MODULE *ecc*

EXTENDS *Integers*, *Sequences*, *TLC*

$p \triangleq 23$
$a \triangleq 1$
$b \triangleq 1$
$Gx \triangleq 4$
$Gy \triangleq 5$
$n \triangleq 19$
$G \triangleq \langle Gx, Gy \rangle$

VARIABLES x, y, *scalar*, P, Q, R, k, s, d, r, z, *validPoint*

$EllipticCurve(e, f) \triangleq$
    $(f^2) = (e^3 + a * e + b)\%p$

$ValidPoint(f, e) \triangleq$
    $EllipticCurve(f, e)$

$InverseMod(m, l) \triangleq$
    LET
        RECURSIVE $extendedGCD(\_, \_)$
        $extendedGCD(u, v) \triangleq$ IF $v = 0$ THEN $\langle u, 1, 0 \rangle$
                                ELSE
                                    LET $res \triangleq extendedGCD(v, u\%v)$IN
                                    $\langle res[1], res[3], res[2] - (u \div v) * res[3] \rangle$
        $gcdRes \triangleq extendedGCD(m, l)$
        $gcd \triangleq gcdRes[1]$
        $inv \triangleq gcdRes[2]\%p$
    IN IF $gcd = 1$ THEN inv ELSE 0

$PointAddition(J, K) \triangleq$
    LET
        $x1 \triangleq J[1]$
        $y1 \triangleq J[2]$
        $x2 \triangleq K[1]$
        $y2 \triangleq K[2]$
        $slope \triangleq$ IF $(x1 = x2)$ THEN $(((3 * x1^2 \quad + a) * InverseMod(2 * y1, p))\%p)$
                ELSE $(y2 - y1) * InverseMod(x2 - x1, p)\%p$
    IN
        $\land x' = (slope^2 - x1 - x2)\%p$
        $\land y' = ((slope * (x1 - x')) - y1)\%p$
        $\land R' = \langle x', y' \rangle$

RECURSIVE $Bits(\_)$
$Bits(scal) \triangleq$
    IF $scal = 0$ THEN $\langle\rangle$

```
        ELSE  Append(Bits(scal ÷ 2), scal%2)

ScalarMultiplication(scal, J) ≜
    LET
        bits ≜ Bits(scal)
        R_init ≜ ⟨0, 0⟩
        Q_init ≜ J
        result ≜ [R_acc ∈ 1 .. Len(bits) ↦
                    IF bits[R_acc] = 1
                     THEN PointAddition(R_init, Q_init)
                     ELSE R_init]
        final_R ≜ result[Len(bits)]
    IN  final_R

GeneratePublicKey(d_) ≜
    ScalarMultiplication(d_, G)

GenerateSignature(z_, d_) ≜
    LET
        kVal ≜ CHOOSE k_ ∈ 1 .. (n − 1) : TRUE
        Rval ≜ ScalarMultiplication(kVal, G)
        rval ≜ IF Rval[1] = 0 THEN 1 ELSE Rval[1]%n
        sval ≜ ((z_ + rval ∗ d_) ∗ InverseMod(kVal, n))%n
    IN
        ⟨rval, sval⟩

ValidateSignature(r_, s_, z_, Q_) ≜
    LET
        w ≜ InverseMod(s_, n)
        u1 ≜ (z_ ∗ w)%n
        u2 ≜ (r_ ∗ w)%n
        X ≜ PointAddition(ScalarMultiplication(u1, G), ScalarMultiplication(u2, Q_))
    IN
        ∧ r_ = X[1]%n
        ∧ r_ ≠ 0
        ∧ s_ ≠ 0

Init ≜
    ∧ x = Gx
    ∧ y = Gy
    ∧ k = 3
    ∧ s = 5
    ∧ d = 7
    ∧ r = 11
    ∧ z = 13
    ∧ P = G
```

$\land\ Q = \langle Gx,\ Gy \rangle$
$\land\ R = \langle 0,\ 0 \rangle$
$\land\ validPoint = ValidPoint(Gx,\ Gy)$
$\land\ scalar = 17$

$Next\ \triangleq$
$\lor \exists\, M \in \{\langle x,\ y \rangle\} : ValidPoint(x,\ y) \land P' = M$

$Spec\ \triangleq$
$Init \land \Box[Next]_{\langle x,\, y,\, scalar,\, P,\, Q,\, R,\, k,\, s,\, d,\, r,\, z,\, validPoint \rangle}$