

Identification, Signature & Signcryption Using High Order Residues Modulo an RSA Composite

Yuliang Zheng

LINKS – Laboratory for Information and Network Security

Monash University

Email: yuliang.zheng@infotech.monash.edu.au

URL: <http://www.netcomp.monash.edu.au/links/>



Two important security requirements

- **Authenticity**
 - ❖ Non-repudiation, and
 - ❖ Unforgeability
- **Confidentiality**



The Signcryption approach

- Achieves the functions of
 - ❖ digital signature
 - unforgeability & non-repudiation
 - ❖ encryption
 - confidentiality
- has a **significantly smaller** comp. & comm. cost

$$\text{Cost (signcryption)} \ll \text{Cost (signature)} + \text{Cost (encryption)}$$



Applications of Signcryption

- Enabler
 - ❖ Secure mobile computing & commerce using small devices (PDAs, phones, smart cards)
- Cost saver (both time & bandwidth)
 - ❖ “drop-in” replacement of traditional “signature followed by encryption”
 - ❖ Secure high speed ATM networks
- Firewall authentication, ...



Known variants of signcryption

- based on DL on **finite field**
 - ❖ Zheng, CRYPTO'97
- based on DL on an **Elliptic Curve**
 - ❖ Zheng, CRYPTO'97
 - ❖ Zheng & Imai IPL 1998
- based on other **sub-groups** (e.g. **XTR**)
 - ❖ Lenstra & Verheul, CRYPTO2000
 - ❖ Gong & Harn, IEEE-IT 2000
 - ❖ Zheng, CRYPTO'97
- based on factoring ?????
 - ❖ this paper (PKC2001)



Outline

- High order (power) residuosity problem modulo an RSA integer
- Identification using high order residues
- Signature using high order residues
- Signcryption using high order residues
 - ❖ **HORSE** – High Order Residue based Signcryption Engine
- Performance analysis
- Conclusion



Math notations

- $Z_n = \{0, 1, 2, \dots, n-1\}$
- $Z_n^* = \{i \mid i \in Z_n, \text{ and } \gcd(i, n) = 1\}$



Power residues

- Given 3 integers (r, n, z)
 - ❖ z is relatively prime to n , i.e., $\gcd(z, n) = 1$
- z is called an
 - ❖ r^{th} (power) **residue** mod n if there exists an integer x s.t.
 $z = x^r \pmod{n}$
 - ❖ r^{th} **nonresidue** mod n otherwise.



A good triplet (r, n, h)

- r --- a prime of ≈ 120 bits in binary representation
- n --- $n = p q$ (an RSA modulus)
 - ❖ $p = 2 r p' + 1$, $\gcd(r, p') = 1$
 - ❖ $q = 2 q' + 1$, $\gcd(r, q') = 1$
- h --- an r^{th} nonresidue mod n . I.e.,

$$h^{(p-1)/r} \not\equiv 1 \pmod{p}$$



A useful fact

- Given a good triplet (r, n, h) , every $x \in \hat{\mathbb{Z}}_n^*$ can be written as

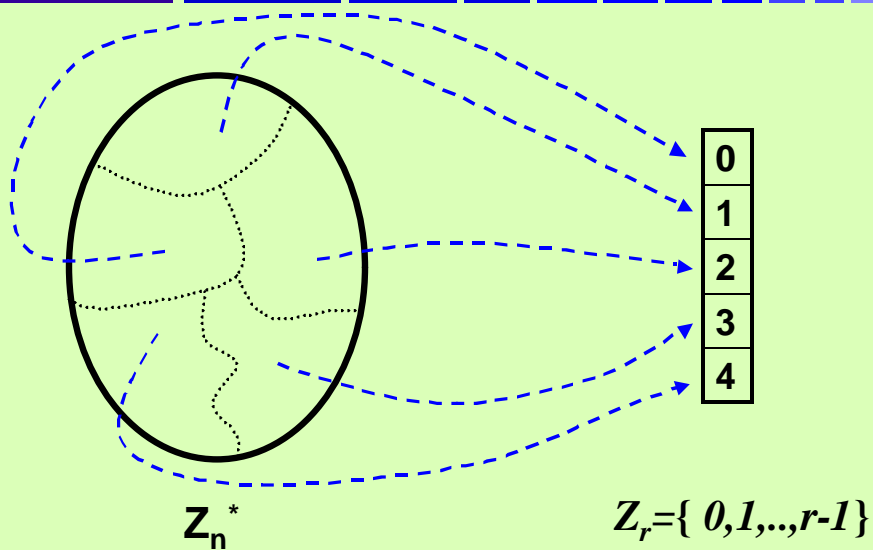
$$x = h^i w^r \pmod{n}$$

for a unique $i = 0, 1, \dots, r-1$, and a NOT necessarily unique $w \in \hat{\mathbb{Z}}_n^*$.

- the number i is called the **call-index** of x .



A nice many-to-one mapping



(C) 2001 by Yuliang Zheng

11



Computational infeasibility of finding the class-index

- Given a good triplet (r, n, h) , and $x \in Z_n^*$, finding out the class-index i of x is believed to be hard:

$$(r, n, h) \text{ and } x \in Z_n^*$$



Infeasible in practice !

the number i

$$\text{s.t. } x = h^i w^r \pmod n$$

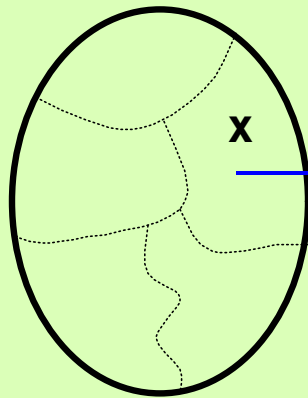
(C) 2001 by Yuliang Zheng

12



Infeasible in practice

$$x = h^{?} ?^r \text{ mod } n$$



which box ?

0
1
2
3
4

Z_n^*

$Z_r = \{ 0, 1, \dots, r-1 \}$

(C) 2001 by Yuliang Zheng

13



Identification using high order residues

- **Setting up by Alice**
 - ❖ choose a good triplet (r, n, h)
 - ❖ choose $x_a \in \hat{I}_R Z_r$ and $w_a \in \hat{I}_R Z_n^*$
 - ❖ let $y_a = 1/(h^{x_a} w_a^r) \text{ mod } n$
- **Alice's public-private key pair**
 - ❖ public key: r, n, h, y_a
 - ❖ private key: x_a, w_a

(C) 2001 by Yuliang Zheng

14



Alice identifies herself to Bob

Alice

Bob

$$x \in_R Z_r, \quad w \in_R Z_n^*$$
$$y = h^x w^r \bmod n$$

y



$$b \in_R Z_r$$

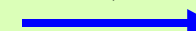
(b acts as a challenge.)

b



$$s = x + b x_a$$
$$v = u w_a^b \bmod n$$

s, v



Accepts Alice only if

$$h^s v^r y_a^b = y \bmod n$$

(C) 2001 by Yuliang Zheng

15



Techniques for improving efficiency

- choose a small nonresidue h
- use shorter y and b
 - ❖ $y = H(h^x u^r) \bmod n$
 - ❖ choose a 60-bit random string as b
- choose w_a and u from a smaller range
- generating w_a and u from Hash
 - ❖ $w_a = H(x_a, r, n, h)$
 - ❖ $u = H(x, r, n, h)$
- Removing w_a and u , but
 - ❖ choose x_a from a larger range
 - ❖ choose x from a LARGER range

(C) 2001 by Yuliang Zheng

16



A more efficient way for identification --- setting up

- **Setting up by Alice**
 - ❖ choose a good triplet (r, n, h)
and $\ell \geq |r| + 40$
 - ❖ choose $x_a \in_R Z_{2^\ell}$
 - ❖ let $y_a = 1/h^{x_a} \bmod n$
- **Alice's public-private key pair**
 - ❖ public key: n, h, y_a
 - ❖ private key: x_a

(C) 2001 by Yuliang Zheng

17



A more efficient way for identification --- the protocol

Alice

Bob

$$x \in_R Z_{2^{1.75\ell}}$$
$$y = H(h^x \bmod n)$$

y

$$b \in_R Z_{2^{\ell/2}}$$

(b acts as a challenge.)

b

$$s = x + b x_a$$

s, v

Accepts Alice only if
 $H(h^s y_a^b \bmod n) = y$

(C) 2001 by Yuliang Zheng

18



Communication & computation costs of fast identification

- **Communication cost --- small !**
 - ❖ Alice to Bob: $|H(\bullet)| + 2\ell$ bits
 - e.g. $80 + 2 \times 160 = 400$ bits
 - ❖ Bob to Alice: ℓ bits
- **Computational cost --- small !**
 - ❖ Alice: 1 exponentiation
 $1.5 \times 1.75^\ell = 2.625^\ell$ multiplications
 - ❖ Bob: 1.17 exponentiations
 $(1 + 3/4)^{|s|} = 1.75^{2\ell} \approx 3^\ell$ multiplications

(C) 2001 by Yuliang Zheng

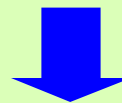
19



Identification → Signature

- The basic idea is to let a one-way hash function play the role of Bob, in choosing a random challenge b

$b \in_R Z_r$
(b acts as a challenge.)



$b = H(y, m)$
(b acts as a challenge.)

(C) 2001 by Yuliang Zheng

20



Signature --- a general scheme

<p>Alice's public key: r, n, h, y_a</p> <p>Alice's private key: x_a, w_a</p> <p>where $x_a \in_R Z_r, w_a \in Z_n^*$ $y_a = h^{x_a} \bmod n$</p>	<p>Alice's signature on m: $x \in_R Z_r, w \in Z_n^*$</p> <p>$b = H(h^x u^r \bmod n, m)$</p> <p>$s = x + b x_a$</p> <p>$v = u w_a^b \bmod n$</p> <p>$Sig_a(m) = (b, s, v)$</p>	<p>Signature verification: $y = h^s v^r y_a^b \bmod n$</p> <p>accept only if $H(y, m) = b$</p>
--	--	--

Length of signature: $2|H(\bullet)| + |r| + |n|$

(C) 2001 by Yuliang Zheng

21



Signature --- an efficient scheme

<p>Alice's public key: n, h, y_a</p> <p>Alice's private key: x_a</p> <p>where $x_a \in_R Z_{2^\ell}$, $\ell \geq r + 40$ $y_a = h^{x_a} \bmod n$</p>	<p>Alice's signature on m: $x \in_R Z_{2^{1.75\ell}}$</p> <p>$b = H(h^x \bmod n, m)$</p> <p>$s = x + b x_a$</p> <p>$Sig_a(m) = (b, s)$</p>	<p>Signature verification: $y = h^s y_a^b \bmod n$</p> <p>accept only if $H(y, m) = b$</p>
---	---	--

Length of signature: $|H(\bullet)| + 1.75\ell$

(C) 2001 by Yuliang Zheng

22



Communication & computation costs of fast signature

- **Length of signature --- short !**
 - $|H(\bullet)| + 1.75\ell$ bits
 - ❖ e.g. $80 + 1.75 \times 160 = 360$ bits
- **Computational cost --- small !**
 - ❖ signing: 1 exponentiation
 $1.5 \times 1.75\ell = 2.625\ell$ multiplications
 - ❖ verifying: 1.17 exponentiations
 $(1 + 3/4)|s| = 1.75^2\ell \approx 3\ell$ multiplications

(C) 2001 by Yuliang Zheng

23



HORSE (High Order Residue based Signcryption Engine) --- setting up

- **Parameters public to all (generated by TTP)**
 - ❖ n, h --- part of a good triplet (r, n, h)
 - ❖ ℓ --- security parameter with $\ell \geq |r| + 40$
 - ❖ H --- a 1-way hash
 - ❖ KH --- a keyed hash
 - ❖ (E, D) --- a secret key cipher
- **Users' keys**

Alice's public key: y_a	Bob's public key: y_b
Alice's private key: x_a	Bob's private key: x_b
where $x_a \in_R Z_{2^\ell}$,	where $x_b \in_R Z_{2^\ell}$,
$y_a = h^{x_a} \bmod n$	$y_b = h^{x_b} \bmod n$

(C) 2001 by Yuliang Zheng

24



HORSE (High Order Residue based Signcryption Engine) --- how it works

- | | |
|---|---|
| <ul style="list-style-type: none"> • Alice: $m \longrightarrow (c,r,s)$ 1. pick $x \in_R Z_{2^{1.75\ell}}$, and
 let $k = H(y_b^x \bmod n)$ 2. $k_1 = \text{left-half}(k)$
 $k_2 = \text{right-half}(k)$ 3. $c = E_{k_1}(m)$ 4. $d = KH_{k_2}(m, y_b)$ 5. $e = x + d x_a$ 6. send to Bob (c, d, e) | <ul style="list-style-type: none"> • Bob: $(c,d,e) \longrightarrow m$ 1. Recover k :
 $k = H(h^{e x_b} (\frac{1}{y_a})^{d x_b} \bmod n)$ 2. $k_1 = \text{left-half}(k)$
 $k_2 = \text{right-half}(k)$ 3. $m = D_{k_1}(c)$ 4. accept m as being valid
 only if
 $KH_{k_2}(m, y_b) = d$ |
|---|---|



Communication & computation costs of HORSE

- **Length of signature --- short !**
 - $|KH(\bullet)| + 1.75\ell$ bits
 - ❖ e.g. $80 + 1.75 \times 160 = 360$ bits
- **Computational cost --- small !**
 - ❖ **signcryption: 1 exponentiation**
 $1.5 \times 1.75\ell = 2.625 \ell$ multiplications
 - ❖ **unsigncryption: 1.17 exponentiations**
 $(1 + 3/4)2.75\ell \approx 4.8 \ell$ multiplications
 - ❖ **together:**
 7.4ℓ multiplications



Advantages of HORSE over RSA sign-then-encrypt (small public exponent)

$ n $	ℓ	$ KH $	saving in comp cost	saving in comm overhead
1024	160	80	-54.1 %	82.4 %
1536	176	88	-35.6 %	84.5 %
2048	192	96	-5.7 %	88.0 %
3072	224	112	28.1 %	89.5 %
4096	256	128	38.3 %	93.0 %
5120	288	144	44.5 %	93.7 %
8192	320	160	61.5 %	95.6 %
10240	320	160	69.2 %	96.5 %

(C) 2001 by Yuliang Zheng

27



Advantages of HORSE over RSA sign-then-encrypt ($\ell/2$ bit public exponent)

$ n $	ℓ	$ KH $	saving in comp cost	saving in comm overhead
1024	160	80	-17.5 %	82.4 %
1536	176	88	8.0 %	84.5 %
2048	192	96	22.1 %	88.0 %
3072	224	112	37.2 %	89.5 %
4096	256	128	45.2 %	93.0 %
5120	288	144	50.1 %	93.7 %
8192	320	160	64.3 %	95.6 %
10240	320	160	71.0 %	96.5 %

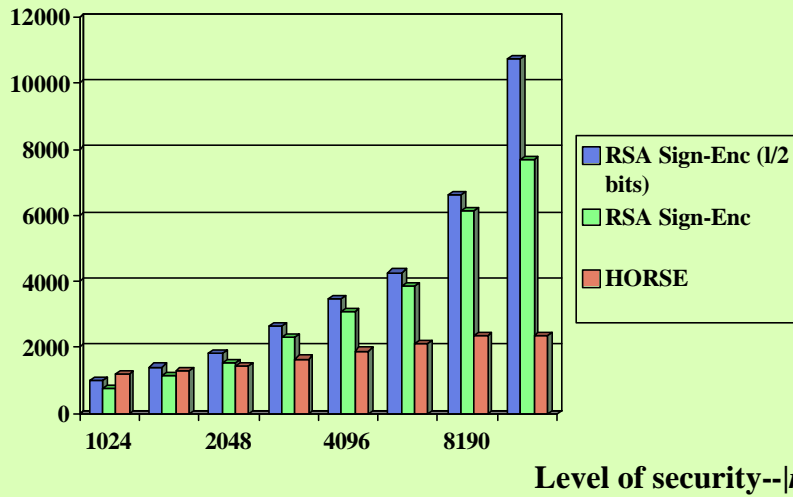
(C) 2001 by Yuliang Zheng

28



Advantages of HORSE over RSA sign-then-encrypt --- Comp. time ---

Time -- # of multiplications



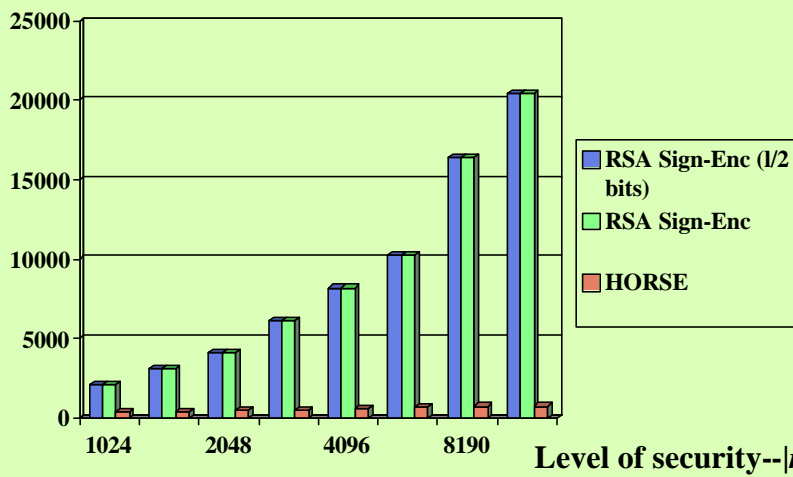
(C) 2001 by Yuliang Zheng

29



Advantages of HORSE over RSA sign-then-encrypt --- Comm. overhead ---

Comm. overhead -- # of bits



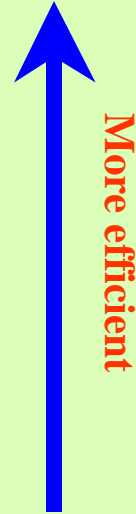
(C) 2001 by Yuliang Zheng

30



Major variants of signcryption

- based on DL on an **Elliptic Curve**
 - ❖ Zheng, CRYPTO'97
 - ❖ Zheng & Imai IPL 1998
- based on other **sub-groups** (e.g. **XTR**)
 - ❖ Lenstra & Verheul, CRYPTO2000
 - ❖ Gong & Harn, IEEE-IT 2000
 - ❖ Zheng, CRYPTO'97
- based on DL on **finite field**
 - ❖ Zheng, CRYPTO'97
- based on **factoring** / residuosity
 - ❖ Steinfeld & Zheng, ISW2000
 - ❖ Zheng, PKC2001



Finally



Q & A