

Prototyping post-quantum and hybrid key exchange and authentication in TLS and SSH

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<https://eprint.iacr.org/2019/858>

<https://github.com/awslabs/s2n>
<https://github.com/open-quantum-safe/>

Overview

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- Design considerations for hybrid modes of key exchange in general
- Case studies: designs and experimental outcomes
 - Key exchange:
 - TLS 1.2 in OpenSSL 1.0.2 and Amazon s2n
 - TLS 1.3 in OpenSSL 1.1.1
 - SSH v2 in OpenSSH 7.9
 - Authentication:
 - TLS 1.3 in OpenSSL 1.1.1
 - SSH v2 in OpenSSH 7.9

Design considerations for hybrid modes of key exchange

Douglas Stebila, Scott Fluhrer, Shay Gueron. Design issues for hybrid key exchange in TLS 1.3. Internet-Draft. Internet Engineering Task Force, July 2019. <https://tools.ietf.org/html/draft-stebila-tls-hybrid-design-01>

Hybrid key exchange

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- Multiple sources of interest in using multiple key exchange algorithms simultaneously as part of transition to post-quantum crypto
 - Several Internet-Drafts already:
 - TLS 1.2: Schanck, Whyte, Zhang 2016; Amazon 2019
 - TLS 1.3: Schanck, Stebila 2017; Whyte, Zhang, Fluhrer, Garcia-Morchon 2017; Kiefer, Kwiatkowski 2018; Stebila, Fluhrer, Gueron 2019
 - Experimental implementations: Google CECPQ1, CECPQ2; Open Quantum Safe; CECPQ2b; ...
- Need PQ key exchange before we need PQ authentication because future quantum computers could retroactively decrypt, but not retroactively impersonate

Goals for hybridization

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1. Backwards compatibility
 - Hybrid-aware client, hybrid-aware server
 - Hybrid-aware client, non-hybrid-aware server
 - Non-hybrid-aware client, hybrid-aware server
2. Low computational overhead
3. Low latency
4. No extra round trips
5. No duplicate information

Design options

- How to negotiate algorithms
- How to convey cryptographic data (public keys / ciphertexts)
- How to combine keying material

Negotiation: How many algorithms?

2

≥ 2

Negotiation: How to indicate which algorithms to use

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Negotiate each algorithm individually

1. Standardize a name for each algorithm
2. Provide a data structure for conveying supported algorithms
3. Implement logic negotiating which combination

Negotiate pre-defined combinations of algorithms

1. Standardize a name for each desired combination
 - Can use existing negotiation data structures and logic

Which option is preferred may depend on how many algorithms are ultimately standardized.

Conveying cryptographic data (public keys / ciphertexts)

1) Separate public keys

- For each supported algorithm, send each public key / ciphertext in its own parseable data structure

#1 requires protocol and implementation changes

#2 abstracts combinations into “just another single algorithm”

2) Concatenate public keys

- For each supported combination, concatenate its public keys / ciphertext into an opaque data structure

But #2 can also lead to sending duplicate values

- nistp256+bike1l1
 - nistp256+sikep403
 - nistp256+frodo640aes
 - sikep403+frodo640aes
- } 3x nistp256,
2x sikep403,
2x frodo640aes
public keys

Combining keying material

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Top requirement: needs to provide “robust” security:

- Final session key should be secure as long as at least one of the ingredient keys is unbroken
- (Most obvious techniques are fine, though with some subtleties; see Giacom et al. PKC 2018, Bindel et al. PQCrypto 2019,)

- XOR keys
- Concatenate keys and use directly
- Concatenate keys then apply a hash function / KDF
- Extend the protocol’s “key schedule” with new stages for each key
- Insert the 2nd key into an unused spot in the protocol’s key schedule

Emerging consensus?

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- **Combining keying material:** concatenate keys then apply hash function / KDF
- **Number of algorithms:** 2 vs ≥ 2 : **no consensus**
- **Negotiation:** negotiate algorithms separately versus in combination:
no consensus
 - All(?) implementations to date have negotiated pre-defined combinations
- **Conveying public keys:** separately versus concatenated: **no consensus**
 - All(?) implementations to date have used concatenation

Key exchange case studies

Case study 1: TLS 1.2 in Amazon s2n

- Multi-level negotiation following TLS 1.2 design style:
 - Top-level ciphersuite with algorithm family: e.g.
TLS_ECDHE_SIKE_ECDSA_WITH_AES_256_GCM_SHA384
 - Extensions used to negotiate parameterization within family:
 - 1 extension for which ECDH elliptic curve: nistp256, curve25519, ...
 - 1 extension for which PQ parameterization: sikep403, sikep504, ...
- Session key: concatenate session keys and apply KDF with public key/ciphertext as KDF label
- Experimental results: successfully implemented using nistp256+{bike1l1, sikep503}

Implementation base for rest of case studies

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- Implementations from Open Quantum Safe project's liboqs library
 - Open-source C library collecting implementations of many round 2 KEMs and signature schemes – directly from contributors, from NIST submission packages, or via PQClean
 - <https://github.com/open-quantum-safe>
- Algorithms tested:
 - KEMs: 9 of 17 (BIKE round 1, FrodoKEM, Kyber, LEDAcrypt, NewHope, NTRU, NTS (1 variant), Saber, SIKE)
 - Signature schemes: 6 of 9 (Dilithium, MQDSS, Picnic, qTesla (round 1), Rainbow, SPHINCS+)

Case study 2: TLS 1.2 in OpenSSL 1.0.2

Case study 3: TLS 1.3 in OpenSSL 1.1.1

Case study 4: SSH v2 in OpenSSH 7.9

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- Negotiate pairs of algorithms in pre-defined combinations
- Session key: concatenate session keys and use directly in key schedule

- Easy implementation, no change to negotiation logic

1st circle: PQ only
 2nd circle: hybrid ECDH

● = success

◐ = fixable by changing implementation parameter

○ = would violate spec or otherwise unresolved error

† = algorithm on testing branch

	s2n (TLS 1.2)	OpenSSL 1.0.2 (TLS 1.2)	OpenSSL 1.1.1 (TLS 1.3)	OpenSSH
BIKE1-L1 (round 1)	●	●●	●●	●●
BIKE1-L3 (round 1)	--	●●	●●	●●
BIKE1-L5 (round 1)	--	●●	●●	●●
BIKE2-L1 (round 1)	--	●●	●●	●●
BIKE2-L3 (round 1)	--	●●	●●	●●
BIKE2-L5 (round 1)	--	●●	●●	●●
BIKE3-L1 (round 1)	--	●●	●●	●●
BIKE3-L3 (round 1)	--	●●	●●	●●
BIKE3-L5 (round 1)	--	●●	●●	●●
FrodoKEM-640-AES	--	●●	●●	●●
FrodoKEM-640-SHAKE	--	●●	●●	●●
FrodoKEM-976-AES	--	●●	●●	●●
FrodoKEM-976-SHAKE	--	●●	●●	●●
FrodoKEM-1344-AES	--	◐◐	◐◐	●●
FrodoKEM-1344-SHAKE	--	◐◐	◐◐	●●
Kyber512	--	●●	●●	●●
Kyber768	--	●●	●●	●●
Kyber1024	--	●●	●●	●●
LEDAcrypt-KEM-LT-12 [†]	--	●●	●●	●●
LEDAcrypt-KEM-LT-32 [†]	--	●●	●●	●●
LEDAcrypt-KEM-LT-52 [†]	--	●●	●●	●●
NewHope-512-CCA	--	●●	●●	●●
NewHope-1024-CCA	--	●●	●●	●●
NTRU-HPS-2048-509	--	●●	●●	●●
NTRU-HPS-2048-677	--	●●	●●	●●
NTRU-HPS-4096-821	--	●●	●●	●●
NTRU-HRSS-701	--	●●	●●	●●
NTS-KEM(12,64) [†]	--	○○	○○	○○
LightSaber-KEM	--	●●	●●	●●
Saber-KEM	--	●●	●●	●●
FireSaber-KEM	--	●●	●●	●●
SIKEp503 (round 1)	●	--	--	--
SIKEp434	--	●●	●●	●●
SIKEp503	--	●●	●●	●●
SIKEp610	--	●●	●●	●●
SIKEp751	--	●●	●●	●●

FrodoKEM 976, 1344

- OpenSSL 1.0.2 / TLS 1.2: too large for a pre-programmed buffer size, but easily fixed by increasing one buffer size
- OpenSSL 1.1.1 / TLS 1.3: same

NTS-KEM

- OpenSSL 1.0.2 / TLS 1.2: theoretically within spec's limitation of 2²⁴ bytes, but buffer sizes that large caused failures we couldn't track down
- OpenSSL 1.1.1 / TLS 1.3: too large for spec (2¹⁶-1 bytes)
- OpenSSH: theoretically within spec but not within RFC's "SHOULD", but couldn't resolve bugs

Authentication case studies

OpenSSL 1.1.1 (TLS 1.3)

Dilithium-2	●●
Dilithium-3	●●
Dilithium-4	●●
MQDSS-31-48	○●
MQDSS-31-64	○●
Picnic-L1-FS	○●
Picnic-L1-UR	○●
Picnic-L3-FS	○○
Picnic-L3-UR	○○
Picnic-L5-FS	○○
Picnic-L5-UR	○○
Picnic2-L1-FS	●●
Picnic2-L3-FS	○●
Picnic2-L5-FS	○●
qTesla-I (round 1)	●●
qTesla-III-size (round 1)	●●
qTesla-III-speed (round 1)	●●
Rainbow-Ia-Classic [†]	○●
Rainbow-Ia-Cyclic [†]	●●
Rainbow-Ia-Cyclic-Compressed [†]	●●
Rainbow-IIIc-Classic [†]	○●
Rainbow-IIIc-Cyclic [†]	○●
Rainbow-IIIc-Cyclic-Compressed [†]	○●
Rainbow-Vc-Classic [†]	○●
Rainbow-Vc-Cyclic [†]	○●
Rainbow-Vc-Cyclic-Compressed [†]	○●
SPHINCS+-{Haraka,SHA256,SHAKE256}-128f-{robust,simple}	○●
SPHINCS+-{Haraka,SHA256,SHAKE256}-128s-{robust,simple}	●●
SPHINCS+-{Haraka,SHA256,SHAKE256}-192f-{robust,simple}	○●
SPHINCS+-{Haraka,SHA256,SHAKE256}-192s-{robust,simple}	○●
SPHINCS+-{Haraka,SHA256,SHAKE256}-256f-{robust,simple}	○●
SPHINCS+-{Haraka,SHA256,SHAKE256}-256s-{robust,simple}	○●

TLS 1.3:

- Max certificate size: $2^{24}-1$
- Max signature size: $2^{16}-1$

OpenSSL 1.1.1:

- Max certificate size: 102,400 bytes, but runtime enlargeable
- Max signature size: 2^{14}

1st circle: PQ only

2nd circle: hybrid RSA

● = success

○ = fixable by changing implementation parameter

○ = would violate spec or otherwise unresolved error

† = algorithm on testing branch

	OpenSSL 1.1.1 (TLS 1.3)	OpenSSH
Dilithium-2	●●	●●
Dilithium-3	●●	●●
Dilithium-4	●●	●●
MQDSS-31-48	⊖⊖	●●
MQDSS-31-64	⊖⊖	●●
Picnic-L1-FS	⊖⊖	●●
Picnic-L1-UR	⊖⊖	●●
Picnic-L3-FS	○○	●●
Picnic-L3-UR	○○	●●
Picnic-L5-FS	○○	●●
Picnic-L5-UR	○○	●●
Picnic2-L1-FS	●●	●●
Picnic2-L3-FS	⊖⊖	●●
Picnic2-L5-FS	⊖⊖	●●
qTesla-I (round 1)	●●	●●
qTesla-III-size (round 1)	●●	●●
qTesla-III-speed (round 1)	●●	●●
Rainbow-Ia-Classic [†]	⊖⊖	⊖⊖
Rainbow-Ia-Cyclic [†]	●●	●●
Rainbow-Ia-Cyclic-Compressed [†]	●●	●●
Rainbow-IIIc-Classic [†]	⊖⊖	○○
Rainbow-IIIc-Cyclic [†]	⊖⊖	○○
Rainbow-IIIc-Cyclic-Compressed [†]	⊖⊖	○○
Rainbow-Vc-Classic [†]	⊖⊖	○○
Rainbow-Vc-Cyclic [†]	⊖⊖	○○
Rainbow-Vc-Cyclic-Compressed [†]	⊖⊖	○○
SPHINCS+-{Haraka,SHA256,SHAKE256}-128f-{robust,simple}	⊖⊖	●●
SPHINCS+-{Haraka,SHA256,SHAKE256}-128s-{robust,simple}	●●	●●
SPHINCS+-{Haraka,SHA256,SHAKE256}-192f-{robust,simple}	⊖⊖	●●
SPHINCS+-{Haraka,SHA256,SHAKE256}-192s-{robust,simple}	⊖⊖	●●
SPHINCS+-{Haraka,SHA256,SHAKE256}-256f-{robust,simple}	⊖⊖	●●
SPHINCS+-{Haraka,SHA256,SHAKE256}-256s-{robust,simple}	⊖⊖	●●

1st circle: PQ only

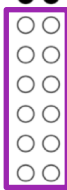
2nd circle: hybrid RSA

● = success

⊖ = fixable by changing implementation parameter

○ = would violate spec or otherwise unresolved error

† = algorithm on testing branch



OpenSSH maximum packet size: 2¹⁸

Summary

Summary

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- Several design choices for hybrid key exchange in network protocols on negotiation and transmitting public keys, no consensus
- Protocols have size constraints which prevent some schemes from being used
- Implementations may have additional size constraints which affect some schemes, which can be bypassed with varying degrees of success

Extensions and open questions

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Remaining Round 2 candidates

- Welcome help in getting code into our framework – either directly into liboqs or via PQCclean

Constraints in other parts of the protocol ecosystem

- Other client/server implementations
- Middle boxes

Performance

- Latency and throughput in lab conditions
- Latency in realistic network conditions à la [Lan18]

Use in applications

- Tested our OpenSSL experiment with Apache, nginx, links, OpenVPN, with reasonable success
- More work to do:
S/MIME, more TLS clients, ...

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