

# Modern vs. traditional cryptography

## Recap: traditional crypto

- An „art” rather than science
- Ad-hoc constructions
- Easy(ish) to break

## Basic principles of modern crypto

- 1 formal and precise definitions
- 2 build on precisely stated assumptions
- 3 strictly proven security

# Principle 1: precise definitions

## Precise definitions

- design (What's the purpose / goal? Rather than „ex post facto”)
- usage (appropriate for goal?)
- analysis (comparison)
- intuition not enough

## „Define” secure encryption

An encryption method is secure if ???

# Principle 1: precise definitions

## Definition of secure encryption

An encryption method is considered secure if

- 1 no attacker can recover the key from the ciphertext itself.
- 2 no attacker can recover the plaintext message from the ciphertext itself (even if only a small part of the message is missing)
- 3 no attacker can recover a single character of the message from the ciphertext (probabilities / order of magnitude of computation needed)
- 4 no attacker can learn anything important about the message knowing only the ciphertext (what counts as important?)
- 5 no attacker can recover any function (e.g. length, letter statistics, etc.) from the ciphertext

# Principle 1: precise definitions

## Definition of secure encryption

An encryption method is considered secure if

- 1 no attacker can recover the key from the ciphertext itself.
- 2 no attacker can recover the plaintext message from the ciphertext itself (even if only a small part of the message is missing)
- 3 no attacker can recover a single character of the message from the ciphertext (probabilities / order of magnitude of computation needed)
- 4 no attacker can learn anything important about the message knowing only the ciphertext (what counts as important?)
- 5 no attacker can recover any function (e.g. length, letter statistics, etc.) from the ciphertext

# Principle 1: precise definitions

## Definition of secure encryption

An encryption method is considered secure if

- 1 no attacker can recover the key from the ciphertext itself.
- 2 no attacker can recover the plaintext message from the ciphertext itself (even if only a small part of the message is missing)
- 3 no attacker can recover a single character of the message from the ciphertext (probabilities / order of magnitude of computation needed)
- 4 no attacker can learn anything important about the message knowing only the ciphertext (what counts as important?)
- 5 no attacker can recover any function (e.g. length, letter statistics, etc.) from the ciphertext

# Principle 1: precise definitions

## Definition of secure encryption

An encryption method is considered secure if

- 1 no attacker can recover the key from the ciphertext itself.
- 2 no attacker can recover the plaintext message from the ciphertext itself (even if only a small part of the message is missing)
- 3 no attacker can recover a single character of the message from the ciphertext (probabilities / order of magnitude of computation needed)
- 4 no attacker can learn anything important about the message knowing only the ciphertext (what counts as important?)
- 5 no attacker can recover any function (e.g. length, letter statistics, etc.) from the ciphertext

# Principle 1: precise definitions

## Definition of secure encryption

An encryption method is considered secure if

- 1 no attacker can recover the key from the ciphertext itself.
- 2 no attacker can recover the plaintext message from the ciphertext itself (even if only a small part of the message is missing)
- 3 no attacker can recover a single character of the message from the ciphertext (probabilities / order of magnitude of computation needed)
- 4 no attacker can learn anything important about the message knowing only the ciphertext (what counts as important?)
- 5 no attacker can recover any function (e.g. length, letter statistics, etc.) from the ciphertext

# Principle 1: precise definitions

## Definition of secure encryption

An encryption method is considered secure if

- ① no attacker can recover the key from the ciphertext itself.
- ② no attacker can recover the plaintext message from the ciphertext itself (even if only a small part of the message is missing)
- ③ no attacker can recover a single character of the message from the ciphertext (probabilities / order of magnitude of computation needed)
- ④ no attacker can learn anything important about the message knowing only the ciphertext (what counts as important?)
- ⑤ no attacker can recover any function (e.g. length, letter statistics, etc.) from the ciphertext



# Principle 1: precise definitions

## How to make the definition formal?

- What does „break a cipher” / „recover the message” mean?
- What does „no attacker” mean (what powers do they possess)?

## Example

A cryptographic protocol meant for a specific purpose is secure if no attacker with the specified (computational) power can perform a specified form of attack.

# Principle 1: precise definitions

## Math vs. practice

- hardware-based attacks
- human factors

## Good definition of security/secretcy should

- support the intuitive view
- be supported by examples
- be backed up by ongoing analysis over time

# Principle 2: precise assumptions

## Two variants

- unconditional secrecy
- computational secrecy

## Why?

- validation of assumptions
- comparison of methods
- facilitate security proofs

# Principle 3: formal proofs of secrecy

## Why?

- established difficulty vs. naive intuition
- works  $\nRightarrow$  unbreakable
- risks of poor cryptosystem or poor software product

## Proof of secrecy by reduction

Protocol  $X$  is considered secret (by a certain definition) if assumption  $Y$  is correct.

# Perfect secrecy

## Informálisan

What do we need to specify a scheme?

- three algorithms:  $Gen, Enc, Dec$
- message space  $\mathcal{M}$

## Parameters

- *key space*:  $\mathcal{K}$  set of possible keys ( $k \in \mathcal{K}$ )
- *message space*:  $\mathcal{M}$  set of possible messages ( $m \in \mathcal{M}$ )
- *ciphertext space*:  $\mathcal{C}$  set of possible ciphertexts
- Usually finite (esp. keyspace - „large” but finite)

# Perfectly secret scheme

## Parameters

- *Probability distributions over  $\mathcal{K}, \mathcal{M}, \mathcal{C}$*
- $k \in \mathcal{K} : Pr(K = k)$  denotes the probability that key  $k$  is chosen.

e.g.:  $\mathcal{K}$  : bit sequences of length 128,  
 $k \in_R \mathcal{K} \Rightarrow Pr(K = k) = 1/2^{128}$

- Similarly for  $\mathcal{M}, \mathcal{C}$

e.g.:  $|\mathcal{M}| = 2, Pr(\text{Attack tomorrow}) = 0.7, Pr(\text{No attack}) = 0.3$

- Distribution over  $\mathcal{K}$  and  $\mathcal{M}$  independent and arbitrary
- Distribution over  $\mathcal{C}$  determined by the other two.
- *conditional probability:  $Pr(A | B)$  : Probability of  $A$ , provided that we know  $B$  is true.*

# Perfectly secret scheme

## Parameters

- *Probability distributions over  $\mathcal{K}, \mathcal{M}, \mathcal{C}$*
- $k \in \mathcal{K} : Pr(K = k)$  denotes the probability that key  $k$  is chosen.

e.g.:  $\mathcal{K}$  : bit sequences of length 128,  
 $k \in_R \mathcal{K} \Rightarrow Pr(K = k) = 1/2^{128}$

- Similarly for  $\mathcal{M}, \mathcal{C}$

e.g.:  $|\mathcal{M}| = 2, Pr(\text{Attack tomorrow}) = 0.7, Pr(\text{No attack}) = 0.3$

- Distribution over  $\mathcal{K}$  and  $\mathcal{M}$  independent and arbitrary
- Distribution over  $\mathcal{C}$  determined by the other two.
- *conditional probability*:  $Pr(A | B)$  : Probability of  $A$ , provided that we know  $B$  is true.

# Perfectly secret scheme

## Definition

A scheme is a triple  $\Pi = (Gen, Enc, Dec)$  where :

- *Gen* is key generation, a probabilistic algorithm that returns a key  $k \in_R \mathcal{K}$  (maybe using an input called the security parameter)
- *Enc* is encryption, a probabilistic algorithm that returns a ciphertext  $c \in \mathcal{C}$  on inputs  $k \in \mathcal{K}$  and  $m \in \mathcal{M}$ , i.e.  
 $c := Enc_k(m)$ .
- *Dec* is decryption a deterministic algorithm that returns a plaintext upon inputs  $k$  and  $c \in \mathcal{C}$ : the return value is  $Dec_k(c)$  in  $\mathcal{M}$ .



# Secrecy definitions

## Intuition

- we know the distribution of messages
- knowing the ciphertext, no information about the message should be learnt
- attacker's computational power: infinite

## Definition

*A scheme over  $\mathcal{M}$  is perfectly secret if for any distribution over  $\mathcal{M}$  and  $\forall m \in \mathcal{M}, \forall c \in \mathcal{C}$  :*

$$Pr(M = m) = Pr(M = m | C = c).$$

# Secrecy definitions

## Equivalent formulation

- We cannot distinguish the ciphertexts corresponding to two different messages.

## Lemma (Perfect indistinguishability)

*A scheme provides perfect secrecy if for any distribution over  $\mathcal{M}$ , and  $\forall m_1, m_2 \in \mathcal{M}, \forall c \in \mathcal{C}$  :*

$$Pr(C = c | M = m_1) = Pr(C = c | M = m_2).$$

# Secrecy definitions

## Equivalent formulation

- indistinguishability game: two players: adversary and tester

## Indistinguishability experiment with eavesdropper $\text{PrivK}_{\mathcal{A}, \Pi}^{\text{eav}}$

- 1 Adversary  $\mathcal{A}$  issues messages  $m_0, m_1$  with  $|m_0| = |m_1|$
- 2 Tester randomly chooses key  $k$  and bit  $b \in_R \{0, 1\} : c = \text{Enc}_k(m_b)$ . Send  $c$  to  $\mathcal{A}$ .
- 3  $\mathcal{A}$  answers by outputting  $b' \in \{0, 1\}$
- 4  $\text{PrivK}_{\mathcal{A}, \Pi}^{\text{eav}} = 1$  if  $b = b'$ , otherwise 0. (Wins the game if guesses correctly.)

# Secrecy definitions

## Indistinguishability experiment with eavesdropper $\text{PrivK}_{\mathcal{A},\Pi}^{\text{eav}}$

- 1 Adversary  $\mathcal{A}$  issues messages  $m_0, m_1$  with  $|m_0| = |m_1|$
- 2 Tester randomly chooses key  $k$  and bit  $b \in_R \{0, 1\} : c = \text{Enc}_k(m_b)$ . Send  $c$  to  $\mathcal{A}$ .
- 3  $\mathcal{A}$  answers by outputting  $b' \in \{0, 1\}$
- 4  $\text{PrivK}_{\mathcal{A},\Pi}^{\text{eav}} = 1$  if  $b = b'$ , otherwise 0. (Wins the game if guesses correctly.)

## Definition

A scheme  $\Pi$  is perfectly secret over  $\mathcal{M}$  if  $\forall \mathcal{A}$ :

$$\Pr(\text{PrivK}_{\mathcal{A},\Pi}^{\text{eav}} = 1) = \frac{1}{2}.$$

## Lemma

These definitions are equivalent.

# One-time pad

## One-time pad (OTP)

**Initialize**  $\mathcal{K} = \mathcal{M} = \{0, 1\}^n$

**Gen** let  $k \in_R \{0, 1\}^n$  uniformly random

**Enc** for  $k \in \{0, 1\}^n$  and  $m \in \{0, 1\}^n$ , let  
 $c = Enc_k(m) = k \oplus m$ .

**Dec** for  $k$  and  $c \in \{0, 1\}^n$  let  $Dec_k(c) = c \oplus k$ .

## Theorem

*One-time pad is perfectly secret.*

# Drawbacks of perfect secrecy

## One-time pad properties

- $|k| = |m| \Rightarrow$  too long keys / short messages only
- "one-time" (really, never reuse!)
- these are not unique to OTP, but inherent to perfect secrecy

## Theorem

*Let  $\Pi$  be a perfectly secret scheme over  $\mathcal{M}$  and let  $\mathcal{K}$  be the key space determined by  $Gen$ . Then  $|\mathcal{K}| \geq |\mathcal{M}|$ .*