

## Properties of cash

• Cash has a **value**. It can be traded for goods or services;

- It is **anonymous** (unlinkable anonymity). Previous owners of the cash are not known and in general it is not possible to keep track of by whom and where the cash is spent.
- It is **secure**. Cash currency is specifically designed to deter counterfeiting.



#### Requirements for e-cash Okamoto and Ohta (1992): • Privacy; • Security; • Transferability; • Divisibility; • Hardware Independence; • Scalability;

Acceptability.

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#### Privacy and Security

- **Privacy ("Untraceability" or "Anonymity"):** The privacy of the user should be protected. The relationship between the user and his purchases must be untraceable.
- Security:

The aim of security in cash payment protocols as in is to prevent any party from cheating the system

(compulsory requirements)

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## Divisibility

- A cash scheme which satisfies the divisibility requirement allows an electronic coin to be divided into smaller parts;
- E-cash as compared with the conventional cash may provide greater degree of divisibility (micropayments in the fraction of pence)

(optional requirement)

## Transferability

#### Transferability:

- the transfer of "coins" (units of electronic cash) from individual to individual may be allowed in a system;
- Unlimited transferability is not without problems. It may conflict with the security requirement.

(optional requirement)

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### Blind Digital Signatures

- First introduced by D. Chaum, 1985;
- One of the most important mechanisms used in ecash;
- The main aim of the blind signature is to allow a participant to **sign** a particular message **without gaining knowledge** of the message.

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## RSA-based blind digital signatures, II

- The customer unblinds by calculating  $s = t^d/k \mod n$ ;
- Thus s = m<sup>d</sup> mod n. The blinding factor has been removed;
- Anyone can check that m has been signed by the bank, by applying the bank's public key e;
- At the same time the bank has not learned anything about **m**.

# RSA-based blind digital signatures,I

- Let **(e,n)** be the bank's public key and **(d,n)** the bank's private key.
  - The customer chooses a random value **k**, between 1 and n. **k** is the blinding factor. The customer blinds the message **m** by calculating:  $\mathbf{t} = \mathbf{mk}^{e} \mod \mathbf{n}$ . The customer sends **t** to the bank.
  - The bank signs t by applying d: t<sup>d</sup> = (mk<sup>e</sup>)<sup>d</sup> mod n.
    The bank returns the signed message t<sup>d</sup> to the customer;

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## Withdrawal

#### Withdrawal:

- 1. The payer generates a coin *coin* with an operation *gencoin*. For example the payer generates a random value *c*, which is 160 bits shorter than *n*, and sets *coin* = (*c*, *hash*(*c*)).
- 2. He transforms it with an operation *blind* by multiplying coin by blinding factor (modulo *n*). We call the result *blindcoin*.
- 3. He sends the blinded coin to the bank together with a withdrawal order stating what amount he wants, e.g., 1 Euro, and from which account.
- 4. The bank subtracts the amount from the account and signs *blindcoin* with a special key depending on this amount.
- 5. The bank sends the resulting signature, *sigblind*, back to the payer, who tests it.

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## Payment with deposit

- 6. The payer uses an operation *unblind* on the signature and get the result *sig*. He needs stored parameters (blinding factor) from *blind* for this.
- 7. He sends (coin, sig) to the recipient.
- 8. The recipient simply forwards this to the bank to make an on-line verification against doublespending.
- 9. The bank verifies the signature and checks in a database that this coin was not deposited

before. If all is ok, it enters the coin there and adds the amount to the recipient's account.

- 10. The bank tells the recipient the result of the tests.
- 11. If it was ok, the recipient typically signs a receipt or gives the payer goods.

