

Facilis Descensus: Why Threema Failed in Practice

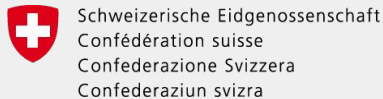
Kenny Paterson, **Matteo Scarlata**, Kien Tuong Truong

Based on “Analysis of the Threema Secure Messenger”
<https://www.usenix.org/conference/usenixsecurity23/presentation/paterson>

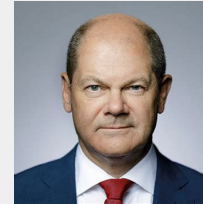


What is Threema?

- An “end-to-end encrypted instant messaging application” for Android and iOS
- 11 million private users worldwide



Mercedes-Benz





Lamest Vendor Response 2023 goes to...



How did we get here?

Attack: C2S Ephemeral Key Compromise



Attack: Vouch Box Forgery



Attack: Message Reordering/Omission



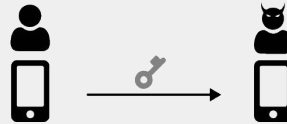
Attack: Message Replay/Reflection



Attack: Kompromat



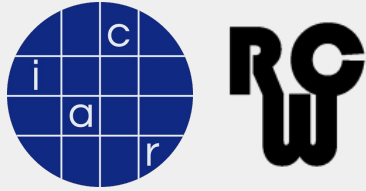
Attack: Compression-Side Channel on Threema Safe



Attack: Threema ID Export



Technical Talks



<https://youtu.be/sthXs4zJ5XU?t=1892>



<https://www.usenix.org/conference/userixsecurity23/presentation/paterson>

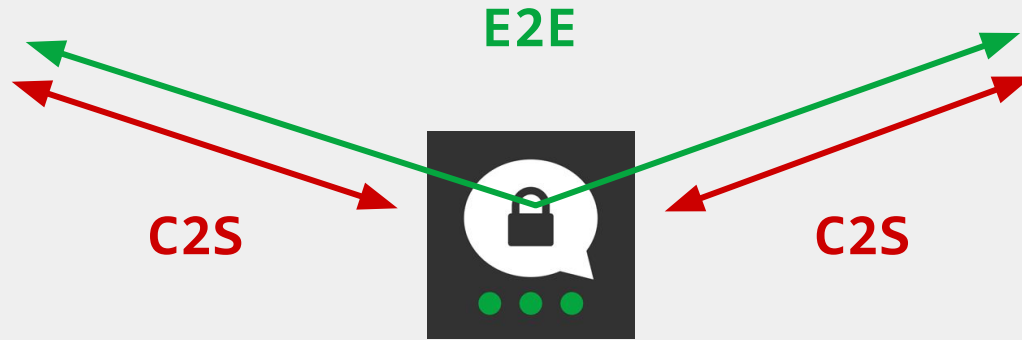
2012

What do we want?

(sk_A, pk_A)



(sk_B, pk_B)



What we want? End-to-End Encryption!

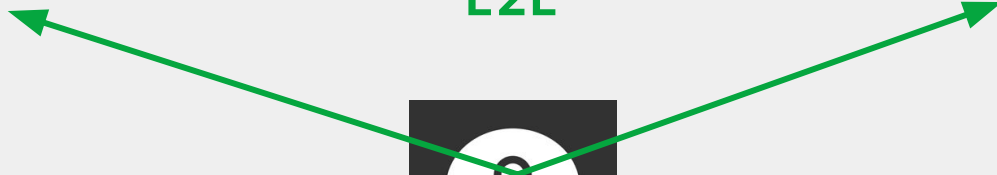
(sk_A, pk_A)



(sk_B, pk_B)



E2E

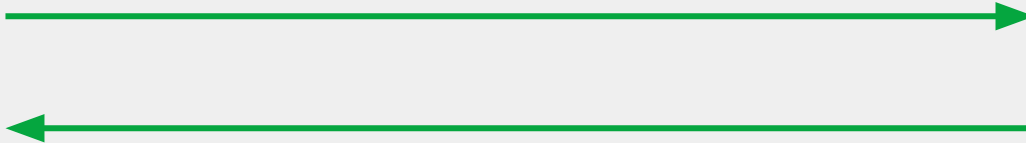


E2E Protocol

(sk_A, pk_A)



Encrypted under
 $K = DH(sk_A, pk_B) = DH(sk_B, pk_A)$

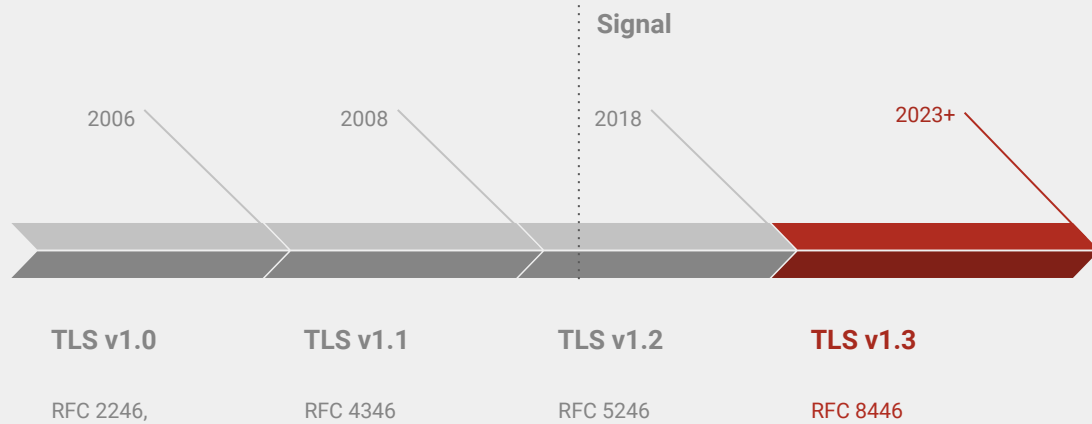


(sk_B, pk_B)



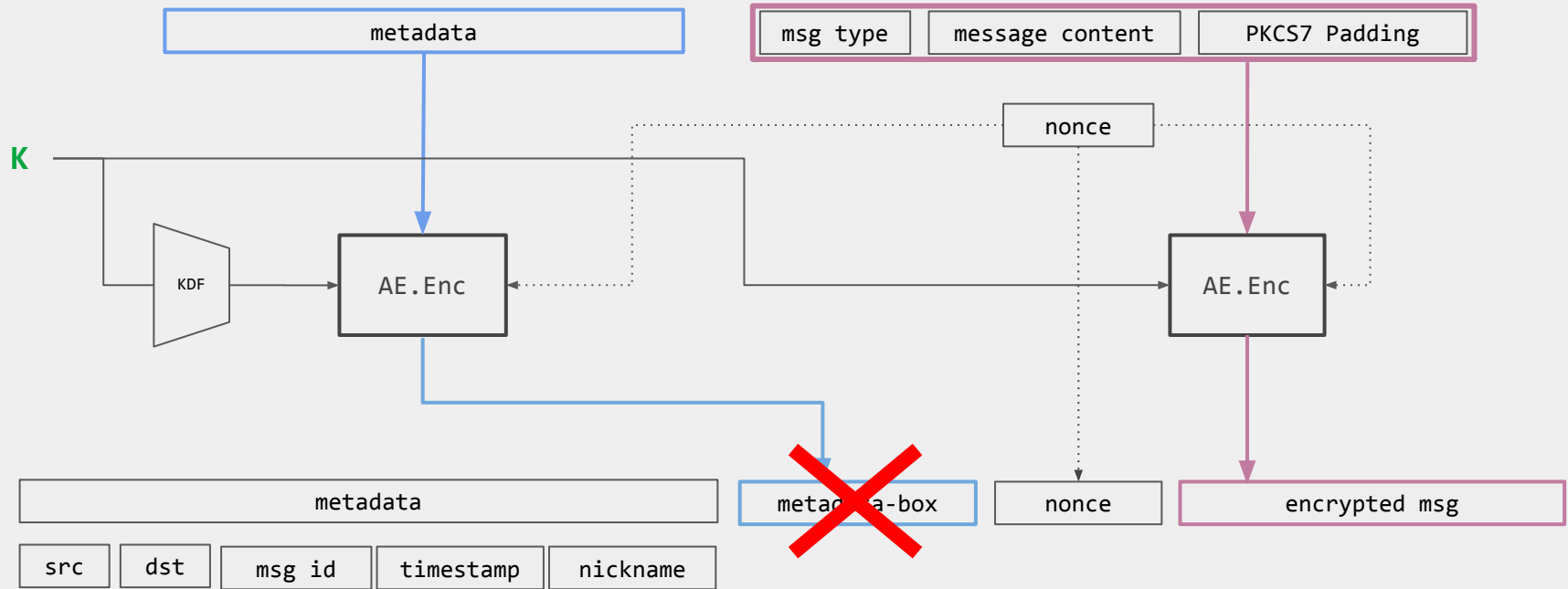
No Forward Secrecy!

What went wrong?



No incentives to update!

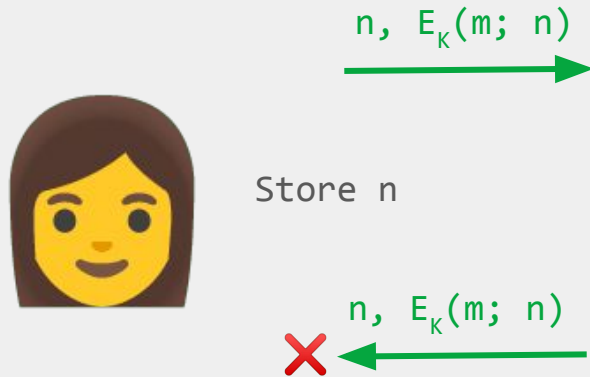
E2E Protocol: Message Structure



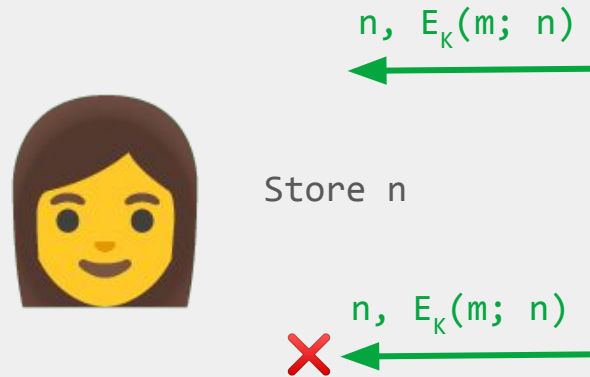
No metadata integrity!

E2E: Saving nonces

Reflection Attacks



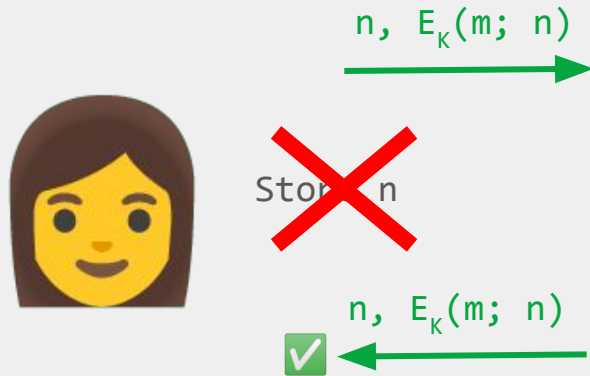
Replay Attacks



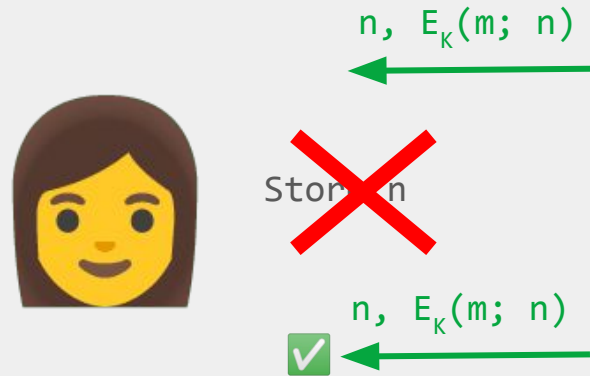
In both cases, reject, since n was already seen

E2E: Saving nonces

Reflection Attacks



Replay Attacks



Messages can be reflected/replayed!

What went wrong?

NaCl



08 Sep 2020

NACL IS NOT A HIGH-LEVEL API

When talking about high-level application cryptography APIs I usually hear mentioned [libsodium](#), [Tink](#), [pyca/cryptography](#), and NaCl.

One of these things is not like the others! The value NaCl had 10 years ago was that it was an opinionated library at a time when all cryptography libraries were choose-your-own-adventure toolkits, but its APIs are not high-level, and even its constructions are unsafe by today's standards.

API does not support AD!

Backwards compatibility



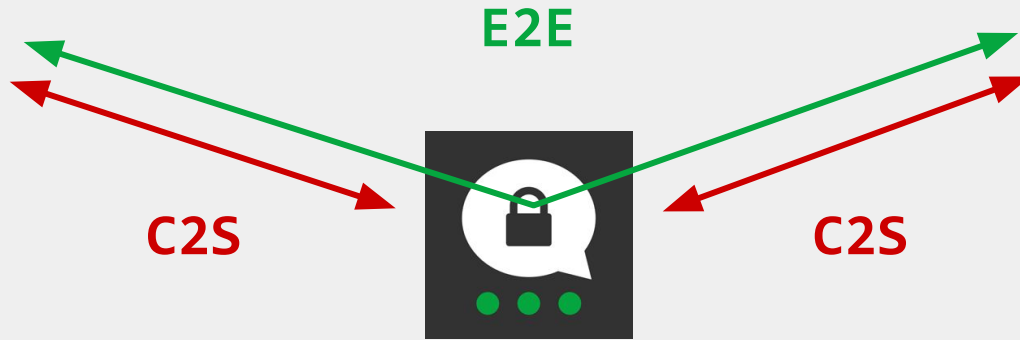
Bad crypto design!

What do we want?

(sk_A, pk_A)



(sk_B, pk_B)

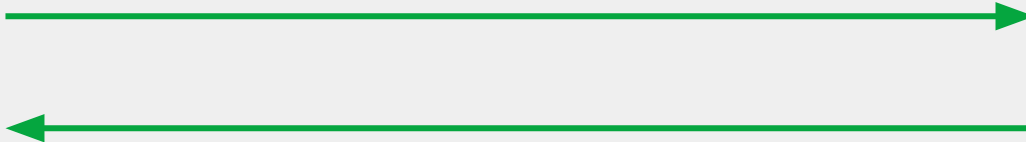


E2E Protocol

(sk_A, pk_A)



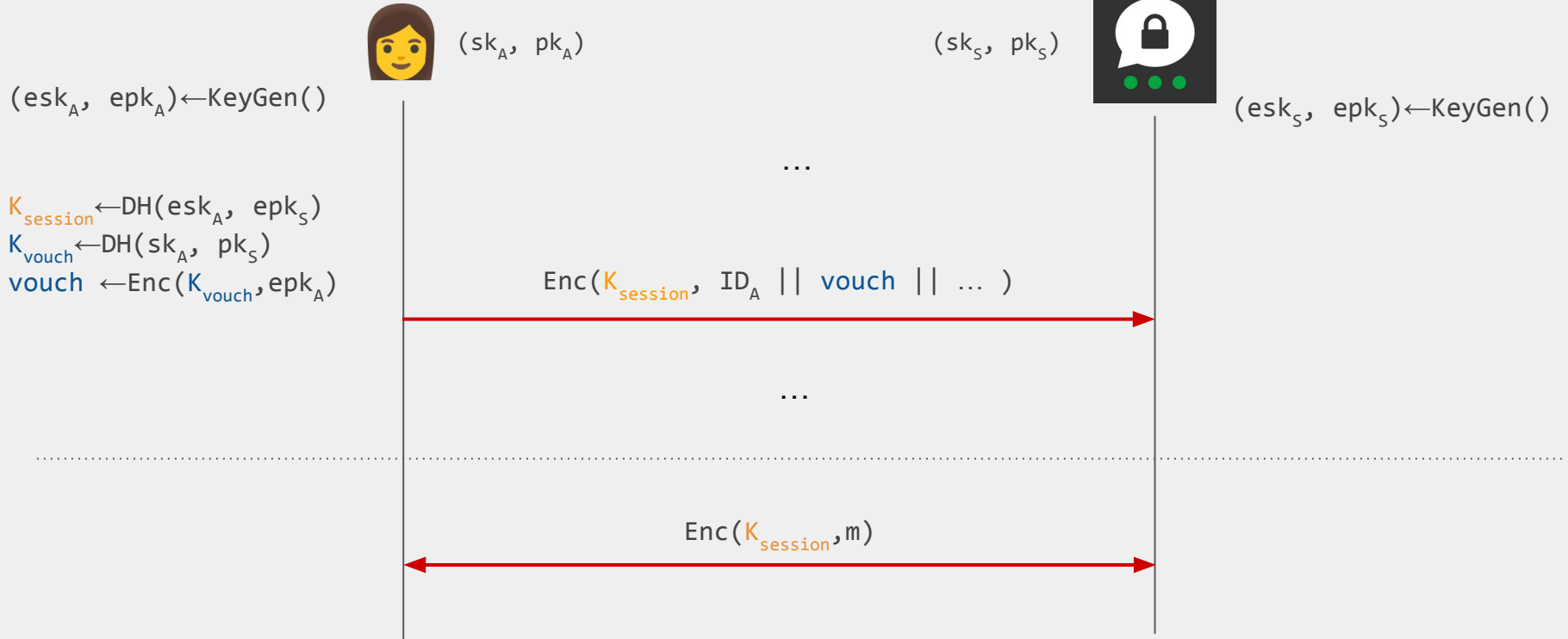
Encrypted under
 $K = DH(sk_A, pk_B) = DH(sk_B, pk_A)$



(sk_B, pk_B)



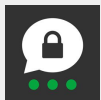
C2S Protocol*



* Simplified, details omitted

Deja-vu?

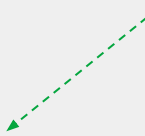
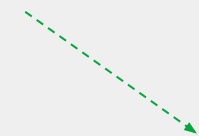
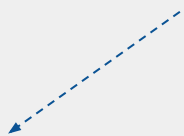
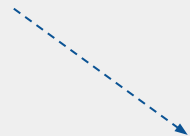
(sk_S, pk_S)



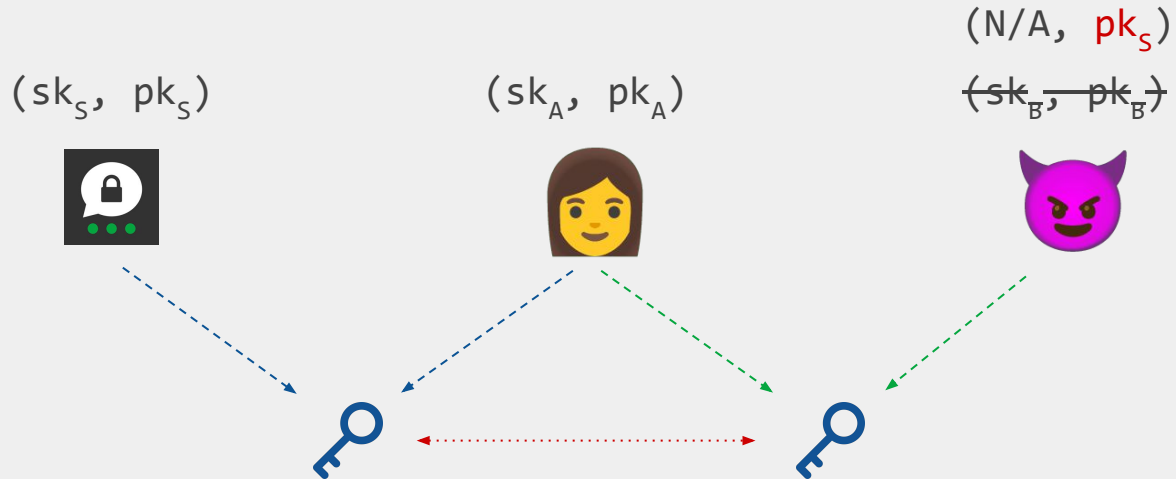
(sk_A, pk_A)



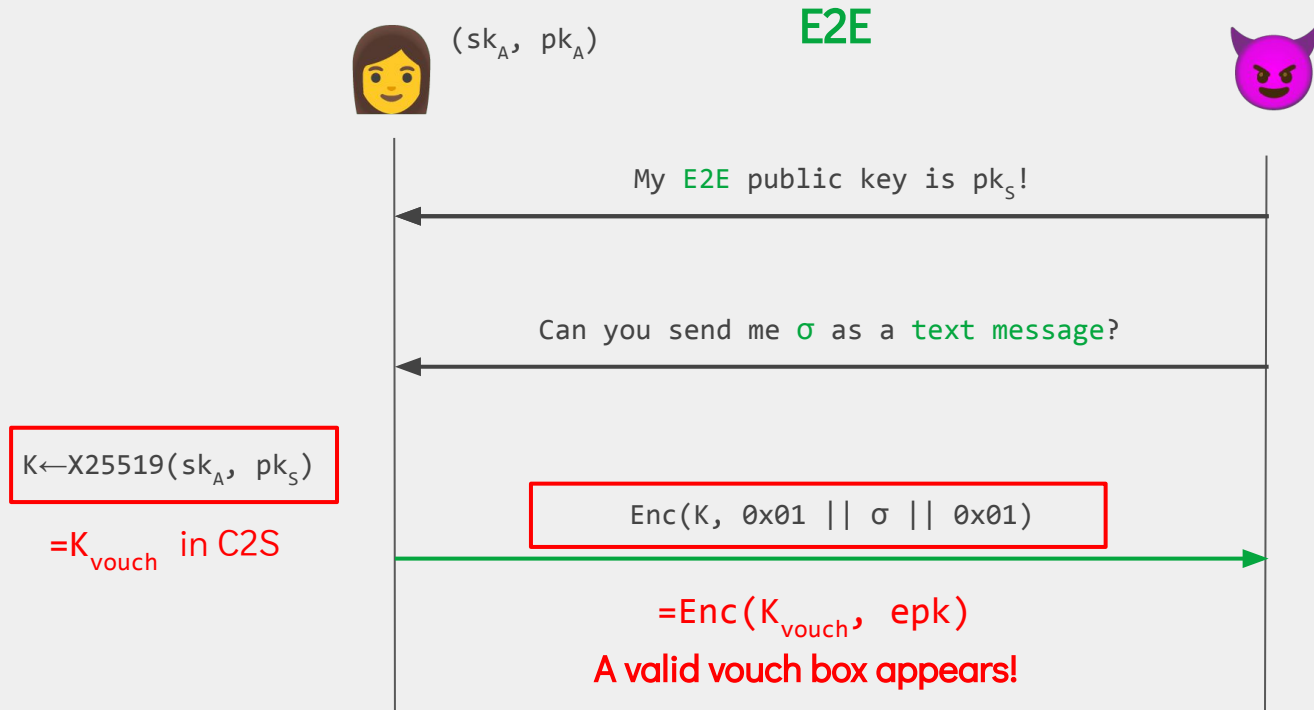
(sk_B, pk_B)



Deja-vu?



Cross-Protocol Attack



What went wrong?

NaCl

```
#include "crypto_box.h"
```

```
std::string pk;
```

```
std::string sk;
```

```
std::string n;
```

```
std::string m;
```

```
std::string c;
```

```
c = crypto_box(m,n,pk,sk);
```

```
pkA, skA <- KeyGen()
```

```
pkB, skB <- KeyGen()
```

```
n <- $- N
```

```
c = Enc(m, n, pkA, skB)  
    = SK.Enc(m, n, DH(pkA, skB))
```

NaCl

```
#include "crypto_box.h"
```

```
std::string pk;
```

```
std::string sk;
```

```
std::string n;
```

```
std::string m;
```

```
std::string c;
```

```
m = crypto_box_open(c,n,pk,sk);
```

```
pkA, skA <- KeyGen()
```

```
pkB, skB <- KeyGen()
```

```
m = Dec(c, n, pkB, skA)
```

```
= SK.Dec(c, n, DH(pkB, skA))
```

NaCl

$$c = \text{Enc}(m, n, pk_A, sk_B)$$

$$m = \text{Dec}(c, n, pk_B, sk_A)$$

DH + KDF + SK Enc
...what's missing here?

NaCl

$c = \text{Enc}(m, n, \text{label}, pk_A, sk_B)$

$m = \text{Dec}(c, n, \text{label}, pk_B, sk_A)$

DH + KDF + SK Enc
...what's missing here?

CurveCP: Usable security for the Internet

Introduction

Introduction to CurveCP

Main features:

Confidentiality

Integrity

Sending data through the Internet is like sending it through the radio (and often is actually sending it through the radio). An attacker who sets up a radio nearby can spy on everything that you're sending, and on everything that you're receiving. Some, perhaps most, of the data you send and receive is public, but the attacker can also see all the private information.

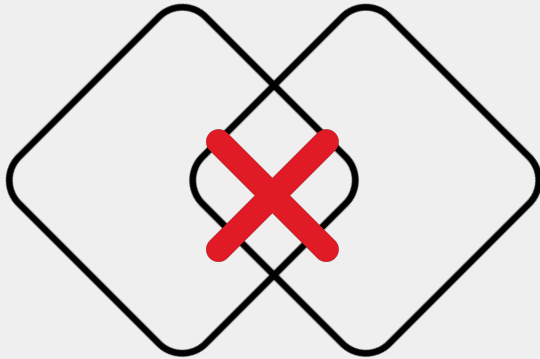
Server Hello: "CurveCP-server-M\0\0\0\0\0\0\0\0",

Vouch: "CurveCPV\0\0\0\0\0\0\0\0\0\0\0\0\0\0",

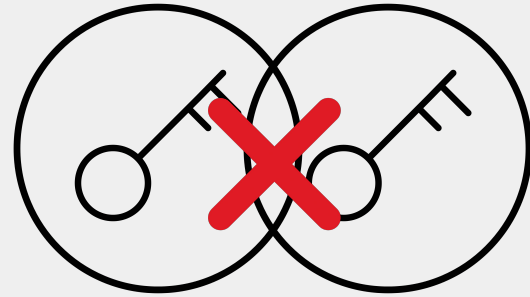
Client to server: "CurveCP-client-H\0\0\0\0\0\0\0\0",

Server to client: "CurveCP-server-M\0\0\0\0\0\0\0\0"

NaCl

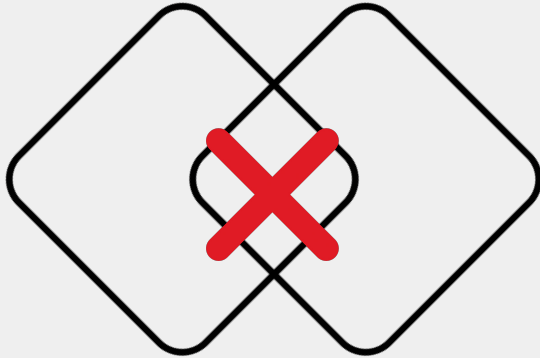


Domain Separation

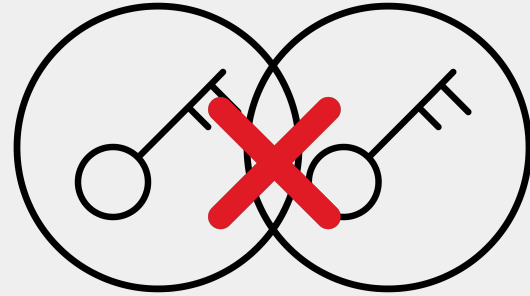


Key Separation

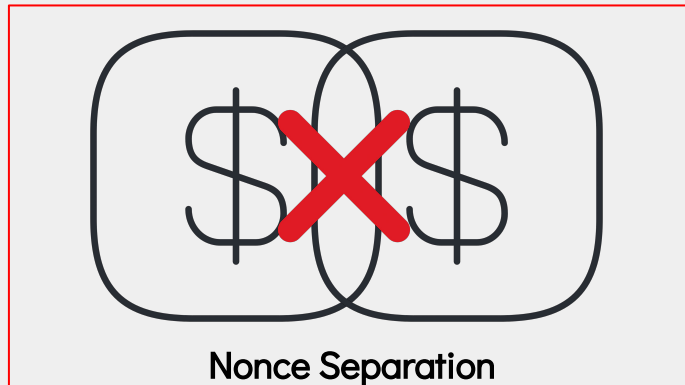
NaCl



Domain Separation



Key Separation



Nonce Separation

Conclusions



Jacques Gabriel le Filz Huquier (1730 - 1805) - Vue des Enfers

Conclusions

- Missing **incentives** to keep your crypto up-to-date!
- **Library APIs** can lead to bad design!
- **Backwards compatibility** is an obstacle to secure design!

Extra Slides

What do we want? A Secure Channel!

(sk_A, pk_A)



C2S



C2S

(sk_B, pk_B)



Secure Channels in 2012

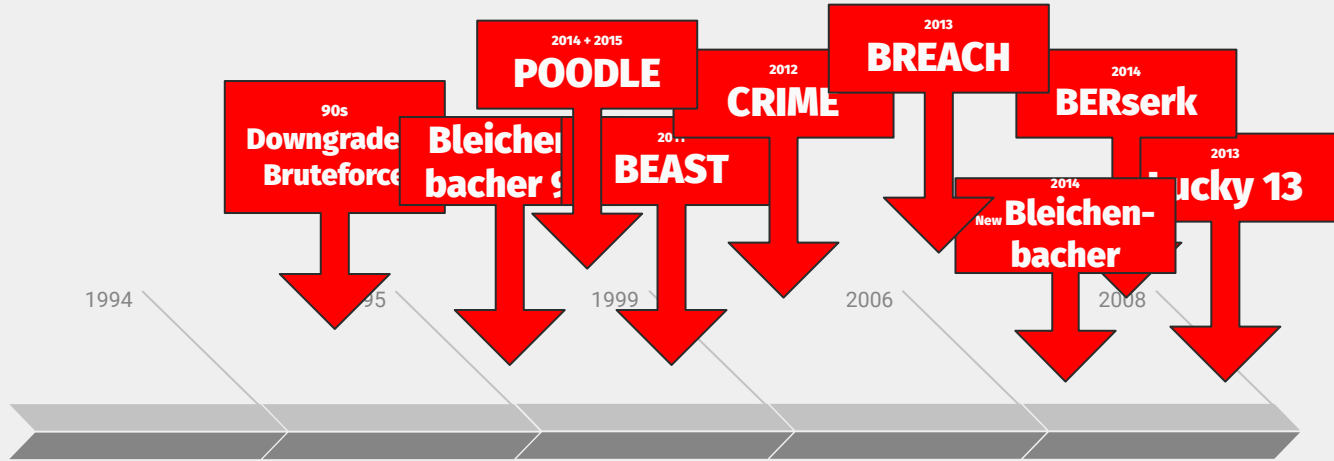


2008: TLS 1.2



2013: Chrome supports
TLS 1.2

Secure Channels in 2012



Nothing.

SSL v2

SSL v3

TLS v1.0

TLS v1.1

Netscape Navigator
1.1 in March 1995

RFC 6101

RFC 2246,
≈ SSL v3.1

RFC 4346

DROWN
2016

ROBOT
(Bleichenbacher)
2017

Logjam
2015

CurveCP: Usable security for the Internet

Introduction

Main
features:

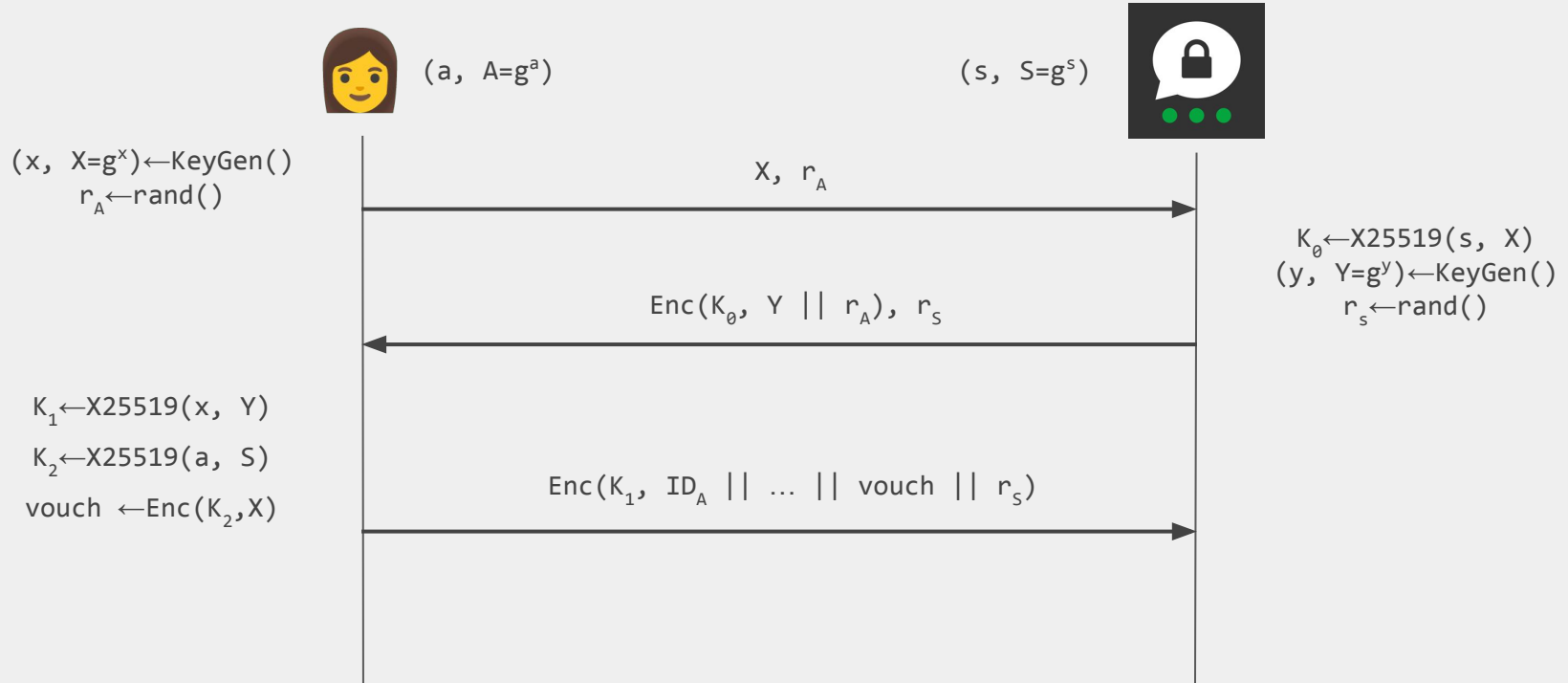
Confidentiality

Integrity

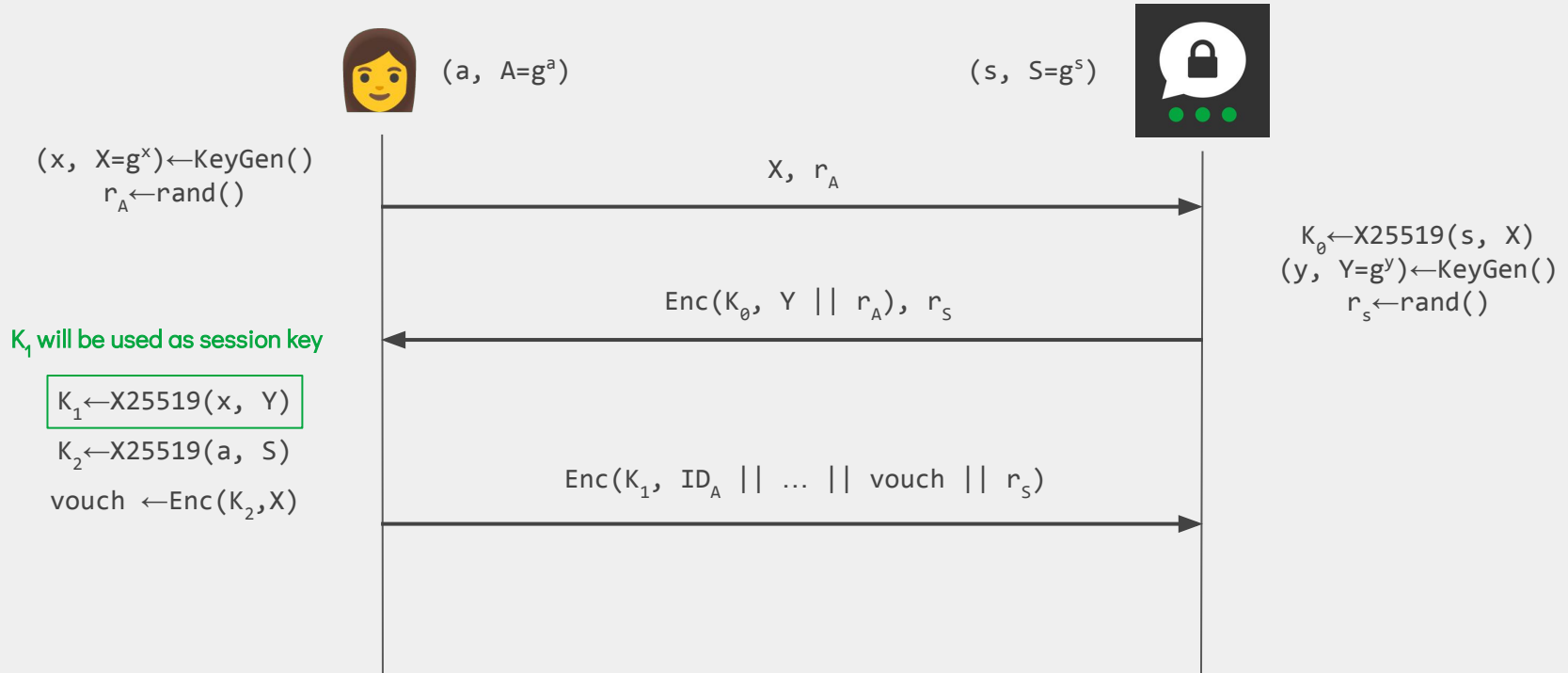
Introduction to CurveCP

Sending data through the Internet is like sending it through the radio (and often is actually sending it through the radio). An attacker who sets up a radio nearby can spy on everything that you're sending, and on everything that you're receiving. Some, perhaps most, of the data you send and receive is public, but the attacker can also see all the private information.

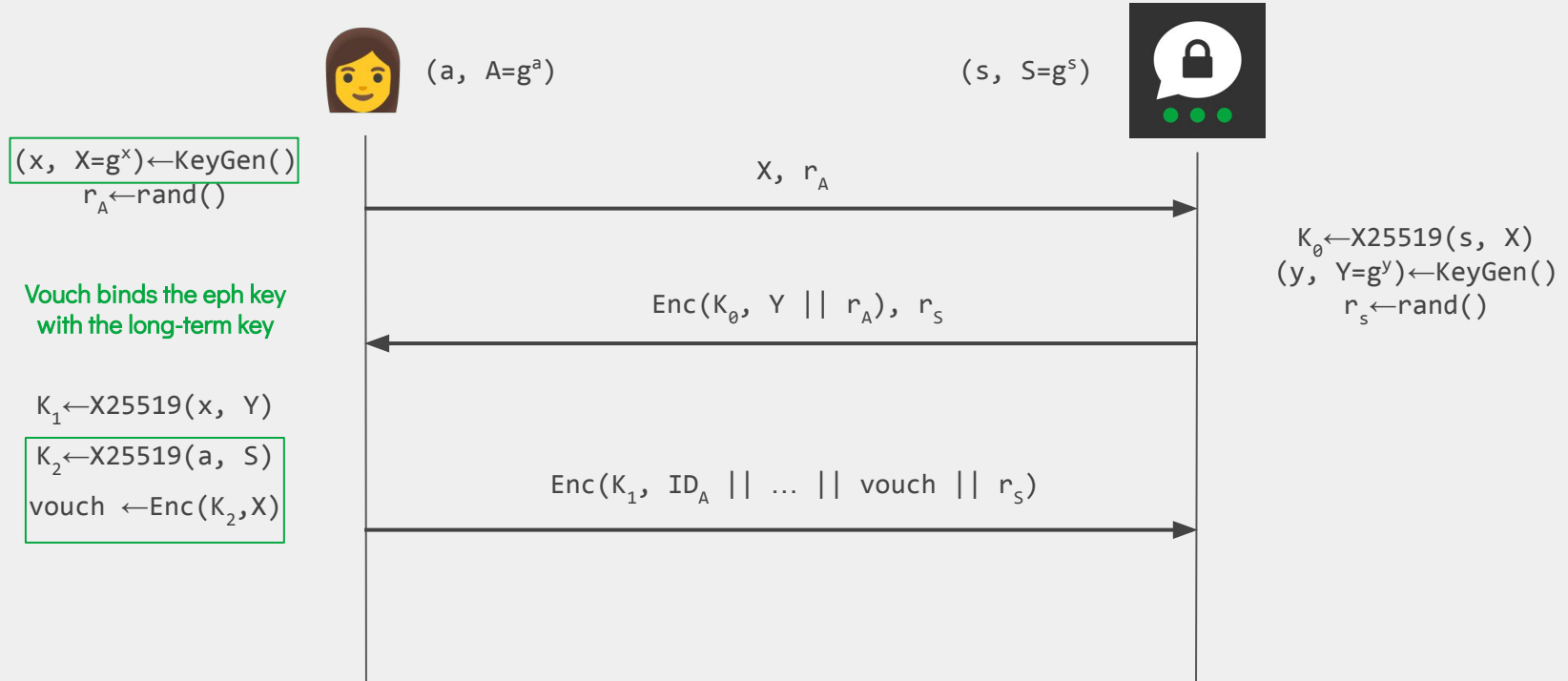
The C2S Protocol: Handshake



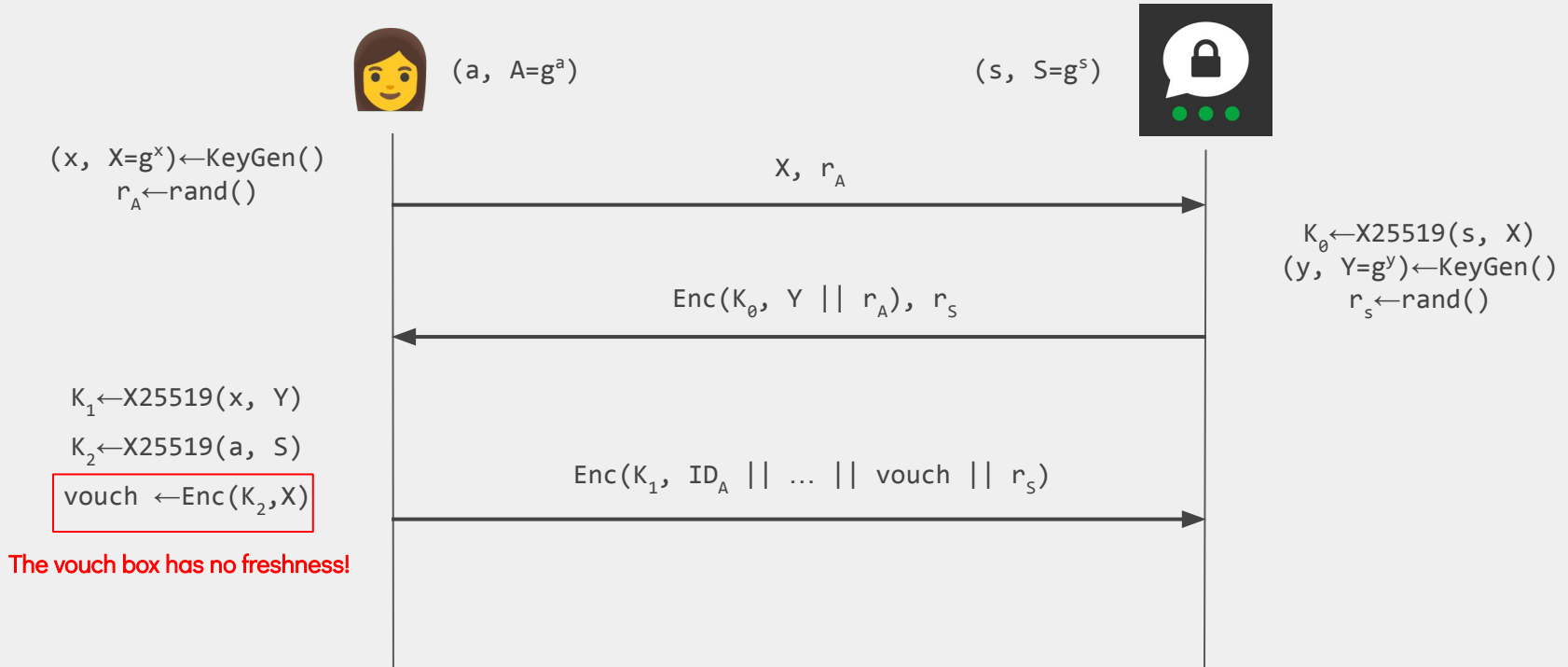
The C2S Protocol: Handshake



The C2S Protocol: Handshake

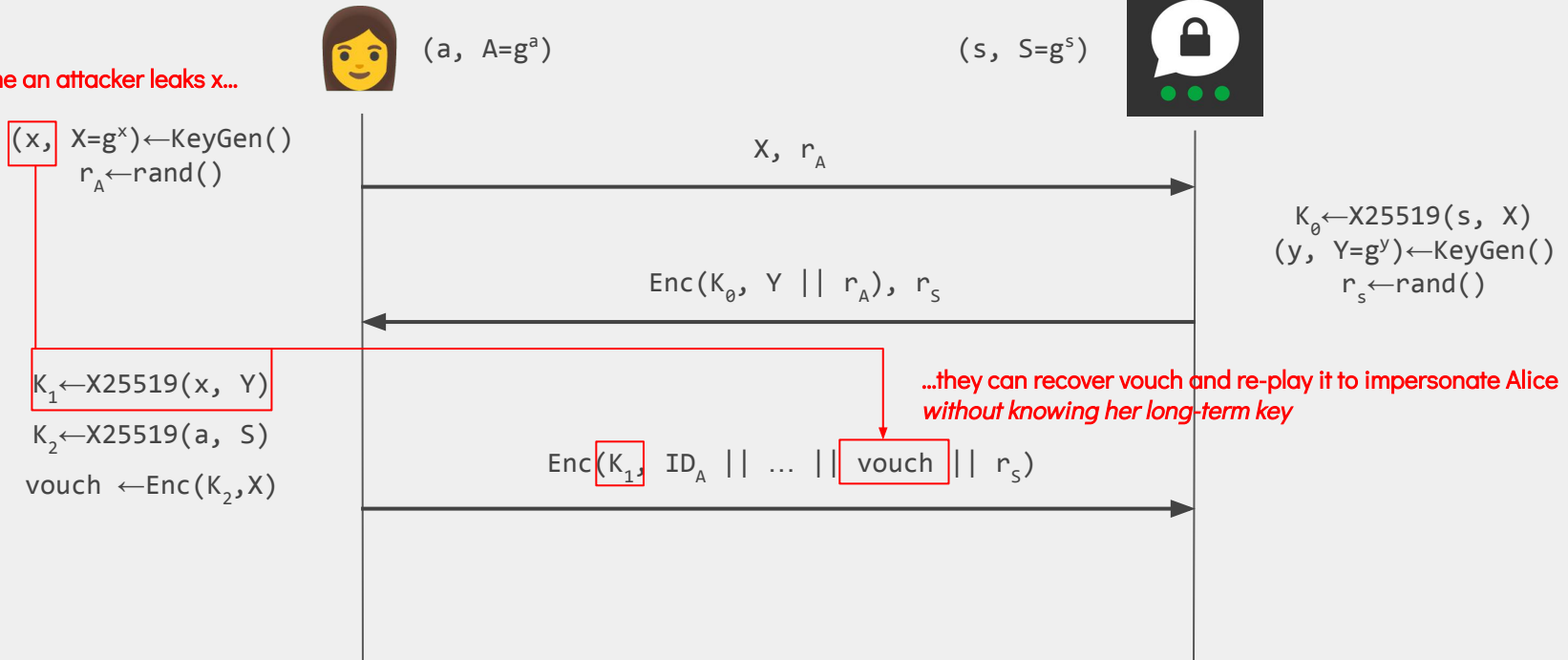


The C2S Protocol: Handshake



The C2S Protocol: Handshake

Assume an attacker leaks x ...



What went wrong?

CurveCP: Usable security for the Internet

Introduction

Main features:

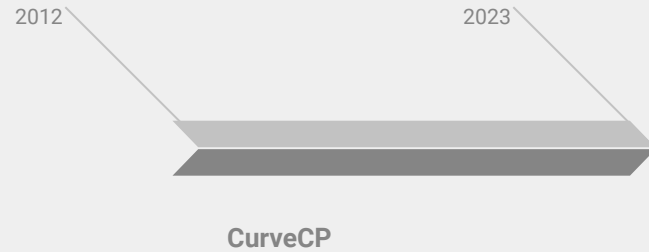
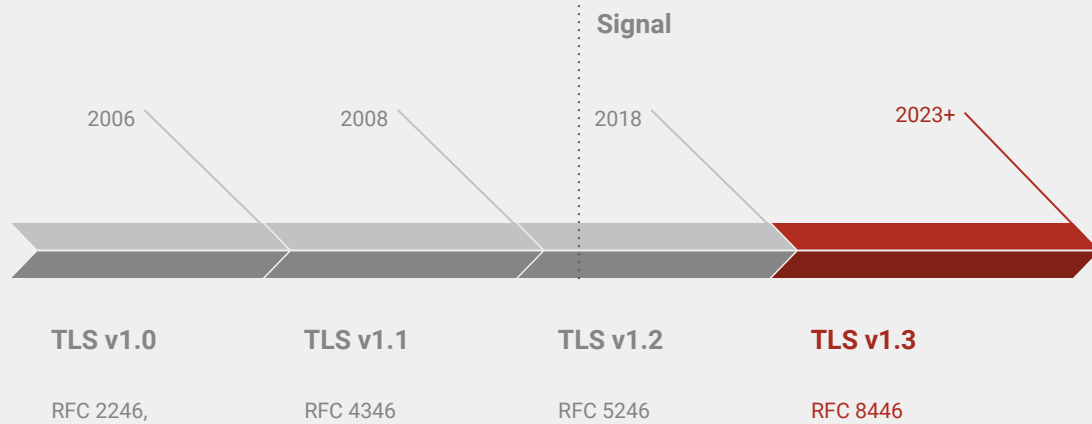
Confidentiality

Integrity

Introduction to CurveCP

Sending data through the Internet is like sending it through the radio (and often *is* actually sending it through the radio). An attacker who sets up a radio nearby can spy on everything that you're sending, and on everything that you're receiving. Some, perhaps most, of the data you send and receive is public, but the attacker can also see all the private information.

What went wrong?



No incentives to update!

