Applied Cryptography

Lecture 1

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Our first encounter with secrecy: Secret-Sharing



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Access to learning and/or influencing information



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One of the aspects of access control is secrecy



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- Other ideas?

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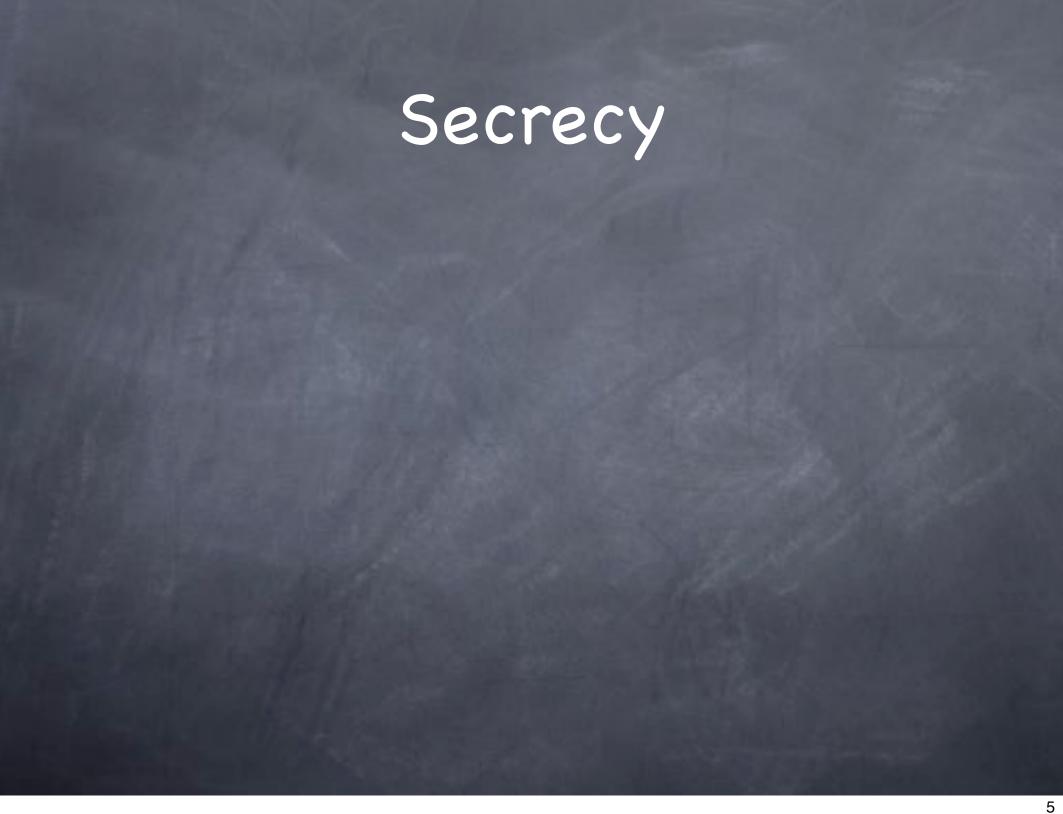
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- Note: one share can be chosen before knowing the message [why?]



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 - our previous example: (2,2) secret-sharing

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Additive Secret Sharing

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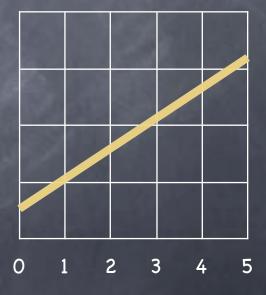
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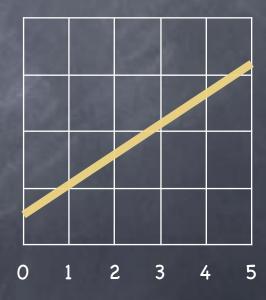
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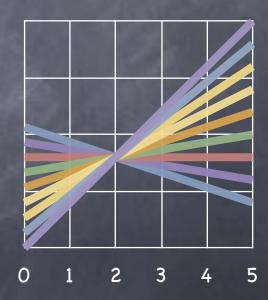
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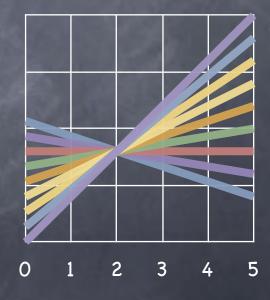
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 - But can reconstruct the line from two points!



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 - Reconstruct(s₁,...,s_t): Lagrange interpolation to find M=c₀
 - Need t points to reconstruct the polynomial. Given t-1 points, there is exactly one polynomial passing through (0,M') for each M'

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- Shamir's secret-sharing solves threshold secret-sharing. How about the others?

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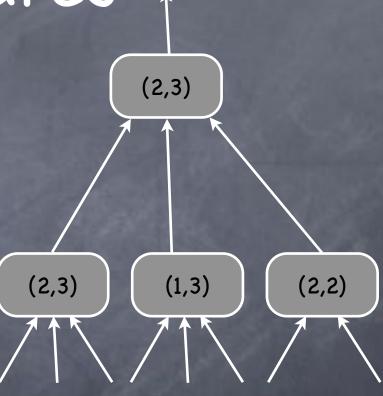
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 - More efficient schemes known for large classes of access structures

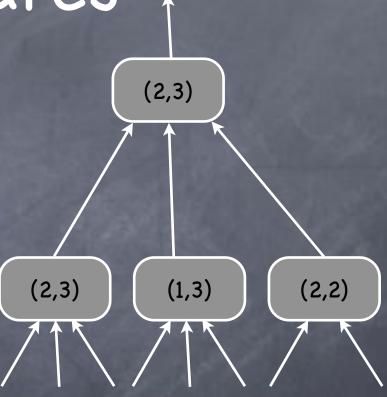
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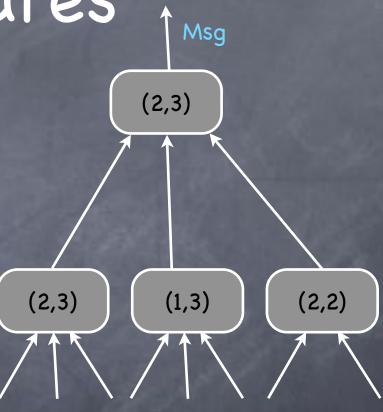
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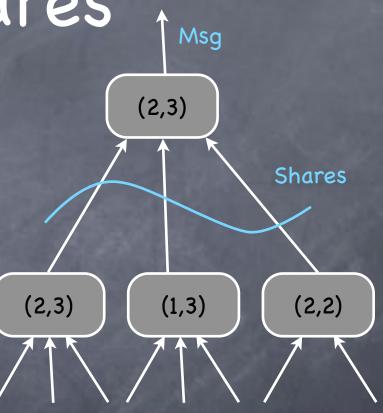
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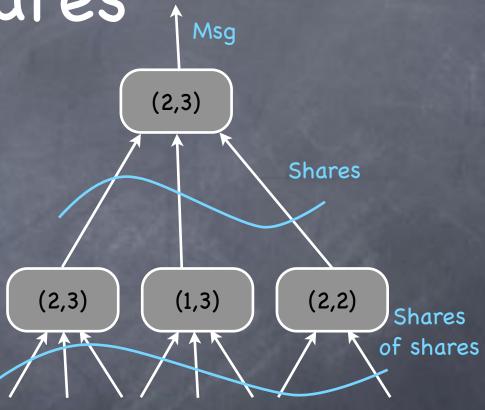
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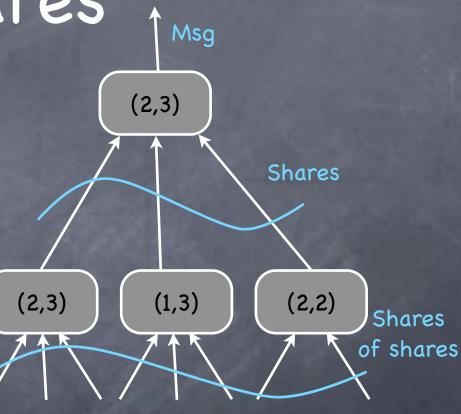
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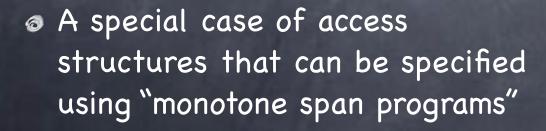
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- A special case of access structures that can be specified using "monotone span programs"



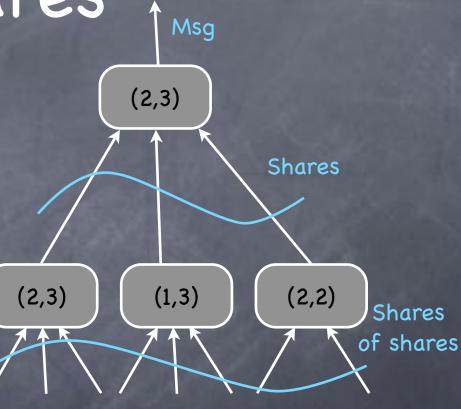
A simple generalization of threshold access structures

A threshold tree to specify the access structure

Can realize by recursively threshold secret-sharing the shares



Admits <u>linear</u> secret-sharing



Linear Secret-Sharing

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- Reconstruction too is a linear combination of available shares (coefficients depending on which subset of shares available)

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Servers

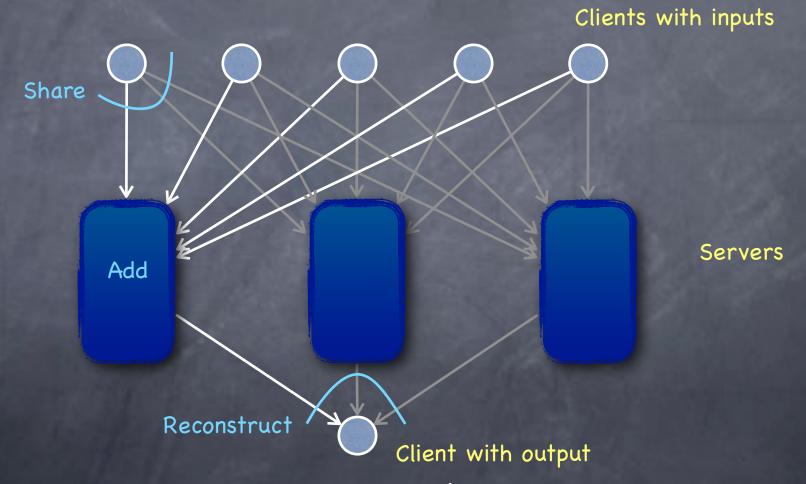


Client with output

Gives a "private summation" protocol

Clients with inputs Share Servers Add Reconstruct Client with output

Gives a "private summation" protocol



Secure against <u>passive</u> corruption (no set of parties learn more than what they must) if at least one server is uncorrupted



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 - Non-linear schemes can be more efficient than linear schemes

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- Correctness: if dealer honest, reconstruction correct; even if dealer corrupt, a fixed consistent secret at the end of sharing

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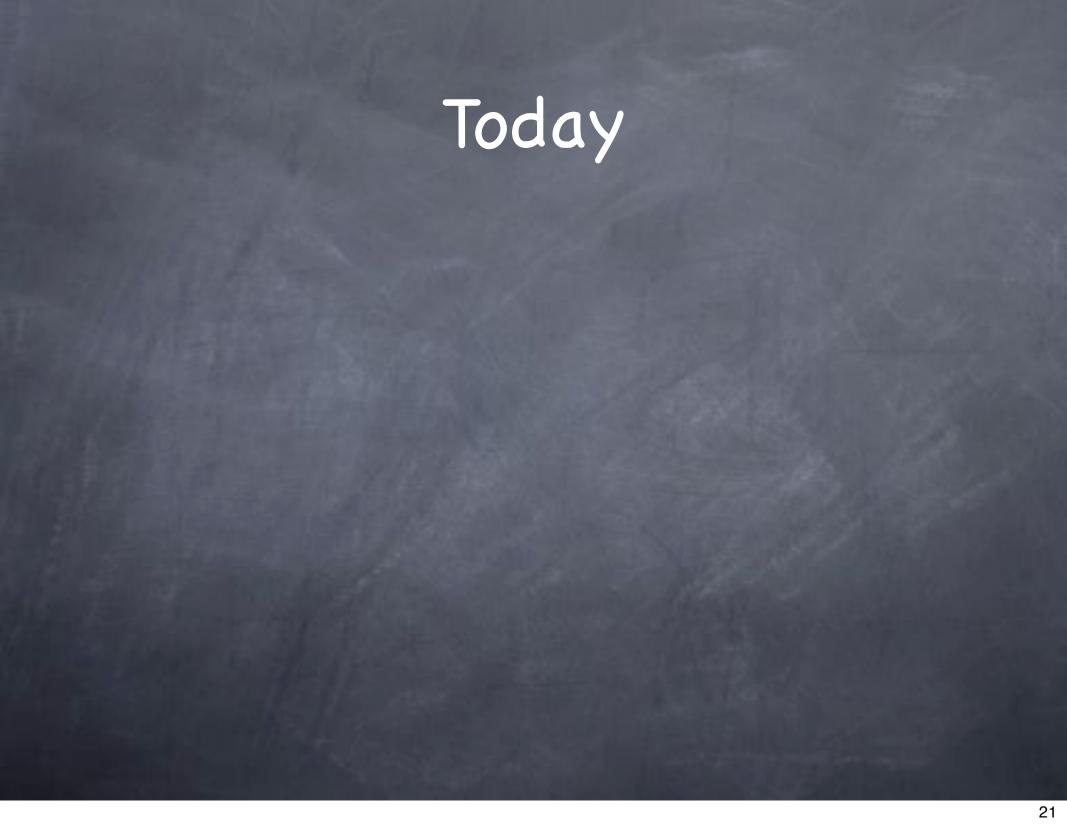
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 - Otherwise malicious players can cause denial-of-service



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- Next: secrecy against computationally bounded players