CIS 5560

Cryptography Lecture 1

Course website:

pratyushmishra.com/classes/cis-5560-s24/

Slides adapted from Dan Boneh and Vinod Vaikuntanathan

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Course Staff

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Course Format

- Lecture: Tues/Thurs 1:45-3:15PM Fagin Hall 118
- Grading:
 - Participation: 5%
 - HW: 40%
 - Midterm: 25%
 - Final: 30%
- Important dates:
 - Midterm: 03/14/24
 - Final: TBD

Homeworks

- Usually, 1 per week
- Released on Tuesdays
- Due Monday 5PM
- Drop 2 lowest scores
- Mostly proof-based, with perhaps one programming oriented homework

Important Links

- Class website (WIP): pratyushmishra.com/classes/cis-5560-s24
- EdStem: edstem.org/us/courses/53008
- Canvas: canvas: canvas: upenn.edu/courses/1771710/
- Gradescope: gradescope.com/courses/704354

What is Cryptography?

Confidential Communication



Alice wants to send a message m to Bob without revealing it to Eve.

Tool: Encryption schemes Eg: Caesar Cipher (broken!!), AES, DES, RSA, etc

Confidential Communication with Integrity



Malicious Eavesdropper "Eve"

Eve can tamper with messages now

Alice wants to send a message m to Bob without Eve changing it.

Tool: Message Authentication Codes

Communication with Authenticity



Eve can tamper with messages now Bob wants guarantee that *only* Alice sent *m*.

Tool: Digital signatures

Anonymous Communication



Eve should not be able to tell who is talking to whom

Tool: dining cryptographer networks, onion encryption, etc

Computation on Secret Data



Eve's server should run computation without learning Alice's data

Tool: Homomorphic encryption, multiparty computation

Proofs about Secret Data



Eve's server should be convinced about Alice's claim without learning Alice's secrets.

Tool: Zero knowledge proofs

Crypto is a magical land!



How do we get there? Not magic, but science!

The three steps in cryptography:

• Precisely specify threat model

• Propose a construction

Prove that breaking construction under threat model
 will solve an underlying hard problem

Things to remember

Cryptography is:

- A tremendous tool
- The basis for many security mechanisms

Cryptography is not:

- The solution to all security problems
- Reliable unless implemented and used properly
- Something you should try to invent yourself
 - many many examples of broken ad-hoc designs

Discrete Probability Primer

- **Probability distribution** *P* over a finite set *S* is a function $P: S \rightarrow [0,1]$ such that $\sum_{x \in S} P(x) = 1$
- **Support** of *P* is set $\text{Supp}(P) \subseteq S$ s.t. $\forall x \in \text{Supp}(P), P(x) \neq 0$
- An event is a set $A \subseteq S$; $\Pr[A] = \sum_{x \in A} P(x) \in [0,1]$
- Union bound: For events A_1 and A_2 , $\Pr[A_1 \cup A_2] \leq \Pr[A_1] + \Pr[A_2]$
- A random variable X is a fn $X : S \rightarrow V$ that induces a dist. on V
- Events A and B are **independent** if $Pr[A \text{ and } B] = Pr[A] \cdot Pr[B]$
- RVs X and Y are **ind.** if $Pr[X = a \text{ and } Y = b] = Pr[X = a] \cdot Pr[Y = b]$

- $S = \{0,1\}^2$
- **Example distribution:** Uniform: for all $x \in S$, P(x) = 1/|S|
- **Example event:** $A = \{x \in S \mid lsb(x) = 1\}$. Pr[A] = 1/2
- **Example RV:** X =lsb. Here $V = \{0,1\}$, and induced distribution is Pr[X = 0] = 1/2; Pr[X = 1] = 1/2
- Example independent RVs: X = lsb and Y = msb $\Pr[X(x) = 0 \text{ and } Y(x) = 0] = \Pr[x = 00] = \frac{1}{4} = \Pr[X(x) = 0] \Pr[Y(x) = 0]$

Uniform RV

- A **Uniform RV** is $R: S \rightarrow S$ that induces a uniform dist on S.
- That is, for all $x \in S$, $\Pr[R = x] = 1/|S|$

Randomized algorithms

- Deterministic algorithm: $y \leftarrow A(m)$
- Randomized algorithm: $y \leftarrow A(m; R)$ where $R \stackrel{\$}{\leftarrow} \{0, 1\}^n$
 - Output is a random variable $y \stackrel{\$}{\leftarrow} A(m)$

An important property of XOR

<u>**Thm**</u>: *Y* is an RV over $\{0,1\}^n$, *X* is a uniform ind. RV over $\{0,1\}^n$

Then $Z := Y \oplus X$ is uniform var. on $\{0,1\}^n$



Our First Definition: Symmetric Key Encryption

Secure Communication



Alice wants to send a message *m* to Bob without revealing it to Eve.

Secure Communication



SETUP: Alice and Bob meet beforehand to agree on a secret key $\boldsymbol{k}.$

Key Notion: Secret-key Encryption

(or Symmetric-key Encryption)



Three (possibly randomized) polynomial-time algorithms:

- Key Generation Algorithm: $Gen(1^k) \rightarrow k$ Has to be randomized (why?)
- Encryption Algorithm: $Enc(k, m) \rightarrow c$
- **Decryption Algorithm:** $Dec(k, c) \rightarrow m$

Key Property 1: Correctness



- $\forall k \in \text{Supp}(\text{Gen}), \forall m \in \mathcal{M}, \text{Dec}(k, \text{Enc}(k, m)) = m$
- Most basic property: if Bob gets incorrect answer, scheme is useless!

The Worst-case Adversary



- An arbitrary computationally unbounded algorithm EVE.*
- Knows Alice and Bob's algorithms Gen, Enc and Dec but does not know the key nor their internal randomness. (Kerckhoff's principle or Shannon's maxim)
- Can see the ciphertexts going through the channel (but cannot modify them... we will come to that later)

Security Definition: What is she trying to learn?

What is a secure encryption scheme?

Attacker's abilities: **CT only attack** (for now)

Possible security requirements: attempt #1: **attacker cannot recover secret key** Enc(k, m) = m would be secure

attempt #2: attacker cannot recover all of plaintext

 $Enc(k, (m_1, m_2)) = Enc(k, m_1) || m_2$ would be secure

Shannon's idea: CT should reveal no "info" about PT

Shannon's Perfect Secrecy Definition



Shannon's Perfect Secrecy Definition

What Eve knows after looking at *c*

What Eve knew before looking at *c*

$$\forall m \in \operatorname{supp}(\mathscr{M}), \forall c \in \mathscr{C}, M \text{ is a RV} \sim \mathscr{M}$$

$$\Pr[M = m | \operatorname{Enc}(\mathscr{K}, m) = c] = \Pr[M = m]$$
_{after}
_{before}

✓ CT reveals no info about PT

But this def is difficult to work with: How to prove that ciphertext reveals no info?

Alternate Def: Perfect Indistinguishability

$$\forall m, m' \in \operatorname{supp}(\mathscr{M}), \ c \in \operatorname{Supp}(\mathscr{C}):$$
$$\Pr[\operatorname{Enc}(\mathscr{K}, m) = c] = \Pr[\operatorname{Enc}(\mathscr{K}, m') = c]$$

World 0:World 1:
$$k \leftarrow \mathcal{K}$$
 $k \leftarrow \mathcal{K}$ $c = E(k, m)$ $c' = E(k, m')$



is a **distinguisher** that gets c and tries to guess which world she's in

The Two Definitions are Equivalent

THEOREM: An encryption scheme (Gen, Enc, Dec) satisfies perfect secrecy IFF it satisfies perfect indistinguishability.

PROOF (next class): Simple use of conditional prob.

The One-time Pad Construction:

Gen: Choose an *n*-bit string k at random, i.e. $k \leftarrow \{0,1\}^n$

Enc(k, m) with $\mathcal{M} = \{0,1\}^n$: Output $c = m \oplus k$

Dec(k, c): Output $m = c \oplus k$

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<u>Correctness</u>: $c \oplus k = m \oplus k \oplus k = m$

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Enc(k, m) with $\mathcal{M} = \{0,1\}^n$: Output $c = m \oplus k$

Dec(k, c): Output $m = c \oplus k$

<u>Claim</u>: One-time Pad achieves Perfect Indistinguishability (and therefore perfect secrecy).

<u>Proof</u>: For any $m, c \in \{0,1\}^n$,

 $\Pr[\mathsf{Enc}(K,m) = c] = \Pr[k \oplus m = c] = \Pr[k = c \oplus m] = 1/2^n$

The One-time Pad Construction:

Gen: Choose an *n*-bit string k at random, i.e. $k \leftarrow \{0,1\}^n$

Enc(*k*, *m*) with $\mathcal{M} = \{0,1\}^n$: Output $c = m \oplus k$

Dec(k, c): Output $m = c \oplus k$

<u>Claim</u>: One-time Pad achieves Perfect Indistinguishability (and therefore perfect secrecy).

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<u>Proof</u>: For any m, m', c \in \{0,1\}^n
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So,
$$Pr[Enc(K, m) = c] = Pr[Enc(K, m') = c].$$

QED.

Perfect Secrecy has its Price

THEOREM: For any perfectly secure encryption scheme, $|\mathcal{K}| \ge |\mathcal{M}|$

So, what are we to do?

RELAX the definition:

EVE is an arbitrary *computationally bounded* algorithm.



To Summarize...

- Secure Communication: a quintessential problem in cryptography.
- We saw two equivalent definitions of security:
 Shannon's perfect indistinguishability and perfect secrecy
- One-time pad achieves perfect secrecy.
- A Serious Limitation: Any perfectly secure encryption scheme needs keys that are at least as long as the messages.
- Next Lecture: Overcoming the limitation with Computationally Bounded Adversaries.