

## CHAPTER 6: Other cryptosystems , pseudo-random numbers generators and hash functions

A large number of interesting and important cryptosystems have already been designed. In this chapter we present some of them in order to illustrate principles and techniques that can be used to design cryptosystems.

At first, we present several cryptosystems security of which is based on the fact that computation of discrete logarithms is infeasible in some groups.

Secondly, we discuss pseudo-random number generators and hash functions – other very important concepts of modern cryptography.

Finally, we discuss one of the fundamental questions of modern cryptography: when can a cryptosystem be considered as (computationally) perfectly secure?

In order to do that we will:

- discuss the role randomness play in the cryptography;
- introduce the very fundamental definitions of perfect security of cryptosystem
- present some examples of perfectly secure cryptosystems.

## IV054 Rabin cryptosystem

Primes  $p, q$  of the form  $4k + 3$  are kept secret,  $n = pq$  is the public key.

**Encryption:** of a plaintext  $w < n$

$$c = w^2 \pmod n$$

**Decryption:** Using a method to compute  $w$  given  $c$  with **Chinese remainder theorem** one can get that  $w$  equals to one of the numbers:

$$w_1 = w^2 \pmod p \quad w_2 = -w^2 \pmod p$$

$$w_3 = w^2 \pmod q \quad w_4 = -w^2 \pmod q$$

Indeed, **it is easy to verify**, using Euler's criterion which says that if  $c$  is a quadratic residue modulo  $p$ , then  $c^{\frac{p-1}{2}} \equiv \pm 1 \pmod p$ , **that**

$$\pm w^2 \pmod p \quad \text{and} \quad \pm w^2 \pmod q$$

**are two square roots of  $c$  modulo  $p$  and  $q$ .** One can now obtain four square roots of  $c$  modulo  $n$  using the method shown in Appendix.

In case the plaintext  $w$  is a meaningful English text, it should be easy to determine  $w$  from  $w_1, w_2, w_3, w_4$ .

However, if  $w$  is a random string (say, for a key exchange) it is impossible to determine  $w$  from  $w_1, w_2, w_3, w_4$ .

Rabin did not propose this system as a practical cryptosystem.

# IV054 Generalized Rabin cryptosystem

**Public key:**  $n, B$  ( $0 \leq B \leq n-1$ )

**Trapdoor:** primes  $p, q$  ( $n = pq$ ) of the form  $4k+3$

**Encryption:**  $e(x) = x(x+B) \pmod n$

**Decryption:**  $d(y) = \sqrt{\frac{B^2}{4} + y} \pmod n$

It is easy to verify that if  $\omega$  is a nontrivial square root of 1 modulo  $n$ , then there are four decryptions of  $e(x)$ :

$$x, \quad -x, \quad \omega \left( x + \frac{B}{2} \right) - \frac{B}{2}, \quad -\omega \left( x + \frac{B}{2} \right) - \frac{B}{2}$$

**Example**

$$e\left(\omega \left( x + \frac{B}{2} \right) - \frac{B}{2}\right) = \omega \left( x + \frac{B}{2} - \frac{B}{2} \right) \omega \left( x + \frac{B}{2} + \frac{B}{2} \right) = \omega \left( x + \frac{B}{2} \right)^2 - \left( \frac{B}{2} \right)^2 = x^2 + Bx = e(x)$$

Decryption of the generalized Rabin cryptosystem can be reduced to the decryption of the original Rabin cryptosystem.

Indeed, the equation  $x^2 + Bx \equiv y \pmod n$

can be transformed by the substitution  $x = x_1 - B/2 \Rightarrow$  into

$$x_1^2 \equiv B^2/4 + y \pmod n \text{ and, by defining } c = B^2/4 + y, \Rightarrow \text{ into } x_1^2 \equiv c \pmod n$$

Decryption can be done by factoring  $n$  and solving congruences

$$x_1^2 \equiv c \pmod p \qquad x_1^2 \equiv c \pmod q$$

# IV054 Security of Rabin cryptosystem

We show that any hypothetical decryption algorithm  $A$  for Rabin cryptosystem, can be used, as an oracle, in the following Las Vegas algorithm, to factor an integer  $n$ .

**Algorithm:**

1. Choose a random  $r$ ,  $1 \leq r \leq n-1$ ;
2. Compute  $y = (r^2 - B^2/4) \bmod n$ ;  $\{y = e_k(r - B/2)\}$ .
3. Call  $A(y)$ , to obtain a decryption  $x = \sqrt{\frac{B^2}{4} + y} \bmod n$ ;
4. Compute  $x_1 = x + B/2$ ;  $\{x_1^2 \equiv r^2 \bmod n\}$
5. **if**  $x_1 = \pm r$  **then quit** (failure)  
     **else**  $\gcd(x_1 + r, n) = p$  or  $q$

Indeed, after Step 4, either  $x_1 = r \bmod n$  or  $x_1 = \omega \bmod n$ .

In the second case we have

$$n \mid (x_1 - r)(x_1 + r),$$

but  $n$  does not divide either factor  $x_1 - r$  or  $x_1 + r$ .

Therefore computation of  $\gcd(x_1 + r, n)$  or  $\gcd(x_1 - r, n)$  must yield factors of  $n$ .

# IV054 ElGamal cryptosystem

**Design:** choose a large prime  $p$  – (with at least 150 digits).

choose two random integers  $1 \leq q, x < p$  - where  $q$  is a primitive element of  $Z_p^*$

calculate  $y = q^x \bmod p$ .

**Public key:**  $p, q, y$ ;                      **trapdoor:**  $x$

**Encryption** of a plaintext  $w$ : choose a random  $r$  and compute

$$a = q^r \bmod p, \qquad b = y^r w \bmod p$$

**Cryptotext:**  $c = (a, b)$

(Cryptotext contains indirectly  $r$  and the plaintext is masked by multiplying with  $y^r$  (and taking modulo  $p$ ))

**Decryption:**  $w = \frac{b}{a^x} \bmod p = (a^{-x}) b \bmod p$ .

**Proof of correctness:**  $a^x \equiv q^{rx} \bmod p$

$$\frac{b}{a^x} \equiv \frac{q^r w}{q^{rx}} \equiv w \pmod{p}$$

**Note:** Security of the ElGamal cryptosystem is based on infeasibility of the discrete logarithm computation.

Let  $m = \lfloor \sqrt{p-1} \rfloor$ . The following algorithm computes  $\lg_q y$  in  $Z_p^*$ .

1. Compute  $q^{mj} \bmod p$ ,  $0 \leq j \leq m-1$ .
2. Create list  $L_1$  of  $m$  pairs  $(j, q^{mj} \bmod p)$ , sorted by the second item.
3. Compute  $yq^{-i} \bmod p$ ,  $0 \leq i \leq m-1$ .
4. Create list  $L_2$  of pairs  $(i, yq^{-i} \bmod p)$  sorted by the second item.
5. Find two pairs, one  $(j, z) \in L_1$  and second  $(i, z) \in L_2$

If such a search is successful, then

$$q^{mj} \bmod p = z = yq^{-i} \bmod p$$

and as the result

$$\lg_q y \equiv (mj + i) \pmod{p-1}.$$

Therefore

$$q^{mj+i} \equiv y \pmod{p}$$

On the other hand, for any  $y$  we can write

$$\lg_q y = mj + i,$$

For some  $0 \leq i, j \leq m-1$ . Hence the search in the Step 5 of the algorithm has to be successful.

## IV054 Bit security of discrete logarithm

Let us consider problem to compute  $L_i(y) = i$ -th least significant bit of  $\lg_q y$  in  $Z_p^*$ .

**Result 1**  $L_1(y)$  can be computed efficiently.

To show that we use the fact that the set  $QR(p)$  has  $(p-1)/2$  elements.

Let  $q$  be a primitive element of  $Z_p^*$ . Clearly,  $q^a \in QR(p)$  if  $a$  is even. Since the elements

$$q^0 \bmod p, q^2 \bmod p, \dots, q^{p-3} \bmod p$$

are all distinct, we have that

$$QR(p) = \{q^{2i} \bmod p \mid 0 \leq i \leq (p-3)/2\}$$

**Consequence:**  $y$  is a quadratic residue iff  $\lg_q y$  is even, that is iff  $L_1(y) = 0$ .

By Euler's criterion  $y$  is a quadratic residue if  $y^{(p-1)/2} \equiv 1 \pmod p$

$L_1(y)$  can therefore be computed as follows:

$$\begin{aligned} L_1(y) &= 0 && \text{if } y^{(p-1)/2} \equiv 1 \pmod p; \\ L_1(y) &= 1 && \text{otherwise} \end{aligned}$$

**Result 2** Efficient computability of  $L_i(y)$ ,  $i > 1$  in  $Z_p^*$  would imply efficient computability of the discrete logarithm in  $Z_p^*$ .

## IV054 WHEN is a CRYPTOSYSTEM (perfectly) SECURE?

First question:.. Is it enough for perfect security of a cryptosystem that one cannot get a plaintext from a cryptotext?

**NO, NO, NO**

**WHY?**

For many applications it is crucial that **no information** about the plaintext **could be obtained**.

- Intuitively, a cryptosystem is (perfectly) secure if one cannot get **any** (new) information about the corresponding plaintext from any cryptotext.
- It is very nontrivial to define correctly when a cryptosystem is (computationally) perfectly secure.
- **It has been shown that perfectly secure cryptosystems have to use randomized encryptions.**



# IV054 Cryptography and Randomness

Randomness and cryptography are deeply related.

1. Prime goal of any good encryption method is to transform even a highly nonrandom plaintext into a highly random cryptotext. (Avalanche effect.)

**Example** Let  $e_k$  be an encryption algorithm,  $x_0$  be a plaintext. And

$$x_i = e_k(x_{i-1}), i \geq 1.$$

It is intuitive clear that if encryption  $e_k$  is “cryptographically secure”, then it is very, very likely that the sequence  $x_0 x_1 x_2 x_3$  is (quite) random.

Perfect encryption can therefore produce (quite) perfect (pseudo)randomness.

2. The other side of the relation is more complex.

It is clear that perfect randomness together with ONE-TIME PAD cryptosystem produces perfect secrecy. The price to pay: a key as long as plaintext is needed.

The way out seems to be to use an encryption algorithm with a pseudo-random generator to generate a long pseudo-random sequence from a short seed and to use the resulting sequence with ONE-TIME PAD.

**Basic question:** When is a pseudo-random generator good enough for cryptographical purposes?

# IV054 Secure encryptions - basic concepts I

We now start to discuss a very nontrivial question: **when is an encryption scheme computationally perfectly SECURE?**

First, some very basic technical concepts:

**Definition** A function  $f: N \rightarrow R$  is a **negligible function** if for any polynomial  $p(n)$  it holds, for almost all  $n$ :

$$f(n) \leq \frac{1}{p(n)}$$

**Definition - computational distinguishability** Let  $X = \{X_n\}_{n \in \mathbb{N}}$  and  $Y = \{Y_n\}_{n \in \mathbb{N}}$  be **probability ensembles** such that each  $X_n$  and  $Y_n$  ranges over strings of length  $n$ . We say that  $X$  and  $Y$  are **computationally indistinguishable** if for every feasible algorithm  $A$  the difference

$$d_A = \left| \Pr[A(X_n) = 1] - \Pr[A(Y_n) = 1] \right|$$

is a negligible function in  $n$ .

# IV054 Secure encryptions - pseudorandom generators

In cryptography **random sequences** can be usually fully replaced by **pseudorandom sequences** generated by **(cryptographically perfect) pseudorandom generators**.

**Definition - pseudorandom generator.** Let  $l(n):N \rightarrow N$  be such that  $l(n) > n$  for all  $n$ . A **(computationally indistinguishable) pseudorandom generator with stretch function  $l$** , is an efficient deterministic algorithm which on input of a random  $n$ -bit **seed** outputs a  $l(n)$ -bit sequence which is computationally indistinguishable from a random  $l(n)$ -bit sequence.

**Theorem** Let  $f$  be a one-way function which is length preserving and efficiently computable, and  $b$  be a **hard core predicate** of  $f$ , then

$$G(s) = \langle b(f(s)), b(f(f(s))), \dots, b(f^{l(n)}(s)) \rangle$$

is a (computationally indistinguishable) pseudorandom generator with stretch function  $l(n)$ .

**Definition** A predicate  $b$  is a **hard core predicate** of the function  $f$  if  $b$  is easy to evaluate, but  $b(x)$  is hard to predict from  $f(x)$ . (That is, it is unfeasible, given  $f(x)$  where  $x$  is uniformly chosen, to predict  $b(x)$  substantially better than with the probability  $1/2$ .)

It is conjectured that the least significant bit of the modular squaring function  $x^2 \bmod n$  is a hard-core predicate.

**Theorem** A **(good)** pseudorandom generator exists if a one-way function exists.

So far there are only candidates for cryptographically strong pseudo-random generators.

For example, cryptographically strong are all pseudo-random generators that are **unpredictable to the left** in the sense that a cryptanalyst that knows the generator and sees the whole generated sequence except its first bit has no better way to find out this first bit than to toss the coin.

It has been shown that if integer factoring is intractable, then the so-called *BBS* pseudo-random generator, discussed below, is unpredictable to the left.

(We make use of the fact that if factoring is unfeasible, then for almost all quadratic residues  $x \bmod n$ , coin-tossing is the best possible way to estimate the least significant bit of  $x$  after seeing  $x^2 \bmod n$ .)

Let  $n$  be a Blum integer. Choose a random quadratic residue  $x_0$  (modulo  $n$ ).

For  $i \geq 0$  let

$$x_{i+1} = x_i^2 \bmod n, b_i = \text{the least significant bit of } x_i$$

For each integer  $i$ , let

$$BBS_{n,i}(x_0) = b_0 \dots b_{i-1}$$

be the first  $i$  bits of the pseudo-random sequence generated from the seed  $x_0$  by the *BBS* pseudo-random generator.

## IV054 BBS pseudo-random generator - analysis

Choose random  $x$ , relatively prime to  $n$ , compute  $x_0 = x^2 \bmod n$

$x_{i+1} = x_i^2 \bmod n$ ,  $b_i =$  the least significant bit of  $x_i$

$$BBS_{n,i}(x_0) = b_0 \dots b_{i-1}$$

Assume that the pseudo-random generator BBS with a Blum integer is not unpredictable to the left.

Let  $y$  be a quadratic residue from  $Z_n^*$ .

Compute  $BBS_{n,i-1}(y)$  for some  $i > 1$ .

Let us pretend that last  $(i-1)$  of  $BBS_{n,i}(x)$  are actually the first  $(i-1)$  bits of  $BBS_{n,i-1}(y)$ , where  $x$  is the principal square root of  $y$ .

Hence, if the BBS pseudo-random generator is not unpredictable to the left, then there exists a better method than coin-tossing to determine the least significant bit of  $x$ , what is, as mentioned above, impossible.

## IV054 Randomized encryptions

From security point of view, public-key cryptography with deterministic encryptions has the following serious drawback:

A cryptanalyst who knows the public encryption function  $e_k$  and a cryptotext  $c$  can try to guess a plaintext  $w$ , compute  $e_k(w)$  and compare it with  $c$ .

The purpose of randomized encryptions is to encrypt messages, using randomized algorithms, in such a way that one can prove that no feasible computation on the cryptotext can provide any information whatsoever about the corresponding plaintext (except with a negligible probability).

Formal setting: Given:

plaintext-space	$P$
cryptotext	$C$
key-space	$K$
random-space	$R$

encryption:  $e_k: P \times R \rightarrow C$

decryption:  $d_k: C \rightarrow P$  or  $C \rightarrow 2^P$  such that for any  $p, r$ :

$$d_k(e_k(p, r)) = p.$$

- $d_k, e_k$  should be easy to compute.
- Given  $e_k$ , it should be unfeasible to determine  $d_k$ .

## IV054 Secure encryption - First definition

**Definition - semantic security of encryption** A cryptographic system is **semantically secure** if for every feasible algorithm  $A$ , there exists a feasible algorithm  $B$  so that for every two functions

$$f, h: \{0,1\}^* \rightarrow \{0,1\}^n$$

and all probability ensembles  $\{X_n\}_{n \in \mathbb{N}}$ , where  $X_n$  ranges over  $\{0,1\}^n$

$$\Pr[A(X_n) = h(X_n)] = \Pr[B(X_n) = f(X_n)] + \mu(n)$$

where  $\mu$  is a negligible function.

It can be shown that any semantically **secure public-key cryptosystem** must use a **randomized encryption algorithm**.

**RSA cryptosystem is not secure** in the above sense. However, **randomized versions of RSA are semantically secure**.

## IV054 Secure encryptions - Second definition

**Definition** A randomized-encryption cryptosystem is **polynomial time secure** if, for any  $c \in \mathbb{N}$  and sufficiently large  $s \in \mathbb{N}$  (security parameter), any randomized polynomial time algorithms that takes as input  $s$  (in unary) and the public key, cannot distinguish between randomized encryptions, by that key, of two given messages of length  $c$ , with the probability larger than  $1/2 + 1/s^c$ .

Both definitions are equivalent.

Example of a polynomial-time secure randomized (Blom-Goldwasser) encryption:

$p, q$  - large Blum primes  $n = p \times q$  - key

Plaintext-space - all binary strings

Random-space -  $QR_n$

Crypto-space -  $QR_n \times \{0,1\}^*$

**Encryption:** Let  $w$  be a  $t$ -bit plaintext and  $x_0$  a random quadratic residue modulo  $n$ . Compute  $x_t$  and  $BBS_{n,t}(x_0)$  using the recurrence

$$x_{i+1} = x_i^2 \bmod n$$

Cryptotext:  $(x_t, w \oplus BBS_{n,t}(x_0))$

**Decryption:** Legal user, knowing  $p, q$ , can compute  $x_0$  from  $x_t$ , then  $BBS_{n,t}(x_0)$ , and finally  $w$ .



## IV054 HASH FUNCTIONS

Another very simple, fundamental and important cryptographic concept is that of **hash functions**.

### Hash functions

$$h:\{0,1\}^* \rightarrow \{0,1\}^m ; \quad h:\{0,1\}^n \rightarrow \{0,1\}^m, \quad n \gg m$$

map (very) long messages  $w$  into short ones, called usually **message digest** or **hash** or **fingerprints of  $w$** , in a way that has important cryptographic properties.

Digital signatures are one of important applications of hash functions.

In most of the digital signature schemes, to be discussed in the next chapter, the length of a signature is at least as long as of the message being signed. This is clearly a big disadvantage.

To remedy this situation, signing procedure is applied to a hash of the message, rather than to the message itself. This is OK provided the hash function has good cryptographic properties, discussed next.

## IV054 HASH FUNCTIONS & DIGITAL SIGNATURE

Basic use of hash functions for digital signatures:

If Alice wants to sign a message  $w$ , she first creates hash  $z=h(w)$ , then computes signature  $s$  of the hash  $z$ , using a signing algorithm  $sig$  and a key  $k$ :

$$s=sig_k(z)$$

and transmits the pair  $(w,s)$ .

To verify a signature, a verification algorithm  $ver$  and the key  $k$  are used. At first  $z=h(w)$  is computed and then it is verified that

$$ver_k(z,s)=true.$$

## IV054 PROPERTIES HASH FUNCTIONS SHOULD HAVE I.

We now derive basic properties cryptographically good hash functions should have by analysing several possible attacks on their use.

**Attack 1** If Eve gets a valid signature  $(w, y)$ , where  $y = \text{sig}_k(h(w))$  and she would be able to find  $w'$  such that  $h(w') = h(w)$ , then also  $(w', y)$ , a forgery, would be a valid signature.

Cryptographically good hash function should therefore have the following **weak collision-free property**

**Definition 1.** Let  $w$  be a message. A hash function  $h$  is weakly collision-free for  $w$ , if it is computationally infeasible to find a  $w'$  such that  $h(w) = h(w')$ .

## IV054 PROPERTIES HASH FUNCTIONS SHOULD HAVE II.

**Attack 2** If Eve finds two  $w$  and  $w'$  such that  $h(w')=h(w)$ , she can ask Alice to sign  $h(w)$  to get signature  $s$  and then Eve can create a forgery  $(w',s)$ .

Cryptographically good hash function should therefore have the following **strong collision-free property**

**Definition 2.** A hash function  $h$  is strongly collision-free if it is computationally infeasible to find two elements  $w \neq w'$  such that  $h(w)=h(w')$ .

## IV054 PROPERTIES HASH FUNCTIONS SHOULD HAVE III.

**Attack 3** If Eve can compute signature  $s$  of a random  $z$ , and then she can find  $w$  such that  $z=h(w)$ , then Eve can create forgery  $(w,s)$ .

To exclude such an attack, hash functions should have the following **one-wayness property**.

**Definition 3.** A hash function  $h$  is one-way if it is computationally infeasible to find, given  $z$ , an  $w$  such that  $h(w)=z$ .

One can show that **if a hash function has strongly collision-free property, then it has one-wayness property.**

# Hash functions and integrity of data

An important use of hash functions is to protect integrity of data in the following way:

The problem of protecting data of arbitrary length is reduced, using hash functions, to the problem to protect integrity of the data of fixed (and small) length fingerprints.

In addition, to send reliably a message  $w$  through an unreliable (and cheap) channel, one sends also its (small) hash  $h(w)$  through a very secure (and therefore expensive) channel.

The receiver, familiar also with the hash function  $h$  that is being used, can then verify the integrity of the message  $w'$  he receives by computing  $h(w')$  and comparing

$h(w)$  and  $h(w')$  .

## IV054 EXAMPLES

**Example 1** For a vector  $a=(a_1, \dots, a_k)$  of integers let

$$H(a) = \sum_{i=0}^k a_i \bmod n$$

where  $n$  is a product of two large integers.

This hash functions does not meet any of the three properties mentioned on the last slide.

**Example 2** For a vector  $a=(a_1, \dots, a_k)$  of integers let

$$H(a) = \left( \sum_{i=0}^k a_i \right)^2 \bmod n$$

where  $n$  is a product of two large integers.

This functions is one-way, but not weakly collision-free.

# Hash functions and commitments

A commitment to a data  $w$ , without revealing  $w$ , using a hash function  $h$ , can be done as follows:

Commitment phase: To commit to a  $w$  choose a random  $r$  and make public  $h(wr)$ .

Opening phase: reveal  $r$  and  $w$ .

For this application the hash function  $h$  has to be one-way: from  $h(wr)$  it should be unfeasible to determine  $wr$



## IV054 FINDING COLLISIONS with INVERSION ALGORITHM

**Theorem** Let  $h: X \rightarrow Z$  be a hash function where  $X$  and  $Z$  are finite and  $|X| \geq 2|Z|$ . If there is an inversion algorithm  $\mathbf{A}$  for  $h$ , then there exists randomized algorithm to find collisions.

Sketch of the proof. One can easily show that the following algorithm

1. Choose a random  $x \in \mathcal{X}$  and compute  $z=h(x)$ ; Compute  $x_1=\mathbf{A}(z)$ ;
2. **if**  $x_1 \neq x$ , then  $x_1$  and  $x$  collide (under  $h$  – success) **else** failure

has probability of success

$$p(\text{success}) = \frac{1}{|X|} \sum_{x \in X} \frac{|[x]| - 1}{|[x]|} \geq \frac{1}{2},$$

where, for  $x \in \mathcal{X}$ ,  $[x]$  is the set of elements having the same hash as  $x$ .

## IV054 VARIATION on BIRTHDAY PARADOX

It is well known that if there are 23 (39) [40] people in one room, then the probability that two of them have the same birthday is more than 50% (70%)[89%] – this is called a **Birthday paradox**.

More generally, if we have  $n$  objects and  $r$  people, each choosing one object (so that several people can choose the same object), then if  $r \approx .177 \sqrt{n}$  ( $r \approx \sqrt{2\lambda}$ ), then probability that two people choose the same object is 50%  $(1 - e^{-\lambda})\%$ .

Another version of the birthday paradox: Let us have  $n$  objects and two groups of  $r$  people. If  $r \approx \sqrt{\lambda n}$ , then probability that someone from one group chooses the same object as someone from the other group is  $(1 - e^{-\lambda})$ .

## IV054 Birthday Paradox attack on digital signatures

Assume Alice uses a hash function that produces 50 bits.

Fred, who wants Alice to sign a fraudulent contract, find 30 places in a good document, where he can make change in the document (adding a coma, space, ...) such that Alice would not notice that. By choosing at each place whether to make or not a change, he can produce  $2^{30}$  documents essentially identical with the original good document.

Similarly, Fred makes  $2^{30}$  changes of the fraudulent document.

Considering birthday problem with  $n = 2^{50}$ ,  $r = 2^{30}$  we get that  $r = \sqrt{\lambda n}$ , with  $\lambda : 2^{10}$  and therefore with probability  $1 - e^{-1024} \approx 1$  there is a version of the good document that has the same hash as a version of the fraudulent document.

Finding a match, Fred can ask Alice to sign a good version and then append the signature to the fraudulent contract.

Birthday paradox imposes a lower bound on the sizes of message digests (fingerprints)

For example a 40-bit message would be insecure because a collision could be found with probability 0.5 with just over  $20^{20}$  random hashes.

Minimum acceptable size of message digest seems to be 128 and therefore 160 are used in such important systems as DSS – Digital Signature Schemes (standard).

## IV054 AN ALMOST GOOD HASH FUNCTION

We show an example of the hash function (so called **Discrete Log Hash Function**) that seems to have as the only drawback that it is too slow to be used in practice:

Let  $p$  be a large prime such that  $q = (p - 1)/2$  is also prime and let  $\alpha, \beta$  be two primitive roots modulo  $p$ . Denote  $a = \log_{\alpha} \beta$  (that is  $\beta = \alpha^a$ ).

$h$  will map two integers **smaller than  $q$**  to an integer smaller than  $p$ , for  $m = x_0 + x_1q$ ,  $0 \leq x_0, x_1 \leq q - 1$  as follows,

$$h(x_0, x_1) = h(m) = \alpha^{x_0} \beta^{x_1} \pmod{p}.$$

To show that  $h$  is one-way and collision-free the following fact can be used:

**FACT:** If we know different messages  $m_1$  and  $m_2$  such that  $h(m_1) = h(m_2)$ , then we can compute  $\log_{\alpha} \beta$ .

## IV054 EXTENDING HASH FUNCTIONS

Let  $h : \{0, 1\}^m \rightarrow \{0, 1\}^t$  be a strongly collision-free hash function, where  $m > t + 1$ .

We design now a strongly collision-free hash function

$$h^* : \sum_{i=m}^{\infty} \{0, 1\}^i \rightarrow \{0, 1\}^t.$$

Let a bit string  $x$ ,  $|x| = n > m$ , has decomposition

$$x = x_1 \parallel x_2 \dots \parallel x_k,$$

where  $|x_i| = m - t - 1$  if  $i < k$  and  $|x_k| = m - t - 1 - d$  for some  $d$ . (Hence  $k = \lceil n / (m - t - 1) \rceil$ .)

$h^*$  will be computed as follows:

1. **for**  $i=1$  **to**  $k-1$  **do**  $y_i := x_i$ ;
2.  $y_k := x_k \parallel 0^d$ ;  $y_{k+1} :=$  binary representation of  $d$ ;
3.  $g_1 := h(0^{t+1} \parallel y_1)$ ;
4. **for**  $i=1$  **to**  $k$  **do**  $g_{i+1} := h(g_i \parallel 1 \parallel y_{i+1})$ ;
5.  $h^*(x) := g_{k+1}$ .

## IV054 HASH FUNCTIONS from CRYPTOSYSTEMS

Let us have computationally secure cryptosystem with plaintexts, keys and cryptotexts being binary strings of a fixed length  $n$  and with encryption function  $e_k$ .

If

$$x = x_1 \parallel x_2 \parallel \dots \parallel x_k$$

is decomposition of  $x$  into substrings of length  $n$ ,  $g_0$  is a random string, and

$$g_i = f(x_i, g_{i-1})$$

for  $i=1, \dots, k$ , where  $f$  is a function that “incorporates” encryption function  $e_k$  of the cryptosystem, then

$$h(x) = g_k.$$

For example such good properties have these two functions:

$$f(x_i, g_{i-1}) = e_{g_{i-1}}(x_i) \oplus x_i$$

$$f(x_i, g_{i-1}) = e_{g_{i-1}}(x_i) \oplus x_i \oplus g_{i-1}$$

A variety of hash functions has been constructed. Very often used hash functions are MD4, MD5 (created by Rivest in 1990 and 1991 and producing 128 bit message digest).

NIST even published, as a standard, in 1993, SHA (Secure Hash Algorithm) – producing 160 bit message digest – based on similar ideas as MD4 and MD5.

A hash function is called secure if it is strongly collision-free.

One of the most important cryptographic results of the last years was due to the Chinese Wang who has shown that MD4 is not cryptographically secure.



# IV054 Randomized version of RSA-like cryptosystems

The scheme works for **any trapdoor function** (as in case of RSA),

$$f : D \rightarrow \{0, 1\}^n, D \subset \{0, 1\}^n$$

for any **pseudorandom generator**

$$G : \{0, 1\}^k \rightarrow \{0, 1\}^l, k \ll l$$

and any **hash function**

$$h : \{0, 1\}^l \rightarrow \{0, 1\}^k,$$

where  $n = l + k$ . Given a random seed  $s \in \{0, 1\}^k$  as input,  $G$  generates a pseudorandom bit-sequence of length  $l$ .

**Encryption** of a message  $m \in \{0, 1\}^l$  is done as follows:

1. A random string  $r \in \{0, 1\}^k$  is chosen.
2. Set  $x = m \oplus r \parallel h(r)$ . (If  $x \notin D$  go to step 1.)
3. Compute encryption  $c = f(x)$  – length of  $x$  and of  $c$  is  $n$ .

**Decryption** of a cryptotext  $c$ .

- Compute  $f^{-1}(c) = a \parallel b$ ,  $|a| = l$  and  $|b| = k$ .
- Set  $r = h^{-1}(b) \oplus a$  and get  $m = a \oplus r$ .

Comment Operation “ $\parallel$ ” stands for a concatenation of strings.

# IV054 Bloom-Goldwasser cryptosystem once more

**Private key:** Blum primes  $p$  and  $q$ .

**Public key:**  $n = pq$ .

**Encryption** of  $x \in \{0,1\}^m$ .

1. Randomly choose  $s_0 \in \{0, 1, \dots, n\}$ .
2. For  $i = 1, 2, \dots, m + 1$  compute

$$s_i \leftarrow s_{i-1}^2 \bmod n$$

and  $\sigma_i = sb(x_i)$

The ciphertext is  $(s_{m+1}, y)$ , where  $y = x \oplus \sigma_1 \dots \sigma_{m+1}$ .

**Decryption:** of the ciphertext  $(r, y)$ :

Let  $d = 2^{-m} \bmod \phi(n)$ .

- Let  $s_1 = r^d \bmod n$ .
- For  $i = 1, \dots, m$ , compute  $\sigma_i = sb(x_i)$  and  $s_{i+1} \leftarrow s_i^2 \bmod n$ .

The plaintext  $x$  can then be computed as  $y \oplus \sigma_1 \dots \sigma_{m+1}$ .

## IV054 Global goals of cryptography

Cryptosystems and encryption/decryption techniques are only one part of modern cryptography.

General goal of modern cryptography is construction of schemes which are robust against malicious attempts to make these schemes to deviate from their prescribed functionality.

The fact that an adversary can design its attacks after the cryptographic scheme has been specified, makes design of such cryptographic schemes very difficult - schemes should be secure under all possible attacks.

In the next chapters several of such most important basic functionalities and design of secure systems for them will be considered. For example: digital signatures, user and message authentication,....

Moreover, also such basic primitives as zero-knowledge proofs, needed to deal with general cryptography problems will be presented and discussed.

We will also discuss cryptographic protocols for a variety of important applications. For example for voting, digital cash,....