

Examples of hard problems:

FACTORING

$$n = p \cdot q$$

p, q primes (RANDOM)
of size λ bits

POST-QUANTUM PROBLEMS

LWE

$P \neq NP$

ONE-WAY FUNCTIONS

DISCRETE LOG

$$y = g^x \pmod{p}$$

$p \rightsquigarrow \lambda$ -bit prime
(PUBLIC)

$g \rightsquigarrow$ public mod p .

$$x \in \{0, 1, \dots, p-1\}$$

RANDOM

DEF (OWF). A deterministic function

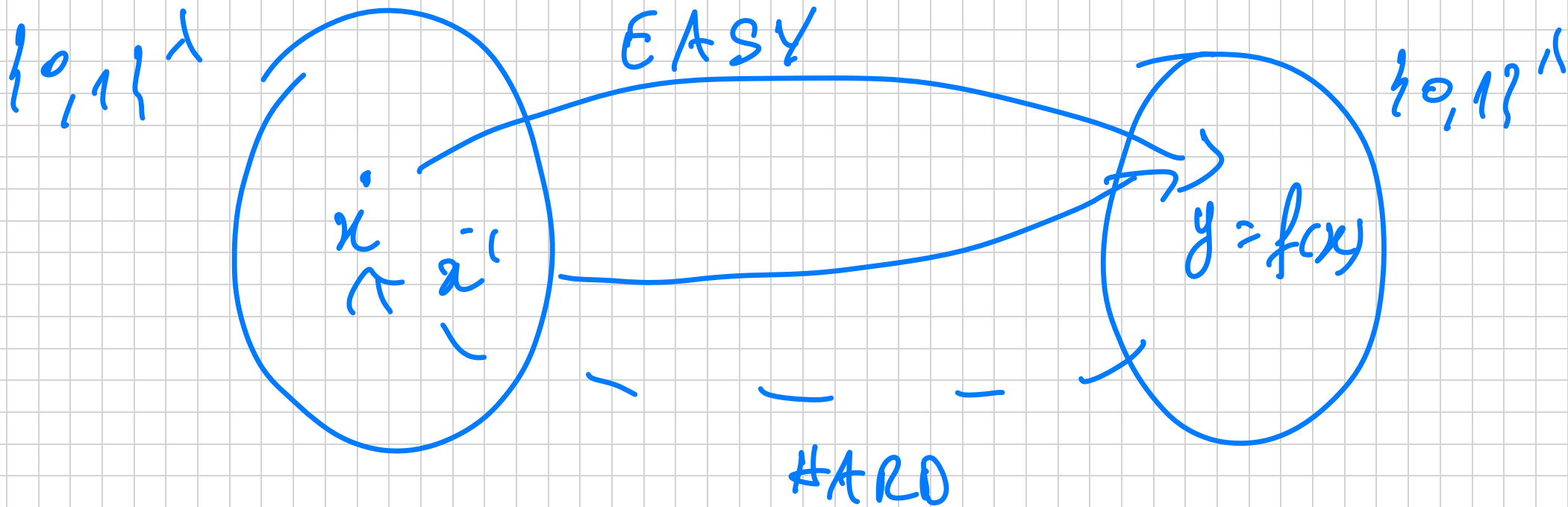
$f: \{0,1\}^n \rightarrow \{0,1\}^n$ is a one-way

function if: $\forall PPT A, \exists \text{negl.}$

function $\epsilon(n)$ s.t.

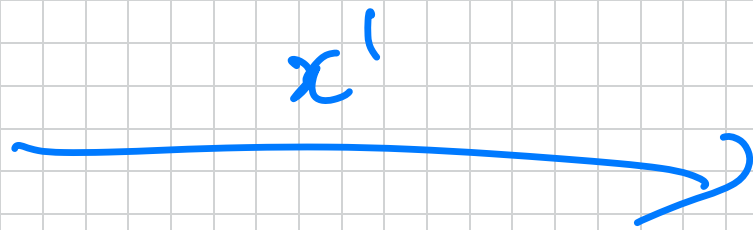
$\Pr [f(x') = y : x \leftarrow \{0,1\}^n; y = f(x)$
 $; x' \leftarrow A(y)] \leq \epsilon(n)$

(We also assume $f(x)$ is poly-time
computable.)



FACTORIZING : $x = (p, q)$ and $y = n = p \cdot q$.

\mathcal{A}



\mathcal{C}_{owf} | GAME^{owf} (1)

$x \in \{0, 1\}^n$

$y = f(x)$

OUTPUT a with $y = f(x')$

EQUIVALENT DEF: \exists NS & OWF N_f

\forall PPT A :

$$P_2 [\text{GAME}_{\exists}^{\text{owf}}(A) = 1] \leq \text{negl}(c)$$

Q: Is the existence of OWFs the same as $P \neq NP$? We don't know.

OWF $\Rightarrow (P \neq NP)$.

But we don't know $(P \neq NP) \Rightarrow$ OWF

MINICRYPT

SKE

MAC

DS

PKC

CRYPTOMANIA

MINICRYPT: OWFs exist.

CRYPTOMANIA: PUBLIC-KEY CRYPTO
EXIST.

Theory versus Practice.

Symmetric crypto:

- Theory: OWFS or FACTORING, DL, ...
- Practice: Advanced Encryption Standard (AES).

Asymmetric crypto:

- Theory = Practice using concrete problems (FACTORING, DL, ...)

PSEUDORANDOMNESS

In the information-theoretic setting we can't do better than extracting $\approx K$ RANDOM BITS from a source X with $\text{min-entropy} \geq K$.

Pseudorandomness: Weaken security in order to produce unlimited randomness.

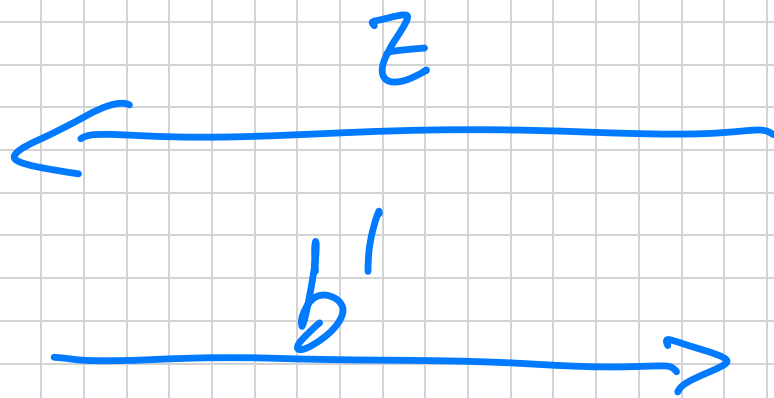
DEF (PRG). A function $G: \{0,1\}^{\lambda} \rightarrow \{0,1\}^{\lambda + \ell(\lambda)}$ is a PRG with stretch $\ell(\lambda)$ if: \forall PPT A

$$\Pr [\text{GAME}_{G,A}^{\text{prog}}(r) = 1] \leq \frac{1}{2} + \text{negl}(\lambda)$$

(G is deterministic; efficiently computable.)
 $\ell(\lambda) \geq 1$.)

GAME^{prog}
— G, A — (r)

A



$\mathcal{C}^{\text{prog}}$

$S \leftarrow \{0, 1\}^{\ell}$; $b \leftarrow \{0, 1\}$

$Z = \begin{cases} G(S) & \text{if } b=0 \\ u \leftarrow \{0, 1\}^{\ell+r} & \text{if } b=1 \end{cases}$

OUTPUT 1
IFF $b' = b$.

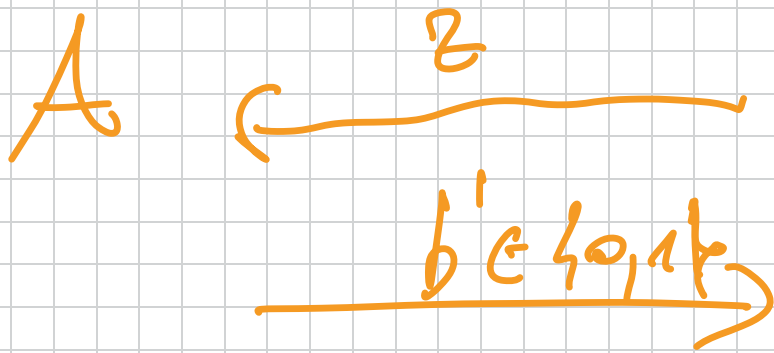
EXERCISE: No PRG can be secure against
UNBOUNDED ADVERSARIES.

In the real world: E.g. /dev/random on
Linux they extract s from min-entropy
source X and then use a concrete G .

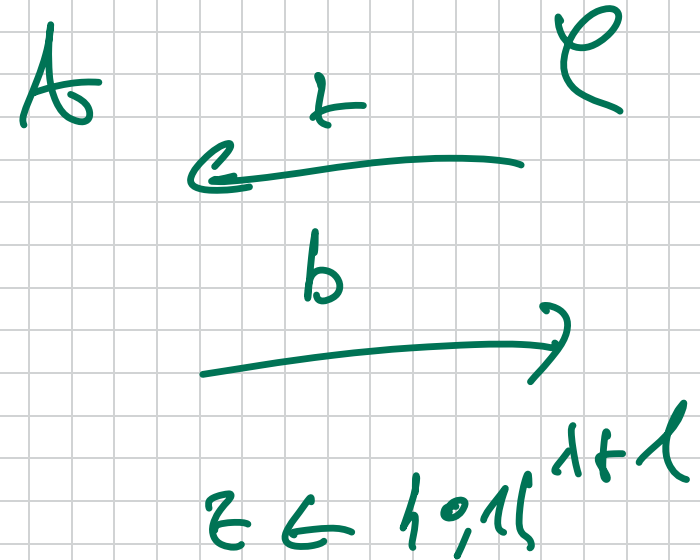
GAME^{prog}_{G,A} (λ, b)

GAME^{prog}_{G,A} (λ, 0) $b=0$

GAME^{prog}_{G,A} (λ, 1)



$S \in \{0, 1\}^{\lambda}$
 $Z = \text{GCS}$



DEF (PRG) $G : \{0, 1\}^{\lambda} \rightarrow \{0, 1\}^{\lambda+1} \rightsquigarrow$

a PRG $\text{Nf} : \text{GAME}_{G,A}^{\text{prog}}(\lambda, 0) \approx_c \text{GAME}_{G,A}^{\text{prog}}(\lambda, 1)$

\Rightarrow It means: \forall PPT A

$$\left(\Pr \left[\text{GAME}_{G, A}^{\text{prg}}(\lambda, 0) = 1 \right] \right.$$

$$\left. - \Pr \left[\text{GAME}_{G, A}^{\text{prg}}(\lambda, 1) = 1 \right] \right) \leq \text{negl}(\lambda)$$

where the game outputs $s \in \{0, 1\}$.

In particular: If $A(z)$ can predict s

there is no security.

Because A can check if $z = G(s)$ and

If so output $b' = 1$. Otherwise $b' = 0$.

EXERCISE. Every PRG G is also a OWF.

Next times:

- Theory: OWF \Rightarrow PRG with
 $l(r) = \text{poly}(r)$

- Practice: Given some amount of
stretch (say $\lambda \rightarrow 2\lambda$) then
we get $l(r) = \text{poly}(r)$