Assignment 3

Public Key Distribution Implementation

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Details of Implementation

- To implement the key distribution, we have used socket programming in Python Language.
- In our submission, there are 4 files namely: ClientA.py, ClientB.py, PKDA.py and RSA.py.
- Requests sent to PKDA are not encrypted but all the other messages/replies are encrypted through RSA encryption.
- Steps to run the files:
 - Open 3 separate terminals/powershells/command prompts
 - Execute PKDA.py in one of them and a socket will be opened by the authority to listen to requests from clients A and B.
 - Now execute ClientB.py and finally, ClientA.py
 - All the outputs will be generated in the three respective terminals.

Initiator A Public-key Authority Responder B (1) Request $\parallel T_1$ (2) $E(PR_{auth}, [PU_b \parallel \text{Request } \parallel T_1])$ (3) $E(PU_b, [ID_A \parallel N_1])$ (4) Request $\parallel T_2$ (5) $E(PR_{auth}, [PU_a \parallel \text{Request } \parallel T_2])$ (6) $E(PU_a, [N_1 \parallel N_2])$

Final Results

• The results obtained were as expected. Please find the screenshots of a sample run at the end of this report.

Some Assumptions

- As mentioned in the problem statement that the clients in the system (somehow) know the distributor (PKDA)'s public key.
- Private keys are kept with the clients themselves.
- Public keys of all the clients are available at PKDA.
- According to the diagram that is shown in the above, the exchange of public keys takes place.
- Client B requires to terminate its connection with Client A so that it can connect with PKDA and fetch A's public key; it takes place after the step(3) in the diagram. This connection will be re-set up after step(5).
- To protect the system from replay attacks, use timestamps in the messages. Messages will be treated as invalid if there is timeout.
- Using a random number, nonces are created with a very large range of numbers, to ensure that previous messages can't be reused for the replay attacks; they will be used for authentication protocol.
- The received message buffer size is 1024.

Sample Run