

Lattices in cryptography: cryptanalysis, constructions and reductions

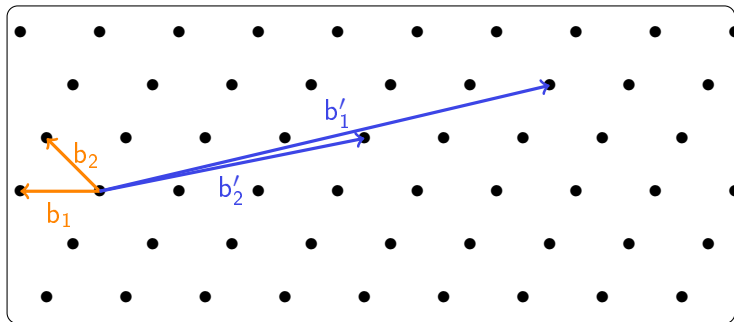
Alice Pellet--Mary

CNRS and Université de Bordeaux

Journées C2, 2023

Najac

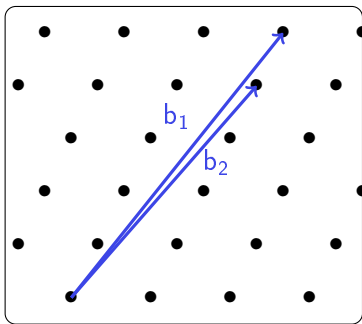




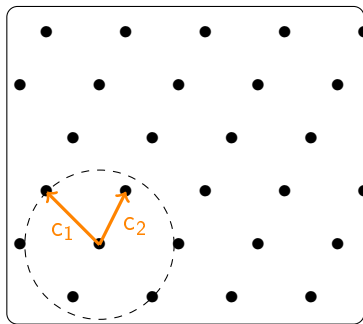
- ▶ $\mathcal{L} = \{\sum_{i=1}^n x_i b_i \mid \forall i, x_i \in \mathbb{Z}\}$ is a **lattice**
- ▶ $(b_1, \dots, b_n) =: B \in GL_n(\mathbb{R})$ is a **basis** (not unique)

Short basis problem

Input:



Output:

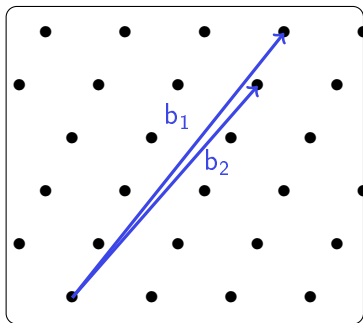


Shortest basis problem

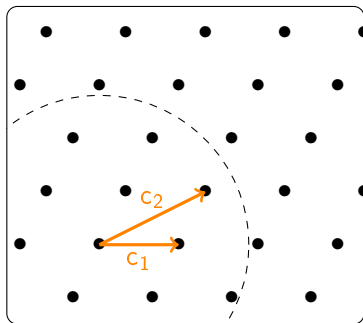
$$\max_i \|c_i\| \leq \min_{B' \text{ basis of } L} \left(\max_i \|b'_i\| \right)$$

Short basis problem

Input:



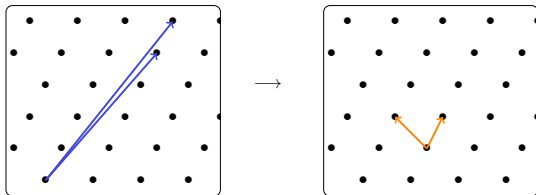
Output:



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*.

The LLL algorithm [LLL82]

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

Main idea: improve the basis locally on blocks of dimension 2
(using Lagrange-Gauss algorithm)

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

The LLL algorithm [LLL82]

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

Main idea: improve the basis locally on blocks of dimension 2
(using Lagrange-Gauss algorithm)

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

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

The LLL algorithm [LLL82]

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

Main idea: improve the basis locally on blocks of dimension 2
(using Lagrange-Gauss algorithm)

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

This algorithm

- ▶ finds an approximate short basis with $\gamma = 2^n$

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

The LLL algorithm [LLL82]

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

Main idea: improve the basis locally on blocks of dimension 2
(using Lagrange-Gauss algorithm)

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

This algorithm

- ▶ finds an approximate short basis with $\gamma = 2^n$
- ▶ **does not** run in polynomial time

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

The LLL algorithm [LLL82]

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

Main idea: improve the basis locally on blocks of dimension 2
(using Lagrange-Gauss algorithm)

Algorithm:

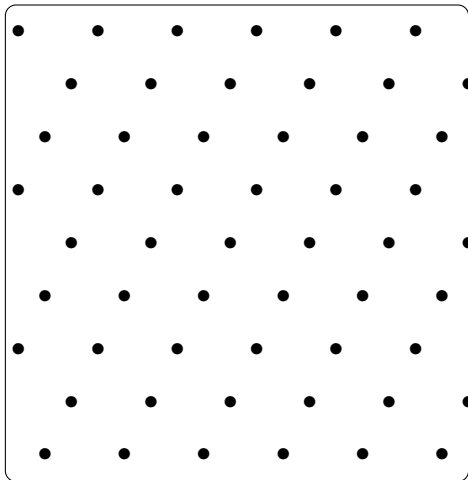
- ▶ while there exists i such that (b_i, b_{i+1}) is not a γ' -short basis of L_i
with $\gamma' = 4/3$
(L_i is roughly the lattice spanned by (b_i, b_{i+1}))
 - ▶ run Lagrange-Gauss on L_i

This algorithm

- ▶ finds an approximate short basis with $\gamma = 2^n$
- ▶ runs in polynomial time

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

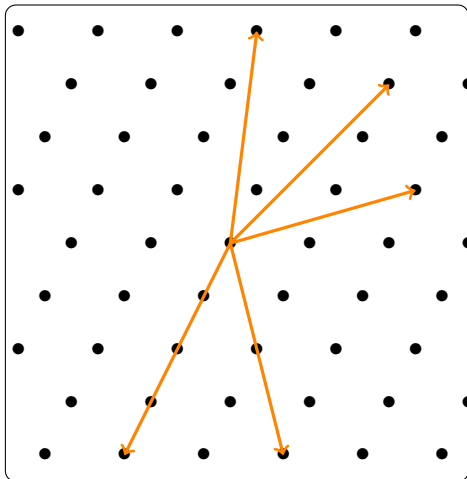
Sieving algorithm [AKS01]



Sieving:

[AKS01] Ajtai, Kumar, and Sivakumar. A sieve algorithm for the shortest lattice vector problem. STOC

Sieving algorithm [AKS01]

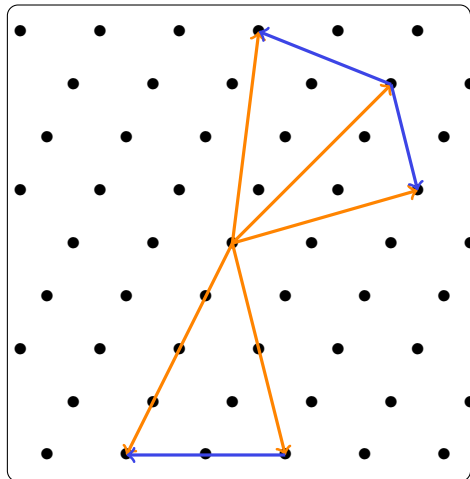


Sieving:

- ▶ Create many large vectors

[AKS01] Ajtai, Kumar, and Sivakumar. A sieve algorithm for the shortest lattice vector problem. STOC

Sieving algorithm [AKS01]

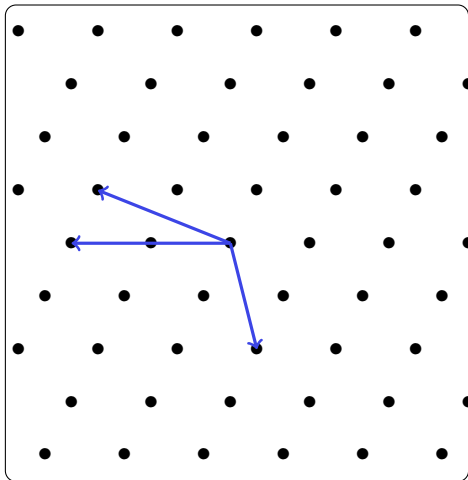


Sieving:

- ▶ Create many large vectors
- ▶ Subtract close ones to create shorter vectors

[AKS01] Ajtai, Kumar, and Sivakumar. A sieve algorithm for the shortest lattice vector problem. STOC

Sieving algorithm [AKS01]

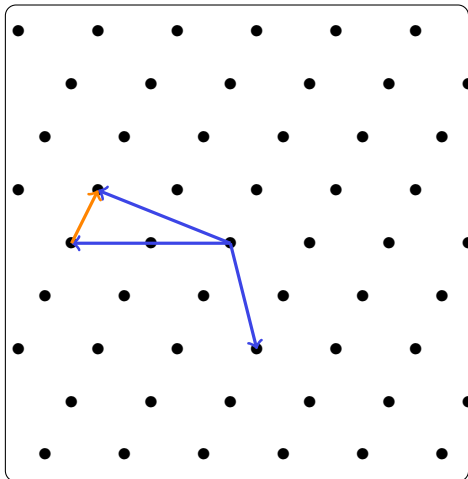


Sieving:

- ▶ Create many large vectors
- ▶ Subtract close ones to create shorter vectors
- ▶ Repeat with the shorter vectors

[AKS01] Ajtai, Kumar, and Sivakumar. A sieve algorithm for the shortest lattice vector problem. STOC

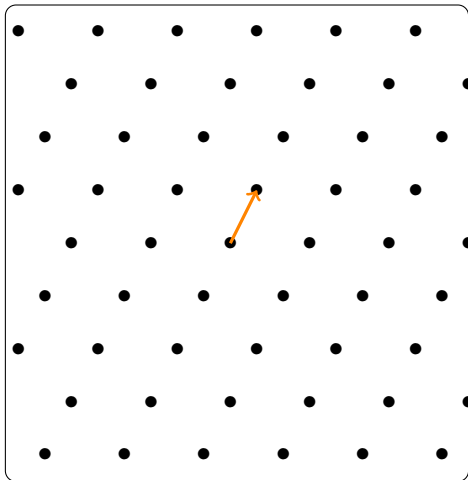
Sieving algorithm [AKS01]



Sieving:

- ▶ Create many large vectors
- ▶ Subtract close ones to create shorter vectors
- ▶ Repeat with the shorter vectors

Sieving algorithm [AKS01]

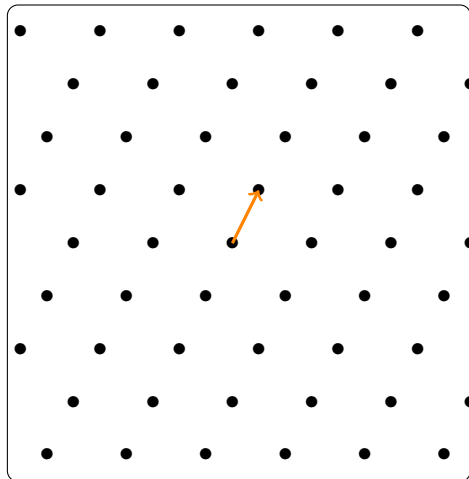


Sieving:

- ▶ Create many large vectors
- ▶ Subtract close ones to create shorter vectors
- ▶ Repeat with the shorter vectors

[AKS01] Ajtai, Kumar, and Sivakumar. A sieve algorithm for the shortest lattice vector problem. STOC

Sieving algorithm [AKS01]

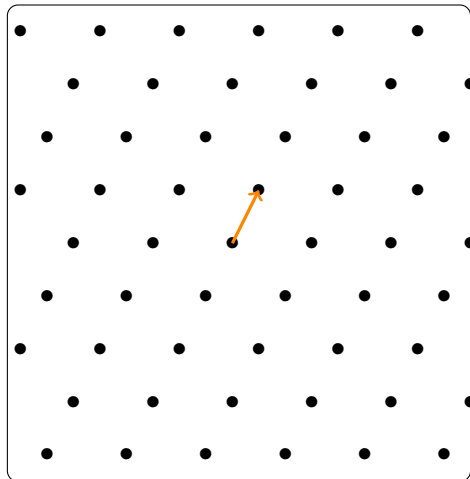


Sieving:

- ▶ Create many large vectors
- ▶ Subtract close ones to create shorter vectors
- ▶ Repeat with the shorter vectors

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

Sieving algorithm [AKS01]



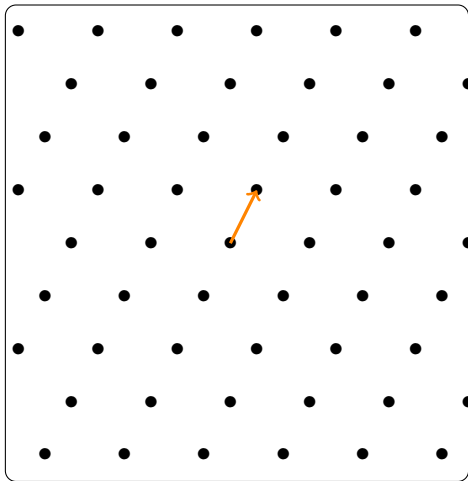
Sieving:

- ▶ Create many large vectors
- ▶ Subtract close ones to create shorter vectors
- ▶ Repeat with the shorter vectors

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

- ▶ finds a **shortest basis**

Sieving algorithm [AKS01]



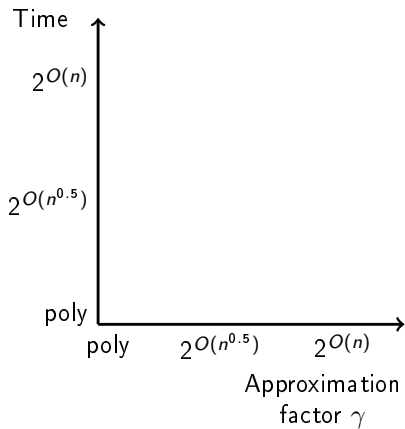
Sieving:

- ▶ Create many large vectors
- ▶ Subtract close ones to create shorter vectors
- ▶ Repeat with the shorter vectors

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

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

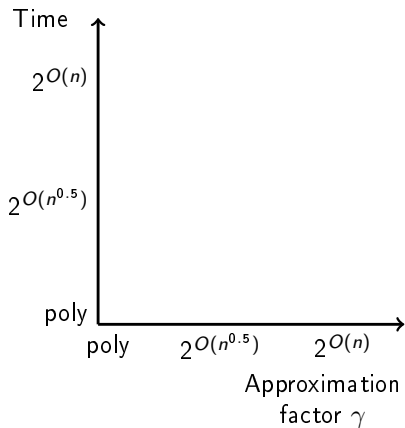
Summary and BKZ



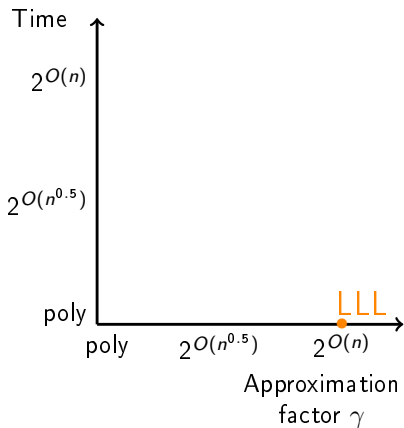
Summary and BKZ

Lagrange-Gauss algorithm: dim 2

- ▶ shortest basis
- ▶ polynomial time



Summary and BKZ



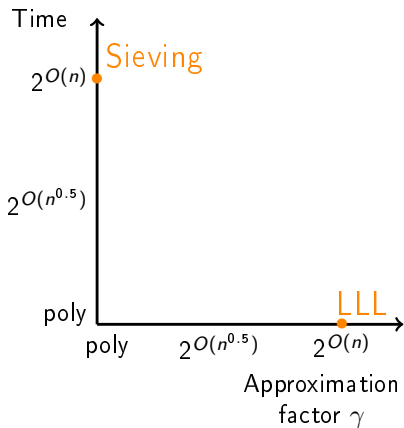
Lagrange-Gauss algorithm: $\dim 2$

- ▶ shortest basis
- ▶ polynomial time

LLL algorithm: $\dim n$

- ▶ γ -short basis with $\gamma = 2^n$
- ▶ polynomial time

Summary and BKZ



Lagrange-Gauss algorithm: dim 2

- ▶ shortest basis
- ▶ polynomial time

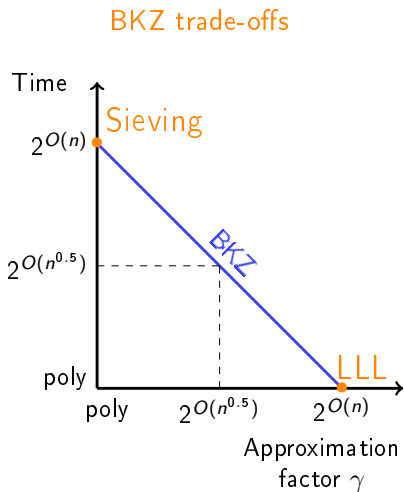
LLL algorithm: dim n

- ▶ γ -short basis with $\gamma = 2^n$
- ▶ polynomial time

Sieving algorithm: dim n

- ▶ shortest basis
- ▶ time $2^{O(n)}$

Summary and BKZ



Lagrange-Gauss algorithm: dim 2

- ▶ shortest basis
- ▶ polynomial time

LLL algorithm: dim n

- ▶ γ -short basis with $\gamma = 2^n$
- ▶ polynomial time

Sieving algorithm: dim n

- ▶ shortest basis
- ▶ time $2^{O(n)}$

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

Some concrete numbers

Finding a shortest basis in practice:

- ▶ $n = 2 \rightsquigarrow$ easy, very efficient in practice

Some concrete numbers

Finding a shortest basis in practice:

- ▶ $n = 2$ \rightsquigarrow easy, very efficient in practice
- ▶ up to $n = 60$ or $n = 80$ \rightsquigarrow a few minutes on a personal laptop

Some concrete numbers

Finding a shortest basis in practice:

- ▶ $n = 2$ \rightsquigarrow easy, very efficient in practice
- ▶ up to $n = 60$ or $n = 80$ \rightsquigarrow a few minutes on a personal laptop
- ▶ 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.

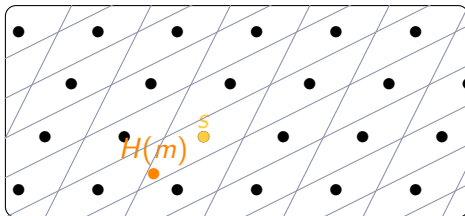
Some concrete numbers

Finding a shortest basis in practice:

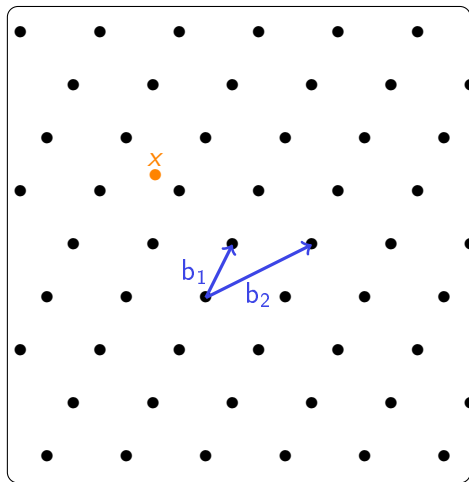
- ▶ $n = 2$ \rightsquigarrow easy, very efficient in practice
- ▶ up to $n = 60$ or $n = 80$ \rightsquigarrow a few minutes on a personal laptop
- ▶ up to $n = 180$ \rightsquigarrow few days on big computers with good code [DSW21]
- ▶ from $n = 500$ to $n = 1000$ \rightsquigarrow cryptography

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

Hash-and-sign signature

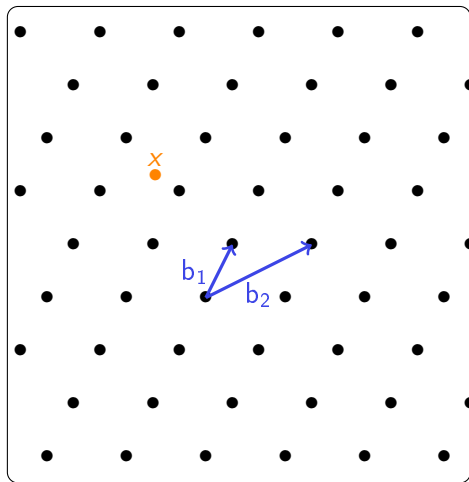


Decoding in a lattice using a short basis



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

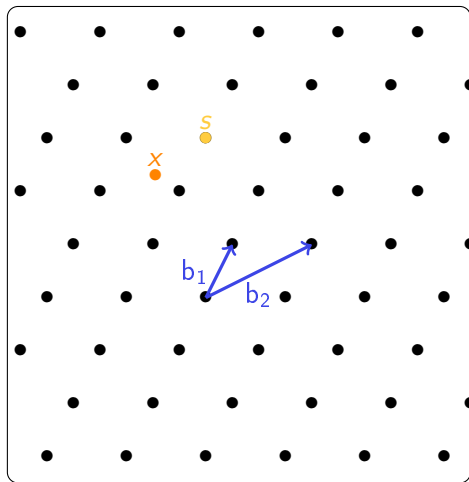
Decoding in a lattice using a short basis



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

Algo: round each coordinate

Decoding in a lattice using a short basis

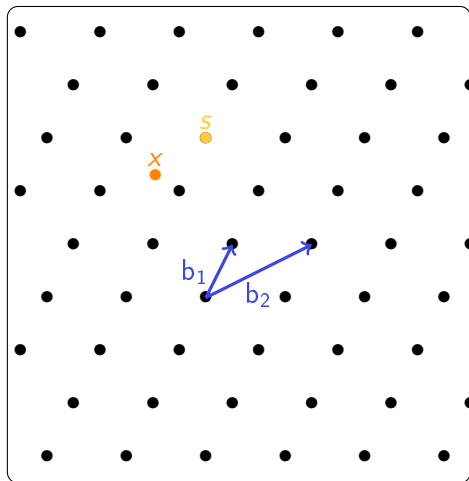


Input: $x = 3.7 \cdot b_1 - 1.4 \cdot b_2$

Algo: round each coordinate

Output: $s = 4 \cdot b_1 - 1 \cdot b_2$

Decoding in a lattice using a short basis



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

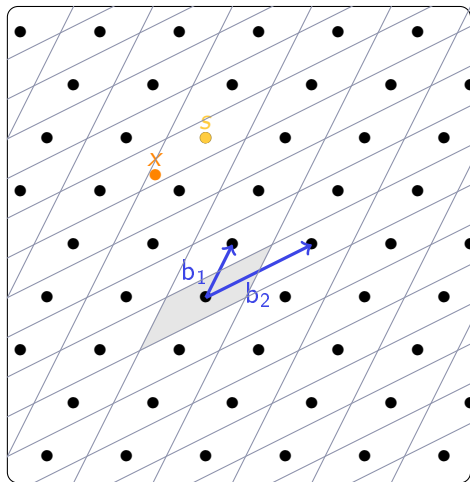
Algo: round each coordinate

Output: $s = 4 \cdot b_1 - 1 \cdot b_2$

The smaller the basis, the closer
the solution

(called Babai's round-off algorithm)

Decoding in a lattice using a short basis



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

Algo: round each coordinate

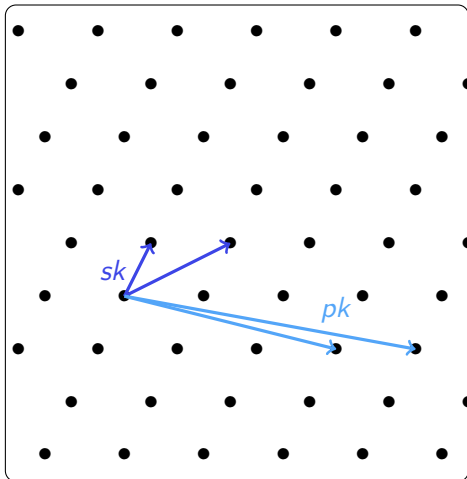
Output: $s = 4 \cdot b_1 - 1 \cdot b_2$

The smaller the basis, the closer
the solution

(called Babai's round-off algorithm)

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

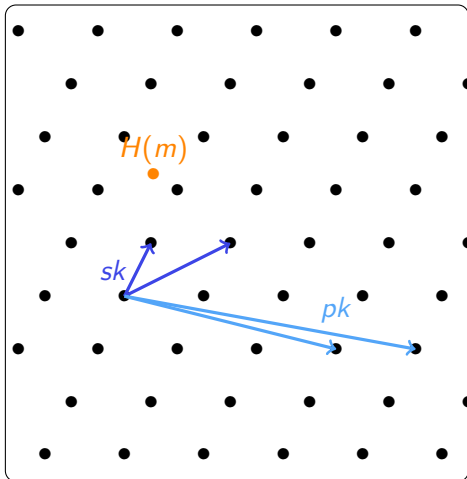
Hash-and-sign: first idea [GGH97]



KeyGen:

- ▶ pk = bad basis of \mathcal{L}
- ▶ sk = short basis of \mathcal{L}

Hash-and-sign: first idea [GGH97]



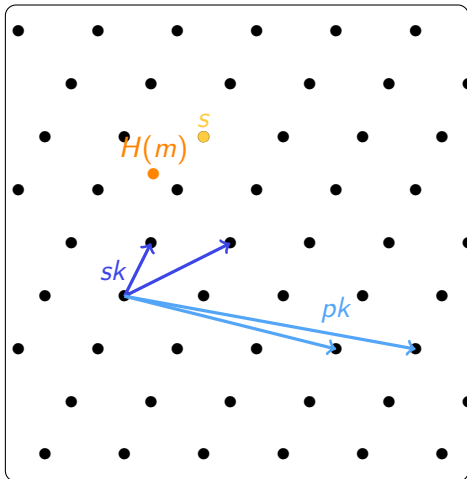
KeyGen:

- ▶ pk = bad basis of \mathcal{L}
- ▶ sk = short basis of \mathcal{L}

Sign(m, sk):

- ▶ $x = H(m)$ (hash the message)

Hash-and-sign: first idea [GGH97]



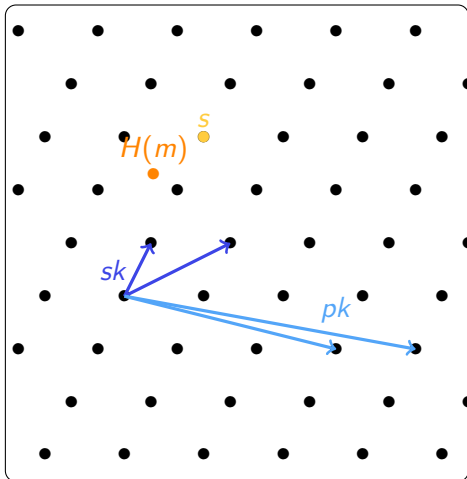
KeyGen:

- ▶ pk = bad basis of \mathcal{L}
- ▶ sk = short basis of \mathcal{L}

Sign(m, sk):

- ▶ $x = H(m)$ (hash the message)
- ▶ output $s \in \mathcal{L}$ close to x

Hash-and-sign: first idea [GGH97]



KeyGen:

- ▶ pk = bad basis of \mathcal{L}
- ▶ sk = short basis of \mathcal{L}

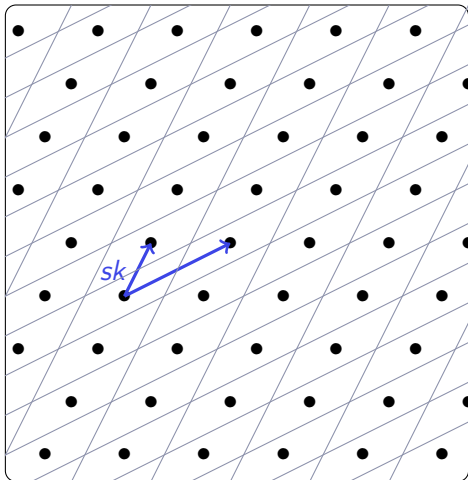
Sign(m, sk):

- ▶ $x = H(m)$ (hash the message)
- ▶ output $s \in \mathcal{L}$ close to x

Verify(s, pk):

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

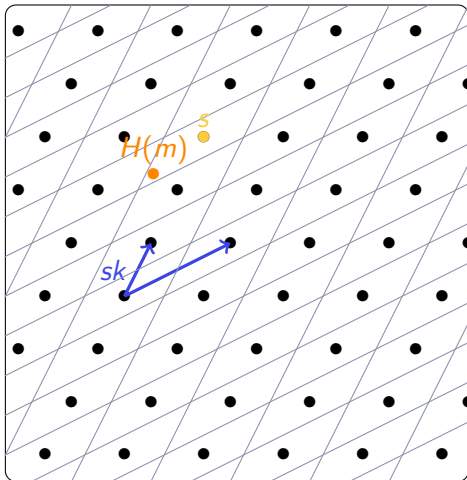
Attack on this first idea [NR06]



Parallelepiped attack:

[NR06] Nguyen and Regev. Learning a parallelepiped: Cryptanalysis of GGH and NTRU signatures. J. Cryptology

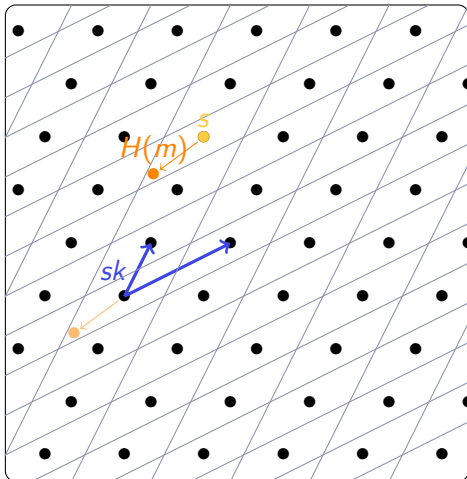
Attack on this first idea [NR06]



Parallelepiped attack:

- ▶ ask for a signature s on m

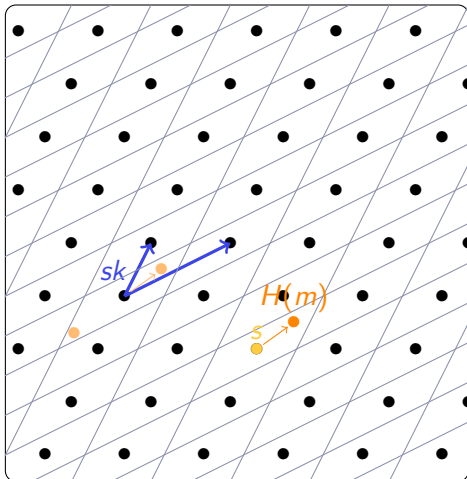
Attack on this first idea [NR06]



Parallelepiped attack:

- ▶ ask for a signature s on m
- ▶ plot $H(m) - s$

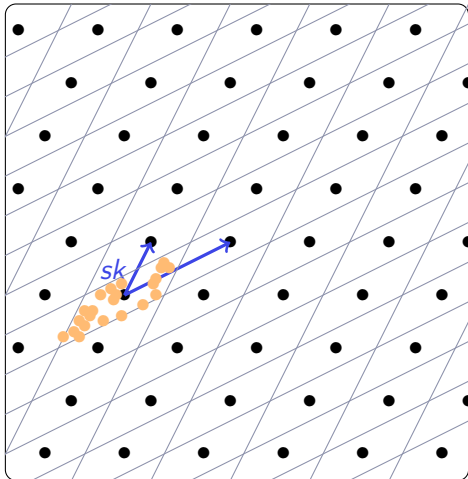
Attack on this first idea [NR06]



Parallelepiped attack:

- ▶ ask for a signature s on m
- ▶ plot $H(m) - s$
- ▶ repeat

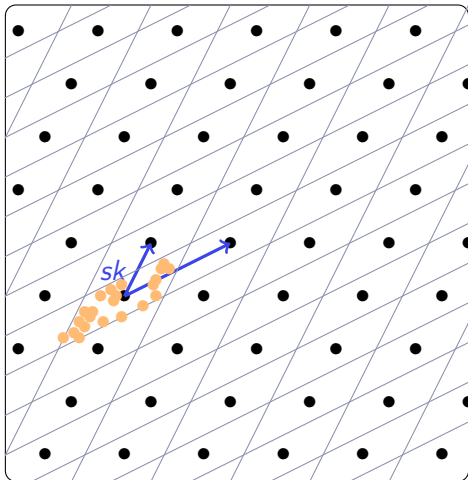
Attack on this first idea [NR06]



Parallelepiped attack:

- ▶ ask for a signature s on m
- ▶ plot $H(m) - s$
- ▶ repeat

Attack on this first idea [NR06]

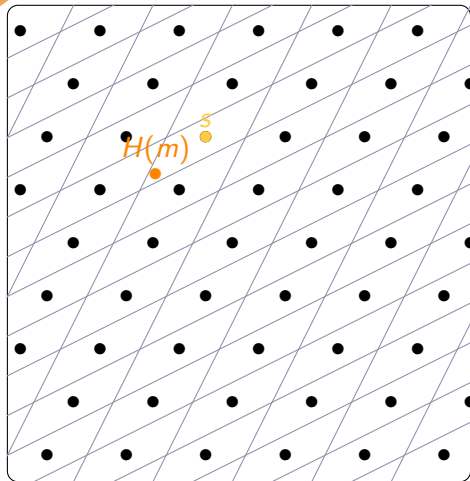


Parallelepiped attack:

- ▶ ask for a signature s on m
- ▶ plot $H(m) - s$
- ▶ repeat

From the shape of the parallelepiped, one can recover the short basis

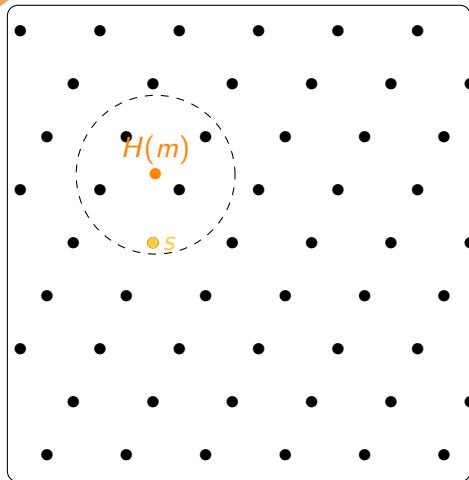
Preventing the attack [GPV08]



Idea: do not decode deterministically but randomly

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

Preventing the attack [GPV08]



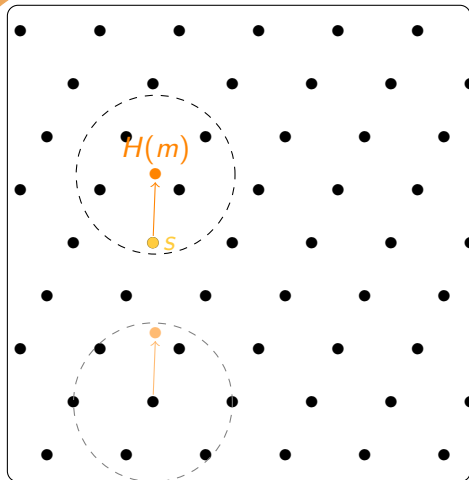
Idea: do not decode deterministically but randomly

Sign(m, sk):

- ▶ $x = H(m)$ (hash the message)
- ▶ sample $s \in \mathcal{L} \cap \mathcal{B}_r(x)$ (small radius r)

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

Preventing the attack [GPV08]



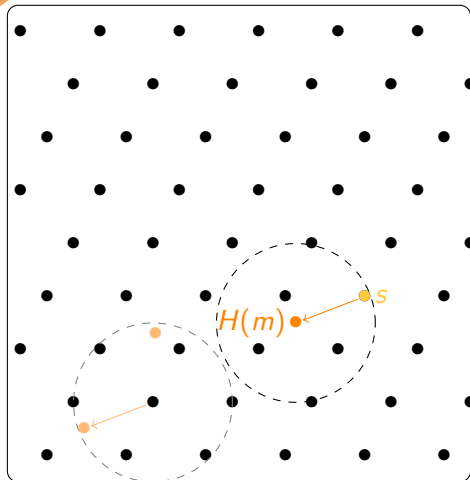
Idea: do not decode deterministically but randomly

Sign(m, sk):

- ▶ $x = H(m)$ (hash the message)
- ▶ sample $s \in \mathcal{L} \cap \mathcal{B}_r(x)$
(small radius r)

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

Preventing the attack [GPV08]



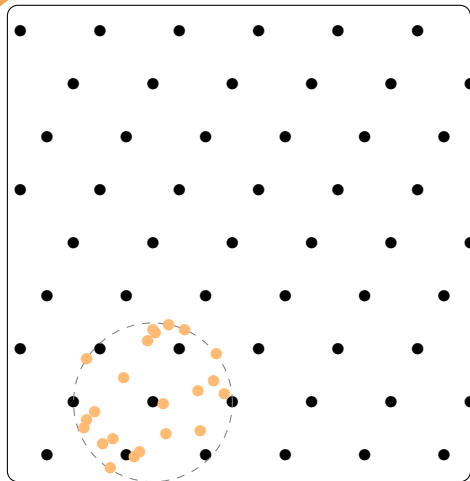
Idea: do not decode deterministically but randomly

Sign(m, sk):

- ▶ $x = H(m)$ (hash the message)
- ▶ sample $s \in \mathcal{L} \cap \mathcal{B}_r(x)$ (small radius r)

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

Preventing the attack [GPV08]



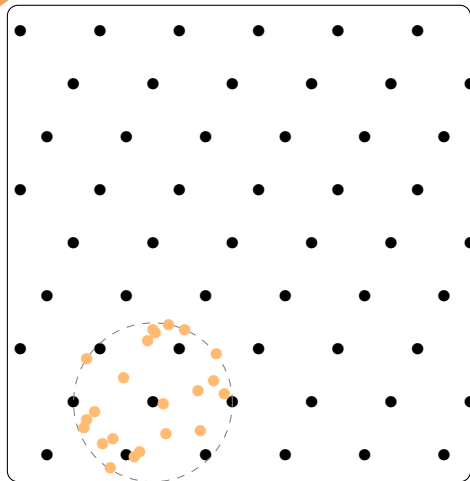
Idea: do not decode deterministically but randomly

Sign(m, sk):

- ▶ $x = H(m)$ (hash the message)
- ▶ sample $s \in \mathcal{L} \cap \mathcal{B}_r(x)$
(small radius r)

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

Preventing the attack [GPV08]



Idea: do not decode deterministically but randomly

Sign(m, sk):

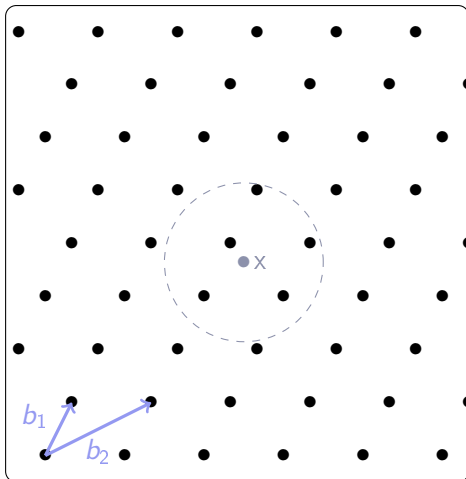
- ▶ $x = H(m)$ (hash the message)
- ▶ sample $s \in \mathcal{L} \cap \mathcal{B}_r(x)$
(small radius r)

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]

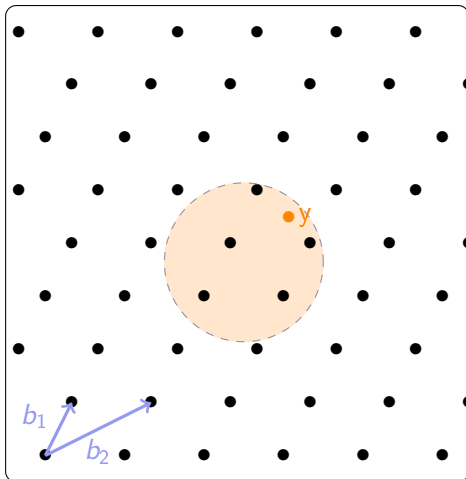
Input: center x , radius r
(and a short basis (b_1, \dots, b_n))
Output: $s \leftarrow \mathcal{U}(\mathcal{L} \cap \mathcal{B}_r(x))$



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

Sampling uniformly in a ball [PP21]

- Input:** center x , radius r
(and a short basis (b_1, \dots, b_n))
- Output:** $s \leftarrow \mathcal{U}(\mathcal{L} \cap \mathcal{B}_r(x))$
- Algo:**
- ▶ Sample $y \leftarrow \mathcal{U}(\mathcal{B}_r(x))$
(continuous distribution)



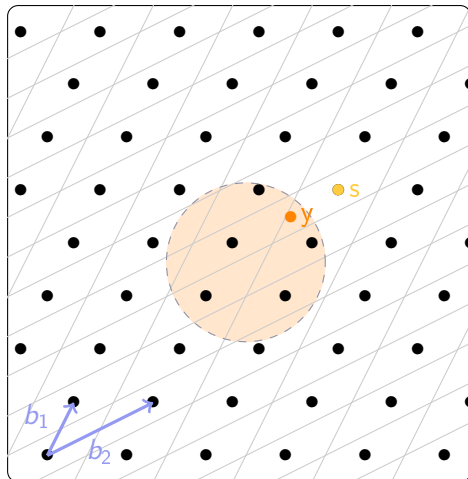
Sampling uniformly in a ball [PP21]

Input: center x , radius r
(and a short basis (b_1, \dots, b_n))

Output: $s \leftarrow \mathcal{U}(\mathcal{L} \cap \mathcal{B}_r(x))$

Algo:

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



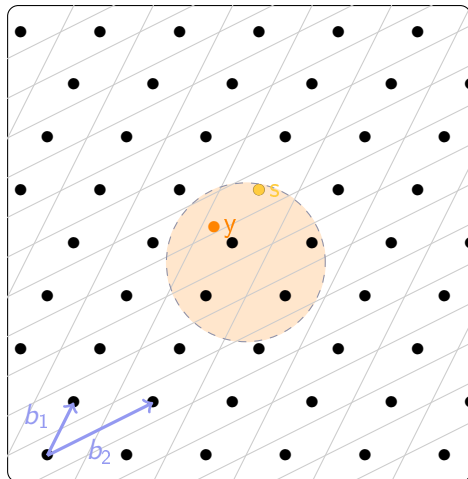
Sampling uniformly in a ball [PP21]

Input: center x , radius r
(and a short basis (b_1, \dots, b_n))

Output: $s \leftarrow \mathcal{U}(\mathcal{L} \cap \mathcal{B}_r(x))$

Algo:

- ▶ Sample $y \leftarrow \mathcal{U}(\mathcal{B}_r(x))$
(continuous distribution)
- ▶ $s \leftarrow \text{Babai_decoding}(y)$
- ▶ repeat until $s \in \mathcal{B}_r(x)$

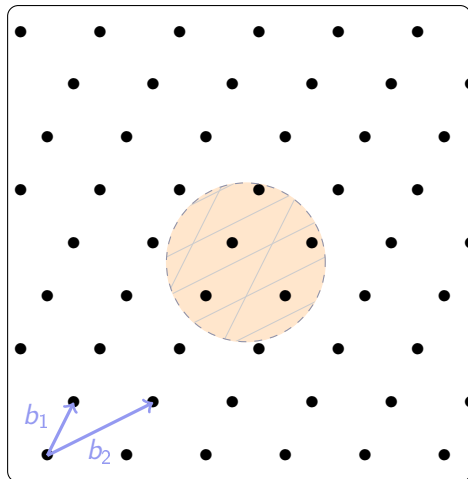


Sampling uniformly in a ball [PP21]

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

Algo:

- ▶ Sample $y \leftarrow \mathcal{U}(\mathcal{B}_r(x))$
(continuous distribution)
- ▶ $s \leftarrow \text{Babai_decoding}(y)$
- ▶ repeat until $s \in \mathcal{B}_r(x)$



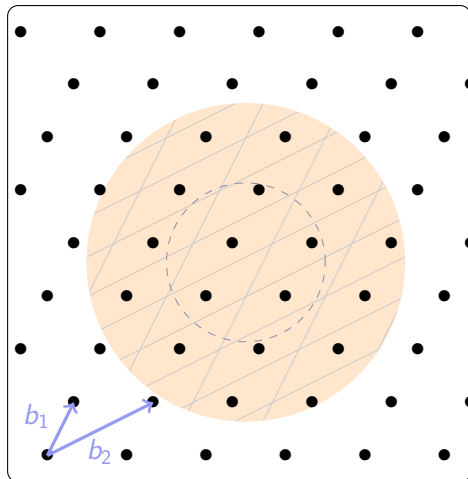
Sampling uniformly in a ball [PP21]

Input: center x , radius r
(and a short basis (b_1, \dots, b_n))

Output: $s \leftarrow \mathcal{U}(\mathcal{L} \cap \mathcal{B}_r(x))$

Algo:

- ▶ Sample $y \leftarrow \mathcal{U}(\mathcal{B}_{r'}(x))$
(continuous distribution)
- ▶ $s \leftarrow \text{Babai_decoding}(y)$
- ▶ repeat until $s \in \mathcal{B}_r(x)$



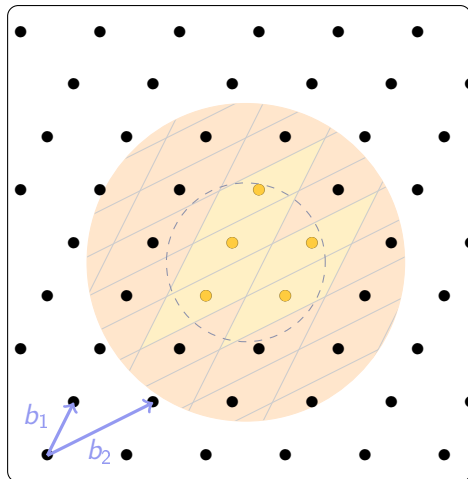
Sampling uniformly in a ball [PP21]

Input: center x , radius r
(and a short basis (b_1, \dots, b_n))

Output: $s \leftarrow \mathcal{U}(\mathcal{L} \cap \mathcal{B}_r(x))$

Algo:

- ▶ Sample $y \leftarrow \mathcal{U}(\mathcal{B}_{r'}(x))$
(continuous distribution)
- ▶ $s \leftarrow \text{Babai_decoding}(y)$
- ▶ repeat until $s \in \mathcal{B}_r(x)$



Sampling uniformly in a ball [PP21]

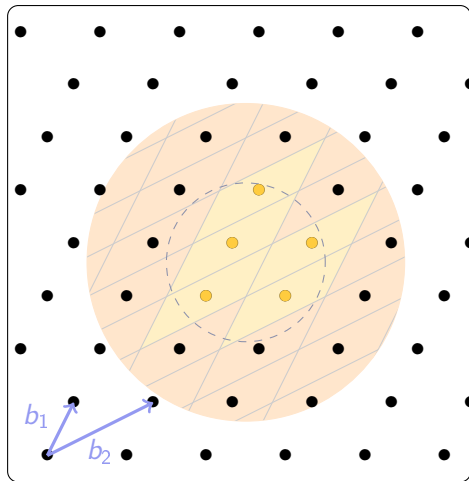
Input: center x , radius r
(and a short basis (b_1, \dots, b_n))

Output: $s \leftarrow \mathcal{U}(\mathcal{L} \cap \mathcal{B}_r(x))$

Algo:

- ▶ Sample $y \leftarrow \mathcal{U}(\mathcal{B}_{r'}(x))$
(continuous distribution)
- ▶ $s \leftarrow \text{Babai_decoding}(y)$
- ▶ repeat until $s \in \mathcal{B}_r(x)$

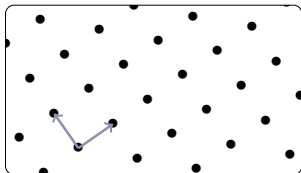
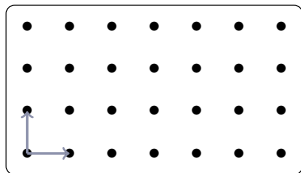
polynomial time if
 $r \geq 2n^2 \cdot \max_i \|b_i\|$



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
 - ▶ a random lattice \mathcal{L}
 - ▶ a short basis B_s of \mathcal{L} (`sk`)
 - ▶ a bad basis B_p of \mathcal{L} (`pk`)

Objective

What we want: An algorithm `KeyGen` such that

- ▶ `KeyGen` computes
 - ▶ a random lattice \mathcal{L}
 - ▶ a short basis B_s of \mathcal{L} (`sk`)
 - ▶ a bad basis B_p of \mathcal{L} (`pk`)
- ▶ computing a short basis of \mathcal{L} from B_p is hard with overwhelming probability

Worst-possible basis

There is a basis B_0 of \mathcal{L} that can be computed
in poly time from any other basis B

$\Rightarrow B_0$ is a **worst possible** basis

Worst-possible basis

There is a basis B_0 of \mathcal{L} that can be computed
in poly time from any other basis B
 $\Rightarrow B_0$ is a worst possible basis

Input: any basis B of \mathcal{L}

Algorithm:

- ▶ Compute LLL-reduced basis $C = (c_1, \dots, c_n)$
 - ▶ poly time
 - ▶ $\max_i \|c_i\| \leq 2^n \cdot \min_{C'} \max_i \|c'_i\|$ (C' ranging over all bases of \mathcal{L})

There is a basis B_0 of \mathcal{L} that can be computed
in poly time from any other basis B
 $\Rightarrow B_0$ is a worst possible basis

Input: any basis B of \mathcal{L}

Algorithm:

- ▶ Compute LLL-reduced basis $C = (c_1, \dots, c_n)$
 - ▶ poly time
 - ▶ $\max_i \|c_i\| \leq 2^n \cdot \min_{C'} \max_i \|c'_i\|$ (C' ranging over all bases of \mathcal{L})
- ▶ sample many vectors $v_j \leftarrow \mathcal{U}(\mathcal{L} \cap \mathcal{B}_r)$ (with $r = 2n^2 \cdot 2^n \cdot \min_{C'} \max_i \|c'_i\|$)
 - ▶ until they generate \mathcal{L}
 - ▶ poly time because $r \geq 2n^2 \cdot \max_i \|c_i\|$

There is a basis B_0 of \mathcal{L} that can be computed
in poly time from any other basis B
 $\Rightarrow B_0$ is a worst possible basis

Input: any basis B of \mathcal{L}

Algorithm:

- ▶ Compute LLL-reduced basis $C = (c_1, \dots, c_n)$
 - ▶ poly time
 - ▶ $\max_i \|c_i\| \leq 2^n \cdot \min_{C'} \max_i \|c'_i\|$ (C' ranging over all bases of \mathcal{L})
- ▶ sample many vectors $v_j \leftarrow \mathcal{U}(\mathcal{L} \cap \mathcal{B}_r)$ (with $r = 2n^2 \cdot 2^n \cdot \min_{C'} \max_i \|c'_i\|$)
 - ▶ until they generate \mathcal{L}
 - ▶ poly time because $r \geq 2n^2 \cdot \max_i \|c_i\|$
- ▶ extract a basis B_0 from the v_j 's
 - ▶ linear algebra \Rightarrow poly time

There is a **random** basis B_0 of \mathcal{L} that can be computed
in poly time from any other basis B
 $\Rightarrow B_0$ is a worst possible **distribution over bases**

Input: any basis B of \mathcal{L}

Algorithm:

- ▶ Compute LLL-reduced basis $C = (c_1, \dots, c_n)$
 - ▶ poly time
 - ▶ $\max_i \|c_i\| \leq 2^n \cdot \min_{C'} \max_i \|c'_i\|$ (C' ranging over all bases of \mathcal{L})
- ▶ sample many vectors $v_j \leftarrow \mathcal{U}(\mathcal{L} \cap \mathcal{B}_r)$ (with $r = 2n^2 \cdot 2^n \cdot \min_{C'} \max_i \|c'_i\|$)
 - ▶ until they generate \mathcal{L}
 - ▶ poly time because $r \geq 2n^2 \cdot \max_i \|c_i\|$
- ▶ extract a basis B_0 from the v_j 's
 - ▶ linear algebra \Rightarrow poly time

Objective

What we want: An algorithm KeyGen such that

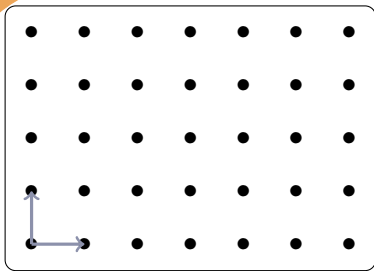
- ▶ KeyGen computes
 - ▶ a random lattice \mathcal{L}
 - ▶ a short basis B_s of \mathcal{L} (sk)
 - ▶ a bad basis B_p of \mathcal{L} (pk)
- ▶ computing a short basis from B_p is hard with overwhelming probability

Objective

What we want: An algorithm KeyGen such that

- ▶ KeyGen computes
 - ▶ a random lattice \mathcal{L}
 - ▶ a short basis B_s of \mathcal{L} (sk)
 - ▶ a **worst possible** basis B_p of \mathcal{L} (pk)
- ▶ computing a **short basis** from B_p is **hard** with overwhelming probability

Using lattice isomorphism [DW22,BGPS23]

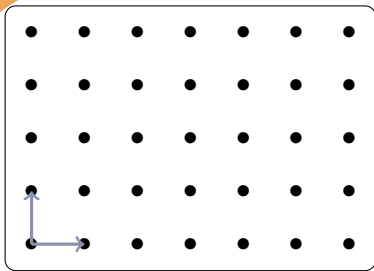


$$\mathcal{L}_0 = \mathbb{Z}^n$$

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

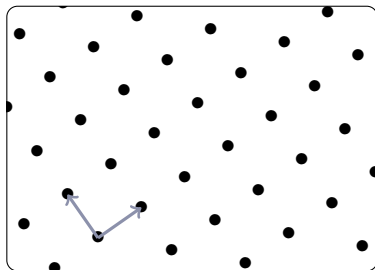
[BGPS23] Bennett, Ganju, Peetathawatchai, Stephens-Davidowitz. Just how hard are rotations of \mathbb{Z}^n ? [...] Eurocrypt

Using lattice isomorphism [DW22,BGPS23]



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

rotate
→
(choose O
orthogonal
matrix)

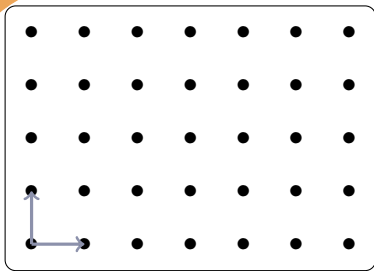


$$\mathcal{L} = O \cdot \mathbb{Z}^n$$

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

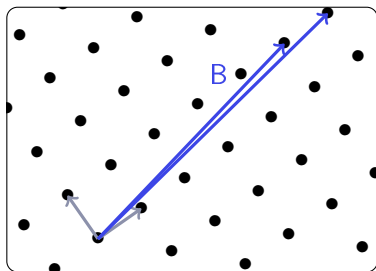
[BGPS23] Bennett, Ganju, Peetathawatchai, Stephens-Davidowitz. Just how hard are rotations of \mathbb{Z}^n ? [...] Eurocrypt

Using lattice isomorphism [DW22,BGPS23]



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

rotate
→
(choose O
orthogonal
matrix)



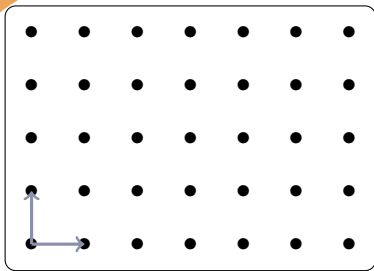
$$\mathcal{L} = O \cdot \mathbb{Z}^n$$

B worst-possible basis of \mathcal{L}

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

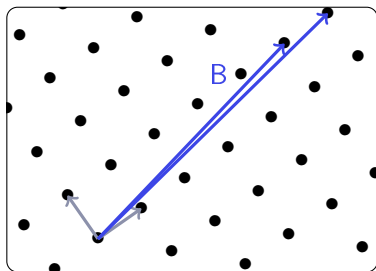
[BGPS23] Bennett, Ganju, Peetathawatchai, Stephens-Davidowitz. Just how hard are rotations of \mathbb{Z}^n ? [...] Eurocrypt

Using lattice isomorphism [DW22,BGPS23]



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

rotate
→
(choose O
orthogonal
matrix)



$$\mathcal{L} = O \cdot \mathbb{Z}^n$$

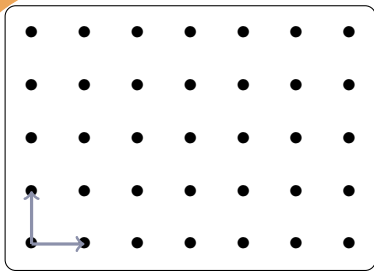
B worst-possible basis of \mathcal{L}

Lattice Isomorphism Problem (LIP) assumption
recovering O from B is hard
 \Leftrightarrow computing a shortest basis of \mathcal{L} is hard

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

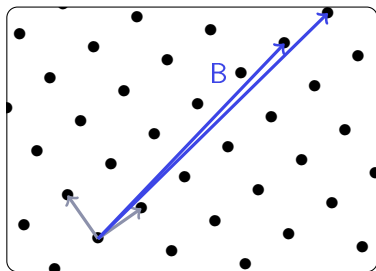
[BGPS23] Bennett, Ganju, Peetathawatchai, Stephens-Davidowitz. Just how hard are rotations of \mathbb{Z}^n ? [...] Eurocrypt

Using lattice isomorphism [DW22,BGPS23]



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

rotate
→
(choose O
orthogonal
matrix)



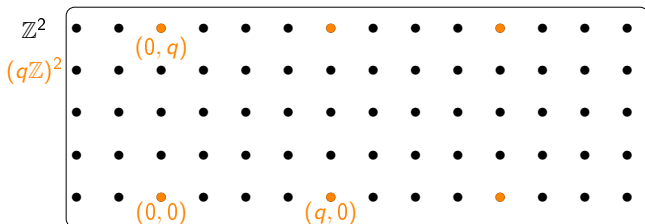
$$\mathcal{L} = O \cdot \mathbb{Z}^n$$

B worst-possible basis of \mathcal{L}

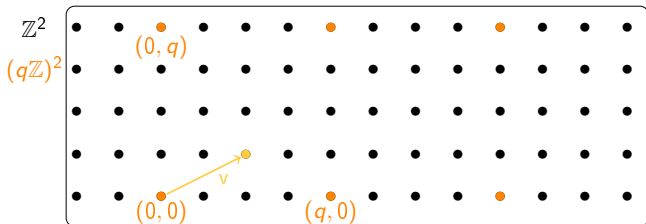
Lattice Isomorphism Problem (LIP) assumption
recovering O from B is hard

⇔ computing a shortest basis of \mathcal{L} is hard

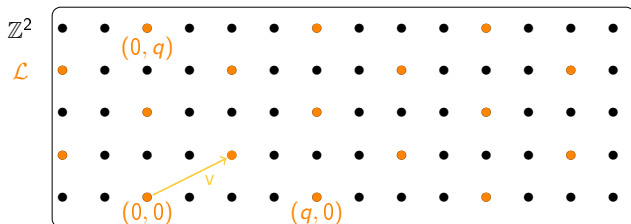
► Hawk: hash-and-sign + (module) LIP [DPPW23]



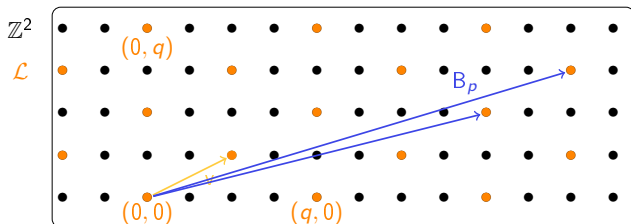
- ▶ Start with $(q\mathbb{Z})^2$



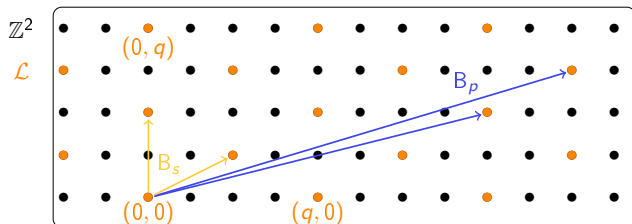
- ▶ Start with $(q\mathbb{Z})^2$
- ▶ sample random short $v \in \mathbb{Z}^2$
 $(\|v\| \approx \sqrt{q})$



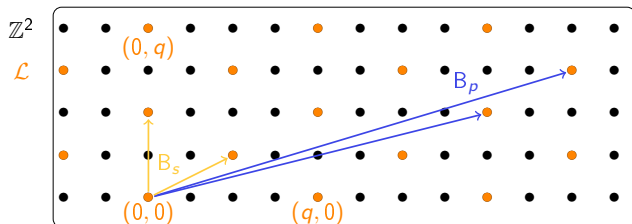
- ▶ Start with $(q\mathbb{Z})^2$
- ▶ sample random short $v \in \mathbb{Z}^2$
($\|v\| \approx \sqrt{q}$)
- ▶ \mathcal{L} spanned by v and $(q\mathbb{Z})^2$



- ▶ Start with $(q\mathbb{Z})^2$
- ▶ sample random short $v \in \mathbb{Z}^2$
($\|v\| \approx \sqrt{q}$)
- ▶ \mathcal{L} spanned by v and $(q\mathbb{Z})^2$
- ▶ B_p worst-possible basis of \mathcal{L}

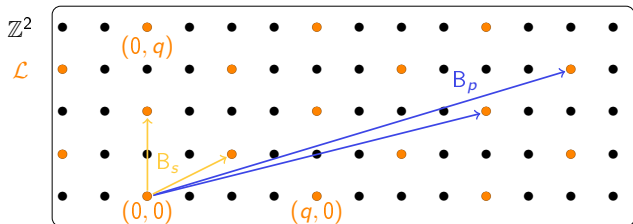


- ▶ Start with $(q\mathbb{Z})^2$
- ▶ sample random short $v \in \mathbb{Z}^2$
($\|v\| \approx \sqrt{q}$)
- ▶ \mathcal{L} spanned by v and $(q\mathbb{Z})^2$
- ▶ B_p worst-possible basis of \mathcal{L}
- ▶ B_s short basis
(using knowledge of v short)



- ▶ Start with $(q\mathbb{Z})^2$
- ▶ sample random short $v \in \mathbb{Z}^2$
($\|v\| \approx \sqrt{q}$)
- ▶ \mathcal{L} spanned by v and $(q\mathbb{Z})^2$
- ▶ B_p worst-possible basis of \mathcal{L}
- ▶ B_s short basis
(using knowledge of v short)

Issue: dimension 2
 \Rightarrow short basis problem is easy

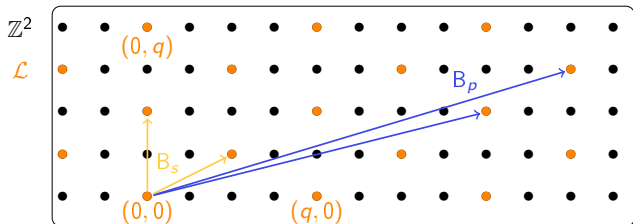


- ▶ Start with $(q\mathbb{Z})^2$
- ▶ sample random short $v \in \mathbb{Z}^2$
($\|v\| \approx \sqrt{q}$)
- ▶ \mathcal{L} spanned by v and $(q\mathbb{Z})^2$
- ▶ B_p worst-possible basis of \mathcal{L}
- ▶ B_s short basis
(using knowledge of v short)

Issue: dimension 2
 \Rightarrow short basis problem is easy

Solution: use polynomials in
 $\mathbb{Z}[X]/(X^d + 1)$ instead of integers

- ▶ module lattice of dimension $2d$



- ▶ Start with $(q\mathbb{Z})^2$
- ▶ sample random short $v \in \mathbb{Z}^2$
($\|v\| \approx \sqrt{q}$)
- ▶ \mathcal{L} spanned by v and $(q\mathbb{Z})^2$
- ▶ B_p worst-possible basis of \mathcal{L}
- ▶ B_s short basis
(using knowledge of v short)

Issue: dimension 2
 \Rightarrow short basis problem is easy

Solution: use polynomials in $\mathbb{Z}[X]/(X^d + 1)$ instead of integers

- ▶ module lattice of dimension $2d$
- ▶ **Falcon:** hash-and-sign + NTRU

Short Integer Solution (SIS) assumption

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

$$\mathcal{L}(A) := \{x \in \mathbb{Z}^m \mid xA = 0 \pmod{q}\}.$$

Finding a short basis of $\mathcal{L}(A)$ is hard with overwhelming probability.

Short Integer Solution (SIS) assumption

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

$$\mathcal{L}(A) := \{x \in \mathbb{Z}^m \mid xA = 0 \pmod{q}\}.$$

Finding a short basis of $\mathcal{L}(A)$ is hard with overwhelming probability.

Lemma: if there exists one lattice for which the short basis problem is hard, then the SIS assumption holds. [Ajt96]

Short Integer Solution (SIS) assumption

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

$$\mathcal{L}(A) := \{x \in \mathbb{Z}^m \mid xA = 0 \pmod{q}\}.$$

Finding a short basis of $\mathcal{L}(A)$ is hard with overwhelming probability.

Lemma: if there exists one lattice for which the short basis problem is hard, then the SIS assumption holds. [Ajt96]

Lemma: one can sample A uniformly + a short basis B_s of $\mathcal{L}(A)$ in polynomial time [Ajt99]

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

Short Integer Solution (SIS) assumption

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

$$\mathcal{L}(A) := \{x \in \mathbb{Z}^m \mid xA = 0 \pmod{q}\}.$$

Finding a short basis of $\mathcal{L}(A)$ is hard with overwhelming probability.

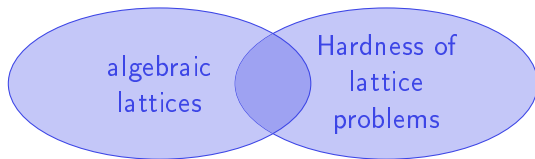
Lemma: if there exists one lattice for which the short basis problem is hard, then the SIS assumption holds. [Ajt96]

Lemma: one can sample A uniformly + a short basis B_s of $\mathcal{L}(A)$ in polynomial time [Ajt99]

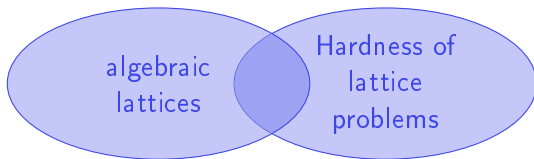
► **GPV:** hash-and-sign + SIS [GPV08]

Conclusion

Some questions that interest me



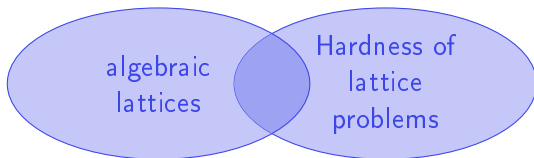
Some questions that interest me



Some concrete questions: (come ask me if you want to know more)

- ▶ can we generate a random prime ideal \mathfrak{p} in a number field K together with a short element in it?
- ▶ can we re-randomize an NTRU instance?

Some questions that interest me

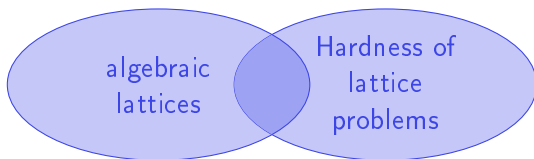


Some concrete questions: (come ask me if you want to know more)

- ▶ can we generate a random prime ideal \mathfrak{p} in a number field K together with a short element in it?
- ▶ can we re-randomize an NTRU instance?

Open position: 2 years post-doc on quantum cryptanalysis (Bordeaux)

Some questions that interest me



Some concrete questions: (come ask me if you want to know more)

- ▶ can we generate a random prime ideal \mathfrak{p} in a number field K together with a short element in it?
- ▶ can we re-randomize an NTRU instance?

Open position: 2 years post-doc on quantum cryptanalysis (Bordeaux)

Thank you