

# Conception et analyse de protocoles cryptographiques



Brocoli

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Master SIF / 2017 – 2018

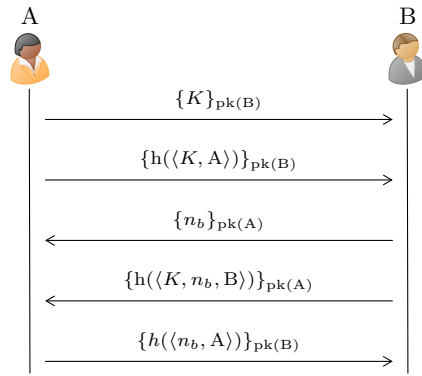


Figure 1: Brocoli Protocol

**Initial knowledge** We assume that agents A and B know the public key  $pk(C)$  corresponding to agent  $C$  for each agent  $C$ . Agent A also know the secret data  $K$ .

**Created values** Nonce  $n_b$  is generated by B.

## Description

- Alice (i.e., A) sends her secret  $K$ , encrypted by an asymmetric encryption algorithm using Bob's public key (denoted  $pk(B)$ ). Note that only Bob (i.e., B) knows the private key corresponding to the public key  $pk(B)$ . Alice then sends a hash (denoted  $h(\cdot)$ ) of her secret  $K$  and her name, also encrypted with  $pk(B)$ .
- Bob uses his private key to decrypt the two messages sent by Alice and learns  $K$ . Bob generates a random number  $n_b$  and sends it to Alice, encrypted with Alice's public key  $pk(A)$ . Bob also sends to Alice an encrypted hash of  $K$ ,  $n_b$  and his name  $B$ .
- Alice receives and decrypts the two messages from Bob using her private key. Alice finally sends a hash of Bob's random number  $n_b$  with its name, encrypted with  $pk(B)$ .

**Security properties** At the end of the protocol,

- if B think he has received  $K$  from A, then A has sent him  $K$ ;
- if A has sent  $K$  to B, then B has received  $K$ ;
- secret data  $K$  is only known by A and B.

## Cost

$$\begin{array}{rcl}
 (1) & & 1 + 1 + 1 = 3 \\
 (2) & & 1 + 1 + 5 + 1 + 1 = 9 \\
 (3) & & 1 + 1 + 1 = 3 \\
 (4) & & 1 + 1 + 5 + 1 + 1 + 1 = 10 \\
 (5) & & 1 + 1 + 5 + 1 + 1 = 9 \\
 \hline
 & & = 34
 \end{array}$$

## Appendix

Below are formalizations of our protocol provided for completeness. Listing 1 corresponds to the Scyther implementation, and Listing 2 to ProVerif. Comments indicate verification's result and message cost.

Listing 1: Brocoli in Scyther

```

1  hashfunction hash;
2
3  usertype MySecret;
4
5  protocol broccoli(I, R) { // 34
6    role I {
7      var nr: Nonce;
8      fresh K: MySecret;
9
10     send_1a (I, R, {K}pk(R)); // 3
11     send_1b (I, R, {hash(K, I)}pk(R)); // 9
12
13     recv_2a (R, I, {nr}pk(I));
14     recv_2b (R, I, {hash(K, nr, R)}pk(I));
15
16     send_3 (I, R, {hash(nr, I)}pk(R)); // 9
17
18     claim(I, Secret, K); // No attacks
19     claim(I, Secret, nr); // No attacks
20     claim(I, Alive); // No attacks
21     claim(I, Weakagree); // No attacks
22     claim(I, Niagree); // No attacks
23     claim(I, Nisynch); // No attacks
24   }
25
26   role R {
27     fresh nr: Nonce;
28     var K: MySecret;
29
30     recv_1a (I, R, {K}pk(R));
31     recv_1b (I, R, {hash(K, I)}pk(R));
32
33     send_2a (R, I, {nr}pk(I)); // 3
34     send_2b (R, I, {hash(K, nr, R)}pk(I)); // 10
35
36     recv_3 (I, R, {hash(nr, I)}pk(R));
37
38     claim(R, Secret, K); // No attacks
39     claim(R, Secret, nr); // No attacks
40     claim(R, Alive); // No attacks
41     claim(R, Weakagree); // No attacks
42     claim(R, Niagree); // No attacks
43     claim(R, Nisynch); // No attacks
44   }
45 }
```

Listing 2: Brocoli in ProVerif

```

1  free c: channel.
2
3  type skey.
4  type pkey.
5  fun pk(skey): pkey.
```

```

6 fun aenc(bitstring, pkey): bitstring.
7 reduc forall m: bitstring, k: skey; adec(aenc(m, pk(k)), k) = m.
8
9 fun p2b(pkey): bitstring [typeConverter].
10
11 fun h2(bitstring, bitstring): bitstring.
12 fun h3(bitstring, bitstring, bitstring): bitstring.
13
14 free k: bitstring [private].
15
16 event endA(pkey, bitstring).
17 event endB(pkey, bitstring).
18
19 query a: pkey, b: pkey, s: bitstring;
20 event(endB(a, s)) ==> event(endA(b, s)).
21 (* RESULT event(endB(a_903,s_905)) ==> event(endA(b_904,s_905)) is true. *)
22
23 query a: pkey, b: pkey, s: bitstring;
24 event(endB(a, s)) ==> s = k.
25 (* RESULT event(endB(a,s_455)) ==> s_455 = k[] is true. *)
26
27 query attacker(k).
28 (* RESULT not attacker(k[]) is true. *)
29
30 let roleA(pkA: pkey, skA: skey, pkB: pkey) =
31   out(c, aenc(k, pkB)); (* 3 *)
32   out(c, aenc(h2(k, p2b(pkA)), pkB)); (* 9 *)
33   in(c, x1: bitstring);
34   let nb = adec(x1, skA) in
35     in(c, x2: bitstring);
36     let (=h3(k, nb, p2b(pkB))) = adec(x2, skA) in
37       event endA(pkB, k);
38       out(c, aenc(h2(nb, p2b(pkA)), pkB)). (* 9 *)
39
40 let roleB(pkB: pkey, skB: skey, pkA: pkey) =
41   new nb: bitstring;
42   in(c, x1: bitstring);
43   let s = adec(x1, skB) in
44     in(c, x2: bitstring);
45     let (=h2(s, p2b(pkA))) = adec(x2, skB) in
46       out(c, aenc(nb, pkA)); (* 3 *)
47       out(c, aenc(h3(s, nb, p2b(pkB)), pkA)); (* 10 *)
48       in(c, x3: bitstring);
49       let (=h2(nb, p2b(pkA))) = adec(x3, skB) in
50         event endB(pkA, k).
51
52 process
53   new skA: skey;
54   new skB: skey;
55   let pkA = pk(skA) in out(c, pkA);
56   let pkB = pk(skB) in out(c, pkB);
57   ((!roleA(pkA, skA, pkB)) | (!roleB(pkB, skB, pkA)))

```