

# Recap of Lecture 1 :

Encryption scheme

→ msg. space  $\mathcal{M}$

→ key space  $\mathcal{K}$

→ ciphertext space  $\mathcal{C}$

$$\text{Enc} (k \in \mathcal{K}, m \in \mathcal{M}) \rightarrow ct \in \mathcal{C}$$

$$\text{Dec} (k \in \mathcal{K}, ct \in \mathcal{C}) \rightarrow m \in \mathcal{M}$$

# Security Definition :

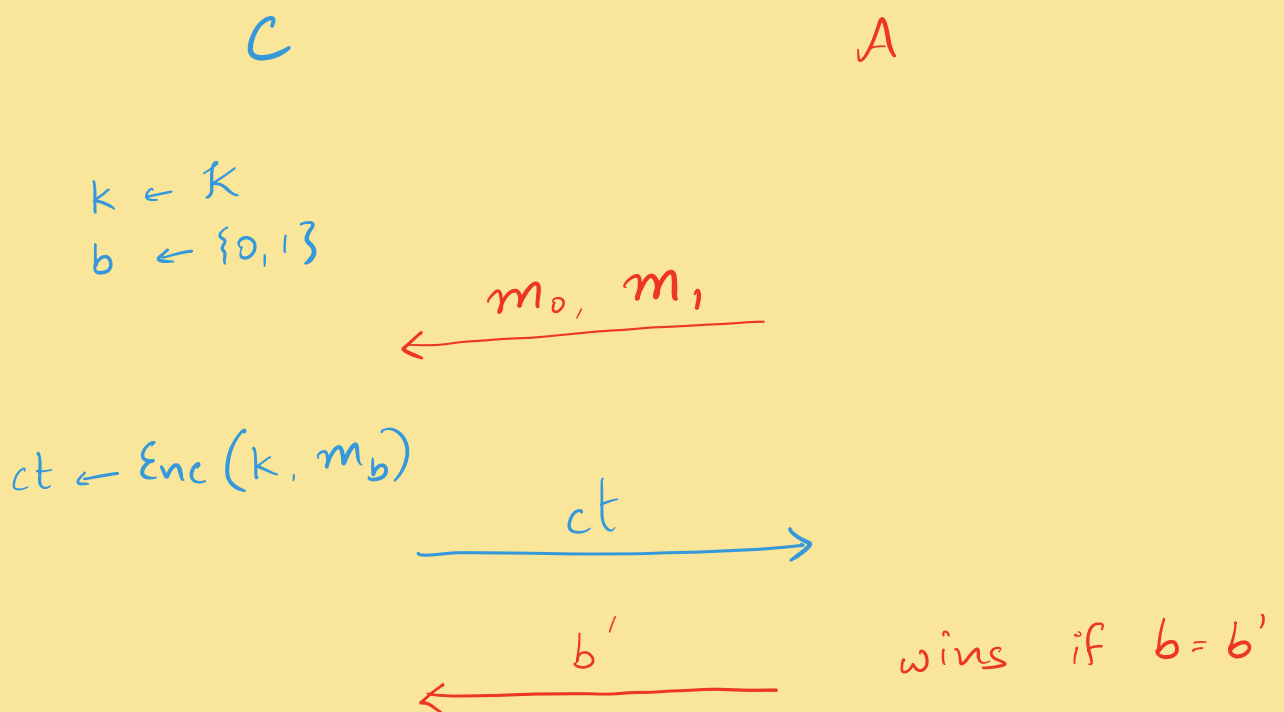
Multiple security def. possible

## Lecture 1 : ONE TIME PERFECT SECURITY

Sec Def. 1 (Enc, Dec) satisfies one-time perfect security if

FOR ALL  $A$ ,

$$\Pr[A \text{ wins ONE-TIME SEC. GAME}] = \frac{1}{2}$$



ONE TIME SEC. GAME

## Shannon (Thm 1) :

$\exists$  one-time perfectly sec. enc. scheme  
with msg. space and key space  
 $\{0, 1\}^n$ .

$$\text{Enc}(k, m) = k \oplus m$$

$$\text{Dec}(k, ct) = k \oplus ct$$

## Shannon (Thm 2) :

$\forall$  one-time perfectly secure enc. scheme,  
the key space is at least as large as  
msg. space.

ONE TIME SECURITY IS IMPRACTICAL

→ key can't be reused, need to store  
many keys.

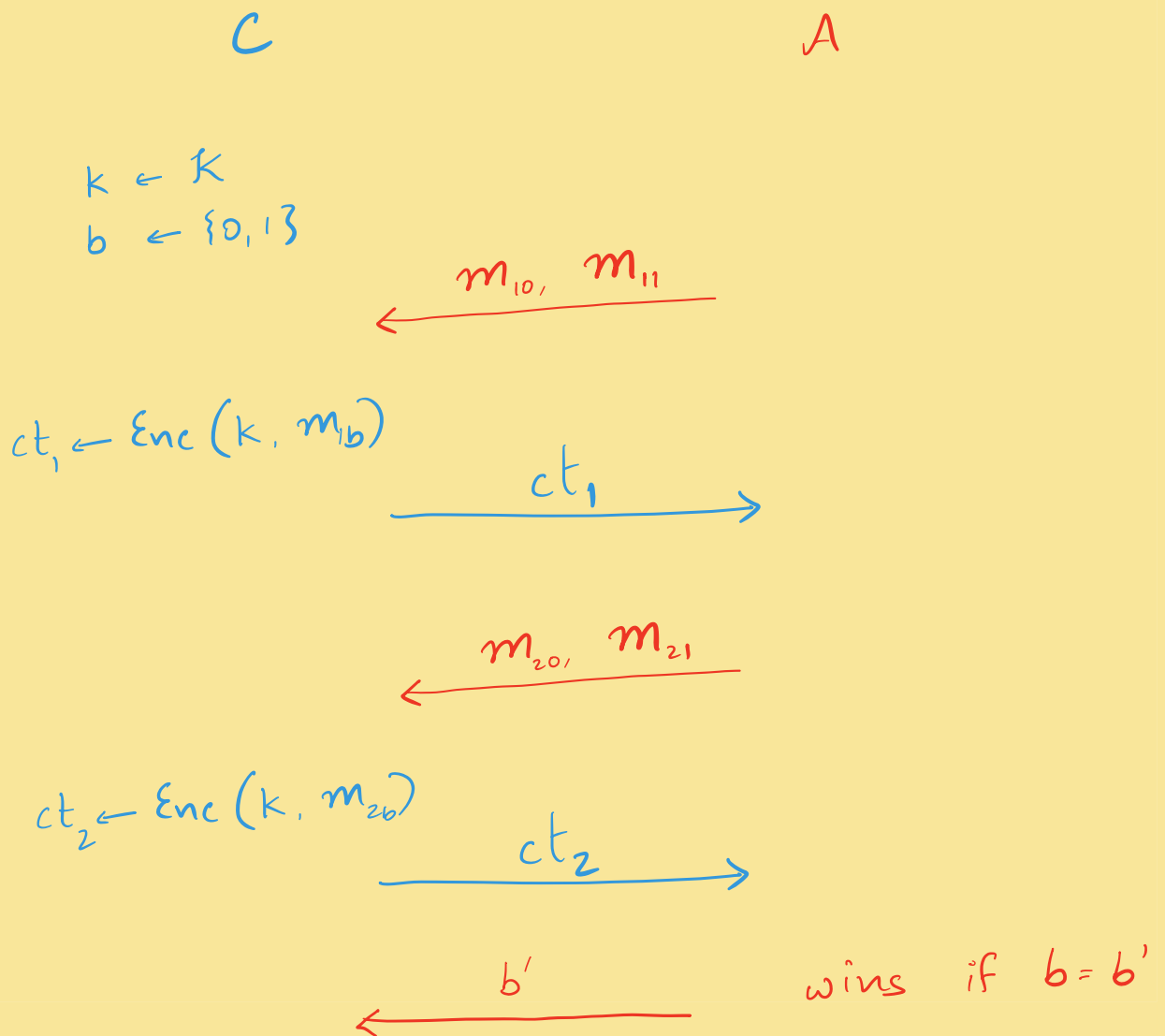
→ if it is one-time perfectly secure,  
then key must be as large as message.

Sec Def. 2

$(\text{Enc}, \text{Dec})$  satisfies **TWO**-time perfect security if

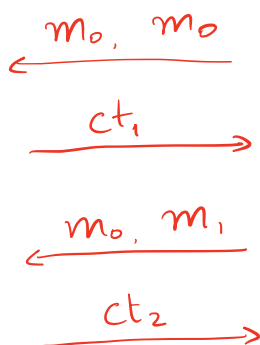
FOR ALL  $A$ ,

$$\Pr[A \text{ wins TWO-TIME SEC. GAME}] = \frac{1}{2}$$



TWO - TIME SEC. GAME

OBS :  $(\text{Enc}, \text{Dec})$  with deterministic  
enc. cannot be two-time  
perfectly secure.



if  $ct_1 = ct_2$   
guess 0  
else guess 1

Qn : Two-time perfect security  
with randomized enc. ?

$\text{Enc}(\text{key } \underline{k}, \text{msg } \underline{m}; \text{rand. } r) \rightarrow ct$

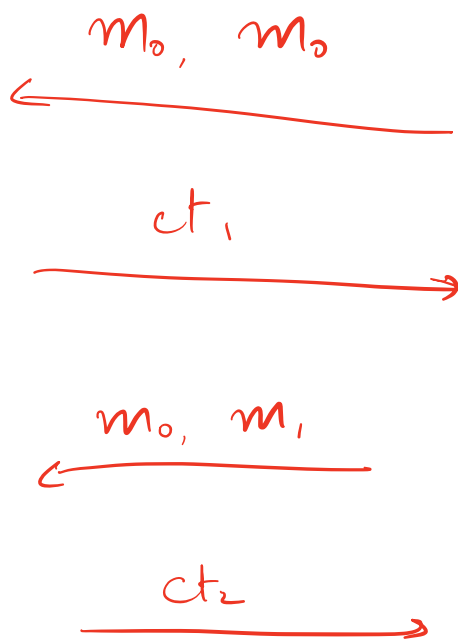
$\text{Dec}(k, ct) \rightarrow m$

Correctness:  $\forall k, \forall m, \Pr_r [\text{Dec}(k, \text{Enc}(k, m; r)) = m] = 1$

$$\mathcal{R} = \{0, 1\}^n, \quad \mathcal{M} = \{0, 1\}^n = \mathcal{K}$$

$$\text{Rot}_k(m \parallel r)$$

Attack:



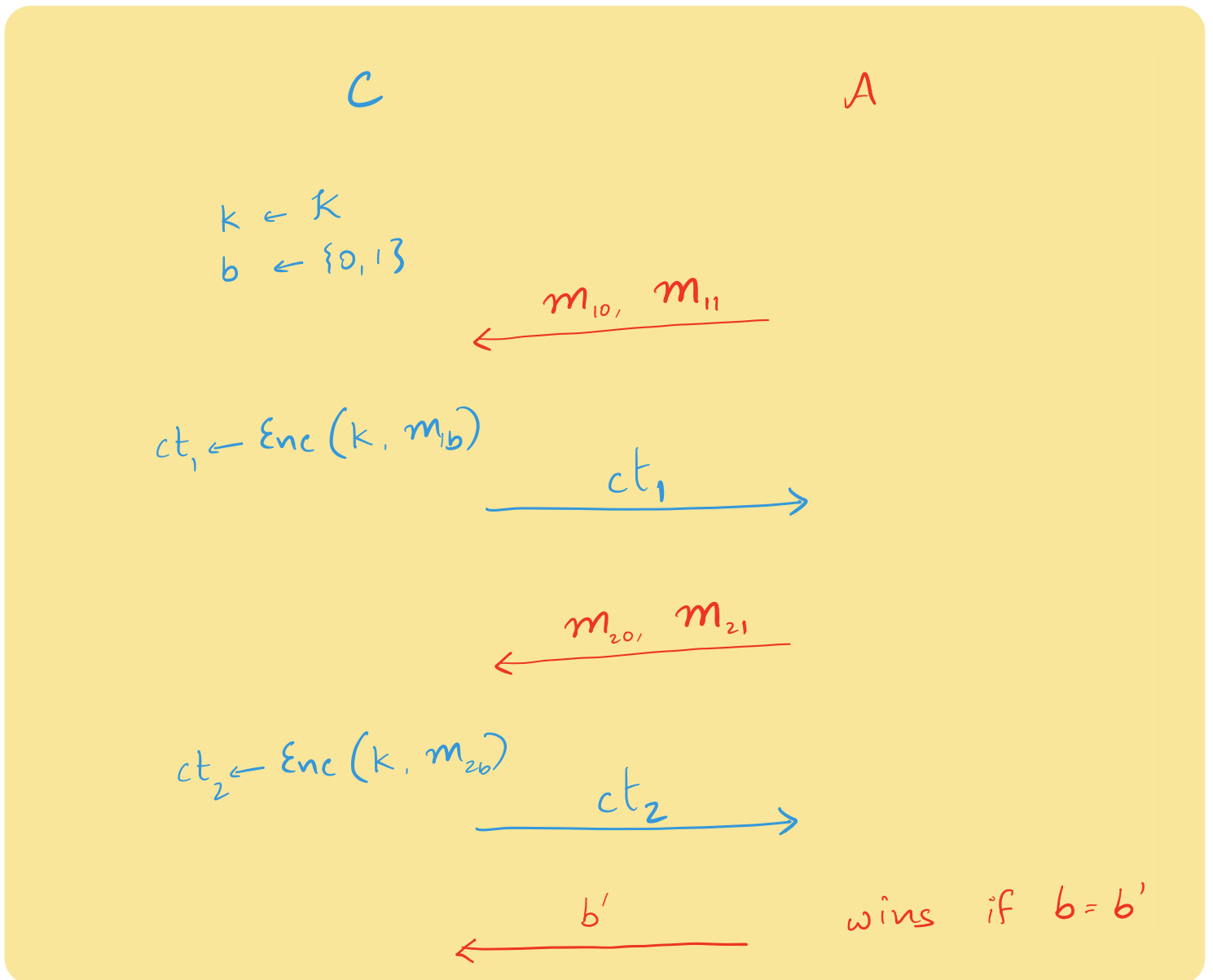
if  $ct_1 = ct_2$   
guess '0'  
else  
pick random  $b'$   
send  $b'$

Sec Def. 3

$(Enc, Dec)$  satisfies **TWO**-time  
~~perfect~~ security if

FOR ALL  $A$ ,

$$\Pr \left[ A \text{ wins TWO-TIME SEC. GAME} \right] \ll \frac{1}{2} + \frac{1}{\text{poly}(\text{key size})}$$



TWO - TIME SEC. GAME

Theorem: For any a priori bounded  $q$ ,  
 $\exists$  (Enc, Dec) that is  $q$ -time secure.

- key size grows with  $q$

Sec Def. 3 (Enc, Dec) satisfies MANY-time security if

FOR ALL  $A$ ,

$$\Pr\{A \text{ wins MANY-TIME SEC. GAME}\} \approx \frac{1}{2}$$

$\uparrow$   
 $\leq \frac{1}{2} + \text{poly}(\frac{1}{\text{key size}})$



C

$k, b$

A

$m_{i0}, m_{i1}$



$$ct_i \leftarrow \text{Enc}(k, m_{ib})$$

$ct_i$



$b'$



wins if  
 $b = b'$

many-time security seems  
to be the 'right' security  
notion for encryption

BAD NEWS : MANY TIME SEC.  
IMPOSSIBLE TO ACHIEVE.

There exist exp. time attacks.

Idea : restrict security def. to  
allow only poly time adv.

Sec Def. 4 (Enc, Dec) satisfies MANY-time  
COMPUTATIONAL security if

FOR ALL POLY-TIME  $A$ ,

$$\Pr \left[ A \text{ wins MANY-TIME SEC. GAME} \right] \approx \frac{1}{2}$$

$\uparrow$   
 $\leq \frac{1}{2} + \text{poly}^{-1}(\text{key size})$

[Goldwasser-Micali 82] : If (Enc, Dec) satisfies Def. 4, then adv. "learns nothing"

new<sup>1</sup> from the ciphertexts.

UGLY NEWS : MANY - TIME COMP.  
SECURITY SEEMS HARD  
TO PROVE.

Proof of many-time comp. sec.



Existence of ONE WAY Functions



$P \neq NP$

Qn: Can we build an enc. scheme and prove it secure assuming

$\exists$  one-way functions exist?

$\equiv$

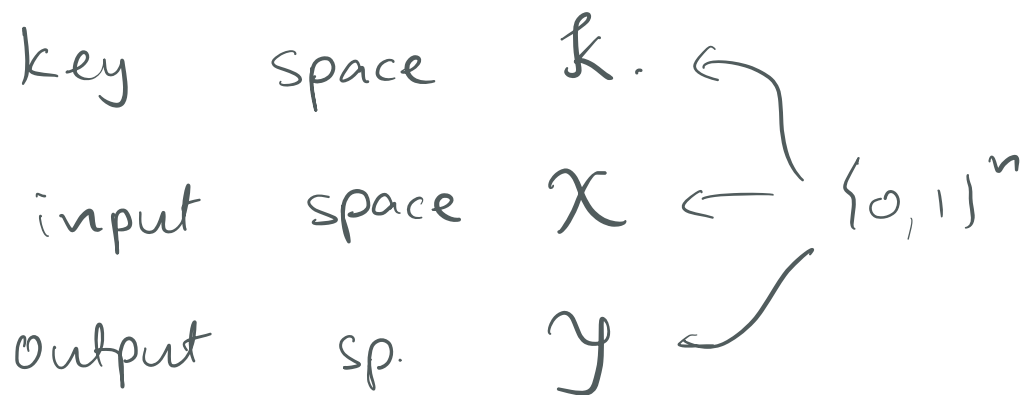
$\exists$  Pseudorandom functions.

OWFs exist if and only if pseudorand. fns. exist. We will build a secure enc. scheme assuming the existence of pseudorandom fns.

Goal: Define pseudorandom functions

Use " " to build secure enc.

# PSEUDO RANDOM FUNCTION :



$$F : K \times X \rightarrow Y$$

↑  
det. fn.

$$F(k, \cdot) \approx \text{unif. random fn. from } X \text{ to } Y$$

# functions that map  $X$  to  $Y$

$$= |Y|^{|X|} = 2^{n \cdot 2^n}$$

C

A

$$b \in \{0, 1\}$$

if  $b=0$ ,

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

$$f_0 = F(k, \cdot)$$

if  $b=1$

$$f_1 \leftarrow \begin{array}{l} \text{unif.} \\ \text{rand.} \\ \text{fn.} \end{array}$$

