



TEL AVIV UNIVERSITY

Information Security – Theory vs. Reality

0368-4474, Winter 2015-2016

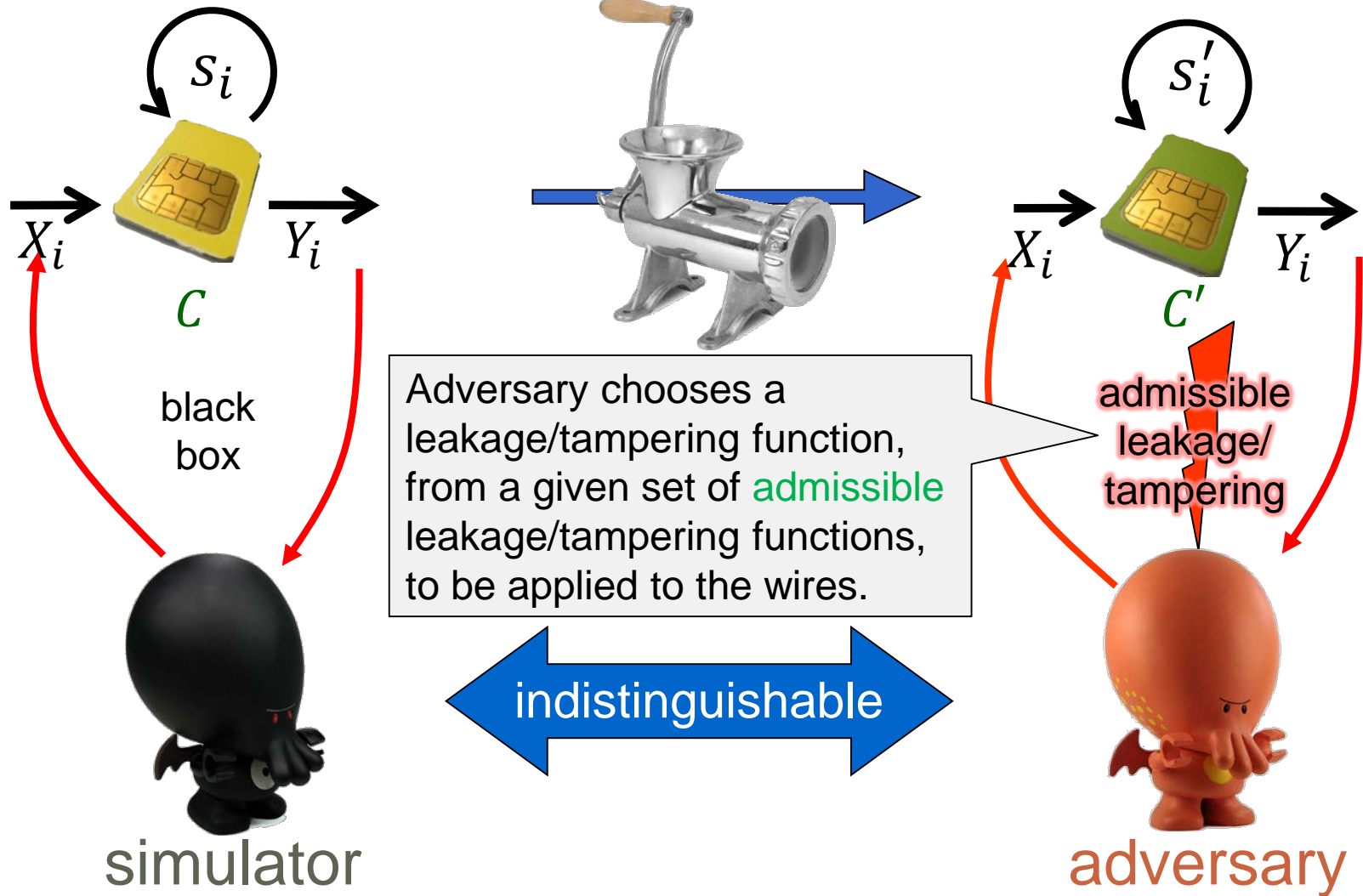
Lecture 9: Leakage resilience (continued)

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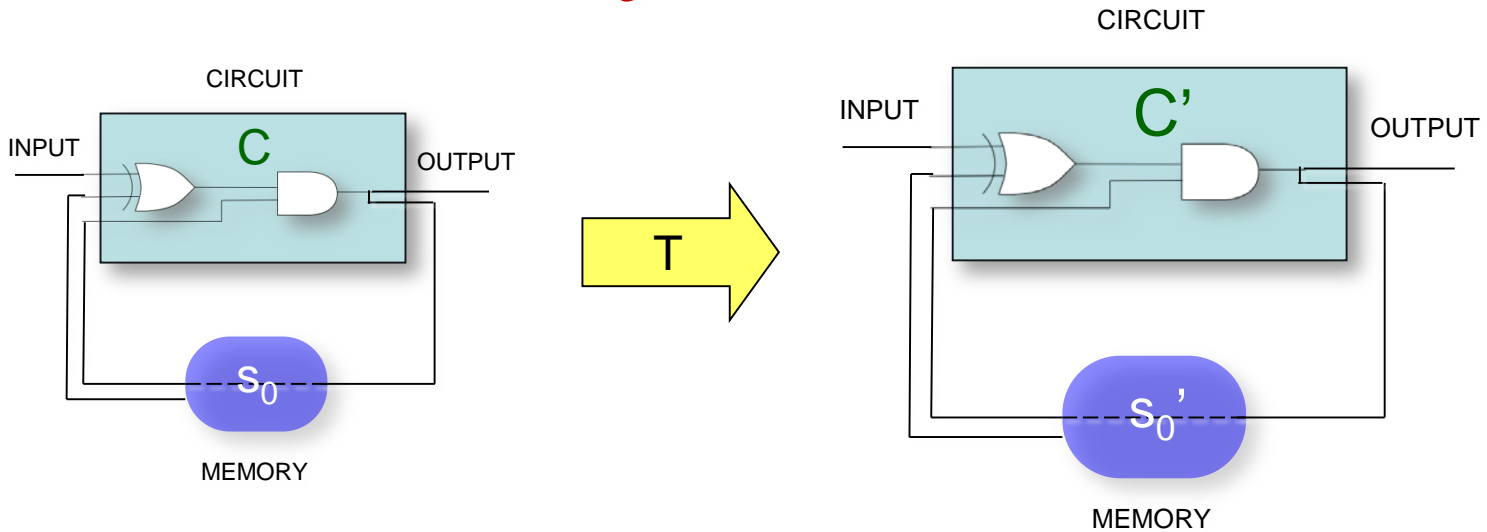
Leakage resilience (continued)

Security

[Ishai Sahai Wagner '03]



Security definition



Transformer T protects **privacy** (of the initial state) against a given class of **admissible leakage/tampering**:

\forall circuit C

\exists efficient Sim

\forall admissible Adv

\forall initial state s_0 :

$\text{Sim}^{\text{Adv}, C[s_0]} \approx \text{output of Adv attacking } C'[s_0']$

(Even in case of tampering, only privacy is required)

Resilient-schemes 1/3

(whiteboard discussion)

- Sum-of-wires leakage
 - Dual-Rail Logic
- Sum-of-wire-transitions leakage
 - Dual-Rail Precharge Logic

Resilient-schemes 2/3

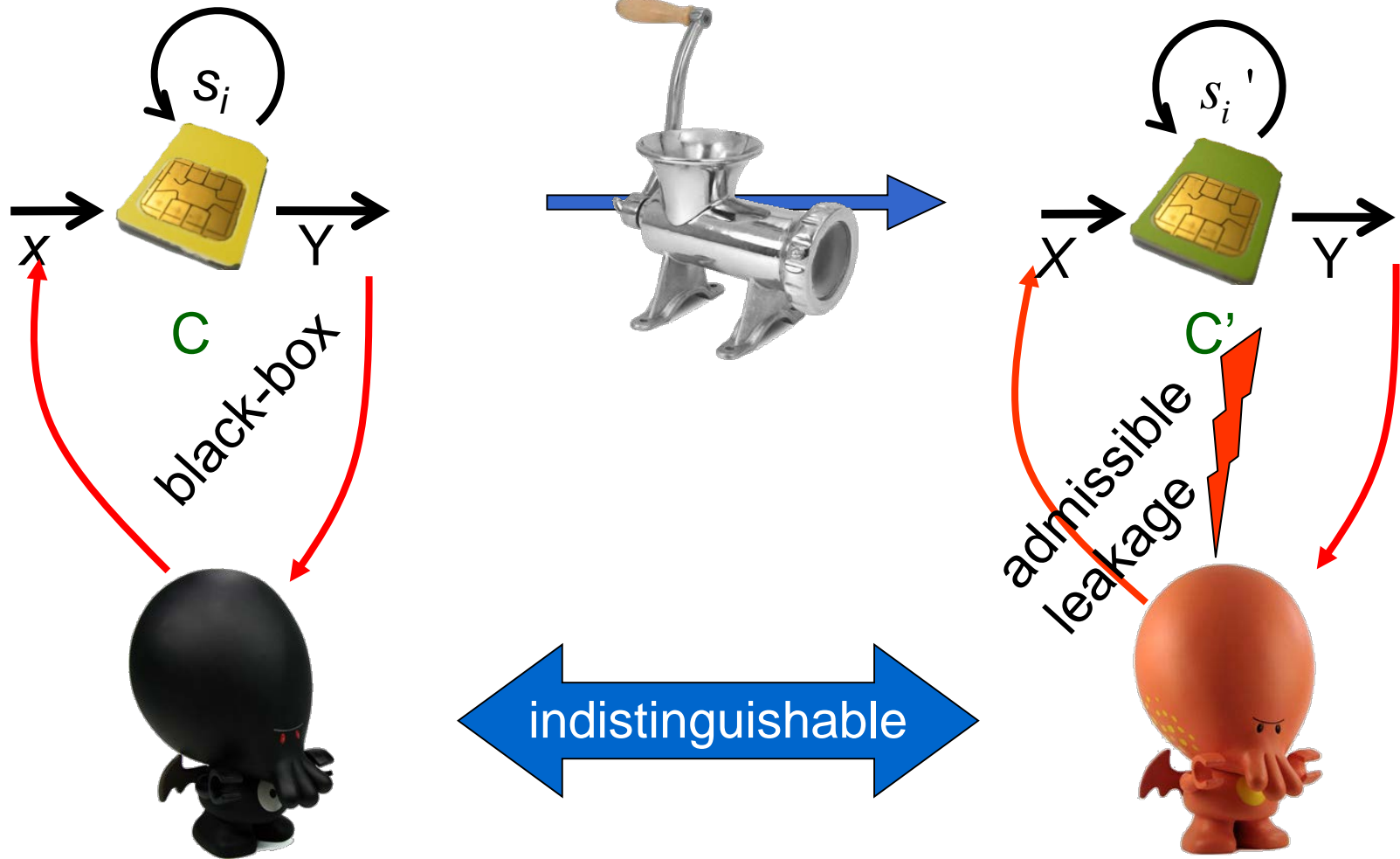
(whiteboard discussion)

- Single-wire leakage
 - Bit masking or secret sharing
- Multiple-wire leakage
 - Secret sharing
- Leakage of “data-dependent” values from “bulk” computation
 - RSA blinding

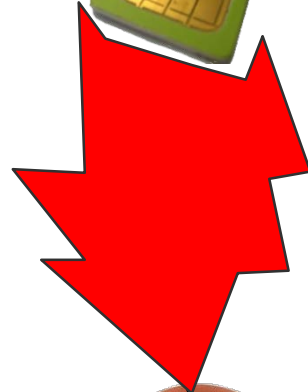
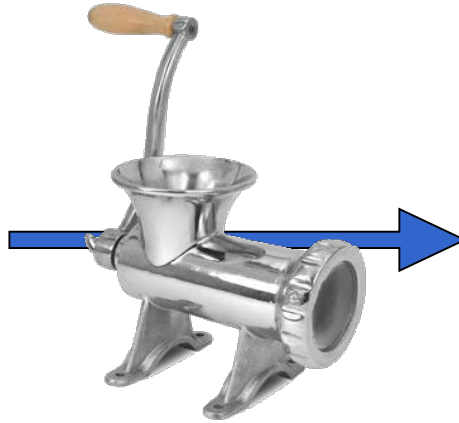
t -wire leakage [ISW03]

- Secrets additively secret-shared into $m=2t+1$ shares
- Given shares of $a=a_1 \oplus \dots \oplus a_m$ and $b=b_1 \oplus \dots \oplus b_m$:
 - Compute shares of NOT(a) : apply NOT to a_1
 - Compute shares c_i of a AND b :
 - Let $z_{i,j}$, $i < j$, be random independent bits
 - Let $z_{j,i} = (z_{i,j} \oplus a_i b_j) \oplus a_j b_i$ ($i < j$)
 - Let $c_i = a_i b_i \oplus \bigoplus_{j \neq i} z_{i,j}$
- Re-randomize s' at every iteration (hence $m=2t+1$).
- Security proof sketch: simulator runs adversary and, when asked for leakage value: if answer implied by inputs / inputs / previous answer, answers thus. Otherwise answers randomly. This has the correct distribution.

Other leakage?



Our goal



Allow stronger leakage.

Leakage classes

- Locality assumptions
 - Single wire, t wires
 - Separate sub-circuits
 - Leak-free processor:
Oblivious RAM [Goldreich Ostrovsky 95]
 - Leak-free memory (“only computation leaks information” [Micali Reyzin 04]:
leakage is only from CPU state and memory accessed at that program step)
- Quantitatively bounded
 - Total #bits leaked
 - Total #bits leaked per “computational step”
 - Noisy leakage from every wire
- “Simple leakage”
 - Sums and Hamming weights
 - Low-complexity global functions
- “Too-complicated leakage” (hard to invert)
- *Some of these are for specific functionality (mainly crypto)*



Open problem: realistic models allowing secure and efficient constructions.

Trusted Computing Architecture

(warmup discussion, see next week's slides)