

Revoke and Let Live

A Secure Key Revocation API for Cryptographic Devices

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Security APIs



Trusted devices



Security API



Host machines



Goal : Enforce security of data stored inside the trusted device, even when connected to untrusted host machines.

Applications

- Smartphones,
- Bank Accounts,
- Electronic Ticketing Systems (e.g. Calypso),
- Vehicle-to-vehicle networking.
- ...



How does it work ?



Host machine

Trusted device



h_1	
h_2	

How does it work ?



Host machine

Trusted device



encrypt, h_1, h_2



h_1	
h_2	

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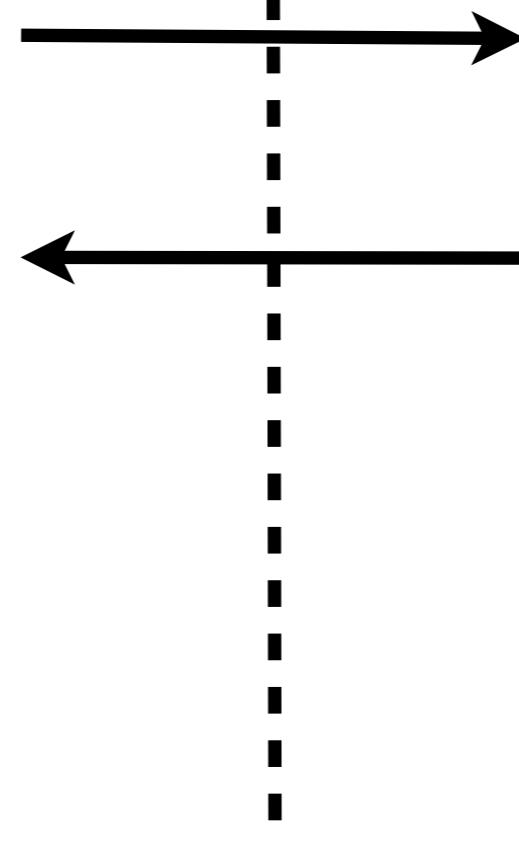
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h_1	
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encrypt, h_1, h_2



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decrypt, $\{ \text{key} \}, h_2$



How does it work ?



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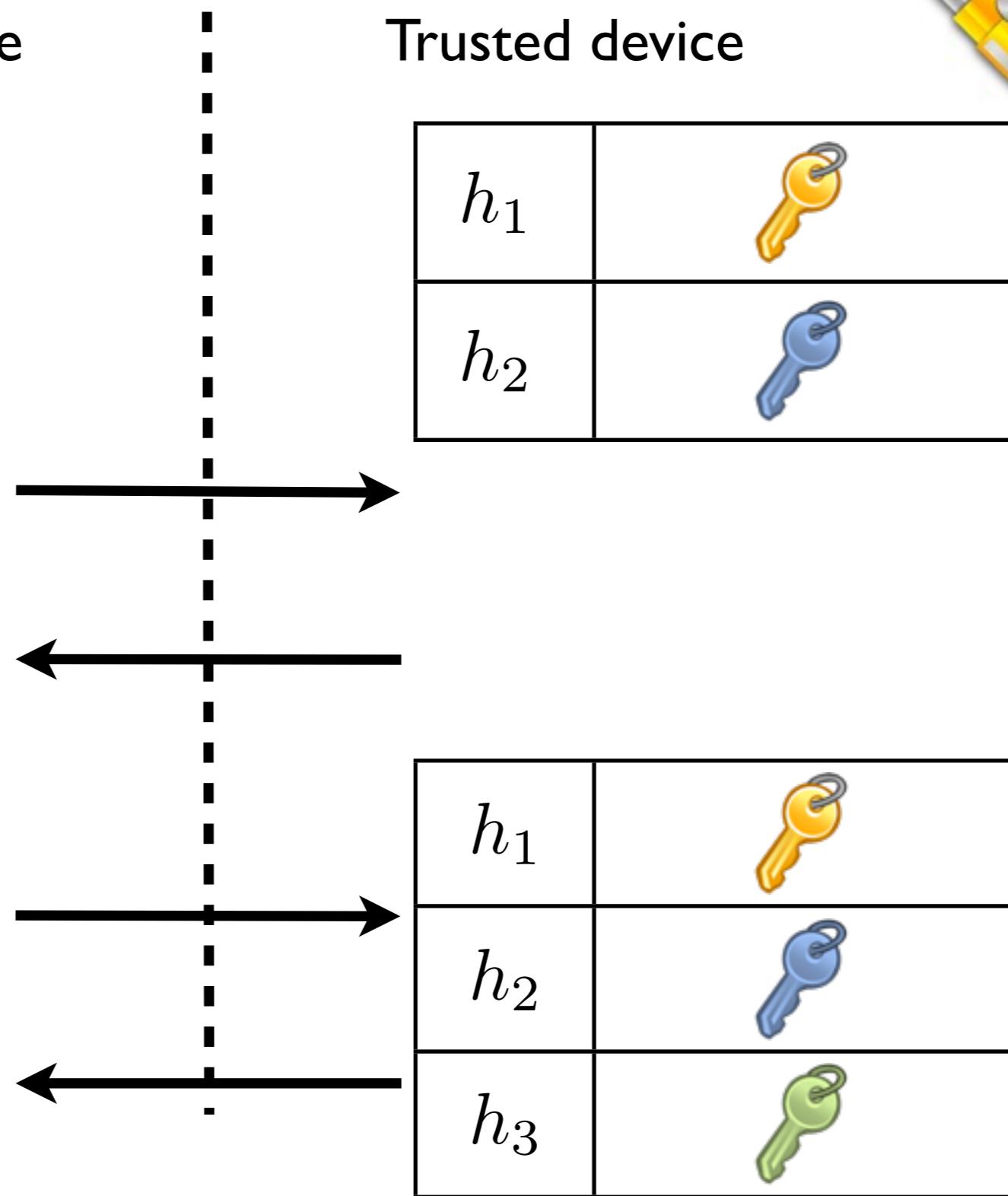
Trusted device

encrypt, h_1, h_2

{ }

decrypt, { }, h_2

h_3



Related Work

Proposals for key management APIs with security proofs
but **without** addressing the question of **revocation**.

J. Courant, J.-F. Monin, WITS'06.

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(Using a control server)

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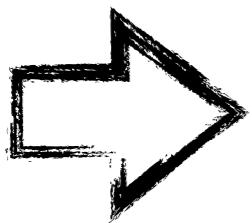
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unrecoverable loss of devices if keys are lost**

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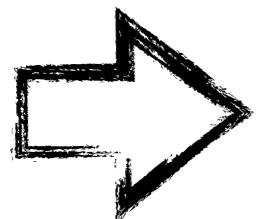
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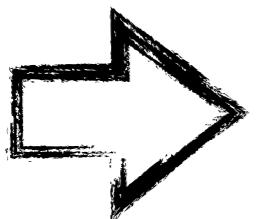
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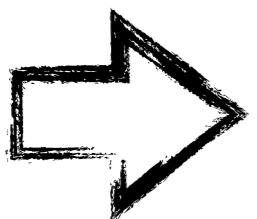
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Use of long-term keys implying unrecoverable loss of devices if keys are lost

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(Two root keys)



Attacked by S. Möderschein & P. Modesti
(solution proposed but not verified)

Ideal Key Revocation API

The device should remain **functional** :

A revocation of a key should not prevent the user from using another.



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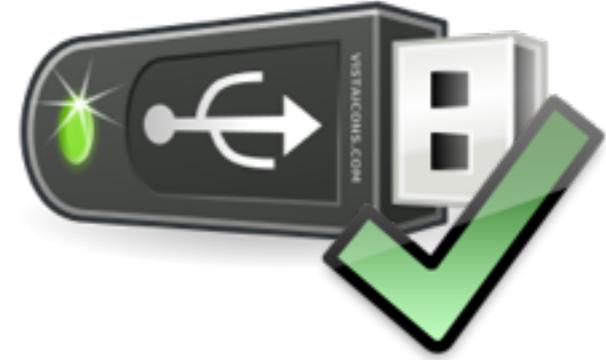
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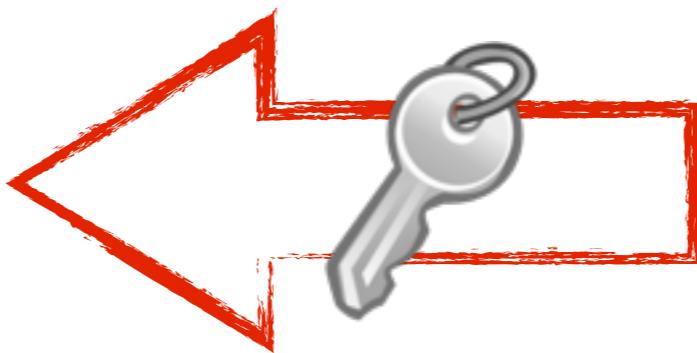
The more sensitive a key is, the more an attacker will try to break it.

Keys must remain **confidential** :

Information about key should not be recovered by the intruder.



Breaking keys in a TRD



There are ways for the attacker to **break some keys** of a Tamper-Resistant Device (TRD):

- Bruteforcing,
- Side-channel attack,
- ...

Our Contributions

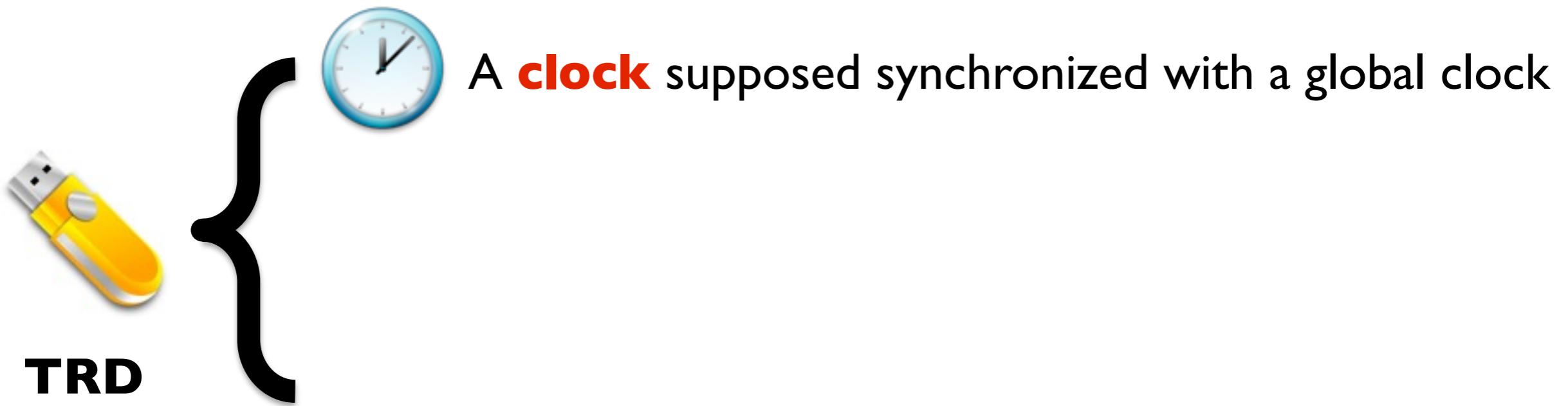
- **Design** of an API satisfying previous properties with :
 - **update** functionality,
 - **revocation** functionality.
- A **formal proof of security** ensuring three properties :
 - Except is a **key** is lost then it **remains secret**,
 - the system is able to **recover itself** from a loss,
 - a **revocation immediately secures** the device.

Description of the API

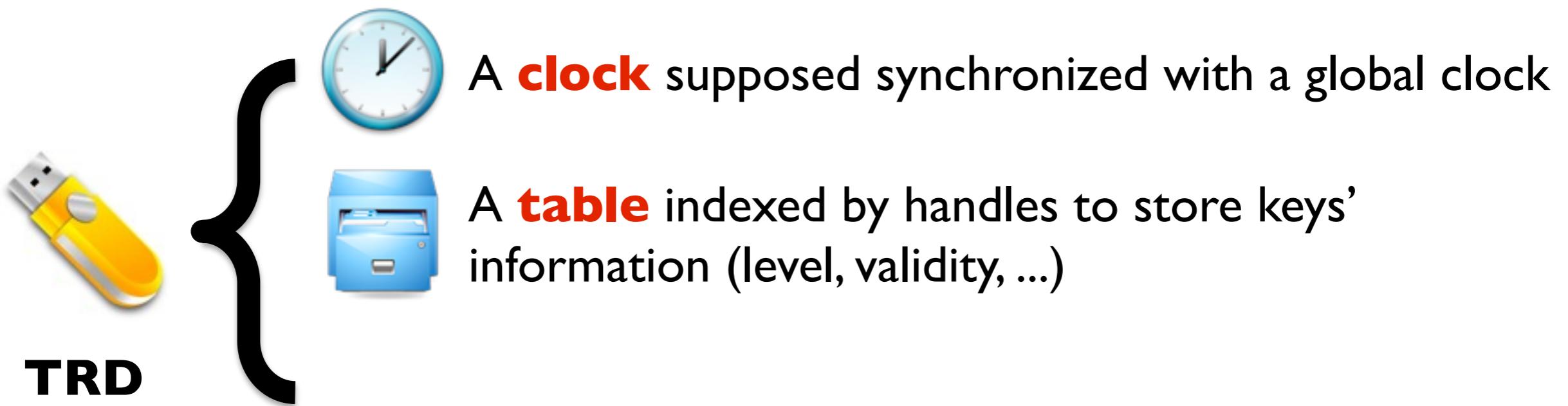


TRD

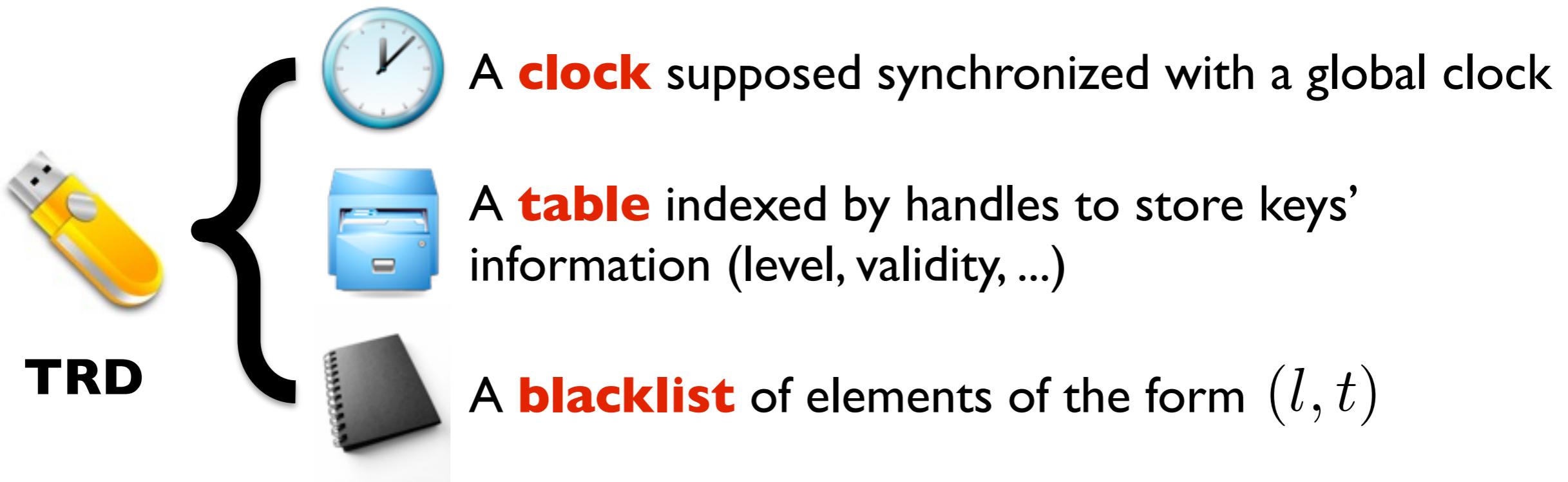
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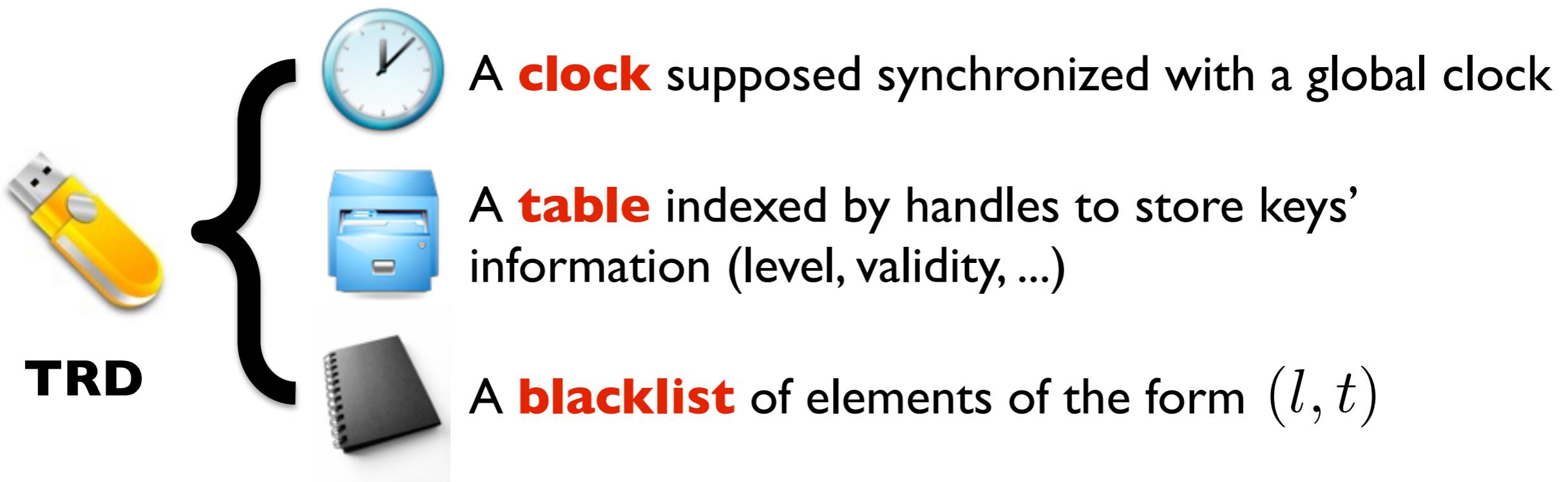
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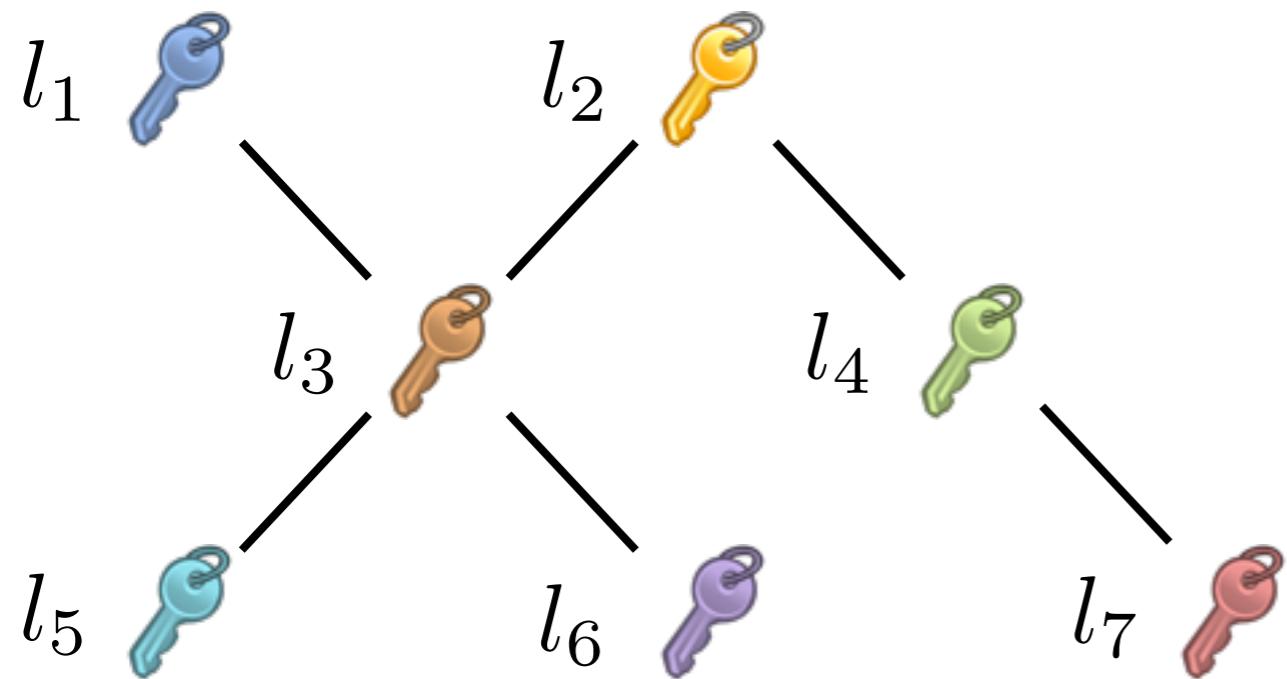
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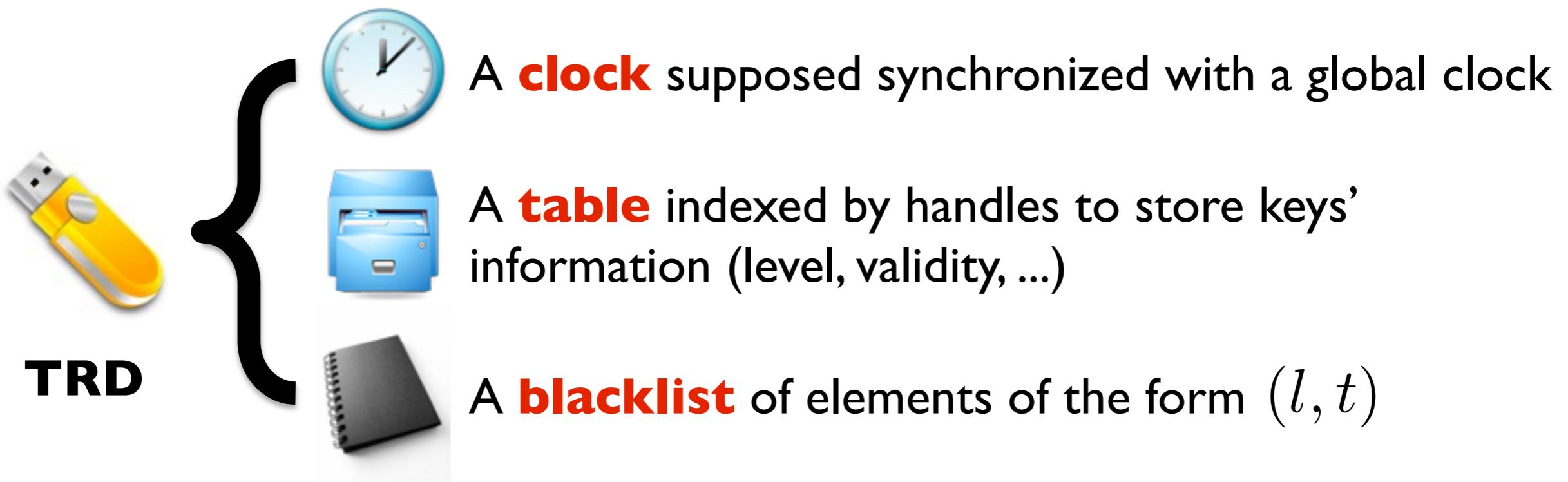
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Hierarchy of levels : (We consider an upper bound for levels.)

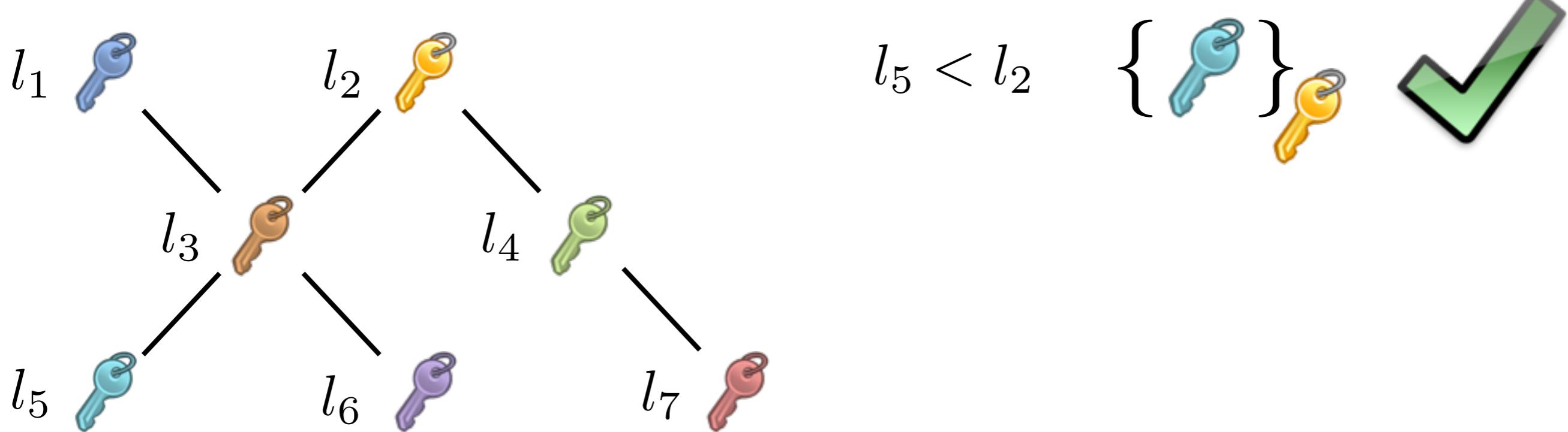


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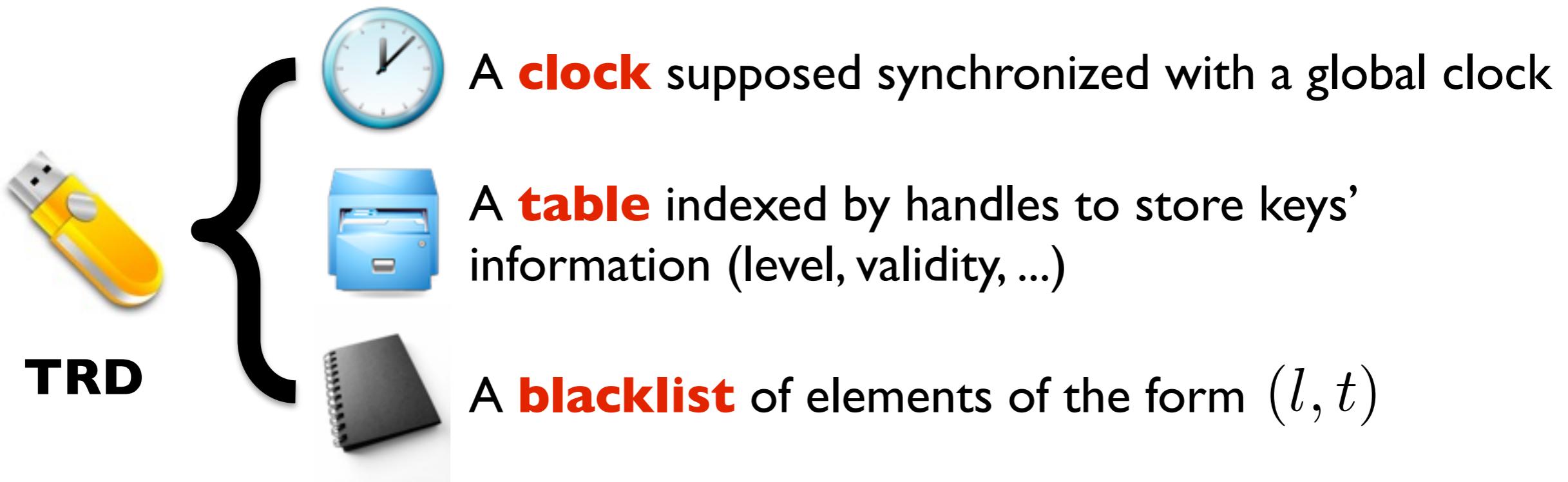


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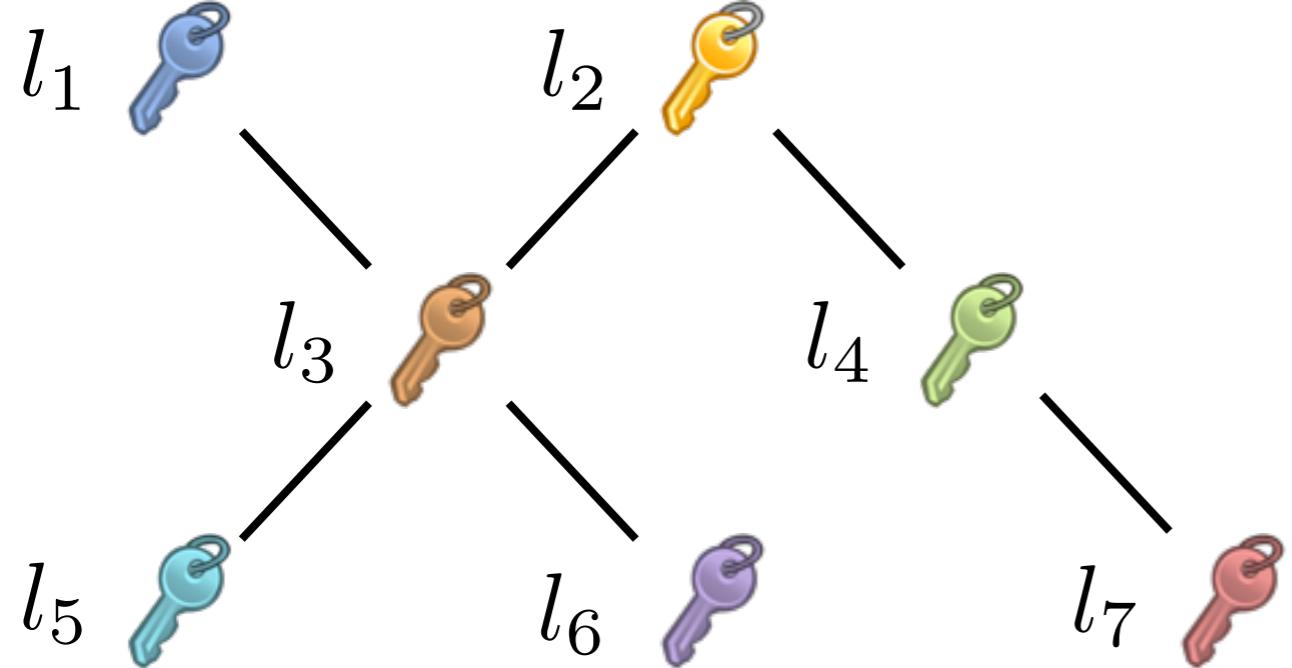
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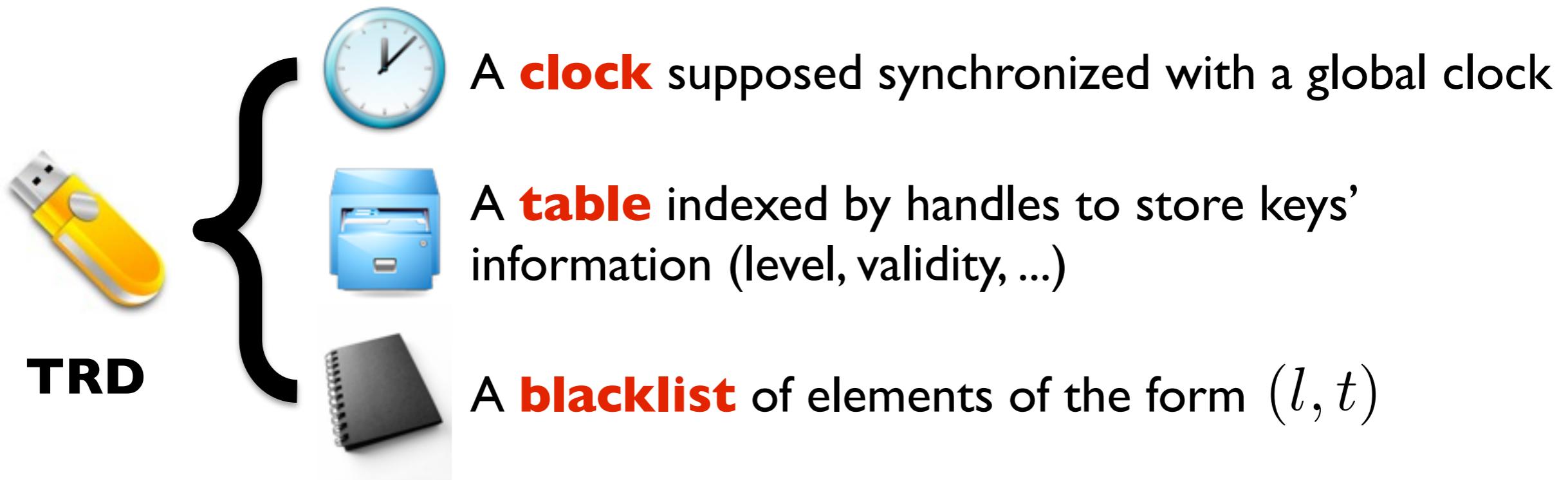
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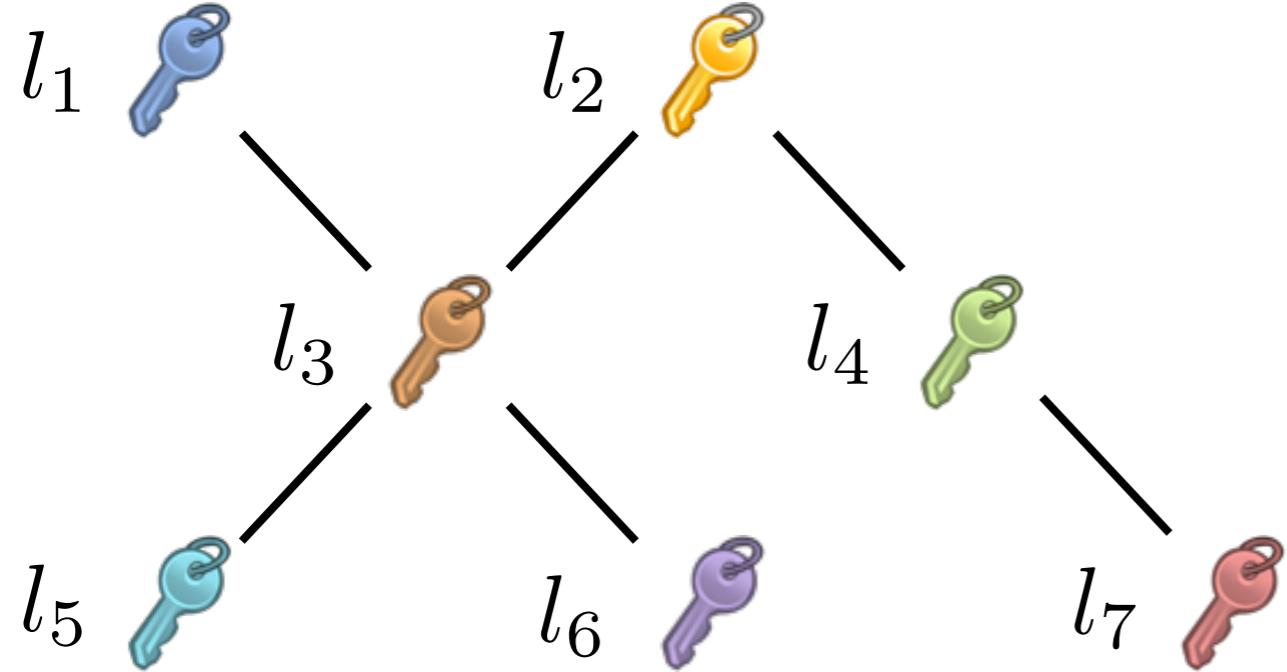
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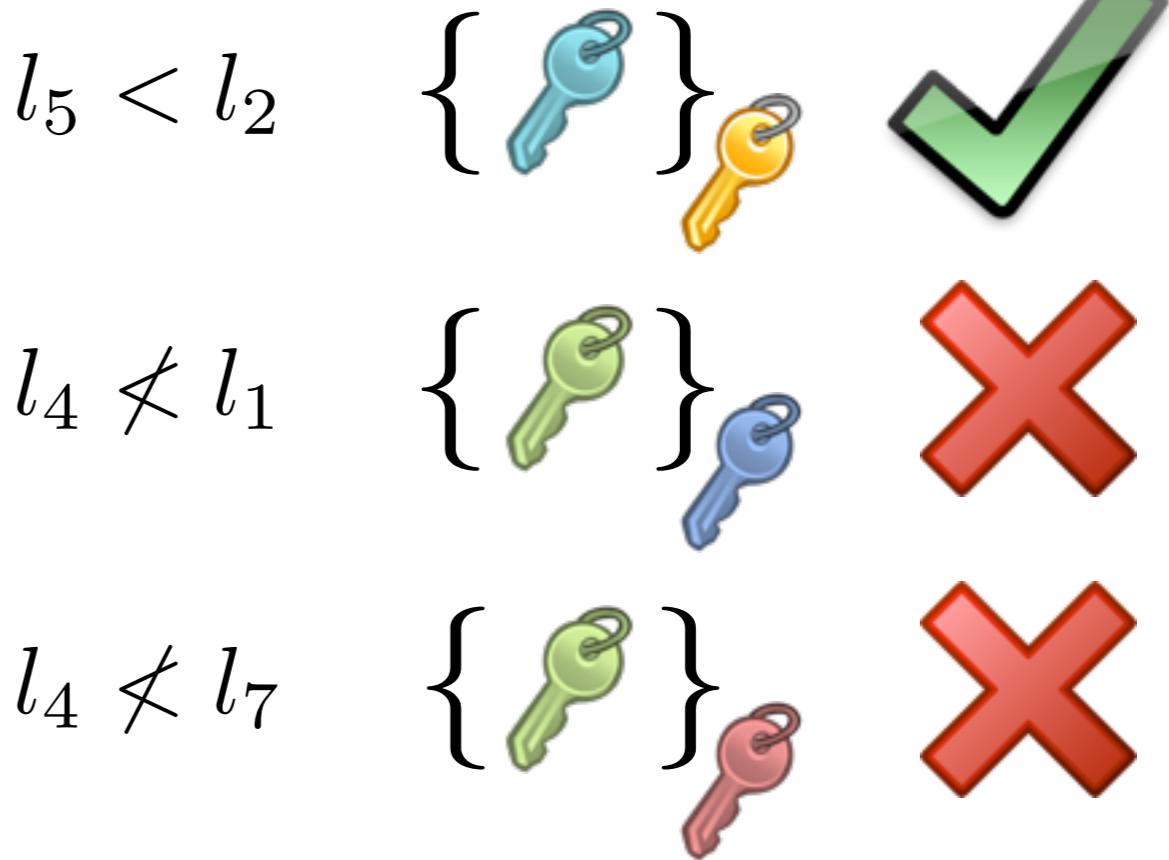
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User's Commands

A set of **basic commands** :

$\text{generatePublic}(m)$ }
 $\text{generateSecret}(l, m)$ }

Store in a handle of the TRD, a generate nonce or key, the level and m .
Ex : $h \leftarrow (k, l, v, m)$

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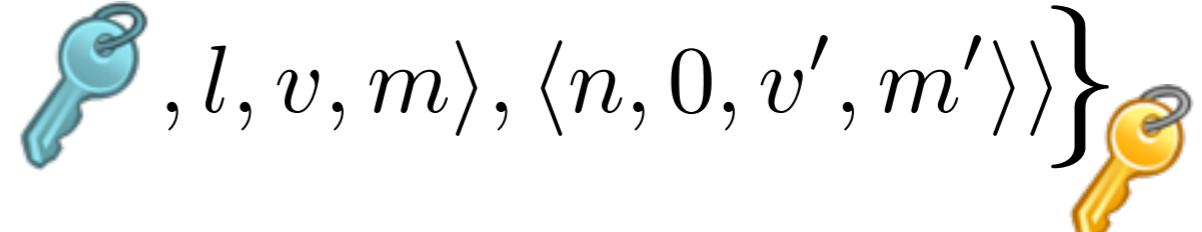
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$\text{decrypt}(C, h)$ Ex : $C = \left\{ \langle \text{key}, l, v, m \rangle, \langle n, 0, v', m' \rangle \right\}$



Decrypts C with the key stored in h and return a message or a handle.

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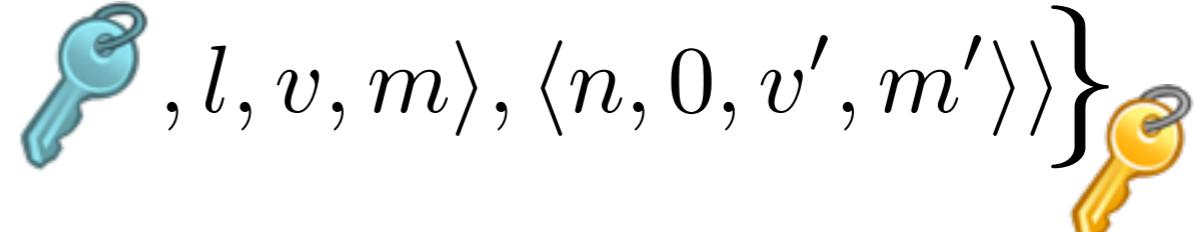
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$\text{encrypt}(\langle X_1, \dots, X_n \rangle, h)$

$X_i = h_i$ or $X_i = n_i$



$\{Y_1, \dots, Y_n\}$



Lower Level Keys Management

update(C, h_1, \dots, h_n)



h_1	, Max, v_1
...	...
h_n	, Max, v_n
h	, l, v, m

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 2. Decryption of C .

$$C = \left\{ \text{update}, \text{ } \begin{array}{c} \text{key} \\ \text{red} \end{array}, \text{ } \begin{array}{c} \text{key} \\ \text{yellow} \end{array}, l', v', m' \right\}$$

Lower Level Keys Management

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$$C = \left\{ \text{update}, \begin{array}{c} \text{red key icon} \\ \text{yellow key icon} \\ l', v', m' \end{array} \right\}$$
A horizontal row of five keys: a red key, a yellow key, a blue key, a green key, and a brown key.



h_1	, Max, v_1
...	...
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4. Updating the table with the new values.

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A row of various colored keys (red, yellow, blue, brown) followed by an ellipsis.



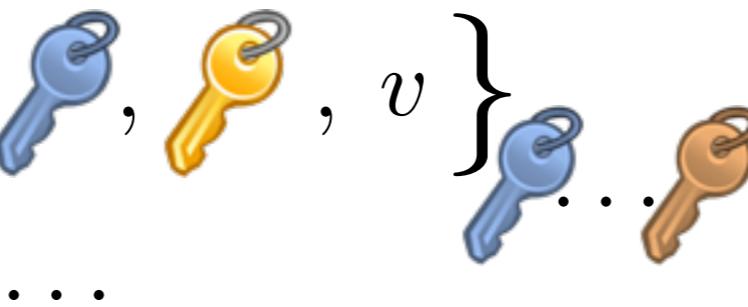
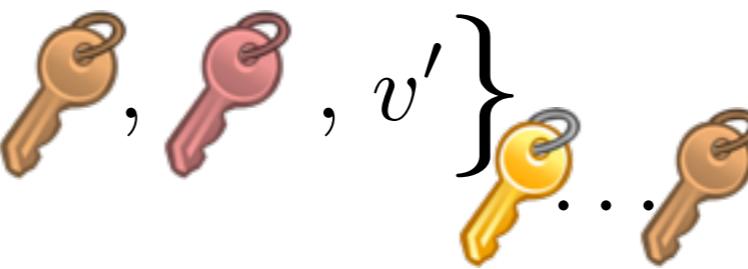
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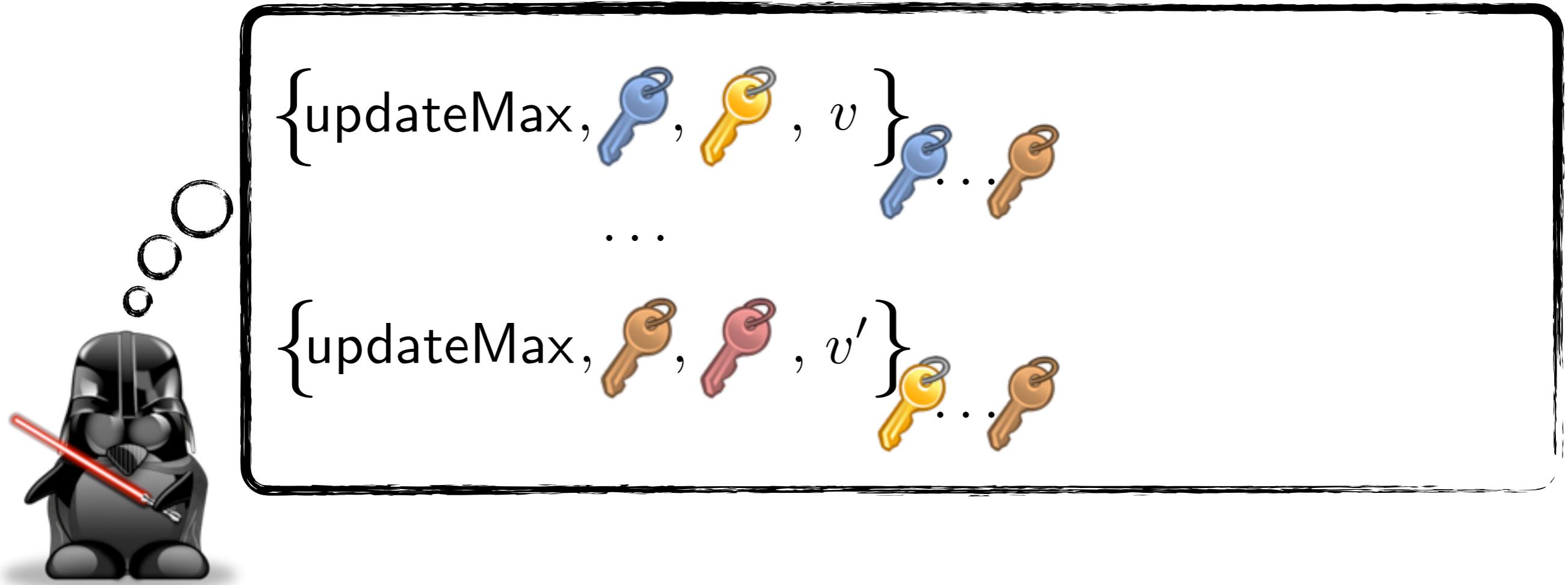
Revocation Keys Management

Since revocation keys are sensitive, we allow the admin to update them...

$$\left\{ \text{updateMax}, \text{ } \begin{matrix} \text{blue key} \\ \text{yellow key} \end{matrix}, \text{ } v \right\}$$

$$\left\{ \text{updateMax}, \text{ } \begin{matrix} \text{brown key} \\ \text{pink key} \end{matrix}, \text{ } v' \right\}$$


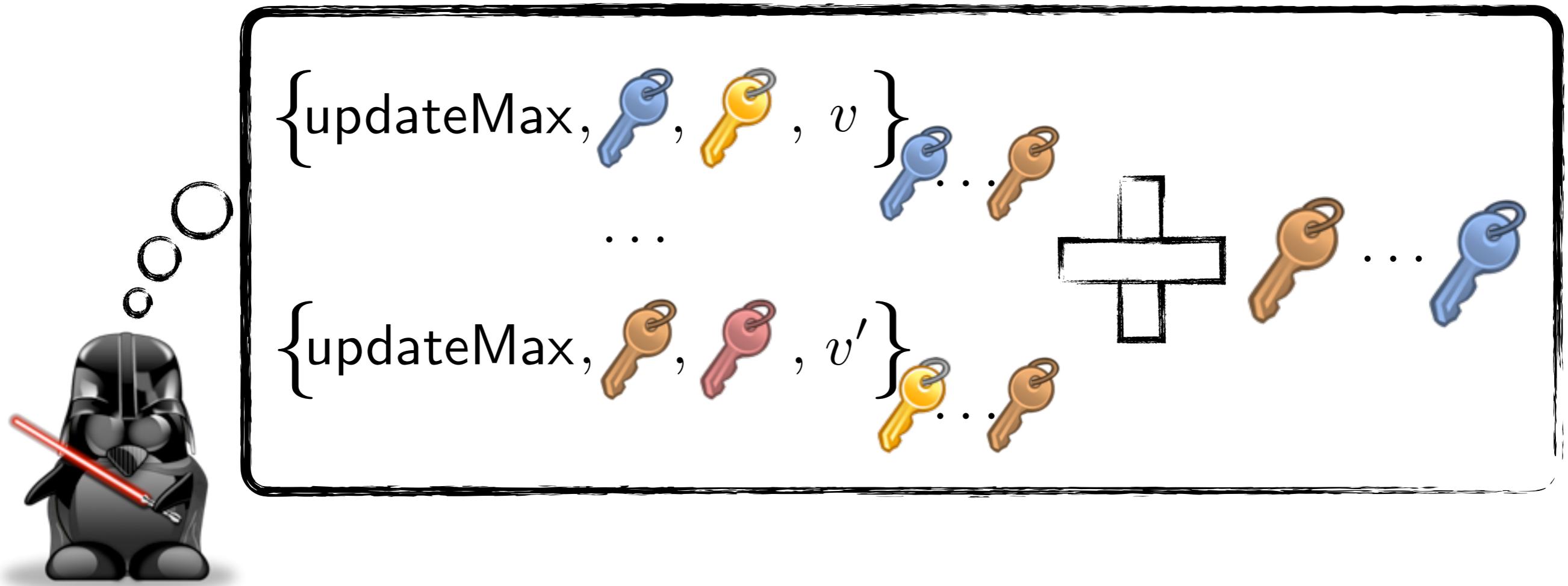
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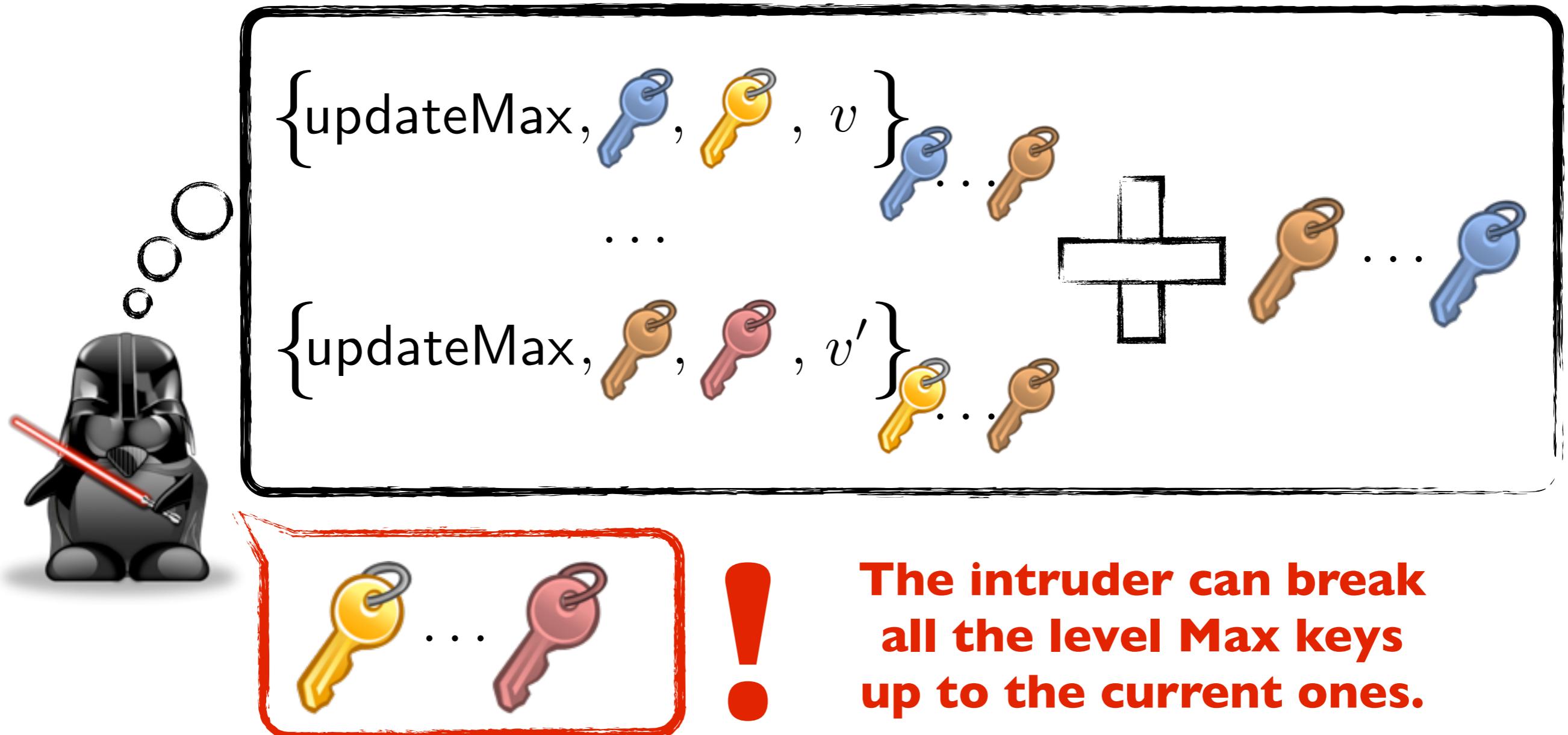
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Level Max commands are sent over a secure channel.

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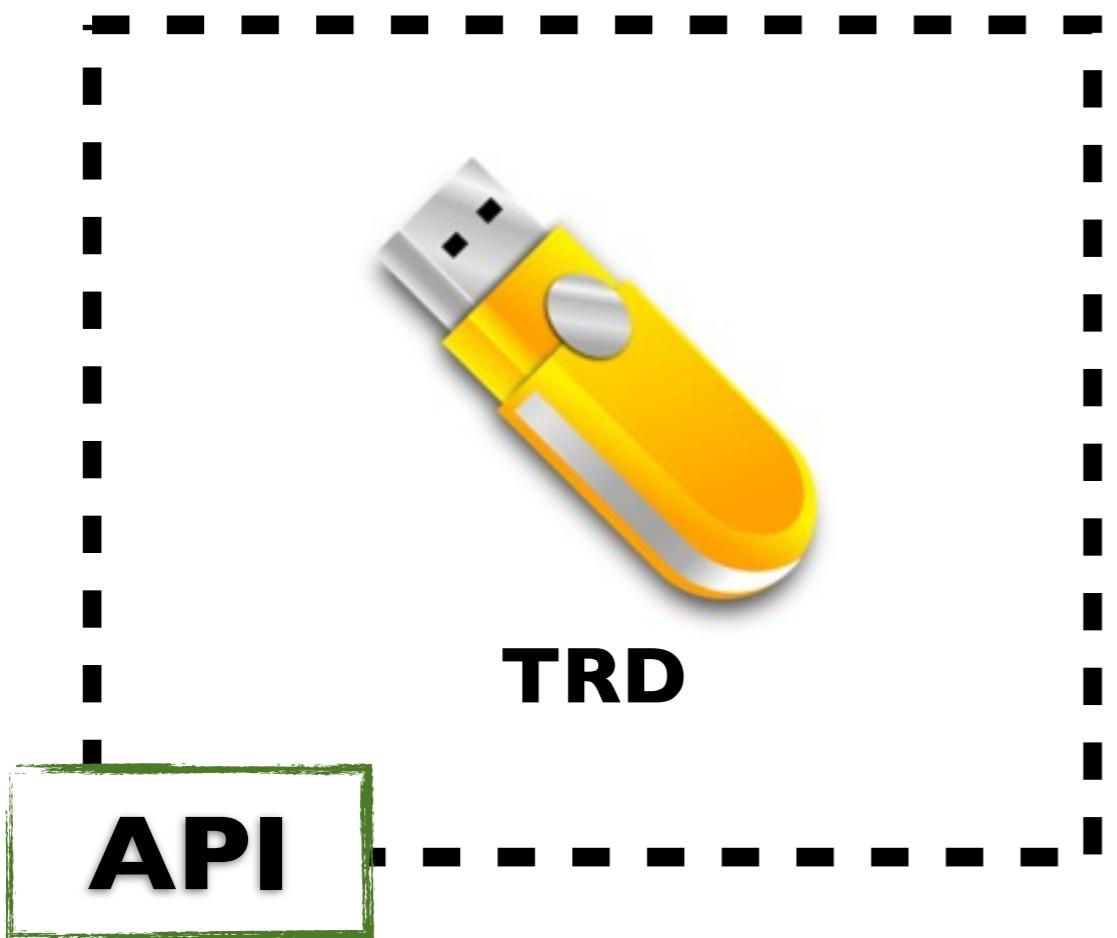
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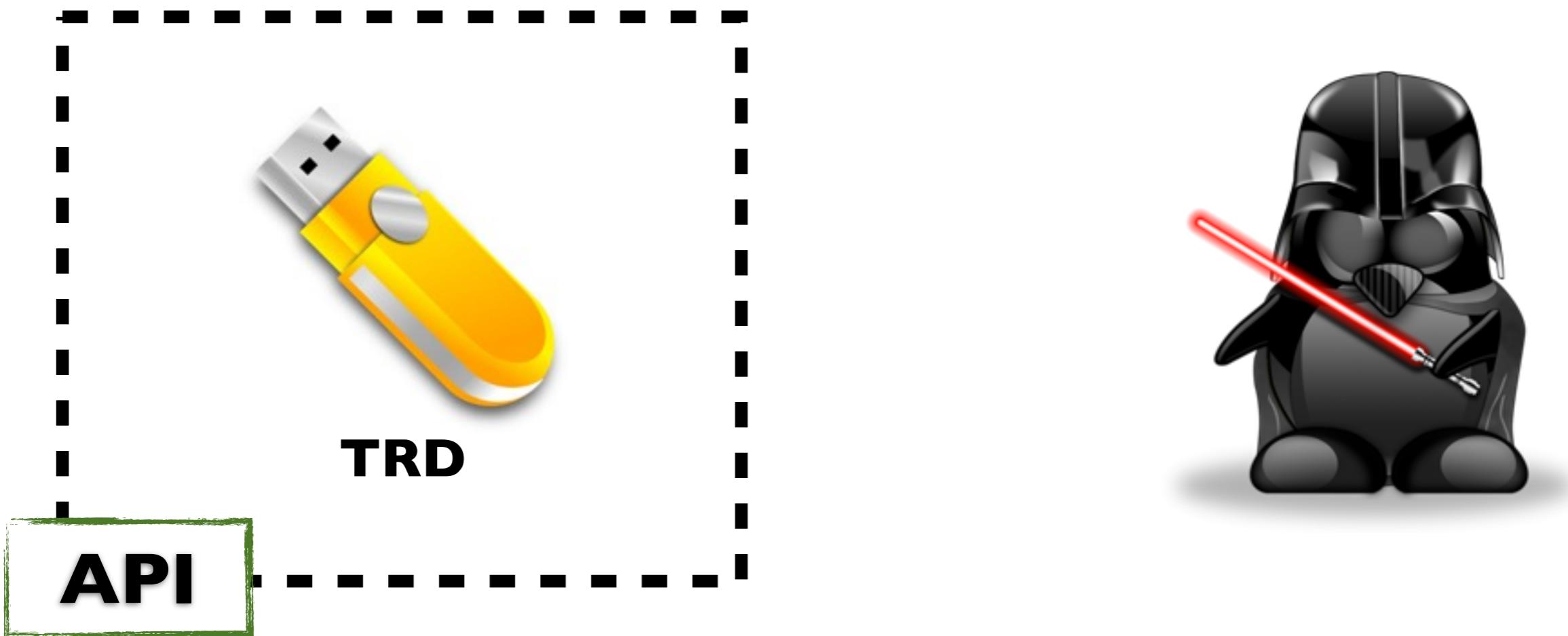
This can be achieved by several means :

- The administrator has a physical access to the TRD that needs to be updated,
- The user would connect his/her TRD to a trusted machine, on which a secure channel (e.g. via TLS) is established with the key administrator.

And now, what about Security ?



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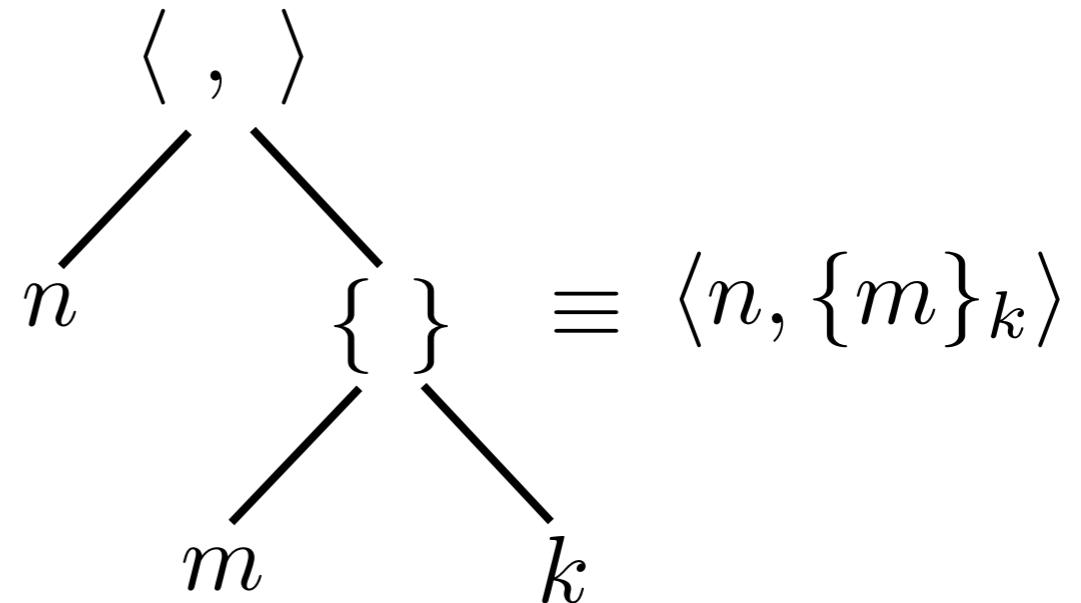


Abstraction

Messages are represented by **terms**

Nonces, keys :

$$n, m, \dots, k_1, k_2, \dots$$



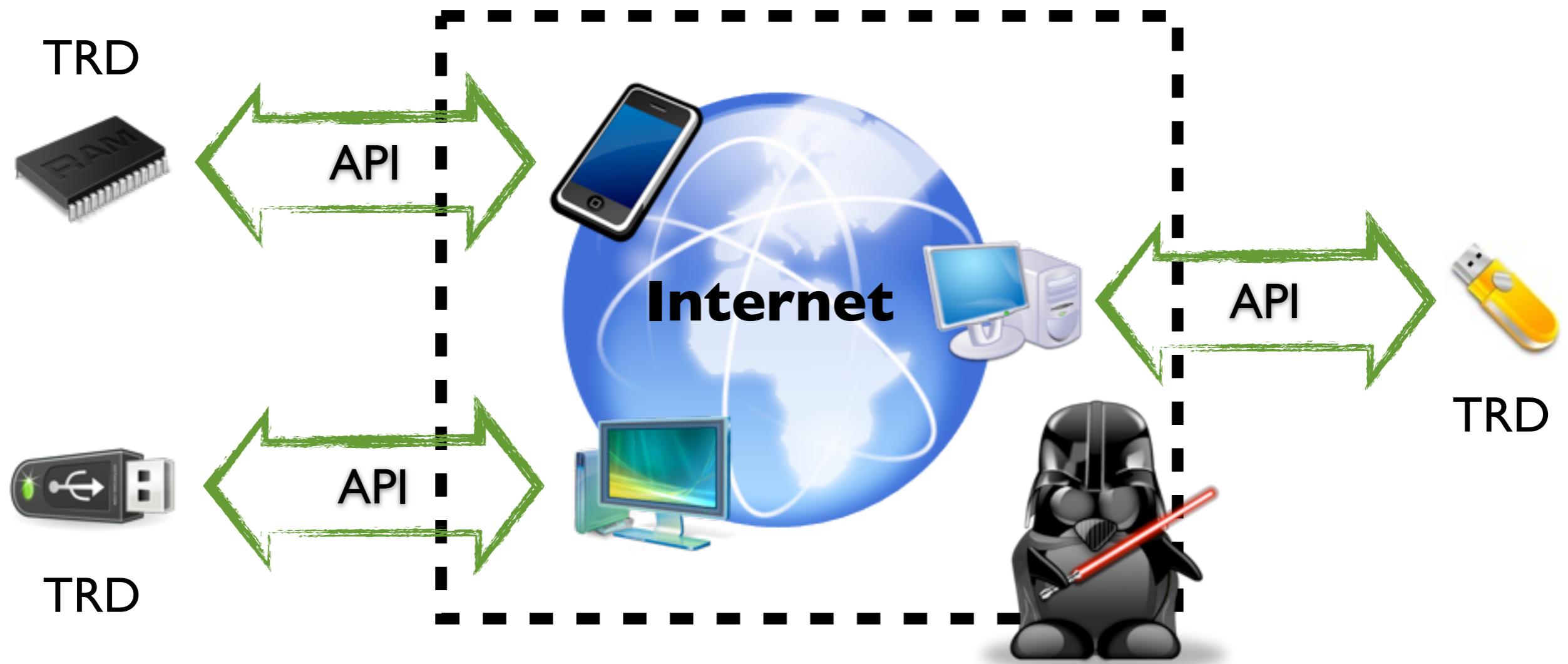
Primitives :

$$\{m\}_k, \langle m_1, m_2 \rangle, \dots$$

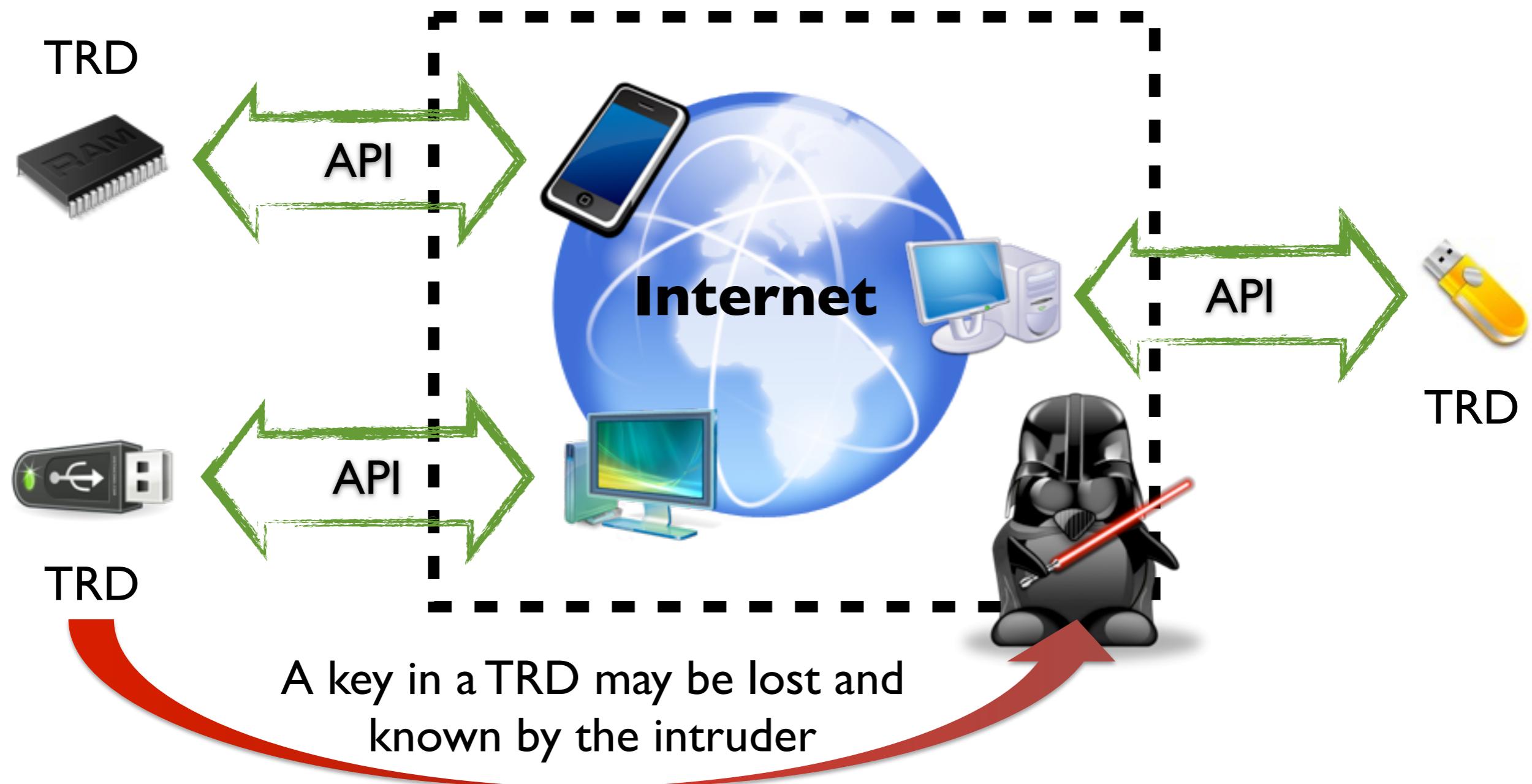
Modeling deduction rules :

$$\frac{x \quad y}{\langle x, y \rangle} \quad \frac{\langle x, y \rangle}{x} \quad \frac{\langle x, y \rangle}{y} \quad \frac{x \quad y}{\{x\}_y} \quad \frac{\{x\}_y \quad y}{x}$$

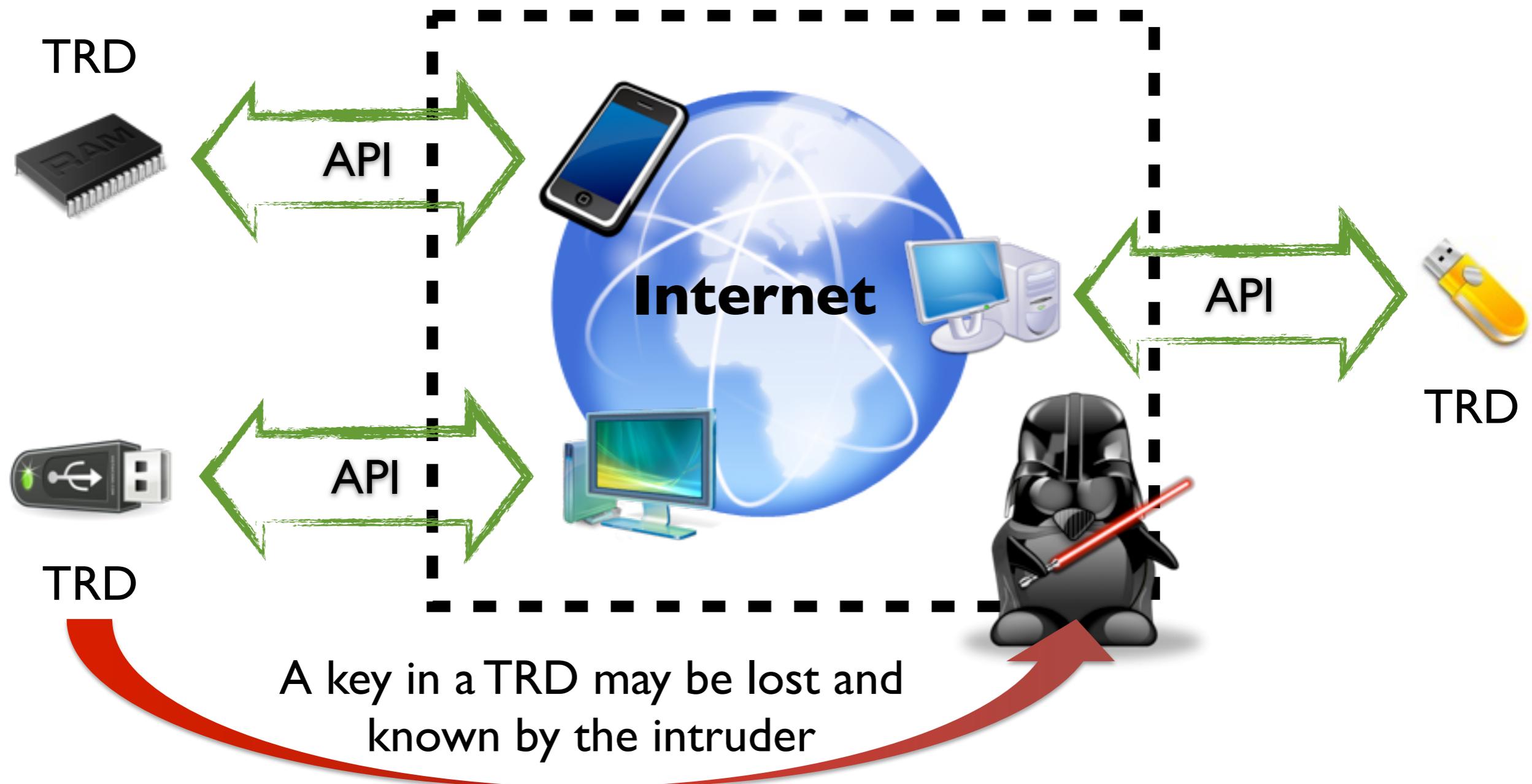
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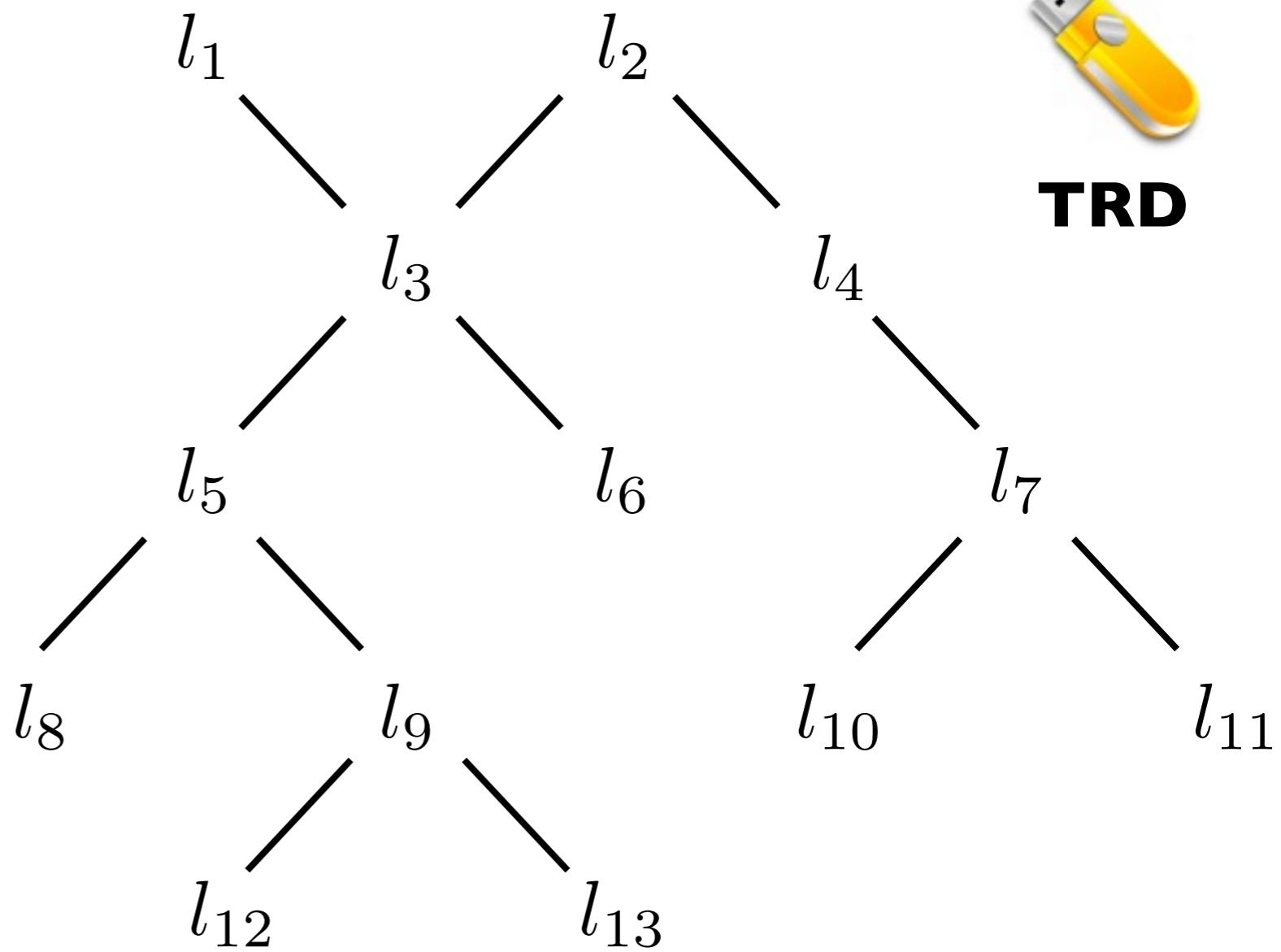


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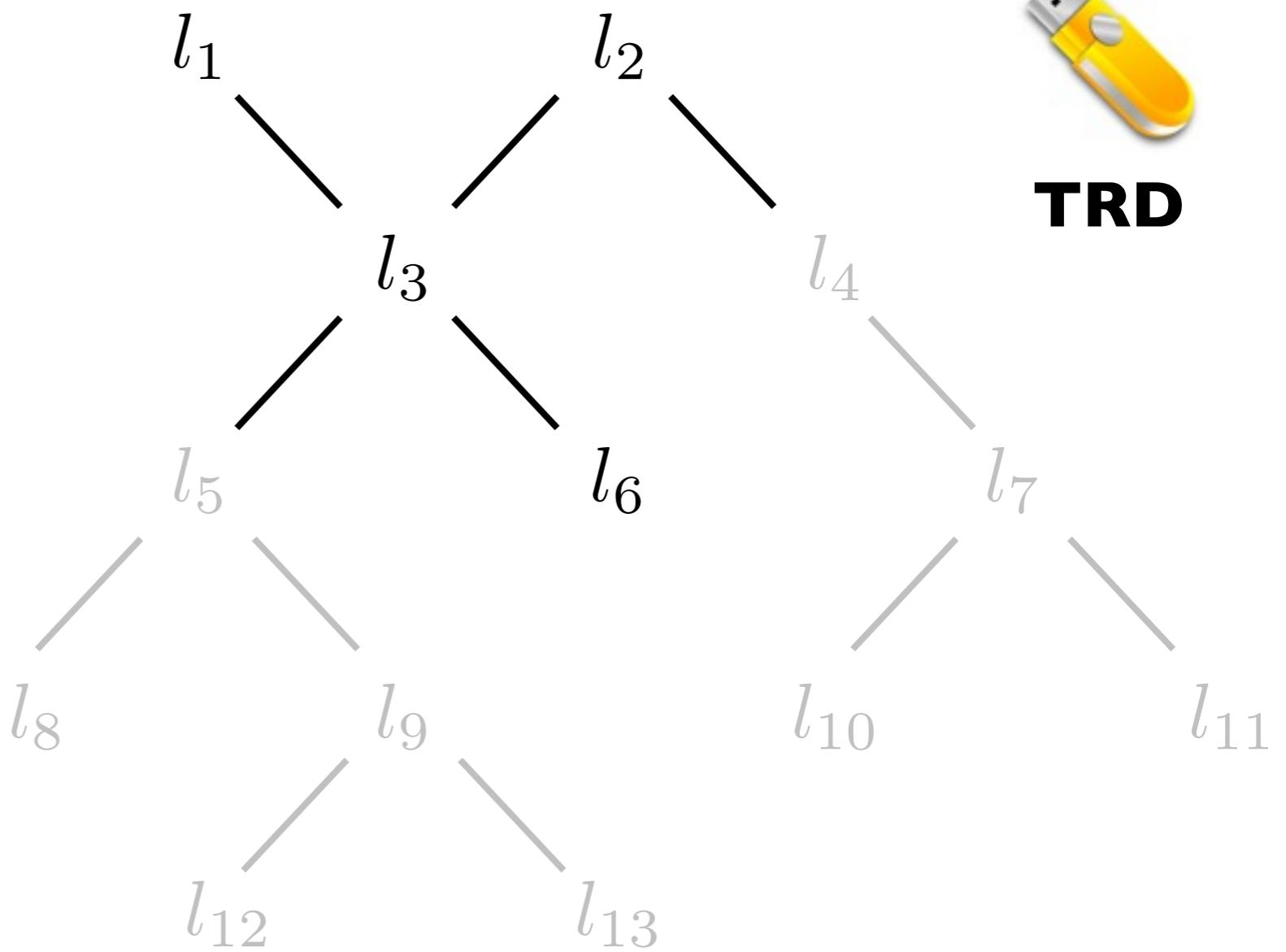


Hypothesis : Only a total of $N_{\text{Max}} - 1$ different « current » level Max keys for one TRD can be lost.

What about lost levels ?



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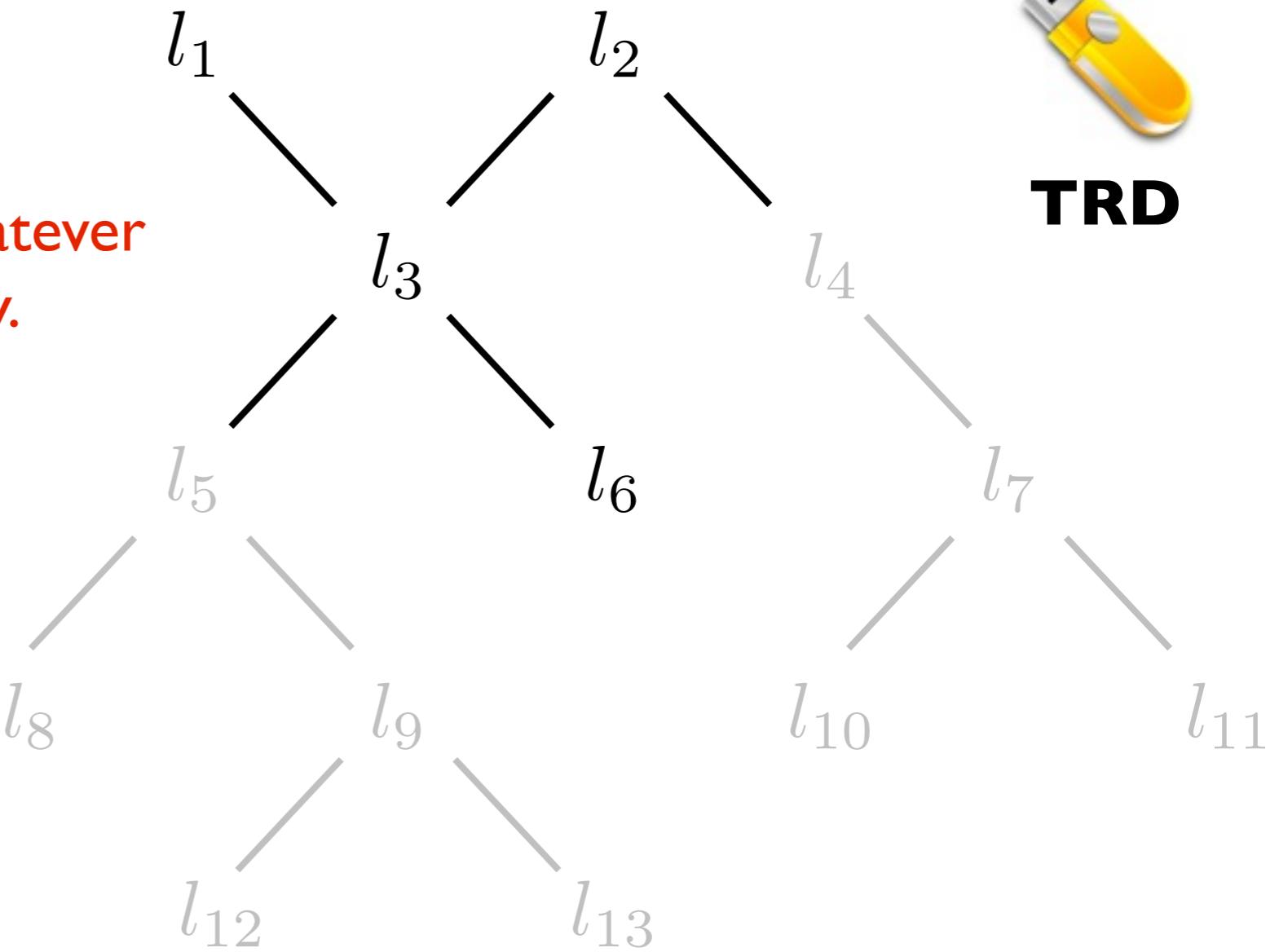


What about lost levels ?



TRD

The intruder has control over whatever
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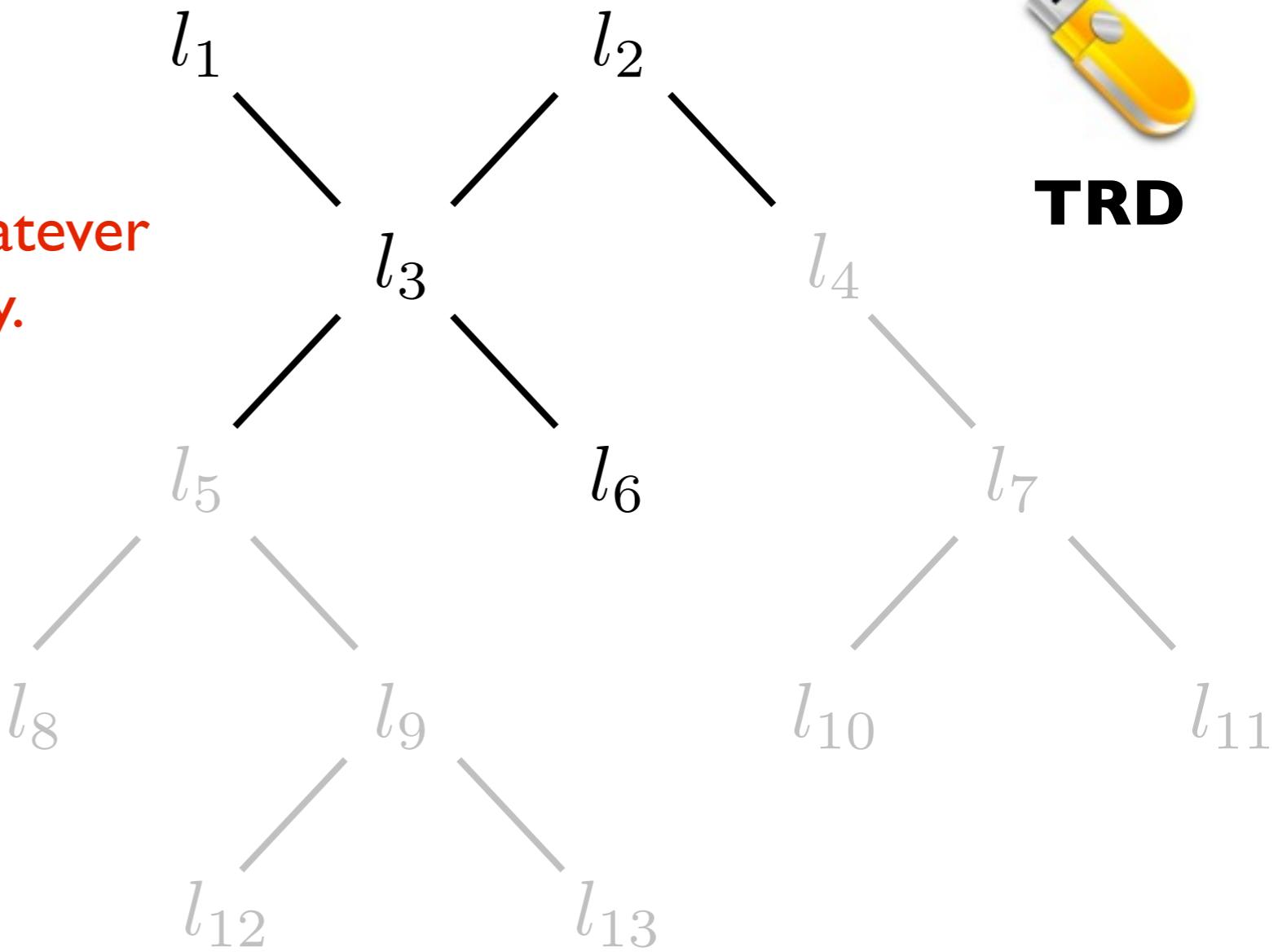
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TRD

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It may use a encrypt command to **get a key** with a lower level in a TRD containing a lost key.



Ex : Obtaining $\{\langle \text{key icon}, l_9, v, m \rangle\}$ with key icon lost and of level l_5 .

Secrecy Result

«I keep my secrets secret !»

Even if the **intruder** may :

- **control the network** and host machines,
- **break some keys** (but not too many revocation keys),



Secrecy Result

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Even if the **intruder** may :

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We have :



Theorem

Keys remains **secret** (not deducible) provided :

- A **valid expiration date**,
- They're **not « under a lost »**.

Self Repair Property

«It's just a flesh wound !»

Theorem

(Stated for one level)

Assume that all keys are secret at time t except those under a level l .

Then at time $t + \Delta(l)$, all keys are secret except those under levels l_1, \dots, l_n such that $l_i < l$.

Self Repair Property

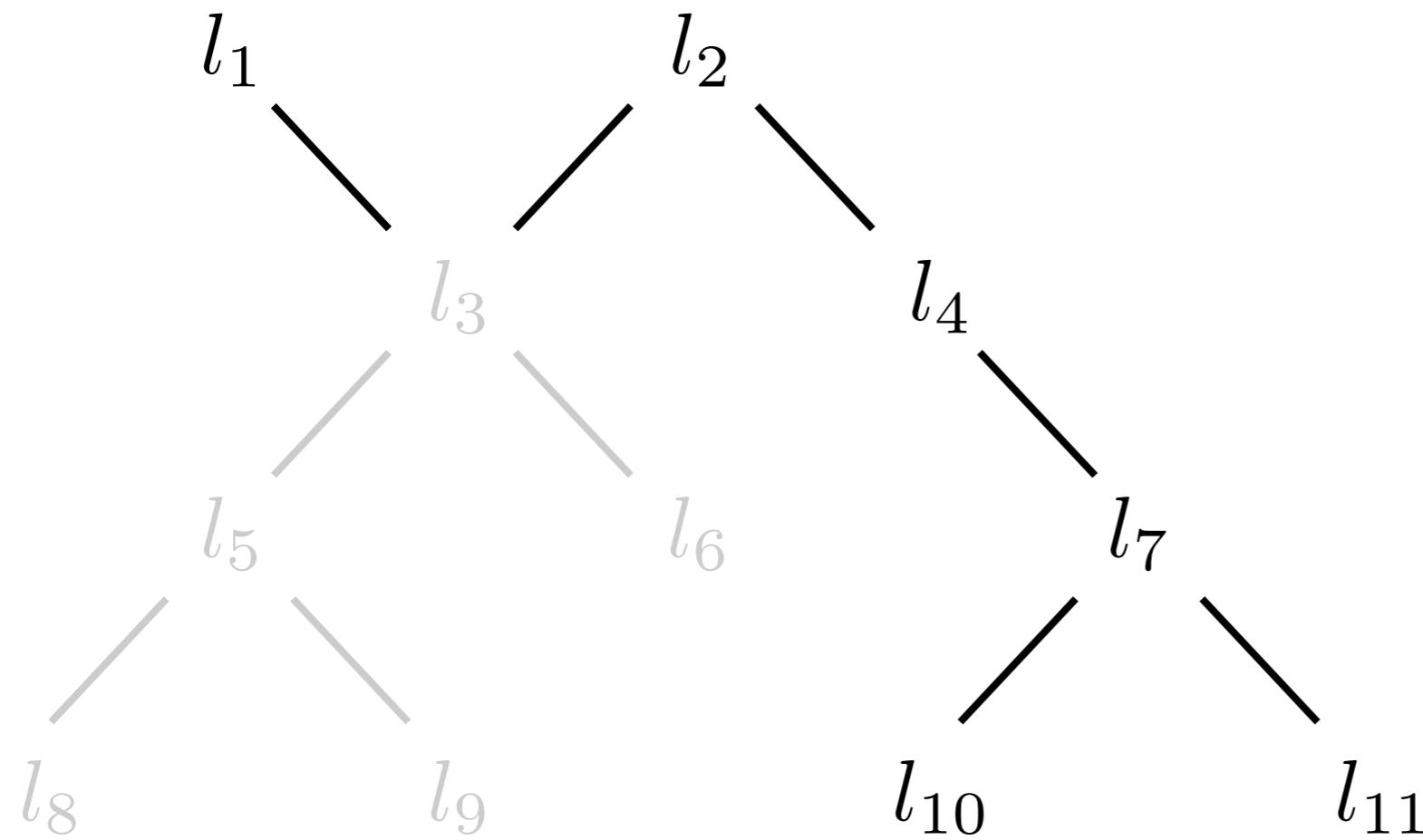
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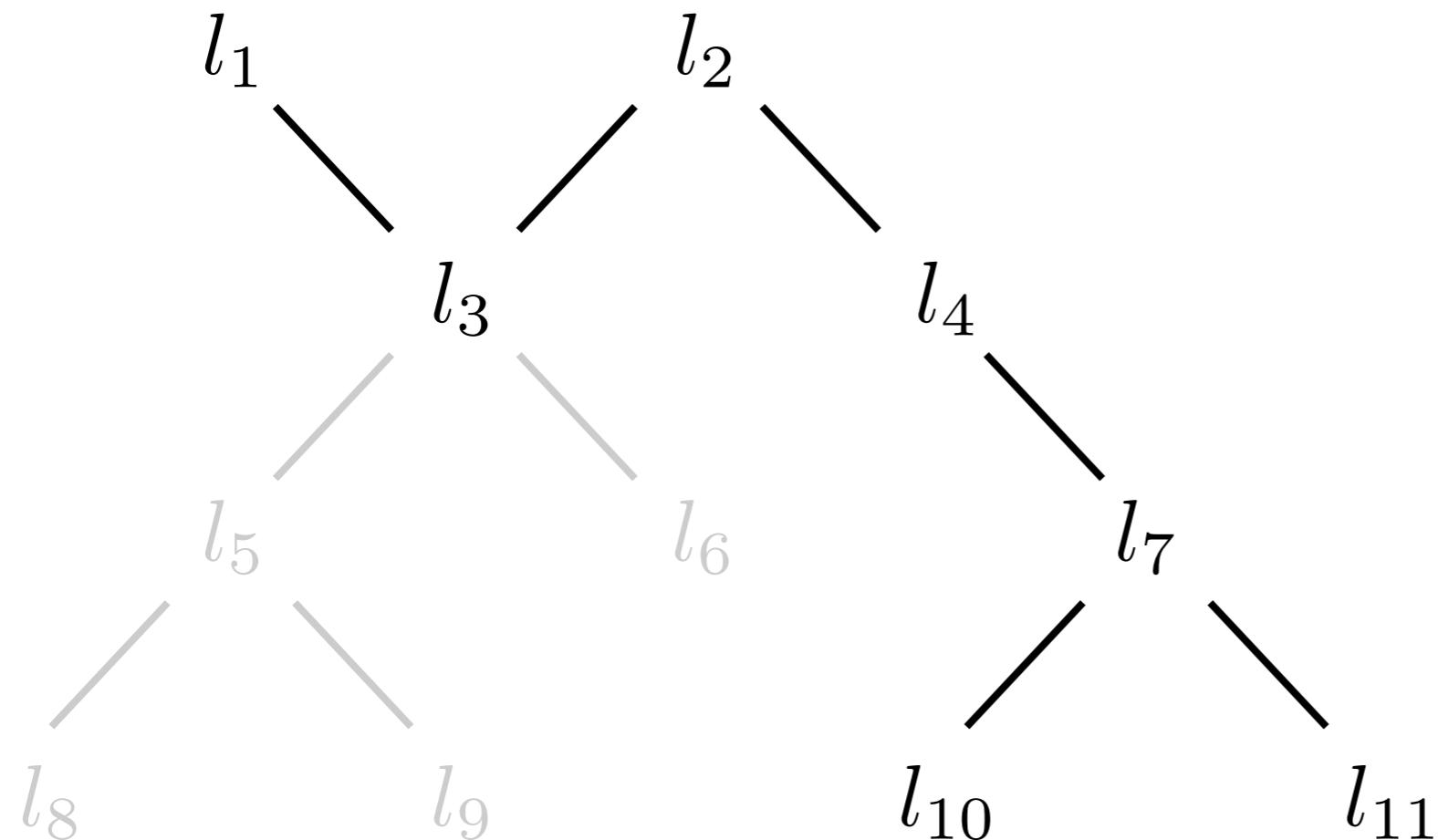
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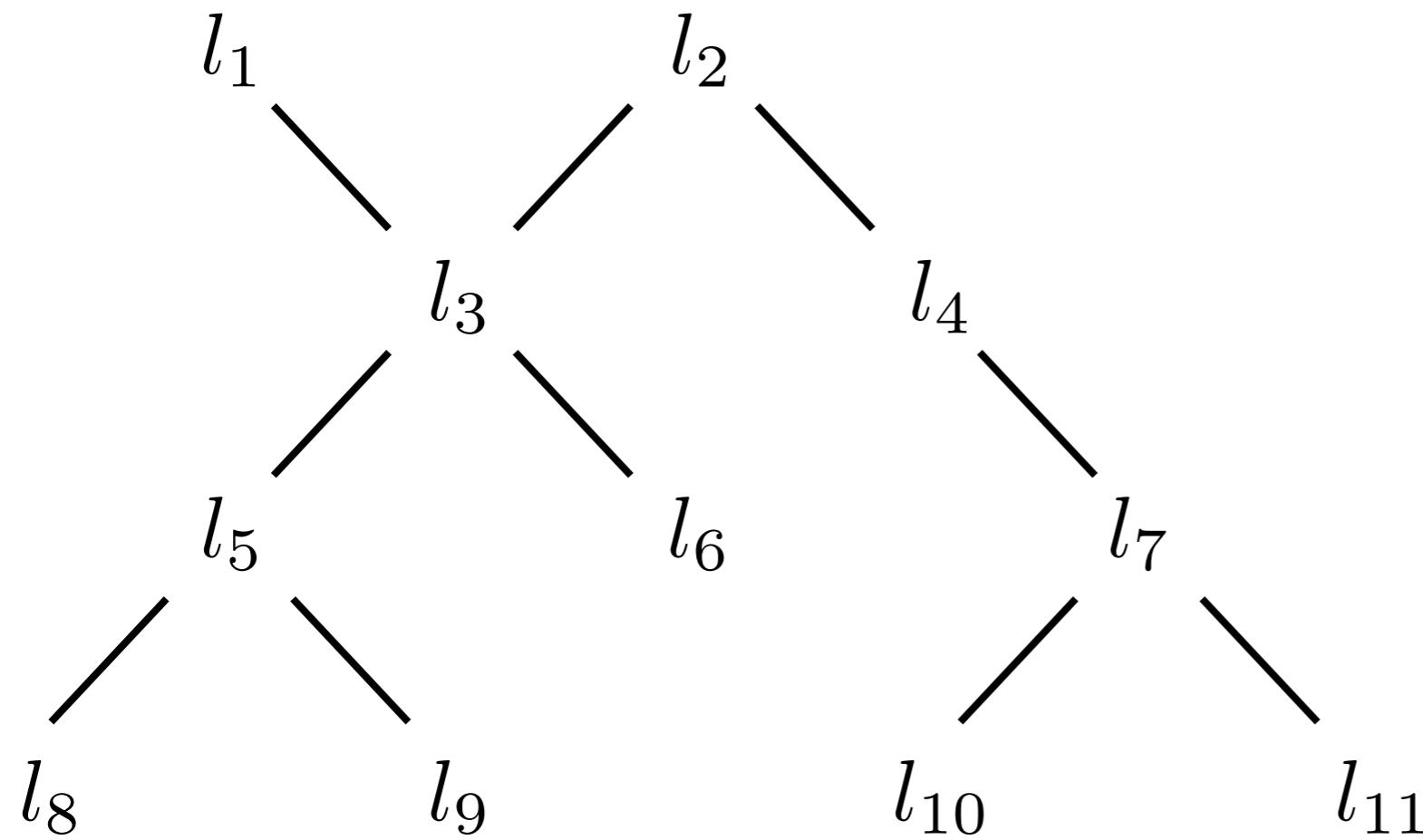
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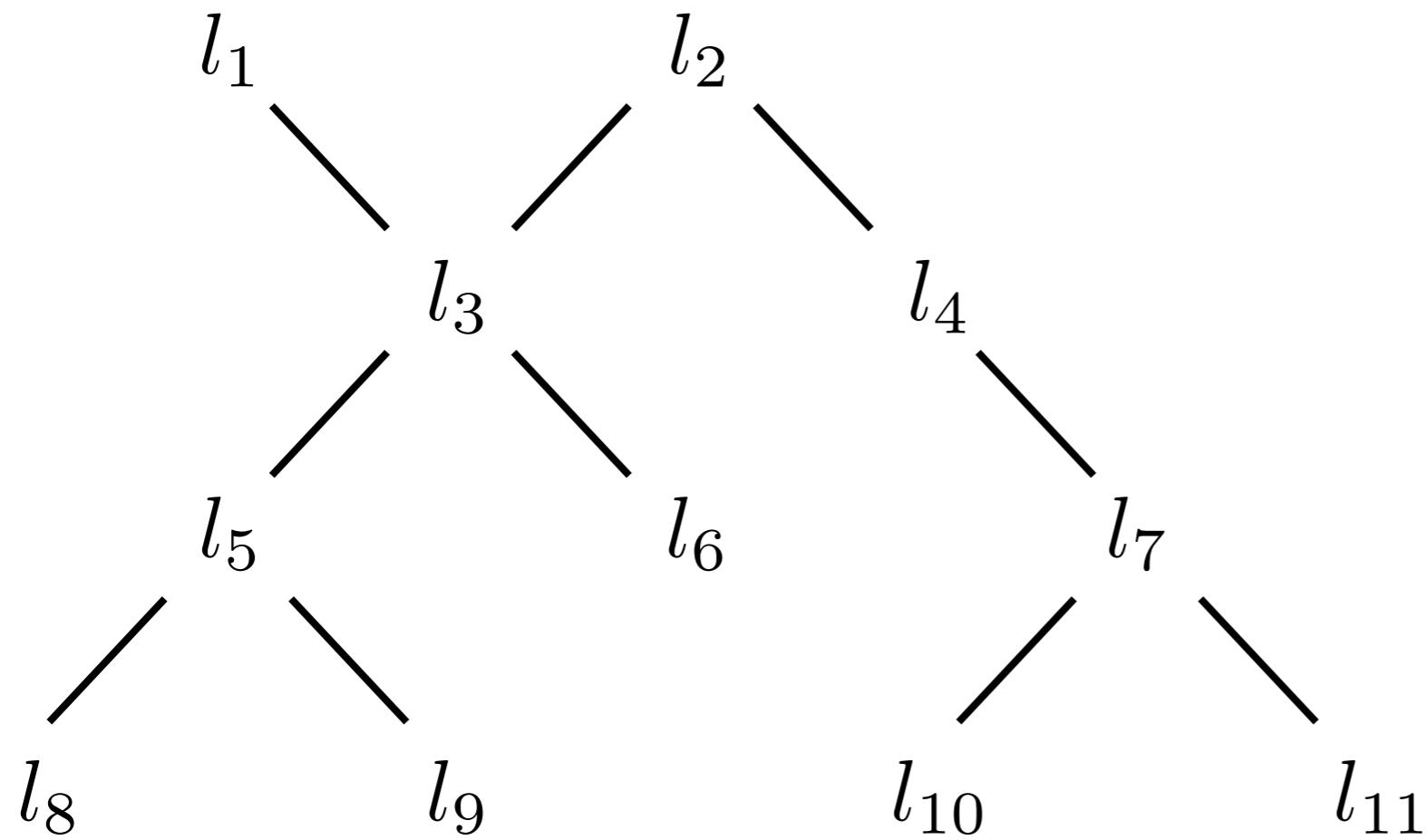
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It assumes that you
do not lose a level
higher than the one you
«try» to repair.

Blacklist Opportunity

«For those who are in a hurry...»

blacklist(C, h_1, \dots, h_n)

Ex : $C = \{\langle \text{blacklist}, \langle l_3, t_3 \rangle \rangle\}$

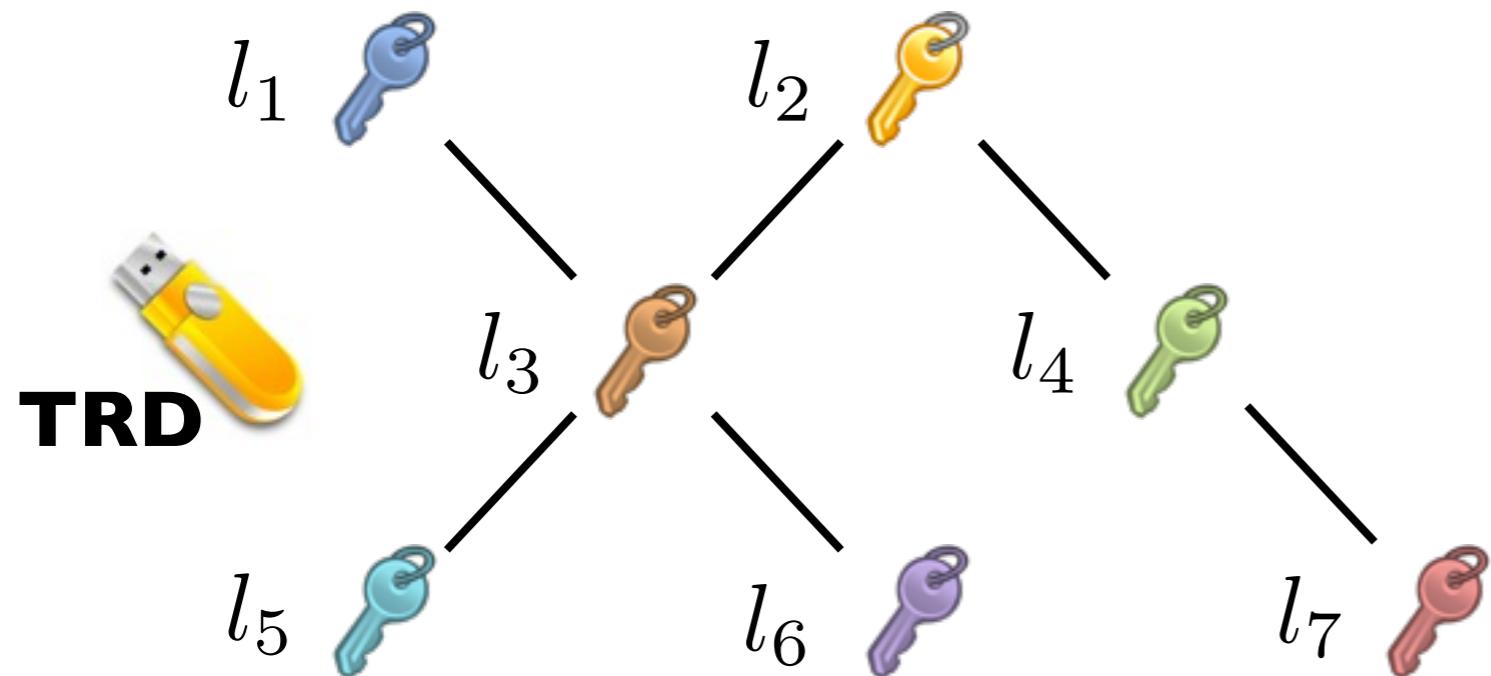


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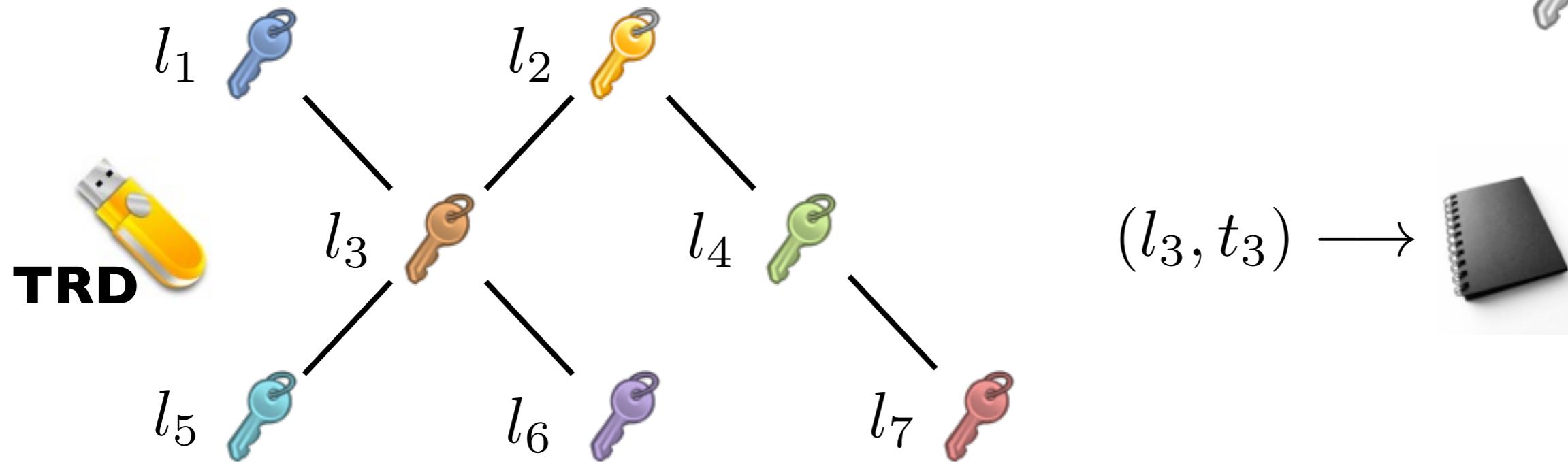


Blacklist Opportunity

«For those who are in a hurry...»

blacklist(C, h_1, \dots, h_n)

Ex : $C = \{\langle \text{blacklist}, \langle l_3, t_3 \rangle \rangle\}$



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$(l_3, t_3) \rightarrow$



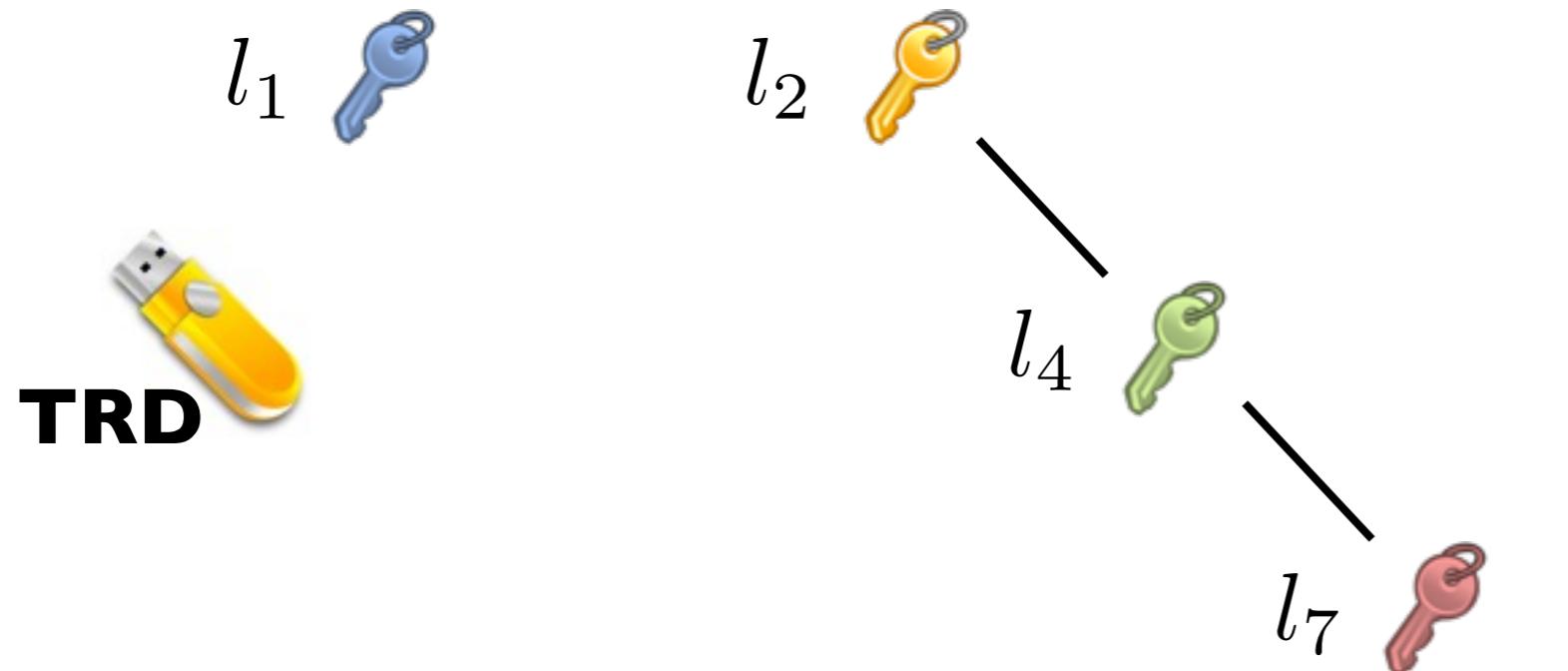
TRD

Blacklist Opportunity

«For those who are in a hurry...»

blacklist(C, h_1, \dots, h_n)

Ex : $C = \{\langle \text{blacklist}, \langle l_3, t_3 \rangle \rangle\}$



$(l_3, t_3) \rightarrow$

Theorem

(Stated for one level)

Assume that all keys are secret at time t except those under a level l .

If we blacklist level l on a TRD , then, **immediately**, all keys are secret except those under levels l_1, \dots, l_n such that $l_i < l$, for the TRD.

Concluding by Future Work

- **Weaken assumptions**, especially on hidden level Max messages (maybe requiring more cryptographic primitives),
- **Extending** our API to **asymmetric encryption**,
- **Adapting** the result taking account of possible **clock drift**, or replacing the clock by a sort of nonce based freshness test,
- **Implementing** the API in order to carry out some performance tests.

Thank you for your attention !

