Deniable and not self-harming trapdoors

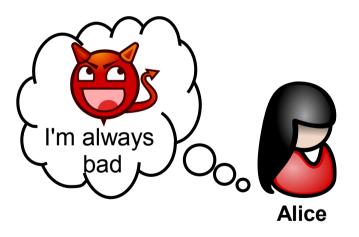
Rump Session of the Crypto 2014 conference (August 19 – Santa Barbara, USA)

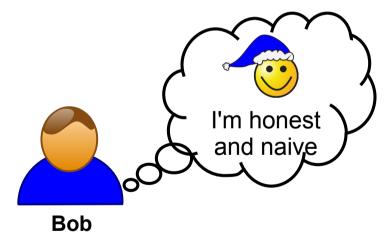
Luís Brandão* and René Peralta⁺

* Ph.D. student at FCUL-DI and CMU-ECE. Support for this research was provided by the Fundação para a Ciência e a Tecnologia (Portuguese Foundation for Science and Technology) through the Carnegie Mellon Portugal Program under Grant SFRH/BD/33770/2009. + National Institute of Standards and Technology

A simplistic adversarial model

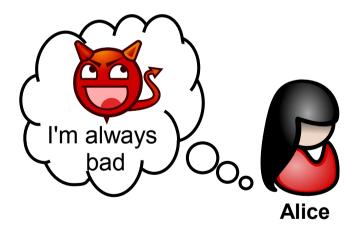
(malicious Alice vs. honest-and-naive Bob)

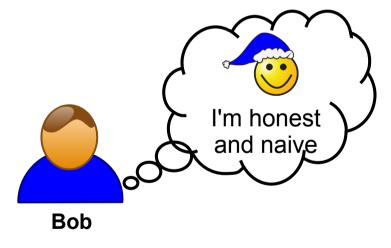




A simplistic adversarial model (malicious Alice vs. honest-and-naive Bob)

Assumption 1 (extra-knowledge): Alice knows more math than Bob

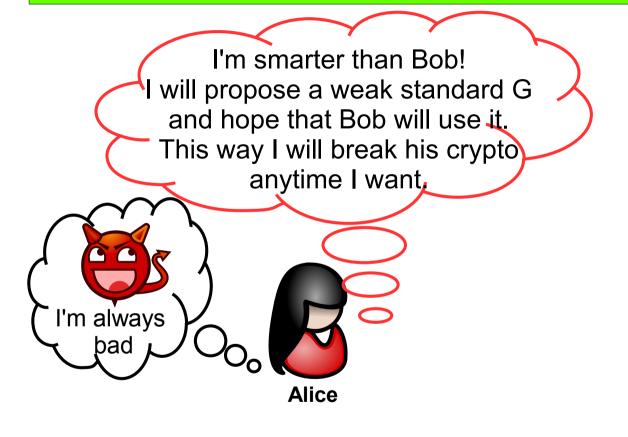


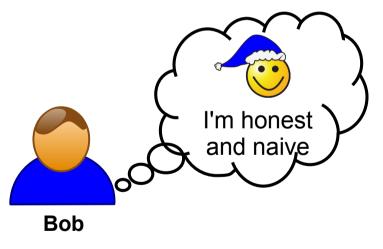


A simplistic adversarial model

(malicious Alice vs. honest-and-naive Bob)

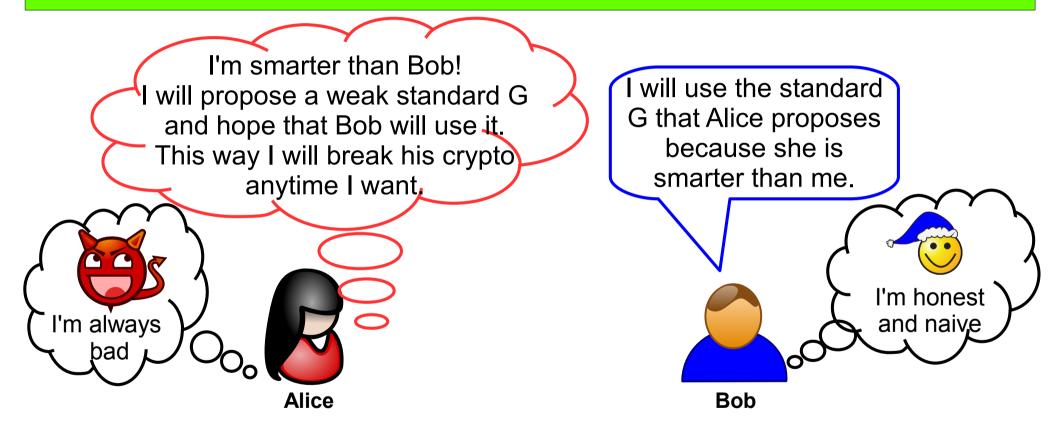
Assumption 1 (extra-knowledge): Alice knows more math than Bob





A simplistic adversarial model (malicious Alice vs. honest-and-naive Bob)

Assumption 1 (extra-knowledge): Alice knows more math than Bob



A simplistic adversarial model (malicious Alice vs. honest-and-naive Bob) **Assumption 1 (extra-knowledge):** Alice knows more math than Bob I'm smarter than Bob! I will use the standard will propose a weak standard G G that Alice proposes and hope that Bob will use it. because she is This way I will break his crypto smarter than me. anytime I want, I'm honest and naive I'm always bad Alice Bob

Example problem: Alice might be **the only one** knowing how to efficiently factor integers or compute discrete-logs in a particular type of groups.

A simplistic adversarial model (malicious Alice vs. honest-and-naive Bob) **Assumption 1 (extra-knowledge):** Alice knows more math than Bob I'm smarter than Bob! I will use the standard will propose a weak standard G G that Alice proposes and hope that Bob will use it. because she is This way I will break his crypto smarter than me. anytime I want, I'm honest and naive I'm always bad

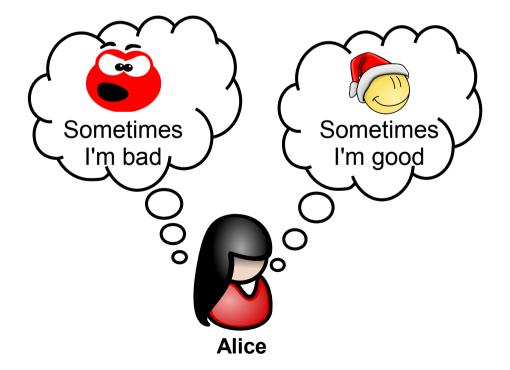
Alice

Bob

Example problem: Alice might be **the only one** knowing how to efficiently factor integers or compute discrete-logs in a particular type of groups.

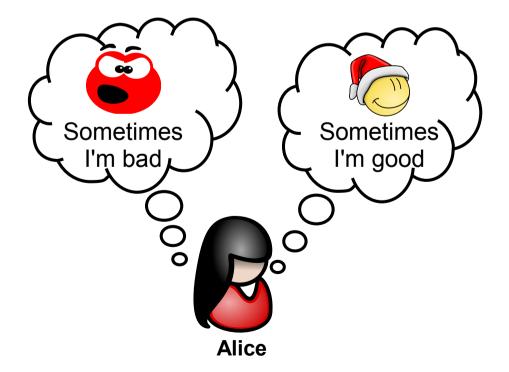
But would Alice propose a knowingly-weak standard?

Semi-malicious Alice



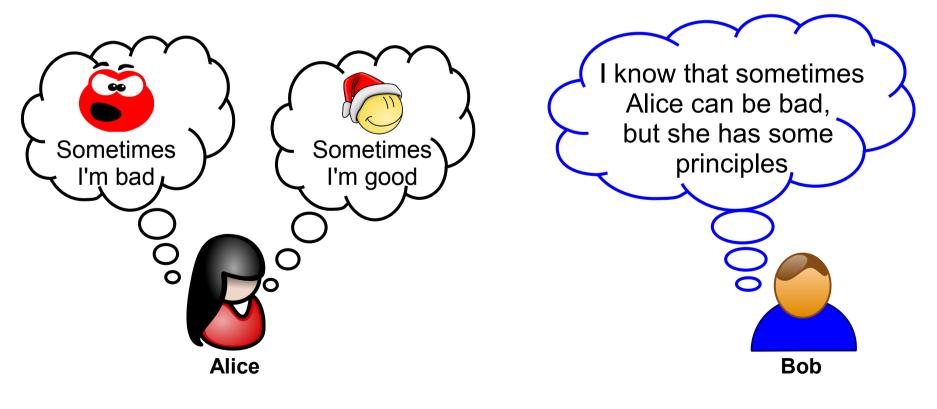


Semi-malicious Alice i.e., malicious-but-with-principles (and very-curious)





Semi-malicious Alice i.e., malicious-but-with-principles (and very-curious)

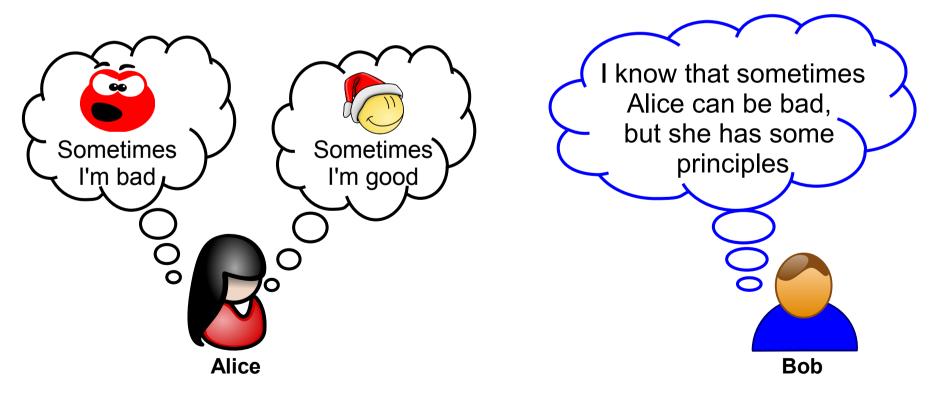


Deniable trapdoors (rump session Crypto 2014)

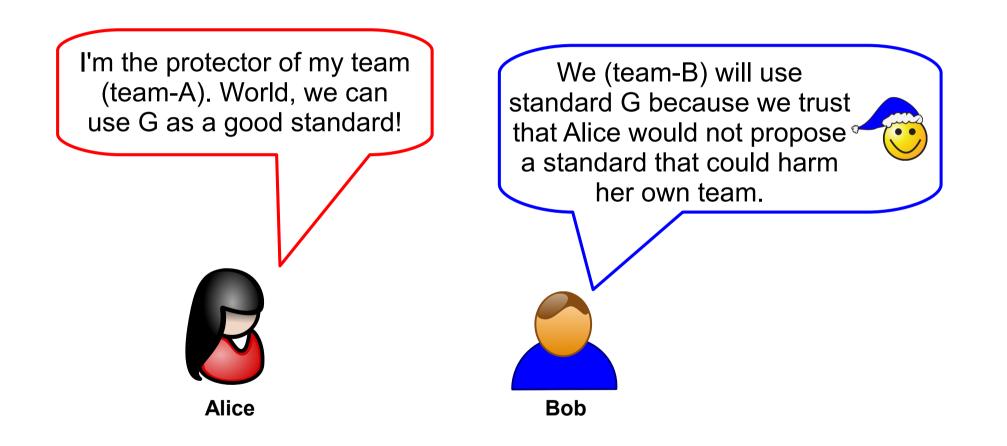
Semi-malicious Alice

i.e., malicious-but-with-principles (and very-curious)

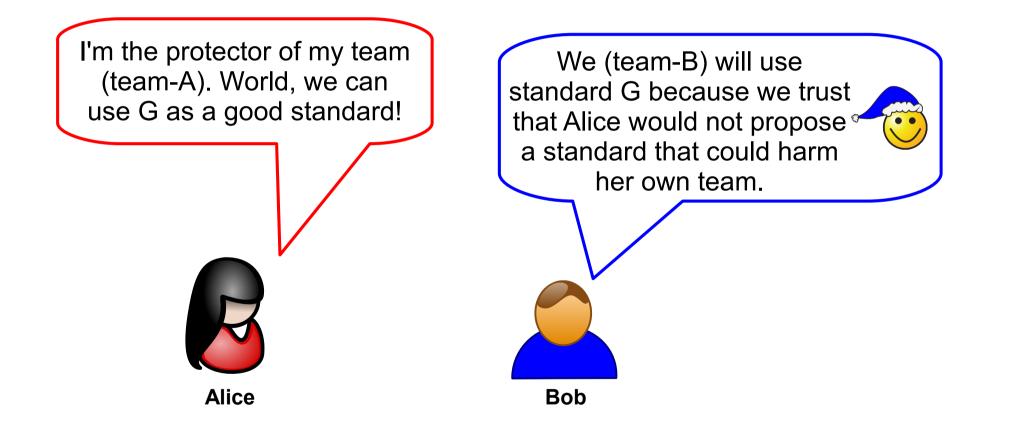
Assumption 2 (team protection): Alice will not intentionally harm someone in her own team, but she still wants to break Bob's crypto.



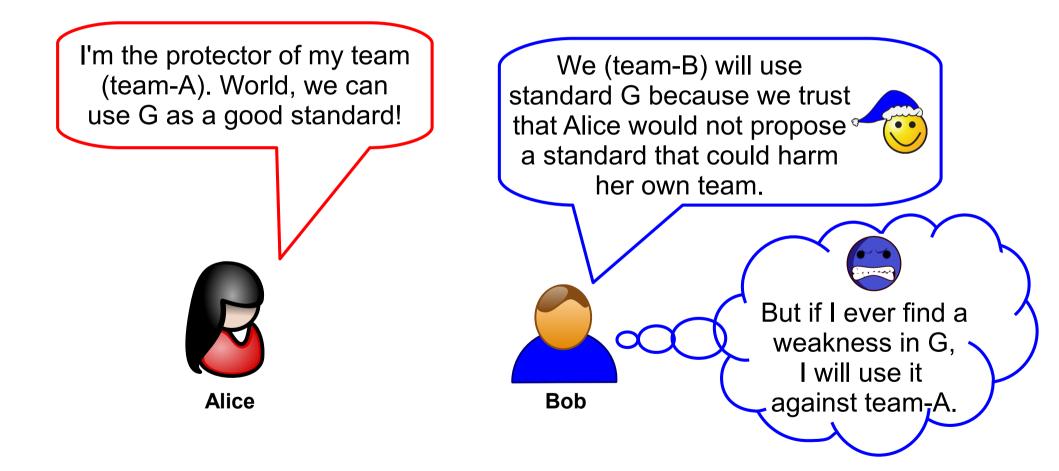




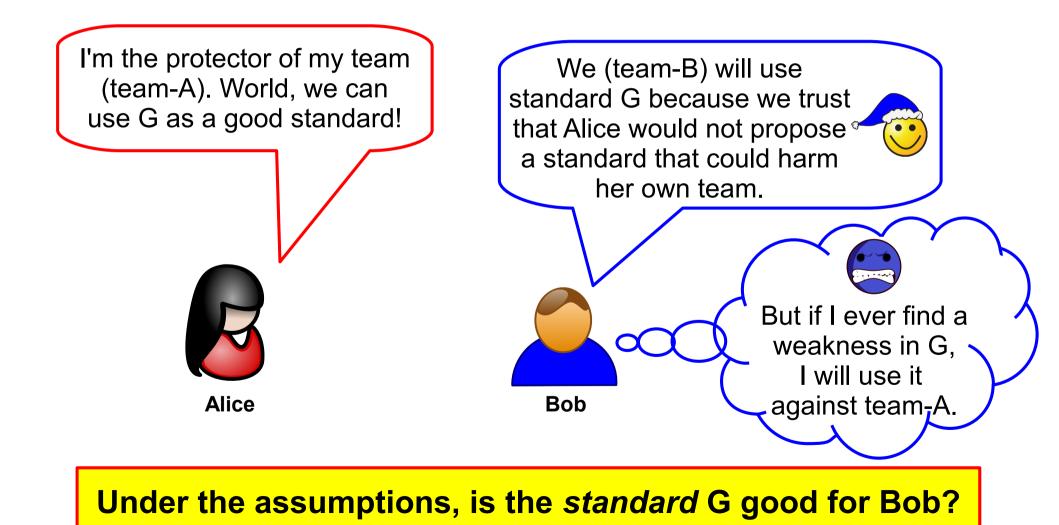
Assumption 3 (progressive-knowledge): The math that Alice knows now, Bob will eventually also learn in the future.



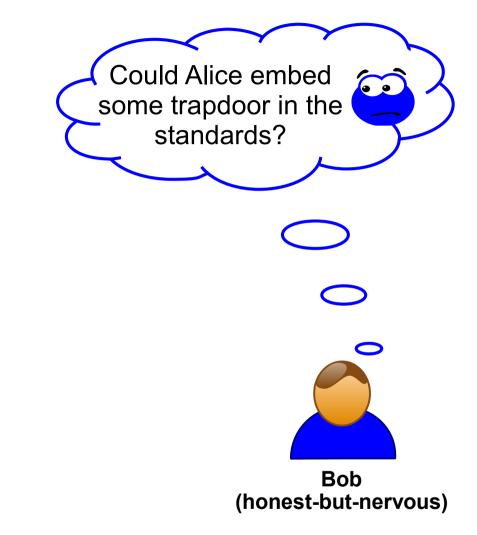
Assumption 3 (progressive-knowledge): The math that Alice knows now, Bob will eventually also learn in the future.



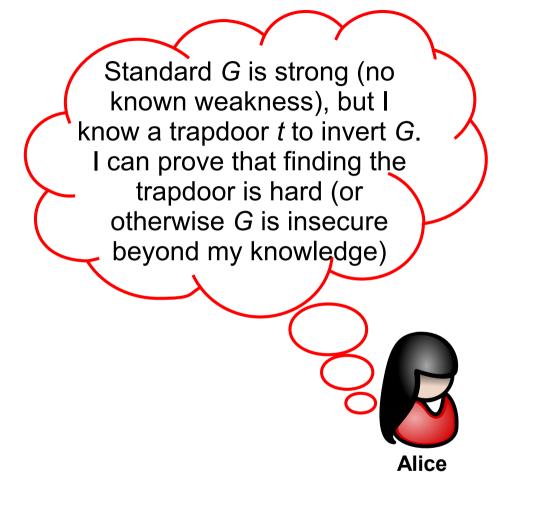
Assumption 3 (progressive-knowledge): The math that Alice knows now, Bob will eventually also learn in the future.

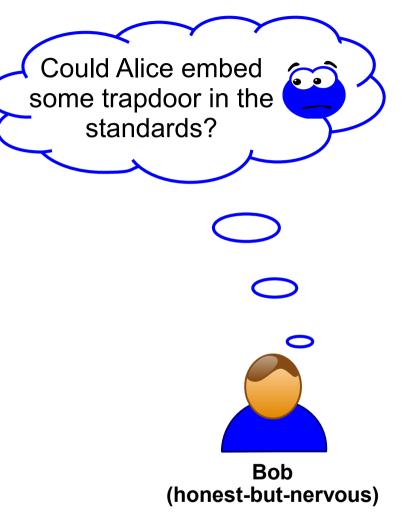


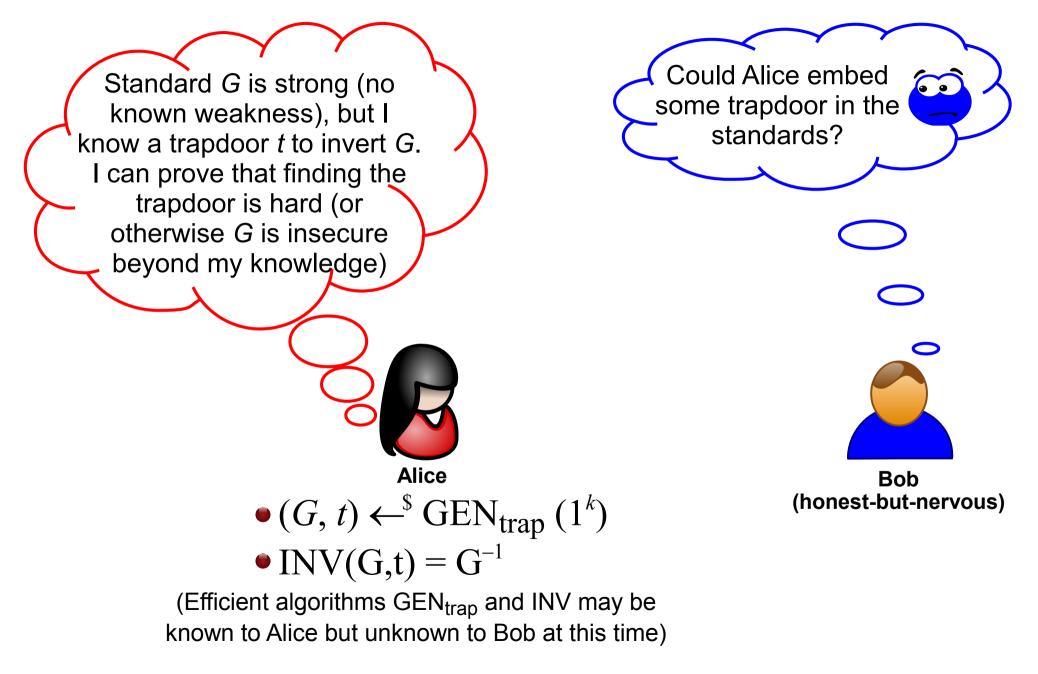
Deniable trapdoors (rump session Crypto 2014)

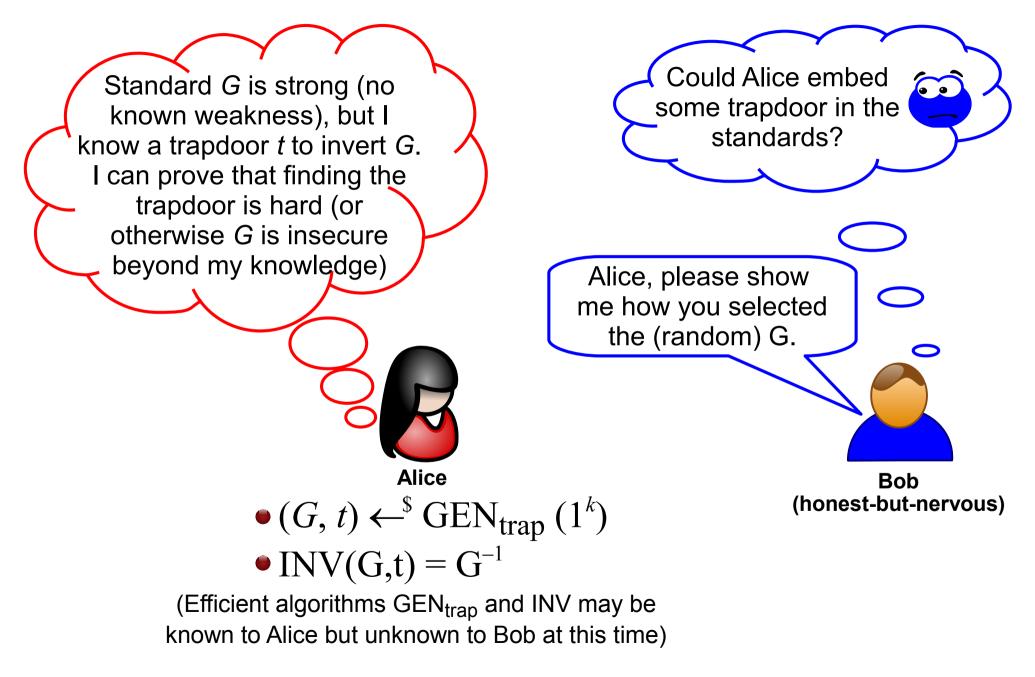






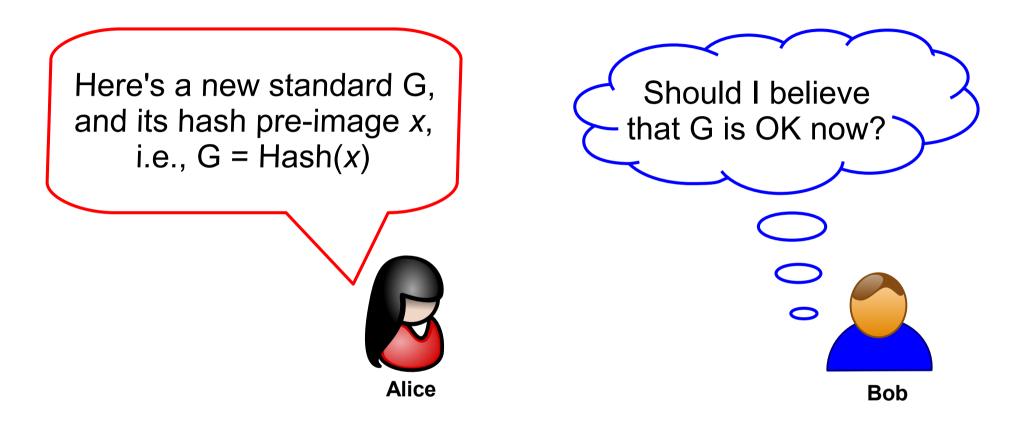






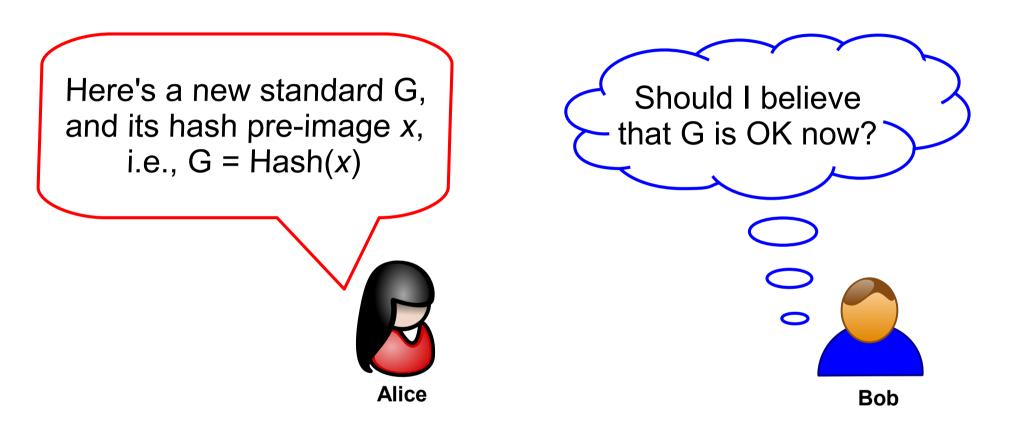
Standards with known hash pre-image

Alice tries to solve Bob's suspicion



Standards with known hash pre-image

Alice tries to solve Bob's suspicion



This prevents some trapdoorembeddings, but maybe not all!

(Note: Alice needs to give pre-image of G, and G cannot be knowingly-weak)

(Note: Alice needs to give pre-image of G, and G cannot be knowingly-weak)

Hypothetically, Alice may know efficient algorithms (FG,FT, INV):

- $(FG(G) == FT(t)) \Rightarrow INV(G,t) = G^{-1}$
- $(\forall G)$ Prob[FG(G)==FG(t)] = 2⁻¹²⁸ (for t selected after knowing G)

(Note: Alice needs to give pre-image of G, and G cannot be knowingly-weak)

Hypothetically, Alice may know efficient algorithms (FG,FT, INV):

- $(FG(G) == FT(t)) \Rightarrow INV(G,t) = G^{-1}$
- $(\forall G)$ Prob[FG(G)==FG(t)] = 2⁻¹²⁸ (for t selected after knowing G)

Using $\tilde{O}(2^{64})$ ops, Alice can generate standard with trapdoor: 1) For i=1,..., $\tilde{O}(2^{64})$: $a_i \leftarrow^{\$} \{0,1\}^{128}$ (pre-image), $G_i = \text{Hash}(a_i)$ 2) For i=1,..., $\tilde{O}(2^{64})$: $t_i \leftarrow^{\$} \{0,1\}^{128}$ (tentative trapdoor) Alice 3) Using $\tilde{O}(2^{64})$ ops, find (i,j): FG (G_i) ==FT (t_j) – then let G=G_i and $t=t_j$.

4) Then, INV efficiently computes G^{-1} , e.g., $x = INV(G,t,g,g^x)$

(Note: Alice needs to give pre-image of G, and G cannot be knowingly-weak)

Hypothetically, Alice may know efficient algorithms (FG,FT, INV):

- $(FG(G) == FT(t)) \Rightarrow INV(G,t) = G^{-1}$
- $(\forall G)$ Prob[FG(G)==FG(t)] = 2⁻¹²⁸ (for t selected after knowing G)

Using $\tilde{O}(2^{64})$ ops, Alice can generate standard with trapdoor: 1) For i=1,..., $\tilde{O}(2^{64})$: $a_i \leftarrow^{\$} \{0,1\}^{128}$ (pre-image), $G_i = \text{Hash}(a_i)$ 2) For i=1,..., $\tilde{O}(2^{64})$: $t_i \leftarrow^{\$} \{0,1\}^{128}$ (tentative trapdoor) Alice 3) Using $\tilde{O}(2^{64})$ ops, find (i,j): FG (G_i) ==FT (t_i) – then let G=G_i and $t=t_i$.

4) Then, INV efficiently computes G^{-1} , e.g., $x = INV(G,t,g,g^x)$

The standard is "strong" (for team-A) and the trapdoor is "deniable"

(Note: Alice needs to give pre-image of G, and G cannot be knowingly-weak)

Hypothetically, Alice may know efficient algorithms (FG,FT, INV):

- $(FG(G) == FT(t)) \Rightarrow INV(G,t) = G^{-1}$
- $(\forall G)$ Prob[FG(G)==FG(t)] = 2⁻¹²⁸ (for t selected after knowing G)

Using $\tilde{O}(2^{64})$ ops, Alice can generate standard with trapdoor: 1) For i=1,..., $\tilde{O}(2^{64})$: $a_i \leftarrow \{0,1\}^{128}$ (pre-image), $G_i = \text{Hash}(a_i)$ 2) For i=1,..., $\tilde{O}(2^{64})$: $t_i \leftarrow \{0,1\}^{128}$ (tentative trapdoor) Alice 3) Using $\tilde{O}(2^{64})$ ops, find (*i*, *i*) : EG(G)=ET(t), then let G=G, and t=t.

Alice 3) Using $\tilde{O}(2^{64})$ ops, find (i,j) : FG(G_i)==FT(t_j) – then let G=G_i and $t=t_j$. 4) Then, INV efficiently computes G⁻¹, e.g., $x = INV(G,t,g,g^x)$

- Strong: Even when Bob catches up on the math of Alice, he can still not find the trapdoor (it would require 2¹²⁸ ops).
- Deniable: Alice can pretend that she did not know (FG,FT,INV) at the time of creating G (which is indeed being uniformly selected).

Deniable trapdoors (rump session Crypto 2014)



Even a "team-protector" might be able to embed a trapdoor in a deniable way and without harming her own team.

(cost \approx square-root of cost of finding t after seeing G)

Further interesting considerations:



Even a "team-protector" might be able to embed a trapdoor in a deniable way and without harming her own team.

(cost \approx square-root of cost of finding t after seeing G)

Further interesting considerations:



Defender: How to prevent deniable trapdoors? (despite "extra-knowledge" by Alice, but within the "team-protection" and "progressive knowledge" assumptions)



Even a "team-protector" might be able to embed a trapdoor in a deniable way and without harming her own team.

(cost \approx square-root of cost of finding t after seeing G)

Further interesting considerations:



Defender: How to prevent deniable trapdoors? (despite "extra-knowledge" by Alice, but within the "team-protection" and "progressive knowledge" assumptions)



<u>Attacker:</u> How to embed deniable trapdoors moreefficiently? (despite having to show hash pre-images)



Even a "team-protector" might be able to embed a trapdoor in a deniable way and without harming her own team.

(cost \approx square-root of cost of finding t after seeing G)

Further interesting considerations:



Defender: How to prevent deniable trapdoors? (despite "extra-knowledge" by Alice, but within the "team-protection" and "progressive knowledge" assumptions)



<u>Attacker:</u> How to embed *deniable trapdoors moreefficiently*? (despite having to show hash pre-images)

Thank you for your attention!

Deniable trapdoors (rump session Crypto 2014)