

Symmetric Encryption via Keyrings and ECC

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- Incremental Key Updates

- Keyring Issues

Resilience

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- Resilient Set Vectorization

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- Error-correction

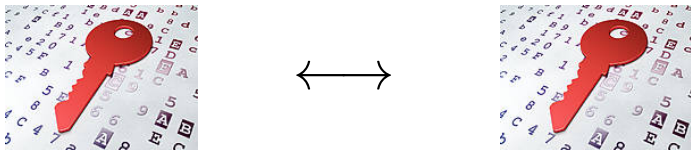
- Keyring encryption details

- Attacks

Discussion

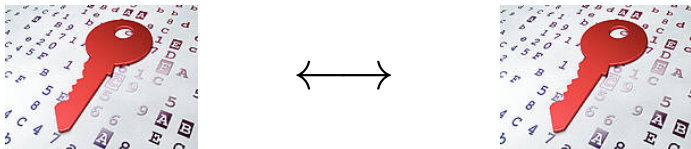


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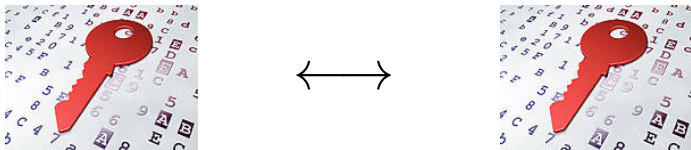
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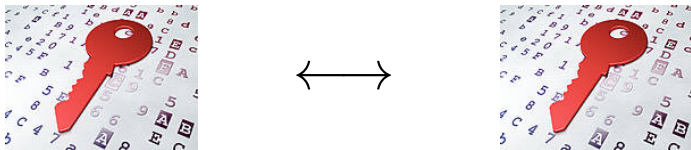
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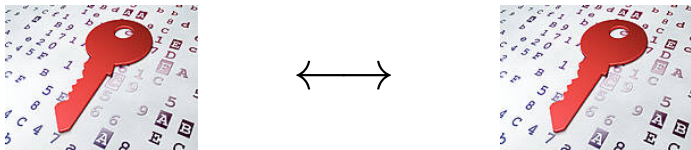
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Are there better (non-PK) methods?

Keyring (Bag of Words) Model

Main idea: Key is a “bag of words” agreed upon by sender and receiver. (Really “set” not “bag” (multiset).)



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- ▶ Separate keyring for each sender/receiver pair.
- ▶ Sender and receiver have identical (*or nearly identical*) keyrings.
- ▶ Maybe 10–100 keywords on a keyring.

Incremental Key Updates Are Simple

Alice says privately to Bob:

- ▶ Let's add “**garlic**” to our keyring.



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- ▶ Let's delete all keywords added in 2015.



Scenario



key = 0x47a31...f3



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- ▶ **(Keying)** How to use a "bag of words" as a symmetric crypto key?
- ▶ **(Security)** How to keep adversary from breaking in and then "tracking" keyring evolution?

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We describe a nice way of converting from the first to the second.



Biometrics: Use a fingerprint as key

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Similar to the problem of encrypting a key with a biometric; biometric features \sim keywords.



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- ▶ Sahai/Waters 2005 “*Fuzzy IBE*”. Fuzzy PK scheme.



PinSketch[DORS04]

- ▶ Uses BCH ECC with algorithms that work efficiently on *sparse* vectors.
- ▶ Message transmitted has length δ over $GF(2^\alpha)$, where $2^\alpha \geq |\mathcal{U}|$ and \mathcal{U} is universe of keys, and where δ is upper bound on the size of the set difference $A \oplus B$.
- ▶ Allows recipient to reconstruct A .

Quantum Key Distribution

- ▶ Bennet Brassard 1984
“Quantum cryptography: Public key distribution and coin tossing”
Information reconciliation by public discussion over a classical channel.

Resilient Set Vectorization

A **set vectorizer** ϕ takes as input a set A , an integer n , and a nonce N , and produces as output a uniformly chosen (over the choice of nonce) vector from A^n .

A **resilient set vectorizer** is a set vectorizer with the property that for any two sets A and B with $|A \cap B| = p \cdot |A \cup B|$ (for some p , $0 \leq p \leq 1$), we have

$$d(\phi(A, n, N), \phi(B, n, N)) \sim n - \text{Bin}(n, p) .$$

That is, if a fraction p of $A \cup B$ are shared, then the fraction of positions where $\phi(A, n, N)$ and $\phi(B, n, N)$ agree follows the binomial distribution with mean np .



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- ▶ They are given the *same* random nonce N .
- ▶ Alice and Bob separately each pick *one* element from their keyrings.
- ▶ *What is the maximum probability that they pick the same element, using optimal strategy?*



Simplest interesting example

$$|A| = 2 \quad |A \cap B| = 1 \quad |B| = 2 \quad |\mathcal{U}| = 3$$

CAT
●

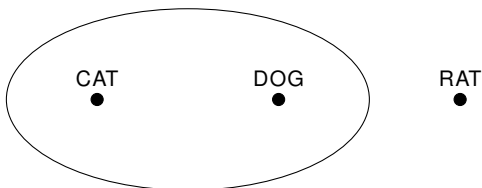
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●

RAT
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Alice sees:

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$N = 3762134912$

Should Alice pick CAT or DOG?

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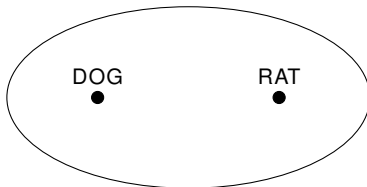
Bob sees:

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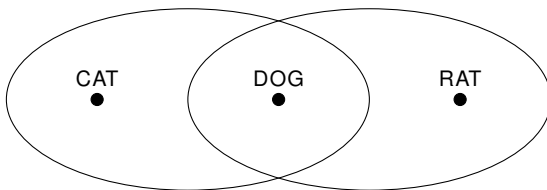


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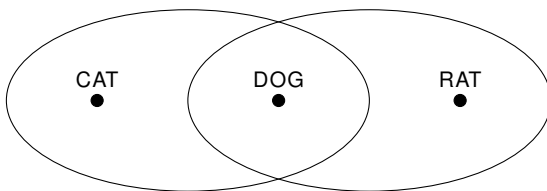
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Should Alice pick CAT or DOG ?

Should Bob pick DOG or RAT ?

Agree with prob $1/4$? $1/3$? $1/2$?...

Keyword Matching Game – Random Strategy

- ▶ If Alice and Bob make their choices **independently at random**, then they match with probability

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- ▶ If Alice and Bob make their choices **independently at random**, then they match with probability

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- ▶ (Pretty small, especially when A and B are large.)

Keyword Matching Game for $|A \cap B| = 1$

Brute-force searches for optimal strategies
(surprisingly) suggested the following

Theorem

When $|A \cap B| = 1$ and $A \cup B = \mathcal{U}$ the optimum match probability is at least

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But $|A \cap B| = 1$ and $A \cup B = \mathcal{U}$ are unrealistic



Jaccard Index of Similarity

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- ▶ It can be estimated using the **MinHash** method (Broder 1997): Construct n random hash functions mapping elements to real values. Compute the fraction f of them having the same minimum in A as in B . Then

$$E(f) = J(A, B) .$$



Keyword Matching Game via MinHash

Theorem

Alice and Bob can always win with probability at least $p = J(A, B) = |A \cap B| / |A \cup B|$.



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- ▶ Initially, Alice and Bob agree on a random hash function h .
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Conjecture: The MinHash strategy is *optimal* for $|A \cap B| > 1$.



Resilient Set Vectorization (RSV)

Alice iterates the MinHash method (with n random hash functions), to create a **keyword vector**

$$W = \phi(A, n, N) = (W_1, W_2, \dots, W_n)$$

of some desired length n .

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Let z denote the number of positions in which W and W' agree, and let $p = J(A, B)$. Then (under ROM)

$$z \sim \text{Bin}(n, p),$$

so $E(z) = np$ and $\sigma(z) = \sqrt{np(1-p)}$.



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Suppose further we can arrange things so that the Adversary *can't decrypt* Alice's ciphertext if the number z' of positions of W it knows (or guesses) correctly satisfies

$$z' < n/2 .$$



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- ▶ If $z \geq 192$, Bob can decrypt the message.
- ▶ Bob fails to decrypt with near-zero probability:

$$\text{Prob}(z < 192) = 1.5 \times 10^{-12} .$$



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- ▶ Suppose Adversary knows (or guesses) Q , a set of $1/4$ of Alice's keyring A , so

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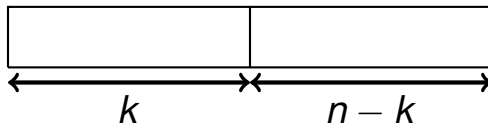
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- ▶ Adversary's vector $\phi(Q, n, N)$ agrees with Alice's in z' positions.
- ▶ If $z' \geq 128$, Adversary can decrypt message.
- ▶ But Adversary fails almost certainly, since

$$\text{Prob}(z' \geq 128) = 7.5 \times 10^{-18} .$$



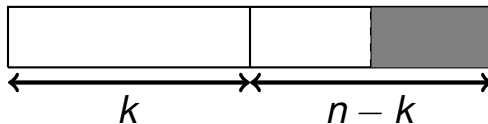
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- ▶ An (n, k) Reed-Solomon code has k information symbols and codewords of length n .



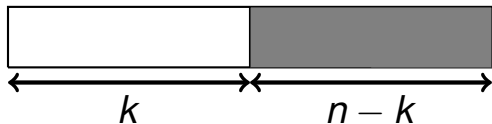
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- ▶ Bob can efficiently correct up to $(n - k)/2$ errors and always obtain a **unique decoding**.
- ▶ With **list decoding** Adversary can efficiently correct up to $(n - k)$ errors (and obtain a small number of possible decodings).



Keyring proposal for encrypting M with keyring A

M

A



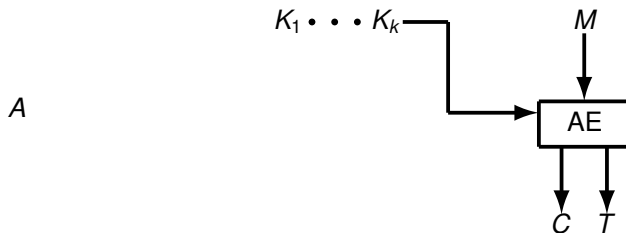
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$K_1 \cdot \cdot \cdot K_k$

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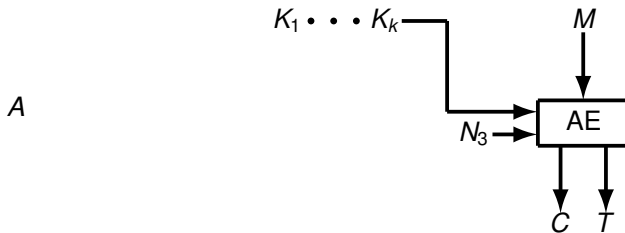
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Alice sends

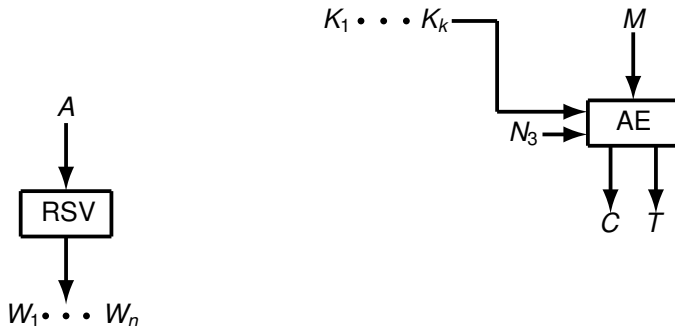
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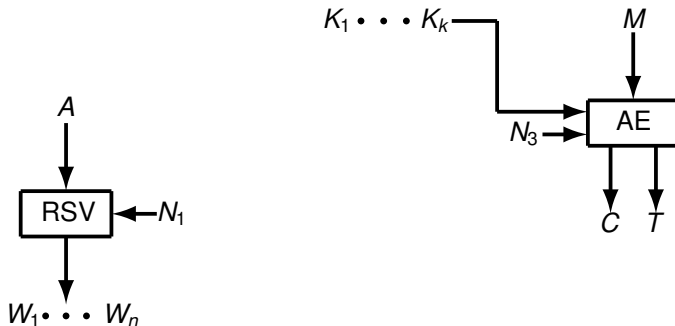
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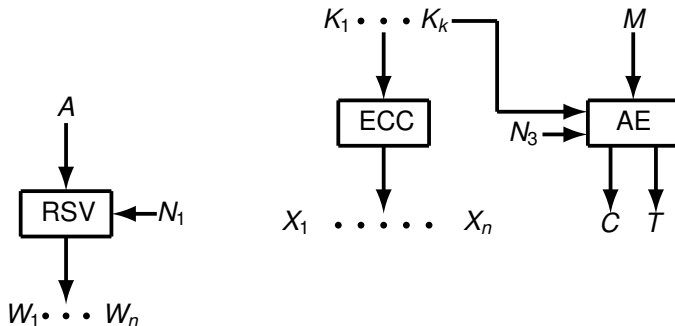
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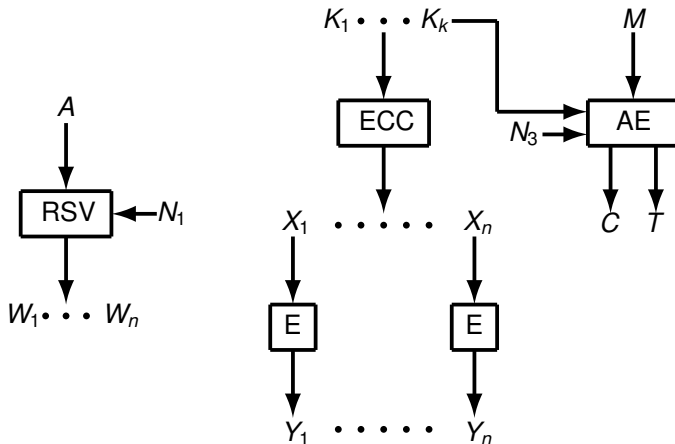
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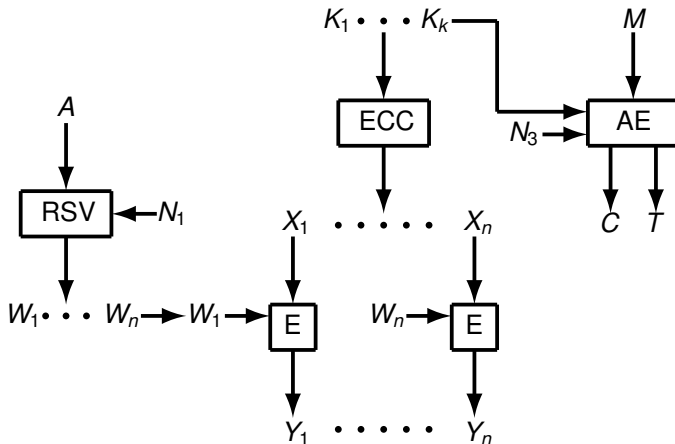
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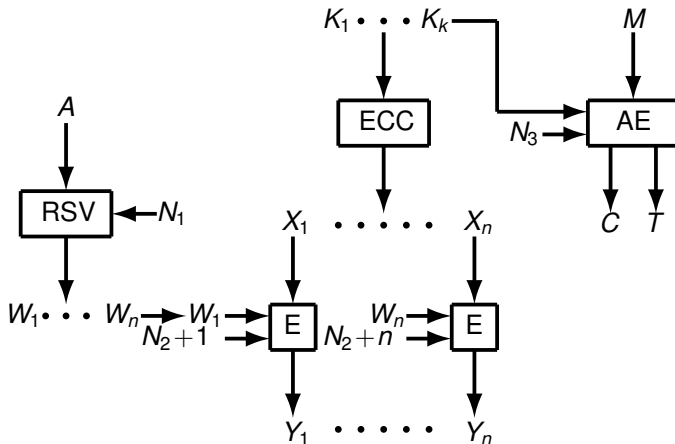
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- ▶ Choose random k -byte message key K_1, \dots, K_k (aka “vault contents”).
- ▶ Encrypt message M with key K and nonce N_3 using an authenticated encryption method to obtain ciphertext C and authentication tag T .

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- ▶ Send $(N_1, N_2, N_3), Y, C, T$.



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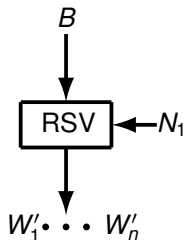
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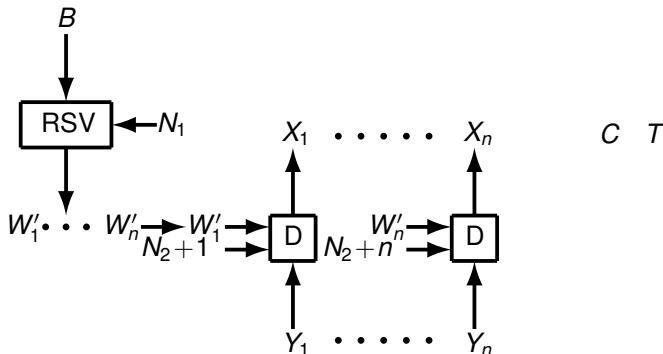


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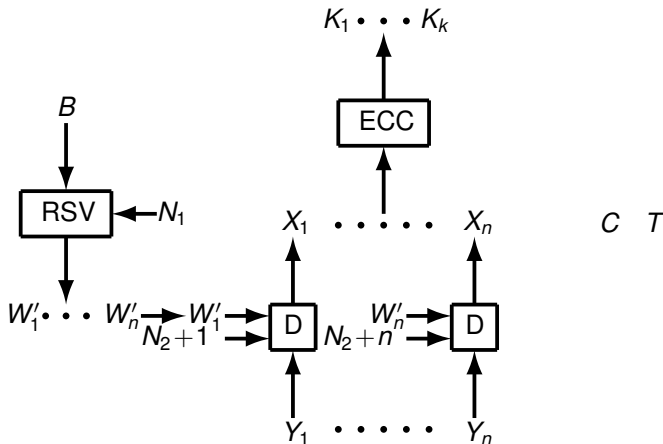


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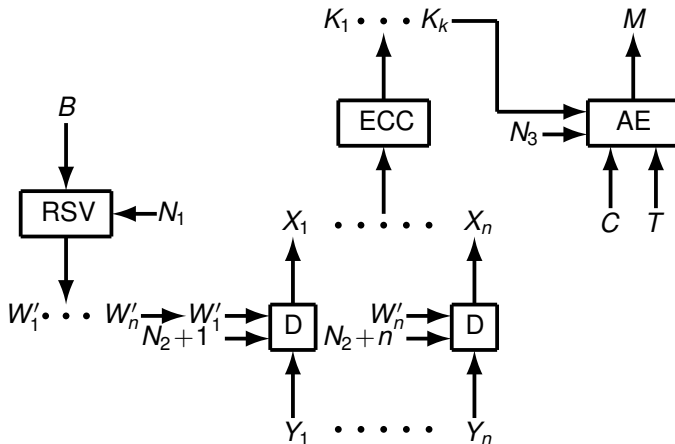
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- ▶ Using keyrings may invite poor choices (just as passwords tend to be poor). “Biometric” keyrings don’t have this problem.
- ▶ Initial keywords may be high-entropy.



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- ▶ Make updates large every once in a while!
- ▶ Reminiscent of problems of refreshing entropy pool in PRNG.
(Ferguson-Schneier-Kohn'10, Dodis-Shamir-StephensDavidowitz-Wich'14).

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- ▶ We only *conjectured* that MinHash strategy was best way to play Keyword Matching Game.
- ▶ Perhaps Adversary can play this game better than Bob can, even for a fixed strategy by Alice!
- ▶ We need to prove that MinHash strategy is optimal (for $|A \cap B| > 1$)!



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- ▶ Encrypt M with AEAD instead of AE, where AD includes Y and nonces. Insecure? (AD and K are related.) Proof needed.



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- ▶ We send $n = 256$ bytes plus nonces.
- ▶ Bob can decode whp if $p - k/n \geq c\sqrt{np(1-p)}$, which holds for **constant** n if $p > (1 + \epsilon)k/n$.



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 - ▶ Analyzing security of AEAD variant against CCA.



The End



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- ▶ Create bipartite graph whose vertices are all $|A|$ -subsets (resp. all $|B|$ -subsets) of \mathcal{U} with an (X, Y) edge iff $|X \cap Y| = 1$. The $|A|$ -subsets have degree $|A|$; the $|B|$ -subsets have degree $|B|$.

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