

Cryptography Foundations

Exercise 1

1.1 Variants of the CPA Game for Symmetric Encryption Schemes

Goal: We explore that there is not just one game to formalize the idea behind CPA security.

Let the bit-guessing problem (S_t^{ind}, B) be the t -messages IND-CPA game from Definition 2.2 in the lecture notes (where B corresponds to b in the lecture notes, and Z to b'). We define new bit-guessing problems by modifying the game in each subtask in a specific way.

a) We replace steps 3 and 4 of the game by the following steps.

3. The adversary chooses just one challenge message m .
4. The challenger chooses a uniformly random bit B ;
 - If $B = 0$, it computes the encryption of m , i.e., $c = e(m, k, r)$ for fresh and independent randomness value $r \in \mathcal{R}$, and returns c to the adversary.
 - If instead $B = 1$, the challenger chooses a uniformly random message \tilde{m} of length $|m|$ and computes the encryption of \tilde{m} , i.e., $\tilde{c} = e(\tilde{m}, k, \tilde{r})$ for fresh and independent randomness value $\tilde{r} \in \mathcal{R}$, and returns \tilde{c} to the adversary.

We call this new game t -msg-RCH-CPA,¹ and we identify it by the bit-guessing problem (S_t^{rch}, B) . Argue that the new game captures the “CPA-notion” equally good by proving the following two statements.

- i. Given a distinguisher D for (S_t^{rch}, B) , design a new distinguisher D' (which internally uses D) for (S_t^{ind}, B) so that $\Lambda^D((S_t^{\text{rch}}, B)) = \Lambda^{D'}((S_t^{\text{ind}}, B))$.²
- ii. Given a distinguisher D for (S_t^{ind}, B) , design a new distinguisher D' (which internally uses D) for (S_t^{rch}, B) so that $\Lambda^D((S_t^{\text{ind}}, B)) = 2 \cdot \Lambda^{D'}((S_t^{\text{rch}}, B))$.

b) Now, we consider an at first sight different game, called t -msg-ROR-CPA.³ It consists of only three steps between the challenger and the adversary:

1. The challenger chooses a key k according to the key distribution as well as a uniformly random bit B .
2. The adversary can choose up to t messages; for each message m , the challenger acts as follows:
 - If $B = 0$, it computes the encryption of m , i.e., $c = e(m, k, r)$ for fresh and independent randomness value $r \in \mathcal{R}$, and returns c to the adversary.
 - If instead $B = 1$, the challenger chooses a uniformly random message \tilde{m} of length $|m|$ and computes the encryption of \tilde{m} , i.e., $\tilde{c} = e(\tilde{m}, k, \tilde{r})$ for fresh and independent randomness value $\tilde{r} \in \mathcal{R}$, and returns \tilde{c} to the adversary.
3. The adversary guesses B by issuing a guess Z .

¹This stands for random-challenge CPA game.

²Note that B is the same name for two random variables defined in two different random experiments!

³This stands for real-or-random CPA game.

We identify this new game by the bit-guessing problem (S_t^{ror}, B) . We again ask to prove the following implications:

- i. Given a distinguisher D for (S_t^{rch}, B) , design a new distinguisher D' (which internally uses D) for $(S_{t+1}^{\text{ror}}, B)$ so that $\Lambda^D((S_t^{\text{rch}}, B)) = 2 \cdot \Lambda^{D'}((S_{t+1}^{\text{ror}}, B))$.

Hint: The total of $t + 1$ queries is simply due to the fact that the challenge query is also a query.

- ii. Given a distinguisher D for (S_t^{ror}, B) , design a new distinguisher D' (which internally uses D) for $(S_{t-1}^{\text{rch}}, B)$ so that $\Lambda^D((S_t^{\text{ror}}, B)) = t \cdot \Lambda^{D'}((S_{t-1}^{\text{rch}}, B))$.

Hint: This is a hard task. Think again of distinguisher D' trying to mimic towards D an execution of the ROR-CPA game. At some point in this emulation, D' has to make its challenge query (e.g., choose i at random from $\{1, \dots, t\}$ and let the i -th query be the challenge query). Note also that D' gets true encryptions of all its queried non-challenge messages but can also decide to get encryptions to random messages at any time (by querying random messages). You should use both Lemma 2.2 and Lemma 2.3.

- c) Explain in words why these implication statements of **a)** and **b)** are important in cryptography.

1.2 On the Security of the One-Time Pad

Goal: We prove the security of the one time pad in general for finite groups.

Let $\langle \mathbb{G}; + \rangle$ be a finite group (written in additive notation) and U, X two independent random variables over \mathbb{G} , with U uniformly distributed. Show that $U + X$ and X are independent.

Hint: As an intermediate step, you should show that since U is uniformly distributed, then so is $U + X$.

1.3 Properties of the Distinguishing Advantage

Goal: We prove some basic results about the distinguishing advantage that are stated in the lecture notes without proof.

- a) Prove Lemma 2.1 in the lecture notes, i.e., show that for two random variables X and Y , the advantage of the best distinguisher for X and Y is the statistical distance between X and Y , that is,

$$\Delta(X, Y) = \delta(X, Y).$$

- b) Prove Lemma 2.4 from the lecture notes, i.e., for a bit-guessing problem (S, B) , show that from a distinguisher D which is given either the pair (S, B) or the pair (S, U) for U uniformly distributed and independent of S (that is, D can interact with the system S and receives either the bit B , correlated with S , or the uncorrelated bit U), we can construct a distinguisher D' for the bit-guessing problem (S, B) which has twice the same advantage, that is,

$$\Delta^D((S, B), (S, U)) = \frac{1}{2} \Lambda^{D'}((S, B)).$$

Hint: First show that $\Lambda^{D'}((S, B)) = \Delta^D((S, B), (S, \bar{B}))$, where D' should make use of D and a uniform bit U , and then show that $\Delta^D((S, B), (S, U)) = \frac{1}{2} \Delta^D((S, B), (S, \bar{B}))$ (\bar{B} is the negation of the bit B).

Discussion of solutions:

26/27.2.2018 (Tasks 1.1a, 1.1c, 1.2 and 1.3a)

5/6.3.2018 (Tasks 1.1b, 1.3b)

The Monday and Tuesday sessions of each week cover the same material.