

# IND-CPA<sup>D</sup>

A new security notion for homomorphic encryption

# IND-CPA<sup>D</sup> (Li and Micciancio, 2020)

IND-CPA with (restricted) Decryption oracle, not quite CCA

- **IND-CPA<sup>D</sup>** is a game against an adversary  $\mathcal{A}$  having access to an oracle  $\mathcal{O}$  (for random  $k \in \mathcal{K}, b \in \mathbb{B}$ )
  1.  $\mathcal{A}$  gets  $c_i \leftarrow \text{Enc}_k(m_{i,b})$  from  $\mathcal{O}$  for messages  $m_{i,0}, m_{i,1} \in \mathcal{P}$  of their choosing
    1.  $\mathcal{O}$  keeps track of  $(m_{i,0}, m_{i,1}, c_i)$
  2.  $\mathcal{A}$  gets  $c \leftarrow c_i \circ c_j$  from  $\mathcal{O}$  for a binary operation  $\circ$  and valid indices  $i, j$  of their choosing
    1.  $\mathcal{O}$  keeps track of  $(m_{i,0} \circ m_{j,0}, m_{i,1} \circ m_{j,1}, c)$
  3.  $\mathcal{A}$  gets  $m_i \leftarrow \text{Dec}_k(c_i)$  from  $\mathcal{O}$  for ciphertexts  $c_i \in \mathcal{C}$  (iff  $m_{i,0} = m_{i,1}$ ) for valid index  $i$  of their choosing
  4.  $\mathcal{A}$  guesses  $b' \in \mathbb{B}$  and wins if and only if  $b = b'$
- A cryptosystem is **CPA<sup>D</sup> secure** if no adversary wins this game more than half the time