

Message Authentication Codes - RECAP

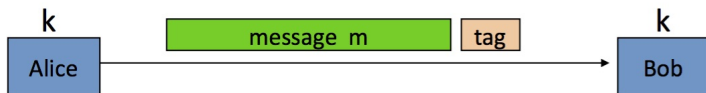


Definition of Message Authentication Code (MAC)

A **MAC** = (S, V) is a pair of algorithms defined over $(\mathcal{K}, \mathcal{M}, \mathcal{T})$ with the following properties:

- $S : \mathcal{K} \times \mathcal{M} \rightarrow \mathcal{T}$ is a **signing** algorithm that takes as input a key k and a message m and outputs a tag $t = S(k, m)$.
- $V : \mathcal{K} \times \mathcal{M} \times \mathcal{T} \rightarrow \{\text{yes}, \text{no}\}$ is a **verification** algorithm that checks if t is a *valid* tag for m under the key k . If so, the verification outputs “**yes**”, otherwise it outputs “**no**”.

Consistency requirement: $\forall k \in \mathcal{K}, \forall m \in \mathcal{M} : V(k, m, S(k, m)) = \text{yes}$

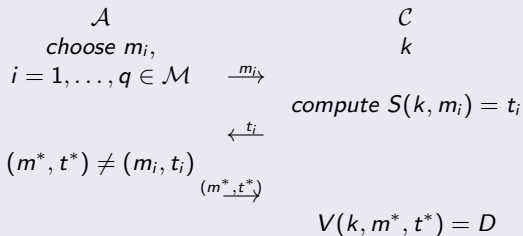


Generate tag:
 $\text{tag} \leftarrow S(k, m)$

Verify tag:
 $V(k, m, \text{tag}) \stackrel{?}{=} \text{'yes'}$

The main property of MACs is **integrity**: *without* knowing the secret key k it is *hard* to generate a *valid* tag t^* for a *new* message.

Security Game for MACs (chosen message attack)



If $D = \text{"yes"}$ then \mathcal{A} wins the security game (i.e. the MAC is **not** secure against chosen message attack). If $D = \text{"no"}$, \mathcal{A} has lost the security game (i.e. the MAC is secure).

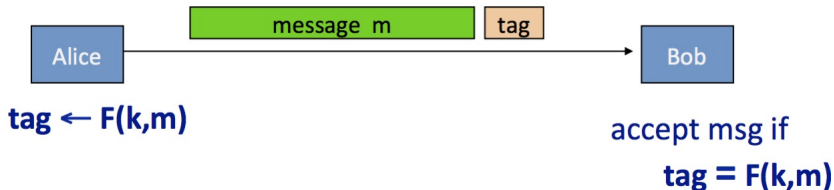
How to build a MAC from a block cipher?

Secure PRF \Rightarrow Secure MAC

For a PRF $F : \mathcal{K} \times \mathcal{M} \rightarrow \mathcal{T}$ define a MAC = (S, V) as

- $S(k, m) := F(k, m) = t$.
- $V(k, m, t)$ output “yes” if $t = F(k, m)$ and “no” otherwise.

If $|\mathcal{T}|$ is large and the PRF is **secure** then the MAC is also **secure**.



How to build a MAC from a Hash function?

HMAC (Hash-MAC)

HMAC are the most widely used MAC on the Internet. Let H be a hash function (e.g. H is SHA-256), define a HMAC as

$$\text{HMAC} : S(k, m) = H(k \oplus \text{opad} || H(k \oplus \text{ipad} || m))$$

Where opad and ipad are respectively an outer and an inner pad. Both pads are fixed constants of size equal to the block size for H

