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- MODULE dsa
EXTENDS Integers, Sequences, FiniteSets
VARIABLES p, q, g, k, r, x, y, s, w, u1, u2, v, hashM, signature, verified
Prime \triangleq \{a \in 2 ... 18 : \forall b \in 2 ... (a-1) : a\%b \neq 0\}
ModExpHelper(base, half\_exp, mod, half\_result) \stackrel{\Delta}{=}
  (half\_result * half\_result)\% mod
RECURSIVE ModExp(\_, \_, \_)
ModExp(base, exp, mod) \stackrel{\triangle}{=}
  If exp = 0 then 1
   ELSE
    IF exp\%2 = 0 THEN
       ModExpHelper(base, exp \div 2, mod, ModExp(base, exp \div 2, mod))
       (base * ModExp(base, exp - 1, mod))\% mod
\begin{array}{l} \text{RECURSIVE } GCDWithCoef(\_,\_,\_,\_,\_,\_) \\ GCDWithCoef(a,\ b,\ x0,\ x1,\ y0,\ y1) \ \stackrel{\triangle}{=} \end{array}
  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)
InverseMod(a, m) \triangleq
  IF GCDWithCoef(a, m, 1, 0, 0, 1)[2] < 0 THEN
     GCDWithCoef(a, m, 1, 0, 0, 1)[2] + m
     GCDWithCoef(a, m, 1, 0, 0, 1)[2]
GenerateKeys \triangleq
   \wedge y' = ModExp(g, x, p)
   \land UNCHANGED \langle p, q, g, x, k, r, s, w, u1, u2, v, hashM, signature, verified <math>\rangle
Sign \triangleq
  \wedge k' = k
   \wedge \ r' = (\mathit{ModExp}(g, \ k', \ p)\%q)
   \wedge hashM' = hashM
   \wedge s' = (InverseMod(k', q) * (hashM' + x * r'))\%q
   \land signature' = \langle r', s' \rangle
  \land UNCHANGED \langle p, q, g, x, y, k, w, u1, u2, v, verified \rangle
Verify \triangleq
   \land \ w' = InverseMod(s, \ q)
  \wedge u1' = (hashM * w')\%q
   \wedge u2' = (r * w')\%q
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 $\wedge v' = ((ModExp(g, u1', p) * ModExp(y, u2', p))\%p)\%q$

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\land verified' = (v' = r)
   \land \, \text{UNCHANGED} \, \, \langle p, \, q, \, g, \, x, \, y, \, k, \, r, \, s, \, hashM, \, signature \rangle
Init \triangleq
   \land \ p \in \mathit{Prime}
   \land q \in Prime
   \land p \neq q
   \land g \in 2 \dots (p-1)
   \land x \in 1 \dots (q-1)
   \wedge \ k \in 1 \ldots (q-1)
   \land hashM \in 1 \dots (q-1)
   \wedge y = ModExp(g, x, p)
   \land \ r = (\mathit{ModExp}(g, \, k, \, p)\%q)
   \wedge s = (InverseMod(k, q) * (hashM + x * r))\%q
   \land signature = \langle r, s \rangle
   \land w = InverseMod(s, q)
   \wedge u1 = (hashM * w)\%q
   \wedge u2 = (r * w)\% q
   \land v = ((ModExp(g, u1, p) * ModExp(y, u2, p))\%p)\%q
   \land verified = (v = r)
Next \triangleq
   \lor GenerateKeys
   \vee Sign
   \vee Verify
Spec \ \stackrel{\Delta}{=} \ Init \wedge \square[Next]_{\langle p, \ q, \ g, \ x, \ y, \ k, \ r, \ s, \ w, \ u1, \ u2, \ v, \ hashM, \ signature, \ verified\rangle
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