# HARD LATTICE PHONG NGUYEN

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Sur l'introduction des variables continues dans la théorie des nombres.

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#### **REMARK ON THE HNF (1851)**

La définition précédente peut être simplifiée, en observant que toute forme  $\Phi$  a une équivalente, dans laquelle le système:

dont le déterminant a p' valeurs  $\Delta$ , est remplacé par le suivant:

Les nombres entiers, désignés par les lettres, g, h, .... l, sont positifs et vérifient tous les conditions

$$g < \delta_1, h < \delta_2, \ldots, l < \delta_{n-1},$$

et on a toujours

$$\delta_{\cdot}\delta_{1}\delta_{2}\ldots\delta_{n-1}=\Delta.$$

Ainsi pour chaque valeur de  $\varDelta$ , on voit qu'il n'existe jamais qu'un nombre fini d'expressions  $\varPhi$ , distinctes. Mais je m'occuperai tout d'abord des formes binaires, qui offrent dans des circonstances analytiques plus simples, l'application des mêmes principes.

### LATTICE PROBLEMS



### LATTICE ALGORITHMS



#### HARD LATTICE PROBLEMS

- Since 1996, lattices are <u>very trendy</u> in classical and quantum complexity theory.
- Depending on the dimension d:
  - NP-hardness
  - ➤ non NP-hardness (NP∩co-NP)
  - worst-case / average-case reduction
  - cryptography
  - subexp-time algorithms
  - poly-time algorithms



#### HARD LATTICE PROBLEMS

- Input: a lattice L and an n-dim ball C.
- Output: decide if  $L \cap C$  is non-trivial, and find a point when applicable. Easy if  $L = \mathbb{Z}^n$ .
- Two settings
  - ► Approx: L∩C has many points.
    - Ex: SIS and ISIS.
  - Unique: only one non-trivial point.
    Ex: BDD.

# THE SHORTEST VECTOR PROBLEM

#### THE SHORTEST VECTOR PROBLEM (SVP)

- Input: a basis of a d-dim lattice L.
- Output: nonzero v  $\in$  L minimizing ||v|| i.e.  $||v|| = \lambda_1(L)$



2	0	0	0	0
0	2	0	0	0
0	0	2	0	0
0	0	0	2	0
1	1	1	1	1

#### THE SHORTEST VECTOR PROBLEM (SVP): DECISIONAL VARIANT

- Input: a basis of a d-dim lattice L and a rational number r
- Output: is there v \in L such that  $||v|| \leq r$ , i.e. is  $\lambda_1(L) \leq r$ ?

### THE SHORTEST VECTOR PROBLEM (SVP): OPTIMIZATION VARIANT

- Input: a basis of a d-dim lattice L and a rational number r
- Output: the integer  $\lambda_1(L)^2$

#### **EXERCISE**

- Show that given an oracle for Decisional-SVP, one can solve Optimization-SVP and SVP in polynomial time.
- Lagrange's algorithm shows how to solve rank-2 SVP in polynomial time.

#### **RELAXING SVP**

- Input: a basis of a d-dim lattice L.
- Output: nonzero v∈L such that:
  - ► Approximate-SVP:  $|v|| \le f(d) \lambda_1(L)$  [relative]

Hermite-SVP:

 $| |v| | \leq g(d) \operatorname{vol}(L)^{1/d}$  [absolute]

- Input: a basis of a d-dim lattice L and rational number r and gap  $\gamma$
- Output: decide if  $\lambda_1(L) \le r$  or  $\lambda_1(L) \ge \gamma r$  (we are promised to be in either situation)

#### LATTICE CHALLENGES



m. Approx. Factor

1.04690

1.04906

1.00803

1.02102

1.03313

te

20

12

19-

·20

18-

·18

18-

-30

18-

-3

#### WILMINGTON, MA (PRWEB) FEBRUARY 05, 2015

Security Innovation is pleased to launch the NTRU Challenge today, February 5th, 2015. The NTRU Challenge will increase the understanding of the shortest vector problem in NTRU lattices while encouraging and stimulating further research into the security analysis of NTRU-based cryptosystems. The NTRU Challenge has been designed to provide additional information to users of NTRU public-key cryptosystems to aid in their selection of suitable key lengths for a desired level of security.

Access the challenge here: http://www.SecurityInnovation.com/NTRUChallenge

The Challenge asks participants to compute the NTRU private keys from the given list of public keys and associated system. parameters. This is the type of problem faced by hackers who wish to defeat an NTRU-based cryptosystem. The Challenge consists of several individual NTRU challenges, targeted at different security levels, some of which can be solved in a day, some in a few months and some which are considered to be computationally intractable.

The prize for the first correct solution for the 11 lower security level challenges will be \$1,000 each, with \$5,000 being awarded persolution for the 16 higher security level challenges. Additionally, participants who arrive at innovative and unique solutions may be chosen for induction into the NTRU Hall of Fame, an award which includes an all-expenses paid trip to a major cryptographic conference



# THE CLOSEST VECTOR PROBLEM

#### THE CLOSEST VECTOR PROBLEM (CVP)

- Input: a basis of a lattice L of dim d, and a target vector t.
- Output:  $v \in L$  minimizing ||v-t||.



• BDD (bounded distance decoding): special case when t is very close to L.

- Solve CVP for rank-1 lattices.
- CVP is NP-hard.
- SVP is not harder than CVP: if one can solve exact CVP, one can solve exact SVP.

#### **COVERING RADIUS**

- μ(L) is the largest distance dist(x,L) where x runs over span(L):
  why is it reached for some x?
  - Show that  $\mu(L) \ge \lambda_1(L)/2$  and even  $\mu(L) \ge \lambda_n(L)/2$ .
  - Show that  $\mu(L) \leq \Sigma_i \lambda_i(L)/2$

### A FEW REDUCTIONS



Subset sum: given integers  $a_1, ..., a_n$  and s, decide if  $s = \sum x_i a_i$ i=1where  $x_i \in \{0, 1\}$ . Consider L spanned by  $\begin{pmatrix} a_1 & 2 & 0 & \dots & 0 \\ a_2 & 0 & 2 & \ddots & \vdots \\ \vdots & \vdots & \ddots & \ddots & 0 \\ a_n & 0 & \dots & 0 & 2 \end{pmatrix}$  and  $\vec{t} = (s \ 1 \ \dots \ 1)$ ► Ask if dist $(\vec{t}, L) \le \sqrt{n}$ 

#### **SVP IS NOT HARDER THAN CVP**

► By calling n times a CVP-oracle, we solve SVP.

#### **SEARCH-TO-DECISION CVP**

- ► Input: a basis  $(\vec{b}_1, ..., \vec{b}_n)$  of L and a target  $\vec{t}$
- Output:  $\sum_{i=1}^{n} x_i \vec{b}_i$  minimizing  $\|\sum_{i=1}^{n} x_i \vec{b}_i \vec{t}\|$
- ► We can compute  $dist(\vec{t'}, L')$  for any  $(\vec{t'}, L')$ .
- ► Let the sublattice  $L_i = L(\vec{b}_1, ..., \vec{b}_{i-1}, 2\vec{b}_i, \vec{b}_{i+1}, ..., \vec{b}_n)$
- ► Check if dist( $\vec{t}$ , L)=dist( $\vec{t}$ ,  $L_1$ )
  - ► Yes: There is a solution s.t.  $x_1$  is even. We replace L by  $L_1$ .

No: all solutions have odd  $x_1$ , so we want to minimize  $||x_1(2\vec{b}_1) + \sum_{i=2}^n x_i\vec{b}_i - (\vec{t} + \vec{b}_1)||$ , so we replace  $(\vec{t}, L)$  by  $(\vec{t} + \vec{b}_1, L_1)$ 

- ► By iterating, we obtain the full  $x_1$  of one solution: we know we have removed all the bits of  $x_1$  if  $dist(\vec{t}, L)=dist(\vec{t}, L(\vec{b}_2, ..., \vec{b}_n))$
- ► Now, replace  $\vec{t}$  by  $\vec{t} x_1 \vec{b}_1$  and L by  $L(\vec{b}_2, ..., \vec{b}_n)$ : this decreased the rank, and we can iterate.

### **DIMENSION TWO**

#### **LAGRANGE'S REDUCTION (1773)**

#### 1. Lagrange reduction.

Let L be a two-rank lattice. A basis  $(\vec{u}, \vec{v})$  of L is Lagrange-reduced if  $\|\vec{u}\| \le \|\vec{v}\|$  and  $|\langle \vec{u}, \vec{v} \rangle| \le \|\vec{u}\|^2/2$ . Show that :

- 1. If  $(\vec{u}, \vec{v})$  is reduced, then  $\|\vec{u}\| = \lambda_1(L) \leq (4/3)^{1/4} \operatorname{vol}(L)^{1/2}$  and  $\|\vec{v}\| = \lambda_2(L)$ .
- 2. There exists a reduced basis  $(\vec{u}, \vec{v})$  of L.
- 3. There exists a lattice L such that  $\lambda_1(L) = (4/3)^{1/4} \operatorname{vol}(L)^{1/2}$ .



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#### LAGRANGE'S ALGORITHM

#### 2. Lagrange's Algorithm.

In 1773, Lagrange published the following two-dimensional reduction algorithm. Lagrange's reduction algorithm.

**Input:** a basis  $(\vec{u}, \vec{v})$  of a two-rank lattice L. **Output:** a Lagrange-reduced basis of L.

- 1: if  $\|\vec{u}\| < \|\vec{v}\|$  then 2: swap  $\vec{u}$  and  $\vec{v}$
- 3: end if
- 4: repeat

5:  $\vec{r} \leftarrow \vec{u} - q\vec{v}$  where  $q = \left\lfloor \frac{\langle \vec{u}, \vec{v} \rangle}{\|\vec{v}\|^2} \right\rfloor$  and  $\lfloor x \rfloor$  denotes an integer closest to x.

- 6:  $\vec{u} \leftarrow \vec{v}$
- 7:  $\vec{v} \leftarrow \vec{r}$
- 8: until  $\|\vec{u}\| \leq \|\vec{v}\|$
- 9: Output  $(\vec{u}, \vec{v})$ .

1. Consider Line 5 of Algorithm : show that this choice of  $q \in \mathbb{Z}$  minimizes  $\|\vec{u} - q\vec{v}\|$ .

0

(\*\*)

- 2. Show that Lagrange's algorithm terminates, i.e. that the repeat/until loop is not infinite, and that the output basis is Lagrange-reduced.
- 3. Consider the integer q of Step 5. Show that :
  - if q = 0, then this must be the last iteration of the loop.
  - if |q| = 1, then this must be either the first or last iteration of the loop.
- 4. Show that the number  $\tau$  of iterations of the repeat/until loop is bounded by :  $\tau = O(1 + \log B - \log \lambda_1(L))$  where B denotes the maximal Euclidean norm of the input basis vectors  $\vec{u}$  and  $\vec{v}$ .
- 5. Show that when  $L \subseteq \mathbb{Z}^n$ , the bit-complexity of Lagrange's algorithm is polynomial in  $\log B$ .

#### **KEY ARGUMENTS**

- ► If q=0, then the basis is reduced by definition.
- ► If it is not the last iteration then  $\|\vec{u} q\vec{v}\| < \|\vec{v}\| < \|\vec{u}\|$ .
  - ► If |q|=1, then  $||\vec{u} q\vec{v}|| = ||\vec{v} q\vec{u}||$  so  $||\vec{v} q\vec{u}|| < ||\vec{v}||$  which means that  $\vec{v}$  could be shortened by  $\vec{u}$ . This can only happens at the first iteration.

Except maybe the first and last iteration, we always have  $|q| \ge 2$ .

Then 
$$\mu = \frac{\langle \vec{u}, \vec{v} \rangle}{\|\vec{v}\|^2}$$
 satisfies  $|\mu| \ge 3/2$ .

► But  $\mu \vec{v}$  is the projection of  $\vec{u}$  over span( $\vec{v}$ ) so  $\|\vec{u}\|^2 \ge \|\mu \vec{v}\|^2 \ge \frac{9}{4} \|\vec{v}\|^2$ therefore  $\|\vec{v}\|^2 \le \frac{4}{9} \|\vec{u}\|^2$ : the norms decrease geometrically!

# RANDOM INSTANCES



### **RANDOM INSTANCES**

- Which distributions of integer lattices (SVP and CVP) and target (CVP/BDD)?
- A full-rank integer lattice L⊆Z<sup>m</sup> defines a finite Abelian group Z<sup>m</sup>/L.
  Two different lattices can define the same quotient.
- Can we fix a quotient, then generate a random lattice with that quotient? Is it hard to find short vectors in such a random lattice?

### THE SIS PROBLEM (1996): SMALL INTEGER SOLUTIONS

- Let (G,+) be a finite Abelian group: G=(Z/qZ)<sup>n</sup> in [A View G as a Z-module.
- Pick g<sub>1</sub>,...,g<sub>m</sub> uniformly at random from G.
- Goal: Find short  $(\mathbf{x}_1, \dots, \mathbf{x}_m) \in \mathbb{Z}^m$  s.t.  $\Sigma_i \mathbf{x}_i g_i = 0$ , e.g.  $\|\mathbf{x}\| \le \sqrt{m} (\#G)^{1/m}$ .
- ➤ This is essentially finding a short vector in a (uniform) random lattice of L<sub>m</sub>(G) = { lattices L⊆Z<sup>m</sup> s.t. Z<sup>m</sup>/L ~ G }.



Miklós Ajtai

- Let  $\mathbf{G} = \mathbf{Z}/\mathbf{q}\mathbf{Z}$
- Pick g<sub>1</sub>,...,g<sub>m</sub> uniformly at random mod q.
- Goal: Find short  $\mathbf{x} = (\mathbf{x}_1, ..., \mathbf{x}_m) \in \mathbb{Z}^m$  s.t.  $\Sigma_i \mathbf{x}_i g_i \equiv 0 \pmod{q}$ .

This is finding a short lattice vector for random lattices L such that Z<sup>m</sup>/L ~ Z/qZ.

# SIS AND LWE

- [Ajtai96]: If one can efficiently solve SIS for G=(Z/q<sub>n</sub>Z)<sup>n</sup> on the average, then one can efficiently find short vectors in every n-dim lattice.
- [GINX16]: This can be generalized to any sequence  $(G_n)$  of finite abelian groups, provided that  $\#G_n$  is sufficiently large  $\ge n^{\Omega(\max(n, \operatorname{rank}(G)))}$  and m too. Ex:  $(\mathbb{Z}/2\mathbb{Z})^n$  is not.

#### **THE SIS ONE-WAY FUNCTION**

- Let (G,+) be a finite Abelian group
- Pick g<sub>1</sub>,...,g<sub>m</sub> uniformly at random from G.
- Let f: short  $(\mathbf{x}_1, ..., \mathbf{x}_m) \in \mathbb{Z}^m \mapsto \Sigma_i \mathbf{x}_i g_i \in G.$ 
  - ► f is many-to-one.
  - ► Given  $h = \Sigma_i y_i g_i \in G$ , finding a short  $(x_1, ..., x_m) \in Z^m$  s.t.  $h = \Sigma_i x_i g_i \in G$  is as hard as SIS.

- Remember the SIS lattice:
  - ► g<sub>1</sub>,...,g<sub>m</sub> in some finite Abelian group (G,+)
  - ► L={ $\mathbf{x}$ =( $\mathbf{x}_1$ ,..., $\mathbf{x}_m$ ) $\in$ Z<sup>m</sup> s.t.  $\Sigma_i \mathbf{x}_i g_i = 0$ }
- The dual lattice of L is related to the dual group G<sup>x</sup> of (additive) characters of G: morphisms from G to T=R/Z
  - ►  $L^x = \{(y_1, ..., y_m) \in \mathbb{R}^m \text{ s.t. for some } s \in G^x, \text{ for all } i y_i \equiv s(g_i) \pmod{1}\}$

### THE LWE PROBLEM: LEARNING (A CHARACTER) WITH ERRORS

• Let (G,+) be any finite Abelian group e.g. G=(Z/Z)





**Oded Regev** 

- Pick g<sub>1</sub>,...,g<sub>m</sub> uniformly at random from G.
- Pick a random character s in G<sup>x</sup>.
- Goal: recover **s** given g<sub>1</sub>,...,g<sub>m</sub> and noisy approximations of  $s(g_1), \dots, s(g_m)$ . Ex: Gaussian noise.

#### **GAUSSIAN NOISE OVER R**



#### **GAUSSIAN NOISE OVER R/Z**



- Let G = Z/qZ
- Pick g<sub>1</sub>,...,g<sub>m</sub> uniformly at random mod q.
- Goal: recover s∈Z given g<sub>1</sub>,...,g<sub>m</sub> and randomized approximations of sg<sub>1</sub> mod q,..., sg<sub>m</sub> mod q.
- This is exactly a randomized variant of Boneh-Venkatesan's Hidden Number Problem from CRYPTO '96.

#### HARDNESS OF LWE

- [Regev05]: If one can efficiently solve LWE for G=(Z/q<sub>n</sub>Z)<sup>n</sup> on the average, then one can quantum-efficiently find short vectors in every n-dim lattice.
- [GINX16]: This can be generalized to any sequence (*G*<sub>n</sub>) of finite abelian groups, provided that **#***G*<sub>n</sub> is sufficiently large.