# Introduction to Cryptology

# 5.3 - Message Authentication Codes (MACs)

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## Message Integrity

Secrecy of messages is only one part of security.

Cryptographic schemes allow parties to securely communicate over unsecured channels.

- What if messages were modified in transit (integrity)?
- What about authenticity?

#### Secrecy does not guarantee integrity

Consider the One Time Pad encryption scheme.

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- Perfect secrecy is not contradicted, but it does not imply message integrity.

#### Secrecy does not guarantee integrity

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Different cryptographic tools must be used to achieve secrecy and integrity.

#### Message Authentication Codes (MACs)

Message Authentication Code is a cryptographic tool to ensure message integrity and authenticity.

Parties need to share a secret key beforehand.

Symmetric-key setting!

#### Message Authentication Codes (MACs)

Definition A MAC is a tuple of three PPT algorithms

S = (KeyGen, Mac, Verify) :

- ▶  $k \leftarrow \text{KeyGen}(n)$ : takes the security parameter *n* and outputs a key  $k \in \{0, 1\}^*$  s.t.  $|k| \ge n$ .
- ▶  $t \leftarrow Mac(k, m)$ : the tagging algorithm takes a key k and a message  $m \in \{0, 1\}^*$ , and outputs a tag t.
- 0/1 ← Verify(k, m, t): a deterministic algorithm that outputs
   0 if the tag is invalid, and 1 if it is valid.

It is required that  $\operatorname{Verify}(k, m, \operatorname{Mac}(k, m)) = 1$  for every security parameter *n*, key  $k \leftarrow \operatorname{KeyGen}(n)$  and message  $m \in \{0, 1\}^*$ .

#### Message Authentication Codes (MACs)

<u>Notation</u>:  $Mac_k(m) = Mac(k, m)$ ,  $Verify_k(m, t) = Verify(k, m, t)$ .

If, for every n and k,  $Mac(k, \cdot)$  is only defined for  $m \in \{0, 1\}^{\ell(n)}$ , the scheme is a fixed-length MAC for messages of length  $\ell(n)$ .

Mac may be randomised or deterministic.

Canonical Verification (when Mac is deterministic): it recomputes the tag and checks for equality.

<u>Intuition</u>: an adversary should not be able to <u>efficiently</u> produce a valid tag on a new message that was not authenticated before.

The threat model considers an adversary  $\mathcal{A}$  that can see message-tag pairs –  $\mathcal{A}$  is given access to a tagging oracle.

Message Authentication Experiment  $Mac_{\mathcal{A},S}^{unforg}(n)$ 

Challenger Ch

- $k \leftarrow \text{KeyGen}(n)$
- $Q = \{ \text{queried } m \}$

Adversary  ${\cal A}$ 

Queries to  $Mac_k$ 

Outputs a forgery (m, t)

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 ${\mathcal A}$  wins the game, i.e.  ${\rm Mac}_{{\mathcal A},S}^{\rm unforg}(n)=1,$  if:

Verify<sub>k</sub>
$$(m, t) = 1;$$
  
 $m \notin O.$ 

Definition A MAC S = (KeyGen, Mac, Verify) is secure if, for every PPT adversary A, there exists a negligible function negl(n) s.t.

$$\Pr(\operatorname{Mac}_{\mathcal{A},S}^{\operatorname{unforg}}(n) = 1) \le \operatorname{negl}(n).$$

However, the adversary can forward a valid pair message-tag.

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The receiver cannot detect this replay attack.

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- The receiver cannot detect this replay attack.
- Common techniques to prevent replay attacks:
  - Time-stamps: append the current time to the message before authenticating it.
  - Counters: users maintain synchronised state.

Strong Message Authentication Experiment  $Mac_{\mathcal{A},S}^{s-unforg}(n)$ 

Challenger Ch

 $k \leftarrow \text{KeyGen}(n)$  $Q = \{(m_i, \text{Mac}_k(m_i))\}$  Adversary  $\mathcal{A}$ 

Queries to  $\mathrm{Mac}_k$ 

Outputs a forge (m, t)

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Queries to  $\operatorname{Mac}_k$ 

Outputs a forge (m, t)

 $\mathcal{A}$  wins the game, i.e.  $\operatorname{Mac}_{\mathcal{A},S}^{s-\operatorname{unforg}}(n) = 1$ , if:

• Verify<sub>k</sub>
$$(m, t) = 1;$$

 $(m,t) \notin Q.$ 

#### Definition

A MAC S = (KeyGen, Mac, Verify) is strongly secure if, for every PPT adversary A, there exists a negligible function negl(n) s.t.

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A MAC S = (KeyGen, Mac, Verify) is strongly secure if, for every PPT adversary A, there exists a negligible function negl(n) s.t.

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If the Mac in S is deterministic - and therefore the verification is canonical - then S is secure if and only if it is strongly secure.

Alternative threat model:  $\mathcal{A}$  is also given access to  $\operatorname{Verify}_k(\cdot)$ .

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In a real system,  $\mathcal{A}$  may be able to obtain the time necessary to reject a pair message-tag.

If Mac is deterministic and the verification does not use time-independent string comparison, then A can exploit the time differences to deduce new bytes of the tag!

This is a realistic attack!

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Xbox 360 had a difference of 2.2 milliseconds in comparing j or j + 1 bytes.

Attackers exploited it.

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Conclusion: canonical verification should compare all the bytes!

## **Further Reading**

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## Further Reading

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