



Key Exchange Protocols (exercise)

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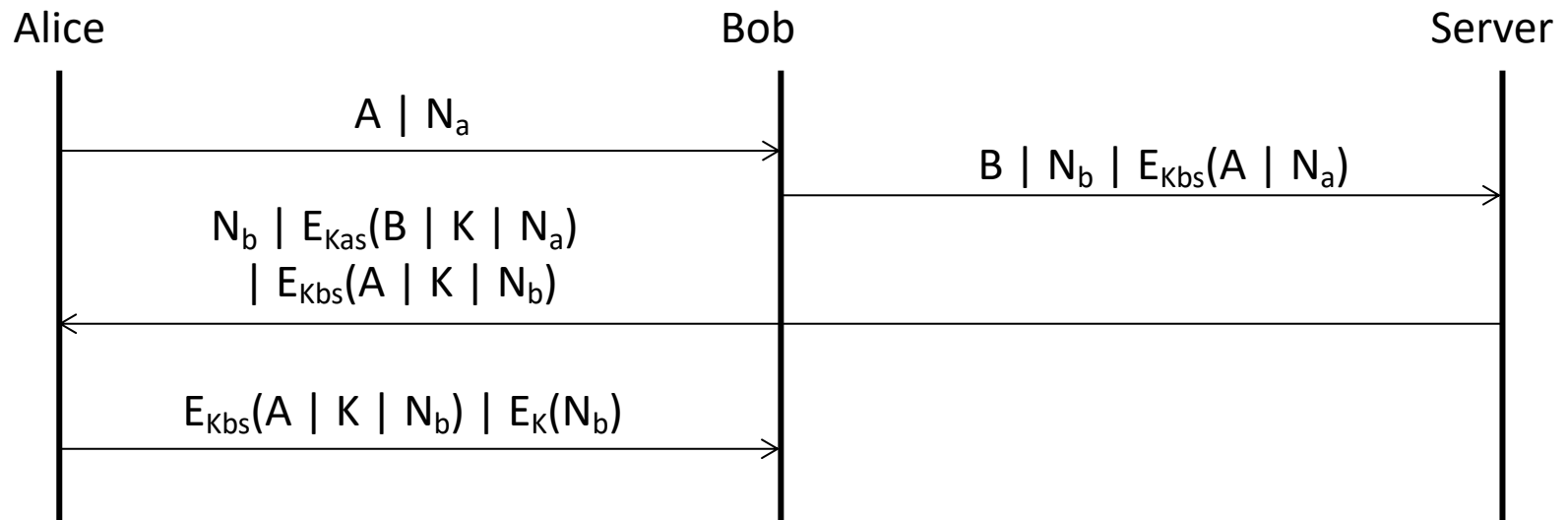
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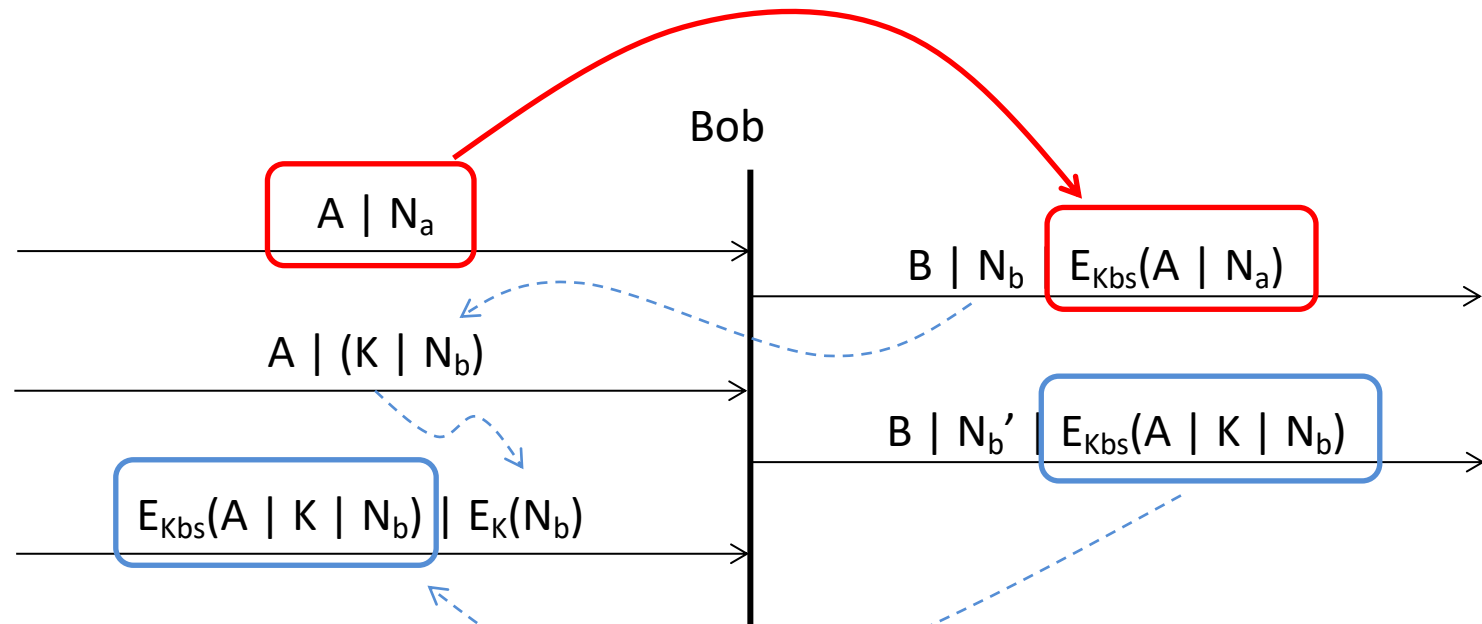
Reminder on main design objectives

1. **Secrecy of the key:** When the protocol is executed by Alice and Bob, no other parties (with the possible exception of Trent) should learn the value of the established key.
2. **Key authentication:** If Alice believes that she successfully executed the protocol and established a new key K with Bob, then Bob was indeed present and he should believe that he executed the protocol and established the same key K with Alice.
3. **Key freshness:** Both parties should believe that the established key is fresh (new, not used before).

Exercise

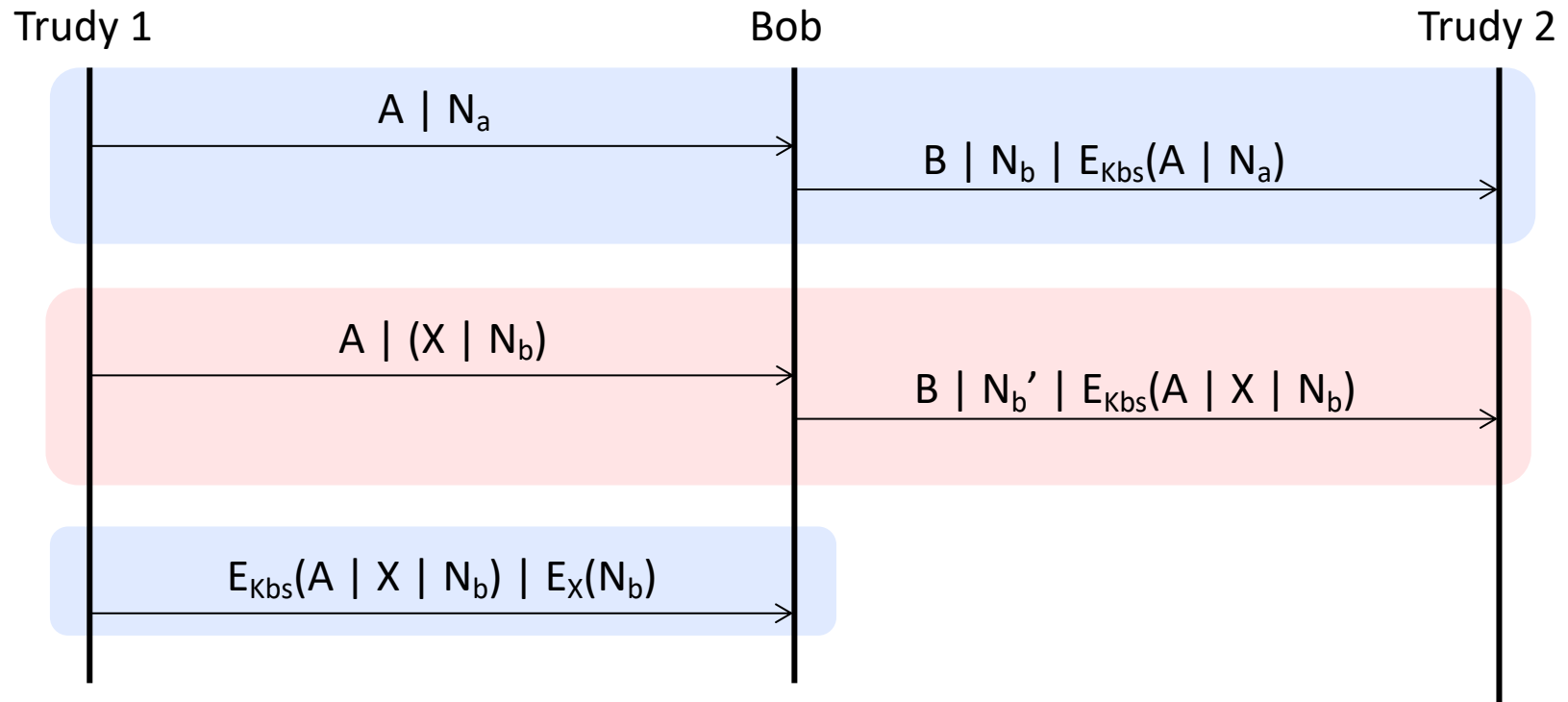


Exercise: An idea...

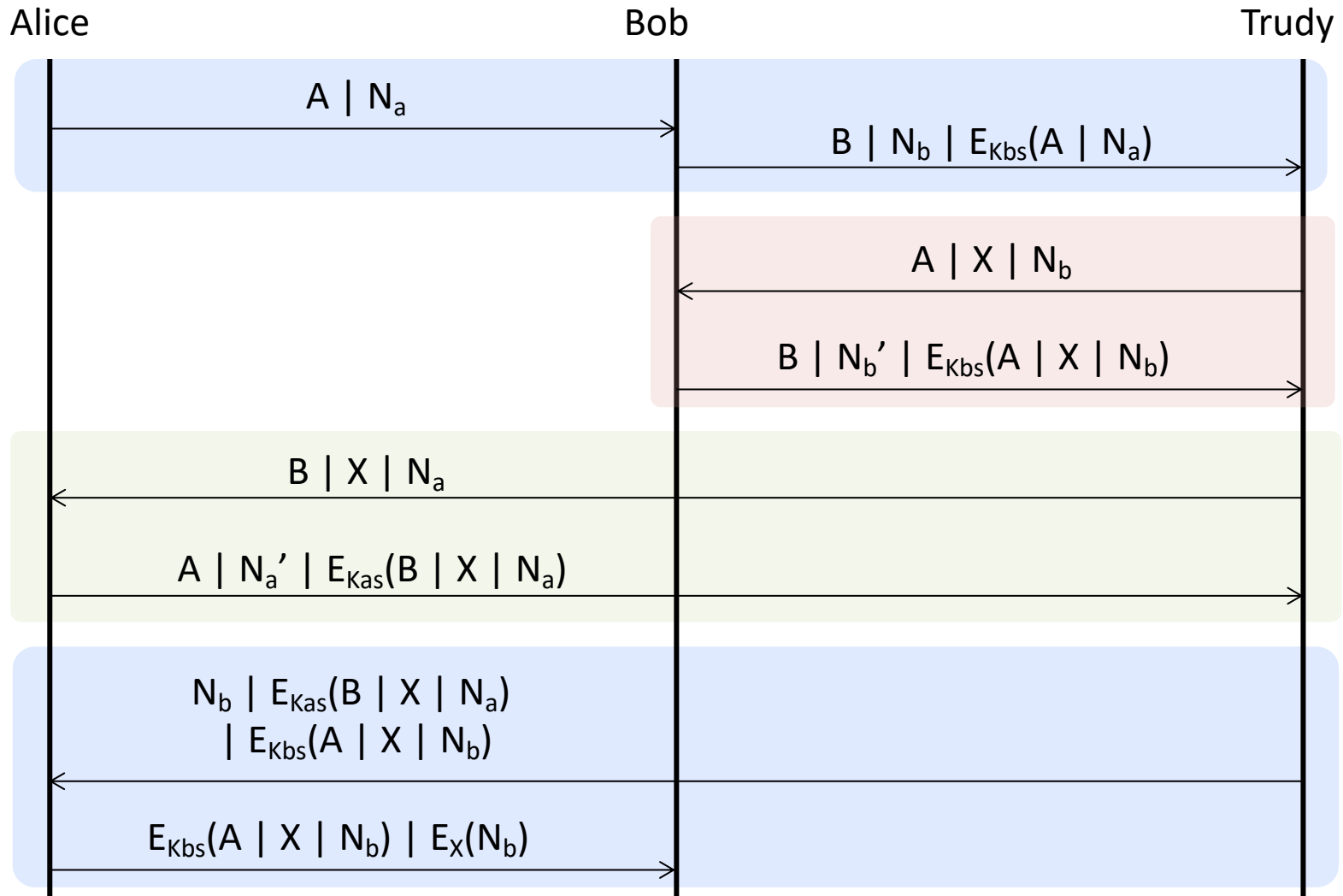


Can we use Bob as an oracle to obtain this?

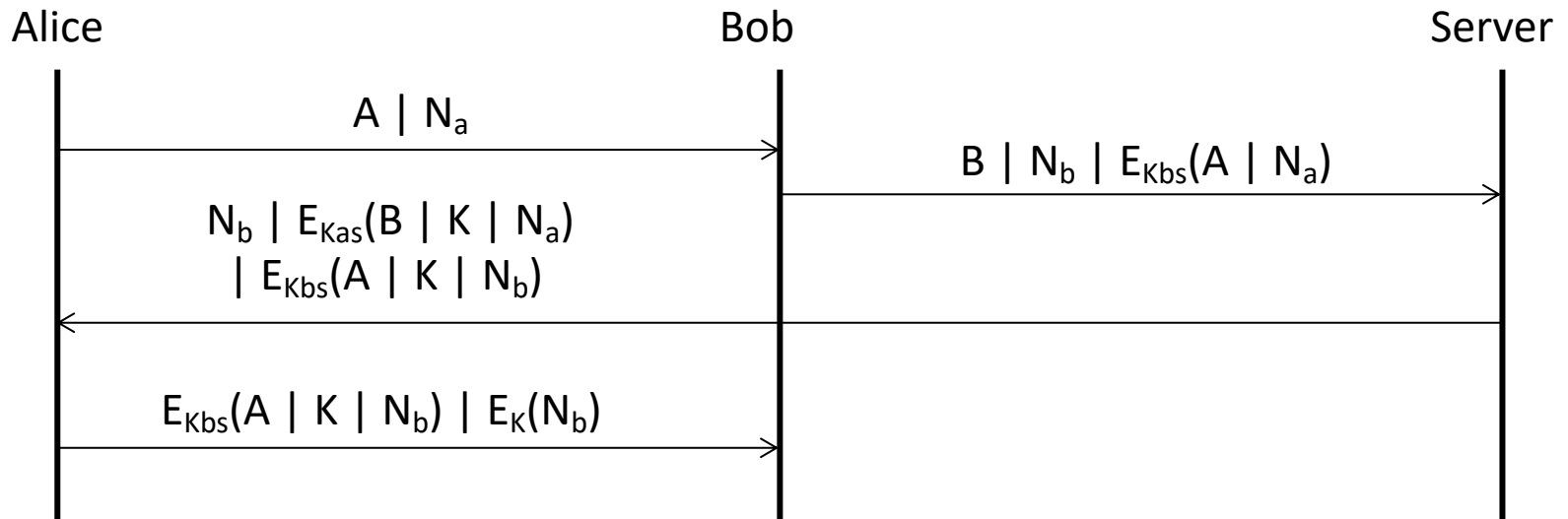
Exercise: The resulting attack



Exercise: A variant

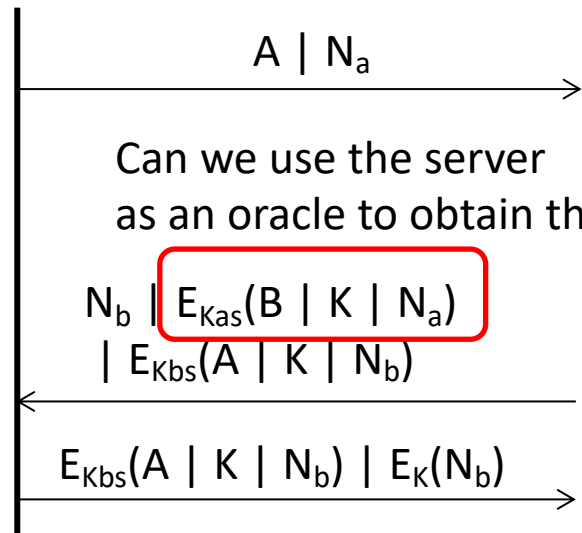


Exercise: Another idea...

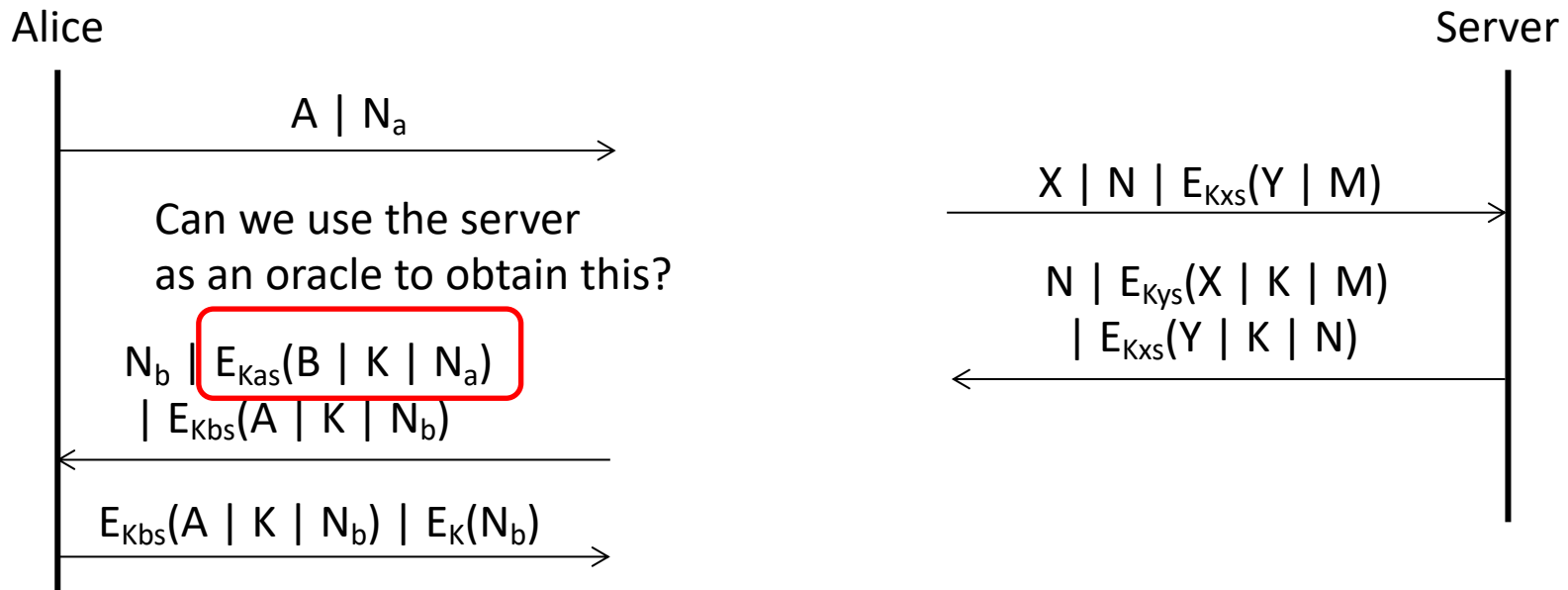


Exercise: Another idea...

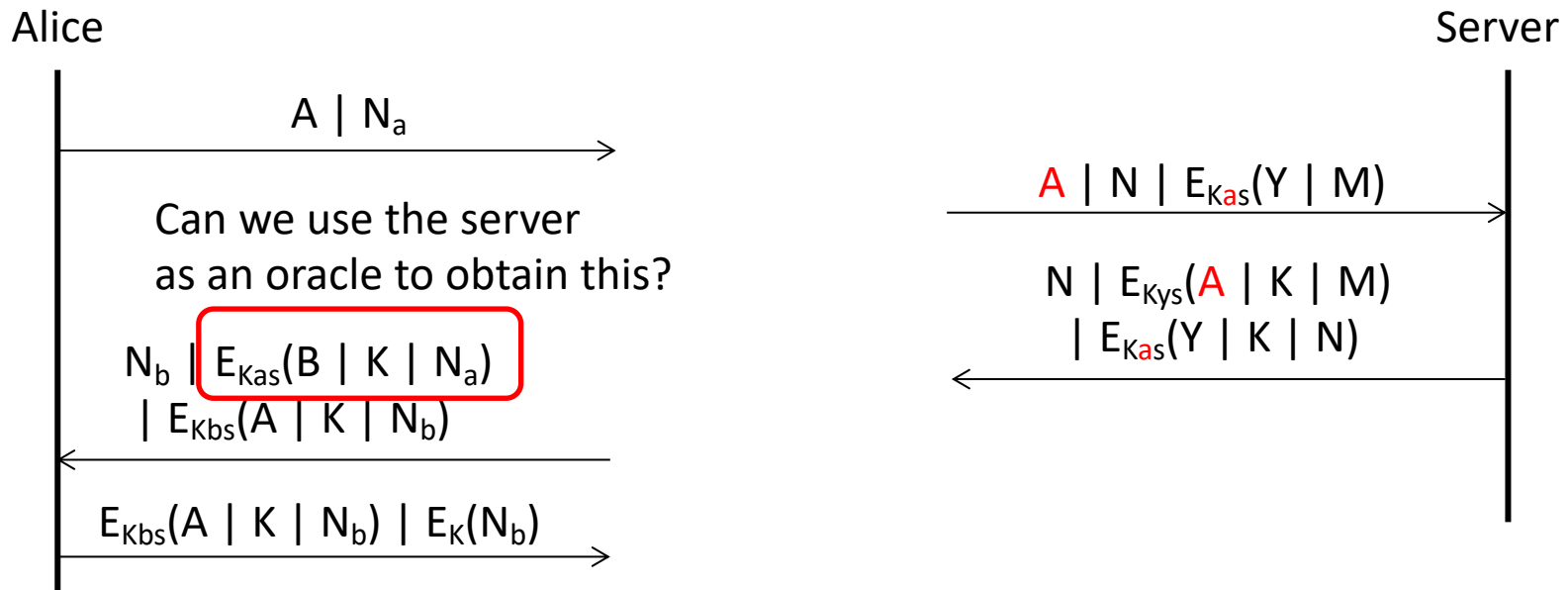
Alice



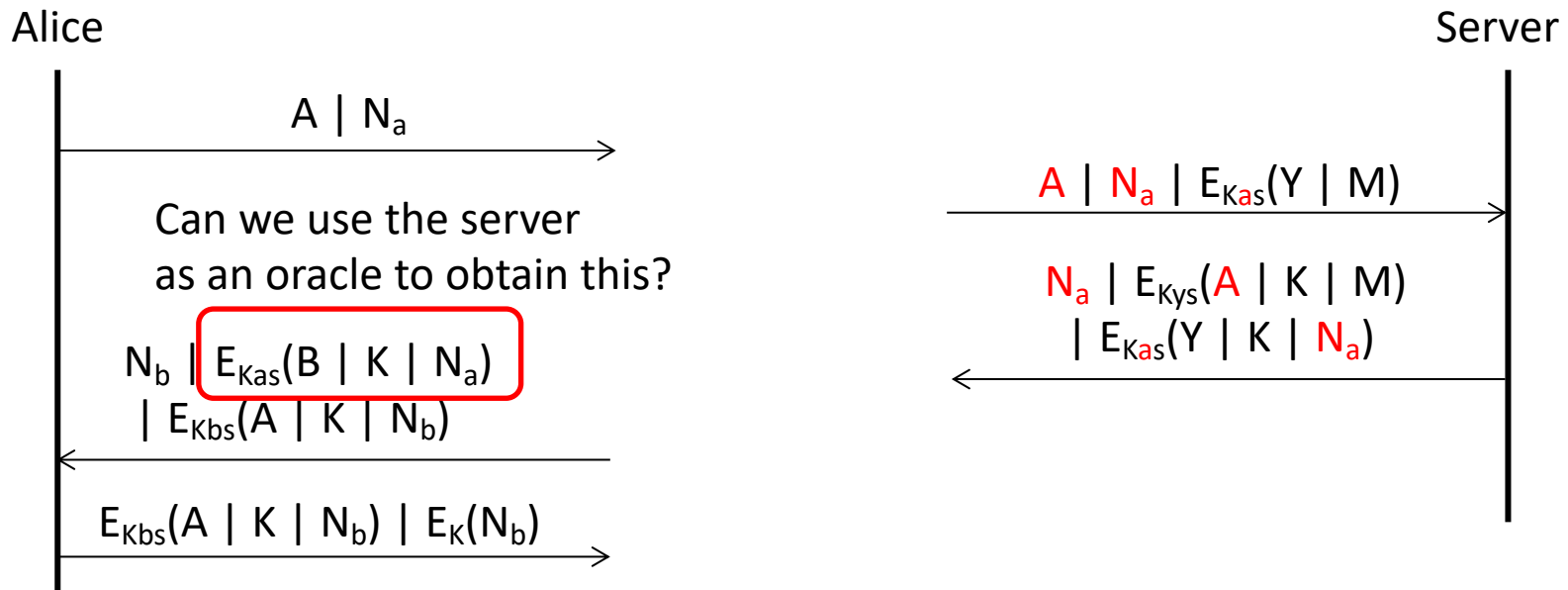
Exercise: Another idea...



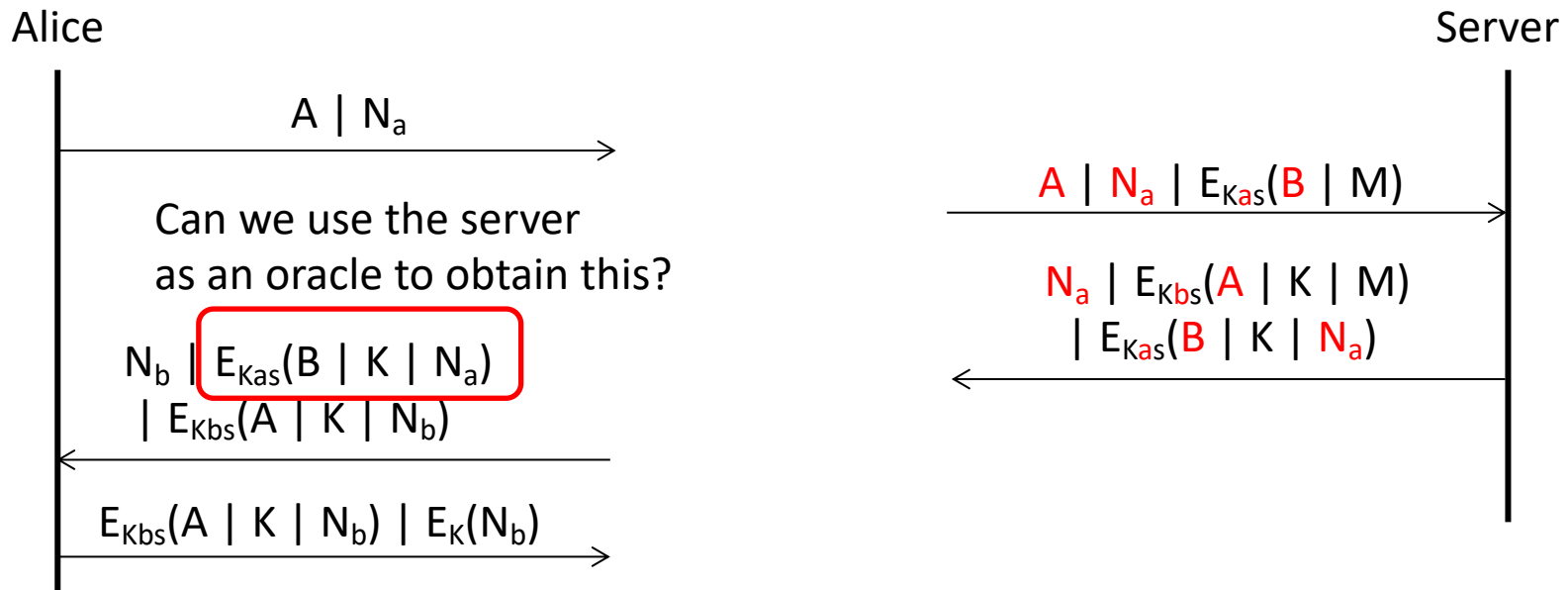
Exercise: Another idea...



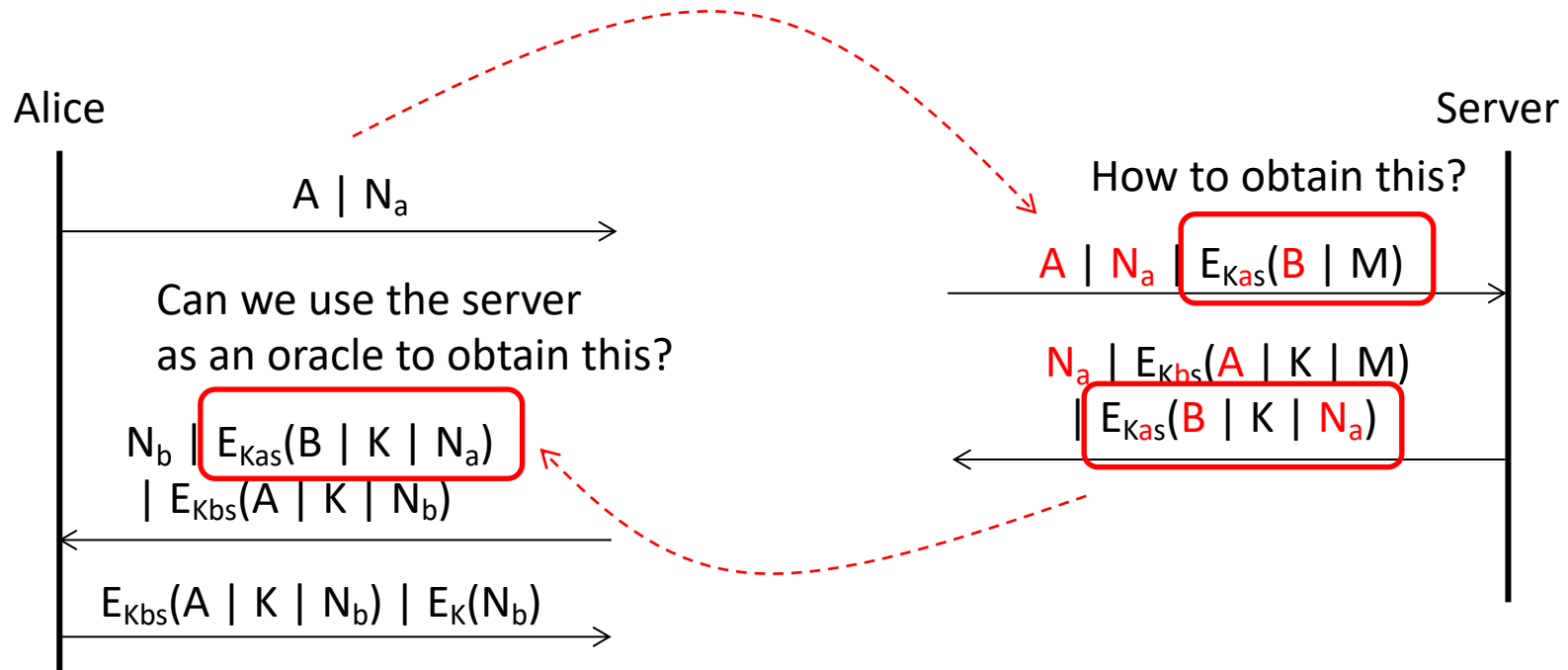
Exercise: Another idea...



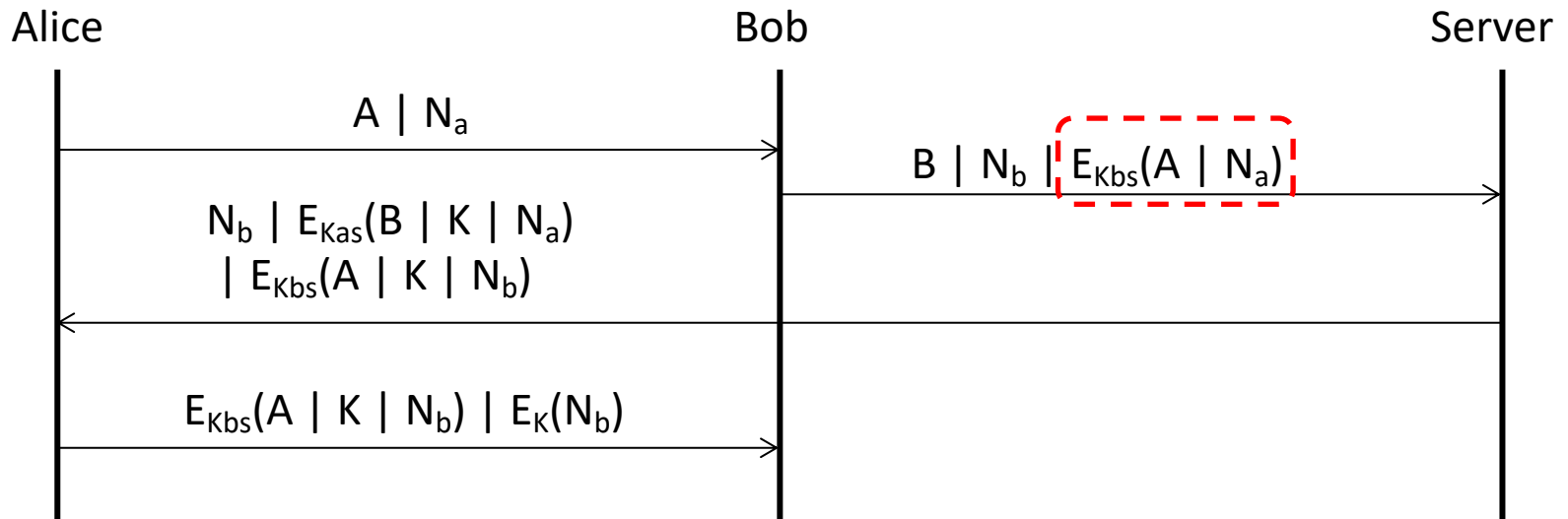
Exercise: Another idea...



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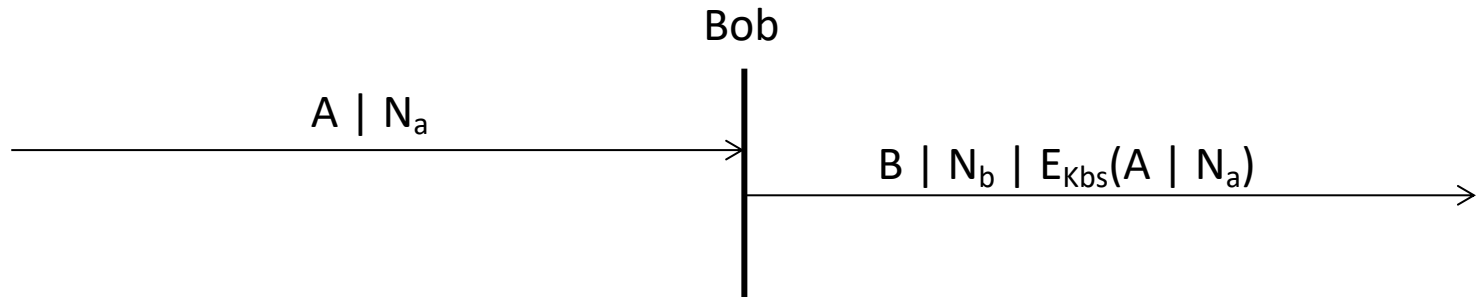


Exercise: Another idea...



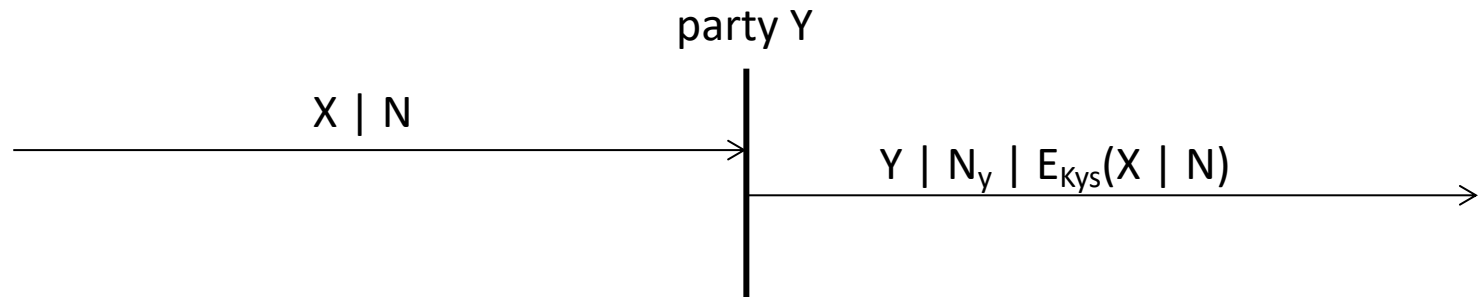
$E_{K_{as}}(B \mid M)$

Exercise: Another idea...



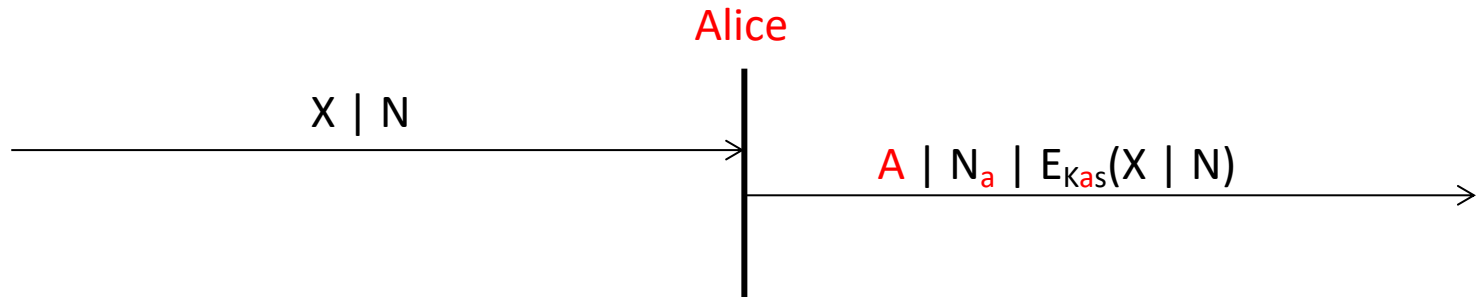
$E_{K_{as}}(B \mid M)$

Exercise: Another idea...



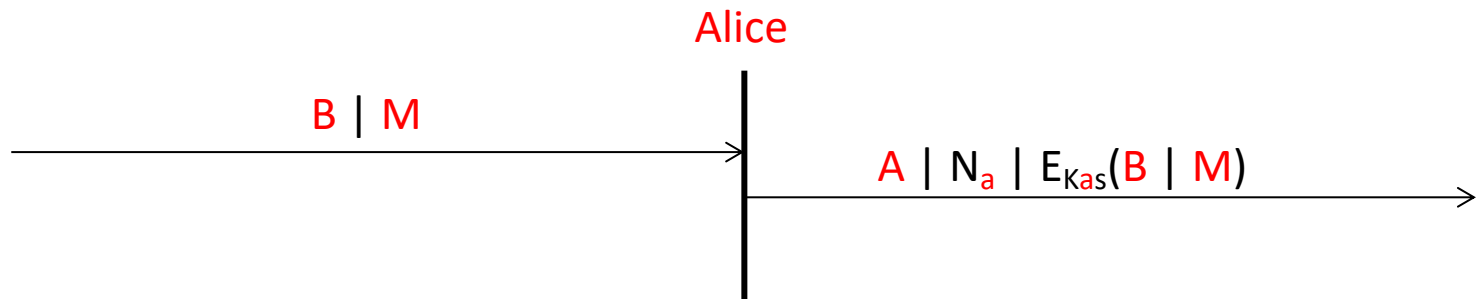
$E_{Kas}(B \mid M)$

Exercise: Another idea...



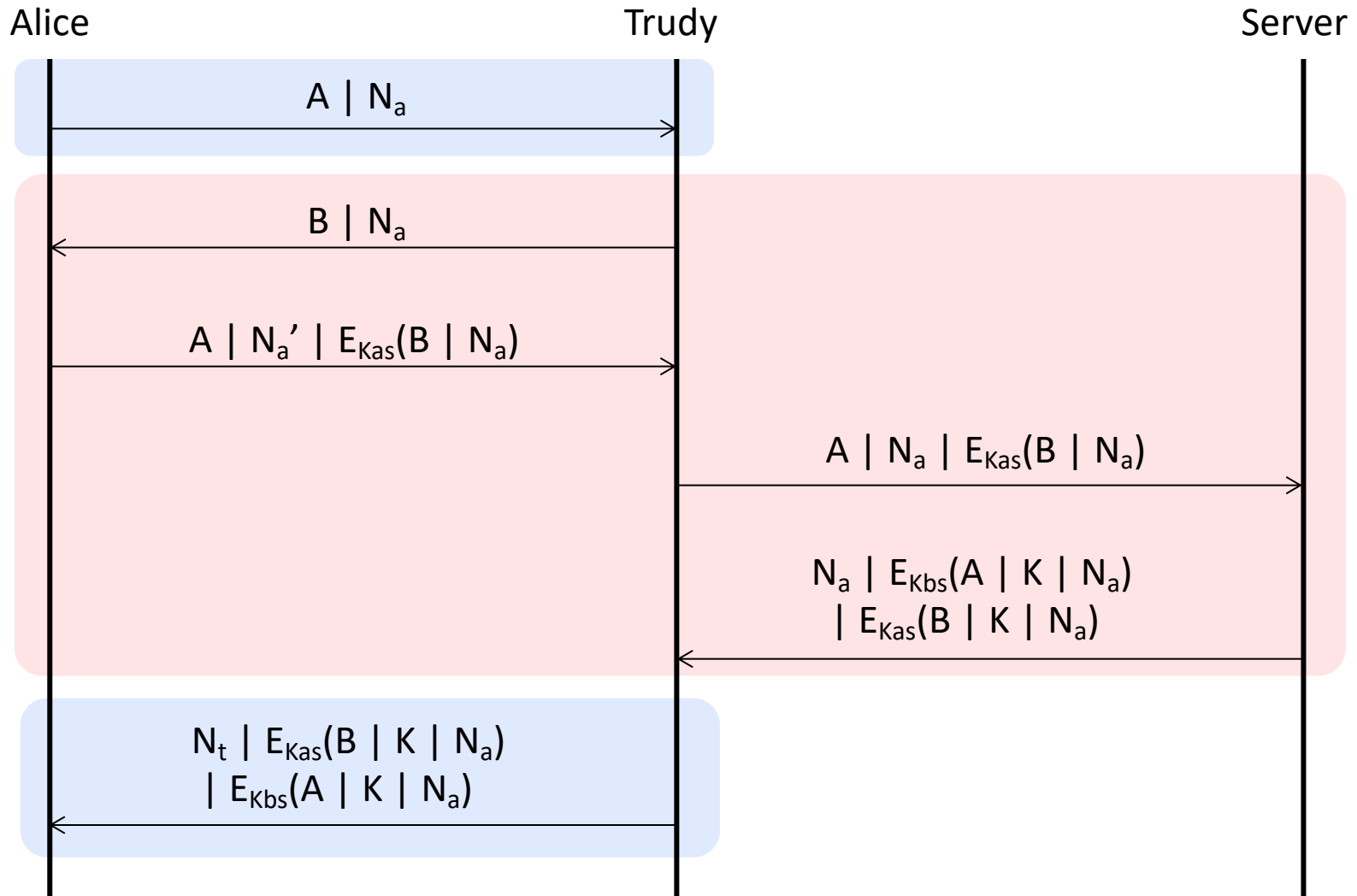
$E_{K_a}(B \mid M)$

Exercise: Another idea...



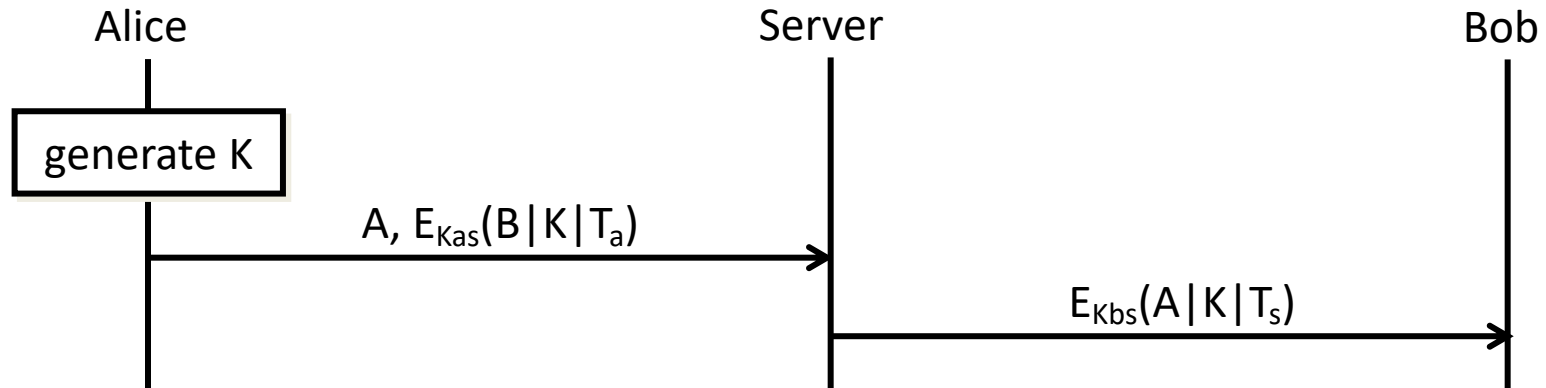
$E_{Kas}(B \mid M)$

Exercise: The resulting attack



Challenges

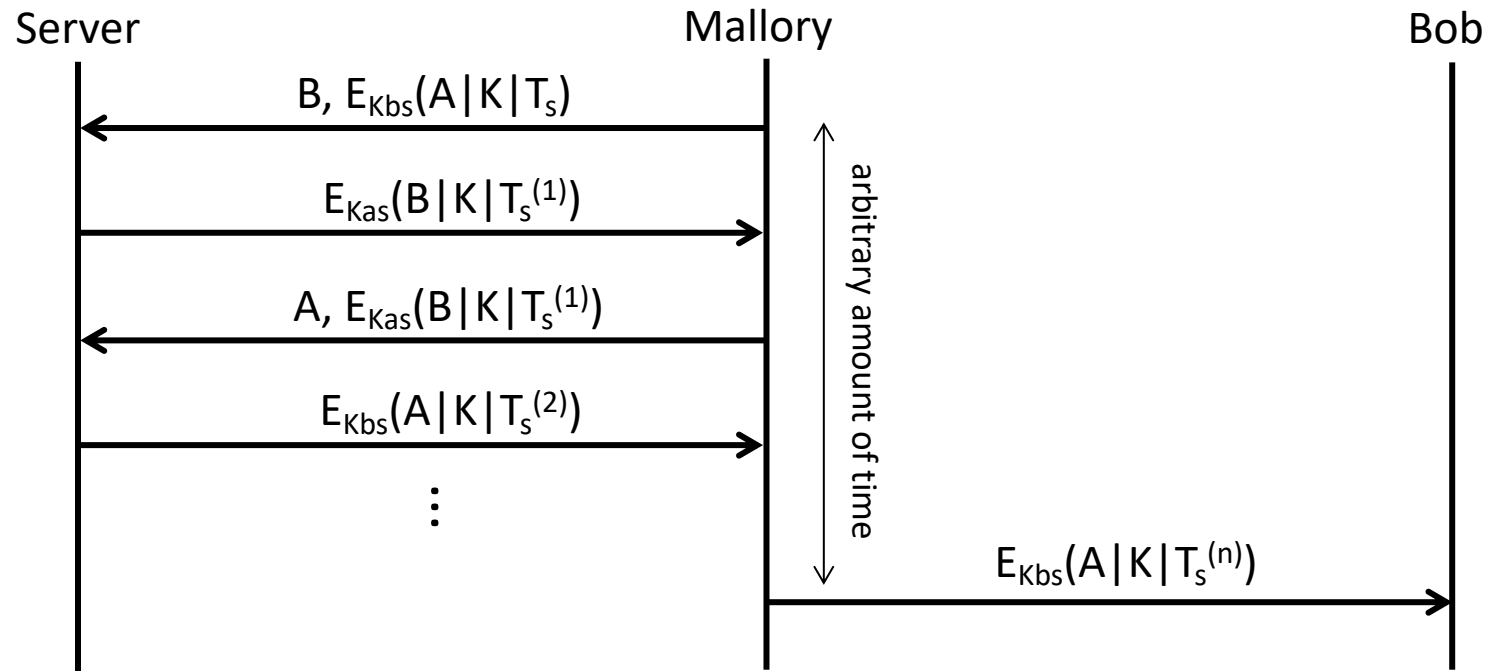
The Wide-Mouth-Frog protocol



notes:

- Alice is trusted to generate good quality keys
- Server is trusted for verification of timestamp and secure relaying of the key to the indicated other party
- key freshness for Bob is meant to be provided by the server's timestamp, but ...

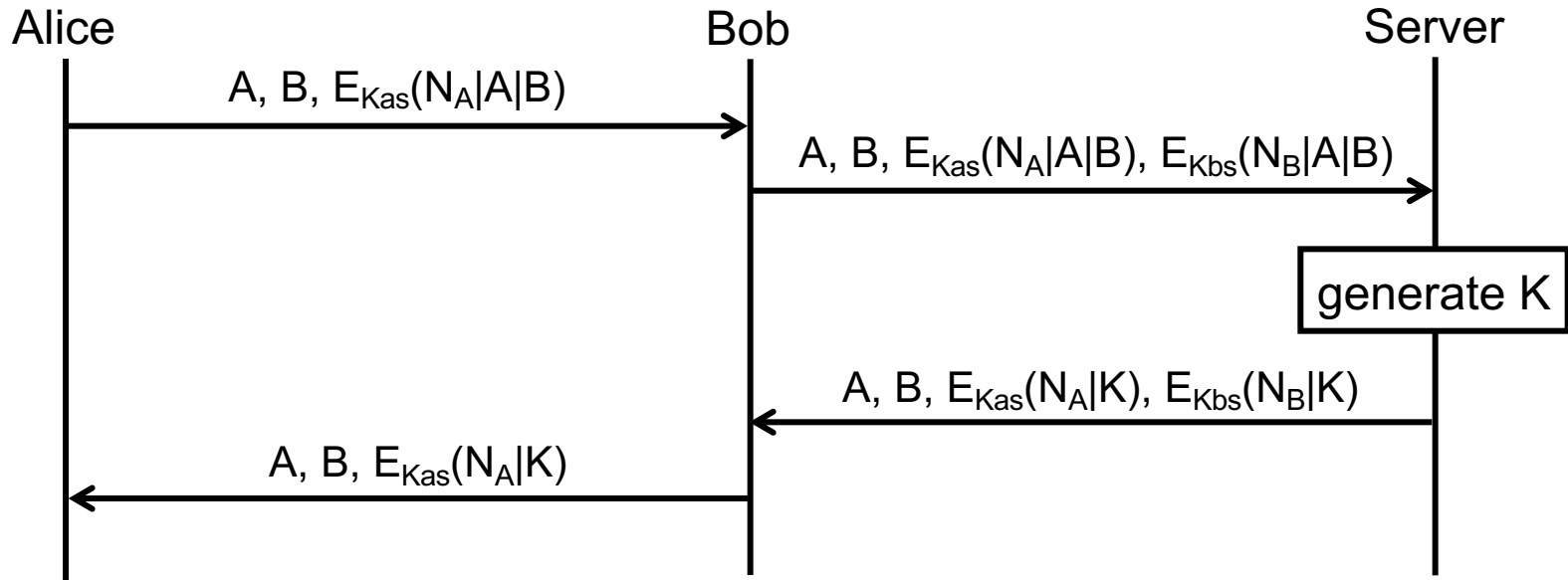
A reflection attack on the WMF protocol



notes:

- the problem is that the first and the second messages of the WMF protocol have the same structure → easy to replace one for the other
- also, messages encoded with symmetric keys can be replayed back to their source, and will be decoded correctly
- **use direction bits or different keys in different directions**

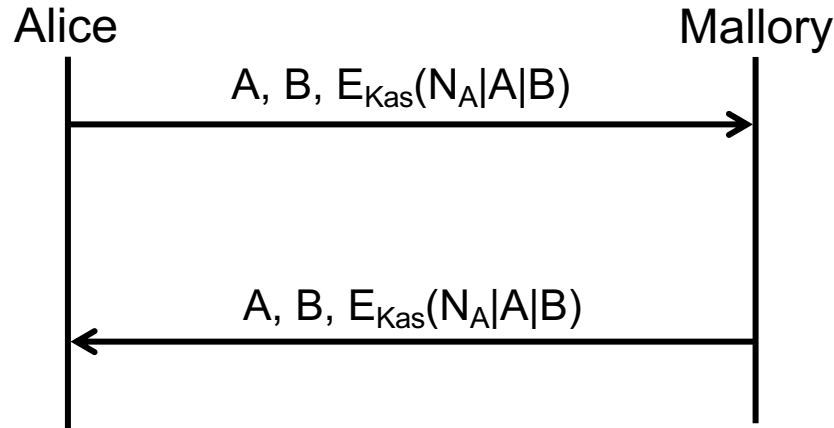
Otway-Rees protocol



notes:

- names are omitted in the server's response, because A and B have already been bound to N_A and N_B by the encryption in the first two messages (not a recommendable practice, though)

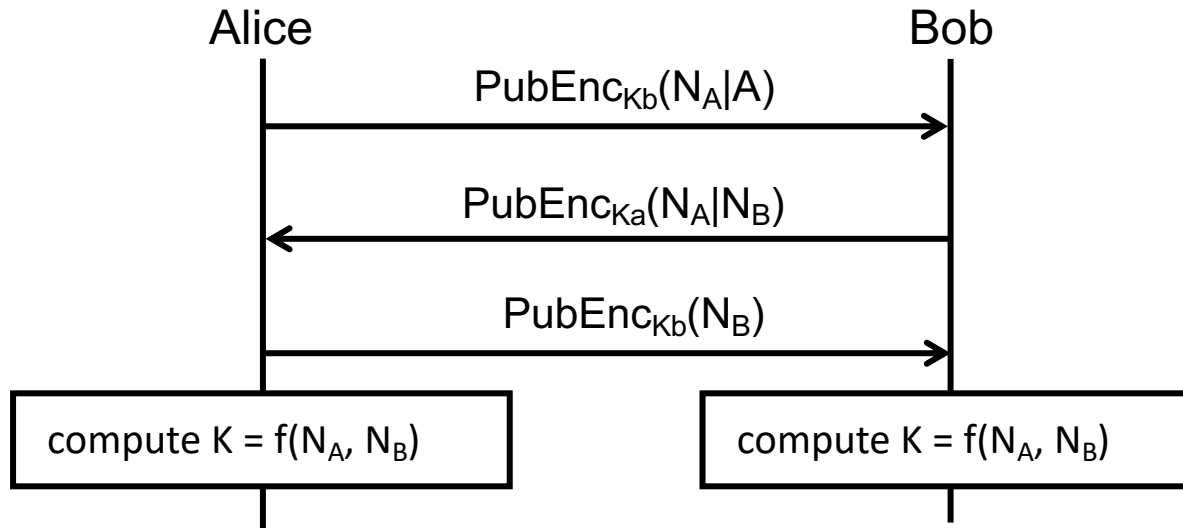
A typing attack on Otway-Rees



notes:

- the bit string $A|B$ (known to Mallory) may be interpreted as a new key K
- reflection attacks can be avoided by using direction bits in messages
- **even better if the protocol is designed in such a way that it is possible to tell about any message which protocol's which message it is**
- **type identifiers in messages can also be useful**, in order to be sure that no typing attack is possible

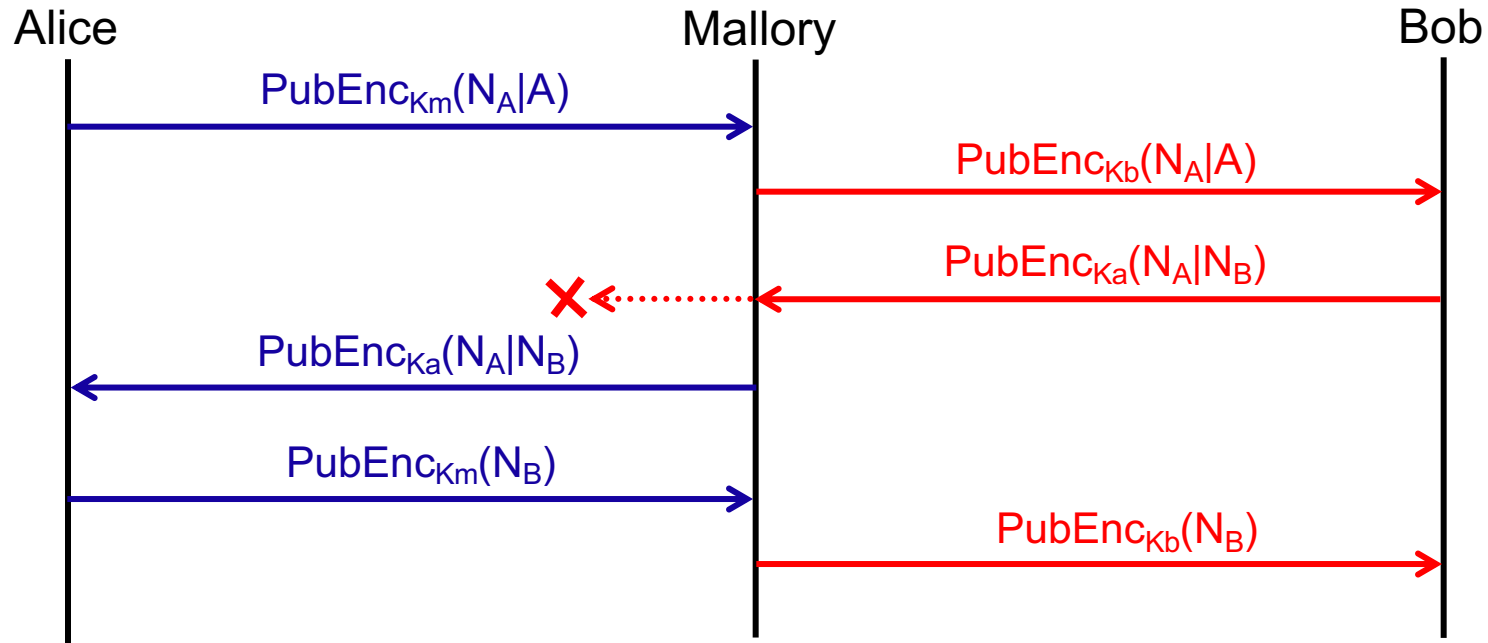
The public-key Needham-Schröder protocol



notes:

- originally proposed for partner authentication, and it solves that problem well
- the nonces never appear in clear on the channel, hence the idea to derive a session key from them
- this proved to be a bad idea...

An interleaving attack on the NS protocol



notes:

- one problem is that the message $\text{PubEnc}_{K_a}(N_A|N_B)$ can be copied and pasted from one instance of the protocol to another
- **if the message had included names explicitly (e.g., $\text{PubEnc}_{K_a}(B|N_A|N_B)$), then this would not be possible!**