

## Build a provably secure PRG

Let's first understand the definition of PRG. The definition of PRG is as follows:

**DEFINITION 3.14** Let  $\ell(\cdot)$  be a polynomial and let  $G$  be a deterministic polynomial-time algorithm such that for any input  $s \in \{0,1\}^n$ , algorithm  $G$  outputs a string of length  $\ell(n)$ . We say that  $G$  is a pseudorandom generator if the following two conditions hold:

1. (Expansion:) For every  $n$  it holds that  $\ell(n) > n$ .
2. (Pseudorandomness:) For all probabilistic polynomial-time distinguishers  $D$ , there exists a negligible function  $\text{negl}$  such that:

$$|\Pr[D(r) = 1] - \Pr[D(G(s)) = 1]| \leq \text{negl}(n),$$

where  $r$  is chosen uniformly at random from  $\{0,1\}^{\ell(n)}$ , the seed  $s$  is chosen uniformly at random from  $\{0,1\}^n$ , and the probabilities are taken over the random coins used by  $D$  and the choice of  $r$  and  $s$ .

The function  $\ell(\cdot)$  is called the expansion factor of  $G$ .

[1]

So, it is basically a deterministic polynomial time algorithm  $G$ , which takes input of  $n$  bits and outputs  $\ell(n)$  bits where:

1.  $\ell(n) > n$  and
2. Output of  $G$  is computationally indistinguishable from uniform distribution.

Now, let's figure out how to design a single-bit expansion PRGS from computational hardness.

# Designing single-bit expansion PRGs from Computational Hardness

## □ One-way Functions

- Easy to compute, Hard to Invert
- Textbook definition:

**DEFINITION 6.1** A function  $f : \{0,1\}^* \rightarrow \{0,1\}^*$  is one-way if the following two conditions hold:

1. (Easy to compute:) There exists a polynomial-time algorithm  $M_f$  computing  $f$ ; that is,  $M_f(x) = f(x)$  for all  $x$ .
2. (Hard to invert:) For every probabilistic polynomial-time algorithm  $A$ , there exists a negligible function  $\text{negl}$  such that

$$\Pr[\text{Invert}_{A,f}(n) = 1] \leq \text{negl}(n).$$

[1]

For that, we would use one-way functions. The idea is we can compute the one-way function easily but given the result it will be very to invert and get the arguments back.

I have used Discrete Logarithm Problem (DLP) as a one-way function here. Discrete Logarithm Problem (in  $\mathbb{Z}_p^*$ ):  $f_{p,g}(x) = g^x \bmod p$ .

So, given a prime( $p$ ), generator( $g$ ) and initial seed( $x_0$ ) we can compute the function and from that output we have to choose the hardcore bit.

# HARDCORE PREDICATES

- Hardest bit of information about  $x$  to obtain from  $f(x)$
- Textbook definition:

**DEFINITION 6.5** A function  $hc : \{0, 1\}^* \rightarrow \{0, 1\}$  is a hard-core predicate of a function  $f$  if (1)  $hc$  can be computed in polynomial time, and (2) for every probabilistic polynomial-time algorithm  $\mathcal{A}$  there exists a negligible function  $\text{negl}$  such that

$$\Pr_{x \leftarrow \{0,1\}^n} [\mathcal{A}(f(x)) = hc(x)] \leq \frac{1}{2} + \text{negl}(n),$$

where the probability is taken over the uniform choice of  $x$  in  $\{0, 1\}^n$  and the random coin tosses of  $\mathcal{A}$ .

**MSB(x) is a Hardcore predicate of Discrete Logarithm Problem**

[1]

In DLP problem, msb bit is the hardcore bit. We will calculate the hardcore bit in the following way. If the result of the DLP function is  $\leq (p-1)/2$  then hardcore bit is 1, else hardcore bit is 0.

- Hardcore bit of discrete log [Blum-Micali '81]: Let  $p$  be an  $n$ -bit prime,  $g \in \mathbb{Z}_p^*$ . Define  $B : \mathbb{Z}_p^* \rightarrow \{0, 1\}$  as

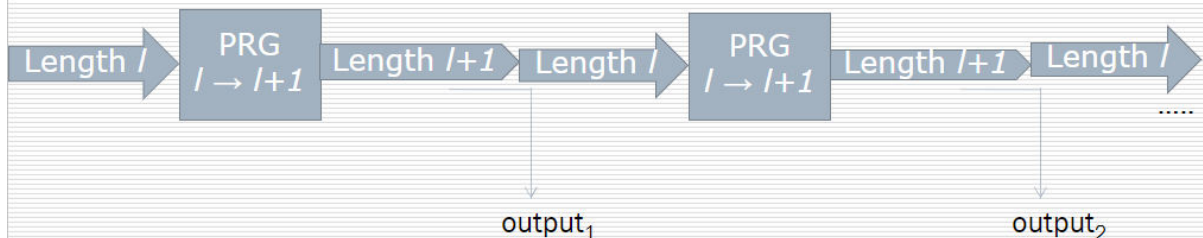
$$B(x) = msb(x) = \begin{cases} 0 & \text{if } x < p/2 \\ 1 & \text{if } x > p/2 \end{cases}$$

[2]

Now, we can see how we can generate how to create 1 bit for PRG randomly. Now, we have to figure out how to expand it  $n$  times.

The expansion is depicted in the diagram below. Basically, we keep on appending the hardcore bits till it reaches the desired output length.

**THEOREM 6.8** Assume that there exists a pseudorandom generator with expansion factor  $\ell(n) = n + 1$ . Then for any polynomial  $p(\cdot)$ , there exists a pseudorandom generator with expansion factor  $\ell(n) = p(n)$ .



1. Take the last bit from  $l + 1$  length string for output
2. Apply  $l'$  times to get output of string  $l'$

[1]

**So, let's understand the full scenario once again.**

Upon getting input for prime( $p$ ), generator( $g$ ) and initial seed( $x_0$ ), we calculate  $x_1 = g^{x_0} \bmod p$ . Then calculate the hardcore bit dependent on  $(x_1, p)$ . We use  $X_1$  as exponent for the next iteration i.e.,  $x_2 = g^{x_1} \bmod p$ . Again, calculating hardcore bit dependent on  $(x_2, p)$ .

So,  $x_i = g^{x_{i-1}} \bmod p$ .

We keep on appending the hardcore bits till it reaches the desired output length.

In the end, we output this PRG of  $l(n)$  bits, where  $n$  = length of initial seed. Here  $l(n) = 2 * n$ .

**Now as DLP is a one-way function, our PRG is also secure because it is very hard to invert in polynomial time.**

## References

[1] J. K. a. Y. Lindell, Introduction to Modern Cryptography.

[2] B. Micali, "Hardcord bits," [Online]. Available:

<https://crypto.stanford.edu/pbc/notes/crypto/hardcore.html>