

# UniCrypt 2.0

## Mathematical and Cryptographic Concepts

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# Introduction

# Motivation

- ▶ Multiple e-voting projects since 2008
- ▶ Various protocols implemented [CGS97, JCJ05, ...]
- ▶ Cryptographic primitives re-implemented
  - ▶ Secret-sharing
  - ▶ Pedersen commitments
  - ▶ ElGamal encryption and re-encryption
  - ▶ Zero-knowledge proofs
  - ▶ Cryptographic mixing
  - ▶ Elliptic curves
  - ...
- ▶ No suitable library available off the shelf

# Introductory Example: JCA

```
1 KeyGenerator keyGenerator =  
    KeyGenerator.getInstance("AES");  
2 keyGenerator.init(128);  
3 SecretKey key = keyGenerator.generateKey();  
  
5 Cipher cipher =  
    Cipher.getInstance("AES/ECB/PKCS5Padding");  
6 cipher.init(Cipher.ENCRYPT_MODE, key);  
  
8 byte [] message = new Random().getBytes(new byte [20]);  
9 byte [] encrypted = cipher.doFinal(message);  
  
11 cipher.init(Cipher.DECRYPT_MODE, key);  
12 byte [] decrypted = cipher.doFinal(encrypted);
```

# Introductory Example: UniCrypt

```
1  AESEncryptionScheme aes =  
    AESEncryptionScheme.getInstance();  
  
3  Element key = aes.generateKey();  
  
5  Element message =  
    aes.getMessageSpace().getRandomElement(20);  
  
7  Element encryption = aes.encrypt(key, message);  
  
9  Element decryption = aes.decrypt(key, encryption);
```

# Project Milestones

- ▶ February'12: UniVote project launched
- ▶ July'12: First unofficial UniCrypt release (student project)
- ▶ February'13: Second unofficial release (part of UniVote)
- ▶ March – June'13: Multiple elections in Berne, Zürich, Lucerne
- ▶ August'13: Independent project on GitHub
- ▶ September'13 – February'14: Complete re-design
- ▶ December'13: Proof of shuffle implemented (Wikström)
- ▶ February'14: Alpha version used in MobiVote
- ▶ February'14: First public talk at TU Darmstadt

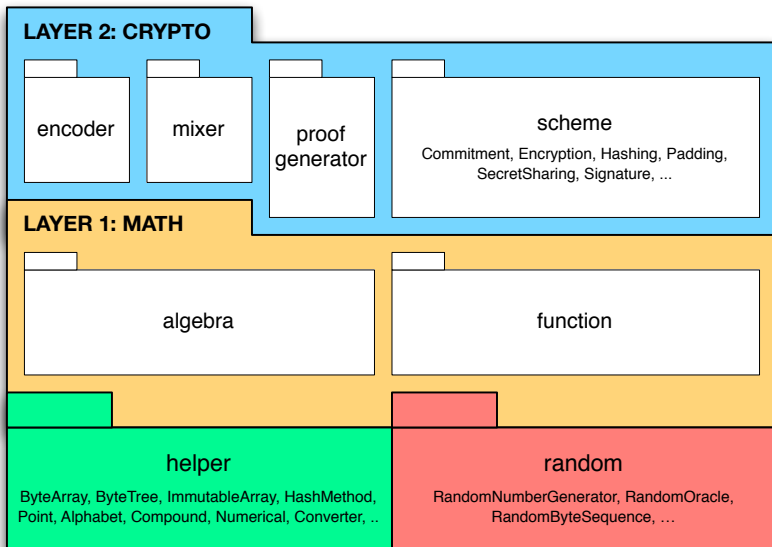
# Design Principles and Architecture



# Design Principles

- ▶ Full coherence with mathematical and cryptographic concepts
- ▶ Consistent and self-explanatory nomenclature
- ▶ Clean and intuitive APIs
- ▶ Convenience methods for improved easy of use
- ▶ Generic types (hidden from the developer if possible)
- ▶ Consistent coding style
- ▶ Immutable objects only
- ▶ Design patterns (if useful)
- ▶ Memoizing (if useful)
- ▶ No cryptographic black-boxes (e.g. random generator)
- ▶ Java 6 compatibility (Android)

# Architecture



# Conventions

- ▶ Constructors are private or protected (no tests, only field initializations)
- ▶ Fields are private or protected and final
- ▶ Object creation by static factory methods (perform all tests)
  - ▶ `getInstance(...)`;
  - ▶ `getRandomInstance(...)`;
- ▶ Every interface has a corresponding abstract class (e.g. `Set` and `AbstractSet`)
- ▶ Abstract classes implement every method as far as possible, which then calls
  - ▶ `defaultMethodName(...)`; → can be overridden
  - ▶ `abstractMethodName(...)`; → needs to be overridden
- ▶ Value `null` is never allowed

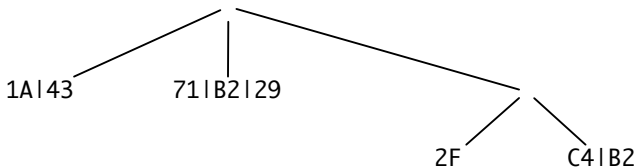
# Helper Classes

# ByteArray and ImmutableArray

- ▶ Problems of `byte[]` and `Object[]`:
  - ▶ Arrays are no classes: no additional functionality
  - ▶ Mutable: cloning necessary to avoid side effects
  - ▶ Extracting sub-arrays:  $O(s)$  time
  - ▶ Uniform array:  $O(n)$  space
- ▶ Advantages of `ByteArray` and `ImmutableArray<T>`
  - ▶ Added functionality: `and`, `or`, `xor`, `not`, `append`, `extract`, ...
  - ▶ Immutable: no side effects
  - ▶ Extracting operation:  $O(1)$  time
  - ▶ Uniform array:  $O(1)$  space
  - ▶ Proper `toString()`

# ByteTree

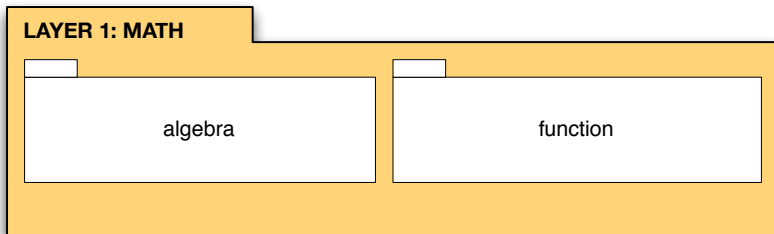
- ▶ A byte tree is a tree with byte arrays attached to its leaves (D. Wikström)
- ▶ ByteTree is an immutable implementation of byte trees, which implements the conversion to ByteArray and back according to Wikström
- ▶ Simplified example:



00|03|01|02|1A|43|01|03|71|B2|29|00|02|01|01|2F|01|02|C4|B2

# Layer 1: Mathematics

# Architecture: Layer 1



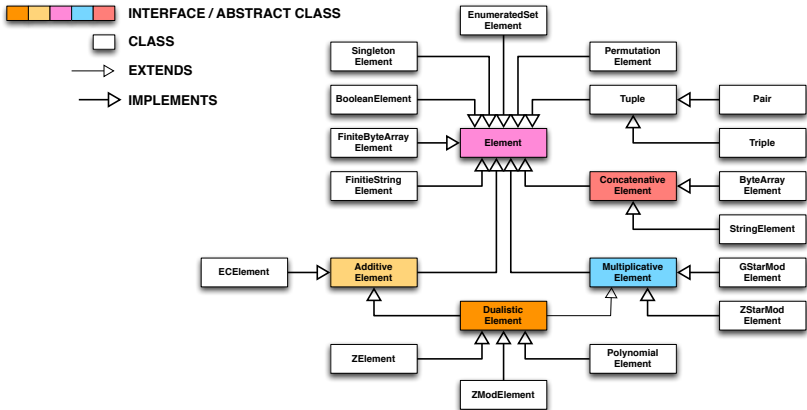


# Abstract Algebra

- ▶ Set  $S$
- ▶ Semigroup  $(S, \circ)$
- ▶ Monoid  $(S, \circ, id)$
- ▶ Group  $(S, \circ, id, Inv)$
- ▶ Cyclic group  $(S, \circ, id, Inv, g)$
- ▶ Semiring  $(S, +, \times, 0, 1)$   
= Monoid  $(S, +, 0)$  & Monoid  $(S, \times, 1)$
- ▶ Ring  $(S, +, \times, 0, 1, -)$   
= Group  $(S, +, 0, -)$  & Monoid  $(S, \times, 1)$
- ▶ Field  $(S, +, \times, 0, 1, -,^{-1})$   
= Group  $(S, +, 0, -)$  & Group  $(S \setminus 0, \times, 1,^{-1})$
- ▶ Finite field  $|S| = p^k$ , prime field  $|S| = p$



# Algebra Package



# Sets

- ▶ The interface `Set` has a generic type `V` (see next slide)
- ▶ Operations:
  - ▶ `BigInteger getOrder()`
  - ▶ `Element<V> getElement(V value)`
  - ▶ `Element<V> getRandomElement()`
  - ▶ `Boolean contains(Element elt)`
- ▶ Examples:
  - ▶ `BooleanSet`:  $B = \{true, false\}$
  - ▶ `EnumeratedSet`:  $S = \{s_1, \dots, s_n\}$
  - ▶ `FixedStringSet`:  $S_n = \mathcal{A}^n$
  - ▶ `FiniteStringSet`:  $S_{m,n} = \mathcal{A}^m \cup \dots \cup \mathcal{A}^n$
  - ▶ `FixedByteArraySet`:  $B_n = [0, 255]^n$
  - ▶ `FiniteByteArraySet`:  $B_{m,n} = [0, 255]^m \cup \dots \cup [0, 255]^n$

# Elements

- ▶ Every element ...
  - ▶ belongs to a set
  - ▶ has a value for storing its information (generic type `V`)
  - ▶ can be converted to a positive integer (and back)
  - ▶ can be converted to a byte array or byte tree (and back)
  - ▶ can be hashed
- ▶ Methods:
  - ▶ `Set<V> getSet()`
  - ▶ `V getValue()`
  - ▶ `BigInteger getBigInteger()`
  - ▶ `ByteArray getByteArray()`
  - ▶ `ByteTree getByteTree()`
  - ▶ `ByteArray getHashValue()`
- ▶ Examples:
  - ▶ `BooleanElement`, `EnumeratedSetElement`,  
`FiniteStringElement`, `FiniteByteArrayElement`

# Semigroups and Monoids

- ▶ Methods:
  - ▶ `Element<V> apply(Element elt1, Element elt2)`
  - ▶ `Element<V> selfApply(Element elt, BigInteger n)`
  - ▶ `Element<V> getIdentityElement()`
  - ▶ `boolean isIdentityElement(Element elt)`
- ▶ Corresponding methods exist for semigroup and monoid elements
- ▶ Examples:
  - ▶ `StringMonoid`:  $S_b = \mathcal{A}^0 \cup \mathcal{A}^b \cup \mathcal{A}^{2b} \cup \dots$
  - ▶ `ByteArrayMonoid`:  $B_b = [0, 255]^0 \cup [0, 255]^b \cup [0, 255]^{2b} \cup \dots$

# Groups and Cyclic Groups

## ► Methods:

- `Element<V> invert(Element elt)`
- `Element<V> getDefaultGenerator()`
- `Element<V> getRandomGenerator()`
- `Element<V> getIndependentGenerator(int index)`
- `boolean isGenerator(Element elt)`

## ► Corresponding methods exist for group elements

## ► Examples:

- `PermutationGroup`:  $\Pi_n = \{\pi : \text{permutation of size } n\}$
- `ZStarMod`:  $\mathbb{Z}_n^* = \{x \in \mathbb{Z}_n : \gcd(x, n) = 1\}$
- `ZStarModPrime`:  $\mathbb{Z}_p^* = \{1, \dots, p-1\}$
- `GStarMod`:  $\mathbb{G}_q \subset \mathbb{Z}_n^*$  (cyclic subgroup of prime order  $q$ )
- `GStarModPrime`:  $\mathbb{G}_q \subset \mathbb{Z}_p^*$
- `GStarModSafePrime`:  $\mathbb{G}_q \subset \mathbb{Z}_p^*$  for  $p = 2q + 1$
- `ECZModPrime`:  $E(\mathbb{Z}_p) = \{(x, y) : x^2 = y^3 + ax + b\} \cup \{\infty\}$
- `ECPolynomialField`:  $E(\mathbb{Z}_{2^p})$

# Additive Algebraic Structures

- ▶ In some cases, the operator is written additively:
  - ▶ AdditiveSemiGroup, AdditiveMonoid, AdditiveGroup, AdditiveCyclicGroup
  - ▶ AdditiveElement
- ▶ Methods (return type AdditiveElement<V>):
  - ▶ `add(Element elt1, Element elt2)`
  - ▶ `times(Element elt, BigInteger n);`
  - ▶ `getZeroElement()`
  - ▶ `isZeroElement(Element elt)`
  - ▶ `negate(Element element)`
  - ▶ `subtract(Element elt1, Element elt2);`
- ▶ Examples:
  - ▶ ECZModPrime, ECPolynomialField



# Multiplicative Algebraic Structures

- ▶ In some cases, the operator is written multiplicatively:
  - ▶ `MultiplicativeSemiGroup`, `MultiplicativeMonoid`,  
`MultiplicativeGroup`, `MultiplicativeCyclicGroup`
  - ▶ `MultiplicativeElement`
- ▶ Methods (return type `MultiplicativeElement<V>`):
  - ▶ `multiply(Element elt1, Element elt2)`
  - ▶ `power(Element elt, BigInteger n);`
  - ▶ `getOneElement()`
  - ▶ `isOneElement(Element elt)`
  - ▶ `oneOver(Element element)`
  - ▶ `divide(Element elt1, Element elt2);`
- ▶ Examples:
  - ▶ `ZStarMod`, `ZStarModPrime`, `GStarMod`, `GStarModPrime`,  
`GStarModSafePrime`

# Concatenative Algebraic Structures

- ▶ In some cases, the operator is written concatenatively:
  - ▶ `ConcatenativeSemiGroup`, `ConcatenativeMonoid`
  - ▶ `ConcatenativeElement`
- ▶ Methods (return type `ConcatenativeElement<V>`):
  - ▶ `concatenate(Element elt1, Element elt2)`
  - ▶ `selfConcatenate(Element elt, BigInteger n);`
  - ▶ `getEmptyElement()`
  - ▶ `isEmptyElement(Element elt)`
- ▶ Examples:
  - ▶ `ByteArrayMonoid`, `ByteArrayMonoid`

# Semirings, Rings, Fields

- ▶ Methods (return type `DualisticElement<V>`):
  - ▶ `SemiRing` inherits all methods from `AdditiveMonoid` and `MultiplicativeMonoid`
  - ▶ `Ring` inherits additional methods from `AdditiveGroup`
  - ▶ Convention: `add=apply` and `times=selfApply`
- ▶ Examples:
  - ▶ `N`: Semiring of natural numbers  $\mathbb{N} = \{0, 1, 2, \dots\}$
  - ▶ `Z`: Ring of integers  $\mathbb{Z} = \{0, \pm 1, \pm 2, \dots\}$
  - ▶ `ZMod`: Ring  $\mathbb{Z}_n$  of integers modulo  $n$  (residue classes)
  - ▶ `ZModPrime`: Prime field  $\mathbb{Z}_p$
  - ▶ `PolynomialSemiRing`: Polynomial semiring  $S[x]$  over ring  $S$
  - ▶ `PolynomialRing`: Polynomial ring  $R[x]$  over ring  $R$
  - ▶ `PolynomialField`: Polynomial field  $F[x]$  over field  $F$

# Cartesian Products and Tuples

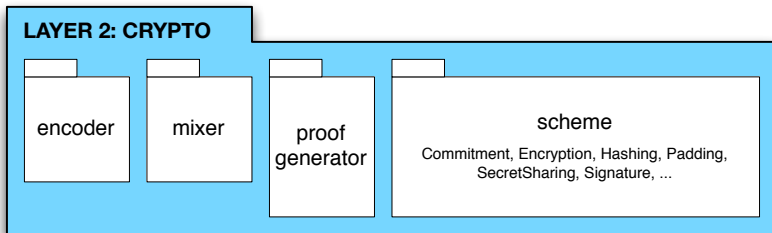
- ▶ Sets and elements can be composed recursively
- ▶ Cartesian products  $S_1 \times \dots \times S_n$ 
  - ▶ ProductSet
  - ▶ ProductSemiGroup
  - ▶ ProductMonoid
  - ▶ ProductGroup
  - ▶ ProductCyclicGroup
- ▶ Corresponding combined elements
  - ▶ Tuple: general tuples  $(e_1, \dots, e_n) \in S_1 \times \dots \times S_n$
  - ▶ Pair: tuples  $(e_1, e_2) \in S_1 \times S_2$  of arity 2
  - ▶ Triple: tuples  $(e_1, e_2, e_3) \in S_1 \times S_2 \times S_3$  of arity 3
- ▶ Methods:
  - ▶ `int getArity()`
  - ▶ `Set getAt(int index)`
  - ▶ `Element getAt(int index)`

# Functions

- ▶ **Function:** mathematical concept of a function  $f : X \rightarrow Y$ 
  - ▶ `public Set getDomain();`
  - ▶ `public Set getCoDomain();`
  - ▶ `public Element apply(Element elt);`
- ▶ There is a large set of predefined functions
  - ▶ `AdapterFunction`, `AdditionFunction`, `ConstantFunction`, `ConvertFunction`, `EqualityFunction`, `HashFunction`, `IdentityFunction`, `InvertFunction`, `ModuloFunction`, `MultiplicationFunction`, `PermutationFunction`, `PowerFunction`, `SelectionFunction`, ...
- ▶ Functions can be combined in two ways
  - ▶ `ComposedFunction`:  $f(x) = f_1 \circ \dots \circ f_n(x) = f_1(f_2(\dots f_n(x)))$
  - ▶ `ProductFunction`:  $f(x_1, \dots, x_n) = (f_1(x_1), \dots, f_n(x_n))$

# Layer 2: Cryptography

# Architecture: Layer 2



# Cryptographic Schemes

- ▶ Berry Schoenmakers
  - ▶ “A *cryptographic algorithm* is a transformation, which on a given input value produces an output value, achieving certain security objectives”
  - ▶ “A *cryptographic scheme* is a suite of related cryptographic algorithms achieving certain security objectives”
- ▶ UniCrypt support various cryptographic schemes
  - ▶ CommitmentScheme: `commit(...)`, `decommit(...)`
  - ▶ EncryptionScheme: `encrypt(...)`, `decrypt(...)`
  - ▶ HashingScheme: `hash(...)`, `check(...)`
  - ▶ PaddingScheme: `pad(...)`, `unpad(...)`
  - ▶ SecretSharingScheme: `share(...)`, `recover(...)`
  - ▶ SignatureScheme: `sign(...)`, `verify(...)`
- ▶ In UniCrypt, the input value of a scheme is called *message*
  - ▶ Scheme has a single method `Set getMessageSpace()`



# Shamir Secret Sharing

- ▶ Prime field  $\mathbb{Z}_p$
- ▶ Secret  $s \in \mathbb{Z}_p$  to share among  $n$  people
- ▶ Threshold  $t \leq n$
- ▶ Polynomial  $f(x) = s + a_1x + a_2x^2 + \dots + a_{t-1}x^{t-1}$  for  $a_i \in \mathbb{Z}_p$
- ▶ Share  $s_i = (x_i, f(x_i))$ , for  $x_i \in \mathbb{Z}_p$  and  $i = 1, \dots, n$
- ▶ Recovering of  $s$  using Lagrange interpolation

# ElGamal Encryption

- ▶ Cyclic prime order subgroup  $G_q \subset Z_p^*$  for  $p = 2q + 1$
- ▶ Generator  $g \in G_q$
- ▶ Private key  $x \in \mathbb{Z}_q$
- ▶ Public key  $y = g^x \in G_q$
- ▶ Randomization  $r \in \mathbb{Z}_q$
- ▶ Message  $m \in G_q$
- ▶ Encryption:  $Enc_y(m, r) = (g^r, m \cdot y^r) \in G_q \times G_q$
- ▶ Decryption:  $Dec_x(a, b) = b/a^x$

# Encoders

- ▶ An encoder represents an injective mapping between two sets
  - ▶ `public Element encode(Element elt)`
  - ▶ `public Element decode(Element elt)`
- ▶ Example: Encrypt lower-case string with ElGamal
  - ▶ Recall that  $m \in G_q \subset \mathbb{Z}_p^*$
  - ▶ For example  $G_{11} = \{1, 2, 3, 4, 6, 8, 9, 12, 13, 16, 18\} \subset \mathbb{Z}_{23}^*$
  - ▶ We need  $f : S_n \rightarrow G_q$  and  $f^{-1} : G_q \rightarrow S_n$ ,
  - ▶ We can construct  $f$  as a composed function  $f = f_1 \circ f_2$  for
    - $f_1 : S_n \rightarrow \mathbb{Z}_q$  (FiniteStringToZModEncoder)
    - $f_2 : \mathbb{Z}_q \rightarrow G_q$  (ZModToGStarModSafePrimeEncoder)

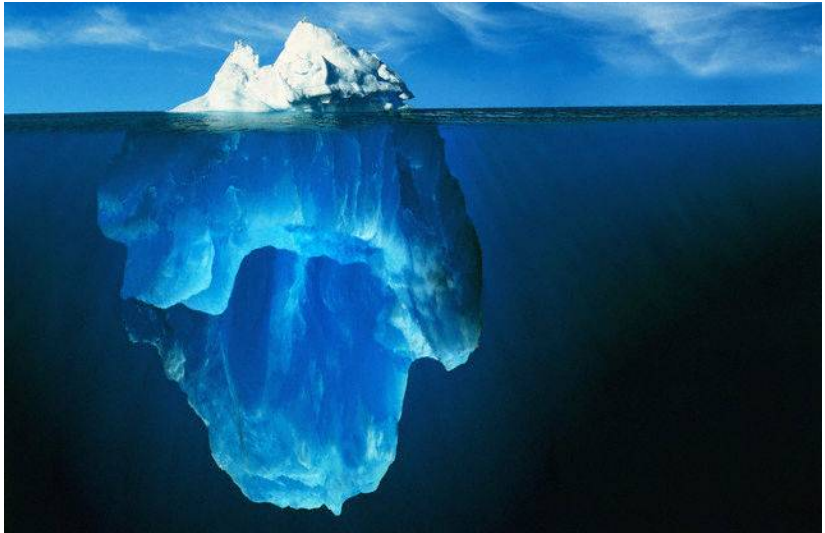
# Summary and Outlook

# Summary

- ▶ UniCrypt = Java library with advanced mathematical and cryptographic primitives
- ▶ Offers clean and intuitive APIs
- ▶ Growing in size
  - ▶ 68 interfaces
  - ▶ 217 classes
  - ▶ 34553 lines of codes (incl. comments, excl. tests)
- ▶ Open-source: available on GitHub
- ▶ Free for academic or non-commercial usage (dual license)
- ▶ Collaborations are welcome

# Outlook

- ▶ Stage of development: alpha
- ▶ Important components under development
  - ▶ elliptic curves
  - ▶ true random generators
- ▶ Important components missing
  - ▶ signature schemes
  - ▶ certificates
  - ▶ further encryption schemes (Paillier, etc.)
  - ▶ further types of zero-knowledge proofs
  - ▶ other cryptographic schemes
- ▶ Improper exception handling (proper concept missing)
- ▶ Documentation largely missing
- ▶ Insufficient code coverage by existing JUnit tests



Source: <http://www.djibang.org/wp/wp-content/uploads/eisberg.jpg>

# Questions?

<http://e-voting.bfh.ch>

<https://github.com/bfh-evg/unicrypt>