

# **TESLA: Multicast Source Authentication Transform**

**Bob Briscoe (BT)**

**Ran Canetti (IBM Watson)**

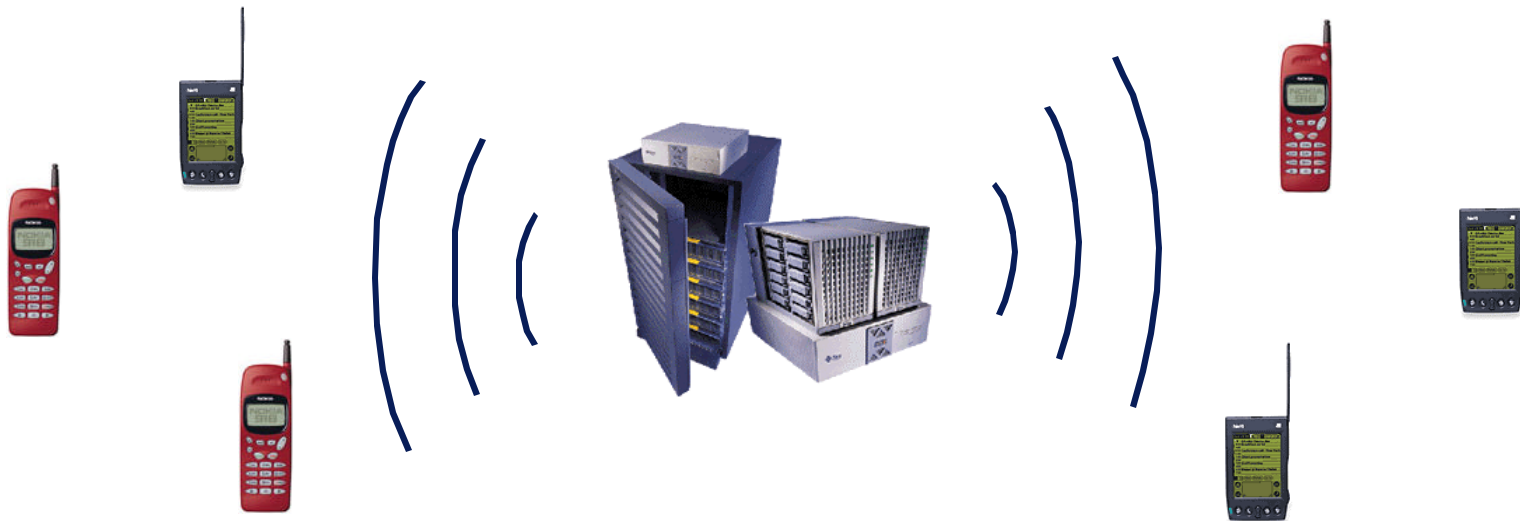
**Adrian Perrig (UC Berkeley / Digital Fountain)**

**Dawn Song (UC Berkeley)**

**Doug Tygar (UC Berkeley)**

# Problem: Efficient Source Authentication

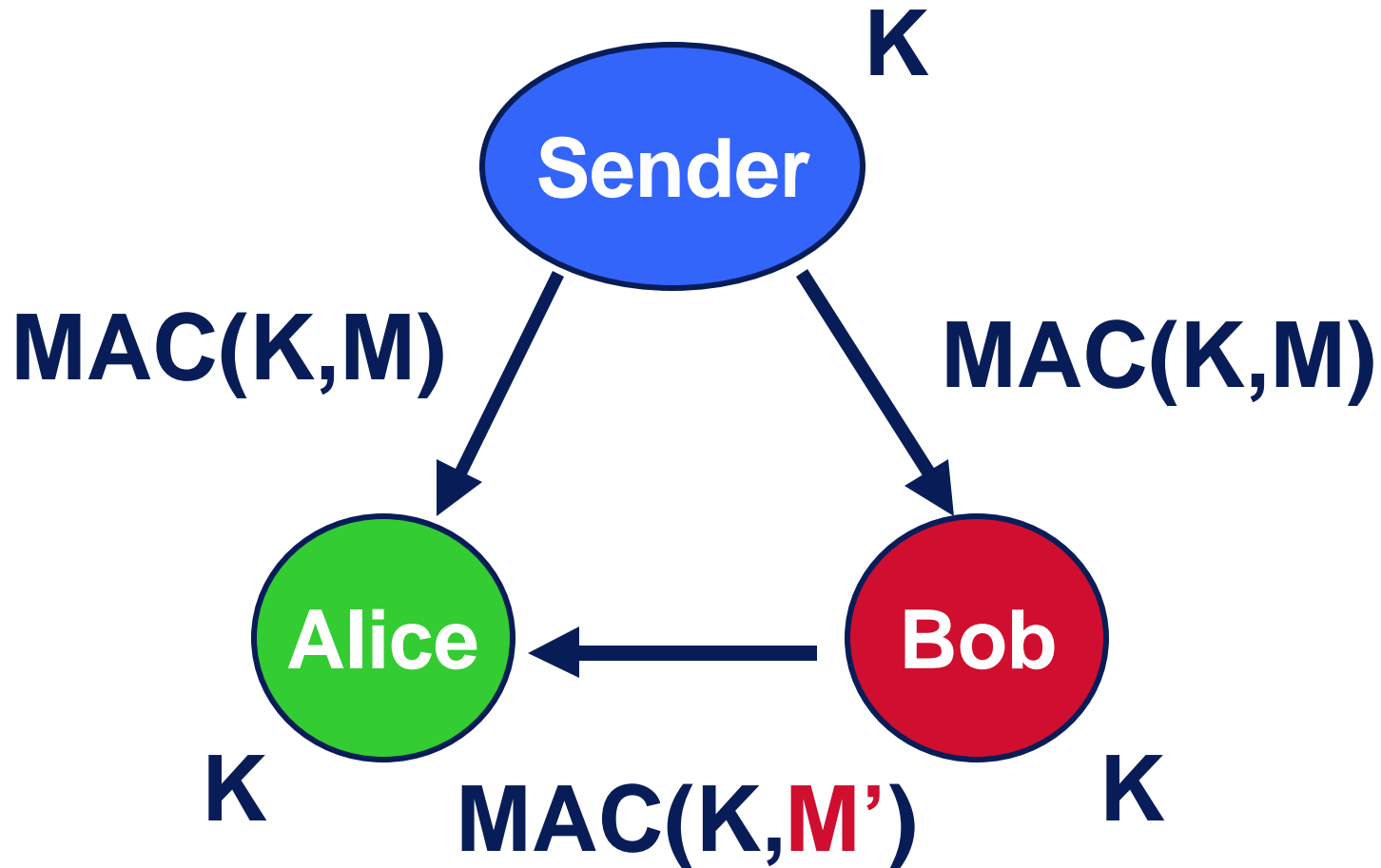
- One sender, many receivers
- Lossy channel (lost packets not retransmitted)
- Receiver authenticates individual packets
- Real-time data



# How Do We Solve Source Authentication in Unicast?

- Sender and receiver share secret key
- Sender attaches MAC to every packet
- Receiver verifies each MAC
  
- Low overhead
  - ~10 bytes per packet
  - MAC computation is fast (~1,000,000/s)
- Secure in two-party case
- **But: Insecure in multi-party case**

# Problem: Simple MAC is Insecure for Multiple Receivers



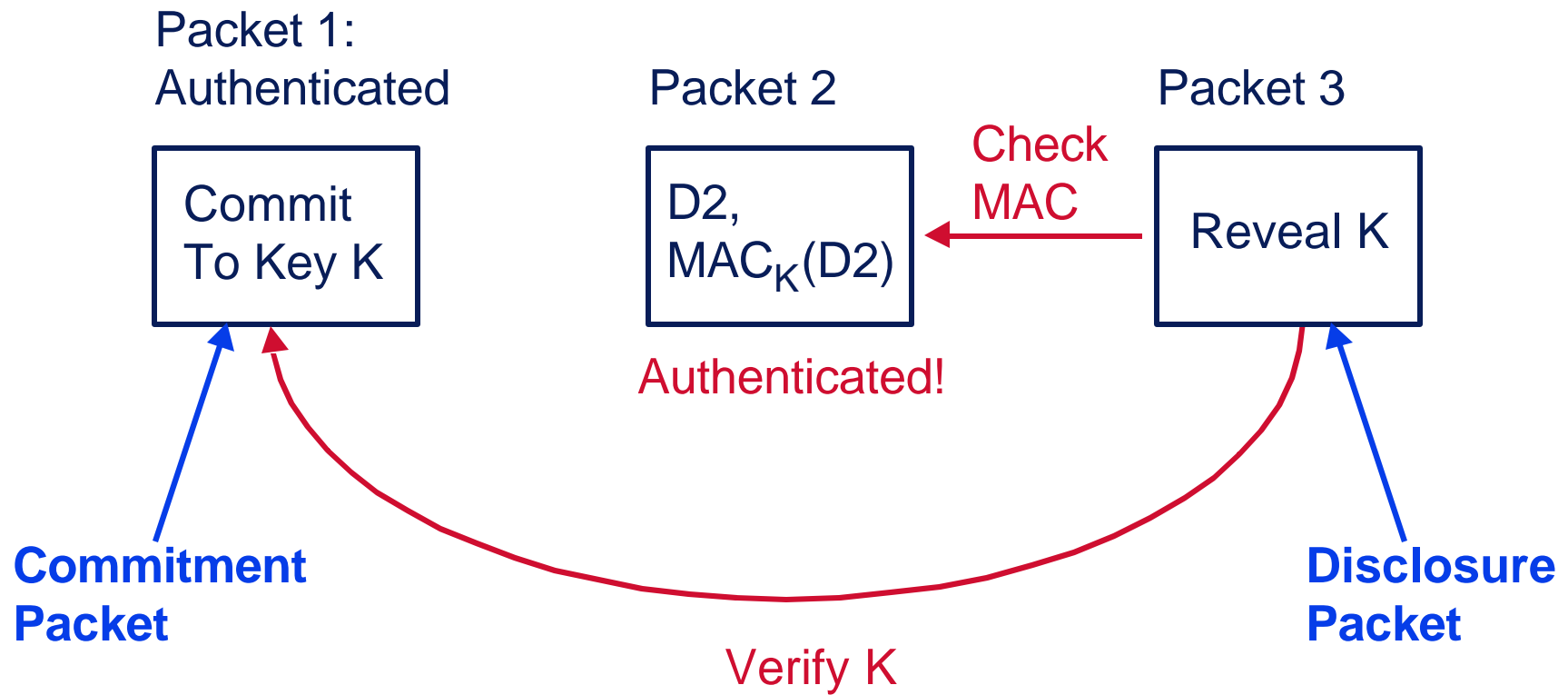
# What About Digital Signatures?

- **Sender attaches signature to each packet:**
  - Signatures are too expensive.
    - High computation cost (~100/s)
    - High verification cost (~1000/s)
    - High communication cost (128 bytes)
- **Amortize signature over multiple packets:**
  - Can verify only if all packets arrive intact
  - Signature might get lost
  - Some partial solutions exist, but not completely satisfactory [GR,WGL,R]
- **Other solutions exist, none are satisfactory.**

# TESLA

- **Provides multicast source authentication**
- **Efficient:**
  - 2-3 MAC function computations (~1,000,000/s)
  - Low bandwidth overhead (10-20 bytes)
- **Perfect resilience to packet loss**
- **Scalable: After initial receiver bootstrap, unidirectional data flow**
- **Drawbacks:**
  - Relies on loose time synchronization w/ source.
  - Delayed authentication
  - Keeps state across packets

# TESLA: The basic idea

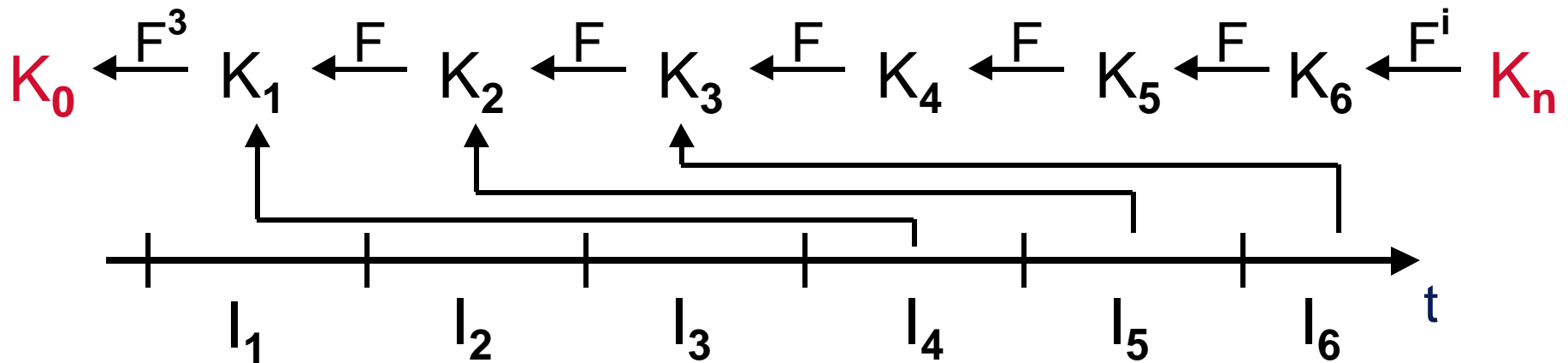


# Security Condition

- Sender, receiver weakly time synchronize ( $\pm \mathbf{d}_t$ )  
(can be done in the registration protocol)
- **Security Condition** (for Packet P):  
Receiver verifies that packet P arrives  
before sender discloses  $K_P$
- If security condition not satisfied, drop packet
- Attacker can at most do denial-of-service attack
  - Speeding up / delaying packets does not help

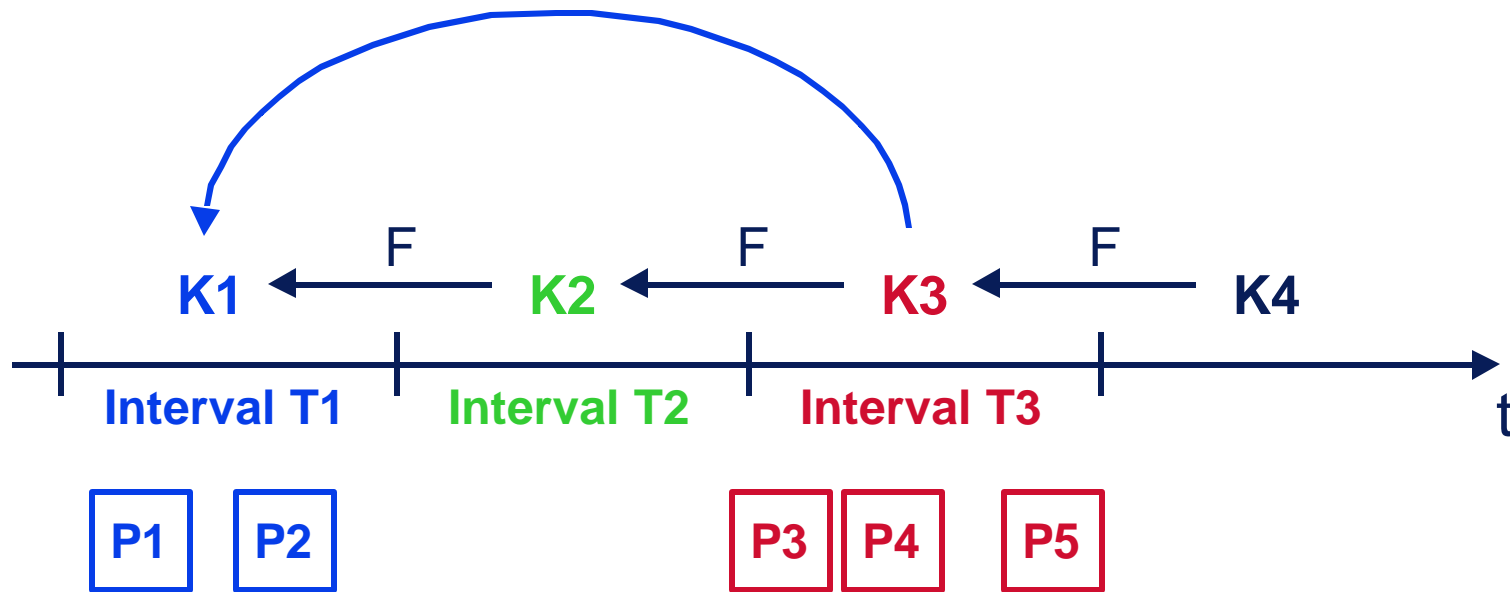
# Sender Setup

- **Interval definition**
  - Beginning time of one specific interval
  - Interval duration, disclosure delay
- **Key chain**
  - Compute using a pseudo-random function  $F$
  - Digitally sign  $K_0$ , give to receivers at registration.



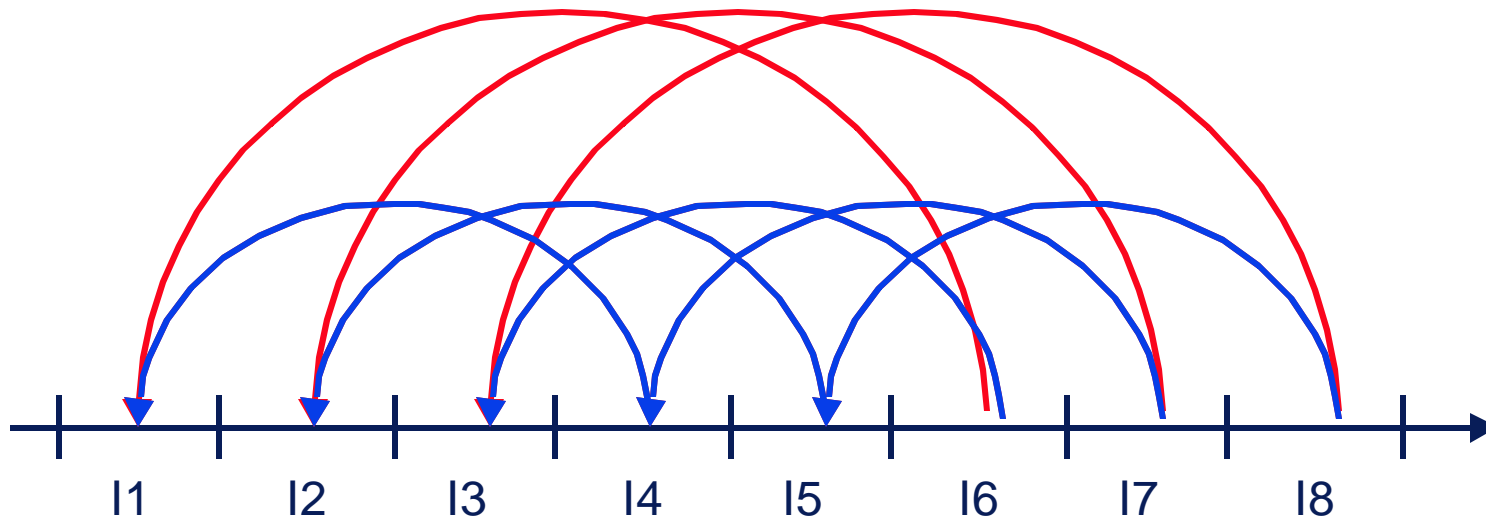
# Sending Authenticated Packets

- Authentication information for P2:  $\text{MAC}(K1, D2)$



# Dealing with heterogenous delays

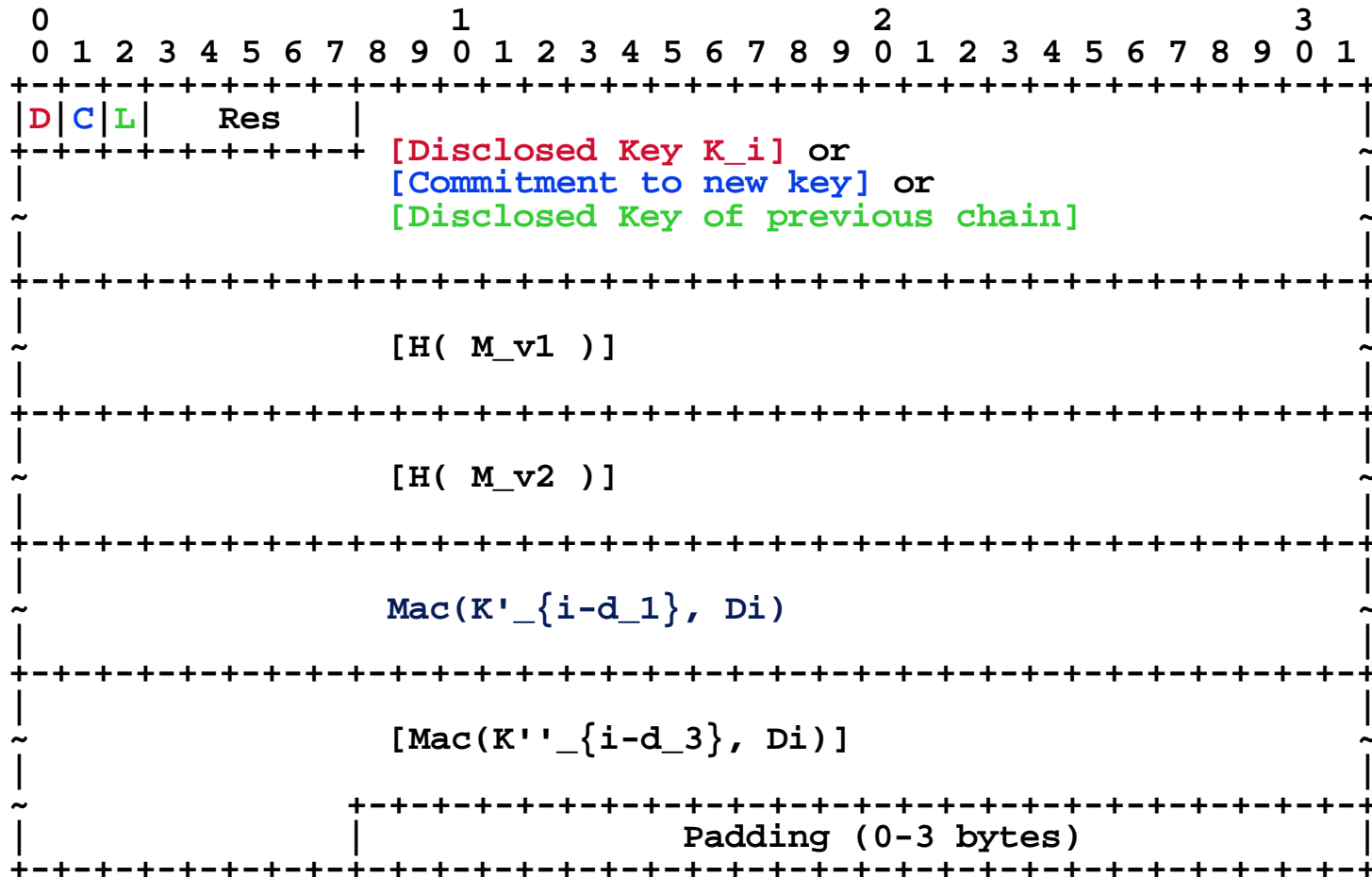
- Minimal disclosure time delay depends on RTT
- Different receivers prefer different disclosure time delay
- **Solution: Include multiple instances of basic scheme**



# TESLA within MESP/AMESP

- **TESLA can be used as the external authentication mechanism in MESP or AMESP.**
- **What needs to be specified is:**
  - **Format of external authentication field.**
  - **Structure of the corresponding SA.**  
(This will be part of SA3.)

# Authentication Field Format

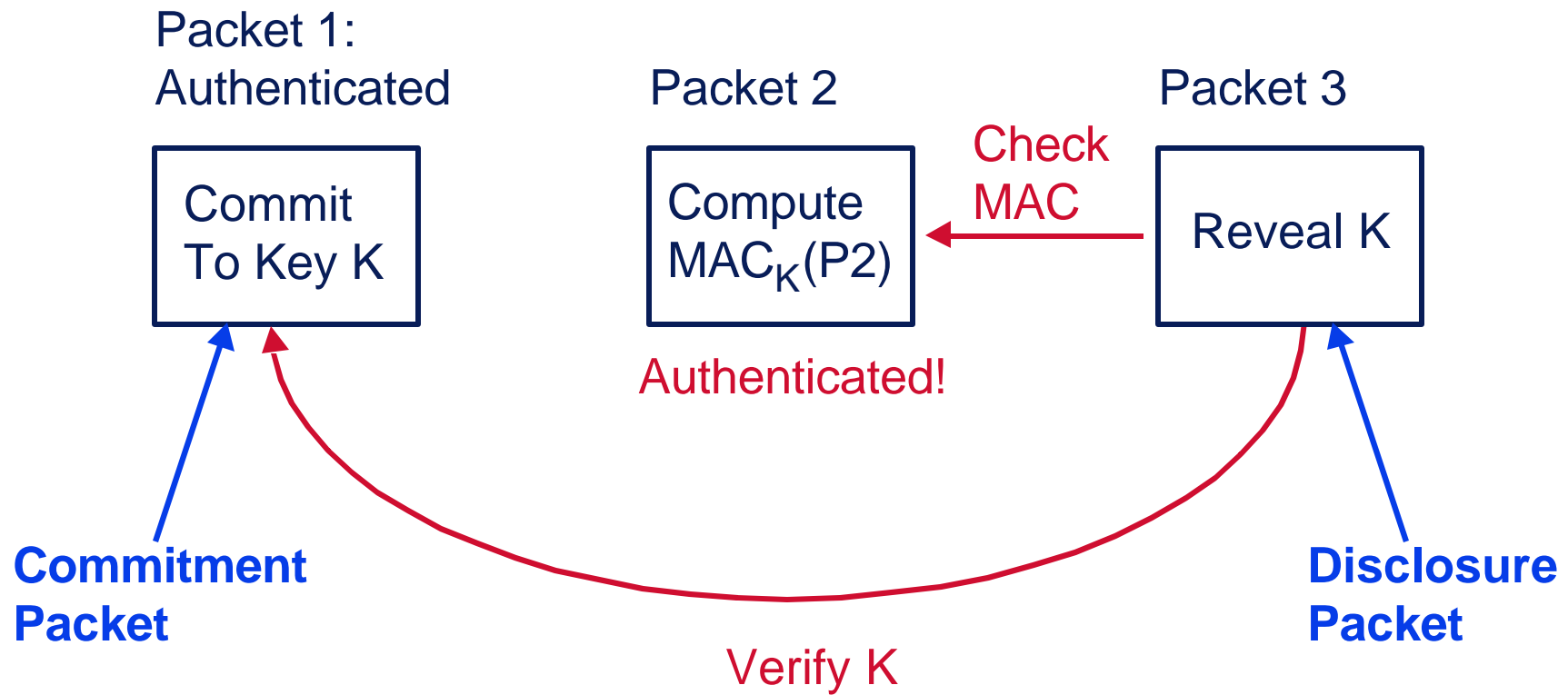


# TESLA Status

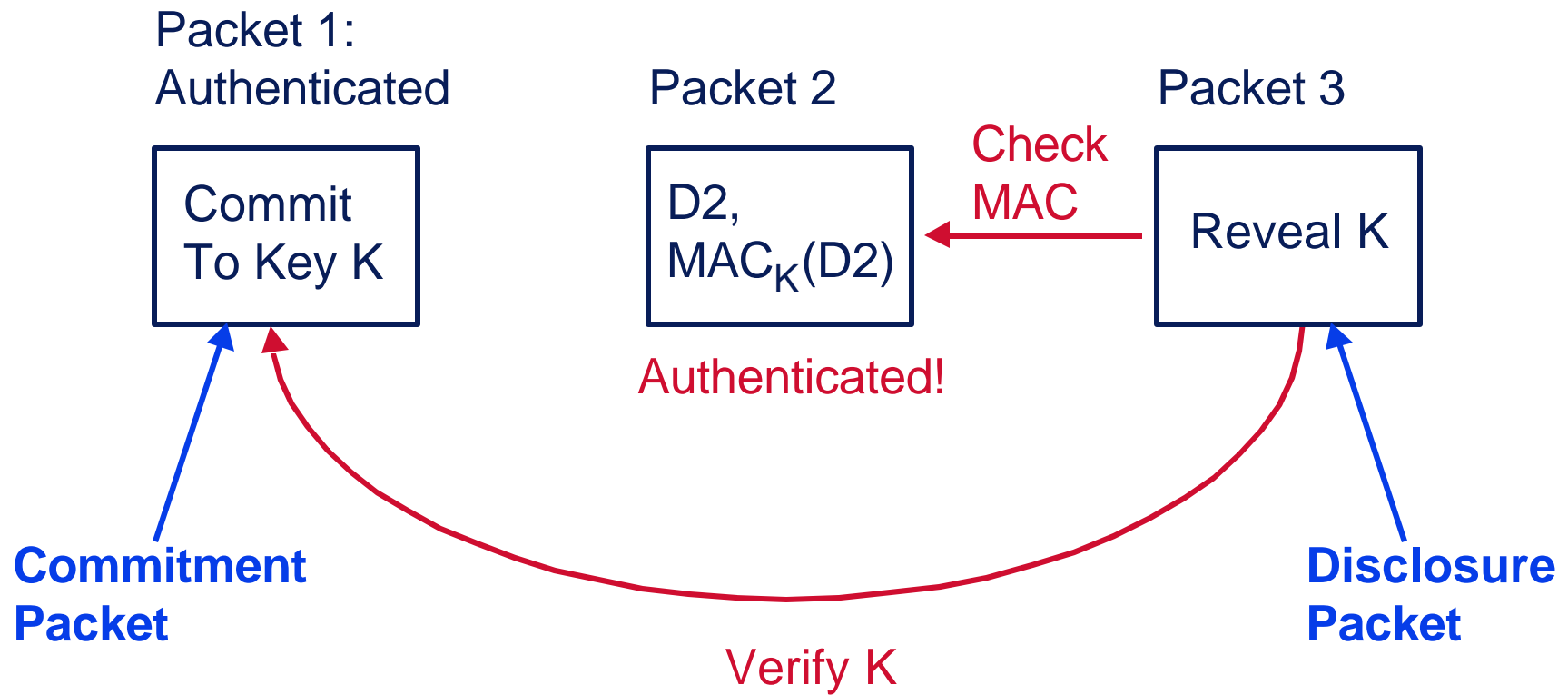
- **Conference papers:**
  - IEEE Security & Privacy 2000, NDSS 2001
  - See relevant references/credits there
- **Internet draft:**
  - Source authentication transform in MESP/AMESP
  - Suits authentication needs for RMT
  - <http://www.ietf.org/internet-drafts/draft-irtf-smug-tesla-00.txt>
- **More information: [www.securemulticast.org](http://www.securemulticast.org)**



# Basic TESLA Scheme



# Step 1: Basic Scheme



# Receiver Tasks

