

(1)

Math Access Notes

Friday June 19!

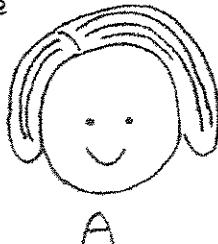
Public Key Cryptography with Secure Signature
numbering as in Davis' notesAlice sets up to receive messages

1. Alice picks two large primes

$$p, q$$

2. Alice computes her modulus

$$N := pq$$



- 3a. She chooses the encryption power e relatively prime to $(p-1)(q-1)$
 $[\gcd(e, (p-1)(q-1)) = 1]$

- 3b. The modulus N and power e are Alice's public key

Anyone wishing to send Alice a "message", i.e.
a residue $0 \leq x < N$, first encrypts it using the
function

$$E(x) := x^e \pmod{N}$$

7. Alice, because she knows number theory and p and q , can find her decryption power d . She solves the multiplicative inverse equation

$$ed \equiv 1 \pmod{(p-1)(q-1)}$$

She will decrypt messages with the function

$$D(y) := y^d \pmod{N}$$

$$\text{since } D(E(x)) \equiv D(x^e) \equiv (x^e)^d \equiv x^{ed} \equiv x^{1 + k(p-1)(q-1)} \equiv x \pmod{N} \text{ by Fermat-Euler's Thm}$$

the sender's original message!

(assuming x was one of the
residue numbers, $0 \leq x \leq N-1$,
and that a residue value
is chosen for $D(E(x))$.)

(2)

Bob sends a message

- 4a. Bob wishes to send a message to Alice.
He converts it into numbers x , using a conversion key like David's.

- 4b. Secure signature: Bob has created his own public key: e_B, N_B

and private key: d_B
He thinks of a sensible "signature", makes it numeric, s_B , and decrypts it using his private key,

$$D_B(s_B)$$

5. Bob appends x to $D_B(s_B)$, creating

$$x * D_B(s_B)$$

(breaks this into blocks $< N_A$) and encrypts using Alice's public key

$$y = E_A(x * D_B(s_B))$$

6. Bob sends y to Alice, e.g. over the internet

7. Alice wishes to decode the message y
She computes

$$D_A(y) = D_A(E_A(x * D_B(s_B)))$$

$$= x * D_B(s_B)$$

↑ ↑
message gibberish

8. Alice uses Bob's public key to compute

$$E_B(D_B(s_B)) = s_B$$

Bob's signature!

[Only Bob could make $D_B(s_B)$!]



Evil

Doesn't know D_A so can't get to $x * D_B(s_B)$; so can't read the message and can't forge messages to Alice which look like they came from Bob.