

# Cryptocode

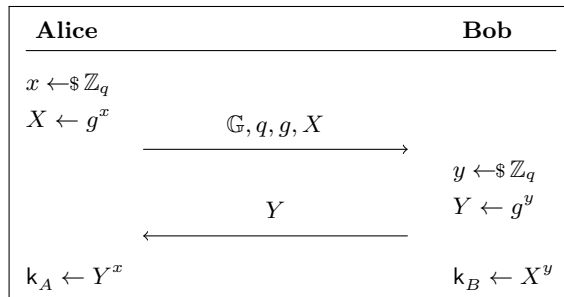
TYPESETTING CRYPTOGRAPHY

Arno Mittelbach  
mail@arno-mittelbach.de  
<https://github.com/arnomi/cryptocode>\*

July 9, 2020

## Abstract

The cryptocode package provides a set of macros to ease the typesetting of pseudocode, algorithms and protocols (such as the one below). In addition it comes with a wide range of tools to typeset cryptographic papers (hence the name). This includes simple predefined commands for typesetting probabilities and “commonly encountered math” as well as for concepts such as a security parameter  $1^n$  or advantage terms  $\text{Adv}_{\mathcal{A}, \text{PRF}}^{\text{prf}}(n) = \text{negl}(n)$ . Furthermore, it includes environments to layout game-based proofs or black-box reductions.



---

\*If you use cryptocode in your work, consider starring the repository on GitHub and/or rating it on CTAN.

# Contents

|          |  |           |
|----------|--|-----------|
| <b>1</b> | <b>Cryptocode by Example</b>                     | <b>1</b>  |
| 1.1      | Pseudocode                                       | 1         |
| 1.2      | Stacking   | 3         |
| 1.3      | Columns  | 4         |
| 1.4      | Protocols  | 5         |
| 1.5      | Game-Based Proofs                                | 6         |
| 1.6      | Black-Box Reductions                             | 6         |
| <b>2</b> | <b>Notation Macros</b>                           | <b>8</b>  |
| 2.1      | Security Parameter                               | 8         |
| 2.2      | Advantage Terms                                  | 8         |
| 2.3      | Math Operators                                   | 9         |
| 2.4      | Adversaries                                      | 9         |
| 2.5      | Landau   | 10        |
| 2.6      | Probabilities                                    | 10        |
| 2.7      | Sets   | 11        |
| 2.8      | Cryptographic Notions                            | 12        |
| 2.9      | Logic  | 12        |
| 2.10     | Function Families                                | 13        |
| 2.11     | Machine Model                                    | 13        |
| 2.12     | Crypto Primitives                                | 14        |
| 2.13     | Oracles  | 14        |
| 2.14     | Events   | 15        |
| 2.15     | Complexity                                       | 15        |
| 2.16     | Asymptotics                                      | 16        |
| 2.17     | Keys   | 16        |
| <b>3</b> | <b>Pseudocode</b>                                | <b>17</b> |
| 3.1      | Basics   | 17        |
| 3.1.1    | Customizing Pseudocode                           | 18        |
| 3.1.2    | Customized Pseudocode Commands                   | 20        |
| 3.2      | Indentation                                      | 21        |
| 3.3      | Textmode   | 23        |
| 3.4      | Syntax Highlighting                              | 24        |
| 3.4.1    | Automatic Syntax Highlighting (Experimental)     | 25        |
| 3.5      | Line Numbering                                   | 28        |
| 3.5.1    | Skipping Line Numbers                            | 28        |
| 3.5.2    | Manually Inserting Line Numbers                  | 28        |
| 3.5.3    | Start Values                                     | 29        |
| 3.5.4    | Separators                                       | 29        |
| 3.5.5    | Style  | 29        |
| 3.6      | Subprocedures                                    | 30        |
| 3.6.1    | Numbering in Subprocedures                       | 30        |
| 3.7      | Stacking Procedures                              | 31        |
| 3.7.1    | Stacking Options                                 | 33        |
| 3.8      | Default Arguments                                | 33        |
| 3.9      | Divisions and Linebreaks                         | 34        |
| 3.9.1    | Optimizing Layout                                | 35        |
| 3.10     | Matrices and Math Environments within Pseudocode | 35        |
| 3.11     | Fancy Code with Overlays                         | 36        |

|          |  |           |
|----------|--|-----------|
| <b>4</b> | <b>Tabbing Mode</b>                      | <b>38</b> |
| 4.1      | Tabbing in Detail                        | 38        |
| 4.1.1    | Overriding The Tabbing Character         | 39        |
| 4.1.2    | Custom Line Spacing and Horizontal Rules | 39        |
| <b>5</b> | <b>Protocols</b>                         | <b>40</b> |
| 5.1      | Tabbing                                  | 42        |
| 5.2      | Multiline Messages                       | 42        |
| 5.2.1    | Multiplayer Protocols                    | 43        |
| 5.2.2    | Divisions                                | 43        |
| 5.3      | Line Numbering in Protocols              | 44        |
| 5.3.1    | Separators                               | 45        |
| 5.3.2    | Spacing                                  | 45        |
| 5.4      | Sub Protocols                            | 45        |
| <b>6</b> | <b>Game-Based Proofs</b>                 | <b>47</b> |
| 6.1      | Basics                                   | 47        |
| 6.1.1    | Highlight Changes                        | 47        |
| 6.1.2    | Boxed Games                              | 48        |
| 6.1.3    | Reduction Hints                          | 48        |
| 6.1.4    | Numbering and Names                      | 49        |
| 6.1.5    | Default Name and Argument                | 50        |
| 6.1.6    | Bi-Directional Games                     | 50        |
| 6.1.7    | Styling Game Procedures                  | 51        |
| 6.2      | Game Descriptions                        | 51        |
| <b>7</b> | <b>Black-Box Reductions</b>              | <b>53</b> |
| 7.1      | Nesting of Boxes                         | 54        |
| 7.2      | Messages and Queries                     | 55        |
| 7.2.1    | Options                                  | 57        |
| 7.2.2    | First Message                            | 58        |
| 7.2.3    | Add Space                                | 58        |
| 7.2.4    | Loops                                    | 60        |
| 7.2.5    | Intertext                                | 62        |
| 7.3      | Oracles                                  | 63        |
| 7.3.1    | Communicating with Oracles               | 63        |
| 7.4      | Challengers                              | 64        |
| 7.4.1    | Communicating with Challengers           | 65        |
| 7.5      | Examples                                 | 66        |
| <b>8</b> | <b>Known Issues</b>                      | <b>68</b> |
| 8.1      | Pseudocode KeepSpacing within Commands   | 68        |
| 8.2      | AMSFonTS                                 | 68        |
| 8.3      | Hyperref                                 | 68        |
| <b>9</b> | <b>Implementation</b>                    | <b>69</b> |
| 9.1      | Package Options                          | 69        |
| 9.1.1    | operators                                | 69        |
| 9.1.2    | adversary                                | 70        |
| 9.1.3    | landau                                   | 70        |
| 9.1.4    | probability                              | 70        |
| 9.1.5    | sets                                     | 71        |

|        |  |     |
|--------|--|-----|
| 9.1.6  | noamsfonts   | 72  |
| 9.1.7  | notions  | 72  |
| 9.1.8  | logic  | 72  |
| 9.1.9  | ff (function families)                                   | 73  |
| 9.1.10 | mm (machine models)                                      | 73  |
| 9.1.11 | advantage  | 73  |
| 9.1.12 | primitives   | 73  |
| 9.1.13 | oracles  | 75  |
| 9.1.14 | events   | 75  |
| 9.1.15 | complexity   | 75  |
| 9.1.16 | asymptotics  | 76  |
| 9.1.17 | keys   | 76  |
| 9.1.18 | Security parameter                                       | 76  |
| 9.2    | Preamble and Option Parsing                              | 77  |
| 9.3    | Global Macros  | 78  |
| 9.3.1  | Styles   | 78  |
| 9.3.2  | Order of Growth  | 78  |
| 9.3.3  | Spacing  | 78  |
| 9.3.4  | Keywords and Highlighting                                | 78  |
| 9.3.5  | Misc   | 79  |
| 9.4    | Internal Helper Functions                                | 79  |
| 9.5    | Stacking   | 80  |
| 9.5.1  | Manual Spacing   | 81  |
| 9.5.2  | Misc   | 81  |
| 9.5.3  | Stacking Options   | 81  |
| 9.5.4  | The Stacking Environments                                | 82  |
| 9.6    | The pseudocode command                                   | 84  |
| 9.6.1  | Options  | 86  |
| 9.6.2  | Automatic Syntax Highlighting and Spacing (Experimental) | 88  |
| 9.6.3  | Helper Variables   | 90  |
| 9.6.4  | The Actual Pseudocode Command                            | 91  |
| 9.7    | Create Pseudocode/Procedure Commands                     | 94  |
| 9.8    | Subprocedures  | 96  |
| 9.9    | Protocols  | 97  |
| 9.10   | Tikz within Pseudocode                                   | 100 |
| 9.11   | Black Box Reductions                                     | 101 |
| 9.12   | Game-Based Proofs  | 114 |
| 9.12.1 | Game Descriptions  | 117 |

# 1 Cryptocode by Example

The cryptocode package provides a set of commands to ease the typesetting of pseudocode, protocols, game-based proofs and black-box reductions. In addition it comes with a large number of predefined commands. In this section we present the various features of cryptocode by giving small examples. But first, let's load the package

```
1 \usepackage[
2   n, % or lambda
3   advantage,
4   operators,
5   sets,
6   adversary,
7   landau,
8   probability,
9   notions,
10  logic,
11  ff,
12  mm,
13  primitives,
14  events,
15  complexity,
16  oracles,
17  asymptotics,
18  keys
19 ]{cryptocode}
```

Note that all the options refer to a set of commands. That is, without any options cryptocode will provide the mechanisms for writing pseudocode, protocols, game-based proofs and black-box reductions but not define additional commands, such as `\pk` or `\sk` (for typesetting public and private/secret keys) which are part of the keys option. We discuss the various options and associated commands in Section 2.

## 1.1 Pseudocode

The cryptocode package tries to make writing pseudocode easy and enjoyable. The `\pseudocode` command takes a single parameter where you can start writing code in mathmode using `\\` as line breaks. Following is an IND-CPA game definition using various commands from cryptocode to ease writing keys (`\pk`, `\sk`), sampling (`\sample`), and more:

```
1 :  $b \leftarrow \{0, 1\}$ 
2 :  $(pk, sk) \leftarrow \text{KGen}(1^n)$ 
3 :  $(state, m_0, m_1) \leftarrow \mathcal{A}(1^n, pk, c)$ 
4 :  $c \leftarrow \text{Enc}(pk, m_b)$ 
5 :  $b' \leftarrow \mathcal{A}(1^n, pk, c, state)$ 
6 : return  $b = b'$ 
```

```
1 \pseudocode[linenumbering]{
2   b \sample \bin \\
3   (\pk, \sk) \sample \kgen (\secpam) \\
4   (\state, m_0, m_1) \sample \adv(\secpam, \pk, c) \\
5   c \sample \enc(\pk, m_b) \\
6   b' \sample \adv(\secpam, \pk, c, \state) \\
7   \pcreturn b = b' }
```

In many cases, we want to set pseudocode blocks in-between paragraphs with spacing similar to how we would offset equations. For this, and for laying out multiple code blocks, cryptocode offers “stacking” environments `\pchstack` and `\pcvstack`. For typesetting a code block nicely centered and boxed

```

1 :   $b \leftarrow \{0, 1\}$ 
2 :   $(pk, sk) \leftarrow \text{KGen}(1^n)$ 
3 :   $(state, m_0, m_1) \leftarrow \mathcal{A}(1^n, pk, c)$ 
4 :   $c \leftarrow \text{Enc}(pk, m_b)$ 
5 :   $b' \leftarrow \mathcal{A}(1^n, pk, c, state)$ 
6 :  return  $b = b'$ 

```

you could thus use:

```

1 \begin{pchstack}[center,boxed]
2   \pseudocode[linenumbering]{
3     b \sample \bin \\
4     (\pk,\sk) \sample \kgen (\seccparam) \\
5     (\state,m_0,m_1) \sample \adv(\seccparam, \pk, c) \\
6     c \sample \enc(\pk,m_b) \\
7     b' \sample \adv(\seccparam, \pk, c, \state) \\
8     \pcreturn b = b' }
9 \end{pchstack}

```

As this is a common task, cryptocode offers the `\pseudocodeblock` command which is a shorthand for the above (without the frame). In case you want to provide different options or a shorter command (say `\pcb`) you can easily define the command via

```

1 \createpseudocodeblock{pcb}{center,boxed}{}{}{}

```

The above could now be written, more succinctly as

```

1 \pcb[linenumbering]{
2   b \sample \bin \\
3   (\pk,\sk) \sample \kgen (\seccparam) \\
4   (\state,m_0,m_1) \sample \adv(\seccparam, \pk, c) \\
5   c \sample \enc(\pk,m_b) \\
6   b' \sample \adv(\seccparam, \pk, c, \state) \\
7   \pcreturn b = b'
8 }

```

The pseudocode command (and its block variant) takes a single mandatory argument (the code) plus an optional argument which allows you to specify options in a key=value fashion. In the above example we used the `linenumbering` option.

It is easy to define a heading for your code. Either specify the header using the option “head” or use the `\procedure` command (or its block variant `\procedureblock`) which takes an additional argument to specify the headline.

$$\text{IND-CPA}_{\text{Enc}}^A(n)$$


---

```

1 :   $b \leftarrow \{0, 1\}$ 
2 :   $(pk, sk) \leftarrow \text{KGen}(1^n)$ 
3 :   $(state, m_0, m_1) \leftarrow \mathcal{A}(1^n, pk, c)$ 
4 :   $c \leftarrow \text{Enc}(pk, m_b)$ 
5 :   $b' \leftarrow \mathcal{A}(1^n, pk, c, state)$ 
6 :  return  $b = b'$ 

```

```

1 \procedureblock[linenumbering]{\indcpa_\enc^\adv(\secpa)}{
2   b \sample \bin \\\
3   (\pk,\sk) \sample \kgen(\secpa) \\\
4   (\state,m_0,m_1) \sample \adv(\secpa, \pk, c) \\\
5   c \sample \enc(\pk,m_b) \\\
6   b' \sample \adv(\secpa, \pk, c, \state) \\\
7   \pcreturn b = b' }

```

Similarly to before, we can define a shorthand and boxed variant as

```

1 \createprocedureblock{procb}{center,boxed}{}{}{}

```

There is a lot more that we will discuss in detail in Section 3. Here, for example, is the same code with an overlay explanation and a division of the pseudocode.

IND-CPA<sub>Enc</sub><sup>A</sup>(n)

```

1 : b ← $ {0, 1}
2 : (pk, sk) ← $ KGen(1^n)
... Setup Completed ...
3 : (m_0, m_1) ← $ A(1^n, pk, c)
4 : c ← $ Enc(pk, m_b)
5 : b' ← $ A(1^n, pk, c, state)
6 : return b = b'

```

KGen(1<sup>n</sup>) samples a public key pk and a private key sk.

```

1 \begin{pimage}
2 \procedureblock[linenumbering]{\indcpa_\enc^\adv(\secpa)}{\%
3   b \sample \bin \\\
4   (\pk,\sk) \sample \kgen(\secpa)\pcnode{kgen} \pclb
5   \pcintertext[dotted]{Setup Completed}
6   (m_0,m_1) \sample \adv(\secpa, \pk, c) \\\
7   c \sample \enc(\pk,m_b) \\\
8   b' \sample \adv(\secpa, \pk, c, \state) \\\
9   \pcreturn b = b' }
10
11 \pcdraw{
12   \node[rectangle callout,callout absolute pointer=(kgen),fill=orange]
13     at ([shift={(+3,-1)}]kgen) {
14       \begin{varwidth}{3cm}
15         $\kgen(\secpa)$ samples a public key $\pk$ and a private key $\sk$.
16       \end{varwidth}
17     };
18   }
19 \end{pimage}

```

## 1.2 Stacking

To arrange multiple procedures, cryptocode offers horizontal and vertical stacking environments `\pchstack` and `\pcvstack`. In the example below we arrange four code blocks in three columns equispaced with 1cm distance and stack two procedures in the center column.

|  |  |  |
|--|--|--|
| $\overline{A}$ $a \leftarrow \$A$ $\textbf{return } a$ | $\overline{B.1}$ $b \leftarrow \$B$ $\textbf{return } b$ | $\overline{C}$ $c \leftarrow \$C$ $\textbf{return } c$ |
|  | $\overline{B.1}$ $b \leftarrow \$B$ $\textbf{return } b$ |  |

```

1 \begin{pchstack}[center,space=1cm]
2   \procedure{A}{
3     a \sample A \\
4     \pcreturn a
5   }
6
7   \begin{pcvstack}[boxed,space=0.5cm]
8     \procedure{B.1}{
9       b \sample B \\
10      \pcreturn b
11    }
12    \procedure{B.1}{
13      b \sample B \\
14      \pcreturn b
15    }
16  \end{pcvstack}
17
18  \procedure{C}{
19    c \sample C \\
20    \pcreturn c
21  }
22 \end{pchstack}

```

### 1.3 Columns

The `\pseudocode` and `\procedure` commands allow the usage of multiple columns. You switch to a new column by inserting a `\>`. This is similar to using an `align` environment and placing a tabbing & character.<sup>1</sup>

| First                   | Second                  | Third                   | Fourth                  |
|-------------------------|-------------------------|-------------------------|-------------------------|
| $b \leftarrow \{0, 1\}$ | $b \leftarrow \{0, 1\}$ | $b \leftarrow \{0, 1\}$ | $b \leftarrow \{0, 1\}$ |

```

1 \pseudocodeblock{%
2   \textbf{First} \> \textbf{Second} \> \textbf{Third} \> \textbf{Fourth} \\
3   b \sample \bin \> b \sample \bin \> b \sample \bin \> b \sample \bin}

```

As you can see the first column is left aligned the second right, the third left and so forth. In order to get only left aligned columns you could thus always skip a column by using `\>\>` or you can alternatively use `\<` as a shorthand for `\>\>`.

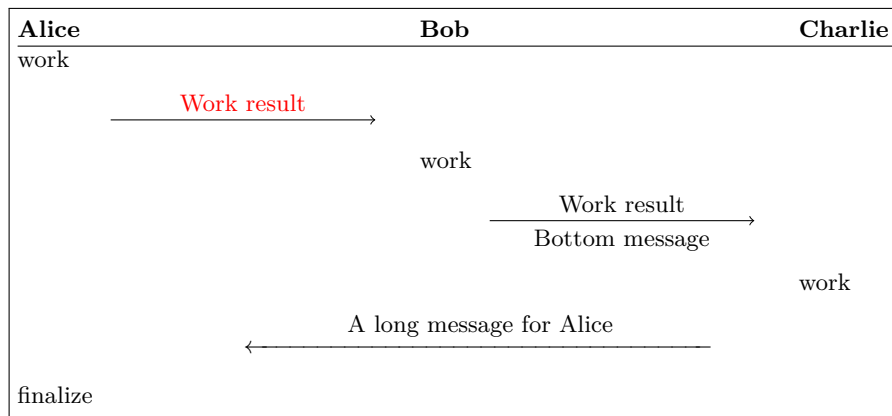
| First                   | Second                  | Third                   | Fourth                  |
|-------------------------|-------------------------|-------------------------|-------------------------|
| $b \leftarrow \{0, 1\}$ | $b \leftarrow \{0, 1\}$ | $b \leftarrow \{0, 1\}$ | $b \leftarrow \{0, 1\}$ |

<sup>1</sup>In fact, the *pseudocode* command is based on `amsmath`'s `flalign` environment.



## 1.4 Protocols

Using columns makes it easy to write even complex protocols. Following is a simple three-party protocol.



```

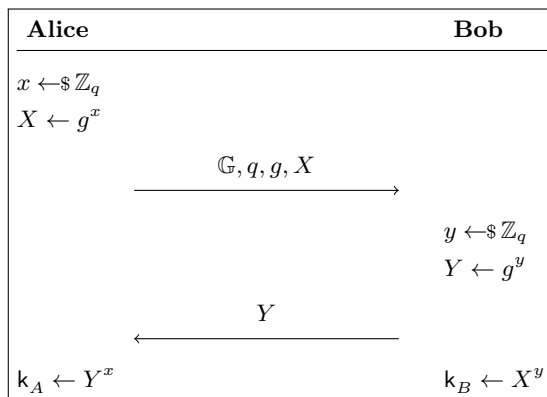
1 \psudocodeblock{
2   \textbf{Alice} < < \textbf{Bob} < < \textbf{Charlie} \\[\\ hline ]
3   \text{work} < < < < \\
4   < \sendmessengeright{top=Work result ,topstyle=red} < < < \\
5   < < \text{work} < < \\
6   < < < \sendmessengeright{top=Work result ,bottom=Bottom message} < \\
7   < < < < \text{work} \\
8   < \sendmessageleftx{8}{\text{A long message for Alice}} < \\
9   \text{finalize} < < < < }

```

The commands `\sendmessageright` and `\sendmessageleft` are very flexible and allow to style the sending of messages in various ways. Also note the `\\[\\hline]` at the end of the first line. Here the first optional argument allows us to specify the lineheight (similarly to the behavior in an `align` environment) while the second optional argument allows us to, for example, draw a horizontal line.

In multi-player protocols such as the one above the commands `\sendmessagerightx` and `\sendmessageleftx` (note the x at the end) allow to send messages over multiple columns. In the example, as we were using `\<` the final message thus spans 8 columns.

For basic protocols you might also utilize the `\sendmessageright*` and `\sendmessageleft*` commands which simply take a message which is displayed (in math mode) on top.



```

1 \psuedocodeblock{
2   \textbf{ Alice} \< \< \textbf{ Bob}   \|[0.1\ baselineskip][\ hline]
3   \<\< \|[ -0.5\ baselineskip]
4   x \sample \ZZ_q \< \< \
5   X \gets g^x \<\< \
6   \< \sendmessageright*{\GG,q,g,X} \< \
7   \<\< y \sample \ZZ_q \
8   \<\< Y \gets g^y \
9   \< \sendmessageleft*{Y} \< \
10  \key_A \gets Y^x \<\< \key_B \gets X^y }

```

We will discuss protocols in greater detail in Section 5.

## 1.5 Game-Based Proofs

Cryptocode supports authors in visualizing game-based proofs. It defines an environment `gameproof` which allows to wrap a number of game procedures displaying helpful information as to what changes from game to game and to what each step is reduced.

| $\text{Game}_1(n)$ | $\text{Game}_2(n)$  | $\text{Game}_3(n)$ | $\text{Game}_4(n)$   |
|--------------------|---------------------|--------------------|----------------------|
| 1 : Step 1         | Step 1              |                    | Step 1               |
| 2 :                | From game 3 on      |                    | From game 3 on       |
| 3 : Step 2         | Step 3 is different |                    | Step 3 adapted again |

```

1 \begin{gameproof}
2   \begin{pchstack}[center,space=1em]
3     \gameprocedure[linenumbering,minlineheight=1.5em]{%
4       \text{Step 1} \
5       \
6       \text{Step 3}
7     }
8
9     \tbxgameprocedure[minlineheight=1.5em]{%
10      \text{Step 1} \
11      \pcbox{\text{From game 3 on}} \
12      \gamechange{\text{Step 3 is different}}
13    }
14
15    \gameprocedure[minlineheight=1.5em]{%
16      \text{Step 1} \
17      \text{From game 3 on} \
18      \text{\gamechange{Step 3 adapted again}}
19    }
20
21 \end{pchstack}
22 \end{gameproof}

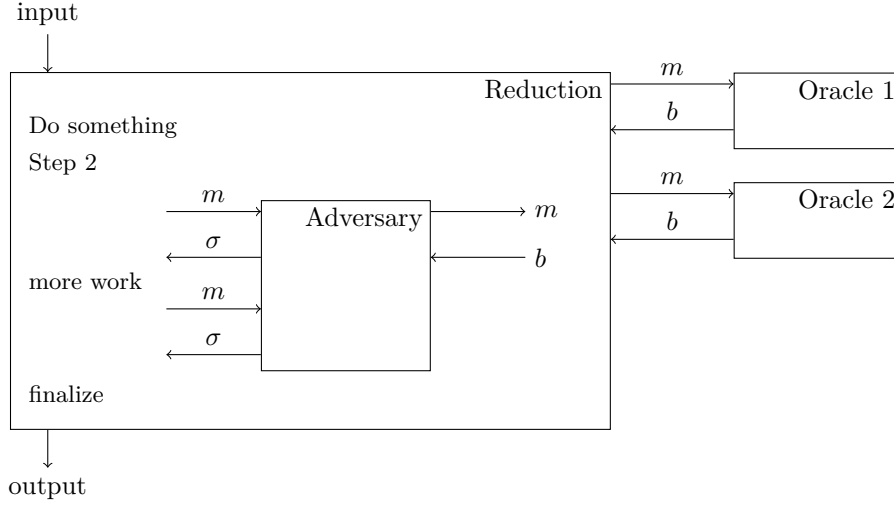
```

Note that we made use of the option “mode=text” in the above example which tells the underlying pseudocode command to not work in math mode but in plain text mode. We will discuss how to visualize game-based proofs in Section 6.

## 1.6 Black-Box Reductions

Cryptocode provides a structured syntax to visualize black-box reductions. Basically cryptocode provides an environment to draw boxes that may have oracles and/or challengers and that can be communicated with. Cryptocode makes heavy use of TIKZ (<https://www.ctan.org/pkg/pgf>) for this, which gives you quite some control over how things should look like. Additionally, as you can specify node names (for example the outer box in the next example is called “A”) you can easily extend the pictures by using

plain TIKZ commands. Following is an example reduction. We discuss the details in Section 7.



```

1 \begin{bbrenv}{A}
2   \begin{bbrbox}[name=Reduction]
3     \pseudocode{
4       \text{Do something} \\
5       \text{Step 2}
6     }
7
8     \begin{bbrenv}{B}
9       \begin{bbrbox}[name=Adversary, minheight=2.25cm]
10        \end{bbrbox}
11
12        \bbrmsgto{top=$m$}
13        \bbrmsgfrom{top=$\sigma$}
14        \bbrmsgtxt{\pseudocode{\text{more work}}}
15      }
16      \bbrmsgto{top=$m$}
17      \bbrmsgfrom{top=$\sigma$}
18    \end{bbrenv}
19
20    \bbrqryto{side=$m$}
21    \bbrqryfrom{side=$b$}
22  \end{bbrbox}
23
24  \pseudocode{
25    \text{finalize}
26  }
27
28  \end{bbrbox}
29  \bbrinput{input}
30  \bbroutput{output}
31
32  \begin{bbroracle}{OraA}
33    \begin{bbrbox}[name=Oracle 1, minheight=1cm]
34    \end{bbrbox}
35  \end{bbroracle}
36  \bbroracleqryto{top=$m$}
37  \bbroracleqryfrom{top=$b$}
38
39  \begin{bbroracle}{OraB}
40    \begin{bbrbox}[name=Oracle 2, minheight=1cm]
41    \end{bbrbox}
42  \end{bbroracle}
43  \bbroracleqryto{top=$m$}
44  \bbroracleqryfrom{top=$b$}
45 \end{bbrenv}

```

## 2 Notation Macros

In this section we'll discuss the various commands for notation that can be loaded via package options.

```

1 \usepackage[
2   n, % or lambda
3   advantage,
4   operators,
5   sets,
6   adversary,
7   landau,
8   probability,
9   notions,
10  logic,
11  ff,
12  mm,
13  primitives,
14  events,
15  complexity,
16  oracles,
17  asymptotics,
18  keys
19 ]{cryptocode}

```

**Remark.** Note that the available command sets are far from complete and reflect my own work (especially once you get to cryptographic notions and primitives). In case you feel that something should be added feel free to drop me an email, or better yet, open an issue and pull request on github (<https://github.com/arnomi/cryptocode>).

### 2.1 Security Parameter

In cryptography we make use of a security parameter which is usually denoted by  $1^n$  or  $1^\lambda$ . The cryptocode package, when loading either option “n” or option “lambda” will define the commands

```

1 \secpa
2 \secpa
3 \SECPAR

```

The first command provides the “letter”, i.e., either  $n$  or  $\lambda$ , whereas `\secpa` prints  $1^n$  (i.e.,  $1^n$  for option “n”). Finally, `\SECPAR` yields  $N_0$  (resp.  $\Lambda$ ) and is meant to be used in sentences such as, “there exists  $N_0 \in \mathbb{N}$  such that for all  $n \geq N_0$ , ...”

### 2.2 Advantage Terms

Load the package option “advantage” in order to define the command `\advantage` used to specify advantage terms such as:

$$\text{Adv}_{\mathcal{A}, \text{PRF}}^{\text{prf}}(n)$$

```

1 \advantage{prf}{\adv,\prf}

```

Specify an optional third parameter to replace the  $(n)$ .

```

1 \advantage{prf}{\adv,\prf}[(arg)]

```

In order to redefine the styles in which superscript and subscript are set, or in case you want to replace the term `Adv`, redefine:

```

1 \renewcommand{\pcadvantagename}{\mathsf{Adv}}
2 \renewcommand{\pcadvantagesuperstyle}[1]{\mathrm{\MakeLowercase{#1}}}
3 \renewcommand{\pcadvantagesubstyle}[1]{#1}

```

## 2.3 Math Operators

The “operators” option provides the following list of commands:

| Command                        | Description  | Result                       | Example                    |
|--------------------------------|--|------------------------------|----------------------------|
| <code>\sample</code>           | Sampling from a distribution, or running a randomized procedure  | $\leftarrow$                 | $b \leftarrow \{0, 1\}$    |
| <code>\floor{42.5}</code>      | Rounding down  | $\lfloor 42.5 \rfloor$       |                            |
| <code>\ceil{41.5}</code>       | Rounding up  | $\lceil 41.5 \rceil$         |                            |
| <code>\Angle{x,y}</code>       | Vector product   | $\langle x, y \rangle$       |                            |
| <code>\abs{\frac{a}{b}}</code> | Absolute number  | $\left  \frac{a}{b} \right $ |                            |
| <code>\norm{x}</code>          | Norm   | $\ x\ $                      |                            |
| <code>\concat</code>           | Verbose concatenation (I usually prefer simply <code>\ </code> ) | $\ $                         | $x \leftarrow a \  b$      |
| <code>\emptystring</code>      | The empty string   | $\varepsilon$                | $x \leftarrow \varepsilon$ |
| <code>\argmax</code>           | arg max  | arg max                      | $\arg \max_{x \in S} f(x)$ |
| <code>\argmin</code>           | arg min  | arg min                      | $\arg \min_{x \in S} f(x)$ |
| <code>\pindist</code>          | Perfect indistinguishability                                     | $\underline{\approx}$        | $X \underline{\approx} Y$  |
| <code>\sindist</code>          | Statistical indistinguishability                                 | $\overset{s}{\approx}$       | $X \overset{s}{\approx} Y$ |
| <code>\cindist</code>          | Computational indistinguishability                               | $\overset{c}{\approx}$       | $X \overset{c}{\approx} Y$ |

The paired operators `\floor`, `\ceil`, `\Angle`, `\norm`, and `\abs` also come in a form for flow text which does not scale the outer delimiter. These are `\tfloor`, `\tceil`, `\tAngle`, `\tnorm`, and `\tabs`.

Note that `arg max` and `arg min` in block formulas will set their subscripts as limits, i.e.,:

$$\arg \max_{x \in S} f(x)$$

## 2.4 Adversaries

The “adversary” option provides the following list of commands:

| Command           | Description | Result        |
|-------------------|-------------|---------------|
| <code>\adv</code> | Adversary   | $\mathcal{A}$ |
| <code>\bdv</code> | Adversary   | $\mathcal{B}$ |
| <code>\cdv</code> | Adversary   | $\mathcal{C}$ |
| <code>\ddv</code> | Adversary   | $\mathcal{D}$ |
| <code>\edv</code> | Adversary   | $\mathcal{E}$ |
| <code>\mdv</code> | Adversary   | $\mathcal{M}$ |
| <code>\pdv</code> | Adversary   | $\mathcal{P}$ |
| <code>\rdv</code> | Adversary   | $\mathcal{R}$ |
| <code>\sdv</code> | Adversary   | $\mathcal{S}$ |

The style in which an adversary is rendered is controlled via

```

1 \renewcommand{\pcadvstyle}[1]{\ensuremath{\mathcal{#1}}}

```

## 2.5 Landau

The “landau” option provides the following list of commands:

| Command                     | Description              | Result              |
|-----------------------------|--------------------------|---------------------|
| <code>\bigO{n^2}</code>     | Big O(micron) notation   | $\mathcal{O}(n^2)$  |
| <code>\smallO{n^2}</code>   | small o(micron) notation | $\mathfrak{o}(n^2)$ |
| <code>\bigOmega{n^2}</code> | Big Omega notation       | $\Omega(n^2)$       |
| <code>\bigTheta{n^2}</code> | Big Theta                | $\Theta(n^2)$       |
| <code>\orderOf</code>       | On the order of          | $f(n) \sim g(n)$    |

## 2.6 Probabilities

The “probability” option provides commands for writing probabilities. Use

```
1 \prob{X=x}
2 \probsub{x\sample{\bin^n}}{x=5}
3 \condprob{X=x}{A=b}
4 \condprobsub{x\sample{\bin^n}}{x=5}{A=b}
```

to write basic probabilities, probabilities with explicit probability spaces and conditional probabilities.

$$\begin{aligned} \Pr[X = x] \\ \Pr_{x \leftarrow \{0,1\}^n}[X = x] \\ \Pr[X = x \mid A = b] \\ \Pr_{x \leftarrow \{0,1\}^n}[x = 5 \mid A = b] \end{aligned}$$

You can control the probability symbol ( $\Pr$ ) by redefining

```
1 \renewcommand{\probnname}{\Pr}
```

The probability commands have a flowtext version `\tprob{X=x}` or `\tcondprob{X=x}{Y=y}` which does not scale the delimiters. In case the probability space is more complex, you can use

```
1 \probsublong{x,y\sample\set{1,2,3,4,5,6}, z = x + y}{z = 7}
```

which yields

$$\Pr[z = 7 : x, y \leftarrow \{1, 2, 3, 4, 5, 6\}, z = x + y].$$

For specifying expectations the following commands are defined

```
1 \expect{X}
2 \expsub{x,y\sample\set{1,\ldots,6}}{x+y}
3 \condexp{X+Y}{Y>3}
4 \condexpsub{x,y\sample\set{1,\ldots,6}}{x+y}{y>3}
```

yielding

$$\begin{aligned} \mathbb{E}[X] \\ \mathbb{E}_{x,y \leftarrow \{1,\dots,6\}}[x + y] \\ \mathbb{E}[X + Y \mid Y > 3] \\ \mathbb{E}_{x,y \leftarrow \{1,\dots,6\}}[x + y \mid y > 3] \end{aligned}$$

Again flowtext versions such as `\texpect{X}` are available. To control the expectation symbol ( $\mathbb{E}$ ), redefine

```
1 \renewcommand{\expectationname}{\ensuremath{\mathbb{E}}}
```

The support  $\text{Supp}(X)$  of a random variable  $X$  can be written as

```
1 \supp{X}
```

where again the name can be controlled via

```
1 \renewcommand{\supportname}{Supp}
```

For denoting entropy and min-entropy use

```
1 \entropy{X}
2 \minentropy{X}
3 \condentropy{X}{Y=5}
4 \condminentropy{X}{Y=5}
5 \condavgminentropy{X}{Y=5}
```

This yields

$$\begin{aligned} H(X) \\ H_\infty(X) \\ H(X \mid Y = 5) \\ H_\infty(X \mid Y = 5) \\ \tilde{H}_\infty(X \mid Y = 5) \end{aligned}$$

## 2.7 Sets

The “sets” option provides commands for basic mathematical sets. You can write sets and sequences as

```
1 \set{1, \ldots, 10}
2 \sequence{1, \ldots, 10}
```

which are typeset as

$$\begin{aligned} \{1, \dots, 10\} \\ (1, \dots, 10) \end{aligned}$$

In addition, the following commands are provided

| Command           | Description                | Result       |
|-------------------|----------------------------|--------------|
| <code>\bin</code> | The set containing 0 and 1 | $\{0, 1\}$   |
| <code>\NN</code>  | Natural numbers            | $\mathbb{N}$ |
| <code>\ZZ</code>  | Integers                   | $\mathbb{Z}$ |
| <code>\QQ</code>  | Rational numbers           | $\mathbb{Q}$ |
| <code>\CC</code>  | Complex numbers            | $\mathbb{C}$ |
| <code>\RR</code>  | Reals                      | $\mathbb{R}$ |
| <code>\PP</code>  |                            | $\mathbb{P}$ |
| <code>\FF</code>  |                            | $\mathbb{F}$ |
| <code>\GG</code>  |                            | $\mathbb{G}$ |

The style in which sets are being set can be adapted by redefining

```
1 \renewcommand{\pcsetstyle}[1]{\ensuremath{\mathbb{#1}}}
```

## 2.8 Cryptographic Notions

The “notions” option defines the following list of commands:

| Command                | Description   | Result   |
|------------------------|---|----------|
| <code>\indcpa</code>   | IND-CPA security for encryption schemes                             | IND-CPA  |
| <code>\indcca</code>   | IND-CCA security for encryption schemes                             | IND-CCA  |
| <code>\indccai</code>  | IND-CCA1 security for encryption schemes                            | IND-CCA1 |
| <code>\indccaii</code> | IND-CCA2 security for encryption schemes                            | IND-CCA2 |
| <code>\ind</code>      | IND security  | IND      |
| <code>\priv</code>     | PRIV security for deterministic public-key encryption schemes       | PRIV     |
| <code>\prvcda</code>   | PRV-CDA security (for deterministic public-key encryption schemes)  | PRV-CDA  |
| <code>\prvrda</code>   | PRV-CDA security (for deterministic public-key encryption schemes)  | PRV-CDA  |
| <code>\kia</code>      | Key independent authenticated encryption                            | KIAE     |
| <code>\kda</code>      | Key dependent authenticated encryption                              | KDAE     |
| <code>\mle</code>      | Message locked encryption   | MLE      |
| <code>\uce</code>      | Universal computational extractors                                  | UCE      |
| <code>\eufcma</code>   | Existential unforgeability under chosen message attack              | EUFCMA   |
| <code>\eufnacma</code> | Non-adaptive existential unforgeability under chosen message attack | EUFNACMA |
| <code>\seufcma</code>  | Strong existential unforgeability under chosen message attack       | SUFCMA   |
| <code>\eufko</code>    | Existential unforgeability under key only attack                    | EUFKO    |

The style in which notions are displayed can be controlled via redefining

```
1 \renewcommand{\pcnotionstyle}[1]{\ensuremath{\mathrm{#1}}}
```

## 2.9 Logic

The “logic” option provides the following list of commands:

| Command                  | Description         | Result            |
|--------------------------|---------------------|-------------------|
| <code>\AND</code>        | Logical AND         | AND               |
| <code>\NAND</code>       | Logical NAND        | NAND              |
| <code>\OR</code>         | Logical OR          | OR                |
| <code>\NOR</code>        | Logical NOR         | NOR               |
| <code>\XOR</code>        | Logical XOR         | XOR               |
| <code>\XNOR</code>       | Logical XNOR        | XNOR              |
| <code>\notimplies</code> | Negated implication | $\not\Rightarrow$ |
| <code>\NOT</code>        | not                 | NOT               |
| <code>\xor</code>        | exclusive or        | $\oplus$          |
| <code>\false</code>      | false               | false             |
| <code>\true</code>       | true                | true              |



## 2.10 Function Families

The “ff” option provides the following list of commands:

| Command              | Description          | Result |
|----------------------|----------------------|--------|
| <code>\kgen</code>   | Key generation       | KGen   |
| <code>\pgen</code>   | Parameter generation | Pgen   |
| <code>\eval</code>   | Evaluation           | Eval   |
| <code>\invert</code> | Inversion            | Inv    |
| <code>\il</code>     | Input length         | il     |
| <code>\ol</code>     | Output length        | ol     |
| <code>\kl</code>     | Key length           | kl     |
| <code>\nl</code>     | Nonce length         | nl     |
| <code>\rl</code>     | Randomness length    | rl     |

The style in which these are displayed can be controlled via redefining

```
1 \renewcommand{\pcalgostyle}[1]{\ensuremath{\mathsf{#1}}}
```

## 2.11 Machine Model

The “mm” option provides the following list of commands:

| Command              | Description                   | Result |
|----------------------|-------------------------------|--------|
| <code>\CRKT</code>   | A circuit                     | C      |
| <code>\TM</code>     | A Turing machine              | M      |
| <code>\PROG</code>   | A program                     | P      |
| <code>\uTM</code>    | A universal Turing machine    | UM     |
| <code>\uC</code>     | A universal Circuit           | UC     |
| <code>\uP</code>     | A universal Program           | UEval  |
| <code>\tmtime</code> | Time (of a TM)                | time   |
| <code>\ppt</code>    | Probabilistic polynomial time | PPT    |

The style in which these are displayed can be controlled via redefining

```
1 \renewcommand{\pcmachinestyle}[1]{\ensuremath{\mathsf{#1}}}
```

## 2.12 Crypto Primitives

The “primitives” option provides the following list of commands:

| Command                     | Description                           | Result   |
|-----------------------------|---------------------------------------|----------|
| <code>\prover</code>        | Proover                               | P        |
| <code>\verifier</code>      | Verifier                              | V        |
| <code>\nizk</code>          | Non interactive zero knowledge        | NIZK     |
| <code>\hash</code>          | A hash function                       | H        |
| <code>\gash</code>          | A hash function                       | G        |
| <code>\fash</code>          | A hash function                       | F        |
| <code>\pad</code>           | A padding function                    | pad      |
| <code>\enc</code>           | Encryption                            | Enc      |
| <code>\dec</code>           | Decryption                            | Dec      |
| <code>\sig</code>           | Signing                               | Sig      |
| <code>\sign</code>          | Signing                               | Sign     |
| <code>\verify</code>        | Verifying                             | Vf       |
| <code>\owf</code>           | One-way function                      | OWF      |
| <code>\prf</code>           | Pseudorandom function                 | PRF      |
| <code>\prp</code>           | Pseudorandom permutation              | PRP      |
| <code>\prg</code>           | Pseudorandom generator                | PRG      |
| <code>\obf</code>           | Obfuscation                           | O        |
| <code>\iO</code>            | Indistinguishability obfuscation      | iO       |
| <code>\diO</code>           | Differing inputs obfuscation          | diO      |
| <code>\mac</code>           | Message authentication                | MAC      |
| <code>\puncture</code>      | Puncturing                            | Puncture |
| <code>\source</code>        | A source                              | S        |
| <code>\predictor</code>     | A predictor                           | P        |
| <code>\sam</code>           | A sampler                             | Sam      |
| <code>\distinguisher</code> | A distinguisher                       | Dist     |
| <code>\dist</code>          | A distinguisher                       | D        |
| <code>\simulator</code>     | A simulator                           | Sim      |
| <code>\extractor</code>     | An extractor                          | Ext      |
| <code>\ext</code>           | Shorthand for <code>\extractor</code> | Ext      |

The style in which these are displayed can be controlled via redefining

```
1 \renewcommand{\pcalgostyle}[1]{\ensuremath{\mathsf{#1}}}
```

## 2.13 Oracles

The “oracles” option provides the following list of commands:

| Command                     | Description                 | Result            |
|-----------------------------|-----------------------------|-------------------|
| <code>\oracle</code>        | Generic oracle              | O                 |
| <code>\oracle[LoR]</code>   | Custom oracle               | LoR               |
| <code>\ro</code>            | Random oracle               | RO                |
| <code>\Oracle{\sign}</code> | Oracle version of procedure | O <sub>Sign</sub> |

The style in which these are displayed can be controlled via redefining

```
1 \renewcommand{\pcoraclestyle}[1]{\ensuremath{\mathsf{#1}}}
```

## 2.14 Events

The “events” option provides the following list of commands.

| Command                 | Description       | Result             |
|-------------------------|-------------------|--------------------|
| <code>\event{E}</code>  | Event $E$         | $E$                |
| <code>\nevent{E}</code> | Negated event $E$ | $\bar{E}$          |
| <code>\bad</code>       | Bad event         | $\text{bad}$       |
| <code>\nbad</code>      | Bad event         | $\bar{\text{bad}}$ |

## 2.15 Complexity

The “complexity” option provides the following list of commands:

| Command                             | Result                 |
|-------------------------------------|------------------------|
| <code>\complclass{myClass}</code>   | $\text{myClass}$       |
| <code>\cocomplclass{myClass}</code> | $\text{co-myClass}$    |
| <code>\npol</code>                  | $\text{NP}$            |
| <code>\conpol</code>                | $\text{co-NP}$         |
| <code>\pol</code>                   | $\text{P}$             |
| <code>\bpp</code>                   | $\text{BPP}$           |
| <code>\ppoly</code>                 | $\text{P/poly}$        |
| <code>\NC{1}</code>                 | $\text{NC}^1$          |
| <code>\AC{1}</code>                 | $\text{AC}^1$          |
| <code>\TC{1}</code>                 | $\text{TC}^1$          |
| <code>\AM</code>                    | $\text{AM}$            |
| <code>\coAM</code>                  | $\text{co-AM}$         |
| <code>\PH</code>                    | $\text{PH}$            |
| <code>\csigma{1}</code>             | $\Sigma_1^p$           |
| <code>\cpi{1}</code>                | $\Pi_1^p$              |
| <code>\cosigma{1}</code>            | $\text{co-}\Sigma_1^p$ |
| <code>\copi{1}</code>               | $\text{co-}\Pi_1^p$    |

The style in which these are displayed can be controlled via redefining

<sup>1</sup> `\renewcommand{\pccomplexitystyle}[1]{\ensuremath{\mathsf{\#1}}}`

## 2.16 Asymptotics

The “asymptotics” option provides the following list of commands:

| Command               | Description                | Result   |
|-----------------------|----------------------------|--|
| <code>\negl</code>    | A negligible function      | $\mathrm{negl}(n)$ ( $n$ is <code>\secpar</code> ) |
| <code>\negl[x]</code> | A negligible function      | $\mathrm{negl}(x)$                                 |
| <code>\negl[]</code>  | A negligible function      | $\mathrm{negl}$                                    |
| <code>\poly</code>    | A polynomial               | $\mathrm{poly}(n)$ ( $n$ is <code>\secpar</code> ) |
| <code>\poly[x]</code> | A polynomial               | $\mathrm{poly}(x)$                                 |
| <code>\poly[]</code>  | A polynomial               | $\mathrm{poly}$                                    |
| <code>\pp</code>      | some polynomial $p$        | $p$  |
| <code>\pp[t]</code>   | some custom polynomial $t$ | $t$  |
| <code>\cc</code>      | some polynomial $c$        | $c$  |
| <code>\ee</code>      | some polynomial $e$        | $e$  |
| <code>\kk</code>      | some polynomial $k$        | $k$  |
| <code>\mm</code>      | some polynomial $m$        | $m$  |
| <code>\nn</code>      | some polynomial $n$        | $n$  |
| <code>\qq</code>      | some polynomial $q$        | $q$  |
| <code>\rr</code>      | some polynomial $r$        | $r$  |

The style in which these are displayed can be controlled via redefining

```
1 \renewcommand{\pcpolynomialstyle}[1]{\ensuremath{\mathrm{\mathstrut{#1}}}}
```

## 2.17 Keys

The “keys” option provides the following list of commands:

| Command                     | Description      | Result            |
|-----------------------------|------------------|-------------------|
| <code>pk</code>             | public key       | $pk$              |
| <code>vk</code>             | verification key | $vk$              |
| <code>sk</code>             | secret key       | $sk$              |
| <code>key</code>            | a plain key      | $k$               |
| <code>key[xk]</code>        | custom key       | $xk$              |
| <code>hk</code>             | hash key         | $hk$              |
| <code>gk</code>             | gash key         | $gk$              |
| <code>fk</code>             | function key     | $fk$              |
| <code>st</code>             | state            | $st$              |
| <code>state</code>          | state            | $state$           |
| <code>state{myState}</code> | custom state     | $state_{myState}$ |

The style in which these are displayed can be controlled via redefining

```
1 \renewcommand{\pckeystyle}[1]{\ensuremath{\mathsf{\mathstrut{#1}}}}
```

## 3 Pseudocode

### 3.1 Basics

The cryptocode package provides the command `\pseudocode` for typesetting algorithms. Consider the following definition of an IND-CPA game

$$\begin{aligned}
 b &\leftarrow \$\{0,1\} \\
 (\mathbf{pk}, \mathbf{sk}) &\leftarrow \$\mathbf{KGen}(1^n) \\
 (m_0, m_1) &\leftarrow \$\mathcal{A}(1^n, \mathbf{pk}, c) \\
 c &\leftarrow \$\mathbf{Enc}(\mathbf{pk}, m_b) \\
 b' &\leftarrow \$\mathcal{A}(1^n, \mathbf{pk}, c) \\
 \mathbf{return} \ b &= b'
 \end{aligned}$$

which is generated by

```

1 \begin{pchstack}[center]
2 \pseudocode{
3   b \sample \bin \\
4   (\pk,\sk) \sample \kgen (\seccparam) \\
5   (m_0,m_1) \sample \adv(\seccparam, \pk, c) \\
6   c \sample \enc(\pk,m_b) \\
7   b' \sample \adv(\seccparam, \pk, c) \\
8   \pcreturn b = b' }
9 \end{pchstack}

```

First note that `\pseudocode` on its own does not space itself. For laying out one (or multiple) code blocks cryptocode defines stacking environments such as `\pchstack` and `\pcvstack` that we discuss in Section 3.7. Wrapping a single pseudocode in a `\pchstack` as in the above example generates a nicely offset code block.

As code blocks are most often not used in flow text, cryptocode offers the shorthand `\pseudocodeblock` which centers and offsets a pseudocode block as above. We thus get the very same by writing

```

1 \pseudocodeblock{
2   b \sample \bin \\
3   (\pk,\sk) \sample \kgen (\seccparam) \\
4   (m_0,m_1) \sample \adv(\seccparam, \pk, c) \\
5   c \sample \enc(\pk,m_b) \\
6   b' \sample \adv(\seccparam, \pk, c) \\
7   \pcreturn b = b' }

```

We can also define custom block commands, for example, the following defines a command `\pcb` that offsets and centers code and draws a tight fitting box around the code block:

```

1 \createpseudocodeblock{pcb}{center,boxed}{\}\}\}

```

(We discuss creating custom pseudocode commands in detail in Section 3.1.2). If we now use `\pcb` as just defined in the above example, we obtain the following nicely spaced and boxed result.

$$b \leftarrow \$\{0, 1\}$$

$$(\text{pk}, \text{sk}) \leftarrow \$\text{KGen}(1^n)$$

$$(m_0, m_1) \leftarrow \$\mathcal{A}(1^n, \text{pk}, c)$$

$$c \leftarrow \$\text{Enc}(\text{pk}, m_b)$$

$$b' \leftarrow \$\mathcal{A}(1^n, \text{pk}, c)$$

$$\text{return } b = b'$$

which is generated as

```

1 \pcb{
2   b \sample \bin \\
3   (\pk, \sk) \sample \kgen (\seccparam) \\
4   (m_0, m_1) \sample \adv(\seccparam, \pk, c) \\
5   c \sample \enc(\pk, m_b) \\
6   b' \sample \adv(\seccparam, \pk, c) \\
7   \pcreturn b = b' }
```

**Remark.** In the following we will use this boxed representation for the examples, but use `\pseudocodeblock` in the corresponding code listings.

As you can see, the pseudocode command provides a math based environment where you can simply start typing your pseudocode separating lines by `\\`.

### 3.1.1 Customizing Pseudocode

Besides the mandatory argument the `\pseudocode` command can take an optional argument which consists of a list of key=value pairs separated by commas.

```

1 \pseudocode[options]{body}
```

The following parameters are available:

**head** A header for the code

**width** An exact width. If no width is specified, cryptocode tries to automatically compute the correct width.

**lstart** The starting line number when using line numbering.

**lstartright** The starting line number for right aligned line numbers when using line numbering.

**linenumbering** Enables line numbering.

**skipfirstln** Starts line numbering on the second line.

**minlineheight** Specify a minimum height for each line. Can be globally set by redefining `\pcminlineheight`.

**syntaxhighlight** When set to “auto” cryptocode will attempt to automatically highlight keywords such as “for”, “foreach” and “return”. Note that this feature should be regarded as experimental. In particular, it is rather slow.

**keywords** Provide a comma separated list of keywords for automatic syntax highlighting. To customize the behavior of automatic spacing you can provide keywords as

**keywordsindent** After seeing this keyword all following lines will be indented one extra level.

**keywordsunindent** After seeing this keyword the current and all following lines will be unindented one extra level.

**keywordsuninindent** After seeing this keyword the current line will be unindented one level.

**addkeywords** Provide additional keywords for automatic syntax highlighting.

**altkeywords** Provide a second list of keywords for automatic syntax highlighting that are highlighted differently.

**mode** When set to text pseudocode will not start in math mode but in text mode.

**space** Allows you to enable automatic spacing mode. If set to “keep” the spaces in the input are preserved. If set to “auto” it will try to detect spacing according to keywords such as “if” and “fi”.

**codesize** Allows to specify the fontsize for the pseudocode. Set to `\scriptsize` for a smaller size.

**colspace** Allows to insert spacing between columns. In particular this allows to also overlap columns by inserting negative space.

**jot** Allows to specify extra space between each line. Use `jot=1mm`.

**beginline** Allows to specify a macro that is placed at the beginning of each line.

**endline** Allows to specify a macro that is placed at the end of each line.

**xshift** Allows horizontal shifting

**yshift** Allows horizontal shifting

**headlinesep** Specifies the distance between header and the line. By default set to 0pt which can be globally overwritten by setting length `\pcheadlinesep`.

**bodylinesep** Specifies the distance between body and the line. By default set to `0.3\baselineskip` which can be globally overwritten by setting length `\pcbodylinesep`.

**colsep** Defines the space between columns.

**headheight** Specifies the height of the header. By default set to `3.25ex` which can be globally overwritten by setting length `\pcheadheight`.

**headlinecmd** Allows to overwrite which command is used to draw the bar below the headline. Defaults to `\hrule`.

**addtolength** Is added to the automatically computed width of the pseudocode (which does not take `colsep` into account).

**valign** Controls the vertical alignment of the pseudocode. Pseudocode is wrapped in a `minipage` environment and `valign` value is passed as orientation for the `minipage`. By default `valign` is set to “t”.

**nodraft** Forces syntax highlighting also in draft mode.

The following code

```
1 \pseudocodeblock[linenumbering,syntaxhighlight=auto,head=Header]{ return null }
```

creates

| Header                 |
|------------------------|
| 1 : <b>return null</b> |

### 3.1.2 Customized Pseudocode Commands

Besides the `\pseudocode` and `\pseudocodeblock` command the command `\procedure` (and its block variant `\procedureblock` provides easy access to generate code with a header. They take the following form

```
1 \procedure[options]{Header}{Body}
2 \procedureblock[options]{Header}{Body}
```

#### Examples

| IND-CPA <sub>Enc</sub> <sup>A</sup> (n)   |
|---|
| $b \leftarrow \{0, 1\}$<br>$(pk, sk) \leftarrow \text{KGen}(1^n)$<br>$(m_0, m_1) \leftarrow \mathcal{A}(1^n, pk, c)$<br>$c \leftarrow \text{Enc}(pk, m_b)$<br>$b' \leftarrow \mathcal{A}(1^n, pk, c)$<br><b>return</b> $b = b'$ |

which is generated as

```
1 \procedureblock{\$indcpa_\enc^adv(\secpa)}{
2   b \sample \bin \
3   (\pk,\sk) \sample \kgen(\secpa) \
4   (m_0,m_1) \sample \adv(\secpa, \pk, c) \
5   c \sample \enc(\pk,m_b) \
6   b' \sample \adv(\secpa, \pk, c) \
7   \pcreturn b = b' }
```

You can define customized pseudocode commands which either take one optional argument and two mandatory arguments (as the procedure command) or one optional and one mandatory argument (as the pseudocode command). The following

```
1 \createpseudocodecommand{mypseudocode}{\}\{\}\{\linenumbering\}
2 \createprocedurecommand{myprocedure}{\}\{\}\{\linenumbering\}
3 \createpseudocodeblock{pcb}{center,boxed}{\}\{\}\{\linenumbering\}
4 \createprocedureblock{procb}{center,boxed}{\}\{\}\{\linenumbering\}
```

creates the commands `\mypseudocode` and `\myprocedure` with line numbering always enabled as well as the block commands `\pcb` and `\procb` also with line numbering enabled. The created commands have an identical interface as the `\pseudocode` (resp. `\procedure`) command. The two arguments that we kept empty when generating the commands allows us to specify commands that are executed at the very beginning when the command is called (first empty argument) and a prefix for the header. For example, the command created as



```
1 \createprocedureblock{expproc}{center,boxed}{\mathrm{Experiment}}{\xspace}{
  \linenumbers}
```

could be used as

```
1 \expproc{\indcpa_\enc^{\adv(\secpa)}}{
2   b \sample \bin \\
3   (\pk,\sk) \sample \kgen(\secpa) \\
4   (m_0,m_1) \sample \adv(\secpa,\pk,c) \\
5   c \sample \enc(\pk,m_b) \\
6   b' \sample \adv(\secpa,\pk,c) \\
7   \pcreturn b = b' }
```

This results in

| Experiment IND-CPA <sub>Enc</sub> <sup>A</sup> (n)         |
|--|
| 1 : $b \leftarrow \{0, 1\}$                                |
| 2 : $(\text{pk}, \text{sk}) \leftarrow \text{KGen}(1^n)$   |
| 3 : $(m_0, m_1) \leftarrow \mathcal{A}(1^n, \text{pk}, c)$ |
| 4 : $c \leftarrow \text{Enc}(\text{pk}, m_b)$              |
| 5 : $b' \leftarrow \mathcal{A}(1^n, \text{pk}, c)$         |
| 6 : <b>return</b> $b = b'$                                 |

### 3.2 Indentation

In order to indent code use `\pcind` or short `\t`. You can also use customized spacing such as `\quad` or `\hspace` when using the pseudocode command in math mode.

|  |
|--|
| <b>for</b> $i = 1..10$ <b>do</b><br>$T[i] \leftarrow \{0, 1\}^n$<br><b>for</b> $i = 1..10$ <b>do</b><br>$T[i] \leftarrow \{0, 1\}^n$ |
|--|

which is generated as

```
1 \pseudocodeblock{
2   \pcfor i = 1..10 \pcdo \\
3   \pcind T[i] \sample \bin^n \\
4   \pcfor i = 1..10 \pcdo \\
5   \t T[i] \sample \bin^n }
```

You can specify multiple levels via the optional first argument

```
1 \t[level] \% \pcind[level]
```

|  |
|--|
| <b>for</b> $i = 1..10$ <b>do</b><br>$T[i] \leftarrow \{0, 1\}^n$<br>$T[i] \leftarrow \{0, 1\}^n$<br>$T[i] \leftarrow \{0, 1\}^n$<br>$T[i] \leftarrow \{0, 1\}^n$<br>$T[i] \leftarrow \{0, 1\}^n$ |
|--|

```

1 \pseudocodeblock{
2   \pfor i = 1..10 \pdo  \
3   \t T[i] \sample \bin^n \
4   \t\t T[i] \sample \bin^n \
5   \t[3] T[i] \sample \bin^n \
6   \t[4] T[i] \sample \bin^n \
7   \t[5] T[i] \sample \bin^n }

```

You can customize the indentation shortcut by redefining

```

1 \renewcommand{\pcindentname}{t}

```

## Automatic Indentation

The pseudocode command comes with an option “space=auto” which tries to detect the correct indentation from the use of keywords. When it sees one of the following keywords

```

1 \pcif , \pfor , \pcwhile , \pcrepeat , \pcforeach

```

it will increase the indentation starting from the next line. It will again remove the indentation on seeing

```

1 \pcfi , \pcendif , \pcendfor , \pcendwhile , \pcuntil , \pcendforeach

```

Additionally, on seeing

```

1 \pcelse , \pcelseif

```

it will remove the indentation for that particular line. Thus the following

```

for  $a \in [10]$  do
  for  $a \in [10]$  do
    for  $a \in [10]$  do
      if  $a = b$  then
        some operation
      elseif  $a = c$  then
        some operation
      else
        some default operation
      fi
    endfor
  endfor
endfor
return  $a$ 

```

can be obtained by:

```

1 \pseudocodeblock[space=auto]{%
2 \pfor a \in [10] \pdo \
3 \pfor a \in [10] \pdo \
4 \pfor a \in [10] \pdo \
5 \pcif a = b \pthen \
6 \text{some operation} \

```

```

7      \pcelseif a = c \pcthen \\
8      \text{some operation} \\
9      \pcelse \\
10     \text{some default operation} \\
11     \pcfi \\
12     \pcendfor \\
13     \pcendfor \\
14     \pcendfor \\
15     \pcreturn a}

```

Note that the manual indentation in the above example is not necessary for the outcome. Further note that the same works when using automatic syntax highlighting (see Section 3.4).

### Keep Input Indentation (experimental)

The pseudocode package comes with an *experimental* feature that preserves the spacing in the input. This can be enabled with the option “space=keep”.

```

1 \begin{center}
2 \pseudocode[space=keep]{%
3 \pcfor i = 1..10 \pcdo \\
4   T[i] \sample \bin^n \\
5     T[i] \sample \bin^n \\
6       T[i] \sample \bin^n \\
7         T[i] \sample \bin^n \\
8           T[i] \sample \bin^n }
9 \end{center}

```

This yields the following result

```

for  $i = 1..10$  do
   $T[i] \leftarrow \{0,1\}^n$ 
   $T[i] \leftarrow \{0,1\}^n$ 
   $T[i] \leftarrow \{0,1\}^n$ 
   $T[i] \leftarrow \{0,1\}^n$ 
   $T[i] \leftarrow \{0,1\}^n$ 

```

Note that automatic spacing only works when the `\pseudocode` command is not wrapped within another command. Thus in order to get a frame box `\fbox{\pseudocode[space=keep]{code}}` will not work but you would need to use an environment such as one offered by the *mdframed* package (<https://www.ctan.org/pkg/mdframed>). Also see Section 8.1.

### 3.3 Textmode

By default pseudocode enables L<sup>A</sup>T<sub>E</sub>X’ math mode. You can change this behavior and tell the pseudocode command to interpret the content in text mode by setting the option “mode=text”.

This is  
simply text

```

1 \pseudocodeblock[mode=text]{%
2 This is \\
3 \t simply text}

```

### 3.4 Syntax Highlighting

In the above examples we have used commands `\pcreturn` and `\pcfor` to highlight certain keywords. Besides the *pcreturn*, *pcfor* and *pcdo* (where the pc stands for pseudocode) that were used in the above examples the package defines the following set of constants:

| <b>command</b>                        | <b>outcome</b>         |
|---------------------------------------|------------------------|
| <code>\pcabort</code>                 | <b>abort</b>           |
| <code>\pccontinue</code>              | <b>continue</b>        |
| <code>\pccomment{comment}</code>      | // comment             |
| <code>\pccomment[2em]{comment}</code> | // comment             |
| <code>\pclinecomment{comment}</code>  | // comment             |
| <code>\pcdo</code>                    | <b>do</b>              |
| <code>\pcdone</code>                  | <b>done</b>            |
| <code>\pcfail</code>                  | <b>fail</b>            |
| <code>\pcfalse</code>                 | <b>false</b>           |
| <code>\pcif</code>                    | <b>if</b>              |
| <code>\pcfi</code>                    | <b>fi</b>              |
| <code>\pcendif</code>                 | <b>endif</b>           |
| <code>\pcelse</code>                  | <b>else</b>            |
| <code>\pcelseif</code>                | <b>elseif</b>          |
| <code>\pcfor</code>                   | <b>for</b>             |
| <code>\pcendfor</code>                | <b>endfor</b>          |
| <code>\pcforeach</code>               | <b>foreach</b>         |
| <code>\pcendforeach</code>            | <b>endforeach</b>      |
| <code>\pcglobvar</code>               | <b>gbl</b>             |
| <code>\pcin</code>                    | <b>in</b>              |
| <code>\pcnew</code>                   | <b>new</b>             |
| <code>\pcnull</code>                  | <b>null</b>            |
| <code>\pcparse</code>                 | <b>parse</b>           |
| <code>\pcrepeat{10}</code>            | <b>repeat 10 times</b> |
| <code>\pcreturn</code>                | <b>return</b>          |
| <code>\pcuntil</code>                 | <b>until</b>           |
| <code>\pcthen</code>                  | <b>then</b>            |
| <code>\pctrue</code>                  | <b>true</b>            |
| <code>\pcwhile</code>                 | <b>while</b>           |
| <code>\pcendwhile</code>              | <b>endwhile</b>        |

Note that `\pcdo`, `\pcin` and `\pcthen` have a leading space. This is due to their usual usage scenarios such as

**for** *i* **in**{1,...,10}

Furthermore all constants have a trailing space. This can be removed by adding the optional parameter `[]` such as

**for** *i***in**{1,...,10}

```
1 \pseudocodeblock{\pcfor i \pcin [] \{1,\ldots,10\}}
```

In order to change the font you can overwrite the command `\highlightkeyword` which is defined as

```
1 \newcommand{\highlightkeyword}[2][\ ]{\ensuremath{\mathbf{#2}}#1}
```

### 3.4.1 Automatic Syntax Highlighting (Experimental)

The pseudocode command comes with an experimental (and rather slow) feature to automatically highlight keywords. This can be activated via the option “syntaxhighlight=auto”. The preset list of keywords it looks for are

```
1 for,foreach,{return },return,{ do },{ in },new,if, null, true,{ until },{ to },
false,{ then},repeat,else if,elseif,while,else,done
```

Note that the keywords are matched with spaces and note the grouping for trailing spaces. That is, the “ do ” keyword won’t match within the string “don’t”. Via the option “keywords” you can provide a custom list of keywords. Thus the following bubblesort variant (taken from [http://en.wikipedia.org/wiki/Bubble\\_sort](http://en.wikipedia.org/wiki/Bubble_sort))

```
Bubblesort(A : list of items)
n ← length(A)
repeat
  s ← false
  for i = 1 to n - 1 do
    // if this pair is out of order
    if A[i - 1] > A[i] then
      // swap them and remember something changed
      swap(A[i - 1], A[i])
      s ← true
  until ¬s
```

can be typeset as

```
1 \procedureblock[syntaxhighlight=auto]{Bubblesort(A : list of items)}{
2   n \gets \mathsf{length}(A) \\\
3   repeat \\\
4     \t s \gets false \\\
5     \t for i = 1 to n-1 do \\\
6       \t\t \pcomment{if this pair is out of order} \\\
7       \t\t if A[i-1] > A[i] then \\\
8         \t\t\t \pcomment{swap them and remember something changed} \\\
9         \t\t\t \mathsf{swap}( A[i-1], A[i] ) \\\
10        \t\t\t s \gets true \\\
11        until \neg s }
```

You can also define additional keywords using the “addkeywords” option. This would allow us to specify “length” and “swap” in the above example.

```

Bubblesort(A : list of items)
n ← length(A)
repeat
  s ← false
  for i = 1 to n - 1 do
    // if this pair is out of order
    if A[i - 1] > A[i] then
      // swap them and remember something changed
      swap(A[i - 1], A[i])
      s ← true
  until ¬s

```

can be typeset as

```

1 \procedureblock[syntaxhighlight=auto,addkeywords={swap,length}]{Bubblesort(A :
2   list of items)}{
3   n \gets \mathsf{length}(A) \\
4   repeat \\
5     \t s \gets false \\
6     \t for i = 1 to n-1 do \\
7       \t\t \pcomment{if this pair is out of order} \\
8       \t\t if A[i-1] > A[i] then \\
9         \t\t\t \pcomment{swap them and remember something changed} \\
10        \t\t\t \mathsf{swap}(A[i-1], A[i]) \\
11        \t\t\t s \gets true \\
12    until \neg s }

```

We can also combine automatic syntax highlighting with automatic spacing in which case we need to insert “group end” keywords:

```

Bubblesort(A : list of items)
n ← length(A)
repeat
  s ← false
  for i = 1 to n - 1 do
    // assuming this pair is out of order
    if A[i - 1] > A[i] then
      // swap them and remember something changed
      swap(A[i - 1], A[i])
      s ← true
    endif
  endfor
until ¬s

```

```

1 \procedureblock[space=auto,syntaxhighlight=auto,addkeywords={swap,length}]{
2   Bubblesort(A : list of items)}{
3   n \gets length(A) \\
4   repeat \\
5     s \gets false \\
6     for i=1 to n-1 do \\
7       \pcomment{assuming this pair is out of order} \\
8       if A[i-1]>A[i] then \\
9         \pcomment{swap them and remember something changed} \\

```

```

9         swap(A[i-1], A[i]) \\
10        s \gets true \\
11    endif \\
12  endfor \\
13 until \neg s }

```

## Alternative Keywords

There is a second keyword list that you can add keywords to which are highlighted not via `\highlightkeyword` but via `\highlightaltkeyword` where alt stands for alternate. This allows you to have two different keyword styles which are by default defined as

```

1 \newcommand{\highlightkeyword}[2][\ ]{\ensuremath{\mathbf{#2}}#1}
2 \newcommand{\highlightaltkeyword}[1]{\ensuremath{\mathsf{#1}}}

```

This allows you to rewrite the above example and emphasize the different nature of swap and length.

```

Bubblesort(A : list of items)
n ← length (A)
repeat
  s ← false
  for i = 1 to n - 1 do
    // assuming this pair is out of order
    if A[i - 1] > A[i] then
      // swap them and remember something changed
      swap (A[i - 1], A[i])
      s ← true
    endif
  endfor
until ¬s

```

```

1 \procedureblock[space=auto,syntaxhighlight=auto,addkeywords={swap,length}]{
2   Bubblesort(A : list of items)}{
3   n \gets length(A) \\
4   repeat \\
5     s \gets false \\
6     for i=1 to n-1 do \\
7       \pcomment{assuming this pair is out of order} \\
8       if A[i-1]>A[i] then \\
9         \pcomment{swap them and remember something changed} \\
10        swap(A[i-1], A[i]) \\
11        s \gets true \\
12      endif \\
13    endfor \\
14  until \neg s }

```

## Draft Mode

Automatic syntax highlighting is a somewhat expensive operation as it requires several rounds of regular expression matching. In order to speed up compilation the pseudocode command will not attempt automatic highlighting when the document is in draft mode. When in draft mode and you want to force a specific instance of `\pseudocode` to render the code with automatic syntax highlighting you can use the option `nodraft`.

### 3.5 Line Numbering

The pseudocode command allows to insert line numbers into pseudocode. You can either manually control line numbering or simply turn on the option `linenumbering`.

| IND-CPA <sub>Enc</sub> <sup>A</sup> (1 <sup>n</sup> ) |  |
|---|--|
| 1 :   | $b \leftarrow \$\{0, 1\}$                                    |
| 2 :   | $(\mathbf{pk}, \mathbf{sk}) \leftarrow \$\mathbf{KGen}(1^n)$ |
| 3 :   | $(m_0, m_1) \leftarrow \$\mathcal{A}(1^n, \mathbf{pk}, c)$   |
| 4 :   | $c \leftarrow \$\mathbf{Enc}(\mathbf{pk}, m_b)$              |
| 5 :   | $b' \leftarrow \$\mathcal{A}(1^n, \mathbf{pk}, c)$           |
| 6 :   | <b>return</b> $b = b'$                                       |

is generated by

```

1 \procedureblock[linenumbering]{\indcpa_\enc^{\adv(\seccparam)}\{
2   b \sample \bin \\\
3   (\pk,\sk) \sample \kgen(\seccparam) \\\
4   \label{my:line:label} (m_0,m_1) \sample \adv(\seccparam, \pk, c) \\\
5   c \sample \enc(\pk,m_b) \\\
6   b' \sample \adv(\seccparam, \pk, c) \\\
7   \pcreturn b = b' }
```

Note that you can use labels. In the above example `\label{my:line:label}` points to **3**.

#### 3.5.1 Skipping Line Numbers

When using automatic line numbering, you can skip line numbers by inserting a `\pcskipln` command. This causes the line number on the *next line* to be suppressed. In order to suppress the first line number use the option `skipfirstln`. Thus the following

|     |                               |
|-----|-------------------------------|
|     | // Some comment on first line |
| 1 : | Some code                     |
|     | // Some other comment         |
| 2 : | Some code                     |

is generated by

```

1 \pseudocodeblock[linenumbering, skipfirstln, mode=text]{
2   \pclinecomment{Some comment on first line} \\\
3   Some code \pcskipln \\\
4   \pclinecomment{Some other comment} \\\
5   Some code }
```

#### 3.5.2 Manually Inserting Line Numbers

In order to manually insert line numbers use the command `\pcln`.



| IND-CPA <sub>Enc</sub> <sup>A</sup> (1 <sup>n</sup> ) |  |
|---|--|
| 1 :   | $b \leftarrow \$ \{0, 1\}$                         |
| 2 :   | $(pk, sk) \leftarrow \$ \text{KGen}(1^n)$          |
| 3 :   | $(m_0, m_1) \leftarrow \$ \mathcal{A}(1^n, pk, c)$ |
| 4 :   | $c \leftarrow \$ \text{Enc}(pk, m_b)$              |
| 5 :   | $b' \leftarrow \$ \mathcal{A}(1^n, pk, c)$         |
| 6 :   | <b>return</b> $b = b'$                             |

is generated by

```

1 \procedure{$\indcpa_\enc^{\adv(\seccparam)}$}{
2   \pcln b \sample \bin \
3   \pcln (\pk,\sk) \sample \kgen(\seccparam) \
4   \pcln \label{my:line:label2} (m_0,m_1) \sample \adv(\seccparam, \pk, c) \
5   \pcln c \sample \enc(\pk,m_b) \
6   \pcln b' \sample \adv(\seccparam, \pk, c) \
7   \pcln \pcreturn b = b' }
```

Note that labels also work when manually placing line numbers. In the above example label *my:line:label2* points to line number 3.

### 3.5.3 Start Values

You can specify the start value (minus one) of the counter by setting the option `lnstart`.

```

1 \procedure[lnstart=10,linenumering]{Header}{Body}
```

| IND-CPA <sub>Enc</sub> <sup>A</sup> (1 <sup>n</sup> ) |  |
|---|--|
| 11 :  | $b \leftarrow \$ \{0, 1\}$                         |
| 12 :  | $(pk, sk) \leftarrow \$ \text{KGen}(1^n)$          |
| 13 :  | $(m_0, m_1) \leftarrow \$ \mathcal{A}(1^n, pk, c)$ |
| 14 :  | $c \leftarrow \$ \text{Enc}(pk, m_b)$              |
| 15 :  | $b' \leftarrow \$ \mathcal{A}(1^n, pk, c)$         |
| 16 :  | <b>return</b> $b = b'$                             |

### 3.5.4 Separators

The command `\pclnseparator` defines the separator between code and line number. By default the left separator is set to (:) colon. Also see Section 5.3.1.

### 3.5.5 Style

The style in which line numbers are set can be controlled by redefining `\pclnstyle`.

```

1 \renewcommand{\pclnstyle}[1]{\text{\scriptsize\#1}}
```

For example, to set line numbers in normal font and dot separated use

```

1 \renewcommand{\pclnstyle}[1]{\text{\#1}}
2 \renewcommand{\pclnseparator}{.}
```

| IND-CPA <sub>Enc</sub> <sup>A</sup> (1 <sup>n</sup> ) |
|---|
| 1. $b \leftarrow \$ \{0, 1\}$                         |
| 2. $(pk, sk) \leftarrow \$ KGen(1^n)$                 |
| 3. $(m_0, m_1) \leftarrow \$ \mathcal{A}(1^n, pk, c)$ |
| 4. $c \leftarrow \$ Enc(pk, m_b)$                     |
| 5. $b' \leftarrow \$ \mathcal{A}(1^n, pk, c)$         |
| 6. <b>return</b> $b = b'$                             |

### 3.6 Subprocedures

The pseudocode package allows the typesetting of subprocedures such as

| IND-CPA <sub>Enc</sub> <sup>A</sup> (1 <sup>n</sup> )   |
|---|
| 1 : $b \leftarrow \$ \{0, 1\}$  |
| 2 : $(pk, sk) \leftarrow \$ KGen(1^n)$  |
| 3 : $(m_0, m_1) \leftarrow \$ \mathcal{A}(1^n, pk, c)$  |
| <div style="border: 1px dashed black; padding: 5px; margin-left: 20px;"> 1 : Step 1<br/> 2 : Step 2<br/> 3 : <b>return</b> <math>m_0, m_1</math> </div> |
| 4 : $c \leftarrow \$ Enc(pk, m_b)$  |
| 5 : $b' \leftarrow \$ \mathcal{A}(1^n, pk, c)$  |
| 6 : <b>return</b> $b = b'$  |

To create a subprocedure use the `subprocedure` environment. The above example is generated via

```

1 \procedureblock[linenumbering]{\indcpa_\enc^adv(\secpam)}{
2   b \sample \bin \
3   (\pk,\sk) \sample \kgen(\secpam) \
4   (m_0,m_1) \sample \begin{subprocedure}%
5   \dbox{\procedure{\adv(\secpam, \pk, c)}{
6     \text{Step 1} \
7     \text{Step 2} \
8     \pcreturn m_0, m_1 }}
9   \end{subprocedure} \
10  c \sample \enc(\pk,m_b) \
11  b' \sample \adv(\secpam, \pk, c) \
12  \pcreturn b = b' }
```

Here the `dbox` command (from the `dashbox` package) is used to generate a dashed box around the sub procedure.

#### 3.6.1 Numbering in Subprocedures

As subprocedures are simply normal pseudocode blocks, you can use easily add line numbers. By default the line numbering starts with 1 in a subprocedure while ensuring that the outer numbering remains intact. Also note that the `linenumbering` on the outer procedure in the above example is inherited by the subprocedure. For more control, either use manual numbering or set the option “`linenumbering=off`” on the `\pseudocode` command within the subprocedure.

### 3.7 Stacking Procedures

You can stack procedures horizontally or vertically using the environments “pchstack” and “pcvstack”.

```
1 \begin{pchstack}[options] body \end{pchstack}
2 \begin{pcvstack}[options] body \end{pcvstack}
```

The following example displays two procedures next to one another. To space two horizontally outlined procedures use the `space` option or manually insert spaces via `\pchspace` which takes an optional length as a parameter.

| IND-CPA $\mathcal{A}_{\text{Enc}}(1^n)$              | Oracle $O$         |
|--|--------------------|
| 1 : $b \leftarrow \{0, 1\}$                          | 1 : Some code      |
| 2 : $(pk, sk) \leftarrow \$KGen(1^n)$                | 2 : Some more code |
| 3 : $(m_0, m_1) \leftarrow \$\mathcal{A}^O(1^n, pk)$ |                    |
| 4 : $c \leftarrow \$Enc(pk, m_b)$                    |                    |
| 5 : $b' \leftarrow \$\mathcal{A}(1^n, pk, c)$        |                    |
| 6 : <b>return</b> $b = b'$                           |                    |

```
1 \begin{pchstack}[boxed,center,space=1em]
2   \procedure[linenumbering]{\indcpa_\enc^adv(\seccparam)}{%
3     b \sample \bin \\\
4     (\pk,\sk) \sample \kgen(\seccparam) \\\
5     (m_0,m_1) \sample \adv^O(\seccparam, \pk) \\\
6     c \sample \enc(\pk,m_b) \\\
7     b' \sample \adv(\seccparam, \pk, c) \\\
8     \pcreturn b = b' }
9
10  % alternatively use \pchspace for spacing
11
12  \procedure[linenumbering,mode=text]{Oracle \$O$}{%
13    Some code \\\
14    Some more code
15  }
16 \end{pchstack}
```

Similarly you can stack two procedures vertically using the “pcvstack” environment. As a spacing between two vertically stacked procedures again use either the `space` option or insert space manually via `\pcvspace` which takes an optional length as a parameter.

| IND-CPA $\mathcal{A}_{\text{Enc}}(1^n)$              |
|--|
| 1 : $b \leftarrow \{0, 1\}$                          |
| 2 : $(pk, sk) \leftarrow \$KGen(1^n)$                |
| 3 : $(m_0, m_1) \leftarrow \$\mathcal{A}^O(1^n, pk)$ |
| 4 : $c \leftarrow \$Enc(pk, m_b)$                    |
| 5 : $b' \leftarrow \$\mathcal{A}(1^n, pk, c)$        |
| 6 : <b>return</b> $b = b'$                           |
| Oracle $O$   |
| 1 : Some code  |
| 2 : Some more code                                   |

```

1 \begin{pcvstack}[boxed,center,space=0.5em]
2 \procedure[linenumbering]{\indcpa_\enc^{\adv}(\secparam)}{%
3   b \sample \bin \\\
4   (\pk,\sk) \sample \kgen(\secparam) \\\
5   (m_0,m_1) \sample \adv^O(\secparam, \pk) \\\
6   c \sample \enc(\pk,m_b) \\\
7   b' \sample \adv(\secparam, \pk, c) \\\
8   \pcreturn b = b' }
9
10 % alternatively use \pcvspace for spacing
11
12 \procedure[linenumbering,mode=text]{Oracle \$O}{%
13   Some code \\\
14   Some more code
15 }
16 \end{pcvstack}

```

Horizontal and vertical stacking can be combined

| IND-CPA <sub>Enc</sub> <sup>A</sup> (1 <sup>n</sup> )     | IND-CPA <sub>Enc</sub> <sup>A</sup> (1 <sup>n</sup> )     |                    |
|---|---|--------------------|
| 1 : $b \leftarrow \{0, 1\}$                               | 1 : $b \leftarrow \{0, 1\}$                               |                    |
| 2 : $(\text{pk}, \text{sk}) \leftarrow \text{KGen}(1^n)$  | 2 : $(\text{pk}, \text{sk}) \leftarrow \text{KGen}(1^n)$  |                    |
| 3 : $(m_0, m_1) \leftarrow \mathcal{A}^O(1^n, \text{pk})$ | 3 : $(m_0, m_1) \leftarrow \mathcal{A}^O(1^n, \text{pk})$ |                    |
| 4 : $c \leftarrow \text{Enc}(\text{pk}, m_b)$             | 4 : $c \leftarrow \text{Enc}(\text{pk}, m_b)$             |                    |
| 5 : $b' \leftarrow \mathcal{A}(1^n, \text{pk}, c)$        | 5 : $b' \leftarrow \mathcal{A}(1^n, \text{pk}, c)$        |                    |
| 6 : <b>return</b> $b = b'$                                | 6 : <b>return</b> $b = b'$                                |                    |
| Oracle $O$  | Oracle $H_1$  | Oracle $H_2$       |
| 1 : Some code   | 1 : Some code   | 1 : Some code      |
| 2 : Some more code  | 2 : Some more code  | 2 : Some more code |

```

1 \begin{pcvstack}[boxed,center,space=1em]
2 \begin{pchstack}[center,space=2em]
3
4   \procedure[linenumbering]{\indcpa_\enc^{\adv}(\secparam)}{%
5     b \sample \bin \\\
6     (\pk,\sk) \sample \kgen(\secparam) \\\
7     (m_0,m_1) \sample \adv^O(\secparam, \pk) \\\
8     c \sample \enc(\pk,m_b) \\\
9     b' \sample \adv(\secparam, \pk, c) \\\
10    \pcreturn b = b' }
11
12 % alternatively use \pchspace for spacing
13
14 \procedure[linenumbering]{\indcpa_\enc^{\adv}(\secparam)}{%
15   b \sample \bin \\\
16   (\pk,\sk) \sample \kgen(\secparam) \\\
17   (m_0,m_1) \sample \adv^O(\secparam, \pk) \\\
18   c \sample \enc(\pk,m_b) \\\
19   b' \sample \adv(\secparam, \pk, c) \\\
20   \pcreturn b = b' }
21
22 \end{pchstack}
23
24 % alternatively use \pcvspace for spacing
25
26 \begin{pchstack}[space=0.25em]
27 \procedure[linenumbering,mode=text]{Oracle \$O}{
28   Some code \\\
29   Some more code
30 }
31
32 \procedure[linenumbering,mode=text]{Oracle \$H_1}{
33   Some code \\\

```

```

34     Some more code
35 }
36
37 \procedure[linenumbering,mode=text]{Oracle $H_2$}{
38     Some code \\
39     Some more code
40 }
41 \end{pchstack}
42 \end{pcvstack}

```

### 3.7.1 Stacking Options

The following keys are available on both `pchstack` and `pcvstack` environments

**center** Centers the stack.

**boxed** Draws a box around the stack.

**space** Controls the space between two pseudocode blocks within a stack. The default is 0pt which can be adapted globally by redefining `\pchstackspace` or `\pcvstackspace`.

**noindent** Does not indent the stack. Only applies if option **center** is not used.

**inline** Ensures that no paragraph is added by `pchstack`. This cannot be used together with either **center** or **noindent**.

**aboveskip** By default the outer most stack adds vertical space above. The default space added is `\abovedisplayskip` and can be adapted by redefining `\pcaboveskip`.

**belowskip** By default the outer most stack adds vertical space below. The default space added is `\belowdisplayskip` and can be adapted by redefining `\pcbelowskip`. Note that the default space below will not be added when used in a floating environment such as a figure. However, when manually setting `belowskip` it will always be added.

## 3.8 Default Arguments

You can set the default arguments to be used with pseudocode blocks via `\pcsetargs`. This is especially handy in stacking environments to add arguments to all enclosed code blocks.

| Some Procudue A | Some Procudue B   | Some Procudue C |
|-----------------|---|-----------------|
| 1 : Step 1      | 1 : Step 1  | 1 : Step 1      |
| 2 : Step 2      | 2 : $\left( \begin{smallmatrix} A \\ B+C \end{smallmatrix} \right)$ | 2 : Step 2      |
|                 | 3 : Step 3  |                 |

```

1 \begin{pchstack}[space=1em,center,boxed]
2 % Do not change size to scriptsize for line numbers
3 \renewcommand\pclnstyle[1]{#1}
4
5 % set default arguments for all pseudocode blocks in this hstack

```

```

6 \pcsetargs{linenumbering,mode=text,minlineheight=1cm,codesize=\Large{}}
7
8 \procedure{Some Procedue A}{
9   Step 1\\
10  Step 2 }
11
12 \procedure{Some Procedue B}{
13   \text{Step 1}\\
14   \scriptsize$\begin{pcmbbox}\begin{pmatrix}A \\ B + C \end{pmatrix}\end{pcmbbox}
15   }$\\
16   \text{Step 3}}
17
18 \procedure{Some Procedue C}{
19   Step 1\\
20   Step 2 }
\end{pchstack}

```

### Default Arguments for Stacking

Similarly to `\pcsetargs` you can define default arguments for `hstack` and `vstack` environments via `\pcsethstackargs` and `\pcsetvstackargs`.

### 3.9 Divisions and Linebreaks

Within the pseudocode command you generate linebreaks as `\\`. In order to specify the linewidth you can add an optional argument

```
1 \\[height]
```

Furthermore, you can add horizontal lines by using the second optional argument and write

```
1 \\[][\hline]
```

|   |
|---|
| $\text{IND-CPA}_{\text{Enc}}^A(1^n)$                                    |
| 1 : $b \leftarrow \$\{0, 1\}$   |
| <hr style="border: none; border-top: 1px solid black; margin: 5px 0;"/> |
| 2 : $(pk, sk) \leftarrow \$KGen(1^n)$                                   |
| 3 : $(m_0, m_1) \leftarrow \$\mathcal{A}^O(1^n, pk)$                    |
| 4 : $c \leftarrow \$Enc(pk, m_b)$                                       |
| 5 : $b' \leftarrow \$\mathcal{A}(1^n, pk, c)$                           |
| 6 : <b>return</b> $b = b'$  |

```

1 \procedureblock[linenumbering]{$\indcpa_{enc}^{\adv(\seccparam)}$}{%
2   b \sample \bin \\[2\baselineskip][\hline\hline]
3   (\pk,\sk) \sample \kgen(\seccparam) \\
4   (m_0,m_1) \sample \adv^O(\seccparam,\pk) \\
5   c \sample \enc(\pk,m_b) \\
6   b' \sample \adv(\seccparam,\pk,c) \\
7   \pcreturn b = b' }

```

### 3.9.1 Optimizing Layout

In case you are laying out multiple procedures horizontally, procedures may be slightly misaligned if the procedure headings are not of the same height. As an example, Consider the following setup

| Procedure $A$ | Procedure $B_{G_1}^{F^h*}$ |
|---------------|----------------------------|
| 1: do         | 1: do                      |
| 2: some       | 2: some                    |
| 3: work       | 3: work                    |

Here the sub and double superscripts in Procedure  $B$  make the header slightly larger than the maximum allotted space provided for headers which causes procedure  $B$  to be slightly shifted to the bottom. The best way to remedy such a situation is to use a combination of the `headheight` and `headlinesep` properties to increase the header space in both procedures and shift back the headline for a more compact visualization. As we here want to set some arguments for all procedure blocks within the stacking environment we can use `\pcsetargs`.

| Procedure $A$ | Procedure $B_{G_1}^{F^h*}$ |
|---------------|----------------------------|
| 1: do         | 1: do                      |
| 2: some       | 2: some                    |
| 3: work       | 3: work                    |

```

1 \begin{pchstack}[center,space=1ex]
2   \pcsetargs{headheight=5ex,headlinesep=-1ex}
3
4   \procedure[linenumbering]{Procedure $A$}{
5     \text{do}\\
6     \text{some} \\
7     \text{work}
8   }
9
10  \procedure[linenumbering]{Procedure $B^{F^h*}_{G_1}$}{
11    \text{do}\\
12    \text{some} \\
13    \text{work}
14  }
15 \end{pchstack}

```

### 3.10 Matrices and Math Environments within Pseudocode

In order to work its magic, cryptocode (in particular within the `\pseudocode` command) mingles with a few low level commands such as `\\` or `\halign`. The effect of this is, that when you use certain math environments, for example, to create matrices, within pseudocode the result may be unexpected. Consider the following example

```

1 \pseudocodeblock{
2   \text{compute } P = \begin{pmatrix} A \\ B + C \end{pmatrix}
3   A \\ B + C
4   \end{pmatrix}
5 }

```

which, somewhat unexpectedly, yields

$$\text{compute } P = \begin{pmatrix} A \\ B + C \end{pmatrix}$$

Here, the alignment is somewhat off. In order, to allow for the *pmatrix* environment to properly work without interference from `\pseudocode` you can wrap it into a `pcmbbox` environment (where `pcmbbox` is short for pseudocode math box). This ensures that the low-level changes introduced by `\pseudocode` are not active.

```

1 \pseudocodeblock{
2 \text{compute } P = \begin{pcmbbox}\begin{pmatrix}
3 A \\ B + C
4 \end{pmatrix}\end{pcmbbox}
5 }

```

$$\text{compute } P = \begin{pmatrix} A \\ B + C \end{pmatrix}$$

### 3.11 Fancy Code with Overlays

Consider the IND-CPA game. Here we have a single adversary  $\mathcal{A}$  that is called twice, first to output two messages and which is then given the ciphertext of one of the messages in order to “guess” which one was encrypted. Often this is not visualized. Sometimes an additional state `state` is passed as we have in the following example on the left. On the right, we visualize the same idea in a slightly more fancy way.

| IND-CPA <sub>Enc</sub> <sup>A</sup> (1 <sup>n</sup> )                   | IND-CPA <sub>Enc</sub> <sup>A</sup> (1 <sup>n</sup> )           |
|---|---|
| 1: $b \leftarrow \{0, 1\}$  | 1: $b \leftarrow \{0, 1\}$                                      |
| 2: $(\text{pk}, \text{sk}) \leftarrow \text{KGen}(1^n)$                 | 2: $(\text{pk}, \text{sk}) \leftarrow \text{KGen}(1^n)$         |
| 3: $(\text{state}, m_0, m_1) \leftarrow \mathcal{A}(1^n, \text{pk}, c)$ | 3: $(m_0, m_1) \leftarrow \mathcal{A}(1^n, \text{pk}, c)$       |
| 4: $c \leftarrow \text{Enc}(\text{pk}, m_b)$                            | 4: $c \leftarrow \text{Enc}(\text{pk}, m_b)$                    |
| 5: $b' \leftarrow \mathcal{A}(1^n, \text{pk}, c, \text{state})$         | 5: $b' \leftarrow \mathcal{A}(1^n, \text{pk}, c, \text{state})$ |
| 6: <b>return</b> $b = b'$   | 6: <b>return</b> $b = b'$                                       |

The image on the right is generated by:

```

1 \begin{pcimage}
2 \procedureblock[linenumbering]{\indcpa_enc^adv(\secpam)}{
3   b \sample \bin
4   (\pk,\sk) \sample \kgen (\secpam)
5   (m_0,m_1) \sample \adv(\secpam, \pk, c) \pcnode{start}
6   c \sample \enc(\pk,m_b)
7   b' \sample \adv(\secpam, \pk, c, \state) \pcnode{end}
8   \pcreturn b = b'
9 }
10 \pcdraw{
11   \path[->] (start) edge[bend left=50] node[right]{\state} (start|end);
12 }
13 \end{pcimage}

```

In order to achieve the above effect cryptocode utilizes TIKZ underneath. The `\pcnode` command generates TIKZ nodes and additionally we wrapped the pseudocode (or procedure) command in an `\begin{pcimage}\end{pcimage}` environment which allows us to utilize these nodes later, for example using the `\pcdraw` command. We can achieve a similar effect without an additional `pcimage` environment by using the optional argument of `\pcnode` for the TIKZ code.

```

1 \procedureblock[linenumbering]{\indcpa_enc^adv(\secpam)}{
2   b \sample \bin
3   (\pk,\sk) \sample \kgen (\secpam)
4   (m_0,m_1) \sample \adv(\secpam, \pk, c) \pcnode{start}

```



```

5 c \sample \enc(\pk,m_b) \\
6 b' \sample \adv(\secpam, \pk, c, \state) \pcnode{end}[draw={
7 \path[->] (start) edge[bend left=50] node[right]{$\state$} (start|-end);
8 }]\ \\
9 \pcreturn b = b' }

```

### Example: Explain your Code

As an example of what you can do with this, let us put an explanation to a line of the code.

| IND-CPA <sub>Enc</sub> <sup>A</sup> (1 <sup>n</sup> )       |
|---|
| 1: $b \leftarrow \{0, 1\}$                                  |
| 2: $(pk, sk) \leftarrow \$ \text{KGen}(1^n)$                |
| 3: $(m_0, m_1) \leftarrow \$ \mathcal{A}(1^n, pk, c)$       |
| 4: $c \leftarrow \$ \text{Enc}(pk, m_b)$                    |
| 5: $b' \leftarrow \$ \mathcal{A}(1^n, pk, c, \text{state})$ |
| 6: <b>return</b> $b = b'$                                   |

$\text{KGen}(1^n)$  samples a public key  $pk$  and a private key  $sk$ .

```

1 \begin{pcimage}
2 \procedureblock[linenumbering]{$\indcpa\_enc^{\adv(\secpam)}$}{%
3   b \sample \bin \\
4   (\pk,\sk) \sample \kgen (\secpam)\pcnode{kgen} \\
5   (m_0,m_1) \sample \adv(\secpam, \pk, c) \\
6   c \sample \enc(\pk,m_b) \\
7   b' \sample \adv(\secpam, \pk, c, \state) \\
8   \pcreturn b = b' }
9
10 \pcdraw{
11   \node[rectangle callout,callout absolute pointer=(kgen),fill=orange]
12     at ([shift={(+3,+1)}]kgen) {
13       \begin{varwidth}{3cm}
14         $\kgen(\secpam)$ samples a public key $\pk$ and a private key $\sk$.
15       \end{varwidth}
16     };
17 }
18 \end{pcimage}

```

## 4 Tabbing Mode

In the following section we discuss how to create multiple columns within a `\pseudocode` command. Within a `\pseudocode` command you can switch to a new column by inserting a `\>`. This is similar to using an `align` environment and placing a tabbing character (`&`). Also, similarly to using `align` you should ensure that the number of `\>` are identical on each line.

| First                   | Second                  | Third                   | Fourth                  |
|-------------------------|-------------------------|-------------------------|-------------------------|
| $b \leftarrow \{0, 1\}$ | $b \leftarrow \{0, 1\}$ | $b \leftarrow \{0, 1\}$ | $b \leftarrow \{0, 1\}$ |

```
1 \pseudocodeblock{
2   \textbf{First} \> \textbf{Second} \> \textbf{Third} \> \textbf{Fourth} \> \>
3   b \sample \bin \> b \sample \bin \> b \sample \bin \> b \sample \bin}
```

As you can see the first column is left aligned the second right, the third left and so forth. In order to get only left aligned columns you could thus simply always skip a column by using `\>\>`. You can also use `\<` a shorthand for `\>\>`.

| First                   | Second                  | Third                   | Fourth                  |
|-------------------------|-------------------------|-------------------------|-------------------------|
| $b \leftarrow \{0, 1\}$ | $b \leftarrow \{0, 1\}$ | $b \leftarrow \{0, 1\}$ | $b \leftarrow \{0, 1\}$ |

```
1 \pseudocodeblock{
2   \textbf{First} \< \textbf{Second} \< \textbf{Third} \< \textbf{Fourth} \< \>
3   b \sample \bin \< b \sample \bin \< b \sample \bin \< b \sample \bin}
```

**Column Spacing** You can control the space between columns using the option “`colsep=2em`”. Note that when doing so you should additionally use “`addtolength=5em`” (where 5em depends on the number of columns) in order to avoid having overfull hboxes.

| First                   | Second                  | Third                   | Fourth                  |
|-------------------------|-------------------------|-------------------------|-------------------------|
| $b \leftarrow \{0, 1\}$ | $b \leftarrow \{0, 1\}$ | $b \leftarrow \{0, 1\}$ | $b \leftarrow \{0, 1\}$ |

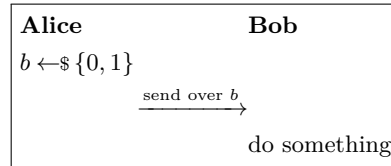
```
1 \pseudocodeblock[colsep=1em, addtolength=10em]{%
2   \textbf{First} \< \textbf{Second} \< \textbf{Third} \< \textbf{Fourth} \< \>
3   b \sample \bin \< b \sample \bin \< b \sample \bin \< b \sample \bin}
```

This is basically all you need to know in order to go on to writing protocols with the cryptocode package. So unless you want to know a bit more about tabbing (switching columns) and learn some of the internals, feel free to proceed to [Section 5](#).

### 4.1 Tabbing in Detail

At the heart of the pseudocode package is an `align` (or rather a `flalign*`) environment which allows you to use basic math notation. Usually an `align` (or `flalign`) environment uses `&` as tabbing characters. The pseudocode comes in two modes the first of which changes the default align behavior. That is, it automatically adds a tabbing character to the beginning and end of each line and changes the tabbing character to `\>`. This mode is called *mintabmode* and is active by default.

In mintabmode in order to make use of extra columns in the align environment (which we will use shortly in order to write protocols) you can use `\>` as you would use `&` normally. But, don't forget that there is an alignment tab already placed at the beginning and end of each line. So the following example



is generated by

```

1 \pseudocodeblock{
2   \textbf{Alice} \> \> \textbf{Bob}  \\\
3   b \sample \bin \> \> \\\
4   \> \xrightarrow{\text{send over } b} \>  \\\
5   \> \> \text{do something}}

```

#### 4.1.1 Overriding The Tabbing Character

If you don't like `\>` as the tabbing character you can choose a custom command by overwriting `\pctabname`. For example

```

1 \renewcommand{\pctabname}{\myTab}
2
3 \pseudocode{
4   \textbf{Alice} \myTab \myTab \textbf{Bob}  \\\
5   b \sample \bin \myTab \myTab \\\
6   \myTab \xrightarrow{\text{send over } b} \myTab  \\\
7   \myTab \myTab \text{do something}}

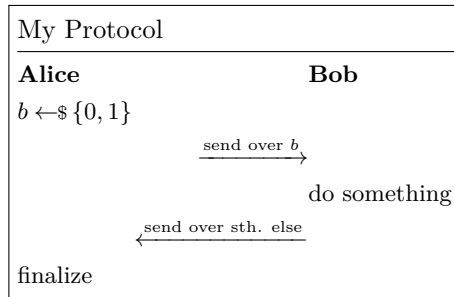
```

#### 4.1.2 Custom Line Spacing and Horizontal Rules

As explained, underlying the pseudocode command is an `flalign` environment. This would allow the use of `\\[spacing]` to specify the spacing between two lines or of `\\[\\hline]` to insert a horizontal rule. In order to achieve the same effect within the pseudocode command you can use `\\[spacing][\hline]`. You can also use `\pclb` to get a line break which does not insert the additional alignment characters.

## 5 Protocols

Using tabbing, we can use `\pseudocode` to also layout protocols such as

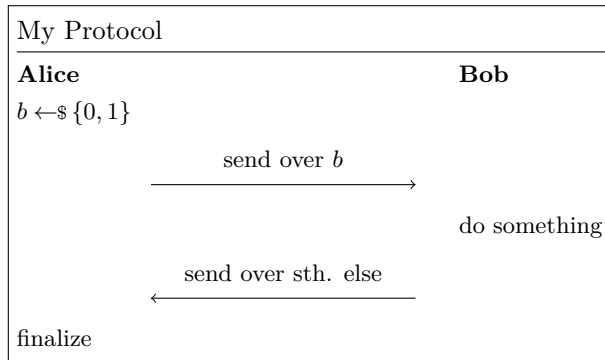


which is generated as

```
1 \procedureblock{My Protocol}{
2   \textbf{Alice} \> \> \textbf{Bob}  \> \>
3   b \sample \bin \> \> \> \>
4   \> \xrightarrow{\text{send over } b} \> \>
5   \> \> \text{do something} \> \>
6   \> \xleftarrow{\text{send over sth. else}} \> \>
7   \text{finalize} \> \> }
```

In order to get nicer message arrows use the commands `\sendmessageright*{message}`, `\sendmessageleft*{message}`, and `\sendmessagerightleft*{message}`. All three take an additional optional argument specifying the length of the arrow and all wrap their mandatory argument in an `aligned` environment.

```
1 \sendmessageright*[3.5cm]{message}
2 \sendmessageleft*[3.5cm]{message}
```



```
1 \procedureblock{My Protocol}{%
2   \textbf{Alice} \> \> \textbf{Bob}  \> \>
3   b \sample \bin \> \> \> \>
4   \> \sendmessageright*{\text{send over } b} \> \>
5   \> \> \text{do something} \> \>
6   \> \sendmessageleft*{\text{send over sth. else}} \> \>
7   \text{finalize} \> \> }
```

To obtain granular control over how messages are set use the `\sendmessage` and `\sendmessage*` commands. These take two parameters, the first being the message style for the underlying TIKZ path (e.g., `->` for messages to the right) and the second a key

value list of arguments. The difference between the starred version and the unstarred version is that the starred version wraps its labels in an **aligned** environment. Following is an example, that showcases various message options.

My Protocol

**Alice**

**Bob**

$b \leftarrow \{0, 1\}$

send over  $b$

-----  
Text below

do something

send over sth. else

$a, b, c$

$c, d, e$

foo

1: you can also

2: use pseudocode

foo

finalize

```
1 \procedureblock{My Protocol}{
2   \textbf{Alice} \> \> \textbf{Bob}  \> \>
3   b \sample \bin \> \> \> \>
4   \> \sendmessage{<->}{centercol=3,top=send over $b$,bottom=Text below,topstyle={
5     draw,solid,yshift=0.25cm},style={dashed}} \> \>
6   \> \> \text{do something} \> \>
7   \> \sendmessage{<->}{length=8cm,top=send over sth. else} \> \>
8   \> \sendmessage*{<->}{length=8cm,top={a,b, c\c,d, e},bottom={foo}} \> \>
9   \> \sendmessage{<->}{length=8cm,top=pseudocode[linenumbering]{\text{you can
    also}}\text{use pseudocode}},bottom={foo}} \> \>
10  \text{finalize} \> \> }
```

**sendmessage** and **sendmessage\*** support the following options:

**top** The content to display on top of the arrow.

**bottom** The content to display below the arrow.

**left** The content to display on the left of the arrow.

**right** The content to display on the right of the arrow.

**topstyle** The TIKZ style to be used for the top node.

**bottomstyle** The TIKZ style to be used for the bottom node.

**rightstyle** The TIKZ style to be used for the right node.

**leftstyle** The TIKZ style to be used for the left node.

**length** The length of the arrow.

**style** The style of the arrow.

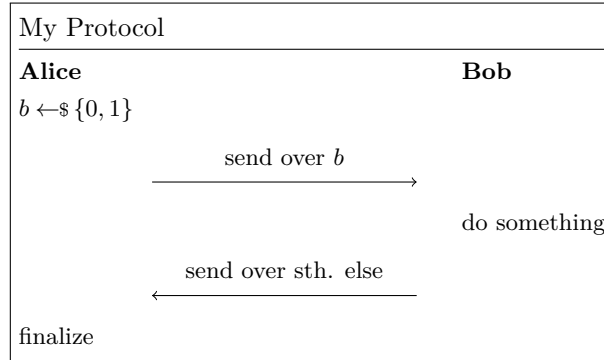
**width** The width of the column

**centercol** Can be used to ensure that the message is displayed in the center. This should be set to the column index. In the above example, the message column is the third column (note that there is a column left of alice that is automatically inserted).

## 5.1 Tabbing

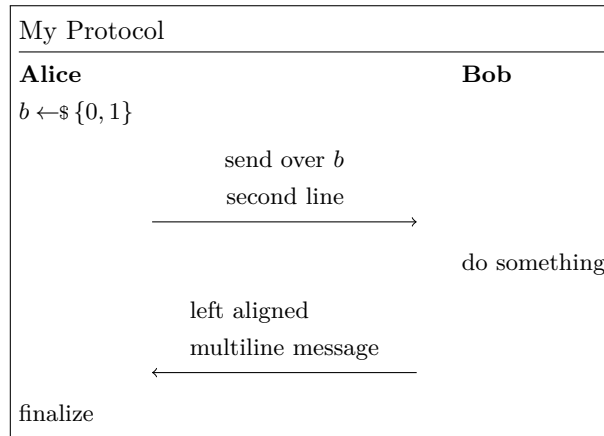
When typesetting protocols you might find that using two tabs instead of a single tab usually provides a better result as this ensures that all columns are left aligned. For this you can use `\<` instead of `\>` (see Section 4).

Following is once more the example from before but now with double tapping.



## 5.2 Multiline Messages

Using the starred send message commands you can easily generate multiline messages as the command wraps an *aligned* environment around the message.



```

1 \procedureblock{My Protocol}{%
2 \textbf{Alice} \< \< \textbf{Bob} \> \>
3 b \sample \bin \< \< \> \>
4 \< \sendmessageright*{\text{send over } b}\> \text{second line}} \< \>
5 \< \< \text{do something} \> \>
6 \< \sendmessage*{\<-}{top={\>}\text{left aligned}} \> \text{multiline message}
7 \> \>
8 \text{finalize} \< \<

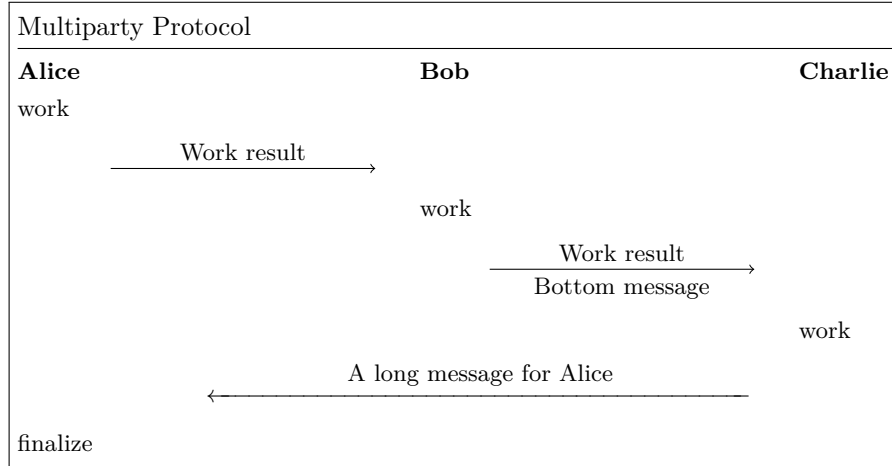
```

**Remark.** When using `\sendmessage*` the tabbing character `&` cannot be used. Instead use the `\>` command as defined within `\pseudocode`.

### 5.2.1 Multiplayer Protocols

You are not limited to two players. In order to send messages skipping players use `\sendmessagerightx` and `\sendmessageleftx`.

```
1 \sendmessagerightx[width]{columnspan}{Text}
2 \sendmessageleftx[width]{columnspan}{Text}
```



```
1 \procedureblock{Multiparty Protocol}{%
2 \textbf{Alice} \< \< \textbf{Bob} \< \< \textbf{Charlie} \< \<
3 \text{work} \< \< \< \< \< \<
4 \< \sendmessageright{top=Work result} \< \< \< \< \< \<
5 \< \< \text{work} \< \< \< \<
6 \< \< \< \sendmessageright{top=Work result ,bottom=Bottom message} \< \<
7 \< \< \< \< \text{work} \< \< \< \<
8 \< \sendmessageleftx[7cm]{8}{\text{A long message for Alice}} \< \<
9 \text{finalize} \< \< \< \< }
```

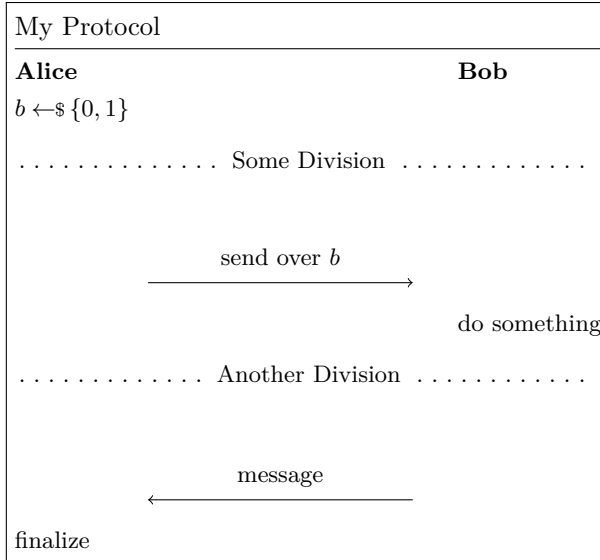
Note that for the last message from Charlie to Alice we needed to specify the number of passed over colums (`\sendmessageleftx[7cm]{8}{message}`). As we were passing 4 `\<` where each creates 2 columns, the total was 8 columns.

### 5.2.2 Divisions

You can use `\pcintertext` in order to divide protocols (or other pseudocode for that matter).

```
1 \pcintertext[dotted|center]{Division Text}
```

Note that in order to use the `\pcintertext` you need to use `\pclb` as the line break for the line before. Also see Section 4.



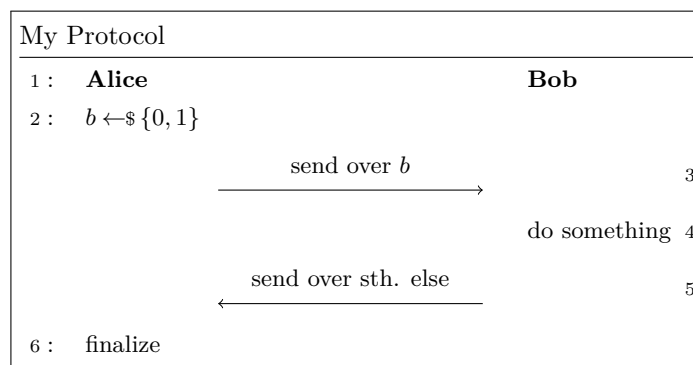
```

1 \procedureblock{My Protocol}{%
2   \textbf{Alice} \< \< \textbf{Bob} \< \<
3   b \sample \bin \< \< \pclb
4   \pcintertext[dotted]{Some Division} \<
5   \< \sendmessengeright*{\text{send over } b} \< \<
6   \< \< \text{do something} \pclb
7   \pcintertext[dotted]{Another Division} \<
8   \< \sendmessageleft*{\text{message}} \< \<
9   \text{finalize} \< \< }

```

### 5.3 Line Numbering in Protocols

Protocols can be numbered similarly to plain pseudocode. Additionally to the `\pcln` there are the commands `\pclnr` and `\pcrln`. The first allows you to right align line numbers but uses the same counter as `\pcln`. The second uses a different counter.



Which is generated as

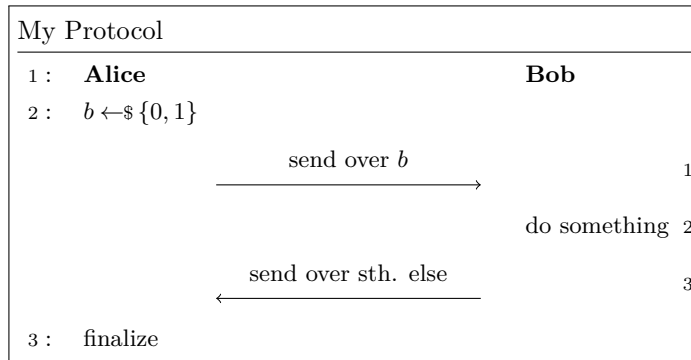
```

1 \procedureblock{My Protocol}{
2   \pcln \textbf{Alice} \< \< \textbf{Bob} \< \<
3   \pcln b \sample \bin \< \< \< \<
4   \< \sendmessengeright*{\text{send over } b} \< \< \pclnr \<
5   \< \< \text{do something} \< \pclnr \<
6   \< \sendmessageleft*{\text{send over sth. else}} \< \< \pclnr \<
7   \pcln \text{finalize} \< \< \< }

```



And using `\pcrln` we obtain:



This is generated as

```

1 \procedureblock{My Protocol}{%
2   \pcln   \textbf{Alice} \< \< \textbf{Bob}   \> \>
3   \pcln b \sample \bin \< \< \> \>
4   \< \sendmessageright*{\text{send over } b} \< \pcln \>
5   \< \< \text{do something} \> \pcln \>
6   \< \sendmessageleft*{\text{send over sth. else}} \< \pcln \>
7   \pcln \text{finalize} \< \< }

```

### 5.3.1 Separators

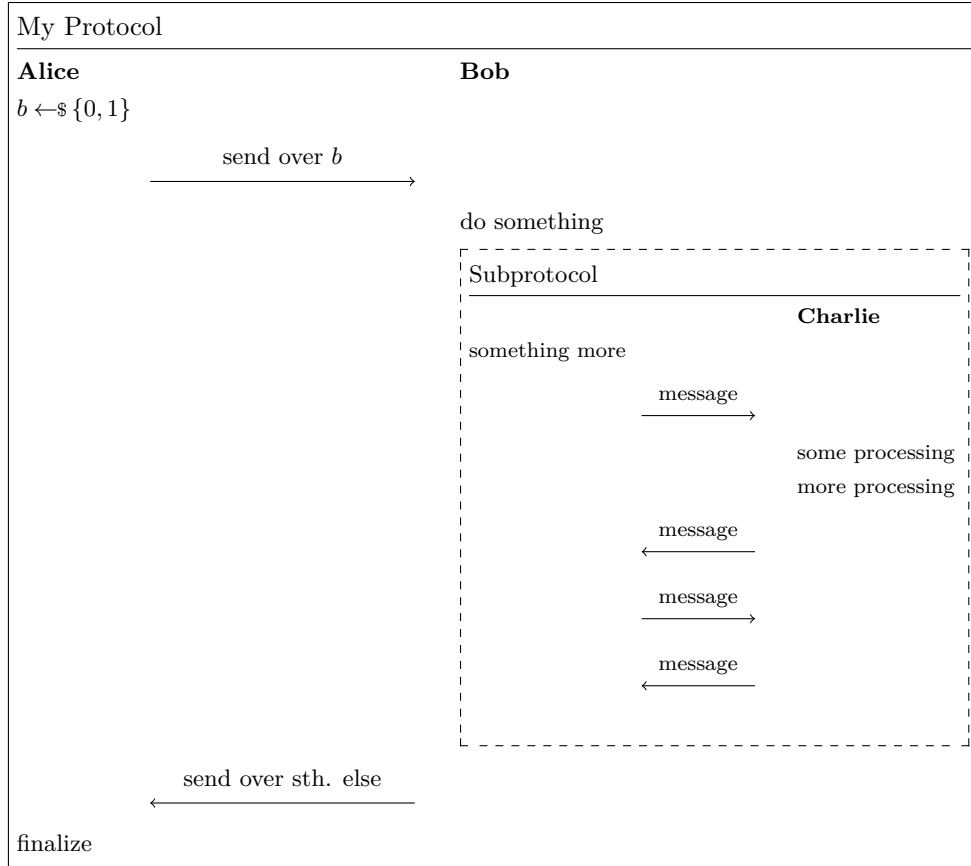
The commands `\pclnseparator` and `\pcrlnseparator` define the separators between code and line number. By default the left separator is set to `(:)` colon and the right separator is set to an empty string.

### 5.3.2 Spacing

Spacings after the left separator and in front of the right separator can be controlled by `\pclnspc` and `\pcrlrspc` which are set to 1em and 0.5em, respectively.

## 5.4 Sub Protocols

Use the `subprocedure` environment to also create sub protocols.



```

1 \procedureblock{My Protocol}{
2   \textbf{Alice} \< \< \textbf{Bob} \> \>
3   b \sample \bin \< \< \> \>
4   \< \sendmessageright*{\text{send over } b} \< \>
5   \< \< \text{do something} \> \>
6   \< \< \dbox{\begin{subprocedure}\procedure{Subprotocol}{
7     \< \< \textbf{Charlie} \> \>
8     \text{something more} \< \< \> \>
9     \< \sendmessageright*[1.5cm]{\text{message}} \< \>
10    \< \< \text{some processing} \> \>
11    \< \< \text{more processing} \> \>
12    \< \sendmessageleft*[1.5cm]{\text{message}} \< \>
13    \< \sendmessageright*[1.5cm]{\text{message}} \< \>
14    \< \sendmessageleft*[1.5cm]{\text{message}} \< \>
15    }\end{subprocedure}} \> \>
16   \< \sendmessageleft*{\text{send over sth. else}} \< \>
17   \text{finalize} \< \< }

```

## 6 Game-Based Proofs

### 6.1 Basics

Besides displaying pseudocode the package also comes with commands to help presetn game-based proofs. The `gameproof` environment wraps the pseudocode block of a game-based proof.

```
1 \begin{gameproof}
2   proof goes here
3 \end{gameproof}
```

Within a `gameproof` environment use the command `\gameprocedure` which works similarly to the pseudocode command and produces a heading of the form  $\text{Game}_{\text{counter}}(n)$  where counter is a consecutive counter. Thus, we can create the following setup

| $\text{Game}_1(n)$ | $\text{Game}_2(n)$ |
|--------------------|--------------------|
| 1 : Step 1         | Step 1             |
| 2 : Step 2         | Step 2             |

by using

```
1 \begin{gameproof}
2 \begin{pchstack}[space=1em,center,boxed]
3 \gameprocedure[linenumbering,mode=text]{%
4   Step 1  \\
5   Step 2
6 }
7 \gameprocedure[mode=text]{%
8   Step 1  \\
9   Step 2
10 }
11 \end{pchstack}
12 \end{gameproof}
```

For discussing individual games, cryptocode provides the `\pcgame` command which without argument prints `Game` and with (optional) argument `\pcgame[n]` prints `Gamen`.

#### 6.1.1 Highlight Changes

In order to highlight changes from one game to the next use `\gamechange`.

| $\text{Game}_1(n)$ | $\text{Game}_2(n)$ |
|--------------------|--------------------|
| 1 : Step 1         | Step 1             |
| 2 : Step 2         | Step 2             |

```
1 \begin{gameproof}
2 \begin{pchstack}[space=1em,center,boxed]
3 \gameprocedure[linenumbering,mode=text]{%
4   Step 1  \\
5   Step 2
6 }
7 \gameprocedure[mode=text]{%
8   Step 1  \\
9   \gamechange{Step 2}
10 }
11 \end{pchstack}
12 \end{gameproof}
```

The background color can be controlled by redefining `\gamechange color` which by default is defined as

```
1 \definecolor{gamechange color}{gray}{0.90}
```

**Remark.** Note that `\gamechange` is always in text mode.

### 6.1.2 Boxed Games

Use `\tbxgameprocedure` in order to create two consecutive games where the second game is *boxed*. Use `\pcbox` to create boxed statements.

| $\text{Game}_1(n)$ | $\text{Game}_2(n)$  | $\text{Game}_3(n)$ | $\text{Game}_4(n)$ |
|--------------------|---------------------|--------------------|--------------------|
| 1 : Step 1         | Step 1;             | Alternative step 1 | Step 1             |
| 2 : Step 2         | Step 2 is different |                    | Step 2             |

```
1 \begin{gameproof}
2 \begin{pchstack}[space=1em,boxed,center]
3 \gameprocedure[linenumbering]{
4   \text{Step 1} \quad \quad
5   \text{Step 2}
6 }
7 \tbxgameprocedure{
8   \text{Step 1}; \pcbox{\text{Alternative step 1}} \quad \quad
9   \gamechange{\text{Step 2 is different}}
10 }
11 \gameprocedure{
12   \text{Step 1} \quad \quad
13   \text{\gamechange{Step 2}}
14 }
15 \end{pchstack}
16 \end{gameproof}
```

### 6.1.3 Reduction Hints

In a game based proof, in order to go from one game to the next we usually give a reduction, for example, we show that the difference between two games is bound by the security of some pseudorandom generator PRG. To give a hint within the pseudocode that the difference between two games is down to “something” you can use the `\addgamehop` command.

```
1 \addgamehop{startgame}{endgame}{options}
```

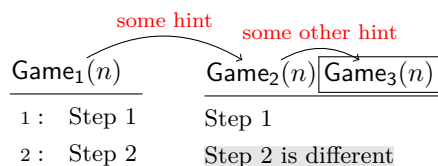
Here options allows you to specify the hint as well as the style. The following options are available

**hint** The hint text

**nodestyle** A TIKZ style to be used for the node.

**pathstyle** A TIKZ style to be used for the path.

**edgestyle** A TIKZ style to be used for the edge. This defaults to “bend left”.



```

1 \begin{gameproof}
2 \begin{pchstack}[center,space=2em]
3   \gameprocedure[linenumbering]{
4     \text{Step 1}   \\
5     \text{Step 2}
6   }
7   \tbxgameprocedure{
8     \text{Step 1}   \\
9     \gamechange{\text{Step 2 is different}}
10  }
11 \end{pchstack}
12
13 \addgamehop{1}{2}{hint=\footnotesize some hint,nodestyle=red}
14 \addgamehop{2}{3}{hint=\footnotesize some other hint}
15 \end{gameproof}

```

The edgestyle allows you to specify how the hint is displayed. If you, for example want a straight line, rather than the curved arrow simply use

```

1 \addgamehop{1}{2}{hint=\footnotesize some hint,edgestyle=}

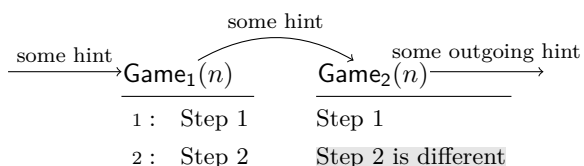
```

If game proofs do not fit into a single picture you can specify start and end hints using the commands

```

1 \addstartgamehop[first game]{options}
2 \addendgamehop[last game]{options}

```



```

1 \begin{gameproof}
2 \begin{pchstack}[center,space=2em]
3   \gameprocedure[linenumbering]{
4     \text{Step 1}   \\
5     \text{Step 2}
6   }
7   \gameprocedure{
8     \text{Step 1}   \\
9     \gamechange{\text{Step 2 is different}}
10  }
11 \end{pchstack}
12
13 \addstartgamehop{hint=\footnotesize some hint,edgestyle=}
14 \addgamehop{1}{2}{hint=\footnotesize some hint}
15 \addendgamehop{hint=\footnotesize some outgoing hint,edgestyle=}
16 \end{gameproof}

```

#### 6.1.4 Numbering and Names

By default the `gameproof` environment starts to count from 1 onwards. Its optional parameters allow you to specify a custom name for the game as well as defining the starting number.

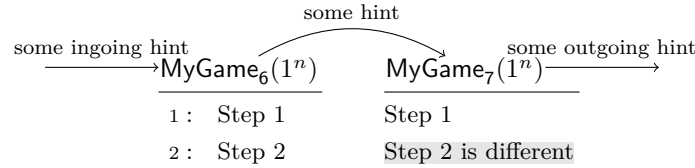
```
1 \begin{gameproof}[options]
```

The following parameters are available which, as usual, are provided in a key=value based form.

**nr** The starting number minus 1. Thus, when setting nr=5, the first game will be  $\text{Game}_6$ .

**name** The name for the game

**arg** The argument to be used for the game.



```

1 \begin{gameproof}[nr=5,name=\mathsf{MyGame},arg=(1^n)]
2 \begin{pchstack}[center,space=2em]
3   \gameprocedure[linenumbering]{
4     \text{Step 1} \\
5     \text{Step 2} }
6   \gameprocedure{
7     \text{Step 1} \\
8     \gamechange{\text{Step 2 is different}} }
9 \end{pchstack}
10
11 \addstartgamehop{hint=\footnotesize some ingoing hint,edgestyle=}
12 \addgamehop{6}{7}{hint=\footnotesize some hint}
13 \addendgamehop{hint=\footnotesize some outgoing hint,edgestyle=}
14 \end{gameproof}

```

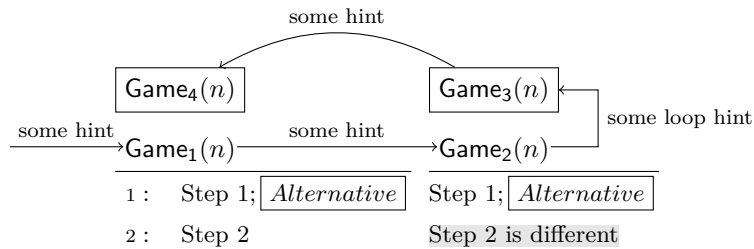
### 6.1.5 Default Name and Argument

The default name and argument are controlled via the commands `\pcgamenam` and `\gameprocedurearg`.

| Command                        | Default                    |
|--------------------------------|----------------------------|
| <code>\pcgamenam</code>        | <code>\mathsf{Game}</code> |
| <code>\gameprocedurearg</code> | <code>\secpa</code>        |

### 6.1.6 Bi-Directional Games

You can use the `\bxgameprocedure` to generate games for going in two directions. Use the `\addloopgamehop` to add the gamehop in the middle.



```

1 \begin{gameproof}
2 \bxgameprocedure{4}{%
3 \pcin \text{Step 1}; \pcbox{Alternative} \\
4 \pcin \text{Step 2}
5 }
6 \bxgameprocedure{3}{%
7 \text{Step 1}; \pcbox{Alternative} \\
8 \gamechange{\text{Step 2 is different}}
9 }
10 \addstartgamehop{hint=\footnotesize some hint,edgestyle=}
11 \addgamehop{1}{2}{hint=\footnotesize some hint,edgestyle=}
12 \addloopgamehop{hint=\footnotesize some loop hint}
13 \addgamehop{2}{1}{hint=\footnotesize some hint}
14 \end{gameproof}

```

### 6.1.7 Styling Game Procedures

It may come in handy to define default style arguments for the underlying pseudocode command used by `\gameprocedure`. For this you can define the default arguments by calling `\setgameproceduredefaultstyle` to for example:

```

1 \setgameproceduredefaultstyle{beginline=\vphantom{\bin^{\prg_\prg}}

```

The default is to not set any options.

## 6.2 Game Descriptions

Cryptocode also comes with an environment to provide textual descriptions of games such as

reduction target  
 $\downarrow$  **MyGame<sub>3</sub>(n)**: This is the third game. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Duis condimentum velit et orci volutpat, sed ultrices lorem lobortis. Nam vehicula, justo eu varius interdum, felis mi consectetur dolor, ac posuere nulla lacus varius diam. Etiam dapibus blandit leo, et porttitor augue lacinia auctor.

**MyGame<sub>4</sub>(n)**: This is the fourth game. The arrow at the side indicates the reduction target.

The above example is generated as

```

1 \begin{gamedescription}[name=MyGame,nr=2]
2 \describegame
3 This is the third game. Lorem ipsum dolor sit amet, consectetur adipiscing elit
. Duis condimentum velit et orci volutpat, sed ultrices lorem lobortis. Nam
vehicula, justo eu varius interdum, felis mi consectetur dolor, ac posuere
nulla lacus varius diam. Etiam dapibus blandit leo, et porttitor augue
lacinia auctor.
4
5 \describegame[inhint=reduction target]
6 This is the second game. The arrow at the side indicates the reduction target.
7 \end{gamedescription}

```

The `gamedescription` environment takes an optional argument to specify name and counter (defaults to Game and 0). The command `\describegame` starts a new game description and can allow you to provide a reduction hint using the option parameter `inhint`.

**inhint** Displays an ingoing arrow to denote the reduction target for this game hop.

**length** Allows to control the length of the arrow.

**nodestyle** Allows to control the style of the node.

**hint** Instead of having an ingoing arrow, this adds an outgoing arrow.



## 7 Black-Box Reductions

The cryptocode package comes with support for drawing basic black box reductions. A reduction always takes the following form.

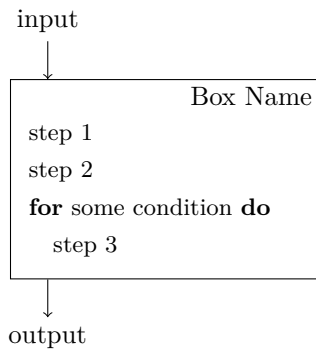
```

1 \begin{bbrenv}{A}
2 \begin{bbrbox}[name=Box Name]
3 % The Box's content
4 \end{bbrbox}
5 % Commands to display communication, input output etc
6 \end{bbrenv}

```

That is, a **bbrenv** environment (where bbr is short for black-box reduction) which takes a single **bbrbox** environment plus some additional commands.

Following is a simple example with a single (black)box and some code plus inputs outputs:



This box is generated as

```

1 \begin{bbrenv}[aboveskip=1cm,belowskip=1cm]{A}
2 \begin{bbrbox}[name=Box Name]
3 \pseudocode{
4 \text{step 1} \\
5 \text{step 2} \\
6 \pcfor \text{some condition} \pcdo \\
7 \t\text{step 3}
8 }
9 \end{bbrbox}
10 \bbrinput{input}
11 \bbroutput{output}
12 \end{bbrenv}

```

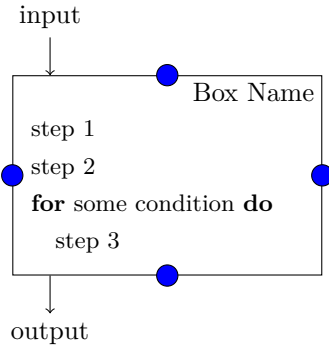
The commands **bbrinput** and **bbroutput** allow to specify input and output for the latest **bbrenv** environment. The optional parameter for the **bbrenv** environment allows to specify leading and trailing space (this may become necessary when using inputs and outputs). For this provide **aboveskip** and **belowskip** keys. (Note that in an earlier version of cryptocode you could write `\begin{bbrenv}[1cm]{A}[1cm]`. While this format is still supported it should be regarded deprecated.) The single mandatory argument to the **bbrenv** environment needs to specify a unique identifier (unique for the current reduction). This id is used as an internal TIKZ node name (<https://www.ctan.org/pkg/pgf>).

```

1 \begin{bbrenv}[options]{UNIQUE IDENTIFIER}
2 % deprecated version
3 \begin{bbrenv}[vspace before]{UNIQUE IDENTIFIER}[vspace after]

```

As we are drawing a TIKZ image, note that we can easily later customize the image using the labels that we have specified on the way.



```

1 \begin{bbrenv}{A}
2 \begin{bbrbox}[name=Box Name]
3 \pseudocode{
4   \text{step 1} \\
5   \text{step 2} \\
6   \pcfor \text{some condition} \pcdo \\
7   \pcind \text{step 3}
8 }
9 \end{bbrbox}
10 \bbrinput{input}
11 \bbroutput{output}
12
13 \filldraw[fill=blue] (A.north) circle (4pt);
14 \filldraw[fill=blue] (A.west) circle (4pt);
15 \filldraw[fill=blue] (A.east) circle (4pt);
16 \filldraw[fill=blue] (A.south) circle (4pt);
17 \end{bbrenv}

```

The `bbrbox` takes as single argument a comma separated list of key value pairs. In the example we used

```

1 name=Box Name

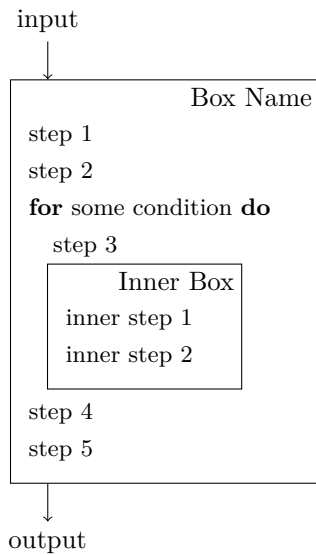
```

to specify the label. The following options are available

| Option                 | Description   |
|------------------------|---|
| <code>name</code>      | Specifies the box's label   |
| <code>namepos</code>   | Specifies the position (left, center, right, top left, top center, top right, middle) |
| <code>namestyle</code> | Specifies the style of the name   |
| <code>abovesep</code>  | Space above box (defaults to <code>\baselineskip</code> )                             |
| <code>minheight</code> | The minimal height  |
| <code>addheight</code> | Additional height at the end of the box   |
| <code>xshift</code>    | Allows horizontal positioning   |
| <code>yshift</code>    | Allows horizontal positioning   |
| <code>style</code>     | allows to customize the node  |

## 7.1 Nesting of Boxes

Boxes can be nested. For this simply insert a `bbrenv` (together with a single `bbrbox`) environment into an existing `bbrbox`.



```

1 \begin{bbrenv}{A}
2 \begin{bbrbox}[name=Box Name]
3 \pseudocode{
4   \text{step 1} \\
5   \text{step 2} \\
6   \pcfor \text{some condition} \pcdo \\
7   \pcind \text{step 3}
8 }
9
10 \begin{bbrenv}{B}
11 \begin{bbrbox}[name=Inner Box]
12 \pseudocode{
13   \text{inner step 1} \\
14   \text{inner step 2}
15 }
16 \end{bbrbox}
17 \end{bbrenv}
18
19 \pseudocode{
20   \text{step 4} \\
21   \text{step 5}
22 }
23 \end{bbrbox}
24 \bbrinput{input}
25 \bbroutput{output}
26 \end{bbrenv}

```

## 7.2 Messages and Queries

You can send messages and queries to boxes. For this use the commands

```

1 \bbrmsgto{options}
2 \bbrmsgfrom{options}
3 \bbrmsgtofrom{options}{options}
4 \bbrmsgfromto{options}{options}
5 \bbrqryto{options}
6 \bbrqryfrom{options}
7 \bbrqrytofrom{options}{options}
8 \bbrqryfromto{options}{options}

```

By convention messages are on the left of boxes and queries on the right. Commands ending on **to** make an arrow to the right while commands ending on **from** make an arrow to the left. The **options** define how the message is drawn and consists of a key-value list. The **tofrom** and **fromto** variants draw two messages (back and forth) that are

more compactly set together. Here usually, the first message should be drawn on top (**top=Label**) while the second message should be drawn on the bottom (**bottom=Label**).

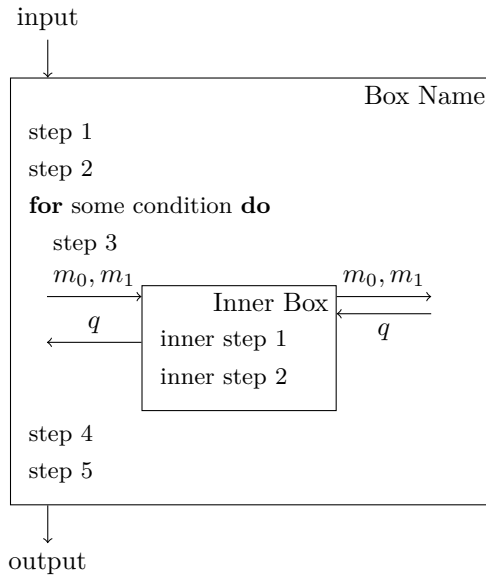
For example, to draw a message with a label on top and on the side use

```
1 \bbrmsgto{top=Top Label, side=Side Label}
```

If your label contains a “,” (comma), then group the label in {} (curly brackets).

```
1 \bbrmsgto{top=Top Label, side={Side, Label}}
```

Following is a complete example. Notice that cryptocode takes care of the vertical positioning.



```
1 \begin{bbrenv}{A}
2 \begin{bbrbox}[name=Box Name]
3 \pseudocode{
4 \text{step 1} \\
5 \text{step 2} \\
6 \pcfor \text{some condition} \pcdo \\
7 \pcind \text{step 3}
8 }
9
10 \begin{bbrenv}{B}
11 \begin{bbrbox}[name=Inner Box]
12 \pseudocode{
13 \text{inner step 1} \\
14 \text{inner step 2}
15 }
16 \end{bbrbox}
17
18 \bbrmsgto{top={m_0,m_1}}
19 \bbrmsgfrom{top=q}
20
21 \bbrqrytofrom{top={m_0,m_1}}{bottom=q}
22
23 \end{bbrenv}
24
25 \pseudocode{
26 \text{step 4} \\
27 \text{step 5}
28 }
```

```

29 \end{bbrbox}
30 \bbrinput{input}
31 \bboutput{output}
32 \end{bbenv}

```

### 7.2.1 Options

Following is a list of all available options. Remember that underneath the reduction commands is a TIKZ image (<https://www.ctan.org/pkg/pgf/>) and for each label position (top, side, bottom) a node is generated which can be further customized via low-level TIKZ.

**top** Label on top

**bottom** Label on the bottom

**side** Label on the far side of the box. For challengers and oracles, on the side of the box.

**oside** Label on the “other” side.

**topstyle** Style for label on top

**bottomstyle** Style for label on bottom

**sidestyle** Style for label on side

**osidestyle** Style for label on other side

**edgestyle** Style for edge

**length** Length of arrow

**topname** Name for node on top

**bottomname** Name for node on bottom

**sidename** Name for node on side

**osidename** Name for node on other side

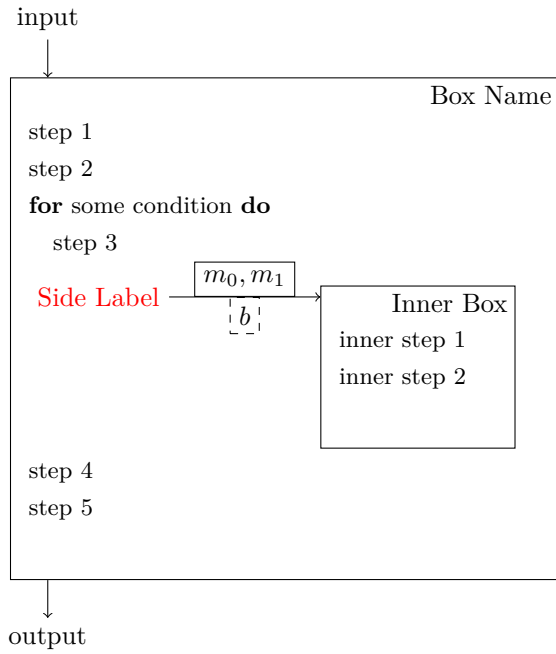
**aboveskip** Space before message

**belowskip** Space after message

**fixedoffset** Ignores automatic spacing and sets the message at the provided offset from the top.

**fixedboffset** Ignores automatic spacing and sets the message at the provided offset from the bottom.

**islast** Places the message at the bottom.



```

1  \begin{bbrenv}{A}
2  \begin{bbrbox}[name=Box Name]
3  \pseudocode{
4    \text{step 1} \\
5    \text{step 2} \\
6    \pcfor \text{some condition} \pcdo \\
7    \pcind \text{step 3}
8  }
9
10 \begin{bbrenv}{B}
11 \begin{bbrbox}[name=Inner Box]
12 \pseudocode{
13   \text{inner step 1} \\
14   \text{inner step 2} \\
15 }
16 \end{bbrbox}
17
18 \bbrmsgto{top={m_0,m_1},side=Side Label, bottom=$b$, length=2cm,
19   topstyle={draw, solid}, sidestyle={red}, bottomstyle={draw, dashed}}
20
21 \end{bbrenv}
22
23 \pseudocode{
24   \text{step 4} \\
25   \text{step 5} \\
26 }
27 \end{bbrbox}
28 \bbrinput{input}
29 \bbroutput{output}
30 \end{bbrenv}

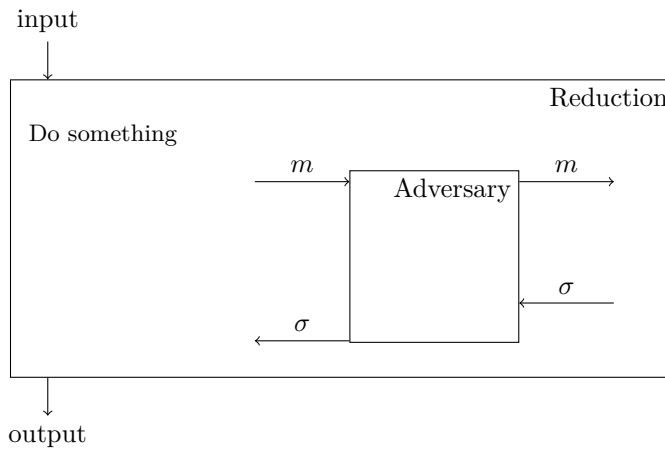
```

### 7.2.2 First Message

The first message is offset by `\bbrfirstmessageoffset` which defaults to 1ex.

### 7.2.3 Add Space

If the spacing between messages is not sufficient you can use the `bbrmsgspace` and `bbrqryspace` commands to add additional space.

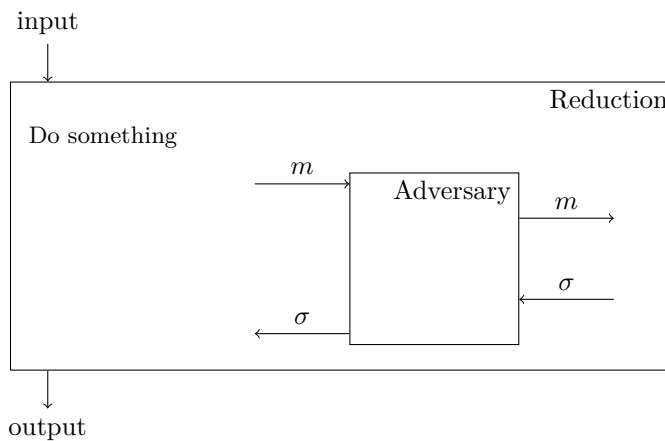


```

1 \begin{bbrenv}{A}
2 \begin{bbrbox}[name=Reduction]
3 \pseudocode{
4   \text{Do something}
5 }
6
7 \begin{bbrenv}{B}
8
9   \begin{bbrbox}[name=Adversary , minheight=15ex , xshift=4cm]
10
11     \end{bbrbox}
12
13     \bbrmsgto{top=$m$}
14     \bbrmsgspace{1.5cm}
15     \bbrmsgfrom{top=$\sigma$}
16
17     \bbrqryto{top=$m$}
18     \bbrqryspace{1cm}
19     \bbrqryfrom{top=$\sigma$}
20
21   \end{bbrenv}
22
23 \end{bbrbox}
24 \bbrinput{input}
25 \bbroutput{output}
26 \end{bbrenv}

```

Note that for placing a message at the bottom, `islast` or fixed offsets often allow obtain more accurate results.



```

1 \begin{bbrenv}{A}

```

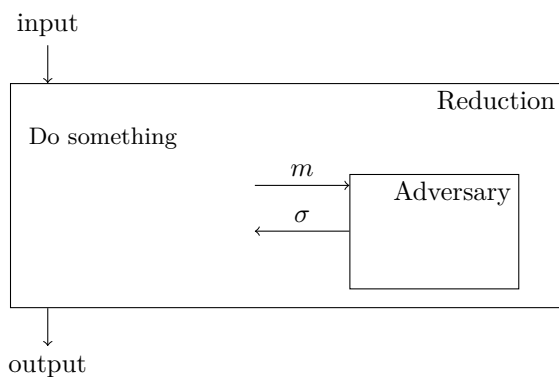
```

2 \begin{bbrbox}[name=Reduction]
3 \pseudocode{
4   \text{Do something}
5 }
6
7 \begin{bbrenv}{B}
8
9   \begin{bbrbox}[name=Adversary ,minheight=15ex ,xshift=4cm]
10
11   \end{bbrbox}
12
13   \bbrmsgto{top=$n$}
14   \bbrmsgfrom{top=$\sigma$,islast}
15
16   \bbrqryto{top=$n$,fixedoffset=4ex}
17   \bbrqryfrom{top=$\sigma$,fixedboffset=4ex}
18
19 \end{bbrenv}
20
21 \end{bbrbox}
22 \bbrinput{input}
23 \bbroutput{output}
24 \end{bbrenv}

```

### 7.2.4 Loops

Often an adversary may send poly many queries to an oracle, or a reduction sends many queries to an adversary. Consider the following setting



```

1 \begin{bbrenv}{A}
2 \begin{bbrbox}[name=Reduction]
3 \pseudocode{
4   \text{Do something}
5 }
6
7 \begin{bbrenv}{B}
8
9   \begin{bbrbox}[name=Adversary ,minheight=10ex ,xshift=4cm]
10
11   \end{bbrbox}
12
13   \bbrmsgto{top=$n$}
14   \bbrmsgfrom{top=$\sigma$}
15
16 \end{bbrenv}
17
18 \end{bbrbox}
19 \bbrinput{input}
20 \bbroutput{output}
21 \end{bbrenv}

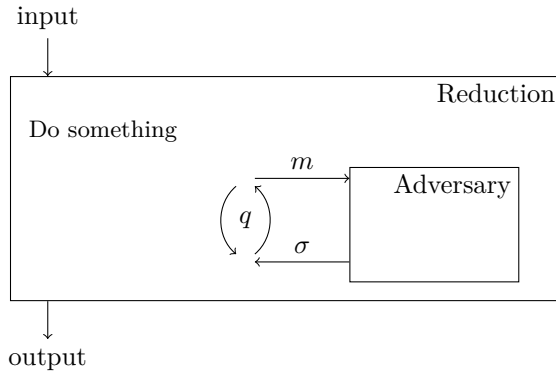
```



First note that by specifying the minheight and xshift option we shifted the adversary box a bit to the right and enlarged its box. Further we specified custom names for the node on the side of the two messages. We can now use the `bbrloop` command to visualize that these two messages are exchanged  $q$  many times

```
1 \bbrloop{BeginLoop}{EndLoop}{center=$q$}
```

The `bbrloop` command takes two node names and a config which allows you to specify if the label is to be shown on the left, center or right. Here is the result.



```
1 \begin{bbrenv}{A}
2 \begin{bbrbox}[name=Reduction]
3 \pseudocode{
4 \text{Do something}
5 }
6
7 \begin{bbrenv}{B}
8
9 \begin{bbrbox}[name=Adversary,minheight=10ex,xshift=4cm]
10
11 \end{bbrbox}
12
13 \bbrmsgto{top=$m$,sidename=BeginLoop}
14 \bbrmsgspace{0.5cm}
15 \bbrmsgfrom{top=$\sigma$,sidename=EndLoop}
16 \bbrloop{BeginLoop}{EndLoop}{center=$q$}
17
18 \end{bbrenv}
19
20 \end{bbrbox}
21 \bbrinput{input}
22 \bbroutput{output}
23 \end{bbrenv}
```

The `\bbrloop` command supports the following parameters:

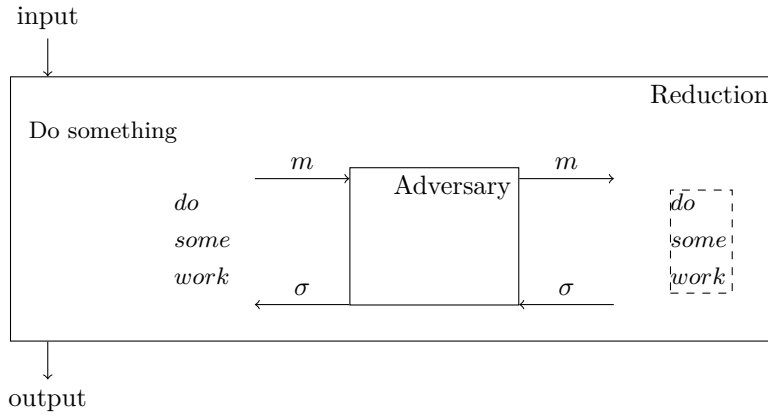
- center** Label displayed within the loop
- left** Label displayed left of the loop
- right** Label displayed right of the loop
- centerstyle** Style for center label
- leftstyle** Style for left label
- rightstyle** Style for right label
- clockwise** Loop going in clockwise direction

**angle** Angle of the arrows

### 7.2.5 Intertext

If your reduction needs to do some extra work between queries use the `\bbrmsgtxt` and `\bbrqrytxt` commands.

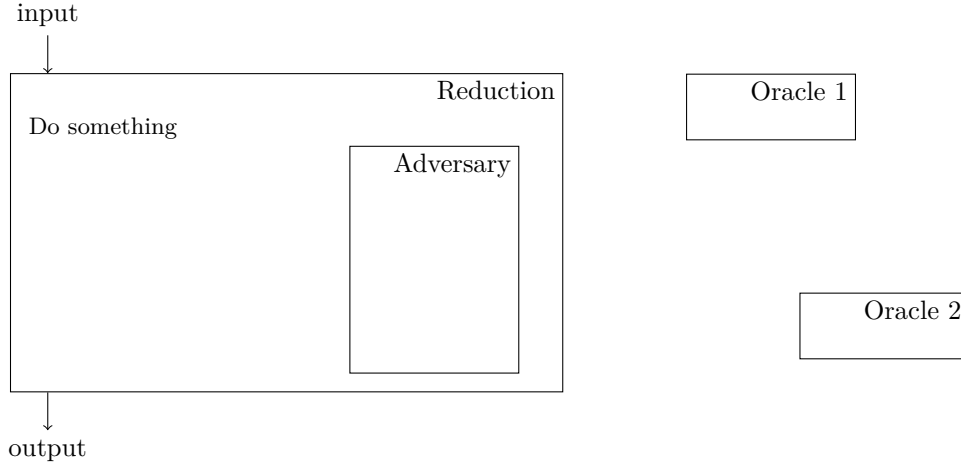
```
1 \bbrmsgtxt[options]{Text}
2 \bbrqrytxt[options]{Text}
```



```
1 \begin{bbrenv}{A}
2 \begin{bbrbox}[name=Reduction]
3 \pseudocode{
4   \text{Do something}
5 }
6
7 \begin{bbrenv}{B}
8   \begin{bbrbox}[name=Adversary,minheight=12ex,xshift=4cm]
9
10  \end{bbrbox}
11
12  \bbrmsgto{top=$m$}
13  \bbrmsgtxt{\pseudocode{
14    do \\
15    some \\
16    work
17  }}
18  \bbrmsgfrom{top=$\sigma$}
19
20  \bbrqryto{top=$m$}
21  \bbrqrytxt[nodestyle={draw,dashed},xshift=2cm]{\pseudocode{
22    do \\
23    some \\
24    work
25  }}
26  \bbrqryfrom{top=$\sigma$}
27
28 \end{bbrenv}
29 \end{bbrbox}
30 \bbrinput{input}
31 \bbroutput{output}
32 \end{bbrenv}
```

## 7.3 Oracles

Each box can have one or more oracles which are drawn on the right hand side of the box. An oracle is created similarly to a `bbrenv` environment using the `bbroracle` environment. Oracles go behind the single `bbrbox` environment within an `bbrenv` environment.



```

1 \begin{bbrenv}{A}
2   \begin{bbrbox}[name=Reduction]
3     \pseudocode{
4       \text{Do something}
5     }
6
7     \begin{bbrenv}{B}
8       \begin{bbrbox}[name=Adversary, minheight=3cm, xshift=4cm]
9
10      \end{bbrbox}
11    \end{bbrenv}
12
13    \end{bbrbox}
14    \bbrinput{input}
15    \bbroutput{output}
16
17    \begin{bbroracle}{OraA}
18      \begin{bbrbox}[name=Oracle 1]
19
20      \end{bbrbox}
21    \end{bbroracle}
22
23    \begin{bbroracle}{OraB}[vdistance=2cm, hdistance=3cm]
24      \begin{bbrbox}[name=Oracle 2]
25
26      \end{bbrbox}
27    \end{bbroracle}
28  \end{bbrenv}

```

Via the option “`hdistance=length`” and “`vdistance=length`” you can control the horizontal and vertical position of the oracle. By default this value is set to 1.5cm and `\baselineskip`.

### 7.3.1 Communicating with Oracles

As oracles use the `bbrbox` environment we can directly use the established ways to send messages and queries to oracles. In addition you can use the `\bbroracleqryfrom` and `\bbroracleqryto`.

```

1 \bbroracleqryfrom{options}
2 \bbroracleqryto{options}

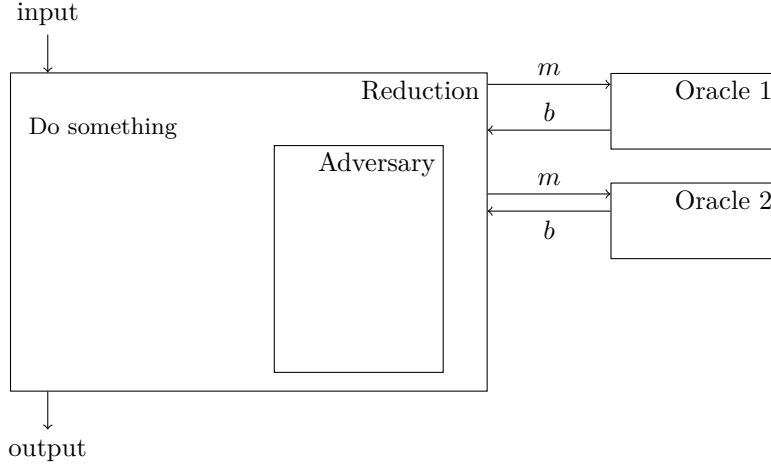
```

```

3 \bbroracleqrytofrom{options}{options}
4 \bbroracleqryfromto{options}{options}

```

Here options allow you to specify where the label goes (top, bottom). In addition you can use `\bbroracleqryspace` to generate extra space between oracle messages. Note that oracle messages need to be added after the closing `\end{bbroracle}` command.



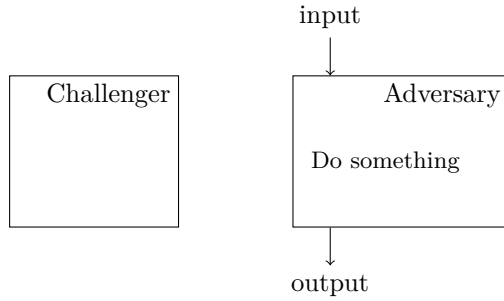
```

1 \begin{bbrenv}{A}
2 \begin{bbrbox}[name=Reduction]
3 \pseudocode{
4 \text{Do something}
5 }
6
7 \begin{bbrenv}{B}
8 \begin{bbrbox}[name=Adversary,minheight=3cm,xshift=3cm]
9 \end{bbrbox}
10
11 \end{bbrenv}
12
13 \end{bbrbox}
14 \bbrinput{input}
15 \bbroutput{output}
16
17 \begin{bbroracle}{OraA}
18 \begin{bbrbox}[name=Oracle 1,minheight=1cm]
19 \end{bbrbox}
20 \end{bbroracle}
21 \bbroracleqrytotop=$n$
22 \bbroracleqryfrom{top=$b$}
23
24 \begin{bbroracle}{OraB}
25 \begin{bbrbox}[name=Oracle 2,minheight=1cm]
26 \end{bbrbox}
27 \end{bbroracle}
28 \bbroracleqrytofrom{top=$n$}{bottom=$b$}
29 \end{bbrenv}

```

## 7.4 Challengers

Each box can have one or more challengers which are drawn on the left hand side of the box. Challengers behave identically to oracles with the exception that they are to the left of the box. A challenger is created similarly to a `bbrenv` environment using the `bbrchallenger` environment. Challengers go behind the single `bbrbox` environment within an `bbrenv` environment.



```

1 \begin{bbrenv}{A}
2 \begin{bbrbox}[name=Adversary,minheight=2cm]
3 \pseudocode{
4   \text{Do something}
5 }
6
7 \end{bbrbox}
8 \bbrinput{input}
9 \bbroutput{output}
10
11 \begin{bbrchallenger}{ChaA}
12 \begin{bbrbox}[name=Challenger,minheight=2cm]
13
14 \end{bbrbox}
15 \end{bbrchallenger}
16 \end{bbrenv}

```

Via the option “`hdistance=length`” and “`vdistance=length`” you can control the horizontal and vertical position of the challenger. By default this value is set to 1.5cm and `\baselineskip`.

#### 7.4.1 Communicating with Challengers

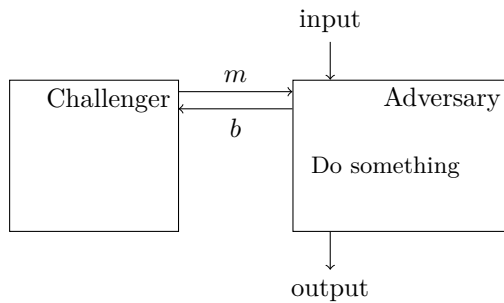
As challengers use the *bbrbox* environment we can directly use the established ways to send messages and queries to oracles. In addition you can use the `\bbrchallengerqryfrom` and `\bbrchallengerqryto`.

```

1 \bbrchallengerqryfrom{options}
2 \bbrchallengerqryto{options}
3 \bbrchallengerqrytofrom{options}{options}
4 \bbrchallengerqryfromto{options}{options}

```

Here options allow you to specify where the label goes (top, bottom). In addition you can use `\bbrchallengerqryspspace` to generate extra space between oracle messages. Note that challenger messages need to be added after the closing `\end{bbrchallenger}` command.



```

1 \begin{bbrenv}{A}

```

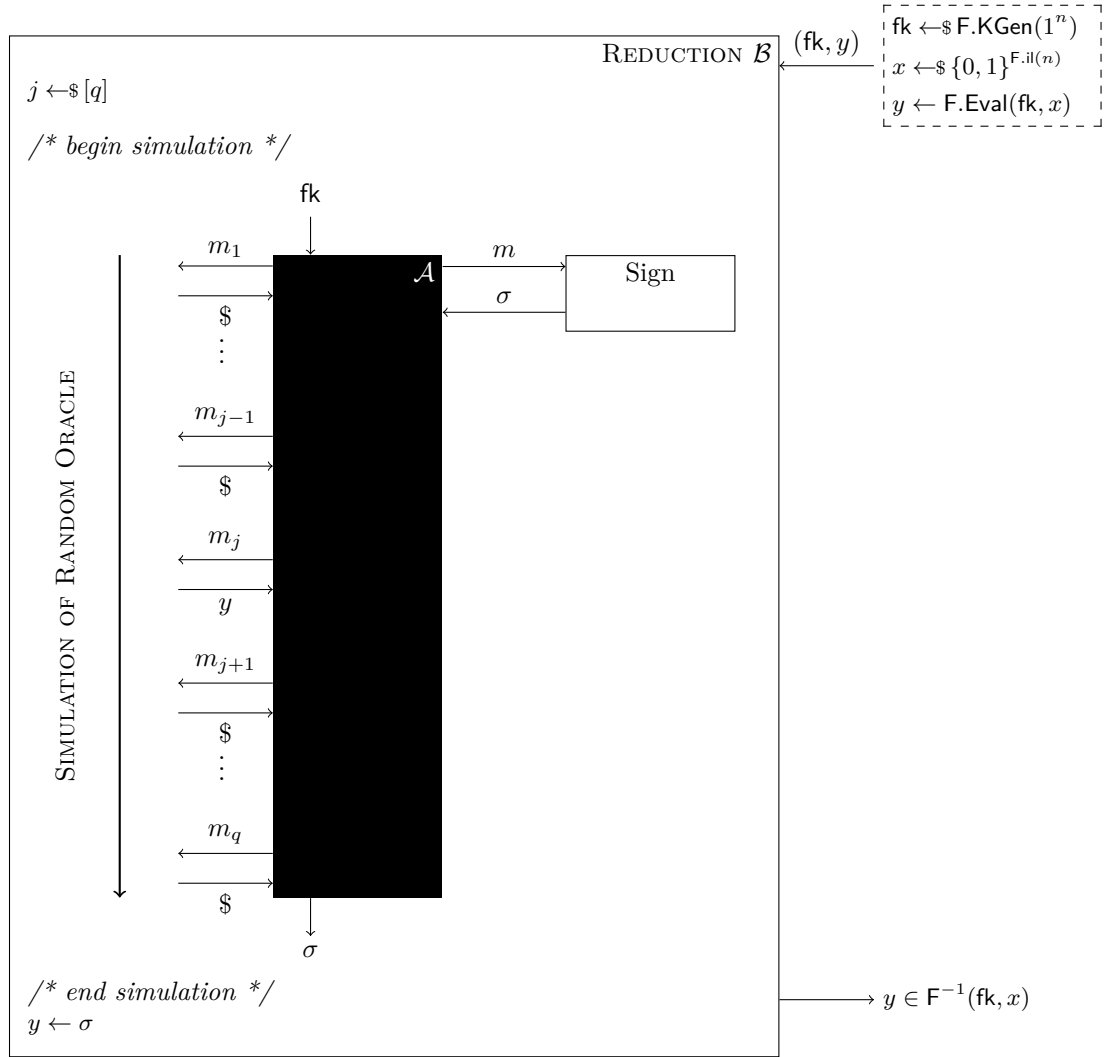
```

2 \begin{bbrbox}[name=Adversary ,minheight=2cm]
3 \pseudocode{
4   \text{Do something}
5 }
6
7 \end{bbrbox}
8 \bbrinput{input}
9 \bbroutput{output}
10
11 \begin{bbrchallenger}{ChaA}
12   \begin{bbrbox}[name=Challenger ,minheight=2cm]
13
14   \end{bbrbox}
15 \end{bbrchallenger}
16
17 \bbrchallengerqryfromto{top=$n$}{bottom=$b$}
18 \end{bbrenv}

```

## 7.5 Examples

A reduction sketch for full domain hash.



```

2
3 \begin{bbrbox}[name=\textsc{Reduction }$\bdv$]
4
5 \pseudocode{
6   j \sample [q]
7 }
8
9 \vspace{2ex}
10 \emph{/* begin simulation */}
11
12 \begin{bbrenv}[aboveskip=2em]{Adv}
13 \begin{bbrbox}[name=$\adv$,minheight=8.5cm,style={fill=black},namestyle={
14   color=white},xshift=3cm]
15   \end{bbrbox}
16
17   \bbrinput{${\fk}$}
18   \bbroutput{${\sigma}$}
19
20   \bbrmsgfrom{top=$\m_1$,afterskip=-0.5\baselineskip}
21   \bbrmsgto{bottom=$\$$,afterskip=0.5\baselineskip}
22
23   \bbrmsgvdots
24   \bbrmsgfrom{top=$\m_{j-1}$,beforeskip=0.5\baselineskip,afterskip=-0.5\
25   baselineskip}
26   \bbrmsgto{bottom=$\$$,afterskip=1.5\baselineskip}
27
28   \bbrmsgfrom{top=$\m_j$,afterskip=-0.5\baselineskip}
29   \bbrmsgto{bottom=$y$,afterskip=1.5\baselineskip}
30
31   \bbrmsgfrom{top=$\m_{j+1}$,afterskip=-0.5\baselineskip}
32   \bbrmsgto{bottom=$\$$,afterskip=0.5\baselineskip}
33
34   \bbrmsgvdots
35   \bbrmsgfrom{top=$\m_q$,beforeskip=0.5\baselineskip,afterskip=-0.5\
36   baselineskip}
37   \bbrmsgto{bottom=$\$$}
38
39   \begin{bbroracle}{Sign}
40     \begin{bbrbox}[name=Sign,namepos=center,style={draw},minheight=1cm]
41       \end{bbrbox}
42     \end{bbroracle}
43
44     \bbroracleqrypto{top=$\m$}
45     \bbroracleqryfrom{top=$\sigma$}
46
47 \end{bbrenv}
48
49 \pcdraw{
50   \node[left=2cm of Adv.north west](startsim){};
51   \node[left=2cm of Adv.south west](endsim){};
52   \draw[->,thick](startsim) — (endsim);
53   \node[rotate=90, left=2.75cm of Adv.west,anchor=center](){\textsc{
54     Simulation of Random Oracle}};
55 }
56
57 \emph{/* end simulation */}
58
59 \pseudocode{
60   y \gets \sigma
61 }
62
63 \end{bbrbox}
64 \bbrqryfrom{beforeskip=0.25cm,top={${\fk}, y$},side={\dbox{\pseudocode{
65   \fk \sample \fash.\kgen(\secpam) \ x \sample \bin^{\fash.\il(\secpam)} \ \
66   y \gets \fash.\eval(\fk, x)}
67 }}}
68 \bbrqryto{beforeskip=11.75cm,side=\pseudocode{y \in \fash^{-1}(\fk, x)}}
69 \end{bbrenv}

```

## 8 Known Issues

### 8.1 Pseudocode KeepSpacing within Commands

The (experimental) “space=keep” option of pseudocode which should output spacing identical to that of the input will fail, if the pseudocode command is called from within another command. An example is to wrap the `\pseudocode` command in an `\fbox` or in a stacking environment such as `\pchstack`. As a workaround for generating frame boxes you should hence use a package such as *mdframed* (<https://www.ctan.org/pkg/mdframed>) which provides a frame environment.

|            |      |            |
|------------|------|------------|
| Pseudocode | with | - spaces - |
|------------|------|------------|

|   |   |            |      |
|---|---|------------|------|
| 1 | <code>\pseudocode[space=keep,mode=text]{</code> | Pseudocode | with |
|   | <code>- spaces -}</code>                        |            |      |

As an alternative you could use a *savebox* (in combination with the `lrbox` environment):

|            |      |            |
|------------|------|------------|
| Pseudocode | with | - spaces - |
|------------|------|------------|

|   |   |            |      |
|---|---|------------|------|
| 1 | <code>\newsavebox{\mypcbox}</code>              |            |      |
| 2 | <code>\begin{lrbox}{\mypcbox}%</code>           |            |      |
| 3 | <code>\pseudocode[space=keep,mode=text]{</code> | Pseudocode | with |
|   | <code>- spaces -}%</code>                       |            |      |
| 4 | <code>\end{lrbox}</code>                        |            |      |
| 5 | <code>\fbox{\usebox{\mypcbox}}</code>           |            |      |

### 8.2 AMSFonts

Some packages are not happy with the “amsfonts” package. Cryptocode will attempt to load amsfonts if it is loaded with either the “sets” or the “probability” option. In order to not load amsfonts you can additionally add the “noamsfonts” at the very end. Note that in this case you should ensure that the command `\mathbb` is defined as this is used by most of the commands in “sets” and some of the commands in “probability”.

### 8.3 Hyperref

The hyperref package (<https://www.ctan.org/pkg/hyperref>) should be loaded before cryptocode. If this is not possible call the `\pcfixhyperref` after `\begin{document}`.



## 9 Implementation

Following is the implementation of cryptocode. The source code documentation is a work in progress.

```
1 \(*cryptocode.sty)
```

Note that most macros are prefixed with *pc* short for pseudocode. This is a general design choice to not conflict with macros defined by other packages. One exception are the macros defined via the various package options.

Load amsmath and mathtools early on, before defining various macros.

```
2 \RequirePackage{amsmath}
3 \RequirePackage{mathtools}
```

### 9.1 Package Options

`\@pc@opt@amsfonts` Definitions of boolean flags used to determin whether or not to load amsfonts.

```
4 \newif\if@pc@opt@amsfonts
```

`\@pc@opt@advantage` Whether or not to define commands for the given option.

```
5 \newif\if@pc@opt@advantage
```

`\@pc@opt@centernot` Whether or not to load centernot

```
6 \newif\if@pc@opt@centernot
```

#### 9.1.1 operators

`\sample` Definitions of macros for the *operators* pacakge option.

```
\floor      7 \DeclareOption{operators}{
\tfloor     8 \providecommand{\sample}{\hskip2.3pt\gets\!\!\mbox{\scriptsize$\{\}\$\normalsize\}}\,,}
\ceil       9
\tceil     10 \DeclarePairedDelimiter\pc@floor{\lfloor}{\rfloor}
\Angle    11 \providecommand{\floor}[1]{\pc@floor*{#1}}
\tAngle   12 \providecommand{\tfloor}[1]{\pc@floor{#1}}
\abs      13
\tabs     14 \DeclarePairedDelimiter\pc@ceil{\lceil}{\rceil}
\norm     15 \providecommand{\ceil}[1]{\pc@ceil*{#1}}
\tnorm    16 \providecommand{\tceil}[1]{\pc@ceil{#1}}
\concat  17
\emptystring 18 \DeclarePairedDelimiter\pc@Angle{\langle}{\rangle}
\argmax   19 \providecommand{\Angle}[1]{\pc@Angle*{#1}}
\argmin   20 \providecommand{\tAngle}[1]{\pc@Angle{#1}}
\pindist  21
\cindist  22 \DeclarePairedDelimiter\pc@abs{\lvert}{\rvert}
\sindist  23 \providecommand{\abs}[1]{\pc@abs*{#1}}
          24 \providecommand{\tabs}[1]{\pc@abs{#1}}
          25
          26 \DeclarePairedDelimiter\pc@norm{\lVert}{\rVert}
          27 \providecommand{\norm}[1]{\pc@norm*{#1}}
          28 \providecommand{\tnorm}[1]{\pc@tnorm{#1}}
          29
          30 \providecommand{\concat}{\ensuremath{\|\|}}
          31 \providecommand{\emptystring}{\ensuremath{\varepsilon}}
          32
          33 \DeclareMathOperator*\{\argmax\}{arg\,max}
```

```

34 \DeclareMathOperator*{\argmin}{arg\,min}
35
36 %indistinguishability
37 \newcommand{\@pc@oset}[3][0ex]{%
38   \mathrel{\mathop{\#3}\limits^{
39     \vbox to#1{\kern-2\ex@
40       \hbox{$\scriptstyle\#2$}\vss}}}}
41
42 \newcommand{\pindist}{\@pc@oset{\text{p}}{\lower.2ex\hbox{$=$}}}
43 \newcommand{\sindist}{\@pc@oset{\text{s}}{\lower.1ex\hbox{$\approx$}}}
44 \newcommand{\cindist}{\@pc@oset{\text{c}}{\lower.1ex\hbox{$\approx$}}}
45 }

```

### 9.1.2 adversary

`\adversary` Definitions of adversaries  $\mathcal{A}$  (`\adv`),  $\mathcal{B}$  (`\bdv`), etc. together with a style `\pcadvstyle`.

```

\adv 46 \DeclareOption{adversary}{
\bdv 47 \providecommand{\adversary}[1]{\pcadvstyle{#1}}
\cdv 48
\ddv 49 \providecommand{\adv}{\pcadvstyle{A}}
\edv 50 \providecommand{\bdv}{\pcadvstyle{B}}
\mdv 51 \providecommand{\cdv}{\pcadvstyle{C}}
\pdv 52 \providecommand{\ddv}{\pcadvstyle{D}}
\rdv 53 \providecommand{\edv}{\pcadvstyle{E}}
\rdv 54 \providecommand{\mdv}{\pcadvstyle{M}}
\sdv 55 \providecommand{\pdv}{\pcadvstyle{P}}
56 \providecommand{\rdv}{\pcadvstyle{R}}
57 \providecommand{\sdv}{\pcadvstyle{S}}
58 }

```

### 9.1.3 landau

`\bigO` Defines several *Landau symbols*.

```

\smallO 59 \DeclareOption{landau}{
\bigO 60 \providecommand{\bigO}[1]{\ensuremath{\mathcal{O}\pc@olrk*{#1}}}
\smallO 61 \providecommand{\smallO}[1]{\ensuremath{\text{O}\pc@olrk*{#1}}}
\bigsmallO 62 \providecommand{\bigO\Omega}[1]{\ensuremath{\Omega\pc@olrk*{#1}}}
\bigTheta 63 \providecommand{\smallO\Omega}[1]{\ensuremath{\Omega\pc@olrk*{#1}}}
64 \providecommand{\bigsmallO}[1]{%
65   \PackageWarning{cryptocode}{bigsmallO is deprecated. Use bigTheta instead.}%
66   \ensuremath{\Theta\pc@olrk*{#1}}}
67 \providecommand{\bigTheta}[1]{\ensuremath{\Theta\pc@olrk*{#1}}}
68 \providecommand{\orderOf}{\ensuremath{\sim}}
69 }

```

### 9.1.4 probability

`\probnam` The *probability* package option defines various macros for typesetting probabilities.

`\expectationname` Sets flags `\@pc@opt@amsfontstrue`.

```

\supportname 70 \DeclareOption{probability}{
\tprob 71 \@pc@opt@amsfontstrue
\prob 72
\tprobsub 73 \providecommand{\probnam}{Pr}
\probsub 74 \providecommand{\expectationname}{\ensuremath{\mathbb{E}}}
\probsublong 75 \providecommand{\supportname}{Supp}
\tcondprob
\condprob
\tcondprobsub
\condprobsub
\texpect
\expect
\texpsub
\expsub
\tcondprob

```

```

76
77 \providecommand{\tprob}[1]{\ensuremath{\operatorname{\probname}\pc@elrk{#1}}}
78 \providecommand{\prob}[1]{\ensuremath{\operatorname{\probname}\pc@elrk*{#1}}}
79
80 \providecommand{\tprobsub}[2]{\ensuremath{\operatorname{\probname}_{#1}\pc@elrk{#2}}}
81 \providecommand{\probsub}[2]{\ensuremath{\operatorname{\probname}_{#1}\pc@elrk*{#2}}}
82 \providecommand{\probsublong}[2]{\ensuremath{\prob{#2},\, , #1}}}
83
84 \providecommand{\tcondprob}[2]{\ensuremath{\tprob{#1},\left| , #2\phantom{#1}\right.}}}
85 \providecommand{\condprob}[2]{\ensuremath{\prob{#1},\left| , #2\phantom{#1}\right.}}}
86
87 \providecommand{\tcondprobsub}[3]{\ensuremath{\tprobsub{#1}{#2},\left| , #3\phantom{#1}\right.}}}
88 \providecommand{\condprobsub}[3]{\ensuremath{\probsub{#1}{#2},\left| , #3\phantom{#1}\right.}}}
89
90 \providecommand{\texpect}[1]{\ensuremath{\operatorname{\expectationname}\pc@elrk{#1}}}
91 \providecommand{\expect}[1]{\ensuremath{\operatorname{\expectationname}\pc@elrk*{#1}}}
92
93 \providecommand{\texpsub}[2]{\ensuremath{\operatorname{\expectationname}_{#1}\pc@elrk{#2}}}
94 \providecommand{\expsub}[2]{\ensuremath{\operatorname{\expectationname}_{#1}\pc@elrk*{#2}}}
95
96 \providecommand{\tcondexp}[2]{\ensuremath{\texpect{#1},\left| , #2\phantom{#1}\right.}}}
97 \providecommand{\condexp}[2]{\ensuremath{\expect{#1},\left| , #2\phantom{#1}\right.}}}
98
99 \providecommand{\tcondexpsub}[3]{\ensuremath{\texpsub{#1}{#2},\left| , #3\phantom{#1}\right.}}}
100 \providecommand{\condexpsub}[3]{\ensuremath{\expsub{#1}{#2},\left| , #3\phantom{#1}\right.}}}
101
102 \providecommand{\supp}[1]{\ensuremath{\operatorname{Supp}\pc@olrk*{#1}}}
103
104 \providecommand{\entropy}[1]{\ensuremath{\operatorname{H}\pc@olrk*{#1}}}
105 \providecommand{\condentropy}[2]{\%
106 \ensuremath{\operatorname{H}\pc@olrk*{#1},\left| , #2\phantom{#1}\right.}}}
107
108 \providecommand{\minentropy}[1]{\ensuremath{\operatorname{H}_{\infty}\pc@olrk*{#1}}}
109 \providecommand{\tminentropy}[1]{\ensuremath{\operatorname{H}_{\infty}\pc@olrk{#1}}}
110 \providecommand{\condminentropy}[2]{\%
111 \ensuremath{\operatorname{H}_{\infty}\pc@olrk*{#1},\left| , #2\phantom{#1}\right.}}}
112 \providecommand{\tcondminentropy}[2]{\%
113 \ensuremath{\operatorname{H}_{\infty}\pc@olrk{#1},\left| , #2\phantom{#1}\right.}}}
114 \providecommand{\condavgminentropy}[2]{\%
115 \ensuremath{\operatorname{\tilde{H}}_{\infty}\pc@olrk*{#1},\left| , #2\phantom{#1}\right.}}}
116 \providecommand{\tcondavgminentropy}[2]{\%
117 \ensuremath{\operatorname{\tilde{H}}_{\infty}\pc@olrk{#1},\left| , #2\phantom{#1}\right.}}}
118 }

```

### 9.1.5 sets

\NN The *sets* option defines various macros for standard sets such as natural numbers \NN (N). The style can be configured via \pcsetstyle.

\CC As we usually work with bit strings, the macro \bin defines the set  $\{0,1\}$ . Sets the flags \@pc@opt@amsfontstrue.

```

\RR 119 \DeclareOption{sets}{
\PP 120 \@pc@opt@amsfontstrue
\FF 121
\GG 122 \providecommand\NN{\pcsetstyle{N}}
\set 123 \providecommand\ZZ{\pcsetstyle{Z}}
\sequence 124 \providecommand\CC{\pcsetstyle{C}}

```

\bin

```

125 \providecommand\QQ{\pcsetstyle{Q}}
126 \providecommand\RR{\pcsetstyle{R}}
127 \providecommand\PP{\pcsetstyle{P}}
128 \providecommand\FF{\pcsetstyle{F}}
129 \providecommand\GG{\pcsetstyle{G}}
130
131 \providecommand{\set}[1]{\ensuremath{\pc@clr k*{#1}}}
132 \providecommand{\sequence}[1]{\ensuremath{\pc@olrk*{#1}}}
133 \providecommand{\bin}{\ensuremath{\{0,1\}}}
134 }

```

### 9.1.6 noamsfonts

`\@pc@opt@amsfontsfalse` Package option *noamsfonts* ensures that ams fonts are not loaded. For this flag `\@pc@opt@amsfontsfalse` is set to false.

```

135 \DeclareOption{noamsfonts}{
136 \@pc@opt@amsfontsfalse
137 }

```

### 9.1.7 notions

`\indcpa` The *notion* package option defines various cryptographic security notions. The style to be can be defined via `\pcnotionstyle`.

```

\indcca
\indccai 138 \DeclareOption{notions}{
\indccaii 139 \providecommand{\indcpa}{\pcnotionstyle{IND\pcmathhyphen{}CPA}}
\priv 140 \providecommand{\indcca}{\pcnotionstyle{IND\pcmathhyphen{}CCA}}
\ind 141 \providecommand{\indccai}{\pcnotionstyle{IND\pcmathhyphen{}CCA1}}
\indcda 142 \providecommand{\indccaii}{\pcnotionstyle{IND\pcmathhyphen{}CCA2}}
\prvcd 143 \providecommand{\priv}{\pcnotionstyle{PRIV}}
\prvrda 144 \providecommand{\ind}{\pcnotionstyle{IND}}
\kia 145 \providecommand{\indcda}{\pcnotionstyle{IND\pcmathhyphen{}CDA}}
\kda 146 \providecommand{\prvcd}{\pcnotionstyle{PRV\pcmathhyphen{}CDA}}
\mle 147 \providecommand{\prvrda}{\pcnotionstyle{PRV\pcmathhyphen{}CDA}}
\uce 148 \providecommand{\kia}{\pcnotionstyle{KIAE}}
\eu 149 \providecommand{\kda}{\pcnotionstyle{KDAE}}
\eu 150 \providecommand{\mle}{\pcnotionstyle{MLE}}
\eu 151 \providecommand{\uce}{\pcnotionstyle{UCE}}
\eu 152
\seu 153 \providecommand{\eu 154 \providecommand{\eu 155 \providecommand{\seu 156
157 \providecommand{\eu 158 }

```

### 9.1.8 logic

```

\AND
\OR 159 \DeclareOption{logic}{
\NOR 160 % load centernot needed for notimplies
\NOT 161 \@pc@opt@centernottrue
\NAND 162
\XOR 163 \providecommand{\AND}{\ensuremath{\mathrm{AND}}}
\XNOR 164 \providecommand{\OR}{\ensuremath{\mathrm{OR}}}
\xor 165 \providecommand{\NOR}{\ensuremath{\mathrm{NOR}}}
\false
\true
\notimplies

```

```

166 \providecommand{\NOT}{\ensuremath{\mathrm{NOT}}}
167 \providecommand{\NAND}{\ensuremath{\mathrm{NAND}}}
168 \providecommand{\XOR}{\ensuremath{\mathrm{XOR}}}
169 \providecommand{\XNOR}{\ensuremath{\mathrm{XNOR}}}
170 \providecommand{\xor}{\ensuremath{\oplus}}
171 \providecommand{\false}{\mathsf{false}}
172 \providecommand{\true}{\mathsf{true}}
173 \providecommand{\notimplies}{\centernot\implies}
174 }

```

### 9.1.9 ff (function families)

`\kgen` The *ff* option defines macros for function families. Algorithms are typeset via `\pgen` `\pcalgostyle`.

```

\eval 175 \DeclareOption{ff}{
\invert 176 \providecommand{\kgen}{\pcalgostyle{KGen}}
      \il 177 \providecommand{\pgen}{\pcalgostyle{Pgen}}
      \ol 178 \providecommand{\eval}{\pcalgostyle{Eval}}
      \kl 179 \providecommand{\invert}{\pcalgostyle{Inv}}
      \nl 180
      \rl 181 \providecommand{\il}{\pcalgostyle{il}}
      182 \providecommand{\ol}{\pcalgostyle{ol}}
      183 \providecommand{\kl}{\pcalgostyle{kl}}
      184 \providecommand{\nl}{\pcalgostyle{nl}}
      185 \providecommand{\rl}{\pcalgostyle{rl}}
      186 }

```

### 9.1.10 mm (machine models)

`\pcmachinestyle` The *mm* option defines macros for machine models.

```

\CRKT 187 \DeclareOption{mm}{
      \TM 188 \providecommand{\CRKT}{\pcmachinestyle{C}}
\PROG 189 \providecommand{\TM}{\pcmachinestyle{M}}
      \uTM 190 \providecommand{\PROG}{\pcmachinestyle{P}}
      \uC 191
      \uP 192 \providecommand{\uTM}{\pcmachinestyle{UM}}
\csize 193 \providecommand{\uC}{\pcmachinestyle{UC}}
\tmtime 194 \providecommand{\uP}{\pcmachinestyle{UEval}}
      195
      \ppt 196 \providecommand{\csize}{\pcmachinestyle{size}}
      197 \providecommand{\tmtime}{\pcmachinestyle{time}}
      198 \providecommand{\ppt}{\pcalgostyle{PPT}}
      199 }

```

### 9.1.11 advantage

The *advantage* option defines an `\advantage` command for typesetting advantage declarations of adversaries.

```

200 \DeclareOption{advantage}{
201 \@pc@opt@advantage>true
202 }

```

### 9.1.12 primitives

`\prover` The *primitives* package option defines various cryptographic primitives.

```

\verifier
  \nizk
  \hash
  \gash
  \fash
  \enc
  \dec
  \sig
  \sign

```

```

203 \DeclareOption{primitives}{
Zero knowledge
204 \providecommand{\prover}{\pcalgostyle{P}}
205 \providecommand{\verifier}{\pcalgostyle{V}}
206 \providecommand{\nizk}{\pcalgostyle{NIZK}}
Hash
207 \providecommand{\hash}{\pcalgostyle{H}}
208 \providecommand{\gash}{\pcalgostyle{G}}
209 \providecommand{\fash}{\pcalgostyle{F}}
210 \providecommand{\pad}{\pcalgostyle{pad}}
Encryption
211 \providecommand{\enc}{\pcalgostyle{Enc}}
212 \providecommand{\dec}{\pcalgostyle{Dec}}
Signatures
213 \providecommand{\sig}{\pcalgostyle{Sig}}
214 \providecommand{\sign}{\pcalgostyle{Sign}}
215 \providecommand{\verify}{\pcalgostyle{Vf}}
Obfuscation
216 \providecommand{\obf}{\pcalgostyle{O}}
217 \providecommand{\i0}{\pcalgostyle{i0}}
218 \providecommand{\di0}{\pcalgostyle{di0}}
One-wayness
219 \providecommand{\owf}{\pcalgostyle{OWF}}
220 \providecommand{\owp}{\pcalgostyle{OWP}}
221 \providecommand{\tdf}{\pcalgostyle{TF}}
222 \providecommand{\inv}{\pcalgostyle{Inv}}
223 \providecommand{\hcf}{\pcalgostyle{HC}}
Pseudorandomness
224 \providecommand{\prf}{\pcalgostyle{PRF}}
225 \providecommand{\prp}{\pcalgostyle{PRP}}
226 \providecommand{\prg}{\pcalgostyle{PRG}}
Message authentication code
227 \providecommand{\mac}{\pcalgostyle{MAC}}
Puncture
228 \providecommand{\puncture}{\pcalgostyle{Puncture}}
Misc
229 \providecommand{\source}{\pcalgostyle{S}}
230 \providecommand{\predictor}{\pcalgostyle{P}}
231 \providecommand{\sam}{\pcalgostyle{Sam}}
232 \providecommand{\dist}{\pcalgostyle{D}}
233 \providecommand{\distinguisher}{\pcalgostyle{Dist}}
234 \providecommand{\simulator}{\pcalgostyle{Sim}}
235 \providecommand{\ext}{\pcalgostyle{Ext}}
236 \providecommand{\extractor}{\ext}
237 }

```

### 9.1.13 oracles

`\Oracle` The *oracles* package option defines macros for typesetting oracles.

```

\oracle 238 \DeclareOption{oracles}{
  \ro 239 \providecommand{\Oracle}[1]{\pcalgostyle{0}{#1}}
      240
      241 \def\oracle{\bgroup\oracle@}
      242 \newcommand{\oracle@}[1][]{\ifthenelse{equal{#1}}{\oracle@@{0}}{\oracle@@{#1}}}
      243 \def\oracle@@#1{\pcoraclestyle{#1}\egroup}
      244
      245 \providecommand{\ro}{\pcoraclestyle{R0}}
      246 }

```

### 9.1.14 events

`\event` The *events* package option defines macros for typesetting events (probabilistic). Also  
`\nevent` defines `\bad` as a *bad event* often used in game based proofs.

```

  \bad 247 \DeclareOption{events}{
\ncbad 248 \providecommand{\event}[1]{\ensuremath{\mathsf{#1}}}
      249 \providecommand{\nevent}[1]{\ensuremath{\overline{\event{#1}}}}
      250
      251 \providecommand{\bad}{\ensuremath{\event{bad}}}
      252 \providecommand{\ncbad}{\ensuremath{\nevent{bad}}}
      253 }

```

### 9.1.15 complexity

`\complclass` The *complexity* package option defines various complexity classes. The style can be  
`\cocomplclass` adjusted via `\pccomplexitystyle`

```

  \npol 254 \DeclareOption{complexity}{
\conpol 255 \providecommand{\complclass}[1]{\pccomplexitystyle{#1}}
  \pol 256 \providecommand{\cocomplclass}[1]{\pccomplexitystyle{co}\pcmathhyphen}\pccomplexitystyle{#1}}
  \bpp 257
\ppoly 258 \providecommand{\npol}{\pccomplexitystyle{NP}}
  \AM 259 \providecommand{\conpol}{\cocomplclass{NP}}
\coAM 260 \providecommand{\pol}{\pccomplexitystyle{P}}
  \AC 261 \providecommand{\bpp}{\pccomplexitystyle{BPP}}
  \NC 262 \providecommand{\ppoly}{\ensuremath{\pol/\mathrm{poly}}}
      263
      264 \providecommand{\AM}{\pccomplexitystyle{AM}}
  \PH 265 \providecommand{\coAM}{\cocomplclass{AM}}
\csigma 266
  \cpi 267 \providecommand{\AC}[1]{\ensuremath{\ifthenelse{equal{#1}}{\pccomplexitystyle{AC}}{\pccomplexitysty
\cosigma 268 \providecommand{\NC}[1]{\ensuremath{\ifthenelse{equal{#1}}{\pccomplexitystyle{NC}}{\pccomplexitysty
  \copi 269 \providecommand{\TC}[1]{\ensuremath{\ifthenelse{equal{#1}}{\pccomplexitystyle{TC}}{\pccomplexitysty
      270
      271 \providecommand{\PH}{\pccomplexitystyle{PH}}
      272 \providecommand{\csigma}[1]{\pccomplexitystyle{\Sigma}^p_{#1}}
      273 \providecommand{\cpi}[1]{\pccomplexitystyle{\Pi}^p_{#1}}
      274 \providecommand{\cosigma}[1]{\cocomplclass{\Sigma}^p_{#1}}
      275 \providecommand{\copi}[1]{\cocomplclass{\Pi}^p_{#1}}
      276 }

```

### 9.1.16 asymptotics

`\negl` The *asymptotics* package option defines “polynomials” `c` (`\cc`), `e` (`\ee`), `k` (`\kk`), `m` (`\mm`), `n` (`\nn`), `p` (`\pp`), and `q` (`\qq`) as well as macros `\negl` and `\poly`.

```
\poly
\cc 277 \DeclareOption{asymptotics}{
\ee 278 \providecommand{\negl}[1][\secpar]{%
\kk 279 \pcpolynomialstyle{\negl}\ifthenelse{\equal{#1}{}}{\pc@olrk*{#1}}
\mm 280
\nn 281 \providecommand{\poly}[1][\secpar]{%
\pp 282 \pcpolynomialstyle{\poly}\ifthenelse{\equal{#1}{}}{\pc@olrk*{#1}}
283
\qq 284 \def\pp{\bgroup\pp@}
\rr 285 \newcommand{\pp@}[1][\ifthenelse{\equal{#1}{}}{\pp@@{p}}{\pp@@{#1}}
286 \def\pp@@#1{\pcpolynomialstyle{#1}\egroup}
287
288
289 \providecommand{\cc}{\pcpolynomialstyle{c}}
290 \providecommand{\ee}{\pcpolynomialstyle{e}}
291 \providecommand{\kk}{\pcpolynomialstyle{k}}
292 \providecommand{\mm}{\pcpolynomialstyle{m}}
293 \providecommand{\nn}{\pcpolynomialstyle{n}}
294 \providecommand{\qq}{\pcpolynomialstyle{q}}
295 \providecommand{\rr}{\pcpolynomialstyle{r}}
296 }
```

### 9.1.17 keys

`\pk` The *keys* package option defines various “keys” such as a symmetric and general purpose `k` (`\key`) or an asymmetric key pair `pk`, `sk` (`\pk` and `\sk`)

```
\sk 297 \DeclareOption{keys}{
\key 298 \providecommand{\pk}{\pckestyle{pk}}
\hk 299 \providecommand{\vk}{\pckestyle{vk}}
\gk 300 \providecommand{\sk}{\pckestyle{sk}}
\fk 301
\st 302 \def\key{\bgroup\key@}
\state 303 \newcommand{\key@}[1][\ifthenelse{\equal{#1}{}}{\key@@{k}}{\key@@{#1}}
304 \def\key@@#1{\pckestyle{#1}\egroup}
305
306 \providecommand{\hk}{\pckestyle{hk}}
307 \providecommand{\gk}{\pckestyle{gk}}
308 \providecommand{\fk}{\pckestyle{fk}}
309
310 \providecommand{\st}{\pckestyle{st}}
311
312 \def\state{\bgroup\state@}
313 \newcommand{\state@}[1][\ifthenelse{\equal{#1}{}}{\state@@{state}}{\state@@{#1}}
314 \def\state@@#1{\pckestyle{#1}\egroup}
315 }
```

### 9.1.18 Security parameter

`\SECPAR` The *n* option defines security parameter macros `\secpar` and `\secparam` using *n*. See also “lambda” package option.

```
\secparam 316 \DeclareOption{n}{
317 \providecommand{\SECPAR}{\ensuremath{N_0}}
```



```

318 \providecommand{\secpa}{\ensuremath{n}}
319 \providecommand{\secpa}{\ensuremath{1^{\secpa}}}
320 }

```

`\SECPAR` The  $n$  option defines security parameter macros `\secpa` and `\secpa` using  $\lambda$ . See  
`\secpa` also “ $n$ ” package option.

```

\secpa 321 \DeclareOption{lambda}{
322 \renewcommand{\SECPAR}{\ensuremath{\Lambda}}
323 \renewcommand{\secpa}{\ensuremath{\lambda}}
324 \renewcommand{\secpa}{\ensuremath{1^{\secpa}}}
325 }

```

## 9.2 Preamble and Option Parsing

Print a warning in case an undefined package option is provided.

```

326 \DeclareOption*{%
327 \PackageError{cryptocode}{Unknown option ‘\CurrentOption’}%
328 }

```

By default, only the  $n$  option (security parameter as  $n$  and  $1^n$ ) is loaded

```
329 \ExecuteOptions{n}
```

We are now ready to process all package options

```
330 \ProcessOptions\relax
```

The `cryptocode` package depends on various external packages which are loaded next. Note that the `amsmaths` package is optional and can be disabled via the `noamsmaths` package option.

Note that `amsmaths` and `mathtools` have been loaded already earlier.

```

331 \RequirePackage{etex}
332 \if@pc@opt@amsmaths
333 \RequirePackage{amsmaths}
334 \fi
335 \if@pc@opt@centernot
336 \RequirePackage{centernot}
337 \fi
338 \RequirePackage{xcolor}
339 \RequirePackage{calc}
340 \RequirePackage{tikz}
341 \usetikzlibrary{positioning,calc}
342 \RequirePackage{ifthen}
343 \RequirePackage{xargs}
344 \RequirePackage{pgf}
345 \RequirePackage{forloop}
346 \RequirePackage{array}
347 \RequirePackage{xparse}
348 \RequirePackage{expl3}
349 \RequirePackage{pbox}
350 \RequirePackage{varwidth}
351 \RequirePackage{suffix}
352 \RequirePackage{etoolbox}
353 \RequirePackage{environ}
354 \RequirePackage{xkeyval}

```

`\pcadvantagesuperstyle` The *advantage* option defines an `\advantage` command for typesetting advantage decla-  
`\pcadvantagename` rations of adversaries.

```

\pcadvantagesubstyle
\advantage

```

```

355 \ifpc@opt@advantage
356 \providecommand{\pcadvantagesuperstyle}[1]{\mathrm{\MakeLowercase{#1}}}
357 \providecommand{\pcadvantagesubstyle}[1]{#1}
358 \providecommand{\pcadvantagename}{\mathsf{Adv}}
359
360 \newcommandx*{\advantage}[3][3=(\secpar)]{\ensuremath{\pcadvantagename^{\pcadvantagesuperstyle{#1}}_{\pcadvantagesubstyle{#1}}}}
361 \fi

```

## 9.3 Global Macros

### 9.3.1 Styles

|                                   |  |
|-----------------------------------|--|
| <code>\pcalgostyle</code>         | Definition of styles for algorithms, sets, complexity classes, polynomials, adversaries, |
| <code>\pcsetstyle</code>          | notions, keys, and machine models.   |
| <code>\pccomplexitystyle</code>   | 362 \providecommand{\pcalgostyle}[1]{\ensuremath{\mathsf{#1}}}                           |
| <code>\pcpolynomialstyle</code>   | 363 \providecommand{\pcsetstyle}[1]{\ensuremath{\mathbb{#1}}}                            |
| <code>\pcadvstyle</code>          | 364 \providecommand{\pccomplexitystyle}[1]{\ensuremath{\mathsf{#1}}}                     |
| <code>\pcnotionstyle</code>       | 365 \providecommand{\pcpolynomialstyle}[1]{\ensuremath{\mathsf{#1}}}                     |
| <code>\pckeystyle</code>          | 366 \providecommand{\pcadvstyle}[1]{\ensuremath{\mathcal{#1}}}                           |
| <code>\pcmachinemodelstyle</code> | 367 \providecommand{\pcnotionstyle}[1]{\ensuremath{\mathrm{#1}}}                         |
| <code>\pcoraclestyle</code>       | 368 \providecommand{\pckeystyle}[1]{\ensuremath{\mathsf{\protect\vphantom{p}#1}}}        |
|                                   | 369 \providecommand{\pcmachinemodelstyle}[1]{\ensuremath{\mathsf{#1}}}                   |
|                                   | 370 \providecommand{\pcoraclestyle}[1]{\ensuremath{\mathsf{#1}}}                         |

### 9.3.2 Order of Growth

|                        |   |
|------------------------|---|
| <code>\pc@olrk</code>  | Define order of growth helper macros. These are optionally defined depending on the |
| <code>\pc@olrk*</code> | loaded package options.   |
| <code>\pc@elrk</code>  | 371 \DeclarePairedDelimiter\pc@olrk{()}{}   |
| <code>\pc@elrk*</code> | 372 \DeclarePairedDelimiter\pc@elrk{[]}{}   |
| <code>\pc@clrk</code>  | 373 \DeclarePairedDelimiter\pc@clrk{\{ }\}  |
| <code>\pc@clrk*</code> |   |

### 9.3.3 Spacing

|                            |   |
|----------------------------|---|
| <code>\pcaboveskip</code>  | Control the spacing before (resp. after) pseudocode and stacking blocks both vertically |
| <code>\pcbelowskip</code>  | and horizontally.   |
| <code>\pcbeforeskip</code> | 374 \newlength\pcaboveskip  |
| <code>\pcafterskip</code>  | 375 \setlength\pcaboveskip{\abovedisplayskip}   |
|                            | 376   |
|                            | 377 \newlength\pcbelowskip  |
|                            | 378 \setlength\pcbelowskip{\belowdisplayskip}   |
|                            | 379   |
|                            | 380 \newlength\pcbeforeskip   |
|                            | 381 \newlength\pcafterskip  |

### 9.3.4 Keywords and Highlighting

|                                   |   |
|-----------------------------------|---|
| <code>\highlightkeyword</code>    | Commands for highlighting primary and secondary keywords. Both commands take an |
| <code>\highlightaltkeyword</code> | optional first parameter to control spacing                                     |
|                                   | 382 \newcommand{\highlightkeyword}[2][\ ]{\ensuremath{\mathbf{#2}}#1}           |
|                                   | 383 \newcommand{\highlightaltkeyword}[2][\ ]{\ensuremath{\mathsf{#2}}#1}        |

|                          |   |
|--------------------------|---|
| <code>\pcglobvar</code>  | All predefined (highlightable) keywords.            |
| <code>\pcnew</code>      | 384 \newcommand{\pcglobvar}{\highlightkeyword{gbl}} |
| <code>\pcwhile</code>    | 385 \newcommand{\pcnew}{\highlightkeyword{new}}     |
| <code>\pcendwhile</code> |   |
| <code>\pcdo</code>       |   |
| <code>\pcif</code>       |   |
| <code>\pcunless</code>   |   |
| <code>\pcelse</code>     |   |
| <code>\pcelseif</code>   |   |
| <code>\pcfi</code>       |   |
| <code>\pcendif</code>    |   |

```

386 \newcommand{\pcwhile}{\@pc@increaseindent\highlightkeyword{while}}
387 \newcommand{\pcendwhile}{\@pc@decreaseindent\highlightkeyword{endwhile}}
388 \newcommandx*\pcdo}[2][1=\ ,2=]{#1\highlightkeyword{#2}{do}}
389 \newcommandx*\pcif}[1][1=\ ]{\@pc@increaseindent\highlightkeyword{#1}{if}}
390 \newcommandx*\pcunless}[1][1=\ ]{\@pc@increaseindent\highlightkeyword{#1}{unless}}
391 \newcommandx*\pcelse}[1][1=\ ]{\@pc@tmpdecreaseindent\highlightkeyword{#1}{else}}
392 \newcommandx*\pcelseif}[1][1=\ ]{\@pc@tmpdecreaseindent\highlightkeyword{#1}{else if}}
393 \newcommand{\pcfi}{\@pc@decreaseindent\highlightkeyword{fi}}
394 \newcommand{\pcendif}{\@pc@decreaseindent\highlightkeyword{endif}}
395 \newcommand{\pcendfor}{\@pc@decreaseindent\highlightkeyword{endfor}}
396 \newcommandx*\pcthen}[2][1=\ ,2=\ ]{#1\highlightkeyword{#2}{then}}
397 \newcommand{\pcreturn}{\highlightkeyword{return}}
398 \newcommandx*\pcin}[2][1=\ ,2=]{#1\highlightkeyword{#2}{in}}
399 \newcommandx*\pcfor}[1][1=\ ]{\@pc@increaseindent\highlightkeyword{#1}{for}}
400 \newcommand{\pcrepeat}[1]{%
401 \@pc@increaseindent\ensuremath{%
402 \highlightkeyword{repeat} #1\ \highlightkeyword{times}}%
403 }}
404 \newcommand{\pcrepeatuntil}[2]{%
405 \ensuremath{\highlightkeyword{repeat}\ #1\ \highlightkeyword{until}\ #2}}
406 \newcommand{\pcforeach}{\@pc@increaseindent\highlightkeyword{foreach}}
407 \newcommand{\pcendforeach}{\@pc@decreaseindent\highlightkeyword{endforeach}}
408 \newcommand{\pcuntil}{\@pc@decreaseindent\highlightkeyword{until}}
409 \newcommand{\pccontinue}{\highlightkeyword{continue}}
410 \newcommandx*\pcfalse}[2][1=\ ,2=]{\highlightkeyword{#2}{false}}
411 \newcommandx*\pctrue}[2][1=\ ,2=]{\highlightkeyword{#2}{true}}
412 \newcommandx*\pcnull}[2][1=\ ,2=]{\highlightkeyword{#2}{null}}
413 \newcommand{\pcdone}{\highlightkeyword{done}}
414 \newcommand{\pcparse}{\highlightkeyword{parse}}
415 \newcommand{\pcfail}{\highlightkeyword{fail}}
416 \newcommand{\pcabort}{\highlightkeyword{abort}}

```

### 9.3.5 Misc

`\pcmathhyphen` Definition of a hyphen to be used within math formulas.

```
417 \mathchardef\pcmathhyphen ="2D
```

`\pccomment` Programming style line comment prefixing the comment with a double slash. An optional  
`\pclinecomment` first parameter allows to control the spacing before the comment (defaults to 1em).

```
418 \newcommand{\pccomment}[2][1em]{\hspace{#1}{\mbox{/!\!/ } \text{\scriptsize#2}}}
419 \newcommand{\pclinecomment}[2][0em]{\hspace{#1}{\mbox{/!\!/ } \text{\scriptsize#2}}}
```

## 9.4 Internal Helper Functions

`\@expandedsetkeys`

```
420 \newcommand\@pc@ifinfloat[2]{\ifnum\@floatpenalty<0\relax#1\else#2\fi}
```

`\@expandedsetkeys`

Calls `\setkeys` from the `xkeyval` package but before expands argument number 4. Arguments `{\families}` `{\na}` `{\first set of keys}` `{\keys to be expanded}` `{\final set of keys}`

```
421 \newcommand*\@expandedsetkeys[5]{\expandafter\@expandedsetkeys\expandafter{#4}{#1}{#2}{#3}{#5}}
422 \def\@expandedsetkeys#1#2#3#4#5{\setkeys{#2}{#3}{#4,#1,#5}}

423 \newenvironment{@pc@withspaces}
424 {\obeyspaces\begingroup\lccode'\~=' \lowercase{\endgroup\let~}\ }
425 {}

```

`\@pc@settowidthofalign` Commands to measure width of an align (resp. aligned) environment. Takes two arguments a length in which to store the resulting width and the content.

```

426 \newcommand{\@pc@settowidthofalign}[2]{%
427   \setbox\z@=\vbox{\@pseudocodecodesize
428     \begin{flalign*}
429       #2
430     \ifmeasuring@\else\global\let\got@maxcolwd\maxcolumn@widths\fi
431     \end{flalign*}
432   }%
433   \begingroup
434   \def\or{+}\edef\x{\endgroup#1=\dimexpr\got@maxcolwd\relax}\x}
435
436 \newcommand{\@pc@settowidthofaligned}[2]{%
437   \settowidth{#1}{\@pseudocodesubcodesize$\begin{aligned}#2\end{aligned}$}}

```

`\@pc@ifdraft` Check for draft mode.

```

438 \def\@pc@ifdraft{\ifdim\overfullrule>\z@
439   \expandafter\@firstoftwo\else\expandafter\@secondoftwo\fi}

```

`\@pc@executeblindly` Run stuff in an empty box

```

440 \newcommand{\@pc@executeblindly}[1]{%
441   \setbox\z@=\vbox{#1 }}

```

We need to fiddle with the label command to use it in `\pseudocode`. To access the original, we store it in

```

442 \AtBeginDocument{
443   \let\@pc@original@label\ltx@label
444 }

```

`\@pc@globaladdtolength` A helper command to set (resp. add to) the length to a given value globally even when being within a scoped grouping.

```

445 \newcommand*{\@pc@globaladdtolength}[2]{%
446   \addtolength{#1}{#2}%
447   \global#1=#1\relax}
448
449 \newcommand*{\@pc@globalsetlength}[2]{%
450   \setlength{#1}{#2}%
451   \global#1=#1\relax}

```

`@pc@global@pc@cnt` A global counter storing the number of times the pseudocode command was triggered.

`@pc@global@pc@nestcnt`

```

452 \newcounter{@pc@global@pc@cnt}
453 \newcounter{@pc@global@pc@nestcnt}

```

Fix hyperref package.. gnarl <http://tex.stackexchange.com/questions/130319/incompatibility-between-etoobox-and-hyperref>

```

454 \providecommand{\pcfixhyperref}{
455   \global\let\textlabel\label
456   \global\let\@pc@original@label\textlabel
457   \global\let\@pc@original@label\relax
458   \global\let\label\relax
459 }

```

## 9.5 Stacking

In the following we define two stacking environments `pchstack` and `pcvstack` to layout multiple pseudocode blocks.

### 9.5.1 Manual Spacing

```

460 %
461 \newcommand{\pchspace}[1][1em]{\hspace{#1}}
462 \newcommand{\pcvspace}[1][\baselineskip]{\par\vspace{#1}}
463 %

```

### 9.5.2 Misc

`@pc@stackdepth` Counter to keep track of nesting level of stacks.

```

\@pc@incstackdepth 464 \newcounter{@pc@stackdepth}
\@pc@decstackdepth 465 \newcommand{\@pc@incstackdepth}{\addtocounter{@pc@stackdepth}{1}}
466 \newcommand{\@pc@decstackdepth}{\addtocounter{@pc@stackdepth}{-1}}

```

### 9.5.3 Stacking Options

`center` Allows to center the stack.

```

\@pc@centerstack 467 \newcommand{\@pc@centerstack}{false}
468 \define@key{pcstack}{center}[true]{\ifthenelse{equal{#1}{true}}
469 {\renewcommand{\@pc@centerstack}{true}}
470 {\renewcommand{\@pc@centerstack}{false}}}%

```

`boxed` Allows to draw a box around the stack.

```

\@pc@boxedstack 471 \newcommand{\@pc@boxedstack}{false}
472 \define@key{pcstack}{boxed}[true]{\ifthenelse{equal{#1}{true}}
473 {\renewcommand{\@pc@boxedstack}{true}}
474 {\renewcommand{\@pc@boxedstack}{false}}}%

```

`noindent` Allows to draw a box around the stack.

```

\@pc@noindentstack 475 \newcommand{\@pc@noindentstack}{false}
476 \define@key{pcstack}{noindent}[true]{\ifthenelse{equal{#1}{true}}
477 {\renewcommand{\@pc@noindentstack}{true}}
478 {\renewcommand{\@pc@noindentstack}{false}}}%

```

`inline` Allows to keep the pchstack inline and not creating a paragraph.

```

\@pc@inlinestack 479 \newcommand{\@pc@inlinestack}{false}
480 \define@key{pcstack}{inline}[true]{\ifthenelse{equal{#1}{true}}
481 {\renewcommand{\@pc@inlinestack}{true}}
482 {\renewcommand{\@pc@inlinestack}{false}}}%

```

`space` Introduces horizontal (resp. vertical) space in-between pseudocode blocks in stacking environments .

```

\pchstackspace 483 \providecommand{\pchstackspace}{0pt}
\pcvstackspace 484 \providecommand{\pcvstackspace}{0pt}
\@pc@centerstack 485 \newcommand{\@pc@stackspace@forpseudocode}{ }
486 \newlength{\@pc@stackspace@len}
487 \newcommand*{\@pc@stackspace}{0pt}
488 \newcommand*{\@pc@reset@stackspace}{\setlength{\@pc@stackspace@len}{\@pc@stackspace}}
489 \define@key{pcstack}{space}[0pt]{\renewcommand*{\@pc@stackspace}{#1}}%

```

`aboveskip` By default `\pcaboveskip` is applied on the outer most stacking environment. Can be overridden using `aboveskip`.

```

\@pc@applyaboveskipinstack 490 \newcommand{\@pc@addabovespaceunlessstacking}{%
\@pc@spaceunlessstacking 491 \ifthenelse{value{@pc@stackdepth}=0}{\par\addvspace{\pcaboveskip}}{}}
492
493 \newcommand{\@pc@applyaboveskipinstack}{\@pc@addabovespaceunlessstacking}

```

```

494 \let\org@pc@applyaboveskipinstack\@pc@applyaboveskipinstack
495
496 \define@key{pcstack}{aboveskip}[default]{\ifthenelse{equal{#1}{default}}
497 {\renewcommand{\@pc@applyaboveskipinstack}{\org@pc@applyaboveskipinstack}}
498 {\renewcommand{\@pc@applyaboveskipinstack}{\vspace{#1}}}}%

```

**belowskip** By default `\pcbelowskip` is applied on the outer most stacking environment. Can be overridden using `belowskip`.

```

\@pc@applybelowskipinstack
\spaceunlesstacking
499 \newcommand{\@pc@addbelowspaceunlesstacking}{%
500 \ifthenelse{value{\@pc@stackdepth}=0}
501 {\@pc@ifinfloat{}{\par\addvspace{\pcbelowskip}}}
502 {}}
503
504 \newcommand{\@pc@applybelowskipinstack}{\@pc@addbelowspaceunlesstacking}
505 \let\org@pc@applybelowskipinstack\@pc@addbelowspaceunlesstacking
506
507 \define@key{pcstack}{belowskip}[default]{\ifthenelse{equal{#1}{default}}
508 {\renewcommand{\@pc@applybelowskipinstack}{\org@pc@applybelowskipinstack}}
509 {\renewcommand{\@pc@applybelowskipinstack}{\par\addvspace{#1}}}}%

```

**\pcbeforehstackskip** Allows adding global skips before and after `\pchstack` blocks.

```

\pcafterhstackskip
510 \newlength{\pcbeforehstackskip}
511 \newlength{\pcafterhstackskip}

```

**\@pc@boxedstack** For `\pchstack` and `\pcvstack` we use a box to store temporary results.

```

512 \newsavebox{\@pc@stackcontentbox}%

```

**\pcsethstackargs**

**\pcsetvstackargs**

```

513 \newcommand*\@pc@hstack@defaultargs{}
514 \newcommand*\pcsethstackargs[1]{\renewcommand*\@pc@hstack@defaultargs{#1}}
515 \newcommand*\@pc@vstack@defaultargs{}
516 \newcommand*\pcsetvstackargs[1]{\renewcommand*\@pc@vstack@defaultargs{#1}}

```

#### 9.5.4 The Stacking Environments

**pccenter**

```

517 \newenvironment{pccenter}{%
518 \setlength\topsep{0pt}\setlength\parskip{0pt}%
519 \begin{center}}{\end{center}}

```

**pchstack** A stacking environment for horizontally stacked pseudocode blocks.

```

520 \NewEnviron{pchstack}[1][{}]{%
521 %Ensure that the parameters are defaulted
522 \begingroup%
523 % parse args this is the same as
524 % \setkeys{pcstack}{center=false,boxed=false,aboveskip=default,belowskip=default,space=\pchstackspace,%
525 % expect that we expand the default args
526 \@expandedsetkeys{pcstack}{-}{center=false,boxed=false,aboveskip=default,belowskip=default,space=\pchstackspace,%
527 \@pc@reset@stackspace%
528 %add above skip except when in inline mode
529 \ifthenelse{equal{\@pc@inlinestack}{true}}{\@pc@applyaboveskipinstack}%
530 \@pc@incstackdepth%
531 \renewcommand{\@pc@stackspace@forpseudocode}{\hspace{\@pc@stackspace}}%
532 %Store main content in a box
533 \ifthenelse{equal{\@pc@boxedstack}{true}}%

```

```

534 {\sbox{\@pc@stackcontentbox}
535   {\fbox{\mbox{\hspace{\pcbeforehstackskip}\BODY\hspace{\pcafterhstackskip}\hspace{-\@pc@stackspace}}}}%
536 {\sbox{\@pc@stackcontentbox}
537   {\mbox{\hspace{\pcbeforehstackskip}\BODY\hspace{\pcafterhstackskip}\hspace{-\@pc@stackspace}}}}}%
538 % handle noindent
539 \ifthenelse{\equal{\@pc@noindentstack}{true}}{\par\noindent\ignorespaces}{}%
540 %set content either centered or directly
541 \ifthenelse{\equal{\@pc@centerstack}{true}}{%
542   {\begin{pccenter}\usebox{\@pc@stackcontentbox}\end{pccenter}}
543   {\usebox{\@pc@stackcontentbox}}}%
544 % cleanup
545 \@pc@decstackdepth%
546 \ifthenelse{\equal{\@pc@inlinestack}{true}}{\@pc@applybelowskipinstack}%
547 \endgroup%reset space outside group
548 \@pc@reset@stackspace%
549 \@pc@stackspace@forpseudocode%
550 %ignore any spaces after, to allow staying within paragraph
551 \ignorespacesafterend\noindent%
552 }

```

**pchstack** A stacking environment for vertically stacked pseudocode blocks.

```

553 \NewEnviron{pcvstack}[1][]{%
554 %Ensure that the parameters are defaulted
555 \begin{group}%
556 % parse args this is the same as
557 % \setkeys{pcstack}{center=false,boxed=false,aboveskip=default,belowskip=default,space=\pcvstackspace,%
558 % expect that we expand the default args
559 \@expandedsetkeys{pcstack}{center=false,boxed=false,aboveskip=default,belowskip=default,space=\pcvstackspace,%
560 \@pc@reset@stackspace%
561 \@pc@applyaboveskipinstack%
562 \@pc@incstackdepth%
563 \renewcommand{\@pc@stackspace@forpseudocode}{\par\vspace{\@pc@stackspace}}%
564 %Store main content in a box
565 \sbox{\@pc@stackcontentbox}{%
566 \ifthenelse{\equal{\@pc@boxedstack}{true}}{%
567   {\fbox{\raisebox{\dimexpr\ht\strutbox-\height}{\begin{varwidth}[t]{2\linewidth}\BODY\end{varwidth}}}}}%
568   {\raisebox{\dimexpr\ht\strutbox-\height}{\begin{varwidth}[t]{2\linewidth}\BODY\end{varwidth}}}}}%
569 \vspace{-\@pc@stackspace}}%
570 % handle noindent
571 \ifthenelse{\equal{\@pc@noindentstack}{true}}{\par\noindent\ignorespaces}{}%
572 % display content
573 \ifthenelse{\equal{\@pc@centerstack}{true}}{%
574   {\begin{pccenter}\usebox{\@pc@stackcontentbox}\end{pccenter}}}%
575   {\usebox{\@pc@stackcontentbox}}}%
576 % cleanup
577 \@pc@decstackdepth%
578 \@pc@applybelowskipinstack%
579 \endgroup%reset space outside group
580 \@pc@reset@stackspace%
581 \@pc@stackspace@forpseudocode%
582 %ignore any spaces after, to allow staying within paragraph
583 \ignorespacesafterend\noindent%
584 }

```

## 9.6 The pseudocode command

Define internal lengths used for measurements within pseudocode.

```
585 \newlength{\@pc@minipage@length}
586 \newlength{\@pc@alt@minipage@length}
587 \newlength{\@pc@length@tmp@width@vstack}
```

Define flags used in game based proofs.

```
588 \newcommand{\@withingame}{false}
589 \newcommand{\@withinbxgame}{false}
590 \newcommand{\@withingamedescription}{false}
```

`\@bxgameheader` Define a placeholder command which will take the current game header.

```
591 \newcommand{\@bxgameheader}{}
```

`\@pc@beginnewline` An internal helper that is called at the beginning of each new line.

```
592 \newlength{\@pseudocodecodeminilineheight@len}
593 \newcommand{\@pc@beginnewline}{%
594 \@pseudocodecodeatbeginline\@pseudocodelinenummer\@pc@and\@pc@stephiddenlncnt%
595 \setlength{\@pseudocodecodeminilineheight@len}{\@pseudocodecodeminilineheight}%
596 \vphantom{\rule[0.5ex-0.5\@pseudocodecodeminilineheight@len]{0pt}{\@pseudocodecodeminilineheight@len}}%
597 %checkspace
598 \ifthenelse{\equal{\@pseudocodespace}{auto}}{%
599 {\expandafter\pcind\expandafter[\value{\@pc@indentationlevel}]}%
600 }%
601 %reset column counter
602 \setcounter{pccolumncounter}{2}%
603 %beginmode
604 \@pc@modebegin}
```

`\@pc@and@wrap@end` Every pseudocode line is wrapped in between `\@pc@and@wrap@start` and `\@pc@and@wrap@end`.

```
\@pc@and@wrap@start 605 \newcommand{\@pc@and@wrap@start}{\@pc@beginnewline}
606 \newcommand{\@pc@and@wrap@end}{\@pc@modeend&\@pseudocodecodeatendline}
```

`\@pc@and` An internal helper to store the ampersand. As this is a special character this is the easiest in order to place custom alignment tags.

```
607 \newcommand{\@pc@and}{&}
```

`\pcind` An indentation macro to be used within pseudocode. As writing `\pcind` is a bit cumbersome, there is a shorthand that can be defined via `\pcindentname` (defaults to t). See below.

```
608 \newlength{\@pcindentwidth}
609 \providecommand{\pcind}[1][1]{%
610 \setlength{\@pcindentwidth}{\widthof{\ensuremath{\quad}}*#1}%
611 \ensuremath{\mathmakebox[\@pcindentwidth]{}}}
```

`\pctabname` Shorthands for alignment tabs and indentation. These are defined only within the pseudocode scope.

```
\pcdbltabname 612 \newcommand{\pctabname}{>}
613 \newcommand{\pcdbltabname}{<}
\pcindentname 614 \newcommand{\pcindentname}{t}
```

The following commands handle line numbering within the pseudocode command. The pseudocode command itself does need to do some counter magic. We start with



a definition of various helper counters. The H version of counters is needed to make hyperref happy

```
615 \newcounter{pclinenumbr}
616 \newcounter{Hpclinenumbr}
617 \newcounter{@pclinenumbr}
618 \newcounter{H@pclinenumbr}
619 \newcounter{@pclinenumbertmp}
620 \newcounter{pcgamecounter}
621 \newcounter{Hpcgamecounter}
622 \newcounter{pcrlinenumbr}
623 \newcounter{Hpcrlinenumbr}
624 \newcounter{@pcrlinenumbertmp}
```

The following implements some counter magic. When using automatic linenumbering line numbers are nicely aligned before the first alignment tag. This, however confuses hyperref and we thus have a second counter that is updated after the first tag. This is done with the \@pcln@stephiddenlncnt

```
625 \renewcommand{\the@pclinenumbr}{\theHpcclinenumbr}
626 \providecommand{\@pcln@stephiddenlncnt}{%
627 \refstepcounter{@pclinenumbr}%
628 \stepcounter{H@pclinenumbr}%
629 }
```

\pclnseparator Define separators between line numbers and code (left and right). Note that line numbers  
\pcrlnseparator can be displayed either to the left or to the right of code.

```
630 \providecommand{\pclnseparator}{:}
631 \providecommand{\pcrlnseparator}{}
```

\pclnspace Define spacing between line numbers and code (left and right).

```
\pcrlnrspace 632 \providecommand{\pclnspace}{1em}
633 \providecommand{\pcrlnrspace}{0.5em}
```

\pclnstyle

```
634 \providecommand{\pclnstyle}[1]{\text{\scriptsize#1}}
```

pcln Manually place (left aligned) line numbers. This command is also used by the automatic placement of line numbers.

```
635 \providecommand{\pcln}{%
636 \ifthenelse{\equal{\@pc@skiplnmarker}{1}}{\ifmeasuring@else\@pc@resetskipln{\fi}}{%
637 \refstepcounter{pclinenumbr}%
638 \stepcounter{Hpclinenumbr}%
639 \ifthenelse{\value{pclinenumbr}<10}{\hspace{1ex}}{}%
640 \pclnstyle{\arabic{pclinenumbr}}\pclnseparator\hspace{\pclnspace}%
641 }%}
```

\pcskipln allow to skip numbering single lines if linenumbering=on

```
\@pc@skiplnmarker 642 \def\@pc@skiplnmarker{}
skipfirstln 643 \providecommand{\pcskipln}{\ifmeasuring@else\global\def\@pc@skiplnmarker{1}\fi}
644 \newcommand{\@pc@resetskipln}{\global\def\@pc@skiplnmarker{}}
645 \define@key{pseudocode}{skipfirstln}[1]{\global\def\@pc@skiplnmarker{1}}
```

\pclnr Manual placement of right aligned line numbers using the same counter (\pclnr) or a  
\pcrln separate counter (\pcrln).

```
646 \providecommand{\pclnr}{%
647 \refstepcounter{pclinenumbr}%
```

```

648 \stepcounter{Hpclinenumber}%
649 \hspace{\pclnrspc}\pclnseparator\pclnstyle{\arabic{pclinenumber}}}}
650
651 \providecommand{\pcrln}{
652 \refstepcounter{pcrlinenumber}%
653 \stepcounter{Hpcrlinenumber}%
654 \hspace{\pclnrspc}\pclnseparator\pclnstyle{\arabic{pcrlinenumber}}}

```

### 9.6.1 Options

The following commands define a bunch of placeholders (plus their default values) that are defined via the various options of the pseudocode command.

```

655 \newcommand*\@pseudocodehead{}
656 \newcommand*\@pseudocodewidth{}
657 \newcommand*\@pseudocodexshift{0pt}
658 \newcommand*\@pseudocodeyshift{0pt}
659 \newcommand*\@pseudocodelinenumber{}
660 \newcommand*\@pseudocodebeforeskip{0ex}
661 \newcommand*\@pseudocodeafterskip{0ex}
662 \newcommand*\@pseudocode\lnstart{0}
663 \newcommand*\@pseudocode\lnstartright{0}
664 \newcommand*\@pseudocodesyntaxhighlighting{}
665 \newcommand*\@pseudocodenodraft{false}
666 \newcommand*\@pseudocodecolspace{} % empty per default, use length,
667
668 \newcommand*\@pseudocodeheadlinecmd{\hrule}
669

```

headlinesep Distance between header and line.

```

\pcheadlinesep 670 \newlength\pcheadlinesep
\@pseudocodeheadlinesep 671 \setlength\pcheadlinesep{0pt}
672 \newcommand*\@pseudocodeheadlinesep{0em}
673 \define@key{pseudocode}{headlinesep}[0em]{\renewcommand*\@pseudocodeheadlinesep{#1}}

```

bodylinesep

```

\pcbodylinesep 674 \newlength\pcbodylinesep
\@pseudocodebodylinesep 675 \setlength\pcbodylinesep{0.3\baselineskip}
676 \newcommand*\@pseudocodebodylinesep{0em}
677 \define@key{pseudocode}{bodylinesep}[0em]{\renewcommand*\@pseudocodebodylinesep{#1}}

```

headheight

```

\pcheadheight 678 \newlength\@pseudocodeheadheight@len
\@pc@headheightskip 679 \newcommand{\@pc@headheightskip}{%
\@pseudocodeheadheight 680 \setlength{\@pseudocodeheadheight@len}{\@pseudocodeheadheight}%
681 \vphantom{\rule[0.5ex-0.5\@pseudocodeheadheight@len]{0pt}{\@pseudocodeheadheight@len}}%
682 }
683 \newlength\pcheadheight
684 \setlength\pcheadheight{3.25ex}
685 \newcommand*\@pseudocodeheadheight{\pcheadheight}
686 \define@key{pseudocode}{headheight}[0em]{\renewcommand*\@pseudocodeheadheight{#1}}

687
688 \newcommand*\@pseudocodecolsep{0em}
689 \newcommand*\@pseudocodeaddtolength{2pt}
690
691 \newcommand*\@pseudocodecodeatbegininline{}

```

```

692 \newcommand*\@pseudocodecodeatendline{}
693 \newcommand*\@pseudocodecodejot{0em}
694 \newcommand*\@pseudocodecodesize{\small}
695 \newcommand*\@pseudocodesubcodesize{\footnotesize}
696
697 \newcommand*\@pseudocodeminiPAGEalign{t}
698
699 %
700 % Define keywords for the automatic syntax highlighting
701 % the accompanying add provides additional keywords.
702 % The space version for automatic spacing
703 \newcommand*\@pseudocodekeywordsindent{for ,foreach ,if ,repeat ,while }
704 \newcommand*\@pseudocodekeywordsunindent{endfor,endforeach,fi,endif,until,endwhile}
705 \newcommand*\@pseudocodekeywordsuninindent{else if ,elseif ,else }
706 \newcommand*\@pseudocodekeywords{for,foreach,{return },return,{ do },{ in },new,if, null, true,{until }
707 \newcommand*\@pseudocodeaddkeywords{}
708 \newcommand*\@pseudocodealtkeywords{}
709 \begin{@pc@withspaces}
710 \global\def\@pseudocodekeywordsspace{for,endfor,foreach,endforeach,return,do,in,new,if,null,true,until }
711 \end{@pc@withspaces}

```

Specification of the various options of the \pseudocode command.

```

712 \define@key{pseudocode}{beginline}[]{\renewcommand*\@pseudocodecodeatbeginline{#1}}
713 \define@key{pseudocode}{endline}[]{\renewcommand*\@pseudocodecodeatendline{#1}}
714 \define@key{pseudocode}{jot}[0em]{\renewcommand*\@pseudocodecodejot{#1}}
715 \define@key{pseudocode}{codesize}[\small]{\renewcommand*\@pseudocodecodesize{#1}}
716 \define@key{pseudocode}{subcodesize}[\small]{\renewcommand*\@pseudocodesubcodesize{#1}}
717 \define@key{pseudocode}{head}[]{\renewcommand*\@pseudocodehead{#1}}
718 \define@key{pseudocode}{width}[]{\renewcommand*\@pseudocodewidth{#1}}
719 \define@key{pseudocode}{valign}[t]{\renewcommand*\@pseudocodeminiPAGEalign{#1}}
720 \define@key{pseudocode}{xshift}[]{\renewcommand*\@pseudocodeexshift{#1}}
721 \define@key{pseudocode}{yshift}[]{\renewcommand*\@pseudocodeyshift{#1}}
722 \define@key{pseudocode}{colspace}[]{\renewcommand*\@pseudocodecolspace{#1}}
723 \define@key{pseudocode}{linenumbering}[on]{\ifthenelse{\equal{#1}{on}}{\renewcommand*\@pseudocodelinen
724 \define@key{pseudocode}{beforeskip}[]{\renewcommand*\@pseudocodebeforeskip{#1}}
725 \define@key{pseudocode}{afterskip}[]{\renewcommand*\@pseudocodeafterskip{#1}}
726 \define@key{pseudocode}{lnstart}[0]{\renewcommand*\@pseudocodelnstart{#1}}
727 \define@key{pseudocode}{lnstartright}[0]{\renewcommand*\@pseudocodelnstartright{#1}}
728 \define@key{pseudocode}{colsep}[0em]{\renewcommand*\@pseudocodecolsep{#1}}
729 \define@key{pseudocode}{headlinecmd}[\hrule]{\renewcommand*\@pseudocodeheadlinecmd{#1}}
730 \define@key{pseudocode}{addtolength}[2pt]{\renewcommand*\@pseudocodeaddtolength{#1}}
731 \define@key{pseudocode}{nodraft}[true]{\renewcommand*\@pseudocodenodraft{#1}}
732 \define@key{pseudocode}{keywords}[]{\renewcommand*\@pseudocodekeywords{#1}}
733 \define@key{pseudocode}{keywordsindent}[]{\renewcommand*\@pseudocodekeywordsindent{#1}}
734 \define@key{pseudocode}{keywordsunindent}[]{\renewcommand*\@pseudocodekeywordsunindent{#1}}
735 \define@key{pseudocode}{keywordsuninindent}[]{\renewcommand*\@pseudocodekeywordsuninindent{#1}}
736 \define@key{pseudocode}{addkeywords}[]{\renewcommand*\@pseudocodeaddkeywords{#1}}
737 \define@key{pseudocode}{altkeywords}[]{\renewcommand*\@pseudocodealtkeywords{#1}}
738 \define@key{pseudocode}{syntaxhighlight}[]{\renewcommand*\@pseudocodesyntaxhighlighting{#1}}

```

**mode** The [*mode*] key (with values *text* or *math* (default)) specifies whether within a pseudocode block input is by default typeset in text mode or in math mode. The \@pc... variables are variables that help typesetting each line in a pseudocode block.

```

739 \newcommand{\@pc@modebegin}{}
740 \newcommand{\@pc@modeend}{}
741 \define@key{pseudocode}{mode}[math]{%

```

```

742 \ifthenelse{\equal{#1}{text}}{%
743 \renewcommand*\@pc@modebegin{\begin{varwidth}{\textwidth}%
744 %introduce line magic for text mode
745 \let\@pc@lb\}%
746 \renewcommandx*{\}[2][1=,2=]{\@pc@modeend\@pc@and \@pseudocodecodeatendline\ifthenelse{\equal{####1}{
747 \def\pc@lb{\let\\\@pc@lb\relax\@pc@modeend\\}%
748 \def\pc@lb{\let\\\@pc@lb\relax\@pc@modeend\\}%
749 }%
750 \renewcommand*\@pc@modeend{\end{varwidth}}}%
751 }\renewcommand{\@pc@modebegin}{\renewcommand{\@pc@modeend}{}}}

```

`minlineheight` Control the minimal line height of pseudocode blocks.

```

\pcminlineheight 752 \providecommand{\pcminlineheight}{0pt}
\codecodeminlineheight 753 \newcommand*\@pseudocodecodeminlineheight{\pcminlineheight}
754 \define@key{pseudocode}{minlineheight}[0pt]{\renewcommand*\@pseudocodecodeminlineheight{#1}}

```

## 9.6.2 Automatic Syntax Highlighting and Spacing (Experimental)

Experimental LaTeX3 string substitution helpers for automatic keyword highlighting. The regex parsing is (regrettably) super slow.

```

755 \ExplSyntaxOn
756 \tl_new:N \l_pc_strsub_input_tl
757 \tl_new:N \l_pc_strsub_search_tl
758 \tl_new:N \l_pc_strsub_replace_tl
759
760 \NewDocumentCommand{\@pc@stringsubstitution}{mmm}
761 {
762   \tl_set:Nn \l_pc_strsub_input_tl { #1 }
763   \tl_set:Nn \l_pc_strsub_search_tl { #2 }
764   \tl_set:Nn \l_pc_strsub_replace_tl { #3 }
765   % \tl_show_analysis:N \l_pc_strsub_input_tl % uncomment for debugging
766   % \tl_show_analysis:N \l_pc_strsub_search_tl % uncomment for debugging
767   % \tl_show_analysis:N \l_pc_strsub_replace_tl % uncomment for debugging
768   \regex_replace_all:nnN
769     { \u{1_pc_strsub_search_tl} } %only match if keyword does not have a word character preceding
770     { \u{1_pc_strsub_replace_tl} }
771   \l_pc_strsub_input_tl
772   % \tl_show_analysis:N \l_tmpa_tl % uncomment for debugging
773   \tl_use:N \l_pc_strsub_input_tl
774 }
775 \ExplSyntaxOff

```

`\@pc@syntaxhighlight` This is the core of the (experimental) automatic syntax highlighting and automatic spacing. The code is ugly, and very slow. It is not really recommended to be used in larger projects.

```

\@pc@highlight
\@pc@highlightindent
\@pc@highlightunindent
\code@highlightuninindent
\code@althighlight
776 \newcommand{\@pc@syntaxhighlight}[1]{%
777 %don't highlight during measuring runs for performance improvements.
778 \ifmeasuring@#1\else%
779 \ifthenelse{\equal{\@pseudocodesyntaxhighlighting}{auto}}{%
780 \def\@shtmp{#1}% first step
781 % Depending on space mode, we might later run the indent/unindent/... lists
782 % if not, we add them now to tmp lists in order to have a complete list.
783 \ifthenelse{\equal{\@pseudocodespace}{keep}}
784   {\edef\@tmpkeywords{\@pseudocodekeywordsspace,\@pseudocodeaddkeywords}}
785   {\ifthenelse{\equal{\@pseudocodespace}{auto}}

```

```

786      {\edef\tmpkeywords{\@pseudocodekeywords,\@pseudocodeaddkeywords}}
787      {\edef\tmpkeywords{\@pseudocodekeywords,\@pseudocodekeywordsindent,\@pseudocodekeywordsunindent}
788 \foreach \@pckw in \@tmpkeywords{%
789 \ifthenelse{\equal{\@pckw}{}}{\}%
790 % we are doing a simple strsub and storing the result (globally) in @shtmp
791 \expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
792      \gdef\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
793      \@shtmp\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
794      {\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
795      \@pc@stringsubstitution\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\exp
796      {\expandafter\expandafter\expandafter\expandafter\@shtmp\expandafter\expandafter\expandafter
797      }\expandafter\expandafter\expandafter{\expandafter\@pckw\expandafter}\expandafter{\exp
798 }}% alt keywords
799 \foreach \@pckw in \@pseudocodealtkeywords{%
800 \ifthenelse{\equal{\@pckw}{}}{\}%
801 % we are doing a simple strsub and storing the result (globally) in @shtmp
802 \expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
803      \gdef\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
804      \@shtmp\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
805      {\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
806      \@pc@stringsubstitution\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\exp
807      {\expandafter\expandafter\expandafter\expandafter\@shtmp\expandafter\expandafter\expandafter
808      }\expandafter\expandafter\expandafter{\expandafter\@pckw\expandafter}\expandafter{\exp
809 }}%
810 % if automatic spacing
811 \ifthenelse{\equal{\@pseudocodespace}{auto}}
812 {%
813 \foreach \@pckw in \@pseudocodekeywordsindent{% indentation keywords
814 \ifthenelse{\equal{\@pckw}{}}{\}%
815 % we are doing a simple strsub and storing the result (globally) in @shtmp
816 \expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
817      \gdef\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
818      \@shtmp\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
819      {\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
820      \@pc@stringsubstitution\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\exp
821      {\expandafter\expandafter\expandafter\expandafter\@shtmp\expandafter\expandafter\expandafter
822      }\expandafter\expandafter\expandafter{\expandafter\@pckw\expandafter}\expandafter{\exp
823 }}%
824 \foreach \@pckw in \@pseudocodekeywordsunindent{% unindentation keywords
825 \ifthenelse{\equal{\@pckw}{}}{\}%
826 % we are doing a simple strsub and storing the result (globally) in @shtmp
827 \expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
828      \gdef\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
829      \@shtmp\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
830      {\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
831      \@pc@stringsubstitution\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\exp
832      {\expandafter\expandafter\expandafter\expandafter\@shtmp\expandafter\expandafter\expandafter
833      }\expandafter\expandafter\expandafter{\expandafter\@pckw\expandafter}\expandafter{\exp
834 }}%
835 \foreach \@pckw in \@pseudocodekeywordsuninindent{% uninindentation keywords
836 \ifthenelse{\equal{\@pckw}{}}{\}%
837 % we are doing a simple strsub and storing the result (globally) in @shtmp
838 \expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
839      \gdef\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
840      \@shtmp\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter
841      {\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter\expandafter

```

```

842 \pc@stringsubstitution\expandafter\expandafter\expandafter\expandafter\expandafter\exp
843 {\expandafter\expandafter\expandafter\@shtmp\expandafter\expandafter\expandafter
844 }\expandafter\expandafter\expandafter{\expandafter\@pckw\expandafter}\expandafter{\exp
845 }}%
846 }{}%
847 % return result
848 \@shtmp%
849 }{#1}% nothing to highlight
850 \fi}
851
852 \newcommand{\@pc@highlight}[1]{%
853 \ifthenelse{\equal{\@pseudocodespace}{keep}}
854 {\highlightkeyword[] {#1}}%
855 {\highlightkeyword[] {\@pc@stringsubstitution{#1}{ }{~}}}%
856 }
857
858 \newcommand{\@pc@highlightindent}[1]{%
859 \@pc@increaseindent\@pc@highlight{#1}%
860 }
861
862 \newcommand{\@pc@highlightunindent}[1]{%
863 \@pc@decreaseindent\@pc@highlight{#1}%
864 }
865
866 \newcommand{\@pc@highlightuninindent}[1]{%
867 \@pc@tmpdecreaseindent\@pc@highlight{#1}%
868 }
869
870 \newcommand{\@pc@althighlight}[1]{%
871 \ifthenelse{\equal{\@pseudocodespace}{keep}}
872 {\highlightaltkeyword{#1}}%
873 {\highlightaltkeyword{\@pc@stringsubstitution{#1}{ }{~}}}%
874 }

```

### 9.6.3 Helper Variables

|   |   |
|---|---|
| <p><code>\@pc@thecontent</code></p> <p><code>\@pc@colspace</code></p> | <p>Helper variables used within pseudocode</p> <pre> 875 \newcommand{\@pc@thecontent}{} 876 \newcommand{\@pc@colspace}{} </pre>   |
| <p><code>\@withinspaces</code></p> <p><code>\@keepspaces</code></p>   | <p>Helper variables for controlling automatic spacing</p> <pre> 877 \newcommand{\@withinspaces}{false}% 878 \newcommand{\@keepspaces}{% 879 \renewcommand{\@withinspaces}{true}\@pc@withspaces% 880 }  881 \newcommand*\@pseudocodespace{} 882 \define@key{pcspace}{space}[]{\ifthenelse{\equal{#1}{keep}}{\@keepspaces}{}\renewcommand*\@pseudocodespace{#1}} 883 884 885 \newcommand*\@pc@defaultargs{} 886 \newcommand*\pcsetargs[1]{\renewcommand*\@pc@defaultargs{#1}} 887 888 % automatic indentation 889 \newcounter{\@pc@indentationlevel} 890 \newcommand{\@pc@increaseindent}{\addtocounter{\@pc@indentationlevel}{1}} </pre> |

```

891 \newcommand{\@pc@decreaseindent}{\ifthenelse{\equal{\@pseudocodespace}{auto}}{\pcind[-1]}{\addtocount
892 \newcommand{\@pc@tmpdecreaseindent}{\ifthenelse{\equal{\@pseudocodespace}{auto}}{\pcind[-1]}{}}
893
894 \newcounter{pccolumncounter}
895 \setcounter{pccolumncounter}{2}
896
897 % store original halign
898 \let\@pc@halign\halign%

```

#### 9.6.4 The Actual Pseudocode Command

```

899 % Check if the pseudocode command is called with an optional argument
900 \providecommand{\pseudocode}{%
901 \begingroup%
902 \renewcommand{\@withinspaces}{false}%
903 \@ifnextchar[%]
904   {\@pseudocodeA}%
905   {\@pseudocode[]}%
906 }
907
908 \def\@pseudocodeA[#1]{%
909 \setkeys*{pcspace}{#1}%test if there is a space assignment within the keys .. make the necessary arrang
910 \@pseudocode[#1]%
911 }
912
913 \def\@pseudocode[#1]#2{%
914 \begingroup%
915 % reset skip marker before parsing options, as this might set it
916 \@pc@resetskipln%
917 % parse options
918 % this is the same as %\setkeys{pseudocode}[space]{\@pc@defaultargs,#1}%ignore the space key.
919 % expect that we expand the default args
920 \@expandedsetkeys{pseudocode}[space]{head=}{\@pc@defaultargs}{#1}%
921 % check draft mode and disable syntax highlighting
922 \@pc@ifdraft{\ifthenelse{\equal{\@pseudocodenodraft}{true}}{\renewcommand\@pseudocodesyntaxhighlight
923 %
924 %
925 \addtocounter{\@pc@global\@pc@nestcnt}{1}%
926 % allow for tikz usage
927 \@pc@ensureremember%
928 %
929 % create tabbing command
930 \ifcsname \pctabname\endcsname%
931 \expandafter\renewcommand\csname \pctabname\endcsname{\@pc@modeend&\@pc@colspace\@pc@modebegin}%
932 \else%
933 \expandafter\newcommand\csname \pctabname\endcsname{\@pc@modeend&\@pc@colspace\@pc@modebegin}%
934 \fi%
935 \ifcsname \pcdbltabname\endcsname%
936 \expandafter\renewcommand\csname \pcdbltabname\endcsname{\@pc@modeend&\@pc@colspace\@pc@modebegin}%
937 \else%
938 \expandafter\newcommand\csname \pcdbltabname\endcsname{\@pc@modeend&\@pc@colspace\@pc@modebegin}%
939 \fi%
940 % create colspace command if necessary (must be empty for multicolumns
941 \ifthenelse{\equal{\@pseudocodecolspace}{}}{
942 {}
943 {\renewcommand{\@pc@colspace}{\hspace{\@pseudocodecolspace}}}%

```

```

944 %
945 %adjust row width
946 \addtolength{\jot}{\@pseudocodecodejot}%
947 % create indent command
948 \expandafter\let\csname \pcindentname\endcsname\pcind%
949 %
950 %store and wrap (do syntax highlighting) argument
951 \renewcommand{\@pc@thecontent}{\@pc@and@wrap@start\@pc@syntaxhighlight{#2}\@pc@and@wrap@end}%
952 %
953 %take care of counters
954 \stepcounter{@pc@global@pc@cnt}%
955 \setcounter{pclinenumber}{\@pseudocodelnstart}%
956 \setcounter{pcrlinenumber}{\@pseudocodelnstarttrright}%
957 \setlength{\@pc@minipage@length}{0pt}%
958 \setlength{\@pc@alt@minipage@length}{0pt}%
959 \setcounter{@pc@linenumbertmp}{\value{pclinenumber}}%
960 \setcounter{@pc@rlinenumbertmp}{\value{pcrlinenumber}}%
961 %reset column counter
962 \setcounter{pccolumncounter}{2}%
963 %
964 % vertical space
965 \vspace{\@pseudocodeyshift}%
966 %
967 %
968 %
969 % line magic
970 \ifthenelse{\value{@pc@global@pc@nestcnt}=1}{%
971 \let\@pc@halign\halign%
972 \newenvironment{pcmbbox}{\let\halign\@pc@halign}{}%
973 \def\halign{%
974 \renewcommand{\label}[1]{\ifmeasuring@ \else \@pc@original@label{####1}\fi}%
975 \let\@pc@lb\\%
976 \renewcommand*{\}[2][1=,2=]{\@pc@modeend\@pc@and\@pseudocodecodeatendline \ifthenelse{\equal{####1}{}}{}}%
977 \def\pclb{\let\\\@pc@lb\relax\@pc@modeend\\}%
978 \@pc@halign}%
979 }{}%
980 %
981 %align column separation
982 \renewcommand*{\minalignsep}{\@pseudocodecolsep}%
983 %
984 %as the following block will execute the pseudocode we need to store the skip command
985 \edef\@pc@org@skiplnmarker{\@pc@skiplnmarker}%
986 % if no width is set compute width and store in circuitlength
987 \ifthenelse{\equal{\@pseudocodewidth}{}}{%
988 % compute length of pseudocode
989 \ifthenelse{\value{@pc@subprogstep}=0}{%
990 \@pc@settowidthofalign{\@pc@minipage@length}{\@pc@thecontent}%
991 }{%
992 \@pc@settowidthofaligned{\@pc@minipage@length}{\@pc@thecontent}%
993 }%
994 %compute length of header
995 \ifthenelse{\equal{\@withingame}{true}}{%
996 {\ifthenelse{\equal{\@pc@secondheader}{true}}%
997 {\addtolength{\@pc@alt@minipage@length}{\widthof{x\ensuremath{\@pc@gametitle[1]\@pc@gametitle[1]}}}%
998 {\addtolength{\@pc@alt@minipage@length}{\widthof{\ensuremath{\@pc@gametitle[1]}}}}}%
999 {\addtolength{\@pc@alt@minipage@length}{\widthof{\@pseudocodehead}}}%

```



```

1000 % use header length if longer and add some points for good measure
1001 \ifdim\@pc@alt@minipage@length>\@pc@minipage@length%
1002 \setlength{\@pc@minipage@length}{\@pc@alt@minipage@length}%
1003 \fi%
1004 \addtolength{\@pc@minipage@length}{\@pseudocodeaddtolength}%
1005 }\addtolength{\@pc@minipage@length}{\@pseudocodewidth}}}%
1006 % reset counter and skip command
1007 \setcounter{pclinenumber}{\value{@pclinenumbertmp}}%
1008 \setcounter{pcrlinenumber}{\value{@pcrlinenumbertmp}}%
1009 \setcounter{@pc@indentationlevel}{0}%
1010 \edef\@pc@skiplnmarker{\@pc@org@skiplnmarker}%
1011 % begin actual output
1012 %
1013 %
1014 %do the actual mini page
1015 \hspace{\pcbeforeskip}\hspace{\@pseudocodexshift}%
1016 \ifthenelse{\equal{\@pseudocodeminiPAGEalign}{t}}{%
1017 \raisebox{\dimexpr\ht\strutbox-\height}{\@pc@pseudocodeminiPAGE{t}}%
1018 }{%
1019 \@pc@pseudocodeminiPAGE{\@pseudocodeminiPAGEalign}%
1020 }%
1021 \hspace{\pcafterskip}%
1022 % tikz usage
1023 \@pc@releaseremember%
1024 \addtocounter{@pc@global@pc@nestcnt}{-1}%
1025 \endgroup%
1026 % close spacing and potentially a single group generated by the space tester
1027 \ifthenelse{\equal{\@withinspaces}{true}}{\end{@pc@withspaces}}{%
1028 \endgroup%
1029 %insert space from stacking
1030 \@pc@stackspace@forpseudocode%
1031 }
1032
1033 \newcommand{\@pc@pseudocodeminiPAGE}[1]{%
1034 \begin{minipage}[#1]{\@pc@minipage@length}%
1035 \ifthenelse{\value{@pcsubprogstep}=0}{%
1036 \pc@display@pseudocode{\@pseudocodehead}{\@pc@thecontent}%
1037 }{% if sub procedure
1038 \pc@display@subcode{\@pseudocodehead}{\@pc@thecontent}%
1039 }%
1040 \end{minipage}%
1041 }
1042
1043
1044 \newcommand{\@pc@display@gameheader}[1]{%
1045 \tikz{\gdef\i{\thepcgamecounter}%
1046 \node[anchor=base,text depth=0pt, inner sep=0.05em,outer sep=0pt] (gamenode\i) {#1};
1047 \ifthenelse{\equal{\@withinbxgame}{true}}
1048 {\node[draw,anchor=base, above=2ex of gamenode\i] (bgamenode\i) {\@bxgameheader};}
1049 {}%
1050 }%
1051 }
1052
1053 \let\pclb\relax
1054 %
1055 \newcommand{\pc@display@pseudocode}[2]{%

```

```

1056 \ifthenelse{\equal{#1}{}}{\vspace{-\baselineskip}\@pseudocodecodesize{}}{%
1057 \ifthenelse{\equal{\@withingame}{true}}
1058 {\ifthenelse{\equal{\@pc@secondheader}{true}}
1059 {\@pc@display@gameheader{#1}\addtocounter{pcgamecounter}{1}\fboxsep=1pt\fbox{\vphantom{#1}\@pc@display@
1060 {\@pc@display@gameheader{#1}}}}
1061 {#1}%
1062 \@pc@headheightskip\vspace{\pheadlinesep}\vspace{\@pseudocodeheadlinesep}\@pseudocodeheadlinecmd%
1063 \vspace{-\baselineskip}\vspace{\pcbodylinesep}\vspace{\@pseudocodebodylinesep}\@pseudocodecodesize}%
1064 \begin{flalign*}#2\end{flalign*}%
1065 }
1066
1067
1068 \newcommand{\pc@display@subcode}[2]{%
1069 \begingroup%
1070 \ifthenelse{\equal{#1}{}}{\@pc@headheightskip%
1071 \vspace{\pheadlinesep}\vspace{\@pseudocodeheadlinesep}\@pseudocodeheadlinecmd}%
1072 \vspace{\pcbodylinesep}\vspace{\@pseudocodebodylinesep}}%
1073 \@pseudocodesubcodesize%
1074 $\begin{aligned}#2\end{aligned}$%
1075 \endgroup%
1076 }
1077
1078
1079 \newcommand{\@pc@gettikzwidth}[2]{ % #1 = width, #2 = height
1080 \pgfextractx{\@tempdima}{\pgfpointdiff{\pgfpointanchor{current bounding box}{south west}}
1081 {\pgfpointanchor{current bounding box}{north east}}}
1082 \global#1=\@tempdima
1083 \pgfextracty{\@tempdima}{\pgfpointdiff{\pgfpointanchor{current bounding box}{south west}}
1084 {\pgfpointanchor{current bounding box}{north east}}}
1085 \global#2=\@tempdima
1086 }
1087
1088

```

## 9.7 Create Pseudocode/Procedure Commands

```

1089 %
1090 % parameter reordering
1091 \def\@pseudocodeB#1#2[#3]#4{\setkeys*{pcspace}{#2,#3}\@pseudocode[head={#1#4},#2,#3]}
1092 \def\@pseudocodeC#1#2#3{\setkeys*{pcspace}{#2}\@pseudocode[head={#1#3},#2]}
1093 %for no headers
1094 \def\@pseudocodeE#1#2[#3]{\setkeys*{pcspace}{#2,#3}\@pseudocode[head={#1},#2,#3]}
1095 \def\@pseudocodeF#1#2{\setkeys*{pcspace}{#2}\@pseudocode[head={#1},#2]}
1096 %

```

`\createprocedurecommand` Define pseudocode command with parameters:

1. name
2. code to execute after `\begingroup`
3. head prefix
4. other config

```

1097 \newcommand*{\@pc@createproc@headmode}[text]
1098 \newcommand{\createprocedurecommand}[4]{
1099 \expandafter\gdef\csname #1\endcsname{%
1100 \begingroup%

```

```

1101 \renewcommand{\@withinspaces}{false}%
1102 #2%
1103 \@ifnextchar [%]
1104   {\@pseudocodeB{#3}{#4}}
1105   {\@pseudocodeC{#3}{#4}}%
1106 }%
1107 }

```

`\createpseudocodecommand`

```

1108 \newcommand{\createpseudocodecommand}[4]{
1109 \expandafter\gdef\csname #1\endcsname{%
1110 \begingroup%
1111 \renewcommand{\@withinspaces}{false}%
1112 #2%
1113 \@ifnextchar [%]
1114   {\@pseudocodeE{#3}{#4}}
1115   {\@pseudocodeF{#3}{#4}}%
1116 }%
1117 }

```

`\createpseudocodeblock` Creates a command that has pseudocode wrapped in an `\pchstack`.

name

options for `\pchstack`

code to execute after `\begingroup`

head prefix

other config

```

1118 \newcommand{\createpseudocodeblock}[5]{
1119 \createpseudocodecommand{#1@pc}{#3}{#4}{#5}
1120 \expandafter\gdef\csname #1\endcsname{%
1121 \@ifnextchar [%]
1122   {\csname #1@@\endcsname}
1123   {\csname #1@\endcsname}
1124 }%
1125 \expandafter\gdef\csname #1@\endcsname##1{%
1126 \begin{pchstack}[#2]
1127 \csname #1@pc\endcsname{##1}
1128 \end{pchstack}
1129 }
1130 \expandafter\gdef\csname #1@@\endcsname[##1]##2{%
1131 \begin{pchstack}[#2]
1132 \csname #1@pc\endcsname[##1]{##2}
1133 \end{pchstack}
1134 }
1135 }

```

`\createprocedureblock` Creates a command that has procedure wrapped in an `\pchstack`.

name

options for `\pchstack`

code to execute after `\begingroup`

head prefix

other config

```

1136 \newcommand{\createprocedureblock}[5]{
1137 \createprocedurecommand{#1@pc}{#3}{#4}{#5}
1138 \expandafter\gdef\csname #1\endcsname{%
1139 \@ifnextchar [%]
1140 {\csname #1@@\endcsname}
1141 {\csname #1@\endcsname}
1142 }%
1143 \expandafter\gdef\csname #1@\endcsname##1##2{%
1144 \begin{pchstack}[#2]
1145 \csname #1@pc\endcsname{##1}{##2}
1146 \end{pchstack}
1147 }
1148 \expandafter\gdef\csname #1@@\endcsname[##1]##2##3{%
1149 \begin{pchstack}[#2]
1150 \csname #1@pc\endcsname[##1]{##2}{##3}
1151 \end{pchstack}
1152 }
1153 }

```

```

\procedure Create \procedure command.
\pseudocodeblock 1154 \createprocedurecommand{procedure}{-}{-}{-}
\procedureblock 1155 \createpseudocodeblock{pseudocodeblock}{center}{-}{-}{-}
1156 \createprocedureblock{procedureblock}{center}{-}{-}{-}

```

## 9.8 Subprocedures

```

1157
1158 %
1159 % subprocedures
1160 \newcounter{@pcsubprogcnt1}
1161 \newcounter{@pcsubprogcnt1}
1162 \newcounter{@pcsubprogcnt2}
1163 \newcounter{@pcsubprogcnt2}
1164 \newcounter{@pcsubprogcnt3}
1165 \newcounter{@pcsubprogcnt3}
1166 \newcounter{@pcsubprogcnt4}
1167 \newcounter{@pcsubprogcnt4}
1168 \newcounter{@pcsubprogcnt5}
1169 \newcounter{@pcsubprogcnt5}
1170 \newcounter{@pcsubprogcnt6}
1171 \newcounter{@pcsubprogcnt6}
1172 \newcounter{@pcsubprogcnt7}
1173 \newcounter{@pcsubprogcnt7}
1174 \newcounter{@pcsubprogcnt8}
1175 \newcounter{@pcsubprogcnt8}
1176 \newcounter{@pcsubprogcnt9}
1177 \newcounter{@pcsubprogcnt9}
1178 \newcounter{@pcsubprogstep}
1179
1180 \newenvironment{subprocedure}{%
1181 \addtocounter{@pcsubprogstep}{1}%
1182 % store old counter values
1183 \setcounter{@pcsubprogcnt\the@pcsubprogstep}{\value{pclinenum}}%
1184 \setcounter{@pcsubprogcnt\the@pcsubprogstep}{\value{pcrlinenum}}%
1185 }{%

```

```

1186 \setcounter{pclinenum}{\value{@pcsubprogcnt\the@pcsubprogstep}}%
1187 \setcounter{pcrlinenum}{\value{@pcsubprogcnt\the@pcsubprogstep}}%
1188 \addtocounter{@pcsubprogstep}{-1}
1189
1190

```

## 9.9 Protocols

```

1191
1192 %
1193 % send message
1194 \newcommand{\pcshortmessageoffset}{0.5cm}
1195 \newcommand{\pcdefaultmessagelength}{3.5cm}
1196 \newcommand{\pcdefaultlongmessagelength}{6cm}
1197 \newcommand{\pcbeforemessageskip}{0pt}
1198 \newcommand{\pcaftermessageskip}{10pt}
1199 \newlength{\pcmessagearrow}
1200
1201 \newcommand*{@pcsendmessagelength}{\pcdefaultmessagelength}
1202 \newcommand*{@pcsendmessagecol{}}
1203 \newcommand*{@pcsendmessagewidth{}}
1204 \newcommand*{@pcsendmessagestyle{}}
1205 \newcommand*{@pcsendmessagetop{}}
1206 \newcommand*{@pcsendmessagebottom{}}
1207 \newcommand*{@pcsendmessageright{}}
1208 \newcommand*{@pcsendmessageleft{}}
1209 \newcommand*{@pcsendmessagetopname{t}}
1210 \newcommand*{@pcsendmessagebottomname{b}}
1211 \newcommand*{@pcsendmessagerightname{r}}
1212 \newcommand*{@pcsendmessageleftname{l}}
1213 \newcommand*{@pcsendmessagetopstyle{}}
1214 \newcommand*{@pcsendmessagebottomstyle{}}
1215 \newcommand*{@pcsendmessagerightstyle{}}
1216 \newcommand*{@pcsendmessageleftstyle{}}
1217 \newcommand*{@pcsendmessagebeforeskip}{\pcbeforemessageskip}
1218 \newcommand*{@pcsendmessageafterskip}{\pcaftermessageskip}
1219
1220 \define@key{pcsendmessage}{centercol}[]{\renewcommand*{@pcsendmessagecol{#1}}}
1221 \define@key{pcsendmessage}{width}[]{\renewcommand*{@pcsendmessagewidth{#1}}}
1222 \define@key{pcsendmessage}{style}[]{\renewcommand*{@pcsendmessagestyle{#1}}}
1223 \define@key{pcsendmessage}{length}[]{\renewcommand*{@pcsendmessagelength{#1}}}
1224 \define@key{pcsendmessage}{top}[]{\renewcommand*{@pcsendmessagetop{#1}}}
1225 \define@key{pcsendmessage}{bottom}[]{\renewcommand*{@pcsendmessagebottom{#1}}}
1226 \define@key{pcsendmessage}{right}[]{\renewcommand*{@pcsendmessageright{#1}}}
1227 \define@key{pcsendmessage}{left}[]{\renewcommand*{@pcsendmessageleft{#1}}}
1228 \define@key{pcsendmessage}{topname}[]{\renewcommand*{@pcsendmessagetopname{#1}}}
1229 \define@key{pcsendmessage}{bottomname}[]{\renewcommand*{@pcsendmessagebottomname{#1}}}
1230 \define@key{pcsendmessage}{rightname}[]{\renewcommand*{@pcsendmessagerightname{#1}}}
1231 \define@key{pcsendmessage}{leftname}[]{\renewcommand*{@pcsendmessageleftname{#1}}}
1232 \define@key{pcsendmessage}{topstyle}[]{\renewcommand*{@pcsendmessagetopstyle{#1}}}
1233 \define@key{pcsendmessage}{bottomstyle}[]{\renewcommand*{@pcsendmessagebottomstyle{#1}}}
1234 \define@key{pcsendmessage}{rightstyle}[]{\renewcommand*{@pcsendmessagerightstyle{#1}}}
1235 \define@key{pcsendmessage}{leftstyle}[]{\renewcommand*{@pcsendmessageleftstyle{#1}}}
1236 \define@key{pcsendmessage}{beforeskip}[]{\renewcommand*{@pcsendmessagebeforeskip{#1}}}
1237 \define@key{pcsendmessage}{afterskip}[]{\renewcommand*{@pcsendmessageafterskip{#1}}}
1238
1239 \newcommand*{@pcsendmessagealignedtop}{false}

```

```

1240 \define@key{pcsendmessage}{topaligned}[true]{\renewcommand*\@pcsendmessagealignedtop{#1}}
1241 \newcommand*\@pcsendmessagealignedbottom{false}
1242 \define@key{pcsendmessage}{bottomaligned}[true]{\renewcommand*\@pcsendmessagealignedbottom{#1}}
1243 \newcommand*\@pcsendmessagealignedleft{false}
1244 \define@key{pcsendmessage}{leftaligned}[true]{\renewcommand*\@pcsendmessagealignedleft{#1}}
1245 \newcommand*\@pcsendmessagealignedright{false}
1246 \define@key{pcsendmessage}{rightaligned}[true]{\renewcommand*\@pcsendmessagealignedright{#1}}
1247
1248
1249 \newcommand{\@pc@centerincol}[2]{%
1250 \ifmeasuring%
1251 #2%
1252 \else%
1253 \makebox[\ifcase\expandafter #1\maxcolumn@widths\fi]{\displaystyle#2}%
1254 \fi%
1255 }
1256
1257 \newcommand{\centerincol}[1]{\@pc@centerincol{\theppcolumncounter}{#1}}
1258
1259 \newcommand{\@do@sendmessage}[1]{%
1260 \ifthenelse{\equal{\@pcsendmessagecol}{}}{%
1261 \ifthenelse{\equal{\@pcsendmessagewidth}{}}{#1}{% we have some width
1262 \makebox[\@pcsendmessagewidth]{\displaystyle#1}%
1263 }}{%we know the column to center on
1264 \@pc@centerincol{\@pcsendmessagecol}{#1}%
1265 }%
1266 }
1267
1268 \newcommand*\@sendmessage}[2]{%
1269 \begingroup\setkeys{pcsendmessage}{#2}%
1270 \tikzset{PCSENDMSG-PATH-STYLE/.style/.expand once=\@pcsendmessagestyle}%
1271 \tikzset{PCSENDMSG-TOP-STYLE/.style/.expand once=\@pcsendmessagetopstyle}%
1272 \tikzset{PCSENDMSG-BOTTOM-STYLE/.style/.expand once=\@pcsendmessagebottomstyle}%
1273 \tikzset{PCSENDMSG-LEFT-STYLE/.style/.expand once=\@pcsendmessageleftstyle}%
1274 \tikzset{PCSENDMSG-RIGHT-STYLE/.style/.expand once=\@pcsendmessagerightstyle}%
1275 %
1276 %
1277 \ifthenelse{\equal{\@pcsendmessagealignedtop}{true}}
1278 {\ifthenelse{\equal{\@pcsendmessagetop}{}}
1279 {\let\@pc@fin@sendmessagetop\@pcsendmessagetop}%
1280 {\newcommand{\@pc@fin@sendmessagetop}{\let\halign\@pc@halign$\begin{aligned}\@pcsendmessagetop\end{aligned}}
1281 {\let\@pc@fin@sendmessagetop\@pcsendmessagetop}%
1282 %
1283 \ifthenelse{\equal{\@pcsendmessagealignedbottom}{true}}
1284 {\ifthenelse{\equal{\@pcsendmessagebottom}{}}
1285 {\let\@pc@fin@sendmessagebottom\@pcsendmessagebottom}%
1286 {\newcommand{\@pc@fin@sendmessagebottom}{\let\halign\@pc@halign$\begin{aligned}\@pcsendmessagebottom\end{aligned}}
1287 {\let\@pc@fin@sendmessagebottom\@pcsendmessagebottom}%
1288 %
1289 \ifthenelse{\equal{\@pcsendmessagealignedright}{true}}
1290 {\ifthenelse{\equal{\@pcsendmessageright}{}}
1291 {\let\@pc@fin@sendmessageright\@pcsendmessageright}
1292 {\newcommand{\@pc@fin@sendmessageright}{\let\halign\@pc@halign$\begin{aligned}\@pcsendmessageright\end{aligned}}
1293 {\let\@pc@fin@sendmessageright\@pcsendmessageright}%
1294 %
1295 \ifthenelse{\equal{\@pcsendmessagealignedleft}{true}}

```

```

1296 {\ifthenelse{\equal{\@pcsendmessageleft}{}}
1297 {\let\@pc@fin@sendmessageleft\@pcsendmessageleft}
1298 {\newcommand{\@pc@fin@sendmessageleft}{\let\halign\@pc@halign$\begin{aligned}\@pcsendmessageleft\end{aligned}}
1299 {\let\@pc@fin@sendmessageleft\@pcsendmessageleft}%
1300 %\restore halign
1301 %
1302 \addtocounter{@pcsubprogstep}{1}%
1303 \hspace{\@pcsendmessagebeforeskip}%
1304 \begin{varwidth}{\linewidth}
1305 \do@sendmessage{
1306 \begin{tikzpicture}%
1307 \node[PCSENDMSG-LEFT-STYLE] (\@pcsendmessageleftname) {\@pc@fin@sendmessageleft};
1308 \node[right=\@pcsendmessagelength of \@pcsendmessageleftname,PCSENDMSG-RIGHT-STYLE] (\@pcsendmessagerightname) {\@pc@fin@sendmessageleft};
1309 \path[#1,PCSENDMSG-PATH-STYLE] (\@pcsendmessageleftname) edge[] node[above,PCSENDMSG-TOP-STYLE] (\@pcsendmessagetopname) and (\@pcsendmessagerightname) edge[] node[below,PCSENDMSG-BOTTOM-STYLE] (\@pcsendmessagebottomname);
1310 \end{tikzpicture}%
1311 }%
1312 \end{varwidth}
1313 \addtocounter{@pcsubprogstep}{-1}%
1314 \hspace{\@pcsendmessageafterskip}%
1315 \endgroup%
1316 }
1317
1318 \WithSuffix\newcommand\sendmessage*[2]{%
1319 \sendmessage{#1}{topaligned,leftaligned,bottomaligned,rightaligned,#2}%
1320 }
1321
1322 \newcommandx*\sendmessengeright*[2][1=>]{%
1323 \sendmessage{#1}{#2}%
1324 }
1325
1326 \newcommandx*\sendmessageleft*[2][1=<]{%
1327 \sendmessage{#1}{#2}%
1328 }
1329
1330 \WithSuffix\newcommand\sendmessageleft*[2][\pcdefaultmessagelength]{%
1331 \begin{group}
1332 \renewcommand{\@pcsendmessagetop}{\let\halign\@pc@halign$\begin{aligned}#2\end{aligned}$}%
1333 \sendmessage{<}{length=#1}%
1334 \end{group}%
1335 }
1336
1337
1338 \WithSuffix\newcommand\sendmessengeright*[2][\pcdefaultmessagelength]{%
1339 \begin{group}
1340 \renewcommand{\@pcsendmessagetop}{\let\halign\@pc@halign$\begin{aligned}#2\end{aligned}$}%
1341 \sendmessage{>}{length=#1}%
1342 \end{group}%
1343 }
1344
1345 \WithSuffix\newcommand\sendmessengerightleft*[2][\pcdefaultmessagelength]{%
1346 \begin{group}
1347 \renewcommand{\@pcsendmessagetop}{\let\halign\@pc@halign$\begin{aligned}#2\end{aligned}$}%
1348 \sendmessage{<->}{length=#1}%
1349 \end{group}%
1350 }
1351

```

```

1352 \DeclareExpandableDocumentCommand{\sendmessagerightx}{0{\pcdefaultlongmessagelength}m0{m}}{%
1353 \multicolumn{#2}{c}{\ensuremath{\hspace{\pcbeforemessageskip}\xrightarrow[\begin{aligned}#3\end{aligned}]{}}}
1354 }
1355
1356 \DeclareExpandableDocumentCommand{\sendmessageleftx}{0{\pcdefaultlongmessagelength}m0{m}}{%
1357 \multicolumn{#2}{c}{\ensuremath{\hspace{\pcbeforemessageskip}\xleftarrow[\begin{aligned}#3\end{aligned}]{}}}
1358 }
1359
1360 %
1361 % Division
1362 \DeclareExpandableDocumentCommand{\pcintertext}{0{m}}{\intertext{%
1363 \ifthenelse{\equal{#1}{center}}{\makebox[\linewidth][c]{#2}}{%
1364 \ifthenelse{\equal{#1}{dotted}}{\dotfill#2\dotfill}{%
1365 \ifthenelse{\equal{#1}{}}{#2}{}}%
1366 }\@pc@beginnewline}
1367
1368
1369

```

## 9.10 Tikz within Pseudocode

```

1370
1371 %
1372 % remember pictues
1373 \newcounter{@pc@remember}
1374
1375 \newcommand{\@pc@ensureremember}{%
1376 \ifthenelse{\value{@pc@remember}=0}{\tikzstyle{every picture}+=[remember picture]}{%
1377 \addtocounter{@pc@remember}{1}}
1378
1379 \newcommand{\@pc@releaseremember}{%
1380 \addtocounter{@pc@remember}{-1}%
1381 \ifthenelse{\value{@pc@remember}=0}{\tikzstyle{every picture}-=[remember picture]}{%
1382 }
1383
1384
1385 %
1386 % pcimage
1387 \newenvironment{pcimage}{%
1388 \begingroup\@pc@ensureremember%
1389 }{%
1390 \@pc@releaseremember\endgroup%
1391 }
1392
1393 \newcommand*\@pcnodecontent{}
1394 \newcommand*\@pcnodestyle{}
1395 \newcommand*\@pcnodedraw{}
1396 \define@key{pcnode}{content}[]{\renewcommand*\@pcnodecontent{#1}}
1397 \define@key{pcnode}{style}[]{\renewcommand*\@pcnodestyle{#1}}
1398 \define@key{pcnode}{draw}[]{\renewcommand*\@pcnodedraw{#1}}
1399
1400 \newcommandx*{\pcnode}[2][2=]{%
1401 \begingroup\setkeys{pcnode}{#2}%
1402 \tikzset{PCNODE-STYLE/.style/.expand once=\@pcnodestyle}%
1403 \begin{tikzpicture}[inner sep=0ex,baseline=0pt]%
1404 \node[PCNODE-STYLE] (#1) {\@pcnodecontent}; %
1405 \end{tikzpicture}%

```



```

1406 \ifdefempty{\@pcnodedraw}{\}%
1407 \begin{tikzpicture}[overlay,inner sep=0ex,baseline=0pt]\@pcnodedraw\end{tikzpicture}
1408 }%
1409 \endgroup}
1410
1411 \newcommandx*\pcdraw}[2][2=]{%
1412 \begin{tikzpicture}[overlay,inner sep=0ex,baseline=0pt,#2]
1413 #1
1414 \end{tikzpicture}}
1415

```

## 9.11 Black Box Reductions

```

1416
1417 %
1418 % Reductions
1419 \newcommand{\@bb@lastbox}{}
1420 \newcommand{\@bb@lastoracle}{}
1421 \newcommand{\@bb@lastchallenger}{}
1422
1423 \newlength{\@bb@message@voffset}
1424 \newlength{\@bb@query@voffset}
1425 \newlength{\@bb@oraclequery@voffset}
1426 \newlength{\@bb@challengerquery@voffset}
1427
1428 \newcounter{\@bb@oracle@cnt}
1429 \newcounter{\@bb@oracle@nestcnt}
1430 \newcounter{\@bb@challenger@cnt}
1431 \newcounter{\@bb@challenger@nestcnt}
1432
1433 \newcounter{\@bb@env@nestcnt}
1434
1435 \newcommand{\bbroraclenodenameprefix}{ora-}
1436 \newcommand{\bbrchallengernodenameprefix}{challenger-}
1437 \newcommand{\bbrenvnodenameprefix}{env-}

```

aboveskip

```

\@pc@bbrenvaboveskip 1438 \newcommand*\@pc@bbrenvaboveskip{0pt}
1439 \define@key{pcbbrenv}{aboveskip}[0pt]{\renewcommand*\@pc@bbrenvaboveskip{#1}}

```

belowskip

```

\@pc@bbrenvbelowskip 1440 \newcommand*\@pc@bbrenvbelowskip{0pt}
1441 \define@key{pcbbrenv}{belowskip}[0pt]{\renewcommand*\@pc@bbrenvbelowskip{#1}}

```

@bbrenv@legacyargcheck ensures that first command can still be 5cm which is rewritten as aboveskip=5cm

```

\@pc@bbrenv@argstring 1442 \newcommand*\@pc@bbrenv@argstring{}
1443 \def\@pc@bbrenv@remfinalequals#1=#2=\relax{\renewcommand*\@pc@bbrenv@argstring{#1=#2}}
1444 \def\@pc@bbrenv@legacyargcheck#1=#2\relax{%
1445 \ifthenelse{\equal{#2}{}}{
1446 {\PackageWarning{cryptocode}{Deprecated option for bbrenv. Please use key value list as first parameter}}
1447 \renewcommand*\@pc@bbrenv@argstring{aboveskip=#1}}
1448 {\@pc@bbrenv@remfinalequals#1=#2\relax}%
1449 }

```

\bbrfirstmessageoffset offset of the first message from top

```

1450 \providecommand{\bbrfirstmessageoffset}{1ex}

```

bbrenv Black Box Reduction Environment

```

1451 \newenvironment{bbrenv}[3][1={aboveskip=0pt,belowskip=0pt},3=0pt]{%
1452 \addtocounter{bb@env@nestcnt}{1}%
1453 \renewcommand{\bb@lastbox}{#2}%
1454 % parse args and allow old style #1=0pt
1455 \@pc@bbrenv@legacyargcheck#1=\relax%
1456 \@expandedsetkeys{pcbbrenv}{\belowskip=#3}{\@pc@bbrenv@argstring}{}%
1457 %
1458 % reset lengths
1459 \@pc@globalsetlength{\bb@message@voffset}{\bbrfirstmessageoffset}%
1460 \@pc@globalsetlength{\bb@query@voffset}{\bbrfirstmessageoffset}%
1461 \@pc@globalsetlength{\bb@oraclequery@voffset}{\bbrfirstmessageoffset}%
1462 \@pc@globalsetlength{\bb@challengerquery@voffset}{\bbrfirstmessageoffset}%
1463 %
1464 %reset oracle counter and oracle query offset
1465 \ifthenelse{\value{bb@oracle@nestcnt}=0}{
1466   {\setcounter{bb@oracle@cnt}{0}}{}}%
1467 \ifthenelse{\value{bb@challenger@nestcnt}=0}{
1468   {\setcounter{bb@challenger@cnt}{0}}{}}%
1469 %
1470 \vspace{\@pc@bbrenvaboveskip}%
1471 \ifthenelse{\value{bb@env@nestcnt}=1}{
1472   {\@pc@ensureremember%
1473   \begin{tikzpicture}
1474   }{\tikz\bggroup}
1475 }{}}%
1476 \ifthenelse{\value{bb@env@nestcnt}=1}{
1477   {\end{tikzpicture}}%
1478   \@pc@releaseremember%
1479 }{\egroup}%
1480 \vspace{\@pc@bbrenvbelowskip}%
1481 \addtocounter{bb@env@nestcnt}{-1}%
1482 % reset lengths
1483 \@pc@globalsetlength{\bb@message@voffset}{\bbrfirstmessageoffset}%
1484 \@pc@globalsetlength{\bb@query@voffset}{\bbrfirstmessageoffset}%
1485 \@pc@globalsetlength{\bb@oraclequery@voffset}{\bbrfirstmessageoffset}%
1486 \@pc@globalsetlength{\bb@challengerquery@voffset}{\bbrfirstmessageoffset}%
1487 }

```

black box reduction box option keys

```

1488 \newcommand*\bbrboxname{}
1489 \newcommand*\bbrboxnamepos{right}
1490 \newcommand*\bbrboxnamestyle{}
1491 \newcommand*\@bbrboxnamepos{below right=0.5ex and -0.5ex of \@bb@lastbox.north east,anchor=north east}
1492 \newcommand*\bbrboxabovesep{\baselineskip}
1493 \newcommand*\@bbrboxnameposoffset{below left=\bbrboxabovesep of phantomname.south west}
1494 \newcommand*\bbrboxstyle{draw}
1495 \newcommand*\bbrboxafterskip{}
1496 \newcommand*\bbrboxminheight{0cm}
1497 \newcommand*\bbrboxminwidth{2cm}
1498 \newcommand*\bbrboxxshift{0cm}
1499 \newcommand*\bbrboxyshift{0cm}
1500 \define@key{bbrbox}{abovesep}[]{\renewcommand*\bbrboxabovesep{#1}}
1501 \define@key{bbrbox}{name}[]{\renewcommand*\bbrboxname{#1}}
1502 \define@key{bbrbox}{namestyle}[]{\renewcommand*\bbrboxnamestyle{#1}}
1503 \define@key{bbrbox}{namepos}[]{\renewcommand*\bbrboxnamepos{#1}}

```

```

1504 \define@key{bbrbox}{style}[draw]{\renewcommand*\bbrboxstyle{#1}}
1505 \define@key{bbrbox}{minwidth}[]{\renewcommand*\bbrboxminwidth{#1}}
1506 \define@key{bbrbox}{addheight}[]{\renewcommand*\bbrboxafterskip{#1}}
1507 \define@key{bbrbox}{minheight}[]{\renewcommand*\bbrboxminheight{#1}}
1508 \define@key{bbrbox}{xshift}[]{\renewcommand*\bbrboxxshift{#1}}
1509 \define@key{bbrbox}{yshift}[]{\renewcommand*\bbrboxyshift{#1}}
1510
1511
1512 \NewEnviron{bbrbox}[1][]{%
1513 \setkeys{bbrbox}{#1}%
1514
1515 \ifthenelse{\equal{\bbrboxnamepos}{center}}
1516 {\renewcommand{\@bbrboxnamepos}{below=0.5ex of \@bb@lastbox.north,anchor=north}}{}
1517 \ifthenelse{\equal{\bbrboxnamepos}{left}}
1518 {\renewcommand{\@bbrboxnamepos}{below=0.5ex of \@bb@lastbox.north west,anchor=north west}}{}
1519 \ifthenelse{\equal{\bbrboxnamepos}{top right}}
1520 {\renewcommand{\@bbrboxnamepos}{above=0cm of \@bb@lastbox.north east,anchor=south east}\renewcommand{\@bbrboxnamepos}{below=0.5ex of \@bb@lastbox.north east,anchor=south east}}
1521 \ifthenelse{\equal{\bbrboxnamepos}{top center}}
1522 {\renewcommand{\@bbrboxnamepos}{above=0cm of \@bb@lastbox.north,anchor=south}\renewcommand{\@bbrboxnamepos}{below=0.5ex of \@bb@lastbox.north,anchor=south}}
1523 \ifthenelse{\equal{\bbrboxnamepos}{top left}}
1524 {\renewcommand{\@bbrboxnamepos}{above=0cm of \@bb@lastbox.north west,anchor=south west}\renewcommand{\@bbrboxnamepos}{below=0.5ex of \@bb@lastbox.north west,anchor=south west}}
1525 \ifthenelse{\equal{\bbrboxnamepos}{middle}}
1526 {\renewcommand{\@bbrboxnamepos}{above=0.5ex of \@bb@lastbox.base,anchor=south}}{}
1527 \ifthenelse{\equal{\bbrboxnamepos}{bottom}}
1528 {\renewcommand{\@bbrboxnamepos}{above=0.5ex of \@bb@lastbox.base,anchor=north}}{}
1529
1530
1531 \tikzset{BBRBOXSTYLE/.style/.expand once=\bbrboxstyle}%
1532 \tikzset{BBRBOXNAMEPOS/.style/.expand once=\bbrboxnamepos}%
1533 \tikzset{BBRBOXNAMESTYLE/.style/.expand once=\bbrboxnamestyle}%
1534 \tikzset{BBRBOXNAMEPOSOFFSET/.style/.expand once=\bbrboxnameposoffset}%
1535
1536 \coordinate[inner sep=0pt,outer sep=0pt] (\@bb@lastbox-tmpouter) {};
1537 \node at (\@bb@lastbox-tmpouter) {}; %this empty node seems needed to get the xyshift right.
1538 \node[inner sep=.3333em,anchor=north,BBRBOXSTYLE,minimum height=\bbrboxminheight,below right=\bbrboxystyle] (\@bb@lastbox-inner) {};
1539 \tikz{
1540 \node[inner sep=0pt,outer sep=0pt,minimum height=0cm] (phantomname) {}; %minimum width
1541 \node[BBRBOXNAMEPOSOFFSET,minimum height=0cm] (\@bb@lastbox-inner) {\begin{varwidth}{2\linewidth}\BODY\end{varwidth}};
1542 \ifthenelse{\equal{\bbrboxafterskip}{}}{}{\tikz[remember picture,overlay]{
1543 \node[below=0cm of \@bb@lastbox-inner,minimum height=\bbrboxafterskip] {};
1544 }
1545 \node[inner sep=0pt,outer sep=0pt,at=(\@bb@lastbox-inner.south west),minimum height=0cm] () {\phantom{}}}
1546 }
1547 \egroup;
1548 \ifthenelse{\equal{\bbrboxnamepos}{none}}
1549 {}{\node[BBRBOXNAMEPOS,BBRBOXNAMESTYLE, inner sep=0.2ex, outer sep=0pt, overlay] () {\bbrboxname};}
1550 }
1551
1552
1553 \newcommand*\bbroraclevdistance{\baselineskip}
1554 \newcommand*\bbroraclehdistance{1.5cm}
1555 \define@key{bbroracle}{distance}[]{\renewcommand*\bbroraclehdistance{#1}}
1556 \define@key{bbroracle}{hdistance}[]{\renewcommand*\bbroraclehdistance{#1}}
1557 \define@key{bbroracle}{vdistance}[]{\renewcommand*\bbroraclevdistance{#1}}
1558
1559

```

```

1560 % ORACLES
1561 \newenvironmentx{bbroracle}[2][2=]{%
1562 \beginngroup
1563 \setkeys{bbroracle}{#2}
1564 %reset query boolean. This is a bit crude and does not allow nesting oracles
1565 %in oracles but should be good enough
1566 \gdef\@bbr@first@oraclequery{true}
1567 %add to nesting cout
1568 \addtocounter{@bb@oracle@nestcnt}{1}
1569 %if first oracle, then put it to the right, else stack them vertically
1570 \addtocounter{@bb@oracle@cnt}{1}
1571 \ifthenelse{\value{@bb@oracle@cnt}=1}{
1572 \setlength{@bb@tmplength@b}{\bbroraclevdistance-\baselineskip}
1573 \node[inner sep=0pt,below right=@bb@tmplength@b and \bbroraclehdistance of \@bb@lastbox.north east,anchor=
1574 ]{
1575 % compute distance of top of last box to bottom of last oracle
1576 \coordinate (@bbtmpcoord) at (@bb@lastbox.north east);
1577 \path (@bbtmpcoord);
1578 \pgfgetlastxy{\XCoord}{\YCoordA}
1579 \coordinate (@bbtmpcoord) at (\bbroracleenodenameprefix \@bb@lastoracle.south west);
1580 \path (@bbtmpcoord);
1581 \pgfgetlastxy{\XCoord}{\YCoordB}
1582 \setlength{@bb@tmplength@b}{\YCoordA-\YCoordB+\bbroraclevdistance}
1583 \node[inner sep=0pt,below right=@bb@tmplength@b and \bbroraclehdistance of \@bb@lastbox.north east,anchor=
1584 ]{
1585 \global\def\@bb@lastoracle{#1}
1586 \begin{bbrenv}{#1}
1587 }{
1588 \end{bbrenv}
1589 \egroup;
1590
1591 \addtocounter{@bb@oracle@nestcnt}{-1}
1592 \endgroup
1593 }
1594
1595
1596 \newcommand*\bbrchallengerhdistance{1.5cm}
1597 \newcommand*\bbrchallengervdistance{\baselineskip}
1598 \define@key{bbrchallenger}{distance}[]{\renewcommand*\bbrchallengerhdistance{#1}}
1599 \define@key{bbrchallenger}{hdistance}[]{\renewcommand*\bbrchallengerhdistance{#1}}
1600 \define@key{bbrchallenger}{vdistance}[]{\renewcommand*\bbrchallengervdistance{#1}}
1601
1602
1603 % Challenger
1604 \newenvironmentx{bbrchallenger}[2][2=]{%
1605 \beginngroup%
1606 \setkeys{bbrchallenger}{#2}%
1607 %reset query boolean. This is a bit crude and does not allow nesting oracles
1608 %in oracles but should be good enough
1609 \gdef\@bbr@first@challengerquery{true}%
1610 %add to nesting cout
1611 \addtocounter{@bb@challenger@nestcnt}{1}%
1612 %if first oracle, then put it to the right, else stack them vertically
1613 \addtocounter{@bb@challenger@cnt}{1}%
1614 \ifthenelse{\value{@bb@challenger@cnt}=1}{%
1615 \setlength{@bb@tmplength@b}{\bbrchallengervdistance-\baselineskip}%

```

```

1616 \node[inner sep=0pt,outer sep=0pt,below left=\bb@tmplength@b and \bbrchallengerhdistance of \bb@lastt
1617 ]{%
1618 \coordinate (@bbtmpcoord) at (\bb@lastbox.north west);%
1619 \path (@bbtmpcoord);%
1620 \pgfgetlastxy{\XCoord}{\YCoordA}%
1621 \coordinate (@bbtmpcoord) at (\bbrchallengernodenameprefix \bb@lastchallenger.south east);%
1622 \path (@bbtmpcoord);%
1623 \pgfgetlastxy{\XCoord}{\YCoordB}%
1624 \setlength{\bb@tmplength@b}{\YCoordA-\YCoordB+\bbrchallengervdistance}%
1625 \node[inner sep=0pt,below left=\bb@tmplength@b and \bbrchallengerhdistance of \bb@lastbox.north west
1626 ]{%
1627 \global\def\bb@lastchallenger{#1}
1628 \begin{bbrenv}{#1}%
1629 }{
1630 \end{bbrenv}%
1631 \egroup;%
1632 \addtocounter{bb@challenger@nestcnt}{-1}%
1633 \endgroup%
1634 \let\msgfrom\bbrchallengerqueryto%
1635 }
1636
1637
1638 \newcommand*\bbrinputlength{0.5cm}
1639 \newcommand*\bbrinputhoffset{0.5cm}
1640 \newcommand*\bbrinputbottom{}
1641 \newcommand*\bbrinputtop{}
1642 \newcommand*\bbrinputedgestyle{}
1643 \newcommand*\bbrinputtopstyle{}
1644 \newcommand*\bbrinputbottomstyle{}
1645 \newcommand*\bbrinputnodestyle{}
1646 \newcommand*\bbrinputnodename{}
1647 \define@key{bbrinput}{length}[]{\renewcommand*\bbrinputlength{#1}}
1648 \define@key{bbrinput}{hoffset}[]{\renewcommand*\bbrinputhoffset{#1}}
1649 \define@key{bbrinput}{name}[]{\renewcommand*\bbrinputnodename{#1}}
1650 \define@key{bbrinput}{top}[]{\renewcommand*\bbrinputtop{#1}}
1651 \define@key{bbrinput}{bottom}[]{\renewcommand*\bbrinputbottom{#1}}
1652
1653
1654 \newcommand{\bb@inputsetup}[1]{
1655 %load keys
1656 \begingroup % for local keys
1657
1658 \setkeys{bbrinput}{#1}%
1659
1660 \tikzset{BBRINPUT-NODESTYLE/.style/.expand once=\bbrinputedgestyle}%
1661 \tikzset{BBRINPUT-TOPSTYLE/.style/.expand once=\bbrinputtopstyle}%
1662 \tikzset{BBRINPUT-BOTTOMSTYLE/.style/.expand once=\bbrinputbottomstyle}%
1663 \tikzset{BBRINPUT-EDGESTYLE/.style/.expand once=\bbrinputedgestyle}%
1664
1665 }
1666
1667 \newcommand{\bb@inputfinalize}{
1668 \endgroup
1669 }
1670
1671 \newcommandx*\bbrinput[2][2=]{%

```

```

1672 \@bb@inputsetup{#2}
1673 \ifthenelse{\equal{\bbrinputnodename}{}}{
1674   {\renewcommand{\bbrinputnodename}{\@bb@lastbox-input}}{}
1675 }
1676 \node[overlay,above right={\bbrinputlength} and {\bbrinputhoffset} of \@bb@lastbox.north west, anchor=
1677 \path[->] (\bbrinputnodename.south) edge[BBRINPUT-EDGESTYLE] node[above,anchor=east,BBRINPUT-TOPSTYLE]
1678 \@bb@inputfinalize
1679 }
1680
1681 \newcommandx*{\bbroutput}[2][2={}%
1682 \@bb@inputsetup{#2}
1683 \ifthenelse{\equal{\bbrinputnodename}{}}{
1684   {\renewcommand{\bbrinputnodename}{\@bb@lastbox-output}}{}
1685 }
1686 \node[overlay,below right={\bbrinputlength} and {\bbrinputhoffset} of \@bb@lastbox.south west, anchor=
1687 \draw[->] (\bbrinputnodename.north|-\@bb@lastbox.south) -- (\bbrinputnodename.north|-\bbrinputnodename
1688 \@bb@inputfinalize
1689 }
1690
1691 \newenvironment{bbrpic}[1][{}]{%
1692 \begin{tikzpicture}[overlay,inner sep=0ex,baseline=0pt,#1]%
1693 }{%
1694 \end{tikzpicture}}
1695
1696 %
1697 % communication
1698 %temporary lengths
1699 \newlength{\@bb@com@tmpoffset}
1700 \newlength{\@bb@tmplength@b}
1701
1702 %keys
1703 \newcommand*\@bbrcomsidestyle{}
1704 \newcommand*\@bbrcomosidestyle{}
1705 \newcommand*\@bbrcomtopstyle{}
1706 \newcommand*\@bbrcombottstyle{}
1707 \newcommand*\@bbrcomside{}
1708 \newcommand*\@bbrcomoside{}
1709 \newcommand*\@bbrcomtop{}
1710 \newcommand*\@bbrcombott{}
1711 \newcommand*\@bbrcomedgestyle{}
1712 \newcommand*\@bbrcomlength{1.25cm}
1713 \newcommand*\@bbrcomtopname{bbrcomtop}
1714 \newcommand*\@bbrcombottname{bbrcombott}
1715 \newcommand*\@bbrcomsidename{bbrcomside}
1716 \newcommand*\@bbrcomosidenam{bbrcomoside}
1717 \newcommand*\@bbrcombeforeskip{0pt}
1718 \newcommand*\@bbrcomafterskip{0ex}
1719 \define@key{bbrcom}{sidestyle}[]{\renewcommand*\@bbrcomsidestyle{#1}}
1720 \define@key{bbrcom}{osidestyle}[]{\renewcommand*\@bbrcomosidestyle{#1}}
1721 \define@key{bbrcom}{topstyle}[]{\renewcommand*\@bbrcomtopstyle{#1}}
1722 \define@key{bbrcom}{bottstyle}[]{\renewcommand*\@bbrcombottstyle{#1}}
1723 \define@key{bbrcom}{side}[]{\renewcommand*\@bbrcomside{#1}}
1724 \define@key{bbrcom}{oside}[]{\renewcommand*\@bbrcomoside{#1}}
1725 \define@key{bbrcom}{top}[]{\renewcommand*\@bbrcomtop{#1}}
1726 \define@key{bbrcom}{bott}[]{\renewcommand*\@bbrcombott{#1}}
1727 \define@key{bbrcom}{edgestyle}[]{\renewcommand*\@bbrcomedgestyle{#1}}

```

```

1728 \define@key{bbrcom}{length}[]{\renewcommand*\@bbrcomlength{#1}}
1729 \define@key{bbrcom}{topname}[]{\renewcommand*\@bbrcomtopname{#1}}
1730 \define@key{bbrcom}{bottomname}[]{\renewcommand*\@bbrcombottomname{#1}}
1731 \define@key{bbrcom}{sidenam}[]{\renewcommand*\@bbrcomsidenam{#1}}
1732 \define@key{bbrcom}{osidenam}[]{\renewcommand*\@bbrcomosidenam{#1}}
1733 \define@key{bbrcom}{beforeskip}[]{\renewcommand*\@bbrcombeforeskip{#1}}
1734 \define@key{bbrcom}{aboveskip}[]{\renewcommand*\@bbrcomaboveskip{#1}}
1735 \define@key{bbrcom}{afterskip}[]{\renewcommand*\@bbrcomafterskip{#1}}
1736 \define@key{bbrcom}{belowskip}[]{\renewcommand*\@bbrcomafterskip{#1}}

\@bbrcomfixedoffset Provide means for fixed message offset from top or bottom
\@bbrcomfixedboffset 1737 \newcommand*\@bbrcomfixedoffset{}
fixedoffset 1738 \newcommand*\@bbrcomfixedboffset{false}
fixedboffset 1739 \define@key{bbrcom}{fixedoffset}[]{\renewcommand*\@bbrcomfixedoffset{#1}}
1740 \define@key{bbrcom}{fixedboffset}[]{\renewcommand*\@bbrcomfixedoffset{#1}\renewcommand*\@bbrcomfixedboffset{#1}}

1741 %
1742 %
1743 \newcommand*\@bbrbasenodestyle{}
1744 \newcommand*\@bbrbasenodename{bbtmpname}
1745 \define@key{bbrabase}{nodestyle}[]{\renewcommand*\@bbrbasenodestyle{#1}}
1746 \define@key{bbrabase}{nodename}[]{\renewcommand*\@bbrbasenodename{#1}}
1747
1748 \newcommand*\@bbr@first@msg{true}
1749 \newcommand*\@bbr@first@query{true}
1750 \newcommand*\@bbr@first@oraclequery{true}
1751 \newcommand*\@bbr@first@challengerquery{true}
1752

@bbr@intermessage@skip Skip between two messages.
r@intermessage@medskip 1753 \newcommand*\@bbr@intermessage@skip{4ex}
intermessage@shortskip 1754 \newcommand*\@bbr@intermessage@veryshortskip{1ex}
rmessage@veryshortskip 1755 \newcommand*\@bbr@intermessage@shortskip{1.5ex}
1756 \newcommand*\@bbr@intermessage@medskip{2.5ex}

islast Sets the message from the bottom of the box with the same distance as the first message.
\@bbrcomislast 1757 \newcommand*\@bbrcomislast{false}
1758 \define@key{bbrcom}{islast}[true]{\renewcommand*\@bbrcomislast{#1}}
1759
1760 \newcommand*\@bbrcom@check@islast{%
1761 \ifthenelse{equal{\@bbrcomislast}{true}}{
1762 {\renewcommand*\@bbrcomfixedoffset{\@bbrfirstmessageoffset}\renewcommand*\@bbrcomfixedboffset{true}}
1763 }{
1764 }

\@bbr@lastskip marker to set whether next skip is a short or a long one
1765 \def\@bbr@lastskip{Opt}

\@bb@comsetup Sets up communication parameters for message/query commands. Parameters are {<key
value list>}, {<length>}, {<command for adding space>} {<true if first message>}
1766 \newcommand{\@bb@comsetup}[4]{
1767 % check if is first message and mark as false
1768 \edef\tmp@bbr@isfirst{#4}
1769 \renewcommand#4{false}
1770
1771 %load keys

```

```

1772 \beginngroup % for local keys
1773
1774 \setkeys{bbrcom}{#1}%
1775
1776 %set styles
1777 \tikzset{BBRCOM-SIDESTYLE/.style/.expand once=\@bbrcomsidestyle}%
1778 \tikzset{BBRCOM-OSIDESTYLE/.style/.expand once=\@bbrcomosidestyle}%
1779 \tikzset{BBRCOM-TOPSTYLE/.style/.expand once=\@bbrcomtopstyle}%
1780 \tikzset{BBRCOM-BOTTOMSTYLE/.style/.expand once=\@bbrcombottstyle}%
1781 \tikzset{BBRCOM-EDGESTYLE/.style/.expand once=\@bbrcomedgestyle}%
1782
1783 \@bbrcom@check@islast{}
1784
1785 % increase space
1786 #3{\@bbrcombeforeskip}
1787 \ifthenelse{\equal{\@bbrcomfixedoffset}{}}{
1788 {
1789 \ifthenelse{\equal{\@tmp@bbr@isfirst}{true}}{
1790 {}{#3{\@bbr@lastskip}}
1791 }
1792 \setlength{\@bb@com@tmpoffset}{#2}%
1793 }
1794 {
1795 \setlength{\@bb@com@tmpoffset}{\@bbrcomfixedoffset}%
1796 }
1797 }

```

\@bb@comfinalize

```

1798 \newcommand{\@bb@comfinalize}[1]{
1799 #1{\@bbrcomafterskip}
1800 \endgroup
1801 \def\@bbr@lastskip{\@bbr@intermessage@skip}
1802 }

```

\@bbrmsg 9 -> true if first message 10 -> anchor from bottom

```

1803 \newcommand{\@bbrmsg}[9]{
1804 \@bb@comsetup{#1}{#7}{#8}{#9}
1805 %
1806 \ifthenelse{\equal{\@bbrcomfixedboffset}{true}}{
1807 {
1808 % from bottom
1809 \ifthenelse{\equal{#4}{north east}}{\def\@bbr@tmp@bottomanchor{south east}}{
1810 \ifthenelse{\equal{#4}{north west}}{\def\@bbr@tmp@bottomanchor{south west}}{
1811 \node[#3=-\@bb@com@tmpoffset and \@bbrcomlength of \@bb@lastbox.\@bbr@tmp@bottomanchor,anchor=#6,BBRCOM-OSIDESTYLE] (\@bbrcomosidename) {
1812 }
1813 {
1814 % from top
1815 \node[#3=\@bb@com@tmpoffset and \@bbrcomlength of \@bb@lastbox.#4,anchor=#6,BBRCOM-SIDESTYLE] (\@bbrcomsidename) {
1816 }
1817 \path[#2] (\@bbrcomsidename.#6) edge[BBRCOM-EDGESTYLE] node[above,BBRCOM-TOPSTYLE] (\@bbrcomtopname) {
1818 %
1819 \@bb@comfinalize{#8}
1820 }

```

\bbrmsgto

```

\bbrmsgfrom 1821 \newcommandx{\bbrmsgto}[1]{%
\bbrmsgtofrom
\bbrmsgfromto

```



```

1822 \@bbrmsg{#1}{->}{below left}{north west}{west}{east}{\@bb@message@voffset}{\bbrmsgspace}{\@bbr@first@m
1823 }
1824 \newcommandx{\bbrmsgfrom}[1]{%
1825 \@bbrmsg{#1}{<-}{below left}{north west}{west}{east}{\@bb@message@voffset}{\bbrmsgspace}{\@bbr@first@m
1826 }
1827
1828 \newcommandx{\bbrmsgtofrom}[2]{%
1829 \bbrmsgto{#1}
1830 \bbrmsgspace{-\@bbr@intermessage@skip}
1831 \bbrmsgspace{\@bbr@intermessage@shortskip}
1832 \bbrmsgfrom{#2}
1833 \bbrmsgspace{\@bbr@intermessage@medskip}
1834 }
1835
1836 \newcommandx{\bbrmsgfromto}[2]{%
1837 \bbrmsgfrom{#1}
1838 \bbrmsgspace{-\@bbr@intermessage@skip}
1839 \bbrmsgspace{\@bbr@intermessage@shortskip}
1840 \bbrmsgto{#2}
1841 \bbrmsgspace{\@bbr@intermessage@medskip}
1842 }

\bbrmsgvdots

1843 \newcommandx{\bbrmsgvdots}{%
1844 \bbrmsgtxt[xshift=\@bbrcomlength/2,afterskip=\@bbr@intermessage@skip]{$\vdots$}
1845 }

\bbrqryto
\bbrqryfrom
\bbrqrytofrom
\bbrqryfromto
1846 \newcommandx{\bbrqryto}[1]{%
1847 \@bbrmsg{#1}{<-}{below right}{north east}{east}{west}{\@bb@query@voffset}{\bbrqryspace}{\@bbr@first@qu
1848 }
1849 \newcommandx{\bbrqryfrom}[1]{%
1850 \@bbrmsg{#1}{->}{below right}{north east}{east}{west}{\@bb@query@voffset}{\bbrqryspace}{\@bbr@first@qu
1851 }
1852
1853 \newcommand*{\bbrqrytofrom}[2]{%
1854 \bbrqryto{#1}
1855 \bbrqryspace{-\@bbr@intermessage@skip}
1856 \bbrqryspace{\@bbr@intermessage@shortskip}
1857 \bbrqryfrom{#2}
1858 \bbrqryspace{\@bbr@intermessage@medskip}
1859 }
1860
1861 \newcommand*{\bbrqryfromto}[2]{%
1862 \bbrqryfrom{#1}
1863 \bbrqryspace{-\@bbr@intermessage@skip}
1864 \bbrqryspace{\@bbr@intermessage@shortskip}
1865 \bbrqryto{#2}
1866 \bbrqryspace{\@bbr@intermessage@medskip}
1867 }

\@bbroracleqry

1868 \newcommand{\@bbroracleqry}[4]{
1869 \@bb@comsetup{#1}{#3}{#4}{\@bbr@first@oraclequery}
1870 %
1871 \ifthenelse{equal{\@bbrcomfixedboffset}{true}}{

```

```

1872 {
1873 % from bottom
1874 \path[#2] (\@bb@lastoracle.south west) -- ++ (0,\@bb@com@tmpoffset) node[inner sep=0pt,outer sep=0pt,a
1875 }
1876 {
1877 \path[#2] (\@bb@lastoracle.north west) -- ++ (0,-\@bb@com@tmpoffset) node[inner sep=0pt,outer sep=0pt,
1878 }
1879 %
1880 \@bb@comfinalize{#4}
1881 }

```

```

\bboracleqryto
\bboracleqryfrom 1882 \newcommand{\bboracleqryfrom}[1]{
\bboracleqrytofrom 1883 \@bboracleqry{#1}{->}{\@bb@oraclequery@voffset}{\bboracleqryspace}
\bboracleqryfromto 1884 }
1885
1886 \newcommand{\bboracleqryto}[1]{
1887 \@bboracleqry{#1}{<-}{\@bb@oraclequery@voffset}{\bboracleqryspace}
1888 }
1889
1890 \newcommand*{\bboracleqrytofrom}[2]{%
1891 \bboracleqryto{#1}
1892 \bboracleqryspace{-\@bbr@intermessage@skip}
1893 \bboracleqryspace{\@bbr@intermessage@shortskip}
1894 \bboracleqryfrom{#2}
1895 \bboracleqryspace{\@bbr@intermessage@medskip}
1896 }
1897
1898 \newcommand*{\bboracleqryfromto}[2]{%
1899 \bboracleqryfrom{#1}
1900 \bboracleqryspace{-\@bbr@intermessage@skip}
1901 \bboracleqryspace{\@bbr@intermessage@shortskip}
1902 \bboracleqryto{#2}
1903 \bboracleqryspace{\@bbr@intermessage@medskip}
1904 }

```

```

\@bbrchallengerqry
1905 \newcommand{\@bbrchallengerqry}[4]{
1906 \@bb@comsetup{#1}{#3}{#4}{\@bbr@first@challengerquery}
1907 %
1908 \ifthenelse{\equal{\@bbr@comfixedboffset}{true}}{
1909 {
1910 \path[#2] (\@bb@lastchallenger.south east) -- ++ (0,\@bb@com@tmpoffset) node[inner sep=0pt,outer sep=0pt,
1911 }
1912 {
1913 \path[#2] (\@bb@lastchallenger.north east) -- ++ (0,-\@bb@com@tmpoffset) node[inner sep=0pt,outer sep=0pt,
1914 }
1915 %
1916 \@bb@comfinalize{#4}
1917 }

```

```

\bboracleqryto
\bboracleqryfrom 1918 \newcommand{\@bbrchallengerqryfrom}[1]{
\bboracleqrytofrom 1919 \@bbrchallengerqry{#1}{<-}{\@bb@challengerquery@voffset}{\@bbrchallengerqryspace}
\bboracleqryfromto 1920 }
1921

```

```

1922 \newcommand{\bbrchallengerqryto}[1]{
1923 \@bbrchallengerqry{#1}{->}{\@bb@challengerquery@voffset}{\bbrchallengerqryspace}
1924 }
1925
1926 \newcommand*{\bbrchallengerqrytofrom}[2]{%
1927 \bbrchallengerqryto{#1}
1928 \bbrchallengerqryspace{-\@bbr@intermessage@skip}
1929 \bbrchallengerqryspace{\@bbr@intermessage@shortskip}
1930 \bbrchallengerqryfrom{#2}
1931 \bbrchallengerqryspace{\@bbr@intermessage@medskip}
1932 }
1933
1934 \newcommand*{\bbrchallengerqryfromto}[2]{%
1935 \bbrchallengerqryfrom{#1}
1936 \bbrchallengerqryspace{-\@bbr@intermessage@skip}
1937 \bbrchallengerqryspace{\@bbr@intermessage@shortskip}
1938 \bbrchallengerqryto{#2}
1939 \bbrchallengerqryspace{\@bbr@intermessage@medskip}
1940 }

1941
1942
1943 \newcommand*\bbrcomloopleft{}
1944 \newcommand*\bbrcomloopleftstyle{}
1945 \newcommand*\bbrcomloopright{}
1946 \newcommand*\bbrcomlooprightstyle{}
1947 \newcommand*\bbrcomloopcenter{}
1948 \newcommand*\bbrcomloopcenterstyle{}
1949 \newcommand*\bbrcomloopclockwise{false}
1950 \newcommand*\bbrcomloopangle{50}
1951 \define@key{bbrcomloop}{left}[]{\renewcommand*\bbrcomloopleft{#1}}
1952 \define@key{bbrcomloop}{leftstyle}[]{\renewcommand*\bbrcomloopleftstyle{#1}}
1953 \define@key{bbrcomloop}{right}[]{\renewcommand*\bbrcomloopright{#1}}
1954 \define@key{bbrcomloop}{rightstyle}[]{\renewcommand*\bbrcomlooprightstyle{#1}}
1955 \define@key{bbrcomloop}{center}[]{\renewcommand*\bbrcomloopcenter{#1}}
1956 \define@key{bbrcomloop}{centerstyle}[]{\renewcommand*\bbrcomloopcenterstyle{#1}}
1957 \define@key{bbrcomloop}{angle}[]{\renewcommand*\bbrcomloopangle{#1}}
1958 \define@key{bbrcomloop}{clockwise}[true]{\renewcommand*\bbrcomloopclockwise{#1}}
1959
1960 \newcommand{\bbrloop}[3]{
1961 \begingroup % for local keys
1962 \setkeys{bbrcomloop}{#3}%
1963
1964 \tikzset{BBRLOOP-LEFTSTYLE/.style/.expand once=\bbrcomloopleftstyle}%
1965 \tikzset{BBRLOOP-RIGHTSTYLE/.style/.expand once=\bbrcomlooprightstyle}%
1966 \tikzset{BBRLOOP-CENTERSTYLE/.style/.expand once=\bbrcomloopcenterstyle}%
1967
1968
1969 \ifthenelse{\equal{\bbrcomloopclockwise}{true}}
1970 {
1971 \path[->] (#1) edge[bend left=\bbrcomloopangle] node[midway,left,inner sep=0,outer sep=0,BBRLOOP-LEFTSTYLE] {}
1972 \path[->] (#2) edge[bend left=\bbrcomloopangle] node[midway,right,inner sep=0,outer sep=0,BBRLOOP-RIGHTSTYLE] {}
1973 }
1974 {
1975 \path[->] (#1) edge[bend right=\bbrcomloopangle] node[midway,left,inner sep=0,outer sep=0,] (bbrleft) {}
1976 \path[->] (#2) edge[bend right=\bbrcomloopangle] node[midway,right,inner sep=0,outer sep=0,] (bbrright) {}

```

```

1977 }
1978 \node[at=($(bbrleft.west)!0.5!(bbrright.east)$),anchor=center,BBRL00P-CENTERSTYLE] () {\bbrcomloopcenter}
1979
1980 \endgroup
1981 }
1982
1983 \newcommand*\bbrintertextthoffset{1.5cm}
1984 \define@key{bbrintertext}{xshift}[]{}\renewcommand*\bbrintertextthoffset{#1}}
1985
1986 \newcommand{\@bb@intertextsetup}[1]{
1987 %load keys
1988 \begingroup % for local keys
1989
1990 % fix align environment (e.g. for use of pseudocode)
1991 % ^A https://tex.stackexchange.com/questions/36954/spurious-space-above-align-environment-at-top-of-p
1992 %\pretocmd\start@align{%
1993 %\if@minipage\kern-0.5\abovedisplayskip\fi
1994 %}\-{}
1995
1996 \setkeys{bbrcom,bbrabase,bbrintertext}{#1}%
1997 \@bbrcom@check@islast{}
1998
1999 \tikzset{BBRBASE-NODESTYLE/.style/.expand once=\@bbrbasenodestyle}%
2000 }
2001
2002 \newcommand{\@bb@intertextfinalize}[1]{
2003 #1{\@bbrcomafterskip}
2004 \endgroup
2005 \def\@bbr@lastskip{\@bbr@intermessage@veryshortskip}
2006 }

\bbrintertext 7 -> whether or not this is the first msg/query
2007 \newcommand{\@bbrintertext}[7]{
2008 \edef\@tmp@bbr@isfirst{#7}
2009 \renewcommand#7{false}
2010
2011 \@bb@intertextsetup{#1}
2012
2013 % increase space
2014 #5{\@bbrcombeforeskip}
2015 \ifthenelse{\equal{\@bbrcomfixedoffset}{}}{
2016 {
2017 \ifthenelse{\equal{\@tmp@bbr@isfirst}{true}}{
2018 }{\#5{\@bbr@intermessage@veryshortskip}}
2019
2020 \setlength{\@bb@com@tmpoffset}{#4}%
2021 }
2022 {
2023 \setlength{\@bb@com@tmpoffset}{\@bbrcomfixedoffset}%
2024 }
2025
2026 %
2027 \ifthenelse{\equal{\@bbrcomfixedboffset}{true}}{
2028 {
2029 % from bottom
2030 \ifthenelse{\equal{#3}{north east}}{\def\@bbr@tmp@bottomanchor{south east}}{}

```

```

2031 \ifthenelse{\equal{#3}{north west}}{\def\@bbr@tmp@bottomanchor{south west}}{}
2032
2033 \node[#2=-\@bb@com@tmpoffset and \bbrintertextthoffset of \@bb@lastbox.\@bbr@tmp@bottomanchor, inner sep=
2034 }
2035 {
2036 \node[#2=\@bb@com@tmpoffset and \bbrintertextthoffset of \@bb@lastbox.#3, inner sep=0, outer sep=0, BBR
2037 }
2038 %
2039 % compute height of node
2040 \coordinate (@bbtmpcoord) at (\@bbrbasenodename.north);
2041 \path (@bbtmpcoord);
2042 \pgfgetlastxy{\XCoord}{\YCoordA}
2043 \coordinate (@bbtmpcoord) at (\@bbrbasenodename.south);
2044 \path (@bbtmpcoord);
2045 \pgfgetlastxy{\XCoord}{\YCoordB}
2046
2047 % update voffset
2048 \setlength{\@bb@tmplength@b}{\YCoordA-\YCoordB}
2049 #5{\the\@bb@tmplength@b}
2050
2051 \@bb@intertextfinalize{#5}
2052 }

2053 \newcommand{\bbrmsgtxt}[2][]{
2054 \@bbrintertext{#1}{below left}{north west}{\@bb@message@voffset}{\bbrmsgspace}{#2}{\@bbr@first@msg}
2055 }
2056
2057 \newcommand{\bbrqrytxt}[2][]{
2058 \@bbrintertext{#1}{below right}{north east}{\@bb@query@voffset}{\bbrqryspace}{#2}{\@bbr@first@query}
2059 }
2060
2061 \newcommand{\bbrchallengertxt}[2][]{
2062 \begingroup
2063 \setlength{\@bb@tmplength@b}{\bbrchallengerhdistance/2}%
2064 \renewcommand{\bbrintertextthoffset}{\the\@bb@tmplength@b}%
2065 \@bbrintertext{#1}{below left}{north west}{\@bb@challengerquery@voffset}{\bbrchallengerqryspace}{#2}{\@bbr@fir
2066 \endgroup
2067 }
2068
2069 \newcommand{\bbroracletxt}[2][]{
2070 \begingroup
2071 \setlength{\@bb@tmplength@b}{\bbroraclehdistance/2}%
2072 \renewcommand{\bbrintertextthoffset}{\the\@bb@tmplength@b}%
2073 \@bbrintertext{#1}{below left}{north west}{\@bb@oraclequery@voffset}{\bbroracleqryspace}{#2}{\@bbr@fir
2074 \endgroup
2075 }
2076
2077 \newcommand{\bbrmsgspace}[1]{
2078 \@pc@globaladdtolength{\@bb@message@voffset}{#1}
2079 }
2080
2081 \newcommand{\bbrqryspace}[1]{
2082 \@pc@globaladdtolength{\@bb@query@voffset}{#1}
2083 }
2084
2085 \newcommand{\bbroracleqryspace}[1]{

```

```

2086 \@pc@globaladdtolength{\@bb@oraclequery@voffset}{#1}
2087 }
2088
2089 \newcommand{\bbrchallengerqryspace}[1]{
2090 \@pc@globaladdtolength{\@bb@challengerquery@voffset}{#1}
2091 }
2092
2093

```

## 9.12 Game-Based Proofs

```

2094
2095 \newcounter{pcstartgamecounter}
2096 %
2097 %

```

**gamechange** Highlighting of changes between games. Highlight color can be set via `\gamechange color`

```

2098 \definecolor{gamechange color}{gray}{0.90}
2099 \newcommand{\gamechange}[2][gamechange color]{%
2100 {\setlength{\fboxsep}{0pt}\colorbox{#1}{\ifmmode$\displaystyle#2$\else#2\fi}}%
2101 }

```

**\pcbox** A simple box for conditional (ie., boxed) lines.

```

2102 \newcommand{\pcbox}[1]{%
2103 {\setlength{\fboxsep}{3pt}\fbox{$\displaystyle#1$}}
2104 }

```

**\pcgame**

**\pcgame name** 2105 \newcommand\*\pcgame name{Game}

**\pcgame procedure style** 2106 \newcommand\*\pcgame procedure style[1]{\ensuremath{\mathsf{#1}}}

2107

2108 \def\pcgame{\bgroup\pcgame@}

2109 \newcommand{\pcgame@}[1] [] {\ifthenelse{equal{#1}{}}{\pcgame@@}{\pcgame@@@{#1}}}

2110 \def\pcgame@@{\pcgame procedure style{\pcgame name}\egroup}

2111 \def\pcgame@@@#1{\ensuremath{\pcgame procedure style{\pcgame name\_{\normalfont{#1}}}}\egroup}

2112

**\@pc@gametitle** Creates the header/title of a game

```

2113 \newcommand\@pc@gametitle[1] [] {\ifthenelse{equal{#1}{}}
2114 {\ensuremath{\pcgame[\thepcgamecounter]\gameprocedurearg}}
2115 {\ensuremath{\pcgame[ #1]\gameprocedurearg}}}

```

**\gameprocedurearg**

```

2116 \newcommand*\gameprocedurearg{\ensuremath{(\seccpar)}}

```

**gameproof**

2117 \newcommand\*\@pcgameproofgamenr{0}

2118 \define@key{pcgameproof}{nr} [] {\renewcommand\*\@pcgameproofgamenr{#1}}

2119 \define@key{pcgameproof}{name} [] {\renewcommand\*\pcgame name{\ensuremath{#1}}}

2120 \define@key{pcgameproof}{arg} [] {\renewcommand\*\gameprocedurearg{\ensuremath{#1}}}

2121

2122 \newenvironment{gameproof}[1] [] {%

2123 \begin group%

2124 \setkeys{pcgameproof}{#1}%

2125 \@pc@ensurere member%

2126 \setcounter{pcgamecounter}{\@pcgameproofgamenr}%

```

2127 \setcounter{pcstartgamecounter}{\@pcgameproofgamenr}\stepcounter{pcstartgamecounter}%
2128 }\@pc@releaseremember\endgroup}

2129 \newcommand{\setgameproceduredefaultstyle}[1]{%
2130 \PackageWarning{cryptocode}{Deprecated command setgameproceduredefaultstyle. Use pcsetargs instead.}%
2131 \pcsetargs{#1}}
2132
2133 \createpseudocodecommand{gameprocedure}
2134 {\addtocounter{pcgamecounter}{1}\renewcommand{\@withingame}{true}}
2135 {\@pc@gametitle}
2136 {}
2137
2138 \def\@bxgame@pseudocodeA[#1]#2#3{\setkeys*{pcspace}{#1}\renewcommand{\@bxgameheader}{\@pc@gametitle[#2]}
2139 \@pseudocode[head=\@pc@gametitle,#1]{#3}}
2140 \def\@bxgame@pseudocodeB#1#2{\renewcommand{\@bxgameheader}{\@pc@gametitle[#1]}%
2141 \@pseudocode[head=\@pc@gametitle]{#2}}
2142
2143 \newcommand{\bxgameprocedure}{
2144 \beginingroup%
2145 \renewcommand{\@withinspaces}{false}%
2146 \renewcommand{\@withingame}{true}%
2147 \renewcommand{\@withinbxgame}{true}%
2148 \stepcounter{pcgamecounter}%
2149 \@ifnextchar [%]
2150 {\@bxgame@pseudocodeA}
2151 {\@bxgame@pseudocodeB}%
2152 }
2153
2154 \newcommand{\@pc@secondheader}{}
2155
2156 %tbx top boxed
2157 \createpseudocodecommand{tbxgameprocedure}
2158 {\addtocounter{pcgamecounter}{1}\renewcommand{\@withingame}{true}%
2159 \renewcommand{\@pc@secondheader}{true}}
2160 {\@pc@gametitle}
2161 {}
2162
2163
2164 \newcommand*\@pcgamehopnodestyle{}
2165 \newcommand*\@pcgamehopedgestyle{bend left}
2166 \newcommand*\@pcgamehoppathstyle{}
2167 \newcommand*\@pcgamehophint{}
2168 \newcommand*\@pcgamehophintbelow{}
2169 \newcommand*\@pcgamehopinhint{}
2170 \newcommand*\@pcgamehoplength{1.5cm}
2171 \define@key{pcgamehop}{nodestyle}[]{\renewcommand*\@pcgamehopnodestyle{#1}}
2172 \define@key{pcgamehop}{edgestyle}[]{\renewcommand*\@pcgamehopedgestyle{#1}}
2173 \define@key{pcgamehop}{pathstyle}[]{\renewcommand*\@pcgamehoppathstyle{#1}}
2174 \define@key{pcgamehop}{hint}[]{\renewcommand*\@pcgamehophint{#1}}
2175 \define@key{pcgamehop}{belowhint}[]{\renewcommand*\@pcgamehophintbelow{#1}}
2176 \define@key{pcgamehop}{inhint}[]{\renewcommand*\@pcgamehopinhint{#1}}
2177 \define@key{pcgamehop}{length}[]{\renewcommand*\@pcgamehoplength{#1}}
2178
2179
2180 \newcommand{\@pc@setupgamehop}[1]{
2181 \beginingroup\setkeys{pcgamehop}{#1}%

```

```

2182 \tikzset{GAMEHOP-PATH-STYLE/.style/.expand once=\@pcgamehoppathstyle}%
2183 \tikzset{GAMEHOP-NODE-STYLE/.style/.expand once=\@pcgamehopnodestyle}%
2184 \tikzset{GAMEHOP-EDGE-STYLE/.style/.expand once=\@pcgamehopedgestyle}%
2185 }
2186
2187 \newcommand{\@pc@finalizegamehop}{
2188 \endgroup
2189 }
2190
2191 \newcommandx*\addgamehop}[3]{%
2192 \begingroup%
2193 \ifthenelse{#1<#2}{%
2194   {\ifthenelse{\equal{\@withingamedescription}{true}}{%
2195     {\renewcommand*\@pcgamehopedgestyle{bend right=20}\renewcommand*\@pcgamehopnodestyle{rotate=90}}{}}%
2196   }%
2197   {\renewcommand*\@pcgamehopedgestyle{bend right}}}%
2198 \@pc@setupgamehop{#3}%
2199 \begin{tikzpicture}[overlay]%
2200 \ifthenelse{#1<#2}{%
2201   \path[->,GAMEHOP-PATH-STYLE] (gamenode#1) edge[GAMEHOP-EDGE-STYLE] node[above,GAMEHOP-NODE-STYLE]
2202   node[below,GAMEHOP-NODE-STYLE] {\@pcgamehophintbelow} (gamenode#2);
2203 }{%
2204   \path[->,GAMEHOP-PATH-STYLE] (bgamenode#1) edge[GAMEHOP-EDGE-STYLE] node[above,GAMEHOP-NODE-STYLE]
2205   node[above,GAMEHOP-NODE-STYLE] {\@pcgamehophintbelow} (bgamenode#2);
2206 }%
2207 \end{tikzpicture}%
2208 \@pc@finalizegamehop%
2209 \endgroup%
2210 }
2211 \newcommandx*\addstartgamehop}[2][1=\thepcstartgamecounter]{%
2212 \@pc@setupgamehop{#2}
2213 \begin{tikzpicture}[overlay]
2214   \node[left=\@pcgamehoplength of gamenode#1] (tmpgamenode0) {};
2215   \path[->,GAMEHOP-PATH-STYLE] (tmpgamenode0) edge[GAMEHOP-EDGE-STYLE] node[above,GAMEHOP-NODE-STYLE]
2216   node[below,GAMEHOP-NODE-STYLE] {\@pcgamehophintbelow} (gamenode#1);
2217 \end{tikzpicture}
2218 \@pc@finalizegamehop
2219 }
2220 \newcommandx*\addendgamehop}[2][1=\thepcgamecounter]{%
2221 \@pc@setupgamehop{#2}
2222 \begin{tikzpicture}[overlay]
2223   \node[right=\@pcgamehoplength of gamenode#1] (tmpgamenode#1) {};
2224   \path[->,GAMEHOP-PATH-STYLE] (gamenode#1) edge[GAMEHOP-EDGE-STYLE] node[above,GAMEHOP-NODE-STYLE]
2225   node[below,GAMEHOP-NODE-STYLE] {\@pcgamehophintbelow} (tmpgamenode#1);
2226 \end{tikzpicture}
2227 \@pc@finalizegamehop
2228 }
2229 \newcommandx*\addbxgamehop}[3]{%
2230 \@pc@setupgamehop{#3}
2231 \begin{tikzpicture}[overlay]
2232   \path[->,GAMEHOP-PATH-STYLE] (bgamenode#1) edge[GAMEHOP-EDGE-STYLE] node[above,GAMEHOP-NODE-STYLE]
2233   node[below,GAMEHOP-NODE-STYLE] {\@pcgamehophintbelow} (bgamenode#2);
2234 \end{tikzpicture}
2235 \@pc@finalizegamehop
2236 }
2237 \newcommandx*\addloopgamehop}[2][1=\thepcgamecounter]{%

```



```

2238 \@pc@setupgamehop{#2}
2239 \begin{tikzpicture}[overlay]
2240     \node (looptemp1) [right=0.5cm of gamenode#1] {};
2241     \draw[->,GAMEHOP-PATH-STYLE] (gamenode#1) -- (looptemp1|-gamenode#1) -- node[right,GAMEHOP-NODE-STYLE]
2242         node[left,GAMEHOP-NODE-STYLE] {\@pcgamehophintbelow} (looptemp1|-bgamenode#1)-- (bgamenode#1);
2243 \end{tikzpicture}
2244 \@pc@finalizegamehop
2245 }
2246
2247

```

### 9.12.1 Game Descriptions

```

2248
2249 \newenvironment{gamedescription}[1] [] {%
2250 \begin{group}%
2251 \setkeys{pcgameproof}{#1}
2252 \renewcommand{\@withingamedescription}{true}%
2253 \@pc@ensureremember%
2254 \setcounter{pcgamecounter}{\@pcgameproofgamenr}%
2255 \setcounter{pcstartgamecounter}{\@pcgameproofgamenr}\stepcounter{pcstartgamecounter}%
2256 \begin{description}%
2257 {\end{description}\@pc@releaseremember\endgroup}%
2258
2259 \newcommandx*{\describegame}[1][1=]{%
2260 \addtocounter{pcgamecounter}{1}%
2261 \item[%
2262 \pcdraw{
2263 \gdef\i{\thepcgamecounter}%
2264 \node[inner sep=0.0em,outer sep=0, xshift=-1ex, yshift=0.5ex] (gamenode\i) {};
2265 }%
2266 \@pc@gametitle:}%
2267 \begin{group}\setkeys{pcgamehop}{#1}%
2268 \ifthenelse{\equal{}}{\@pcgamehophint}}
2269 {}
2270 {\hspace{-0.7ex}}\pcdraw{%the -0.7ex is a horrible hack to fix a whitespace issue with tikz (see http
2271 \tikzset{GAMEHOP-PATH-STYLE/.style/.expand once=\@pcgamehoppathstyle}%
2272 \tikzset{GAMEHOP-NODE-STYLE/.style/.expand once=\@pcgamehopnodestyle}%
2273 \draw[->,GAMEHOP-PATH-STYLE] (gamenode\thepcgamecounter) ---+ (0,-\@pcgamehoplength) node[midway,above,
2274 ]}%
2275 \ifthenelse{\equal{}}{\@pcgamehopinhint}}
2276 {}
2277 {\hspace{-0.7ex}}\pcdraw{%the -0.7ex is a horrible hack to fix a whitespace issue with tikz (see http
2278 \tikzset{GAMEHOP-PATH-STYLE/.style/.expand once=\@pcgamehoppathstyle}%
2279 \tikzset{GAMEHOP-NODE-STYLE/.style/.expand once=\@pcgamehopnodestyle}%
2280 \draw[<-,GAMEHOP-PATH-STYLE] (gamenode\thepcgamecounter) ---+ (0,\@pcgamehoplength) node[midway,above,
2281 ]}%
2282 }%
2283 \endgroup%
2284 }
2285 %
2286 % \end{macrocode}
2287 %
2288 %
2289 %
2290 % \begin{macrocode}

```

## Change History

|       |   |   |  |   |   |
|-------|---|---|--|---|---|
| v0.04 | General: added <code>\pcabort</code> . . . . .  | 1 | added <code>\tprob</code> (variants for <code>prob</code> and <code>co</code> for in-text) . . . . . | 1   |   |
|       | better control whitespace for <code>\pcif</code> , <code>\pcelse</code> , <code>\pcelseif</code> . . . . .  | 1 | v0.32  | General: allow overwriting rule command in pseudocode via <code>headlinecmd</code> (defaults to <code>\hrule</code> ) . .   | 1 |
| v0.05 | General: add bottom to <code>namepos</code> in <code>bbrbox</code> . . . . .  | 1 |  | allow to control spacing with <code>\pcfor</code> . .   | 1 |
|       | angle for <code>bbrloop</code> . . . . .  | 1 | v0.40  | General: Adapted <code>bbenv</code> environment to take key value option list. Old format is still supported but deprecated. . . . .  | 1 |
|       | fix length for <code>bbrinput</code> . . . . .  | 1 |  | Added <code>\argmax</code> and <code>\argmin</code> to operators. . . . .   | 1 |
|       | introduce <code>hoffset</code> for <code>bbrinput</code> . . . . .  | 1 |  | Added <code>\pindist</code> , <code>\sindist</code> , and <code>\cindist</code> to operators. . . . .   | 1 |
|       | names for <code>bbrinput</code> and <code>bbroutput</code> . .  | 1 |  | Added <code>aboveskip</code> and <code>belowskip</code> option to <code>\pchstack</code> and <code>\pcvstack</code> . .   | 1 |
|       | side and <code>oside</code> support to <code>\bbroraclegqcrypto</code> and <code>\bbroraclegqfrom</code> . . . . .  | 1 |  | Added additional adversaries. . . . .   | 1 |
| v0.06 | General: added <code>\pcunless</code> . . . . .   | 1 |  | Added additional complexity classes. .  | 1 |
| v0.10 | General: Initial version . . . . .  | 1 |  | Added additional polynomials. . . . .   | 1 |
| v0.11 | General: Added <code>pcmbbox</code> environment for matrices in pseudocode. . . . .   | 1 |  | Added block forms for pseudocode and procedure commands ( <code>\pseudocodeblock</code> and <code>\procedureblock</code> ). . . . .   | 1 |
|       | Added <code>\NAND</code> command. . . . .   | 1 |  | Added boxed, inline, noindent options to <code>\pchstack</code> and <code>\pcvstack</code> . . . . .  | 1 |
|       | changed command <code>pkeystyle</code> to ensure that subscripts on <code>sk</code> and <code>pk</code> are aligned the same before, ( <code>sk<sub>R</sub></code> , <code>pk<sub>R</sub></code> ) had slightly misaligned subscripts due to Tex treating subscripts on composite objects with descenders differently than without. . . . . | 1 |  | Added clockwise, leftstyle, centerstyle, rightstyle for <code>bbrloop</code> . Adjusted placing of center. . . . .  | 1 |
| v0.20 | General: Added <code>\pcfail</code> . . . . .   | 1 |  | Added command <code>\pcsetargs</code> to define default arguments for pseudocode blocks. . . . .  | 1 |
|       | Added <code>namepos</code> middle for <code>bbrbox</code> . .   | 1 |  | Added command <code>\pcsethstackargs</code> and <code>\pcsetvstackargs</code> to define default arguments for <code>hstack</code> and <code>vstack</code> environments. . . . . | 1 |
|       | Added <code>valign</code> to pseudocode to allow minipage vertical alignment. .   | 1 |  | Added <code>fixedoffset</code> , <code>fixedboffset</code> , <code>islast</code> for reduction messages. . . . .  | 1 |
|       | Changed <code>minheight</code> for <code>bbrbox</code> environment to actually reflect a minimum height in <code>tikz</code> . The old <code>minheight</code> which added space at the bottom was preserved as <code>addheight</code> . . . . .   | 1 |  | Added <code>headheight</code> option to <code>\pseudocode</code> . . . . .  | 1 |
|       | Ensure line numbers are right aligned to allow for two digit linenumbers having the same width. . . . .   | 1 |  | Added <code>minlineheight</code> option to <code>\pseudocode</code> . . . . .   | 1 |
| v0.30 | General: replace obsolete <code>l3regex</code> . . . .  | 1 |  | Added <code>oracles</code> package option. . . . .  | 1 |
| v0.31 | General: added <code>\prp</code> . . . . .  | 1 |  | Added space option to <code>\pchstack</code> and <code>\pcvstack</code> . . . . .   | 1 |
|       |   |   |  | Adjusted spacing via <code>\pcaboveskip</code> and <code>\pcbelowskip</code> which are added  |   |

|  |   |  |   |
|--|---|--|---|
| to <code>\pseudocode</code> blocks and<br><i>pchstack</i> environments . . . . .   | 1 | commands <code>\beforepcskip</code> and<br><code>\afterpcskip</code> to <code>\pcbeforeskip</code> and<br><code>\pcafterskip</code> . . . . .  | 1 |
| Bigger refactoring. Not completely<br>backwards compatible. In<br>particular, optimized spacing of<br>pseudocode blocks and black box<br>reductions. . . . . | 1 | Switched to <code>mathtools</code><br><i>DeclarePairedDelimiter</i> for paired<br>operators. Each paired operator<br>comes in two forms, e.g, <i>abs</i> and<br><i>tabs</i> the latter to be used in<br>flowtext which does not scale the<br>outer delimiters. . . . . | 1 |
| Fixed spacing issues with black box<br>reduction messages. . . . .   | 1 |  |   |
| Renamed horizontal spacing   |   |  |   |