

How do we construct PRG's

want to use "computational hardness"
will start with 1-way functions.

def. f is 1-way if

1) f computable in deterministic ptime

2) \forall ppt A , \exists negligible $\epsilon(n)$
st. $\forall n$ big enough

$$\Pr_{x, \text{coins of } A} [A(f(x)) \in \underbrace{f^{-1}(f(x))}_{\text{any inverse of } f(x)}] \leq \epsilon(n)$$

notes:

1) A ptime in n , not just $|f(x)|$ (which might be small)

2) don't need to find "right" inverse -
just some inverse

Why is this good? We have candidates!

1) $f(x,y) = x \cdot y$ factoring

2) $f_{m,e}(x) = x^e \pmod m$ RSA $m=pq$

3) $f_m(x) = x^2 \pmod m$ Rabin's fctn (square roots mod m)

4) $f_{p,g}(x) = g^x \pmod p$ discrete log

For PRGs to exist, 1-way fctns must exist:

Claim $f: \{0,1\}^n \rightarrow \{0,1\}^{2n}$ PRG $\Rightarrow f$ is o.w.

idea if f not o.w.

\exists inverter algorithm which sometimes works

use it to give statistical test on PRG output

(ie. output "1" if finds inverse)

- sometimes works on PRG output
- almost never works on truly random bits

But do 1-way fctns imply existence of PRG's?

Yes, but much harder to prove...

Thm [HILL] 1-way fctn exist \Rightarrow PRG's exist

so PRG's exist
 \Downarrow
1-w.f.'s exist!

here, a weaker result

Thm 1-way permutations exist \Rightarrow PRG's exist

fctn that is 1-1 & onto
so preimages are unique

Main Idea

1-way permutation gives "stretch"?

Can we stretch via:

1) $f(x) \circ x$?

No: $T(y, x) = 1$ iff $y = f(x)$

passes $(f(x), x)$ + fails uniform (z, x)

2) $f(x) \circ x_i$?

No† for all f , what if

$f(x_1, \dots, x_n) = x_i \circ f'(x_1, \dots, x_n)$?

↑ reveals x_i

so $f(x) \circ x_i = x_i \circ f'(x_1, \dots, x_n) \circ x_i$

↑
predictable

3) other?

A candidate way to stretch:

assume there is a hardcore bit

def. $b: \{0,1\}^* \rightarrow \{0,1\}$ is hardcore bit for OWF f
 if \forall PPT A , \exists negligible $\epsilon(l)$ st. $\left. \begin{array}{l} \text{hard to guess} \\ \text{it} \end{array} \right\}$

$$\Pr_{x \in \{0,1\}^l} [A(f(x)) = b(x)] \leq \frac{1}{2} + \epsilon(l)$$

computation time?
given x , poly
given $f(x)$ hard

Use hcb to get 1-bit of stretch: PrG maps n bits to $n+1$ bits

Thm if b is hcb for a OWF f
 then $G = f(x) \circ b(x)$ is a PRG

An example: here is candidate hcb:

assume factoring hard (even products of 2 primes)

p, q prime
 $p = q = 3 \pmod{4}$
 $N = pq$
 $x \in \mathbb{Z}_N^*$
 $f(x) = x^2 \pmod{N} \leftarrow$ is 1-way?

Candidate hcb of f : $\text{lsb}(x)$
 PRG: $(f(x), \text{lsb}(x))$
 $(x^2 \pmod{N}, \text{lsb}(x))$

Proof idea for theorem:

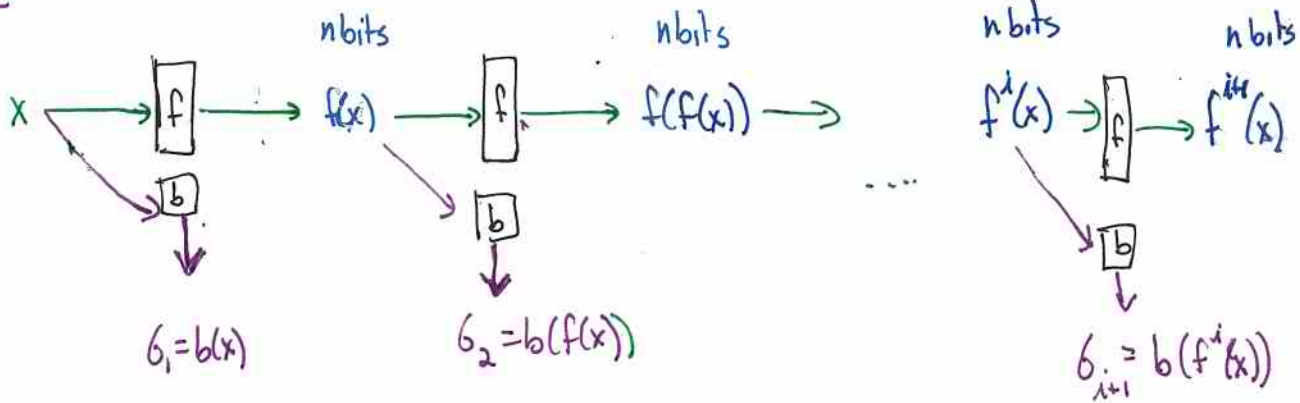
$x \in_r U \Rightarrow f(x) \in_r U$ so bits of f are
 ↑
 use that f is permutation iid + unpredictable

$b(U_x)$ unpredictable from $f(U_x)$ since b is h.c.
 $\leq \frac{1}{2} + \epsilon(k)$

$\therefore (f(x), b(x))$ is nb.u \Rightarrow P.R. ■

How do we get more "stretch" ?
 i.e. map m bits to n bits for $n = m+k$?

idea:



idea: output $b_k \dots b_1$

since if see $f^{(i)}$ can't guess $f^{(i-1)}$, much less its hcb

so hard to predict
 even if predict $f^{(i+1)}$, can't guess $f^{(i-2)}$ (+ its hcb) ...

actually, this argument uses "order", but we know order of bits doesn't matter! e.g. can output $b_1 \dots b_k$

Thm if $f: \{0,1\}^l \rightarrow \{0,1\}^l$ is OWP with efficiently computable hcb b then

$$G(x) = b(f^{(n-1)}(x)) \circ \dots \circ b(f(f(x))) \circ b(f(x)) \circ b(x)$$

is PRG $\forall n = \text{poly}(l)$

Pf

Assume not PRG \Rightarrow not n.b.u.

ie. \exists ppt P st.

$$\Pr_{x,i} [P(b(f^{(n-1)}(x)) \dots b(f^{(n-i+1)}(x))) = b(f^{(n-i)}(x))]^{-1/2} \geq 1/n^k$$

* depends on r.v. x, i

note!
Can we remove i here by averaging?

$$\text{set } y = f^{(n-i)}(x)$$

since $x \in_r \{0,1\}^l$ & f is permutation $\Rightarrow y \in_r \{0,1\}^l$

$$\therefore \Pr_{y,i} [P(b(f^{(i-1)}(y)) \dots b(f^{(1)}(y)) = b(y))]^{-1/2} \geq 1/n^k$$

"change of basis"

Define $A(z)$ (computes when $z = f(y)$)

1. $i \in_r \{1..n\}$

2. output $P(b(f^{(i-2)}(z)) b(f^{(i-3)}(z)) \dots b(z))$

requires many ptime computations of $b, f, \text{ on } z$

So $\Pr_{i,y} [A(f(y)) = b(y)]^{-1/2} \geq 1/n^k$

$\Rightarrow \exists$ st. $\Pr_z [A(f(y)) = b(y)]^{-1/2} \geq 1/n^k$

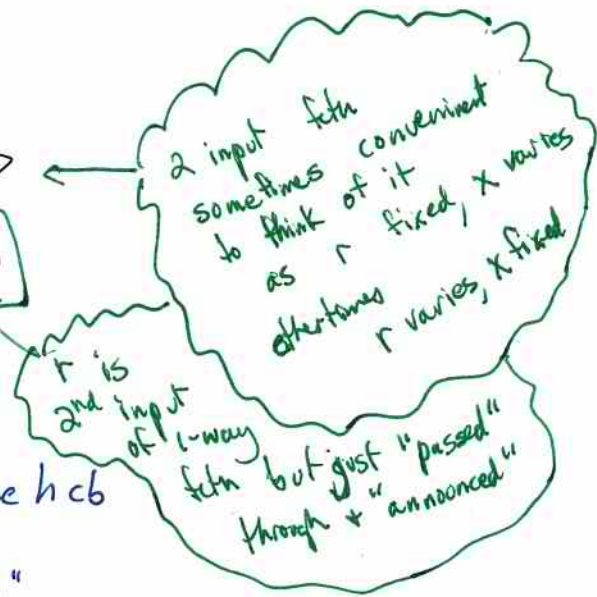
\Rightarrow b not hardcore!

use that y is distributed uniformly since f is permutation.

Where do we get a hard core bit?

Thm [Goldreich Levin]

If f is a OWF then $b(x,r) = \langle x,r \rangle$
 is hcb for OWF $f'(x,r) = (f(x), r)$
 $|x| = |r|$



Previously, specific 1-way fctns with some hcb

is. "discrete log is very discreet"

this works with any 1-way fctn

Pf. [of [GL] for OWF + f st. $f: \{ \pm 1 \}^n \rightarrow \{ \pm 1 \}$]

assume $b(x,r)$ not h.c.

then $\exists A$ st. $\Pr_{x,r} [A_S(f(x), r) = \langle x,r \rangle] \geq \frac{1}{2} + \epsilon$ (*)
 ↑
 deterministic ckt (randomness doesn't help in ckt model)
 $S = A's$ coins

$$h_x(r) \equiv A(f(x), r)$$

Plan show can recover many x 's $\Rightarrow f'$ not 1-way $\Rightarrow f$ not 1-way
 ↓ trivial

"good" x : x st. $\Pr_r [h_x(r) = \langle x,r \rangle] \geq \frac{1}{2} + \frac{\epsilon}{2}$

how many good x ? $\geq \epsilon/2$

Why so many good x ?

if not

$$Pr_{x,r} [A(f(x), r) = \langle x, r \rangle] < \frac{\epsilon}{2} \cdot 1 + 1 \cdot \left(\frac{1}{2} + \frac{\epsilon}{2}\right)$$

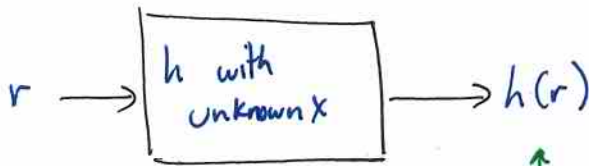
\uparrow upper bound on fraction good x \uparrow trivial bound on how good they can be \uparrow trivial upper bound on fraction \neq bad x \uparrow upper bound on bad x

$< \frac{1}{2} + \epsilon$

Contradicts (*)

$\rightarrow \leftarrow$

So we have a fctn:



\uparrow
 $= \langle x, r \rangle$ for $\geq \frac{1}{2} + \frac{\epsilon}{2}$ fraction of r 's
 has 1 nonzero Fourier coeff
~~others~~ + it has value 1
 i.e. h agrees with linear fctn $\frac{1}{2} + \frac{\epsilon}{2}$ inputs
 so h has Fourier coeff corresponding to r which is large! (i.e. $\geq \epsilon$)

• Can query h on any r w/o knowing x

\uparrow
 $\equiv A(f(x), r)$
 have access to A (ptwise)
 r
 $f(x)$

• find all r st. $Pr [h(r) = \langle r, r \rangle] \geq \frac{1}{2} + \frac{\epsilon}{2}$
 for each, check via f if it works! use $\epsilon/4$



A lemma for next time:

def. $\mathcal{I} = \{I_1, \dots, I_m\} \subseteq [l]$ is (l, n, d) -design ($l > n > d$)

if 1) $|I_j| = n \quad \forall j$
2) $|I_j \cap I_k| \leq d \quad \forall j \neq k$

Thm. \exists algorithm running in $2^{o(l)}$ time s.t. for $n > d$, $l > 20n^2/d$
which outputs (l, n, d) -design
s.t. $m = 2^{d/10}$

Pf.

Greedy - best parameters, use prob method to show
can progress:

GreedyAlg: after have I_1, \dots, I_ℓ for $\ell < 2^{d/10}$
search all subsets to find I^* s.t. $|I^* \cap I_j| \leq d \quad \forall j \in [\ell]$

runtime: $\text{poly}(m) \cdot 2^\ell$

Why doesn't it get stuck?

if pick I^* randomly: prob $x \in [l]$ gets chosen = $\frac{2n}{l}$
(and truncate later)

$E[|I^*|] = 2n \rightarrow \Pr[|I^*| \geq n] \geq 0.9$
 $E[|I^* \cap I_j|] = \frac{2n^2}{l} < \frac{d}{5} \rightarrow \Pr[|I^* \cap I_j| \geq d] \leq \frac{1}{2} \cdot 2^{-d/10}$ } *cheatoff*

since $m < 2^{d/10}$, via union bnd, with prob ≥ 0.4

I^* will be good. \square