Digital signatures for interoperability and privacy in blockchains

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Some words about me...

Few words about me

- Last Year PhD student at UNITO
- Working on Interoperability and Privacy
- Using mainly Digital Signatures

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I like questions! Please, interrupt me



Motivation

- Currently the idea of privacy and interoperability are linked to Zero-Knowledge proofs. Examples are:
 - ZK-sync interoperability (between layers)
 - Zendoo [GKO20] cross-chain interoperability
 - Zcash privacy in coins
- But zero-knowledge isn't the only way to achieve those goals. Other ways:
 - Digital Signature Schemes
 - Digital Signature Schemes Variations
- Goal of the talk is to present those cases



Summary

In this talk we will see:

- Part I
 - Definitions about Privacy in blockchain
 - Definitions about Interoperability
 - Notation and basic definitions of Digital Signature Scheme



Summary

In this talk we will see:

Part II

```
for i in {multisig,threshold,ring}; do
    echo definition $i
    echo application_to_privacy $i
    echo application_to_interoperability $i
    done
```

Privacy

- Privacy in blockchain is a vast topic, I gave a talk on that¹
- Three kinds of on-chain privacy:
 - Amount hiding: the confidentiality of a party's transaction amount
 - Unlinkability:
 - After a successful Bitcoin mixing transaction, honest participants' input and output addresses must be unlinkable [RMK14]
 - For any two transactions, it should be impossible to prove that they were sent to the same person [KFTS17, VS13]
 - Untraceability:
 - Given a transaction input, the real output being redeemed in it should be anonymous among a set of other outputs [KFTS17].
 - For each incoming transaction all possible senders are equiprobable [VS13]

¹You can find it at https://www.youtube.com/watch?v=7xsyxA54vIE ≥ > > > > 0

Privacy

- Three kinds of on-chain privacy:
 - Amount hiding (use Pedersen Commitments)
 - Unlinkability (use indistinguishability)
 - Untraceability (use indistinguishability)

Interoperability

We can identify three types of interoperability in the blockchain world

- Cross-chain interoperability blockchain-to-blockchain (B2B)
- Blockchain ↔ Layer interoperability blockchain-to-layer (B2L)
- Blockchain ↔ Reality interoperability blockchain-to-reality (B2R)

Basically interoperability is:

I give you something in a blockchain, I get something else in return in

- Another blockchain
- Another layer
- Real life



Transaction Models

There are mainly two blockchain-transaction models: UTXO and Account models. The differences are:

UTXO:

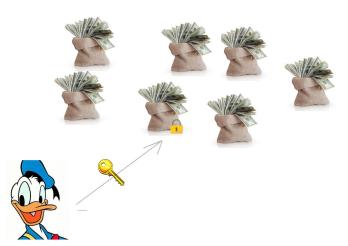
- Coins = reference to previously unspent transaction outputs
- Transactions can have multiple inputs to match output
- Balance of user is sum of all UTXOs
- Example: Bitcoin, Monero,
 Mimblewimble-based coins

Account:

- User balance in global state
- Transactions validation is against total balance
- Example: *Ethereum*

UTXO visual

User A can move funds with a key





UTXO visual

User B has the key to move the funds from user A







Account visual

User A sends funds to User B





Account visual

User B receives funds from A





Digital signature scheme

A digital signature scheme (Gen, Sign, Ver) is a tuple of algorithms such that:

- $(sk, pk) \leftarrow \text{Gen}(1^k)$ is the key-generation algorithm
- $\sigma \leftarrow \mathsf{Sign}(sk, m)$ is the signing algorithm
- $0|1 \leftarrow \text{Ver}(pk, \sigma, m)$ is the verification algorithm

Any digital signature scheme can have variations adding other routines, but those three routines are always present.

Examples

Many digital signature schemes used in blockchain

- ECDSA ex Bitcoin, Ethereum
- Schnorr Bitcoin
- EdDSA Tezos, Monero
- BLS Ethereum 2.0
- ...

Multisig

First way to put multiple signatures on a message. While not formally defined, we can assume (Gen, Sign, Ver, MultiVer) where

- $\Sigma = ((pk_1, \sigma_1), (pk_2, \sigma_2), (pk_3, \sigma_3), \ldots)$ set of couples
- $0|1 \leftarrow \mathsf{MultiVer}(\Sigma, m)$ is the verification algorithm s.t.

$$\mathsf{MultiVer}(\Sigma, m) = \begin{cases} 1 & \text{if all } \sigma_i \text{ are valid w.r.t } pk_i \text{ and } m \\ 0 & \text{otherwise} \end{cases}$$

Multisig – Uses

Creating the logic for multisig is easy in theory. In practice it depends on the transaction model used:

- Multisignatures can be used natively in UTXO systems: instead of checking that one signature is valid, it checks multiple signatures.
 The logic is not difficult to extend.
- This does not apply to account-models. In this case a user moves the funds directly. It is not possible to add a signature to specific funds if not through a smart contract.
 - e.g. Gnosis Smart Contract

Multisig and Privacy

- Actually loss of privacy
 - leak number of owner/parties involved
 - leak who makes the transaction
 - e.g. Bitmex has a 3-4 (P2SH) multisig
- If there is a flow it's even worse
 - e.g. you understand hierarchy of organization
- Remember *pseudoanonymity* \neq *privacy*

Multisig and Interoperability

- Exchange committee
 - BTC-Liquid [DPW+17]
 - BTC-ETH (WBTC+BitGo) [Bit18]
- Where you CAN'T find
 - BSC-ETH bridge

Threshold signatures

A threshold signature scheme enables n parties to share the power to issue digital signatures under a single public key [GG18] In particular:

- $(sk_i, pk_1, ..., pk_n) \leftarrow \mathsf{ThGen}(1^k, P_1, ..., P_n)$ is a distributed key generation algorithm
- $\sigma \leftarrow \mathsf{ThSign}(\mathit{sk}_1, \ldots, \mathit{sk}_n, m)$ is a distributed signing algorithm
- $Ver(\sigma, pk_1, \dots, pk_n, m)$ is a verification algorithm

Note Ver() isn't "distributed": any user can verify a signature independently

Threshold signatures

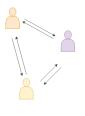
- A threshold signatures scheme is generally based on MPC.
 Consequently, it is also possible to aggregate signatures of different messages, as seen in:
 - Schnorr [NRS20]
 - BLS [Edg]
 - ECDSA [GG18]
- Since signature management is done off-chain, the signature method is based only on the signature scheme used
 - This is different from the Multisig case

Threshold signatures and Privacy

- Only one signature regardless number of participants
- Mixers
 - DMix (BTC) [BS20] Unlinkability but not Untraceability
 - ShareLock (ETH) [SS20] Unlinkability but not Untraceability

DMix

Information and Key exchange



inDMix Transactions

Input: B1: 0.5708 Output: DM: 0.5058 B2: 0.0658

Input: C1: 0.300ß Output: DM: 0.255ß C2: 0.045ß

Carol's tx

outDMix Transaction



Threshold Signatures and Interoperability

- Multi-HTLC [BS]
- In principle any multisignature can be transformed into a threshold signature protocol

Ring Signatures

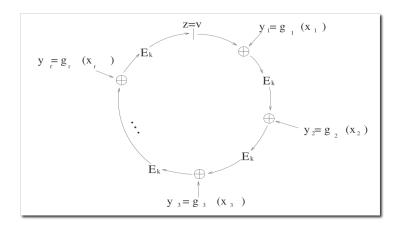
- Ring signatures are a particular case of group signatures [CvH91]. The goal is to specify a set of n+1 possible signers without revealing which member actually produced the signature [RST01]
- The algorithms would be
 - Gen(1^k)
 - $\sigma \leftarrow \mathsf{RingSign}(\mathsf{sk}, \mathsf{pk}, \mathsf{pk}_1, \dots, \mathsf{pk}_n, \mathsf{m})$ a different signing algorithm
 - $0|1 \leftarrow \mathsf{RingVer}(\sigma, pk, pk_1, \dots, pk_n, m)$ is a verification algorithm

Ring signatures

- A ring signature scheme has to use existing keys to be practically used in the blockchain. This has been seen for example in:
 - EdDSA [VS13]
 - Schnorr [NRS20]
 - ECDSA [FLM21]
- Since signature management is done off-chain, the signature method is based only on the signature scheme used
 - This is different from the Multisig case

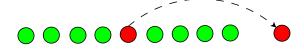


Ring Signatures

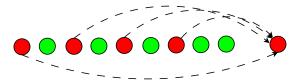


Ring signature transactions

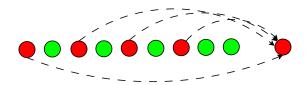
Bitcoin transaction:



Monero transaction:



Ring Signature and Privacy



- Untraceability: Given a transaction input, the real output being redeemed in it should be anonymous among a set of other outputs [KFTS17].
 - Achieved because inputs used in the transaction are indistinguishable
- Linkability: to prove that the private key was never been used to sign any other message with any other ring

ring Signature and Interoperability

- BTC-XMR atomic swap [Gug20]
- XMR-L2 interoperability [MBL⁺20]



Conclusions

- Digital Signature Variations rocks!
 - Improve Privacy
 - Improve Interoperability
 - (Improve Scalability)

Contacts

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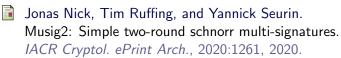
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