## Advanced Cryptography — Midterm Exam Solution

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- duration: 1h45
- any document allowed
- a pocket calculator is allowed
- communication devices are not allowed
- the exam invigilators will <u>**not**</u> answer any technical question during the exam
- readability and style of writing will be part of the grade

The exam grade follows a linear scale in which each question has the same weight.

## 1 Computing Squares in Exponent Domain

We consider an algorithm  $\mathsf{Setup}(1^s) \xrightarrow{\$} \mathsf{pp}$  based on a security parameter s which generates public parameters  $\mathsf{pp}$  which include a group element g, the order q of g in the group (assumed to be an odd prime), and materials to be able to do group operations. We define the following three games.

Game CDH	Game CDH*	$\operatorname{Game} Sqr$
1: Setup $(1^s) \xrightarrow{\$} pp$	1: Setup $(1^s) \xrightarrow{\$} pp$	1: Setup $(1^s) \xrightarrow{\$} pp$
2: pick $x, y \in \mathbf{Z}_q$	2: pick $x, y \in \mathbf{Z}_q^*$	2: pick $x \in \mathbf{Z}_q$
3: $X \leftarrow g^x, Y \leftarrow g^y$	3: $X \leftarrow g^x, Y \leftarrow g^y$	3: $X \leftarrow g^x$
4: $\mathcal{A}(pp, X, Y) \xrightarrow{\$} K$	4: $\mathcal{A}(pp, X, Y) \xrightarrow{\$} K$	4: $\mathcal{A}(pp, X) \xrightarrow{\$} Y$
5: return $1_{K=g^{xy}}$	5: return $1_{K=g^{xy}}$	5: return $1_{Y=a^{x^2}}$

The hardness of a game means that for any PPT algorithm  $\mathcal{A}$ , the probability that the game returns 1 is a negligible function of s.

**Q.1** Prove that the hardness of any of those games imply that  $E(\frac{1}{q})$  is a negligible function of s.

HINT: construct an adversary who wins with advantage  $E(\frac{1}{q})$ .

We consider an adversary  $\mathcal{A}$  with input X who picks  $x' \in \mathbb{Z}_q$  at random and aborts if  $g^{x'} \neq X$ . Otherwise, we have  $g^{x'} = X$  and either game can be won in a trivial way: CDH or CDH<sup>\*</sup> by answering  $Y^{x'}$ , and Sqr by answering  $g^{(x')^2}$ . Clearly,  $\mathcal{A}$  wins with probability  $\frac{1}{q}$  with a fixed group. Hence, the advantage is  $E(\frac{1}{q})$ . The hardness of either game implies that this is negligible. Q.2 Prove that the hardness of CDH and of  $CDH^*$  are equivalent.

The difference between CDH and CDH<sup>\*</sup> is obtained by the failure case x = 0 or y = 0. The difference of advantage for an adversary playing both games is bounded by the difference Lemma, hence by the probability that this failure event happens. It is bounded by  $E(\frac{2}{q})$  which is negligible, thanks to the previous question. Hence, the advantage difference is negligible for any A. We deduce that the hardness of one game implies the hardness of the other game.

Q.3 Prove that the hardness of Sqr implies the hardness of CDH.

HINT: be careful about distributions.

We consider an adversary  $\mathcal{A}$  playing CDH. We construct an adversary  $\mathcal{B}$  playing Sqr as follows.

 $\begin{array}{l} \mathcal{B}(\mathsf{pp}, X): \\ 1: \ pick \ \lambda \in \mathbf{Z}_q \\ 2: \ Y \leftarrow Xg^{\lambda} \\ 3: \ K \leftarrow \mathcal{A}(\mathsf{pp}, X, Y) \\ 4: \ Z \leftarrow KX^{-\lambda} \\ 5: \ return \ Z \end{array}$ 

For  $x \in \mathbf{Z}_q$  uniform,  $(x, x + \lambda)$  is uniformly distributed in  $\mathbf{Z}_q^2$ . Hence, the input to  $\mathcal{A}$  follows the same distribution as in the CDH game. Consequently, we have  $K = g^{x^2 + \lambda x}$  with probability  $\mathsf{Adv}_{\mathcal{A}}^{\mathsf{CDH}}(s)$ , in which case we have  $Z = g^{x^2}$ . Hence,  $\mathsf{Adv}_{\mathcal{B}}^{\mathsf{Sqr}}(s) = \mathsf{Adv}_{\mathcal{A}}^{\mathsf{CDH}}(s)$ . Since  $\mathsf{Sqr}$  is hard, we deduce that  $\mathsf{Adv}_{\mathcal{A}}^{\mathsf{CDH}}(s)$  is negligible. As this holds for any PPT  $\mathcal{A}$ , we deduce that  $\mathsf{CDH}$  is hard.

Another possible solution was to use

 $\mathcal{B}(\mathsf{pp}, X):$ 1: *if* X = 1 *then return* 1 2: *pick*  $\lambda \in \mathbf{Z}_q^*$ 3:  $Y \leftarrow X^{\lambda}$ 4:  $K \leftarrow \mathcal{A}(\mathsf{pp}, X, Y)$ 5:  $Z \leftarrow K^{\frac{1}{\lambda}}$ 6: *return* Z

but it required to be careful with distributions: to treat the X = 1 case separately and to use  $\mathcal{A}$  playing CDH<sup>\*</sup>. Then, we could use the previous question.

A common mistake is to define  $\mathcal{B}(pp, X) = \mathcal{A}(pp, X, X)$ . This solution does not work because we can only say how successful  $\mathcal{A}$  is with uniformly distributed input (X, Y). In this solution, the input (X, X) is not uniform. It could be the case that  $\mathcal{A}$  works very well on average over (X, Y) (so break CDH) but always fail when X = Y.

A more subtle mistake was to use

$$\mathcal{B}(\mathsf{pp}, X):$$
1: *if*  $X = 1$  *then return* 1  
2: *pick*  $\lambda \in \mathbf{Z}_q^*$   
3:  $X' \leftarrow X^{\lambda}$   
4:  $Y \leftarrow X^{\frac{1}{\lambda}}$   
5:  $K \leftarrow \mathcal{A}(\mathsf{pp}, X, Y)$   
6: *return*  $K$ 

and arguing that (X', Y) is uniformly distributed, which is wrong. Indeed, althrough X' and Y are both uniform, they are not independent as  $X'Y = g^{x^2}$ is the exponential of a quadratic residue, so X'Y is constained to be in half of the group. Q.4 Prove that the hardness of CDH implies the hardness of Sqr. HINT: be careful about distributions.

> We consider an adversary  $\mathcal{A}$  playing Sqr. We construct an adversary  $\mathcal{B}$  playing CDH as follows.  $\mathcal{B}(\mathsf{pp}, X, Y)$ : 1:  $U \leftarrow \mathcal{A}(\mathsf{pp}, XY)$ 2:  $V \leftarrow \mathcal{A}(\mathsf{pp}, X/Y)$ 3:  $Z \leftarrow (U/V)^{\frac{1}{4}}$ 4: return Z Since 2 is invertible modulo q, (x, y) uniform in  $\mathbb{Z}_q^2$  is equivalent to (x+y, x-y)uniform in  $\mathbb{Z}_q^2$ . Hence, XY and X/Y are independent and uniform in the group. For any value of  $\mathsf{pp}$ , let  $p_{\mathsf{pp}}$  be the success probability of  $\mathcal{A}$  in Sqr conditioned to the value of  $\mathsf{pp}$  being selected. We have that  $\mathcal{B}$  succeeds with probability  $p_{\mathsf{pp}}^2$  conditionned to  $\mathsf{pp}$ . Hence,  $\mathsf{Adv}_{\mathcal{B}}^{\mathsf{CDH}}(s) = E(p_{\mathsf{pp}}^2)$  while  $\mathsf{Adv}_{\mathcal{A}}^{\mathsf{sqr}}(s) = E(p_{\mathsf{pp}})$ . Due to the Jensen inequality, we have  $E(p_{\mathsf{pp}}^2) \geq E(p_{\mathsf{pp}})^2$ . So,  $\mathsf{Adv}_{\mathcal{B}}^{\mathsf{Sqr}}(s)^2$   $\mathsf{Adv}_{\mathcal{A}}^{\mathsf{sqr}}(s)^2$ . By assumption, we know that  $\mathsf{Adv}_{\mathcal{B}}^{\mathsf{CDH}}(s)$  is negligible. So,  $\mathsf{Adv}_{\mathcal{A}}^{\mathsf{sqr}}(s)^2$ is negligible too, and so is  $\mathsf{Adv}_{\mathcal{A}}^{\mathsf{sqr}}(s)$ . As this holds for any PPT  $\mathcal{A}$ , we deduce

A common mistake was to answer something like

 $\mathcal{B}(\mathsf{pp}, X, Y):$ 1:  $U \leftarrow \mathcal{A}(\mathsf{pp}, XY)$ 2:  $V \leftarrow \mathcal{A}(\mathsf{pp}, X)$ 3:  $W \leftarrow \mathcal{A}(\mathsf{pp}, Y)$ 4:  $Z \leftarrow (U/(VW))^{\frac{1}{2}}$ 5: return Z

that Sqr is hard.

The problem here is that the 3 executions of  $\mathcal{A}$  are not done with independent inputs. So we cannot say this succeeds with probability  $p_{pp}^3$ . It could be the case that  $\mathcal{A}$  never succeed at the same time on X, Y, and XY but still succeeds well on average. For instance, if  $\mathcal{A}$  succeeds on all  $X = g^x$  such that x is odd, then it succeeds on half of the group but never at the same time on X, Y, and XY.

No student noticed the problem of computing the probabilities over a fixed **pp** then using the Jensen inequality.

## **Proof of DDH** 2

We consider a PPT algorithm  $\mathsf{Setup}(1^s) \xrightarrow{\$} \mathsf{pp} = (\ldots, g, q)$  based on a security parameter s which generates public parameters **pp** which include a group element g, the order q of g in the group (assumed to be prime), and materials to be able to do group operations. We consider the two following relations:

$$\begin{aligned} R((\mathsf{pp}, X, Y, K), y) &: Y = g^y \land K = X^y \\ R'((\mathsf{pp}, X, Y, K), (x, y)) &: X = g^x \land Y = g^y \land K = g^{xy} \end{aligned}$$

## Q.1 Construct a $\Sigma$ -protocol for the relation R. Carefully specify all elements required in a $\Sigma$ protocol.

We use the discrete log equality protocol from the generalized Schnorr protocol for  $\varphi(y) = (g^y, X^y)$ : - The challenge set is  $\mathbf{Z}_q$ .

- The prover picks  $k \in \mathbf{Z}_q$  and sends  $(R_1, R_2) = \varphi(k) = (g^k, X^k)$ . After getting  $e \in \mathbf{Z}_q$ , the prover sends  $s = ey + k \mod q$ .
- The verifier checks  $\varphi(s) = (R_1 + eY, R_2 + eK).$
- The extractor with  $(R_1, R_2, e_1, s_1, e_2, s_2)$  with  $e_1 \neq e_2$  computes y = $\frac{s_2-s_1}{e_2-e_1} \mod q.$ - The simulator picks  $s \in \mathbf{Z}_q$  at random and computes  $(R_1, R_2) = \varphi(s)$  -
- e(Y, K).

All algorithms are clearly PPT. Completeness comes from the homomorphic property of  $\varphi$ :

$$\varphi(s) = e\varphi(y) + \varphi(k) = e(R_1, R_2) + (Y, K)$$

Extraction comes from

$$\varphi(s_2 - s_1) = (R_1 + e_2Y, R_2 + e_2K) - (R_1 + e_1Y, R_2 + e_1K) = (e_2 - e_1).(Y, K)$$

so  $\varphi(y) = (Y, K)$ . The simulation property comes from the usual trick: in the honest protocol, we observe that s = ey + k is uniformly distributed in  $\mathbf{Z}_a$  since k is uniform and e is independent. Then,  $(R_1, R_2)$  uniquely follows from e and s.

Q.2 Construct a  $\Sigma$ -protocol for the relation R'. Carefully specify all elements required in a  $\Sigma$  protocol.

We define  $R''((\mathsf{pp}, X, Y, K), x) \Leftrightarrow X = g^x$ . We have

 $R'((\mathsf{pp}, X, Y, K), (x, y)) \Leftrightarrow R(\mathsf{pp}, X, Y, K), y) \land R''((\mathsf{pp}, X, Y, K), x)$ 

Hence, we can use an AND proof between the previous protocol and the Schnorr protocol. The result of this AND proof is as follows.

- The challenge set is  $\mathbf{Z}_{a}$ .
- The prover picks  $k, k' \in \mathbf{Z}_q$  and sends  $R_1 = g^k, R_2 = X^k$ , and  $R_3 = g^{k'}$ After getting  $e \in \mathbf{Z}_q$ , the prover sends  $s = ey + k \mod q$  and s' = ex + k $k' \mod q$ .
- The verifier checks  $g^s = R_1 Y^e$ ,  $X^s = R_2 K^e$ , and  $g^{s'} = R_3 X^e$ .
- The extractor with  $(R_1, R_2, R_3, e_1, s_1, s'_1, e_2, s_2, s'_2)$  with  $e_1 \neq e_2$  computes  $y = \frac{s_2 s_1}{e_2 e_1} \mod q$  and  $x = \frac{s'_2 s'_1}{e_2 e_1} \mod q$ . The simulator picks  $s, s' \in \mathbf{Z}_q$  at random and computes  $R_1 = g^s Y^{-e}$ ,  $R_2 =$
- $X^{s}K^{-e}$ , and  $R_{3} = g^{s'}X^{-e}$ .

The properties satisfied by the  $\Sigma$  protocol follow from the AND construction.

A mistake which was observed several times was to use k = k' in the above construction. The problem occurred in the simulator who could not enforce a good distribution. Actually, (s, s') is not uniformly distributed because s' - s =e(y-x). As a matter of fact, such solution leaks  $y-x=\frac{s-s'}{e}$  so is not zeroknowledge.