ROLL NO: 210701309

Ex. No.: 5 DIFFIE-HELLMAN KEY EXCHANGE

The simplest and the original implementation of the protocol uses the multiplicative group of integers modulo p, where p is prime, and g is a primitive root modulo p. Here is an example of the protocol, with non-secret values in blue, and secret values in **red**.

- 1. Alice and Bob agree to use a prime number p = 23 and base g = 5 (which is a primitive root modulo 23).
- 2. Alice chooses a secret integer a = 6, then sends Bob $A = g^a \mod p$
 - $A = 5^6 \mod 23 = 8$
- 3. Bob chooses a secret integer b = 15, then sends Alice $B = g^b \mod p$
 - $B = 5^{15} \mod 23 = 19$
- 4. Alice computes $\mathbf{s} = \mathbf{B}^{\mathbf{a}} \mod p$
 - $s = 19^6 \mod 23 = 2$
- 5. Bob computes $\mathbf{s} = A^{\mathbf{b}} \mod p$
 - $\mathbf{s} = 8^{15} \mod 23 = 2$
- 6. Alice and Bob now share a secret (the number 2).

Aim:

To implement Diffie-Hellman key exchange using C.

Algorithm:

- 1. Get a prime number q as input from the user.
- 2. Get a value xa and xb which is less than q.
- 3. Calculate primitive root α
- 4. For each user A, generate a key Xa < q
- 5. Compute public key, α pow(Xa) mod q
- 6. Each user computes Ya
- 7. Print the values of exchanged keys.

Program Code:

```
//This program uses fast exponentiation function power instead of pow library function #include <stdio.h>
#include <math.h>
int power( int,unsigned int,int);
int main()
{
    int x,y,z,count,ai[20][20];
    int alpha,xa,xb,ya,yb,ka,kb,q;
    printf("\nEnter a Prime Number \"q\":");
    scanf("%d",&q);
    printf("\nEnter a No \"xa\" which is less than value of q:"); scanf("%d",&xa);
    printf("\nEnter a No \"xb\" which is less than value of q:");
    scanf("%d",&xb);
    printf("\nEnter a lpha:");
```

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```
scanf("%d",&alpha);
 ya = power(alpha, xa, q);
 yb = power(alpha,xb,q);
 ka = power(yb,xa,q);
 kb = power(ya,xb,q);
 printf("\nya = \%d \nyb = \%d \nka = \%d \nkb = \%d \n", ya, yb, ka, kb);
 if(ka == kb)
       printf("\nThe secret keys generated by User A and User B are same\n");
 else
     printf("\nThe secret keys generated by User A and User B are not same\n");
 return 0;
}
int power(int x, unsigned int y, int p)
  int res = 1;
                // Initialize result
  x = x \% p; // Update x if it is more than or equal to p
  while (y > 0)
     // If y is odd, multiply x with
     result if (y & 1)
       res = (res*x) \% p;
     // y must be even now
     y = y >> 1; // y = y/2 x
     = (x*x) \% p;
  return res;
```

Output:

```
vishal@VISHALB:~$ ./a.out
Enter a Prime Number "q":23
Enter a No "xa" which is less than value of q:9
Enter a No "xb" which is less than value of q:6
Enter alpha:3
ya = 3
yb = 9
ka = 9
kb = 9
The secret keys generated by User A and User B are same
```

Result: