

# Advanced Tools from Modern Cryptography

## Lecture 7

### Basics: Computational Indistinguishability

# Security Definitions

- So far: Perfect secrecy
  - Achieved in Shamir secret-sharing, passive BGW and passive GMW (given a trusted party for OT)
- But for 2PC using Yao's Garbled circuit (even given a trusted party for OT) security only against computationally bounded adversary
  - We haven't defined such security yet!
- Plan
  - Computational Indistinguishability (Today)
  - Simulation-based security (Next time)

Because, the obvious definition obtained by replacing perfect secrecy by computational secrecy turns out to be slightly weak

Recall

# Relaxing Secrecy Requirement

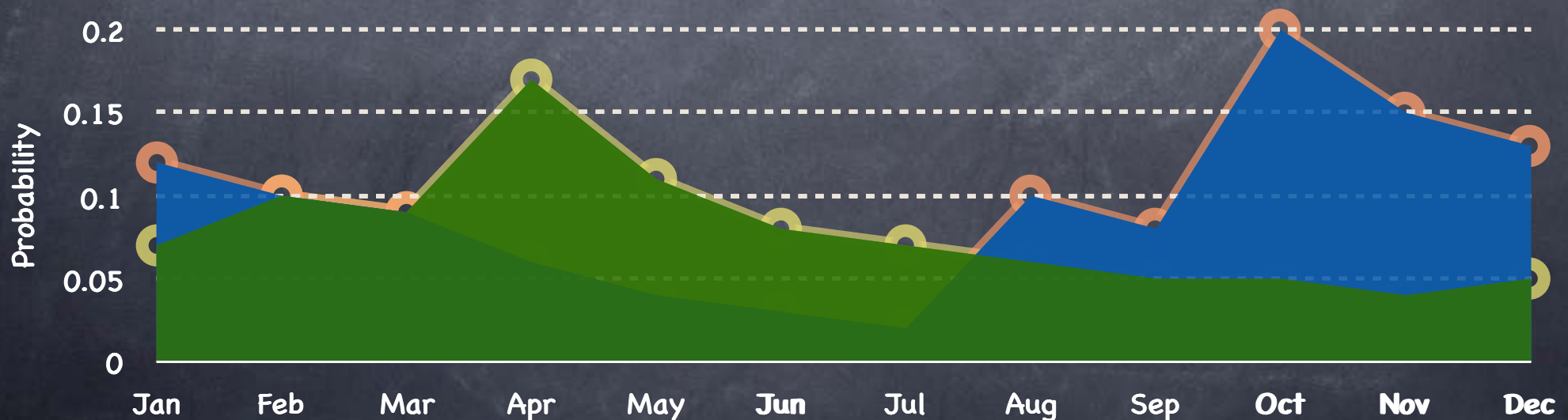
- When view is not exactly independent of the message
  - Next best: view close to a distribution that is independent of the message
  - Two notions of closeness: Statistical and Computational

Recall

a.k.a. Statistical Distance or Total Variation Distance

# Statistical Difference

- Given two distributions A and B over the same sample space, how well can a test T distinguish between them?
- T given a single sample drawn from A or B
- How differently does it behave in the two cases?
- $\Delta(A,B) := \max_T | \Pr_{x \leftarrow A}[T(x)=1] - \Pr_{x \leftarrow B}[T(x)=1] |$



# Indistinguishability

- Two distributions are **statistically indistinguishable** from each other if the statistical difference between them is “negligible”
- What is negligible?  $2^{-20}$  ?  $2^{-40}$  ?  $2^{-80}$  ? Let the “user” decide!
- Security guarantees will be given asymptotically as a function of the **security parameter**
  - A knob that can be used to set the security level
- Given  $\{A_k\}$ ,  $\{B_k\}$ ,  $\Delta(A_k, B_k)$  is a function of the security parameter  $k$
- **Negligible**: reduces “very quickly” as the knob is turned up
  - “Very quickly”: quicker than  $1/\text{poly}$  for any polynomial  $\text{poly}$ 
    - So that if negligible for one sample, remains negligible for polynomially many samples

# Indistinguishability

- Distribution ensembles  $\{A_k\}, \{B_k\}$  are **statistically indistinguishable** if  $\exists$  negligible  $\nu(k)$  s.t.  $\Delta(A_k, B_k) \leq \nu(k)$ 
  - $\Delta(A_k, B_k) := \max_T | \Pr_{x \leftarrow A_k}[T(x)=1] - \Pr_{x \leftarrow B_k}[T(x)=1] |$
  - $\nu(k)$  is said to be **negligible** if  $\forall d \geq 0, \exists N$  s.t.  $\forall k > N, \nu(k) < 1/k^d$
- Can rewrite as:  $\forall$  tests  $T, \exists$  negligible  $\nu(k)$  s.t.  
 $| \Pr_{x \leftarrow A_k}[T(x)=1] - \Pr_{x \leftarrow B_k}[T(x)=1] | \leq \nu(k)$ 

In particular, the best test
- Distribution ensembles  $\{A_k\}, \{B_k\}$  **computationally indistinguishable** if  $\forall$  "efficient" tests  $T, \exists$  negligible  $\nu(k)$  s.t.  
 $| \Pr_{x \leftarrow A_k}[T(x)=1] - \Pr_{x \leftarrow B_k}[T(x)=1] | \leq \nu(k)$

# Indistinguishability

- Distribution ensembles  $\{A_k\}, \{B_k\}$  **computationally indistinguishable** if  $\forall$  "efficient" tests  $T$ ,  $\exists$  negligible  $\nu(k)$  s.t.

$$| \Pr_{x \leftarrow A_k}[T(x)=1] - \Pr_{x \leftarrow B_k}[T(x)=1] | \leq \nu(k)$$

$$A_k \approx B_k$$



# Indistinguishability

- Distribution ensembles  $\{A_k\}, \{B_k\}$  **computationally indistinguishable** if  $\forall$  "efficient" tests  $T$ ,  $\exists$  negligible  $\nu(k)$  s.t.

$$| \Pr_{x \leftarrow A_k}[T(x)=1] - \Pr_{x \leftarrow B_k}[T(x)=1] | \leq \nu(k)$$

$$A_k \approx B_k$$

- **Efficient:** Probabilistic Polynomial Time (PPT)

Non-Uniform

- PPT  $T$ : a family of randomised programs  $T_k$  (one for each value of the security parameter  $k$ ), s.t. there is a polynomial  $p$  with each  $T_k$  running for at most  $p(k)$  time
- (Could restrict to uniform PPT. But by default, we'll allow non-uniform.)

# Example: Pseudorandomness Generator (PRG)

- Takes a short seed and (deterministically) outputs a long string
  - $G_k: \{0,1\}^k \rightarrow \{0,1\}^{n(k)}$  where  $n(k) > k$
- Security definition: Output distribution induced by random input seed should be "pseudorandom"
  - i.e., **Computationally indistinguishable** from uniformly random
  - $\{G_k(x)\}_{x \leftarrow \{0,1\}^k} \approx U_{n(k)}$
  - Note:  $\{G_k(x)\}_{x \leftarrow \{0,1\}^k}$  **cannot** be **statistically indistinguishable** from  $U_{n(k)}$  unless  $n(k) \leq k$  (Why?)
    - i.e., no non-trivial PRG against unbounded adversaries

# Example: Pseudorandomness Generator (PRG)

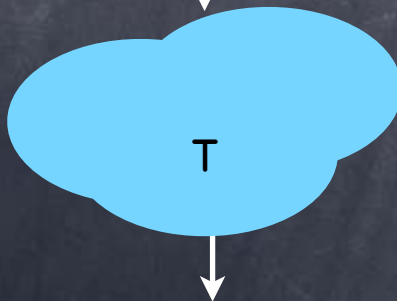
- Takes a short seed and (deterministically) outputs a long string

- $G_k: \{0,1\}^k \rightarrow \{0,1\}^{n(k)}$  where  $n(k) > k$

- Security definition:

$$\{G_k(x)\}_{x \leftarrow \{0,1\}^k} \approx U_{n(k)}$$

$x \leftarrow \{0,1\}^k$   
 $z \leftarrow G_k(x)$

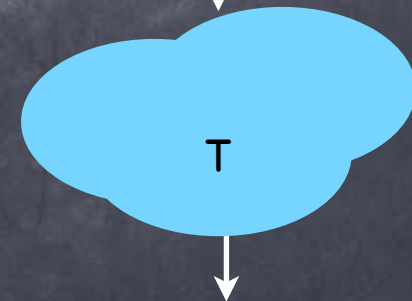


REAL

$\forall$  PPT 

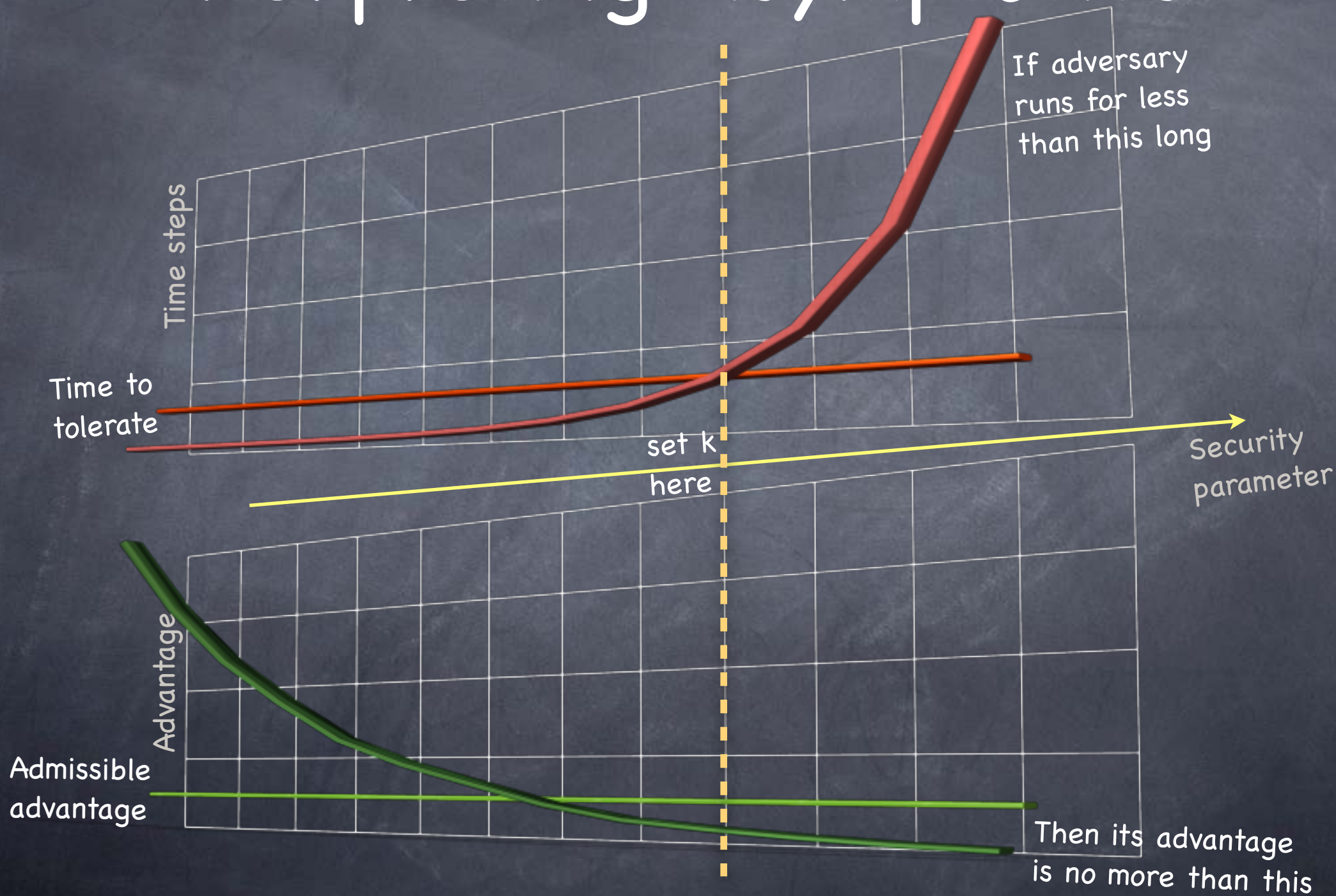
REAL  $\approx$  IDEAL

$z \leftarrow \{0,1\}^n$



IDEAL

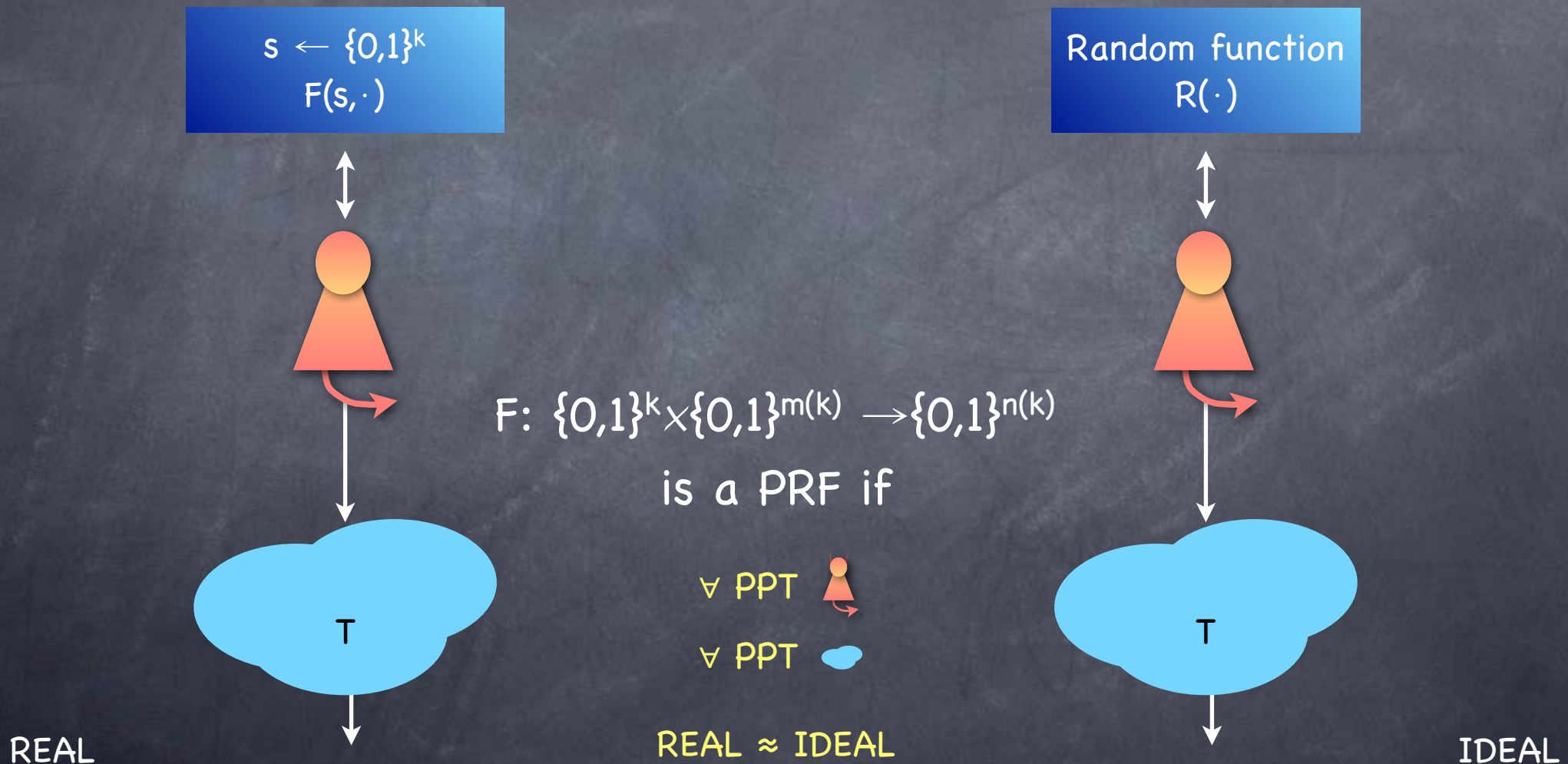
# Interpreting Asymptotics



# Pseudorandom Function (PRF)

- A compact representation of an exponentially long (pseudorandom) string
  - Allows "random-access" (instead of just sequential access)
    - A function  $F(s;i)$  outputs the  $i^{\text{th}}$  block of the pseudorandom string corresponding to seed  $s$
    - Exponentially many blocks (i.e., large domain for  $i$ )
- Pseudorandom Function
  - Need to define pseudorandomness for a function (not a string)
  - Idea: the view of an adversary arbitrarily interacting with the function is indistinguishable from its view when interacting with a random function

# Pseudorandom Function (PRF)



# Security for MPC

- Recall: For passive security, secrecy is all that matters
- For a 2-party functionality  $f$ , with only Bob getting the output, perfect secrecy against corrupt Bob:  
i.e.,  $\forall x, x', y$  s.t.,  $f(x, y) = f(x', y)$ ,  $\text{view}_{\text{Bob}}(x, y) = \text{view}_{\text{Bob}}(x', y)$ 
  - In particular, if  $(y, f(x, y))$  uniquely determines  $x$  (i.e., if  $f(x', y) = f(x, y) \Rightarrow x' = x$ ), then OK for view to reveal  $x$
- In the computational setting, just replace  $=$  with  $\approx$  ?
  - We should ask for more!
  - E.g.,  $f$  is a decryption algorithm, with key  $x$  and ciphertext  $y$
  - Often, a (long enough) ciphertext and message uniquely determines the key
    - But not OK to reveal the key to Bob!

Because,  
uniquely determines  
 $\neq$  reveals!