

**HW 12 CMSC 456. MORALLY DUE Dec 10  
SOLUTIONS**

**NOTE- THE HW IS FOUR PAGES LONG**

1. (0 points) READ the syllabus- Content and Policy. What is your name? Write it clearly. What is the day of the final? READ the slides and notes on Perfect and Comp Secrecy.

**GOTO NEXT PAGE**

2. (40 points)

All of the arithmetic in this problem is mod 2.

Write a program do do the following.

Input  $c_0, c_1, c_2, c_3 \in \{0, 1\}$  and do the following:

(a) Let

$$f(s_3, s_2, s_1, s_0) = (c_3s_3 + c_2s_2 + c_1s_1 + c_0s_0, s_3, s_2, s_1)$$

(ADDED: This is CORRECT. Earlier version had

$$(c_3s_3 + c_2s_2 + c_1s_1 + c_0s_1, s_3, s_2, s_1)$$

which was INCORRECT.)

(b) For all  $b_0, b_1, b_2, b_3 \in \{0, 1\}$  compute

$$v_0 = (b_3, b_2, b_1, b_0)$$

$$v_1 = f(v_0)$$

$$v_2 = f(v_1)$$

$\vdots$

UNTIL you find  $i < j$  such that  $f(v_i) = f(v_j)$ . Keep track of the  $j$ 's seen (see next step). (So you will need to store all of the  $v_1, v_2, \dots$ . Since there are only 16 possibilities you can do this in an inelegant but easy way. And DO NOT WORRY- I am NOT going to ask you to later to it for 10 bits or 100 bits or something that would require a clever way to store it.)

(c) For each  $(c_3, c_2, c_1, c_0)$  note which  $(b_3, b_2, b_1, b_0)$  lead to the LARGEST sequence without a repeat- so the largest  $j$ .

Your final output should look like this (I made up the numbers and only give the first two rows. Yours should have 16 rows).

$c$ -vector	best $b$ -vector	length of sequence
0000	1100	2
0001	1010	13

**SOLUTION TO PROBLEM TWO**

Omitted.

**END OF SOLUTION TO PROBLEM TWO**

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3. (30 points) All of the arithmetic in this problem is mod 2.

Let

$$f(s_3, s_2, s_1, s_0) = (s_3s_2 + s_1 + s_0, s_3, s_2, s_1)$$

(ADDED: No problem here. The above IS correct and always has been. Some students THOUGHT it was a typo to have  $s_3s_2$  but its NOT. This is close to the function I proposed on Nov 19, slide titled *Nonlinear Feedback Shift Register* )

Write a program do do the following.

- (a) For all  $b_0, b_1, b_2, b_3$  compute

$$v_0 = (b_3, b_2, b_1, b_0)$$

$$v_1 = f(v_0)$$

$$v_2 = f(v_1)$$

⋮

UNTIL you find  $i < j$  such that  $f(v_i) = f(v_j)$ . Keep track of the  $j$ 's seen (see next step). (So you will need to store all of the  $v_1, v_2, \dots$ . Since there are only 16 possibilities you can do this in an inelegant but easy way. And DO NOT WORRY- I am NOT going to ask you to later to it for 10 bits or 100 bits or something that would require a clever way to store it.)

- (b) For each  $(b_3, b_2, b_1, b_0)$  output the length of the sequence before a repeat. sequence without a repeat.

Your final output should look like this (I made up the numbers and only gave the first two rows. Yours should have 16 rows.)

$b$ -vector	length of sequence
0000	5
0001	19

### **SOLUTION TO PROBLEM THREE**

Omitted

**END OF SOLUTION TO PROBLEM THREE**

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4. (30 points) Give a rigorous definition of a psuedorandom FUNCTION that uses a game. It should begin with  $F_k(x)$  where  $k$  is unif in  $\{0, 1\}^n$ .  $F_k$  goes from  $\{0, 1\}^n$  to  $\{0, 1\}^n$ .

(ADDED HINT:

- Use a Game!
- In class we have defined roughly two kinds of games: Here is an example of each: (1) Defining perfect security. Here Eve picks  $m_0, m_1$ , Alice encodes one of them into  $c$ , gives Eve  $c$ , and eve has to tell which one it was  $m_0$  or  $m_1$ . (2) Defining Psuedorandom GEN: Here ALICE picks a truly random string and a psuedorandom string and Eve has, gives one of them to Eve, Eve has to tell which one it was.
- The definition of Psuedorandom Function will be more like that of psuedorandom generator.
- When Alice gives Eve a function, Eve will have black box access to it.

)

#### **SOLUTION TO PROBLEM FOUR**

We define the following game:

- (a) Alice picks  $k \in \{0, 1\}^n$ . (She is really picking  $F_k$ .) Let  $f_1$  be  $F_k$ .
- (b) Alice picks a function unif at random that goes from  $\{0, 1\}^n$  to  $\{0, 1\}^n$ . Let this function be  $f_2$ .
- (c) Alice lets  $G_1$  be one of  $\{f_1, f_2\}$  and  $G_2$  be the other. This is determined by coin flip.
- (d) Eve gets black box access to  $G_1$  and to  $G_2$  but is not told which is which. Hence Eve can make queries to either one, many of them (we will later discuss Eve's computational limits.)
- (e) Eve asserts which of  $G_1$  and  $G_2$  is  $f_1$ . If she gets it right she wins!

$F_k$  is a PseudoRandom function if for all PPT Eve, for all neg  $\epsilon(n)$ , the prob that Eve wins is  $\leq \frac{1}{2} + \epsilon(n)$ .

**END OF SOLUTION TO PROBLEM FOUR**