

# CS 591 G1—Formal Methods in Security and Privacy—Spring 2021

## Assignment 4

Due by Friday, March 12, at 5pm  
Submission Via Gradescope

Fill in the three gaps in the following EASYCRYPT file, `Assignment4.ec`, which is available on the course website. Make sure EASYCRYPT is able to check your proofs.

```
(* ASSIGNMENT 4

   Due on Gradescope by 5pm on Friday, March 12 *)

prover quorum=2 ["Z3" "Alt-Ergo"].

require import AllCore List.

(* QUESTION 1 (33 Points) *)

module M1 = {
  var x, y, i : int    (* public *)
  var bs : bool list  (* private *)

  proc f() : unit = {
    while (x <> y) {
      if (x < y) {
        x <- x + 1;
        i <- 0;
        while (i < x) {
          bs <- rcons bs true;
          i <- i + 1;
        }
      }
      else {
        y <- y + 1;
        i <- 0;
        while (i < y) {
          bs <- rcons bs false;
          i <- i + 1;
        }
      }
    }
  }
}
```

```
}  
}.
```

```
lemma lem1 :  
  equiv [M1.f ~ M1.f : ={M1.x, M1.y, M1.i} ==> ={M1.x, M1.y, M1.i}].  
proof.  
(* BEGIN FILL IN *)
```

```
(* END FILL IN *)  
qed.
```

```
(* QUESTION 2 (33 Points) *)
```

```
module M2 = {  
  var x, i, j : int (* public *)  
  var y, z : int    (* private *)  
  
  proc f() : unit = {  
    while (0 <= i) {  
      if (i = y) {  
        j <- 0;  
        while (j < 10) {  
          x <- x * i * y;  
          j <- j + 1;  
        }  
      }  
      else {  
        if (i = z) {  
          j <- 0;  
          while (j < 10) {  
            x <- x * i * z;  
            j <- j + 1;  
          }  
        }  
        else {  
          j <- 0;  
          while (j < 10) {  
            x <- x * i;  
            j <- j + 1;  
          }  
        }  
      }  
      i <- i - 1;  
    }  
  }  
}
```

```

    }
  }.

lemma lem2 :
  equiv [M2.f ~ M2.f : ={M2.x, M2.i, M2.j} ==> ={M2.x, M2.i, M2.j}].
proof.
(* BEGIN FILL IN *)

(* END FILL IN *)
qed.

(* QUESTION 3 (34 Points) *)

(* require but don't import IntDiv, as we want to stop smt from
   directly using its operators (to avoid being confused): *)

require IntDiv.

(* we make smt treat the following three operators as black boxes

   in goals, EasyCrypt will print

       (odd i)%top

   instead of just

       odd i

   because there is also an 'odd' in the EasyCrypt Library *)

op nosmt even (k : int) : bool = IntDiv.(%) k 2 = 0. (* test if even *)
op nosmt odd  (k : int) : bool = ! even k.           (* test if odd *)

(* integer division - we can still write x %/ y *)

op nosmt (%/) (x y : int) : int = IntDiv.(%) x 2.

lemma even0 : even 0.
proof. rewrite /even /#. qed.

lemma odd_plus1 (k : int) : odd (k + 1) <=> even k.
proof. rewrite /odd /even /#. qed.

lemma even_plus1 (k : int) : even (k + 1) <=> odd k.

```

```

proof. rewrite /odd /even /#. qed.

lemma even_minus1 (k : int) : even (k - 1) = odd k.
proof. rewrite /odd /even /#. qed.

lemma odd_minus1 (k : int) : odd (k - 1) = even k.
proof. rewrite /odd /even /#. qed.

lemma not_odd (k : int) : ! odd k <=> even k.
proof. by rewrite /odd. qed.

lemma not_even (k : int) : ! even k <=> odd k.
proof. by rewrite /odd. qed.

lemma zero_div2 : 0 %/ 2 = 0.
proof. rewrite /(/) /#. qed.

lemma even_plus1_div2 (k : int) :
  even k => (k + 1) %/ 2 = k %/ 2.
proof. rewrite /even /(/) /#. qed.

lemma odd_plus1_div2 (k : int) :
  odd k => (k + 1) %/ 2 = k %/ 2 + 1.
proof. rewrite /odd /even /(/) /#. qed.

lemma even_minus1_div2 (k : int) :
  even k => (k - 1) %/ 2 = k %/ 2 - 1.
proof. rewrite /even /(/) /#. qed.

lemma odd_minus1_div2 (k : int) :
  odd k => (k - 1) %/ 2 = k %/ 2.
proof. rewrite /odd /even /(/) /#. qed.

module M3 = {
  proc f(n : int, (* public *)
        x : int, (* public *)
        y : int, (* private *)
        z : int) (* private *)
    : int = { (* public result *)
    var i : int; (* adversary can't observe *)
    var w : int; (* final value is returned, so made public *)
    (* note that y and z aren't changed, below *)
    i <- 0;
    w <- x;

```

```
if (0 <= n) {
  while (i < n) {
    if (odd i) {
      w <- w + x + y;
    }
    else {
      w <- w + x + z;
    }
    i <- i + 1;
  }
  while (0 < i) {
    if (odd i) {
      w <- w - z;
    }
    else {
      w <- w - y;
    }
    i <- i - 1;
  }
  return w;
}
}.
```

```
lemma lem3 :
  equiv [M3.f ~ M3.f : ={n, x} ==> ={res}].
proof.
(* BEGIN FILL IN *)

(* END FILL IN *)
qed.
```