

# **The future of security protocol analysis: Towards provable guarantees for apps?**

Cas Cremers | Rennes | June 2024





# Historical context

- **Computational Security reductions:**
  - Goldwasser, Micali, Yao, 1970s
  - Game hopping and others: Shoup, early 2000s
- **Symbolic analysis**
  - origins in Dolev-Yao, early 1980s
  - Automated tools mid 1990s (Maude-NPA, Casper/FDR)
  - Modern tools since 2000s (Tamarin, ProVerif)
- **We have been *proving* things secure for half a century!**





# Many success stories

- Signal
- TLS 1.3
- Monero (Cryptocurrency transactions)
- SPDM 1.2
- EMV (Chip-and-Pin)
- IEEE 802.11 (WiFi)
- 5G-AKA
- Voting protocols





# Case Study: Secure Messaging

- **Signal protocol** implemented in **libsignal** and integrated into many apps

- WhatsApp
- Signal (the App)
- Facebook Messenger
- Skype Private Conversations





# Proof of Security in 2016



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Paper 2016/1013

## A Formal Security Analysis of the Signal Messaging Protocol

*Katriel Cohn-Gordon, Cas Cremers, Benjamin Dowling, Luke Garratt, and Douglas Stebila*

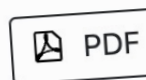
### Abstract

The Signal protocol is a cryptographic messaging protocol that provides end-to-end encryption for instant messaging in WhatsApp, Wire, and Facebook Messenger among many others, serving well over 1 billion active users. Signal includes several uncommon security properties (such as "future secrecy" or "post-compromise security"), enabled by a novel technique called \*ratcheting\* in which session keys are updated with every message sent.

We conduct a formal security analysis of Signal's initial extended triple Diffie-Hellman (X3DH) commitment and Double Ratchet protocols as a multi-stage authenticated key exchange and description of the abstract protocol,

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future secrecy

authenticated key exchange

*The End*



# “Limitations” in IACR eprint 2016/1013

## 6. Limitations

As a first analysis of a complex protocol, we have chosen (some) simplicity over a full analysis of all of our presentation and model can serve as a starting point for future analyses.

Parts of libsignal not used by Signal-the-app

*Library components.* The open-source libraries contain various sections of the Signal protocol. For example, the “out-of-band” variant of the

Double ratchet by Pond and included in the reference implementation. Likewise, there is support for online key exchanges instead of out-of-band key exchange. Since out-of-band key exchange is not intended to be part of the Signal protocol, we do not model it.

Using the same Curve 25519 key for signing and DH

*Out-of-band key verification.* To reduce the trust requirements, Signal uses a mechanism for verifying public keys through an out-of-band channel. We assume that medium-term public key distribution is honest, and do not analyse the security of this channel.

*Same key for Ed25519 signing and Curve25519 DH.* Signal uses the same key  $ik$  for DH agreement and for signing the medium-term prekeys<sup>9</sup>. [28, 60] prove security of a similar scheme under the Gap-DH assumption, effectively showing that the signatures can be simulated using the hashing random oracle. We conjecture a similar argument can be used to prove it; instead, we omit the signatures from consideration and enforce authentication through the out-of-band channel. This enforced authentication means we do not capture the security of the signature key and then inserts a malicious signed pre-key.

Out-of-order delivery

Messages, users must store message keys until the messages are received. In Section 5 we do not consider this storage.

*Simultaneous sessions.* Signal has a mechanism to deal silently with the case that Alice and Bob simultaneously initiate a session with each other. Roughly, when an agent detects that this has happened they deterministically choose one party as the initiator (e.g. by sorting identity public keys and choosing the smaller), and then complete the session as if the other party had not initiated. This mechanism involves a certain amount of trial and error: agents maintain multiple states for each peer, and they switch between them in all of them. We do not consider this mechanism.

Session handling

Implementation threats

describes key indistinguishability of two-party multi-stage key exchange. We make various assumptions on the components used by the protocol. In particular, we do not consider specific implementations of primitives (e.g. the particular choice of curve), instead assuming standard security properties. We also do not consider side-channel attacks.

*Implementation-specific threats.* We make various assumptions on the components used by the protocol. In particular, we do not consider specific implementations of primitives (e.g. the particular choice of curve), instead assuming standard security properties. We also do not consider side-channel attacks.

*Tightness of the security reduction.* As pointed out in [2], a limitation of current security proofs for AKE protocols is that they do not provide tight reductions. Security reductions for AKE protocols depend on guessing the specific party and session under attack. For Signal, this leads to an enormous number of sessions, such as Signal, this leads to an enormous number of sessions. In particular, there is currently no known technique for constructing tight security reductions for the Signal protocol. As a result, our analysis has a significantly large factor in its security reduction. Specifically, we lose *at minimum* a factor of  $(n_p^2 \cdot n_s)$  to our reduction to the Gap Diffie-Hellman assumption. Unfortunately, attempting to instantiate the Signal protocol with parameter sizes that our analysis suggests would be secure would *not* be compatible with parameter sizes that Signal implementations currently use. Indeed, implementing Signal with such parameter sizes would incur significantly more computational cost, a difficult proposition for mobile devices. One might argue about the practical relevance of such an analysis, however the current proof does provide quantitative results about the security of the Signal protocol, as well as a qualitative indicator of the security of the Signal protocol. Moreover, the structure of the proof itself may be useful in future research.

Does tightness matter?

Different ways of using libsignal parts

*Application Variants.* Popular applications using Signal tend to change important details as they implement or integrate the protocol, and thus merit security analyses in their own right. For example, WhatsApp implements a re-transmission mechanism: if Bob appears to change his identity key, clients will resend messages encrypted under the new value. Hence, an adversary with control over identity registration can disconnect Bob and replace his key, and Alice will re-send the message to the adversary.



# Signal more in-depth

- What is Signal trying to achieve?
- “Secure Messaging”
  - Diffie-Hellman with a lot of keys and even more key rotation
  - Some form of deniability through implicit key exchange

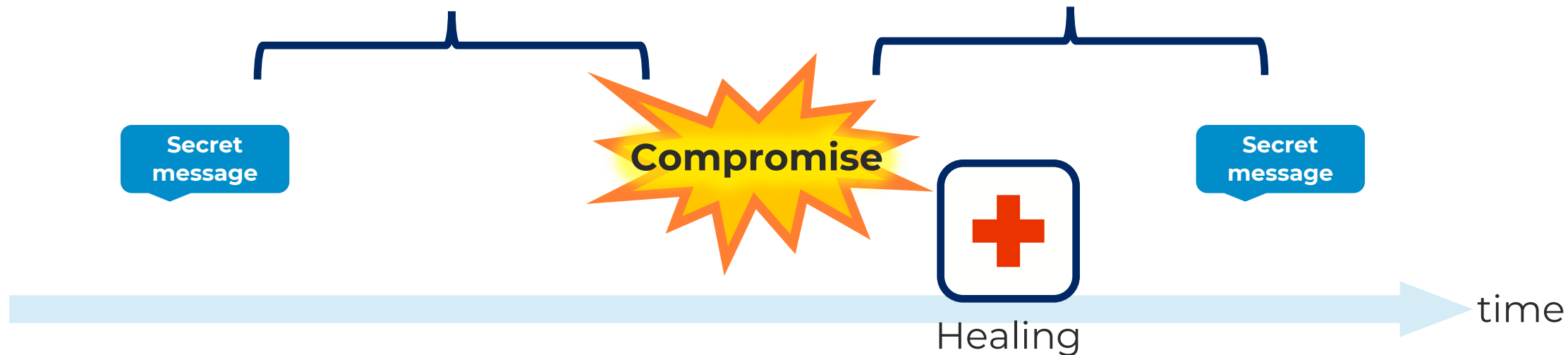




# Post-Compromise Security (PCS)

(Perfect) Forward Secrecy (PFS)

Post-Compromise Security (PCS)



Attacker controls the network, and compromises a device at some point



# Why is Post-Compromise Security (PCS) useful?

- **Older protocols do not ensure PFS**

- Compromise allows adversary to decrypt any stored message, past or future (E.g. TLS 1.2)

- **Newer protocols ensure PFS**

- Compromise allows adversary to decrypt all future messages (E.g. TLS 1.3)

- **Newest protocols also ensure PCS**

- Compromise only allows adversary to decrypt until next *healing* (E.g. Signal)
- Thus, to maintain decryption, must interfere with all subsequent messages



# How Signal works (and achieves PCS)

- **“X3DH”**

- Initial key exchange

- **“Double Ratchet”**

- **Asymmetric Ratchet:**

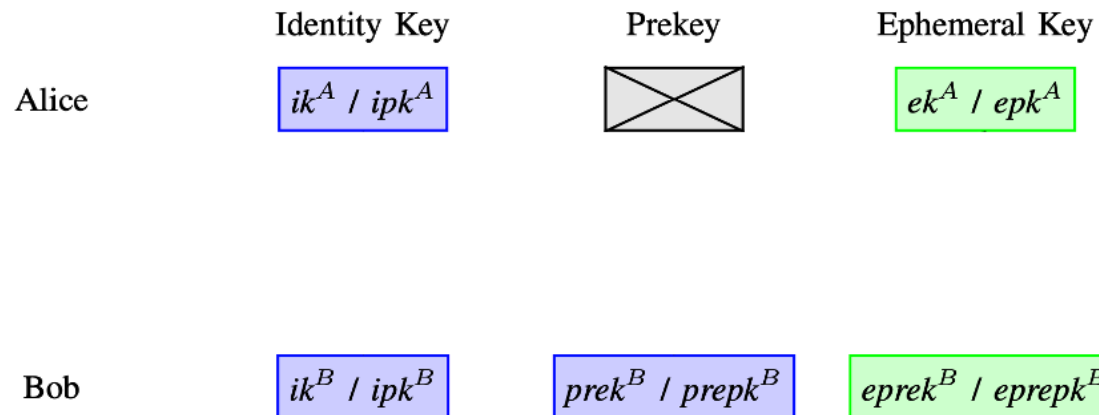
- New Diffie-Hellman with each ping-pong communication, and combine this with previous secret

- **Symmetric Ratchet:**

- Ensure message keys are independent even if Bob does not respond

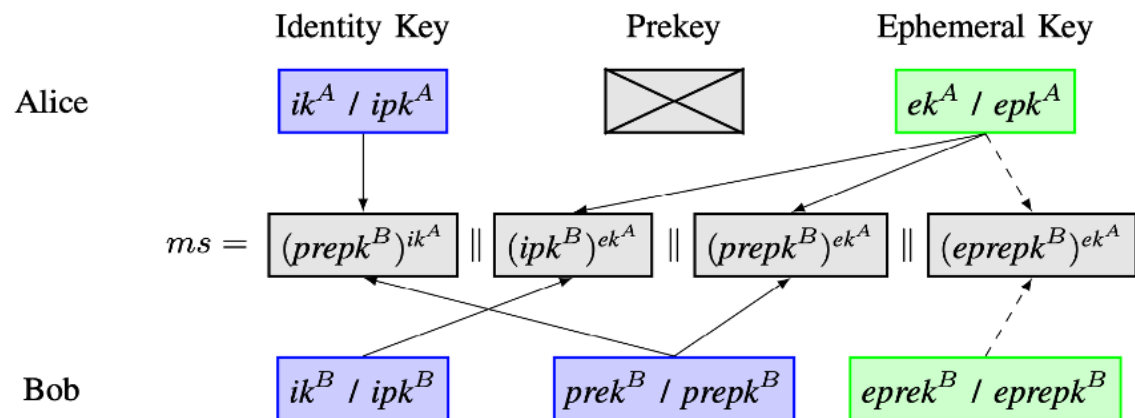


# Signal's message key derivation



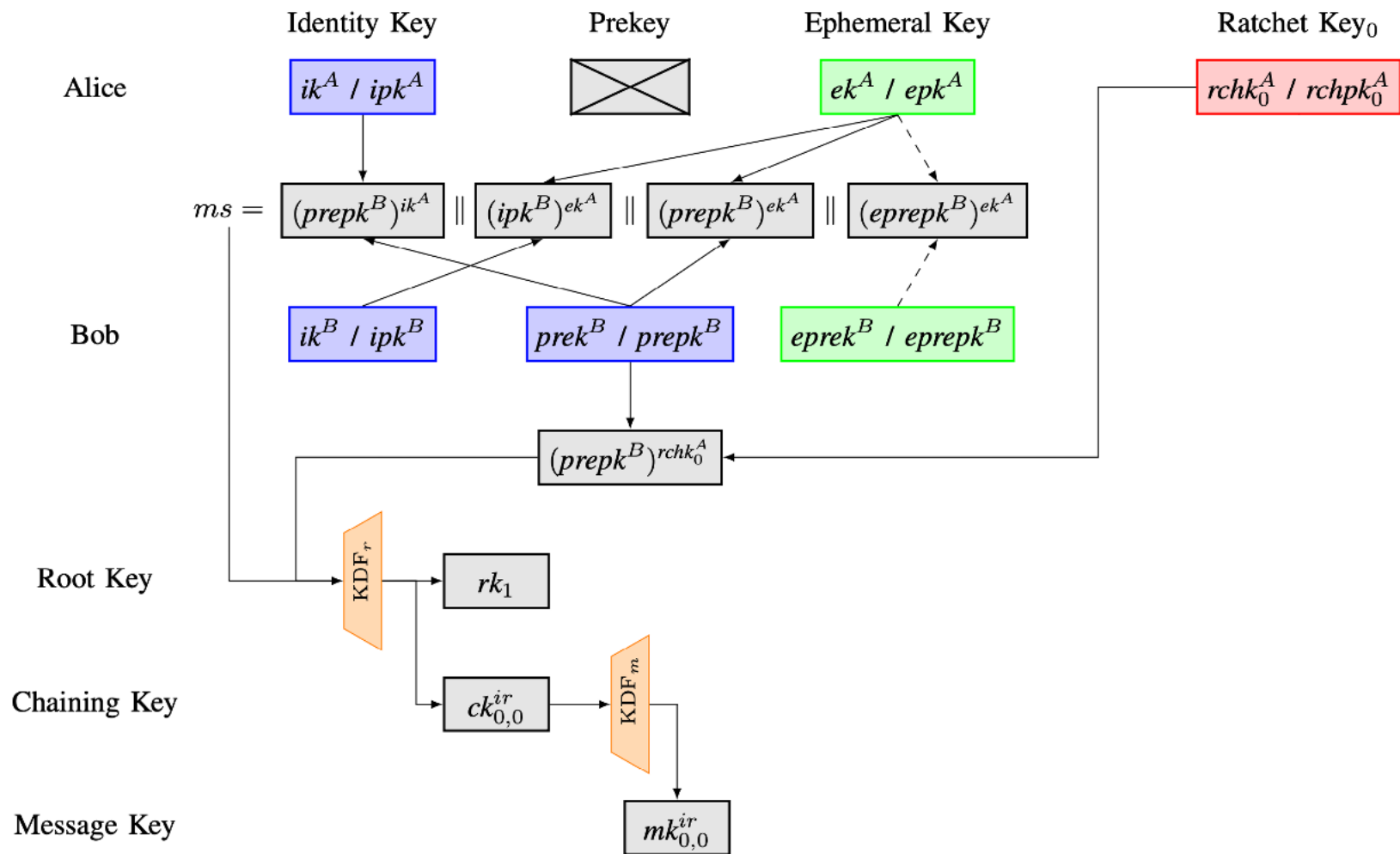


# Signal's message key derivation



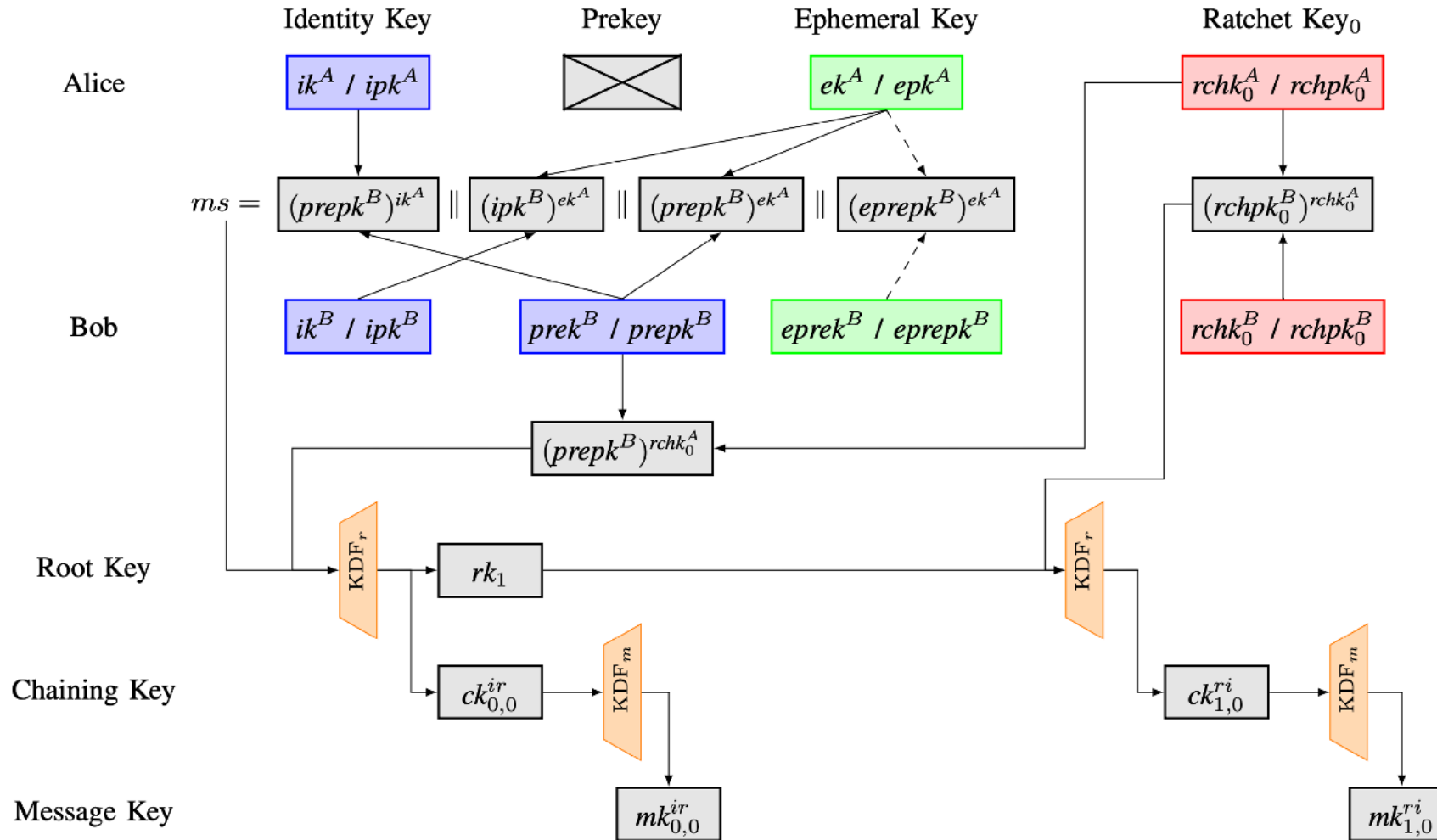


# Signal's message key derivation



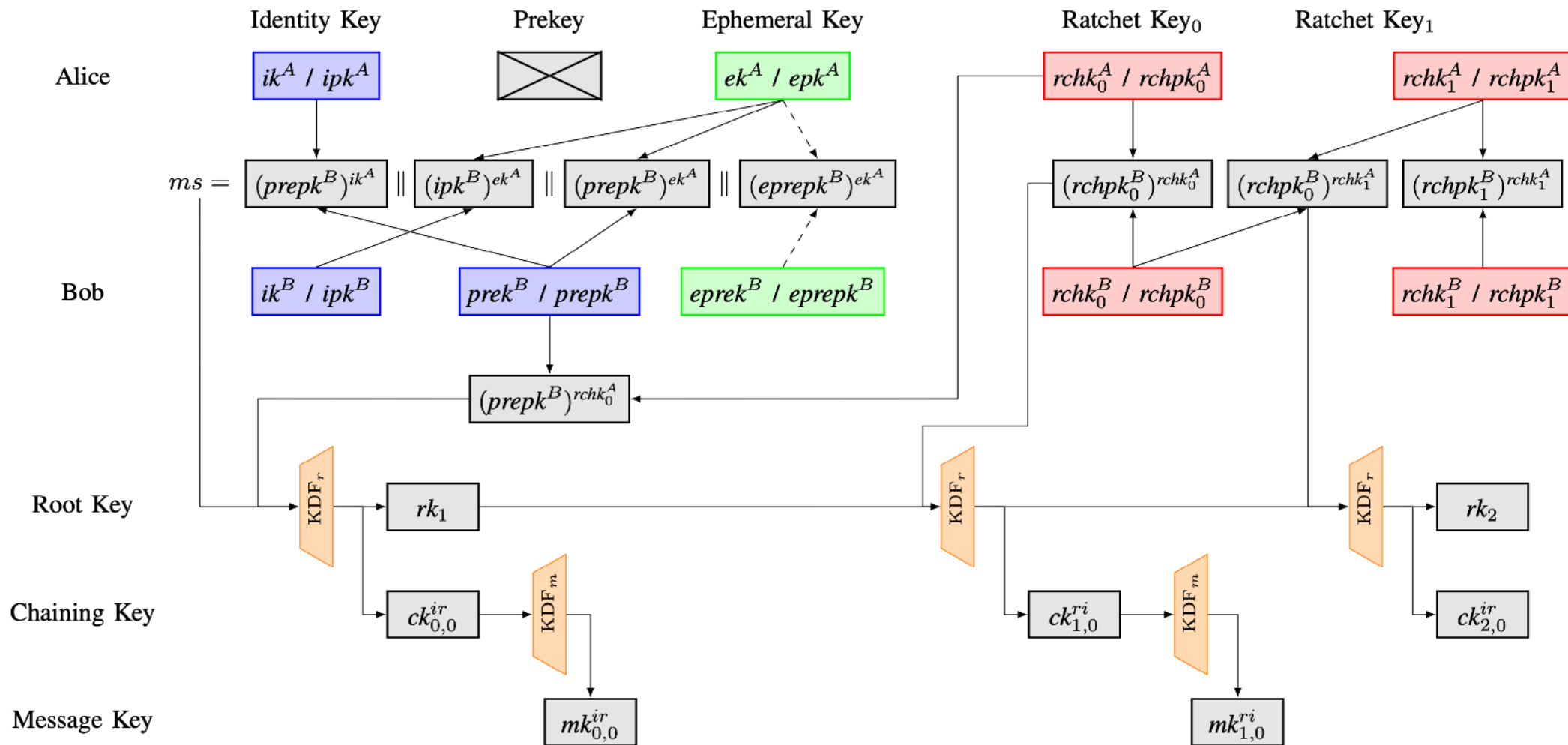


# Signal's message key derivation





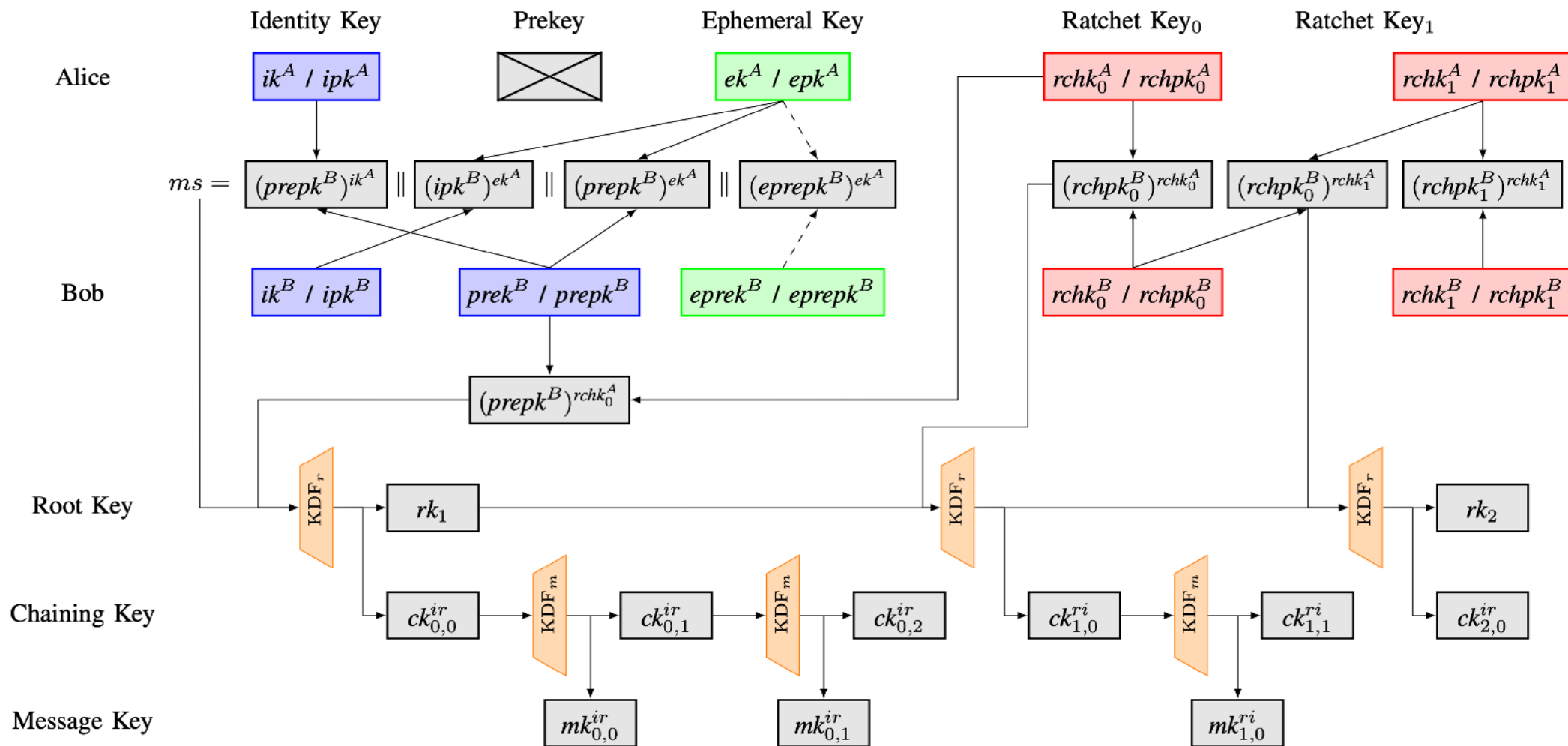
# Signal's message key derivation







# Signal's message key derivation





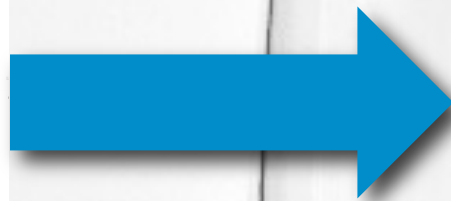
# State-of-the-art

- **2016:** "A Formal Security Analysis of the Signal Messaging Protocol" (IACR eprint 2016/1013)
- **2018:** "The Double Ratchet: Security Notions, Proofs, and Modularization for the Signal Protocol" (2018/1037)
- **2019:** "A Unified and Composable Take on Ratcheting" (2019/694)
- **2019:** "Multi-Device for Signal" (2019/1363)
- **2022:** "A more complete analysis of the Signal Double Ratchet" (2022/355)
- **2022:** "Universally Composable End-to-End Secure Messaging" (2022/376)
  
- +lots of works on faster healing variants and trade-offs, for example:
  - **2023:** "How fast do you heal? A taxonomy for post-compromise security in secure-channel establishment", Blazy et al
- **2024:** PQXDH Post-quantum Signal initial key exchange



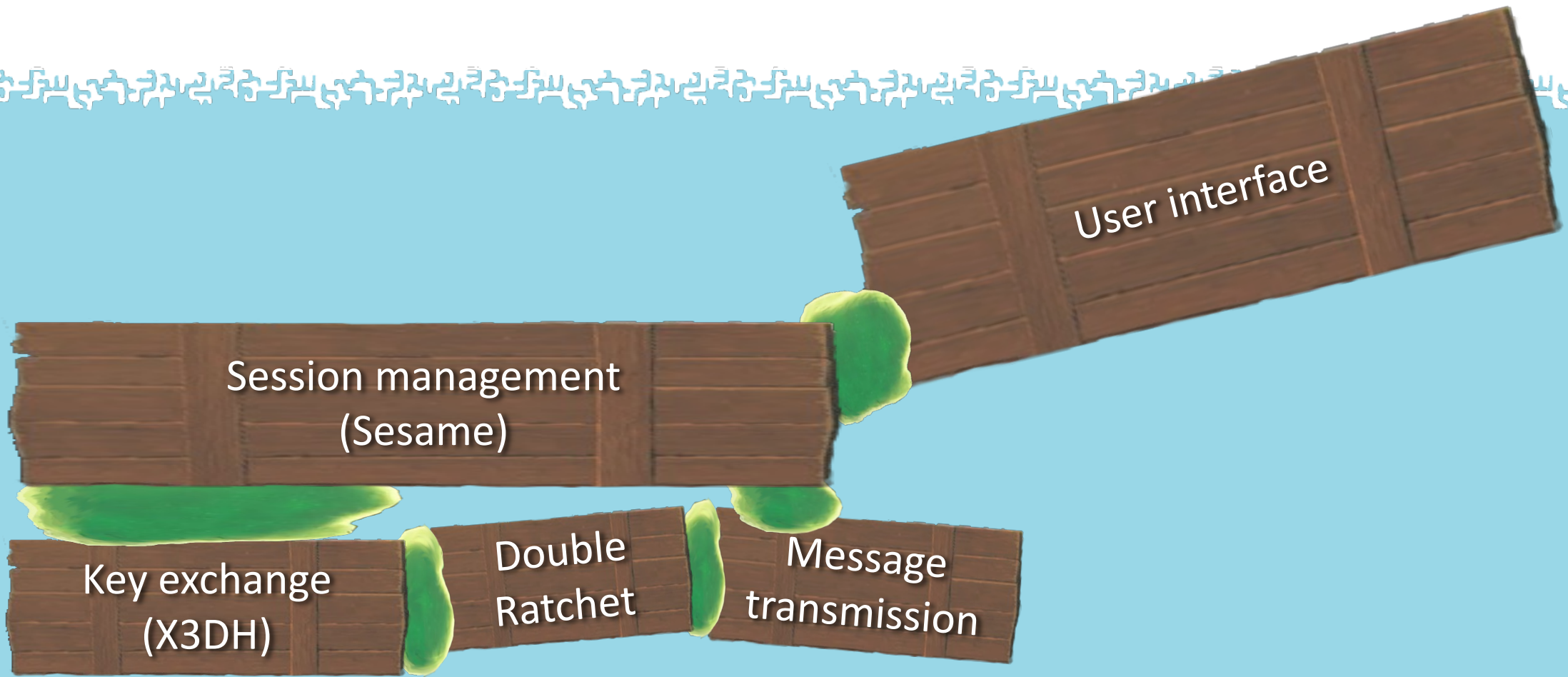
**There is more!**

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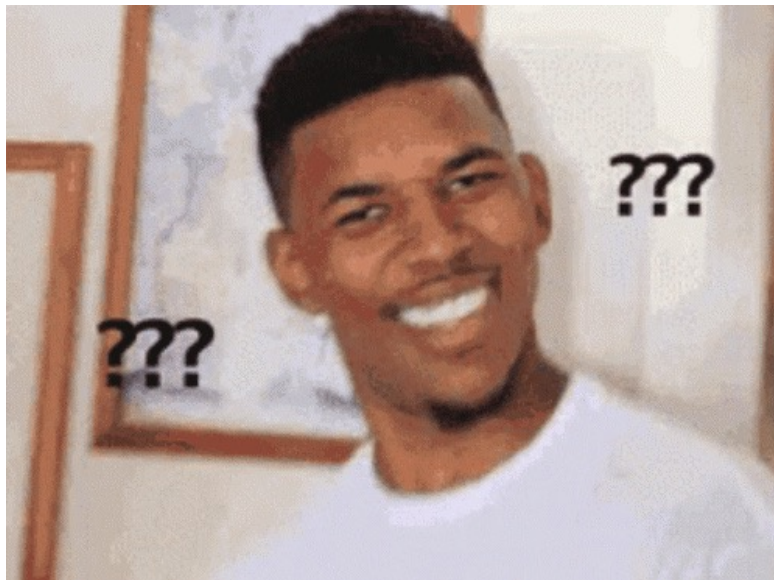
# There is more to Signal-the-App





# What Signal is actually doing

One ~~unbroken~~ chain between Alice and Bob



Alice stores up to 40 sessions with Bob (per device)

One session is marked as the “active” session

User interface merges messages from all sessions and chains (invisible to user)

When Alice receives on a session, she sets it as the active one

When sending, Alice sends to active session

In case of a decryption error, Alice will start a new session



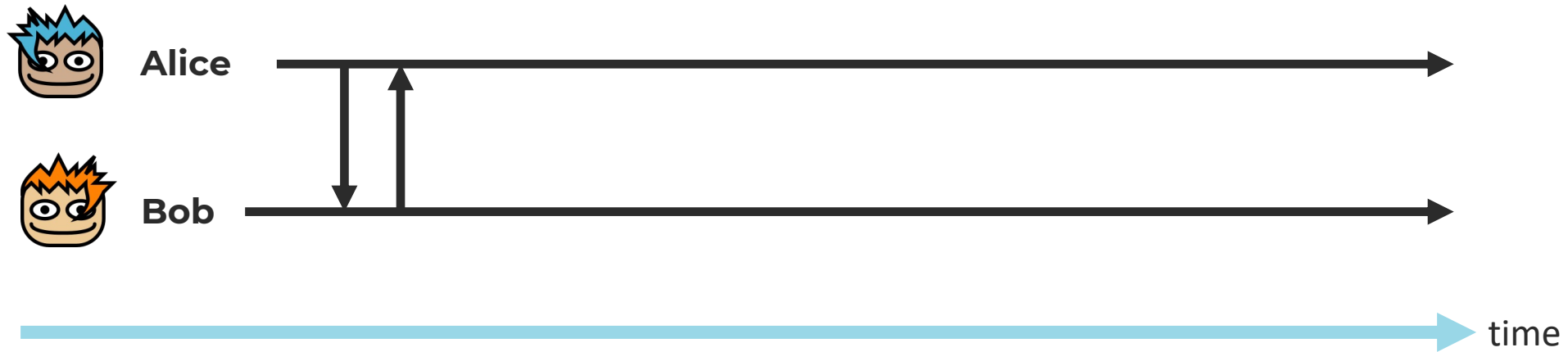
# Session handling: Why?

- The **SESAME protocol** (part of libsignal) deals with session handling
- Clients might lose chain state
  - A bit is flipped in memory
  - Restore a backup
  - Phone broken/lost, get a new one
  - ...
- Messages might be delayed in-flight
- If Bob loses his chain state, can he ever talk to Alice again?



# Impact on PCS

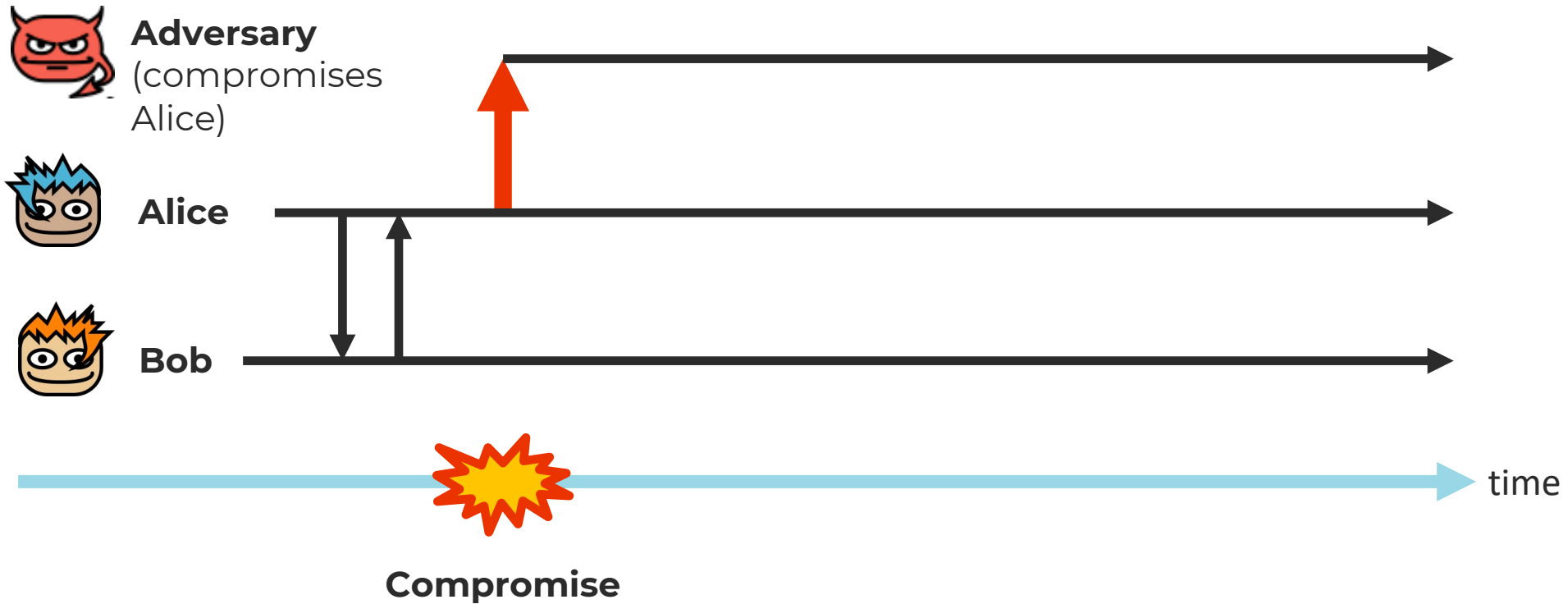
- Post-Compromise Security **is not achieved** for users in reality





# Impact on PCS

- Post-Compromise Security **is not achieved** for users in reality

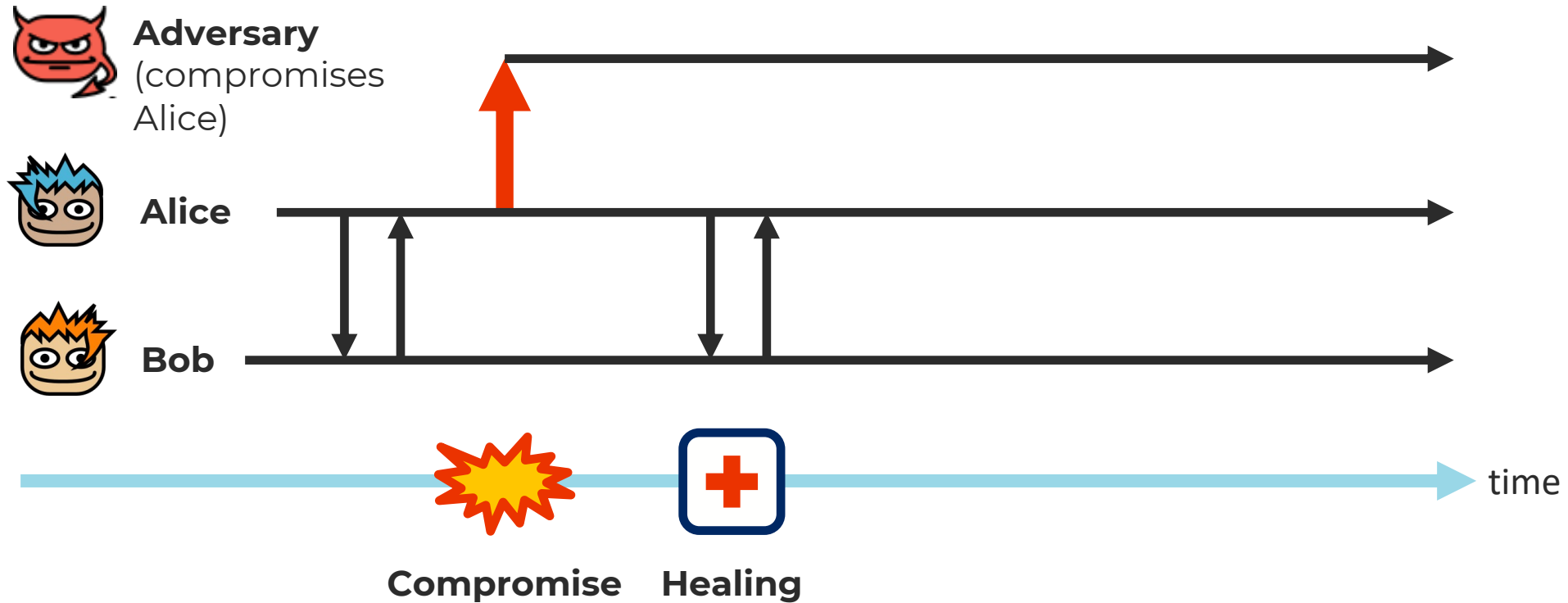






# Impact on PCS

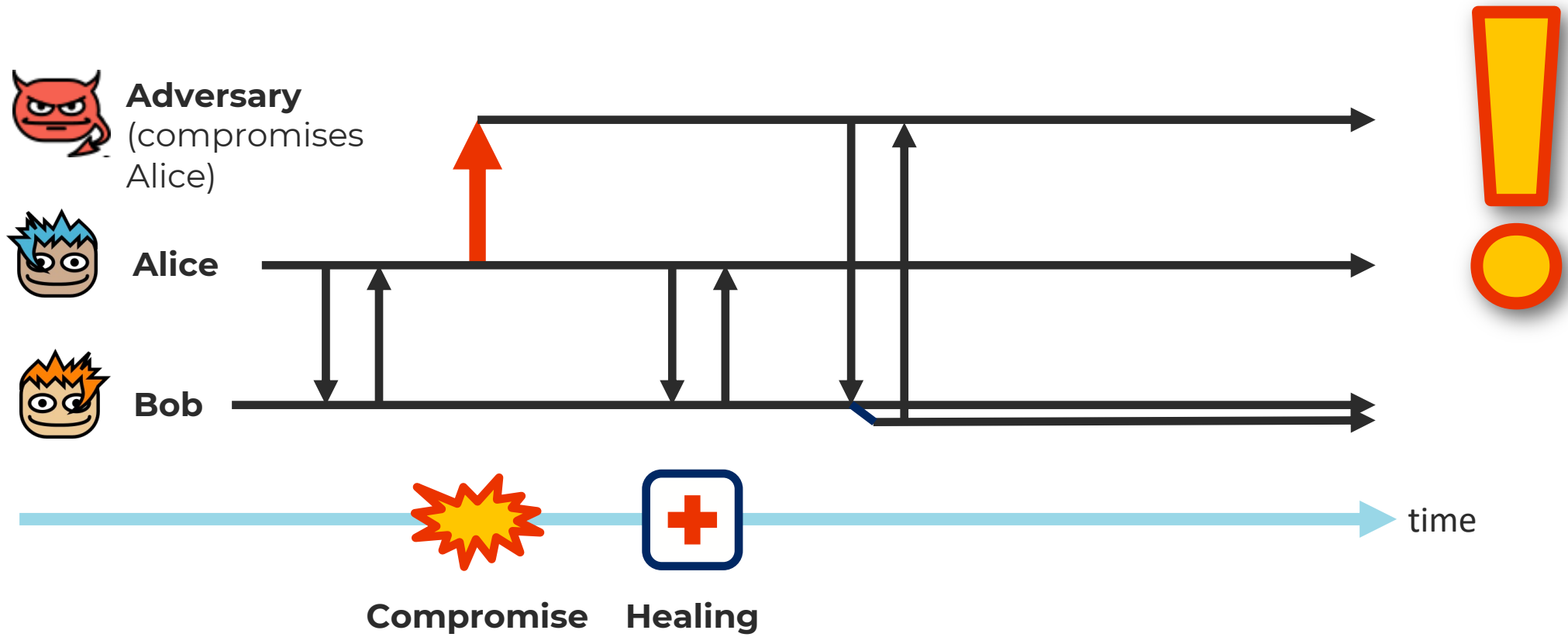
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# Impact on PCS

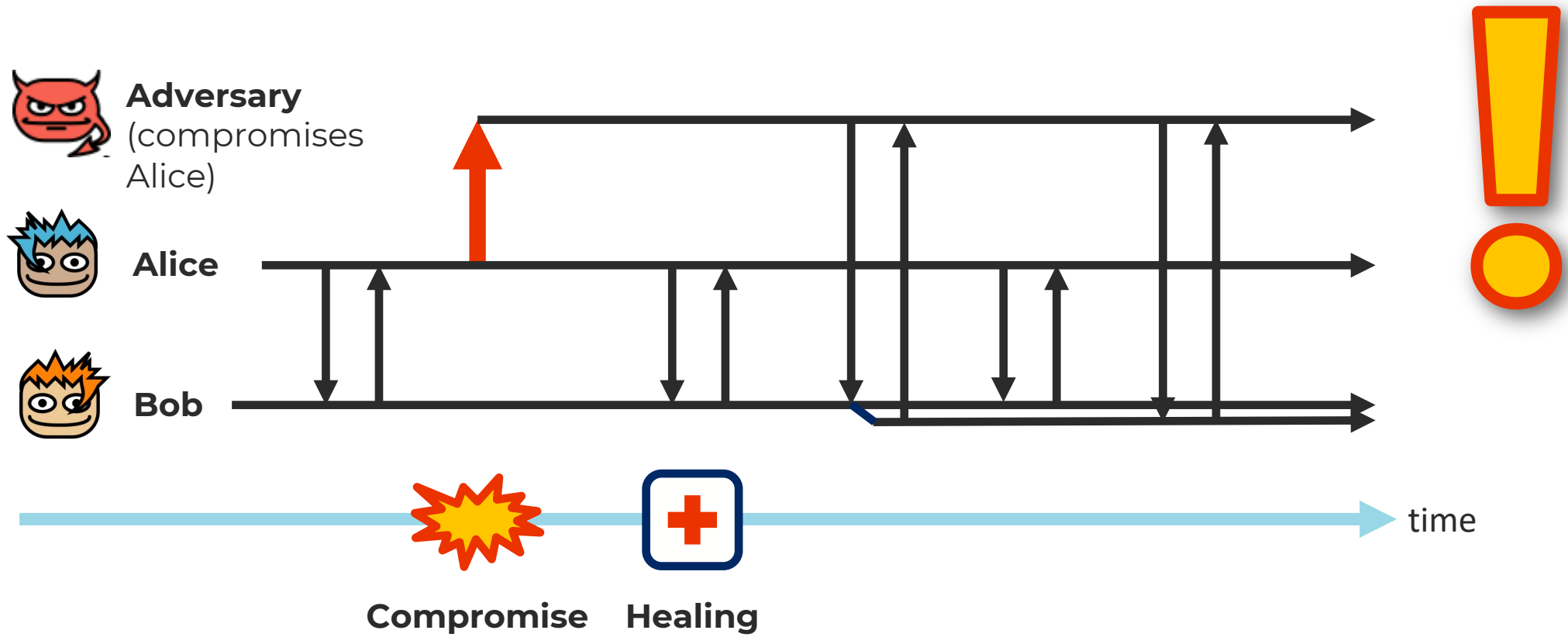
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# Impact on PCS

- Post-Compromise Security **is not achieved** for users in reality





# The Messaging Layer Security (MLS) Protocol IETF RFC 9420

(Surely this is solved for the newest group messaging standard, MLS?)

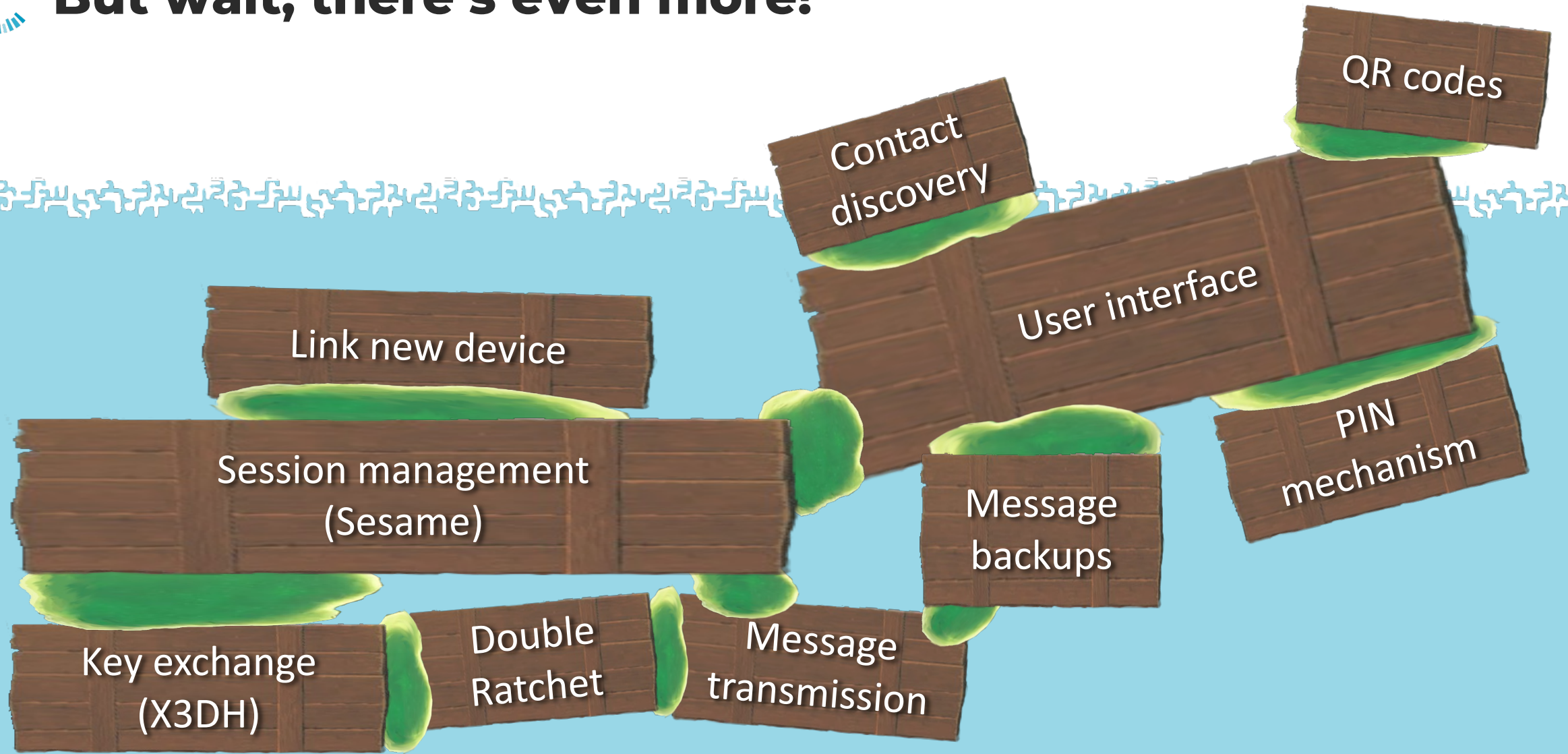


# So why use a complex ratchet?

- We are currently writing up how to solve this and what cannot be achieved
  - Possibility & Impossibility results
- ETA: A few weeks (IACR eprint)



# But wait, there's even more!





# **The wider picture**

beyond Signal & beyond messaging



# Structural problems

- I. Proof methodologies scale badly
- II. Composition results too limited
- III. No consistency of threat models/properties across abstraction levels





# Proof methodologies do not scale sufficiently

- Analyzing concurrent instances against network attacker remains a challenging problem
- Many brave attempts at large objects with various methodologies!
- Symbolic tools such as Tamarin can reach the largest scope for protocols
  - we expect growth, but not two orders-of-magnitude



# Composition results too limited

**If monolithic proofs don't scale, split into smaller parts? Literature has many!**

- $P(X) \ \& \ P'(Y) \Rightarrow P''(\text{Composition}(X,Y))$
- but often only consider a limited
  - Class of protocols,
  - Class of properties, or
  - Adversary model
- Examples:
  - Symbolic results often very limited adversary (eg lacking equational theories)
  - Real-world protocols share state, keying material, and primitives
  - Properties like PCS not covered



# Universal Composability?

- The UC framework:
  1. Way to specify security properties (ideal functionality),
  2. Methodology to prove that a construction realizes a functionality, and
  3. Guaranteeing that realized functionalities safely compose with others
- In reality, we see it mostly used to specify & prove (1 & 2).



### 3. Inconsistency of guarantees and threat models

- Problem with multiple levels of abstraction:
  - We prove great properties at the lowest level...
  - Which we don't need and don't use at the next level
- Examples:
  - **Fine-grained TLS 1.3 security versus “secure channel”**
    - At level of a banking app:
      - cannot even formulate forward secrecy anymore
      - many subtly different channels in reality





### 3. Inconsistency of guarantees and threat models

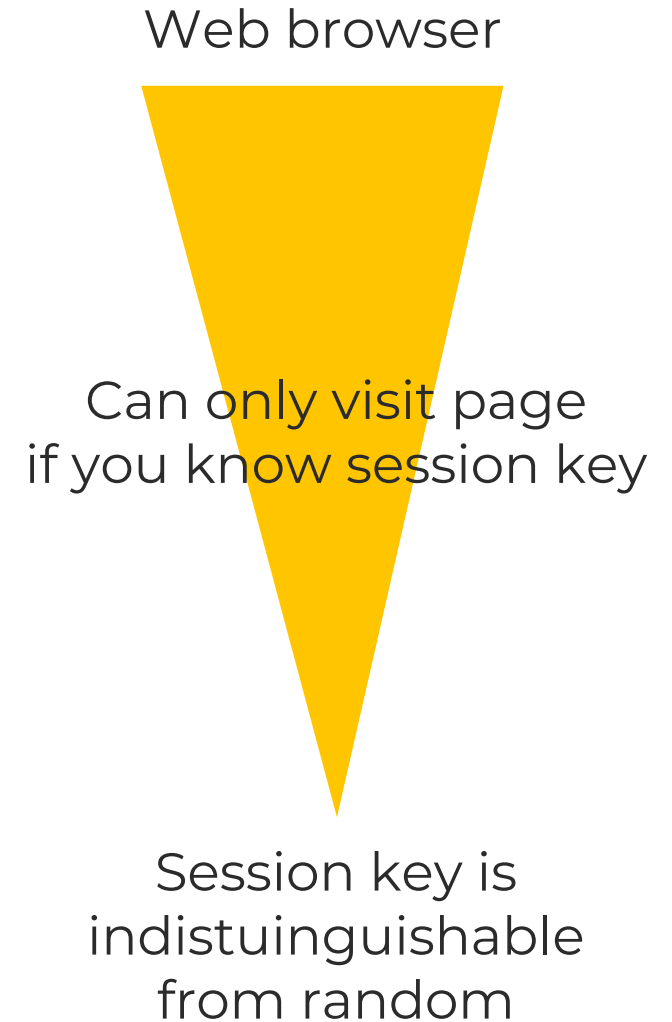
- Problem with multiple levels of abstraction:
  - We prove great properties at the lowest level...
  - Which we don't need and don't use at the next level
- Examples:
  - **Resilience against state-reveal of protocol**
    - → app level state-reveal?
    - take messages from history?
    - Resending messages upon adding new device?





### 3. Inconsistency of guarantees and threat models

- Problem with multiple levels of abstraction:
  - We prove great properties at the lowest level...
  - Which we don't need and don't use at the next level
- Examples:
  - **Key indistinguishability of Key Exchange protocols**
    - → use with AEAD next?
    - Adversary can tell key from random at next level





# Theory versus practice

- For messaging, super secure ratcheting is awesome!
  - But does it still make sense when
    - Users must still communicate after failures
    - State might become corrupted
    - Backend servers are not synchronized
    - ....?
- Should security researchers insist engineers use their building blocks as-is?
  - No, because researchers only see a fraction of the requirements



Picture: Billy Grace Ward (CC-BY)



# Good news: Formal analysis becoming the norm

- Post-quantum versions of...
  - **Apple iMessage (PQ3)**
    - Manual game-hopping computational analysis
    - Tamarin analysis
  - **Signal (PQXDH)**
    - ProVerif
    - CryptoVerif
- But we need this for more types of applications, and more complete analyses







# Conclusions!

- **Amazing progress in provable security**
- But we are **very far from done**
  - We prove properties of a fraction of small systems, and
  - These properties often do not hold at application level
- **Invitation: *let's work towards apps!***
- All of it will involve
  - More consistency across abstraction levels
  - Many more connection & composition results

