

Evaluation I.

The question has 3 parts:

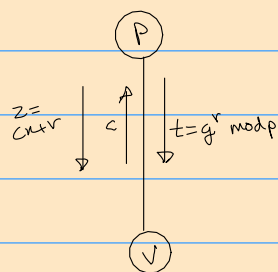
- Designing a zero knowledge proof (ZKP) for DLP
- Show how to build a digital signature scheme using DLP and hash functions
- Show how to design collision resistant hash functions based on the hardness of DLP.

1. ZKP for DLP

Assuming an interactive solution is allowed, we can design a ZKP as:

• Prover (P) and Verifier (V) agree on a group \mathbb{Z}_p^* and generator g

• Prover proves knowledge of x ($y = g^x \bmod p$)



1. P picks $r \in_R \mathbb{Z}_p^*$, sends $t = g^r \bmod p$ to V

2. V sends to P a challenge $c \in_R \mathbb{Z}_p^*$

3. P sends to V $r = cx + r$

4. V checks that $\underline{g^z = y^c \cdot t}$. If it is true, accept/repeat. If false, reject.

Parameters:

Completeness: $g^z = g^{(cx+r)} = (g^x)^c \cdot g^r = y^c \cdot t$

\Rightarrow if Prover knows x , Verifier will never reject.

Soundness: If prover does not know x , it has to guess.

But if P can guess r with $> \text{negl}()$, it can guess x too (c and r are known). Which means it can solve DLP with $> \text{negl}()$ probability, which is contradiction.

zero-knowledge:

- Assuming hardness of DLP, V cannot get x from y, g, p .
- To get x from z , V needs r . but r is random, and V only knows $t = g^r \bmod p$. Due to DLP hardness, again V cannot get r .

2. Digital signature scheme based on ZKP above

This cannot be interactively done. We assume, by the Random Oracle Model, that outputs of hash functions are seemingly random.

Scheme:

Users agree on group \mathbb{Z}_p^* , generator g , hash function $H: \{0,1\}^* \rightarrow \mathbb{Z}_p^*$

GEN: Private key $x \in \mathbb{Z}_p^*$

public key $y = g^x$

SIGN: $r \in_R \mathbb{Z}_p^*$

$$t = g^r \bmod p$$

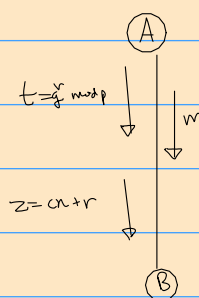
$$c = H(t \parallel m) \quad [m = \text{message}]$$

$$z = cx + r$$

Send: message (m) with signature (z, t)

VERIFY: get $c = H(t \parallel m)$

$$\text{Verify } y^c \cdot t = g^z$$



3. Collision Resistant Hash Functions using DLP

for group G of order p

generator g

let $h \in_R G$

then $S = \langle G, p, g, h \rangle$

Given defn $H: \mathbb{Z}_p \times \mathbb{Z}_p \rightarrow \mathbb{Z}_p$,

$$H^S(x_1, x_2) = g^{x_1} \cdot h^{x_2}$$

Collision Resistance of H^S

Consider colliding inputs: x_1, x_2 and x'_1, x'_2

$$\text{Collision (Pr} > \text{negl)} \Rightarrow g^{x_1} \cdot h^{x_2} = g^{x'_1} \cdot h^{x'_2} \bmod p$$

$$\Rightarrow g^{(x_1 - x'_1)} = h^{(x'_2 - x_2)} \bmod p$$

g is a generator $\Rightarrow h = g^t$

$$\Rightarrow (x_1 - x'_1) = t(x'_2 - x_2) \bmod p-1$$

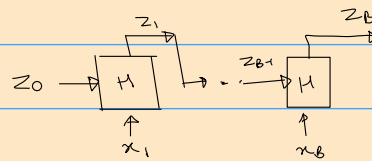
This can be solved to get t . But that would mean

we have a solution to DLP $u = g^t \bmod p$, which is a contradiction
 \Rightarrow an adversary finding colliding inputs with non-negligible Pr is contradictory to hardness assumption of DLP.

For arbitrary $H^1s : \{0,1\}^* \rightarrow \mathbb{Z}_p$ we use Merkle-Damgård Transform.

Take $l = \log_2(p) + 1$

1. $B = \lceil \frac{l}{l-1} \rceil$. Pad x with 0 till $l-1 \mid \text{length of } x$
2. set $z_0 = p-1$
3. For $i = 1 \dots B$ compute $z_i = H(z_{i-1}, x_i)$, x_i is the i th block.
4. Return z_B



Collision resistance of H^1s

For x_1, x_2 to collide, output is z_B for both.

$\Rightarrow \exists$ index i st $z_{i-1}, x_i \neq z'_{i-1}, x'_i$, but $z_i = z'_i$

- let i^* be the rightmost such index
- then we have distinct colliding inputs. But we know pr. of this must be negligible.

\Rightarrow Hardness of collision in $H^1 = \text{hardness of collision in } H =$
 DLP hardness,