1.Comments on MTE. 2.PR Topics.

Coin flipping, coin tossing, either 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.







Dice throwing

Card game - Poker



A:
$$PrK_A = X$$
, $PuK_A = 0$;
b, e; $\alpha = g^X mod p$

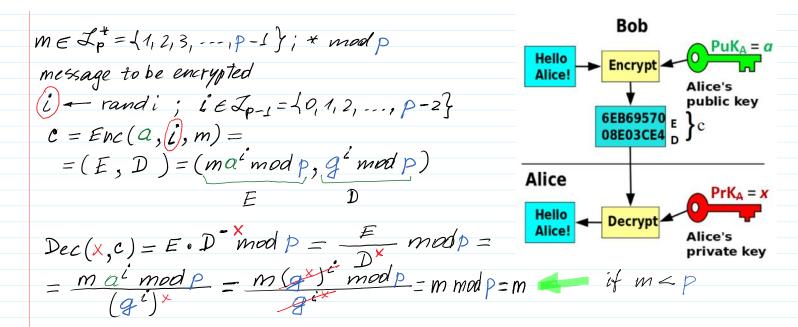
A:
$$PrK_A = X$$
, $PuK_A = Q$; $B: PrK_B = Y$, $PuK_B = D$; $E: PrK_C = Z$, $PuK_E = C$; $D: PrK_C = Z$, $PuK_C = Z$, $PuK_$

$$\mathcal{E}: \operatorname{Prk}_{c} = Z, \operatorname{Puk}_{e} = e;$$

$$a, b; e = ---$$

$$PP=(n \sigma)$$

$$PP=(p,g) \longrightarrow p = 268 435 019; -\% 2^28 -1 --> >> int64(2^28-1)$$



D-x mod **p** computation using Fermat theorem:

If $\frac{p}{p}$ is prime, then for any integer $\frac{a}{p}$ holds $\frac{a^{p-1}}{p} = 1 \mod p$.

$$D^{-x \bmod (p-1)} \bmod p = D^{p-1-x} \bmod p$$

a)
$$D^{-1}$$
 computation: >> $D_{m1}=mulinv(D, P)$

b),
$$D^{-x}$$
 computation: $(D^{-1})^{x} = D^{-x} >> D_{mx} = mod exp(D_{m1}, x, p)$

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

Coin flipping scheme: *Alice* before coin flipping assigns possible results to variables $m_1=1$ and $m_2=2$.

- 1. *Alice* after coin flipp 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 i1 and i2 computing ciphertexts c_{1A} and c_{2A} respectively:

$$m_{i} \in \{1,2\}$$

 $i_{1},i_{2} \leftarrow randi(\mathcal{I}_{p-1})$
 $C_{1A} = Enc(\alpha,i_{1},m_{1}) = (E_{1A},D_{1A})$
 $C_{2A} = Enc(\alpha,i_{2},m_{2}) = (E_{2A},D_{2A})$

$$E_{1A} = m_1 \cdot \alpha^{i1} \mod p; D_{1A} = g^{is} \mod p$$

$$E_{2A} = m_2 \cdot \alpha^{is} \mod p; D_{2A} = g^{is} \mod p$$

$$B: PK_B = y; PK_B = b.$$

$$C_{2A} = \operatorname{rand}\{C_{1A}, C_{2A}\}; C_{1A} = C_{2A}$$

$$i_3 \leftarrow \operatorname{rand}(C_{1A})$$

$$E_{1A} = (E_{2A}) =$$

 m_2 , l_3

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

$$M_2 \cdot b^{i_3} \cdot b^{-i_3} = M_2 \cdot b^{i_3 - i_3} =$$

$$= M_2 \cdot b^0 - M_2 \cdot 1 = M_2$$

$$= M_2 \cdot b^0 = M_2 \cdot 1 = M_2$$

$$\begin{array}{cccc}
i_{2} & \mathcal{B}: C_{2A} = (E_{2A}, D_{2A}) \\
E_{2A} & \alpha^{-i_{2}} \mod p = \\
&= m_{2} \cdot \alpha^{i_{2}} \cdot \alpha^{-i_{2}} \mod p = \\
&= m_{2} \cdot \alpha^{i_{2} - i_{2}} = m_{2} \cdot \alpha^{0} = m_{2}
\end{array}$$

(2) Let
$$\mathbb{B}$$
 choosed that \mathbb{A} tossed $C_{1A} = (M_1 \cdot \alpha^{i_1}, g^{i_1})$ \mathbb{B} did not guess the toss.

$$i_3 \leftarrow randi(\mathcal{I}_{P-1})$$

 $Enc(b, i_3, F_{1A}) = (F_{1AB}, D_{1AB}) = C_{1AB}$
 $= (E_{1A} \cdot b^{i_3} \mod P, g^{i_3} \mod P)$
 F_{1AB} D_{1AB}

$$Dec(X, C_{2AB}) = \frac{E_{1AB}}{(D_{2A})^{X}} =$$

$$=\frac{E_{1A} \cdot b^{i_3}}{\left(g^{i_2}\right)^{\times}} = \frac{m_{\lambda} \cdot a^{i_1} \cdot b^{i_3}}{g^{i_2 \times}} =$$

$$=\frac{m_1 \cdot \alpha^{i_1} \cdot b^{i_3}}{g^{i_2} \times} = \frac{m_1 \cdot g^{\times i_1} \cdot b^{i_3}}{g^{i_2} \times} =$$

EMBA

33:

9621 33: E1ABA = EIABA Dec (y, CIABA) = $= \frac{E_{1ABA}}{(D_{2AB})^{\frac{1}{3}}} = m'$ m', i_3 $E_{ABA} \cdot (b)^{-L_3} \mod p = m''$ m" iz B: Dec (4, m") $E_{11} \cdot \alpha^{-i_2} moo p = u \notin \{1, 2\}$ If random generated number i in ElGannal encryption is revealed then ciphortext canbe decrypted. $Enc(\alpha,i,m)=(E,D)=(m\cdot\alpha'modp,g'modp)=c$ Decryption without knowledge PrK=x But having i: $E \cdot \alpha^{-i} \mod p = m \alpha^{i} \alpha^{i} \mod p = m \mod p = m$. :: :: Poker 3 x 2 $m \in \{1, 2, 3, 4, 5, 6, \dots, 6, \dots, 6, 6, \dots, 6, 10, \dots, 6,$ ri+ randi, ---, ri ← randi $C_i = \operatorname{Enc}(\alpha, r_i, m_i), i = 1, 2, 3, \dots$ $\mathcal{B}: C_i \leftarrow rand\{C_i\}$ $\mathcal{C}: C_i = G$ $C_1 \equiv 1$; $C_2 \equiv 2$; $C_3 \equiv 3$; --- $C_6 = \cdots$ i=1,2,3,... kombinho reitsmes $\hat{j}=1,6$ kombin j=1,6 kombines j=1,6 kanlinko numeris Card game - Poker 52 kortos & 4 mostis

1 kortos sigrav.

