

# **Onion-AE**

## **Foundations of Nested Encryption**

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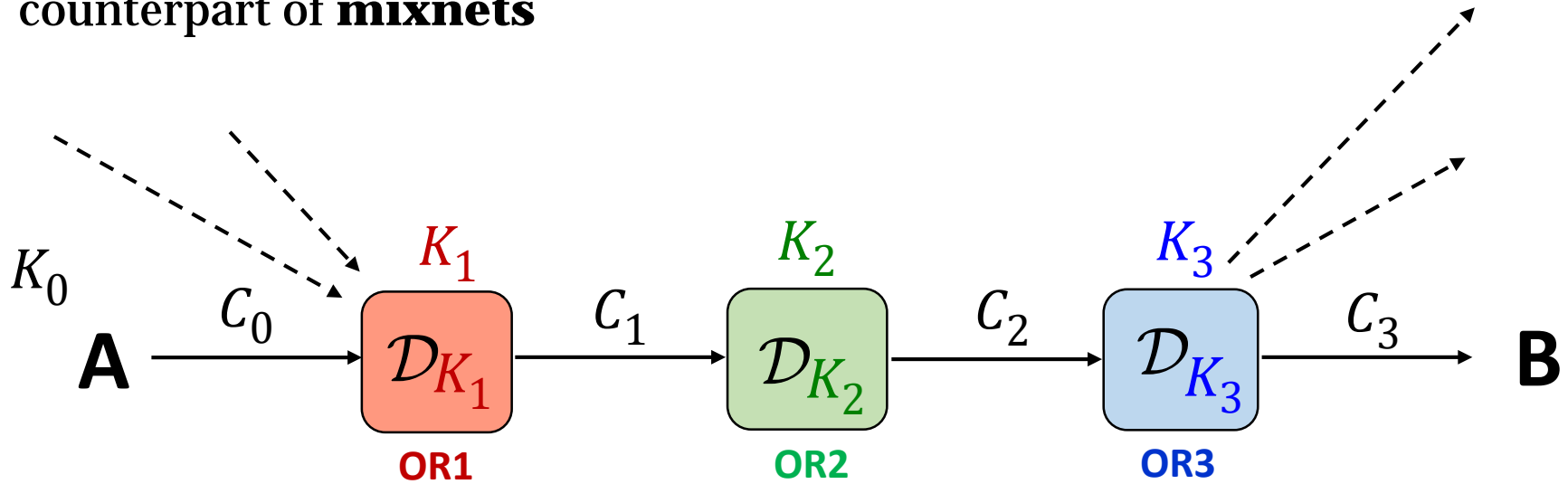
# Nested encryption as used for onion routing

[Goldschlag, Reed, Syverson 1996a, 1996b]  
[Syverson, Goldschlag, Reed 1997]  
[Dingledine, Mathewson, Syverson 2004]



The symmetric, low-latency  
counterpart of **mixnets**

[Chaum 1981]



$$C_0 = \mathcal{E}_{K_1} (\mathcal{E}_{K_2} (\mathcal{E}_{K_3} (M)))$$

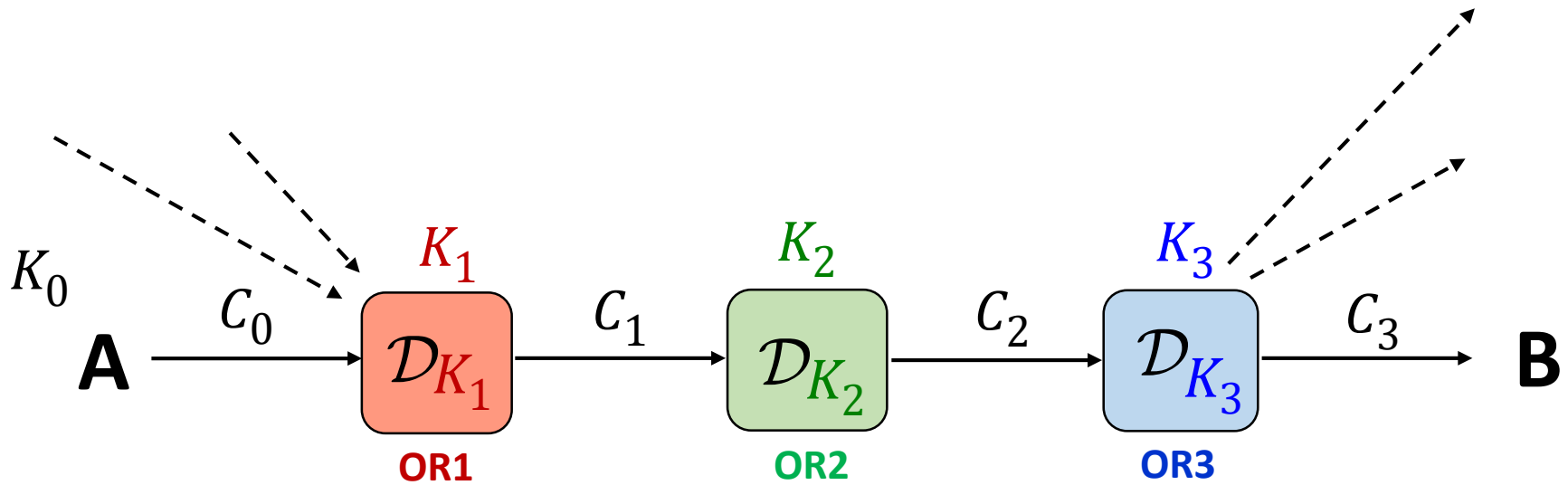
$$C_1 = \mathcal{E}_{K_2} (\mathcal{E}_{K_3} (M))$$

$$M = \mathbf{B} \parallel M'$$

$$C_2 = \mathcal{E}_{K_3} (M)$$

$$C_3 = M$$

# What **problem** does nested encryption supposedly solve?



$$C_0 = \mathcal{E}_{K_1} (\mathcal{E}_{K_2} (\mathcal{E}_{K_3} (M)))$$

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$$C_3 = M$$

# What **problem** does nested encryption supposedly solve?

Concrete, self-contained, understandable.

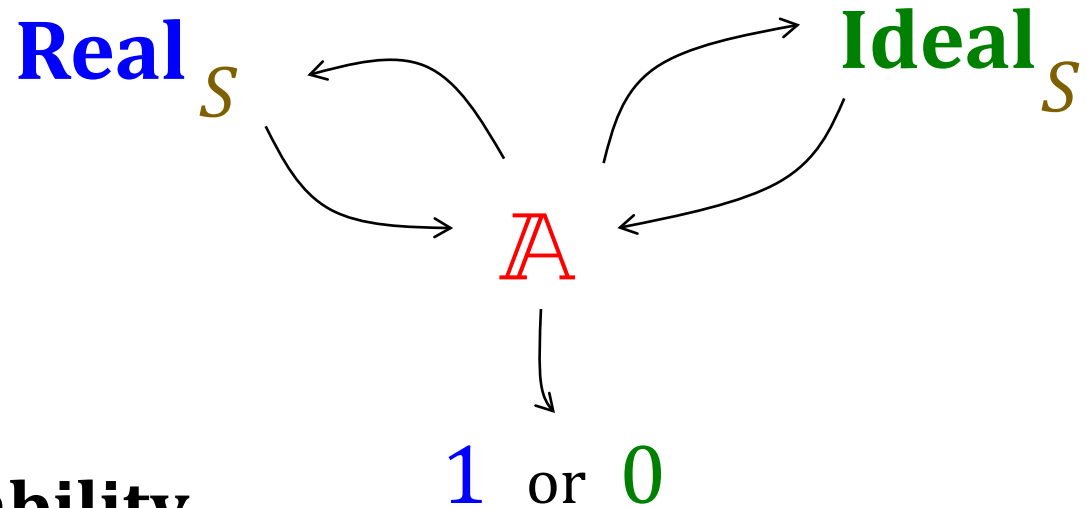
← Not building on UC [Canetti], [Camenisch, Lysyanskaya 2005]

A provable-security treatment of it

- Provide **syntax** and a **definition**
- Analyze **constructions**
  - Tor's relay protocol: doesn't satisfy our definition
  - LBE: does satisfy our definition

← design 1 of proposal 202 of [Mathewson 2012]

If the underlying blockcipher is a tweakable wideblock PRP



## Indistinguishability

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## Advantage

An adversary

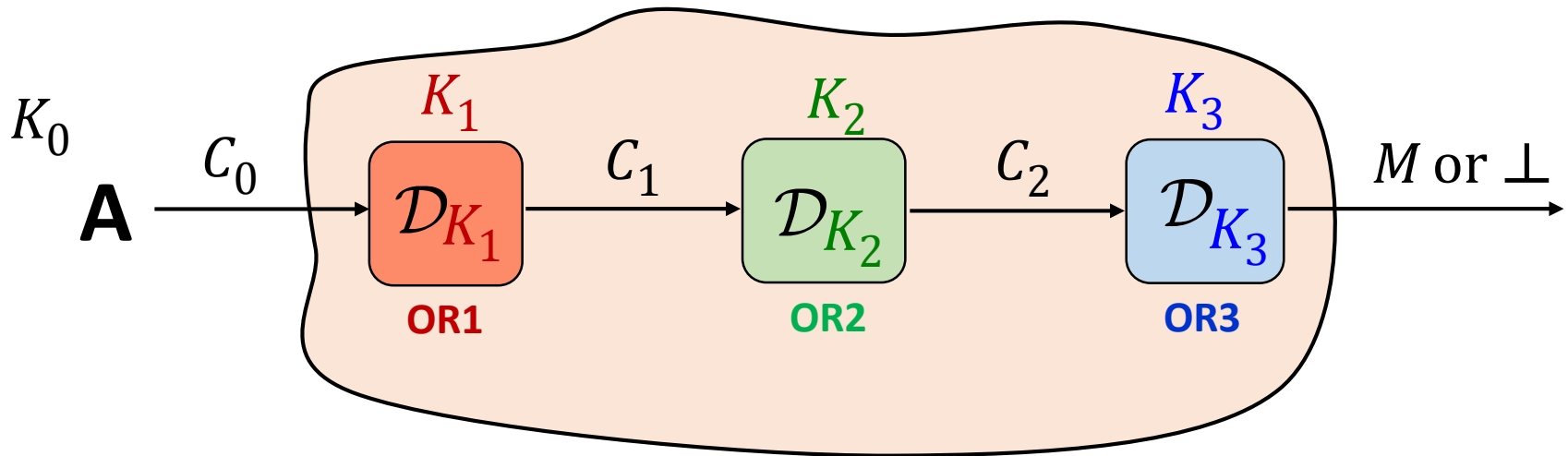
$$\text{Adv}_S(\overline{A}) = \Pr[\overline{A}^{\text{Real}} \rightarrow 1] - \Pr[\overline{A}^{\text{Ideal}} \rightarrow 1]$$

A protocol

# Seeing our problem as a type of Authenticated Encryption (AE)

**“Onion-AE”**

Symmetric encryption that aims to achieve both **privacy** and **authenticity**



# Seeing our problem as a type of **Authenticated Encryption (AE)**

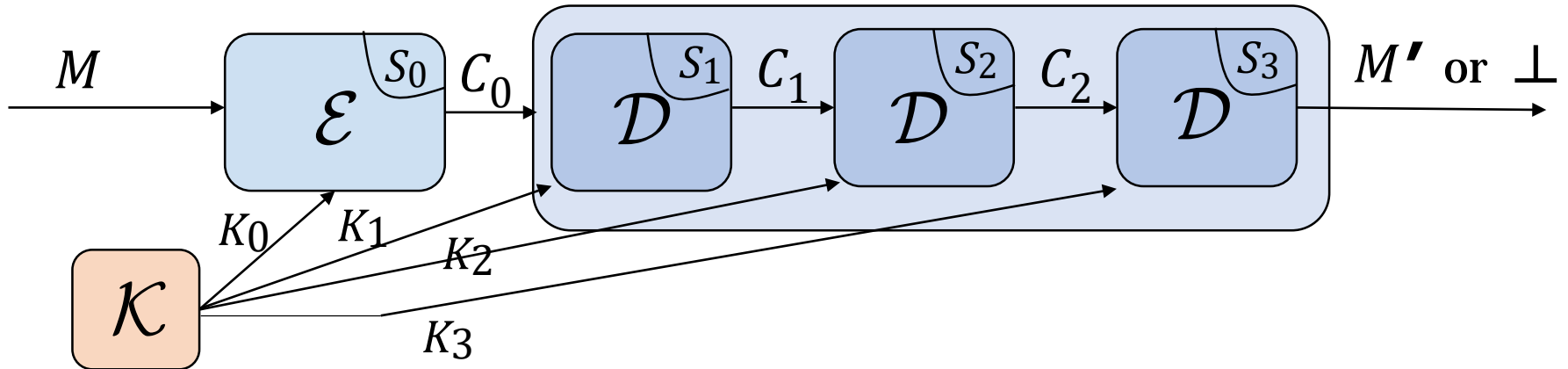
**“Onion-AE”**

Symmetric encryption that aims to achieve both **privacy** and **authenticity**

## **Lots of flavors of AE already:**

- Probabilistic AE [Bellare, Rogaway 2000], [Katz, Yung 2000]
- Nonce-based AE [Rogaway, Bellare, Black, Krovetz 2001]
- Nonce-based AE with associated data (AEAD) [Rogaway 2002]
- Stateful AE [Bellare, Kohno, Namprempre 2004] ← Most closely related
- Misuse-Resistant AE [Rogaway, Shrimpton 2006]
- Release of Unverified Plaintext [Andreeva, Bogdanov, Luykx, Mennink, Mouha, Yasuda 2014]
- Robust AE [Hoang, Krovetz, Rogaway 2015]
- Online-AE [Hoang, Reyhanitabar, Rogaway, Vizár 2015]

# Onion-AE syntax



A 3-tuple  $\Pi = (\mathcal{K}, \mathcal{E}, \mathcal{D})$  where

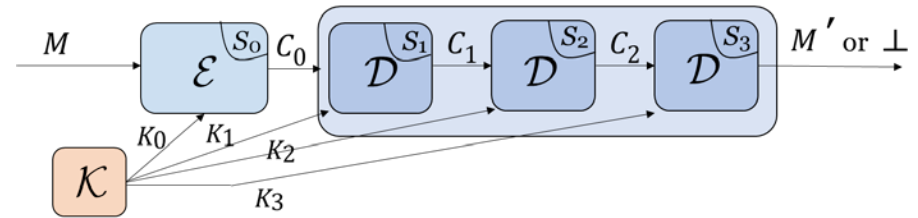
$\mathcal{K}: \mathbb{N} \rightarrow \mathcal{K}^*$  maps  $n$  to  $n+1$  strings

$\mathcal{E}: \mathcal{K} \times \mathcal{M} \times \mathcal{U} \rightarrow \mathcal{C} \times \mathcal{U}$

$\mathcal{D}: \mathcal{K} \times \mathcal{C} \times \mathcal{S} \rightarrow (\mathcal{M} \cup \mathcal{C} \cup \{\perp\}) \times \mathcal{S}$



# Correctness



$(\forall n) (K_0, K_1, \dots, K_n) \leftarrow \mathcal{K}(n); (K_0, K_1, \dots, K_n) \leftarrow \mathcal{K}(n)$

$(\forall t) (M_1, \dots, M_t) \leftarrow \mathcal{M}; S_0, S_1, \dots, S_t \leftarrow \varepsilon$

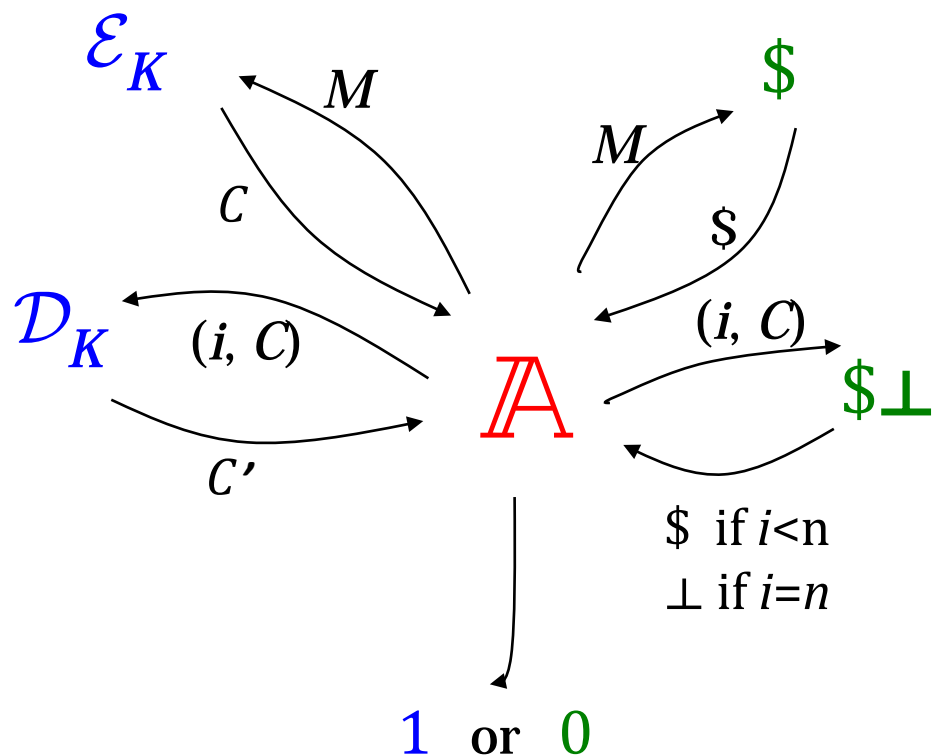
**for**  $i \leftarrow 1$  **to**  $t$  **do**

$(C_0, S_0) \leftarrow \mathcal{E} (K_i, M_i, S_0)$

**for**  $j \leftarrow 1$  **to**  $n$  **do**  $(C_j, S_j) \leftarrow \mathcal{D} (K_j, C_{j-1}, S_j)$

**assert**  $C_n = M_i$

# Formalizing security



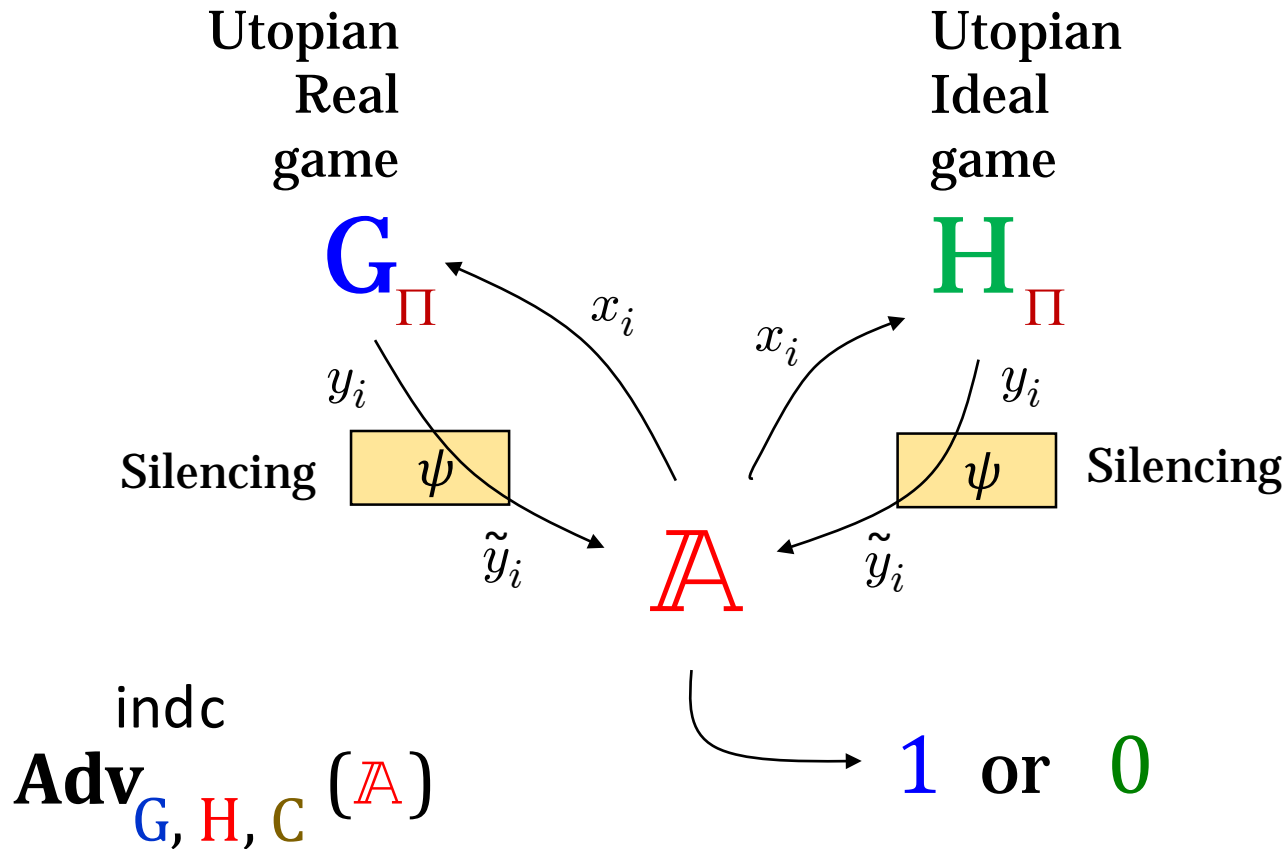
## Oracle silencing:

behave like the **utopian** game shown **unless** the response you are about to give is **fixed** in every **correct** protocol.

In that case, answer  $\diamond$ .

Idea explored in CRYPTO 2018 paper.

# IND|C Indistinguishability up to correctness



Silence an oracle response if, for the real game, given the transcript  $t$  so far, the answer is fully determined by  $\Pi \in C$ .

KEY( $n'$ )

211 **if**  $n \neq \perp$  **then return** Err

212  $n \leftarrow n'$

213  $(k_0, \dots, k_n) \leftarrow \mathcal{K}(n)$

ENC( $m$ )

221 **if**  $n = \perp$  **then return** Err

222  $(c, u) \leftarrow \mathcal{E}(k_0, m, u)$

223 **return**  $c$

DEC( $c, i$ )

231 **if**  $n = \perp$  **then return** Err

232  $(d, s_i) \leftarrow \mathcal{D}(k_i, c, s_i)$

233 **return**  $d$

KEY( $n'$ )

311 **if**  $n \neq \perp$  **then return** Err

312  $n \leftarrow n'$

ENC( $m$ )

321 **if**  $n = \perp$  **then return** Err

322  $c \leftarrow \mathcal{C}$

323 **return**  $c$

DEC( $c, i$ )

331 **if**  $n = \perp$  **then return** Err

332 **if**  $i = n$  **then**  $d \leftarrow \perp$

333 **else**  $d \leftarrow \mathcal{C}$

334 **return**  $d$

# Without oracle silencing

## Concurrent work [Degabriele, Stam 2018] *Untagging Tor: A Formal Treatment of Onion Encryption*

<p>Game TRANSMIT<sub>OE</sub><sup>S</sup></p> <hr/> <p><math>\varrho \leftarrow \varepsilon; n \leftarrow 0</math>  <math>\text{win} \leftarrow \text{false}</math>  <math>\mathcal{S}^{\text{ADD, ENC, PASS}}</math>  <b>return win</b></p> <hr/> <p>PASS(<math>i, j</math>)</p> <hr/> <p><b>if</b> <math>\neg(0 &lt; j \leq \ell_i) \vee Q_j^i = []</math>  <b>return</b> <math>\perp</math></p> <p><math>c \leftarrow Q_j^i.\text{dequeue}()</math>  <math>s \leftarrow \mathbf{p}_i[j - 1]</math>  <math>(v, w') \leftarrow \text{map}(i, j)</math>  <math>w \leftarrow \text{D}(\tau_v, s, c)</math>  <b>if</b> <math>w \neq w'</math>  <math>\text{win} \leftarrow \text{true}</math>  <b>return</b> <math>\perp</math></p> <p><math>(\bar{\tau}_v[w], d, x) \leftarrow \bar{\text{D}}(\bar{\tau}_v[w], s, c)</math>  <b>if</b> <math>j &lt; \ell_i \wedge d = \mathbf{p}_i[j + 1]</math>  <math>Q_{j+1}^i.\text{enqueue}(x)</math>  <b>elseif</b> <math>j = \ell_i \wedge d = \emptyset \wedge x = \mathbf{m}_i[\text{ctr}_i]</math>  <math>\text{ctr}_i \leftarrow \text{ctr}_i + 1</math>  <b>else win</b> <math>\leftarrow \text{true}</math>  <b>return</b> <math>(d, x)</math></p>	<p>ENC(<math>i, m</math>)</p> <hr/> <p><math>(v, w) \leftarrow \text{map}(i, 0)</math>  <math>\mathbf{m}_i.\text{append}(m)</math>  <math>(\sigma_v[w], d, c) \leftarrow \text{E}(\sigma_v[w], m)</math>  <b>if</b> <math>d \neq \mathbf{p}_i[1]</math>  <math>\text{win} \leftarrow \text{true}</math>  <b>else</b>  <math>Q_1^i.\text{enqueue}(c)</math>  <b>return</b> <math>(d, c)</math></p> <hr/> <p>ADD(<math>\mathbf{p}</math>)</p> <hr/> <p><b>if</b> <math> \mathbf{p}  \geq 1</math>  <math>n \leftarrow n + 1</math>  <math>\mathbf{p}_n \leftarrow \mathbf{p}; \ell_n \leftarrow  \mathbf{p} </math>  <math>\text{ctr}_n \leftarrow 1</math>  <math>(\varrho, \sigma, \mathbf{t}, \bar{\mathbf{t}}) \leftarrow \text{G}(\varrho, \mathbf{p})</math>  <b>if</b> <math> \mathbf{t}  \neq \ell_n \vee  \bar{\mathbf{t}}  \neq \ell_n</math>  <math>\text{win} \leftarrow \text{true}</math>  <math>\sigma_{\mathbf{p}[0]}.append(\sigma)</math>  <b>for</b> <math>j = 1</math> <b>to</b> <math>\ell_n</math>  <math>v \leftarrow \mathbf{p}[j]</math>  <math>\tau_v.append(\mathbf{t}[j])</math>  <math>\bar{\tau}_v.append(\bar{\mathbf{t}}[j])</math>  <b>return</b> <math>n</math></p>
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<p>Game PINT<sub>OE</sub><sup>A</sup></p> <hr/> <p><math>\varrho \leftarrow \varepsilon; n \leftarrow 0</math>  <math>\text{win} \leftarrow \text{false}</math>  <math>(\mathcal{C}, \text{st}) \leftarrow \mathcal{A}_1</math>  <math>\mathcal{A}_2^{\text{ADD, ENC, PROC}}(\text{st})</math>  <b>return win</b></p> <hr/> <p>ADD(<math>\mathbf{p}</math>)</p> <hr/> <p><b>if</b> <math> \mathbf{p}  \geq 1</math>  <math>n \leftarrow n + 1</math>  <math>\mathbf{p}_n \leftarrow \mathbf{p}; \ell_n \leftarrow  \mathbf{p} </math>  <math>\text{ctr}_n \leftarrow 1; \text{sync}_n \leftarrow \text{true}</math>  <math>(\varrho, \sigma, \mathbf{t}, \bar{\mathbf{t}}) \leftarrow \text{G}(\varrho, \mathbf{p})</math>  <math>\sigma_{\mathbf{p}[0]}.append(\sigma)</math>  <b>for</b> <math>j = 1</math> <b>to</b> <math>\ell_n</math>  <math>v \leftarrow \mathbf{p}[j]</math>  <math>\tau_v.append(\mathbf{t}[j])</math>  <math>\bar{\tau}_v.append(\bar{\mathbf{t}}[j])</math>  <b>return</b> <math>(\sigma, \mathbf{t}, \bar{\mathbf{t}}) _{\mathcal{C}}</math></p>	<p>ENC(<math>i, m</math>)</p> <hr/> <p><math>(v, w) \leftarrow \text{map}(i, 0)</math>  <b>if</b> <math>v \in \mathcal{C}</math>  <b>return</b> <math>\perp</math>  <math>\mathbf{m}_i.append(m)</math>  <math>(\sigma_v[w], d, c) \leftarrow \text{E}(\sigma_v[w], m)</math>  <b>return</b> <math>(d, c)</math></p> <hr/> <p>PROC(<math>s, v, c</math>)</p> <hr/> <p><b>if</b> <math>v \in \mathcal{C}</math>  <b>return</b> <math>\perp</math>  <math>w \leftarrow \text{D}(\tau_v, s, c)</math>  <b>if</b> <math>w = \perp</math>  <b>return</b> <math>\perp</math>  <math>(i, j) \leftarrow \text{map}^{-1}(v, w)</math>  <math>(\bar{\tau}_v[w], d, x) \leftarrow \bar{\text{D}}(\bar{\tau}_v[w], s, c)</math>  <b>if</b> <math>d = \emptyset \wedge x \neq \perp</math>  <b>if</b> <math>j = \ell_i \wedge x = \mathbf{m}_i[\text{ctr}_i]</math>  <math>\text{ctr}_i \leftarrow \text{ctr}_i + 1</math>  <b>else</b>  <math>\text{win} \leftarrow \text{true}</math>  <b>return</b> <math>(d, x)</math></p>
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# Without oracle silencing

<p><b>Game C-HIDE<sub>OE</sub><sup>A</sup></b></p> <p><math>(W_0, W_1, \mathcal{C}, st) \leftarrow \mathcal{A}_1</math>  <b>if</b> <math>\neg \text{VALID}(W_0, W_1, \mathcal{C})</math>          <b>return false</b>  <math>\forall i \text{ sync}_i \leftarrow \text{true}</math>  <math>g \leftarrow \varepsilon; n \leftarrow 0; b \leftarrow_s \{0, 1\}</math>      INIT-CIRC(<math>W_0</math>)  <math>\tau_C \leftarrow \{(v, \sigma_v, \tau_v, \bar{\tau}_v) \mid v \in \mathcal{C}\}</math>  <math>b' \leftarrow \mathcal{A}_2^{\text{Enc, Net}}(st, \tau_C)</math>  <b>return</b> <math>b = b'</math></p> <hr/> <p><b>NET(x)</b></p> <p><math>\forall i \text{ assoc}_i \leftarrow 0; \mathbf{x} \leftarrow []</math>  <b>for</b> <math>i' = 1</math> <b>to</b> <math> \mathbf{x} </math>          <math>(s, v, c) \leftarrow \mathbf{x}[i']</math>          <math>w \leftarrow D(\tau_v, s, c)</math>          <b>if</b> <math>s \notin \mathcal{C} \vee v \in \mathcal{C} \vee w = \perp</math>              <b>return</b> <math>\ddagger</math>          <b>for</b> <math>i'' = 1</math> <b>to</b> <math> \mathbf{x} </math>              <math>(s', v', c') \leftarrow \mathbf{x}[i'']</math>; <math>c'' \leftarrow c</math>              <math>w' \leftarrow D(\tau_{v'}, s', c')</math>              <math>(\bar{\tau}_{v'}[w], d, c) \leftarrow \bar{D}(\bar{\tau}_{v'}[w], s, c)</math>              <math>(i, j) \leftarrow \text{map}(v, w)</math>              <b>while</b> <math>d \notin \mathcal{C} \wedge d \neq \ominus</math>                  <math>s \leftarrow v; v \leftarrow d</math>                  <math>w \leftarrow D(\tau_v, s, c)</math>                  <math>(\bar{\tau}_v[w], d, c) \leftarrow \bar{D}(\bar{\tau}_v[w], s, c)</math>              <b>if</b> <math>d \in \mathcal{C}</math>                  <math>\mathbf{x}.\text{append}(v, d, c)</math>              <b>if</b> <math>d \in \mathcal{C} \vee i \in \mathcal{I}_{\text{now}}</math>                  <math>\text{assoc}_i \leftarrow \text{assoc}_i + 1</math>                  <b>if</b> <math>c' \neq Q'.\text{dequeue}()</math>                      <math>\text{sync}_i \leftarrow \text{false}</math>          <b>if</b> <math>\bigvee_{i \in \mathcal{I}_{\text{now}}} (\text{sync}_i \vee \text{assoc}_i \neq 1)</math>              <b>return</b> <math>j</math>  <b>return</b> <math>\text{sort}(\mathbf{x})</math></p>	<p><b>INIT-CIRC(W)</b></p> <p><b>for</b> <math>i = 1</math> <b>to</b> <math> W </math>          <math>n \leftarrow n + 1; \mathbf{p}_n \leftarrow W[i]</math>          <math>(g, \sigma, \mathbf{t}, \bar{\mathbf{t}}) \leftarrow G(g, \mathbf{p}_n)</math>          <math>\ell_n \leftarrow  \mathbf{p}_n </math>          <math>\text{sync}_n \leftarrow \text{true}</math>          <math>\sigma_{\mathbf{p}_n[0]}.append(\sigma)</math>          <b>for</b> <math>j = 1</math> <b>to</b> <math>\ell_n</math>              <math>v \leftarrow \mathbf{p}_n[j]</math>              <math>\tau_v.append(\mathbf{t}[j])</math>              <math>\bar{\tau}_v.append(\bar{\mathbf{t}}[j])</math>          <b>if</b> <math>\text{EN}(\mathbf{p}_n, \mathcal{C}) \wedge \mathbf{p}_n[0] \notin \mathcal{C}</math>              <math>\mathcal{I}_{\text{en}} \leftarrow \mathcal{I}_{\text{en}} \cup \{i\}</math>              <b>if</b> <math>\text{NOP}(\mathbf{p}_n, \mathcal{C})</math>                  <math>\mathcal{I}_{\text{nop}} \leftarrow \mathcal{I}_{\text{nop}} \cup \{i\}</math>          <b>foreach</b> <math>v</math>              <math>\text{Shuffle}(\sigma_v, \tau_v, \bar{\tau}_v)</math></p> <hr/> <p><b>ENC(i, m)</b></p> <p><math>(v, w) \leftarrow \text{map}(i, 0)</math>  <b>if</b> <math>v \in \mathcal{C}</math>          <b>return</b> <math>\ddagger</math>  <math>(\sigma_v[w], d, c) \leftarrow E(\sigma_v[w], m)</math>  <b>while</b> <math>d \notin \mathcal{C}</math>          <math>s \leftarrow v; v \leftarrow d</math>          <math>w \leftarrow D(\tau_v, s, c)</math>          <math>(\bar{\tau}_v[w], d, c) \leftarrow \bar{D}(\bar{\tau}_v[w], s, c)</math>          <math>(v^*, d^*, c^*) \leftarrow (v, d, c)</math>          <b>while</b> <math>d \in \mathcal{C}</math>              <math>s \leftarrow v; v \leftarrow d</math>              <math>w \leftarrow D(\tau_v, s, c)</math>              <math>(\bar{\tau}_v[w], d, c) \leftarrow \bar{D}(\bar{\tau}_v[w], s, c)</math>          <b>if</b> <math>d \neq \ominus</math>              <math>(i, j) \leftarrow \text{map}^{-1}(v, w)</math>              <math>Q'.enqueue(c)</math>  <b>return</b> <math>(v^*, d^*, c^*)</math></p>
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# Concurrent work [Degabriele, Stam 2018]

## Untagging Tor: A Formal Treatment of Onion Encryption

<p><b>Game LOR<sub>OE</sub><sup>A</sup></b></p> <p><math>g \leftarrow \varepsilon; n \leftarrow 0</math>  <b>win</b> <math>\leftarrow \text{false}</math>  <math>b \leftarrow_s \{0, 1\}</math>  <math>(\mathcal{C}, st) \leftarrow \mathcal{A}_1</math>  <math>b' \leftarrow \mathcal{A}_2^{\text{ADD, ENC, PROC}}(st)</math>  <b>return</b> <math>b = b'</math></p> <hr/> <p><b>ENC(i, m<sub>0</sub>, m<sub>1</sub>)</b></p> <p><math>(v, w) \leftarrow \text{map}(i, 0)</math>  <b>if</b> <math>v \in \mathcal{C} \vee \mathbf{p}_i[\ell_i] \in \mathcal{C} \vee  m_0  \neq  m_1 </math>          <b>return</b> <math>\ddagger</math>  <math>\mathbf{m}_i.append(m_b)</math>  <math>(\sigma_v[w], d, c) \leftarrow E(\sigma_v[w], m_b)</math>  <b>return</b> <math>(d, c)</math></p>	<p><b>PROC(s, v, c)</b></p> <p><b>if</b> <math>v \in \mathcal{C}</math>          <b>return</b> <math>\ddagger</math>  <math>w \leftarrow D(\tau_v, s, c)</math>  <b>if</b> <math>w = \perp</math>          <b>return</b> <math>\perp</math>  <math>(i, j) \leftarrow \text{map}^{-1}(v, w)</math>  <math>(\bar{\tau}_v[w], d, x) \leftarrow \bar{D}(\bar{\tau}_v[w], s, c)</math>  <b>if</b> <math>j = \ell_i \wedge d = \ominus</math>          <b>if</b> <math>c = \mathbf{m}_i[\text{ctr}_i] \wedge \text{sync}_i = \text{true}</math>              <math>\text{ctr}_i \leftarrow \text{ctr}_i + 1</math>              <b>return</b> <math>\ddagger</math>          <b>else</b>              <math>\text{sync}_i \leftarrow \text{false}</math>          <b>return</b> <math>(d, x)</math></p>
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# Limitations on this treatment of onion-AE

- Only attended to **outbound** messages ←
- No **corrupted** routers ←
- Fixed sequence of hops: **no “leaky pipe”**
- Authenticity checked only at **time of exit.** ←

**Relaxations  
sketched in  
the paper**

**“Lazy authenticity”**

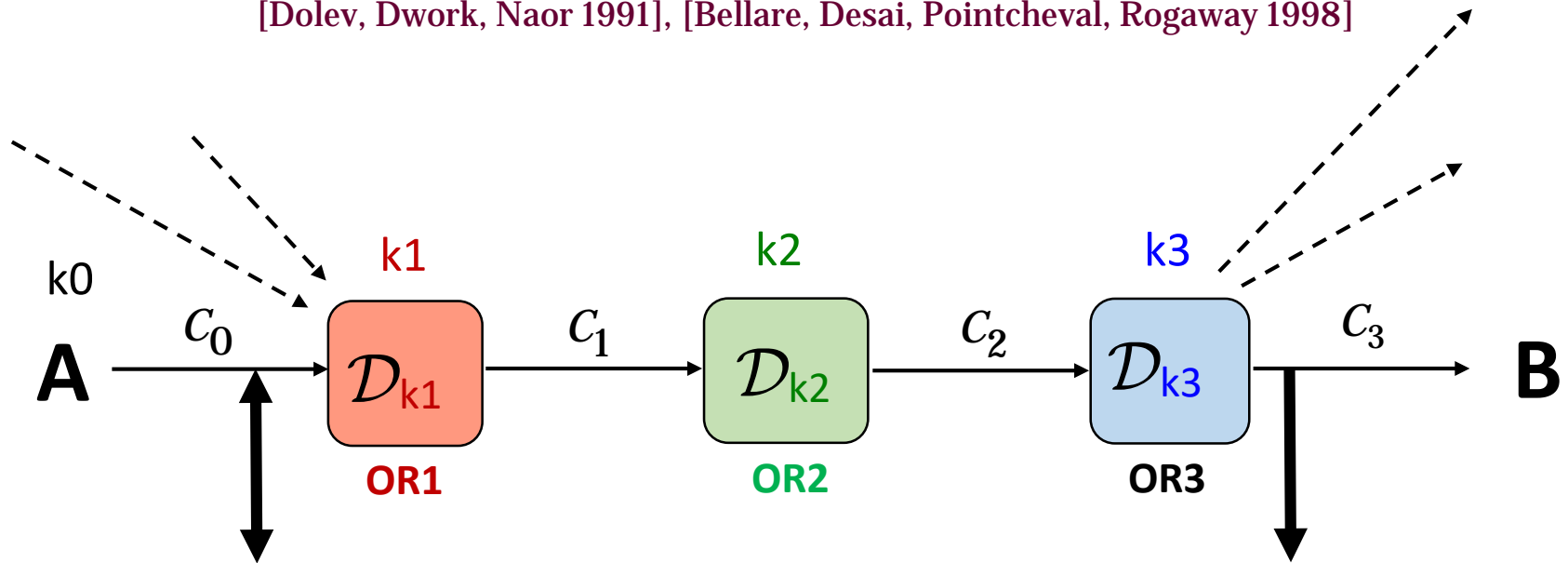
Alternative: **“Eager authenticity”**  
might be preferred.

# Tagging attacks

[Goldschlag, Reed, Syverson 1996]  
[Dingledine, Mathewson, Syverson 2004]  
[Fu, Ling 2009] [Racoon23 2012]

**Confirmation attacks** that a particular flow into an entry node leaves at some particular exit node, based on the **malleability** of the encryption

[Dolev, Dwork, Naor 1991], [Bellare, Desai, Pointcheval, Rogaway 1998]



$\mathcal{A}$  exploits malleability of encryption scheme to *tag* a ciphertext, e.g., xor'ing it with some constant  $\Delta$

$\mathcal{A}$  detects the mauled ciphertext, confirming the originator of this flow.

Excluded because AE  $\Rightarrow$  nonmalleability  $\Rightarrow$  no tagging attacks



# LBE is onion-AE secure

≈ Mathewson's Proposal 202 (Design 1, **Large Block Encryption**), 2012.  
Proposal 261 is 202 with AEZ

$$C_0 = \mathbb{E}_{K_1}^{\text{c}_1\text{-hist}} \left( \mathbb{E}_{K_2}^{\text{c}_2\text{-hist}} \left( \mathbb{E}_{K_3}^{\text{c}_3\text{-hist}} (M \parallel \mathbf{0}) \right) \right)$$

$\mathbb{E}$  a wideblock TBC, eg  
AEZ, EME2, Farfalle, HHHFHFH

**Theorem** [informal]: From an adversary  $\mathcal{A}$  that attacks LBE[ $\mathbb{E}$ ] we construct an adversary  $\mathcal{B}$  that breaks  $\mathbb{E}$  as a PRP with comparable resources and advantage.

# Final remarks

Two major definitional variants for onion-AE, **eager** and **lazy** authenticity. Both can be defined with oracle silencing. Which notion is desired?

[Proposal 295: Tomer Ashur, Orr Dunkelman, Atul Lyukx 2018].  
Onion-AE secure??

Does any of this matter for Tor? I don't know.  
But it's best when we build our protocols out of primitives that achieve strong, formalized security definitions.