

A Syntactic Criterion for Injectivity of Authentication Protocols

Sjouke Mauw

joint work with Cas Cremers and Erik de Vink

sjouke@win.tue.nl

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- Motivation and problem statement.
- Formal model.
 - Security protocol.
 - Semantics.
 - Injectivity, authentication.
- Main theorem.
- Conclusions.

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Upon successfully finishing a protocol session, parties agree on the values of (common) variables.

Synchronization

Upon successfully finishing a protocol session, all messages have been executed in intended order, with intended contents.

Synchronization is strictly stronger than agreement, but the differences are subtle.

Example: unilateral authentication protocol

Overview

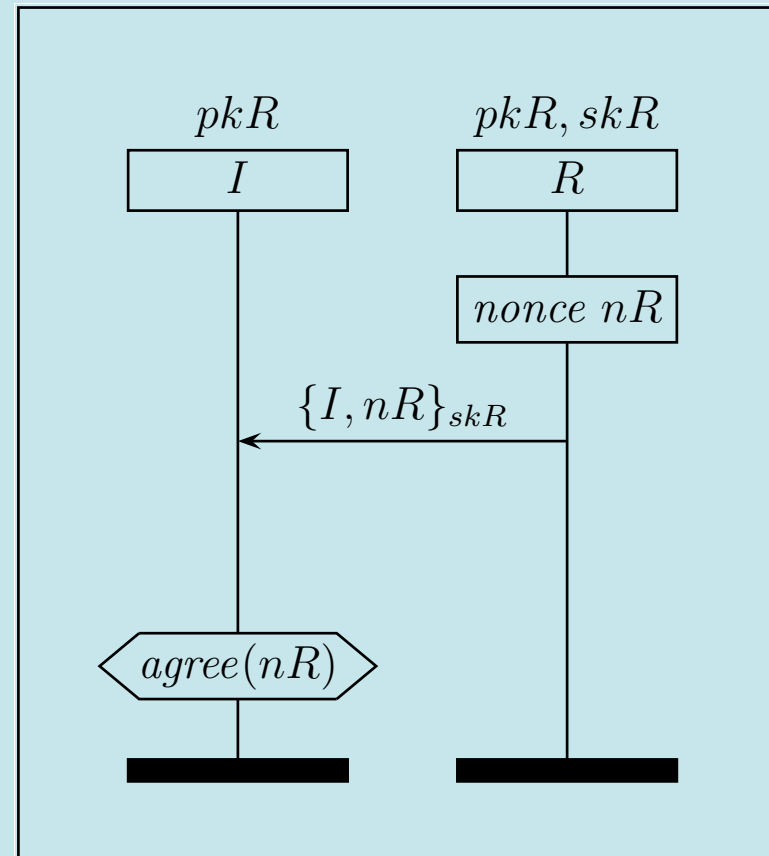
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Example: unilateral authentication protocol

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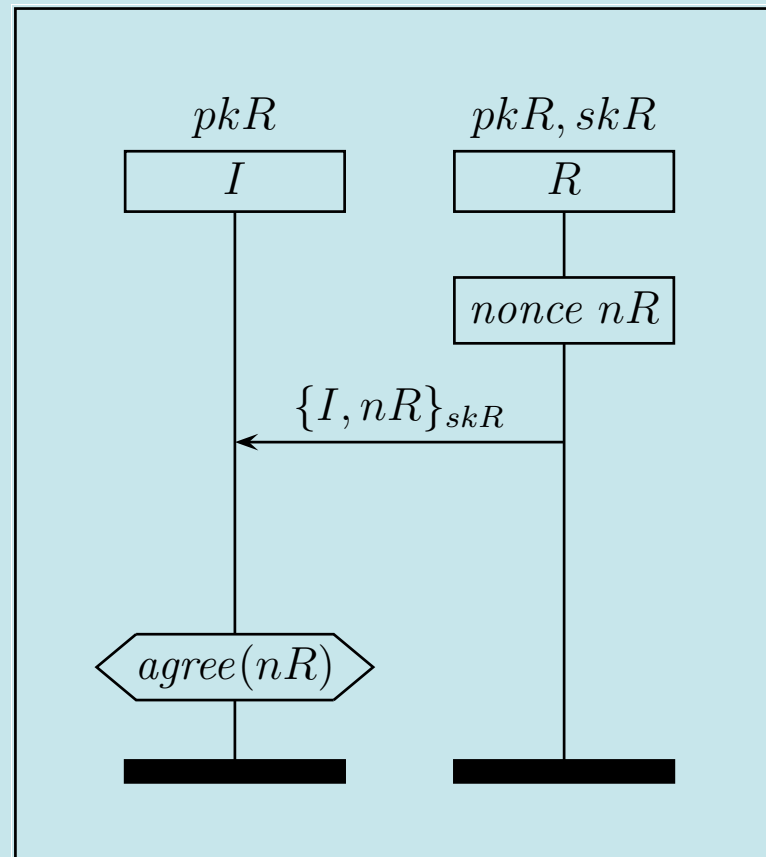
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Question: Does this protocol satisfy agreement and/or synchronization?

A replay attack

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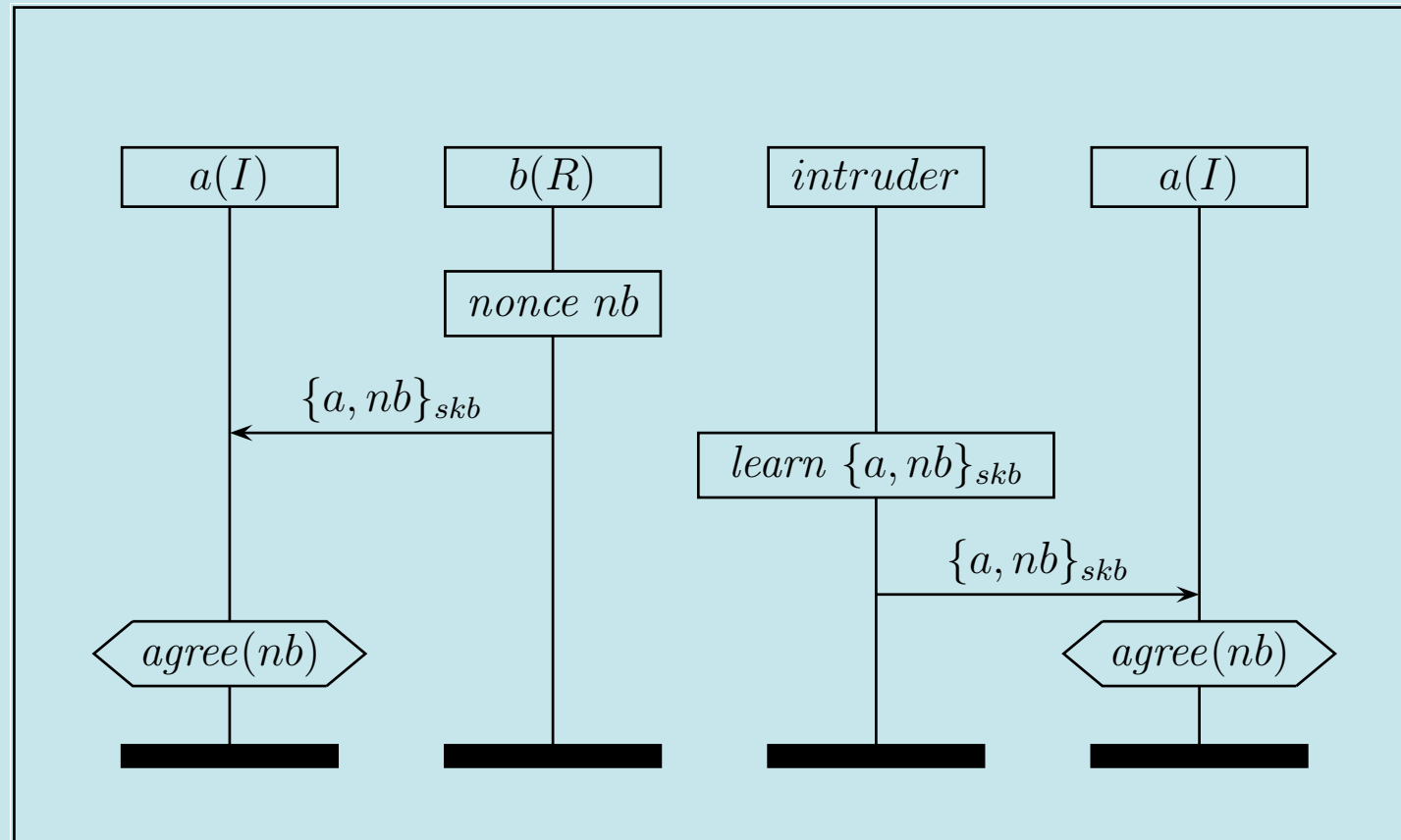
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A replay attack

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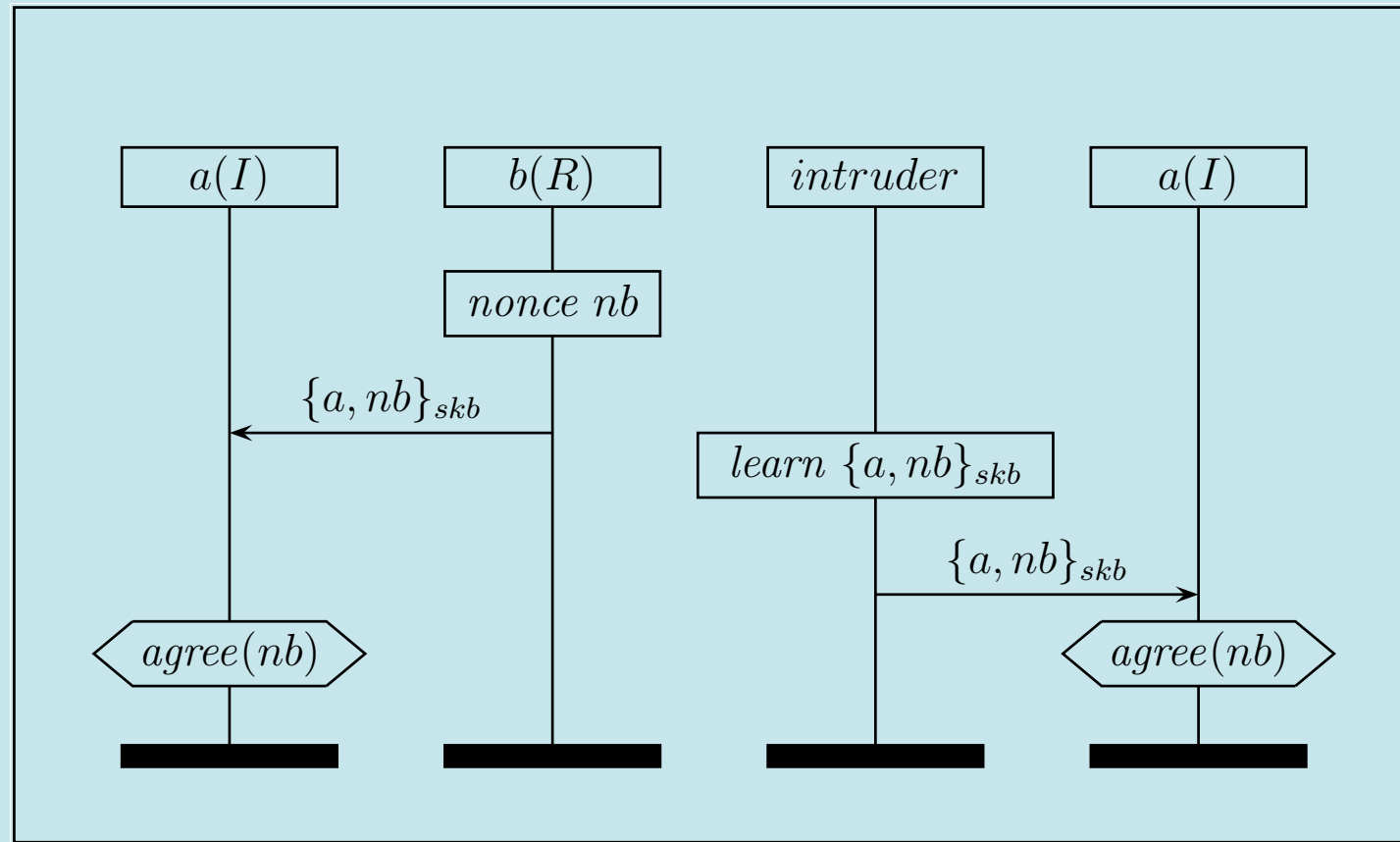
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Question: How to fix this protocol?

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Each run of an agent executing the initiator role corresponds to a *unique* run of its communication partner running the responder role.

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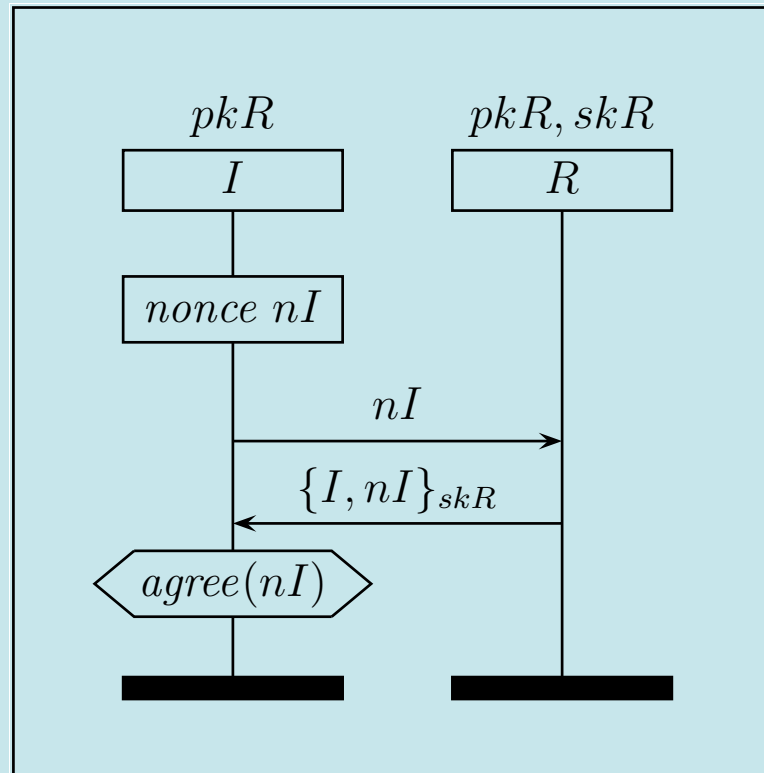
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Fixing the injectivity problem

Overview

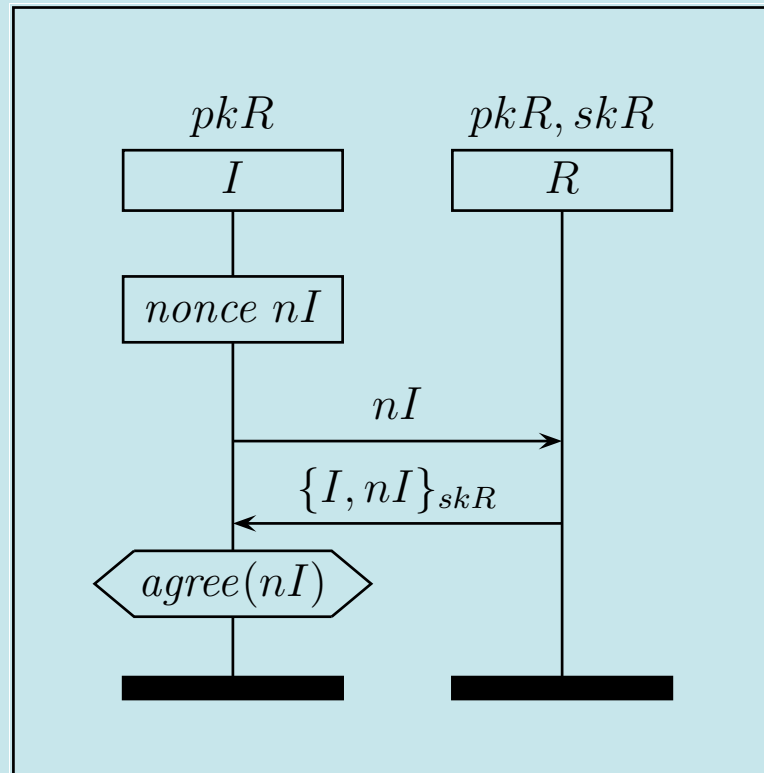
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Question: What's the general idea behind this fix?

Fixing the injectivity problem

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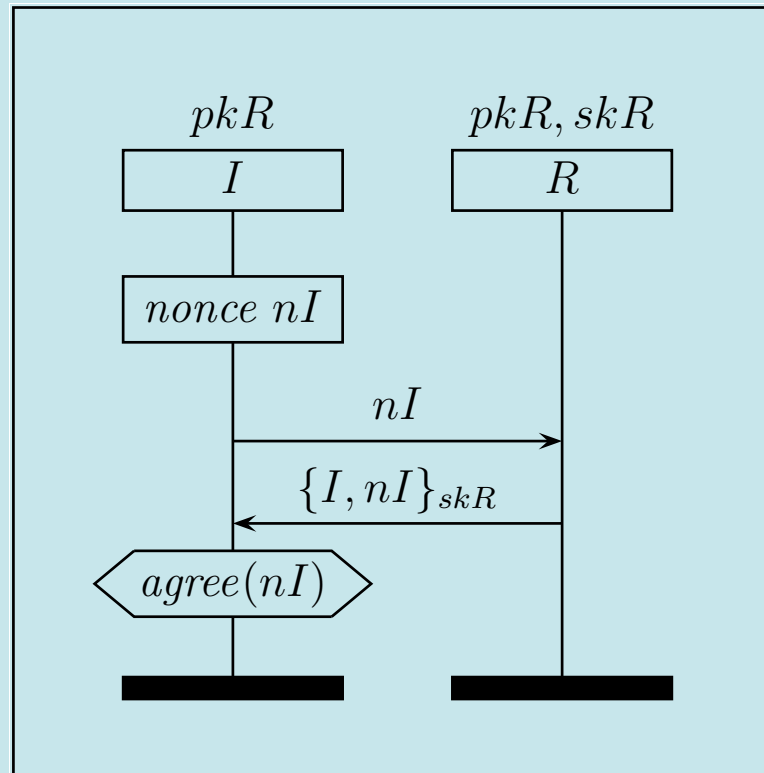
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Question: What's the general idea behind this fix?

Answer 1: By letting I control the nonce.

Answer 2: By introducing a loop from I via R back to I .

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Counting: $\#(\text{I-runs}) \leq \#(\text{corresponding R-runs})$

other approaches (logics, term rewriting)

- Strand spaces: solicited authentication tests (Guttman, Theyer 2002)
- π -calculus: injective correspondence (Gordon, Jeffrey 2002)
- Logic: e-commerce protocol logic (Adi, Debbabi, Mejri 2003)
- Further: Ad-hoc reasoning, informal reasoning, or simply not.

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Find a *generic* and *easy* way to validate injectivity for synchronizing protocols.

Generic:

As few assumptions on the security model as possible.

Easy:

Statically decidable.

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Events occurring in a protocol specification:

$$\text{RoleEvent} = \{ \text{send}_{\ell}(r, r', m), \text{read}_{\ell}(r, r', m), \text{claim}_{\ell}(r, c) \mid \\ \ell \in \text{Label}, r, r' \in \text{Role}, m \in \text{RoleMess}, c \in \text{Claim} \}$$

A protocol specification is a mapping from roles to lists of role events.

$$p \in \text{Role} \rightarrow \text{RoleEvent}^*$$

Example: NSL protocol

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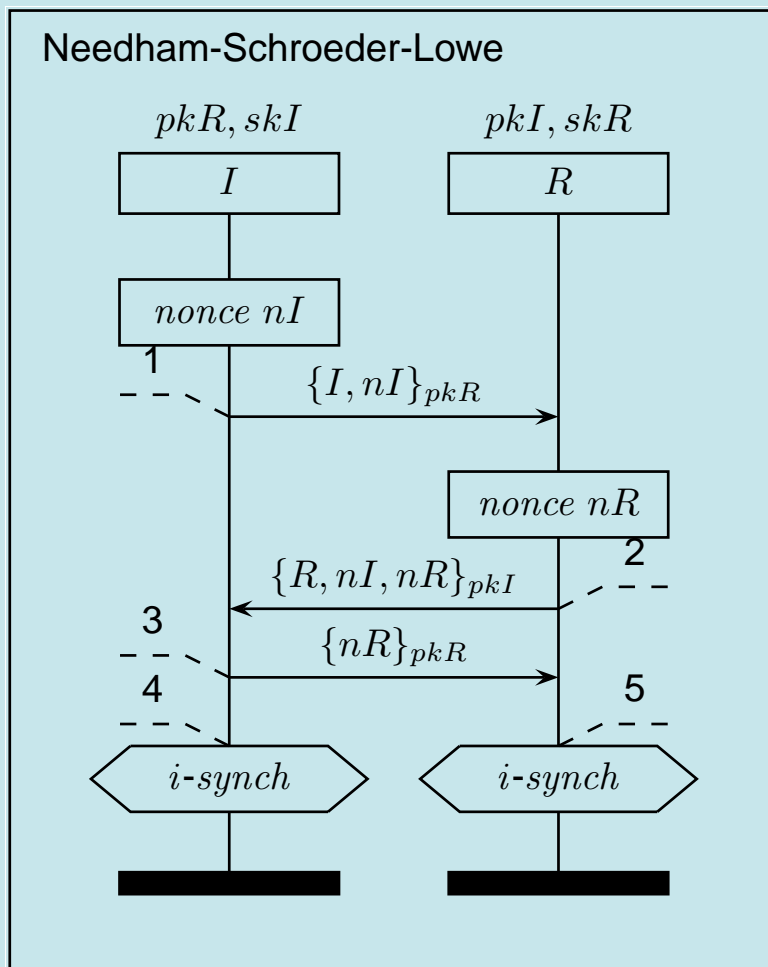
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$$NSL(I) =$$

$$send_1(I, R, \{I, nI\}_{pkR}).$$

$$read_2(R, I, \{R, nI, nR\}_{pkI}).$$

$$send_3(I, R, \{nR\}_{pkR}).$$

$$claim_4(I, i\text{-synch})$$

$$NSL(R) =$$

$$read_1(I, R, \{I, nI\}_{pkR}).$$

$$send_2(R, I, \{R, nI, nR\}_{pkI}).$$

$$read_3(I, R, \{nR\}_{pkR}).$$

$$claim_5(R, i\text{-synch})$$

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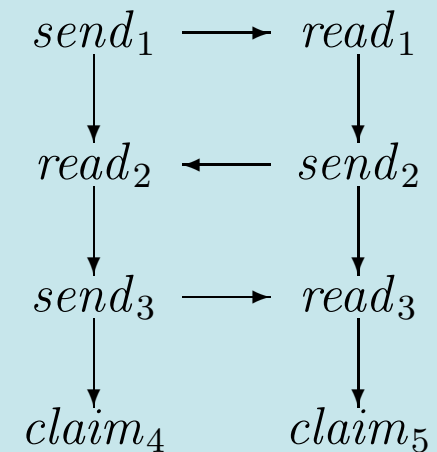
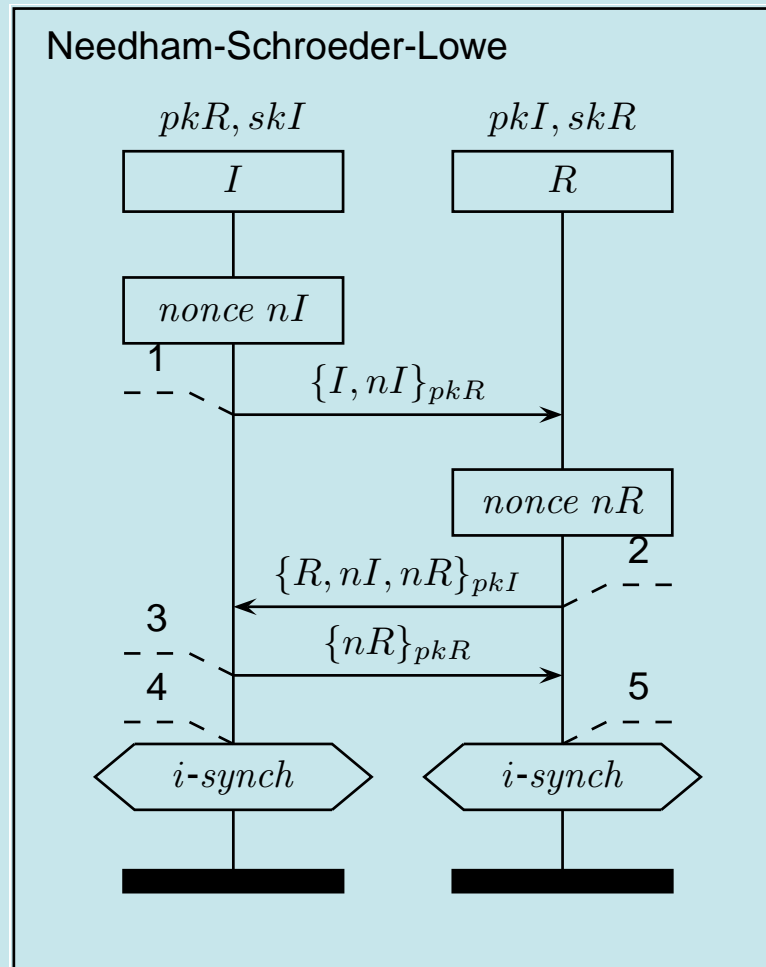
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- A *run* is the execution of a role by an agent.
- An agent may execute several (parallel) runs.
- Several agents may execute the same role in parallel.
- All runs have a unique *run identifier*.
- Executing a role event in a run gives a run event.

$RunEvent =$

$$\{ send_{\ell}(a, b, m) \# rid, read_{\ell}(a, b, m) \# rid, claim_{\ell}(a, c) \# rid \mid \\ rid \in RunId, \ell \in Label, a, b \in Agent, m \in RunMess, c \in Claim \}$$

- An execution trace is a list of run events; the semantics of a protocol p is a set of traces.

$$Tr(p) \subseteq RunEvent^*$$

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1. For $e' \neq read$ and $rid \neq rid'$

$$\alpha; e \# rid; e' \# rid'; \alpha' \in Tr(p) \Rightarrow \alpha; e' \# rid'; e \# rid; \alpha' \in Tr(p)$$

2. For $rid \neq rid'$

$$\alpha; send(m) \# rid''; \alpha'; e \# rid; read(m) \# rid'; \alpha'' \in Tr(p)$$

$$\Rightarrow \alpha; send(m) \# rid''; \alpha'; read(m) \# rid'; e \# rid; \alpha'' \in Tr(p)$$

Consequence

Let $\alpha \in Tr(p)$ and E be the set of events causally preceding a claim. Let α' be the trace obtained from α by shifting all events from E to the beginning of α . Then $\alpha' \in Tr(p)$.

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NI-SYNCH A protocol satisfies non-injective synchronization iff for every trace of the protocol there is an assignment of runs to roles such that the causal order of the protocol is respected and corresponding send and read events agree on the message sent.

I-SYNCH A protocol satisfies injective synchronization if it satisfies non-injective synchronization and the assignment function is injective.

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- Assume protocol with just two roles, I and R .
- The I role has synchronization claim.
- Need function $partner : RunId \rightarrow RunId$
 $partner(rid1) = rid2$ means that $rid1$ executes the I -role, reaches the claim, while $rid2$ executes the corresponding R -role.

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$NI-SYNCH \iff$

$\forall \alpha \in Tr(p) \exists partner: RunId \rightarrow RunId \forall i, rid \alpha_i = claim \# rid \Rightarrow$

$\forall read_\ell(I, R, t) \prec_p claim \exists i, j, i < j, a, b \in Agent, m \in RunMess$

$\alpha_i = send_\ell(a, b, m) \# rid \wedge$

$\alpha_j = read_\ell(a, b, m) \# partner(rid)$

$\wedge \forall read_\ell(R, I, t) \prec_p claim \exists i, j, i < j, a, b \in Agent, m \in RunMess$

$\alpha_i = send_\ell(a, b, m) \# partner(rid) \wedge$

$\alpha_j = read_\ell(a, b, m) \# rid$

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$NI-SYNCH \iff$

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$$\alpha_i = send_\ell(a, b, m) \# rid \wedge$$

$$\alpha_j = read_\ell(a, b, m) \# partner(rid)$$

$$\wedge \forall read_\ell(R, I, t) \prec_p claim \exists i, j, i < j, a, b \in Agent, m \in RunMess$$

$$\alpha_i = send_\ell(a, b, m) \# partner(rid) \wedge$$

$$\alpha_j = read_\ell(a, b, m) \# rid$$

$I-SYNCH \iff$ same, but *partner* function should be injective

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For all $e \prec_p \text{claim}$, such that $\text{role}(e) \neq \text{role}(\text{claim})$ there exist e' and e'' such that

$$\begin{aligned} e' \prec_p e'' \prec_p \text{claim} \wedge \\ \text{role}(e') = \text{role}(\text{claim}) \wedge \\ \text{role}(e'') = \text{role}(e) \end{aligned}$$

This property can be easily verified on the syntactic description of the protocol.

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Given a *swap-closed* trace model, we have that

$$NI\text{-}SYNCH \wedge LOOP \Rightarrow I\text{-}SYNCH$$

So, for synchronizing protocols, injectivity follows from the *LOOP* property.

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Proof by contradiction.

Assume that

$$NI\text{-}SYNCH \wedge LOOP \wedge \neg I\text{-}SYNCH$$

Example protocol with *LOOP*

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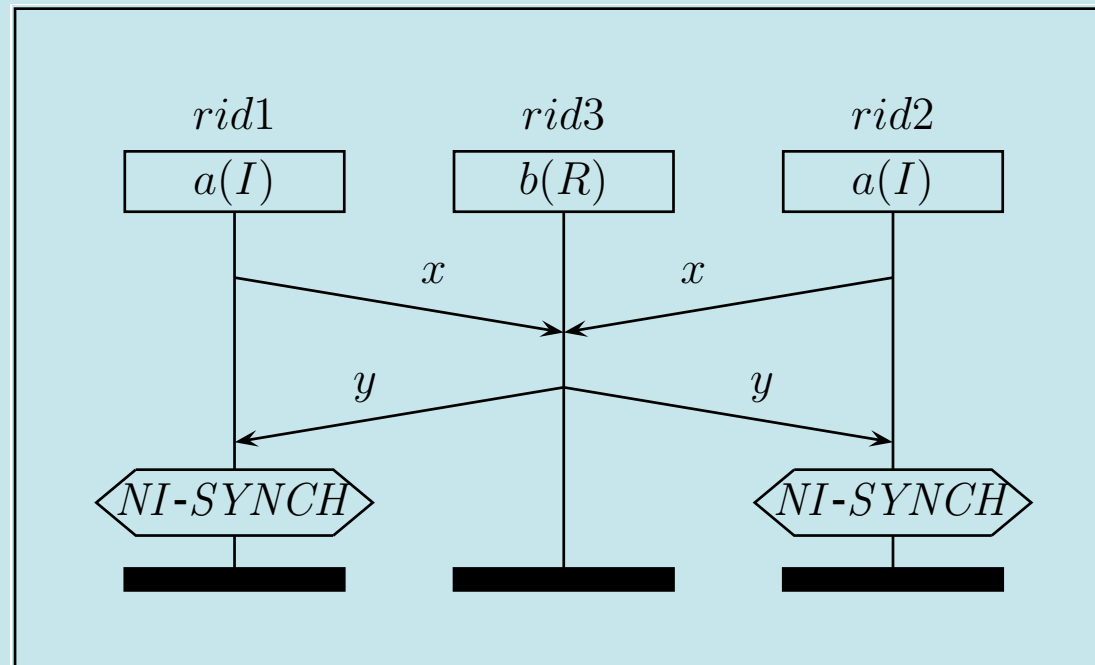
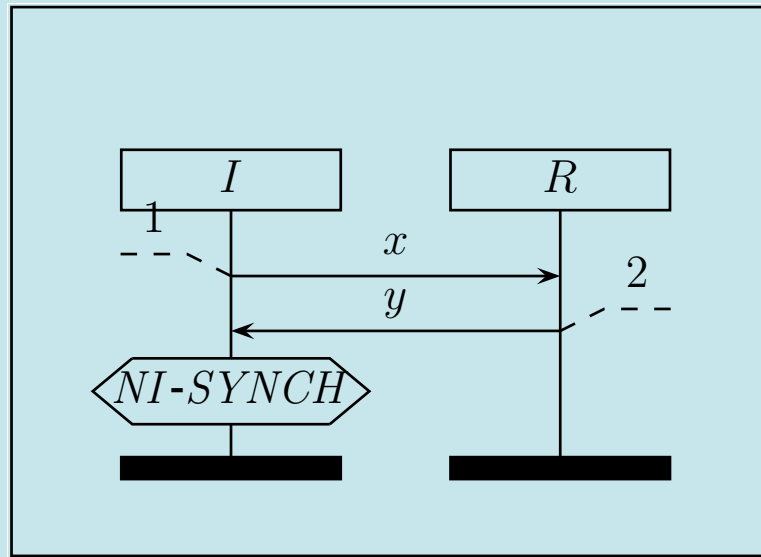
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● **Proof sketch**

Conclusions $\alpha =$ $\alpha_0;$ $send_1(x)\#rid1; \alpha_1;$ $send_1(x)\#rid2; \alpha_2;$ $read_1(x)\#rid3; \alpha_3;$ $send_2(y)\#rid3; \alpha_4;$ $read_2(y)\#rid1; \alpha_5;$ $read_2(y)\#rid2; \alpha_6;$ $claim_3\#rid1; \alpha_7;$ $claim_3\#rid2;$ $\alpha_8;$

$\alpha =$ $\alpha_0;$ $send_1(x)\#rid1; \alpha_1;$ $send_1(x)\#rid2; \alpha_2;$ $read_1(x)\#rid3; \alpha_3;$ $send_2(y)\#rid3; \alpha_4;$ $read_2(y)\#rid1; \alpha_5;$ $read_2(y)\#rid2; \alpha_6;$ $claim_3\#rid1; \alpha_7;$ $claim_3\#rid2;$ $\alpha_8;$ $\alpha' =$ $send_1(x)\#rid1;$ $send_1(x)\#rid2;$ $read_1(x)\#rid3;$ $send_2(y)\#rid3;$ $read_2(y)\#rid1;$ $read_2(y)\#rid2;$ $claim_3\#rid1;$ $claim_3\#rid2;$ $\alpha_0; \alpha_1; \alpha_2; \alpha_3; \alpha_4;$ $\alpha_5; \alpha_6; \alpha_7; \alpha_8;$

α' : swap events preceding $claim_3\#rid1$ and $claim_3\#rid2$ to the beginning

$\alpha =$	$\alpha' =$	$\alpha'' =$
$\alpha_0;$	$send_1(x)\#rid1;$	$send_1(x)\#rid1;$
$send_1(x)\#rid1; \alpha_1;$	$send_1(x)\#rid2;$	$read_1(x)\#rid3;$
$send_1(x)\#rid2; \alpha_2;$	$read_1(x)\#rid3;$	$send_2(y)\#rid3;$
$read_1(x)\#rid3; \alpha_3;$	$send_2(y)\#rid3;$	$read_2(y)\#rid1;$
$send_2(y)\#rid3; \alpha_4;$	$read_2(y)\#rid1;$	$claim_3\#rid1;$
$read_2(y)\#rid1; \alpha_5;$	$read_2(y)\#rid2;$	$send_1(x)\#rid2;$
$read_2(y)\#rid2; \alpha_6;$	$claim_3\#rid1;$	$read_2(y)\#rid2;$
$claim_3\#rid1; \alpha_7;$	$claim_3\#rid2;$	$claim_3\#rid2;$
$claim_3\#rid2;$	$\alpha_0; \alpha_1; \alpha_2; \alpha_3; \alpha_4;$	$\alpha_0; \alpha_1; \alpha_2; \alpha_3; \alpha_4;$
$\alpha_8;$	$\alpha_5; \alpha_6; \alpha_7; \alpha_8;$	$\alpha_5; \alpha_6; \alpha_7; \alpha_8;$

α'' : next, swap events preceding $claim_3\#rid1$ to the beginning

$\alpha =$	$\alpha' =$	$\alpha'' =$
$\alpha_0;$	$send_1(x)\#rid1;$	$send_1(x)\#rid1;$
$send_1(x)\#rid1;\alpha_1;$	$send_1(x)\#rid2;$	$read_1(x)\#rid3;$
$send_1(x)\#rid2;\alpha_2;$	$read_1(x)\#rid3;$	$send_2(y)\#rid3;$
$read_1(x)\#rid3;\alpha_3;$	$send_2(y)\#rid3;$	$read_2(y)\#rid1;$
$send_2(y)\#rid3;\alpha_4;$	$read_2(y)\#rid1;$	$claim_3\#rid1;$
$read_2(y)\#rid1;\alpha_5;$	$read_2(y)\#rid2;$	$send_1(x)\#rid2;$
$read_2(y)\#rid2;\alpha_6;$	$claim_3\#rid1;$	$read_2(y)\#rid2;$
$claim_3\#rid1;\alpha_7;$	$claim_3\#rid2;$	$claim_3\#rid2;$
$claim_3\#rid2;$	$\alpha_0;\alpha_1;\alpha_2;\alpha_3;\alpha_4;$	$\alpha_0;\alpha_1;\alpha_2;\alpha_3;\alpha_4;$
$\alpha_8;$	$\alpha_5;\alpha_6;\alpha_7;\alpha_8;$	$\alpha_5;\alpha_6;\alpha_7;\alpha_8;$

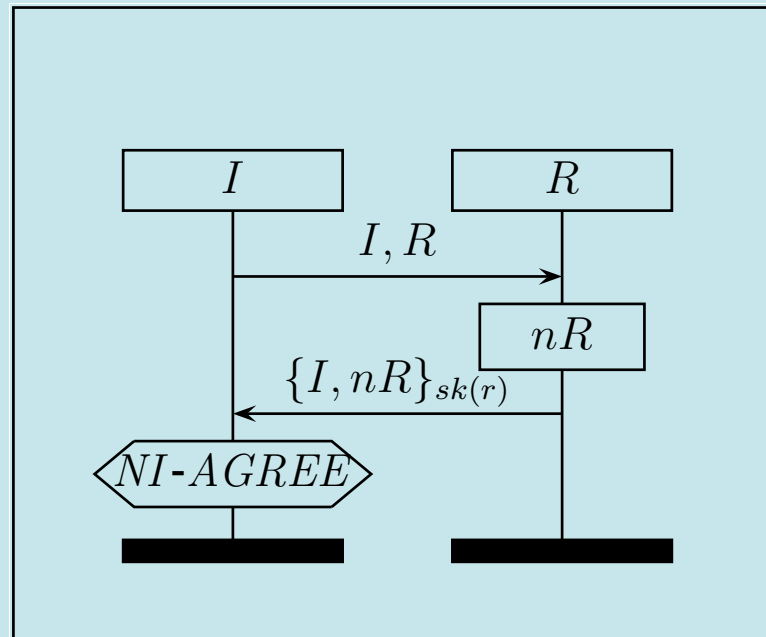
■ $\alpha \in Tr(p) \Rightarrow \alpha' \in Tr(p) \Rightarrow \alpha'' \in Tr(p)$

$\alpha =$	$\alpha' =$	$\alpha'' =$
$\alpha_0;$	$send_1(x)\#rid1;$	$send_1(x)\#rid1;$
$send_1(x)\#rid1;\alpha_1;$	$send_1(x)\#rid2;$	$read_1(x)\#rid3;$
$send_1(x)\#rid2;\alpha_2;$	$read_1(x)\#rid3;$	$send_2(y)\#rid3;$
$read_1(x)\#rid3;\alpha_3;$	$send_2(y)\#rid3;$	$read_2(y)\#rid1;$
$send_2(y)\#rid3;\alpha_4;$	$read_2(y)\#rid1;$	$claim_3\#rid1;$
$read_2(y)\#rid1;\alpha_5;$	$read_2(y)\#rid2;$	$send_1(x)\#rid2;$
$read_2(y)\#rid2;\alpha_6;$	$claim_3\#rid1;$	$read_2(y)\#rid2;$
$claim_3\#rid1;\alpha_7;$	$claim_3\#rid2;$	$claim_3\#rid2;$
$claim_3\#rid2;$	$\alpha_0;\alpha_1;\alpha_2;\alpha_3;\alpha_4;$	$\alpha_0;\alpha_1;\alpha_2;\alpha_3;\alpha_4;$
$\alpha_8;$	$\alpha_5;\alpha_6;\alpha_7;\alpha_8;$	$\alpha_5;\alpha_6;\alpha_7;\alpha_8;$

- $\alpha \in Tr(p) \Rightarrow \alpha' \in Tr(p) \Rightarrow \alpha'' \in Tr(p)$
- Because we assumed *NI-SYNCH*, we have that run *rid2* of α'' must synchronize. This cannot be the case. Contradiction.

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- Loop-property can be checked easily.
- Sufficient condition for large class of security protocol semantics.
- Necessary condition for standard Dolev-Yao intruder.
- Loop plus agreement not sufficient to imply injective agreement.
- Generalizes easily to multi-party protocols with multiple claims.

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