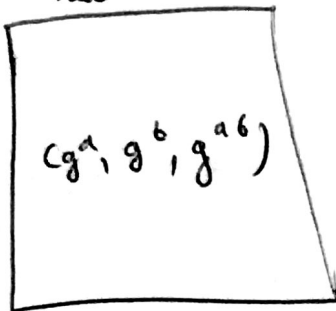


Problem 1.

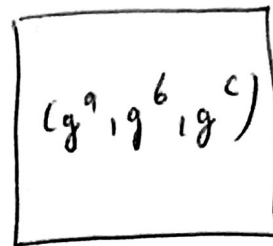
Square modulo -p test = $O(n^3)$

Adversary A

↳ Real



↳ Random



Adversary A can use Euler's criterion to ~~see~~ distinguish the library. He can use Euler's criterion in the following way:

$$\beta = g^n$$

apply

$$\begin{aligned} \beta^{\frac{p-1}{2}} &\equiv_p g^{n \frac{p-1}{2}} \\ &\equiv_p (-1)^n \end{aligned}$$

Hence

$$\text{If } \beta^{\frac{p-1}{2}} \equiv_p 1 \text{ then } n \text{ is even}$$

else n is odd.

So, he has power to see if n is even or odd.

This is useful to distinguish ~~def~~ Real from Random because of the following:

$\Rightarrow g^{ab}$ is $\frac{3}{4}$ even whereas g^c from random is $\frac{1}{2}$ times even

Now if he builds an algorithm to exploit this he can distinguish Real and Random.

P.T.O



~~How~~

A's Algorithm

$(A, B, C) \leftarrow \text{query}(L)$
 return $1 \equiv p$ if $\underline{C^{\frac{p-1}{2}} = 1}$
 else
 0
 takes $O(\lambda^3)$

$$G = g^{ab}$$

If he links with both real and random libraries, he can distinguish them.

$$\Pr[A \diamond L_{\text{real}} \rightarrow 1] = \Pr[ab = \text{even}] = \frac{3}{4}$$

$$\Pr[A \diamond L_{\text{rand}} \rightarrow 1] = \Pr[C = \text{even}] = \frac{1}{2}$$

$$\Pr[A \diamond L \rightarrow 1] - \Pr[A \diamond L_{\text{rand}} \rightarrow 1]$$

$$= \frac{3}{4} - \frac{1}{2}$$

$$= \frac{1}{4}$$

Problem 2

Given

$$|G| = n$$

$\langle g \rangle = \text{generator}$

$$h_1 \in G \quad h_1 = g^a \pmod{n}$$

$$h_2 \in G \quad h_2 = g^b \pmod{n}$$

$$DL(h_1) = a$$

$$DL(h_2) = b$$

$$\begin{aligned} \bullet \quad DL(h_1 h_2) &= [DL(h_1) + DL(h_2)] \pmod{n-1} \\ &= (a + b) \pmod{n-1} \end{aligned}$$

$$\begin{aligned} \bullet \quad DL(h_1 / h_2) &= DL(h_1 h_2^{-1}) = [DL(h_1) - DL(h_2)] \pmod{n-1} \\ &= (a - b) \pmod{n-1} \end{aligned}$$

(3) 60 points

^{main}
(a) f_0 runs in time ϵ

HCG

$$|H| = \frac{191}{100} = \frac{n}{100}$$

$$f_0(h) = \begin{cases} \log_q h & \text{if } h \in H \\ \text{fail} & \text{else} \end{cases}$$

Design an Algorithm f , that runs time $\epsilon + \text{poly}(1/\epsilon)$.
 f algorithm

for some $h \in G$, take arbitrary $m \in G$

Randomize (h) :

$$K = h \times m \quad \forall m \in G$$

Apply f_0 to K .

$$\begin{aligned} dL(K) &= d(hm) = [d(h) + d(m)] \bmod (n-1) \\ &= [d(h) + d(m)] \bmod (n-1) \end{aligned}$$

return $dL(K)$

This Algorithm spits every ~~element~~ output to have at least 1% of being in H subset.

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We know that the outputs of f_1 all have 1% chance of being from Set H.

⇒ Hence if we call f_1 once we have 499 ϵ running time left. As running time of f_1 ($\epsilon + \text{poly}(\lambda)$) and we had $500\epsilon + \text{poly}(\lambda)$.

Randomly take 499 outputs of f_1 . They all will have 1% chance of being from set H. Run f_0 on all 499 elements of f_1 output.

Hence $499 \times 1\%$ of being in $\in H$

$= 499 \times 0.01 = 4.99$ of the answers will have dL .

So return 5 elements where 4.99 will have

$$= \frac{4.99}{5} \times 100$$

$$= 99\%$$

So if we send 5 outputs ~~with~~ from f_2 where 4.99 of the answers have dL then the f_2 will output at least 99% ~~of the~~ ~~time~~ for every $h \in G$.

f_2

run f_1 once and get
(elements) = outputs with 1% probability $\in H$.

Use ⁴⁹⁹ outputs from f_1 and check/run f_0 on all 499 outputs.

output elements from these 499 elements which ~~do~~ belong $\in H$.

output 5 elements where 4.99 will belong $\in H$.

~~4.99 elements from 5 will $\in H$~~

Hence 99%

→ $\epsilon + \text{poly}(\lambda)$

→ 499 ϵ

$$\Rightarrow \frac{499 \times 0.01}{\in H} = \frac{4.99}{\in H}$$

$500\epsilon + \text{poly}(\lambda)$