

# AIN SHAMS UNIVERSITY FACULTY of ENGINEERING

# Electronics and Communications Engineering Department Multicast Authentication Protocol

A Thesis Submitted in partial fulfillment of the requirements for The Degree of Doctor of Philosophy in Electrical Engineering (Electronics and Communications Engineering)

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**STATEMENT** 

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No part of this thesis was submitted for a degree or a qualification at any

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#### **List of Abbreviations**

AAPA Automatic Authentication Protocol Analyzer

BAN Burrows, Abadi, and Needham

CAPSL Common Authentication Protocol Specification Language

FDR Failures Divergences Refinement Checker

HOL Higher Order Logic

IDA Information Dispersal Algorithm

IGMP Internet Group Membership Protocol

IP Internet Protocol

ISL Interface Specification Language

LOTOS Language of Temporal Ordering Specification

MAC Message Authentication Code

MBMAEC MAC-Based Multicast Authentication using Erasure

Code

MD5 Message Digest version5

MuCAPSL Multicast Common Authentication Protocol Specification

Language

PRABS Pollution Resistant Authenticated Block Streams

TRNG True Random Number Generator

RSA Rivest-Shamir-Adelman

SAIDA Signature Amortization using IDA

### **List of Symbols**

Count Counter length

E The erasure code function

Edec The erasure decoding function

EncLen Length of the symmetric encryption

F A pseudo random function

H The hash function

Hout Length of the hash function

 $K_a^{-1}$  Private key of A

 $K_g$  The group key

KeyLen Key length

MAC Length of the MAC

 $P_i$  Packet number i

R The loss rate

RN Length of the random number

Sig The signature length

UMACout Length of the UMAC function output

### Thesis Abstract

Multicast gives professional large-scale content distribution by providing an efficient transport mechanism for one-to-many and many-to-many communication. Over the years, multicast has been the topic of many research, and development efforts. These efforts have continued to transform multicast into a technology that can be trusted by a large number of applications. Therefore, security in multicast content distribution is an important issue.

There is a number of security issues in multicast communication directly related to the specific nature of multicast. There has been many researches that provide solutions to many of these security issues. Some of these solutions are ready for operation, some are still under development, and others are in the primary phases of research.

In this thesis, we concentrate on the multicast authentication problem. two methods are described for authenticating multicast packets. Erasure code function is used to amortize a single signature operation over multiple packets. This technique is especially efficient in terms of communication overhead, because the essential elements needed for authentication are one MAC per packet and one signature per group of packets.

The first proposed protocol is concerned with the real time applications; it is based on the idea of dividing the stream into blocks of m packets.

The UMAC of each packet is calculated, and then the signature is calculated over the concatenation of all UMAC of the packets. The proposed scheme resists packet loss by using erasure code functions over the signature and the UMAC of the packets. To resist pollution attacks, our scheme computes the UMAC of the erasure code output. To resist replay attacks, a counter number is added to each packet. The proposed scheme is compared to other multicast authentication protocols. The comparison shows that the proposed scheme has the following advantages: first, it has low computation and communication overheads; second it has reasonable buffer requirements. Furthermore, it resists packet loss, pollution attacks, and replay attack. This protocol assumes that the group members are trusted entities and are not likely to be disturbing the system themselves.

The second proposed protocol is for general applications, different types of group members. It is based on the idea of dividing the stream into blocks of *m* packets. The digital signature is calculated over a generated random number. The proposed scheme resists packet loss by using erasure code functions over the signature. To resist pollution attacks, our scheme computes the UMAC of the erasure code output. To resist replay attacks, the generated random number is changed with every block. The proposed scheme is compared to other multicast authentication protocols. The comparison shows that the proposed scheme has the following advantages: first, it has low computation and communication overheads and it has reasonable buffer requirements. Furthermore, it resists packet loss, pollution attacks and replay attacks.

To evaluate the correctness of our scheme, we analyze our two techniques with a known logical analysis technique. First, we give a survey of the formal methods that are used in the analysis of cryptographic protocols. We use Meadows's classification which divides the analysis techniques into four types.

The Type I approach models and verifies a protocol using specification languages and verification tools not specifically developed for the analysis of cryptographic protocols. In Type II, a protocol designer develops expert systems to create and examine different scenarios, from which one may draw conclusions about the security of the protocols being studied. Type III approach develops a formal model based on the algebraic term-rewriting properties of cryptographic systems. Finally, the IV approach models the requirements of a protocol family using logics developed specifically for the analysis of knowledge and belief.

Most of the research and the most interesting results are in Type IV approach, such as Burrows, Abadi and Needham logic; we present this technique and its language. We make verification of the two presented protocols using the BAN logic. The verification results show that these protocols achieve their goals.