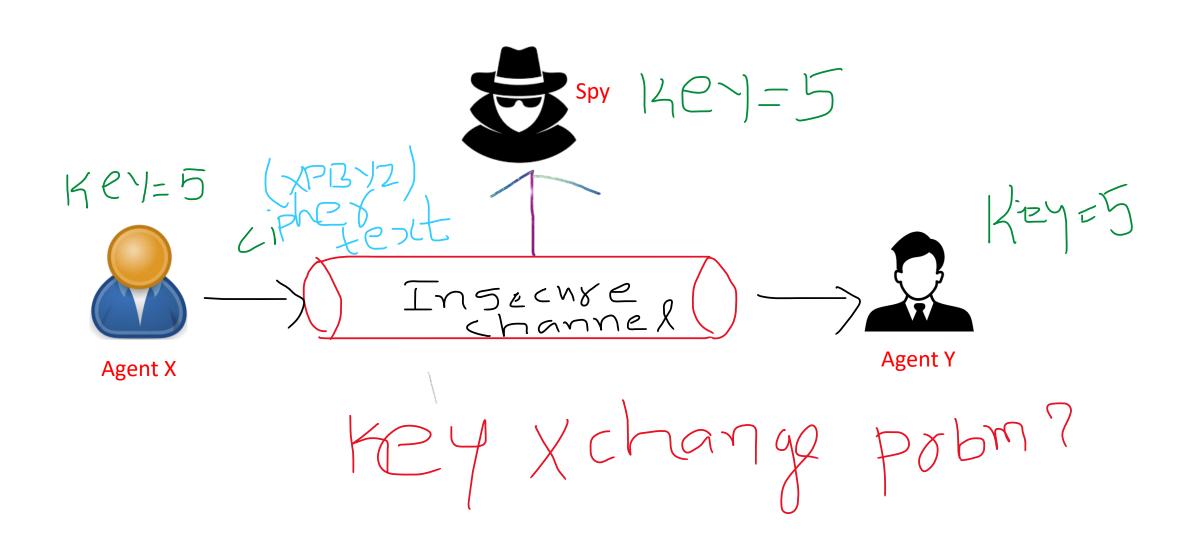
Diffie-Hellman Key Exchange

Module III

Discrete logarithm problem

- $i = dlog_{b,m}(a)$
- $a = b^i \pmod{m}$
- we should get a unique value for i, if b is a primitive root of prime modulo m.
- $? = dlog_{17,2111}(1992)$
- $1922 = 17^i \pmod{2111}$
- Answer: 12

Symmetric key encryption: Big problem



Key Exchange Algorithm

Select Xa < p Xa=3.

Xa=3. $A=g^{Xa} mod p$ $A=2^3 mod 13$ A=8





 $S=B^{Xa} \mod p$ $S=11^{3} \mod 13$ S=5 S=5 S=6



p is prime number, g is generator. g is the primitive root of p

B=11

Select Ya < p Ya=7.

Ya=7. $B=g^{Ya} mod p$ $B=2^{7} mod 13$ B=11



Agent Y

 $S=A^{Ya} mod p$ $S=8^7 mod 13$

S=5

Secret Key

public avea

Key Exchange Algorithm

Select Xa < p Xa=3.

Xa=3. $A=g^{Xa} mod p$ $A=2^3 mod 13$ A=8





 $S=B^{Xa} \mod p$ $S=11^{3} \mod 13$ S=5 S(A)



Can the hacker able to compute secret key by knowing p, g, A and B values. ?

P=13,9=2

p is prime number, g is generator. g is the primitive root of p

B=11

Select Ya < p Ya=7.

Ya=7. $B=g^{Ya} mod p$ $B=2^{7} mod 13$ B=11



Agent Y

 $S=A^{Ya}mod p$ $S=8^7mod 13$

S=5

Secret Key

public avea

Diffie-Hellman Key Exchange

- Published in 1976 by Diffie and Hellman.
- It allows two parties who have not previously met to securely establish a key which they can use to secure their communications.
- The Diffie-Hellman key exchange was the first widely used method of safely developing and exchanging over an insecure channel.
- These keys can then be used with symmetric key algorithms to transmit Information in a protected manner.

Steps in Diffie-Hellman Key Exchange

- Agent X and Agent Y, using insecure communication, agree on a huge prime p and a generator g.
- They don't care if someone listens in.
- Agent X choses some large random integer Xa
- Likewise, Agent Y chooses Ya<p and keeps it secret.
- These are their private keys.
- Agent X computes his "public key" $A=g^{Xa}mod\ p$ and sends it to Agent Y using insecure communication.
- Agent Y computes its "public key" $B=g^{Ya} mod p$ and sends it to Agent X. Here, 0 < A < p, 0 < B < p.
- Agent X computes S1= $B^{Xa} mod p$ and Agent Y computes S2= $A^{Ya} mod p$.