

# ECCS-2029323: Exploiting Co-Existence for Verifiable Everlasting Security in Wireless Communications

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## Motivation: Post-Quantum Secrecy

### Everlasting secrecy

- We are interested in keeping something secret forever.
- A challenge of cryptography (e.g. the VENONA project) is that recorded messages can be deciphered later



### How cryptography can be broken?

- If the cryptographic system is broken.
- If significant computational advances are made.
- If the eavesdropper somehow obtains the key.

**→ The recorded message can be deciphered later**

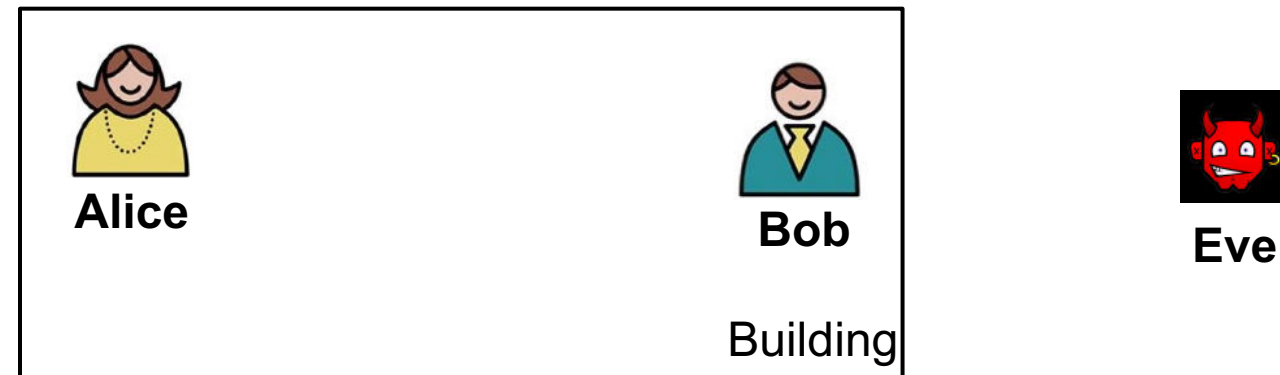
## I. IT secrecy and its limitations

### The Wiretap Channel [Wyner, 1975]

$R_{AB}$ : Capacity of channel from Alice to Bob  
 $R_{AE}$ : Capacity of channel from Alice to Eve

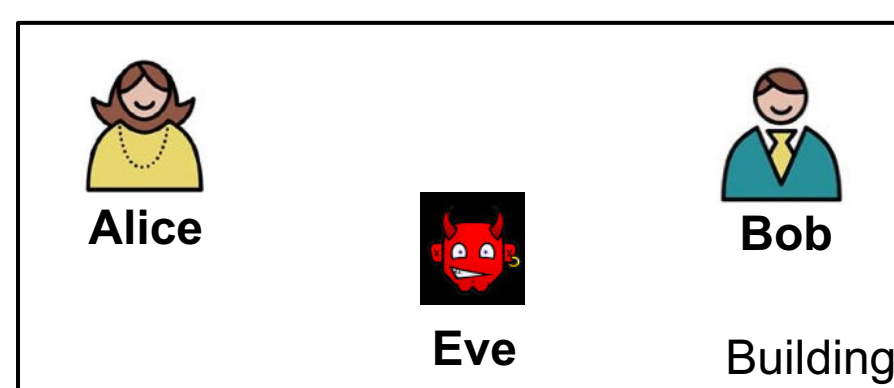
If  $R_{AB} > R_{AE}$

Positive rate “if Bob’s channel is better”, and Eve gets **nothing**.



Gaussian channels:  $R = \log_2(1 + \text{SNR}_{AB}) - \log_2(1 + \text{SNR}_{AE})$

### Important Challenge: the “near Eve” problem...



Many would argue that we have traded a long-term computational risk (cryptography) for a short-term scenario (information-theoretic secrecy) risk...no, thank you!

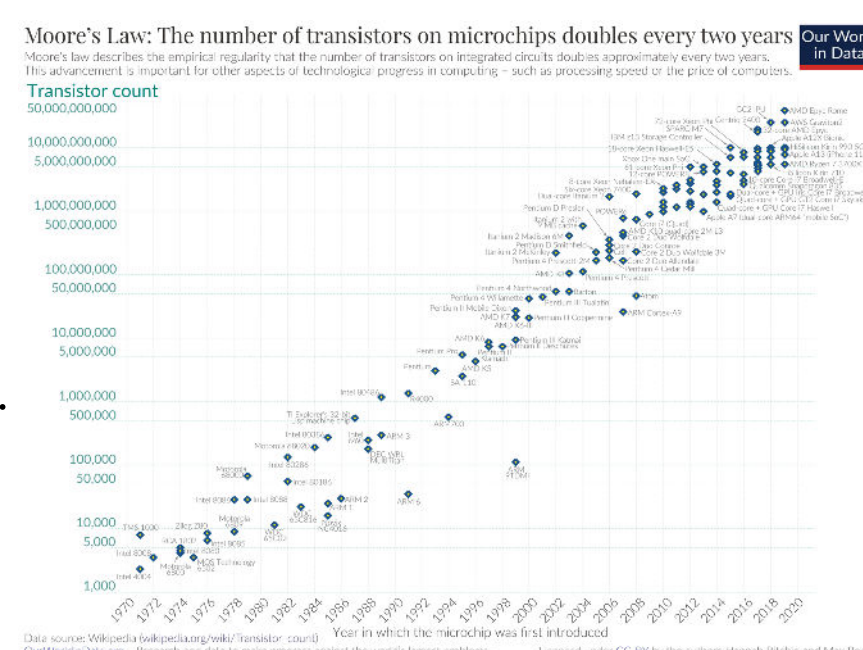
## II. Attacking the hardware

Recall Goal: Keep Eve from **recording** a signal from which she can later extract the information.

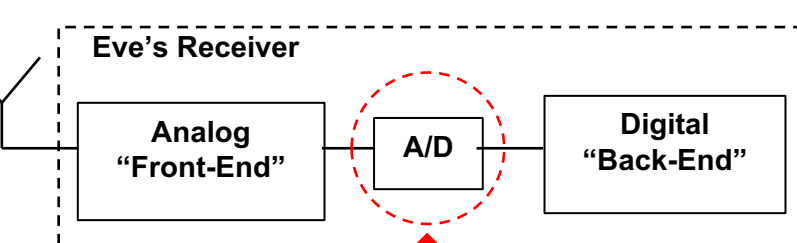
### Bounded Memory Model [Cachin and Maurer, 1997]:

- Eve with memory  $< M$  cannot store enough to eventually break the cipher.
- However, it is hard to pick a memory size that Eve cannot use beyond.

- The density of memories grows quickly (Moore’s Law).
- Memories can be stacked arbitrarily subject only to (very large) space limitations.



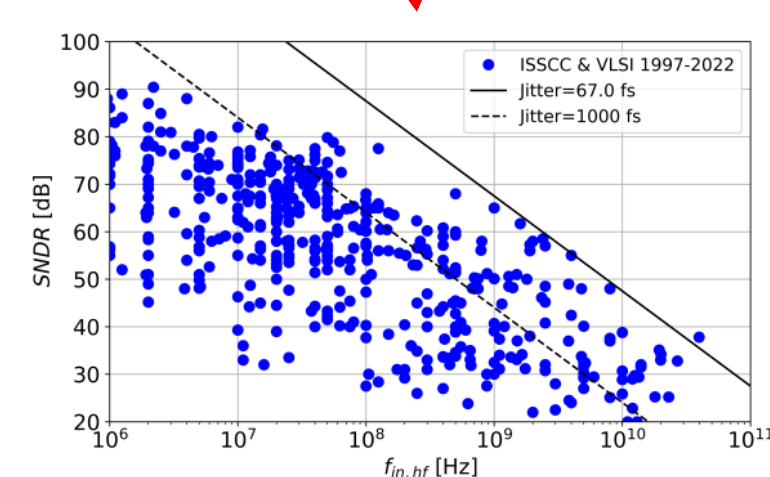
Perhaps Cachin and Maurer attacked the wrong part of the receiver.



### Bounded Conversion Model

- In the combative sender-eavesdropper game, front-end dynamic range is a critical aspect of the receiver.
- A/D Technology progresses very slowly.
- High-end A/D’s are already stacked to the limit of the jitter.

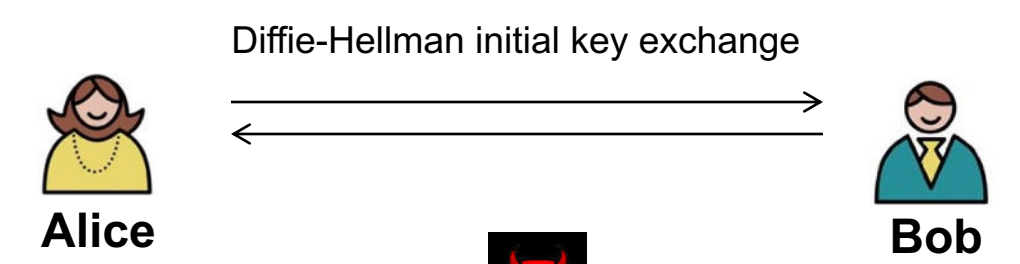
A/D aperture jitter has marginally improved since 2005



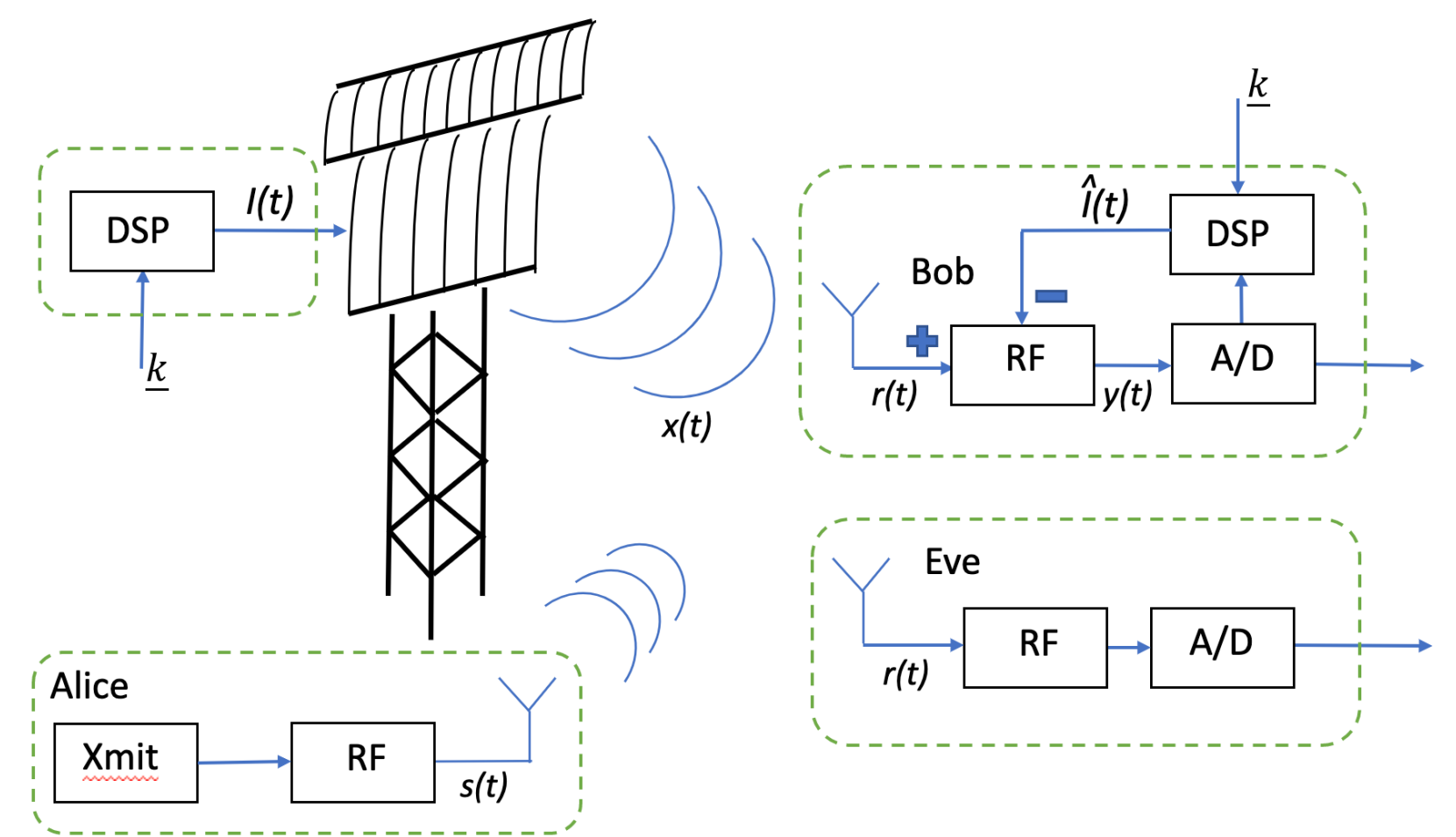
[From B. Murmann, “ADC performance survey 1997-2022”]

## III. Random jamming for secrecy

- Alice and Bob share a short “ephemeral” cryptographic key.
- By employing a cryptographic stream-cipher generation method, this initial key is used to obtain a long key sequence.



- Radar emits a random jamming signal with large variations based on the key to the message.
- Bob uses key to cancel the effect of jamming before A/D conversion.
- Eve has to wait to obtain the key after completion of transmission.



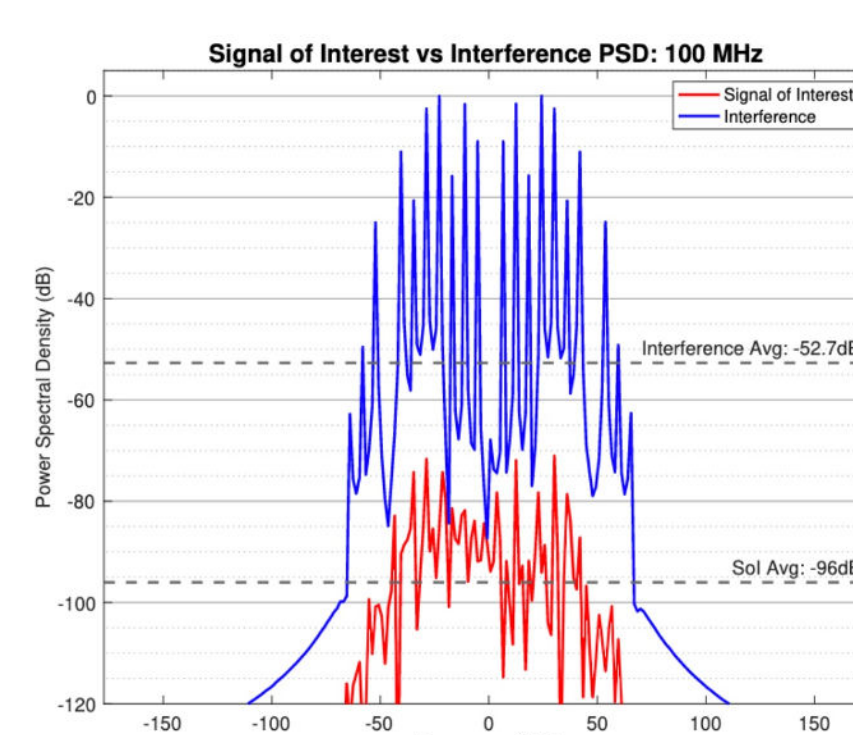
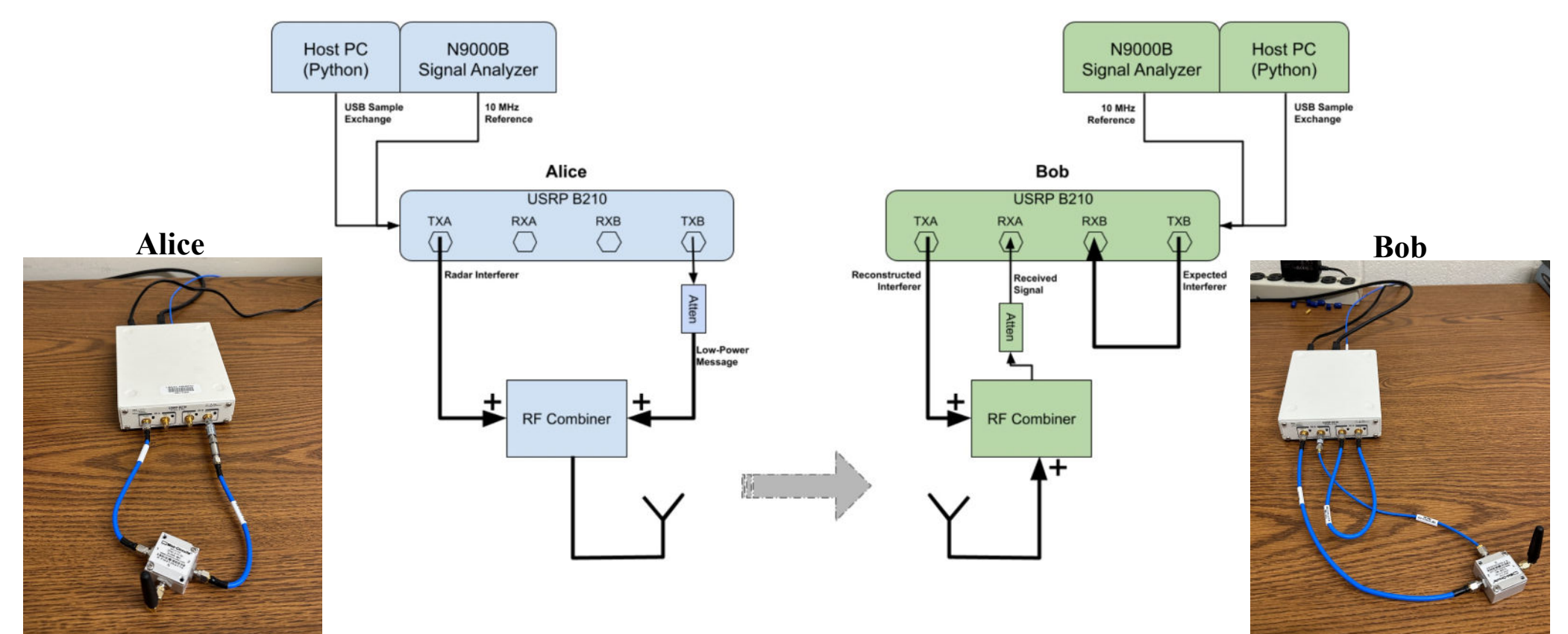
### Eve’s strategy:

- Do not change span of her A/D → A/D overflows
- Enlarge span of A/D to prevent overflows → degrade resolution

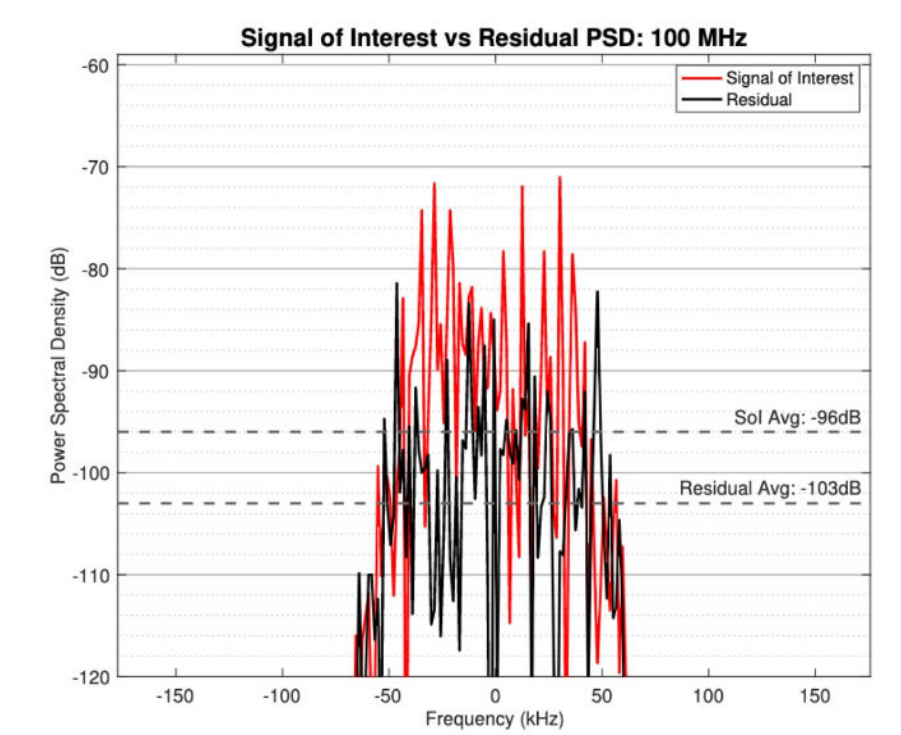
**Information loss**

## IV. Key Challenge: Analog Interference Cancellation at Bob

Bob knows the interfering signal – when it leaves the radar. But it comes across a time-varying wireless channel. Analog cancellation is a (stiff) challenge that must be solved.



Eve’s (Tough) Challenge



Bob’s (Easier) Challenge

## 6. Conclusion and future work

- We have proposed a technique to convert ephemeral “cheap” cryptographic key bits to “expensive” information-theoretically secure bits to achieve everlasting security.
- A jamming signal (known in advance by Bob, afterward by Eve) from a radar is employed. Eve, in order to prevent overflows of her A/D converter, needs to enlarge her A/D span and thus degrade the resolution of her A/D, thus resulting in information loss.
- A critical challenge is the analog cancellation of a remote known interference: 40+ dB cancellation can be maintained with inexpensive SDRs despite synch challenges; secrecy rates estimated at 2.3 bits/symbol (100 MHz) or 2.0 bits/symbol (1 GHz).
- Ongoing work:
  - enhanced system design (e.g., multiplicative jamming) and analysis, cryptographic design and analysis [with Paul Staat, Christof Paar (Ruhr) and Meik Dorpinghaus, Gerhard Fettweis (TU-Dresden)]
  - analyzing potential degradations in secrecy versus multiple A/D’s, with independent jitter (thanks to Wayne Start (UMich) for this idea).

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