



THE SKEMASNET PROJECT

SESSION KEY MANAGEMENT IN A SPONTANEOUS NETWORK

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BACKGROUND

- In the context of spontaneous networks, we focused on session key management during the merger of two networks and when a user leaves the network
- We surveyed some paper about GKA to compare it to our idea
- We started to simulate our idea using the ns2 simulator

PROBLEM DEFINITION

- □ In the private networks they are using common session keys for secure communication,
 - □ When merging network(s) it needs to manage session keys.
 - Creating a new session key or choosing one of them for the merged network.
 - Share the new session key to all members.

Related works

- □ GKA(Group Key Agreement)-key paper
 - A mechanism to create a common session key for a group of users.
 - Each member provide a public contribution for creating a common session key.
 - It can share a common session key without the use of a secure channel.

Problem

- ☐ Require creation of a new session key at every times when the network members are changed(join, leave, merge, separating)
- ☐ Requires 2n messages exchanges for creation and distribution of a new session key.
- ☐ Each message for exchange a session key is in size of encrypting SizeOfSessionKey*2*n
 - \Box Ex) if the key size is 256bit, and size of node is 100=> 256*100*2 = 51200 bit = 6.4kbytes.

DESIGN CASE: MERGING 2 NETWORKS

Preface

Decision making comes from human interaction.

Two groups meet and decide to merge their networks and then they choose two leaders (one per network).

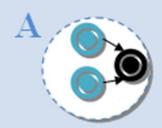
Initial phase

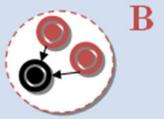
Thanks to the joining procedure, each user has the public key of all other users in the same network





All users of each network, after a social agreement, select the leader on the users list.

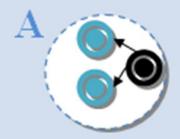


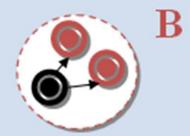


When the leader receives a signed election message from each user, he assumes the role of leader and sends a signed confirmation message to all users

Initial phase (cont.)

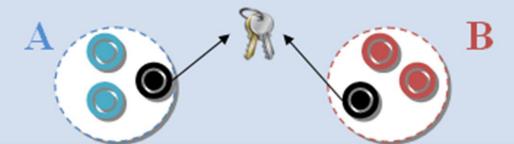
When the leader receives a signed election message from each user, he assumes the role of leader and sends a signed confirmation message to all users





The two leaders meet face to face and share a new session key secure side channel





Propagation phase

Each delegate propagates the new key to the members of his/her preexisting network through the network itself.



Communication phase

Users from both original networks can communicate one to each other



Joining phase

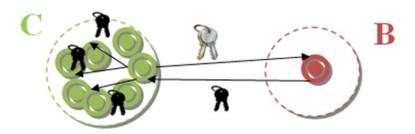
If a new node requests to join the new network, it is performed as a common joining process. Each host owning the new key is able to share it again.

Public key not the new user is sent to the connected user who broadcasts it to

all other users; the session key



is delivered to joining user.



The new node joined the network and communicates with the others.

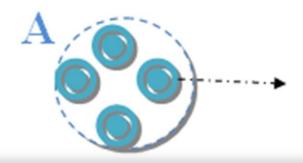


DESIGN CASE: LEAVING A NETWORK

Preface

Decision making comes from human interaction.

A user decides to leave the network.



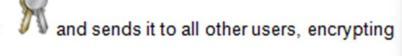
Initial phase

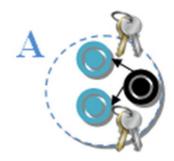
Idem that for the first design case: merging 2 networks

DESIGN CASE: LEAVING A NETWORK (CONT.)

Propagation phase

The leader creates the new key it with their public keys





Communication phase

Nodes can now communicate once again, in a new secure network that the previous node cannot see anymore



COMPARISON TO GKA

Number of exchanged messages

	GKA	Skemasnet
Merging Networks	2*(2N-1)	2(N-1) + (N-2)
Leaving User	2*(2N-1)	2(N-1) + (N-1)

COMPARISON TO GKA

Size of exchanged messages to deliver a new session key

GKA

SizeOfSessionKey * 2 * N

Skemasnet

SizeOfSessionKey + max(N1, N2)*SizeOfPubKey

IMPLEMENTATION STARTING REVIEW



Thank you for your attention!

Any question?



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