

# Perfect Secrecy

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This is a write-up for the “Perfect Secrecy” challenge in Google CTF 2018 Quals. It was solved by [RonXD](#) from [The Maccabees](#) team.

## The challenge

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In this challenge we have a server holding a private RSA key, and clients may communicate with it using a special protocol allowing some information to be leaked about ciphertexts.

The server code is as follows:

```
m0 = reader.read(1)
m1 = reader.read(1)
ciphertext = reader.read(private_key.public_key().key_size // 8)
dice = RsaDecrypt(private_key, ciphertext)
for rounds in range(100):
    p = [m0, m1][dice & 1]
    k = random.randint(0, 2)
    c = (ord(p) + k) % 2
    writer.write(bytes((c,)))
writer.flush()
```

In this piece of code, `reader` is the input stream from the client and `writer` is the output stream to the client.

The server holds a private key used in the protocol, then we get the public counterpart.

## The protocol

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The protocol is a simple one round protocol:

- The client sends two bytes to the server,  $m_0$  and  $m_1$ .
- The client sends an RSA ciphertext.

- The server decrypts the ciphertext using its private key, takes the least significant bit of the plaintext,  $b$ , and gets  $m_b$  where  $m_b$  is one of  $\{m_0, m_1\}$  according to  $b$ . Then, for 100 iterations, it picks a random number  $k \in \{0, 1, 2\}$  and sends the least significant bit of  $m_b + k$  to the client. Note that  $k$  may be different for each iteration.

## Protocol Analysis

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It is pretty obvious we have to employ a CCA on the server to extract data about the plaintext. We would, theoretically, want to extract the LSB of a chosen plaintext each round, since this is all the input for the server's response (assuming we don't use timing analysis which is pretty impractical), but we have a small problem - we don't get the bit directly, but we get 100 bits based on the wanted bit. However, since the number  $k$  is uniformly-distributed, we get  $P(m_b + k \equiv m_b \pmod{2}) = \frac{2}{3}$ , since only  $k = 1$  will change the result's parity. So in order to get  $b$  we send  $m_0 = 0, m_1 = 1$  and extract  $b$  according to a majority vote of the returned bits - we have a very small chance to be wrong.

## The CCA

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From now on, we will assume the correctness of the bits extraction method. If you aren't familiar with RSA I recommend going to its [Wikipedia page](#).

We denote by  $n$  the modulus,  $d$  the private exponent and  $e$  the public exponent. The encryption function is simply  $E(x) = x^e$  and the decryption function is  $D(x) = x^d$ .

Now let's observe the simple fact that for any  $c_1, c_2 \in \mathbb{Z}/n\mathbb{Z}$  we have:

$$D(x) \cdot D(y) = x^d \cdot y^d = (x \cdot y)^d = D(x \cdot y)$$

Assume  $c$  is a ciphertext (any ciphertext, not just ours) we wish to decrypt. We can use the server to get the parity of  $D(c)$ . But how do we go on from here?

Let's first assume  $D(c)$  is even (the parity bit is 0). Since we have the public key we can get  $E(2^{-1})$  (where  $2^{-1} \cdot 2 = 1 \pmod{n}$ ). If we look at the number  $c' = c \cdot E(2^{-1})$  we get  $D(c') = \frac{D(c)}{2}$  since the ring elements should behave the same as the lifted numbers (the numbers in  $\mathbb{Z}$  corresponding to the elements in  $\mathbb{Z}/n\mathbb{Z}$ ). This is great - we could just use the same technique on  $c'$  and recursively get all the bits! But what if  $D(c)$  is odd?

This is where some tricks get in. We first observe that  $n$  is always odd. So, if  $D(c)$  is odd, then

$-D(c)$  must be even (unless  $c = 0$  which is very unlikely). But how do we get  $-D(c)$ ? Since the private exponent  $d$  is also odd (we don't know  $d$  but we know it's parity since it's odd for every RSA key) we know:

$$-D(c) = -x^d = (-x)^d = D(-c)$$

So, now we can go on with  $-c$ , and just invert our result!

## The algorithm

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Let's write a function CCA in pseudocode. The function CCA receives two arguments,  $c$  and bits, where  $c$  is the ciphertext and bits is the amount of bits we want to extract. It uses an oracle  $D(x)$  by using the protocol, and a number  $I = E(2^{-1})$

```
CCA(c, bits):
    if bits = 0:
        return 0
    b = D(c)
    if b = 0:
        return CCA(c*I, bits-1)*2
    else:
        return n - CCA((n-c)*I, bits-1)*2
```

So this algorithm is a simple recursive algorithm that extracts one bit each iteration. If we wish to decrypt a 1024-bit ciphertext  $c$  we just have to call  $CCA(c, 1024)$ .

## And we made it!

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After removing garbage around the resulting plaintext we get the flag:

CTF{h3l10\_\_17\_5\_m3\_1\_w45\_w0nd3r1n6\_1f\_4f73r\_411\_7h353\_y34r5\_y0u\_d\_l1k3\_70\_m337}

See you around next time!

Written with [StackEdit](#).