

Complexity of Group Communication in Instant Messaging

CryptoAction Symposium 2018

2018-04-05

Horst Görtz Institute for IT Security

Chair for Network and Data Security

Paul Rösler, Christian Mainka, Jörg Schwenk

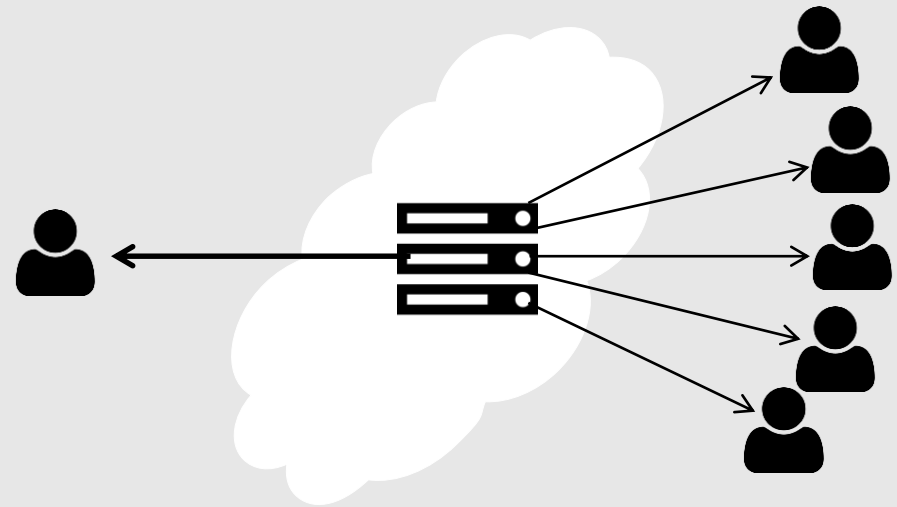
Secure Group Instant Messaging: End-to-End

- Dynamic group of users



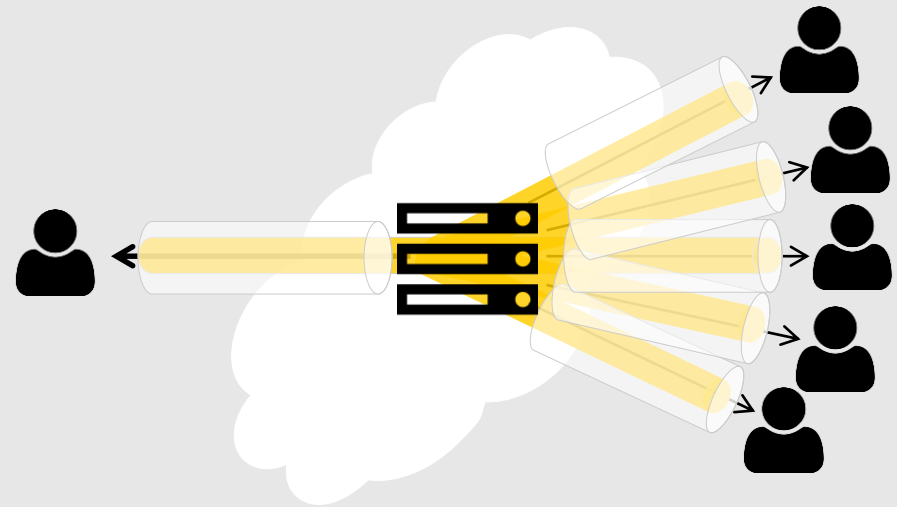
Secure Group Instant Messaging: End-to-End

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- One central server (always online)



Secure Group Instant Messaging: End-to-End

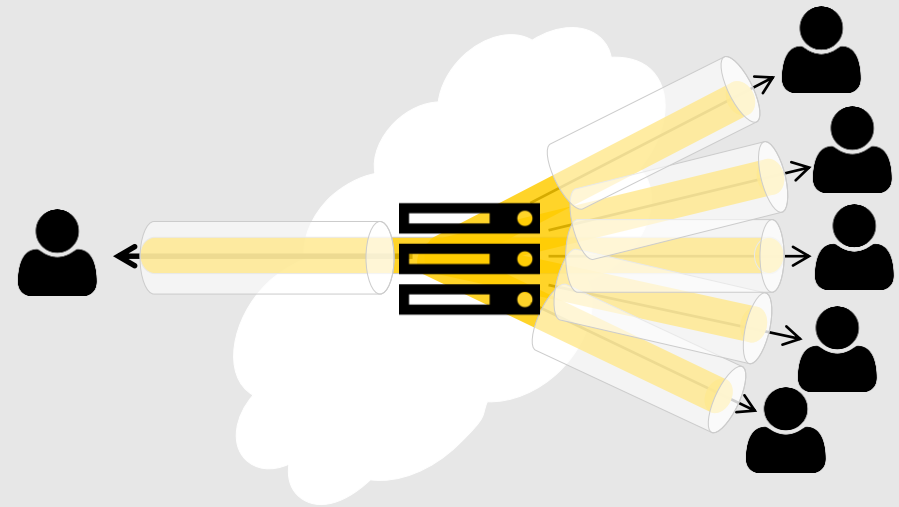
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- End-to-end protection within protected transport layer
- Server potentially malicious



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- Multiple users + leaving/joining + users offline + forward secrecy/PCS

⇒ Security definition...



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⇒ Security definition vs. real world protocols

Agenda

- Security Model
- Issues of Modeling and Issues of Real World Protocols
 - Reliability vs. Instant Messaging
 - Post Compromise Security and Ratcheting
- Complexity of Dynamic Groups in Asynchronous Networks

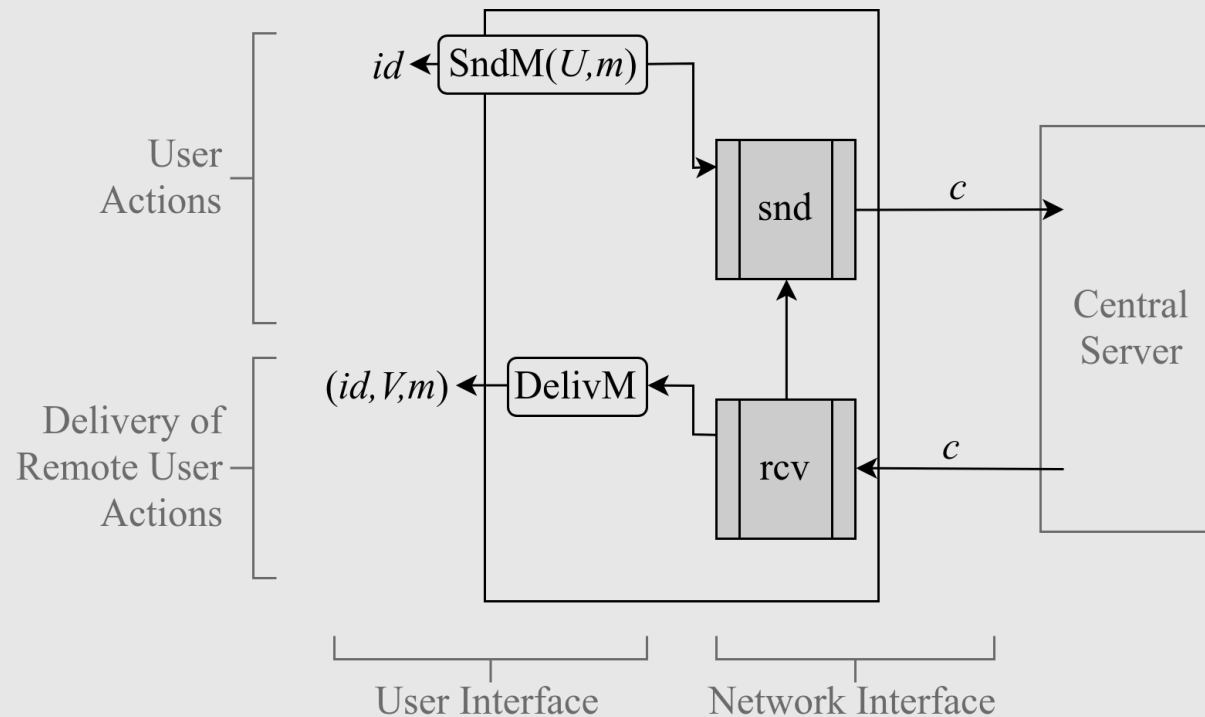
Secure Group Instant Messaging: Two Parties

Security Model

Reliability vs. Instant Messaging

PCS and Ratcheting

Asynchronous Group IM



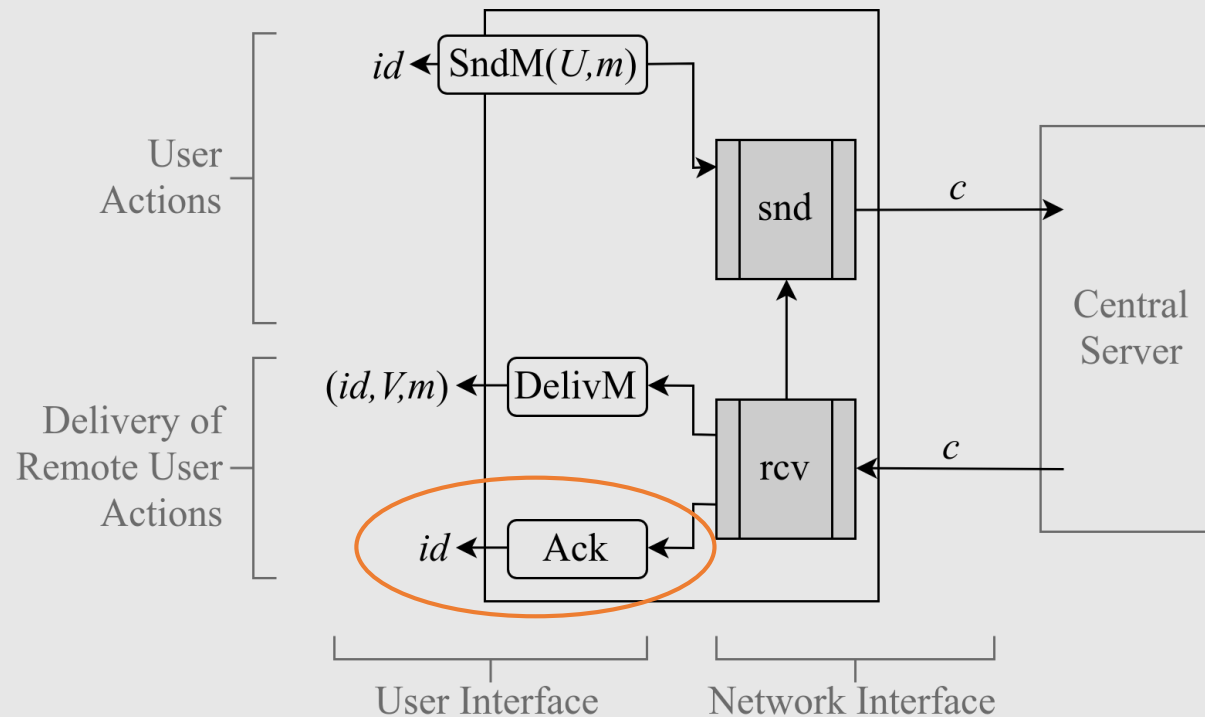
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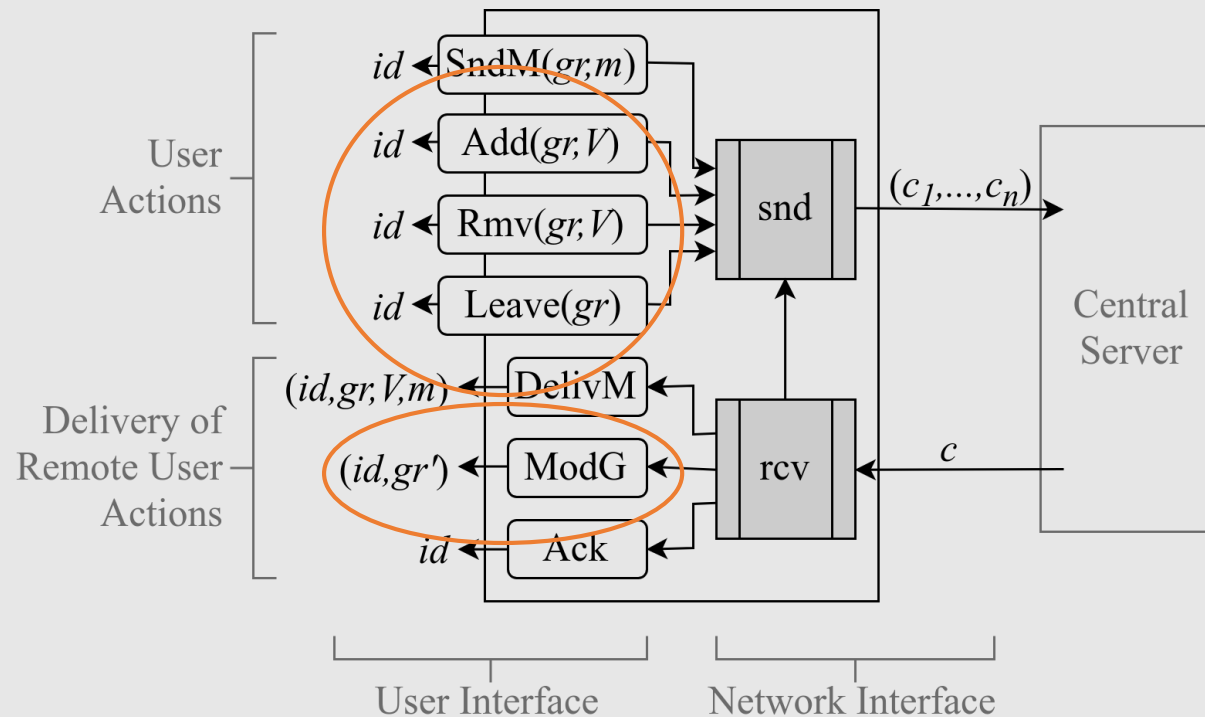
Secure Group Instant Messaging: Groups

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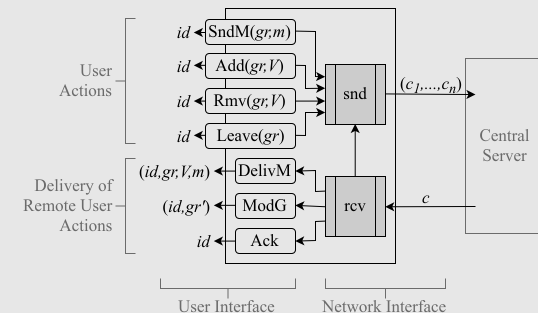
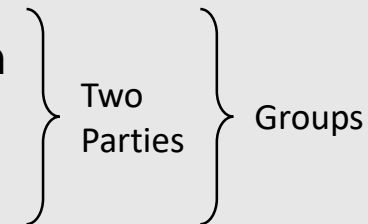
Asynchronous Group IM

Confidentiality

- Message Confidentiality

Integrity

- Message Authentication
- No Duplication



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Confidentiality

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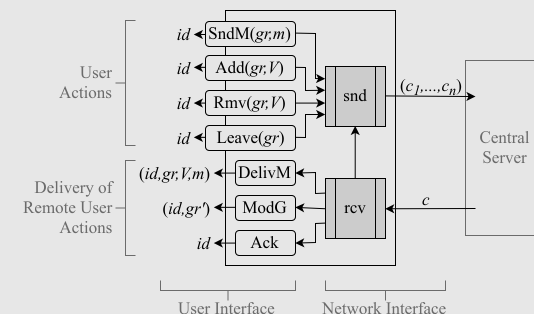
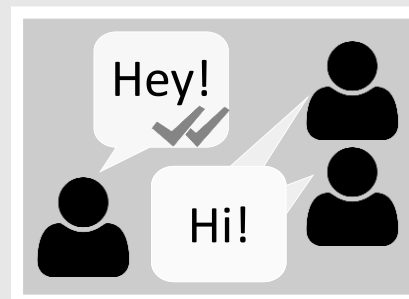
Integrity

- Message Authentication
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- **Traceable Delivery**

Two
Parties

Groups

“Only successful delivery is acknowledged”



Secure Group Instant Messaging: Groups

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Asynchronous Group IM

Confidentiality

- Message Confidentiality
- **Closeness**

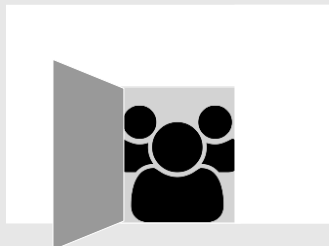
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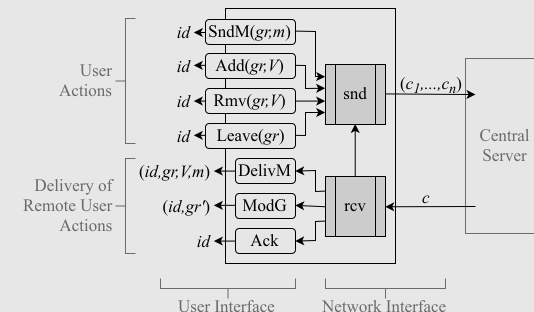
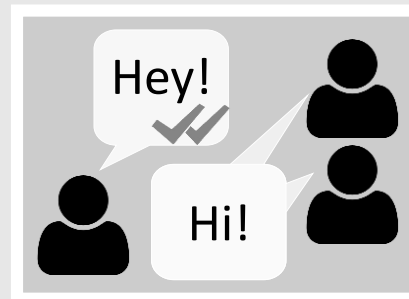
Two Parties

Groups

“Only group (admin) decides on membership”



“Only successful delivery is acknowledged”




Security Model: Malicious Server

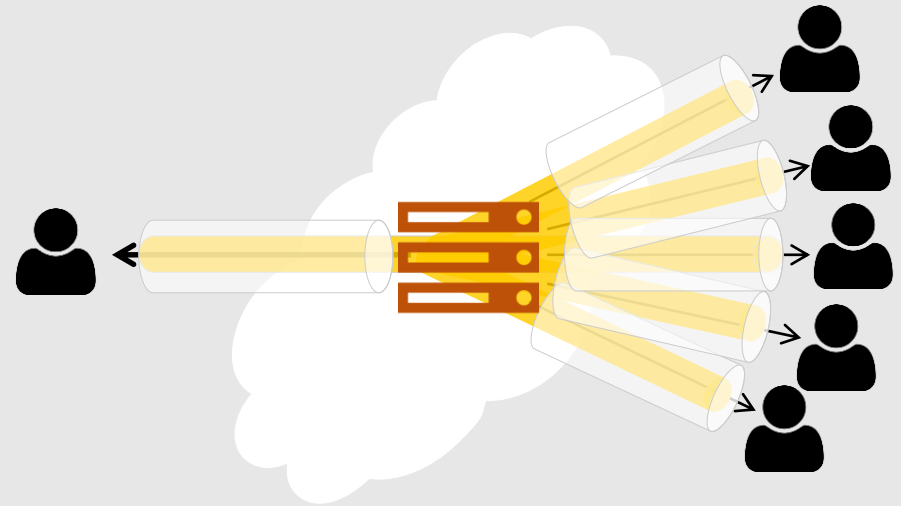
Security Model

Reliability vs. Instant Messaging

PCS and Ratcheting

Asynchronous Group IM

- Malicious Server 
 - Can decrypt transport layer protection
 - E.g. IM provider, TLS certificate forger on network, ...




Security Model: Malicious Server

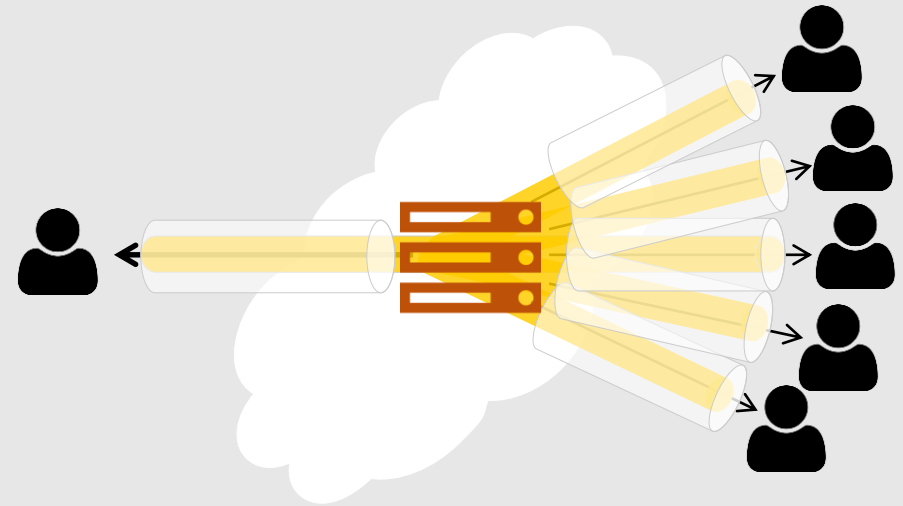
Security Model






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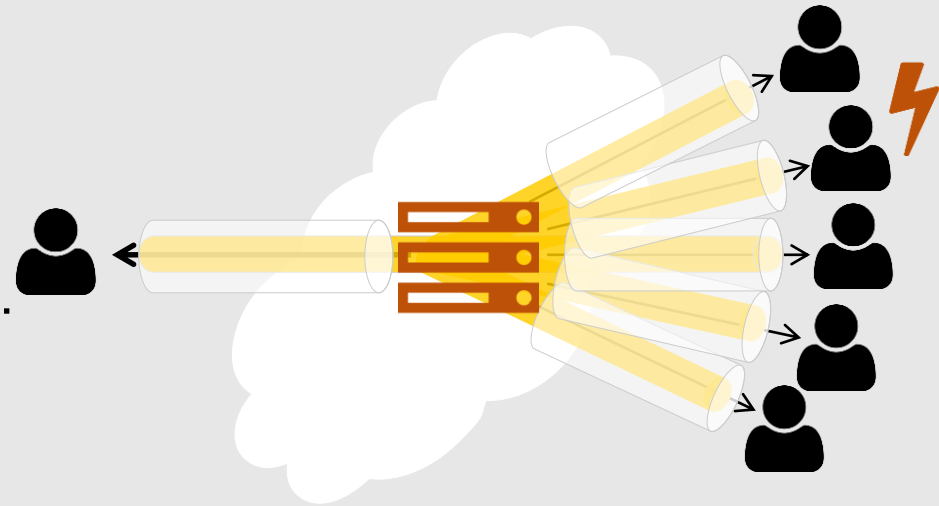
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Attackable by	Traceable Delivery	Closeness
		?
		

Security Model: Compromising Attacker

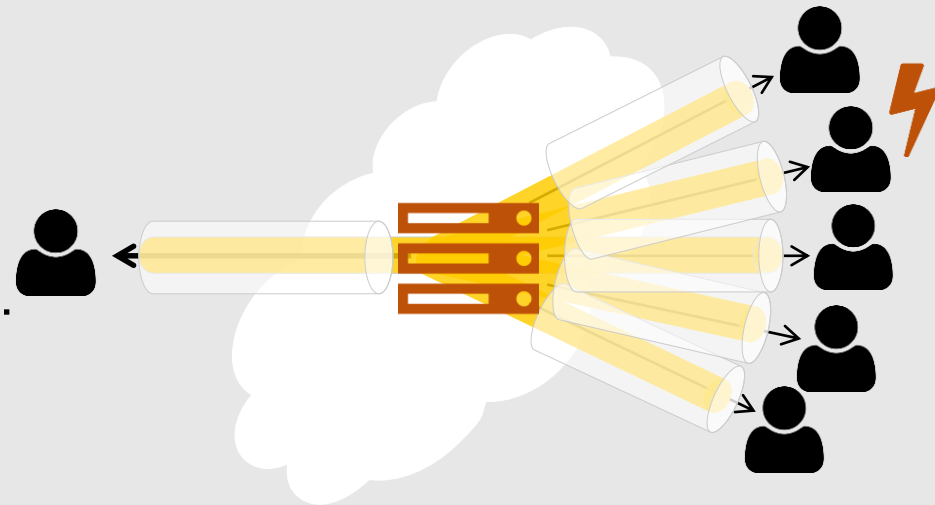
- Compromising Attacker ⚡
 - Access to members' secrets
 - E.g. access to device, cryptanalysis, ...



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Security Model: Compromising Attacker






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- Advanced Goals:
 - Forward Secrecy



Secure → ⚡

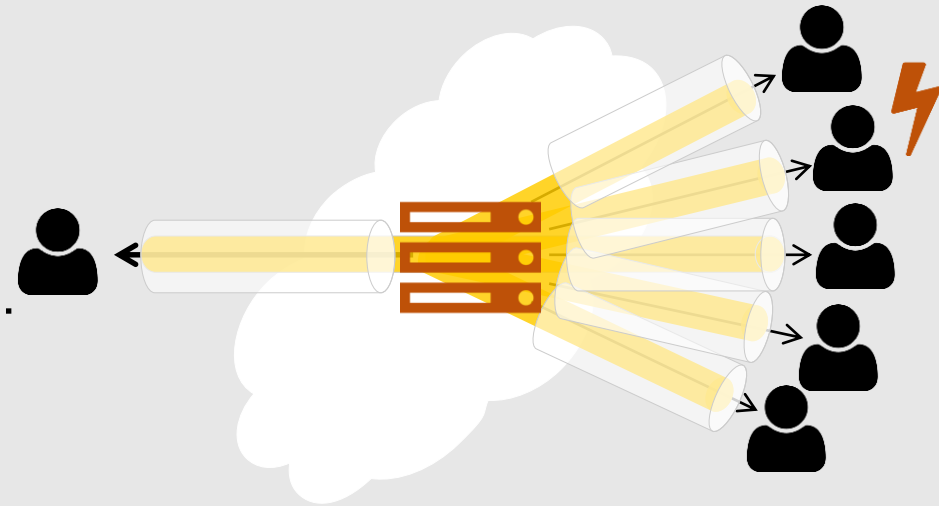
- Post Compromise Security
(aka Future Secrecy aka Backward Secrecy)

⚡ → Secure →

Attackable by	Traceable Delivery	Closeness
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Secure → ⚡

- Post Compromise Security
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⚡ Secure →

Attackable by	Traceable Delivery	Closeness
		⚡ (PCS)
		

Security Model

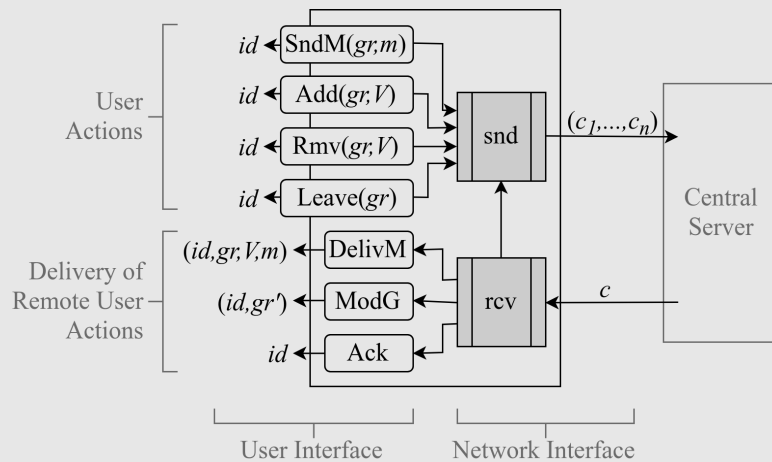
Security Model

Reliability vs. Instant Messaging

PCS and Ratcheting

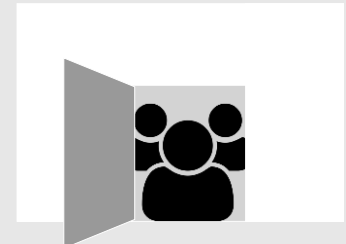
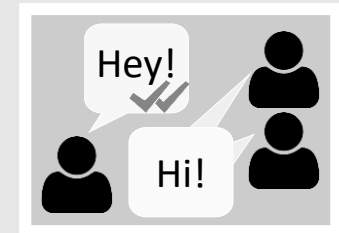
Asynchronous Group IM

Syntax



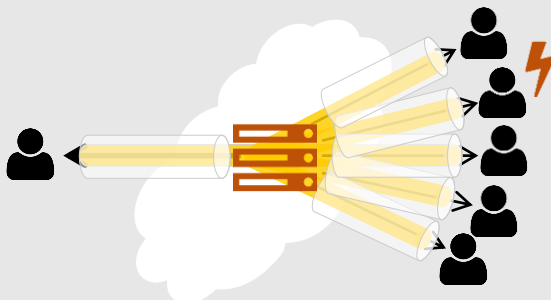
Security & Reliability Goals:

- Message Confidentiality
- Message Authentication
- No Duplication
- Traceable Delivery
- Closeness
- No Creation



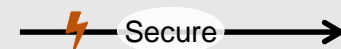
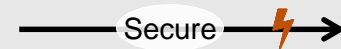
Adversaries

- Malicious Server
- Compromising Attacker



Advanced Goals:

- Forward Secrecy
- Post Compromise Security



Security Model

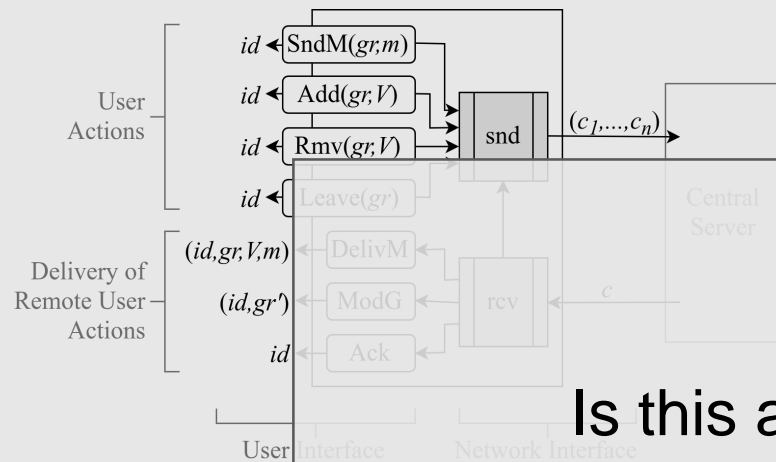
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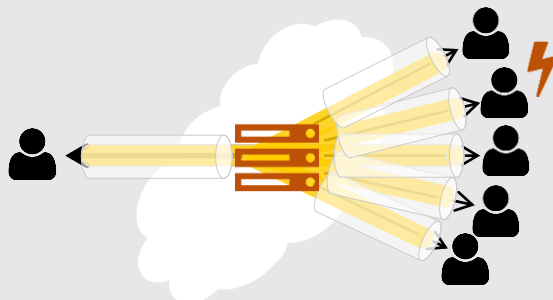
Syntax



Is this a good definition for
secure group instant messaging?

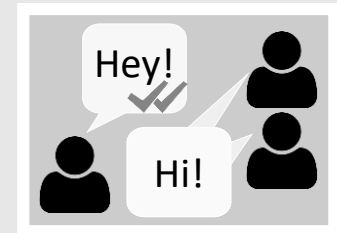
Adversaries

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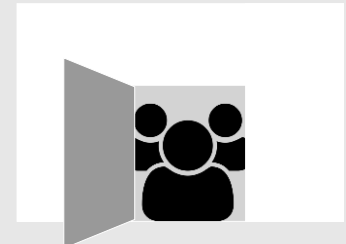


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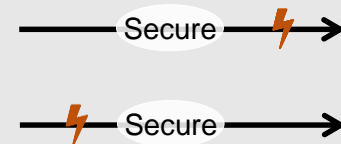


- No Duplication
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Advanced Goals:

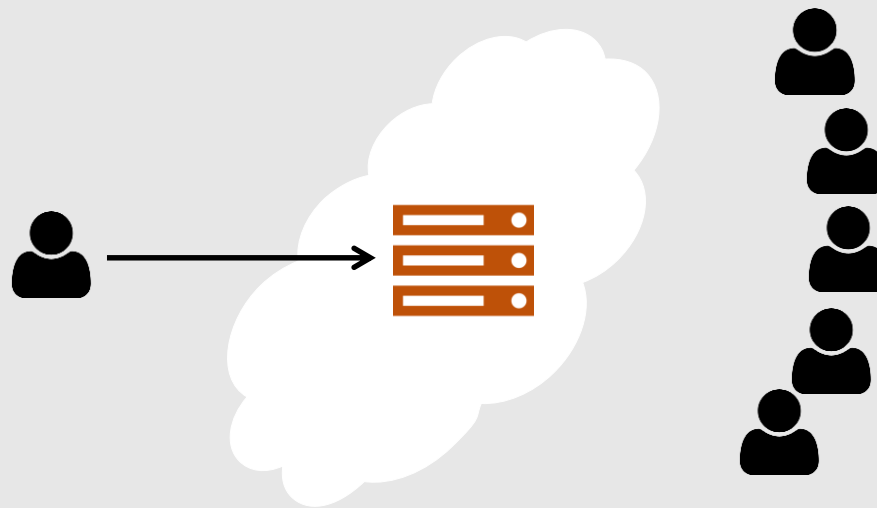
- Forward Secrecy
- Post Compromise Security



Reliability vs. Instant Messaging

Security Model
Reliability vs. Instant Messaging
PCS and Ratcheting
Asynchronous Group IM

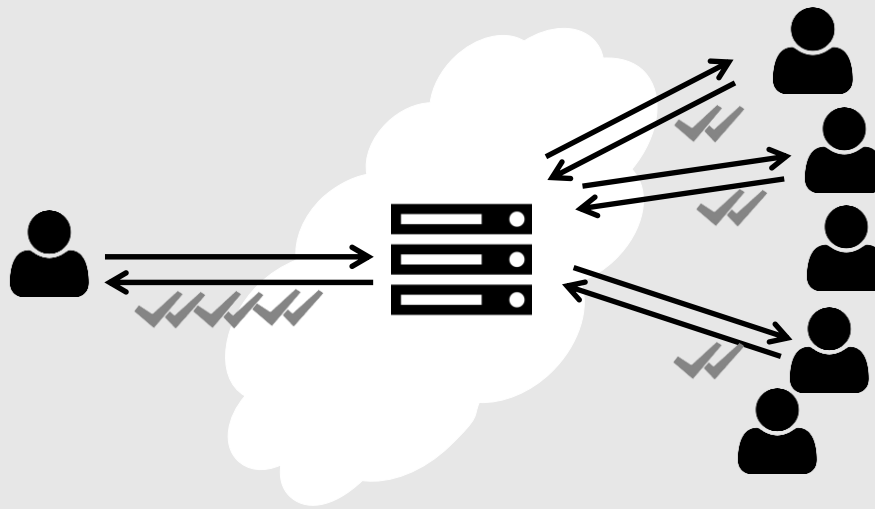
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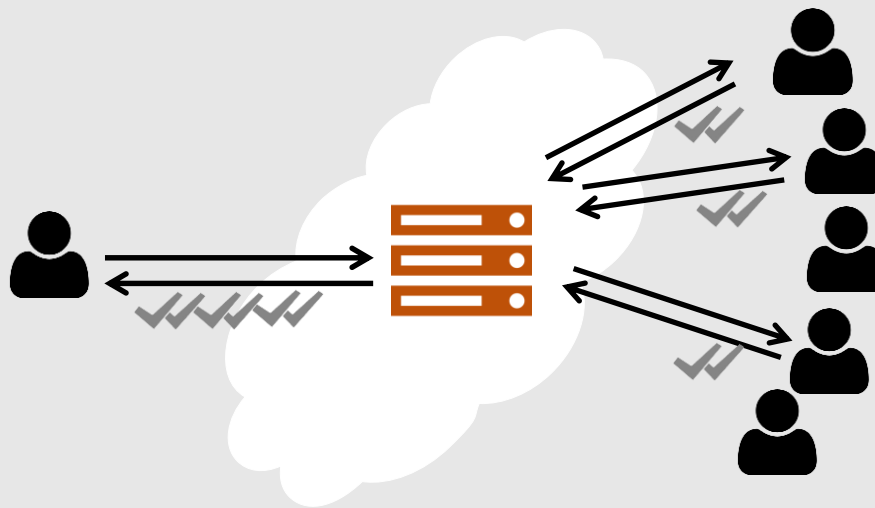
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Reliability vs. Instant Messaging

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- Signal and WhatsApp sent acknowledgments *plain*



Order in Instant Messaging

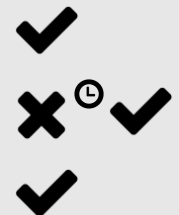
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 PCS and Ratcheting
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- Ordering
 - With graphical user interface (out of scope)
 - *“we feel [...] difficult to build [...] UX which provides transcript consistency”* (Moxie Marlinspike)

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Reliability vs. Instant Messaging
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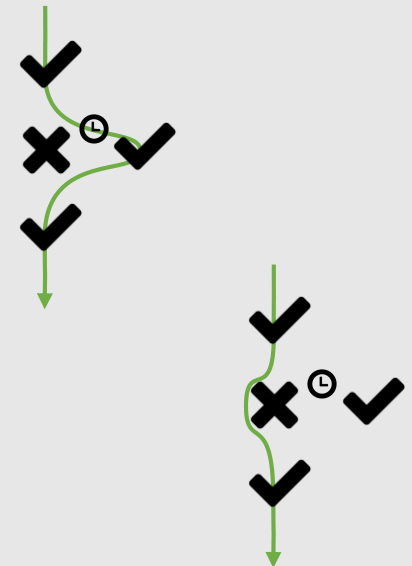
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- Causality
- *Weak* causality



Order in Instant Messaging

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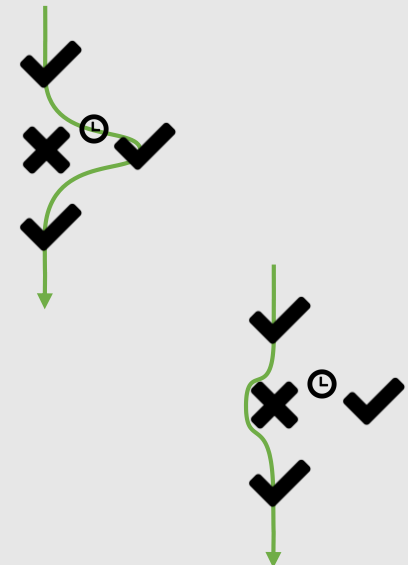
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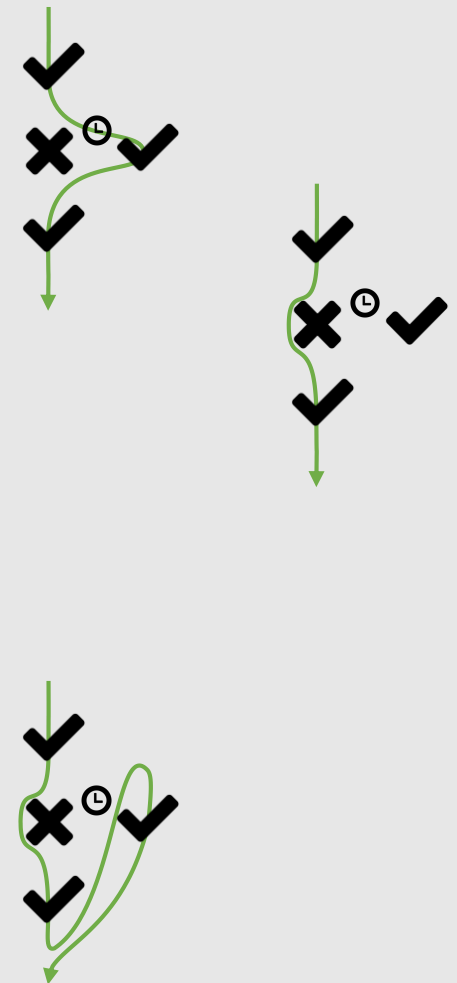
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 - “we feel [...] difficult to build [...] UX which provides transcript consistency” (Moxie Marlinspike)
 - Causality (m_i delivered if m_{i-1} delivered)
 - Withholding newer messages after message loss
 - Weak causality (m_i delivered if not m_j delivered, $i < j$)
 - Accepts message loss; prevents reordering



Order in Instant Messaging

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Reliability vs. Instant Messaging
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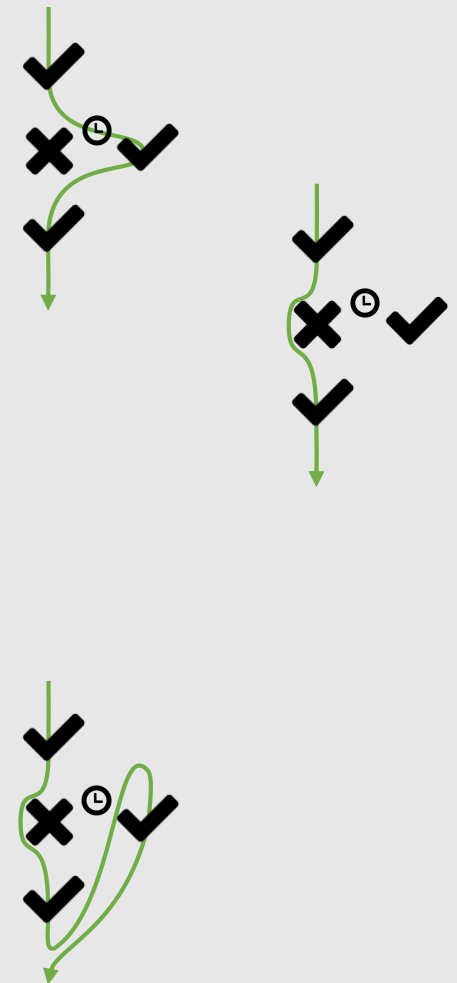
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- Signal and WhatsApp deliver messages on receipt
 - Server can mix last 2000 messages in delivery
 - Allows to refer to specific messages



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 - Allows to refer to specific messages
- No distinct solution in IM?!

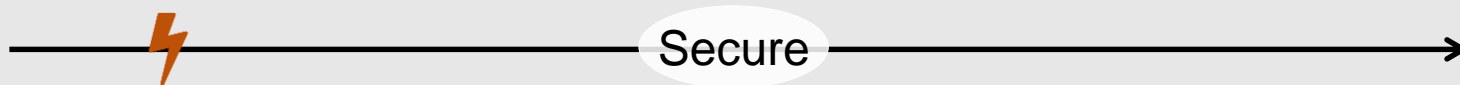


Post Compromise Security and Ratcheting

Security Model
Reliability vs. Instant Messaging
PCS and Ratcheting
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Post Compromise Security in Groups

- Recovery into secure state after its exposure



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Post Compromise Security in Groups

- Recovery into secure state after its exposure
→ “Secure state”?
 - **Confidentiality** of messages after λ “group round trips”, λ constant



Post Compromise Security and Ratcheting

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Post Compromise Security in Groups

- Recovery into secure state after its exposure
 - “Secure state”?
 - **Confidentiality** of messages after λ “group round trips”, λ constant
 - Can be scaled for different protocols

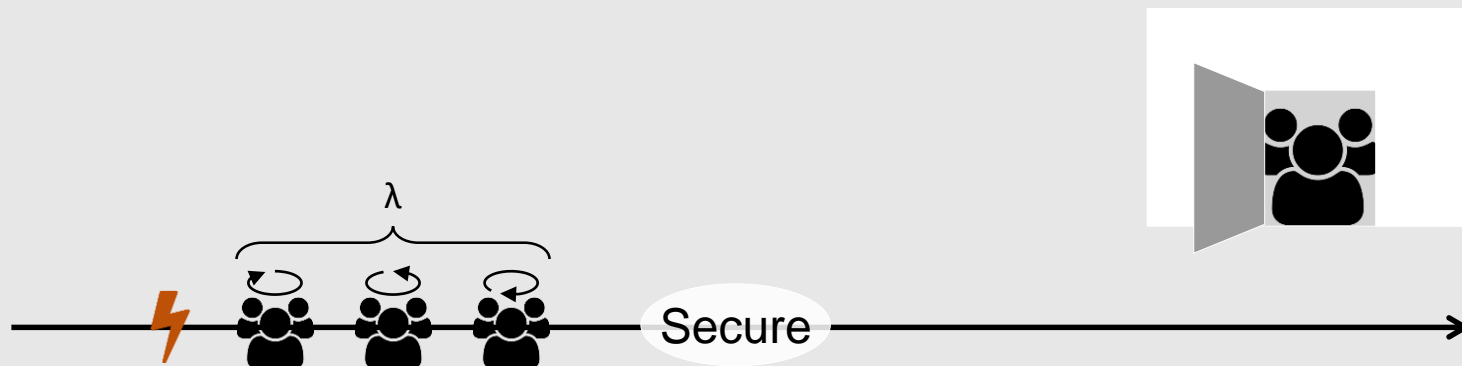


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 - ⇒ **Closeness** of group after λ “group round trips”



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Ratcheting

- Continuous update of state secrets to reach PCS




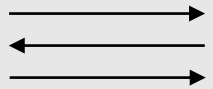
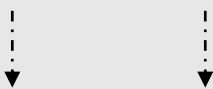
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Ratcheting

- Continuous update of state secrets to reach PCS 
 - Direct communication: Signal, [BCJNS CRYPTO ‘17], [PoeRoe ePrint ‘18]
 - *Continuously redo key exchanges and mix* 
 - *In the meantime forward securely update secrets* 


Post Compromise Security and Ratcheting

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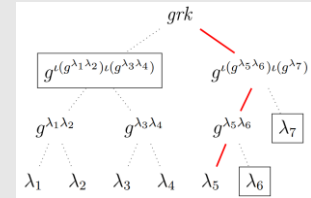
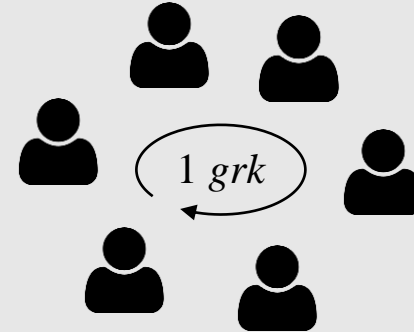
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 - Groups?

Post Compromise Security and Ratcheting

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Confidentiality via group key

→ Ratcheting of group key (see next talk)



Post Compromise Security and Ratcheting

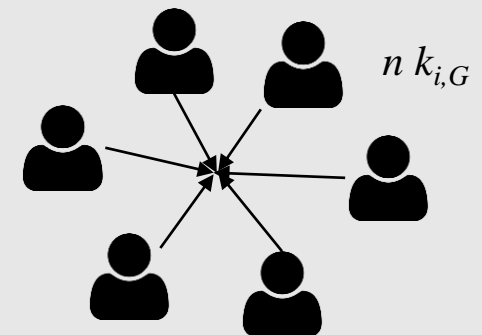
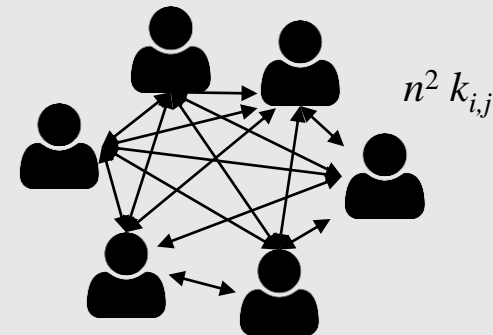
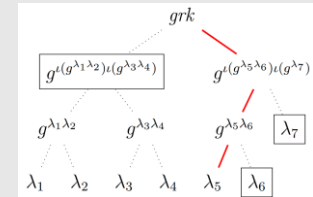
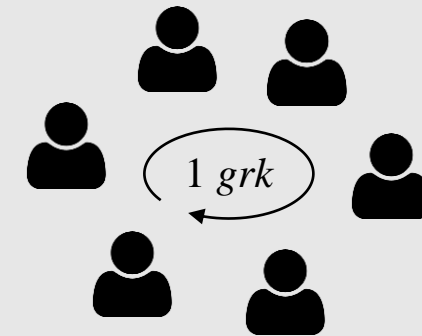
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Confidentiality via group key

→ Ratcheting of group key (see next talk)

Confidentiality via direct channels

→ Ratcheting in direct channels



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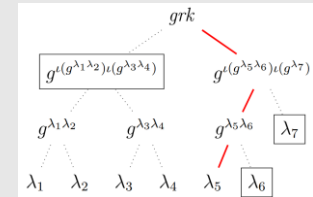
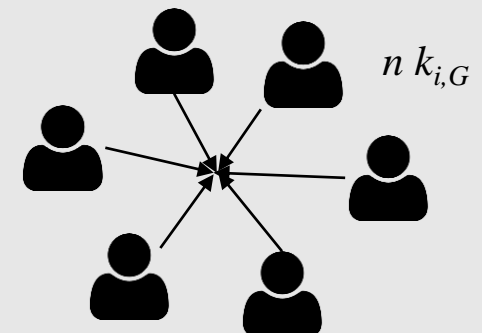
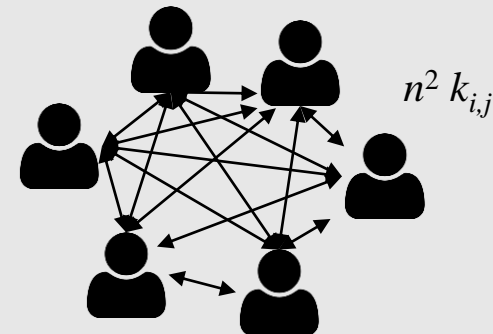
Confidentiality via direct channels

→ Ratcheting in direct channels

→ Group management PCS:

- Ticket approach

→ Related to group key exchange



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Confidentiality via direct channels

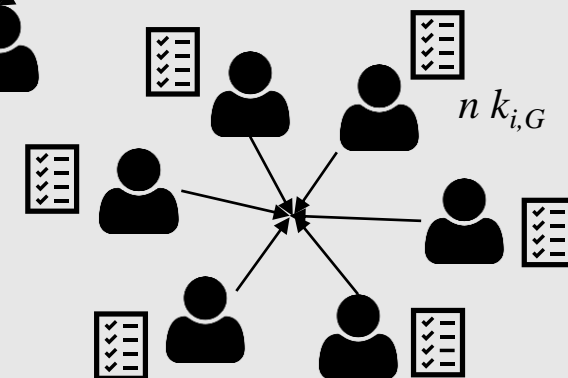
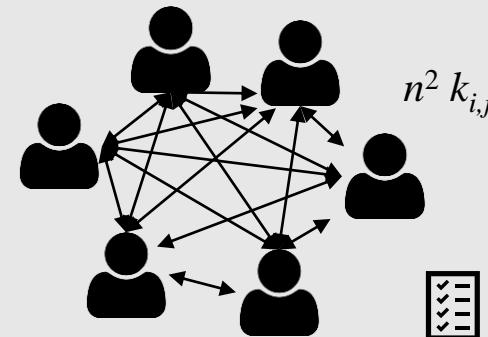
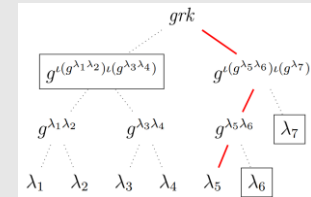
→ Ratcheting in direct channels

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- Guest list approach



Protocol Overview: Signal

Security Model
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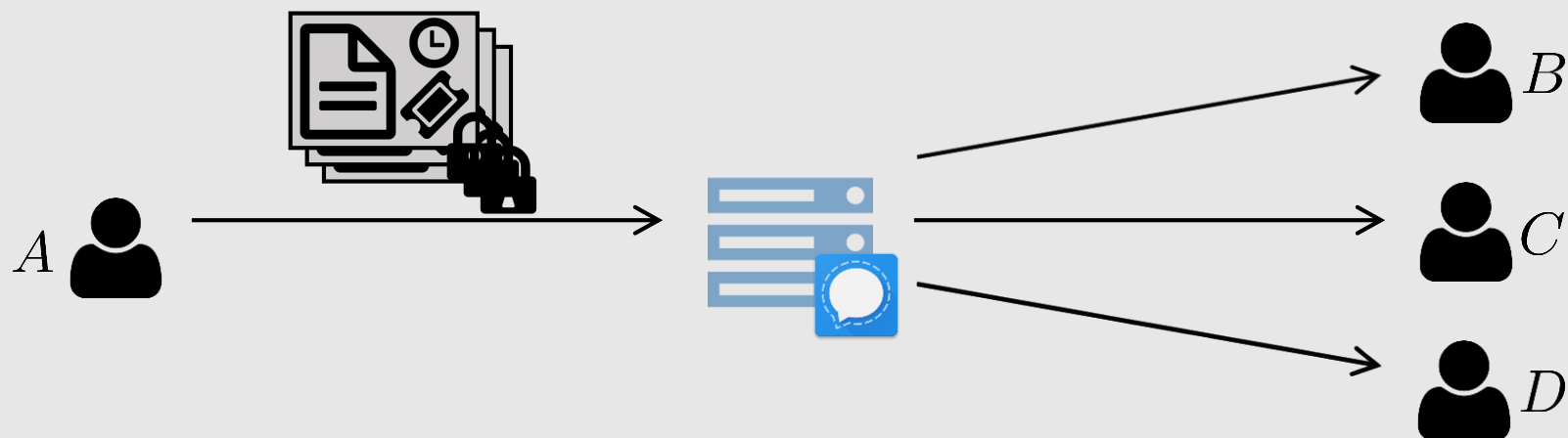
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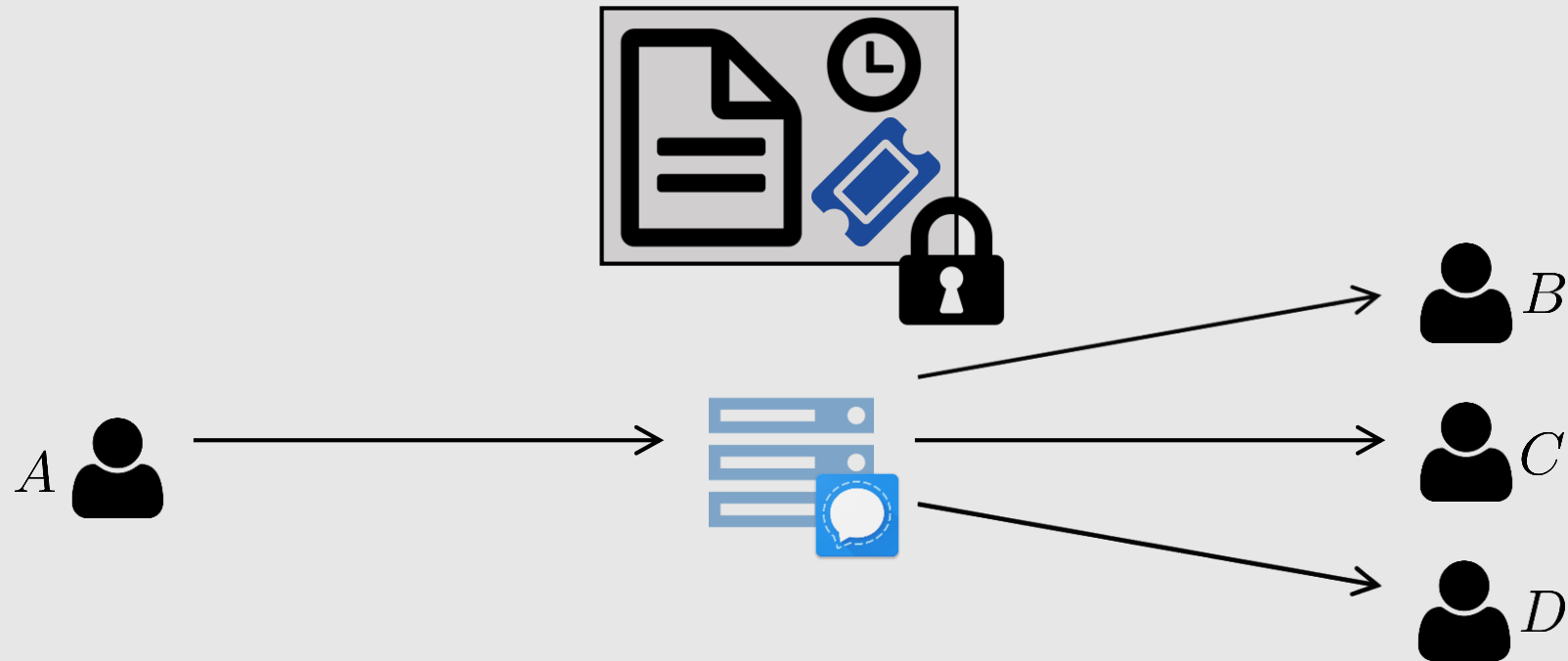
Protocol Overview: Signal

Security Model
Reliability vs. Instant Messaging
PCS and Ratcheting
Asynchronous Group IM



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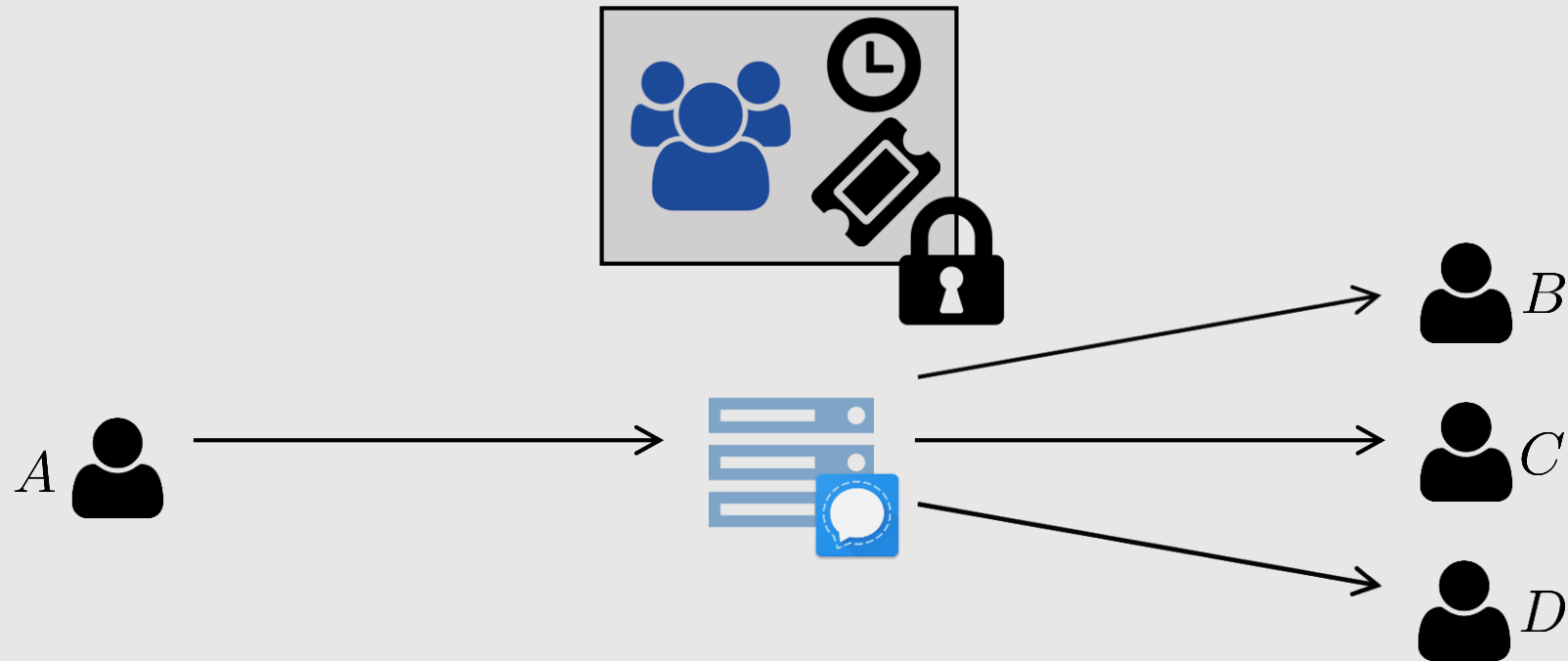
Security Model
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Sender in group?

Protocol Overview: Signal

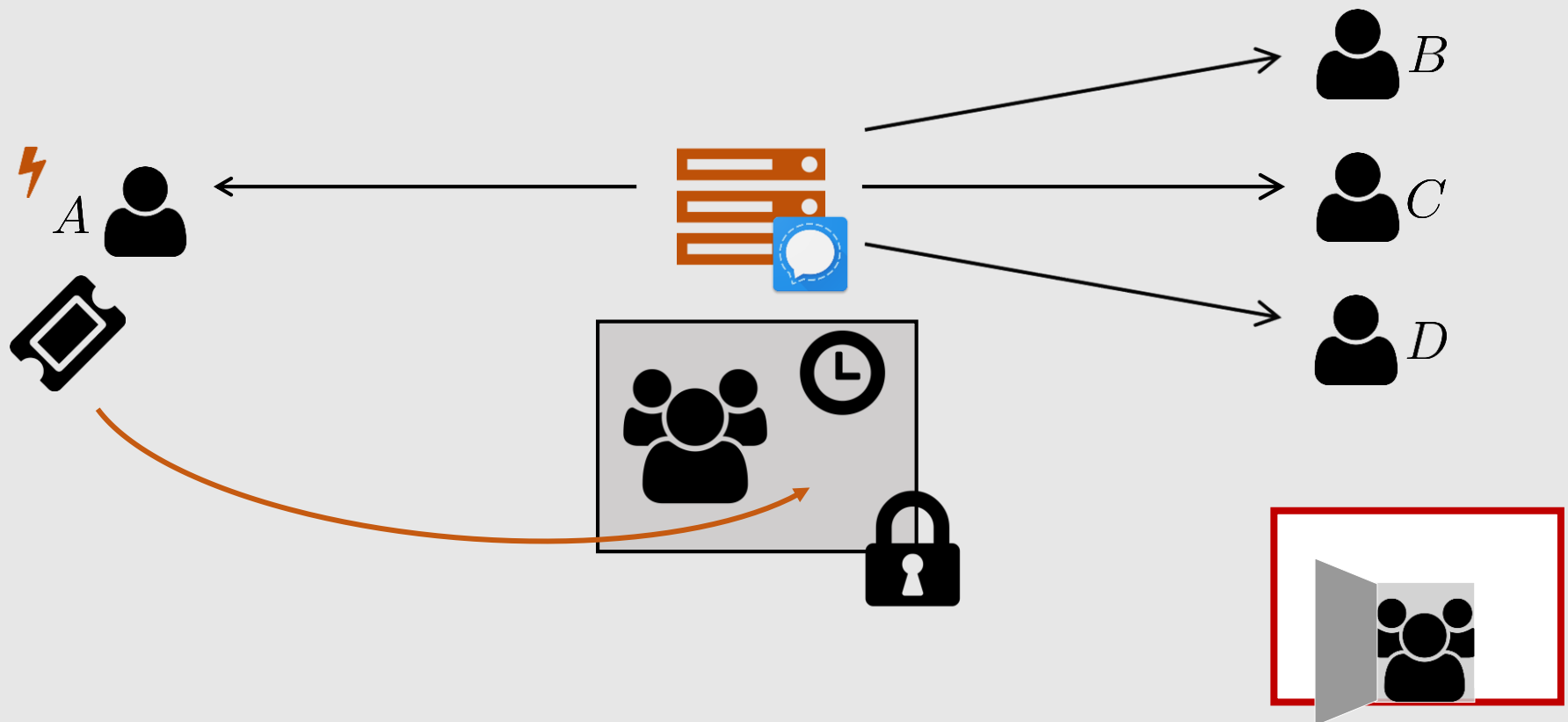
Security Model
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New receiver in group

Weaknesses: Signal

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Post Compromise Security and Ratcheting

Security Model
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Confidentiality via group key

→ Ratcheting of group key (see next talk)

Confidentiality via direct channels

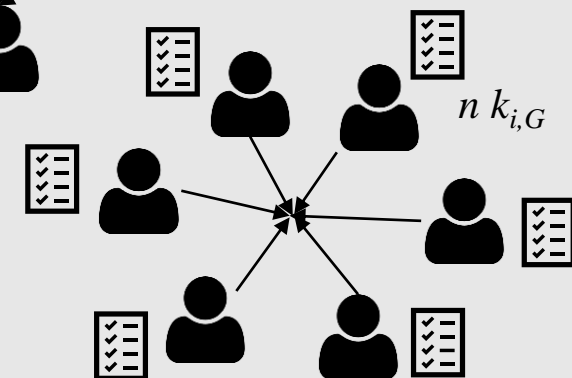
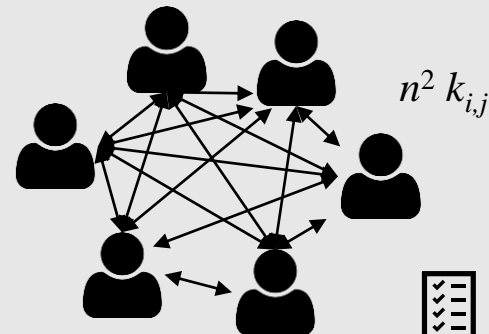
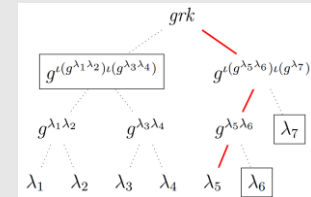
→ Ratcheting in direct channels

→ Group management PCS:

- Ticket approach

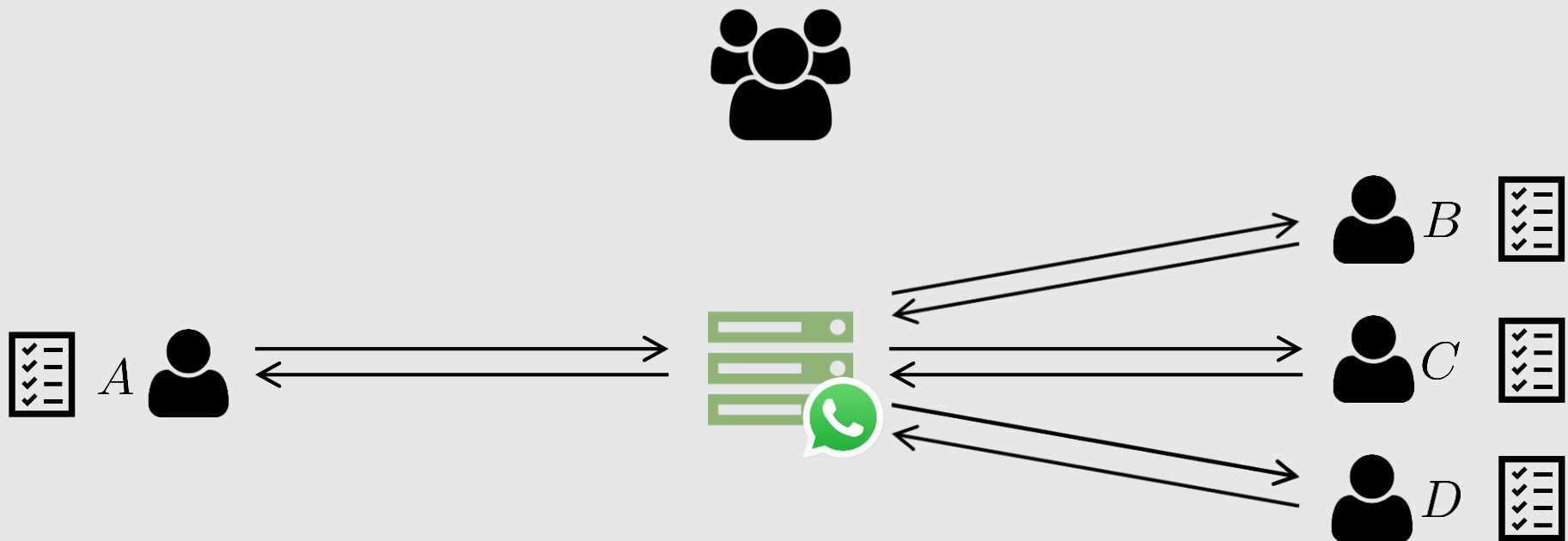
→ Related to group key exchange

- Guest list approach



Protocol Overview: WhatsApp

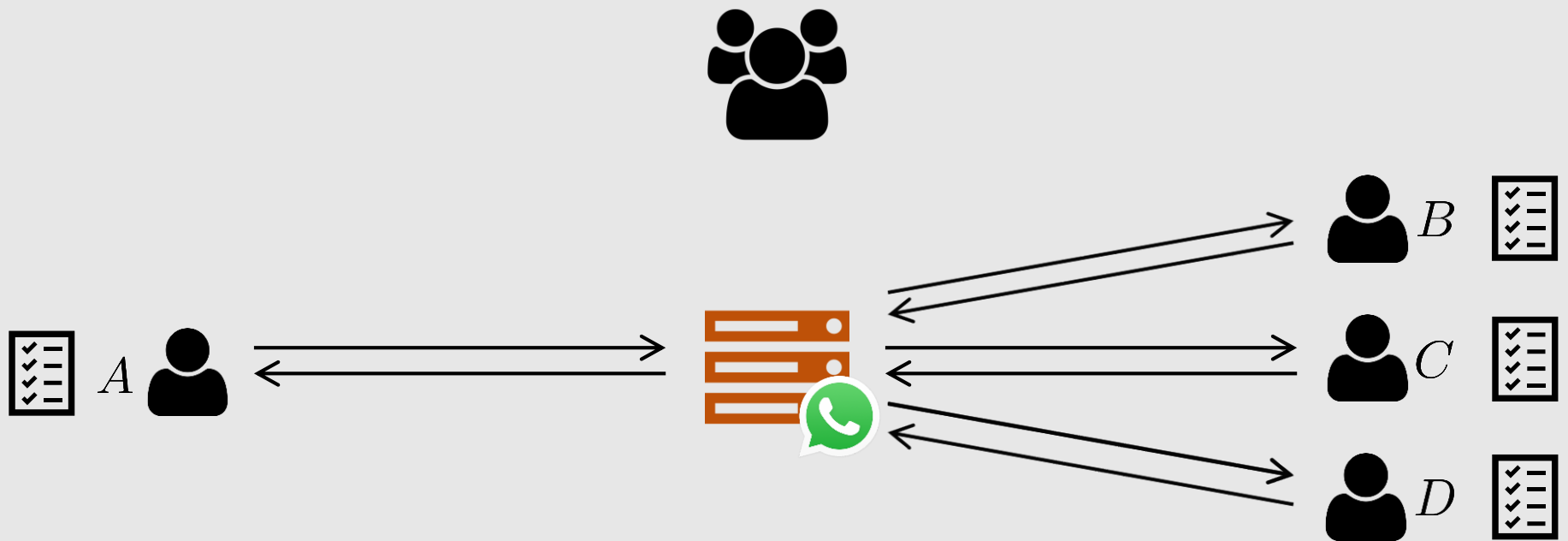
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Sender in group?
& Receiver in group!

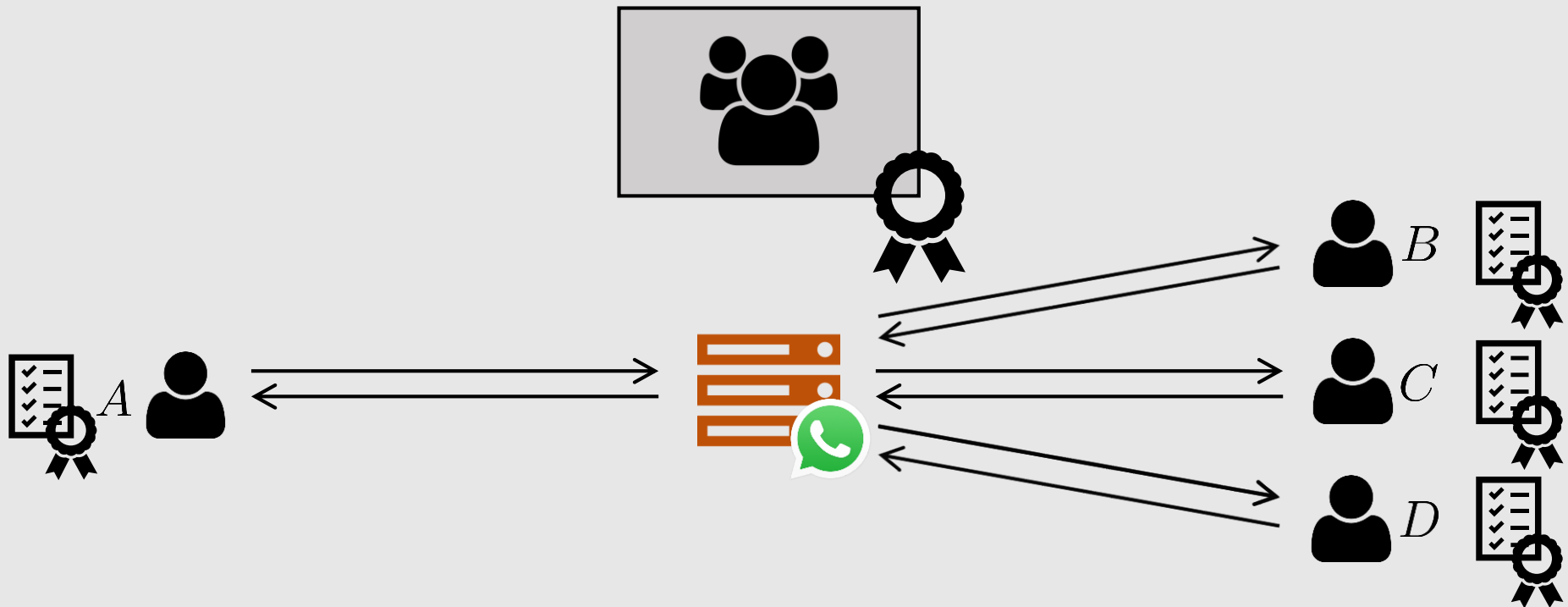
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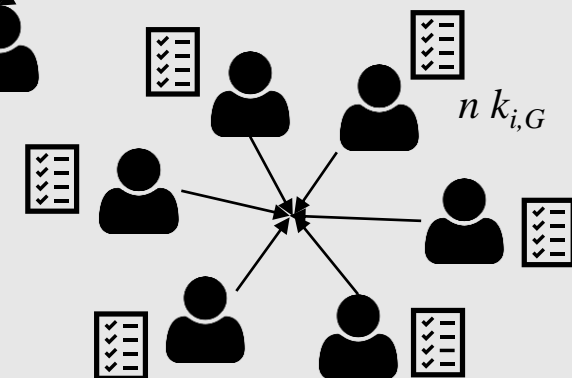
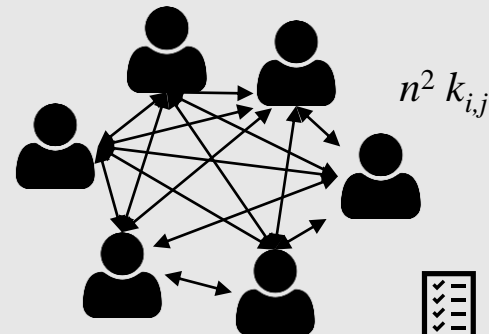
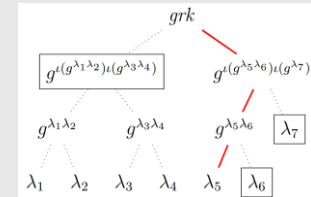
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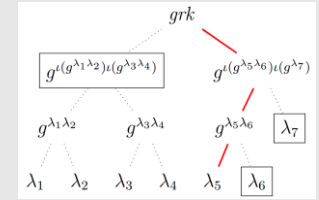
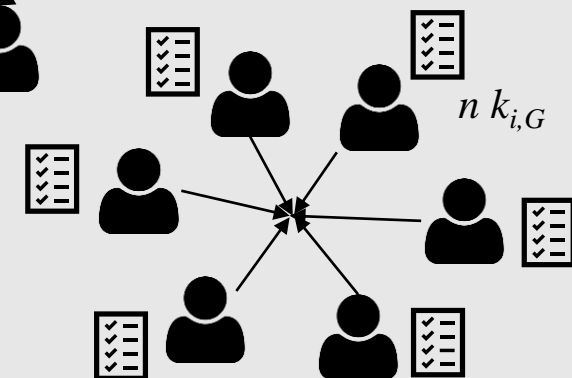
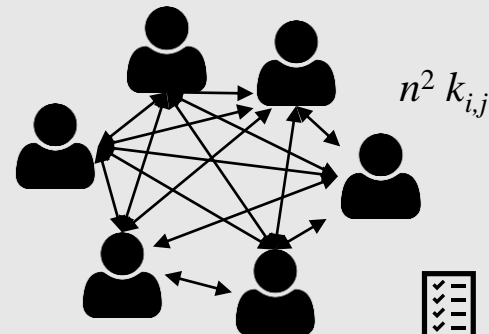
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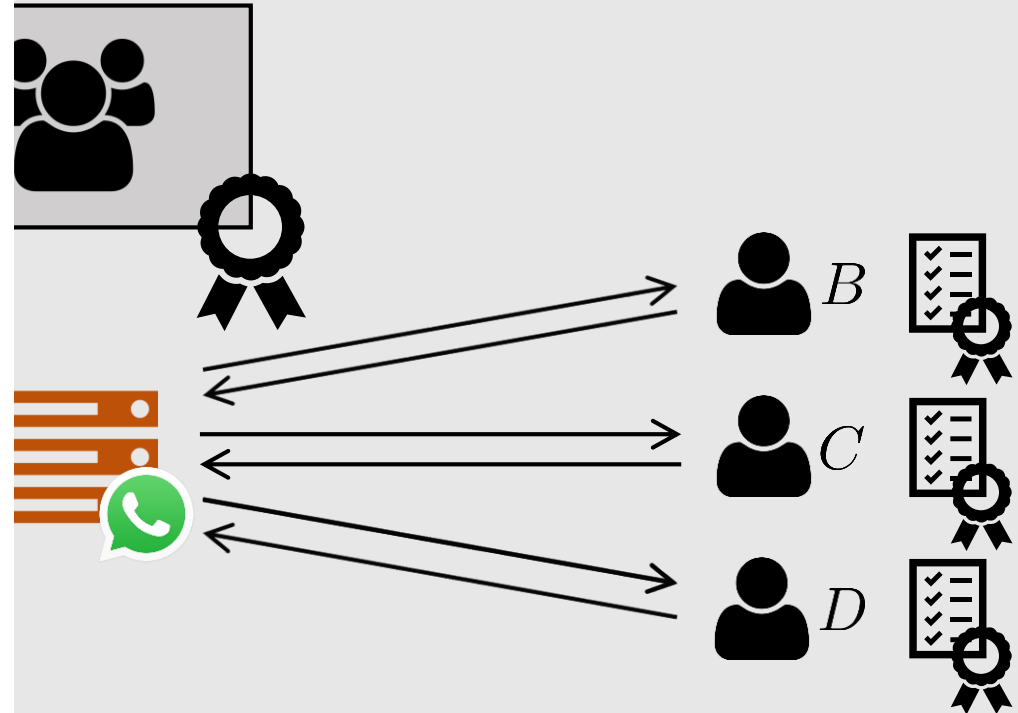
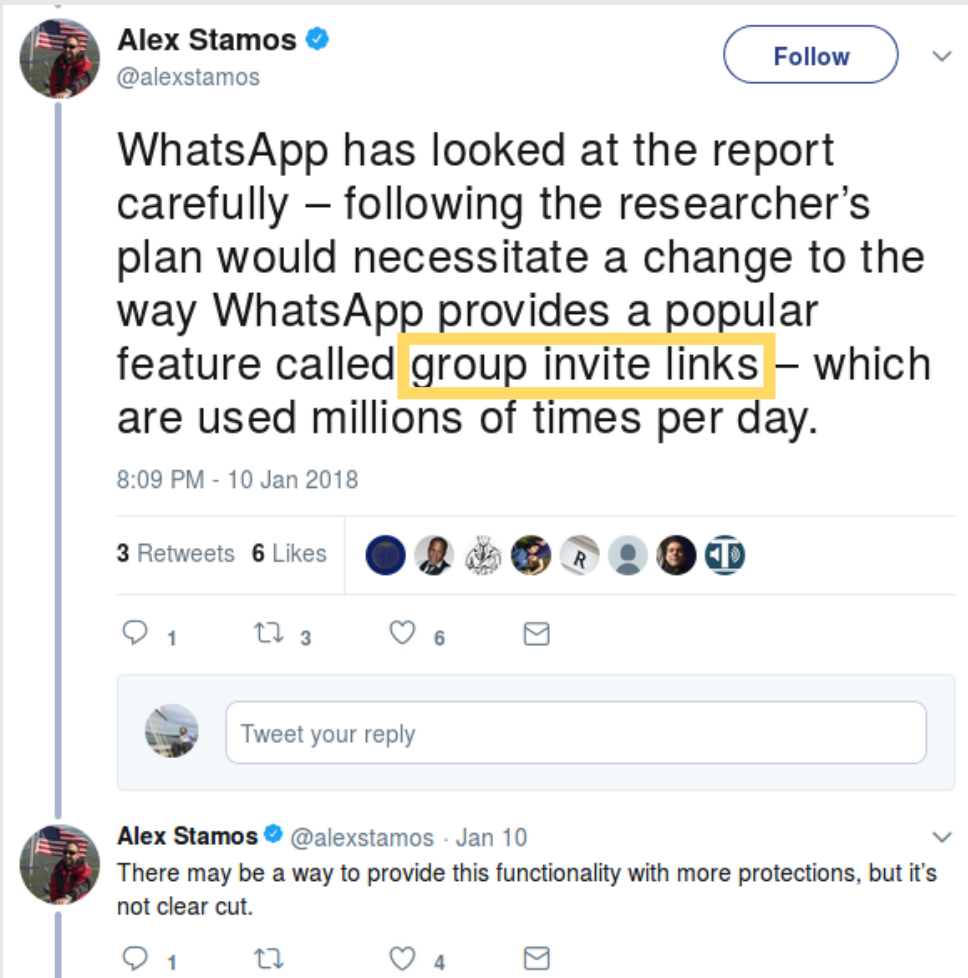
→ No complex group key ratcheting

→ Problems in asynchronous federated environment



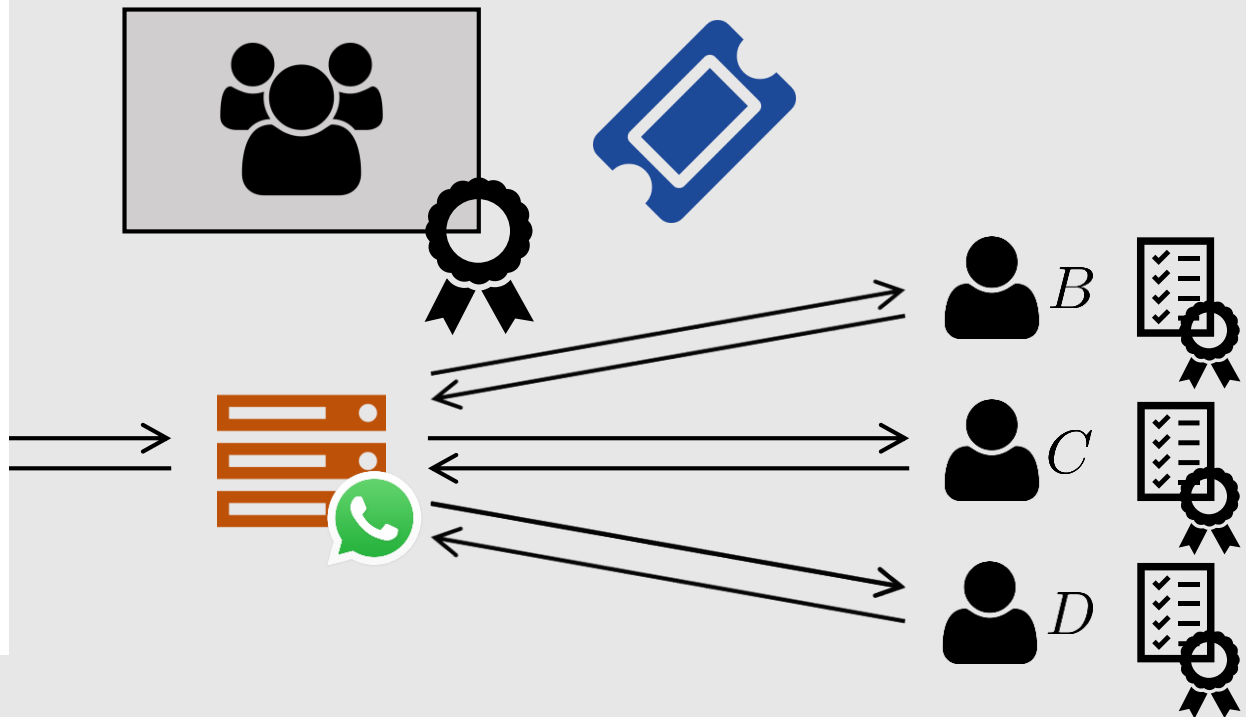
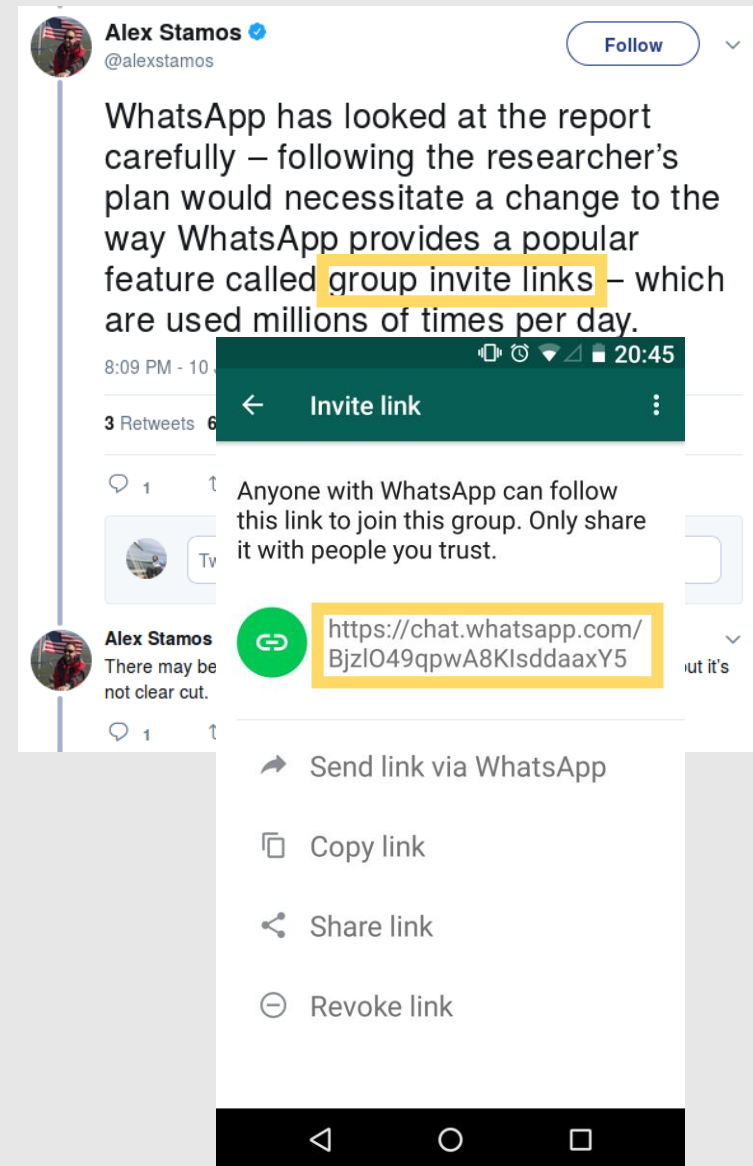
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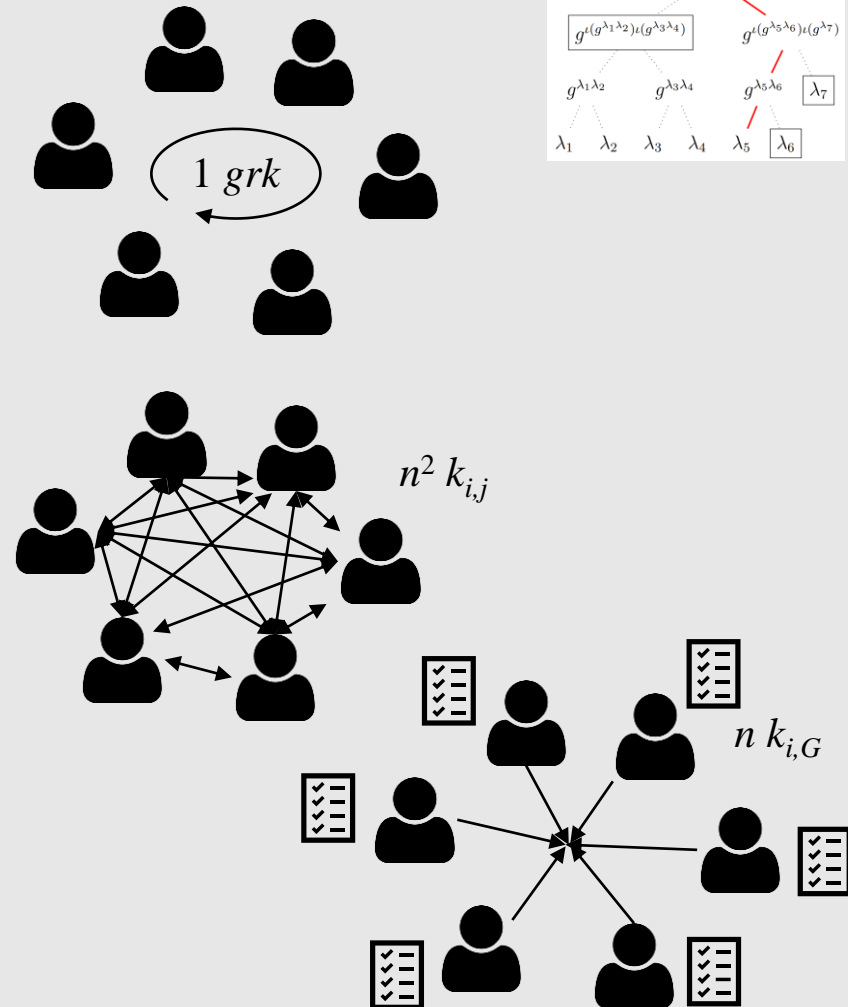
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These are techniques

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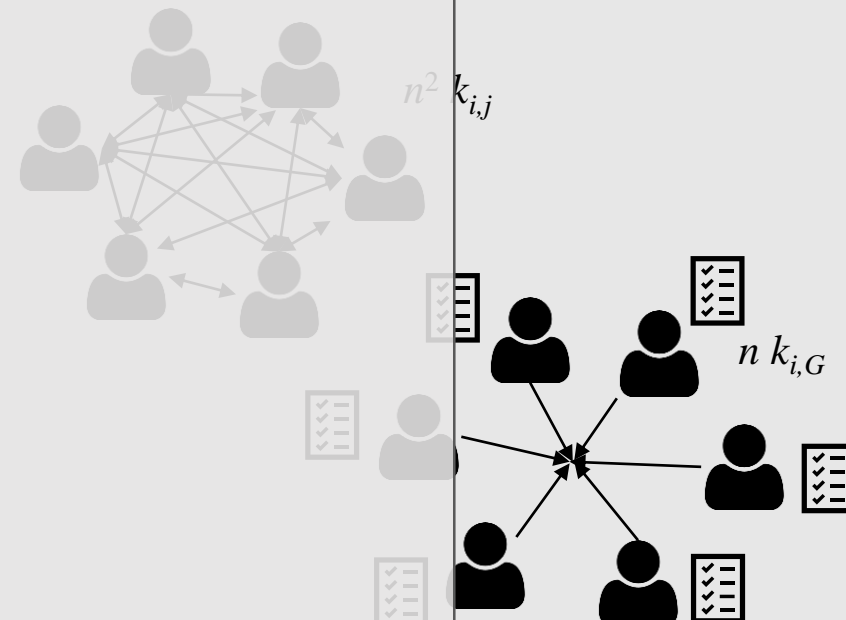
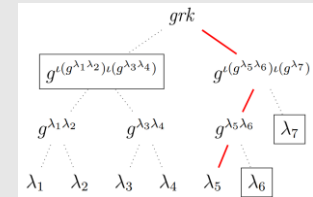
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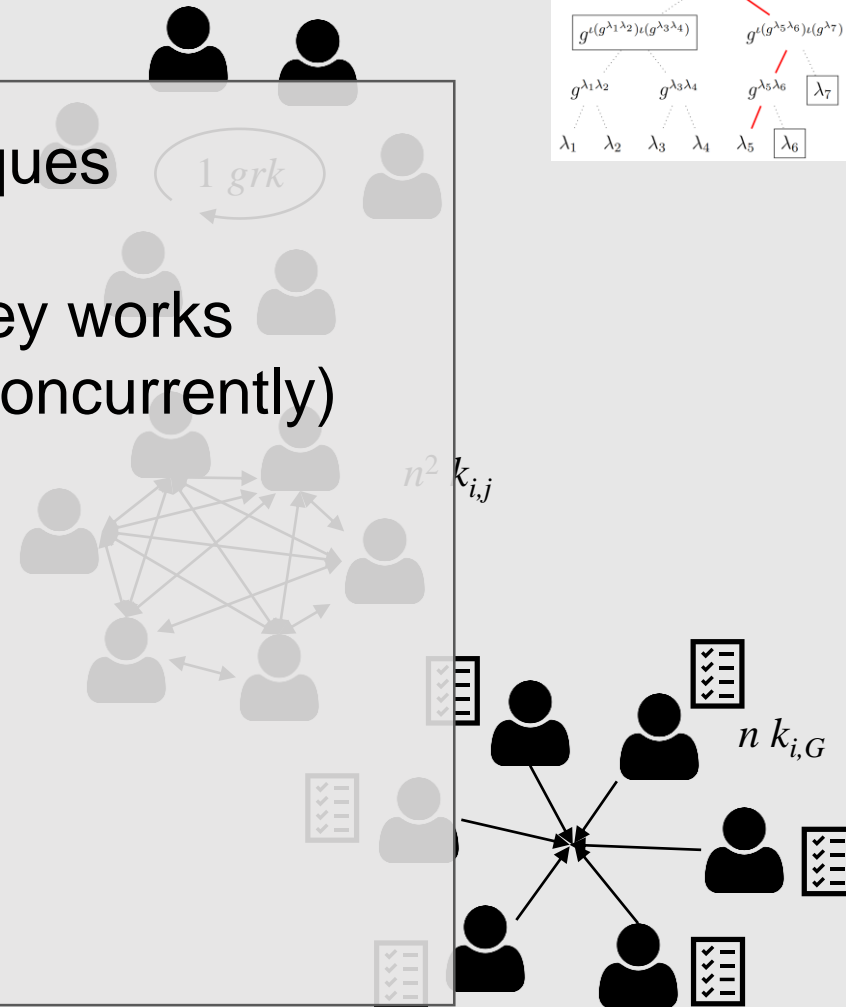
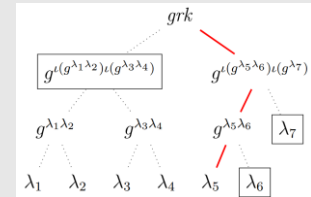
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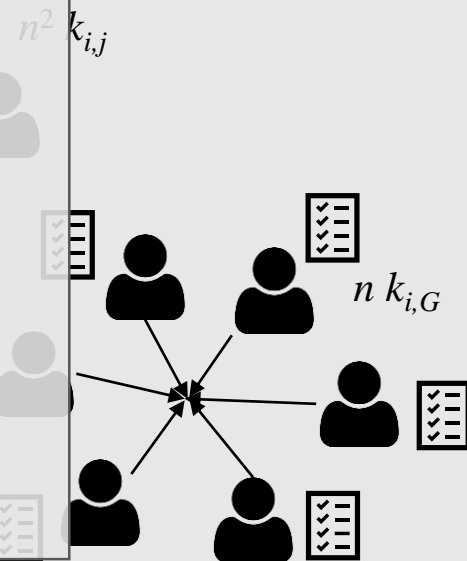
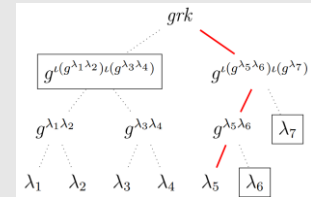
- Ticket approach
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- No provably secure construction for asynchronous concurrent ratcheting in dynamic groups

→ Related to group key exchange

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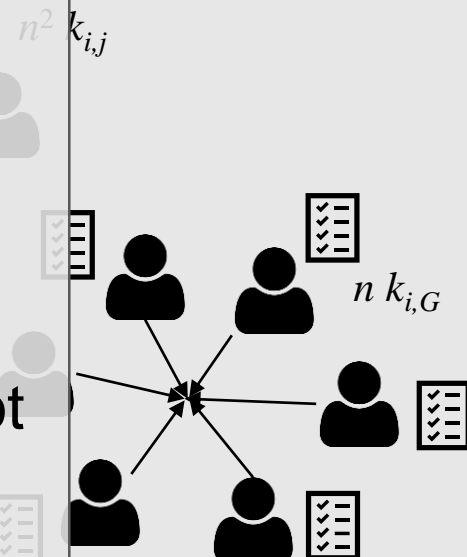
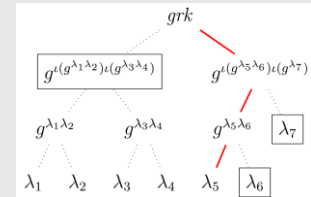
- Ticket-based asynchronous concurrent ratcheting in dynamic groups

→ Related to group key exchange

- Our model useful for negative analysis; not for proving

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Complexity of Dynamic Groups in Asynchronous Networks

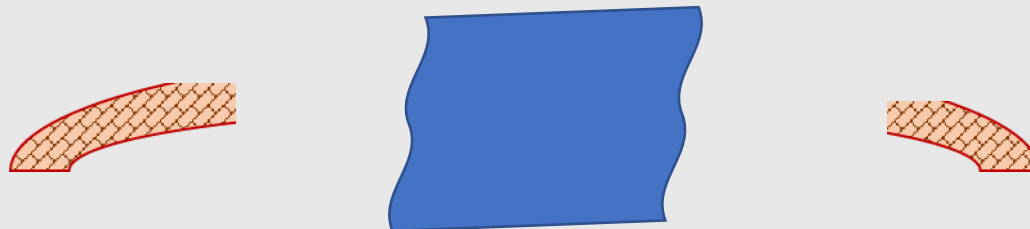
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Theory

- Dynamic group key exchange



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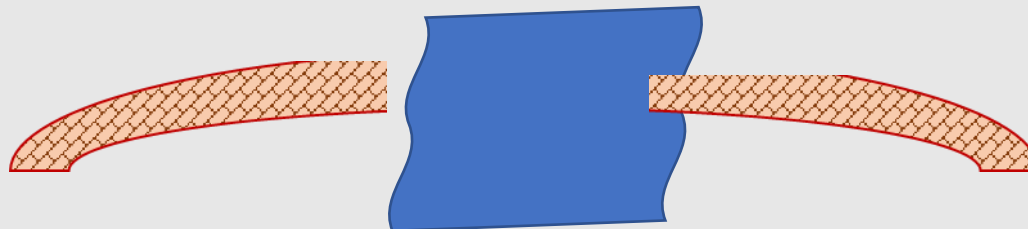
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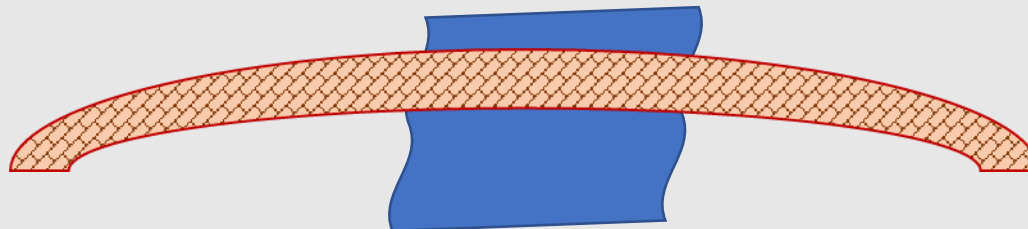
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- Special ordering feature
- Feature to trace delivery

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- Static group key ratcheting
- Definitions of reliability



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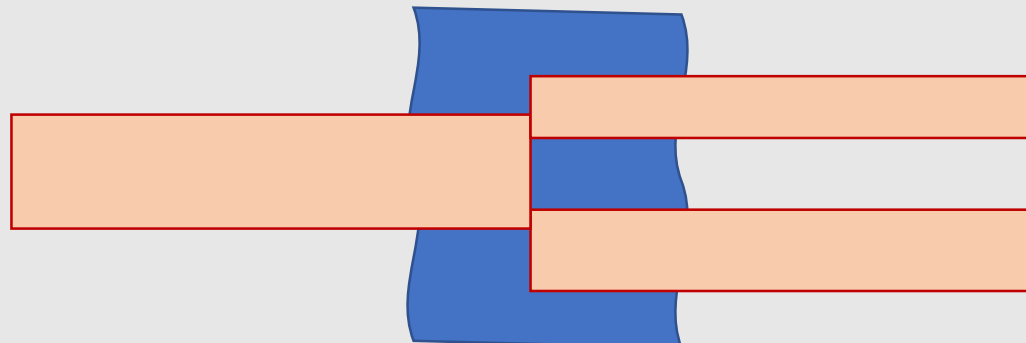
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- Definitions of reliability
 - Probably incompatible with IM



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$\text{MLS} \leftrightarrow \text{AGKE} + \text{Channel} (+ \text{Reliability?}) + \dots?!$

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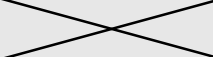




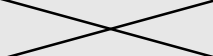




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$\text{MLS} \leftrightarrow \text{AGKE} + \text{Channel} (+ \text{Reliability?}) + \dots?!$

\Rightarrow Formulate ideal world before real world is fixed...

Summary

- First security model for group instant messaging
 - Captures security and *reliability*
- Description (\Rightarrow reverse engineering) of three major IM protocols
- Application of model to protocols
 - Revelation of discrepancies between security definition and protocols:

	Closeness	Forward Secrecy	Future Secrecy	Traceable Delivery	No Duplication	No Creation
						
						
						

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ia.cr/2018/296

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