

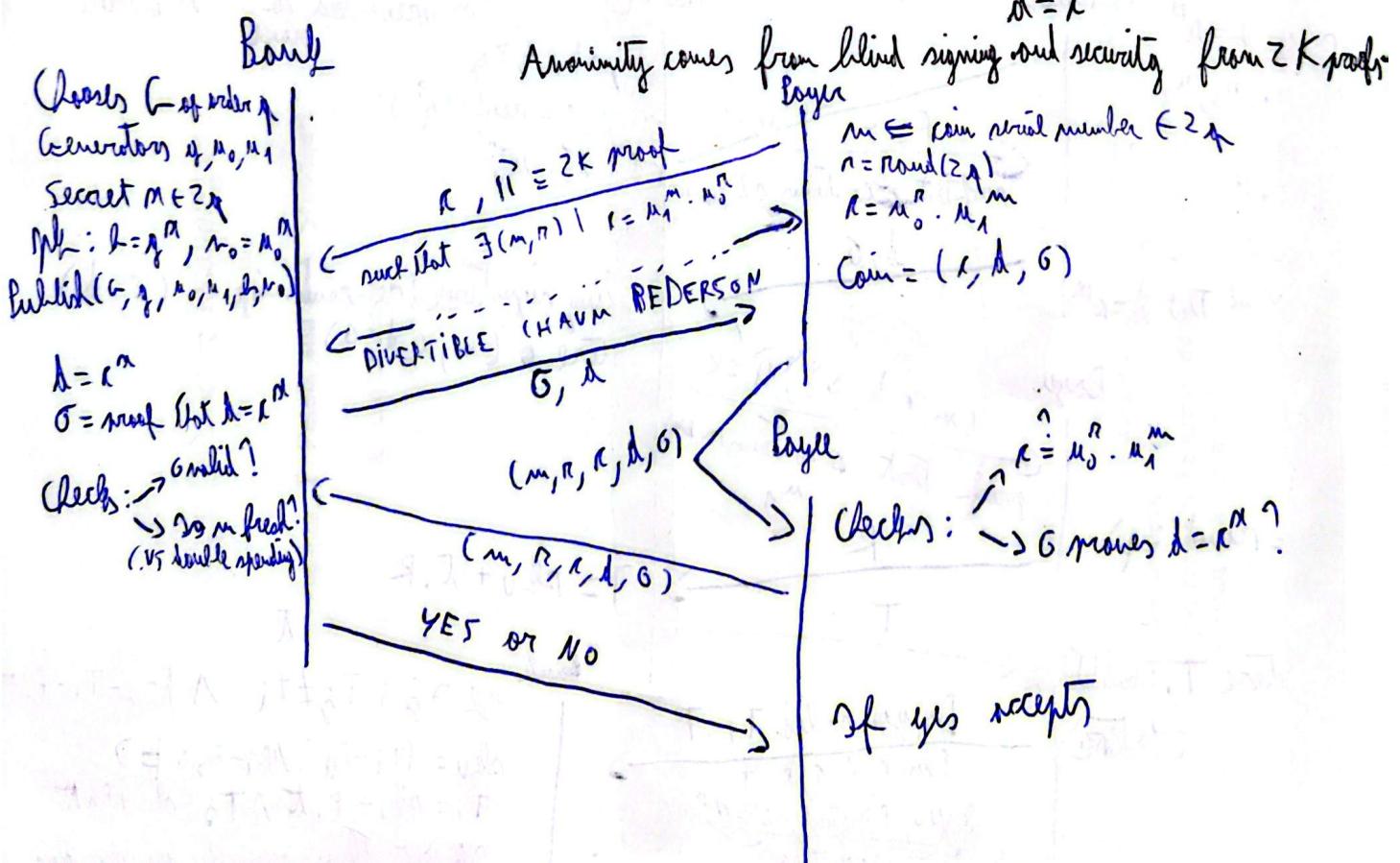
Privacy

4.0

(CHAP 4:

* Bank builds a signature $\sigma \in G$ proving the relation $d = l^m \cdot r$.
Bank can't link withdraw to future spending.

- Chosen E-Cash see Anonymous Credential:
- 1) **Bank Setup**: Bank chooses G of prime order $\rightarrow d = l^m \cdot r$
Generators g, m_0, m_1 ; Secret $m \in \mathbb{Z}_q$; Publish $m_0 = l^m \cdot r$
 - 2) **Coin structure**: Player makes a commitment $l = m_0^n, l^m \cdot r \in G$
 - 3) **Withdraw of new coin**: m, r, R ; Player proves $R = \text{rand}(\mathbb{Z}_q)$; m = coin serial number
to bank that l is well formed.
 - 4) **Spending**: Player reveals (m, r, l, d, G) , Player verifies $l = m_0^n$ and proves
 \Rightarrow Divisible (Naam Pederson)
Then forwards to bank.
 - 5) **Bank verification**: Bank verifies G , checks if m is fresh against sketch
 - 6) **Anonymity holder**: Withdraw is blind and divisible (Naam Pederson can be re-randomized).
 - 7) **Key Takeaways**: $m \neq$ money amount \Rightarrow it's a coin serial number
 G isn't a classic signature, it just proves
 $d = l^m$



Chosen offline F-LWsh:

4.7

1) Hidden user identity: Each player has a secret identity key $s_{k,u}$.

2) Coin structure: $\lambda' = u_1^m \cdot u_2^{\text{sku}} \cdot u_3^r \cdot u_0^{n+r'}$

m = coin serial number

sku = user identity (hidden)

r = one-time randomness

n, r' = random binding values

The bank blindly signs $(\epsilon, d = \epsilon^\alpha)$

3) Withdraw: Player proves $\exists k$ to bank i' contains a valid $s_{k,u}$ on u_2 and removes λ' (computation of λ) to allow the bank to sign λ . Bank blindly signs (ϵ, d) and learns nothing about m or $s_{k,u}$.

4) Offline spending: Player and payee make an offline transaction without the need to pass by the bank. Player to $A \rightarrow B: (m, \epsilon, d, \sigma)$ proof ϵ , $B \rightarrow A: R$ random challenge

Then $A \rightarrow B: T = s_{k,u} + R \cdot \lambda$ consistency of $s_{k,u}$

5) Double spending detection:

If twice try got $2T$; so: $T_2 = s_{k,u} + R_2 \cdot \lambda \Rightarrow s_{k,u} = \frac{T_1 - T_2}{R_1 - R_2}$: Player can check equation if it is true.

