

Commitment Schemes

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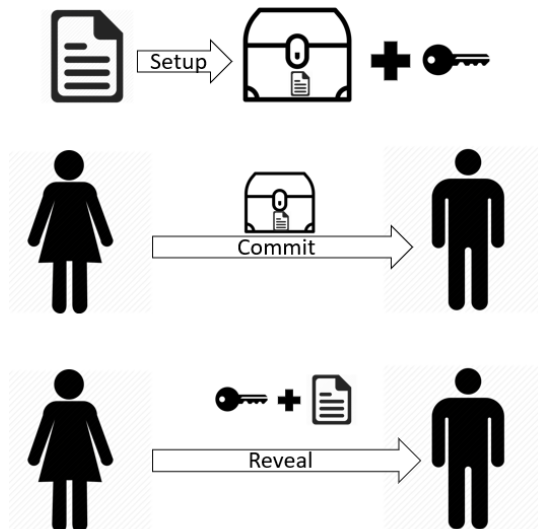


Fig. 1. Commitments

Abstract—This Paper summarizes and introduces to the topic of Commitment-Schemes, a two party cryptographic protocol.

The aim of commitment schemes is to provide a mechanism for Party A to commit to a hidden value and reveal it if necessary. Party B can confirm that the revealed value and the hidden value match.

This Paper first introduces to the topic itself, a hash-based implementation and the *pedersen-commitments* which are based on the discrete logarithm. In Conclusion a Case-study of commitments for one-time authorization in a distributed web-application is provided.

I. INTRODUCTION

ToDo: IntroText // Motivation

A. Protocol

- 1) A **commits** to B
- 2) B keeps commitment, unable to read or process it
- 3) A **reveals** to B
- 4) B verifies the commitment

B. Attributes

ToDo: Copy from Presentation but with sources

- 1) **Binding:** The Values Alice put in the Commitment cannot be changed after B recieved it
- 2) **Hiding:** Bob cannot gain any information about the message from the commitment itself
- 3) **Viability:** If both parties follow the protocol correct, Bob is always able to recover the committed value

There are two additional attributes originating from the fact that we are working with computers:

- 1) Bobs are able compare commitments.
- 2) Commitments are *tradeable* and replicable - both for Alice and Bob, still keeping their primary Attributes and are fully functional. This Attribute is later used in the case study III.

C. Additional Security-Measures

There are several *best-practices* which are not functional for the protocol itself, but are necessary to secure any party involved in the protocol and any application using the protocols. They will be shortly summarized and explained:

a) *commitments should be one- (positive-) use only:* This originates from the *reveal*-step, in which everything required to reveal the commitment successfully is transmitted. An eavesdropper would after the initial reveal be able to copy the required *credentials* and also reveal the commitment correct. To fix this issue, simply mark used commitments as deprecated (if they are further required), or delete them completely.

b) *commitments should have a lifetime:* (in time and/or tries) This behavior helps against brute-force attacks from exterior, given that the attacking party does not hold the commitment itself. If an aggressor has the commitment, he can start brute-force attacks locally (this holds true for eve and bob) which still requires **safe** cryptographic implementations. Additionally the lifetime (in e.g. days) is useful for Bob, as he has limited resources and should only keep *required* information.

c) *traded commitments to a third party should be deprecated directly with first reveal:* This is an extended version of the problem shown in paragraph a) of this subsection. Given there are multiple copies of the same commitment, and an eavesdropper knows the parties which hold a copy, Eve can successfully reveal the commitment to any party. For addressing this issue, the commitments need to be recursively deprecated throughout any party which the commitment was shared to. A common way to do this for Bob is to reveal the commitment by himself - this method does not require additional structures and also verifies that Bob knows the correct values.

However, if there is a larger number of parties involved, Eve can be *faster* reaching to the last Bob and reveal the commitment. Additionally there are many attacks that disturb the communication between Bob's, thus leaving more chances for Eve to reveal herself as Alice. Sharing commitments should be therefore only used when required.

d) *messages must contain random parts*: This rather trivial point is important for any implementation to fulfill any attribute connected to the *computational safeness* of hashfunctions and the discrete logarithm.

For every implementation based on commitment-schemes all of the above should be taken to account. There are several problems if only a single point is left out, including identity theft and server-malfunctions.

There are common libraries which support you in the goal of a secure implementation, e.g. an implementation in Haskell [HaHa] . The use of an open-source and **maintained** library is highly recommended.

II. IMPLEMENTATION

A. Hash-Based Commitments

ToDo: Hash-Based Commitments with sources

- 1) Alice chooses a random value s
- 2) Alice produces $h = \text{Hash}(m \star s)$ and sends h and Hash to Bob
- 3) Bob keeps $\langle \text{Alice}, h, \text{Hash} \rangle$
- 4) Alice reveals herself by sending bob m and s
- 5) Bob checks if $\text{Hash}(m \star s) \equiv h$

B. Pedersen Commitments

ToDo: Pedersen Commitments with sources SetUp:

- 1) choosing a large prime number p
- 2) choosing a smaller prime number $q \in \{1..p | q \div (p-1) = 0\}$
- 3) choosing $g, v \in G_q \neq 1$
- 4) sending Alice p, q, g, v

Protocoll:

- 1) Alice requests p, q, g, v from Bob.
Alice checks that:
 - q, p are primes,
 - q divides $p-1$,
 - that $g, v \in G_q$.
- 2) Alice chooses her message $m \in \{1..p\}$ and a random number $r \in \{1..q-1\}$
- 3) Alice sends $c = g^r v^m$ to Bob (**commit**)
- 4) Bob keeps $\langle \text{Alice}, c, \langle p, q, g, v \rangle \rangle$
- 5) Alice can reveal herself by sending r, m to Bob.
Bob checks $c = g^r v^m$

C. Quadratic-Residues

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III. CASE-STUDY: MIGRATING USER PRIVILEGES IN WEB-APPLICATIONS

. ToDo: Describe Web-Application, Requirements and the Solution

REFERENCES

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