



# Public Key Encryption

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Public Key Cryptography

# INTRODUCTION

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# Communication model

- **pubK<sub>Bob</sub>**: public key
- **privK<sub>Bob</sub>**: private key
- **Alice knows Bob's public key pubK<sub>Bob</sub>**
- **Bob keeps secret his own private key privK<sub>Bob</sub>**

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# Public key encryption - Definition

- A **public key encryption scheme** is a triple of algs (**G**, **E**, **D**) s.t.
  - **G** is a randomized alg. for key generation (**pk**, **sk**)
  - **y = E(pk, x)** is a (**randomized**) alg. that takes  $x \in \mathcal{M}$  and outputs  $y \in \mathcal{C}$
  - **x = D(sk, y)** is deterministic alg. that takes  $y \in \mathcal{C}$  and outputs  $x \in \mathcal{M}$
  - fulfills the **Consistency Property**
    - $\forall (pk, sk), \forall x \in \mathcal{M}, D(sk, E(pk, x)) = x$

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## Security of PKE: informal



- Known  $pk \in \mathcal{K}$  and  $y \in \mathcal{C}$ , it is computationally infeasible to find the message  $x \in \mathcal{M}$  such that  $E_{pk}(x) = y$
- Known the public key  $pk \in \mathcal{K}$ , it is computationally infeasible to determine the corresponding secret key  $sk \in \mathcal{K}$
- Constructions generally rely on hard problems from number theory and algebra


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## Non-randomized PKE is not perfect



*Whenever a perfect cyph exists, same for block cyphs, but a PK scheme cannot*

- PK encryption scheme is not perfect
  - Proof
    - Let  $y = E(pk, x)$
    - Adversary
      - intercepts  $y$  over the channel
      - selects  $x'$  s.t.  $\Pr[M = x'] \neq 0$  (a priori)
      - computes  $y' = E_{pk}(x')$  *Adversary cannot decrypt, but can encrypt*
      - If  $y' == y$  then  $x' = x$  and  $\Pr[M=x' \mid C=y] = 1$   
else  $\Pr[M=x' \mid C=y] = 0$  (a posteriori)

*↓ a posteriori prob. is different from the a priori one.*

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# PKE basic protocol

*Naive use*



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**Alice**

$(pk, sk) \leftarrow G()$

**Bob**

“Alice”,  $pk$

Msg  $x$

Bob,  $y \leftarrow E_{pk}(x)$

$x \leftarrow D_{sk}(y)$

*Insecure channel*


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# Digital envelope



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- Public key cryptography is 2-3 orders of magnitude slower than symmetric key cryptography *Unconvenient from performance PoV*
  - Public-key performance can be a more serious bottleneck in constrained devices, e.g., mobile phones or smart cards, or on network servers that have to compute many public-key operations per second
- A digital envelope uses two layers for encryption:
  - Symmetric key encryption is used for message encryption and decryption.
  - Public key encryption is used to send symmetric key to the receiving party


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Hybrid protocol: digital envelope

  
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Alice

$(\text{pubk}_A, \text{privk}_A) \leftarrow G()$

Bob

$[\text{"Alice"}, \text{pubk}_A]$   
 $k \leftarrow \text{random}() \mid_{128 \text{ bit}}$   
Bob generates a symmetric key, encrypts message by means of key and encrypt key by means of Alice's key

Off-line method

$\text{Bob}, y \leftarrow E(\text{pubk}_A, k), z \leftarrow \text{AES}(k, x)$

$k \leftarrow D(\text{privk}_A, y)$   
 $x \leftarrow \text{AES}^{-1}(k, z)$

$\text{PK enc is used on a very small amount of data (16 bytes).}$


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9 This method doesn't use shared secrets.

Basic key transport protocol

  
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Alice

$(\text{pubk}_A, \text{privk}_A) \leftarrow G()$

Bob

$\text{"Alice"}, \text{pubk}_A$   
choose random key  $k \in \{0,1\}^{128}$

Handshake

$\text{Bob}, y \leftarrow E(\text{pubk}_A, k)$

Data security

$k \leftarrow D(\text{privk}_A, y)$   
 $\text{AES}(k, \text{session})$

$k$ : session key  
Disclaimer: toy protocol!

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PUBLIC KEY CRYPTOGRAPHY


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Families of pub key algs

  
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- Built on the common principle of *one-way function*
- A function  $f()$  is a *one-way* function if:
  - $y = f(x)$  is computationally easy, and
  - $x = f^{-1}(y)$  is computationally infeasible
- Two popular one-way functions
  - Integer factorization
  - Discrete logarithm [log in a subset of  $\mathbb{N}^*$ ]


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## Families of PK Cryptography



- Integer factorization schemes (mid 70s)
  - Most prominent scheme: RSA
- Discrete Logarithm Schemes (mid 70s)
  - Most prominent schemes: DHKE, ElGamal, DSA
    - invented algorithm for DS
    - Diffie Hellman key establishment
- Elliptic Curves Schemes (mid 80s)
  - EC schemes are a generalization of the Discrete Logarithm algorithm
  - Most prominent schemes: ECDH, ECDSA

Completely broken by quantum attacks


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## Families of PK Cryptography



- Other schemes
  - PK schemes based on lattices seen to be resistant to quantum computing
  - Multivariate Quadratic, Lattice
    - They lack maturity
    - Poor performance characteristics
  - Hyperelliptic curve cryptosystems
    - Secure and efficient
    - They have not gained widespread adoption

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## Main security mechanisms



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- Encryption
  - RSA and ElGamal
- Key establishment
  - Establishing keys over an insecure channel
  - DHKE, RSA key transport
- Non repudiation and message integrity
  - Digital signatures
  - RSA, DSA, ECDSA
- Identification
  - Challenge-response protocol together digital signatures

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## Key Lengths and Security Level



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- An algorithm has *security level* of  $n$  bit, if the best known algorithm requires  $2^n$  steps
- Symmetric algorithms with security level of  $n$  have a key of length of  $n$  bits
- In asymmetric algorithms, the relationship between security level and cryptographic strength is not as straightforward

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# Key Lenghts and Security Level



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Algorithm Family	Cryptosystem	Security Level			
		80	128	192	256
Integer Factorization	RSA	1024 bit	3072 bit	7680 bit	15360 bit
Discrete Logarithm	DH, DSA, ElGamal	1024 bit	3072 bit	7680 bit	15360 bit
Elliptic curves	ECDH, ECDSA	160 bit	256 bit	384 bit	512 bit
Symmetric key	AES, 3DES	80 bit	128 bit	192 bit	256 bit

RULE OF THUMB - The computational complexity of the three public key algorithm families grows roughly with the cube of bit length

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# THE NEED FOR ENCRYPTION RANDOMIZATION

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# Attack against a small plaintext space

pubK: auctioneer's public key

Alice,  $y = E_{\text{pubK}}(x)$

Bidder

Malicious Bidder

Oscar,  $y' = E_{\text{pubK}}(x+1)$

Auctioneer privK, pubK

- The attack
  - Intercept  $y$
  - Try all the possible  $x$ 's until find  $x^*$  such that  $y = E_{\text{pubK}}(x^*)$ , then  $x^* == x$
  - Let  $x' = x^* + 1$
  - Send  $y' = E_{\text{pubK}}(x')$

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# Attack against a small plaintext space


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- Attack complexity
  - If bid  $x$  is an integer, then up to  $2^{32}$  attempts
  - If bid  $x \in [x_{\min}, x_{\max}]$ , then  $\text{\#attempts} \ll 2^{32}$

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# Attack against a small plaintex space



- Countermeasure: salting
  - Bidder side
    - Salt  $s \leftarrow \text{random}() \mid_{r\text{-bit}}$
    - Bid  $b \leftarrow (s, x)$
    - $y = E_{\text{pubK}}(b)$
  - Auctioneer side
    - $(s, x) \leftarrow D_{\text{privK}}(b)$  and retain  $x$
  - Adversary
    - Try alle the possible pairs (bid, salt)
    - Attack complexits gets multiplied by  $2^r$

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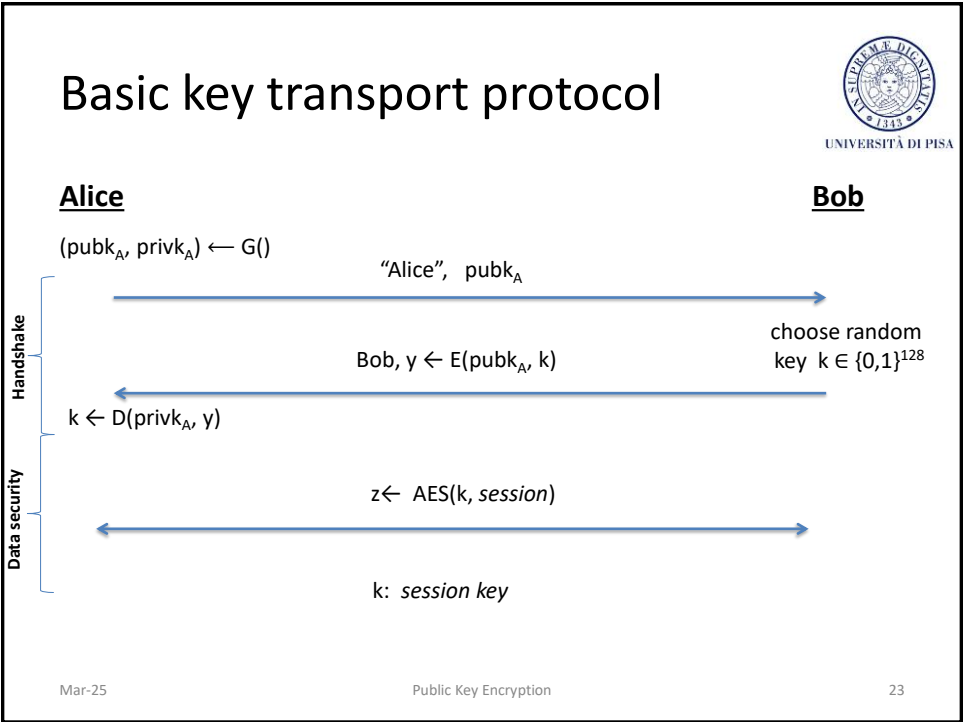
# KEY AUTHENTICATION

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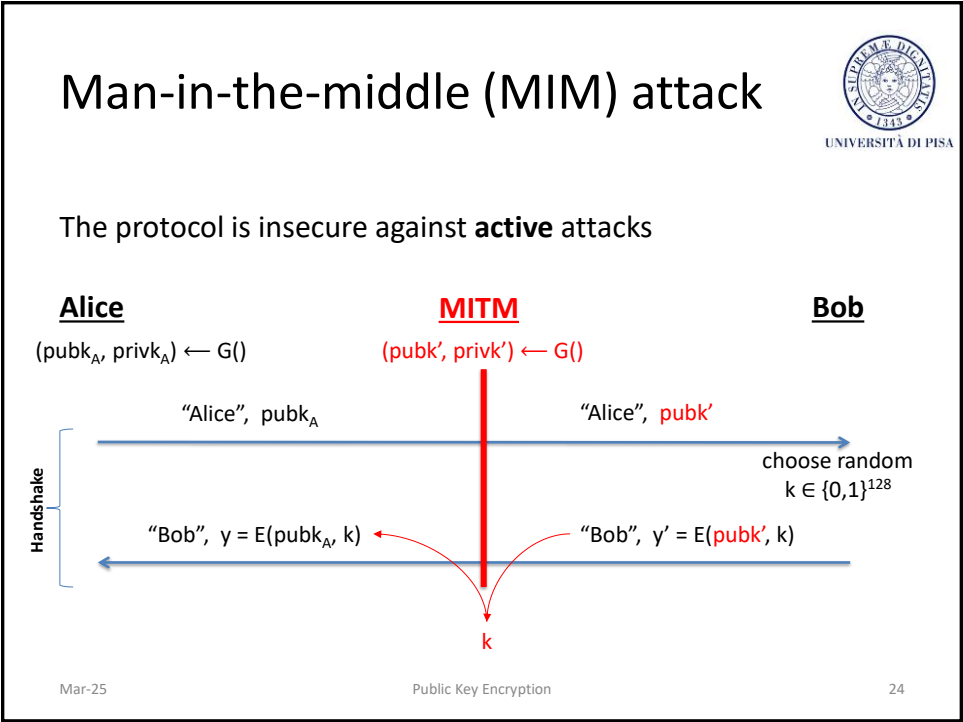
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# MIM attack against digital envelope

**Alice**

$(\text{pubk}_A, \text{privK}_A) \leftarrow G()$

"Alice",  $\text{pubk}_A$

"Bob",  $y \leftarrow E(\text{pubk}_A, k), z \leftarrow \text{AES}(k, \text{msg})$

$k \leftarrow D(\text{privK}_A, y)$

$x \leftarrow \text{AES}(k, z)$

**MIM**

$k \leftarrow D(\text{priv}', y')$

$x \leftarrow \text{AES}(k, z)$

$y \leftarrow E(\text{pubk}_A, k)$

**Bob**

"Alice",  $\text{pubk}'$

$k \leftarrow \text{random}() \upharpoonright_{128 \text{ bit}}$


"Bob",  $y' \leftarrow E(\text{pubk}', k), z \leftarrow \text{AES}(k, x)$

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# MiM Attack

The man-in-the-middle always lies in wait

Gimme Bob's pubK

Here, it is!  $\text{pubK}_C$

Here, it is!  $\text{pubK}_B$

**Trusted Repository**

$\langle \text{Alice}, \text{pubK}_A \rangle$

$\langle \text{Bob}, \text{pubK}_B \rangle$

$\langle \text{Carol}, \text{pubK}_C \rangle$

$\langle \text{Dave}, \text{pubK}_D \rangle$

*A trusted repository is not sufficient*

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## MiM attack vs key authentication



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- MiM attack is an active attack
- Lack of key authentication makes MiM possible
- Certificates are a solution

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