

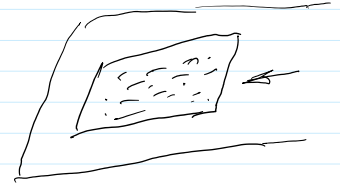
**Koliokviumas Balandžio 11 d. 17:30**

**Coin flipping, coin tossing, or heads or tails** is the practice of throwing a coin in the air and checking which side is showing when it lands, in order to choose between two alternatives, heads or tails, sometimes used to resolve a dispute between two parties.

It is a form of sortition which inherently has two possible outcomes.

The party who calls the side that the coin lands on wins.

From <[https://en.wikipedia.org/wiki/Coin\\_flipping](https://en.wikipedia.org/wiki/Coin_flipping)>



**Dice throwing**

**Card game - Poker**



A:  $PrK_A = x, PuK_A = a;$   
 $b, e; a = g^x \text{ mod } p$

B:  $PrK_B = y, PuK_B = b;$   
 $a, e; b = g^y \text{ mod } p;$

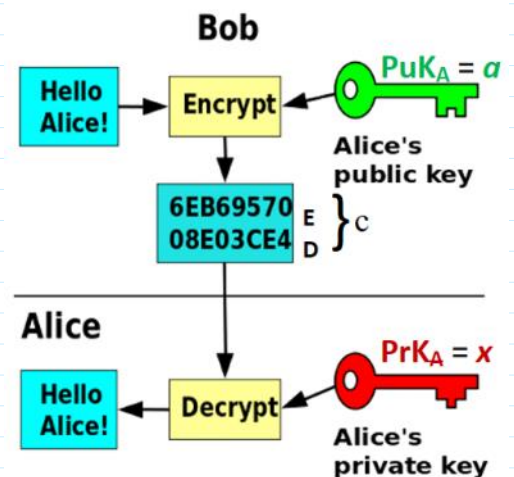
E:  $PrK_C = z, PuK_C = e;$   
 $a, b; e = \dots$

*ElGamal encryption*

**PP=(p,g)**    >> **p = 268 435 019;** %  $2^{28} - 1$  --> >>  $\text{int64}(2^{28} - 1)$   
 % ans = **268 435 455**  
 >> **g=2;**

$m \in \mathbb{Z}_p^+ = \{1, 2, 3, \dots, p-1\}; * \text{ mod } p$   
 message to be encrypted  
 $i \leftarrow \text{rand } i; i \in \mathbb{Z}_{p-1} = \{0, 1, 2, \dots, p-2\}$   
 $c = \text{Enc}(a, i, m) =$   
 $= (E, D) = (\underbrace{m a^i \text{ mod } p}_E, \underbrace{g^i \text{ mod } p}_D)$

$$\text{Dec}(x, c) = E \cdot D^{-x} \text{ mod } p = \frac{E}{D^x} \text{ mod } p = \dots \cdot D^x$$



$$\text{Dec}(x, c) = E \cdot D^{-x} \text{ mod } p = \frac{E}{D^x} \text{ mod } p = \text{Alice!} \leftarrow \text{Decrypt} \leftarrow \text{Alice's private key}$$

$$= \frac{m a^i \text{ mod } p}{(g^i)^x} = \frac{m (g^x)^i \text{ mod } p}{g^{i \cdot x}} = m \text{ mod } p = m \leftarrow \text{if } m < p$$

$D^{-x}$  mod  $p$  computation using Fermat theorem:  
 If  $p$  is prime, then for any integer  $a$  holds  $a^{p-1} = 1 \text{ mod } p$ .

$$D^{-x} = D^{p-1-x} \text{ mod } p$$

$D^{-x}$  mod  $p$  computation

- a)  $D^{-1}$  computation:  $\gg D_{m1} = \text{mulinv}(D, p)$
- b)  $D^{-x}$  computation:  $(D^{-1})^x = D^{-x} \gg D_{mx} = \text{mod\_exp}(D_{m1}, x, p)$

$A$ :  $PrK_A = x$ ;  $PuK_A = a$ ;  $PuK_B = b$ ;

$m_i \in \{1, 2\}$

**Coin flipping scheme:** *Alice* before coin flipping assigns possible results to variables  $m_1=1$  and  $m_2=2$ .  
 1. *Alice* after coin flip assigns result  $m$  either to  $m=1$  or  $m=2$ .  
 2. *Alice* encrypts  $m_1=1$  and  $m_2=2$  by her  $PuK=a$  using random generated numbers  $i_1$  and  $i_2$  computing ciphertexts  $c_{1A}$  and  $c_{2A}$  respectively:

$m_i \in \{1, 2\}$   
 $i_1, i_2 \leftarrow \text{randi}(\mathcal{I}_{p-1})$

$$\left. \begin{aligned} c_{1A} &= \text{Enc}(a, i_1, m_1) = (E_{1A}, D_{1A}) \\ c_{2A} &= \text{Enc}(a, i_2, m_2) = (E_{2A}, D_{2A}) \end{aligned} \right\}$$

$$\left. \begin{aligned} E_{1A} &= m_1 \cdot a^{i_1} \text{ mod } p; & D_{1A} &= g^{i_1} \text{ mod } p \\ E_{2A} &= m_2 \cdot a^{i_2} \text{ mod } p; & D_{2A} &= g^{i_2} \text{ mod } p \end{aligned} \right\} \xrightarrow{c_{1A}, c_{2A}} B$$

$B$ :  $PrK_B = y$ ;  $PuK_B = b$ .

$$\begin{aligned} c_{2A} &\leftarrow \text{rand}\{c_{1A}, c_{2A}\}; & c_{1A} &= c_{2A} \\ i_3 &\leftarrow \text{randi}(\mathcal{I}_{p-1}) \\ \text{Enc}(b, i_3, E_{2A}) &= (E_{2AB}, D_{2AB}) = c_{2AB} \\ &= (E_{2A} \cdot b^{i_3} \text{ mod } p, g^{i_3} \text{ mod } p) \end{aligned}$$

$A$ :

$$= \left( \underbrace{E_{2A} \cdot b^{i_3} \bmod p}_{E_{2AB}}, \underbrace{g^{i_3} \bmod p}_{D_{2AB}} \right)$$

$$\leftarrow E_{2AB} \quad C_{2AB}$$

$$\text{Dec}(x, C_{2AB}) = \frac{E_{2AB}}{(D_{2A})^x} = E_{2AB} \cdot (D_{2A})^{-x}$$

$$= \frac{E_{2A} \cdot b^{i_3}}{(g^{i_2})^x} = \frac{m_2 \cdot a^{i_2} \cdot b^{i_3}}{g^{i_2 x}}$$

$$= \frac{m_2 \cdot a^{i_2} \cdot b^{i_3}}{g^{i_2 x}} = \frac{m_2 \cdot \cancel{g^{x i_2}} \cdot b^{i_3}}{\cancel{g^{i_2 x}}}$$

$$= m_2 \cdot b^{i_3} = E_{2ABA} \xrightarrow{E_{2ABA}} \mathcal{B}: C_{2ABA} = (E_{2ABA}, D_{2AB})$$

① Let  $\mathcal{B}$  guessed that  $\mathcal{A}$  tossed  $C_{2A}$

$$\text{Dec}(y, C_{2ABA}) = E_{2ABA} \cdot (D_{2AB})^{-y}$$

$$= \frac{E_{2ABA}}{(D_{2AB})^y} = \frac{m_2 \cdot b^{i_3}}{(g^{i_3})^y} = \frac{m_2 \cdot (g^y)^{i_3}}{g^{i_3 y}}$$

$$= \frac{m_2 \cdot \cancel{g^{y i_3}}}{\cancel{g^{i_3 y}}} = m_2$$

$$\leftarrow m_2, i_3$$

$$M = E_{2ABA} \cdot (b)^{-i_3} \bmod p =$$

$$m_2 \cdot b^{i_3} \cdot b^{-i_3} = m_2 \cdot b^{i_3 - i_3} =$$

$$= m_2 \cdot b^0 = m_2 \cdot 1 = m_2$$

$$i_2 \rightarrow \mathcal{B}: C_{2A} = (E_{2A}, D_{2A})$$

$$E_{2A} \cdot a^{-i_2} \bmod p =$$

$$= m_2 \cdot a^{i_2} \cdot a^{-i_2} \bmod p =$$

$$= m_2 \cdot a^{i_2 - i_2} = m_2 \cdot a^0 = m_2$$

② Let  $\mathcal{B}$  choose that  $\mathcal{A}$  tossed  $c_{1A} = (m_1 \cdot a^{i_1}, g^{i_1})$   
 $\mathcal{B}$  did not guess the toss.

$$i_3 \leftarrow \text{rand}(\mathcal{I}_{p-1})$$

$$\text{Enc}(b, i_3, E_{1A}) = (E_{1AB}, D_{1AB}) = c_{1AB}$$

$$= \left( \underbrace{E_{1A} \cdot b^{i_3} \bmod p}_{E_{1AB}}, \underbrace{g^{i_3} \bmod p}_{D_{1AB}} \right)$$

$$\longleftarrow c_{1AB}$$

$$\text{Dec}(x, c_{2AB}) = \frac{E_{1AB}}{(D_{2A})^x} =$$

$$= \frac{E_{1A} \cdot b^{i_3}}{(g^{i_2})^x} = \frac{m_1 \cdot a^{i_1} \cdot b^{i_3}}{g^{i_2 x}} =$$

$$= \frac{m_1 \cdot a^{i_1} \cdot b^{i_3}}{g^{i_2 x}} = \frac{m_1 \cdot g^{x i_1} \cdot b^{i_3}}{g^{i_2 x}} =$$

$$= E_{1ABA}$$

$$\xrightarrow{E_{1ABA}}$$

$\mathcal{B}$ :

$$\text{Dec}(y, c_{1ABA}) =$$

$$= \frac{E_{1ABA}}{(D_{2AB})^y} = m'$$

$$E_{1ABA} \cdot (b)^{-i_3} \bmod p = m''$$

$$\longleftarrow m', i_3$$

$$\xrightarrow{i_2} \mathcal{B}: \text{Dec}(y, m'')$$

$$E_{1A} \cdot a^{-i_2} \bmod p = u \notin \{1, 2\}$$

If random generated number  $i$  in ElGamal encryption is revealed then ciphertext can be decrypted.

$$\text{Enc}(a, i, m) = (E, D) = (m \cdot a^i \bmod p, g^i \bmod p) = c$$

Decryption without knowledge  $P, K = x$  but having  $i$ :


$$\text{Enc}(\alpha, i, m) = (E, D) = (m \cdot \alpha^i \bmod p, g^i \bmod p) = c$$

Decryption without knowledge  $P, K = x$  But having  $i$ :

$$E \cdot \alpha^{-i} \bmod p = m \cancel{\alpha^i} \cancel{\alpha^{-i}} \bmod p = m \bmod p = m.$$

Dice throwing

⋮ ⋮ ⋮ ⋮ Poker

 ⋮ ⋮ ⋮ ⋮ 3x2

⋮ ⋮ ⋮ ⋮ ⋮ ⋮ → ≡ 21

$m \in \{1, 2, 3, 4, 5, 6\}$

$r_1 \leftarrow \text{rand}_i, \dots, r_6 \leftarrow \text{rand}_i$

$c_i = \text{Enc}(\alpha, r_i, m_i), i = \overline{1, 6}$ .

$c_1 \equiv 1; c_2 \equiv 2; c_3 \equiv 3; \dots c_6 \equiv 6.$  B:  $c_i \leftarrow \text{rand}\{c_i\}$  C:  $c_i = c_6$

$c_{ij} = \text{Enc}(\alpha, r_{ij}, m_{ij})$

$c_{ij} \leftarrow \text{rand}\{c_{ij}\}$

$i = \overline{1, 6}$  kauliuko reikšmės

$j = \overline{1, 6}$  kauliuko numeris

Card game - Poker

52 kortos & 4 meistis

1 kortos sifrav.

$c_i = \text{Enc}(\alpha, r_i, m_i); i = \overline{1, 4}$ .

$c_{ij} = \text{Enc}(\alpha, r_{ij}, m_{ij}); j = \overline{1, 52}$ .