

**Exercise (Trivial restriction to IND-CPA adversary).** *Prove that that any adversary  $\mathcal{A}$  against IND-CPA games*

$$\begin{array}{cc}
 \mathcal{G}_0 & \mathcal{G}_1 \\
 \left[ \begin{array}{l} (\text{sk}, \text{pk}) \leftarrow \text{Gen} \\ (m_0, m_1) \leftarrow \mathcal{A}(\text{pk}) \\ c \leftarrow \text{Enc}_{\text{pk}}(m_0) \\ \text{return } \mathcal{A}(c) \end{array} \right. & \left[ \begin{array}{l} (\text{sk}, \text{pk}) \leftarrow \text{Gen} \\ (m_0, m_1) \leftarrow \mathcal{A}(\text{pk}) \\ c \leftarrow \text{Enc}_{\text{pk}}(m_1) \\ \text{return } \mathcal{A}(c) \end{array} \right.
 \end{array}$$

*can be converted to a new adversary  $\mathcal{B}$  against IND-CPA games that always outputs two different challenge messages  $m_0 \neq m_1$  so that the advantage remains the same and the computational overhead is constant.*

**Solution.**

**Hint:** Decompose probability wrt condition  $m_0 = m_1$