

# UPPRESSO: Untraceable and Unlinkable Privacy-PREserving Single Sign-On Services

## Abstract

Single sign-on (SSO) allows a user to maintain only the credential at the identity provider (IdP), instead of one credential for each relying party (RP), to login to numerous RPs. However, SSO introduces extra privacy leakage threats, compared with traditional authentication mechanisms, as (a) the IdP could track all the RPs which a user is visiting, and (b) collusive RPs could learn a user's online profile by linking his identities across these RPs. Several privacy-preserving SSO solutions have been proposed to defend against either the curious IdP or collusive RPs, but none of them addresses both of these privacy leakage threats at the same time.

In this paper, we propose a privacy-preserving SSO system, called *UPPRESSO*, to protect a user's login traces against both the curious IdP and collusive RPs simultaneously. We analyze the identity dilemma between the SSO security requirements and these privacy concerns, and convert the SSO privacy problems into an identity-transformation challenge. In each login instance of *UPPRESSO*, an *ephemeral pseudo-identity* (denoted as  $PID_{RP}$ ) of the RP which the user is attempting to visit, is firstly negotiated between the RP and the user. Then,  $PID_{RP}$  is sent to the IdP and designated in the identity token, so that the IdP is not aware of the visited RP. Meanwhile,  $PID_{RP}$  is used by the IdP to transform the *permanent user identity*  $ID_U$  into an *ephemeral user pseudo-identity* (denoted as  $PID_U$ ) in the identity token. On receiving the identity token, the RP transforms  $PID_U$  into a *permanent account* (denoted as  $Acct$ ) of the user, by a trapdoor in the negotiation. Given a user, the account at each RP is unique and different from  $ID_U$ , so collusive RPs cannot link his identities across multiple RPs. To the best of our knowledge, this is the first practical SSO solution which solves the privacy problems caused by both the curious IdP and collusive RPs.

We build the *UPPRESSO* prototype system for web applications, with standard functions of OpenID Connect (OIDC): the function of RP Dynamic Registration is used to support ephemeral  $PID_{RP}$ , while the function of Core Sign-On is slightly modified to calculate  $PID_U$  and  $Acct$ . The prototype system is implemented on top of open-source MITREid Con-

nect, and the extensive evaluation shows that *UPPRESSO* introduces reasonable overheads and fulfills the requirements of both security and privacy.

## 1 Introduction

Single sign-on (SSO) systems such as OpenID Connect (OIDC) [?], OAuth 2.0 [?] and SAML [?], are widely deployed in the Internet for identity management and authentication. With the help of SSO, a user logs in to a website, referred to as the *relying party* (RP), using his identity registered at another web service, known as the *identity provider* (IdP). An RP delegates user identification and authentication to the trusted IdP, which issues an *identity token* (e.g., id token in OIDC or identity assertion in SAML) for a user to visit the RP after authenticating this user. Thus, the user keeps only one credential for the IdP, instead of maintaining several credentials for different RPs.

The SSO login flow for web applications works as below. For example, in the widely-used OIDC systems, a user sends a login request to the target RP, and the RP constructs an identity-token request with its identity (denoted as  $ID_{RP}$  in this paper) and redirects the request to the IdP. After authenticating the user, the IdP issues an identity token binding the identities of both the user and the RP (i.e.,  $ID_U$  and  $ID_{RP}$ ), which is returned to the user and forwarded to the RP. Finally, the RP verifies the identity token to decide whether the user is allowed to login or not.

The wide adoption of SSO raises concerns on user privacy [?, ?, ?, ?], because SSO facilitates adversaries to track which RPs a user visits. In order to issue identity tokens, in each login instance the IdP is always aware of when and to which RP a user attempts to login. As a result, a curious-but-honest IdP could track all the RPs that each user has visited over time [?, ?], called the *IdP-based login tracing* in this paper. Meanwhile, the RPs learn users identities from the identity tokens. If the IdP encloses a unique user identity in the tokens for a user to visit different RPs [?, ?], collusive RPs could link these login instances across the RPs, to learn his

online profile [?]. We denote this privacy risk as the *RP-based identity linkage*. All existing SSO protocols leak user privacy in different ways, and it is worth noting that *these two kinds of privacy threats result from the designs of SSO protocols* [?], but not any specific implementations of SSO services.

Several solutions have been proposed to protect user privacy in SSO services [?, ?, ?, ?]. However, to the best of our knowledge, *none of them provides a practical protection against both the IdP-based login tracing and the RP-based identity linkage* (see Sections 2.2 and 2.3 for details). The techniques proposed so far to defend against each of the two threats cannot be integrated, for they require modifications to the SSO login flows that essentially conflicts. This requires a non-trivial re-design of SSO protocols against the threats of user privacy, while providing secure identity management and authentication.

In this paper, we conceptualize the privacy requirements of SSO into an *identity transformation problem*, and propose an Untraceable and Unlinkable Privacy-PREserving Single Sign-On (UPPRESSO) protocol to comprehensively protect user privacy. In particular, we design three identity-transformation functions in the SSO login flow. In each login instance of UPPRESSO,  $ID_{RP}$  is firstly transformed to an ephemeral  $PID_{RP}$  cooperatively by the RP and the user. Then,  $PID_{RP}$  is sent to the IdP to transform  $ID_U$  to ephemeral  $PID_U$ , so that the identity token binds  $PID_U$  and  $PID_{RP}$ , instead of permanent  $ID_U$  and  $ID_{RP}$ . Finally, after receiving an identity token with matching  $PID_{RP}$ , the RP transforms  $PID_U$  into an account. Given a user, this account ( $a$ ) is unique at each RP but ( $b$ ) keeps permanent across multiple login instances. While providing non-anonymous SSO services, UPPRESSO prevents the IdP from tracking a user’s login activities because it receives only  $PID_{RP}$  in the identity-token request, and collusive RPs from linking a user’s accounts across these RPs because every account is unique.

We summarize our contributions as follows.

- We formalize the SSO privacy problems as an identity-transformation challenge and analyze the limitations of existing privacy-preserving SSO designs.
- We propose a comprehensive solution to protect the users’ login activities against the curious IdP and collusive RPs; that is, solve this challenge effectively by designing identity-transformation functions. To the best of our knowledge, UPPRESSO is the first practical SSO system against both the IdP-based login tracing and the RP-based identity linkage.
- We implement the UPPRESSO prototype system for web applications, based on open-source MITREid Connect. The performance evaluations show that UPPRESSO introduces reasonable overheads.

The remainder is organized as follows. Section 2 presents the background and related works. The identity dilemma of

privacy-preserving SSO is analyzed in Section 3, and Section 4 presents the detailed designs of UPPRESSO. The properties of security and privacy are analyzed in Section 5. We explain the prototype implementation and experimental evaluations in Section 6, and discuss some extended issues in Section 7. Section 8 concludes this work.

## 2 Background and Related Works

This section introduces OIDC [?], to explain typical SSO login flows. Then, we discuss existing privacy-preserving SSO solutions and other related works.

### 2.1 OpenID Connect

OIDC is one of the most popular SSO protocols for web applications. Users and RPs initially register at the IdP with their identities and other necessary information such as user credentials (i.e., passwords or public keys) and RP endpoints (i.e., the URLs to receive identity tokens).

**Implicit Login Flow.** OIDC supports three types of user login flows: implicit flow, authorization code flow, and hybrid flow (i.e., a mix-up of the previous two). These flows mainly result from the different steps to request and receive identity tokens, but work with the common security requirements of identity tokens. We introduce the implicit flow and present our design and implementation based on this flow, and the extensions to support the authorization code flow is discussed in Section 7.

As shown in Figure 1, a user firstly initiates a login request to an RP. Then, the RP constructs an identity-token request with its own identity and the scope of requested user attributes. This identity-token request is redirected to the IdP. After authenticating the user, the IdP issues an identity token which is forwarded by the user to the RP endpoint. The token contains a user identity (or pseudo-identity), the RP identity, a validity period, the requested user attributes, etc. Finally, the RP verifies the received identity token and allows the user to login as the (pseudo-)identity enclosed in this token.

Before issuing the identity token, the IdP obtains the user’s authorization to enclose the requested user attributes. The

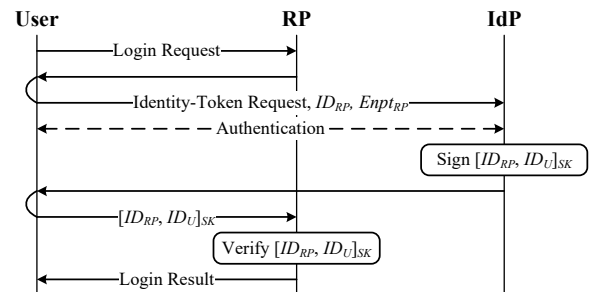


Figure 1: The implicit SSO login flow of OIDC.

user's operations including authentication, redirection, authorization, and forwarding, are implemented in a software called user agent (i.e., a browser for web applications).

As described above, a "pure" SSO protocol does not include any authentication step, and there is no authentication step between users and an RP. An RP only verifies tokens issued by the IdP. This feature of commonly-used SSO protocols [?, ?, ?] brings advantages as below. It enables the IdP to authenticate a user by any appropriate means (e.g., password, two-factor authentication, one-time password, and smart card). Therefore, if a credential was lost or compromised, the user only needs renew it at the IdP. However, if a user needs to prove some secret to the RP and this secret is valid across multiple login instance (i.e., some authentication steps are involved in fact), the user has to notify each RP if this secret was leaked or lost.

**RP Dynamic Registration.** In addition to the manual registrations, OIDC also supports dynamic registrations for an RP to register by online means [?]. The (unregistered) RP sends a registration request with endpoints to receive identity tokens (and also other optional information), to the IdP. After a successful registration, the IdP assigns a unique identity to this RP in the response.

## 2.2 Existing Privacy-Preserving Solutions for SSO

Pairwise pseudonymous identifiers (PPIDs) are recommended by NIST [?] and specified in several SSO protocols [?, ?] to protect user privacy against curious RPs. When issuing an identity token, the IdP encloses a user pseudo-identity (but not the user identity at the IdP) in the token. Given a user, the IdP assigns a unique PPID based on the target RP, so that collusive RPs cannot link the user's different PPIDs across these RPs. PPID-based approaches cannot prevent the IdP-based login tracing, since in the generation of identity tokens the IdP needs to know which RP the user is visiting.

BrowserID [?] and SPRESSO [?] are proposed to defend SSO services against the IdP-based login tracing, but both solutions are instead vulnerable to the threat of RP-based identity linkage. In BrowserID (and its prototypes known as Mozilla Persona [?] and Firefox Accounts [?]), the IdP issues a special "token" to bind the user identity to an ephemeral public key, so that the user uses the corresponding private key to sign a "subsidiary" identity token to bind his identity with the target RP's identity and then sends both tokens to the RP. When a user logs in to different RPs, the RPs could still extract the identical user identities from different pairs of tokens and link these login instances. Meanwhile, in SPRESSO an RP creates a one-time but verifiable pseudo-identity for itself in each login instance. Then, the IdP generates an identity token binding this RP pseudo-identity and the user identity. Similarly, collusive RPs could link a user's multiple login instances based on his permanent user identity in these tokens.

PPIDs cannot be directly integrated in either BrowserID or

SPRESSO. PPIDs are assigned in identity tokens based on the visited RP [?, ?, ?], but the IdP receives (a) nothing about the RP in BrowserID or (b) only an ephemeral pseudo-identity of the RP in SPRESSO.

## 2.3 Extended Related Works

**Certified RP-Verified Credential.** A user of EL PASSO [?] keeps a secret on his device. After authenticating the user, the trusted IdP issues a certified credential binding the secret, also kept on the user's device. When attempting to login to any RP, the user proves that he is the owner of this credential to the RP without exposing the secret; when such a credential is verified by multiple RPs, user-maintained pseudonyms and anonymous credentials [?] prevent collusive RPs from linking the login instances. UnlimitID [?] presents similar designs, also based on anonymous credentials [?]. PseudoID [?] introduces a token service in addition to the IdP, to blindly sign (or certify) a pseudonym credential binding the user's secret. Then, the user proves to the RP that he owns this secret to login. These RP-verified credentials protect user privacy well and two kinds of privacy threats are prevented [?, ?, ?], but the user has to by himself locally manage pseudonyms for different RPs. For example, the domain of an RP is used as a factor to generate the user's account (or pseudonym) at this RP. This brings some burdens to the users, while PPIDs are maintained by the IdP and in UPPRESSO these accounts are determined automatically.

Although EL PASSO calls itself an SSO scheme [?] and the service signing tokens or credentials in EL PASSO, UnlimitID and PseudoID is also called the IdP [?, ?, ?], there are some authentication steps between the user and RPs. Therefore, in EL PASSO, UnlimitID or PseudoID, a user needs to notify each RP if a credential was lost or compromised, because the user is authenticated by the RP with his credentials to prove that he owns the long-term secret. On the contrary, in the commonly-used SSO systems [?, ?, ?] and privacy-preserving SSO solutions such as BrowserID [?], SPRESSO [?] and also UPPRESSO, the user only needs to renew his credential at the IdP if it was compromised, because (a) authentication happens only between a user and the IdP and (b) an RP verifies only tokens generated by the IdP.

**Formal Analysis on SSO Protocols.** Fett et al. [?, ?] formally analyzed OAuth 2.0 and OIDC using an expressive Dolev-Yao style model [?], and presented the attacks of 307 redirection and IdP mix-up. SAML-based SSO is also analyzed [?], and the RP identity is found not to be correctly bound in the identity tokens of a variant designed by Google.

**Vulnerable SSO Implementation.** Various vulnerabilities were found in SSO implementations for web applications, exploited to launch attacks of impersonation and identity injection by breaking confidentiality [?, ?, ?, ?, ?], integrity [?, ?, ?, ?, ?] or RP designation [?, ?, ?, ?, ?] of identity tokens. In the SSO services of Google and Facebook, logic flaws of

the IdPs and RPs were detected [?]. Integrity of identity tokens was not protected well in several SSO systems [?, ?, ?, ?, ?] due to software flaws, such as XML signature wrapping [?], incomplete verification by RPs [?, ?, ?], and IdP spoofing [?, ?]. Vulnerabilities break RP designation of identity tokens, due to incorrect binding at the IdP [?, ?] and insufficient verification by RPs [?, ?, ?].

Automatic tools, such as SSOScan [?], OAuthTester [?] and S3KVetter [?], are designed to detect the violations of confidentiality, integrity, or RP designation of SSO identity tokens. Wang et al. [?] present a tool to detect the vulnerable applications built on top of authentication/authorization SDKs, due to the implicit assumptions in these SDKs. Besides, Navas et al. [?] discussed the possible attack patterns of the specification and implementations of OIDC.

In mobile SSO scenarios, the IdP App, IdP-provided SDKs (e.g., an encapsulated WebView) or system browsers are responsible for forwarding identity tokens from the IdP App to RP Apps. However, none of them ensures that the identity tokens are sent to the designated RP only [?, ?], because a WebView or the system browser cannot authenticate the RP Apps and the IdP App may be repackaged. The SSO protocols are modified to work for mobile Apps, but these modifications are not well understood by RP developers [?, ?]. Vulnerabilities were disclosed in lots of Android applications, to break confidentiality [?, ?, ?, ?], integrity [?, ?], and RP designation [?, ?] of SSO identity tokens. A software flaw was found in Google Apps [?], allowing a malicious RP to hijack a user's authentication attempt and inject a payload to steal the cookie (or identity token) for another RP.

Once a user account at the IdP is compromised, the adversaries will control all his accounts at all RPs. An extension to OIDC, named single sign-off [?], is proposed and then the IdP helps the victim user to revoke all his identity tokens accepted and logout from these RPs.

**Anonymous SSO System.** Anonymous SSO schemes allow authenticated users to access a service (i.e. RP) protected by the IdP, without revealing their identities. Anonymous SSO was proposed for the global system for mobile (GSM) communications [?], and the notion of anonymous SSO was formalized [?]. Privacy-preserving primitives, such as group signature, zero-knowledge proof, Chebyshev Chaotic Maps and proxy re-verification, etc., were adopted to design anonymous SSO systems [?, ?, ?, ?]. Anonymous SSO schemes work for special applications, but are unapplicable to lots of systems that require user identification for customized services.

### 3 The Identity-Transformation Framework

This section investigates the security and privacy requirements of SSO, and explains the identity dilemma of privacy-preserving SSO. Then, we present the identity-transformation framework which helps to design UPPRESSO.

#### 3.1 Security Requirements of SSO

The primary goal of non-anonymous SSO services is secure user authentication [?], to ensure that a *legitimate* user can always login to an *honest* RP as his permanent identity at this RP, by presenting the *identity tokens* issued by the *honest* IdP.

To achieve this goal, an identity token generated by the IdP is required to specify (a) the RP to which the user requests to login (i.e., *RP designation*) and (b) exactly the user who is authenticated by the IdP (i.e., *user identification*). Accordingly, an honest RP verifies the designated RP identity (or pseudo-identity) in identity tokens with its own before accepting the tokens; otherwise, a malicious RP could replay a received identity token to the honest RP and login as the victim user. The RP allows the token holder to login as the user identity (or pseudo-identity) specified in the accepted tokens; otherwise, the IdP provides only anonymous services.

The SSO login flow implies *confidentiality* and *integrity* of identity tokens. An identity token shall be forwarded by the authenticated user to the target RP only, not leaked to adversaries; otherwise, an adversary who presents the token, would successfully login to this honest RP. Integrity is necessary, to prevent adversaries from tampering with an identity token, without being detected by the RPs. So identity tokens are signed by the IdP and usually transmitted over HTTPS.

These four security requirements (i.e., RP designation, user identification, confidentiality, and integrity) of SSO identity tokens have been discussed and analyzed [?, ?, ?], and any vulnerabilities breaking one or more of these properties in SSO systems result in effective attacks [?, ?, ?, ?, ?, ?, ?, ?, ?, ?, ?, ?, ?, ?, ?, ?]. An adversary might attempt to login to an honest RP as a victim user (i.e., *impersonation*), or allure a victim user to login to an honest RP as the attacker (i.e., *identity injection*). For example, Friendcaster used to accept any received identity token, which violates RP designation [?], so a malicious RP could replay a received identity token to Friendcaster and login as the victim user. The defective IdP of Google ID SSO signs identity tokens where the Email element was not enclosed, while some RPs use a user's Email as his unique username [?]. So this violation of user identity resulted in vulnerable services. Because identity tokens were leaked in different ways [?, ?, ?, ?, ?], the eavesdroppers could impersonate the victim users. Some RPs even accept user attributes that are not bound in identity tokens (i.e., a violation of integrity) [?], so that adversaries could insert arbitrary attributes into the identity tokens to impersonate another user at these RPs.

#### 3.2 The Identity Dilemma of Privacy-Preserving SSO

A *completely* privacy-preserving SSO system shall offer the four security properties as mentioned above, while prevent the privacy threats due to the IdP-based login tracing and the RP-based identity linkage. However, to satisfy the requirements of security and privacy at the same time, poses a dilemma in

Table 1: The (pseudo-)identities in privacy-preserving SSO.

Notation	Description	Attribute
$ID_U$	The user's unique identity at the IdP.	Permanent
$ID_{RP_j}$	The $j$ -th RP's unique identity at the IdP.	Permanent
$PID_{U,j}$	The user's pseudo-identity, in the user's $i$ -th login instance to the $j$ -th RP.	Ephemeral
$PID_{RP_j}^i$	The $j$ -th RP's pseudo-identity, in the user's $i$ -th login instance to this RP.	Ephemeral
$Acct_j$	The user's identity (or account) at the $j$ -th RP.	Permanent

the generation of identity tokens as follows. Table 1 lists the notations used in the following explanation, and the subscript  $j$  and/or the superscript  $i$  may be omitted sometimes, when there is no ambiguity.

A valid identity token contains the identities (or pseudo-identities) of the authenticated user and the target RP. Since the IdP authenticates users and always knows the user's identity (i.e.,  $ID_U$ ), in order to prevent the IdP-based login tracing, we shall not reveal the target RP's permanent identity (i.e.,  $ID_{RP}$ ) to the IdP in the login flow. So an *ephemeral* pseudo-identity for the RP (i.e.,  $PID_{RP}$ ) shall be used in the communications with the IdP: (a) to ensure RP designation,  $PID_{RP}$  shall be uniquely associated with the target RP; and (b) the IdP cannot derive any information about  $ID_{RP}$  from any  $PID_{RP}^i$ , which implies  $PID_{RP}^i$  in multiple login instances shall be independent of each other.<sup>1</sup>

Next, in order to prevent the RP-based identity linkage, the IdP shall not directly enclose  $ID_U$  in identity tokens. A pseudo-identity for the user (i.e.,  $PID_U$ ) shall be bound instead: (a) the RP cannot derive any information about  $ID_U$  from any  $PID_{U,j}$ , which implies  $PID_{U,j}$  for different RPs shall be independent of each other; (b) in multiple login instances to the RP,  $PID_U^i$  shall be independent of each other or generated *ephemerally*, to prevent the IdP-based login tracing;<sup>2</sup> and (c) to ensure user identification, an *ephemeral*  $PID_U^i$  in each login instance shall facilitate the RP to correlate it with the *permanent* account at this RP (i.e.,  $Acct$ ).

In other words, (a) an identity token contains only pseudo-identities, i.e.,  $PID_{U,j}$  and  $PID_{RP_j}^i$ , which are independent of each other for different RPs and in multiple login instances, respectively, and (b) these two *ephemeral* pseudo-identities enable the target RP to derive a *permanent* account, i.e.,  $Acct_j$ .

Figure 2 illustrates the relationships among the identities and pseudo-identities in identity tokens. The red and green blocks represent permanent identities and ephemeral pseudo-identities, respectively. The arrows denote the transformations of (pseudo-)identities. The figure describes the *identity dilemma* of privacy-preserving SSO:

Given an authenticated user and an unknown RP

<sup>1</sup> Even when the target RP is kept unknown to the IdP, the IdP shall not link multiple login instances which attempt to visit this RP.

<sup>2</sup> If  $PID_U^i$  is not completely independent of each other, it implies the IdP could link multiple login instances which attempt to visit this RP.

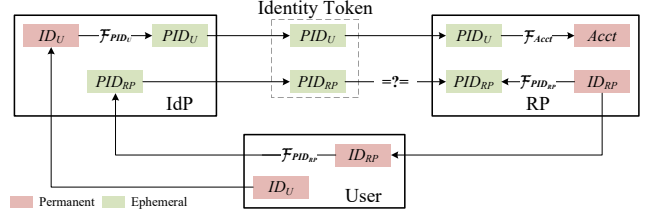


Figure 2: Identity transformations in privacy-preserving SSO.

(i.e., permanent  $ID_U$  and ephemeral  $PID_{RP}$ ), the IdP is expected to generate an ephemeral pseudo-identity (i.e.,  $PID_U$ ) which will be correlated with the user's permanent identity at this RP (i.e.,  $Acct$ ), while knowing nothing about the RP's identity or the user's account at this RP (i.e.,  $ID_{RP}$  or  $Acct$ ).

We explicitly distinguish a user's identity at the RP, i.e., the account, from (a) the user's identity at the IdP and (b) the user's pseudo-identity in identity tokens. This conceptualization essentially helps to effectively propose the identity-transformation framework.

### 3.3 Identity Transformation

The privacy-protection problem of SSO is converted into an identity-transformation challenge, to design three *identity-transformation functions* as follows.

- $\mathcal{F}_{PID_{RP}}(ID_{RP}) = PID_{RP}$ , calculated by the user and/or the RP. From the IdP's view,  $\mathcal{F}_{PID_{RP}}()$  is a one-way function and the calculated  $PID_{RP}$  appears a random variable.
- $\mathcal{F}_{PID_U}(ID_U, PID_{RP}) = PID_U$ , calculated by the IdP. From the RP's view,  $\mathcal{F}_{PID_U}()$  is a one-way function and the calculated  $PID_U$  appears a random variable.
- $\mathcal{F}_{Acct}(PID_U, PID_{RP}) = Acct$ , calculated by the RP. Given  $ID_U$  and  $ID_{RP}$ ,  $Acct$  keeps unchanged; i.e., in the user's any  $i$ -th and  $i'$ -th ( $i \neq i'$ ) login instances to the RP,  $\mathcal{F}_{Acct}(PID_U^i, PID_{RP}^i) = \mathcal{F}_{Acct}(PID_U^{i'}, PID_{RP}^{i'})$ .

In an SSO login flow with the identity-transformation functions, a user firstly negotiates an ephemeral  $PID_{RP}$  with the target RP. Then, an identity-token request with  $PID_{RP}$  is sent by the user to the IdP. After authenticating the user as  $ID_U$ , the IdP calculates an ephemeral  $PID_U$  based on  $ID_U$  and the received  $PID_{RP}$ , and issues an identity token binding  $PID_U$  and  $PID_{RP}$ . This token is forwarded by the user to the RP. Finally, after verifying the designated RP pseudo-identity in the token, the RP calculates  $Acct$  and allows the token holder to login as  $Acct$ .

The identity-transformation functions satisfy the privacy requirements, while the authentication steps are still kept independent of the "pure" SSO protocol. In particular, after the



identity-transformation functions are integrated in a privacy-preserving SSO system, the steps dealing with identity tokens do not involve any user credentials, as those in the commonly-used SSO protocols [?, ?, ?].

## 4 The Designs of UPPRESSO

This section presents the threat model and assumptions of UPPRESSO. Then, we design three identity-transformation functions satisfying the privacy requirements, and present the detailed protocols for web applications. The compatibility with OIDC is also discussed, which will help the adoption and deployment of UPPRESSO.

### 4.1 Threat Model

The IdP is curious-but-honest, while some users and RPs could be compromised. Malicious users and RPs behave arbitrarily and might collude with each other, attempting to break the security and privacy guarantees for benign users.

**Curious-but-honest IdP.** The IdP strictly follows the protocol, while being interested in learning user privacy. For example, it might store all received messages to infer the relationship among  $ID_U$ ,  $ID_{RP}$ ,  $PID_U$ , and  $PID_{RP}$  to track a user's login activities. We assume the IdP is well-protected. For example, the IdP is trusted to maintain the private key for signing identity tokens and RP certificates. So, adversaries cannot forge such tokens or certificates.

We do not consider the collusion of the IdP and RPs in the protocols. If the IdP could collude with some RPs, a user would finish login instances completely with collusive entities and it is rather impossible to prevent the IdP-based login tracing across these RPs.

**Malicious Users.** We assume the adversary could control a set of users, by stealing users' credentials or registering Sybil accounts in the system. They want to impersonate a victim user at honest RPs, or allure the user to login to an honest RP under the adversary's account. A malicious user might modify, insert, drop or replay a message, or behave arbitrarily in any SSO login instances.

**Malicious RPs.** The adversary could also control a set of RPs, by registering at the IdP as an RP or exploiting software vulnerabilities to compromise some RPs. The malicious RPs might behave arbitrarily to break the security and privacy guarantees of UPPRESSO. For example, a malicious RP might manipulate  $PID_{RP}$  in a login instance, attempting to allure honest users to return an identity token which might be accepted by an honest RP; or, it might manipulate  $PID_{RP}$  to affect the generation of  $PID_U$ , attempting to analyze the relationship between  $ID_U$  and  $PID_U$ .

**Collusive Users and RPs.** Malicious users and RPs might collude with each other. For example, an adversary might try to pretend to be an RP and allure victim users to forward

Table 2: The notations in the UPPRESSO protocols.

Notation	Description
$\mathbb{E}$	An elliptic curve over a finite field $\mathbb{F}_q$ , where the ECDLP is computationally impossible.
$G, n$	$G$ is a base point (or generator) of $\mathbb{E}$ , and the order of $G$ is a prime number $n$ .
$ID_U$	$ID_U = u$ , $1 < u < n$ ; the user's unique identity at the IdP.
$ID_{RP_j}$	$ID_{RP} = [r]G$ , $1 < r < n$ ; the $j$ -th RP's unique identity at the IdP.
$t$	The user-generated random number in a login instance, $1 < t < n$ .
$PID_{RP_j}^i$	$PID_{RP} = [t]ID_{RP} = [tr]G$ ; the $j$ -th RP's pseudo-identity, in the user's $i$ -th login instance to this RP.
$PID_{U,j}^i$	$PID_U = [ID_U]PID_{RP} = [ur]G$ ; the user's pseudo-identity, in the user's $i$ -th login instance to the $j$ -th RP.
$Acct_j$	$Acct = [t^{-1}]PID_U = [ID_U]ID_{RP} = [ur]G$ ; the user's account at the $j$ -th RP.
$SK, PK$	The IdP's key pair, a private key and a public key, to sign and verify identity tokens and RP certificates.
$Enpt_{RP_j}$	The $j$ -th RP's endpoint, to receive the identity tokens.
$Cert_{RP_j}$	The RP certificate signed by the IdP, binding $ID_{RP_j}$ and $Enpt_{RP_j}$ .
$PEnt_{U,j}^i$	A user-generated random "pseudo-endpoint", in the user's $i$ -th login instance to the $j$ -th RP.

an identity token to him. With this identity token, it could impersonate the victim user and login to some honest RP.

### 4.2 Assumptions

We assume that a user never authorizes the IdP to enclose any *distinctive attributes* in identity tokens, where distinctive attributes are identifiable information such as telephone number, driver license, Email, etc. The user does not configure distinctive attributes at any RP, either. Therefore, the privacy leakage due to user re-identification by distinctive attributes is out of the scope of this work.

HTTPS is adopted to secure the communications between honest entities, and the adopted cryptographic primitives are secure. The software stack of honest entities is correctly implemented, so it transmits messages to the receivers as expected.

We focus on the privacy attacks introduced by the design of SSO protocols, but not network attacks such as the traffic analysis that traces a user's login activities from network packets. Such attacks shall be prevented by other defenses.

### 4.3 Identity-Transformation Functions

We design three identity-transformation functions,  $\mathcal{F}_{PID_{RP}}$ ,  $\mathcal{F}_{PID_U}$  and  $\mathcal{F}_{Acct}$ , over an elliptic curve  $\mathbb{E}$ , where  $G$  is a base point (or generator) of this elliptic curve and the order of  $G$  is a big prime number denoted as  $n$ . Table 2 lists the notations, and the subscript  $j$  and/or the superscript  $i$  may be omitted in the case of no ambiguity.

$ID_U$  is a unique integer satisfying  $1 < ID_U < n$ , and  $ID_{RP}$  is a unique point on  $\mathbb{E}$ . When a user is registering, a unique random number  $u$  ( $1 < u < n$ ) is generated and  $ID_U = u$  is

assigned to this user; when an RP is initially registering, a unique random number  $r$  ( $1 < r < n$ ) is generated by the IdP and  $ID_{RP} = [r]G$  is assigned to this RP. Here,  $[r]G$  is the addition of  $G$  on the curve  $r$  times.

**$ID_{RP}$ - $PID_{RP}$  Transformation.** In each login instance, the user selects a random number  $t$  ( $1 < t < n$ ) as the trapdoor and calculates  $PID_{RP}$  as below.

$$PID_{RP} = \mathcal{F}_{PID_{RP}}(ID_{RP}) = [t]ID_{RP} = [tr]G \quad (1)$$

**$ID_U$ - $PID_U$  Transformation.** On receiving an identity-token request with  $ID_U$  and  $PID_{RP}$ , the IdP calculates  $PID_U$ .

$$PID_U = \mathcal{F}_{PID_U}(ID_U, PID_{RP}) = [ID_U]PID_{RP} = [utr]G \quad (2)$$

**$PID_U$ - $Acct$  Transformation.** In the negotiation of  $PID_{RP}$ , the user sends the trapdoor  $t$  to the target RP. So the RP also calculates  $PID_{RP}$  to verify the designated RP pseudo-identity in identity tokens. After verifying an identity token binding  $PID_U$  and  $PID_{RP}$ , the RP calculates  $Acct$  as below.

$$Acct = \mathcal{F}_{Acct}(PID_U, PID_{RP}) = [t^{-1} \bmod n]PID_U \quad (3)$$

From Equations 1, 2 and 3, it is derived that

$$Acct = [t^{-1}utr \bmod n]G = [ur]G = [ID_U]ID_{RP}$$

The RP obtains the identical permanent account from different identity tokens in multiple login instances, with the help of  $t$  from the user. Given a user, the accounts at different RPs are inherently unique. Moreover, (a) due to the elliptic curve discrete logarithm problem (ECDLP), it is computationally infeasible for the RP to derive  $ID_U$  from either  $PID_U$  or  $Acct$ ; and (b) because  $t$  is a random number kept secret to the IdP, it is impossible for the IdP to derive  $ID_{RP}$  from  $PID_{RP}$ .

#### 4.4 The Design Specific for Web Applications

We further propose the designs specific for web applications, and these designs enable UPPRESSO to provide SSO services for users with standard browsers. More efficient but less portable implementations with browser extensions are discussed in Section 7.

First of all, in the SSO login flow, the user has to deal with RP endpoints (i.e., the URLs to receive identity tokens) by himself. In existing SSO protocols, an RP initially registers its endpoint at the IdP, and then in each login instance, the IdP will set the endpoint in the identity-token response. This instructs the user browser to forward it correctly; otherwise, confidentiality of identity tokens might be broken.

In UPPRESSO the IdP is not aware of the visited RP and cannot set the RP endpoints, so *RP certificates* are designed to instruct the user agents (or browsers) about RP endpoints. An RP certificate is a document signed by the IdP in the RP initial registration, binding the RP's identity and its endpoint.

This attribute certificate is sent by the RP in the login flow, so a user forwards identity tokens to this verified endpoint.

Secondly, browser scripts are needed to implement the user functions, including the generation of  $t$  and  $PID_{RP}$  and the dealing with RP certificates and endpoints, for they are not standard functions of a browser. Two scripts, one downloaded from the IdP and the other from the target RP, work together (with the standard browser functions) as the user agent in UPPRESSO. The RP script maintains the communications with the RP, and it does not communicate directly with the IdP because an HTTP request launched by the RP script will automatically carry an HTTP *Referer* header, which discloses the RP's domain. The IdP script downloaded from the IdP, is responsible for the communications with the IdP, and two scripts communicate with each other through the `postMessage` HTML5 API.

The IdP's public key is downloaded in the IdP script to verify RP certificates. So the user agent does not configure anything locally, as it does in widely-adopted SSO systems.

#### 4.5 The UPPRESSO Protocols

**System Initialization.** The IdP generates a key pair ( $SK$ ,  $PK$ ) to sign/verify identity tokens and RP certificates. Then, the IdP keeps  $SK$  secret, while  $PK$  is publicly known.

**RP Initial Registration.** Each RP initially registers itself at the IdP to obtain  $ID_{RP}$  and the corresponding RP certificate  $Cert_{RP}$  as follows:

1. The RP sends a registration request to the IdP, including the endpoint to receive identity tokens, and other optional information.
2. The IdP generates a unique random number  $r$ , calculates  $ID_{RP} = [r]G$ , and assigns  $ID_{RP}$  to this RP. The IdP then signs  $Cert_{RP} = [ID_{RP}, Endp_{RP}, *]_{SK}$ , where  $[\cdot]_{SK}$  means a message signed using  $SK$  and  $*$  denotes supplementary information such as the RP's common name and Email, and returns  $Cert_{RP}$  to the RP.
3. The RP verifies  $Cert_{RP}$  using  $PK$ , and accepts  $ID_{RP}$  and  $Cert_{RP}$  if they are valid.

**User Registration.** UPPRESSO adopts a design of user registration similar to the ones in existing SSO systems. Each user registers once at the IdP to set up a unique user identity  $ID_U$  and the corresponding credential.

**SSO Login.** An SSO login instance is typically launched through a browser, when a user requests to login to an RP. It consists of five steps, namely script downloading, RP identity transformation,  $PID_{RP}$  registration, identity-token generation, and  $Acct$  calculation, as shown in Figure 3. In this figure, the operations by the IdP are linked by a vertical line, so are the RP's operations. Two vertical lines split the user's operations into two groups (i.e., in two browser windows), one of which

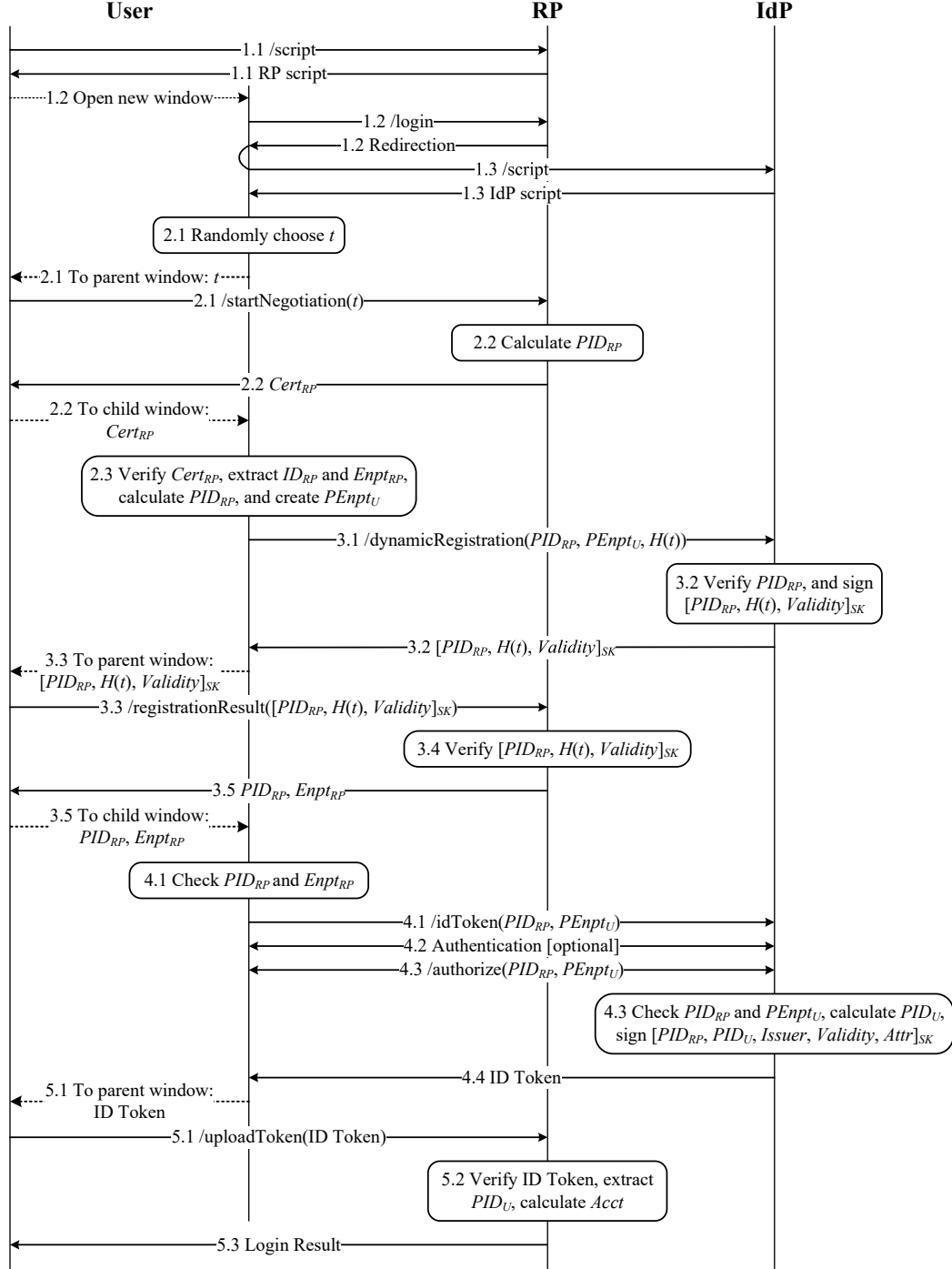


Figure 3: The SSO login flow of UPPRESSO.

is to communicate with the IdP, and the other with the target RP. Each solid horizontal line means some messages between the user and the IdP (or the RP), and each dotted line means a `postMessage` invocation between two scripts (or windows) within the browser.

1. *Script Downloading*. The browser downloads the scripts

from the IdP and the visited RP.

1.1 When attempting to visit any protected resources at the RP, the user downloads the RP script.

1.2 The RP script opens a window in the browser to visit the login path at the RP, which is then redirected to the IdP.



1.3 The redirection to the IdP downloads the IdP script.

2. *RP Identity Transformation.* The user and the RP negotiate  $PID_{RP} = [t]ID_{RP}$ .

2.1 The IdP script in the browser chooses a random number  $t$  ( $1 < t < n$ ) and sends it to the RP script through `postMessage`. Then, the RP script sends  $t$  to the RP.

2.2 On receiving  $t$ , the RP verifies  $1 < t < n$  and calculates  $PID_{RP}$ . The RP replies with  $Cert_{RP}$ , which is then transmitted from the RP script to the IdP script.

2.3 The IdP script verifies  $Cert_{RP}$ , extracts  $ID_{RP}$  and  $Enpt_{RP}$  from  $Cert_{RP}$  and calculates  $PID_{RP} = [t]ID_{RP}$ . It then creates a random endpoint  $PEnt_{U}$  for this login instance, to receive identity tokens from the IdP.

3.  *$PID_{RP}$  Registration.* The user dynamically registers an ephemeral  $PID_{RP}$  at the IdP.

3.1 The IdP script sends the  $PID_{RP}$ -registration request  $[PID_{RP}, PEnt_{U}, H(t)]$  to the IdP, where  $H()$  is a collision-free one-way hash function.

3.2 The IdP checks the list of unexpired  $PID_{RP}$  to verify the received  $PID_{RP}$  is a unique point on  $\mathbb{E}$  among them. Then, it signs the response  $[PID_{RP}, H(t), Validity]_{SK}$ , where  $Validity$  indicates when  $PID_{RP}$  will expire (typically, in 3 to 5 minutes). The IdP maintains the list of unexpired  $[PID_{RP}, PEnt_{U}, H(t), Validity]$  and periodically deletes expired ones from it.

3.3 The IdP script forwards the  $PID_{RP}$ -registration result to the RP through the RP script.

3.4 The RP verifies the IdP's signature, and accepts the registration result only if  $PID_{RP}$  and  $H(t)$  match those in the negotiation and it does not expire.

3.5 The RP constructs an identity-token request with  $PID_{RP}$  and  $Enpt_{RP}$ , which is then forwarded to the IdP script through the RP script.

The  $PID_{RP}$ -registration result signed by the IdP ensures that  $PID_{RP}$  is *unique* within its validity; otherwise, RP designation is broken.  $H(t)$  is a *necessary* nonce to distinguish different login instances, because there is a very small probability that an identical  $PID_{RP}$  is calculated for two RPs from two different pairs of  $ID_{RP}$  and  $t$  (i.e.,  $[t]ID_{RP_j} = [tr]G = [t'r']G = [t']ID_{RP_j}$ );<sup>3</sup> otherwise, although  $PID_{RP}$  is unique within its validity from the IdP's view, multiple RPs still share an identical  $PID_{RP}$ . This nonce prevents one  $PID_{RP}$ -registration result

<sup>3</sup>Although we assume  $H()$  is collision-free, commonly-used one-way hash functions such as SHA-1 and SHA-256 are enough, because it is impossible that the following equations hold simultaneously:  $r \neq r'$ ,  $[tr]G = [t'r']G$ , and  $H(t) = H(t')$ .

(and the subsequent identity token) from being accepted by different RPs.

4. *Identity-Token Generation.* The IdP calculates  $PID_U = [ID_U]PID_{RP}$  and signs the identity token.

4.1 The IdP script checks that  $PID_{RP}$  is the one registered in Step 3.1 and  $Enpt_{RP}$  matches the one in  $Cert_{RP}$ . Then, it replaces  $Enpt_{RP}$  with  $PEnt_{U}$  in the identity-token request and sends this modified request to the IdP.

4.2 On receiving an identity-token request, the IdP authenticates the user if he has not been authenticated yet.

4.3 After obtaining the user's authorization to enclose the requested attributes, the IdP checks whether the received pair of  $PID_{RP}$  and  $PEnt_{U}$  is in the list of unexpired  $PID_{RP}$  or not, and calculates  $PID_U = [ID_U]PID_{RP}$  for the authenticated user. The IdP then signs an identity token  $[PID_{RP}, PID_U, Issuer, Validity, Attr]_{SK}$ , where  $Issuer$  is the IdP's identity,  $Validity$  is the validity period, and  $Attr$  contains the requested attributes.

4.4 The IdP sends the identity token to  $PEnt_{U}$ .

5. *Acct Calculation.* The RP verifies the identity token and allows the user to login.

5.1 The IdP script forwards this token to the RP script, which then sends it to the RP through  $Enpt_{RP}$ .

5.2 The RP verifies the identity token, including the IdP's signature and its validity period. It also verifies  $PID_{RP}$  in the token is consistent with the one negotiated in Step 2.2. Then, the RP extracts  $PID_U$ , and calculates  $Acct = [t^{-1}]PID_U$ .

5.3 The RP returns the login result, and allows the user to login as  $Acct$ .

If any verification or check fails in some step, the flow will be halted immediately. For example, the user halts the flow if  $Cert_{RP}$  is invalid. The IdP rejects a  $PID_{RP}$ -registration request, if there is any unexpired but identical  $PID_{RP}$  in the list, and the RP rejects identity tokens until it accepts a  $PID_{RP}$ -registration result. The IdP rejects an identity-token request, if the pair of  $PID_{RP}$  and  $PEnt_{U}$  is not in the unexpired list. Or, the RP rejects an identity token if  $PID_{RP}$  in the token does not match the negotiated one.

## 4.6 Compatibility with OIDC

Among the five steps of the SSO login flow in UPPRESSO, the script downloading prepares the user agent. The user agent of SSO is responsible for the communications between the IdP and the RP, which are implemented by browser redirections in OIDC. On the other hand, in UPPRESSO when sending the identity-token request, the script replaces  $Enpt_{RP}$  with

$PEnt_U$ , and then the script forwards the identity token to  $Ent_{RP}$  which is extracted from the RP certificate.

In the step of RP identity transformation, most operations are conducted by the user agent, while the RP only receives  $t$  to calculate  $PID_{RP}$  and sends  $Cert_{RP}$ . The operations in the  $PID_{RP}$  registration are almost identical to those in the RP Dynamic Registration of OIDC [?], except that in OIDC the IdP assigns the RP's identity while in UPPRESSO this (pseudo-)identity is generated by the registered entity. Besides, the  $PID_{RP}$  registration has a validity period.

The operations of identity-token generation and  $Acct$  calculation, are actually identical to those in the implicit SSO login flow of OIDC [?], because (a) the calculation of  $PID_U$  is viewed as a method to generate PPIDs by the IdP and (b) the calculation of  $Acct$  is viewed as a mapping from the user identity in tokens to the local account at the RP.

## 5 The Analysis of Security and Privacy

In this section, we presents the analysis that UPPRESSO achieves the required properties of security and privacy.

### 5.1 Security

UPPRESSO satisfies the four security requirements of identity tokens in SSO services, as listed in Section 3.1.

**RP Designation.** An identity token binding  $PID_U$  and  $PID_{RP}$ , designates the target RP, and only the target RP. An honest RP calculates  $PID_{RP}$  by itself with the trapdoor  $t$  sent from the user, and checks  $PID_{RP}$  in the  $PID_{RP}$ -registration result and the identity token. So the target RP will accept this token.

Meanwhile, the honest IdP guarantees that, within its validity period, the  $PID_{RP}$  will be registered only once. An honest RP is ready to accept an identity token binding  $PID_{RP}$ , only after it receives the signed  $PID_{RP}$ -registration result. Because both  $PID_{RP}$  and  $H(t)$  in the registration result are checked by the RP and then the registration result  $[PID_{RP}, H(t), Validity]_{SK}$  is acceptable to only one honest RP, the identity token designates only one RP.

**User Identification.** An honest RP always derives an identical permanent account from different identity tokens binding  $PID_U$  and  $PID_{RP}$ . That is, in the user's any  $i$ -th and  $i'$ -th ( $i \neq i'$ ) login instances to the RP,  $\mathcal{F}_{Acct}(PID_U^i, PID_{RP}^i) = \mathcal{F}_{Acct}(PID_U^{i'}, PID_{RP}^{i'}) = [ID_U]ID_{RP}$ .

In the calculation of  $Acct = [t^{-1}]PID_U = [t^{-1}][u]PID_{RP}$ ,  $t$  and  $PID_{RP}$  have been checked by the honest RP in the  $PID_{RP}$ -registration result, and  $PID_U$  is calculated by the honest IdP based on (a) the authenticated user, i.e.,  $ID_U = u$ , and (b) the registered  $PID_{RP}$ . Thus, the calculated account is always exactly the authenticated user's account at the RP (i.e.,  $[ID_U]ID_{RP}$ ). For example, two malicious users, whose identities are  $ID_U = u$  and  $ID_{U'} = u'$ , could attempt to login to  $RP_j$  and  $RP_{j'}$ , respectively. If the generated  $t$  and  $t'$  happen to

satisfy that  $PID_{RP} = [t]ID_{RP_j} = [tr]G = [t'r']G = [t']ID_{RP_{j'}}$ , these collusive users could arbitrarily choose to register either  $[PID_{RP}, PEnt_U, H(t)]$  or  $[PID_{RP}, PEnt_{U'}, H(t')]$  at the IdP, to receive an identity token binding either  $PID_U = [u]PID_{RP}$  or  $PID_{U'} = [u']PID_{RP}$  (and also  $PID_{RP}$ ).<sup>4</sup> However, when such a token is signed for  $RP_j$ , the calculated  $Acct$  is  $[ur]G$  or  $[u'r't^{-1}]G = [u'r]G$ ; when it is signed for  $RP_{j'}$ ,  $[urt'^{-1}]G = [u'r']G$  or  $[u'r']G$  is calculated. That is, even in this collusive case, the calculated account is still the authenticated user's account at the RP, and it does not result in any attack.

**Confidentiality.** There is no event leaking the identity tokens to any malicious entity other than the authenticated user and the designated RP. First of all, the communications among the IdP, RPs and users, are protected by HTTPS, and the `postMessage` HTML5 API ensures the dedicated channels between two scripts within the browser, so that adversaries cannot eavesdrop the identity tokens. Meanwhile, the honest IdP sends the identity token only to the authenticated user, and this user forwards it to the RP through  $Ent_{RP}$ . The binding of  $Ent_{RP}$  and  $ID_{RP}$  is ensured by the signed RP certificate, so only the designated target RP receives this identity token.

**Integrity.** The identity token binds  $ID_U$  and  $ID_{RP}$  implicitly, and any breaking will result in some failed check or verification in the login flow. The integrity is ensured by the IdP's signatures: (a) the identity token binding  $PID_U$  and  $PID_{RP}$ , is signed by the IdP, and (b) the relationship between  $PID_{RP}$  and  $t$  (or collision-free  $H(t)$ ) is also bound in the  $PID_{RP}$ -registration result. Thus,  $ID_U$  and  $ID_{RP}$  are actually bound by the IdP's signatures, due to the one-to-one mapping between (a) the pair of  $ID_U$  and  $ID_{RP}$  and (b) the triad of  $PID_U$ ,  $PID_{RP}$ , and  $t$ .

We also formally analyze the security properties of UPPRESSO, based on an Dolev-Yao style model of the web infrastructure [?], which has been used in the formal analysis of SSO protocols such as OAuth 2.0 [?] and OIDC [?]. The Dolev-Yao style model abstracts the entities in a web system, such as browsers and web servers, as *atomic processes*, which communicate with each other through *events*. It also defines *script processes* to formulate client-side scripts, i.e., JavaScript code, so a web system consists of a set of atomic and script processes.

The UPPRESSO system contains an IdP process, a finite set of web servers for honest RPs, a finite set of honest browsers, and a finite set of attacker processes. Here, we consider all RP processes and browser processes are honest, while model an RP or a browser controlled by an adversary as atomic attacker processes. It also contains `script_rp`, `script_idp` and `script_attacker`, where `script_rp` and `script_idp` are honest scripts downloaded from an RP process and the IdP process, respectively, and `script_attacker` denotes a script downloaded

<sup>4</sup>Such a token designates either  $RP_j$  or  $RP_{j'}$ , but only one honest RP because there is only one acceptable  $PID_{RP}$ -registration result which is signed by the IdP. So RP designation is not violated in this case.

by an attacker process that exists in all browser processes.

After formulating UPPRESSO by the Dolev-Yao style model, we trace the identity token, starting when it is generated and ending when consumed, to ensure that an identity token is not leaked or tampered with. We locate the generation of an identity token in UPPRESSO, and trace back to the places where  $PID_U$ ,  $PID_{RP}$  and other values enclosed in this token are generated and transmitted, to ensure that no adversary is able to retrieve or manipulate them. The tracing of identity tokens also confirm no adversary retrieves the token.

Finally, we formally prove that, *user identification*, *RP designation*, *confidentiality*, and *integrity* are fulfilled in UPPRESSO. The details on the Dolev-Yao web model and the security proofs of UPPRESSO are in the appendix.

## 5.2 Privacy

We show that UPPRESSO effectively prevents the attacks of IdP-based login tracing and RP-based identity linkage.

**IdP-based Login Tracing.** The information accessible to the IdP and derived from the RP's identity, is only  $PID_{RP}$ , where  $PID_{RP} = [t]ID_{RP}$  is calculated by the user. Because (a)  $t$  is a number randomly chosen from  $(1, n)$  by the user and kept secret to the IdP and (b)  $ID_{RP} = [r]G$  and  $G$  is the base point (or generator) of  $\mathbb{E}$ , the IdP has to view  $PID_{RP}$  as randomly and independently chosen from  $\mathbb{E}$ , and cannot distinguish  $[t]ID_{RP_j} = [tr]G$  from  $[t']ID_{RP_{j'}} = [t'r']G$ . So, the IdP cannot derive the RP's identity or link any pair of  $PID_{RP}^i$  and  $PID_{RP}^j$ , and then the IdP-based identity linkage is impossible.

**RP-based Identity Linkage.** We prove that UPPRESSO prevents the RP-based identity linkage, based on the elliptic curve decision Diffie-Hellman (ECDDH) assumption [?].

Let  $\mathbb{E}$  be an elliptic curve over a finite field  $\mathbb{F}_q$ , and  $P$  be a point on  $\mathbb{E}$  of order  $n$ . For any probabilistic polynomial time (PPT) algorithm  $\mathcal{D}$ ,  $([x]P, [y]P, [xy]P)$  and  $([x]P, [y]P, [z]P)$  are computationally indistinguishable, where  $x, y$  and  $z$  are integer numbers randomly and independently chosen from  $(1, n)$ . Let  $Pr\{\}$  denote the probability and we define

$$\begin{aligned} Pr_1 &= Pr\{\mathcal{D}(P, [x]P, [y]P, [xy]P) = 1\} \\ Pr_2 &= Pr\{\mathcal{D}(P, [x]P, [y]P, [z]P) = 1\} \\ \epsilon(k) &= Pr_1 - Pr_2 \end{aligned}$$

Then,  $\epsilon(k)$  becomes negligible with the security parameter  $k$ .

In the login flow, an RP holds  $ID_{RP}$  and  $Acct$ , receives  $t$ , calculates  $PID_{RP}$ , and verifies two signed messages (i.e.,  $PID_{RP}$  and  $H(t)$  in the  $PID_{RP}$ -registration result, and  $PID_{RP}$  and  $PID_U$  in the identity token). After filtering out the redundant information (i.e.,  $PID_{RP} = [t]ID_{RP}$  and  $Acct = [t^{-1}]PID_U$ ), the RP actually receives only  $(ID_{RP}, t, PID_U)$  in each SSO login instance, where  $PID_U = [ID_U][t]ID_{RP}$ .

In the RP-based identity linkage, two RPs bring two triads received in SSO login instances,  $(ID_{RP_j}, t_j, [ID_U][t_j]ID_{RP_j})$  and  $(ID_{RP_{j'}}, t_{j'}, [ID_{U'}][t_{j'}]ID_{RP_{j'}})$ . We describe the attack as

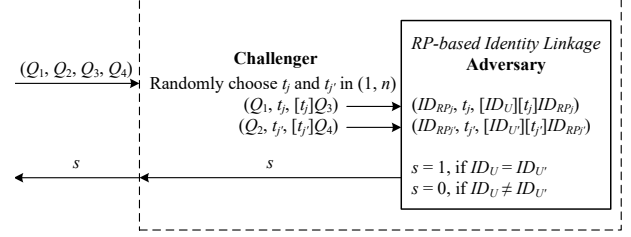


Figure 4: The algorithm based on the RP-based identity linkage, to solve the ECDDH problem.

the following game  $\mathcal{G}$  between an adversary and a challenger: the adversary receives  $(ID_{RP_j}, t_j, [ID_U][t_j]ID_{RP_j}, ID_{RP_{j'}}, t_{j'}, [ID_{U'}][t_{j'}]ID_{RP_{j'}})$  from the challenger, and outputs the result  $s$ . The result is 1, when the adversary guesses that  $ID_U = ID_{U'}$ ; otherwise, the adversary thinks they are different users (i.e.,  $ID_U \neq ID_{U'}$ ) and  $s = 0$ .

We define  $Pr_c$  as the probability that the adversary outputs  $s = 1$  when  $ID_U = ID_{U'}$  (i.e., a *correct* identity linkage), and  $Pr_{\bar{c}}$  as the probability that  $s = 1$  but  $ID_U \neq ID_{U'}$  (i.e., an *incorrect* result). The successful RP-based identity linkage means the adversary has non-negligible advantages in  $\mathcal{G}$ .

We design a PPT algorithm  $\mathcal{D}^*$  based on  $\mathcal{G}$ , shown in Figure 4. The input of  $\mathcal{D}^*$  is in the form of  $(Q_1, Q_2, Q_3, Q_4)$ , and each  $Q_i$  is a point on  $\mathbb{E}$ . On receiving the input, the challenger of  $\mathcal{G}$  randomly chooses  $t_j$  and  $t_{j'}$  in  $(1, n)$ , and sends  $(Q_1, t_j, [t_j]Q_3, Q_2, t_{j'}, [t_{j'}]Q_4)$  to the adversary. Finally, it directly outputs  $s$  from the adversary in  $\mathcal{G}$  as the result of  $\mathcal{D}^*$ .

Let  $(P, [x]P, [y]P, [xy]P)$  and  $(P, [x]P, [y]P, [z]P)$  be two inputs of  $\mathcal{D}^*$ . Thus, we obtain

$$\begin{aligned} Pr\{\mathcal{D}^*(P, [x]P, [y]P, [xy]P) = 1\} \\ = Pr\{\mathcal{G}(P, t_j, [t_j][y]P, [x]P, t_{j'}, [t_{j'}][xy]P) = 1\} \\ = Pr\{\mathcal{G}(P, t_j, [y][t_j]P, [x]P, t_{j'}, [y][t_{j'}][x]P) = 1\} = Pr_c \end{aligned} \quad (4)$$

$$\begin{aligned} Pr\{\mathcal{D}^*(P, [x]P, [y]P, [z]P) = 1\} \\ = Pr\{\mathcal{G}(P, t_j, [t_j][y]P, [x]P, t_{j'}, [t_{j'}][z/x][x]P) = 1\} \\ = Pr\{\mathcal{G}(P, t_j, [y][t_j]P, [x]P, t_{j'}, [z/x][t_{j'}][x]P) = 1\} = Pr_{\bar{c}} \end{aligned} \quad (5)$$

Equation 4 is equal to  $Pr_c$  because it represents the correct case of  $ID_U = ID_{U'} = y$ , while Equation 5 is  $Pr_{\bar{c}}$  for it represents the incorrect case of  $ID_U = y$  but  $ID_{U'} = z/x \bmod n$ .

The adversary has non-negligible advantages in  $\mathcal{G}$  means  $Pr_c - Pr_{\bar{c}} > \sigma(k)$ , and then  $\mathcal{D}^*$  significantly distinguishes  $(P, [x]P, [y]P, [xy]P)$  from  $(P, [x]P, [y]P, [z]P)$ , which violates the ECDDH assumption. So the adversary has no advantages in the game, and the RP-based identity linkage is computationally impossible in UPPRESSO.

## 6 Implementation and Evaluation

We have implemented the UPPRESSO prototype system, and evaluated its performance by comparing it with (a) the PPID-

enhanced OIDC protocol [?] which only prevents the RP-based identity linkage and (b) SPRESSO [?] which only prevents the IdP-based login tracing.

## 6.1 Prototype Implementation

First of all, three identity-transformation functions are defined over the NIST P256 elliptic curve. RSA-2048 and SHA-256 are adopted as the signature algorithm and the hash function, respectively.

The IdP is built on top of MITREid Connect [?], an open-source OIDC Java implementation, and only small modifications are needed as follows. We add only 3 lines of Java code to calculate  $PID_U$ , about 20 lines to modify the way to send identity tokens, and about 50 lines in the function of RP Dynamic Registration to support the step of  $PID_{RP}$  registration (i.e., checking  $PID_{RP}$  and signing the registration result). The calculations of  $ID_{RP}$ ,  $PID_U$ , and RSA signature are implemented based on Java built-in cryptographic libraries.

The user-side functions are implemented by scripts from the IdP and RPs, containing about 200 lines and 150 lines of JavaScript code, respectively. The cryptographic computations, e.g.,  $Cert_{RP}$  verification and  $PID_{RP}$  negotiation, are implemented based on jsrsasign [?], an efficient JavaScript cryptographic library.

We provide a Java SDK for RPs in UPPRESSO. The SDK provides two functions to encapsulate the protocol steps: one to request identity tokens, and the other to derive the accounts from identity tokens. The SDK is implemented based on the Spring Boot framework with about 1,000 lines of Java code and cryptographic computations are implemented based on the Spring Security library. An RP only needs to invoke these two SDK functions for the integration, by less than 10 lines of Java code.

## 6.2 Performance Evaluation

Three machines connected in an isolated 1Gbps LAN, build the experimental SSO environment. The CPUs are Intel Core i7-4770 3.4 GHz for the IdP, Intel Core i7-4770S 3.1 GHz for the RP, and Intel Core i5-4210H 2.9 GHz for users. Each machine is configured with 8 GB RAM and installs Windows 10 as the operating system. The user agent is Chrome v75.0.3770.100.

We compared UPPRESSO with MITREid Connect and SPRESSO. In the evaluation, MITREid Connect runs with the standard implicit login flow of OIDC, while the identity tokens in SPRESSO are also forwarded by a user to the RP, similarly to the implicit login flow of OIDC to some extent. In the identity tokens of SPRESSO,  $PID_{RP}$  is the encrypted RP domain, while the one-time symmetric key only known by the RP and the user. They also configure RSA-2048 and SHA-256 in the generation of identity tokens.

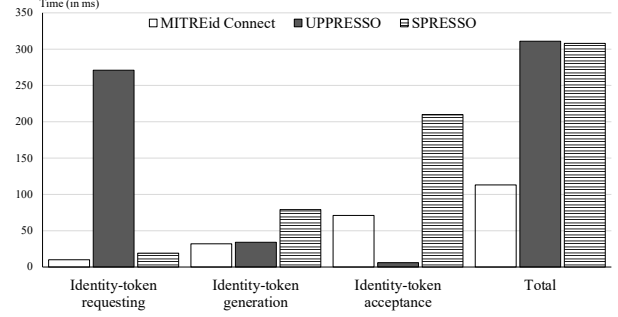


Figure 5: The time cost of SSO login.

MITREid Connect provides open-source Java implementations of IdP and RP SDK, while SPRESSO implements all entities by JavaScript based on node.js. We implemented the RPs based on Spring Boot for UPPRESSO and MITREid Connect, by integrating the corresponding SDKs. The RPs in three schemes provide the same function, i.e., simply extract the user's account from verified identity tokens.

We measured the time for a user to login to an RP and calculated the average of 1,000 measurements. We divide a login flow into 3 parts: *Preparation and identity-token requesting* (for UPPRESSO, it includes Steps 1-3 in Figure 3), as the RP constructs an identity-token request transmitted to the IdP, cooperatively with the user sometimes; *Identity-token generation* (Step 4), when the IdP generates an identity token (and the user authentication is not included); and *Identity-token acceptance* (Step 5 in Figure 3), as the RP receives, verifies and parses the identity token.

The results are shown in Figure 5. The overall times of SSO login are 113 ms, 310 ms, and 308 ms for MITREid Connect, UPPRESSO, and SPRESSO, respectively. In the preparation and identity-token requesting, MITREid Connect only needs 10 ms but UPPRESSO requires 271 ms. The main overhead in UPPRESSO is to open the new browser window and download the scripts, which needs about 104 ms. This overhead can be mitigated by silently conducting these operations when the user visits the RP website, by the implementation with browser extensions. SPRESSO needs 19 ms in the preparation and identity-token requesting, a little more than MITREid Connect, for an RP to obtain some information on the IdP and encrypt its domain using an ephemeral symmetric key.

In the identity-token generation, UPPRESSO needs in total 34 ms. Compared with MITREid Connect, it needs 2 more ms to calculate  $PID_U$ . SPRESSO requires 71 ms to generate an identity token, as it implements the IdP based on node.js and therefore adopts a JavaScript cryptographic library, while a more efficient Java library is used in others.

In the identity-token acceptance, UPPRESSO only needs about 6 ms for the scripts to send an identity token to the RP, which verifies it and calculates  $Acct$ . It takes 71 ms for MITREid Connect to accept this identity token: when the token is redirected to the RP, it must be carried within an URL



following the fragment identifier # instead of ?, due to some security considerations [?], so the identity-token response has to be sent to the RP by JavaScript functions (but not HTTP requests) and most time is spent to download the script from the RP. SPRESSO needs the longest time (210 ms) due to the complicated process at the user's browser: after receiving identity tokens from the IdP, the browser downloads the JavaScript program from a trusted forwarder, decrypts the RP endpoint, and finally sends identity tokens to this endpoint.

## 7 Discussions

**Applicability.** Three identity-transformation functions, i.e.,  $\mathcal{F}_{PID_{RP}}()$ ,  $\mathcal{F}_{PID_U}()$ , and  $\mathcal{F}_{Acct}()$ , are applicable to various SSO scenarios (e.g., web application, mobile App, and even native software), because these designs do not depend on any special implementation or runtime environment. Although the prototype system runs for web applications, it is feasible to apply the identity-transformation functions to other SSO scenarios to protect user privacy. Moreover, because the authentication steps are independent of the UPPRESSO protocol, the IdP can choose any appropriate mechanism to authenticate users.

**Compatibility with the Authorization Code Flow.** In the authorization code flow of OIDC [?], the IdP does not directly issue the identity token; instead, an access token is forwarded to the RP, and then the RP uses this access token to ask for identity tokens from the IdP. The identity-transformation functions  $\mathcal{F}_{PID_U}$ ,  $\mathcal{F}_{PID_{RP}}$  and  $\mathcal{F}_{Account}$  can be integrated into the authorization code flow to generate and verify two tokens, so that the privacy threats are still prevented in the generation and verification of tokens. Accordingly, only  $PID_{RP}$  but not  $ID_{RP}$  is enclosed in the access tokens (as well as the identity tokens). However, as the RP receives the identity token directly from the IdP in this flow, it allows the IdP to obtain the RP's network information (e.g., IP address). Therefore, to prevent this leakage in the authorization code flow, UPPRESSO needs to integrate anonymous networks (e.g., Tor) for the RP to ask for identity tokens.

**Implementation with Browser Extensions.** To improve the portability of user agents, the user functions of UPPRESSO are implemented by browser scripts in the prototype system. However, these functions can be implemented with browser extensions, which will result in much better performance. In this case, a user downloads and installs the browser extension, before he visits the RPs. After some experiments while the IdP and RPs in the prototype system are unmodified, we find that at least 102 ms will be saved for each login instance (i.e., about 208 ms in total), compared with the version implemented with browser scripts.

**Collusive Attacks by the IdP and RPs.** If the IdP is kept curious-but-honest and shares messages in the login flow (i.e.,  $ID_U$ ,  $PID_{RP}$ ,  $PE_{ntU}$ ,  $H(t)$ , and  $PID_U$ ) with some collusive RPs, UPPRESSO still provides secure SSO services, provided

that the signed identity tokens are sent to the authenticated users only. Moreover, in this case, a user's login activities at the other RPs, are still protected from the IdP and these collusive RPs, because a triad of  $t$ ,  $PID_U$  and  $PID_{RP}$  is ephemeral and independent of each other.

## 8 Conclusion

In this paper, we propose UPPRESSO, an untraceable and unlinkable privacy-preserving single sign-on system, to protect a user's login activities at different RPs against both the curious IdP and collusive RPs. To the best of our knowledge, UPPRESSO is the first practical approach that defends against both the privacy threats of IdP-based login tracing and RP-based identity linkage. To achieve these goals, we convert the identity dilemma in privacy-preserving SSO services into an identity-transformation challenge and design three functions satisfying the requirements, where  $\mathcal{F}_{PID_{RP}}$  protects the RP's identity from the curious IdP,  $\mathcal{F}_{PID_U}$  prevents collusive RPs from linking a user based on his identities at these RPs, and  $\mathcal{F}_{Acct}$  allows the RP to derive an identical account for a user in his multiple login instances. The three functions can be integrated with existing SSO protocols, such as OIDC, to enhance the protections of user privacy, while without breaking any security guarantees of SSO systems. The experimental evaluation of the UPPRESSO prototype demonstrates that it provides efficient SSO services, where a login instance takes only 310 ms on average.

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## A The Security Proofs of UPPRESSO

We formally analyze the security properties of UPPRESSO based on the Dolev-Yao style web model as follows. We first describe the expressive Dolev-Yao style model of the web infrastructure. Then, we formulate the UPPRESSO system using this model, including all entities (i.e., browsers, servers, and scripts) and the transmitted data. Finally, we finish the security proofs of UPPRESSO by tracing the identity tokens in this model.

### A.1 The Dolev-Yao Style Web Model

Based on Dolev-Yao style models, the web infrastructure is modelled as the form of  $(\mathcal{W}, \mathcal{S}, E^0)$ . These notations are explained as below.

- $\mathcal{W}$  is the set of *atomic processes*. An atomic process represents an independent entity in the web system, such as browser and web server.
- $\mathcal{S}$  is the set of *script processes*. Besides the atomic processes in the web system, there are also entities processing data and communicating with other entities, but not running independently without atomic processes. These entities are called script processes, e.g., JavaScript code within a browser.
- $E^0$  is the set of self-triggering *events* acceptable to the processes in  $\mathcal{W}$ . Events are the basic communication elements in the model, representing a message sent by a process to another process. The self-triggering event represents the start of the procedure in the web system. For example, while the script is loaded by the browser, the browser would generate the self-triggering event to start the script.

**Term.** Terms are the basic elements in Dolev-Yao style models. It may contain constants such as ASCII strings and integers, sequence symbols such as  $k$ -ary sequences ( $k \leq 0$ ), or function symbols that model cryptographic primitives such as `SigSign`, `SigVerify` and `Hash`. For example, an HTTP request is expressed as a term containing a type (e.g., `HTTPReq`), a nonce, a method (e.g., `GET` or `POST`), a domain, a path, URL parameters, request headers and a message body. So, an HTTP GET request `exa.com/path?para=1` with empty headers and bodys is expressed as  $\langle \text{HTTPReq}, n, \text{GET}, \text{exa.com}, /path, \langle \langle para, 1 \rangle \rangle, \langle \rangle, \langle \rangle \rangle$ .

**Operations over terms.** The operations are defined.

- **Equational theory.** Equational theory uses the symbol  $\equiv$  to represent the congruence relation on terms, and  $\neq$  for non-congruence relation. For example, while there are the data *Data*, its signature *Sig*, and the corresponding public key *PK*, the relation is described as  $\text{SigVerify}(\text{Data}, \text{Sig}, \text{PK}) \equiv \text{TRUE}$ .

- **Patten Matching.** We define the term with the variable  $*$  as the pattern, such as  $\langle a, b, * \rangle$ . The pattern matches any term which only replaces the  $*$  with other terms. For instance,  $\langle a, b, * \rangle$  matches  $\langle a, b, c \rangle$ .
- **Retrieve attributes from formatted term.** Formatted term is the data in the specific format, for instance, the HTTP request is the formatted data in the form  $\langle \text{HTTPReq}, \text{nonce}, \text{method}, \text{host}, \text{path}, \text{parameters}, \text{headers}, \text{body} \rangle$ . We assume there is an HTTP request  $r := \langle \text{HTTPReq}, n, \text{GET}, \text{example.com}, /path, \langle \rangle, \langle \rangle, \langle \rangle \rangle$ , here we define the operation on the  $r$ . That is, the elements in  $r$  can be accessed in the form  $r.name$ , such that  $r.method \equiv \text{GET}$ ,  $r.path \equiv /path$  and  $r.body \equiv \langle \rangle$ .
- **Retrieve attributes from dictionary term.** Dictionary term is the data in the form  $\langle \langle type, value \rangle, \langle type, value \rangle, \dots \rangle$ , for instance the *body* in HTTP request is dictionary data. We assume there is a *body*  $:= \langle \langle username, \text{alice} \rangle, \langle password, 123 \rangle \rangle$ , here we define the operation on the *body*. That is, we can access the elements in *body* in the form  $body[name]$ , such that  $body[username] \equiv \text{alice}$  and  $body[password] \equiv 123$ . We can also add the new attributes to the dictionary, for example after we set  $body[age] := 18$ , the *body* are changed into  $\langle \langle username, \text{alice} \rangle, \langle password, 123 \rangle, \langle age, 18 \rangle \rangle$ .

**State.** State is the term consisted of basic terms, to sketch the atomic process at the point of time. For example, the state of a login server is described as the term  $\langle \text{SessionList}, \text{UserList} \rangle$ , while the *SessionList* maintains the visitors' cookies with the corresponding login state, and the *UserList* maintains all user identities (either logged in or unlogged in) and their corresponding credential verifiers.

**Relation.** The relation represents the model of procedure, showing how the entity deal with the received message. For example, while the login server receive the login request from a visitor (the request is denoted as the event  $e$ ), the input of the relation is  $e$  and current state  $\langle \text{SessionList}, \text{UserList} \rangle$ . The server verifies the visitor's identity with the *UserList* and add the login result into *SessionList* (transitioning to *SessionList'*). Thus the output is the login response  $e'$  and the new state  $\langle \text{SessionList}', \text{UserList} \rangle$ .

**Event.** An event is expressed formally as a term  $\langle a, b, m \rangle$ , where  $a$  and  $b$  represent the addresses of the sender and receiver, respectively, and  $m$  is the message transmitted.

**Atomic process.** An atomic process is expressed as  $(I^p, Z^p, R^p, z_0^p)$ . The elements are explained as below.

- $I^p$  is the set of *addresses* that the process listens to.
- $Z^p$  is the set of *states* that describes the process.

- $R^p$  is the relation that models the computations of the process, which receives an event in a state and then moves to another state and outputs a set of events.
- $z_0^p$  is the initial state.

**Script process.** A script process is the formulation of browser scripts as a relation  $R$ , representing the server-defined functions, while the input and output are handled by the browser. The script process does not maintain any state itself, while the `scriptstate` is stored by the browser in each documents. The `scriptstate` is transmitted to script process as the part of input, when the script process is invoked to process the event. A script process is addressed by the `Origin` property, as the the protocol and hostname of a URL. That is, while a script sends the messages to another script process and set the `Origin` value as the IdP domain, only the script downloaded from IdP server receives this message.

## A.2 The Formulation of UPPRESSO

In this section, we introduce the model of UPPRESSO, in the form of  $(\mathcal{W}, \mathcal{S}, E^0)$ .  $\mathcal{W}$  is the set of atomic processes, including IdP processes, RP processes and browsers.  $\mathcal{S}$  is the set of script processes, containing of IdP script process and RP script process.  $E^0$  is the set of self-triggering events acceptable to the processes in  $\mathcal{W}$ . In the UPPRESSO system, the self-triggering events are sent while the RP and IdP scripts are loaded. The self-triggering event for RP script is used to create the new window for download IdP script. The self-triggering event for IdP script is used to start the  $PID_{RP}$  negotiation.

We only focus on the model of servers, browsers and the plain message transmissions among them in this paper, and neglect the HTTPS requests and other necessary Internet facilities (e.g., DNS server) deployed in the UPPRESSO system. Because we assume that the internet architecture is well built and HTTPS is well implemented, so that an adversary cannot conduct the attacks targeting these layers.

### A.2.1 The Data Transmitted and Processed

We provide the modelling normal data, such HTTP messages, used to construct UPPRESSO model.

**HTTP Messages.** An HTTP request message is the term of the form

$$\langle \text{HTTPReq}, \text{nonce}, \text{method}, \text{host}, \text{path}, \text{parameters}, \text{headers}, \text{body} \rangle$$

An HTTP response message is the term of the form

$$\langle \text{HTTPResp}, \text{nonce}, \text{status}, \text{headers}, \text{body} \rangle$$

The details are defined as follows:

- `HTTPReq` and `HTTPResp` denote the types of messages.
- `nonce` is a random number that maps the response to the corresponding request.
- `method` is one of the HTTP methods, GET and POST.
- `host` is the constant string domain of visited server.
- `path` is the constant string representing the concrete resource of the server.
- `parameters` contains the parameters carried by the url as the form  $\langle \langle \text{type}, \text{value} \rangle, \langle \text{type}, \text{value} \rangle, \dots \rangle$ , for example, the `parameters` in the url `http://www.example.com?type=confirm` is  $\langle \langle \text{type}, \text{confirm} \rangle \rangle$ .
- `headers` is the header content of each HTTP messages as the form  $\langle \langle \text{type}, \text{value} \rangle, \langle \text{type}, \text{value} \rangle, \dots \rangle$ , such as  $\langle \langle \text{Referer}, \text{http://www.example.com} \rangle, \langle \text{Cookies}, c \rangle \rangle$ .
- `body` is the body content carried by HTTP POST request or HTTP response in the form  $\langle \langle \text{type}, \text{value} \rangle, \langle \text{type}, \text{value} \rangle, \dots \rangle$ .
- `status` is the HTTP status code defined by HTTP standard, such as 200, 302 and 404.

**URL.** URL is a term  $\langle \text{URL}, \text{protocol}, \text{host}, \text{path}, \text{parameters} \rangle$ , where URL is the type, `protocol` is chosen in  $\{S, P\}$  as S stands for HTTPS and P stands for HTTP. The `host`, `path`, and `parameters` are the same as in HTTP messages.

**Origin.** An Origin is a term  $\langle \text{host}, \text{protocol} \rangle$  that can represent the server that a script is downloaded from, where `host` and `protocol` are the same as in URL.

**POSTMESSAGE.** `PostMessage` is used in the browser for transmitting messages between scripts. The `postMessage` package is defined as the form  $\langle \text{POSTMESSAGE}, \text{target}, \text{Content}, \text{Origin} \rangle$ , where `POSTMESSAGE` is the type, `target` is the constant nonce which stands for the receiver, `Content` is the message transmitted and `Origin` restricts the receiver.

**XMLHTTPREQUEST.** `XMLHttpRequest` is the HTTP message transmitted by scripts in the browser. That is, the `XMLHttpRequest` is converted from the HTTP message by the browser. The `XMLHttpRequest` package is defined as the term in the form  $\langle \text{XMLHTTPREQUEST}, \text{URL}, \text{methods}, \text{Body}, \text{nonce} \rangle$  can be converted into HTTP request message by the browser, and  $\langle \text{XMLHTTPREQUEST}, \text{Body}, \text{nonce} \rangle$  is converted from HTTP response message.

### A.2.2 The Atomic Processes of IdP and RP

An atomic process is a tuple  $p = (I^p, Z^p, R^p, z_0^p)$ , containing the addresses, states, relation and the initial state.

**IdP Server Process.** The state of IdP process is described as a term in the form  $\langle \text{Issuer}, \text{SK}, \text{SessionList}, \text{UserList}, \text{RPList}, \text{Validity}, \text{TokenList} \rangle$ . That is, the state of an IdP server at the point in time can be sketched using these attributes.

- *Issuer* is the identifier of IdP.
- *SK* is the private key used by IdP to generate signatures.
- *SessionList* is the term in the form of  $\langle\langle\text{cookie}, \text{session}\rangle\rangle$ , the cookie uniquely identifies the session storing the browser uploaded messages.
- *UserList* is the set of user's information, including  $ID_U$  and other attributes.
- *RPList* is the set of registered RP information which consists of ID of RP ( $PID_{RP}$ ), *Enpt* and *Validity*.
- *Validity* is the validity for IdP generated signatures.
- *TokenList* is the set of IdP generated Identity tokens.

We also define the *functions* in the relations.

- $\text{CredentialVerify}(\text{credential})$  is used to authenticate the user.
- $\text{UIDOfUser}(\text{credential})$  is used to search the user's  $ID_U$ .
- $\text{ListOfPID}()$  is the set of PIDs of registered RP in some login instance.
- $\text{EndpointsOfRP}(r)$  is the endpoint registered by the IdP script with PID  $r$ .
- $\text{Multiply}(P, a)$  is the result of  $aP$ , where  $P$  is the point on elliptic curve and  $a$  is the integer.
- $\text{CurrentTime}()$  is the system current time.

The relation of IdP process  $R^i$  is shown as Relation 1 in Appendix B.

**RP server process.** The state of RP process is the formatted term  $\langle ID_{RP}, \text{Enpt}, \text{IdP}, \text{Cert}, \text{SessionList}, \text{UserList} \rangle$ .

- $ID_{RP}$  and *Enpt* are RP's registered information at IdP.
- *Cert* is the IdP-signed message containing  $ID_{RP}$ , *Enpt* and other attributes.
- *IdP* is the term of the form  $\langle \text{ScriptUrl}, PK \rangle$ , where *ScriptUrl* is the site to download IdP script, and *PK* is the public key used to verify the IdP signed messages.
- *SessionList* is same as it in IdP process.
- *UserList* is the set of users registered at this RP, each user is uniquely identified by the *Acct*.

The *functions* are defined as follows:

- $\text{Inverse}(t)$  calculates the trapdoor in UPPRESSO system.
- $\text{Random}()$  generates a fresh random number.
- $\text{AddUser}(\text{Acct})$  add the new user with *Acct* into RP's user list.

The relation of RP process  $R^r$  is shown as Relation 2 in Appendix B.

### A.2.3 Browser

We analyze how the browsers interact with other parties in UPPRESSO. In UPPRESSO the message transmitted through a browser is constructing and parsing by the script, so that we only focus on how the script process runs in the browser.

In the browser, a window is the basic unit that shows the content to user. In a window, the document represents the whole page contained in this window. The script is one node in the document. We introduce the windows and documents of the browser model, which provides inputs and parses the outputs of the script process. The opened windows, documents and downloaded scripts are parts of the state of a browser.

**Window.** A window  $w$  is a formatted term  $w = \langle ID_w, \text{documents}, \text{opener} \rangle$ , representing the concrete browser window in the system.

- The  $ID_w$  is the window reference to identify each windows.
- The *documents* is the set of documents (defined below) including the current document and cached documents (for example, the documents can be viewed via the "forward" and "back" buttons in the browser).
- The *opener* represents the document from which this window is created, for instance, while a user clicks the href in document  $d$  and it creates a new window  $w$ , there is  $w.\text{opener} \equiv d.ID_d$ .

**Document.** A document  $d$  is the web page content in the browser window, in the formatted term

$$\langle ID_d, \text{location}, \text{referrer}, \text{script}, \text{scriptstate}, \text{scriptinputs}, \text{subwindows} \rangle$$

- The  $ID_d$  locates the document.
- *Location* is the URL where the document is loaded.
- *Referrer* is same as the Referer header defined in HTTP standard.
- The *script* is the script process downloaded from each servers.
- *scriptstate* is define by the script, different in each scripts.
- The *scriptinputs* is the message transmitted into the script process.
- The *subwindows* is the set of  $ID_w$  of document's created windows.

#### A.2.4 The IdP Script and the RP Script

The script process is the dependent process relying on the browser, which can be considered as a relation  $R$  mapping a message input and a message output. And finally the browser will conduct the command in the output message. A script can be modelled as the tuple containing the input, output and relation.

**IdP script process.** At the first, we give the description of the formate of input. The input is the formatted term

$\langle tree, docID, scriptstate, stateinputs, cookies, ids, secret \rangle$

- The *tree* is the structure of the opened windows and documents, which are visible to this script.
- *DocID* is the document  $ID_d$ , representing a document. *Scriptinputs* is the message transmitted to script.
- The *scriptinputs* is defined as formatted term, for example, *postMessage* is one of the forms of *scriptinputs*.
- *Cookies* is the set of cookies that belong to the document's origin.
- *Ids* is the set of users while *secret* is the credential of corresponding user.

The state of IdP script process *scriptstate* is the formatted term

$\langle IdPDomain, Parameters, phase, refXHR \rangle$

- *IdPDomain* is the IdP's host.
- *Parameters* is used to store the parameters received from other processes.
- *phase* is used to label the procedure point in the login.
- *refXHR* is the nonce to map HTTP request and response.

The output is the formatted term

$\langle scriptstate, cookies, command \rangle$

The *scriptstate* and *cookies* are transitioned to a new state. The *command* is the operation which is to be conducted by the browser. Here we only introduce the form of commands used in UPPRESSO. We have defined the *postMessage* and *XMLHttpRequest* (for HTTP request) message which are the *commands*. Moreover, a formatted term  $\langle IFRAME, URL, WindowID \rangle$  asks the browser to create this document's subwindow and it visits the server with the URL.

The relation of IdP script process *script\_idp* is shown in Appendix B Relation 3. The new *functions* in relation are defined as follows.

- *PARENTWINDOW*(*tree, docID*). The first parameter is the input relation tree defined before, and the second parameter is the  $ID_d$  of a document. The output returned by the function is the current window's opener's  $ID_w$  (null if it doesn't exist nor it is invisible to this document).
- *CHOOSEINPUT*(*inputs, pattern*). The first parameter is a set of messages, and the second parameter is a pattern. The result returned by the function is the message in *inputs* matching the *pattern*.
- *RandomUrl*() returns a newly generated host string.
- *CredentialofUser*(*user, secret*) creates the user's credential for authentication.

**RP script process** The input is the formatted term

$\langle tree, docID, scriptstate, stateinputs, cookies \rangle$

While the output is the formatted term

$\langle scriptstate, cookies, command \rangle$

The state of RP script process *scriptstate* is the formatted term  $\langle IdPDomain, RPDomain, Parameters, phase, refXHR \rangle$ . The *RPDomain* is the host string of the corresponding RP server, and other terms are defined in the same way as in IdP script process. Other terms are same as them in IdP script

The relation of RP script process *script\_rp* is shown in Appendix B Relation 4. We define the function *SUBWINDOW*(*tree, docID*), which takes the *tree* defined above and the current document's  $ID_d$  as the input. And it selects the  $ID_w$  of the first window opened by this document as the output. However, if there is no opened windows, it returns null.

#### A.3 Proofs of Security

A secure SSO service ensures that only the legitimate user logs in to an honest RP under his unique account.

**Definition 1.** An SSO system is secure, if and only if, in an honest user's all login instances to an honest RP, the derived accounts are identical and unique to any accounts derived in other login instances to this RP (by either honest or malicious entities).

**Theorem 1.** When the IdP is honest, the following properties of an identity token which is verified by an RP to derive the account in a login instance, result in a secure SSO system:

- **Integrity** An honest RP accepts only identity tokens issued by the IdP, and any forged or modified identity token will be rejected by the RP.
- **Confidentiality** An identity token issued by the Idp, is accessible to only the authenticated user and the target RP, in addition to the IdP.



- **User Identification** *The user (pseudo-)identity bound in the identity token identifies the user authenticated by the IdP, and only this user, within its validity.*
- **RP Designation** *The RP (pseudo-)identity bound in the identity token identifies the target RP, and only this RP, within its validity.*

*Proof.* These four properties are sufficient conditions of a secure SSO system. First of all, integrity ensures that any identity token acceptable to the honest RP, is issued the IdP. Then, provided that the IdP is honest, confidentiality further ensures that only the authenticated user and the target RP of an acceptable identity token are able to present this token in some login instances, sometimes collusive with adversaries.

User identification enables the honest RP to identify the authenticated user in the verification of an identity token and an honest user only presents identity tokens accessible to himself, so that the derived accounts in the honest user's all login instances are identical. And this account is unique to the accounts derived in other honest users' login instances; otherwise, a token does not uniquely identify the authenticated user and user identification is violated.

Because an honest RP accepts only identity tokens designating itself, RP designation prevents an identity token from being accepted by an honest RP which is not the target. Thus, although confidentiality does not prevent a malicious user or RP from presenting the identity token in attacks, (a) such an identity token will not be accepted by any honest RP, if it is presented by the malicious RP which is the target RP of this token, and (b) if such an identity token is presented by the malicious user and accepted by an honest RP which is designated in this token, only this malicious user's account will be derived and then unique to others, for user identification ensures only the authenticated user is identified. Therefore, in an honest user's some login instance to an honest RP, the derived account is unique to any accounts derived in even a malicious user's login instances to this RP.

Finally, as an honest RP accepts only unexpired identity token, the within-its-validity constraint of user identification and RP designation are sufficient.  $\square$

We assume that in UPPRESSO system, all network messages are transmitted using HTTPS, `postMessage` messages are protected by the browser, and the browser is free of software flaws, and then web attackers can never break the security of UPPRESSO. Next, we prove that, in the UPPRESSO system, these properties are satisfied.

**Lemma 1. Confidentiality** In the UPPRESSO system, an identity token issued by the IdP, is accessible to only the authenticated user and the target RP, in addition to the IdP.

*Proof.* We only need to prove that attackers cannot retrieve the token from other non-collusive processes.

- Attacker cannot obtain the identity token from RP server. We check all the messages sent by the RP server at Line 4, 7, 19, 25, 31, 36, 45, 55, 61, 66, 74, 84 in Relation 2. It is easy to prove that the RP server does not send any token to other processes.
- Attacker cannot obtain the identity token from RP script. The messages sent by RP script can be classified into two classes. 1) The messages at Line 18, 36, 56 in Relation 4 are sent to the RPDdomain which is set at Line 4, so that attackers cannot receive these messages. 2) The messages at Line 26, 46 only carry the contents received from RP server, and we have proved that RP server does not send any token. Therefore, attackers cannot receive the *Token* from RP script.
- Attacker cannot obtain the identity token from IdP server. Considering the messages at Line 4, 11, 15, 22, 25, 35, 43, 50, 66 in Relation 1, we find that only the message at Line 66 carries the token. This token is generated at Line 64, following the trace of the *Content* at Line 62, the *PID<sub>U</sub>* at Line 60, the *ID<sub>U</sub>* at Line 59, the *session* at Line 47, and finally the *cookie* at Line 46. That is, the receiver of token must be the owner of the *cookie* in which session that saves the parameter *ID<sub>U</sub>*. The *ID<sub>U</sub>* is set at Line 14 after verifying the credential and never modified. As we assume that credential cannot be known to attackers, attackers cannot obtain the identity token from IdP server.
- Attacker cannot obtain the identity token from IdP script. As the proof provided above, only IdP sends the token with the message at Line 66 in Relation 1, the IdP script can only receive the token at Line 99 in Relation 3. Here we are going to prove that the token issued for user *u*'s login to RP *r* (denoted as  $t(u, r)$ ) can only be sent to the corresponding RP server through IdP script. The receiver of  $t(u, r)$  is restricted by the *RPOrigin* at Line 100, which is set at Line 55. The host in the *RPOrigin* is verified using the one included in *Cert* at Line 51. If the *Cert* belong to *r*, the attacker cannot obtain the  $t(u, r)$ . Now we give the proof that the *Cert* belongs to *r*. Firstly we define the negotiated *PID<sub>RP</sub>* in  $t(u, r)$  as *p*. That is the *PID<sub>RP</sub>* at Line 69 in Relation 2 must equal to *p* and the *PID<sub>RP</sub>* is verified at Line 44 with the *RegistrationToken*. This verification cannot be bypassed due to the state check at Line 60. At the same validity period, the IdP script needs to send the registration request with same *p* and receive the successful *PID<sub>RP</sub>*-registration result. As the IdP checks the uniqueness of *PID<sub>RP</sub>* at Line 31 in Relation 1. The *r* and IdP script must share the same *RegistrationToken*. As the *RegistrationToken* contains the *Hash(t)*, the IdP script and *r* must share the same *ID<sub>RP</sub>*. Therefore, the *Cert* saved as the IdP scriptstate parameter must belong to *r*. Thus, the identity token would only be sent to the script in the corresponding RP's origin.



Therefore, attackers cannot learn any valid identity tokens. This lemma is proved.  $\square$

**Lemma 2. RP Designation** In the UPPRESSO system, the RP (pseudo-)identity bound in the identity token identifies the target RP, and only this RP, within its validity.

*Proof.* An RP server finally accepts the  $PID_U$  in an token at Line 77 in Relation 2, after the verification at Line 73. While  $PID_U$  is accepted, the  $PID_{RP}$  must equal with the stored one retrieved at Line 69 and verified at Line 44, Relation 2. The stored  $PID_{RP}$  is included in the registration result verified at Line 43, Relation 2, received from IdP server. Thus, the  $PID_{RP}$  is only valid at the RP received the corresponding registration result.

Moreover, this registration result is generated at Line 40, Relation 1 and protected by the signature generated at Line 41. According to the verification at 31, Relation 1, the  $PID_{RP}$  is unique during the valid time, so that no other registration results containing this  $PID_{RP}$  exists. Moreover, according to Line 42, 44 (the  $t$  used at Line 42 is set at Line 15, used for generating  $PID_{RP}$  at Line 13), the  $PID_{RP}$  must be resigned for this RP, as no other RP cannot generate the same  $PID_{RP}$  with this  $t$ . So only one RP is able to achieve the corresponding registration result of an  $PID_{RP}$ .

Based on the two facts, (1) the  $PID_{RP}$  is only valid at the RP received the corresponding registration result, and (2) only one RP is able to achieve the corresponding registration result of an  $PID_{RP}$ . It can be inferred that the  $PID_{RP}$  is only valid at one specific RP.

Therefore, this lemma is proved.  $\square$

**Lemma 3. Integrity** In the UPPRESSO system, an honest RP accepts only identity tokens issued by the IdP, and any forged or modified identity token will be rejected by the RP.

*Proof.* The  $Acct$  derived from the identity token by an RP, is generated based on the  $t^{-1}$  according to Line 79, Relation 2. The integrity of  $t^{-1}$  is protected by the IdP issued registration result, according to Line 41-44, Relation 2. The integrity of  $ID_{RP}$  finally contained in the derived  $Acct$  is protected by  $Cert$ , according to Line 15-21, Relation 3. Thus, here we would prove the integrity of identity token, RP  $Cert$  and registration result. We can easily find that the IdP does not send the private key to any processes so that the attackers cannot obtain the private key. Then we only need to prove that all the proofs are well verified as below.

- $Cert$  is used at Line 21, 52 in Relation 3. At Line 21, the  $Cert$  has already been verified at Line 16. At Line 52, the  $Cert$  is picked from the state parameters, and the cert parameter is set at Line 19. At Line 19, the  $Cert$  has already been verified at Line 16. At Line 16 the  $Cert$  is verified with the public key in the scriptstate, where the key is considered initially honest and the key is not

modified at Relation 3. Therefore,  $Cert$  cannot be forged or modified.

- $RegistrationResult$  is used in Relation 2 from Line 35 to 55, which is verified at Line 30. The public key is initially set in the RP and never modified. Therefore,  $RegistrationResult$  cannot be forged or modified.
- $Token$  is used in Relation 2 from Line 69 to 84 after Line 65 where it is verified. As proved before, the public key is honestly set and never modified. Therefore,  $Token$  cannot be forged or modified.

Therefore, this lemma is proved.  $\square$

**Lemma 4. User Identification** In the UPPRESSO system, the user (pseudo-)identity bound in the identity token identifies the user authenticated by the IdP, and only this user, within its validity.

*Proof.* The RP accepts the user's identity at Line 83, Relation 2. And the identity is generated at Line 79, based on the  $PID_U$  retrieved from the token and the trapdoor  $t^{-1}$ . The  $t^{-1}$  is generated at Line 14, set at Line 17, and never changed, as the multiplicative inverse of  $t$ . According to Lemma 3, only the IdP can generate an token, so that the token must be issued at Line 64, Relation 1. IdP generates the  $PID_U$  based on the  $PID_{RP}$  and user's  $ID_U$ . According to Lemma 2, while the  $PID_{RP}$  is accepted by an RP, the  $PID_{RP}$  must be the generated between the RP and user. According to Lemma 1, the  $ID_U$  must belongs to the honest user. Therefore, the user's identity must equal with the constant  $[ID_U]ID_{RP}$ , and unique to other users'  $Accts$  at this RP.

Moreover, an adversary may allure the honest user to upload the adversary's token to an RP, so that the honest user may use the same  $Acct$  as the adversary's. While the honest user has already negotiated the  $PID_{RP}$  with the RP, the opener of the IdP script must be the RP script. As the  $t$  generated at Line 7, Relation 3, and  $PID_{RP}$  generated at Line 21, Relation 3 and Line 13, Relation 2. The  $t$  is only sent to RP script at Line 8, Relation 3, and RP server at Line 18, Relation 4. The  $PID_{RP}$  is only sent to IdP server at Line 28 and 90, Relation 3. Moreover, the  $PID_{RP}$ -registration result including the  $PID_{RP}$  is sent to IdP script at Line 35, Relation 1, RP script at Line 40, Relation 3, RP server at Line 36, Relation 4. An adversary can never know the  $PID_{RP}$  negotiated between the honest user and RP. While the honest user has not negotiated the  $PID_{RP}$  with the RP yet, the  $session[PID_{RP}]$  at Line 69, Relation 2 and other similar attributes must be empty, as the  $Cookie$  used at Line 58 belongs to the honest user and the negotiation between Line 10-20 does not conducted by the user. Therefore, an adversary cannot lead the honest RP to accept the malicious token from the honest user.  $\square$

**Theorem 2.** UPPRESSO is a secure SSO system, if the IdP is honest.

*Proof.* Lemmas 1, 2, 3, and 4 prove that UPPRESSO satisfies the sufficient requirements of a secure SSO system. Therefore, UPPRESSO is proved secure.  $\square$

## B Relations

Relation takes an event and a state as input and returns a new state and a sequence of events. In a web system, it represents how the entities, such as the server, deal with the received messages, and send message to other entities. This section provides the detailed relations of the processes (including atomic and script processes) in UPPRESSO.

### B.1 IdP process

The IdP process only accepts the events, downloading scripts, accessing the login status of a cookie owner, authenticating with password, registering the  $PID_{RP}$ , and requiring the identity token. The detailed procedure of dealing with these events is shown as follows.

---

#### 1 IdP\_Process\_Relation

---

**Input:**  $\langle a, b, m \rangle, s$

```
1: let  $s' := s$ 
2: let  $n, method, path, parameters, headers, body$  such that
    $\langle HTTPReq, n, method, path, parameters, headers, body \rangle \equiv m$ 
   if possible; otherwise stop  $\langle \rangle, s'$ 
3: if  $path \equiv /script$  then
4:   let  $m' := \langle HTTPResp, n, 200, \langle \rangle, IdPScript \rangle$ 
5:   stop  $\langle b, a, m' \rangle, s'$ 
6: else if  $path \equiv /login$  then
7:   let  $cookie := headers[Cookie]$ 
8:   let  $session := s'.SessionList[cookie]$ 
9:   let  $credential := body[credential]$ 
10:  if  $CredentialVerify(credential)$  then
11:    let  $m' := \langle HTTPResp, n, 200, \langle \rangle, LoginFailure \rangle$ 
12:    stop  $\langle b, a, m' \rangle, s'$ 
13:  end if
14:  let  $session[uid] := UIDOfUser(credential)$ 
15:  let  $m' := \langle HTTPResp, n, 200, \langle \rangle, LoginSucess \rangle$ 
16:  stop  $\langle b, a, m' \rangle, s'$ 
17: else if  $path \equiv /loginInfo$  then
18:   let  $cookie := headers[Cookie]$ 
19:   let  $session := s'.SessionList[cookie]$ 
20:   let  $uid := session[uid]$ 
21:   if  $uid \neq null$  then
22:     let  $m' := \langle HTTPResp, n, 200, \langle \rangle, Logged \rangle$ 
23:     stop  $\langle b, a, m' \rangle, s'$ 
24:   end if
25:   let  $m' := \langle HTTPResp, n, 200, \langle \rangle, Unlogged \rangle$ 
26:   stop  $\langle b, a, m' \rangle, s'$ 
27: else if  $path \equiv /dynamicRegistration$  then
28:   let  $PID_{RP} := body[PID_{RP}]$ 
29:   let  $Enpt := body[Enpt]$ 
30:   let  $Nonce := body[Nonce]$ 
31:   if  $PID_{RP} \in ListOfPID()$  then
32:     let  $Content := \langle Fail, PID_{RP}, Nonce \rangle$ 
33:     let  $Sig := SigSign(Content, s'.SK)$ 
34:     let  $RegistrationResult := \langle Content, Sig \rangle$ 
35:     let  $m' := \langle HTTPResp, n, 200, \langle \rangle, RegistrationResult \rangle$ 
36:     stop  $\langle b, a, m' \rangle, s'$ 
37:   end if
38:   let  $Validity := CurrentTime() + s'.Validity$ 
39:   let  $s'.RPList := s'.RPList + \langle PID_{RP}, Enpt, Validity \rangle$ 
```

```

40:  let Content := ⟨OK, PIDRP, Nonce, Validity⟩
41:  let Sig := Sig(Content, s'.SK)
42:  let RegistrationResult := ⟨Content, Sig⟩
43:  let m' := ⟨HTTPResp, n, 200, ⟨⟩, RegistrationResult⟩
44:  stop ⟨b, a, m'⟩, s'
45:  else if path ≡ /authorize then
46:    let cookie := headers[Cookie]
47:    let session := s'.SessionList[cookie]
48:    let uid := session[uid]
49:    if uid ≡ null then
50:      let m' := ⟨HTTPResp, n, 200, ⟨⟩, Fail⟩
51:      stop ⟨b, a, m'⟩, s'
52:    end if
53:    let PIDRP := parameters[PIDRP]
54:    let Enpt := parameters[Enpt]
55:    if PIDRP ∉ ListOfPID() ∨ Enpt ∉ EndpointsOfRP(PIDRP) then
56:      let m' := ⟨HTTPResp, n, 200, ⟨⟩, Fail⟩
57:      stop ⟨b, a, m'⟩, s'
58:    end if
59:    let IDU := session[uid]
60:    let PIDU := Multiply(PIDRP, IDU)
61:    let Validity := CurrentTime() + s'.Validity
62:    let Content := ⟨PIDRP, PIDU, s'.Issuer, Validity⟩
63:    let Sig := SigSign(Content, s'.SK)
64:    let Token := ⟨Content, Sig⟩
65:    let s'.TokenList := s'.TokenList + ⟨⟩ Token
66:    let m' := ⟨HTTPResp, n, 200, ⟨⟩, ⟨Token, Token⟩⟩
67:    stop ⟨b, a, m'⟩, s'
68:  end if
69:  stop ⟨⟩, s'

```

---

## B.2 RP process

The RP process only accepts the events, downloading scripts, redirecting to IdP server, negotiating the  $PID_{RP}$ , uploading the  $PID_{RP}$ -registration result and identity token. The detailed procedure of dealing with these events is shown as follows.

---

### 2 RP\_Process\_Relation

---

**Input:** ⟨a, b, m⟩, s

```

1:  let s' := s
2:  let n, method, path, parameters, headers, body such that
   ⟨HTTPReq, n, method, path, parameters, headers, body⟩ ≡ m
   if possible; otherwise stop ⟨⟩, s'
3:  if path ≡ /script then
4:    let m' := ⟨HTTPResp, n, 200, ⟨⟩, RPScript⟩
5:    stop ⟨b, a, m'⟩, s'
6:  else if path ≡ /login then
7:    let m' := ⟨HTTPResp, n, 302, ⟨⟨Location, s'.IdP.ScriptUrl⟩⟩, ⟨⟩⟩
8:    stop ⟨b, a, m'⟩, s'
9:  else if path ≡ /startNegotiation then
10:   let cookie := headers[Cookie]
11:   let session := s'.SessionList[cookie]
12:   let t := parameters[t]
13:   let PIDRP := Multiply(s'.IDRP, t)
14:   let t-1 := Inverse(t)

```

```

15:  let session[t] := t
16:  let session[PIDRP] := PIDRP
17:  let session[t-1] := t-1
18:  let session[state] := expectRegistration
19:  let m' := ⟨HTTPResp, n, 200, ⟨⟩, ⟨Cert, s'.Cert⟩⟩
20:  stop ⟨b, a, m'⟩, s'
21: else if path ≡ /registrationResult then
22:   let cookie := headers[Cookie]
23:   let session := s'.SessionList[cookie]
24:   if session[state] ≠ expectRegistration then
25:     let m' := ⟨HTTPResp, n, 200, ⟨⟩, Fail⟩
26:     stop ⟨b, a, m'⟩, s'
27:   end if
28:   let RegistrationResult := body[RegistrationResult]
29:   let Content := RegistrationResult.Content
30:   if SigVerify(Content, RegistrationResult.Sig, s'.IdP.PK) ≡ FALSE then
31:     let m' := ⟨HTTPResp, n, 200, ⟨⟩, Fail⟩
32:     let session := null
33:     stop ⟨b, a, m'⟩, s'
34:   end if
35:   if Content.Result ≠ OK then
36:     let m' := ⟨HTTPResp, n, 200, ⟨⟩, Fail⟩
37:     let session := null
38:     stop ⟨b, a, m'⟩, s'
39:   end if
40:   let PIDRP := session[PIDRP]
41:   let t := session[t]
42:   let Nonce := Hash(t)
43:   let Time := CurrentTime()
44:   if PIDRP ≠ Content.PIDRP ∨ Nonce ≠ Content.Nonce ∨ Time > Content.Validity then
45:     let m' := ⟨HTTPResp, n, 200, ⟨⟩, Fail⟩
46:     let session := null
47:     stop ⟨b, a, m'⟩, s'
48:   end if
49:   let session[PIDValidity] := Content.Validity
50:   let Enpt ≡ s'.Enpt
51:   let session[state] := expectToken
52:   let Nonce' := Random()
53:   let session[Nonce] := Nonce'
54:   let Body := ⟨PIDRP, Enpt, Nonce'⟩
55:   let m' := ⟨HTTPResp, n, 200, ⟨⟩, Body⟩
56:   stop ⟨b, a, m'⟩, s'
57: else if path ≡ /uploadToken then
58:   let cookie := headers[Cookie]
59:   let session := s'.SessionList[cookie]
60:   if session[state] ≠ expectToken then
61:     let m' := ⟨HTTPResp, n, 200, ⟨⟩, Fail⟩
62:     stop ⟨b, a, m'⟩, s'
63:   end if
64:   let Token := body[Token]
65:   if checksig(Token.Content, Token.Sig, s'.IdP.PK) ≡ FALSE then
66:     let m' := ⟨HTTPResp, n, 200, ⟨⟩, Fail⟩
67:     stop ⟨b, a, m'⟩, s'
68:   end if

```

---

```

69:  let  $PID_{RP} := session[PID_{RP}]$ 
70:  let  $Time := CurrentTime()$ 
71:  let  $PIDValidity := session[PIDValidity]$ 
72:  let  $Content := Token.Content$ 
73:  if  $PID_{RP} \neq Content.PID_{RP} \vee Time > Content.Validity \vee Time > PIDValidity$  then
74:    let  $m' := \langle HTTPResp, n, 200, \langle \rangle, Fail \rangle$ 
75:    stop  $\langle b, a, m' \rangle, s'$ 
76:  end if
77:  let  $PID_U := Content.PID_U$ 
78:  let  $t^{-1} := session[t^{-1}]$ 
79:  let  $Acct := Multiply(PID_U, t^{-1})$ 
80:  if  $Acct \notin ListOfUser()$  then
81:    let  $AddUser(Acct)$ 
82:  end if
83:  let  $session[user] := Acct$ 
84:  let  $m' := \langle HTTPResp, n, 200, \langle \rangle, LoginSuccess \rangle$ 
85:  stop  $\langle b, a, m' \rangle, s'$ 
86: end if
87: stop  $\langle \rangle, s'$ 

```

---

### B.3 IdP script process

The IdP script process is only invoked to process the events, (a) self-triggering events for starting  $PID_{RP}$  negotiation; (b) the postMessage from other scripts for sending the *Cert*, and request of identity token; (c) the HTTP response for transmitting  $PID_{RP}$ -registration result and identity token. The detailed procedure of dealing with these events is shown as follows.

---

### 3 IdP\_Script\_Relation

---

**Input:**  $\langle tree, docID, scriptstate, scriptinputs, cookies, ids, secret \rangle$

```

1: let  $s' := scriptstate$ 
2: let  $command := \langle \rangle$ 
3: let  $target := PARENTWINDOW(tree, docID)$ 
4: let  $IdPDomain := s'.IdPDomain$ 
5: switch  $s'.phsae$  do
6:   case start:
7:     let  $t := Random()$ 
8:     let  $command := \langle POSTMESSAGE, target, \langle \langle t, t \rangle \rangle, null \rangle$ 
9:     let  $s'.Parameters[t] := t$ 
10:    let  $s'.phase := expectCert$ 
11:   case expectCert:
12:     let  $pattern := \langle POSTMESSAGE, *, Content, * \rangle$ 
13:     let  $input := CHOOSEINPUT(scriptinputs, pattern)$ 
14:     if  $input \neq null$  then
15:       let  $Cert := input.Content[Cert]$ 
16:       if  $checksig(Cert.Content, Cert.Sig, s'.PubKey) \equiv null$  then
17:         let stop  $\langle \rangle$ 
18:       end if
19:       let  $s'.Parameters[Cert] := Cert$ 
20:       let  $t := s'.Parameters[t]$ 
21:       let  $PID_{RP} := Multiply(Cert.Content.ID_{RP}, t)$ 
22:       let  $s'.Parameters[PID_{RP}] := PID_{RP}$ 
23:       let  $Enpt := RandomUrl()$ 
24:       let  $s'.Parameters[Enpt] := Enpt$ 
25:       let  $Nonce := Hash(t)$ 
26:       let  $Url := \langle URL, S, IdPDomain, /dynamicRegistration, \langle \rangle \rangle$ 

```



```

27:   let  $s'.refXHR := \text{Random}()$ 
28:   let  $command := \langle \text{XMLHTTPREQUEST}, Url, \text{POST},$ 
     $\langle \langle PID_{RP}, PID_{RP} \rangle, \langle Nonce, Nonce \rangle, \langle Enpt, Enpt \rangle \rangle, s'.refXHR \rangle$ 
29:   let  $s'.phase := \text{expectRegistrationResult}$ 
30:   end if
31: case expectRegistrationResult:
32:   let  $pattern := \langle \text{XMLHTTPREQUEST}, Body, s'.refXHR \rangle$ 
33:   let  $input := \text{CHOOSEINPUT}(scriptinputs, pattern)$ 
34:   if  $input \neq \text{null} \wedge input.Content[RegistrationResult].type \equiv OK$  then
35:     let  $RegistrationResult := input.Body[RegistrationResult]$ 
36:     if  $RegistrationResult.Content.Result \neq OK$  then
37:       let  $s'.phase := \text{stop}$ 
38:       let stop  $\langle \rangle$ 
39:     end if
40:     let  $command := \langle \text{POSTMESSAGE}, target, \langle \langle RegistrationResult, RegistrationResult \rangle \rangle, \text{null} \rangle$ 
41:     let  $s'.phase := \text{expectTokenRequest}$ 
42:   end if
43: case expectTokenRequest:
44:   let  $pattern := \langle \text{POSTMESSAGE}, *, Content, * \rangle$ 
45:   let  $input := \text{CHOOSEINPUT}(scriptinputs, pattern)$ 
46:   if  $input \neq \text{null}$  then
47:     let  $PID_{RP} := input.Content[PID_{RP}]$ 
48:     let  $Enpt_{RP} := input.Content[Enpt]$ 
49:     let  $s'.Parameters[Nonce] := input.Content[Nonce]$ 
50:     let  $Cert := s'.Parameters[Cert]$ 
51:     if  $Enpt_{RP} \neq Cert.Content.Enpt \vee PID_{RP} \neq s'.Parameters[PID_{RP}]$  then
52:       let  $s'.phase := \text{stop}$ 
53:       let stop  $\langle \rangle$ 
54:     end if
55:     let  $s'.Parameters[Enpt_{RP}] := Enpt_{RP}$ 
56:     let  $Url := \langle \text{URL}, S, IdPDomain, /loginInfo, \langle \rangle \rangle$ 
57:     let  $s'.refXHR := \text{Random}()$ 
58:     let  $command := \langle \text{XMLHTTPREQUEST}, Url, \text{GET}, \langle \rangle, s'.refXHR \rangle$ 
59:     let  $s'.phase := \text{expectLoginState}$ 
60:   end if
61: case expectLoginState:
62:   let  $pattern := \langle \text{XMLHTTPREQUEST}, Body, s'.refXHR \rangle$ 
63:   let  $input := \text{CHOOSEINPUT}(scriptinputs, pattern)$ 
64:   if  $input \neq \text{null}$  then
65:     if  $input.Body \equiv \text{Logged}$  then
66:       let  $user \in ids$ 
67:       let  $Url := \langle \text{URL}, S, IdPDomain, /login, \langle \rangle \rangle$   $mystates'.refXHR := \text{Random}()$ 
68:       let  $command := \langle \text{XMLHTTPREQUEST}, Url, \text{POST}, \langle credential, \text{CredentialofUser}(user, secret) \rangle \rangle, s'.refXHR$ 
69:       let  $s'.phase := \text{expectLoginResult}$ 
70:     else if  $input.Body \equiv \text{Unlogged}$  then
71:       let  $PID_{RP} := s'.Parameters[PID_{RP}]$ 
72:       let  $Enpt := s'.Parameters[Enpt]$ 
73:       let  $Nonce := s'.Parameters[Nonce]$ 
74:       let  $Url := \langle \text{URL}, S, IdPDomain, /authorize,$ 
     $\langle \langle PID_{RP}, PID_{RP} \rangle, \langle Enpt, Enpt \rangle, \langle Nonce, Nonce \rangle \rangle \rangle$ 
75:       let  $s'.refXHR := \text{Random}()$ 
76:       let  $command := \langle \text{XMLHTTPREQUEST}, Url, \text{GET}, \langle \rangle, s'.refXHR \rangle$ 
77:       let  $s'.phase := \text{expectToken}$ 
78:     end if

```

```

79:   end if
80: case expectLoginResult:
81:   let pattern := ⟨XMLHTTPREQUEST, Body, s'.refXHR⟩
82:   let input := CHOOSEINPUT(scriptinputs, pattern)
83:   if input ≠ null then
84:     if input.Body ≠ LoginSuccess then
85:       let stop ⟨⟩
86:     end if
87:     let PIDRP := s'.Parameters[PIDRP]
88:     let Enpt := s'.Parameters[Enpt]
89:     let Nonce := s'.Parameters[Nonce]
90:     let Url := ⟨URL, S, IdPDomain, /authorize,
      ⟨⟨PIDRP, PIDRP⟩, ⟨Enpt, Enpt⟩, ⟨Nonce, Nonce⟩⟩⟩
91:     let s'.refXHR := Random()
92:     let command := ⟨XMLHTTPREQUEST, Url, GET, ⟨⟩, s'.refXHR⟩
93:     let s'.phase := expectToken
94:   end if
95: case expectToken:
96:   let pattern := ⟨XMLHTTPREQUEST, Body, s'.refXHR⟩
97:   let input := CHOOSEINPUT(scriptinputs, pattern)
98:   if input ≠ null then
99:     let Token := input.Body[Token]
100:    let RPOringin := ⟨s'.Parameters[EnptRP], S⟩
101:    let command := ⟨POSTMESSAGE, target, ⟨Token, Token⟩, RPOringin⟩
102:    let s.phase := stop
103:  end if
104: end switch
105: let stop ⟨s', cookies, command⟩

```

---

#### B.4 RP script process

The RP script process is only invoked to process the events, (a) self-triggering events for opening the new window; (b) the postMessage from other scripts for  $PID_{RP}$  negotiation, posting  $PID_{RP}$ -registration result and identity token; (c) the HTTP response for downloading the RP *Cert*, retrieving identity token request and confirming login result. The detailed procedure of dealing with these events is shown as follows.

---

#### 4 RP\_Script\_Relation

---

**Input:** ⟨tree, docID, scriptstate, scriptinputs, cookies, ids, secret⟩

```

1: let s' := scriptstate
2: let command := ⟨⟩
3: let IdPWindow := SUBWINDOW(tree, docnonce).IDw
4: let RPDomain := s'.RPDomain
5: let IdPOringin := ⟨s'.IdPDomain, S⟩
6: switch s'.phase do
7:   case start:
8:     let Url := ⟨URL, S, RPDomain, /login, ⟨⟩⟩
9:     let command := ⟨IFRAME, Url, _SELF⟩
10:    let s'.phase := expectt
11:   case expectt:
12:     let pattern := ⟨POSTMESSAGE, *, Content, *⟩
13:     let input := CHOOSEINPUT(scriptinputs, pattern)
14:     if input ≠ null then
15:       let t := input.Content[t]
16:       let Url := ⟨URL, S, RPDomain, /startNegotiation, ⟨⟩⟩

```

```

17:   let  $s'.refXHR := \text{Random}()$ 
18:   let  $command := \langle \text{XMLHTTPREQUEST}, Url, \text{POST}, \langle \langle t, t \rangle \rangle, s'.refXHR \rangle$ 
19:   let  $s'.phase := \text{expectCert}$ 
20: end if
21: case expectCert:
22:   let  $pattern := \langle \text{XMLHTTPREQUEST}, Body, s'.refXHR \rangle$ 
23:   let  $input := \text{CHOOSEINPUT}(scriptinputs, pattern)$ 
24:   if  $input \neq \text{null}$  then
25:     let  $Cert := input.Content[Cert]$ 
26:     let  $command := \langle \text{POSTMESSAGE}, IdPWindow, \langle \langle Cert, Cert \rangle \rangle, IdPOrigin \rangle$ 
27:     let  $s'.phase := \text{expectRegistrationResult}$ 
28:   end if
29: case expectRegistrationResult:
30:   let  $pattern := \langle \text{POSTMESSAGE}, *, Content, * \rangle$ 
31:   let  $input := \text{CHOOSEINPUT}(scriptinputs, pattern)$ 
32:   if  $input \neq \text{null}$  then
33:     let  $RegistrationResult := input.Content[RegistrationResult]$ 
34:     let  $Url := \langle \text{URL}, S, RPDomain, /registrationResult, \langle \rangle \rangle$ 
35:     let  $s'.refXHR := \text{Random}()$ 
36:     let  $command := \langle \text{XMLHTTPREQUEST}, Url, \text{POST}, \langle \langle RegistrationResult, RegistrationResult \rangle \rangle, s'.refXHR \rangle$ 
37:     let  $s'.phase := \text{expectTokenRequest}$ 
38:   end if
39: case expectTokenRequest:
40:   let  $pattern := \langle \text{XMLHTTPREQUEST}, Body, s'.refXHR \rangle$ 
41:   let  $input := \text{CHOOSEINPUT}(scriptinputs, pattern)$ 
42:   if  $input \neq \text{null}$  then
43:     let  $PID_{RP} := input.Content.Body[PID_{RP}]$ 
44:     let  $Enpt := input.Content.Body[Enpt]$ 
45:     let  $Nonce := input.Content.Body[Nonce]$ 
46:     let  $command := \langle \text{POSTMESSAGE}, IdPWindow, \langle \langle PID_{RP}, PID_{RP} \rangle, \langle Enpt, Enpt \rangle, \langle Nonce, Nonce \rangle \rangle, IdPOrigin \rangle$ 
47:     let  $s'.phase := \text{expectToken}$ 
48:   end if
49: case expectToken:
50:   let  $pattern := \langle \text{POSTMESSAGE}, *, Content, * \rangle$ 
51:   let  $input := \text{CHOOSEINPUT}(scriptinputs, pattern)$ 
52:   if  $input \neq \text{null}$  then
53:     let  $Token := input.Content[Token]$ 
54:     let  $Url := \langle \text{URL}, S, RPDomain, /uploadToken, \langle \rangle \rangle$ 
55:     let  $s'.refXHR := \text{Random}()$ 
56:     let  $command := \langle \text{XMLHTTPREQUEST}, Url, \text{POST}, \langle \langle Token, Token \rangle \rangle, s'.refXHR \rangle$ 
57:     let  $s'.phase := \text{expectLoginResult}$ 
58:   end if
59: case expectLoginResult:
60:   let  $pattern := \langle \text{XMLHTTPREQUEST}, Body, s'.refXHR \rangle$ 
61:   let  $input := \text{CHOOSEINPUT}(scriptinputs, pattern)$ 
62:   if  $input \neq \text{null}$  then
63:     if  $input.Body \equiv \text{LoginSuccess}$  then
64:       let Load Homepage
65:     end if
66:   end if
67: end switch

```

---