

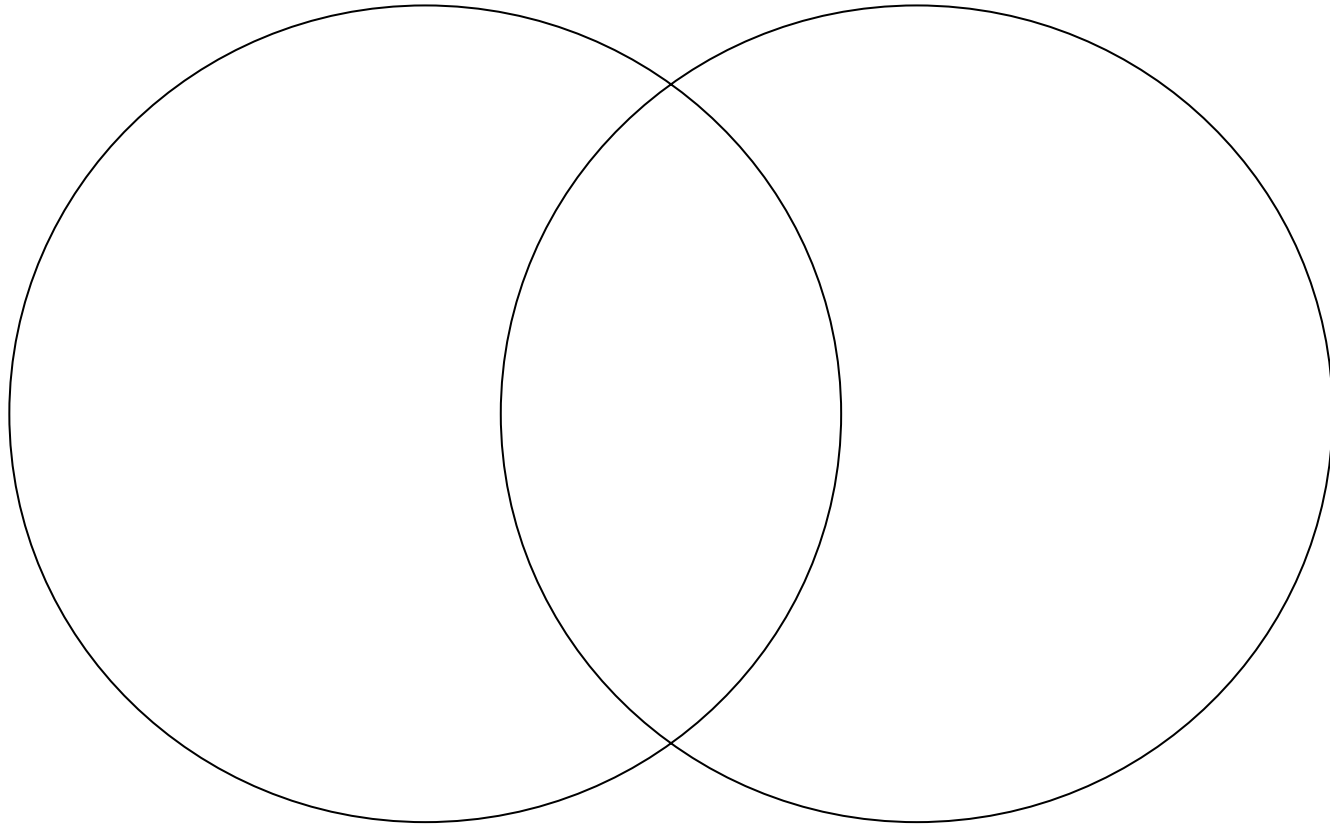
Overview of Formal Verification for Communication Protocols

通信プロトコルの形式的検証技術の概要

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formal method

security



verify your designed security protocol by computers
(generate desired security protocols by computers)

Verification of Systems

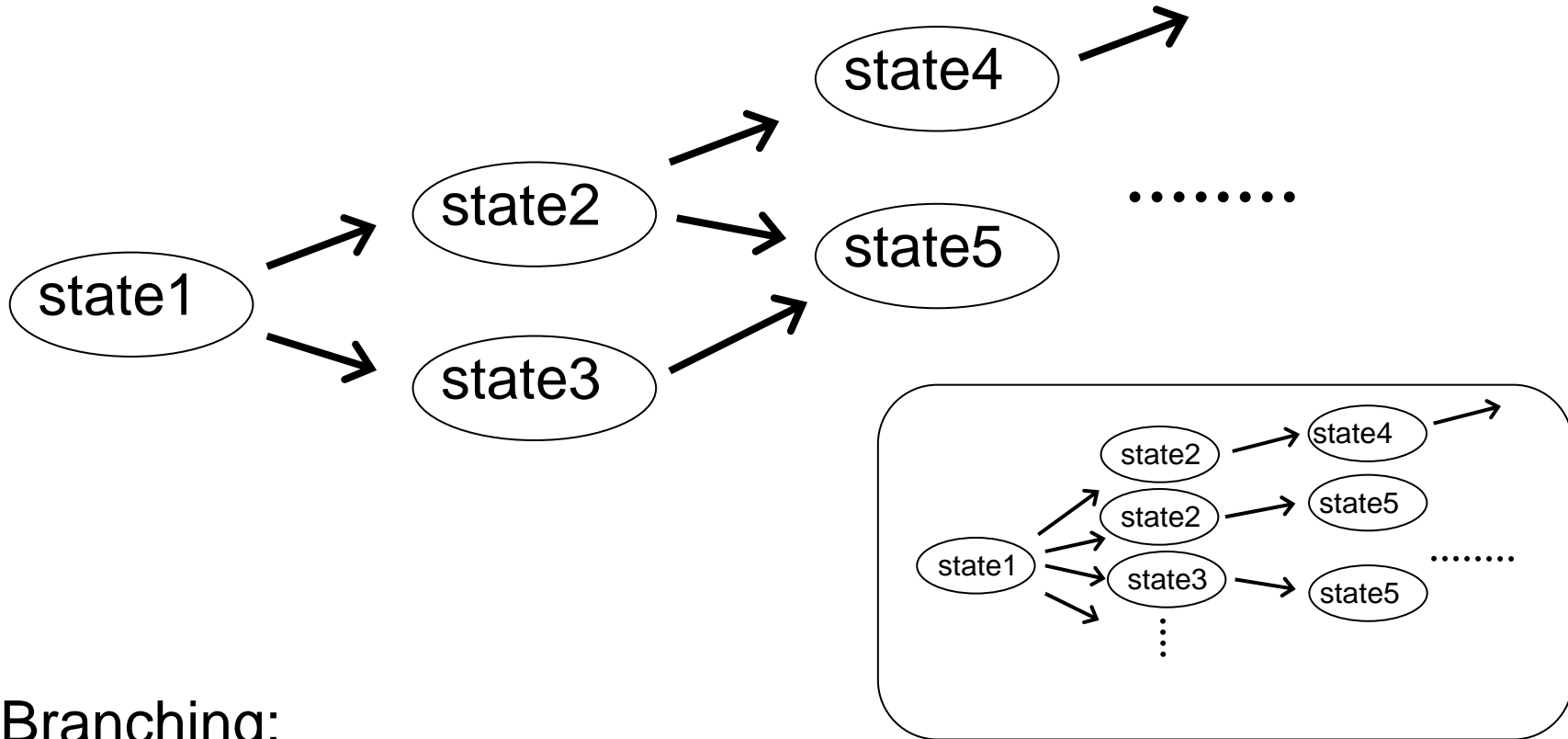
Target Systems:

- Hardware
- Software: Programs, Distributed Systems
- Security Protocols

Verification:

- Description of System's Behavior
(program: executable, protocol: abstract design)
- Requirement Specification
(logic: $\Box(\text{rcv}(m) \rightarrow \Diamond \text{snd}(m'))$), sim: abst. ideal behavior)

System Behavior



Branching:

- several inputs on the way
- timing of receiving messages (asynchronous systems)
- adversary's possible interaction

Formal Verification

Formal Description:

- Logic
- Process Algebra
- Automata

Verification Approach:

- Model Checking (automatic)
- Theorem Proving (proof assist)

Completeness & Soundness

- bounded

Research Issue

Infinity in verification:

progress

(1) infinite length of executions



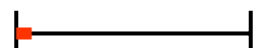
(2) infinite state of systems



(3) unbounded number of distributed systems



(4) unbounded number of sessions



Model Checking

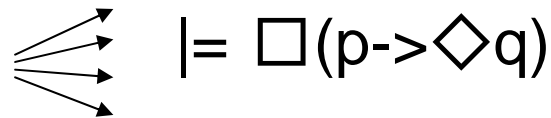
(1) infinite length of executions

(1) temporal logic (finding loop)

- computational tree logic



- linear time logic



(2) process algebra (partition refinement)

- pi-calculus, CSP

(bi-)simulation

Model Checking

(1) infinite length of executions

symbolic model checking

- logic:CTL, tool:SMV

logical rep. of current state and next state: $R(c_x, n_X)$

$\exists c_x. R(c_x, n_X) \wedge \psi(c_x)$: BDD, SAT solver

explicit model checking

- logic:LTL, tool:SPIN

search, trace inclusion :

$M_{\text{sys}} \subset M_{\text{spec}} ?$, $M_{\text{sys} \subset \text{spec}} = \phi ?$

- partial order reduction
remove redundant paths
- on the fly
only related to spec

Abstraction

(2) infinite state of systems

- predicate/data abstraction

if $x > 3$ then ... ---- $x > 3 \rightarrow x_>_3$

if $x = \text{odd}$ then ... ---- $\text{Nat} \rightarrow \{\text{odd}, \text{even}\}$

- interpolation

refinement of a set of predicates

Parameterized Systems

(3) unbounded number of distributed systems

- counter abstraction

$\#\{P \mid P \text{ is in state } s\} : 0, 1, 1 <$

- invisible invariant

$P_1 \parallel \dots \parallel P_{N_0} \models \text{spec}(\text{safe}) \Rightarrow P_1 \parallel \dots \parallel P_N \models \text{spec}(\text{safe})$

tool: PAX-MONA (WS1S)

- regular expression

Dolve-Yao Model

(atomic1)

• $P1, P2, P3, \dots \in M : \text{ID} (<\infty)$

• $R1, R2, R3, \dots \in R : \text{random-string} (<\infty)$ nonce, symmetric key

• $K1, K2, K3, \dots \in K_{pub} : \text{public key} (<\infty)$ $K^{-1}?, K_{adv} ?$

(compound)

• $\text{encrypt} : \{m\}_K$ (m: msg, K: public key)

• $\text{pair} : m1|m2$ (m1, m2: msg)

=====

adversary's knowledge from S (closure)

$C[S]$: the set of messages that S can compose from msg set S

(adv's ability $S \vdash m$)

decrypt: $K^{-1}, \{m\}_K \vdash m$

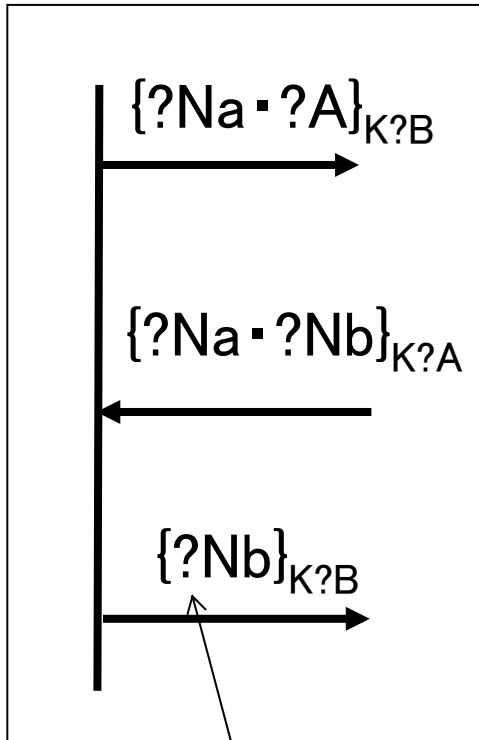
split: $m1|m2 \vdash m1$

Strand Space

NS

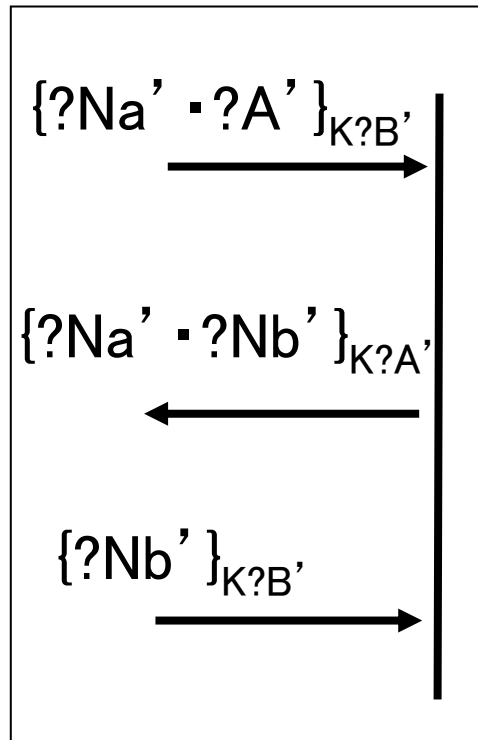
role

Init(?A, ?B, ?Na, ?Nb)



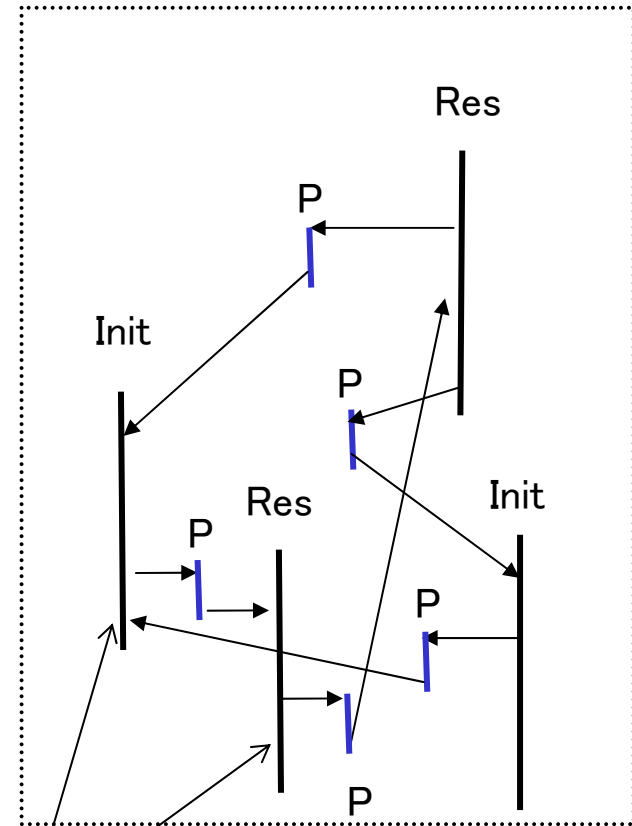
role

Res(?A', ?B', ?Na', ?Nb')



? means variable

bundle



strand

Strand Space: Athena

requirement specification:

$$\forall C.(s_1 \in C \wedge \dots \wedge s_n \in C \Rightarrow s'_1 \in C \vee \dots \vee s'_m \in C)$$

(C: bundle, s1,..., s1,... strand)

mutual authentication

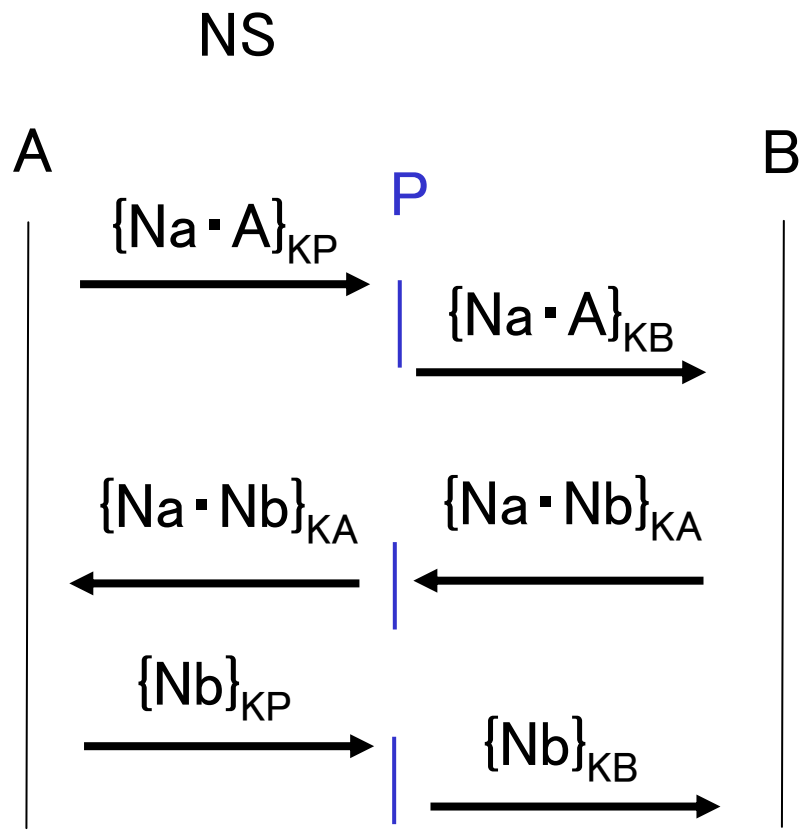
$$\forall C.(\text{Res}(a, b, na, nb) \in C \Rightarrow \text{Init}(a, b, na, nb) \in C)$$

Verification :

from the roles of protocol and roles of penetrator P,
construct all possible bundles (relation between
message send/receive and unification)
and check the requirement for each bundle.

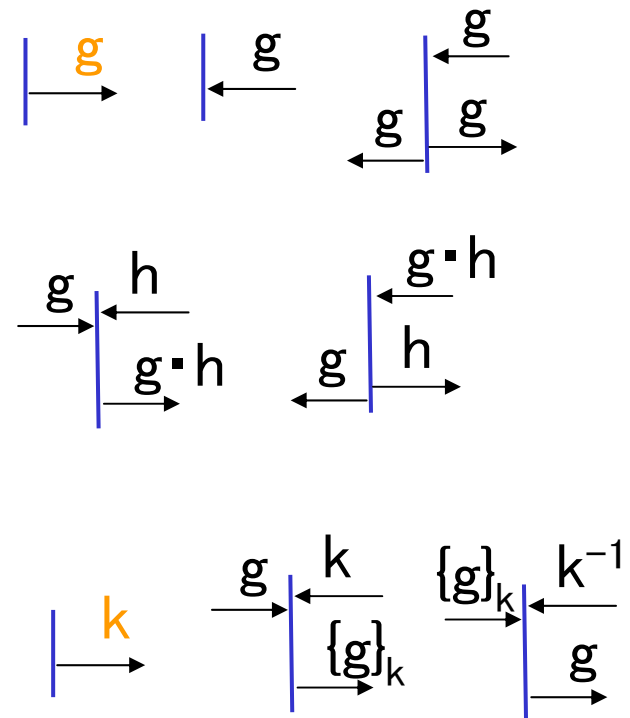
Strand Space: Athena

Penetrator's Attack



B thinks P as A.

behavior (ability) of P



Others

- BAN-logic / knowledge logic (Halpern)
- Theorem Proving (HOL/Isabelle) assist
- ProVerif (logic programming) auto
- Casper (<- CSP+FDR-model checker)

Computational and Symbolic

Formalization:

polynomial time, probabilistic

passive, active, adaptive

Bellare-Rogaway $P(\text{succ of attack}) < \text{neg}$

Proof:

reduction to Hard problem primitives: one way func, DDH)

$P(\text{succ of attack}) < P(\text{succ of attack against hard problem})$

sequence of games: A problem, Z known hard problem

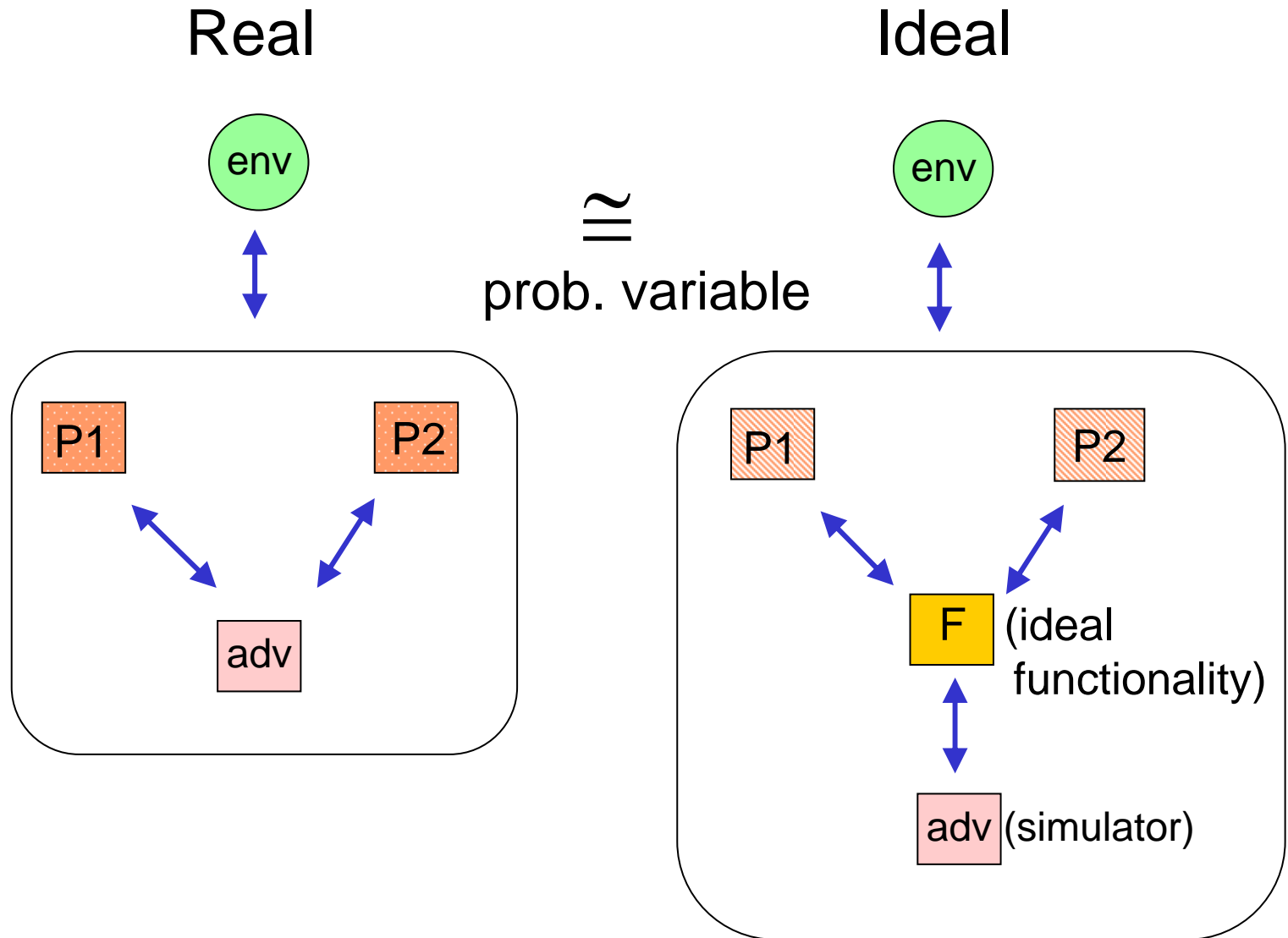
$P(A) + \text{neg} < P(B)$, $P(B) + \text{neg} < P(C)$... $P(Y) + \text{neg} < P(Z)$

Computational and Symbolic

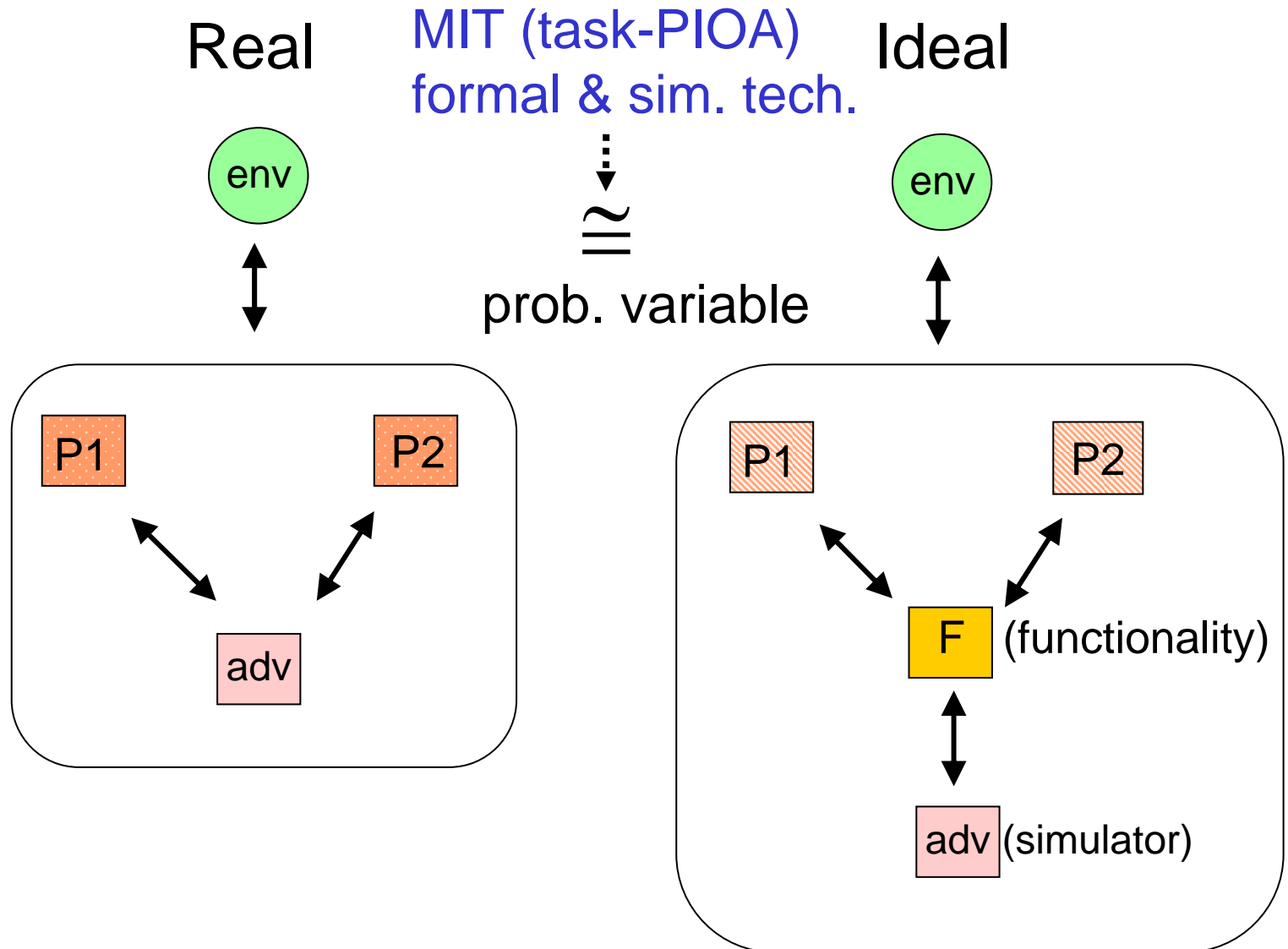
- UC (MIT): universal composability
- BPW (Zurich):
- Mitchell et al (Stanford)

- Abadi ...
- Pointcheval (ENS)

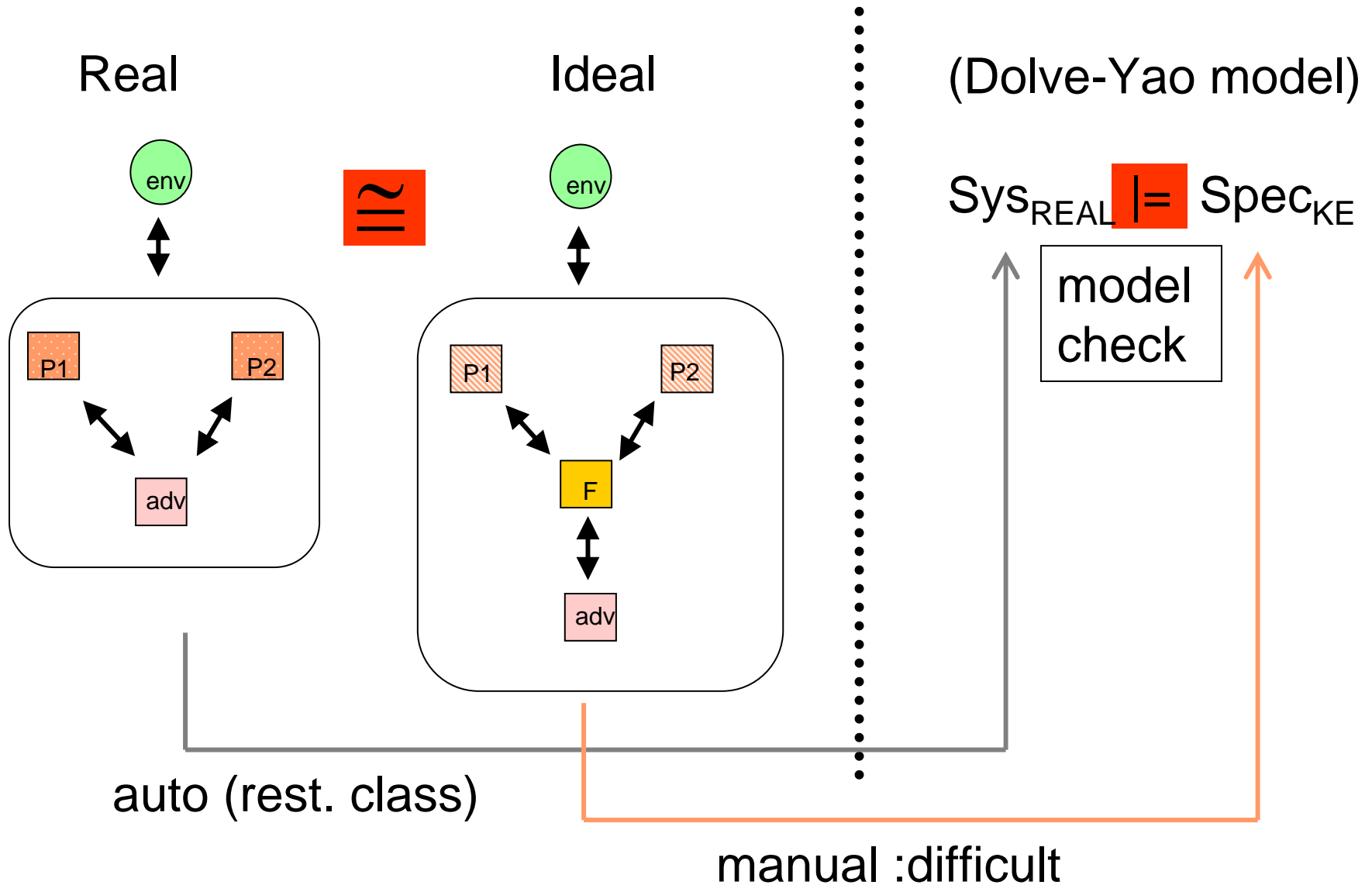
UC (Real & Ideal)



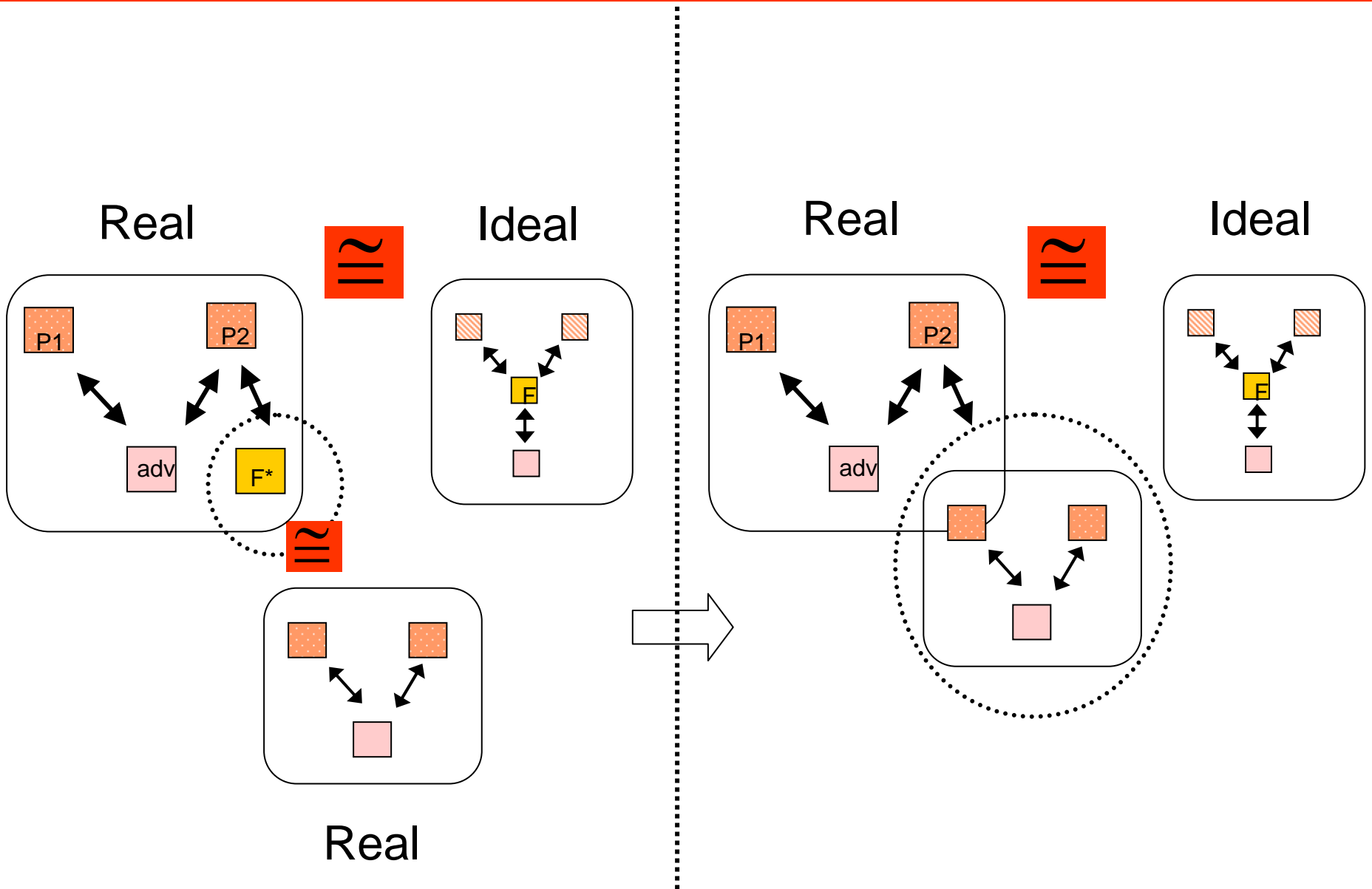
UC (Real & Ideal)



UC (Translation to Symbolic Model)



UC (Composability)



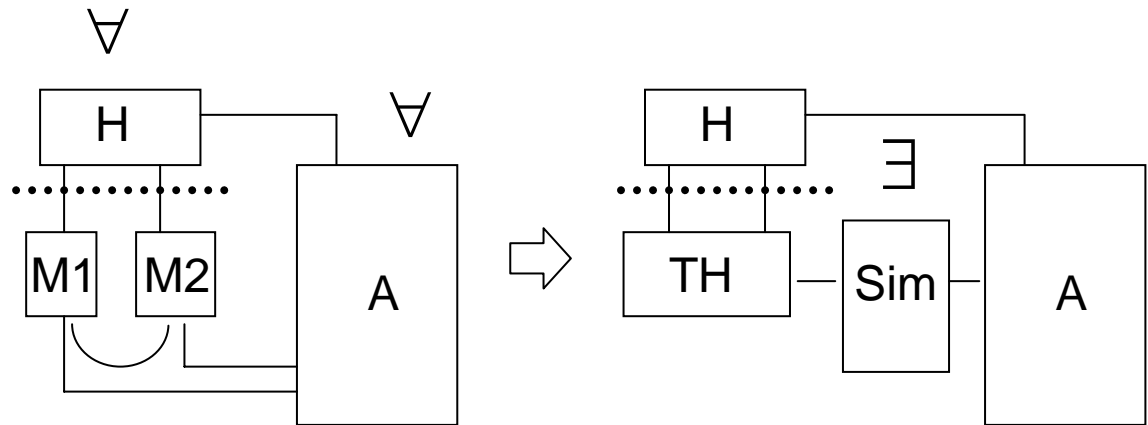
BPW (Backes-Pfitzmann-Waidner)

- real & ideal

- computational
& symbolic

- (black box) simulation (no specific model for M, A, TH)

- composition



Mitchell et al

protocol composition logic

- modal formula $\theta [P]_X \phi$:

P : protocol (seq of action), θ , ϕ : formula, X : thread

- action: Send(T,t), Receive(T,t), Encrypt(T,t,k),

- formula: Possess(T,t), Indist(T,t) ...

- axiom & deduction rule

- semantics

ratio -> probability

[modal formula](T, D, ε) : a set of traces

T . a set of traces, D : distinguisher, ε : tolerance

Others

- Abadi : several topics
- Pointcheval (ENS): automatization of
Shoup's sequence of games