

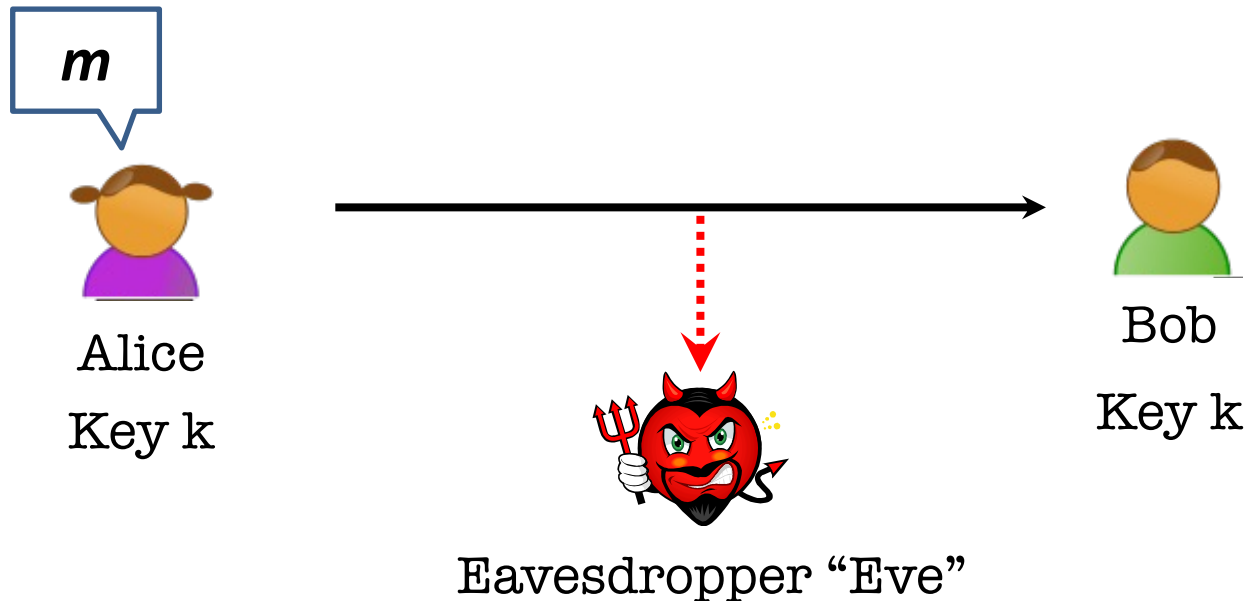
**MIT 6.875/6.5620/18.425**

**Foundations of Cryptography**  
**Lecture 2**

Course website: *<https://mit6875.github.io/>*

# Lecture 1 Recap

# Secure Communication



- Alice and Bob have a common key  $k$
- Algorithms ( $Gen, Enc, Dec$ ).
- Correctness:  $Dec(k, Enc(k, m)) = m$ .
- Security: **Perfect Secrecy = Perfect Indistinguishability.**

# How to Define Security

Perfect secrecy: A Posteriori = A Priori

$$\text{For all } m, c: \Pr[\mathcal{M} = m \mid E(\mathcal{K}, \mathcal{M}) = c] = \Pr[\mathcal{M} = m]$$

Perfect indistinguishability:

$$\text{For all } m_0, m_1, c: \Pr[E(\mathcal{K}, m_0) = c] = \Pr[E(\mathcal{K}, m_1) = c]$$

**The two definitions are equivalent!**

# Is there a perfectly secure scheme?

- **One-time Pad:**  $E(k, m) = k \oplus m$
- **However:** Keys are as long as Messages
- **WORSE, Shannon's theorem:**  
for **any** perfectly secure scheme,  $|\text{key}| \geq |\text{message}|$ .

**Can we overcome Shannon's conundrum?**

# Perfect Indistinguishability: a Turing test

For all  $m_0, m_1, c$ :  $\Pr[E(\mathcal{K}, m_0) = c] = \Pr[E(\mathcal{K}, m_1) = c]$

World 0:

$k \leftarrow \mathcal{K}$

$c = E(k, m_0)$

World 1:

$k \leftarrow \mathcal{K}$

$c = E(k, m_1)$



is a **distinguisher**.

For all EVE and all  $m_0, m_1$ :  $\Pr[EVE(c) = 0 \mid k \leftarrow \mathcal{K}; c = E(k, m_0)]$   
 $= \Pr[EVE(c) = 0 \mid k \leftarrow \mathcal{K}; c = E(k, m_1)]$

# Perfect Indistinguishability: a Turing test

For all  $m_0, m_1, c$ :  $\Pr[E(\mathcal{K}, m_0) = c] = \Pr[E(\mathcal{K}, m_1) = c]$

World 0:

$k \leftarrow \mathcal{K}$

$c = E(k, m_0)$

World 1:

$k \leftarrow \mathcal{K}$

$c = E(k, m_1)$



is a **distinguisher**.

For all EVE and all  $m_0, m_1$ :  $\Pr[k \leftarrow \mathcal{K}; c = E(k, m_0): EVE(c) = 0]$   
 $= \Pr[k \leftarrow \mathcal{K}; c = E(k, m_1): EVE(c) = 0]$

# Perfect Indistinguishability: a Turing test

For all  $m_0, m_1, c$ :  $\Pr[E(\mathcal{K}, m_0) = c] = \Pr[E(\mathcal{K}, m_1) = c]$

World 0:

$k \leftarrow \mathcal{K}$

$c = E(k, m_0)$

World 1:

$k \leftarrow \mathcal{K}$

$c = E(k, m_1)$



is a **distinguisher**.

For all EVE and all  $m_0, m_1$ :

$$\Pr[k \leftarrow \mathcal{K}; b \leftarrow \{0,1\}; c = E(k, m_b): EVE(c) = b] = 1/2$$



**The Key Idea:**  
**Computationally Bounded Adversaries**

# Life

## ~~The Axiom of Modern Crypto~~

Feasible Computation = Probabilistic polynomial-time\*

(**p.p.t.** = Probabilistic polynomial-time)

(polynomial in a security parameter  $n$ )

So, Alice and Bob are **fixed** p.p.t. algorithms.  
(e.g., run in time  $n^2$ )



Eve is **any** p.p.t. algorithm.  
(e.g., run in time  $n^4$ , or  $n^{100}$ , or  $n^{10000}, \dots$ )



\* in recent years, quantum polynomial-time

# Computational Indistinguishability (take 1)

World 0:

$$k \leftarrow \mathcal{K}$$

$$c = E(k, m_0)$$

World 1:

$$k \leftarrow \mathcal{K}$$

$$c = E(k, m_1)$$



is a **p.p.t.** distinguisher.

For all **p.p.t.** EVE and all  $m_0, m_1$ :

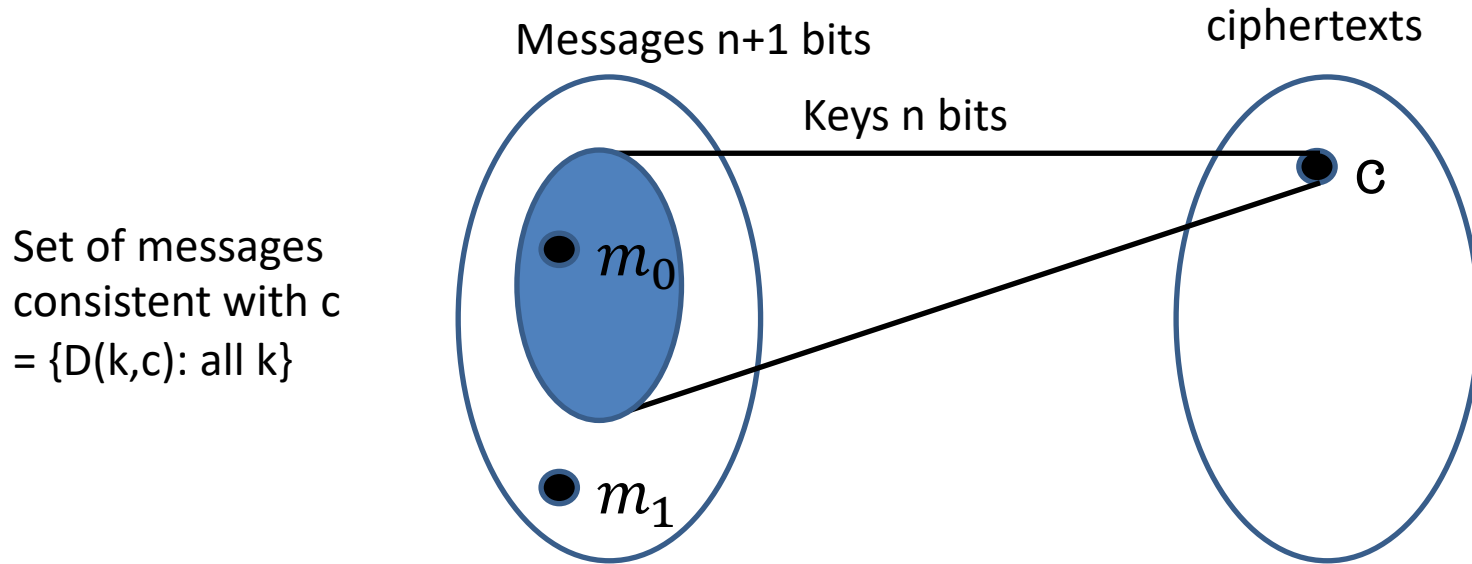
$$\Pr[k \leftarrow \mathcal{K}; b \leftarrow \{0,1\}; c = E(k, m_b): EVE(c) = b] = 1/2$$



Still subject to Shannon's impossibility!



Still subject to Shannon's impossibility!



Consider Eve that picks a random key  $k$  and

outputs 0 if  $D(k,c) = m_0$  **w.p.  $\geq 1/2^n$**

outputs 1 if  $D(k,c) = m_1$  **w.p. = 0**

and a random bit if neither holds.

Bottomline:  $\Pr[\text{EVE succeeds}] \geq 1/2 + 1/2^n$

# New Notion: Negligible Functions

Functions that grow slower than  $1/p(n)$  for any polynomial  $p$ .

Definition: A function  $\mu: \mathbb{N} \rightarrow \mathbb{R}$  is **negligible** if  
for every polynomial function  $p$ ,  
there exists an  $n_0$  s.t.  
for all  $n > n_0$ :

$$\mu(n) < 1/p(n)$$

**Key property:** Events that occur with negligible probability look **to**  
***poly-time algorithms*** like they ***never*** occur.

# New Notion: Negligible Functions

Functions that grow slower than  $1/p(n)$  for any polynomial  $p$ .

Definition: A function  $\mu: \mathbb{N} \rightarrow \mathbb{R}$  is **negligible** if  
for every polynomial function  $p$ ,  
there exists an  $n_0$  s.t.  
for all  $n > n_0$ :

$$\mu(n) < 1/p(n)$$

**Question:** Let  $\mu(n) = 1/n^{\log n}$ . Is  $\mu$  negligible?

# New Notion: Negligible Functions

Functions that grow slower than  $1/p(n)$  for any polynomial  $p$ .

Definition: A function  $\mu: \mathbb{N} \rightarrow \mathbb{R}$  is **negligible** if  
for every polynomial function  $p$ ,  
there exists an  $n_0$  s.t.  
for all  $n > n_0$ :

$$\mu(n) < 1/p(n)$$

**Question:** Let  $\mu(n) = 1/n^{100}$  if  $n$  is prime and  
 $\mu(n) = 1/2^n$  otherwise. Is  $\mu$  negligible?

# New Notion: Negligible Functions

Functions that grow slower than  $1/p(n)$  for any polynomial  $p$ .

Definition: A function  $\mu: \mathbb{N} \rightarrow \mathbb{R}$  is **negligible** if  
for every polynomial function  $p$ ,  
there exists an  $n_0$  s.t.  
for all  $n > n_0$ :

$$\mu(n) < 1/p(n)$$

**Question (PS1)** Let  $\mu(n)$  be a negligible function and  $q(n)$  a polynomial function. Is  $\mu(n)q(n)$  a negligible function?



# Security Parameter: $n$ (sometimes $\lambda$ )

Definition: A function  $\mu: \mathbb{N} \rightarrow \mathbb{R}$  is **negligible** if  
for every polynomial function  $p$ ,  
there exists an  $n_0$  s.t.  
for all  $n > n_0$ :

$$\mu(n) < 1/p(n)$$

- Runtimes & success probabilities are measured as a function of  $n$ .
- **Want**: Honest parties run in time (fixed) polynomial in  $n$ .
- **Allow**: Adversaries to run in time (arbitrary) polynomial in  $n$ ,
- **Require**: adversaries to have success probability negligible in  $n$ .

# Computational Indistinguishability (take 2)

World 0:

$$k \leftarrow \mathcal{K}$$

$$c = E(k, m_0)$$

World 1:

$$k \leftarrow \mathcal{K}$$

$$c = E(k, m_1)$$



is a distinguisher.



For all **p.p.t.** EVE, **there is a negligible function  $\mu$**

s.t. for all  $m_0, m_1$ :

$$\Pr[k \leftarrow \mathcal{K}; b \leftarrow \{0,1\}; c = E(k, m_b): EVE(c) = b] \leq \frac{1}{2} + \mu(n)$$

# **Our First Crypto Tool: Pseudorandom Generators (PRG)**

# Pseudo-random Generators

Informally: **Deterministic** Programs that stretch a “truly random” seed into a (much) longer sequence of “**seemingly random**” bits.



How to define “seemingly random”?

Can such a G exist?

# How to **Define** a Strong Pseudo Random Number Generator?

## **Def 1 [Indistinguishability]**

“No polynomial-time algorithm can distinguish between the output of a PRG on a random seed vs. a truly random string  $\epsilon$ ”  
= “as good as” a truly random string for practical purposes.

## **Def 2 [Next-bit Unpredictability]**

“No polynomial-time algorithm can predict the  $(i+1)^{\text{th}}$  bit of the output of a PRG given the first  $i$  bits, better than chance”

## **Def 3 [Incompressibility]**

“No polynomial-time algorithm can compress the output of the PRG into a shorter string”

ALL THREE DEFS EQUIVALENT!

# PRG Def 1: Indistinguishability

## Definition [Indistinguishability]:

A **deterministic** polynomial-time computable function  $G: \{0,1\}^n \rightarrow \{0,1\}^m$  is a PRG if:

- (a) It is **expanding**:  $m > n$  and
- (b) for every PPT algorithm  $D$  (called a distinguisher or a statistical test) if there is a negligible function  $\mu$  such that:

$$| \Pr[ \mathbf{D}(G(U_n)) = \mathbf{1} ] - \Pr[ \mathbf{D}(U_m) = \mathbf{1} ] | = \mu(n)$$

Notation:  $U_n$  (resp.  $U_m$ ) denotes the random distribution on  $n$ -bit (resp.  $m$ -bit) strings;  $m$  is shorthand for  $m(n)$ .

# PRG Def 1: Indistinguishability

WORLD 1:

The Pseudorandom World

$$y \leftarrow G(U_n)$$



WORLD 2:

The Truly Random World

$$y \leftarrow U_m$$

PPT Distinguisher gets  $y$  but cannot tell which world she is in

# Why is this a good definition

## Good for all Applications:

As long as we can find truly random seeds, can replace **true randomness** by the **output of PRG(seed)** in ANY (polynomial-time) application.

If the application behaves differently, then it constitutes a (polynomial-time) statistical test between PRG(seed) and a truly random string.



# PRG $\implies$ Overcoming Shannon's Conundrum

(or, How to Encrypt  $n+1$  bits using an  $n$ -bit key)

$Gen(1^n)$ : Generate a random  $n$ -bit key  $k$ .

$Enc(k, m)$  where  $m$  is an  **$(n + 1)$ -bit** message:

Expand  $k$  into a  $(n+1)$ -bit pseudorandom string  $k' = G(k)$

One-time pad with  $k'$ : ciphertext is  $k' \oplus m$

$Dec(k, c)$  outputs  $G(k) \oplus c$

**Correctness:**

$Dec(k, c)$  outputs  $G(k) \oplus c = G(k) \oplus G(k) \oplus m = m$

# PRG $\Rightarrow$ Overcoming Shannon's Conundrum

**Security: your first reduction!**

Suppose for contradiction that there is a p.p.t. EVE, a polynomial function  $p$  and  $m_0, m_1$  s. t.

$$\Pr[k \leftarrow \mathcal{K}; b \leftarrow \{0,1\}; c = E(k, m_b): EVE(c) = b] \geq \frac{1}{2} + 1/p(n)$$

# PRG $\implies$ Overcoming Shannon's Conundrum

## Security: **your first reduction!**

Suppose for contradiction that there is a p.p.t. EVE, a polynomial function  $p$  and  $m_0, m_1$  s. t.

$$\begin{aligned} \rho &= \Pr[k \leftarrow \{0,1\}^n ; b \leftarrow \{0,1\}; c = G(k) \oplus m_b : EVE(c) = b] \\ &\geq \frac{1}{2} + 1/p(n) \end{aligned}$$

$$\begin{aligned} \text{Let } \rho' &= \Pr[k' \leftarrow \{0,1\}^{n+1} ; b \leftarrow \{0,1\}; c = k' \oplus m_b : EVE(c) = b] \\ &= \frac{1}{2} \end{aligned}$$

This will give us a distinguisher  $EVE'$  for  $G$ , contradicting the assumption that  $G$  is a pseudorandom generator. QED.

# PRG $\implies$ Overcoming Shannon's Conundrum

## Distinguisher $EVE'$ for $G$ .

Get as input a string  $y$ , run  $EVE(y \oplus m_b)$  for a random  $b$ , and let  $EVE$ 's output be  $b'$ . Output "PRG" if  $b=b'$  and "RANDOM" otherwise.

$$\begin{aligned} & \Pr[EVE' \text{ outputs "PRG"} \mid y \text{ is pseudorandom}] \\ &= \rho \geq \frac{1}{2} + 1/p(n) \end{aligned}$$

$$\Pr[EVE' \text{ outputs "PRG"} \mid y \text{ is random}] = \rho' = \frac{1}{2}$$

Therefore,  $\Pr[EVE' \text{ outputs "PRG"} \mid y \text{ is pseudorandom}] - \Pr[EVE' \text{ outputs "PRG"} \mid y \text{ is random}] \geq 1/p(n)$



# PRG $\implies$ Overcoming Shannon's Conundrum

(or, How to Encrypt  $n+1$  bits using an  $n$ -bit key)

**Q1:** Do PRGs exist?

(Exercise: If  $P=NP$ , PRGs do not exist.)

**Q2:** How do we encrypt longer messages or many messages with a fixed key?

(**Length extension:** If there is a PRG that stretches by one bit, there is one that stretches by polynomially many bits)

(**Pseudorandom functions:** PRGs with exponentially large stretch and “random access” to the output.)

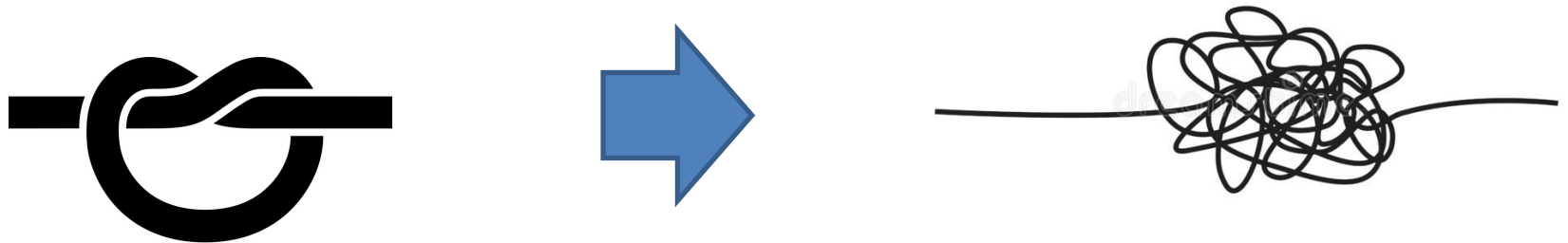
**Q1:** Do PRGs exist?

# Constructing PRGs: Two Methodologies

## The Practical Methodology

### 1. Start from a design framework

(e.g. “appropriately chosen functions composed appropriately many times look random”)



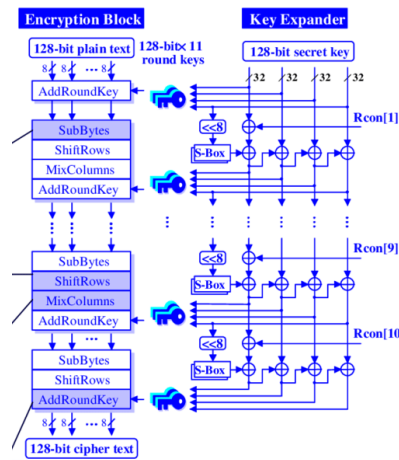
# Constructing PRGs: Two Methodologies

## The Practical Methodology

### 1. Start from a design framework

(e.g. “appropriately chosen functions composed appropriately many times look random”)

### 2. Come up with a candidate construction



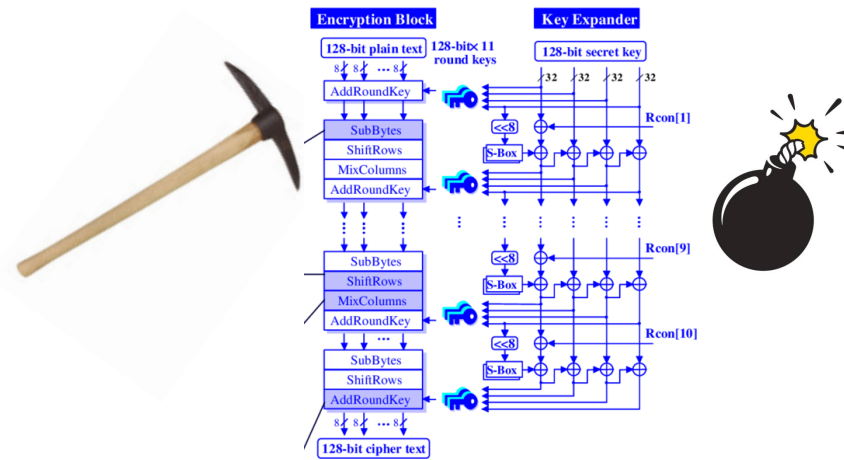
Rijndael  
(now the Advanced  
Encryption Standard)



# Constructing PRGs: Two Methodologies

## The Practical Methodology

1. Start from a design framework (e.g. “appropriately chosen functions composed appropriately many times look random”)
2. Come up with a candidate construction
3. Do extensive **cryptanalysis**.

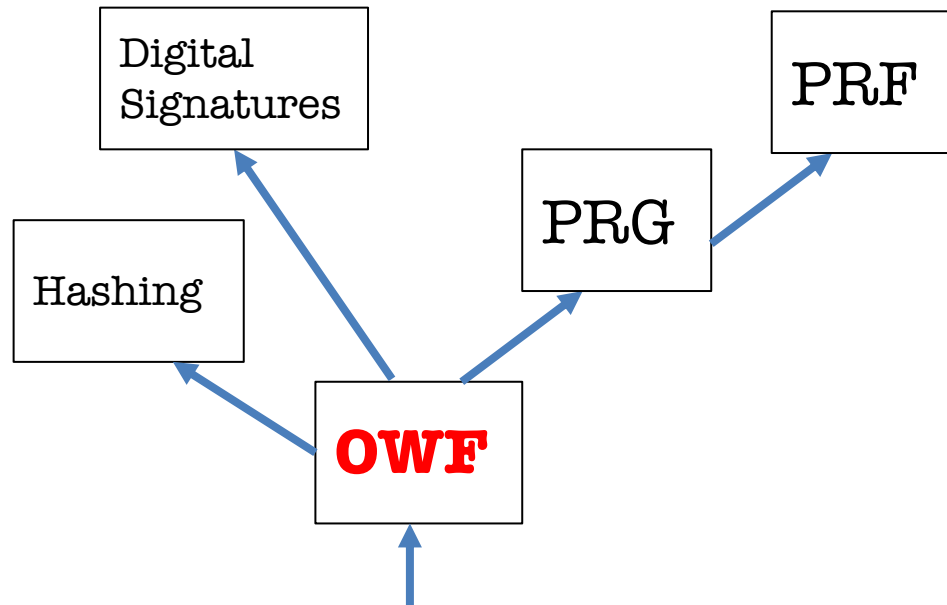


# Constructing PRGs: Two Methodologies

## The Foundational Methodology (much of this course)

Reduce to simpler primitives.

“Science wins either way” –Silvio Micali



*well-studied*, average-case hard, problems

# Constructing PRGs: Two Methodologies

## The Foundational Methodology (much of this course)

**A PRG Candidate from the average-case hardness of Subset-sum:**

$$G(a_1, \dots, a_n, x_1, \dots, x_n) = (a_1, \dots, a_n, \sum_{i=1}^n x_i a_i \bmod 2^{n+1})$$

where  $a_i$  are random  $(n+1)$ -bit numbers, and  $x_i$  are random bits.

**Beautiful Function:**

If  $G$  is a one-way function, then  $G$  is a PRG.

If lattice problems are hard on the worst-case,  $G$  is a PRG.

# Pseudorandom Generators and (T)CS

# Randomness is a Fundamental Resource

Simulation/Sampling/MCMC

Distributed Computing

Probabilistic Algorithms

Cryptography



Randomness

# Where do we get random bits from?

- 1) **Specialized Hardware:** e.g., Transistor noise.
- 2) **User Input:** Every time random number used, user is queried.
- 3) **Quantumness (not for much of this class)**

Usually biased, but can “extract” unbiased bits assuming the source has “some structure and enough entropy”

[randomness extraction: von Neumann,...]

**BUT: True randomness is an expensive commodity.**

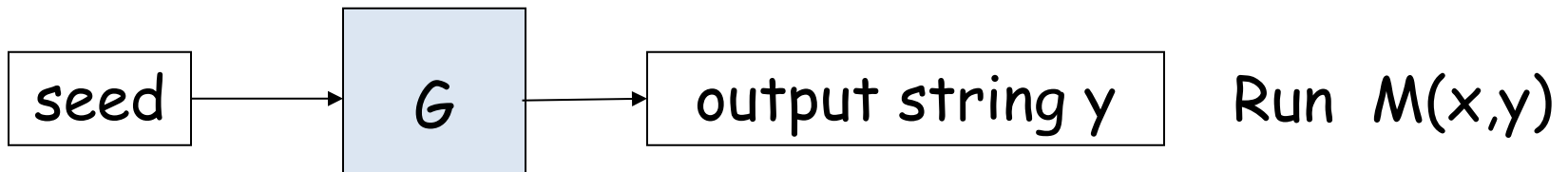
# Application of PRGs: De-randomization

- Recall:  $L \in \mathbf{BPP}$  implies  $\exists$  poly-time algorithm  $M$

$$x \in L \implies \Pr_{\text{coins } y}[M(x, y) \text{ accepts}] > 2/3$$

$$x \notin L \implies \Pr_{\text{coins } y}[M(x, y) \text{ accepts}] < 1/3$$

- Use a **PRG** to generate the  $m$  random bits  $y$ :



# Application of PRGs: De-randomization

**Theorem:** if PRGs exist, then  $BPP \subseteq \bigcap_{\epsilon > 0} TIME(2^{m^\epsilon})$ .

(in English) if PRGs exist, then every randomized poly-time algorithm can be simulated in **deterministic** sub-exponential time.

**Proof Sketch:** use PRG that expands from  $n = m^\epsilon$  bits to  $m$  bits.

$$x \in L \implies \Pr_{seed\ y}[M(x, G(y)) \text{ accepts}] > \frac{2}{3} - \mu(n)$$

$$x \notin L \implies \Pr_{seed\ y}[M(x, G(y)) \text{ accepts}] < \frac{1}{3} + \mu(n)$$

**Why?** If the above is not true,  $M$  is a distinguisher for the PRG!

**Note:**  $M$  is a (known, fixed, fixed poly-time) distinguisher.



# Application of PRGs: De-randomization

**Theorem:** if PRGs exist, then  $BPP \subseteq \bigcap_{\epsilon > 0} TIME(2^{m^\epsilon})$ .

(in English) if PRGs exist, then every randomized poly-time algorithm can be simulated in **deterministic** sub-exponential time.

**Proof Sketch:** use PRG that expands from  $n = m^\epsilon$  bits to  $m$  bits.

$$x \in L \implies \#seed\ y: M(x, G(y))\ \text{accepts} > 0.65 * 2^n = 0.65 * 2^{m^\epsilon}$$

$$x \notin L \implies \#seed\ y: M(x, G(y))\ \text{accepts} < 0.35 * 2^n = 0.35 * 2^{m^\epsilon}$$

Here is the deterministic algorithm: enumerate over all seeds  $y$  and run  $M(x, G(y))$ . If  $\#accepts > 0.65 * 2^{m^\epsilon}$ , accept else reject.

# Application of PRGs: De-randomization

**Theorem:** if “exponentially secure” PRGs exist, then  $BPP = P$ .

## Proof Sketch:

Use a PRG that expands from  $n = O(\log m)$  bits to  $m$  bits that are indistinguishable not just by  $\text{poly}(n)$ -time algorithms but also by  $2^{c_1 n} = m^{c_2}$ -time algorithms.

The previous proof goes through *mutatis mutandis*, using crucially the fact that the randomized algorithm (adversary for us) runs in fixed polynomial-time.

## Next Lecture:

**Q2:** How do we encrypt longer messages or many messages with a fixed key?

1. PRG length extension,
2. Pseudorandom functions (PRF) and  $\text{PRG} \implies \text{PRF}$