

Foundations of Applied Cryptography

Adam O'Neill

Based on <http://cseweb.ucsd.edu/~mihir/cse207/>



Setting the Stage

- We have studied our first lower-level primitive, **blockciphers**.

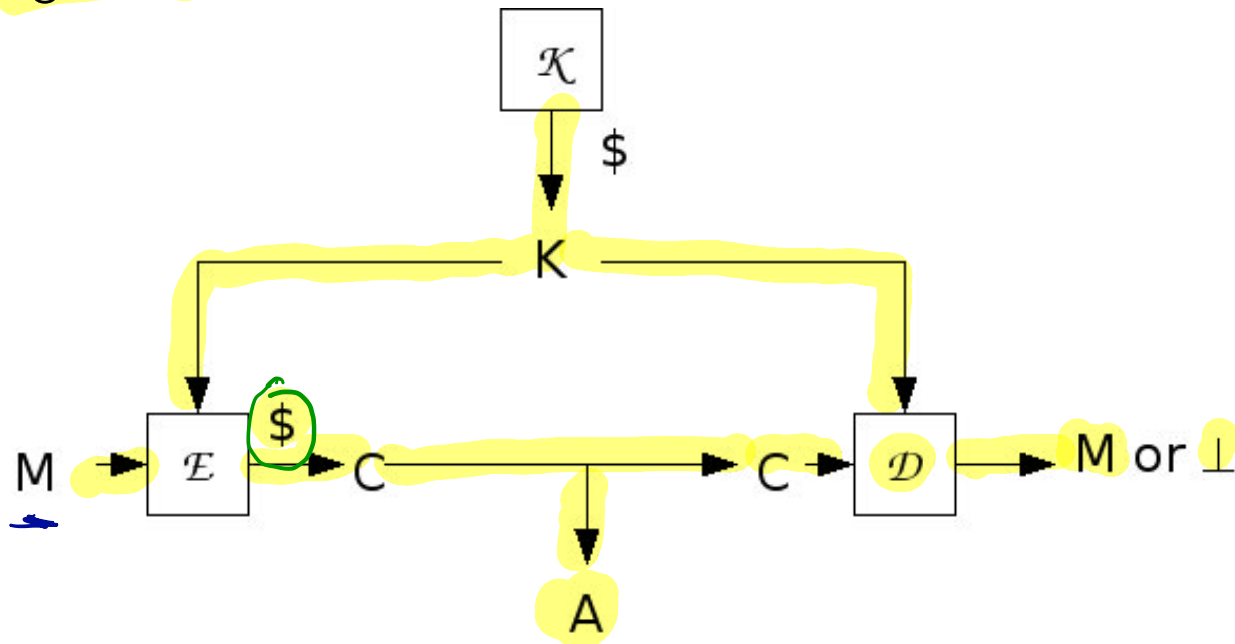
Setting the Stage

- We have studied our first lower-level primitive, **blockciphers**.
- Today we will study how to use it to build our first higher-level primitive, **symmetric-key encryption**.

Syntax

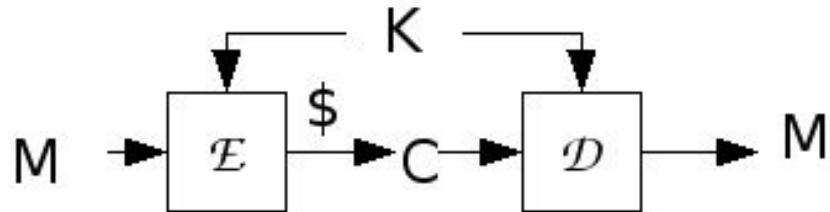
w/ msg sp m

A symmetric encryption scheme $\mathcal{SE} = (\mathcal{K}, \mathcal{E}, \mathcal{D})$ consists of three algorithms:



\mathcal{K} and \mathcal{E} may be randomized, but \mathcal{D} must be deterministic.

Correctness



More formally: For all keys K that may be output by \mathcal{K} , and for all M in the *message space*, we have

$$\Pr[\mathcal{D}_K(\mathcal{E}_K(M)) = M] = 1 ,$$

where the probability is over the coins of \mathcal{E} .

A scheme will usually specify an **associated message space**.

Blockcipher Modes of Operation

→ $E : \{0, 1\}^k \times \{0, 1\}^n \rightarrow \{0, 1\}^n$ a block cipher

Notation: $x[i]$ is the i -th n -bit block of a string x , so that $x = x[1] \dots x[m]$

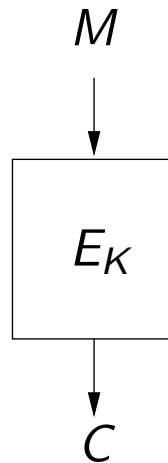
if $|x| = nm$.

Always:

```
Alg  $\mathcal{K}$   
 $K \xleftarrow{\$} \{0, 1\}^k$   
return  $K$ 
```

Modes of operation

Block cipher provides parties sharing K with



which enables them to encrypt a 1-block message.

How do we encrypt a long message using a primitive that only applies to n -bit blocks?

Electronic Codebook Mode

(ECB)

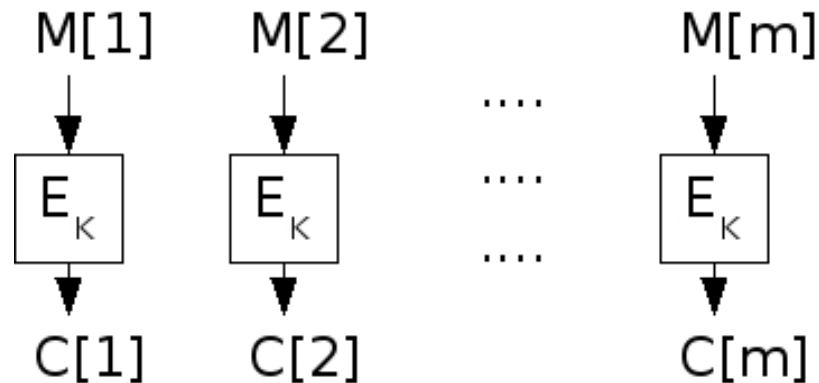
$\mathcal{SE} = (\mathcal{K}, \mathcal{E}, \mathcal{D})$ where:

Alg $\mathcal{E}_K(M)$

for $i = 1, \dots, m$ do
 $C[i] \leftarrow E_K(M[i])$
return C

Alg $\mathcal{D}_K(C)$

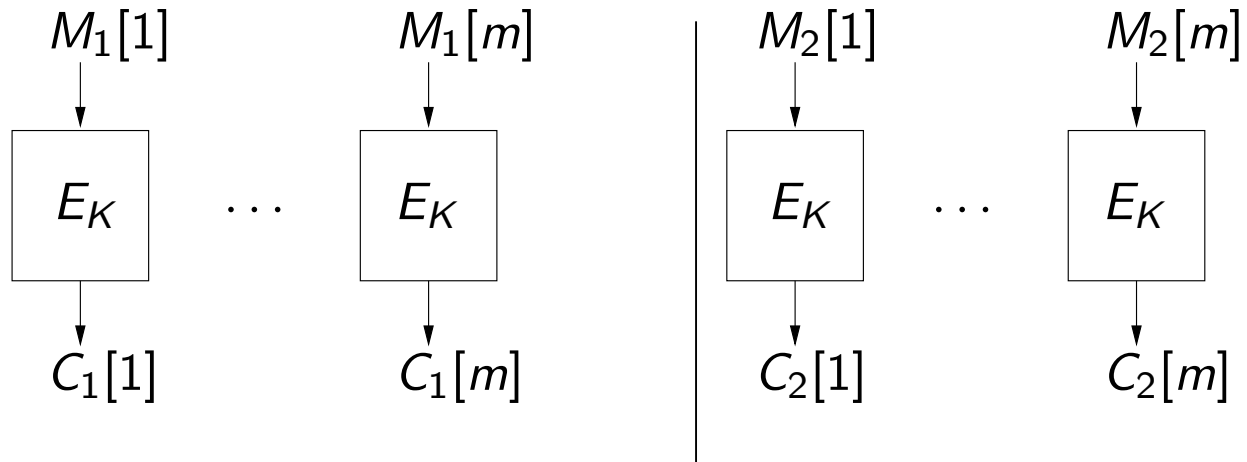
for $i = 1, \dots, m$ do
 $M[i] \leftarrow E_K^{-1}(C[i])$
return M



Weakness of ECB

Weakness: $M_1 = M_2 \Rightarrow C_1 = C_2$

Why is the above true? Because E_K is deterministic:



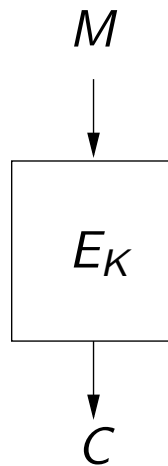
Why does this matter?

Weakness of ECB

Suppose we know that there are only two possible messages, $Y = 1^n$ and $N = 0^n$, for example representing

- FIRE or DON'T FIRE a missile
- BUY or SELL a stock
- Vote YES or NO

Then ECB algorithm will be $\mathcal{E}_K(M) = E_K(M)$.



Is this avoidable?

Let $\mathcal{SE} = (\mathcal{K}, \mathcal{E}, \mathcal{D})$ be ANY encryption scheme.

Suppose $M_1, M_2 \in \{Y, N\}$ and

- Sender sends ciphertexts $C_1 \leftarrow \mathcal{E}_K(M_1)$ and $C_2 \leftarrow \mathcal{E}_K(M_2)$
- Adversary A knows that $M_1 = Y$

Adversary says: If $C_2 = C_1$ then M_2 must be Y else it must be N .

Does this attack work?

Introducing Randomized Encryption

For encryption to be secure it must be randomized

That is, algorithm \mathcal{E}_K flips coins.

If the same message is encrypted twice, we are likely to get back different answers. That is, if $M_1 = M_2$ and we let

$$C_1 \stackrel{\$}{\leftarrow} \mathcal{E}_K(M_1) \text{ and } C_2 \stackrel{\$}{\leftarrow} \mathcal{E}_K(M_2)$$

then

$$\Pr[C_1 = C_2]$$

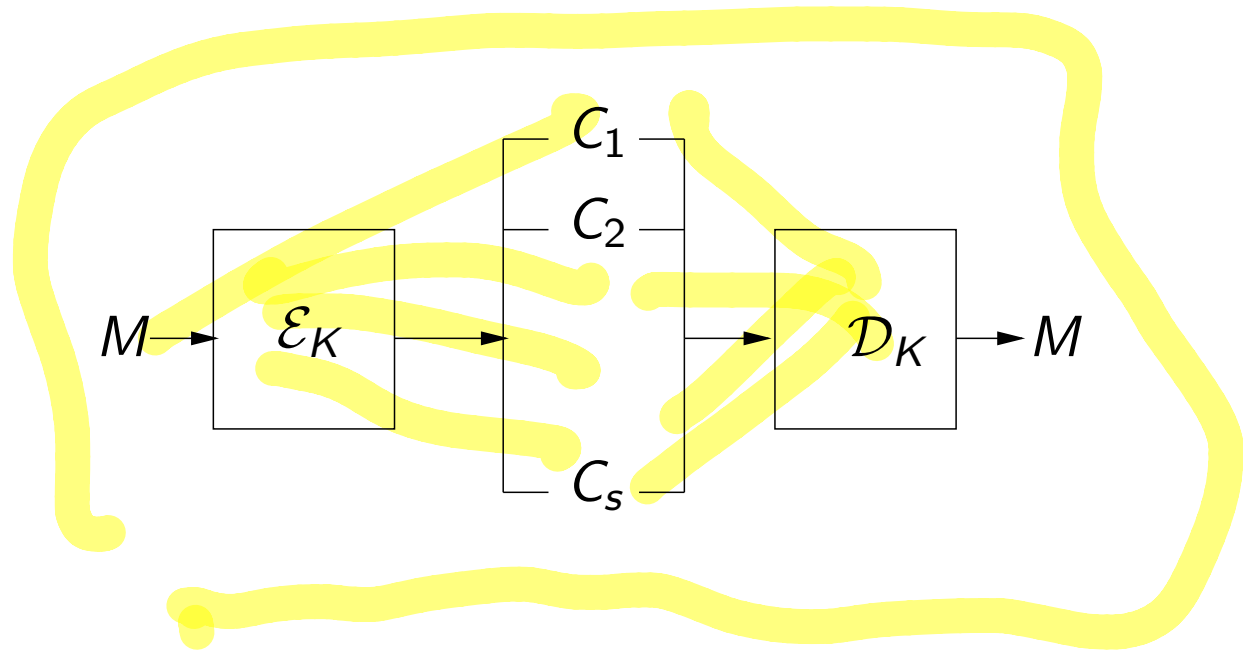
will (should) be small, where the probability is over the coins of \mathcal{E} .

Randomized Encryption

There are many possible ciphertexts corresponding to each message.

If so, how can we decrypt?

We will see examples soon.



Randomized Encryption

A fundamental departure from classical and conventional notions of encryption.

Classically, encryption (e.g., substitution cipher) is a code, associating to each message a unique ciphertext.

Now, we are saying no such code is secure, and we look to encryption mechanisms which associate to each message a number of different possible ciphertexts.

CBC- $\$$:

Cipher-block Chaining Mode with Random IV

$\mathcal{SE} = (\mathcal{K}, \mathcal{E}, \mathcal{D})$ where:

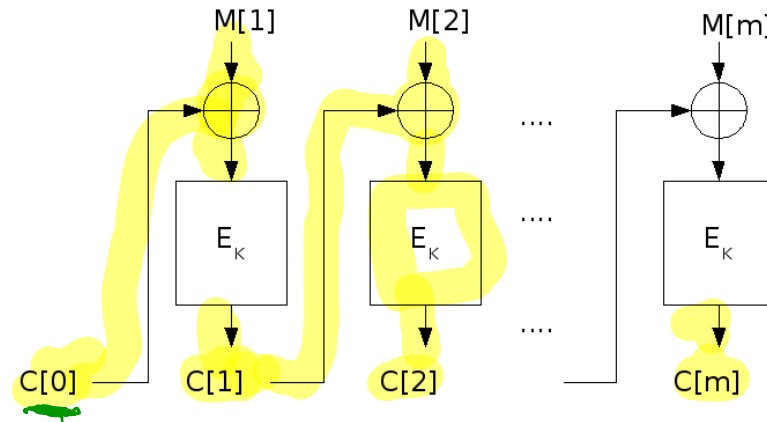
Alg $\mathcal{E}_K(M)$

$C[0] \xleftarrow{\$} \{0, 1\}^n$
for $i = 1, \dots, m$ do
 $C[i] \leftarrow E_K(M[i] \oplus C[i-1])$
return C

Alg $\mathcal{D}_K(C)$

for $i = 1, \dots, m$ do
 $M[i] \leftarrow E_K^{-1}(C[i]) \oplus C[i-1]$
return M

*initialization
vector (IV)*



Correct decryption relies on E being a block cipher.

CTR- $\$$ Mode

Let $E: \{0, 1\}^k \times \{0, 1\}^n \rightarrow \{0, 1\}^\ell$ be a family of functions. If $X \in \{0, 1\}^n$ and $i \in \mathbf{N}$ then $X + i$ denotes the n -bit string formed by converting X to an integer, adding i modulo 2^n , and converting the result back to an n -bit string. Below the message is a sequence of ℓ -bit blocks:

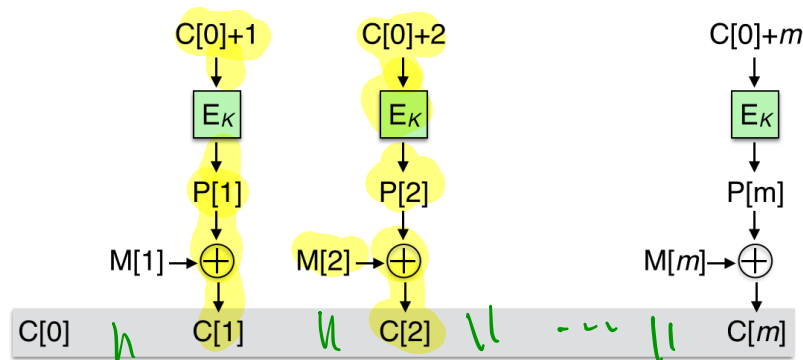
Alg $\mathcal{E}_K(M)$

$C[0] \xleftarrow{\$} \{0, 1\}^n$
 for $i = 1, \dots, m$ do
 $P[i] \leftarrow E_K(C[0] + i)$
 $C[i] \leftarrow P[i] \oplus M[i]$
 return C

Alg $\mathcal{D}_K(C)$

for $i = 1, \dots, m$ do
 $P[i] \leftarrow E_K(C[0] + i)$
 $M[i] \leftarrow P[i] \oplus C[i]$
 return M

$C[0] = 0$



$P[1] || \dots || P[m]$
 pseudo
 $\oplus P$

→ CTR-\$ Mode

Alg $\mathcal{E}_K(M)$

$C[0] \xleftarrow{\$} \{0, 1\}^n$
for $i = 1, \dots, m$ do
 $P[i] \leftarrow E_K(C[0] + i)$
 $C[i] \leftarrow P[i] \oplus M[i]$
return C

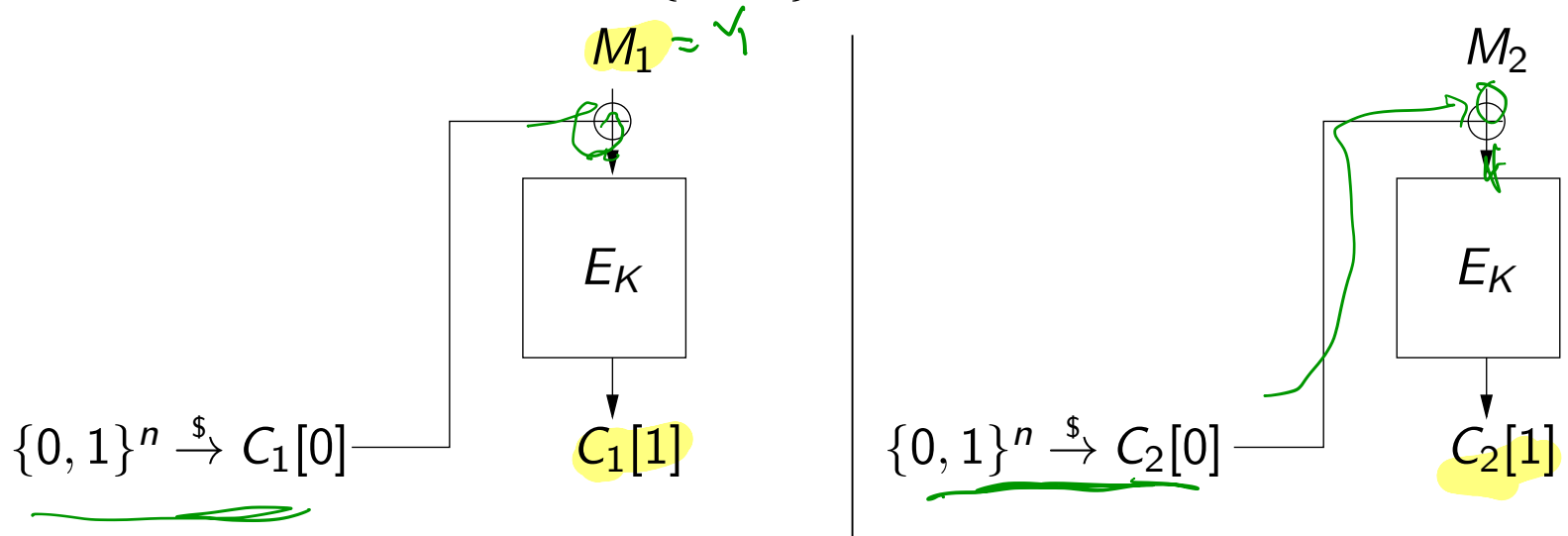
Alg $\mathcal{D}_K(C)$

for $i = 1, \dots, m$ do
 $P[i] \leftarrow E_K(C[0] + i)$
 $M[i] \leftarrow P[i] \oplus C[i]$
return M

- \mathcal{D} does not use E_K^{-1} ! This is why CTR\$ can use a family of functions E that is not required to be a blockcipher.
- Encryption and Decryption are parallelizable.

Voting with CBC-\$

Suppose we encrypt $M_1, M_2 \in \{Y, N\}$ with CBC\$.



Adversary A sees $C_1 = C_1[0]C_1[1]$ and $C_2 = C_2[0]C_2[1]$.

Suppose A knows that $M_1 = Y$.

Can A determine whether $M_2 = Y$ or $M_2 = N$?

Assessing Security

- How to determine which modes of operations are “good” ones?

Assessing Security

- How to determine which modes of operations are “good” ones?
- E.g., CBC-~~S~~ seems better than ECB. But is it **secure**? Or are there still attacks?

Assessing Security

- How to determine which modes of operations are “good” ones?
- E.g., CBC- $\$$ seems better than ECB. But is it **secure**? Or are there still attacks?
- Important since CBC- $\$$ is **widely used**.

Security requirements

Suppose sender computes

$$C_1 \stackrel{\$}{\leftarrow} \mathcal{E}_K(M_1); \dots; C_q \stackrel{\$}{\leftarrow} \mathcal{E}_K(M_q)$$

Adversary A has C_1, \dots, C_q

What if A	
Retrieves K	Bad!
Retrieves M_1	Bad!

But also we want to hide all partial information about the data stream, such as

- Does $M_1 = M_2$? -
- What is first bit of M_1 ? -
- What is XOR of first bits of M_1, M_2 ? -

Something we won't hide: the length of the message

Intuition

The master property MP is called IND-CPA (indistinguishability under chosen plaintext attack).

Consider encrypting one of two possible message streams, either

$$M_0^1, \dots, M_0^q$$

or

$$M_1^1, \dots, M_1^q,$$

where $|M_0^i| = |M_1^i|$ for all $1 \leq i \leq q$. Adversary, given ciphertexts C^1, \dots, C^q and both data streams, has to figure out which of the two streams was encrypted.

We will even let the adversary pick the messages: It picks (M_0^1, M_1^1) and gets back C^1 , then picks (M_0^2, M_1^2) and gets back C^2 , and so on.

left stream: m_0^1, \dots, m_0^q right stream: m_1^1, \dots, m_1^q

IND-CPA

Let $\mathcal{SE} = (\mathcal{K}, \mathcal{E}, \mathcal{D})$ be an encryption scheme

Game **Left** $_{\mathcal{SE}}$

procedure Initialize

$K \xleftarrow{\$} \mathcal{K}$

procedure LR(M_0, M_1)

Return $C \xleftarrow{\$} \mathcal{E}_K(M_0)$

Game **Right** $_{\mathcal{SE}}$

procedure Initialize

$K \xleftarrow{\$} \mathcal{K}$

procedure LR(M_0, M_1)

Return $C \xleftarrow{\$} \mathcal{E}_K(M_1)$

Associated to \mathcal{SE} , A are the probabilities

$$\Pr \left[\text{Left}_{\mathcal{SE}}^A \Rightarrow 1 \right] \quad \Bigg| \quad \Pr \left[\text{Right}_{\mathcal{SE}}^A \Rightarrow 1 \right]$$

that A outputs 1 in each world. The (ind-cpa) **advantage** of A is

$$\mathbf{Adv}_{\mathcal{SE}}^{\text{ind-cpa}}(A) = \Pr \left[\text{Right}_{\mathcal{SE}}^A \Rightarrow 1 \right] - \Pr \left[\text{Left}_{\mathcal{SE}}^A \Rightarrow 1 \right]$$

Message length restriction

$$(m_0, m_1) \Rightarrow |m_0| = |m_1|$$

It is required that $|M_0| = |M_1|$ in any query M_0, M_1 that A makes to **LR**.
An adversary A violating this condition is considered invalid.

This reflects that encryption is not aiming to hide the length of messages.

Advantage Interpretation

$\text{Adv}_{\mathcal{SE}}^{\text{ind-cpa}}(A) \approx 1$ means A is doing well and \mathcal{SE} is not ind-cpa-secure.

$\text{Adv}_{\mathcal{SE}}^{\text{ind-cpa}}(A) \approx 0$ (or ≤ 0) means A is doing poorly and \mathcal{SE} resists the attack A is mounting.

Adversary resources are its running time t and the number q of its oracle queries, the latter representing the number of messages encrypted.

Security: \mathcal{SE} is **IND-CPA-secure** if $\text{Adv}_{\mathcal{SE}}^{\text{ind-cpa}}(A)$ is “small” for ALL A that use “practical” amounts of resources.

Insecurity: \mathcal{SE} is **not IND-CPA-secure** if we can specify an explicit A that uses “few” resources yet achieves “high” ind-cpa-advantage.

Security Analysis of ECB

Let $E : \{0, 1\}^k \times \{0, 1\}^n \rightarrow \{0, 1\}^n$ be a block cipher. Recall that ECB mode defines symmetric encryption scheme $\mathcal{SE} = (\mathcal{K}, \mathcal{E}, \mathcal{D})$ with

$$\mathcal{E}_K(M) = E_K(M[1])E_K(M[2]) \cdots E_K(M[m])$$

Can we design A so that

$$\rightarrow \text{Adv}_{\mathcal{SE}}^{\text{ind-cpa}}(A) = \Pr \left[\text{Right}_{\mathcal{SE}}^A \Rightarrow 1 \right] - \Pr \left[\text{Left}_{\mathcal{SE}}^A \Rightarrow 1 \right]$$

is close to 1?

Adversary

Let $\mathcal{E}_K(M) = E_K(M[1]) \cdots E_K(M[m])$.

adversary A

$C_1 \leftarrow \mathbf{LR}(0^n, 0^n)$; $C_2 \leftarrow \mathbf{LR}(1^n, 0^n)$

if $C_1 = C_2$ then return 1 else return 0

$\text{Adv}^{\text{ind-cpa}}(A) = \Pr[\text{RIGHT } A \Rightarrow 1]$ $\xrightarrow{\uparrow} \uparrow$ E is deterministic

$- \Pr[\text{LEFT } A \Rightarrow 1]$

\downarrow
0
 E_K is a permutation for all K

Analysis

IND-CPA

We claim that if encryption scheme $\mathcal{SE} = (\mathcal{K}, \mathcal{E}, \mathcal{D})$ is IND-CPA secure then the ciphertext hides ALL partial information about the plaintext.

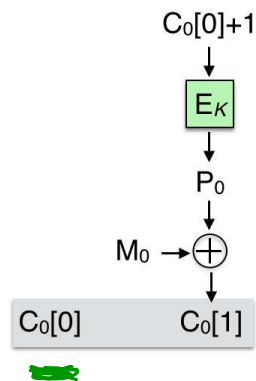
For example, from $C_1 \stackrel{\$}{\leftarrow} \mathcal{E}_K(M_1)$ and $C_2 \stackrel{\$}{\leftarrow} \mathcal{E}_K(M_2)$ the adversary cannot

- get M_1
- get 1st bit of M_1
- get XOR of the 1st bits of M_1, M_2
- etc.

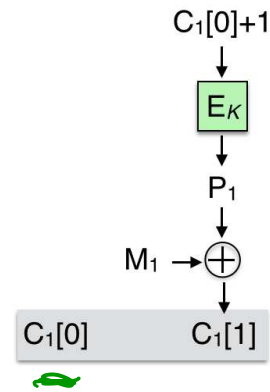
Security Analysis of CTR-\$

Let $E : \{0, 1\}^k \times \{0, 1\}^n \rightarrow \{0, 1\}^n$ be a blockcipher and $\mathcal{SE} = (\mathcal{K}, \mathcal{E}, \mathcal{D})$ the corresponding CTR\$ symmetric encryption scheme. Suppose 1-block messages M_0, M_1 are encrypted:

$$C_0[0]C_0[1] \stackrel{\$}{\leftarrow} \mathcal{E}(K, M_0)$$



$$C_1[0]C_1[1] \stackrel{\$}{\leftarrow} \mathcal{E}(K, M_1)$$



Let us say we are **lucky** If $C_0[0] = C_1[0]$. If so:

$$C_0[1] = C_1[1] \text{ if and only if } M_0 = M_1$$

So if we are lucky we can detect message equality and violate IND-CPA.

The Adversary

birthday attack on IV of CTR-~~A~~

Let $1 \leq q < 2^n$ be a parameter and let $\langle i \rangle$ be integer i encoded as an l -bit string.

adversary A_q

for $i = 1, \dots, q$ do

$C^i[0]C^i[1] \xleftarrow{\$} \text{LR}(\langle i \rangle, \langle 0 \rangle)$

$S \leftarrow \{(j, t) : C^j[0] = C^t[0] \text{ and } j < t\}$

If $S \neq \emptyset$, then

$(j, t) \xleftarrow{\$} S$

If $C^j[1] = C^t[1]$ then return 1

return 0

$$\Pr[S \neq \emptyset] = C(2^n, q) \approx \frac{q^2}{2^n}$$

$$\Pr[\text{RIGHT}^A \Rightarrow 1] = C(2^n, q)$$

$$\Pr[\text{LEFT}^A \Rightarrow 1] = 0.$$



Right Game Analysis

adversary A

for $i = 1, \dots, q$ do

$$C^i[0]C^i[1] \stackrel{\$}{\leftarrow} \mathbf{LR}(\langle i \rangle, \langle 0 \rangle)$$

$S \leftarrow \{(j, t) : C^j[0] = C^t[0] \text{ and } j < t\}$

If $S \neq \emptyset$, then

$$(j, t) \stackrel{\$}{\leftarrow} S$$

If $C^j[1] = C^t[1]$ then return 1

return 0

Game $\text{Right}_{S\mathcal{E}}$

procedure Initialize

$$K \stackrel{\$}{\leftarrow} \mathcal{K}$$

procedure LR(M_0, M_1)

$$C[0] \stackrel{\$}{\leftarrow} \{0, 1\}^n$$

$$P \leftarrow E(K, C[0] + 1)$$

$$C[1] \leftarrow P \oplus M_1$$

Return $C[0]C[1]$

If $C^j[0] = C^t[0]$ (lucky) then

$$C^j[1] = \langle 0 \rangle \oplus E_K(C^j[0] + 1) = \langle 0 \rangle \oplus E_K(C^t[0] + 1) = C^t[1]$$

so

$$\Pr[\text{Right}_{S\mathcal{E}}^A \Rightarrow 1] = \Pr[S \neq \emptyset] = C(2^n, q)$$

Left game analysis

adversary A

for $i = 1, \dots, q$ do

$C^i[0]C^i[1] \stackrel{\$}{\leftarrow} \text{LR}(\langle i \rangle, \langle 0 \rangle)$

$S \leftarrow \{(j, t) : C^j[0] = C^t[0] \text{ and } j < t\}$

If $S \neq \emptyset$, then

$(j, t) \stackrel{\$}{\leftarrow} S$

If $C^j[1] = C^t[1]$ then return 1

return 0

Game $\text{Left}_{S\mathcal{E}}$

procedure Initialize

$K \stackrel{\$}{\leftarrow} \mathcal{K}$

procedure LR(M_0, M_1)

$C[0] \stackrel{\$}{\leftarrow} \{0, 1\}^n$

$P \leftarrow E(K, C[0] + 1)$

$C[1] \leftarrow P \oplus M_0$

Return $C[0]C[1]$

If $C^j[0] = C^t[0]$ (lucky) then

$$C^j[1] = \underbrace{\langle j \rangle}_{\oplus} \oplus \underbrace{E_K(C^j[0] + 1)}_{\oplus} \underbrace{\langle t \rangle}_{\oplus} \oplus \underbrace{E_K(C^t[0] + 1)}_{\oplus} = C^t[1]$$

so

$$\Pr [\text{Left}_{S\mathcal{E}}^A \Rightarrow 1] = 0.$$

Conclusion

$$\begin{aligned}\mathbf{Adv}_{\mathcal{SE}}^{\text{ind-cpa}}(A) &= \Pr \left[\text{Right}_{\mathcal{SE}}^A \Rightarrow 1 \right] - \Pr \left[\text{Left}_{\mathcal{SE}}^A \Rightarrow 1 \right] \\ &= C(2^n, q) - 0 \geq 0.3 \cdot \frac{q(q-1)}{2^n}\end{aligned}$$

Conclusion: CTR\$ can be broken (in the IND-CPA sense) in about $2^{n/2}$ queries, where n is the block length of the underlying block cipher, **regardless** of the cryptanalytic strength of the block cipher.

Security of CTR-\$

So far: A q -query adversary can break CTR\$ with advantage $\approx \frac{q^2}{2^{n+1}}$

Question: Is there any better attack?

Security of CTR-\$

So far: A q -query adversary can break CTR\$ with advantage $\approx \frac{q^2}{2^{n+1}}$

Question: Is there any better attack?

Answer: NO!

We can prove that the best q -query attack short of breaking the block cipher has advantage at most

$$\frac{\sigma^2}{2^n}$$

where σ is the total number of blocks encrypted.

Example: If q 1-block messages are encrypted then $\sigma = q$ so the adversary advantage is not more than $q^2/2^n$.

For $E = \text{AES}$ this means up to 2^{64} blocks may be securely encrypted, which is good.

Theorem Statement

Theorem: [BDJR98] Let $E : \{0, 1\}^k \times \{0, 1\}^n \rightarrow \{0, 1\}^n$ be a block cipher and $\mathcal{SE} = (\mathcal{K}, \mathcal{E}, \mathcal{D})$ the corresponding CTR\$ symmetric encryption scheme. Let A be an ind-cpa adversary against \mathcal{SE} that has running time t and makes at most q LR queries, these totalling at most σ blocks. Then there is a prf-adversary B against E such that

$$\text{Adv}_{\mathcal{SE}}^{\text{ind-cpa}}(A) \leq 2 \cdot \text{Adv}_E^{\text{prf}}(B) + \frac{\sigma^2}{2^n}$$

Furthermore, B makes at most σ oracle queries and has running time $t + \Theta(\sigma \cdot n)$.

$$\frac{1}{2} \left(\text{Adv}_{\mathcal{SE}}(A) - \frac{\sigma^2}{2^n} \right) \leq \text{Adv}(B)$$

Proof Intuition/Preliminaries

Consider the CTR\$ scheme with E_K replaced by a random function \mathbf{Fn} with range $\{0, 1\}^\ell$.

Alg $\mathcal{E}_{\mathbf{Fn}}(M)$

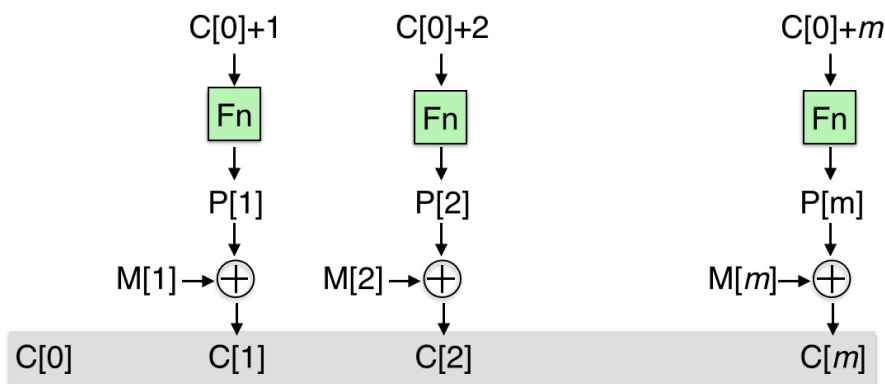
$C[0] \xleftarrow{\$} \{0, 1\}^n$

for $i = 1, \dots, m$ do

$P[i] \leftarrow \mathbf{Fn}(C[0] + i)$

$C[i] \leftarrow P[i] \oplus M[i]$

return C



Analyzing this is a thought experiment, but we can ask whether it is IND-CPA secure.

If so, the assumption that E is a PRF says CTR\$ with E is IND-CPA secure.

A PRF "rolls up" an exponentially long random tape. Why?

The tape is $F_k(\langle 1 \rangle) \| F_k(\langle 2 \rangle) \| \dots$

Let E be the event that the points

$C_1[0] + 1, \dots, C_1[0] + m, \dots, C_q[0] + 1, \dots, C_q[0] + m,$

on which F_n is evaluated across the q encryptions, are all distinct.

Case 1: E happens. Then the encryption is a one-time-pad: ciphertexts are random, independent strings, regardless of which message is encrypted. So A has zero advantage.

Case 2: E doesn't happen. Then A may have high advantage but it does not matter because $\Pr[E]$ doesn't happen is small. (It is the small additive term in the theorem.)

Let $N, q, m \geq 1$ be integers and let $\mathbf{Z}_N = \{0, 1, \dots, N - 1\}$. Let $+$ be addition modulo N . Consider the game

For $i = 1, \dots, q$ do

$$c_i \stackrel{\$}{\leftarrow} \mathbf{Z}_N ; I_i \leftarrow \{c_i + 1, \dots, c_i + m\}$$

For $1 \leq i < j \leq q$ define the events

$$B_{i,j} : I_i \cap I_j \neq \emptyset \quad \text{and} \quad B : \bigvee_{1 \leq i < j \leq q} B_{i,j} .$$

Then let

$$\text{IIP}(N, q, m) = \Pr[B] .$$

Problem: Upper bound $\text{IIP}(N, q, m)$ as a function of N, q, m .

Claim: $\text{IIP}(N, q, m) \leq \frac{q(q-1)}{2} \frac{(2m-1)}{N}$

Two formulations of advantage

A Game-Playing Proof

Let $\mathcal{SE} = (\mathcal{K}, \mathcal{E}, \mathcal{D})$ be a symmetric encryption scheme and A an adversary.

Game $\text{Guess}_{\mathcal{SE}}$

procedure Initialize
 $K \xleftarrow{\$} \mathcal{K}; b \xleftarrow{\$} \{0, 1\}$

procedure LR(M_0, M_1)

return $C \xleftarrow{\$} \mathcal{E}_K(M_b)$

procedure Finalize(b')

return $(b = b')$

Proposition: $\text{Adv}_{\mathcal{SE}}^{\text{ind-cpa}}(A) = 2 \cdot \Pr \left[\text{Guess}_{\mathcal{SE}}^A \Rightarrow \text{true} \right] - 1.$

The proof uses a sequence of games and invokes the fundamental lemma of game playing [BR96].

The games have the following **Initialize** and **Finalize** procedures:

<p>Initialize // G_0 $b \xleftarrow{\\$} \{0, 1\}; S \leftarrow \emptyset$ $K \xleftarrow{\\$} \{0, 1\}^k$</p>	<p>Initialize // G_1, G_2, G_3 $b \xleftarrow{\\$} \{0, 1\}; S \leftarrow \emptyset$</p>	<p>Finalize // All games Return ($b = b'$)</p>
--	--	---

For brevity we omit writing these procedures explicitly in the games, but you should remember they are there.

Also for brevity if G is a game and A is an adversary then we let

$$\Pr[G^A] = \Pr[G^A \Rightarrow \text{true}]$$

Game G_0

procedure LR(M_0, M_1)

$C[0] \xleftarrow{\$} \{0, 1\}^n$

for $i = 1, \dots, m$ do

$P \leftarrow C[0] + i$

 if $P \notin S$ then $T[P] \leftarrow E_K(P)$

$C[i] \leftarrow T[P] \oplus M_b[i]$

$S \leftarrow S \cup \{P\}$

return C

Game G_1

procedure LR(M_0, M_1)

$C[0] \xleftarrow{\$} \{0, 1\}^n$

for $i = 1, \dots, m$ do

$P \leftarrow C[0] + i$

 if $P \notin S$ then $T[P] \xleftarrow{\$} \{0, 1\}^\ell$

$C[i] \leftarrow T[P] \oplus M_b[i]$

$S \leftarrow S \cup \{P\}$

return C

Then

$$\mathbf{Adv}_{\mathcal{SE}}^{\text{ind-cpa}}(A) = 2 \cdot \Pr \left[G_0^A \right] - 1$$

Clearly $\Pr[G_0^A] = \Pr[G_1^A] + (\Pr[G_0^A] - \Pr[G_1^A])$.

Claim 1: We can design prf-adversary B so that

$$\Pr[G_0^A] - \Pr[G_1^A] \leq \mathbf{Adv}_E^{\text{prf}}(B)$$

Claim 2: $\Pr[G_1^A] \leq \frac{1}{2} + \frac{(q-1)\sigma}{2^n}$

Given these, we have

$$\begin{aligned} \mathbf{Adv}_{\mathcal{SE}}^{\text{ind-cpa}}(A) &\leq 2 \cdot \left(\frac{1}{2} + \frac{(q-1)\sigma}{2^n} \right) - 1 + 2 \cdot \mathbf{Adv}_E^{\text{prf}}(B) \\ &= \frac{2(q-1)\sigma}{2^n} + 2 \cdot \mathbf{Adv}_E^{\text{prf}}(B) \end{aligned}$$

which proves the theorem. It remains to prove the claims.

adversary B

$b \xleftarrow{\$} \{0, 1\}; S \leftarrow \emptyset$

$b' \xleftarrow{\$} A^{\text{LRSim}}$

if $(b = b')$ then return 1

else return 0

subroutine $\text{LRSim}(M_0, M_1)$

$C[0] \xleftarrow{\$} \{0, 1\}^n$

for $i = 1, \dots, m$ do

$P \leftarrow C[0] + i$

if $P \notin S$ then $T[P] \leftarrow \mathbf{Fn}(P)$

$C[i] \leftarrow T[P] \oplus M_b[i]$

$S \leftarrow S \cup \{P\}$

return C

$$\Pr \left[\text{Real}_E^B \Rightarrow 1 \right] = \Pr \left[G_0^A \right]$$

$$\Pr \left[\text{Rand}_{\{0,1\}^n}^B \Rightarrow 1 \right] = \Pr \left[G_1^A \right]$$

Subtracting, we get Claim 1.

Game G_1

procedure LR(M_0, M_1)

$C[0] \xleftarrow{\$} \{0, 1\}^n$

for $i = 1, \dots, m$ do

$P \leftarrow C[0] + i$

 If $P \notin S$ then

$T[P] \xleftarrow{\$} \{0, 1\}^\ell$

$C[i] \leftarrow T[P] \oplus M_b[i]$

$S \leftarrow S \cup \{P\}$

return C

Game G_2 , G_3

procedure LR(M_0, M_1)

$C[0] \xleftarrow{\$} \{0, 1\}^n$

for $i = 1, \dots, m$ do

$P \leftarrow C[0] + i$

$C[i] \xleftarrow{\$} \{0, 1\}^\ell$

 If $P \in S$ then

 bad \leftarrow true; $C[i] \leftarrow T[P] \oplus M_b[i]$

$T[P] \leftarrow C[i] \oplus M_b[i]$

$S \leftarrow S \cup \{P\}$

return C

$$\Pr[G_1^A] = \Pr[G_2^A] = \Pr[G_3^A] + \left(\Pr[G_2^A] - \Pr[G_3^A] \right)$$

Game G_3

procedure LR(M_0, M_1)

$C[0] \xleftarrow{\$} \{0, 1\}^n$

for $i = 1, \dots, m$ do

$P \leftarrow C[0] + i; C[i] \xleftarrow{\$} \{0, 1\}^\ell$

 If $P \in S$ then bad \leftarrow true

$T[P] \leftarrow C[i] \oplus M_b[i]; S \leftarrow S \cup \{P\}$

return C

Ciphertext C in G_3 is always random, independently of b , so

$$\Pr \left[G_3^A \right] = \frac{1}{2}.$$

Game $\boxed{G_2}$, G_3

procedure LR(M_0, M_1)

$C[0] \xleftarrow{\$} \{0, 1\}^n$

for $i = 1, \dots, m$ do

$P \leftarrow C[0] + i; C[i] \xleftarrow{\$} \{0, 1\}^\ell$

If $P \in S$ then

bad \leftarrow true; $\boxed{C[i] \leftarrow T[P] \oplus M_b[i]}$

$T[P] \leftarrow C[i] \oplus M_b[i]; S \leftarrow S \cup \{P\}$

return C

G_2 and G_3 are identical-until-bad, so Fundamental Lemma implies

$$\Pr \left[G_2^A \right] - \Pr \left[G_3^A \right] \leq \Pr \left[G_3^A \text{ sets bad} \right].$$

Game G_3

procedure LR(M_0, M_1)

$C[0] \xleftarrow{\$} \{0, 1\}^n$

for $i = 1, \dots, m$ do

$P \leftarrow C[0] + i; C[i] \xleftarrow{\$} \{0, 1\}^\ell$

 If $P \in S$ then bad \leftarrow true

$T[P] \leftarrow C[i] \oplus M_b[i]; S \leftarrow S \cup \{P\}$

return C

$$\begin{aligned} \Pr \left[G_3^A \text{ sets bad} \right] &\leq \text{IIP}(2^n, q, m) \leq \frac{q(q-1)}{2} \frac{2m-1}{2^n} \\ &\leq \frac{mq(q-1)}{2^n} \\ &\leq \frac{(q-1)\sigma}{2^n}. \end{aligned}$$

- Analogous theorem holds for CBC-\$.

- Analogous theorem holds for **CBC- $\$$** .
- Provides a **quantitative guarantee** on how many blocks can be securely encrypted using these modes (assuming the underlying block cipher is good).

Semantic Security