

### Signatures Continued..

DSA (Digital Signature Algorithm)  
"Fancy version of El Gamal"  
Need medium prime, large prime

---

- Setup

large prime (p): size 200 digits

Medium prime (q): q needs to divide into (p-1), size 80 digits

Need Primitive root (g) (mod p)

Need  $\alpha = g^{p-1/q}$

Alice picks a secret key "a",  $2 < a < q$

Compute:  $\beta \equiv \alpha^a \pmod{p}$

Alice's public key:  $(\alpha, \beta, p, q)$

Alice wants to send a message  $m \pmod{q}$  along with her signature.

Alice picks ephemeral key, e

$r \equiv (\alpha^e \pmod{p}) \pmod{q}$

$s \equiv (e^{-1} * (m + a * r) \pmod{q})$

Signature: (r,s)

- Verification step

Bob computes:

- $u_1 \equiv s^{-1} * m \pmod{q}$

- $u_2 \equiv s^{-1} * r \pmod{q}$

Check if:

$r \equiv \alpha^{u_1} * \beta^{u_2} \pmod{p} \pmod{q}$

---

### Elliptic Curves

An equation of the form:

$y^2 = x^3 + ax + b$ , "a" and "b" are numbers where  $4a^3 + 27b^2$  DO NOT equal 0.

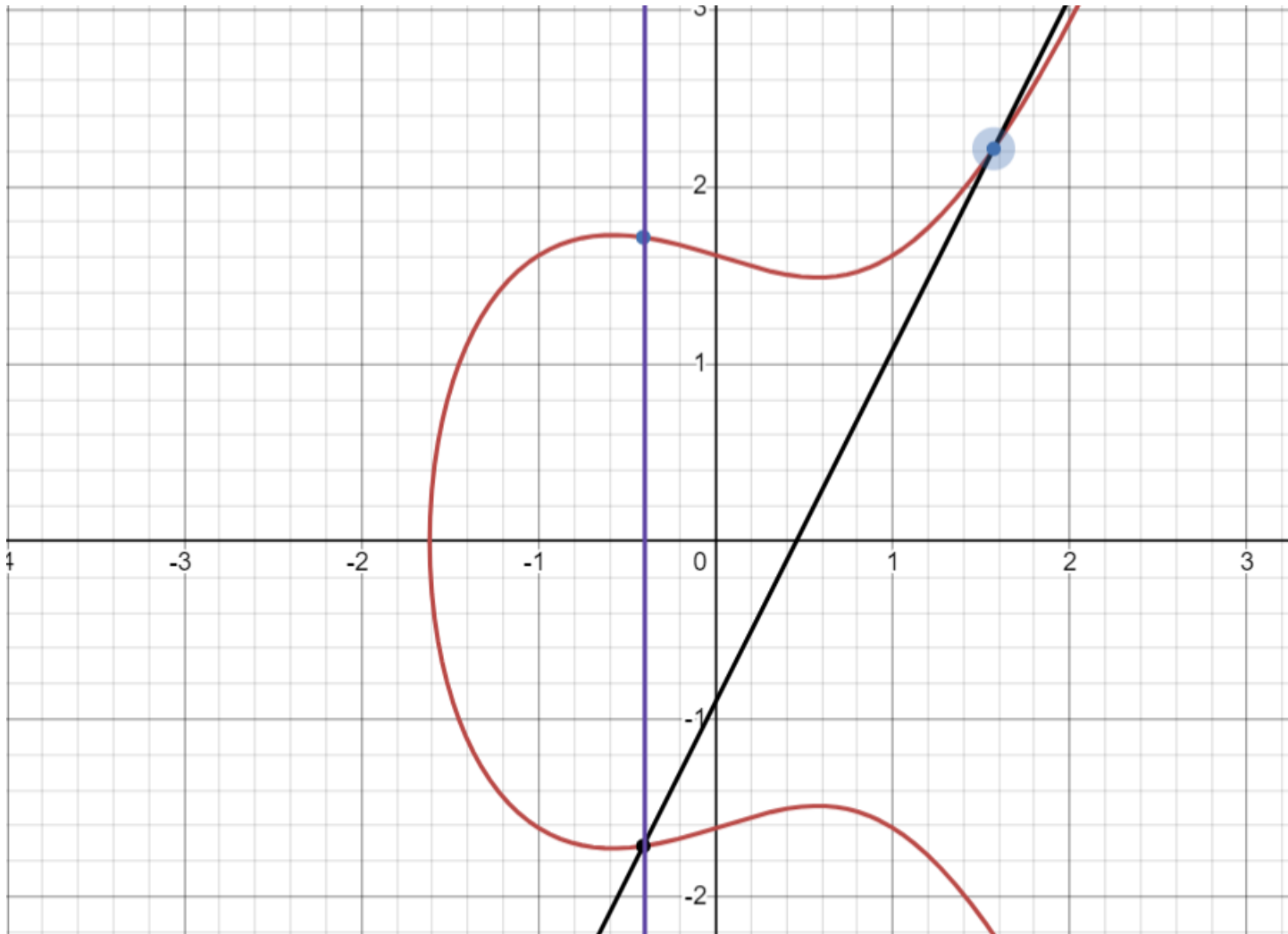
Any computed points (x, y) need to satisfy the equation above.

Defining "Addition" of points on an elliptic curve.

- Define:  $P + Q = R$ , R = reflection of point across x-axis.

Two Important edge cases:

- (1) If P and Q have the same x-coord, R is defined at "infinity" or "cursive 0"  
If P is a normal point and 0 is at infinity, then  $P + 0 = P$   
0 is the identity point.
- (2) If the line is tangent to the point P.



How To Apply elliptic curves to cryptography:

- Use numerical coordinates

If  $P = (x, y)$ ,  
then  $Q = (x_2, y_2)$

To find the coordinates of  $(x_3, y_3)$  of  $P + Q$ :

These formulas are needed:

- (1) Find the slope:

$m = (y_2 - y_1) / (x_2 - x_1)$ , if P DOES NOT equal Q.

or

$m = (3x^2 + a)(2y)^{-1}$ , if P = Q ("a" is defined by the equation of the elliptic curve)

(2) Find the points:

$$x_3 = m^2 - x_1 - x_2$$

$$y_3 = m(x_1 - x_3) - y_3$$