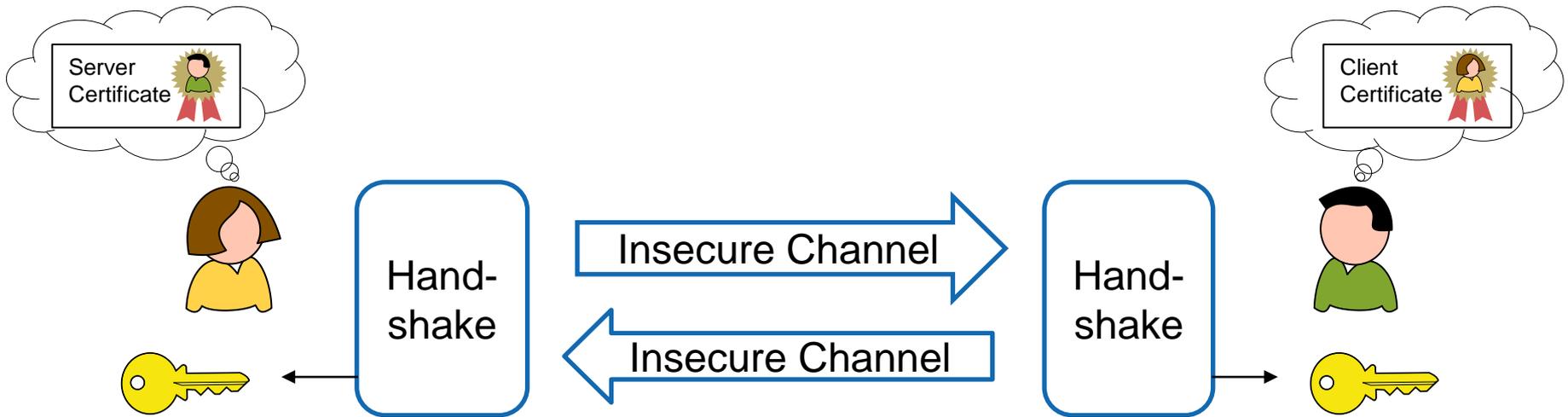


# Augmented Secure Channels and the Goal of the TLS 1.3 Record Layer

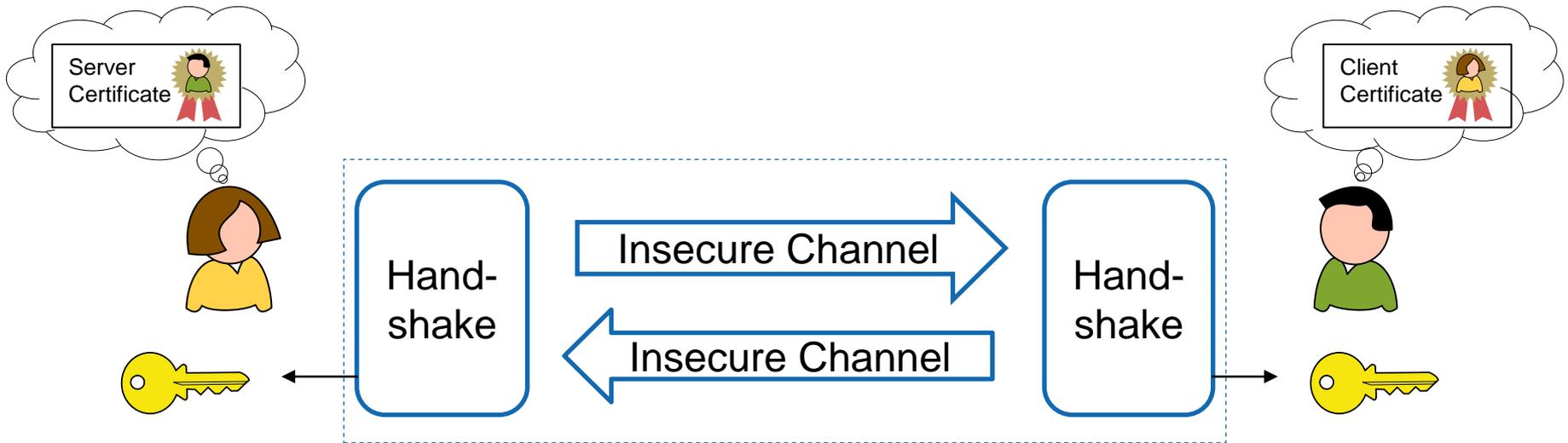
**Christian Badertscher<sup>1</sup>, Christian Matt<sup>1</sup>, Ueli Maurer<sup>1</sup>,  
Phil Rogaway<sup>2</sup>, Björn Tackmann<sup>3</sup>**

<sup>1</sup>ETH Zurich, <sup>2</sup>UC Davis, <sup>3</sup>UC San Diego

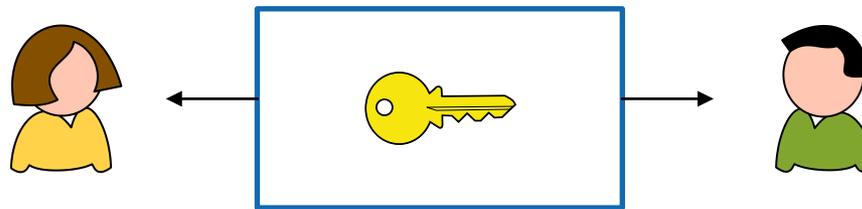
# The Handshake of TLS 1.3



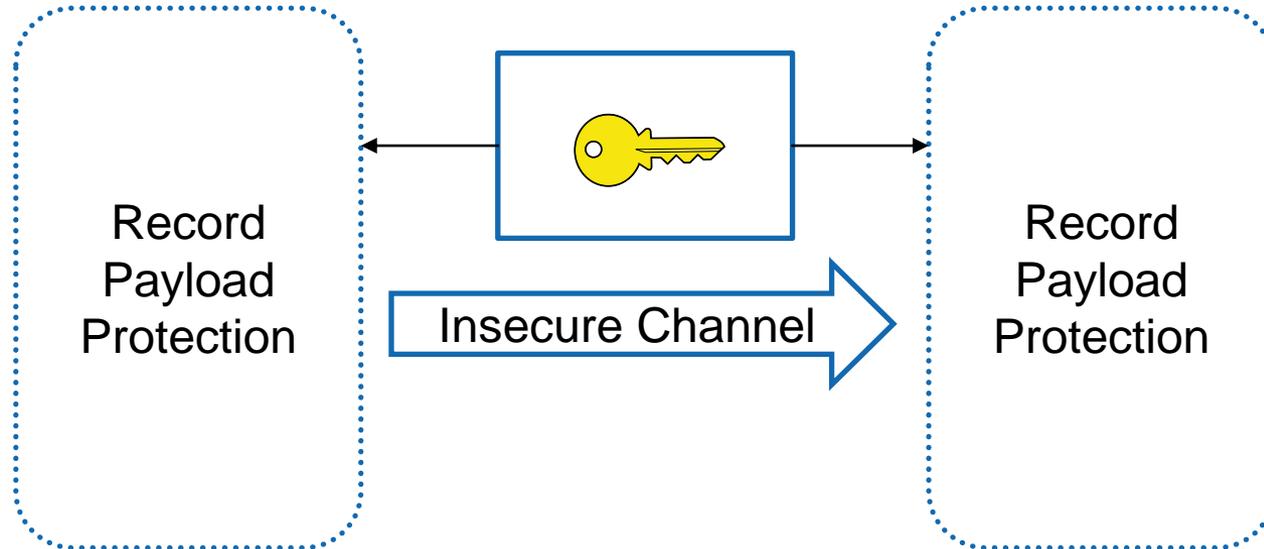
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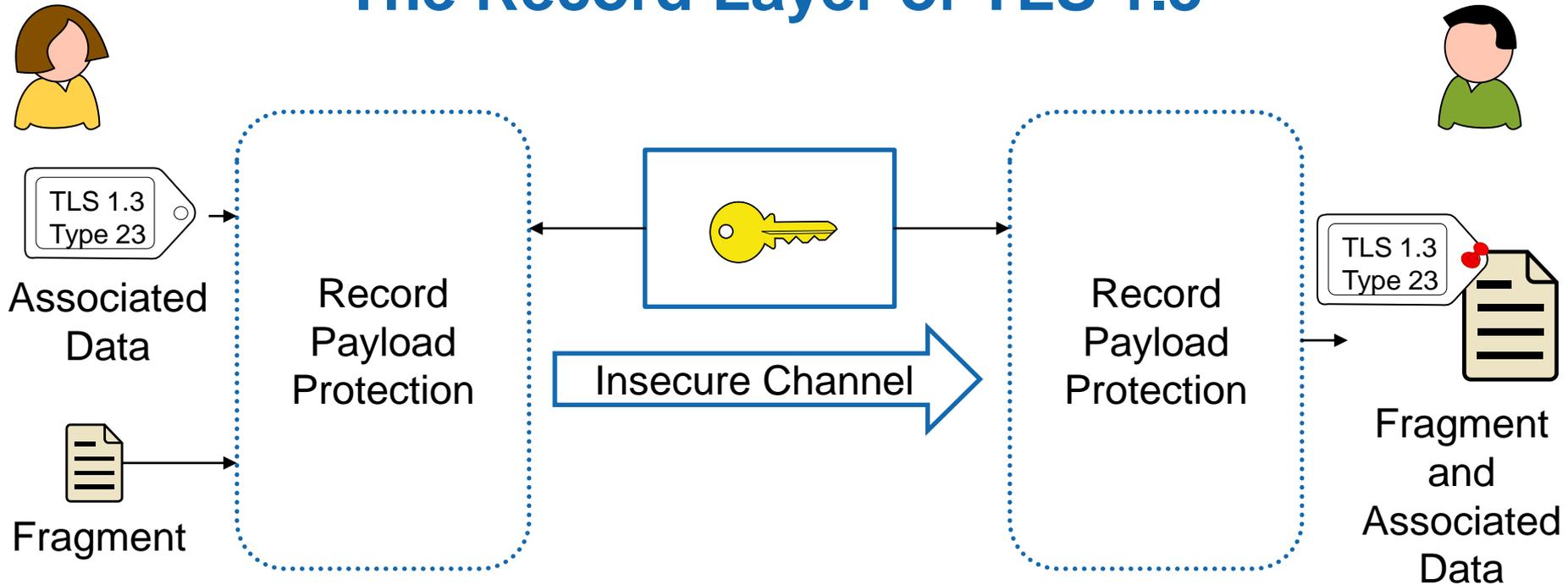
Ideal abstraction of the handshake [DFG15, KMO14]:  
A shared key resource



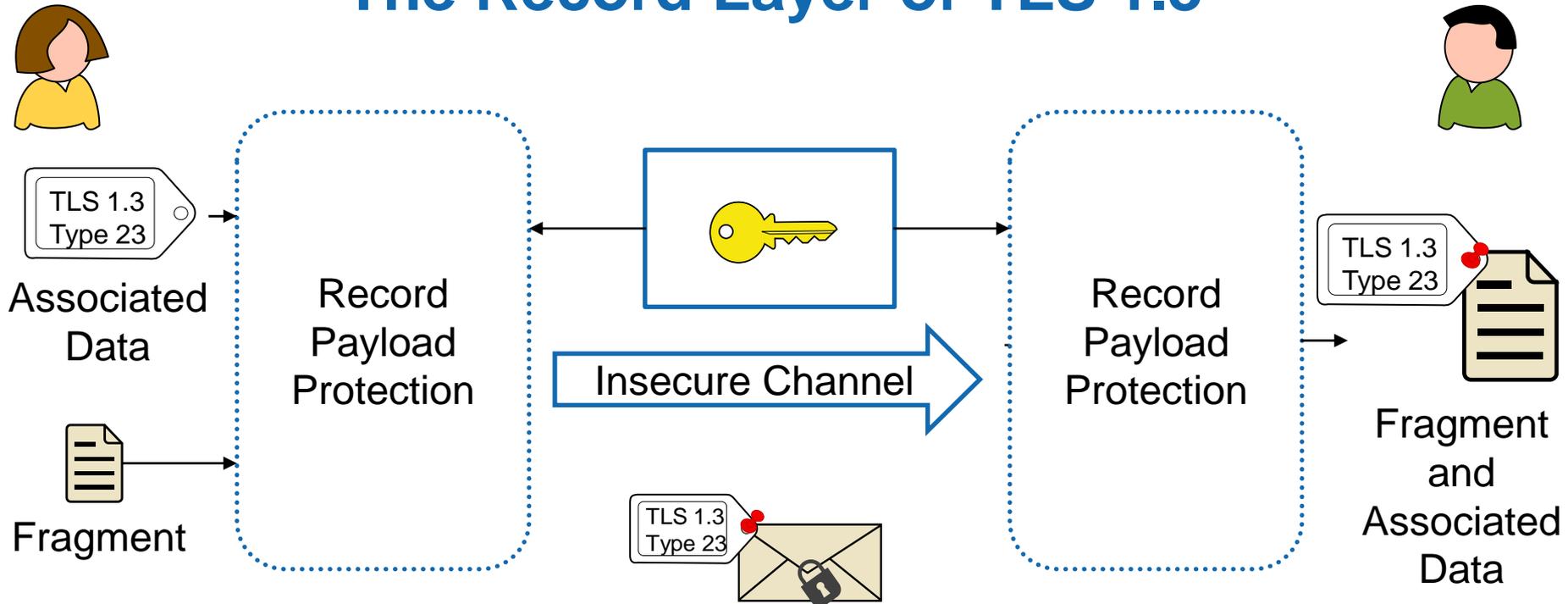
# The Record Layer of TLS 1.3



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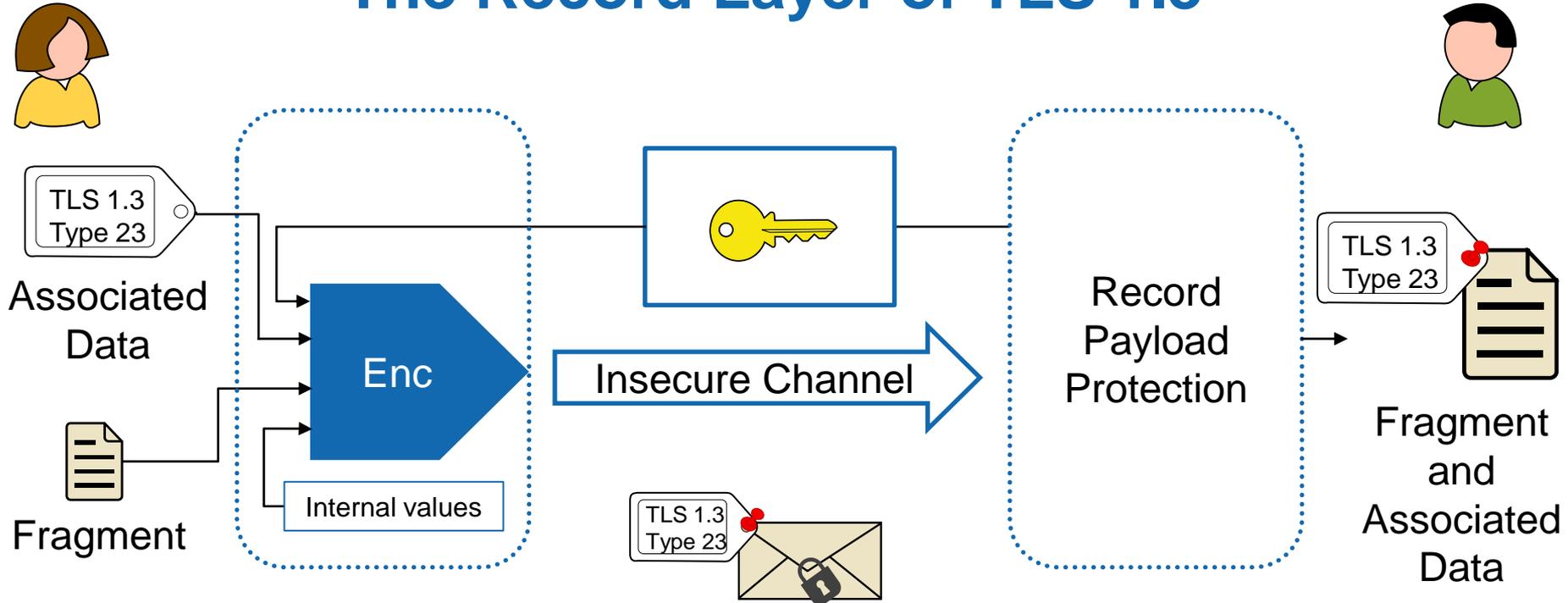
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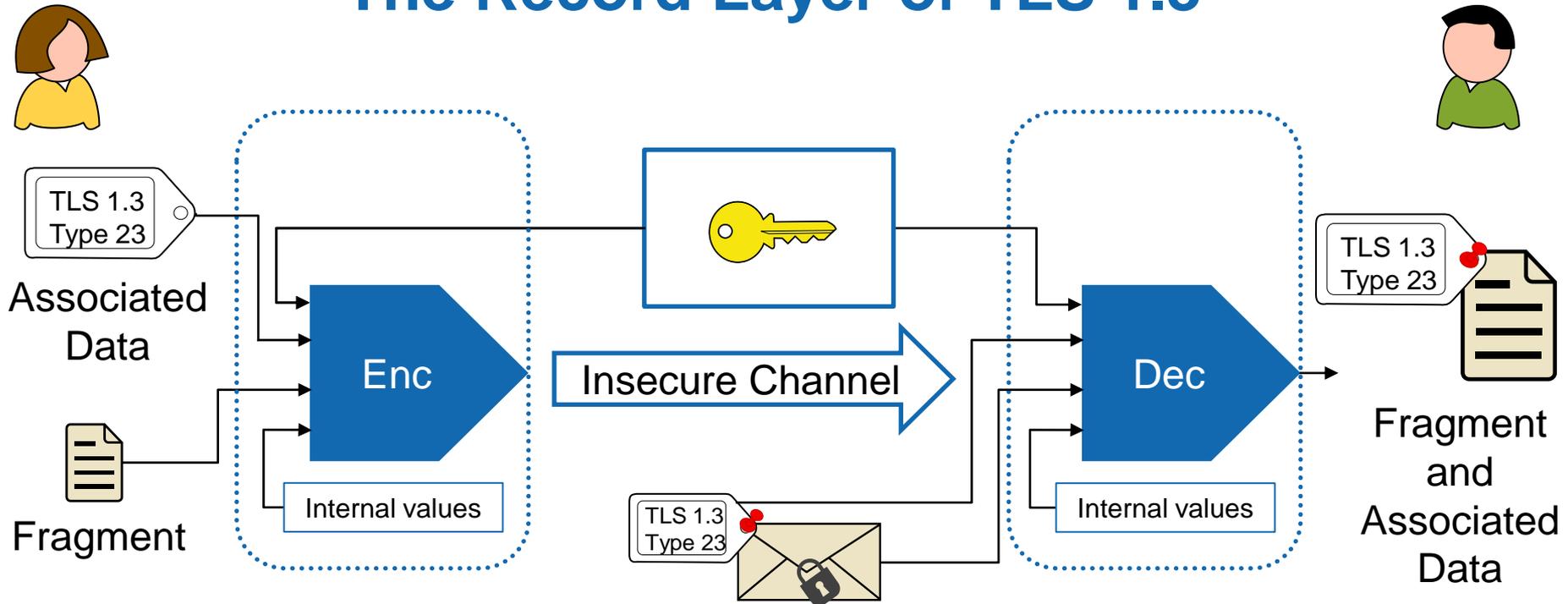
Structure of transmitted packets:

- Non-private header
- Private payload
- Both parts are authentic

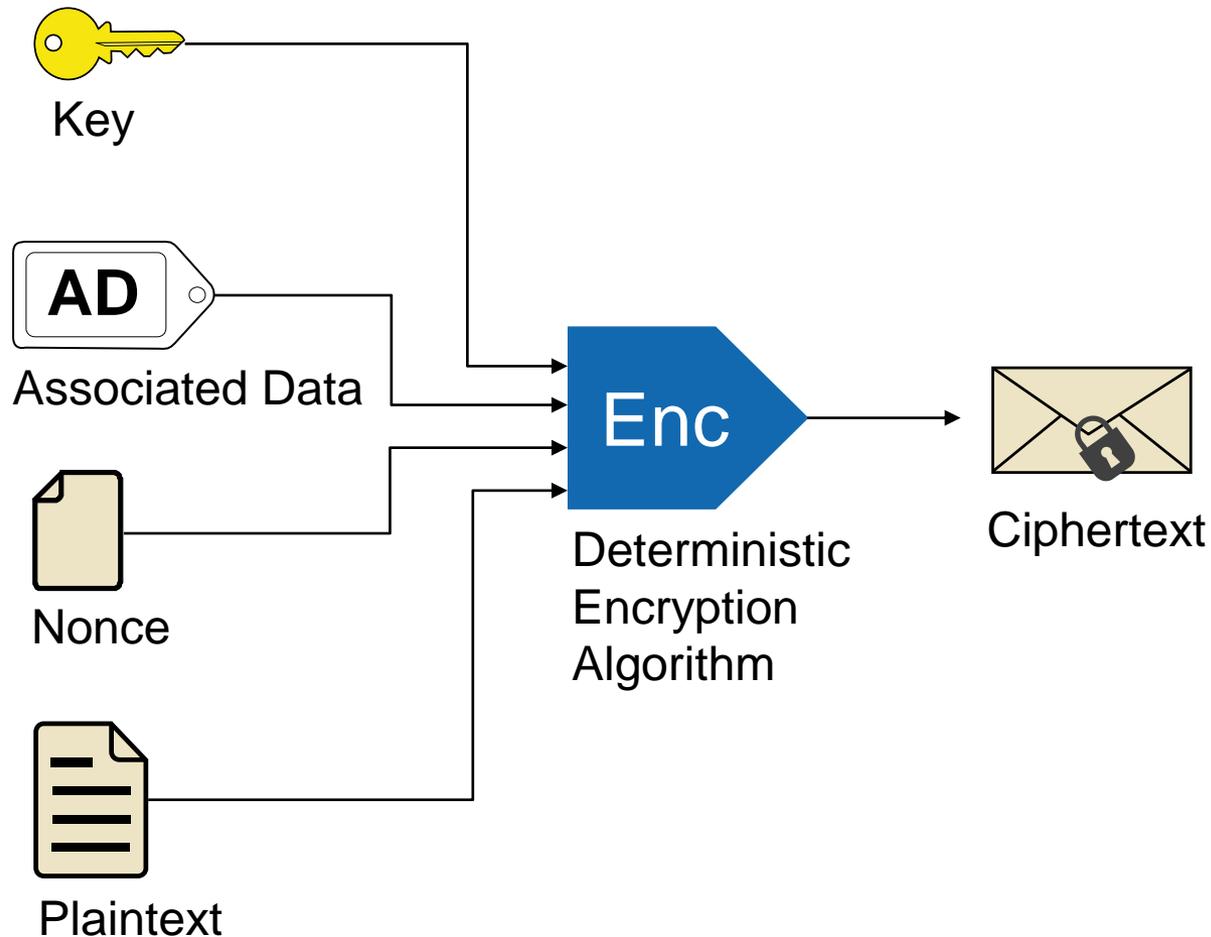
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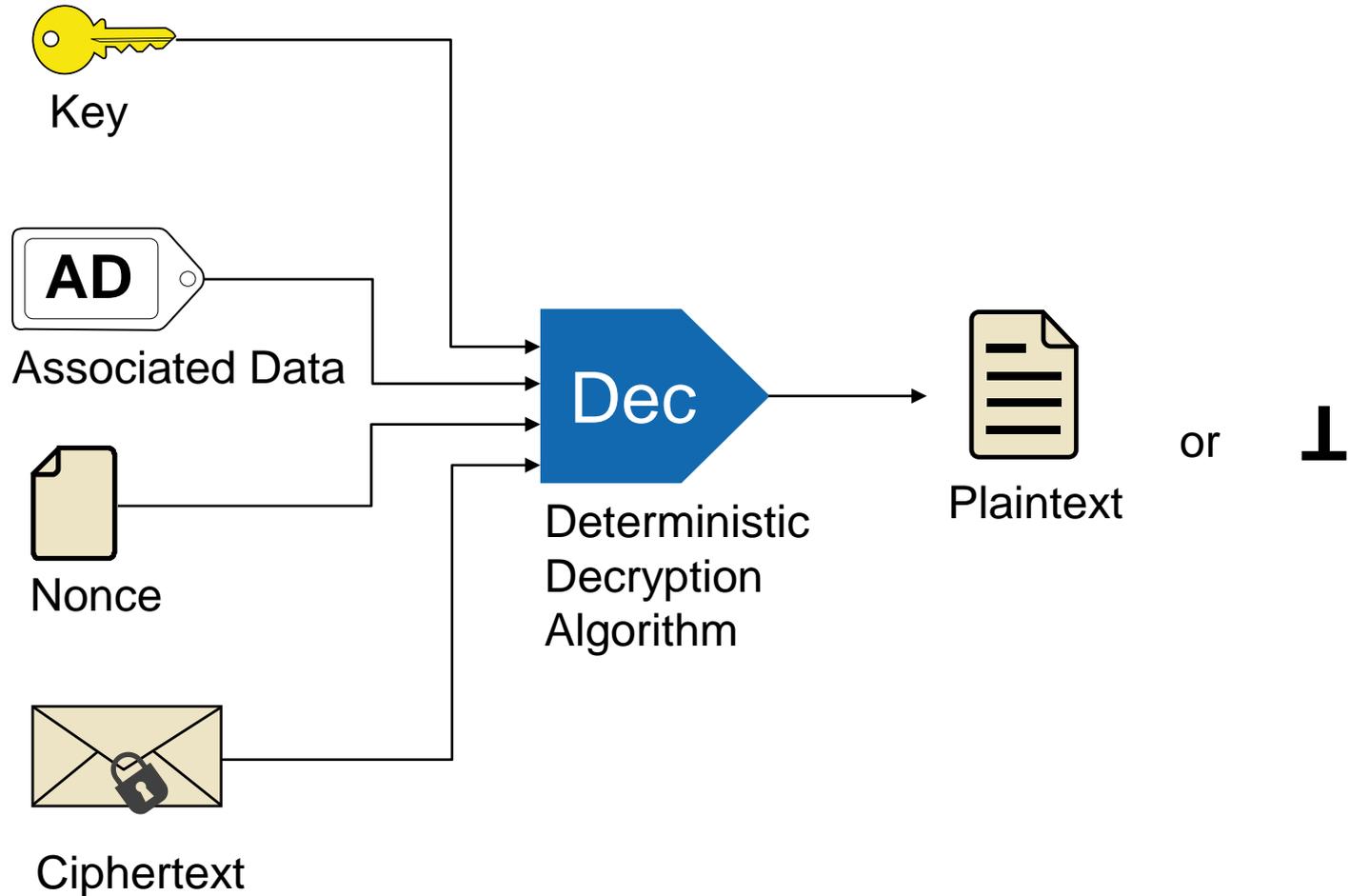
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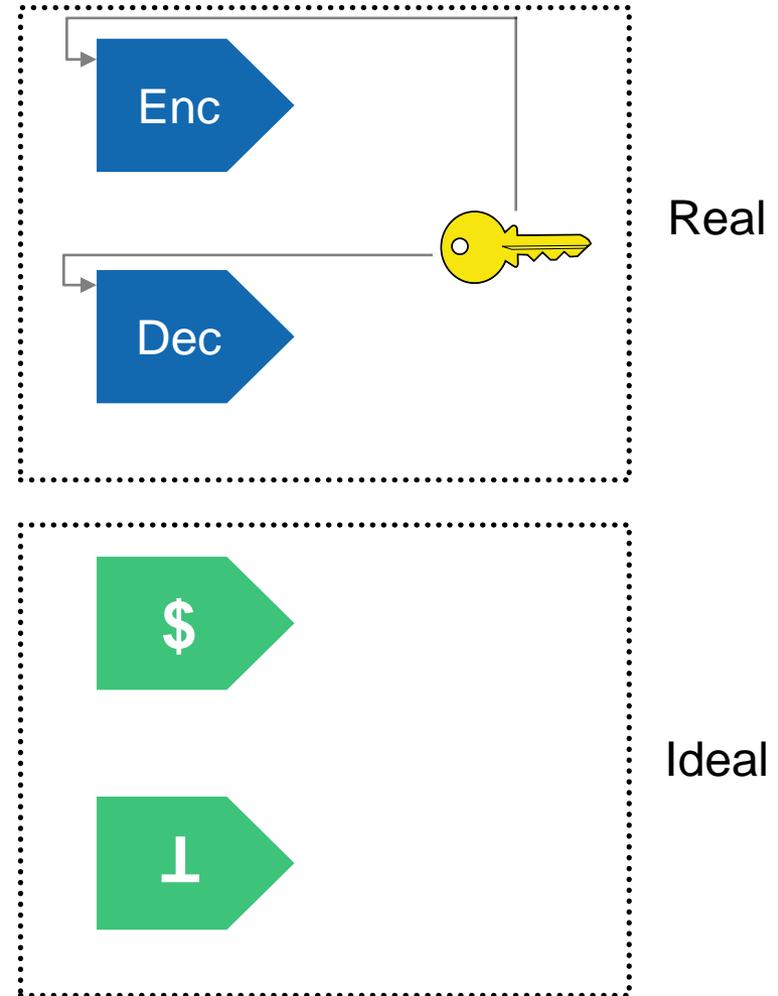
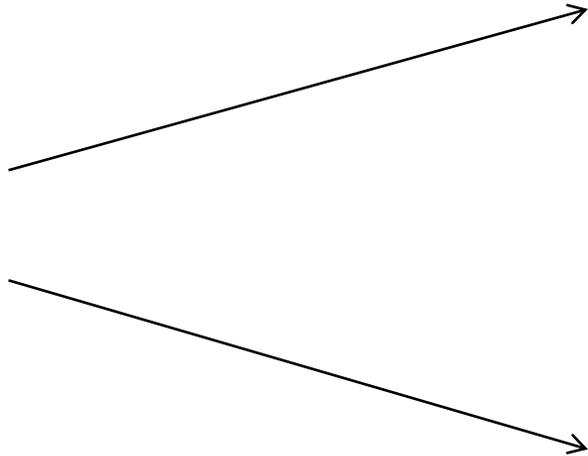
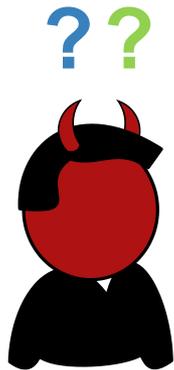
# Authenticated Encryption with Associated Data



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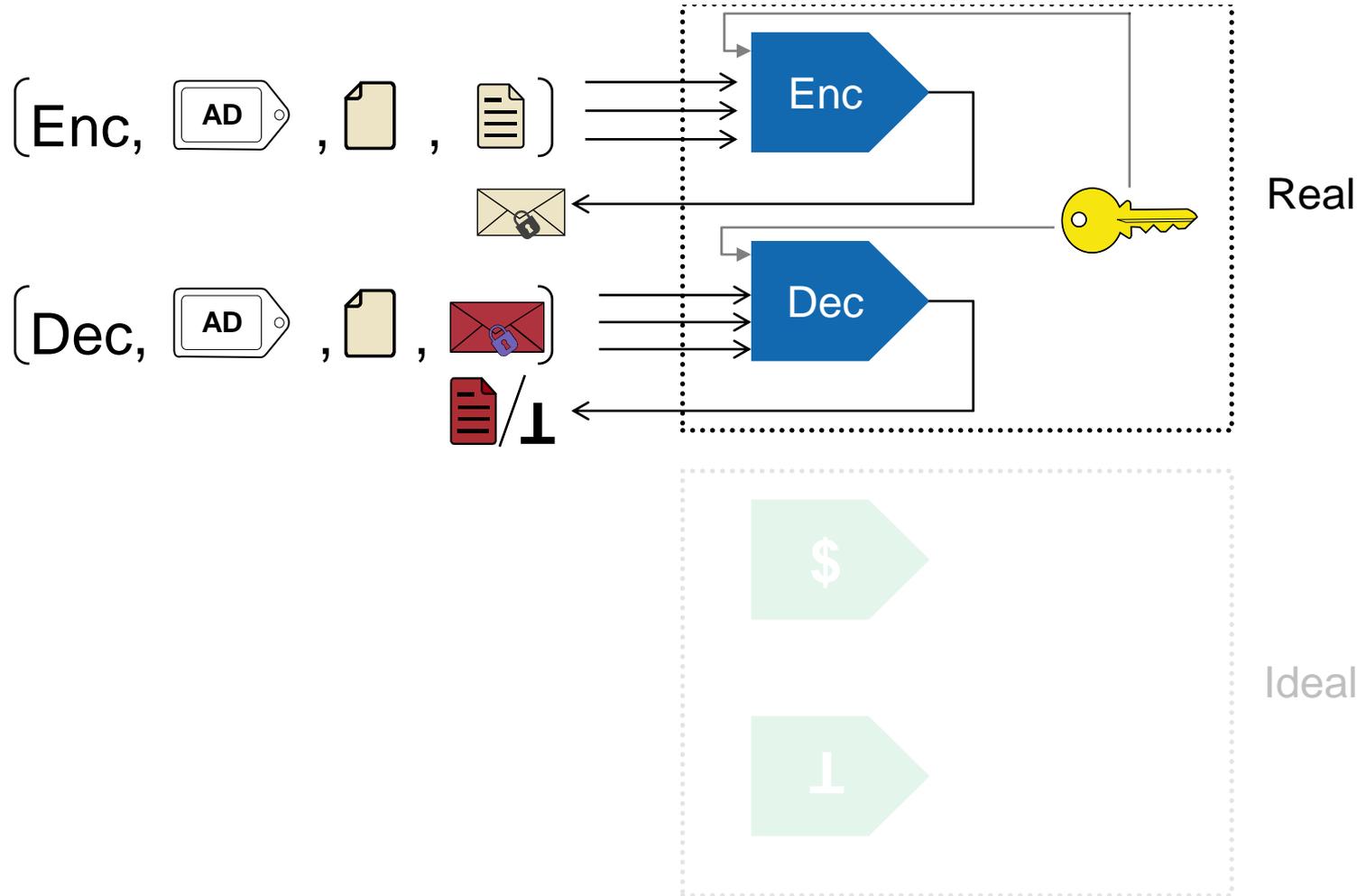
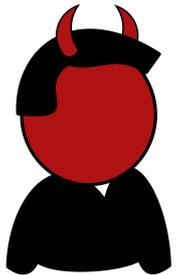


# AEAD Security Game

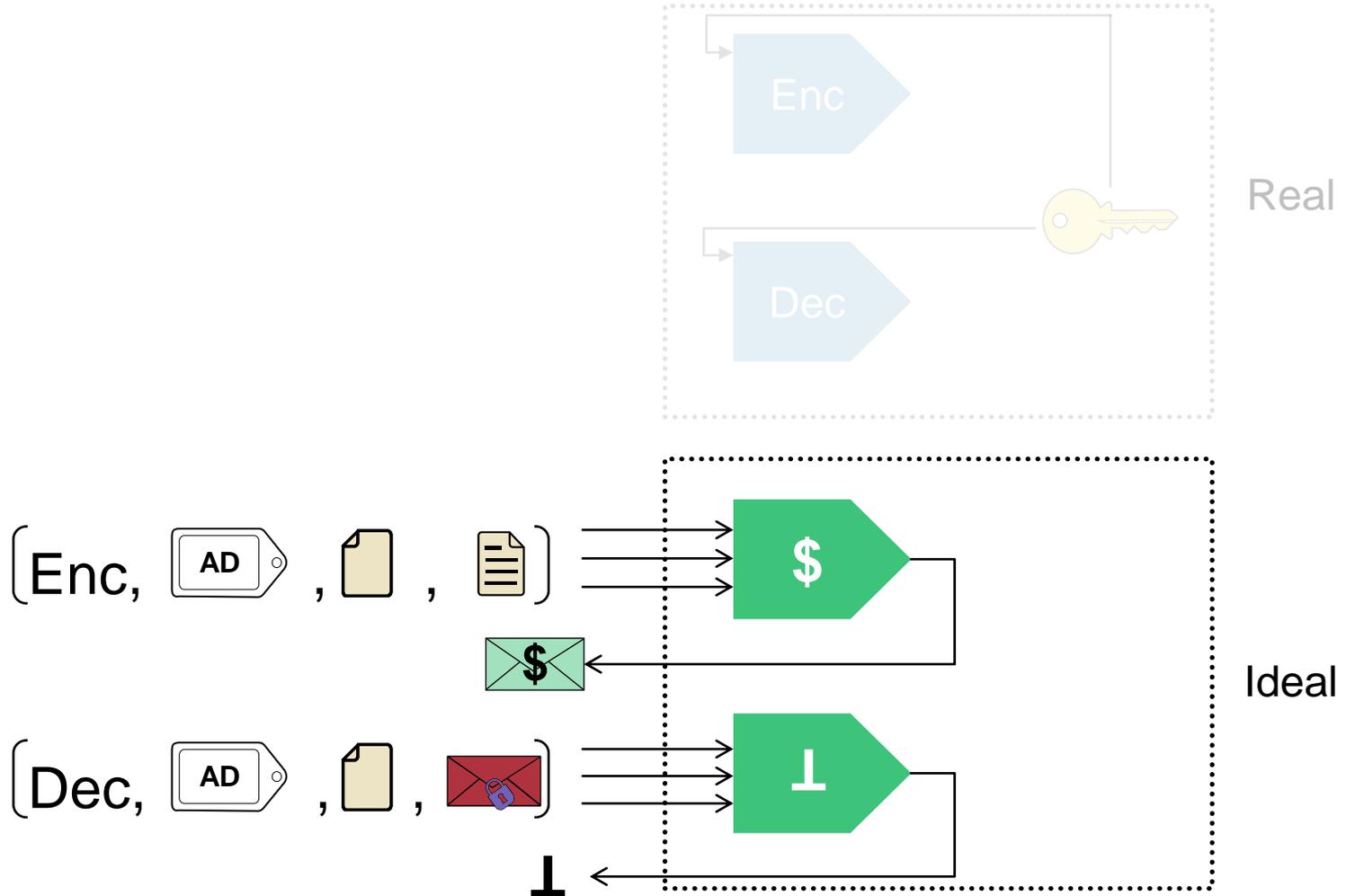
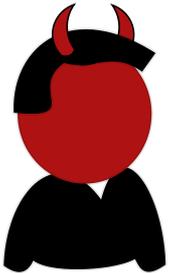


See [HKR15]

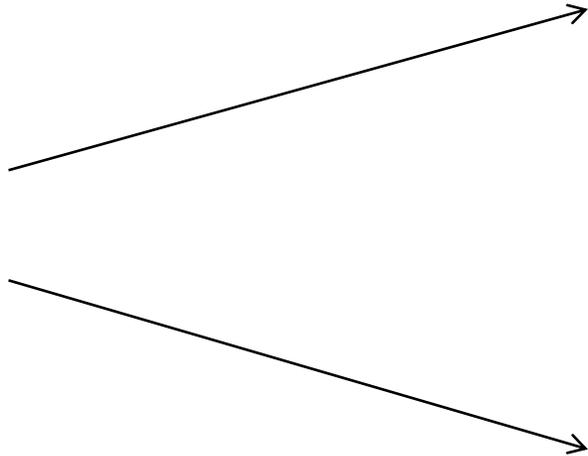
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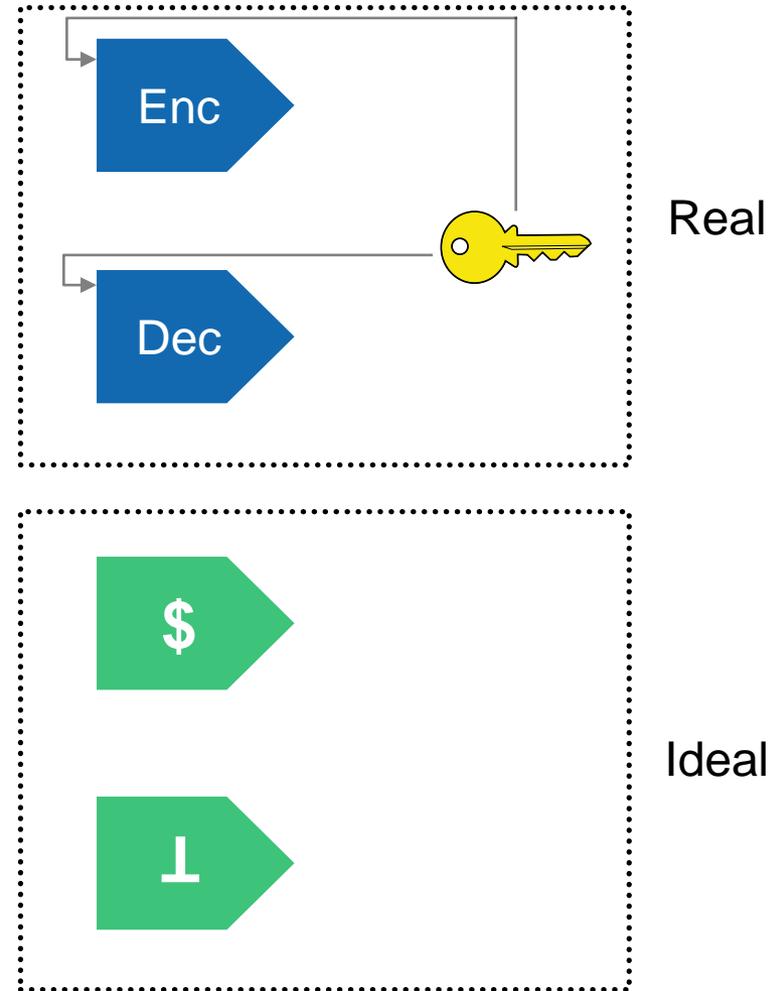


# AEAD Security Game



Restriction: Forbidden queries:

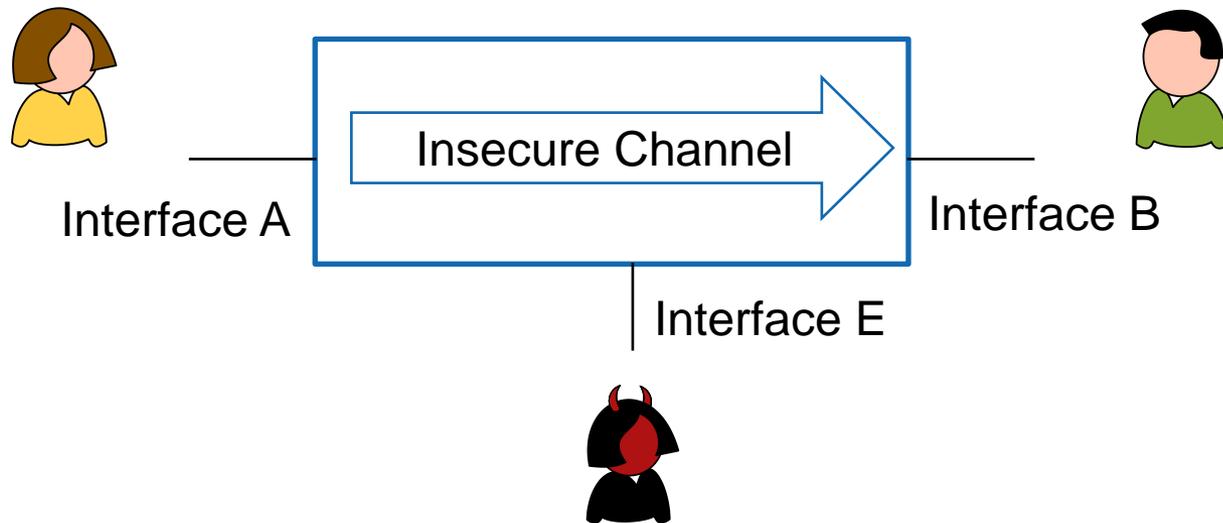
- Repetition of nonces
- Ask  $\text{Dec}(A, N, C)$  after  $\text{Enc}(A, N, M)$  returned  $C$



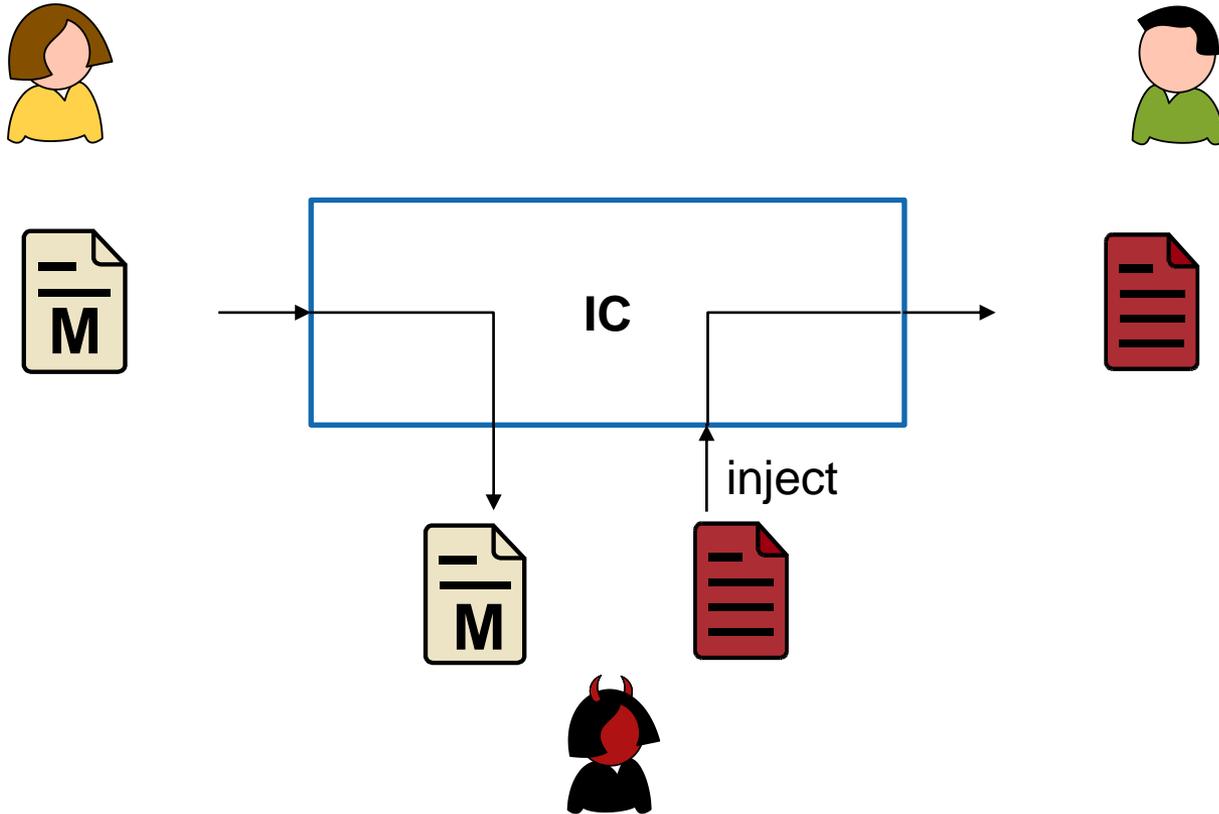
# Roadmap

- We formulate application-centric security guarantees of AEAD
- We derive a method to judge the security of TLS proposals
- This method can be used to improve existing proposals

# Modeling Communication



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# What Features should a Secure Channel have?

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  - Header: Version number, type information; Payload: message fragments

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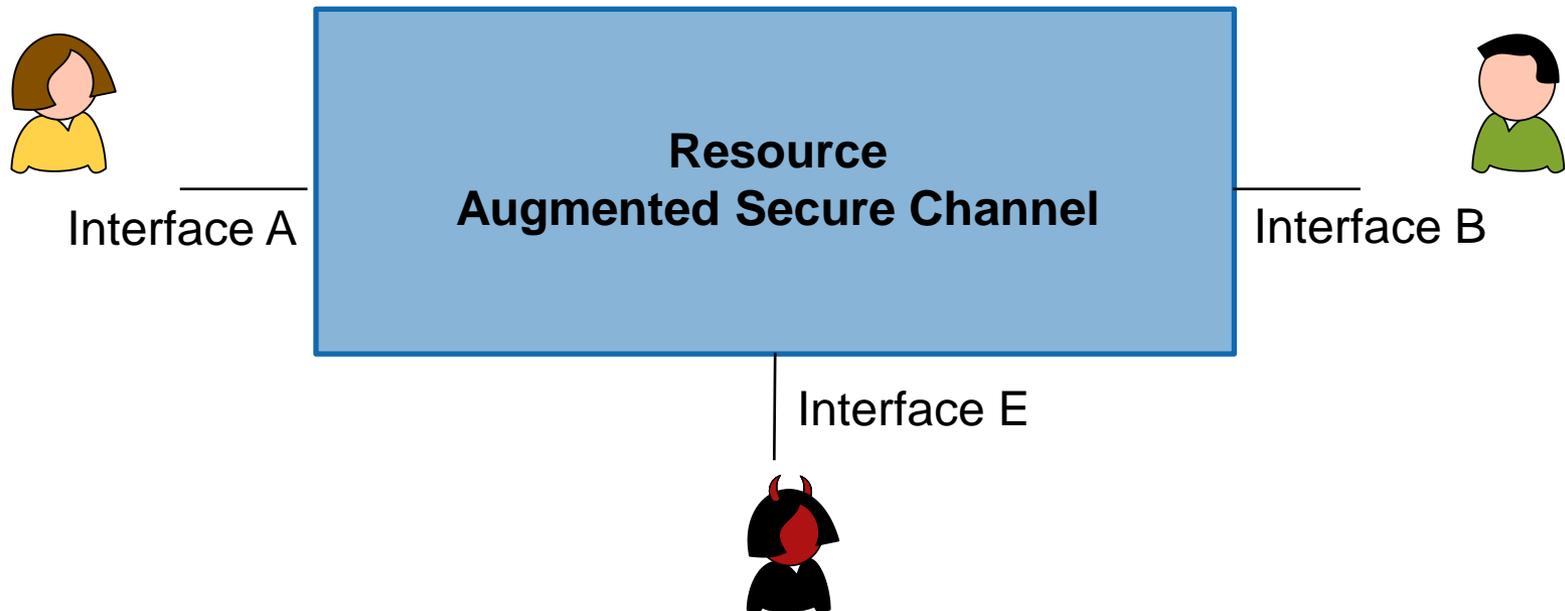
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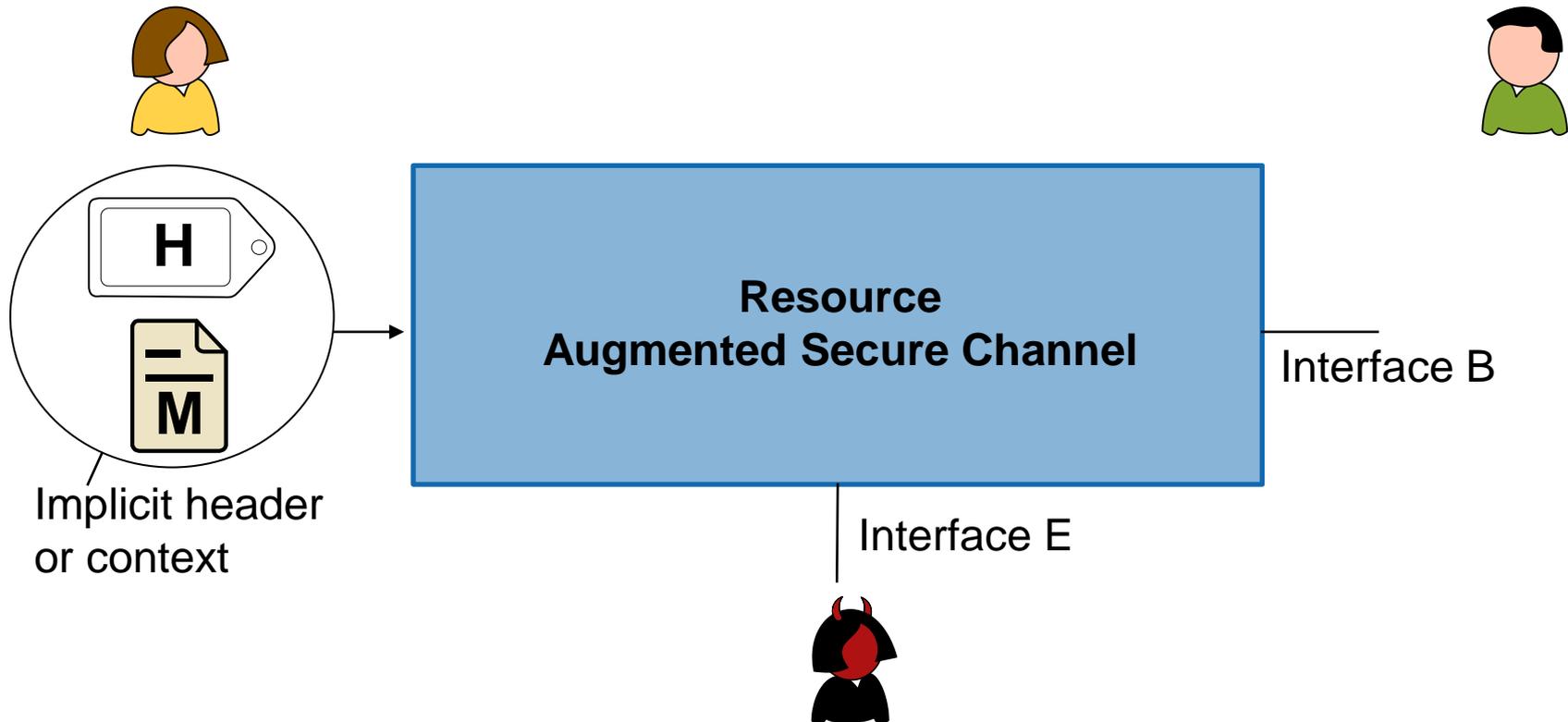
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**Let us model this as an idealized channel resource!**

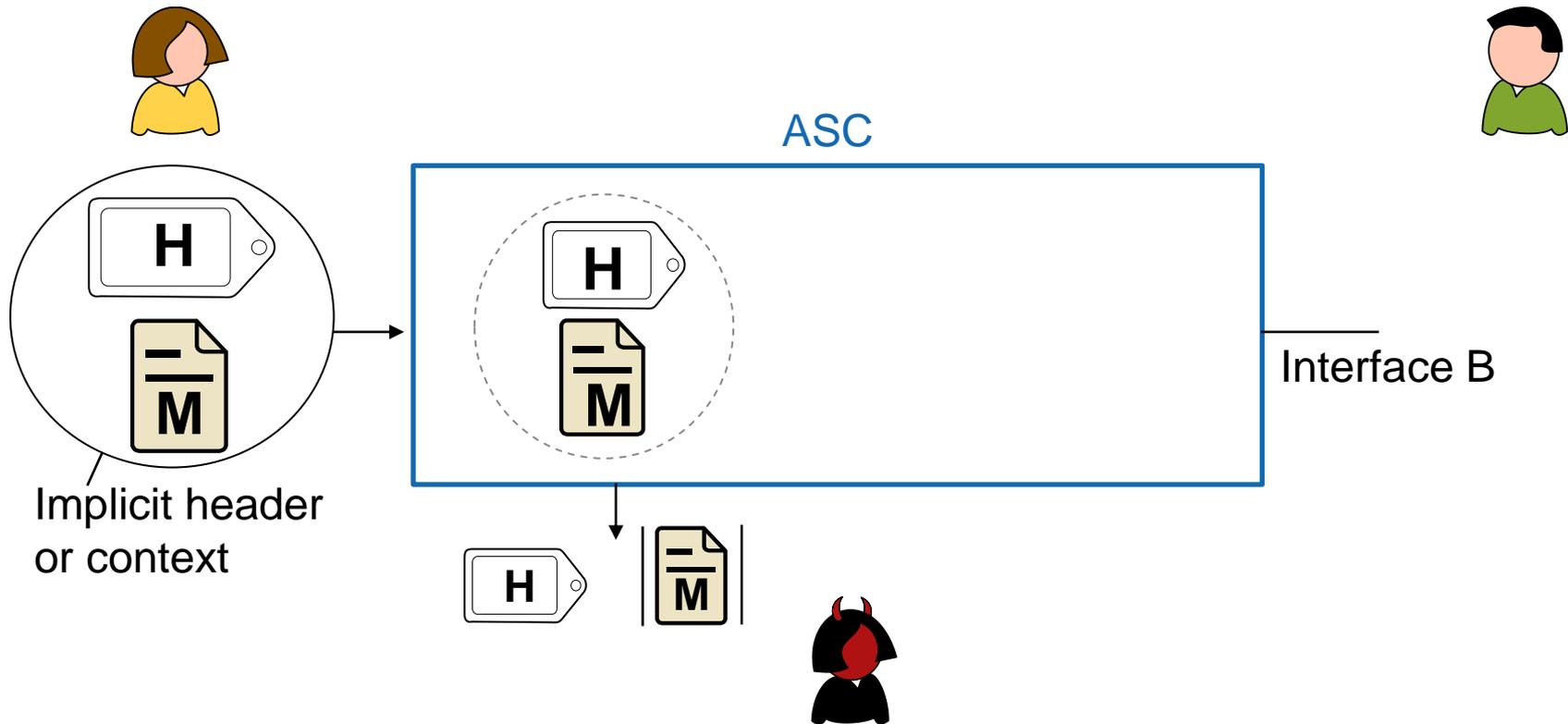
# Augmented Secure Channel



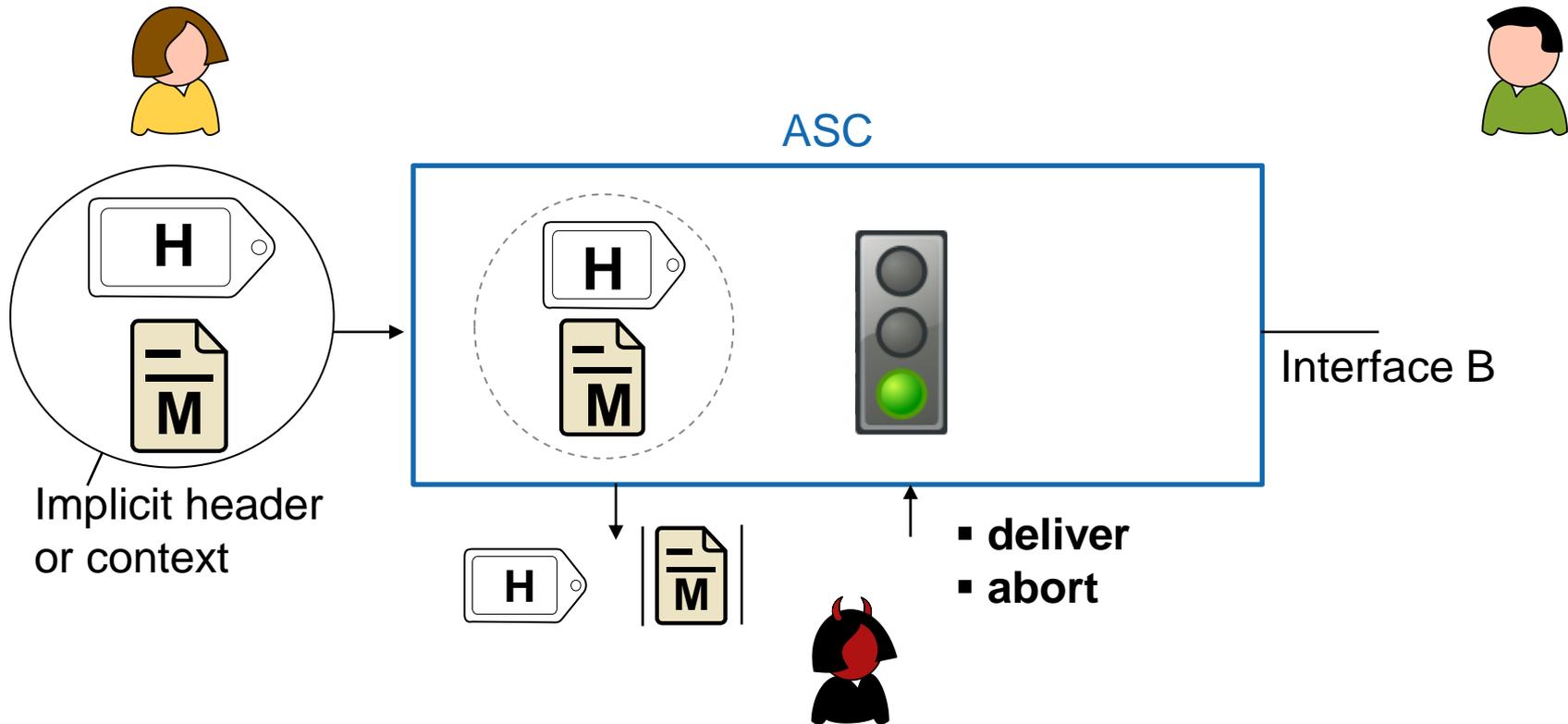
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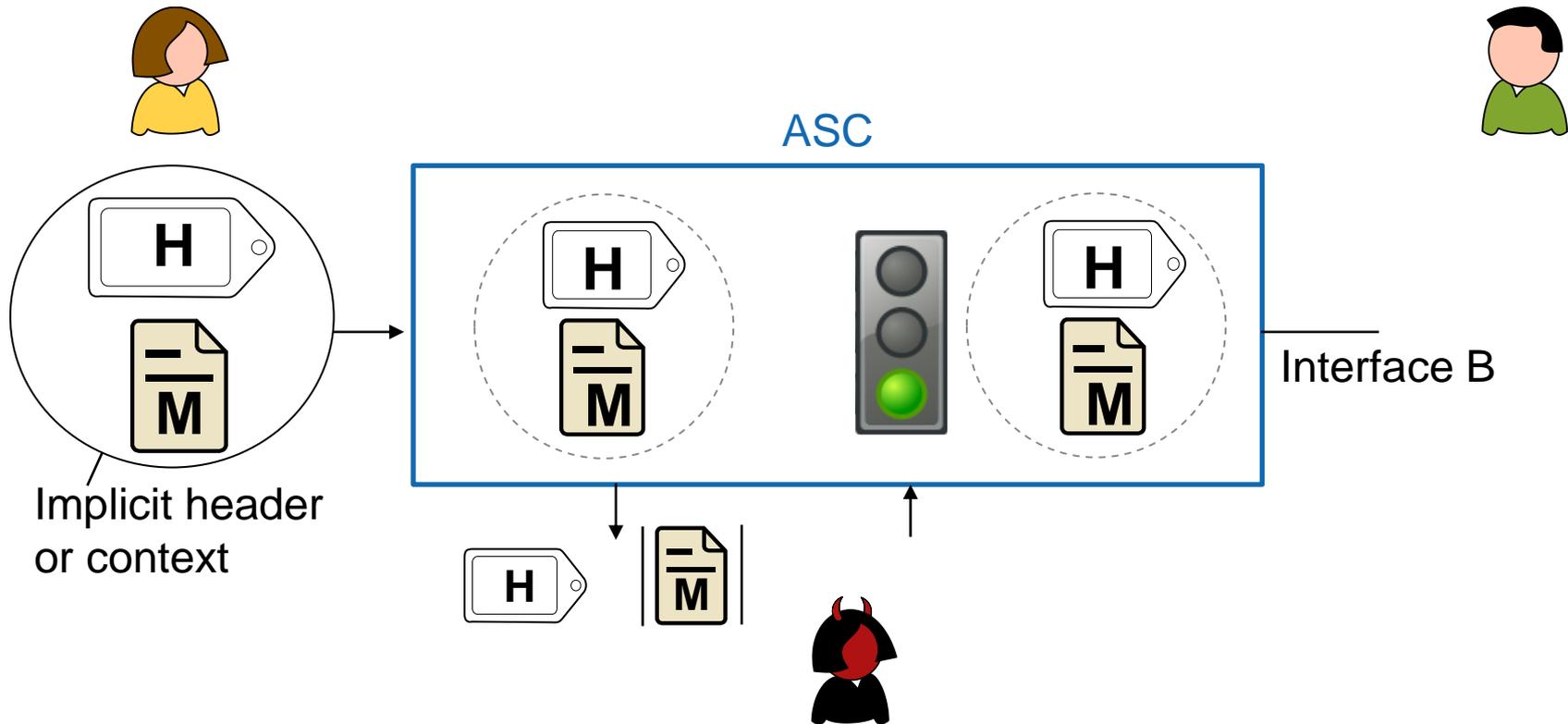
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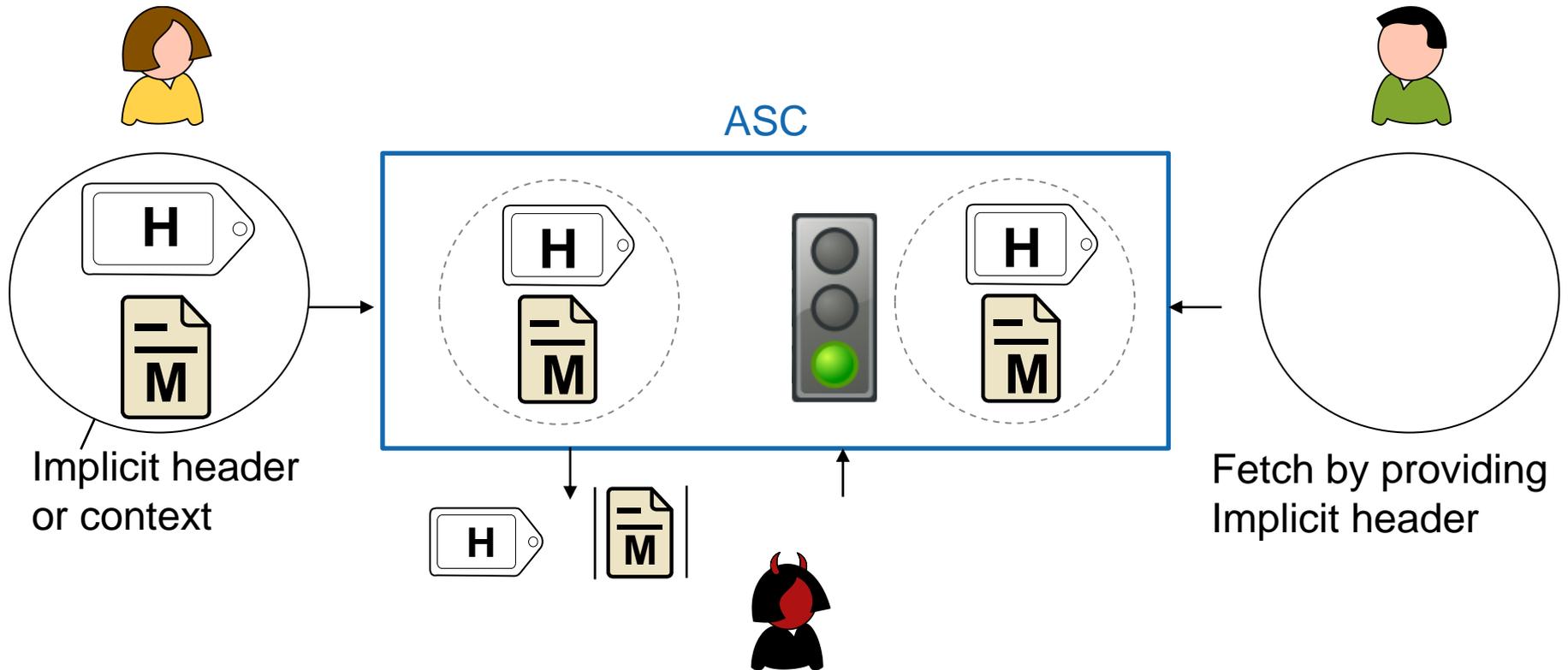
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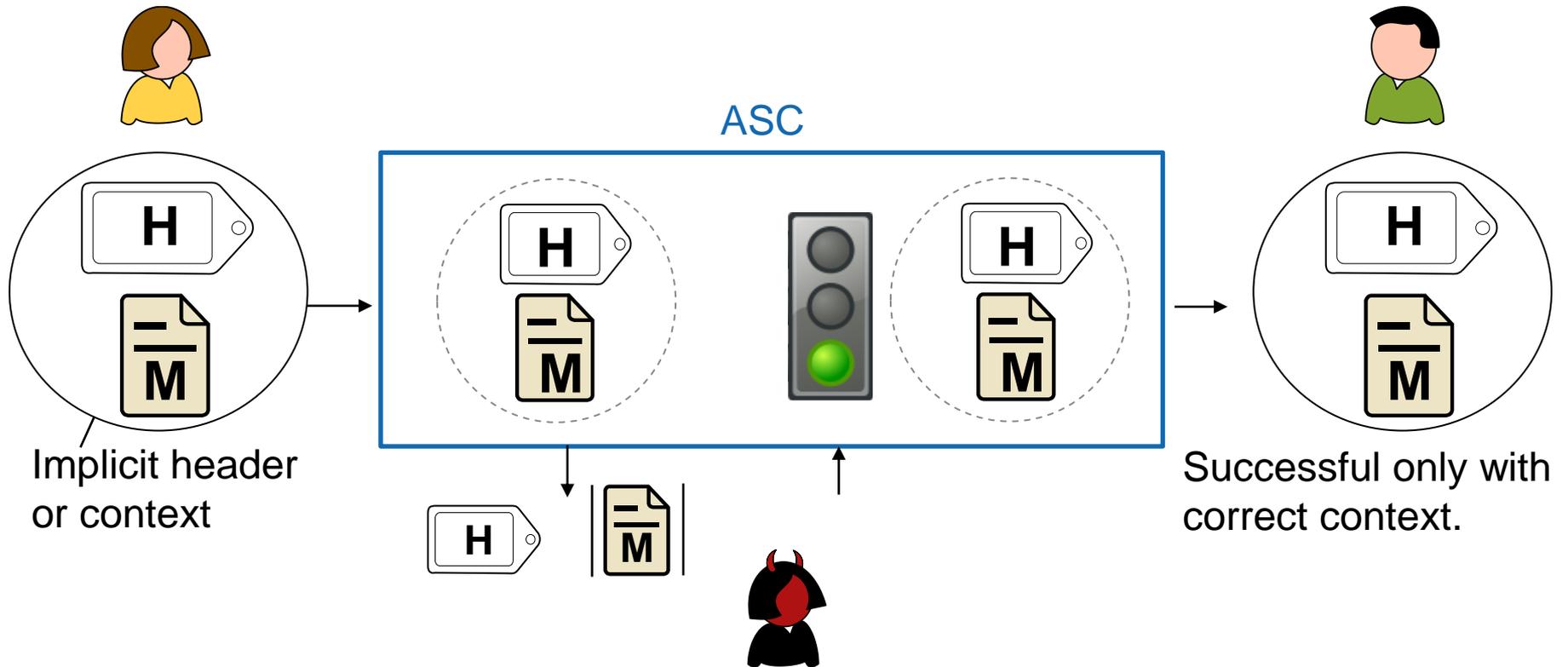
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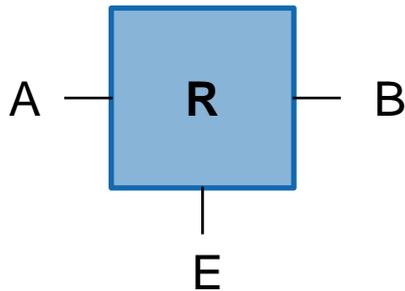
# Constructing the Augmented Secure Channel

- The construction notion of constructive cryptography [MR11, Mau11]:

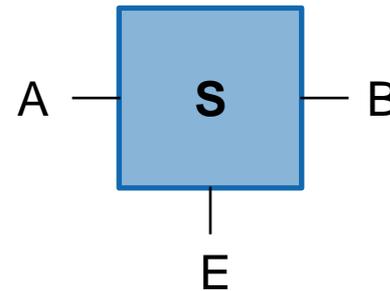
# Constructing the Augmented Secure Channel

- The construction notion of constructive cryptography [MR11, Mau11]:

The real world:



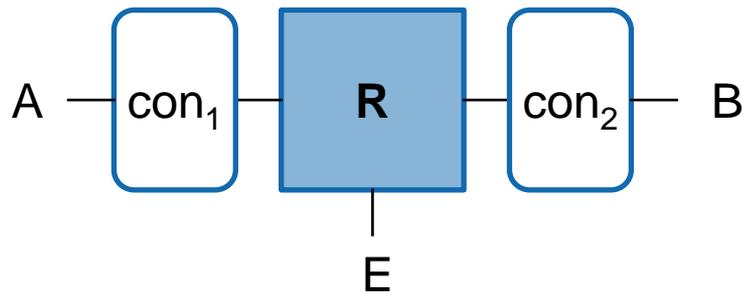
The idealized world:



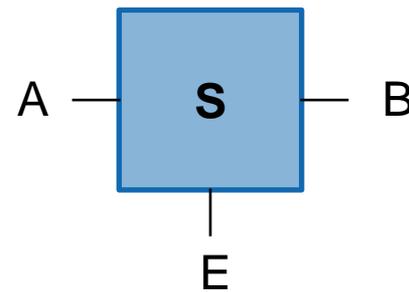
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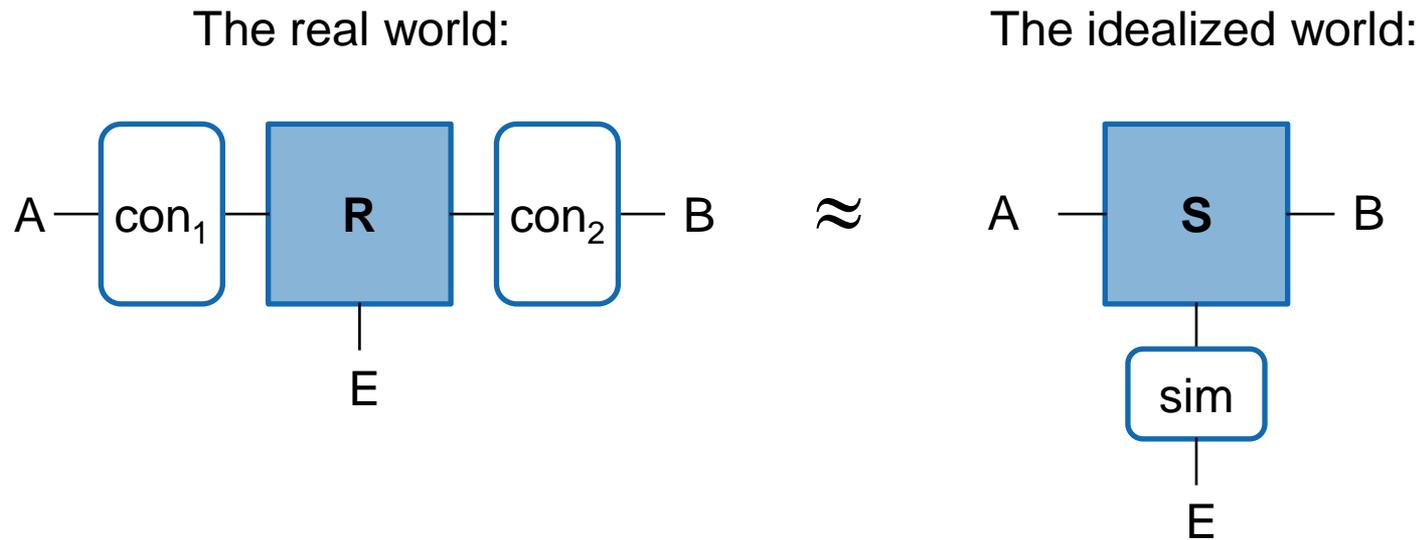


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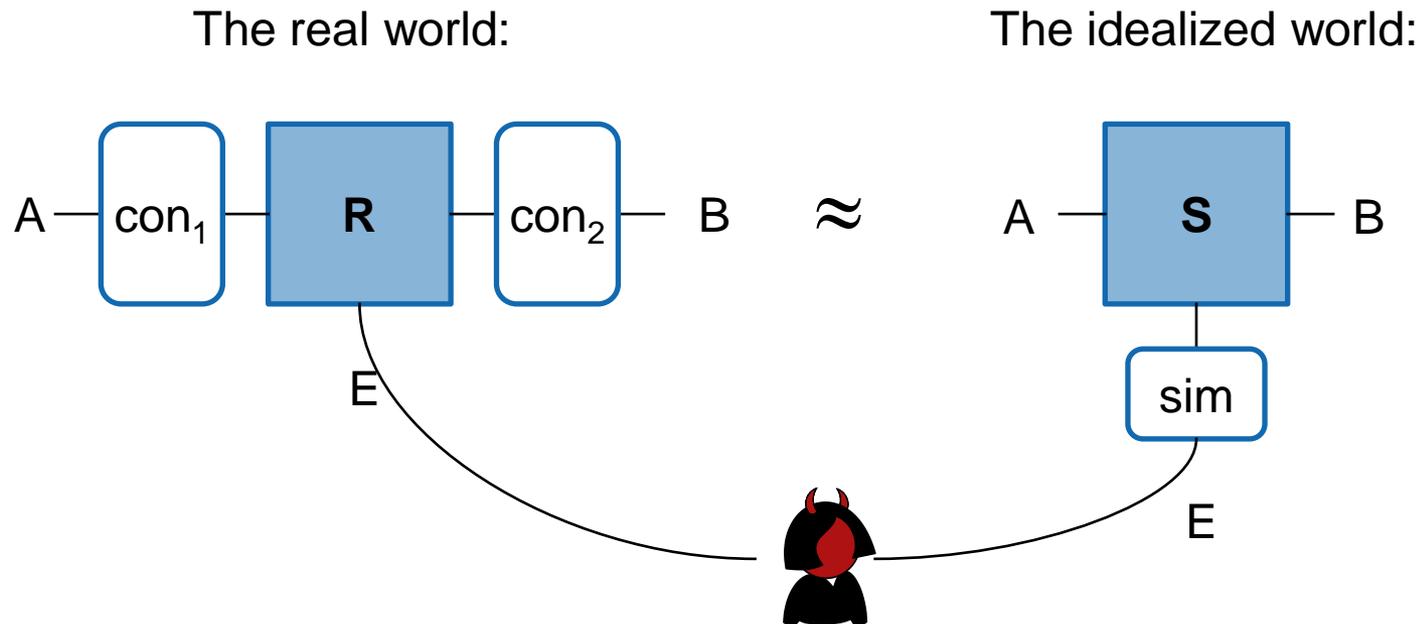
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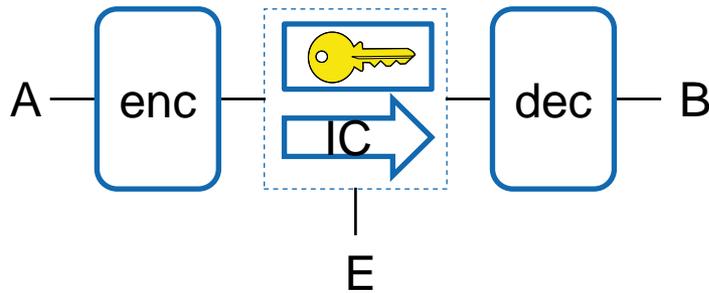


Adversarial influence is essentially the same  
in both worlds

# Constructing the Augmented Secure Channel

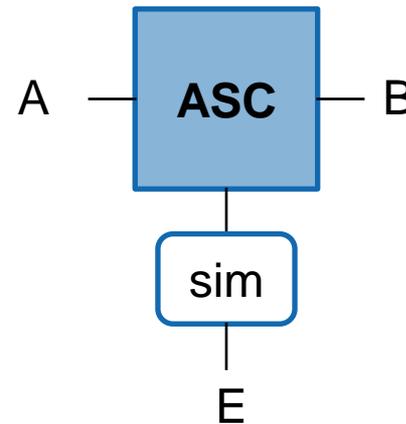
**Theorem:** *Resource ASC can be constructed from a shared key and an insecure channel using a secure AEAD scheme:*

The real world:



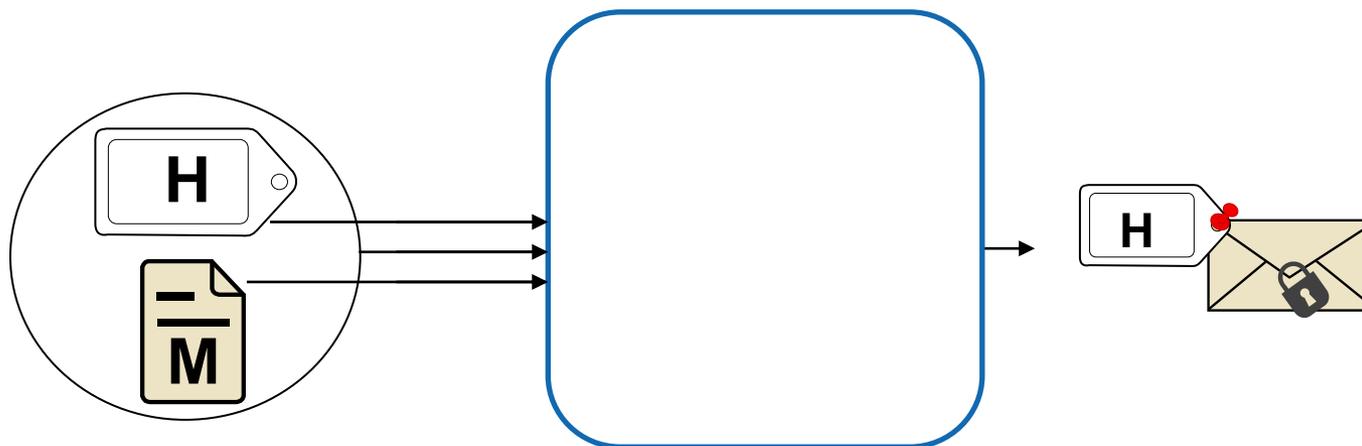
$\approx$

The idealized world:



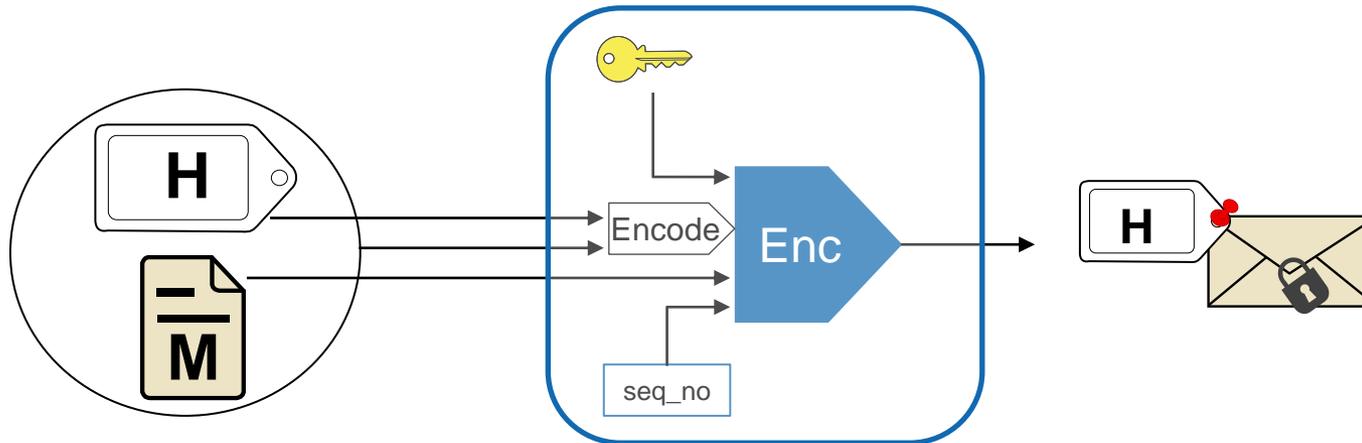
# Details on the Construction

**Converter of Alice:**



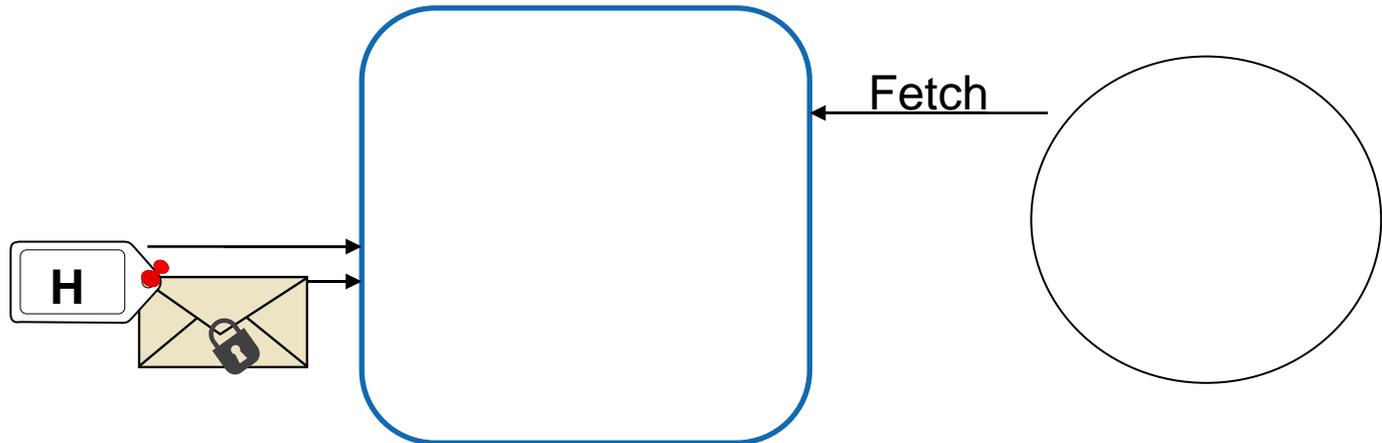
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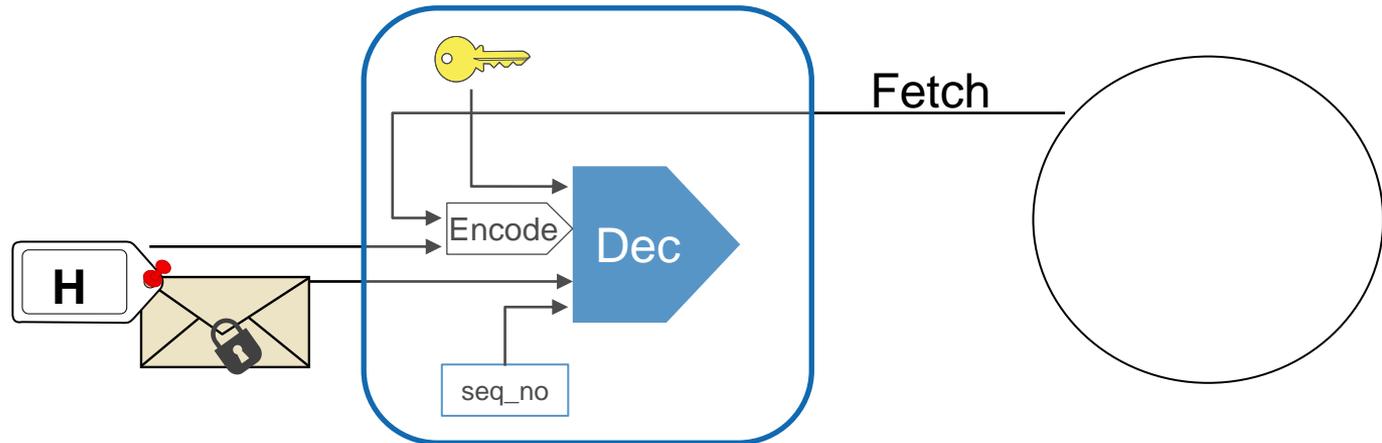
# Details on the Construction

**Converter of Bob:**



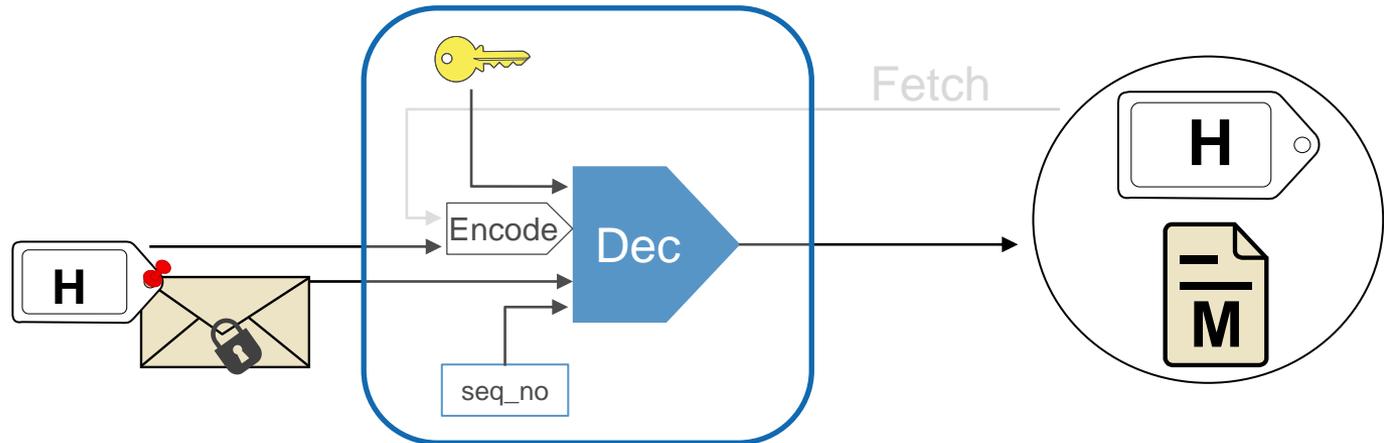
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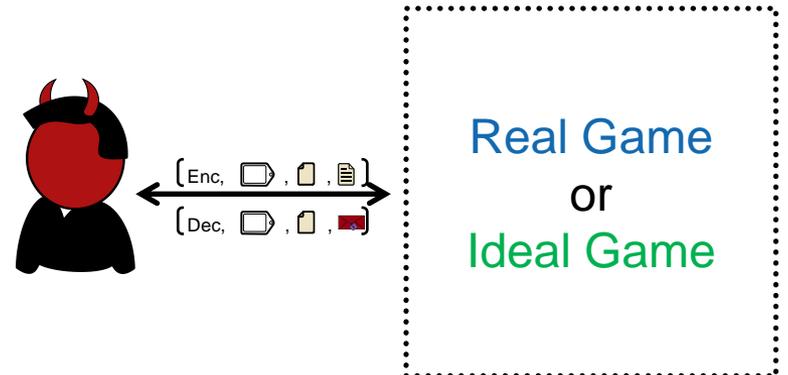
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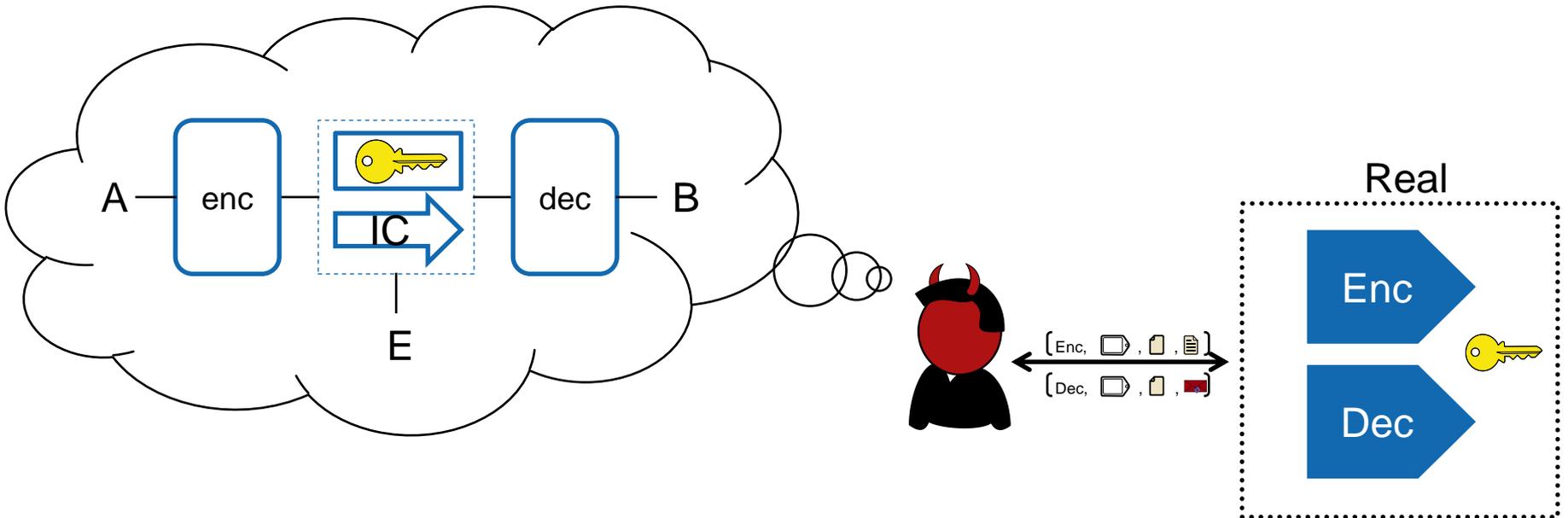
## Details on the Construction

**Proof Idea:** Problem of distinguishing the AEAD games reduces to the problem of distinguishing the real and ideal worlds:



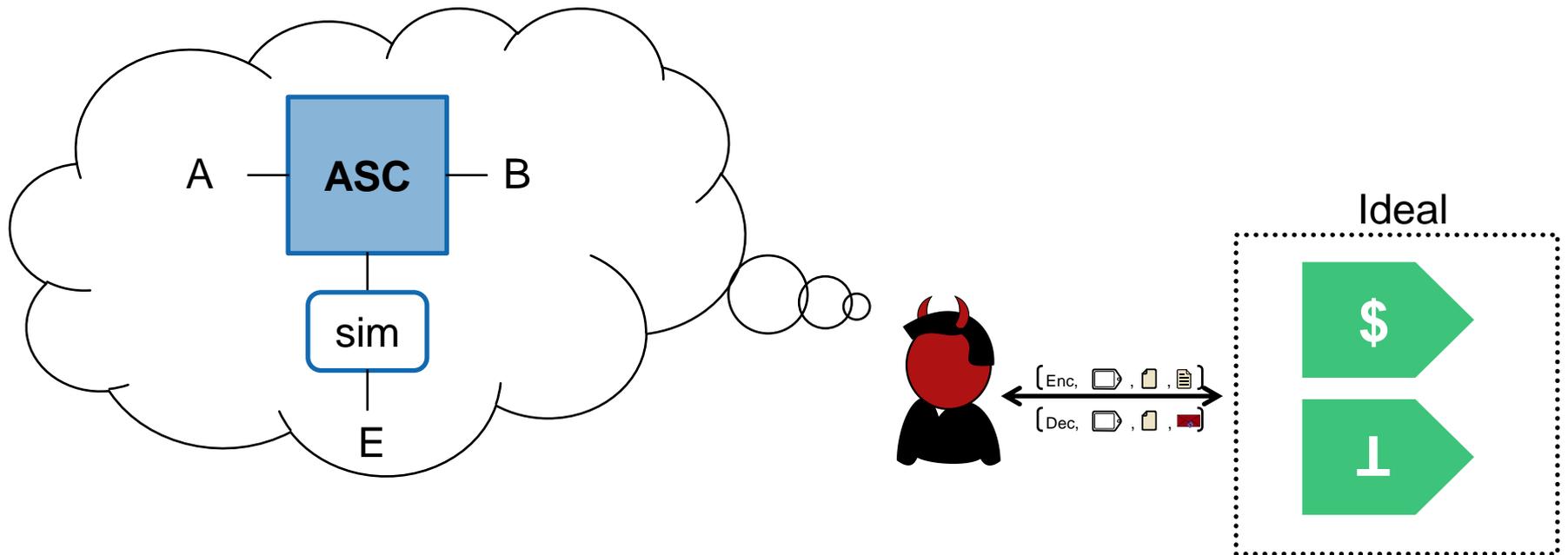
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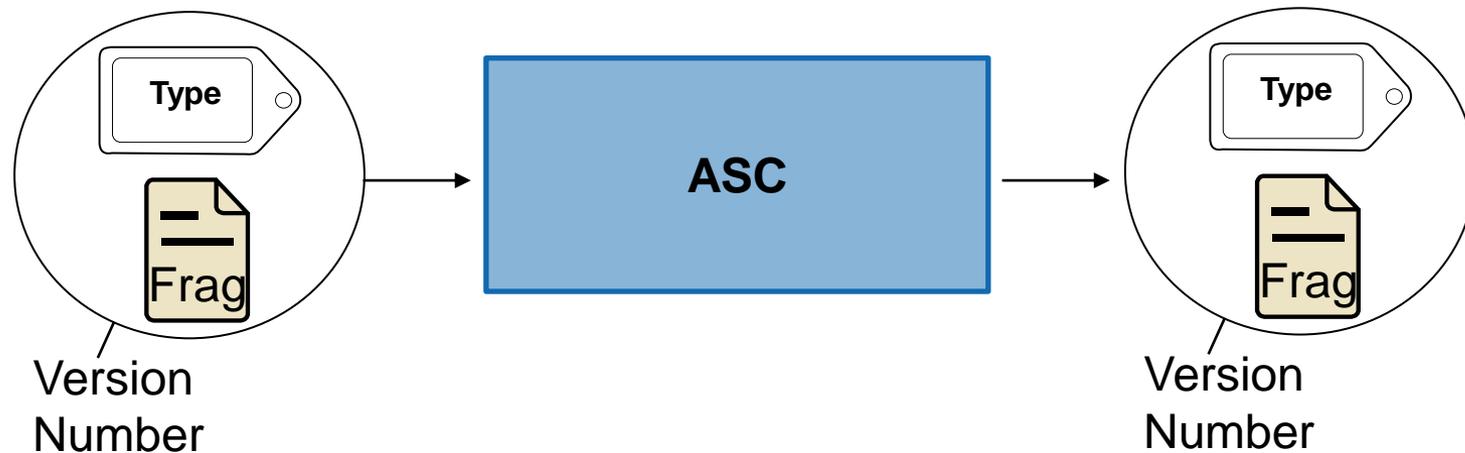
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# Application of ASC: Sound Design of Practical Protocols

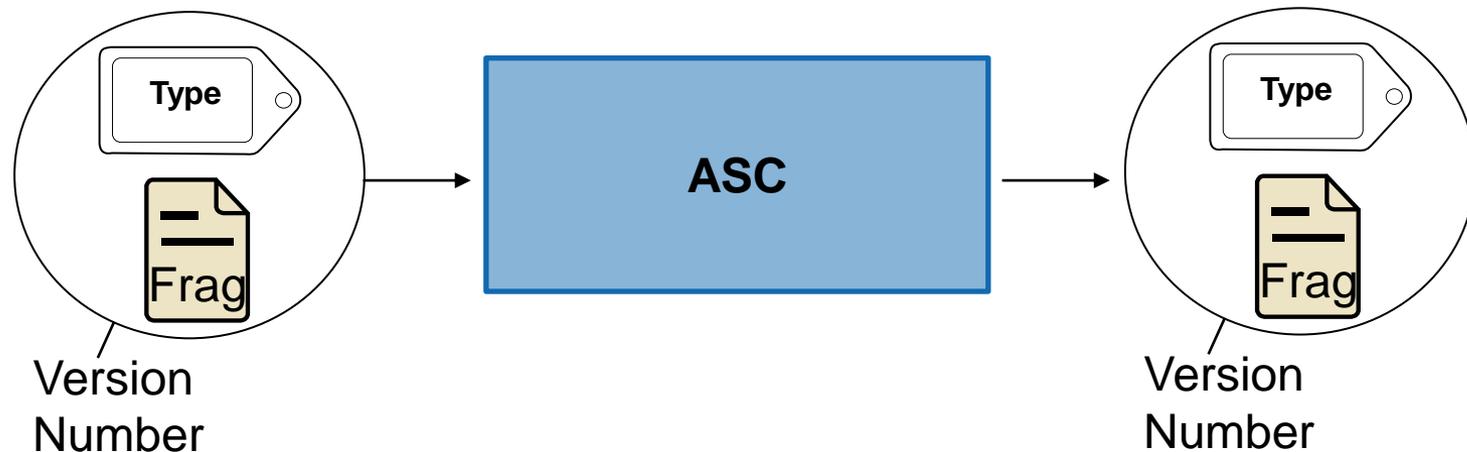
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Example: Re-Modelling the TLS 1.3 Record Layer:



# Application of ASC: Sound Design of Practical Protocols

**Example: Re-Modeling the TLS 1.3 Record Layer:**



**Our model gives insights into current proposals:**

1. The nonce needs no randomness.
2. The sequence number need not be part of the AD.
3. The version number can be part of the implicit header.

# Summary

## **Augmented Secure Channels...**

- capture the application semantics of AEAD.
- allow easy security checks of existing protocols.
- allow to develop sound communication protocols in a modular way.

# Contact information and credits

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## References:

[DFG15]: B. Dowling, M. Fischlin, F. Günther, D. Stebila. A Cryptographic Analysis of the TLS 1.3 Handshake Protocol Candidates. CCS 2015.

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[Mau11]: U. Maurer. Constructive Cryptography – A New Paradigm for Security Definitions and Proofs. TOSCA 2011.

Images: <https://openclipart.org/>