

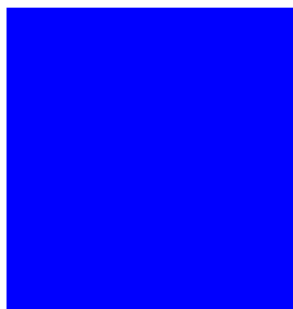
Indistinguishability Theory

Ueli Maurer

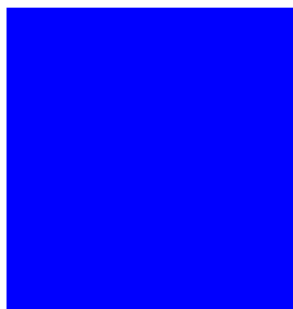
ETH Zurich

FOSAD 2009, Bertinoro, Sept. 2009.

Distinguishing two objects:



Distinguishing two objects:



left or right?

Distinguishing two types of numbers

Set A:

2048-bit integers with exactly **2** prime factors, each with at least 512 bits.

Set B:

2048-bit integers with exactly **3** prime factors, each with at least 512 bits.

Distinguishing two types of numbers

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2048-bit integers with exactly
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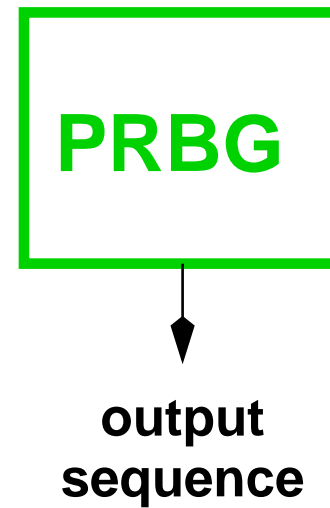
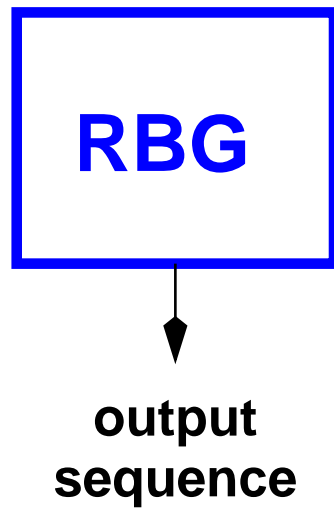
Set B:

2048-bit integers with exactly
3 prime factors, each with at
least 512 bits.

374095762974511873398056743981753957783254673845967825364509871
365295584882333644985766091852825640501638759879538762635485678
243091425765253648526374099125231764748985576600963327393947586
123498750533495862054987746524351089758393218367443278968764534
3127364987564354675092736565475849823142537584950243685261

left or right?

Random vs. pseudo-random bit generator



Random vs. pseudo-random bit generator



output
sequence

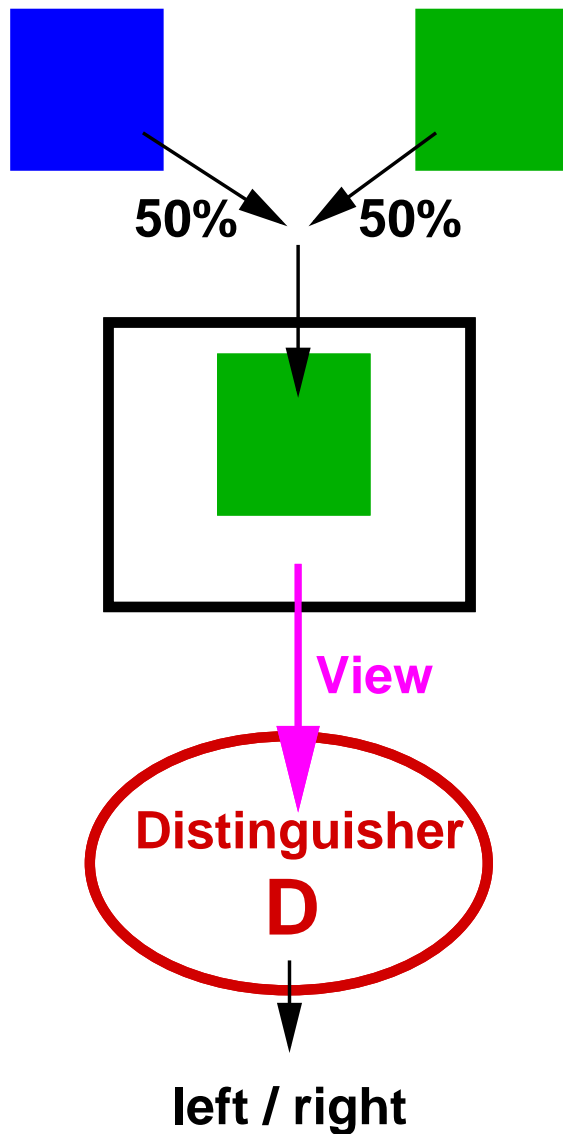


output
sequence

101100011101111001001110100010000011101100101110010111010001101
000011011010111101010001101011010100100101011110101000001101101
111000111011000101111010010101101001010110000101011010101101001
110011001001100010110100011100101010001011010100001111000101010

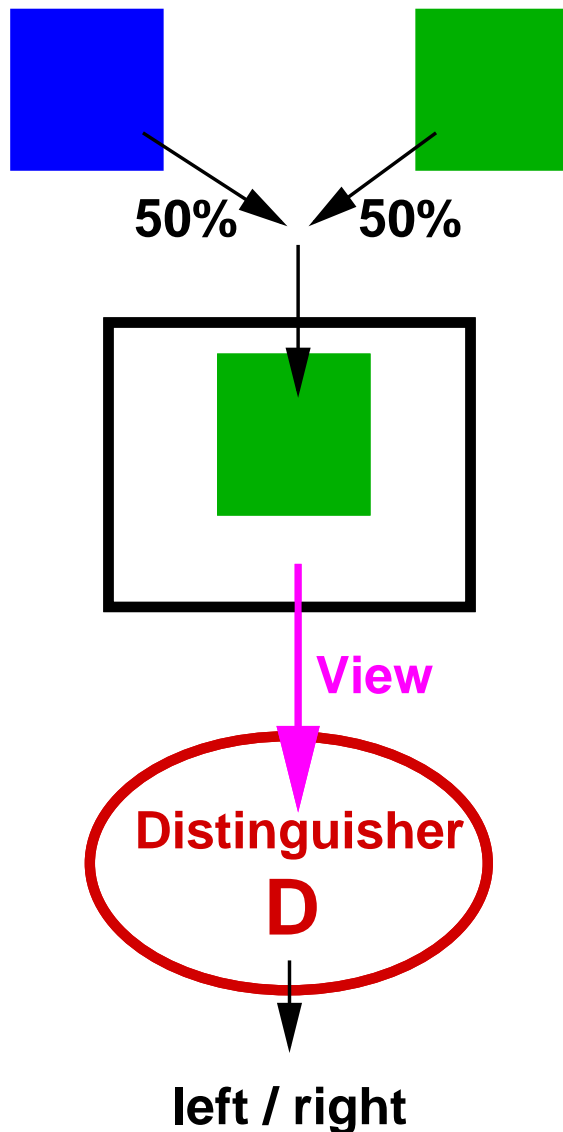
left or right?

Distinguisher's advantage



D's task: Guess left/right

Distinguisher's advantage

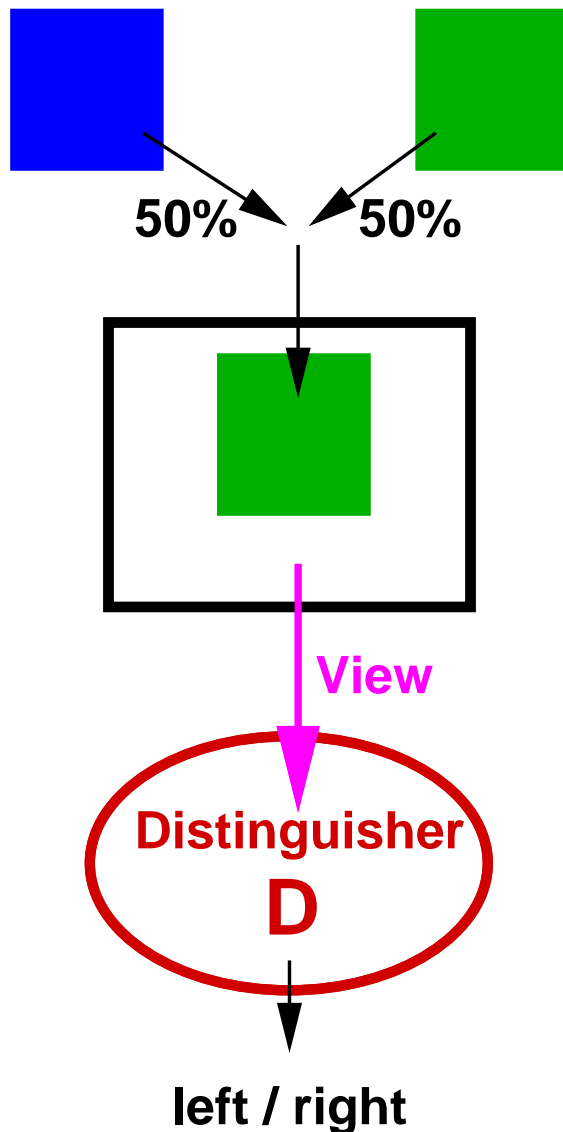


D's task: Guess left/right

$$\text{Prob}(\text{correct guess}) = 0.5 + \alpha/2$$

$$\alpha = \Delta^{\mathbf{D}}(\blacksquare, \blacksquare) \quad (\mathbf{D}'\text{s advantage})$$

Distinguisher's advantage



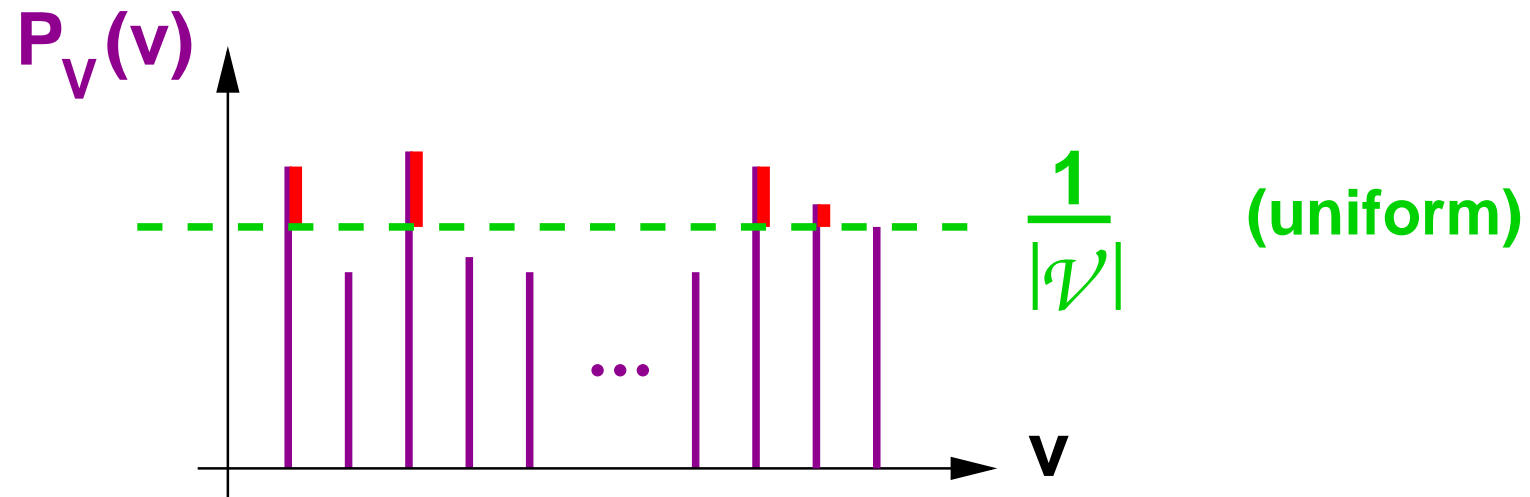
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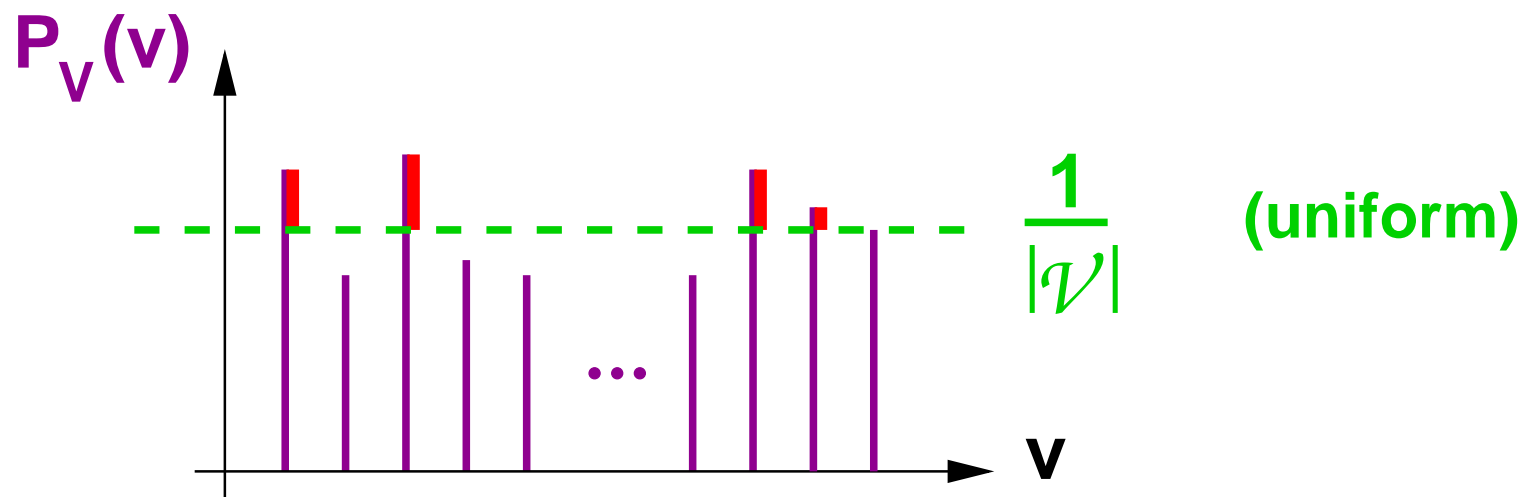
$$\alpha = \Delta^D(\blacksquare, \blacksquare) \quad (\text{D's advantage})$$

$$\text{best } D: \Delta(\blacksquare, \blacksquare)$$

Distinguishing a RV V from a uniform RV U



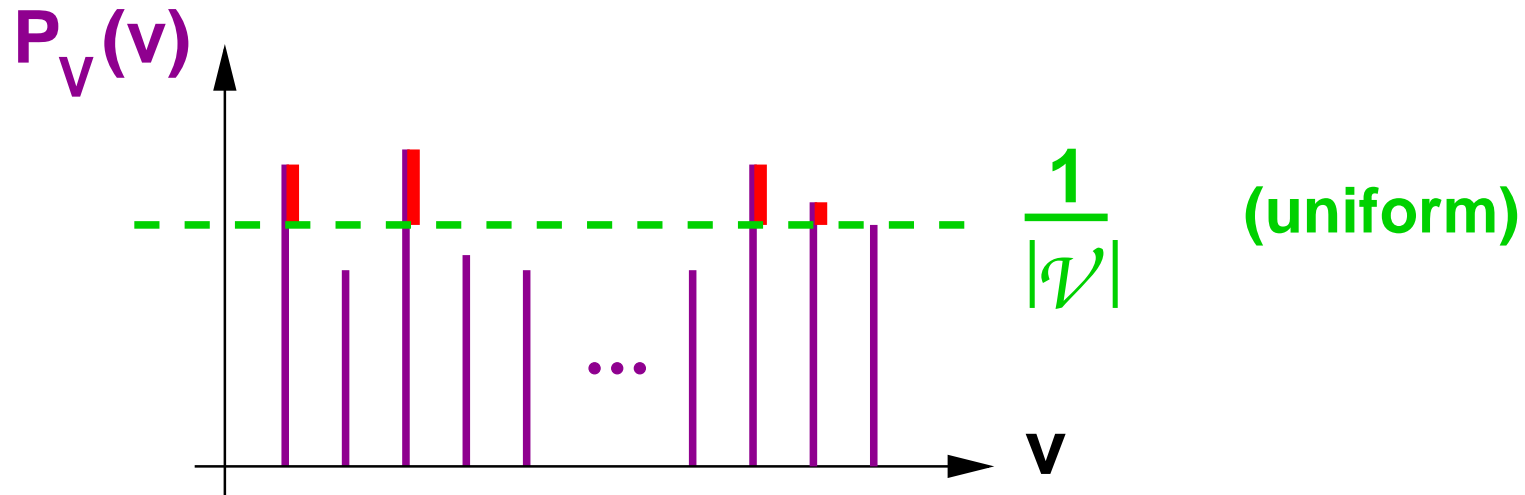
Distinguishing a RV V from a uniform RV U



Statistical distance:

$$d(\mathbf{V}, \mathbf{U}) := \frac{1}{2} \sum_{v \in \mathcal{V}} \left| \mathbf{P}_{\mathbf{V}}(v) - \frac{1}{|\mathcal{V}|} \right| \quad (\text{sum of red quantities})$$

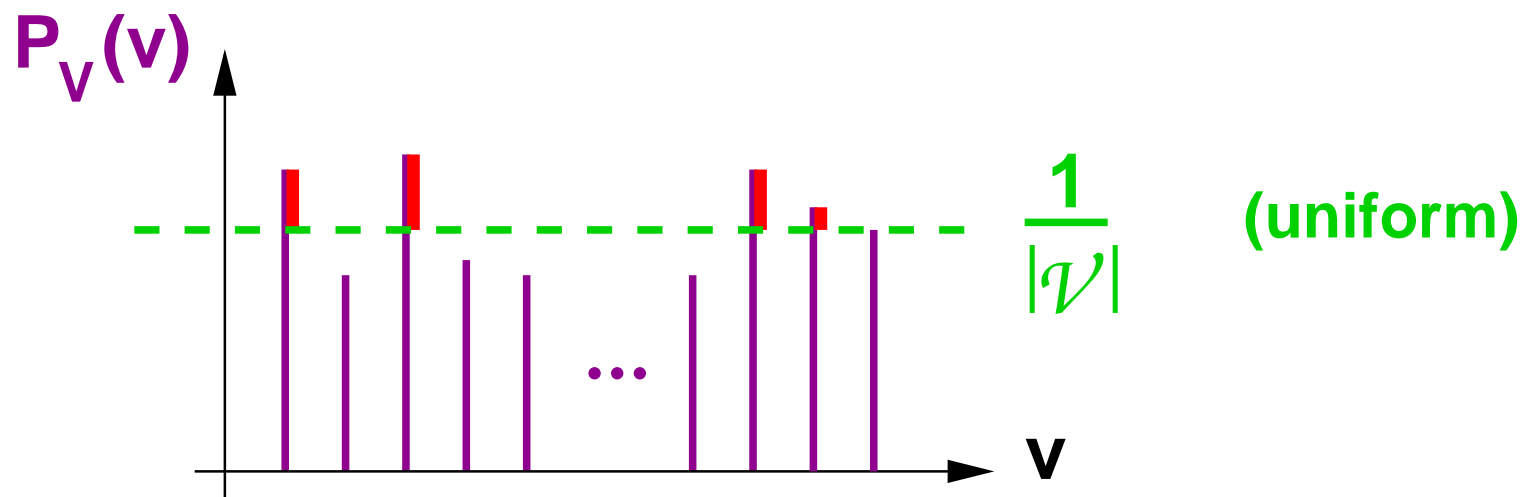
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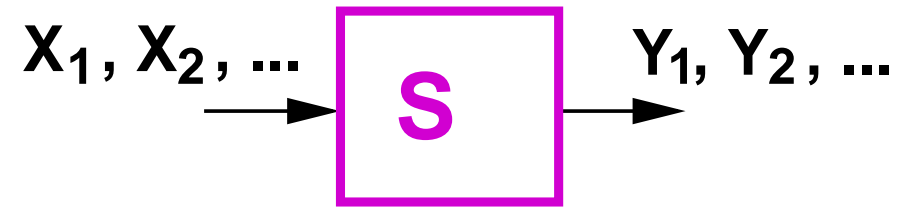


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Possible interpretation: $\mathbf{P}(\mathbf{V} = \mathbf{U}) = 1 - \mathbf{d}(\mathbf{V}, \mathbf{U})$

Discrete systems



Discrete systems



Description of **S**: pseudo-code, figures, text, ...

Discrete systems



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What kind of **mathematical object** is the behavior?

Discrete systems

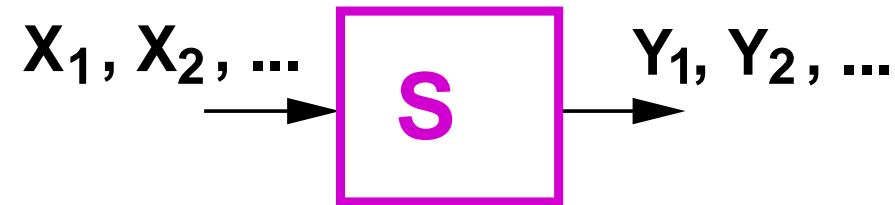


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Discrete systems



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 - abstraction called **random system** [Mau02]
 - This description is minimal!
 - Redundant (better) description: $p_{Y_1 \dots Y_i|X_1 \dots X_i}^{\mathbf{S}}$

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Discrete systems



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Realization of **S** from a RV (range \mathcal{R}): $f_i^{\mathbf{S}} : \mathcal{X}^i \times \mathcal{R} \rightarrow \mathcal{Y}$

Discrete systems



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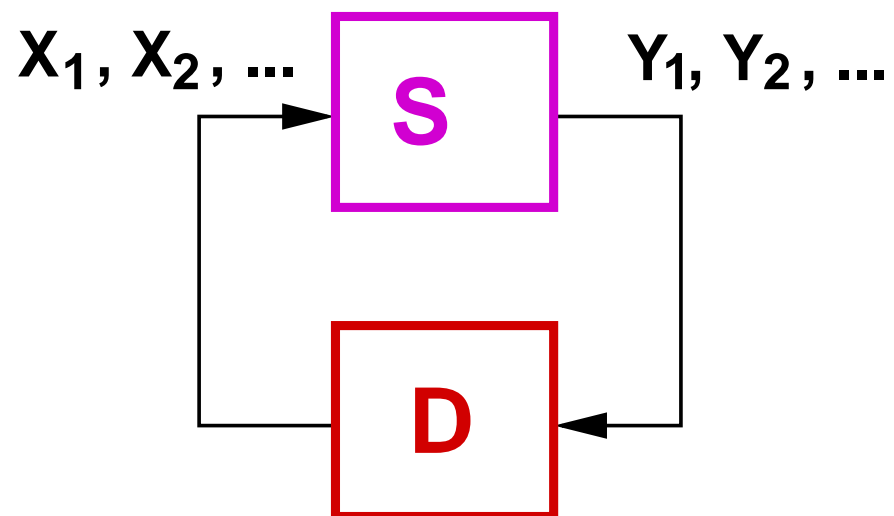
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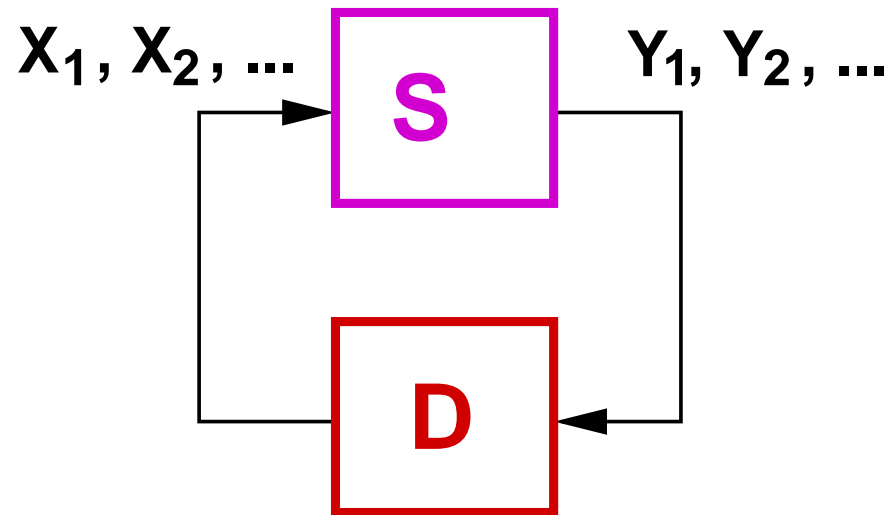
Realization of **S** from a RV (range \mathcal{R}): $f_i^{\mathbf{S}} : \mathcal{X}^i \times \mathcal{R} \rightarrow \mathcal{Y}$

→ notion of **independence**

Distinguishers



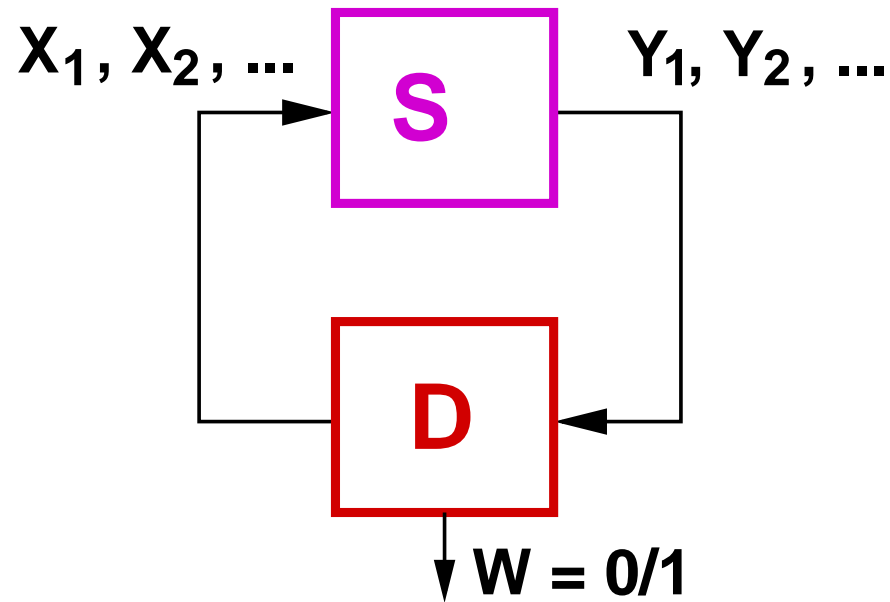
Distinguishers



$$\begin{aligned}
 \mathbf{P}_{X^k Y^k}^{\mathbf{DS}} &= \prod_{i=1}^k \mathbf{p}_{Y_i | X^i Y^{i-1}}^{\mathbf{S}} \cdot \mathbf{p}_{X_i | X^{i-1} Y^{i-1}}^{\mathbf{D}} \\
 &= \mathbf{p}_{Y^k | X^k}^{\mathbf{S}} \cdot \mathbf{p}_{X^k | Y^{k-1}}^{\mathbf{D}}
 \end{aligned}$$

notation: $X^i = (X_1, \dots, X_i)$

Distinguishers

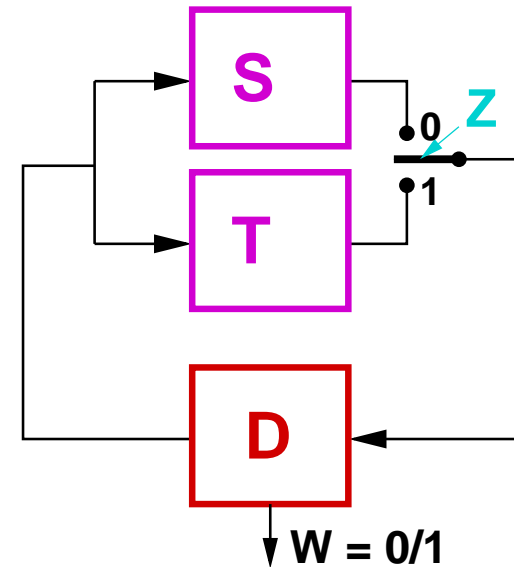
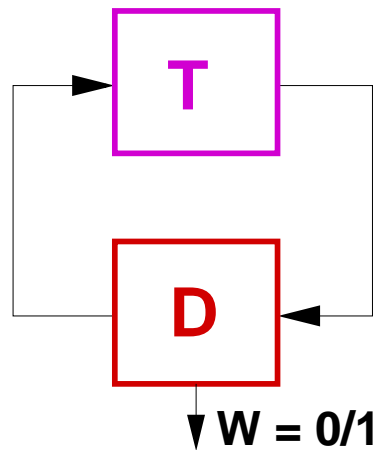
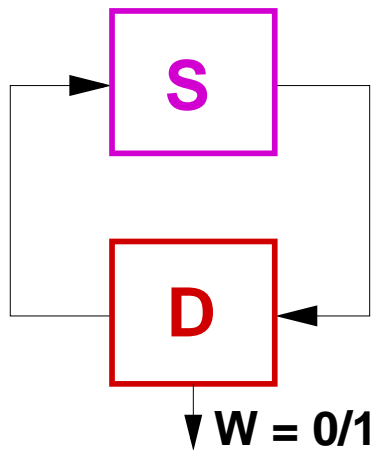


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Distinguishing advantage

2 equivalent views:

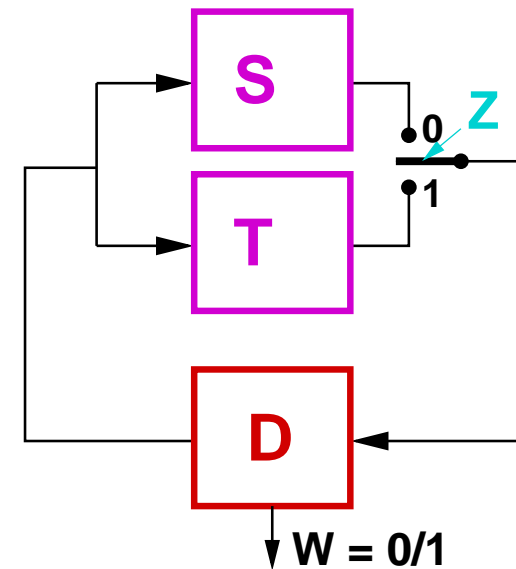
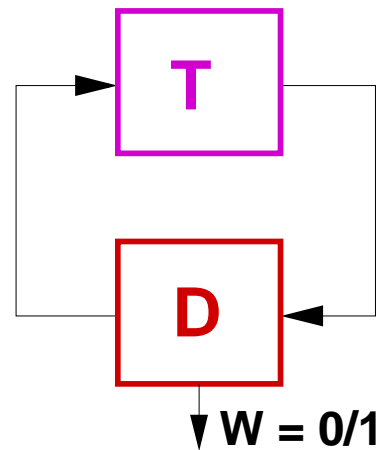
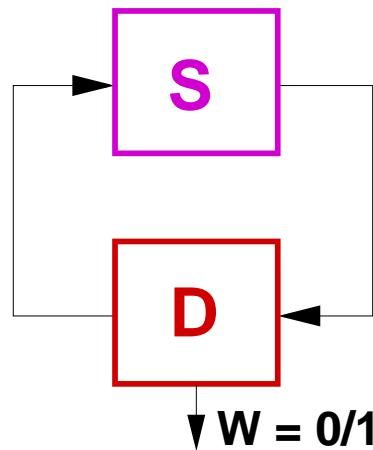


$$\Delta_k^D(S, T) := \left| P^{DS}(W = 1) - P^{DT}(W = 1) \right|$$

$$= 2 \left| P^{DSTZ}(W = Z) - \frac{1}{2} \right|$$

Distinguishing advantage

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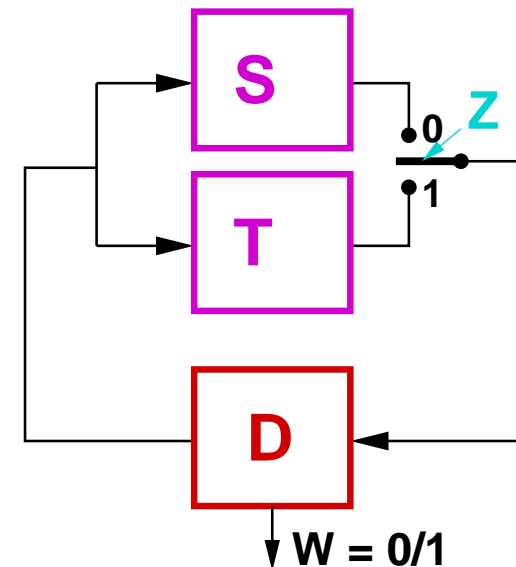
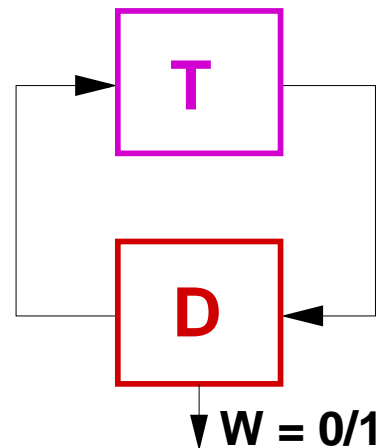
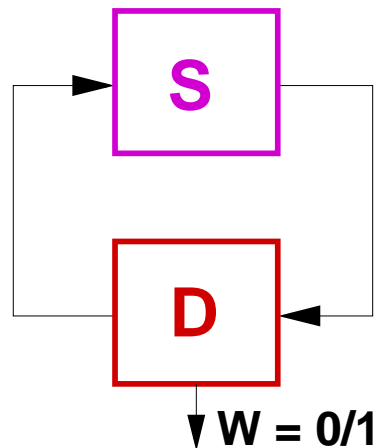


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best (adaptive) **D**: $\Delta_k(\mathbf{S}, \mathbf{T})$

Distinguishing advantage

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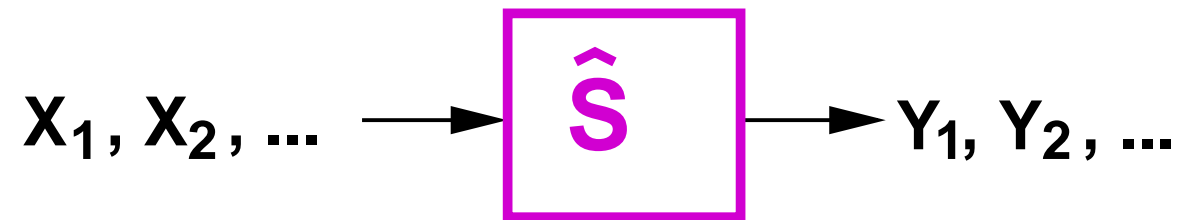


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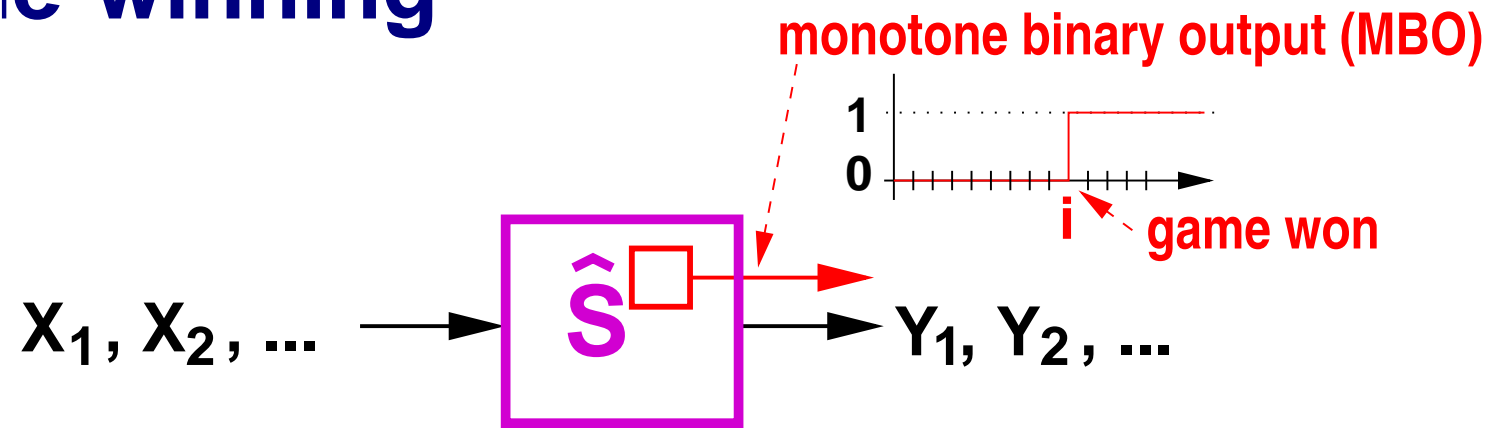
best (adaptive) **D**: $\Delta_k(\mathbf{S}, \mathbf{T})$

best non-adapt. **D**: $\Delta_k^{\text{NA}}(\mathbf{S}, \mathbf{T})$

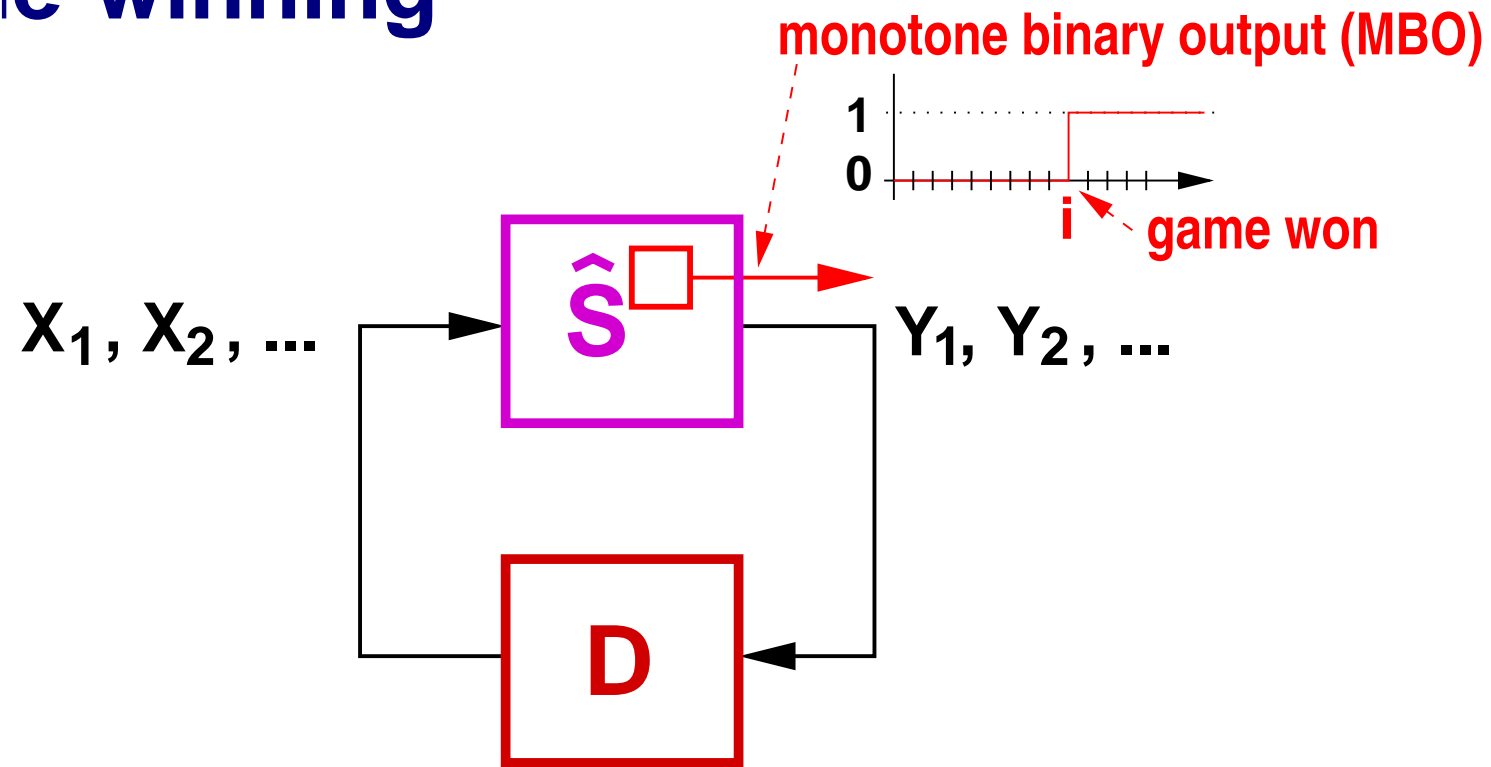
Game-winning



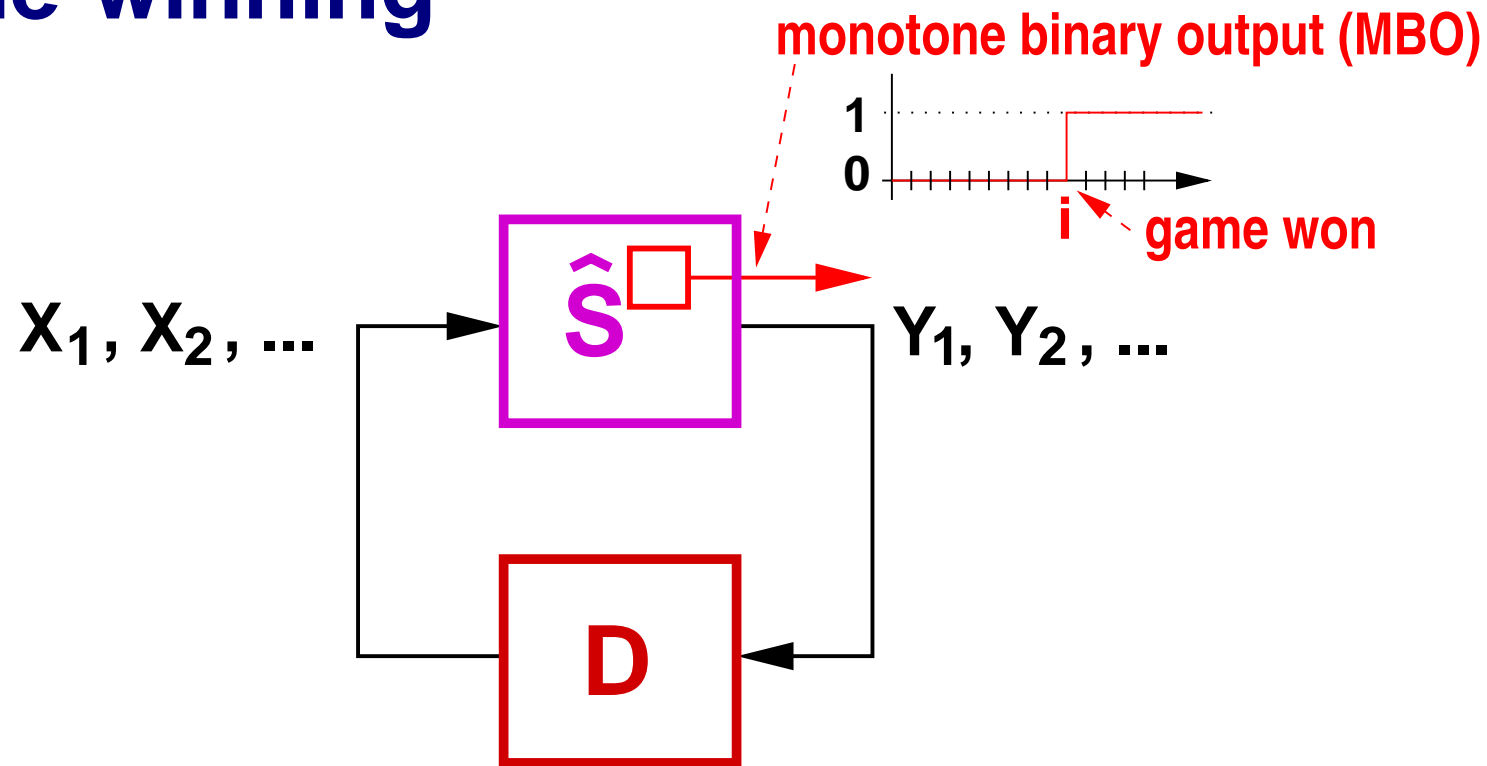
Game-winning



Game-winning

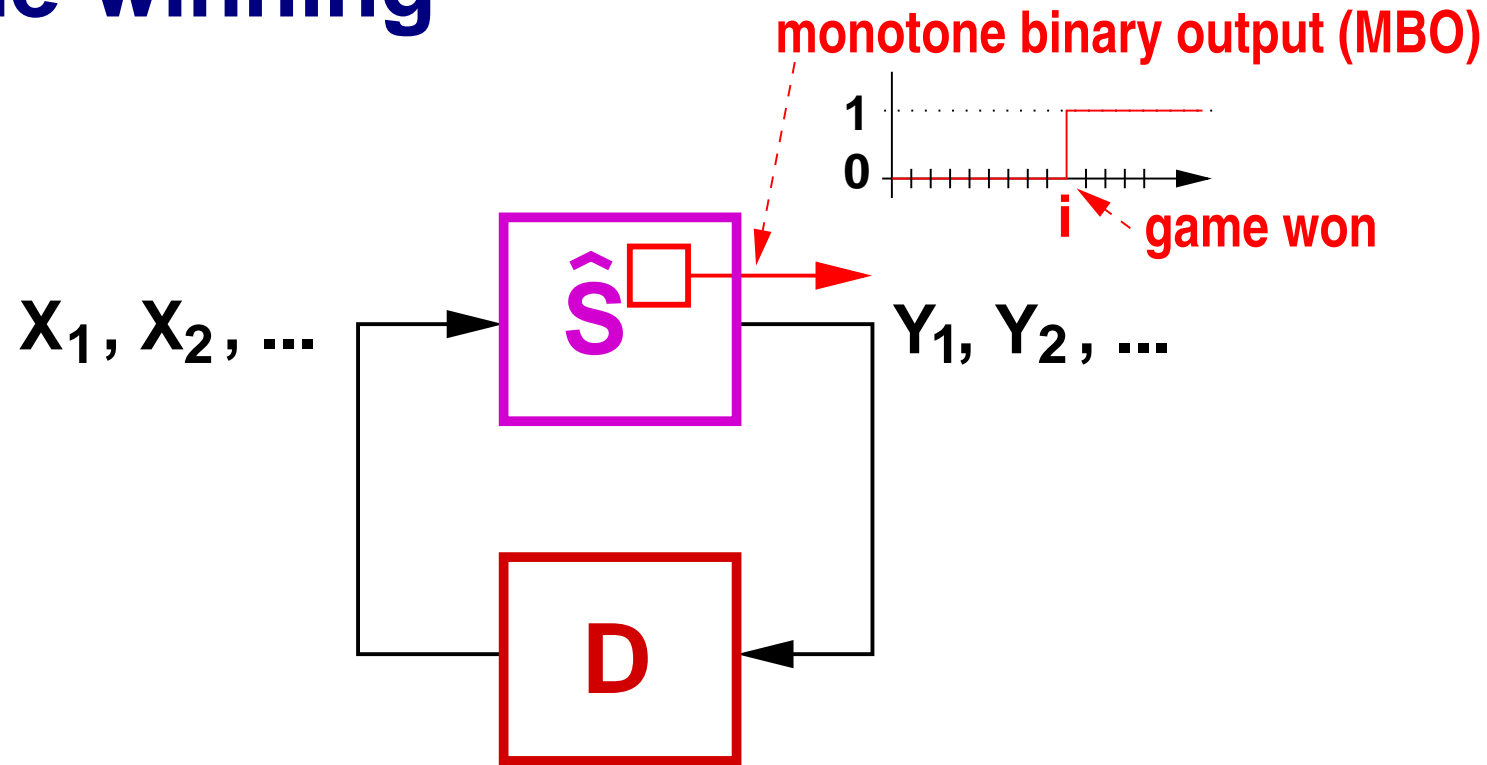


Game-winning



D's prob. of winning with k queries: $\nu_k^{\mathbf{D}}(\hat{\mathbf{S}})$

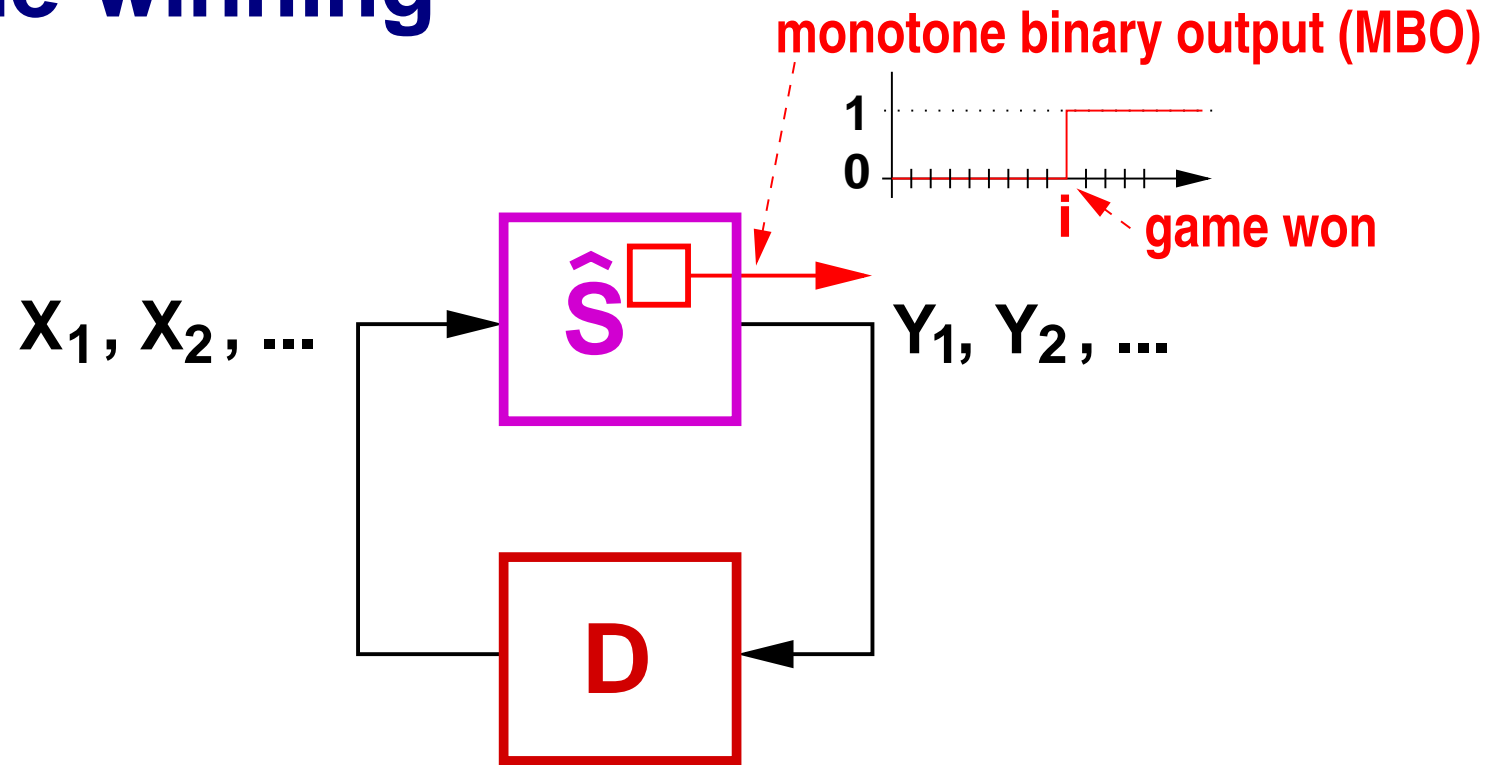
Game-winning



D's prob. of winning with k queries: $\nu_k^D(\hat{S})$

Optimal (adaptive) **D**: $\nu_k(\hat{S}) := \max_D \nu_k^D(\hat{S})$

Game-winning

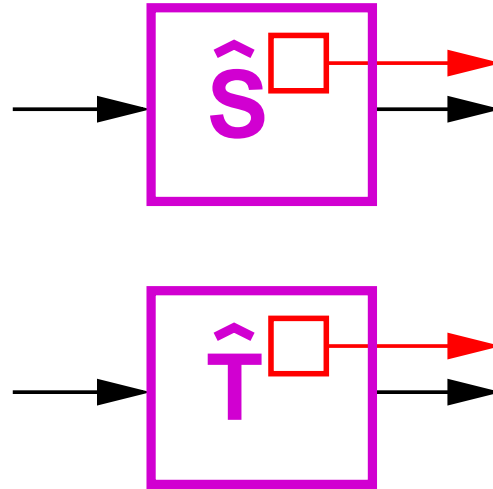


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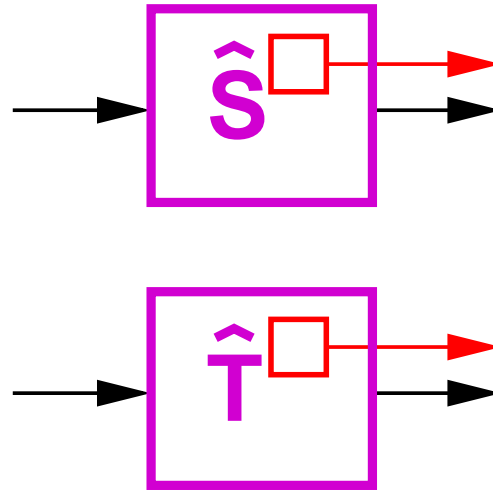
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Playing 2 games in parallel

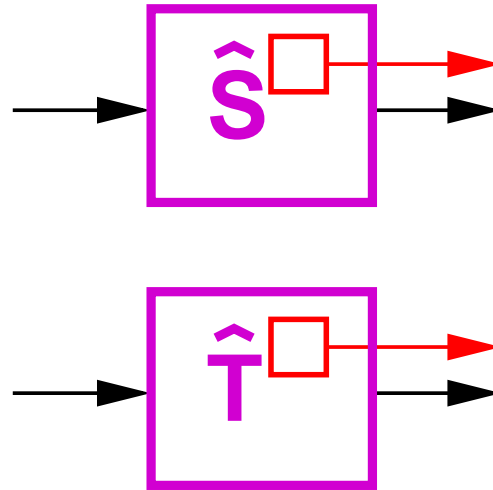


Playing 2 games in parallel



Can a combined strategy be better than optimal individual strategies?

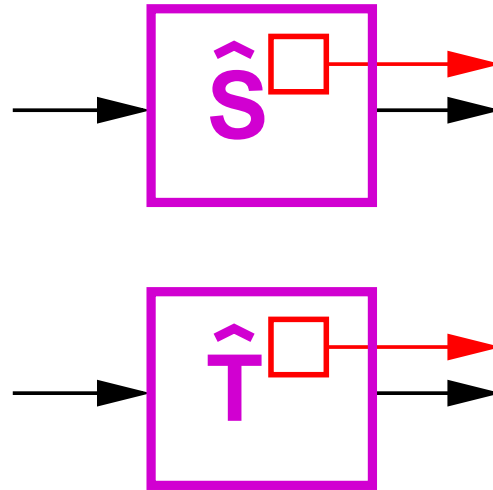
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YES! Chess grand-masters' problem!

Playing 2 games in parallel

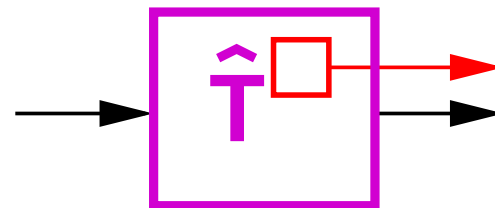
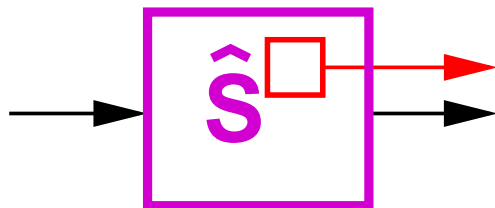


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Lemma [MPR07]: For winning **both** games, playing individual optimal strategies is optimal.

Game-winning \iff **Distinguishing**



Game-winning \iff Distinguishing



Def.: \hat{S} and \hat{T} are **restricted equivalent**, denoted $\hat{S} \stackrel{r}{\equiv} \hat{T}$, if the I/O behavior is identical as long as $MBO = 0$.

Game-winning \iff Distinguishing



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Lemma (\Rightarrow) [Mau02]: If $\hat{S} \stackrel{r}{\equiv} \hat{T}$, then, for every D ,

$$\Delta_k^D(\mathbf{S}, \mathbf{T}) \leq \nu_k^D(\hat{S}) \quad (= \nu_k^D(\hat{T})).$$

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Note: This lemma talks about a system as a mathematical object and is independent of the description language used for systems!

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Lemma (\Leftarrow) [MPR07]: Any S and T can be enhanced by MBOs to systems \hat{S} and \hat{T} such that $\hat{S} \stackrel{r}{\equiv} \hat{T}$ and, for every D ,

$$\nu_k^D(\hat{S}) = \Delta_k^D(S, T)$$

Security amplification paradigm



Security amplification paradigm



Idea: Combine several mildly secure systems to obtain a highly secure system.

Example: XOR of mildly uniform independent keys yields a highly uniform key!

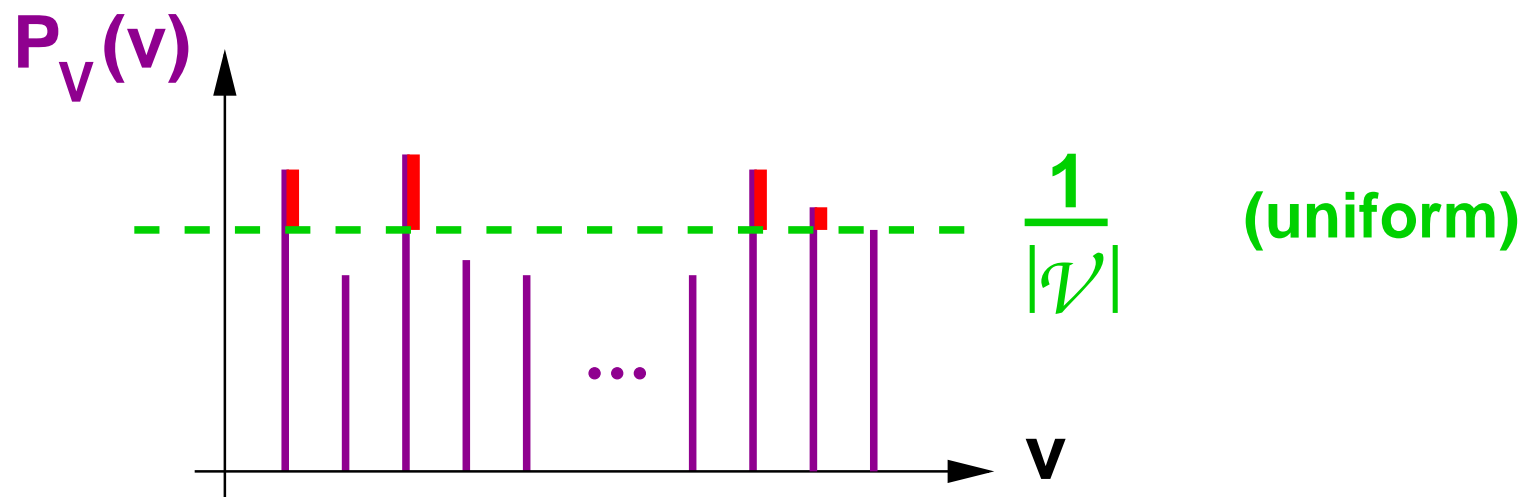
Security amplification paradigm



Idea: Combine several mildly secure systems to obtain a highly secure system.

Example: Cascade of mildly secure ciphers yields a highly secure cipher!

Distinguishing a RV \mathbf{V} from a uniform RV \mathbf{U}

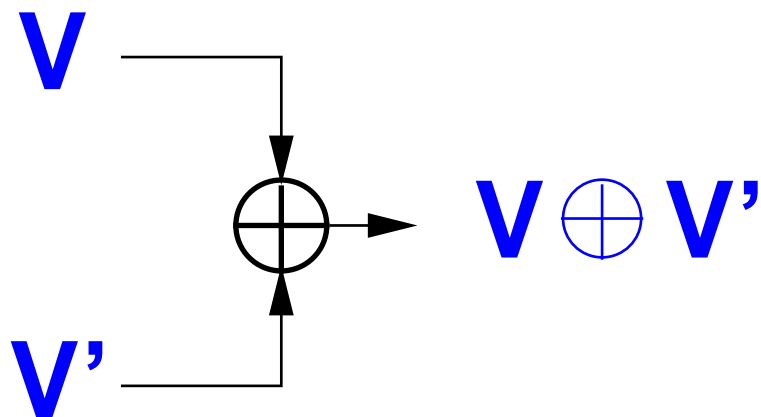


Statistical distance:

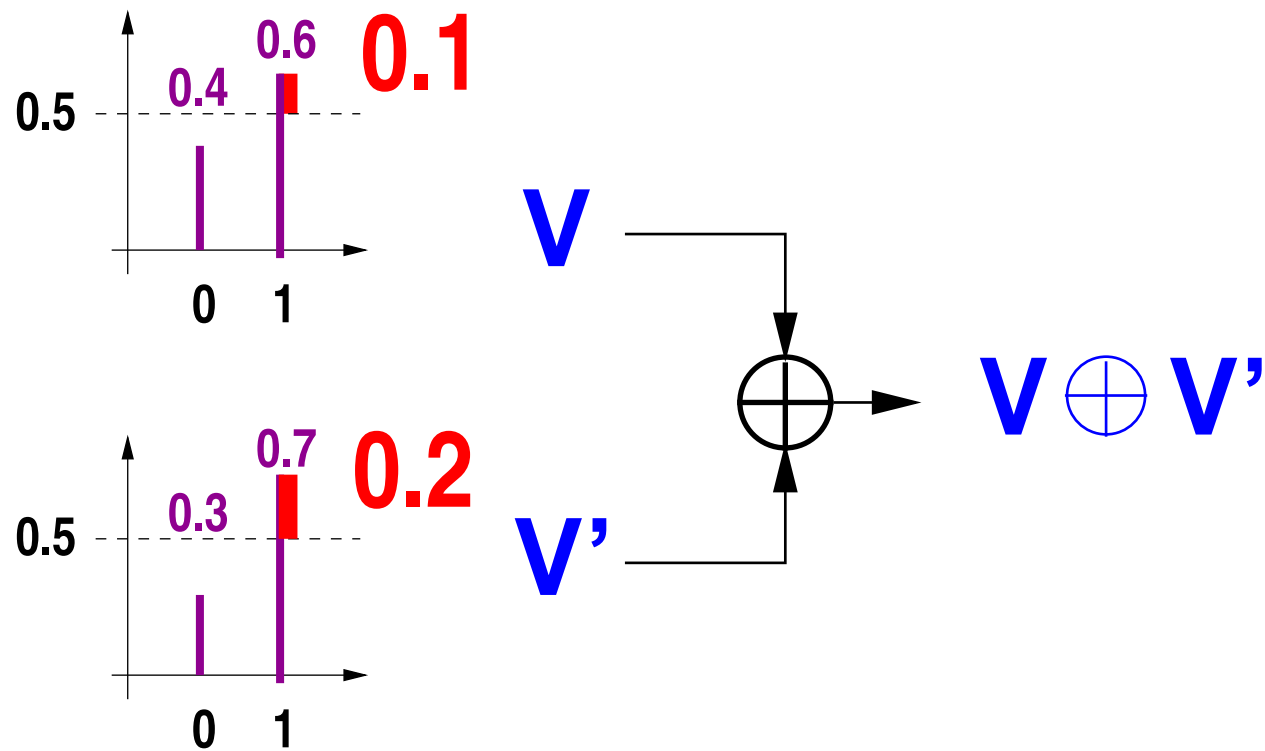
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Possible interpretation: $\mathbf{P}(\mathbf{V} = \mathbf{U}) = 1 - \mathbf{d}(\mathbf{V}, \mathbf{U})$

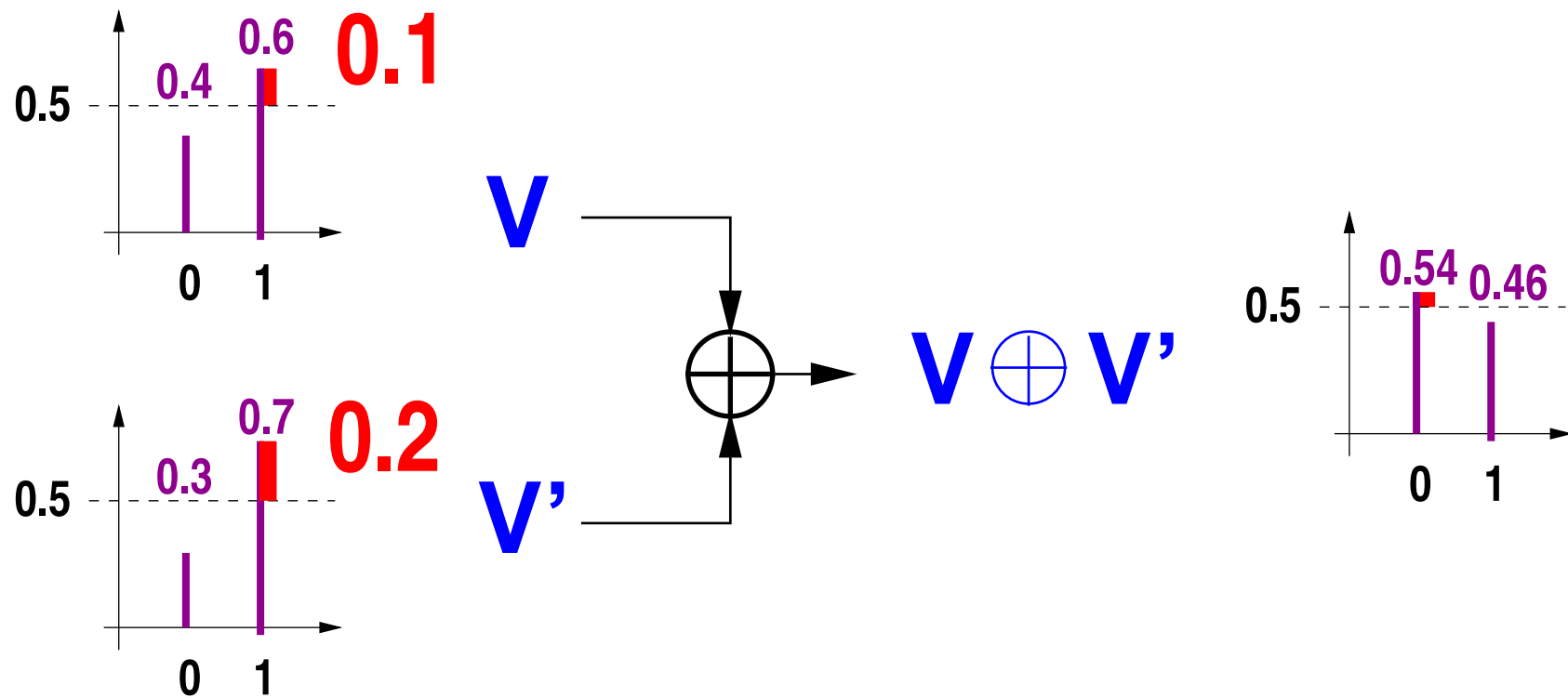
Product theorem for random variables



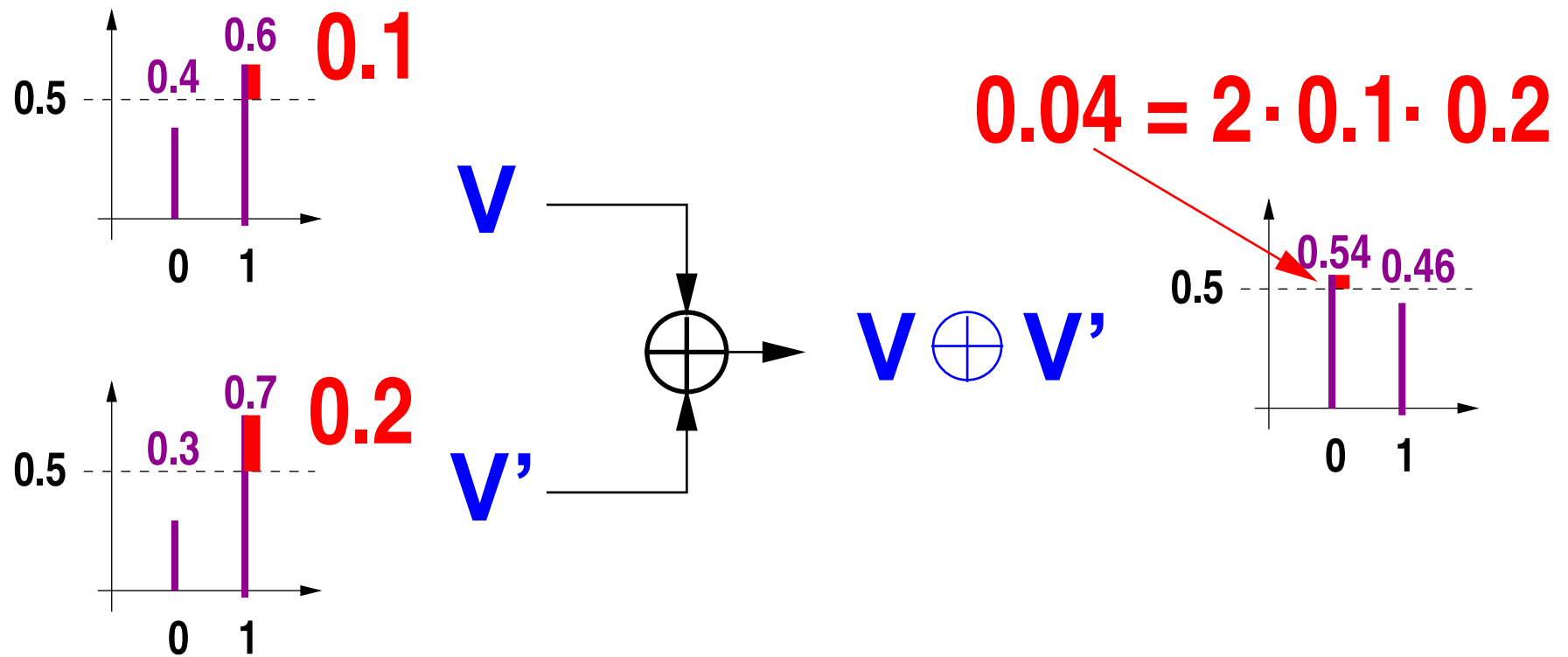
Product theorem for random variables



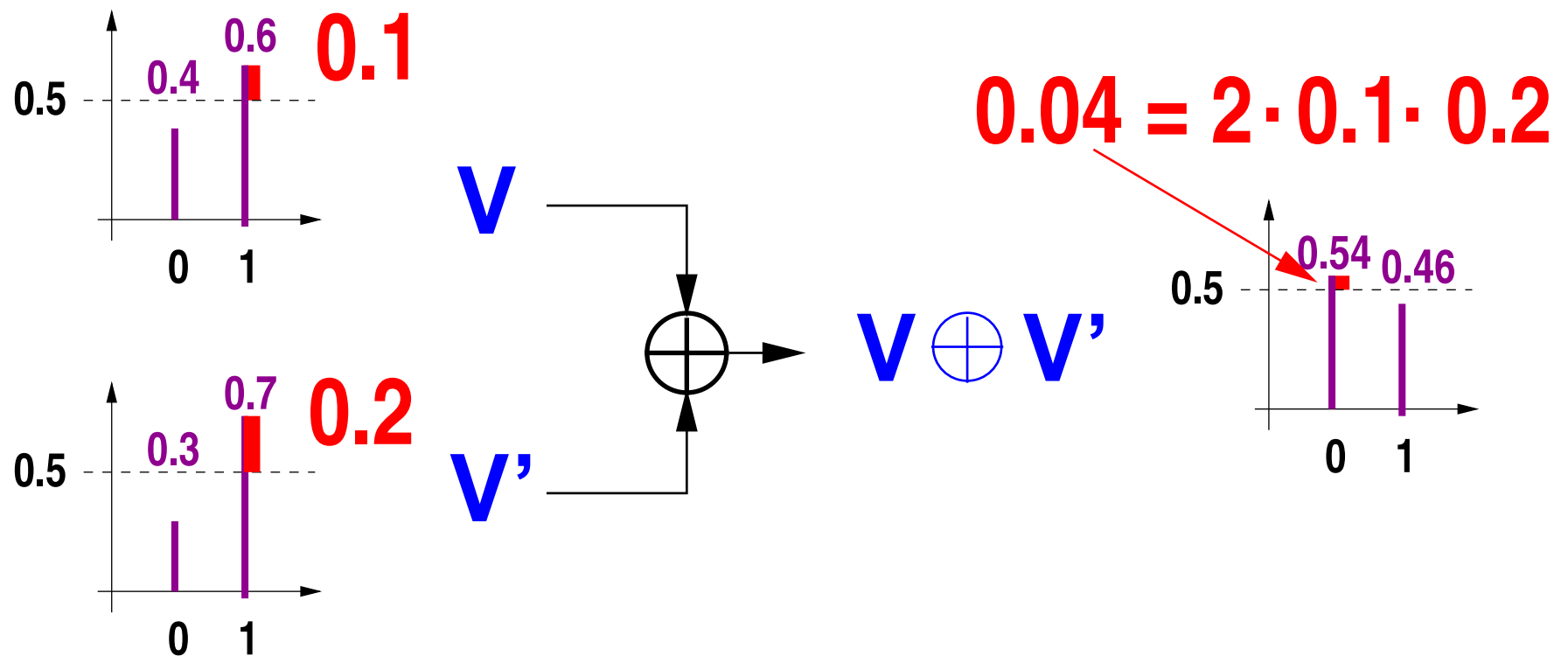
Product theorem for random variables



Product theorem for random variables

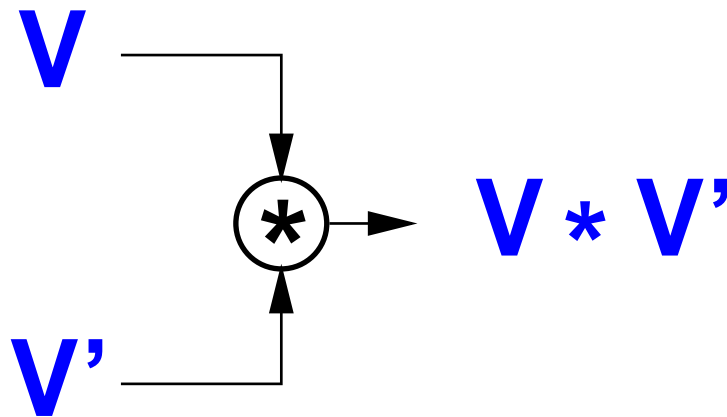


Product theorem for random variables



Theorem: $d(V \oplus V', U) \leq 2 \cdot d(V, U) \cdot d(V', U)$

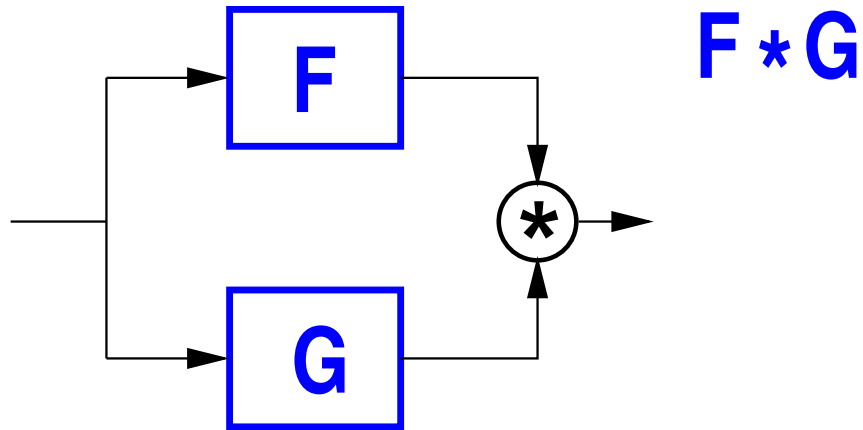
Product theorem for random variables



Theorem: $d(V * V', U) \leq 2 \cdot d(V, U) \cdot d(V', U)$
for any quasi-group operation $*$

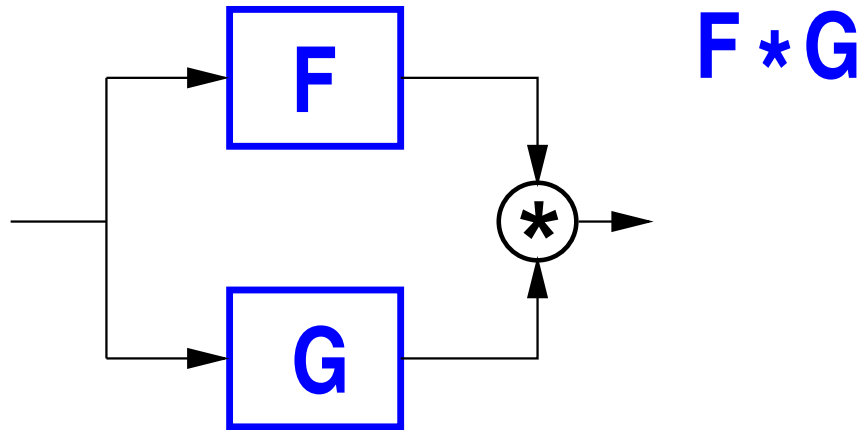
Product theorems **for systems** ?

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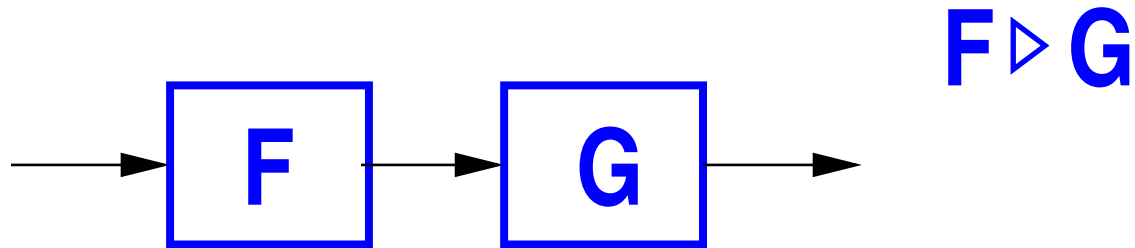


Theorem: $\Delta_k(\mathbf{F} \star \mathbf{G}, \mathbf{R}) \leq 2 \cdot \Delta_k(\mathbf{F}, \mathbf{R}) \cdot \Delta_k(\mathbf{G}, \mathbf{R})$
for any quasi-group operation \star .

(**R** = uniform random function)

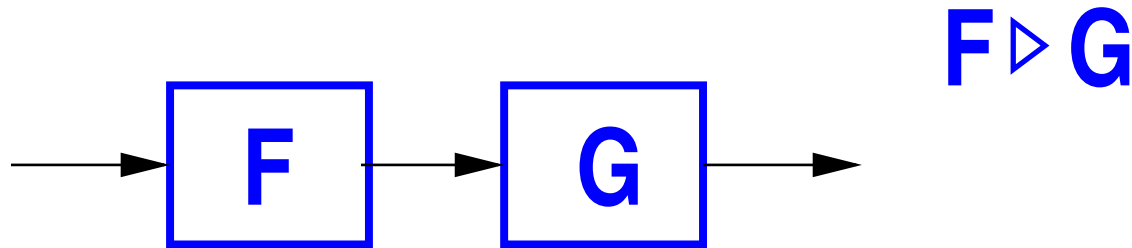
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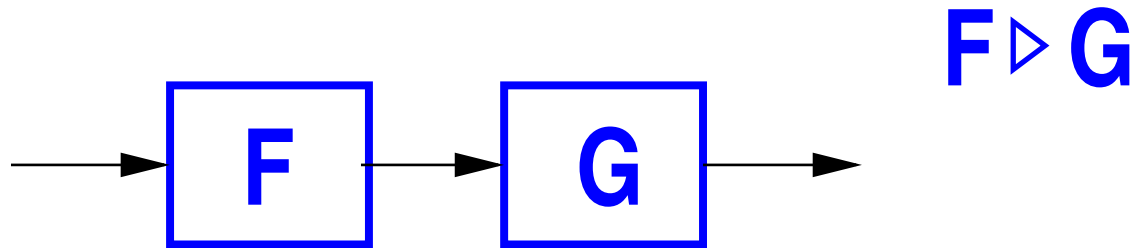
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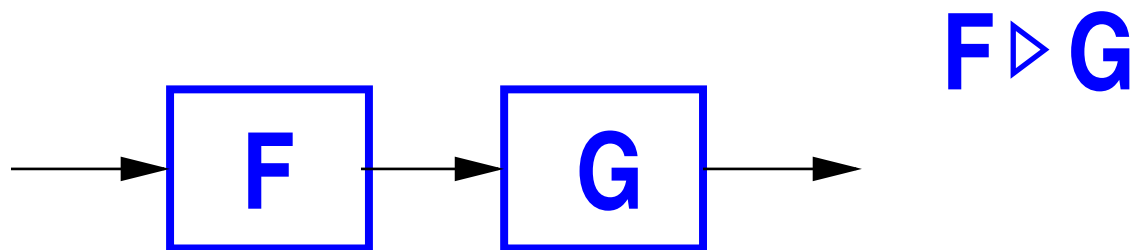


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Special case: Vaudenay's decorrelation theorem

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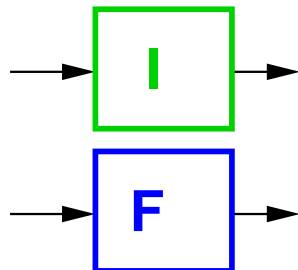


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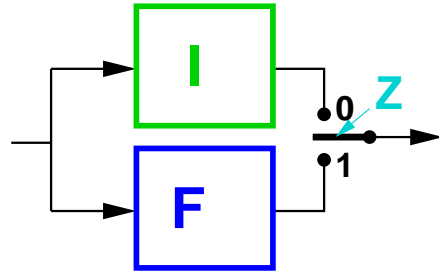
What is the general principle?

Neutralizing constructions [MPR07]



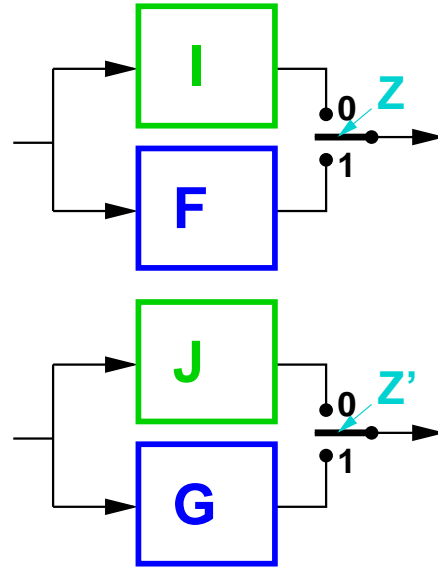
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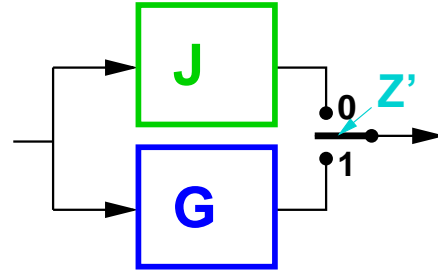


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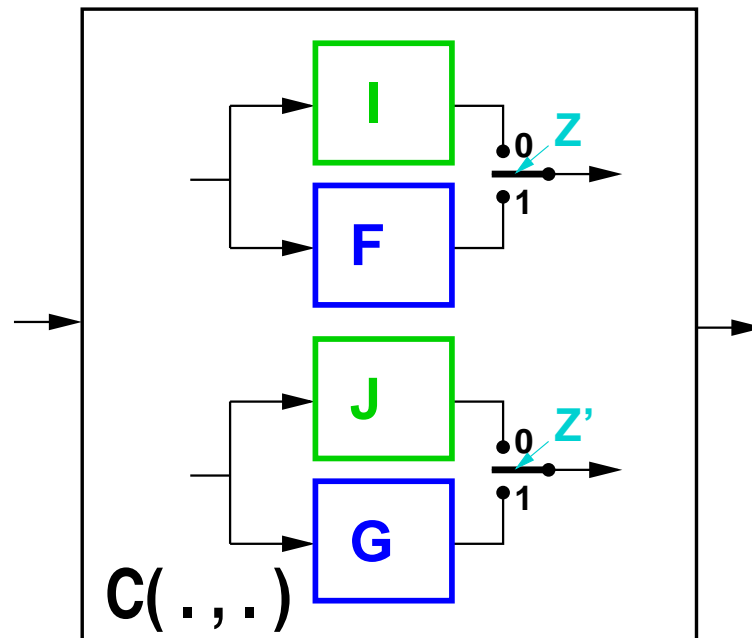


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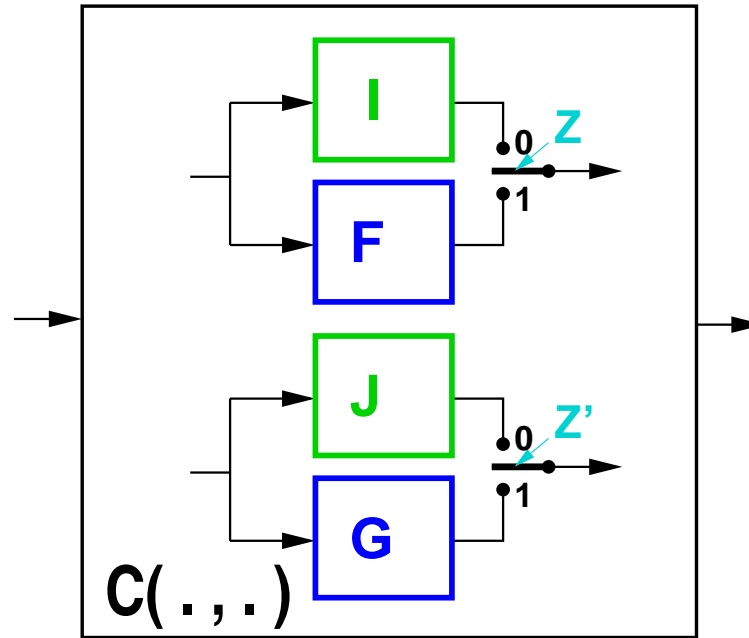
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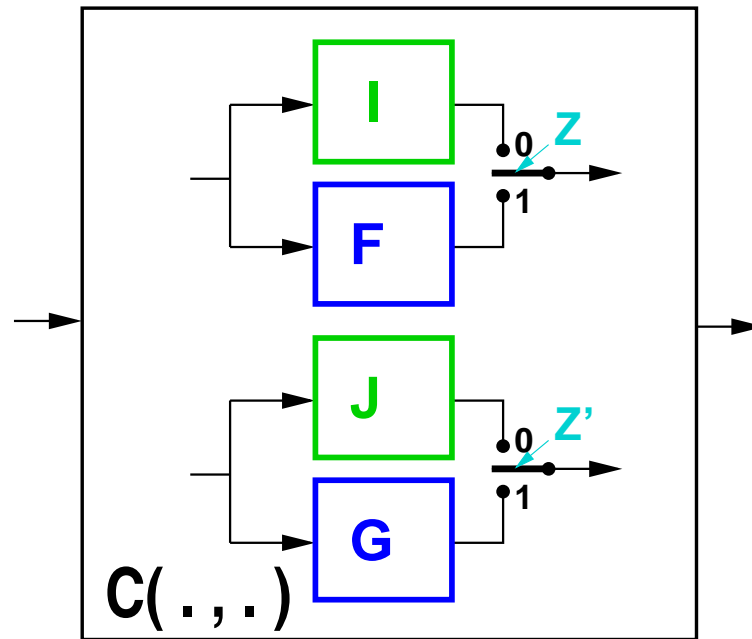


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Def.: $C(.,.)$ is neutralizing if $C(\mathbf{I}, \mathbf{G}) \equiv C(\mathbf{F}, \mathbf{J}) \equiv C(\mathbf{I}, \mathbf{J}) \equiv \mathbf{Q}$

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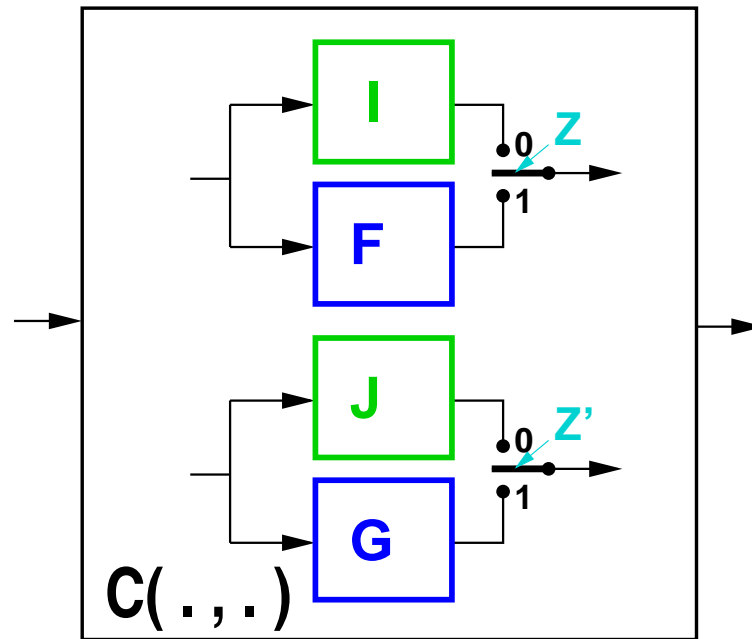
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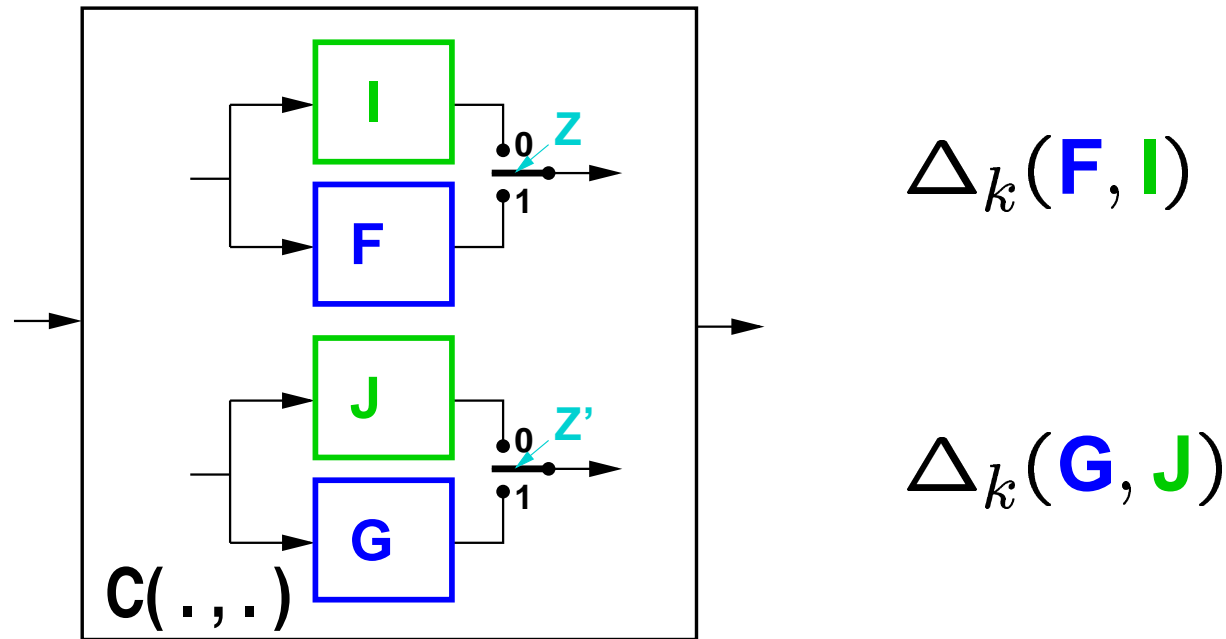
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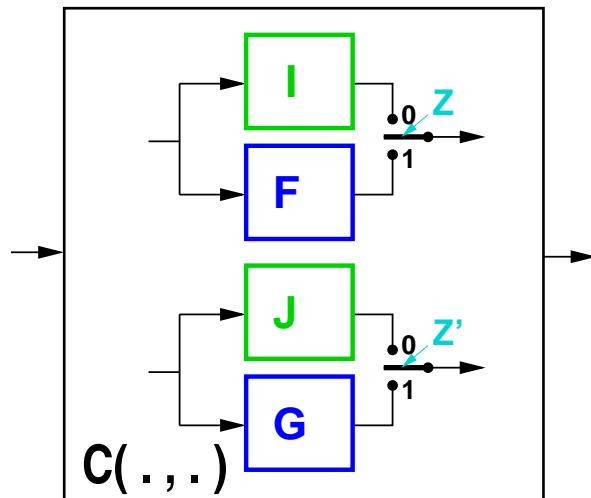
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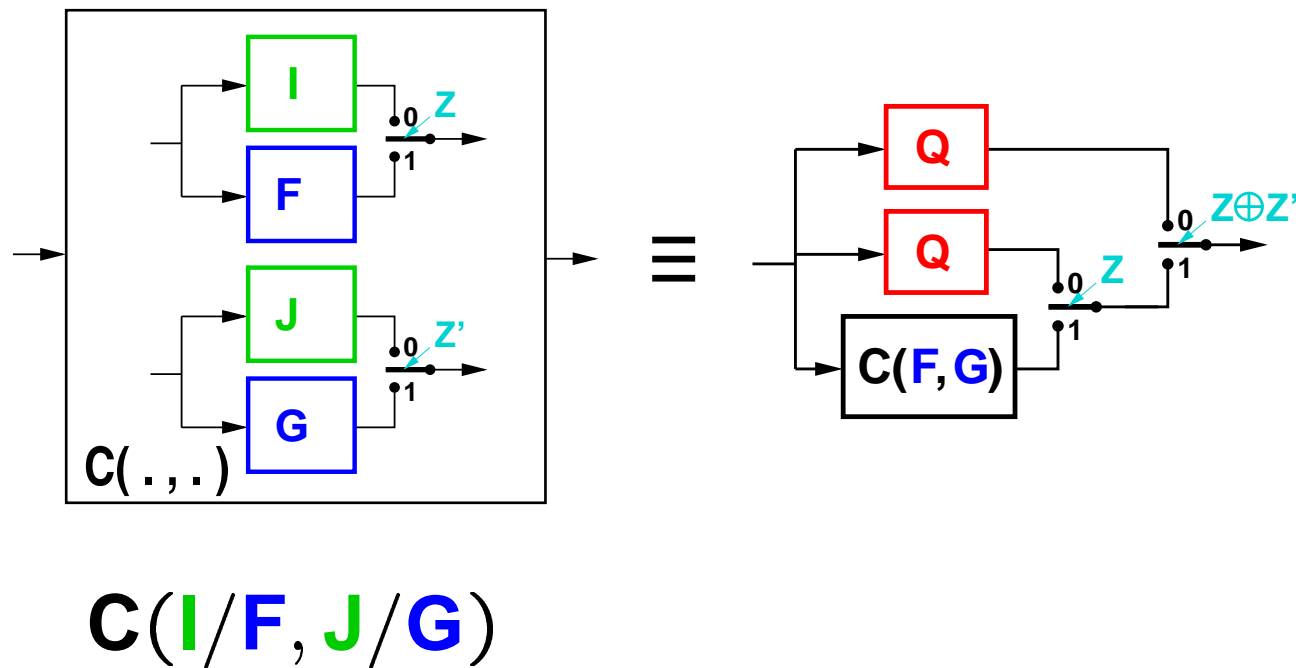
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$\mathbf{C}(\mathbf{I}/\mathbf{F}, \mathbf{J}/\mathbf{G})$

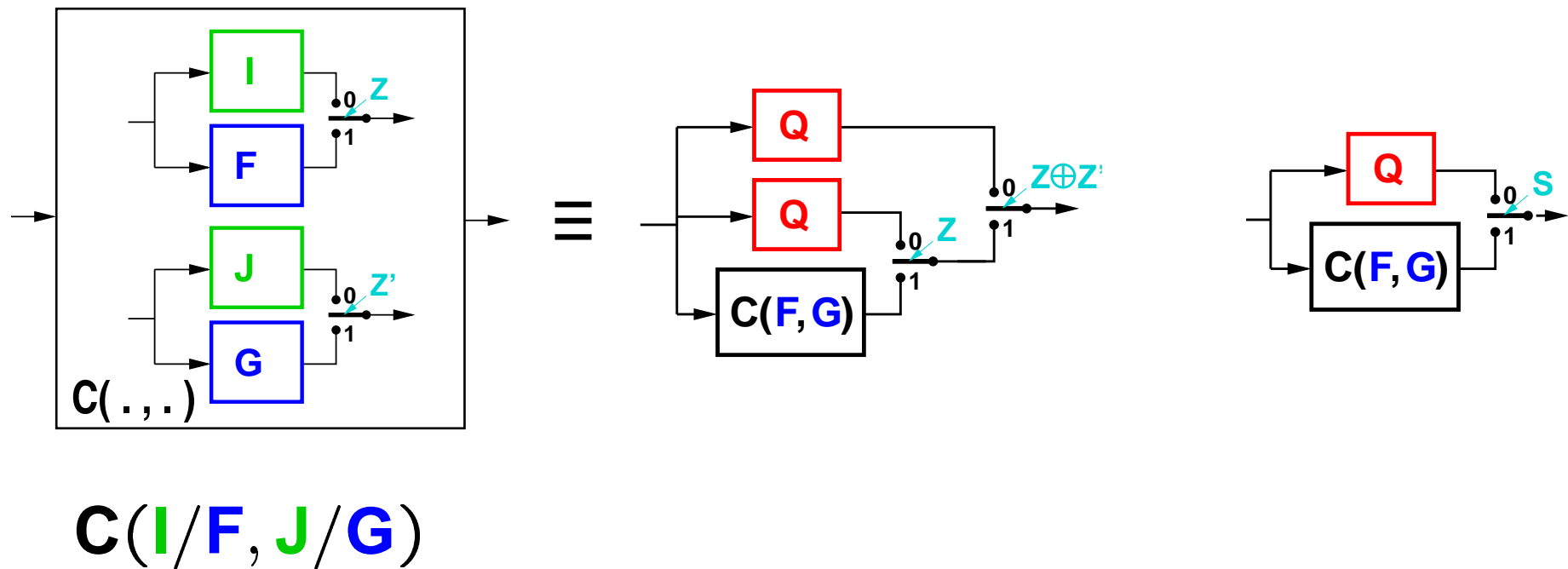
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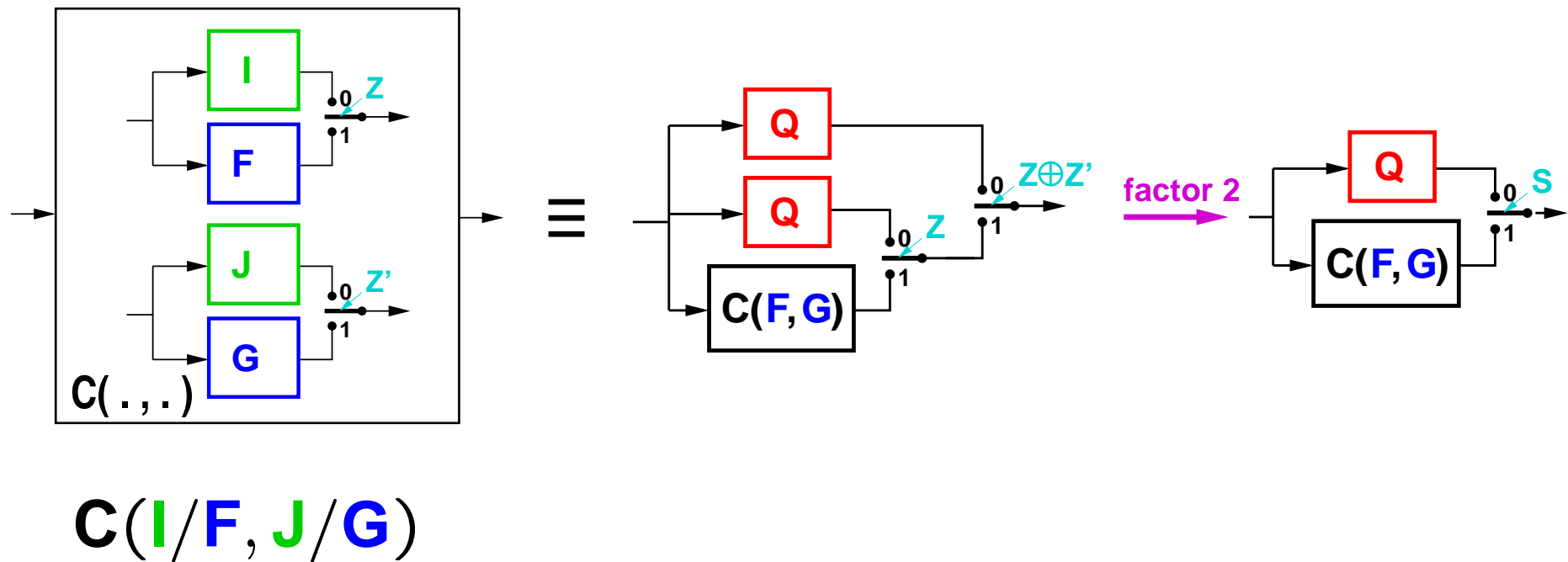
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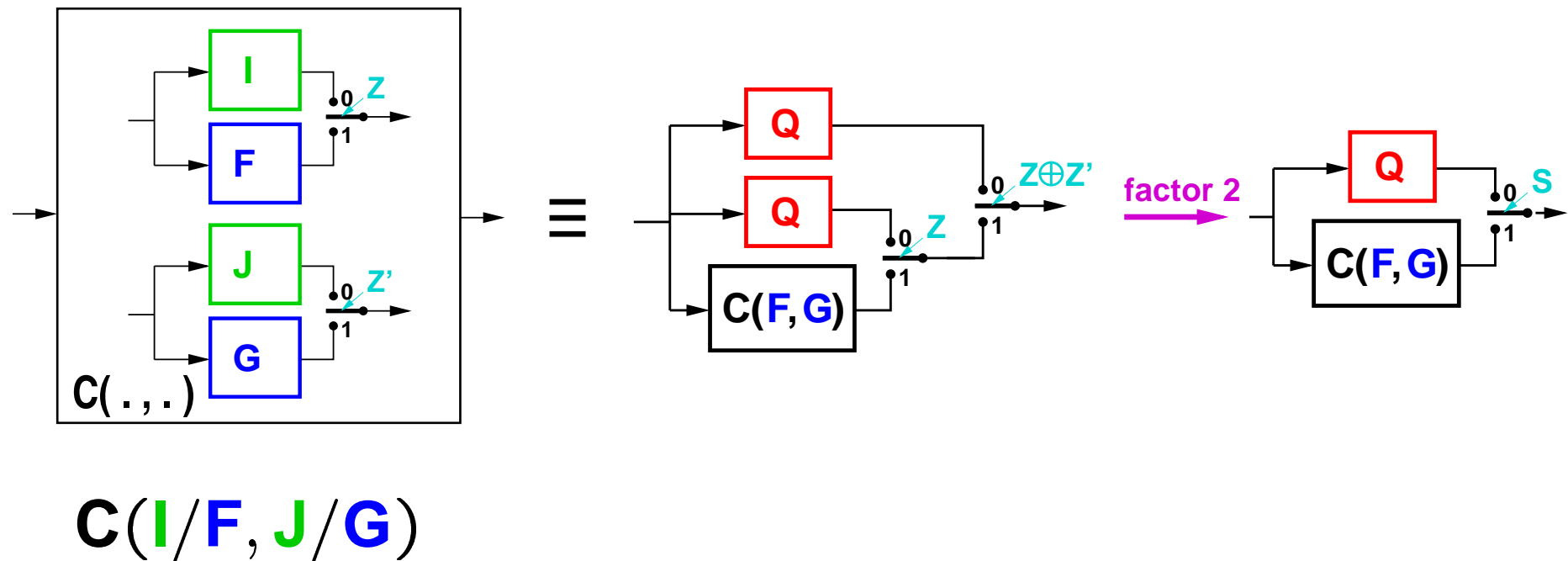
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$$\Delta_k(\mathbf{C}(\mathbf{F}, \mathbf{G}), \mathbf{Q}) = 2 \cdot \text{adv. in guessing } \mathbf{Z} \oplus \mathbf{Z}' \text{ in } \mathbf{C}(\mathbf{I}/\mathbf{F}, \mathbf{J}/\mathbf{G})$$

Game-winning \iff Indistinguishability



Def.: \hat{S} and \hat{T} are **restricted equivalent**, denoted $\hat{S} \stackrel{r}{\equiv} \hat{T}$, if the I/O behavior is identical as long as $MBO = 0$.

Lemma (\Rightarrow) [Mau02]: If $\hat{S} \stackrel{r}{\equiv} \hat{T}$, then, for every D ,

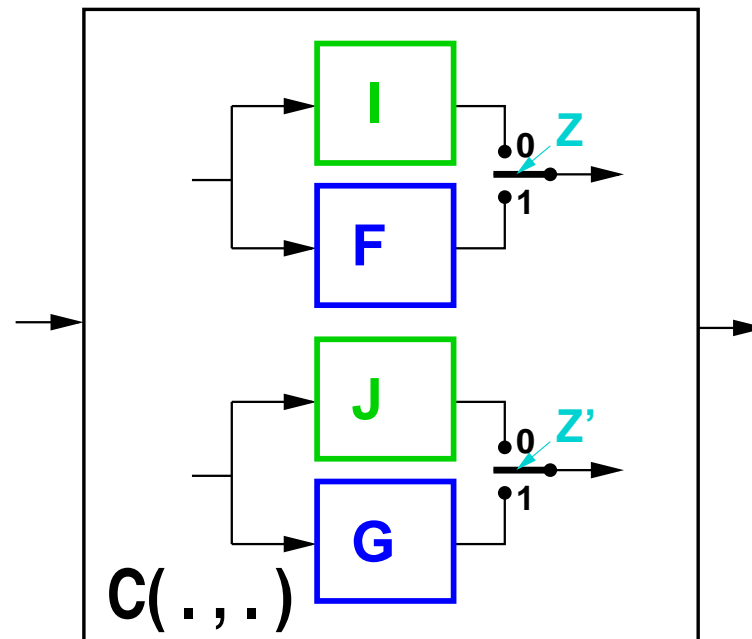
$$\Delta_k^D(S, T) \leq \nu_k^D(\hat{S}) \quad (= \nu_k^D(\hat{T})).$$

In particular, $\Delta_k(S, T) \leq \nu_k(\hat{S})$

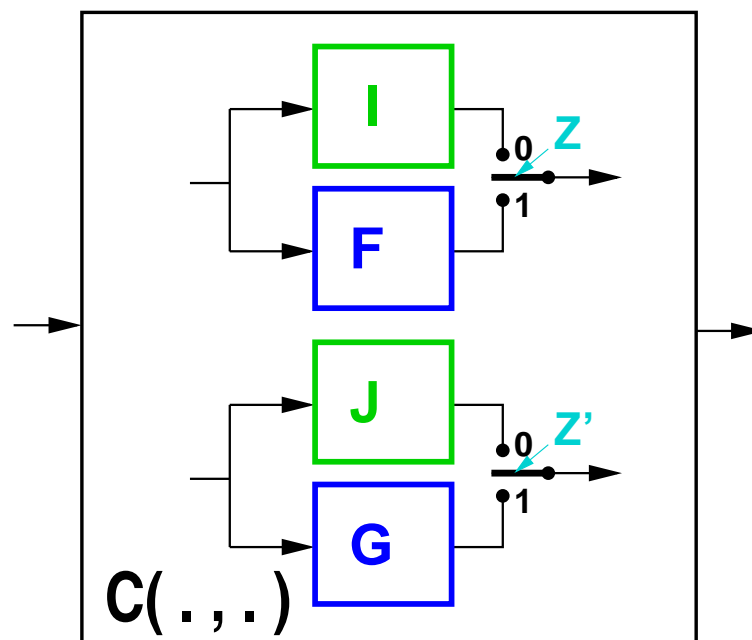
Lemma (\Leftarrow) [MPR07]: Any S and T can be enhanced by MBOs to systems \hat{S} and \hat{T} such that $\hat{S} \stackrel{r}{\equiv} \hat{T}$ and, for every D ,

$$\nu_k^D(\hat{S}) = \Delta_k^D(S, T)$$

Proof of the product theorem (2)

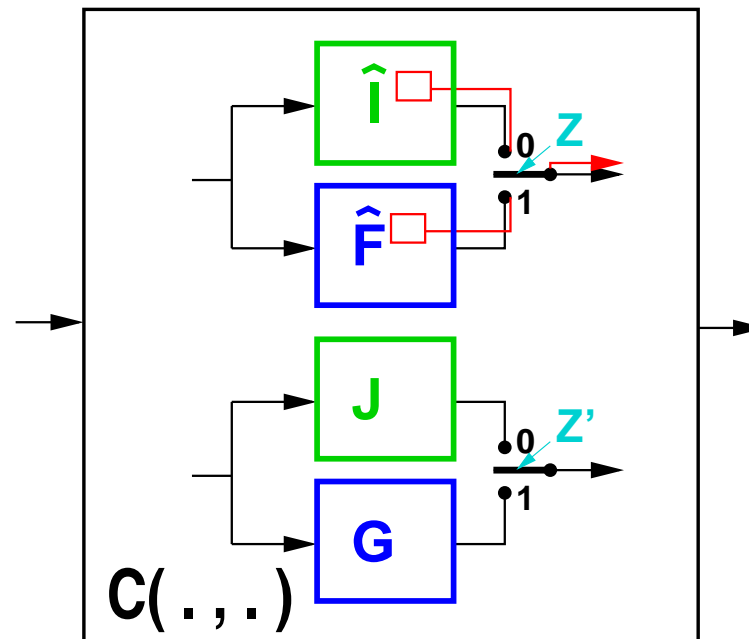


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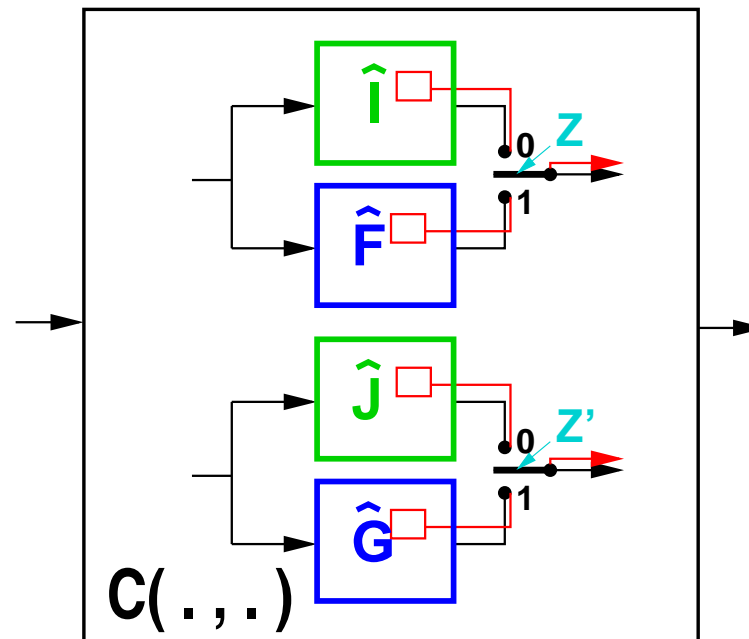
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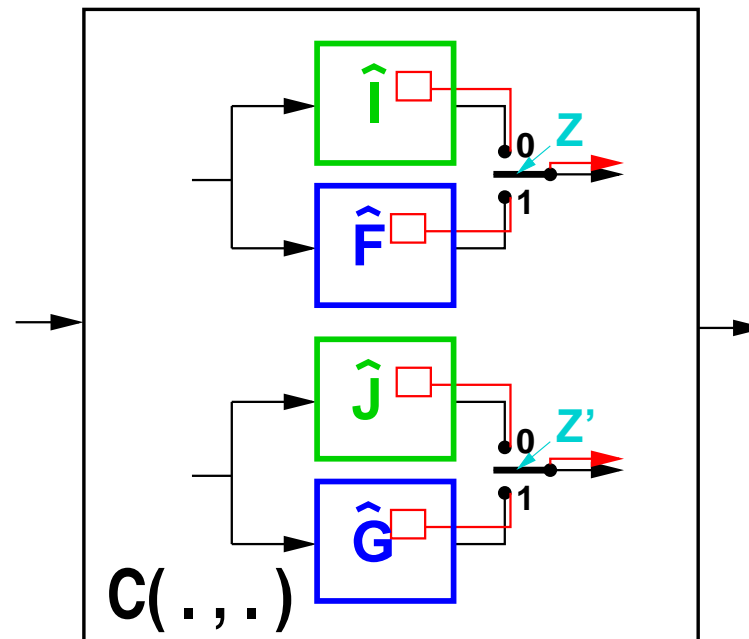
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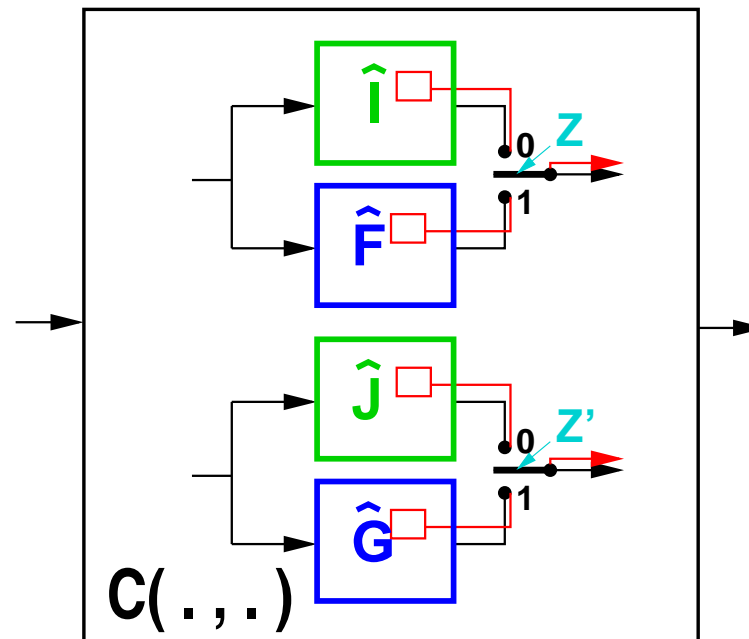
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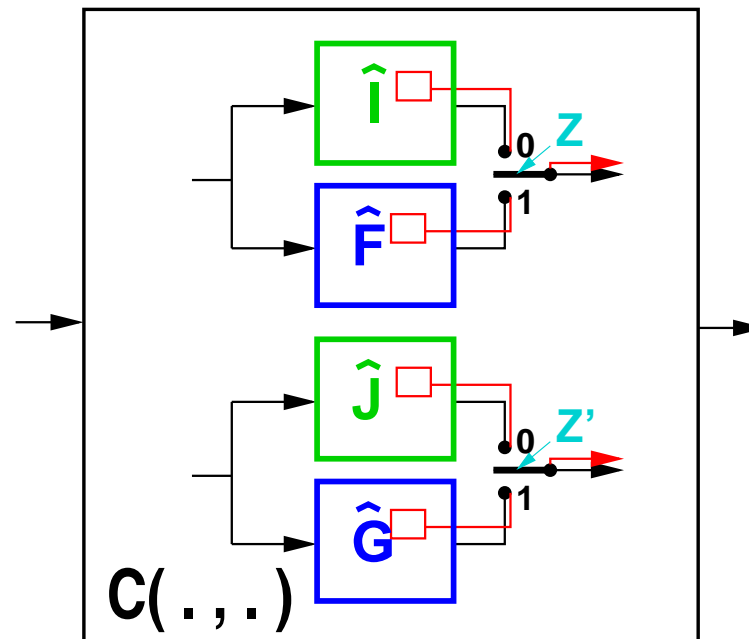
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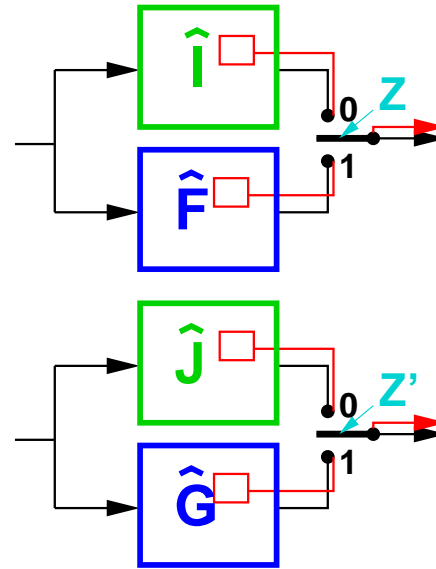
- Task: Guess $Z \oplus Z'$
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- Game 2 not won \Rightarrow advantage 0 in guessing Z'

Proof of the product theorem (2)



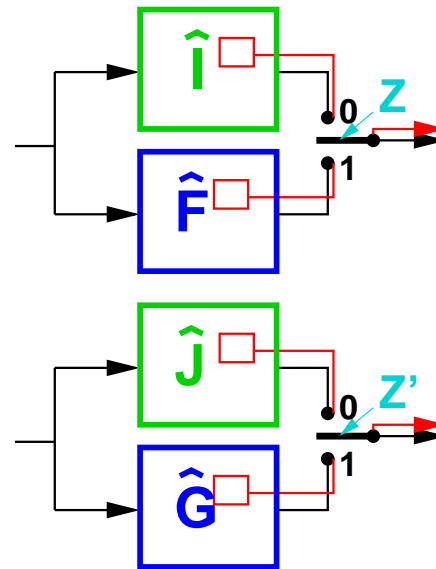
- Task: Guess $Z \oplus Z'$
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- Prob. of winning = product of winning games 1 and 2.
 $= \Delta_k(\mathbf{F}, \mathbf{I}) \cdot \Delta_k(\mathbf{G}, \mathbf{J}) \quad \text{q.e.d.}$

Computational indisting. amplification

Theorem [M-Tessaro09]: The previous statements hold also for **computational** indistinguishability.

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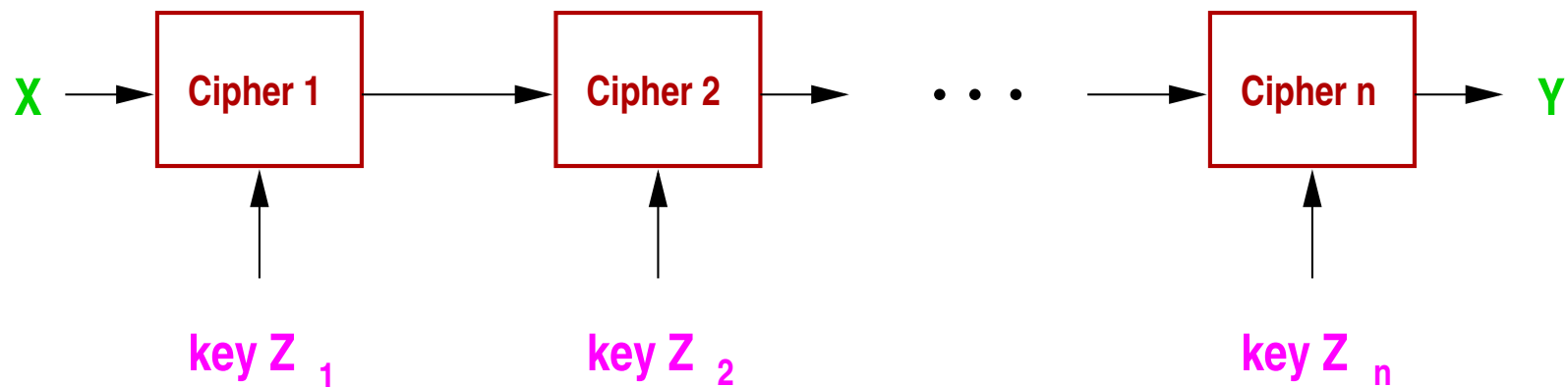
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Example:



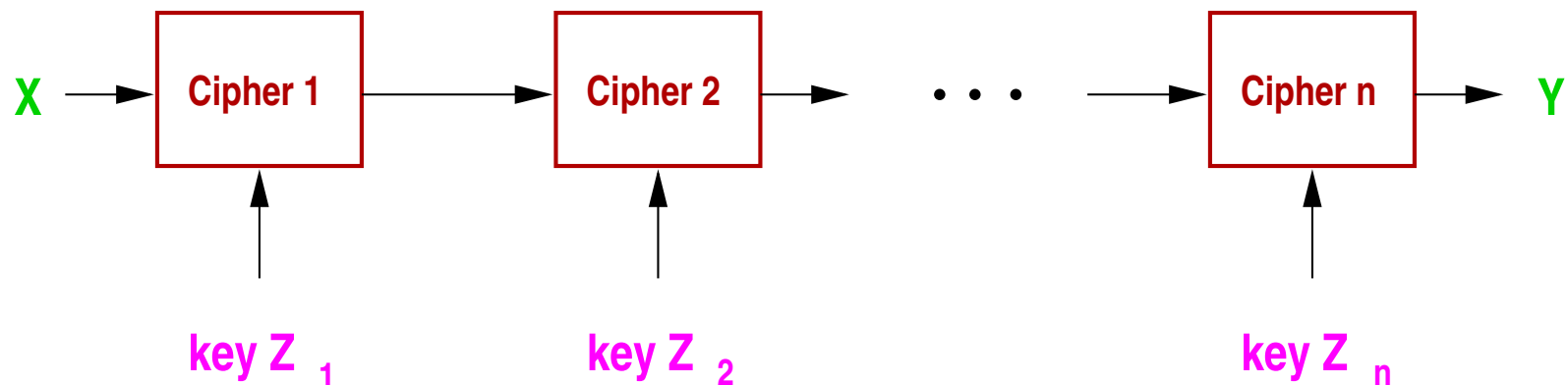
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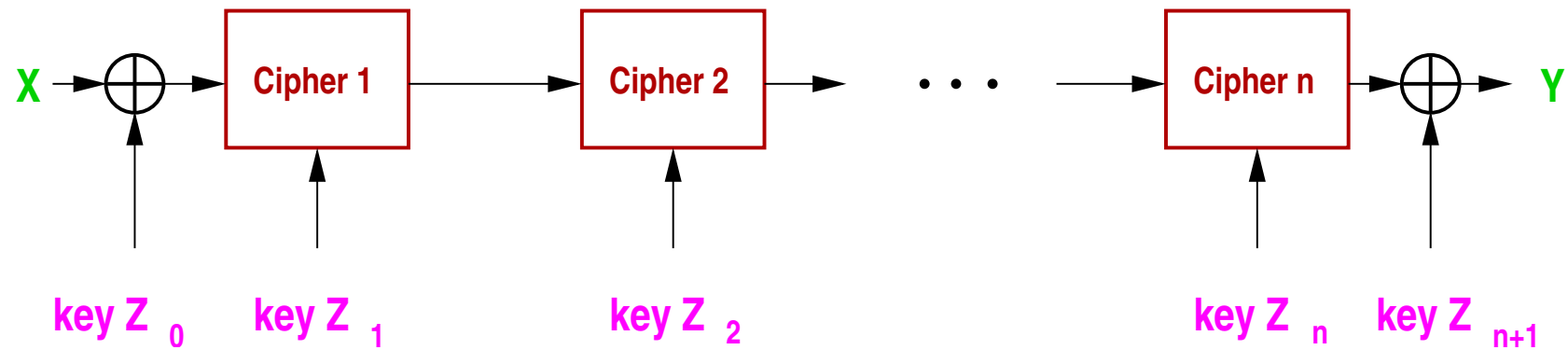
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Problem: Amplification only if $\epsilon < 0.5$.

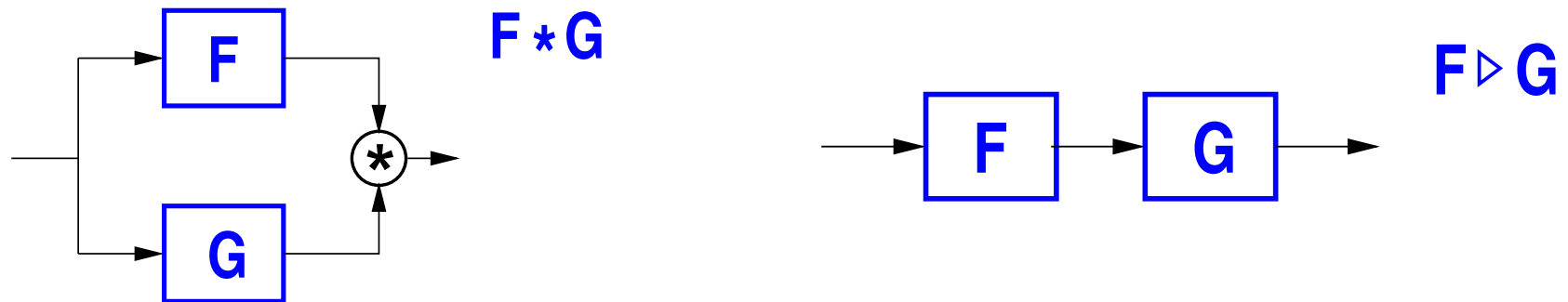
Strong security amplification



Theorem [MT09]:

$$\Delta^{\mathcal{E}}(\mathbf{C}_i, \mathbf{P}) \leq \epsilon \Rightarrow \Delta^{\mathcal{E}}(\oplus \mathbf{C}_1 \cdots \mathbf{C}_n \oplus, \mathbf{P}) \approx \epsilon^n + \gamma$$

Indistinguishability amplification: Type 2



Theorem: $\Delta_k(\mathbf{F} \star \mathbf{G}, \mathbf{R}) \leq \Delta_k^{\text{NA}}(\mathbf{F}, \mathbf{R}) + \Delta_k^{\text{NA}}(\mathbf{G}, \mathbf{R})$.

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