



Status Report

Intern: Rito

Week 6: 15th June, 2015 to 21st June, 2015

Number of hours worked: 25

Update:

Addendum to previous week's report: *preserve* whenever in *italics* refers to a game-preserving condition.

Since we had reached a block in the last week, we have started from the very basics again, and this has changed the project completion timeline provided a couple of weeks ago. We now aim to furnish a draft proof by July 12, and a firm proof by July 19, still leaving time for more revisions. We have now remodeled the adversary, and we have reached a state where his capabilities are exactly equivalent to the one in a classical scenario: specifically, the conditional min-entropy should still be:

$$H_{\infty}[x|R, a] \geq (n - 1) \odot$$

This concludes this week's work, and in the next week, we aim to continue on the proof using this model.