

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

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### 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  $\ell$  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  $m^*, \sigma^*$  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

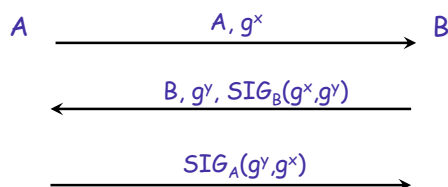
$$MD5(k||m)$$

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.



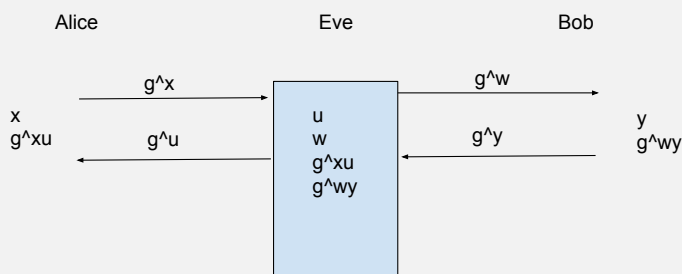
After this protocol runs, Alice and Bob send each other messages encrypted and authenticated under the key  $k$ .

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.

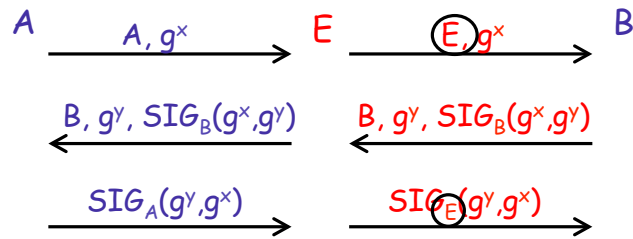
Show how Eve  $E$  can launch a man-in-the-middle attack, where she can read any of the encrypted and authenticated messages that Alice sends Bob.

**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.