

**Exercise (Hard-core predicate based on indistinguishability).** A predicate  $\pi$  is a  $(t, \varepsilon)$ -unpredictable also known as  $(t, \varepsilon)$ -hardcore predicate for a function  $f : \mathcal{S} \rightarrow \mathcal{X}$  if for any  $t$ -time adversary

$$\text{Adv}_f^{\text{hc-pred}}(\mathcal{A}) = 2 \cdot \left| \Pr [s \leftarrow \mathcal{S} : \mathcal{A}(f(s)) = \pi(s)] - \frac{1}{2} \right| \leq \varepsilon .$$

Show that  $\pi : \mathcal{S} \rightarrow \{0, 1\}$  must be almost regular if  $\pi$  is hard-core predicate. Let  $\mathcal{X}_i$  denote the distribution of  $f(s)$  for  $s \leftarrow \mathcal{S}_i$  where  $\mathcal{S}_0 = \{s \in \mathcal{S} : \pi(s) = 0\}$  and  $\mathcal{S}_1 = \{s \in \mathcal{S} : \pi(s) = 1\}$ . Show that if the distributions  $\mathcal{X}_0$  and  $\mathcal{X}_1$  are  $(t, \varepsilon)$ -indistinguishable then  $\pi$  is also a hardcore predicate. Analyse how the prediction advantage depends on regularity. Is it possible to prove the reverse implication?

**Solution.**

**Hint:** Give alternative definition of hard-core bits in terms of two games  $\mathcal{Q}_0$  and  $\mathcal{Q}_1$ .

**Hint:** Define  $\mathcal{B}$  such that  $\mathcal{Q}_0^{\mathcal{B}} \equiv \mathcal{G}_0^{\mathcal{A}}$ . What is the corresponding  $\mathcal{Q}_1^{\mathcal{B}}$ ?