

Your Group Chat is Secure... But Will it Scale?



Encrypted at Scale: How Encryption Holds Up as Group Chats Grow



PROBLEM

Not enough research done on the state-of-the-art encryption algorithms used in online chatting applications, leading to uncertainty on which algorithm is the most appropriate.

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SOLUTION

Simulate day to day group interactions, from small groups of 5 to 10 people, to chats of over 1000 people, with different message sizes. Record findings for each algorithm, find the best suited one for each case.

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BENEFIT

Find the most flexible and adaptable algorithm to use for different use cases, thus improving encryption, decryption and rekeying times.

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IMPORTANCE

Communication is essential in today's digital world. Group chat applications are becoming increasingly popular, with user numbers growing rapidly.

HOW?

Develop a tool that implements these algorithms, records and visualizes their performance under certain conditions.

METHODOLOGY

We focus on comparing four encryption algorithms: **AES-GCM**, **Double Ratchet**, **TreeKEM** and a **Hybrid** method combining AES with RSA/ECIES.

Each has different strengths in terms of performance, scalability, and security. We test their performance with regards to:

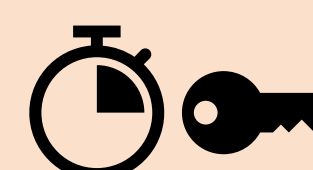
MEASURED METRICS



Encryption/Decryption time

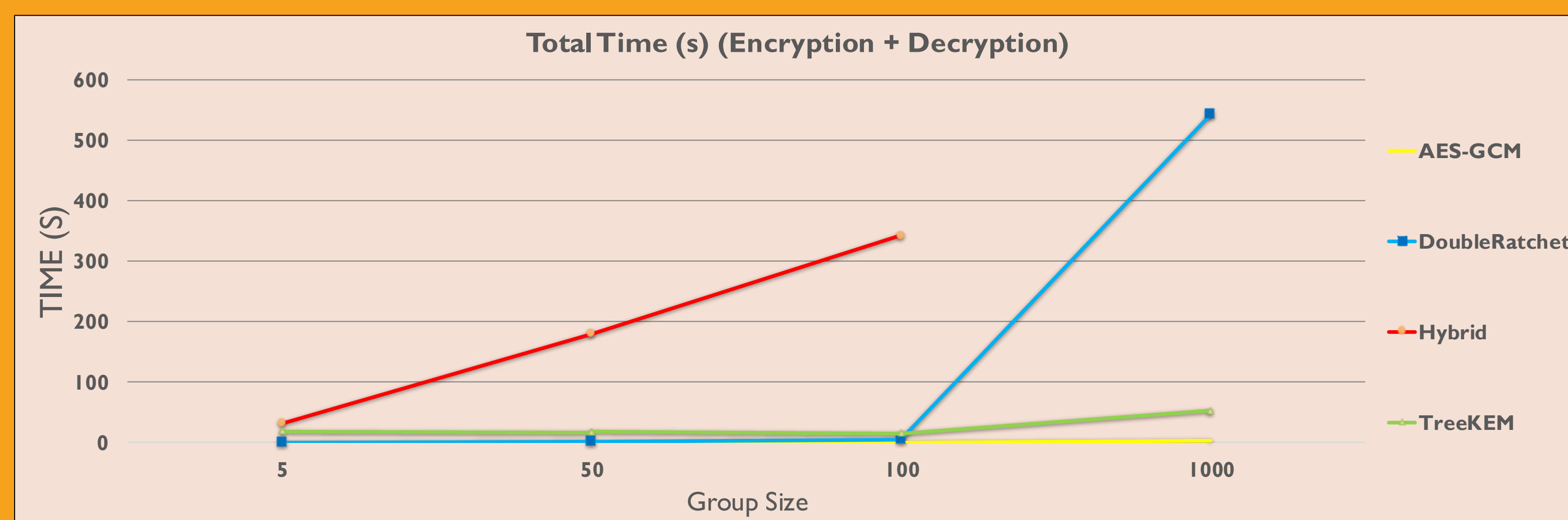


CPU and memory usage



Rekeying time during user join/leave events

RESULTS



- **TreeKEM** proved to be the **most scalable** algorithm for **rekeying**, thanks to its tree structure.

- **Hybrid** was the **slowest** with regards to total time and rekeying because it encrypts the session key individually for every user.

- **AES-GCM** was the **fastest** in both encryption and rekeying, but lacks secure key distribution, making it less ideal for large or dynamic groups.

- **Double Ratchet** offers excellent security (used in Signal/WhatsApp), but rekeying and setup becomes expensive due to constant DH key exchanges and state syncing.

Conclusion: Our results show that there is no one-size-fits-all solution, trade-offs exist between **speed**, **scalability**, and **security**.

More results and information here





RESOURCES

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