

# Defining Encryption (ctd.)

Lecture 3

SIM & IND security

Beyond One-Time: CPA security

Computational Indistinguishability

Recall

# Onetime Encryption

## Perfect Secrecy

- **Perfect secrecy:**  $\forall m, m' \in \mathcal{M}$

- $\{\text{Enc}(m, K)\}_{K \leftarrow \text{KeyGen}} = \{\text{Enc}(m', K)\}_{K \leftarrow \text{KeyGen}}$

- Distribution of the ciphertext is defined by the randomness in the key

- In addition, require **correctness**

- $\forall m, K, \text{Dec}(\text{Enc}(m, K), K) = m$

- **E.g. One-time pad:**  $\mathcal{M} = \mathcal{K} = \mathcal{C} = \{0, 1\}^n$  and  $\text{Enc}(m, K) = m \oplus K, \text{Dec}(c, K) = c \oplus K$

- More generally  $\mathcal{M} = \mathcal{K} = \mathcal{C} = \mathcal{G}$  (a finite group) and  $\text{Enc}(m, K) = m + K, \text{Dec}(c, K) = c - K$

$\mathcal{M} \backslash \mathcal{K}$	0	1	2	3
a	x	y	y	z
b	y	x	z	y

Assuming  $K$  uniformly drawn from  $\mathcal{K}$

$$\Pr[\text{Enc}(a, K) = x] = \frac{1}{4},$$

$$\Pr[\text{Enc}(a, K) = y] = \frac{1}{2},$$

$$\Pr[\text{Enc}(a, K) = z] = \frac{1}{4}$$

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Same for  $\text{Enc}(b, K)$ .

Recall

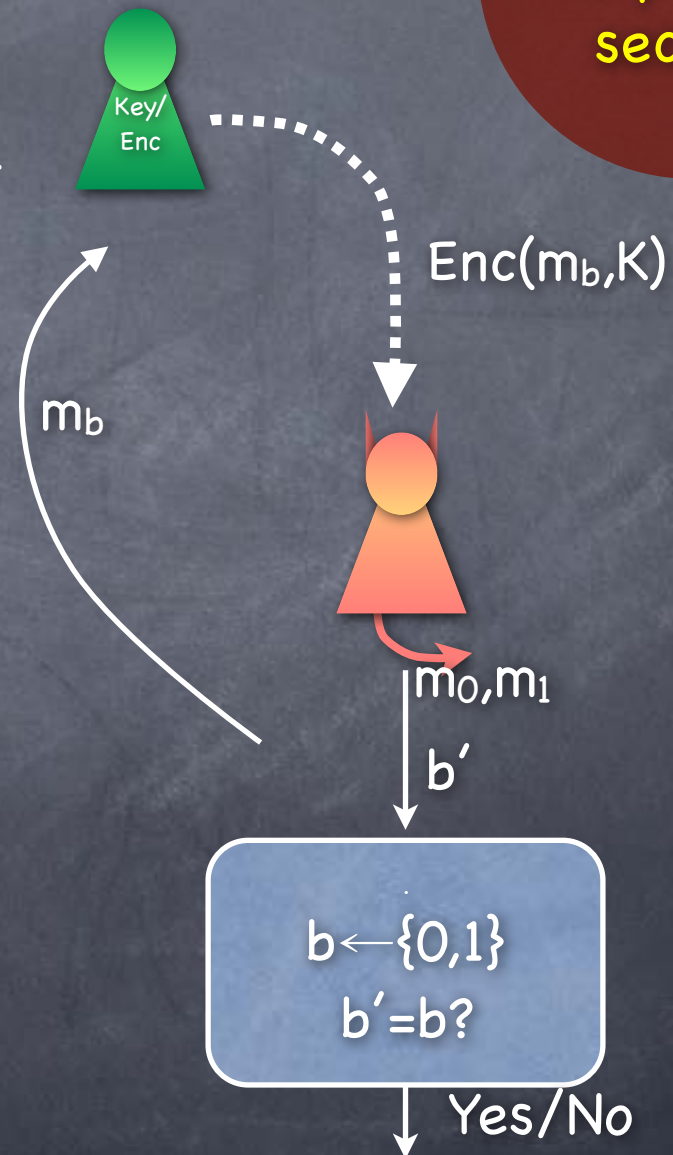
# Onetime Encryption

## IND-Onetime Security

Equivalent  
to perfect  
secrecy

### IND-Onetime Experiment

- Experiment picks a random bit  $b$ . It also runs KeyGen to get a key  $K$
- Adversary sends two messages  $m_0, m_1$  to the experiment
- Experiment replies with  $\text{Enc}(m_b, K)$
- Adversary returns a guess  $b'$
- Experiments outputs 1 iff  $b' = b$
- IND-Onetime secure if for every adversary,  $\Pr[b' = b] = 1/2$





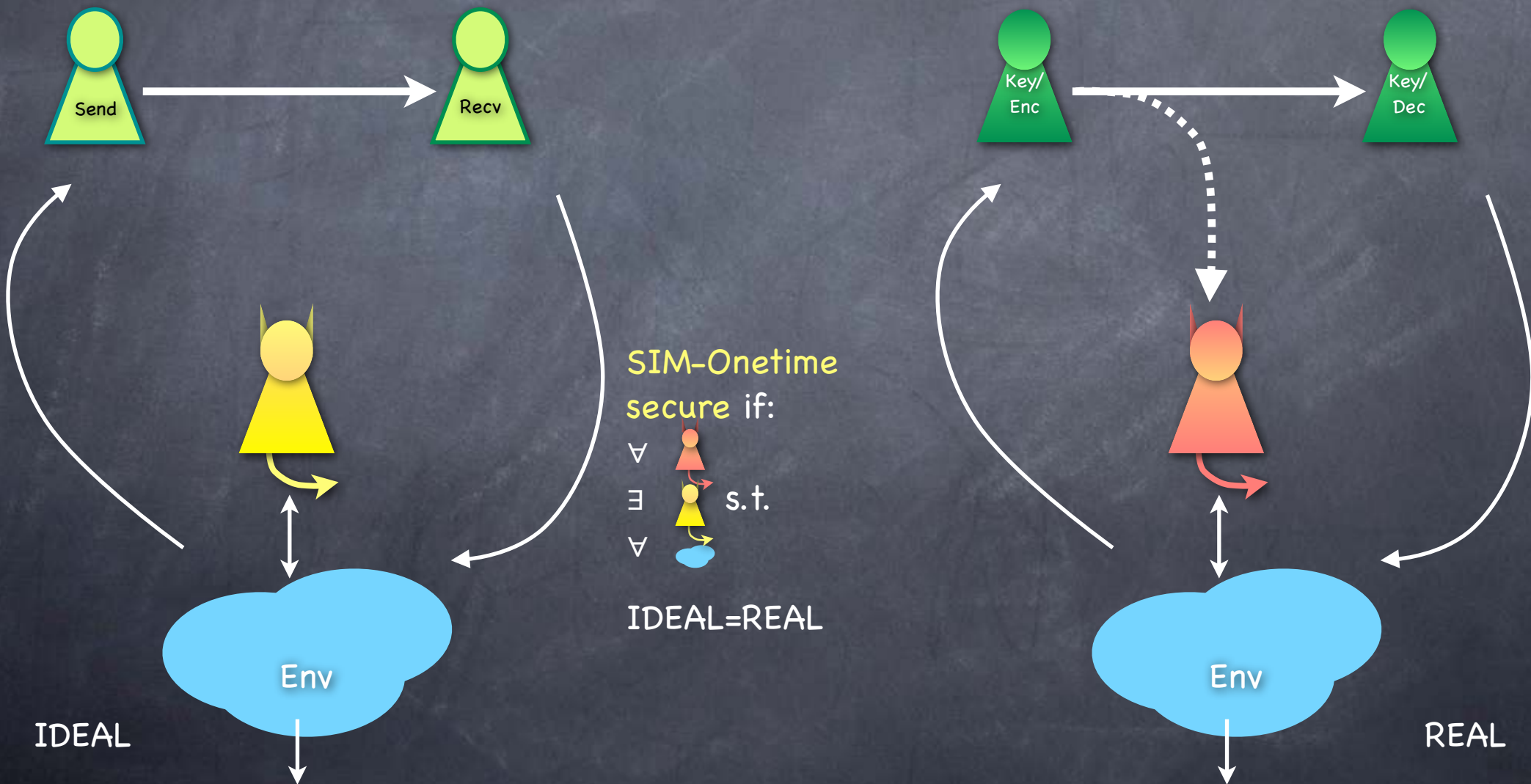
Recall

# Onetime Encryption

## SIM-Onetime Security

Equivalent to  
perfect secrecy  
+ correctness

- Class of environments which send only one message



# Security of Encryption

- Perfect secrecy is too strong for multiple messages (though too weak in some other respects...)
  - Requires keys as long as the messages
- Relax the requirement by restricting to **computationally bounded adversaries** (and environments)
- Coming up: Formalizing notions of “computational” security (as opposed to perfect/statistical security)
  - Then, security definitions used for encryption of multiple messages

# Symmetric-Key Encryption

## The Syntax

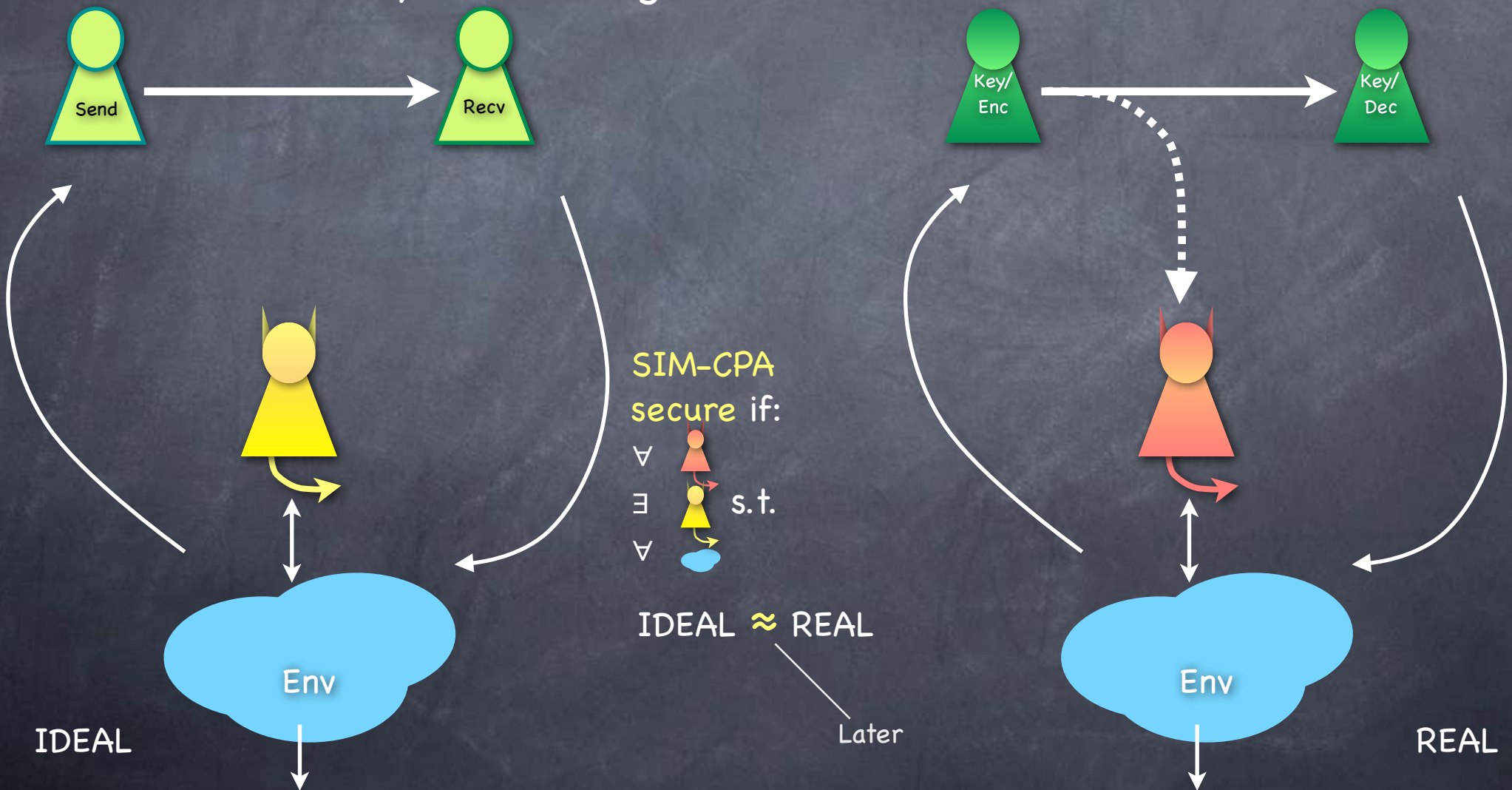
- Shared-key (Private-key) Encryption
  - **Key Generation:** Randomized
    - $K \leftarrow \mathcal{K}$ , uniformly randomly drawn from the key-space (or according to a key-distribution)
  - **Encryption:** Randomized
    - $\text{Enc}: \mathcal{M} \times \mathcal{K} \times \mathcal{R} \rightarrow \mathcal{C}$ . During encryption a fresh random string will be chosen uniformly at random from  $\mathcal{R}$
  - **Decryption:** Deterministic
    - $\text{Dec}: \mathcal{C} \times \mathcal{K} \rightarrow \mathcal{M}$



# Symmetric-Key Encryption

## SIM-CPA Security

- Same as SIM-onetime security, but not restricted to environments which send only one message. All entities "efficient."



# Symmetric-Key Encryption

## IND-CPA Security

- Experiment picks a random bit  $b$ . It also runs KeyGen to get a key  $K$

- For as long as Adversary wants

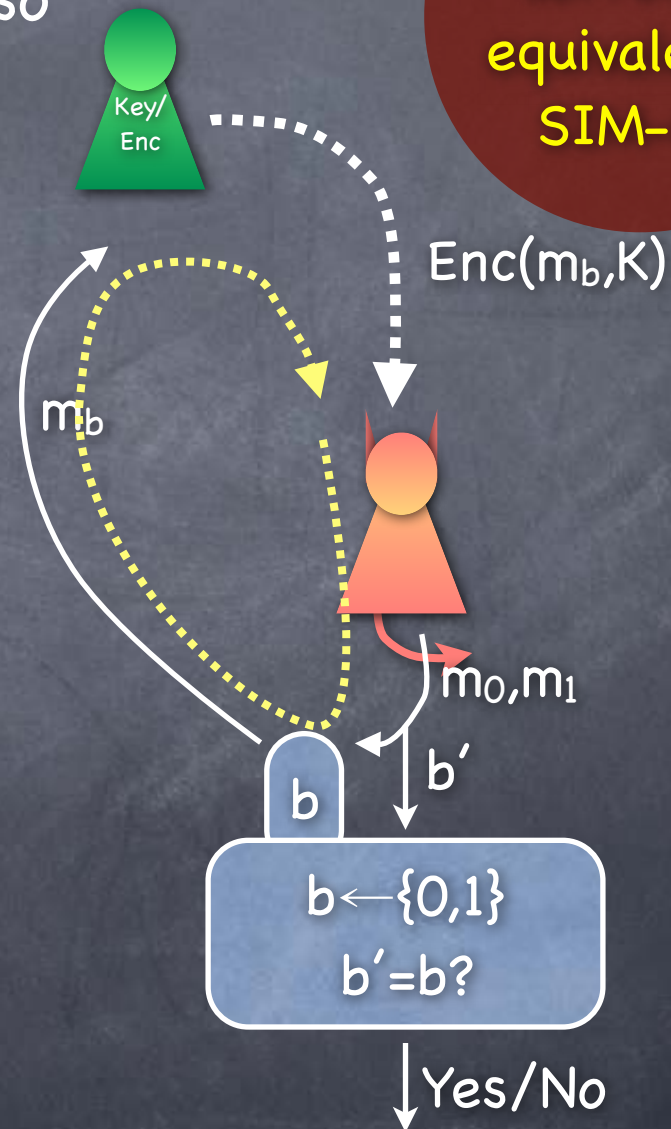
- Adv sends two messages  $m_0, m_1$  to the experiment

- Expt returns  $\text{Enc}(m_b, K)$  to the adversary

- Adversary returns a guess  $b'$

- Experiment outputs 1 iff  $b' = b$

- IND-CPA secure if for all "efficient" adversaries  $\Pr[b' = b] \approx 1/2$



IND-CPA +  
~correctness  
equivalent to  
SIM-CPA



# Definitions Summary

- Security definitions:

- $\text{SIM-Onetime} = \text{IND-Onetime/Perfect Secrecy} + \text{correctness}$

- $\text{SIM-CPA} = \text{IND-CPA} + \sim\text{correctness}$ : allows using the same key for multiple messages

- Later:  $\text{SIM-CCA} = \text{IND-CCA} + \sim\text{correctness}$ : allows active attacks

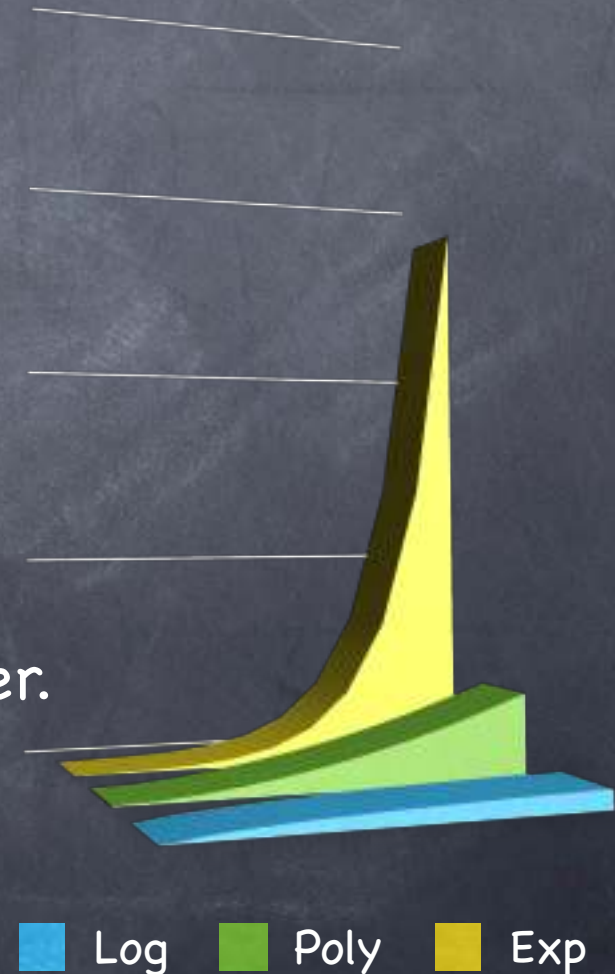
- Next

- For multi-message schemes we relaxed the “perfect” simulation requirement

- But what is  $\approx$  ?

# Feasible Computation

- In analyzing complexity of algorithms: Rate at which computational complexity grows with input size
  - e.g. Can do sorting in  $O(n \log n)$
- Only the rough rate considered
  - Exact time depends on the technology
  - Real question: Do we scale well? How much more computation will be needed as the instances of the problem get larger.
  - “Polynomial time” ( $O(n)$ ,  $O(n^2)$ ,  $O(n^3)$ , ...) considered feasible



# Infeasible Computation

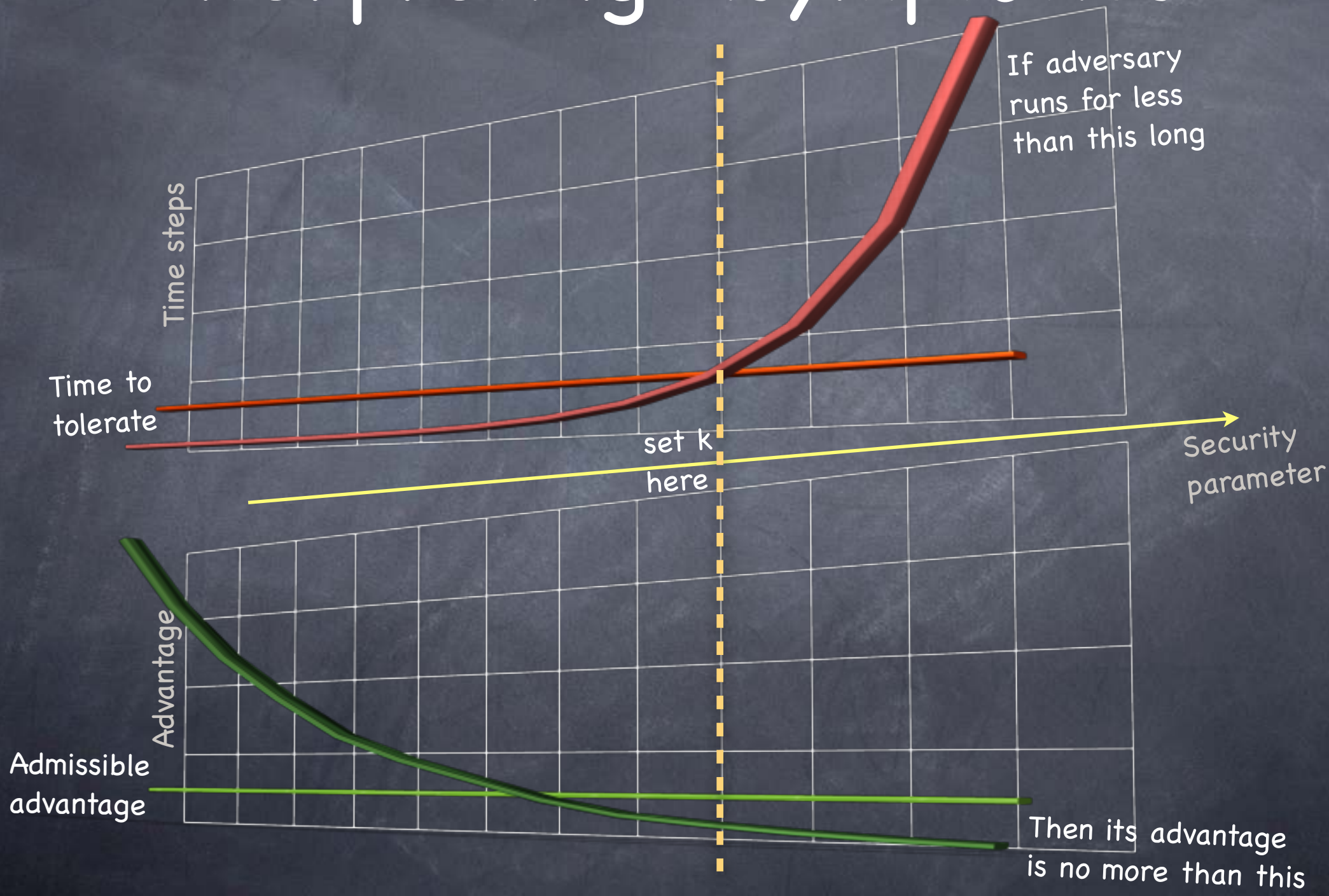
- “Super-Polynomial time” considered infeasible
  - e.g.  $2^n$ ,  $2^{\sqrt{n}}$ ,  $n^{\log(n)}$
  - i.e., as  $n$  grows, quickly becomes “infeasibly large”
- Can we make breaking security infeasible for Eve?
  - What is  $n$  (that can grow)?
  - Message size?
    - We need security even if sending only one bit!



# Security Parameter

- A parameter that is part of the encryption scheme
  - Not related to message size
  - A knob that can be used to set the security level
  - Will denote by  $k$
- Security guarantees are given asymptotically as a function of the security parameter

# Interpreting Asymptotics



# Feasible and Negligible

- We want to tolerate Eves who have a running time bounded by some polynomial in  $k$ 
  - Eve could toss coins: **Probabilistic Polynomial-Time (PPT)**
  - It is better that we allow Eve high polynomial times too (we'll typically tolerate some super-polynomial time for Eve)
    - But algorithms for Alice/Bob better be very efficient
  - Eve could be **non-uniform**: a different strategy for each  $k$
- Such an Eve should have only a "negligible" advantage (or, should cause at most a "negligible" difference in the behavior of the environment in the SIM definition)
  - **What is negligible?**

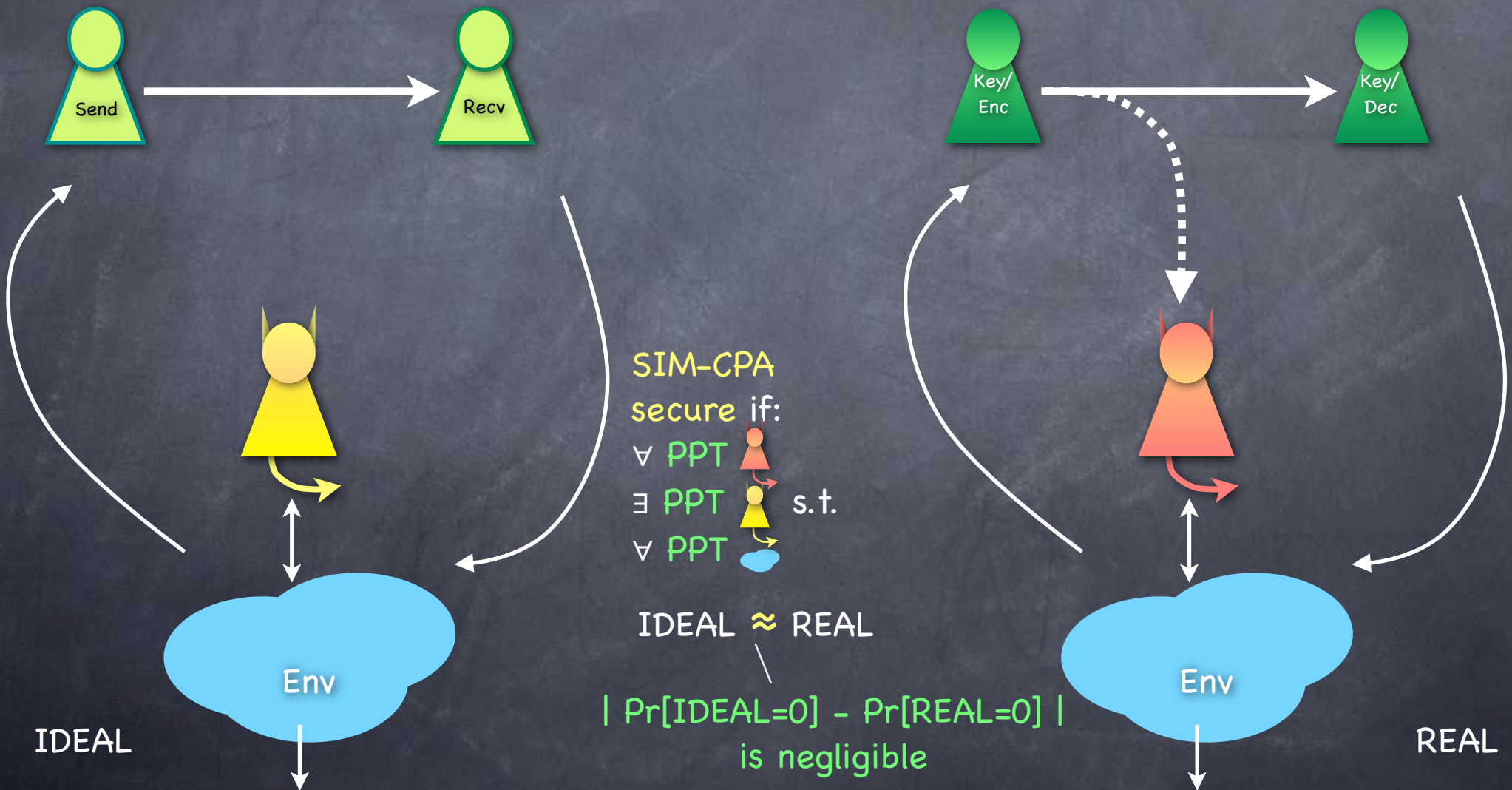


# Negligibly Small

- A negligible quantity: As we turn the knob the quantity should "decrease extremely fast"
- Negligible: decreases as  $1/\text{superpoly}(k)$ 
  - i.e., faster than  $1/\text{poly}(k)$  for every polynomial
  - e.g.:  $2^{-k}$ ,  $2^{-\sqrt{k}}$ ,  $k^{-(\log k)}$ .
  - Formally:  $T$  negligible if  $\forall c > 0 \exists k_0 \forall k > k_0 T(k) < 1/k^c$
- So that  $\text{negl}(k) \times \text{poly}(k) = \text{negl}'(k)$ 
  - Needed, because Eve can often increase advantage polynomially by spending that much more time/by seeing that many more messages

# Symmetric-Key Encryption

## SIM-CPA Security



# Next

- Constructing (CPA-secure) SKE schemes
  - Pseudorandomness Generator (PRG)
  - One-Way Functions (& OW Permutations)
  - $\text{OWP} \rightarrow \text{PRG} \rightarrow (\text{CPA-secure}) \text{ SKE}$