

# Alternative Approaches: Bounded Storage Model

A. Würfl

17th April 2005

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# Motivation

## Common practice in cryptography:

If you need an encryption scheme then just take AES (or RSA, ElGamal, ...) and you can be confident that your adversary cannot break it.

## Why can you be confident?

Because several people tried to break these ciphers and nobody succeeded.

## Question:

Can we also be confident that nobody will break it in the future?

# Will the current ciphers be secure in the future?

There is a good chance they **will not!**

One of the following disasters can happen:

- computing power will increase dramatically
- some non-standard computation model will be implemented (e.g. quantum computers)
- certain computational tasks (e.g. factoring) will turn out to be easier than expected  
(or simply someone will show  $P = NP$ )

# Possible Attack

So the following attack is possible:

- 1 The adversary **stores** the transcript of your entire communication
- 2 Later (maybe in 30 years) he **decrypts** it.

# Historical Example: VENONA Project

## Example

In 1942-46 Americans read and stored a large number of Soviet cryptograms.  
Some of them were decrypted decades later.



# Main Idea

Instead of assuming that the **computing power** of the adversary is limited we assume that the **memory** is limited.

# Strategy of the Strongly-Randomized Cipher

The **Bounded-Storage-Model** is based on a strongly-randomized cipher.  
It was proposed by Maurer in 1992

- new concept of proveable security
- use of publicly-accessible string of random bits
- artificial blow-up of data



# Terminology

## Definition

- capital letters denote random variables, underlined denote random vectors
- $\underline{R}$  is the publicly accessible random string of bits
- $\underline{X}$  denotes the plaintext,  $\underline{Y}$  the cryptogram and  $\underline{W}$  the keystream
- $\underline{X}$ ,  $\underline{Y}$  and  $\underline{W}$  are of length  $N$

# Preparation

- Take  $L = KT$  bits of  $\underline{R}$  and form a two-dimensional array.
- Denote the entries with:

$$\begin{array}{cccc} R[1, 0] & R[1, 1] & \dots & R[1, T - 1] \\ R[2, 0] & R[2, 1] & \dots & R[2, T - 1] \\ \vdots & \vdots & & \vdots \\ R[K, 0] & R[K, 1] & \dots & R[K, T - 1] \end{array}$$

# The secret Key

## The secret Key

$\underline{Z} = [Z_1, \dots, Z_K]$ , where  $Z_k \in \{0, \dots, T - 1\}$  for  $1 \leq k \leq K$

- specifies a position within each row of  $\underline{R}$
- uniformly distributed over the key space  
( $S_{\underline{Z}} = \{0, \dots, T - 1\}^K$ )
- key-length:  $K \cdot \log_2 T$

# The Keystream W

## Key-function

Generating the keystream W from the secret key Z and the randomizer R.

## Definition

$$W_n = \left( \sum_{k=1}^K R[k, (n-1 + Z_k) \bmod T] \right) \bmod 2$$

where each row of R is considered to be extended cyclically

## And finally...

The plaintext  $\underline{X}$  and the keystream  $\underline{W}$  are added bitwise modulo 2:

## Definition

$$Y_n = X_n \oplus W_n \text{ for } 1 \leq n \leq N$$

$$\oplus : a \oplus b := (a + b) \pmod{2}$$

# Example

## Example

Let  $T = 20$ ,  $K = 6$ ,  $N = 5$ ,  $Z = [11, 3, 19, 15, 5, 9]$

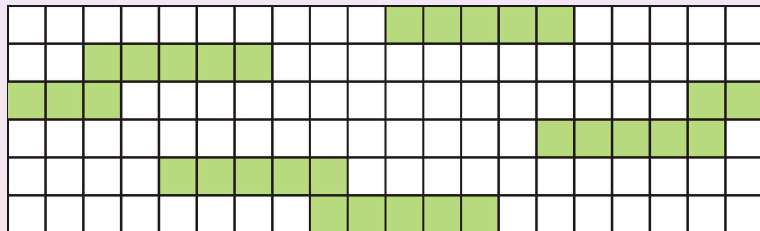

Resulting keystream:

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# Example

## Example

Let  $T = 20$ ,  $K = 6$ ,  $N = 5$ ,  $Z = [11, 3, 19, 15, 5, 9]$



Resulting keystream:



# Example

## Example

Let  $T = 20$ ,  $K = 6$ ,  $N = 5$ ,  $Z = [11, 3, 19, 15, 5, 9]$

								0	1	0	1	1							
		1	1	0	1	1													
0	0	1																1	0
													0	1	0	0	1		
				0	1	0	1	0											
							1	1	1	0	0								

Resulting keystream:

--	--	--	--	--



# Example

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								0	1	0	1	1							
		1	1	0	1	1													
0	0	1															1	0	
													0	1	0	0	1		
				0	1	0	1	0											
							1	1	1	0	0								

Resulting keystream:

1				
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# Example

## Example

Let  $T = 20$ ,  $K = 6$ ,  $N = 5$ ,  $Z = [11, 3, 19, 15, 5, 9]$

									0	1	0	1	1						
		1	1	0	1	1													
0	0	1															1	0	
											0	1	0	0	1				
				0	1	0	1	0											
							1	1	1	0	0								

Resulting keystream:

1	1			
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# Example

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0	0	1																1	0
													0	1	0	0	1		
				0	1	0	1	0											
							1	1	1	0	0								

Resulting keystream:

1	1	1		
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# Example

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			0	1	0	1	0												
						1	1	1	0	0									

Resulting keystream:

1	1	1	1	
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# Example

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0	0	1																1	0
													0	1	0	0	1		
				0	1	0	1	0											
							1	1	1	0	0								

Resulting keystream:

1	1	1	1	0
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# Main Result by Maurer '92

## Theorem

*Only with probability of  $1 - N\delta^K$  an eavesdropper will obtain any information about the plaintext where  $\delta = M/KT$*

$M$ : Number of bits examined by the eavesdropper

Very simplistic! See paper for exact theorem and proof.

# This means:

An example with practical relevance:

- $K = 50, T = 2^{50} \approx 10^{15}$   
plaintext: 1 Gbit, i.e.:  $N = 2^{30} \approx 10^9$ .
- **resulting keysize:**  $50 \cdot \log_2 2^{50} = 2500$  bits
- legitimate users need to examine only 50 randomizer bits per plaintext bit
- eavesdropper examines  $\delta = 1/2$  of all bits, i.e.,  
 $M = KT/2 = 25 \cdot 2^{50}$  bits
- chance of obtaining any new information about the plaintext: **not greater than**  $2^{30} \cdot (1/2)^{50} < 10^{-6}$

# Application

- Generating a random string using a deep-space radio-source
- Satellite broadcasting random bit-stream with high bandwidth (not yet implemented)
- Current limit for adversary's memory:  
 $2^{50}$  Byte cost 1 Billion \$
- No possibility to decode cryptogram later



# Thank you for your Attention!