

# CS783: Theoretical Foundations of Cryptography

Lecture 4 (09/Aug/24)

Instructor: Chethan Kamath

# Recall from Last Lecture

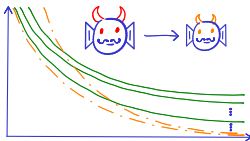
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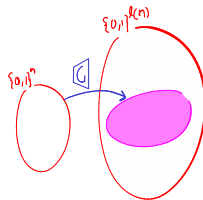
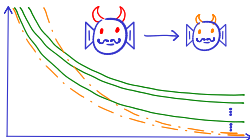
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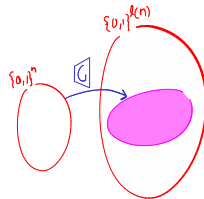
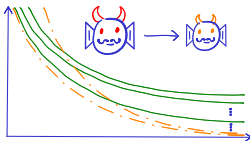
- Defined pseudo-random generators (PRGs)



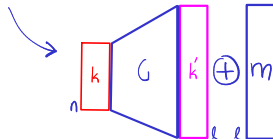
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- Defined pseudo-random generators (PRGs)
- Saw construction of computational OTP from PRG
  - First security reduction!



# Applications of PRG

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  - Helps **reduce** the amount of uniform random bits required: crucial to cryptography since most algorithms are randomised
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    - Yao: if “strong” PRGs exist, then  $BPP = P$
- Non-cryptographic PRGs (e.g., LFSR): physics simulation
  - ⚠ But **not pseudorandom** in cryptographic sense

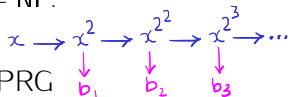


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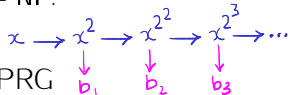


- This lecture: *Unpredictable sequences*  $\rightarrow$  PRG
  - Theoretical e.g.: Based on hardness of *factoring* integers
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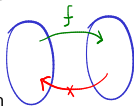
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- E.g.: one-way function (OWF) and one-way permutation
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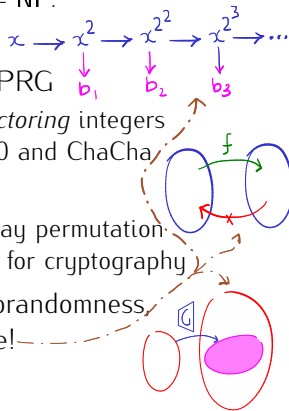
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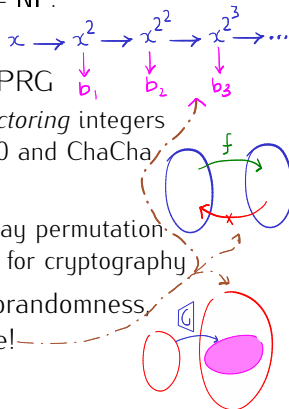
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- Note. If PRGs against *fixed-poly.* distinguishers suffices, then: *complexity-theoretic* assumptions  $\rightarrow$  PRG **Hardness vs Randomness\***

- Look up Nisan-Wigderson PRG!

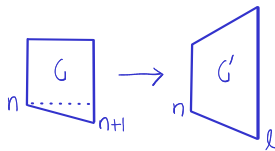


NOAM NISAN<sup>†</sup> AND AVI WIGDERSON<sup>‡</sup>

*Institute of Computer Science,  
Hebrew University of Jerusalem, Israel*

# Plan for this Lecture

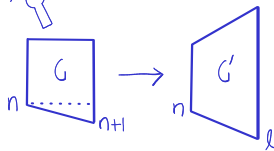
## 1 Length-Extension of PRG



# Plan for this Lecture

- a) Get a feel for pseudorandomness
- b) We'll get to see another reduction
- c) Introduces "hybrid argument" 🔑

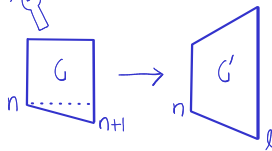
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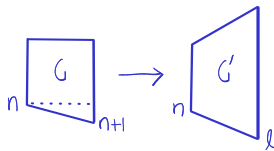
## 2 Unpredictability

- Unpredictability is Equivalent to Pseudorandomness
- Unpredictable Sequence from Integer Factoring

PRG  
↗  
Unpredictable sequence  
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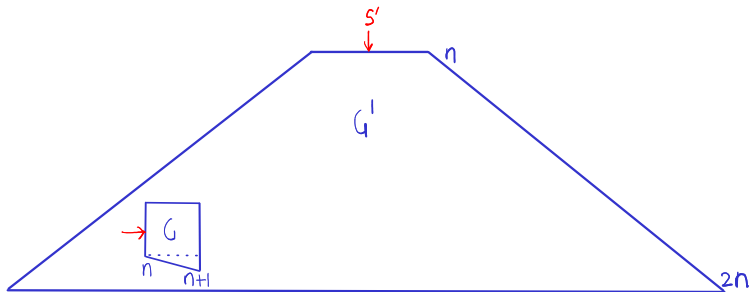
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## Let's Start by Stretching

- Recall: PRG is an expanding function whose output (on uniformly random input) “seems random” to PPT *distinguishers*.

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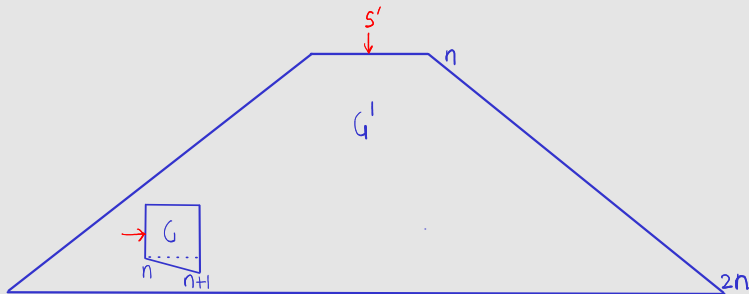
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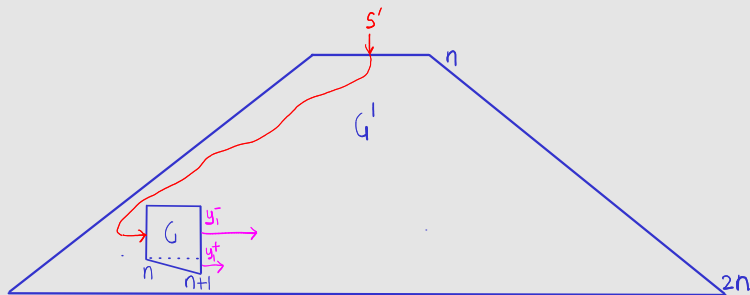




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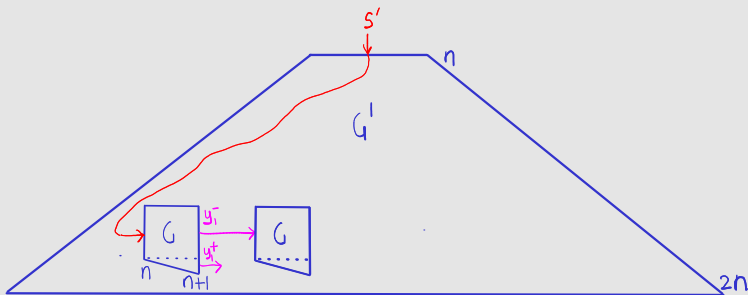
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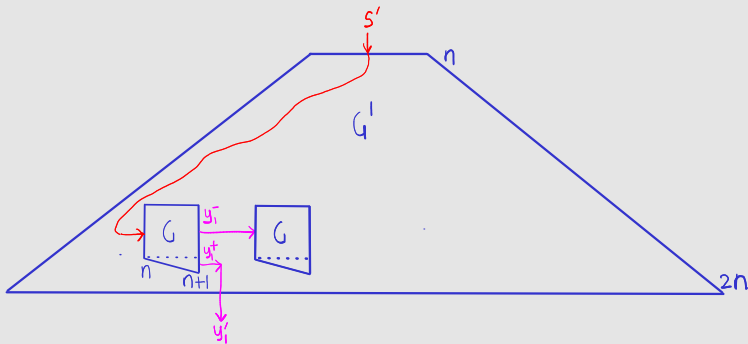
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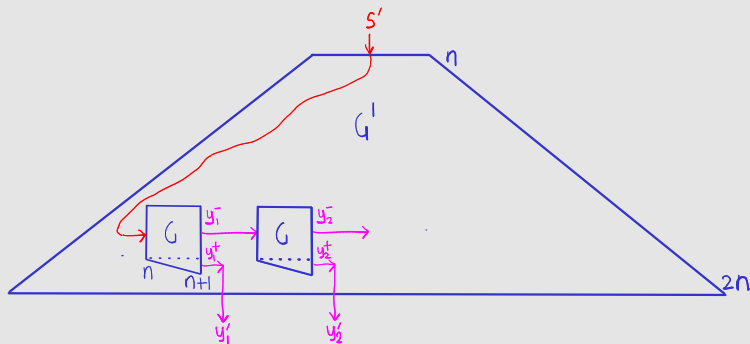
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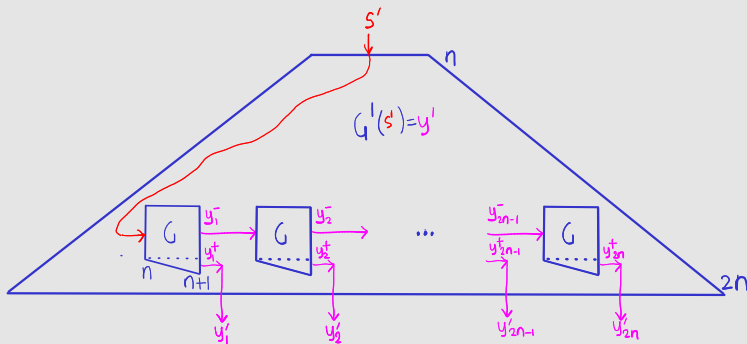




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## Construction 1




## Exercise 1

Formally write down the construction of  $G'$ .

# Before the Proof, Recall Definition of PRG

## Definition 1 (PRG, via Imitation Game)

Let  $G$  be an efficient deterministic algorithm that for any  $n \in \mathbb{N}$  and input  $s \in \{0, 1\}^n$ , outputs a string of length  $\ell(n) > n$ .  $\leftarrow$  "stretch/expansion factor"

$G$  is PRG if for every PPT distinguisher  $D$  


$$\delta(n) := \left| \Pr_{s \leftarrow \{0,1\}^n} [D(G(s)) = 0] - \Pr_{r \leftarrow \{0,1\}^{\ell(n)}} [D(r) = 0] \right|$$

is negligible.

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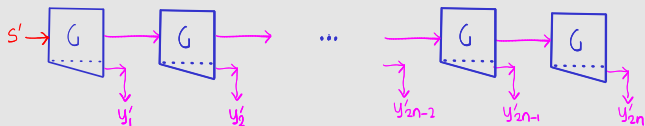
For  $G$  stretching by one bit

# Proving Pseudorandomness: a Hybrid (Security) Argument

## Theorem 1

*If  $G$  is a PRG, then so is  $G'$ .*

Proof. *Intuition*



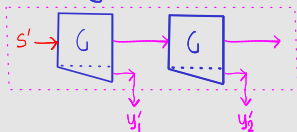
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*Let's focus on just two iterations*



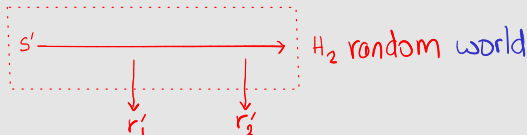
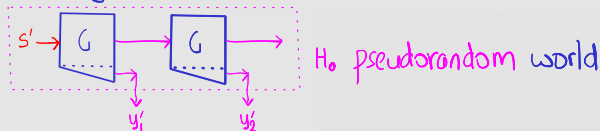
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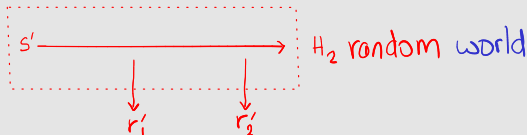
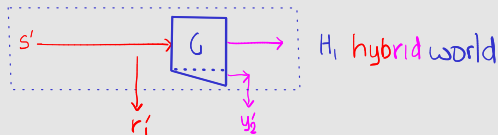
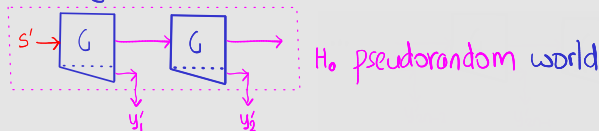
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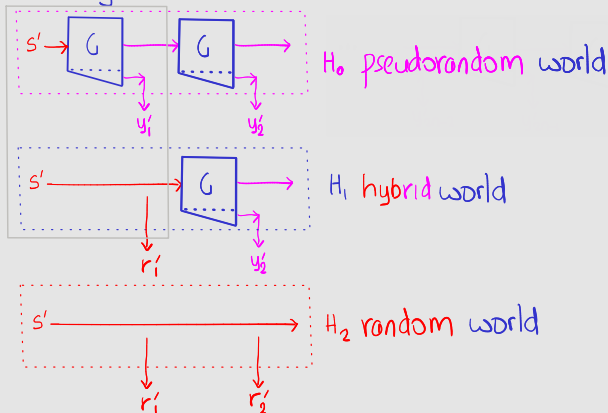
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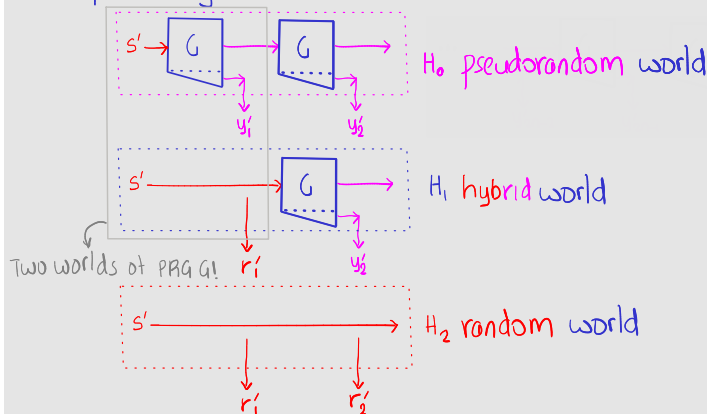
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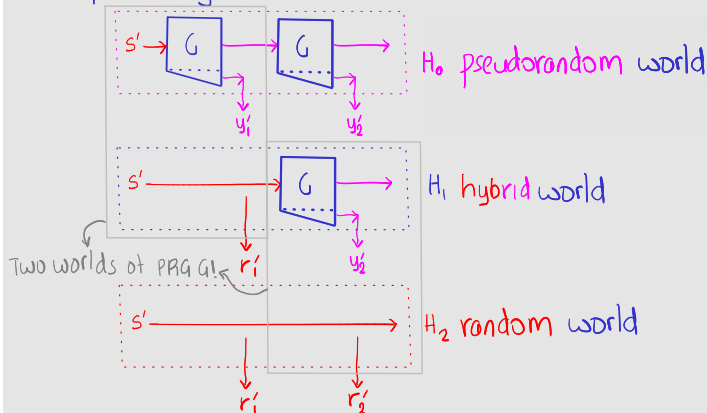
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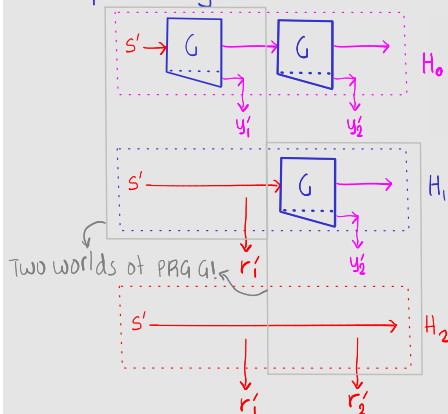
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Claim 1  Distinguisher for  $G'$

$$\Pr[D'(H_0)=0] - \Pr[D'(H_2)=0] \geq \delta$$

$\Downarrow$

$\exists i \in [0,1]$  such that

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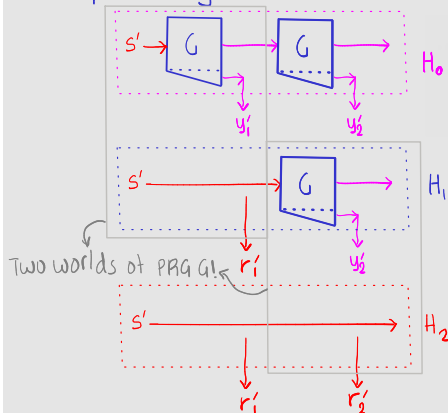
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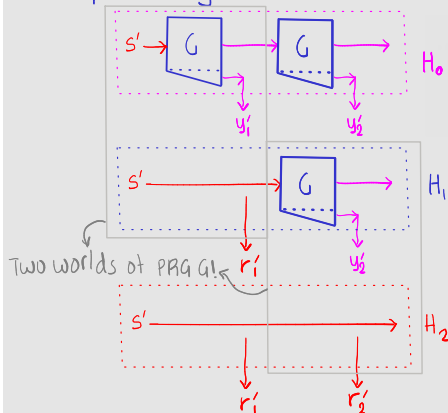
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Claim 2



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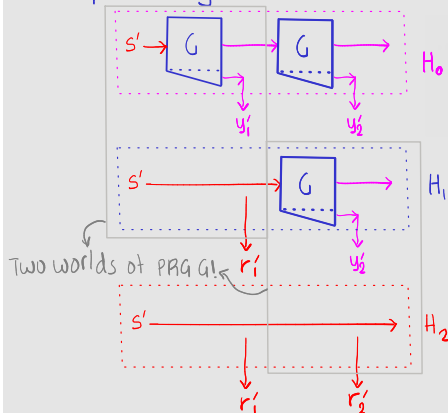
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Claims 1 & 2  $\Rightarrow$  Theorem 1

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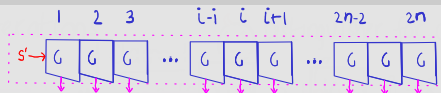


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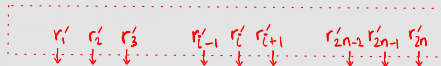
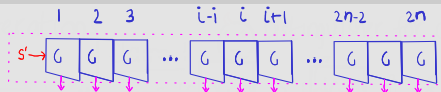


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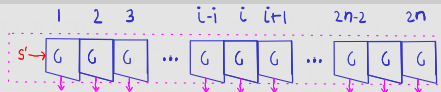
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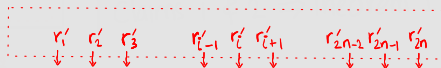
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pseudorandom world  $H_0$



random world  $H_{2n}$





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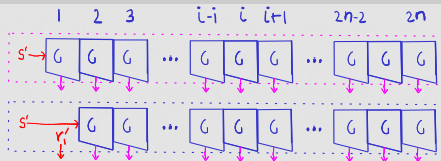
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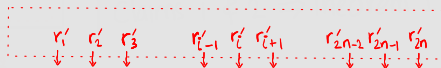
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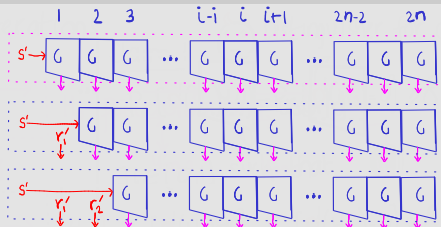
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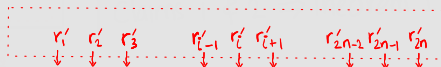
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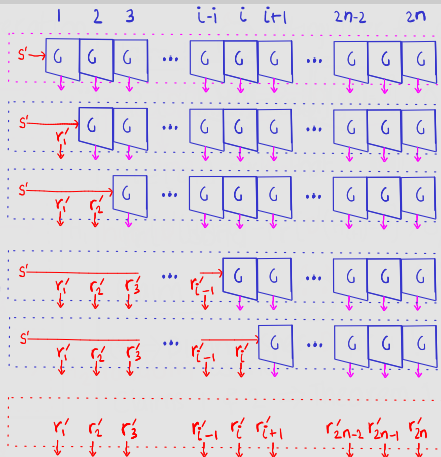
$\vdots$

hybrid world  $H_{i-1}$

hybrid world  $H_i$

$\vdots$

random world  $H_{2n}$

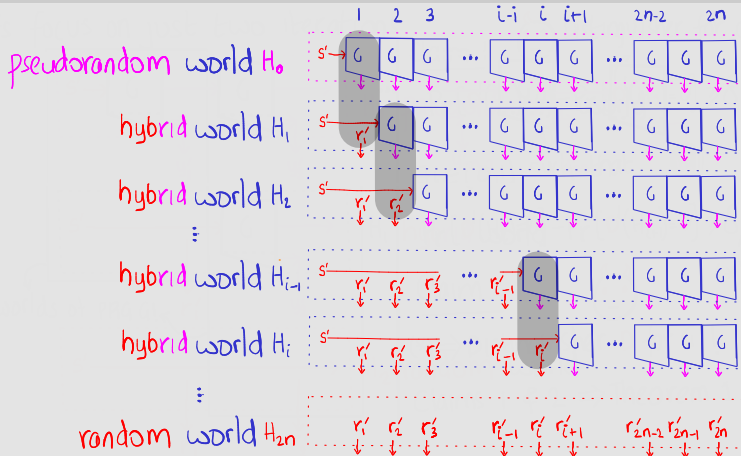


# Proving Pseudorandomness: a Hybrid (Security) Argument

## Theorem 1

If  $G$  is a PRG, then so is  $G'$ .

Proof. Intuition: consider hybrid worlds





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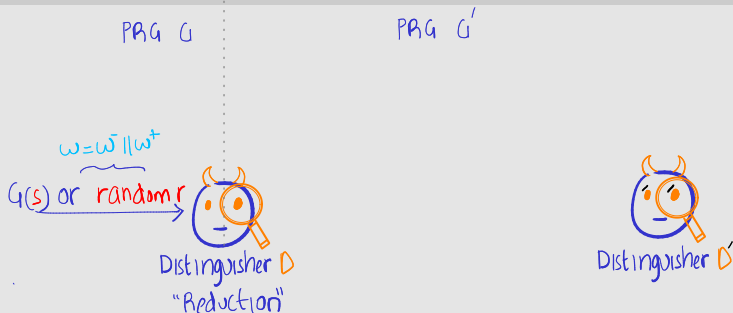


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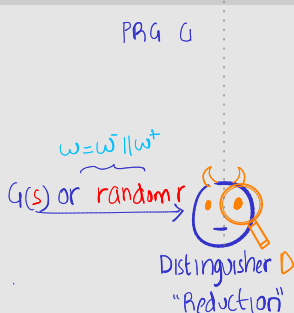


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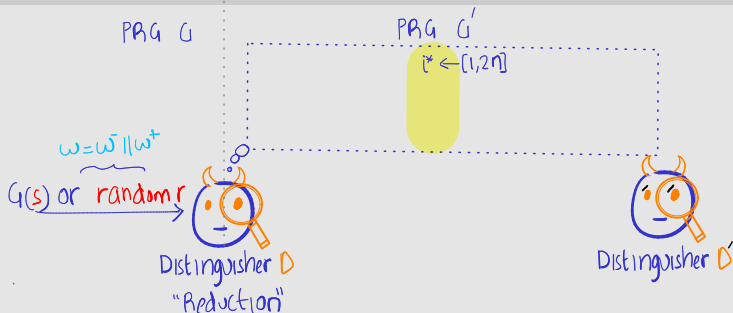


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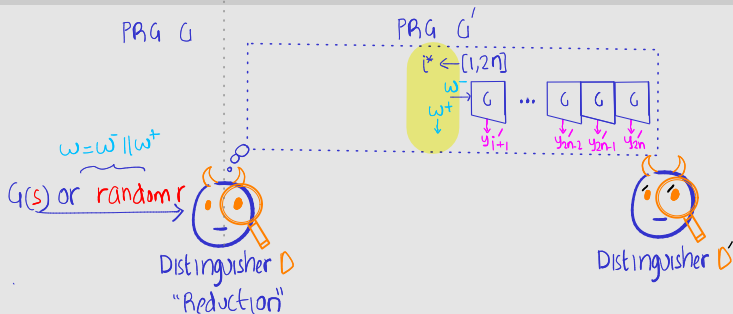


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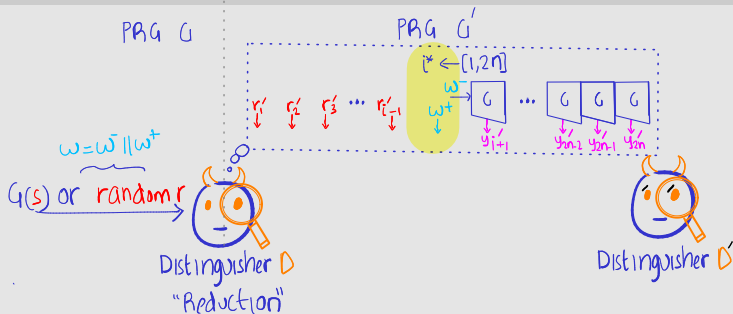


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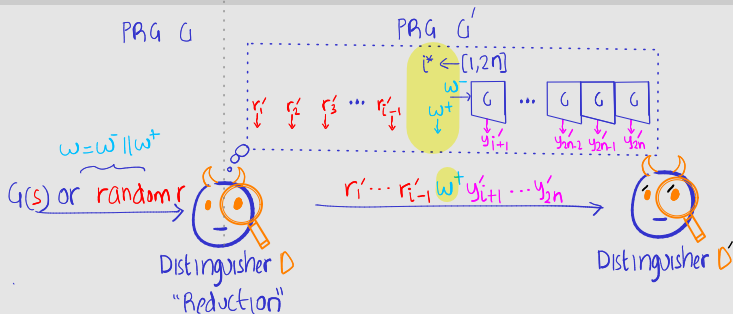


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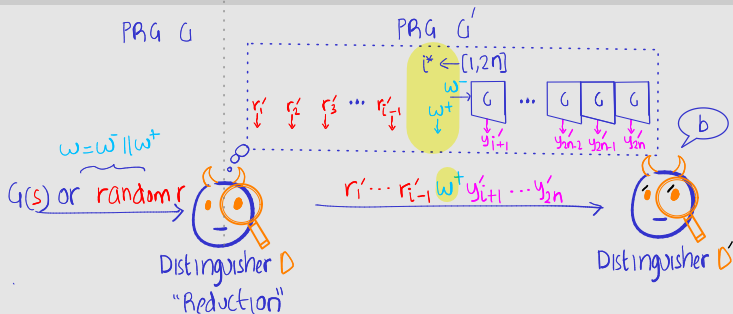


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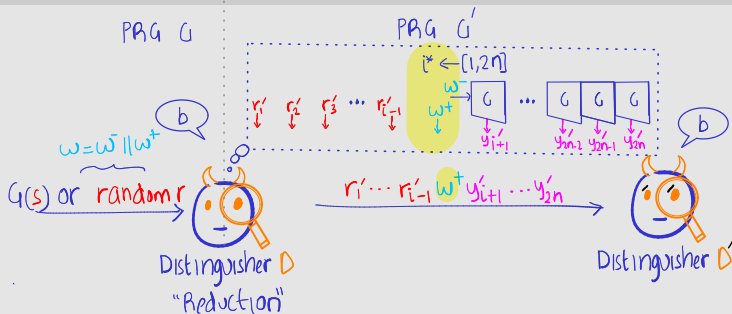


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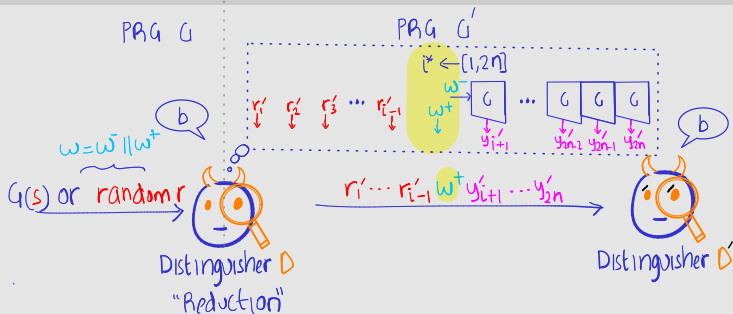


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Analysis: similar to claims 1 and 2.

$$\Pr[D(H_0)=0] - \Pr[D'(H_{2n})=0] \geq \delta \Rightarrow$$

$$\Pr[i^*=i] = 1/2n$$

$$\exists i \in [0, 2n-1] \text{ such that } \Pr[D(H_i)=0] - \Pr[D'(H_{i+1})=0] \geq \delta/2n$$



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- *Maybe need a different construction?*

# Plan for this Lecture

## 1 Length-Extension of PRG

## 2 Unpredictability

- Unpredictability is Equivalent to Pseudorandomness
- Unpredictable Sequence from Integer Factoring

PRG  
↖  
Unpredictable sequence  
↖  
Factoring

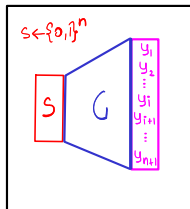


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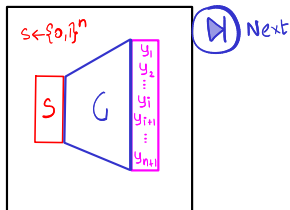
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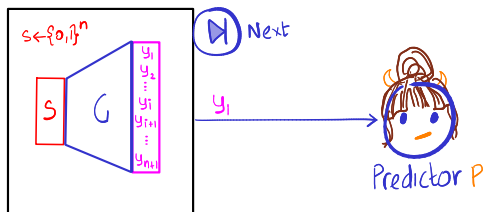
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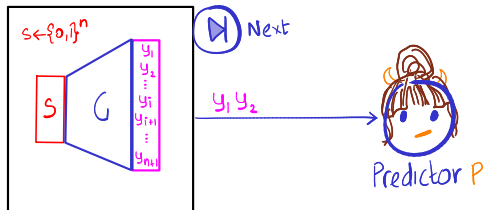
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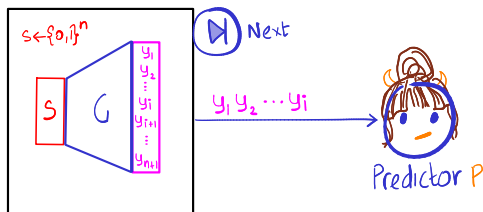
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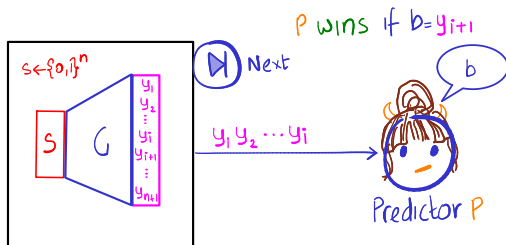


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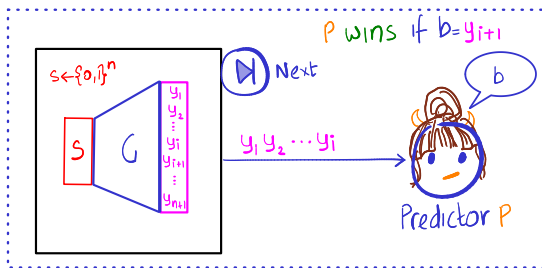
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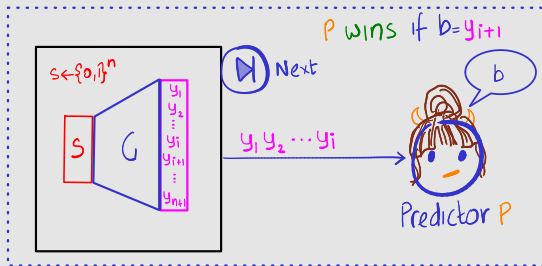
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Let  $G$  be an efficient deterministic algorithm that for any  $n \in \mathbb{N}$  and input  $s \in \{0, 1\}^n$ , outputs a string of length  $n + 1$ .



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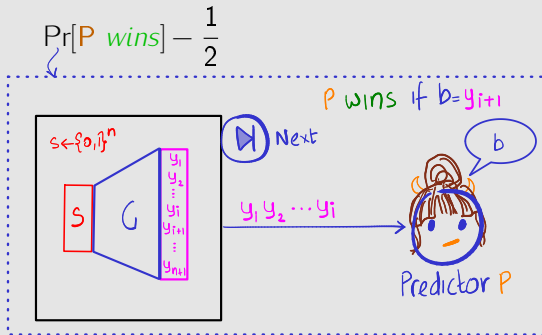
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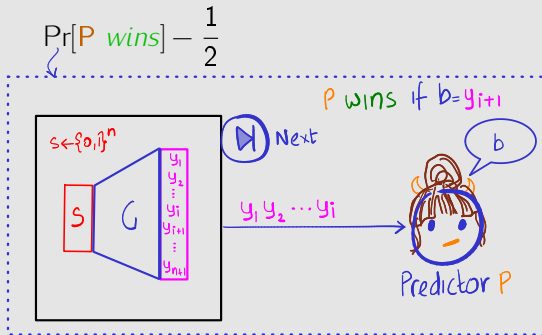
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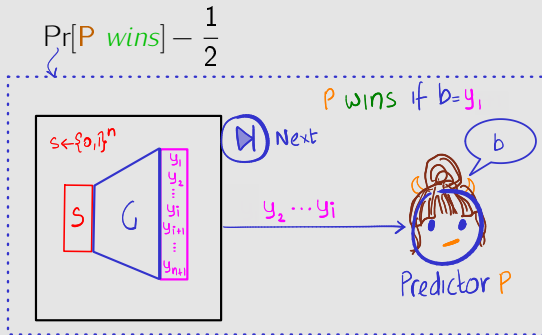
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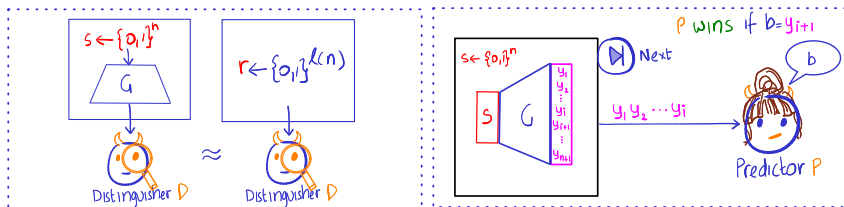
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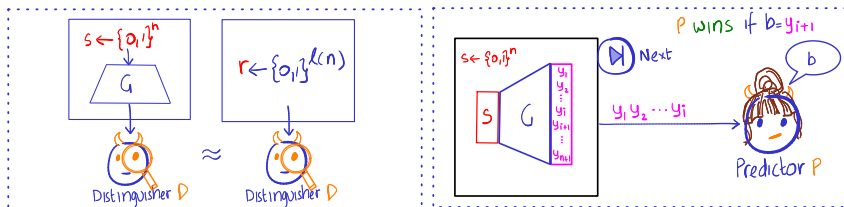
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❓ Which definition do you feel is easier to achieve?

# Unpredictability is Equivalent to Pseudorandomness



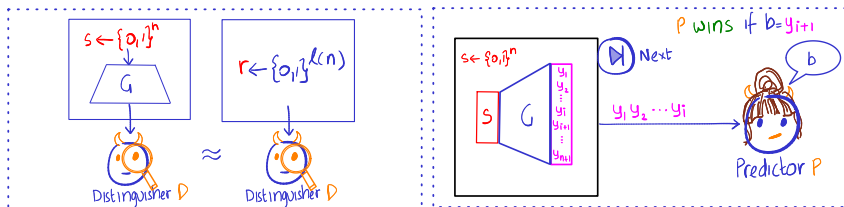
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■ Easier direction:

## Exercise 3

Show that pseudorandomness (Definition 1) implies next-bit unpredictability (Definition 2).

# Unpredictability is Equivalent to Pseudorandomness



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## Exercise 3

Show that pseudorandomness (Definition 1) implies next-bit unpredictability (Definition 2). *Hint:*

- Goal:  $\exists$  distinguisher  $\mathcal{D}$  for  $G \Leftarrow \exists$  predictor  $\mathcal{P}$  for  $G$
- Feed  $\mathcal{P}$  with prefix of challenge  $w$  ( $r$  or  $G(s)$ ) of random length.
- If  $\mathcal{P}$  predicts the next bit of  $w$  correctly, then we're likely in the pseudorandom world



# Unpredictability Implies Pseudorandomness

## Theorem 2

*If  $G$  is next-bit unpredictable, then it is a pseudorandom.*

Proof Sketch. *Intuition: 1) hybrid argument*



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random world  $H_0$   $\begin{matrix} 1 & 2 & 3 \\ \boxed{\phantom{0}} & \boxed{\phantom{0}} & \boxed{\phantom{0}} \end{matrix}$   $\begin{matrix} i-1 & i & i+1 \\ \boxed{\phantom{0}} & \boxed{\phantom{0}} & \boxed{\phantom{0}} \end{matrix}$   $\begin{matrix} n-1 & n & n+1 \\ \boxed{\phantom{0}} & \boxed{\phantom{0}} & \boxed{\phantom{0}} \end{matrix} r \leftarrow \{0,1\}^{n+1}$

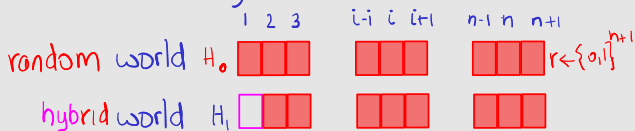
pseudorandom world  $H_{n+1}$   $\begin{matrix} \boxed{\phantom{0}} & \boxed{\phantom{0}} & \boxed{\phantom{0}} \end{matrix}$   $\begin{matrix} \boxed{\phantom{0}} & \boxed{\phantom{0}} & \boxed{\phantom{0}} \end{matrix}$   $\begin{matrix} \boxed{\phantom{0}} & \boxed{\phantom{0}} & \boxed{\phantom{0}} \end{matrix} y = G(s)$

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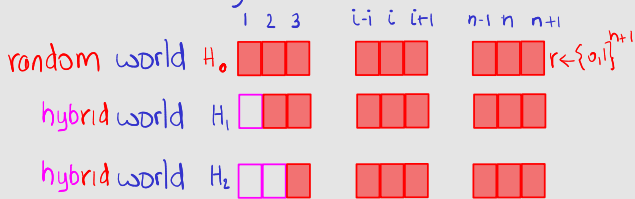
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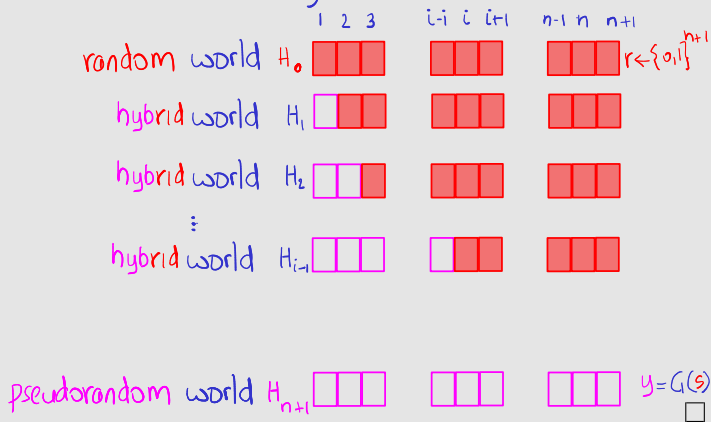


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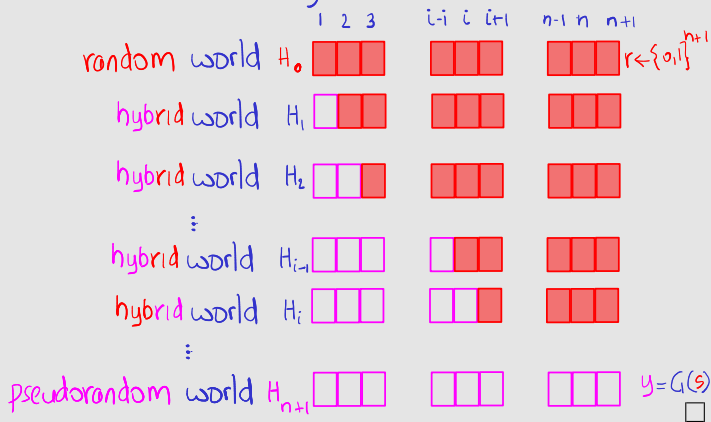


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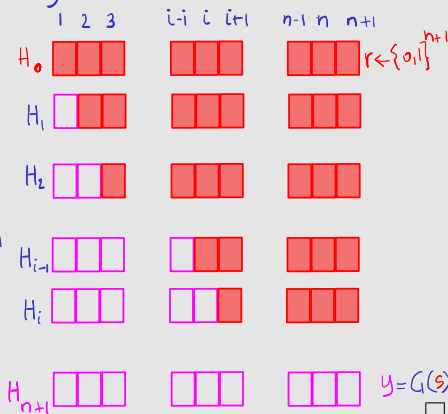
Claim 1  Distinguisher for  $G$

$$\Pr[D(H_{n+1})=0] - \Pr[D(H_0)=0] \geq \delta$$



$\exists i \in [1, n+1]$  such that 

$$\Pr[D(H_i)=0] - \Pr[D(H_{i-1})=0] \geq \delta/n$$



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Proof Sketch. Intuition: 1) hybrid argument 2) distinguisher  $\rightarrow$  Predictor

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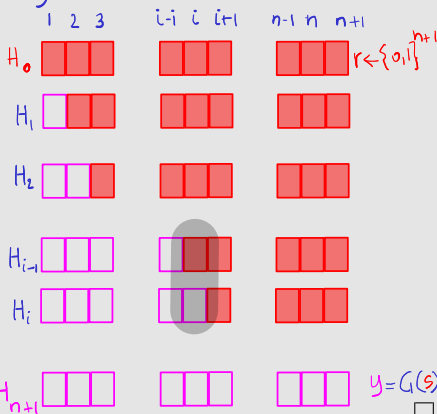


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Claim 2 :

$D$  outputs 0 more often when given correct bit  $y_i$  than wrong bit  $\bar{y}_i$  !





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Proof Sketch.  $\exists$  predictor  $P$  for  $G \Leftarrow \exists$  distinguisher  $D$  for  $G$ .

Pseudorandomness



# Unpredictability Implies Pseudorandomness

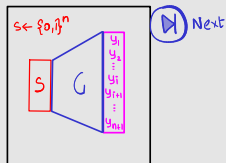
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unpredictability

Pseudorandomness



Predictor  $P$   
"Prediction"

Distinguisher  $D$

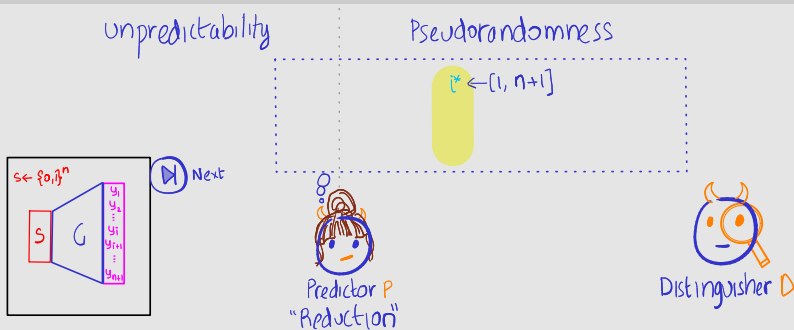


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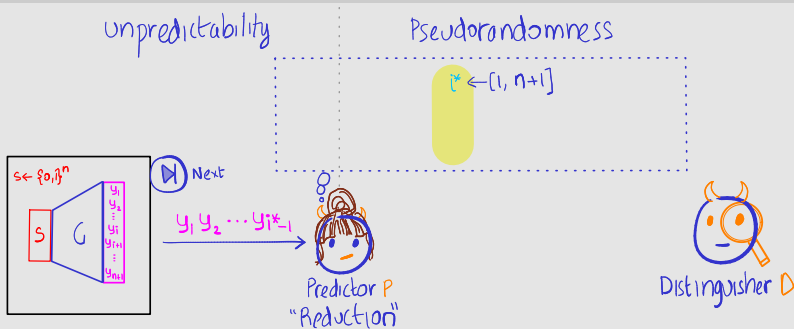


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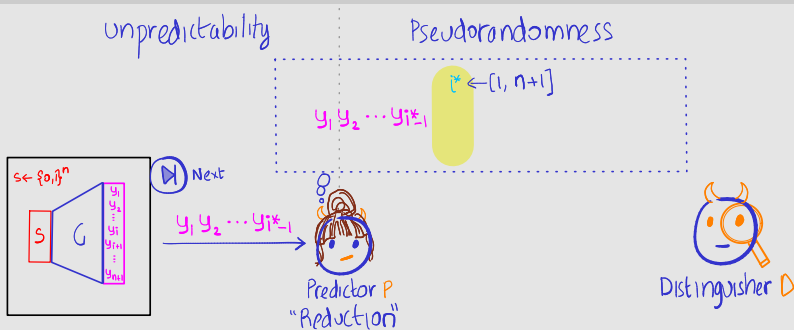


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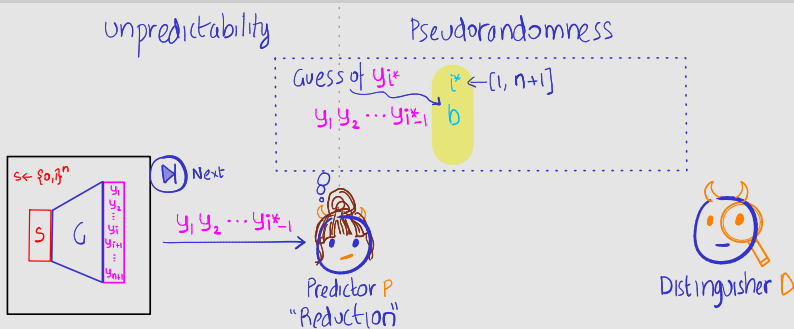


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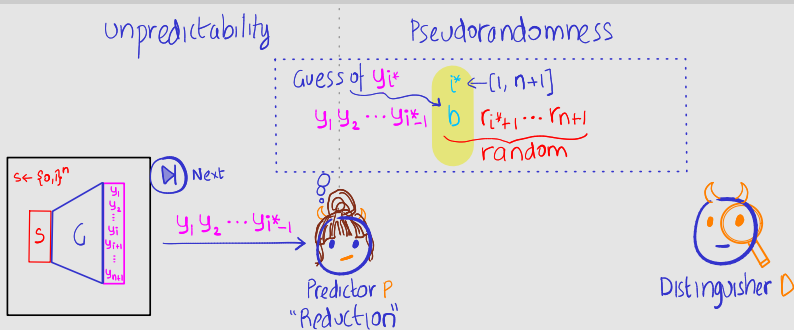


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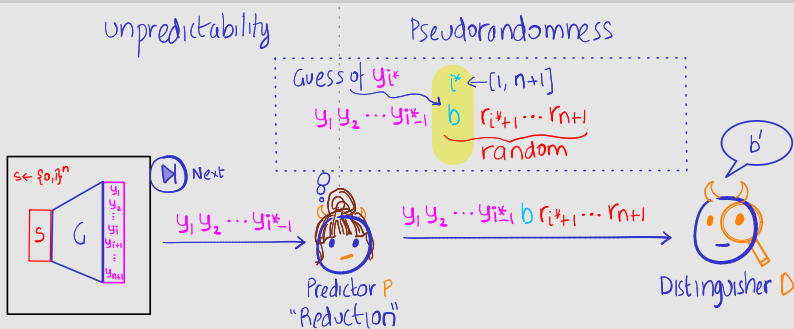


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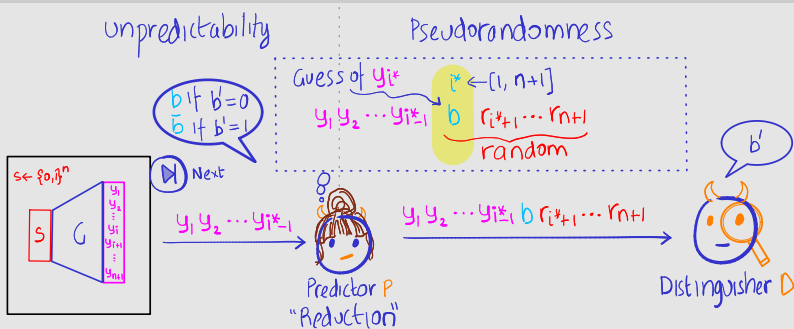


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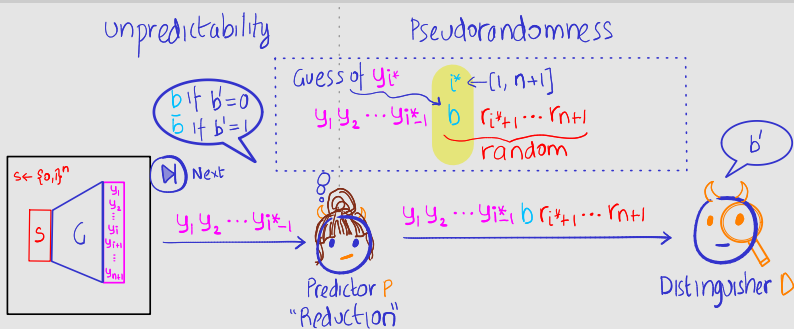
□

# Unpredictability Implies Pseudorandomness

## Theorem 2

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Proof Sketch.  $\exists$  predictor  $P$  for  $G \Leftarrow \exists$  distinguisher  $D$  for  $G$ .



Analysis: If  $b = y_{i^*}$  then  $D$  more likely to output 0 (Claim 2).



# Plan for this Lecture

## 1 Length-Extension of PRG

## 2 Unpredictability

- Unpredictability is Equivalent to Pseudorandomness
- Unpredictable Sequence from Integer Factoring

# Integer Factoring...

- Given a integer  $N$ , find a factor  $p$  that divides  $N$

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  - Pick two large random primes  $p$  and  $q$  and set  $N = pq$ 
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- Assumption **does not** hold against quantum adversaries! Shor's algorithm computes factors in quantum polynomial time



## Exercise 4

*Show that taking square roots modulo  $N$  allows you to factor  $N$*

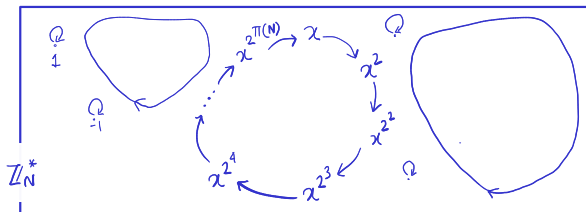


# Integer Factoring...

- We're interested in cycle structure of  $\mathbb{Z}_N^*$ , the multiplicative group of integers modulo  $N$ 
  - $\mathbb{Z}_N^* := \{0 < x < N : \text{GCD}(x, N) = 1\}$

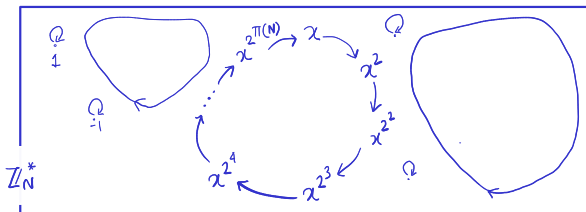
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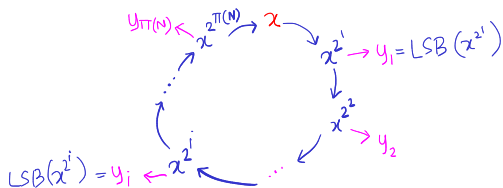


## Exercise 5

Show that the squaring map cycles, and has super-polynomially-long period  $\pi$  (with overwhelming probability)

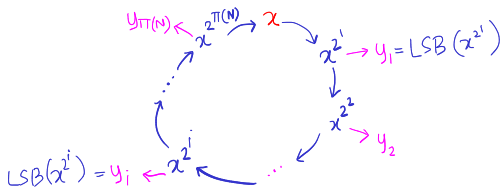
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- Given a random square (quadratic residue) as seed, square in each step and output the LSB (or parity bit)



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Theorem 3 (Blum, Blum and Shub'84, Vazirani-Vazirani'82)

*Assuming factoring (Blum) integers is hard, the squaring generator is unpredictable (on the left).*

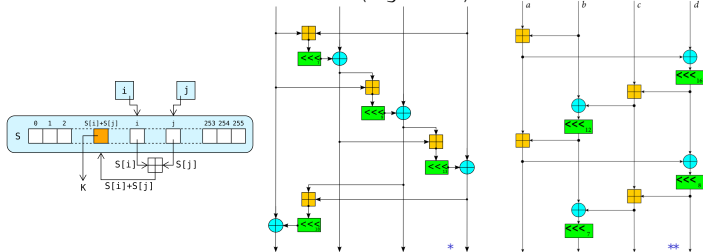
- Intuition: Why is the sequence unpredictable?
  - Non-linear operation in each step (linearity can be exploited)
  - Taking square root is hard (Exercise 4)
  - Period of the cycle hidden (which can be exploited: e.g., LFSR)

# Unpredictability in the Wild

- The squaring generator is **provably unpredictable**, but is **inefficient** in practice

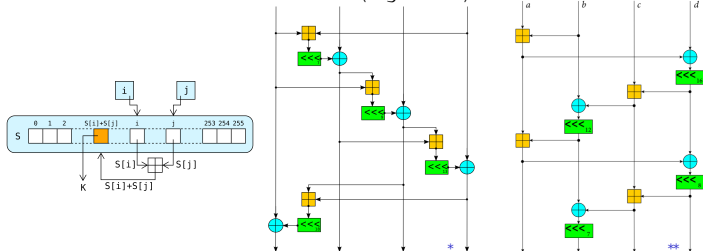
# Unpredictability in the Wild

- The squaring generator is **provably unpredictable**, but is **inefficient** in practice
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- Salsa20 implemented in eStream, NACL, OpenSSL etc



# To Recap

- We saw an equivalent formulation of pseudorandomness via unpredictability
- Described construction of an unpredictable sequence under factoring assumption
  - Actually yields PRG of arbitrary stretch
- Saw how length-extension for PRG works
  - Reduces task to constructing PRG that stretches by single bit
  - Modular design always useful: will re-use theorem in Lecture 6
  - Proof technique: hybrid argument!

# References

- 1 [Gol01, §3.3] for a formal proof of Theorems 1 and 2
- 2 Next-bit unpredictability was introduced in [BM84]. Yao introduced pseudorandomness [Yao82], and then proved its equivalence to unpredictability
- 3 The squaring pseudo-random generator was studied in [BBS86, VV84]
- 4 You can read about how PRGs are used for derandomisation in [AB09, Chapter 20]. This is also a great source for reading about complexity-theoretic (i.e., Nisan-Wigderson) PRG. Yao's result on derandomisation of BPP is from [Yao82].



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