SAC Summer School 2016

Implementation and analysis of cryptographic protocols

Part 4: Provable security of TLS

Dr. Douglas Stebila

McMaster University

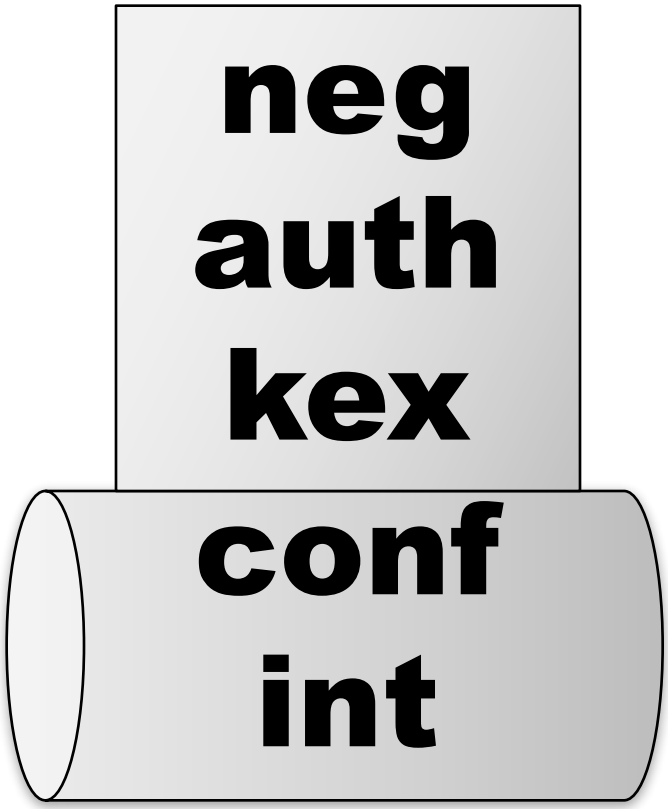
https://www.douglas.stebila.ca/teaching/sac-2016

Provable security

- Define a cryptographic scheme as a set of algorithms.
- Define security as an interactive game between a challenger and an adversary.
- Specify your scheme.
- Prove a theorem that any adve
  win the security game can be u
  some hard problem ("reduction").

Same type of reduction as e.g. proving NP-completeness of travelling salesman problem

Security goals of TLS



From an application perspective, TLS provides:

- (negotiation of parameters)
- entity authentication
- (key exchange)
- confidentiality and integrity of messages

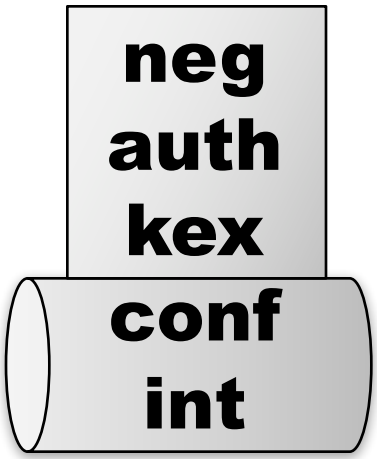
Is TLS secure?

Idea

Prove the TLS handshake is a secure authenticated key exchange protocol

- BR or CK or eCK model: adversary can't distinguish real session key from random session key

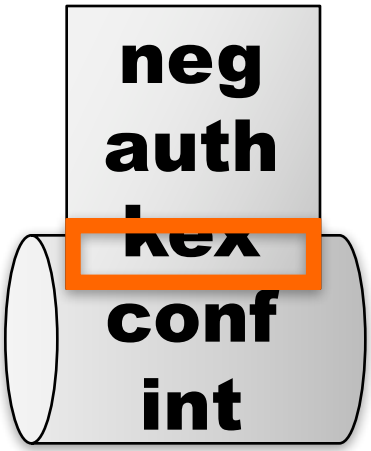
Prove the TLS record layer is a secure authenticated encryption scheme



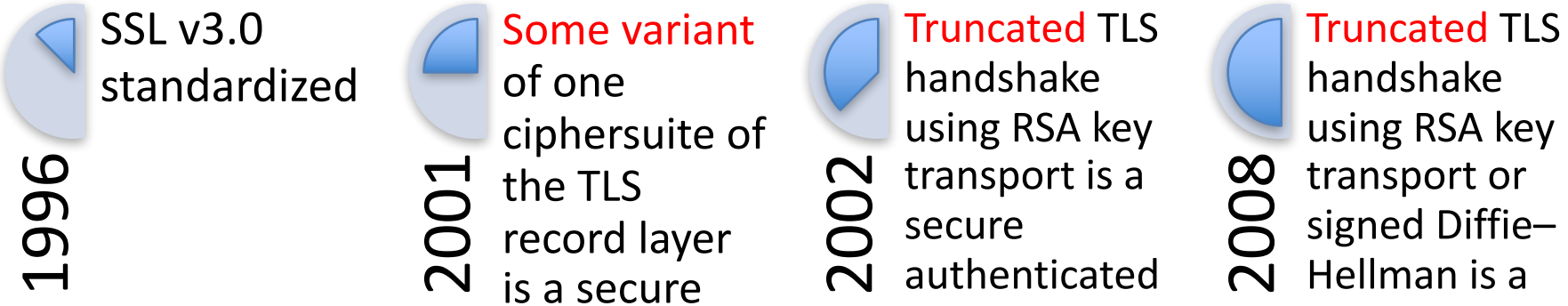
Problem

TLS handshake sends messages encrypted under the session key

- => overlap between handshake and record layer
- Adversary can distinguish real session key from random



Is TLS secure?



"some variant"… "truncated TLS"… limited ciphersuites

Is TLS secure?

1996 SSL v3.0 standardized

2011 Some modes of TLS record layer are secure authenticated encryption schemes

[PRS11]

2012 Unaltered full signed Diffie–Hellman ciphersuite is a secure channel

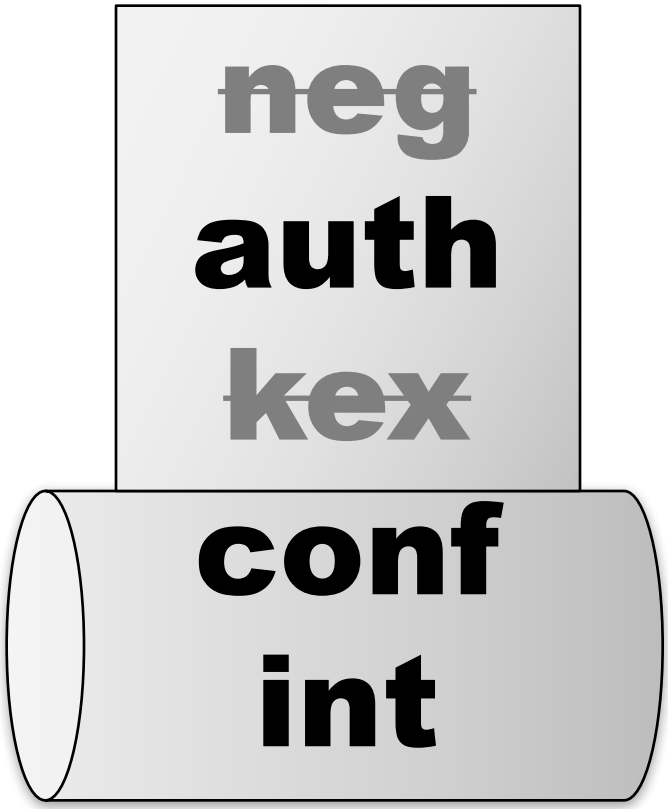
[JKSS12]

2013 Most unaltered full TLS ciphersuites are a secure channel

[KSS13, KPW13, BFKPS13]

"unaltered"… "full"… "most ciphersuites"

Security goals of TLS



<u>Authenticated and Confidential Channel Establishment (ACCE)</u> security definition [JKSS12] captures:

- entity authentication
- confidentiality and integrity of messages

More results on TLS 1.2

ACCE family

- Renegotiation countermeasure
- Negotiation / downgrade resilience

Constructive cryptography

Formal verification of implementation

- miTLS

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Part 5: TLS 1.3

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TLSv1.3: The Next Generation

- Currently under development at the IETF

- Primary goals:
  - remove ciphersuites without forward secrecy
  - remove obsolete / deprecated algorithms
  - provide low-latency mode with fewer round trips
  - encrypt more of the handshake to improve privacy

Zero round trip mode (0-RTT)

- Goal:
  - allow client to send application data on first C-S handshake flow
  - allow server to respond with application data on first S-C handshake flow

- Compared with 3 round trips for TLS 1.2 full handshake and 2 round trips for TLS 1.2 session resumption

Academic involvement in TLS 1.3

- TLS working group actively encouraged academic analyses of TLS 1.3

- TLS 1.3 Ready Or Not (TRON) Workshop
  - January 2016
  - May 2016

Academic results on TLS 1.3

- OPTLS protocol
  - Candidate design for 0-RTT mode
- Provable security of TLS 1.3 handshake candidates
  - draft-05 and draft-10, ECDHE and PSK
- Automated verification of TLS 1.3 modes using Tamarin prover
  - Identified some flaws that have been fixed
- Verified TLS 1.3 implementations
- TLS 1.3 and QUIC weaknesses against PKCS #1 v1.5 encryption
- Provable security analysis of post-handshake authentication

TLS 1.3 timeline

- Working group last call later in 2016?
- ~2? months for additional academic analysis
- Standardization in 2017?
- First implementations in 2017 or 2018
- First attacks…?
  - 0-RTT could be risky:
    - No forward secrecy
    - No solid replay protection
      - How do applications decide which requests are okay without replay protection?