

### Goals

- Develop a service to store and distribute signing and encryption keys needed for secure, authenticated delivery of messages originating at GridStat publishers and sent to multiple subscribers
- Ensure that the system can tolerate a pre-specified number of *disclosure failures* and enable the service to remain available during a pre-specified number of *Byzantine failures*
- Ensure that none of the nodes comprising the service ever learn the stored secrets

### Fundamental Questions/Challenges

- Key storage and dissemination services can be a weak point in overall system security.
  - Even just one compromised node can disclose shared secret keys and highly sensitive information.
  - Unavailability of the service can cause communication issues.
- No node in systems that replicate and distribute data across multiple nodes can be trusted.
- Asynchronous distributed systems can experience an unbounded number of failures but can tolerate only a bounded number of them.

### Research Plan

- Use threshold cryptography to withstand compromise of storage service nodes and to enhance availability
- Use an *opaque masking Byzantine quorum system* to implement replicated data storage.
  - $5t$  servers for  $t$ - fault tolerance.
  - At most  $t$  of  $n$  servers compromised.

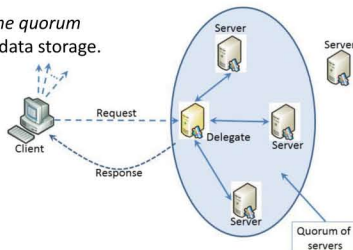
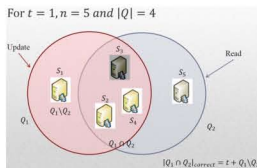


Figure 1: Overview of Client Request Processing

Type of Quorum system	Number of servers $n$	Quorum Size $ Q $
Opaque Masking	$n \geq 5t$	$\lfloor \frac{2n+t}{3} \rfloor$
Dissemination	$n \geq 3t + 1$	$\lfloor \frac{n+t+1}{2} \rfloor$

Table 1: Byzantine Quorum Systems

- Use *proactive recovery* to tolerate an unlimited number of failures over the life of the system even though only  $t$  faults can be tolerated within a rejuvenation interval.
- Use *public-key cryptography* to ensure confidentiality and integrity of stored secrets and authenticity of request-response messages.
  - service key pair**  $\langle sk_{pub}, sk_{priv} \rangle$ .



- Use  $(n, t + 1)$  *threshold cryptography* to distribute shares of the  $sk_{priv}$  among servers.
- Recovering a stored secret requires the collusion of  $(t + 1)$  servers.

### ProFocus:

- Stores name-secret bindings of the form  $\langle \tau, N, E_{sk_{pub}}(k) \rangle$ : timestamp, name, secret.
- Basic operations: read\_secret, read\_timestamp, read\_masked\_secret, update.
- Reading a secret.
  - Client generates blinding factor  $b$  and sends  $E_{sk_{pub}}(b)$  to server.
  - Each server  $i$  computes partial decryption  $D_{sk_{priv_i}}(E_{sk_{pub}}(k) * E_{sk_{pub}}(b))$ .
    - Note: requires homomorphic encryption system.
  - Delegate server combines partial decryptions to get  $(k * b)$  using threshold cryptography and sends back to client.
  - Client retrieves  $k = (k * b)/b$ .

### Research Results

- ProFocus integrated with GridStat to improve pub-sub communication security.
- Prevent key leakage by compromised leaf security management server.
- Key generation responsibility moved from leaf-SMS to Publisher and stored as secrets in ProFocus.
- Subscribers retrieve publication keys from ProFocus.

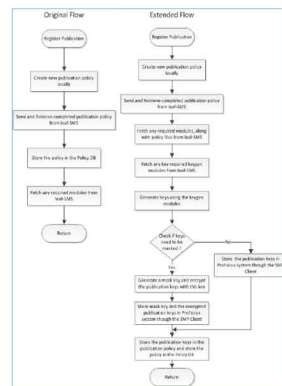


Figure 2: Registration Process of New Publications with ProFocus

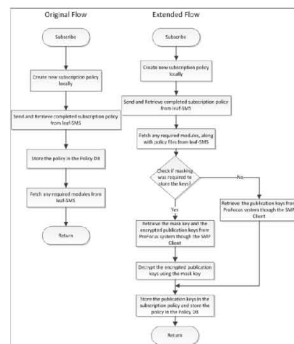


Figure 3: Registration Process of New Subscriptions with ProFocus

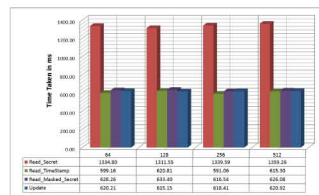


Figure 4: Performance of ProFocus Operations with 5 Servers and Fault-threshold 1

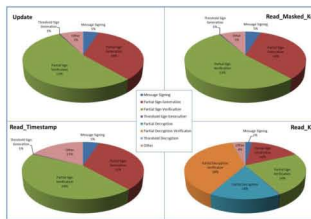


Figure 6: Cost of Individual Steps of Each ProFocus Operation

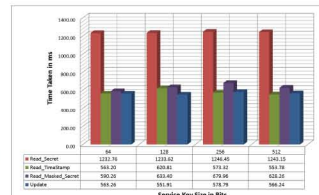


Figure 5: Performance of ProFocus Operations with 5 Servers and 1 Faulty Server

### Broader Impact

- Secure storage of keys is needed for many purposes:
  - Wide-area communication.
  - AMI.
  - Field devices generally.
- No single business entity has unilateral access to others' secrets.

### Future Efforts

- Design and implement access control mechanisms for secret storage and retrieval.
- Automate triggering of proactive recovery: Assess security properties of various triggering policies.
- Implement proofs of plain-text knowledge in client-service and server-server protocols.

