# **Contents**

List of Figures			page xii	
Pr	eface			xiii
1	Intro	duction	1	
	1.1.	Crypto	ography: Main Topics	1
		1.1.1.	Encryption Schemes	2
		1.1.2.	Pseudorandom Generators	3
		1.1.3.	Digital Signatures	4
		1.1.4.	Fault-Tolerant Protocols and Zero-Knowledge Proofs	6
	1.2.	Some Background from Probability Theory		8
		1.2.1.	Notational Conventions	8
		1.2.2.	Three Inequalities	9
	1.3.	The C	omputational Model	12
		1.3.1.	$\mathcal{P}, \mathcal{NP}$ , and $\mathcal{NP}$ -Completeness	12
		1.3.2.	Probabilistic Polynomial Time	13
		1.3.3.	Non-Uniform Polynomial Time	16
		1.3.4.	Intractability Assumptions	19
		1.3.5.	Oracle Machines	20
	1.4.	Motiv	ation to the Rigorous Treatment	21
		1.4.1.	The Need for a Rigorous Treatment	21
		1.4.2.	Practical Consequences of the Rigorous Treatment	23
		1.4.3.	The Tendency to Be Conservative	24
	1.5.	Miscellaneous		25
		1.5.1.	Historical Notes	25
		1.5.2.	Suggestions for Further Reading	27
		1.5.3.	Open Problems	27
		1.5.4.	Exercises	28

2	Computational Difficulty				
	2.1.	<b>2.1.</b> One-Way Functions: Motivation			
	2.2.	One-Way Functions: Definitions	32		
		<b>2.2.1.</b> Strong One-Way Functions	32		
		<b>2.2.2.</b> Weak One-Way Functions	35		
		<b>2.2.3.</b> Two Useful Length Conventions	35		
		<b>2.2.4.</b> Candidates for One-Way Functions	40		
		<b>2.2.5.</b> Non-Uniformly One-Way Functions	41		
	2.3	Weak One-Way Functions Imply Strong Ones	43		
		<b>2.3.1.</b> The Construction and Its Analysis (Proof of Theorem 2.3.2)	44		
		<b>2.3.2.</b> Illustration by a Toy Example	48		
		2.3.3. Discussion	50		
	2.4.	One-Way Functions: Variations	51		
		<b>2.4.1.*</b> Universal One-Way Function	52		
		<b>2.4.2.</b> One-Way Functions as Collections	53		
		<b>2.4.3.</b> Examples of One-Way Collections	55		
		<b>2.4.4.</b> Trapdoor One-Way Permutations	58		
		<b>2.4.5.*</b> Claw-Free Functions	60		
		<b>2.4.6.*</b> On Proposing Candidates	63		
	2.5.	Hard-Core Predicates	64		
		<b>2.5.1.</b> Definition	64		
		<b>2.5.2.</b> Hard-Core Predicates for Any One-Way Function	65		
		<b>2.5.3.*</b> Hard-Core Functions	74		
	2.6.*	1	78		
		<b>2.6.1.</b> The Construction	80		
		<b>2.6.2.</b> Analysis	81		
	2.7.	Miscellaneous	88		
		<b>2.7.1.</b> Historical Notes	89		
		<b>2.7.2.</b> Suggestions for Further Reading	89		
		<b>2.7.3.</b> Open Problems	91		
		<b>2.7.4.</b> Exercises	92		
3	Pseud	lorandom Generators	101		
	3.1.	Motivating Discussion	102		
		<b>3.1.1.</b> Computational Approaches to Randomness	102		
		<b>3.1.2.</b> A Rigorous Approach to Pseudorandom Generators	103		
	3.2.	Computational Indistinguishability	103		
		<b>3.2.1.</b> Definition	104		
		<b>3.2.2.</b> Relation to Statistical Closeness	106		
		<b>3.2.3.</b> Indistinguishability by Repeated Experiments	107		
		<b>3.2.4.*</b> Indistinguishability by Circuits	111		
		<b>3.2.5.</b> Pseudorandom Ensembles	112		
	3.3.	Definitions of Pseudorandom Generators	112		
		<b>3.3.1.</b> Standard Definition of Pseudorandom Generators	113		

		<b>3.3.2.</b> Increasing the Expansion Factor	114
		3.3.3.* Variable-Output Pseudorandom Generators	118
		<b>3.3.4.</b> The Applicability of Pseudorandom Generators	119
		<b>3.3.5.</b> Pseudorandomness and Unpredictability	119
		<b>3.3.6.</b> Pseudorandom Generators Imply One-Way Functions	123
	3.4.	Constructions Based on One-Way Permutations	124
		<b>3.4.1.</b> Construction Based on a Single Permutation	124
		<b>3.4.2.</b> Construction Based on Collections of Permutations	131
		3.4.3.* Using Hard-Core Functions Rather than Predicates	134
	3.5.*	Constructions Based on One-Way Functions	135
		<b>3.5.1.</b> Using 1-1 One-Way Functions	135
		<b>3.5.2.</b> Using Regular One-Way Functions	141
		<b>3.5.3.</b> Going Beyond Regular One-Way Functions	147
	3.6.	Pseudorandom Functions	148
		<b>3.6.1.</b> Definitions	148
		<b>3.6.2.</b> Construction	150
		<b>3.6.3.</b> Applications: A General Methodology	157
		<b>3.6.4.*</b> Generalizations	158
	3.7.*	Pseudorandom Permutations	164
		<b>3.7.1.</b> Definitions	164
		<b>3.7.2.</b> Construction	166
	3.8.	Miscellaneous	169
		<b>3.8.1.</b> Historical Notes	169
		<b>3.8.2.</b> Suggestions for Further Reading	170
		<b>3.8.3.</b> Open Problems	172
		<b>3.8.4.</b> Exercises	172
4	Zero-	Knowledge Proof Systems	184
	4.1.	Zero-Knowledge Proofs: Motivation	185
		<b>4.1.1.</b> The Notion of a Proof	187
		<b>4.1.2.</b> Gaining Knowledge	189
	4.2.	Interactive Proof Systems	190
		<b>4.2.1.</b> Definition	190
		<b>4.2.2.</b> An Example (Graph Non-Isomorphism in $\mathcal{IP}$ )	195
		<b>4.2.3.*</b> The Structure of the Class $\mathcal{IP}$	198
		<b>4.2.4.</b> Augmentation of the Model	199
	4.3.	Zero-Knowledge Proofs: Definitions	200
		<b>4.3.1.</b> Perfect and Computational Zero-Knowledge	200
		<b>4.3.2.</b> An Example (Graph Isomorphism in $\mathcal{PZK}$ )	207
		<b>4.3.3.</b> Zero-Knowledge with Respect to Auxiliary Inputs	213
		<b>4.3.4.</b> Sequential Composition of Zero-Knowledge Proofs	216
	4.4.	Zero-Knowledge Proofs for $\mathcal{NP}$	223
		<b>4.4.1.</b> Commitment Schemes	223
		<b>4.4.2.</b> Zero-Knowledge Proof of Graph Coloring	228

	4.4.3.	The General Result and Some Applications	240
	4.4.4.	Second-Level Considerations	243
4.5.*	Negativ	ve Results	246
	4.5.1.	On the Importance of Interaction and Randomness	247
	4.5.2.	Limitations of Unconditional Results	248
	4.5.3.	Limitations of Statistical ZK Proofs	250
	4.5.4.	Zero-Knowledge and Parallel Composition	251
4.6.*	Witness	s Indistinguishability and Hiding	254
	4.6.1.	Definitions	254
	4.6.2.	Parallel Composition	258
	4.6.3.	Constructions	259
	4.6.4.	Applications	261
4.7.*	Proofs	of Knowledge	262
	4.7.1.	Definition	262
	4.7.2.	Reducing the Knowledge Error	267
	4.7.3.	Zero-Knowledge Proofs of Knowledge for $\mathcal{NP}$	268
	4.7.4.	Applications	269
	4.7.5.	Proofs of Identity (Identification Schemes)	270
	4.7.6.	Strong Proofs of Knowledge	274
4.8.*	Compu	tationally Sound Proofs (Arguments)	277
	4.8.1.	Definition	277
	4.8.2.	Perfectly Hiding Commitment Schemes	278
	4.8.3.	Perfect Zero-Knowledge Arguments for $\mathcal{NP}$	284
	4.8.4.	Arguments of Poly-Logarithmic Efficiency	286
4.9.*	Consta	nt-Round Zero-Knowledge Proofs	288
	4.9.1.	Using Commitment Schemes with Perfect Secrecy	289
	4.9.2.	Bounding the Power of Cheating Provers	294
4.10.*	Non-In	teractive Zero-Knowledge Proofs	298
	4.10.1.	Basic Definitions	299
	4.10.2.	Constructions	300
	4.10.3.	Extensions	306
4.11.*	Multi-F	Prover Zero-Knowledge Proofs	311
	4.11.1.	Definitions	311
	4.11.2.	Two-Sender Commitment Schemes	313
	4.11.3.	Perfect Zero-Knowledge for $\mathcal{NP}$	317
		Applications	319
4.12.	Miscell	laneous	320
	4.12.1.	Historical Notes	320
	4.12.2.	Suggestions for Further Reading	322
	4.12.3.	Open Problems	323
	4.12.4.	Exercises	323
Appendix	A: Bac	ekground in Computational Number Theory	331
A.1.	Prime N	Numbers	331
	A.1.1.	Quadratic Residues Modulo a Prime	331

	A.1.2.	Extracting Square Roots Modulo a Prime	332
	A.1.3.	Primality Testers	332
	A.1.4.	On Uniform Selection of Primes	333
A.2.	Composite Numbers		334
	A.2.1.	Quadratic Residues Modulo a Composite	335
	A.2.2.	Extracting Square Roots Modulo a Composite	335
	A.2.3.	The Legendre and Jacobi Symbols	336
	A.2.4.	Blum Integers and Their Quadratic-Residue Structure	337
Appendi	x B: Br	rief Outline of Volume 2	338
B.1.	Encry	ption: Brief Summary	338
	B.1.1.	Definitions	338
	B.1.2.	Constructions	340
	B.1.3.	Beyond Eavesdropping Security	343
	<b>B.1.4.</b>	Some Suggestions	345
<b>B.2.</b>	Signatures: Brief Summary		345
	<b>B.2.1.</b>	Definitions	346
	<b>B.2.2.</b>	Constructions	347
	B.2.3.	Some Suggestions	349
<b>B.3.</b>	Crypto	ographic Protocols: Brief Summary	350
	B.3.1.	Definitions	350
	B.3.2.	Constructions	352
	B.3.3.	Some Suggestions	353
Bibliograp	hy		355
Index			367

Note: Asterisks throughout Contents indicate advanced material.