

**Exercise (Characterisation of non-malleability).** Let  $(\text{Gen}, \text{Com}, \text{Open})$  be a commitment scheme with message space  $\mathbb{Z}_2$ . Then we can define a restricted form of non-malleability for fixed relation  $\pi : \mathbb{Z}_2 \times \mathbb{Z}_2 \rightarrow \{0, 1\}$  through the following games

$\mathcal{G}_0$

```

pk ← Gen
m0, m1, σ ← A(pk)
b ← {0, 1}
c, d ← Compk(mb)
ĉ ← A(c), d̂ ← A(d)
m̂ ← Openpk(ĉ, d̂)
if ĉ = c ∨ m̂ = ⊥ then return 0
return π(mb, m̂)

```

$\mathcal{G}_1$

```

pk ← Gen
m0, m1, σ ← A(pk)
b ← {0, 1}
m̂ ← A*(σ)
if m̂ = ⊥ ∨ ¬A*(mb) then return 0
return π(mb, m̂)

```

where  $\sigma$  is the state of  $A$  after the first execution step and  $A^*$  is another stateless algorithm which corresponds to honest actor that creates  $\hat{c}, \hat{d} \leftarrow \text{Com}_{\text{pk}}(\hat{m})$  without looking at  $c$  and decides whether to release  $\hat{d}$  based on  $m_b$ . A commitment scheme is  $(t, f(\cdot), \varepsilon)$ -nonmalleable if for any  $t$ -time  $A$  there exists  $f(t)$ -time  $A^*$  such that

$$\text{Adv}^{\text{nm-open}}(A, A^*) = \Pr[\mathcal{G}_0^A = 1] - \Pr[\mathcal{G}_1^{A, A^*} = 1] \leq \varepsilon.$$

Prove that this security notion follows if the following games

$\mathcal{Q}_0$

```

pk ← Gen
m0, m1, m* ← B(pk)
c, d ← Compk(m0)
ĉ ← B(c), d̂ ← B(d)
m̂ ← Openpk(ĉ, d̂)
if ĉ = c ∨ m̂ = ⊥ then return 0
return [m̂ = m*]

```

$\mathcal{Q}_1$

```

pk ← Gen
m0, m1, m* ← B(pk)
c, d ← Compk(m1)
ĉ ← B(c), d̂ ← B(d)
m̂ ← Openpk(ĉ, d̂)
if ĉ = c ∨ m̂ = ⊥ then return 0
return [m̂ ≠ m*]

```

are computationally close enough.

*Proof.* Let us look at the matrix  $R$  defining the relation with rows corresponding to  $m_b$  and columns corresponding to  $\hat{m}$ .

TRIVIAL CASE. Show that if there is a column of ones then it is trivial to get  $\Pr[\mathcal{G}_0^A = 1] \leq \Pr[\mathcal{G}_1^{A, A^*} = 1]$ .

NON-TRIVIAL CASE. Let  $A$  be  $2 \times 2$  matrix of potential outcome probabilities for the game  $\mathcal{G}_0$  and what is the minimal difference between the games  $\mathcal{G}_0$  and  $\mathcal{G}_1$  if we allow optimal  $A^*$ . Based on that define  $\mathcal{B}$ .

□