

Lattices in cryptography: cryptanalysis, constructions and reductions

Alice Pellet--Mary

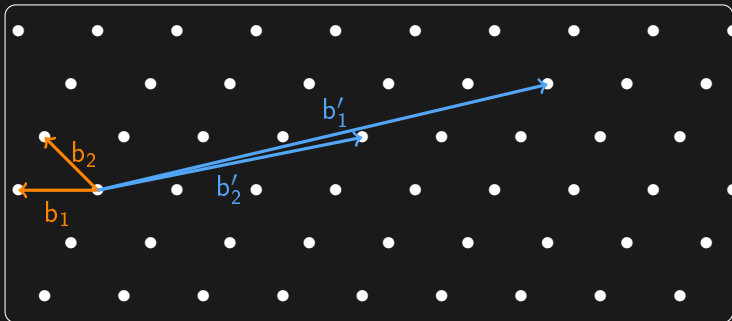
CNRS and Université de Bordeaux

Journées C2, 2023

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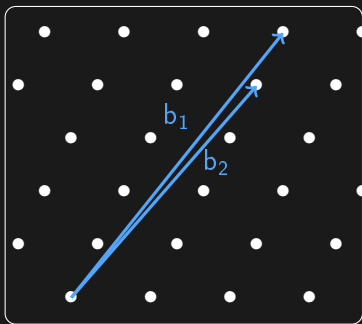
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de **BORDEAUX**



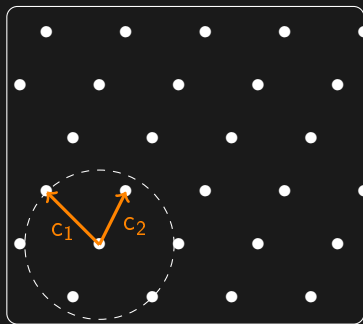
- ▶ $\mathcal{L} = \{\sum_{i=1}^n x_i \mathbf{b}_i \mid \forall i, x_i \in \mathbb{Z}\}$ is a lattice
- ▶ $(\mathbf{b}_1, \dots, \mathbf{b}_n) =: B \in \text{GL}_n(\mathbb{R})$ is a basis (not unique)

Short basis problem

Input:



Output:

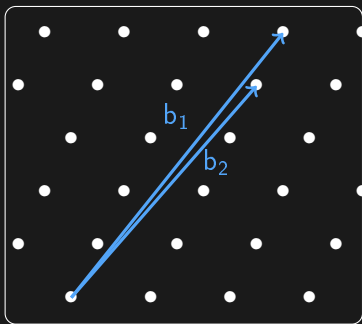


Shortest basis problem

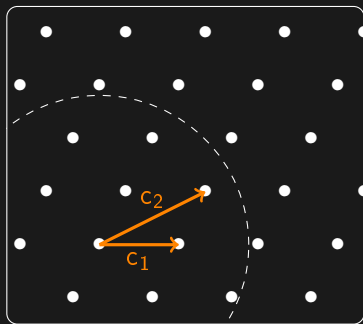
$$\max_i \|c_i\| \leq \min_{B' \text{ basis of } L} \left(\max_i \|b'_i\| \right)$$

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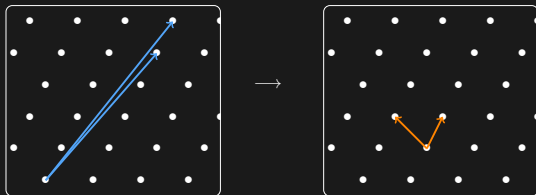
Output:



Approximate short basis problem

$$\max_i \|c_i\| \leq \gamma \cdot \min_{B' \text{ basis of } L} \left(\max_i \|b'_i\| \right)$$

Lattice reduction algorithms



Dimension 2: Lagrange-Gauss algorithm

video

Dimension 2: Lagrange-Gauss algorithm

video

Theorem: The algorithm

- ▶ finds a **shortest basis**
- ▶ runs in **polynomial time**

The LLL algorithm [LLL82]

Input: basis $B = (b_1, \dots, b_n)$

[LLL82] Lenstra, Lenstra, and Lovász. Factoring polynomials with rational coefficients. *Mathematische annalen*.

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Main idea: improve the basis locally on blocks of dimension 2
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Algorithm:

- ▶ while there exists i such that (b_i, b_{i+1}) is not a shortest basis of L_i (L_i is roughly the lattice spanned by (b_i, b_{i+1}))
 - ▶ run Lagrange-Gauss on L_i

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This algorithm

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- ▶ does not run in polynomial time

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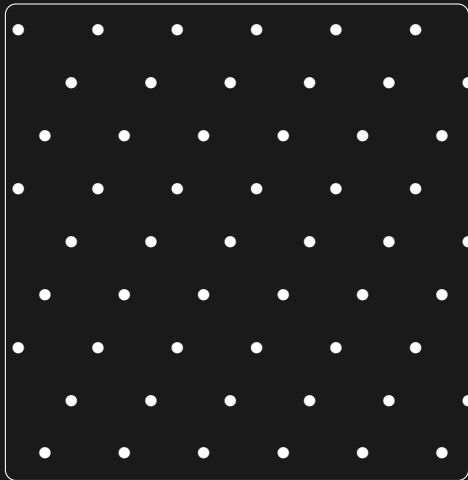
- ▶ while there exists i such that (b_i, b_{i+1}) is not a γ' -short basis of L_i with $\gamma' = 4/3$
(L_i is roughly the lattice spanned by (b_i, b_{i+1}))
 - ▶ run Lagrange-Gauss on L_i

This algorithm

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- ▶ runs in polynomial time

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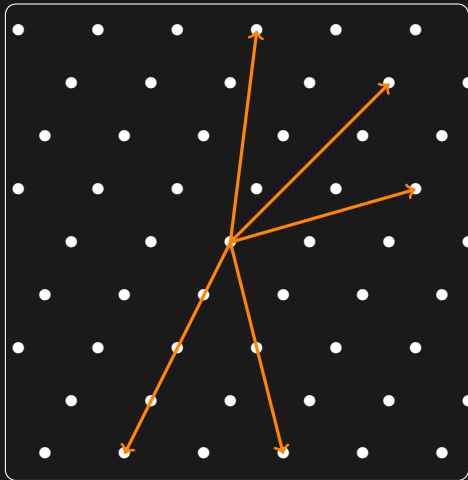
Sieving algorithm [AKS01]



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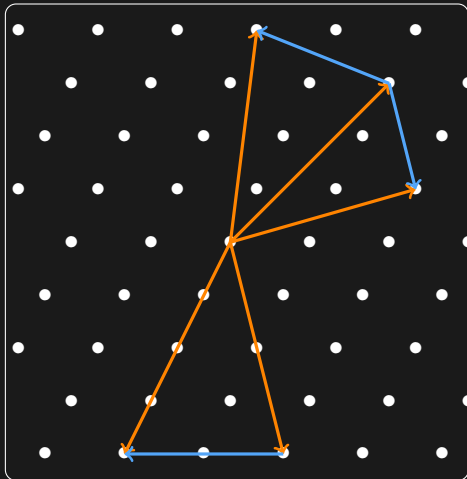


Sieving:

- ▶ Create many large vectors

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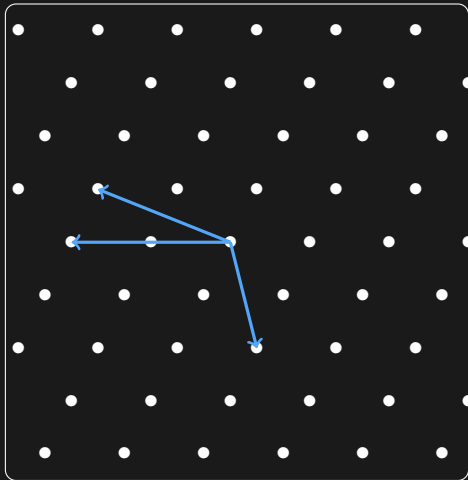
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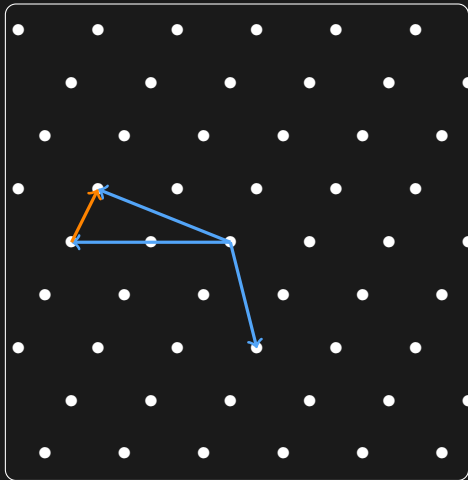
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Sieving:

- ▶ Create many large vectors
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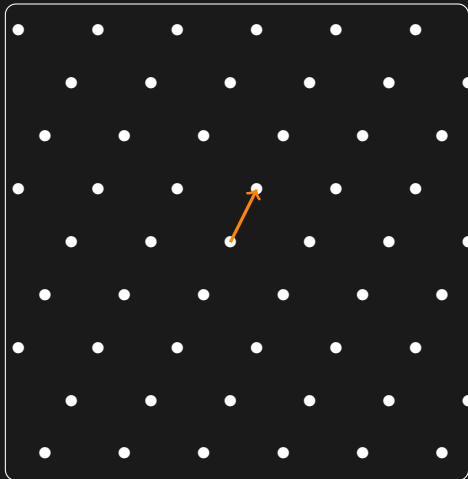
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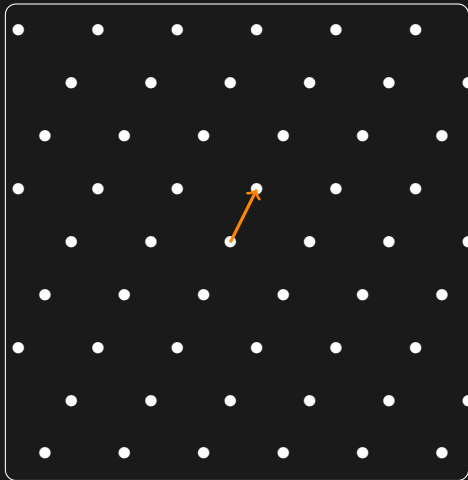


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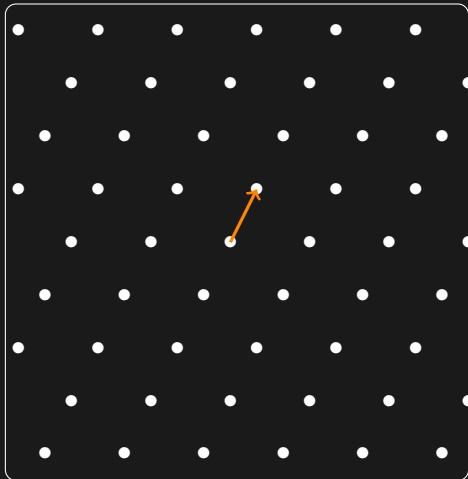


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Size of the initial list: $2^{O(n)}$

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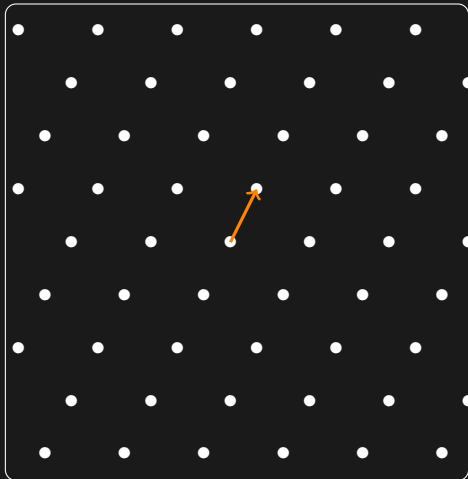
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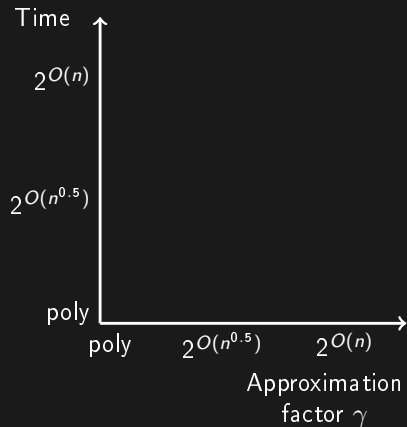
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Size of the initial list: $2^{O(n)}$

- ▶ finds a shortest basis
- ▶ runs in time $2^{O(n)}$

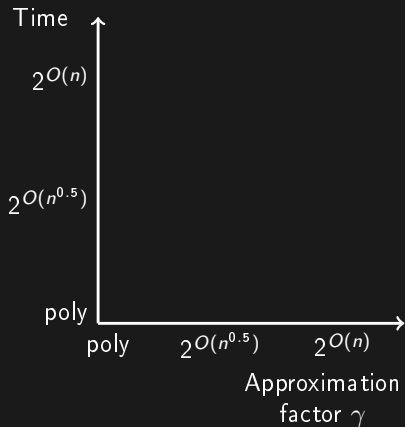
Summary and BKZ



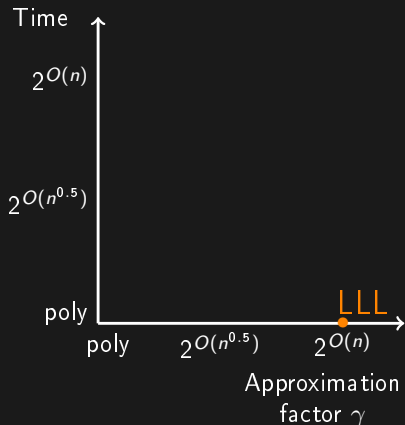
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Lagrange-Gauss algorithm: dim 2

- ▶ shortest basis
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LLL algorithm: $\dim n$

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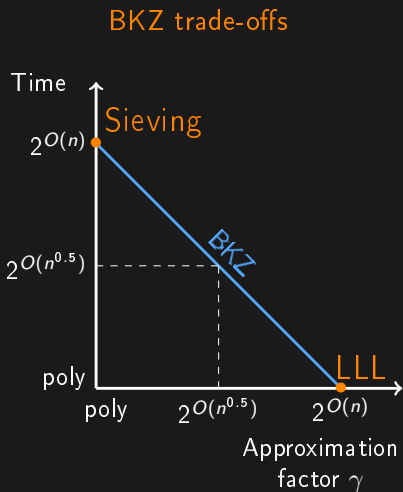
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BKZ algorithm: combine LLL + Sieving \Rightarrow various trade-offs

Some concrete numbers

Finding a shortest basis in practice:

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- ▶ up to $n = 180$ \rightsquigarrow few days on big computers with good code [DSW21]

[DSW21] Ducas, Stevens, van Woerden. Advanced Lattice Sieving on GPUs, with Tensor Cores.

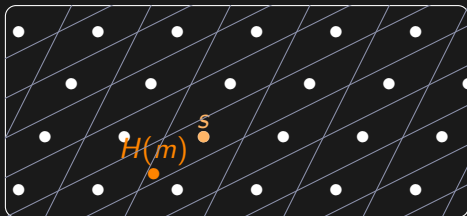
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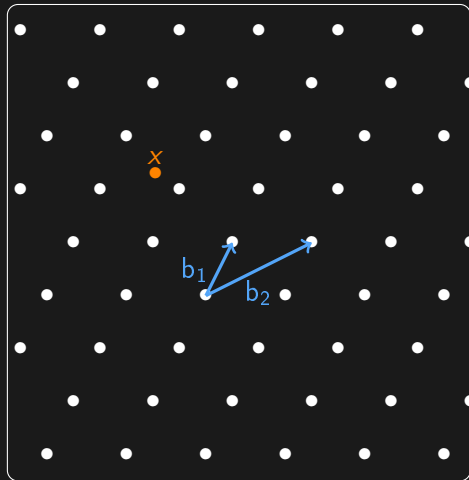
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- ▶ from $n = 500$ to $n = 1000$ \rightsquigarrow cryptography

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Hash-and-sign signature

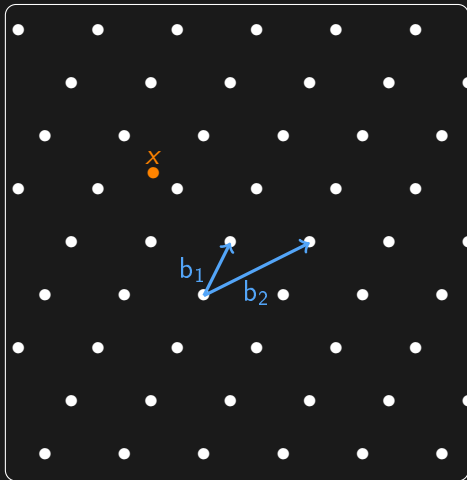


Decoding in a lattice using a short basis



Input: $x = 3.7 \cdot b_1 - 1.4 \cdot b_2$

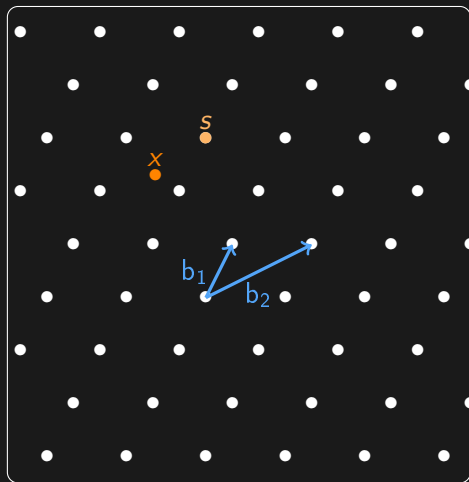
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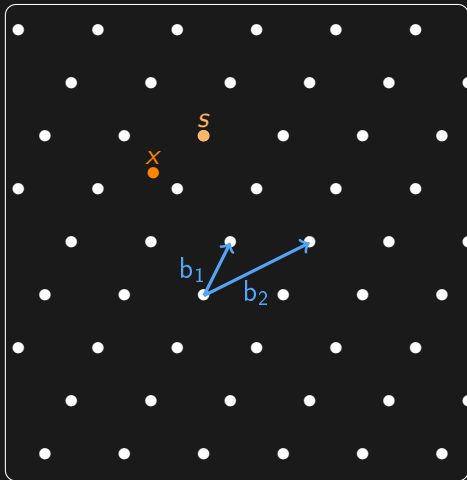


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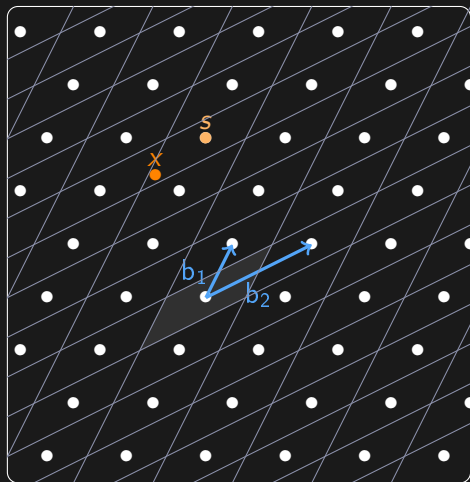
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The smaller the basis, the closer
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(called Babai's round-off algorithm)

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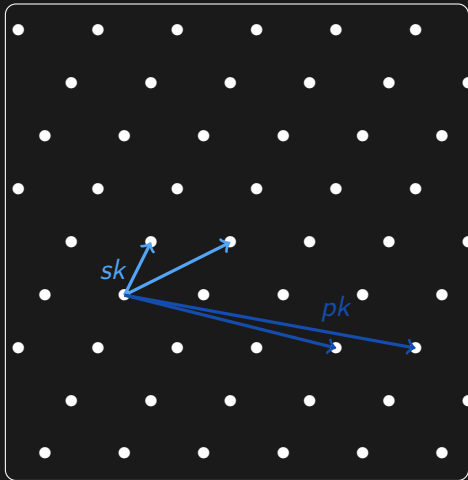
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$$\text{parallelogram} = \left\{ x_1 b_1 + x_2 b_2 \mid |x_i| \leq \frac{1}{2} \right\}$$

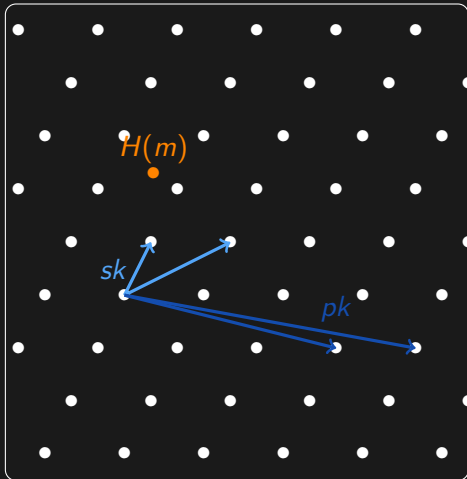
Hash-and-sign: first idea [GGH97]



KeyGen:

- ▶ $pk =$ bad basis of \mathcal{L}
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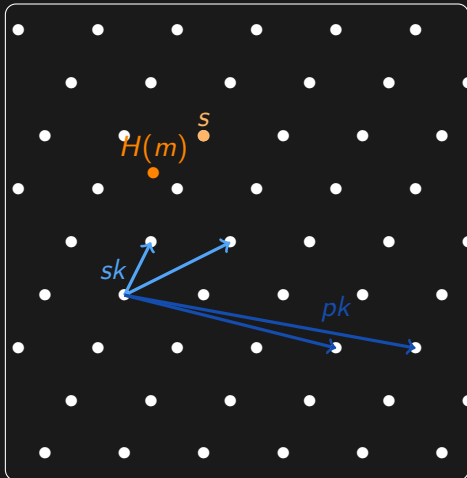
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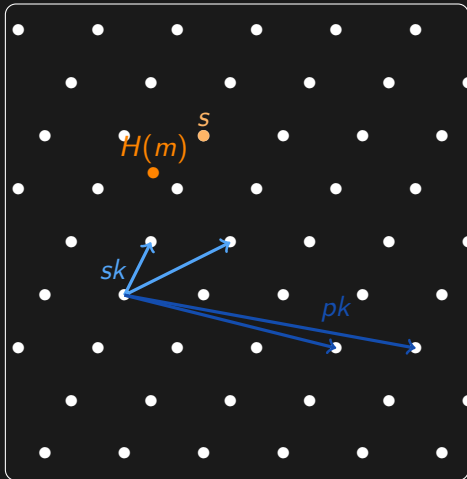
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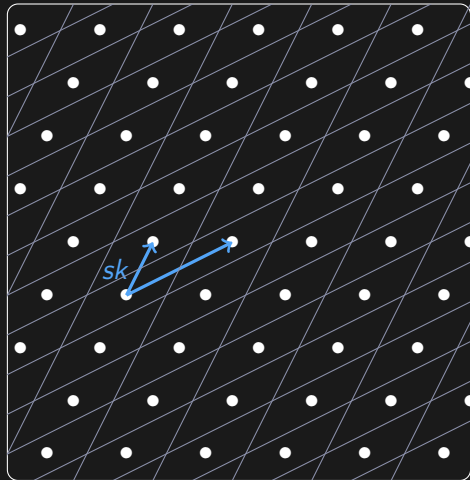
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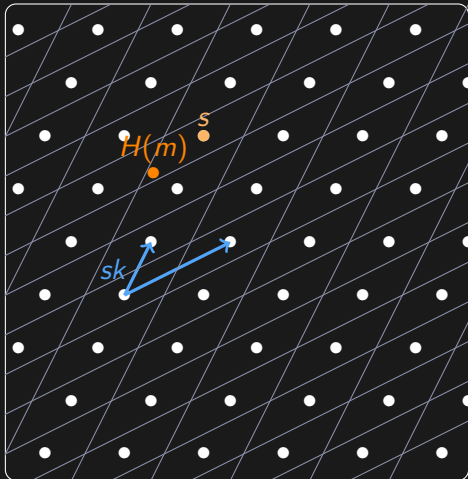
Verify(s, pk):

- ▶ check that $s \in \mathcal{L}$
- ▶ check that $H(m) - s$ is small



Parallelepiped attack:

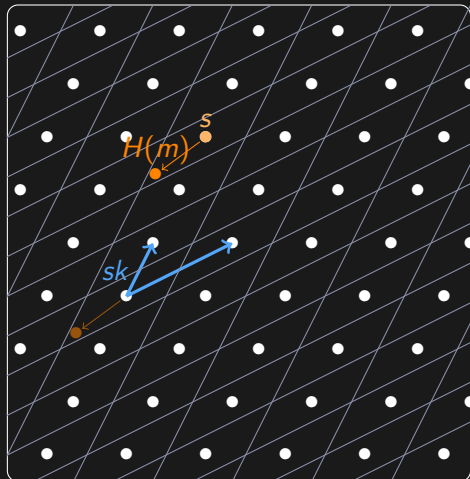
Attack on this first idea [NR06]



Parallelepiped attack:

- ▶ ask for a signature s on m

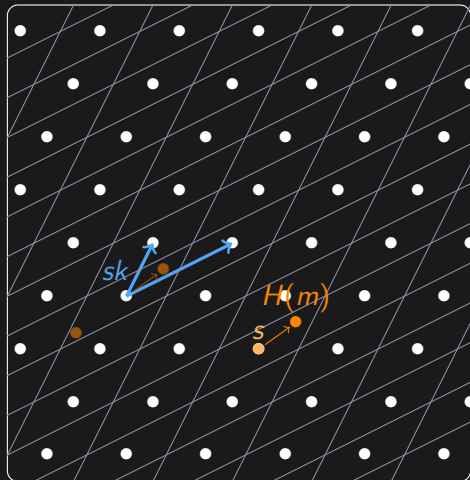
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Parallelepiped attack:

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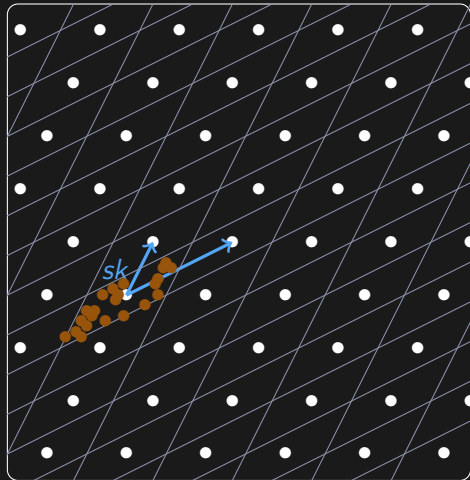
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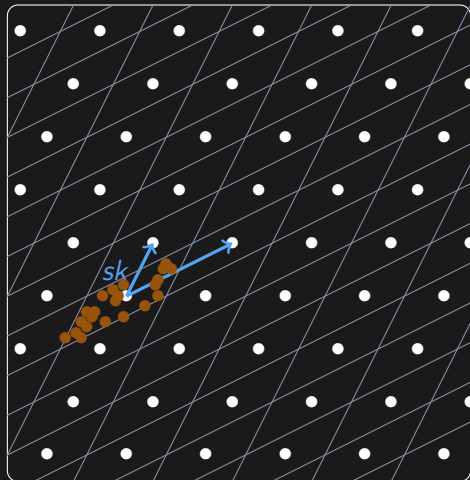
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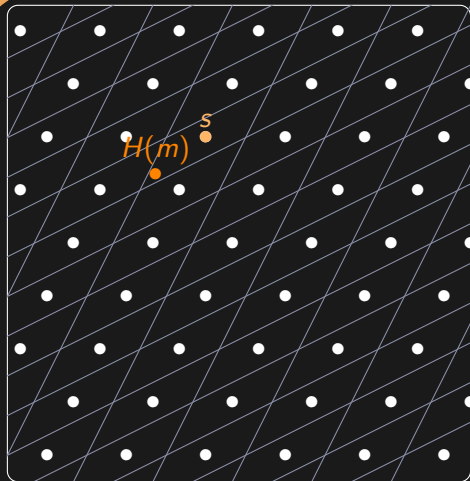


Parallelepiped attack:

- ▶ ask for a signature s on m
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From the shape of the parallelepiped, one can recover the short basis

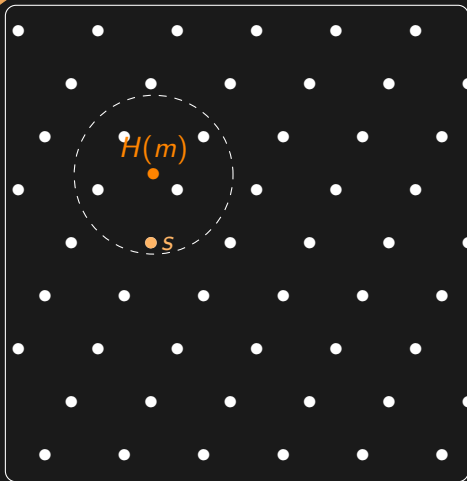
Preventing the attack [GPV08]



Idea: do not decode
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[GPV08] Gentry, Peikert, and Vaikuntanathan. Trapdoors for hard lattices and new cryptographic constructions. STOC.

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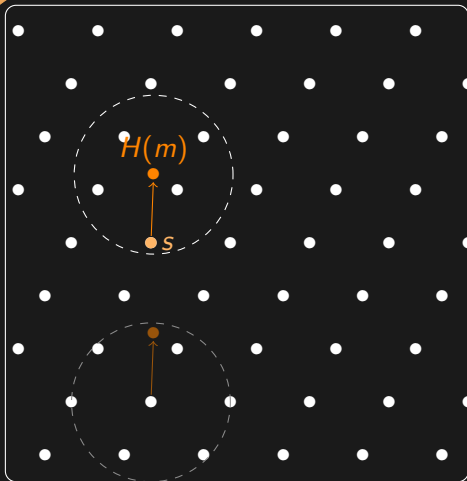
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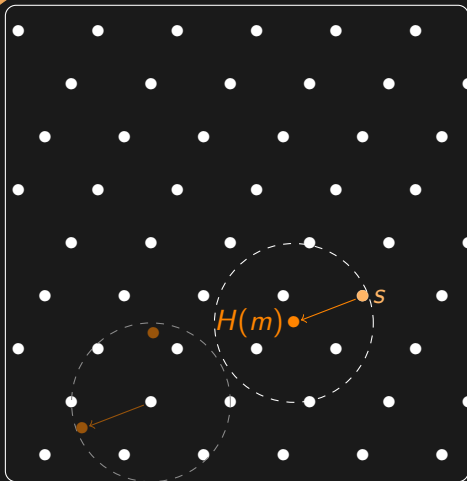
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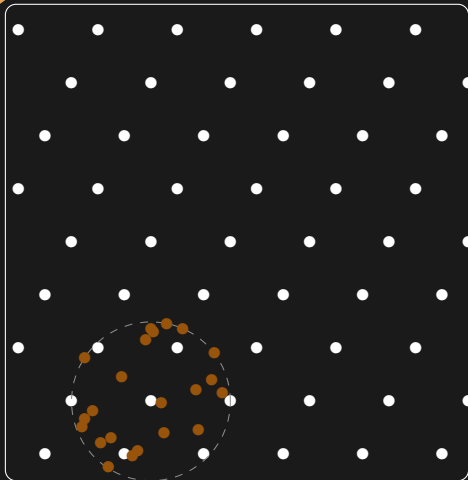
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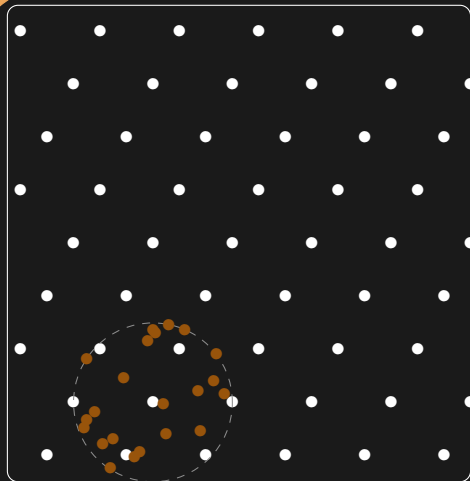
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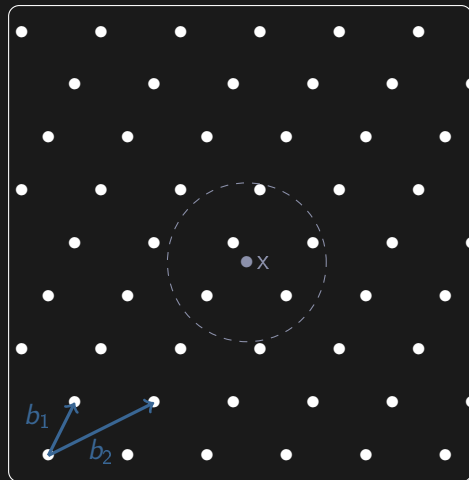
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Lemma: if an adversary can forge signatures, then she can recover a short basis of \mathcal{L} using only pk (in the ROM)

[GPV08] Gentry, Peikert, and Vaikuntanathan. Trapdoors for hard lattices and new cryptographic constructions. STOC.

Sampling uniformly in a ball [PP21]

Input: center x , radius r
(and a short basis (b_1, \dots, b_n))
Output: $s \leftarrow \mathcal{U}(\mathcal{L} \cap \mathcal{B}_r(x))$



[PP21] Plançon and Prest. Exact Lattice Sampling from Non-Gaussian Distributions. PKC.

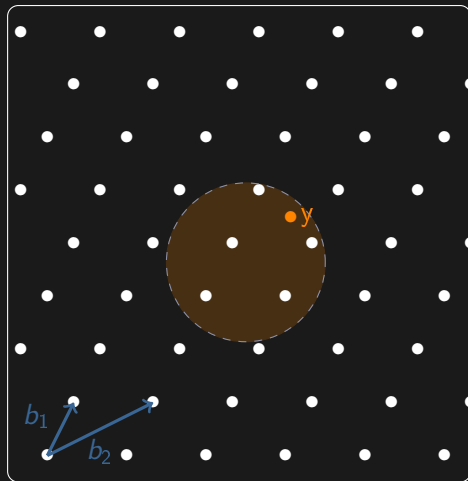
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Algo:

- ▶ Sample $y \leftarrow \mathcal{U}(\mathcal{B}_r(x))$
(continuous distribution)



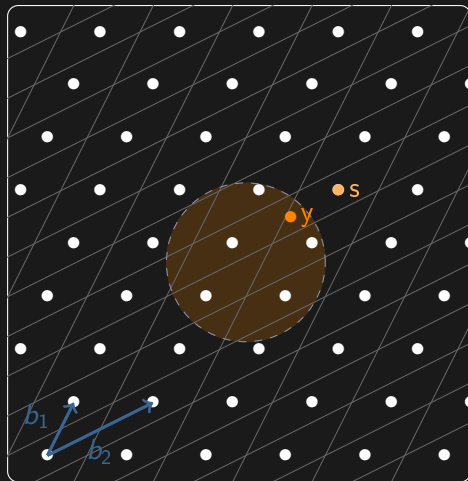
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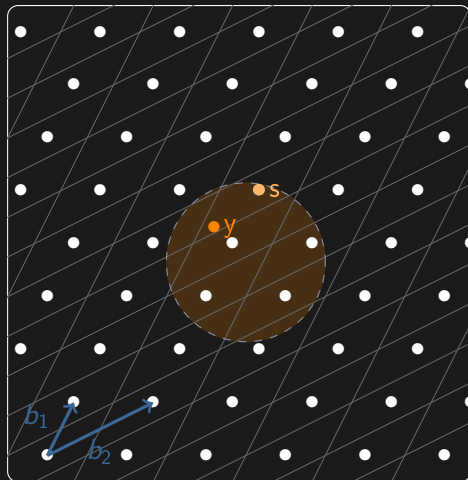
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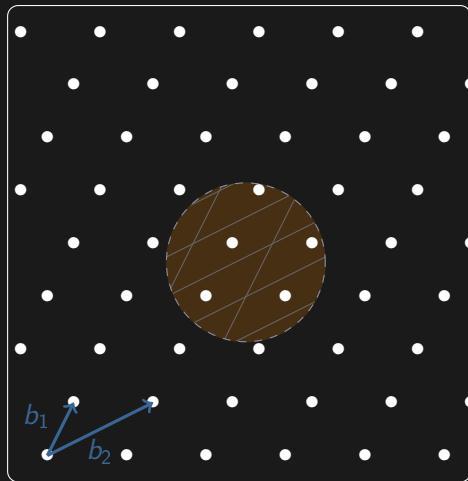
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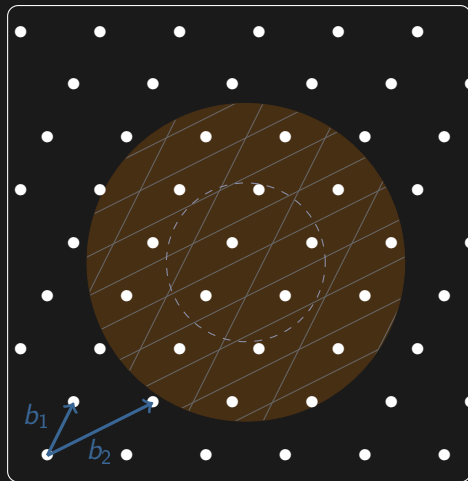
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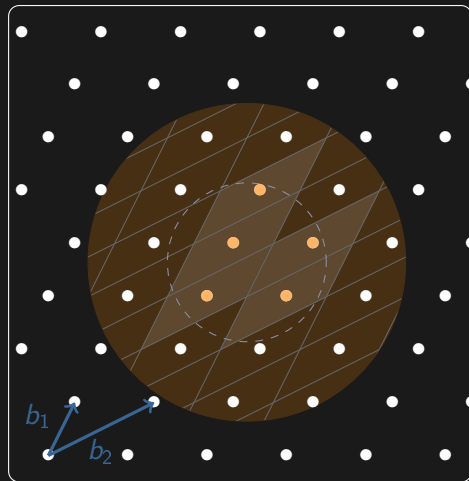
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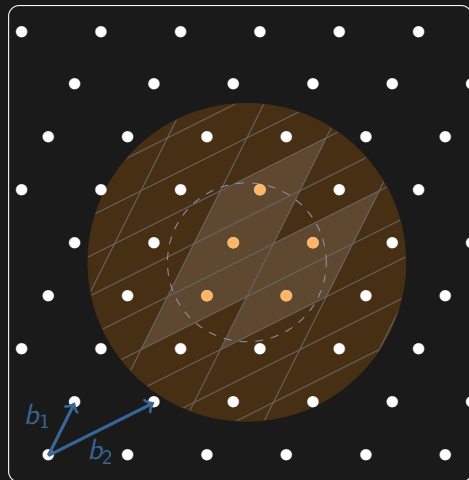
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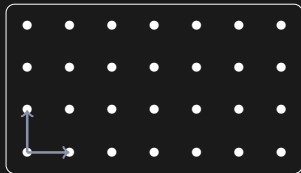
polynomial time if
 $r \geq 2n^2 \cdot \max_i \|b_i\|$



Hash-and-sign signature scheme:

- ▶ requires a lattice \mathcal{L} + a short basis B_s + a bad basis B_p ;
- ▶ provably secure if recovering a short basis from B_p is hard.

How to generate a hard lattice?



What we want: An algorithm `KeyGen` such that

- ▶ `KeyGen` computes
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Worst-possible basis

There is a basis B_0 of \mathcal{L} that can be computed
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- ▶ Compute LLL-reduced basis $C = (c_1, \dots, c_n)$
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- ▶ extract a basis B_0 from the v_j 's
 - ▶ linear algebra \Rightarrow poly time

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There is a **random** basis B_0 of \mathcal{L} that can be computed
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$\Rightarrow B_0$ is a worst possible distribution over bases

Input: any basis B of \mathcal{L}

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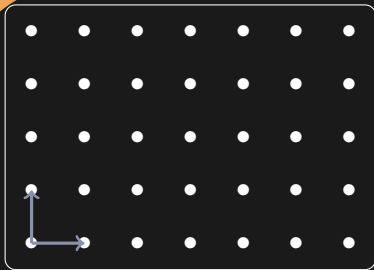
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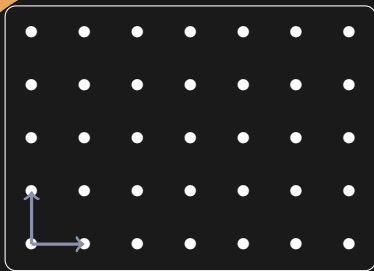


$$\mathcal{L}_0 = \mathbb{Z}^n$$

[DW22] Ducas and van Woerden. On the lattice isomorphism problem, quadratic forms [...] Eurocrypt

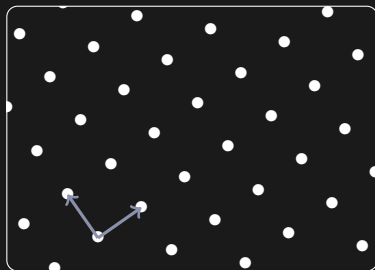
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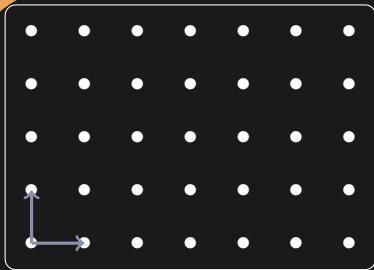


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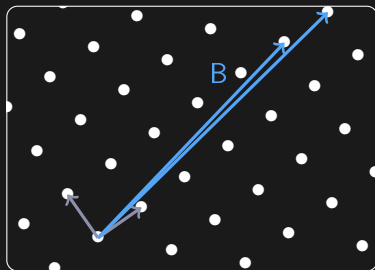
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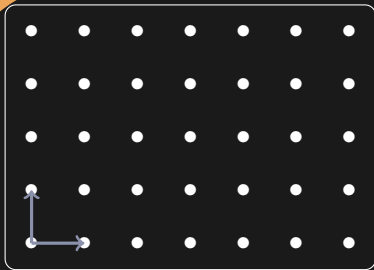
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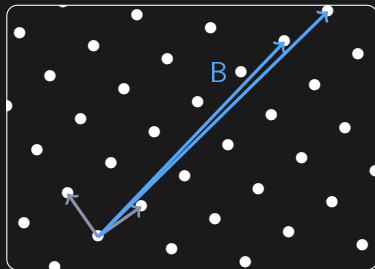
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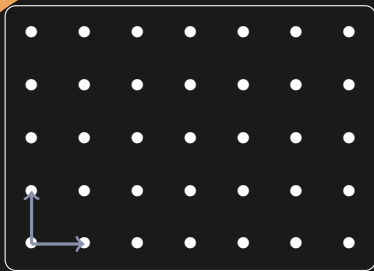
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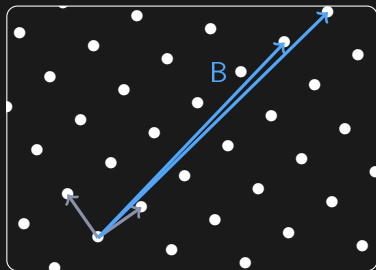
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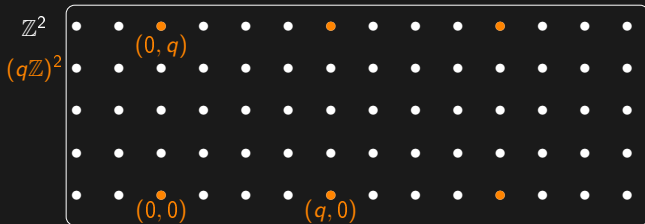
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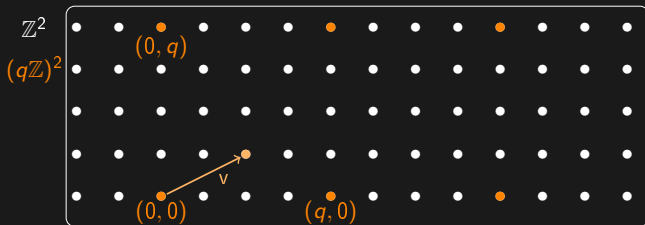
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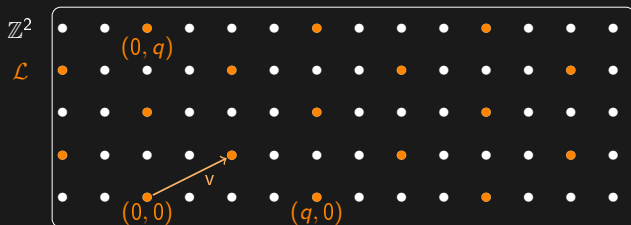
► **Hawk**: hash-and-sign + (module) LIP [DPPW23]



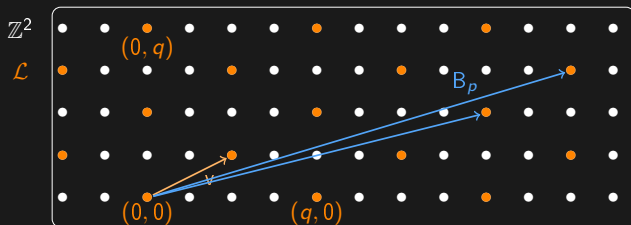
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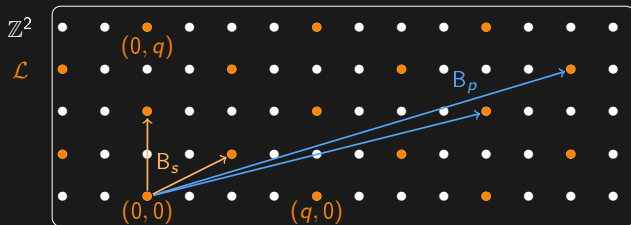
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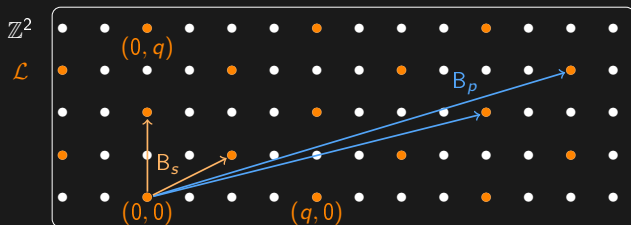
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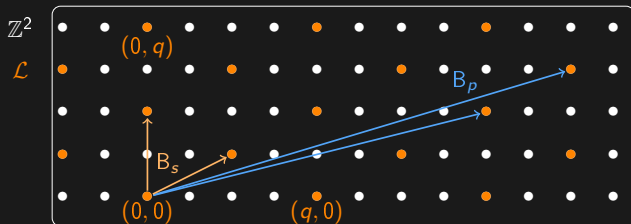


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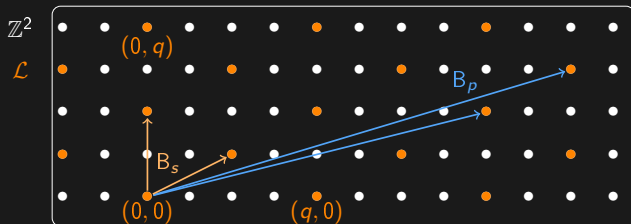


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Short Integer Solution (SIS) assumption

Let $A \leftarrow \mathcal{U}(\mathbb{Z}_q^{m \times n})$ ($m > n \log q$) and

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[Ajt99] Ajtai. Generating hard instances of the short basis problem. ICALP.

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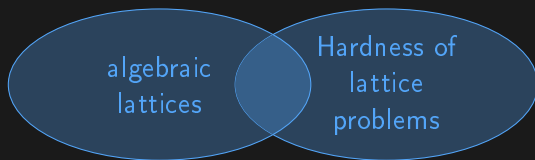
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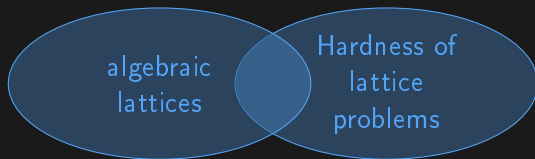
► GPV: hash-and-sign + SIS [GPV08]

Conclusion

Some questions that interest me



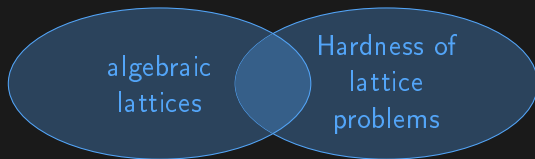
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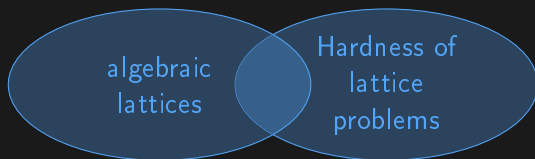


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Thank you