

## Round-Efficient Broadcast Authentication Protocols for Fixed Topology Classes

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## Talk Outline

- Background / Motivation
- Optimizations for the Path Topology
- Summary of Other Results

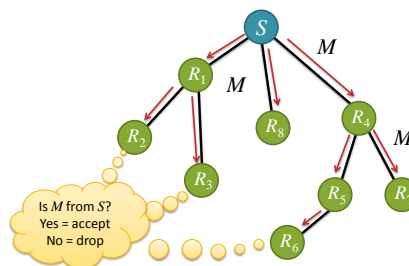
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## Multi-receiver Authentication in Sensor/Ad-hoc Networks



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## Authentication Methods

- **Signature**: Sender  $S$  signs  $M$  using private key
  - Need support for public key crypto
- **Multi-receiver Message Authentication Codes**
  - Additional  $O(n)$  overhead in message size
- **TESLA** [Perrig et al, 2002]:
  - Need time synchronization
- **Communication-Efficient with Minimal Assumptions**
  - Guy Fawkes [Anderson et al. 1998]
  - **Hash Tree-based** [Chan & Perrig 2008]

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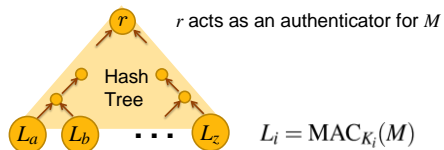
## Assumptions

- Sender knows full network topology
- Sender shares a unique symmetric key  $K_i$  with each receiver  $R_i$

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### Hash Tree Based Broadcast

- Construct a hash tree with MACs at the leaves

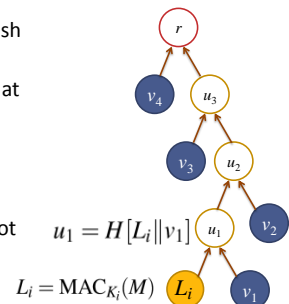


- Idea: Adversary can't compute  $r$  for forged  $M'$  since it does not know any of the MAC values of the legitimate nodes

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### Receiver Verification

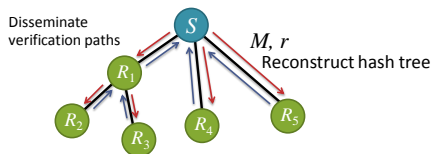
- Given Message  $M$ , hash tree root vertex  $r$
- Receiver  $R_i$  verifies that  $L_i = \text{MAC}_{K_i}(M)$  is a leaf in hash tree with root  $r$
- Verification path = all siblings on path to root



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### General Tree Topology: 3 Passes

- Sender broadcasts message  $M$  with hash tree root  $r$
- Receivers reconstruct hash tree with leaves  $L_i = \text{MAC}_{K_i}(M)$
- Verification paths disseminated



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### Path Topology



- Common applications
  - Actual linear topologies (roadway, corridor)
  - Path from leaf to root in spanning tree
  - Along a routing path
- 1 round = one interaction between neighbors
- Message from  $S$  to  $R_n$  takes  $n$  rounds
- Unoptimized: 3 passes =  $3n$  rounds

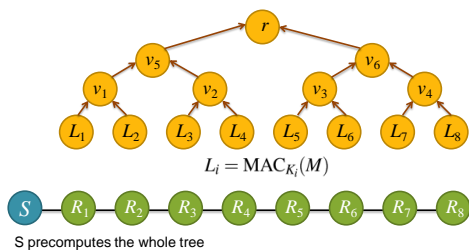
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### Observation

- Can start reconstructing the hash tree immediately upon receiving  $M$
- "Piggy-back" the two outgoing passes together
  - Achieve  $2n$  rounds
  - Outgoing pass: left-siblings computed
  - Incoming pass: right-siblings computed

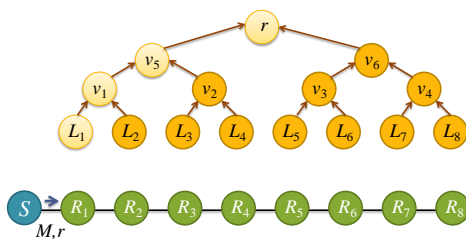
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### 2n-Round Protocol



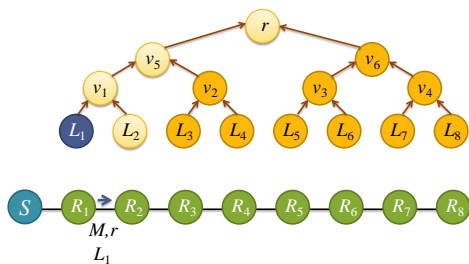
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### 2n-Round Protocol



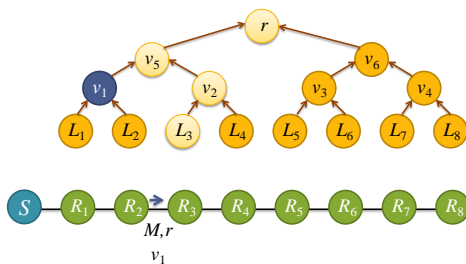
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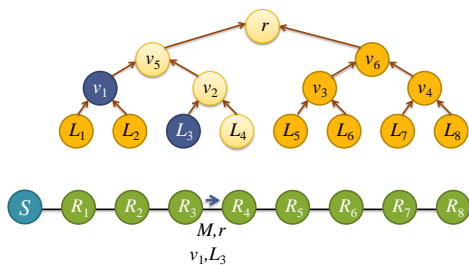
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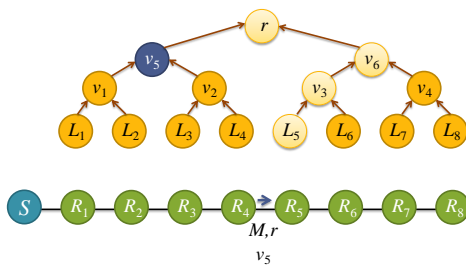
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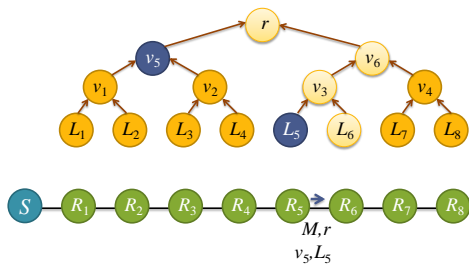
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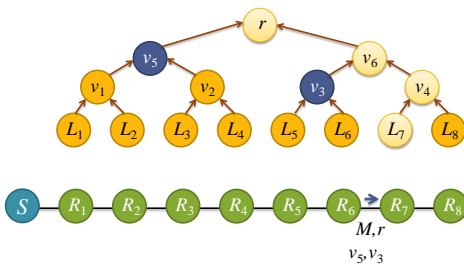
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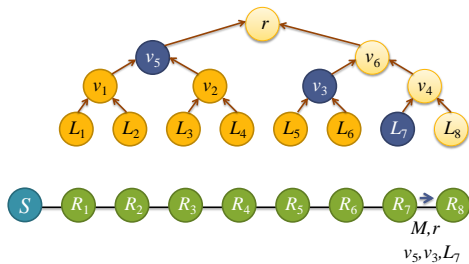
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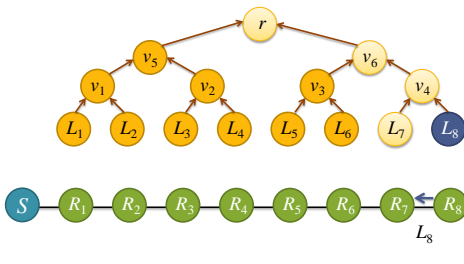
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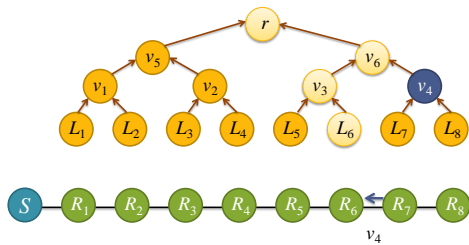
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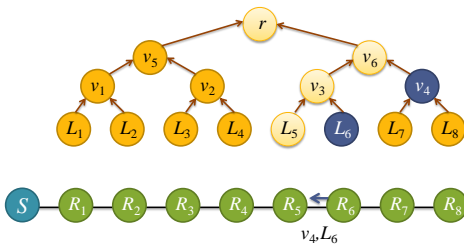
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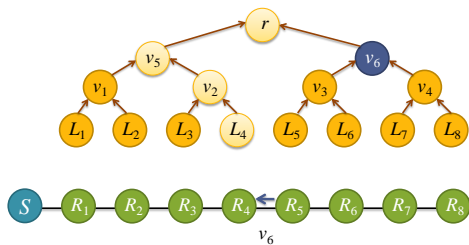
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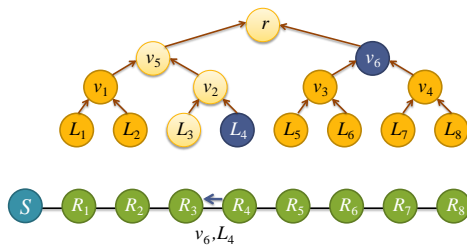
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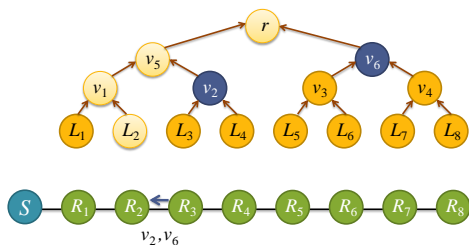
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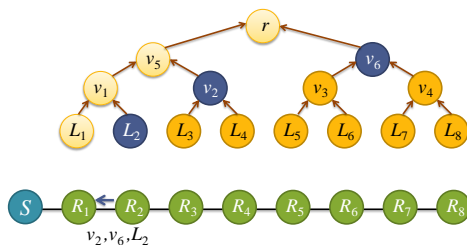
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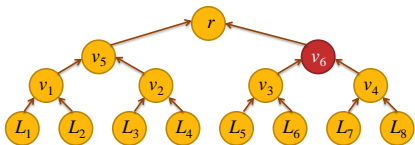
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### 2n-Round Protocol



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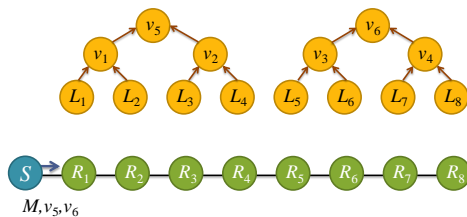
### Further Optimizations



- Computation of Node  $v_6$  causes delay
- If Sender precomputes and sends  $v_6$ 
  - Nodes 1-4 can build verification paths *independently* of 5-8
  - Split apart the two subtrees

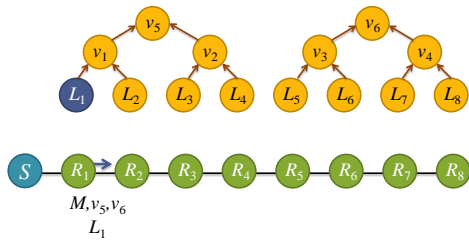
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### 1.5n-Round Protocol



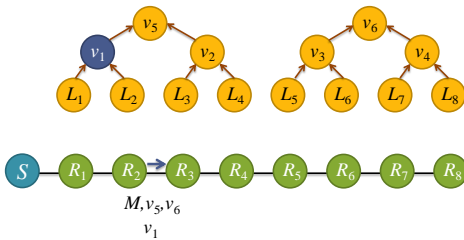
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### 1.5n-Round Protocol



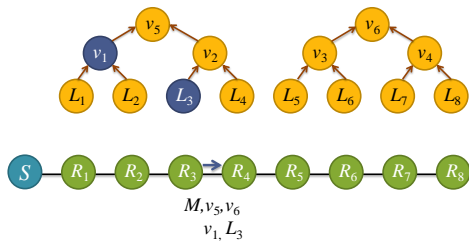
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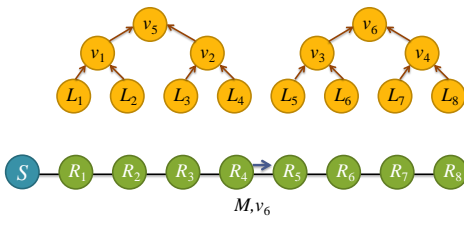
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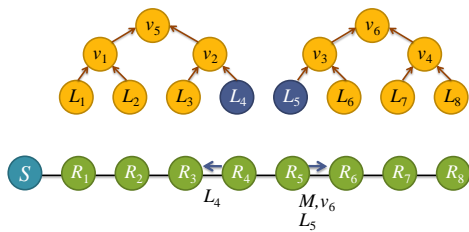
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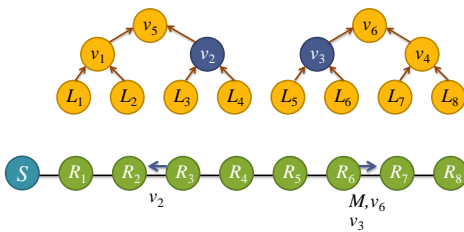
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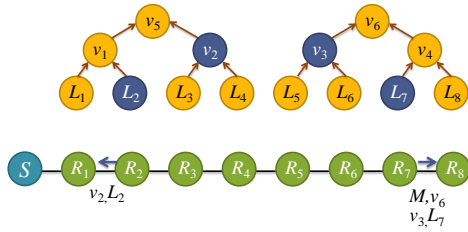
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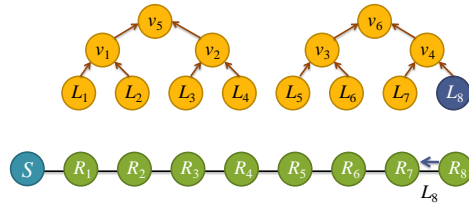
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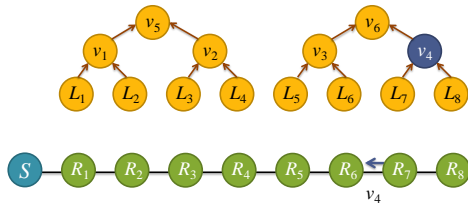
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### 1.5n-Round Protocol



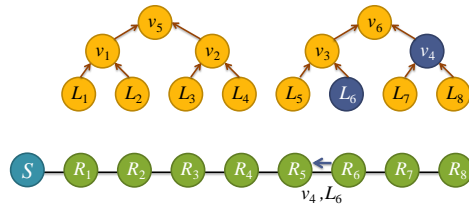
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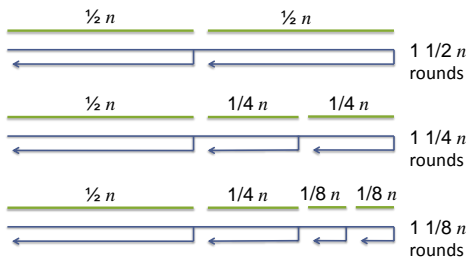
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### 1.5n-Round Protocol



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### General Optimization



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### n-Round Protocol

- Break the receiver set into  $\log n$  groups
- Doubles communication overhead but halves the number of rounds
- No protocol can be faster than this

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## Guy Fawkes on the Path Topology

- Optimization to reduce Guy Fawkes to  $2n$  rounds
- Reduce that to  $n$  rounds using the same divide-and-conquer technique

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## Round Complexity Lower Bounds

- Any Signature-free Broadcast Authentication Protocol that completes in  $(2-\rho)\log n$  rounds for  $0 < \rho \leq 1$  must have  $\Omega(n^\rho)$  comm. overhead per node
- Proven using a reduction to a known result for multi-receiver MACs
- Protocols with polylog communication overhead must take  $2 \log n$  rounds or more

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## Tightness of the Bound

- Optimization of protocols for fully connected topologies
- Achieves  $2 \log n$  rounds with  $O(\log^2 n)$  communication per node
- No protocol with polylog per node communication overhead can take fewer rounds

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## Lower Bounds for Trees

- Any Signature-free Broadcast Authentication Protocol that completes in  $(2.44-\rho)\log n + O(1)$  rounds in a tree topology must have  $\Omega(n^\rho)$  comm. overhead per node
- Strictly more than 2 passes are needed for trees
  - Known protocols are likely already optimal for trees

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**Thank You!**

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