## Problem Set 5 Solutions

Problem 1. [40 points] Let $E:\{0,1\}^{k} \times\{0,1\}^{l} \rightarrow\{0,1\}^{l}$ be a secure block cipher, where $k, l \geq 128$. Let $\mathcal{K}$ be the key-generation algorithm that returns a random $k$-bit key $K$. Let

$$
\text { Plaintexts }=\left\{M \in\{0,1\}^{l}: 0<|M|<l 2^{l} \text { and }|M| \bmod l=0\right\} .
$$

Let $\mathcal{T}, \mathcal{V}$ be the following tagging and verification algorithms:

```
algorithm \(\mathcal{T}_{K}(M)\)
    if \(M \notin\) Plaintexts then return \(\perp\)
    Break \(M\) into \(l\) bit blocks, \(M=M[1] \ldots M[n]\)
    \(M[n+1] \leftarrow\langle n\rangle\)
    \(C[0] \leftarrow 0^{l}\)
    for \(i=1, \ldots, n+1\) do
        \(C[i] \leftarrow E_{K}(C[i-1] \oplus M[i])\)
    return \(C[n+1]\)
```

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return $C[n+1]$
algorithm $\mathcal{V}_{K}(M, \sigma)$
if $M \notin$ Plaintexts then return 0
if $\sigma=\mathcal{T}_{K}(M)$ then return 1
else return 0
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if $M \notin$ Plaintexts then return 0
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Above, $\langle n\rangle$ denotes the $l$-bit binary representation of the integer $n$.
Show that $\mathcal{M} \mathcal{A}=(\mathcal{K}, \mathcal{T}, \mathcal{V})$ is an insecure message-authentication scheme by presenting a practical adversary $A$ such that $\mathbf{A d v}_{\mathcal{M} \mathcal{A}}^{\text {uf-cma }}(A)=1$. Say how many queries $A$ makes to each of its oracles, and what is its running time. (The number of points you get depends on these quantities.)

Dicsussion. We saw that the CBC-MAC is not secure when one wants to authenticate strings of varying length. The above is a possible fix, which appends the number of blocks in the message to the message before computing the CBC-MAC. Your task is to show that this fix does not work, meaning the scheme is still insecure.

Recall that the adversary is given oracles $\operatorname{Tag}(\cdot)$ and Verify $(\cdot, \cdot)$. Our adversary $A$ proceeds as follows:
adversary $A$
$\overline{\operatorname{Tag}_{0} \leftarrow \operatorname{Tag}\left(0^{l}\right)}$
$\operatorname{Tag}_{1} \leftarrow \operatorname{Tag}\left(0^{l}\|\langle 1\rangle\| \operatorname{Tag}_{0}\right)$
$d \leftarrow \operatorname{Verify}\left(0^{l}\|\langle 3\rangle\| \operatorname{Tag}_{1}, \operatorname{Tag}_{1}\right)$
This adversary makes two queries to its $\operatorname{Tag}(\cdot)$ oracle and one to its Verify $(\cdot, \cdot)$ oracle, and has running time $O(l)$ plus the time for the computations of responses to oracle queries. We claim that $\operatorname{Adv}_{\mathcal{M} \mathcal{A}}^{\text {uf-cma }}(A)=1$. Let us now justify this. We let $Z=E_{K}(0)$. Then notice that

$$
\begin{aligned}
& \operatorname{Tag}_{0}=E_{K}(Z \oplus\langle 1\rangle) \\
& \operatorname{Tag}_{1}=E_{K}(Z \oplus\langle 3\rangle)
\end{aligned}
$$

However, it is also the case that

$$
\mathcal{T}_{K}\left(0^{l}\|\langle 3\rangle\| \operatorname{Tag}_{1}\right)=E_{K}(Z \oplus\langle 3\rangle) .
$$

Thus $\mathcal{V}_{K}$ will accept $\operatorname{Tag}_{1}$ as the tag for $0^{l}\|\langle 3\rangle\| \operatorname{Tag}_{1}$.

Problem 2. [40 points] Consider the following computational problem:
Input: $N, a, b, x, y$ where $N \geq 1$ is an integer, $a, b \in \mathbf{Z}_{N}^{*}$ and $x, y$ are integers with $0 \leq x, y<N$ Output: $a^{x} b^{y} \bmod N$

Let $k=|N|$. The naive algorithm for this first computes $a^{x} \bmod N$, then computes $b^{y} \bmod N$, and multiplies them modulo $N$. This has a worst case cost of $4 k+1$ multiplications modulo $N$. Design an alternative, faster algorithm for this problem that uses at most $2 k+1$ multiplications modulo $N$.

Let us first explain the claim about the naive algorithm. On inputs $N, a, b, x, y$ it would do the following:

```
A\leftarrowMOD-EXP}(a,x,N
B\leftarrowMOD-EXP}(b,y,N
z\leftarrowMOD-MULT}(A,B,N
Return z
```

The algorithm MOD-EXP was presented in class and is shown in the slides for the Computational Number Theory chapter. It is the special case of algorithm $\operatorname{EXP}_{G}$ when the group $G$ is $\mathbf{Z}_{N}^{*}$. Each iteration of the for loop of that algorithm uses two modular multiplications in the worst case, the first to obtain $w=y^{2} \bmod N$ from $y$ and the second to obtain $w \cdot a^{b_{i}} \bmod N$. Thus, MOD-EXP uses $2 k$ modular multiplications in all. So the above naive algorithm uses $4 k+1$ modular multiplications. The faster algorithm extends the ideas of $\operatorname{EXP}_{G}$. It works as follows:

```
\(\operatorname{Alg} \operatorname{FASTEXP}(N, a, b, x, y)\)
Let \(x_{k-1} \ldots x_{1} x_{0}\) be the binary representation of \(x\)
Let \(y_{k-1} \ldots y_{1} y_{0}\) be the binary representation of \(y\)
\(c \leftarrow a b \bmod N\)
\(z \leftarrow 1\)
for \(i=k-1\) downto 0 do
    if \(x_{i}=1\) and \(y_{i}=1\) then \(z \leftarrow z^{2} \cdot c \bmod N\)
    if \(x_{i}=1\) and \(y_{i}=0\) then \(z \leftarrow z^{2} \cdot a \bmod N\)
    if \(x_{i}=0\) and \(y_{i}=1\) then \(z \leftarrow z^{2} \cdot b \bmod N\)
    if \(x_{i}=0\) and \(y_{i}=0\) then \(z \leftarrow z^{2} \bmod N\)
return \(z\)
```

Since $0 \leq x, y<N$ and $N$ is $k$-bits long, we know that $x$ and $y$ are also at most $k$ bits long. Therefore, the number of iterations for the loop is at most $k$. Since each loop incurs at most two modular multiplications, the total number of multiplications in the for loop is $2 k$. Adding the
one multiplication done on the 4 th line of the code to get $c$, we have that the total number of multiplications for FASTEXP is $2 k+1$ as desired.

