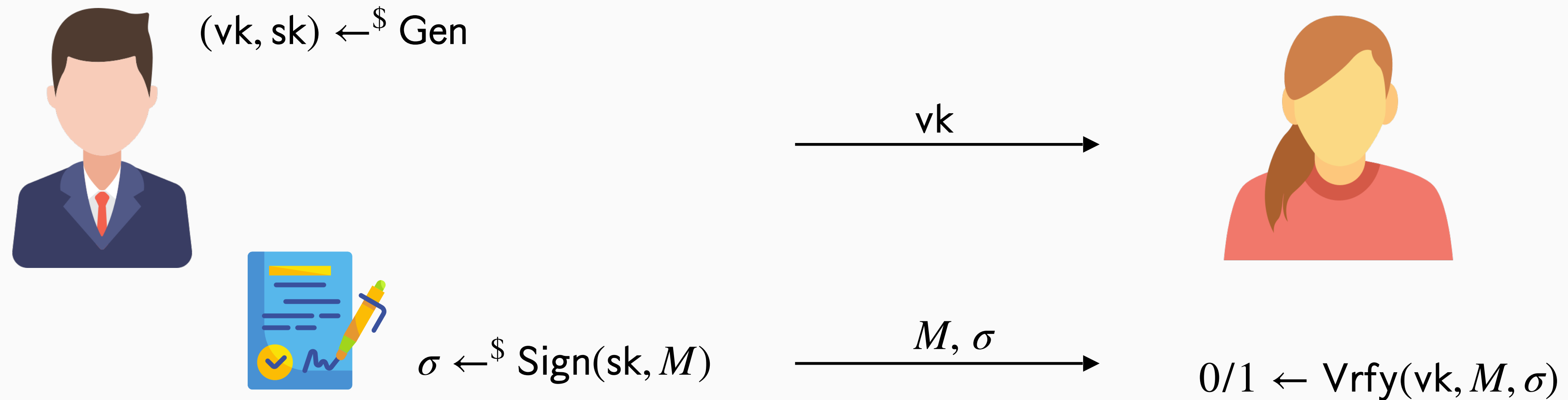
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Game $G_{\text{Sig}}^{\text{uf-su}}$



Adversary \mathcal{A}



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$(vk, sk) \leftarrow^{\$} \text{Gen}$

vk

Adversary \mathcal{A}



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q queries

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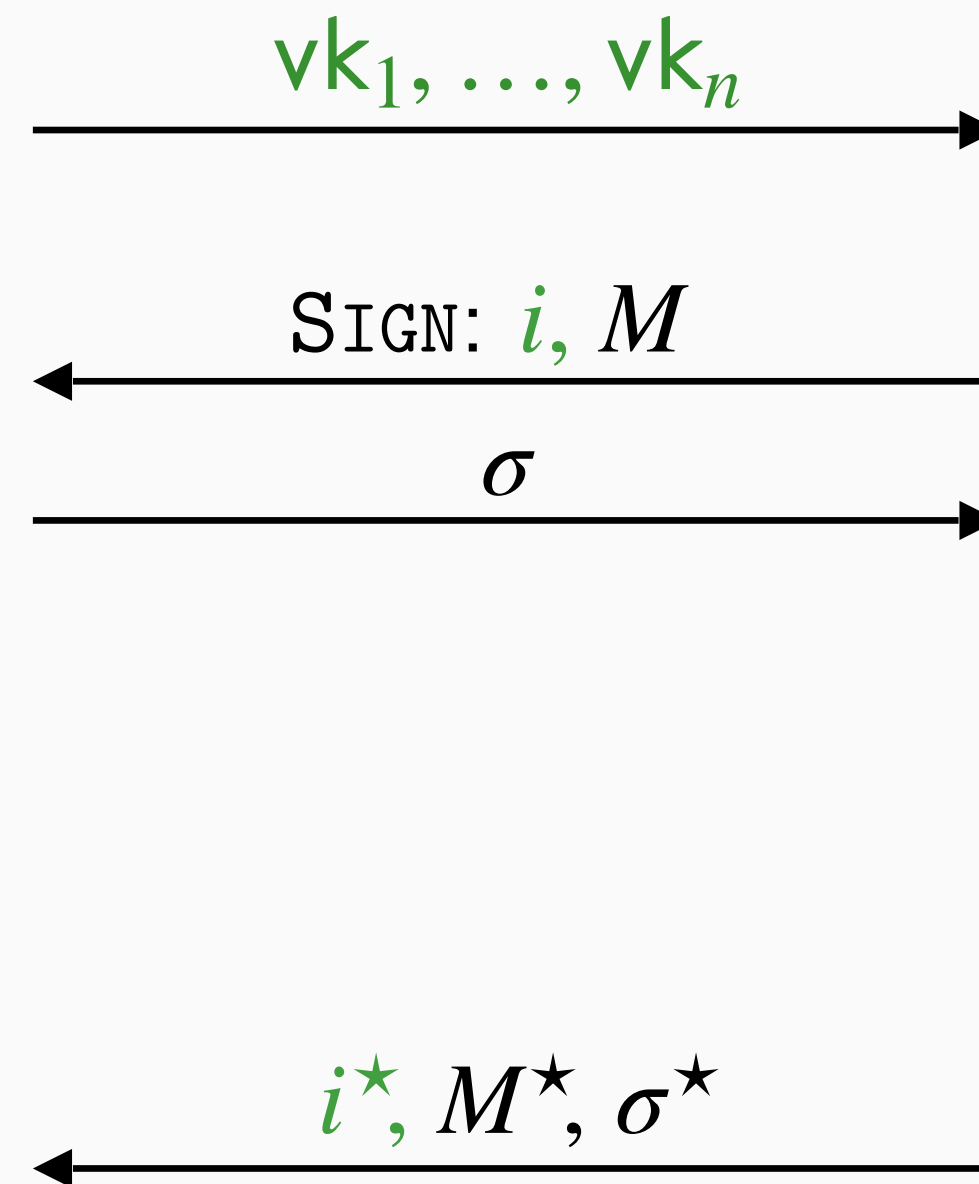
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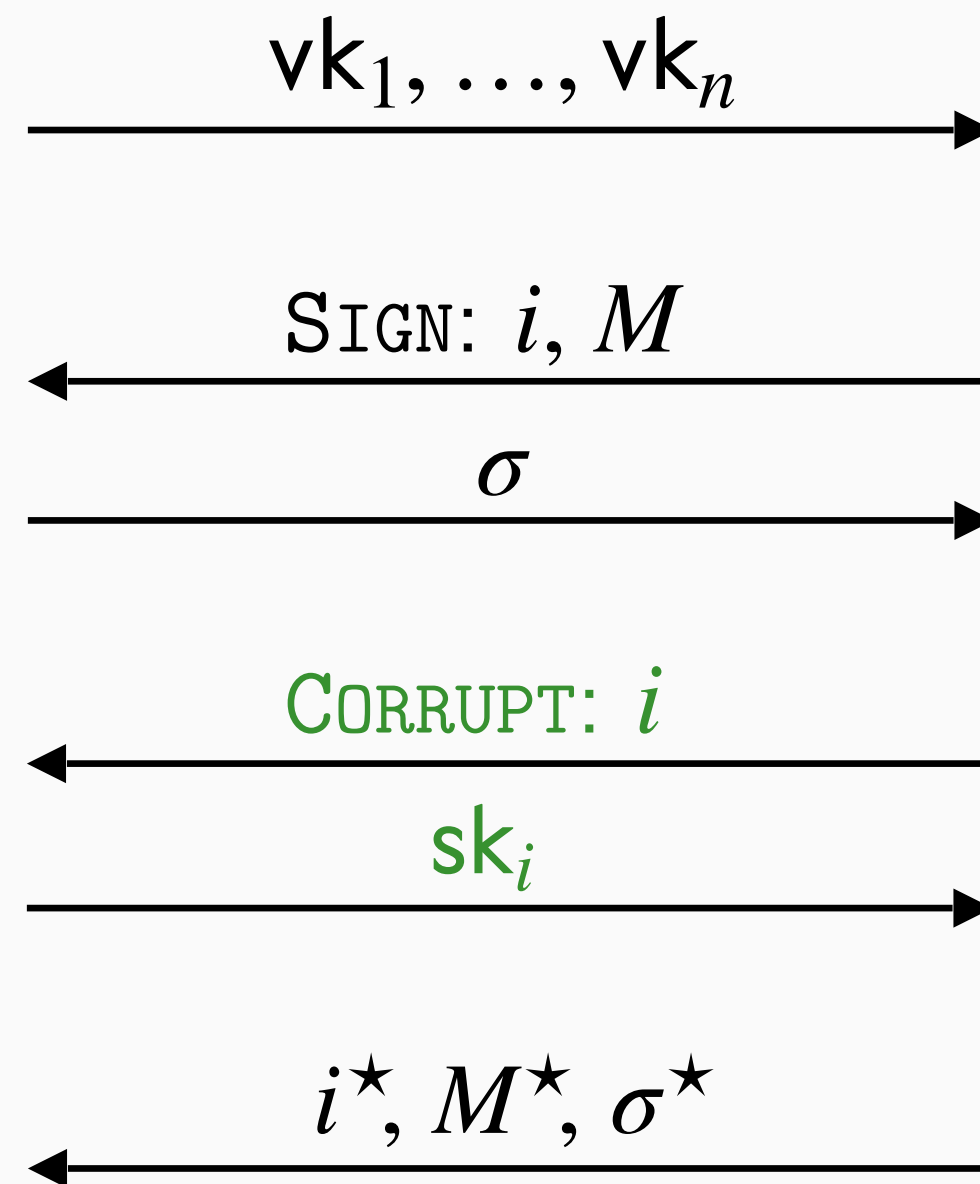
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no better relations known than
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mu-tight schemes seem to offer no advantage in the muc setting

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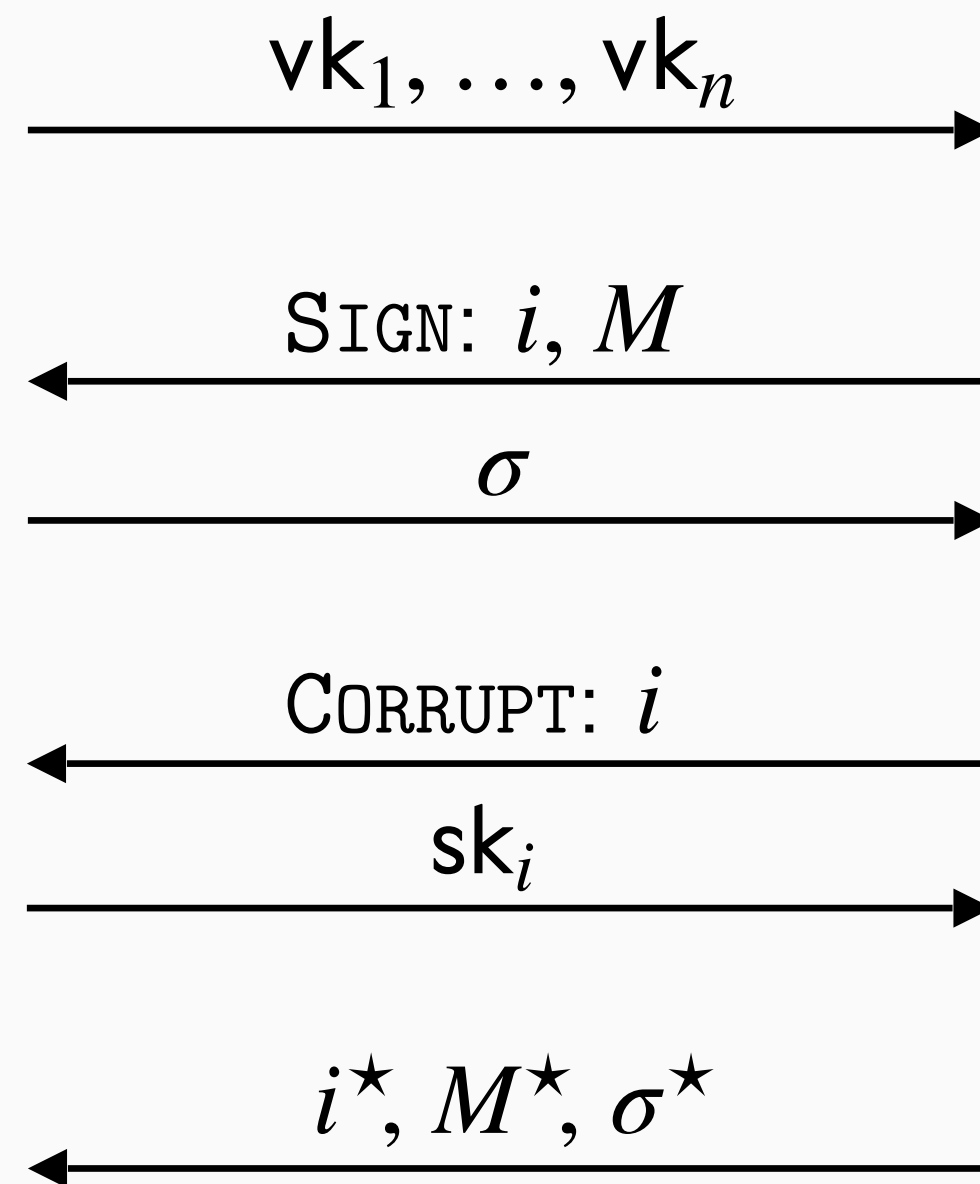
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CORRUPT: i

sk_i

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Always need to expect
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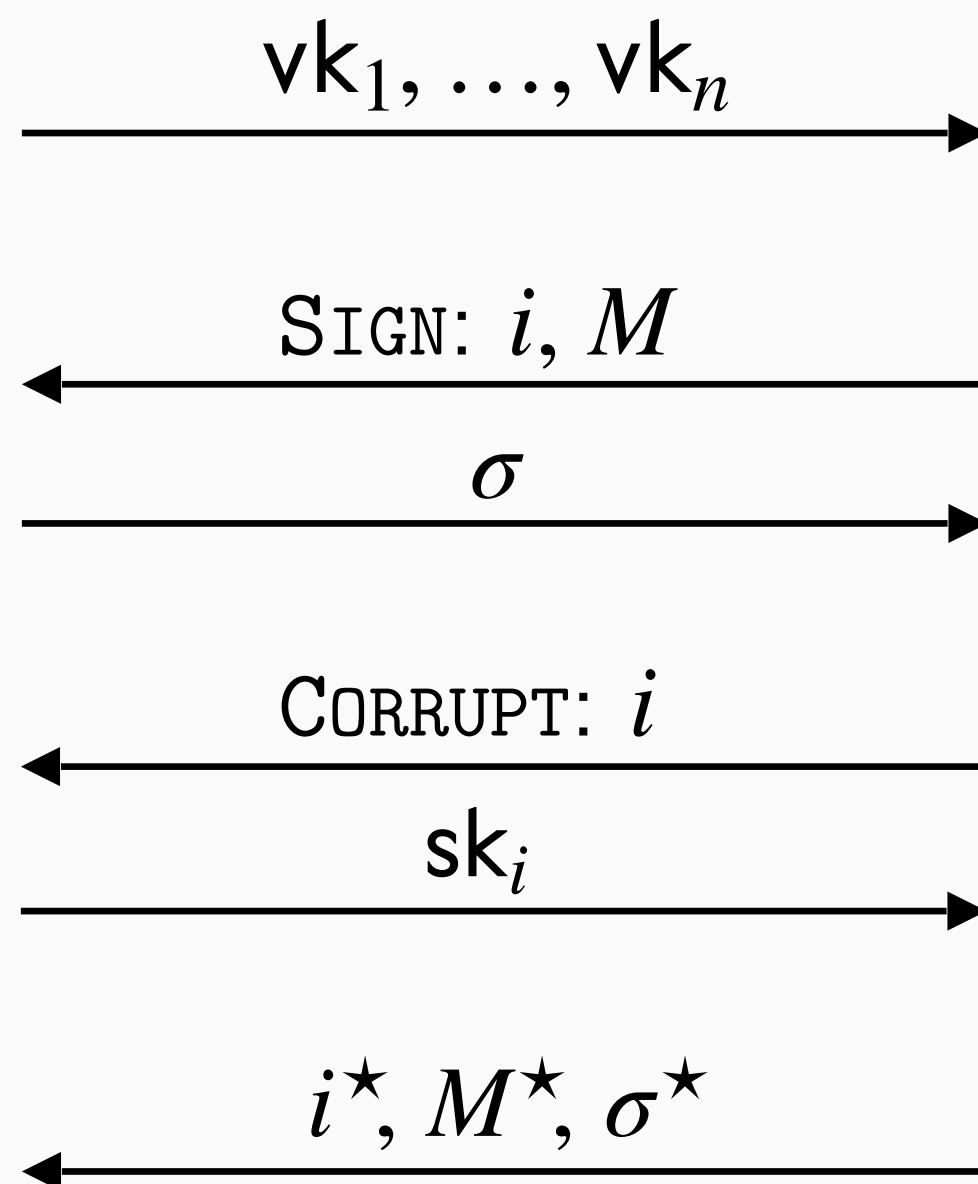
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Adversary \mathcal{A}



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More fine-grained view
(cp-muc, "corruption-parametrized")

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Theorem (from su/mu to cp-muc):

Let n, c be integers s.t. $0 \leq c < n$. For any adversary \mathcal{A} against $\text{uf-muc-}(n, c)$ security of Sig, there exists an adversary \mathcal{B} against $\text{uf-mu-}m$ security of Sig s.t.

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main benefit for Type-II schemes

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assuming mu security for small number of users offers
a non-trivial trade-off between su and muc

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$$\text{Adv}_{\text{Sig}}^{\text{uf-muc-}(n,c)}(\mathcal{A}) \leq e(c+1) \cdot \text{Adv}_{\text{Sig}}^{\text{uf-su}}(\mathcal{B}')$$

main benefit for Type-II schemes

cp-muc Theorem

Theorem (from su/mu to cp-muc):

Let n, c be integers s.t. $0 \leq c < n$. For any adversary \mathcal{A} against $\text{uf-muc-}(n, c)$ security of Sig, there exists an adversary \mathcal{B} against $\text{uf-mu-}m$ security of Sig s.t.

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assuming mu security for small number of users offers a non-trivial trade-off between su and muc

Example:
 $n = 100$ Million
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Inspiration: Optimal bounds for FDH signatures [C:Coron01]

- Instead of losing a factor linear in the number of hash queries, reduction loses number of signing queries

cp-muc Theorem


Refining and generalizing [C:Coron01]



cp-muc Theorem

Refining and generalizing [C:Coron01]

vk'_1, \dots, vk'_n

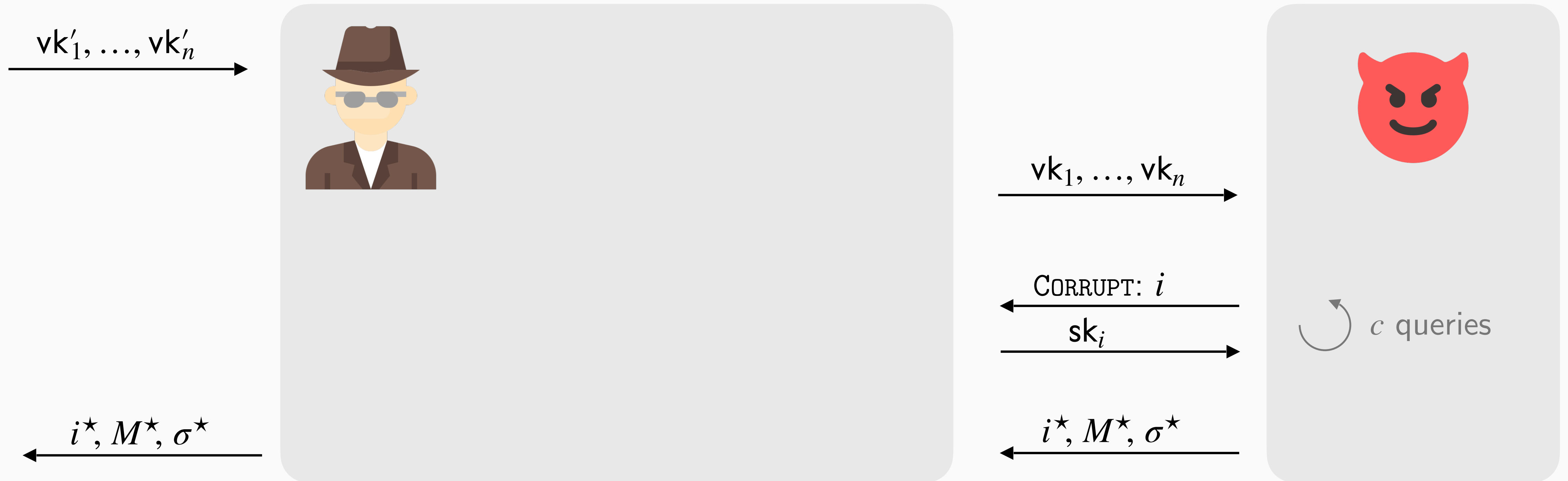


i^*, M^*, σ^*



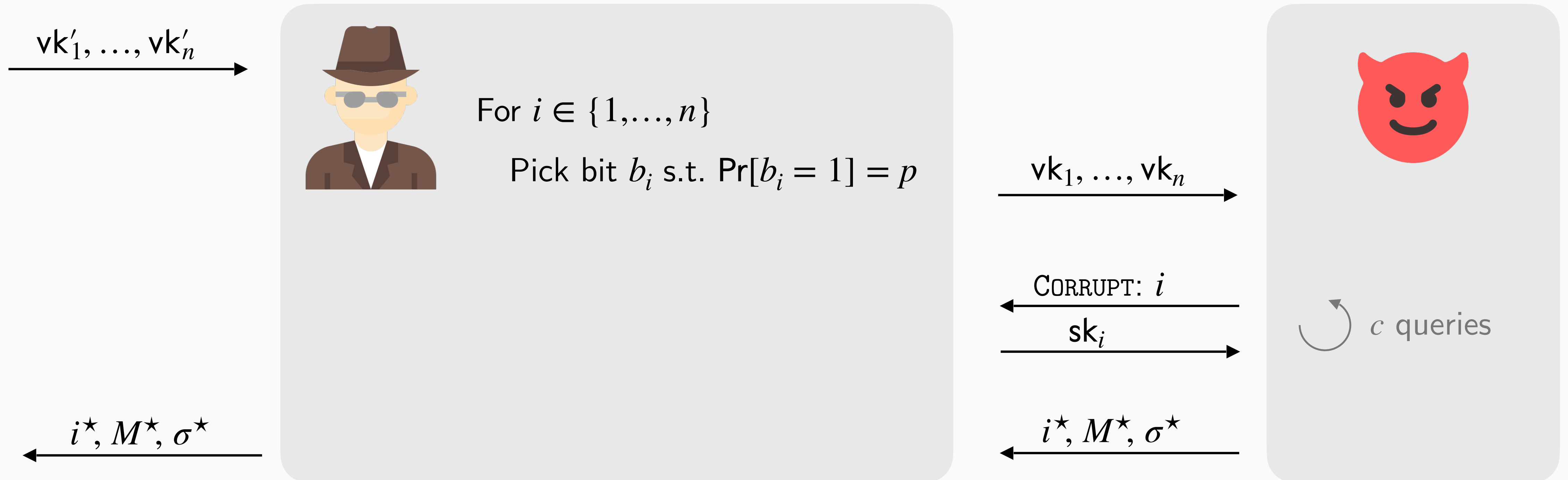
cp-muc Theorem

Refining and generalizing [C:Coron01]



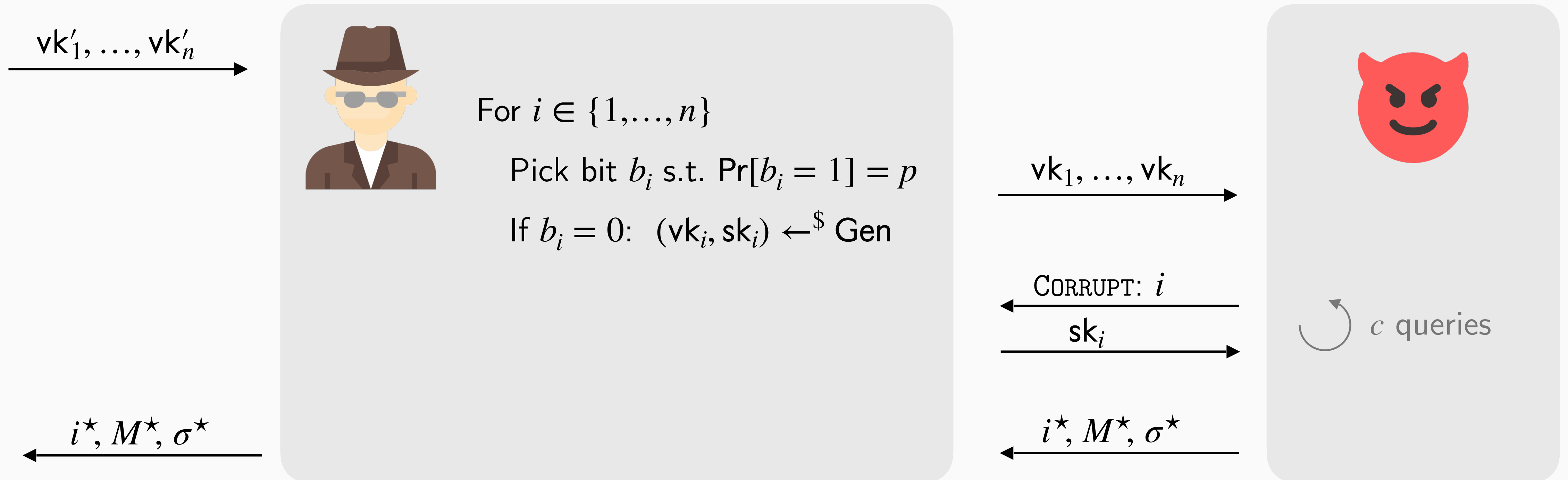
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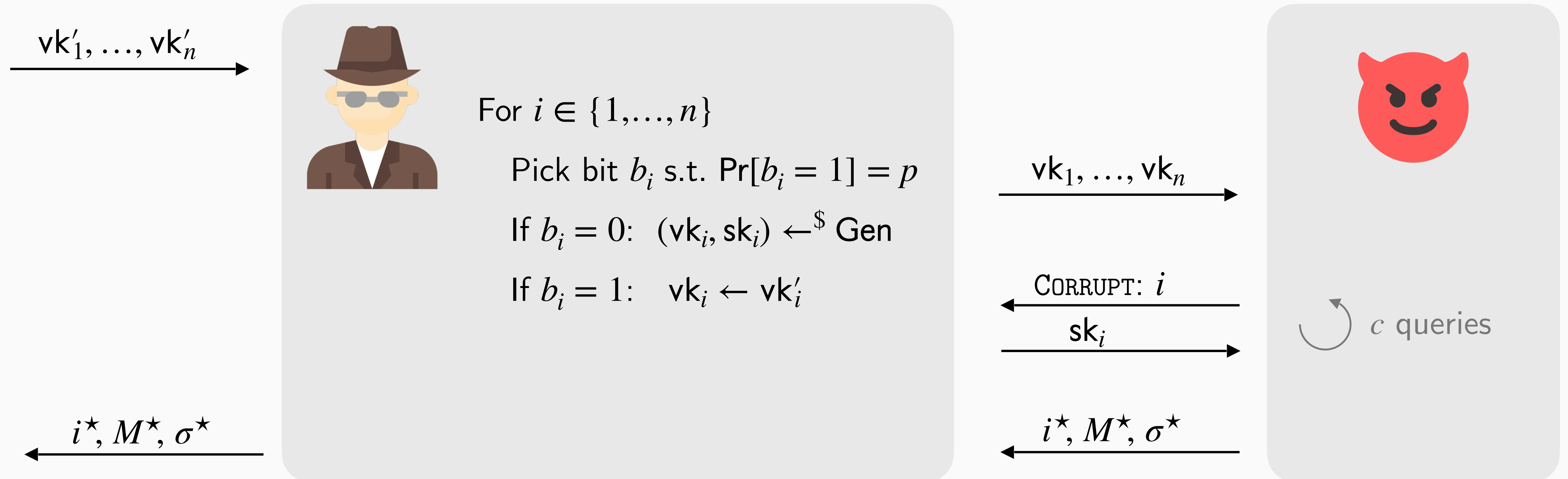
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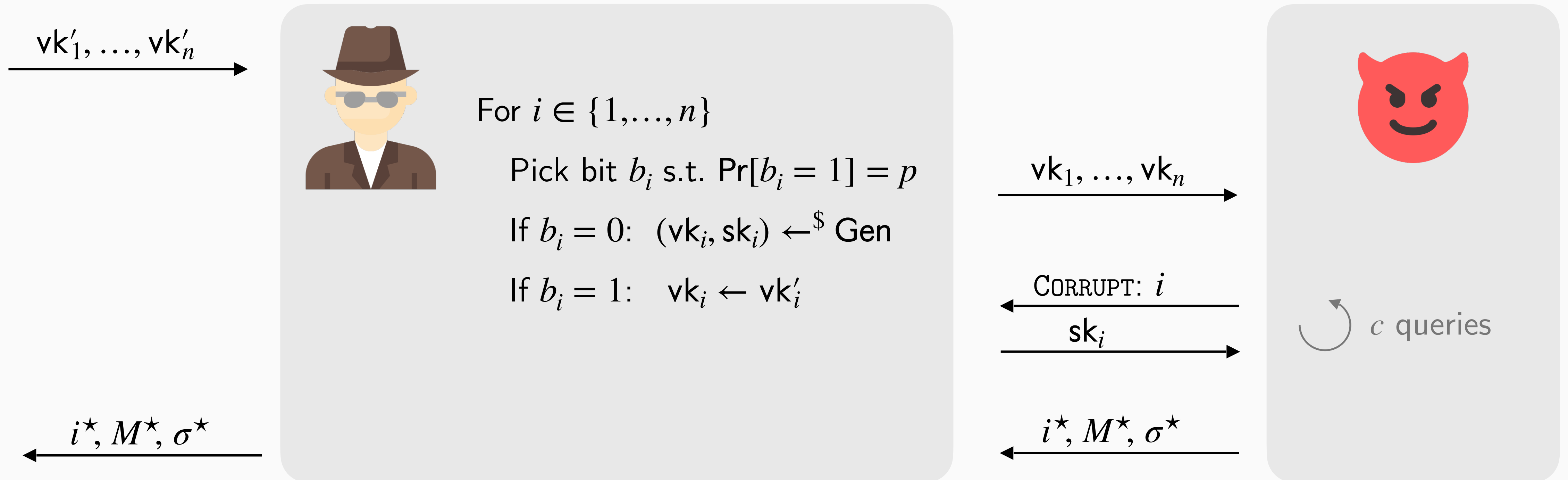
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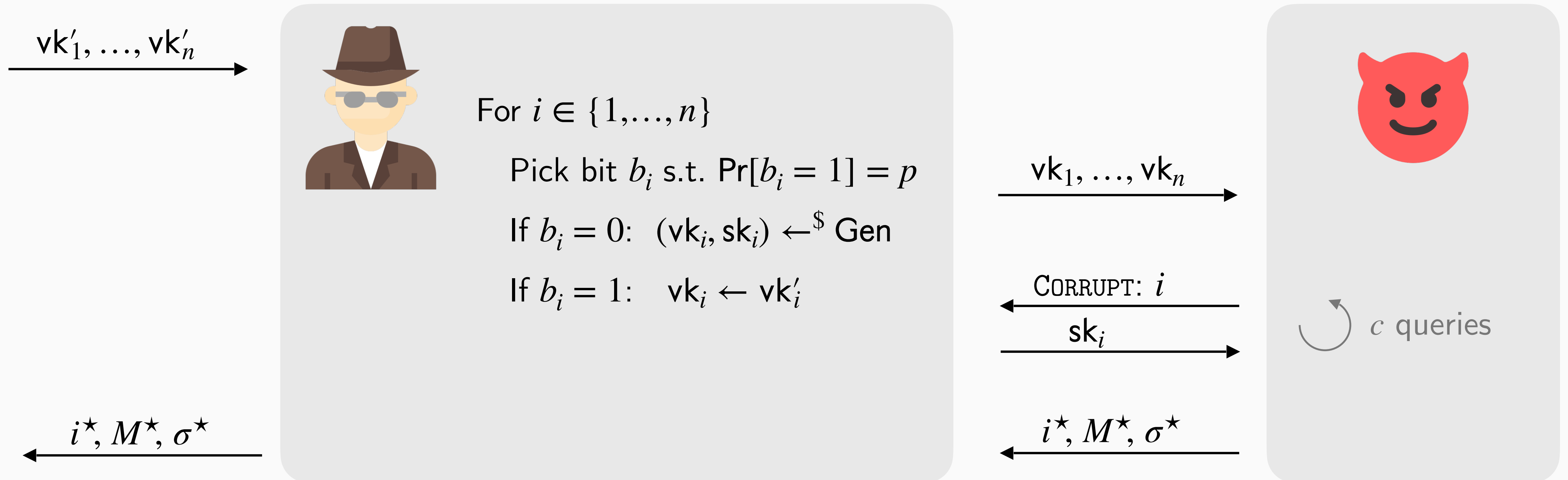


Reduction is successful if

- Corruption queries are only issued for users i s.t. $b_i = 0$
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cp-muc Theorem

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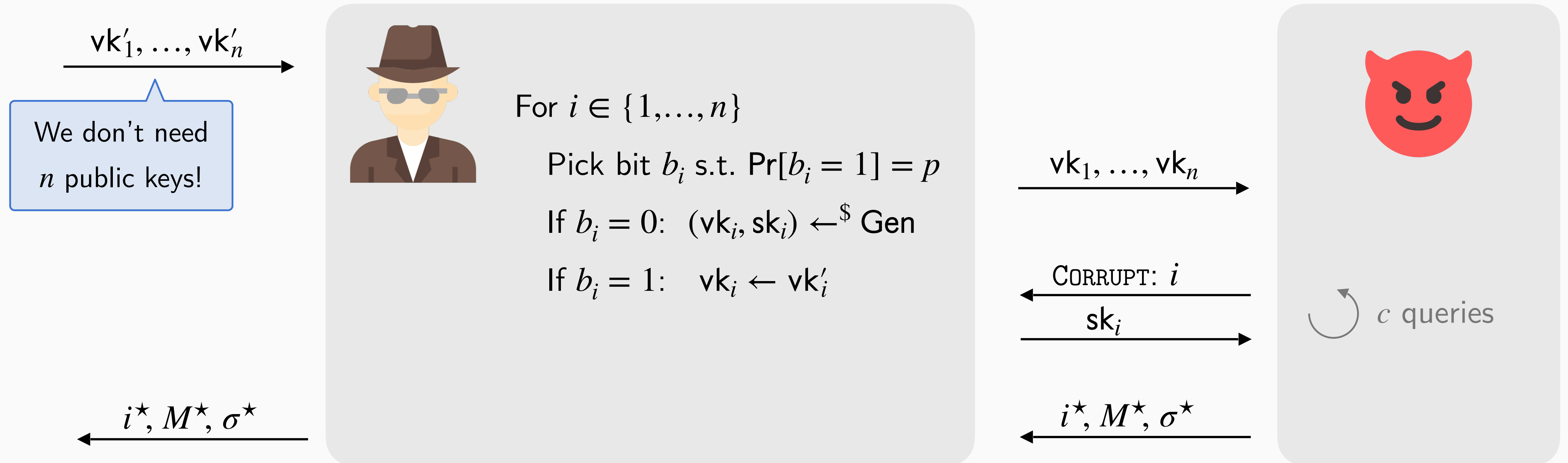
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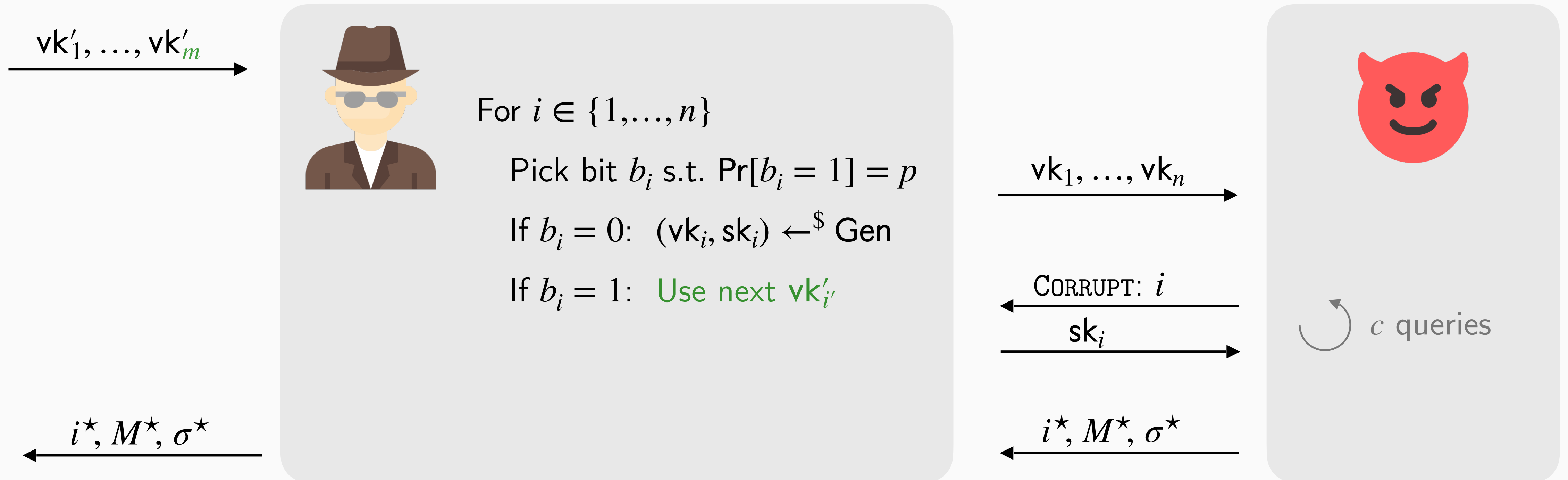
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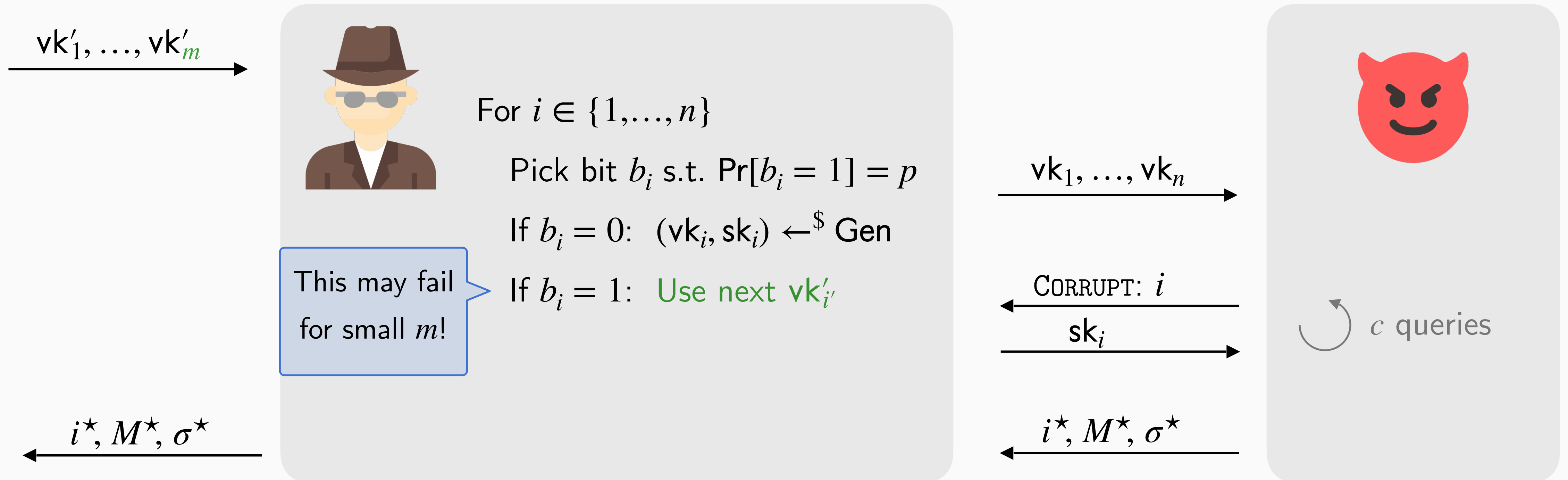
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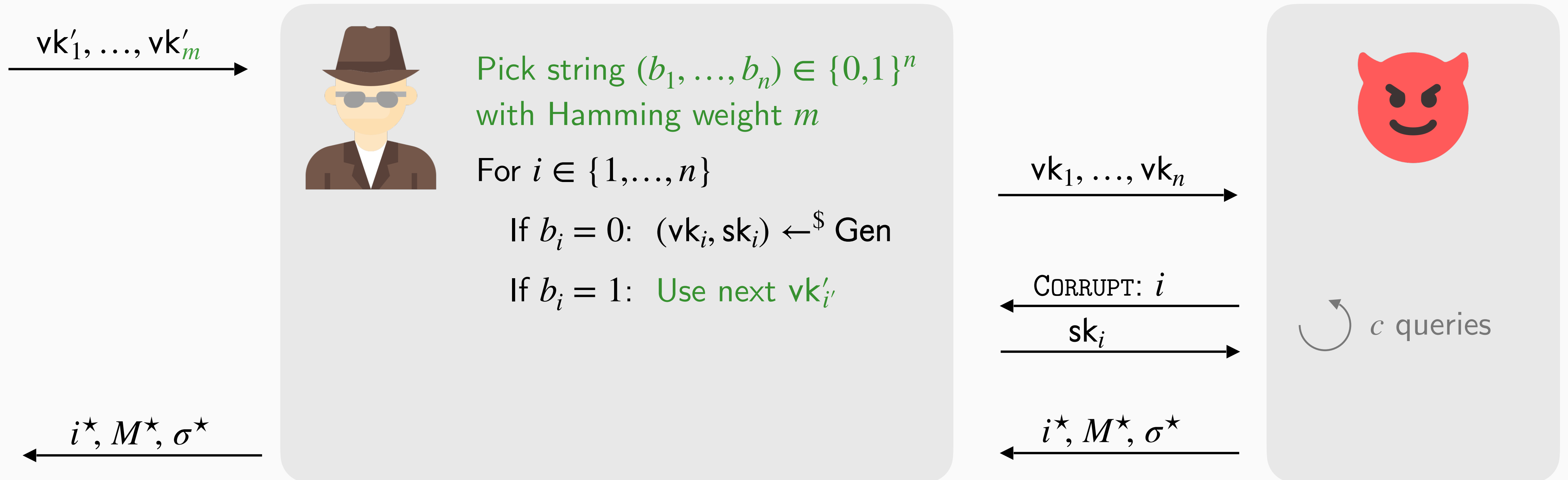
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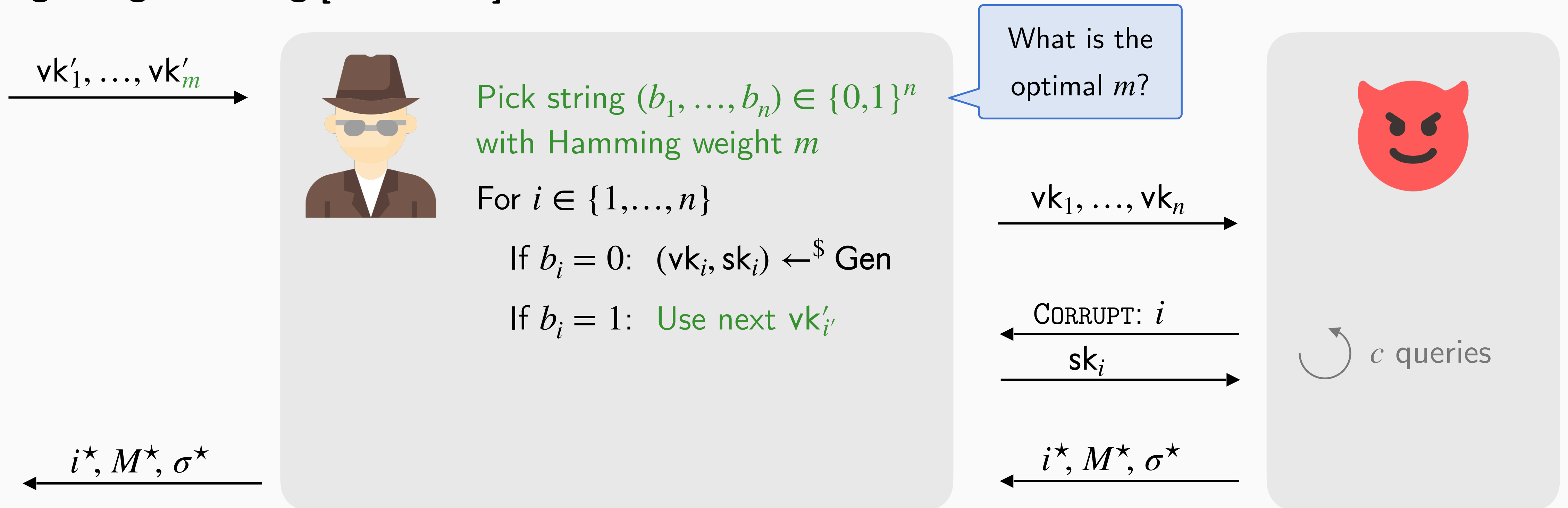
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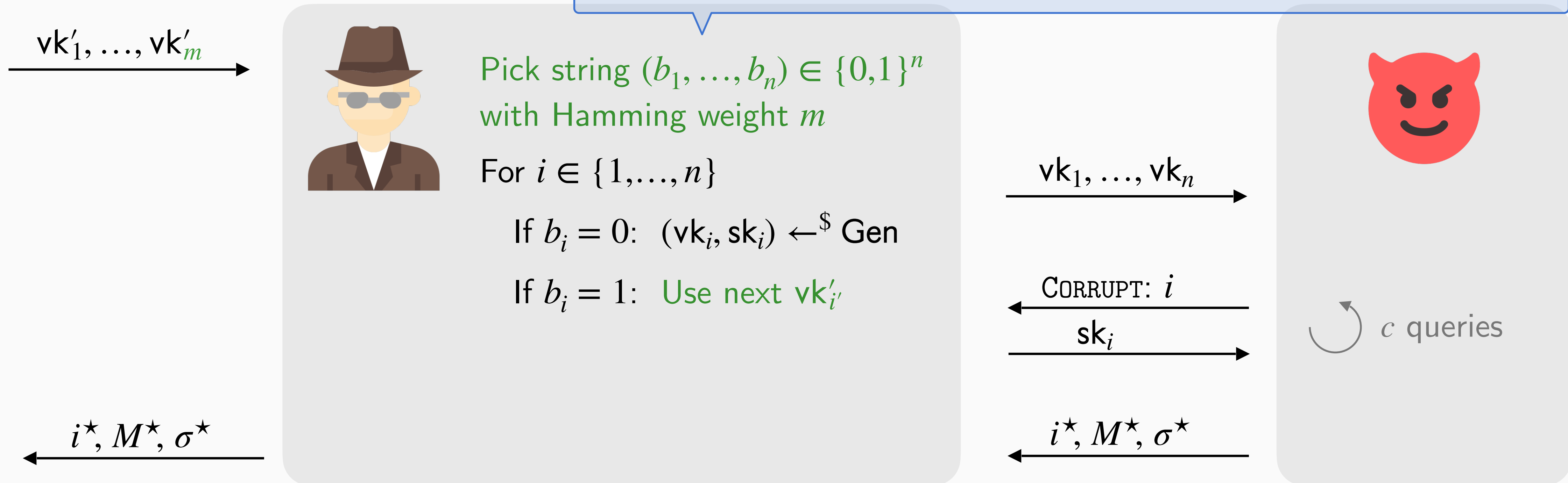
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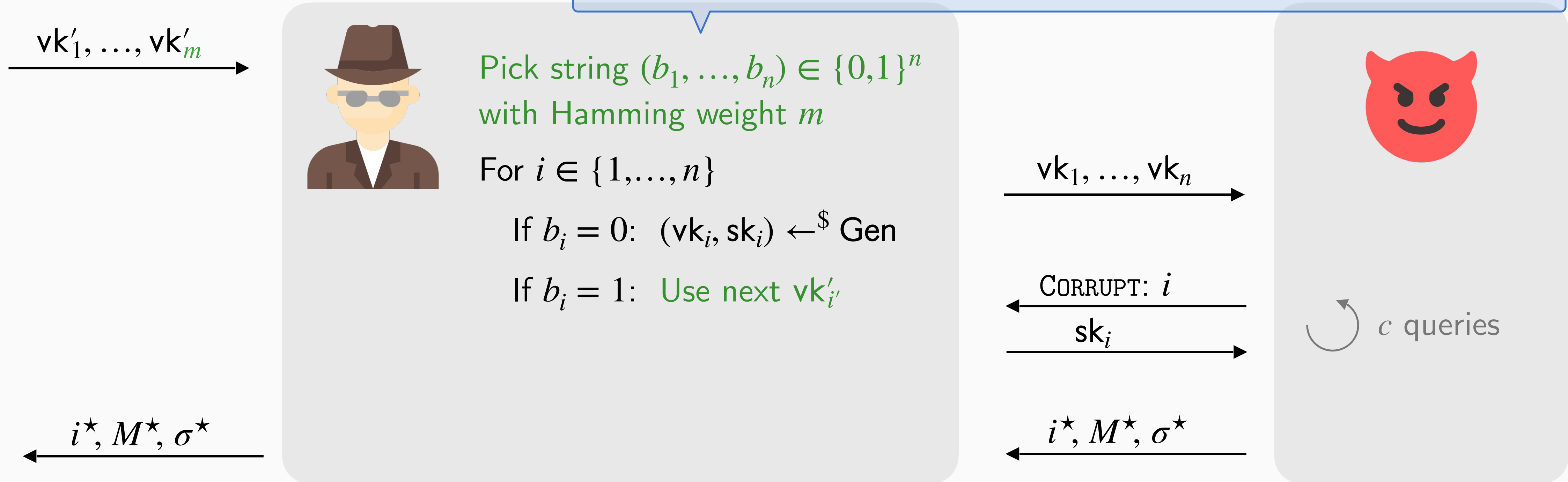
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for $m \approx n/c$

Relations

Multi-user

$$\text{Adv}_{\text{Sig}}^{\text{uf-mu-}n}$$

With corruptions

$$\text{Adv}_{\text{Sig}}^{\text{uf-muc-}n}$$

Type-I

no better relations known than the general ones (e.g. RSA)

$$\leq n \cdot \text{Adv}_{\text{Sig}}^{\text{uf-su}}$$

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Type-II

mu-tight, but not under corruptions (e.g. Schnorr)

$$\approx \text{Adv}_{\text{Sig}}^{\text{uf-su}}$$

$$\leq n \cdot \text{Adv}_{\text{Sig}}^{\text{uf-su}}$$

Type-III

muc-tight (“special” constructions, e.g. [PKC:DGJL21])

$$\approx \text{Adv}_{\text{Sig}}^{\text{uf-su}}$$

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Relations

	Multi-user	With corruptions	Parametrized
	$\text{Adv}_{\text{Sig}}^{\text{uf-mu-}n}$	$\text{Adv}_{\text{Sig}}^{\text{uf-muc-}n}$	$\text{Adv}_{\text{Sig}}^{\text{uf-muc-}(n,c)}$
Type-I no better relations known than the general ones (e.g. RSA)	$\leq n \cdot \text{Adv}_{\text{Sig}}^{\text{uf-su}}$	$\leq n \cdot \text{Adv}_{\text{Sig}}^{\text{uf-su}}$	$\leq e(c + 1) \cdot \text{Adv}_{\text{Sig}}^{\text{uf-mu-}m}$
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Overview of our Results

Formal security specifications

- Syntax that translates into a single-user (su), multi-user (mu) and corruptions (muc) game

Hamming-weight determined samplers

- Technical tool that we introduce
- Essentially it determines how a (suitable) subset of users is picked

General cp-muc theorem (applies to all games which satisfy “locality” property)

- Basically all one-way (OW) games
- Indistinguishability (IND) games with independent challenge bits

Indirect applications of the cp-muc theorem (specialized results for “non-local” and “more advanced” games)

- IND-CCA with a single challenge bit across users (via FO, Hashed ElGamal)
- AKE protocols
- Selective opening security

We also give matching optimality (impossibility) results for a large class of games and schemes.

Conclusion

- In practice the number of corruptions is expected to be much smaller than the number of users.
- This was not reflected in models and thus concrete bounds for signing, encryption and key exchange.
- Our cp-muc framework gives a more fine-grained view and justifies standard parameter choices for many schemes.
 - It applies to Schnorr signatures, ElGamal-type encryption, and more.
- Tight muc security (Type-III schemes) is notoriously hard to achieve and we therefore suggest to focus on tight mu security (Type-II schemes).

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