

Symbolic methods applied to the automation of computational proofs

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Introduction to security

unnecessary !

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↔ Bottom line : we want proofs of security

Symbolic model

Proofs by saturation

1. Define exactly which operations can the attacker perform.
2. Define the security of our protocol/scheme.
3. Try all the possible attacker's actions, until either we break the security, or there is nothing else to do.

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Realm

- Messages are abstract terms: $enc(message, sk)$
- An equational theory capture the attacker power:

$$dec(enc(m, sk), sk) = M$$

- The attacker can intercept everything over the network

A symbolic method example

Deducibility

Given a set of messages, can an attacker deduce a secret ?

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Example

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$$g^{y^2+y} = (g^{x \times y})^{-x} \times g^{y^2}$$

Computational model

Proof by reductions

1. Assume that some problem is difficult
2. Define the security of our protocol/scheme
3. Show that if one can break the security, one can break the difficult problem

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Realm

- Messages are bitstrings
- Attackers are any PPT

Computational vs Symbolic

Symbolic model

- Network controlled by the attacker
- Primitives are perfect
- Many automated proofs
- Missed attacks

Computational model

- Network controlled by the attacker
- Attacker is any PPT
- Few automated proofs
- Hand made proofs hard to check

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↔ Our focus : improving automation in the computational model

A formal framework for computational proofs

A bit of syntax

Expressions: \times , \div and $(_)(_)$

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Games: $\left\{ \begin{array}{l} a : \mathbb{F}_q \\ \text{if } _ = _ \text{ then } \dots \text{ else } \dots \\ \mathcal{A}(\dots) \end{array} \right.$

Game equivalence

Goal example:

$$a, b : \mathbb{F}_q.\mathcal{A}(g^a, g^b, g^{ab}) \simeq a, b, c : \mathbb{F}_q.\mathcal{A}(g^a, g^b, g^c)$$

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↪ No PPT attacker can distinguish between the two cases

$\forall \mathcal{A} \in \text{PPT}.$

$$|\Pr(\mathcal{A}(g^a, g^b, g^{ab}) = 1 | a, b \leftarrow \mathbb{F}_q) - \Pr(\mathcal{A}(g^a, g^b, g^c) = 1 | a, b, c \leftarrow \mathbb{F}_q) - \frac{1}{2}|$$

is negligible

A formal definition of reductions

The reduction rule

$$\text{Reduc}(B) \frac{G \simeq G'}{G\{\mathcal{A} \mapsto B(\mathcal{A})\} \simeq G'\{\mathcal{A} \mapsto B(\mathcal{A})\}}$$

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Informally

$$\forall B \in \text{PPT} \dots \mathcal{A}(\text{args}_1) \simeq \dots \mathcal{A}(\text{args}_2) \Rightarrow \dots B(\mathcal{A}, \text{args}_1) \simeq \dots B(\mathcal{A}, \text{args}_2)$$

Reduction example

The DDH assumption

$$H_1 = (a, b : \mathbb{F}_q \cdot \mathcal{A}(g^a, g^b, g^{ab})) \simeq H_2 = (a, b, c : \mathbb{F}_q \cdot \mathcal{A}(g^a, g^b, g^c))$$

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The simulator

We replace \mathcal{A} by:

$$B(e_1, e_2, e_3) := d : \mathbb{F}_q, A(e_1, e_2, g^d, e_3^d)$$

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The result

$$(a, b, d : \mathbb{F}_q \cdot \mathcal{A}(g^a, g^b, g^d, g^{abd})) \simeq (a, b, c, d : \mathbb{F}_q \cdot \mathcal{A}(g^a, g^b, g^d, g^{cd}))$$

Reduction example

The simulator

$$B(A)(e_1, e_2, e_3) := d : \mathbb{F}_q, A(e_1, e_2, g^d, e_3^d)$$

The rule application

$$\text{Reduc}(B) \frac{(a, b : \mathbb{F}_q \cdot \mathcal{A}(g^a, g^b, g^{ab})) \simeq (a, b, c : \mathbb{F}_q \cdot \mathcal{A}(g^a, g^b, g^c))}{H_1\{\mathcal{A} \mapsto B(\mathcal{A})\} \simeq H_2\{\mathcal{A} \mapsto B(\mathcal{A})\}}$$

Automated construction of simulators

The problem

Question

Given an assumption and a goal, can we find B to apply Reduc ?

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Simulator

Partial assumption: $(a, b : \mathbb{F}_q \cdot \mathcal{A}(g^a, g^b, g^{ab}))$

Partial goal: $(a, b, c : \mathbb{F}_q \cdot \mathcal{A}(g^a, g^b, g^c, g^{abc}))$

\Rightarrow

Given (g^a, g^b, g^{ab}) , can a simulator compute (g^a, g^b, g^c, g^{abc}) ?

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\hookrightarrow A deducibility problem

Disadvantage

Something not deducible in the symbolic world might be deducible in the actual world.

$$\text{enc}(a, sk), \text{enc}(b, sk) \not\vdash \text{enc}(a + b, sk)$$

Advantage

If something is deducible in the symbolic world, it is always deducible.

↔ We may find valid simulators using deducibility.

Game hypothesis:

$$x_1, \dots, x_n : \mathbb{F}_q \cdot \mathcal{A}(e_1, \dots, e_k)$$

Goal:

$$x_1, \dots, x_n, \dots, x_n + k : \mathbb{F}_q \cdot R$$

Check, if for all terms t that appears in R (a game):

$$e_1, \dots, e_k \vdash t$$

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Extend the symbolic technics to more complex theories, which might be complete.

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Option 2

Extend the symbolic technics to more complex theories, which might be complete.

↪ use them to provides slow but complete automation.

Existing work

- Deducibility only for polynomials of degree one in the exponent, without axioms
- AutoGnP [Barthe et al, CCS15] used heuristics to construct simulators

¹Symbolic Proofs for Lattice-Based Cryptography, CCS18
G. Barthe, X. Fan, J. Gancher, B. Gregoire, C. Jacomme, E. Shi

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Contributions

- Axioms ($a \neq 0$)
- Bilinear maps
- Any polynomials in the exponent
- Matrices

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Our generalized problem

$$\Gamma \models X, g_{i_1}^{f_1}, \dots, g_{i_k}^{f_k} \vdash_{\mathcal{E}} g_t^h$$

$$\left\{ \begin{array}{l} \Gamma \text{ axioms} \\ X \text{ public variables} \\ g_t \text{ target group} \\ \mathcal{E} \text{ equational theory} \\ f_i \text{ polynomial} \end{array} \right.$$

Saturation

Obtain a problem with only one group using a previous result :

↔ compute all the possible map applications and obtain a saturated set

Example

$$g_{i_1}^{f_1}, g_{i_2}^{f_2} \vdash_{\mathcal{E}} g_t^h$$

↔

$$g_t^{f_1}, g_t^{f_2}, g_t^{f_1^2}, g_t^{f_2^2}, g_t^{f_1 \times f_2} \vdash_{\mathcal{E}} g_t^h$$

Second Step (our contribution)

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With Groebner Basis

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1. Characterize the attacker knowledge:

$$M = \left\{ \sum_i e_i \times f_i \mid e_i \in \mathbb{K}[X] \right\}$$

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$$M :_{\mathbb{K}[X, Y]} (p_1 \dots p_n)^\infty = \{f \in \mathbb{K}[X, Y] \mid \exists n \in \mathbb{N}, f \times (p_1 \dots p_n)^n \in M\}$$

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3. Test the membership.

Conclusion

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Given an hypothesis and a goal, we provide a complete procedure to decide if the rule Reduc can be applied.

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Use symbolic methods (deducibility, static equivalence, unification):

- to automatize more complex crypto proofs (RND rule)
- to verify masking schemes
- to handle multistage games, oracle games, ...

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