

# EXPLORING PASSWORD-AUTHENTICATED KEY-EXCHANGE ALGORITHMS

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# ABSTRACT

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## Exploring Password-Authenticated Key-Exchange Algorithms

*Sam Leonard, Supervisor: Professor Bernardo Magri*

Password-Authenticated Key-Exchange (PAKE) algorithms are a niche kind of cryptography where parties seek to establish a strong shared key, from a low entropy secret such as a password. This makes it particularly attractive to some domains, such as Industrial Internet of Things (IIOT). However many PAKE algorithms are unsuitable for Internet of Things (IOT) applications, due to their heavy computational requirements. Augmented Composable Password Authenticated Connection Establishment (AuCPace) is a new PAKE protocol which aims to make PAKEs accessible to IIOT by utilising Elliptic Curve Cryptography (ECC), Verifier based PAKEs (V-PAKEs) and a novel augmented approach. This project aims to provide an approachable and developer-focused implementation of AuCPace in Rust and to contribute this implementation back to RustCrypto to promote wider adoption of PAKE algorithms.

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# DESIGN

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## 2.1 Why Rust?

[AuCPace](#) explicitly targets [IIOT](#) in its design. Rust is rapidly becoming a popular choice for [IOT](#) and embedded software applications. This is due to its focus on memory safety, developer experience and its strong embedded ecosystem. Libraries like Embassy and RTIC allow the user to program high level logic and use powerful abstractions to interact with the hardware through Rust objects, while still compiling down to small efficient binaries. Embassy is especially impressive as they have implemented a `async` executor so that multitasking in embedded applications can be performed with the same `async/await` framework that programmers are familiar with. A short Embassy example is shown in listing 1. Tools such as `probe-rs` allow developers to maintain the same workflow they would when working on a normal rust binary, by implementing a `cargo` runner which flashes the binary to the embedded device then using [Real-Time-Transfer \(RTT\)](#) to receive debug messages from the device. Those debug messages can be setup automatically using libraries such as `defmt_rtt` which use [RTT](#) to send a compressed representation of the debug message to be formatted later on using a technique called deferred formatting, allowing for debug messages to take up a fraction of the size of the original message. Together

### Listing 1: Embassy `async/await` example

```
use defmt::info;
use embassy::executor::Spawner;
use embassy::time::{Duration, Timer};
use embassy_nrf::gpio::{AnyPin, Input, Level, Output, OutputDrive, Pin,
    ↪ Pull};
use embassy_nrf::Peripherals;

// Declare async tasks
#[embassy::task]
async fn blink(pin: AnyPin) {
    let mut led = Output::new(pin, Level::Low, OutputDrive::Standard);

    loop {
```

```

        // Timekeeping is globally available, no need to mess with hardware
↪ timers.
        led.set_high();
        Timer::after(Duration::from_millis(150)).await;
        led.set_low();
        Timer::after(Duration::from_millis(150)).await;
    }
}

// Main is itself an async task as well.
#[embassy::main]
async fn main(spawner: Spawner, p: Peripherals) {
    // Spawned tasks run in the background, concurrently.
    spawner.spawn(blink(p.P0_13.degrade())).unwrap();

    let mut button = Input::new(p.P0_11, Pull::Up);
    loop {
        // Asynchronously wait for GPIO events, allowing other tasks
        // to run, or the core to sleep.
        button.wait_for_low().await;
        info!("Button pressed!");
        button.wait_for_high().await;
        info!("Button released!");
    }
}

```

## 2.2 Developer Focussed Design



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# GLOSSARY

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**Abelian Group** A group whose operator is also commutative. e.g. Addition over  $\mathbb{Z}$ . .  
[12](#), [13](#)

**AES** Advanced Encryption Scheme. [31](#)

**AKE** Authenticated Key-Exchange. [15](#)

**Asymmetric Cryptography** Asymmetric Cryptography is where the the sender and receiver each have two keys - a public key which can be freely shared, and a private key which must be kept secret. Common examples of this are the RSA scheme and the various DH flavours. [9](#), [10](#)

**AuCPace** Augmented Composable Password Authenticated Connection Establishment.  
[4](#), [15](#), [16](#), [17](#), [18](#), [21](#), [24](#), [41](#)

**Augmented PAKE** A Balanced PAKE is one in which both parties share knowledge the same secret. This is in contrast to other schemes such as Verifier-based/Augmented PAKEs. . [8](#), [11](#), [14](#), [15](#), [30](#)

**Balanced PAKE** A Balanced PAKE is one in which both parties share knowledge the same secret. This is in contrast to other schemes such as Verifier-based/Augmented PAKEs. . [8](#), [10](#), [14](#), [15](#)

**CFRG** Crypto Forum Research Group. [14](#), [30](#)

**CPace** Composable Password Authenticated Connection Establishment. [14](#), [17](#)

**DH** Diffie-Hellman. [10](#), [13](#), [15](#), [16](#), [38](#)

**EAP** Extensible Authentication Protocol. [9](#)

**ECC** Elliptic Curve Cryptography. [4](#), [14](#)

**ECDLP** Elliptic Curve Discrete Logarithm Problem. [14](#)

**EKE** Encrypted Key Exchange. [9](#), [10](#), [11](#)

**FFI** Foreign Function Interface. [22](#)

**Finite Field** A Finite Field is a finite set with an associated addition and multiplication operator, where the operators satisfy the field axioms. Namely they are: Associative, Commutative, Distributive, they have inverses and identity elements. [13](#)

**HMI** human machine interface. 15

**IETF** Internet Engineering Task Force. 14, 15

**IIOT** Industrial Internet of Things. 4, 15, 16, 24

**IOT** Internet of Things. 4, 24

**iPAKE** identity-binding PAKE. 15

**IRTF** Internet Research Task Force. 14

**KHAPE** Key-Hiding Asymmetric PAKE. 15, 16

**MCU** Microcontroller. 41

**NIST** National Institute of Standards and Technology. 12

**nonce** number used only once – A cryptographic term which relates to an ephemeral secret value, an example would be an Initialisation Vector for AES-CBC mode encryption. . 16

**Online Cryptography** Online cryptography is where interactions with the cryptosystem are only possible via real-time interactions with the server. Primarily this is to prevent offline computation. 8, 10

**OPAQUE** An Asymmetric PAKE Protocol Secure Against Pre-Computation Attacks. [Augmented PAKE](#) Winner of the [Crypto Forum Research Group \(CFRG\)](#) PAKE selection process. The name is a play on words from OPAKE, where O is [Oblivious Pseudo Random Function \(OPRF\)](#). 14, 15, 16

**OPRF** Oblivious Pseudo Random Function. 15, 30

**PAKE** Password-Authenticated Key-Exchange. 4, 7, 8, 9, 11, 14, 15, 16, 22

**PKI** Public-Key-Infrastructure. 15, 16

**PRS** Password Related String. 17

**PSK** Pre-Shared Key. 16

**RSA** Rivest-Shamir-Adleman. 9, 12

**RTT** Real-Time-Transfer. 24

**Safe Prime** A number  $2n + 1$  is a Safe Prime if  $n$  is prime, it is the effectively the other part of a Sophie Germain prime. . 10, 11

**SPAKE** Simple PAKE. 10, 11

**SRP** Secure Remote Password. 11, 38

**SSID** Sub-Session ID. 16, 17

**Symmetric Cryptography** Symmetric Cryptography is where the both the sender and receiver share the same secret key. It is normally computationally more efficient, the most common such scheme is [Advanced Encryption Scheme \(AES\)](#). 9

**TLS** Transport Layer Security. 7, 11

**Verifier** A representation of the user's password put through some one-way function. This could be as simple as just storing a hash of the password, though for most PAKEs the verifier is an element of whatever group we are working in. An example can be seen on page 11. 8, 11

**V-PAKE** Verifier based PAKE. 4

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