

## three-pass mutual authentication

### Protocol Purpose

Two parties authenticate each other. Aim of the Mutual authentication is to make sure to each of

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## HLPSL Specification

```
role iso4_Init ( A, B: agent,
                Pkb, Pks: public_key,
                Snd, Rec: channel (dy))
played_by B
def=

  local State      : nat,
        Pka        : public_key,
        Nb         : text,
        Na, Text2, Text3: text

  const ctext1, ctext4, ctext5: text

  init State := 0

  transition

  1. State = 0
     /\ Rec(start)
     =|>
     State' := 1
     /\ Nb' := new()
     /\ Snd(Nb'. ctext1)
     /\ witness(B, A, nb, Nb')

  2. State = 1
     /\ Rec(Pka'. A. {Pka'. A}_i nv(Pks). Na'. Nb. B. Text3'.
              {Na'. Nb. B. Text2'}_i nv(Pka'))
     =|>
     State' := 2
     /\ Snd(Pkb. B. {Pkb. B}_i nv(Pks). Nb. Na'. A. ctext5. {Nb. Na'. A. ctext4}_i nv(Pkb))
     /\ request(B, A, na, Na')

end role
```

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role i bo4\_Resp ( B,A: agent,  
Pka,Pkb: publ i c\_key,

```
Pka, Pkb, Pks: public_key) def=
```

```
local SA, RA, SB, RB: channel (dy)
```

```
composition
```

```
    iso4_Init(A, B, Pkb, Pks, SA, RA)  
    /\ iso4_Resp(B, A, Pka, Pks, SB, RB)
```

```
end role
```

---

```
role environment() def=
```

```
const na, nb          : protocol_id,  
      a, b, i          : agent,  
      pka, pkb, pks, pki : public_key
```

```
intruder_knowledge={a, b, pki, inv(pki), pks,  
                    ctext1, ctext4, ctext5, {pki.i}_inv(pks),
```

end goal

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environment()

## References

- [CJ] J. Clark and J. Jacob. A Survey of Authentication Protocol Literature: Version 1.0, 17. Nov. 1997. URL: