

# Introduction to Cryptography

## Lecture 12

Public Key Infrastructure (PKI),  
secret sharing

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## Trusting public keys

- Public key technology requires every user to remember its private key, and to have access to other users' public keys
- How can the user verify that a public key  $PK_v$  corresponds to user  $v$ ?
  - What can go wrong otherwise?
- A simple solution:
  - A trusted public repository of public keys and corresponding identities
    - Doesn't scale up
    - Requires online access per usage of a new public key

## Certification Authorities (CA)

- A method to bootstrap trust
  - Start by trusting a single party and knowing its public key
  - Use this to establish trust with other parties (and associate them with public keys)
- The Certificate Authority (CA) is trusted party.
  - All users have a copy of the public key of the CA
  - The CA signs Alice's digital certificate. A simplified certificate is of the form *(Alice, Alice's public key)*.

## Certification Authorities (CA)

- When we get Alice's certificate, we
  - Examine the identity in the certificate
  - Verify the signature
  - Use the public key given in the certificate to
    - Encrypt messages to Alice
    - Or, verify signatures of Alice
- The certificate can be sent by Alice without any online interaction with the CA.

# Certificates

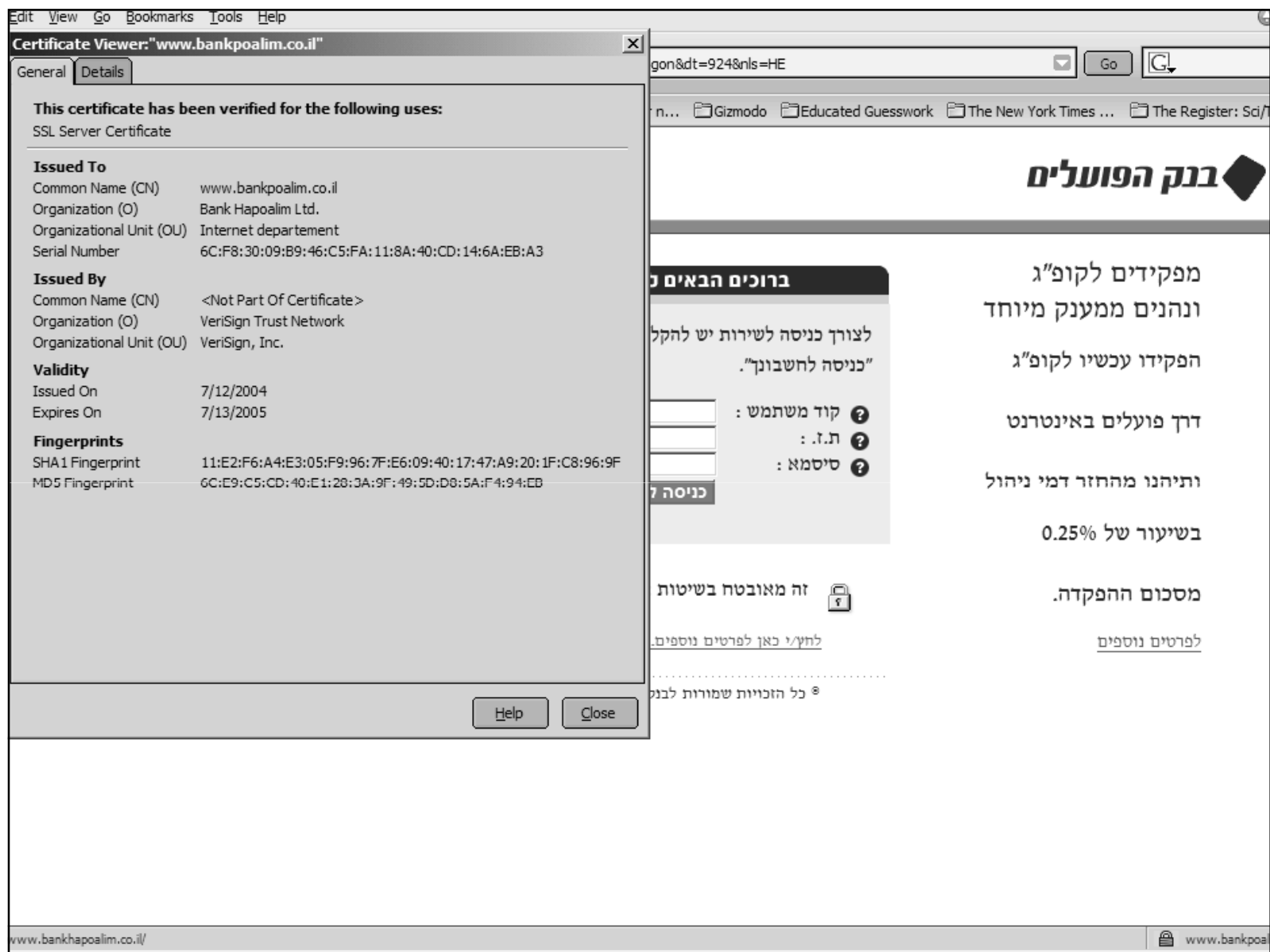
- A certificate usually contains the following information
  - Owner's name
  - Owner's public key
  - Encryption/signature algorithm
  - Name of the CA
  - Serial number of the certificate
  - Expiry date of the certificate
  - ...
- Your web browser contains the public keys of some CAs
- A web site identifies itself by presenting a certificate which is signed by a chain starting at one of these CAs

## Certification Authorities (CA)

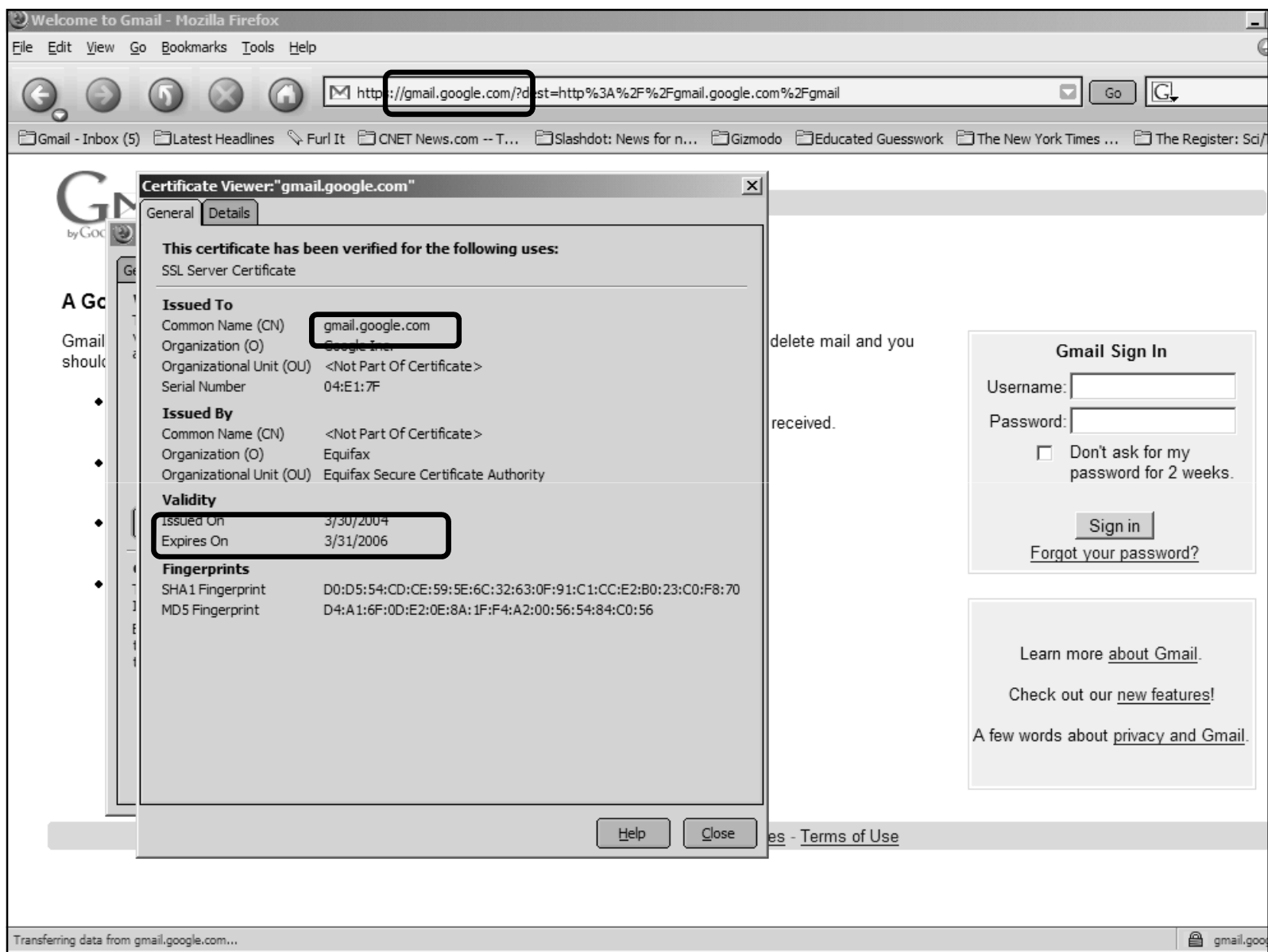
- Unlike KDCs, the CA does not have to be online to provide keys to users
  - It can therefore be better secured than a KDC
  - The CA does not have to be available all the time
- Users only keep a single public key – of the CA
- The certificates are not secret. They can be stored in a public place.
- When a user wants to communicate with Alice, it can get her certificate from either her, the CA, or a public repository.
- A compromised CA
  - can mount active attacks (certifying keys as being Alice's)
  - but it cannot decrypt conversations.

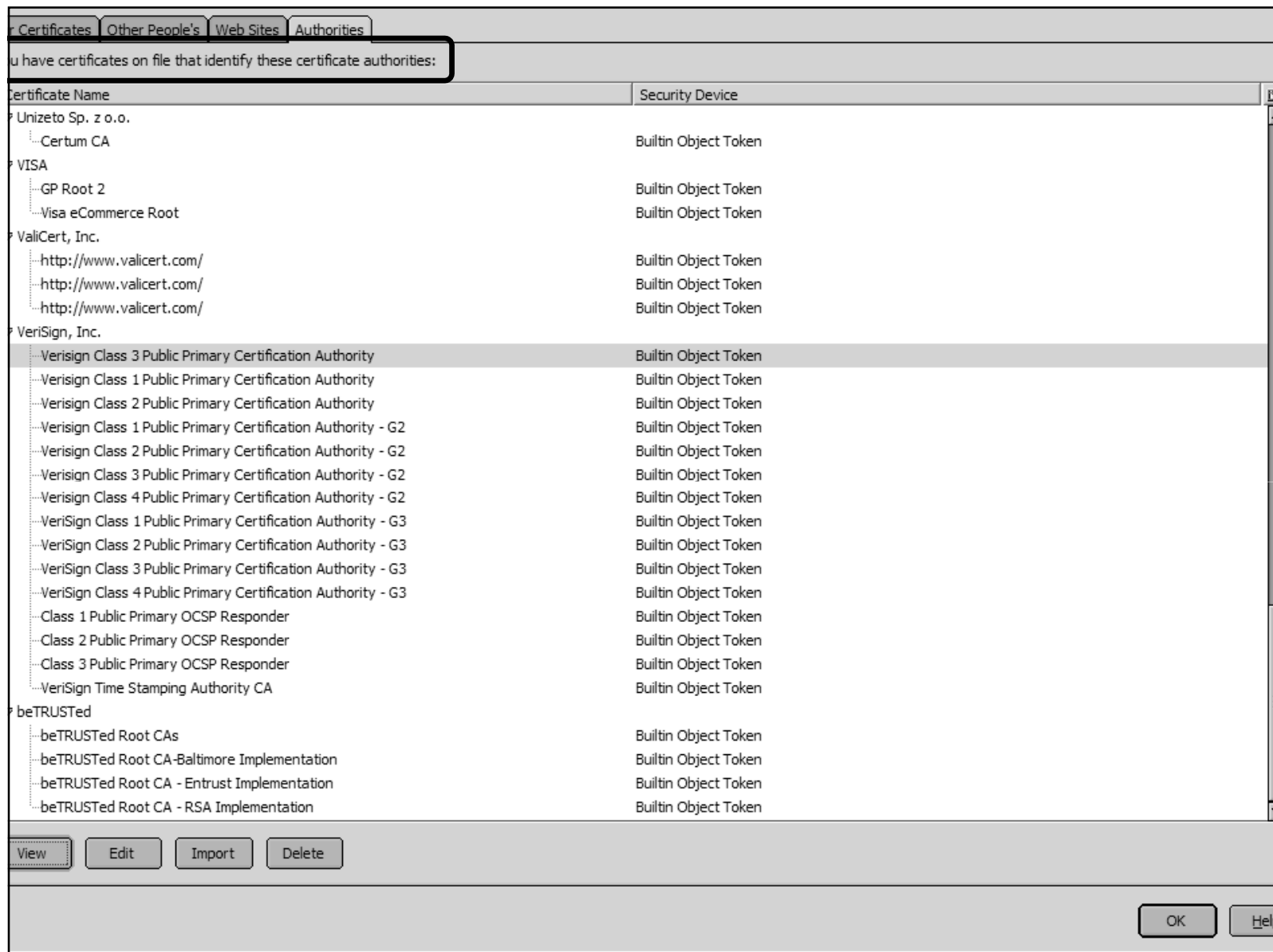
## Certificates in Internet browsing

- Our browser can identify web sites if their certificates are signed by certificate authorities which are trusted by the browser.
- Last time I counted, Firefox listed more than 70 certificate authorities which it trusts.









# Certificates

- A certificate usually contains the following information
  - Owner's name
  - Owner's public key
  - Encryption/signature algorithm
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  - Expiry date of the certificate
  - ...
- Your web browser contains the public keys of some CAs
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# An example of an X.509 certificate

Certificate:

Data:

**Version:** 1 (0x0)

**Serial Number:** 7829 (0x1e95)

**Signature Algorithm:** md5WithRSAEncryption

**Issuer:** C=ZA, ST=Western Cape, L=Cape Town, O=Thawte Consulting cc,  
OU=Certification Services Division, CN=Thawte Server  
CA/emailAddress=server-certs@thawte.com

**Validity**

**Not Before:** Jul 9 16:04:02 1998 GMT

**Not After :** Jul 9 16:04:02 1999 GMT

**Subject:** C=US, ST=Maryland, L=Pasadena, O=Brent Baccala, OU=FreeSoft,  
CN=www.freesoft.org/emailAddress=baccala@freesoft.org

**Subject Public Key Info:**

**Public Key Algorithm:** rsaEncryption

**RSA Public Key:** (1024 bit)

**Modulus (1024 bit):** 00:b4:31:98:0a:c4:bc:62:c1:88:aa:dc:b0:c8:bb:

33:35:19:d5:0c:64:b9:3d:41:b2:96:fc:f3:31:e1:

66:36:d0:8e:56:12:44:ba:75:eb:e8:1c:9c:5b:66:

70:33:52:14:c9:ec:4f:91:51:70:39:de:53:85:17:

16:94:6e:ee:f4:d5:6f:d5:ca:b3:47:5e:1b:0c:7b:

c5:cc:2b:6b:c1:90:c3:16:31:0d:bf:7a:c7:47:77:

8f:a0:21:c7:4c:d0:16:65:00:c1:0f:d7:b8:80:e3:

d2:75:6b:c1:ea:9e:5c:5c:ea:7d:c1:a1:10:bc:b8: e8:35:1c:9e:27:52:7e:41:8f

**Exponent:** 65537 (0x10001)

**Signature Algorithm:** md5WithRSAEncryption

93:5f:8f:5f:c5:af:bf:0a:ab:a5:6d:fb:24:5f:b6:59:5d:9d:

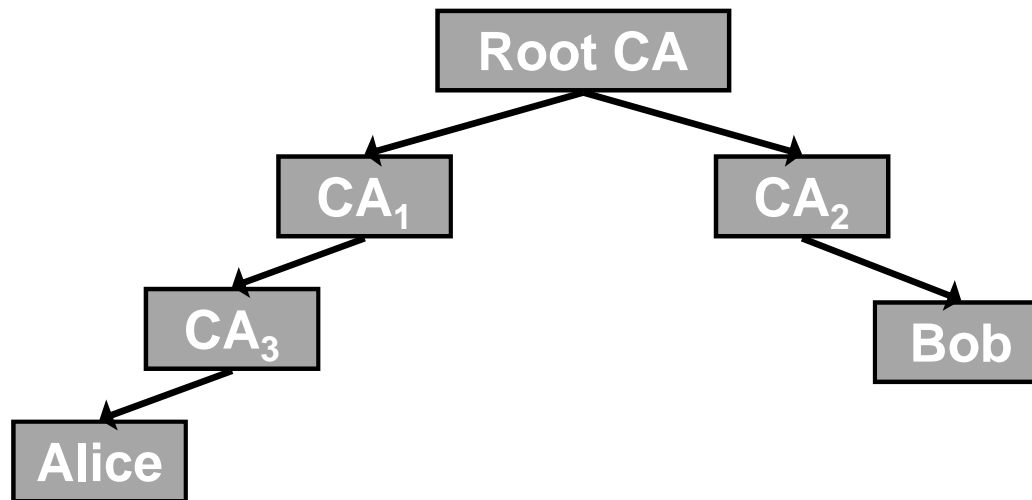
92:2e:4a:1b:8b:ac:7d:99:17:5d:cd:19:f6:ad:ef:63:2f:92:...

# Public Key Infrastructure (PKI)

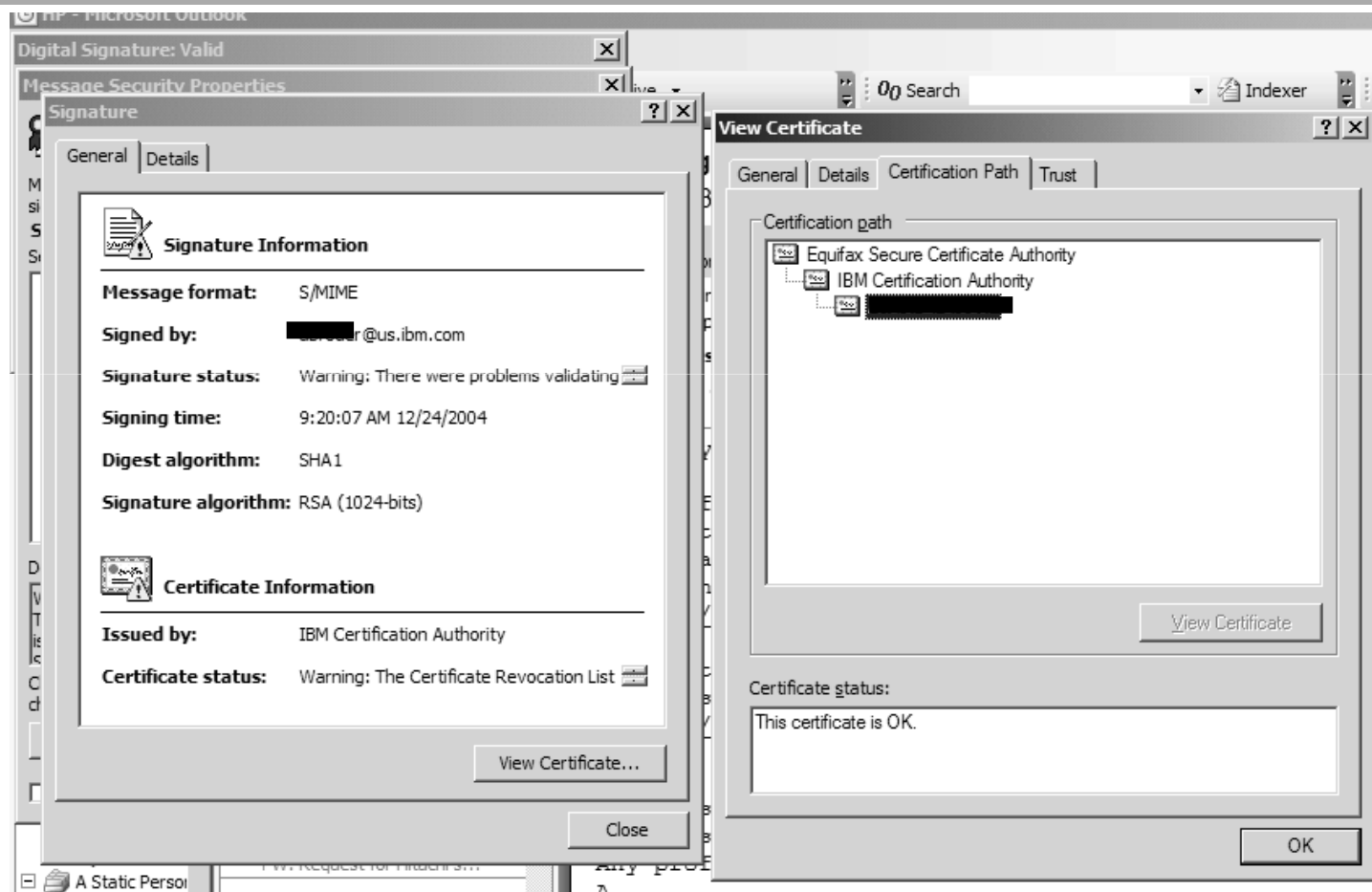
- The goal: build trust on a global level
- Running a CA:
  - If people trust you to vouch for other parties, everyone needs you.
  - A license to print money
  - But,
    - The CA should limit its responsibilities, buy insurance...
    - It should maintain a high level of security
    - Bootstrapping: how would everyone get the CA's public key?

# Public Key Infrastructure (PKI)

- Monopoly: a single CA vouches for all public keys
  - Mostly suitable for enterprises.
- Monopoly + delegated CAs:
  - top level CA can issue *special* certificates for other CAs
  - Certificates of the form
    - [ (Alice,  $PK_A$ ) $_{CA_3}$ , (CA3,  $PK_{CA_3}$ ) $_{CA_1}$ , (CA1,  $PK_{CA_1}$ ) $_{ROOT-CA}$  ]



# Certificate chain



# Revocation

- Revocation is a key component of PKI
  - Each certificate has an expiry date
  - But certificates might get stolen, employees might leave companies, etc.
  - Certificates might therefore need to be revoked before their expiry date
  - New problem: before using a certificate we must verify that it has not been revoked
    - Often the most costly aspect of running a large scale public key infrastructure (PKI)
    - How can this be done efficiently?
    - (we won't discuss this issue this year)



# SSL / TLS

# SSL/TLS

- General structure of secure HTTP connections
  - To connect to a secure web site using SSL or TLS, we send an https:// command
  - The web site sends back a public key<sup>(1)</sup>, and a certificate.
  - Our browser
    - Checks that the certificate belongs to the url we're visiting
    - Checks the expiration date
    - Checks that the certificate is signed by a CA whose public key is known to the browser
    - Checks the signature
    - If everything is fine, it chooses a session key and sends it to the server encrypted with RSA using the server's public key

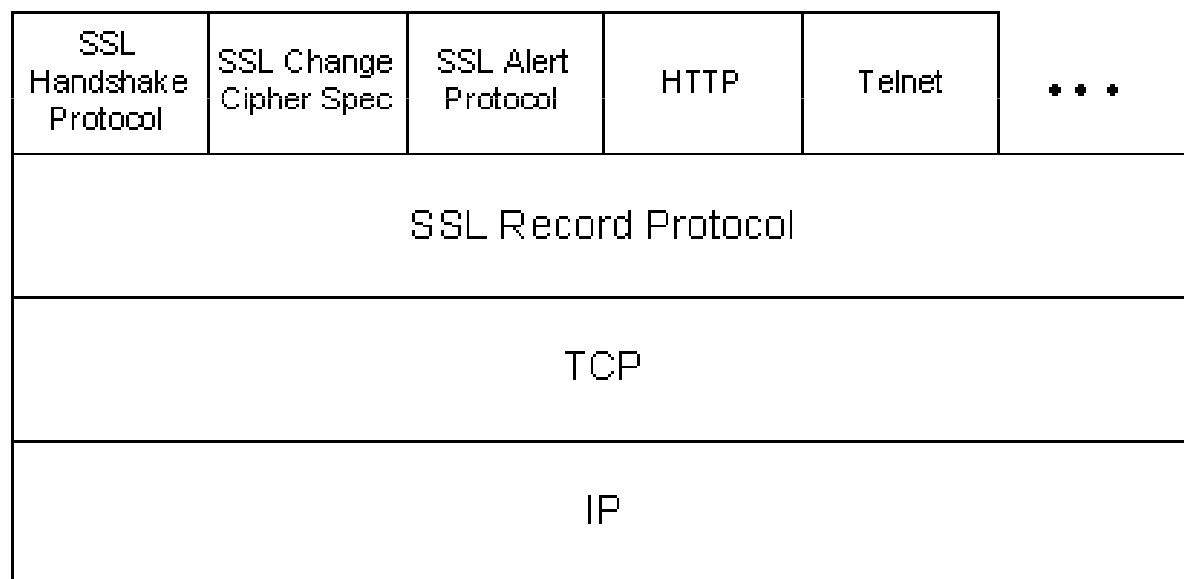
<sup>(1)</sup> This is a very simplified version of the actual protocol.

# SSL/TLS

- SSL (Secure Sockets Layer)
  - SSL v2
    - Released in 1995 with Netscape 1.1
    - A flaw found in the key generation algorithm
  - SSL v3
    - Improved, released in 1996
    - Public design process
- TLS (Transport Layer Security)
  - IETF standard, RFC 2246
- Common browsers support all these protocols

# SSL Protocol Stack

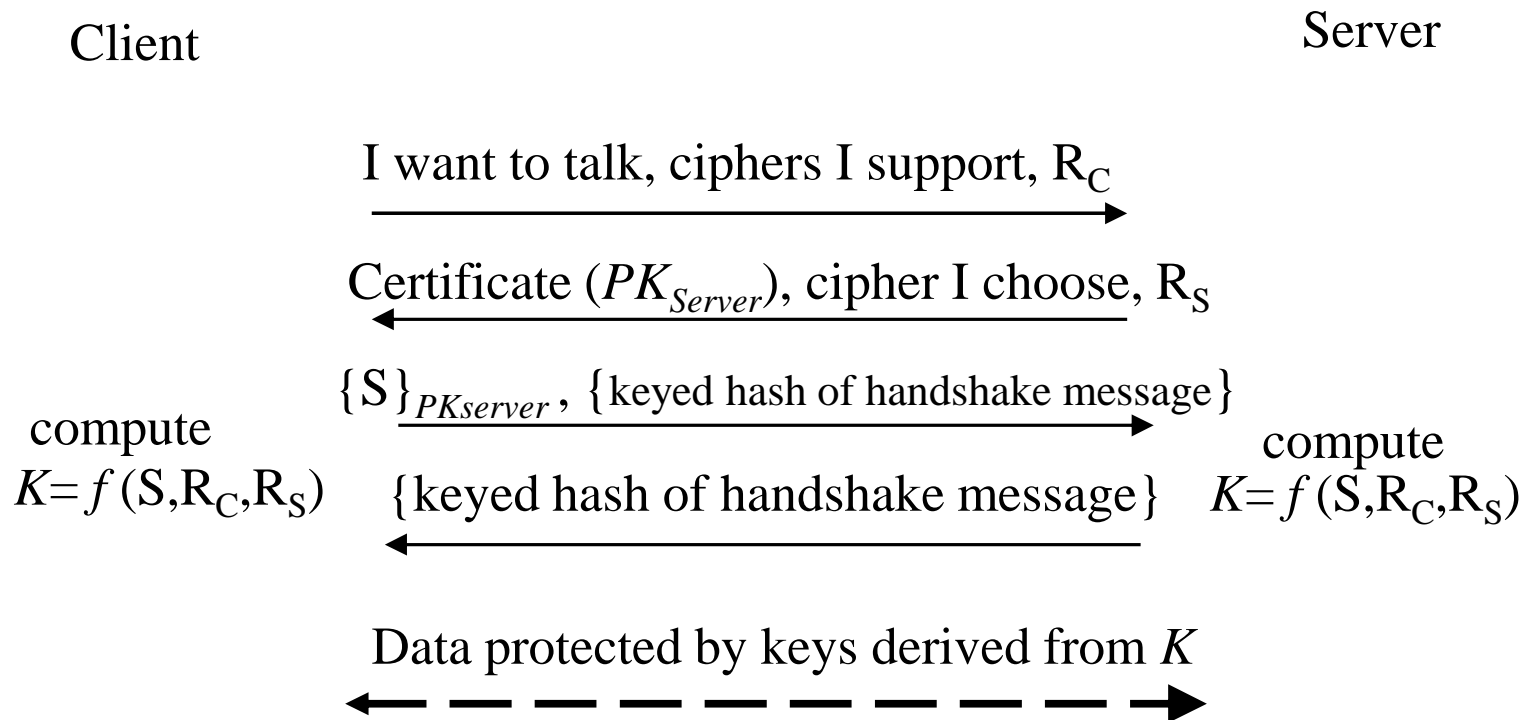
- SSL/TLS operates over TCP, which ensures reliable transport.
- Supports any application protocol (usually used with http).



# SSL/TLS Overview

- Handshake Protocol - establishes a session
  - Agreement on algorithms and security parameters
  - Identity authentication
  - Agreement on a key
  - Report error conditions to each other
- Record Protocol - Secures the transferred data
  - Message encryption and authentication
- Alert Protocol – Error notification (including “fatal” errors).
- Change Cipher Protocol – Activates the pending crypto suite

# Simplified SSL Handshake



## A typical run of a TLS protocol

- $C \Rightarrow S$ 
  - ClientHello.protocol.version = “TLS version 1.0”
  - ClientHello.random =  $T_C, N_C$
  - ClientHello.session\_id = “NULL”
  - ClientHello.crypto\_suite = “RSA: encryption.SHA-1:HMAC”
  - ClientHello.compression\_method = “NULL”
- $S \Rightarrow C$ 
  - ServerHello.protocol.version = “TLS version 1.0”
  - ServerHello.random =  $T_S, N_S$
  - ServerHello.session\_id = “1234”
  - ServerHello.crypto\_suite = “RSA: encryption.SHA-1:HMAC”
  - ServerHello.compression\_method = “NULL”
  - ServerCertificate = pointer to server’s certificate
  - ServerHelloDone

## Some additional issues

- More on  $S \Rightarrow C$ 
  - The ServerHello message can also contain Certificate Request Message
  - I.e., server may request client to send its certificate
  - Two fields: certificate type and acceptable CAs
- Negotiating crypto suites
  - The crypto suite defines the encryption and authentication algorithms and the key lengths to be used.
  - ~30 predefined standard crypto suites
  - Selection (SSL v3): Client proposes a set of suites. Server selects one.



## Key generation

- Key computation:
  - The key is generated in two steps:
  - *pre-master secret*  $S$  is exchanged during handshake
  - *master secret*  $K$  is a 48 byte value calculated using pre-master secret and the random nonces
- Session vs. Connection: a *session* is relatively long lived. Multiple TCP *connections* can be supported under the same SSL/TSL connection.
- For each connection: 6 keys are generated from the master secret  $K$  and from the nonces. (For each direction: encryption key, authentication key, IV.)

# TLS Record Protocol

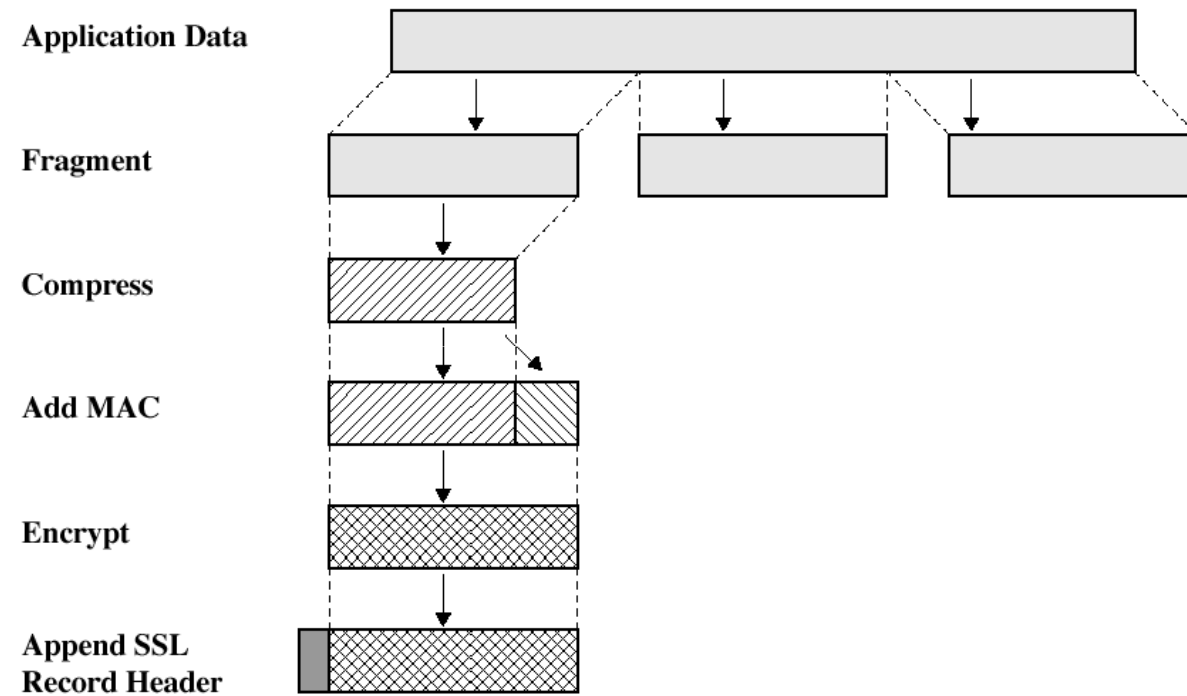


Figure 17.3 SSL Record Protocol Operation

# Secret sharing

# Secret Sharing

- 3-out-of-3 secret sharing:
  - Three parties, A, B and C.
  - Secret  $S$ .
  - No two parties should know *anything* about  $S$ , but all three together should be able to retrieve it.
- In other words
  - $A + B + C \Rightarrow S$
  - But,
    - $A + B \not\Rightarrow S$
    - $A + C \not\Rightarrow S$
    - $B + C \not\Rightarrow S$

# Secret Sharing

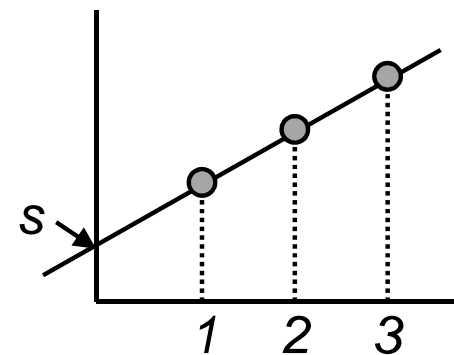
- 3-out-of-3 secret sharing:
- How about the following scheme:
  - Let  $S = s_1 s_2 \dots s_m$  be the bit representation of  $S$ . ( $m$  is a multiple of 3)
  - Party A receives  $s_1, \dots, s_{m/3}$ .
  - Party B receives  $s_{m/3+1}, \dots, s_{2m/3}$ .
  - Party C receives  $s_{2m/3+1}, \dots, s_m$ .
  - All three parties can recover  $S$ .
  - Why doesn't this scheme satisfy the definition of secret sharing?
  - Why does each share need to be as long as the secret?

## Secret Sharing

- Solution:
  - Define *shares* for A,B,C in the following way
  - $(S_A, S_B, S_C)$  is a random triple, subject to the constraint that
    - $S_A \oplus S_B \oplus S_C = S$
    - or,  $S_A$  and  $S_B$  are random, and  $S_C = S_A \oplus S_B \oplus S$ .
- What if it is required that any one of the parties should be able to compute  $S$ ?
  - Set  $S_A = S_B = S_C = S$
- What if each pair of the three parties should be able to compute  $S$ ?

## $t$ -out-of- $n$ secret sharing

- Provide shares to  $n$  parties, satisfying
  - Recoverability: any  $t$  shares enable the reconstruction of the secret.
  - Secrecy: any  $t-1$  shares reveal nothing about the secret.
- We saw 1-out-of- $n$  and  $n$ -out-of- $n$  secret sharing.
- Consider 2-out-of- $n$  secret sharing.
  - Define a line which intersects the Y axis at  $S$
  - The shares are points on the line
  - Any two shares define  $S$
  - A single share reveals nothing



## $t$ -out-of- $n$ secret sharing

- Fact: Let  $F$  be a field. Any  $d+1$  pairs  $(a_i, b_i)$  define a unique polynomial  $P$  of degree  $\leq d$ , s.t.  $P(a_i)=b_i$ . (assuming  $d < |F|$ ).
- Shamir's secret sharing scheme:
  - Choose a large prime and work in the field  $\mathbb{Z}_p$ .
  - The secret  $S$  is an element in the field.
  - Define a polynomial  $P$  of degree  $t-1$  by choosing random coefficients  $a_1, \dots, a_{t-1}$  and defining
$$P(x) = a_{t-1}x^{t-1} + \dots + a_1x + \underline{S}.$$
  - The share of party  $j$  is  $(j, P(j))$ .



## $t$ -out-of- $n$ secret sharing

- Reconstruction of the secret:
  - Assume we have  $P(x_1), \dots, P(x_t)$ .
  - Use Lagrange interpolation to compute the unique polynomial of degree  $\leq t-1$  which agrees with these points.
  - Output the free coefficient of this polynomial.
- Lagrange interpolation
  - $P(x) = \sum_{i=1..t} P(x_i) \cdot L_i(x)$
  - where  $L_i(x) = \prod_{j \neq i} (x - x_j) / \prod_{j \neq i} (x_i - x_j)$
  - (Note that  $L_i(x_i) = 1$ ,  $L_i(x_j) = 0$  for  $j \neq i$ .)
  - I.e.,  $S = \sum_{i=1..t} P(x_i) \cdot \prod_{j \neq i} x_j / \prod_{j \neq i} (x_i - x_j)$

## Properties of Shamir's secret sharing

- Perfect secrecy: Any  $t-1$  shares give no information about the secret:  $\Pr(\text{secret}=s \mid P(1), \dots, P(t-1)) = \Pr(\text{secret}=s)$ . (Security is not based on any assumptions.)
- Proof:
  - Let's get intuition from 2-out-of-n secret sharing
  - The polynomial is generated by choosing a random coefficient  $a$  and defining  $P(x) = a \cdot x + s$ .
  - Suppose that the adversary knows  $P(x_1) = a \cdot x_1 + s$ .
  - For any value of  $s$ , the value of  $a$  is uniquely defined by  $P(x_1)$  and  $s$ .
  - Namely, there is a one-to-one correspondence between  $s$  and  $a$ .
  - Since  $a$  is uniformly distributed, so is the value of  $P(x_1)$  (any assignment to  $a$  results in exactly one value of  $P(x_1)$ ).
    - Therefore  $P(x_1)$  does not reveal any information about  $s$ .

## Properties of Shamir's secret sharing

- Perfect secrecy: Any  $t-1$  shares give no information about the secret:  $\Pr(\text{secret}=s \mid P(1), \dots, P(t-1)) = \Pr(\text{secret}=s)$ . (Security is not based on any assumptions.)
- Proof:
  - The polynomial is generated by choosing a random polynomial of degree  $t-1$ , subject to  $P(0)=\text{secret}$ .
  - Suppose that the adversary knows the shares  $P(x_1), \dots, P(x_{t-1})$ .
  - The values of  $P(x_1), \dots, P(x_{t-1})$  are defined by  $t-1$  linear equations of  $a_1, \dots, a_{t-1}, s$ .
    - $P(x_i) = \sum_{j=1, \dots, t-1} (x_i)^j a_j + s$ .

## Properties of Shamir's secret sharing

- Proof (cont.):
  - The values of  $P(x_1), \dots, P(x_{t-1})$  are defined by  $t-1$  linear equations of  $a_1, \dots, a_{t-1}, s$ .
    - $P(x_i) = \sum_{j=1, \dots, t-1} (x_i)^j a_j + s$ .
  - For any possible value of  $s$ , there is a exactly one set of values of  $a_1, \dots, a_{t-1}$  which gives the values  $P(x_1), \dots, P(x_{t-1})$ .
    - This set of  $a_1, \dots, a_{t-1}$  can be found by solving a linear system of equations.
  - Since  $a_1, \dots, a_{t-1}$  are uniformly distributed, so are the values of  $P(x_1), \dots, P(x_{t-1})$ .
    - Therefore  $P(x_1), \dots, P(x_{t-1})$  reveal nothing about  $s$ .

## Additional properties of Shamir's secret sharing

- Ideal size: Each share is the same size as the secret.
- Extendable: Additional shares can be easily added.
- Flexible: different weights can be given to different parties by giving them more shares.
- Homomorphic property: Suppose  $P(1), \dots, P(n)$  are shares of  $S$ , and  $P'(1), \dots, P'(n)$  are shares of  $S'$ , then  $P(1)+P'(1), \dots, P(n)+P'(n)$  are shares for  $S+S'$ .

## General secret sharing

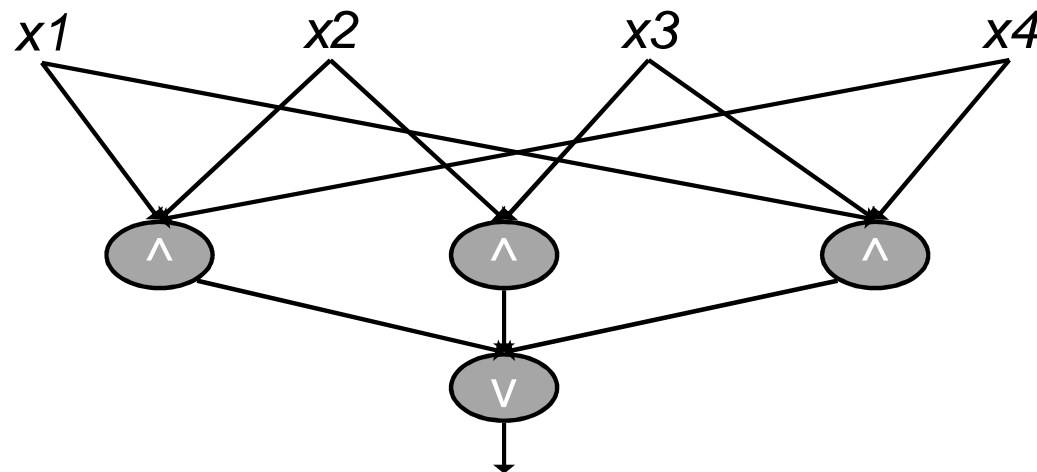
- $P$  is the set of users (say,  $n$  users).
- $A \in \{1, 2, \dots, n\}$  is an authorized subset if it is authorized to access the secret.
- $\Gamma$  is the set of authorized subsets.
- For example,
  - $P = \{1, 2, 3, 4\}$
  - $\Gamma = \text{Any set containing one of } \{ \{1, 2, 4\}, \{1, 3, 4\}, \{2, 3\} \}$
  - Not supported by threshold secret sharing
- If  $A \in \Gamma$  and  $A \subseteq B$ , then  $B \in \Gamma$ .
- $A \in \Gamma$  is a minimal authorized set if there is no  $C \subseteq A$  such that  $C \in \Gamma$ .
- The set of minimal subsets  $\Gamma_0$  is called the basis of  $\Gamma$ .

## Why should we examine general access structures?

- Some access structures can be implemented using threshold access structures.
- But not all access structures can be represented by threshold access structures
- For example, consider the access structure  $\Gamma = \{\{1,2\}, \{3,4\}\}$ 
  - Any threshold based secret sharing scheme with threshold  $t$  gives weights to parties, such that  $w_1 + w_2 \geq t$ , and  $w_3 + w_4 \geq t$ .
  - Therefore either  $w_1 \geq t/2$ , or  $w_2 \geq t/2$ . Suppose that this is  $w_1$ .
  - Similarly either  $w_3 \geq t/2$ , or  $w_4 \geq t/2$ . Suppose that this is  $w_3$ .
  - In this case parties 1 and 3 can reveal the secret, since  $w_1 + w_3 \geq t$ .
  - Therefore, this access structure cannot be realized by a threshold scheme.

## The monotone circuit construction (Benaloh-Leichter)

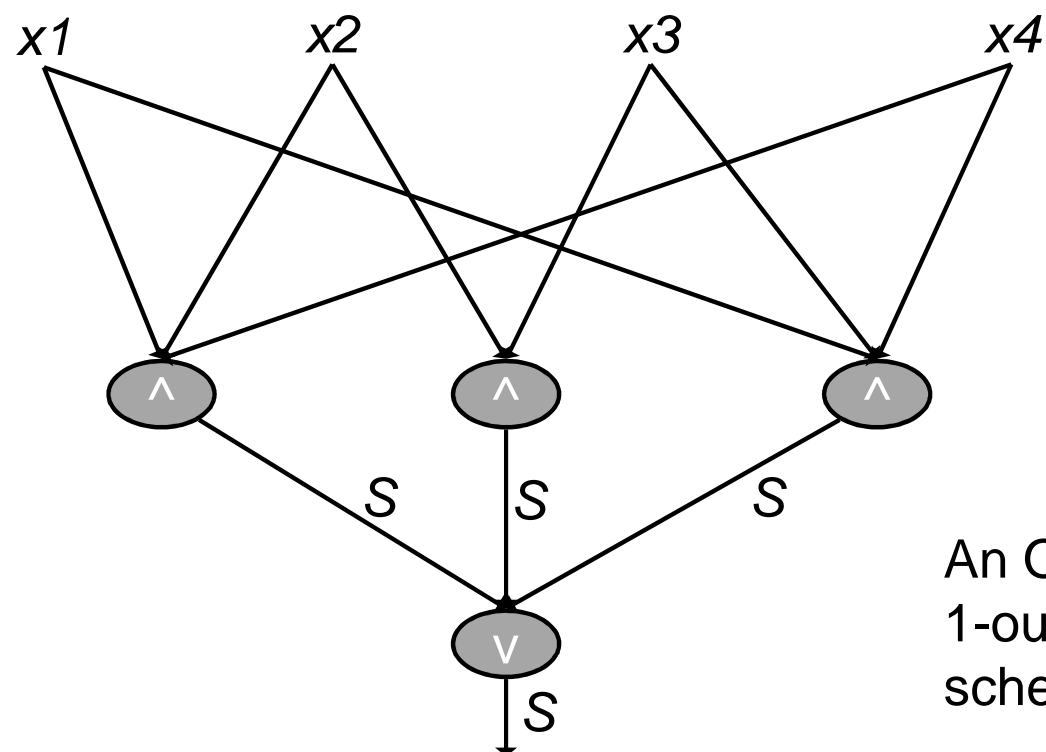
- Given  $\Gamma$  construct a circuit  $C$  s.t.  $C(A)=1$  iff  $A \in \Gamma$ .
  - $\Gamma_0 = \{ \{1,2,4\}, \{1,3,4\}, \{2,3\} \}$
- This Boolean circuit can be constructed from OR and AND gates, and is *monotone*. Namely, if  $C(x)=1$ , then changing bits of  $x$  from 0 to 1 doesn't change the result to 0.





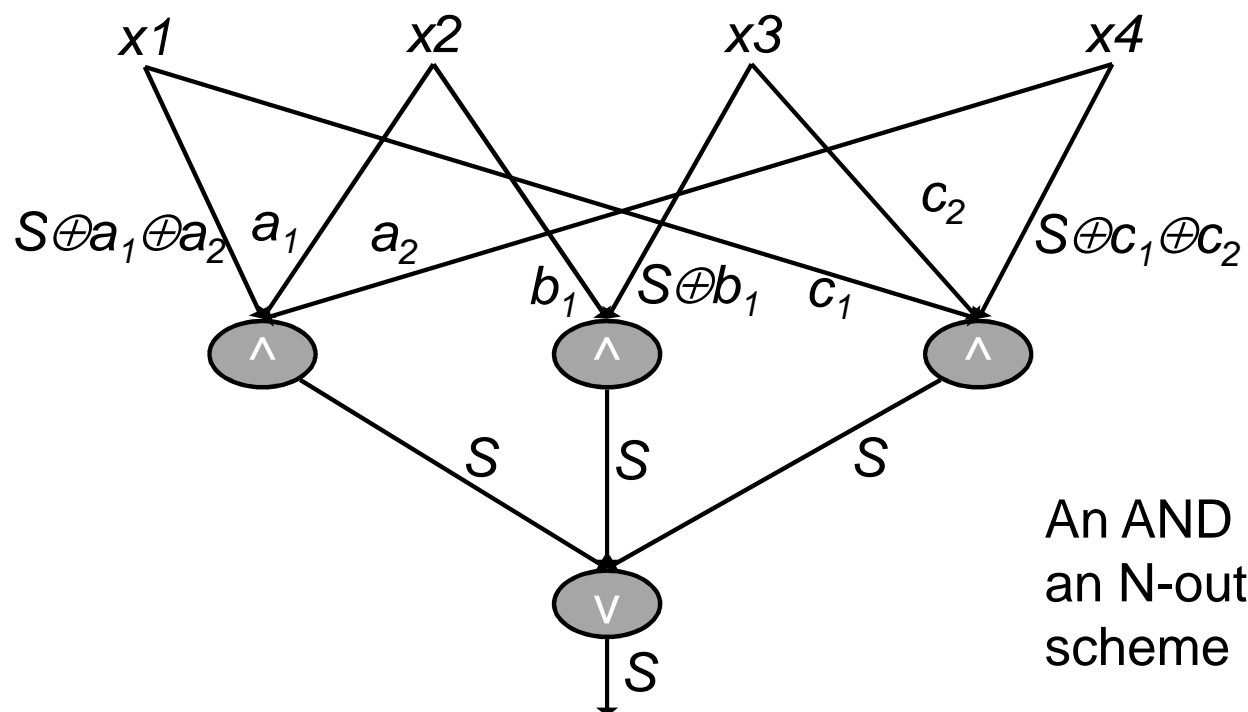
## Handling OR gates

Starting from the output gate and going backwards



An OR gate is a  
1-out-of-N  
scheme

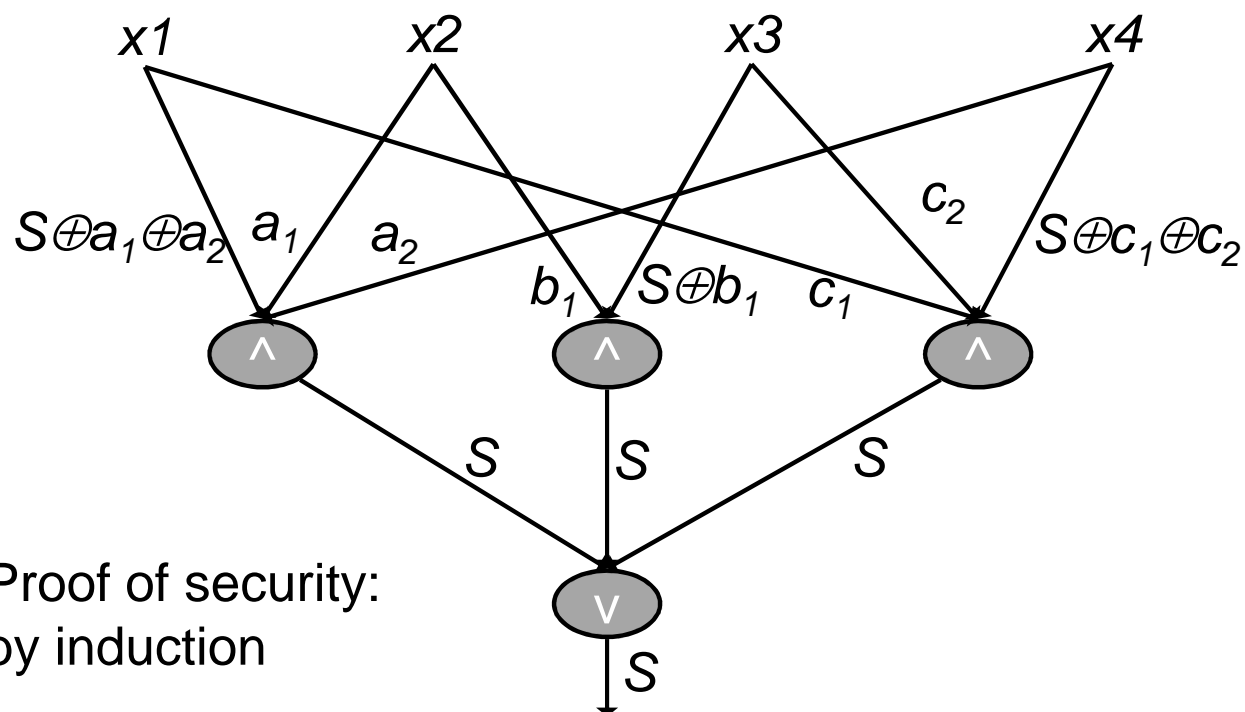
## Handling AND gates



An AND gate is an N-out-of-N scheme

## Handling AND gates

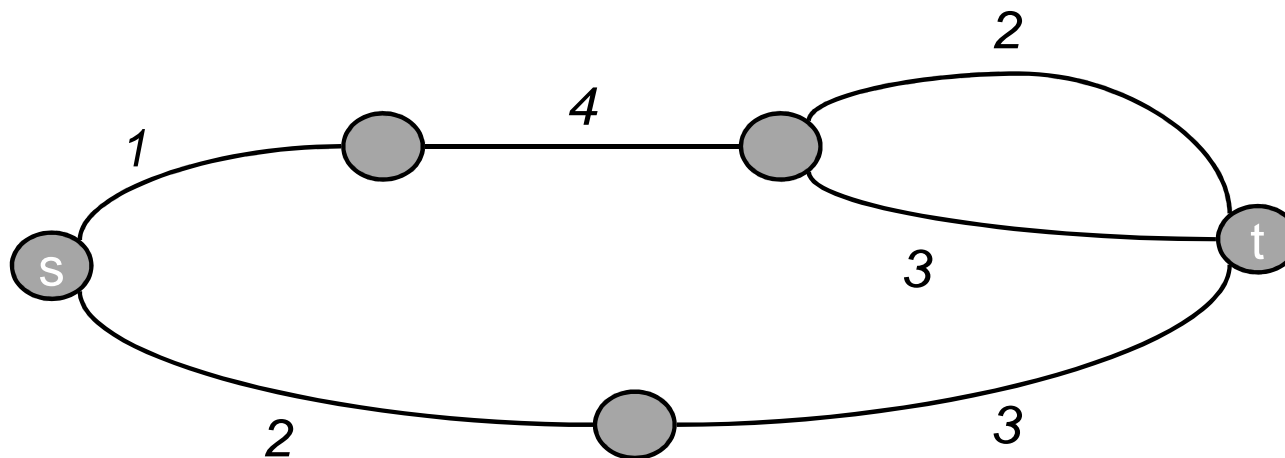
Final step: each user gets the keys of the wires going out from its variable



Proof of security:  
by induction

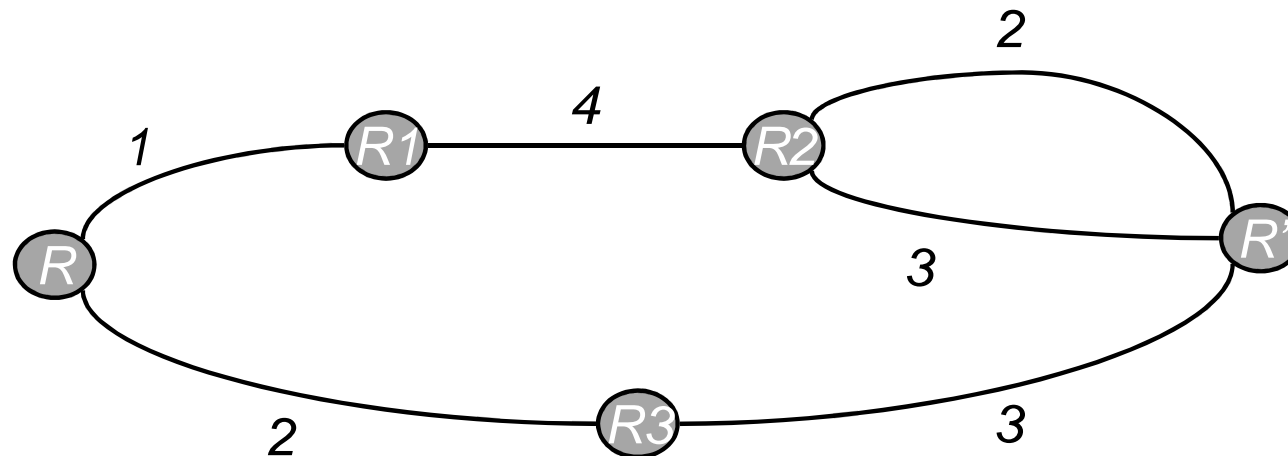
## A graph based construction

- Represent the access structure by an undirected graph.
- An authorized set corresponds to a path from  $s$  to  $t$  in an undirected graph.
- $\Gamma_0 = \{ \{1,2,4\}, \{1,3,4\}, \{2,3\} \}$

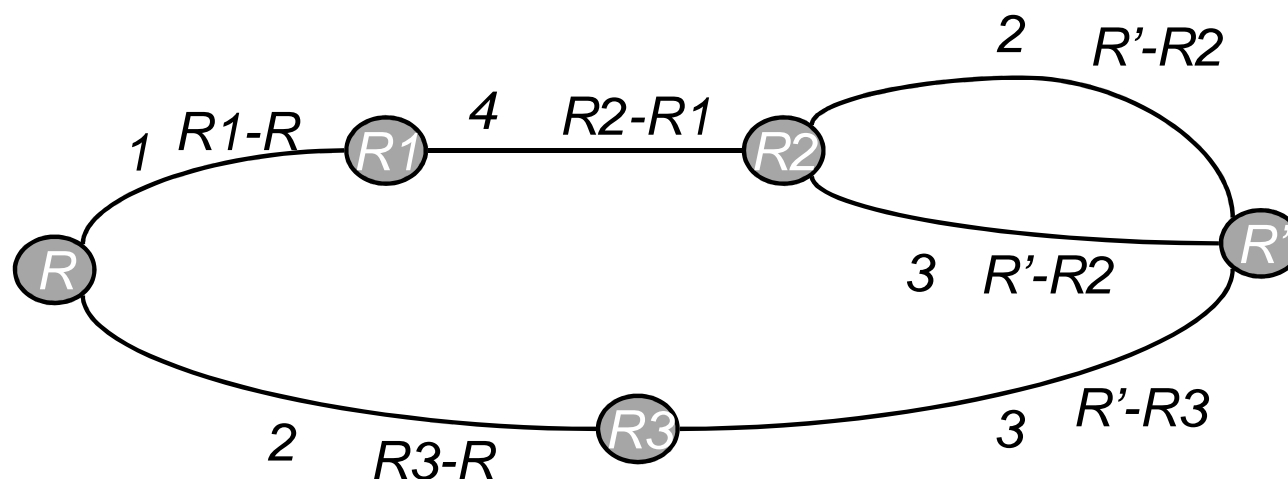


## A graph based construction

Assign random values to nodes, s.t.  $R' - R = \text{shared secret}$   
( $R' = R + \text{shared secret}$ )



## A graph based construction



- Assign to edge  $R1 \rightarrow R2$  the value  $R2-R1$
- Give to each user the values associated with its edges

## A graph based construction

- Consider the set  $\{1,2,4\}$
- why can an authorized set reconstruct the secret? Why can't an unauthorized set do that?

