

On Hiding a Plaintext Length by Preencryption

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LASEC

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Outline

- 1 Introduction
- 2 Games and Security
- 3 Padding Schemes
- 4 Conclusion

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- **A Solution:** Use *random padding* before the encryption.
 - e.g. TLS Protocol version 1.2 allows to pad up to 2^{11} bits to frustrate attacks based on the lengths of exchanged messages (but the resulting length must be a multiple of the block size).
- **Aim:** To formalize preencryption schemes and define appropriate secrecy.

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Definition

The **advantage** is $2(\Pr[b = b'] - \frac{1}{2})$. We say that the encryption scheme is Δ -IND-OTE(t, ε)-secure if for all adversary with time complexity limited by t , the advantage is at most ε .

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Something is wrong with this definition (yet the results are provided w.r.t. it).

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This is the definition that is provided in the paper (and it is valid for this talk).

Preencryption Schemes

Definition

Given two plaintext domains \mathcal{X} and \mathcal{X}^0 , a preencryption scheme from \mathcal{X} to \mathcal{X}^0 is a pair of algorithms

- a (probabilistic) algorithm pre such that for all $x \in \mathcal{X}$, $pre(x) \in \mathcal{X}^0$ with probability 1
- a (deterministic) algorithm $Extract$

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- a preencryption scheme is *B-almost length preserving* if $||pre(x)| - |x|| \leq B$ with probability 1 for all x .
- a preencryption scheme is *length-increasing* if $|pre(x)| \geq |x|$ with probability 1 for all x .

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Definition (Security and Advantage)

A preencryption scheme is Δ -IND (t, ε) -secure if for all adversary \mathcal{A} with time complexity limited by t , the advantage in the following game is at most ε . The **advantage** is defined as $\Pr[b = b'] - \frac{1}{2}$.

Preencryption Schemes

Theorem

For an IND-OTE-secure encryption C^0 which fully leaks the plaintext length, the Δ -IND security of P is necessary and sufficient to have C Δ -IND-OTE-secure where $C(x) = C^0(\text{pre}(x))$.

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i.e. P Δ -IND-secure + C^0 IND-OTE-secure \Rightarrow C Δ -IND-OTE-secure

Advantage

Definition

Given a set of integers A , x_0 and x_1 , we define a Δ -IND adversary $D_A(x_0, x_1)$ as the one selecting x_0 and x_1 then yielding $b' = 1$ if and only if $L \in A$. We define $\text{Adv}_A(x_0, x_1)$ as the advantage of this adversary.

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Actually, $\text{Adv}(x_0, x_1)$ is the statistical distance between $|\text{pre}(x_0)|$ and $|\text{pre}(x_1)|$.

Maximal Security of the Pad-then-Encrypt Scheme

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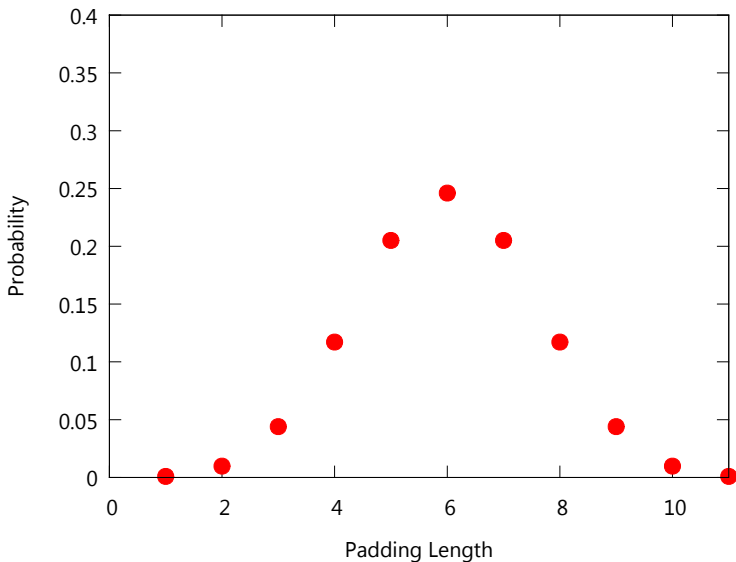
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Example

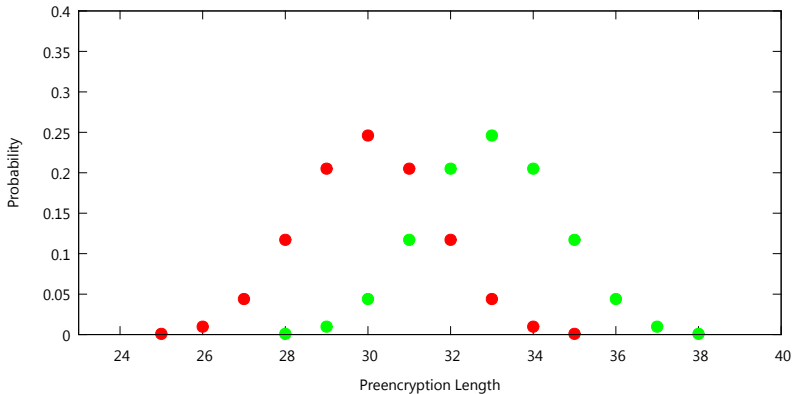
Let $B = 11$ and N be the binomial distribution with parameters 10 and $\frac{1}{2}$.

Let the lengths of the two chosen plaintexts for the Δ -IND game be $|x_0| = 24$ and $|x_1| = 27$.

An Example



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Theorem (Lower bound)

If P is length-increasing and B -almost length-preserving, then there exists an adversary with advantage at least $\frac{1}{2^{\lceil \frac{B}{\Delta} \rceil}}$.

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- (uniformity) the distribution of the padding length is fixed (it does not depend on the plaintext)
- (almost length-preserving) the padding length is in $\{1, \dots, B\}$

Uniform Padding Schemes

We are considering the Δ -IND game where $||x_0| - |x_1|| \leq \Delta$, N is the distribution for the padding length, and $|pad(x)| \leq B$. Three questions to answer:

- 1 Given B and Δ , what is the optimal distribution N ?

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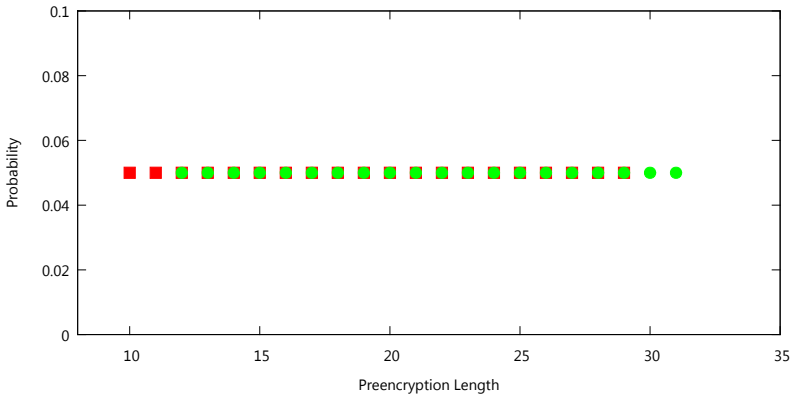
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Uniform Padding Schemes

Example

The padding scheme that has uniformly distributed padding length in $\{1, \dots, B\}$ has advantage $\text{Adv}(x_0, x_1) = \frac{||x_1| - |x_0||}{2B}$. So, this preencryption scheme is $\Delta\text{-IND}(t, \frac{\Delta}{2B})$ -secure for all Δ and any t .

Example: Uniform Distribution



Uniform Padding Schemes

Thus, we have $\frac{\Delta}{2B} \geq \text{Adv}(a, b) \geq \frac{1}{2^{\lceil \frac{B}{\Delta} \rceil}}$.

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Theorem ($\Delta = 2$ Case)

Consider a uniform strictly length-increasing and B -almost length-preserving padding scheme. If B is odd and $\Delta = 2$ then $\text{Adv}(a, b) \geq \frac{B}{B^2+1}$.

Table: Security when $\Delta = 2$ and B is odd

B	Uniform Distribution $\frac{\Delta}{2B}$	Best Achievable $\frac{B}{B^2+1}$	Lower Bound $\frac{1}{2 \lceil \frac{B}{\Delta} \rceil}$
3	0.3333333333333333	0.3	0.25
5	0.2	0.192307692307692	0.1666666666666667
7	0.142857142857143	0.14	0.125
9	0.1111111111111111	0.109756097560976	0.1
11	0.0909090909090909	0.0901639344262295	0.0833333333333333
13	0.0769230769230769	0.0764705882352941	0.0714285714285714
15	0.0666666666666667	0.0663716814159292	0.0625
17	0.0588235294117647	0.0586206896551724	0.0555555555555556
19	0.0526315789473684	0.0524861878453039	0.05
21	0.0476190476190476	0.0475113122171946	0.0454545454545455
23	0.0434782608695652	0.0433962264150943	0.0416666666666667
25	0.04	0.0399361022364217	0.0384615384615385
27	0.037037037037037	0.036986301369863	0.0357142857142857
29	0.0344827586206897	0.0344418052256532	0.0333333333333333
31	0.032258064516129	0.0322245322245322	0.03125
33	0.0303030303030303	0.0302752293577982	0.0294117647058824
35	0.0285714285714286	0.0285481239804241	0.0277777777777778
37	0.027027027027027	0.027007299270073	0.0263157894736842
39	0.0256410256410256	0.0256241787122208	0.025
41	0.024390243902439	0.0243757431629013	0.0238095238095238
43	0.0232558139534884	0.0232432432432432	0.0227272727272727
45	0.0222222222222222	0.0222112537018756	0.0217391304347826
47	0.0212765957446809	0.0212669683257919	0.0208333333333333
49	0.0204081632653061	0.0203996669442132	0.02

Some Consequences

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- Usual security levels cannot be obtained for the Δ -IND-OTE game in practice. e.g. To have 2^{-80} -indistinguishable two plaintexts with a single bit of length difference (i.e. 1-IND-OTE($t, 2^{-80}$)), we need to append a padding of length 2^{79} bits.

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- We formalized the pad-then-encrypt technique and showed that Δ -IND-security is necessary and sufficient to make an encryption scheme Δ -IND-OTE secure.
- We showed that there is always an adversary with advantage nearly $\frac{\Delta}{2B}$. So, insecurity degrades linearly with the padding length B .
- We showed that a padding scheme making padding lengths uniformly distributed is nearly optimal.

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THANK YOU FOR YOUR
ATTENTION