



Key Levels

Cichoń,
Grząślewicz,
Kutyłowski

Random Key
Predistribution

Node
Captures

Levels

Attack Cost

Trees

Zigzag

Conclusions

Key Levels and Securing Key Predistribution Against Node Captures

Jacek Cichoń, Jarosław Grząślewicz, Mirek Kutyłowski

Wrocław University of Technology,

ACNS 2009



Application Scenario

simple devices, symmetric methods, ad hoc connections

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Network

- a network of simple devices, equipped with symmetric algorithms only
- unpredictable which devices will communicate
- all devices from the same provider



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- a network of simple devices, equipped with symmetric algorithms only
- unpredictable which devices will communicate
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Requirement

- no plaintext transmission
- two devices establish a session key when they meet



Random Key Predistribution

simple devices, symmetric methods

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Initialization

- The system provider keeps a secret pool \mathcal{K} of keys selected at random.
- Before being used a device receives k keys from \mathcal{K} chosen at random.



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simple devices, symmetric methods

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Setting up a connection between A and B

- A and B determine the keys they share, say k_{i_1}, \dots, k_{i_t} ,
- A and B compute the session key

$$\mathcal{K} = F(k_{i_1}, \dots, k_{i_t}, A, B, \dots)$$

based on the birthday paradox



Attack

node captures

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Collecting keys

An adversary

- 1 gets devices
- 2 retrieves the keys contained inside
(may be in a destructive way)

Scale of the problem

- no physical protection of the devices
- cheap devices are not tamper proof



Goal

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Improve the situation!

- many diverse proposals in the literature,
- **we provide an additional security mechanism for almost all predistribution techniques**



Key Levels Technique

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T Levels Scheme

- 1 each single key k from the basic method corresponds to an set of keys

$$K_1, K_2, \dots, K_T$$

- 2 the keys related in a one-way fashion:

$$K_1 = K \quad \text{and} \quad K_{i+1} = G(K_i) \quad \text{for } i = 1, \dots, T - 1$$

where G is easy to compute but infeasible to invert



Establishing a Connection

T level scheme

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Mechanism

if A holds K_i and B holds K_j , then $K_{\max(i,j)}$ used for establishing the shared key

computing K_s from K_t , for $s > t$, is easy,
it is infeasible for $s < t$

Gain

if an adversary holds

$$K_t \quad \text{for } t > \max(i, j),$$

then the connection between A and B is secure
(with A , B and the adversary holding (a version of) K)

Problems

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How to assign the levels

- 1 the uniform distribution is not optimal
- 2 example: the optimal pbb of choosing K_1, K_2, K_3, K_4 :
0.437055, 0.218527, 0.182106, 0.162312
- 3 we show an effective procedure to find the optimal probabilities



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Probability of adversary's failure

assumption: A, B and the adversary use a version of K

- 1 for 2 levels it is $\frac{4}{27}$, pbb increases with the number of levels
- 2 for infinite number of levels:
 - it reaches $\frac{1}{3}$
 - no matter what probability density is used



Attack Cost

the expected number of devices corrupted until a connection becomes insecure

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Theorem (2 level case, p is the probability to choose level 1)

Let $L_{m,p}$ denote the number of steps after which adversary collects all keys for compromising connection based on m shared keys. Then

$$E[L_{m,p}] = \int_0^{\infty} \left(1 - \frac{H(t)}{e^t}\right) dt, \quad (1)$$

where $H(z) = (e^{z/m} - 1 - p^2(e^{qz/m} - 1))^m$ and $q = 1 - p$.



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Corollary

- For $m = 1$ the optimal value of p is 0.5; then $E[L_m] \approx 1.25$.
- If $m = 10$, then the optimal value of p is 0.32164; in this case we get $E[L_m] = 40.9724$, so $E[L_m] = 1.39887 \cdot m \cdot H_m$, where H_m = the m th harmonic number. So the actual cost of breaking the transmission is increased by $\approx 40\%$

Very large number of levels

From factor 1 improve to 1.5 as a limit value.



Trees

an extension with no *weak keys*

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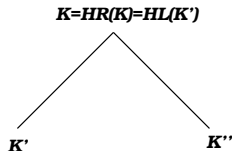
Zigzag

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Idea

Instead of a single key K or a chain of keys $K_0, K_1 \dots$, we can construct the following tree $T_{\hat{K}}$ of keys:

- each node of the tree is labeled with a key, the root is labeled with \hat{K} ,
- if a node is labeled with key K , then its parent is labeled with $H_i(K)$, where $i = L, R$





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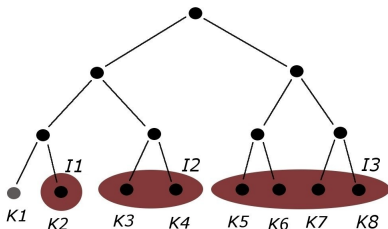
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a tree containing keys K_1, \dots, K_8 , if adversary is holding the key K_1 , then the communication between A and B is not broken if they both hold keys from $I1 = \{K_2\}$ or from $I2 = \{K_3, K_4\}$ or from $I3 = \{K_5, K_6, K_7, K_8\}$



Reducing the number of keys in a device

keeping connectivity

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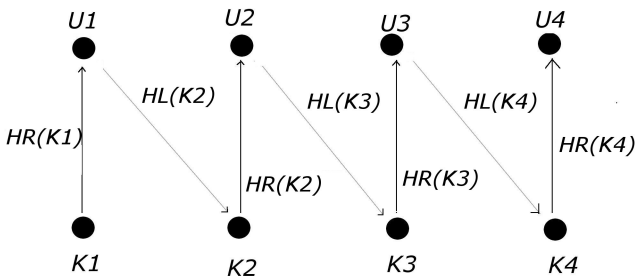
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- 1 special choice of keys in the pool
- 2 the devices do not have to share a key, subsequent keys can be used as well



Conclusions

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Further constructions and details

to be presented during ALGOSENSORS'2009

Main features

attack resilience improved moderately, but practically with
no cost