

Secret Sharing (Threshold) Schemes

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Secret Sharing Schemes

- How would you distribute a secret among n parties, such that only t or more of them together can reconstruct it.
 - Answer: A (t, n) -threshold scheme
 - Create n keys
 - Reveal the secret by using t of the keys
- Physical world analogy: A safe with a combination of locks, keys.
- Some applications:
 - Storage of sensitive cryptographic keys
 - Command & control of nuclear weapons

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A Secret Sharing Scheme

Example: An (n, n) -threshold scheme:

- To share a k -bit secret, the dealer D
 - generates $n - 1$ random k -bit numbers (shares) y_i where $i = 1, 2, \dots, n - 1$,
 - $y_n = K \oplus y_1 \oplus y_2 \oplus \dots \oplus y_{n-1}$,
 - gives the share y_i to party P_i .
- This is a “perfect” SSS: A coalition of less than t can not obtain information about the secret.
- Q: How to generalize to arbitrary (t, n) ?

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Lagrange Interpolation

- Take a polynomial $f(x)$
 - $f(x) = a_0 + a_1x + \dots + a_{t-2}x^{t-2} + a_{t-1}x^{t-1}$
 - Compute $f(x_i)$ values for $x_i \in Z, i=1, \dots, t$;
- Given $t (x_i, f(x_i))$ pairs, we can reconstruct $f(x)$ as follows:
 - $l_i(x) = \prod_{j=1, j \neq i}^t (x - x_j) / (x_i - x_j)$
 - $f(x) = \sum_{i=1}^t l_i(x) y_i$

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Shamir's (t, n) -threshold Scheme

- Preparing and distributing the keys:
 - The dealer chooses prime p such that $p \geq n+1, K \in \mathbb{Z}_p$;
 - generates distinct, random, non-zero $x_i \in \mathbb{Z}_p, i=1, \dots, n$;
 - generates random $a_i \in \mathbb{Z}_p, i=1, 2, \dots, t - 1$;
 - $a_0 = K$, the secret;
 - $f(x) = \sum_{i=0}^{t-1} a_i x^i \pmod p$
 $= a_0 + a_1x + \dots + a_{t-2}x^{t-2} + a_{t-1}x^{t-1} \pmod p$
 - i th person's share is $(x_i, f(x_i))$.
- Combining t keys and reconstructing the secret K
 - $l_i(x) = \prod_{j=1, j \neq i}^t (x - x_j) / (x_i - x_j) \pmod p$
 - $f(x) = \sum_{i=0}^{t-1} l_i(x) y_i \pmod p$
 - $f(0) = K$

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Example: Shamir's $(3, 6)$ -threshold Scheme

- This example does not use modulus operation, so it's not a real Shamir's scheme. The example basically shows Lagrange interpolation.
- $n=6, t=3, K=1234$,
 - We randomly obtain 2 numbers: $a_1=166, a_2=94$
 - $a_0 = K = 1234$
 - $f(x) = 1234 + 166x + 94x^2$
 - We construct six points:
 - $(1, 1494); (2, 1942); (3, 2578); (4, 3402); (5, 4414); (6, 5614)$
 - To reconstruct the key any 3 points will be enough. Assume that we have these keys:
 - $(x_0, y_0) = (2, 1942); (x_1, y_1) = (4, 3402); (x_2, y_2) = (5, 4414)$

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Example: Shamir's (3, 6)-threshold Scheme-2

- From these 3 keys, we compute l_j values:

$$l_0 = \frac{x-x_1}{x_0-x_1} \cdot \frac{x-x_2}{x_0-x_2} = \frac{x-4}{2-4} \cdot \frac{x-5}{2-5} = \frac{1}{6}x^2 - 1\frac{1}{2}x + 3\frac{1}{3}$$

$$l_1 = \frac{x-x_0}{x_1-x_0} \cdot \frac{x-x_2}{x_1-x_2} = \frac{x-2}{4-2} \cdot \frac{x-5}{4-5} = -\frac{1}{2}x^2 + 3\frac{1}{2}x - 5$$

$$l_2 = \frac{x-x_0}{x_2-x_0} \cdot \frac{x-x_1}{x_2-x_1} = \frac{x-2}{5-2} \cdot \frac{x-4}{5-4} = \frac{1}{3}x^2 - 2x + 2\frac{2}{3}$$

- Then, we compute $f(x)$:

$$\begin{aligned} f(x) &= \sum_{j=0}^2 y_j \cdot l_j(x) \\ &= 1942 \cdot \left(\frac{1}{6}x^2 - 1\frac{1}{2}x + 3\frac{1}{3}\right) + 3402 \cdot \left(-\frac{1}{2}x^2 + 3\frac{1}{2}x - 5\right) + 4414 \cdot \left(\frac{1}{3}x^2 - 2x + 2\frac{2}{3}\right) \\ &= 1234 + 166x + 94x^2 \end{aligned}$$

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Secret Sharing Scenarios

- Scenario-1

- 5 generals, each have a share of a key which can launch nuclear missile
- 3 generals have to provide their shares to reconstruct the key
- Solution:**
 - A (3,5)-threshold scheme is needed.

- Scenario-2

- A bank branch with 10 bank tellers and a manager
- 7 tellers or the manager with 4 tellers can open the safe
- Solution:**
 - (7,13)-threshold scheme: 1 key for tellers, 3 keys for manager
- OR
- (7,10)-threshold scheme (1 key for each teller)
- (4,10)-threshold scheme (1 key for each teller) and (2,2)-threshold scheme (1 key for manager, the other key comes from (4,10) scheme)

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