

UNIFORM BLACK-BOX SEPARATIONS

VIA

NON-MALLEABLE EXTRACTORS

Marshall Ball
(NYU)

Dana Dachman-Soled
(UMD)

ROAD MAP

I. (seedless) ϵ -Non-Malleable Extractors

II. an Application: UNIFORM Black-Box Separations

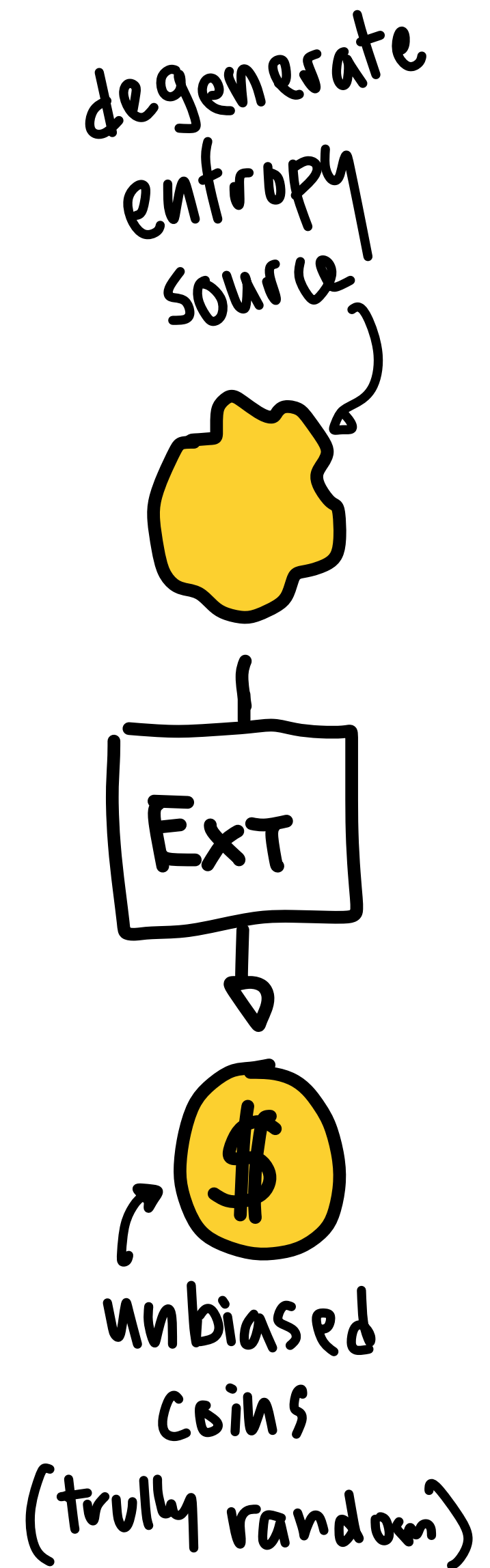
I. (SEEDLESS) ϵ -NON-MALLEABLE EXTRACTORS

for poly size samplable sources
and poly size tampering

RANDOMNESS EXTRACTORS

$\mathcal{S} = \{\mathcal{X}\}$ a class of sources

all sources must have sufficient min-entropy
($\forall x, \Pr[\mathcal{X}=x] \leq 2^{-k}$ for some k)



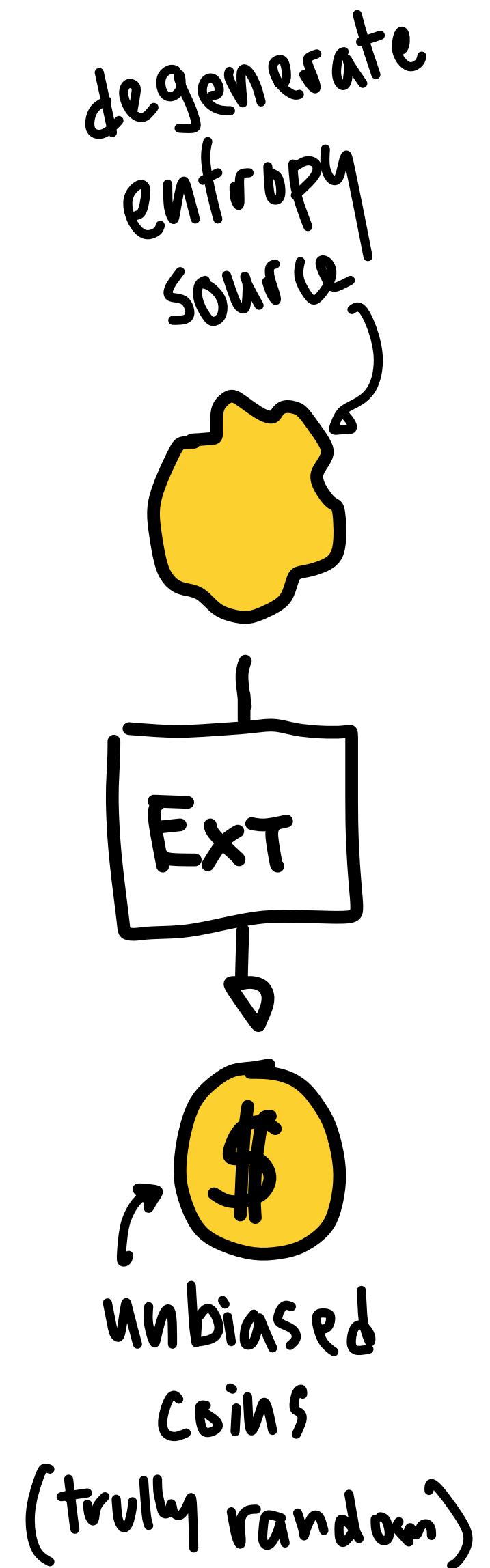
RANDOMNESS EXTRACTORS

$S = \{\mathcal{X}\}$ a class of sources

all sources must have sufficient min-entropy
($\forall x, \Pr[\mathcal{X}=x] \leq 2^{-k}$ for some k)

Ext is an extractor for S if

$$\forall \mathcal{X} \in S, \quad \text{Ext}(\mathcal{X}) \approx \mathcal{U}$$

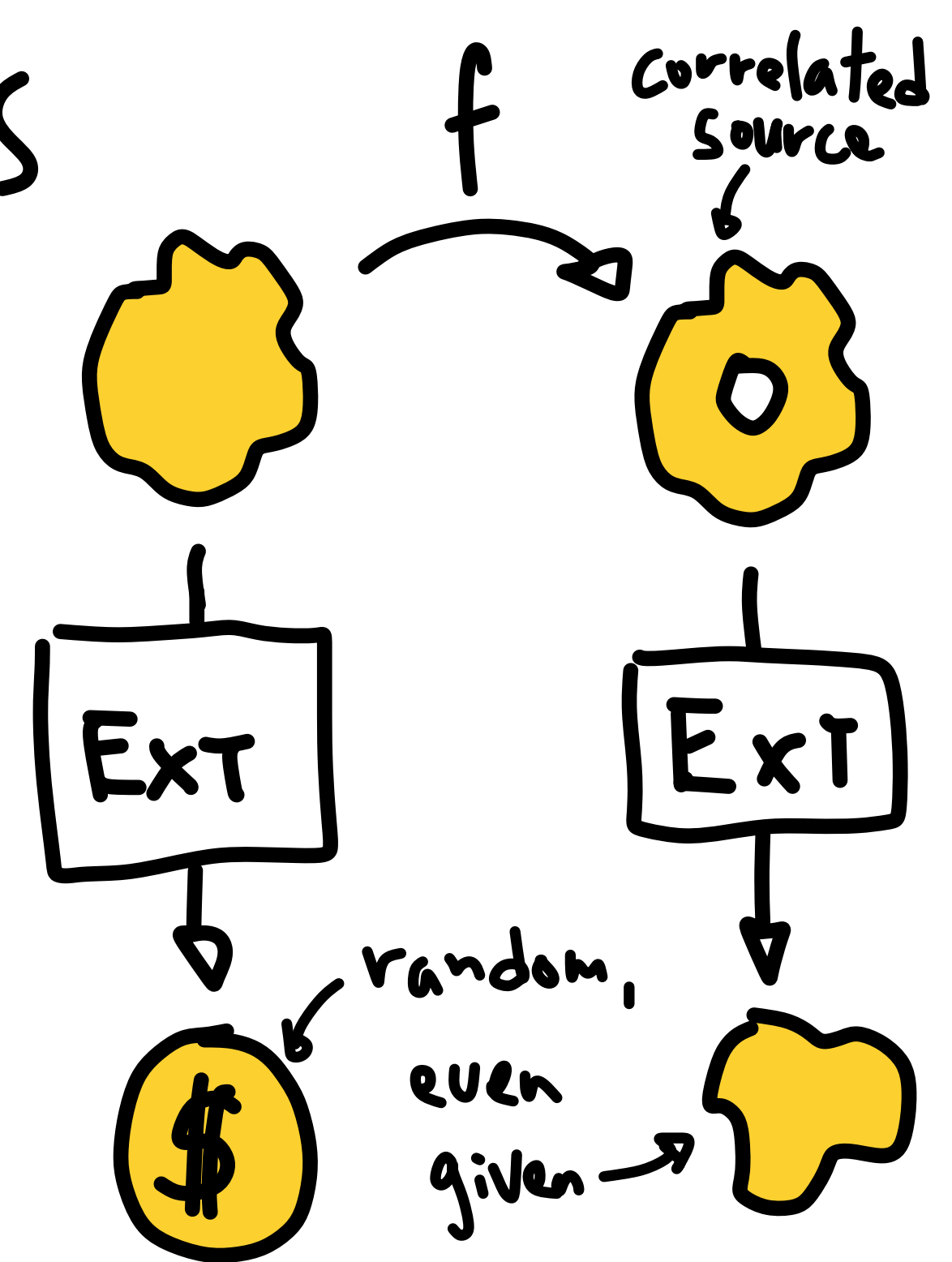


t -Non-Malleable Extractors

[Cheraghchi Guruswami '14, Chattopadhyay Goyal Li '16]

$S = \{\mathcal{X}\}$ a class of sources

$T = \{f\}$ a class of tampering functions
($\mathcal{X}$ with no fixed points)

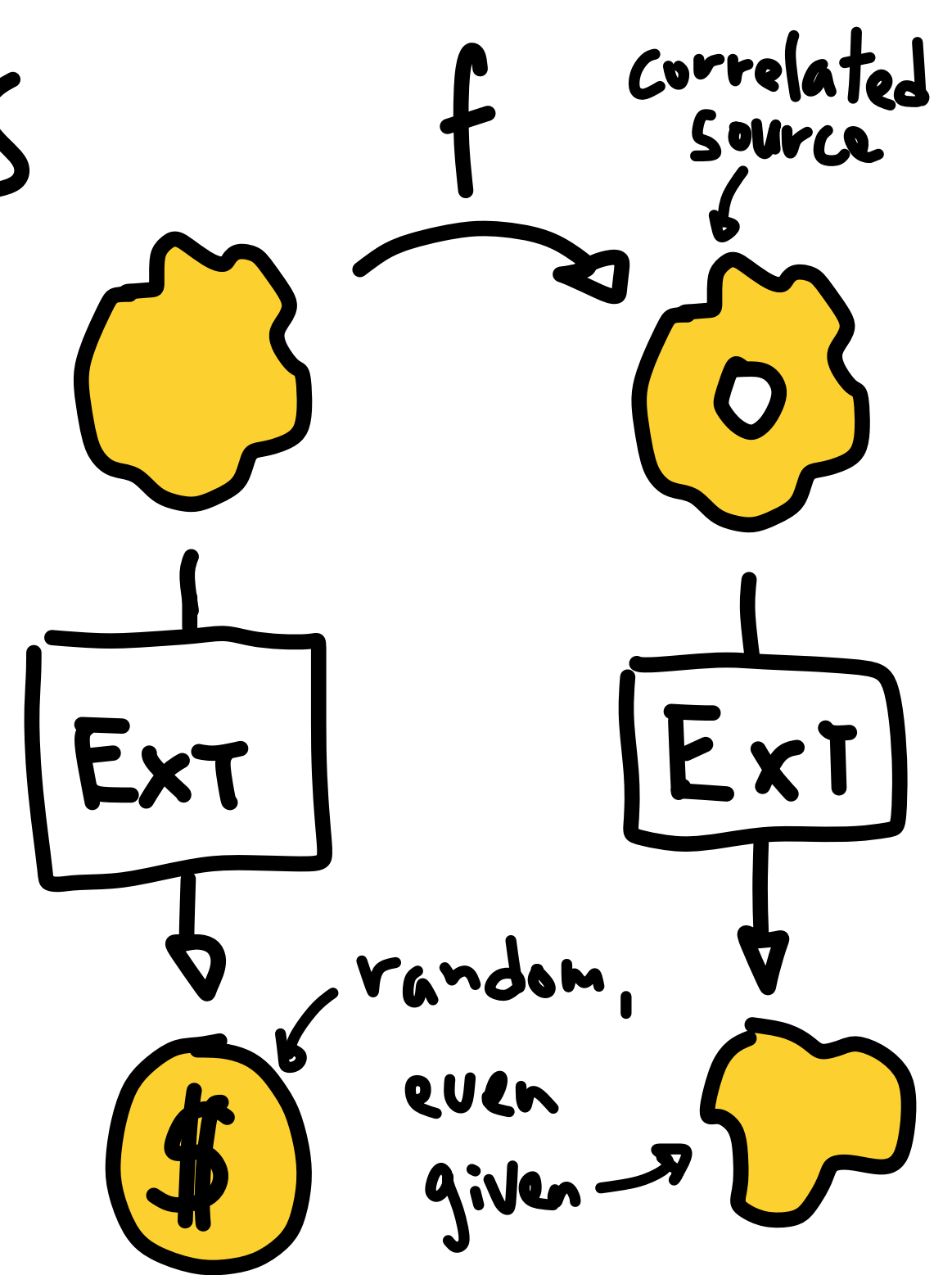


t -Non-Malleable Extractors

[Chenaghi Guruswami '14, Chattopadhyay Goyal Li '16]

$S = \{\mathbb{X}\}$ a class of sources

$T = \{f\}$ a class of tampering functions
($\ast$ with no fixed points)

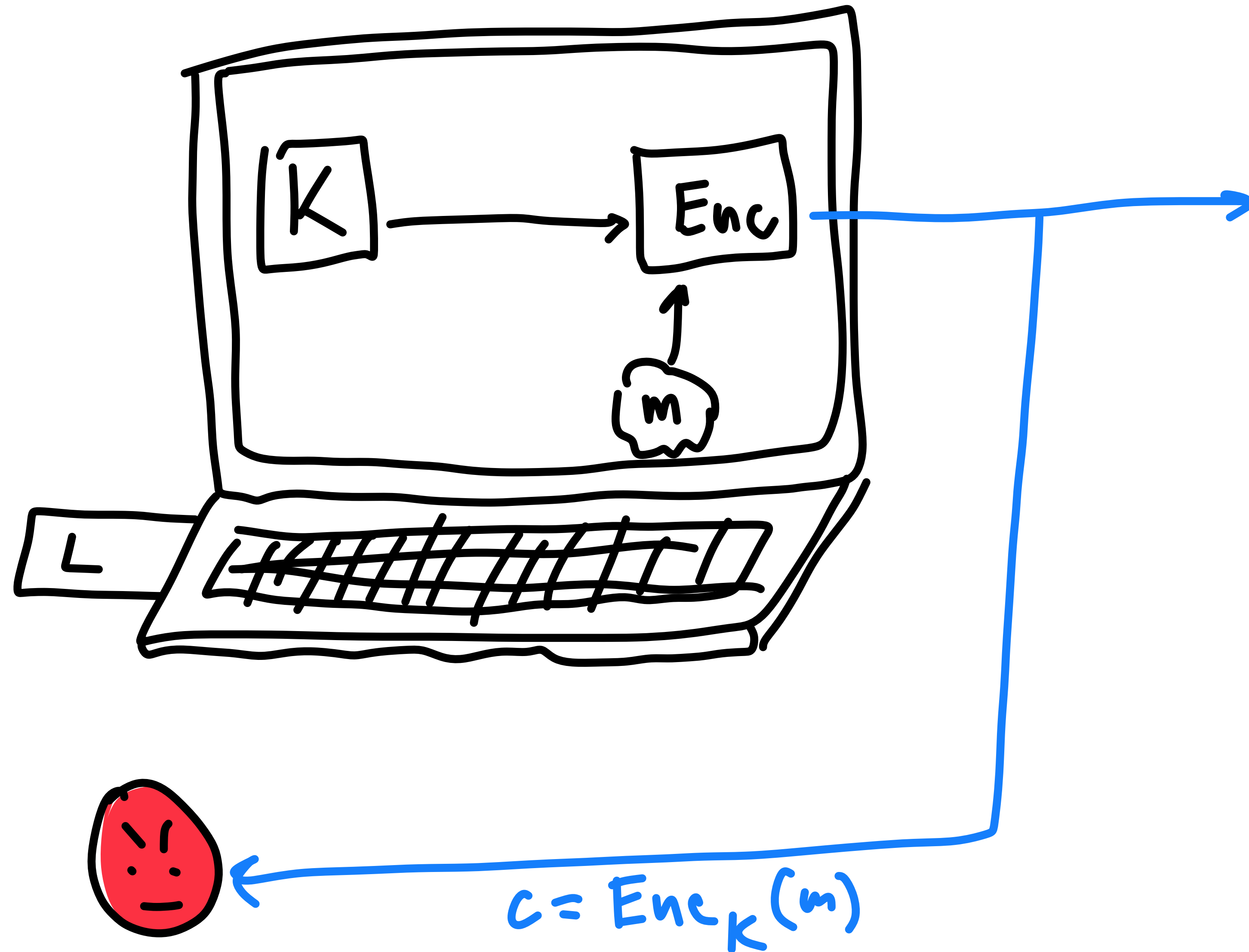


NMExt is a t -non-malleable extractor for S and T :

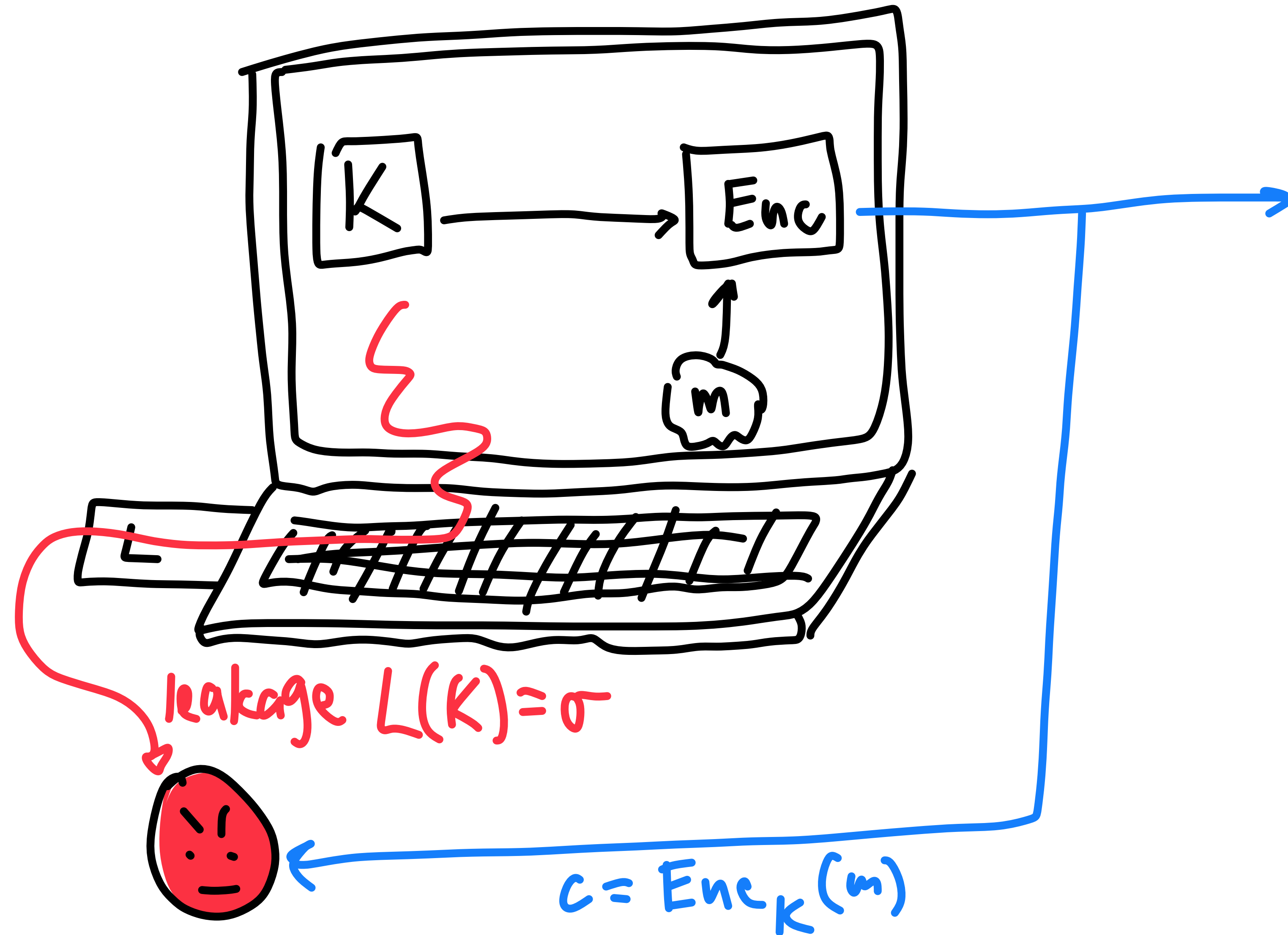
$$\forall \mathbb{X} \in S, \quad \left(\text{NMExt}(\mathbb{X}), \text{NMExt}(f_1(\mathbb{X})), \dots, \text{NMExt}(f_t(\mathbb{X})) \right) \\ \forall f_1, \dots, f_t \in T, \quad \left(\mathcal{U}, \text{NMExt}(f_1(\mathbb{X})), \dots, \text{NMExt}(f_t(\mathbb{X})) \right)$$

$\approx$

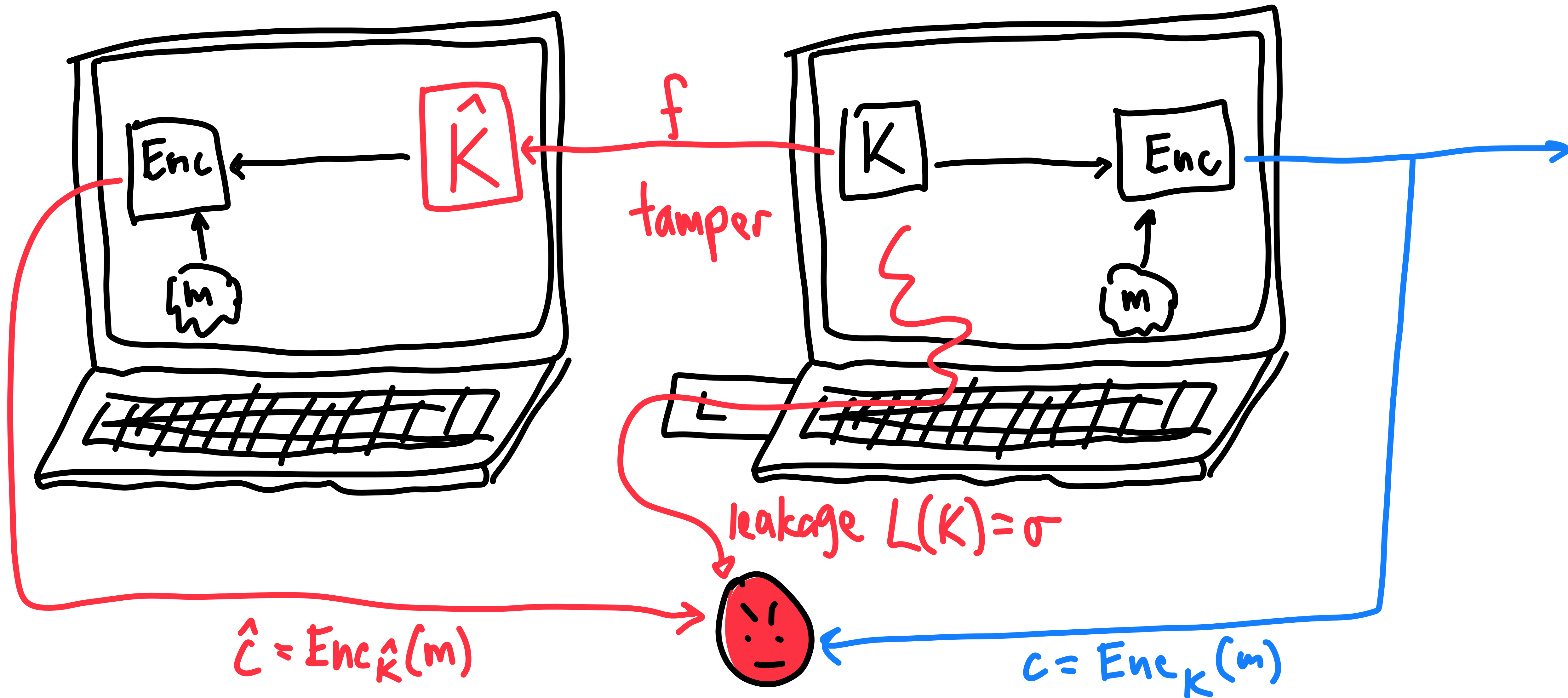
Application: tamper + leakage resilience



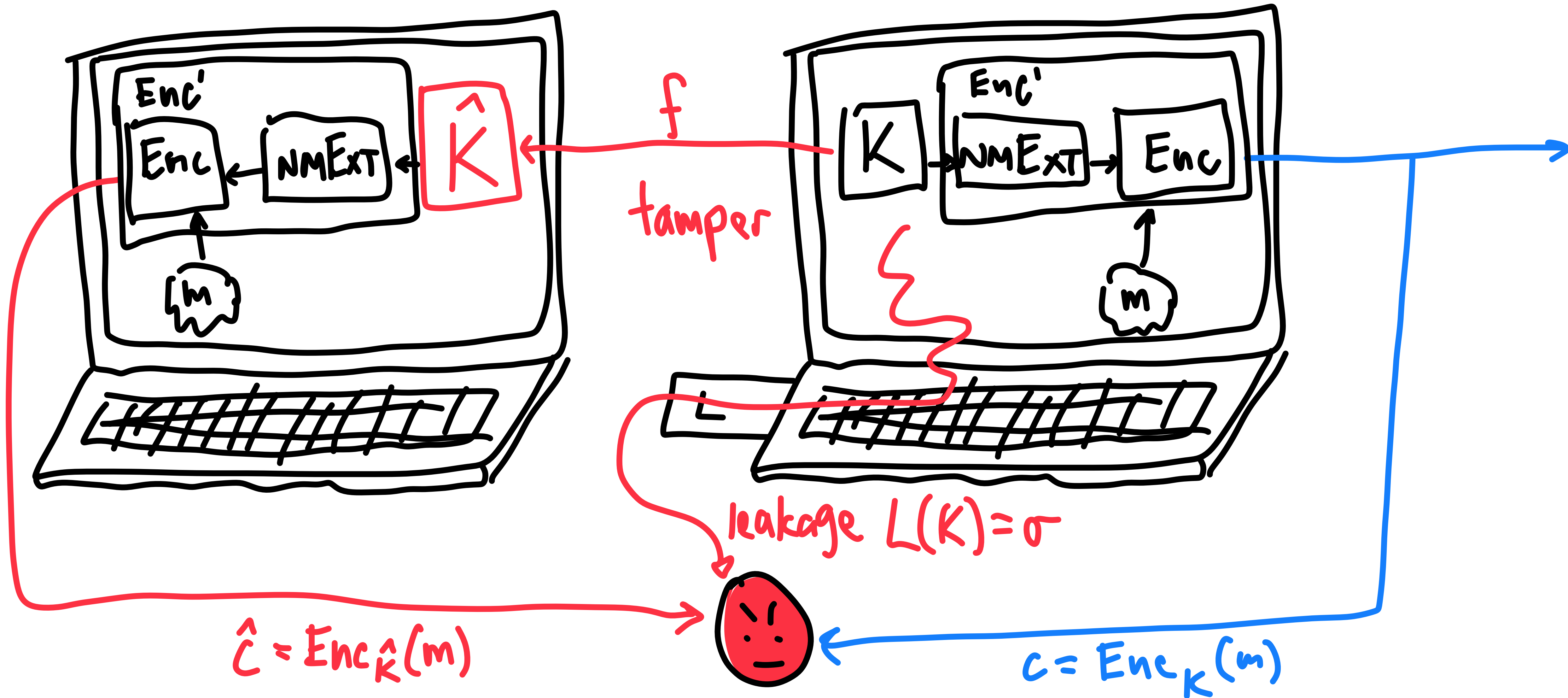
Application: tamper + leakage resilience



Application: tamper + leakage resilience

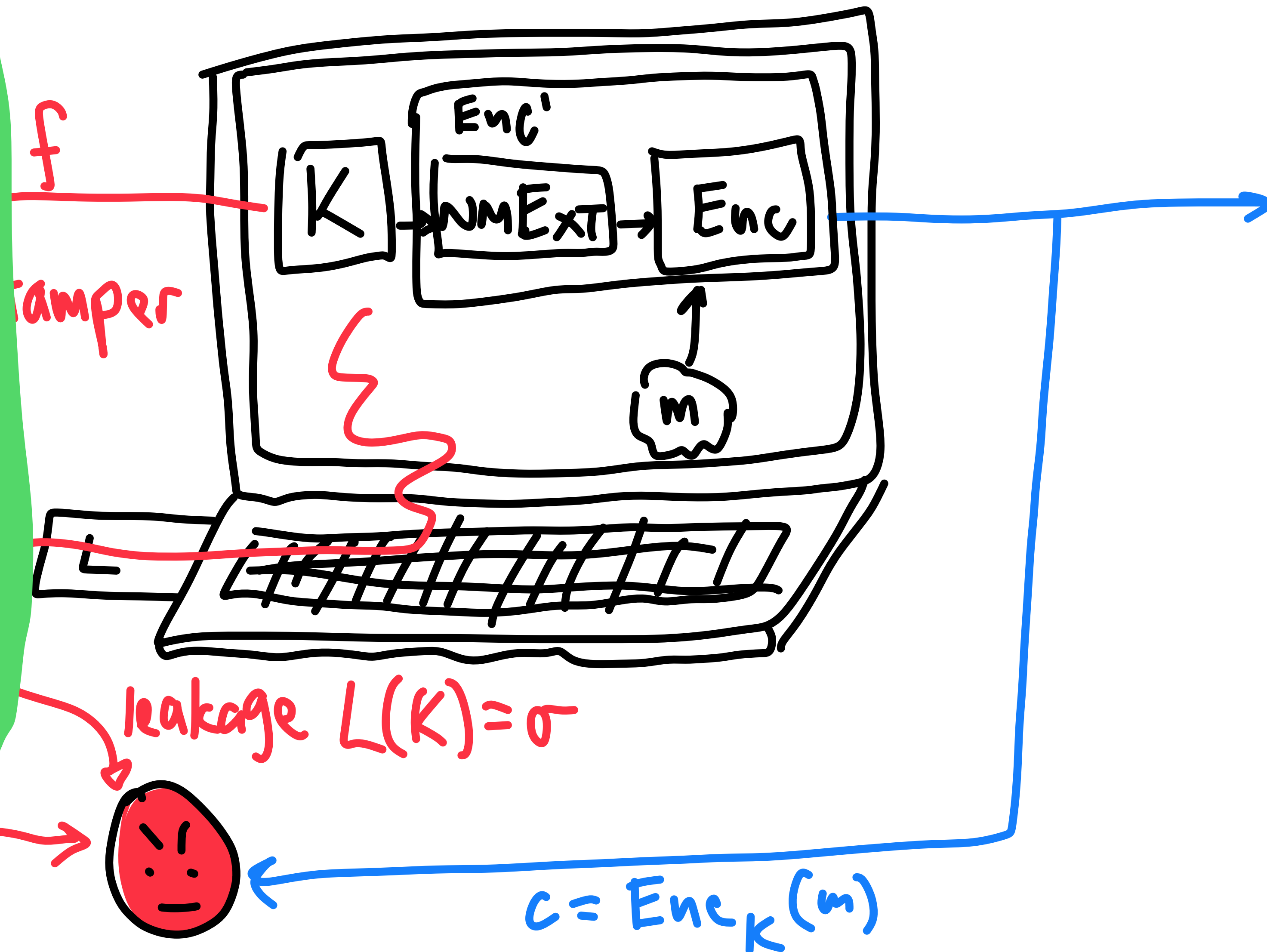


Application: tamper + leakage resilience



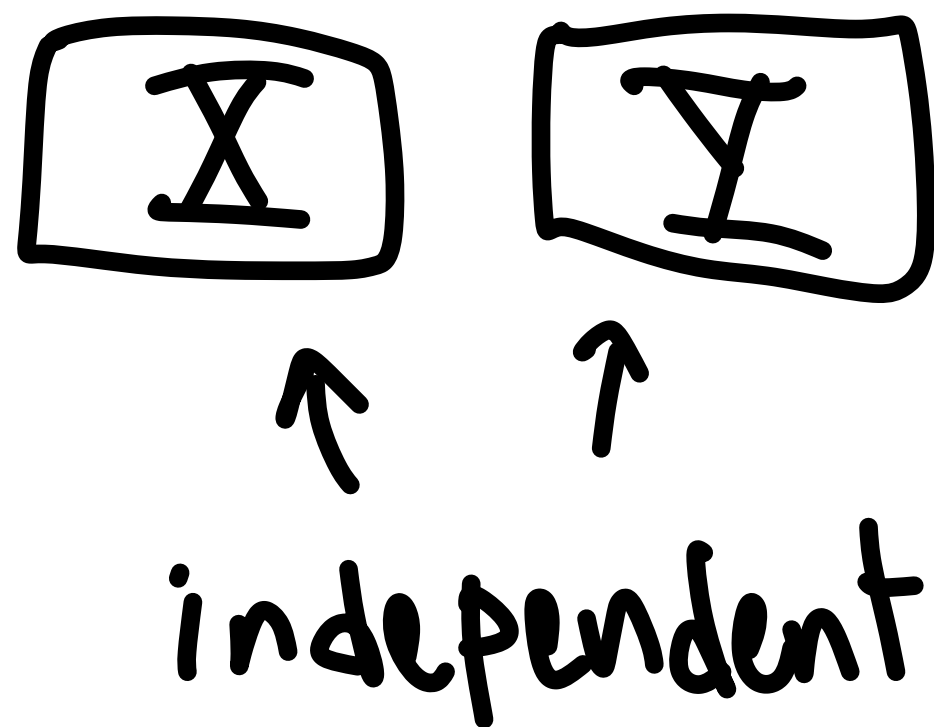
Application: tamper + leakage resilience

- K conditioned on short leakage = high entropy source!
- extracted key, $\text{NMExt}(K)$, is random, even given $\hat{C}$!

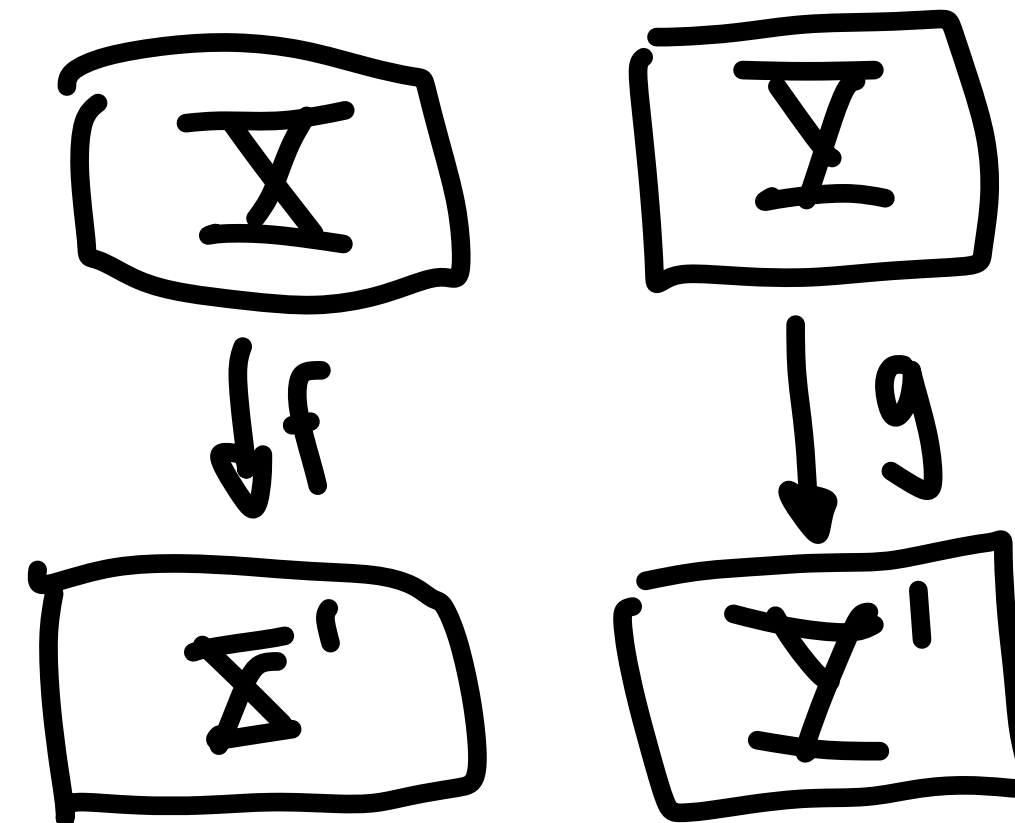


$\mathcal{Z}$ -SOURCE t -NON-MALLEABLE EXTRACTORS

Source class



tampering class $\{(f, g)\}$



explicit constructions!

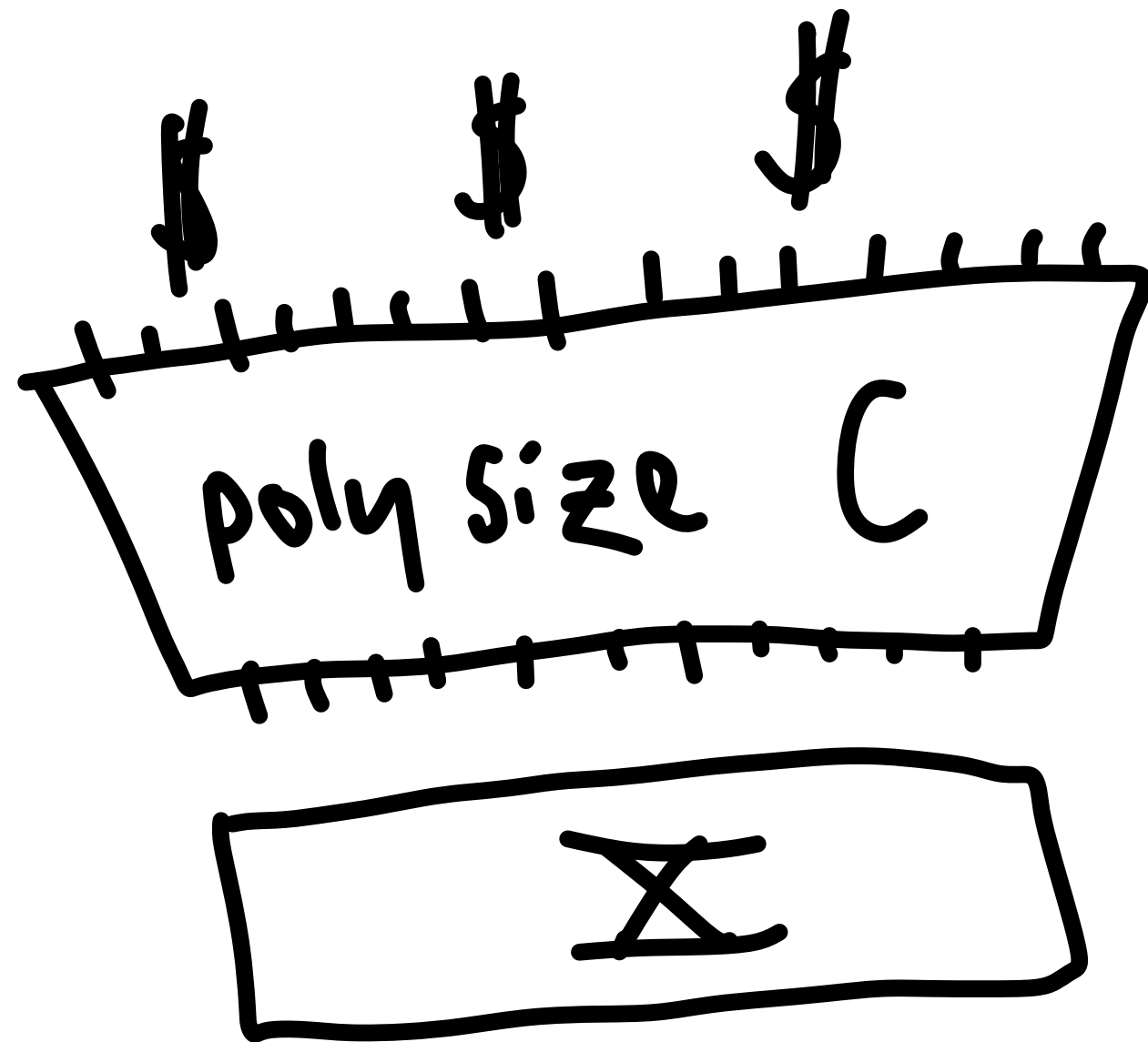
[Chattopadhyay Goyal Li '16]

Applications:

- split-state non-malleable codes
- low entropy $\mathcal{Z}$ -source extractors (and explicit ramsey graphs)
- other non-malleable extractors

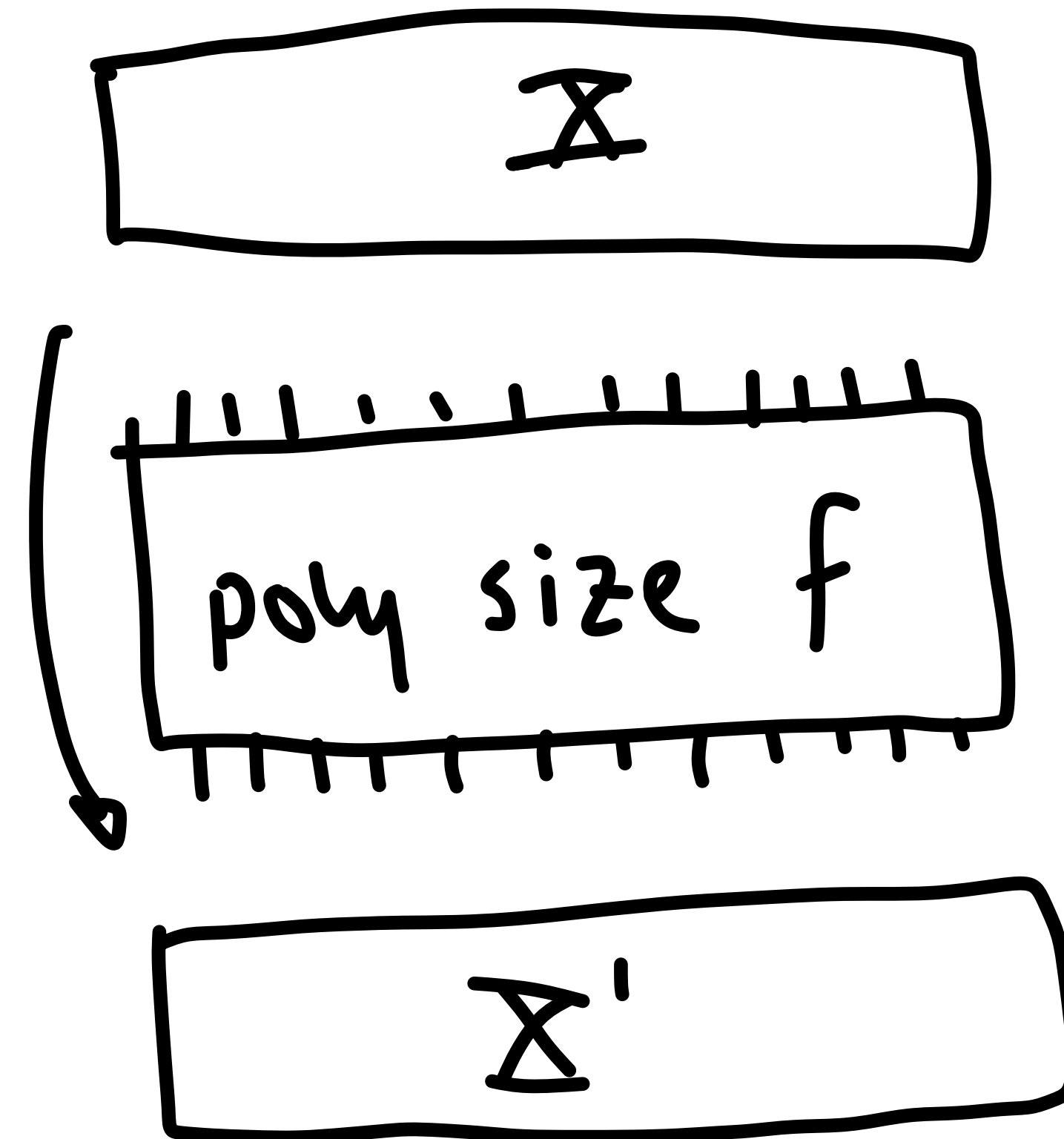
This Work: (bounded) poly size

Sources: poly size samplable



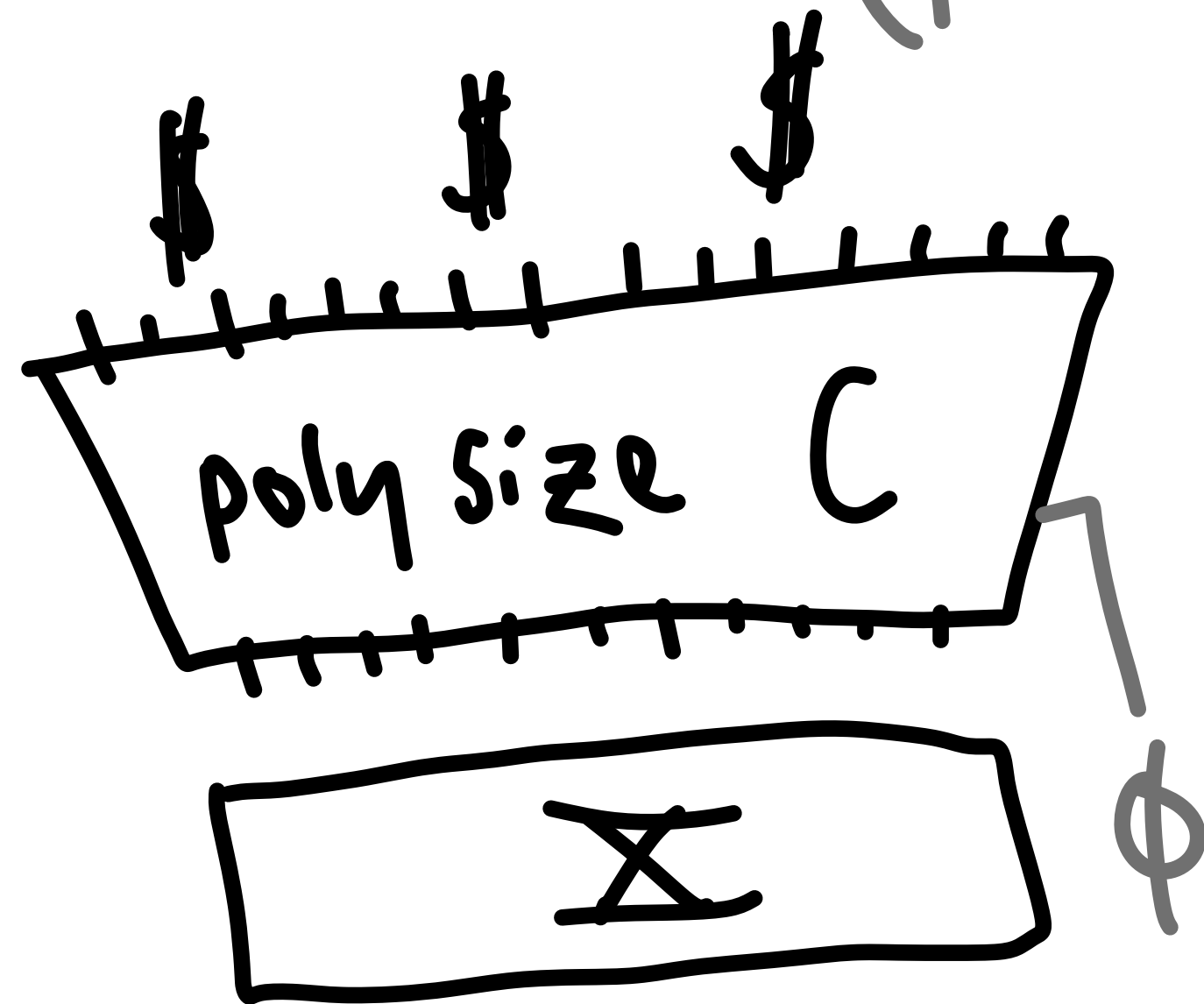
$$\Sigma = C(\$)$$

tampering: poly size computable



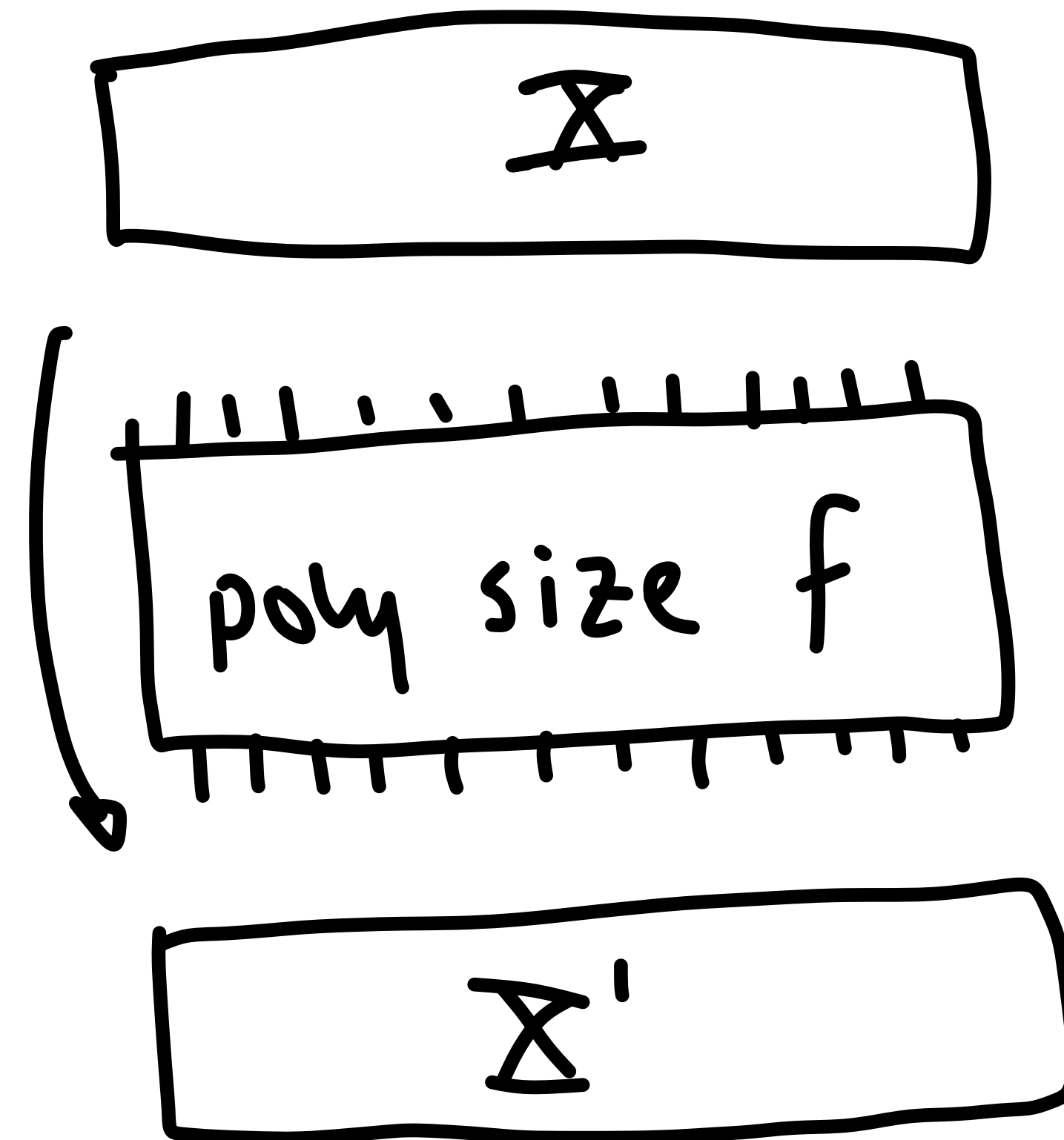
This Work: (bounded) poly size

Sources: poly size samplable
(post-selecting)



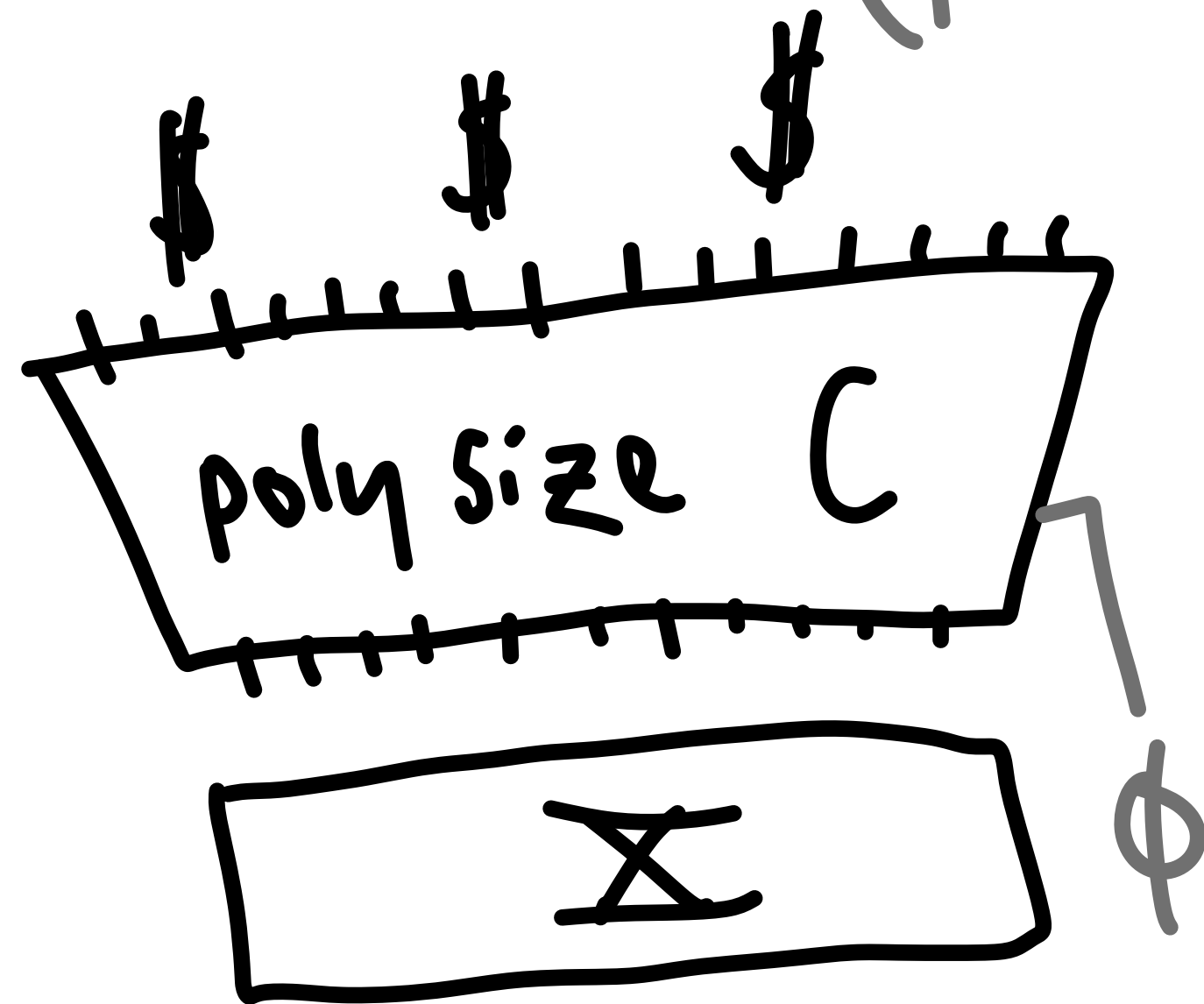
$\Sigma = C(\$)$ conditioned on
 $\phi = 1$

tampering: poly size computable



This Work: (bounded) poly size

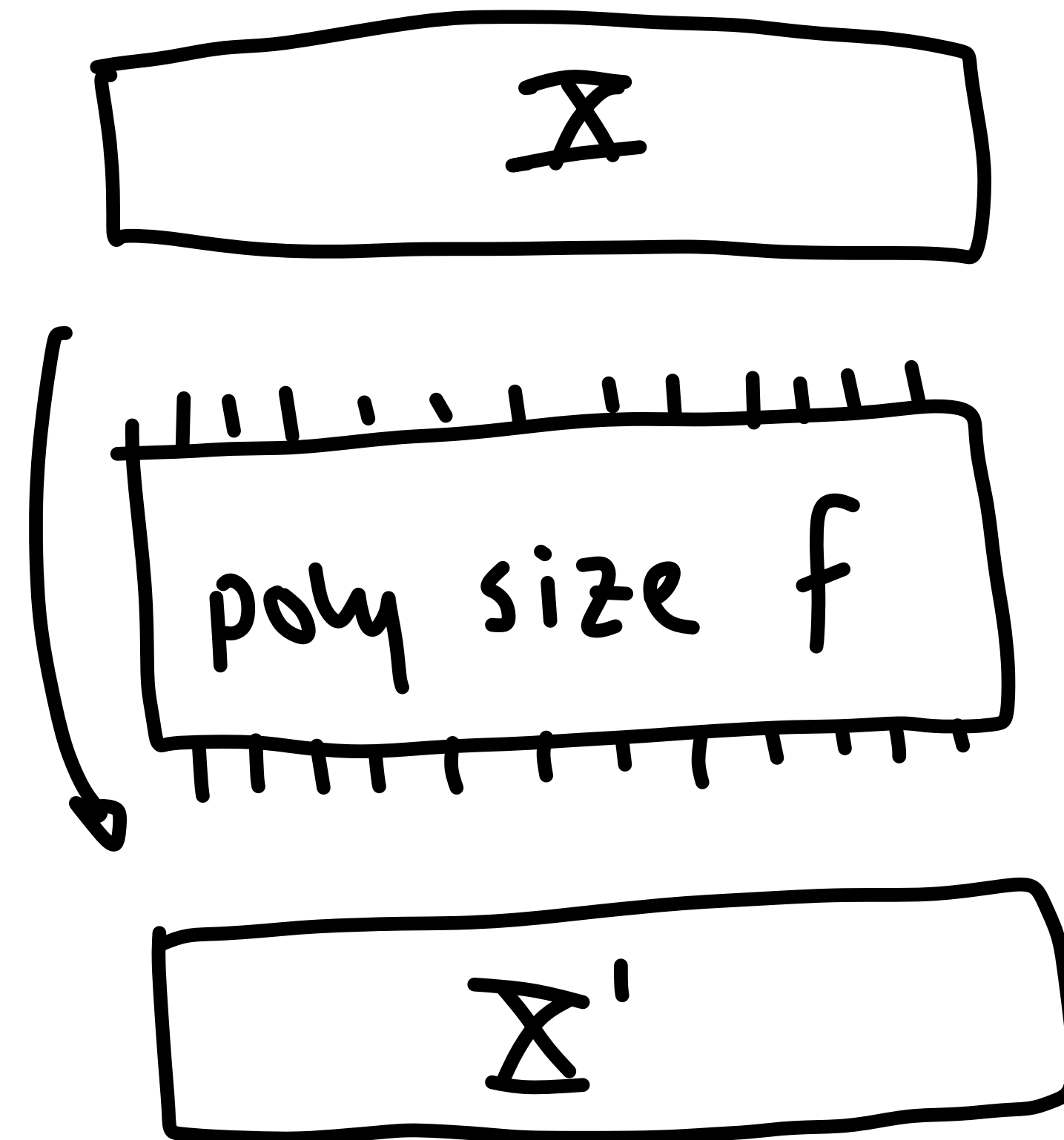
Sources: poly size samplable
(post-selecting)



↑ captures
leakage on
samplable
sources

$$\Sigma = C(\$) \text{ conditioned on } \phi = 1$$

tampering: poly size computable



Informal Theorem

assume E requires exp size nondeterministic circuits.

for any $s(n) = \text{poly}(n)$,

$\exists$ constant c & efficient $\tilde{O}(n)$ -non-malleable extractor

for n -bit sources w/ min-entropy $k \geq c \cdot n$

Samplable by size $s(n)$ postselecting circuits

and size $s(n)$ tampering

with statistical error $\frac{1}{n^{\Omega(1)}}$.

Informal Theorem

assume E requires exp size nondeterministic circuits.

for any $s(n) = \text{poly}(n)$,

$\exists$ constant c & efficient $\tilde{O}(n)$ -non-malleable extractor

for n -bit sources w/ min-entropy $k \geq c \cdot n$

Samplable by size $s(n)$ postselecting circuits

and size $s(n)$ tampering

with statistical error $\frac{1}{n^{\Omega(1)}}$.

{
• bad for building crypto
• fine for ruling it out!
(part II)

matches state of art
for regular extractors

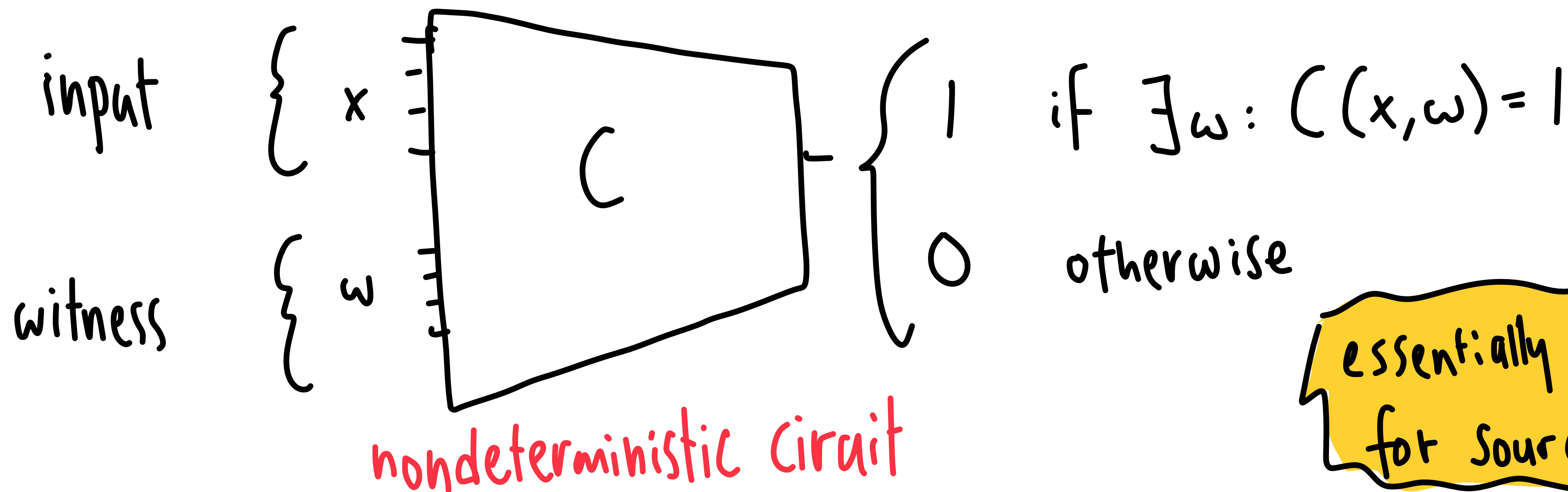
ASSUMPTION

can use to
show $AM=NP$

$\exists L \in E-DTIME[2^{O(n)}]$ s.t. L requires

nondeterministic circuits of size $2^{\Omega(n)}$

"nondeterminism + nonuniformity doesn't speedup all computations"



essentially minimal
for source class

Improvement over State of Art

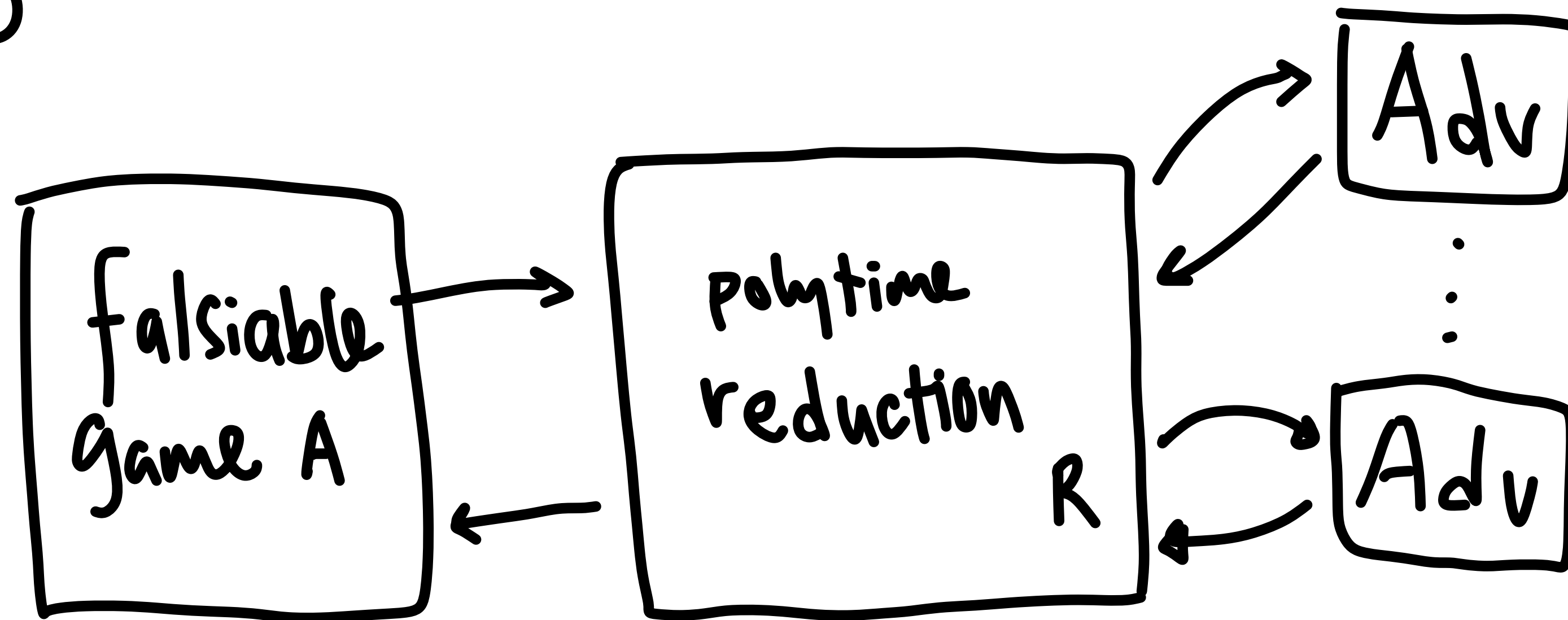
[Ball Dachman-Soled Loss'22]

1. many ($t = \tilde{O}(n)$) tamperings
(prior: $t = 1$)
2. wider source class: post selecting sources
(prior: samplable and recognizable)
3. better assumptions: nondeterministic circuit lower bound
(prior: Σ_2 -circuit lower bound)

II. a new APPLICATION:
impossibility of uniform black-box reductions

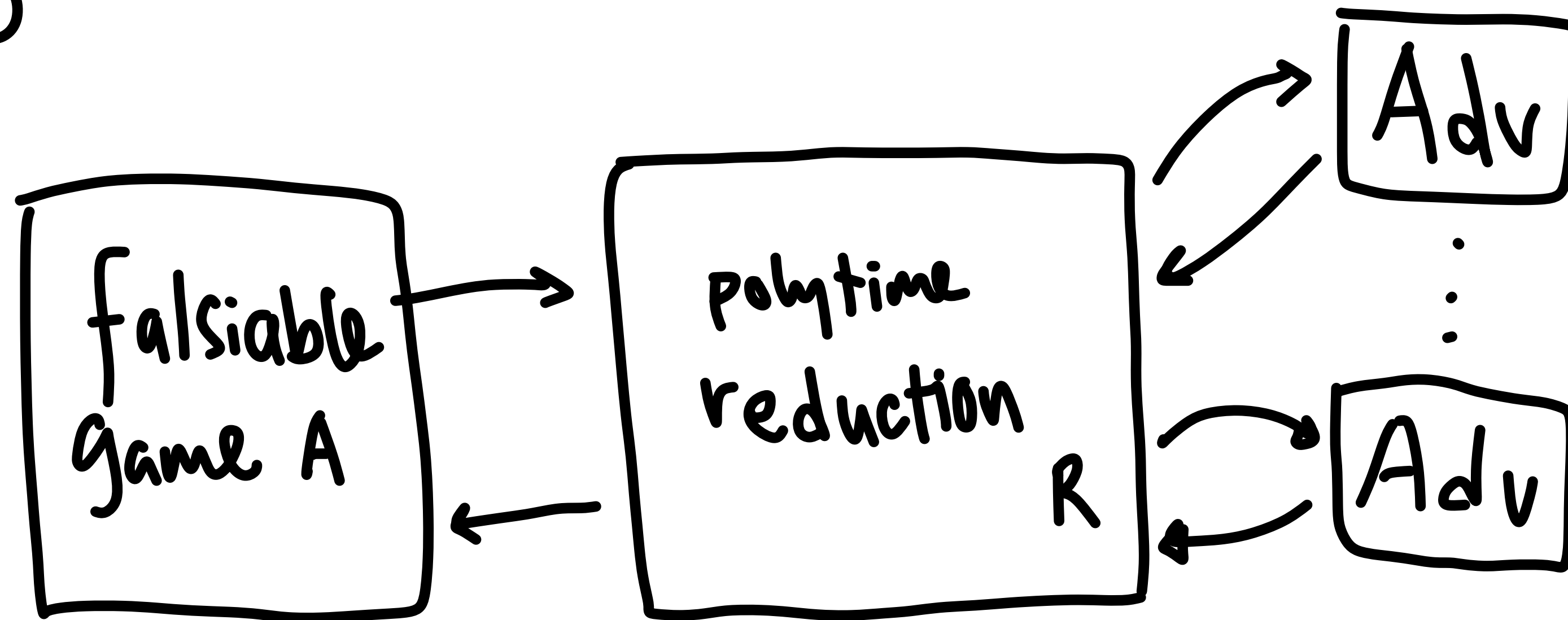
Black-Box Reductions

" $A \stackrel{BB}{\Rightarrow} B$ "



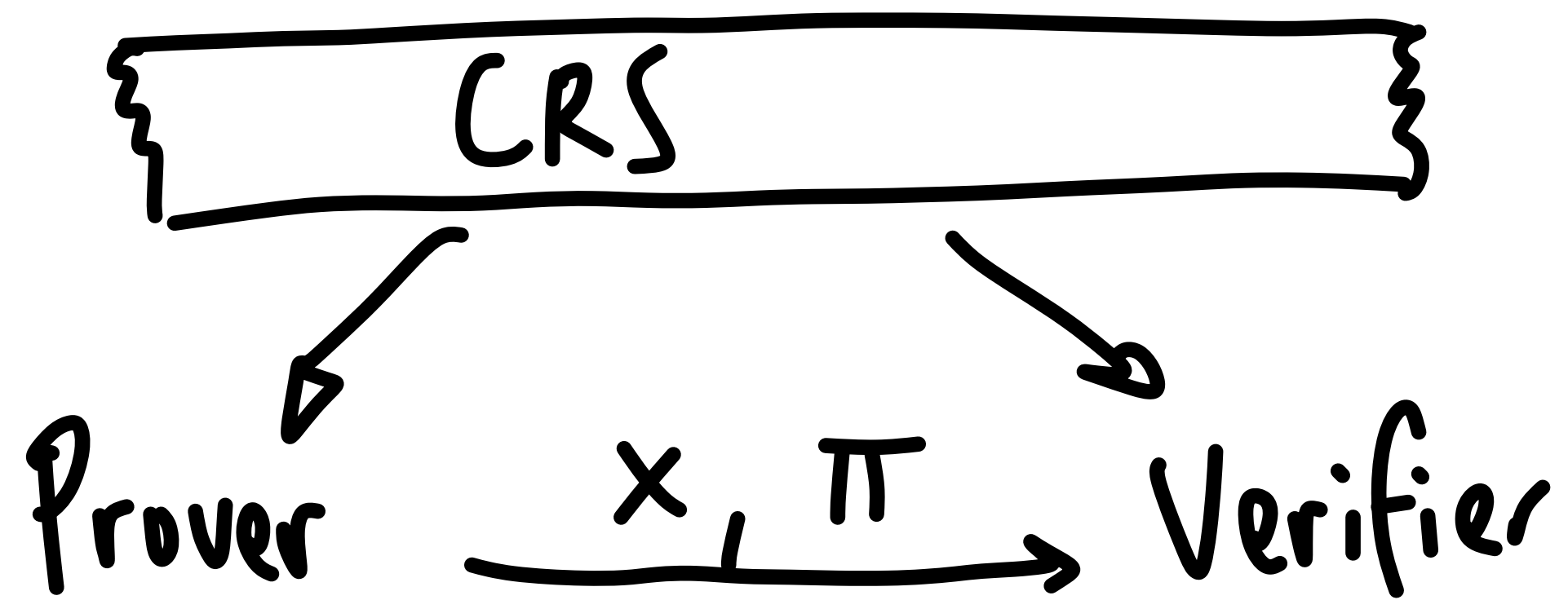
Black-Box Reductions

" $A \stackrel{BB}{\Rightarrow} B$ "



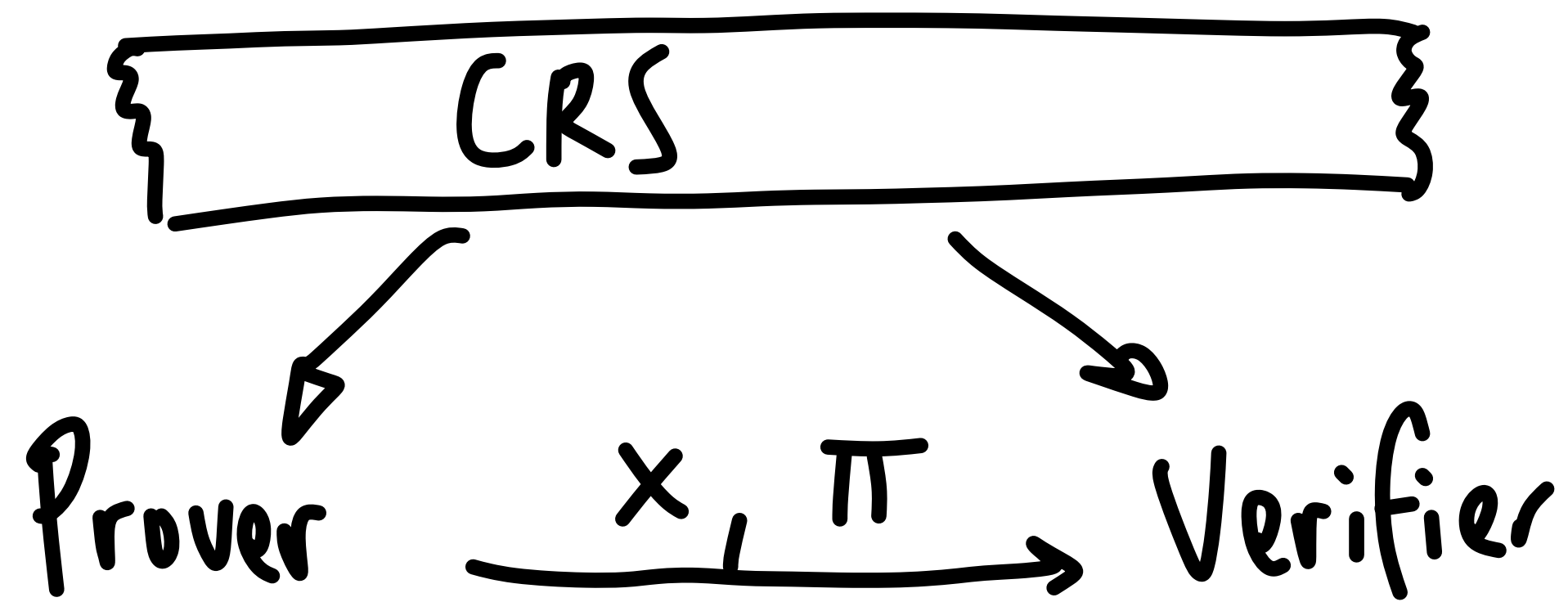
Promise: if Adv breaks B, then R^{Adv} breaks A.
(of Reduction)

SNARGs for L



π very short

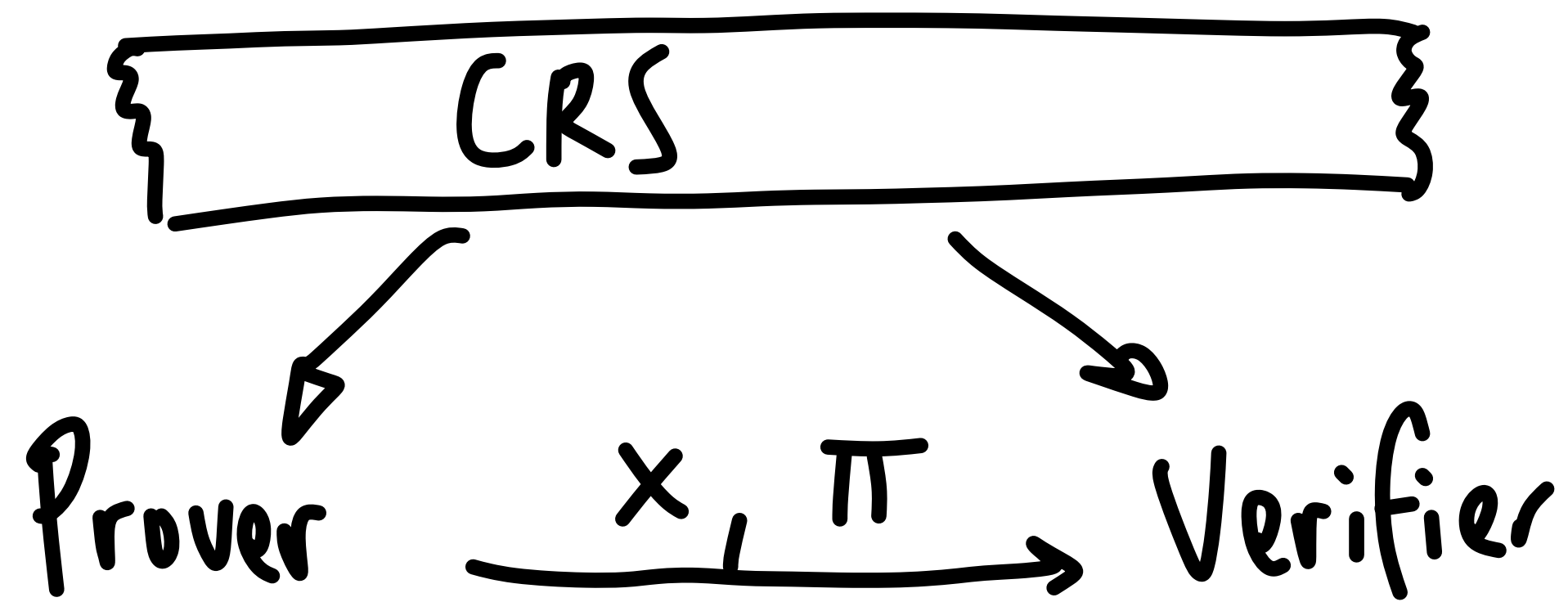
SNARGs for L



Completeness: $x \in L \Rightarrow \text{Verifier accepts}$

π very short

SNARGs for L



π very short

Completeness: $x \in L \Rightarrow \text{Verifier accepts}$

Soundness: hard to find $(\hat{x}, \hat{\pi})$ given CRS
s.t. $\hat{x} \notin L \wedge \text{Verifier accepts}$

Gentry Wicks Barrier (2011)

Let L be hard NP-language and A falsifiable assumption.

if $A \xRightarrow{BB} \text{SNARG}$ for L , then A broken

Gentry Wicks Barrier (2011)

Let L be hard NP-language and A falsifiable assumption.
if $A \xRightarrow{BB} \text{SNARG}$ for L , then A broken

CAVEATS:

1. A is broken by non-uniform polytime.

Gentry Wicks Barrier (2011)

Let L be hard NP-language and A falsifiable assumption.
if $A \xRightarrow{BB} \text{SNARG}$ for L , then A broken

CAVEATS:

1. A is broken by non-uniform polytime.
2. BB reduction does NOT control Adv's random tape.

Gentry Wicks Barrier (2011)

Let L be hard NP-language and A falsifiable assumption.
if $A \xRightarrow{BB} \text{SNARG}$ for L , then A broken

CAVEATS:

1. A is broken by non-uniform polytime. uniform simulation:
[VadhanZheng'13]

2. BB reduction does NOT control Adv's random tape.
[Chung et al.] $\rightarrow$ use nonuniformity

Gentry Wicks Barrier (2011)

Let L be hard NP-language and A falsifiable assumption.
if $A \xRightarrow{BB} \text{SNARG}$ for L , then A broken

CAVEATS:

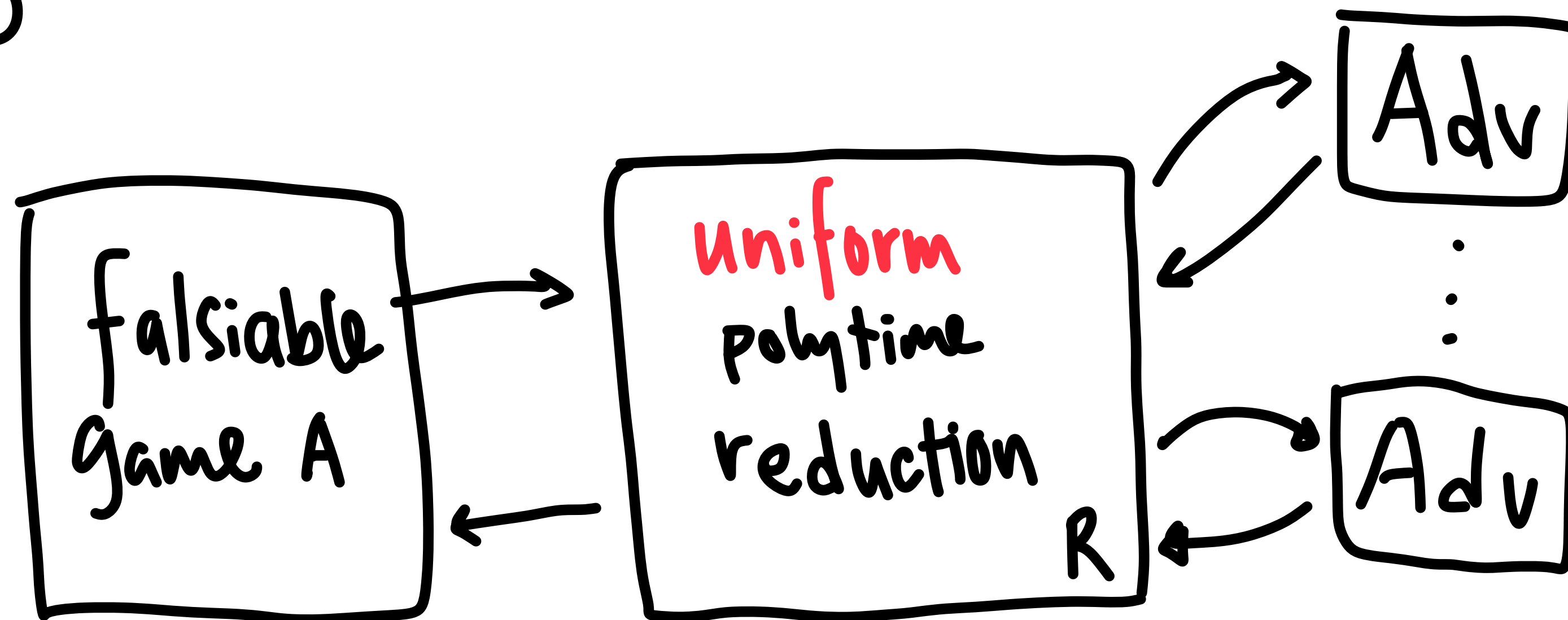
1. A is broken by non-uniform polytime. uniform simulation:
[Vadhan Zheng '13]

2. BB reduction does NOT control Adv's random tape.
[Chung et al.] $\rightarrow$ use nonuniformity

$\rightarrow$ Possible to get uniform soundness by exploiting 1 AND 2?

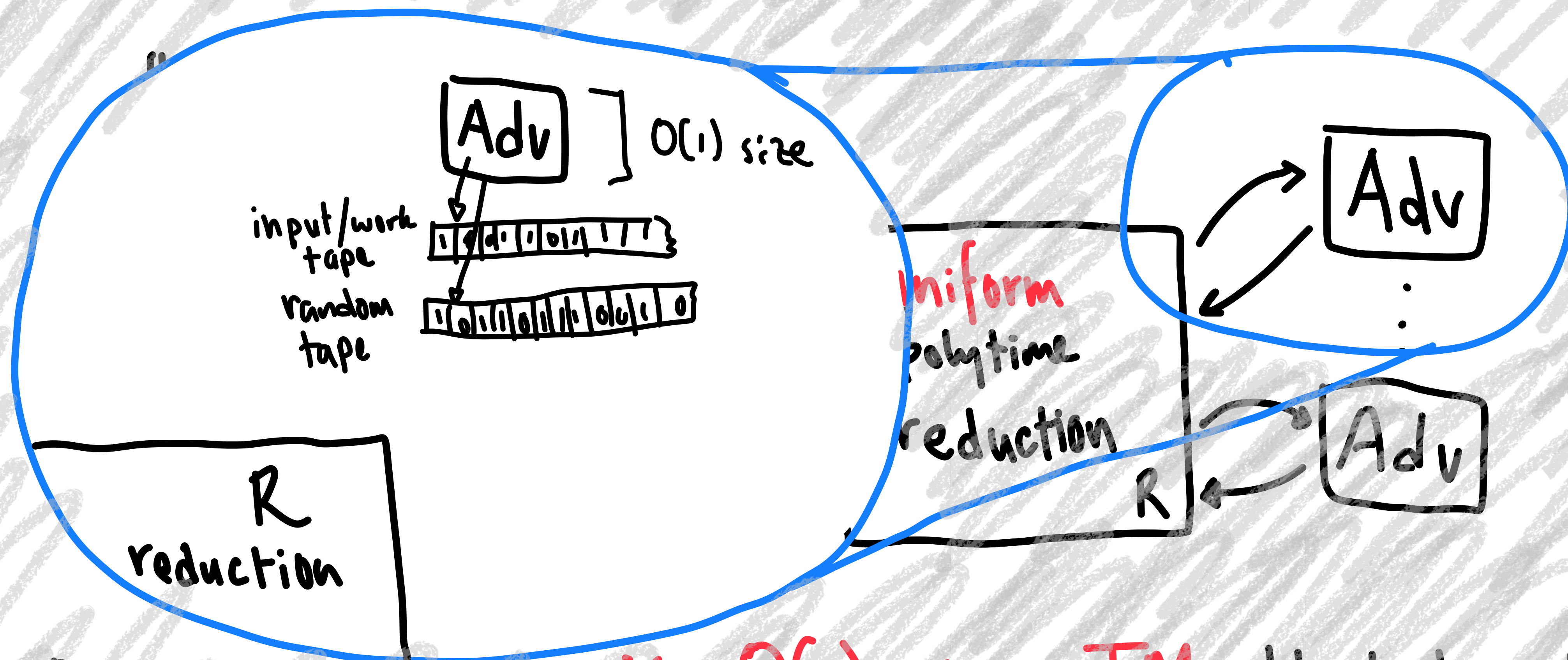
Uniform Black-Box Reductions

" $A \stackrel{BB}{\Rightarrow} B$ "



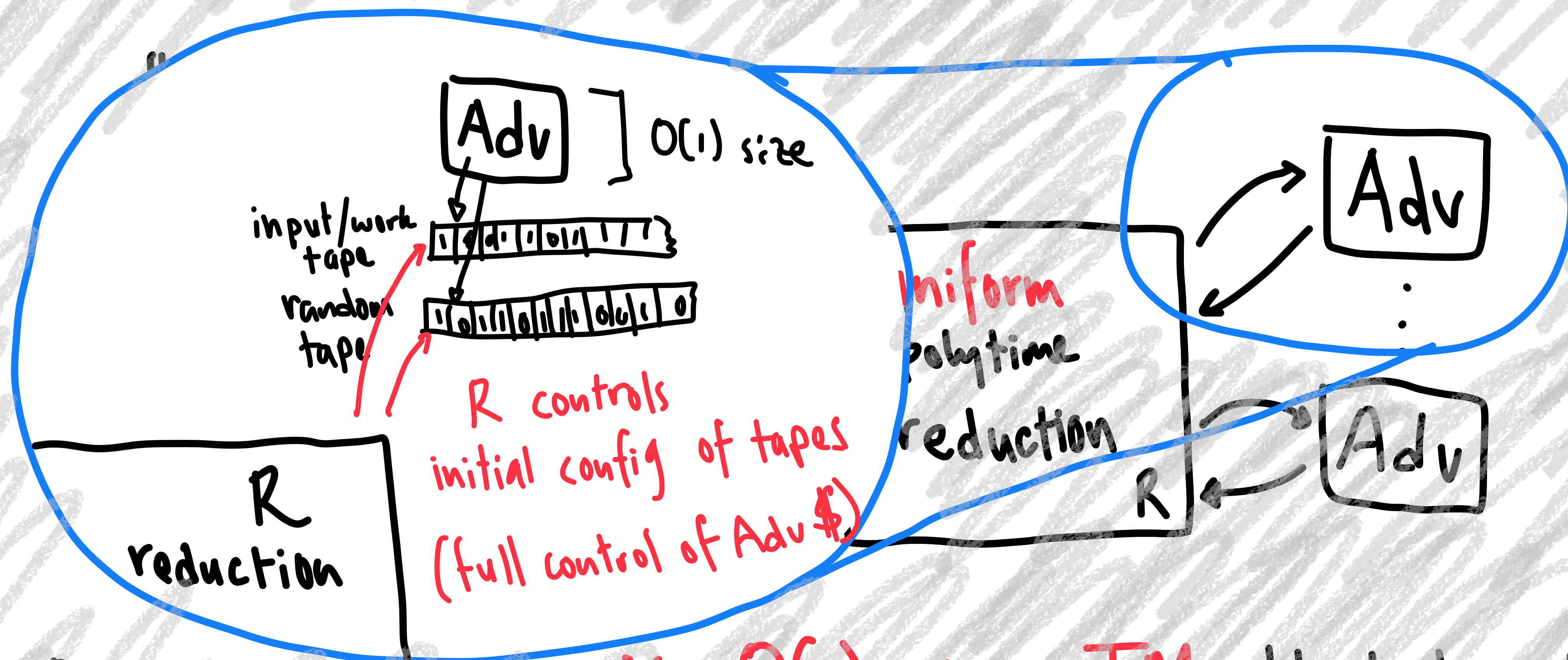
Promise: if Adv is $O(1)$ size TM that breaks B,
(of Reduction) then R^{Adv} breaks A.

Uniform Black-Box Reductions



Promise: if Adv is $O(1)$ size TM that breaks B,
(of Reduction) then R^{Adv} breaks A.

Uniform Black-Box Reductions



Promise: if Adv is $O(1)$ size TM that breaks B,
(of Reduction) then R^{Adv} breaks A.

This Work

assume L is hard NP-language and E requires exp size Σ_2 -circuits.

if candidate SNARG for L has a

- security preserving
- non-adaptive

uniform black-box reduction to falsifiable assumption A ,

then A broken in uniform poly time.

This Work

assume L is hard NP-language and E requires exp size Σ_2 -circuits.

if candidate SNARG for L has a

can only query on
poly-related
security params $\rightarrow$

- security preserving
- non-adaptive

uniform black-box reduction to falsifiable assumption A ,

then A broken in uniform poly time.

This Work

assume L is hard NP-language and E requires exp size Σ_2 -circuits.

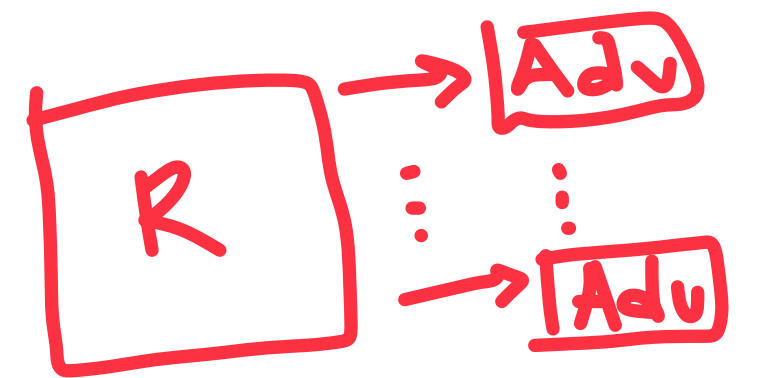
if candidate SNARG for L has a

can only query on
poly-related
security params

• Security preserving

• Non-adaptive

all reduction queries
made in parallel.



uniform black-box reduction to falsifiable assumption A ,

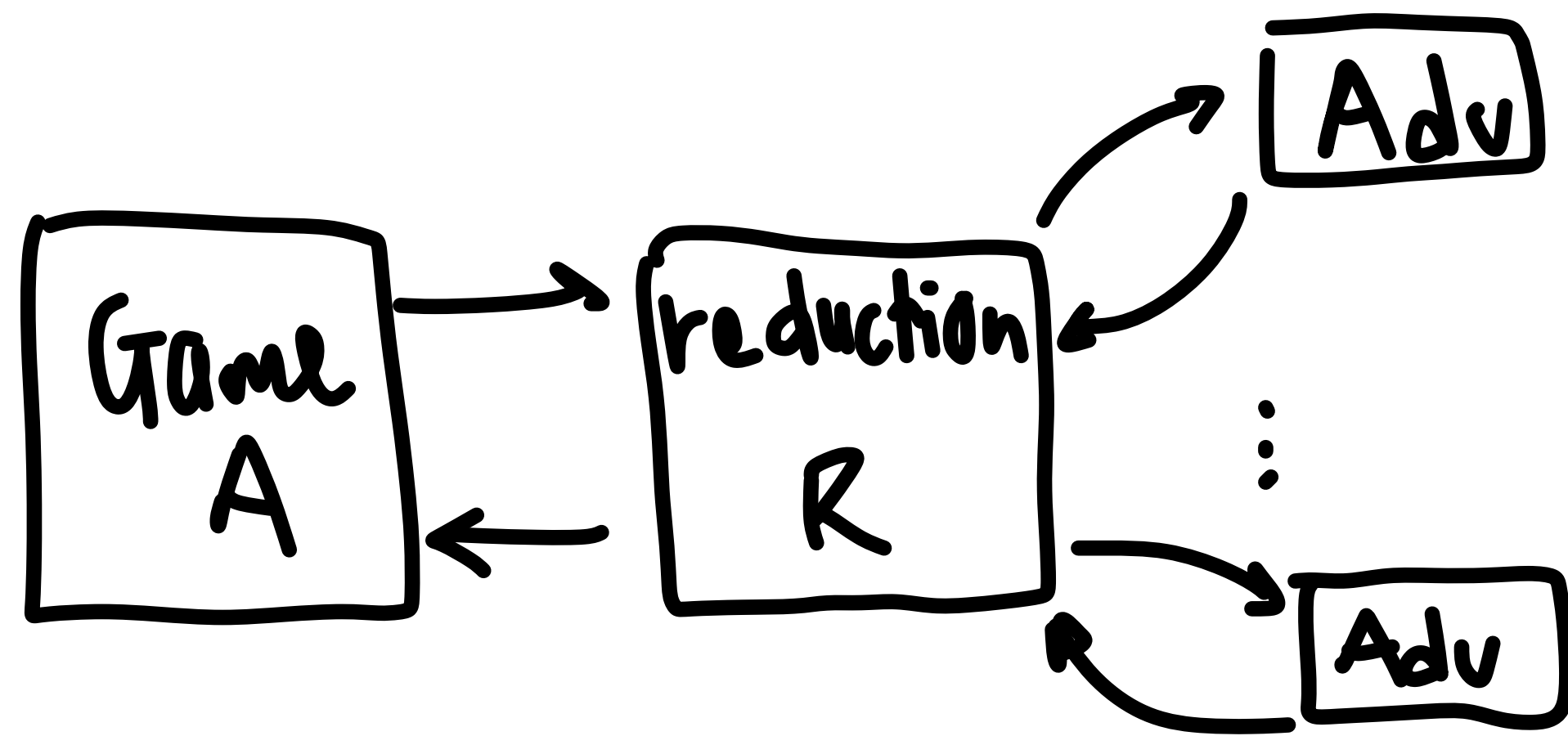
then A broken in uniform poly time.

a (very) brief overview
of

Gentry Wicks

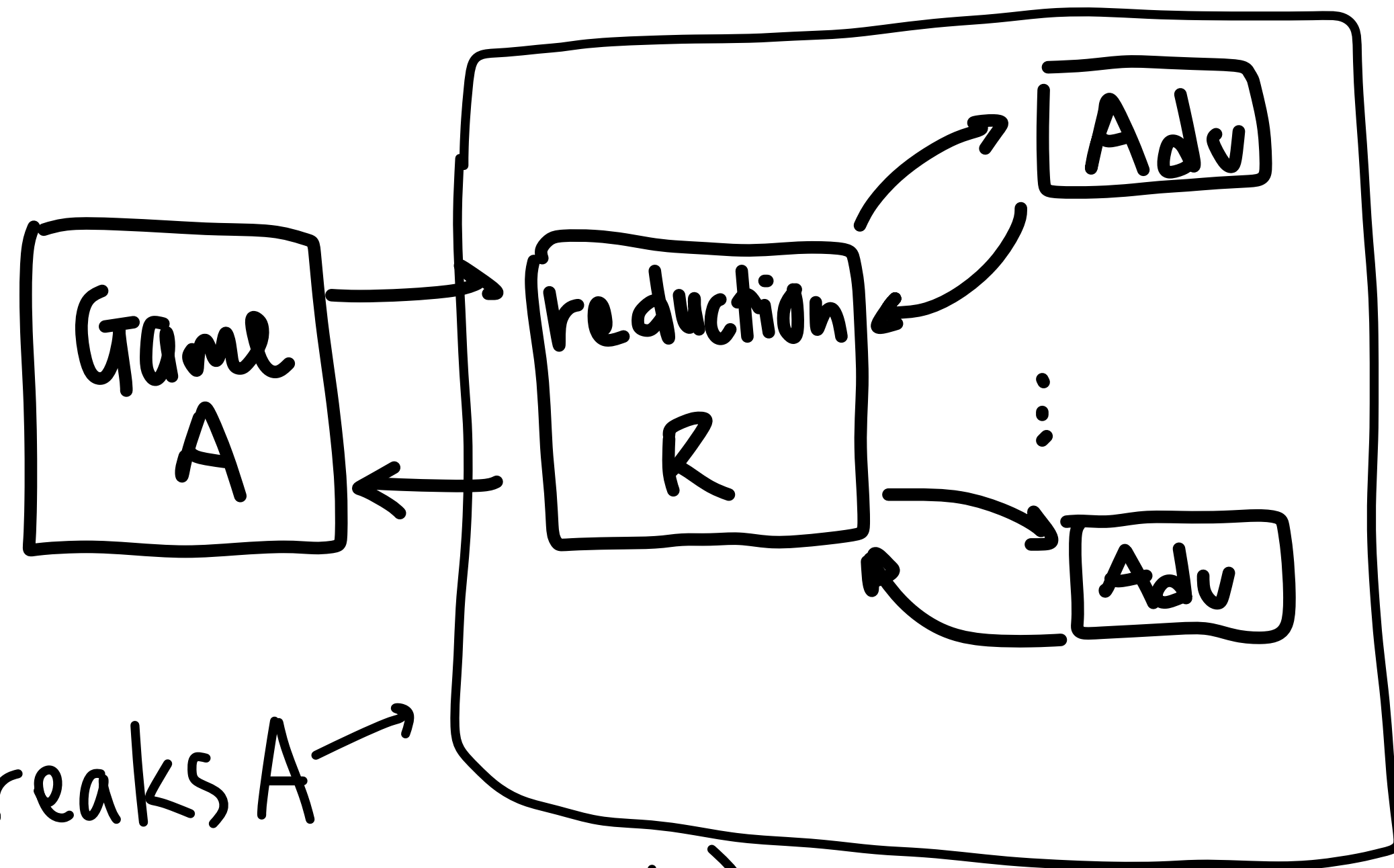
Meta reduction Framework : $A \not\Rightarrow \text{SNARG}$

1. construct inefficient Adv that breaks SNARG



Meta reduction Framework : ~~A~~ $\Rightarrow$ SNARG

1. construct inefficient Adv that breaks SNARG

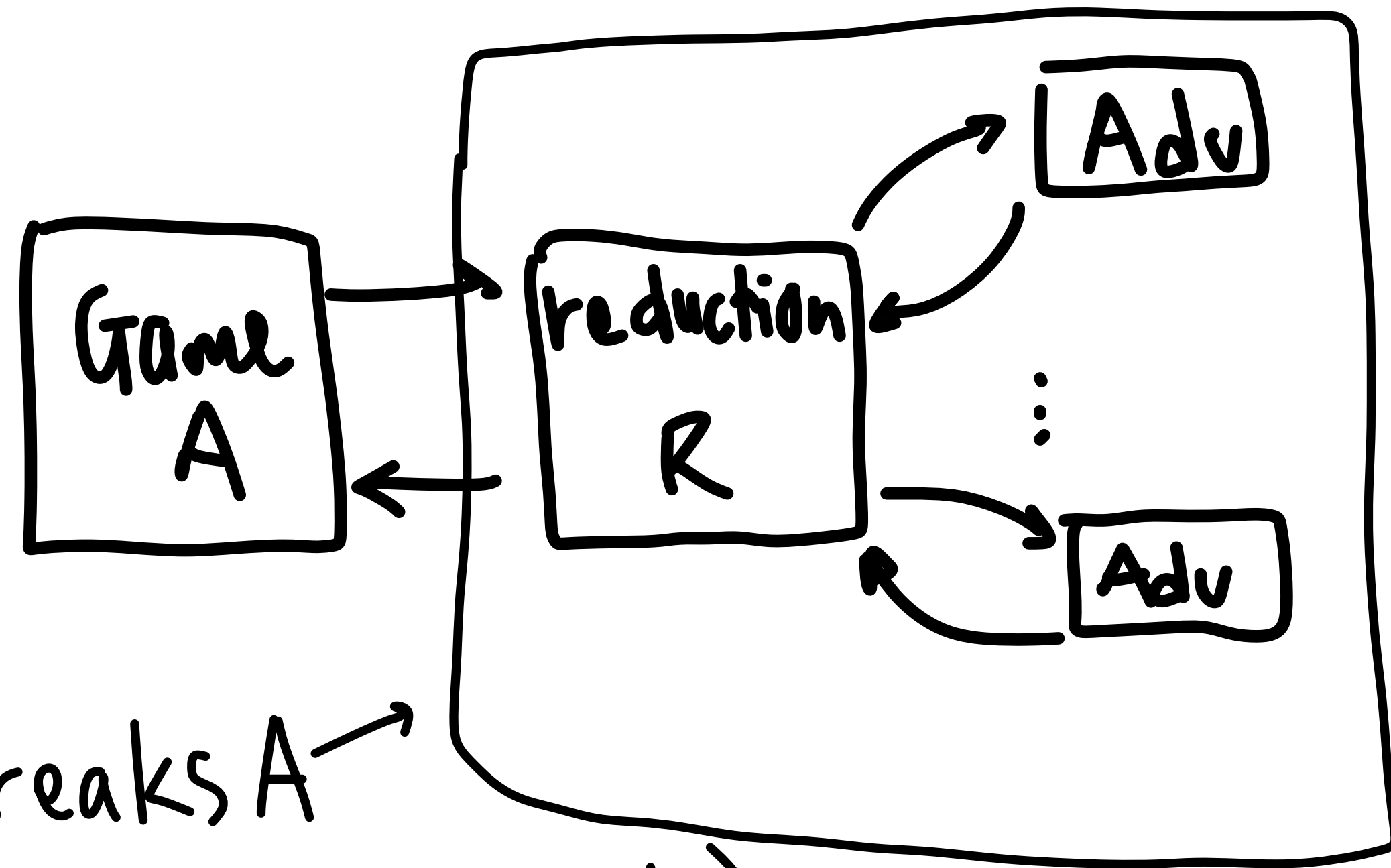


breaks A
(b/c BB-reduction works)
but not efficient.

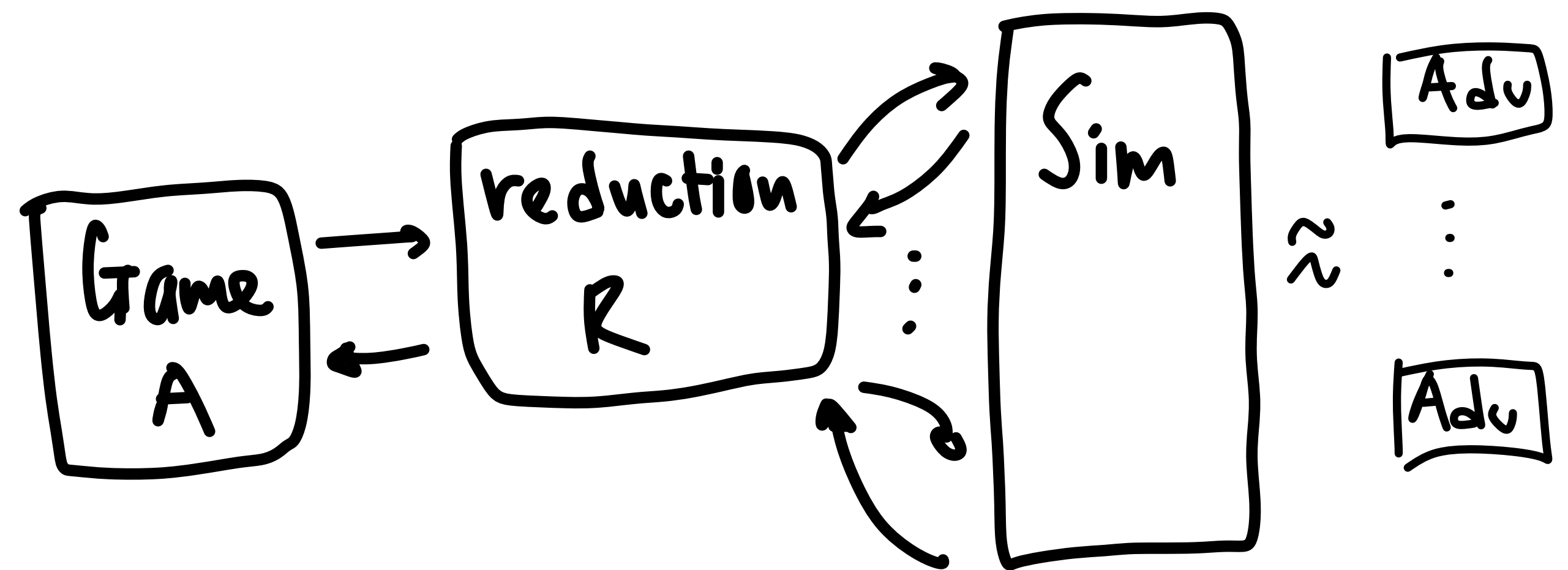
Meta reduction Framework : ~~A~~ $\Rightarrow$ SNARG

1. construct inefficient Adv that breaks SNARG

2. simulate Adv efficiently to fool $R+A$



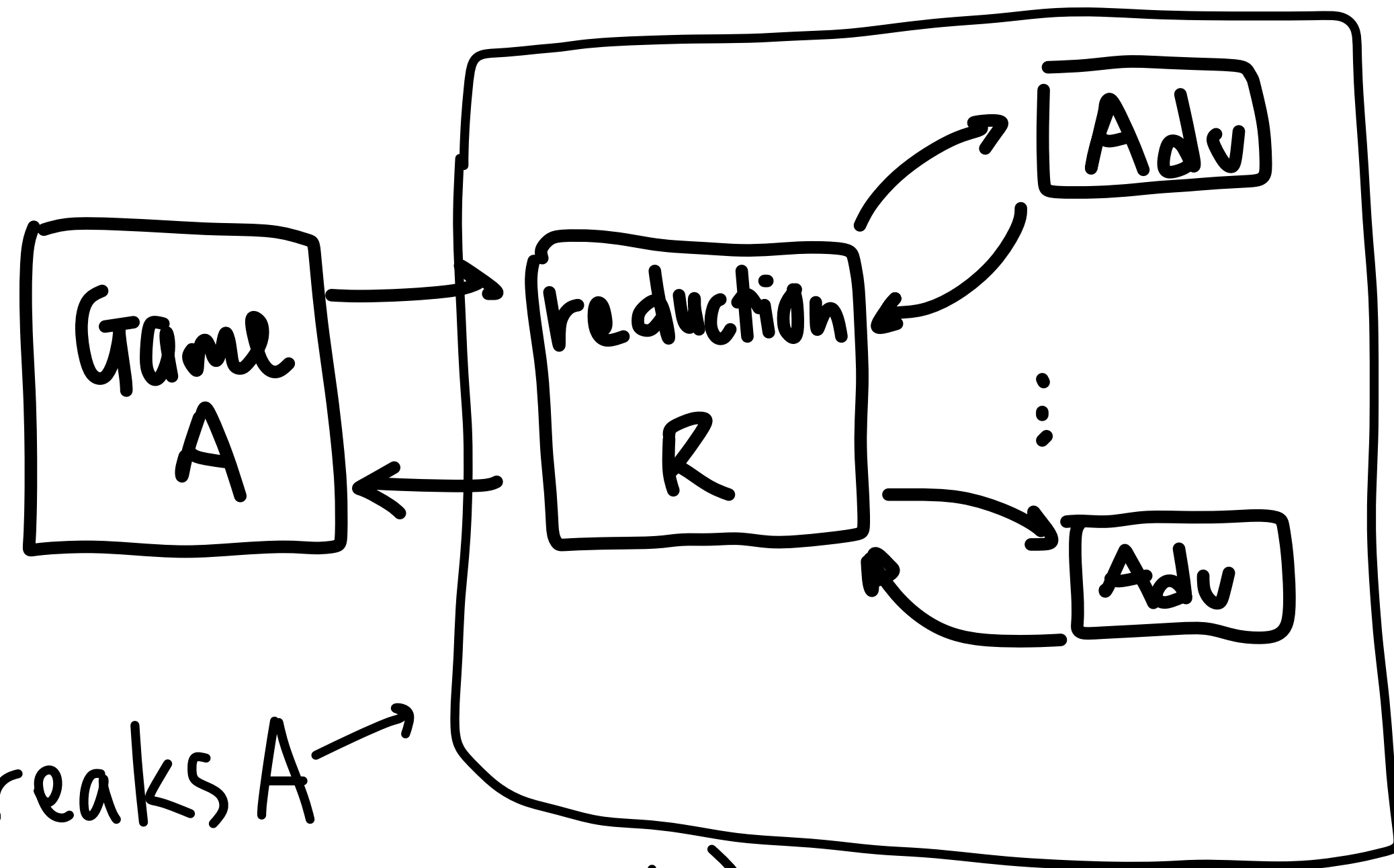
breaks A
(b/c BB-reduction works)
but not efficient.



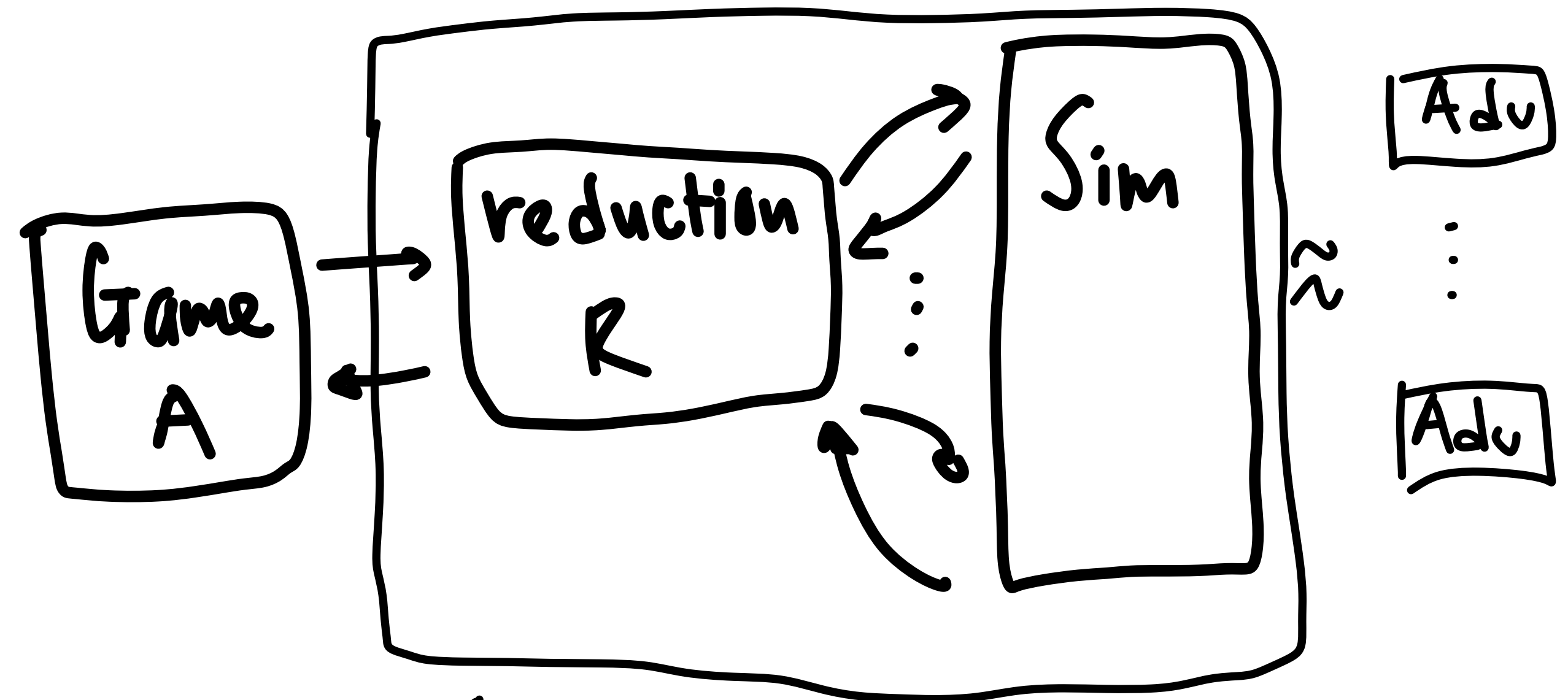
Meta reduction Framework : ~~A~~ $\Rightarrow$ SNARG

1. construct inefficient Adv that breaks SNARG

2. simulate Adv efficiently to fool $R+A$



breaks A
(b/c BB-reduction works)
but not efficient.

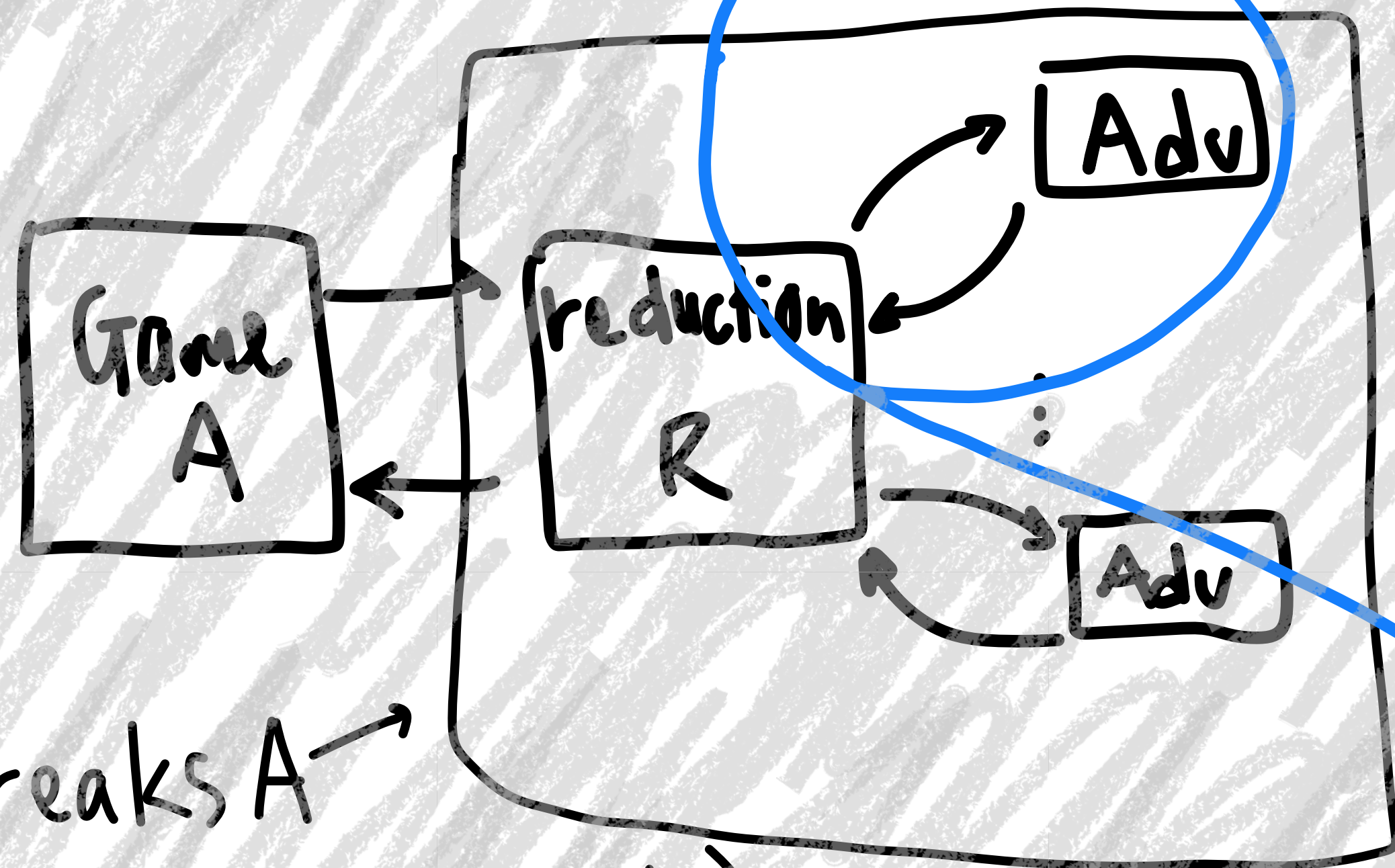


↑
poly time and still breaks A!

Meta reduction Framework: $A \not\Rightarrow \text{SNARG}$

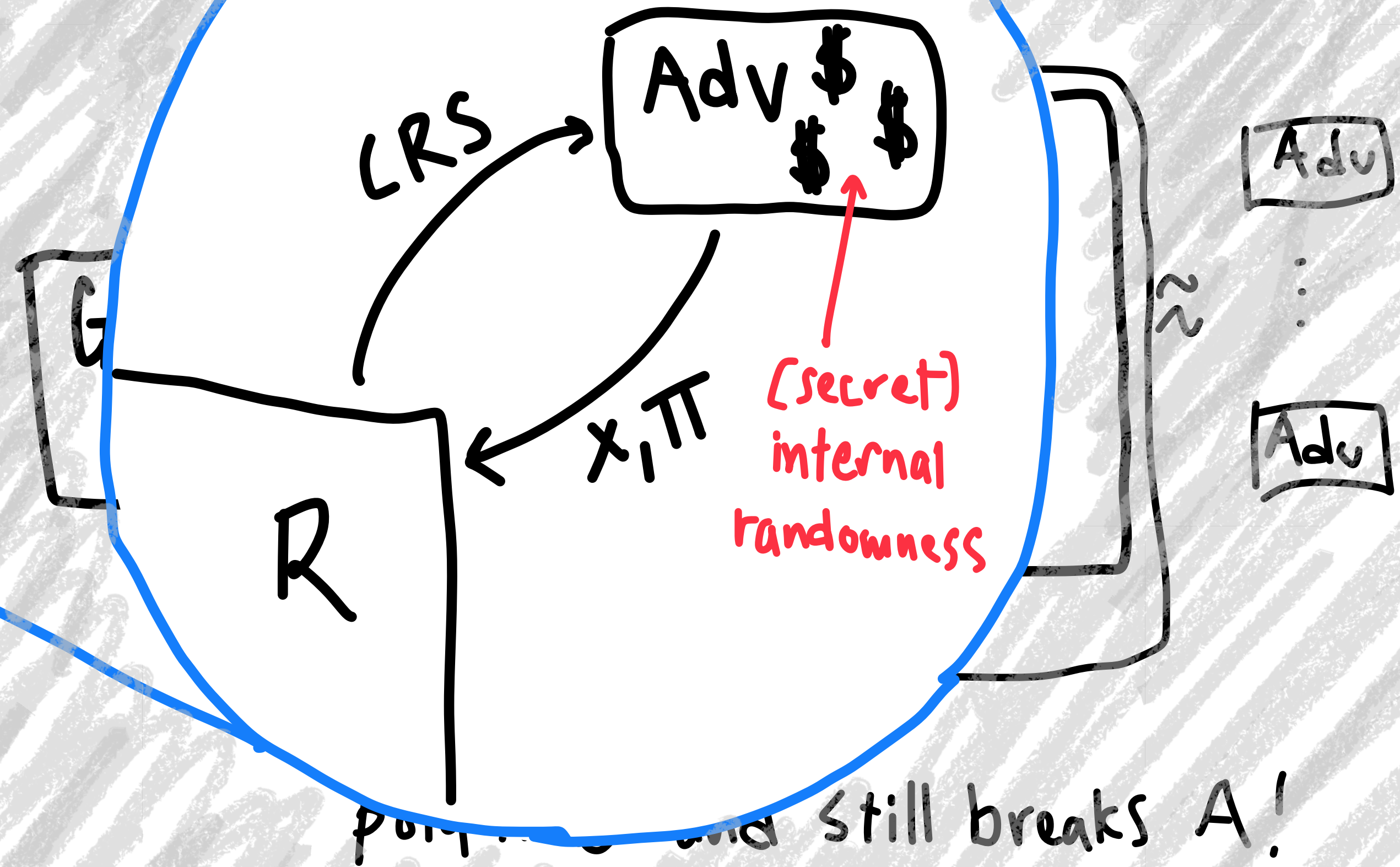
1. construct inefficient Adv that breaks SNARG

2. simulate efficiently



breaks A

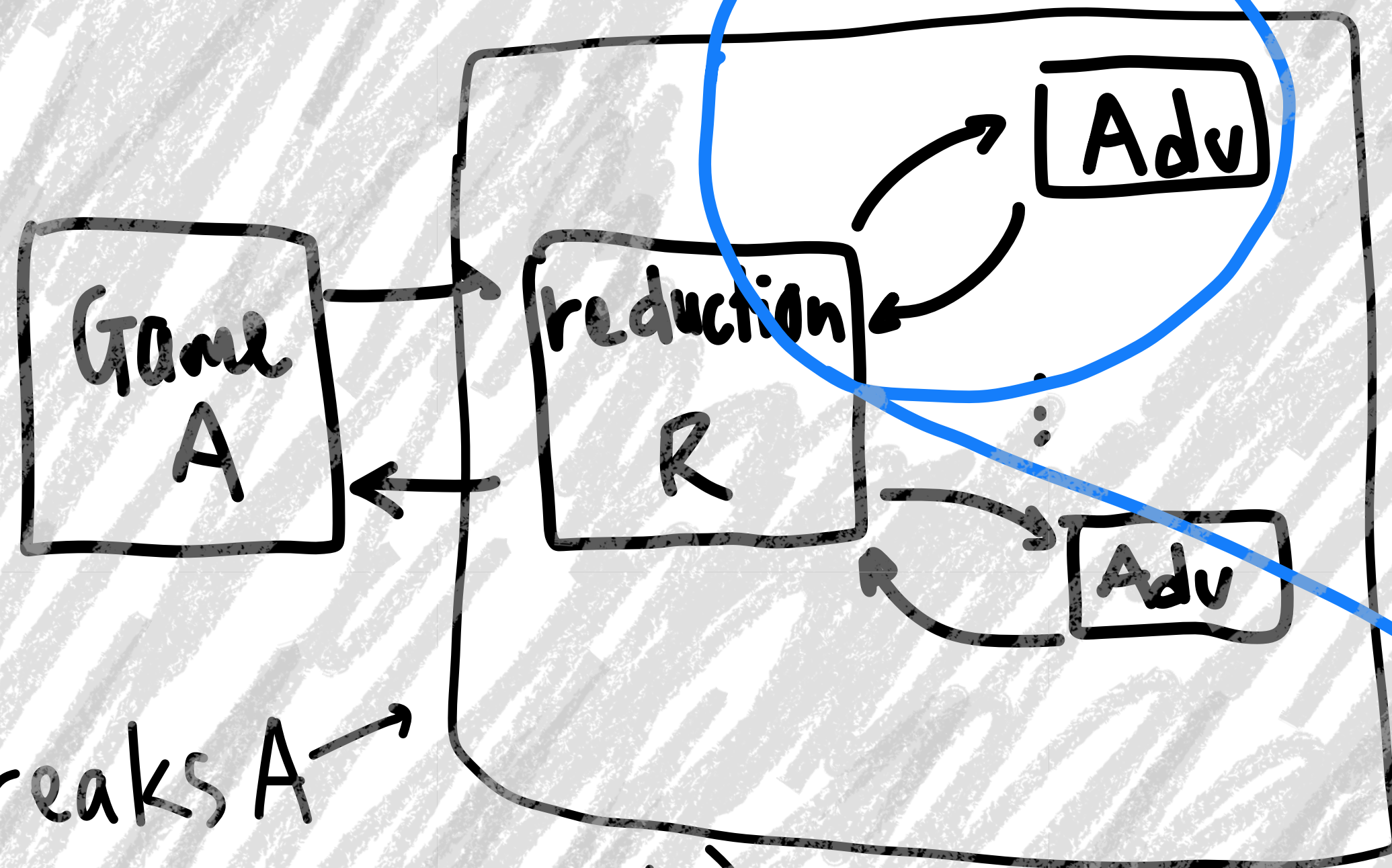
(b/c BB-reduction works)
but not efficient.



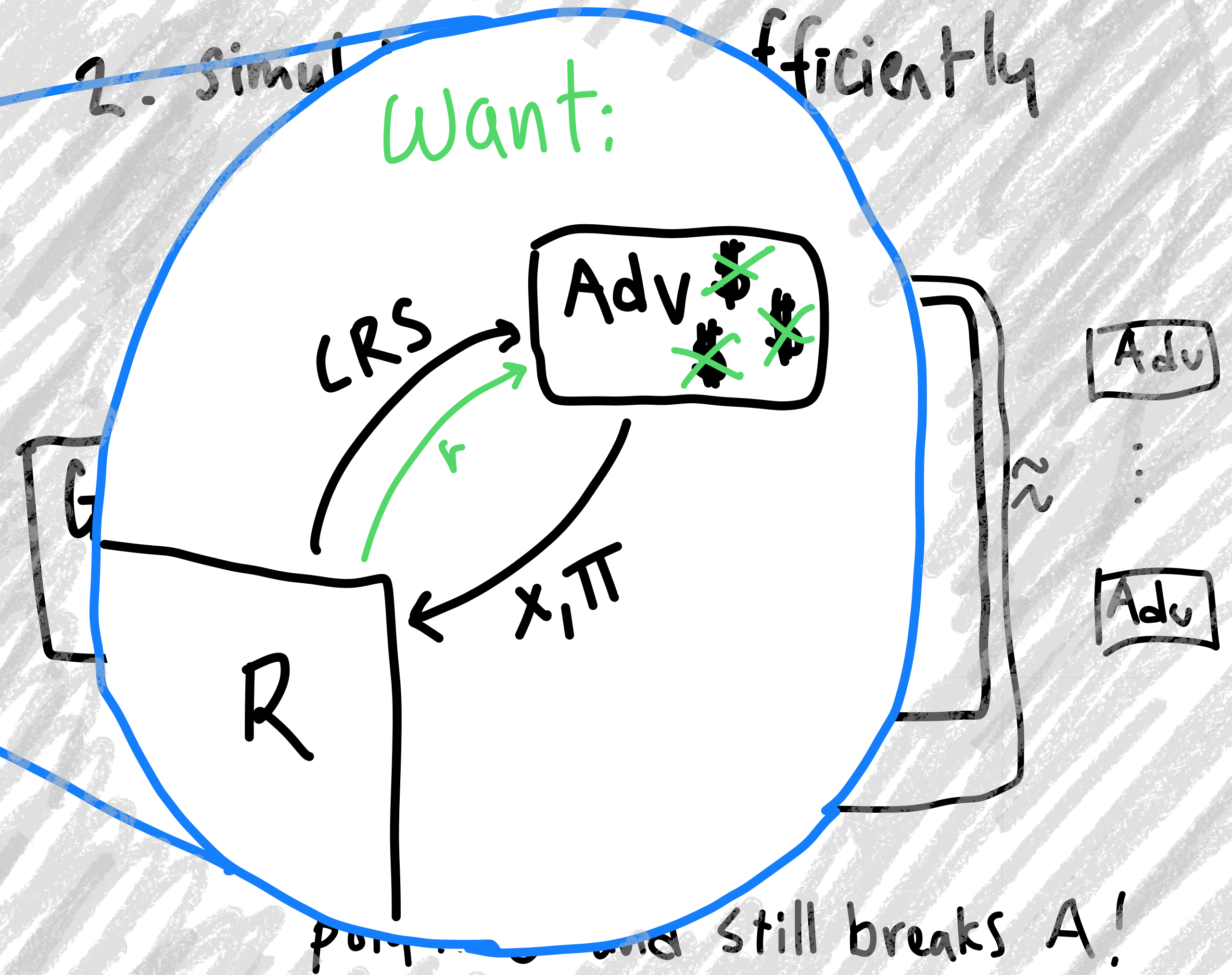
point and still breaks A!

Meta reduction Framework: $A \not\Rightarrow \text{SNARG}$

1. construct inefficient Adv that breaks SNARG
2. simulate efficiently



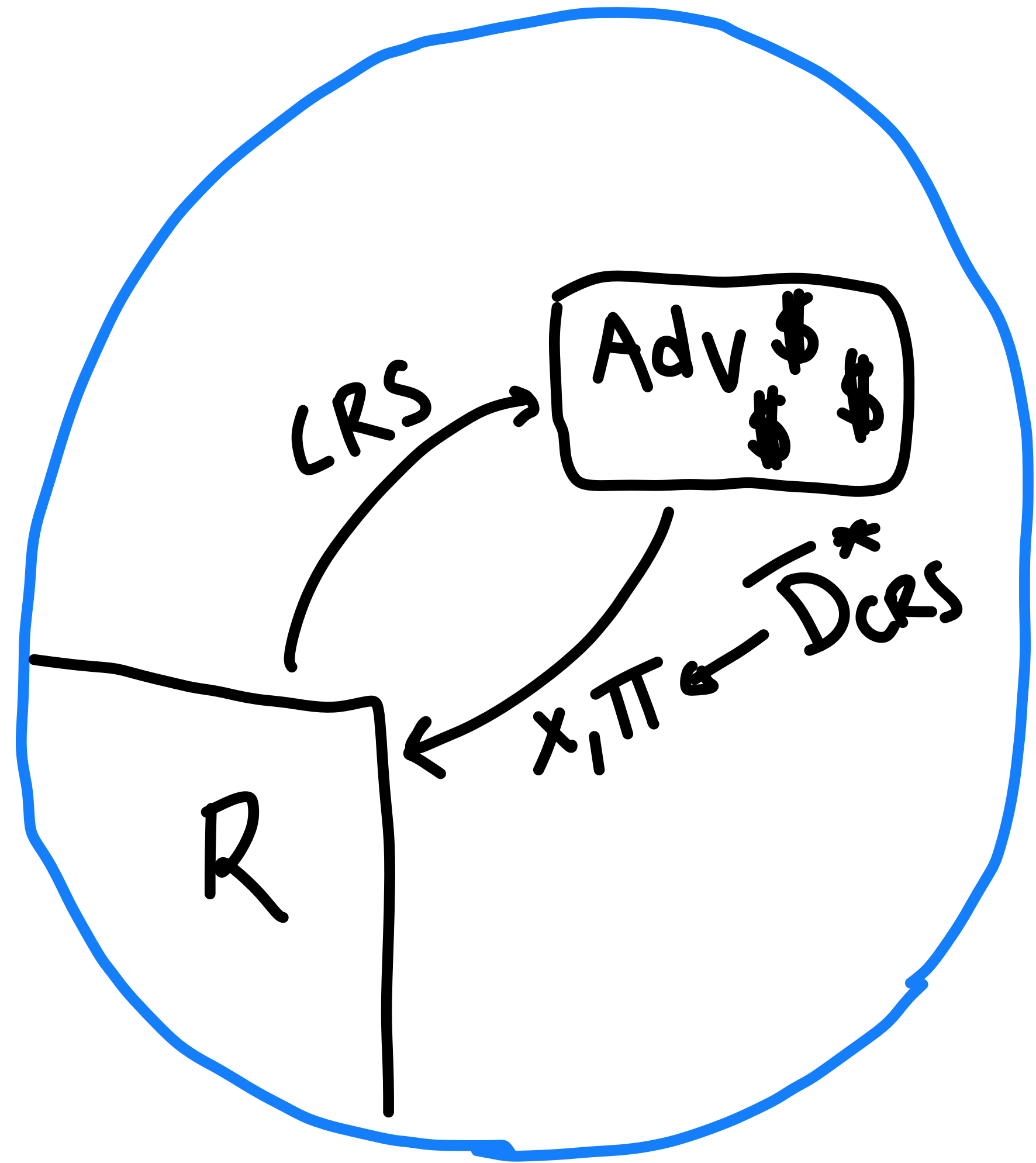
breaks A
(b/c BB-reduction works)
but not efficient.



point and still breaks A!

Leakage Simulation

L hard $\Rightarrow D$ supported on L
 $\overline{D}$ supported on $\overline{L}$
s.t. $D \approx \overline{D}$.



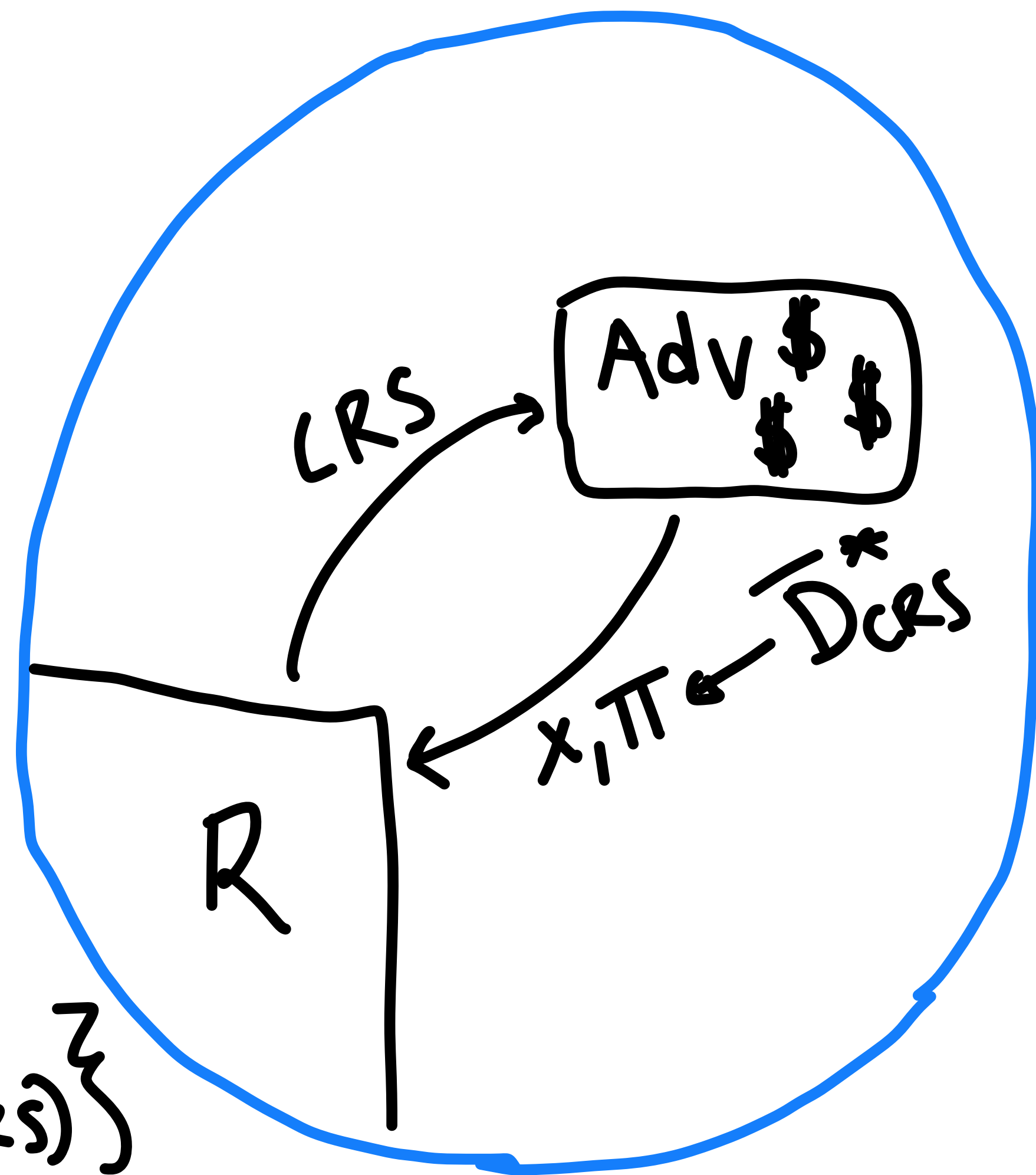
Leakage Simulation

L hard $\Rightarrow D$ supported on L
 $\bar{D}$ supported on $\bar{L}$
 s.t. $D \approx \bar{D}$.

if π short, then

$$\exists \bar{D}_{\text{crs}}^* = \{(\bar{x}, \bar{\pi}) : \bar{x} \leftarrow \bar{D}\}$$

$$\text{s.t. } \bar{D}_{\text{crs}}^* \approx D_{\text{crs}}^* = \{(x, \pi) : x \leftarrow D, \pi \leftarrow P(x, \text{crs})\}$$



Leakage Simulation

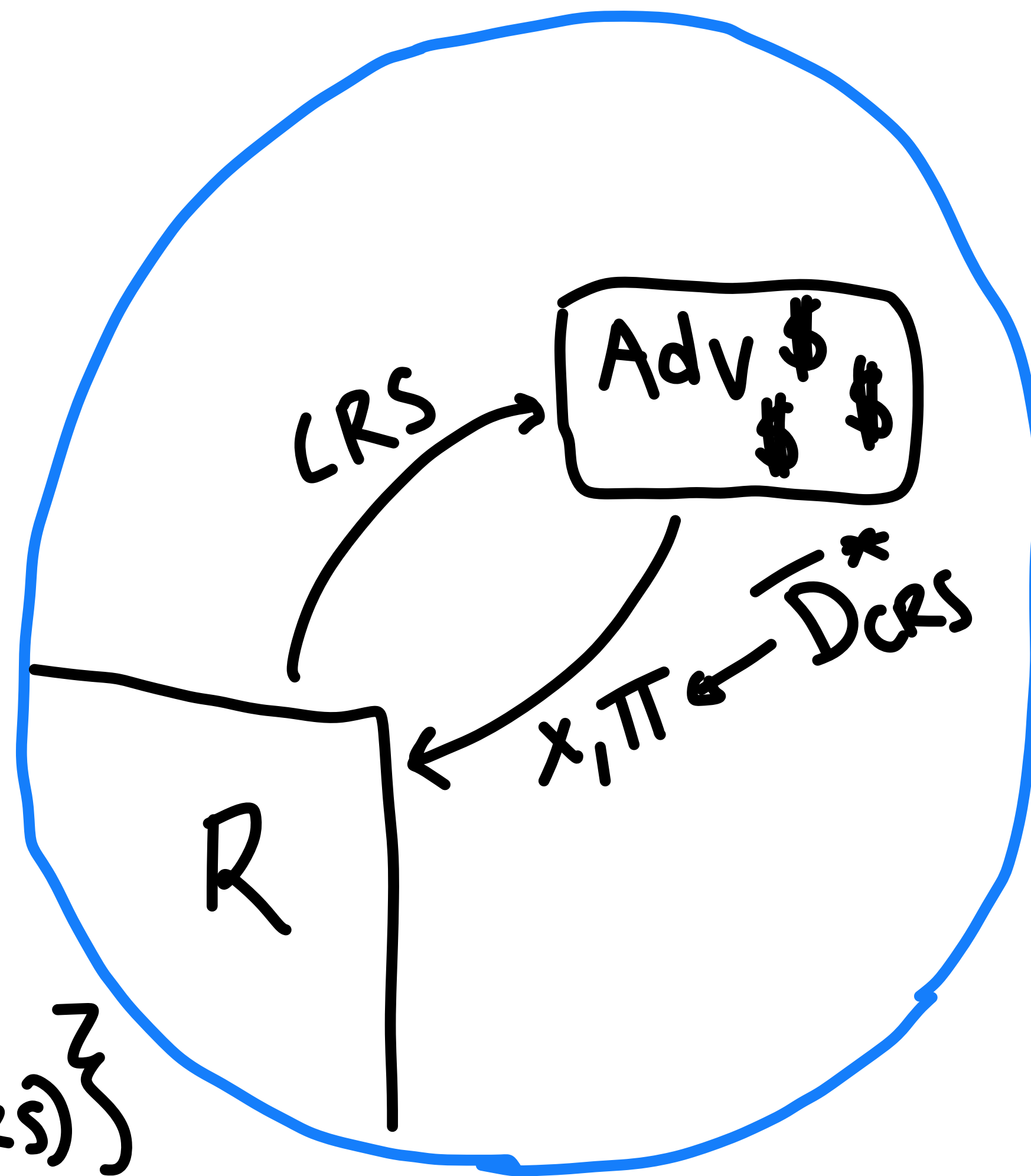
L hard $\Rightarrow D$ supported on L
 $\bar{D}$ supported on $\bar{L}$
 s.t. $D \approx \bar{D}$.

if π short, then

$$\exists \bar{D}_{\text{crs}}^* = \{(\bar{x}, \bar{\pi}) : \bar{x} \leftarrow \bar{D}\}$$

$$\text{s.t. } \bar{D}_{\text{crs}}^* \approx D_{\text{crs}}^* = \{(x, \pi) : x \leftarrow D, \pi \leftarrow P(x, \text{crs})\}$$

↑ breaks soundness (inefficiently)



Leakage Simulation

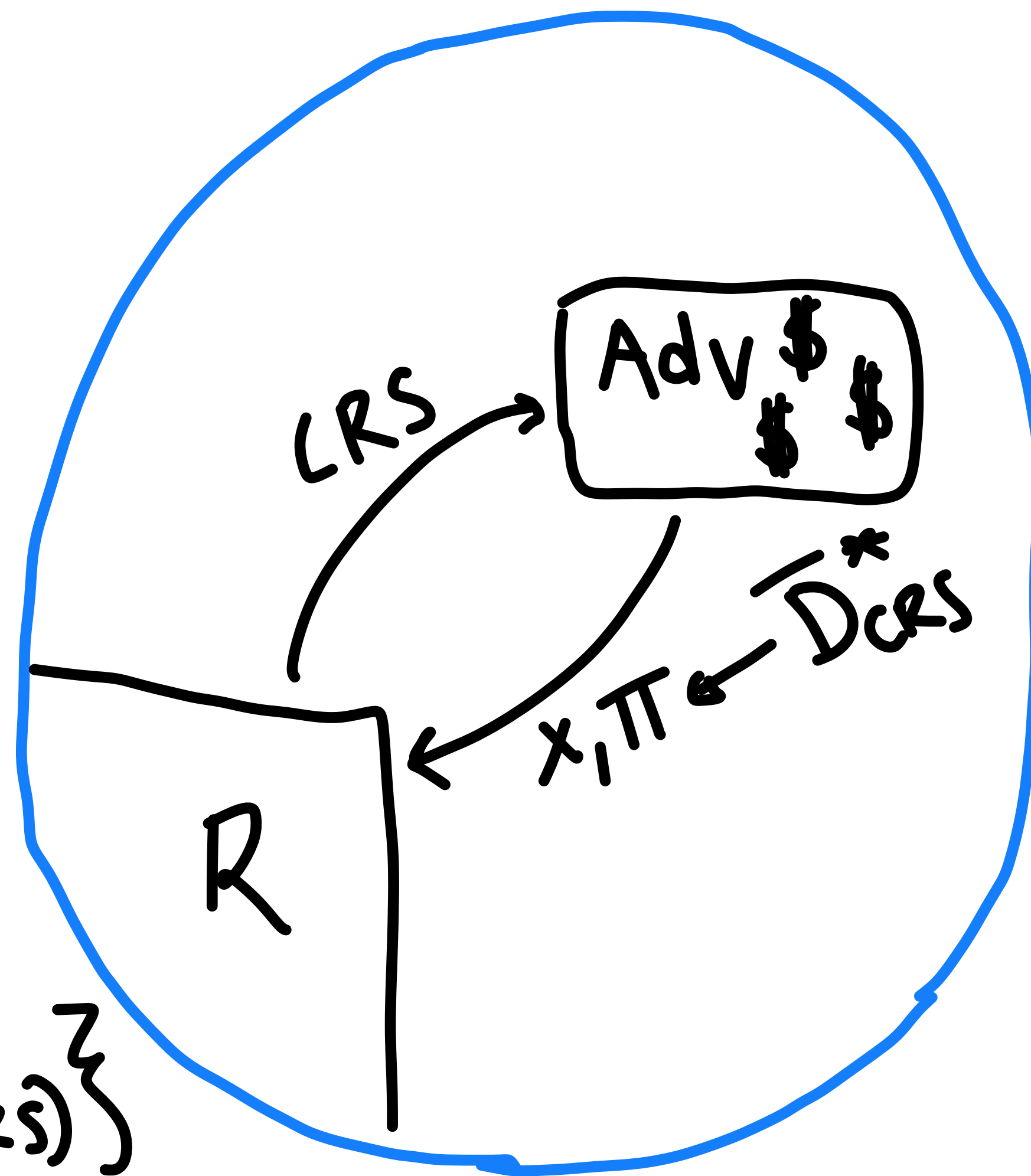
L hard $\Rightarrow D$ supported on L
 $\bar{D}$ supported on $\bar{L}$
 s.t. $D \approx \bar{D}$.

if π short, then

$$\exists \bar{D}_{\text{crs}}^* = \{(\bar{x}, \bar{\pi}) : \bar{x} \leftarrow \bar{D}\}$$

$$\text{s.t. } \bar{D}_{\text{crs}}^* \approx D_{\text{crs}}^* = \{(x, \pi) : x \leftarrow D, \pi \leftarrow P(x, \text{crs})\}$$

↑ will use to simulate (efficiently)
 ↑ breaks soundness (inefficiently)



Leakage Simulation

[Jetchev Pietrzak '14]:
constructive $\overline{D}_{CRS}^*$

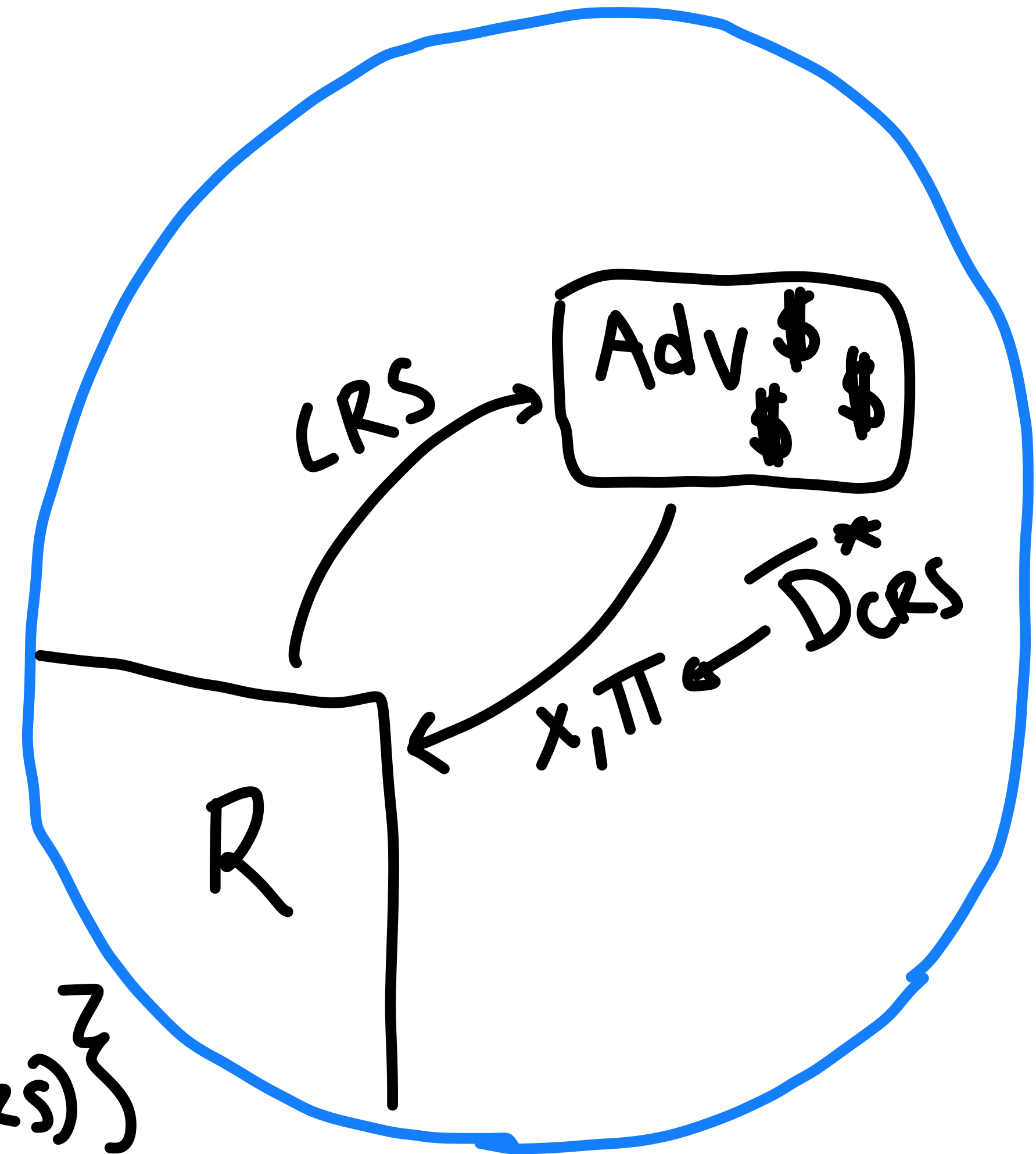
L hard $\Rightarrow D$ supported on L
 $\overline{D}$ supported on $\overline{L}$
 s.t. $D \approx \overline{D}$.

if π short, then

$$\exists \overline{D}_{CRS}^* = \{(\bar{x}, \bar{\pi}) : \bar{x} \leftarrow \overline{D}\}$$

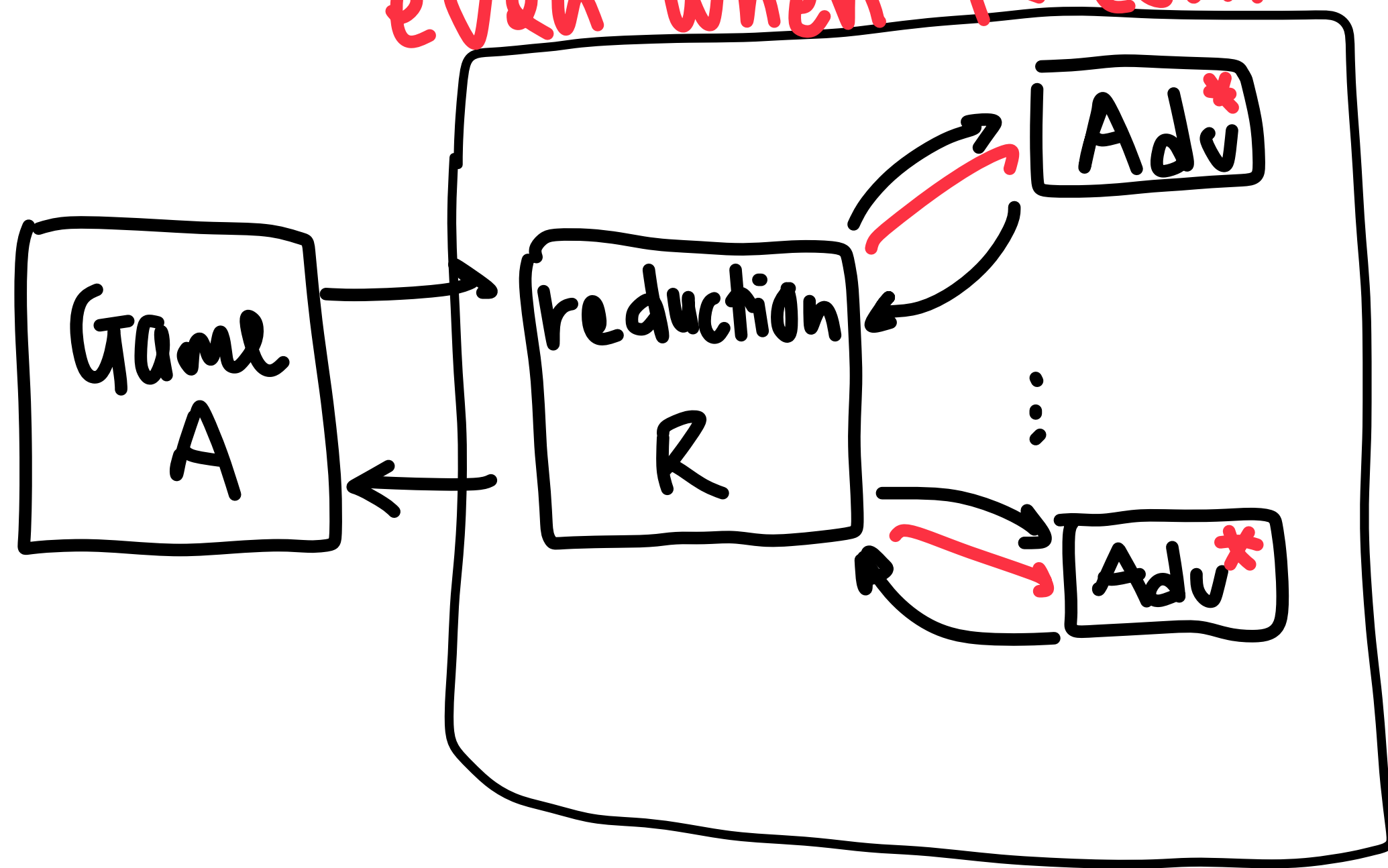
$$\text{s.t. } \overline{D}_{CRS}^* \approx D_{CRS}^* = \{(x, \pi) : x \leftarrow D, \pi \leftarrow P(x, CRS)\}$$

↑ will use to simulate (efficiently)
 ↑ breaks soundness (inefficiently)

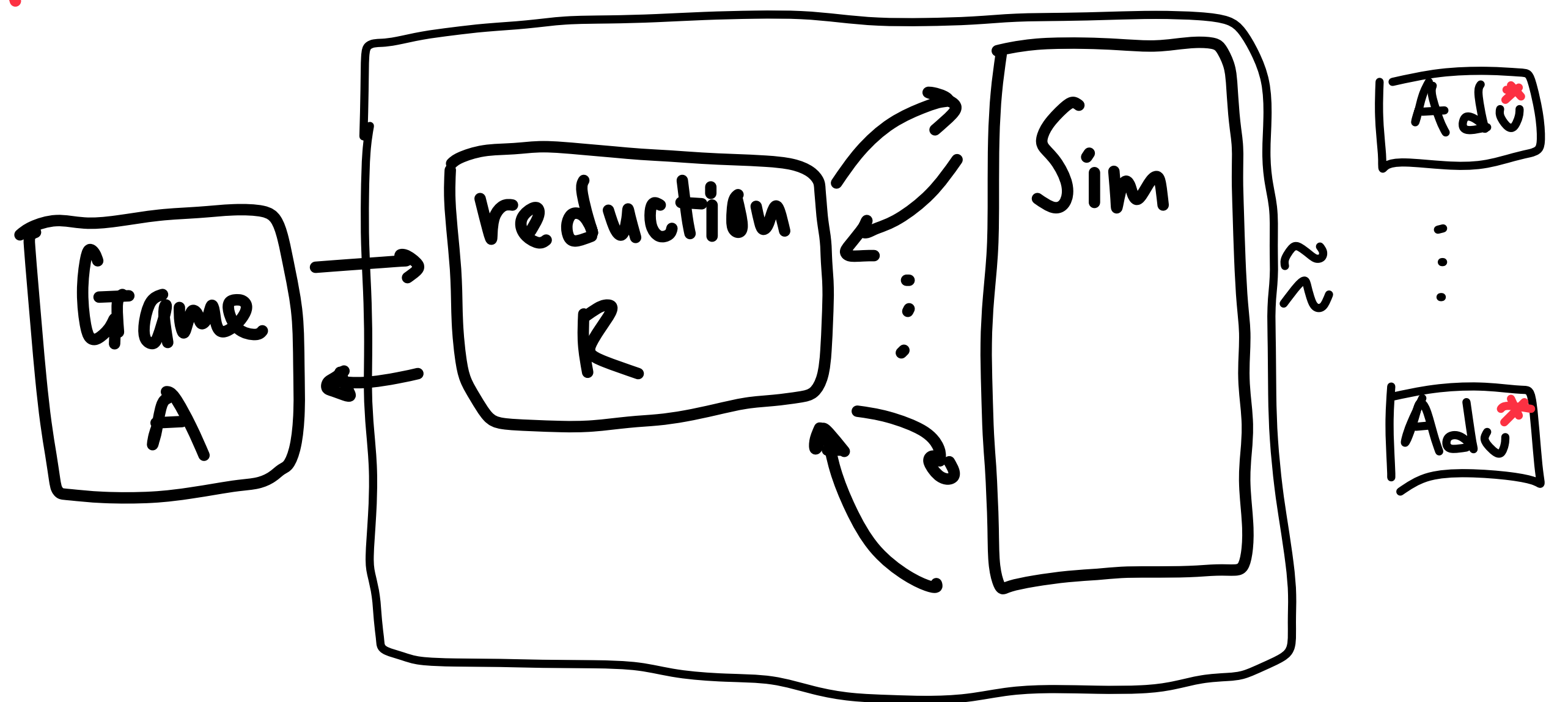


How to rule out **UNIFORM** BB-reductions?

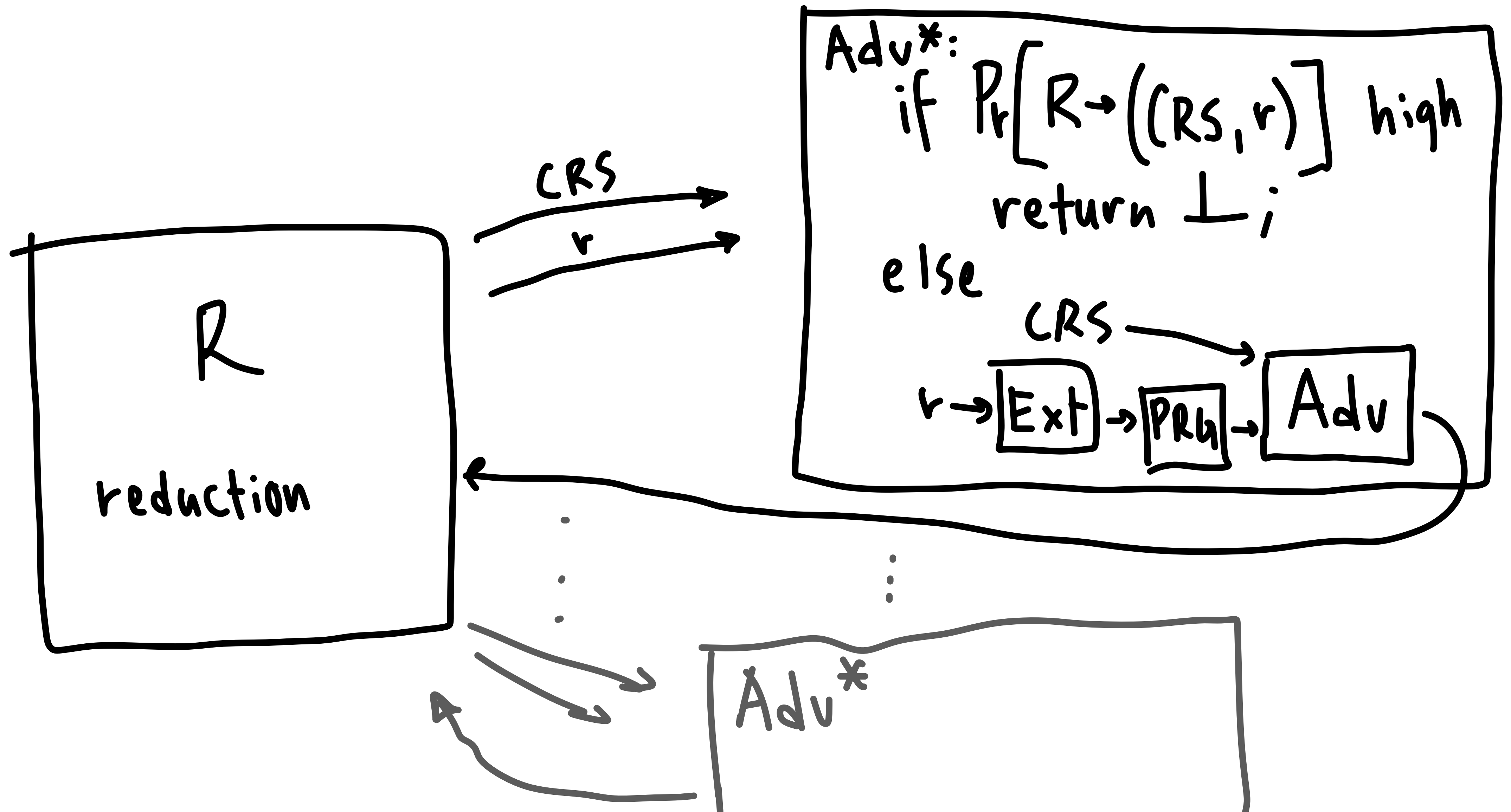
1. construct inefficient $\overset{O(1) \text{ sized}}{\downarrow}$ Adv^*
that breaks SNARG $^\wedge$
even when R controls $\$$



2. simulate Adv^* efficiently
to fool $R+A$

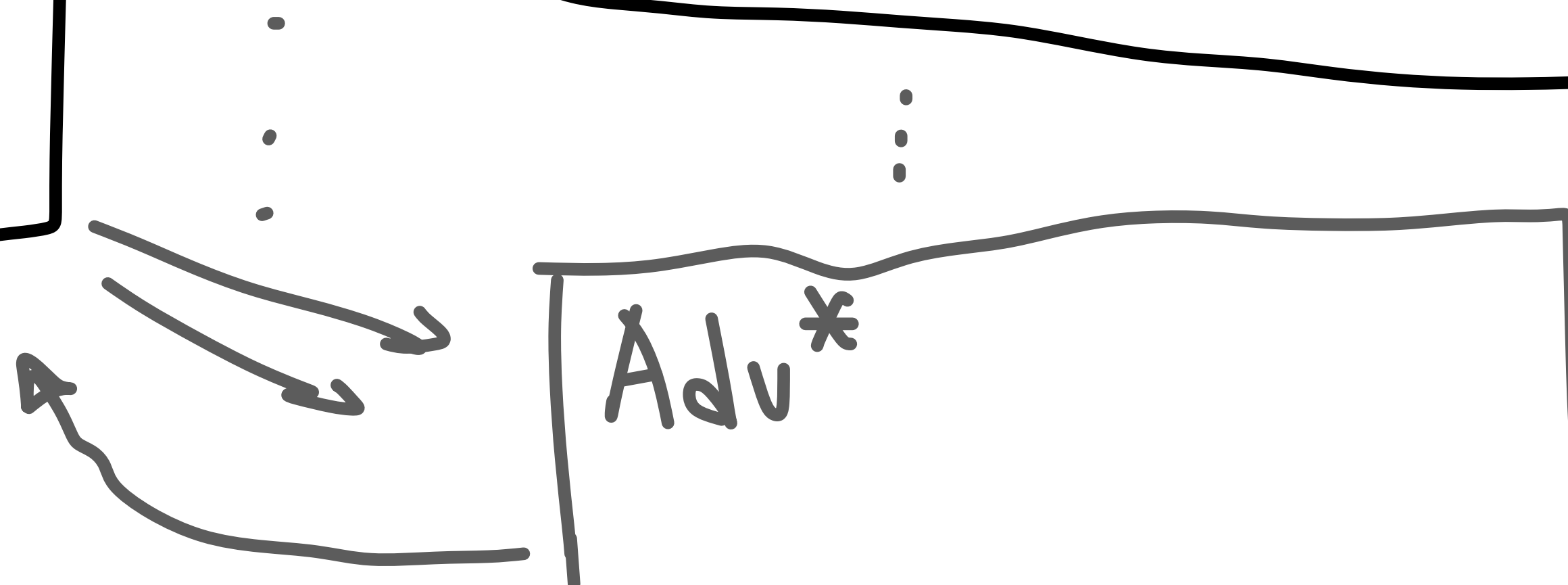
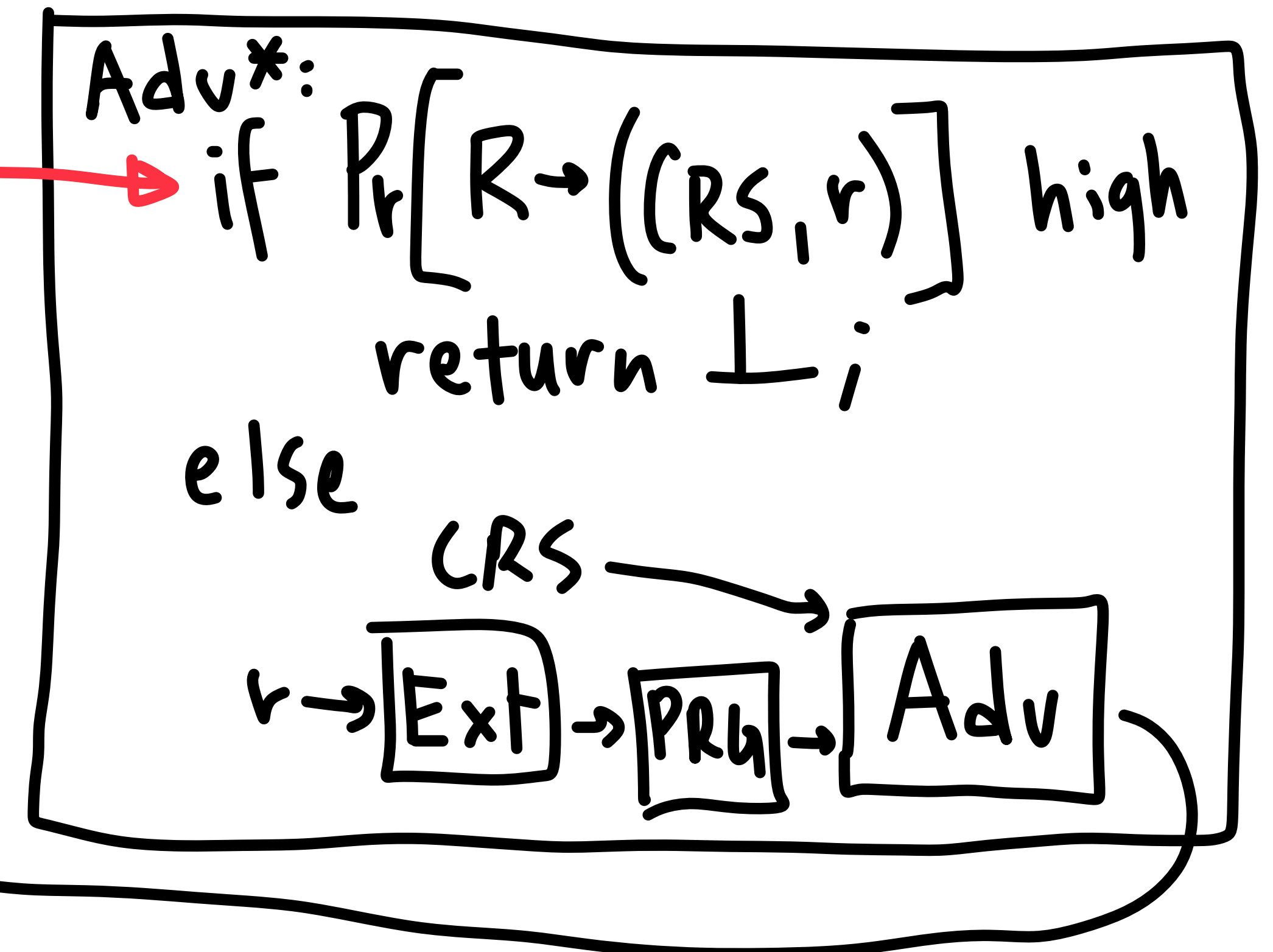
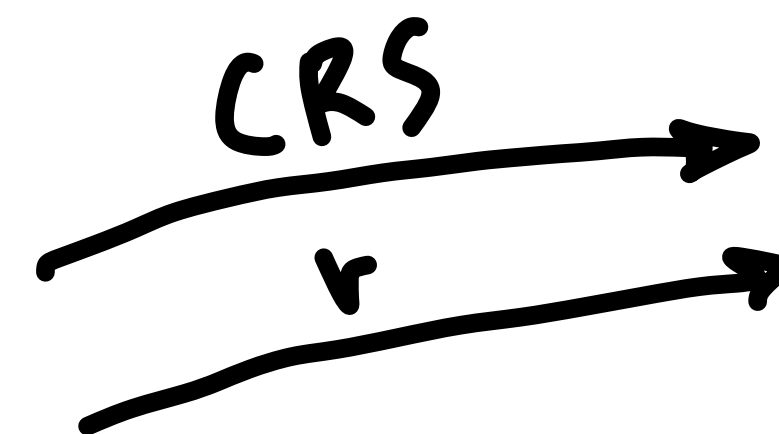
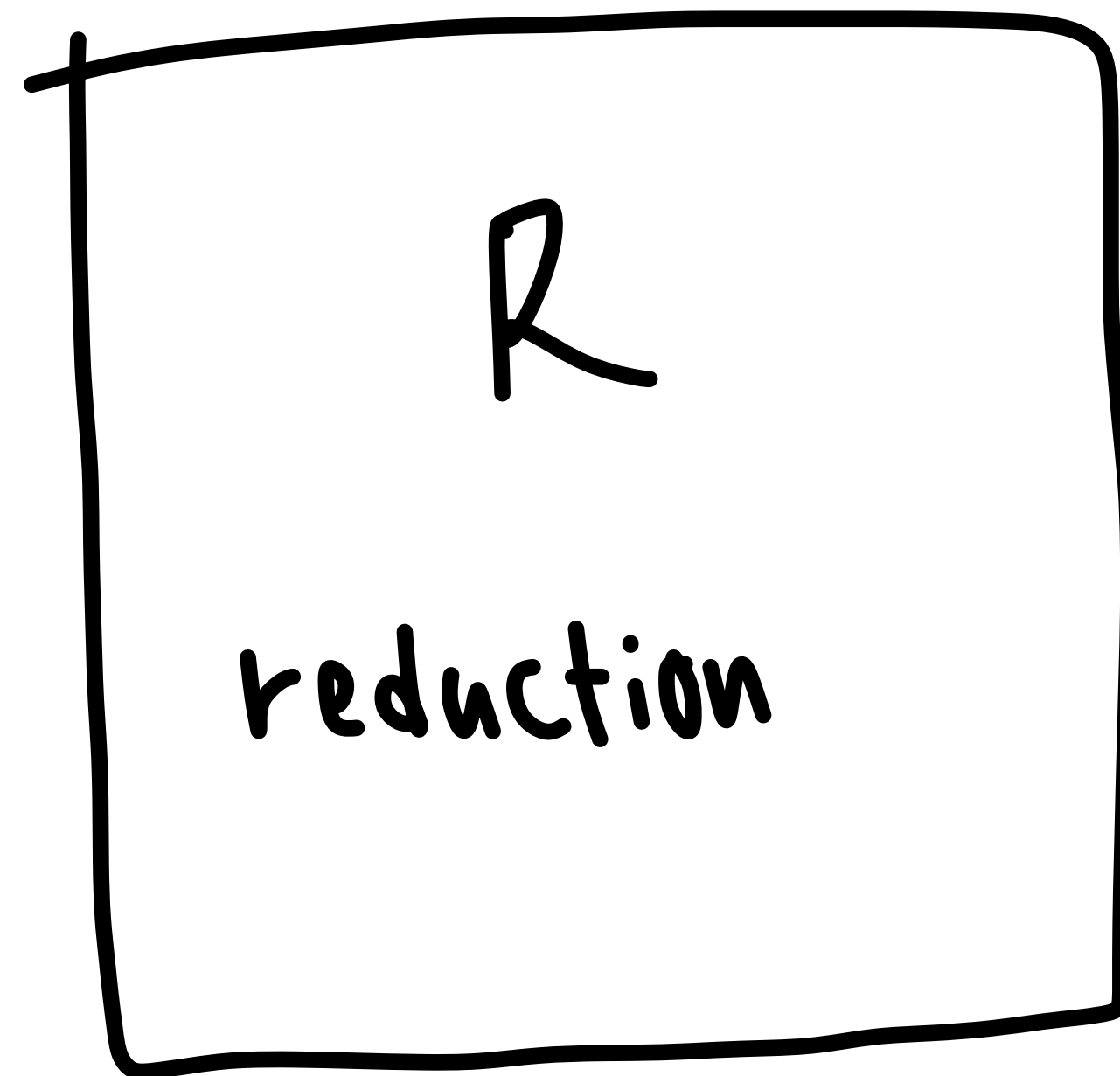


Initial Attempt

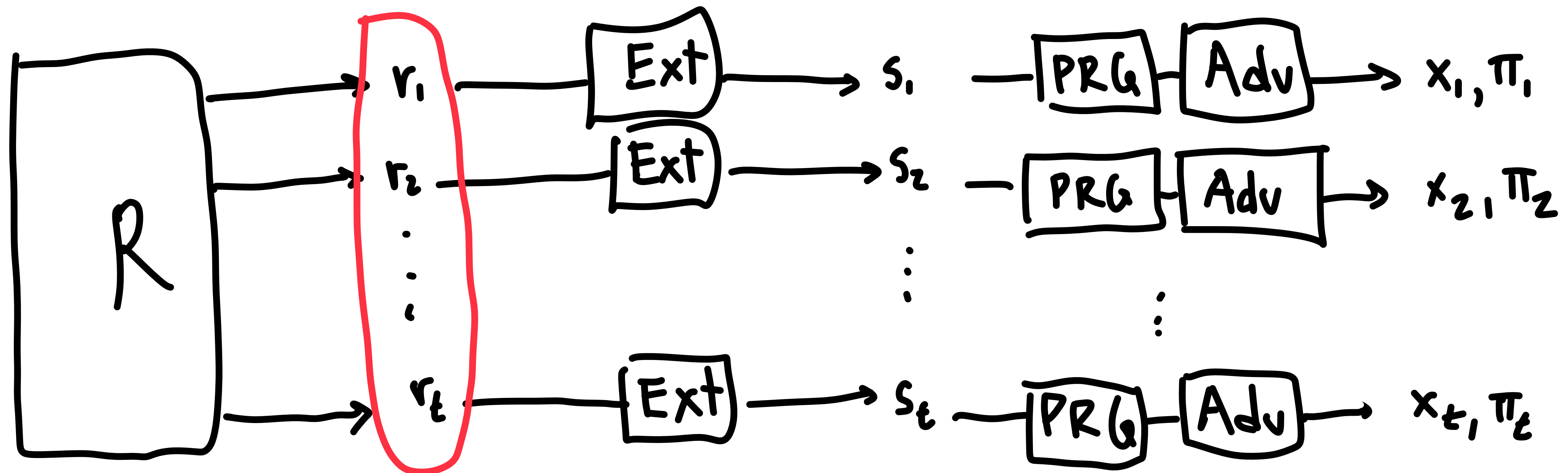


Initial Attempt

(almost) never triggered
in real security game
where r is random

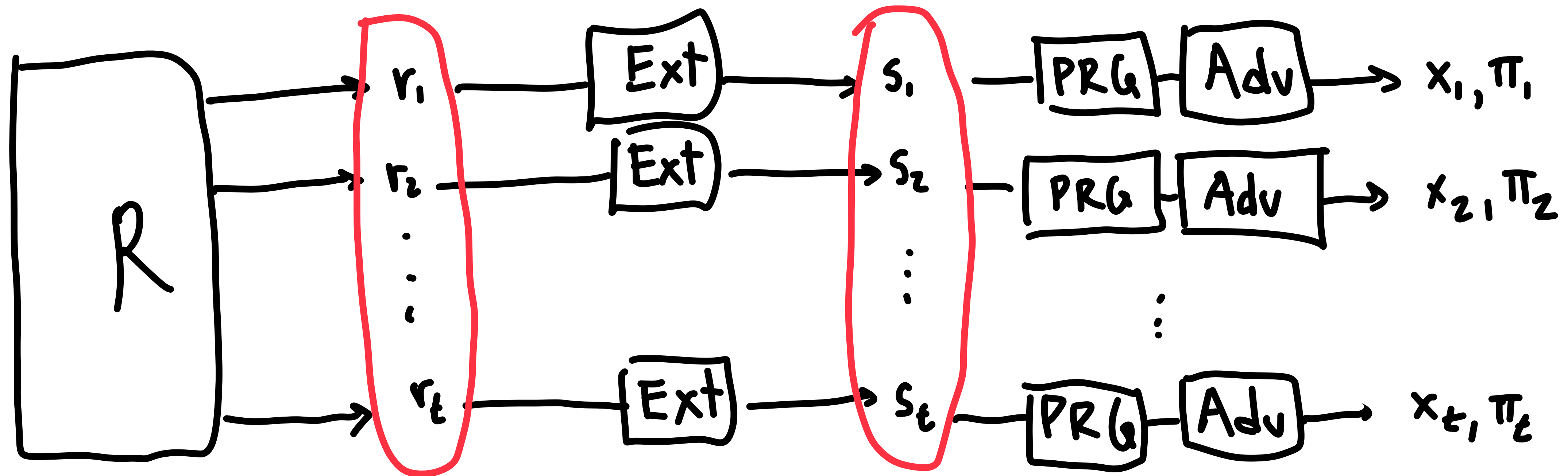


Problem 1: Correlated queries



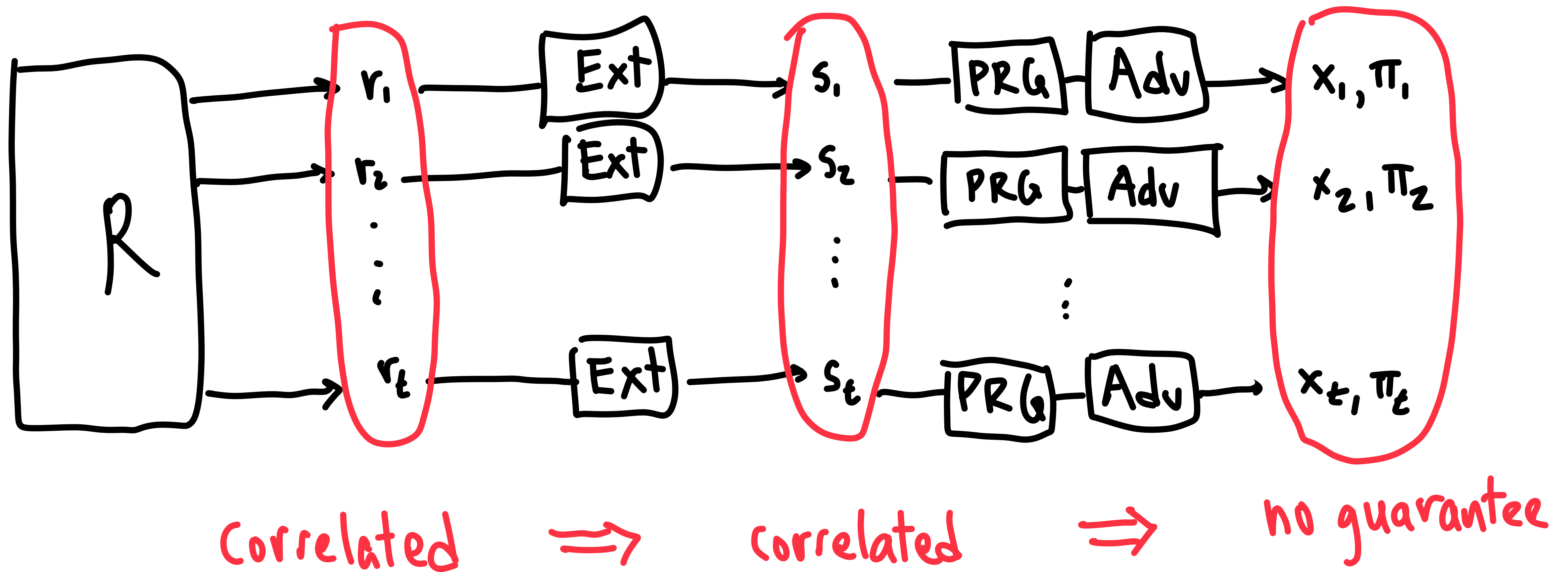
Correlated

Problem 1: correlated queries

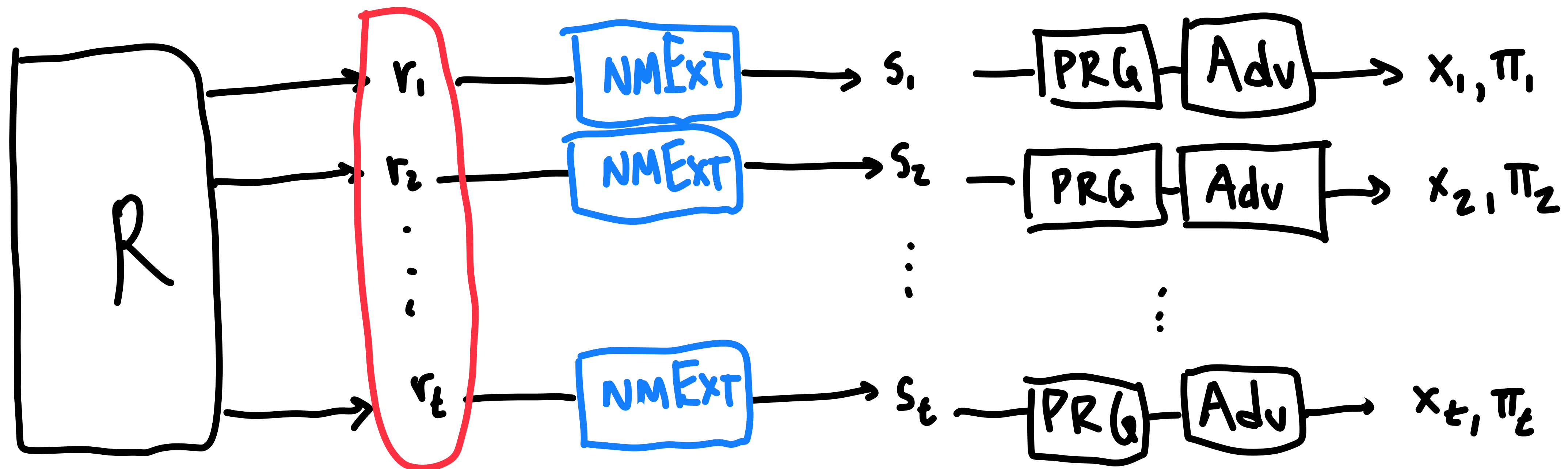


Correlated $\Rightarrow$ correlated

Problem 1: correlated queries

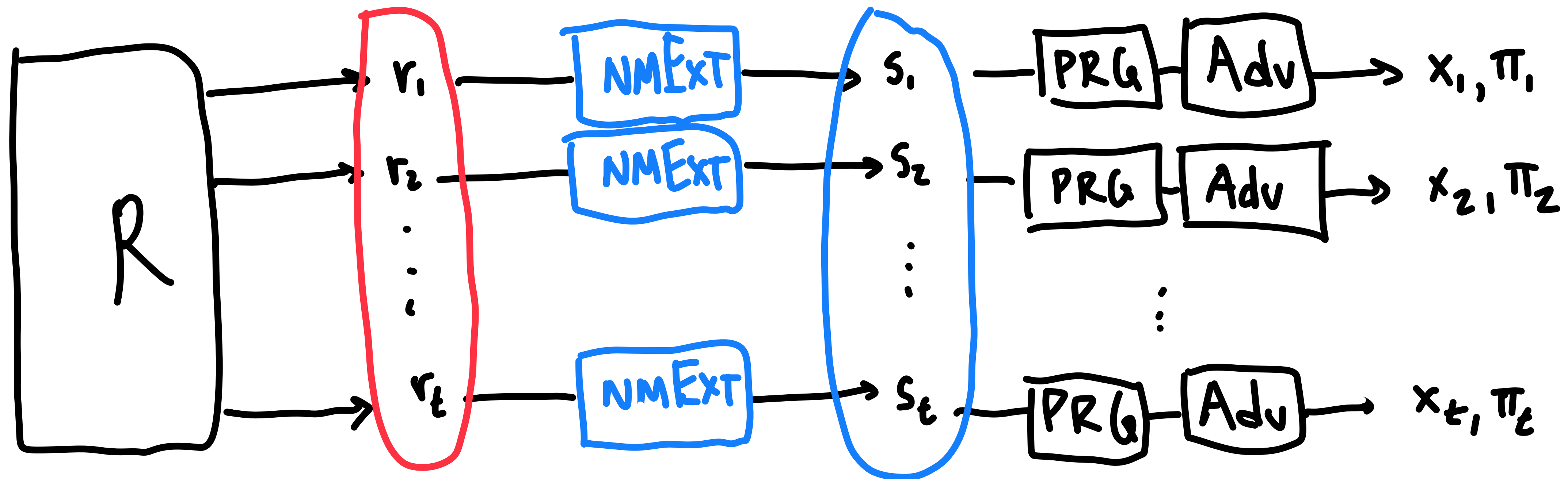


Problem 1: Correlated queries



Correlated

Problem 1: correlated queries

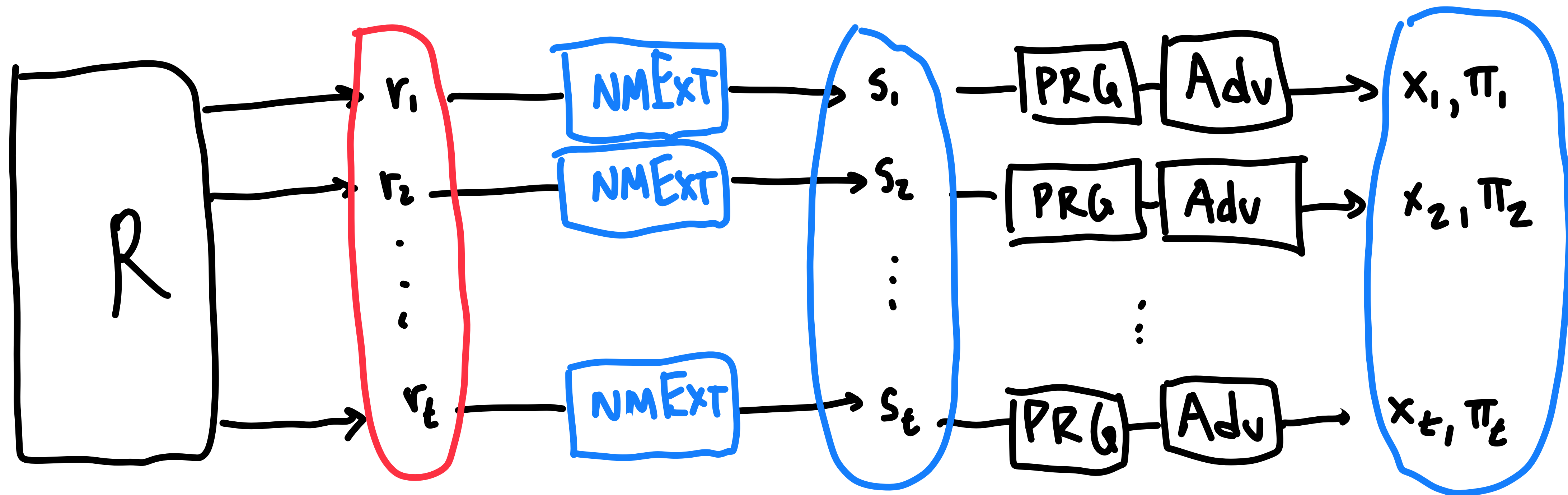


Correlated

each s_i random,
even given
other s_j

Tampering: fix r_i & nondeterministically
sample consistent π_i , use to sample r_j

Problem 1: correlated queries



Correlated

each s_i random,

$\Rightarrow$ leakage simulation

even given
other s_j

works

(in hybrid argument)

Tampering: fix r_i & nondeterministically
sample consistent π_i , use to sample r_j

Problem 2:

efficient Sim can't check $\Pr[R \rightarrow (CRS, r)]$ high
to know when to output $\perp \dots$

Problem 2:

efficient Sim can't check $\Pr[R \rightarrow (\text{CRS}, r)]$ high
to know when to output $\perp$...

→ Sim will ultimately use D^* (not $\overline{D}^*$ like Adv)
so just sample that (instead of $\perp$)

Problem 2:

efficient Sim can't check $\Pr[R \rightarrow (\text{CRS}, r)]$ high
to know when to output $\perp \dots$

→ Sim will ultimately use D^* (not $\overline{D}^*$ like Adv)
so just sample that (instead of $\perp$)

Problem 3: in PRG hybrids, need to simulate $\overline{D}^*$ which is not
poly time
⇒ this PRG is not poly time...

Problem 2:

efficient Sim can't check $\Pr[R \rightarrow (\text{CRS}, r)]$ high
to know when to output $\perp$...

→ Sim will ultimately use D^* (not $\bar{D}^*$ like Adv)
so just sample that (instead of $\perp$)

Problem 3: in PRG hybrids, need to simulate $\bar{D}^*$ which is not
poly time
⇒ this PRG is not poly time...

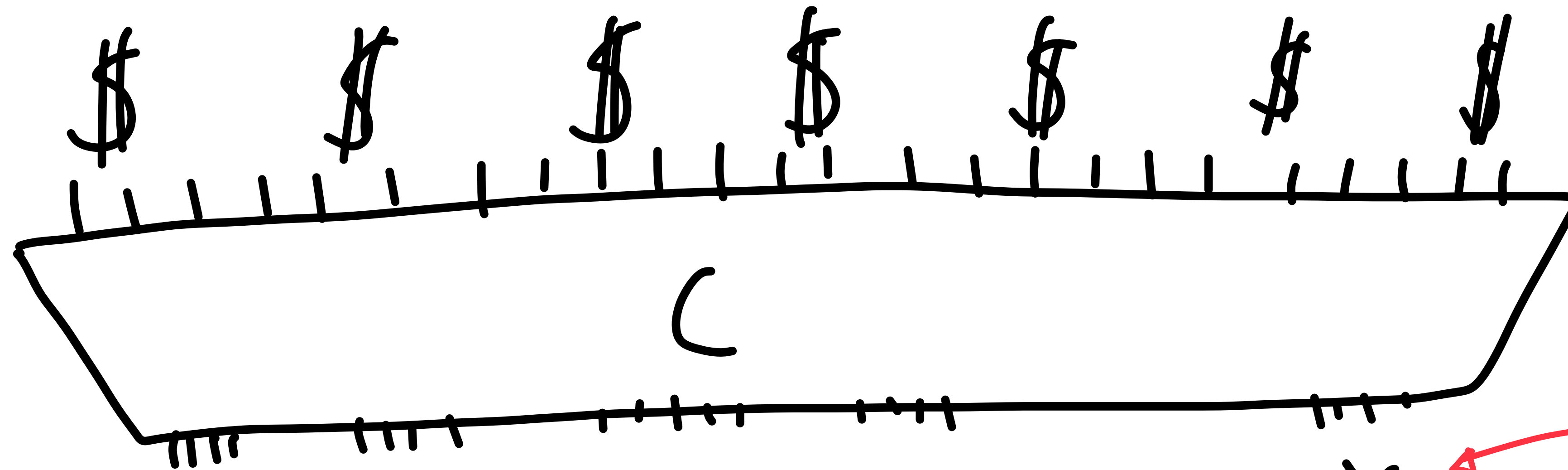
→ use 2 PRGs, easy PRG AND hard PRG, initially
and carefully switch all to easy in Sim.

Recap

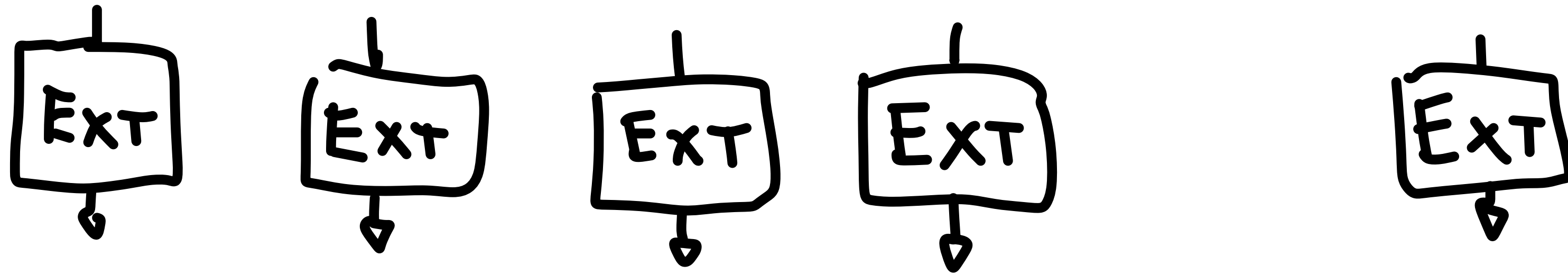
I. (seedless) ϵ -NON-MALLEABLE EXTRACTORS
for poly size sources and tampering.

II. how to use these extractors
to prove black-box separations.

OPEN Problem: Local Extraction from MANY correlated sources



X_1 X_2 X_3 X_4 ... X_t



(jointly) Pseudorandom

promise:

① $H_\infty(X_i) \geq k$

② $X_i \neq X_j$
never take
same value

this paper: $t < k$.
want: $t \gg k$.