

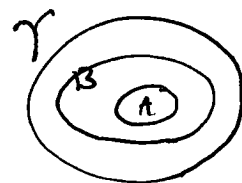
# Threshold Secret sharing (TSS)

- ① \* passive vs active ✓
  - just listen to info & try to learn secrets
  - tries to manipulate values & disrupts the protocol
- ② \* static vs mobile ✓
  - # of corrupted players are defined ahead of time
  - adversary goes around & try to disrupt the protocol while we are executing the protocol
- ③ \* computational vs unconditional
  - ↓
    - \* factoring 2 large integers
    - \* discrete log
  - ↓
    - unlimited computational power
    - however, we assume less than "t" players can be compromised by the adversary

## Def: Access Structure

let  $P$  be a finite set of "n" players  $P_1 \dots P_n$ . An access structure  $\gamma$  is a set of subsets of players (authorized subsets) that satisfies two conditions:

- (a) if  $A \in \gamma$  and  $A \subseteq B \subseteq P$ , then  $B \in \gamma$
- (b) if  $A \in \gamma$  then  $|A| > 0$

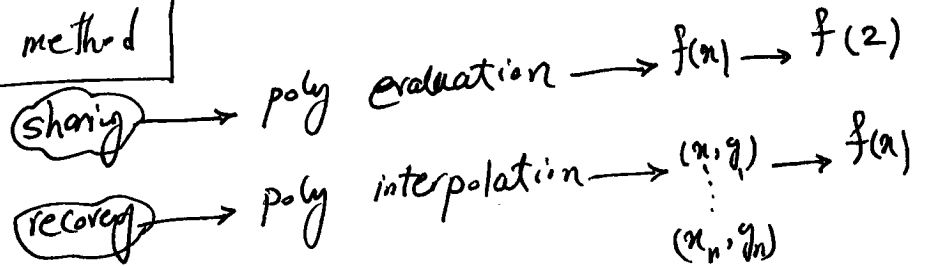


A secret sharing scheme must have the following 2 properties:

1. Correctness: if the players in an authorized subset combine their shares (shadow), then they recover the secret.

2. Secrecy: if the players in an unauthorized subset combine their shares, then they have ~~no~~ no information about the value of the secret.

Lagrange interpolation method



Let 'q' be a prime number. Let  $x_1, \dots, x_t$  be distinct elements in the finite field  $\mathbb{Z}_q$  and let  $f_1, \dots, f_t$  be arbitrary elements in  $\mathbb{Z}_q$ . Then, there is a unique poly  $f(x) \in \mathbb{Z}_q[x]$  of degree at most "t-1" such that

$$f(x_i) = f_i \quad \text{for } 1 \leq i \leq t$$

$$\begin{cases} (x_1, f_1) \\ (x_2, f_2) \\ \vdots \\ (x_t, f_t) \end{cases}$$

$$f(x) = \sum_{i=1}^t \left( \prod_{\substack{1 \leq j \leq t \\ i \neq j}} \frac{x - x_j}{x_i - x_j} \right) * f_i$$

# Lagrange Int method for bivariate polys

3

$$f(x, y) \in \mathbb{Z}_q[x, y]$$

$$f(x, y_i) = f_i(x) \quad \text{for } 1 \leq i \leq t$$

$$f(x, y) = \sum_{i=1}^t \left( \prod_{\substack{1 \leq j \leq t \\ j \neq i}} \frac{y - y_j}{y_i - y_j} * f_i(x) \right)$$

\* TSS [1979]

## Secret Sharing

1. the dealer "D" selects a random polynomial  $f(x) \in \mathbb{Z}_q[x]$  of degree at most  $t-1$  such that its constant term is the secret, i.e.,  $f(0) = \alpha \leftarrow \text{secret}$
2. He sends the share  $f(i)$  to  $P_i$  for  $1 \leq i \leq n$   
 i.e., each player receives a point on this poly  $f(x)$   
 $(i, f(i)) \rightarrow$  secret value / share of  $P_i$   
 $\swarrow$  public / identity of the player

## Secret Recovery

1. Any subset  $\Delta$  of at least " $t$ " players can send shares  $f(i)$  to a selected player  $P_j$ .
2. player  $P_j$  recovers secret  $f(0) = \alpha$  by LI in the absence of the dealer  

$$f(0) = \sum_{i \in \Delta} \left( \prod_{j \in \Delta, i \neq j} \frac{j}{j-i} * f(i) \right)$$

Example of TSS:

secret sharing poly is  $f(x) = \text{secret } 5 + 3x + 6x^2 \in \mathbb{Z}_{13}[x]$

$\downarrow$   
 $\{0 \sim 12\}$

public IDs

$P_1, P_2, P_3, P_4$

$(1, 1) \rightarrow f(1) = 5 + 3(1) + 6(1)^2 = 1 \pmod{13}$

$(2, 9) \rightarrow f(2) = 9 \pmod{13}$

$(3, 3) \rightarrow f(3) = 3 \pmod{13}$

$(4, 9) \rightarrow f(4) = 9 \pmod{13}$

secret shares

Recovery  $P_1, P_2, P_3 \in \Delta$

$$f(0) = \left(\frac{2}{2-1}\right) \left(\frac{3}{3-1}\right) \underset{f(1)}{1} + \left(\frac{1}{1-2}\right) \left(\frac{3}{3-2}\right) \underset{f(2)}{9} +$$

$$\left(\frac{1}{1-3}\right) \left(\frac{2}{2-3}\right) \underset{f(3)}{3} = -2 \pmod{13} = 11$$

Note:  $\frac{4}{3} \pmod{7} \equiv 4 \times \underbrace{3^{-1}}_{\text{inverse of 3 (mod 7) is -2} \rightarrow -2 \times 3 \equiv 1 \pmod{7}} \pmod{7} \equiv 4 \times -2 \equiv 6 \pmod{7}$

$$\frac{11}{14} \equiv 11 \times \underbrace{14^{-1}}_{\text{Inverse}} \pmod{31} \equiv 11 \times 20 \equiv 3 \pmod{31}$$