How to Authenticate Unknown Principals without Trusted Parties

Based on a presentation originally given at

Tenth Cambridge Protocol Workshop, April 17th, 2002, Cambridge, UK

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Presentation Outline

- Introduction
- · Weak authentication toolbox
- Weak authentication methods
- · Modelling the impacts
- Conclusions

Introduction to Weak Authentication

"Weak Authentication" (WA) means cryptographic authentication between previously unknown parties without relying on trusted third parties.

- In some applications, imperfect security may be sufficient
- Need to analyse attack probabilities and economic impacts
- These factors can be taken in account in protocol design
- Our approach is to try 1. understand the potential mechanisms for weak authentication, 2. categorize them, and 3. build models for their analysis

Weak Authentication Toolbox

- Spatial separation
 - Ensure peer is reachable via a specific communications path
 - Physical contact / network path / quality of path
 - Single path / multiple paths
- Temporal separation
 - Ensure peer is still the same peer
 - Session / Inter-Session
- Asymmetric cost wars
 - Scanning cost / attack cost / cost of revealing location
- Application semantics
 - Cryptographic semantics of identifiers
- Transitive and combined methods

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Economic Analysis of AE

- The previous analysis considers only an individual - what if <u>everyone</u> used AE?
- Economic assumptions:
 - Cost of scanning \$ 0.1
 - Cost of eavesdrop \$ 1.0
 - Cost of MitM \$10.0
 - One "interesting" person per million

AE Individual Use vs. Global Use

	Scanning	Other	Total
No AE	\$100 000	\$1	\$100 001
AE for the interesting person	\$100 000	\$11	\$100 011
AE for everyone	\$10 000 000	\$1	\$10 000 001

- Conclusion: while not useful for a single individual, techniques like this can raise the costs for an attacker, on a global scale
- Depends on the assumptions -- if the attacker doesn't care <u>who</u> to attack the result is very different

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Conclusions

- In some application, imperfect security is good enough
- Uncertainties related to Weak Authentication and economic impacts for attackers can be surprising
- Understand the above in the context of the application, and then design protocols

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