Managing Teams and Keys with Keybase

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- Federated management was better than what we have today but was never good enough.
- Managed apps in the cloud: maybe that ship has sailed
- But at the very least, can we decentralize trust and key management?



Basic Requirements

- Multi-device support
 - Get new phone for Christmas, enter username and password, and get instant access to all history
- Namable teams with mutable membership
- Authenticated invitation of new members

Threat Model

- Bad guys own any server infrastructure
- Bad guys can recover locked device



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GCHQ has proposal to surveill encrypted messaging and phone calls. The idea is to use weaknesses in the "identity system" to create a surveillance backdoor. This is a bad idea for so many reasons. Thread. 1/



Principles for a More Informed Exceptional Access...

GCHQ officials outline how to enable the majority of the necessary lawful access without undermining the values we all hold dear.

lawfareblog.com

11:16 AM - 10 Dec 2018





Slack Warns Investors It's a Target for Nation-State Hacking

As Slack prepares to go public, the company is warning potential investors that it's a target for malicious attacks from "sophisticated organized crime, nation-state, and nation-state supported actors," according to an SEC filing published today.





Image: Slack logo edited by Caroline Haskins.

Security Goals

- Future messages are not available to a revoked device
- Forward-secrecy is opt-in per-message and can be layered on top (outside scope)

Insufficient Solutions







One Private Key, Encrypted With Password

- Keybase v0
- Most "browser crypto"
- What's compelling about this idea?
- What's wrong with this idea?

Keybase's Approach

- Users think about "devices" not "keys"
- Each device in a user's cloud is equally powerful. Why?
 - We've all lost phones, laptops, slips of paper
 - The more devices, the less likely you are to lose your data
 - And you're most likely to discard your **oldest** device
- Reuse this abstraction for teams:
 - Devices are to Users as Users are to Teams





How Apps Work

- Every team has a random shared symmetric key that rotates when:
 - Users are removed from the team
 - Or any team member revokes a device
- All updates to the chat channel (or git repo or file system) are:
 - Encrypted for current shared team symmetric key
 - Done, right?

Encryption, Take 2

- Authenticated encryption in all cases
- Signed by the user that made the update
 - To prevent Alice from putting words into Bob's mouth



Lecture Outline

- How devices sign statements to constitute a user
- How users sign statements to constitute a team
- Lessons Learned

How to Define a User

Account Creation

- Picks a new username *n*
- Rolls a new Ed25519 Signing Key Pair (s,S)
- Rolls a new Curve25519 DH Key Pair (*d*,*D*)
- Rolls a new "per-user-key" Curve25519 DH Key Pair (*u*,*U*)
- Signs *D* with *s*
- Encrypts *u* for *D*
- Crucially, s and d never leave the device; encryption of u does
- Posts 3 sigchain links to the Keybase Merkle Tree under *n*



Link 1: Alice=S, σ_s(Alice=S)

Link 2: σ_s(D, Hash(*link1*)) Link 3: σ_s(U, Hash(*link2*))

New Device Addition

- New Ed25519 Key: (s',S')
- New Curve25519 Key: (*d*', *D*')
- Signs S with s' and S' with s
- Signs *D*' with *s*' as before
- Encrypts *u* for *D*'
- Posts 2 new sigchain links



Link 4: $\sigma_s(S', \sigma_{s'}(S), \text{Hash}(link3))$ Link 5: σ_{s'}(D', Hash(*link4*))

max

Keybase

< Back

Ready to provision using home mac mini - meuse.



Type secret instead

On home computer, go to Devices > Add new > New phone.

<





= Type secret instead

Revoking a Device

- Sign a statement to revoke S and D from lost/stolen/ retired device
- Rotate per-user-key to (u', U'), and re-encrypts u' for all non-revoked devices
- Encrypts *u*' for *u*
 - Lesson from experience: Watch out for hidden O(n^2) behavior!



Link 6: σ_{s'}(revoke(*S*,*D*), Hash(*link5*)) Link 7: σ_{s'}(U', Hash(*link6*))



Proving External Corroboration

- Alice posts a signature saying she is @theRealAlice on Twitter
- Then posts a hash of that signature to twitter



Link 8: $\sigma_{s'}$ (twitter: @theRealAlice, Hash(link7))

How Does Bob Lookup Alice? Idea #1

- He fetches her "sigchain" from the server
- Playback chain from beginning to compute:
 - Signing Keys: {S'}
 - DH Keys: {*D*'}
 - Per-User-Key: U'
 - Claimed external identities: { twitter: @theRealAlice }



ldea #1

• What attacks can you think of?



Idea #2

- Download Merkle root from server, and verify explicit signature (i.e., don't just trust TLS). (Why?)
- Descend the Merkle tree to Alice's leaf
- Fetch tail of her "sigchain" and confirm the returned sigchain from #1 ends in the advertised tail
- As before

Idea #2: Additional Bookkeeping

- Whenever Bob looks up Alice at time t_1 and t_2 , he asserts the new links fit at the end of the chain
- Whenever Bob looks up Alice at time t₁ and Charlie at time t₂, ensures:
 - The global Merkle sequence # has increased
 - And that the global Merkle root points back to the earlier root via logarithmic "skip pointers"

Demo

- <u>https://keybase.io/_/api/1.0/merkle/path.json?</u> username=max&last=4000000
- https://keybase.io/max/sigchain

Idea #2: What Other Attacks?

- "Forking attack"
 - <u>https://www.blockchain.com/btc/address/1HUCBSJeHnkhzrVKVjaVmWg2QtZS1mdfaz</u>
 - Sprinkle roots all over the internet
- Odd/Even Attacks

How to Define a Team

Creating a Team

- Alice creates the team "coinco" with two admins, her and Bob.
- Rolls a new team secret: t
 - From *t*, generates team public keys:
 - (s_t, S_t) for signing
 - (d_t, D_t) for Diffie-Hellman
 - And a symmetric key for encrypted shared team data
- Encrypts *t* for U_A and U_B



Link 1: $\sigma_A(name=coinco,$ $admins={Alice,Bob}, keys={S_t,D_t})$

Adding a User to a Team

- Alice or Bob can now add Chuck to the team:
 - Admins can make membership changes
 - Non-admins just get to see team secrets
- Adds a sigchain link
- Encrypts t for U_C



Link 2: σ_B(admins={Chuck}, Hash(*link1*))

Removing a User

• Admins can remove users, but must re-roll the team keys



Link 3: σ_c(remove(Alice), keys={S'_t,D'_t}, Hash(*link2*))

When Else Are Keys Rotated?

- When a team member "resets" their account
- When a team member revokes a device
- When a team member "leaves" a team

Revoking a Device, Revisited

- Whenever team members revoke devices, their per-userkeys re-roll
- Therefore all teams they are in must re-roll their keys
- This can be done **lazily**, just before the next time someone chats, or writes a file for the team

Loading a Team

- Load the most recent Merkle root, and descend to the team's leaf
- "Play" the team chain forward and ensure:
 - Tail matches what was in the Merkle Tree
 - That all modifications are made by authorized admins
 - All links are signed with keys that were valid for the user at the time of their signature

A New Challenge: Cross-Chain Ordering

- Bobs sees that Alice made a change a team at sequence m in chain C_{team}
- Sees that Alice revoked that device at sequence n in chain Calice
- He needs proof that the first event happens before the second





Loading Teams: Performance

- <u>https://keybase.io/team/keybasefriends</u>
 - 2400 members
 - 5395 sigchain links
 - ~12MB in transfer size
 - + 8 admins, each with lengthy sigchains

Insight: UI Doesn't show all 2400 people

- So don't bother to derive group membership at first
- Just load sigchain links that advertise keys
- Lazy-load membership info
- "Stubbed chain"



Attacks on Teams

- In practice, server coordinates client key rotations
 - Clients audit in background loops that keys are adequately rotated
- Odd/Even Attack
 - Clients probabilistically audit team chain history on the critical path



Key Learnings & Challenges

Key Learning: Username to UID mapping

• UID is just the hash of the username

Key Learning: PUKs

- v1.0 was built without
- Alice's mobile provisions a new laptop:
 - for all teams Alice is in:
 - Reencrypt team secret for laptop
- Rekey races Alice backgrounding the app
- Can resulting viral data loss across devices!

Key Challenges

- Immutable append-only storage
- Shipping client code on 5 platforms
- Clients must distrust the server, and sometimes just intentionally break
- User Education / Account Resets



Hi Max,

My server crashed and burned, and I lost my paper keys and Jalepeno. Is there any way I can provide some sort of ID verification to get my keybase account back? Thanks!

Sincerely,





In Sum...

- Key problem: multi-device with instant access on new device
 - Solution: Per-user-keys
- Users are chains of device additions/removals
 - All devices are equally powerful
- Teams are chains of user additions/removals
 - All admins are equally powerful
- From there, build a shared secret key for teams that rotates on revocation or member removal.

