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MODULE *dsa*

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EXTENDS *Integers, Sequences, FiniteSets*

VARIABLES *p, q, g, k, r, x, y, s, w, u1, u2, v, hashM, signature, verified*

Definicija prostih brojeva u ograničenom opsegu  
 $Prime \triangleq \{a \in 2..18 : \forall b \in 2..(a-1) : a \% b \neq 0\}$

Definicija pomoćne funkcije za modularnu eksponencijaciju  
 $ModExpHelper(base, half\_exp, mod, half\_result) \triangleq (half\_result * half\_result) \% mod$

Definicija rekurzivne funkcije za modularnu eksponencijaciju  
 RECURSIVE  $ModExp(-, -, -)$   
 $ModExp(base, exp, mod) \triangleq$   
 IF  $exp = 0$  THEN 1  
 ELSE  
 IF  $exp \% 2 = 0$  THEN  
 $ModExpHelper(base, exp \div 2, mod, ModExp(base, exp \div 2, mod))$   
 ELSE  
 $(base * ModExp(base, exp - 1, mod)) \% mod$

Definicija proširenog *Euklidovog* algoritma za izračunavanje *GCD* i koeficijenata  
 RECURSIVE  $GCDWithCoef(-, -, -, -, -)$   
 $GCDWithCoef(a, b, x0, x1, y0, y1) \triangleq$   
 IF  $b = 0$  THEN  $\langle a, x0, y0 \rangle$   
 ELSE  
 $GCDWithCoef(b, a \% b, x1, x0 - (a \div b) * x1, y1, y0 - (a \div b) * y1)$

Inverz modulo  
 $InverseMod(a, m) \triangleq$   
 IF  $GCDWithCoef(a, m, 1, 0, 0, 1)[2] < 0$  THEN  
 $GCDWithCoef(a, m, 1, 0, 0, 1)[2] + m$   
 ELSE  
 $GCDWithCoef(a, m, 1, 0, 0, 1)[2]$

Generisanje ključeva  
 $GenerateKeys \triangleq$   
 $\wedge y' = ModExp(g, x, p)$   
 $\wedge \text{UNCHANGED } \langle p, q, g, x, k, r, s, w, u1, u2, v, hashM, signature, verified \rangle$

Potpisivanje  
 $Sign \triangleq$   
 $\wedge k' = k$   
 $\wedge r' = (ModExp(g, k', p) \% q)$   
 $\wedge hashM' = hashM$   
 $\wedge s' = (InverseMod(k', q) * (hashM' + x * r')) \% q$

$$\wedge \text{signature}' = \langle r', s' \rangle$$

$$\wedge \text{UNCHANGED } \langle p, q, g, x, y, k, w, u1, u2, v, \text{verified} \rangle$$

Verifikacija

$$\text{Verify} \triangleq$$

$$\wedge w' = \text{InverseMod}(s, q)$$

$$\wedge u1' = (\text{hashM} * w') \% q$$

$$\wedge u2' = (r * w') \% q$$

$$\wedge v' = ((\text{ModExp}(g, u1', p) * \text{ModExp}(y, u2', p)) \% p) \% q$$

$$\wedge \text{verified}' = (v' = r)$$

$$\wedge \text{UNCHANGED } \langle p, q, g, x, y, k, r, s, \text{hashM}, \text{signature} \rangle$$

Inicijalno stanje

$$\text{Init} \triangleq$$

$$\wedge p \in \text{Prime}$$

$$\wedge q \in \text{Prime}$$

$$\wedge p \neq q$$

$$\wedge g \in 2 \dots (p-1)$$

$$\wedge x \in 1 \dots (q-1)$$

$$\wedge k \in 1 \dots (q-1)$$

$$\wedge \text{hashM} \in 1 \dots (q-1)$$

$$\wedge y = \text{ModExp}(g, x, p)$$

$$\wedge r = (\text{ModExp}(g, k, p) \% q)$$

$$\wedge s = (\text{InverseMod}(k, q) * (\text{hashM} + x * r)) \% q$$

$$\wedge \text{signature} = \langle r, s \rangle$$

$$\wedge w = \text{InverseMod}(s, q)$$

$$\wedge u1 = (\text{hashM} * w) \% q$$

$$\wedge u2 = (r * w) \% q$$

$$\wedge v = ((\text{ModExp}(g, u1, p) * \text{ModExp}(y, u2, p)) \% p) \% q$$

$$\wedge \text{verified} = (v = r)$$

Sledeće stanje sistema

$$\text{Next} \triangleq$$

$$\vee \text{GenerateKeys}$$

$$\vee \text{Sign}$$

$$\vee \text{Verify}$$

Specifikacija

$$\text{Spec} \triangleq \text{Init} \wedge \Box[\text{Next}]_{\langle p, q, g, x, y, k, r, s, w, u1, u2, v, \text{hashM}, \text{signature}, \text{verified} \rangle}$$