

CAA 24-25

Exercise Sheet on Asymmetric Cryptography Solutions

1 Schnorr Signatures

1. We compute $r = g^s y^e$ and we verify that $e == H(r||m)$.
2. Given two message m_1 and m_2 and their signatures (s_1, e_1) and (s_2, e_2) , we simply compute

$$\frac{s_1 - s_2}{e_2 - e_1} = x$$

3. Given two message m_1 and m_2 and their consecutive signatures (s_1, e_1) and (s_2, e_2) , we have $s_1 = k - xe_1$ and $s_2 = k + 1 - xe_2$ for a k . Then,

$$\frac{s_1 - s_2 + 1}{e_2 - e_1} = x$$

4. Given two message m_1 and m_2 and their consecutive signatures (s_1, e_1) and (s_2, e_2) , we have $s_1 = k - xe_1$ and $s_2 = 2k - xe_2$ for a k . Then,

$$\frac{2s_1 - s_2}{e_2 - 2e_1} = x$$

2 IND-CPA / IND-CCA Security

1. I would choose the IND-CCA cryptosystem. Indeed, an IND-CCA cryptosystem is strictly more secure as an IND-CPA system. An adversary in an IND-CCA system can additionally do chosen ciphertext attacks. Hence, he has more capabilities. Thus, if the system IND-CCA secure, it is protected against a stronger adversary.
2. The system becomes deterministic. Hence, it is neither IND-CCA2 nor IND-CPA secure. To win the IND-CPA (and also the IND-CCA2) game, the adversary chooses two random plaintexts M_0 and M_1 . Upon reception of the ciphertext y , he can simply compute the RSA-OAEP encryption of M_0 and M_1 with the seed fixed to 0 and compare what he obtains with y . He can, thus, win the game with probability 1.
3. The El-Gamal encryption is malleable. An adversary wins the IND-CCA2 game in the following way. He selects two random message M_0, M_1 to be encrypted. Upon

reception of a ciphertext $y = (u, v)$, the adversary asks the decryption oracle to decrypt the message $(u, 2v \bmod p)$. The received plaintext will either be $2M_0$ or $2M_1$ and will allow the adversary to always win the game.