

## Question 2

(1)

Recall in the IND-CPA security proof, we defined three games:

1. Game 0 is the standard IND-CPA game for Module-LWE
2. Game 1 is identical to game 0, except in key generation,  $\mathbf{b} = A\mathbf{s} + \mathbf{e}$  is replaced with a uniformly random sample  $\mathbf{b} \leftarrow R_q^k$
3. Game 2 is identical to game 1, except the challenge ciphertexts are replaced with uniformly random samples  $\mathbf{c}_1^* \leftarrow R_q^k, c_2^* \leftarrow R_q$

Further more, we defined two solvers for Module-decisional-LWE: solver 1 solves dLWE with  $A \in R_q^{k \times k}$  and solver 2 solves dLWE with  $A \in R_q^{(k+1) \times k}$ .

Solver 2 decomposes  $A, \mathbf{b}$  into the first  $k$  rows and the last row:  $A = [A_1 \in R_q^{k \times k}, A_2 \in R_q^{1 \times k}]$ ,  $\mathbf{b} = [\mathbf{b}_1 \in R_q^k, b_2 \in R_q]$ .  $A_1, A_2$  is given to the IND-CPA adversary as the public key, and  $\mathbf{c}_1^* = \mathbf{b}_1, c_2^* = b_2 + m \lfloor \frac{q}{2} \rfloor$  as the challenge ciphertext. If Solver 2 receives LWE sample, then the IND-CPA adversary is playing game 1; if solver 2 receives truly random sample, then IND-CPA adversary is playing game 2. Therefore, the advantage of solver 2 is  $\frac{1}{2}(\text{adv}_1 - \text{adv}_2)$

If in the encryption routine, the second error term  $e''$  is removed, then  $c_2^* = b_2 + m \lfloor \frac{q}{2} \rfloor = A_2\mathbf{s} + e_2 + m \lfloor \frac{q}{2} \rfloor$  is no longer a valid encryption of  $m$ . This means that when  $A, \mathbf{b}$  is a LWE sample, the IND-CPA adversary is not playing game 1, but a new game that is identical to game 1 but with the second error term in the encryption routine. Denote the IND-CPA adversary's advantage in this game by  $\text{adv}_3$ .

Following the same procedure as in the IND-CPA security proof, we can show that:

$$\text{Adv in solving dLWE}(R_q^{k \times k}) + \text{Adv in solving dLWE}(R_q^{(k+1) \times k}) = \frac{1}{2}(\text{adv}_0 - \text{adv}_1) + \frac{1}{2}(\text{adv}_3 - \text{adv}_2)$$

Knowing that game 2 is unwinnable and that solving dLWE with higher dimension is harder, we can rearrange the equation above:

$$\text{adv}_0 \geq 4 \cdot \text{adv}_{\text{dLWE}(k)} + (\text{adv}_1 - \text{adv}_3)$$

It's possible that  $\text{adv}_1 - \text{adv}_3$  is non-negligible, so  $\text{adv}_0$  might be non-negligible, thus breaking IND-CPA security of the modified encryption routine.

(2)

Observe that when  $m = \mathbf{0} \in R_{\{0,1\}}$ ,  $c_2 = \mathbf{r}^\top \mathbf{b}$  is divisible by  $\mathbf{b}$ . On the other hand, if  $m$  is non-zero, then with very high probability,  $c_2$  will not be divisible by  $\mathbf{b}$ .

Thus, an IND-CPA can challenge plaintexts as follows:  $m_0 = \mathbf{0}$ ,  $m_1$  is some arbitrary non-zero polynomial. Upon receiving the challenge ciphertext  $c^*$ , check if  $c_2$  is divisible by  $\mathbf{b}$  (which is part of the public key and hence accessible). If yes, then  $c^*$  is the encryption of  $m_0$ ; otherwise  $c^*$  is the encryption of  $m_1$ .