# Security

recap

### Perfect secrecy:

cyphertext reveals no information (except max length)

### Man-in-the-middle:

Pretend to Alice that you're Bob, and to Bob that you're Alice

#### Forward secrecy:

If Eve gets the key, she still can't decrypt the past cyphertexts

### (t,n)-threshold secret sharing: require t out of n keys to recover a secret

### (n,n)-threshold scheme –

distribute n bitstrings that xor to the plaintext

### (t,n)-threshold scheme –

distribute n values of a (t-1)-degree polynomial. f(0) = secret

### One-time pad



## Bulk encryption





### Discrete logarithm

prime p primitive root g

It's hard to find x: 
$$g^x = a \mod p$$

### One-time pad



### Malleability: Eve can change the cyphertext and the recipient will not notice

### HMAC

With a cyphertext **C**, Alice will send **h(k, h(k,c))** as well, to prove that **C** was sent by somebody who knows **k** (her)

Alice has a secret key  $k_s$ , and a public key  $k_p$ .

Bob can encrypt a message using  $k_{\rm p}$ , and only Alice will be able to read it using  $k_{\rm s}$ .

Alice can send her signature generated from  $k_s$  with message m. Using  $k_p$  Bob can check that Alice wrote m.

Systems come with some trusted public keys preinstalled. They can be used to check the signatures of corresponding secret keys that can vouch for other public keys, etc.