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## Problem Set 2 Solutions

**Problem 1. [30 points]** Let  $K$  be a 56-bit DES key and  $L$  a 64-bit auxiliary key. For any 64-bit plaintext  $M$  let

$$\text{DESY}(K \parallel L, M) = \text{DES}(K, L \oplus M).$$

This defines a family of functions  $\text{DESY}: \{0, 1\}^{120} \times \{0, 1\}^{64} \rightarrow \{0, 1\}^{64}$ .

(a) [8 points] Show that DESY is a block cipher.

A block cipher is a map  $E: \{0, 1\}^k \times \{0, 1\}^n \rightarrow \{0, 1\}^n$  for some  $k, n$  with the property of being invertible, namely given  $K, C$  there is a unique  $M$  such that  $E(K, M) = C$ . This  $M$  is denoted  $E^{-1}(K, C)$  and must be easily computable given  $K, C$ .

The DESY map has the desired form with  $k = 120$  and  $n = 64$ . The important thing is to show it is invertible. This is true because DES itself is invertible. We observe that if  $\text{DESY}(K \parallel L, M) = C$  then  $M$  can be recovered via

$$M = \text{DES}^{-1}(K, C) \oplus L.$$

Accordingly, DESY has as inverse

$$\text{DESY}^{-1}(K \parallel L, C) = \text{DES}^{-1}(K, C) \oplus L.$$

This is easily computable given the key  $K \parallel L$ .

(b) [22 points] Let  $(M_1, C_1), (M_2, C_2)$  be input-output examples of DESY under a random 120-bit target key  $K \parallel L$ . Present an attack that given  $(M_1, C_1), (M_2, C_2)$  recovers the target key using at most  $2^{57}$  computations of DES or  $\text{DES}^{-1}$ . (As usual, the job is actually only to recover a key consistent with the input-output examples, but in practice this is typically equally to the target key.)

Let  $T_1, \dots, T_{2^{56}}$  denote a listing of all 56-bit DES keys. The attack is:

For  $i = 1, \dots, 2^{56}$  do  
   $L \leftarrow M_1 \oplus \text{DES}^{-1}(T_i, C_1)$   
  If  $\text{DES}(T_i, L \oplus M_2) = C_2$  then return  $T_i \parallel L$

If  $T_i \parallel L$  is returned by the attack, then this key is consistent with the input-output examples. The attack uses  $2^{56}$  DES computations and  $2^{56}$   $\text{DES}^{-1}$  computations.

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**Problem 2. [50 points]** Let  $F: \{0, 1\}^k \times \{0, 1\}^l \rightarrow \{0, 1\}^l$  be a family of functions and let  $r \geq 1$

be an integer. The  $r$ -round Feistel cipher associated to  $F$  is the family of functions  $F^{(r)}: \{0, 1\}^k \times \{0, 1\}^{2l} \rightarrow \{0, 1\}^{2l}$ , defined as follows for any key  $K \in \{0, 1\}^k$  and input  $x \in \{0, 1\}^{2l}$ –

Function  $F^{(r)}(K, x)$

Parse  $x$  as  $L_0R_0$  with  $|L_0| = |R_0| = l$

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

$L_i \leftarrow R_{i-1}$ ;  $R_i \leftarrow F(K, R_{i-1}) \oplus L_{i-1}$

Return  $L_rR_r$

1. [20 points] Show that  $F^{(1)}$  is not a secure PRF by presenting a practical adversary  $A$  such that  $\mathbf{Adv}_{F^{(1)}}^{\text{prf}}(A)$  is close to one.

Adversary  $A$ , as per the definition of the PRF game, has access to an oracle for a function  $\mathbf{Fn}: \{0, 1\}^{2l} \rightarrow \{0, 1\}^{2l}$ . It is trying to determine whether  $\mathbf{Fn} = F_K^{(1)}$  for some  $K$  or  $\mathbf{Fn}$  was chosen at random. It works as follows:

Adversary  $A$

$x_1 \leftarrow 1^{2l}$

$y \leftarrow \mathbf{Fn}(x_1)$

Parse  $y$  as  $LR$ , where  $|L| = |R| = l$

If  $L = 1^l$  then return 1 else return 0

The advantage of  $A$  is by definition

$$\mathbf{Adv}_{F^{(1)}}^{\text{prf}}(A) = \Pr \left[ \text{Real}_{F^{(1)}}^A \Rightarrow 1 \right] - \Pr \left[ \text{Rand}_{\{0,1\}^{2l}}^A \Rightarrow 1 \right].$$

We claim that the first term above is equal to 1 and the second term is equal to  $2^{-l}$ . (And thus the advantage of our adversary is  $1 - 2^{-l}$ , which is almost 1.) To justify our claim, consider the first term. Here, we are asking what is the probability that  $A$  outputs 1 given that it is in game Real, meaning its oracle  $\mathbf{Fn}$  is a random instance of the family  $F^{(1)}$ . Due to the fact that  $L_1 = R_0$  in the code of  $F^{(1)}$ , the condition that  $A$  tests will always be true, so it will always output 1 in game Real. Now, consider the second term above. Here, we are asking what is the probability that  $A$  outputs 1 given that it is in game Rand, meaning its oracle  $\mathbf{Fn}$  is a random function of  $2l$  bits to  $2l$  bits. In that case, there is a slight possibility that  $\mathbf{Fn}$  will output a string that begins with  $l$  ones, causing  $A$  to output 1. Specifically, the probability of this event is  $2^{-l}$ .

Adversary  $A$  is practical because it makes only one oracle query and has running time  $O(l)$ .

2. [30 points] Show that  $F^{(2)}$  is not a secure PRF by presenting a practical adversary  $A$  such that  $\mathbf{Adv}_{F^{(2)}}^{\text{prf}}(A)$  is close to one.

Adversary  $A$ , as per the definition of the PRF game, has access to an oracle for a function  $\mathbf{Fn}: \{0, 1\}^{2l} \rightarrow \{0, 1\}^{2l}$ . It is trying to determine whether  $\mathbf{Fn} = F_K^{(2)}$  for some  $K$  or  $\mathbf{Fn}$  was chosen at random. It works as follows:

Adversary  $A$

$x_1 \leftarrow 0^l 1^l$   
 $y_1 \leftarrow \mathbf{Fn}(x_1)$   
 Parse  $y_1$  as  $L_{1,2}R_{1,2}$ , where  $|L_{1,2}| = |R_{1,2}| = l$   
 $x_2 \leftarrow L_{1,2}1^l$   
 $y_2 \leftarrow \mathbf{Fn}(x_2)$   
 Parse  $y_2$  as  $L_{2,2}R_{2,2}$ , where  $|L_{2,2}| = |R_{2,2}| = l$   
 If  $L_{2,2} = 0^l$  then return 1 else return 0

The advantage of  $A$  is by definition

$$\mathbf{Adv}_{F^{(2)}}^{\text{prf}}(A) = \Pr \left[ \text{Real}_{F^{(2)}}^A \Rightarrow 1 \right] - \Pr \left[ \text{Rand}_{\{0,1\}^{2l}}^A \Rightarrow 1 \right].$$

We claim that the first term above is equal to 1 and the second term is equal to  $2^{-l}$ . (And thus the advantage of our adversary is  $1 - 2^{-l}$ , which is almost 1.) To justify our claim, consider the first term. Here, we are asking what is the probability that  $A$  outputs 1 given that it is in game Real, meaning its oracle  $\mathbf{Fn}$  is a random instance of the family  $F^{(2)}$ . Note that, in game Real, the left half of  $y_1$  will be  $L_{1,2} = F_K(1^l) \oplus 0^l = F_K(1^l)$ . In the second query,  $A$  uses this value as the left half of the input to  $\mathbf{Fn}$ , so it gets xor-ed with the value of the function at the right half of  $x_2$ . But  $A$  chose the right half to be  $1^l$ , so  $F_K(1^l)$  is xor-ed with itself in the first round. Since any value xor-ed with itself is  $0^l$ , and the right half of the first round's result is propagated to the left hand side of the output, we know that the left half of  $y_2$  will be  $0^l$ . Now, consider the second term above. Here, we are asking what is the probability that  $A$  outputs 1 given that it is in game Rand, meaning its oracle  $\mathbf{Fn}$  is a random function of  $2l$  bits to  $2l$  bits. In that case, there is a slight possibility that  $\mathbf{Fn}$  will output a string that begins with  $l$  0's, causing  $A$  to output 1. Specifically, the probability of this event is  $2^{-l}$ .

Adversary  $A$  is practical because it makes only two oracle queries and has running time  $O(l)$ .

For both (1) and (2) above, say what is the advantage achieved by your adversary. Also say what is its running time and the number of oracle queries it makes.

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