DD2448 Foundations of Cryptography Lecture 4

Douglas Wikström KTH Royal Institute of Technology dog@kth.se

March 25, 2024

Ideal Block Cipher

Negligible Functions

Definition. A function $\epsilon(n)$ is negligible if for every constant c > 0, there exists a constant n_0 , such that

$$\epsilon(n) < \frac{1}{n^c}$$

for all $n \ge n_0$.

Motivation. Events happening with negligible probability can not be exploited by polynomial time algorithms! (they "never" happen)

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Caveat! Theoretic notion. Interpret with care in practice.

Pseudo-Random Function

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Definition. A family of functions $F : \{0,1\}^k \times \{0,1\}^n \to \{0,1\}^n$ is pseudo-random if for all polynomial time oracle adversaries A

$$\left|\Pr_{K}\left[A^{F_{K}(\cdot)}=1\right]-\Pr_{R:\left\{0,1\right\}^{n}\rightarrow\left\{0,1\right\}^{n}}\left[A^{R(\cdot)}=1\right]\right|$$

is negligible.

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Definition. A family of permutations

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$$\left|\Pr_{\mathcal{K}}\left[A^{P_{\mathcal{K}}(\cdot),P_{\mathcal{K}}^{-1}(\cdot)}=1\right]-\Pr_{\Pi\in\mathcal{S}_{2^{n}}}\left[A^{\Pi(\cdot),\Pi^{-1}(\cdot)}=1\right]\right|$$

is negligible, where \mathcal{S}_{2^n} is the set of permutations of $\{0,1\}^n$.

Idealized Four-Round Feistel Network

Definition. Feistel round (H for "Horst Feistel").

$$H_{F_K}(L,R) = (R,L \oplus F(R,K))$$

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Theorem. (Luby and Rackoff) If F is a pseudo-random family of functions, then

$$H_{F_{k_1},F_{k_2},F_{k_3},F_{k_4}}(x) = H_{F_{k_4}}(H_{F_{k_3}}(H_{F_{k_2}}(H_{F_{k_1}}(x))))$$

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Why do we need four rounds?

Perfect Secrecy

Perfect Secrecy (1/3)

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How should we formalize this?

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Definition. A cryptosystem has perfect secrecy if

$$Pr[M = m | C = c] = Pr[M = m]$$

for every $m \in \mathcal{M}$ and $c \in \mathcal{C}$, where M and C are random variables taking values over \mathcal{M} and C.

Perfect Secrecy (3/3)

Game Based Definition. Exp_A^b , where A is a strategy:

- 1. $k \leftarrow_R \mathcal{K}$
- 2. $(m_0, m_1) \leftarrow A$
- 3. $c = E_k(m_b)$
- 4. $d \leftarrow A(c)$, with $d \in \{0, 1\}$
- 5. Output *d*.

Definition. A cryptosystem has perfect secrecy if for every **computationally unbounded** strategy *A*,

$$\mathsf{Pr}\left[\mathrm{Exp}^0_{\mathcal{A}}=1\right]=\mathsf{Pr}\left[\mathrm{Exp}^1_{\mathcal{A}}=1\right]$$
 .

One-Time Pad

One-Time Pad (OTP).

- ▶ **Key.** Random tuple $k = (b_0, ..., b_{n-1}) \in \mathbb{Z}_2^n$.
- ▶ **Encrypt.** Plaintext $m = (m_0, ..., m_{n-1}) \in \mathbb{Z}_2^n$ gives ciphertext $c = (c_0, ..., c_{n-1})$, where $c_i = m_i \oplus b_i$.
- ▶ **Decrypt.** Ciphertext $c = (c_0, ..., c_{n-1}) \in \mathbb{Z}_2^n$ gives plaintext $m = (m_0, ..., m_{n-1})$, where $m_i = c_i \oplus b_i$.

Bayes' Theorem

Theorem. If A and B are events and Pr[B] > 0, then

$$\Pr[A|B] = \frac{\Pr[A]\Pr[B|A]}{\Pr[B]}$$

Terminology:

Pr[A] – prior probability of A

Pr[B] – prior probability of B

Pr[A|B] – posterior probability of A given B

 $\Pr[B|A]$ – posterior probability of B given A

One-Time Pad Has Perfect Secrecy

Probabilistic Argument. Bayes implies that:

$$\Pr[M = m \mid C = c] = \frac{\Pr[M = m] \Pr[C = c \mid M = m]}{\Pr[C = c]}$$
$$= \Pr[M = m] \frac{2^{-n}}{2^{-n}}$$
$$= \Pr[M = m] .$$

➤ **Simulation Argument.** The ciphertext is uniformly and independently distributed from the plaintext. We can **simulate** it on our own!

Bad News

Theorem. "For every cipher with perfect secrecy, the key requires at least as much space to represent as the plaintext."

Dangerous in practice to rely on no reuse of, e.g., file containing randomness!

Universal Hash Functions

Universal Hash Function

Definition. An ensemble $f = \{f_{\alpha}\}$ of hash functions $f_{\alpha}: X \to Y$ is (strongly) 2-universal if for every $x, x' \in X$ and $y, y' \in Y$ with $x \neq x'$ and a random α

$$\Pr_{\alpha}[f_{\alpha}(x) = y \wedge f_{\alpha}(x') = y'] = \frac{1}{|Y|^2} .$$

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$$\Pr_{\alpha}[f_{\alpha}(x) = y \wedge f_{\alpha}(x') = y'] = \frac{1}{|Y|^2} .$$

I.e., for any fixed $x' \neq x$, the outputs $f_{\alpha}(x)$ and $f_{\alpha}(x')$ are uniformly and independently distributed when α is chosen randomly.

In particular x and x' are both mapped to the same value with probability 1/|Y|.

Example

Example. The function $f: \mathbb{Z}_p \to \mathbb{Z}_p$ for prime p defined by

$$f(z) = az + b \mod p$$

is strongly 2-universal.

Proof. Let $x, x', y, y' \in \mathbb{Z}_p$ with $x \neq x'$. Then

$$\left(\begin{array}{cc} x & 1 \\ x' & 1 \end{array}\right) \left(\begin{array}{c} z_1 \\ z_2 \end{array}\right) = \left(\begin{array}{c} y \\ y' \end{array}\right)$$

has a unique solution. Random (a, b) satisfies this solution with probability $\frac{1}{\rho^2}$.

Universal Hash Function

Universal hash functions are **not** one-way or collision resistant!

Hash Functions

Hash Function

A hash function maps arbitrarily long bit strings into bit strings of fixed length.

The output of a hash function should be "unpredictable".

Wish List

- Finding a pre-image of an output should be hard.
- Finding two inputs giving the same output should be hard.
- ▶ The output of the function should be "random".

etc

One-Wayness

Definition. A function $f: \{0,1\}^* \to \{0,1\}^*$ is said to be **one-way**¹ if for every polynomial time algorithm A and a random x

$$\Pr[A(f(x)) = x' \land f(x') = f(x)] < \epsilon(n)$$

for a negligible function ϵ .

Normally f is computable in polynomial time in its input size.

¹ "Enkelriktad" på svenska **inte** "enväg".

Second Pre-Image Resistance

Definition. A function $h: \{0,1\}^* \to \{0,1\}^*$ is said to be **second pre-image resistant** if for every polynomial time algorithm A and a random x

$$\Pr[A(x) = x' \land x' \neq x \land f(x') = f(x)] < \epsilon(n)$$

for a negligible function ϵ .

Note that A is given not only the output of f, but also the **input** x, but it must find a **second** pre-image.

Collision Resistance

Definition. Let $f = \{f_\alpha\}_\alpha$ be an ensemble of functions. The "function" f is said to be **collision resistant** if for every polynomial time algorithm A and randomly chosen α

$$\Pr[A(\alpha) = (x, x') \land x \neq x' \land f_{\alpha}(x') = f_{\alpha}(x)] < \epsilon(n)$$

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An algorithm that gets a small "advice string" for each security parameter can easily hardcode a collision for a fixed function f, which explains the random index α .

▶ If a function is not second pre-image resistant, then it is not collision-resistant.

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 - 1. Pick random x.
 - 2. Request second pre-image $x' \neq x$ with f(x') = f(x).
 - 3. Output x' and x.

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- If a function is not one-way, then it is not second pre-image resistant.
 - 1. Given random x, compute y = f(x).
 - 2. Request pre-image x' of y.