

Provably Secure Online Authenticated Encryption and Bidirectional Online Channels

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Outline

- † Online Authenticated Encryption (OAE)
- † Building Block: Tweakable Online Cipher (TOC)
- † Generic OAE Construction from TOC
- † Bidirectional Online Channels (BOCH)
- † Generic BOCH Construction from OAE



Online Authenticated Encryption (OAE)



Authenticated Encryption

- † Length-expanding encryption mode (variable expansion):
 - ◆ $\text{enc}(k, \tau, m) \rightarrow c, \text{dec}(k, c) \rightarrow m$
- † Combines privacy and integrity in a single ciphertext
- † Privacy is measured by pseudorandomness of the output
- † Integrity is measured by difficulty of forging
- † Usually accepts additional inputs called Associated Data (a)
 - ◆ $\text{enc}(k, \tau, a, m) \rightarrow c, \text{dec}(k, a, c) \rightarrow m$
- † Associated Data doesn't need privacy, but is authenticated

Online Authenticated Encryption

- † Standard Authenticated Encryption often uses a nonce ($\text{enc}(k, \tau, n, m) \rightarrow c$)
 - ◆ Nonce misuse can compromise standard security
 - ◆ Nonce misuse-resistant designs are usually slow
- † A proposed alternative is Online Authenticated Encryption (OAE)
 - ◆ Online property: One-pass encryption *and* decryption
- † Pseudorandomness defined w.r.t. ideal *online* permutations/injections
 - ◆ Indistinguishable up to common input prefixes
- † Different notions of OAE have been proposed

Tweakable Online Encryption

- † Online Ciphers: Encryption and Decryption can be performed online
- † Tweakable Online Cipher: Accepts a tweak t as an additional input
 - ♦ $\text{enc}(k, t, m) \rightarrow c$
- † Ideal Behaviour: An independent online cipher for each distinct tweak
- † Online-but-last: The last block is not 'online' to avoid length-extension attacks

Our Notion of OAE

- † We keep the length-expansion τ as a parameter
- † Privacy and Integrity games
- † Privacy game is played against an ideal tweakable online injective function
- † Oracles Enc_b , Dec_b and Ver_b
 - ◆ Dec_b : Release of unverified plaintext (RUP)
- † In the Integrity game, a target-expansion τ^* is fixed for the forging attempt
- † Only a successful forgery with expansion τ^* wins the Integrity game

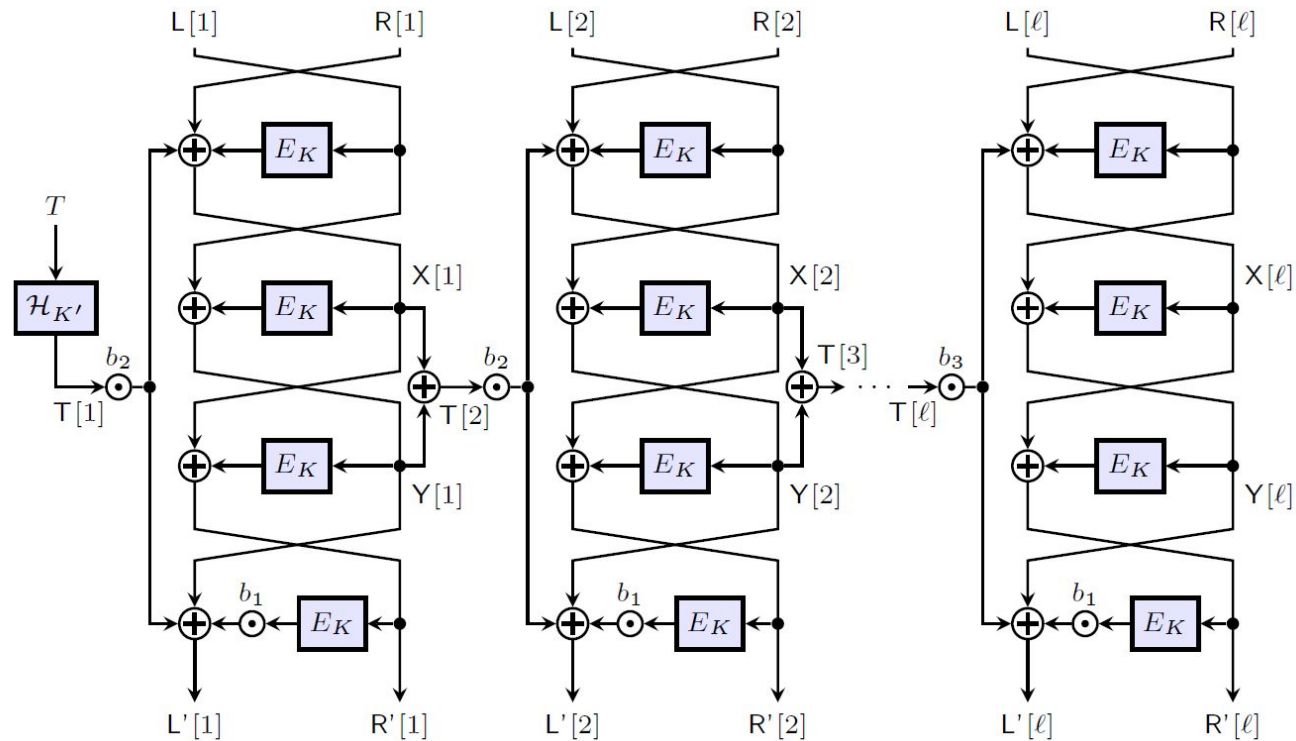
Building Block: Tweakable Online Cipher (TOC)



Tweakable Online Encryption: T-OleF

- † Our TOC proposal: t-OleF
- † Tweakable variant of the online cipher OleF (Bhaumik & Nandi, ToSC 2016(2))
- † Built from a block cipher E and an almost-XOR universal (AXU) hash function H

t-OleF



Security of t-OleF

- † Strong Pseudorandom Tweakable Online Permutation (SPRTOP) security game
 - ◆ Strong: Adversary can make evaluation *and* inverse queries
 - ◆ Online: Indistinguishable up to common prefixes
- † Advantage bound: $7\sigma^2/2^n + 3q^2\epsilon + \text{PRF advantage of E}$
 - ◆ σ : Total number of blocks queried
 - ◆ q : Total number of queries (can have $q \ll \sigma$)
 - ◆ ϵ : Universality parameter of H

Generic OAE Construction from TOC



Generic OAE Construction

- † Encode-then-Encipher based on a Tweakable Online Cipher
- † Associated Data is treated as Tweak
- † Uses an injective suffix pad ϕ to generate a τ -bit expansion on the message
- † Expanded message is encrypted using TOC
- † For verification, decrypt and check if in range of ϕ
- † Allows flexible choice of τ

Security of Generic Construction

- † Privacy-bound \leq SPRTOP-security of the underlying TOC
- † Integrity-bound \leq SPRTOP-security of the underlying TOC $+ q'/2^{\tau^*}$
 - ◆ q' : Number of forging attempts
 - ◆ τ^* : Target expansion
- † Note that the latter bound is only useful for reasonable values of τ^* , say 128.

OIAEF

- † Instantiation of the generic construction with t-OleF[E, H] as the TOC
- † Injective Suffix Pad: $10^* = 10000\dots$
- † Privacy-bound $\leq 7\sigma^2/2^n + 3q^2\epsilon + \text{PRF advantage of E}$
- † Integrity-bound $\leq 7\sigma^2/2^n + 3q^2\epsilon + \text{PRF advantage of E} + q'/2^{t^*}$
 - ♦ ϵ : Universality parameter of H

Bidirectional Online Channels (BOCH)



Secure Channels

- † We use authenticated encryption to build secure channels in practice
- † Naive idea: use two (unidirectional) modes to construct bidirectional channels, and everything is fine
 - ♦ Marson and Poettering (ToSC 2017(1)): this is not always true!
- † Different settings require different formalisms for channels...

Bidirectional Online Channels (BOCH)

† $\text{Init}(L; r) \rightarrow (\text{st}_A, \text{st}_B)$

† $\text{Send}(m, \tau, a, \text{st}) \rightarrow (c, i, \text{st})$

† $\text{Receive}(c, \tau, a, \text{st}) \rightarrow (i, m)$

† Features:

- ♦ Variable expansion, Associated Data as in online AE
- ♦ Stateful (indices), but supports state resets
- ♦ Encryption in batches of L blocks (larger $L \Rightarrow$ less expansion)

BOCH Correctness

- † Online: $\text{send}(\cdot, \cdot, \cdot, \text{st})$ is a tweakable online injection
- † Good-case sequentiality:
 - ◆ Indices output when ciphertexts delivered in-order are consistent
- † Correctness: For a consistent sequence of send/receive calls:
 - ◆ Consider $(c, i, \text{st}_P) \leftarrow \text{send}(m, \tau, a, \text{st}_P)$ and $(m', i', \text{st}_Q) \leftarrow \text{receive}(c, \tau, a, \text{st}_Q)$ for $P \neq Q$
 - ◆ Then $(i, m) = (i', m')$

BOCH Security

- † Monolithic real-or-random security notion
- † Adversary can make Send, Receive, Leak and Reset queries for parties A and B
- † Leak: captures release of unverified plaintext (RUP) (left-or-right game less natural)
- † Reset: reverts a party's state to its original value
- † Security:
 - ◆ No state reset or out-of-order delivery: Full security
 - ◆ Otherwise: At least online security (L-blocks of tweakable online injections)

Generic BOCH Construction from OAE



Construction

- † $\text{Init}(L; r) \rightarrow (\text{st}_A, \text{st}_B)$: Sample an OAE key, store L
- † $\text{Send}(m, \tau, a, \text{st})$:
 - ◆ Uses OAE to encrypt in L block batches
 - ◆ OE tweak/OAE associated data: send counter, encryption index, associated data, previous ciphertext, party identifier
 - ◆ Previous ciphertext: 'binds' L -blocks together
 - ◆ Party identifier: can use the same key
- † $\text{Receive}(c, \tau, a, \text{st}) \rightarrow (i, m)$: Analogous
- † Security: follows from OAE privacy and integrity

Conclusion



Conclusion

- † Explored online authenticated encryption
- † Generic construction of OAE
 - ◆ Different constructions?
 - ◆ Beyond birthday bound security?
- † New bidirectional channels primitive
 - ◆ Extensions and variants are possible

Merci et
bon voyage !

Paper: <https://eprint.iacr.org/2024/1346>



t-OleF: handling incomplete blocks

