

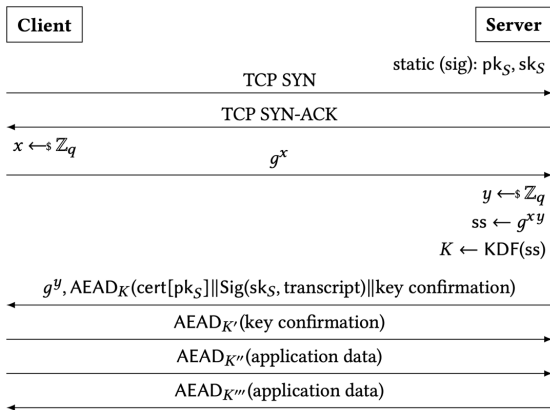
# Post-Quantum TLS without handshake signatures

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

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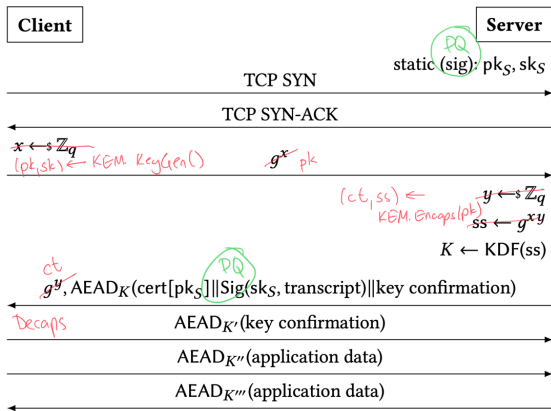
# TLS 1.3

# 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

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  - See the above

# Post-Quantum TLS 1.3

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- Put post-quantum signatures in TLS authentication ✓
  - [ia.cr/2020/071](https://ia.cr/2020/071)
- Evaluate performance ✓
  - See the above

Done, right?

# Problem

Post-Quantum signatures are...

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- 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**

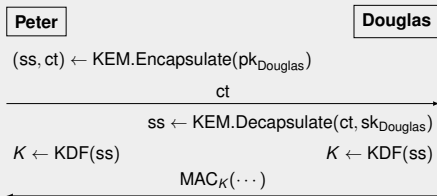
# KEM

## 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**



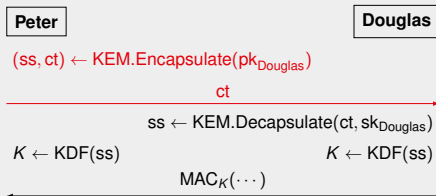
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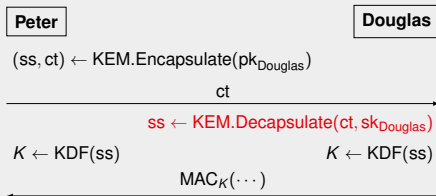
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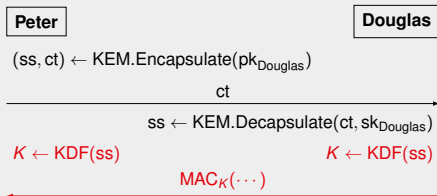
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# KEM authentication in TLS

## 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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## 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!



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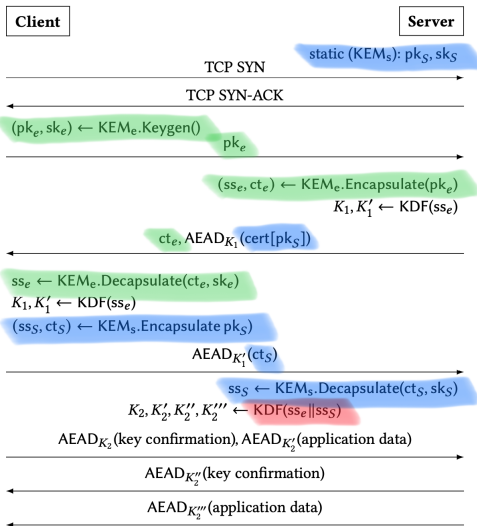
## Solution

**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<sub>S</sub>): pk<sub>S</sub>, sk<sub>S</sub>

TCP SYN-ACK

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

pk<sub>e</sub>

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

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

ct<sub>e</sub>, AEAD<sub>K<sub>1</sub></sub>(cert[pk<sub>S</sub>])

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

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

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

$ct_e, \text{AEAD}_{K_1}(\text{cert}[\text{pk}_S])$

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

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

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

$\text{AEAD}_{K'_1}(ct_S)$

$ss_S \leftarrow \text{KEM}_S.\text{Decapsulate}(ct_S, sk_S)$

$K_2, K'_2, K''_2, K'''_2 \leftarrow \text{KDF}(ss_e || ss_S)$

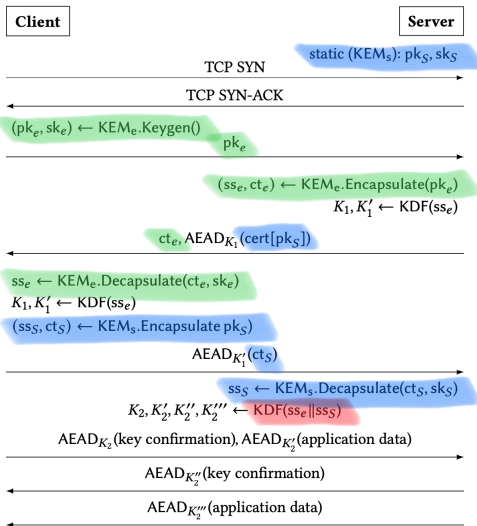
$\text{AEAD}_{K_2}(\text{key confirmation}), \text{AEAD}_{K'_2}(\text{application data})$

$\text{AEAD}_{K''_2}(\text{key confirmation})$

$\text{AEAD}_{K'''_2}(\text{application data})$

# KEMTLS

- Ephemeral key exchange
- Static-KEM authentication
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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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# Choosing algorithms

## Ephemeral Key Exchange

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## Root CA certificate

- Already present on client
- Only care about signature size

# Choosing algorithms

## Ephemeral Key Exchange

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

## 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<sub>s</sub><sup>MT</sup></u>	<u>GeMSS</u>
	KEMTLS	<u>SIKE</u>	<u>SIKE</u>	<u>XMSS<sub>s</sub><sup>MT</sup></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<sub>s</sub><sup>MT</sup></u>	<u>GeMSS</u>	SFXG
	KEMTLS	<u>SIKE</u>	<u>SIKE</u>	<u>XMSS<sub>s</sub><sup>MT</sup></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

# Comparison<sup>1</sup>

Labels ABCD:

A = ephemeral KEM

B = leaf certificate

C = intermediate CA

D = root CA

Dilithium

Falcon

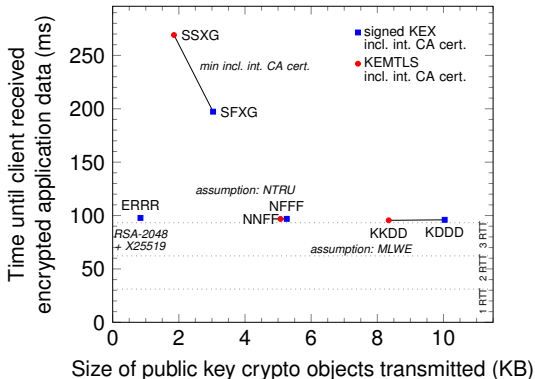
GeMSS

Kyber

NTRU

SIKE

XMSS<sub>S</sub><sup>MT</sup>



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

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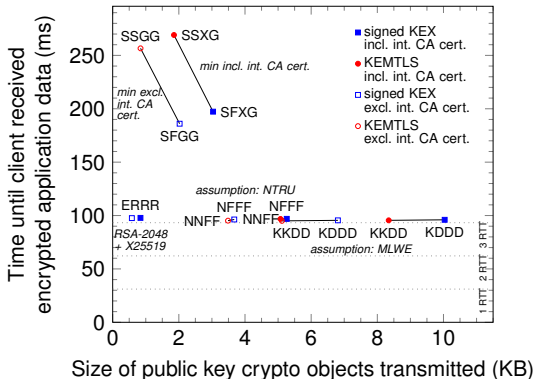
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# Observations

- 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  $\mu$ s) 10x faster than Falcon signing (254  $\mu$ 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

Douglas Stebila, Peter Schwabe, 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](https://ia.cr/2020/534)
- Experimental implementations and datasets:  
[github.com/thomwiggers/kemtls-experiment](https://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)	<b>TLS 1.3</b>	ERRR	ECDH (X25519) 64	RSA-2048 256	RSA-2048 272	RSA-2048 256		RSA-2048 272	RSA-2048 256	1376	RSA-2048 272	2711
	<b>Min. incl. int. CA cert.</b>	SFXG	SIKE 405	Falcon 690	Falcon 897	XMSS <sub>s</sub> <sup>MT</sup> 979	2971	XMSS <sub>s</sub> <sup>MT</sup> 32	GeMSS 32	3035	GeMSS 352180	4056
	<b>Min. excl. int. CA cert.</b>	SFGG	SIKE 405	Falcon 690	Falcon 897	GeMSS 32	2024	GeMSS 352180	GeMSS 32	354236	GeMSS 352180	355737
	<b>Assumption: MLWE+MSIS</b>	KDDD	Kyber 1536	Dilithium 2044	Dilithium 1184	Dilithium 2044	6808	Dilithium 1184	Dilithium 2044	10036	Dilithium 1184	11094
	<b>Assumption: NTRU</b>	NFFF	NTRU 1398	Falcon 690	Falcon 897	Falcon 690	3675	Falcon 897	Falcon 690	5262	Falcon 897	6227
KEM TLS	<b>Min. incl. int. CA cert.</b>	SSXG	SIKE 405	SIKE 209	SIKE 196	XMSS <sub>s</sub> <sup>MT</sup> 979	1789	XMSS <sub>s</sub> <sup>MT</sup> 32	GeMSS 32	1853	GeMSS 352180	2898
	<b>Min. excl. int. CA cert.</b>	SSGG	SIKE 405	SIKE 209	SIKE 196	GeMSS 32	842	GeMSS 352180	GeMSS 32	353054	GeMSS 352180	354578
	<b>Assumption: MLWE+MSIS</b>	KKDD	Kyber 1536	Kyber 736	Kyber 800	Dilithium 2044	5116	Dilithium 1184	Dilithium 2044	8344	Dilithium 1184	9398
	<b>Assumption: NTRU</b>	NNFF	NTRU 1398	NTRU 699	NTRU 699	Falcon 690	3486	Falcon 897	Falcon 690	5073	Falcon 897	6066

# Time measurements

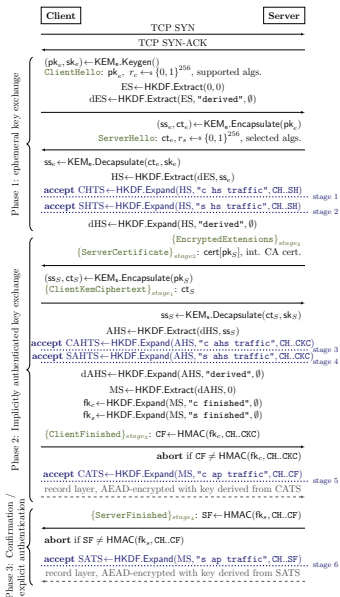
		Computation time for asymmetric crypto				Handshake time (31.1 ms latency, 1000 Mbps bandwidth)						Handshake time (195.6 ms latency, 10 Mbps bandwidth)					
		Excl. int. CA cert.		Incl. int. CA cert.		Excl. int. CA cert.			Incl. int. CA cert.			Excl. int. CA cert.			Incl. int. CA cert.		
		Client	Server	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	<b>ERRR</b>	0.134	0.629	0.150	0.629	66.4	<b>97.6</b>	35.4	66.6	<b>97.8</b>	35.6	397.1	<b>593.3</b>	201.3	398.2	<b>594.3</b>	202.3
	<b>SFXG</b>	40.058	21.676	40.094	21.676	165.8	<b>196.9</b>	134.0	166.2	<b>197.3</b>	134.4	482.1	<b>678.4</b>	285.8	482.5	<b>678.8</b>	286.2
	<b>SFGG</b>	34.104	21.676	34.141	21.676	154.9	<b>186.0</b>	123.1	259.0	<b>290.2</b>	227.1	473.7	<b>669.8</b>	277.5	10936.3	<b>11902.5</b>	10384.1
	<b>KDDD</b>	0.080	0.087	0.111	0.087	64.3	<b>95.5</b>	33.3	64.8	<b>96.0</b>	33.8	411.6	<b>852.4</b>	446.1	415.9	<b>854.7</b>	448.0
	<b>NFFF</b>	0.141	0.254	0.181	0.254	65.1	<b>96.3</b>	34.1	65.6	<b>96.9</b>	34.7	398.1	<b>662.2</b>	269.2	406.7	<b>842.8</b>	443.5
KEMTLS	<b>SSXG</b>	61.456	41.712	61.493	41.712	202.1	<b>268.8</b>	205.6	202.3	<b>269.1</b>	205.9	505.8	<b>732.0</b>	339.7	506.1	<b>732.4</b>	340.1
	<b>SSGG</b>	55.503	41.712	55.540	41.712	190.4	<b>256.6</b>	193.4	293.3	<b>359.5</b>	296.3	496.8	<b>723.0</b>	330.8	10859.5	<b>11861.0</b>	10331.7
	<b>KKDD</b>	0.060	0.021	0.091	0.021	63.4	<b>95.0</b>	32.7	63.9	<b>95.5</b>	33.2	399.2	<b>835.1</b>	439.9	418.9	<b>864.2</b>	447.6
	<b>NNFF</b>	0.118	0.027	0.158	0.027	63.6	<b>95.2</b>	32.9	64.2	<b>95.8</b>	33.5	396.2	<b>593.4</b>	200.6	400.0	<b>835.6</b>	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	<b>ERRR</b>	0.134	0.629	0.150	0.629	66.4	<b>97</b>
	<b>SFXG</b>	40.058	21.676	40.094	21.676	165.8	<b>196</b>
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KEMTLS	<b>SSXG</b>	61.456	41.712	61.493	41.712	202.1	<b>268</b>
	<b>SSGG</b>	55.503	41.712	55.540	41.712	190.4	<b>256</b>
	<b>KKDD</b>	0.060	0.021	0.091	0.021	63.4	<b>95</b>
	<b>NNFF</b>	0.118	0.027	0.158	0.027	63.6	<b>95</b>

Proto 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	<b>97.6</b>	35.4	66.6	<b>97.8</b>	35.6	39
676	165.8	<b>196.9</b>	134.0	166.2	<b>197.3</b>	134.4	48
676	154.9	<b>186.0</b>	123.1	259.0	<b>290.2</b>	227.1	47
087	64.3	<b>95.5</b>	33.3	64.8	<b>96.0</b>	33.8	41
254	65.1	<b>96.3</b>	34.1	65.6	<b>96.9</b>	34.7	39
712	202.1	<b>268.8</b>	205.6	202.3	<b>269.1</b>	205.9	50
712	190.4	<b>256.6</b>	193.4	293.3	<b>359.5</b>	296.3	49
021	63.4	<b>95.0</b>	32.7	63.9	<b>95.5</b>	33.2	39
027	63.6	<b>95.2</b>	32.9	64.2	<b>95.8</b>	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	<b>593.3</b>	201.3	398.2	<b>594.3</b>	202.3
134.4	482.1	<b>678.4</b>	285.8	482.5	<b>678.8</b>	286.2
227.1	473.7	<b>669.8</b>	277.5	10936.3	<b>11902.5</b>	10384.1
33.8	411.6	<b>852.4</b>	446.1	415.9	<b>854.7</b>	448.0
34.7	398.1	<b>662.2</b>	269.2	406.7	<b>842.8</b>	443.5
205.9	505.8	<b>732.0</b>	339.7	506.1	<b>732.4</b>	340.1
296.3	496.8	<b>723.0</b>	330.8	10859.5	<b>11861.0</b>	10331.7
33.2	399.2	<b>835.1</b>	439.9	418.9	<b>864.2</b>	447.6
33.5	396.2	<b>593.4</b>	200.6	400.0	<b>835.6</b>	440.2

# KEMTLS in more detail



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The client sends data before receiving `ServerFinished`.

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- 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