

Proof of IND-CCA2 Security in the Random Oracle Model (ROM) under the Symbolic Graph Path Unpredictability (SGPU) Assumption

1. Introduction

This document provides a formal security proof sketch for the EchoPulse Key Encapsulation Mechanism (KEM) under the Indistinguishability under Chosen Ciphertext Attack (IND-CCA2) security notion. Given EchoPulse's non-algebraic, symbolic structure based on deterministic graph transitions and mutating path-based key generation, standard hardness assumptions like Learning With Errors (LWE) or Short Integer Solution (SIS) are not directly applicable. Instead, we propose a novel assumption: the Symbolic Graph Path Unpredictability (SGPU) assumption. The proof will be constructed within the widely accepted Random Oracle Model (ROM).

2. Threat Model

We consider a standard adversarial model where an adversary (denoted as A) is computationally bounded (probabilistic polynomial-time, PPT). The adversary's goal is to distinguish between two keys, one of which was genuinely encapsulated by the KEM, and the other being a randomly chosen key.

The adversary has access to specific oracles:

Encapsulation Oracle (O_{Encaps}): Allows the adversary to request the encapsulation of a random or chosen message, receiving a valid ciphertext and the corresponding encapsulated key.

Decapsulation Oracle (O_{Decaps}): Allows the adversary to query any ciphertext (except the challenge ciphertext) and receive the encapsulated key if the decapsulation is successful, or an error otherwise.

Hash Oracle (O_H): Allows the adversary to query the hash function, modeled as a Random Oracle, and receive a random output for any input not previously queried, or the consistent output for repeated queries.

The adversary is considered successful if its advantage in distinguishing the challenge key from a random key is non-negligible.

3. Game Definition (Formal Cryptographer)

We define the IND-CCA2 security of EchoPulse via the following game $\text{GameEchoPulseIND-CCA2}(A)$ played between a Challenger C and an Adversary A .

Setup:

C generates the public parameters: a finite symbol graph $G(V,E)$, a starting state $v_0 \in V$, and a deterministic mutation schedule μ . These parameters are derived during a trusted setup phase.

C initializes a list $Hlist$ to record queries to the Random Oracle H . Initially, $Hlist$ is empty.

C sends (G, v_0, μ) to A .

Phase 1 (Learning Phase):

A may make the following queries:

Hash Query $O_H(x)$:

If $(x, y) \in Hlist$ for some y , C returns y .

Else, C chooses a random $y \leftarrow \{0,1\}^{256}$, adds (x, y) to $Hlist$, and returns y .