

# Formal Modeling of Cryptographic Games

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Crypto proofs: Extremely error prone

Need: Computer verified proofs

- Sequences of Games
  - → Well-suited for mechanization

### Our project



#### Mechanized verification

of cryptographic proofs

using Isabelle/HOL



#### **Project Roadmap**



Language for games

Done (more or less)



**Library of Game Transformations** 



**Graphical tool for cryptographers** 

In progress

**Our vision** 

#### Language



Functional language

Formal semantics

Infinite objects (e.g., random tapes)

**Oracles (with state)** 





### Contact me if you're curious!

## And thanks for your attention