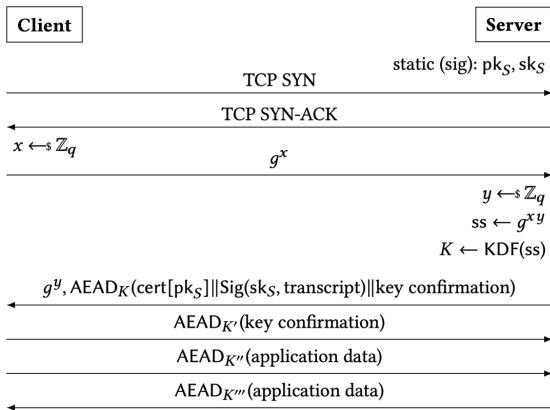


Post-Quantum TLS without handshake signatures

**Peter Schwabe, Douglas Stebila,
Thom Wiggers**

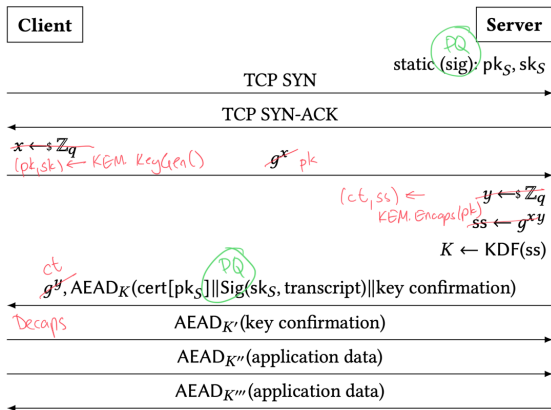
TLS 1.3

TLS 1.3 Handshake



- Key exchange: **Diffie–Hellman**
- Authentication: **Signatures**

Post-Quantum TLS 1.3 Handshake



- Key exchange: Post-Quantum Key-Encapsulation Mechanisms
- Authentication: Post-Quantum Signatures

Post-Quantum TLS 1.3

- Put post-quantum KEMs in TLS key exchange

Post-Quantum TLS 1.3

- Put post-quantum KEMs in TLS key exchange ✓

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 - ia.cr/2019/858, ia.cr/2019/1447

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 - See the above

Post-Quantum TLS 1.3

- Put post-quantum KEMs in TLS key exchange ✓
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- Evaluate performance ✓
 - See the above

Done, right?

Problem

Post-Quantum signatures are...

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Post-Quantum signatures are. . .

- quite a bit bigger than KEMs

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Problem

Post-Quantum signatures are . . .

- quite a bit bigger than KEMs
- quite a bit slower than KEMs
- quite a bit of extra code

**Use PQ KEMs for
authentication instead**

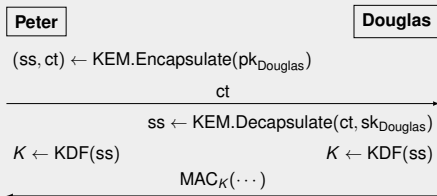
KEM

Definition (Key Encapsulation Mechanism (KEM))

- $(pk, sk) \leftarrow \text{KEM.Keygen}()$
- $(ss, ct) \leftarrow \text{KEM.Encapsulate}(pk)$
- $ss \leftarrow \text{KEM.Decapsulate}(ct, sk)$

Example

To authenticate **Douglas** to **Peter**



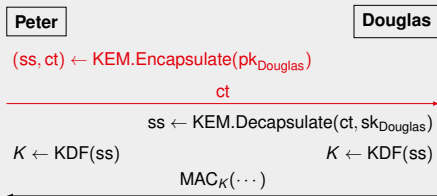
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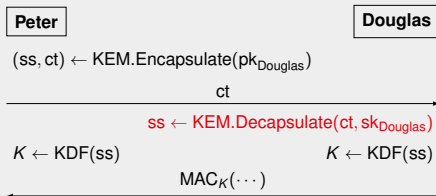
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To authenticate **Douglas** to **Peter**



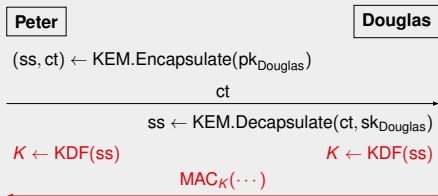
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KEM authentication in TLS

Problem

- In TLS, the client doesn't already have the public key of the server!
- To put this in TLS 1.3, we need an extra roundtrip!
- TLS 1.3 tried very hard to finish the handshake a single roundtrip.

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Implicitly authenticated key exchange: the client encapsulates to the server's long-term public key *but does not wait until they get the MAC* before sending data!

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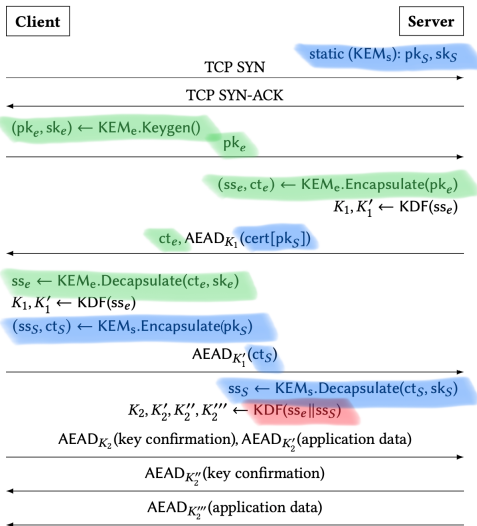
Solution

Implicitly authenticated key exchange: the client encapsulates to the server's long-term public key *but does not wait until they get the MAC* before sending data!

Seen in HMQV (DH), BCGP09 & FSXY12 (KEMs), . . . , Signal, Noise, Wireguard, . . .

KEMTLS

- Ephemeral key exchange
- Static-KEM authentication
- Combine shared secrets
- Allow client to send application data before receiving server's key confirmation



Client

Server

TCP SYN

static (KEM_S): pk_S, sk_S

TCP SYN-ACK

$(pk_e, sk_e) \leftarrow \text{KEM}_e.\text{Keygen}()$

pk_e

$(ss_e, ct_e) \leftarrow \text{KEM}_e.\text{Encapsulate}(pk_e)$

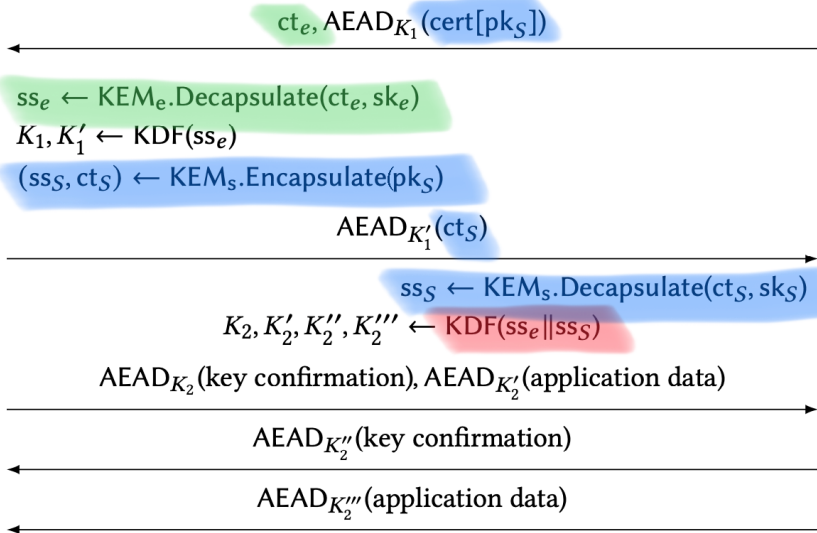
$K_1, K'_1 \leftarrow \text{KDF}(ss_e)$

ct_e, AEAD_{K₁}(cert[pk_S])

$ss_e \leftarrow \text{KEM}_e.\text{Decapsulate}(ct_e, sk_e)$

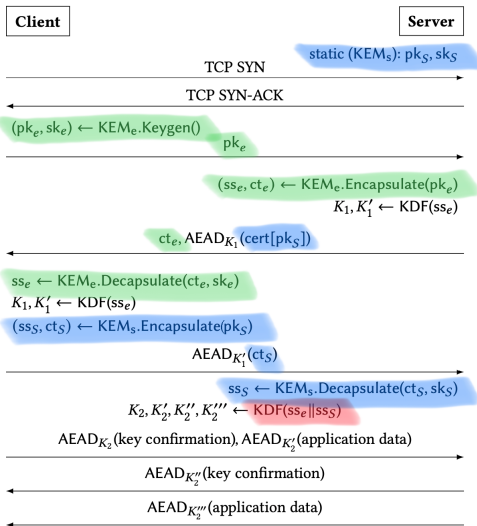
$K_1, K'_1 \leftarrow \text{KDF}(ss_e)$

$(ss_S, ct_S) \leftarrow \text{KEM}_S.\text{Encapsulate}(pk_S)$



KEMTLS

- Ephemeral key exchange
- Static-KEM authentication
- Combine shared secrets
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Choosing algorithms

Ephemeral Key Exchange

- KEM with IND-1CCA security
- Ideally fast with small pk + ct

KEM for server authentication

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Root CA certificate

- Already present on client
- Only care about signature size

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- KEM with IND-1CCA security
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KEM for server authentication

- KEM with IND-CCA security
- Ideally fast with small pk + ct

Intermediate CA certificate

- Small public key + signature size

Root CA certificate

- Already present on client
- Only care about signature size

Scenarios

- 1 Minimize size when intermediate certificate transmitted
- 2 Minimize size when intermediate certificate not transmitted (cached)
- 3 Use solely NTRU assumptions
- 4 Use solely module LWE/SIS assumptions

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		KEX	HS Auth	Int. CA. crt	CA crt
1	PQTLS	<u>SIKE</u>	<u>Falcon</u>	<u>XMSS_s^{MT}</u>	<u>GeMSS</u>
	KEMTLS	<u>SIKE</u>	<u>SIKE</u>	<u>XMSS_s^{MT}</u>	<u>GeMSS</u>
2	PQTLS	<u>SIKE</u>	<u>Falcon</u>	<u>GeMSS</u>	<u>GeMSS</u>
	KEMTLS	<u>SIKE</u>	<u>SIKE</u>	<u>GeMSS</u>	<u>GeMSS</u>
3	PQTLS	<u>NTRU</u>	<u>Falcon</u>	<u>Falcon</u>	<u>Falcon</u>
	KEMTLS	<u>NTRU</u>	<u>NTRU</u>	<u>Falcon</u>	<u>Falcon</u>
4	PQTLS	<u>Kyber</u>	<u>Dilithium</u>	<u>Dilithium</u>	<u>Dilithium</u>
	KEMTLS	<u>Kyber</u>	<u>Kyber</u>	<u>Dilithium</u>	<u>Dilithium</u>

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		KEX	HS Auth	Int. CA. crt	CA crt	Abbrev
1	PQTLS	<u>SIKE</u>	<u>Falcon</u>	<u>XMSS_s^{MT}</u>	<u>GeMSS</u>	SFXG
	KEMTLS	<u>SIKE</u>	<u>SIKE</u>	<u>XMSS_s^{MT}</u>	<u>GeMSS</u>	SSXG
2	PQTLS	<u>SIKE</u>	<u>Falcon</u>	<u>GeMSS</u>	<u>GeMSS</u>	SFGG
	KEMTLS	<u>SIKE</u>	<u>SIKE</u>	<u>GeMSS</u>	<u>GeMSS</u>	SSGG
3	PQTLS	<u>NTRU</u>	<u>Falcon</u>	<u>Falcon</u>	<u>Falcon</u>	NFFF
	KEMTLS	<u>NTRU</u>	<u>NTRU</u>	<u>Falcon</u>	<u>Falcon</u>	NNFF
4	PQTLS	<u>Kyber</u>	<u>Dilithium</u>	<u>Dilithium</u>	<u>Dilithium</u>	KDDD
	KEMTLS	<u>Kyber</u>	<u>Kyber</u>	<u>Dilithium</u>	<u>Dilithium</u>	KKDD

Comparison¹

Labels ABCD:

A = ephemeral KEM

B = leaf certificate

C = intermediate CA

D = root CA

Dilithium

Falcon

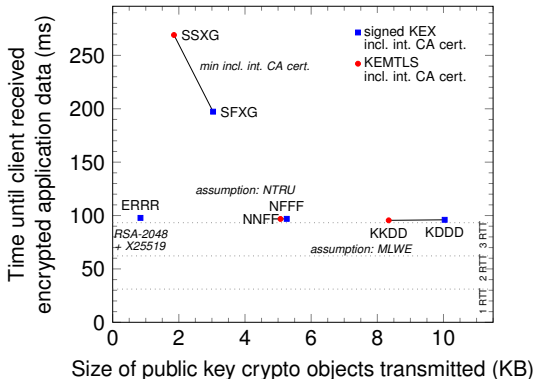
GeMSS

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SIKE

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¹Rustls with AVX2 implementations. Emulated network: latency 31.1 ms, 1000 Mbps, no packet loss. Average of 100000 iterations.

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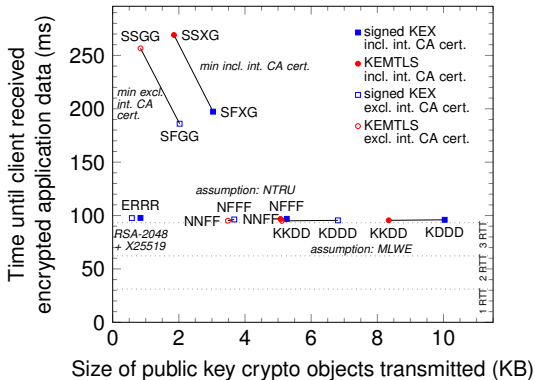
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Observations

- Size-optimized KEMTLS requires $< 1/2$ communication of size-optimized PQ signed-KEM
- Speed-optimized KEMTLS uses 90% fewer server CPU cycles and still reduces communication
 - NTRU KEX ($27 \mu\text{s}$) 10x faster than Falcon signing ($254 \mu\text{s}$)
- No extra round trips required until client starts sending application data
- Smaller trusted code base (no signature generation on client/server)

FAQ

- Client authentication?
 - We provide a sketch in Appendix D, but mostly leave it for future work
 - Naive way does require a full additional round-trip
- What about TLS 1.3 0-RTT?
 - 0-RTT is for resumption. You can do the same thing in KEMTLS .
 - We see opportunities for more efficient handshakes when resuming or in scenarios with pre-distributed KEM public keys.
- Server can't send application data in its first TLS flow. Will that break HTTP/3 where the server sends a `SETTINGS` frame?
 - Could be included in an extension as a server-side variant of ALPN
- How do you do certificate lifecycle management (issuance, revocation) with KEM public keys?
 - At first glance many of these issues seem non-trivial: currently these assume the public key can be used for signatures in some way
 - Another good direction for future work

Post-Quantum TLS without Handshake signatures

Peter Schwabe, Douglas Stebila, Thom Wiggers

- Implicit authentication via KEMs
- Preserve client ability to do request after 1RTT
- Saves bytes on the wire and server CPU cycles

- ACM CCS 2020 doi: [10.1145/3372297.3423350](https://doi.org/10.1145/3372297.3423350)
- Full version with proofs: ia.cr/2020/534
- Experimental implementations and datasets:
github.com/thomwiggers/kemtls-experiment



Appendix

Communications sizes

	Abbrv.	KEX (pk+ct)	Excluding HS auth (ct/sig)	intermediate Leaf crt. subject (pk)	CA certificate Leaf crt. (signature)	Sum excl. int. CA cert.	Including Int. CA crt. subject (pk)	intermediate Int. CA crt. (signature)	CA certificate Sum incl. int. CA crt.	Root CA (pk)	Sum TCP payloads of TLS HS (incl. int. CA crt.)
TLS 1.3 (Signed KEX)	TLS 1.3	ERRR	ECDH (X25519) 64	RSA-2048 256	RSA-2048 272	RSA-2048 256					
	Min. incl. int. CA cert.	SFXG	SIKE 405	Falcon 690	Falcon 897	XMSS _s ^{MT} 979	XMSS _s ^{MT} 32	GeMSS 32	3035	GeMSS 352180	4056
	Min. excl. int. CA cert.	SFGG	SIKE 405	Falcon 690	Falcon 897	GeMSS 32	GeMSS 352180	GeMSS 32	354236	GeMSS 352180	355737
	Assumption: MLWE+MSIS	KDDD	Kyber 1536	Dilithium 2044	Dilithium 1184	Dilithium 2044	Dilithium 1184	Dilithium 2044	10036	Dilithium 1184	11094
	Assumption: NTRU	NFFF	NTRU 1398	Falcon 690	Falcon 897	Falcon 690	Falcon 897	Falcon 690	5262	Falcon 897	6227
KEM TLS	Min. incl. int. CA cert.	SSXG	SIKE 405	SIKE 209	SIKE 196	XMSS _s ^{MT} 979	XMSS _s ^{MT} 32	GeMSS 32	1853	GeMSS 352180	2898
	Min. excl. int. CA cert.	SSGG	SIKE 405	SIKE 209	SIKE 196	GeMSS 32	GeMSS 352180	GeMSS 32	353054	GeMSS 352180	354578
	Assumption: MLWE+MSIS	KKDD	Kyber 1536	Kyber 736	Kyber 800	Dilithium 2044	Dilithium 1184	Dilithium 2044	8344	Dilithium 1184	9398
	Assumption: NTRU	NNFF	NTRU 1398	NTRU 699	NTRU 699	Falcon 690	Falcon 897	Falcon 690	5073	Falcon 897	6066

Time measurements

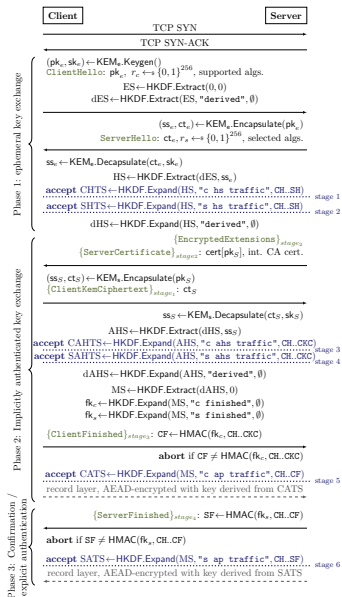
		Computation time for asymmetric crypto				Handshake time (31.1 ms latency, 1000 Mbps bandwidth)						Handshake time (195.6 ms latency, 10 Mbps bandwidth)					
		Excl. int. CA cert.		Incl. int. CA cert.		Excl. int. CA cert.			Incl. int. CA cert.			Excl. int. CA cert.			Incl. int. CA cert.		
		Client	Server	Client	Server	Client	Client	Server	Client	Client	Server	Client	Client	Server	Client	Client	Server
						sent req.	recv. resp.	HS done	sent req.	recv. resp.	HS done	sent req.	recv. resp.	HS done	sent req.	recv. resp.	HS done
TLS 1.3	ERRR	0.134	0.629	0.150	0.629	66.4	97.6	35.4	66.6	97.8	35.6	397.1	593.3	201.3	398.2	594.3	202.3
	SFXG	40.058	21.676	40.094	21.676	165.8	196.9	134.0	166.2	197.3	134.4	482.1	678.4	285.8	482.5	678.8	286.2
	SFGG	34.104	21.676	34.141	21.676	154.9	186.0	123.1	259.0	290.2	227.1	473.7	669.8	277.5	10936.3	11902.5	10384.1
	KDDD	0.080	0.087	0.111	0.087	64.3	95.5	33.3	64.8	96.0	33.8	411.6	852.4	446.1	415.9	854.7	448.0
	NFFF	0.141	0.254	0.181	0.254	65.1	96.3	34.1	65.6	96.9	34.7	398.1	662.2	269.2	406.7	842.8	443.5
KEMTLS	SSXG	61.456	41.712	61.493	41.712	202.1	268.8	205.6	202.3	269.1	205.9	505.8	732.0	339.7	506.1	732.4	340.1
	SSGG	55.503	41.712	55.540	41.712	190.4	256.6	193.4	293.3	359.5	296.3	496.8	723.0	330.8	10859.5	11861.0	10331.7
	KKDD	0.060	0.021	0.091	0.021	63.4	95.0	32.7	63.9	95.5	33.2	399.2	835.1	439.9	418.9	864.2	447.6
	NNFF	0.118	0.027	0.158	0.027	63.6	95.2	32.9	64.2	95.8	33.5	396.2	593.4	200.6	400.0	835.6	440.2

		Computation time for asymmetric crypto				Handshake time	
		Excl. int. CA cert.		Incl. int. CA cert.		Excl. int. CA cert.	
		Client	Server	Client	Server	Client sent req.	Client recv. res.
TLS 1.3	ERRR	0.134	0.629	0.150	0.629	66.4	97
	SFXG	40.058	21.676	40.094	21.676	165.8	196
	SFGG	34.104	21.676	34.141	21.676	154.9	186
	KDDD	0.080	0.087	0.111	0.087	64.3	95
	NFFF	0.141	0.254	0.181	0.254	65.1	96
KEMTLS	SSXG	61.456	41.712	61.493	41.712	202.1	268
	SSGG	55.503	41.712	55.540	41.712	190.4	256
	KKDD	0.060	0.021	0.091	0.021	63.4	95
	NNFF	0.118	0.027	0.158	0.027	63.6	95

Port rt. r	Handshake time (31.1 ms latency, 1000 Mbps bandwidth)						H Client sent r
	Excl. int. CA cert.			Incl. int. CA cert.			
	Client sent req.	Client recv. resp.	Server HS done	Client sent req.	Client recv. resp.	Server HS done	
629	66.4	97.6	35.4	66.6	97.8	35.6	39
676	165.8	196.9	134.0	166.2	197.3	134.4	48
676	154.9	186.0	123.1	259.0	290.2	227.1	47
087	64.3	95.5	33.3	64.8	96.0	33.8	41
254	65.1	96.3	34.1	65.6	96.9	34.7	39
712	202.1	268.8	205.6	202.3	269.1	205.9	50
712	190.4	256.6	193.4	293.3	359.5	296.3	49
021	63.4	95.0	32.7	63.9	95.5	33.2	39
027	63.6	95.2	32.9	64.2	95.8	33.5	39

Bandwidth (Mbps)	Handshake time (195.6 ms latency, 10 Mbps bandwidth)					
	Excl. int. CA cert.			Incl. int. CA cert.		
Server HS done	Client sent req.	Client recv. resp.	Server HS done	Client sent req.	Client recv. resp.	Server HS done
35.6	397.1	593.3	201.3	398.2	594.3	202.3
134.4	482.1	678.4	285.8	482.5	678.8	286.2
227.1	473.7	669.8	277.5	10936.3	11902.5	10384.1
33.8	411.6	852.4	446.1	415.9	854.7	448.0
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205.9	505.8	732.0	339.7	506.1	732.4	340.1
296.3	496.8	723.0	330.8	10859.5	11861.0	10331.7
33.2	399.2	835.1	439.9	418.9	864.2	447.6
33.5	396.2	593.4	200.6	400.0	835.6	440.2

KEMTLS in more detail



Sending application data before FIN

The client sends data before receiving `ServerFinished`.

Does this mean you can downgrade to weak crypto to aid future (quantum) decryption?

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- Active adversary might try to downgrade first client-to-server flow
- Only to whatever algorithms the client advertised in `ClientHello`
 - Don't support pre-quantum in KEMTLS
- The handshake will no longer successfully complete
 - `ServerFinished` reveals the downgrade unless MAC, KEM, KDF or hash are broken *at time of attack*
 - Once `SF` is received: retroactive **full downgrade resilience**
 - You also get upgraded from weak to **full forward secrecy** at this stage