

# Cryptography

## Lecture 24

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- 1 Lecture 23 Review
- 2 Digital Signatures from Private-Key Techniques
- 3 Digital Signatures from Discrete Log

# Lecture 23 Review

- Defining digital signatures
- Applications of signatures
- RSA digital signature

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# One-Way Functions

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- One-way functions are the most basic private-key primitives
- We've seen many examples: CRHFs, PRG, RSA

# One-Time Signature Scheme

Let  $\Pi$  be a digital signature scheme. Consider the following game between an adversary  $\mathcal{A}$  and a challenger:

## $\text{SigForge}_{\mathcal{A},\Pi}(n)$

- Challenger runs  $(pk, sk) \leftarrow \text{Gen}(1^n)$  and gives  $pk$  to  $\mathcal{A}$
- $\mathcal{A}$  gets  $pk$  and oracle access to  $\text{Sign}_{sk}(\cdot)$  and outputs  $(m, \sigma)$ 
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- This is not a very useful notion of security, but we will use it as a building block

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- Hence,  $\mathcal{A}$  needs to invert  $f$  on the corresponding  $y_{i,b}$  in the  $pk$

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- Run  $\mathcal{A}_c$  on  $pk$
- When  $\mathcal{A}_c$  requests signature on a message  $m$

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$$\Pr[\text{Invert}_{\mathcal{A}_r, f} = 1] \geq \frac{1}{2^\ell} \cdot \Pr[\text{SigForge}_{\mathcal{A}_c, \Pi}(n) = 1] \geq 1/\text{poly}(n)$$

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- Secure if  $H$  is CRHF

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- Signature is *stateful* – problematic if state is reset

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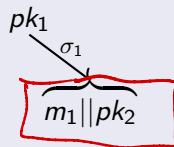
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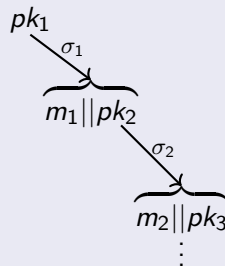


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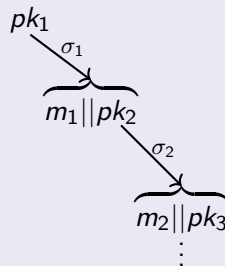
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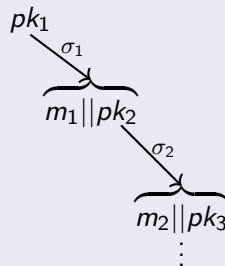
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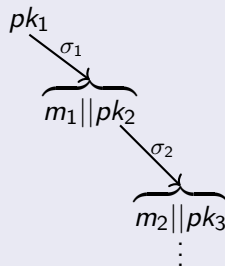
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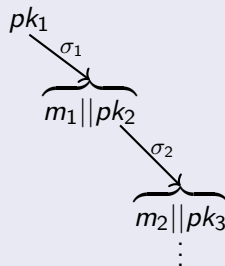
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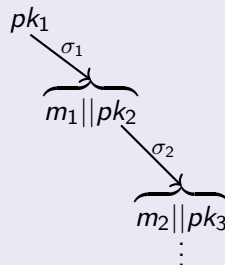


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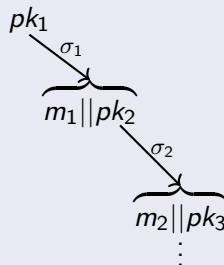
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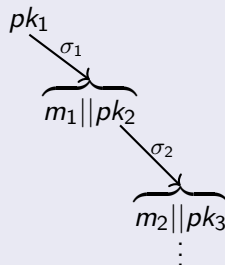
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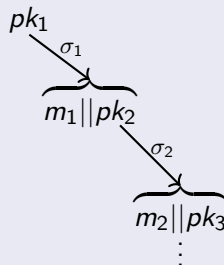
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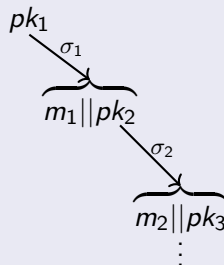
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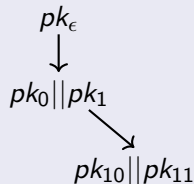
$$\begin{array}{c} pk_{\epsilon} \\ \downarrow \\ pk_0 || pk_1 \end{array}$$



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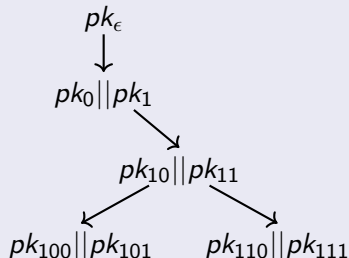
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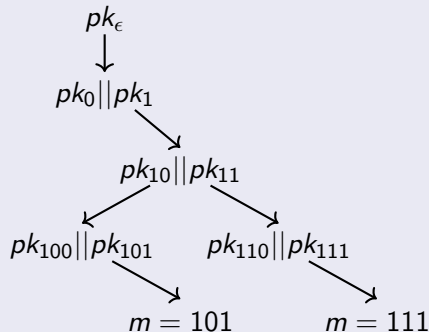
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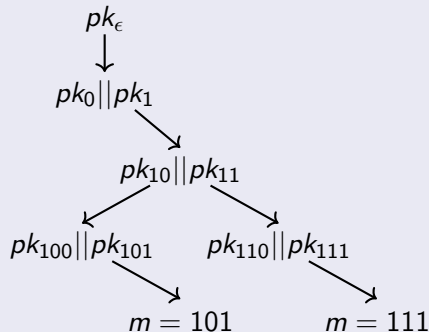
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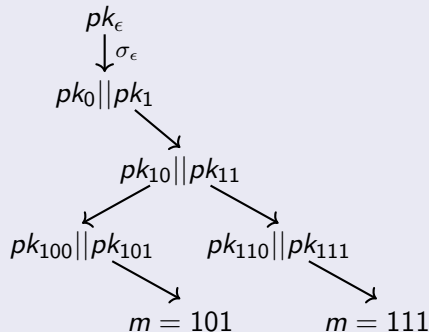
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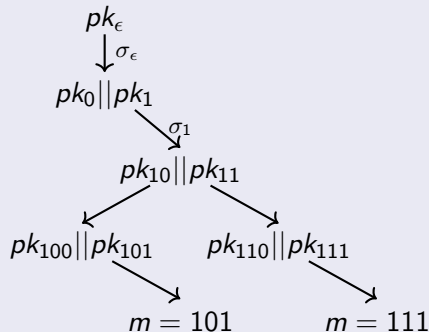
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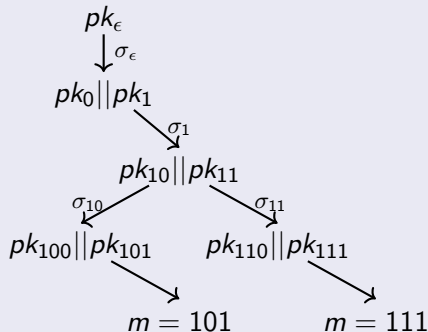
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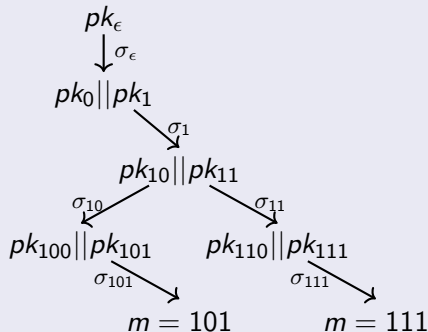
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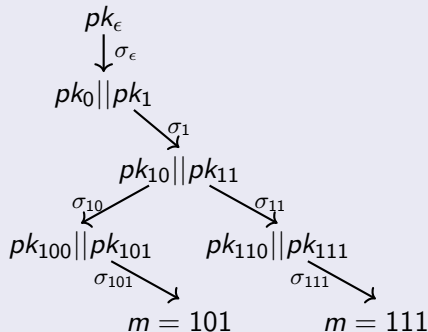




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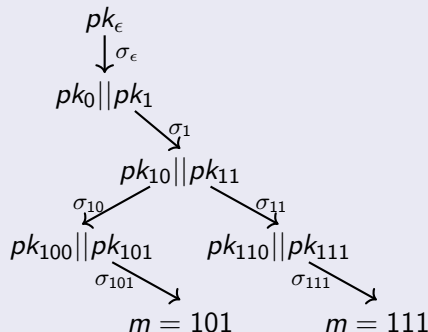
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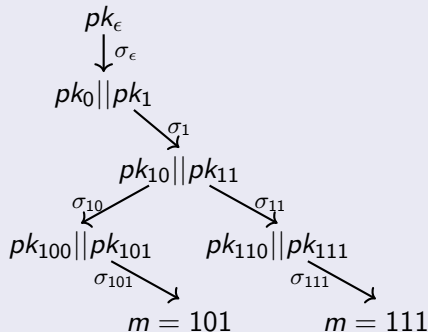
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- $\sigma$  on message  $m$ , outputs signatures on path to  $m$
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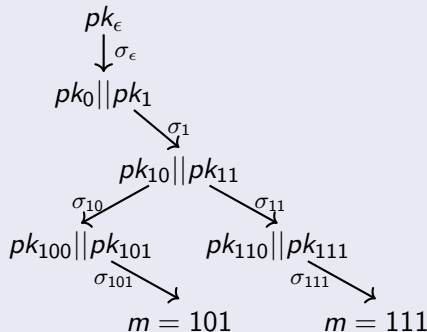
Pros:

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# Going Beyond One Signature

## Try 3 – Tree-Based Signatures

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Pros:

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Limitations:

- Still stateful – Tree is the state

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## Comparison to Public-Key Signatures

- Surprisingly, we can build signatures from private-key techniques
- But, public-key based signatures are more efficient (shorter sigs)

- 1 Lecture 23 Review
- 2 Digital Signatures from Private-Key Techniques
- 3 Digital Signatures from Discrete Log



# Identification Schemes

Identification Scheme:

- Interactive protocol to allow a party to prove identity

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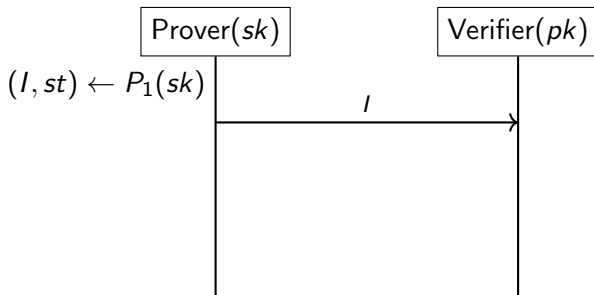
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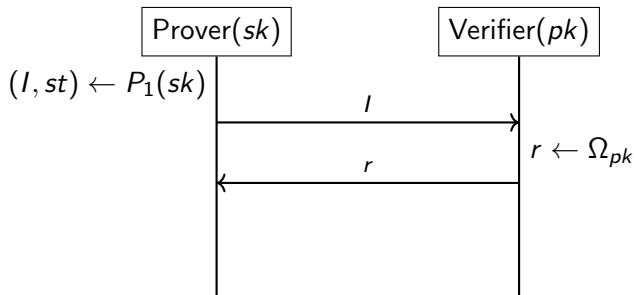
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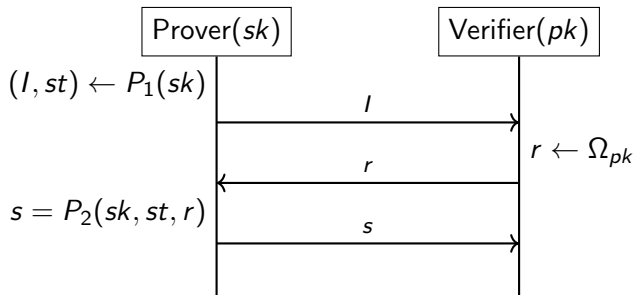
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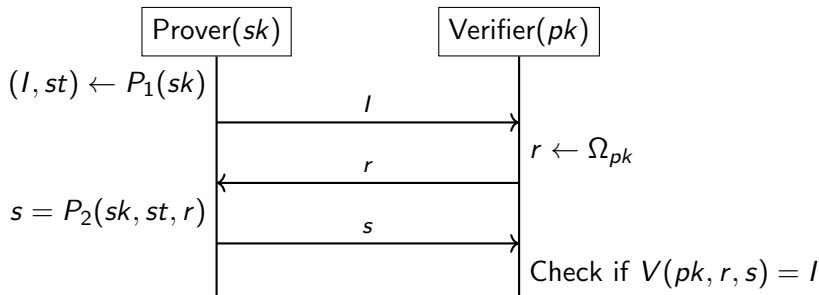
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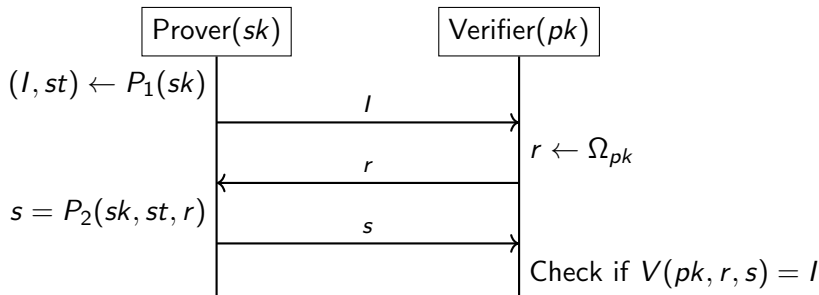
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## Non-degenerate:

- ID scheme is non-degenerate if for all  $sk$ , each  $I$  occurs with only negligible probability.



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Definition: An ID scheme  $\Pi = (\text{Gen}, P_1, P_2, V)$  is *secure* if for all PPT  $\mathcal{A}$ ,

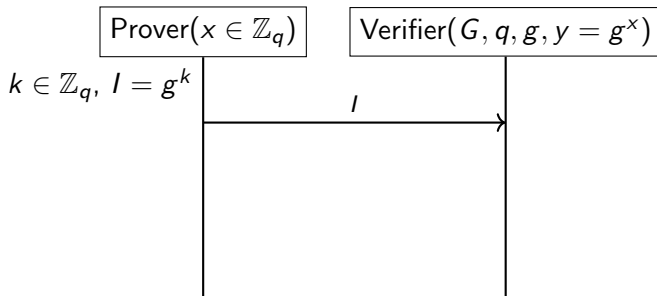
$$\Pr[\text{Ident}_{\mathcal{A}, \Pi}(n) = 1] \leq \text{negl}(n)$$

# Schnorr ID Scheme

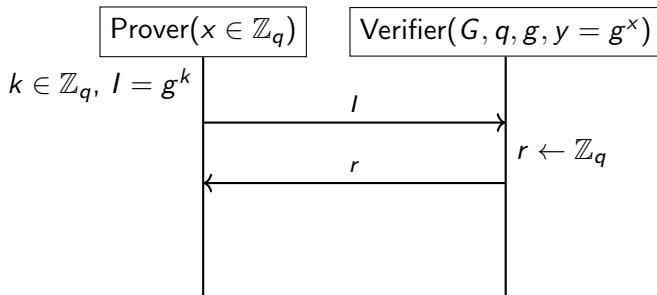
Prover( $x \in \mathbb{Z}_q$ )

Verifier( $G, q, g, y = g^x$ )

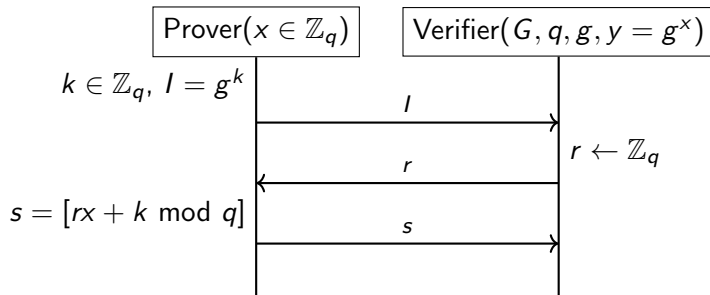
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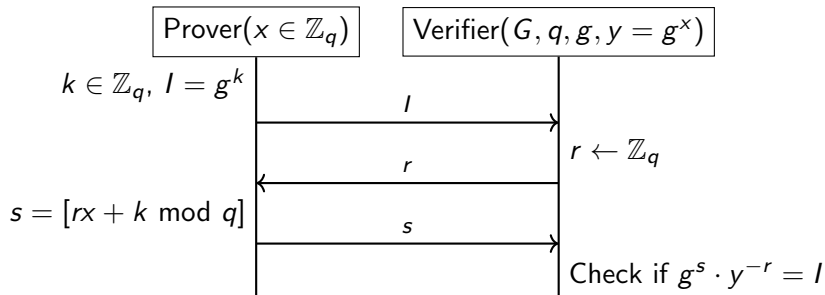
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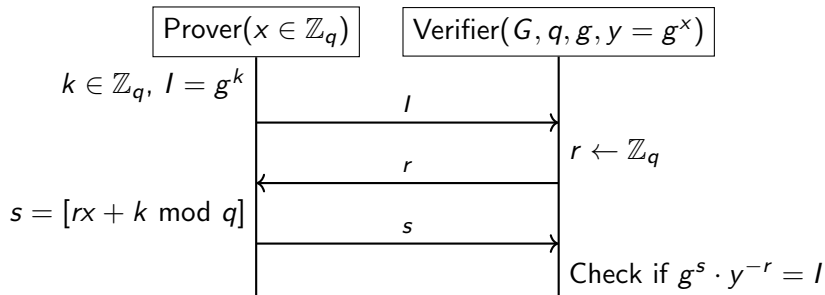
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# Fiat-Shamir Transform

## Goal

Convert 3-round ID scheme as earlier to a non-interactive signature

- Key Idea: Have Signer compute  $r$  himself using a hash

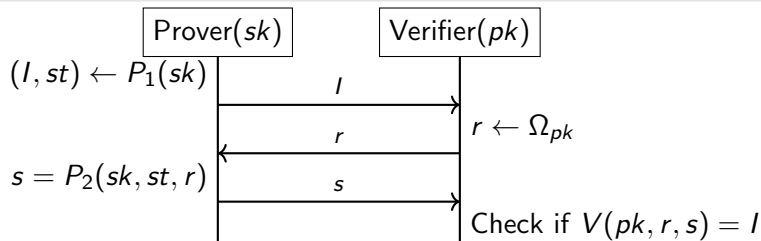


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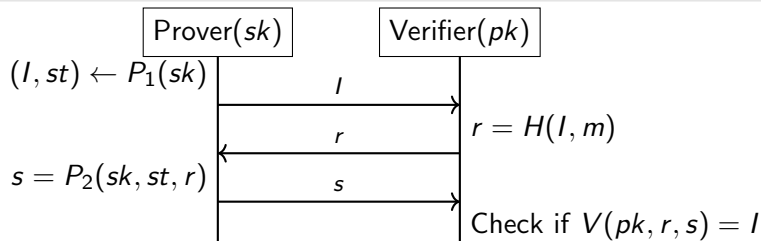


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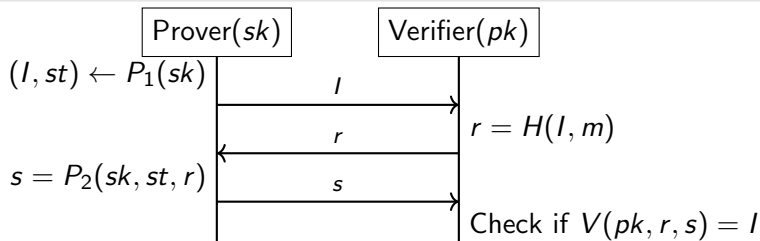


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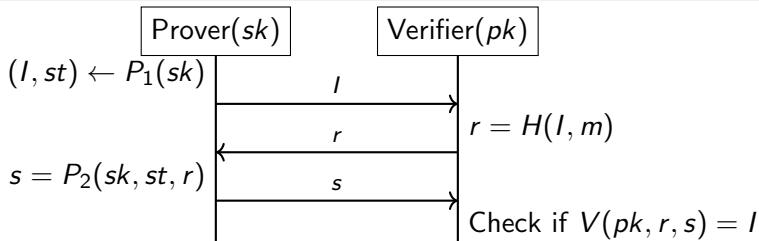
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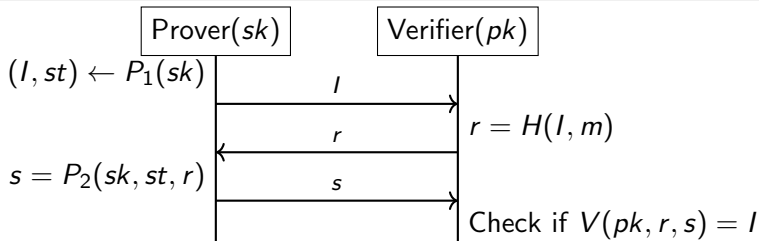
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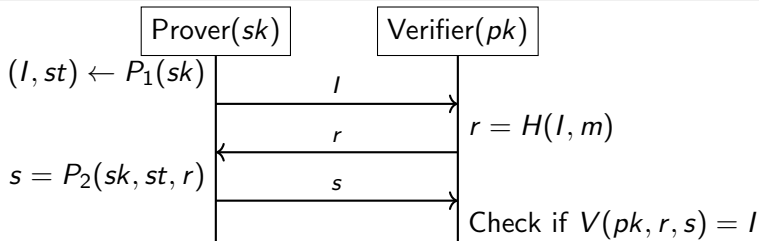
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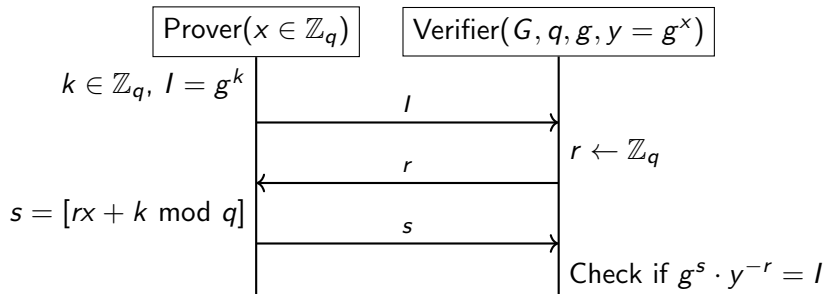
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- Security: Secure if  $H$  is modeled as random oracle

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Correctness:  $g^s \cdot y^{-r} = g^{(rx+k)} \cdot g^{-rx} = g^k = I$

## Apply Fiat Shamir

Replace  $r \leftarrow \mathbb{Z}_q$  with  $H(I, m)$

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## Digital Signature Algorithm (DSA)

- Standard DSA algorithm uses similar paradigm, achieves same security