

1 current sec model to transcribe ADEM + AMAC to a more symmetric style

1.1 used primitives

- ADEM: input tag, key en message lead to a cythertext. It should be improbable distinguish the cythertexts of two messages. (adversary may choose two cythertexts and has to guess which one of the two is encrypted)
- AMAC: input tag, key en message lead to a cythertext. It should be improbable to make a forgery (a pair (key, tag, message, cythertext) that verifies without begin generated by calling Omac(key, tag, message) first)

1.2 goal

message m is encrypted using a tag that cannot repeat and two keys to generate a cythertext concisting of two parts. First part is Cdem which is the message encrypted with the nonce and the first key while the second part is Cmac that is the mac computed over Cdem, the tag and the second key.

1.3 Sec model

the security is purely based on the games for the AMAC and ADEM that are visible below.

Game N-MIOT-UF _{A,N}	Oracle Omac(j, t, m)	Oracle Ovr(j, m, c)
00 forged $\leftarrow 0$	07 if $C_j \neq \emptyset$: return \perp	13 if $C_j = \emptyset$: return \perp
01 $T \leftarrow \emptyset$	08 if $t \in T$: return \perp	14 if $(m, c) \in C_j$: return \perp
02 for all $j \in [1..N]$:	09 $T \leftarrow T \cup \{t\}$; $t_j \leftarrow t$	15 if M.vrf(K_j, t_j, m, c):
03 $K_j \xleftarrow{\$} \mathcal{K}$	10 $c \leftarrow \text{M.mac}(K_j, t_j, m)$	16 forged $\leftarrow 1$
04 $C_j \leftarrow \emptyset$	11 $C_j \leftarrow C_j \cup \{(m, c)\}$	17 return true
05 run A	12 return c	18 return false
06 return forged		

Game N-MIOT-IND _{A,N} ^b	Oracle Oenc(j, t, m_0, m_1)	Oracle Odec(j, c)
00 $T \leftarrow \emptyset$	06 if $C_j \neq \emptyset$: return \perp	12 if $C_j = \emptyset$: return \perp
01 for all $j \in [1..N]$:	07 if $t \in T$: return \perp	13 if $c \in C_j$: return \perp
02 $K_j \xleftarrow{\$} \mathcal{K}$	08 $T \leftarrow T \cup \{t\}$; $t_j \leftarrow t$	14 $m \leftarrow \text{A.dec}(K_j, t_j, c)$
03 $C_j \leftarrow \emptyset$	09 $c \leftarrow \text{A.enc}(K_j, t_j, m_b)$	15 return m
04 $b' \xleftarrow{\$} \mathcal{A}$	10 $C_j \leftarrow C_j \cup \{c\}$	
05 return b'	11 return c	

Proc A.enc'(K, t, m)	Proc A.dec'(K, t, c)
00 ($K_{\text{dem}}, K_{\text{mac}} \leftarrow K$	05 ($K_{\text{dem}}, K_{\text{mac}} \leftarrow K$
01 $c_{\text{dem}} \leftarrow \text{A.enc}(K_{\text{dem}}, t, m)$	06 ($c_{\text{dem}}, c_{\text{mac}} \leftarrow c$
02 $c_{\text{mac}} \leftarrow \text{M.mac}(K_{\text{mac}}, t, c_{\text{dem}})$	07 if M.vrf($K_{\text{mac}}, t, c_{\text{dem}}, c_{\text{mac}}$):
03 $c \leftarrow (c_{\text{dem}}, c_{\text{mac}})$	08 $m \leftarrow \text{A.dec}(K_{\text{dem}}, t, c_{\text{dem}})$
04 return c	09 return m
	10 return \perp

with

2 needed sec model to transcribe ADEM + AMAC to a more symmetric style

for now we only look at the nonce based options as the pkc paper does that too.

2.1 used primitives

- ADEM: input nonce, key en message lead to a cythertext which should be improbable to distinguishen from RO (adversary has to guess if he is talking to RO or ADEM)
- AMAC: input nonce, key en message lead to a tag that should be improbable to distinguish-able from random oracle (adversary has to guess if he is talking to RO or AMAC)

2.2 goal

message m is encrypted and protected against active attacks because it is authenticated with tag T.

2.3 Sec model

We define the following sec games for the AMAC, the ADEM and the ADEM+AMAC (names will prob be improved later):

$$t \leftarrow g$$

Game $\text{AMAC}_{A,N}^b$ $used_n \leftarrow \emptyset$ for $j \in [1..N]$: $\quad K_j \xleftarrow{\$} K$ $\quad T_j \leftarrow \emptyset$ $b' \xleftarrow{\$} A$ return b'	Oracle $\text{Omac}(j,n,m)$ if $T_j \neq \emptyset$: return \perp if $n \in used_n$: return \perp $used_n \leftarrow used_n \cup \{n\}$ $n_j \leftarrow n$ if $b=0$: $t \leftarrow M.\text{mac}(K_j, n_j, m)$ if $b=1$: $t \leftarrow RO.\text{mac}(K_j, n_j, m)$ $T_j \leftarrow T_j \cup \{t\}$ return t
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Table 1: AMAC game

Game $\text{ADEM}_{A,N}^b$ $used_n \leftarrow \emptyset$ for $j \in [1..N]$: $\quad K_j \xleftarrow{\$} K$ $\quad T_j \leftarrow \emptyset$ $b' \xleftarrow{\$} A$ return b'	Oracle $\text{Oenc}(j,n,m)$ if $C_j \neq \emptyset$: return \perp if $n \in used_n$: return \perp $used_n \leftarrow used_n \cup \{n\}$ if $b=0$: $c \leftarrow E.\text{enc}(K_j, n, m)$ if $b=1$: $c \leftarrow RO.\text{enc}(K_j, n, m)$ $C_j \leftarrow C_j \cup \{c\}$ return c
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Table 2: ADEM game

Game $\text{ADEM}_{A,N}^b$ $used_n \leftarrow \emptyset$ for $j \in [1..N]$: $K_j \xleftarrow{\$} K$ $T_j \leftarrow \emptyset$ $b' \xleftarrow{\$} A$ return b'	Oracle $\text{Oenc}(j,n,m)$ if $C_j \neq \emptyset$: return \perp if $n \in used_n$: return \perp $used_n \leftarrow used_n \cup \{n\}$ $n_j \leftarrow n$ if $b=0$: $c \leftarrow E.\text{enc}'(K_j, n_j, m)$ if $b=1$: $c \leftarrow RO.\text{enc}'(K_j, n_j, m)$ $C_j \leftarrow C_j \cup \{(c, n)\}$ return c	Oracle $\text{Odec}(j,n,c)$ if $(c,n) \in C_j$: return \perp if $b = 0$: $m \leftarrow A.\text{dec}'(K_j, n, c)$ return m if $b = 1$: $m \leftarrow RO.\text{dec}'(K_j, n, c)$ return m
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Table 3: ADEM + AMAC game

where $E.\text{enc}$, $E.\text{dec}$, $M.\text{mac}$, $RO.\text{enc}$, $RO.\text{dec}$ and $RO.\text{mac}$ are inherited from the underlying primitives and $E.\text{enc}'$, $E.\text{dec}'$, $RO.\text{enc}'$ and $RO.\text{dec}'$ will be defined later here defined.

3 burning questions

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4 current todo's

- de games opnieuw formazilen naar de nieuwe vondsten
- dit naar git verplaatsen
- crypto.bib kijken

5 main idea

The PKC paper ends with a ADEM + AMAC construction as "solution". The original paper from ENC -i MAC has been revised, so this should prob be revised as well. In general its nice to write down thing in a more "sym crypto" style as we use symmetric primitives. It would probably also be nice to revise it more in general and see what other ways there are to reach the endgoal expected in the PKC paper.