

TRƯỜNG ĐẠI HỌC BÁCH KHOA HÀ NỘI VIỆN ĐIỆN TỬ - VIỄN THÔNG

BỘ MÔN ĐIỆN TỬ HÀNG KHÔNG VŨ TRỤ

Môn học:

LÝ THUYẾT MẬT MÃ CRYPTOGRAPHY THEORY ET3310

Giảng viên: PGS.TS. Đỗ Trọng Tuấn

Email: dotrongtuan@gmail.com

9/6/2020 1



Mục tiêu học phần

Cung cấp kiến thức cơ bản về mật mã đảm bảo an toàn và bảo mật thông tin:

- ✓ Các phương pháp mật mã khóa đối xứng; Phương pháp mật mã khóa công khai;
- ✓ Các hệ mật dòng và vấn đề tạo dãy giả ngẫu nhiên;
- ✓ Lược đồ chữ ký số Elgamal và chuẩn chữ ký số ECDSA;
- ✓ Độ phức tạp xử lý và độ phức tạp dữ liệu của một tấn công cụ thể vào hệ thống mật mã;
- ✓ Đặc trưng an toàn của phương thức mã hóa;
- ✓ Thám mã tuyến tính, thám mã vi sai và các vấn đề về xây dựng hệ mã bảo mật cho các ứng dụng.



Nội Dung

- 1. Chương 1. Tổng quan
- 2. Chương 2. Mật mã khóa đối xứng
- 3. Chương 3. Hệ mật DES
- 4. Chương 4. Hệ mật AES
- 5. Chương 5. Mật mã khóa công khai
- 6. Chương 6. Kỹ thuật quản lý khóa

9/6/2020



Tài liệu tham khảo

- 1. A. J. Menezes, P. C. Van Oorschot, S. A. Vanstone, *Handbook of applied cryptography*, CRC Press 1998.
- 2. B. Schneier, Applied Cryptography. John Wiley Press 1996.
- 3. M. R. A. Huth, *Secure Communicating Systems*, Cambridge University Press 2001.
- 4. W. Stallings, Network Security Essentials, Applications and Standards, Prentice Hall. 2000.

4



Nhiệm vụ của Sinh viên

- 1. Chấp hành nội quy lớp học
- 2. Thực hiện đầy đủ bài tập
- 3. Nắm vững ngôn ngữ lập trình Matlab





Chương 5. Mật mã khóa công khai

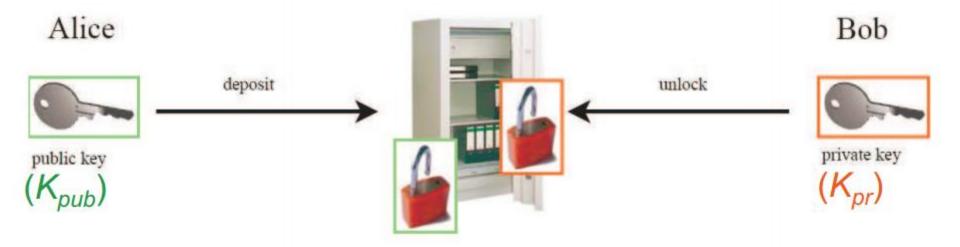
- 5.1. Giới thiệu sơ lược hệ mật mã khóa công khai
- 5.2. Hệ mật RSA
- 5.3. Hệ mật RABIN
- 5.4. Hệ mật Elgamal





9/6/2020

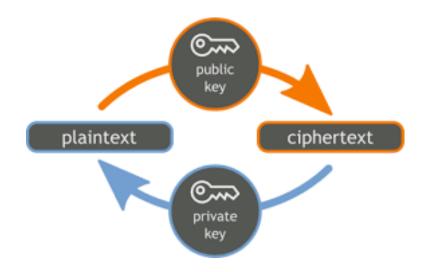




9/6/2020



Symmetric and asymmetric-key cryptography will exist in parallel and continue to serve the community. We actually believe that they are complements of each other; the advantages of one can compensate for the disadvantages of the other.





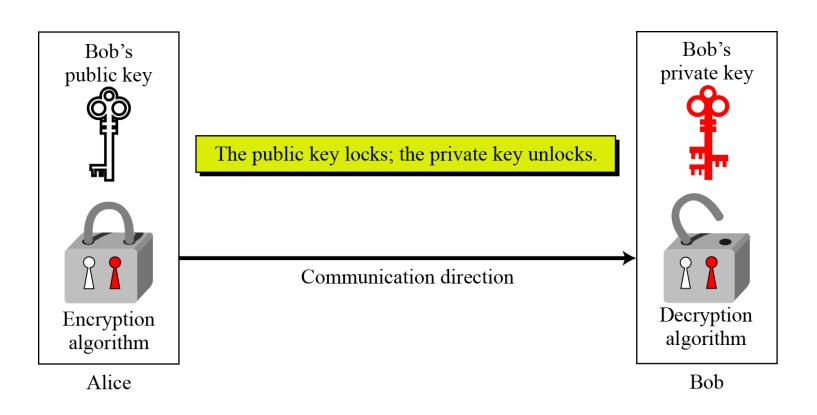
Symmetric and asymmetric-key cryptography will exist in parallel and continue to serve the community. We actually believe that they are complements of each other; the advantages of one can compensate for the disadvantages of the other.

Symmetric-key cryptography is based on sharing secrecy; asymmetric-key cryptography is based on personal secrecy.

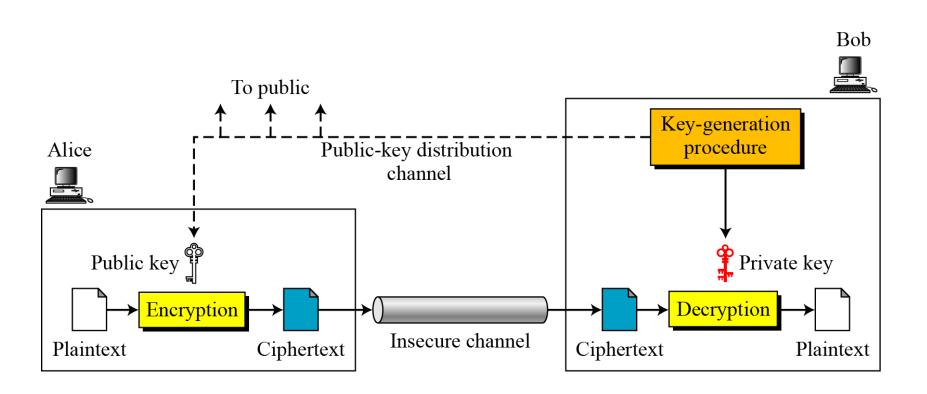
There is a very important fact that is sometimes misunderstood: The advent of asymmetric-key cryptography does not eliminate the need for symmetric-key cryptography.



Asymmetric key cryptography uses two separate keys: one private and one public.









Plaintext/Ciphertext

Unlike in symmetric-key cryptography, plaintext and ciphertext are treated as integers in asymmetric-key cryptography.

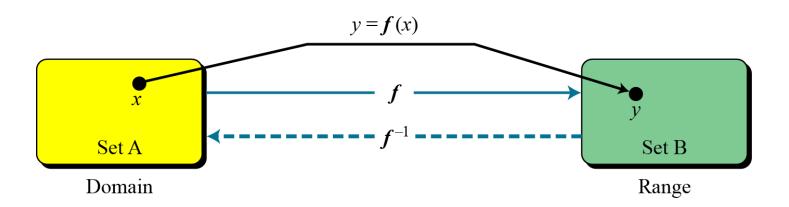
Encryption/Decryption

$$C = f(K_{public}, P)$$
 $P = g(K_{private}, C)$



The main idea behind asymmetric-key cryptography is the concept of the trapdoor one-way function.

A function as rule mapping a domain to a range





One-Way Function (OWF)

- 1. f is easy to compute. 2. f^{-1} is difficult to compute.

Trapdoor One-Way Function (TOWF)

3. Given y and a trapdoor, x can be computed easily.





When n is large, $n = p \times q$ is a one-way function. Given p and q, it is always easy to calculate n; given n, it is very difficult to compute p and q. This is the factorization problem.

Ví dụ

When n is large, the function $y = x^k \mod n$ is a trapdoor one-way function. Given x, k, and n, it is easy to calculate y. Given y, k, and n, it is very difficult to calculate x. This is the discrete logarithm problem. However, if we know the trapdoor, k' such that $k \times k' = 1 \mod \phi(n)$, we can use $x = y^{k'} \mod n$ to find x.



Knapsack Cryptosystem

Definition

$$a = [a_1, a_2, ..., a_k]$$
 and $x = [x_1, x_2, ..., x_k]$.

$$s = knapsackSum (a, x) = x_1a_1 + x_2a_2 + \dots + x_ka_k$$

Given a and x, it is easy to calculate s. However, given s and a it is difficult to find x.

Superincreasing Tuple

$$a_i \ge a_1 + a_2 + \dots + a_{i-1}$$



knapsacksum and inv_knapsackSum for a superincreasing k-tuple

```
knapsackSum (x [1 \dots k], a [1 \dots k])
                                                                   inv_knapsackSum (s, a [1 ... k])
    s \leftarrow 0
                                                                        for (i = k \text{ down to } 1)
   for (i = 1 \text{ to } k)
                                                                             if s \ge a_i
      s \leftarrow s + a_i \times x_i
                                                                                  x_i \leftarrow 1
                                                                                  s \leftarrow s - a_i
    return s
                                                                             else x_i \leftarrow 0
                                                                        return x [1 \dots k]
```





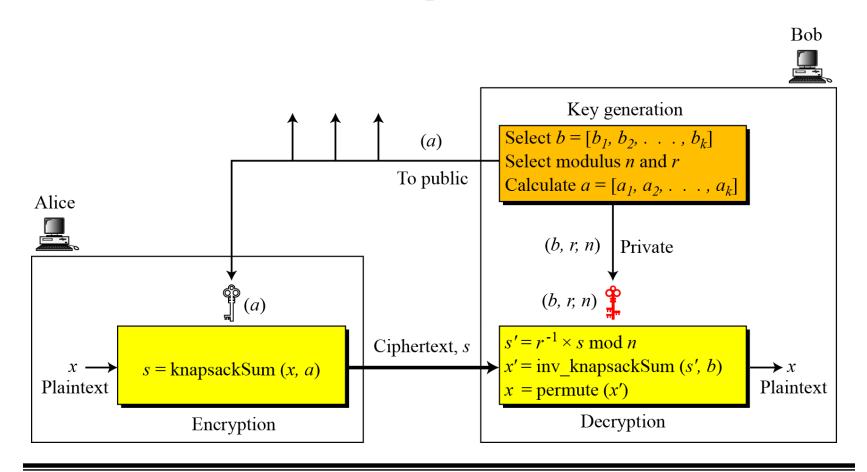
As a very trivial example, assume that a = [17, 25, 46, 94, 201,400] and s = 272 are given. Table 10.1 shows how the tuple x is found using inv_knapsackSum routine in Algorithm 10.1. In this case x = [0, 1, 1, 0, 1, 0], which means that 25, 46, and 201 are in the knapsack.

Table 10.1 Values of i, a_i , s, and x_i in Example 10.3

i	a_i	S	$s \ge a_i$	x_i	$s \leftarrow s - a_i \times x_i$
6	400	272	false	$x_6 = 0$	272
5	201	272	true	$x_5 = 1$	71
4	94	71	false	$x_4 = 0$	71
3	46	71	true	$x_3 = 1$	25
2	25	25	true	$x_2 = 1$	0
1	17	0	false	$x_1 = 0$	0



Secret Communication with Knapsacks.





Key Generation

- a. Create a superincreasing k-tuple $b = [b_1, b_2, ..., b_k]$
- b. Choose a modulus n, such that $n > b_1 + b_2 + \cdots + b_k$
- c. Select a random integer r that is relatively prime with n and $1 \le r \le n-1$.
- d. Create a temporary k-tuple $t = [t_1, t_2, ..., t_k]$ in which $t_i = r \times b_i \mod n$.
- Select a permutation of k objects and find a new tuple a = permute (t).
- f. The public key is the k-tuple a. The private key is n, r, and the k-tuple b.



Encryption

Suppose Alice needs to send a message to Bob.

- a. Alice converts her message to a k-tuple $x = [x_1, x_2, ..., x_k]$ in which x_i is either 0 or 1. The tuple x is the plaintext.
- Alice uses the knapsackSum routine to calculate s. She then sends the value of s as the ciphertext.

Decryption

Bob receives the ciphertext s.

- a. Bob calculates $s' = r^{-1} \times s \mod n$.
- Bob uses inv_knapsackSum to create x'.
- c. Bob permutes x' to find x. The tuple x is the recovered plaintext.



Encryption

Suppose Alice needs to send a message to Bob.

- a. Alice converts her message to a k-tuple $x = [x_1, x_2, ..., x_k]$ in which x_i is either 0 or 1. The tuple x is the plaintext.
- Alice uses the knapsackSum routine to calculate s. She then sends the value of s as the ciphertext.

Decryption

Bob receives the ciphertext s.

- a. Bob calculates $s' = r^{-1} \times s \mod n$.
- Bob uses inv_knapsackSum to create x'.
- c. Bob permutes x' to find x. The tuple x is the recovered plaintext.

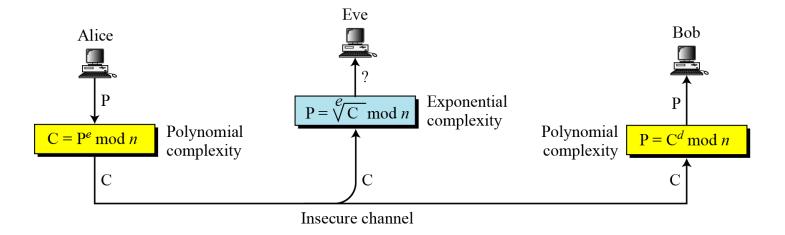


This is a trivial (very insecure) example just to show the procedure.

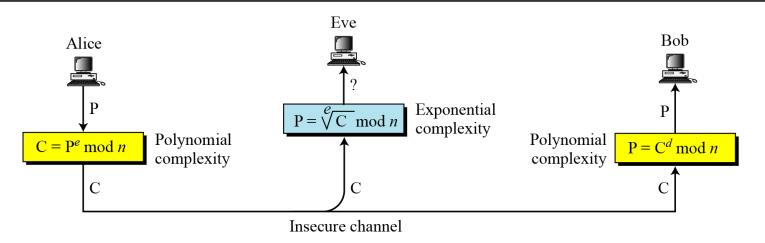
- 1. Key generation:
 - a. Bob creates the superincreasing tuple b = [7, 11, 19, 39, 79, 157, 313].
 - b. Bob chooses the modulus n = 900 and r = 37, and $[4\ 2\ 5\ 3\ 1\ 7\ 6]$ as permutation table.
 - c. Bob now calculates the tuple t = [259, 407, 703, 543, 223, 409, 781].
 - d. Bob calculates the tuple a = permute(t) = [543, 407, 223, 703, 259, 781, 409].
 - e. Bob publicly announces a; he keeps n, r, and b secret.
- 2. Suppose Alice wants to send a single character "g" to Bob.
 - a. She uses the 7-bit ASCII representation of "g", $(1100111)_2$, and creates the tuple x = [1, 1, 0, 0, 1, 1, 1]. This is the plaintext.
 - b. Alice calculates s = knapsackSum (a, x) = 2165. This is the ciphertext sent to Bob.
- 3. Bob can decrypt the ciphertext, s = 2165.
 - a. Bob calculates $s' = s \times r^{-1} \mod n = 2165 \times 37^{-1} \mod 900 = 527$.
 - b. Bob calculates $x' = Inv_knapsackSum$ (s', b) = [1, 1, 0, 1, 0, 1, 1].
 - c. Bob calculates x = permute(x') = [1, 1, 0, 0, 1, 1, 1]. He interprets the string $(1100111)_2$ as the character "g".



The most common public-key algorithm is the RSA cryptosystem, named for its inventors (Rivest, Shamir, and Adleman).

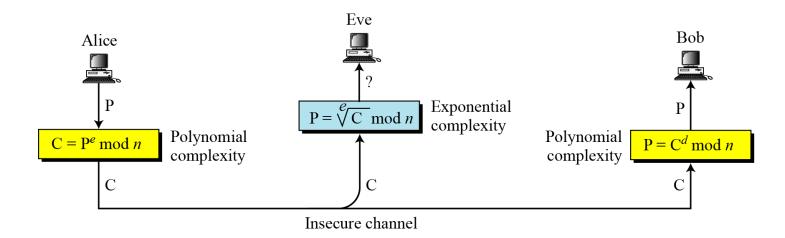






RSA uses two exponents, e and d, where e is public and d is private. Suppose P is the plaintext and C is the ciphertext. Alice uses $C = P^e \mod n$ to create ciphertext C from plaintext P; Bob uses $P = C^d \mod n$ to retrieve the plaintext sent by Alice. The modulus n, a very large number, is created during the key generation process,

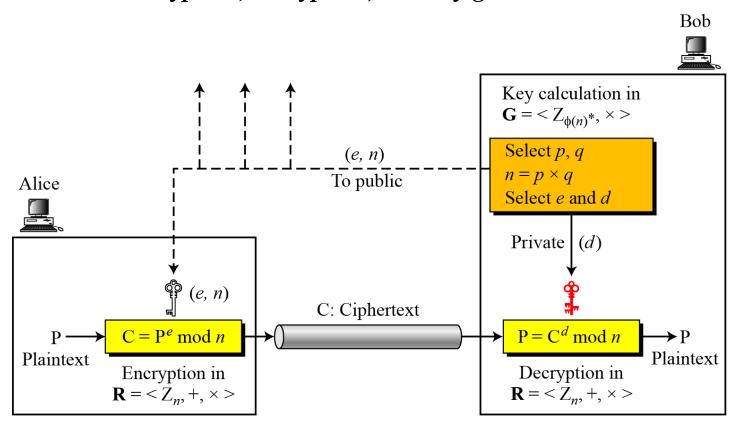




RSA uses modular exponentiation for encryption/decryption; To attack it, Eve needs to calculate $\sqrt[e]{C}$ mod n.



Encryption, decryption, and key generation in RSA





Two Algebraic Structures

Encryption/Decryption Ring:

$$R = \langle Z_n, +, X \rangle$$

Key-Generation Group:

$$G = \langle Z_{\phi(n)} *, X \rangle$$

RSA uses two algebraic structures: a public ring $R = \langle Z_n, +, \times \rangle$ and a private group $G = \langle Z_{\phi(n)} *, \times \rangle$.

In RSA, the tuple (e, n) is the public key; the integer d is the private key.



Encryption/Decryption Ring Encryption and decryption are done using the commutative ring $\mathbf{R} = \langle \mathbf{Z}_n, +, \times \rangle$ with two arithmetic operations: addition and multiplication. In RSA, this ring is public because the modulus n is public. Anyone can send a message to Bob using this ring to do encryption.

Key-Generation Group RSA uses a multiplicative group $G = \langle Z_{\phi(n)}^*, \times \rangle$ for key generation. This group supports only multiplication and division (using multiplicative inverses), which are needed for generating public and private keys. This group is hidden from the public because its modulus, $\phi(n)$, is hidden from the public. We will see that the first public way will see that the first public because its modulus, $\phi(n)$, is hidden from the public.



Euler's phi-function, $\phi(n)$, which is sometimes called the Euler's totient function plays a very important role in cryptography.

- 1. $\phi(1) = 0$.
- 2. $\phi(p) = p 1$ if p is a prime.
- 3. $\phi(m \times n) = \phi(m) \times \phi(n)$ if m and n are relatively prime.
- 4. $\phi(p^e) = p^e p^{e-1}$ if *p* is a prime.



RSA Key Generation

```
RSA_Key_Generation
   Select two large primes p and q such that p \neq q.
   n \leftarrow p \times q
   \phi(n) \leftarrow (p-1) \times (q-1)
   Select e such that 1 < e < \phi(n) and e is coprime to \phi(n)
   d \leftarrow e^{-1} \mod \phi(n)
                                                            // d is inverse of e modulo \phi(n)
   Public_key \leftarrow (e, n)
                                                             // To be announced publicly
   Private_key \leftarrow d
                                                               // To be kept secret
   return Public key and Private key
```



Encryption

RSA encryption

```
RSA_Encryption (P, e, n)  // P is the plaintext in \mathbb{Z}_n and \mathbb{P} < n {
\mathbb{C} \leftarrow \mathbf{Fast\_Exponentiation} \ (P, e, n) // Calculation of \mathbb{P}^e \mod n)
\mathbb{C} \leftarrow \mathbb{C}
```

In RSA, p and q must be at least 512 bits; n must be at least 1024 bits.



Decryption

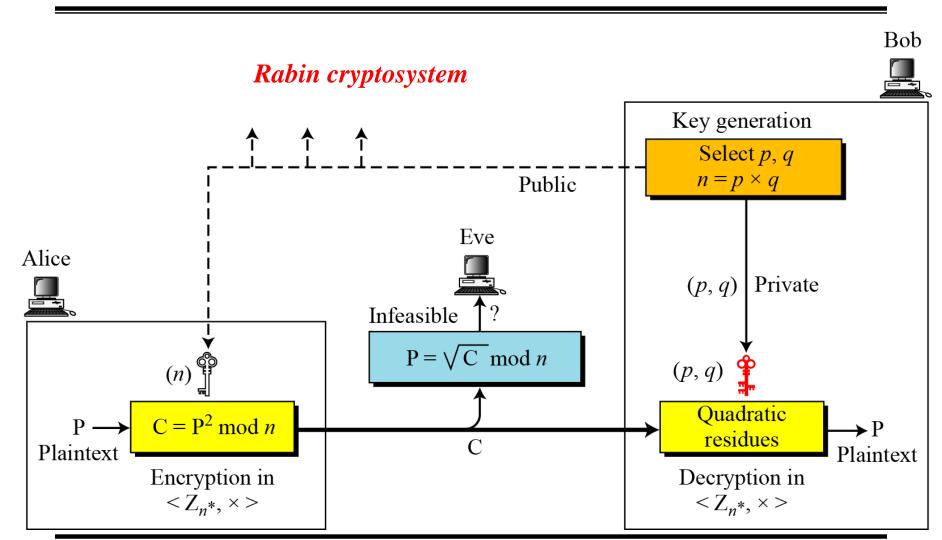
RSA decryption

```
RSA_Decryption (C, d, n)  //C is the ciphertext in \mathbb{Z}_n {
P \leftarrow \textbf{Fast\_Exponentiation} (C, d, n)  // Calculation of (C^d \bmod n)
\text{return P}
}
```



The Rabin cryptosystem can be thought of as an RSA cryptosystem in which the value of e and d are fixed. The encryption is $C \equiv P^2 \pmod{n}$ and the decryption is $P \equiv C^{1/2} \pmod{n}$.







Key Generation

Key generation for Rabin cryptosystem

```
Rabin_Key_Generation {

Choose two large primes p and q in the form 4k + 3 and p \neq q.

n \leftarrow p \times q

Public_key \leftarrow n

Private_key \leftarrow (q, n)

return Public_key and Private_key

}
```



Encryption

Encryption in Rabin cryptosystem

```
Rabin_Encryption (n, P) // n is the public key; P is the ciphertext from \mathbb{Z}_n^* {
 C \leftarrow P^2 \mod n  // C is the ciphertext return C }
```



Decryption

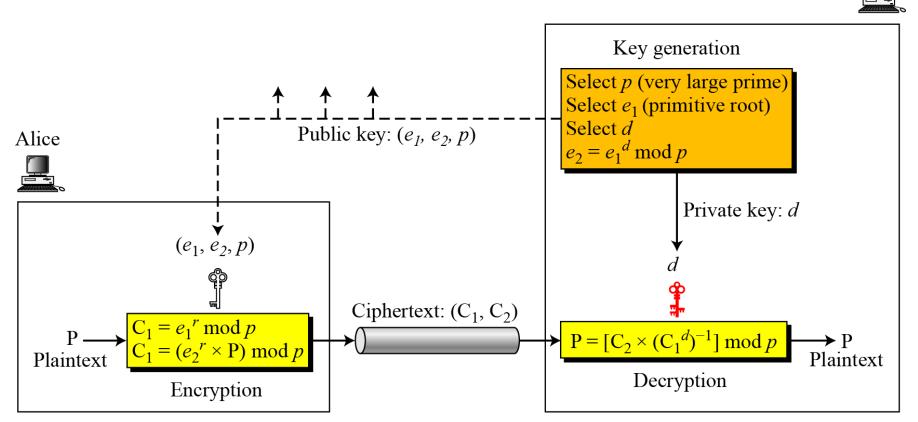
Decryption in Rabin cryptosystem

The Rabin cryptosystem is not deterministic: Decryption creates four plaintexts.



Key generation, encryption, and decryption in ElGamal

Bob





Key Generation

ElGamal key generation



Table 8.3 Powers of Integers, Modulo 19

a	a^2	a^3	a ⁴	a ⁵	a ⁶	a ⁷	a ⁸	a ⁹	a ¹⁰	a ¹¹	a ¹²	a ¹³	a ¹⁴	a ¹⁵	a ¹⁶	a ¹⁷	a ¹⁸
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	4	8	16	13	7	14	9	18	17	15	11	3	6	12	5	10	1
3	9	8	5	15	7	2	6	18	16	10	11	14	4	12	17	13	1
4	16	7	9	17	11	6	5	1	4	16	7	9	17	11	6	5	1
5	6	11	17	9	7	16	4	1	5	6	11	17	9	7	16	4	1
6	17	7	4	5	11	9	16	1	6	17	7	4	5	11	9	16	1
7	11	1	7	11	1	. 7	11	1	7	11	1	7	11	1	7	11	1
8	7	18	11	12	1	8	7	18	11	12	1	8	7	18	11	12	1
9	5	7	6	16	11	4	17	1	9	5	7	6	16	11	4	17	1
10	5	12	6	3	11	15	17	18	9	14	7	13	16	8	4	2	1
11	7	1	11	7	1	11	7	1	11	7	1	11	7	1	11	7	1
12	11	18	7	8	1	12	11	18	7	8	1	12	11	18	7	8	1
13	17	12	4	14	11	10	16	18	6	2	7	15	5	8	9	3	1
14	6	8	17	10	7	3	4	18	5	13	11	2	9	12	16	15	1
15	16	12	9	2	11	13	5	18	4	3	7	10	17	8	6	14	1
16	9	11	5	4	7	17	6	1	16	9	11	5	4	7	17	6	1
17	4	11	16	6	7	5	9	1	17	4	11	16	6	7	5	9	1
18	1	18	1	18	1	18	1	18	1	18	1	18	1	18	1	18	1



Algorithm 10.10 ElGamal encryption

```
ElGamal_Encryption (e_1, e_2, p, P)  // P is the plaintext 

Select a random integer r in the group \mathbf{G} = \langle \mathbf{Z}_p^*, \times \rangle  C_1 \leftarrow e_1^r \mod p  // C_1 \leftarrow (P \times e_2^r) \mod p  // C_1 = (P \times e_2^r) \mod p // C_1 = (P \times e_2^r) \mod p // C_1 = (P \times e_2^r) \mod p // C_1 = (P \times e_2^r) \mod p // C_1 = (P \times e_2^r) \mod p // C_1 = (P \times e_2^r) \mod p // C_1 = (P \times e_2^r) \mod p // C_1 = (P \times e_2^r) \mod p // C_1 = (P \times e_2^r) \mod p // C_1 = (P \times e_2^r) \mod p // C_1 = (P \times e_2^r) \mod p // C_1 = (P \times e_2^r) \mod p // C_1 = (P \times e_2^r) \mod p // C_1 = (P \times e_2^r) \mod p // C_1 = (P \times e_2^r) // C_1 = (P \times e_
```



Algorithm 10.11 ElGamal decryption

The bit-operation complexity of encryption or decryption in ElGamal cryptosystem is polynomial.