

OPTLS Rationale

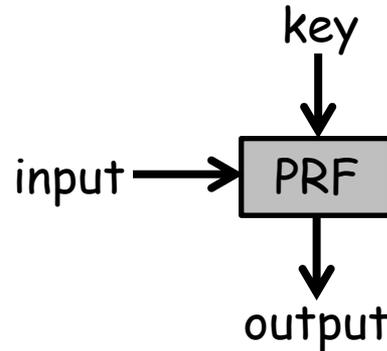
- New to TLS: Forward secrecy (PFS), 0-RTT, ECC-centric instantiation
- Calls for:
 - DH as the essential primitive (PFS and ECC)
 - Server static DH key (to encrypt 1st flow data, signatures useless for 0-RTT)
 - Caching of static key at client (0-RTT and optimizations)
- Observation: Instead of using two different protocol logics for regular 1-RTT and 0-RTT/Caching, unify via static DH key:
 - Server signs static key; then uses it for session authentication, caching, and 0-RTT
 - Uniform spec, unified key derivation, single protocol analysis (also applies to PSK with and without PFS)
 - Performance optimization (esp. huge savings with RSA via static key caching)

OPTLS Overview

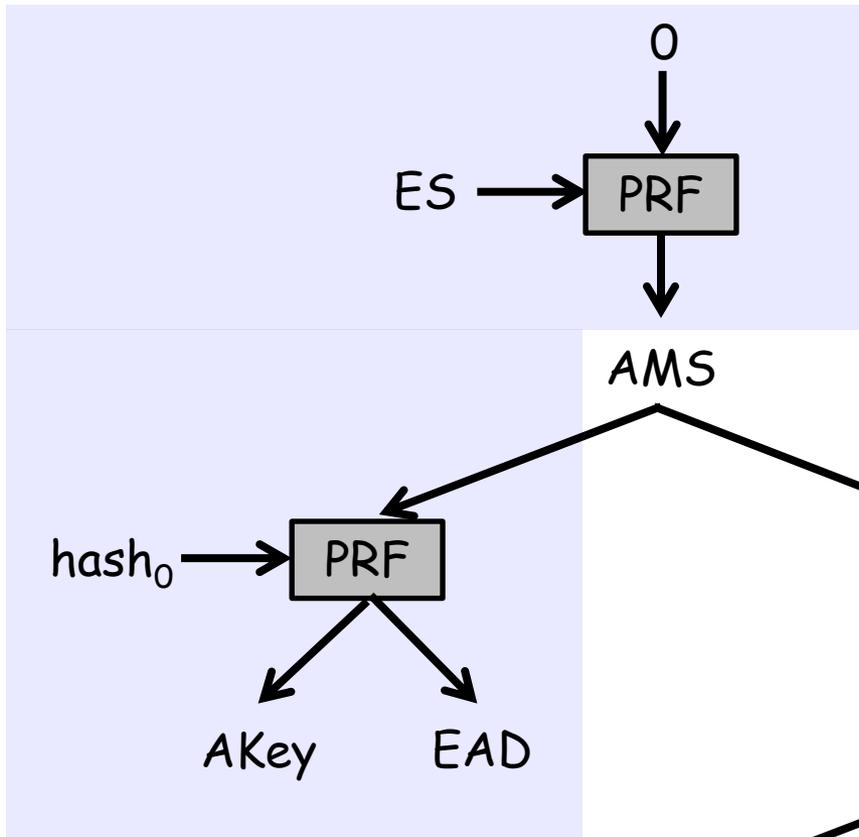
- C to S: C-hello, g^x , [C-ed]
- S to C: S-hello, g^y , [S-ske], S-fin = $\text{prf}(g^{xs}; \text{session-hash})$
- C to S: C-fin = $\text{prf}(g^{xs}; \text{session-hash})$
- C-ed (client early data): $\text{Enc}(g^{xs}; \text{early-data})$
- S-ske (server static key envelope): g^s , S-cert, $\text{Sig}(g^s, \text{session-hash})$
- Cases (all run Basic protocol plus possible additions)
 - Cached 1-RTT: Basic only; assumes C has g^s but no C-ed (0 sig, 2 exp)
 - Cached 0-RTT: Basic + [C-ed], assumes C has g^s (0 sig, 2 exp)
 - Transport 1-RTT: Basic + [S-ske], C caches g^s (1 amortized sig, 2 exp)
 - Ephemeral 1-RTT: Basic + [S-ske], ephemeral g^s , no caching (1 sig, 1 exp)
 - Ephemeral derives record keys from g^{xy} only, others from both g^{xy} and g^{xs}

Notation

- Upper arrow: key
- Side arrow: input
- Down arrow: output



- ES: ephemeral-static g^{xs}
- MS = Master Secret
- AKey = Authentication Key
- HTK = Handshake Traffic Keys
- UMS = Update MS
- $hash_0, hash_1, hash_2$ = incremental session hash values
- EE: ephemeral-ephemeral g^{xy}
- AMS = Authentication MS
- EAD = Early Application Data
- ATK = Application Traffic Keys
- RMS = Resumption MS



- 0-RTT: Full diagram
- PSK-DHE: AMS=PSK, no ES
- PSK: AMS=PSK, EE=0, no ES
- Resumption: AMS=RMS, EE=0
- 1-RTT (sig-based): AMS=0 and omit shadowed area