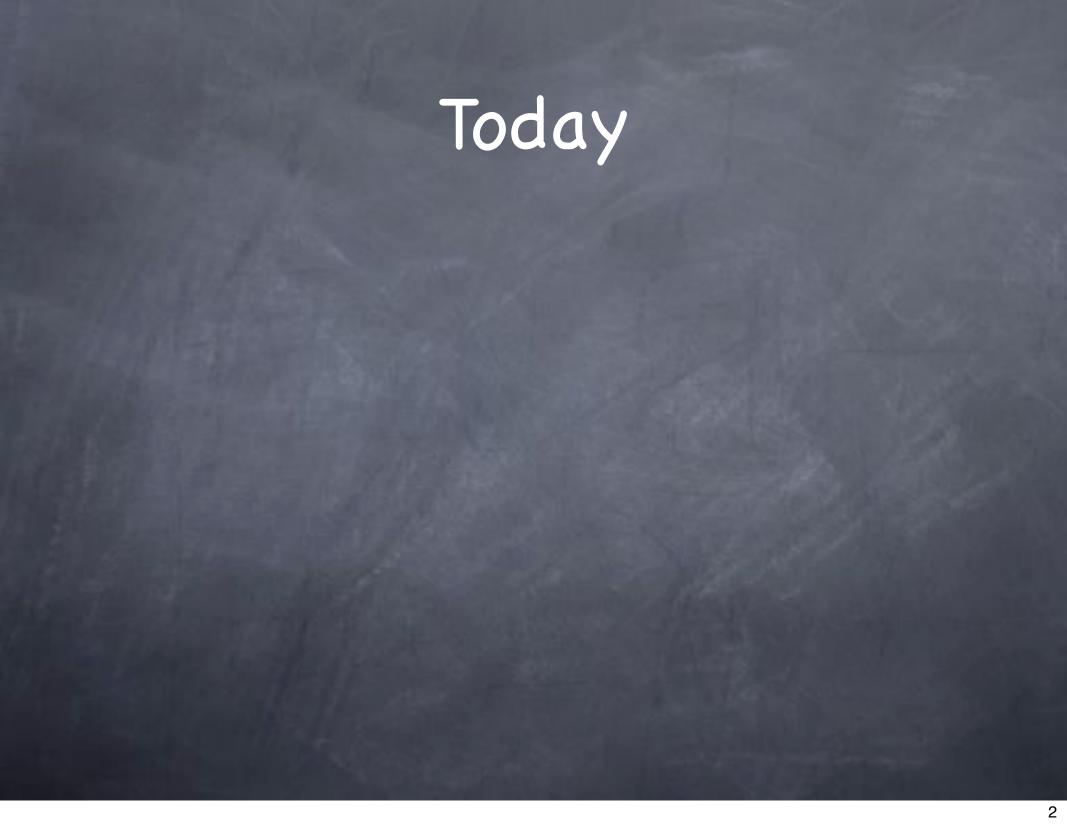
Some Basic Primitives

Lecture 3
One-Way Functions, PRG



An important notion for symmetric-key encryption: pseudorandomness generators (PRG)

- An important notion for symmetric-key encryption: pseudorandomness generators (PRG)
- © Can be (in principle) built from a more basic primitive, namely One-Way Functions (OWF)

- An important notion for symmetric-key encryption: pseudorandomness generators (PRG)
- © Can be (in principle) built from a more basic primitive, namely One-Way Functions (OWF)
- Existence of these notions depends on computational complexity assumptions

- An important notion for symmetric-key encryption: pseudorandomness generators (PRG)
- © Can be (in principle) built from a more basic primitive, namely One-Way Functions (OWF)
- Existence of these notions depends on computational complexity assumptions
- First, some complexity-speak...

- In analyzing complexity of algorithms: Rate at which computational complexity grows with input size
 - e.g. Can do sorting in O(n log n)

- In analyzing complexity of algorithms: Rate at which computational complexity grows with input size
 - e.g. Can do sorting in O(n log n)
- Only the rough rate considered
 - Exact time depends on the technology

- In analyzing complexity of algorithms: Rate at which computational complexity grows with input size
 - e.g. Can do sorting in O(n log n)
- Only the rough rate considered
 - Exact time depends on the technology
 - How much more computation will be needed as the instances of the problem get larger. (Do we scale well?)

- In analyzing complexity of algorithms: Rate at which computational complexity grows with input size
 - e.g. Can do sorting in O(n log n)
- Only the rough rate considered
 - Exact time depends on the technology
 - How much more computation will be needed as the instances of the problem get larger. (Do we scale well?)

- In analyzing complexity of algorithms: Rate at which computational complexity grows with input size
 - e.g. Can do sorting in O(n log n)
- Only the rough rate considered
 - Exact time depends on the technology
 - How much more computation will be needed as the instances of the problem get larger. (Do we scale well?)
 - "Polynomial time" (O(n), O(n²), O(n³), ...) considered feasible



"Super-Polynomial time" considered infeasible

- "Super-Polynomial time" considered infeasible
 - \circ e.g. 2^n , $2^{\sqrt{n}}$, $n^{\log(n)}$

- "Super-Polynomial time" considered infeasible
 - e.g. 2ⁿ, 2^{√n}, n^{log(n)}
 - i.e., as n grows, quickly becomes "infeasibly large"

- "Super-Polynomial time" considered infeasible
 - e.g. 2ⁿ, 2^{√n}, n^{log(n)}
 - i.e., as n grows, quickly becomes "infeasibly large"
- Can we make breaking security infeasible for Eve?

- "Super-Polynomial time" considered infeasible
 - e.g. 2ⁿ, 2^{√n}, n^{log(n)}
 - i.e., as n grows, quickly becomes "infeasibly large"
- Can we make breaking security infeasible for Eve?
 - What is n (that can grow)?

- "Super-Polynomial time" considered infeasible
 - e.g. 2ⁿ, 2√n, n^{log(n)}
 - i.e., as n grows, quickly becomes "infeasibly large"
- Can we make breaking security infeasible for Eve?
 - What is n (that can grow)?
 - Message size?

- "Super-Polynomial time" considered infeasible
 - e.g. 2ⁿ, 2^{√n}, n^{log(n)}
 - o i.e., as n grows, quickly becomes "infeasibly large"
- Can we make breaking security infeasible for Eve?
 - What is n (that can grow)?
 - Message size?
 - We need security even if sending only one bit!

A parameter that is part of the encryption scheme

- A parameter that is part of the encryption scheme
 - Not related to message size

- A parameter that is part of the encryption scheme
 - Not related to message size
 - A knob that can be used to set the security level

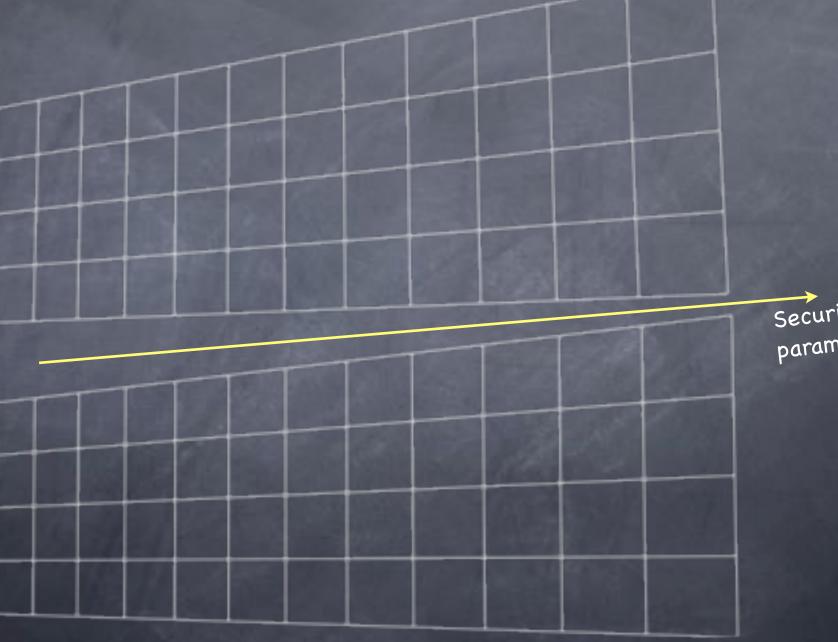
- A parameter that is part of the encryption scheme
 - Not related to message size
 - A knob that can be used to set the security level
 - Will denote by k

- A parameter that is part of the encryption scheme
 - Not related to message size
 - A knob that can be used to set the security level
 - Will denote by k
- Security guarantees are given <u>asymptotically</u> as a function of the security parameter

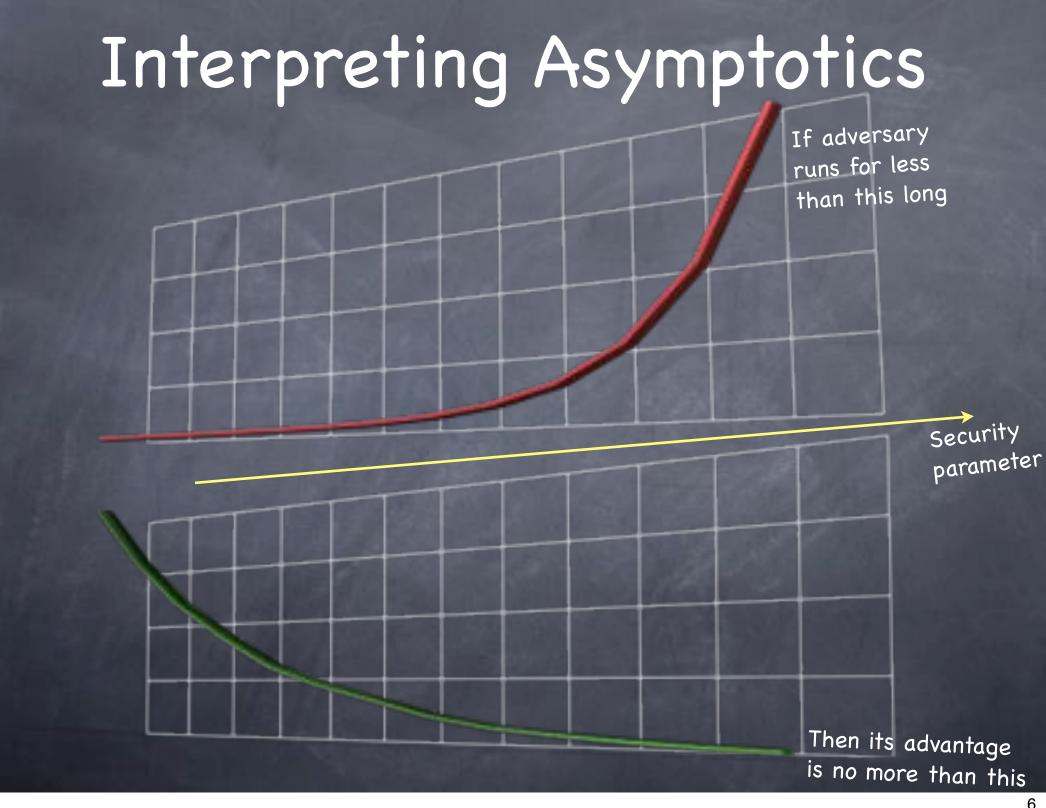
Interpreting Asymptotics

Interpreting Asymptotics

Interpreting Asymptotics



Interpreting Asymptotics If adversary runs for less than this long Security parameter



Interpreting Asymptotics If adversary runs for less than this long Time to tolerate Security parameter Then its advantage is no more than this

Interpreting Asymptotics If adversary runs for less than this long Time to tolerate Security parameter Admissible advantage Then its advantage is no more than this

Feasible and Negligible

Feasible and Negligible

We shall restrict ourselves to Eves who have a running time bounded by some polynomial in k

Feasible and Negligible

- We shall restrict ourselves to Eves who have a running time bounded by some polynomial in k
 - Eve could toss coins: Probabilistic Polynomial-Time (PPT)

- We shall restrict ourselves to Eves who have a running time bounded by some polynomial in k
 - Eve could toss coins: Probabilistic Polynomial-Time (PPT)
 - It is better that we allow Eve high polynomial times too

- We shall restrict ourselves to Eves who have a running time bounded by some polynomial in k
 - Eve could toss coins: Probabilistic Polynomial-Time (PPT)
 - It is better that we allow Eve high polynomial times too
 - But algorithms for Alice/Bob better be very efficient

- We shall restrict ourselves to Eves who have a running time bounded by some polynomial in k
 - Eve could toss coins: Probabilistic Polynomial-Time (PPT)
 - It is better that we allow Eve high polynomial times too
 - But algorithms for Alice/Bob better be very efficient
 - Eve could be non-uniform: a different strategy for each k

- We shall restrict ourselves to Eves who have a running time bounded by some polynomial in k
 - Eve could toss coins: Probabilistic Polynomial-Time (PPT)
 - It is better that we allow Eve high polynomial times too
 - But algorithms for Alice/Bob better be very efficient
 - Eve could be non-uniform: a different strategy for each k
- Such an Eve should have only a "negligible" advantage (or, should cause at most a "negligible" difference in the behavior of the environment in the SIM definition)

- We shall restrict ourselves to Eves who have a running time bounded by some polynomial in k
 - Eve could toss coins: Probabilistic Polynomial-Time (PPT)
 - It is better that we allow Eve high polynomial times too
 - But algorithms for Alice/Bob better be very efficient
 - Eve could be non-uniform: a different strategy for each k
- Such an Eve should have only a "negligible" advantage (or, should cause at most a "negligible" difference in the behavior of the environment in the SIM definition)
 - What is negligible?

A negligible quantity: As we turn the knob the quantity should "decrease extremely fast"

- A negligible quantity: As we turn the knob the quantity should "decrease extremely fast"
 - Negligible: decreases as 1/superpoly(k)

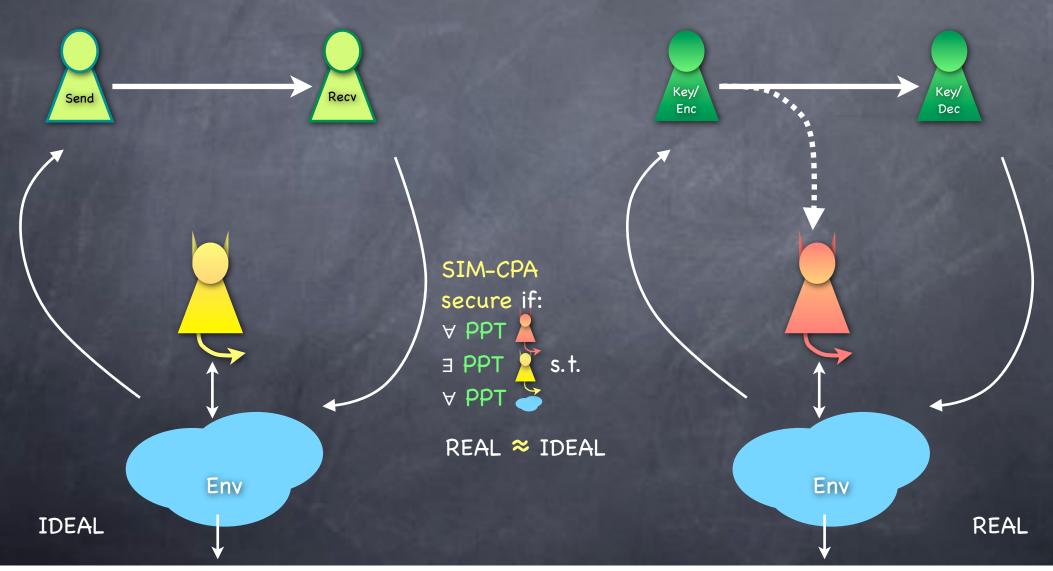
- A negligible quantity: As we turn the knob the quantity should "decrease extremely fast"
 - Negligible: decreases as 1/superpoly(k)
 - i.e., faster than 1/poly(k) for every polynomial

- A negligible quantity: As we turn the knob the quantity should "decrease extremely fast"
 - Negligible: decreases as 1/superpoly(k)
 - i.e., faster than 1/poly(k) for every polynomial
 - e.g.: 2-k, 2-1k, k-(log k).

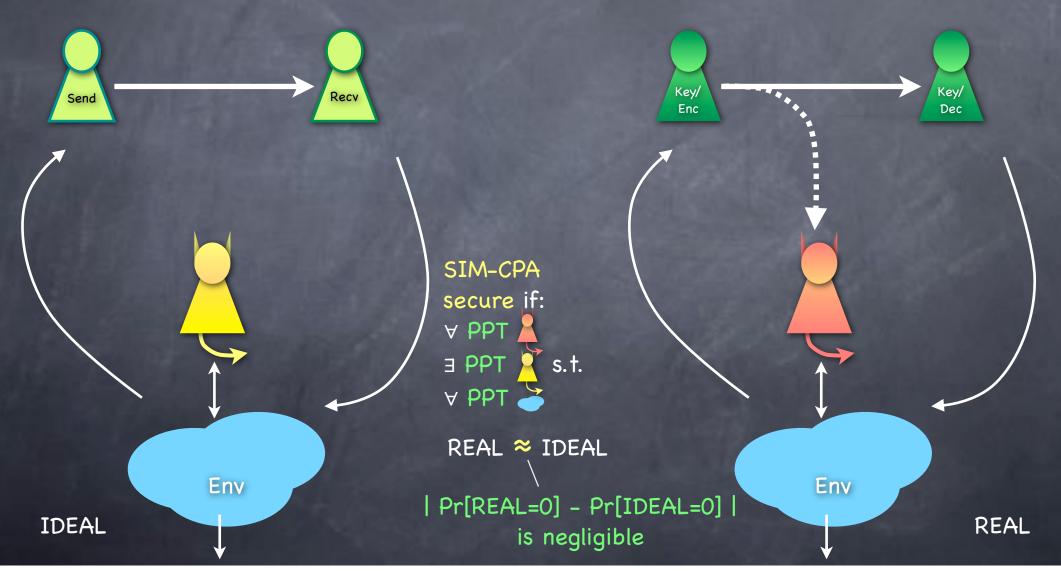
- A negligible quantity: As we turn the knob the quantity should "decrease extremely fast"
 - Negligible: decreases as 1/superpoly(k)
 - o i.e., faster than 1/poly(k) for every polynomial
 - e.g.: 2^{-k}, 2^{-√k}, k^{-(log k)}.
 - \odot So that negl(k) \times poly(k) = negl'(k)

- A negligible quantity: As we turn the knob the quantity should "decrease extremely fast"
 - Negligible: decreases as 1/superpoly(k)
 - i.e., faster than 1/poly(k) for every polynomial
 - e.g.: 2-k, 2-/k, k-(log k).
 - \odot So that negl(k) \times poly(k) = negl'(k)
 - Needed, because Eve can often increase advantage polynomially by spending that much more time/by seeing that many more messages

Symmetric-Key Encryption SIM-CPA Security



Symmetric-Key Encryption SIM-CPA Security



Basic idea: extensible pseudo-random one-time pads (kept compressed in the key)

- Basic idea: extensible pseudo-random one-time pads (kept compressed in the key)
- (Will also need a mechanism to ensure that the same piece of the one-time pad is not used more than once)

- Basic idea: extensible pseudo-random one-time pads (kept compressed in the key)
- (Will also need a mechanism to ensure that the same piece of the one-time pad is not used more than once)
- Approach used in practice today: complex functions which are conjectured to have the requisite pseudo-randomness properties (stream-ciphers, block-ciphers)

- Basic idea: extensible pseudo-random one-time pads (kept compressed in the key)
- (Will also need a mechanism to ensure that the same piece of the one-time pad is not used more than once)
- Approach used in practice today: complex functions which are conjectured to have the requisite pseudo-randomness properties (stream-ciphers, block-ciphers)
- Theoretical Constructions: Security relies on certain computational hardness assumptions related to simple functions

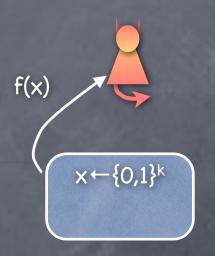
- Basic idea: extensible pseudo-random one-time pads (kept compressed in the key)
- (Will also need a mechanism to ensure that the same piece of the one-time pad is not used more than once)
- Approach used in practice today: complex functions which are conjectured to have the requisite pseudo-randomness properties (stream-ciphers, block-ciphers)
- Theoretical Constructions: Security relies on certain computational hardness assumptions related to simple functions
 - Coming up: One-Way Functions, Hardcore predicates, PRG, ...

 \circ f: $\{0,1\}^k \rightarrow \{0,1\}^n$ is a one-way function (OWF) if

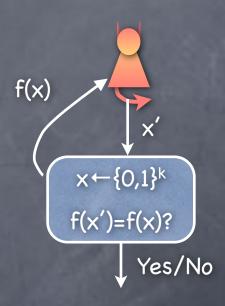
- f: $\{0,1\}^k \rightarrow \{0,1\}^n$ is a one-way function (OWF) if
 - f polynomial time computable

- f: $\{0,1\}^k \rightarrow \{0,1\}^n$ is a one-way function (OWF) if
 - f polynomial time computable
 - For all (non-uniform) PPT adversary, probability of success in the "OWF experiment" is negligible

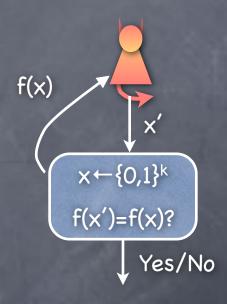
- f: $\{0,1\}^k \rightarrow \{0,1\}^n$ is a one-way function (OWF) if
 - f polynomial time computable
 - For all (non-uniform) PPT adversary, probability of success in the "OWF experiment" is negligible



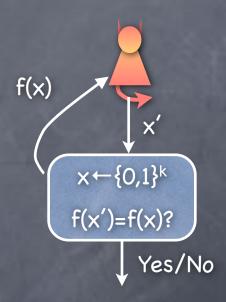
- f: $\{0,1\}^k \rightarrow \{0,1\}^n$ is a one-way function (OWF) if
 - f polynomial time computable
 - For all (non-uniform) PPT adversary, probability of success in the "OWF experiment" is negligible



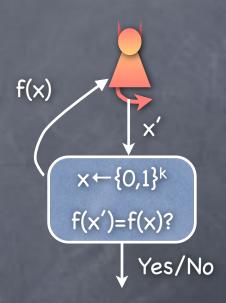
- f: $\{0,1\}^k \rightarrow \{0,1\}^n$ is a one-way function (OWF) if
 - f polynomial time computable
 - For all (non-uniform) PPT adversary, probability of success in the "OWF experiment" is negligible
 - But x may not be completely hidden by f(x)



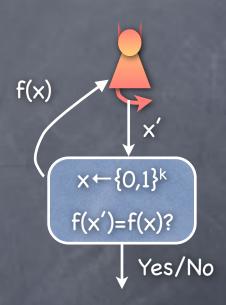
- f: $\{0,1\}^k \rightarrow \{0,1\}^n$ is a one-way function (OWF) if
 - f polynomial time computable
 - For all (non-uniform) PPT adversary, probability of success in the "OWF experiment" is negligible
 - But x may not be completely hidden by f(x)
- B is a hardcore predicate of a OWF f if



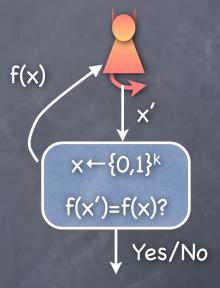
- f: $\{0,1\}^k \rightarrow \{0,1\}^n$ is a one-way function (OWF) if
 - f polynomial time computable
 - For all (non-uniform) PPT adversary, probability of success in the "OWF experiment" is negligible
 - But x may not be completely hidden by f(x)
- B is a hardcore predicate of a OWF f if
 - B is polynomial time computable

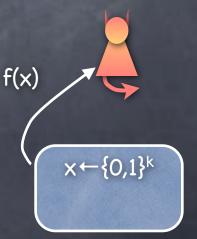


- f: $\{0,1\}^k \rightarrow \{0,1\}^n$ is a one-way function (OWF) if
 - f polynomial time computable
 - For all (non-uniform) PPT adversary, probability of success in the "OWF experiment" is negligible
 - But x may not be completely hidden by f(x)
- B is a hardcore predicate of a OWF f if
 - B is polynomial time computable
 - For all (non-uniform) PPT adversary, <u>advantage</u> in the Hardcore-predicate experiment is negligible

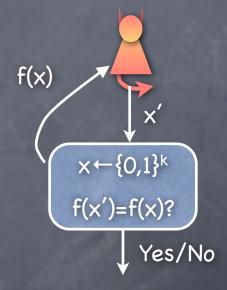


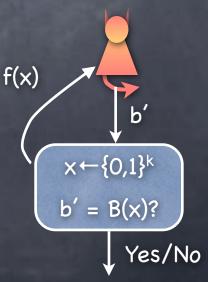
- f: $\{0,1\}^k \rightarrow \{0,1\}^n$ is a one-way function (OWF) if
 - f polynomial time computable
 - For all (non-uniform) PPT adversary, probability of success in the "OWF experiment" is negligible
 - But x may not be completely hidden by f(x)
- B is a hardcore predicate of a OWF f if
 - B is polynomial time computable
 - For all (non-uniform) PPT adversary, <u>advantage</u> in the Hardcore-predicate experiment is negligible



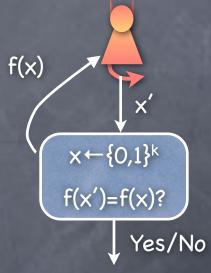


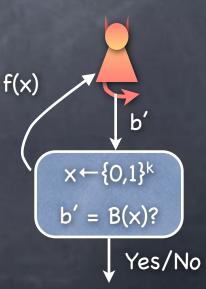
- f: $\{0,1\}^k \rightarrow \{0,1\}^n$ is a one-way function (OWF) if
 - f polynomial time computable
 - For all (non-uniform) PPT adversary, probability of success in the "OWF experiment" is negligible
 - But x may not be completely hidden by f(x)
- B is a hardcore predicate of a OWF f if
 - B is polynomial time computable
 - For all (non-uniform) PPT adversary, <u>advantage</u> in the Hardcore-predicate experiment is negligible





- f: $\{0,1\}^k \rightarrow \{0,1\}^n$ is a one-way function (OWF) if
 - f polynomial time computable
 - For all (non-uniform) PPT adversary, probability of success in the "OWF experiment" is negligible
 - But x may not be completely hidden by f(x)
- B is a hardcore predicate of a OWF f if
 - B is polynomial time computable
 - For all (non-uniform) PPT adversary, <u>advantage</u> in the Hardcore-predicate experiment is negligible
 - B(x) remains "completely" hidden, given f(x)





One-Way Function Candidates

One-Way Function Candidates

Integer factorization:

One-Way Function Candidates

- Integer factorization:

- Integer factorization:
 - \circ $f_{\text{mult}}(x,y) = x.y$
 - Input distribution: (x,y) random k-bit primes

- Integer factorization:
 - $f_{\text{mult}}(x,y) = x.y$
 - Input distribution: (x,y) random k-bit primes
 - Fact: input distribution (x,y) random k-bit integers will also work (if k-bit primes distribution works)

- Integer factorization:
 - $f_{\text{mult}}(x,y) = x.y$
 - Input distribution: (x,y) random k-bit primes
 - Fact: input distribution (x,y) random k-bit integers will also work (if k-bit primes distribution works)
 - Important that we require |x|=|y|=k, not |x.y|=k (otherwise, 2 is a factor of x.y with 3/4 probability)

Solving Subset Sum:

- Solving Subset Sum:
 - $f_{subsum}(x_1...x_k, S) = (x_1...x_k, \Sigma_{i \in S} x_i)$

- Solving Subset Sum:
 - $f_{subsum}(x_1...x_k, S) = (x_1...x_k, \Sigma_{i \in S} x_i)$
 - Input distribution: x_i k-bit integers, S⊆{1...k}. Uniform

- Solving Subset Sum:
 - $f_{subsum}(x_1...x_k, S) = (x_1...x_k, \Sigma_{i \in S} x_i)$
 - Input distribution: x_i k-bit integers, S⊆{1...k}. Uniform
 - Inverting f_{subsum} known to be NP-complete, but assuming that it is a OWF is "stronger" than assuming P≠NP

Rabin OWF: $f_{Rabin}(x; n) = (x^2 \mod n, n)$, where n = pq, and p, q are random k-bit primes, and x is uniform from $\{0...n\}$

- Rabin OWF: f_{Rabin}(x; n) = (x² mod n, n), where n = pq, and p, q are random k-bit primes, and x is uniform from {0...n}
 - Note that n is part of the output. This OWF can be used as a "OWF collection" indexed by n (many n's for the same k)

- Rabin OWF: $f_{Rabin}(x; n) = (x^2 \mod n, n)$, where n = pq, and p, q are random k-bit primes, and x is uniform from $\{0...n\}$
 - Note that n is part of the output. This OWF can be used as a "OWF collection" indexed by n (many n's for the same k)
- More e.g.: RSA function (uses as index: n=pq, and an exponent e), Discrete Logarithm (uses as index: a group and a generator)

- Rabin OWF: $f_{Rabin}(x; n) = (x^2 \mod n, n)$, where n = pq, and p, q are random k-bit primes, and x is uniform from $\{0...n\}$
 - Note that n is part of the output. This OWF can be used as a "OWF collection" indexed by n (many n's for the same k)
- More e.g.: RSA function (uses as index: n=pq, and an exponent e), Discrete Logarithm (uses as index: a group and a generator)
 - Later

For candidate OWFs, often hardcore predicates known

- For candidate OWFs, often hardcore predicates known
 - e.g. if $f_{Rabin}(x;n)$ (with certain restrictions on sampling x and n) is a OWF, then LSB(x) is a hardcore predicate for it

- For candidate OWFs, often hardcore predicates known
 - e.g. if f_{Rabin}(x;n) (with certain restrictions on sampling x and n) is a OWF, then LSB(x) is a hardcore predicate for it
 - Reduction: Given an algorithm for finding LSB(x) from $f_{Rabin}(x;n)$ for random x, show how to invert f_{Rabin}

Given any OWF f, can slightly modify it to get a OWF gf such that

- Given any OWF f, can slightly modify it to get a OWF gf such that
 - gf has a simple hardcore predicate

- Given any OWF f, can slightly modify it to get a OWF gf such that
 - gf has a simple hardcore predicate
 - gf is almost as efficient as f; is a permutation if f is one

- Given any OWF f, can slightly modify it to get a OWF gf such that
 - gf has a simple hardcore predicate
 - gf is almost as efficient as f; is a permutation if f is one
- $g_f(x,r) = (f(x), r), \text{ where } |r| = |x|$

- Given any OWF f, can slightly modify it to get a OWF gf such that
 - gf has a simple hardcore predicate
 - gf is almost as efficient as f; is a permutation if f is one
- $g_f(x,r) = (f(x), r), \text{ where } |r| = |x|$
 - Input distribution: x as for f, and r independently random

- Given any OWF f, can slightly modify it to get a OWF gf such that
 - gf has a simple hardcore predicate
 - gf is almost as efficient as f; is a permutation if f is one
- $g_f(x,r) = (f(x), r), \text{ where } |r| = |x|$
 - Input distribution: x as for f, and r independently random
- \odot GL-predicate: $B(x,r) = \langle x,r \rangle$ (dot product of bit vectors)

- Given any OWF f, can slightly modify it to get a OWF gf such that
 - gf has a simple hardcore predicate
 - gf is almost as efficient as f; is a permutation if f is one
- $g_f(x,r) = (f(x), r), \text{ where } |r| = |x|$
 - Input distribution: x as for f, and r independently random
- $GL-predicate: B(x,r) = \langle x,r \rangle$ (dot product of bit vectors)
 - © Can show that a predictor of B(x,r) with non-negligible advantage can be turned into an inversion algorithm for f

Expand a short random seed to a "random-looking" string

- Expand a short random seed to a "random-looking" string
 - So that we can build "stream ciphers" (to encrypt a stream of data, using just one short shared key)

- Expand a short random seed to a "random-looking" string
 - So that we can build "stream ciphers" (to encrypt a stream of data, using just one short shared key)

- Expand a short random seed to a "random-looking" string
 - So that we can build "stream ciphers" (to encrypt a stream of data, using just one short shared key)
- Random-looking:

- Expand a short random seed to a "random-looking" string
 - So that we can build "stream ciphers" (to encrypt a stream of data, using just one short shared key)
- Random-looking:
 - Next-Bit Unpredictability: PPT adversary can't predict ith bit of a sample from its first (i-1) bits (for every i \in {0,1,...,n-1})

- Expand a short random seed to a "random-looking" string
 - So that we can build "stream ciphers" (to encrypt a stream of data, using just one short shared key)
- Random-looking:
 - Next-Bit Unpredictability: PPT adversary can't predict ith bit of a sample from its first (i-1) bits (for every i \in {0,1,...,n-1})
 - A "more correct" definition:

- Expand a short random seed to a "random-looking" string
 - So that we can build "stream ciphers" (to encrypt a stream of data, using just one short shared key)
- Random-looking:
 - Next-Bit Unpredictability: PPT adversary can't predict ith bit of a sample from its first (i-1) bits (for every i ∈ {0,1,...,n-1})
 - A "more correct" definition:

- Expand a short random seed to a "random-looking" string
 - So that we can build "stream ciphers" (to encrypt a stream of data, using just one short shared key)
- Random-looking:
 - Next-Bit Unpredictability: PPT adversary can't predict ith bit of a sample from its first (i-1) bits (for every i ∈ {0,1,...,n-1})
 - A "more correct" definition:
 - PPT adversary can't distinguish between a sample from $\{G_k(x)\}_{x \leftarrow \{0,1\}^k}$ and one from $\{0,1\}^{n(k)}$

 $| Pr_{y \leftarrow PRG}[A(y)=0] - Pr_{y \leftarrow rand}[A(y)=0] |$ is negligible for all PPT A

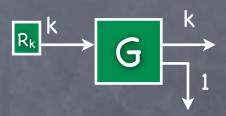
- Expand a short random seed to a "random-looking" string
 - So that we can build "stream ciphers" (to encrypt a stream of data, using just one short shared key)
- First, PRG with fixed stretch: G_k : $\{0,1\}^k \rightarrow \{0,1\}^{n(k)}$, n(k) > k
- Random-looking:
 - Next-Bit Unpredictability: PPT adversary can't predict ith bit of a sample from its first (i-1) bits (for every i ∈ {0,1,...,n-1})
 - A "more correct" definition:
 - PPT adversary can't distinguish between a sample from $\{G_k(x)\}_{x \leftarrow \{0,1\}^k}$ and one from $\{0,1\}^{n(k)}$
 - Turns out they are equivalent! | Pry-PRG[A(y)=0] Pry-rand[A(y)=0] |

 $Pr_{y \leftarrow PRG}[A(y)=0] - Pr_{y \leftarrow rand}[A(y)=0] |$ is negligible for all PPT A

PRG from One-Way Permutations

One-bit stretch PRG, G_k: {0,1}^k → {0,1}^{k+1}

One-bit stretch PRG, G_k : {0,1}^k → {0,1}^{k+1}



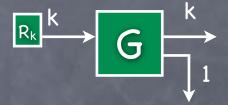
One-bit stretch PRG, G_k : {0,1}^k → {0,1}^{k+1}

$$G(x) = f(x) \circ B(x)$$



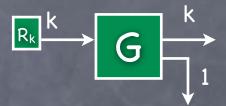
One-bit stretch PRG, G_k : {0,1}^k → {0,1}^{k+1}

$$G(x) = f(x) \circ B(x)$$



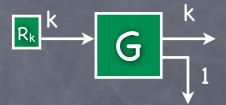
Where f: $\{0,1\}^k$ → $\{0,1\}^k$ is a one-way permutation, and B a hardcore predicate for f

- One-bit stretch PRG, G_k : {0,1}^k → {0,1}^{k+1}
 - $G(x) = f(x) \circ B(x)$



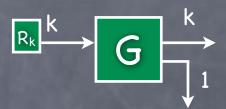
- Where f: $\{0,1\}^k$ → $\{0,1\}^k$ is a one-way permutation, and B a hardcore predicate for f
- For a random x, f(x) is also random, and hence all of f(x) is next-bit unpredictable. B is a hardcore predicate, so B(x) remains unpredictable after seeing f(x)

- One-bit stretch PRG, G_k : {0,1}^k → {0,1}^{k+1}
 - \circ G(x) = f(x) \circ B(x)

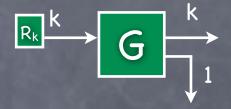


- Where f: $\{0,1\}^k$ → $\{0,1\}^k$ is a one-way permutation, and B a hardcore predicate for f
- For a random x, f(x) is also random, and hence all of f(x) is next-bit unpredictable. B is a hardcore predicate, so B(x) remains unpredictable after seeing f(x)
- Important: holds only when the seed x is kept hidden, and is random

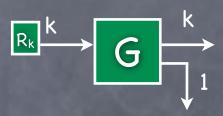
- One-bit stretch PRG, G_k : {0,1}^k → {0,1}^{k+1}
 - \circ G(x) = f(x) \circ B(x)



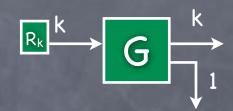
- Where f: $\{0,1\}^k$ → $\{0,1\}^k$ is a one-way permutation, and B a hardcore predicate for f
- For a random x, f(x) is also random, and hence all of f(x) is next-bit unpredictable. B is a hardcore predicate, so B(x) remains unpredictable after seeing f(x)
- Important: holds only when the seed x is kept hidden, and is random
 - ... or pseudorandom



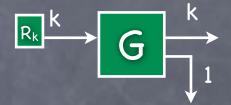
One-bit stretch PRG, G_k : {0,1}^k → {0,1}^{k+1}



- One-bit stretch PRG, G_k : {0,1}^k → {0,1}^{k+1}
- Increasing the stretch



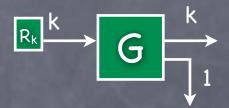
One-bit stretch PRG, G_k : {0,1}^k → {0,1}^{k+1}



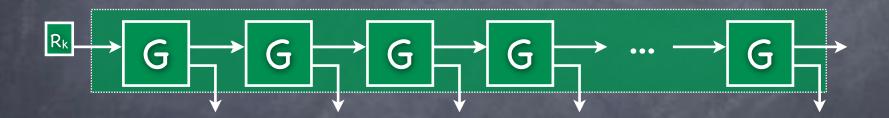
Increasing the stretch

Can use part of the PRG output as a new seed

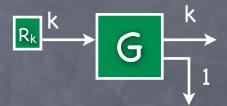
One-bit stretch PRG, G_k : {0,1}^k → {0,1}^{k+1}



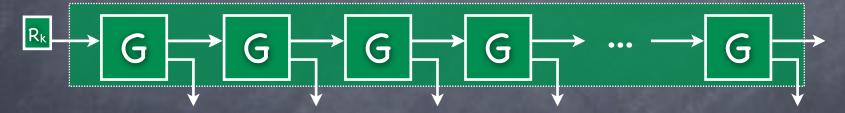
- Increasing the stretch
 - Can use part of the PRG output as a new seed



One-bit stretch PRG, G_k : {0,1}^k → {0,1}^{k+1}

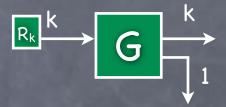


- Increasing the stretch
 - Can use part of the PRG output as a new seed

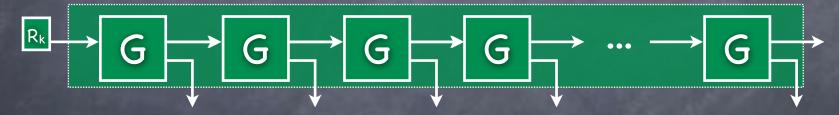


If the intermediate seeds are never output, can keep stretching on demand (for any "polynomial length")

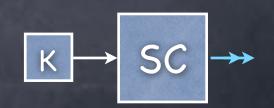
One-bit stretch PRG, G_k : {0,1}^k → {0,1}^{k+1}



- Increasing the stretch
 - Can use part of the PRG output as a new seed



- If the intermediate seeds are never output, can keep stretching on demand (for any "polynomial length")
- A stream cipher



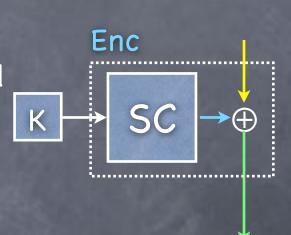
One-time Encryption with a stream-cipher:

- One-time Encryption with a stream-cipher:
 - Generate a one-time pad from a short seed

- One-time Encryption with a stream-cipher:
 - Generate a one-time pad from a short seed
 - Can share just the seed as the key

- One-time Encryption with a stream-cipher:
 - Generate a one-time pad from a short seed
 - Can share just the seed as the key
 - Mask message with the pseudorandom pad

- One-time Encryption with a stream-cipher:
 - Generate a one-time pad from a short seed
 - Can share just the seed as the key
 - Mask message with the pseudorandom pad



m

- One-time Encryption with a stream-cipher:
 - Generate a one-time pad from a short seed
 - Can share just the seed as the key
 - Mask message with the pseudorandom pad
- Security: if using a real (long) random pad, adversary has no advantage in the IND-CPA experiment. If the adversary has a non-negligible advantage when the output of SC is used, then that output is not pseudorandom: this adversary can be used to distinguish it from random

m

Enc

- One-time Encryption with a stream-cipher:
 - Generate a one-time pad from a short seed
 - Can share just the seed as the key
 - Mask message with the pseudorandom pad
- Security: if using a real (long) random pad, adversary has no advantage in the IND-CPA experiment. If the adversary has a non-negligible advantage when the output of SC is used, then that output is not pseudorandom: this adversary can be used to distinguish it from random
- SC can spit out bits on demand, so the message can arrive bit by bit, and the length of the message doesn't have to be a priori fixed

m

Enc

- One-time Encryption with a stream-cipher:
 - Generate a one-time pad from a short seed
 - Can share just the seed as the key
 - Mask message with the pseudorandom pad
- Security: if using a real (long) random pad, adversary has no advantage in the IND-CPA experiment. If the adversary has a non-negligible advantage when the output of SC is used, then that output is not pseudorandom: this adversary can be used to distinguish it from random
- SC can spit out bits on demand, so the message can arrive bit by bit, and the length of the message doesn't have to be a priori fixed

(stream)

OWF, OWP, Hardcore predicates

- OWF, OWP, Hardcore predicates
- Output of a PRG on a random (hidden) seed is computationally indistinguishable from random

- OWF, OWP, Hardcore predicates
- Output of a PRG on a random (hidden) seed is computationally indistinguishable from random
 - A PRG can be constructed from a OWP and a hardcore predicate. Possible from OWF too, but more complicated. (Any way, many candidate OWFs are in fact permutations.)

- OWF, OWP, Hardcore predicates
- Output of a PRG on a random (hidden) seed is computationally indistinguishable from random
 - A PRG can be constructed from a OWP and a hardcore predicate. Possible from OWF too, but more complicated. (Any way, many candidate OWFs are in fact permutations.)
 - Useful in SKE: Can use PRG to stretch a short key to a long (one-time) pad. Or use as a Stream Cipher.

- OWF, OWP, Hardcore predicates
- Output of a PRG on a random (hidden) seed is computationally indistinguishable from random
 - A PRG can be constructed from a OWP and a hardcore predicate. Possible from OWF too, but more complicated. (Any way, many candidate OWFs are in fact permutations.)
 - Useful in SKE: Can use PRG to stretch a short key to a long (one-time) pad. Or use as a Stream Cipher.
 - Next: Constructing a proper (multi-message) SKE scheme