Stateful Protocol Verification in AIF- ω , a Tutorial

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Roadmap

Verifying Security Protocols

Needham Schröder

Stateful Verification

Examples

Translation into Horn Clauses

Conclusions

Importance of Security Protocols

security protocols run the internet, banking, and now even more of our interconnected phisical world (ie smart homes, cars, devices) without them we would be vulnerable to remote attackers

Examples









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- Two main formal approaches:
 - symbolic reasoning (Dolev-Yao)
 - computational reasoning

- Security primitives as black-boxes
- Symbolic representation of crypto operations: senc(M, K), sdec(C, K), aenc(M, Pk), adec(C, Sk), pk(A), sk(A), sign(M, Sk), check(S, Pk),...
- ▶ Equational theory $(=_E)$: $sdec(senc(M, K), K) =_E M$, $adec(aenc(M, pk(A)), sk(A)) =_E M$, $check(sign(M, Sk), pk(Sk)) =_E ok$ all other behaviours are impossible.
- ▶ Protocol represented by inference rules: given necessary inputs, the expected outputs are produced
- Attacker controls the channel: can construct, inject, delete and eavesdrop messages

Interesting properties

- secrecy: a certain piece of information is not derivable given the rules
- authentication: the information exchanged within the protocol is authentic
 - ► no single definition: authentic source, freshness, recentness, correspondences
- indistinguishability: the attacker cannot distinghis between two sessions of the protocol
 - e.g.: voting systems

Advantages

- Simple symbolic representation
- Good for deductive reasoning
- \blacktriangleright Automatic tool support ProVerif, SPASS, OFMC, SATMC, AIF- ω and many others

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 e.g.: possible to find hash collisions, known-plaintext attacks,
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- Probabilistic crypto out of reach fashionable example: blockchain
- Undecidable in general: fresh values, unbounded sessions, unbounded agents, undecidable equational theories



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Needham-Schröder, our Drosophila



Protocol:

$$A \to B : \{N_A, A\}_{pk(B)} \tag{1}$$

$$B \rightarrow A : \{N_A, N_B\}_{pk(A)}$$
 (2)

$$A \to B : \{N_B\}_{pk(B)} \tag{3}$$

Needham-Schröder, our Drosophila



Protocol:

$$A \to B : \{N_A, A\}_{pk(B)} \tag{1}$$

$$B \to A : \{N_A, N_B\}_{pk(A)} \tag{2}$$

$$A \to B : \{N_B\}_{pk(B)} \tag{3}$$

$$\frac{\text{aenc}(\text{pair}(N_A, A), pk(B))}{\text{aenc}(\text{pair}(N_A, A), pk(B))}$$
(1)
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(2)

$$\frac{aenc(pair(N_A, N_B), pk(B))}{aenc(N_B, pk(A))} (3)$$

Needham-Schröder-Lowe (fixed)



Protocol:

Attack trace:

$$A \to B : \{N_{A}, A\}_{pk(B)}$$

$$B \to A : \{N_{A}, N_{B}\}_{pk(A)}$$

$$A \to I : \{N_{A}, A\}_{pk(I)}$$

$$I \to B : \{N_{A}, A\}_{pk(B)}$$

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Needham-Schröder-Lowe (fixed)



Protocol:

$$A \to B : \{N_A, A\}_{pk(B)} \tag{1}$$

$$B \rightarrow A : \{N_A, N_B, B\}_{pk(A)}$$
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Motivation for AIF- ω

Horn-clause representation of security protocols

- successful verification method (e.g. ProVerif, SPASS)
- abstraction of state, sessions and freshness
- problem: hard to verify systems with state, e.g. key revocation protocols, TPM, timestamps, databases (e.g. web shops)...

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Allowing for stateful protocols without destroying the benefits of the ProVerif method

- ▶ AIF, StatVerif, SetPi: annotate the usual predicates (e.g. $i(\cdot)$) with terms representing the current state.
- However, the state information in all the stateful appraoches must be limited to a fixed size for termination.
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Research question:

How can we verify protocols with unbounded principals, each with their own persistent state?

Contributions

- ▶ A language, AIF- ω , with support for the verification of stateful protocols with unbounded principals
 - state represented by countably infinite sets (databases) indexed into finite families
- Soundness proof of our translation
- Implementation:
 - translator from AIF- ω into Horn clauses, ProVerif and SPASS used as solvers.
- Case studies

► Organize data into countable families of sets (data-bases), indexed by agent names.

Example: user a has a set ring(a) of current keys, registered at the key server s_1 , either in $valid(s_1, a)$ or in $revoked(s_1, a)$.

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- ▶ Disjointness assumption (for a fixed representation). All sets of the same family are pairwise disjoint. E.g. $\forall A, B \in User . A \neq B \implies ring(A) \cap ring(B) = \emptyset$. Violations of the assumption constitute an attack.

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- Annotate the current state of an object with a term. Given the ordering $\langle ring, valid, revoked \rangle$, a key pk satisfying only $pk \in valid(s_1, a)$ is annotated by $\langle 0, valid(s_1, a), 0 \rangle$

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- Ferm implications: representing set-membership changes If $pk@(0, valid(s_1, a), 0) \rightarrow pk@(0, 0, revoked(s_1, a))$, then for every context $C[\cdot]$ where C[s] holds, also C[t] holds.



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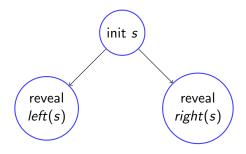
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Hello World: a Hardware Security Module

- Hardware token, generates a secret s
- Reveals either the left projection left(s) or the right projection right(s)
- ► Attacker should not learn both *left*(*s*) and *right*(*s*) at the same time.



AIF key revocation protocol [AIF- ω model] Types:

Sets:

```
ring(User), valid(Server, User), revoked(Server, User);
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 $Honest = \{a, b, c\};$ $Dishon = \{i\};$ $User = Honest \cup Dishon;$ $Server = \{s_1, s_2\};$

Sets:

ring(User), valid(Server, User), revoked(Server, User);

Rules:

```
registerOutOfBand(U : User, S : Server) = = [PK] \Rightarrow PK \in ring(U) \cdot PK \in valid(S, U) \cdot i(PK)
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```
registerOutOfBand(U : User, S : Server) = = |PK| \Rightarrow PK \in ring(U) \cdot PK \in valid(S, U) \cdot i(PK)

updateKey(U : User, S : Server, PK : val, NPK : val) = i(sign_{inv(PK)}(S, U, NPK)) \cdot PK \in valid(S, U) \cdot NPK \notin valid(_-,_) \cdot NPK \notin revoked(_-,_)

\Rightarrow PK \in revoked(S, U) \cdot NPK \in valid(S, U) \cdot i(inv(PK))
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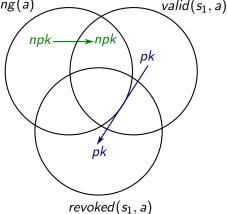
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      NPK \notin valid(\_,\_) \cdot NPK \notin revoked(\_,\_)
      \Rightarrow PK \in revoked(S, U) \cdot NPK \in valid(S, U) \cdot i(inv(PK))
  attackDef(U : Honest, S : Server, PK : val) =
     i(inv(PK)) \cdot PK \in valid(S, U) \Rightarrow attack.
```

AIF- ω key revocation protocol [AIF- ω model] Types:

```
Honest = \{a, b, c, \ldots\}; Dishon = \{i, \ldots\};
       User = Honest \cup Dishon; Server = \{s_1, s_2, \ldots\}:
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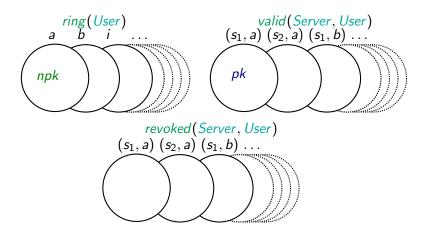
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Before:
$$pk@\langle 0, valid(s_1, a), 0 \rangle$$
, $npk@\langle ring(a), 0, 0 \rangle$
 $ring(a)$ $valid(s_1, a)$



After: $pk@\langle 0, 0, revoked(s_1, a)\rangle$, $npk@\langle ring(a), valid(s_1, a), 0\rangle$

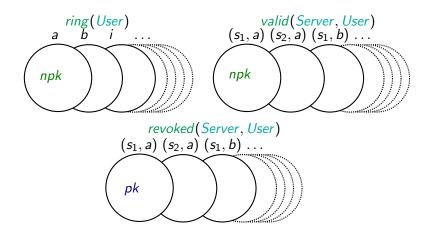
$updateKey(s_1, a)$



$$pk@\langle 0, valid(s_1, a), 0 \rangle \longrightarrow pk@\langle 0, 0, revoked(s_1, a) \rangle$$

 $npk@\langle ring(a), 0, 0 \rangle \longrightarrow npk@\langle ring(a), valid(s_1, a), 0 \rangle$

$updateKey(s_1, a)$



$$\begin{array}{lll} pk@\langle 0, valid(s_1, a), 0\rangle & \twoheadrightarrow & pk@\langle 0, 0, revoked(s_1, a)\rangle \\ npk@\langle ring(a), 0, 0\rangle & \twoheadrightarrow & npk@\langle ring(a), valid(s_1, a), 0\rangle \end{array}$$



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Inadmissible (stupid) rules

▶ Rules violating *disjointness* on RHS:

$$r(X : val) = p(X) \Rightarrow X \in s_1(a)$$

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Can be compiled into:

$$r_1(X: val) = p(X) \cdot X \notin s_1(_) \implies X \in s_1(a)$$

 $r_2(X: val, A: T) = p(X) \cdot X \in s_1(A) \implies attack$

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Rules violating disjointness on LHS:

$$r(A:T,B:T,X:val)=p(X)\cdot X\in s_1(A)\cdot X\in s_1(B)\Rightarrow \ldots$$
 only executes iff $A=B$.

1. Compute equivalence class

```
\begin{array}{llll} \mathrm{i}(\mathrm{sign}_{\mathsf{inv}(PK)}(S,U,\mathsf{NPK})) \cdot & & & & & & & \\ PK \in \mathit{valid}(S,U) \cdot & & PK & X_1 & \mathit{valid}(S,U) & X_2 \\ \mathit{NPK} \notin \mathit{valid}(\_,\_) \cdot \mathit{NPK} \notin \mathit{revoked}(\_,\_) & \mathit{NPK} & X_3 & 0 & 0 \\ \Rightarrow & & & & \\ PK \in \mathit{revoked}(S,U) \cdot & \mathit{PK} & X_1 & 0 & \mathit{revoked}(S,U) \\ \mathit{NPK} \in \mathit{valid}(S,U) \cdot & \mathit{NPK} & X_3 & \mathit{valid}(S,U) & 0 \\ \mathrm{i}(\mathsf{inv}(PK)) & & & & \\ \end{array}
```

- 1. Compute equivalence class
- 2. Substitute values with their class annotation

```
\begin{array}{lll} & \mathrm{i}(\mathrm{sign}_{\mathsf{inv}(\langle X_1, \mathsf{valid}(S, U), X_2\rangle)}(S, U, \langle X_3, 0, 0\rangle)) \cdot & & \textit{EquivalenceClass} \\ & \textit{PK} \in \mathit{valid}(S, U) \cdot & \textit{PK} & X_1 & \mathit{valid}(S, U) & X_2 \\ & \textit{NPK} \notin \mathit{valid}(\_,\_) \cdot \textit{NPK} \notin \mathit{revoked}(\_,\_) & \textit{NPK} & X_3 & 0 & 0 \\ & \Rightarrow & & & \\ & \textit{PK} \in \mathit{revoked}(S, U) \cdot & \textit{PK} & X_1 & 0 & \mathit{revoked}(S, U) \\ & \textit{NPK} \in \mathit{valid}(S, U) \cdot & \textit{NPK} & X_3 & \mathit{valid}(S, U) & 0 \\ & \mathrm{i}(\mathsf{inv}(\langle X_1, 0, \mathit{revoked}(S, U) \rangle)) & & & & \\ \end{array}
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- 1. Compute equivalence class
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\begin{array}{lll} \mathrm{i}(\mathsf{sign}_{\mathsf{inv}((X_1, \mathsf{valid}(S, U), X_2))}(S, U, \langle X_3, 0, 0 \rangle)) \cdot & & & & & & & & \\ FK \in \mathsf{valid}(S, U) \cdot & & & PK & X_1 & \mathsf{valid}(S, U) & X_2 \\ NPK \notin \mathsf{valid}(-, -) \cdot NPK \notin \mathsf{revoked}(-, -) & NPK & X_3 & 0 & 0 \\ \Rightarrow & & & \Rightarrow \\ PK \in \mathsf{revoked}(S, U) \cdot & & PK & X_1 & 0 & & \\ \mathsf{revoked}(S, U) \cdot & & NPK & X_3 & \mathsf{valid}(S, U) & 0 \\ \mathsf{i}(\mathsf{inv}(\langle X_1, 0, \mathsf{revoked}(S, U) \rangle)) & & & & \\ \langle X_1, \mathsf{valid}(S, U), 0 \rangle \twoheadrightarrow \langle X_1, 0, \mathsf{revoked}(S, U) \rangle \\ \langle X_3, 0, 0 \rangle \twoheadrightarrow \langle X_3, \mathsf{valid}(S, U), 0 \rangle & & & \\ \forall C[\cdot] \cdot \langle X_3, 0, 0 \rangle \twoheadrightarrow \langle X_3, \mathsf{valid}(S, U), 0 \rangle \cdot C[\langle X_3, 0, 0 \rangle] \implies C[\langle X_3, \mathsf{valid}(S, U), 0 \rangle] \end{array}
```

- 1. Compute equivalence class
- 2. Substitute values with their class annotation
- 3. Term implication predicates (state transitions)
- 4. State transition rules
- 5. Quantify agents over their types

```
usr(U) \cdot srv(S)
i(sign_{inv(\langle X_1, valid(S, U), X_2 \rangle)}(S, U, \langle X_3, 0, 0 \rangle)).
                                                                              EquivalenceClass
PK \in valid(S, U).
                                              PK X_1  valid(S, U)
                                                                                                            X_2
NPK \notin valid(\_,\_) \cdot NPK \notin revoked(\_,\_) NPK X_3
\Rightarrow
                                                            PK X_1 0 revoked(S, U)
PK \in revoked(S, U).
                                                            NPK X_3 \ valid(S, U)
NPK \in valid(S, U).
i(inv(\langle X_1, 0, revoked(S, U) \rangle))
\langle X_1, valid(S, U), 0 \rangle \rightarrow \langle X_1, 0, revoked(S, U) \rangle
\langle X_3, 0, 0 \rangle \rightarrow \langle X_3, valid(S, U), 0 \rangle
\forall C[\cdot]. \langle X_3, 0, 0 \rangle \rightarrow \langle X_3, valid(S, U), 0 \rangle \cdot C[\langle X_3, 0, 0 \rangle] \Longrightarrow C[\langle X_3, valid(S, U), 0 \rangle]
```

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Experimental Results: Key Server Example

	Number of Agents			Backend	
	Honest	Dishon	Server	ProVerif	SPASS
AIF	1	1	1	0.025s	0.891s
	2	1	1	0.135s	324.696s
	2	2	1	0.418s	Timeout
	3	3	1	2.057s	Timeout
$AIF ext{-}\omega$	ω	ω	ω	0.034s	0.941s

Conclusions

We extend a successful method in a successful way:

- ► The extension allows verification of stateful protocols with unbounded number of agents
- ▶ AIF- ω : clear specification language that allows exactly what the method can handle
- ▶ Soundness of the analysis for all AIF- ω specifications
- Implementation using ProVerif and SPASS
- Case-studies:
 - PKCS11, SeVeCom, FuturEID, CANAuth

