

A Cryptographic Analysis of the TLS 1.3 Handshake Protocol Candidates

The main modes, 0-RTT, and replays



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joint work with Benjamin Dowling, Marc Fischlin, and Douglas Stebila



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CROSSING



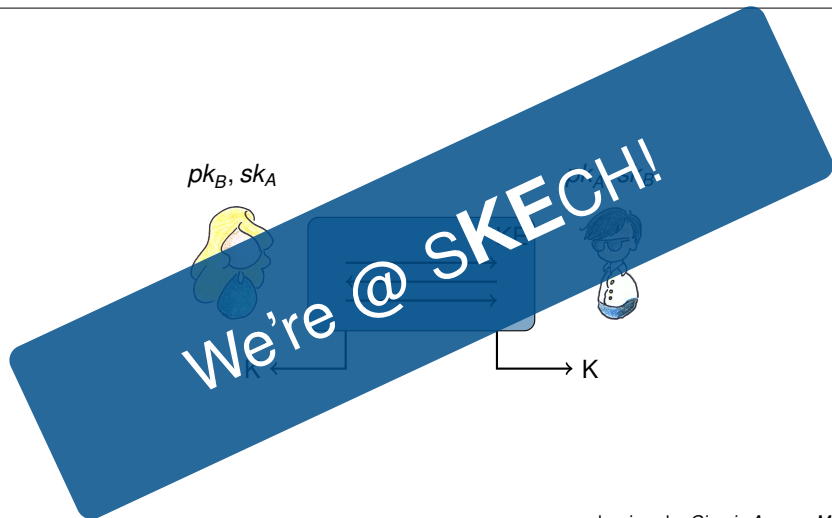
**Queensland University
of Technology**



Australian Government
Australian Research Council



Key Exchange



drawings by *Giorgia Azzurra Marson*

TLS History

The [TLS] protocol
to communicate
prevent eavesdropping



70% of global Internet traffic
expected to be encrypted
(Sandvine: Internet Traffic Encrypted)

	Monday	Tuesday	Wednesday
07:30-08:45	Breakfast	Breakfast	Breakfast
09:00-09:40	Cedric Fournet Modeling TLS 1.3 in Prolog	Hugo Krawczyk Client Authentication in TLS	Karthik Bhargavan Secure messaging protocols: Telegram, Signal, & CryptoCat
09:40-10:20	Britta Hale Secure Channels and Termination: The Last Word on TLS	Hugo Krawczyk Recent Results on PAKE	Cas Cremers TBA
10:20-10:50	Coffee Break	Coffee break	Coffee break
10:50-11:30	Giorgia Azzurra Marson Security Notions for Stream-based Channels	Sasha Bolytyeva Human Computing for Handling Strong Compromises in Authenticated Key Exchange	
11:30-12:10	Douglas Stebila On Writing Key Exchange Models	Vlad Kolesnikov Attribute-based Key Exchange with General Policies	Lunch
12:30-13:30	Lunch	Lunch	Lunch
14:30-15:10	Workshops (Part I)	Felix Günther A Cryptographic Analysis of the TLS 1.3 Handshake Protocol Candidates	
15:10-15:50		Tibor Jäger 0-RTT Key Establishment with Full Forward Secrecy	
15:50-16:30		Ben Dowling TLS 1.3 and the mTLS Crypto Model	
16:30-17:00	Coffee Break	Coffee Break	Panel discussion
17:00-18:20	Workshops (Part II)		Dinner
	Dinner		

Applications

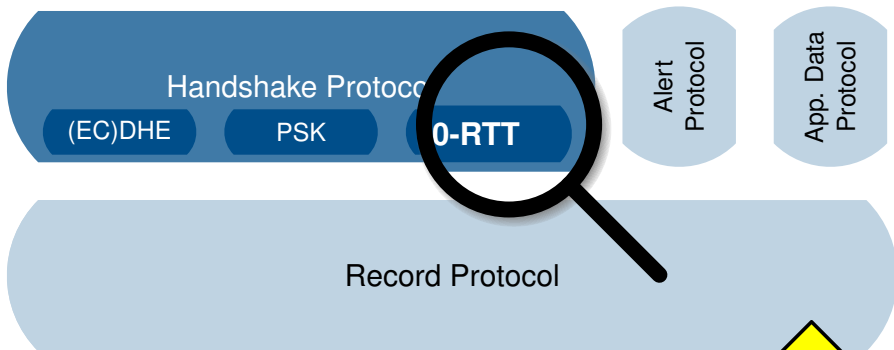
Prevent eavesdropping

Prevent man-in-the-middle
Prevent forgery.

Prevent impersonation
TLS 1.2 [RFC 5246]

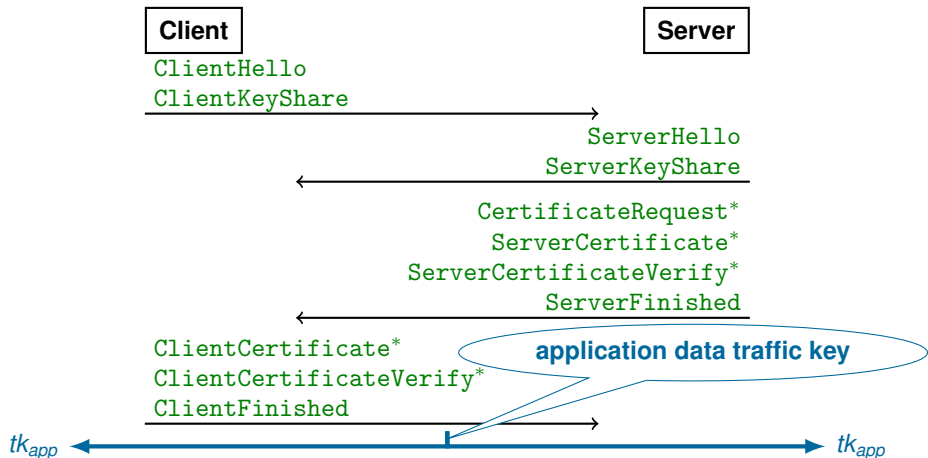
- ▶ next TLS version, **currently being specified** (latest: draft-13, May 2016)
- ▶ several **substantial cryptographic changes** (compared to TLS 1.2), incl.
 1. **encrypting some handshake messages** with intermediate session key
 2. **signing the entire transcript** when authenticating
 3. including **handshake message hashes** in key calculations
 4. generating **Finished** messages with separate key
 5. **deprecating some crypto algorithms** (RC4, SHA-1, key transport, MtEE, etc.)
 6. using only **AEAD schemes** for the record layer encryption
 7. switch to **HKDF** for key derivation
 8. providing reduced-latency **0-RTT handshake**

TLS Overview



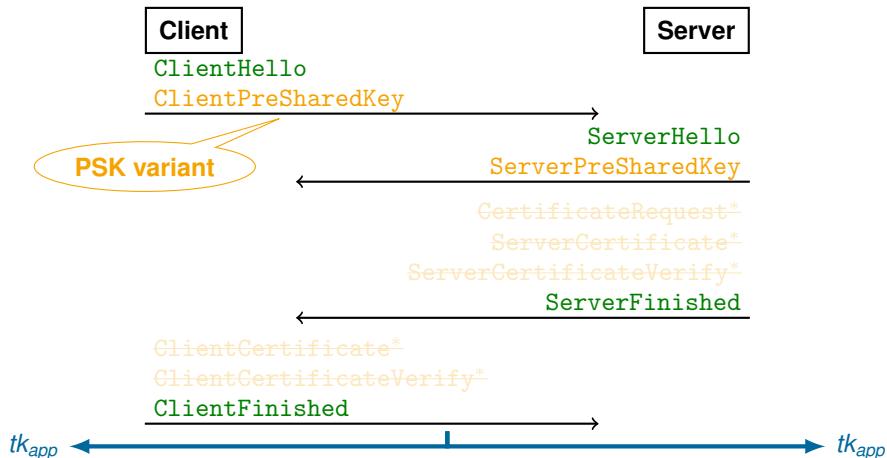
- ▶ we analyze the **handshake protocol candidates** for TLS 1.3

TLS 1.3 Full/(EC)DHE Handshake (simplified)

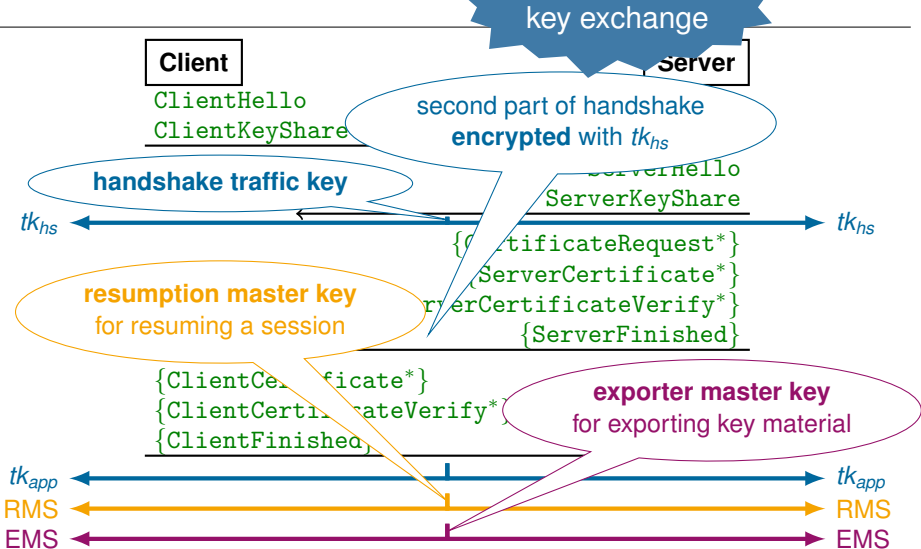


... actually, there is more ...

TLS 1.3 Full/(EC)DHE and PSK Handshake (simplified)

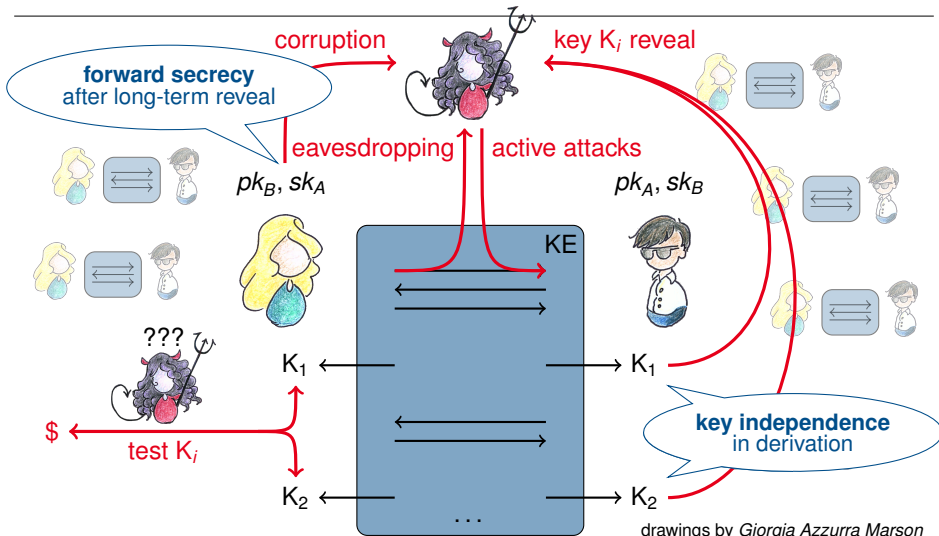


TLS 1.3 Full/(EC)DHE and PSK Handshake (still simplified)

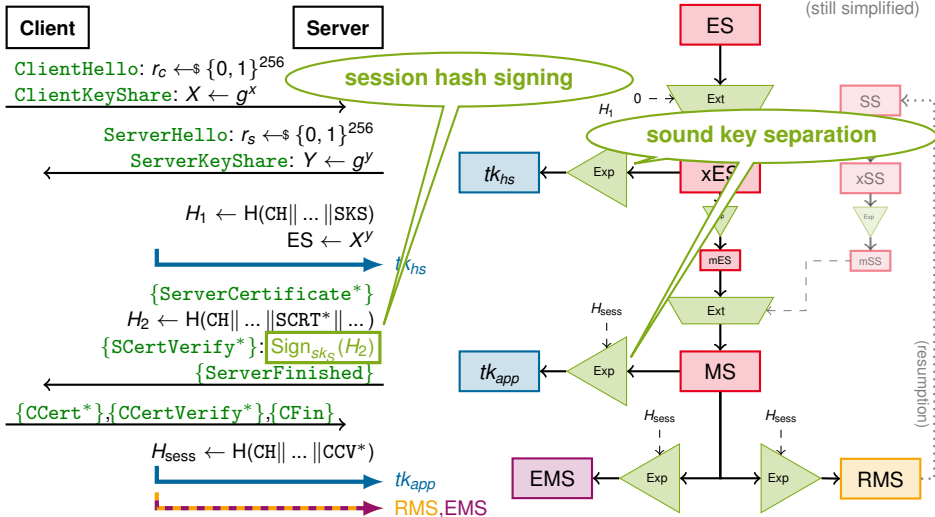


Multi-Stage Key Exchange (Security)

(Fischlin, Günther @ **SKECH 2014** @ **ECCS 2014**)



Security of the draft-10 (EC)DHE Handshake



Security of the draft-10 (EC)DHE Handshake

We show that the draft-10 full (EC)DHE handshake establishes

- ▶ random-looking keys (tk_{hs} , tk_{app} , RMS, EMS)
with adversary allowed to corrupt other users and reveal other session keys
- ▶ forward secrecy for all these keys
- ▶ concurrent security of anonymous, unilateral, mutual authentication
- ▶ key independence (leakage of traffic/resumption/exporter keys in same session does not compromise each other's security)

assuming

- ▶ collision-resistant hashing
- ▶ unforgeable signatures
- ▶ HKDF is pseudorandom function
- ▶ PRF-ODH assumption holds

standard key exchange security
under standard(-model) assumptions

Security of the draft-10 PSK Handshakes



PSK

- ▶ random-looking keys
(tk_{hs} , tk_{app} , EMS)
- ▶ mutual authentication (down to RMS)
- ▶ key independence
- ▶ no forward secrecy

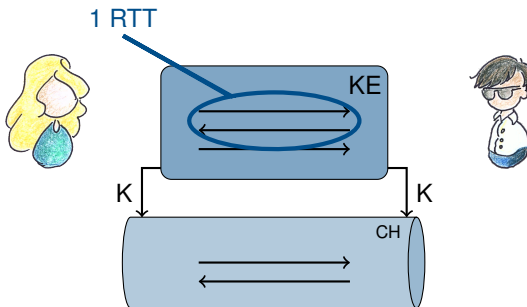
PSK-DHE

- ▶ random-looking keys
(tk_{hs} , tk_{app} , EMS)
- ▶ mutual authentication (down to RMS)
- ▶ key independence
- ▶ forward secrecy for all keys

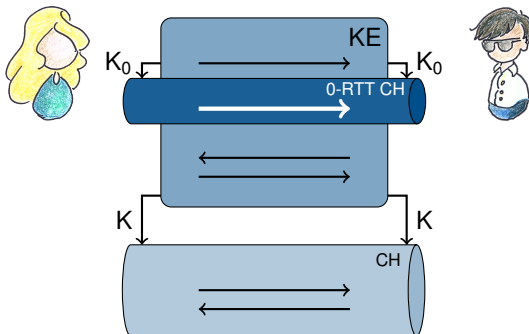
Under similar standard(-model) assumptions:

- ▶ collision-resistant hashing
- ▶ HKDF is pseudorandom function
- ▶ collision-resistant hashing
- ▶ HKDF is pseudorandom function
- ▶ HMAC is unforgeable
- ▶ PRF-ODH assumption holds

Zero Round-Trip Time (0-RTT)

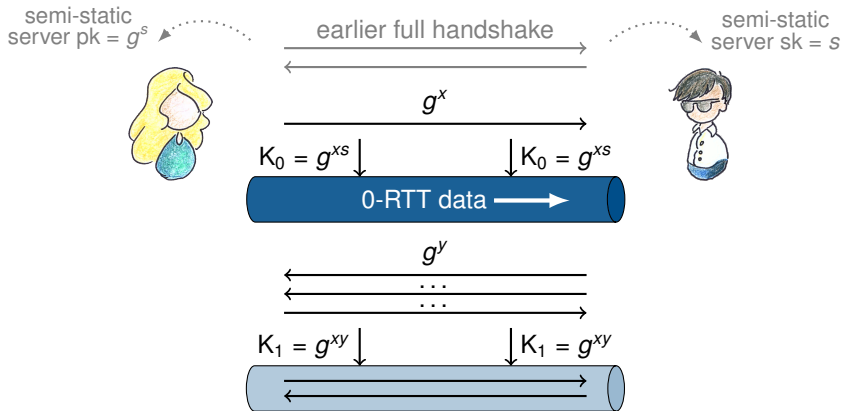


Zero Round-Trip Time (0-RTT)



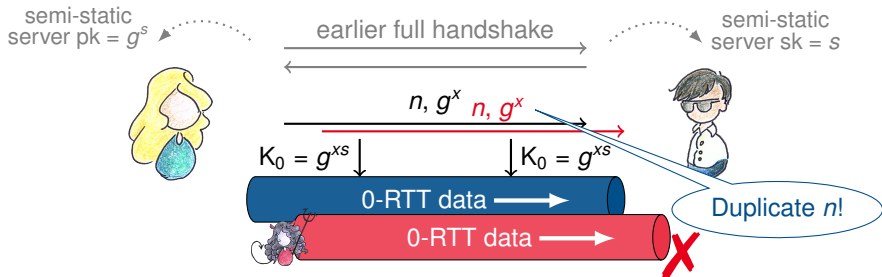
Diffie-Hellman-based 0-RTT

- ▶ à la QUIC, but also TLS 1.3 DH-based 0-RTT mode



Diffie–Hellman-based 0-RTT

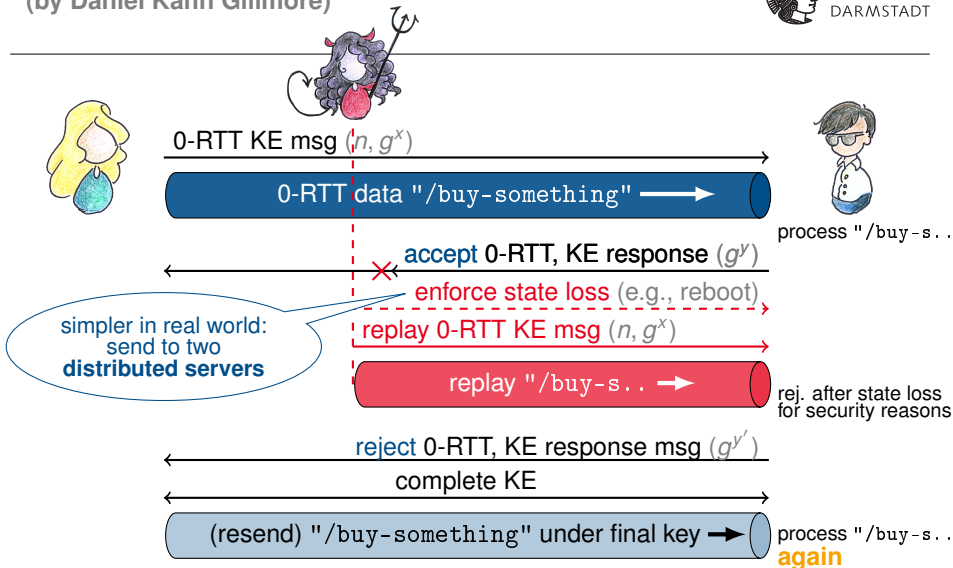
- ▶ à la QUIC, but also TLS 1.3 DH-based 0-RTT mode



- ▶ what about **replays**?
- ▶ **QUIC**: remember nonces in "strike register" (restricted by "orbit"+time)
- ▶ effectively prevents same key is derived twice

Generic Replay Attack on 0-RTT

(by Daniel Kahn Gillmore)



Generic Replay Attack on 0-RTT

What's going on?



- ▶ attack **applies to QUIC** —vs.— **security proofs** for QUIC [FG'14, LJBN'15]
- ▶ standard answer: “**out of model**”
- ▶ actually sth. beyond KE: it's **conscious replay on application level**

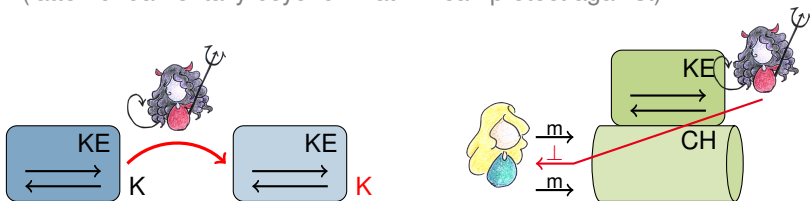
*“This isn't that odd, since, as AGL observes, browsers already **routinely retry some HTTP requests that appear to fail even for ordinary TLS [...]** but of course that's different from having TLS give up those guarantees.”*

Eric Rescorla @ TLS mailing list

*“The QUIC crypto protocol is **destined to die.**”*

Langley, Chang / QUIC Crypto, Revision 20150720

- ▶ we claim: actually provides **some replay protection**, just on a **different level**
- ▶ distinguish between **replay @ KE level** and **replay @ application level**
(latter fundamentally beyond what KE can protect against)



- ▶ can't protect against replays anyway (on application level) ...
- ▶ ... so give up any replay protection for 0-RTT

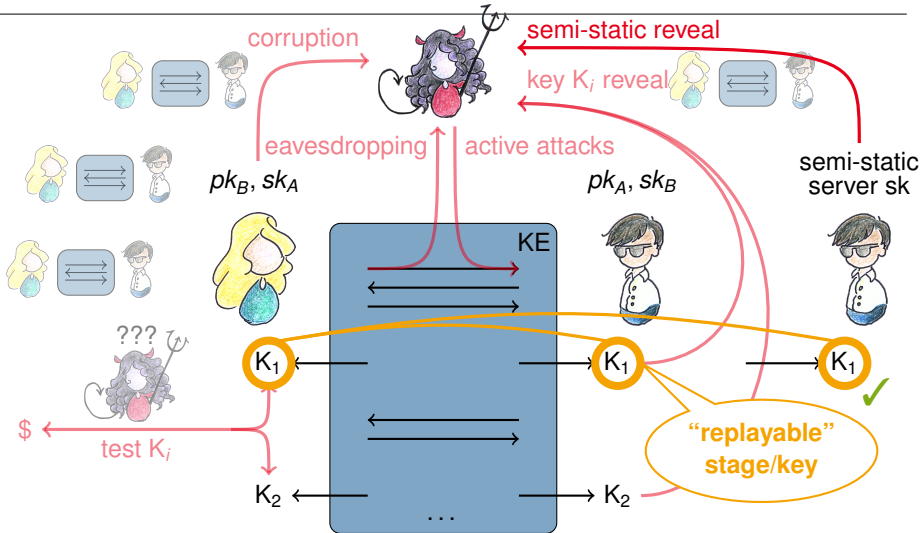
i.e.

- ▶ don't check for duplicate nonces, allow keys to be “replayed”
- ▶ don't retransmit automatically on 0-RTT reject, but let application decide
- ▶ in theory: can be okay for some requests? (HTTP GET?)
- ▶ in practice: unclear / will have to see...

“browsers already routinely retry some HTTP requests”

Multi-Stage Key Exchange (Security)

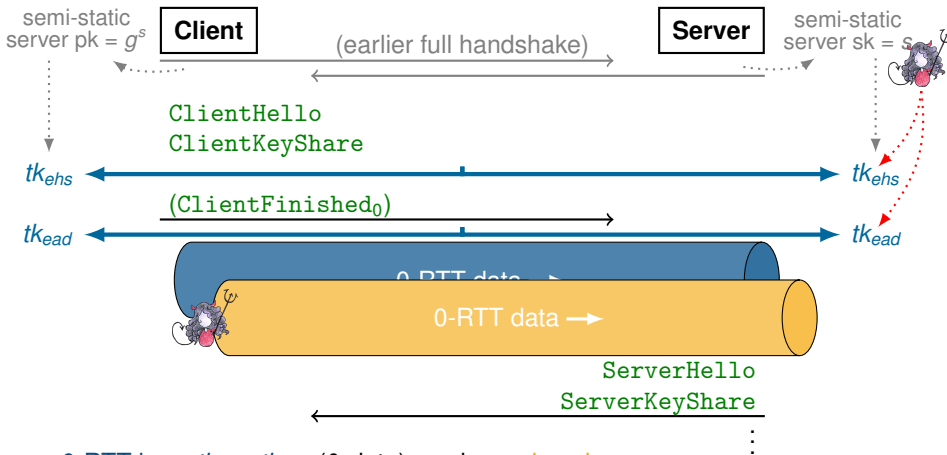
with replayable stages/keys



Security of the draft-12 (EC)DHE 0-RTT Handshake



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- ▶ 0-RTT keys tk_{ehs} , tk_{ead} (& data) can be **replayed**
- ▶ weaker forward secrecy guarantees

(Still) Not the End of the Story

- ▶ TLS WG decided (in April) to **only support PSK-based 0-RTT**
- ▶ ... but **(EC)DHE-based 0-RTT** might come back as extension, esp. for better forward secrecy

- ▶ our model can serve as **stepping stone for understanding 0-RTT & replays**
- ▶ ... and can be **applied to PSK-based 0-RTT** as well (we currently look into that, security results appear to be similar)

Summary

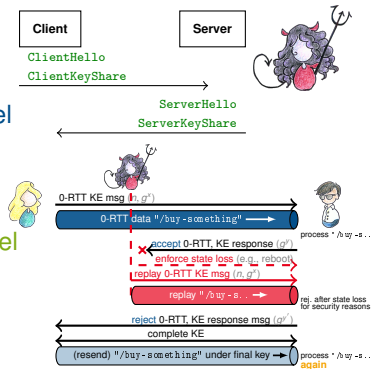
We

- analyze TLS 1.3 (draft-10) full (EC)DHE, PSK, and PSK-DHE handshake in an extended multi-stage key exchange model

- for 0-RTT, distinguish replays @ KE level from (unpreventable) replays @ application level

- establish TLS 1.3 (draft-12) (EC)DHE 0-RTT handshake is secure multi-stage KE with replayable 0-RTT keys

- are looking into TLS 1.3 PSK-based 0-RTT handshake



Thank You!