SoK: Game-based Security Models for Group Key Exchange

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Group Key Exchange: Idea and History

Idea: Group Key Exchange (GKE)

- Example: Group messaging
 1) Exchange key 2) Encrypt message once
 → Alternative: Encrypt to each member
- Multiple parties exchange key
 - Membership may change
 - Keys are revealed, secrets are exposed, ...
- Goal: exchanged keys look random

Literature: DBLP says >150 conference papers

- 1st wave: protocols with heuristic security arguments ('80s-'90s)-
- 2nd wave: protocols with security proofs ('00s-'10s)
- 3rd wave: protocols built for secure messaging ('17-now)

\Rightarrow Systematize and unify GKE security definitions

Real

>30 different security definitions

2020

Random



Prerequisites: Define "GKE" and "Security"

Syntax: Abstract inputs and outputs of GKE algorithms

Useful: •

Offer desired interaction with environment

- Generic: Capture many different constructions
- **Unrestricted:** ٠ No unnecessary efficiency limitations





Prerequisites: Define "GKE" and "Security"





Overview: Shortcomings and Implications

Paper selection: Explore GKE models

- 1st wave: protocols with heuristic security arguments ('80s-'90s)
- 2nd wave: protocols with security proofs ('00s-'10s)
- 3rd wave: protocols built for secure messaging ('17-now)
- \rightarrow Reduce to "Tier-one" OR New model = 9 + 3

Systematize these GKE models

Results: No generic standard model available

- Under-specific: some models too informal
- Overfitted: designed for single GKE constructions
- Ignoring external requirements:
 - Impractical key reporting
 - PKI required for authentication
 - Restricted to certain group operations

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- No generic composition with other protocols
- No multi-participations per user

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Our Enhancements

... yet another model? No: Learning from the past and rethinking GKE

- Precise and compact model
 - Independent of constructions
 - Pseudo-code game definition
- Indifferent to membership operations
 - Generic operations
 - Protocol reports context for keys
 - ...
- Can handle real-world settings
 - Asynchronous communication
 - Multi-participation
 - Many means of authentication
 - Easily extendable







Agenda

