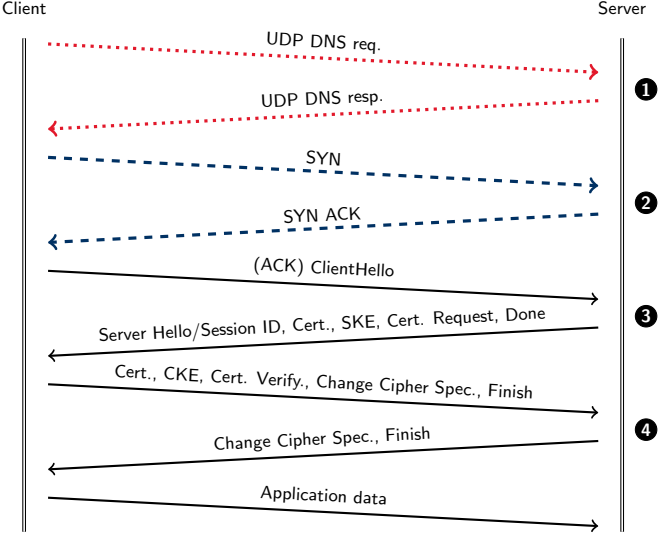


TLS alternatives – faster and more secure

Tanja Lange
Technische Universiteit Eindhoven

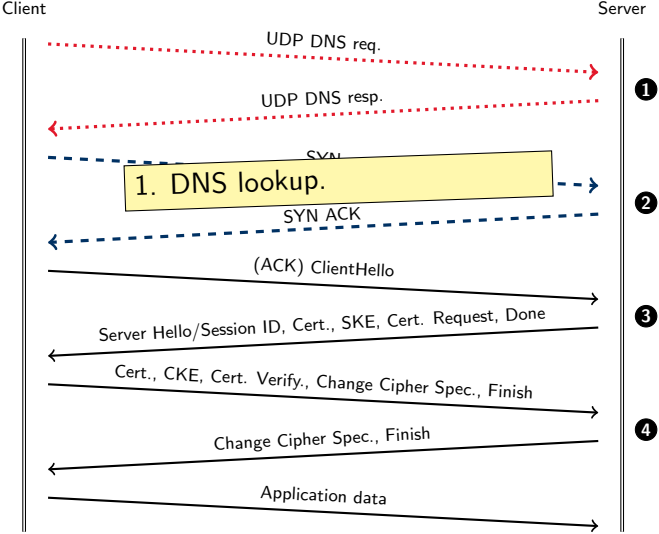
26 April 2015

TLS: 4 roundtrips



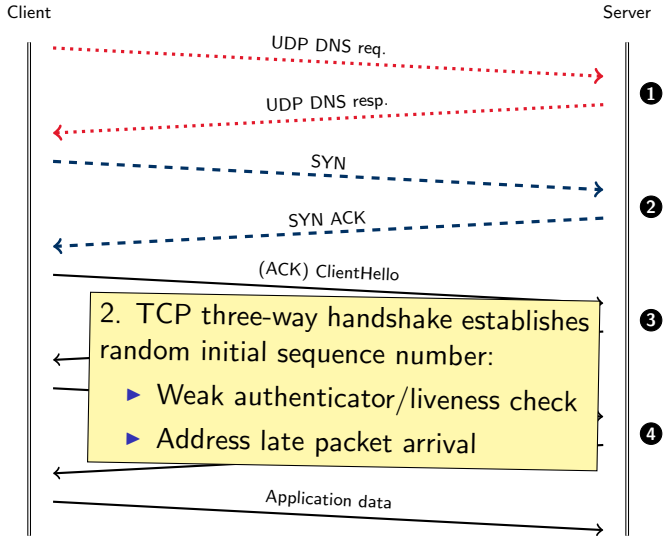
Slide credit: Mike Petullo.

TLS: 4 roundtrips



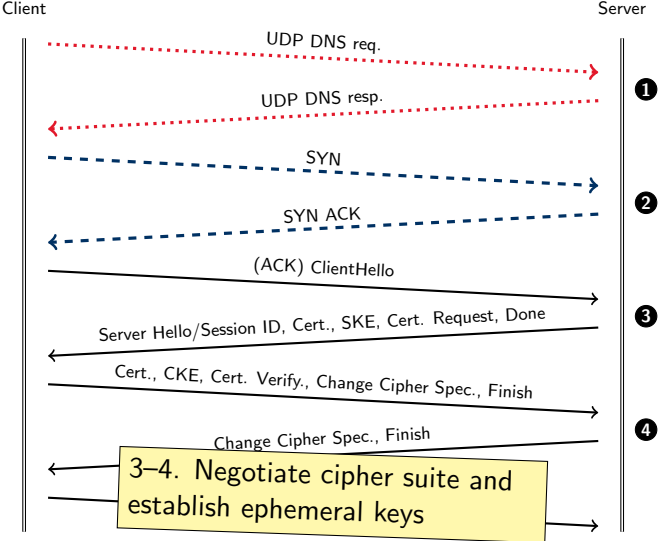
Slide credit: Mike Petullo.

TLS: 4 roundtrips



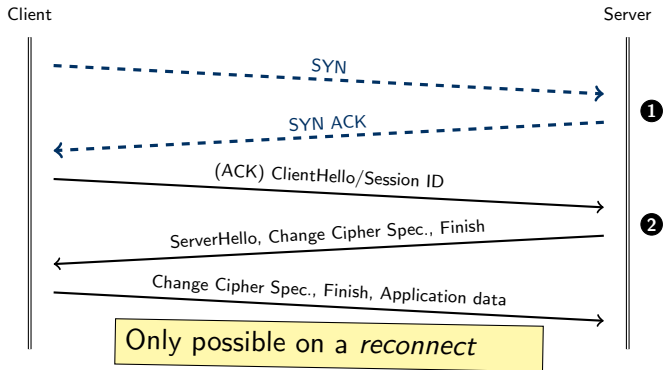
Slide credit: Mike Petullo.

TLS: 4 roundtrips



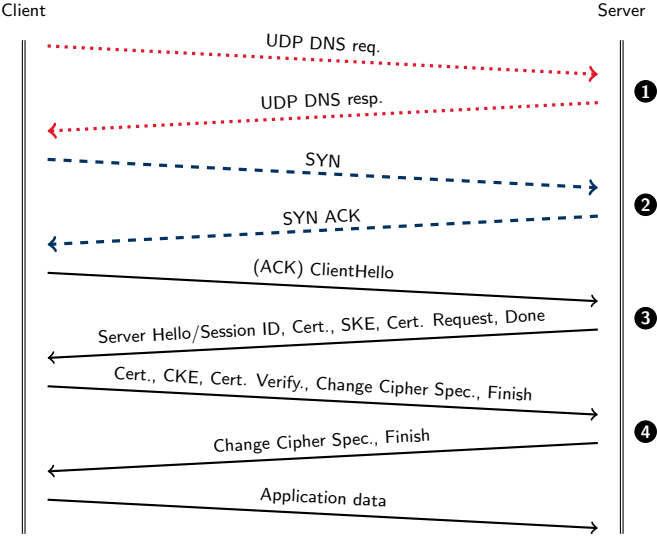
Slide credit: Mike Petullo.

TLS (abbreviated): 2 roundtrips



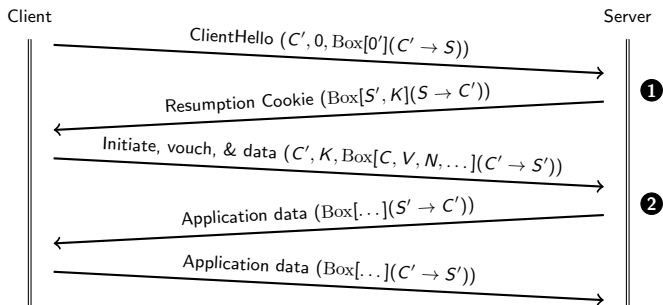
Slide credit: Mike Petullo.

TLS: 4 roundtrips



Slide credit: Mike Petullo.

CurveCP: Usable security for the Internet, DJB, 2010



c', C' : client's short-term private & public key

s, S : server's long-term private & public key

s', S' : server's short-term private & public key

$\text{Box}[m](C' \rightarrow S)$: encrypt m using DH key obtained from c' and S

$K = \text{Box}[C', s'](t)$: encrypt m under minute key t .

If no long-term C : skip V , else $V = \text{Box}[C'](C \rightarrow S)$.

MinimaLT: Minimal Latency Tunneling, CCS'13

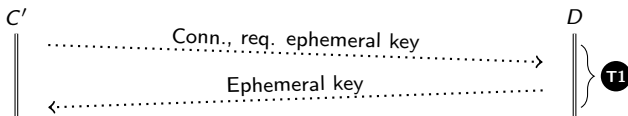
(Petullo, Zhang, Solworth, Bernstein, Lange
implementation for linux and ethos involves more UIC students.)

MinimaLT objects

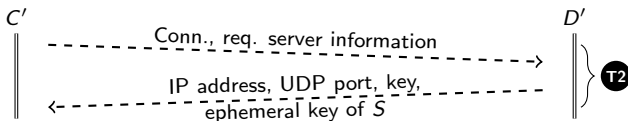
- ▶ **Public keys:** identify client users and servers
- ▶ **Ephemeral keys:** time-based and cryptographically protect identifying traffic
- ▶ **Tunnels:** an encrypted channel between two hosts which multiplexes connections
- ▶ **Connections:** user-authenticated two-way communication within a tunnel
- ▶ **Directory and name service:** resolve hostnames to IP addresses and keys

MinimalLT roundtrips

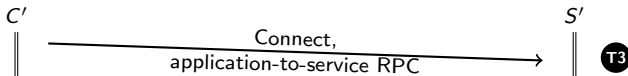
Obtaining D 's ephemeral key (only at boot time):



DNS-like lookup (only if tunnel does not yet exist):



Connection establishment:



Plus: Lots of cool crypto in rekeying, proof-of-work puzzles, resumption at different IP address.

QUIC: Quick UDP Internet Connections

Design Document and Specification Rationale, Roskind

QUIC Crypto, Langley, Chang

- ▶ 0 RTT achieved similar to current 0 RTT proposals:
 - ▶ Client tries previous (stored) server key.
 - ▶ If key still active, get 0 RTT. Else data in first packet (or prior to ACK) is lost.
 - ▶ Server can reply with fresh key (1 RTT, 2 RTT worst case).
- ▶ Con: Less radical change than MinimaLT.
- ▶ Con: Favors long key validity, so bad for forward secrecy.
- ▶ Pro: Actually in use for Chrome – Google connections.
Chromium Blog: [Results so far are positive, with the data showing that QUIC provides a real performance improvement over TCP](#)
- ▶ Less cool stuff on rekeying.