

Practice Problem Set 2: Integrity (MACs & Signatures) Solutions

March 19, 2017

MAC security

The following is the security game for message authentication codes (MACs).

- The game master chooses a random k to the MAC.
- The adversary has access to a $MAC_k()$ oracle, that computes MACs on messages of the adversary's choice.
- The adversary has access to a $VER_k(,)$ oracle, that Verifies that a tag t is a valid MAC on a message m ; both m and t can be chosen by the adversary.
- The adversary wins if outputs m^*, t^* such that m^* has not been queried to the $MAC_k()$ oracle and $VER_k(m^*, t^*) = 1$.

We say the MAC is secure if no (polynomial time) adversary can win this game with probability better than about $\frac{1}{2^\ell}$, where ℓ is the length of the MAC tag.

Signature security

The following is the security game for digital signatures.

- The game master chooses a random asymmetric key (PK, SK) for the signature and gives PK to the adversary.
- The adversary has access to a $Sign_{SK}()$ oracle, that computes signatures on messages of the adversary's choice.
- The adversary wins if outputs m^*, σ^* such that m^* has not been queried to the $Sign_{SK}()$ oracle and $VER_{PK}(m^*, \sigma^*) = 1$.

We say the digital signature is secure if no (polynomial time) adversary can win this game with non-negligible probability.

Questions.

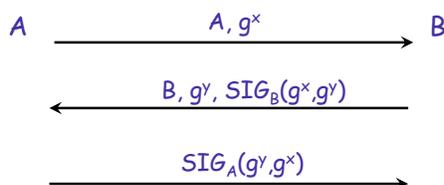
Exercise 1. Show that

$$MD5(k||m)$$

is not a secure MAC. That is, present an attack that allows the adversary to win the MAC security game described above.

(Hint: Recall the length extension attack from Lab 1.)

Exercise 4. (Key exchange). Consider the following diffie-helman key-exchange protocol. Recall that the shared key is $k = g^{xy}$, and that $SIG_A(m)$ is the (public-key) digital signature on message m signed by the secret key of A . Suppose that A , B and E all know each other's correct public keys.



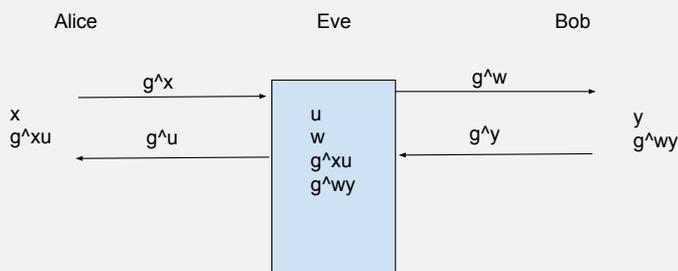
After this protocol runs, Alice and Bob send each other messages encrypted and authenticated under the key k .

Suppose there is a man-in-the-middle adversary E that can intercept, add, drop, and the modify the traffic that A sends to B .

1. Suppose that Alice and Bob are running software that has the following implementation flaw: it forgets to validate digital signatures and just accepts any messages it receives as valid.

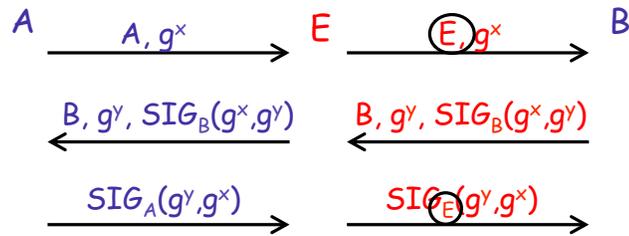
Show how Eve E can launch a man-in-the-middle attack, where she can read any of the encrypted and authenticated messages that Alice sends Bob.

Solution: Eve generates w and u . She then can create a key that she shares with Bob g^{wy} and a key that she shares with Alice g^{xu} . With these two keys, Eve can decrypt messages from Alice using the key g^{xu} and re-encrypt messages before she sends them to Bob with g^{wy} . I've left out the signatures from the following diagram since they are not checked.



2. Now suppose E can launch an “identity misbinding attack” where she convinces B that he shares the key $k = g^{xy}$ with E , while convincing A that she shares $k = g^{xy}$ with B . Explain exactly how E does this. (What messages does she send, and to who?) [Note, with this attack, E doesn't know $k = g^{xy}$ but B considers anything sent by A as coming from E]

Solution: Eve initially send Bob her identity E . Bob now thinks that he's getting messages from Eve but really he's getting messages from Alice. Thus the identity is "misbinded".



3. Give an example of a scenario where your identity misbinding attack might create problems.

Solution: Alice asks Bob "put \$100 in my account". Bob thinks he's communicating with Eve so he puts \$100 into Eve's account.