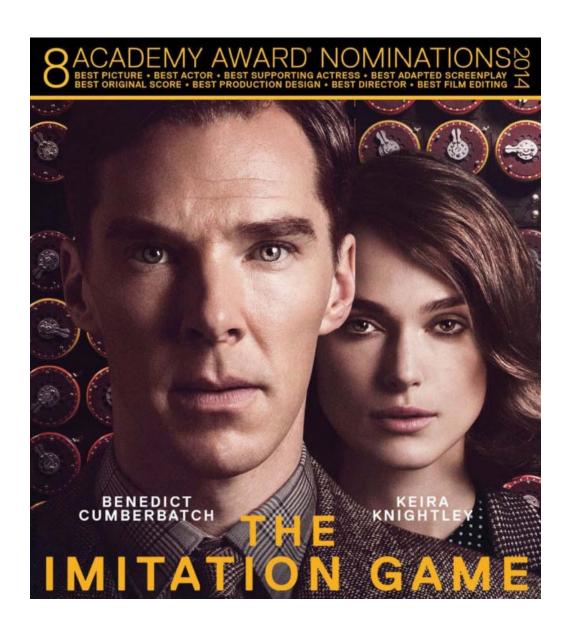
模仿遊戲

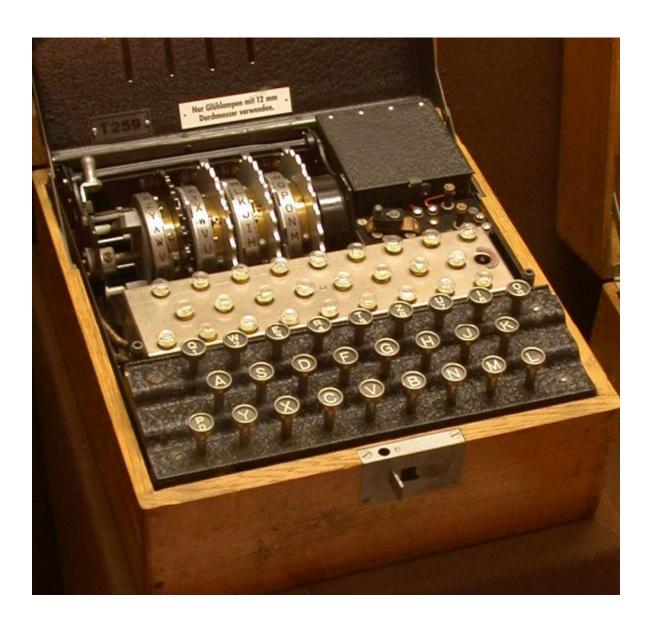
2014

班奈狄克·康柏拜區 綺拉·奈特莉

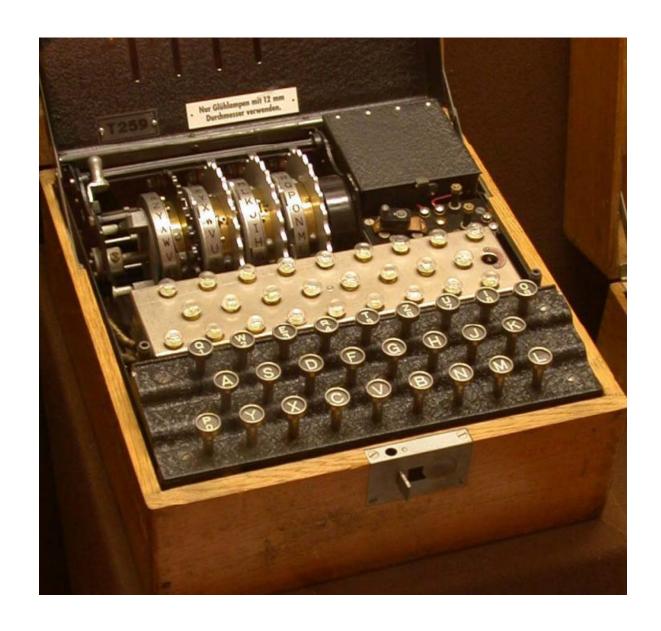


Enigma

恩尼格瑪

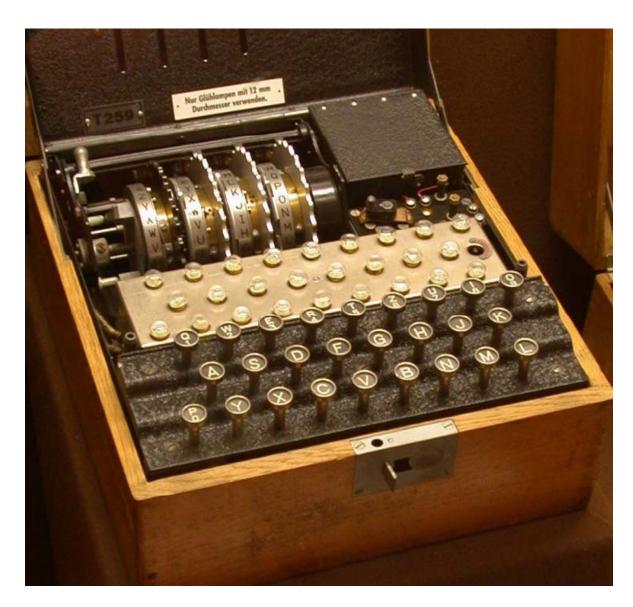


德軍了不起的對稱式加密裝置



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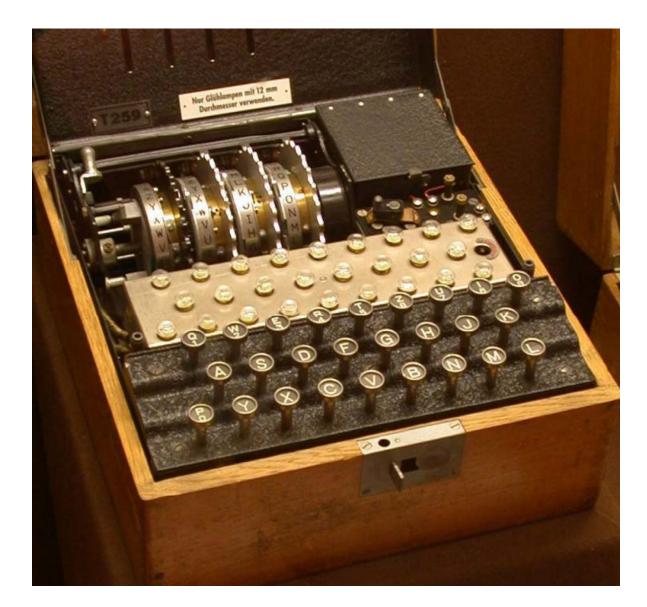
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因為這個東西, 圖靈以及後續的 Keen完成自動 運算裝置Bombe 來協助破解



• 1939 Alan Turing 沒有像電影裡製作那個機器 他提出的是計算理論 (Computation Theory) 以及圖靈機 (Turing Machine) 運算模型

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- 在計畫幾乎被軍方停下的時候, Turing 在酒吧裡聽到那個"女朋友"故事時, 徹夜想到的密碼破解方法 我們現在稱為 Known Plaintext Attack (已知明文攻擊), 如果知道每天某一時間一定會送出來的密文所對應的明文, 破解相同鑰匙加密的密文的難度大幅度降低

這部商業電影裡真的沒有講清楚!?

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- ▶這個方法的精神在 80 年代搖身一 變成為 定義密碼系統安全性 的基 本方法,一直沿用到現在

• 1950, Alan Turing, "Computing Machinery and Intelligence," Mind LIX (236): 433–460

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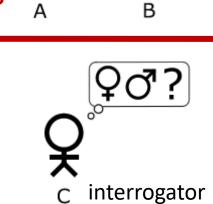




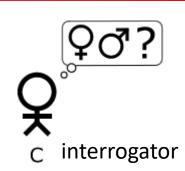
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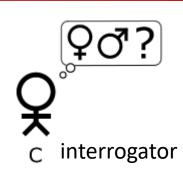
• the **interrogator C**, is given the task of trying to determine whether **player A** is male ____ while **player B** is female or the other way around.



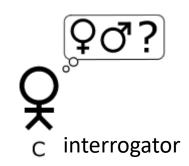
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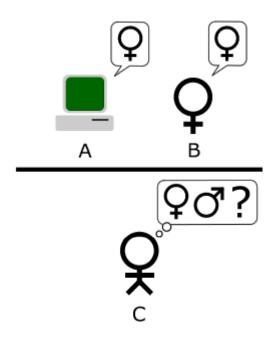
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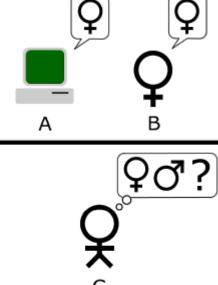
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把A換成機器

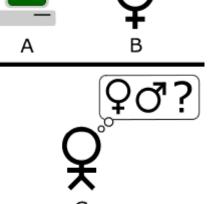


The interrogator C, is given the task of trying to determine which player – A or B – is the lying computer and which is an honest human. The interrogator only uses the responses to written questions to make the decision.



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 "If the interrogator decides wrongly as often when the game is played with the computer as he does when the game is played between a man and a woman", it may be argued that the computer is intelligent.



Finally, a machine is no longer a machine.

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- The Turing test had been passed for the first time.

an indistinguishability game

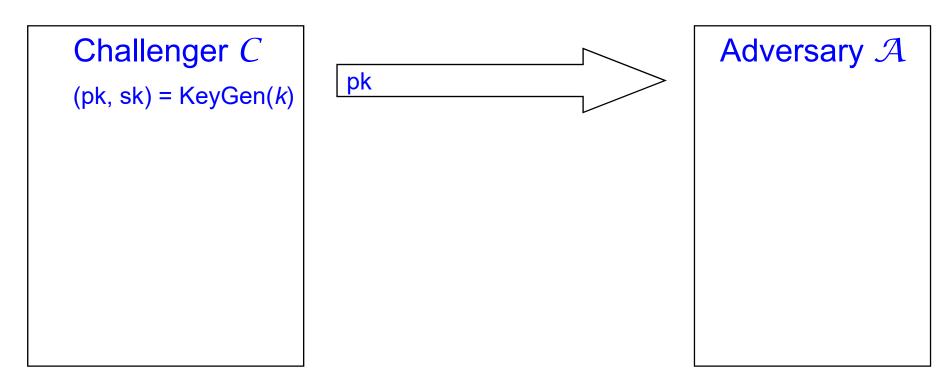
Challenger C

Adversary \mathcal{A}

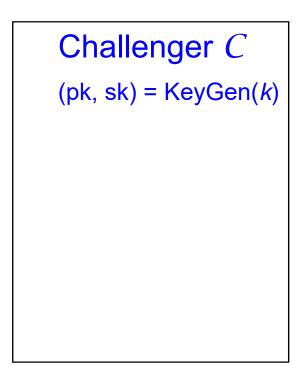
an indistinguishability game

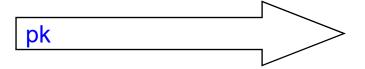
Challenger C
(pk, sk) = KeyGen(k)

Adversary \mathcal{A}



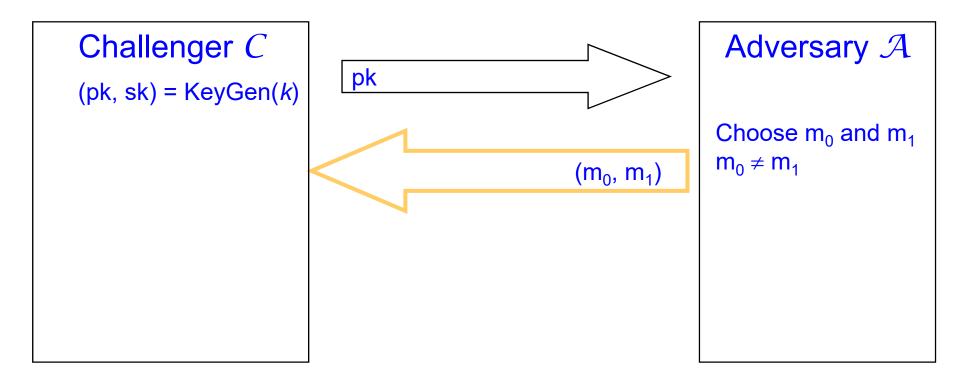
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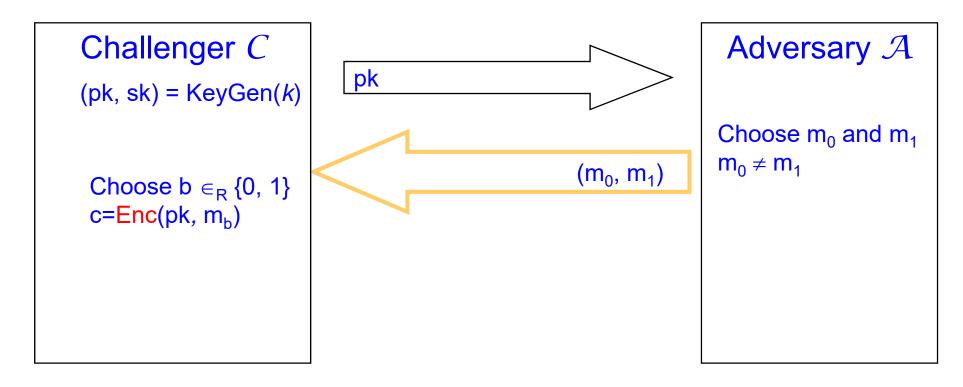


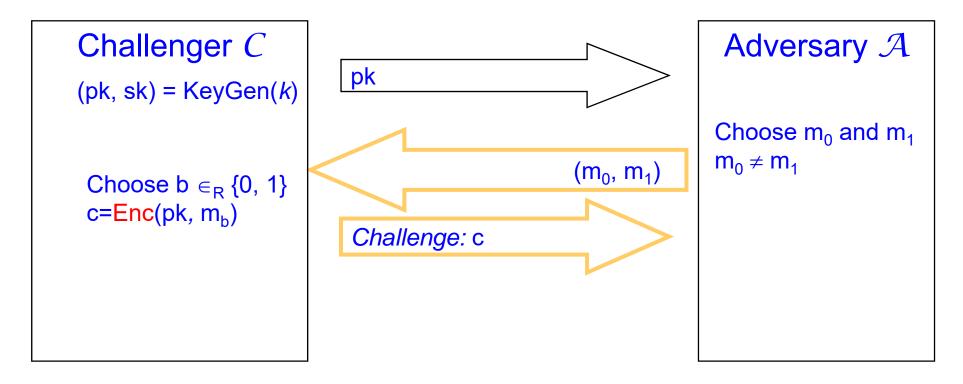


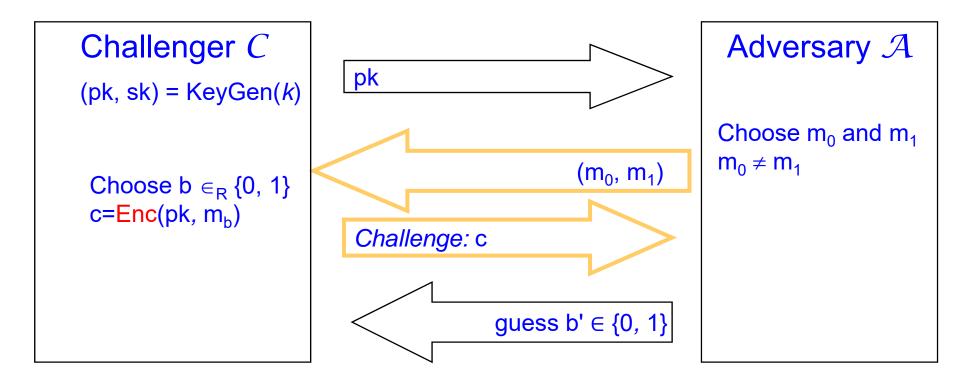
Adversary \mathcal{A}

Choose m_0 and m_1 $m_0 \neq m_1$

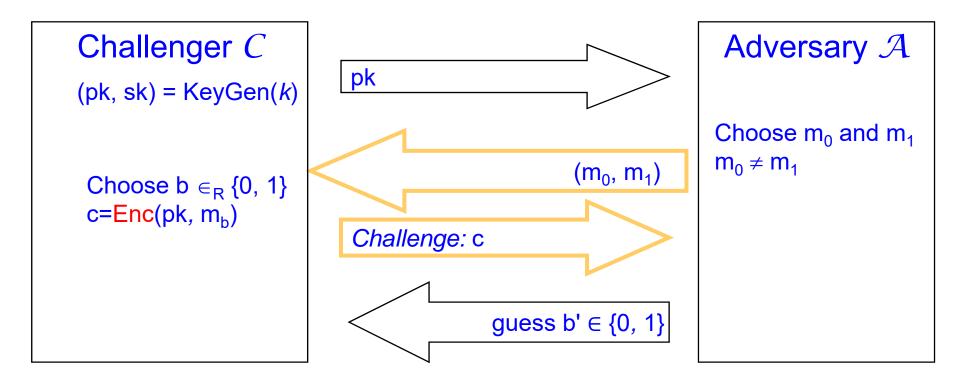






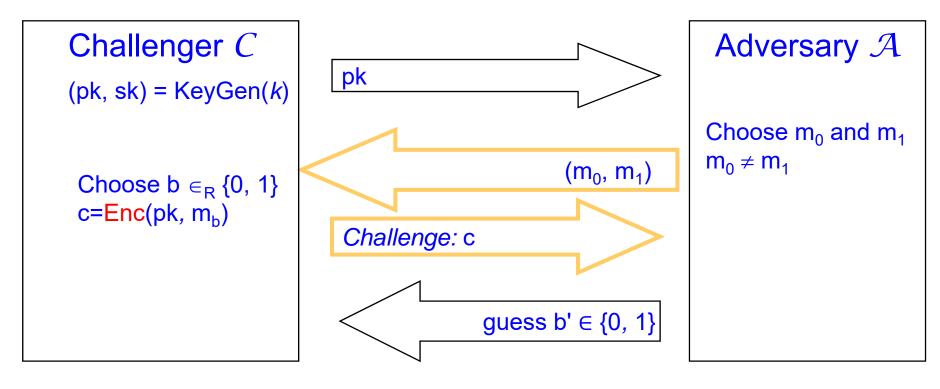


an indistinguishability game



 \mathcal{A} wins the game if b = b'

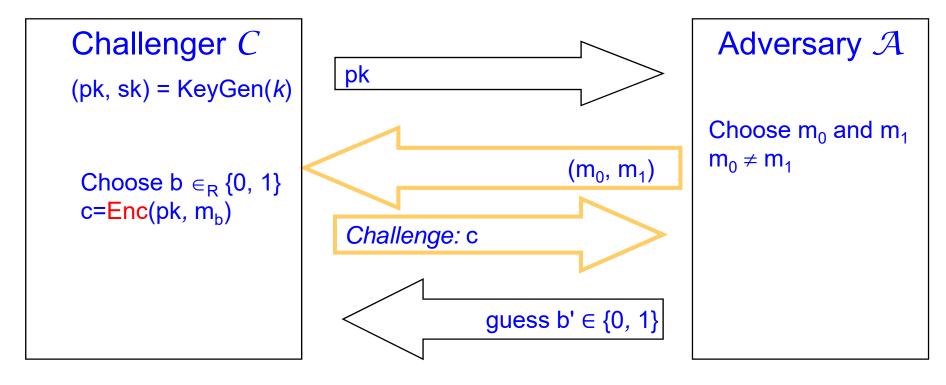
an indistinguishability game



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an indistinguishability game



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Enc(\cdot) is secure if Adv_A(k) is negligible

不可分辨性