



RUHR-UNIVERSITÄT BOCHUM

On the Selective Opening Security of Practical Public-Key Encryption Schemes

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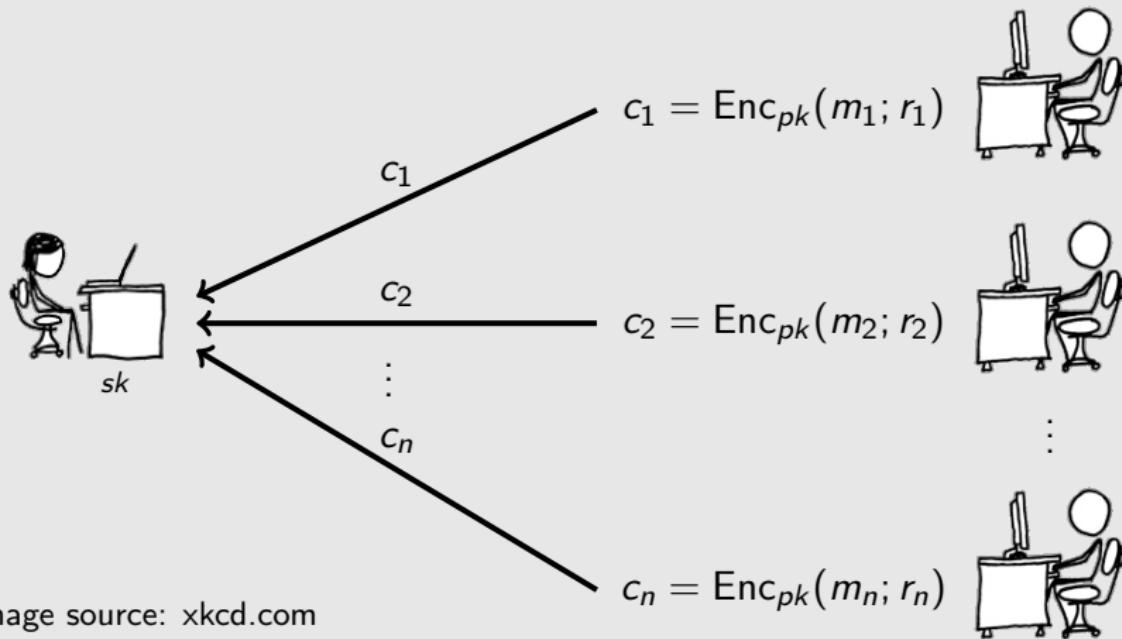
1 Selective-Opening Security

2 A Generic Transformation for SIM-SO-CCA Security

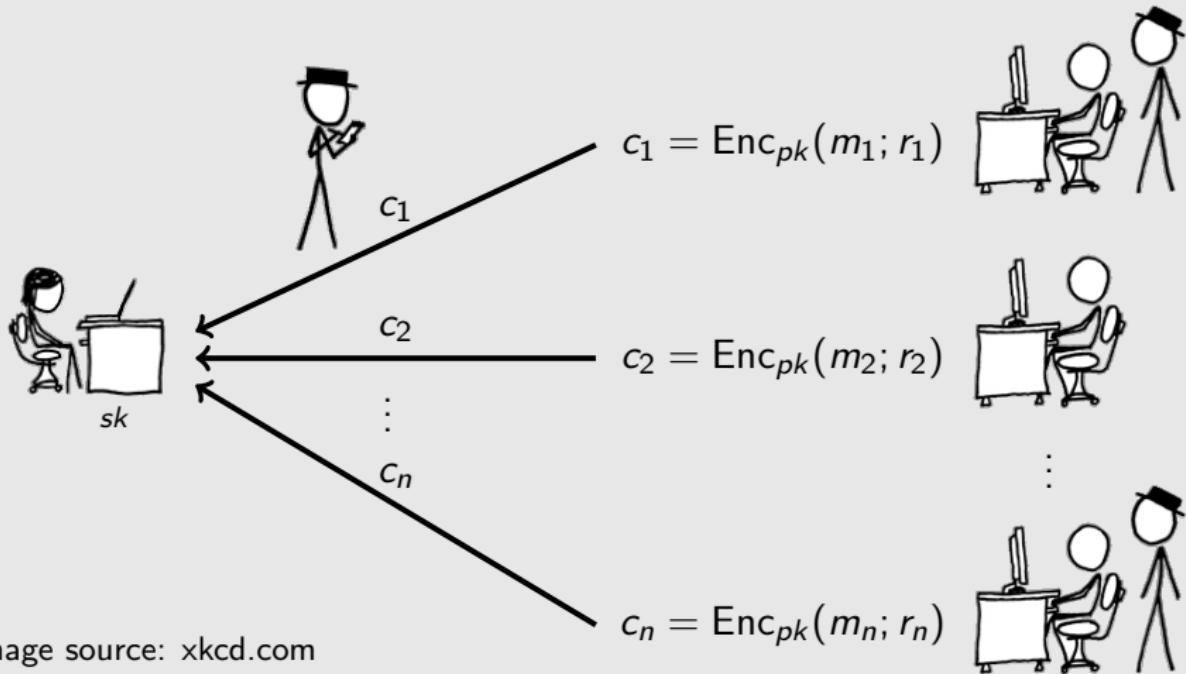
3 Proof Idea

4 Results

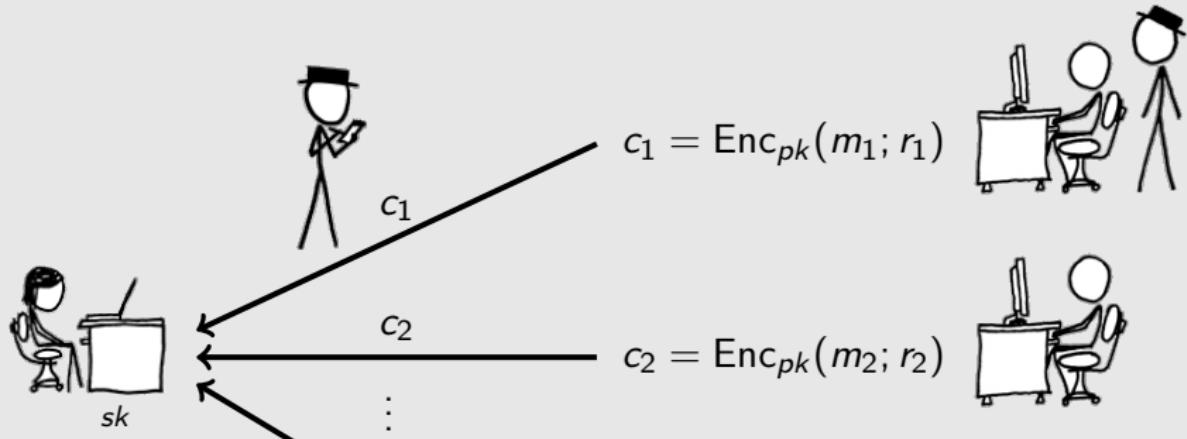
Selective-Opening Attacks



Selective-Opening Attacks



Selective-Opening Attacks



Do the messages of uncorrupted parties remain confidential?

Image source: xkcd.com

SIM-SO-CCA Security Definition [FHKW10]

real game

$(pk, sk) \leftarrow \text{Gen}(1^\kappa)$

$(m_1, \dots, m_n) \leftarrow \mathfrak{D}$

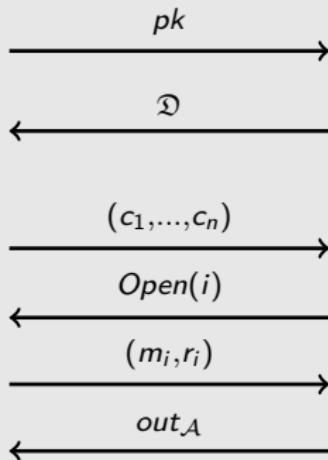
$(r_1, \dots, r_n) \xleftarrow{\$} \text{Coins}$

$c_i := \text{Enc}_{pk}(m_i; r_i)$

$\mathcal{I} := \mathcal{I} \cup \{i\}$

Output:

$(m_1, \dots, m_n, \mathfrak{D}, \mathcal{I}, \text{out}_{\mathcal{A}})$



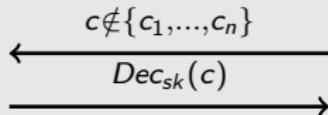
\mathcal{A}

choose distribution \mathfrak{D}



compute output “ $\text{out}_{\mathcal{A}}$ ”

Dec oracle

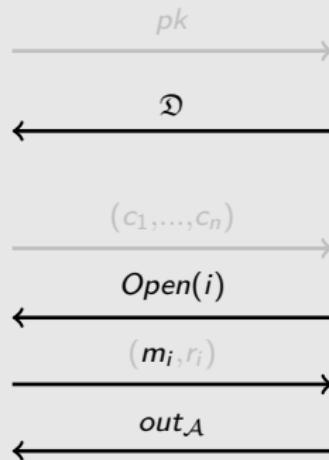


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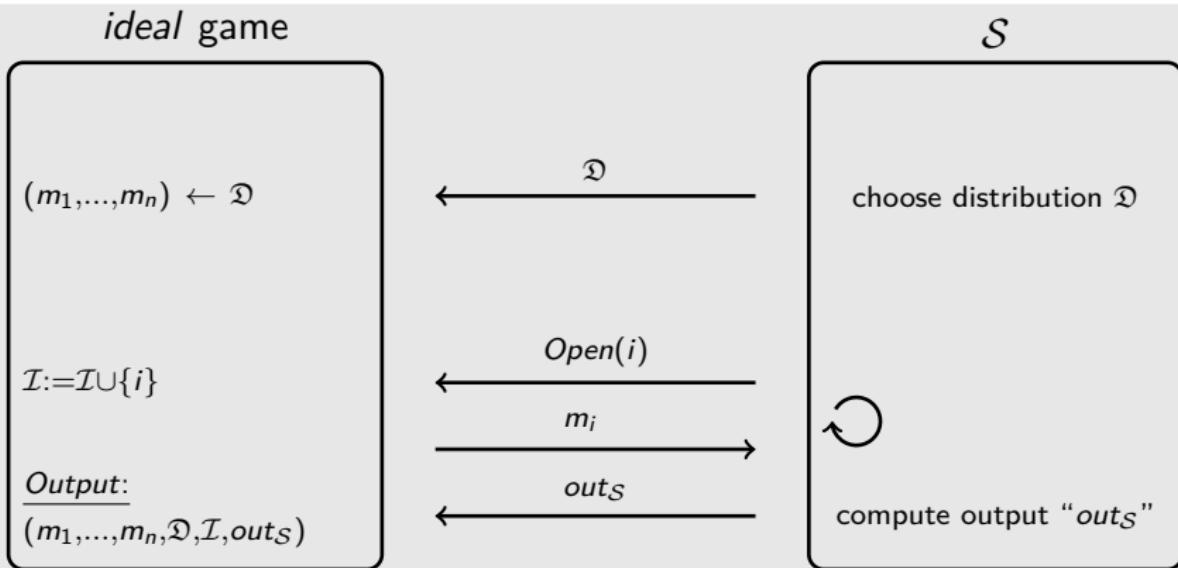


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SIM-SO-CCA Security Definition [FHKW10]



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Definition 1 (SIM-SO-CCA security)

A public key encryption scheme is SIM-SO-CCA secure if for every PPT adversary \mathcal{A} there exists a PPT simulator $\mathcal{S} := \mathcal{S}(\mathcal{A})$ such that the distributions induced by

\mathcal{A} run in the *real* game and \mathcal{S} run in the *ideal* game

are computationally indistinguishable.

Selective Opening vs. Standard Security Notions

- two flavours: IND-based and SIM-based.
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- Existing SIM-SO-CCA schemes are very inefficient. [FHKW10],
[Hof12], [LP15]

Selective Opening vs. Standard Security Notions

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SIM implies IND, not known to be equivalent.
- IND-SO-CCA stronger security notion than IND-CCA security.
[HR14]
- Existing SIM-SO-CCA schemes are very inefficient. [FHKW10],
[Hof12], [LP15]
- **This work:** Certain known constructions give SIM-SO-CCA security for free in the ROM.

Our Work

Part I:

PKE from any one-way PCA secure KEM

Part II:

PKE from OAEP for any partial-domain TP

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“Hashed KEM/DEM Approach”

Let $\text{KEM} = (\text{KGen}, \text{Encap}, \text{Decap})$ be a Key Encapsulation Mechanism, $\text{MAC} = (\text{Tag}, \text{Vrfy})$ a Message Authentication Code and H a hash function. Consider the following PKE:

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$\text{Gen}(1^\lambda)$

$(pk, sk) \leftarrow \text{KGen}(1^\lambda)$

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$\text{Gen}(1^\lambda)$	$\text{Enc}_{pk}(m)$
$(pk, sk) \leftarrow \text{KGen}(1^\lambda)$	$r \xleftarrow{\$} \text{Coins}$
Return pk	$(k, c^{(1)}) \leftarrow \text{Encap}_{pk}(r)$
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	$c^{(2)} := m \oplus k^{sym}$
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$\text{Gen}(1^\lambda)$	$\text{Enc}_{pk}(m)$	$\text{Dec}_{sk}(c^{(1)}, c^{(2)}, c^{(3)})$
$(pk, sk) \leftarrow \text{KGen}(1^\lambda)$	$r \xleftarrow{\$} \text{Coins}$ $(k, c^{(1)}) \leftarrow \text{Encap}_{pk}(r)$ $(k^{sym}, k^{mac}) \leftarrow H(k)$ $c^{(2)} := m \oplus k^{sym}$ $c^{(3)} := \text{Tag}_{k^{mac}}(c^{(2)})$ Return $(c^{(1)}, c^{(2)}, c^{(3)})$	$k \leftarrow \text{Decap}_{sk}(c^{(1)})$ $(k^{sym}, k^{mac}) \leftarrow H(k)$ if $\text{Vrfy}_{k^{mac}}(c^{(2)}, c^{(3)}) = 1$ Return $c^{(2)} \oplus k^{sym}$ else Return \perp
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“Hashed KEM/DEM Approach”

Theorem 2 (SBZ02)

The given transformation achieves IND-CCA security in the ROM if KEM is OW-PCA secure and MAC is sUF-OT-CMA.

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- Use RSA KEM under RSA assumption

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- Use RSA KEM under RSA assumption
- Use DH KEM under strong DH assumption

Instantiation
of DHIES

“Hashed KEM/DEM Approach”

Theorem 3 (This work)

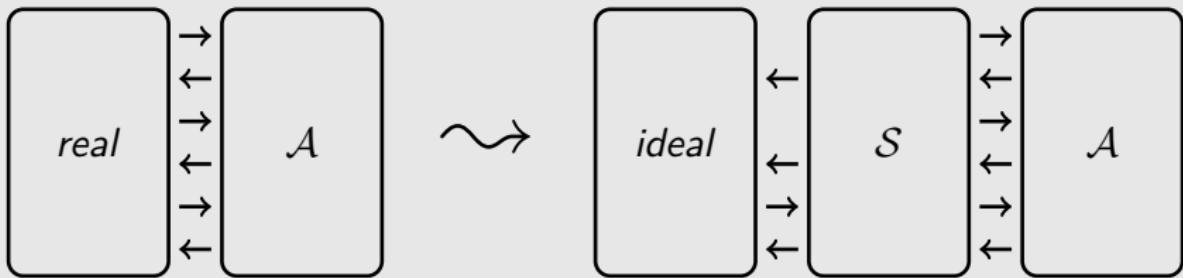
The same transformation gives rise to a SIM-SO-CCA secure PKE in the ROM without additional assumptions.

$\text{Gen}(1^\lambda)$	$\text{Enc}_{pk}(m)$	$\text{Dec}_{sk}(c^{(1)}, c^{(2)}, c^{(3)})$
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	$(k^{\text{sym}}, k^{\text{mac}}) \leftarrow H(k)$	if $\text{Vrfy}_{k^{\text{mac}}}(c^{(2)}, c^{(3)}) = 1$
	$c^{(2)} := m \oplus k^{\text{sym}}$	Return $c^{(2)} \oplus k^{\text{sym}}$
	$c^{(3)} := \text{Tag}_{k^{\text{mac}}}(c^{(2)})$	else
	Return $(c^{(1)}, c^{(2)}, c^{(3)})$	Return \perp

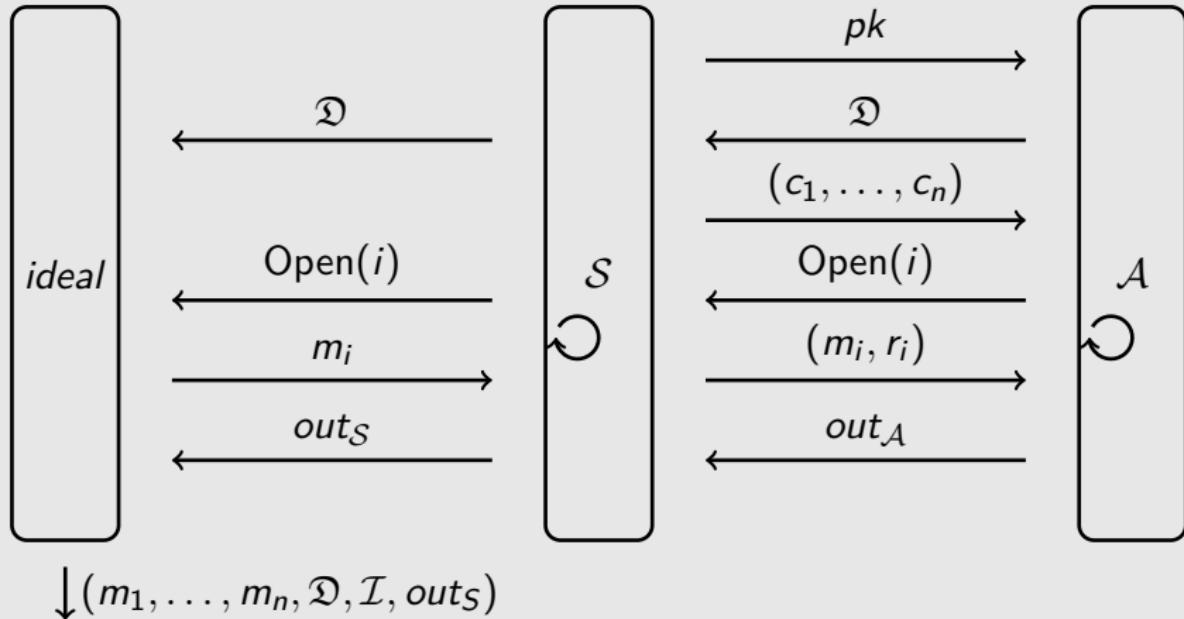
- Use RSA KEM under RSA assumption
- Use DH KEM under strong DH assumption

**Instantiation
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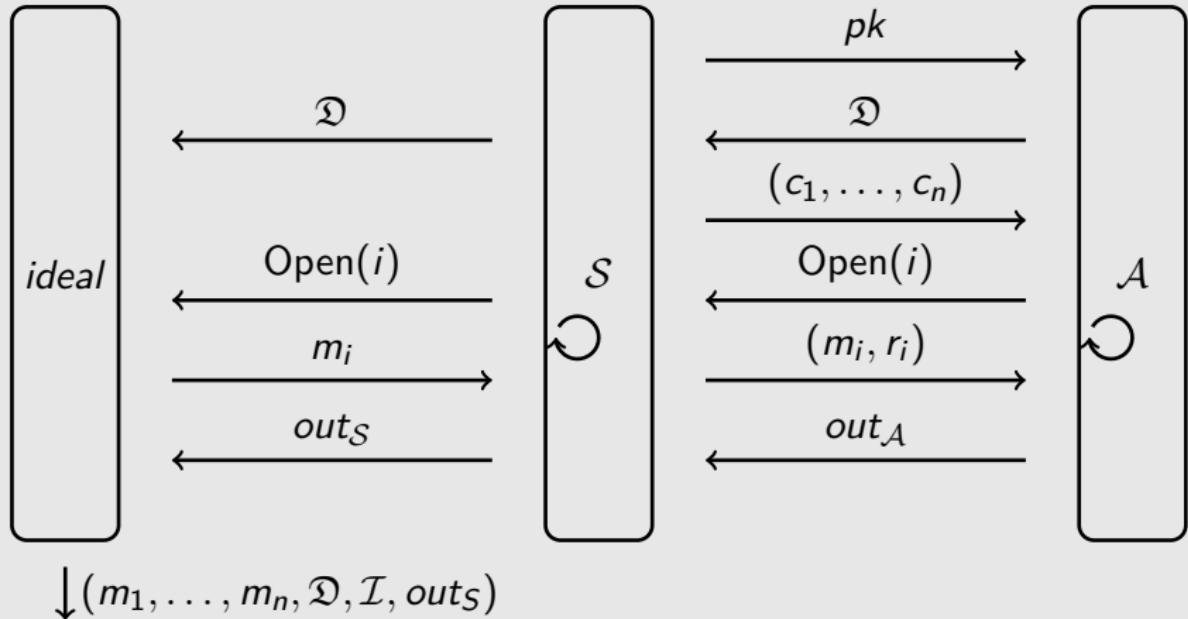
How to Prove SIM-SO-CCA Security



How to Construct a Simulator



How to Construct a Simulator



\mathcal{A} is allowed to make additional **Hash** or **Dec** queries at any time!

Possible Tripping Hazards for a Simulator

- \mathcal{S} must not make more opening queries than \mathcal{A} to learn m_i .

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Possible Tripping Hazards for a Simulator

- \mathcal{S} must not make more opening queries than \mathcal{A} to learn m_i .
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Possible Tripping Hazards for a Simulator

- \mathcal{S} must not make more opening queries than \mathcal{A} to learn m_i .
- \mathcal{S} has to create non-committing “dummy”-encryptions that allow for later opening to any message.
- Answering Hash or Decryption queries is easy if \mathcal{A} called $\text{Open}(i)$ earlier.
- However, \mathcal{S} has to answer Hash and Decryption queries without committing to m_i if \mathcal{A} did not call $\text{Open}(i)$ (yet).

Tweaking \mathcal{A} in a Sequence of Games

G_0 : *real* SIM-SO-CCA game.

$$\begin{aligned}
 & \frac{\text{Enc}_{pk}(m_i)}{r_i \xleftarrow{\$} \text{Coins}} \\
 & (k_i, c_i^{(1)}) \leftarrow \text{Encap}_{pk}(r_i) \\
 & (k_i^{\text{sym}}, k_i^{\text{mac}}) \leftarrow H(k_i) \\
 & c_i^{(2)} := m_i \oplus k_i^{\text{sym}} \\
 & c_i^{(3)} := \text{Tag}_{k_i^{\text{mac}}}(c_i^{(2)}) \\
 & \text{Return } (c_i^{(1)}, c_i^{(2)}, c_i^{(3)})
 \end{aligned}$$

G_0

Tweaking \mathcal{A} in a Sequence of Games

G_0 : *real* SIM-SO-CCA game.

G_1 : Abort if \mathcal{A} queries $H(k_i)$ or $\text{Dec}(c_i^{(1)}, \cdot, \cdot)$ before sending \mathfrak{D} .

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$$G_0 \approx_s G_1$$

statistical argument

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 \end{aligned}$$

How to answer Hash or Decryption queries?

Assume \mathcal{A} makes a valid $\text{Dec}(c_i^{(1)}, \cdot, \cdot)$ query:

G_0

start

Tweaking \mathcal{A} in a Sequence of Games

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st
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How to answer Hash or Decryption queries?

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Case 2:

$H(k_i)$ is defined

start

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How to answer Hash or Decryption queries?

Assume \mathcal{A} makes a valid $\text{Dec}(c_i^{(1)}, \cdot, \cdot)$ query:

G_0

Case 1:

$H(k_i)$ is not defined

$\rightsquigarrow k_i^{\text{mac}}$ still uniform,
use MAC security

G_3

Case 2:

$H(k_i)$ is defined

Tweaking \mathcal{A} in a Sequence of Games

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G_3

Case 2:

$H(k_i)$ is defined

$\rightsquigarrow \mathcal{A}$ decapsulated $c_i^{(1)}$,
use KEM security

G_4

Tweaking \mathcal{A} in a Sequence of Games

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statistical argument

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G_3 : Abort if \mathcal{A} issues a valid decryption query $\text{Dec}(c_i^{(1)}, \cdot, \cdot)$ and $H(k_i)$ is not yet defined.

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$c_i^{(2)} := \text{uniform}$

$c_i^{(3)} := \text{Tag}_{k_i^{\text{mac}}}(c_i^{(2)})$

Return $(c_i^{(1)}, c_i^{(2)}, c_i^{(3)})$

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Return $(c_i^{(1)}, c_i^{(2)}, c_i^{(3)})$

$$G_0 \approx_s G_1 = G_2 \approx_c G_3$$

statistical argument

MAC security

Tweaking \mathcal{A} in a Sequence of Games

G_0 : *real* SIM-SO-CCA game.

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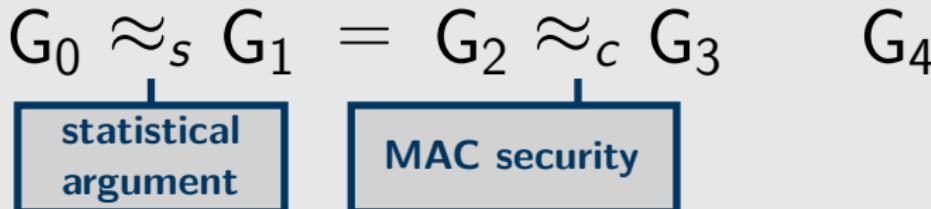
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Image source: xkcd.com

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Thank you!

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