

Subtle Authenticated Encryption

Guy Barwell Martijn Stam Daniel Page

Subtitled ~~Subtitle~~ Authenticated Encryption

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Authentication/encryption notions

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Nonce-based but actually
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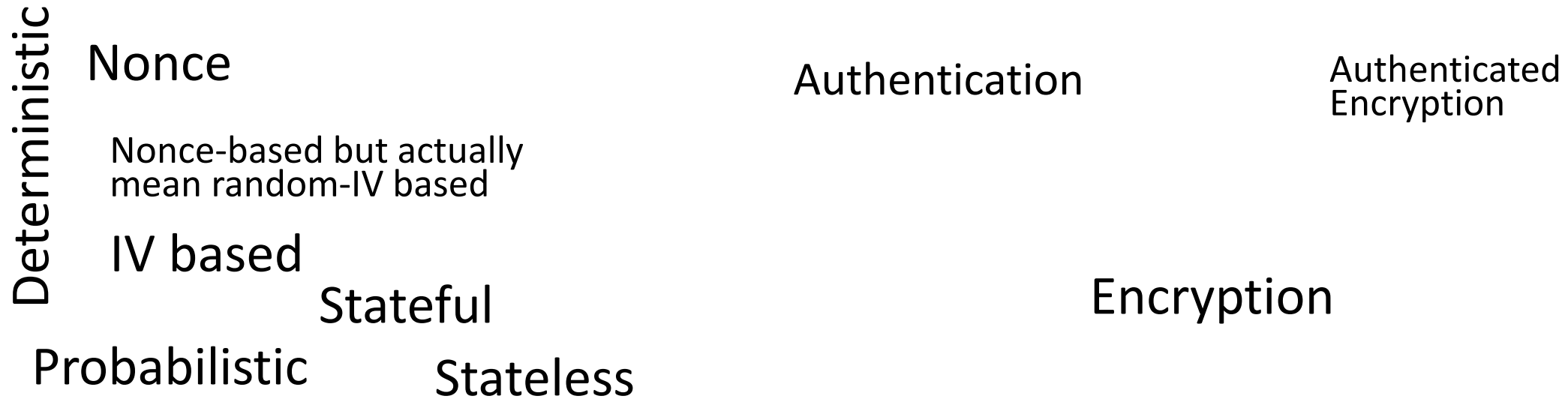
Encryption

Probabilistic

Stateless

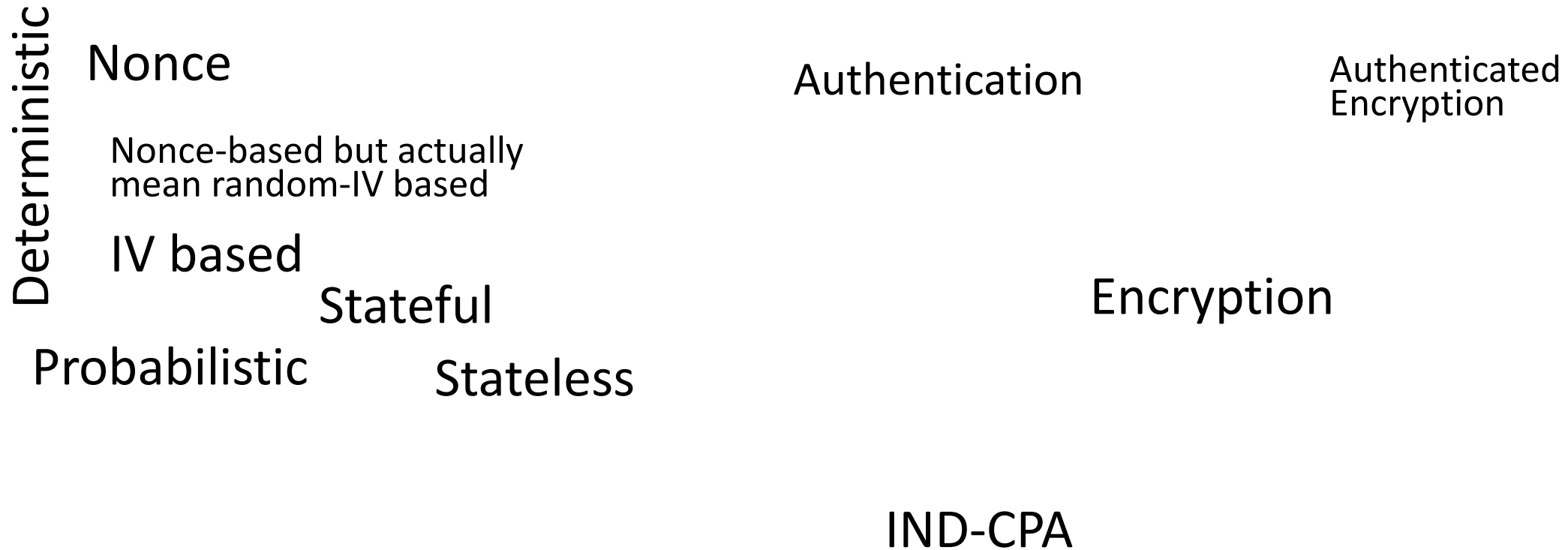
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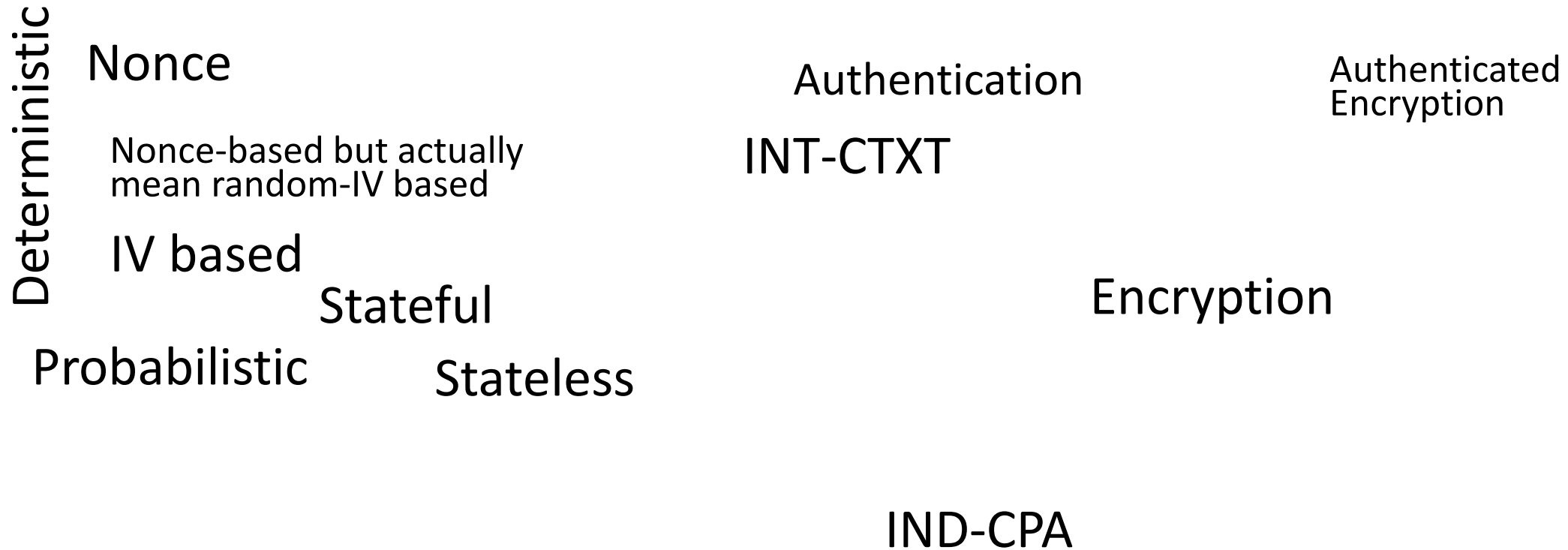
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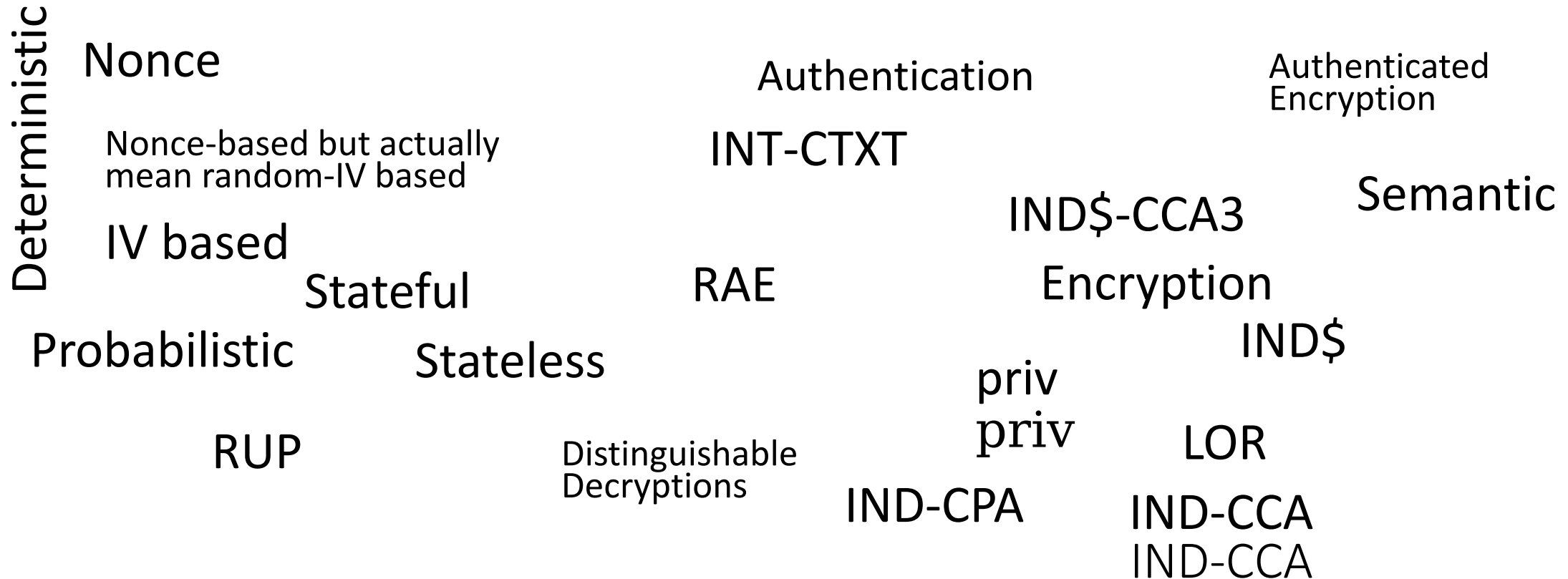
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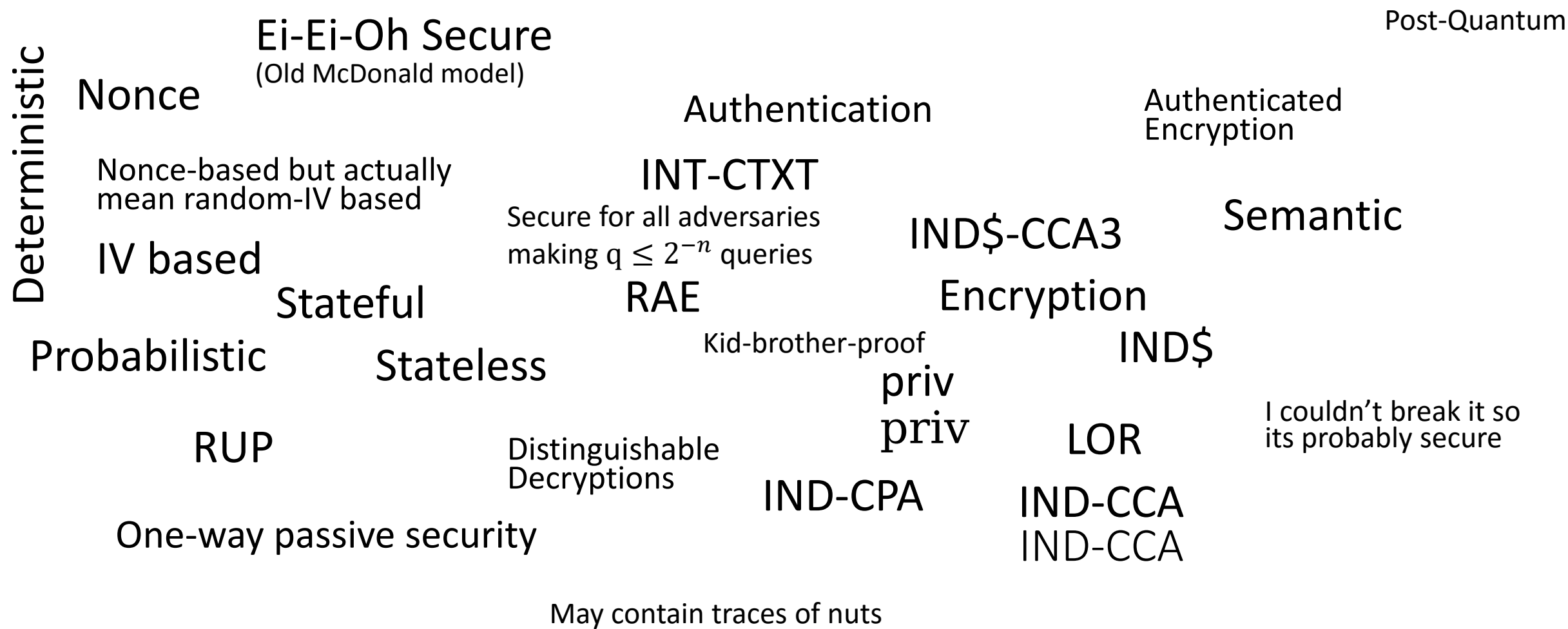
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HOW STANDARDS PROLIFERATE:
(SEE: A/C CHARGERS, CHARACTER ENCODINGS, INSTANT MESSAGING, ETC.)



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Told you! That’s not at all derivative...

Subtle Authenticated Encryption Framework:

$$\begin{aligned} \text{Enc}, \mathcal{E} & : K \times N \times A \times M \rightarrow C \\ \text{Dec}, \mathcal{D} & : K \times N \times A \times C \rightarrow M \cup \{\perp\} \\ \Lambda & : K \times N \times A \times C \rightarrow \{T\} \cup L \end{aligned}$$

Definitional choices:

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Definitional choices:

- Nonce Based (deterministic)
- Tidy & Correct

We require schemes be nonce-based, correct and tidy.

This means the scheme is wholly specified by \mathcal{E} , and the implementation leakage by Λ

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Definitional choices:

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- Tidy & Correct
- Real World vs Ideal World

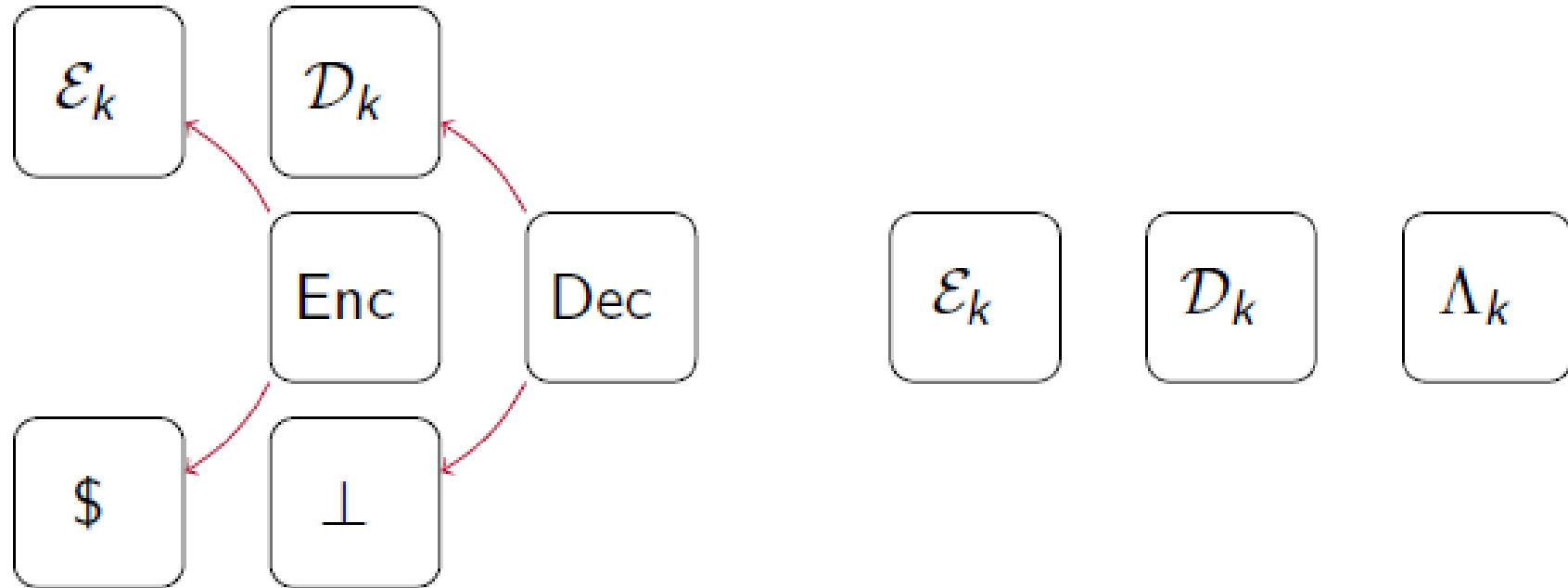
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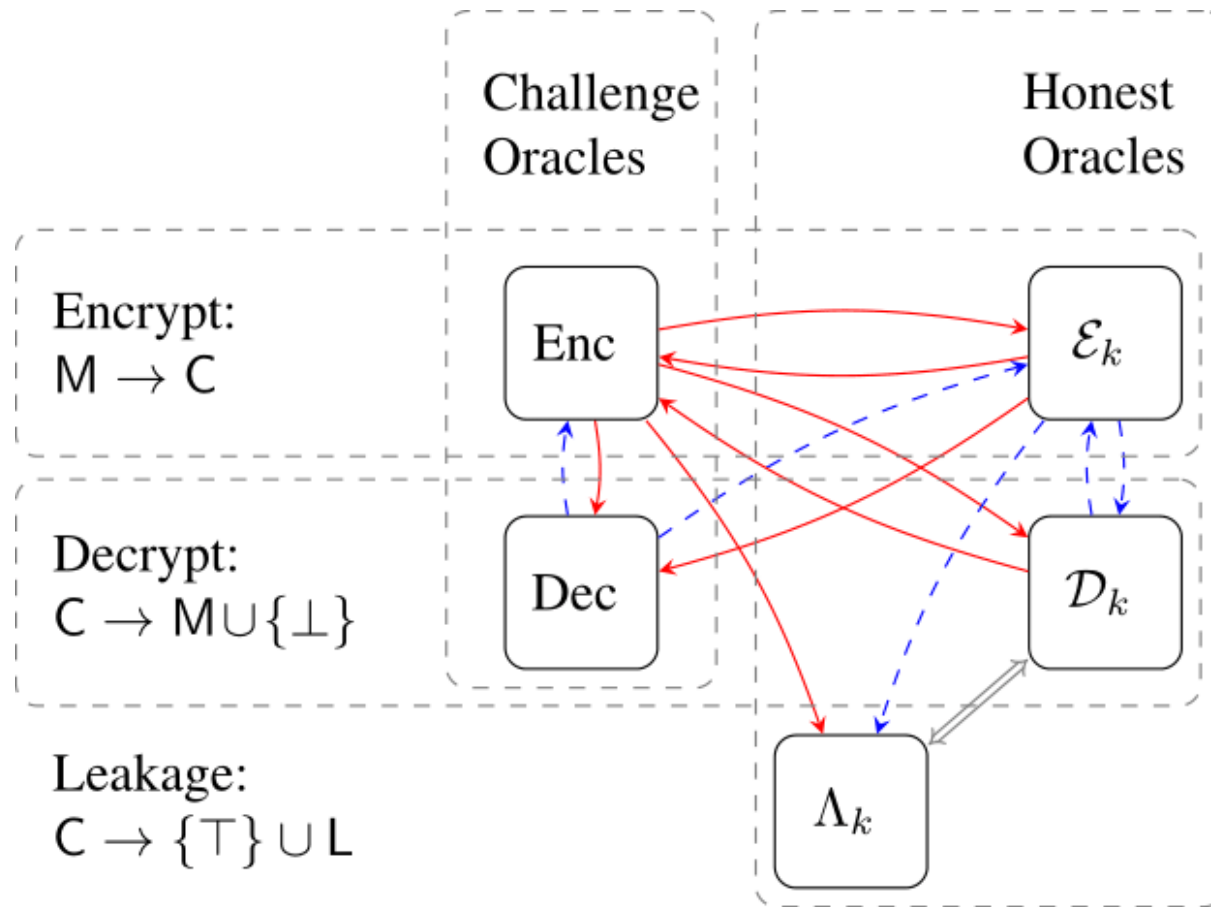
- Nonce Based (deterministic)
- Tidy & Correct
- Real World vs Ideal World
- Separate out Leakage from D

Oracles look like this:



The adversary is provided with some subset of these 5 oracles, and tasked with distinguishing which world the challenge oracles are taken from.

And interact like this:



Key:

\longrightarrow Prohibited Queries

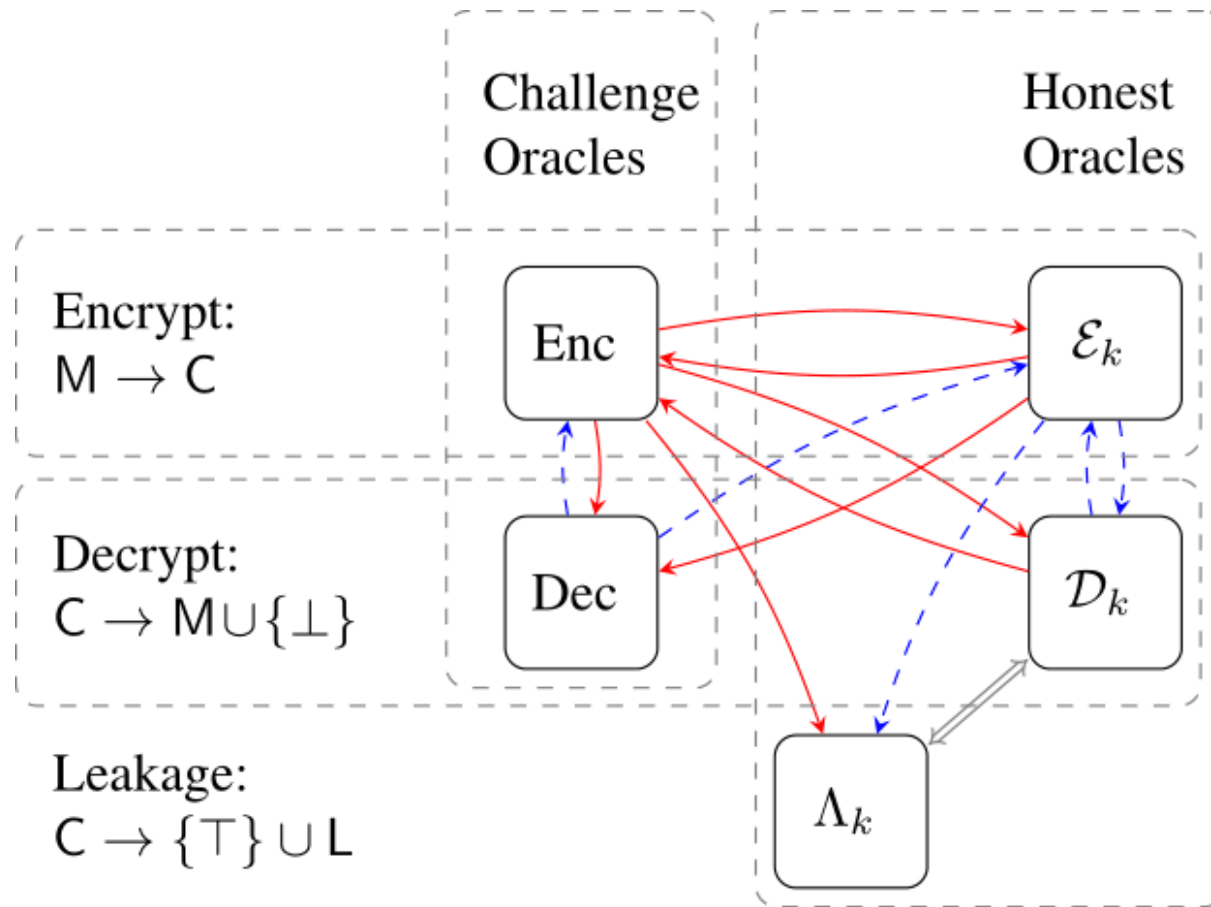
\dashrightarrow Pointless Queries

\longleftrightarrow Entangled Oracles

An arrow $A \rightarrow B$ means that queries made to A restrict queries to B . Arrows within the same row mean inputs cannot be repeated, those from one row to another mean the output of A cannot later be used as input to B .

There are a large number of queries that must be forbidden to prevent trivial wins, and several others that are pointless.

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There are a large number of queries that must be forbidden to prevent trivial wins, and several others that are pointless. Blah blah, formal stuffs - this is getting a bit dull isn't it? Tell you what, I'll add a funny picture before the next slide...

"The trouble with quotes on the Internet is that you can never know if they are genuine."

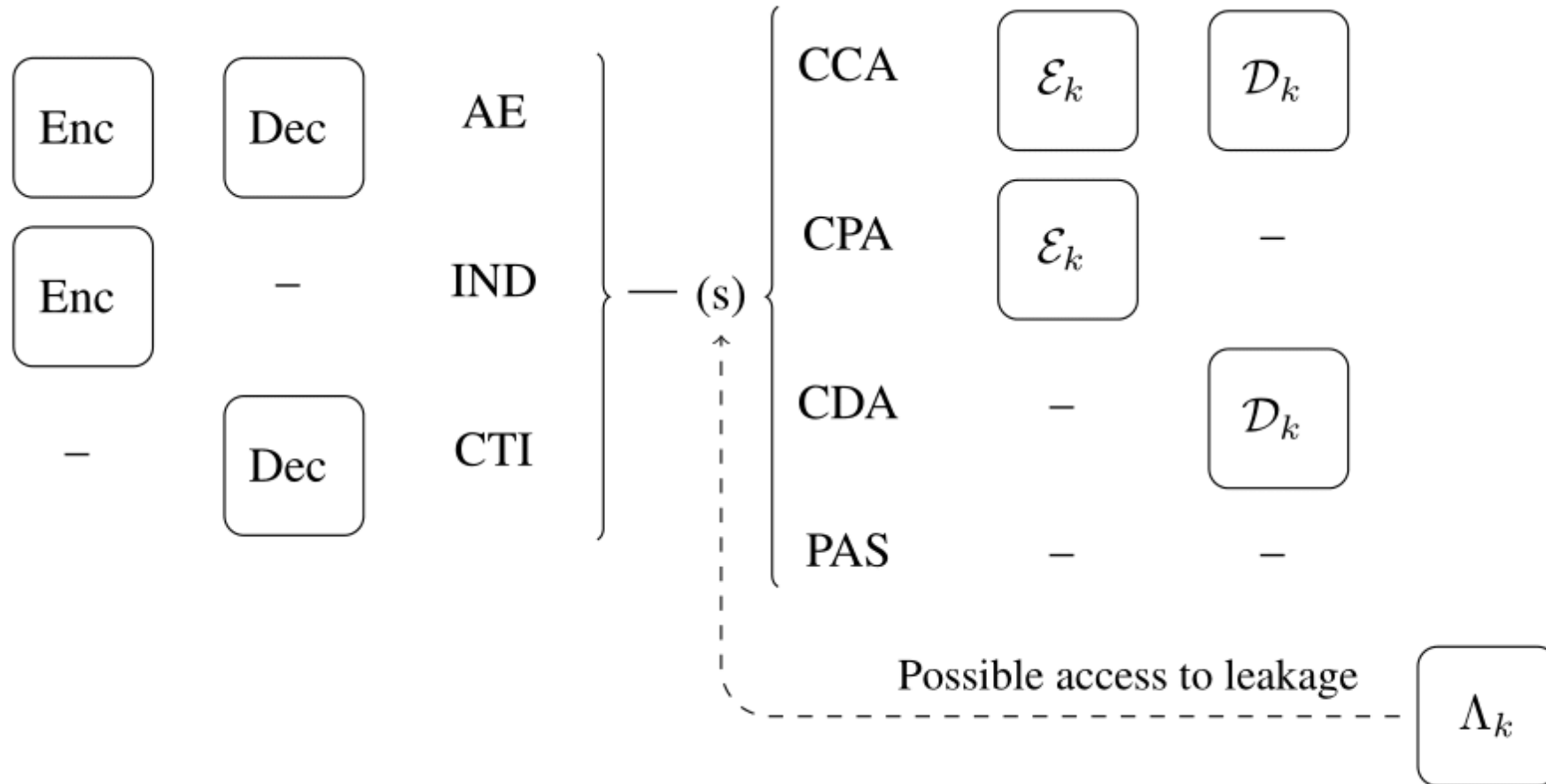
Abraham Lincoln



Source: <https://goo.gl/JHs7QL>

You're welcome

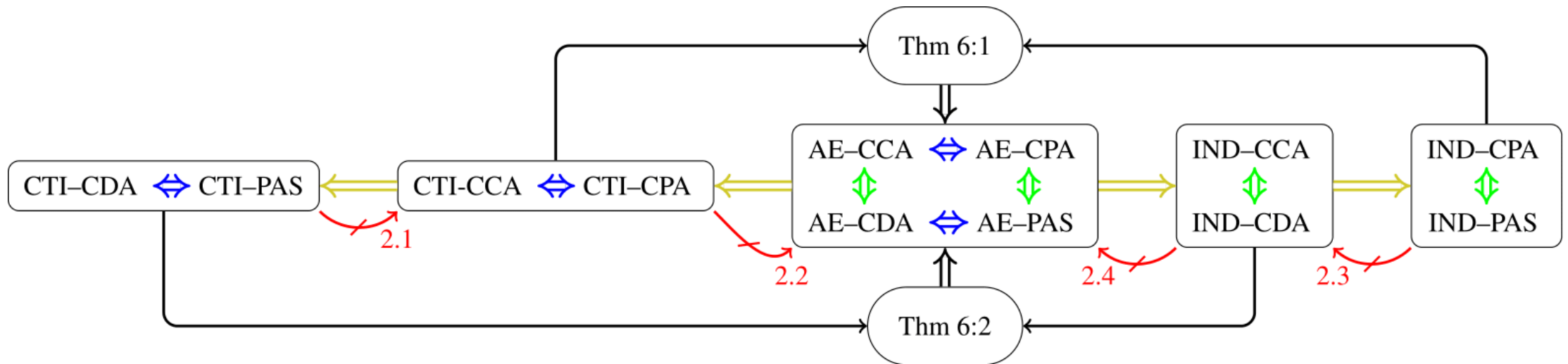
We define security games like this:



Schemes are named in such a way that reflects clearly which oracles the adversary has access to.

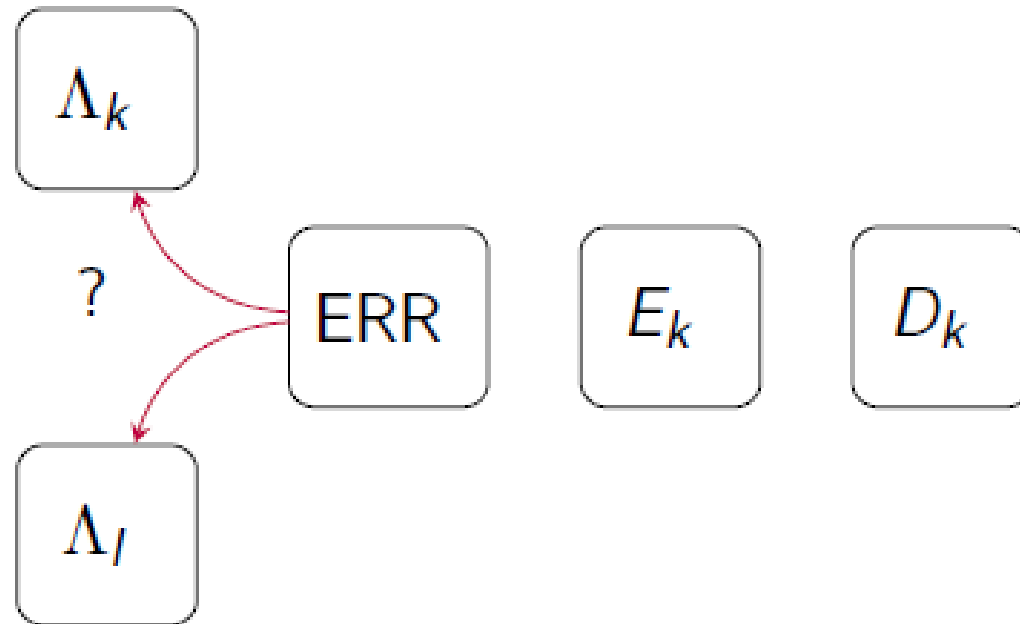
This leads to lots of games, but luckily many of them are equivalent

Which are related like this:



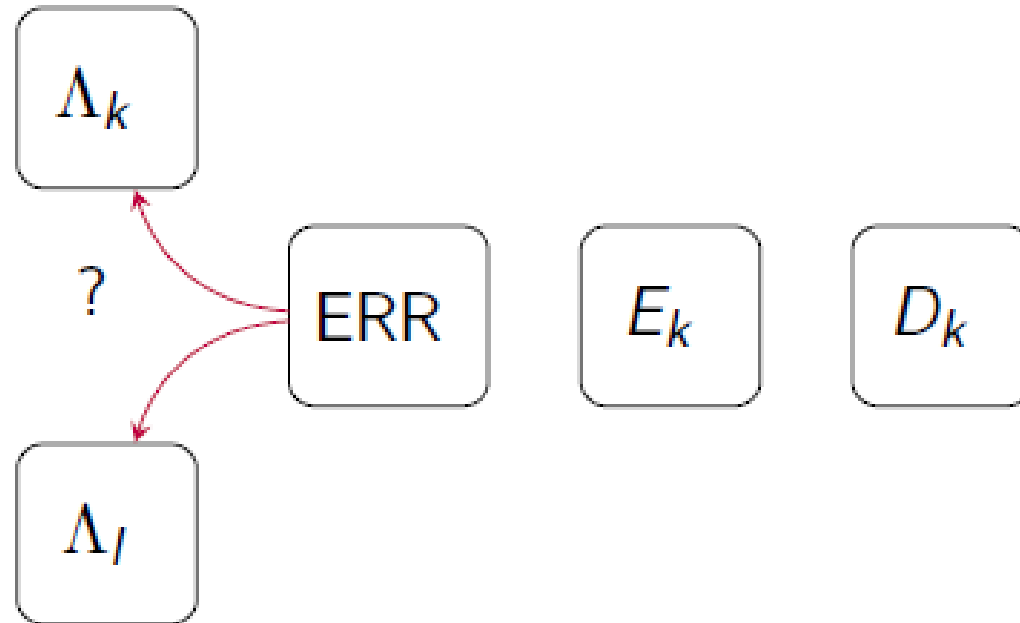
The same relations between the subtle cases, which are completely separated from the leakage-free case

We also introduce Error Invariance:



Inspired by the INV-ERR notion of BDPS and the DI notion of RUP, we introduce Error Invariance, or ERR—, to measure “how bad” errors are. It can be paired with any ‘power’ oracles: Guy has drawn ERR—CCA.

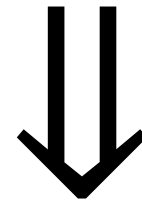
We also introduce Error Invariance:



Note use of a separately drawn key rather than a different simulator: a scheme is fully specified by (\mathcal{E}, Λ)

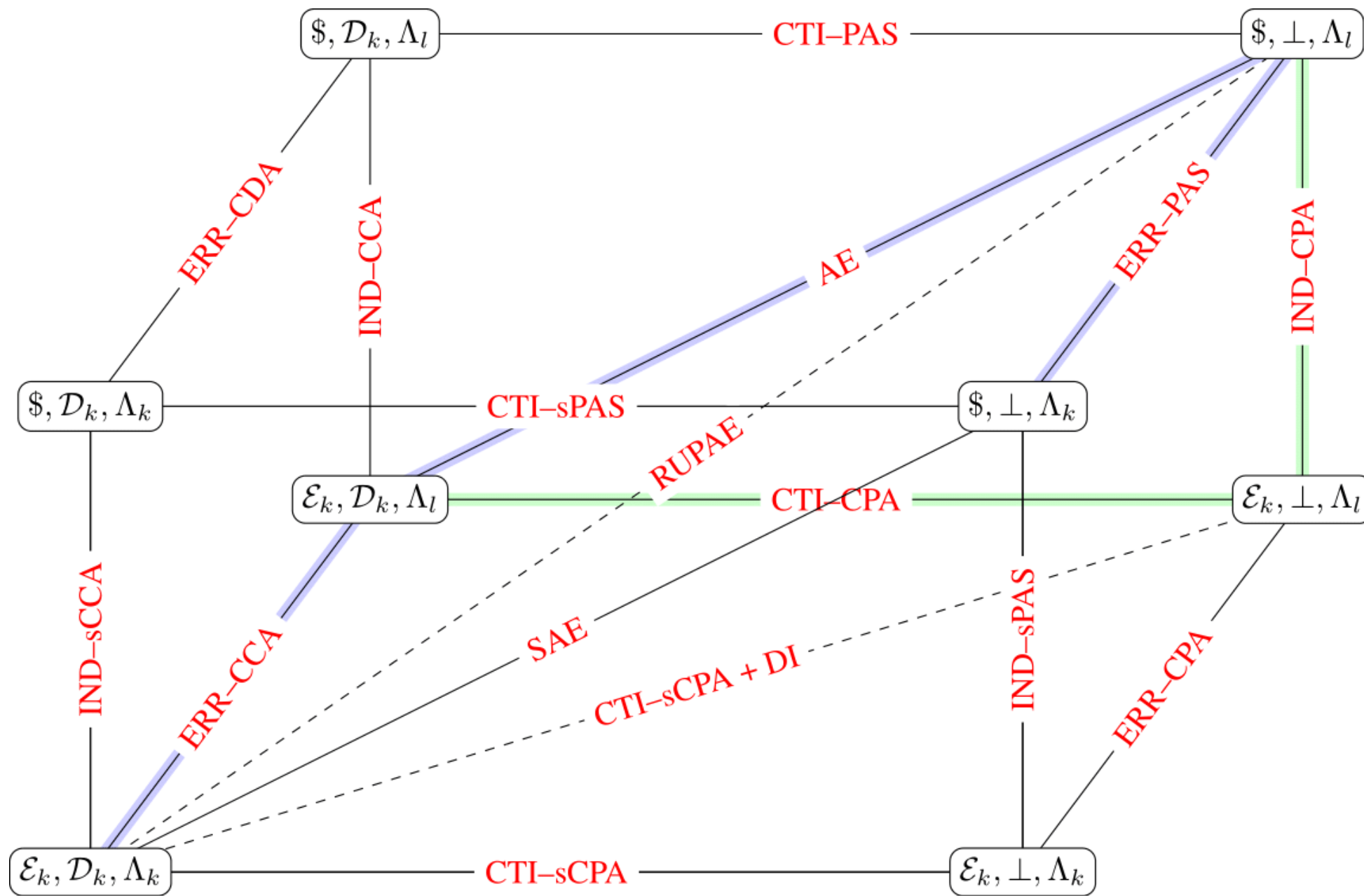


Dog + Wig

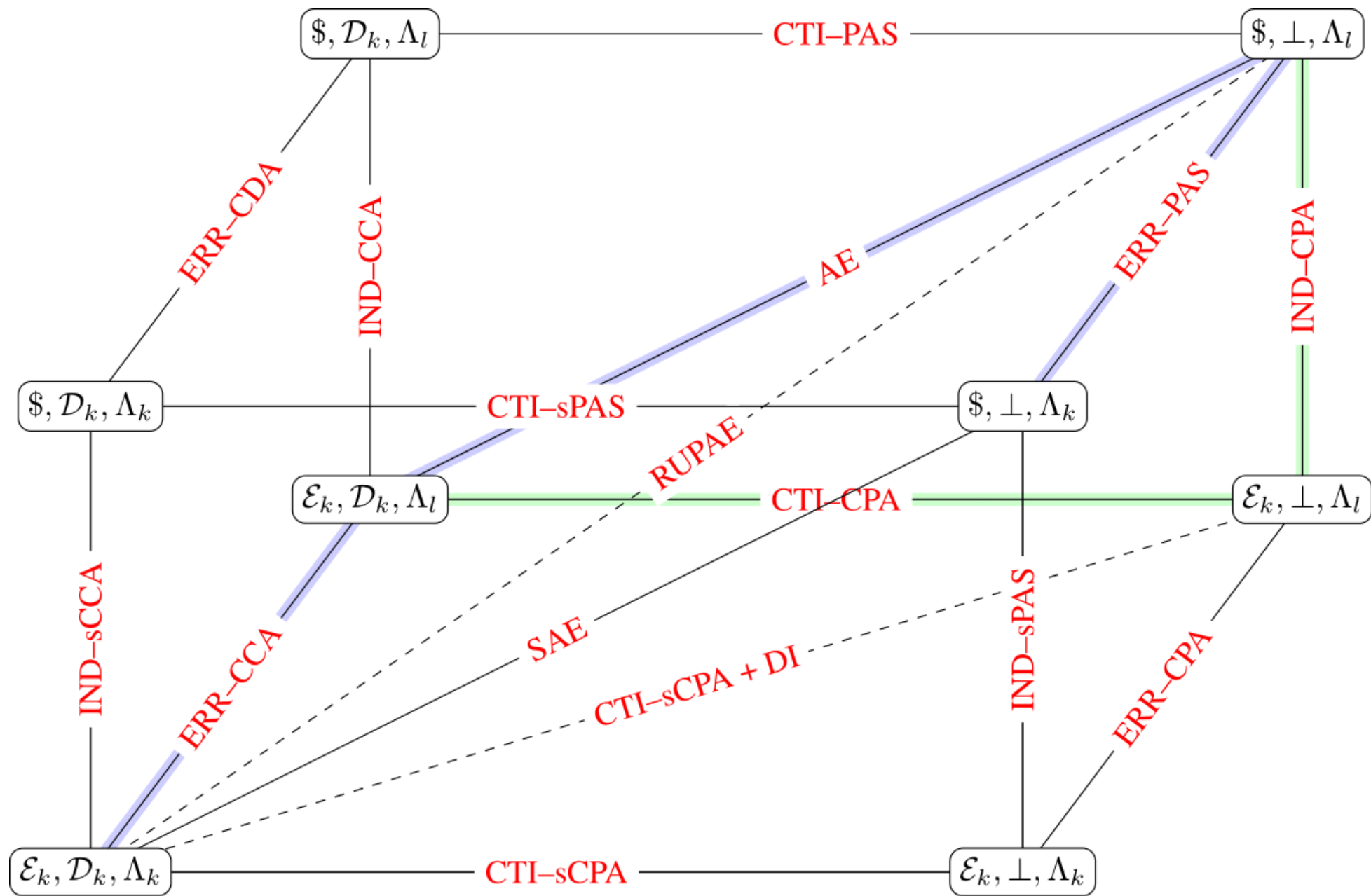


Terrified Postman

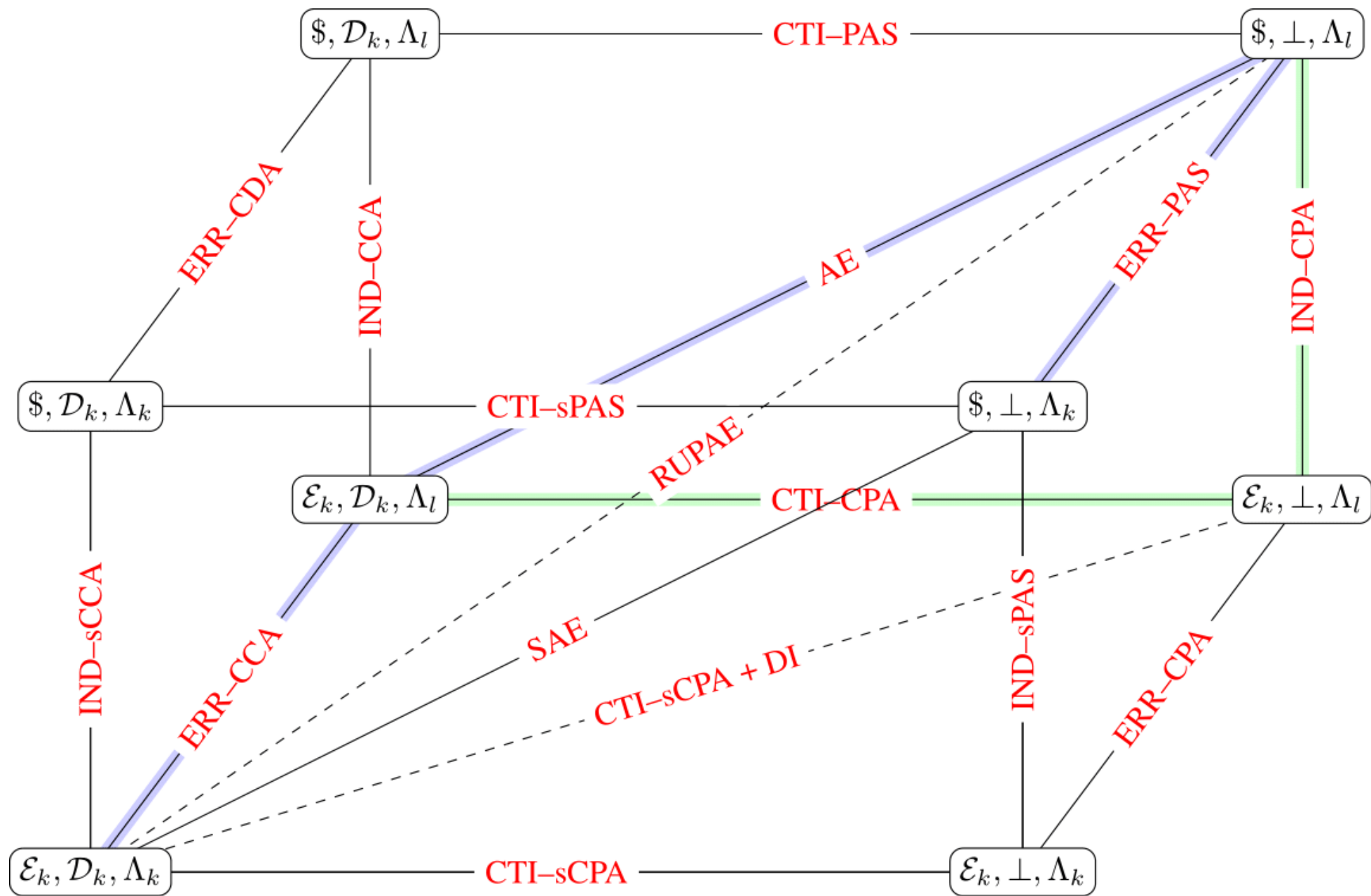
Sorry about that, got a bit heavy – have another fun picture
(source <http://imgur.com/gallery/ouO6lj4>)



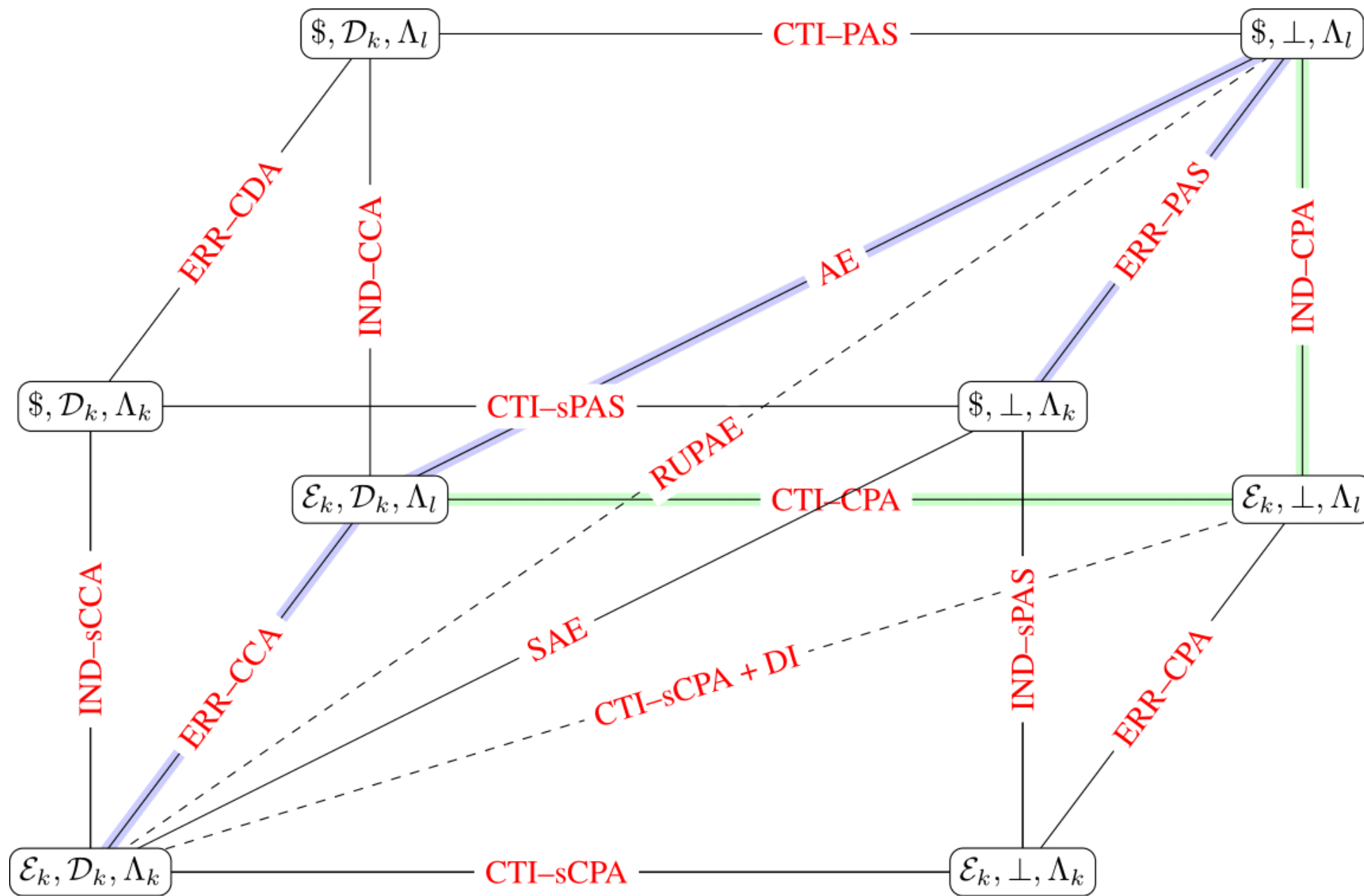
The cube above “acts nicely”. So, the composition results implied hold, giving us useful decompositions for SAE and AE



Finally then, a decent a decent Tikz image, although it's a bit blurry in these slides.



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 Presumably the full paper has a nice vector version though, probably worth a look...



Thank you for your time.

<http://eprint.iacr.org/2015/895>