# **Cryptography Engineering**

- Lecture 9 (Jan 16, 2024)
- Today's notes:
  - Recall previous contents
  - The OPAQUE protocol
  - Summary on password-based authentication
  - Notes on the final project

- Coding tasks/Homework:
  - Implement the OPAQUE protocol
  - Bonus: Implement OPAQUE using sockets

#### **Previous lecture contents**

Welcome back from the Christmas holidays!

- L1: Recall some cryptographic primitives
- L2: Signature and Certificate
- L3: DHKE + Signature & Certificate = TLS handshake
- L4: Secure Messaging, E2EE, X3DH
- L5 & L6: Key chain, Double ratchet = Symmetric ratchet + DH ratchet
- L7: Passwords, Off/Online attacks, TLS + passwords, Salting
- L8: SCRAM (hashed+salted+iterated), Password-based AKE (EKE, SRP)

- TLS + hashed & salted passwords
- The SCRAM protocol
- The EKE protocol
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- TLS + hashed & salted passwords
- The SCRAM protocol
- The EKE protocol
- The SRP protocol

• Goal: Authentication via passwords; Resistance to offline attacks.

- TLS + hashed & salted passwords
  - Store (r, H(pw, r)) in the server, where r is the salt.
  - Transport r to the client, then the client prove its identity by responding H(pw,r)
  - Encrypted by TLS
- The SCRAM protocol
- The SRP protocol

- TLS + hashed & salted passwords
- The TLS + SCRAM protocol
  - Store  $(r, n, H^n(pw, r))$  in the server, where r is the salt and n is the number of iterations.
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- TLS + hashed & salted passwords
- The TLS + SCRAM protocol
- The SRP protocol
  - Store (r, H(pw, r)) in the server, where r is the salt.
  - Password-based AKE:
    - Security guarantee even if the certificate is fake or the TLS connection is insecure.
  - Enhanced security via integrating with TLS

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- The TLS + SCRAM protocol
- The SRP protocol
- Advantage of storing hashed-salted passwords:
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- 1. Avoid cross-system leakage
- 2. Increase the time required to recover the password after leakage.

Storage	Required Time after leakage
Plain pw	0(1)
H(pw)	$\mathbf{O}( D )$
r, H(pw, r)	$\mathbf{O}( D )$

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This is also important in practice, e.g., notifying users to change their passwords after the leakage.

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- The TLS + SCRAM protocol
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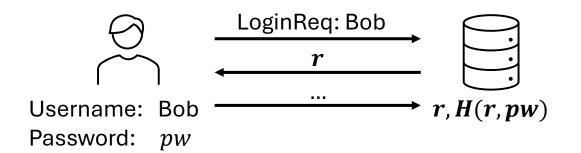
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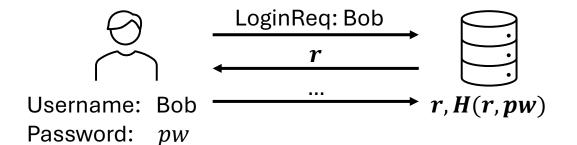
- All protocols reveal salt (and the number of iterations) during the execution...
  - May lead to Precomputation Attacks
  - $O(|D|) \rightarrow O(\log |D|)$  or even O(1)

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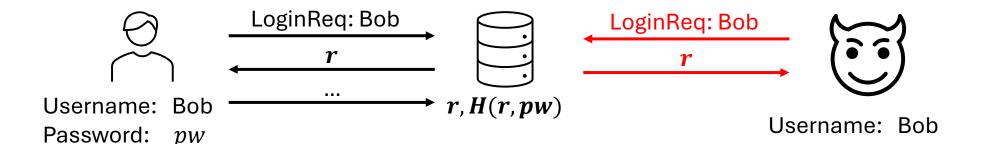




Username: Bob

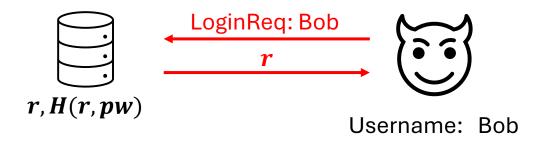
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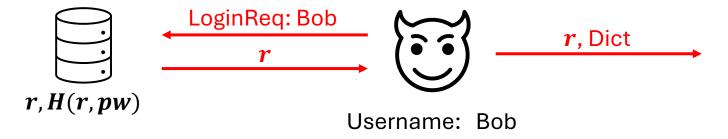


Suppose that the adversary knows the username...
Then it can get the salt...

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  - Precompute a table containing all hashed passwords with the same salt:

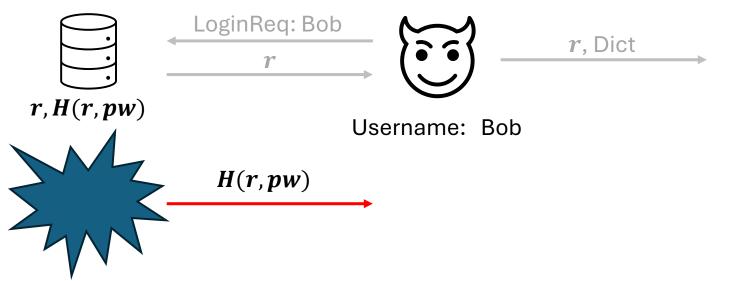


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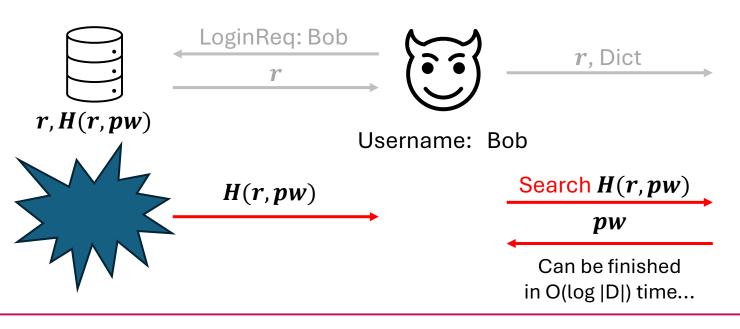
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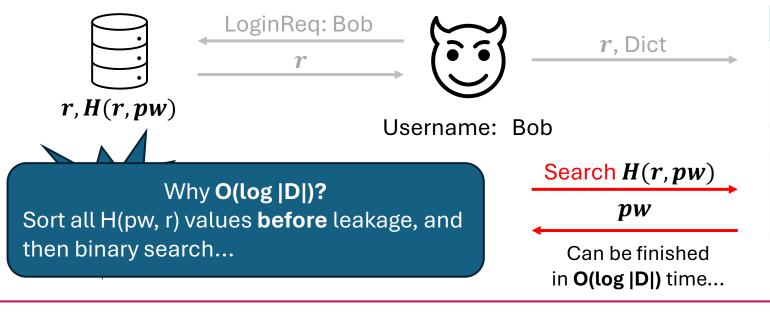
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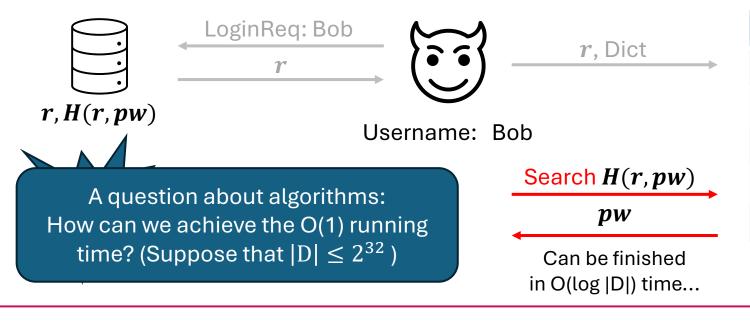
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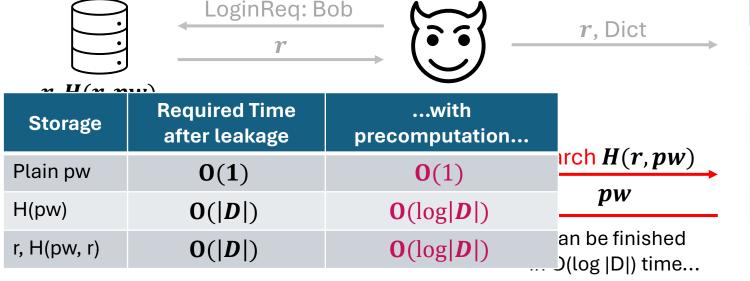
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• Comparison:

Attack Method to recover pw	Required Time <u>before</u> leakage	Required Time <u>after</u> leakage
Brute-force on Dictionary	-	$\mathbf{O}( D )$
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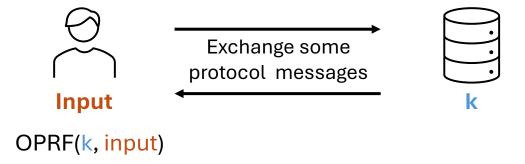
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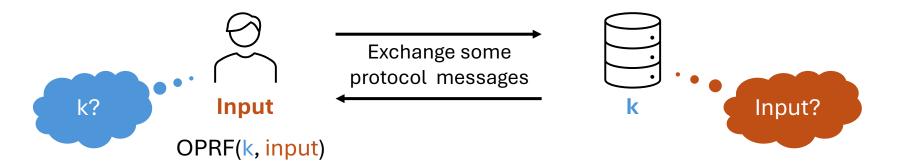
- Reveal salt during the protocol => Precomputation attacks
- How can we protect the salt?
  - No straight-forward solutions that without using algebraic structures
  - Solution using algebraic structures: Oblivious Pseudorandom Function (OPRF)
- PAKE without revealing salt: OPAQUE

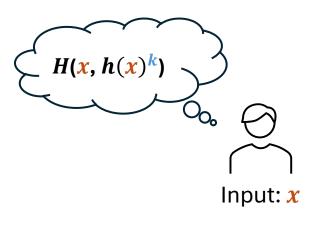
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- Oblivious PRF:
  - Pseudorandomness
  - PRF in the two-party (client-server) computation setting
  - Key privacy: The client learns OPRF(k, input), but it learns nothing about the key k
  - Input privacy: The server knows the client has evaluated the ORRF, but it does not know the input





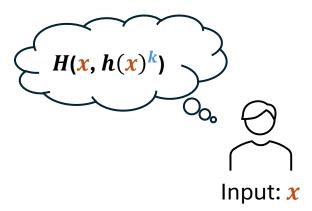
 $(\mathbb{G}, g, q)$ :

A q-order group  $\mathbb G$  with a generator g

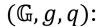
 $h: \{0,1\}^* \to \mathbb{G}$ 

A hash function map the input into a group element H: A normal hash function (e.g., SHA256,...)





$$\alpha \leftarrow_{\$} \mathbb{Z}_q$$



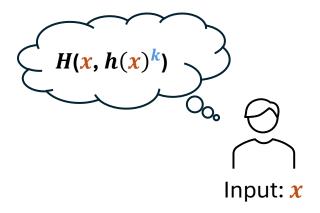
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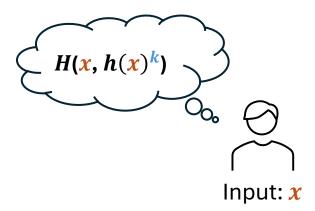


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$$h(\mathbf{x})^k = \left(h(\mathbf{x})^{\alpha \cdot k}\right)^{\alpha^{-1}}$$
Compute  $H(\mathbf{x}, h(\mathbf{x})^k)$ 



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Key Privacy:  $h(x)^k$  => k, solve dlog...

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Input Privacy:  $h(x)^{\alpha}$  is "random"...

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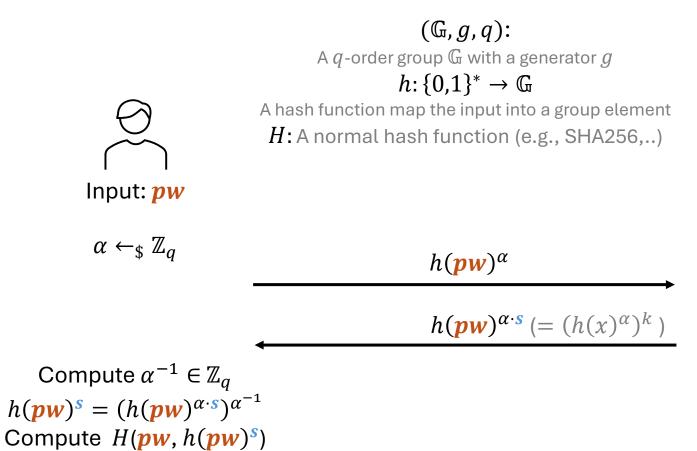
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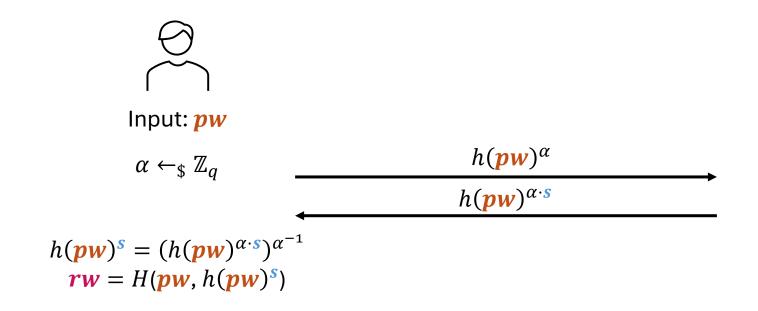
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The OPRF here is OPRF(key: k, input: x) =  $H(x, h(x)^k)$ 







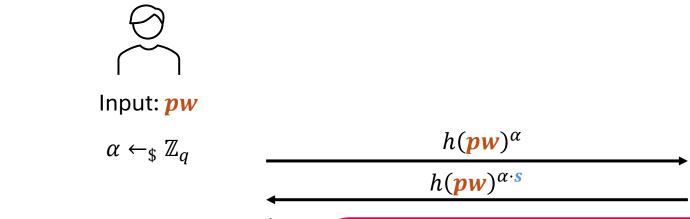


Key: s (as the salt)

Only the client knows the password

Only the server knows the salt

### **DH-based OPRF**

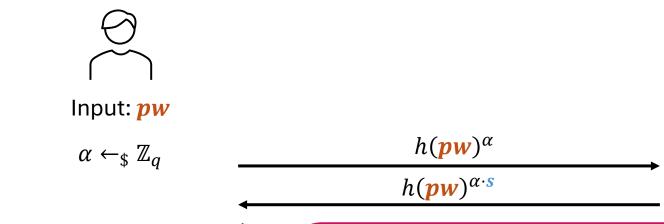




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- $h(pw)^{s} = (h(pw)^{\alpha \cdot s})^{\alpha^{-1}}$  $rw = H(pw, h(pw)^{s})$
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- The rw value is pseudorandom by the pseudorandomness of OPRF, but it can not be directly used as the session key!
  - rw is always the same, but we expect that a new execution of the protocol produces a new session key...

#### **DH-based OPRF**



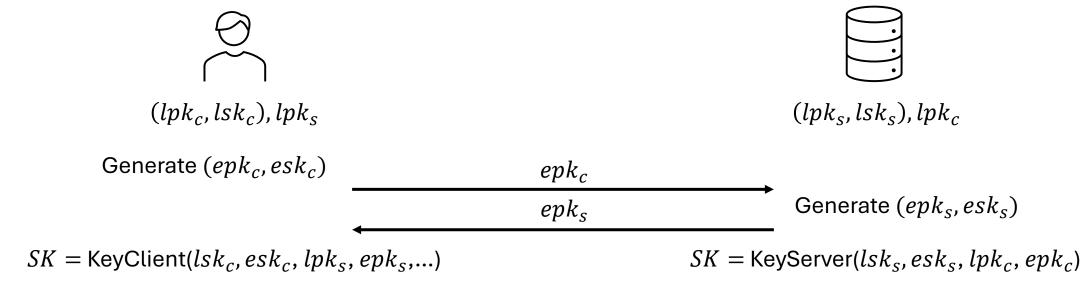


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- Solution: Use AKE protocol to share a session key, and use rw to protect the AKE messages...

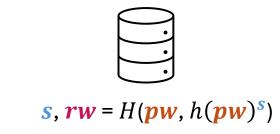
- Brief introduction of AKE (Authenticated Key Exchange)
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  - For example:



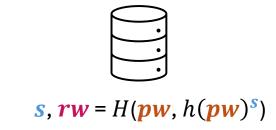
Security Requirement: Pseudorandom session key, authentication, ...





Suppose that the server has the rw value

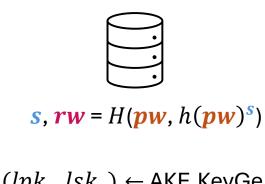




$$(lpk_c, lsk_c) \leftarrow AKE.KeyGen$$
  
 $(lpk_s, lsk_s) \leftarrow AKE.KeyGen$ 

Generate AKE key pairs





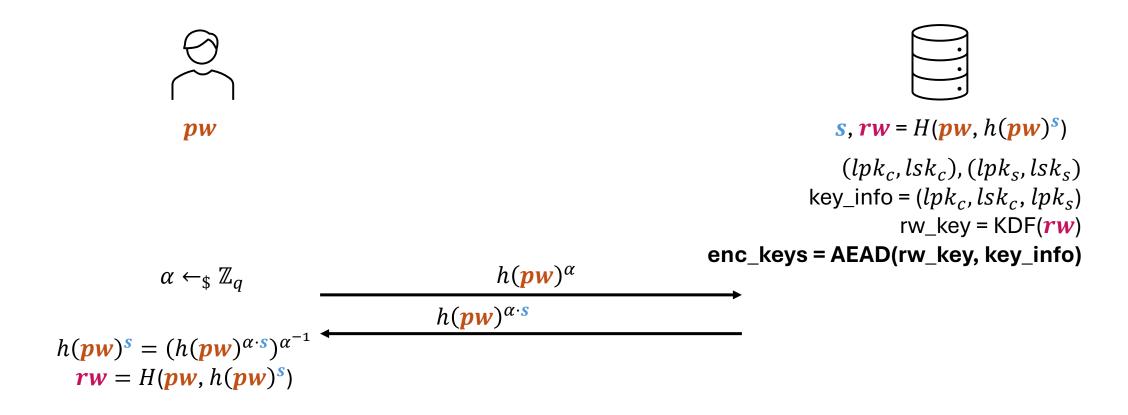
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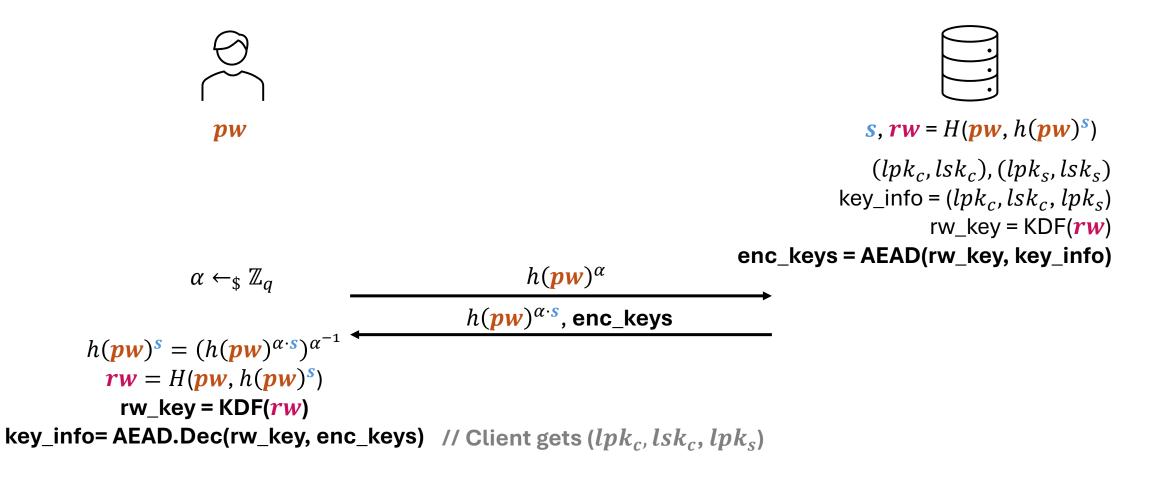
$$key_info = (lpk_c, lsk_c, lpk_s)$$

Encrypt generated keys using rw

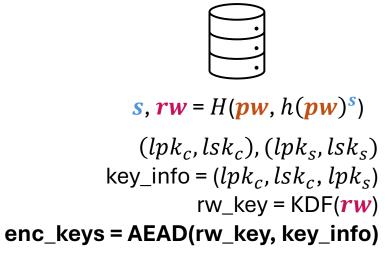


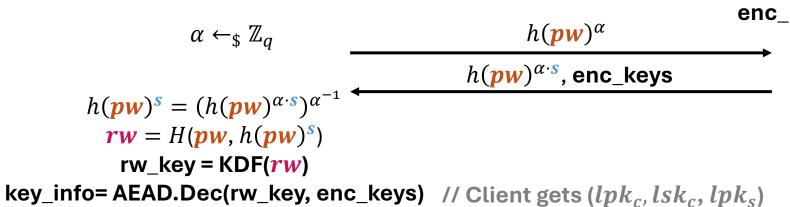
```
s, rw = H(pw, h(pw)^s)
(lpk_c, lsk_c), (lpk_s, lsk_s)
key\_info = (lpk_c, lsk_c, lpk_s)
rw\_key = KDF(rw)
enc\_keys = AEAD(rw\_key, key\_info)
```





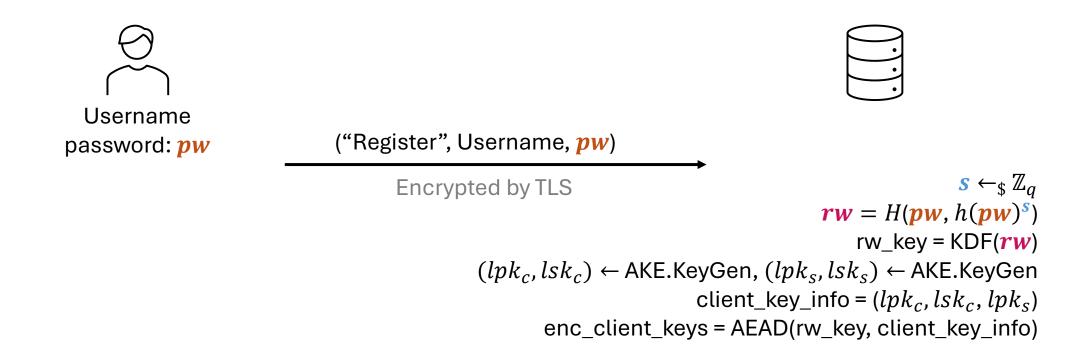




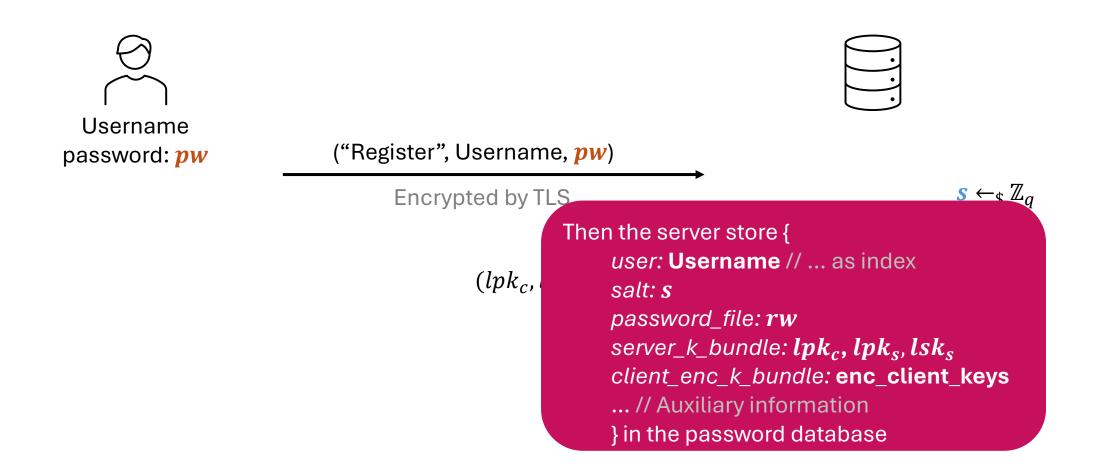


Now the client can run the AKE protocol with Server

## **OPQAUE – Overview of Registration**



## **OPQAUE – Overview of Registration**





Username, password: pw









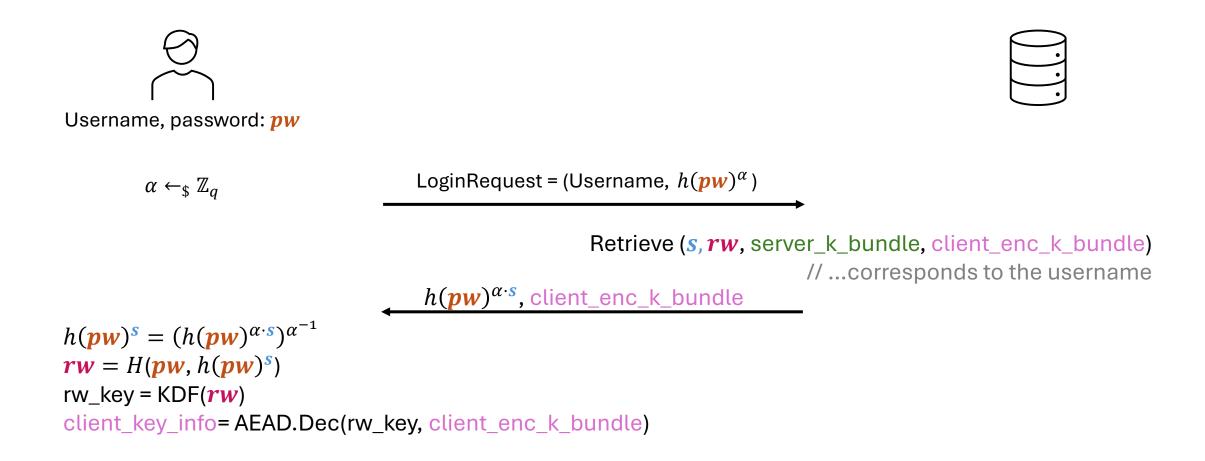
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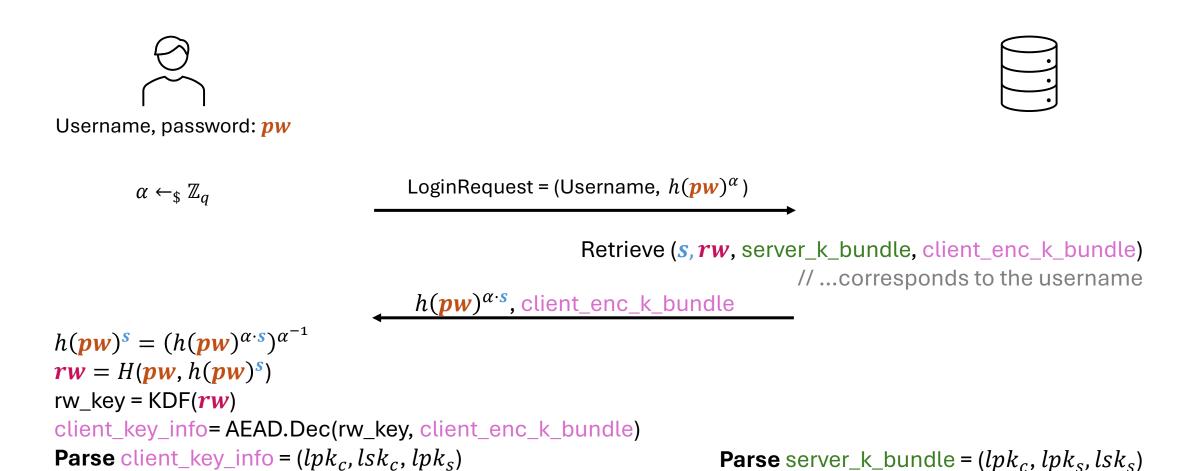




LoginRequest = (Username, 
$$h(pw)^{\alpha}$$
)

Retrieve (s, rw, server\_k\_bundle, client\_enc\_k\_bundle)
// ...corresponds to the username

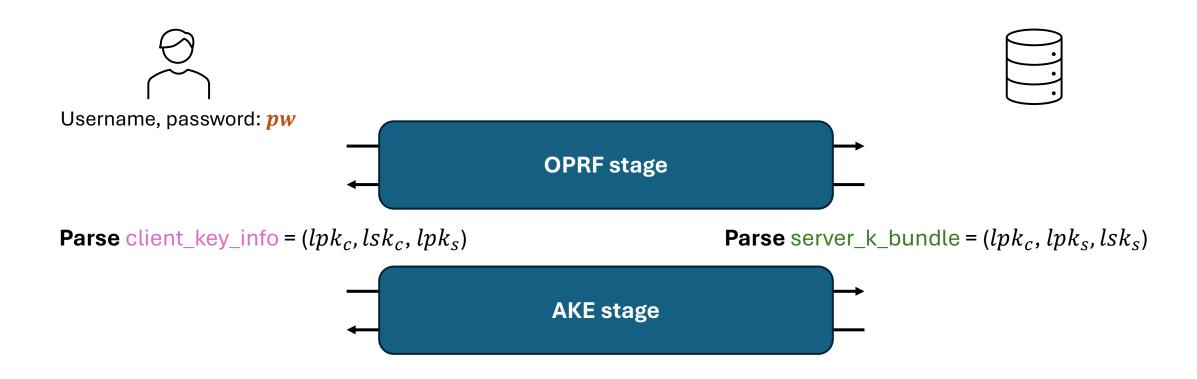




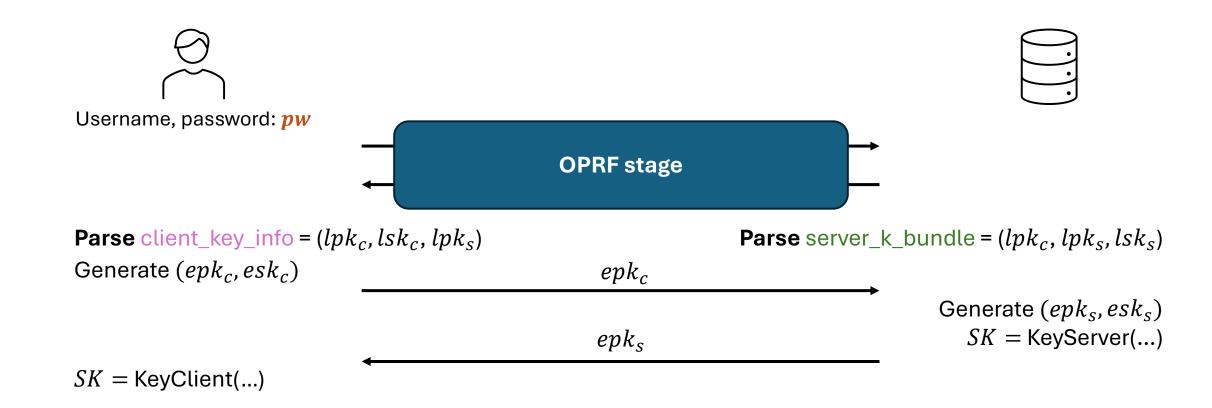
## **OPQAUE – Stage 2: AKE**



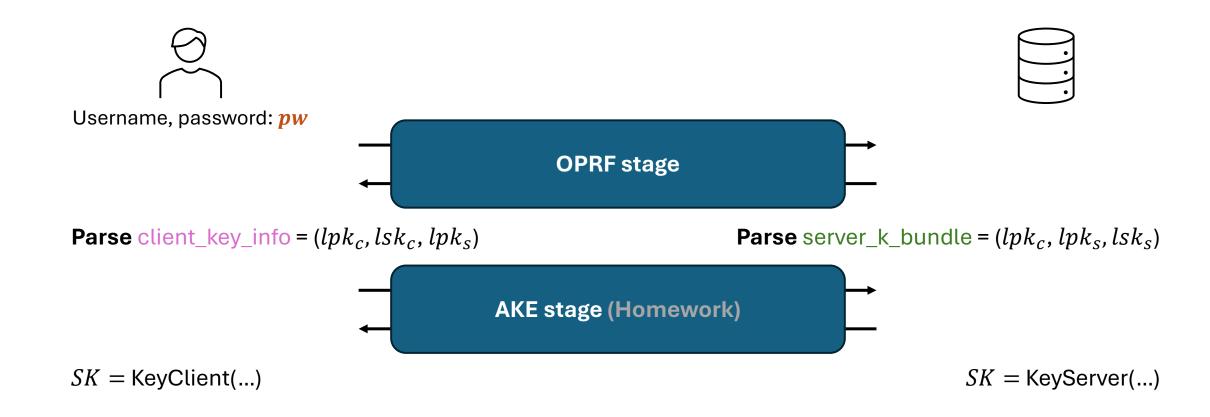
## **OPQAUE – Stage 2: AKE**



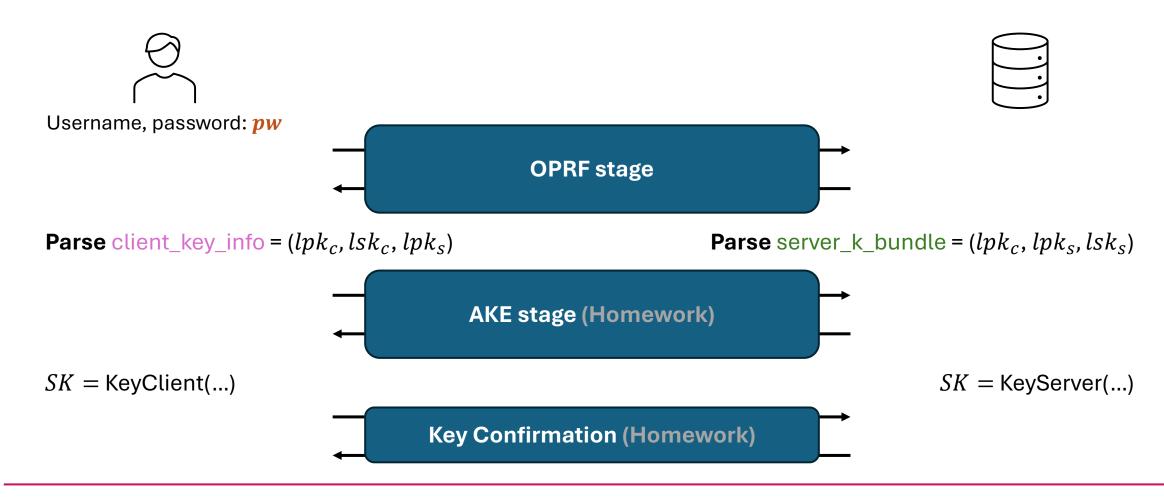
## **OPQAUE – Stage 2: AKE**



## **OPQAUE – Stage 3: Key Confirmation**



## **OPQAUE – Stage 3: Key Confirmation**



## **OPQAUE – Summary**



Username, password: pw

#### **Registration:**

Instead of storing (salt, H(salt pw)), we store (salt, rw = DH-OPRF(salt, pw), AEAD(rw, [AKE keys], ...))

// This allows the future messages exchange to not reveal the salt (to prevent precomputation)



#### **OPRF** stage:

Allow the client to compute rw (to recover the AKE keys) without revealing the salt

#### **AKE stage:**

Use AKE protocol to share a fresh session key

#### **Key Confirmation:**

Confirm both parties share the same key

## **Summary on Password-based Authentication**

- Use passwords to authenticate identities
- Storage of passwords & Protocols:
  - Plaintext (or hashed without salt) password:
  - Hashed + salted password: (SRP, ...)
- In Practice: Run over TLS
- Password-based AKE protocols: (secure guarantee even in an insecure TLS connection...)
  - SRP
  - OPAQUE (stronger)

- Implement the DH-OPRF protocol, and use it to implement the OPAQUE registration phase.
- Implement the HMQV AKE protocol



$$lpk_c = A = g^a \in \mathbb{G}$$

$$lpk_s = B \in \mathbb{G}$$

$$lsk_c = a \in \mathbb{Z}_q$$

 $(\mathbb{G}, g, q)$ :

A q-order group  $\mathbb{G}$  with a generator g

#### HMQV-KG:

- 1.  $lsk \leftarrow_{\$} \mathbb{Z}_q$
- 2.  $lpk = g^{lsk}$
- 3. Return (lpk, lsk)

$$lpk_c = A \in \mathbb{G}$$

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$$lpk_s = B = g^b \in \mathbb{G}$$
$$lsk_s = b \in \mathbb{Z}_q$$

$$x \leftarrow_{\$} \mathbb{Z}_q$$

$$epk_c = x$$

 $epk_s = y$ 

$$y \leftarrow_{\$} \mathbb{Z}_q$$
$$SK = \mathsf{HMQV}\text{-}\mathsf{KServer}\ (b, y, A, X)$$

$$SK = HMQV-KClient(a, x, B, Y)$$

(The HMQV-Kclient/KServer algorithms are given on the next page...)

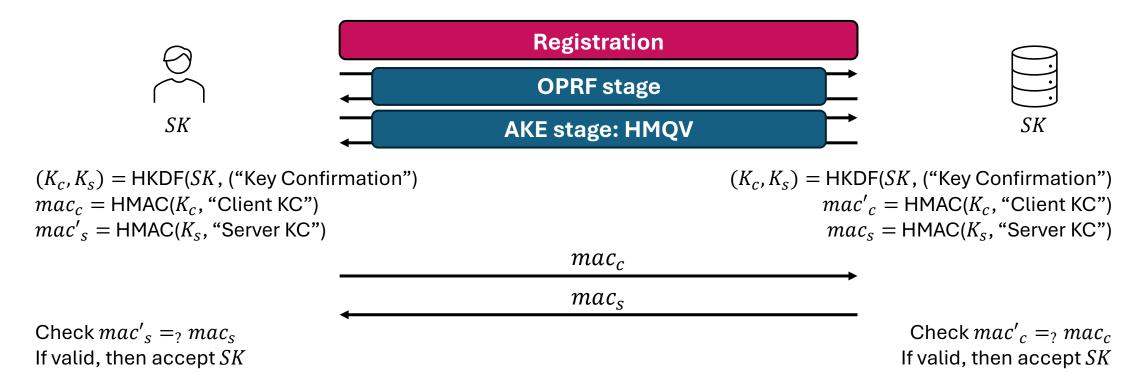
 $\mathsf{HMQV}\text{-}\mathsf{KClient}(a, x, B, Y)$ 

- 1. d = SHA256(X, [Server's Name])
- 2. e = SHA256(Y, [Client's Name])
- $3. ss = (YB^e)^{x + da \setminus \text{mod } q}$
- 4.SK = HKDF(ss)

 $\mathsf{HMQV}\text{-}\mathsf{KServer}(b,y,A,X)$ 

- 1. d = SHA256(X, [Server's Name])
- 2. e = SHA256(Y, [Client's Name])
- $3. ss = (XA^d)^{y + eb \setminus mod q}$
- 4. SK = HKDF(ss)

• Implement the OPAQUE protocol instantiating with the HMQV protocol, where the Key Confirmation works as follows:



- (Bonus) Implement the OPAQUE protocol (in the non-bonus homework) using sockets.
- **(Bonus)** What is the RTT of the OPAQUE protocol in the non-bonus homework? Can you improve it? If so, implement your improved version (can be without sockets)
  - One RTT = One " in the protocol...

• Lots of homework this lecture => No mandatory homework in the next lecture

## **Further Reading**

- OPAQUE paper: https://eprint.iacr.org/2018/163
- OPAQUE IETF draft: <a href="https://www.ietf.org/archive/id/draft-irtf-cfrg-opaque-02.html">https://www.ietf.org/archive/id/draft-irtf-cfrg-opaque-02.html</a>
- HMQV paper: <a href="https://eprint.iacr.org/2005/176">https://eprint.iacr.org/2005/176</a>

#### **Notes on Homework**

- 1 *non-bonus* homework question = 1 point
- 1 bonus homework question = 2 points
- How to calculate the final grade of homework ( $\leq 40$ ):

$$40 \times \left(\frac{\text{points you obtain}}{\text{the number of questions}}\right)$$

// You need to get at least  $40 \times 60\% = 24$  points to qualify for the final exam.

- You can submit bonus homework before the final deadline: Feb 7th, 2025
  - Please ensure that your code runs correctly, as you will not have an opportunity to resubmit it.
- If your code for Homework Set 1 or 2 does not run correctly...
  - You can resubmit it by the extended deadline: January 21st, 2025.
- Some suggestions:
  - Include the sample input and its expected output in the README file to help me verify your submission.

