Some implementation considerations

Ganyu (Bruce) Xu (g66xu)

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1 One-time MAC

The challenge encryption c^* in the OW-PCVA game is computed using a uniformly randomly sampled plaintext message $m^* \stackrel{\$}{\leftarrow} \mathcal{M}_{PKE}$, and a MAC key k_{MAC} derived from said plaintext m^* . Assuming that m^* is not already known (otherwise the OW-CPA security of the underlying PKE is already broken), then k_{MAC}^* is also not known, so the OW-PCVA adversary has no way to evaluate the MAC under k_{MAC}^* offline.

Furthermore, I propose that the OW-PCVA adversary also has no way of issuing signing queries for k_{MAC}^* . The adversary can run E or Encap offline, but the tags generated from E or Encap will be associated with a chosen message or a random message, which has $\frac{1}{|\mathcal{M}_{\text{PKE}}|}$ probability of being m^* . In other words, for the challenge MAC key, the adversary will only see one valid message-tag pair, which is the challenge message (c^*, t^*) .

2 Choice of MAC

When thinking about choosing a MAC there are two parameters that we need to care about: the key size and the tag size.

Whether working with Round 3 Kyber [1] or ML-KEM [3], the message is always 256 bits in size, and since the MAC key is derived from the message, the MAC key should also always be 256 bits. A 256-bit MAC key is great since both GCM and Poly1305 accepts 256-bit MAC keys.

Reasoning about the security implication of the tag size is more nuanced.

2.1 Generic collision resistance

We can model a MAC has a keyed hash function, which means that for a fixed MAC key, we can argue about the seurity of a MAC using the standard security notions for hash function: pre-image resistance, 2nd pre-image resistance, and collision resistance.

However, there is an important distinction between the security of a MAC as a keyed hash function and the security of a hash function. With MAC as a keyed hash function, assuming that the adversary doesn't already have a way to evaluating this function offline (otherwise forgery is trivial), it has to query the signing oracle to evaluate the hash function. Given an n-bit tag, a generic birthday attack takes $2^{\frac{n}{2}}$ evaluations to find a collision, and the BHT algorithm [2] takes $2^{\frac{n}{3}}$ evaluations to find a collision, but neither attack is relevant, because "evaluation" means that the message-tag pair is queried from the signing oracle and does not count as forgery.

This means that we only need to care about preimage resistance for our MAC (as a keyed hash function),

2.2 Offline versus online attacks

There should be a distinction between attacks that involve interaction with another party (online) versus attacks that can be done without such interaction (offline). When we measure the security of a scheme by the number of computational steps needed to carry out an attack, we specifically mean an offline attack. An online attack with substantial number of interactions can be trivially thwarted because the other party can implement rate limiting with exponential backoff, so after only a few (think fewer than 10 password

tries) invalid interactions, the other party will effectively block the adversary from further interactions, thus stopping the attack in the track.

Adversary obtains (c,t), tampers with c to obtain c' which still correspond with the same plaintext m, which means that t' should be created under the same key (c,t) is created.

References

- [1] Roberto Avanzi, Joppe Bos, Léo Ducas, Eike Kiltz, Tancrède Lepoint, Vadim Lyubashevsky, John M Schanck, Peter Schwabe, Gregor Seiler, and Damien Stehlé. Crystals-kyber algorithm specifications and supporting documentation. NIST PQC Round, 2(4):1–43, 2019.
- [2] Gilles Brassard, Peter Hoyer, and Alain Tapp. Quantum algorithm for the collision problem. arXiv preprint quant-ph/9705002, 1997.
- [3] NIST Module-Lattice-Based Key-Encapsulation. Mechanism standard. NIST Post-Quantum Cryptography Standardization Process; NIST: Gaithersburg, MD, USA, 2023.