

Security Protocols and Their Correctness

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Can **Cryptography** Make Networks Secure?

Goals:

- **Authenticity**: who sent it?
- **Secrecy**: who can receive it?

Threats:

- **Active** attacker
- Careless & compromised agents ... **NO** code-breaking

Some Notation

- A, B agent names (Alice, Bob)
- N_a nonce chosen by Alice (a random number)
- K_a Alice's public key
- $\{X\}_{K_a}$ message encrypted using K_a
- anybody can encrypt
 - only Alice can recover X

The Needham-Schroeder Protocol

$$1. \quad A \rightarrow B : \{Na, A\}_{Kb}$$

Alice sends Bob an encrypted nonce

$$2. \quad B \rightarrow A : \{Na, Nb\}_{Ka}$$

Bob returns Na with a nonce of his own

$$3. \quad A \rightarrow B : \{Nb\}_{Kb}$$

Alice returns Bob's nonce

What Does Needham-Schroeder Accomplish?

Only **Bob** could recover N_a

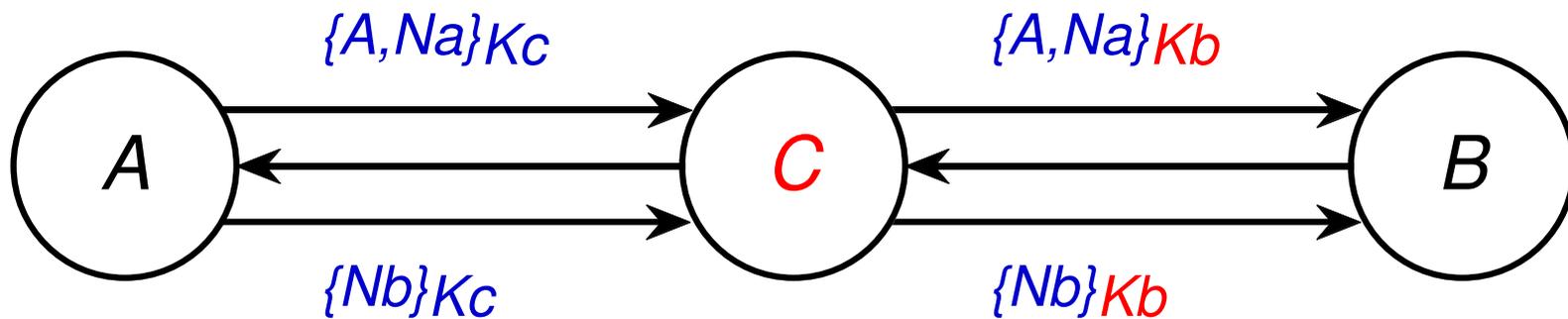
Only **Alice** could recover N_b

- Therefore Alice and Bob are present **now**

But are the nonces **secret?**

A Middle-Person Attack

Villain **Charlie** can masquerade as **Alice** to **Bob**



Lowe's Attack in Detail

1. $A \rightarrow C : \{Na, A\}_{Kc}$
- 1'. $C(A) \rightarrow B : \{Na, A\}_{Kb}$
- 2'. $B \rightarrow C(A) : \{Na, Nb\}_{Ka}$
2. $C \rightarrow A : \{Na, Nb\}_{Ka}$
3. $A \rightarrow C : \{Nb\}_{Kc}$
- 3'. $C(A) \rightarrow B : \{Nb\}_{Kb}$

*Can protocols be **verified**?*

Verification Method I: Authentication Logics

BAN logic: Burrows, Abadi, Needham (1989)

Models agent **beliefs**:

Nonce N is fresh Key K_{ab} is good

Agent S can be trusted

- Allows **short, abstract proofs** but **misses many flaws**

Verification Method II: State Enumeration

Specialized tools (Meadows, Millen)

General model-checkers (Lowe)

Model protocol as a finite-state system

- Automatically finds attacks but requires strong assumptions

Can we use formal proof?

Inductive Protocol Verification

- **Traces** of events: A sends X to B
- **Operational** model of agents
- **Algebraic theory** of messages (derived)
- A general **attacker**
- Proofs mechanized using **Isabelle/HOL**

Sets of Messages

parts H : the components of H

$$\text{Crypt } K X \mapsto X$$

analz H : the accessible components of H

$$\text{Crypt } K X, K^{-1} \mapsto X$$

synth H : messages that can be made from H

$$X, K \mapsto \text{Crypt } K X$$

Defined inductively

Some Algebraic Laws

$$\text{parts}(\text{parts } H) = \text{parts } H$$

$$\text{parts}(\text{analz } H) = \text{parts } H$$

$$\text{analz}(\text{synth } H) = \text{analz } H \cup \text{synth } H$$

$$\text{synth}(\text{analz } H) = ??$$

Keep the 3 notions **separate**

Model as **set transformers**

Part of a Protocol Specification

If a trace has the event

Says $A' B$ (Crypt(pubK B) { Na, A })

and Nb is fresh, then may add the event

Says $B A$ (Crypt(pubK A) { Na, Nb })

B doesn't know the true sender (shown as A')

Modelling Attacks and Accidents

Fake. If $X \in \text{synth}(\text{analz}(\text{spies } evs))$

may add the event

Says Spy $B X$

Can also model **accidents**: giving secrets away

Does one compromise lead to **others**?

Facts that Can be Proved

- Secret keys are **never lost**
- Nonces **uniquely identify** their message of origin
- Nonces **stay secret** (under certain conditions!)

Proved by **induction, simplification & classical reasoning**

Simplification of analz: **case analysis, big formulas**

Final Remarks

- A dozen protocols analyzed:
(Otway-Rees, Yahalom, Needham-Schroeder, . . .)
- **TLS**: an Internet protocol
- 2–9 minutes **CPU time** per protocol
- few hours or days **human time** per protocol
- a good **complement** to model-checking