COL876: SPECIAL TOPICS IN FORMAL METHODS

Formal verification of security protocols

Lecture 6, 14 August 2023

APPLIED-PI CALCULUS: GRAMMAR

Ρ,

Q:=	plain process	
	0	[null process]
	P Q	[parallel composition]
	!P	[replication]
	vn.P	[name restriction]
	if $t_1 = t_2$ then P else Q	[conditional branching]
	in(c, x).P	[receive action]
	out(c, t).P	[send action]
	let $x = t$ in P	[let binding]

RECAP

- Saw how to convert protocols in arrow notation to programs at each end-point
- Convert these programs into applied-pi notation
- Put these together to get the whole protocol in applied-pi
- Suffices to consider in parallel the following for every generated agent:
 - replicated instance of each role $!P_i(ski, pkr), !P_r(skr)$
 - replicated instance of an intruder supplying the public key for any such parameter in any role !in(c, xpk). P_i(ski, xpk)
- Add any extra bookkeeping (monitor processes, events etc) for verifying properties

TODAY

- Easy to write out protocols and expected properties
- What does it mean to verify them? Consider all
 - possible instantiations of variables
 - possible unfoldings of any replication
 - reduction sequences starting at the initial configuration
- Non-trivial while also relatively mechanical; needs automation

PROVERIF PROTOCOL VERIFIER

- <u>https://bblanche.gitlabpages.inria.fr/proverif/</u>
- Automatic cryptographic protocol verifier
- Can handle unboundedly many sessions of the protocol
- Tries to prove a property; if it cannot be proved, tries to produce an attack trace
- Suffers from false negatives (a claimed attack might not "really" be an attack) but is sound; if a property is proved true, it is indeed true

PROVERIF: UNDER THE HOOD

- Horn clauses + resolution for the protocol and negated property
 - Any derivation of this provides an attack trace
 - Attack might be due to some abstraction with Horn clauses, but if not, it violates the property
 - Otherwise, property holds of the protocol

- Input: Protocol in ~applied-pi calculus and security property
- Terms appearing in the process must be typed
- ProVerif checks for well-typedness of the process
 - But not of the property! Allows detection of type-flaw attacks
- Crypto operations specified using equations or rewrite rules

■ $fst(x, y) \rightarrow x$ $snd(x, y) \rightarrow y$ $adec(aenc(x, pk(y)), y) \rightarrow x$

RUNNING EXAMPLE

 $A \rightarrow B : A, enc(m, pk(B))$ $B \rightarrow A : enc(m, pk(A))$

• $P_i(ski, pkr) \triangleq \nu n. out(c, aenc(n, pkr)). in(c, x). if(adec(x, ski) = = n) then SUCCESS$

- $P_r(skr) \triangleq in(c, y)$. let pka = fst(y) in. let z = adec(y, skr) in. out(c, aenc(z, pka))
- Pr \triangleq ! ν sk.(!in(c, x_{pk}). $P_i(sk, x_{pk})$ | ! $P_r(sk)$ | out(c, pk(sk)))

PROVERIF: CRYPTO OPERATIONS

- Declare two types, pkey and skey, using the type keyword
- Declare two functions pk and aenc along with params and types
 - Constructors declared using **fun** keyword
 - Declare a equation defining the operation of the adec function
 - Using reduc and universally quantified terms
- Tuples have in-built support; no need to do anything explicitly

EXAMPLE: CRYPTO OPERATIONS

type skey.

type pkey.

fun pk(skey): pkey.

fun aenc(bitstring, pkey): bitstring.

reduc forall t: bitstring, k: skey; adec(aenc(t, pk(k)), k) = t.

PROVERIF: SPECIFYING PROTOCOLS

- The channel keyword declares a public channel
- For any other free name, use **free** keyword
- Free names and constructors known to intruder by default
 - If not, modify using the private keyword
- Can specify reachability/secrecy checks using query attacker
- Then specify roles and the overall protocol process

EXAMPLE: ROLES

```
let init(ski:skey, pkr:pkey) =
    new s: bitstring;
    out(c, (pk(ski), aenc(s, pkr)));
    in(c, x: bitstring);
    let y = adec(x, ski) in
    if (y = s) then out(c, SUCCESS).
```

```
let resp(skr:skey) =
    in(c, (k: pkey, x: bitstring));
    let z = adec(x, skr) in
    out(c, aenc(z, k)).
```

EXAMPLE: PROTOCOL

```
process
!new sk:skey;
  (
    out(c, pk(sk)) |
      ( !in(c, x:pkey);init(sk,x) ) |
      ( !resp(sk))
    )
```

- Identifiers: an unlimited sequence of letters, digits, _, and '.
 - But must begin with a letter!
- Boolean operators: &&, ||, not Constants: true, false Equality: = and <>
- ProVerif does some minimal pattern matching; can use in let
 - x:t matches any term of type t and stores it in x
 - Similarly a tuple pattern (t₁, ..., t_n) matches tuples of this type
 - = M matches any term equal to M; basically an equality check!

- Is !P | Q the same as !(P | Q) or (!P) | Q?
 - Parallelism | binds most closely
 - Then if... then... else and let... in
 - Finally unary operations (replication, name restriction etc)
- Where do the parentheses go in the following?
 new n : t; out(c, n) | new n : t; in(c, x : t) | if x = n then o | out(c, n)

- Parallelism | binds most closely
- Then if... then... else and let... in
- Finally unary operations (replication, name restriction etc)
- Where do the parentheses go in the following?

new n : t; (out(c, n) | new n : t; in(c, x : t) | if x = n then (o | out(c, n)))

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- Then if... then... else and let... in
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- Where do the parentheses go in the following?

if t = t' then if u = u' then P else Q

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- Where do the parentheses go in the following?

if t = t' then (if u = u' then P else Q)