

Universally Composable Symbolic Analysis

- for Two-Party Protocols
based on Homomorphic Encryption

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Symbolic Analysis

- * Abstracts away details to facilitate analysis
 - * formal proof
 - * machine assistance
 - * large systems / real-world applications
- * Tool support
 - * type systems
 - * model checkers
 - * theorem provers

Popular Choices

- * Process algebra as basic model
 - * keys \rightarrow unguessable symbols
 - * encryption \rightarrow abstract term
 - * polynomial time \rightarrow fixed set of attacker rules
- * For instance
 - * terms: $\text{enc}(m, ek, r)$ and $\text{ekfor}(dk)$
 - * rule: $\text{dec}(\text{enc}(m, \text{ekfor}(dk), r), dk) = m$

Popular Choices

- * Classical primitives
 - * encryption
 - * signature
 - * hash functions
- * Security defined by $\text{Prop}(p)$
 - * weak secrecy: “key k not deducible”
 - * strong secrecy: “ $P(k_1) \approx P(k_2)$ ”
- * (not least for real-world soundness)

Motivation

- * Modern primitives somewhat neglected
 - * homomorphic encryption
- * ... yet could imagine many applications (special-purpose MPC)
 - * Voting
 - * Auctions
 - * Secure Payments
- * Goal is tool-aided method for formal analysis

This Work

- * Two-party secure function evaluation protocols
 - * homomorphic encryption, commitments, NIZK-PoK
 - * Coin Flip, Oblivious Transfer, Triple generation
- * Applied Pi-calculus for the symbolic model
 - * well-known and suitable for ProVerif tool
 - * show real-world soundness w.r.t. standard UC model
- * So, for the class of protocols we consider:
 - * **symbolic security implies UC security**

Contribution

- * Symbolic model of homomorphic encryption
 - * suitable for tool analysis
- * Carry simulation/UC approach over to symbolic model
 - * security properties as ideal functionalities
 - * simulator extraction operations
- * Real-world soundness of homomorphic encryption
 - * for indistinguishability-based properties
 - * no fixed security property
- * Analysis of concrete OT protocol [DN0081]

Symbolic UC

- * Natural to capture security for FSE by ideal functionalities
 - * input from environment
 - * corrupted players
 - * strong secrecy: “ $\text{Sender}(x_0, x_1) \approx \text{Sender}(0, x_1)$ ” ??
- * Usual benefits of UC
 - * compositional / modular analysis (including single session)
- * ... and little bonus “hybrid analysis”
 - * hide sub-protocols using unsupported primitives
- * See also: DKP09, BU13

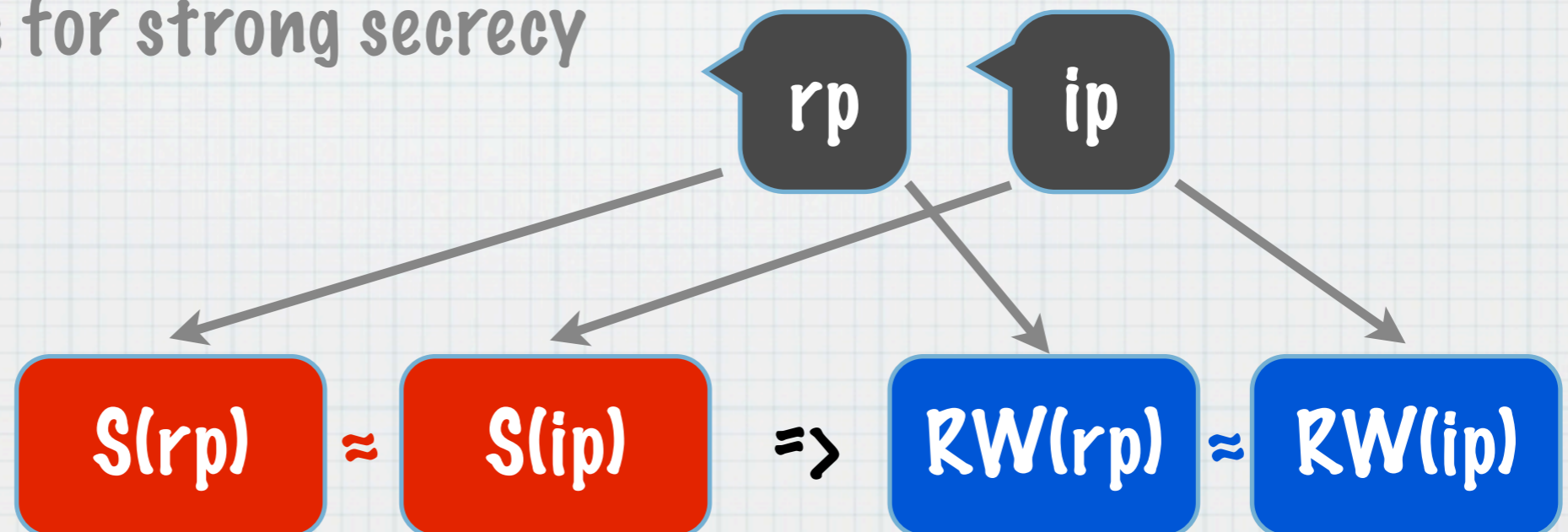
Approach

- * Consider class of protocols
 - * certain structure and black-box use of crypto
 - * captured by high level language
- * Define two interpretations of systems:
 - * symbolic **S(.)** produces set of processes
 - * computational **RW(.)** produces set of ITMs
- * Theorem: indistinguishability carries over

How To Apply

* Methodology

- * express protocol and sub ideal functionalities
- * express target ideal functionality and simulator
- * show symbolic indistinguishability: $S(rp) \approx S(ip)$
- * apply soundness theorem: $RW(rp) \approx RW(ip)$
- * also works for strong secrecy



Protocol Language

- * Used for expressing players, ideal functionalities, simulators
- * Commitments
 - * $\text{commit}_T(\dots) \rightarrow [C, \text{Proof}_T]$
- * Homomorphic encryption
 - * $\text{encrypt}_T(\dots) \rightarrow [C, \text{Proof}_T]$
 - * $\text{eval}_e(\dots) \rightarrow [C, C_1, \dots, D_1, \dots, \text{Proof}_e]$
 - * $\text{decrypt}(\dots)$
- * NIZK-PoK
 - * proof verification: $\text{verCommit}_T(\dots)$, $\text{verEncrypt}_T(\dots)$, $\text{verEval}_e(\dots)$
 - * simulator witness extraction: $\text{extrCommit}(\dots)$, $\text{extrEncrypt}(\dots)$, ...

Coin Flip

Player A

knows crs_A, ek_B, \dots
input bit a

Player B

knows ek_B, dk_B, \dots
input bit b

$commit_bit(a, r)$

$D, proof_bit(D)$

b

$encrypt_bit(ek_B, a)$

$eval_minus(C, a, r)$

$C, proof_bit(C)$

$C_zero, proof_minus(C_zero, C, D)$

check $decrypt(dk_B, C_zero) = 0$

Soundness

- * Third “intermediate” interpretation: $I(p)$
 - * F_{aux} ideal crypto module
 - * uniformly random handles instead of ciphertexts etc.
 - * global memory with restricted access
 - * fixed set of adversarial methods
- * $I(p_1) \approx I(p_2) \Rightarrow RW(p_1) \approx RW(p_2)$
 - * approximately that F_{aux} is realised in $RW(.)$
- * $S(p_1) \approx S(p_2) \Rightarrow I(p_1) \approx I(p_2)$
 - * already quite similar

I \Rightarrow RW

- * Construct translator T

- * $T[I(p)] \approx RW(p)$

- * use only adversarial methods

- * hence $I(p_1) \approx I(p_2) \Rightarrow T[I(p_1)] \approx T[I(p_2)]$

Primitives

- * Commitment scheme
 - * well-spread, comp. binding, and comp. hiding
- * Encryption scheme
 - * homomorphic for set of expressions
 - * well-spread, correct, history hiding, IND-CPA
- * NIZK-PoK scheme
 - * complete, comp. ZK, extractable

Translator T

- * Network messages to adversary
 - * honest: use dummy values
 - * corrupt: obtain correct values through F_{aux}
- * Network messages from adversary
 - * easy when both honest
 - * can extract most from proofs for a corrupt player
 - * reject certain untranslatable messages

$S \Rightarrow I$

- * Already close to each other
- * Intermediate attacker forced to use F_{aux} (for encrypting etc.)
 - * matchable by symbolic attacker with overwhelming prob.
 - * fails only if he guesses a random handle
- * By symbolic indistinguishability he sees the same in every activation in both cases
 - * symbolic indistinguishability has weaker scheduling guarantees
 - * ... small condition on protocols

Thank You !

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