

Information Security II – Proseminar

Topic Assignment and Side Channels

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Tentative Schedule – Summer Term 2018

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08.03.18
              1. Introduction, topic presentation
15.03.18
              2. Topic assignment
22.03.18
              3. Presentation of expected outcome (Room SR 1/2, ICT building)
12.04.18
              4 Exercise sheet distribution
              5 Presentation of related work
19.04.18
26.04.18
              6. Exercise sheet discussion
03.05.18
              7. Introduction to game theory
17.05.18
              8. Homework assignment
24.05.18
              9. Homework discussion
07.06.18
             Lecture
14.06.18
             11. Final presentations (+ 60 min.)
21.06.18
                 No seminar
28.06.18
             12. Reserved
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FUN FACT: DECADES FROM NOW, WITH SCHOOL A DISTANT MEMORY, YOU'LL STILL BE HAVING THIS DREAM.

Important Dates

	Deadline
Submission 1: Topic preferences	14.03.2018
Submission 2: Expected outcome presentation	22.03.2018
Submission 3: Related work presentation	19.04.2018
Submission 4: Related work write-up	20.04.2018
Submission 5: Homework due	24.05.2018
Submission 6: Final presentation	14.06.2018
Submission 7: Final write-up	08.07.2018

Topics Assigned

This is also the order of the talks on March 22nd! Topic	Group
Key Reinstallation Attack against WPA2	Leitner/Summerer
Vulnerabilities of Out-of-order Execution	Treichl/Vettori
IoT Light Bulb Covert Channel	Wanker/Piater
Security of the Signal Messaging Protocol	Nicolussi/Salzmann
Robustness of Deep Learning Approaches	Mayerl/Meusburger
Shedding Light into an Obscure Cryptocurrency	Floriani/Hasler



Agenda for next Week (March 22nd)

THURSDAY 22

8.30	Meeting point for UNITN students @ Povo2 entrance
9 -12	UNITN travel
12 - 13.15	UNITN lunch at Bierstindl

	@Technik campus (ICT building, Seminarräume 1-2)
13.40 - 14	Opening (Prof. Böhme)
14 - 15-30	Team presentations: Shining, PraiseTheSun, bearthebear, zabatago, Watermunchkin, wmnotfound, Watermarkgroup
15.30 - 15.50	Coffee break
15.50 - 16.40	UIBK student presentations
16.40 - 17.30	Team presentations: Crazy, Tenacious _Deep, teamname, Sailor Moon

20	Dinner at Löwenhaus

FRIDAY 23

	@Technik campus (ICT building, Seminarräume 1-2)
9 - 10.20	Team presentations: groupname, Gherini, notice_me_senpai, 4- Gerry-Localization, hideinlena, batcable
10.20 - 11.40	Keynote talk: Thomas Gloe (dence GmbH)
11.40 -12.10	Image Forensics Challenge: behind the scenes and awards
12.10	Final lunch

13.30 - 16	Free time in Innsbruck
16 - 19	UNITN travel back to Trento

Expected Outcome Presentation (Recap)

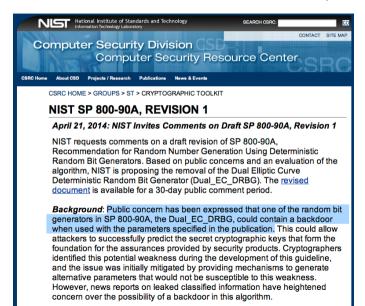
Purpose: Present why your topic is practically relevant and what you expect to demonstrate at the end of the semester. This presentation helps us to see if your expectations might be overly ambitious.

Target Audience: Students from UNITN

Present your topic in a structured way, accessible for students with a general CS background, but not the content of Information Security I & II.

- Support your talk with two or three slides, preferably including a visualization.
- Duration: 5 minutes

Not-So-Random Number Generators (Recap)



The Specification

Available at:

http://csrc.nist.gov/publications/nistpubs/800-90A/SP800-90A.pdf

What is an Elliptic Curve? (Recap)

Definition (Weierstrass Equation)

An elliptic curve E (over \mathbb{R}) is defined as the set of points (x, y) satisfying a (simplified) Weierstrass equation:

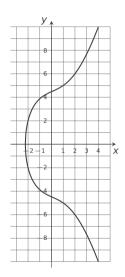
$$E: y^2 = x^3 + ax + b,$$

with $a, b \in \mathbb{R}$.

E. q.:
$$E: y^2 = x^3 + 4x + 20$$



Deverstraf



What is an Elliptic Curve? (Re

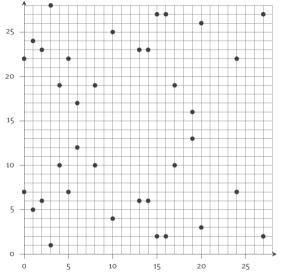
Definition (Weierstrass Equation)

An elliptic curve E (over \mathbb{R}) is defined as the set points (x,y) satisfying a (simplified) Weierstrass equation:

$$E: y^2 = x^3 + ax + b,$$

with $a, b \in K$.

E. g.:
$$E: y^2 = x^3 + 4x + 20/\mathbb{F}_{29}$$

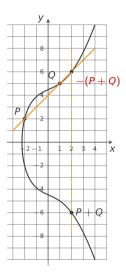


The Group Law – Addition ($P \neq Q$)

- Problem: Naïve approach $P + Q = ((x_P + x_Q), (y_P + y_Q)) \notin E$.
- Idea: Draw line through P and Q, as every line has exactly 3 points of intersection with E.
- Draw vertical line through this point and define P + Q as intersection with E.

Calculate slope as:
$$s = \frac{y_Q - y_P}{x_Q - x_P}$$
, and

$$x_{P+Q} = s^2 - x_Q - x_P$$
; $y_{P+Q} = s(x_P - x_{P+Q}) - y_P$

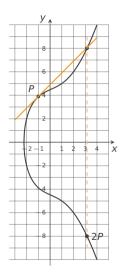


The Group Law – Doubling (P = Q)

- Problem: For P = Q, slope $s = \frac{0}{0}$ is not defined
- Idea: Draw tangent on E through P;
- Draw vertical line through this point and define 2P as intersection with F.

Use first derivation of E to calculate $s = \left(\frac{3x_p^2 + a}{2y_p}\right)$, and

$$x_{2P} = s^2 - 2x_P$$
; $y_{2P} = s(x_P - x_{2P}) - y_P$



The Group Law – Scalar Multiplication

Intuitive extension of addition:
$$dP = \underbrace{P + P + \cdots + P}_{d \text{ times}}$$

Efficient calculation: Double & Add algorithm:

Input:
$$d = (d_{n-1}d_{n-2} \dots d_0)_2, P \in E$$

Output: dP

$$1.~\textit{Q} \leftarrow \mathcal{O}$$

2. For i from n-1 down to 0 do

$$Q \leftarrow 2Q$$

If
$$d_i = 1$$
 then $Q \leftarrow Q + P$

3. Return Q

Elliptic Curve Discrete Logarithm Problem

The Elliptic Curve Discrete Logarithm Problem (ECDLP) is defined as:

Definition (ECDLP)

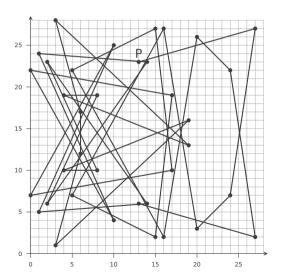
Given an elliptic curve E(K) over a field K, a generator of the elliptic curve P with order #P = n and another point $Q \in E(K)$:

Find $d \in K$ such that Q = dP.

(NB: The order of a point P, #P = n, is the number $n \in K$ for which it holds that $nP = \mathcal{O}$. This is also the security parameter of an elliptic curve cryptosystem.)

Group Generation of an Elliptic Curve

$$E: y^2 = x^3 + 4x + 20$$
 over \mathbb{F}_{29}



Some Iterations of Dual EC-DRBG

Official parameters of Curve P-256:

b = 5ac635d8aa3a93e7b3ebbd55769886bc651d06b0cc53b0f63bce3c3e27d2604b

 $G_X = 6b17d1f2e12c4247f8bce6e563a440f277037d812deb33a0f4a13945d898c296$

 $Gy \,=\, 4fe342e2fe1a7f9b8ee7eb4a7c0f9e162bce33576b315ececbb6406837bf51f5$

So, let's use $E: y^2 = x^3 + 4x + 20/\mathbb{F}_{29}$ with P = (13, 23), n = 37. What else do we need?

Countermeasures

- use "better" curves (e.g. NIST P-384, P-512 ?)
- "cut off" more than 16 bits
- · use a random point Q every time
- use another PRNG . . .