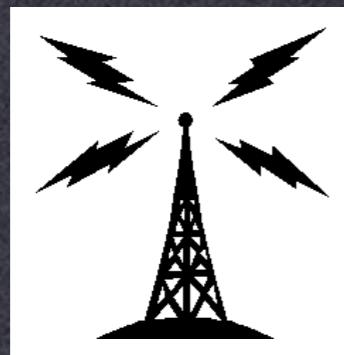


# **650.445: Practical Cryptographic Systems Digital Rights Management II**

**Instructor: Matthew Green**

# Per-player keys

- Broadcast Encryption
  - Single sender, many receivers
  - Only authorized receivers can decrypt
  - The set of authorized receivers can change (receivers may be revoked)
  - Stateful & Stateless / Efficient



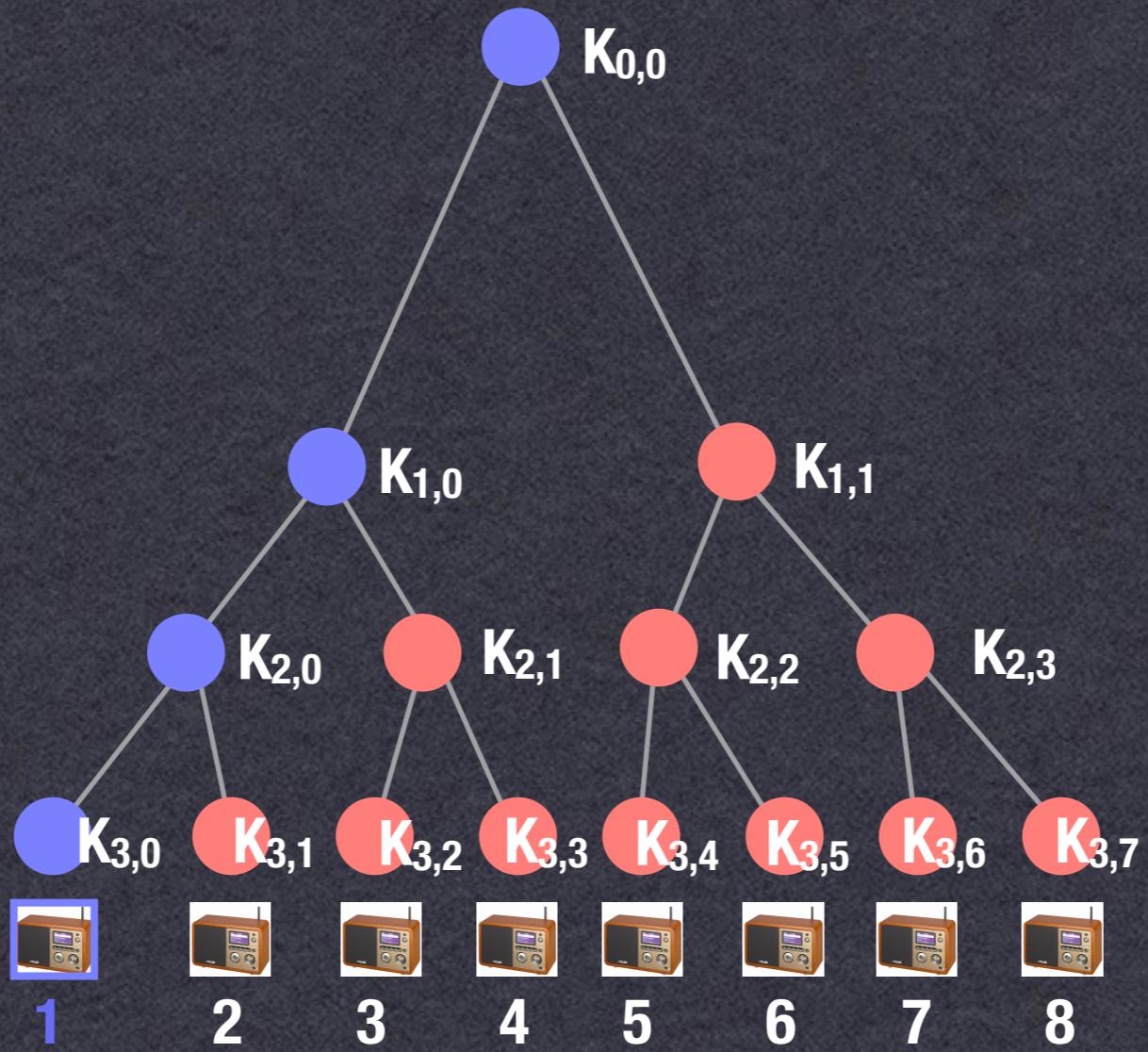
# Review: NNL Subset Cover



$K_{0,0} \ K_{1,0} \ K_{2,0} \ K_{3,0}$

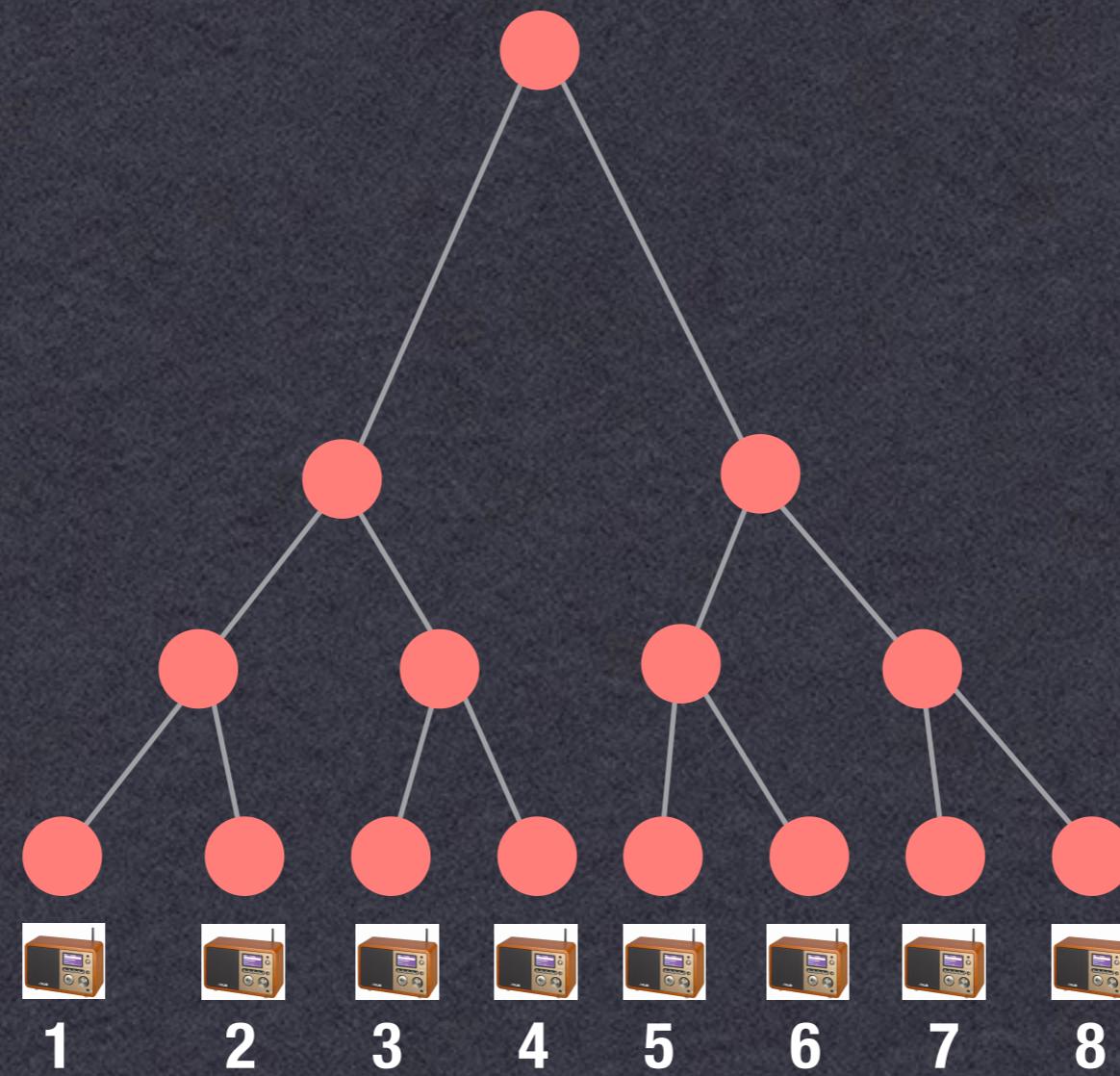
1

$r \log(N/r)$



# NNL Subset Difference

$$2r - 1$$

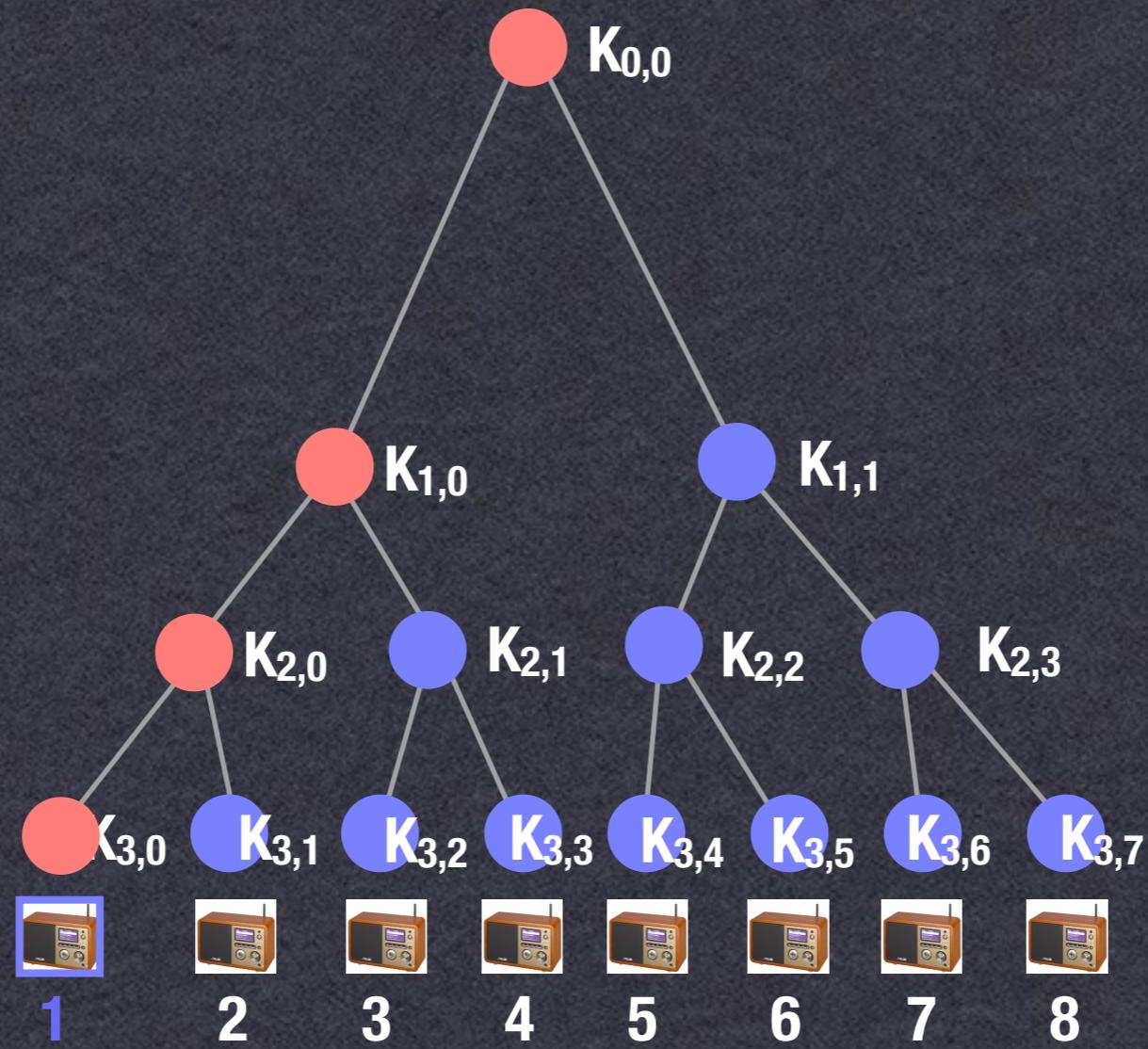


# NNL Subset Difference



1

All keys except:  $K_{0,0}$   $K_{1,0}$   $K_{2,0}$   $K_{3,0}$

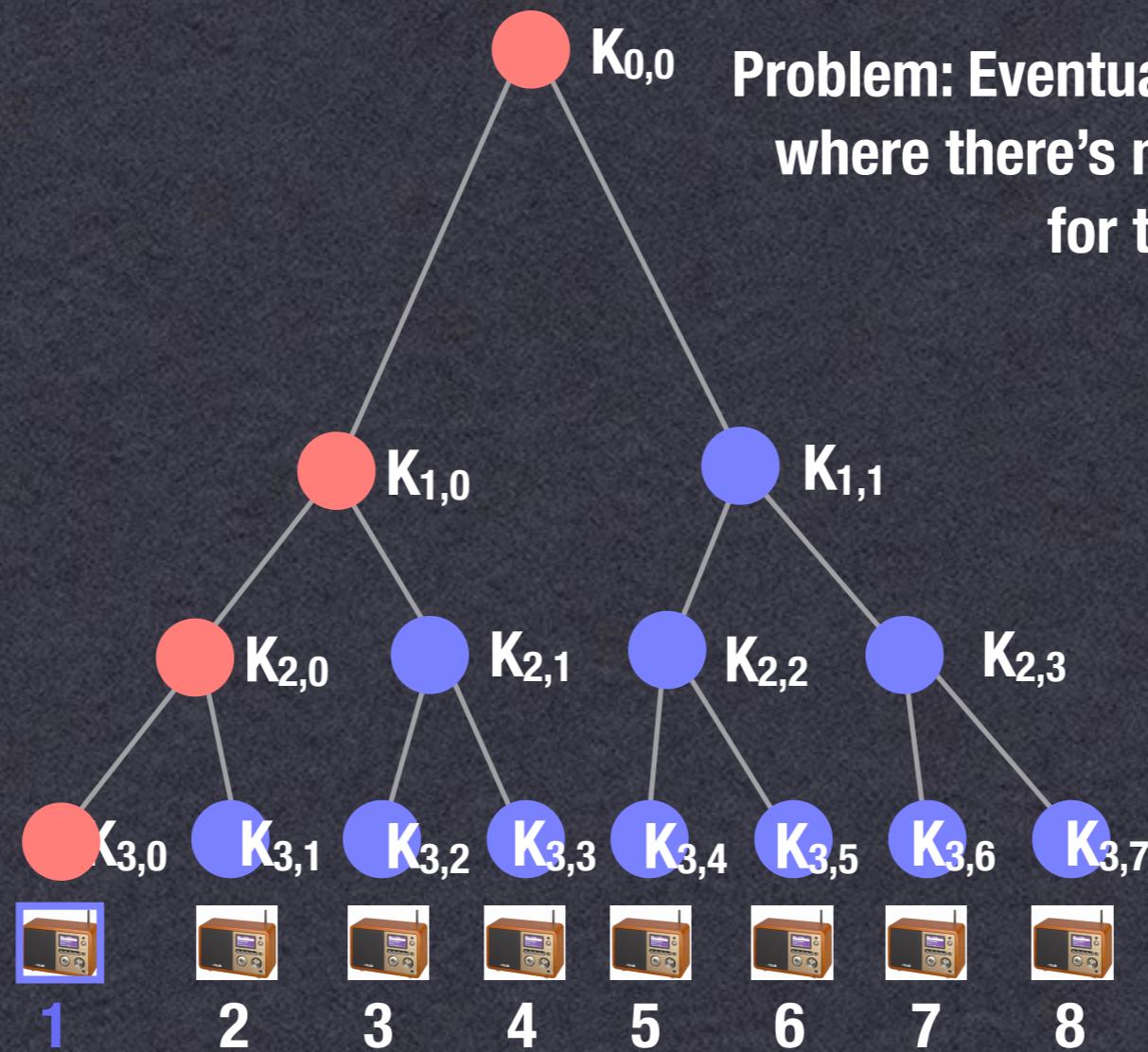


# NNL Subset Difference



1

All keys except:  $K_{0,0} K_{1,0} K_{2,0} K_{3,0}$



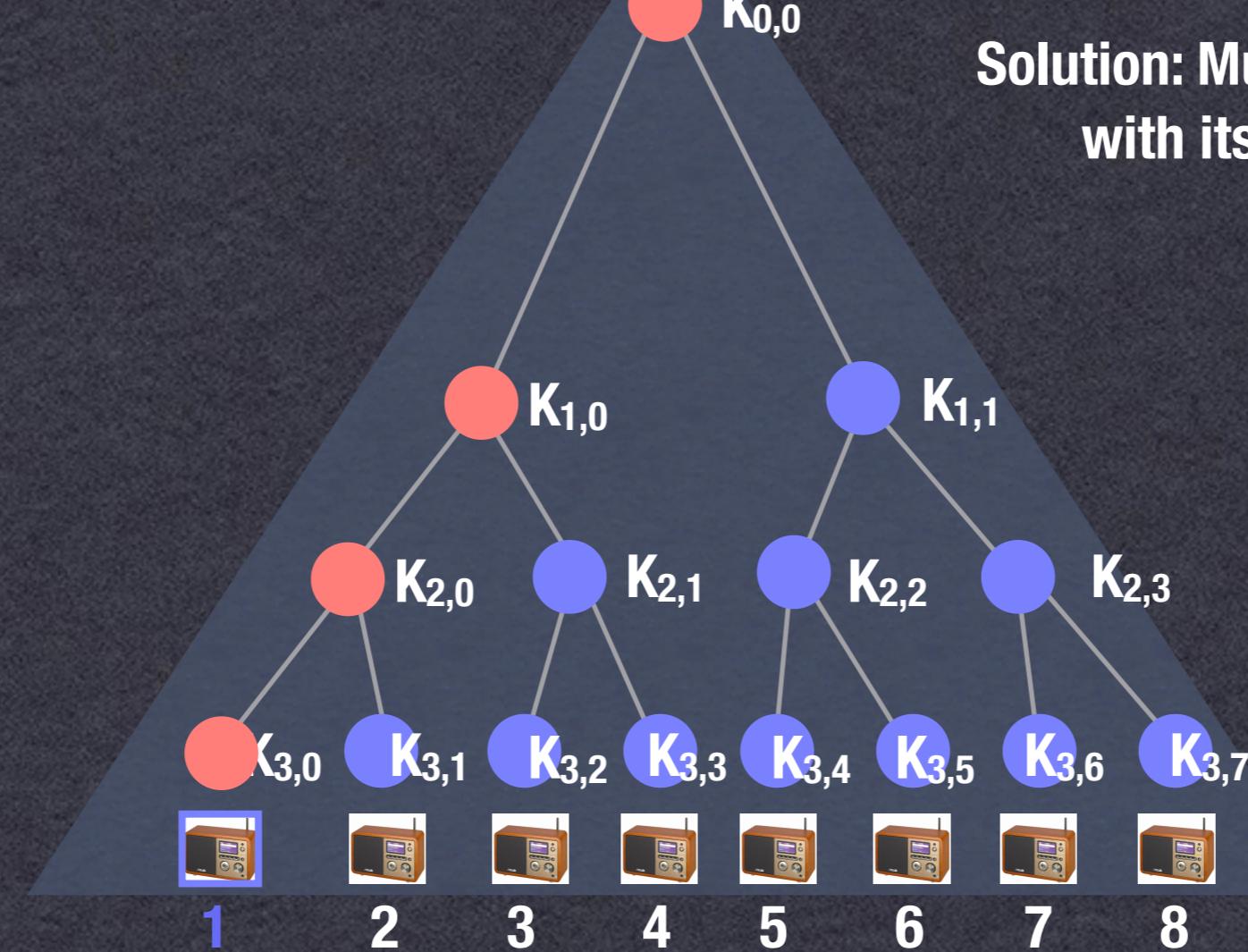
Problem: Eventually you run into situations where there's no set of keys that works for this given tree

# NNL Subset Difference



1

All keys except:  $K_{0,0}$   $K_{1,0}$   $K_{2,0}$   $K_{3,0}$



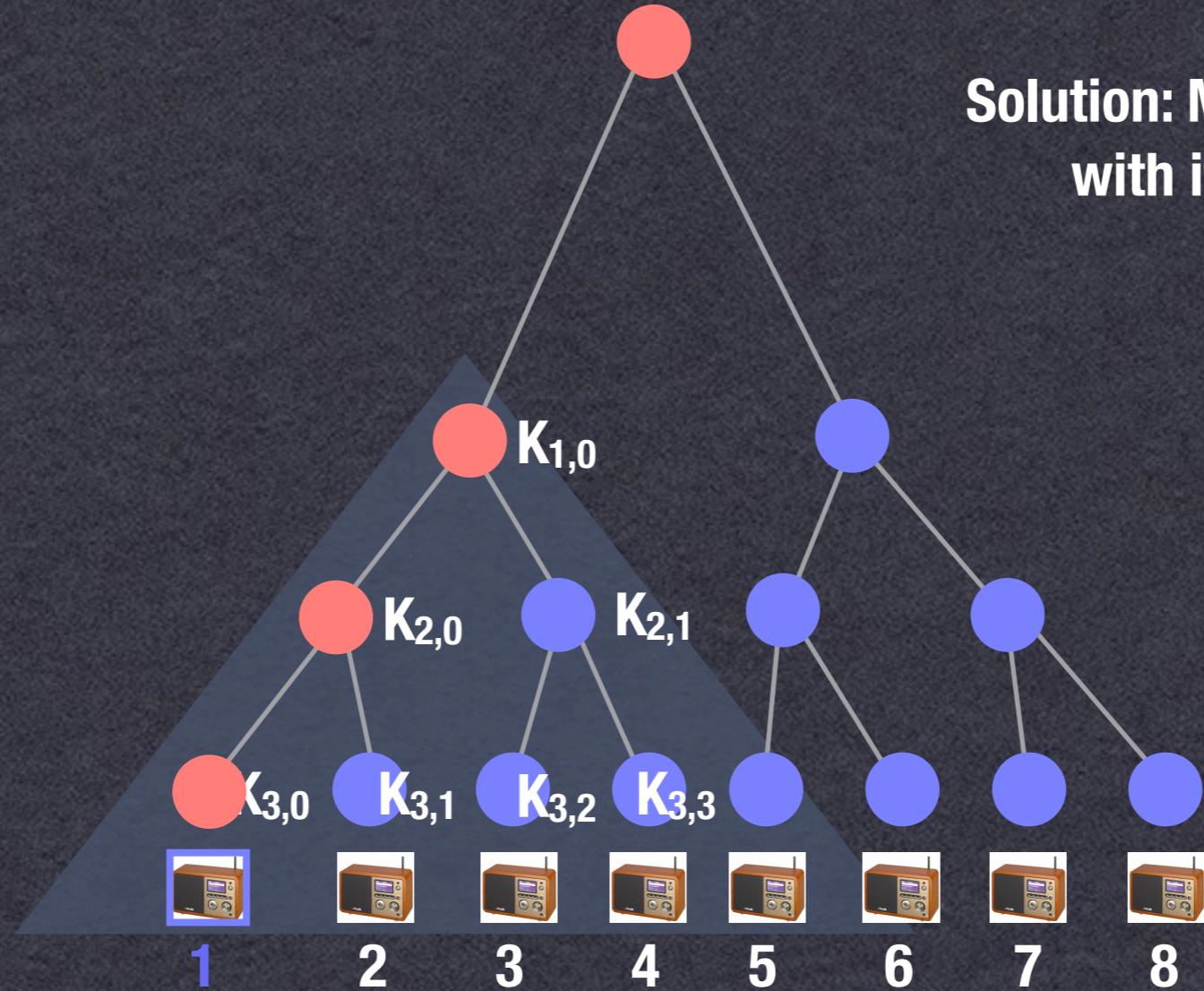
Solution: Multiple subtrees, each with its own set of keys

# NNL Subset Difference



1

All keys except:  $K_{0,0}$   $K_{1,0}$   $K_{2,0}$   $K_{3,0}$



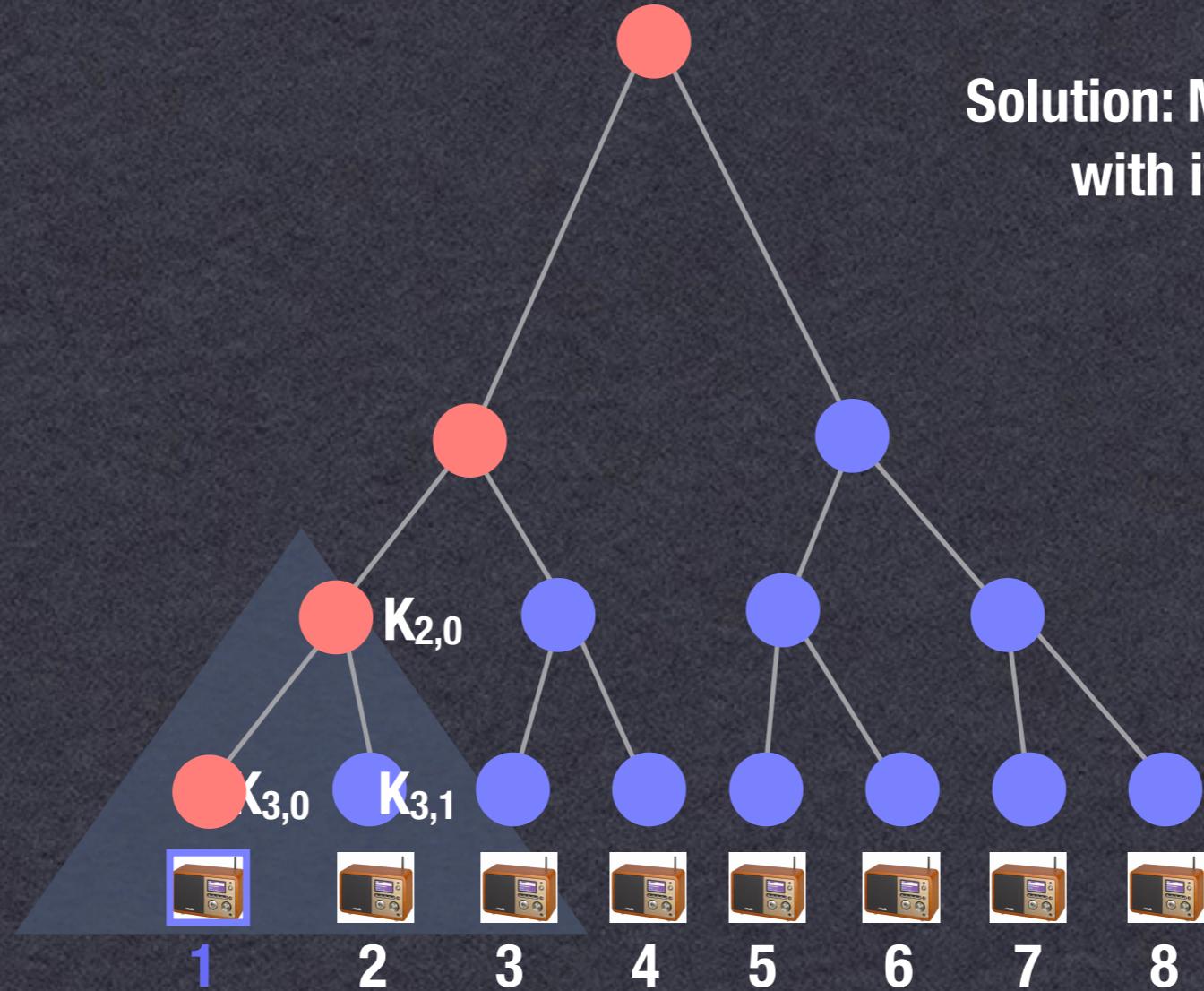
# NNL Subset Difference



1

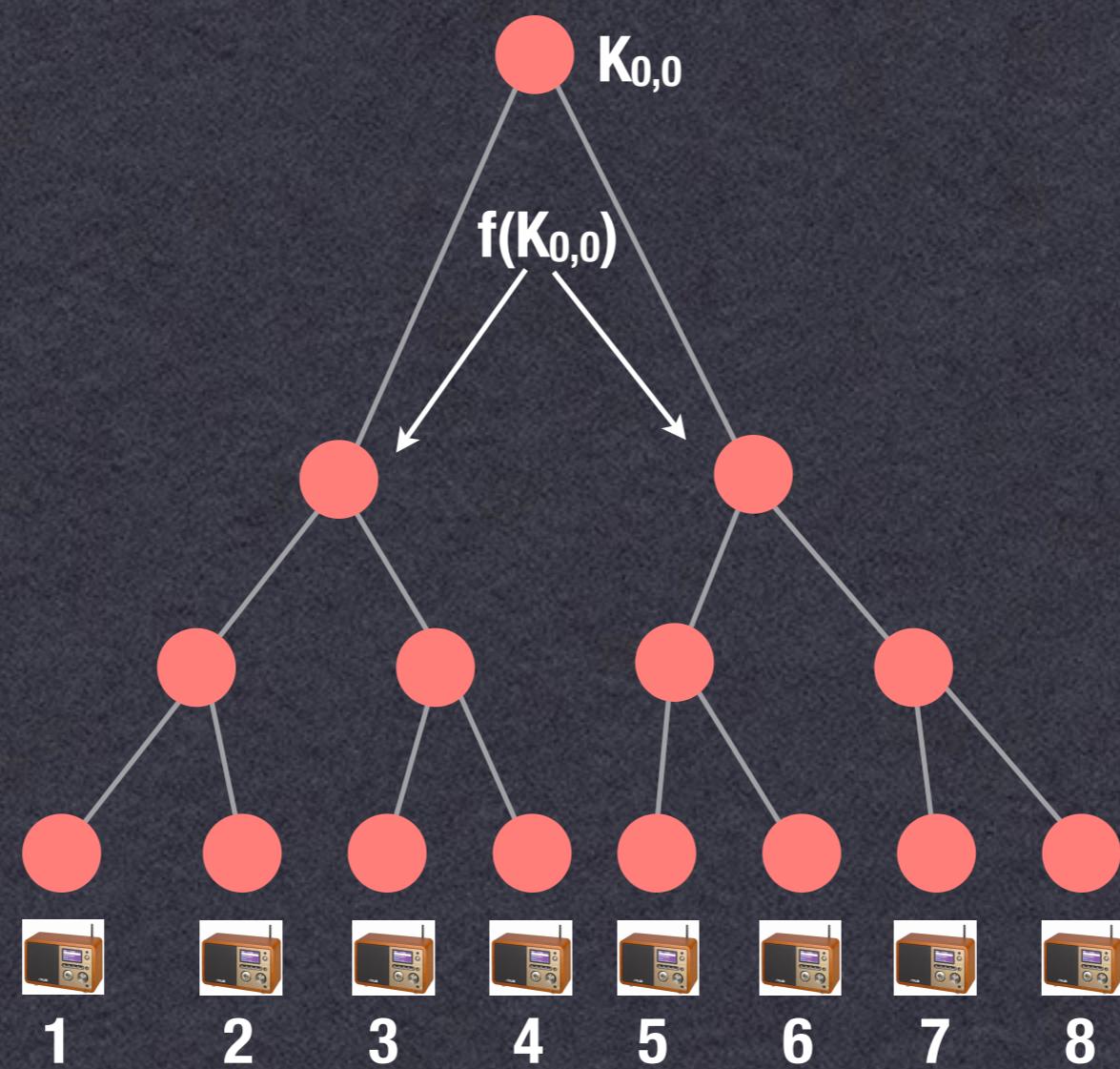
All keys except:  $K_{0,0}$   $K_{1,0}$   $K_{2,0}$   $K_{3,0}$

Solution: Multiple subtrees, each with its own set of keys



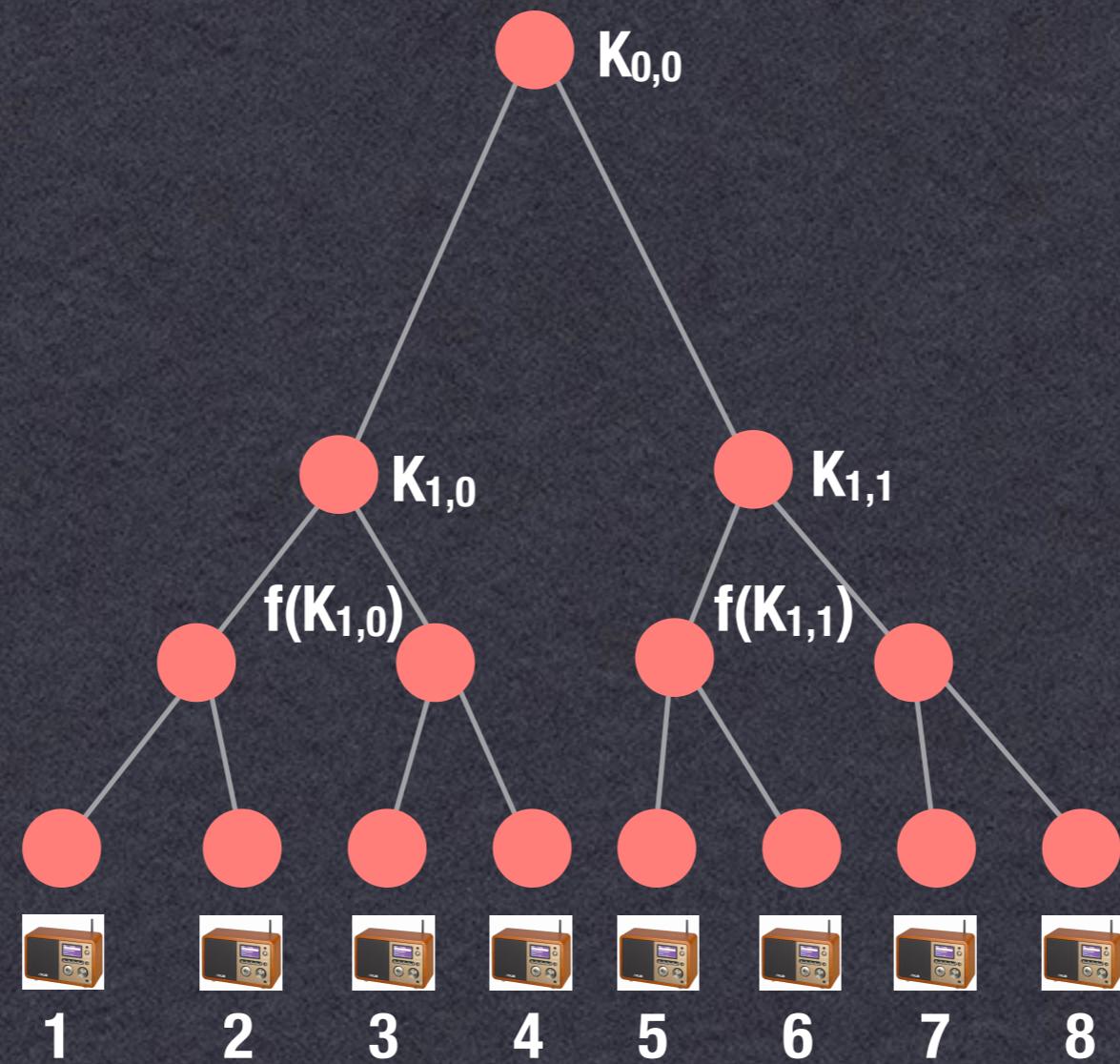
# NNL Subset Difference

$f(K) = (K_1, K_2)$ : pseudo-random key derivation function

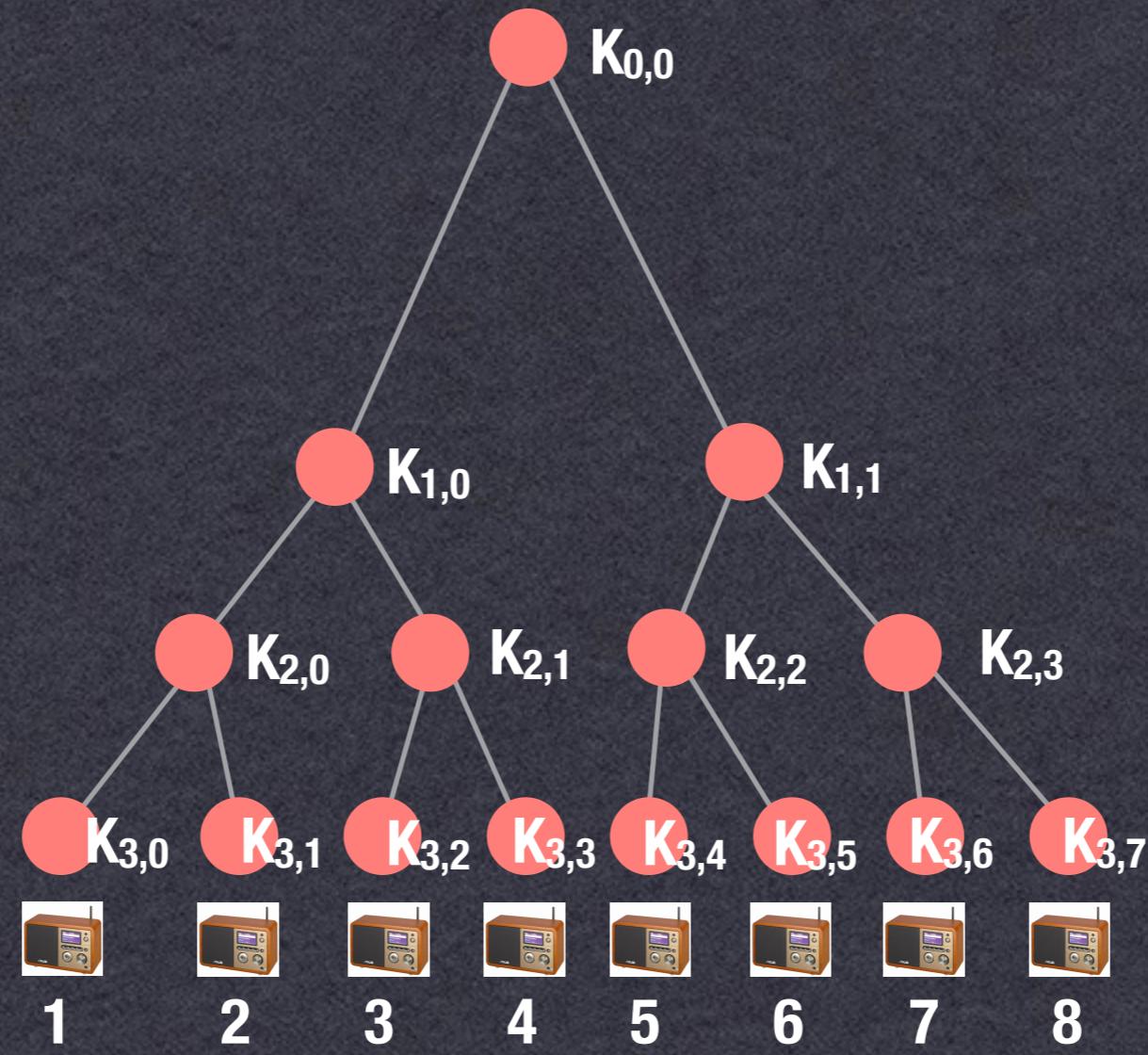


# NNL Subset Difference

$f(K) = (K_1, K_2)$ : pseudo-random key derivation function



# NNL Subset Difference



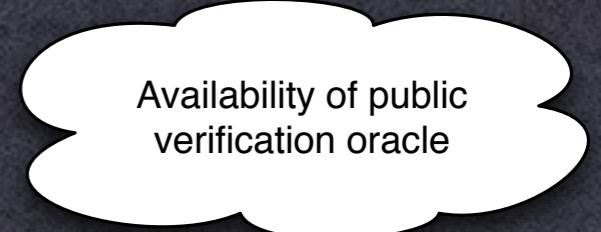
# Content Authentication

- All AACS disks protected with EC-DSA signatures (controlled by AACS-LA):
  - However, there's a lot of content!
  - Can't verify the whole disk...
- At startup, verify a random sampling of blocks
- Use a Merkle Hash Tree to verify



# Watermarking

- Steganographic marking of content
- Two purposes:
  - Content-oriented watermarks
    - Used to identify copyrighted material (think YouTube), control playback
    - User-oriented watermarks
  - Embedded in the decoded content by the player
  - Used to identify the player (think BitTorrent)
  - Can also watermark keys



Availability of public verification oracle

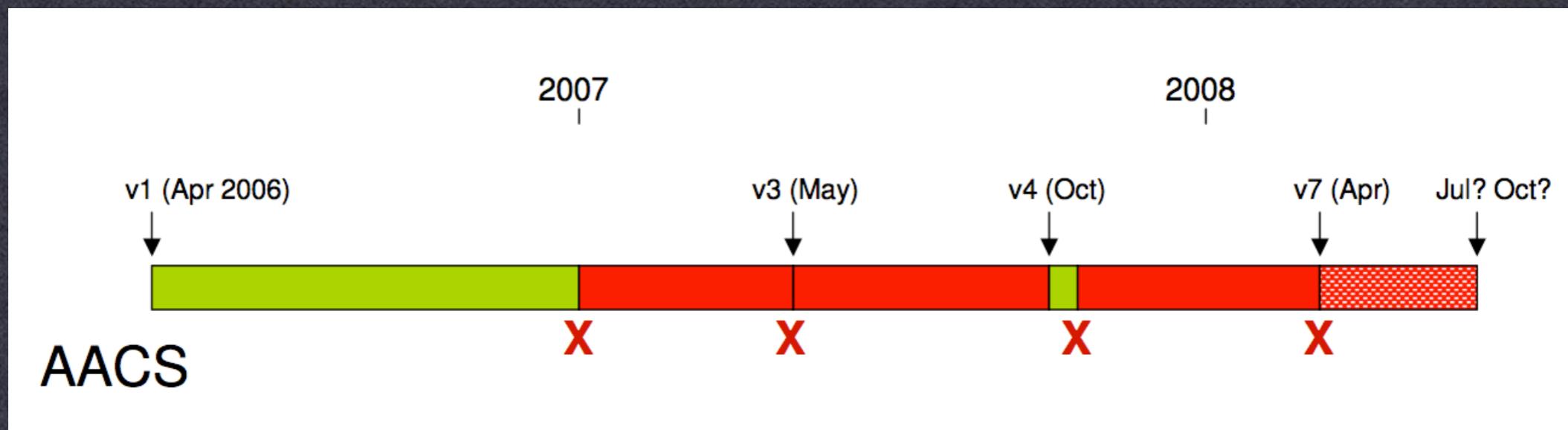
# Watermarking

- AACS supports both:
  - Playback controls (audio watermark)
- Prevents ripping/recording of movies
  - Scene variants:
- Multiple small chunks of content come in “variants”. By inserting these into the material according to player ID, ID player that ripped content
- Problems?



# Success?

- How has AACSB stood up?



Source: Nate Lawson

**arnezami**

Registered User

Join Date: Sep 2006

Posts: 389

Woooow. I think I did it 😊.

### Processing Key found!!!



More info later.

To be sure I **need to confirm** my finding. I need the following (from anybody with a HD DVD disc):

1) - Movie Title (not King Kong please 😊)

2) - The *Verify Media Key Record* in the MKBROM.AACS file. It starts with 81 00 00 14 followed by the 16 byte Record. In my case:

Code:  
81 00 00 14 87 B8 A2 B7 C1 0B 9F AD F8 C4 36 1E 23 86 59 E5 7F 00 00 xx

3) - The first C-Value in the MKBROM.AACS file (also called Media Key Data). It starts with 05 00 20 14 (the 20 14 could be different) followed by the first 16 byte C-Value. In my case this is at Offset 00004376h. Here is mine:

Code:  
05 00 20 14 6D 02 CA C6 7B 1A 7E 95 C2 16 EF D4 C9 28 09 CF D3 CE 9A DC

If you react quickly I can check if the Processing Key is really valid (for multiple discs).



Yeah I'm happy...

arnezami

# Success?

- Lessons learned:
  - Problem so far is software players
  - Same as for CSS
  - Only real protection is code obfuscation, anti-debugging
  - But these tend to fail eventually
  - Necessitates constant revocation, firmware updates

# Success?

- Additional lessons:
  - Even if you have renewability, getting hacked is bad PR

The screenshot shows a blog post from the website "Freedom to Tinker". The header features the site's name in large white font on a dark blue background, with a subtitle "... is your freedom to understand, discuss, repair, and modify the technology". Below the header, the post's title is "AACSB Updated, Broken Again", followed by the author's name "J. Alex Halderman" and the posting date "May 18th, 2007 at 5:39 am".

Home » Blogs » J. Alex Halderman's blog

## AACSB Updated, Broken Again

By J. Alex Halderman – Posted on May 18th, 2007 at 5:39 am

# The Solution?

- BD+
  - BluRay drives include an additional renewability mechanism
  - Based on SPDC spec, cryptography research
  - Owned by Macrovision
- Adds additional renewability through obfuscated code
  - Code is shipped on disk, runs in a VM
  - Validates player, can watermark, etc.

# Code obfuscation

- A digression:
  - Is it possible to obfuscate code securely?
  - i.e., create code that can run in an untrusted environment
- Classic example is DRM
- Also useful protecting trade secrets
- Goal: protect the algorithm

# Computing on Enc. Data

- Perform computation on ciphertexts
  - Computation never reveals underlying data
  - (Ciphertext in, ciphertext out)
  - Outsource computation w/o loss of privacy

Amazon Elastic Compute Cloud (Amazon EC2)



# Code obfuscation

- In real life:
  - Anti-debugging, shuffle instructions, jump tables, disguised constants, etc. etc.
  - Example: most software DRM, proprietary algorithms, Hulu

```
#include<stdio.h> #include<string.h>
main(){char*0,l[999]={'acgo\177' | xp
-\0R^8)NJ6%K40+A2M(*0ID57$3G1FBL";
while(0=fopen(l+45,954,stdin)){*l=0[
strlen(0)[0-1]=0,strspn(0,l+11)];
while(*0)switch((*l&&isalnum(*0))-!*l)
{case-1:{char*I=(0+=strspn(0,l+12)
+1)-2,0=34;while(*I&3&&(0=(0-16<<1)+*
I---'')<80);putchar(0&93?*I
&8||!( I=memchr( 1 , 0 , 44 ) ) ?'?' :
I-1+47:32); break; case 1: ;}*l=
(*0&31)[l-15+(*0>61)*32];while(putchar
(45+*l%2),(*l=*l+32>>1)>35); case 0:
putchar((++0 ,32));}putchar(10);}}
```

# Cryptographic obfuscation

- **Cryptographers:**  
**All this code obfuscation stuff is a joke**
- **Can we do obfuscation securely?**
  - **What does that even mean?  
(Cryptographers care about definitions...)**
  - **Once we figure that out, is it possible?**

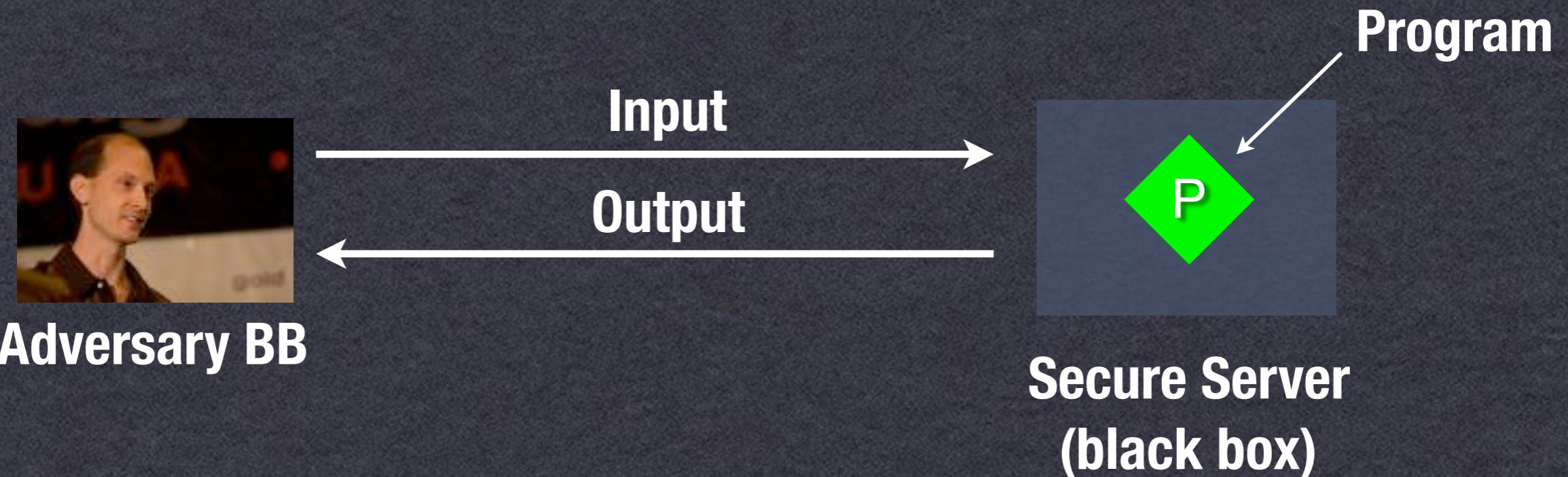
# Black-box Obfuscation

- Intuition:
  - With obfuscation, the attacker sees the (obfuscated) program



# Black-box Obfuscation

- In a perfect world:
  - We wouldn't have to give out the program
  - In other words, we'd run it in a secure server (“black box” access)



# Black-box Obfuscation

- Therefore, for secure obfuscation:
  - We give Black Box access to an attacker (1)
  - We let him play with the Obfuscated Program (2)
  - He must learn nothing more in case (2) than in case (1)



Adversary BB



Adversary OB

# Black Box Obfuscation

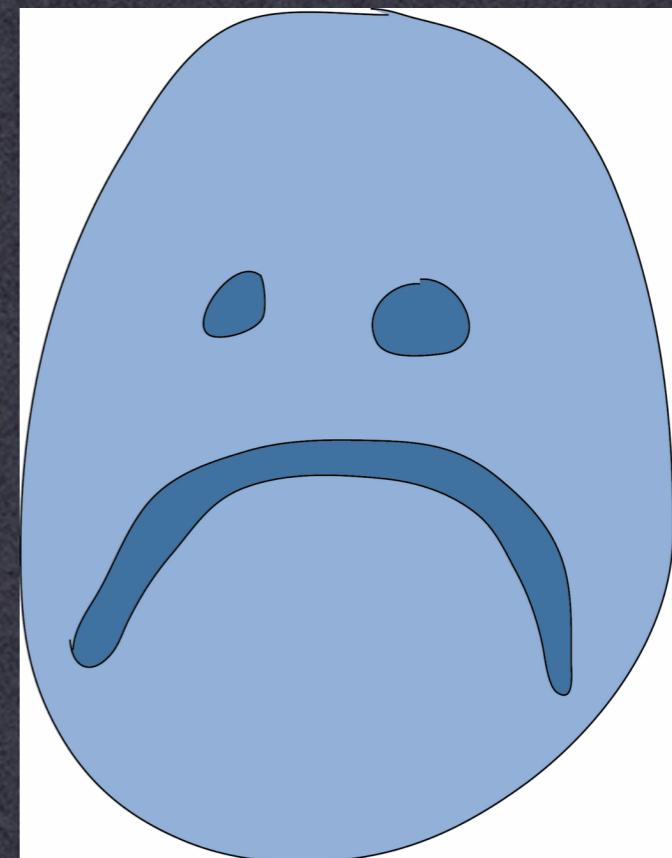
- This definition has some nice points
  - Very powerful
  - Simple, easy to formalize
  - It doesn't need anything special from the program  
(some programs can be REd from just black box access, but that's not our prob)

Example, online poker



# Only one problem

- It's impossible to obfuscate many interesting programs
  - Under this definition, anyway
  - For some definition of “interesting”



# Here's the problem

- In a nutshell:
  - The attacker who gets the obfuscated program always learns more than the black-box adversary



Adversary BB



Adversary OB

# Here's the problem

- In a nutshell:
  - The attacker who gets the obfuscated program always learns more than the black-box adversary
  - He learns the obfuscated program



Adversary BB



Adversary OB

# Ok....

- But by definition
  - Some programs are not “learnable”
  - You shouldn’t be able to “learn” a PRNG from observing its output
  - Ditto for signatures, MACs, and secure encryption



Adversary BB



Adversary OB

# So...

- For those programs (PRNGs, MACs, etc.)
  - Obfuscation can never be black box
  - It's an impossibility
  - And that's too bad, cause these are the programs we care about



Adversary BB



Adversary OB

# One sneaky exception

- One thought:
  - A program that outputs its own obfuscated code
  - The BB attacker will learn as much as the OB attacker
  - But what's the point of this??



Adversary BB



Adversary OB

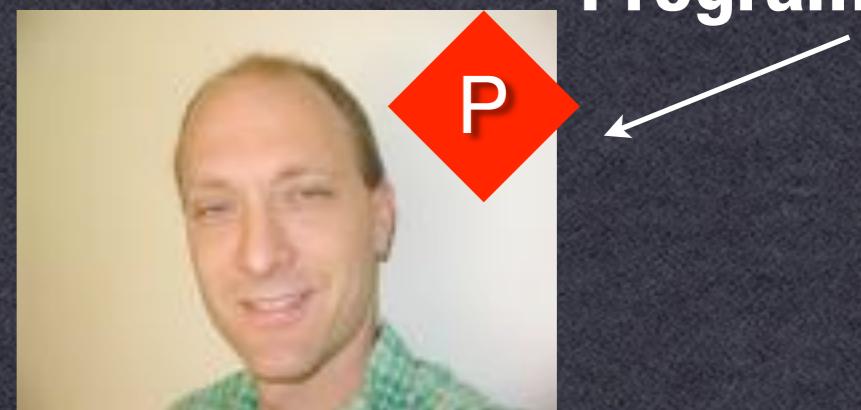
# The trick

- A small detail:
  - What if the BB program outputs a program that looks the same, but is actually garbage
  - Then the two adversaries learn “about” as much



Adversary BB

Junk program



Adversary OB

Obfuscated  
Program

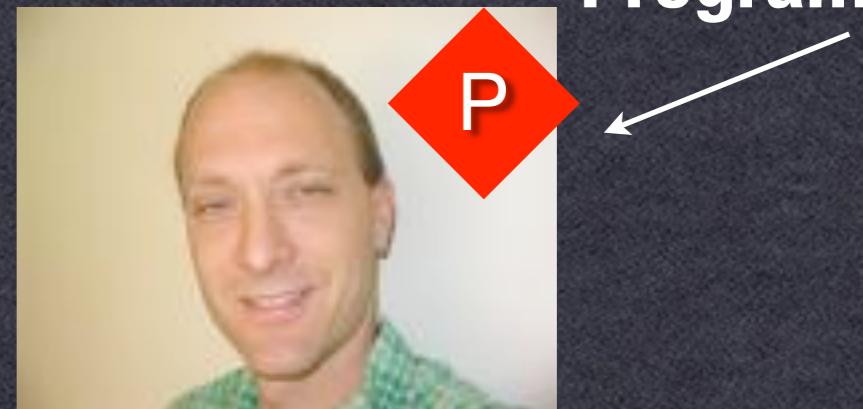
# The upshot

- To make this work:
  - We have to be able to make a junk program
  - That is indistinguishable from the real one
  - Example (board)



Junk program

Adversary BB



Obfuscated  
Program

Adversary OB

# Open problems

- Better definitions
  - Find weaker definitions that can be achieved



Adversary BB



Adversary OB

# Open problems

- Better definitions
  - Find weaker definitions that can be achieved
  - It's not totally hopeless:
- PKE can be considered “obfuscated” SE
- IBE is like obfuscated PKE (with tags)



Adversary BB



Adversary OB

# Computing on Enc. Data

- **Flip the application around**
  - I want Google to compute something for me
  - (They may or may not know the program)
  - But they shouldn't know my input or outputs
  - We want to keep the data encrypted at all times



# Computing on Enc. Data

- Can do a form of obfuscation here
  - Let the “program” be a VM
  - Let the “data” be a program to run on the VM
  - Note that the program only outputs encrypted data
  - Hence this “obfuscation” is legal

