Asymmetric Cryptography Part 2
RPISEC

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RSA Recap

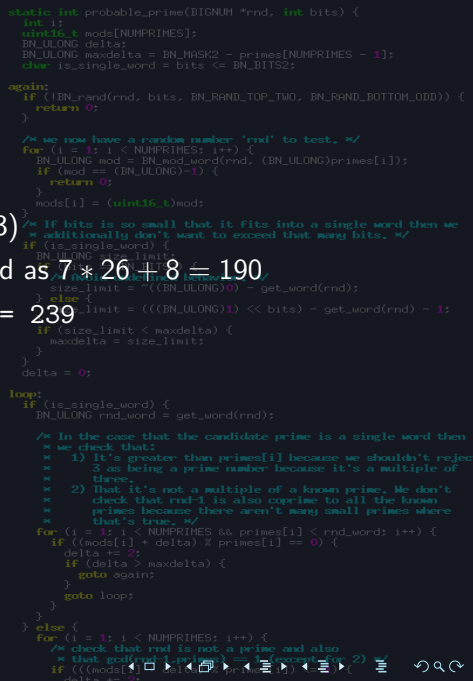
```
from codecs import encode
from gmpy import invert, next_prime
import os
d = 0
while d == 0:
    p = next_prime(int(encode(os.urandom(1024/8), 'hex'), 16))
    q = next_prime(int(encode(os.urandom(1024/8), 'hex'), 16))
    n = p * q
    phi = (p - 1) * (q - 1)
    e = 65537
    d = invert(e, phi)

message = int(encode('hello', 'hex'), 16)
ciphertext = pow(message, e, n)
assert pow(ciphertext, d, n) == message
```

Example RSA encryption/decryption

- $n = p * q$
- $\varphi(n) = (p-1) * (q-1)$
- $e * d \equiv 1 \pmod{\varphi(n)}$
- $\texttt{encrypt}(x) = x^e \% n$
- $\texttt{decrypt}(x) = x^d \% n$
- $\texttt{pow(x, k, n)} = x^k \% n$

- Public: $(n, e) = (667, 3)$
- Message `"hi"`, encoded as $7 * 26 + 8 = 190$
- `pow(190, 3, 667) == 239`



Example RSA encryption/decryption

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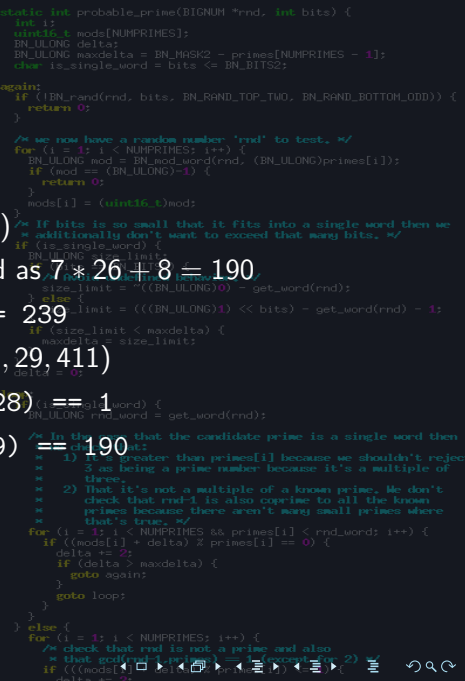
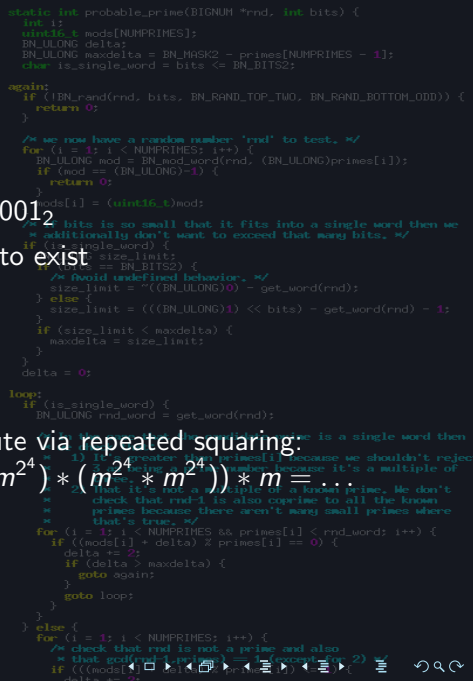
- $\texttt{pow(x, k, n)} = x^k \% n$

- Public: $(n, e) = (667, 3)$
- Message "hi", encoded as $7 * 26 + 8 = 190$
- `pow(190, 3, 667) == 239`
- Private: $(p, q, d) = (23, 29, 411)$
- `(3 * 411) % (22 * 28) == 1`
- `pow(239, 411, 23*29) == 190`



Why to use e = 65537

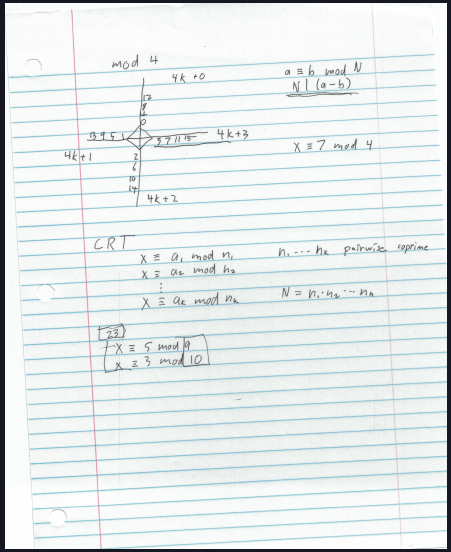
- $2^{16} + 1 = 65537_{10} = 10001_{16} = 10000000000000001_2$
- It's prime, so $\texttt{invert}(65537, \varphi(n))$ is more likely to exist
- It mitigates multiple attacks:
  - Cube root
  - Hastad's broadcast
  - Coppersmith's short pad
- Since it only has 2 bits set, it's efficient to compute via repeated squaring:
  $m^{2^{16}+1} = m^{2^{16}} * m = (m^{2^8} * m^{2^8}) * m = ((m^{2^4} * m^{2^4}) * (m^{2^4} * m^{2^4})) * m = \ldots$



Extended Euclidean Algorithm

```
from gmpy import gcd
def eea(x, y):
    r, s, t = x, 1, 0
    R, S, T = y, 0, 1
    while R > 0:
        q = r//R
        new = r-q*R, s-q*S, t-q*T
        r, s, t = R, S, T
        R, S, T = new
    assert gcd(x, y) == r # gcd from euclidean algorithm
    assert r == x*s + y*t # s and t are the bezout coefficients
    xinvy = s + y*(s < 0) # modular inverse from bezout coefficients
    yinvx = t + x*(t < 0) # modular inverse from bezout coefficients
    if r == 1:
        assert (x * xinvy) % y == 1
        assert (y * yinvx) % x == 1
    return (r, s, t, xinvy, yinvx)
```

Handwritten CRT Presentation - 1/4




```
static int probable_prime(BIGNUM *rnd, int bits) {
  int i;
  uint16_t mods[NUMPRIMES];
  BN_ULONG delta;
  BN_ULONG maxdelta = BN_MASK2 - primes[NUMPRIMES - 1];
  char is_single_word = bits <= BN_BITS2;

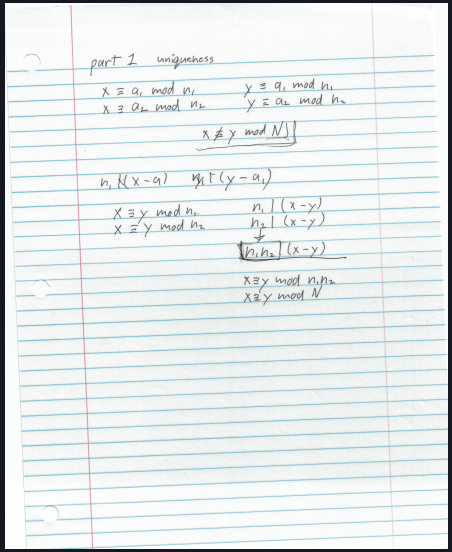
again:
  if (!BN_rand(rnd, bits, BN_RAND_TOP_TWO, BN_RAND_BOTTOM_ODD)) {
    return 0;
  }

  /* we now have a random number 'rnd' to test. */
  for (i = 1; i < NUMPRIMES; i++) {
    BN_ULONG mod = BN_mod_word(rnd, (BN_ULONG)primes[i]);
    if (mod == (BN_ULONG)-1) {
      return 0;
    }
    mods[i] = (uint16_t)mod;
  }
  /* If bits is so small that it fits into a single word then we
   * additionally don't want to exceed that many bits. */
  if (is_single_word) {
    BN_ULONG size_limit;
    if (bits == BN_BITS2) {
      /* Avoid undefined behavior. */
      size_limit = ~(BN_ULONG)0 - get_word(rnd);
    } else {
      size_limit = (((BN_ULONG)1) << bits) - get_word(rnd) - 1;
    }
    if (size_limit < maxdelta) {
      maxdelta = size_limit;
    }
  }
  delta = 0;

loop:
  if (is_single_word) {
    BN_ULONG rnd_word = get_word(rnd);

    /* In the case that the candidate prime is a single word then
     * we check that:
     *   1) It's greater than primes[i] because we shouldn't reject
     *      3 as being a prime number because it's a multiple of
     *      three.
     *   2) That it's not a multiple of a known prime. We don't
     *      check that rnd-1 is also coprime to all the known
     *      primes because there aren't many small primes where
     *      that's true. */
    for (i = 1; i < NUMPRIMES && primes[i] < rnd_word; i++) {
      if ((mods[i] + delta) % primes[i] == 0) {
        delta += 2;
        if (delta > maxdelta) {
          goto again;
        }
        goto loop;
      }
    }
  } else {
    for (i = 1; i < NUMPRIMES; i++) {
      /* check that rnd is not a prime and also
       * that gcd(rnd-1, primes) == 1 (except for 2) */
      if (((mods[i] + delta) % primes[i]) <= 1) {
        delta += 2;
```

Handwritten CRT Presentation - 2/4

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again:
  if (!BN_rand(rnd, bits, BN_RAND_TOP_TWO, BN_RAND_BOTTOM_ODD)) {
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  }

  /* we now have a random number 'rnd' to test. */
  for (i = 1; i < NUMPRIMES; i++) {
    BN_ULONG mod = BN_mod_word(rnd, (BN_ULONG)primes[i]);
    if (mod == (BN_ULONG)-1) {
      return 0;
    }
    mods[i] = (uint16_t)mod;
  }
  /* If bits is so small that it fits into a single word then we
   * additionally don't want to exceed that many bits. */
  if (is_single_word) {
    BN_ULONG size_limit;
    if (bits == BN_BITS2) {
      /* Avoid undefined behavior. */
      size_limit = ~((BN_ULONG)0) - get_word(rnd);
    } else {
      size_limit = (((BN_ULONG)1) << bits) - get_word(rnd) - 1;
    }
    if (size_limit < maxdelta) {
      maxdelta = size_limit;
    }
  }
  delta = 0;

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  if (is_single_word) {
    BN_ULONG rnd_word = get_word(rnd);

    /* In the case that the candidate prime is a single word then
     * we check that:
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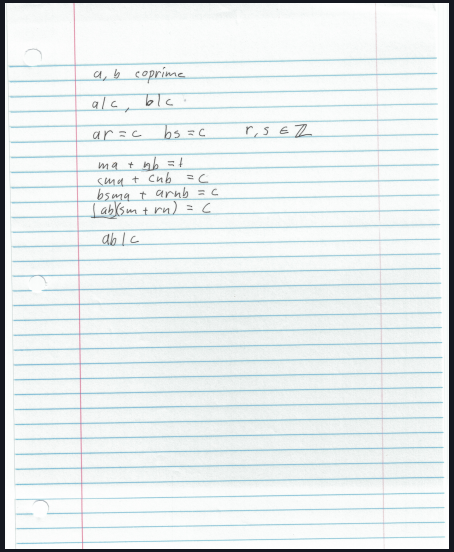
     *      3 as being a prime number because it's a multiple of
     *      three.
     *   2) That it's not a multiple of a known prime. We don't
     *      check that rnd-1 is also coprime to all the known
     *      primes because there aren't many small primes where
     *      that's true. */
    for (i = 1; i < NUMPRIMES && primes[i] < rnd_word; i++) {
      if ((mods[i] + delta) % primes[i] == 0) {
        delta += 2;
        if (delta > maxdelta) {
          goto again;
        }
        goto loop;
      }
    }
  } else {
    for (i = 1; i < NUMPRIMES; i++) {
      /* check that rnd is not a prime and also
       * that gcd(rnd-1, primes) == 1 (except for 2) */
      if ((mods[i] + delta) % primes[i] <= 1) {
        delta += 2;
```

Handwritten CRT Presentation - 3/4




```c
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again:
  if (!BN_rand(rnd, bits, BN_RAND_TOP_TWO, BN_RAND_BOTTOM_ODD)) {
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  for (i = 1; i < NUMPRIMES; i++) {
    BN_ULONG mod = BN_mod_word(rnd, (BN_ULONG)primes[i]);
    if (mod == (BN_ULONG)-1) {
      return 0;
    }
    mods[i] = (uint16_t)mod;
  }
  /* If bits is so small that it fits into a single word then we
   * additionally don't want to exceed that many bits. */
  if (is_single_word) {
    BN_ULONG size_limit;
    if (bits == BN_BITS2) {
      /* Avoid undefined behavior. */
      size_limit = ~(BN_ULONG)0 - get_word(rnd);
    } else {
      size_limit = (((BN_ULONG)1) << bits) - get_word(rnd) - 1;
    }
    if (size_limit < maxdelta) {
      maxdelta = size_limit;
    }
  }
  delta = 0;

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  if (is_single_word) {
    BN_ULONG rnd_word = get_word(rnd);

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     *      check that rnd-1 is also coprime to all the known
     *      primes because there aren't many small primes where
     *      that's true. */
    for (i = 1; i < NUMPRIMES && primes[i] < rnd_word; i++) {
      if ((mods[i] + delta) % primes[i] == 0) {
        delta += 2;
        if (delta > maxdelta) {
          goto again;
        }
        goto loop;
      }
    }
  } else {
    for (i = 1; i < NUMPRIMES; i++) {
      /* check that rnd is not a prime and also
       * that gcd(rnd-1, primes) > 1 (for simple DSA) */
      if ((mods[i] + delta) % primes[i] <= 1) {
        delta += 2;
```
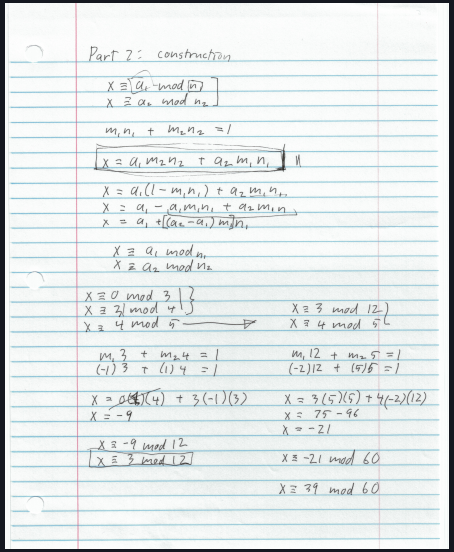

Handwritten CRT Presentation - 4/4

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  for (i = 1; i < NUMPRIMES; i++) {
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      return 0;
    }
    mods[i] = (uint16_t)mod;
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   * additionally don't want to exceed that many bits. */
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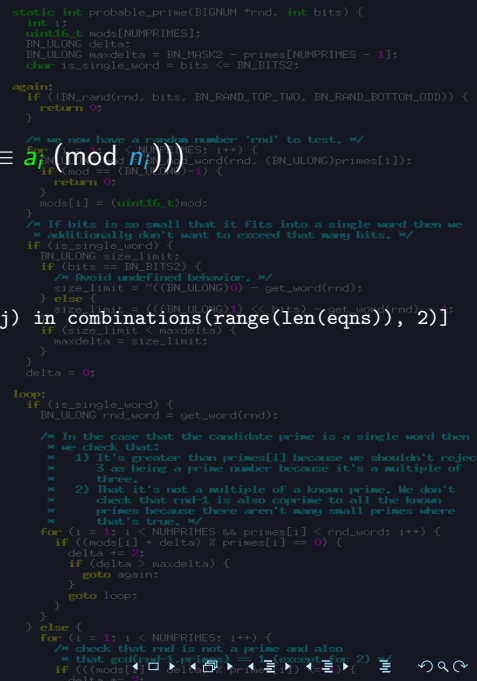
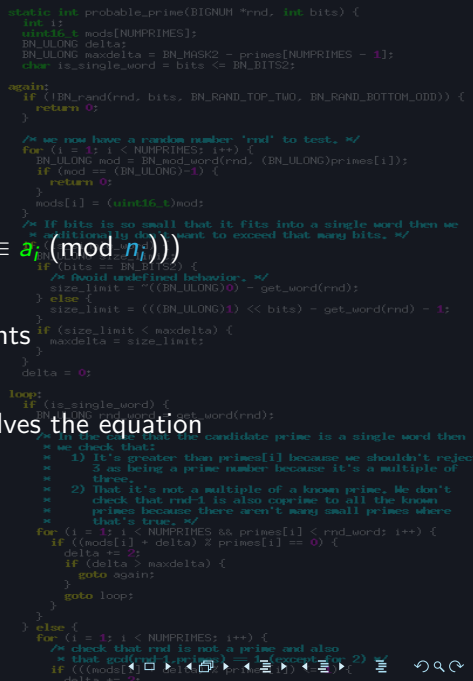
      if ((mods[i] + delta) % primes[i] <= 1) {
        delta += 2;
```

Chinese Remainder Theorem - Statement

- $\forall \vec{a}, \vec{n}((\forall i, j(i \neq j \rightarrow \gcd(n_i, n_j) = 1)) \rightarrow \exists x \forall i(x \equiv a_i \pmod{n_i}))$
- For a system of equations of the form $x \equiv a_i \pmod{n_i}$
- if each (n_i, n_j) pair are relatively prime
- there is a (unique) solution x for the system of equations

Chinese Remainder Theorem - Code

- $\forall \vec{a}, \vec{n}((\forall i, j(i \neq j \rightarrow \gcd(n_i, n_j) = 1)) \rightarrow \exists x \forall i(x \equiv a_i \pmod{n_i}))$
- ```
  from eea import eea
  from gmpy import gcd
  from itertools import combinations
  def crt(eqns):
      assert len(eqns) >= 2
      assert [gcd(eqns[i][1], eqns[j][1]) == 1 for (i, j) in combinations(range(len(eqns)), 2)]
      a0, n0 = eqns[0]
      a1, n1 = eqns[1]
      _, m0, m1, _, _ = eea(n0, n1)
      assert m0*n0 + m1*n1 == 1
      x = (a0*m1*n1 + a1*m0*n0) % (n0 * n1)
      if len(eqns) > 2:
          x = crt([(x, n0*n1)]+eqns[2:])
      for (a, n) in eqns:
          assert x % n == a % n
      return x
  ```


  ```

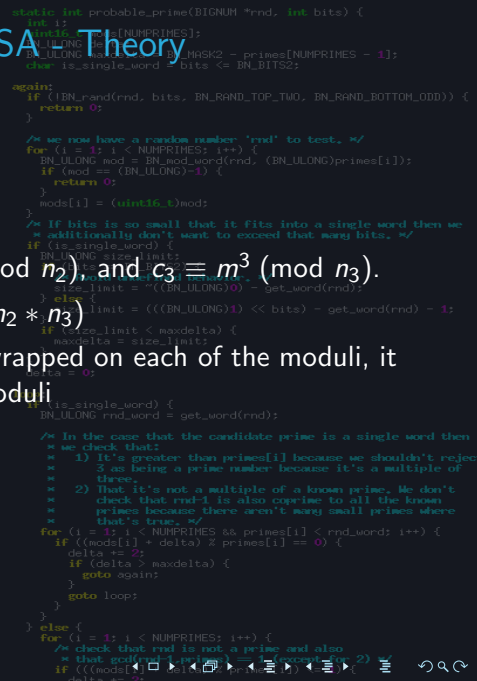
Chinese Remainder Theorem - Example

- $\forall \vec{a}, \vec{n}((\forall i, j(i \neq j \rightarrow \gcd(n_i, n_j) = 1)) \rightarrow \exists x \forall i(x \equiv a_i \pmod{n_i}))$
- $x \equiv 3 \pmod{5} \wedge x \equiv 4 \pmod{7}$
- eea$(5, 7)$ gives us $(3, -2)$ as the Bezout coefficients
- This tells us that $3 * 5 + (-2) * 7 = 1$
- CRT gives us that $x = 3 * (-2) * 7 + 5 * 3 * 5$ solves the equation



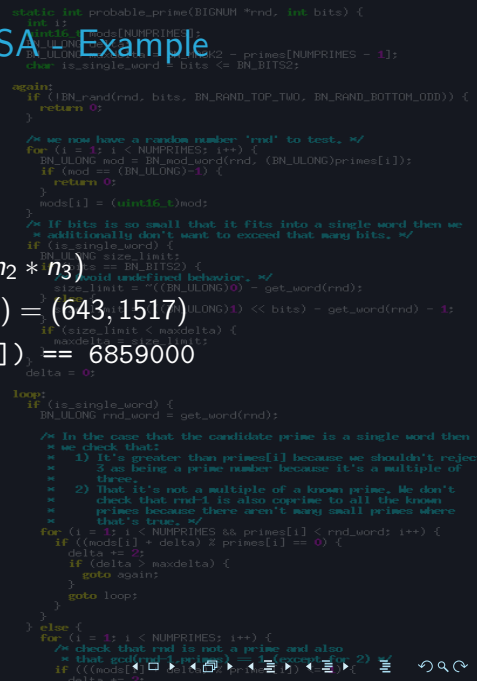
CRT Application - Breaking same-message RSA – Theory

- Suppose we have $c_1 \equiv m^3 \pmod{n_1}$, $c_2 \equiv m^3 \pmod{n_2}$, and $c_3 \equiv m^3 \pmod{n_3}$.
- $\texttt{crt}([(c_1, n_1), (c_2, n_2), (c_3, n_3)]) \equiv m^3 \pmod{n_1 * n_2 * n_3}$
- Since $n_1 * n_2 * n_3 > \texttt{max}(n_1, n_2, n_3)$, even if m^3 wrapped on each of the moduli, it is likely cube-rootable mod the product of the moduli



CRT Application - Breaking same-message RSA – Example

- $\texttt{crt}([(c_1, n_1), (c_2, n_2), (c_3, n_3)]) \equiv m^3 \pmod{n_1 * n_2 * n_3}$
- $(c_1, n_1) = (239, 667)$, $(c_2, n_2) = (95, 589)$, $(c_3, n_3) = (643, 1517)$
- `crt([(239, 667), (95, 589), (643, 1517)])` == 6859000
- $\sqrt[3]{6859000} = 190$



CRT Application - Speeding up RSA decryption - Theory

- $\texttt{encrypt}(m) = \texttt{pow}(m, e, n)$, $\texttt{decrypt}(c) = \texttt{pow}(c, d, n)$
- If $e = 65537$, it's small and fast to compute with (around 16 bits), but d is around the size of n (2048 bits if p and q are each 1024 bits)
- $\texttt{fastdecrypt}(c) = \texttt{crt}([(\texttt{pow}(c, d_p, p), p), (\texttt{pow}(c, d_q, q), q)])$, where $e * d_p \equiv 1 \pmod{p-1}$ and $e * d_q \equiv 1 \pmod{q-1}$
- Works because $\texttt{pow}(c, d_p, p) \equiv m \pmod{p}$ (and likewise for q), so CRT reconstructs $x \equiv m \pmod{p * q}$
- Is faster because p and q are only 1024 bit, so computations mod those are cheaper

CRT Application - Speeding up RSA decryption - Code

```
from codecs import encode
from gmpy import invert, next_prime
from crt import crt
from time import time
import os

p = next_prime(int(encode(os.urandom(4096/8), 'hex'), 16))
q = next_prime(int(encode(os.urandom(4096/8), 'hex'), 16))
n = p * q
e = 65537
d = invert(e, (p-1)*(q-1))
dp = invert(e, p-1)
dq = invert(e, q-1)

msg = int(encode('hello', 'hex'), 16)
s0 = time(); ctxt = pow(msg, e, n); t0 = time()-s0
s1 = time(); m1 = pow(ctxt, d, n); t1 = time()-s1
s2 = time(); m2 = crt([(pow(ctxt, dp, p), p), (pow(ctxt, dq, q), q)]); t2 = time()-s2
assert m1 == m2 == msg
```

Saltstack 2013 e=1 bug

Change key generation seq

Browse files

0.15

thatch45 authored and **basepi** committed on May 8, 2013 — 1 parent 43d8c16 — commit 5dd304276ba5745ec21fc1e6686a0b28da29e6fc

Showing **1 changed file** with **1 addition** and **1 deletion**.

Unified | Split

2 salt/crypt.py

```
@@ -47,7 +47,7 @@ def gen_keys(keydir, keyname, keysize, user=None):
47 47        priv = '{0}.pem'.format(base)
48 48        pub = '{0}.pub'.format(base)
49 49
50    -      gen = RSA.gen_key(keysize, 1, callback=lambda x, y, z: None)
   50 +      gen = RSA.gen_key(keysize, 65537, callback=lambda x, y, z: None)
51 51        cumask = os.umask(191)
52 52        gen.save_key(priv, None)
53 53        os.umask(cumask)
```

Resources

- https://en.wikipedia.org/wiki/RSA_(cryptosystem)
- https://en.wikipedia.org/wiki/Chinese_remainder_theorem
- https://en.wikipedia.org/wiki/Modular_arithmetic
- https://crypto.stanford.edu/~dabo/papers/RSA-survey.pdf
- https://cryptopals.com/, Sets 5 and 6
- https://docs.saltstack.com/en/latest/topics/releases/0.15.1.html#rsa-key-generation-fault