## CS489/689

## Privacy, Cryptography, Network and Data Security

## Today

- Recap: security games
- El gamal cryptosystem
- El gamal signatures
- El gamal security
- Crash course mathematics: spliced in some terminology/concepts

What on earth are groups...

## Groups - Basically a set with specific properties

Def: A group is a set with an operation on its elements which:

- Is closed
- Has an identity
- Is associative,
- And every element has an inverse


## Closed - With Addition as the operation

For every $\mathrm{a}, \mathrm{b}$ in $\mathbf{Z} / \mathrm{NZ}$ : $\mathrm{a}+\mathrm{b}$ in $\mathbf{Z / N Z}$

## Aka:

The sum of two group elements is an element in the group.

## Has an Identity: With Addition as the operation

E.g., a+0 = a

Has an element e such that any element plus e outputs the element (itself)

## Is Associative: With Addition as the operation $(a+b)+c=a+(b+c)$

## Every element has an inverse

Integers, additive inverse of $a$ is -a

$$
a+(-a)=(-a)+a=0
$$

## Abelian Groups

Def: Abelian groups are groups which are commutative.

The property: applying the group operation to two group elements does not depend on the order in which they are written.
E.g. $a+b=b+a$
**really useful in crypto, and is why we almost always use them

Decisional Diffie-Hellman

## Crash Course: Decision Diffie-Hellman Problem

The adversary is given $\mathrm{g} \in \mathrm{G}, \mathrm{a}=\mathrm{g}^{\mathrm{x}}, \mathrm{b}=\mathrm{g}^{\mathrm{y}}$, and $\mathrm{c}=\mathrm{g}^{\mathrm{z}}$, for unknowns $\mathrm{x}, \mathrm{y}$, and z .

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- Challenger chooses $z$ s.t. $z=x^{*} y$ (with $p r=1 / 2$ ) or $z$ is random 造
- Goal of adversary is to determine whether:

$$
z=x * y \quad \text { OR } \quad \text { random } z
$$



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- Challenger chooses $z$ s.t. $z=x^{*} y$ (with $p r=1 / 2$ ) or $z$ is random
- Goal of adversary is to determine whether:

$$
z=x \star y
$$


random z

Adv $_{G}{ }^{\mathrm{DHH}}(\mathbf{A})=2 * \mid \operatorname{Pr}[\mathrm{A} \text { wins the DDH game in } \mathrm{G}]^{-1 / 2} \mid$.

## DDH Security Game

$\mathrm{b} \leftarrow\{0,1\}$
$\mathrm{g} \leftarrow \mathrm{G}$


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$\mathrm{b} \leftarrow\{0,1\}$
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$x, y \leftarrow Z / q Z$ If $\mathrm{b}=0$ then $\mathrm{z} \leftarrow \mathrm{Z} / \mathrm{q} Z$
If $\mathrm{b}=1$ then $\mathrm{z} \leftarrow \mathrm{x}^{\star} \mathrm{y}$


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## DDH Security Game

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If $\mathrm{b}=1$ then $\mathrm{z} \leftarrow \mathrm{x}^{*} \mathrm{y}$
$\mathrm{a} \leftarrow \mathrm{g}^{\mathrm{x}}, \mathrm{b} \leftarrow \mathrm{g}^{\mathrm{y}}, \mathrm{c} \leftarrow \mathrm{g}^{\mathrm{z}}$

## DDH Security Game

$\mathrm{b} \leftarrow\{0,1\}$
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$a \leftarrow g^{x}, b \leftarrow g^{y}, c \leftarrow g^{2}$
b'
Win if $b^{\prime}=b$
$\mathbf{A d v}_{\mathrm{G}}{ }^{\mathrm{DDH}}(\mathbf{A})=2 * \mid \operatorname{Pr}[\mathrm{A}$ wins the DDH game in G$]-1 / 2 \mid$.

El Gamal

## ElGamal Public Key Cryptosystem

- Let $p$ be a prime such that the DLP in $\left(\mathbf{Z}_{p}{ }^{*}.\right)$ is infeasible
- Let $a \in \mathbf{Z}_{\mathrm{p}}{ }^{*}$ be a primitive element
- Let $P=\mathbf{Z}_{\mathrm{p}}{ }^{*}, C=\mathbf{Z}_{\mathrm{p}}{ }^{*} \times \mathbf{Z}_{\mathrm{p}}{ }^{*}$ and...
- $K=\left\{(p, a, a, \beta): \beta \equiv a^{a}(\bmod p)\right\}$

- For a secret random number k in $\mathbf{Z}_{\mathrm{p}-1}$ define:
- $e_{k}(x, k)=\left(y_{1}, y_{2}\right)$, where $y_{1}=a^{k} \bmod p$ and $y_{2}=x \beta^{k} \bmod p$
- For $y_{1}, y_{2}$ in $Z_{p}{ }^{*}$, define $d_{k}\left(y_{1}, y_{2}\right)=y_{2}\left(y_{1}{ }^{\text {a }}\right)^{-1} \bmod p$


## ElGamal: The Keys

1. Bob picks a "large" prime $p$ and a primitive root $a$.
a. Assume message $m$ is an integer $0<m<p$
2. Bob picks secret integer a
3. Bob Computes $\beta \equiv \alpha^{a}(\bmod p)$


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3. Bob Computes $\beta \equiv \alpha^{a}(\bmod p)$

4. Bob's public key is $(p, a, \beta)$ (ar)
5. Bob's private key is a

## ElGamal: Encryption

I choose secret integer k

## EIGamal: Encryption

## ElGamal: Encryption



## ElGamal: Encryption



## ElGamal: Encryption



## ElGamal: Decryption



## ElGamal: Decryption

## I choose secret integer $\mathbf{k}$

Compute $y_{1} \equiv a^{k}(\bmod p)$

Compute $y_{2} \equiv \beta^{\mathrm{k}} \mathrm{m}(\bmod \mathrm{p})$
Send $y_{1}$ and $y_{2}$ to Bob
Compute $y_{2} y_{1}{ }^{-a} \equiv \mathrm{~m}(\bmod \mathrm{p})$
This works because: $y_{2} y_{1}{ }^{-\mathrm{a}} \equiv \beta^{\mathrm{k}} \mathrm{m}\left(\mathrm{a}^{\mathrm{k}}\right)^{-\mathrm{a}} \equiv \mathrm{m}(\bmod \mathrm{p})$

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- The plaintext $m$ is "hidden" by multiplying it by $\beta^{k}$ to get $y_{2}$



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I receive ct $=\left(y_{1}, y_{2}\right)$

## ElGamal Informal Summary

- The plaintext $x$ is "hidden" by multiplying it by $\beta^{k}$ to get $y_{2}$
- The ciphertext includes $a^{k}$ so that Bob can compute $\beta^{k}$ from $a^{k}$ (because Bob knows a)
- Thus, Bob can "reveal" m by dividing $y_{2}$ by $\beta^{k}$

$$
\mid \text { receive ct }=\left(y_{1}, y_{2}\right)
$$

## Example: How ElGamal works



## Example: How El Gamal works

- Set $p=2579$ and $a=2$ ( $\alpha$ is a primitive element modulo $p$ ) and let $a=765$, then
$\beta=2^{765} \bmod 2579=949$


## Example: How El Gamal works

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I want to send m=1299 to Bob. I choose $k=853$ for $m y$ random integer

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Time for more computation

## Example: How El Gamal works

- Set $p=2579$ and $a=2$ ( $\alpha$ is a primitive element modulo $p$ ) and let a $=765$, then
- $\beta=2^{765} \bmod 2579=949 \quad \begin{aligned} & \text { I want to send } m=1299 \text { to Bob. I } \\ & \text { choose } k=853 \text { for my random integer }\end{aligned}$

Time for more computation

- $\mathrm{y}_{1}=2^{853} \bmod 2579=435$, and
- $y_{2}=1299 * 949^{853} \bmod 2579=2396$


## Example: How ElGamal works

- Ok, we have $y_{1}$ and $y_{2}$
- $y_{1}=2^{853} \bmod 2579=435$, and
- $y_{2}=1299 * 949^{853} \bmod 2579=2396$


## Example: How ElGamal works

- $y_{1}=2^{853} \bmod 2579=435$, and
- $y_{2}=1299 * 949^{853} \bmod 2579=2396$

I receive ct = $\mathrm{y}=(435,2396)$
Time for more computation

- $m=2396 *\left(435^{765}\right)^{-1} \bmod 2579=1299$


## Example: How ElGamal works

- $\mathrm{y}_{1}=2^{853} \bmod 2579=435$, and
- $y_{2}=1299 * 949^{853} \bmod 2579=2396$

Time for more computation

- $m=2396 *\left(435^{765}\right)^{-1} \bmod 2759=1299$

> Nice! That's the plaintext I wanted to send to Bob.

## ElGamal...Encrypt. "Small" Calculation Day

- $(p, a, \beta)=(809,256,498)$
- $a=68$
- $\mathrm{k}=89$
- m=100


Determine $\mathrm{c}=\mathrm{y}_{1}, \mathrm{y}_{2}$.
Submit c and a short description of your computation.

## Security of El Gamal

## El-Gamal ${ }_{\text {SIM }}$ Relies on DDH

## Given $\mathrm{g}, \mathrm{g}^{\mathrm{a}}, \mathrm{g}^{\mathrm{b}}$ distinguish a random r and $\mathrm{g}^{\mathrm{ab}}$

Known computationally hard problem

## Short Answer?

- Let $p$ be a prime such that the DLP in $\left(\mathbf{Z}_{\mathrm{p}}^{*} \cdot\right)$ is infeasible
- Let $\alpha \in \mathbf{Z}_{\mathrm{p}}{ }^{*}$ be a primitive element
- Let $P=\mathbf{Z}_{\mathrm{p}}{ }^{*}, C=\mathbf{Z}_{\mathrm{p}}{ }^{*} \times \mathbf{Z}_{\mathrm{p}}{ }^{*}$ and...
- $K=\left\{(p, a, a, \beta): \beta \equiv a^{a}(\bmod p)\right\}$
- For a secret random number k in $\mathbf{Z}_{\mathrm{p}-1}$ define:
- $e_{k}(x, k)=\left(y_{1}, y_{2}\right)$, where $y_{1}=a^{k} \bmod p$ and $y_{2}=x \beta^{k} \bmod p$ For $y_{11} v_{n}$ in $Z_{n}{ }^{*}$, define $d_{1}\left(y_{1}, y_{n}\right)=y_{n}\left(y_{1}{ }^{a}\right)-1 \bmod p$
Clearly insecure if: Adversary can compute $a=\log _{a} \beta$, then could decrypt the same as Bob.


## Short Answer?

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- Let $P=\mathbf{Z}_{\mathrm{p}}{ }^{*}, C=\mathbf{Z}_{\mathrm{p}}{ }^{*} \times \mathbf{Z}_{\mathrm{p}}{ }^{*}$ and...

Necessary condition for security: DLP in $Z_{p}$ * is infeasible
o $e_{k}(x, k)=\left(y_{1}, y_{2}\right)$, where $y_{1}=a^{k}$ mod $p$ and $y_{2}=x \beta^{k} \bmod p$ For $y_{1}, y_{n}$ in $Z_{n}{ }^{*}$, define $d_{1}\left(y_{1}, y_{n}\right)=y_{n}\left(y_{1}{ }^{a}\right)-1 \bmod p$
Clearly insecure if: Adversary can compute $a=\log _{a} \beta$, then could decrypt the same as Bob.

## Recall: IND-CPA

IND-CPA secure: if a polynomial time adversary choosing two plaintexts cannot distinguish between the resulting ciphertexts.


## Proving IND-CPA Using Simulators

- The simulator is given an arbitrary instance of a known to be hard problem
- The simulator interacts with the attacker
- The simulator solves the hard problem, if the attacker is successful.


## Think of the security games earlier.

## Simulator Proofs...Wait What?



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- S receives arbitrary instaraeProblem Simulator



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| Random Instance |  |
| :---: | :---: |
|  |  |
|  | Phase 1 |
|  |  |
|  | Challenge |
|  |  |

## Simulator Proofs...Wait What?

- S receives arbitrary instaraeProblem Simulator

Attacker of known to be hard problem

- S interacts with the attacker
- S solves the hard problem, if the attacker is successful

| Random Instance, |  |
| :---: | :---: |
|  | Phase 1 |
|  |  |
|  | Challenge |
|  | Phase 2 |
|  | Guess |

The system is at least as "secure" as the problem is hard.

## Recall from earlier: DDH Security Game

$\mathrm{b} \leftarrow\{0,1\}$
$\mathrm{g} \leftarrow \mathrm{G}$
$x, y \leftarrow Z / q Z$
If $b=0$ then $z \leftarrow Z / q Z$
If $\mathrm{b}=1$ then $\mathrm{z} \leftarrow \mathrm{x}^{\star} \mathrm{y}$
$a \leftarrow g^{x}, b \leftarrow g^{y}, c \leftarrow g^{2}$
$b^{\prime}$
Win if $b^{\prime}=b$
$\mathbf{A d v}_{\mathrm{G}}{ }^{\mathrm{DDH}}(\mathbf{A})=2 \star \mid \operatorname{Pr}[\mathrm{A} \text { wins the } \mathrm{DDH} \text { game in } \mathrm{G}]^{-1 / 2} \mid$.

## El Gamal IND-CPA Game

$\mathrm{b} \leftarrow\{0,1\}$, and random $\left(\mathrm{K}, \mathrm{K}^{-1}\right)$
K

## A



## El Gamal IND-CPA Game

$\mathrm{b} \leftarrow\{0,1\}$, and random $\left(\mathrm{K}, \mathrm{K}^{-1}\right)$
K
$M_{0}$ and $M_{1}$ of equal length

## A



## El Gama IND-CPA Game

$\mathrm{b} \leftarrow\{0,1\}$, and random $\left(\mathrm{K}, \mathrm{K}^{-1}\right)$
K
$M_{0}$ and $M_{1}$ of equal length 0.

$$
\mathrm{C}=\mathrm{E}_{\mathrm{k}}\left[\mathrm{M}_{\mathrm{b}}\right]
$$

A


## El Gamal IND-CPA Game

$\mathrm{b} \leftarrow\{0,1\}$, and random $\left(\mathrm{K}, \mathrm{K}^{-1}\right)$
K
$M_{0}$ and $M_{1}$ of equal length
0

$$
\mathrm{C}=\mathrm{E}_{\mathrm{k}}\left[\mathrm{M}_{\mathrm{b}}\right]
$$

A


$$
b^{\prime} \in\{0,1\}
$$

Attacker wins if $b=b^{\prime}$

## ElGamal Simulator IND-CP

## 

$M_{0}$ and $M_{1}$ of equal length

## A



## EIGamal Simulator IND-CP

## 

$M_{0}$ and $M_{1}$ of equal length

Set random r and $\mathrm{b} \longleftarrow\{0,1\}$
Computed $\mathrm{c}_{\mathrm{b}}$

A


## ElGamal Simulator IND-CP

资 $\mathrm{g}^{\mathrm{a}}, \mathrm{g}^{\mathrm{c}}, \mathrm{g}^{\mathrm{d}}$, and r
$M_{0}$ and $M_{1}$ of equal length
Set random r and $\mathrm{b} \leftarrow\{0,1\}$
Computed $\mathrm{c}_{\mathrm{b}}$
A


Guess b' for which M encrypted Attacker wins if $b=b^{\prime}$, Output: $r=g^{a c}$

Network Security - Next week

## Answer to activity...

- Ciphertext: $y_{1}=468, y_{2}=494$


## Short Answer?

- Let $p$ be a prime such that the DI
- Let $\mathrm{a} \in \mathbf{Z}_{\mathrm{p}}{ }^{*}$ be a primitive
- Let $P=\mathbf{Z}_{\mathrm{p}}$
mut be secret, and
Necese......ated must not be repeale
DLP IIn-p* is infeasible
- $e_{k}(x, k)=(y, s)_{2}, w h, y_{1}=\bmod p$ and $y_{2}=x \beta^{k} \bmod p$
- For $y_{11} y_{n}$ in $Z_{0}^{*}$, define $d_{1}\left(y_{1}, y_{n}\right)=y_{0}\left(y_{1}{ }^{a}\right)-1 \bmod p$

Clearly insecure if: Adversary can compute $a=\log _{a} \beta$, then could decrypt the same as Bob.

## Repeating Private "a" in ElGamal

- Then the ciphertexts are $\left(\mathrm{y}_{1}, \mathrm{y}_{2 \mathrm{a}}\right)$ and $\left(\mathrm{y}_{1}, \mathrm{y}_{2 b}\right)$
- If Eve learns $\mathrm{m}_{\mathrm{a}^{\prime}}$ then she can learn $\mathrm{m}_{\mathrm{b}}$
- Eve computes:

$$
-y_{2 a} / m_{a} \equiv \beta^{k} \equiv y_{2 b} / m_{b}(\bmod p)=>m_{b} \equiv\left(y_{2 b} m_{a}\right) / y_{2 a}
$$

