

Structural Lattice Reduction: Generalized Worst-Case to Average-Case Reductions and Homomorphic Cryptosystems

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Section 1

Introduction

- Generalizing SIS and LWE to arbitrary groups: **duality** aspects.
- Structural reduction: finding short basis in overlattices in poly. time
 - Direct worst to avg.-case reduction for SIS/LWE for arbitrary groups
 - Group-switching: which parameters actually matter for the security of SIS/LWE
 - Self worst-case to average case reducibility of **general** lattice problems
- An abstraction framework that connects lattice based cryptography to classical crypto building blocs
- A fully homomorphic generalization of [GSW13] using our abstraction
 - Link with binary decision diagrams and automata theory.

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Lattice Problems in Crypto

One actually deals with problems not defined using lattices:

- SIS.
- LWE.

Both are connected to lattice problems and usually presented with linear algebra:

instead, we adopt a **group-theoretical** point of view, and clarify their **duality**.

~~mod q~~

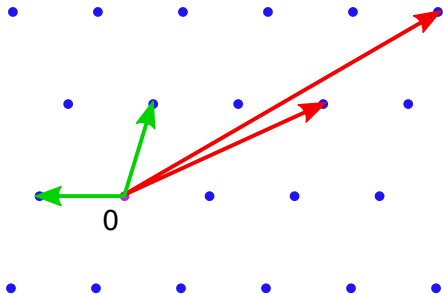
Section 2

Lattice problems, SIS, LWE

Subsection 1

Lattice-based security

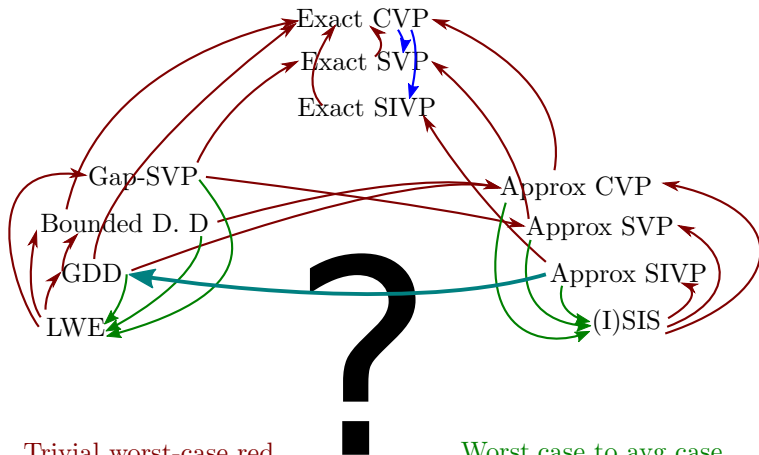
Definition of a lattice



Definition

- Lattice = Discrete subgroup of \mathbb{R}^m
- Description: (non-unique) basis.

Lattice problems are a mess



Trivial worst-case red.

Heuristic. worst-case red

Worst-case to avg case

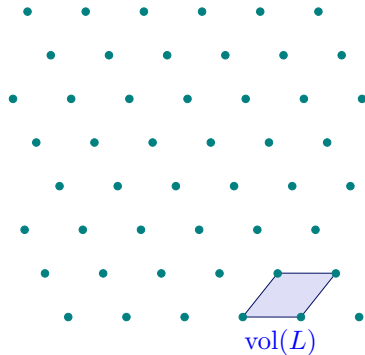
Quantum red.



Finding a lattice point within a ball

- Let L be a lattice and \mathcal{S} a ball, find a lattice point in this ball.
 - L described by a basis
 - \mathcal{S} described by its center and radius.

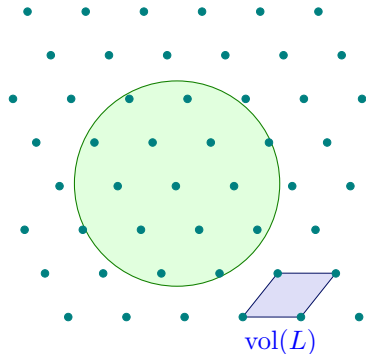
Three categories of problem



Three categories of problem

Approx problem

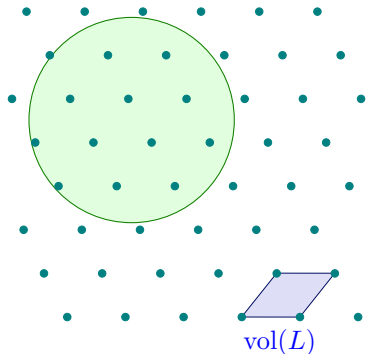
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 - lots of solutions.



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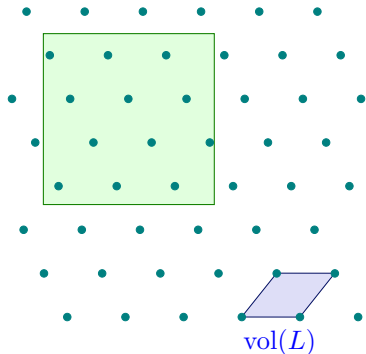
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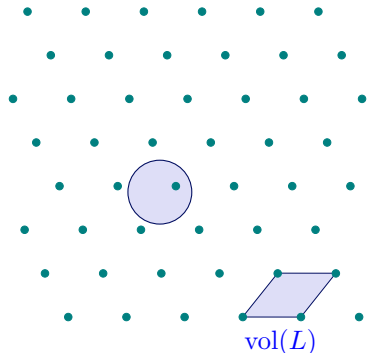
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Exact problem

- $\text{vol}(\mathcal{S}) \approx \text{vol}(L)$
 - \approx single solution



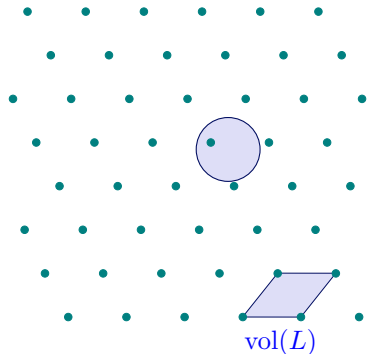
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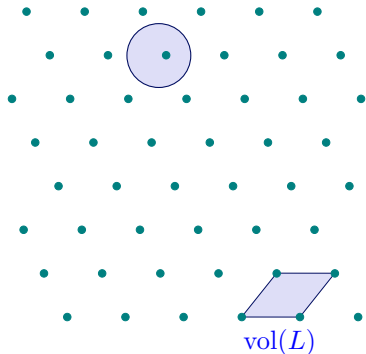
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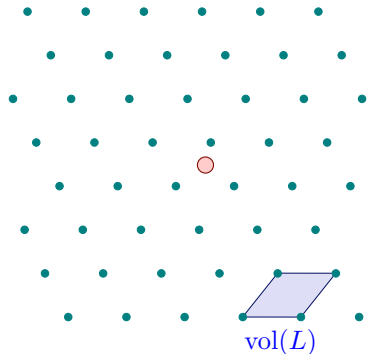
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Unique problem

- $\text{vol}(\mathcal{S}) \ll \text{vol}(L)$
- Random instances have no solution



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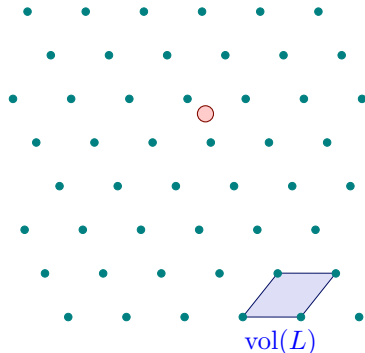
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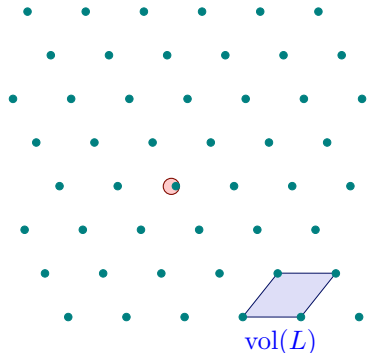
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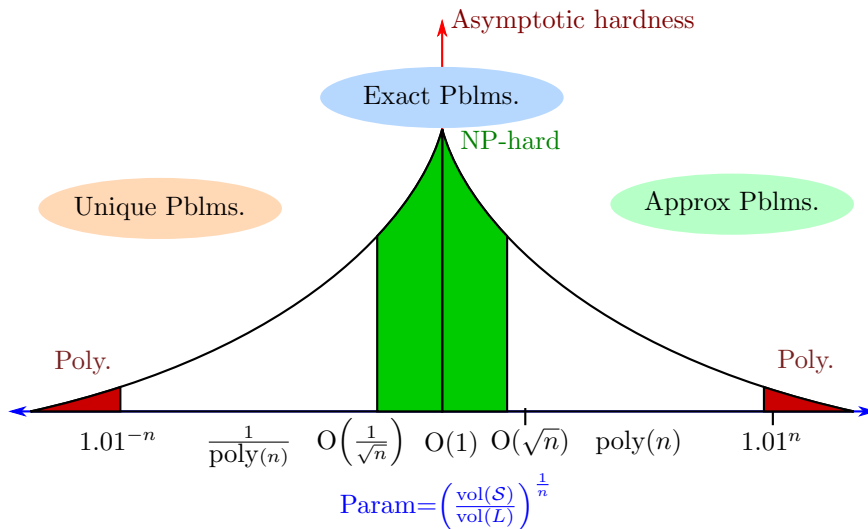
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Unique problem

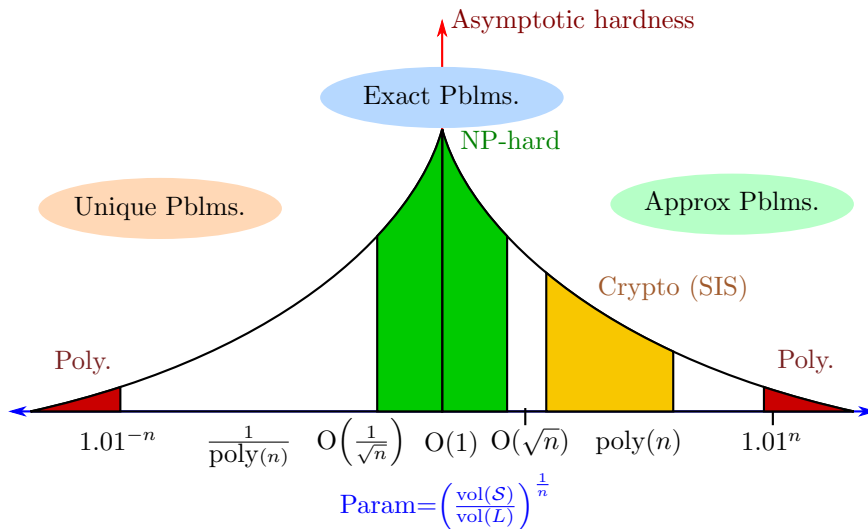
- $\text{vol}(\mathcal{S}) \ll \text{vol}(L)$
- Random instances have no solution
- Only specially crafted instances have a single one



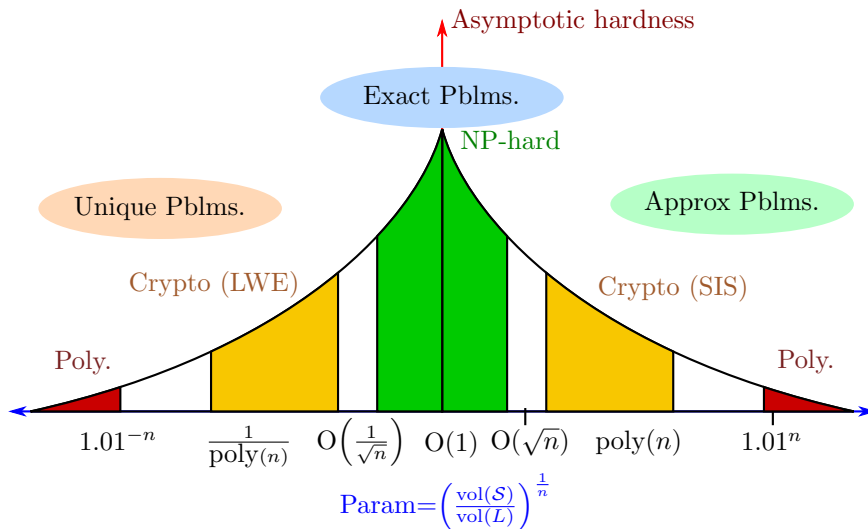
Density vs Proved Asymptotic Hardness



Density vs Proved Asymptotic Hardness



Density vs Proved Asymptotic Hardness



Subsection 2

GSIS

The SIS function over groups

Parameters:

- Pick g_1, \dots, g_m uniformly at random in an abelian group G

The GSIS function

$$\begin{aligned} f_{\text{GSIS}} : \quad \text{Ball}_\beta(\mathbb{Z}^m) &\rightarrow G \\ (x_1, \dots, x_m) &\mapsto \sum_{i=1}^m x_i g_i \end{aligned}$$

Properties

- **One way.**
- Inverting f_{GSIS} is the GSIS problem (aka. subset sum, ...)

Solving GSIS in average is essentially:

finding short vectors in a (uniform) random lattice of

$$L(G) = \{\text{lattices } L \subset \mathbb{Z}^m \text{ s.t. } \mathbb{Z}^m/L \sim G\}$$

- [Ajtai96] If one can efficiently solve SIS for $G = (\mathbb{Z}/q\mathbb{Z})^n$ on the average, then one can efficiently find short vectors in every n -dim lattice.
- [GINX16] This can be generalized to any finite abelian group G , provided that $\#G$ is sufficiently large $\geq n^{\Omega(\max(n, \text{rank}(G)))}$
Note: $(\mathbb{Z}/2\mathbb{Z})^n$ is not.

GSIS (Group) hardness depends

✓ on the order $\#G$?

Yes: harder when $\#G$ ↗

✓ on β ?

Yes: harder when β ↘

Hardness of the GSIS problem

GSIS (Group) hardness depends

✓ on the order $\#G$?

Yes: harder when $\#G \nearrow$

✓ on β ?

Yes: harder when $\beta \searrow$

GSIS hardness does NOT depend on

• on m ?

Should be: harder when $m \searrow$

but sometimes, GSIS is intractable $\forall m$

✗ on the structure (cycles) of G ?

No! All structures are equivalent (Structural reduction)

✗ on the choice of the family (g_1, \dots, g_m) ?

No! Almost all instances are hard (worst-case to avg case red.)

Subsection 3

GLWE



- A **character** of G is a morphism from G to the torus $\mathbb{T} = (\mathbb{R}/\mathbb{Z}, +)$
- G is isomorphic to its **dual group** $\hat{G} = \{\text{characters of } G\}$

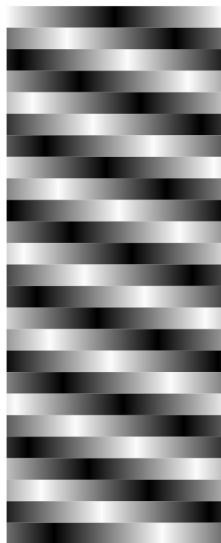
The LWE problem (Regev2005)

Let $(G, +)$ be a finite Abelian group:

- Pick g_1, \dots, g_m uniformly at random from G .
- Pick a random character \hat{s} in \hat{G} .
- **Goal:** recover \hat{s} given g_1, \dots, g_m and noisy approximations of $\hat{s}(g_1), \dots, \hat{s}(g_m)$, where the noise is Gaussian.

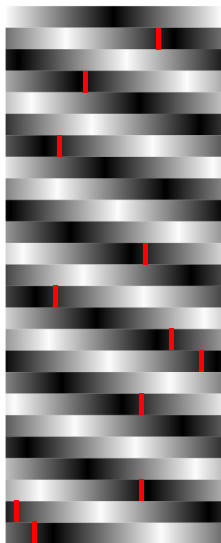
[Regev05] used $G = (\mathbb{Z}/q\mathbb{Z})^n$ like [Ajtai96] for SIS.

Example: cyclic group



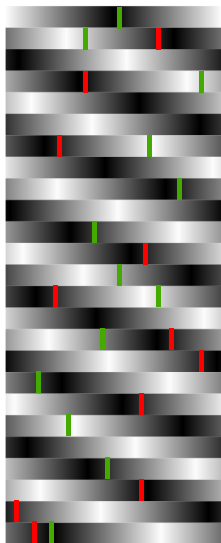
- $g_1, \dots, g_m = (1, 3, 6, \dots, 24)$ rand. in \mathbb{Z}_{25}
- secret: $\hat{s}(a) = \frac{2 \cdot a}{25} \pmod{1}$.

Example: cyclic group



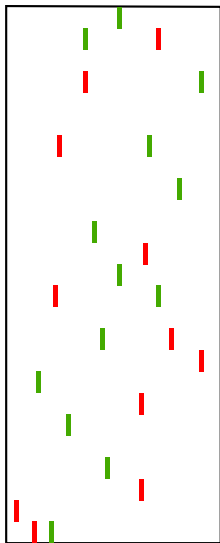
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Without the secret ($\hat{s} = \hat{2}$ here)

- Both distributions are very hard to distinguish

The LWE function over groups

Parameters:

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The GLWE function

$$\begin{aligned} f_{\text{GLWE}} : \hat{G} &\rightarrow \mathbb{T}^m \\ \hat{s} &\mapsto (\hat{s}(g_1), \dots, \hat{s}(g_m)) + \text{noise} \end{aligned}$$

Properties

- **One way.**
- Inverting f_{GLWE} is the GLWE problem

- [Regev05]: If one can efficiently solve LWE for $G = (\mathbb{Z}/q\mathbb{Z})^n$ on the average, then one can quantum-efficiently find short vectors in every n -dim lattice.
- [GINX16]: This can be generalized to any finite abelian group G , provided that $\#G$ is sufficiently large.

Section 3

Lattice Cryptography

Two Types of Techniques

- Cryptography **using trapdoors**, i.e. secret short basis of a lattice. Similarities with RSA/Rabin cryptography.
- Cryptography **without trapdoors**. Similarities with Diffie-Hellmann-based cryptography.

Remember RSA

One-way function

Then $m \rightarrow m^e$ is a trapdoor one-way permutation over $(\mathbb{Z}/N\mathbb{Z})^*$.

Trapdoor

- $d = e^{-1} \pmod{\phi(N)}$ is a trapdoor.
- Very expensive to compute from (N, e) , but once we have it, inversion $c \rightarrow c^d$ is easy
- *(in general we build the trapdoor first!)*



Trapdoor for Lattices

One way functions

- f_{GSIS} : short $(x_1 \dots, x_m) \rightarrow \sum x_i g_i$
- f_{GLWE} : character $\hat{s} \rightarrow (\hat{s}(g_1), \dots, \hat{s}(g_m)) + \text{noise}$

Trapdoor

- But if we get any short basis of the SIS lattice $(g_1, \dots, g_m)^\perp$, both become easy to invert.
see: [GGH97], [Micc01], [NTRU96], [GPV08], [MP12], [CGGI16]...
- *(Again, one would build the trapdoor first!)*



Trapdoor-less Diffie Hellman

Alice



Bob



Trapdoor-less Diffie Hellmann

Alice



$$a \in \mathbb{Z}_q$$

$G = \langle g \rangle$
of order q


$$g^a \in G$$

Bob



Trapdoor-less Diffie Hellmann

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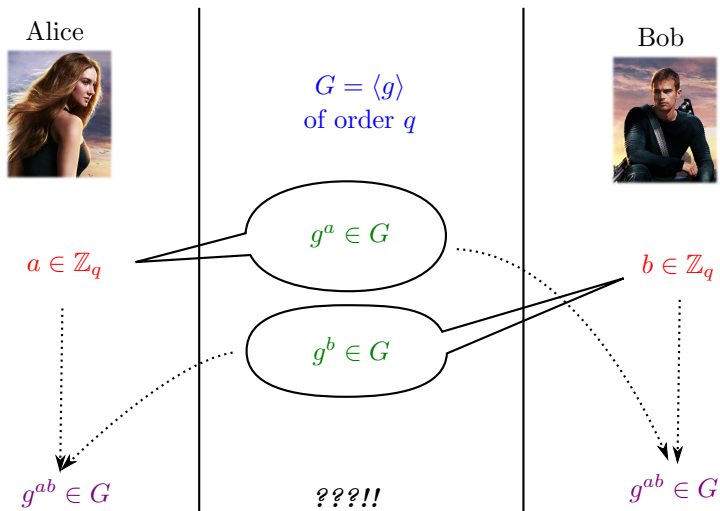
Bob



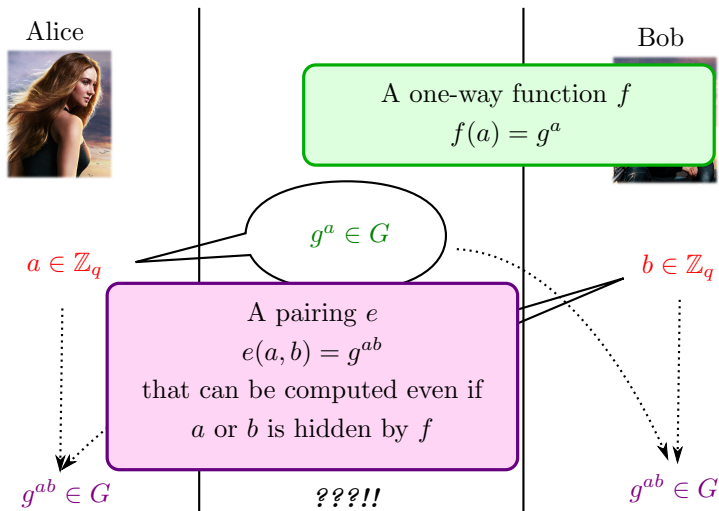
$$b \in \mathbb{Z}_q$$

$$g^b \in G$$

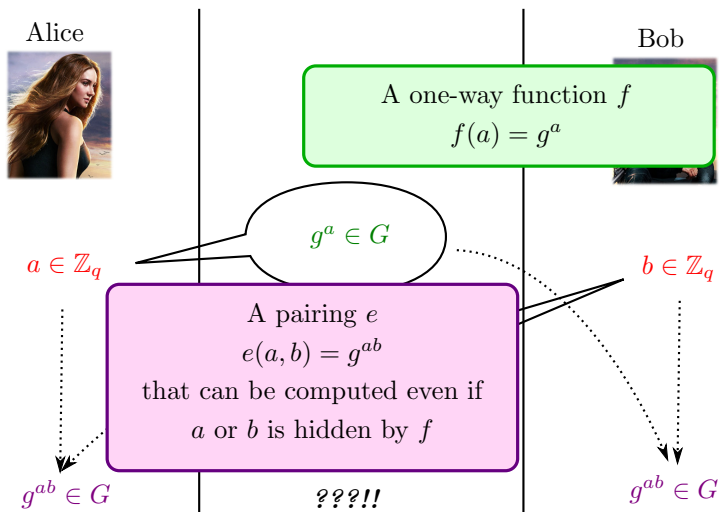
Trapdoor-less Diffie Hellmann



Trapdoor-less Diffie Hellmann



Trapdoor-less Diffie Hellmann



- This key exchange is the core of El-Gamal PK encryption

Abstracting DH

- let $e : e(a, b) = g^{ab}$ this map is a pairing, it is bilinear from $\mathbb{Z}_q \times \mathbb{Z}_q \rightarrow G$.
- let $f : a \mapsto g^a$ be the DL one-way function

Computability

$e(a, b)$ can be computed using $(f(a), b)$ or $(a, f(b))$
even if a or b is hidden by f

Security

hard to distinguish $(f(a), f(b), e(a, b))$ from $(f(a), f(b), \text{random})$

- What would be the pairing?
- What would be the one-way function to hide inputs?

The Pairing (for $g_1, \dots, g_m \leftarrow_{\$} G$)

$$\begin{aligned} \xi : \hat{G} \times \mathbb{Z}^m &\rightarrow \mathbb{T} \\ (\hat{s}, \mathbf{x}) &\mapsto \hat{s} \left(\sum_{i=1}^m x_i g_i \right) \end{aligned}$$

errors/approximations are ok if x_i are small.

Computability

- Let $y = f_{\text{SIS}}(x_1, \dots, x_m) = \sum x_i g_i \in G$
Then: $\xi(\hat{s}, \mathbf{x}) = \hat{s}(y) \in \mathbb{T}$
- Let $\mathbf{b} = f_{\text{LWE}}(\hat{s}) \approx (\hat{s}(g_1), \dots, \hat{s}(g_m)) \in \mathbb{T}^m$
Then: $\xi(\hat{s}, \mathbf{x}) \approx \langle \mathbf{x}, \mathbf{b} \rangle \in \mathbb{T}$

Noisy key exchange from lattices

Alice



Bob



Noisy key exchange from lattices

Alice



$$\mathbf{x} \in \mathbb{Z}^m$$

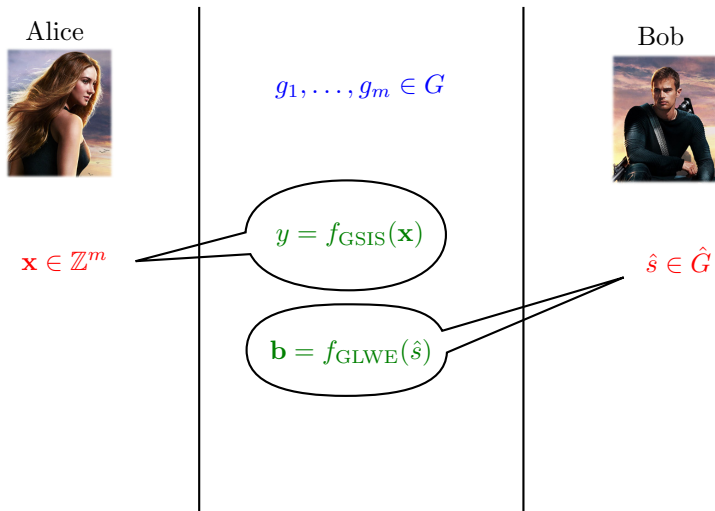
$$g_1, \dots, g_m \in G$$

$$y = f_{\text{GSIS}}(\mathbf{x})$$

Bob



Noisy key exchange from lattices



Noisy key exchange from lattices

Alice



$$\mathbf{x} \in \mathbb{Z}^m$$

$$\xi(\hat{s}, \mathbf{x}) \approx \langle \mathbf{x}, \mathbf{b} \rangle$$

Bob



$$\hat{s} \in \hat{G}$$

$$\xi(\hat{s}, \mathbf{x}) = \hat{s}(y)$$

$$g_1, \dots, g_m \in G$$

$$y = f_{\text{GSIS}}(\mathbf{x})$$

$$\mathbf{b} = f_{\text{GLWE}}(\hat{s})$$

????!!

(noise can be eliminated by rounding)

El-Gamal encryption from lattices

- This key exchange gives rise to **two El-Gamal** PK encryption schemes, because the lattice pairing is **not symmetric**
- These El-Gamal-like schemes are IND-CPA secure under the hardness of SIS/LWE (post-quantum?)
- Similarly, many LWE/SIS schemes can be viewed as analogues of the RSA/DL world: [GPV08] is a lattice analogue of Rabin's signature, etc.

Section 4

Fully Homomorphic Encryption

Fully Homomorphic Encryption

Among the various homomorphic schemes:

- [Gentry09], [BGV], [SHE], [YaSHE], [GSW], ...

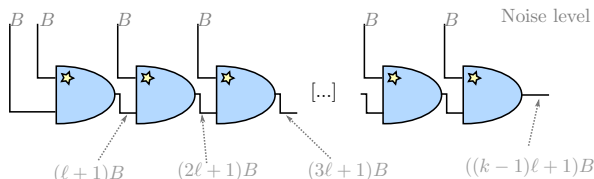
We focused on one particular line

- [GSW13] - [AP14] - [DM15]

What can it do

GSW can do

- (Like all others) additions and linear combinations
- Based on LWE (see f_{LWE} + trapdoors)
- [AP14]: Conjunctions with **sublinear noise** overhead!
- [DM15]: (external) Bootstrapping in less than 1 second!



- [GINX16]: evaluate (reduced) **binary decision diagrams** and **deterministic automata** with **sublinear** noise overhead, (almost) independently of the depth!!
- [GINX16]: **universal composition** of boolean functions (with exponential noise overhead in the number of compositions)
- [GINX16]: **internal** (but slow) bootstrapping

it really matters a lot!

- We implement our everyday's life problems as **finite state machine** algorithms:
 - see elementary school arithmetic: equality, an order check, an addition, a multiplication...
 - but also non arithmetic: full-text search, password check, etc...!
- Having the **automata** or **binary decision diagram logic** is way more general than polynomial arithmetic

The main drawback

If it is so “perfect”, why don't we use it in practice?

- The gate complexity is polynomial in the security parameter $\approx O(\lambda^2)$ per bit, with very limited batching capabilities
- In general (except for [DM15] bootstrapping), performance of the whole GSW line lags **very far behind** other candidates (BGV, YaSHE, ...)

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So... performance = big open problem?

- Don't despair, stay tuned, work is in progress!



- 1 Direct worst-case to average reductions for any group structures, via a new simple tool call “structural-reduction”
- 2 A framework to abstract Lattice cryptography and to link it with traditional crypto constructions.
 - 1 allows to build new post-quantum cryptosystems
 - 2 also to transfer security properties from traditional systems to lattice-based ones!
- 3 A new framework for LWE-based homomorphic encryption:
 - based on classical automata and binary decision diagram theories
 - and universal composition of boolean functions