

# Efficient Ciphertext Policy Attribute Based Encryption Under Decisional Linear Assumption

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# Introduction

The **old** communication model have not properties enough and effective to construct the security scheme with the access policy

Do not flexible to construct the complex system with many conditions

Flexible, Security, Authentication

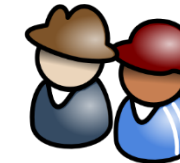
A new variant of Cryptography to satisfy these properties

Manager



Policy

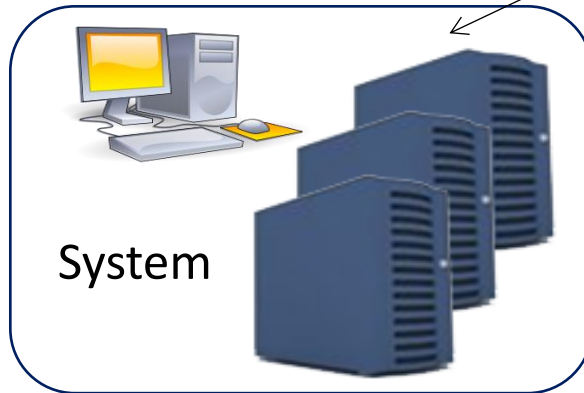
UOW  
Age: 24  
Job: student



Users



Attacker



System

Safe  
Confidential  
Authentication

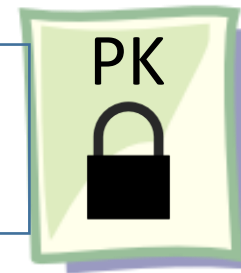


# Ciphertext-Policy Attribute-Based Encryption (CP-ABE) [1]

An encryptor makes a ciphertext associated with an **access structure**  $W(\text{policy})$ .

A decryptor with a **set of attribute**  $S$  can decrypt a ciphertext if  $S$  satisfies  $W$

*(Student AND IS Dept) OR (Teacher AND Engineering Dept)*



SK<sub>Bob</sub>:  
"Student"  
"IS dept."



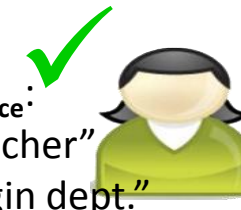
✗ SK<sub>Jack</sub>:  
"Student"  
"Engin dept."



✗ SK<sub>Jane</sub>:  
"Teacher"  
"IS dept."



SK<sub>Alice</sub>:  
"Teacher"  
"Engin dept."



[1] Bethencourt, John and Sahai, Amit and Waters, Brent Ciphertext-Policy Attribute-Based Encryption, IEEE Symposium on Security and Privacy, 2007.

# Previous Work

- Most current CP-ABE schemes incur large ciphertext size and encryption/decryption operations
  - The length size depends on the number of attributes

	Encryption	Decryption	CTLength	Policy	Assumption
CN(CSS 2007)	$(n + 2)ex$	$(n + 1)p$	$ \mathbb{G}_T  + (n + 1) \mathbb{G} $	Non-monotone AND gate	DBDH
BW(PKC, 2011)	$(2t + 2)ex$	$(2t + 1)p$	$ \mathbb{G}_T  + (2t + 1) \mathbb{G} $	Linear Structure	n-BDHE
<b>EM(IPSEC 2009)</b>	<b><math>(t + 2)ex</math></b>	<b><math>2p + 2ex</math></b>	<b><math> \mathbb{G}_T  + 2 \mathbb{G} </math></b>	<b>Monotone(n,n) threshold scheme</b>	<b>DBDH</b>
ZH (CSS 2010)	<b><math>2ex</math></b>	<b><math>2tp + 1</math></b>	<b><math> \mathbb{G}_T  + 2 \mathbb{G} </math></b>	<b>Non-monotone AND gate</b>	<b>n-DBDE</b>
HLR (PKC, 2010)	<b><math>(n + t + 1)e</math> <b>x</b></b>	<b><math>3p + (t^2)ex</math></b>	<b><math> \mathbb{G}_T  + 2 \mathbb{G} </math></b>	<b>Monotone(n,n) threshold scheme</b>	<b>aMSE-BDH</b>
CZD(ProvSec 2011)	<b><math>3ex</math></b>	<b><math>2p</math></b>	<b><math> \mathbb{G}_T  + 2 \mathbb{G} </math></b>	<b>Non-monotone AND gate</b>	<b>n-DBHE</b>

EM(IPSEC 2009)	$(t + 2)ex$	$2p + 2ex$	$ \mathbb{G}_T  + 2 \mathbb{G} $	Monotone(n,n) threshold scheme	DBDH
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EM09 which admits only (n,n)-threshold policies

ZH (CSS 2010)	$2ex$	$2tp + 1$	$ \mathbb{G}_T  + 2 \mathbb{G} $	Non-monotone AND gate	n-DBDE
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ZH10 using non-monotone AND gate access structure, but the cost of decryption depends on the number of attributes

HLR (PKC, 2010)	$(n + t + 1)ex$	$3p + (t^2)ex$	$ \mathbb{G}_T  + 2 \mathbb{G} $	Monotone(n,n) threshold scheme	aMSE-BDH
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HLR10 (t,n) threshold structure, but both the cost of encryption and decryption depend on the number of attributes

CZD(ProvSec 2011)	$3ex$	$2p$	$ \mathbb{G}_T  + 2 \mathbb{G} $	Non-monotone AND gate	n-DBDE
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CZD11 Short ciphertext but applying n-BDHE is not a standard assumption to satisfy the security of PKC scheme compare with DBDH assumption

# Contribution

- Proposed an efficient CP-ABE Scheme:
  - Constant ciphertext length with short size.
  - Constant computation costs.
  - Using non-monotone AND gates with wildcards to construct access structure.
  - Apply the standard assumption in security proof.

# Preliminaries

## Bilinear Map

$p$  : prime number

$\mathbb{G}, \mathbb{G}_T$ : groups with order  $p$

A bilinear map  $e: \mathbb{G} \times \mathbb{G} \rightarrow \mathbb{G}_T$

### Bilinearity

For all  $g \in \mathbb{G}, a, b \in \mathbb{Z}_p$ ,  
 $e(g^a, g^b) = e(g, g)^{ab}$

### Non-degeneracy

$e(g, g) \neq 1$ .

## Decisional Linear Assumption (DLIN)

**Definition 1:** We say that the decisional Linear assumption holds if no polynomial time algorithm has a non-negligible advantage in solving the DLIN problem.

$g, g^a, g^b, g^{ac}, g^d, T \in \mathbb{G}^6$

$T = g^{b(c+d)}$

distinguish

$T \in \mathbb{G}$  (random element)

$\mathcal{B}$  : polynomial time algorithm

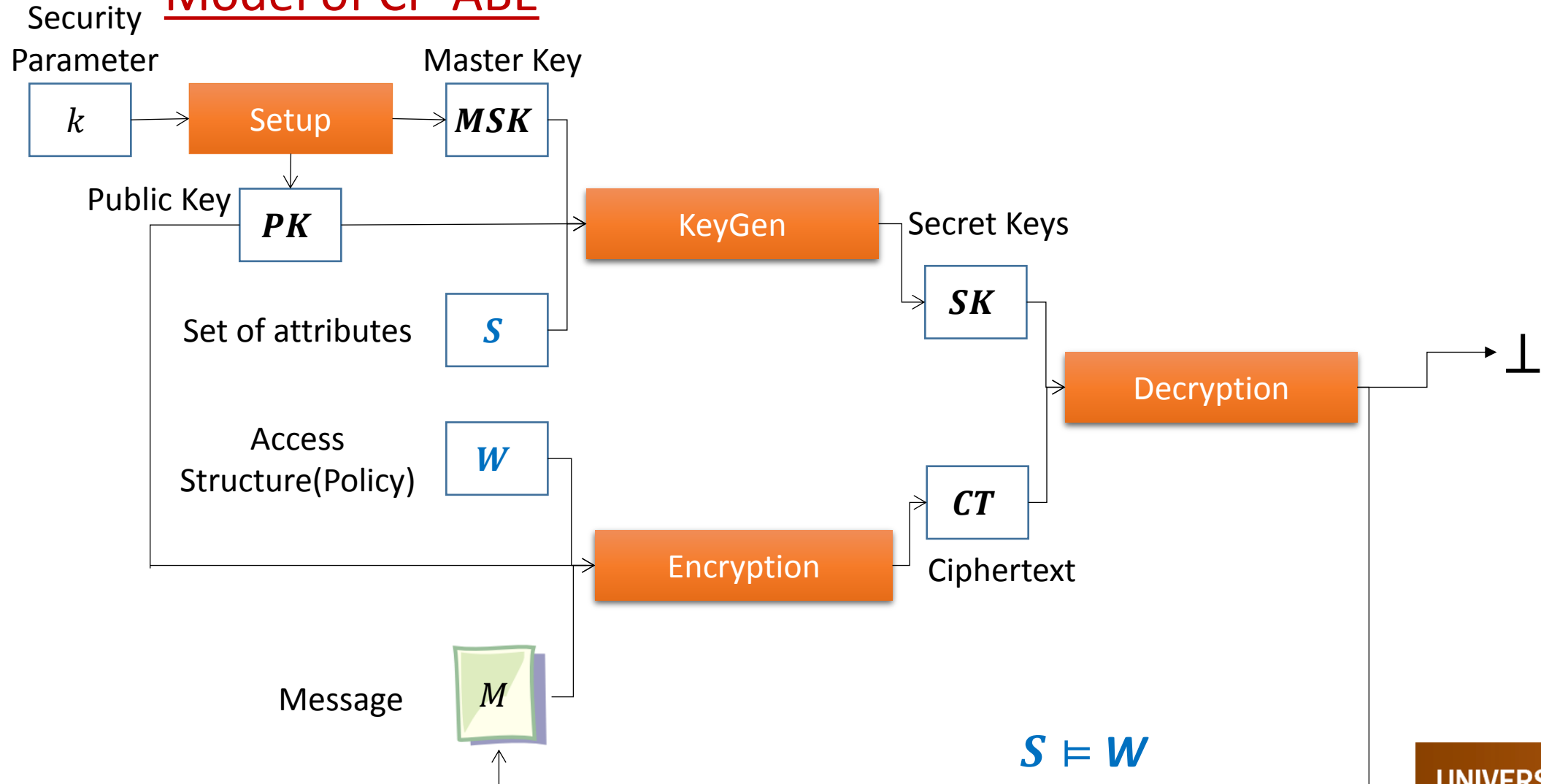
$a, b, c, d, r \in_R \mathbb{Z}_p, \epsilon(k)$ : negligible in security parameter  $k$

$$|\Pr[\mathcal{B}(g, g^a, g^b, g^{ac}, g^d, T = g^{b(c+d)}) = 1] - \Pr[\mathcal{B}(g, g^a, g^b, g^{ac}, g^d, T = r)]| \leq \epsilon(k)$$



# Preliminaries

## Model of CP-ABE



# Preliminaries

## AND gate structure with wildcards

Let  $U = \{A_1, A_2, \dots, A_k\}$  be the Universe of attributes

Let  $W = \{A_1, A_2, \dots, A_k\}$  be an AND-gate access policy.

Old expression

	<i>Att<sub>1</sub></i>	<i>Att<sub>2</sub></i>	<i>Att<sub>3</sub></i>	<i>Att<sub>4</sub></i>
Positive	$A_1$	$A_2$	$A_3$	$A_4$
Negative	$A_5$	$A_6$	$A_7$	$A_8$
Wildcard	$A_9$	$A_{10}$	$A_{11}$	$A_{12}$

Attributes	<i>Att<sub>1</sub></i>	<i>Att<sub>2</sub></i>	<i>Att<sub>3</sub></i>	<i>Att<sub>4</sub></i>
Description	CS	EE	Faculty	Student
Alice	+	-	-	+
Bob	-	+	+	-
Carol	+	+	+	-
$W_1$	+	-	-	+
$W_2$	+	-	*	*

Alice is a student in the CS department;

Bob is a faculty in the EE department;

Carol is a faculty holding a joint position in the EE and CS department

$W_1$  can be satisfied by all the CS students,

$W_2$  can be satisfied by all CS people.

# Preliminaries

## Viète's formulas

$$\vec{w} = (w_1, w_2, *, \dots, *, w_L)$$

$$\vec{z} = (z_1, z_2, \dots, z_L)$$

$$J = \{j_1, j_2, \dots, j_n\} \subset \{1, \dots, L\}$$

positions wildcard in  $\vec{w}$

$$w_i = z_i \vee w_i = * \text{ for } i = 1, \dots, L \longrightarrow \sum_{i=1, i \notin J}^L w_i \prod_{j \in J} (i - j) = \sum_{i=1}^L z_i \prod_{j \in J} (i - j)$$

$$\prod_{j \in J} (i - j) = \sum_{k=0}^n \lambda_k i^k, \lambda_k \text{ coefficients of } J \longrightarrow \sum_{i=1, i \notin J}^L w_i \prod_{j \in J} (i - j) = \sum_{k=0}^n \lambda_k \sum_{i=1}^L z_i i^k$$

$$\text{Hiding computation, } H_i \in_R G \longrightarrow \prod_{i=1, i \notin J}^L H_i^{w_i \prod_{j \in J} (i - j)} = \prod_{k=0}^n \left( \prod_{i=1}^L H_i^{z_i i^k} \right)^{\lambda_k}$$

Using Viète formulas, construct  $\lambda_k$ :  $\lambda_k = (-1)^k \sum_{1 \leq i_1 < i_2 < \dots < i_k \leq n} j_{i_1} j_{i_2} \dots j_{i_k}, 0 \leq k \leq n$

# Construction

Setup( $1^k$ )

Assume that we have  $L$  attributes in the universe, and each attribute has two possible values: positive and negative.

In addition, we also consider wildcard (meaning "don't care") in access structures.

Let  $N_1, N_2, N_3$  be three upper bounds defined as follows:

- $N_1 \leq L$ : the maximum number of wildcard in an access structure;
- $N_2 \leq L$ : the maximum number of positive attribute in an attribute set  $S$ ;
- $N_3 \leq L$ : the maximum number of negative attribute in an attribute set  $S$ .

--Generates bilinear groups  $\mathbb{G}, \mathbb{G}_T$  with order  $p$ ,

--Selects two random generators  $V_0, V_1, g \in \mathbb{G}$ .

--Randomly choose  $\alpha, \beta_1, \beta_2, a_1, \dots, a_L \in_R \mathbb{Z}_p$ ,

-> Set  $\Omega_1 = e(g, V_0)^{\alpha\beta_1} e(g, V_1)^{\alpha\beta_1}, \Omega_2 = e(g, V_0)^{\alpha\beta_2} e(g, V_1)^{\alpha\beta_2}$ .

---Let  $A_i = g^{a_i}$  for  $i = 1, \dots, L$ .

$$\text{PK} = (e, g, \Omega_1, \Omega_2, g^\alpha, V_0, V_1, A_1, \dots, A_L)$$
$$\text{MSK} = (\alpha, \beta_1, \beta_2, a_1, \dots, a_L)$$

## Encryption( $W, M, PK$ )

Suppose that the access structure  $W$  contains:

- $n_1 \leq N_1$  wildcards which occur at positions  $J = \{w_1, \dots, w_{n_1}\}$ ;
- $n_2 \leq N_2$  positive attributes which occur at positions  $V = \{v_1, \dots, v_{n_2}\}$ ;
- $n_3 \leq N_3$  negative attributes which occur at positions  $Z = \{z_1, \dots, z_{n_3}\}$ .

$$\lambda_k = (-1)^k \sum_{1 \leq i_1 < i_2 < \dots < i_k \leq n} j_{i_1} j_{i_2} \dots j_{i_k}, 0 \leq k \leq n$$

Compute for the wildcard positions  $\{w_j\} (j = 0, 1, 2, \dots, n_1)$   $\{\lambda_{w_j}\}$  and set  $t_w = \sum_{j=0}^{n_1} \lambda_{w_j}$ .

The encryption algorithm then chooses  $r_1, r_2 \in_R \mathbb{Z}_p$ , and create ciphertext as:

$$C_0 = M \Omega_1^{r_1} \Omega_2^{r_2}, \quad C_1 = g^{\frac{a_1 r_1}{t_w}}, \quad C_2 = g^{\frac{r_2}{t_w}},$$

$$C_3 = \left( V_0 \prod_{i \in V} A_i^{\frac{\prod_{j=0}^{n_1} (i - w_j)}{t_w}} \right)^{r_1 + r_2}, \quad C_4 = \left( V_0 \prod_{i \in Z} A_i^{\frac{\prod_{j=0}^{n_1} (i - w_j)}{t_w}} \right)^{r_1 + r_2}$$

$$CT = (C_0, C_1, C_2, C_3, C_4, J = \{w_1, w_2, \dots, w_{n_1}\})$$

## KeyGen( $MSK, S$ )

Suppose that a user joins the system with the attribute list  $L$ , which contains:

- $n'_2 \leq N_2$  positive attributes which occur at positions  $V' = \{v'_1, \dots, v'_{n'_2}\}$ .
- $n'_3 \leq N_3$  negative attributes which occur at positions  $Z' = \{z'_1, \dots, z'_{n'_3}\}$ .

By means of the Viète's formulas,

- for all the positive positions  $\{v'_k\} (k = 0, 1, 2, \dots, n'_2)$ , calculate  $\{\lambda_{v'_k}\}$  and set  $t'_v =$

$$\sum_{k=0}^{n'_2} \lambda_{v'_k};$$

- for all the negative positions  $\{z'_\tau\} (\tau = 0, 1, 2, \dots, n'_3)$ , calculate  $\{\lambda_{z'_\tau}\}$  and set  $t'_z =$

$$\sum_{\tau=0}^{n'_3} \alpha_\tau \lambda_{z'_\tau}.$$

$$L_1 = g^{t'_v}, \quad L_2 = g^{t'_z},$$

$$K_1 = \{K_{1,0}, K_{1,1}, \dots, K_{1,N_1}\} = \{V_0^{s_1} \prod_{i \in V'} g^{s a_i}, V_0^{s_1} \prod_{i \in V'} g^{s a_i i}, \dots, V_0^{s_1} \prod_{i \in V'} g^{s a_i i^{N_1}}\}$$

$$K'_1 = \{K'_{1,0}, K'_{1,1}, \dots, K'_{1,N_1}\} = \{V_0^{\alpha s_2} \prod_{i \in V'} g^{\alpha a_i}, V_0^{\alpha s_2} \prod_{i \in V'} g^{\alpha a_i i}, \dots, V_0^{\alpha s_2} \prod_{i \in V'} g^{\alpha a_i i^{N_1}}\}$$

$$K_2 = \{K_{2,0}, K_{2,1}, \dots, K_{2,N_1}\} = \{V_0^{s_1} \prod_{i \in Z'} g^{s a_i}, V_0^{s_1} \prod_{i \in Z'} g^{s a_i i}, \dots, V_0^{s_1} \prod_{i \in Z'} g^{s a_i i^{N_1}}\}$$

$$K'_2 = \{K'_{2,0}, K'_{2,1}, \dots, K'_{2,N_1}\} = \{V_0^{\alpha s_2} \prod_{i \in Z'} g^{\alpha a_i}, V_0^{\alpha s_2} \prod_{i \in Z'} g^{\alpha a_i i}, \dots, V_0^{\alpha s_2} \prod_{i \in Z'} g^{\alpha a_i i^{N_1}}\}$$

$$\mathbf{SK} = (S, L_1, L_2, K_1, K'_1, K_2, K'_2)$$

## Decryption (SK,CT)

The algorithm first identifies the wildcard positions in  $J = \{w_1, \dots, w_{n_1}\}$  and computes  $\{\lambda_{w_j}\}$ .  
Then it returns:

$$\begin{aligned}
 M &= \frac{e(L_1, C_3)^{t'_v} \cdot e(L_2, C_4)^{t'_z}}{e\left(\prod_{j=0}^{n_1} K_{1,j}^{\lambda_{w_j}}, C_1\right) \cdot e\left(\prod_{j=0}^{n_1} (K'_{1,j})^{\lambda_{w_j}}, C_2\right) \cdot e\left(\prod_{j=0}^{n_1} K_{2,j}^{\lambda_{w_j}}, C_1\right) \cdot e\left(\prod_{j=0}^{n_1} (K'_{2,j})^{\lambda_{w_j}}, C_2\right)} \cdot C_0. \\
 &= \frac{e(L_1, C_3)^{t'_v} \cdot e(L_2, C_4)^{t'_z}}{e\left(\prod_{j=0}^{n_1} K_{1,j}^{\lambda_{w_j}}, C_1\right) \cdot e\left(\prod_{j=0}^{n_1} (K'_{1,j})^{\lambda_{w_j}}, C_2\right) \cdot e\left(\prod_{j=0}^{n_1} K_{2,j}^{\lambda_{w_j}}, C_1\right) \cdot e\left(\prod_{j=0}^{n_1} (K'_{2,j})^{\lambda_{w_j}}, C_2\right)} M \Omega_1^{r_1} \Omega_2^{r_2} \\
 &= e(g, V_0)^{-\alpha\beta_1 r_1} e(g, V_0)^{-\alpha\beta_2 r_2} e(g, V_1)^{-\alpha\beta_1 r_1} e(g, V_1)^{-\alpha\beta_2 r_2} M \Omega_1^{r_1} \Omega_2^{r_2} \\
 &= \Omega_1^{-r_1} \Omega_2^{-r_2} M \Omega_1^{r_1} \Omega_2^{r_2}
 \end{aligned}$$

# Security Proof CPA Game for CP-ABE

- Attacker  $\mathcal{A}$  can fix the access structure  $W$  before joining system
- $\mathcal{A}$  can not get the secret key with the list of attributes not satisfy  $W$

- Init : The attacker  $\mathcal{A}$  send the access structure  $W$  the challenger.
- Setup: The challenger runs the algorithm  $\mathcal{B}$ , and sent  $PK$  to  $\mathcal{A}$ .
- Phase 1:  $\mathcal{A}$  makes repeated private keys  $SK_i$  corresponding to set of attributes  $S \subseteq U$ , with  $S \not\equiv W$  condition.
- Challenge :
  - $\mathcal{A}$  submits two equal length messages  $M_0$  and  $M_1$  to challenger.
  - The challenger chooses a random  $\mu \in \{0,1\}$ , and encrypts  $CT^* = (PK, M_\mu, W)$  and sent back to  $\mathcal{A}$ .
- Phase 2 : Phase 1 repeated
- Guess :  $\mathcal{A}$  outputs a guess  $\mu' \in \{0,1\}$

$$Adv(\mathcal{A}) = \left| \Pr(\mu' = \mu) - \frac{1}{2} \right|$$



# CPA Security Game for CP-ABE

## Init



Simulator



the access structure  $W^* = [W_1^*, \dots, W_L^*]$



Attacker

←  
 $n_1 \leq N_1$  wildcards which occur at positions  $J = \{w_1, \dots, w_{n_1}\}$ ;  
 $n_2 \leq N_2$  positive attributes which occur at positions  $V = \{v_1, \dots, v_{n_2}\}$ ;  
 $n_3 \leq N_3$  negative attributes which occur at positions  $Z = \{z_1, \dots, z_{n_3}\}$ .

# CPA Security Game for CP-ABE

## Setup



Simulator

Public Params



$$PK = (e, g, \Omega_1, \Omega_2, g^a, V_0, V_1, A_1, \dots, A_L)$$



Attacker

Selects  $\sigma_1, \sigma_2, \sigma_3 \in_R \mathbb{Z}_p, \gamma_0, \gamma_1, \{a'_i\}_{1 \leq i \leq L} \in \mathbb{Z}_p$ , using Viète formulas  $\{\lambda_{w_j}\}_{\{w_j \in J\}}$ .

and sets  $t_w = \sum_{i=0}^{n_1} \lambda_{w_i}$ . Then calculates:

$$V_0 = (g^b)^{\gamma_0} g^{-\sum_{att_i \in W_i^*, i \in V} \frac{a'_i \prod_{j=1}^{n_1} (i-w_j)}{t_w}}, \quad V_1 = (g^b)^{\gamma_1} g^{-\sum_{att_i \in W_i^*, i \in Z} \frac{a'_i \prod_{j=1}^{n_1} (i-w_j)}{t_w}}$$

$$A_i = g^{a_i} = \begin{cases} g^{a'_i}, & att_i = W_i^* \\ g^{\frac{a'_i}{\sum_{att_m \in W_i^*} a'_m \prod_{j=1}^{n_1} (m-w_j)}}, & att_i \neq W_i^* \end{cases}, \quad \Omega_1 = e(g^a, V_0)^{\sigma_1 - \sigma_2} e(g^a, V_1)^{\sigma_1 - \sigma_2}$$

$$\Omega_2 = e(g^{\sigma_3} (g^a)^{-\sigma_2}, V_0) e(g^{\sigma_3} (g^a)^{-\sigma_2}, V_1);$$

$$MSK = (\alpha = a, \beta_1 = \sigma_1 - \sigma_2, \beta_2 = \frac{\sigma_3}{a} - \sigma_2, a_1, \dots, a_L)$$



# CPA Security Game for CP-ABE

Phase 1



Simulator

$L_1 \neq W$



Attacker

Suppose that a user joins the system with the attribute list  $L$ , which contains:

- $n'_2 \leq N_2$  positive attributes which occur at positions  $V' = \{v'_1, \dots, v'_{n'_2}\}$ .
- $n'_3 \leq N_3$  negative attributes which occur at positions  $Z' = \{z'_1, \dots, z'_{n'_3}\}$ .

By means of the Viète's formulas,

- for all the positive positions  $\{v'_k\}$  ( $k = 0, 1, 2, \dots, n'_2$ ), calculate  $\{\lambda_{v'_k}\}$  and set

$$t'_v = \sum_{k=0}^{n'_2} \lambda_{v'_k};$$

- for all the negative positions  $\{z'_\tau\}$  ( $\tau = 0, 1, 2, \dots, n'_3$ ), calculate  $\{\lambda_{z'_\tau}\}$  and set

$$t'_z = \sum_{\tau=0}^{n'_3} \lambda_{z'_\tau}.$$

# CPA Security Game for CP-ABE

Phase 1



Simulator

$L_1 \neq W$



Attacker

$$L_1 = (g^a)^{\frac{\sigma_2}{t'_v}}, L_2 = (g^a)^{\frac{\sigma_2}{t'_z}},$$

$$K_1 = \{K_{1,0}, K_{1,1}, \dots, K_{1,N_1}\}$$

$$\left\{ V_0^{\sigma_1} \prod_{att_i \in W^*, i \in V} g^{\sigma_2 a'_i} \prod_{att_i \notin W^*, i \in V} \frac{g^{\sigma_2 a'_i}}{g^{\sum_{att_m \in W^*} a'_m \prod_{j=1}^{n_1} (m-w_j)}}, V_0^{\sigma_1} \prod_{att_i \in W^*, i \in V} g^{\sigma_2 a'_i} \prod_{att_i \notin W^*, i \in V} \frac{g^{\sigma_2 a'_i}}{g^{\sum_{att_m \in W^*} a'_m \prod_{j=1}^{n_1} (m-w_j)}} \right.$$

$$\left. , \dots, V_0^{\sigma_1} \prod_{att_i \in W^*, i \in V} g^{\sigma_2 a'_i N_1} \prod_{att_i \notin W^*, i \in V} \frac{g^{\sigma_2 a'_i N_1}}{g^{\sum_{att_m \in W^*} a'_m \prod_{j=1}^{n_1} (m-w_j)}} \right\}$$

# CPA Security Game for CP-ABE

Phase 1



Simulator

$L_1 \neq W$



Attacker

$$K'_1 = \{K'_{1,0}, K'_{1,1}, \dots, K'_{1,N_1}\}$$

$$\left\{ (g^b)^{\sigma_3 \gamma_0} g^{-\sigma_3} \frac{\sum_{att_i \in W_i^*, i \in V} a'_i \prod_{j=1}^{n_1} (i-w_j)}{t_w} \prod_{att_i \in W^*, i \in V} (g^a)^{\sigma_2 a'_i} \cdot \prod_{att_i \notin W^*, i \in V} (g^a)^{\sum_{att_m \in W^*} a'_m \prod_{j=1}^{n_1} (m-w_j)} \frac{\sigma_2 a'_i}{\sum_{att_m \in W^*} a'_m \prod_{j=1}^{n_1} (m-w_j)}, \right.$$

$$(g^b)^{\sigma_3 \gamma_0} g^{-\sigma_3} \frac{\sum_{att_i \in W_i^*, i \in V} a'_i \prod_{j=1}^{n_1} (i-w_j)}{t_w} \prod_{att_i \in W^*, i \in V} (g^a)^{\sigma_2 a'_i i} \cdot \prod_{att_i \notin W^*, i \in V} (g^a)^{\sum_{att_m \in W^*} a'_m \prod_{j=1}^{n_1} (m-w_j)} \frac{\sigma_2 a'_i i}{\sum_{att_m \in W^*} a'_m \prod_{j=1}^{n_1} (m-w_j)},$$

...

$$\left. (g^b)^{\sigma_3 \gamma_0} g^{-\sigma_3} \frac{\sum_{att_i \in W_i^*, i \in V} a'_i \prod_{j=1}^{n_1} (i-w_j)}{t_w} \prod_{att_i \in W^*, i \in V} (g^a)^{\sigma_2 a'_i i^{N_1}} \cdot \prod_{att_i \notin W^*, i \in V} (g^a)^{\sum_{att_m \in W^*} a'_m \prod_{j=1}^{n_1} (m-w_j)} \frac{\sigma_2 a'_i i^{N_1}}{\sum_{att_m \in W^*} a'_m \prod_{j=1}^{n_1} (m-w_j)} \right\},$$

# CPA Security Game for CP-ABE

Phase 1



Simulator

$L_1 \neq W$



$SK_1$



Attacker

$$K_2 = \{K_{2,0}, K_{2,1}, \dots, K_{2,N_1}\}$$

$$\left\{ V_1^{\sigma_1} \prod_{att_i \in W^*, i \in Z} g^{\sigma_2 a'_i} \prod_{att_i \notin W^*, i \in Z} \overbrace{g^{att_m \in W^*} a'_m \prod_{j=1}^{n_1} (m-w_j)}^{\sigma_2 a'_i}, V_1^{\sigma_1} \prod_{att_i \in W^*, i \in Z} g^{\sigma_2 a'_i i} \prod_{att_i \notin W^*, i \in Z} \overbrace{g^{att_m \in W^*} a'_m \prod_{j=1}^{n_1} (m-w_j)}^{\sigma_2 a'_i i} \right.$$

$$\left. \dots, V_1^{\sigma_1} \prod_{att_i \in W^*, i \in Z} g^{\sigma_2 a'_i i^{N_1}} \prod_{att_i \notin W^*, i \in Z} \overbrace{g^{att_m \in W^*} a'_m \prod_{j=1}^{n_1} (m-w_j)}^{\sigma_2 a'_i i^{N_1}} \right\}$$

# CPA Security Game for CP-ABE

Phase 1



Simulator

$L_1 \neq W$



Attacker

$$K'_2 = \{K'_{2,0}, K'_{2,1}, \dots, K'_{2,N_1}\}$$

$$\left\{ (g^b)^{\sigma_3 \gamma_1} g^{-\sigma_3 \frac{\sum_{att_i \in W_i^*, i \in Z} a'_i \prod_{j=1}^{n_1} (i-w_j)}{t_w}} \prod_{att_i \in W^*, i \in Z} (g^a)^{\sigma_2 a'_i} \cdot \prod_{att_i \notin W^*, i \in Z} (g^a)^{\frac{\sigma_2 a'_i}{\sum_{att_m \in W^*} a'_m \prod_{j=1}^{n_1} (m-w_j)}}, \right.$$

$$(g^b)^{\sigma_3 \gamma_1} g^{-\sigma_3 \frac{\sum_{att_i \in W_i^*, i \in Z} a'_i \prod_{j=1}^{n_1} (i-w_j)}{t_w}} \prod_{att_i \in W^*, i \in Z} (g^a)^{\sigma_2 a'_i i} \cdot \prod_{att_i \notin W^*, i \in Z} (g^a)^{\frac{\sigma_2 a'_i i}{\sum_{att_m \in W^*} a'_m \prod_{j=1}^{n_1} (m-w_j)}},$$

...

$$\left. (g^b)^{\sigma_3 \gamma_1} g^{-\sigma_3 \frac{\sum_{att_i \in W_i^*, i \in Z} a'_i \prod_{j=1}^{n_1} (i-w_j)}{t_w}} \prod_{att_i \in W^*, i \in Z} (g^a)^{\sigma_2 a'_i i^{N_1}} \cdot \prod_{att_i \notin W^*, i \in Z} (g^a)^{\frac{\sigma_2 a'_i i^{N_1}}{\sum_{att_m \in W^*} a'_m \prod_{j=1}^{n_1} (m-w_j)}} \right\},$$

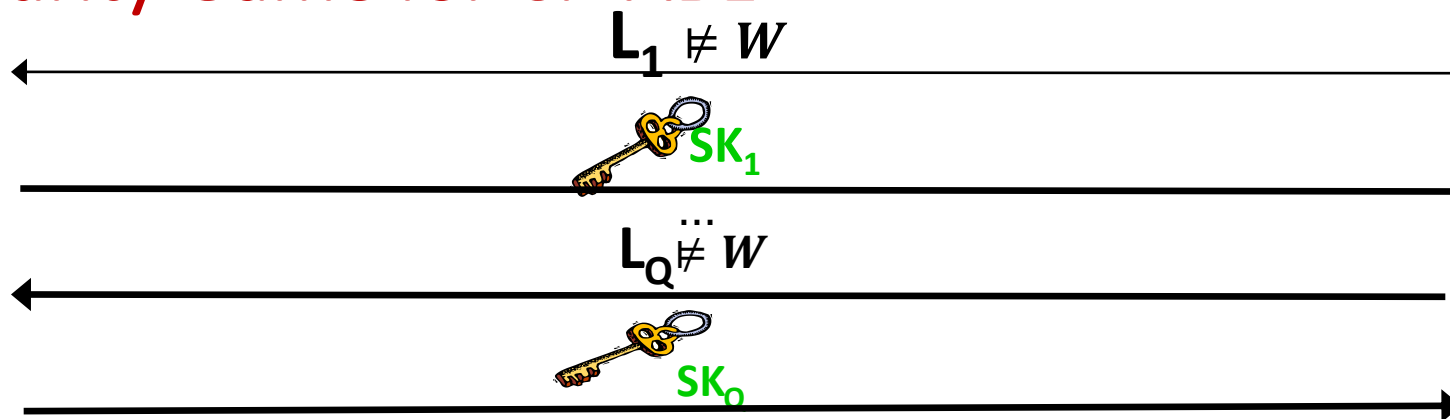
Implicitly sets  $s = \sigma_2$

# CPA Security Game for CP-ABE

## Phase 1



Simulator



Attacker



# CPA Security Game for CP-ABE

**Challenge**



Simulator

$M_0, M_1, |M_0| = |M_1|$

$b \text{ Enc}(W, C_b, C_1, C_2, C_3, C_4)$



Attacker

$$\begin{aligned}
 C_0 = & M_\nu e(g^{ac}, g^b)^{\sigma_1 \gamma_0} \cdot e(g^{ac}, g)^{\sum_{att_i \in W_i^*, i \in V} (\sigma_1 - \sigma_2) \frac{a'_i \prod_{j=1}^{n_1} (i - w_j)}{t_w}} \cdot e(g^a, g^d)^{\sigma_2 \sum_{att_i \in W_i^*, i \in V} \frac{a'_i \prod_{j=1}^{n_1} (i - w_j)}{t_w}} \cdot e(g^b, g^d)^{\sigma_3 \gamma_0} \\
 & \cdot e(g^{ac}, g^b)^{\sigma_1 \gamma_1} \cdot e(g^{ac}, g)^{\sum_{att_i \in W_i^*, i \in Z} (\sigma_1 - \sigma_2) \frac{a'_i \prod_{j=1}^{n_1} (i - w_j)}{t_w}} \cdot e(g^a, g^d)^{\sigma_2 \sum_{att_i \in W_i^*, i \in Z} \frac{a'_i \prod_{j=1}^{n_1} (i - w_j)}{t_w}} \cdot e(g^b, g^d)^{\sigma_3 \gamma_1} \\
 & \cdot e(g^d, g)^{\sigma_3 \sum_{att_i \in W_i^*, i \in V} \frac{a'_i \prod_{j=1}^{n_1} (i - w_j)}{t_w}} \cdot e(g^a, T_\nu)^{\sigma_2 \gamma_0} \cdot e(g^d, g)^{\sigma_3 \sum_{att_i \in W_i^*, i \in V} \frac{a'_i \prod_{j=1}^{n_1} (i - w_j)}{t_w}} \cdot e(g^a, T_\nu)^{\sigma_2 \gamma_1},
 \end{aligned}$$

$$C_1 = (g^{ac})^{\frac{1}{t_w}}, C_2 = (g^d)^{\frac{1}{t_w}},$$

# CPA Security Game for CP-ABE

## Challenge



Simulator

$M_0, M_1, |M_0| = |M_1|$

$\text{Enc}(W, C_b, C_1, C_2, C_3, C_4)$



Attacker

$$C_3 = \left( V_0 \prod_{i \in V} \left( A_i \frac{\prod_{j=0}^{n_1} (i-w_j)}{t_w} \right)^{r_1+r_2} = \left( (g^b)^{\gamma_0} g^{-\sum_{att_i \in W_i^*, i \in V} \frac{a'_i \prod_{j=1}^{n_1} (i-w_j)}{t_w}} g^{\sum_{att_i \in W_i^*, i \in V} \frac{a'_i \prod_{j=1}^{n_1} (i-w_j)}{t_w}} \right)^{c+d} = T_\nu^{\gamma_0}, \right.$$

$$C_4 = \left( V_1 \prod_{i \in Z} \left( A_i \frac{\prod_{j=0}^{n_1} (i-w_j)}{t_w} \right)^{r_1+r_2} = \left( (g^b)^{\gamma_1} g^{-\sum_{att_i \in W_i^*, i \in Z} \frac{a'_i \prod_{j=1}^{n_1} (i-w_j)}{t_w}} g^{\sum_{att_i \in W_i^*, i \in Z} \frac{a'_i \prod_{j=1}^{n_1} (i-w_j)}{t_w}} \right)^{c+d} = T_\nu^{\gamma_1}, \right.$$

Implicitly sets:  $r_1 = c, r_2 = d$

# CPA Security Game for CP-ABE

## Guess



Simulator

Guess  $b$  of  $b'$



Attacker

If  $T = g^{b(c+d)}$ , the simulator  $B$  gives a perfect simulation so we have:

$$\Pr[\mathcal{B}(g, g^a, g^b, g^{ac}, g^d, T = g^{b(c+d)}) = 1 \mid T = g^{b(c+d)}] = \frac{1}{2} + Adv_A(k)$$

If  $T$  is a random group element the message  $M_b$  is completely hidden from the adversary and we have:

$$\Pr[\mathcal{B}(g, g^a, g^b, g^{ac}, g^d, T) = 1 \mid T = g^r] = \frac{1}{2}$$



$B$  can solve DLIN with non-negligible advantage if  $Adv_A(k)$  is non-negligible

# Comparison

## Comparison among CP-ABE

Scheme	Ciphertext Length	Dec Cost	Wildcard	Assumption
CN[3]	$ \mathbb{G}_T  + (t + 1) \mathbb{G} $	$(t + 1)p$	✓	DBDH
NYO[8]	$ \mathbb{G}_T  + (2t + 1) \mathbb{G} $	$(2t + 1)p$	✓	DBDH + DLIN
Emura et al.[4]	$ \mathbb{G}_T  + 2 \mathbb{G} $	$2p$	X	DBDH
ZH[12]	$ \mathbb{G}_T  + 2 \mathbb{G} $	$2tp + 1$	✓	n-BDHE
CZF[2]	$ \mathbb{G}_T  + 2 \mathbb{G} $	$2p$	X	n-BDHE
DZCCZ12[5]	$ \mathbb{G}_T  + 2 \mathbb{G} $	$2p$	X	n-BDHE
<b>Our Scheme</b>	$ \mathbb{G}_T  + 4 \mathbb{G} $	$6p$	✓	DLIN

# Conclusion

- In first proposal:
  - A constant-size ciphertext policy attribute based encryption scheme for the AND-Gates with wildcards access structure.
  - Proved the selective security of our scheme under the Decision Linear assumption.

# Thank you Q&A

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